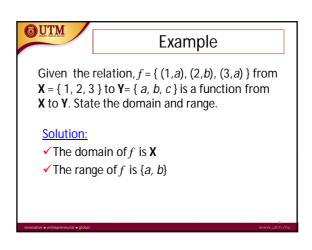


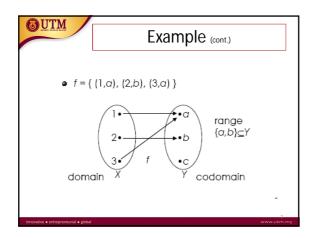
Domain, Co-domain, Range

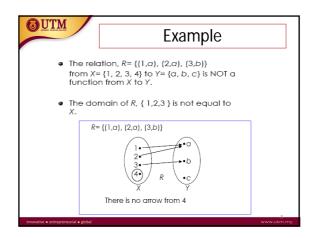
• A function from \mathbf{X} to \mathbf{Y} is denoted, $f : \mathbf{X} \to \mathbf{Y}$ • The domain of f is the set \mathbf{X} .

• The set \mathbf{Y} is called the co-domain or target of f.

• The set $\{y \mid (x,y) \in f\}$ is called the range.







Example

• The relation, $R = \{\{1, a\}, (2,b), (3,c), (1,b)\}$ from $X = \{1, 2, 3\}$ to $Y = \{a, b, c\}$ is NOT a funtion from X to Y

• $\{1, a\}$ and $\{1, b\}$ in R but $a \neq b$. $R = \{\{1, a\}, \{2, b\}, \{3, c\}, \{1, b\}\}$ There are 2 arrows from 1

• $\{1, a\}$ arrows from 1

Notation of function: f(x)• For the function, $f = \{(1,a), (2,b), (3,a)\}$ • We may write: f(1)=a, f(2)=b, f(3)=a• Notation f(x) is used to define a function.

Example

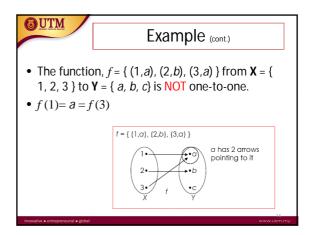
• Defined: $f(x) = x^2$ • f(2) = 4, f(-3.5) = 12.25, f(0) = 0• $f = \{(x, x^2) | x \text{ is a real number}\}$

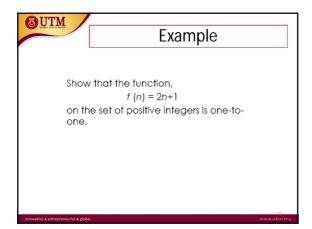
One-to-One Function

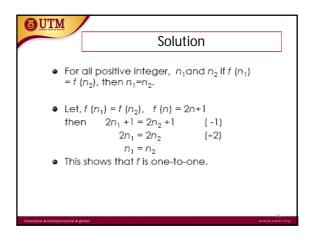
• A function f from X to Y, is said one-to-one (or injective) if for each $y \in Y$, there is at most one $x \in X$, with f(x)=y.

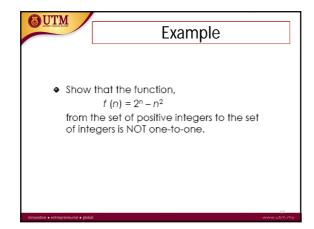
• For all x_1, x_2 , if $f(x_1) = f(x_2)$, then $x_1=x_2$. $\forall x_1 \forall x_2 (\{f(x_1) = f(x_2)\} \rightarrow \{x_1=x_2\}\}$

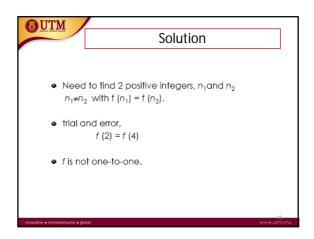
Example • The function, $f = \{ (1,b), (3,a), (2,c) \}$ from $\mathbf{X} = \{ 1, 2, 3 \}$ to $\mathbf{Y} = \{ a, b, c, d \}$ is one-to-one. Each element in Y has at most one arrow pointing to it

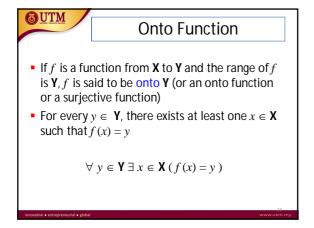


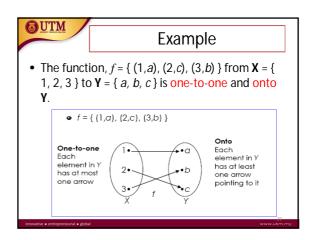


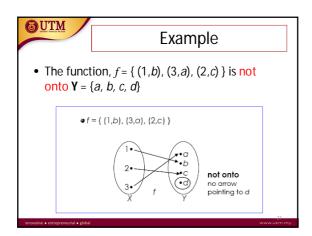


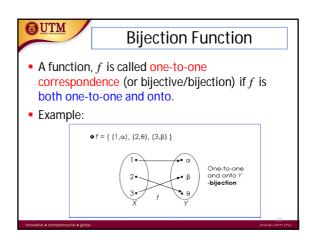






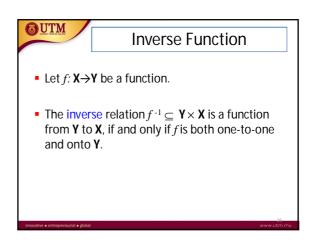


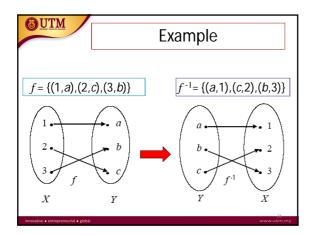


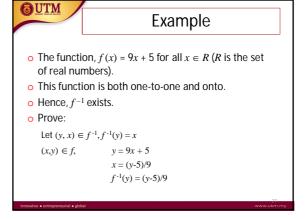


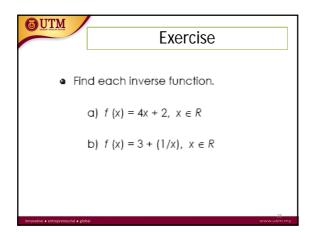
Exercise

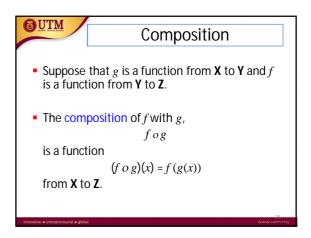
Determine which of the relations *f* are functions from the set **X** to the set **Y**. In case any of these relations are functions, determine if they are one-to-one, onto **Y**, and/or bijection. **a) X** = {-2, -1, 0, 1, 2}, **Y** = {-3, 4, 5} and $f = \{(-2, -3), (-1, -3), (0, 4), (1, 5), (2, -3)\}$ b) **X** = {-2, -1, 0, 1, 2}, **Y** = {-3, 4, 5} and $f = \{(-2, -3), (1, 4), (2, 5)\}$ c) **X** = **Y** = {-3, -1, 0, 2} and $f = \{(-3, -1), (-3, 0), (-1, 2), (0, 2), (2, -1)\}$







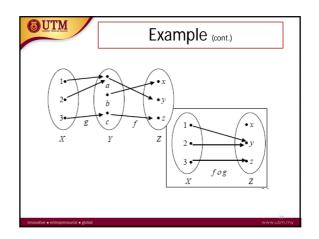




Example

• Given, $g = \{ (1, a), (2, a), (3, c) \}$ a function from $\mathbf{X} = \{1, 2, 3\}$ to $\mathbf{Y} = \{a, b, c\}$ and, $f = \{ (a, y), (b, x), (c, z) \}$ a function from \mathbf{Y} to $\mathbf{Z} = \{x, y, z\}$.

• The composition function from \mathbf{X} to \mathbf{Z} is the function $f \circ g = \{ (1, y), (2, y), (3, z) \}$



OUTM

Example

 $f(x) = \log_3 x$ and $g(x) = x^4$

- $ightharpoonup f(g(x)) = \log_3(x^4)$
- $ightharpoonup g(f(x)) = (\log_3 x)^4$
- \triangleright Note: $f \circ g \neq g \circ f$

OUTM

Example

$$f(x) = \frac{1}{5}x$$

$$g(x) = x^2 + 1$$

$$(g \circ f)(x) = g(f(x)) = g(\frac{x}{5})$$

$$=\left(\frac{x}{5}\right)^2+1=\frac{x^2}{25}+1$$

OUTM

Example

- Composition sometimes allows us to decompose complicated functions into simpler functions.
- example $f(x) = \sqrt{\sin 2x}$

$$g(x) = \sqrt{x}$$
 $h(x) = \sin x$ $w(x) = 2x$

$$f(x) = g(h(w(x)))$$

OUTM

Exercise

- Let f and g be functions from the positive integers to the positive integers defined by the equations, $f(n) = n^2$, $g(n) = 2^n$
- Find the compositions
 - a) $f \circ f$
 - b) g o g

 - c) f o gd) $g \circ f$

OUTM

Recursive Algorithms

- A recursive procedure is a procedure that invokes itself.
- A recursive algorithm is an algorithm that contains a recursive procedure.
- Recursion is a powerful, elegant and natural way to solve a large class of problems.

OUTM

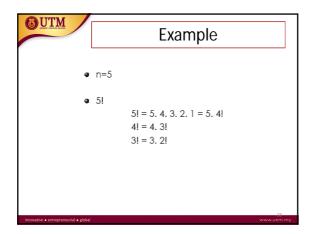
Example

Factorial problem

- o If $n \ge 1$,
- $n! = n (n 1) \Rightarrow 2x1$
- and 0! = 1
- o Notice that, if n ≥ 2, n factorial can be written as,

$$n! = n(n-1)(n-2) => 2x1x0$$

= n(n-1)!



```
Recursive Algorithm for Factorial

Input: n, integer ≥ 0
Output: n!
Factorial (n) {
if (n=0)
return 1
return n*factorial(n-1)
}
```

```
Example

• Fibonacci sequence, f_n

f_1 = 1

f_2 = 1

f_n = f_{n-1} + f_{n-2}, for n \ge 3

1, 1, 2, 3, 5, 8, 13, ....
```

```
Recursive algorithm for Fibonacci Sequence:

Input: n
Output: f (n)
f(n) {
if (n=1 or n=2)
return 1
return f (n-1) + f (n-2)
}
```

```
Example

Consider the following arithmetic sequence: 1, 3, 5, 7, 9<sub>3.0.</sub>

Suppose a_n is the term sequence. The generating rule is a_n = a_n - 1 + 2, for n \ge 1. The relevant recursive algorithm can be written as

f(n)
\underbrace{f(n)}_{\text{return } 1} (n = 1)
\underbrace{return f(n-1) + 2}_{\text{generating } 1}
Use the above recursive algorithm to trace n = 4
```

