

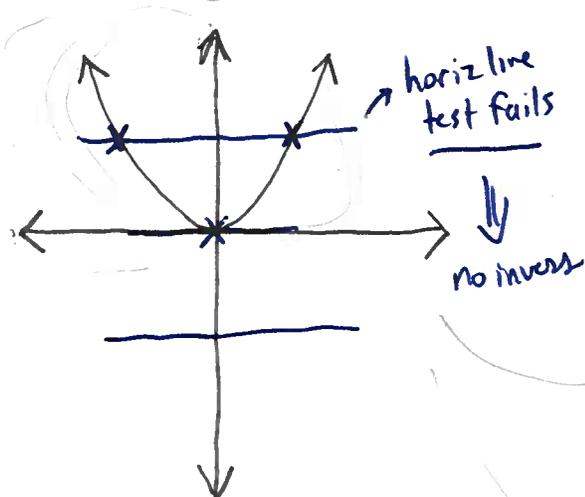
Written HW1 → due today for timely completion ①

Submit to blackboard

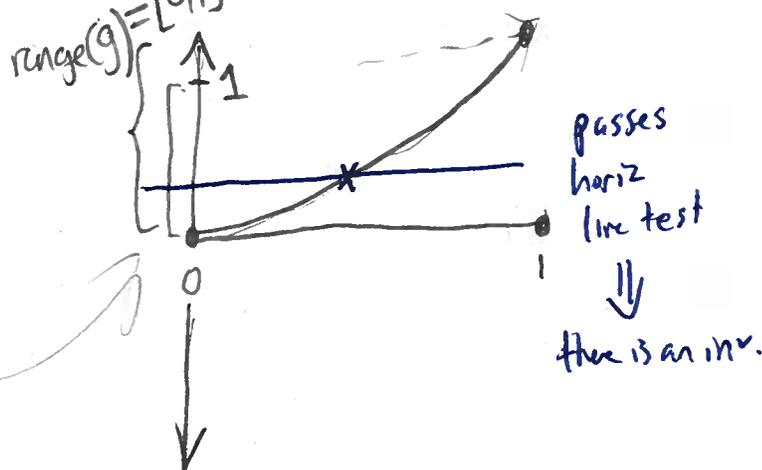
"Course content" ~ WHWI ~ upload there

First online HW — due Wed for timely completion

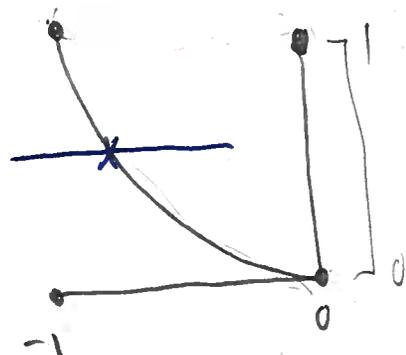
Ex: $f: \mathbb{R} \rightarrow \mathbb{R}$
 $f(x) = x^2$



Ex: $g: [0,1] \rightarrow \mathbb{R}$
 $g(x) = x^2$



Ex: $h: [-1,0] \rightarrow [0,1]$
 $h(x) = x^2$



One-to-one functions

Obeey "horizontal line test" —

"Does there exist a horiz line that touches more than one pt of the graph?"

yes → fail
no → pass

Theorem: If a function passes the horizontal line test, then it has an inverse function. If it fails, then there is no inverse.

From previous page: g and h have inverses

Recall: if $\begin{cases} f: X \rightarrow Y \\ f(x) = \sim \end{cases}$ has an inverse, then

the inverse is a function

~~inv~~
~~f~~
~~inv~~

$$\begin{cases} f^{-1}: \text{range}(f) \rightarrow X \\ f^{-1}(x) \text{ obeys } \begin{cases} f^{-1}(f(x)) = x \\ f(f^{-1}(x)) = x \end{cases} \end{cases}$$

Ex: $x^2 = 4$
 \downarrow
 $x = \pm\sqrt{4} = \pm 2$

Ex: $(\sqrt{x})^2 = x$

Ex: $e^{\ln(x)} = x$
 $\ln(e^x) = x$

Look at g^{-1}

$$\begin{cases} g^{-1}: [0, \infty) \rightarrow [0, \infty) \\ \uparrow \\ \text{range}(g) \\ g(x) \text{ obeys } \begin{cases} g^{-1}(g(x)) = x \\ g(g^{-1}(x)) = x \end{cases} \end{cases}$$

\Downarrow TURNS OUT
 $g^{-1}(x) = \sqrt{x}$

Check

$$\begin{aligned} g^{-1}(g(x)) &= g^{-1}(x^2) \\ &= \sqrt{x^2} \\ &= x \\ g(g^{-1}(x)) &= g(\sqrt{x}) = (\sqrt{x})^2 = x \end{aligned}$$

Look at h^{-1}

$$\begin{cases} h^{-1}: [0, \infty) \rightarrow (-\infty, 0] \\ h^{-1} \text{ obeys } \begin{cases} h^{-1}(h(x)) = x \\ h(h^{-1}(x)) = x \end{cases} \end{cases}$$

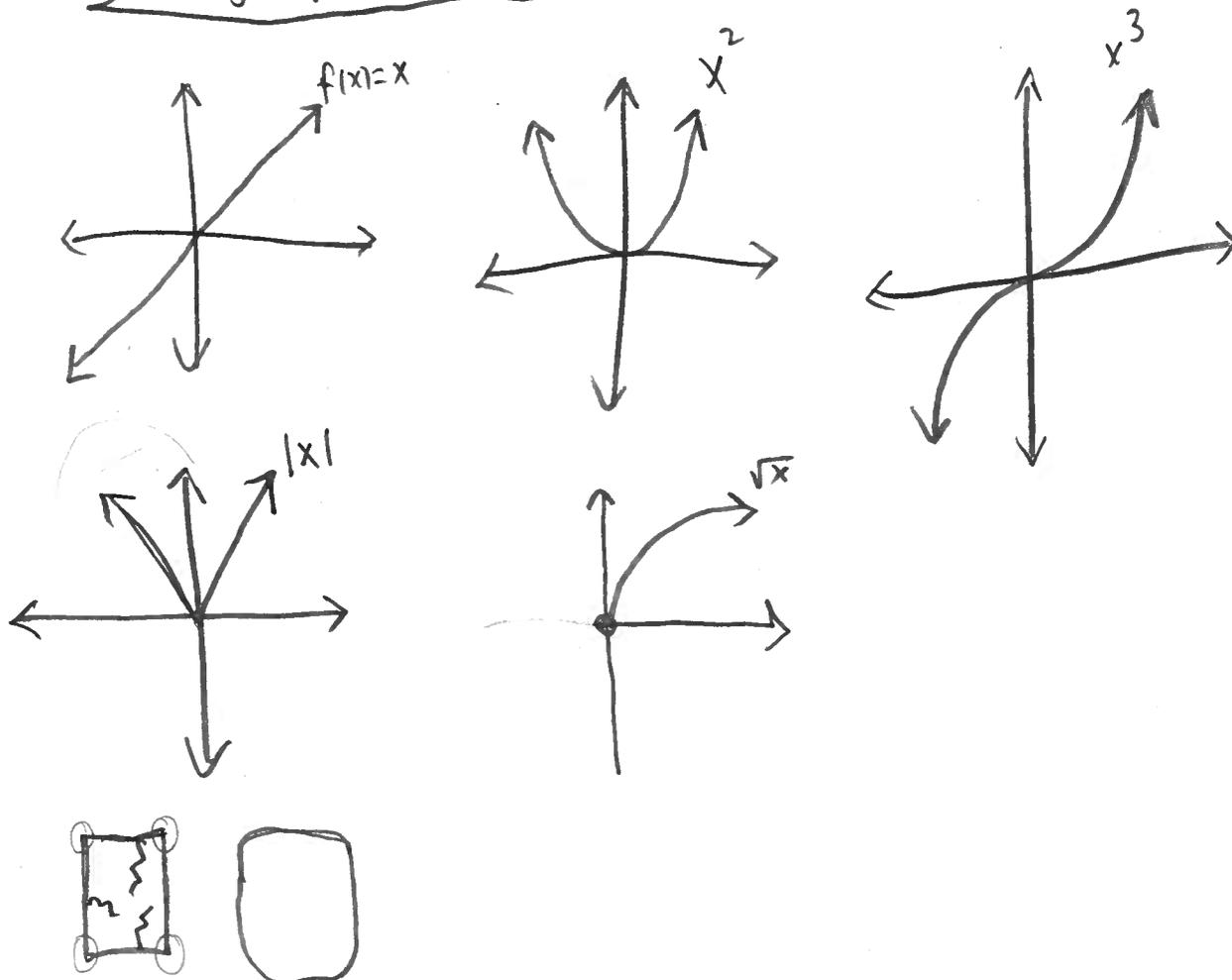
\Downarrow TURNS OUT "√"
 $h^{-1}(x) = -\sqrt{x}$ \uparrow always ⊕

Check

$$\begin{aligned} h^{-1}(h(x)) &= h^{-1}(x^2) = -\sqrt{x^2} \\ &= -x \\ h(h^{-1}(x)) &= h(-\sqrt{x}) = (-\sqrt{x})^2 \\ &= (-\sqrt{x})(-\sqrt{x}) \\ &= x \end{aligned}$$

Library of functions

(3)



Function transformations

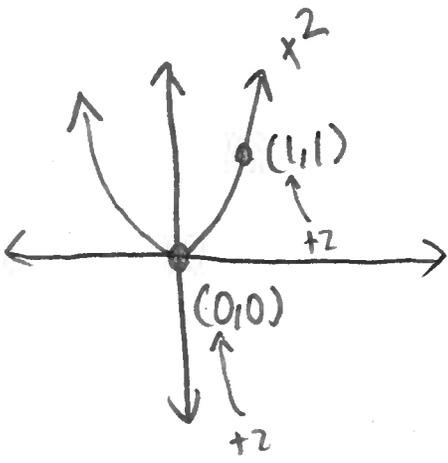
Ways to move a graph around + "mold" it
 Assume c constant, $c > 0$.

Formula	Fancy name	Actual action
$f(x) \pm c$	vertical shift	add/subtract to y-values
$f(x \pm c)$	horizontal shift	subtract/add to x-values
$\pm c f(x)$	vertical stretch or compress	multiply y-vals by $\pm c$
$f(\pm cx)$	horizontal stretch/compress	divide x-vals by $\pm c$

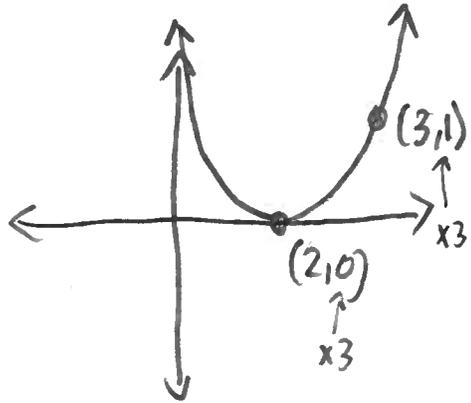
Ex: Plot $f(x) = 3(x-2)^2$

④

- "fundamental" function x^2
- - the "-2" is a hor shift → add 2 to x-vals
- the "3" is a vert stretch → mult y-vals by 3



hor. shift →



v. str. →

