DP IB Maths: AI SL

Your notes

2.2 Further Functions & Graphs

Contents

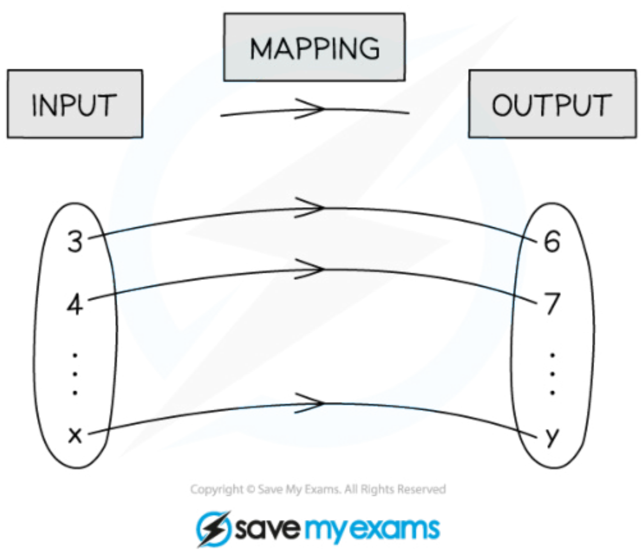
2.2.1 Functions

Your notes

Language of Functions

What is a mapping?

- A **mapping transforms** one set of values (**inputs**) into another set of values (**outputs**)
- Mappings can be:
  - **One-to-one**
    - Each input gets mapped to **exactly one unique** output
    - No two inputs are mapped to the same output
    - For example: A mapping that cubes the input
  - **Many-to-one**
    - Each input gets mapped to **exactly one** output
    - Multiple inputs can be mapped to the same output
    - For example: A mapping that squares the input
  - **One-to-many**
    - An input can be mapped to **more than one** output
    - No two inputs are mapped to the same output
    - For example: A mapping that gives the numbers which when squared equal the input
  - **Many-to-many**
    - An input can be mapped to **more than one** output
    - Multiple inputs can be mapped to the same output
    - For example: A mapping that gives the factors of the input



What is a function?

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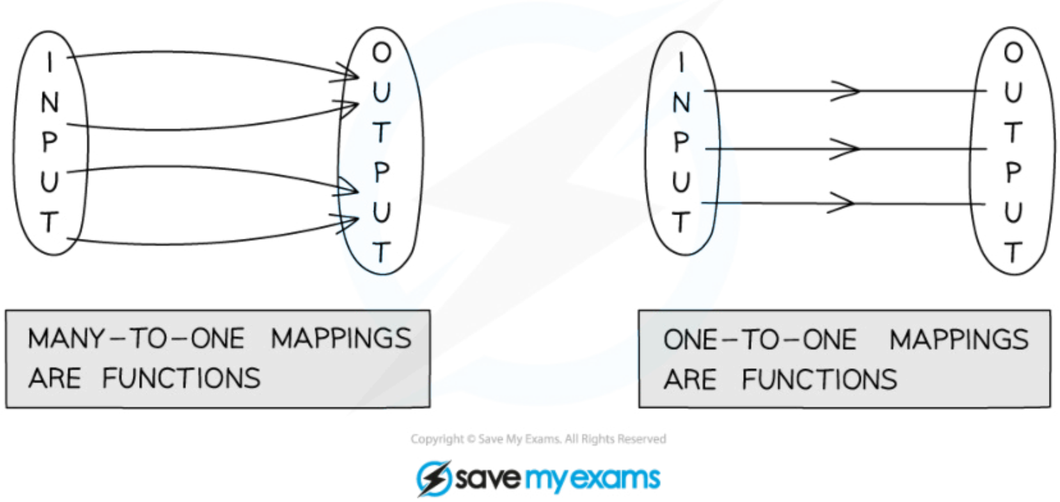
- A **function** is a mapping between two sets of numbers where **each input** gets mapped to **exactly one output**
  - The output does not need to be unique
- **One-to-one** and **many-to-one** mappings are functions
- A mapping is a function if its graph passes the **vertical line test**
  - Any **vertical line** will intersect with the graph **at most once**



What notation is used for functions?

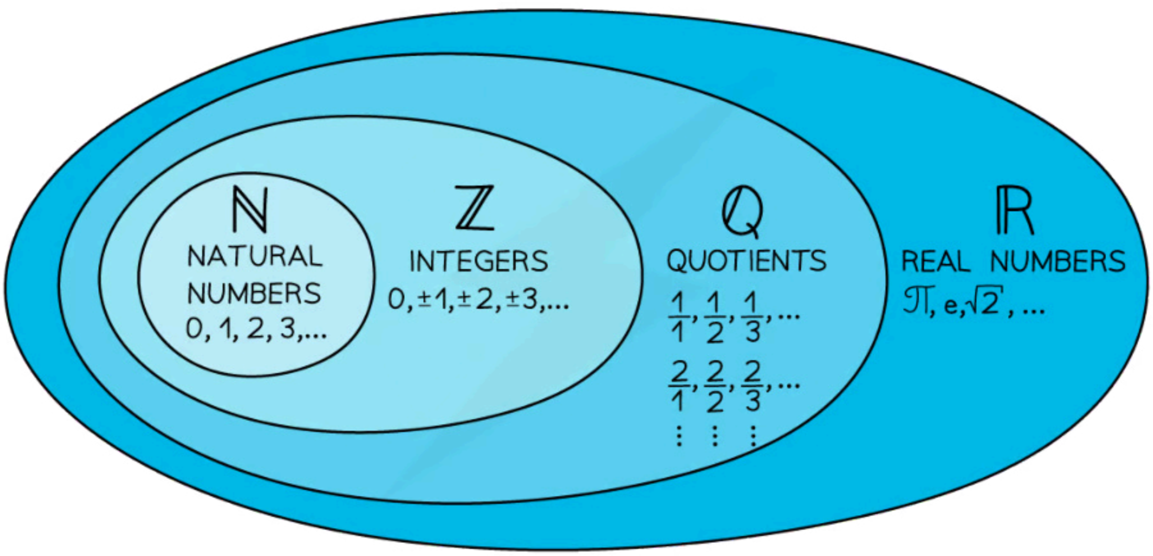
- Functions are denoted using letters (such as f, v, g, etc)
  - A function is followed by a variable in a bracket
  - This shows the input for the function
  - The letter f is used most commonly for functions and will be used for the remainder of this revision note
- $f(x)$ represents an expression for the value of the function f when evaluated for the variable x
- Function notation gets rid of the need for words which makes it **universal**
  - $f = 5$ when $x = 2$ can simply be written as $f(2) = 5$

What are the domain and range of a function?

- The **domain** of a function is the set of values that are used as **inputs**
- A domain should be stated with a function
  - If a domain is not stated then it is assumed the domain is all the real values which would work as inputs for the function
  - Domains are expressed in terms of the input
    - $x \leq 2$
- The **range** of a function is the set of values that are given as **outputs**
  - The range depends on the domain
  - Ranges are expressed in terms of the output

Your notes

- $f(x) \geq 0$
- To graph a function we use the **inputs as the x-coordinates** and the **outputs as the y-coordinates**
  - $f(2) = 5$ corresponds to the coordinates (2, 5)
- Graphing the function can help you visualise the range
- Common sets of numbers have special symbols:
  - $\mathbb{R}$ represents all the real numbers that can be placed on a number line
    - $x \in \mathbb{R}$ means x is a real number
  - $\mathbb{Q}$ represents all the rational numbers $\frac{a}{b}$ where *a* and *b* are integers and *b* ≠ 0
  - $\mathbb{Z}$ represents all the integers (positive, negative and zero)
    - $\mathbb{Z}^+$ represents positive integers
  - $\mathbb{N}$ represents the natural numbers (0,1,2,3...)



Examiner Tip

- Questions may refer to "the largest possible domain"
  - this would usually be $x \in \mathbb{R}$ unless natural numbers, integers or quotients has already been stated
  - there are usually some exceptions
    - e.g. square roots; $x \geq 0$ for a function involving $\sqrt{x}$
    - e.g. reciprocal functions; $x \neq 2$ for a function with denominator $(x-2)$

Worked example

For the function $f(x) = x^3 + 1,\ \ 2 \le x \le 10$:

a) write down the value of $f(7)$.

Substitute $x = 7$

$f(7) = 7^3 + 1$

$f(7) = 344$

b) find the range of $f(x)$.

Find the values of $x^3 + 1$ when $2 \le x \le 10$

$2 \le x \le 10$

$8 \le x^3 \le 1000$

$9 \le x^3 + 1 \le 1001$

$9 \le f(x) \le 1001$

Your notes

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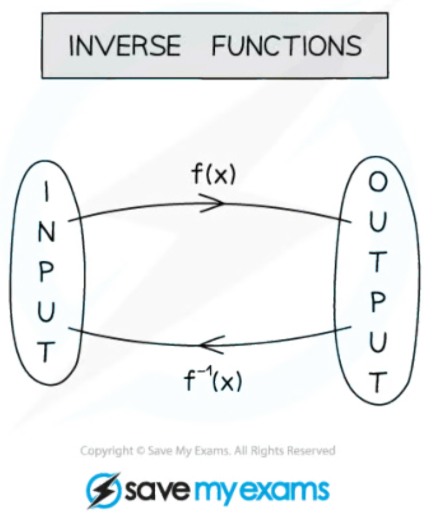
Inverse Functions

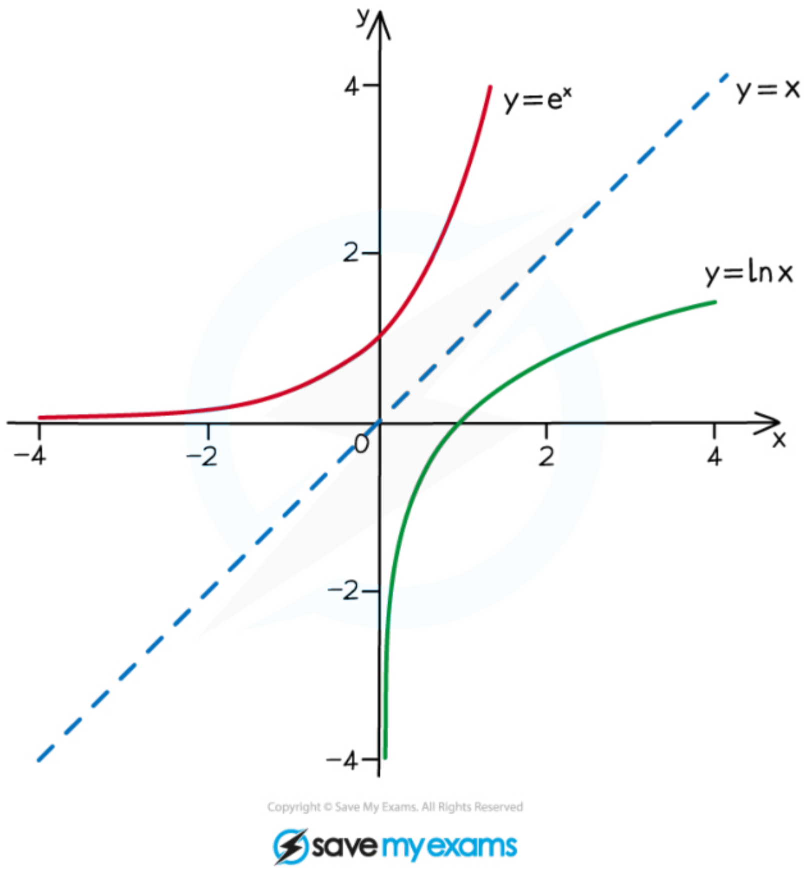
What is an inverse function?

- **Only one-to-one** functions have inverses
- A function has an inverse if its graph passes the **horizontal line test**
  - Any **horizontal line** will intersect with the graph **at most once**
- Given a function $f(x)$ we denote the inverse function as $f^{-1}(x)$
- An inverse function **reverses the effect** of a function
  - $f(2) = 5$ means $f^{-1}(5) = 2$
- Inverse functions are used to solve equations
  - The solution of $f(x) = 5$ is $x = f^{-1}(5)$



What are the connections between a function and its inverse function?

- The **domain of a function** becomes the **range of its inverse**
- The **range of a function** becomes the **domain of its inverse**
- The graph of $y = f^{-1}(x)$ is a **reflection** of the graph $y = f(x)$ in the line $y = x$
  - Therefore solutions to $f(x) = x$ or $f^{-1}(x) = x$ will also be solutions to $f(x) = f^{-1}(x)$
    - There could be other solutions to $f(x) = f^{-1}(x)$ that don't lie on the line $y = x$



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Examiner Tip

- Remember that, in general, $f^{-1}(x) \neq \frac{1}{f(x)}$

Your notes

Worked example

For the function $f(x) = x^3 + 1,\ 2 \le x \le 10$:

a) write down the range of the inverse function, $f^{-1}(x)$.

The range of $f^{-1}(x)$ is the domain of $f(x)$

$2 \le f^{-1}(x) \le 10$

b) find the value of $f^{-1}(217)$.

If $x = f^{-1}(a)$ then $f(x) = a$

$x = f^{-1}(217)$

$f(x) = 217$

$x^3 + 1 = 217$ — Use definition of function

$x^3 = 216$ — Subtract 1

$x = 6$ — Cube root

$f^{-1}(217) = 6$

Your notes

Piecewise Functions

What are piecewise functions?

- **Piecewise functions** are defined by different functions depending on which interval the input is in
  - E.g. $f(x)=\begin{cases} x+1 & x\le 5 \\ 2x-4 & 5<x<10 \end{cases}$
- The intervals for the individual functions **cannot overlap**
- To evaluate a piecewise function for a particular value $x=k$
  - Find which interval includes k
  - Substitute $x=k$ into the corresponding function

Worked example

For the piecewise function

$$f(x)=\begin{cases} 2x-5 & -10\le x\le 10 \\ 3x+1 & x>10 \end{cases},$$

a) find the values of $f(0)$, $f(10)$, $f(20)$.

Identify the correct function to use

$x=0$ is in $-10\le x\le 10$ $\Rightarrow$ $f(0)=2(0)-5=-5$

$x=10$ is in $-10\le x\le 10$ $\Rightarrow$ $f(10)=2(10)-5=15$

$x=20$ is in $x>10$ $\Rightarrow$ $f(20)=3(20)+1=61$

$f(0)=-5$ $\quad f(10)=15$ $\quad f(20)=61$

b) state the domain.

Domain is the set of inputs

$-10\le x\le 10$ and $x>10$

$x\ge -10$

2.2.2 Graphing Functions

Your notes

Graphing Functions

How do I graph the function *y* = *f*(*x*)?

- A point (a, b) lies on the graph $y = f(x)$ if $f(a) = b$
- The **horizontal axis** is used for the **domain**
- The **vertical axis** is used for the **range**
- You will be able to graph some functions by hand
- For some functions you will need to use your GDC
- You might be asked to graph the **sum** or **difference** of two functions
  - Use your GDC to graph $y = f(x) + g(x)$ or $y = f(x) - g(x)$
  - Just type the functions into the graphing mode

What is the difference between "draw" and "sketch"?

- If asked to sketch you should:
  - Show the general shape
  - Label any key points such as the intersections with the axes
  - Label the axes
- If asked to draw you should:
  - Use a pencil and ruler
  - Draw to scale
  - Plot any points **accurately**
  - Join points with a straight line or smooth curve
  - Label any key points such as the intersections with the axes
  - Label the axes

How can my GDC help me sketch/draw a graph?

- You use your GDC to plot the graph
  - Check the scales on the graph to make sure you see the full shape
- Use your GDC to find any key points
- Use your GDC to check specific points to help you plot the graph

Your notes

Key Features of Graphs

What are the key features of graphs?

- You should be familiar with the following key features and know how to use your GDC to find them
- Local minimums/maximums
  - These are points where the graph has a minimum/maximum for a small region
  - They are also called **turning points**
    - This is where the graph changes its direction between upwards and downwards directions
  - A graph can have multiple local minimums/maximums
  - A local minimum/maximum is not necessarily the minimum/maximum of the whole graph
    - This would be called the **global** minimum/maximum
  - For quadratic graphs the minimum/maximum is called the **vertex**
- Intercepts
  - y – intercepts are where the graph crosses the y-axis
    - At these points $x = 0$
  - x – intercepts are where the graph crosses the x-axis
    - At these points $y = 0$
    - These points are also called the **zeros of the function** or **roots of the equation**
- Symmetry
  - Some graphs have lines of symmetry
    - A quadratic will have a vertical line of symmetry
- Asymptotes
  - These are lines which the graph will get closer to but not cross
  - These can be horizontal or vertical
    - Exponential graphs have horizontal asymptotes
    - Graphs of variables which vary inversely can have vertical and horizontal asymptotes

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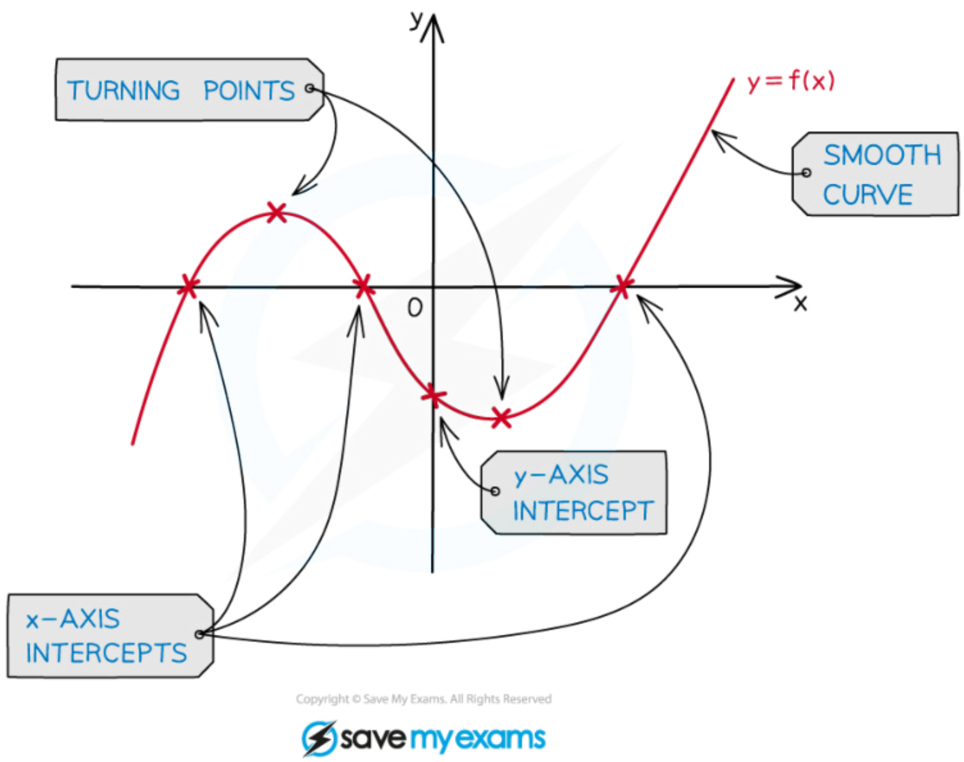


Examiner Tip

- Most GDC makes/models will not plot/show asymptotes just from inputting a function
  - Add the asymptotes as additional graphs for your GDC to plot
  - You can then check the equations of your asymptotes visually
  - You may have to zoom in or change the viewing window options to confirm an asymptote
- Even if using your GDC to plot graphs and solve problems sketching them as part of your working is good exam technique
  - Label the key features of the graph and anything else relevant to the question on your sketch

Your notes

Worked example

Two functions are defined by

$$f(x) = x^2 - 4x - 5 \text{ and } g(x) = 2 + \frac{1}{x+1}.$$

a) Draw the graph $y = f(x)$.

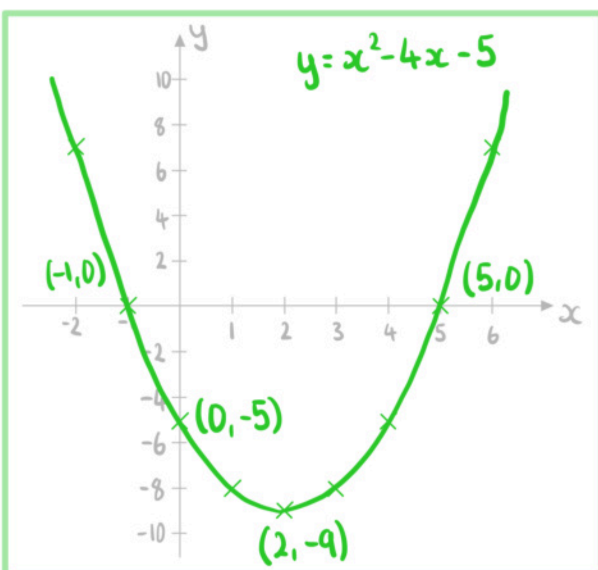
Draw means accurately

Use GDC to find vertex, roots and y-intercepts

Vertex = (2, −9)

Roots = (−1, 0) and (5, 0)

y-intercept = (0, −5)



b) Sketch the graph $y = g(x)$.

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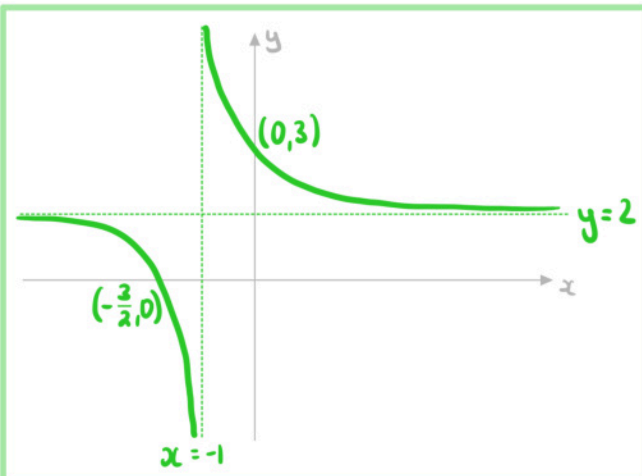
Sketch means rough but showing key points

Use GDC to find x and y-intercepts and asymptotes

x-intercept $= \left(-\frac{3}{2}, 0\right)$

y-intercept $= (0, 3)$

Asymptotes : $x = -1$ and $y = 2$



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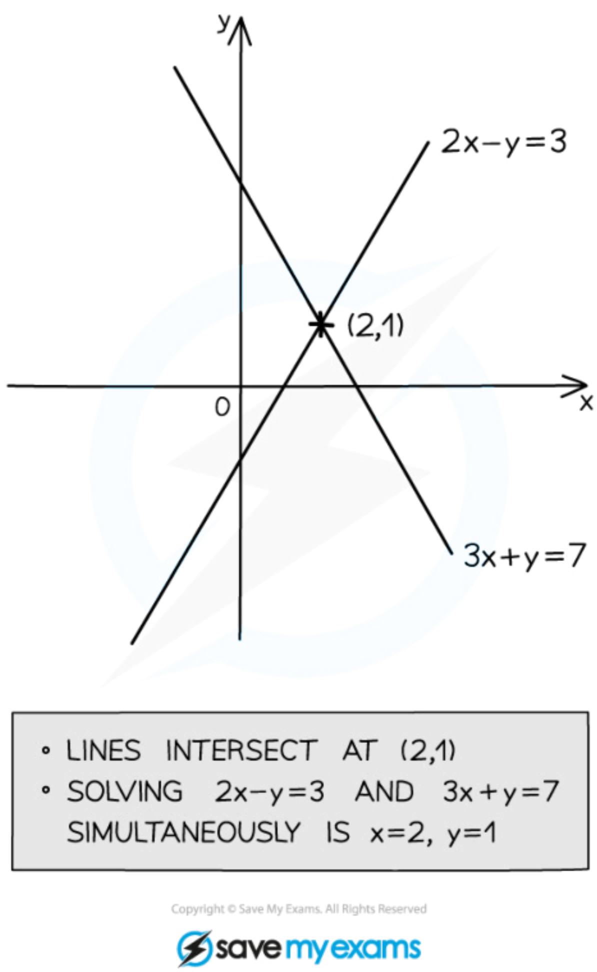
Intersecting Graphs

How do I find where two graphs intersect?

- Plot both graphs on your GDC
- Use the intersect function to find the intersections
- Check if there is more than one point of intersection



How can I use graphs to solve equations?

- One method to solve equations is to use graphs
- To solve $f(x) = a$
  - Plot the two graphs $y = f(x)$ and $y = a$ on your GDC
  - Find the points of intersections
  - The **x-coordinates** are the **solutions** of the equation
- To solve $f(x) = g(x)$

Your notes

- Plot the two graphs $y = f(x)$ and $y = g(x)$ on your GDC
- Find the points of intersections
- The ***x*-coordinates** are the **solutions** of the equation

- Using graphs makes it easier to see **how many solutions** an equation will have

Examiner Tip

- You can use graphs to solve equations
  - Questions will not necessarily ask for a drawing/sketch or make reference to graphs
  - Use your GDC to plot the equations and find the intersections between the graphs

Your notes

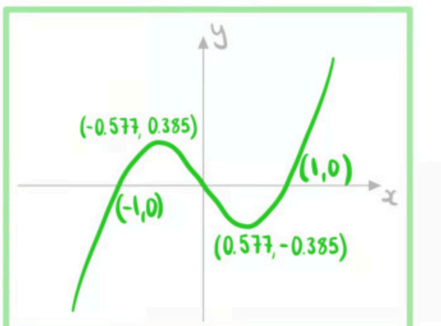
Worked example

Two functions are defined by

$$f(x) = x^3 - x \text{ and } g(x) = \frac{4}{x}.$$

a) Sketch the graph $y = f(x)$.

Use GDC to find max, min, intercepts



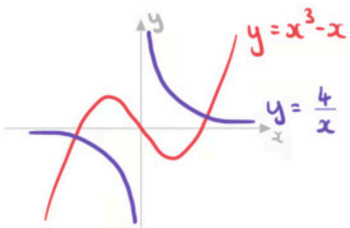
b) Write down the number of real solutions to the equation $x^3 - x = 2$.

Identify the number of intersections between $y = x^3 - x$ and $y = 2$

1 intersection

c) Find the coordinates of the points where $y = f(x)$ and $y = g(x)$ intersect.

Use GDC to sketch both graphs



$(-1.60, -2.50)$ and $(1.60, 2.50)$

d) Write down the solutions to the equation $x^3 - x = \frac{4}{x}$.

Solutions to $x^3 - x = \frac{4}{x}$ are the x coordinates of the points of intersection.

$x = -1.60$ and $x = 1.60$

Your notes

2.2.3 Properties of Graphs

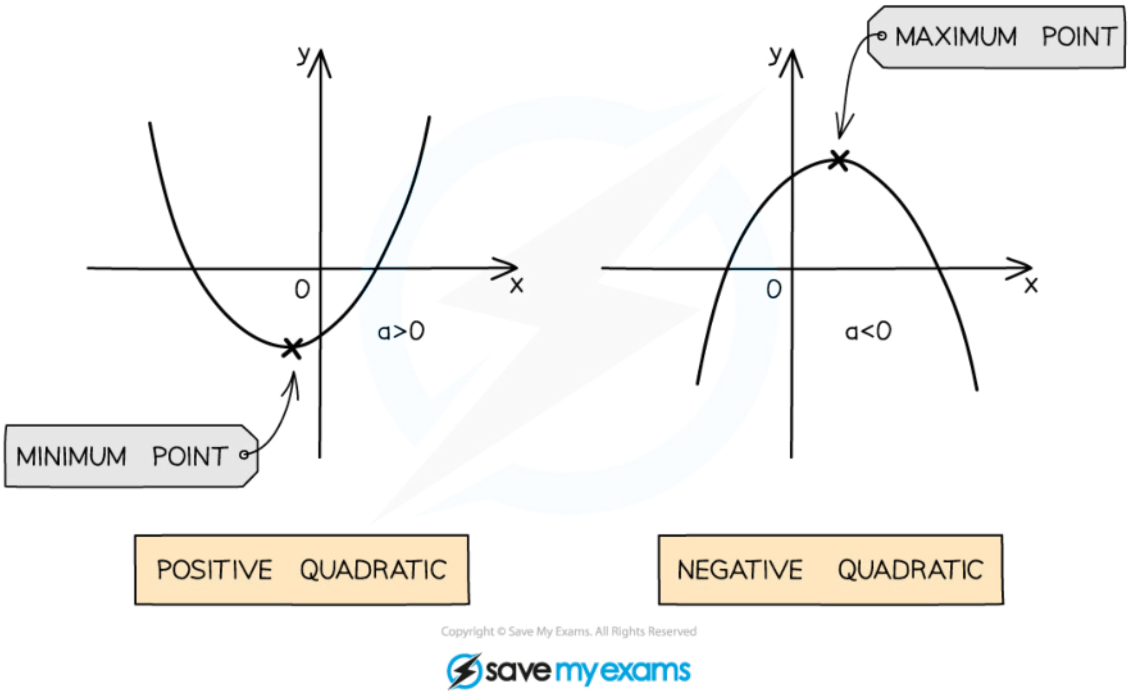
Your notes

Quadratic Functions & Graphs

What are the key features of quadratic graphs?

- A **quadratic** graph is of the form $y = ax^2 + bx + c$ where $a \neq 0$.
- The value of *a* affects the shape of the curve
  - If *a* is positive the shape is $\cup$
  - If *a* is negative the shape is $\cap$
- The ***y*-intercept** is at the point (0, c)
- The **zeros or roots** are the solutions to $ax^2 + bx + c = 0$
  - These can be found using your GDC or the quadratic formula
  - These are also called the *x*-intercepts
  - There can be 0, 1 or 2 *x*-intercepts
- There is an **axis of symmetry** at $x = -\frac{b}{2a}$
  - This is given in your **formula booklet**
  - If there are two *x*-intercepts then the axis of symmetry goes through the midpoint of them
- The **vertex** lies on the axis of symmetry
  - The *x*-coordinate is $-\frac{b}{2a}$
  - The *y*-coordinate can be found using the GDC or by calculating *y* when $x = -\frac{b}{2a}$
  - If ***a* is positive** then the vertex is the **minimum** point
  - If ***a* is negative** then the vertex is the **maximum** point

Your notes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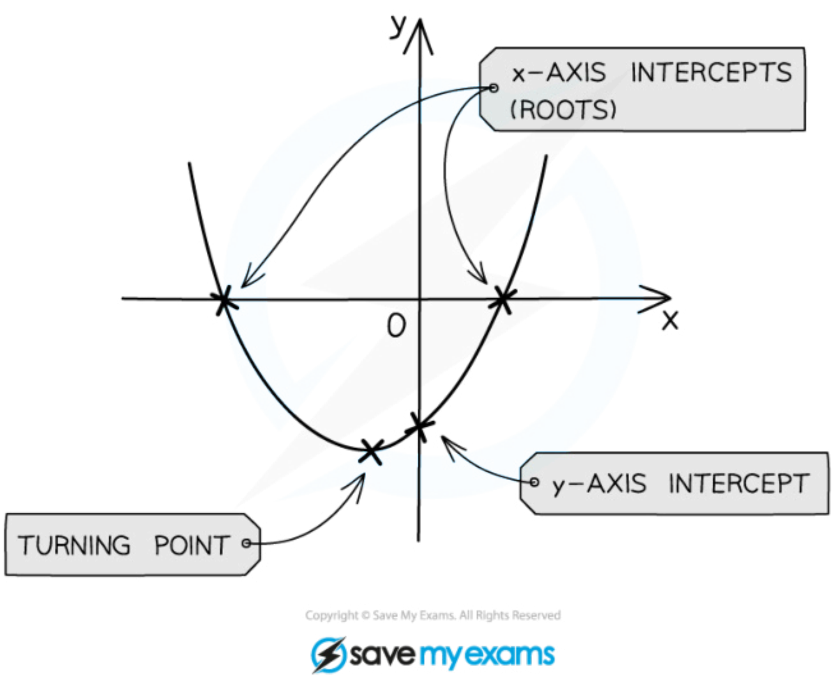
y
x
0
x–AXIS INTERCEPTS (ROOTS)
y–AXIS INTERCEPT
TURNING POINT
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Examiner Tip

- Use your GDC to find the roots and the turning point of a quadratic function
  - You do not need to factorise or complete the square
  - It is good exam technique to sketch the graph from your GDC as part of your working

Worked example

a) Write down the equation of the axis of symmetry for the graph $y = 4x^2 - 4x - 3$.

Formula booklet

Axis of symmetry of the graph of a quadratic function	$f(x) = ax^2 + bx + c \Rightarrow$ axis of symmetry is $x = -\frac{b}{2a}$

$a = 4 \quad b = -4 \quad c = -3$

$x = -\frac{-4}{2(4)}$

$x = \frac{1}{2}$

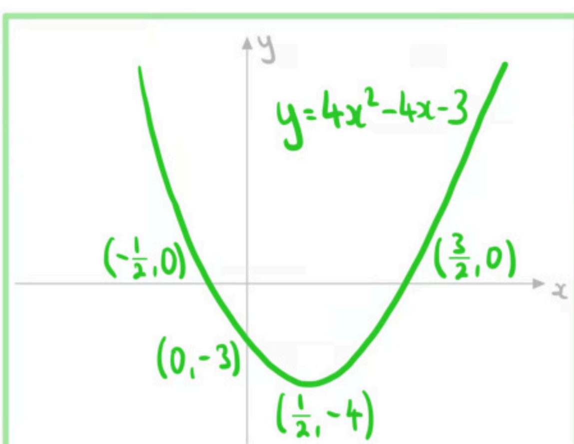
b) Sketch the graph $y = 4x^2 - 4x - 3$.

Use GDC to find vertex, roots and y-intercepts

Vertex : $(\frac{1}{2}, -4)$

Roots : $(-\frac{1}{2}, 0)$ and $(\frac{3}{2}, 0)$

y-intercept : $(0, -3)$

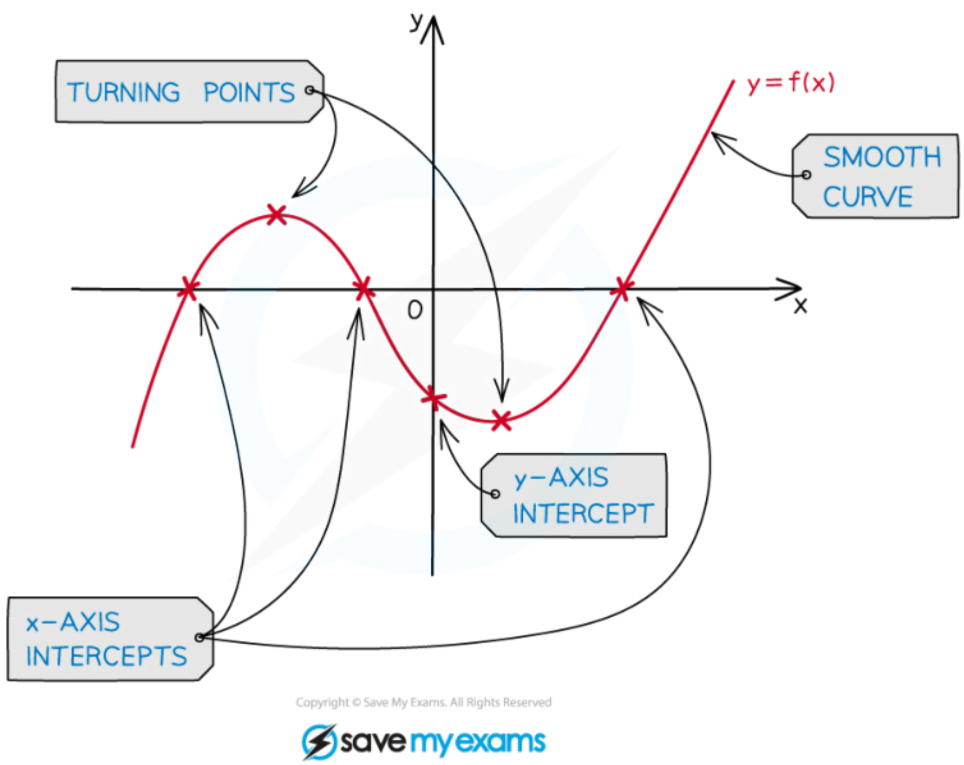


Your notes

Cubic Functions & Graphs

What are the key features of cubic graphs?

- A **cubic** graph is of the form $y = ax^3 + bx^2 + cx + d$ where $a \neq 0$.
- The value of *a* affects the shape of the curve
  - If ***a* is positive** the graph goes from **bottom left to top right**
  - If ***a* is negative** the graph goes from **top left to bottom right**
- The ***y*-intercept** is at the point (0, *d*)
- The **zeros or roots** are the solutions to $ax^3 + bx^2 + cx + d = 0$
  - These can be found using your GDC
  - These are also called the *x*-intercepts
  - There can be 1, 2 or 3 *x*-intercepts
    - There is always at least 1
- There are either **0 or 2 local minimums/maximums**
  - If there are 0 then the curve is **monotonic** (always increasing or always decreasing)
  - If there are 2 then one is a local minimum and one is a local maximum



Your notes

Examiner Tip

- You can use your GDC to find the roots, the local maximum and local minimum of a cubic function
- When drawing/sketching the graph of a cubic function be sure to label all the key features
  - x and y axes intercepts
  - the local maximum point
  - the local minimum point

Worked example

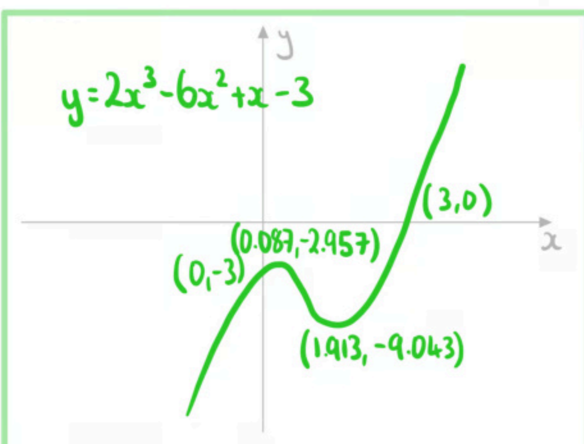
Sketch the graph $y = 2x^3 - 6x^2 + x - 3$.

Use GDC to find min, max, roots and y-intercept

Min = (1.913, -9.043)   Max = (0.087, -2.957)

Root = (3,0)

y-intercept = (0, -3)

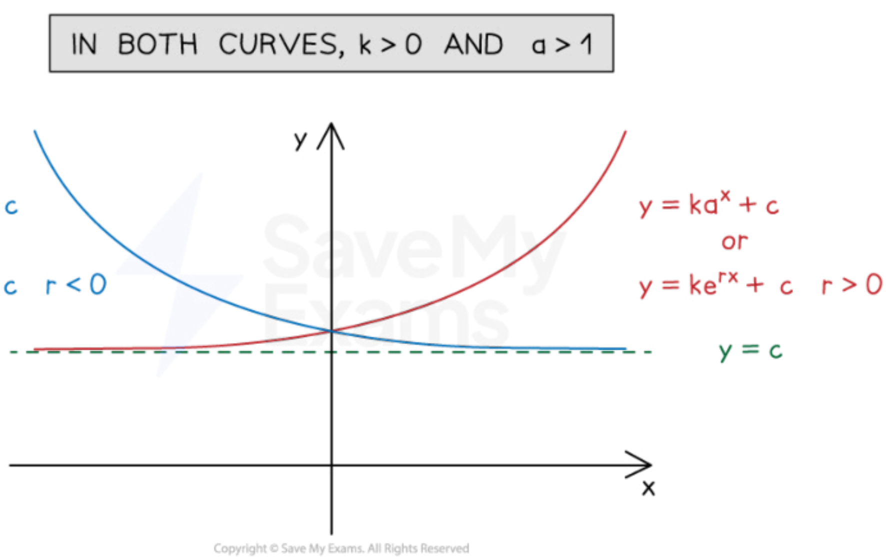


Exponential Functions & Graphs

Your notes

What are the key features of exponential graphs?

- An **exponential** graph is of the form
  - $y = ka^x + c$ or $y = ka^{-x} + c$ where $a > 0$
  - $y = ke^{rx} + c$
    - Where e is the mathematical constant 2.718...
- The **y-intercept** is at the point (0, *k* + c)
- There is a **horizontal asymptote** at *y* = c
- The value of *k* determines whether the graph is **above or below the asymptote**
  - If ***k* is positive** the graph is **above the asymptote**
    - So the range is $y > c$
  - If ***k* is negative** the graph is **below the asymptote**
    - So the range is $y < c$
- The coefficient of *x* and the constant *k* determine whether the graph is **increasing or decreasing**
  - If the coefficient of *x* and *k* have the **same sign** then **graph is increasing**
  - If the coefficient of *x* and *k* have **different signs** then the **graph is decreasing**
- There is at **most 1 root**
  - It can be found using your GDC



Your notes

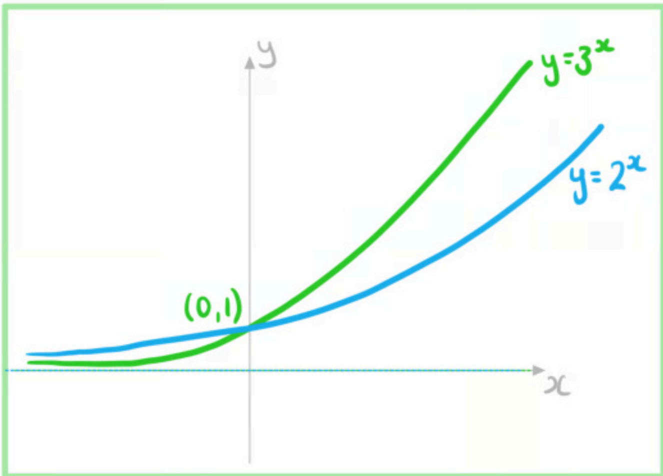
Examiner Tip

- You may have to change the viewing window settings on your GDC to make asymptotes clear
  - A small scale can make it look as though the curve and an asymptote intercept
- Be careful about how two exponential graphs drawn on the same axes look
  - Particularly which one is "on top" either side of the y-axis

Your notes

Worked example

a) On the same set of axes sketch the graphs $y = 2^x$ and $y = 3^x$. Clearly label each graph.

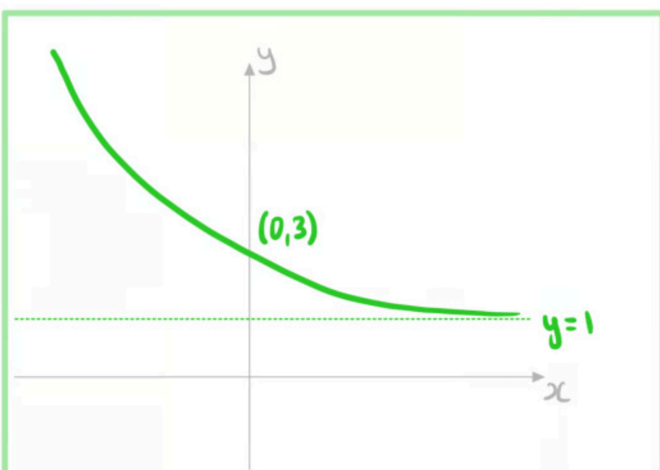


b) Sketch the graph $y = 2e^{-3x} + 1$.

Use GDC to find intercept and asymptote

y-intercept = (0, 3)

Asymptote : y = 1

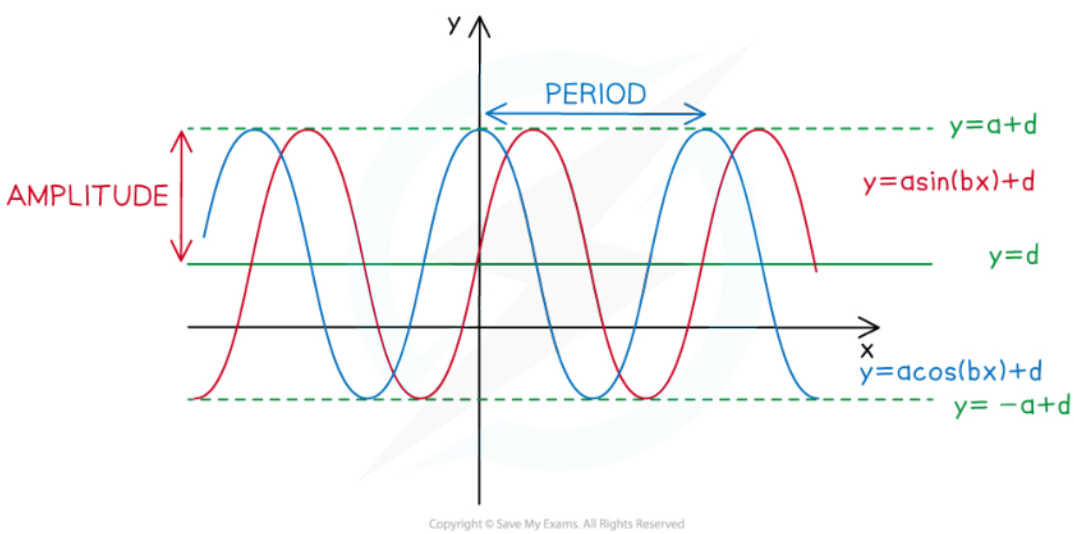


Your notes

Sinusoidal Functions & Graphs

What are the key features of sinusoidal graphs?

- A **sinusoidal** graph is of the form
  - $y = a\sin(bx) + d$
  - $y = a\cos(bx) + d$
- The **y-intercept** is at the point
  - $(0, d)$ for $y = a\sin(bx) + d$
  - $(0, a + d)$ for $y = a\cos(bx) + d$
- The **period** of the graph is the length of the interval of a full cycle
  - This is $\frac{360°}{b}$
- The **maximum value** is $y = a + d$
- The **minimum value** is $y = -a + d$
- The **principal axis** is the horizontal line halfway between the maximum and minimum values
  - This is $y = d$
- The **amplitude** is the vertical distance from the principal axis to the maximum value
  - This is a



Examiner Tip

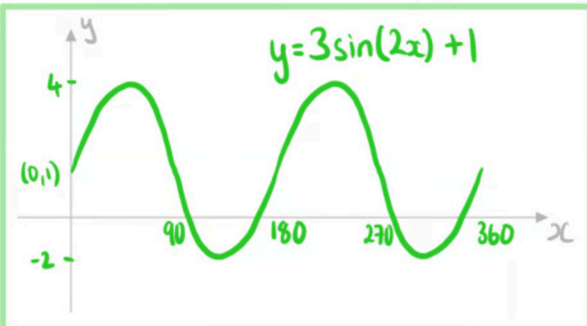
- Pay careful attention to the angles between which you are required to use or draw/sketch a sinusoidal graph
  - e.g. $0° \le x \le 360°$

Your notes

Worked example

a) Sketch the graph $y = 3\sin(2x) + 1$ for the values $0 \le x \le 360$.

Use GDC to find max and min



b) State the equation of the principal axis of the curve.

Principal axis is in middle of maximum and minimum points

$$\frac{4 + {}^{-}2}{2} = 1$$

$y = 1$

c) State the period and amplitude.

Period is how often it repeats

$$\frac{360}{2} = 180$$

Period = 180°

Amplitude is distance from principal axis to maximum or minimum

$4 - 1 = 1 - {}^{-}2 = 3$

Amplitude = 3