

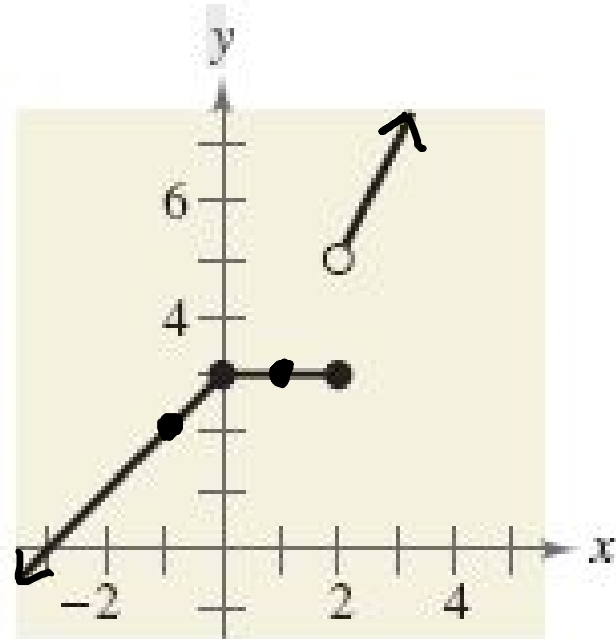
# Graph of a Function

Ex. Using the graph, find:

a) domain *all reals*

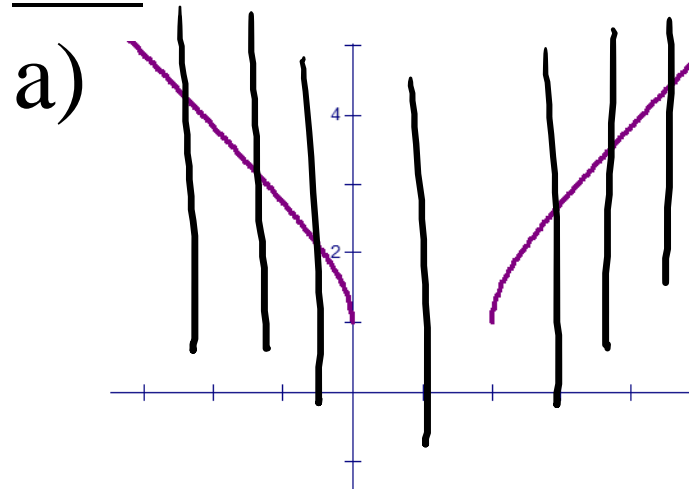
b) range  $(-\infty, 3] \cup (5, \infty)$

c)  $f(-1)$ ,  $f(1)$ , and  $f(2)$   
*2*            *3*            *3*



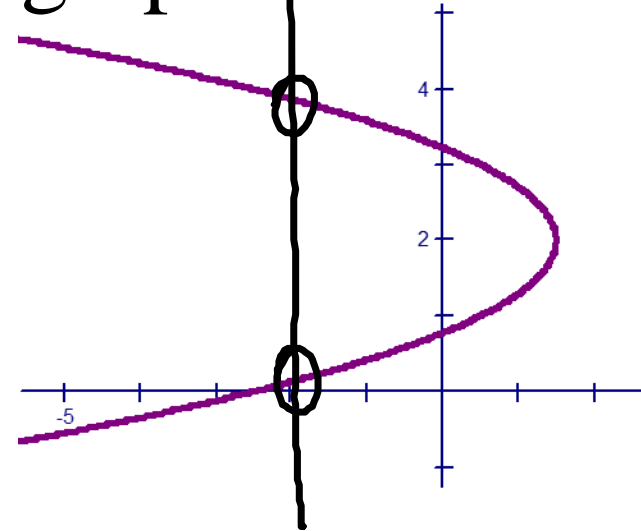
The graph of a function will pass the vertical line test – all vertical lines will pass through the graph at most once.

Ex. Determine if this is the graph of a function



yes

b)



no

Def. The zeroes of a function  $f$  are the  $x$ -values for which  $f(x) = 0$ .

Ex. Find the zeroes of the function

a)  $f(x) = 3x^2 + \frac{1}{3}x - 10 = 0$

$$\left( \frac{3}{1}x + \frac{-5}{1} \right) \left( \frac{1}{-3}x + \frac{2}{6} \right) = 0$$

$$3x - 5 = 0$$

$$3x = 5$$

$$x = \frac{5}{3}$$

$$x + 2 = 0$$

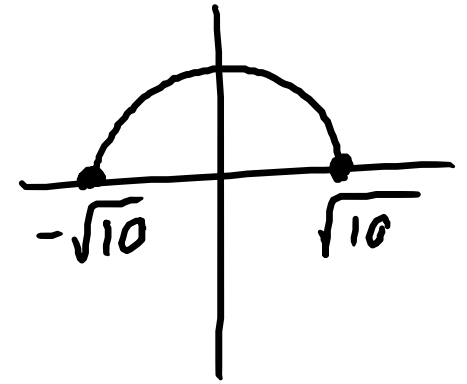
$$x = -2$$

Ex. Find the zeroes of the function

b)  $g(x) = \sqrt{10 - x^2} = 0$

$$10 - x^2 = 0$$
$$\sqrt{10} = \sqrt{x^2}$$

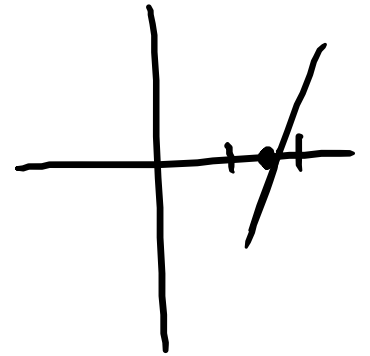
$$x = \pm \sqrt{10}$$



c)  $h(t) = \frac{2t - 3}{t + 5} = 0$

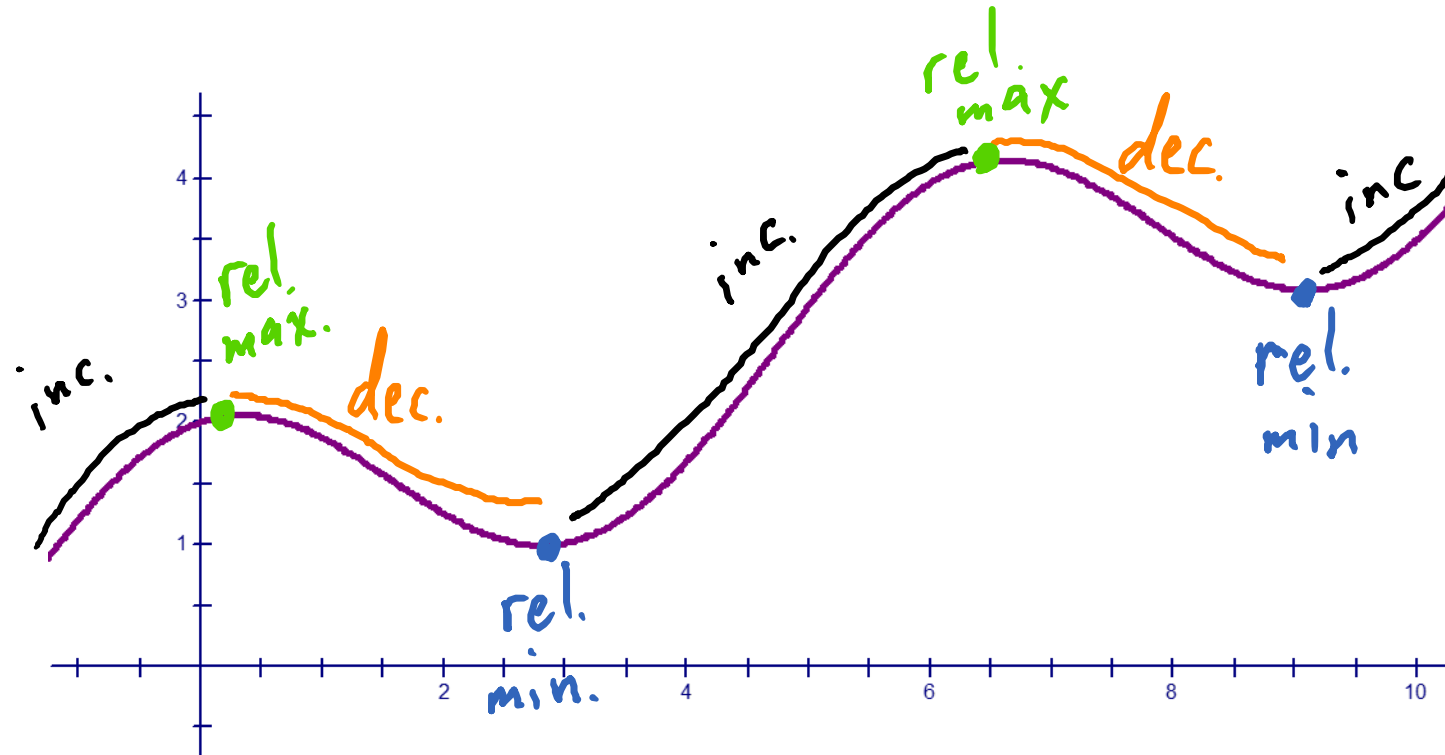
$$\frac{\cancel{t+5}}{1} \cdot \frac{2t-3}{\cancel{t+5}} = 0 \cdot (t+5)$$
$$2t - 3 = 0$$

$$2t = 3$$
$$t = \frac{3}{2}$$



This is where the graph crosses the  $x$ -axis.

Let discuss increasing, decreasing, relative minimum, and relative maximum



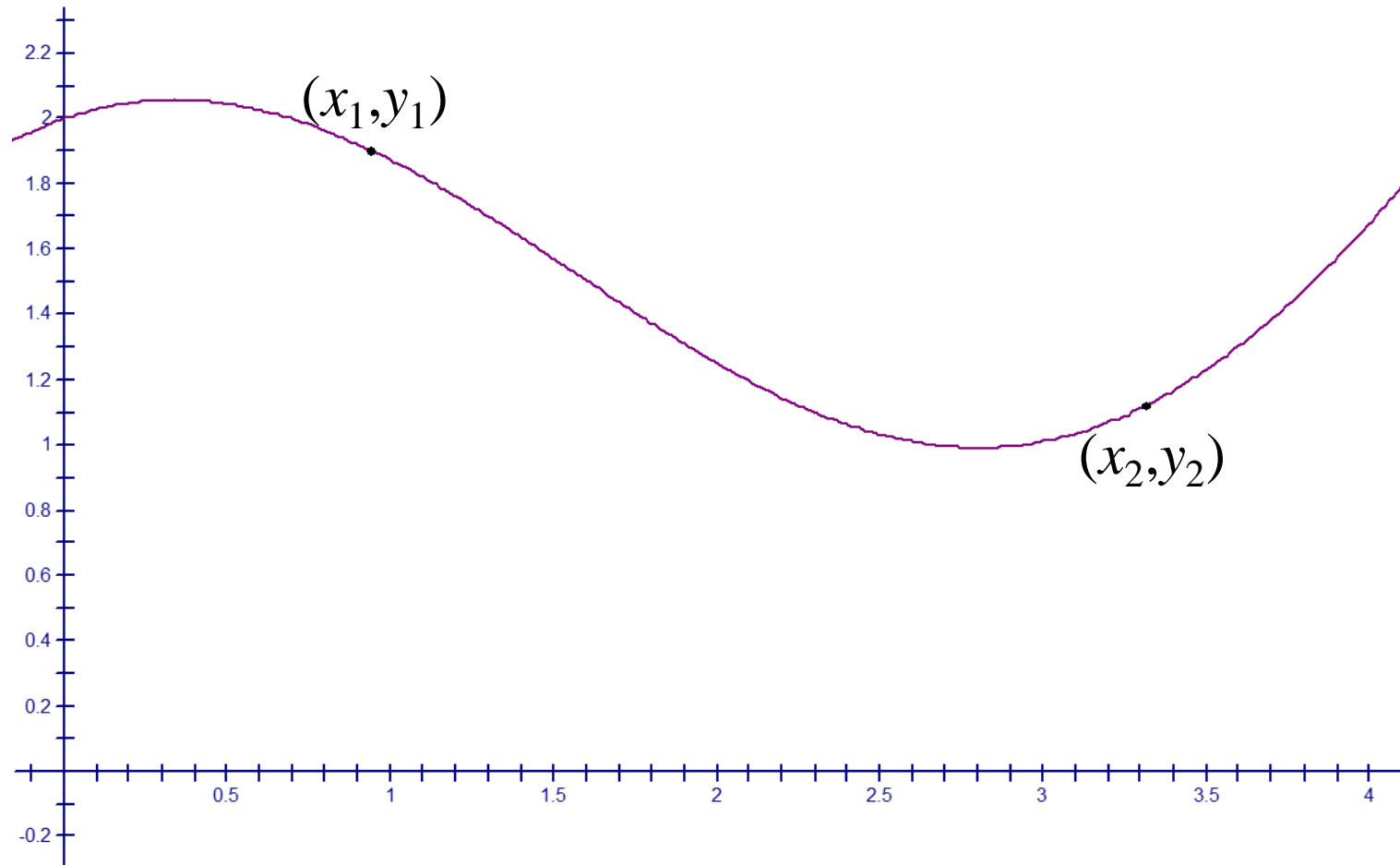
Ex. Use a calculator to approximate the relative minimum of the function

$$f(x) = 3x^2 - 4x - 2.$$

Earlier, we worked with slope as the rate of change of a line

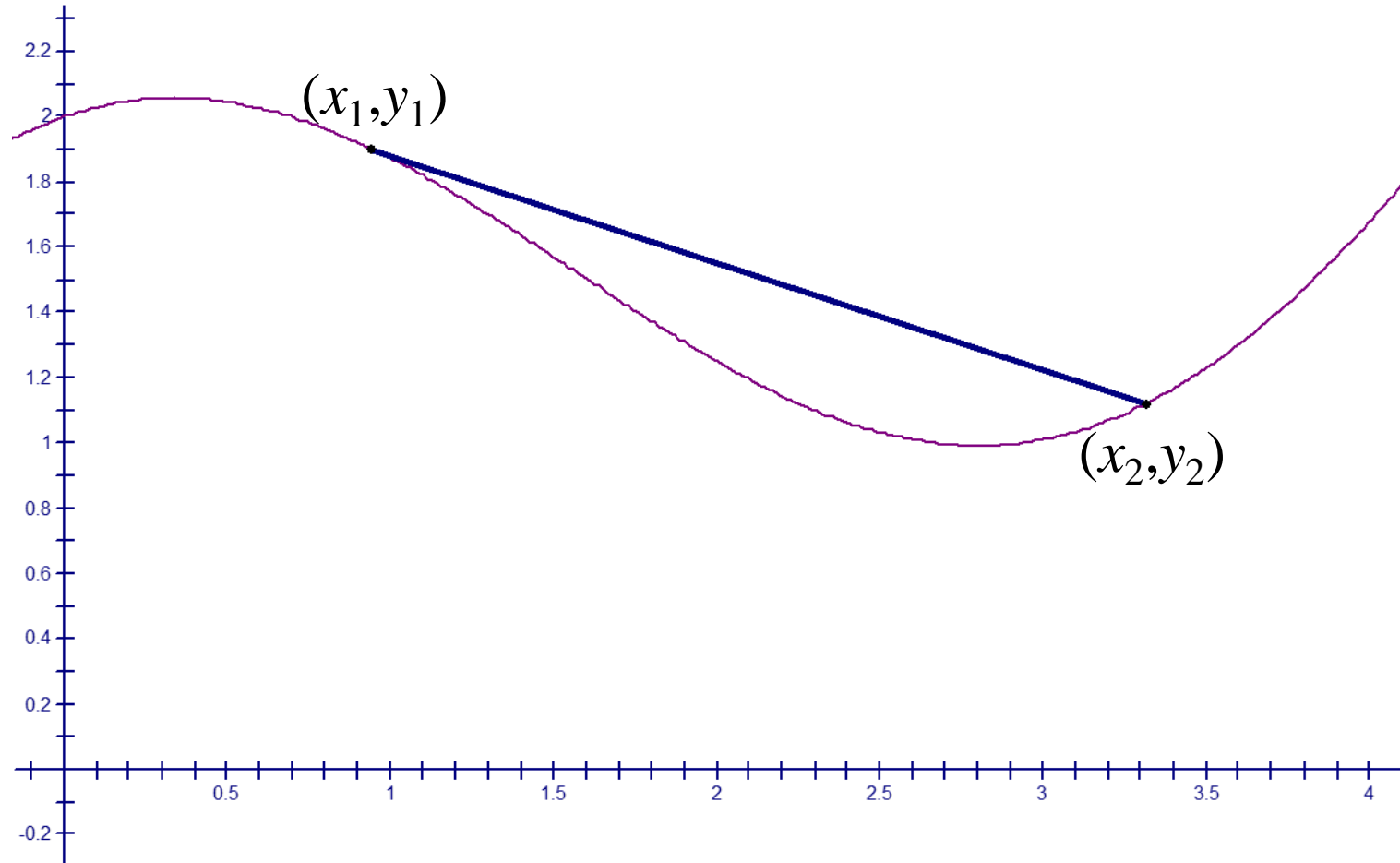
→ If the graph is nonlinear, we still want to talk about rate of change, but this slope is different at every point.

We can discuss the average rate of change between two points.

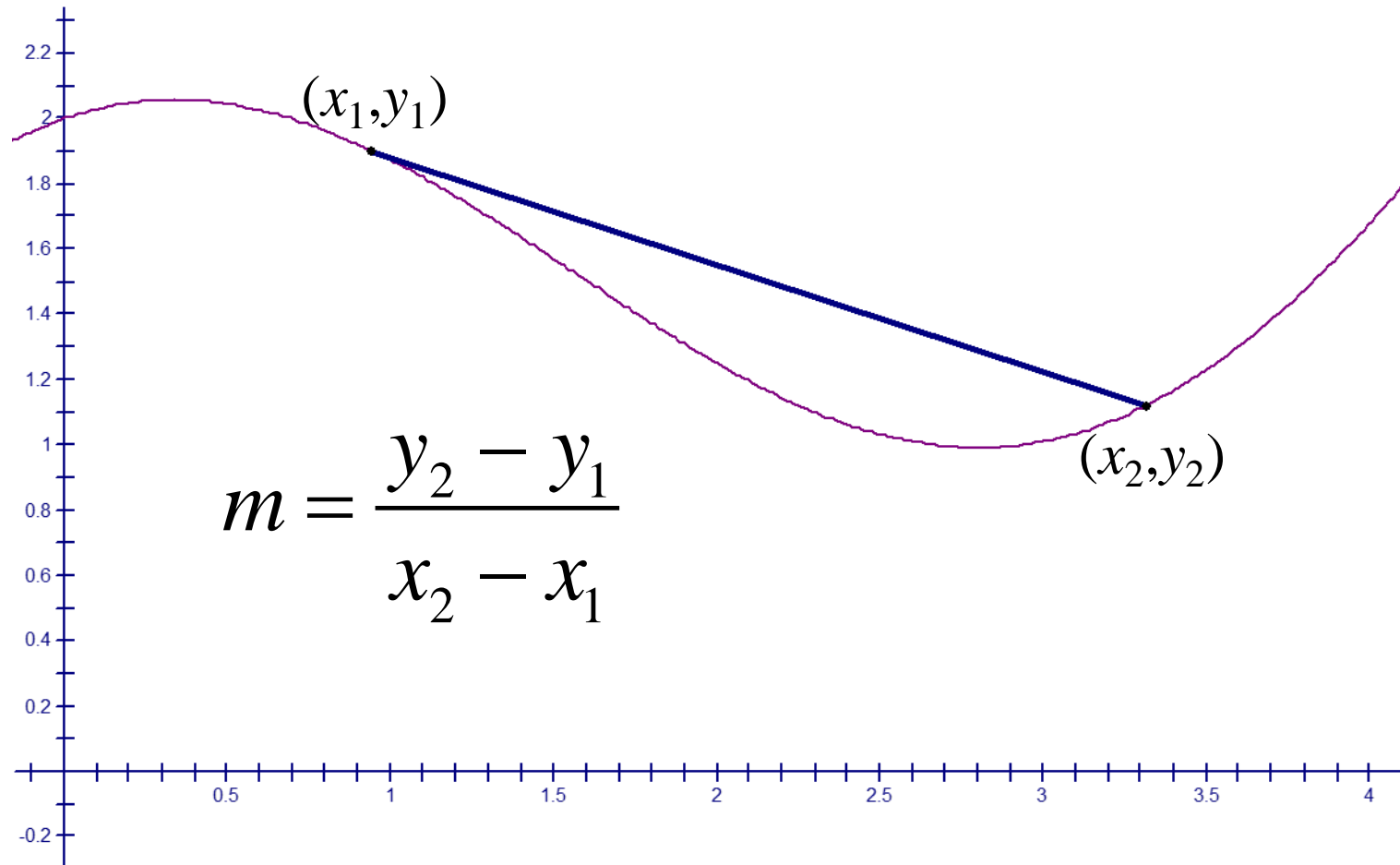




The points can be connected using a secant  
line



The average rate of change is the slope  
between the points



Ex. Find the average rate of change of

$f(x) = x^3 - 3x$  from  $x_1 = -2$  to  $x_2 = 1$ .

$$(-2, -2) \quad (1, -2)$$

$$\begin{aligned} f(-2) &= (-2)^3 - 3(-2) \\ &= -8 + 6 = -2 \end{aligned}$$

$$\begin{aligned} f(1) &= 1^3 - 3(1) \\ &= 1 - 3 = -2 \end{aligned}$$

$$\left( \begin{array}{l} \text{ave. rate} \\ \text{of change} \end{array} \right) = \frac{-2 - (-2)}{-2 - 1} = 0$$

Ex. The distance  $s$  (in feet) a moving car has traveled is given by the function  $s(t) = 20t^{3/2}$ , where  $t$  is time (in seconds). Find the average speed from  $t_1 = 4$  to  $t_2 = 9$ .

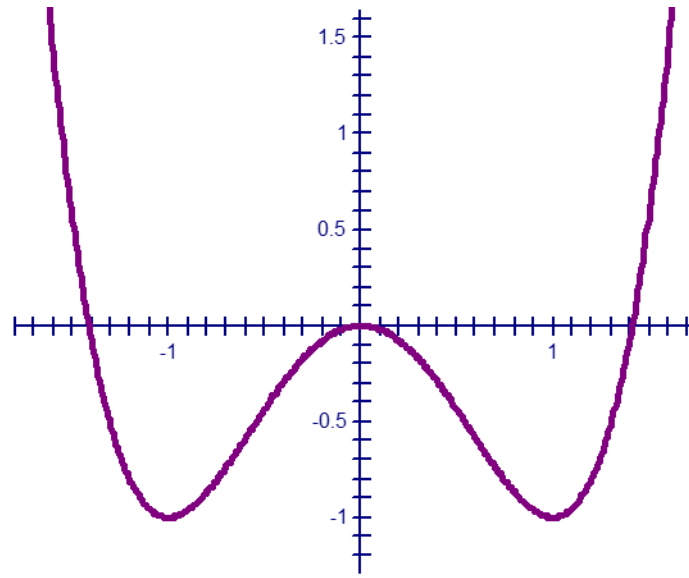
$$s(4) = 20(4)^{3/2} = 20(\sqrt{4})^3 \\ = 20(2)^3 = 20(8) = 160$$

$$s(9) = 20(9)^{3/2} = 20(\sqrt{9})^3 \\ = 20(3)^3 = 20(27) = 540$$

$$\left. \begin{array}{l} (4, 160) \\ \text{ft.} \end{array} \right\} \left( \text{ave. rate of change} \right) = \frac{(9, 540) - (4, 160)}{9 - 4} \text{ ft./sec.} \\ = \frac{540 - 160}{9 - 4} \text{ ft./sec.} \\ = \frac{380}{5} \\ = 76 \text{ ft./sec.}$$

Def. A function  $f(x)$  is even if  $f(-x) = f(x)$ .

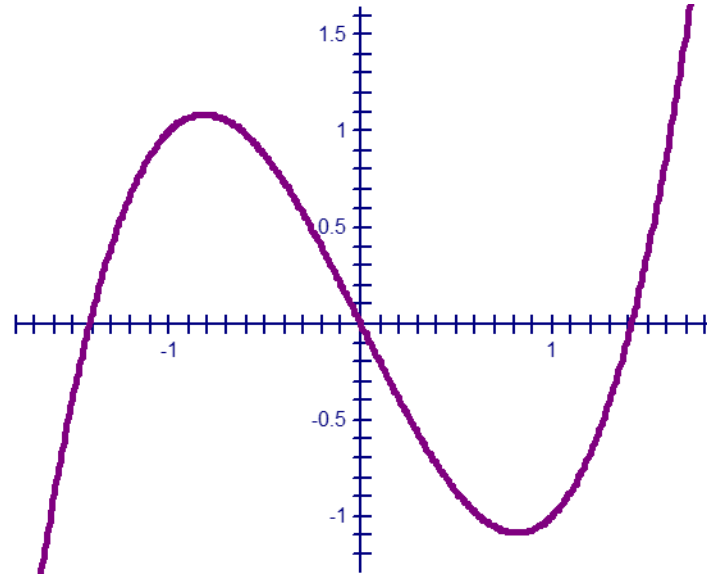
→ The graph will have  $y$ -axis symmetry



$$y = x^4 - 2x^2$$

Def. A function  $f(x)$  is odd if  $f(-x) = -f(x)$ .

→ The graph will have origin symmetry



$$y = x^3 - 2x$$

Ex. Determine if the function is even, odd, or neither:

$$\text{a) } g(x) = 3x^{\textcircled{3}} - 2x^{\textcircled{1}}$$

*odd*                  *odd*

odd

$$\text{b) } h(x) = x^{\textcircled{2}} + 1x^{\textcircled{0}}$$

*even*                  *even*

even

Ex. Determine if the function is even, odd, or neither:

$$\text{c) } f(x) = x^{\textcircled{3}} - 4x^{\textcircled{1}} + 8x^{\textcircled{0}}$$

*odd            odd            even*

*neither*



# Parents Functions

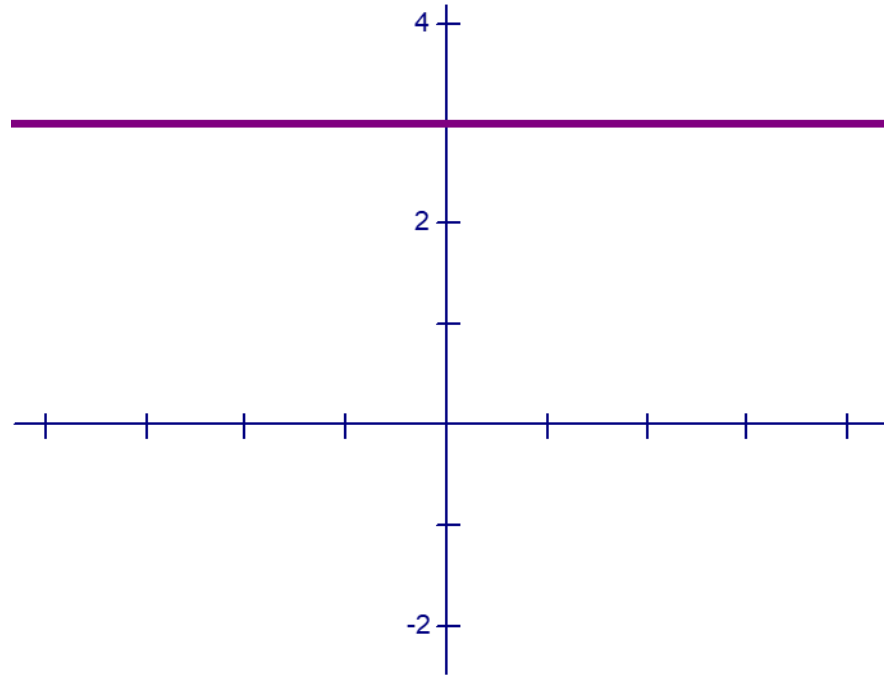
We are going to talk about some basic functions, and next class we will expand upon them.

Earlier, we saw that a function  $f(x) = ax + b$  is linear

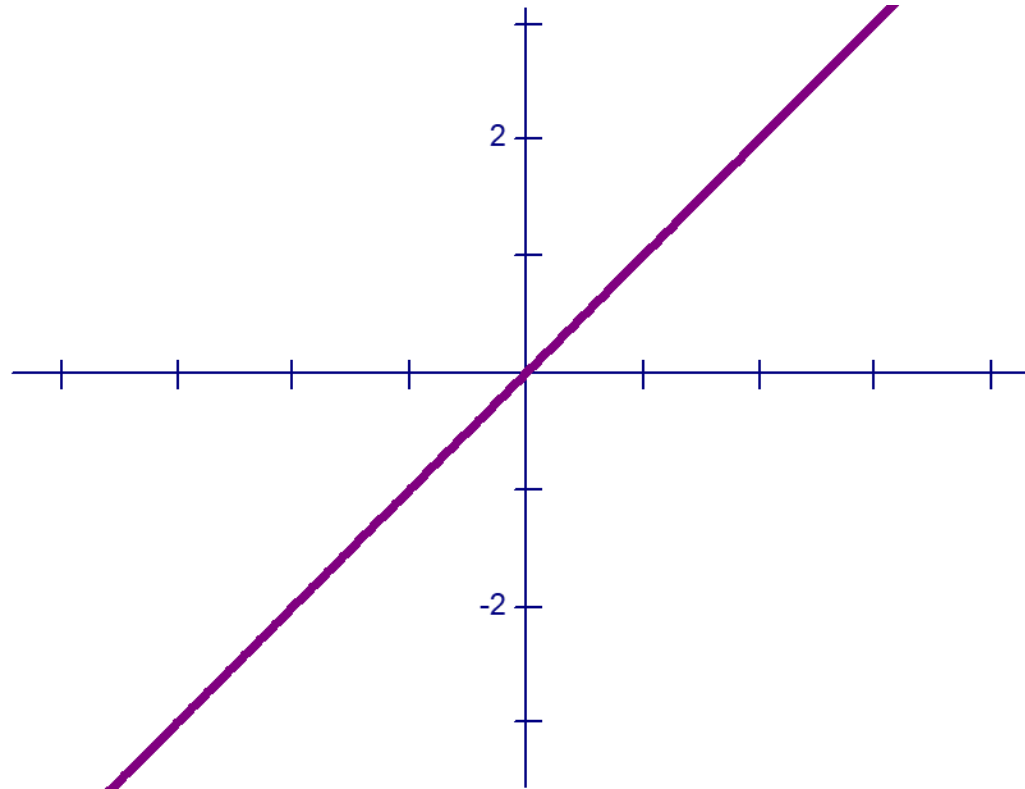
→ The domain of a linear function is all real numbers, and the range is all real numbers

The constant function is  $f(x) = c$

→ The graph is a horizontal line



The identity function is  $f(x) = x$

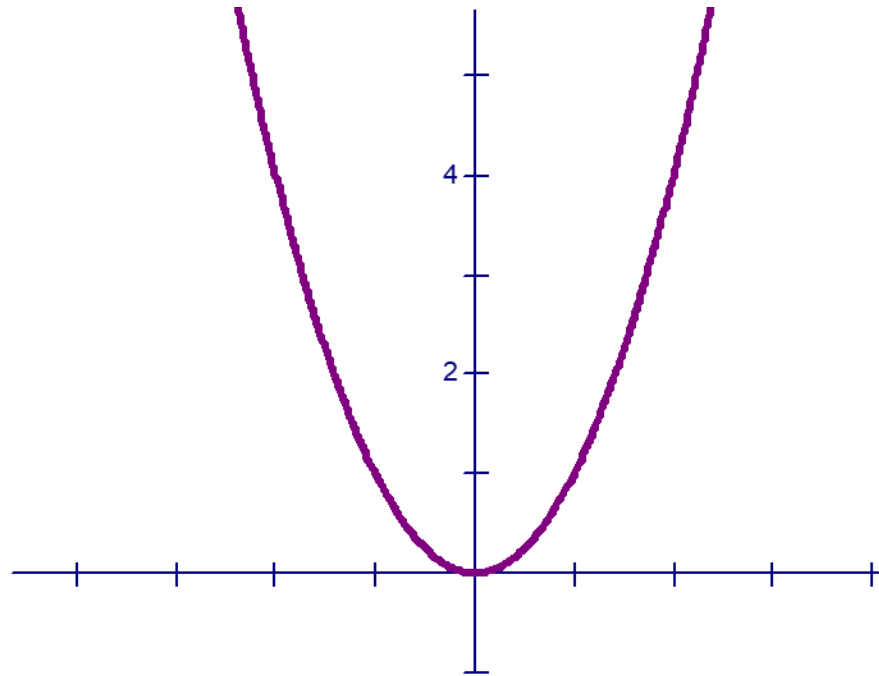


The squaring function is  $f(x) = x^2$

→ The domain is all real numbers

→ The range is all nonnegative numbers

→ The graph is even and has  $y$ -axis symmetry

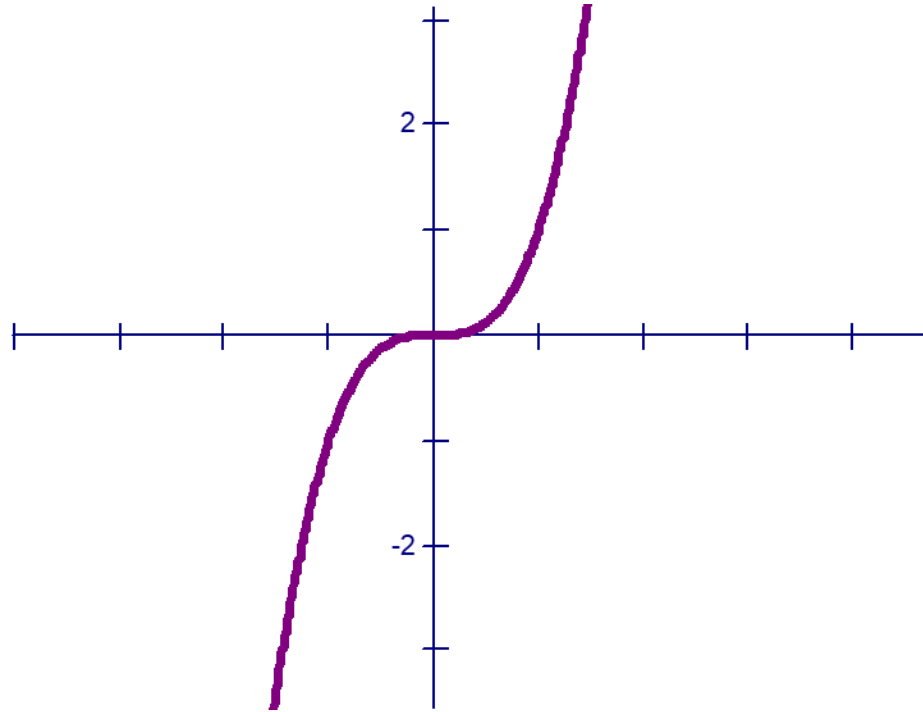


The cubic function is  $f(x) = x^3$

→ The domain is all real numbers

→ The range is all real numbers

→ The graph is odd and has origin symmetry

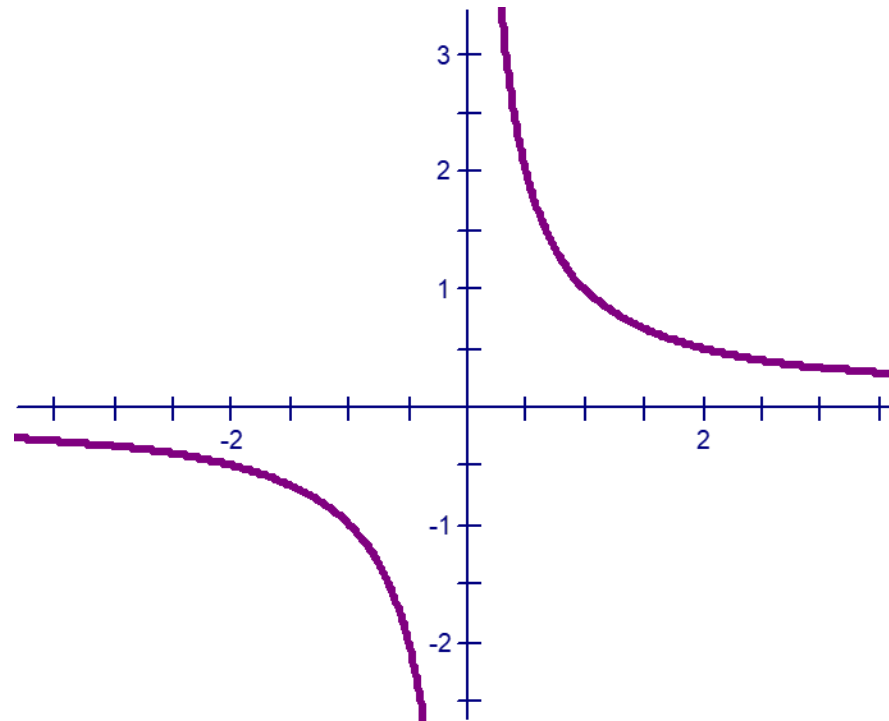


The reciprocal function is  $f(x) = \frac{1}{x} = x^{-1}$

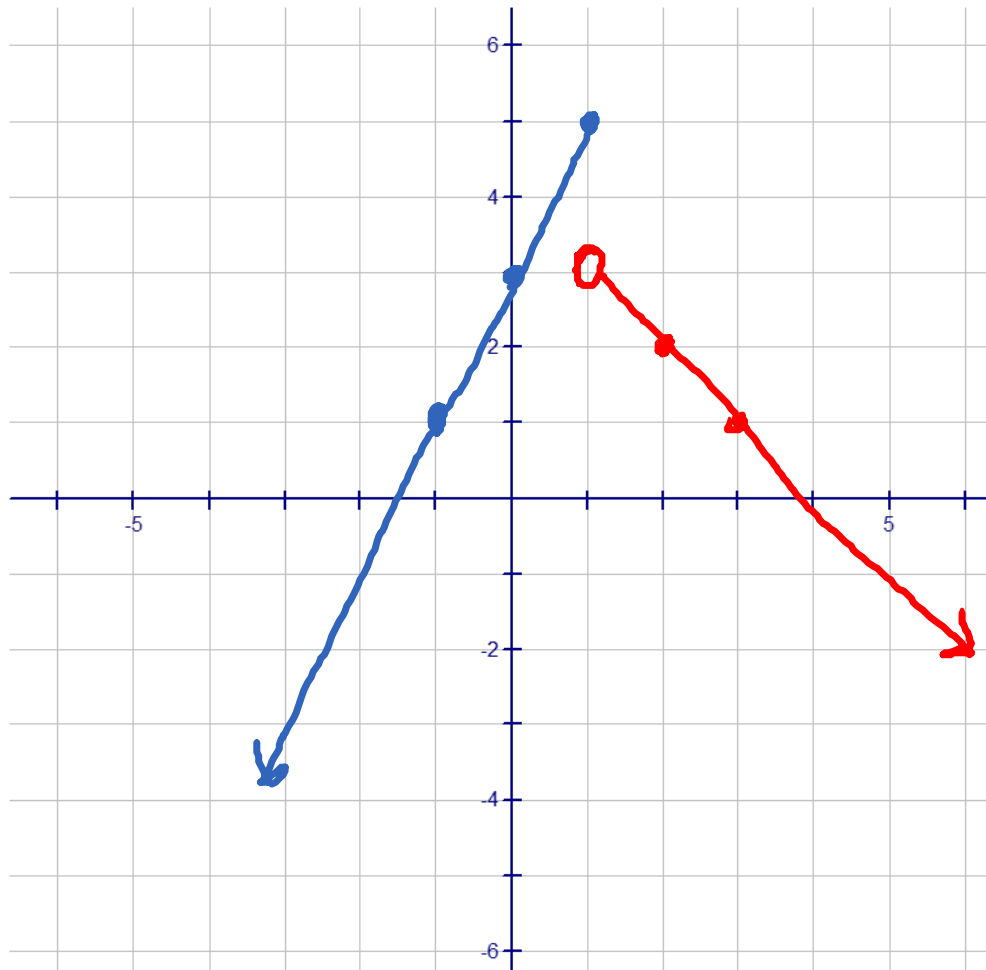
→ The domain is all nonzero numbers

→ The range is all nonzero numbers

→ The graph is odd and has origin symmetry



Ex. Sketch a graph of  $f(x) = \begin{cases} \underline{2x+3} & x \leq 1 \\ \underline{-x+4} & x > 1 \end{cases}$



x	y = 2x + 3
1	2(1) + 3 = 5
0	2(0) + 3 = 3
-1	2(-1) + 3 = 1

x	y = -x + 4
1	-(1) + 4 = 3
2	-(2) + 4 = 2
3	-(3) + 4 = 1

Def. The greatest integer function,  $\llbracket x \rrbracket$ , is defined as

$$f(x) = \llbracket x \rrbracket = \left( \begin{array}{l} \text{the greatest integer} \\ \text{less than or equal to } x \end{array} \right) = (\text{round down})$$

$$\llbracket 1.5 \rrbracket = 1$$

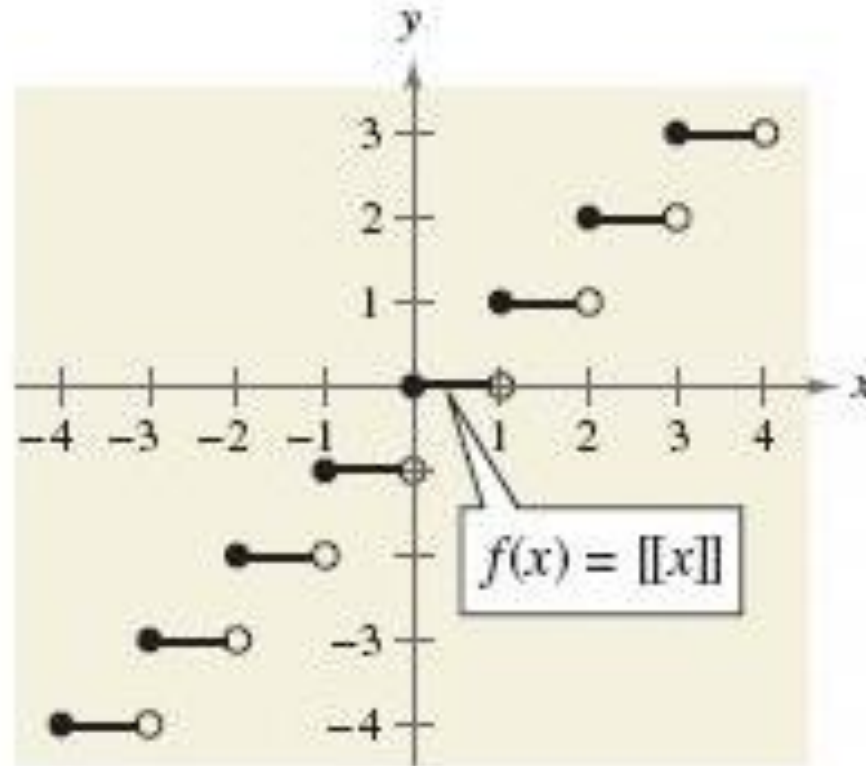
$$\llbracket \frac{8}{5} \rrbracket = 1$$

$$\llbracket 5 \rrbracket = 5$$

$$\llbracket -3.7 \rrbracket = -4$$



The graph looks like this:



This type of function is called a step function