Functions

What is a function ?

You have seen number machines, also known as function machines.



We apply this to any input x:



And we can write this in a condensed form – known as 'function notation'.

$$f(x) = 4x + 5$$

This has 3 parts.



A function is simply a rule, to calculate a value from a given input.

 \mathcal{X} is the input to the function and indicates which letter the rule works on.

f(x) is the value of the function

4x+5 is the rule, that tells you how to calculate the value of the function.

Evaluating a function

Example 1:

Evaluate f(x) = 5x - 3 when x = 2

This means calculate f(2)

Replace x with 2 in the rule and complete the calculation.

So, $f(2) = 5(2) - 3 \rightarrow 10 - 3 \rightarrow 7$

The value of the function is: 7

Example 2:

Given $f(t) = t^2 + 3t + 7$, evaluate f(-1)

Replace t with -1 in the rule and complete the calculation.

So,
$$f(-1) = (-1)^2 + 3(-1) + 7$$

thus: $f(-1) = 1 - 3 + 7 \rightarrow 5$

Any letter can be used to indicate a function, it does not have to be f.

Although usually, we tend to use the letters: f, g, h, k

The variable in the function does not have to be x. Other common variable letters include: y, z, t, u, v

Try these examples:

1.	Given that $f(m)$	$n)=m^2-3m,$	evaluate	^F (-5)	[Ans. = 40]
2.	$h(t) = 15t - 3t^2$	Find <i>h</i> (-2)			[Ans. = -42]
3.	f(x) = 7 - 4x	Evaluate f(-	1)		[Ans. = 11]

Reverse Functions

Sometimes we are given the output and have to work back to the input.

Example:

A function is given by: g(x) = 7x - 2

Find the value of *a* such that g(a) = 19

Solution:

g(x) = 7x - 2 so, g(a) = 7a - 2, but g(a) = 19

Hence: 19 = 7a - 2, solve this equation to find that a = 3

Try this one:

f(x) = 7 - 4x

- (a) Evaluate f(-2)
- (b) Given that f(t) = 9, find t

[Ans. = 15] [Ans. = -1/₂]