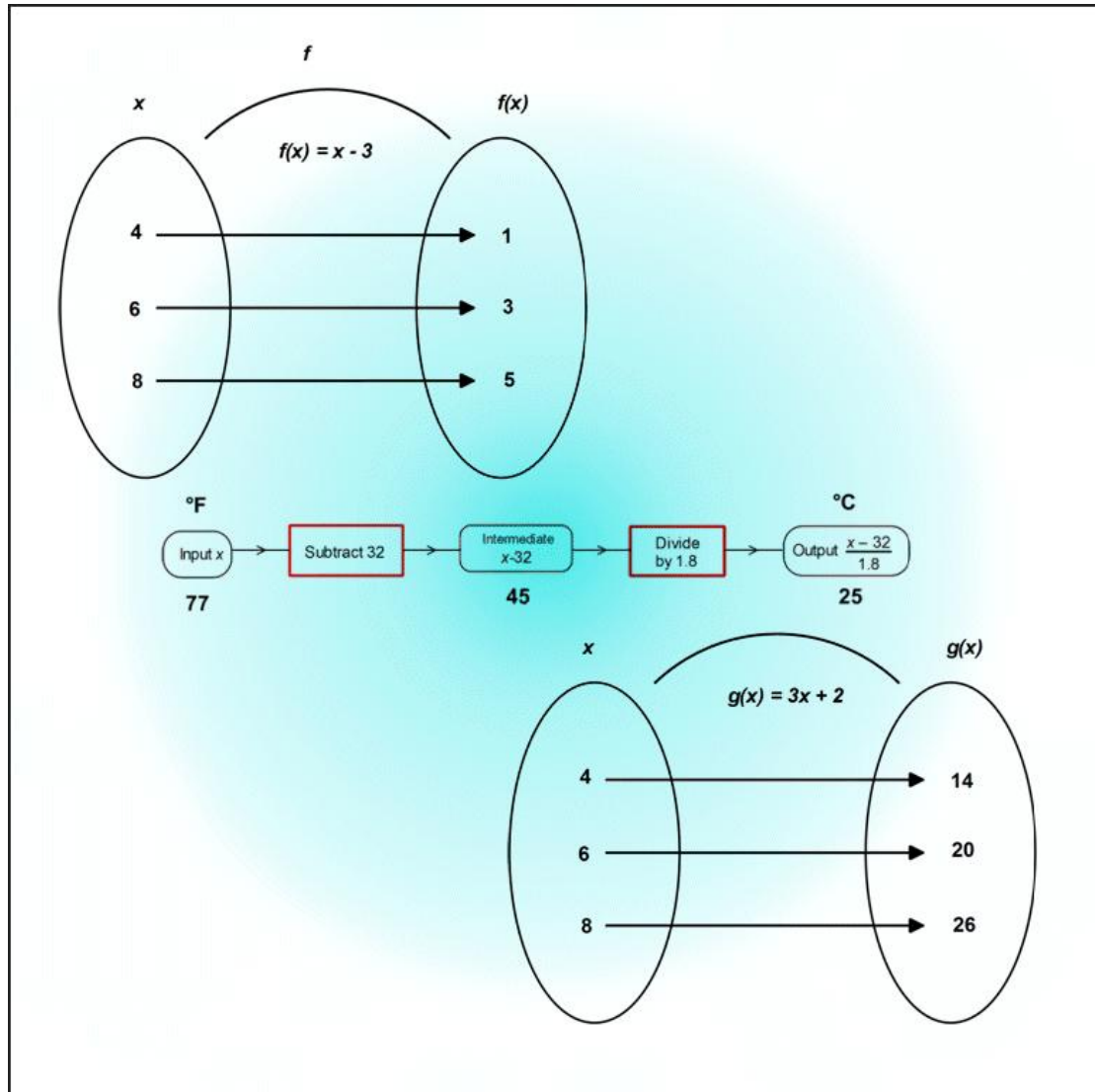


M.K. HOME TUITION

Mathematics Revision Guides
Level: GCSE Foundation Tier

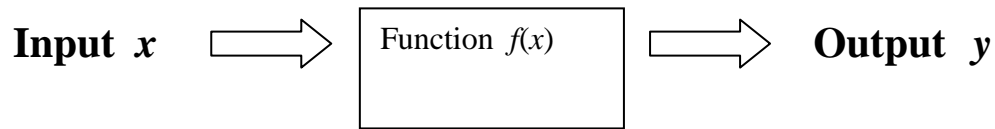
FUNCTIONS



FUNCTIONS

A function can be thought of as being a rule where we start with an **input**, apply the rule, and end with an **output**.

In the diagram below, we assign x to the input and y to the output, while the function is called $f(x)$.



Functions are usually denoted by the letters f , g or h .

A function f which squares a number x can therefore be expressed in the following ways :

$$y = x^2 \text{ (if the result is assigned the variable } y\text{)}$$

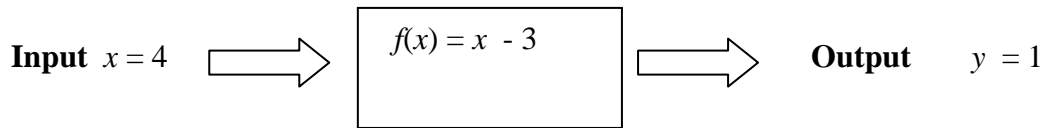
$$f(x) = x^2$$

Here, f produces an output of 16 when the input is 4, therefore we say that $f(4) = 16$.

Example (1) : A function f with input of x and output of y uses the following rule; subtract 3 from x . Express this in function notation, and write out $f(4)$.

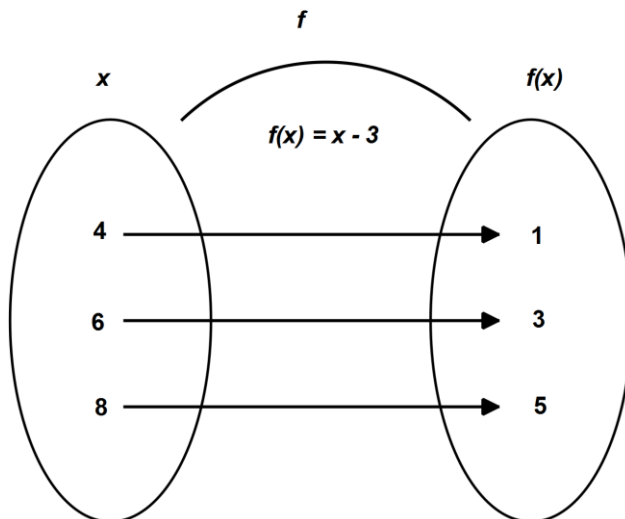
The function can be denoted by $f(x) = x - 3$, or $y = x - 3$.

Hence $f(4) = 1$.



Functions are also often illustrated by **mapping diagrams**.

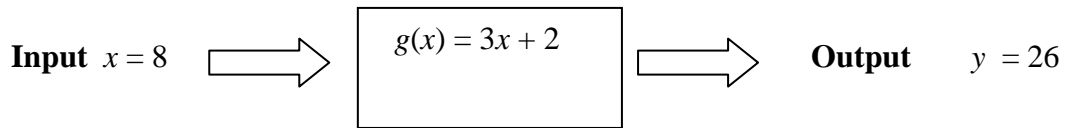
In the diagram below, the function f “fires” the values of 4, 6 and 8 from the “input” region to 1, 3 and 5 in the “output” region.



Mapping diagrams are a useful tool for visualising functions, although they can only display a limited set of mappings.

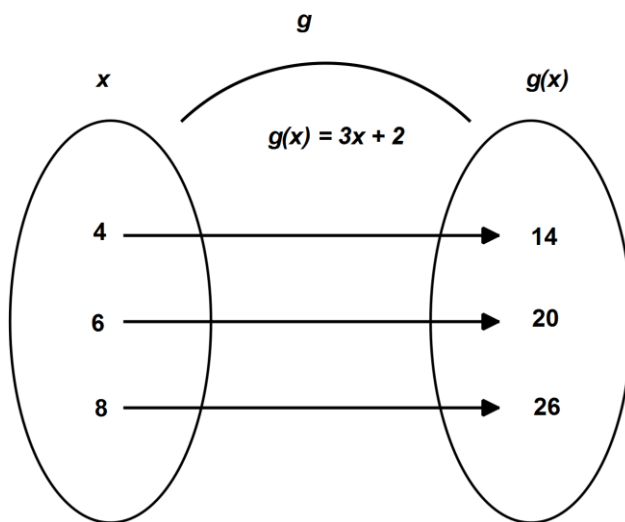
Example (2) : A function g maps x to y by the following rule; multiply x by 3, and then add 2.
Express this in function notation, write out $g(8)$, and draw a mapping diagram featuring three values of x and their images in g .

The function can be denoted by $g(x) = 3x + 2$ or $y = 3x + 2$.



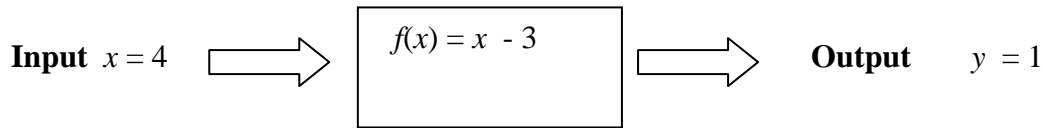
Hence $g(8) = 26$.

Mapping diagram below :

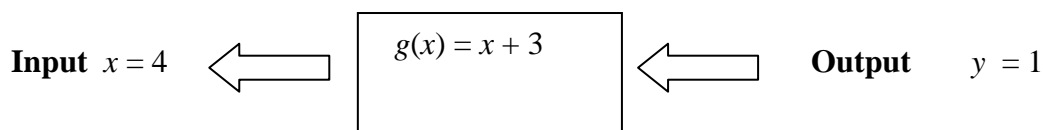


Inverse functions.

The inverse of a function is another function that reverses whatever the original does. We will take the simplest case .



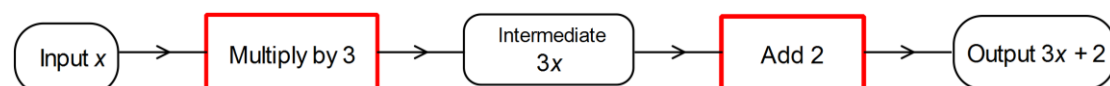
The function f takes an input value of x and subtracts 3 from it, so what happens if we were asked to find the input when given the output ?



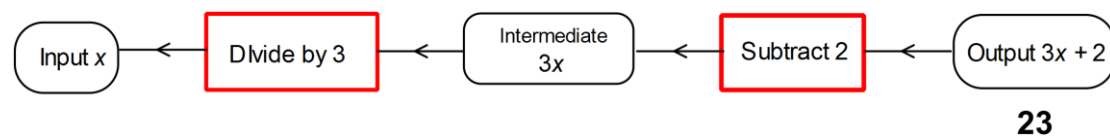
This time we are applying the function in reverse by starting off with the output and ending up with the input. We have called this function g , and it adds 3 to the output of f , to give us the input of 4.

This method of “undoing” a function is familiarly similar to solving linear algebraic equations, as the next example shows.

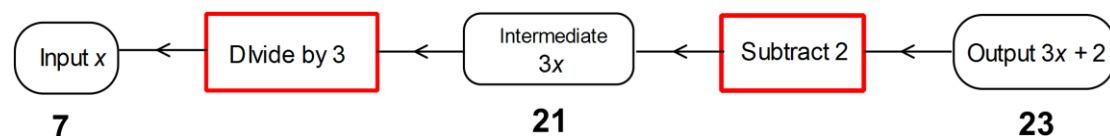
Example (5): Use the function machine below to find the **input** to this function, for an output of 23. The processes are the same as those in solving a linear equation. What is the equation ?



We reverse the processes in the function boxes, and also reverse the arrows as shown below :



Then, we start with the output of 23 and work left until we have the original input :

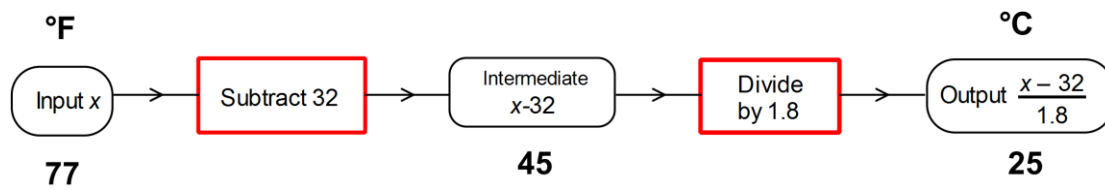


Hence the input is 7 when the output is 23.

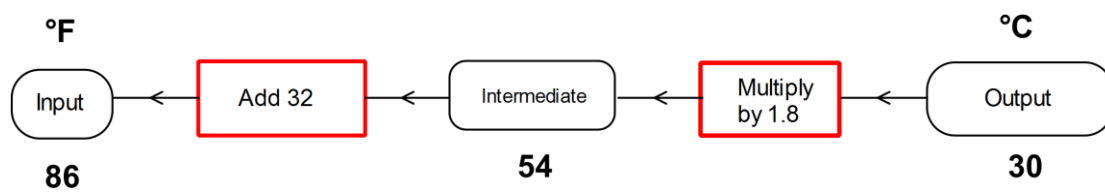
What we have done is solved the equation $3x + 2 = 23$ using function machine notation.

Example (6): In Example (4) we converted temperatures from Fahrenheit to Celsius.
The function diagram below shows how to convert 77°F to the Celsius scale, giving the result of 25°C .

Use the diagram to convert 30°C to the Fahrenheit scale.



The reversed diagram looks like this :



This time, we have a scenario of “rearranging the formula”.