Lecture 2
Functions in Math and Programming

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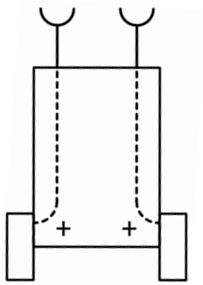
Computer Science and Mathematics
Preparatory Course

24.09.2018

Overview

Functions in Braitenberg Vehicles



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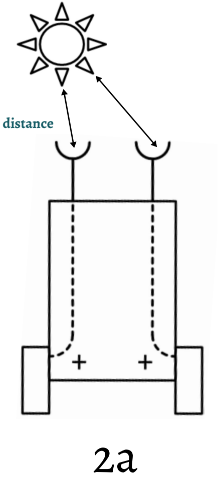
Functions in Braitenberg Vehicles



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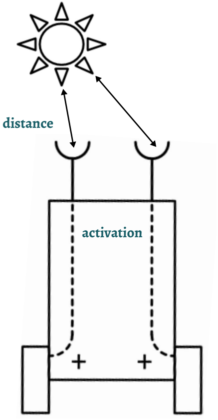

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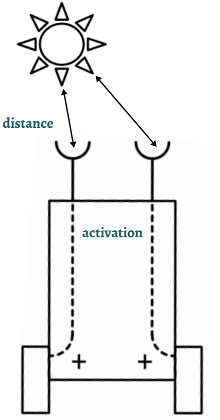

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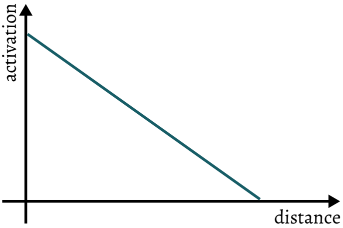

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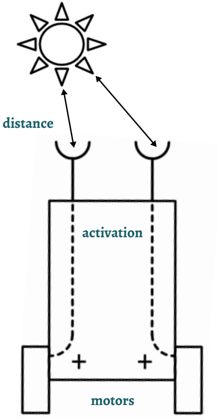

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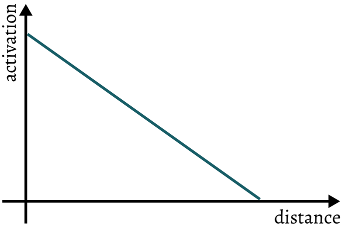

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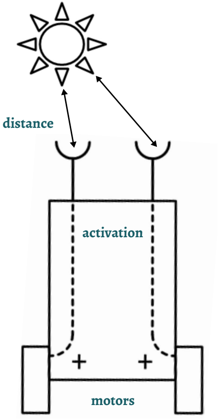

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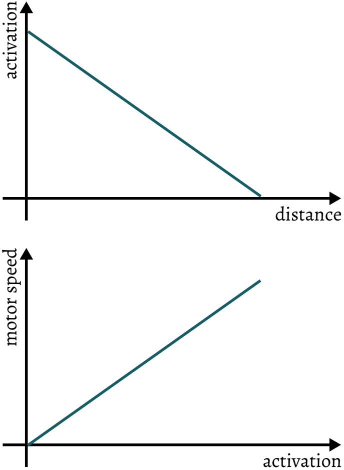

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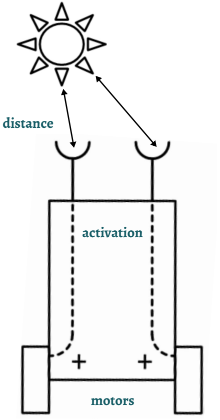

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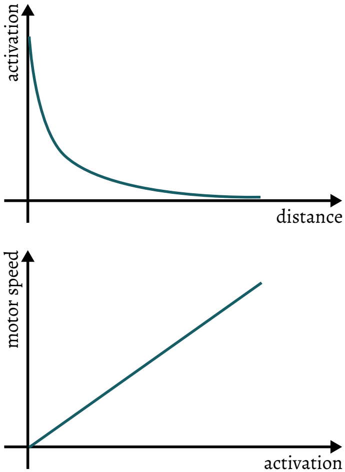


Function Definition

Function

X and Y are two non-empty sets.
A **function** $f : X \to Y$, assigns each element $x \in X$ exactly one element $y \in Y$.

$$x \to y = f(x)$$

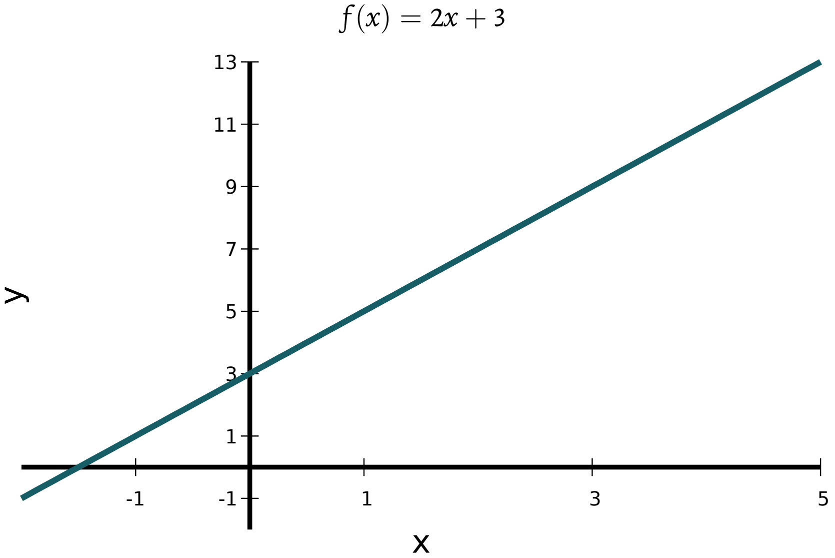
- x is called the **function argument**
- y is called the **function value**
- X is called the **domain of a function**
- Y is called the **codomain of a function**
- The **image** W of $f(x)$ are all values in Y that can be assumed

Function Examples

- Sample Functions and Domains
  - $f : \mathbb{R} \to \mathbb{R}, f(x) = x^2, X = \mathbb{R}, Y = \mathbb{R}, W = \mathbb{R}^+$
  - $f : \mathbb{R} \to \mathbb{R}^+, f(x) = x^2, X = \mathbb{R}, Y = \mathbb{R}^+, W = \mathbb{R}^+$
  - $f : \mathbb{R} \to \mathbb{R}, f(x) = 2x, X = \mathbb{R}, Y = \mathbb{R}, W = \mathbb{R}$
- Tabular Interpretation of: $f(x) = 2x + 3$

x	0	1	2	3	4	5
y	3	5	7	9	11	13

Plotting Functions

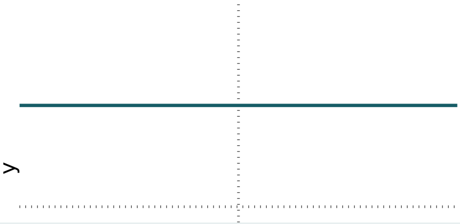


Injective and Surjective

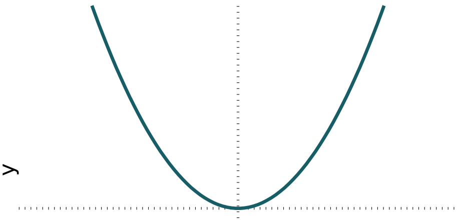
- An image f is **injective**, if two different elements $x_1 \neq x_2$ are always projected to two different elements $y_1 \neq y_2$
- An image f is **surjective**, if for each element $y \in Y$ one $x \in X$ exists, such that $y = f(x)$

Non-injective,non-sujective Functions

$f(x) = 2$



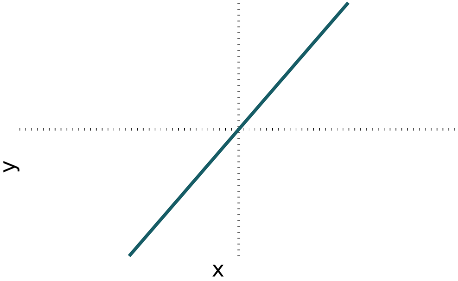
$f(x) = x^2$



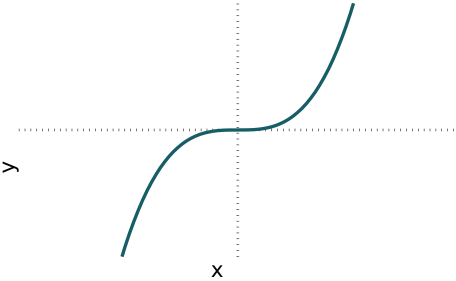
Bijective Functions

- An image f is **bijective**, if it is injective and surjective

$f(x) = 4x$



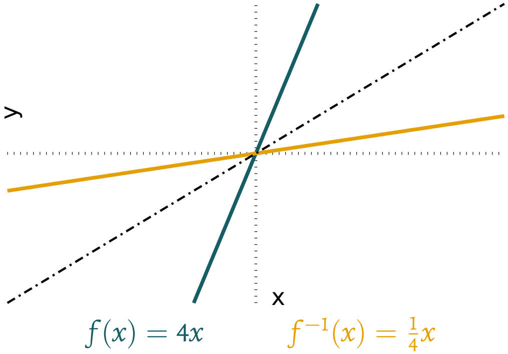
$f(x) = x^3$



Inverse Function

Definition

If a **function** $f : X \rightarrow Y$ is bijective, than $f^{-1} : Y \rightarrow X$ describes the **inverse function** of f



Monotonicity

Definition

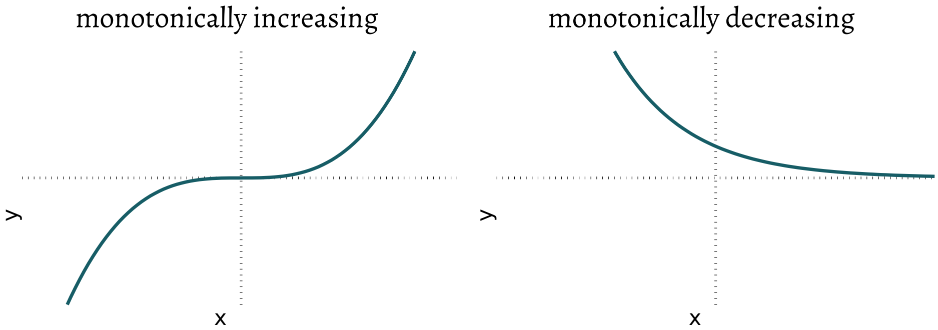
- A function $f : \mathbb{R} \to \mathbb{R}$ is called **monotonically increasing**, if for all x_1, x_2 order is preserved by applying f:

$$x_1 \leq x_2 \Rightarrow f(x_1) \leq f(x_2)$$

- A function $f : \mathbb{R} \to \mathbb{R}$ is called **monotonically decreasing**, if for all x_1, x_2 order is reversed by applying f:

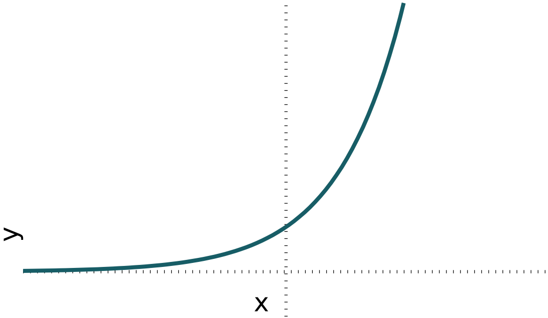
$$x_1 \leq x_2 \Rightarrow f(x_1) \geq f(x_2)$$

Monoticity Examples



Function Translation

- Translation in y-direction: $\hat{f}(x) = f(x) + b$
- Translation in x-direction: $\hat{f}(x) = f(x - a)$



$f(x) = e^x$

Function Translation

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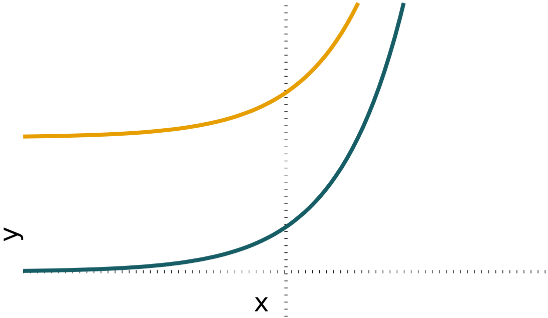

$f(x) = e^x$ $g(x) = e^x + 3$

Function Translation

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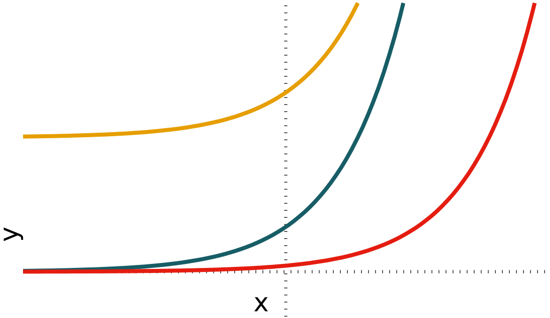
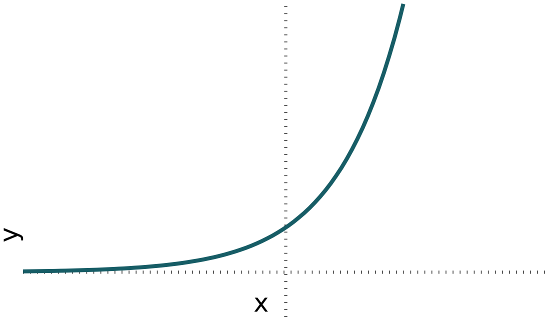


$f(x) = e^x$ $\quad$ $g(x) = e^x + 3$ $\quad$ $h(x) = e^{x-2}$

Function Stretching and Compression

- Stretching/Compression in ***y*-direction**: $\hat{f}(x) = \boldsymbol{d}f(x), d > 0$
- Stretching/Compression in ***x*-direction**: $\hat{f}(x) = f(\boldsymbol{c}x), c > 0$



$f(x) = e^x$

Function Stretching and Compression

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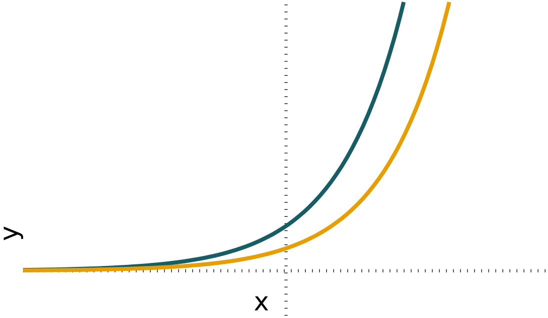

$f(x) = e^x$ $g(x) = \frac{1}{2}e^x$

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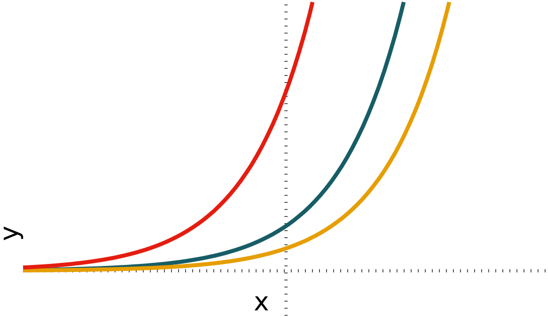

$f(x) = e^x$ $g(x) = \frac{1}{2}e^x$ $h(x) = 4e^x$

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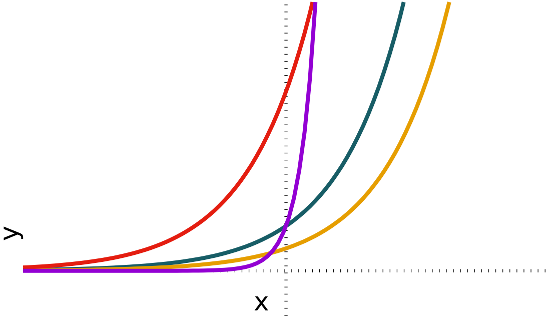
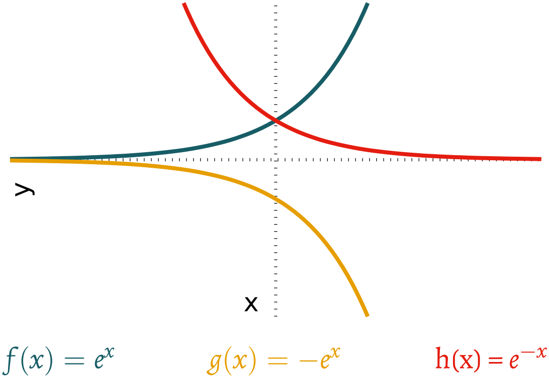


$f(x) = e^x$ $g(x) = \frac{1}{2}e^x$ $h(x) = 4e^x$ $j(x) = e^{4x}$

Function Reflection

- Reflection across the ***y*-axis**: $\hat{f}(x) = f(-x)$
- Reflection across the ***x*-axis**: $\hat{f}(x) = -f(x)$



Function Types

- **Linear Functions**

$$y = mx + b$$

- **Power Functions**

$$y = ax^n$$

Function Types

- **Linear Functions**

$$y = mx + b$$

- **Power Functions**

$$y = ax^n$$

- **Polynomial Functions**

$$y = \sum_{i=0}^{n} a_i x^i$$

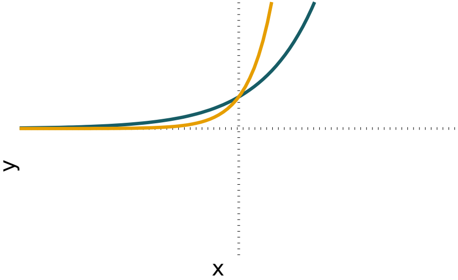
$$y = a_0 + a_1 x + a_2 x^2 + a_3 x^3 + \ldots a_n x^n$$

describe a polynomial of degree n, where $a_n \neq 0$

Exponentials Functions

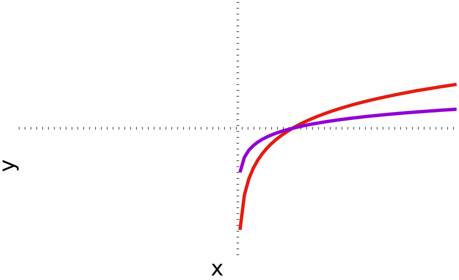
Exponential Functions

$f(x) = e^x$ $g(x) = 10^x$



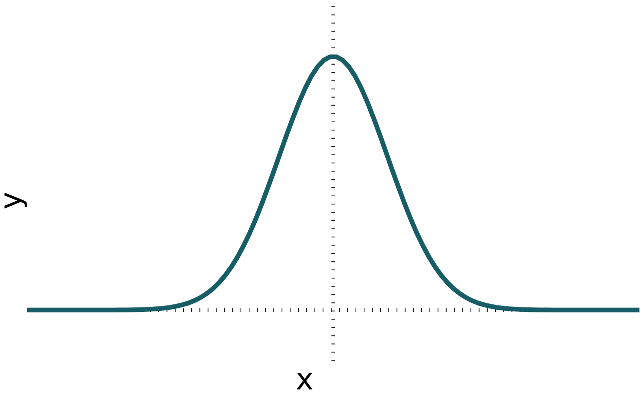
Logarithmic Functions

$h(x) = ln(x)$ $j(x) = log_{10}(x)$



The Gaussian Function

$$f(x) = e^{-x^2}$$

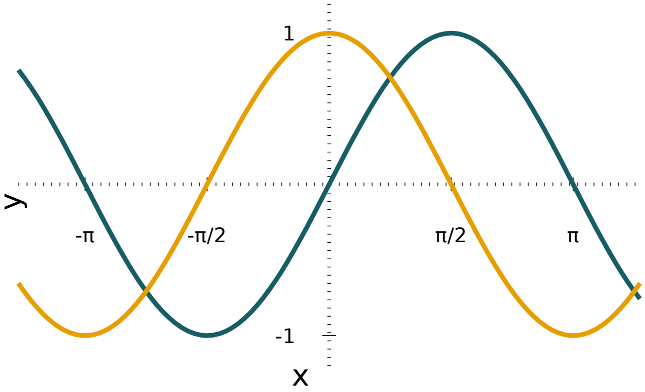


The Gaussian Function

$f(x) = e^{-x^2}$ $g(x) = e^{-(x-2)^2}$

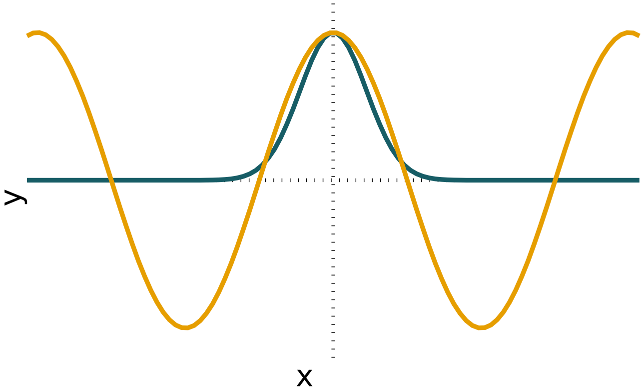
Trigonometric Functions

$f(x) = sin(x)$ $g(x) = cos(x)$



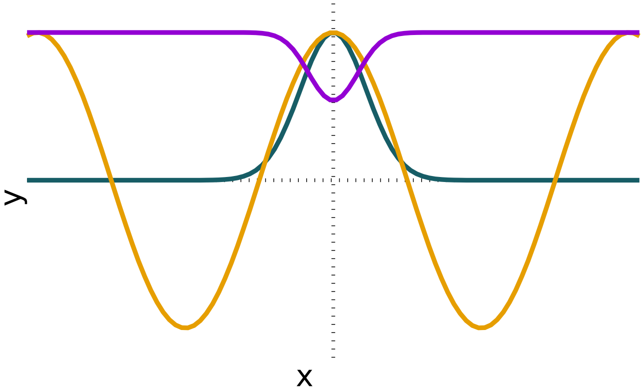
Chaining Functions

$f(x) = e^{-x^2}$ $g(x) = cos(x)$



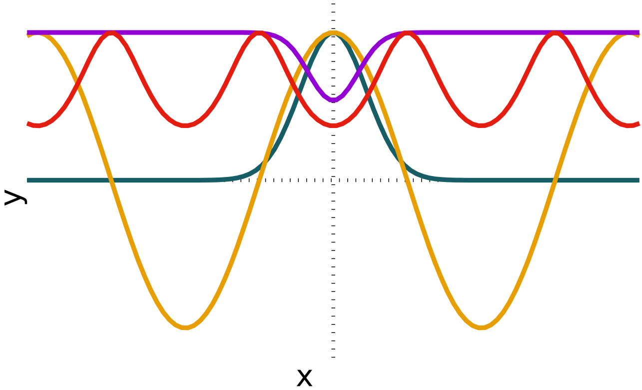
Chaining Functions

$f(x) = e^{-x^2}$ $g(x) = cos(x)$ $h(x) = g(f(x))$



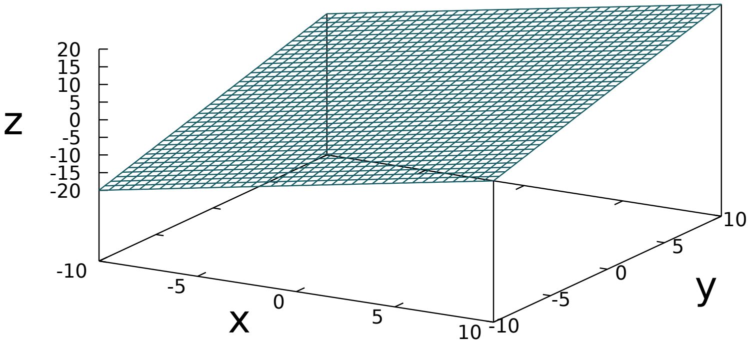
Chaining Functions

$f(x) = e^{-x^2}$ $g(x) = cos(x)$ $h(x) = g(f(x))$ $j(x) = f(g(x))$



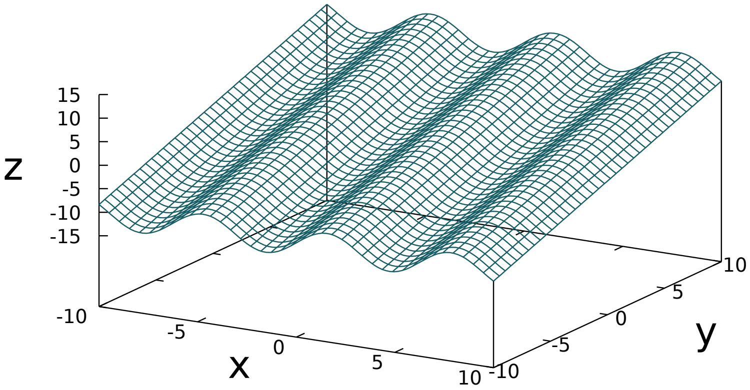
Multiple Function Arguments

$$f(x, y) = x + y$$



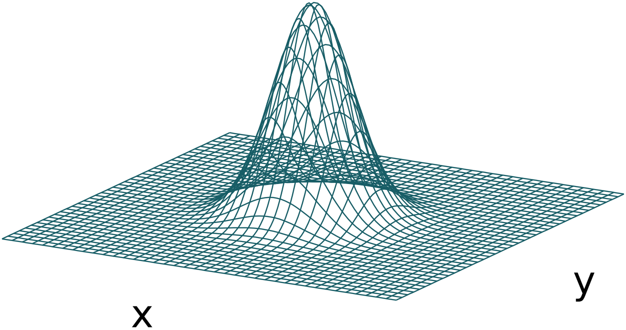
Multiple Function Arguments

$$f(x,y) = sin(x) + y$$



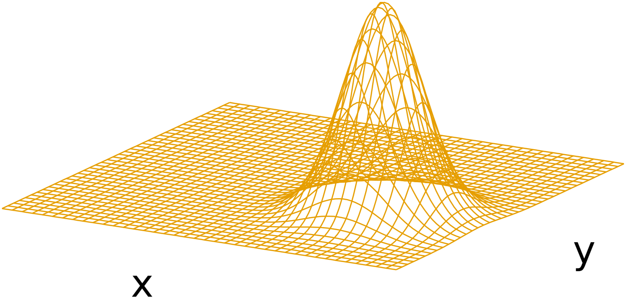
Multiple Function Arguments

$$f(x, y) = e^{-(x^2+y^2)}$$



Multiple Function Arguments

$$f(x,y) = e^{-\left((x-2)^2+(y+1)^2\right)}$$



Functions in Python

- Functions in programming describe a parameterizable routine
- Functions are defined like this:

```
def greeting(person): #greeting is the function name
  print("Hello " +person) #person is the argument
#print is also a function
```

- Functions are called like this:

```
greeting("Bob") #"Hello Bob"
name = "Alice"
greeting(name) #"Hello Alice"
```

Returning Values

- Functions may return values to the program

```
def square(value):
  return x*x
```

- The return value may be assigned like any variable

```
x = 3
y = square(x) #y=9, x=3 arguments stay the same
square(square(2)) #8 Functions may be chained
```

- **!** Data types are not explicitly specified

```
x = square("Bob") #This results in an error!
```

Multiple Function Arguments

- Functions may have multiple arguments

```
def subract(minuend,subtrahend):
  return minuend-subtrahend
```

- Advanced Function calling:

```
result = subract(9,2) #result=7
result = subtract(minuend=9,subtrahend=2) #result=7
result = subtract(subtrahend=2,minuend=9) #result=7
result = subtract(9,subtrahend=2) # error!
```

Optional Function Arguments

- Some Arguments may be declared optional

```
def subract(minuend,subtrahend,console=False):
  if console:
    print(str(minuend-subtrahend))
  return minuend-subtrahend
```

- Optional arguments may be ignored while calling:

```
result = subract(9,2) #result=7
result = subtract(9,2,True) #result=7 and prints
result = subtract(9,2,False) #is equal to subtract(9,2)
```

The List Datatype

- Lists allow to manage a collection of variables

```
names = ["Alice","Bob","Carl","Dora"]
numbers = [1,2,3,5,8]
```

- Accessing and modifying elements in a lists

```
print(names) #['Alice','Bob','Carl','Dora']
single_name = names[2] #single_name = 'Carl'
first_element = numbers[0] #first_element = 1
last_name = names[len(names)-1]#last_name = 'Dora'

names[1] = "Bert" #names ['Alice','Bert','Carl','Dora']
```

Operations on Lists

- Example Operations

```
numbers = [1,2,3,5,8]
names = ["Alice","Bob","Carl"]
count = len(names) #count=3
names.append("Daisy") #['Alice','Bob','Carl','Daisy']
numbers2 = [13,21,34]
numbers3 = numbers + numbers2 #[1,2,3,5,8,13,21,34]
subset = numbers3[2:5] #[3,5,8]
#characters from position 2 (included) to 5 (excluded)
```

The For Loop

- The For Loop runs for a fixed number of times

```
for x in range(0, 3): This runs a loop 3 times
       print(x) # prints 0,1,2
```

- x is automatically incremented with each iteration
- A while-loop would look like this

```
counter = 0
while counter < 3:
    print(counter)
    counter = counter + 1
```

Lists and Loops

- The for-loop is especially helpful for lists

```
numbers = [3,7,9]
for number in numbers: #This runs for each list element
    square = number * number
    print(square) #9,49,81
```

- A while-loop would look like this

```
counter = 0
while counter < len(numbers):
    square = numbers[counter] * numbers[counter]
    counter = counter + 1
    print(square)
```

Writing Files

- Opening a file

```
#This creates the file if it does not exist
fileObject = open('fileOutput.txt', 'w')
#Option 'w' will overwrite existing files
#Use the option 'a' to append to a file instead
```

- Writing to the file

```
#Add \n to end a line and \t to create a tab
fileObject.write("Hello you!\n")
```

- Close the file after usage:

```
fileObj.close()
```

Tasks

1. Write a function that calculates $f(x) = -x$ for a single input value. Apply the function to an input of your choice and print the result on the console.
2. Change the above function that it calculates $f(x)$ for a single x-value, where $f(x)$ is a polynomial of degree 4 with variable coefficients a_0 to a_4.
3. Calculate $f(x)$ for all integer values from -10 to 10 with coefficients of your choice and store the result in a list.
4. Write the list to a file with the following format:

$$\begin{array}{ccc} -10 & , & f(-10) \\ -9 & , & f(-9) \\ & \vdots & \\ 9 & , & f(9) \\ 10 & , & f(10) \end{array}$$