

Math 1060Q Lecture 3

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Today we discuss equations, graphs and functions

- ▶ **Conditional equations**
- ▶ x and y intercepts
- ▶ Symmetry
- ▶ Definition: what is a function?
- ▶ Vertical line test

Some equations always hold (identities), others only hold for certain values of x (conditional)

Here is an identity:

$$\frac{(x-1)(x^2+1)}{x^2+1} = x-1.$$

This equation is true for every real number x . An example of a conditional equation would be:

$$x^2 - 5x = -6.$$

In order to find for which values x this holds, proceed as follows:

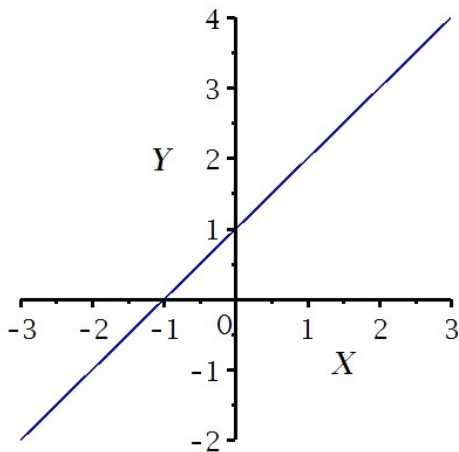
$$\begin{aligned}x^2 - 5x + 6 = 0 &\Rightarrow (x-3)(x-2) = 0 \\ &\Rightarrow x = 3 \text{ or } x = 2.\end{aligned}$$

We will study methods to solve certain equations as the semester progresses.

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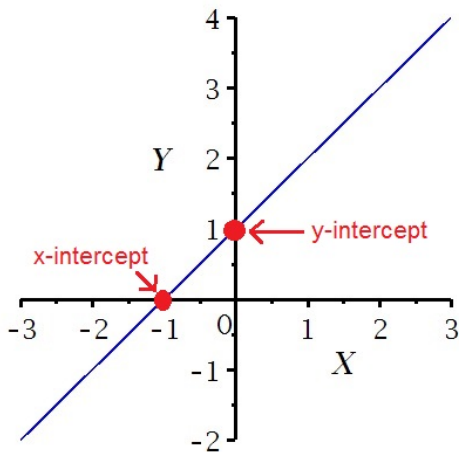
It is often useful to graph equations

Consider an equation with both x and y , such as $y = x + 1$. We graph this by marking all points in the xy -plane that satisfy the equation:



You will want to be able to identify x and y intercepts

An **x -intercept** is anywhere the graph crosses the x -axis. Similarly, a **y -intercept** is anywhere the graph crosses the y -axis.



Example L3.1: Find the x and y intercepts for the graph of the equation $2y = 5x - 3$.

Solution: To find the x -intercept, we set $y = 0$ and see that

$$0 = 5x - 3 \Rightarrow x = \frac{3}{5}.$$

The x -intercept is at the point $(3/5, 0)$ on the graph. To find the y -intercept, set $x = 0$ and solve for y :

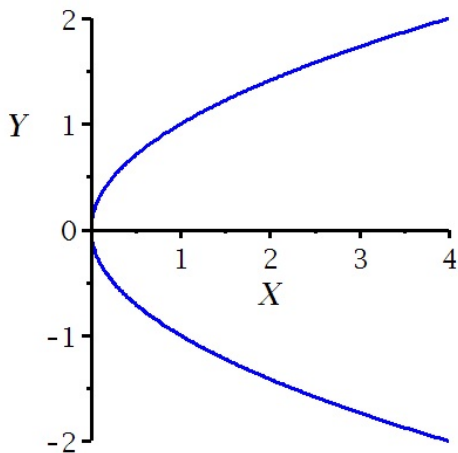
$$2y = -3 \Rightarrow y = -3/2.$$

The y -intercept is at the point $(0, -3/2)$.

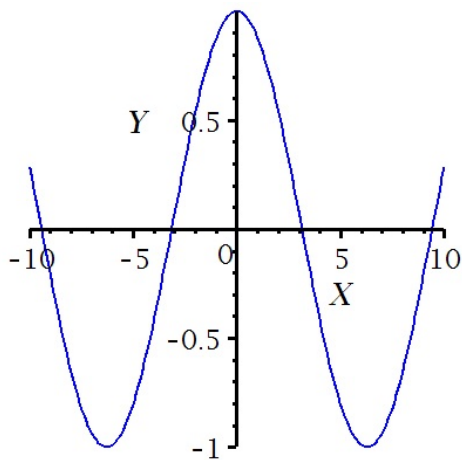
- ▶ Conditional equations
- ▶ x and y intercepts
- ▶ **Symmetry**
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Three common types of symmetry found in graphs are (1) x -axis symmetry, (2) y -axis symmetry and (3) origin symmetry

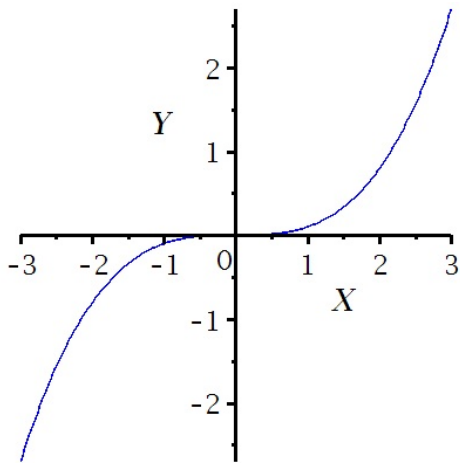
x -axis symmetry just means the graph looks like it is mirrored across the x -axis, e.g.



y -axis symmetry just means the graph looks like it is mirrored across the y -axis



Origin symmetry means the graph looks the same if it is rotated by 180 degrees about the origin



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- ▶ Symmetry
- ▶ Definition: what is a function?
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A function takes in a number, performs some operation, and outputs the result

Definition (Function)

A function from a set X to a set Y is a **rule** that assigns each element in X to **precisely one** element in Y .

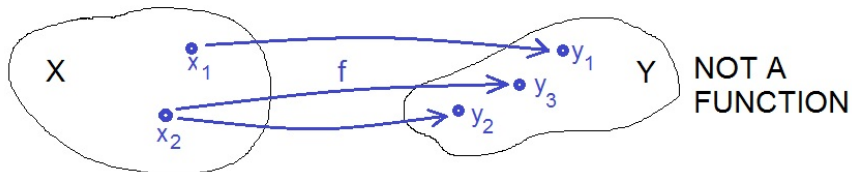
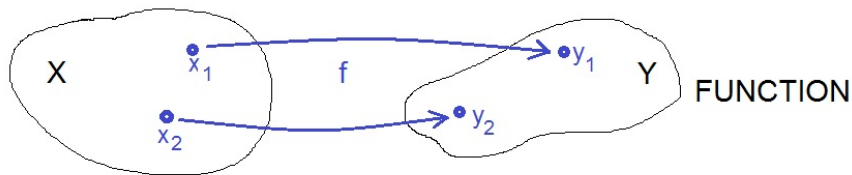
Consider that the volume V of a sphere is calculated in terms of its radius r as $V = \frac{4}{3}\pi r^3$. We say that $V = V(r)$, meaning V is a **function of r** .

$$V(1) = \frac{4}{3}\pi(1)^3 = \frac{4}{3}\pi$$

$$V(2) = \frac{4}{3}\pi(2)^3 = \frac{4}{3}\pi 8 = \frac{32}{3}\pi$$

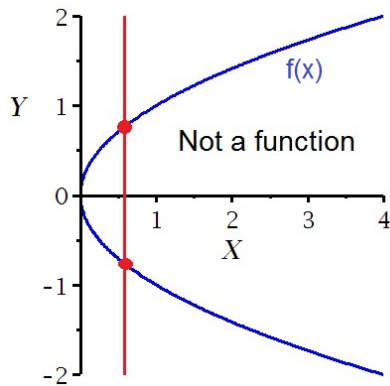
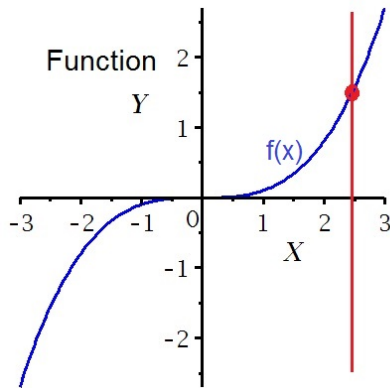
$$V(3) = \frac{4}{3}\pi(3)^3 = \frac{4}{3}\pi 27 = \frac{108}{3}\pi$$

If a rule assigns one number in X to more than one number in Y , it is not a function



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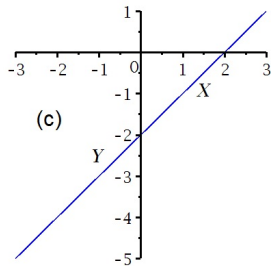
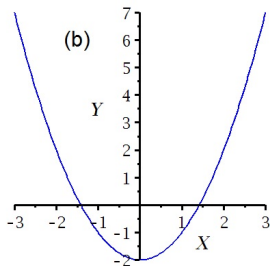
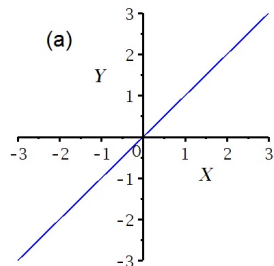
Given graphs as below, $f(x)$ is a function ONLY if an arbitrary vertical line intersects the graph exactly one time



Practice problems! More on next slide...

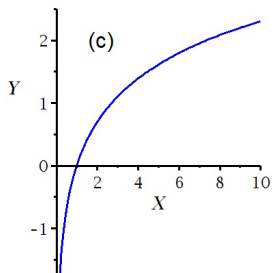
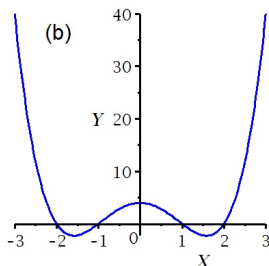
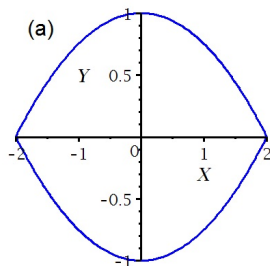
Problem L3.1: Find any x or y intercepts for the graph of $-2y + 6x = 4$.

Problem L3.2: What kinds of symmetry do these graphs have (if any)?



Practice problems!

Problem L3.3: Which of these are functions?



Problem L3.4: Find any x or y intercepts for the graph of $y = x^2 - 4$.