**Definition.** A *function* is a rule that takes certain values as inputs and assigns to each input value exactly one output value.

$$y \quad 2 \quad 1 \quad \frac{2}{3} \quad \frac{1}{2}$$

y as a function of x: f(0) = 2, f(1) = 1, f(2) = 2/3, f(1/2) = 3x as a function of y: g(2) = 0, g(1) = 1, g(2/3) = 2, g(1/2) = 3

Example.

t = time (in years) after the year 2000

w = number of San Francisco '49er victories

t	0	1	2	3	4	5	6	7	8	9
w	6	12	10	7	2	4	7	5	7	8

## **Observations:**

1. w is a function of t:

 $\begin{array}{rll} f(0) &=& 6 & \mbox{means that in 2000, the '49ers won 6 games} \\ f(1) &=& 12 & \mbox{means that in 2001, the '49ers won 12 games} \\ f(2) &=& 10 & \mbox{means that in 2002, the '49ers won 10 games} \\ &\vdots \end{array}$ 

- 2. t is <u>not</u> a function of w, since the input "7 wins" would have three outputs, 3, 6, and 8.
- 3. In general, for a function, the input variable is called the *independent* variable and the output variable is called the *dependent* variable.

**Example.** Which of the graphs below represent y as a function of x?



- 1. In Graph 1, y is a function of x because every input value of x has exactly one corresponding output value, y.
- 2. In Graph 2, y is <u>not</u> a function of x, because if it <u>were</u>, we would have f(0) = 2 and f(0) = -2, which is impossible. Graphically, this occurs because Graph 2 fails the vertical line test.
- 3. In Graph 3, y is a function of x because every input value of x has exactly one corresponding output value, y.

**Example.** A woman drives from Aberdeen to Webster, South Dakota, going through Groton on the way, traveling at a constant speed for the whole trip. (See map below).



a. Sketch a graph of the woman's distance from Webster as a function of time.



<u>Comment</u>: Note that the function touches the *t*-axis; that is, d = 0, when the woman reaches Webster, <u>not</u> at t = 0. The constant slope of the graph indicates that her speed is constant for the duration of the trip.

b. Sketch a graph of the woman's distance from Groton as a function of time.



<u>Comment</u>: Note that the function crosses the *t*-axis; that is, d = 0, when the woman reaches Groton. Also, *d* is positive both when the woman is in Aberdeen and when the woman is in Webster, since both cities lie a positive distance away from Groton.