

HANDOUT 1 (Math Review)

About Your TAs

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- Office Hour: Mon. 5:30-7:30pm (only by appointment via [Calendly](#))
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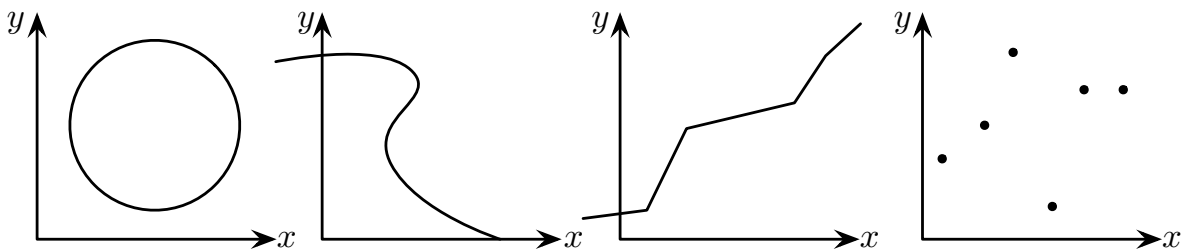
- Office Hour: Wed. 11:00-1:00pm (only by appointment via [Calendly](#))
- Email: zhouc2@uci.edu

1 Logistics

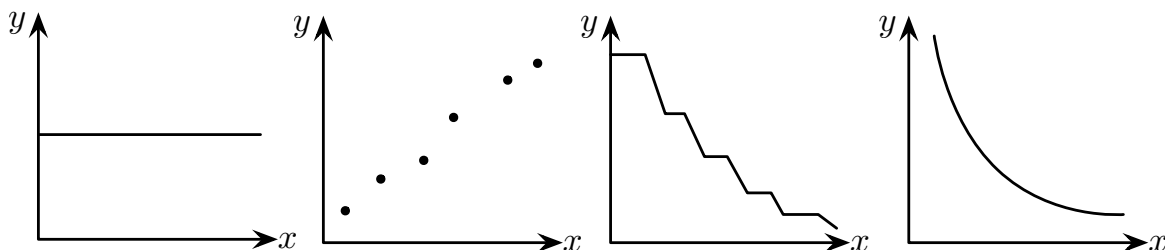
- Discussion sections will be conducted asynchronously.
- Handout: <http://www.haochehsu.com> (Handout can be found at the *Teaching* section)
- Register course [Piazza](#).
- Any comments to us, please feel free to use the anonymous [Feedback Survey](#).

2 Functions

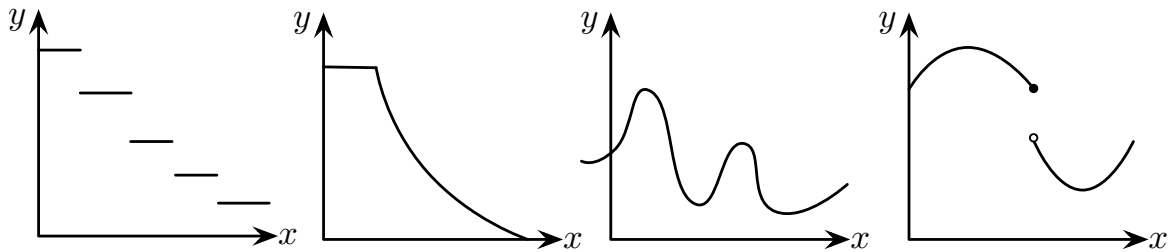
- Which graphs illustrates a **function**?



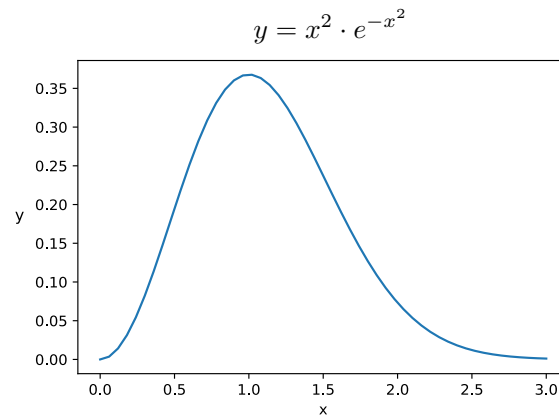
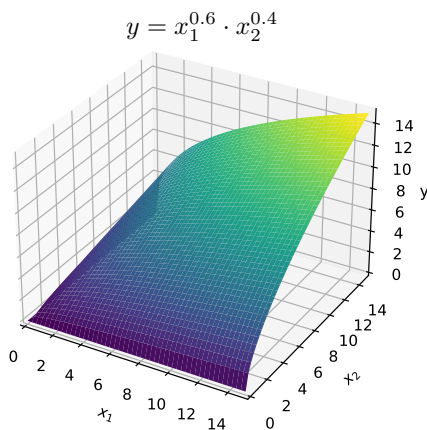
- Which graphs illustrates a **monotonic** function?



- Which graph illustrates a **smooth continuous** function?

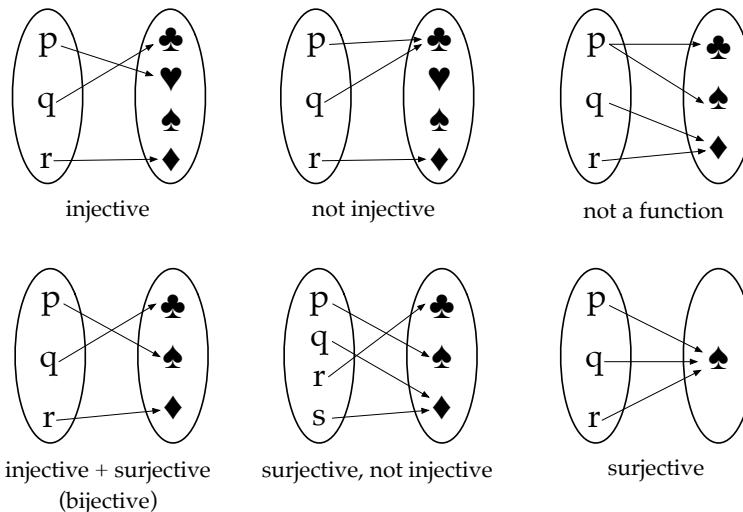


- The graphs of a **single variable** and **multi-variables** function



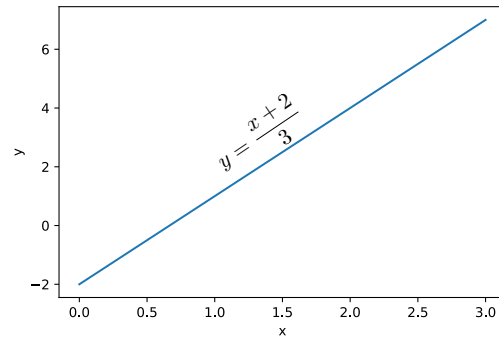
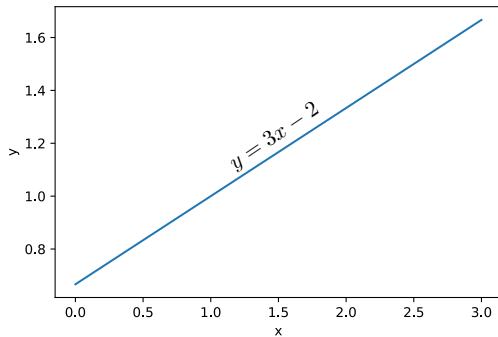
3 Function mappings and inversions

- A graphical representation of a function can be referred to figure 1 in the appendix.
- Mappings: **injective** (one-to-one), **surjective** (onto), **bijective** (one-to-one correspondence)



- An **inverse function** exists if and only if the function is **bijective**.

- The inverse function of $f(x) \equiv y = 3x - 2$



- Function inversion road map:
 - Check whether the function is bijective or not.
 - Switch x and y .
 - Solve for y .
- Can we invert $y = x^2$?
- Find the inverse of $y = \frac{x+10}{4x-7}$.

4 Derivatives (If $f(x) = x^n$, then $f'(x) = n \cdot x^{n-1}$)

- Calculate the derivative of $y = x^2$.
- Calculate the derivative of $y = \frac{x}{x^2+3}$.
- Calculate the derivative of $y = x^2 + \frac{1}{2}x + 3$.
- Calculate the derivative of $y = \sqrt{x^4 + 1}$.
- Calculate the derivative of $x^{10} + 3x = 2y + 4$.
- Calculate $\frac{d}{dx} \sqrt{1 + \sqrt{x^2 + 1}}$.
- Calculate the derivative of $y = (x^2 + 7x + 2)^{\frac{1}{3}}$.
- Calculate the derivative of $y = 3e^{5x} - 8x^2$.
- Calculate the derivative of $y = x^2(9x + 2)$.
- Calculate the derivative of $y = x^3 \ln(x^2)$.

5 Line and Slope

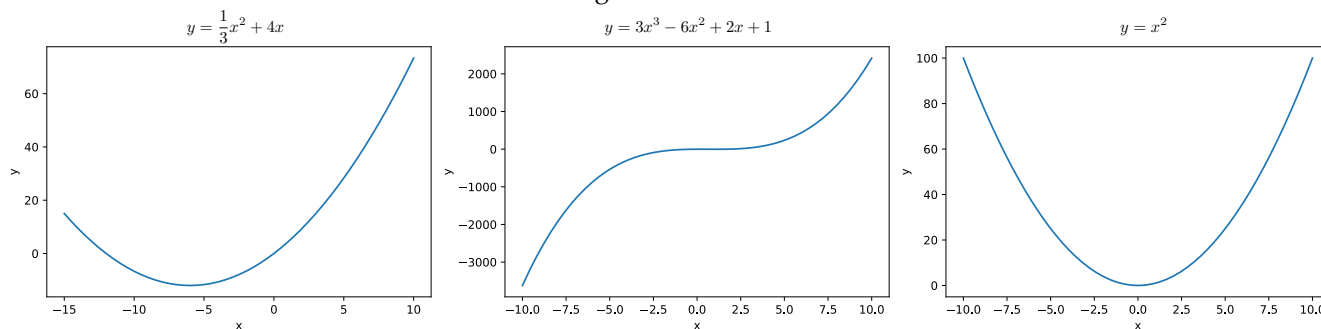
- Find the slope of a line passing through points $(-2, 4)$ and $(8, 9)$.
 - Roadmap:
 - Set up the equation by similar triangles.
 - Solve for y .
 - Take derivative with respect to x .

6 First order and second order derivatives

- First order derivation (F.O.C):
 - If $f'(p) > 0$, then $f(x)$ is an **increasing** function at point p .
 - If $f'(p) < 0$, then $f(x)$ is a **decreasing** function at point p .
 - If $f'(p) = 0$, point p is a **critical point** of $f(x)$.
- Second order derivation (S.O.C):
 - If $f''(p) > 0$, then $f(x)$ is a **convex** function (concave up) at point p .
 - If $f''(p) < 0$, then $f(x)$ is a **concave** function (concave down) at point p .
 - If $f''(p) = 0$, point p is an **inflection point** (point where the function changes concavity) of $f(x)$.

7 Unconstrained Optimization

- Local maximization and minimization road map:
 1. Take the first-order derivative.
 2. Set the derivative to 0 and solve for the value of x .
 3. Check the second-order derivative.
- Find the local extreme value for the following three cases:

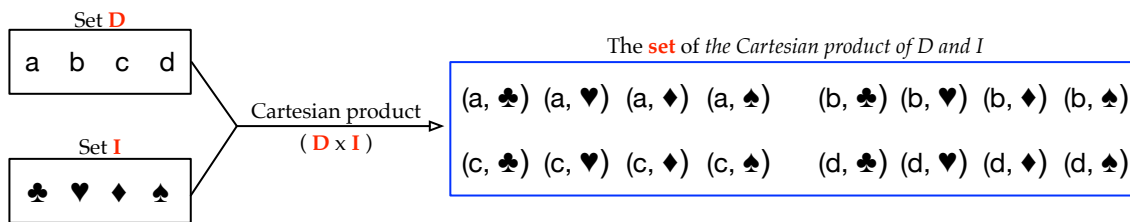


8 Constrained Optimization (optimization with binding equality)

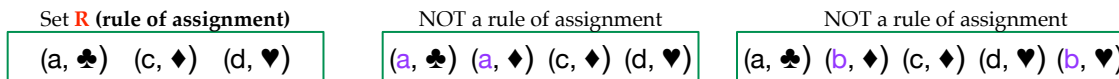
- Road map:
 1. Substitute the constraint into the objective function.
 2. Optimize the objective function by setting its first order condition to 0 and solve for parameters' optimal value.
 3. Plug the optimal values back to the objective function to obtain the optimized objective value.
- Minimize $f(x, y) = x^2 + y$ subject to $y = 3$.
- Maximize $f(x, y) = xy$ subject to $x + y = 6$.

Appendix: Set and Function

- A **set** is a collection of elements (objects).



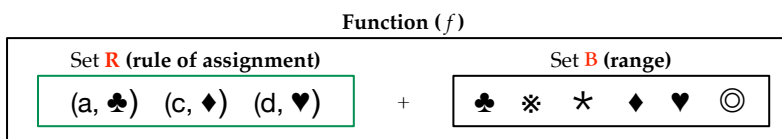
- A **rule of assignment** is a **subset** (let's call it R) of the Cartesian product of two sets D and I so that each element of D appears at most one time as the first coordinate of the pair belonging to R .



- There can be a lot of different *rule of assignments*.
- Now, let's **assign some names** to a *rule of assignment* (R). Let's look at the following *rule of assignment* example:

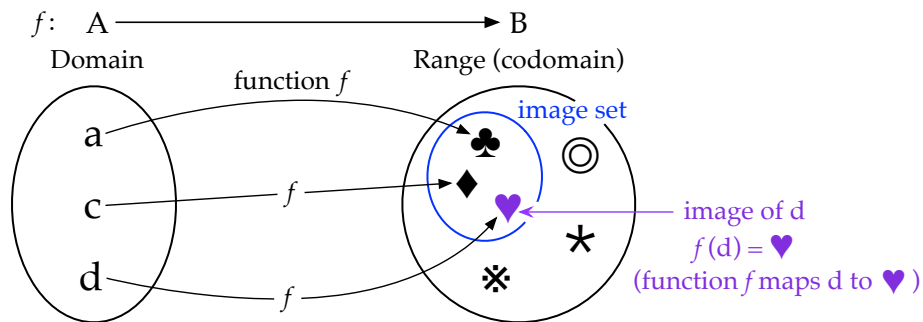
$$R = \{ (a, \clubsuit), (c, \diamond), (d, \heartsuit) \}.$$

- The collection of the **first** coordinate of all pairs in R : $\{a, c, d\}$ is a set called **domain of R** .
- The collection of the **second** coordinate of all pairs in R : $\{\clubsuit, \diamond, \heartsuit\}$ is a set called the **image set of R** .
- For simplicity, we can drop the “of R ” and just say the **domain** and the **image set** (we already know we are talking about the characteristics of R).
- A **function** (typically called f) is a *rule of assignment* (R) with a **set B** that contains the **image set of R** . We give a name for “set B ,” call it the **range of f** . To visualize a function, we can see the following:



- So a function is a “two sets thing.” One set is the **rule of assignment** which links or pairs an element from the **domain** to an element from the **image set**. The other is a set called **range** that contains all the elements in the image set and most of the time, includes some other elements that do not belong to the image set.
- Let me break down the *rule of assignment* and emphasize the “linking” ability of a function and re-position the two sets and draw another graph that is **exactly the same** as above:
- The math representation of a function is $f : \text{Domain} \rightarrow \text{Range}$ or $f : A \rightarrow B$ where A is the domain and B is the range (codomain).

Figure 1: A graphical representation of a function



- This is the **correct** version! However, some people define things differently by referring the "set B " as "codomain" and call the "image set" the "range" and cause confusion. However, as you have the idea of the function in mind, people can call it whatever they want.