Review of sections 2.1, 7.2, 7.3, 2.6, 3.1

2.1 Sets

Sets are collections of objects. For example $5 = \{5,6,10,13\}$ is a set containing the objects (elements) 5,6,10 and 13.

Notation

E is an element of E is a subset of c proper subset \$\phi\$ empty set

Also P(5) means the power set of S which is the set of all subsets.

For example

 $P(\xi_{1,23}) = \{ \phi, \xi_{13}, \xi_{23}, \xi_{1,23} \}$

Also |S| means the cardinality of S which is the number of its elements. So |S| = 4 here. Note that $|P(\{1,2\})| = 4$ as well.

We also looked at the Cartesian product of two sets A and B:

AxB = { (a,b) | aeA, beB}

ordered pairs.

ret builder notation

2.2 Set operations

There are different ways to combine two sets A and B

AUB union

An B intersection

A-B difference

ABB symmetric difference

Example (1) For $A = \{1,2,3\}$, $B = \{3,4\}$ Find AUB, B-A, A@B, ANB.

Solution: $A \cup B = \{1, 2, 3, 4\}$ $B - A = \{4\}$ $A \oplus B = \{1, 2, 4\}$ $A \wedge B = \{3\}$.

Example @ For A= {1,2,3}, B= {3,4}, C= {1,4}

find AnBnC.

Solution: Can write this as (ANB) NC (since intersection is associative)

and ANB = {3} so

(ANB) NC = {33 N{1,43 = 4.

Therefore ANBNC = & and there are no elements common to all 3 sets.

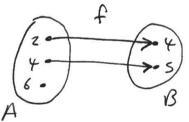
2.3 Functions

Definition: A function of from set A to set B sends every element of A to a unique element of B.

Then we write $f:A \to B$ demain codemain

Example 3 Let A = {2,4,6}, B= {4,5}. Define f by saying f(z) = 4, f(4) = 5. Define g by saying g(z) = 5, g(4) = 5, g(6) = 4and g(4) = 4. Are f and g functions from A to B?

Solution: It is helpful to draw these:

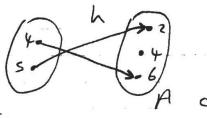




We see clearly that f is not a function forom A to B because it doesn't send 6 to an element of B. Also g is not a function because it doesn't send 4 to a unique element of B.

Example (4) Show that h given by h(4) = 6, h(5) = 2 is a function from B to A.

Solution:



1 codenain

We see that h does send every element of B to a unique element of A so it is a function from B to A.

For this h its range is \$2,63 and not equal to the codorain so h is not onto.

h is one-to-one because it never sends different elements of the domein to the same place.

If a function $f:A \rightarrow B$ is both onto and one-to-one then it is called a one-to-one correspondance. In that case you can reverse all the arrows and get a new function called the inverse with notation f.

Example (5) The function $g: \mathbb{R} \to \mathbb{R}$ given by g(x) = 2x + 5 is a one-to-one correspondence. Find g(-i) and g'(1).

Solution: g(-1) = 2(-1) + 5 = -2 + 5 = 3

So
$$g(-1) = 3$$
input output

If
$$g'(i) = x$$
 then $g(x) = 1$

we can solve g(x)=1:

$$2x+5=1$$
 so $2x=1-5=-4$
 $x=-2$

Therefore g'(i) = -2.

We also looked at composition of functions. $(f \circ g)(x)$ means f(g(x)) "fafter g" or "composition of f and g".

2.6 Matrices

Example $M = \begin{bmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \end{bmatrix}$ is a 2 x 3 matrix rows columns.

If N is another 2x3 matrix then we can compute M+N and M-N just by adding, subtracting corresponding entries.

To multiply two matrices is more complicated. You multiply the rows of the first by the columns of the second.

For example with
$$M = \begin{bmatrix} 1 & 2 & 3 \\ 4 & 56 \end{bmatrix}$$
, $N = \begin{bmatrix} 0 & 2 \\ -1 & 0 \\ 4 & 5 \end{bmatrix}$

$$MN = \begin{bmatrix} 1 & 2 & 3 \\ 4 & 56 \end{bmatrix} \begin{bmatrix} 0 & 2 \\ -1 & 0 \\ 4 & 5 \end{bmatrix}$$

$$= \begin{bmatrix} 1.0 + 2(-1) + 3.4 & 1.2 + 2.0 + 3.5 \\ 4.0 + 5(-1) + 6.4 & 4.2 + 5.0 + 6.5 \end{bmatrix}$$

$$= \begin{bmatrix} 10 & 17 \\ 19 & 38 \end{bmatrix}$$

The Boolean product of two zero-one matrices is found the same way - just replace multiplication by A (AND) and addition by V (OR).

3.1 Algorithms

These are precise instructions to perform a task. Instead of using a particular programming language, we can write our algorithms in pseudocode.

We studied the simple algorithms:

Max: finds largest integer in a list

linear search: finds location of a given integer in a list or outputs of not found.

binary search: finds location of a given integer in an ordered list.

bubble sort: puts a list of real numbers into increasing order

insertion sort: uses a different method to put numbers into increasing order.

change: uses a greedy algorithm to to make change, starting with largest value coins.

As in the homework, you could be asked to show all the steps an algorithm uses for a specific input.