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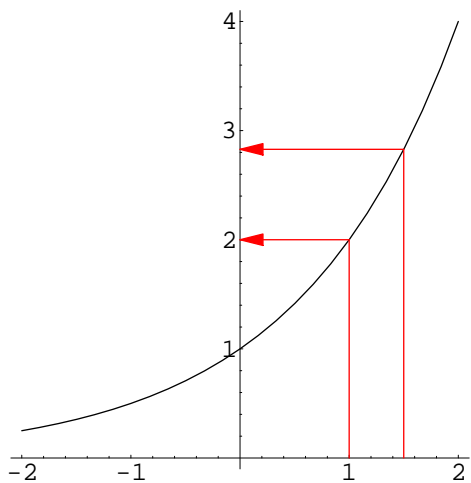
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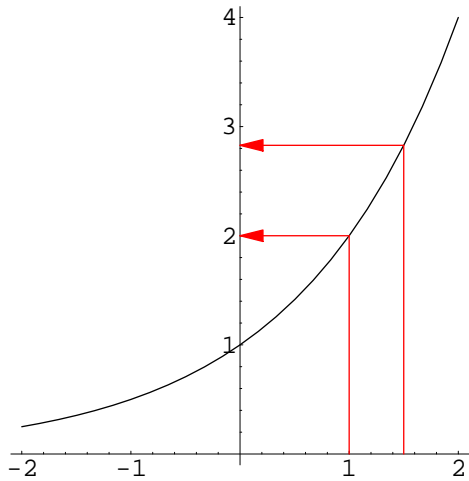


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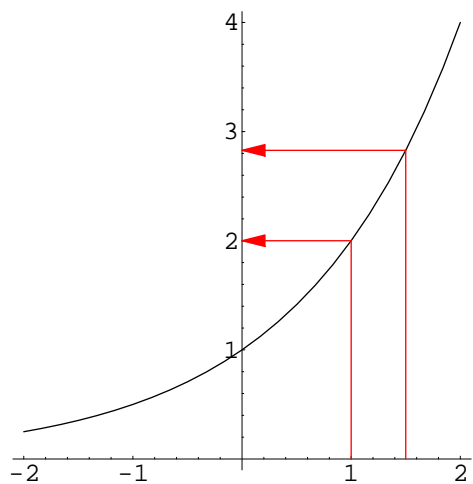
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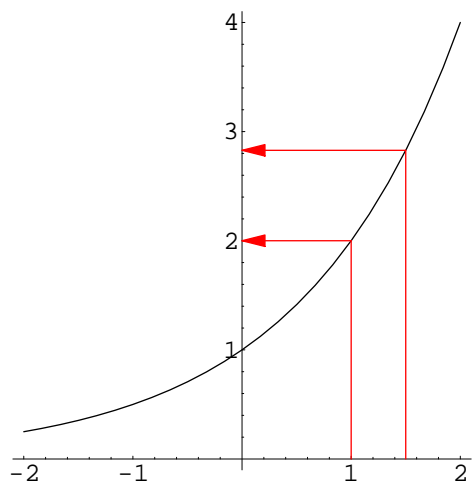
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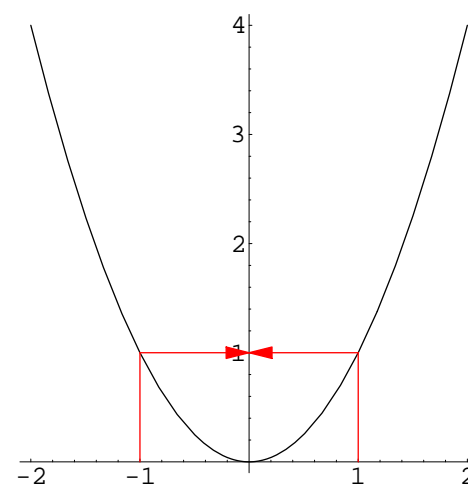
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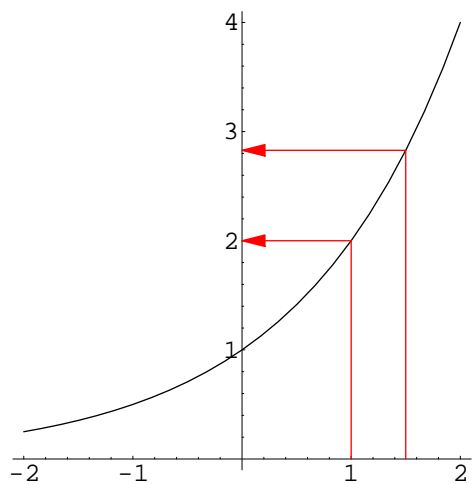


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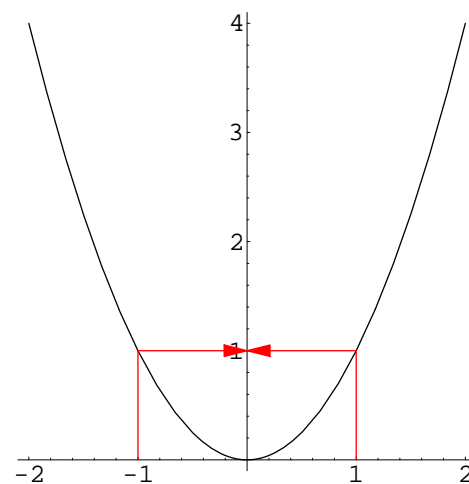
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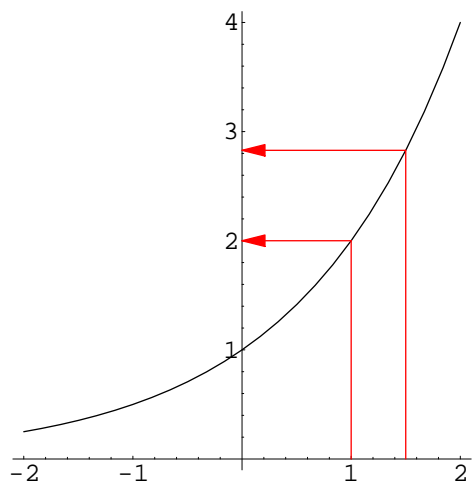
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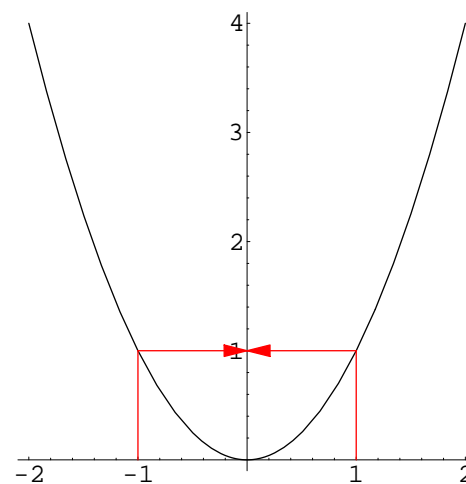
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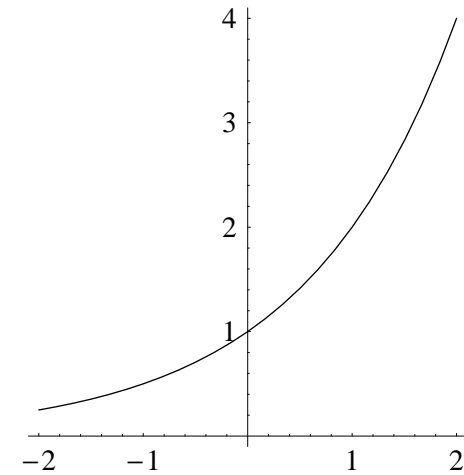
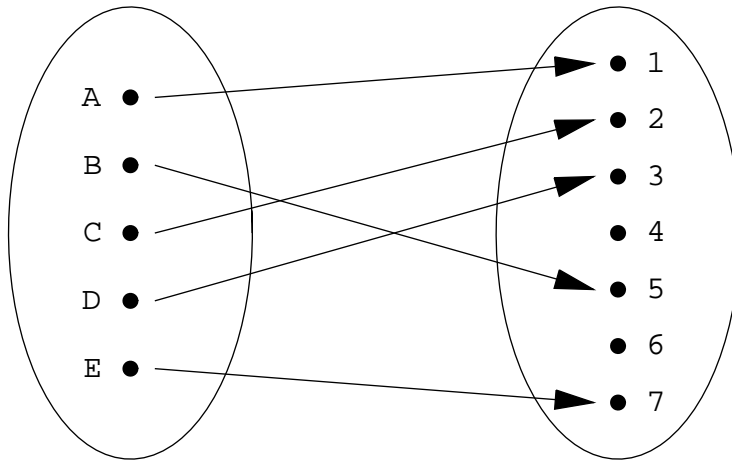


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Remark Geometrically, f is injective means that *graph of f intersects every horizontal line in at most one point.*

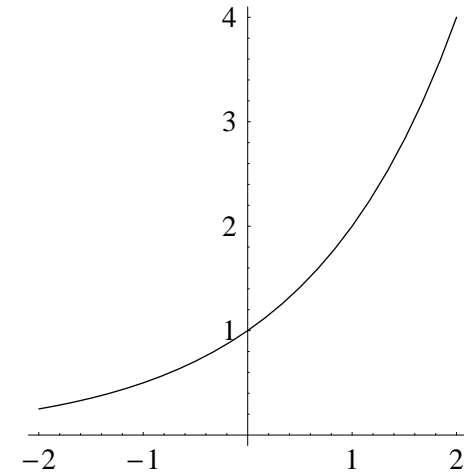
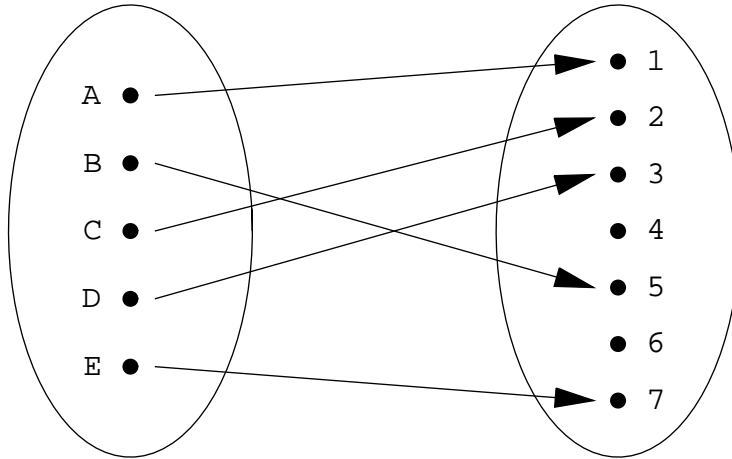
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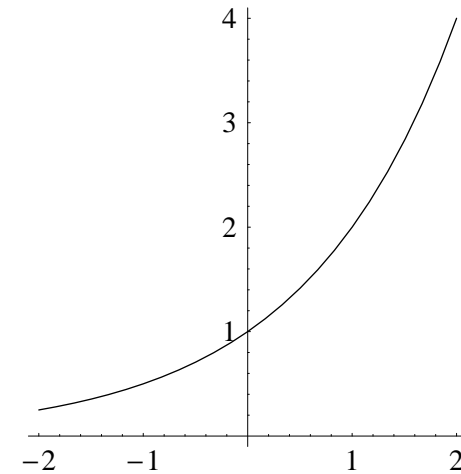
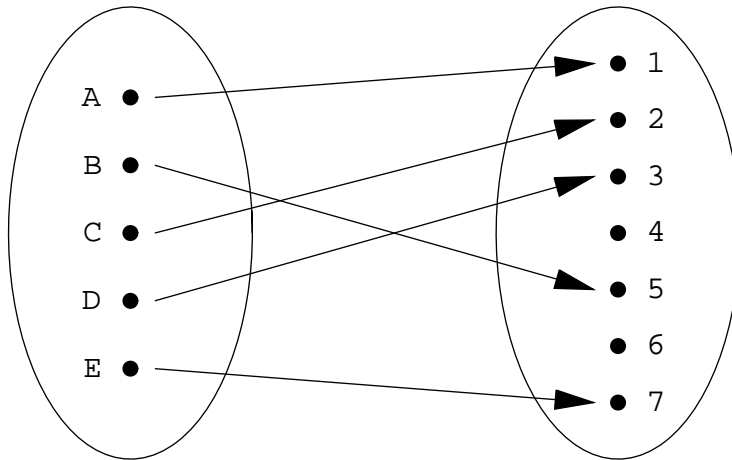
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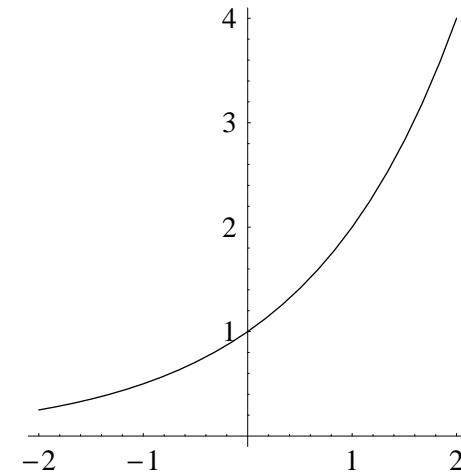
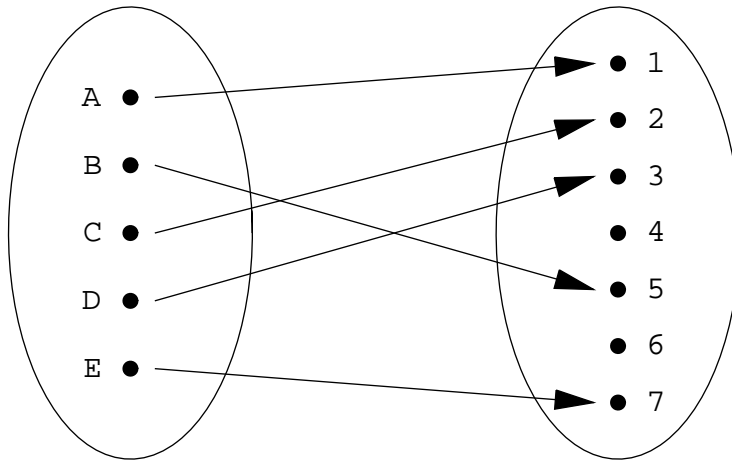
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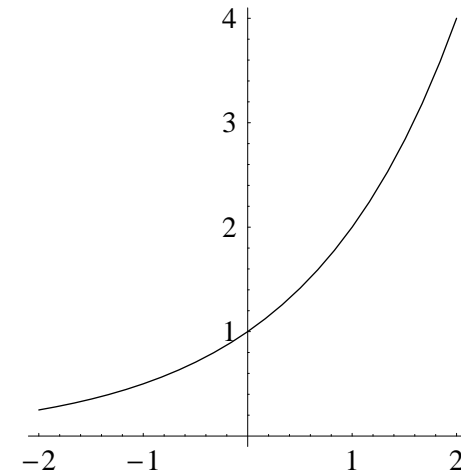
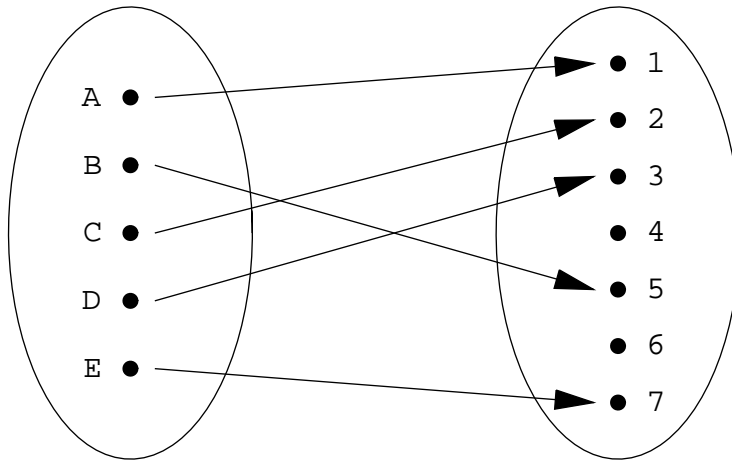
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- Get a function, called the **inverse function** of f , denoted by $f^{-1} : Y_1 \longrightarrow X$, where

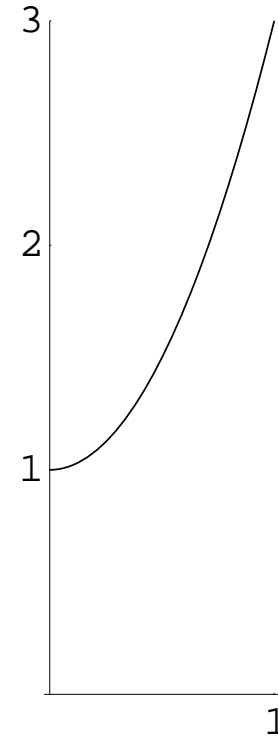
$$f^{-1}(y) = x \quad \text{means} \quad f(x) = y$$

Example Let $f : [0, \infty) \rightarrow \mathbb{R}$ be given by $f(x) = 2x^2 + 1$. Find the inverse of f .

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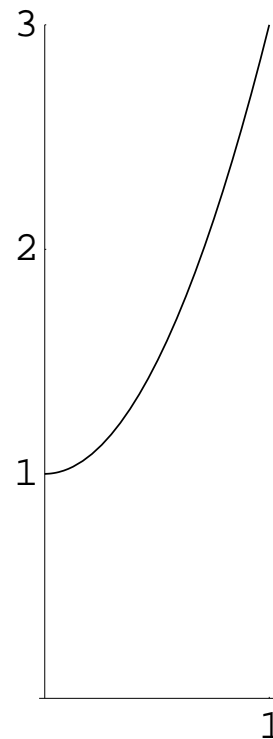
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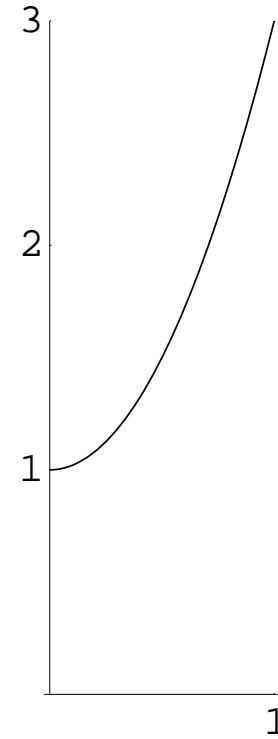


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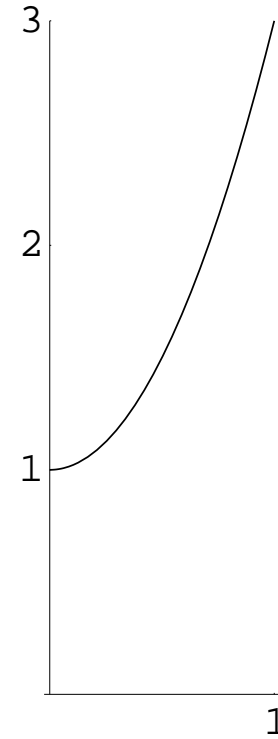
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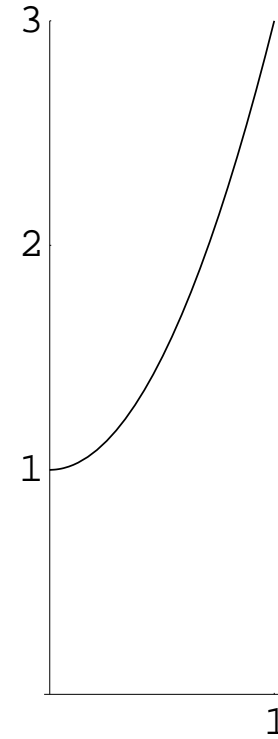
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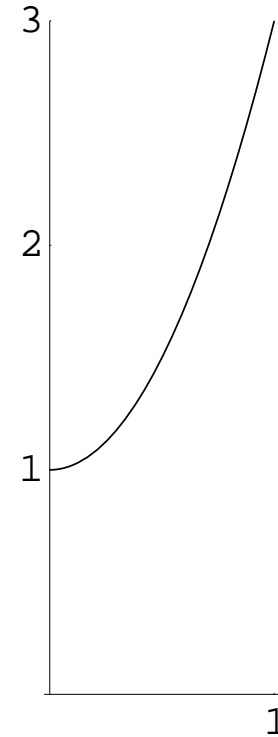
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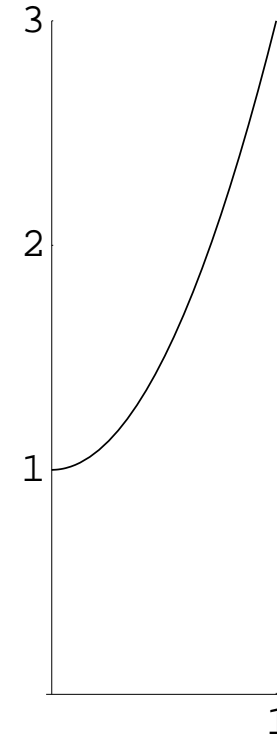
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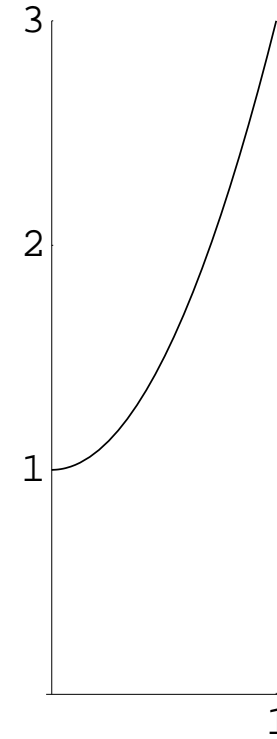
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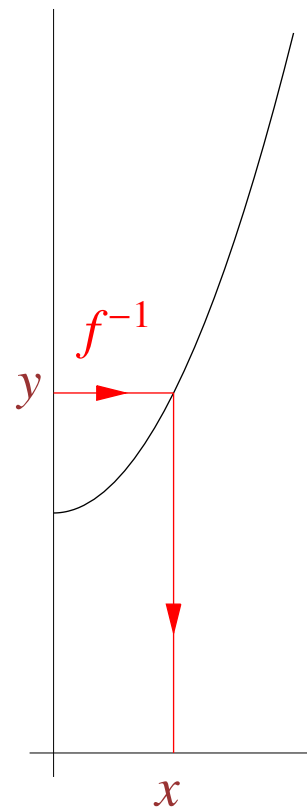
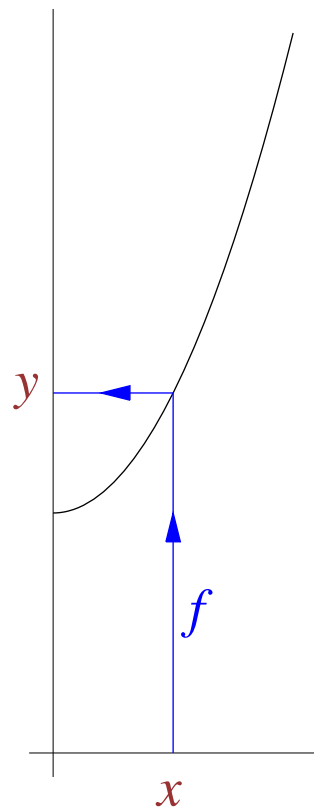
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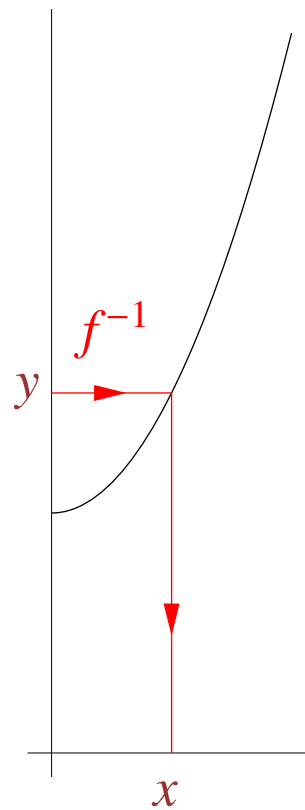
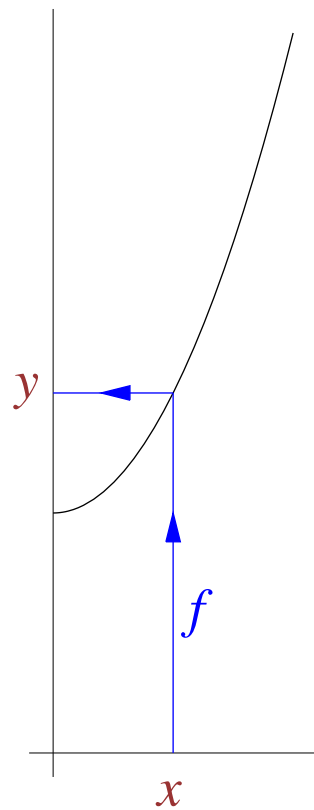


Remark Domain of f^{-1} = range of f
 = $[1, \infty)$ in above example

Meaning of f^{-1}

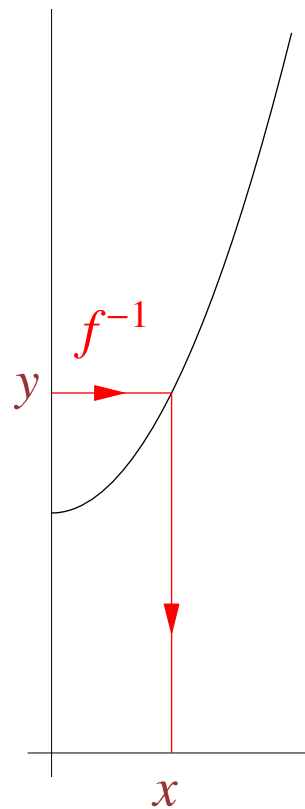
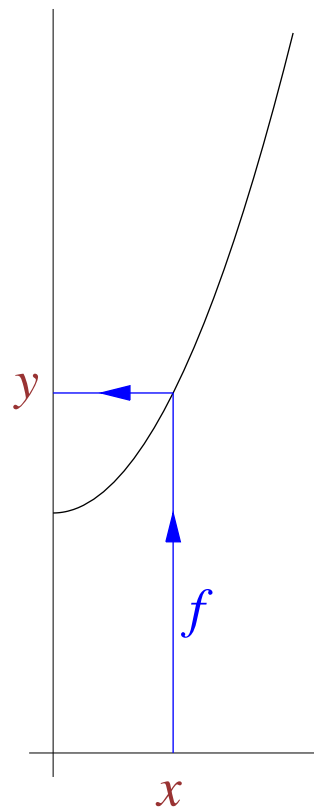


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Warning $f^{-1}(x) \neq \frac{1}{f(x)}$

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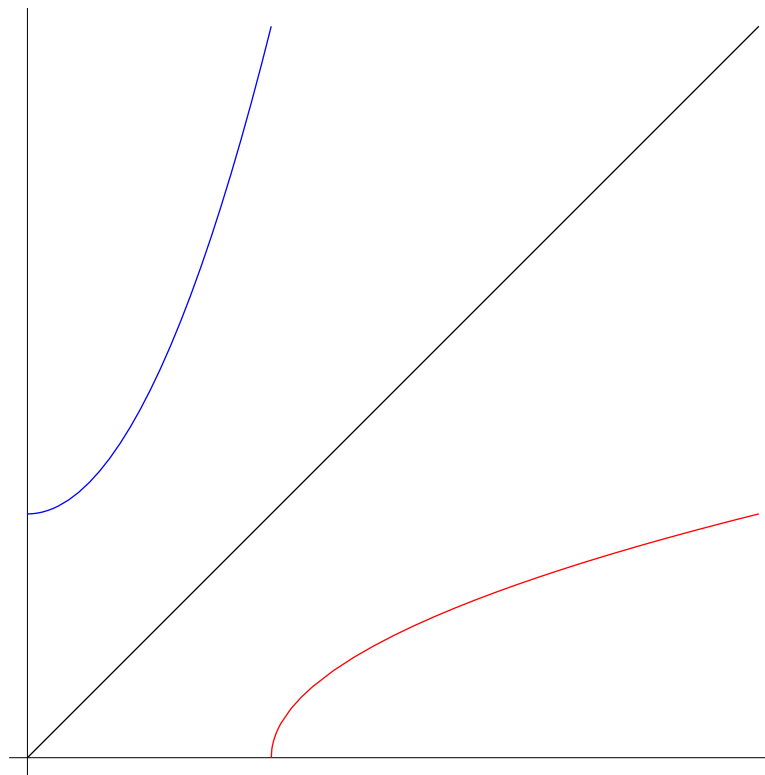
(4) To get formula for $f^{-1}(x)$, replace y by x in $f^{-1}(y) = \text{the expression in } y$

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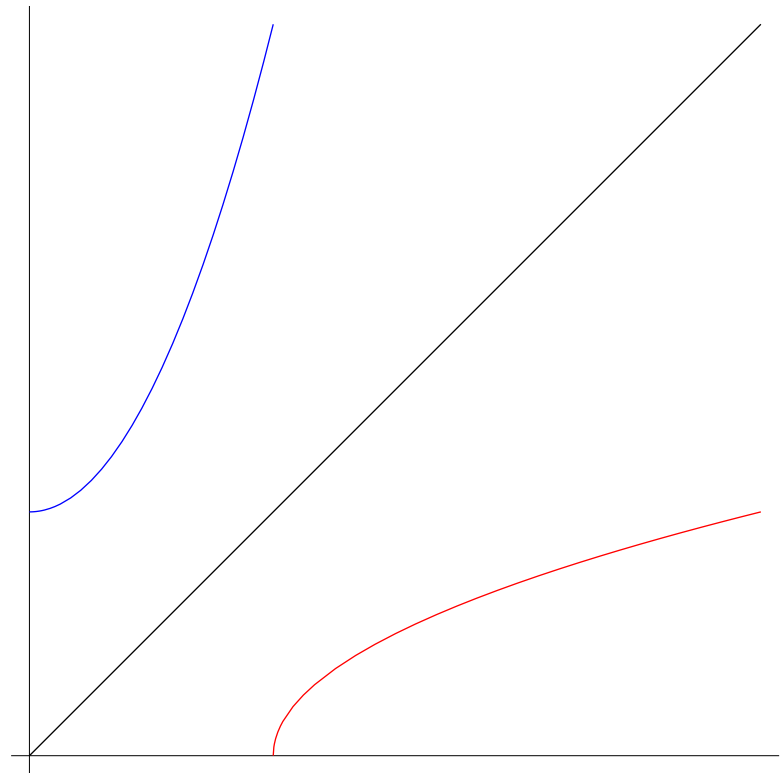


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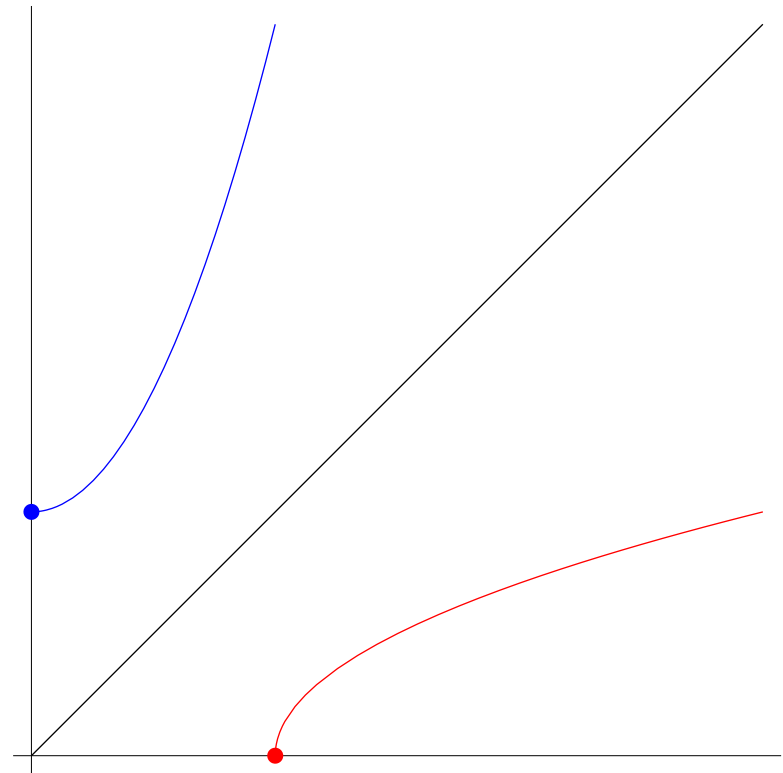
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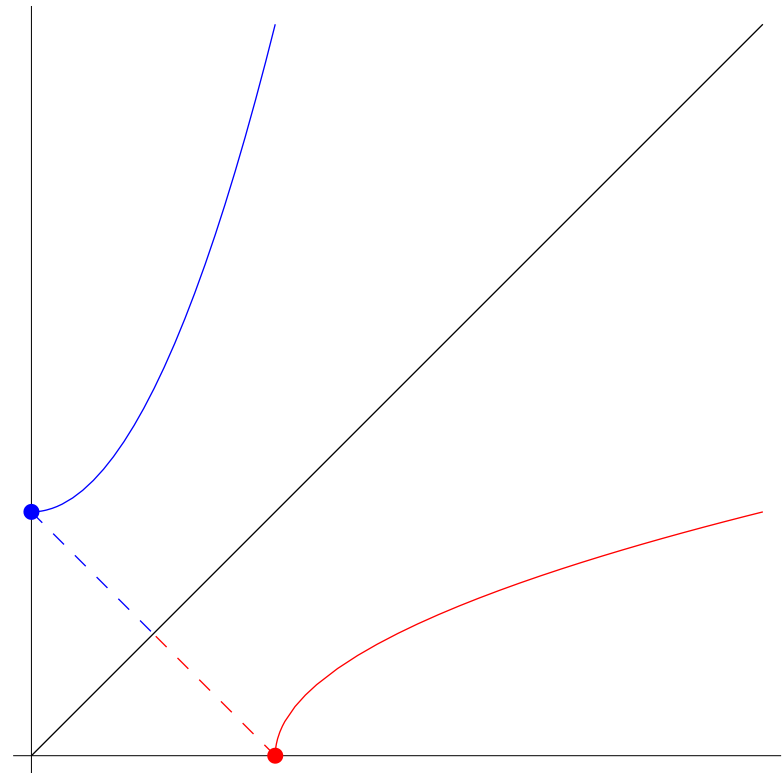
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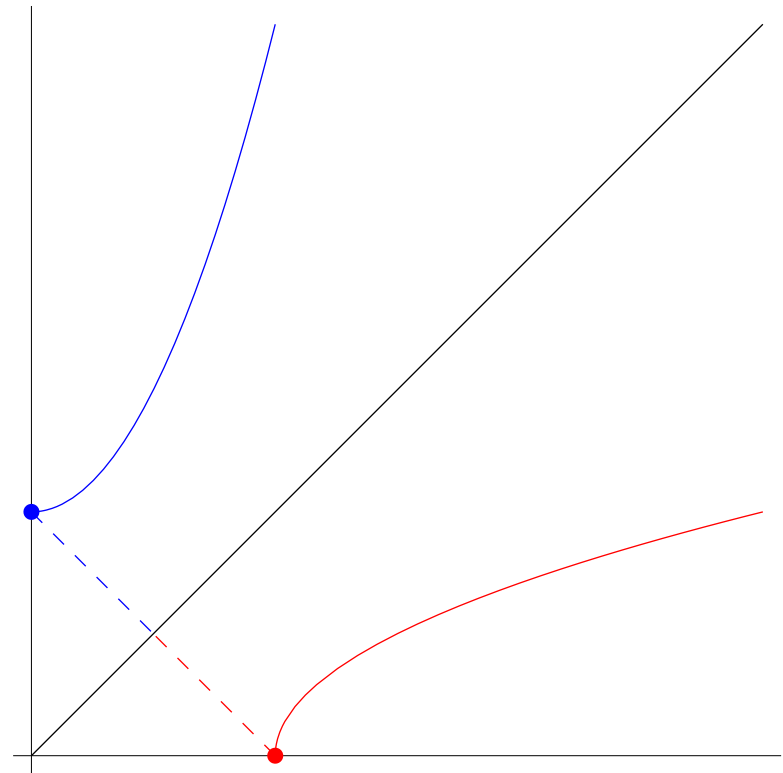
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- In general, (a, b) lies on graph of f iff (b, a) lies on graph of f^{-1} .
 $\therefore f(a) = b \iff f^{-1}(b) = a$



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Question Why do we need to **check solution**?

When we multiply both sides by $x(x - 1)$, *extra solutions* may be introduced.

$$a = b \implies ac = bc,$$

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Question Why do we need to *check solution*?

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⋮

$$\iff \sqrt{y} = 2 \text{ and } y \geq 9$$

$$\iff y = 4 \text{ and } y \geq 9 \text{ hence no solution}$$

Chapter 3: Limits

- (1) Introduction
- (2) Limits of Sequences
- (3) Limits of Functions at Infinity
- (4) One-Sided Limits
- (5) Two-Sided Limits
- (6) Continuous Functions

Objectives

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- Introduce the idea of limits (*there are several types*).

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- Introduce the idea of continuous functions.

Introduction

Problem 1

Suppose an object moves along the x -axis and its *displacement* (in meters) s at time t (in seconds) is given by

$$s(t) = t^2, \quad t \geq 0$$

What is the *velocity* of the object *at* $t = 2$?

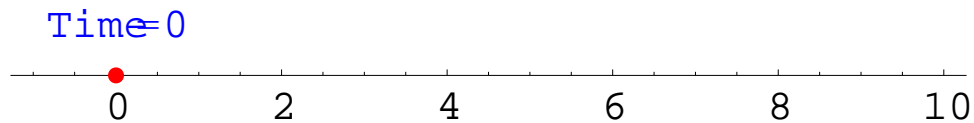
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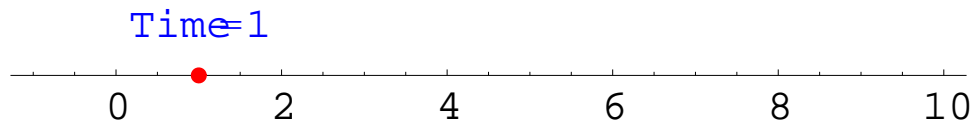
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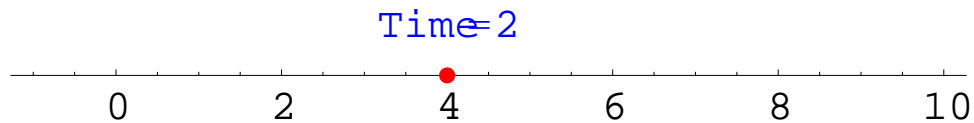
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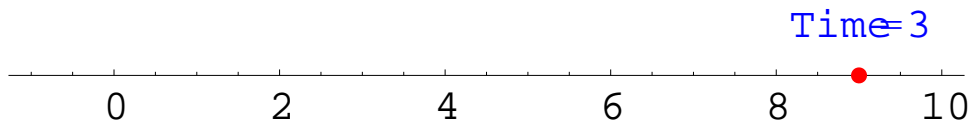
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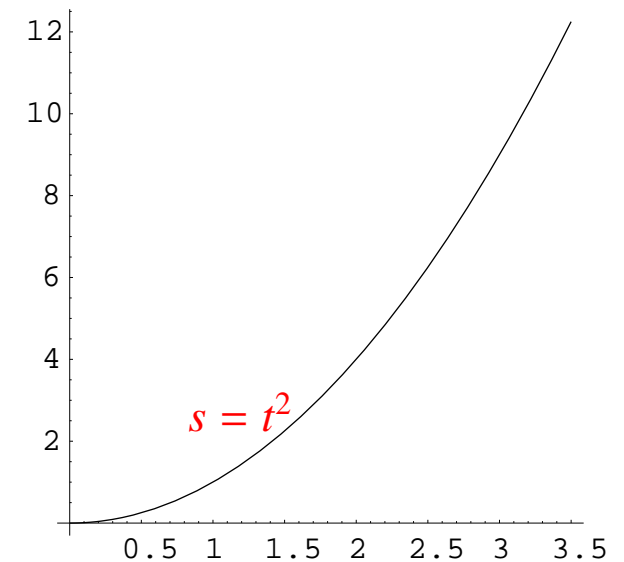
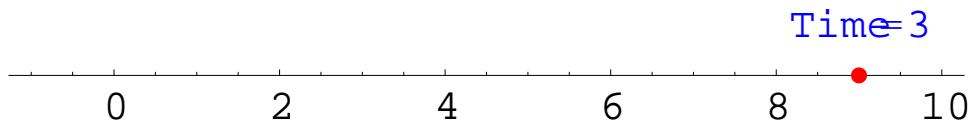
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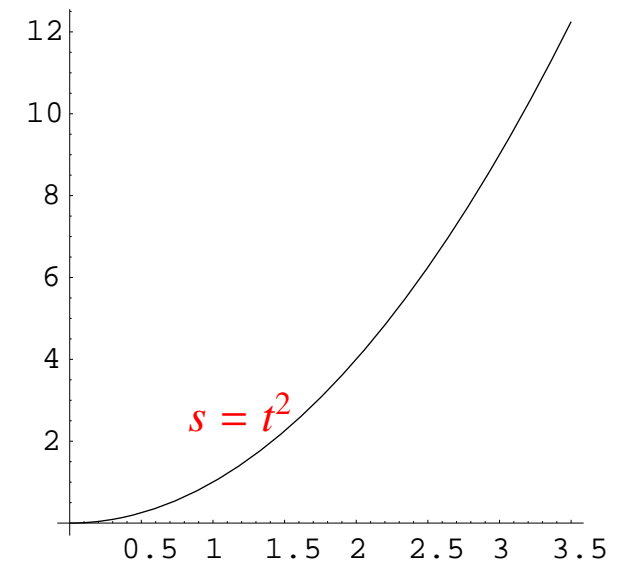
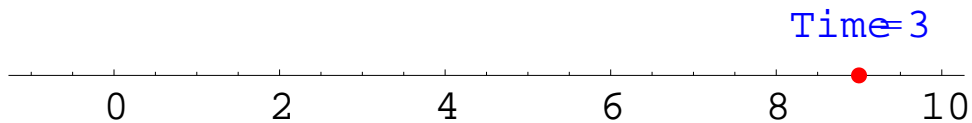
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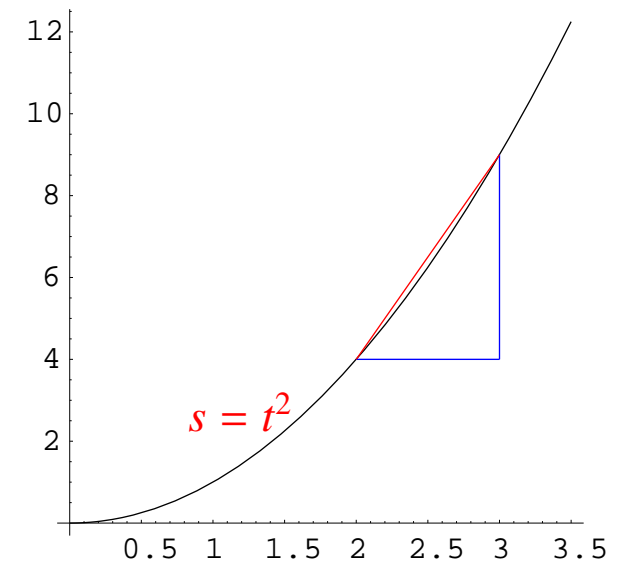
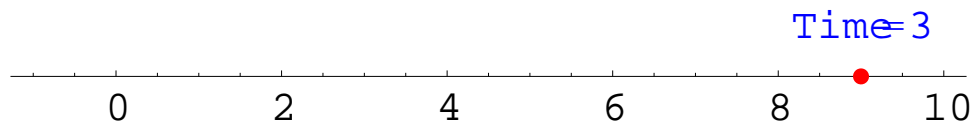
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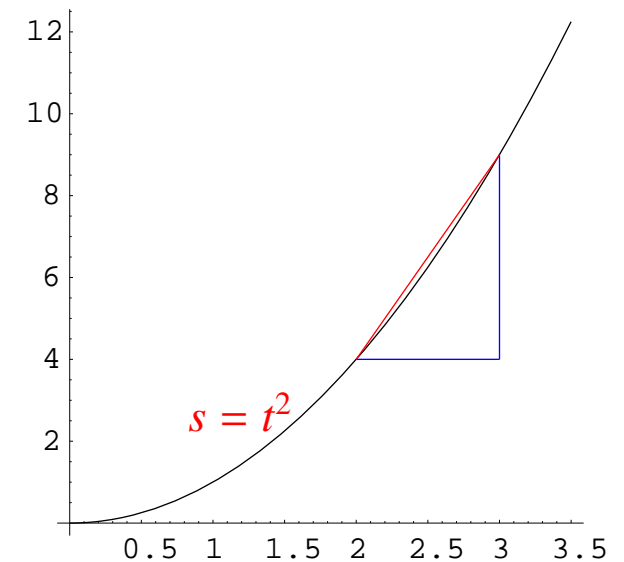
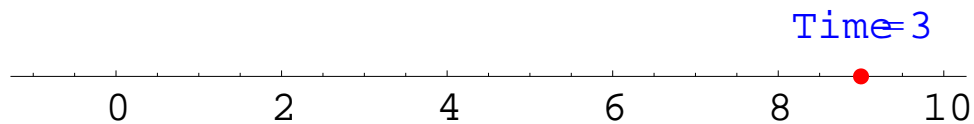
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⋮	show velocity.xls	

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The velocity at $t = 2$ (called *instantaneous velocity*) is **4 m/s**.