

### A.3 Properties of Functions

Saying that a function is *continuous* means it can be drawn without lifting a pencil from the paper (that is, it does not ‘jump’ up or down).

A function,  $y=f(x)$ , is *smooth* if it has no ‘kinks.’

A function is *monotonically increasing* if  $y$  goes up every time  $x$  goes up.

A function is *monotonically decreasing* if  $y$  goes down every time  $x$  goes up.

## A.4 Inverse Functions

If  $y=f(x)$  is monotonic then we can also write  $x=g(y)$  where  $g$  is also a function.  $g$  is the *inverse* function of  $f$  (usually written as  $f^{-1}$ ).

e.g., If  $y=f(x)=2x+3$ , then  $x=f^{-1}(y)=\frac{y-3}{2} = g(y)$

e.g., Demand curves:

$$q = D(p); \quad p = D^{-1}(q) \text{ (Inverse Demand)}$$

## A.9 Absolute Values and Logarithms

The (natural) logarithm or log of  $x$  describes a particular function of  $x$  which we write  $y=f(x) = \ln(x)$ . Some logarithm rules:

- $\ln(xy) = \ln(x) + \ln(y)$
- $\ln(x/y) = \ln(x) - \ln(y)$
- $\ln(x^b) = b \ln(x)$
- $\ln(e) = 1$

## A.10 Derivatives

**Only a linear function has a constant slope. If we "magnify" a smooth curve, then at a particular point it looks like a line. Thus, we can calculate the "instantaneous slope" of a function.**

Definition of a Derivative:

$$\frac{dy}{dx} = \lim_{\Delta x \rightarrow 0} \frac{f(x+\Delta x) - f(x)}{\Delta x}$$

This gives the instantaneous slope of the curve  $y=f(x)$ . It is called the derivative of  $y$  with respect to  $x$ .

Example 1:

Find the instantaneous slope of  $y=2x+3$  at  $x = 2$ .

Example 2:

Find the instantaneous slope of  $y=x^2$  at  $x = 2$ .

Example 3:

Find\* the instantaneous slope of  $y=\ln x$  at  $x = 2$ .

---

\* Note that if  $f(x) = \ln(x)$ ,  $dy/dx = 1/x$ .

## A.11 Second Derivatives

Derivatives are functions – so we can take derivatives of derivatives. These ‘second derivatives’ tell us how the slope changes.

Example:  $y=100+2x-5x^2$

Then:

$\frac{dy}{dx}=2-10x$  -- measures the rate of change

$\frac{d^2y}{dx^2}=-10$  -- measures the curvature; "slope of the slope"