

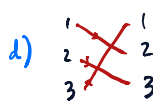
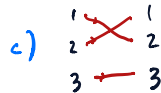
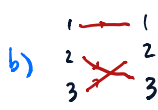
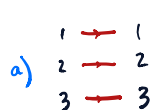
Inverses

The inverse of a map $f: X \rightarrow Y$ is a map

$g: Y \rightarrow X$ such that $g \circ f = I_X$ and $f \circ g = I_Y$

If f has an inverse, we usually denote it by f^{-1}

Q.: Which of these maps has an inverse, and what is it?



Q.: Give an example of a non-invertible map

Q.: Let $f: X \rightarrow Y$ and $g: Y \rightarrow X$ be such that $g \circ f = I_X$.

Does it follow that $f \circ g = I_Y$? Why?

Q.: Let $f: X \rightarrow Y$ and $g: Y \rightarrow X$ be s.t. $f \circ g = I_Y$.

Under what condition on f could we prove $g \circ f = I_X$?

Q.: Prove that f is invertible if and only if it is a bijection.

The bijections from a set X to itself are very special: they form a group (a "permutation" group if X finite) and are therefore sometimes called "Symmetries" of X .

$$S_X = (\text{Bij}(X, X), \overset{\text{composition}}{\circ}, \overset{\text{identity}}{I_X})$$

↖ set of bijections $X \rightarrow X$

The symmetry group of X .

How to construct sets

Subsets: Given a set Y , a subset $X \subseteq Y$ is a set comprised of some of the objects in Y . That is, every element of X is also an element of Y .

we can think of X as the set of elements of Y satisfying some constraints:

$$X = \{n \in \mathbb{Z} : n \text{ is odd and } 1 \leq n \leq 6\}$$

$$X = \{1, 3, 5\} \text{ a set of three elements.}$$

note that if $f: Y \rightarrow Z$ is a map and $X \subseteq Y$

if $f: Y \rightarrow Z$ then the restriction of f to $X \subseteq Y$

is the map

$$f|_X : X \rightarrow Z$$
$$x \mapsto f(x)$$

You should be familiar with the basic operations on subsets: if X_1, X_2 are subsets of Y then

- $X_1 \cup X_2 = \{x \in Y : x \in X_1 \text{ or } x \in X_2\}$
UNION

- $X_1 \cap X_2 = \{x \in Y : x \in X_1 \text{ and } x \in X_2\}$
INTERSECTION

using these we can create many sets.

The Power Set $\mathcal{P}(X)$ of X is the set of all subsets of X .

Disjoint subsets: Subsets X_1, X_2 of Y are disjoint when $X_1 \cap X_2 = \emptyset$.

Partitions

If X_1, \dots, X_k are pairwise disjoint nonempty subsets of Y and $Y = X_1 \cup \dots \cup X_k$, we say $\{X_1, \dots, X_k\}$ is a Partition of Y .

Q.: List all partitions of $\{1, 2, 3, 4\}$.

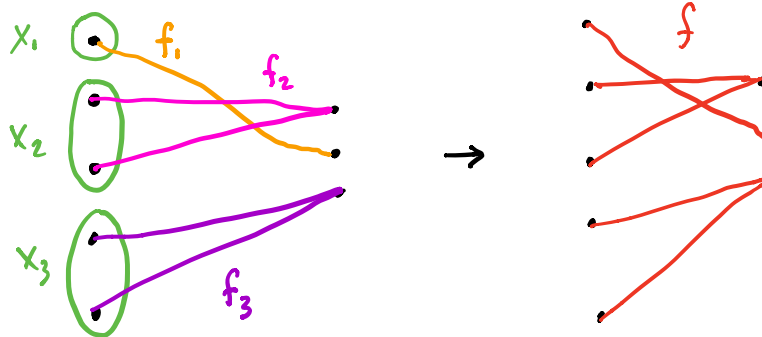
Building a map from pieces

Let $\{X_1, \dots, X_k\}$ be a partition of Y , and let $f_i: X_i \rightarrow Z$ be a map for each $i \in \{1, \dots, k\}$. then we can define a map $f: Y \rightarrow Z$ as follows

For each $y \in Y$, there is a unique X_i containing it.

Then define $f(y) = f_i(y)$.

$$f = \bigcup_{i=1}^k f_i$$



Preimages

Fix a map $f: Y \rightarrow Z$. The Image (or range) of f is $f(Y) \subseteq Z$, where

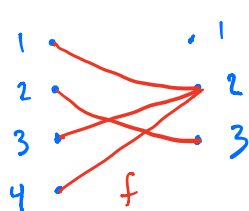
$$f(Y) = \{f(y) : y \in Y\}.$$

There is also the idea of preimage (or inverse image)

For any $z \in Z$, its preimage is

$$f^{-1}(z) = \{y \in Y : f(y) = z\}$$

Ex.:



$$\text{Im}(f) = \{2, 3\}$$

$$f^{-1}(1) = \emptyset$$

$$f^{-1}(2) = \{1, 3, 4\}$$

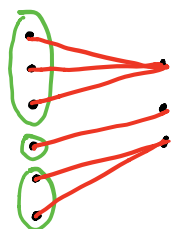
$$f^{-1}(3) = \{2\}$$

Theorem: Any map $f: Y \rightarrow Z$ determines

- Image subset: $\text{Im}(f) \subseteq Z$
- Partition of Y : $\{f^{-1}(z) : z \in \text{Im}(f)\}$.
(labeled by $\text{Im}(f)$)

and these data suffice to reconstruct the map:

we simply let $f_z : f^{-1}(z) \rightarrow Z$ be constant, with value z .



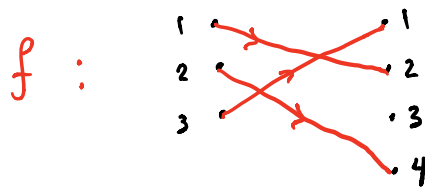
The standard set of n elements

Fix $n \in \{1, 2, \dots\}$ a natural number

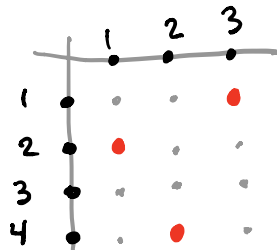
The standard set of size n is $B_n = \{1, 2, \dots, n\}$

Q.: How many maps are there $B_m \rightarrow B_n$?

Instead of writing a map $f: B_3 \rightarrow B_4$ as a diagram



we could capture the information by drawing the graph



$$\text{Graph}(f) = \{(1, 2), (2, 4), (3, 1)\}$$

In other words, f can be described as a 4×3 grid

$$\begin{bmatrix} \cdot & \cdot & \cdot & \cdot \\ \cdot & \cdot & \cdot & \cdot \\ \cdot & \cdot & \cdot & \cdot \\ \cdot & \cdot & \cdot & \cdot \end{bmatrix} \quad \text{or} \quad \begin{bmatrix} 0 & 0 & 1 \\ 1 & 0 & 0 \\ 0 & 0 & 0 \\ 0 & 1 & 0 \end{bmatrix}$$

where entries are either in the graph or not.

Equivalently, it is a 4×3 grid of 0's and 1's where each column has exactly one 1.