- 1. Inverse Functions Part II
- 2. You should be familiar with inverse functions and one-to-one functions. In this lesson, we will define inverses for some common functions.
- 3. This is the graph of the exponential function, a continuous, increasing, one-to-one function. It is a function, since each x-value produces only one y-value, that is, it passes the vertical line test. It is one-to-one, since each y-value corresponds to only one x-value, that is, it passes the horizontal line test. We can easily find the complete inverse function by interchanging x and y. The inverse function is called the logarithm function.
- 4. (a) Certain functions are not one-to-one, so we must restrict the domain to a portion of the graph that is one-to-one to find an inverse. For example, the function  $y = x^2$  is not one-to-one, each y-value corresponds to two x-values, one positive, one negative. If we interchange x and y, we get a graph that is not a function.
  - (b) When defining the function  $y = \sqrt{x}$  to be the inverse of squaring, we need to make a decision as to which branch of the graph to use. For the square root function, we choose the positive answer.
  - (c) We can achieve the same effect by returning to the function  $y = x^2$  and choosing a branch that is one-to-one.
- 5. (a) Two other functions that are not one-to-one are  $y = \sin x$  and  $y = \cos x$ . Here is a graph of  $y = \sin x$ . We use the same technique, choosing a portion of the graph that is one-to-one.
  - (b)  $y = \sin x$  has its minimum y-value at -1 and maximum at 1.
  - (c) We restrict the domain to a portion of the graph that is one-to-one.
- 6. (Animation) If we interchange x and y on this portion of the graph, we get an inverse function for  $y = \sin x$ . Let's see this again using the entire function. If we interchange x and y, we will get a graph that is not a function. We need to choose a portion of the graph that is a function to serve as the inverse.
- 7. To recap: If a function is one-to-one, we can find the inverse by interchanging x and y. If a function is not one-to-one, we need to restrict the domain to a portion of the graph that is one-to-one to find an inverse.