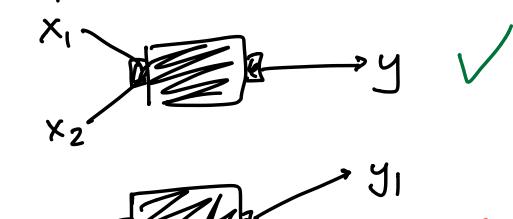
Inverse fcts

Pleall: fuct is a procedure that assigns to each input exactly one output.



Possible to feed a fet w/ 2 different inputs, find some output

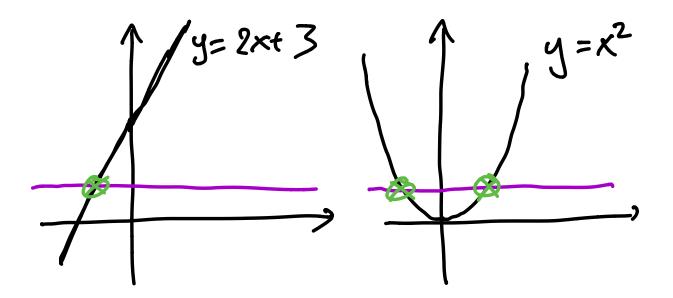




Q: Given a function
$$y = f(x)$$

(e.g.) $y = 2x + 3$
 $y = x^2$
Given a y value, say $y = 1$,
can we determine what inputs
to the function give output
 $y = 1$?
Done this! $2x + 3 = 1$
 $2x = -2$
 $x = -1$
 $x^2 = 1 = 1$

3) x = l or x = -)



What we did refore was finding intersection of grouphs with horizontal line y=1

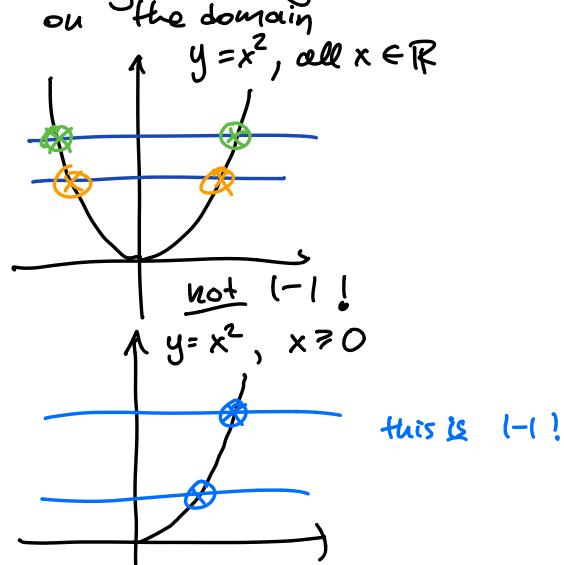
We say that a function yet(x) is one-to-one on its domain

if for any value y=c there is at most one solution to f(x)=c, for x in the domain.

Determine if a function is one to one in a domain by norizontal line lest:

Graph f(x) for all x in domain, site iff isunt ne-to-one then any horizontal line intersects I the grouph at anost once

D' Why we say one-to-one ou the domain



The rule alone court determine if a function is 1-1!

Inverse function.

Criven y = f(x), with domain D, that is one to one.

Want: a new fet that tells us about input we should give to of to get a desired boutput.

Write $f'(y)^2$ the x value so that f(x) = y "finverse" The domain of f'(y) is the rounge of f.

How we compute it: solve for x, write in terms of y.

Had y=f(x)= 2x+3, x=P Said that this is 1-1.

Write
$$f'(y) = \frac{y}{2} - \frac{3}{2}$$
.

Often: flip the roles of x, y at this stage

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

This only makes sense for 1-1 functions!

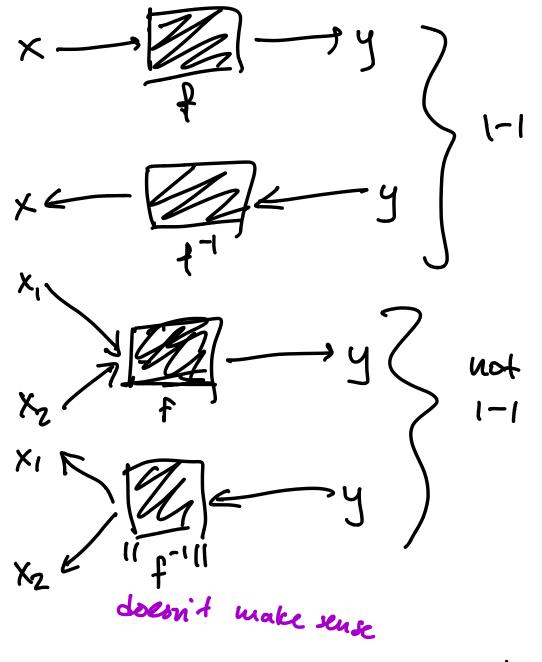
y=x²=> x=±√y

Nœed to make a choice.

y=x² is not one to one

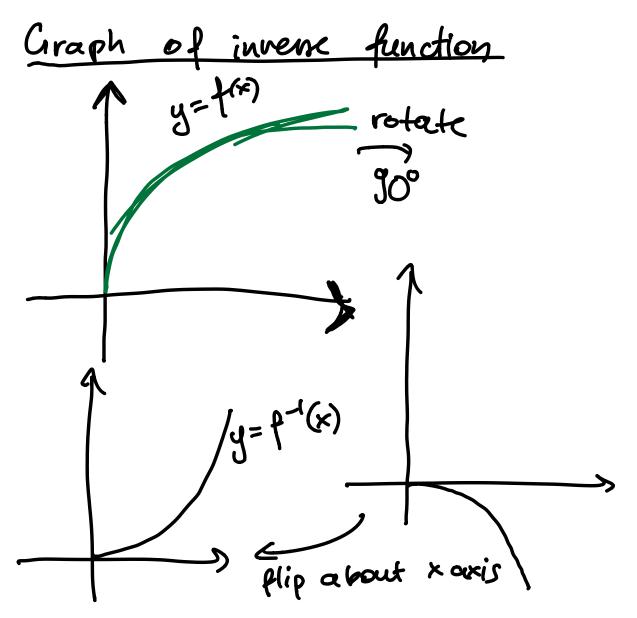
if defined for all x∈R,

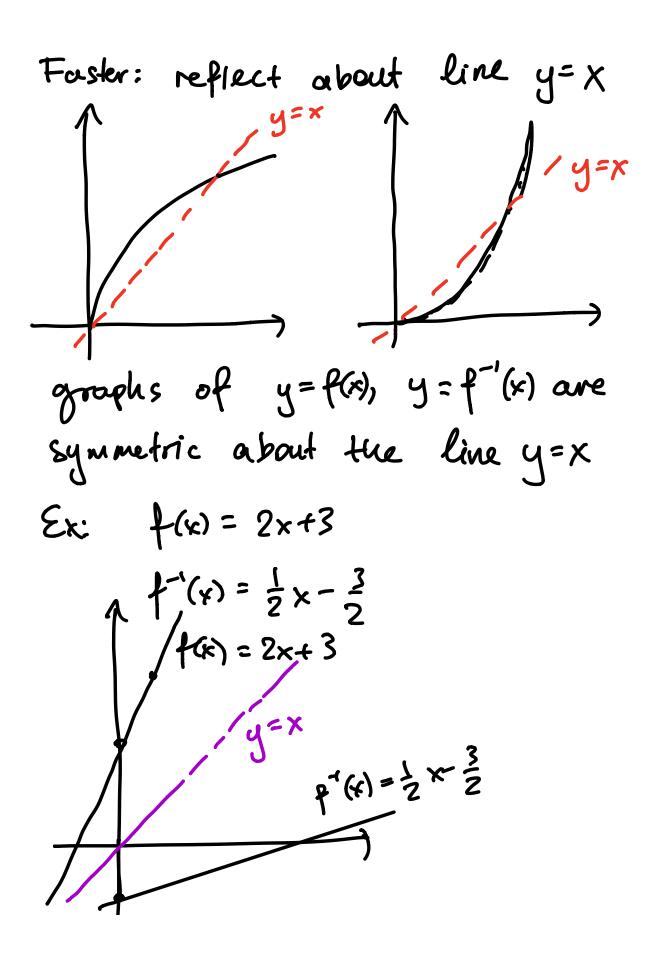
so we comit pind its inverse.



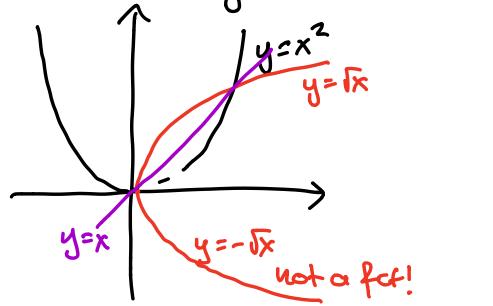
Important fact: $f^{-1}(f(a)) =$ = the value we should
plug into f to find f(a)

So $f^{-1}(f(a)) = a$, a any number in domain of f is one to one on the domain.

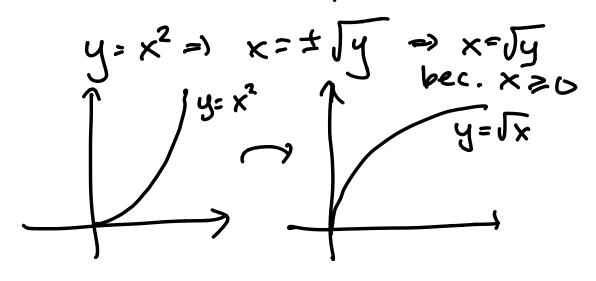




What happens when we try to invert $y = x^2$, $x \in \mathbb{R}$



If we restrict $y=x^2$ to $x \ge 0$ then we can find the invene?



Or if we restrict $y = x^2$ to $x \le 0$ $y = x^2 \Rightarrow x = \pm \sqrt{y}$ $\Rightarrow x = -\sqrt{y}$ becomes

$$y = -\sqrt{x}$$

$$y = x$$

$$y = x$$

$$y = x$$

$$y = -\sqrt{x}$$