# **Lesson Objectives**

* 1. Determine if a Function is One-to-One
     1. From a Graph
     2. From a Formula
     3. From a Table
  2. How to Find the Formula for an Inverse Function
  3. Understand Inverse Function in Applications
  4. How a Function and Its Inverse Look Graphically

# Determine if a Function is **One-to-One** (1:1)

**One-to-One** means every *y*-coordinate has exactly **\_\_\_\_\_\_\_\_** *x*-coordinate paired with it.

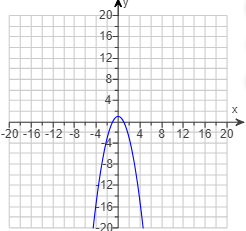
All *y*-coordinates are **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**. The *y*-coordinates can’t **\_\_\_\_\_\_\_\_\_\_\_\_\_**.

Easy to check graphically.

Use **\_\_\_\_\_\_\_\_\_\_\_\_ Line Test** (HLT): maintain exactly **\_\_\_\_\_** point of contact to be 1:1.

If given formula, when in doubt – GRAPH IT OUT! Then use HLT.

* **EXAMPLE:** Use the horizontal line test to determine whether the function is one-to one. [5.2.15]



Is the function one-to-one?

**\_\_\_\_** – it **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** the horizontal line test (HLT).

A random horizontal line through this function would have more than one point of contact = FAIL. (not one-to-one)

Notice in the example above that the end behavior of the tails is the same (down-down).

What DEGREE function does this? **\_\_\_\_\_\_\_\_\_\_** degree

In fact, ***all*** **even-degree functions are NOT one-to-one**! They FAIL the Horizontal Line Test (HLT).

What is another type (family) of function that is also NOT 1:1 (fails HLT)? **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

It’s a V-shaped graph, so that certainly will fail the Horizontal Line Test.

There’s yet another type of function that is also NOT 1:1 (fails HLT): **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

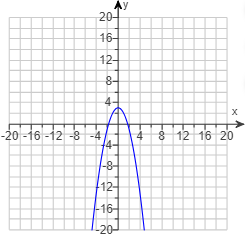
It’s a horizontal line, which of course fails the Horizontal Line Test. (has no variable)

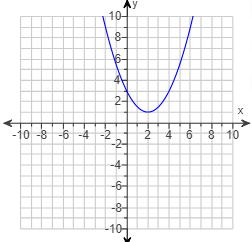
We can summarize this on the next page.

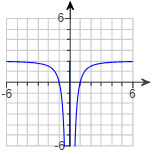
|  |  |  |
| --- | --- | --- |
| **When is a Function One-to-One (1:1)?**  (When in doubt – **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** IT OUT !!) | | |
| **NEVER 1:1** | **ALWAYS 1:1** | ***SOMETIMES* 1:1**  **(Check its Graph)** |
| **\_\_\_\_\_\_**-degree functions | **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** functions | **\_\_\_**-degree functions |
| **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** functions | **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** functions  (roots – square root, cube root, etc.) | **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** functions |
| Constant functions  (**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** line) |  |  |

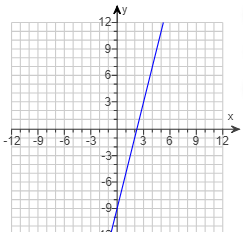
* **Practice:** Determine if the following functions are one-to-one.

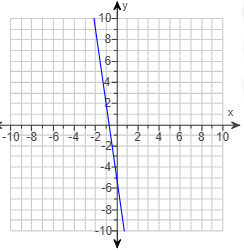
(When in doubt, GRAPH IT OUT!)

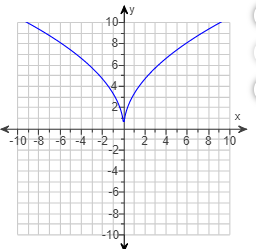


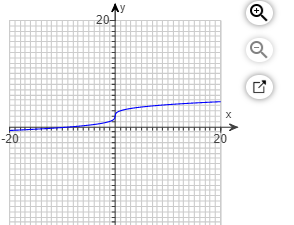












This is a solution key to the 20 practice problems above it. The solution key is in small print and upside-down to the reader.
1. N
2. N
3. N
4. N
5. Y
6. N
7. N
8. N
9. Y
10. N
11. N
12. Y
13. N
14.N
15. N
16. N
17. Y
18. Y
19. N
20. Y


* **EXAMPLE:** The table is a complete representation of *f*. Use the table to determine if *f* is one-to-one and has an inverse. [5.2.23]

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| ***x*** | 0 | 3 | 6 | 9 | 12 |
| ***f*(*x*)** | – 5 | 5 | 6 | 4 | 3 |

Choose the correct answer below.

1. The function *f* is one-to-one and has an inverse.
2. The function *f* is not one-to-one and does not have an inverse.
3. The function *f* is one-to-one and does not have an inverse.
4. The function *f* is not one-to-one and has an inverse.

One-to-one means that all *y*-coordinates must be **\_\_\_\_\_\_\_\_\_\_** (*y*-coordinates can’t repeat).

In the table above, all of the *y*-coordinates are different, so **\_\_\_\_\_** – it **\_\_\_\_\_\_\_\_** one-to-one.

We also need to know the relationship between: One-to-one and Inverse.

Both of the following statements are TRUE:

If a function **\_\_\_\_\_\_** one-to-one, then it **\_\_\_\_\_\_\_\_\_\_\_\_\_\_** have an inverse.

If a function **\_\_\_\_\_\_** one-to-one, then it **\_\_\_\_\_\_\_\_\_\_\_\_\_\_** have an inverse.

In the answer choices above, answers C and D are never true (mismatched wording).

In general, answers A and B are true statements, but the function is 1:1. Correct answer: **\_\_\_**

# How to **Find the Formula for an Inverse Function**

Consider a function, .

The **INVERSE** function of has the notation

and it is read as: “*f*-inverse of *x*” or more simply: **“*\_\_\_\_\_\_\_\_\_\_\_\_\_*”**.

The following are different wordings that ask the same question of

**“how to find the inverse function”:**

* Find .
* Find a symbolic representation for .
* The function is one-to-one. Find its inverse.
* Find a formula for .

All four of those statements above are asking for the same thing.

Given a function , here’s **how to find** , the **inverse** function:

1. **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** with its easier form, .
2. **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**the variables and .

(this is fundamentally what happens with an inverse function)

1. **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** the equation for .
2. **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** this *y* as , the inverse function of .

* **EXAMPLE:** Find a symbolic representation for , given that . [5.2-16]

1. Not a one-to-one function.

Because is a linear function, it is one-to-one, so D can be ruled out as incorrect.

Given , go through the 4-step process to get the inverse :

1. **REPLACE.**  Replace with its easier form, .
2. **SWAP.**  Swap the variables and .
3. **SOLVE.** Solve the equation for . Subtract 5 first.

Divide all terms by 8.

or if you prefer (always reduce fractions, if you can!)

1. **RENAME.**  Rename as the inverse function, .

Correct answer, therefore, is **\_\_\_\_**.

# Understand Inverse Function in **Applications**

* **EXAMPLE:** Let compute the cost of a rental car after *x* days of use at $23 per day.

What does compute? [5.2-48]

1. The number of days rented for dollars.
2. The cost of rental for 23 days.
3. The cost of rental for days.
4. The number of days rented for 23 dollars.

You just need to keep track of your variables (who’s who) and then SWAP roles for inverse :

**Given function.** : **\_\_\_\_\_\_\_\_** : **\_\_\_\_\_\_\_** Now, SWAP roles (inverse).

**Inverse function.** :  **\_\_\_\_\_\_\_** : **\_\_\_\_\_\_\_** Correct answer: **\_\_\_\_**

NOTE: The $23 per day is not relevant in describing the inverse! (Just ignore it)

* **EXAMPLE:** To remodel a bathroom, a contractor charges $25 per hour plus material costs, which amount to $3950. Therefore, the total cost to remodel the bathroom is given by

, where *x* is the number of hours the contractor works.

Find a formula for . What does compute? [5.2-49]

1. . This computes the total cost if the contractor works *x* hours.
2. This computes the number of hours worked if the total cost is *x* dollars.
3. This computes the number of hours worked if the total cost is *x* dollars.
4. This computes the total cost if the contractor works *x* hours.

**SOLUTION – part 1**

First, you should keep track of your variables (who’s who) and then SWAP roles for inverse :

**Given function.** : **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** : **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

Now, SWAP roles (inverse).

**Inverse function.** : **\_\_\_\_\_\_\_\_\_\_\_\_\_\_** : **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Incorrect answers:** **\_\_\_** and **\_\_\_** have incorrect wording for inverse .

The variables did not swap roles – they are the **\_\_\_\_\_** as the given function .

(continued from previous page – here’s the problem again for reference:)

* **EXAMPLE:** To remodel a bathroom, a contractor charges $25 per hour plus material costs, which amount to $3950. Therefore, the total cost to remodel the bathroom is given by

, where *x* is the number of hours the contractor works.

Find a formula for . What does compute? [5.2-49]

1. ~~. This computes the total cost if the contractor works~~ *~~x~~* ~~hours.~~
2. This computes the number of hours worked if the total cost is *x* dollars.
3. This computes the number of hours worked if the total cost is *x* dollars.
4. ~~This computes the total cost if the contractor works~~ *~~x~~* ~~hours.~~

**SOLUTION – part 2** Now we move on to: **find the formula for the inverse** .

Given , go through the 4-step process to get the inverse :

1. **REPLACE.**  Replace with its easier form, .
2. **SWAP.**  Swap the variables and
3. **SOLVE.**  Solve the equation for . Subtract 3950 first.

Divide by 25.

(Divide each term by 25 and simplify.)

Simplify fraction = 158

Rewrite with *y* on the left side of equation.

1. **RENAME.**  Rename as the inverse function, .

(Here’s the question again) Find a formula for . What does compute?

Correct answer, therefore, is **\_\_\_**.

This computes the number of hours worked if the total cost is *x* dollars.

# D. How a **Function and its Inverse Look Graphically**

Remember that to form an inverse function, you need to **\_\_\_\_\_\_\_\_\_\_\_\_ *x* and *y***.

The same is true in a graph.

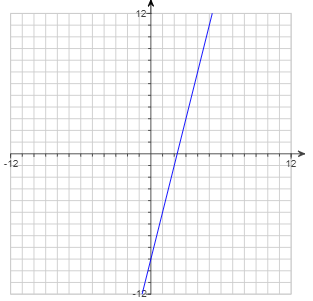
A function and its inverse will display **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ about the line .**

The line is called the *identity* function.

(Tilt your head sideways like a dog who’s heard a strange sound.)



* **EXAMPLE:** Use the graph of below to sketch the graph of . [5.2.127]



To find the correct graph of the inverse function , make a table of a few points.

It’s okay if they are just estimates; as long as they are “pretty close,” that’s fine.

|  |  |  |  |
| --- | --- | --- | --- |
|  | 2 | 0 | 3 |
| solid BLUE line | 0 | – 9 | 3 |

Now **\_\_\_\_\_\_\_\_\_\_** *x* and *y* to make the table for the inverse function :

|  |  |  |  |
| --- | --- | --- | --- |
|  |  |  |  |
| dotted RED line |  |  |  |

The inverse function (dotted line) should have all 3 points in the table for *f* -1(*x*).

Be careful with the SCALE on the graphs!

(continued on the next page)

(continued from the previous page)

Let’s examine the available answers. All four answers include the solid blue line in the same position, which is the original function, .

We are looking for the sketch of the inverse function, , the red dashed line.

Here’s our sample table (from the previous page) for the inverse function:

|  |  |  |  |
| --- | --- | --- | --- |
|  | 0 | – 9 | 3 |
| dotted RED line | 2 | 0 | 3 |

Answer **A.**

This is the graph that goes with Answer A. This is the graph of y=f(x), which is a solid blue line that appears to be approximately y=3x-9.
There is a second red, dotted line that appears to be the line y=(1/4)x+9

Answer **B.**

This is the graph that goes with Answer B. This is the graph of y=f(x), which is a solid blue line that appears to be approximately y=3x-9.
There is a second red, dotted line that appears to approximately be the line y=(1/3)x+3.
The true inverse is y=(1/3)x+8/3, so that graph is "close enough", without being given any formula.

Answer **C.**

This is the graph that goes with Answer C. This is the graph of y=f(x), which is a solid blue line that appears to be approximately y=3x-9.
There is a second red, dotted line that appears to be the line y=-(1/4)x+2

Answer **D.**

This is the graph that goes with Answer D. This is the graph of y=f(x), which is a solid blue line that appears to be approximately y=3x-9.
There is a second red, dotted line that runs parallel to the blue line, and it appears to be approximately y=3x+9

* **EXAMPLE:** Graph the function as a solid curve and its inverse as a dotted curve.

[5.2-45]

|  |  |  |  |
| --- | --- | --- | --- |
| **A.** | **B.** | **C.** | **D.** |
| This is the graph for Answer A. This is a graph of y=x^3+2 in solid blue and what appears to be y=-(x^3)+2 in dotted blue. A green dotted line y=x is drawn in for reference. | This is the graph for Answer B. This is a graph of y=x^3+2 in solid blue and what appears to be y=cube root(x-2) in dotted blue. A green dotted line y=x is drawn in for reference. | This is a graph of y=x^3+2 in solid blue and what appears to be y=[cube root(x-2)][x≥0] in dotted blue. A green dotted line y=x is drawn in for reference. | This is a graph of y=x^3+2 in solid blue and what appears to be y=[cube root(x)+2][x≥0] in dotted blue. A green dotted line y=x is drawn in for reference. |

When you are given the formula for your function – go to the graphing calculator!

We are going to utilize the **Draw Inverse** command (**DrawInv**).

|  |  |  |  |
| --- | --- | --- | --- |
| This is a screenshot from a Texas Instruments TI-84 Plus graphing calculator. Press Y= button and enter x^3+2 into Y1 | This is a screenshot from a Texas Instruments TI-84 Plus graphing calculator. After pressing ZOOM 6, this is a graph of y=x^3+2 | This is a screenshot from a Texas Instruments TI-84 Plus graphing calculator. This is the screen you see after pressing 2ND, PRGM (DRAW) and scroll down to number 8:DrawInv (or you can press 8 instead of scrolling to 8) | This is a screenshot from a Texas Instruments TI-84 Plus graphing calculator. This is after pressing VARS, right arrow to Y-VARS, ENTER which selects 1:Function |
| 1. Enter *f*(*x*) into Y1. Graph by pressing **ZOOM 6**. | 1. Press **\_\_\_\_\_\_\_\_\_**   **\_\_\_\_\_\_\_\_\_\_\_\_\_\_**  (DRAW) | 1. Choose number   **\_\_\_\_**:DrawInv | 1. Press **\_\_\_\_\_\_\_\_\_\_\_**   (Y-VARS), **\_\_\_\_\_\_\_\_\_\_**  or you can press:  **ALPHA, TRACE, ENTER** |

|  |  |  |  |
| --- | --- | --- | --- |
| This is a screenshot from a Texas Instruments TI-84 Plus graphing calculator. In the Function variables menu, this is showing 1:Y1 highlighted to select | This is a screenshot from a Texas Instruments TI-84 Plus graphing calculator. This is showing on the home screen of the calculator  DrawInv Y1 | This is a screenshot from a Texas Instruments TI-84 Plus graphing calculator. This is a graph of Y1=x^3+2 and its inverse drawn together. | This is the graph of Answer B as discussed above in the same problem. This is a graph of y=x^3+2 in solid blue and what appears to be y=cube root(x-2) in dotted blue. A green dotted line y=x is drawn in for reference. |
| 1. Press **ENTER** again to select Y1 | 1. You should see this command DrawInv Y1 on the screen. Press **ENTER**. | 1. The function and its inverse are shown together. | 1. Correct answer is:   **\_\_\_** |

Sources Used:

1. MyLab Math for *College Algebra with Modeling and Visualization*, 6th Edition, Rockswold, Pearson Education Inc.
2. Wabbitemu calculator emulator version 1.9.5.21 by Revolution Software, BootFree ©2006-2014 Ben Moody, Rom8x ©2005-2014 Andree Chea. Website <https://archive.codeplex.com/?p=wabbit>