## MAT 012 Lecture Notes, Ch 12.2: Inverse Functions

## **Inverse Functions**:

## Notation of an inverse function:

For the original function f(x) its inverse function is denoted by

An inverse function **undoes** the effect of the function:



#### Finding the inverse of a function algebraically (if we know it has an inverse):

- 1. Write f(x) as y.
- 2. Swap all x and y. (This is now a new function, not f(x) any longer)
- 3. Solve the equation for *y*.
- 4. Replace y with  $f^{-1}(x)$  (because you have really discovered the inverse function).

*Example*: Let f(x) = 6x + 2. Determine its inverse function.

*Example*: Let f(x) = 3x - 3. Determine its inverse function.

<u>Note</u>: The little "negative one" does NOT mean "one over" It is just a name for the inverse.

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## An inverse function

- Interchanges the role of *x* and *y*.
- Has to be a function. This means that the original function, which "produces" the inverse, needs to be one-to-one (see below).

### **One-to-one function**

A function is one-to-one if no *y*-value is reused (each *x* has a different *y*).

Being one-to-one guarantees that the inverse of f(x) is also a function.

## Checking if a function is one-to-one

The original function f(x) has to pass the horizontal line test, where each horizontal line intersects the graph <u>not more</u> than once!

## **Horizontal Line Test**

Does the function pass the horizontal line test (and thus is one-to one and does have an inverse?)



#### Graphical representation of inverse functions:

*Example*: f(x) = 3x - 3

And its inverse  $f^{-1}(x) =$ 



So the inverse function is a reflection of the graph across the line y = x (which is a line at a 45<sup>o</sup> angle in quadrants I and III and goes through the origin).