

Problems in Mathematics & Experiments with Mathematica

2. Elementary functions

2.7 Inverse function

Theory

- Recall the [Definition](#)

If the function f is one-to-one, there exists a function g for which $g(f(x))=x$. This function is called the inverse function to $f(x)$ and denoted by $f^{-1}(x)$ or $\bar{f}(x)$.

Since the graph of $f(x)$ is the set of points $\{(x, f(x))\}$, the graph of the inverse function is the set of points $\{(f(x), x)\}$. Graphically, the graphs are mirror images of each other for the mirror line $y=x$.

It is obvious that the domain of $f^{-1}(x)$ is the range of $f(x)$, and the range of $f^{-1}(x)$ is the domain of $f(x)$.

To find the formula for the inverse

- solve the equation $y=f(x)$ for x .
- change the variables $x \longleftrightarrow y$

The obtained function is the inverse function.

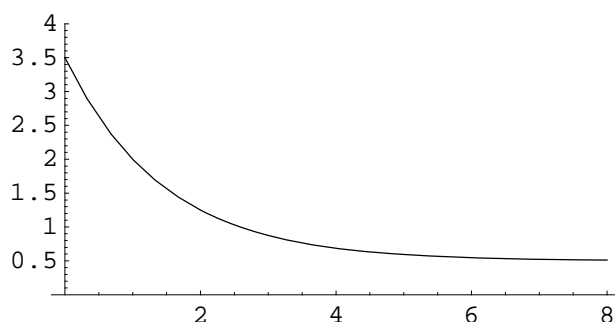
Mathematica statements

Solve [eqn, var]	Solves an equation
Plot [...]	Plots a graph of a function
ParametricPlot [...]	Plots a parametric curve

Problems and exercises

SOLVED PROBLEM 2.7.1 Inverse values graphically

Knowing that the graph of $f(x)$ is



find that place, where $f(x)=1$.

• **Remark**

An interpretation of this problem is important. The amount of a drug in the body at time t is described by the given curve. Find the time elapsed after the administration of the tablets till the moment, when the drug reaches a critical level.

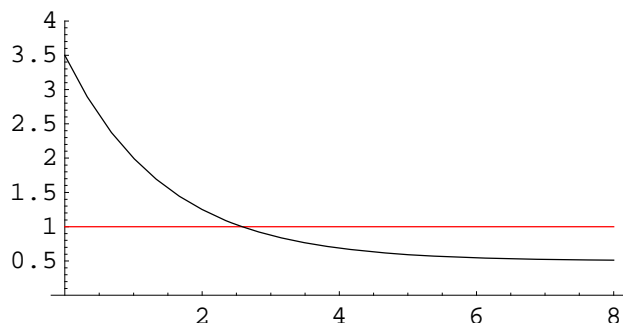
◦ **SOLUTION**

Note that the graph was generated by the following command.

```
Plot[3 2^-x + 0.5, {x, 0, 8},
     PlotRange -> {0, 4}, AspectRatio -> Automatic];
```

To solve the problem, we have to draw the line $y=1$, and read the x -coordinate of the intersection point with the graph:

```
Plot[{1, 3 * 2^-x + 0.5}, {x, 0, 8}, PlotRange -> {0, 4},
     AspectRatio -> Automatic, PlotStyle -> {Hue[1], Hue[1, 1, 0]}};
```



An approximate solution is $x=2.2$. Although we know the formula in this case, we do not solve the equation $f(x)=1$. This method can be used for experimentally given functions.

◦

SOLVED PROBLEM 2.7.2 Graph and formula

Find the graph and the formula of the inverse of the following function:

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

◦ **SOLUTION**

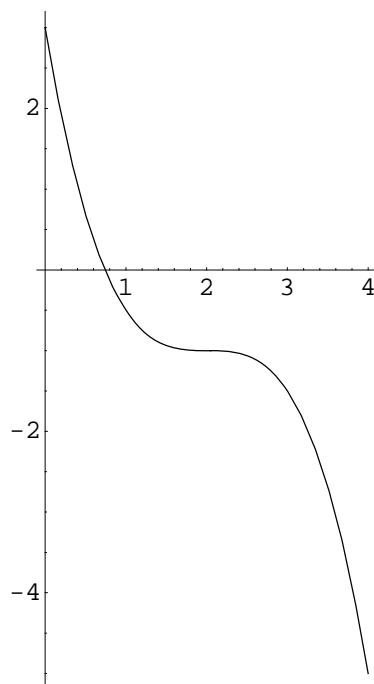
• **Plotting the graphs**

The graph of $f(x)$ is

```

x0 = 0; x1 = 4;
p1 = Plot[f[x], {x, x0, x1}, AspectRatio -> Automatic,
PlotRange -> All];

```

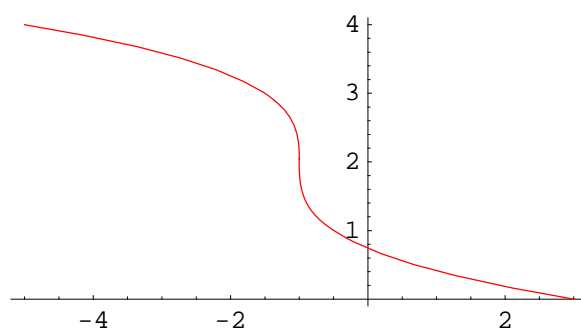


The graph of the inverse is as follows:

```

p2 = ParametricPlot[{f[x], x}, {x, x0, x1},
AspectRatio -> Automatic, PlotRange -> All,
PlotStyle -> {Hue[1]}];

```

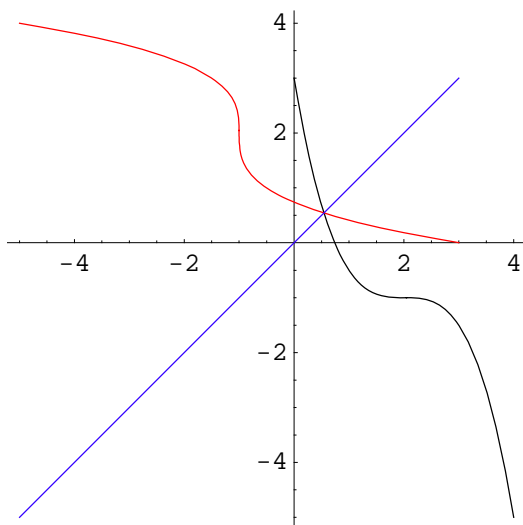


Plot them together with the mirror line $y=x$:

```

mline = Plot[x, {x, f[x0], f[x1]}, PlotStyle -> {Hue[0.7]},
  DisplayFunction -> Identity];
Show[p1, p2, mline];

```



• *Formula for the inverse*

```
roots = y /. Solve[f[y] == x, y]
```

$$\left\{ 2 + 2^{1/3} (-1 - x)^{1/3}, \right. \\ \left. 2 - \frac{(1 - i\sqrt{3}) (-1 - x)^{1/3}}{2^{2/3}}, 2 - \frac{(1 + i\sqrt{3}) (-1 - x)^{1/3}}{2^{2/3}} \right\}$$

The inverse of $f(x)$ is the first real root.

```
finv[x_] = roots[[1]]
```

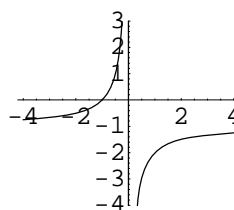
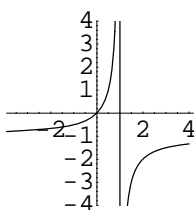
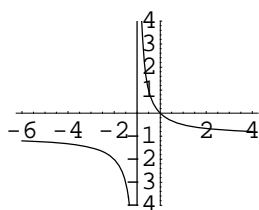
$$2 + 2^{1/3} (-1 - x)^{1/3}$$

○

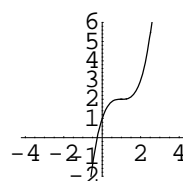
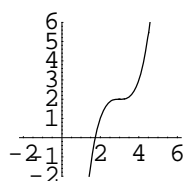
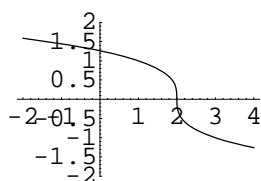
PROBLEM 2.7.3

Choose the graph of the inverse of the function $f(x)$ from the given graphs.

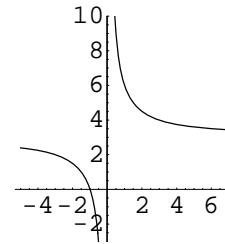
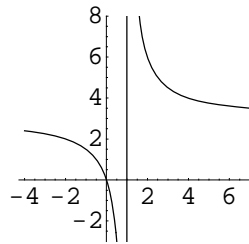
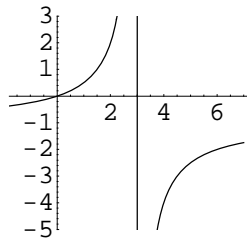
(1) $f(x) := \frac{x}{x+1};$



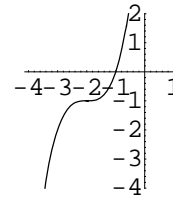
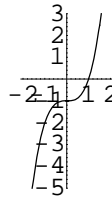
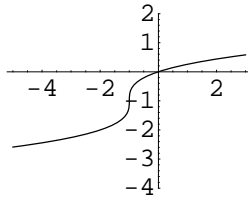
(2) $f(x) := \sqrt[3]{x-2} + 1;$



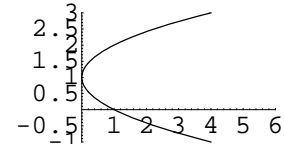
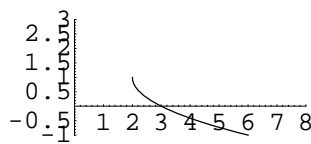
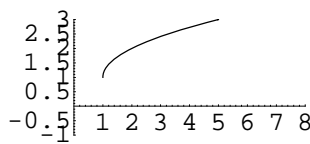
$$(3) \quad f(x_-) := \frac{x}{x-3};$$



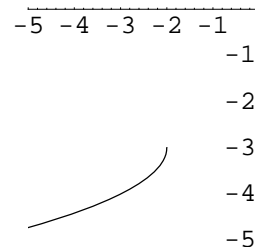
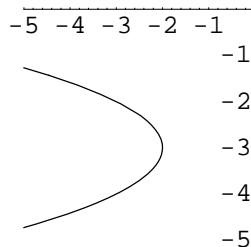
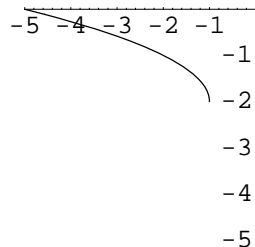
$$(4) \quad f(x_-) := \sqrt[3]{x+1} - 2;$$



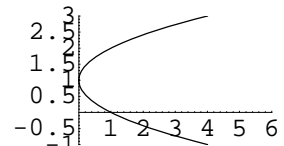
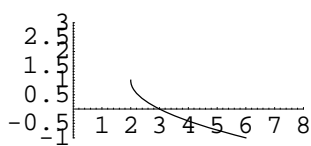
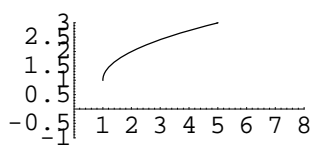
$$(5) \quad f(x_-) := (x-1)^2 + 2;$$



$$(6) \quad f(x_-) := -(x+3)^2 - 2;$$



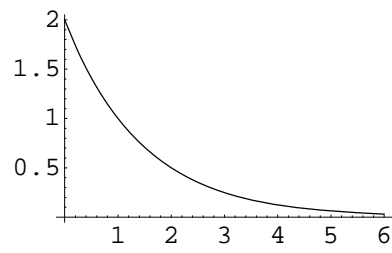
$$(7) \quad f(x_-) := (x-1)^2 + 2;$$



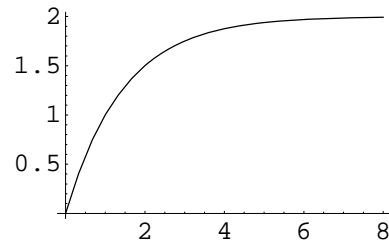
PROBLEM 2.7.4

The function $f(x)$ is given by graph. Where does $\bar{f}(x)$ take y_1 and y_2 ?

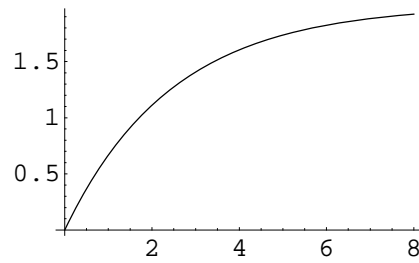
(1)

 $y_1 = 1; y_2 = 1.5;$

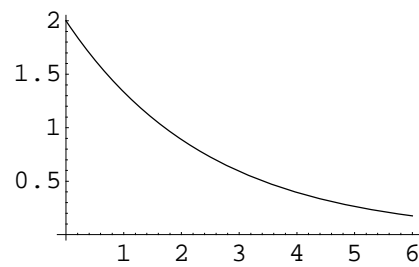
(2)

 $y_1 = 0.5; y_2 = 1.5;$

(3)

 $y_1 = 0.5; y_2 = 1;$

(4)

 $y_1 = 0.5; y_2 = 1;$