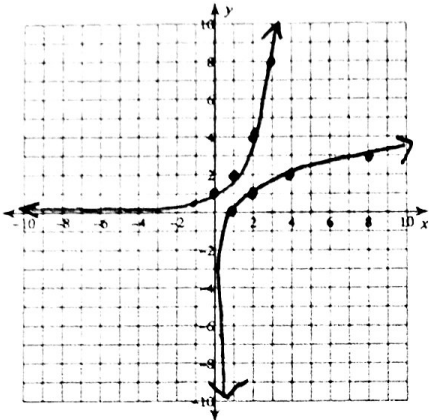


8.3 Intro to Logarithms

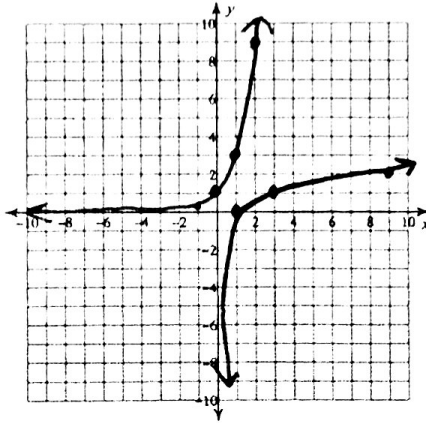
1) Graph each function and its inverse.

a. $y = 2^x$



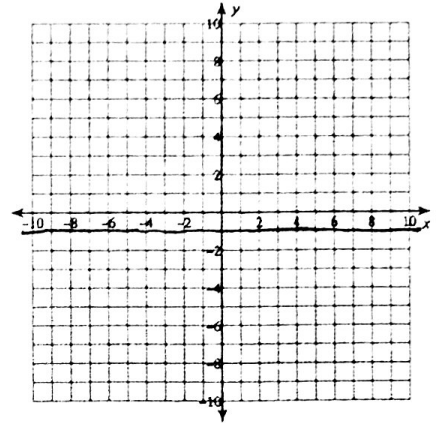
Inverse: $y = \log_2 x$

b. $y = 3^x$



Inverse: $y = \log_3 x$

c. $y = 2^{x-1}$



Inverse:

The inverse of an exponential function is called a **logarithm**. The purpose of a logarithm is to solve for exponents. Basically, a logarithm will cancel out a base.

Exponential Function	Logarithmic Function
$y = b^x$	$\log_b y = x$

2) Write each equation in logarithmic form.

a) $100 = 10^2$

$$\log_{10} 100 = 2$$

b) $81 = 3^4$

$$\log_3 81 = 4$$

c) $3^{-2} = \frac{1}{9}$

$$\log_3 \frac{1}{9} = -2$$

d) $10^{-2} = .01$

$$\log_{10} .01 = -2$$

3) Write each equation in exponential form.

a) ~~$100 = 10^2$~~

$$\log_8 64 = \boxed{2}$$

since $8^2 = 64$

b) $\log_5 125 = \boxed{3}$

since $5^3 = 125$

c) $\log_{49} 7 = \boxed{\frac{1}{2}}$

$$\sqrt{49} = 7$$

$$49^{\frac{1}{2}} = 7$$

d) $\log_4 32$

Logs: What exponent does (base) need to become (inside)?

Special Logarithms

A log with a base of 10 is called a common logarithm. A log with base e is called a natural logarithm.

Common Logarithm	Natural Logarithm
\log means \log_{10}	\ln means \log_e

So if you don't see a base, it is assumed that it is \log_{10}

(I use a cursive \ln so it doesn't look like a 1)

4) Switch from logarithmic to exponential form or vice versa.

a. $\log 100 = 2$

$$10^2 = 100$$

c. $\ln 8 = x$

$$e^x = 8$$

b. $e^x = 12$

$$\log_e 12 = x, \text{ so } \boxed{\ln 12 = x}$$

d. $10^3 = 1000$

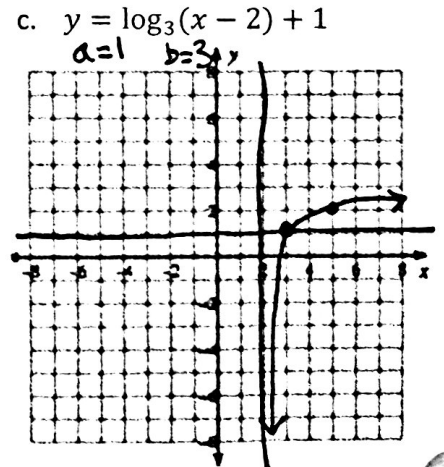
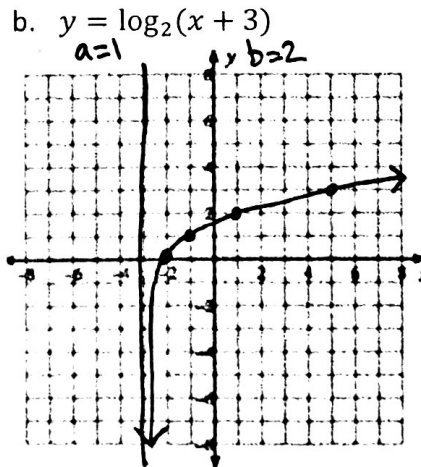
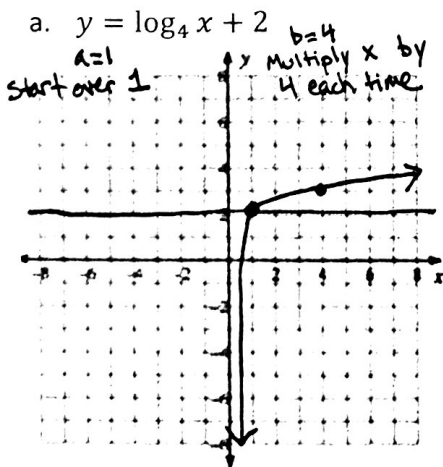
$$\log_{10} 1000 = 3, \text{ so } \boxed{\log 1000 = 3}$$

Graphing

We have already discussed how a logarithm is the inverse of an exponential. That being said, let's compare the parent graphs of an exponential and a logarithm.

$y = 2^x$ Starts at $(0, 1)$ Horizontal asymptote at $y = 0$	$y = \log_2 x$ Starts at $(1, 0)$ Vertical asymptote at $x = 0$	
$y = a \cdot b^x$ initial (y) base, multiplier (y)	$y = a \log_b x$ initial (x) base, multiplier (x)	

5) Graph the following functions.



y moves up 1 every time, while the x -value multiplies by the base of the log