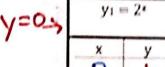
Logarithmic Functions

Make a table & then graph these 2 functions:



yı ≈ 2*	y ₂ ==	logz x Ł.X:
x y 1 1 2 2 4 3 8 5 32	× 0 1 2 3 5	y 0 1 1.596-10 2.324-10

So 2 and logox are inverses

A LOGARITHM is an exponent.

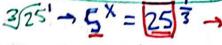
If
$$y = bQ$$
, then $\log \sqrt{y} = x$.

Note: 1. You can't take the $\log of 0$ or a negative number (y>0)

2. b≠1 b>0

Ex)
$$\log \sqrt[4]{25} = 2$$

7	-	16)	Y.	= 4	X	=41/
5	X_	3(251	- E	X_	553	- 1



Writing in different forms:

Logarithmic Form		
10028=3		
100416=2		
1005 (1/25) = -2		
1002 (3 = 1/2		

Basic Properties of Logarithms

For y	>0, b ₇	±1, b>	0, for	any re	al numb	er x
		THE RESERVE THE PERSON NAMED IN COLUMN	Service of the latest services and the latest services are the latest services	STATE OF THE PERSON AND PERSONS ASSESSMENT OF THE PERSON AND PERSONS ASSESSMENT OF THE PERSON AND PERSON ASSESSMENT OF THE PERSON ASSESSMENT OF TH	FREE SANDERSON SERVICES	WHEN THE PROPERTY OF THE PERSON NAMED IN COLUMN

1.
$$\log_b 1 = 0$$
 because ~ 1

2.
$$\log_k b = 1$$
 because $b' = b$

3.
$$\log_b(b^y) = y$$
 because $b^y = b^y$

A common logarithm is a log in base 10

If $y = 10^x$, then $\log y = x$ (same as $\log y = x$).

Basic Properties of Common Logarithms

Let x & y be real numbers with
$$x>0...$$

1.
$$\log_{10} 1 = 0$$
 because $10^{\circ} = 1$

2.
$$\log 10 = 1$$
 because $10^{\circ} = 10$

3.
$$\log 10^y = y$$
 because $\log 10^y = \log y$

$$\begin{cases} \text{Ex) } \log \sqrt[5]{10} = 109 \text{ to } 1000 = 1000 = 109 \text{ to } 1000 = 109 \text{ to } 1000 = 109 \text{ to } 1000 = 1000 = 109 \text{ to } 1000 = 10000 = 10000 = 10000 = 10000 = 10000 = 10000 = 10000 = 10000 = 10000 = 10000 = 10000 = 10000 = 10000 = 10$$

*These can also be done easily in the calculator.

Use the Log button "

A natural logarithm is a log in bose "e"

If $y = e^x$, then $\Re y = x$. $\rightarrow \log_2 \sqrt{-x}$

Basic Properties of Natural Logarithms

Let
$$x \& y$$
 be real numbers with $x>0...$

1. (In) $1 = 0$ because $109e^{1} = 0$ $e^{0} = 1$

2. (In) $e = 1$ because $109e^{1} = 0$ $e^{0} = 1$

3. (In) $e^{y} = y$ because $109e^{1} = y$ $e^{y} = e^{y}$

4. $e^{10x} = x$ because $e^{109e^{1}} = x$ $e^{x} = e^{x}$

Ex)
$$e^{i\Omega} = e^{i\Omega} = 4$$

Properties of Logarithmic Functions

Properties of Logarithms

M,N, b are positive numbers where b\$\pm\$1...

1. Product Rule:

\[
\log_b(M\cdot\nu) = \log_bM\delta\log_b\nu\\

2. Quotient Rule:

\[
\log_b(M\cdot\nu) = \log_bM\delta\log_b\nu\\

3. Power Rule*

\[
\log_b(M\cdot\nu) = \log_bM\delta\log_b\nu\\

\log_b(M\cdot\nu) = \log_bM\delta\log_b\nu\\

\]

3. Power Rule*

Expanding Logs: "Bring everything to the ground of separate!" EXI log(XY) E

Your calculator (unless you have the new TI-84+ operating system) will only evaluate a logarithm with base 10 or *e*. If you need to evaluate a logarithm with a different with a different base.......

To change base (for those not in common log):

$$\log_b x = \frac{\log x}{\log b}$$
 and $\log_b x = \frac{\ln x}{\ln b}$

More examples:

3.5 EQUATION SOLVING AND MODELING

Learning Targets:

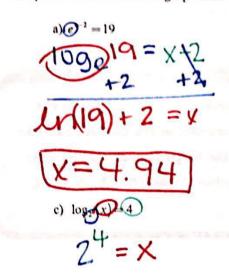
Solve exponential and logarithmic equations.

When you solve an equation, you "undo" what has been done ... addition to undo subtraction, multiplication to undo division. Since exponents and logarithms are inverses of each other, it follows that in order to solve a logarithmic equation, you can write it as an exponent to "undo" the logarithm, and if you are solving for an exponent, you write the equation as a logarithm.

NOTE: You can only switch between exponential and logarithmic forms when you have $\log_b y = x$ or $b^* =$

solate/condense 2 Rewrite 3 Solve (4)

Example 1: Solve the following equations:



b)
$$\frac{1}{3} - 5[2]^{3} = -14 - 3$$

 $\frac{1}{5}(2)^{3} = -17$
 $\frac{1}{5}(2)^{3} = -17$

$$1000x = -15$$

e)
$$\log_{x} O \log(x+21) = 2$$

109 $(x(x+2)) = 2$
1093 $(x+4) - \log_{x} (x-5) = 2$
1093 $(x+4) - \log_{x} (x-5) = 2$

$$10^{2} = x(x+21)$$

$$100 = x^{2} + 21x$$

$$0 = (x-4)(x+25)$$

$$0 = (x-4)(x+25)$$
3-6

$$0 = (x-4)(x+25) 3.6$$

$$x-4=0 \quad x+25=0$$

