Definition: The **Logarithm of** x **to the base** b is defined as follows: $y = \log_b x$ if and only if $x = b^y$. for x > 0 and $b > 0, b \ne 1$. A logarithm basically asks: "what power would I need to raise the base b to in order to get x as the result?"

Examples:

Logarithmic Form:	Exponential Form:
(a) $\log_2 8 = 3$	$8 = 2^3$
(b) $\log_2 \frac{1}{2} = -1$	$\frac{1}{2} = 2^{-1}$
(c) $\log_3 81 = 4$	$81 = 3^4$
(d) $\log_8 \frac{1}{64} = -2$	$\frac{1}{64} = 8^{-2}$
(e) $\log_2 - 8$ is undefined	$2^y \neq -8$ for any possible $y!$

Solving Logarithmic Equations:

Note: Since logarithmic functions are inverses of exponential functions, logarithmic functions are one-to-one. Therefore, as before, we can make use of the definition of a one-to-one function in order to solve basic equations involving logarithmic functions.

Warning!! Since $\log_b x$ is only defined for x > 0, we will need to check for extraneous solutions. Any value that makes the expression inside a logarithm negative is not a valid solution.

Examples:

(a) Suppose $\log_5 x = 3$. Find x.

Since $\log_5 x = 3$, $x = 5^3 = 125$.

(b) Suppose $\log_z 16 = 2$. Find z.

Since $\log_z 16 = 2$, $z^2 = 16$, so $z = \pm 4$. But since we know that z > 0, then z = 4.

(c) $\log_4(3x+1) = \log_4(2x+4)$

Since $\log_4 x$ is one-to-one, we know 3x + 1 = 2x + 4

Therefore, x = 3.

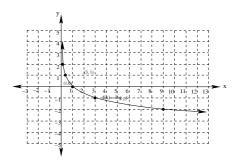
(d) $\log_7(x^2 + 8x) = \log_7(10x - 8)$

Notation: If b = 10, we abbreviate $\log_{10} x$ as $\log x$. Similarly, if b = e, we abbreviate $\log_e x$ as $\ln x$.

Graphs of logarithmic functions:

$f(x) = \log_3 x$	· · · · · · · · · · · · · · · · · · ·
$x \mid f(x)$	
0 undefined	3
1 0	2 (8.0)
3 1	-3 -4 -1 11 22 31 41 51 61 71 81 91 101 111 121 131 X
9 2	
$\frac{1}{3}$ -1	│
$\frac{1}{9} -2$	

$f(x) = \log_{\frac{1}{3}} x$	
x	f(x)
0	undefined
1	0
$\frac{1}{3}$	1
$\frac{\frac{1}{3}}{\frac{1}{9}}$	2
3	-1
9	-2



Properties of Logarithmic Graphs:

1. Domain: $(0, \infty)$

2. Range: $(-\infty, \infty)$

3. y-intercept: none. x intercept (1,0)

4. Increasing if b > 1. Decreasing if 0 < b < 1.

Examples: Finding doubling times using logarithms.

(a) (b)