

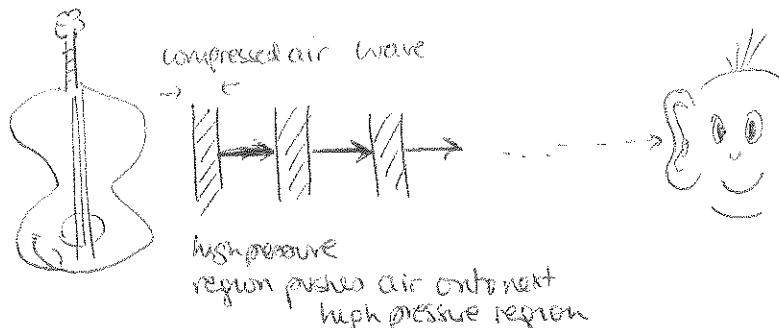
6.5 Trigonometric formulas

Textbook Section 6.4

6.5.1 Case Study: The beating phenomenon in music

Watch video on sound beating: <https://www.youtube.com/watch?v=IYeV2Wq82fw>

As we see in the video, two musical notes played at the same time but with slightly different tones interfere with one another and produce a phenomenon called beating. This study will help us understand why this happens. First, note that a sound is actually a pressure wave, i.e. a compressional oscillation of the air between the instrument and our eardrum.



Because of this the mathematical equation that describes one sound wave is a simple oscillatory function. Example 5

pressure as function of time

$$p(t) = a \sin(bt) + p_0$$

↑ basic atmospheric pressure

The frequency of the oscillation b is directly related to the pitch of the sound: low frequency sounds are low-pitched sounds, while high frequency sounds are high-pitched sounds.

Middle A note : 440 Hz

Middle C note : 261.6 Hz

Meanwhile, the amplitude of the oscillation a is related to how loud the sound is: high amplitude sound is loud, while low amplitude is quiet.

When an instrument plays together two notes of different pitch, but similar amplitude then the equation for the sum of the two waves is simply:

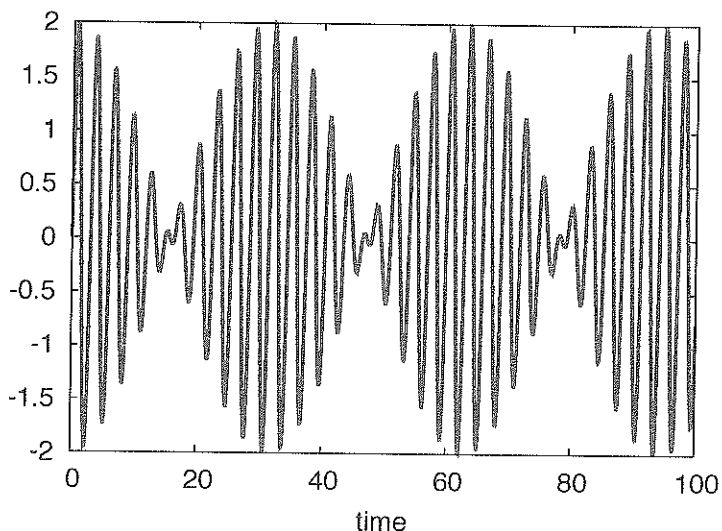
$$p(t) = p_1(t) + p_2(t) = a \sin(b_1 t) + a \sin(b_2 t) + p_0$$

↑ frequency of first note ↑ frequency of second note

Suppose now, as suggested in the video, that the two waves have exactly the same amplitude, and very similar frequencies. For instance, let's pick $b_1 = 2$ and $b_2 = 2.2$, and graph the resulting sum of two waves:

(Assume $a = 1$)

$$p(t) = \sin(2t) + \sin(2.2t)$$



The sum of the two waves is an oscillation with varying amplitude (ranging from 0 to 2)

→ This means the loudness of the sound goes up & down, as in the video.

Beating phenomenon.

To understand the phenomenon more generally, we will need to learn a few trigonometric formula first.

6.5.2 Trigonometric formulae

There are a few very important formulas in trigonometry. You will only need to know two of them by heart for this class, but you will need to know how to use the other ones if they are provided to you.

THE BASIC FORMULAS: (must be known by heart)

We've already seen the two basic formulas as part of the previous lectures; these must be known by heart.

- $\tan x = \frac{\sin x}{\cos x}$ Definition of $\tan x$
- $\sin^2 x + \cos^2 x = 1$ Pythagorean formula

It is important to learn to use these formulas to simplify various expressions.

EXAMPLES OF USE:

- Simplify $\sin(x) - \sqrt{1 - \cos^2 x}$ (assume x is between 0 and π).

$$1 - \cos^2 x = \sin^2 x \quad \text{so}$$

$$\sin x - \sqrt{1 - \cos^2 x} = \sin x - \sqrt{\sin^2 x} = \sin x - |\sin x| = 0$$

- Simplify: $1 + \tan^2(x)$

$$1 + \tan^2(x) = 1 + \frac{\sin^2 x}{\cos^2 x} = \frac{\cos^2 x + \sin^2 x}{\cos^2 x} = \frac{1}{\cos^2 x}$$

if $\sin x > 0$ (which it is)

- Prove that $\frac{1-\sin\theta}{\cos\theta} = \frac{\cos\theta}{1+\sin\theta}$

$$\Rightarrow (1-\sin\theta)(1+\sin\theta) = \cos^2\theta$$

$$\rightarrow 1 - \sin^2\theta = \cos^2\theta$$

$$\rightarrow 1 = \sin^2\theta + \cos^2\theta \quad \leftarrow \text{this is a known identity therefore the original one is true}$$

The list of trigonometric identities which can be proved using the basic formulas is endless. See Textbook Examples 1-8 for instance.

THE ADDITION FORMULAS

The addition formulas relate the sines and cosines of *sums* of angles to the *products* of sines and cosines of basic angles. The 4 formulas are

- $\sin(a+b) = \sin a \cos b + \sin b \cos a$
 - $\sin(a-b) = \sin a \cos b - \sin b \cos a$
 - $\cos(a+b) = \cos a \cos b - \sin a \sin b$
 - $\cos(a-b) = \cos a \cos b + \sin a \sin b$
- } for any u, b .

EXAMPLES: These examples show that these formulas indeed work:

- $\cos(\pi/3 - \pi/6)$

$$\cos\left(\frac{\pi}{3} - \frac{\pi}{6}\right) = \cos\frac{\pi}{6} = \frac{\sqrt{3}}{2}$$

$$\cos\left(\frac{\pi}{3} - \frac{\pi}{6}\right) = \cos\frac{\pi}{3} \cos\frac{\pi}{6} + \sin\frac{\pi}{3} \sin\frac{\pi}{6} = \frac{\sqrt{3}}{2} \cdot \frac{1}{2} + \frac{\sqrt{3}}{2} \cdot \frac{1}{2} = \frac{\sqrt{3}}{2}$$

- $\cos(\pi/3 + \pi/3)$

$$\cos\left(\frac{\pi}{3} + \frac{\pi}{3}\right) = \cos\frac{2\pi}{3} = -\frac{1}{2}$$

$$\cos\left(\frac{\pi}{3} + \frac{\pi}{3}\right) = \cos\frac{\pi}{3} \cos\frac{\pi}{3} - \sin\frac{\pi}{3} \sin\frac{\pi}{3} = \frac{1}{2} \cdot \frac{1}{2} - \frac{\sqrt{3}}{2} \cdot \frac{\sqrt{3}}{2} = \frac{1}{4} - \frac{3}{4} = -\frac{1}{2}$$

- $\sin(\pi/4 + \pi/4)$

$$\sin\left(\frac{\pi}{4} + \frac{\pi}{4}\right) = \sin\left(\frac{\pi}{2}\right) = 1$$

$$\begin{aligned} \sin\left(\frac{\pi}{4} + \frac{\pi}{4}\right) &= \sin\frac{\pi}{4} \cos\frac{\pi}{4} + \sin\frac{\pi}{4} \cos\frac{\pi}{4} = \frac{\sqrt{2}}{2} \cdot \frac{\sqrt{2}}{2} + \frac{\sqrt{2}}{2} \cdot \frac{\sqrt{2}}{2} \\ &= \frac{2}{4} + \frac{2}{4} = 1. \end{aligned}$$

Also, they confirm our hunch that $\sin(x)$ and $\cos(x)$ are the "same" function but displaced by $\pi/2$. Indeed, we saw from the graph that $\sin(x) = \cos(x - \pi/2)$. We can now prove this mathematically:

$$\begin{aligned}\cos\left(x - \frac{\pi}{2}\right) &= \cos x \cos \frac{\pi}{2} + \sin x \sin \frac{\pi}{2} \\ &= \cos x \cdot 0 + \sin x \cdot 1 = \sin x\end{aligned}$$

NOTE: There is no equivalent *product* formulas: there is no simple identity for $\cos(ab)$ and $\sin(ab)$.

Altogether these identities can be used to prove another nearly-infinite number of identities.

EXAMPLE 1: Prove that $\cos^2 a - \sin^2 b = \cos(a - b)\cos(a + b)$

Start from $\cos(a - b)\cos(a + b)$.

$$\begin{aligned}\cos(a - b)\cos(a + b) &= [\cos a \cos b + \sin a \sin b][\cos a \cos b - \sin a \sin b] \\ &= (\cos a \cos b)^2 - (\sin a \sin b)^2 \\ &= \cos^2 a \cos^2 b - \sin^2 a \sin^2 b \\ &= \cos^2 a \cos^2 b - (1 - \cos^2 a) \sin^2 b \\ &= \cos^2 a (\cos^2 b + \sin^2 b) - \sin^2 b \\ &= \cos^2 a - \sin^2 b\end{aligned}$$

EXAMPLE 2: Prove that $\sin^2 a - \sin^2 b = \sin(a - b)\sin(a + b)$

To be done as homework.

THE DOUBLE-ANGLE FORMULAS

As a consequence of the addition formulas, we have 3 more formulas which are called the *double-angle* formulas because they express the sine and cosine of the angle $2a$ in terms of the sine and cosine of the angle a . These formulas are

- $\cos 2x = \cos^2 x - \sin^2 x$
- $\sin 2x = 2 \sin x \cos x$

To show them, note that

$$\cos(2x) = \cos(x+x) = \cos x \cos x - \sin x \sin x = \cos^2 x - \sin^2 x$$

$$\sin(2x) = \sin(x+x) = \sin x \cos x + \sin x \cos x = 2 \sin x \cos x$$

Again, these double-angle formula can be used to simplify trigonometric expressions.

EXAMPLE 1: Simplify $\frac{\sin(2x)}{\cos(x)}$

$$\frac{\sin 2x}{\cos x} = \frac{2 \sin x \cos x}{\cancel{\cos x}} = 2 \sin x$$

EXAMPLE 2: Show that $\cos(2x) + 1 = 2 \cos^2(x)$

$$\begin{aligned} \cos(2x) + 1 &= \cos^2 x - \sin^2 x + 1 = \cos^2 x + \frac{1 - \sin^2 x}{\cos^2 x} \\ &= 2 \cos^2 x \end{aligned}$$

6.5.3 Case study: The beating phenomenon (part 2)

Let's now consider generally two sound waves, one with frequency $b + s$ (where s is a small number), and one with a frequency $b - s$.

$$p(t) = a \sin((b-s)t) + a \sin((b+s)t)$$

For instance, our two waves earlier can be cast in this form, by letting

$$\begin{aligned} 2 = b_1 &= b - s \\ 2 = b_2 &= b + s \end{aligned} \quad \rightarrow \text{works if } \begin{cases} b = 2 \cdot 1 \\ s = 0 \cdot 1 \end{cases}$$

Let's now add these two waves, and use the sum formula. We have

$$\begin{aligned} p(t) &= a \sin((b-s)t) + a \sin((b+s)t) \\ &= a [\sin(bt - st) + \sin(bt + st)] \\ &= a [\sin bt \cos st - \cos bt \sin st + \sin bt \cos st + \cos bt \sin st] \\ &= 2a \sin bt \cos st \end{aligned}$$

This shows that the sum of these two waves is also equal to the product of two waves, one whose frequency is b (a high frequency that is half-way between the two original ones), and one whose frequency is s (a low frequency, which is half the difference between the two original ones). When a low frequency signal

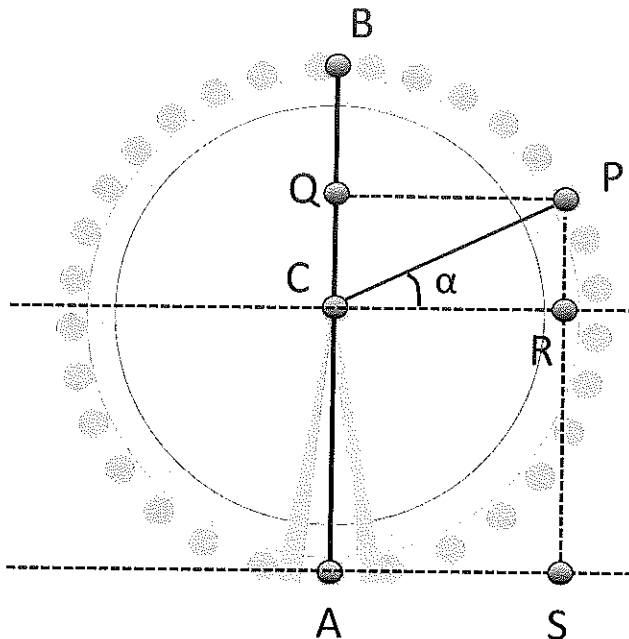
multiplies a high-frequency one, the resulting function looks like the high-frequency oscillation, but instead of having a constant amplitude, the amplitude varies in time according to the low-frequency signal. This is exactly what we are seeing here. The low frequency signal modulates the amplitude of the high frequency one, and causes the beating phenomenon. This low frequency is therefore called the beat frequency.

6.6 Solving trigonometric equations

Textbook Section 6.3

6.6.1 Case Study: The London Eye

The London Eye is a huge Ferris Wheel whose radius is 200ft. It is shown in the diagram below. Going once all the way around at a steady pace takes about 30 minutes, from start to finish. In order to take a good picture of the London sights, you need to be at least 300 ft above the ground. How long will you have to take pictures while being above that height?



$$\begin{aligned}
 CA &= 200\text{ft} \\
 CB &= 200\text{ft} \\
 CP &= 200\text{ft} \\
 RS &= 200\text{ft} \\
 AB &= 400\text{ft}
 \end{aligned}
 \left. \begin{array}{l} \\ \\ \\ \text{because } \triangle CRS \text{ is rectangle} \\ \text{(diameter)} \end{array} \right\} \begin{array}{l} \text{the radius of} \\ \text{the wheel} \end{array}$$

The next 2 answers depend on the angle α

$$PR = 200 \sin \alpha$$

$$PS = PR + RS = 200 + 200 \sin \alpha$$

$$\text{Since } \frac{PR}{CP} = \sin \alpha \Rightarrow PR = \sin \alpha \cdot CP = 200 \sin \alpha$$

In order to answer this question, we need to do a little bit of mathematical modeling. Suppose you board the London Eye at the point A, and begin to circle around it in a counterclockwise manner. Your position in the Eye at a later time is the point P, and that point circles the Eye as time goes by. The points A, B, C are fixed, but the points P, Q (the projection of P onto the axis of the wheel), R and S (the projection of P onto the ground) depend on where you are at that time, which depends on the angle α shown.

We see from this diagram that your height above the ground is the distance: PS

As time goes by and the point P circles the Eye, this distance first increases, then decreases. There will be a short interval of time where the height above the ground exceeds 250ft, and we would like to know what that interval is.

In order to answer that question, we first need to do a little geometry. Let's write the distance PS as a function of the angle α .

From the diagram we see that $PS = PR + RS$

Also, $RS = CA$ because it's a rectangle $\Rightarrow RS = 250\text{ft}$

$$\frac{PR}{CP} = \sin \alpha \quad \text{but } CP = 250\text{ft} \quad \text{so } PR = 250 \sin \alpha$$

$$\Rightarrow PS = 250 \sin \alpha + 250 = 250 (\sin \alpha + 1)$$

Next we must use the information from the text that the wheel goes around at a steady pace in 30 minutes. This means that the angle α increases with time linearly, from $-\pi/2$ at time $t = 0$, to $3\pi/2$ at time $t = 30\text{min}$. We can construct a linear function $\alpha(t)$ that fits this information:

We want a linear function $\alpha(t) = at + b$ such that the points $(0, -\frac{\pi}{2})$ and $(30, \frac{3\pi}{2})$ lie on the graph.

$$\text{slope } m = \frac{\frac{3\pi}{2} + \frac{\pi}{2}}{30 - 0} = \frac{2\pi}{30}$$

$$\text{pt-slope formula: } \alpha - (-\frac{\pi}{2}) = \frac{2\pi}{30} (t - 0) \Rightarrow \alpha + \frac{\pi}{2} = \frac{2\pi t}{30}$$

Putting this together with the height formula, we find that a person's height above the ground when travelling in the wheel is the following function of time:

$$h(\alpha) = \text{distance } PS = 250 (\sin \alpha + 1)$$

$$\alpha(t) = \frac{2\pi}{30} t - \frac{\pi}{2}$$

$$\Rightarrow h(t) = h(\alpha(t)) = 250 \left[\sin \left(\frac{2\pi}{30} t - \frac{\pi}{2} \right) + 1 \right]$$

Finally, we want to know how long a person will be above 300 ft. In order to do that, we have to find the two times at which the person is exactly 300 ft up, and take the difference between the two. This first requires solving the following mathematical equation:

$$\text{Solve } 300 = 250 \left[\sin \left(\frac{2\pi}{30} t - \frac{\pi}{2} \right) + 1 \right]$$

$$\rightarrow \frac{3}{2} = \sin \left(\frac{2\pi t}{30} - \frac{\pi}{2} \right) + 1$$

$$\rightarrow \frac{3}{2} - 1 = \boxed{\frac{1}{2} = \sin \left(\frac{2\pi t}{30} - \frac{\pi}{2} \right)} \leftarrow \text{This is the equation to solve}$$

This is a trigonometric equation, i.e. an equation that involves trigonometric functions. We will now learn how to solve them.

6.6.2 Solving basic trigonometric equations

Trigonometric equations are equations that involve trigonometric functions, and that need to be solved for the unknown variable. There are many different kinds of trigonometric equations, though most of them ultimately require you to either solve $\cos(x) = a$ (for a given a), or solve $\sin(x) = a$ (for a given a), or solve $\tan(x) = a$ (for a given a).

The tricky thing about trigonometric equations is that sometimes they do not have solutions, but when they do have solutions, they often have infinitely many of them – and all of them need to be found. Let's work by examples to see what may happen.

EXAMPLE OF EQUATIONS THAT DO NOT HAVE SOLUTIONS.

- $\cos(4x + 2) = 5$.

Does not have a solution because $\cos(\text{any number})$ lies between -1 & 1

- $\cos^2 x + \sin^2 x = 2$.

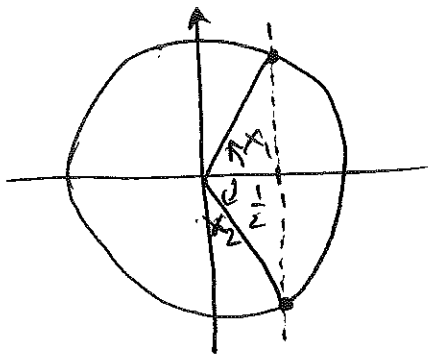
Does not have a solution because $\cos^2 x + \sin^2 x = 1$ and 1 cannot be equal to 2 !

- $\cos^2 y + 2\sin^2 y = 3$.

This can be rewritten $\cos^2 y + \sin^2 y + \sin^2 y = 3$
 $\Rightarrow 1 + \sin^2 y = 3 \Rightarrow \sin^2 y = 2 \rightarrow$ not possible
 (because $\sin^2 y$ lies between 0 and 1)

EXAMPLES OF BASIC TRIGONOMETRIC EQUATIONS THAT HAVE INFINITELY MANY SOLUTIONS

- Solve the equation $\cos(x) = \frac{1}{2}$



Use unit circle, & find point on the circle whose x-coordinate is $\frac{1}{2}$

\rightarrow This defines the angles

$$x_1 = \frac{\pi}{3}$$

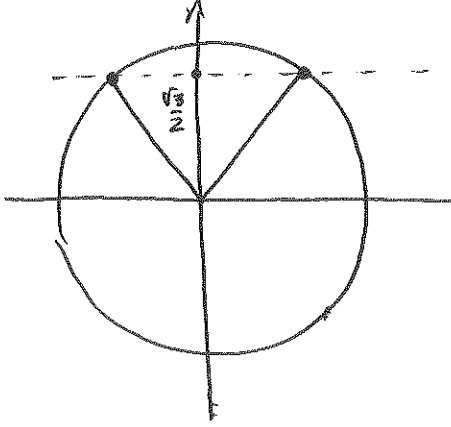
$$x_2 = -\frac{\pi}{3}$$

as well as all further angles " $+2\pi n$ "

\rightarrow all solutions are

$$x = \left\{ \frac{\pi}{3} + 2\pi n, -\frac{\pi}{3} + 2\pi n \right\}$$

- Solve the equation $\sin(3x) = \frac{\sqrt{3}}{2}$



→ Solve using intermediate variable
 $u = 3x$

→ $\sin u = \frac{\sqrt{3}}{2}$; draw on unit circle
all points where y-coordinate is $\frac{\sqrt{3}}{2}$

→ this defines the angles

$$u_1 = \frac{\pi}{3} + 2n\pi \quad u_2 = \frac{2\pi}{3} + 2n\pi$$

$$\rightarrow 3x = \frac{\pi}{3} + 2n\pi \quad 3x = \frac{2\pi}{3} + 2n\pi$$

$$\rightarrow \left\{ x = \frac{\pi}{9} + \frac{2}{3}n\pi \quad \text{or} \quad x = \frac{2\pi}{9} + \frac{2}{3}n\pi \right\}$$

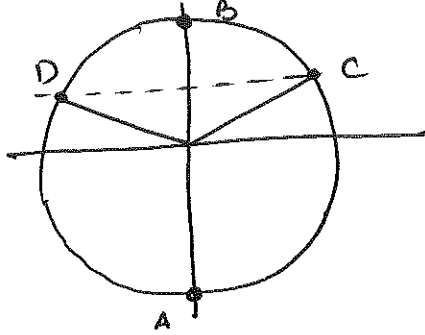
EXAMPLES OF MORE ADVANCED TRIGONOMETRIC EQUATIONS THAT REQUIRE USING SOME TRIGONOMETRIC FORMULAS FIRST

- Solve the equation $\sin(2x) = \cos(x)$

First note $\sin(2x) = 2\sin x \cos x$ so $\Rightarrow 2\sin x \cos x = \cos x$

$$\Rightarrow 2\sin x \cos x - \cos x = 0 \Rightarrow \cos x (2\sin x - 1) = 0$$

$$\Rightarrow \cos x = 0 \quad \text{or} \quad 2\sin x - 1 = 0 \Rightarrow \cos x = 0 \quad \text{or} \quad \sin x = \frac{1}{2}$$



A, B are points where $\cos x = 0$
C, D are points where $\sin x = \frac{1}{2}$

→ Solutions are

$$\left\{ \frac{\pi}{2} + 2n\pi, -\frac{\pi}{2} + 2n\pi, \frac{\pi}{6} + 2n\pi, \frac{5\pi}{6} + 2n\pi \right\}$$

B A C D

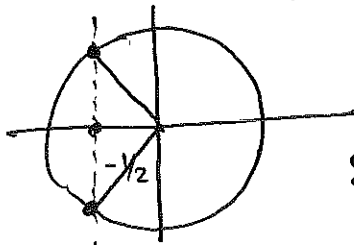
- Solve the equation $2\cos^2(a) + 1 = 2\sin^2(a)$

First rewrite as $2\cos^2 a - 2\sin^2 a = -1$

$$\rightarrow 2(\cos^2 a - \sin^2 a) = -1 \rightarrow \cos^2 a - \sin^2 a = -\frac{1}{2}$$

$$\rightarrow \cos 2a = -\frac{1}{2} \quad ; \quad \text{use intermediate variable } u = 2a$$

$$\rightarrow \cos u = -\frac{1}{2}$$



$$u_1 = \frac{2\pi}{3} + 2n\pi \quad \rightarrow 2a_1 = \frac{2\pi}{3} + 2n\pi$$

$$u_2 = -\frac{2\pi}{3} + 2n\pi \quad \rightarrow 2a_2 = -\frac{2\pi}{3} + 2n\pi$$

So all solutions for a are

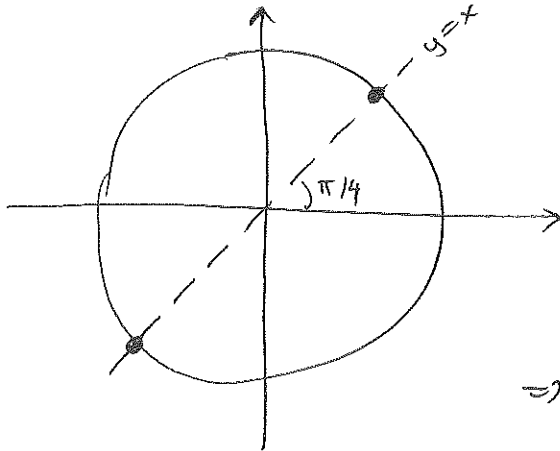
$$\left\{ \frac{\pi}{3} + n\pi, -\frac{\pi}{3} + n\pi \right\}$$

EXAMPLES OF TRIGONOMETRIC FUNCTIONS THAT CAN BE SOLVED GRAPHICALLY

- Solve the equation $\sin(a) = \cos(a)$

$\sin a$ is read on y -axis
 $\cos a$ " " x -axis

So $\sin a = \cos a$ is like solving $y=x$!



→ two angles satisfy this:

$$a_1 = \frac{\pi}{4} (+2\pi n)$$

$$a_2 = \frac{5\pi}{4} (+2\pi n)$$

⇒ solution is $a = \left\{ \frac{\pi}{4} + 2\pi n, \frac{5\pi}{4} + 2\pi n \right\}$.

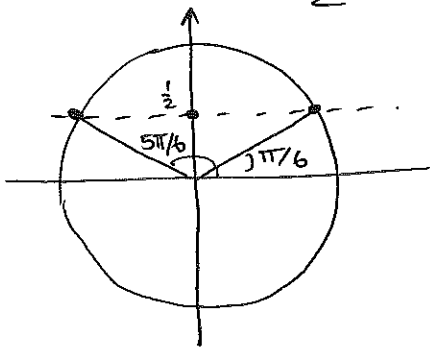
Let's now go back to the case study and solve the problem.

6.6.3 Case Study: The London Eye (part 2)

We can now solve the previously derived equations to find at what time(s) the wheel is exactly 300ft up:

$$\sin\left(\frac{2\pi t}{30} - \frac{\pi}{2}\right) = \frac{1}{2} \rightarrow \text{use intermediate variable } u = \frac{2\pi t}{30} - \frac{\pi}{2}$$

$$\Rightarrow \sin u = \frac{1}{2} \rightarrow u_1 = \frac{\pi}{6} (+2\pi n) \text{ and } u_2 = \frac{5\pi}{6} (+2\pi n)$$



if $u_1 = \frac{\pi}{6}$ then $\frac{2\pi t}{30} - \frac{\pi}{2} = \frac{\pi}{6}$

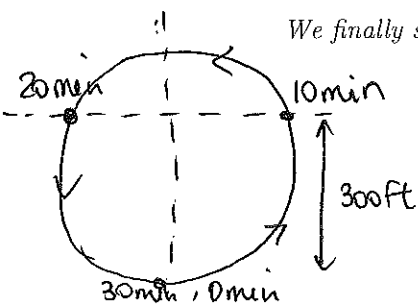
$$\Rightarrow \frac{2\pi t}{30} = \frac{\pi}{6} + \frac{\pi}{2} = \frac{8\pi}{12} = \frac{2\pi}{3}$$

$$\Rightarrow t_1 = \frac{30}{2\pi} \cdot \frac{2\pi}{3} = 10 \text{ min}$$

$$u_2 = \frac{5\pi}{6} \Rightarrow \frac{2\pi t}{30} - \frac{\pi}{2} = \frac{5\pi}{6}$$

$$\rightarrow t_2 = \frac{30}{2\pi} \left(\frac{5\pi}{6} - \frac{\pi}{2} \right) = 20 \text{ min}$$

We finally subtract these two times to find how long a person will be above 300ft:



→ will be above 300 ft between 10 & 20 min
 → for a total time of $20 - 10 = 10 \text{ min!}$

This problem worked out nicely, because the solution to the equation was relatively easy to find. However, what would have happened if the height above which photos were possible was 250ft instead of 300 ft? When that is the case, the equation that needs to be solved is

$$250 = 200 \left[\sin \left(\frac{2\pi t}{30} - \frac{\pi}{2} \right) + 1 \right]$$

With a few manipulations similar to the ones we did before, we can reduce the problem to solving

$$\frac{250}{200} = \sin \left(\frac{2\pi t}{30} - \frac{\pi}{2} \right) + 1 \Rightarrow 1.25 - 1 = \sin \left(\frac{2\pi t}{30} - \frac{\pi}{2} \right)$$

$$\Rightarrow 0.25 = \sin \left(\frac{2\pi t}{30} - \frac{\pi}{2} \right)$$

This is not as easy to solve, because there is no "obvious" solution. Instead, we are now left with the only remaining option, which is to use the inverse of the trigonometric functions.

6.6.4 The inverse trigonometric functions

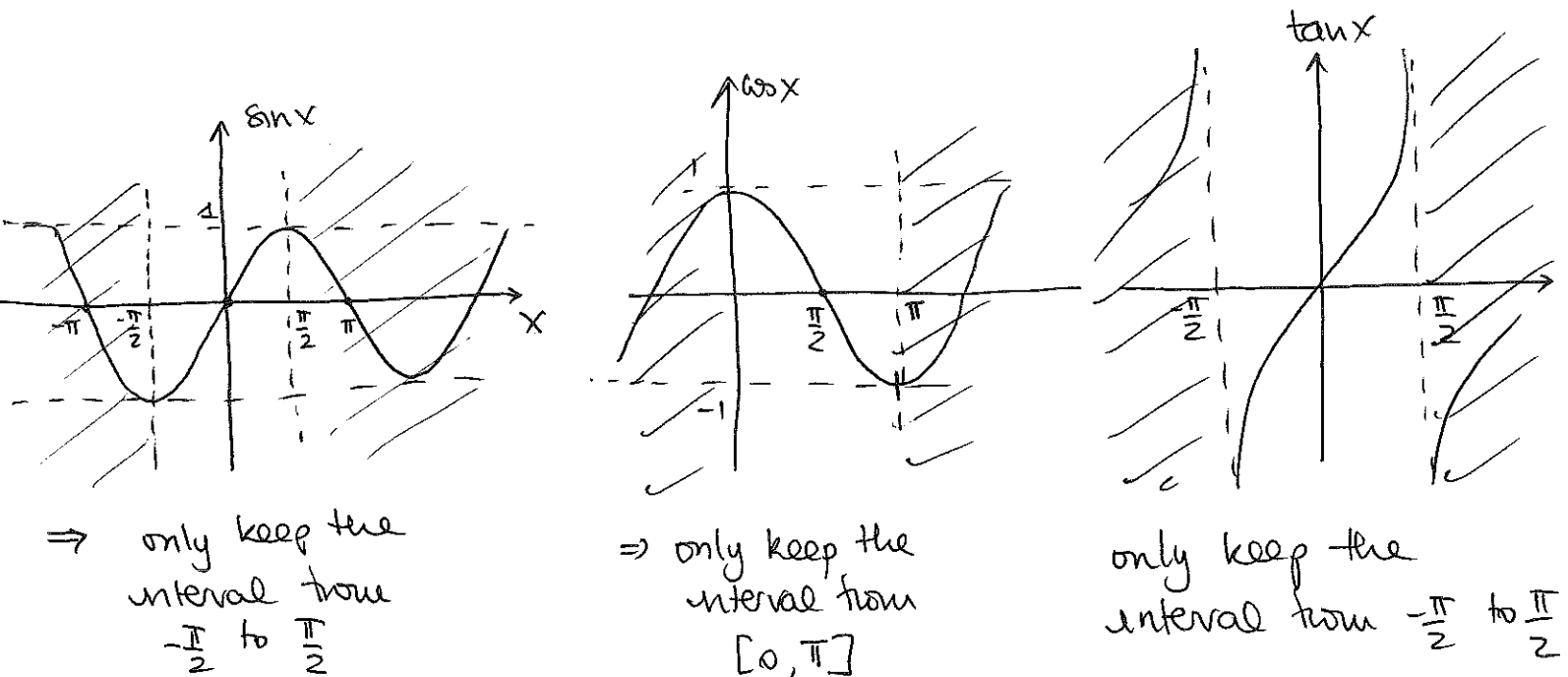
Textbook Section 6.1

DEFINITIONS: We define the three basic inverse trigonometric functions:

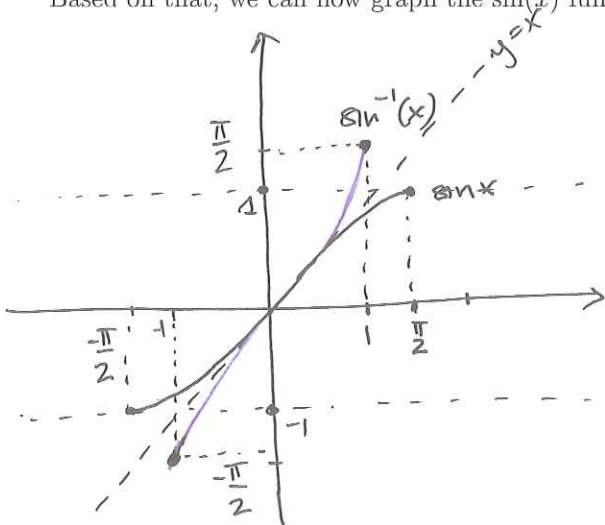
If	$y = \sin x$	then	$x = \sin^{-1}(y)$	($x = \arcsin(y)$)
	$y = \cos x$	then	$x = \cos^{-1}(y)$	($x = \arccos(y)$)
	$y = \tan x$	then	$x = \tan^{-1}(y)$	($x = \arctan(y)$)

alternative notation
↓

HORIZONTAL LINE TEST? However, note how neither of the three basic trigonometric functions pass the horizontal line test. As a consequence, the domain of definition of the inverse functions is limited to a region where the function does pass the test.



Based on that, we can now graph the $\sin(x)$ function and its inverse:



The point $(\frac{\pi}{2}, 1) \rightarrow (1, \frac{\pi}{2})$

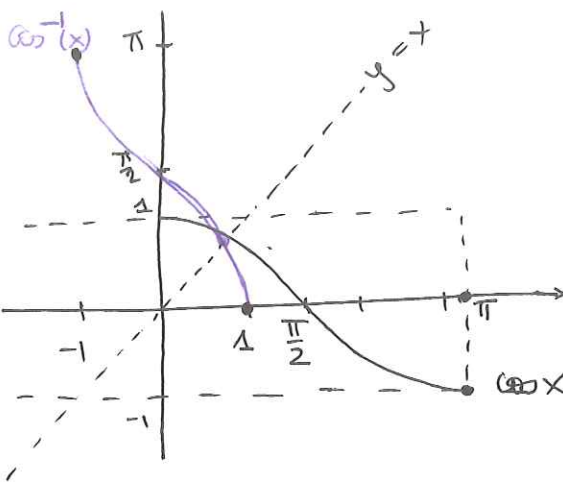
The point $(-\frac{\pi}{2}, -1) \rightarrow (-1, -\frac{\pi}{2})$

The domain of $\sin^{-1}(x)$ is $[-1, 1]$

The range of $\sin^{-1}(x)$ is $[-\frac{\pi}{2}, \frac{\pi}{2}]$

$\sin^{-1}(x)$ is an odd function

As well as the $\cos(x)$ function and its inverse:



The point $(\frac{\pi}{2}, 0) \rightarrow (0, \frac{\pi}{2})$

The point $(\pi, -1) \rightarrow (-1, \pi)$

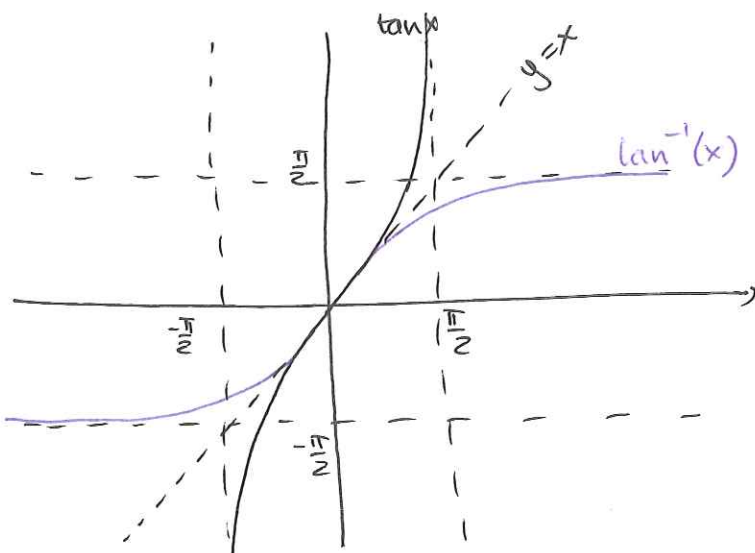
The point $(0, 1) \rightarrow (1, 0)$.

The domain of $\cos^{-1}(x)$ is $[-1, 1]$

The range of $\cos^{-1}(x)$ is $[0, \pi]$

$\cos^{-1}x$ is neither odd nor even

And finally, the $\tan(x)$ function and its inverse:



$\tan x$ has vertical asymptotes
at $x = -\frac{\pi}{2}$ and $x = \frac{\pi}{2}$

\Rightarrow

$\tan^{-1}(x)$ has horizontal
asymptotes at $y = -\frac{\pi}{2}$ and $y = \frac{\pi}{2}$

The domain of $\tan^{-1}(x)$ is \mathbb{R}

The range of $\tan^{-1}(x)$ is
 $(-\frac{\pi}{2}, \frac{\pi}{2})$.

$\tan^{-1}(x)$ is an odd function

6.6.5 Case Study: The London Eye (part 3)

Let's now answer the question of how long one of the shuttles spends above 250 ft.

$$\Rightarrow \text{we want to solve } \sin\left(\frac{2\pi t}{30} - \frac{\pi}{2}\right) = \frac{1}{4}$$

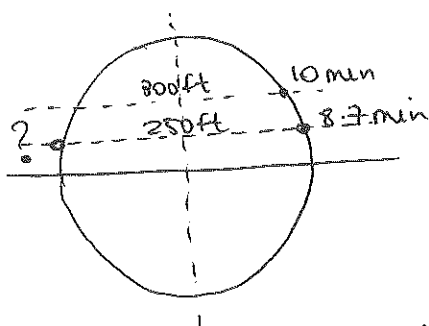
$$\rightarrow \text{use intermediate variable } u = \frac{2\pi t}{30} - \frac{\pi}{2} \text{ then}$$

$$\sin u = \frac{1}{4} \Rightarrow u = \sin^{-1}\left(\frac{1}{4}\right) = 0.2527 \text{ radians}$$

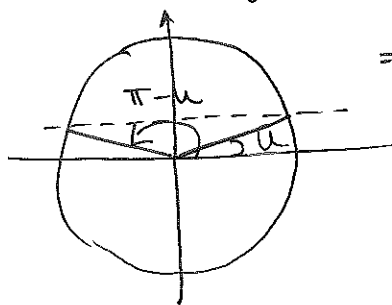
$$\Rightarrow \frac{2\pi t}{30} - \frac{\pi}{2} = 0.2527 \rightarrow \frac{2\pi t}{30} = 0.2527 + \frac{\pi}{2} \approx 1.823$$

$$\Rightarrow t = \frac{30}{2\pi} \cdot 1.823 \approx 8.7 \text{ min}$$

\Rightarrow This gives us one of the times, but how do we get the other??



Let's go back to the equation $\sin u = \frac{1}{4}$



\Rightarrow by symmetry, we know that the other solution is $\pi - u$ so if

$$u_1 = 0.2527$$

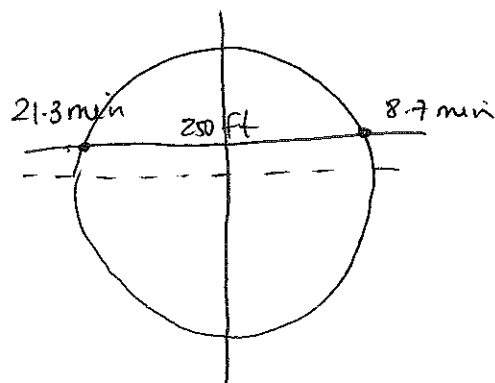
The other solution is

$$u_2 = \pi - 0.2527 = 2.88$$

Then solve $\frac{2\pi t}{30} - \frac{\pi}{2} = 2.88$ for t_2 ,

$$\Rightarrow t_2 = \frac{30}{2\pi} \left(2.88 + \frac{\pi}{2}\right) = 21.3 \text{ min}$$

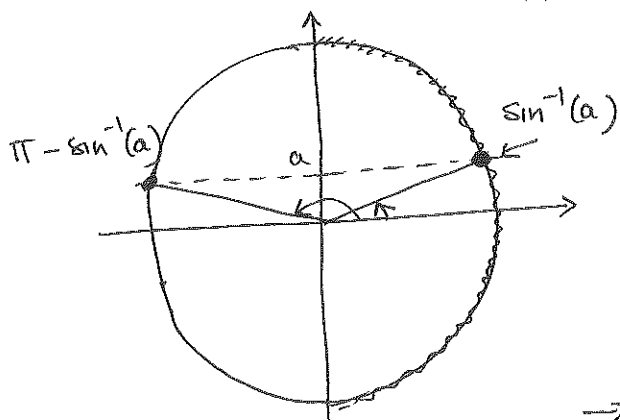
\rightarrow spends $t_2 - t_1 = 21.3 - 8.7 = 12.6 \text{ min}$
in the air above 250 ft!



6.6.6 Solving trigonometric equations using inverse functions

More generally, we are now equipped to solve any trigonometric equation. Here are three general example cases, and how to solve them.

EQUATION OF THE KIND $\sin(x) = a \rightarrow x = \sin^{-1}(a)$?

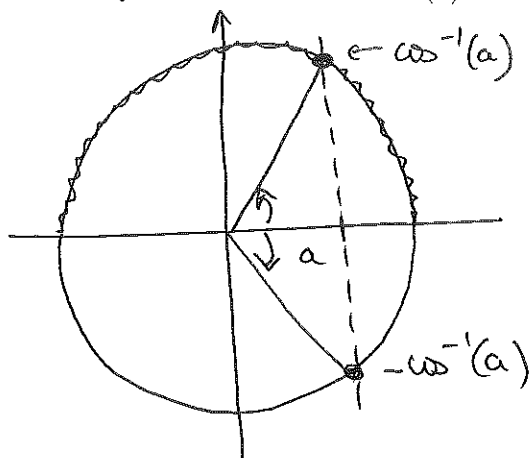


- Because the range of \sin^{-1} is $[-\frac{\pi}{2}, \frac{\pi}{2}]$, writing $x = \sin^{-1}(a)$ returns the solution between $-\frac{\pi}{2}$ and $\frac{\pi}{2}$

- To get the other ones use symmetries, and remember the "+ 2πn"

$$\rightarrow x = \{ \pi - \sin^{-1}(a) + 2\pi n, \sin^{-1}(a) + 2\pi n \}$$

EQUATION OF THE KIND $\cos(x) = a$



$$x = \cos^{-1}(a) ?$$

- Because the range of \cos^{-1} is $[0, \pi]$, writing $x = \cos^{-1}(a)$ returns a solution between 0 and π

- To get the other ones, use symmetry and remember the "+ 2πn"

$$\rightarrow x = \{ \cos^{-1}(a) + 2\pi n, -\cos^{-1}(a) + 2\pi n \}$$

EQUATION OF THE KIND $\tan(x) = a$

$$x = \tan^{-1}(a) ?$$

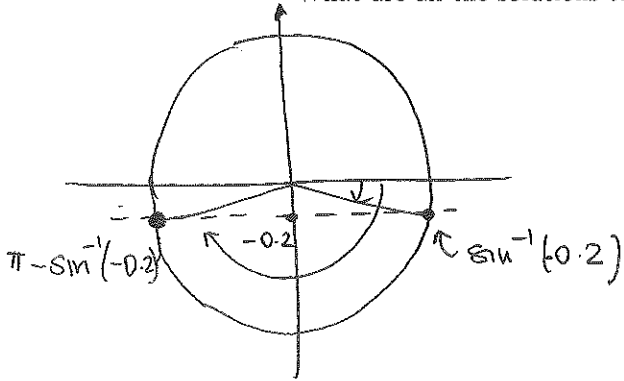
Because the range of \tan^{-1} is $[-\frac{\pi}{2}, \frac{\pi}{2}]$, writing $x = \tan^{-1}(a)$ returns a solution between $-\frac{\pi}{2}$ and $\frac{\pi}{2}$. To get the other ones, note that

$\tan x$ is periodic with period π , so just add "+ πn"

$$\rightarrow x = \{ \tan^{-1}(a) + \pi n \}$$

EXAMPLES

- What are all the solutions to $\sin(x) = -0.2$?



→ solutions are

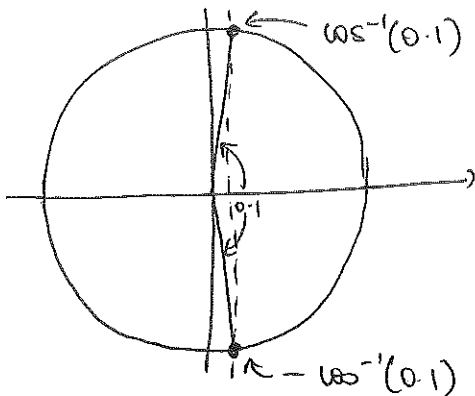
$$x = \{ \sin^{-1}(-0.2) + 2\pi n, \pi - \sin^{-1}(-0.2) + 2\pi n \}$$

Note however that \sin^{-1} is an odd function so $\sin^{-1}(-0.2) = -\sin^{-1}(0.2)$

so alternatively we can write

$$x = \{ -\sin^{-1}(0.2) + 2\pi n, \pi + \sin^{-1}(0.2) + 2\pi n \}.$$

- What are all the solutions to $\cos(x) = 0.1$?



solutions are

$$x = \{ \cos^{-1}(0.1) + 2n\pi, -\cos^{-1}(0.1) + 2n\pi \}.$$

- What are all the solutions to $\sin(x) = 2\cos(x)$? $\Rightarrow \frac{\sin x}{\cos x} = 2 \Rightarrow \tan x = 2$.

$\Rightarrow x = \tan^{-1}(2)$ is the basic solution, then

remember π -periodicity \Rightarrow

$$x = \{ \tan^{-1}(2) + n\pi \}.$$