# 8.5 Introduction to Quadratic Functions

# A. Definition

f is a quadratic function if  $f(x) = ax^2 + bx + c$ , where  $a \neq 0$ .

The graph is a **parabola**.

### **B.** Parabolas

1. Parabolas



2. *v* is the **vertex** of the parabola

## C. Formula for the Vertex

1. Vertex Formula:

$$\left(-\frac{b}{2a},\, f\left(-\frac{b}{2a}\right)\right)$$

2. See MTH103: College Algebra for the justification of this formula.

# **D.** Graphing Quadratic Functions (Parabolas)

- 1. Locate the vertex: use the vertex formula
- 2. Find the x and y intercepts.
- 3. Plot the points and connect in a smooth curve, recognizing whether it opens up or down.

# E. Examples of Graphing

**Example 1:** Graph f, where  $f(x) = 2x^2 + 12x + 15$ 

#### Solution

1. Locate vertex:

$$-\frac{b}{2a} = -\frac{12}{2(2)} = -\frac{12}{4} = -3$$

$$\ell\left(-\frac{b}{2a}\right) = \ell(-3) = 2(-3)^2 + 12(-3) + 15$$
$$= 2 \cdot 9 - 36 + 15$$
$$= -18 + 15$$
$$= -3$$

Vertex Formula: 
$$\left(-\frac{b}{2a}, f\left(-\frac{b}{2a}\right)\right)$$

Thus the vertex is (-3, -3)

## 2. Intercepts

y-intercept:

set 
$$x = 0$$
:  $f(0) = 2(0)^2 + 12(0) + 15 = 15$ 

x-intercept:

set 
$$y = 0$$
:  

$$0 = 2x^{2} + 12x + 15$$

$$x = \frac{-b \pm \sqrt{b^{2} - 4ac}}{2a} = \frac{-12 \pm \sqrt{144 - 4(2)(15)}}{2(2)}$$

$$x = \frac{-12 \pm \sqrt{144 - 120}}{4} = \frac{-12 \pm \sqrt{24}}{4} = \frac{-12 \pm 2\sqrt{6}}{4}$$

$$x = \frac{2(-6 \pm \sqrt{6})}{4} = \frac{-6 \pm \sqrt{6}}{2}$$

3. Note the graph opens upward:



**Example 2:** Graph *f*, where  $f(x) = -2x^2 + 4x - 7$ 

### Solution

1. Locate vertex:

$$-\frac{b}{2a} = -\frac{4}{2(-2)} = -\frac{4}{-4} = 1$$

$$\oint \left(-\frac{b}{2a}\right) = \oint (1) = -2(1)^2 + 4(1) - 7$$
$$= -2 + 4 - 7$$
$$= -5$$

Vertex Formula: 
$$\left(-\frac{b}{2a}, f\left(-\frac{b}{2a}\right)\right)$$

Thus the vertex is (1, -5)

### 2. Intercepts

y-intercept:

set 
$$x = 0$$
:  $\xi(0) = -2(0)^2 + 4(0) - 7 = -7$ 

*x*-intercept:

set 
$$y = 0$$
:  

$$0 = -2x^{2} + 4x - 7$$

$$x = \frac{-b \pm \sqrt{b^{2} - 4ac}}{2a} = \frac{-4 \pm \sqrt{16 - 4(-2)(-7)}}{2(-2)}$$

$$x = \frac{-4 \pm \sqrt{16 - 56}}{-4} = \frac{-4 \pm \sqrt{-40}}{-4}$$

no real solutions!

### Thus, no *x*-intercepts.

3. Note the graph opens downward:



## F. Projectile Motion

A thrown object follows a parabolic path given by

$$\xi(t) = -16t^2 + v_0 t + h_0$$

 $v_0$ : initial upward speed

 $h_0$ : initial height thrown from

Units of height: feet

The vertex is the peak of the path.

#### Features

- 1. The *t*-coordinate ("*x*-coordinate") of the vertex tells you **when** the projectile reaches its maximum height.
- 2. The "y-coordinate" of the vertex tells you what the maximum height is.
- 3. The projectile hits the ground when f(t) = 0.

## G. Projectile Motion Example

A ball is thrown upward with a speed of  $16\frac{\text{ft}}{\text{s}}$  from a building 32 feet high. What is the maximum height of the ball? When does it reach the ground?

#### Solution

Use the projectile motion model:

$$\xi(t) = -16t^2 + v_0t + h_0 = -16t^2 + 16t + 32$$

Now 
$$-\frac{b}{2a} = -\frac{16}{2(-16)} = \frac{1}{2}$$

Also,

$$\ell\left(-\frac{b}{2a}\right) = \ell\left(\frac{1}{2}\right) = -16\left(\frac{1}{2}\right)^2 + 16\left(\frac{1}{2}\right) + 32$$
$$= -16 \cdot \frac{1}{4} + 8 + 32$$
$$= -4 + 8 + 32$$
$$= 36$$

Thus the vertex is  $\left(\frac{1}{2}, 36\right)$ 

Now the maximum height is the *y*-coordinate of the vertex:

#### 36 feet

The ball reaches the ground when f(t) = 0:

 $-16t^{2} + 16t + 32 = 0$  $-16(t^{2} - t - 2) = 0$ -16(t - 2)(t + 1) = 0 $t = 2 \quad \text{or} \quad t = -1$ 

Since t = -1 is not physical, we must have t = 2.

Thus the ball reaches the ground 2 seconds after being thrown.