

8.3 Piecewise Functions

Up until now a function has been represented by a single equation. In many real-life problems, however, functions are represented by a combination of equations, each corresponding to a part of the domain. Such functions are called **PIECEWISE FUNCTIONS**. For example, the piecewise function given by

$$f(x) = \begin{cases} 2x - 1, & \text{if } x \leq 1 \\ 3x + 1, & \text{if } x > 1 \end{cases}$$

Domain
where they happen

Equations

Is defined by two equations. One equation gives the values of $f(x)$ when x is less than or equal to 1, and the other equation gives the values of $f(x)$ when x is greater than 1.

*To evaluate an equation at a certain x -value of a piecewise function, first determine which equation to plug x into. That means you have to determine which domain your x falls in and plug it into the corresponding equation.

1. a) For $f(x) = \begin{cases} \textcircled{1} x^2 - 1, & \text{if } x \leq 2 \\ \textcircled{2} 4x + 1, & \text{if } x > 2 \end{cases}$, evaluate when

(a) $x = 0$
 $0 \leq 2$, so plug into $\textcircled{1}$
 $(0)^2 - 1 = 0 - 1 = \boxed{-1}$

(b) $x = 2$
 $2 \leq 2$, so plug into $\textcircled{1}$
 $(2)^2 - 1 = 4 - 1 = \boxed{3}$

(c) $x = 4$
 $4 > 2$, so plug into $\textcircled{2}$
 $4(4) + 1 = 16 + 1 = \boxed{17}$

b) For $f(x) = \begin{cases} \textcircled{1} (x+1)^2, & -5 \leq x < -1 \\ \textcircled{2} x - 1, & -1 < x \leq 3 \\ \textcircled{3} 2|x|, & x > 3 \end{cases}$, find

$\leq x <$ means
 x is between...

(a) $f(-4)$
 $\textcircled{1} (-4+1)^2$
 $(-3)^2 = \boxed{9}$

(b) $f(0)$
 $\textcircled{2} 0 - 1 = \boxed{-1}$

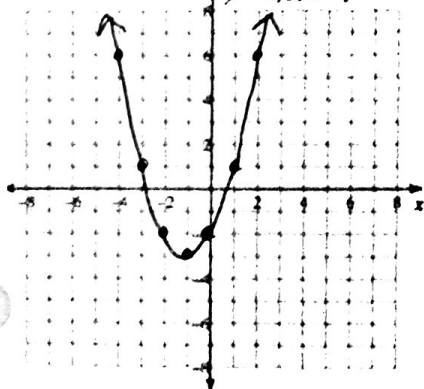
(c) $f(3)$
 $\textcircled{2} 3 - 1 = \boxed{2}$

(d) $f(18)$
 $\textcircled{3} 2|18| = 2(18) = \boxed{36}$

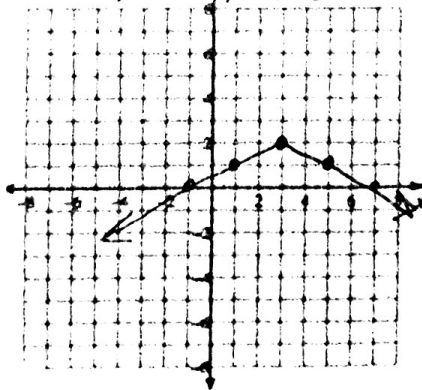
↑
 Absolute value just makes things positive

Let's do a quick review of graphing transformations before we continue:

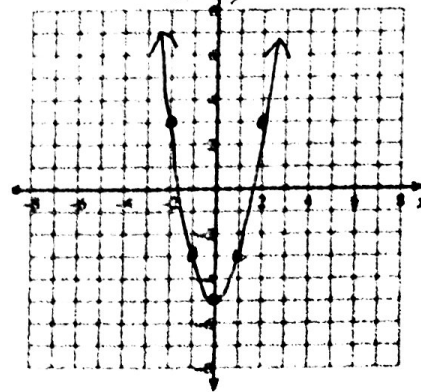
a. $y = (x+1)^2 - 3$
 Left 1, down 3
 1, 3, 5 pattern



b. $y = -\frac{1}{2}|x-3| + 2$
 Right 3, up 2
 opens down, slope $\frac{1}{2}$



c. $y = 2x^2 - 5$
 Down 5
 $a=2$, 2, 6, 10 pattern



Graphing piecewise functions can be done in one of two ways:

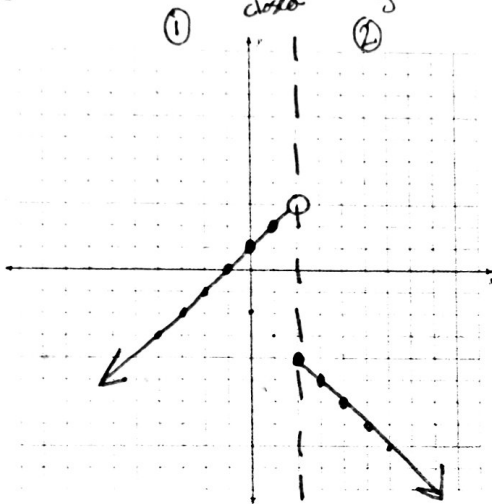
- 1) Graph all equations and erase any pieces that lie outside of the given domain or
- 2) Draw lines where the graph changes and only draw the graphs within the boundaries

Open hole:
 $<, >$
 Closed point:
 \leq, \geq

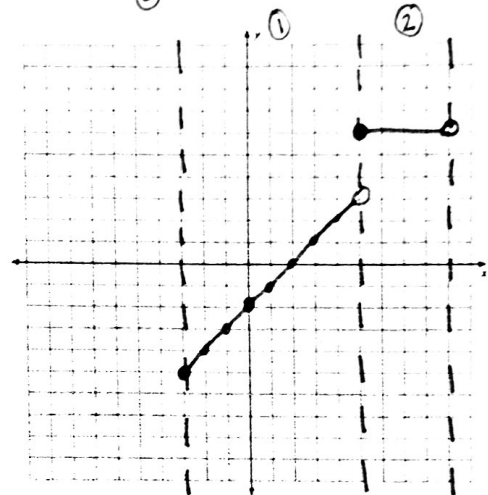
3. Graph the following piecewise functions.

a) $y = \begin{cases} \textcircled{1} x + 1, \\ \textcircled{2} -x - 2, \end{cases}$

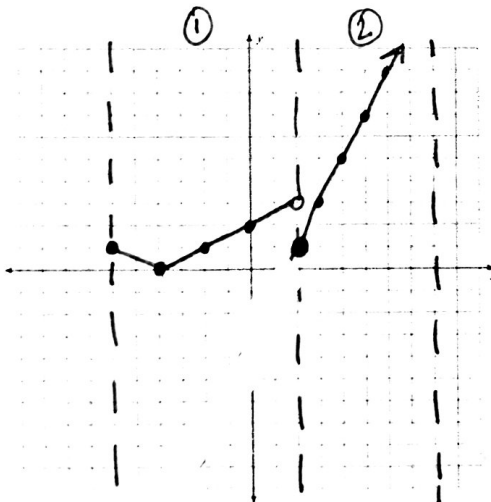
Draw vertical dotted lines from numbers given in domain
 $x < 2$ *open*
 $x \geq 2$ *closed*



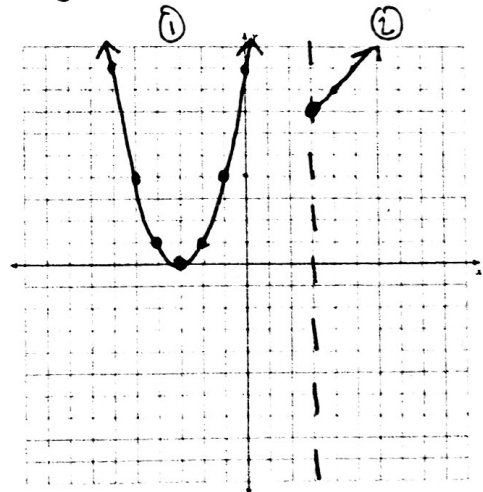
b) $y = \begin{cases} \textcircled{1} x - 2, & -3 \leq x < 5 \\ \textcircled{2} 6, & 5 \leq x < 9 \end{cases}$



c) $y = \begin{cases} \textcircled{1} \frac{1}{2}|x + 4|, & -6 \leq x < 2 \\ \textcircled{2} 2x - 3, & 2 \leq x < 8 \end{cases}$

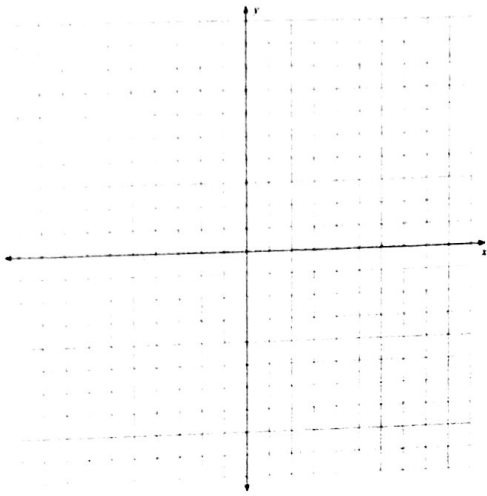


d) $f(x) = \begin{cases} \textcircled{1} (x + 3)^2, & x < 3 \\ \textcircled{2} |x| + 4, & x \geq 3 \end{cases}$

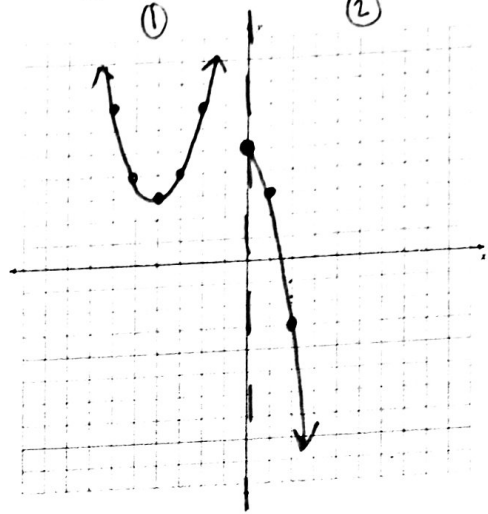


② Graph as you would normally, starting on the x-axis, and then erase what you don't need

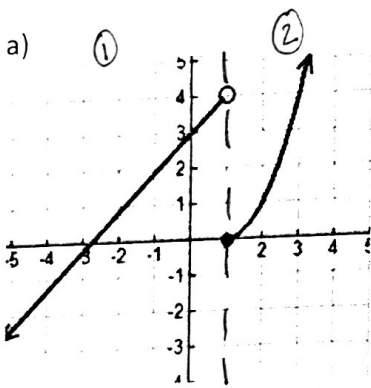
$$d) f(x) = \begin{cases} 2(x+4)^2, & x < -2 \\ 3|x|+2, & x \geq -2 \end{cases}$$



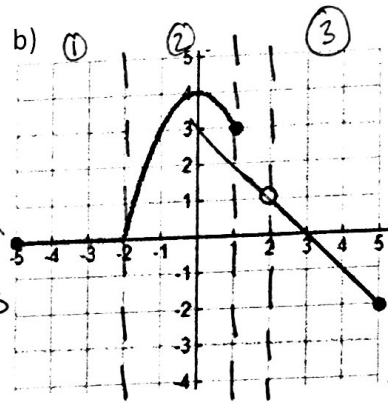
$$e) f(x) = \begin{cases} (x+4)^2+3, & x < 0 \\ -2x^2+5, & x \geq 0 \end{cases}$$



2. What equation would you use to describe the graphs below:

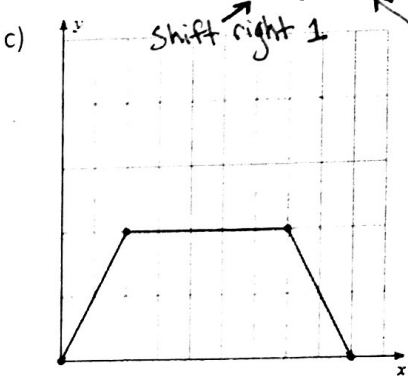


- 1) Draw dotted lines wherever graph suddenly changes shape
- 2) Write intervals
 - look at open/closed points
- 3) Write equations



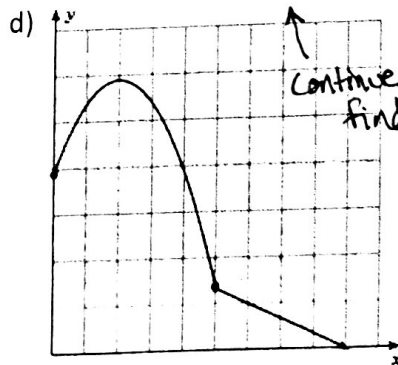
* If there is more than one dotted line, you'll probably use a combination of $x >$, $x <$, and $x <=$

$$f(x) = \begin{cases} x+3, & x < 1 \\ (x-1)^2, & x \geq 1 \end{cases}$$



\geq since it has a closed point

$$f(x) = \begin{cases} 0, & -5 \leq x < -2 \\ -x^2+4, & -2 \leq x < 1 \\ -x+3, & 1 \leq x \leq 5 \end{cases}$$



Continue slope to find y-int

If you can't tell which interval has the closed point, just choose one of them

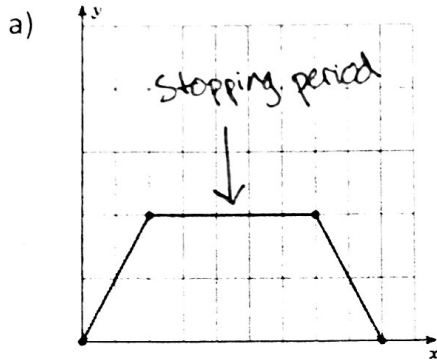
Example 4: Sketch a function that will model the following situations

a) John is taking his dog for a walk. He stops to tie his shoes, then continues walking.

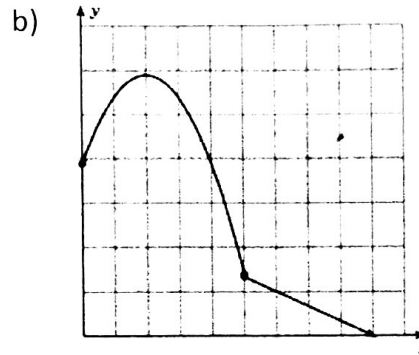
b) Mande is running down the beach towards the waters at a constant speed. She continues to run giving the same effort as before



Example 5: Describe the situation that could be modeled by the following graph:



Jane walks to the park. She stays to play for a while, then walks home.



A ball is thrown from the top of a roof. It lands on the driveway and then rolls down the driveway.