

## 7.2 Absolute Value Functions

\* The function  $y = |f(x)|$  can be defined as the following piecewise function:

$$|f(x)| = \begin{cases} f(x), & f(x) \geq 0 \\ -f(x), & f(x) < 0 \end{cases}$$

*only in one way for any condition*

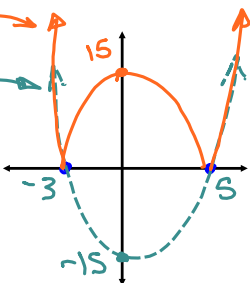
Ex.  $y = |3x - 5|$  *see graph below*

$$y = \begin{cases} 3x - 5, & x \geq \frac{5}{3} \\ -(3x - 5), & x < \frac{5}{3} \\ = -3x + 5 \end{cases}$$

Ex.  $y = |x^2 - 2x - 15|$

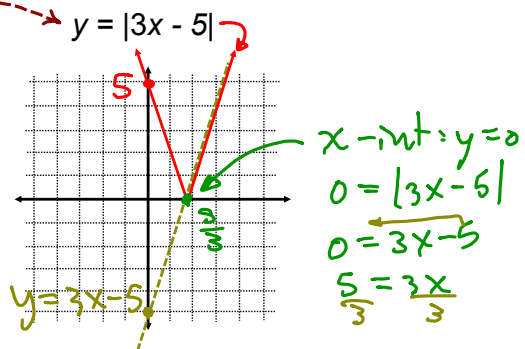
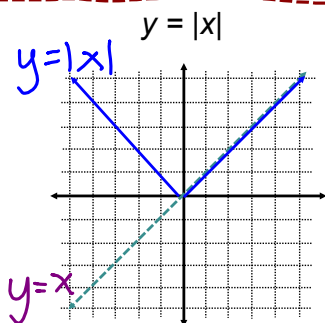
$$y = x^2 - 2x - 15 = (x - 5)(x + 3)$$

$x = 5$     $x = -3$



$$y = \begin{cases} x^2 - 2x - 15 & \text{for } x \geq 5 \\ & \text{and } x \leq -3 \\ -(x^2 - 2x - 15) & \text{for } -3 < x < 5 \end{cases}$$

\* Graphically, it looks like the graph of an absolute function "bounces" off the x-axis instead of becoming negative.



\* As with any function, we can obtain the **x-intercept** by replacing **y** with **0** and the

ex.  $y = |3x - 5|$

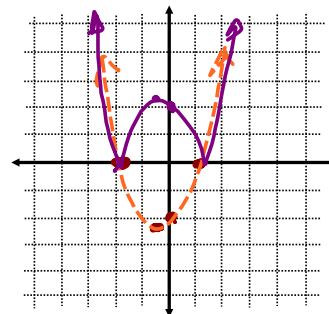
$$\begin{aligned} \text{x-int: } y &= 0 \\ 0 &= |3x - 5| \\ 0 &= 3x - 5 \\ \frac{5}{3} &= x \end{aligned}$$

**y-intercept** by replacing **x** with **0**

$$\begin{aligned} \text{y-int: } x &= 0 \\ y &= |3(0) - 5| \\ &= |-5| \\ &= 5 \end{aligned}$$

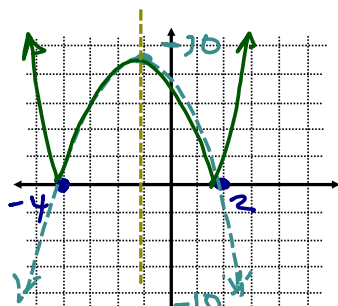
Ex.  $y = |x^2 + x - 2|$   $\rightarrow R: \{y \in \mathbb{R} \mid y \geq -2.25\}$

\*  $y = x^2 + x - 2$  is a quadratic function with zeroes at -2 and 1, a vertex at (-0.5, -2.25), and a y-intercept of -2.



\*  $y = |x^2 + x - 2|$  is the same with the exception of it's range... and that weird hump thing.

Ex.  $y = |-x^2 - 2x + 8|$



AOS is halfway  
@  $x = -1$   
 $\therefore y_v = -(-1)^2 - 2(-1) + 8$   
 $y_v = -1 + 2 + 8$   
 $y_v = 9$   
vertex @  $(-1, 9)$

consider the parent  
 $y = -(x^2 + 2x - 8)$   
 $= -(x+4)(x-2)$

$x = -4$     $x = 2$

	$y$	$ y $
opens:	down	up
zeroes:	$-4$ & $2$	same
vertex:	$(-1, 9)$	same
Y-int.:	8	"
domain:	$x \in \mathbb{R}$	"
range:	$y \leq 9$	$y \geq 0$

\* To graph an absolute value function press MATH, then NUM. If you're creating a table of values to graph, try starting at the axis of symmetry for your x-values.

x	y
-1	9
0	8
1	5
2	0
3	7

then mirror across the AOS