# 6.8 Piecewise Functions

# Essential Question How can you describe a function that is

represented by more than one equation?

### **EXPLORATION 1**

### Analyzing a Piecewise Function

#### Work with a partner.

- **a.** Does the graph represent *y* as a function of *x*? Justify your conclusion.
- **b.** What is the value of the function when *x* = 0? How can you tell?
- **c.** Find the domain of the exponential piece of the graph.



**d.** Find the domain of the linear piece of the graph.





e. Combine the results of parts (c) and (d) to write a single description of the function.



### **EXPLORATION 2**

### **Analyzing a Piecewise Function**

#### Work with a partner.

- **a.** Does the graph represent *y* as a function of *x*? Justify your conclusion.
- **b.** Find the domain of each piece of the graph.



# **Communicate Your Answer**

- **3.** How can you describe a function that is represented by more than one equation?
- **4.** Find the domain of each piece of the function represented by the graph.





## CONSTRUCTING VIABLE ARGUMENTS

To be proficient in math, you need to justify your conclusions and communicate them - to others.

# 6.8 Lesson

Core Vocabulary

step function, p. 354

piecewise function, p. 352

# What You Will Learn

- Evaluate piecewise functions.
- Graph and analyze piecewise functions.
- Graph and write step functions.

# **Evaluating Piecewise Functions**

# 🔄 Core Concept

### **Piecewise Function**

A **piecewise function** is a function defined by two or more equations. Each "piece" of the function applies to a different part of its domain. An example is shown below.

$$f(x) = \begin{cases} x - 1, & \text{if } x \le 0\\ x^2 + 1, & \text{if } x > 0 \end{cases}$$

- The expression x 1 represents the value of f when x is less than or equal to 0.
- The expression  $x^2 + 1$ represents the value of *f* when *x* is greater than 0.



### EXAMPLE 1

### **Evaluating a Piecewise Function**

Evaluate the function *f* above when (a) x = 0 and (b) x = 4.

### SOLUTION

- **a.** f(x) = x 1 Because  $0 \le 0$ , use the first equation.
  - f(0) = 0 1 Substitute 0 for *x*.
  - f(0) = -1 Simplify.
  - The value of f is -1 when x = 0.
- **b.**  $f(x) = x^2 + 1$  Because 4 > 0, use the second equation.
  - $f(4) = (4)^2 + 1$  Substitute 4 for x.
  - f(4) = 17 Simplify.
  - The value of f is 17 when x = 4.

# **Monitoring Progress**

### Evaluate the function.

$$f(x) = \begin{cases} x + 4, & \text{if } x < -2 \\ 2^{-x}, & \text{if } -2 \le x \le 5 \\ 3x^2, & \text{if } x > 5 \end{cases}$$
**1.**  $f(-8)$ 
**2.**  $f(-2)$ 
**3.**  $f(0)$ 
**4.**  $f(3)$ 
**5.**  $f(5)$ 
**5.**  $f(10)$ 

## **Graphing and Analyzing Piecewise Functions**

EXAMPLE 2

**Graphing a Piecewise Function** 

Graph  $y = \begin{cases} x^2 - 1, & \text{if } x < 0 \\ 4, & \text{if } x \ge 0 \end{cases}$ . Describe the domain and range.

#### SOLUTION

- **Step 1** Graph  $y = x^2 1$  for x < 0. Because x is not equal to 0, use an open circle at (0, -1).
- **Step 2** Graph y = 4 for  $x \ge 0$ . Because x is greater than or equal to 0, use a closed circle at (0, 4).

The domain is  $\{x \mid -\infty < x < \infty\}$ .

The range is  $\{y \mid y > -1\}$ .



## **Monitoring Progress**

Graph the function. Describe the domain and range.

7	$y = \begin{cases} 2x + 1, \\ x^2, \end{cases}$	if $x \le 0$	<b>8</b> $y = \int -3,$	if $x \leq -1$
/.		if  x > 0	<b>6.</b> $y^{-1} = 1$	if $x > -1$

### EXAMPLE 3 Analyzing a Piecewise Function

In Example 2, identify the intercept(s) of the graph of the function, and the interval(s) on which the function is increasing, decreasing, or constant.

#### SOLUTION

An x-intercept of a graph occurs when y = 0. So, the x-intercept is -1. The y-intercept of a graph occurs when x = 0. Because there is an open circle at (0, -1) and a closed circle at (0, 4), the y-intercept is 4.

The function is decreasing when x < 0 and the function is constant when  $x \ge 0$ .

So, the x-intercept is -1 and the y-intercept is 4. The function is decreasing on the interval  $(-\infty, 0)$  and constant on the interval  $(0, \infty)$ .

## **Monitoring Progress**

Identify the intercept(s) of the graph of the function, and the intervals(s) on which the function is increasing, decreasing, or constant.



### STUDY TIP

The graph of a step function looks like a staircase.

## **Graphing and Writing Step Functions**

A **step function** is a piecewise function defined by a constant value over each part of its domain. The graph of a step function consists of a series of line segments.



#### EXAMPLE 4

#### **Graphing and Writing a Step Function**

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You rent a karaoke machine for 5 days. The rental company charges \$50 for the first day and \$25 for each additional day. Write and graph a step function that represents the relationship between the number x of days and the total cost y (in dollars) of renting the karaoke machine.

#### SOLUTION

Step 1 Use a table to organize the information.

Number of days	Total cost (dollars)	
$0 < x \le 1$	50	
$1 < x \leq 2$	75	
$2 < x \leq 3$	100	
$3 < x \le 4$	125	
$4 < x \le 5$	150	

#### Step 2 Write the step function.

	(50,	$\text{if } 0 < x \le 1$
	75,	if $1 < x \le 2$
f(x) = c	100,	if $2 < x \le 3$
	125,	if $3 < x \le 4$
	150,	if $4 < x \le 5$

Step 3 Graph the step function.



## **Monitoring Progress**

**11.** A landscaper rents a wood chipper for 4 days. The rental company charges \$100 for the first day and \$50 for each additional day. Write and graph a step function that represents the relationship between the number *x* of days and the total cost *y* (in dollars) of renting the chipper.

## -Vocabulary and Core Concept Check

- 1. VOCABULARY Compare piecewise functions and step functions.
- 2. WRITING Describe how to write a step function given its graph.

## Monitoring Progress and Modeling with Mathematics

In Exercises 3–10, evaluate the function. (See Example 1.)

$$f(x) = \begin{cases} 2x^2 - 1, & \text{if } x < -2\\ 2x + 1, & \text{if } x \ge -2 \end{cases}$$
$$g(x) = \begin{cases} -3x, & \text{if } x \le -1\\ 3x, & \text{if } -1 < x < 2\\ x^2 - 5, & \text{if } x \ge 2 \end{cases}$$

- **3.** *f*(−3)
- **4.** *f*(−2)
- **5.** *f*(0)
- **6.** *f*(5)
- **7.** *g*(−1)
- **8.** g(0)
- **9.** *g*(2)
- **10.** *g*(5)

In Exercises 11–16, graph the function. Describe the domain and range. (*See Example 2.*)

11.  $y = \begin{cases} -x^2, & \text{if } x < 2\\ x - 6, & \text{if } x \ge 2 \end{cases}$ 12.  $y = \begin{cases} 2x^2, & \text{if } x \le 0\\ -2x^2, & \text{if } x > 0 \end{cases}$ 13.  $y = \begin{cases} -3x - 2, & \text{if } x \le -1\\ 2^x + 2, & \text{if } x > -1 \end{cases}$ 14.  $y = \begin{cases} x^2 - 3, & \text{if } x < 4\\ 4x - 4, & \text{if } x \ge 4 \end{cases}$ 15.  $y = \begin{cases} 2^{-x} - 8, & \text{if } x < -3\\ x - 1, & \text{if } -3 \le x \le 3\\ -2x^2 + 8, & \text{if } x > 3 \end{cases}$ 16.  $y = \begin{cases} 2x^2 + 1, & \text{if } x \le -1\\ -2^x + 2, & \text{if } -1 < x < 2\\ x^2 + 2^x, & \text{if } x \ge 2 \end{cases}$  **17.** ERROR ANALYSIS Describe and correct the error in finding f(1) when  $f(x) = \begin{cases} 3x^2, & \text{if } x < 1 \\ x - 15, & \text{if } x \ge 1 \end{cases}$ .



**18.** ERROR ANALYSIS Describe and correct the error in graphing  $y = \begin{cases} (x + 4)^2, & \text{if } x \le -2\\ 1, & \text{if } x > -2 \end{cases}$ .



Identify the intercept(s) of the function, and the interval(s) on which the function is increasing, decreasing, or constant. (*See Example 3.*)



In Exercises 23 and 24, write a step function for the graph.



In Exercises 25 and 26, graph the step function. Describe the domain and range.

$$\mathbf{25.} \quad f(x) = \begin{cases} -4, & \text{if } 1 < x \le 2\\ -6, & \text{if } 2 < x \le 3\\ -8, & \text{if } 3 < x \le 4\\ -10, & \text{if } 4 < x \le 5 \end{cases}$$
$$\mathbf{26.} \quad f(x) = \begin{cases} -2, & \text{if } -6 \le x < -5\\ -1, & \text{if } -5 \le x < -5\\ 0, & \text{if } -3 \le x < -2\\ 1, & \text{if } -2 \le x < 0 \end{cases}$$

- 27. MODELING WITH MATHEMATICS The cost to join an intramural sports league is \$180 per team and includes the first five team members. For each additional team member, there is a \$30 fee. You plan to have nine people on your team. Write and graph a step function that represents the relationship between the number p of people on your team and the total cost of joining the league. (See Example 4.)
- **28. MODELING WITH MATHEMATICS** The rates for a parking garage are shown. Write and graph a step function that represents the relationship between the number *x* of hours a car is parked in the garage and the total cost of parking in the garage for 1 day.

<b>Daily Parking Garage</b>	•
Rates	
\$4 per hour	
<b>\$15 daily maximum</b>	
0	0

**29. REASONING** The piecewise function *f* consists of two "pieces," one linear piece and one quadratic piece. The graph of *f* is shown.



- **a.** What is the value of f(-10)?
- **b.** What is the value of f(8)?
- **30.** USING STRUCTURE The output *y* of the *greatest integer function* is the greatest integer less than or equal to the input value *x*. This function is written as f(x) = [x]. Graph the function for  $-4 \le x < 4$ . Is it a piecewise function? a step function? Explain.

#### 31. THOUGHT PROVOKING Explain why

$$y = \begin{cases} 2x - 2, & \text{if } x \le 3\\ -2^x, & \text{if } x \ge 3 \end{cases}$$

does not represent a function. How can you redefine *y* so that it does represent a function?

**32. CRITICAL THINKING** Describe how the graph of each piecewise function changes when < is replaced with ≤ and ≥ is replaced with >. Do the domain and range change? Explain.

**a.** 
$$f(x) = \begin{cases} x^2 + 2, & \text{if } x < 2\\ 3^{-x} + 1, & \text{if } x \ge 2 \end{cases}$$
  
**b.**  $f(x) = \begin{cases} \frac{1}{2}x + \frac{3}{2}, & \text{if } x < 1\\ 3x^2 - 1, & \text{if } x \ge 1 \end{cases}$ 

### -Maintaining Mathematical Proficiency Reviewing what you learned in previous grades and lessons

