



Polynomial Functions

- Section 3.1
- Polynomial comes from the Greek *polus* "many" and the Latin *nomen* "name". So a polynomial function consists of a polynomial expression involving many terms.



Model: U.S. Payments

- The U.S. annual payments to the world in billions of dollars from 1996 to 2001 is given in the table.
 - Determine a model for the data.
 - Find the maximum or minimum payment the model predicts the U.S. will pay.

Year	Pay
1996	227.5
1997	274.2
1998	289.6
1999	294.1
2000	360
2001	295



Model: U.S. Payments

- Scale the data so 1996 corresponds to year 6.
- Use Derive or graphing calculator to determine if the best fit curve is a line or a quadratic.

Year	Pay
6	227.5
7	274.2
8	289.6
9	294.1
10	360
11	295



Model: U.S. Payments

- Linear Model and Error:

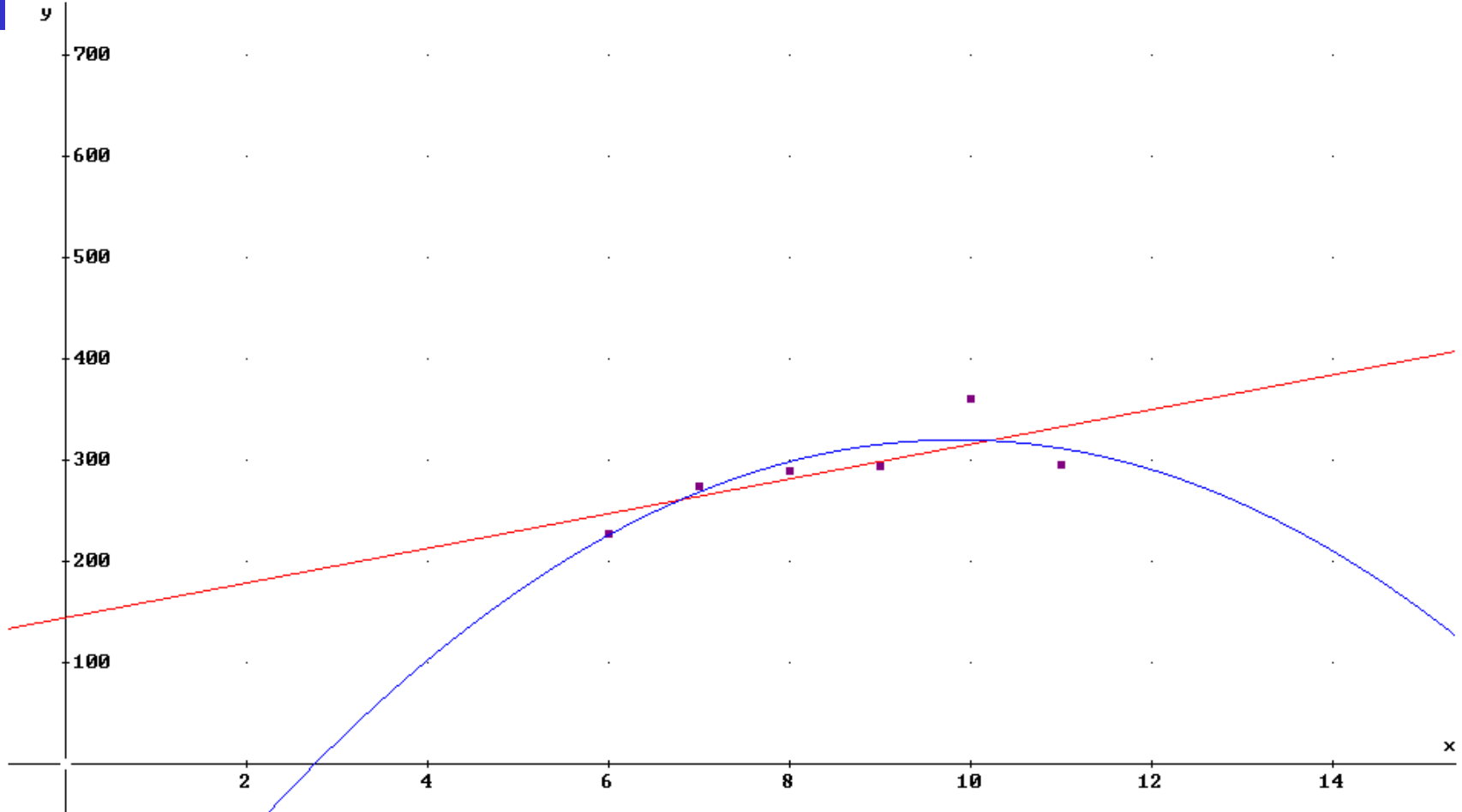
$$p(t) = 17.1t + 144.5 \quad \sigma = 25.7$$

- Quadratic Model and Error:

$$p(t) = -6.4t^2 + 125.3t - 296.9 \quad \sigma = 20.2$$

- Which model is better? Why?

Model: U.S. Payments





Optimization Problems

- We selected the quadratic model because it significantly reduced error and had a leading coefficient of reasonable size.

$$p(t) = -6.4t^2 + 125.3t - 296.9 \quad \sigma = 20.2$$

- We want to determine when the payment is a minimum or maximum. How does this differ from the problems we have done up to this time?
- Can we optimize any model using only algebra?

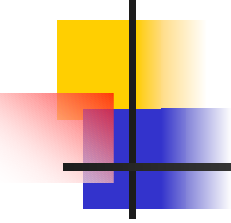


Polynomial Function

- A function whose rule is a polynomial expression.

$$P(x) = a_n x^n + a_{n-1} x^{n-1} + a_{n-2} x^{n-2} + \cdots + a_2 x^2 + a_1 x + a_0$$

- Are linear and quadratic functions also polynomial functions?
- Which power functions $p(x) = A \cdot x^n$ are polynomial functions and which are not?
- Can we optimize any polynomial function?



Optimizing Quadratic Polynomial Functions

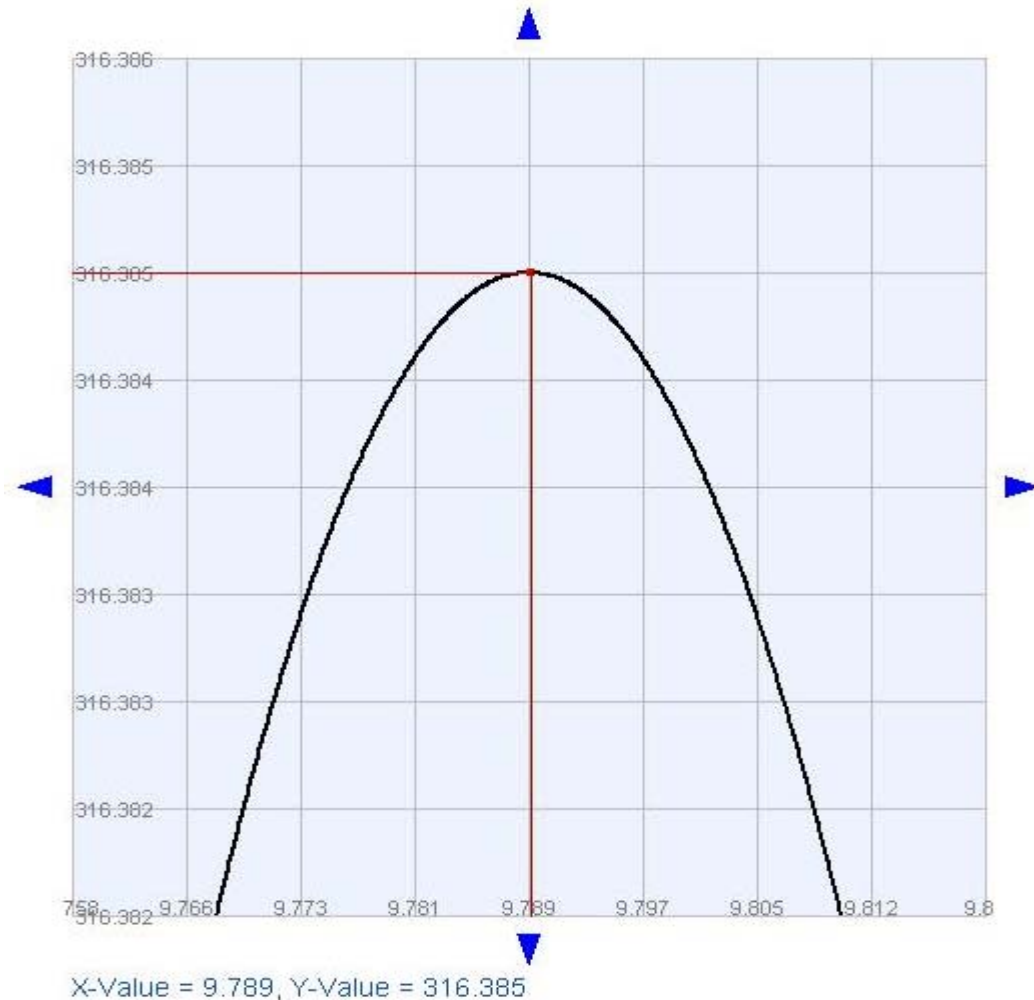
- What is it about quadratic functions that allows us to easily determine a maximum or a minimum value?
 - Solution: Graph is a parabola which has a single largest or smallest value at a point we call the vertex.



Optimizing: Graphic Method

- Create a related function and graph it
- Use the Trace Function to estimate the maximum/minimum value
- Zoom-in on the trace point to determine the vertex within an error of 0.01
- If the graph gets too flat when zooming in then zoom in on the vertical axis only.
 - Solution: $(9.79, 316.39)$ is the vertex to within an error of 0.01. Maximum payment occurs in 1999 and is approximately \$316.39 billion.

Optimizing: Graphic Method





Optimizing: Graphic Method

- Advantages

- Works for any function, not just quadratic functions
- Requires no calculation

- Disadvantages

- Must have a general idea of where to look for the maximum/minimum
- Gives an approximate solution
- Requires skill in zooming-in



Optimizing: Algebraic Method

- Given a quadratic function model

$$p(t) = -6.4t^2 + 125.3t - 296.9$$

- How can we determine if the optimal value is a maximum or a minimum?
 - Solution: For $y = ax^2 + bx + c$
 - If $a > 0$, the parabola opens up and we have a minimum optimal value
 - If $a < 0$, the parabola opens down and we have a maximum optimal value



Optimizing: Algebraic Method

- The optimal value occurs at the vertex.
- Find the vertex by completing the square to convert the quadratic function into Standard Form.

General Form: $f(x) = ax^2 + bx + c$

Standard Form: $f(x) = a(x - h)^2 + k$

- Vertex: (h, k) Axis of Symmetry $x = h$



General Formula for Vertex

- Complete square on general quadratic function to get formula for vertex

$$f(x) = ax^2 + bx + c$$

$$f(x) = a \left(x^2 + \frac{b}{a}x \right) + c$$

$$f(x) = a \left(x^2 + \frac{b}{a}x + \left(\frac{b}{2a} \right)^2 \right) + c - \frac{b^2}{4a}$$



General Formula for Vertex

$$f(x) = a\left(x + \frac{b}{2a}\right)^2 + \frac{4ac - b^2}{4a}$$

So the vertex formula is

$$\text{Vertex: } \left(-\frac{b}{2a}, \frac{4ac - b^2}{4a} \right)$$



Example

- Participation Exercise:
- Find the vertex, axis of symmetry and direction for the following

$$f(x) = 2x^2 + 2x + 3$$

- Solution: Vertex (-0.5, 2.5)
Axis of Symmetry $x = -0.5$
Direction: Up so minimum value