

# Mathematical Methods for International Commerce

## Week 3/1: Quadratic Functions, and Revenue, Cost, and Profit

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# What is a U-turn?

- **U-turn** is a maneuver used to reverse the direction of travel.
- **Quadratic functions** are like U



# Why Study Quadratic Functions?

- **Appear in business & economics:** Cost, revenue, profit functions.
- **Essential for decision-making:** Finding maximum revenue, profit, and break-even points.
- **Graphical analysis:** Helps visualize relationships in markets.

*At the end of this class, you will be able to:*

- Solve quadratic equations using **factorization & quadratic formula**.
- Sketch **quadratic function graphs** using tables and key points.
- Solve **quadratic inequalities** with graphs & sign diagrams.
- Analyze **total revenue, cost, and profit** functions.
- Find **optimal output & break-even levels**.

## Section 2.1: Quadratic Functions

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## What is a Quadratic Function?

A quadratic function has the form:

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

where:

- $a, b, c$  are constants.
- $a \neq 0$  (ensures it is a quadratic function).
- The graph is a **parabola** (U-shaped or inverted U).

# Graph of Quadratic Functions

- **Vertex:** The turning point of the parabola.
- **Axis of symmetry:** The line that divides the parabola into two equal halves.
- **Intercepts:** Points where the parabola crosses the x- and y-axes.

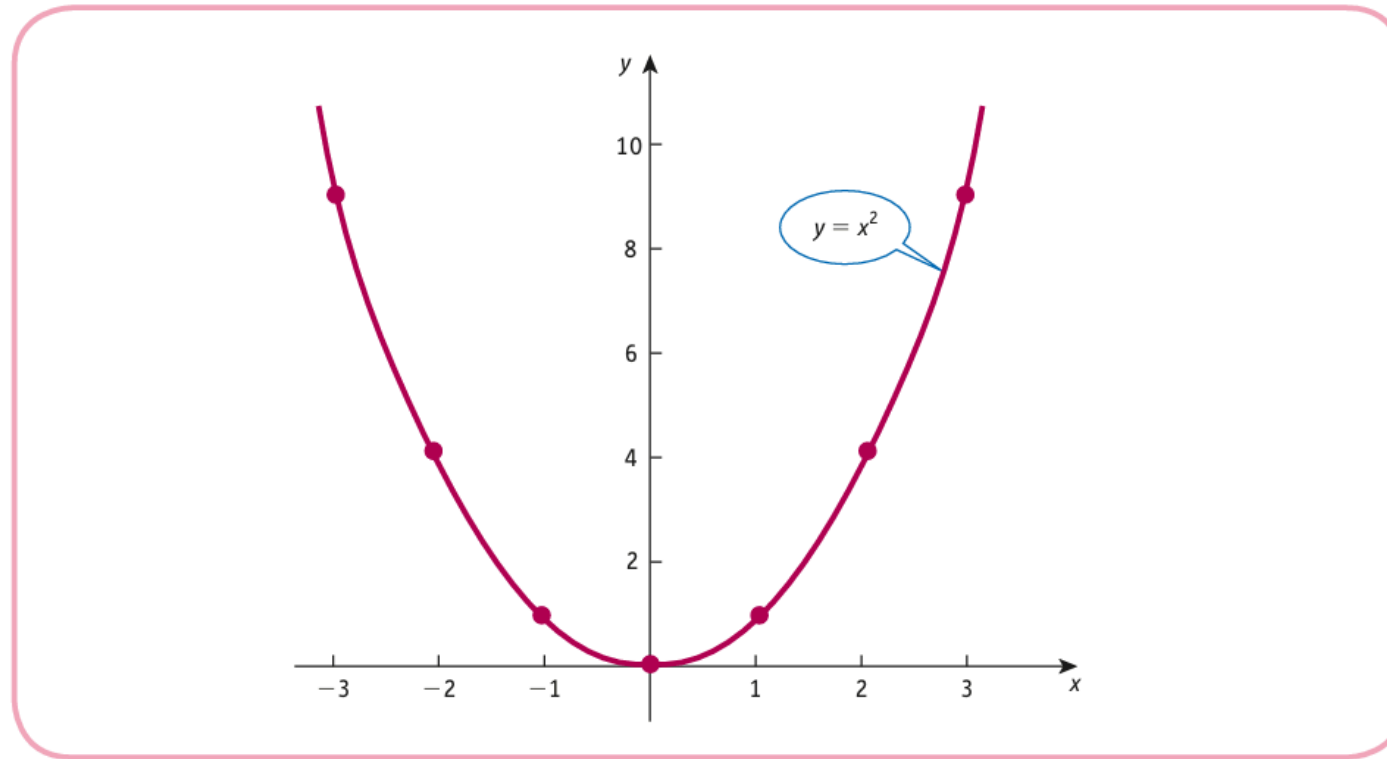


Figure 2.1

# Examples of Quadratic Functions in Economics

1. **Cost Function:**  $C(x) = 0.1x^2 + 10x + 100$ .
2. **Revenue Function:**  $R(x) = -0.2x^2 + 50x$ .
3. **Profit Function:**  $P(x) = -0.2x^2 + 50x - 100$ .

# Real-World Example: Loan Repayment Optimization

Imagine you **borrow money from a bank**. The **total repayment cost** depends on how much you borrow.

Banks often use **quadratic equations** to estimate **total repayment costs**.

**Loan Cost Function:**

$$C = 5000 + 300Q - 5Q^2$$

where:

- $C$  = **Total cost of repayment** (in dollars)
- $Q$  = **Loan amount borrowed** (in thousands of dollars)
- 5000 = Fixed bank fee
- $300Q$  = Interest cost per loan size
- $-5Q^2$  = Discount on large loans

**Goal:** Find the loan amount that minimizes total repayment cost.



# Step 1: Understanding the Function

The equation:

$$C = 5000 + 300Q - 5Q^2$$

is a **quadratic function** because of the  $Q^2$  term.

Since the **coefficient of  $Q^2$  is negative** (-5), the graph is an **upside-down parabola** (meaning the function decreases after reaching a maximum point, indicating that there is an optimal loan amount where costs are minimized).

**Why does this make sense?**

- At **small loan amounts** ( $Q$ ), total cost is high due to **fixed fees**.
- At **large loan amounts**, costs decrease because banks offer **discounts on large loans**.

**Somewhere in between, the cost is minimized.**

## Step 2: Finding the Optimal Loan Amount

The **minimum cost** occurs at the **vertex** of the quadratic function.

Formula for the vertex of a quadratic equation  $ax^2 + bx + c$  (the x-coordinate of the vertex):

$$Q^* = \frac{-b}{2a}$$

For our function:

$$C = -5Q^2 + 300Q + 5000$$

- (  $a = -5$  )
- (  $b = 300$  )

Using the vertex formula:

$$Q^* = \frac{-300}{2(-5)} = 30$$

**Optimal Loan Amount:**  $Q^* = 30,000$  dollars.

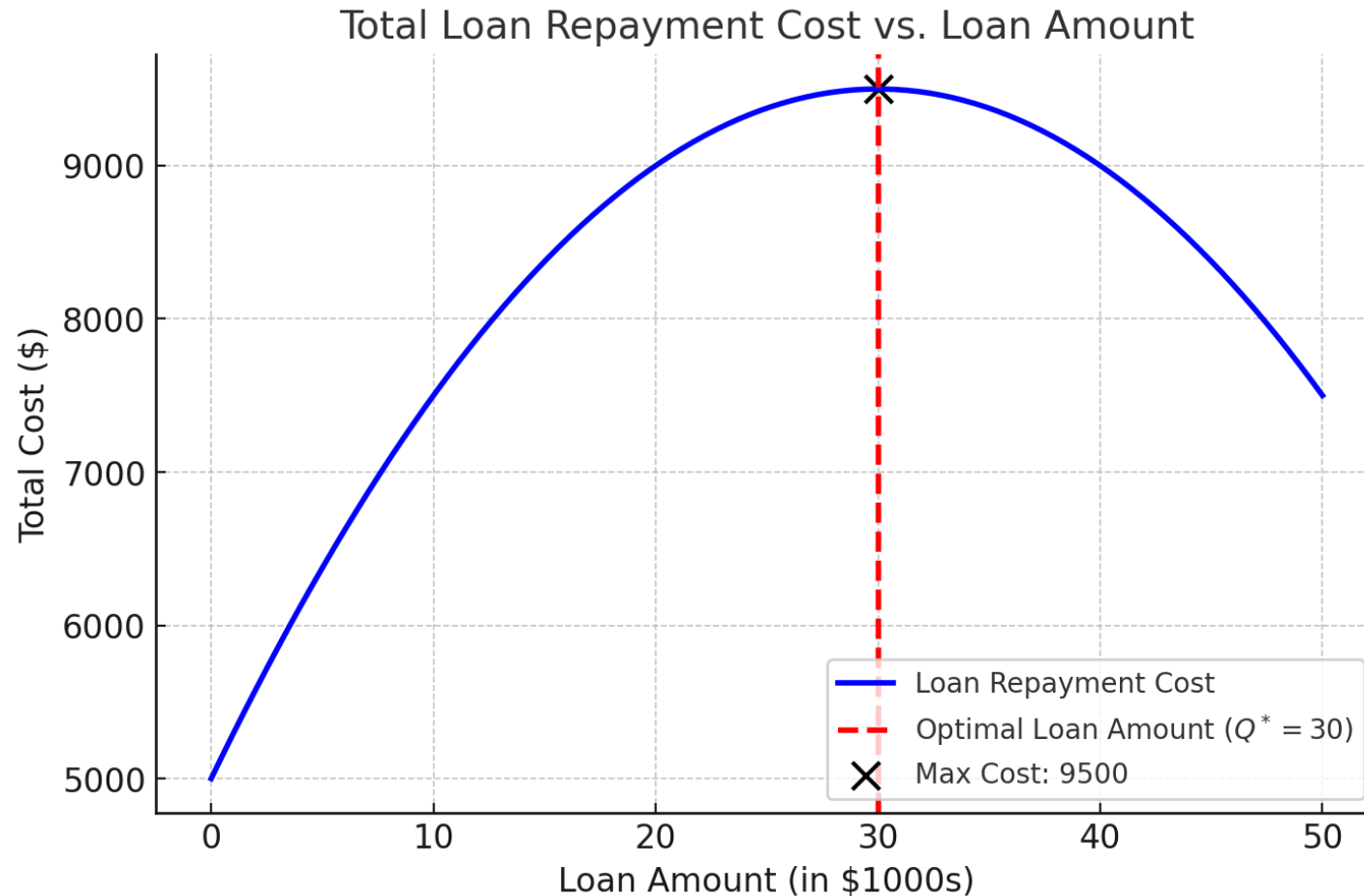
## Step 3: Interpreting the Result

The **optimal loan amount** is \$30,000.

- For loans less than **\$30,000**: Repayment costs remain high due to fixed administrative fees.
- For loans greater than **\$30,000**: Costs decrease as banks offer discounts on larger loans, reducing the overall repayment burden.

## Step 4: Graphing the Function

Let's **graph the loan cost function** to visualize the relationship between loan amount and total cost.



# Solving Quadratic Equations

## 1. Factorization Method

If a quadratic can be **factored**, we set each factor to zero.

**Example:**

$$x^2 - 5x + 6 = 0$$

Factorizing:

$$(x - 2)(x - 3) = 0$$

Setting each factor to zero:

$$x - 2 = 0 \quad \Rightarrow \quad x = 2$$

$$x - 3 = 0 \quad \Rightarrow \quad x = 3$$

**Solutions:**  $x = 2, x = 3$ .

# Solving Quadratic Equations (cont'd)

## Your Turn: Solve the Quadratic Equation

$$x^2 - 7x + 10 = 0$$

*Hint:* think about two numbers that multiply to 10 and add up to 7.

$$2x^2 - 5x - 3 = 0$$

*Hint:* think about  $(x - 3)$  as a factor.

$$3x^2 + 2x - 8 = 0$$

*Hint:* think about  $(x + 2)$  as a factor.

**Step 1:** Factorize the quadratic equation.

**Step 2:** Set each factor to zero.

**Step 3:** Find the solutions.

# Solving Quadratic Equations (cont'd)

## 2. Quadratic Formula

For any equation  $ax^2 + bx + c = 0$ , the **quadratic formula** is:

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

**Example:** Solve

$$2x^2 - 3x - 2 = 0$$

.

### Step 1: Recall the Quadratic Formula

where:

- (  $a = 2$  ) (coefficient of  $x^2$ )
- (  $b = -3$  ) (coefficient of  $x$ )
- (  $c = -2$  ) (constant term)

# Solving Quadratic Equations (cont'd)

## 2. Quadratic Formula (cont'd)

### Step 2: Compute the Discriminant

The discriminant is:

$$D = b^2 - 4ac$$

Substituting the values:

$$D = (-3)^2 - 4(2)(-2)$$

$$D = 9 + 16 = 25$$

Since (  $D = 25$  ) is **positive**, we get **two real solutions**.

- When  $D < 0$ , there are **no real solutions**.
- When  $D = 0$ , there is **one real solution**.



# Solving Quadratic Equations (cont'd)

## 2. Quadratic Formula (cont'd)

### Step 3: Solve for ( x )

Substituting into the quadratic formula:

$$x = \frac{-(-3) \pm \sqrt{25}}{2(2)}$$

$$x = \frac{3 \pm 5}{4}$$

Splitting into two cases:

$$x_1 = \frac{3 + 5}{4} = \frac{8}{4} = 2$$

$$x_2 = \frac{3 - 5}{4} = \frac{-2}{4} = -\frac{1}{2}$$

Final Answers:

$$\boxed{x = 2, \quad x = -\frac{1}{2}}$$

# Your Turn: Solve Quadratic Equations

## Example Problems

1.  $x^2 + 3x - 10 = 0$ .

2.  $2x^2 - 3x - 2 = 0$ .

3.  $3x^2 + 2x - 8 = 0$ .

**Step 1:** Recall the **quadratic formula**.

**Step 2:** Compute the **discriminant**.

**Step 3:** Solve for ( x ).

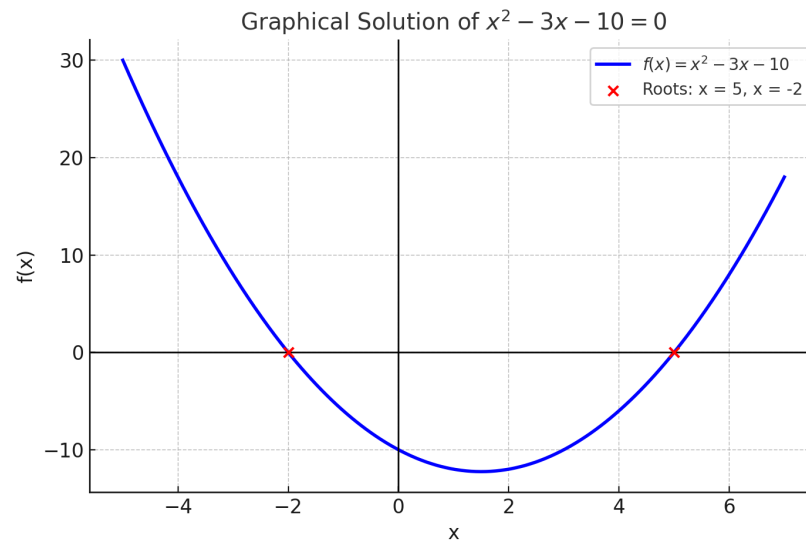
Remember to **check your answers**!

# Solving Quadratic Equations (cont'd)

## 3. Graphical Solution

- Graph the quadratic function.
- Find the x-intercepts (where the function crosses the x-axis).
- Solutions are the x-intercepts.

**Example:** Solve  $x^2 - 3x - 10 = 0$ .



# Solving Quadratic Equations (cont'd)

## 3. Graphical Solution (cont'd)

We analyze the quadratic function:

$$f(x) = x^2 - 5x + 6$$

### What is a Sign Diagram?

A sign diagram helps us determine:

- Where the function is positive or negative
- The intervals where the function is increasing or decreasing
- The critical points (x-intercepts)

## Step 1: Solve for Roots

Solving  $x^2 - 5x + 6 = 0$  by factorization:

$$(x - 2)(x - 3) = 0$$

Thus, the **roots** (x-intercepts) are:

$$x = 2, \quad x = 3$$

Also, let's find vertex for better sketching:

$$x = \frac{-(-5)}{2(1)} = \frac{5}{2} = 2.5$$

$$f(2.5) = (2.5)^2 - 5(2.5) + 6 = 6.25 - 12.5 + 6 = -0.25 \quad (\text{lowest point})$$

The graph is symmetric around  $x = 2.5$ .

## Step 2: Constructing the Sign Diagram

Since  $f(x) = x^2 - 5x + 6$  is a quadratic equation with a **positive leading coefficient**, the parabola opens **upward**.

We divide the number line into three **intervals**:

- Left of  $x = 2$ : Choose  $x = 1$ , substitute into  $f(x)$ :

$$f(1) = 1^2 - 5(1) + 6 = 1 - 5 + 6 = 2 \quad (\text{Positive})$$




- Between  $x = 2$  and  $x = 3$ : Choose  $x = 2.5$ , substitute:

$$f(2.5) = (2.5)^2 - 5(2.5) + 6 = 6.25 - 12.5 + 6 = -0.25 \quad (\text{Negative})$$

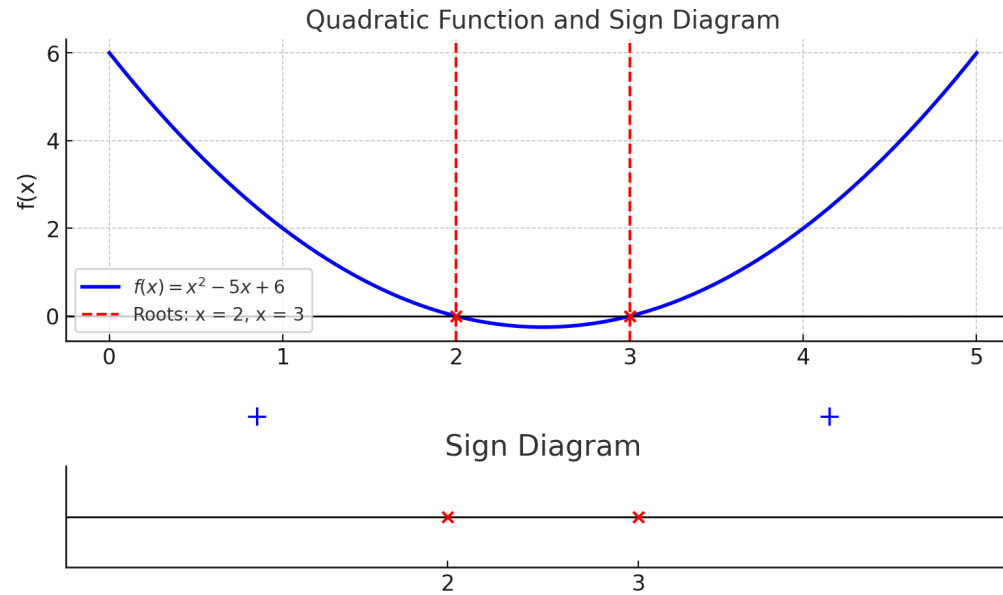
- Right of  $x = 3$ : Choose  $x = 4$ , substitute:

$$f(4) = 4^2 - 5(4) + 6 = 16 - 20 + 6 = 2 \quad (\text{Positive})$$

## Step 3: Interpretation

- For  $(x < 2)$ :  $(f(x) > 0) \rightarrow$  Function is positive 
- For  $(2 < x < 3)$ :  $(f(x) < 0) \rightarrow$  Function is negative 
- For  $(x > 3)$ :  $(f(x) > 0) \rightarrow$  Function is positive 
- At  $(x = 2)$  and  $(x = 3)$ ,  $(f(x) = 0) \rightarrow$  These are the roots (x-intercepts).

## Step 4: Graph & Sign Diagram



### Interpretation of the Sign Diagram:

1. The function is **positive** for  $(x < 2)$  and  $(x > 3)$ .
2. The function is **negative** between  $(2 < x < 3)$ .
3. The function **crosses the x-axis** at  $(x = 2)$  and  $(x = 3)$ .
4. The function **changes signs** at these points.



# Your Turn: Graphical Solution (cont'd)

## Example Problem

Quadratic Equation:  $x^2 + 3x - 10 = 0$ . Graph the quadratic function with sign diagram and find the solutions.

Step 1: Graph the function. Step 2: Find the x-intercepts. Step 3: Solutions are the x-intercepts.

Hint: Use the **quadratic formula** to verify your answers.

## Section 2.2: Revenue, Cost, and Profit Functions

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### What are Revenue, Cost, and Profit Functions?

- **Revenue Function:**  $R(x) = p(x) \cdot x$ .
- **Cost Function:**  $C(x) = f(x) \cdot x + k$ .
- **Profit Function:**  $P(x) = R(x) - C(x)$ .

where:

- $x$  = **Quantity of output.**
- $p(x)$  = **Price per unit.**
- $f(x)$  = **Fixed cost per unit.**
- $k$  = **Fixed cost.**

# Total Revenue Function

The **total revenue** is the **product of price and quantity**:

$$R(x) = p(x) \cdot x$$

**Example:** If the price is \$10 and you sell 100 units, the total revenue is \$1000.

# Total Cost Function

The **total cost** is the **sum of fixed and variable costs**:

$$C(x) = f(x) \cdot x + k$$

**Example:** If the fixed cost is \$1000, variable cost is \$5 per unit, and you produce 100 units, the total cost is \$1500.

# Total Profit Function

The **total profit** is the **difference between total revenue and total cost**:

$$P(x) = R(x) - C(x)$$

**Example:** If total revenue is \$1000 and total cost is \$1500, the total profit is \$500.

# Break-Even Analysis

Break-even point is where total revenue equals total cost:

$$R(x) = C(x)$$

**Example:** If total revenue is \$1000 and total cost is \$1000, the break-even point is 100 units.

## Understanding Break-Even Analysis

- At this point, **profit is zero**.
- Businesses use break-even analysis to determine the minimum sales required to **cover costs**.

# Step 1: Defining the Functions

Given the **total revenue** and **total cost functions**, we define:

$$R(x) = 20x \quad (\text{Total Revenue})$$

$$C(x) = 5x + 100 \quad (\text{Total Cost})$$

$$P(x) = R(x) - C(x) \quad (\text{Profit})$$

where:

- (  $x$  ) = **Number of units sold.**
- (  $R(x)$  ) = **Revenue from selling (  $x$  ) units at \$20 per unit.**
- (  $C(x)$  ) = **Fixed cost of \$100 plus \$5 per unit produced.**
- (  $P(x)$  ) = **Profit function (Revenue - Cost).**



## Step 2: Finding the Break-Even Point

Break-even occurs when:

$$R(x) = C(x)$$

$$20x = 5x + 100$$

Solving for (  $x$  ):

$$20x - 5x = 100$$

$$15x = 100$$

$$x = \frac{100}{15} = 6.67$$

Break-even point is at (  $x = 6.67$  ) units.

## Step 3: Computing the Profit

$$P(x) = R(x) - C(x)$$

Substituting (  $x = 6.67$  ):

$$P(6.67) = 20(6.67) - (5(6.67) + 100)$$

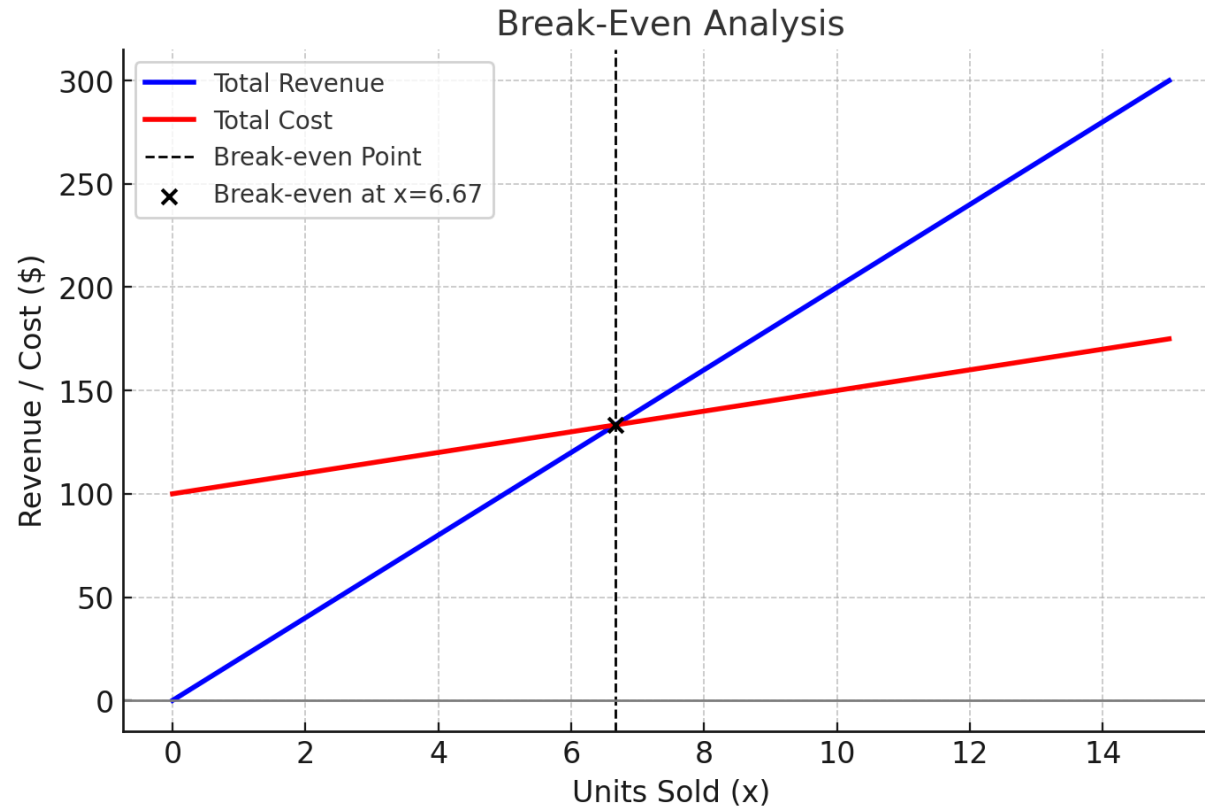
$$= 133.33 - (33.33 + 100)$$

$$= 133.33 - 133.33 = 0$$

**Profit is zero at break-even point, as expected!**

## Step 4: Graphing the Functions

Let's graph the revenue, cost, and profit functions to visualize the relationships.



# Your Turn: Break-Even Analysis

## Example Problem

**Total Revenue Function:**  $R(x) = 10x$ . **Total Cost Function:**  $C(x) = 5x + 50$ . **Profit Function:**  $P(x) = R(x) - C(x)$ .

**Step 1:** Find the **break-even point**.

**Step 2:** Calculate the **profit** at the break-even point.

**Step 3:** Graph the **revenue, cost, and profit functions**.

# Summary

1. **Quadratic functions** are essential in economics for analyzing cost, revenue, and profit functions.
2. **Solving quadratic equations** helps find optimal solutions in business and economics.
3. **Revenue, cost, and profit functions** are crucial for decision-making and break-even analysis.
4. **Graphical analysis** helps visualize relationships between variables.

**Math is powerful—and fun!**

**Any QUESTIONS?**

**Thank you for your attention!**

# Next Class

- (Mar 21) Indices and Logarithms (2.3), Exponential and Natural Log Functions (2.4)