

# Chapter 2: Quadratics

## 1:: Solving quadratic equations

Solve

$$(x + 1)^2 - 3(x + 1) + 2 = 0$$

## 2:: Completing the square

Write  $2x^2 + 8x - 5$  in the form  $a(x + b)^2 + c$

## 3:: Quadratics as functions

If  $f(x) = x^2 + 2x$ , find the roots of  $f(x)$ .

## 4:: Quadratic Graphs

Sketch  $y = x^2 + 4x - 5$ , indicating the coordinate of the turning point and any intercepts with the axes.

## 5:: The Discriminant

Find the range of values of  $k$  for which  $x^2 + 4x + k = 0$  has two distinct real solutions.

## 6:: Modelling with Quadratics

## Solving Quadratic Equations

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

There are three ways of solving a quadratic equation.  
What are they?

### Solving without factorising

If the subject only appears once however, it might be easier not to expand out/factorise:

$$(x - 1)^2 = 5$$

### Pseudo-quadratics

When we have an expression like say  $x^2 + 3x - 2$ , we say it is “quadratic in  $x$ ”. You can have quadratics in other variables, too!

$$\text{Solve } x - 6\sqrt{x} + 8 = 0$$



1 Solve  $(x + 3)^2 = x + 5$  using factorisation.

2 Solve  $(2x + 1)^2 = 5$

3 Solve  $\sqrt{x+3} = x-3$

**However**, squaring both sides of an equation **can generate false solutions**.

4 Solve  $2x + \sqrt{x} - 1 = 0$

## 'Pseudo' Quadratic Equations

$$x^2 + 3\sqrt{x} - 10 = 0$$

$$y^{\frac{4}{3}} - 5y^{\frac{2}{3}} - 14 = 0$$

$$a^4 - a^2 - 12 = 0$$

$$2^{2x} - 9(2^x) + 8 = 0$$

$$b^{\frac{2}{3}} + 2b^{\frac{1}{3}} - 8 = 0$$

Make up your own!

Ex2A/B

## Completing the Square

“Completing the square” means putting a quadratic in the form

$$(x + a)^2 + b$$

or

$$a(x + b)^2 + c$$

Expand:

$$(x + \mathbf{9})^2 =$$

$$(x - \mathbf{5})^2 =$$

Therefore if we had  $x^2 + 12x$ , how could we write it in the form  $(x + a)^2 + b$ ?

$$x^2 + 12x =$$

$$x^2 + 8x =$$

$$x^2 - 2x =$$

$$x^2 - 6x + 7 =$$

Express  $2x^2 + 12x + 7$  in the form  $a(x + b)^2 + c$

Express  $5 - 3x^2 + 6x$  in the form  $a - b(x + c)^2$

## Your Turn

Express  $3x^2 - 18x + 4$  in the form  $a(x + b)^2 + c$

Express  $20x - 5x^2 + 3$  in the form  $a - b(x + c)^2$

Ex2C

## Solving Equations by Completing the Square

Solve the equation:

$$3x^2 - 18x + 4 = 0$$

Ex2D

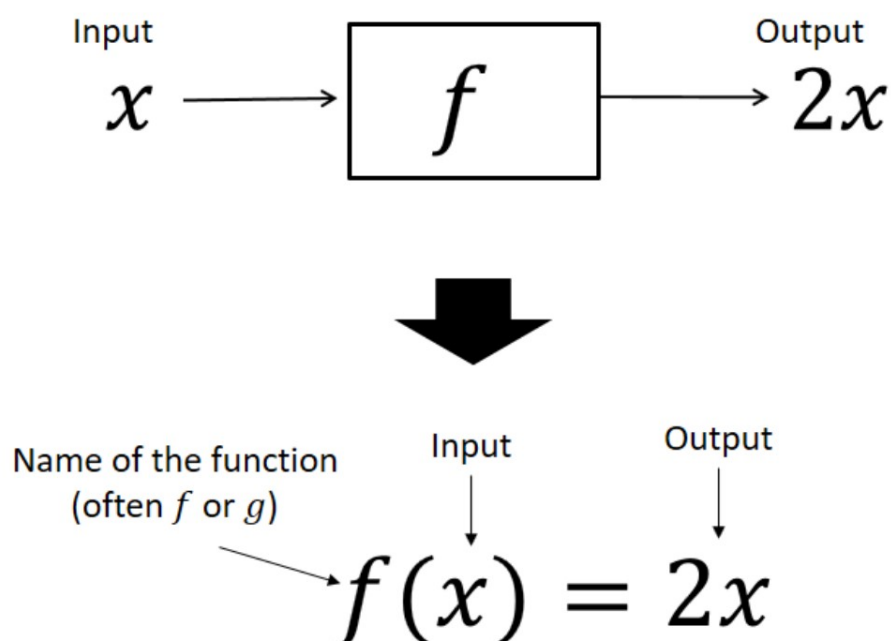
# Proving the Quadratic Formula

If  $ax^2 + bx + c = 0$ , prove that  $x = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$

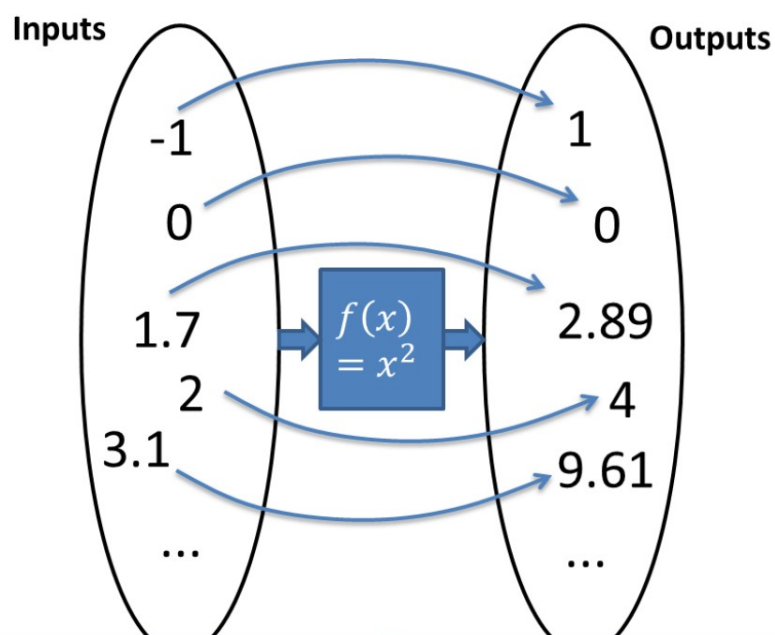
## Functions

A function is something which **provides a rule on how to map inputs to outputs**.

We saw at GCSE that functions were a formal way of describing a 'number machine':



You'll cover functions extensively in future chapters, but for now, you need to understand the following concepts:



The **domain** of a function is the set of possible inputs.

The **range** of a function is the set of possible outputs.

The domain of a function could potentially be **any** real number. If so, we'd write:

$x \in \mathbb{R}$

The input  $x$ ...  
 the set of real numbers  
 is a member of...

We might be interested in what inputs  $x$  give an output of 0. These are known as the **roots** of the function.

The **roots/zeroes** of a function are the values of  $x$  for which  $f(x) = 0$ .

If  $f(x) = x^2 - 3x$  and  $g(x) = x + 5$ ,  $x \in \mathbb{R}$

- a) Find  $f(-4)$
- b) Find the values of  $x$  for which  $f(x) = g(x)$
- c) Find the roots of  $f(x)$ .
- d) Find the roots of  $g(x)$ .



# Maxima/Minima of Quadratics

Determine the minimum value of the function  $f(x) = x^2 - 6x + 2$ , and state the value of  $x$  for which this minimum occurs.

This means we want to minimise the **output** of the function.

You might try a (bad) approach of trying a few values of  $x$  and try to see what makes the output as small as possible...

$$f(1) = 1 - 6 + 2 = -3$$

$$f(2) = 4 - 12 + 2 = -6$$

$$f(3) = 9 - 18 + 2 = -7$$

$$f(4) = 16 - 24 + 2 = -6$$

This looks like the minimum as the value starts going up after.

But the best way to find the minimum/maximum value of a quadratic is to **complete the square**:

$$f(x) = (x - 3)^2 - 7$$


$$f(1) = (-2)^2 - 7 = -3$$

$$f(2) = (-1)^2 - 7 = -6$$

$$f(3) = 0^2 - 7 = -7$$

$$f(4) = 1^2 - 7 = -6$$

Since anything squared is at least 0, the smallest we can make the bracket is 0, which occurs when  $x = 3$ .

 If  $f(x) = (x + a)^2 + b$ , the minimum value of  $f(x)$  is  $b$ , which occurs when  $x = -a$ .

$f(x)$	Completed square	Min/max value of $f(x)$	$x$ for which this min/max occurs
$x^2 + 4x + 9$			
$x^2 - 10x + 21$			
$10 - x^2$			
$8 - x^2 + 6x$			

# Your Turn

1 Find the minimum value of  $f(x) = 2x^2 + 12x - 5$  and state the value of  $x$  for which this occurs.

2 Find the roots of the function  $f(x) = 2x^2 + 3x + 1$

3 Find the roots of the function  $f(x) = x^4 - x^2 - 6$

Ex2E

## Quadratic Graphs

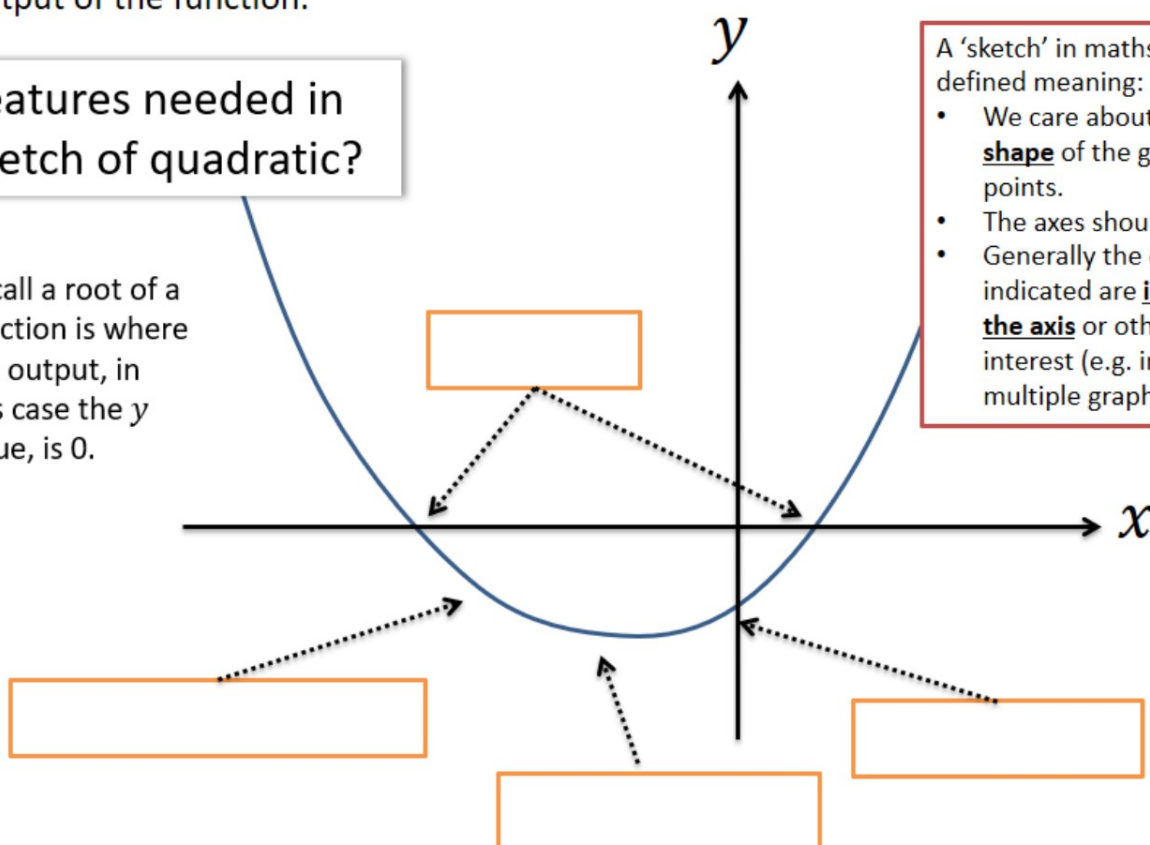
Recall that  $x$  refers to the input of a function, and the expression  $f(x)$  refers to the output. For graph sketches, we often write  $y = f(x)$ , i.e. we set the  $y$  values to be the output of the function.

Features needed in sketch of quadratic?

Recall a root of a function is where the output, in this case the  $y$  value, is 0.

A 'sketch' in maths has a clearly defined meaning:

- We care about the **general shape** of the graph, not exact points.
- The axes should have **no scale**.
- Generally the only coordinates indicated are **intercepts with the axis** or other points of interest (e.g. intersections of multiple graphs)



Sketch the graph of  $y = x^2 + 3x - 4$  and find the coordinates of the turning point.

Sketch the graph of  $y = 4x - 2x^2 - 3$  and find the coordinates of the turning point. Write down the equation of the line of symmetry.

## Your Turn

Sketch the following, indicating any intercepts with the axis, the turning point and the equation of the line of symmetry.

a  $y = x^2 + 4$

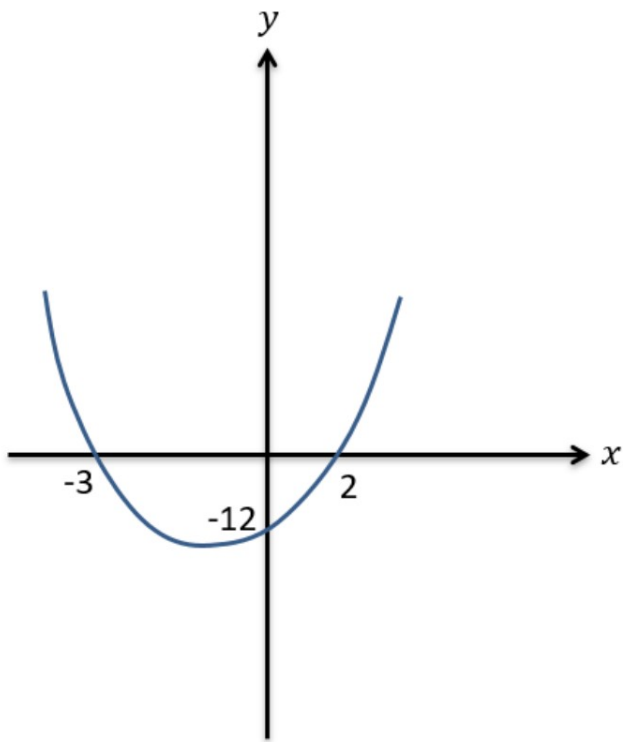
b  $y = x^2 - 7x + 10$

c  $y = 5x + 3 - 2x^2$

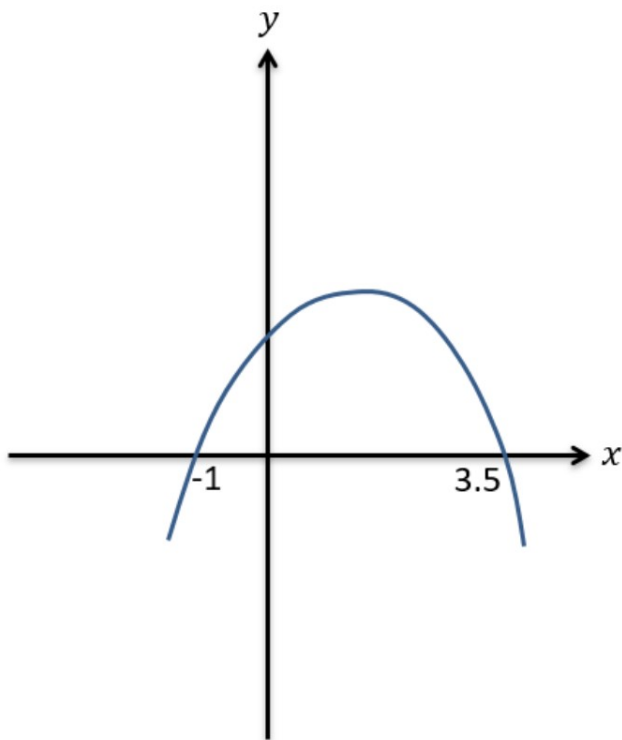
d  $y = x^2 + 4x + 11$

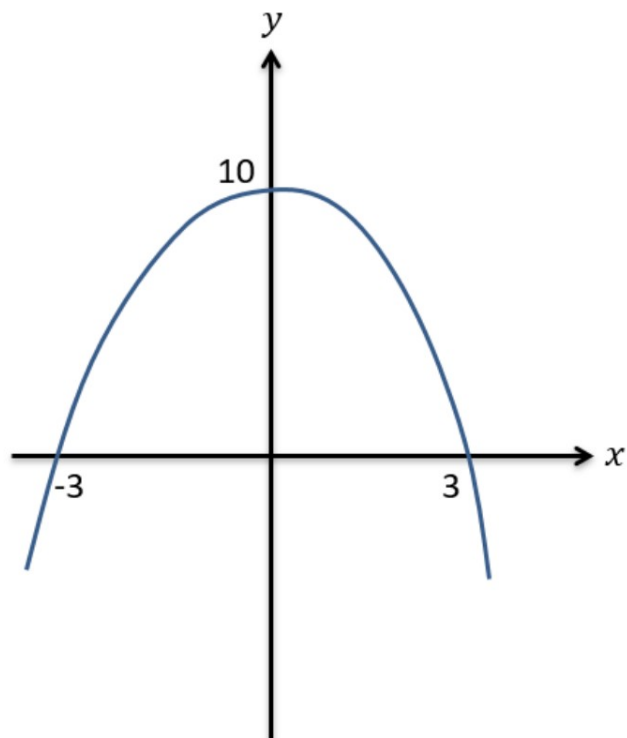
# Determining the Equation using a Graph

Determine the equation of this quadratic graph, in the form  $y = ax^2 + bx + c$ .



Determine the equation of this quadratic graph, in the form  $y = ax^2 + bx + c$ , where  $a, b, c$  are integers.





Determine an equation of this quadratic graph.

Ex2F

How many **distinct** real solutions do each of the following have?

$$x^2 - 12x + 36 = 0$$

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

$$x^2 - 2x - 1 = 0$$

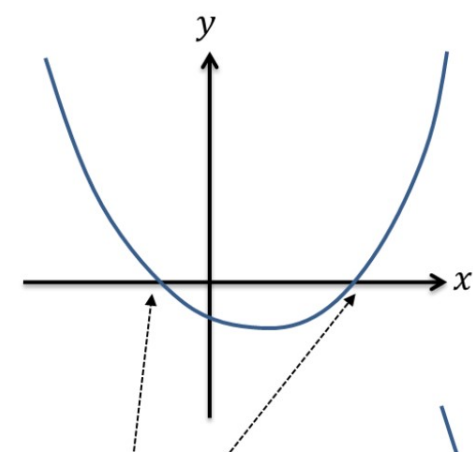
# The Discriminant

$$ax^2 + bx + c = 0$$
$$x = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$$

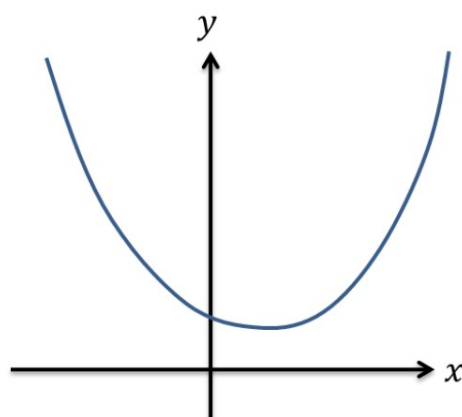
$b^2 - 4ac$  is known as the discriminant.

Looking at this formula, when in general do you think we have:

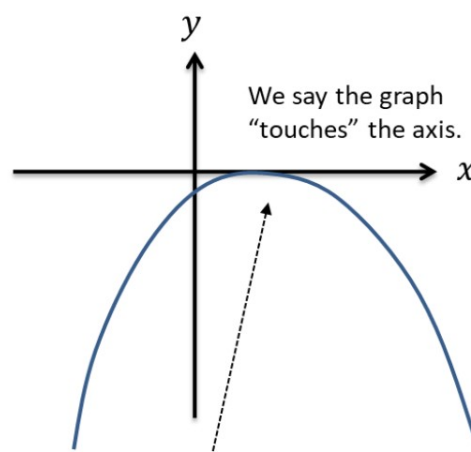
- No real roots?
- Equal roots?
- Two distinct roots?



Distinct real roots  
 $b^2 - 4ac > 0$



No real roots  
 $b^2 - 4ac < 0$



Equal roots  
 $b^2 - 4ac = 0$

Equation	Discriminant	Number of Distinct Real Roots
$x^2 + 3x + 4 = 0$		
$x^2 - 4x + 1 = 0$		
$x^2 - 4x + 4 = 0$		
$2x^2 - 6x - 3 = 0$		
$x - 4 - 3x^2 = 0$		
$1 - x^2 = 0$		

## Problems involving the Discriminant

8. The equation  $x^2 + 2px + (3p + 4) = 0$ , where  $p$  is a positive constant, has equal roots.

(a) Find the value of  $p$ .

(4)

(b) For this value of  $p$ , solve the equation  $x^2 + 2px + (3p + 4) = 0$ .

(2)



$$x^2 + 5kx + (10k + 5) = 0$$

where  $k$  is a constant.

Given that this equation has equal roots, determine the value of  $k$ .

Find the range of values of  $k$  for which  $x^2 + 6x + k = 0$  has two distinct real solutions.

# Modelling with Quadratics

A spear is thrown over level ground from the top of a tower.

The height, in metres, of the spear above the ground after  $t$  seconds is modelled by the function:  $h(t) = 12.25 + 14.7t - 4.9t^2$ ,  $t \geq 0$

- a) Interpret the meaning of the constant term 12.25 in the model.
- b) After how many seconds does the spear hit the ground?
- c) Write  $h(t)$  in the form  $A - B(t - C)^2$ , where  $A$ ,  $B$  and  $C$  are constants to be found.
- d) Using your answer to part c or otherwise, find the maximum height of the spear above the ground, and the time at which this maximum height is reached?

**11.** An archer shoots an arrow.

The height,  $H$  metres, of the arrow above the ground is modelled by the formula

$$H = 1.8 + 0.4d - 0.002d^2, \quad d \geq 0$$

where  $d$  is the horizontal distance of the arrow from the archer, measured in metres.

Given that the arrow travels in a vertical plane until it hits the ground,

- (a) find the horizontal distance travelled by the arrow, as given by this model.

(3)

- (b) With reference to the model, interpret the significance of the constant 1.8 in the formula.

(1)

- (c) Write  $1.8 + 0.4d - 0.002d^2$  in the form

$$A - B(d - C)^2$$

where  $A$ ,  $B$  and  $C$  are constants to be found.

(3)

It is decided that the model should be adapted for a different archer.

The adapted formula for this archer is

$$H = 2.1 + 0.4d - 0.002d^2, \quad d \geq 0$$

Hence or otherwise, find, for the adapted model

- (d) (i) the maximum height of the arrow above the ground.

- (ii) the horizontal distance, from the archer, of the arrow when it is at its maximum height.

(2)

Ex2H

A company makes a particular type of children’s toy.

The annual profit made by the company is modelled by the equation

$$P = 100 - 6.25(x - 9)^2$$

where  $P$  is the profit measured in thousands of pounds and  $x$  is the selling price of the toy in pounds.

A sketch of  $P$  against  $x$  is shown in Figure 1.

Using the model,

(a) explain why £15 is not a sensible selling price for the toy. (2)

Given that the company made an annual profit of more than £80 000

(b) find, according to the model, the least possible selling price for the toy. (3)

The company wishes to maximise its annual profit.

State, according to the model,

- (c) (i) the maximum possible annual profit,  
(ii) the selling price of the toy that maximises the annual profit.

