

## Using Transformations to Graph Functions of the Form $y = af[k(x - d)] + c$

First, it's handy to know what each of our parent functions looks like in this form:

<p>Quadratic: <math>f(x) = x^2</math></p> $g(x) = a[k(x - d)]^2 + c$	<p>Square Root: <math>f(x) = \sqrt{x}</math></p> $g(x) = a\sqrt{k(x - d)} + c$
<p>Reciprocal: <math>f(x) = \frac{1}{x}</math></p> $g(x) = \frac{a}{k(x - d)} + c$	<p>Absolute Value: <math>f(x) =  x </math></p> $g(x) = a k(x - d)  + c$

We also need to understand what each of our **parameters** ( $a$ ,  $k$ ,  $d$  and  $c$ ) do.

You should already have a pretty good grasp on  $a$ ,  $d$  and  $c$  from Grade 10. Although  $d$  and  $c$  were represented by different letters, the roles that they play have not changed!

And if you understand what  $a$  does, figuring out  $k$  should be no problem at all!

The effects of the parameters $a$ , $k$ , $d$ and $c$	
<p><b>a:</b> <u>reflection in the x-axis</u></p> <ul style="list-style-type: none"> <li>- when <math>a</math> is negative</li> </ul> <p><u>vertical stretch or compression</u></p> <ul style="list-style-type: none"> <li>- stretch when <math> a  &gt; 1</math></li> <li>- compression when <math> a  &lt; 1</math></li> </ul>	<p><b>k:</b> <u>reflection in the y-axis*</u></p> <ul style="list-style-type: none"> <li>- when <math>k</math> is negative</li> </ul> <p><u>horizontal stretch or compression</u></p> <ul style="list-style-type: none"> <li>- compression when <math> k  &gt; 1</math></li> <li>- stretch when <math> k  &lt; 1</math></li> </ul> <p><small>*If already symmetrical about y-axis, reflection does nothing!</small></p>
<p><b>c:</b> <u>vertical translation</u></p> <ul style="list-style-type: none"> <li>- up when <math>c</math> is positive</li> <li>- down when <math>c</math> is negative</li> </ul>	<p><b>d:</b> <u>horizontal translation</u></p> <ul style="list-style-type: none"> <li>- to the right when <math>d</math> is positive</li> <li>- to the left when <math>d</math> is negative</li> </ul>

As you likely already understand, if we have several parameters applied to our function at once it may experience changes in shape, orientation and location!

## Applying Transformations to a Graph (see Example 1 on Page 61-63)

The order that you apply transformations to a parent function is important.

Always apply ***a*** and ***k*** before ***c*** and ***d***!

**From a table of values or a graph** (it will be helpful to create a table of values)

1. Apply any **horizontal stretches or compressions**.
  - Divide the x-coordinates of your original points by the value of ***k***
2. Apply any **vertical stretches or compressions**.
  - Multiply the y-coordinates of your “new” points by the value of ***a***
3. Apply any **reflections in the x-axis or y-axis**
  - Flip graph over the y-axis if ***k*** is negative. (change the sign on your “new” x-coordinates)
  - Flip graph over the x-axis if ***a*** is negative. (change the sign on your “new” y-coordinates)
4. Apply any **horizontal shifts**.
  - Shift the graph to the right if ***d*** is positive or to the left if ***d*** is negative.
    - o Add *d* to each x-coordinate if ***d*** is positive
    - o Subtract *d* from each x-coordinate if ***d*** is negative
5. Apply any **vertical shifts**.
  - Shift the graph up if ***c*** is positive or down if ***c*** is negative.
    - o Add *c* to each y-coordinate if ***c*** is positive
    - o Subtract *c* from each y-coordinate if ***c*** is negative

## Applying Transformations to an Equation (see Example 2 on Page 64-65)

The key to this is simply identifying the value of each parameter.

**If you are told to apply:**

- A horizontal stretch by a factor of 3; ***k*** =  $\frac{1}{3}$ .
- A horizontal compression by a factor of  $\frac{1}{3}$ ; ***k*** = 3.
- A vertical stretch by a factor of 5; ***a*** = 5.
- A vertical compression by a factor of  $\frac{1}{5}$ ; ***a*** =  $\frac{1}{5}$ .
- A reflection in the y-axis; ***k*** is negative.
- A reflection in the x-axis; ***a*** is negative.
- A translation 2 units up and 3 units left; ***c*** = 2 and ***d*** = -3.
- A translation 1 unit down and 4 units right; ***c*** = -1 and ***d*** = 4

This is why we **divide** our x-coordinates by the value of ***k***!