

6.6 Intro to Exponential Growth and Decay

Summary:

function:algebraic model:Linear - constant 1<sup>st</sup> diff.

$$y = mx + b$$

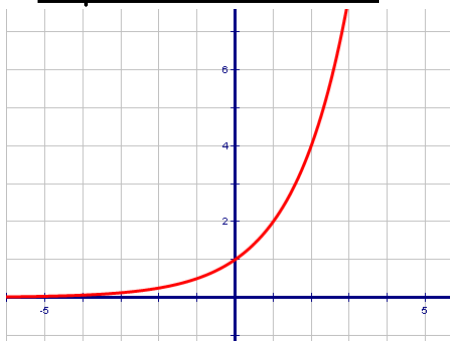
Quadratic - constant 2<sup>nd</sup> diff.

$$y = x^2$$

Exponential - Constant Ratio  
of 1<sup>st</sup> diff.

$$y = ca^x$$

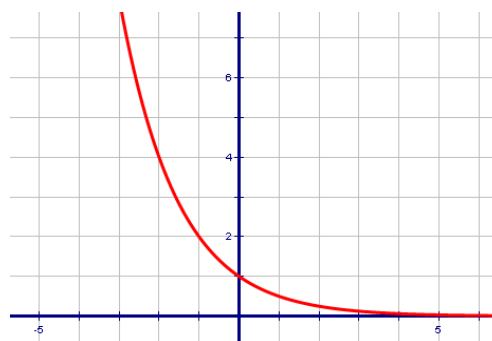
Exponential Growth:



Graph:  
Increases slowly then quickly

Asymptote:  
A line that a curve will continually approach but never touch

Exponential Decay:



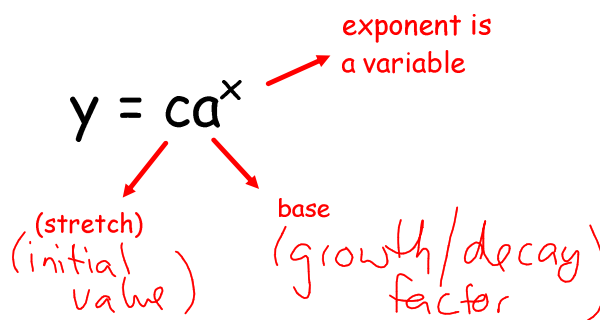
Graph:  
Decreases quickly then slowly

Asymptote:

- x axis
- eq'n:  $y=0$   
y will never be zero!

*NOTE:* for our purposes we will not be looking at a graph that has been translated up or down, that is why the x axis will be the asymptote

Equation:



- y intercept is 1 if there is no stretch  
i.e.  $c = 1$
- your base is the constant ratio of the 1st differences
- from your graph you can see your base by finding your y value at  $x = 1$   
**\* watch for a stretch\***
- Exponential functions need a positive base

The following table shows exponential growth:

x	f(x)
0	1.0000
1	5.0000
2	25.0000
3	125.0000
4	625.0000
5	3125.0000

Handwritten annotations: A red arrow labeled 'c' points to the first row (x=0, f(x)=1.0000). Red arrows labeled 'x 5' point from each row to the next row below it, indicating a constant multiplier of 5 between consecutive values.

Growth is **exponential** if there is a **common ratio** for consecutive values in the table.

(we sometimes have to look at first differences to see the ratio)

(Recall linear relations have a common first difference and Quadratic relations have a common second difference)

$$\begin{aligned}
 y &= c a^x \\
 &= 1 \cdot 5^x \\
 &= 5^x
 \end{aligned}$$

Handwritten annotations: A red arrow labeled 'a' points from the 'a' in the equation to the value 5 in the table above.

Complete the table of values and graph each

x	y
-3	$\frac{1}{8}$
-2	$\frac{1}{4}$
-1	$\frac{1}{2}$
0	1
1	2
2	4
3	8
4	16

$$y = 2^x$$

x	y
-3	8
-2	4
-1	2
0	1
1	$\frac{1}{2}$
2	$\frac{1}{4}$
3	$\frac{1}{8}$
4	$\frac{1}{16}$

$$y = \left(\frac{1}{2}\right)^x$$



$$y = 2^x$$

Exp. GROWTH

Base > 1

$$y = \left(\frac{1}{2}\right)^x$$

Exp. DECAY

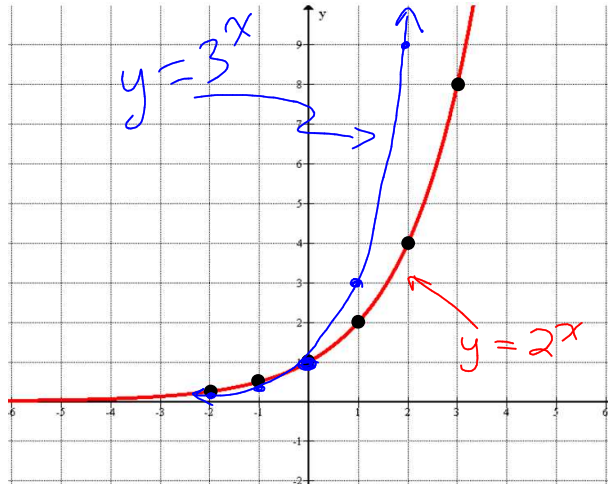
0 < Base < 1

The graph of  $y = 2^x$  is shown to the right

Complete the table and graph  $y = 3^x$  on the same grid

x	y
-3	$\frac{1}{27}$
-2	$\frac{1}{9}$
-1	$\frac{1}{3}$
0	1
1	3
2	9
3	27
4	81

★ Look at the value of  $y$  when  $x=1$   
What do you notice?



What are the similarities between the graph of  $y=2^x$  and  $y=3^x$

- Both are exp. growth
- Both have a y int. of 1

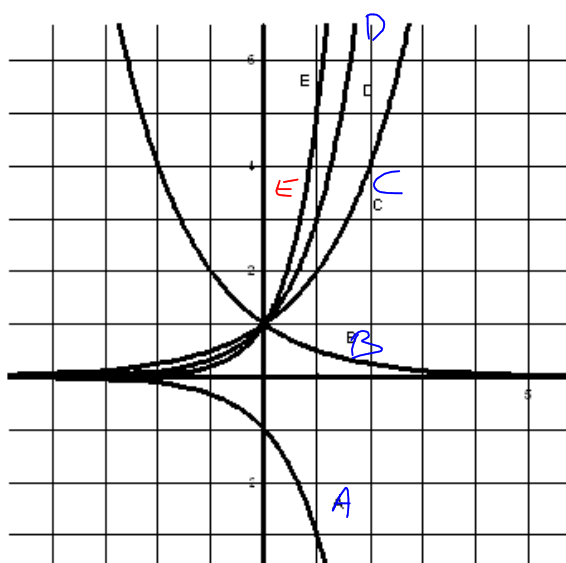


What are the differences between the graph of  $y=2^x$  and  $y=3^x$

$y = 3^x$  increases more quickly

Match the Graph to the Exponential Equation(Hint: To find the appropriate base find the value of  $y$  when  $x = 1$ )

1.



$$y = 3^x \quad \underline{D}$$

$$y = 2^x \quad \underline{C}$$

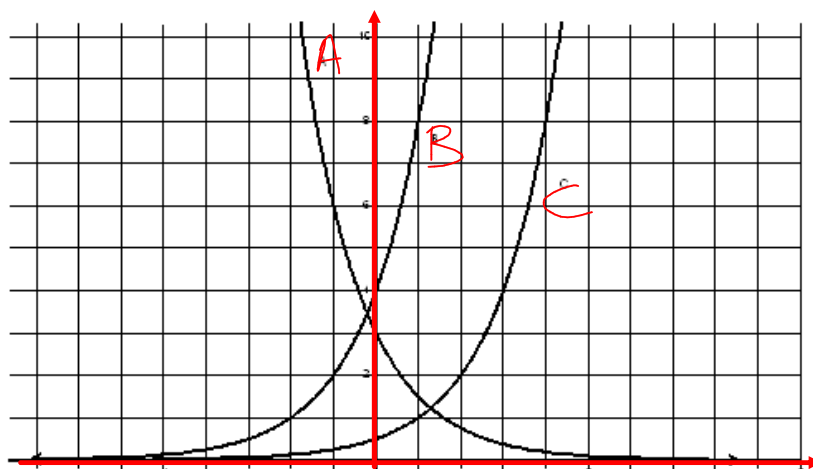
$$y = \left(\frac{1}{2}\right)^x \quad \underline{B}$$

$$y = \left(\frac{1}{3}\right)^x \quad \underline{DNE}$$

$$y = 5^x \quad \underline{E}$$

$$y = -3^x \quad \underline{A}$$

2.



Notice the initial value

$$y = 4(2)^x \quad \underline{B}$$

$$y = \frac{1}{2}(2)^x \quad \underline{C}$$

$$y = 3\left(\frac{1}{2}\right)^x \quad \underline{A}$$

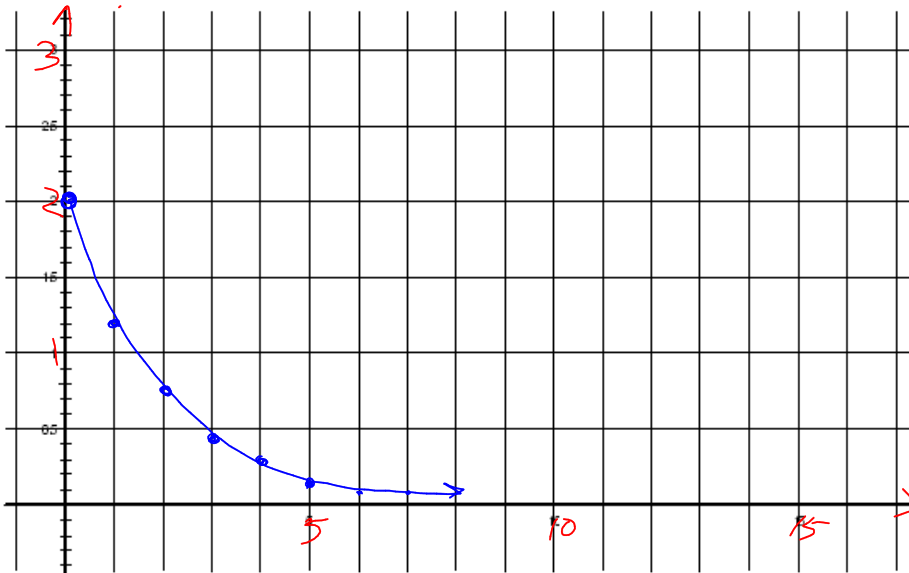
$$y = (-6)^x \quad \underline{\hspace{2cm}}$$

Real World Applications

3. The height of a ball in metres,  $h$ , after  $n$  bounces can be modeled by the equation  $h = 2(0.6)^n$ .

$n$	$h$
0	2
1	1.2
2	0.72
3	0.43
4	0.26
5	0.16
6	0.09
7	0.06

- i) Create a table of values. Start at 0 bounces and round your height to 2 decimals.
- ii) Now graph the relation. (Be careful it is a curve, not a straight line- do NOT use a ruler) Be sure to Title label the axis on the graph.



- a) What was the initial height of the ball? 2m
- b) What was the height of the ball after 1 bounce? 1.2m, after 2 bounces? 0.72m  
after 3 bounces? \_\_\_\_\_ after 4 bounces \_\_\_\_\_
- c) At what rate is the height decreasing? 60%/bounce
- d) Looking at your graph approximately when will your ball stop bouncing? ~10 bounces
- d) According to your equation will your ball ever stop bouncing? no  
(hint try 25 bounces). Explain.



