Name:

MASTERY QUIZ DAY 23

Math 237 – Linear Algebra Fall 2017

Version 3

Show all work and justify all of your answers. Answers without work or sufficient reasoning will not receive credit. You may use a calculator, but you must show all relevant work to receive credit for a standard.

A3. Determine if each of the following linear transformations is injective (one-to-one) and/or surjective (onto).

$$\text{(a)} \ \ S:\mathbb{R}^4\to\mathbb{R}^3 \text{ where } S(\vec{e_1})=\begin{bmatrix}2\\1\\0\end{bmatrix}, \ S(\vec{e_2})=\begin{bmatrix}1\\2\\1\end{bmatrix}, \ S(\vec{e_3})=\begin{bmatrix}0\\-1\\0\end{bmatrix}, \ \text{and} \ S(\vec{e_4})=\begin{bmatrix}3\\2\\1\end{bmatrix},$$

(b)
$$T: \mathbb{R}^3 \to \mathbb{R}^3$$
 where $T(\vec{e_1}) = \begin{bmatrix} 2\\2\\1 \end{bmatrix}$, $T(\vec{e_2}) = \begin{bmatrix} 1\\0\\4 \end{bmatrix}$, and $T(\vec{e_3}) = \begin{bmatrix} 1\\2\\-3 \end{bmatrix}$.

Solution:

- (a) RREF $\begin{bmatrix} 2 & 1 & 0 & 3 \\ 1 & 2 & -1 & 2 \\ 0 & 1 & 0 & 1 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 & 1 \\ 0 & 1 & 0 & 1 \\ 0 & 0 & 1 & 1 \end{bmatrix}$. The map is not injective since it has a column without pivot, but it is surjective because every row has a pivot.
- (b) RREF $\begin{bmatrix} 2 & 1 & 1 \\ 2 & 0 & 2 \\ 1 & 4 & -3 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 1 \\ 0 & 1 & -1 \\ 0 & 0 & 0 \end{bmatrix}$. The map is not injective since there is a column without a pivot, and it is not surjective because there is a row without a pivot.

A4. Let $T: \mathbb{R}^{2 \times 2} \to \mathbb{R}^3$ be the linear map given by $T\left(\begin{bmatrix} x & y \\ z & w \end{bmatrix}\right) = \begin{bmatrix} 8x - 3y - z + 4w \\ y + 3z - 4w \\ -7x + 3y + 2z - 5w \end{bmatrix}$. Compute a basis for the kernel and a basis for the image of T.

Solution:

$$RREF\left(\begin{bmatrix} 8 & -3 & -1 & 4\\ 0 & 1 & 3 & -4\\ -7 & 3 & 2 & -5 \end{bmatrix}\right) = \begin{bmatrix} 1 & 0 & 1 & -1\\ 0 & 1 & 3 & -4\\ 0 & 0 & 0 & 0 \end{bmatrix}$$

Thus $\left\{ \begin{bmatrix} 8\\0\\-7 \end{bmatrix}, \begin{bmatrix} -3\\1\\3 \end{bmatrix} \right\}$ is a basis for the image, and $\left\{ \begin{bmatrix} -1&-3\\1&0 \end{bmatrix}, \begin{bmatrix} 1&4\\0&1 \end{bmatrix} \right\}$ is a basis for the kernel.

A3:

A4: