Name:	
J#:	Dr. Clontz
Date:	

MASTERY QUIZ DAY 25 Math 237 – Linear Algebra
Version 3 Fall 2017

Show all work. Answers without work will not receive credit. You may use a calculator, but you must show all relevant work to receive credit for a standard.

Standard A3.	Mark:

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

(a) $S : \mathbb{R}^2 \to \mathbb{R}^4$ given by the standard matrix $\begin{bmatrix} 2 & 1 \\ 1 & 2 \\ 0 & 1 \\ 3 & -3 \end{bmatrix}$.

(b) $T : \mathbb{R}^4 \to \mathbb{R}^3$ given by the standard matrix $\begin{bmatrix} 2 & 3 & -1 & 1 \\ -1 & 1 & 1 & 1 \\ 4 & 11 & -1 & 5 \end{bmatrix}$

Solution:

(a) $\begin{bmatrix} 2 & 1 \\ 1 & 2 \\ 0 & 1 \\ 3 & -3 \end{bmatrix} = \begin{bmatrix} 1 & 0 \\ 0 & 1 \\ 0 & 0 \\ 0 & 0 \end{bmatrix}$. Since each column is a pivot column, S is injective. Since there a no zero row, S is not surjective.

(b) Since $\dim \mathbb{R}^4 > \dim \mathbb{R}^3$, T is not injective.

$$\mathrm{RREF}\left(\begin{bmatrix} 2 & 3 & -1 & 1 \\ -1 & 1 & 1 & 1 \\ 4 & 11 & -1 & 5 \end{bmatrix}\right) = \begin{bmatrix} 1 & 0 & -\frac{4}{5} & -\frac{2}{5} \\ 0 & 1 & \frac{1}{5} & \frac{3}{5} \\ 0 & 0 & 0 & 0 \end{bmatrix}$$

Since there is a zero row, T is not surjective.

□

Standard A4.	Mark:

Let $T : \mathbb{R}^{2\times 2} \to \mathbb{R}^3$ be the linear map given by $T\left(\begin{bmatrix} a & b \\ x & y \end{bmatrix}\right) = \begin{bmatrix} a+x \\ 0 \\ b+y \end{bmatrix}$. Compute a basis for the kernel and a basis for the image of T.

Solution: Rewrite as $T'\left(\begin{bmatrix} a \\ b \\ x \\ y \end{bmatrix}\right) = \begin{bmatrix} a+x \\ 0 \\ b+y \end{bmatrix}$.

$$\text{RREF}\left(\begin{bmatrix} 1 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 1 \end{bmatrix}\right) = \begin{bmatrix} 1 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 1 \end{bmatrix}$$

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

$\square$

Additional Notes/Marks	