

Name:
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Dr. Clontz

# MASTERY QUIZ DAY 23

Math 237 – Linear Algebra

## Version 2

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.

<b>Standard A3.</b>	Mark:
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Determine if each of the following linear transformations is injective (one-to-one) and/or surjective (onto).

(a)  $S : \mathbb{R}^2 \rightarrow \mathbb{R}^3$  where  $S(\vec{e}_1) = \begin{bmatrix} 2 \\ 1 \\ 0 \end{bmatrix}$  and  $S(\vec{e}_2) = \begin{bmatrix} 1 \\ 2 \\ 1 \end{bmatrix}$ .

(b)  $T : \mathbb{R}^3 \rightarrow \mathbb{R}^2$  where  $T(\vec{e}_1) = \begin{bmatrix} 2 \\ 2 \end{bmatrix}$ ,  $T(\vec{e}_2) = \begin{bmatrix} 1 \\ 0 \end{bmatrix}$ , and  $T(\vec{e}_3) = \begin{bmatrix} 1 \\ 1 \end{bmatrix}$ .

**Solution:**

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

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

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<b>Standard A4.</b>	Mark:
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Let  $T : \mathbb{R}^4 \rightarrow \mathbb{R}^3$  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:**

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

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.

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<b>Additional Notes/Marks</b>	
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