Name:	
J#:	Dr. Clontz
Date:	

MASTERY QUIZ DAY 25

Math 237 – Linear Algebra Fall 2017

Version 4

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)
$$S: \mathbb{R}^4 \to \mathbb{R}^3$$
 where $S(\vec{e}_1) = \begin{bmatrix} 2 \\ 1 \\ 0 \end{bmatrix}$, $S(\vec{e}_2) = \begin{bmatrix} 1 \\ 2 \\ 1 \end{bmatrix}$, $S(\vec{e}_3) = \begin{bmatrix} 0 \\ -1 \\ 0 \end{bmatrix}$, 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.

Standard A4.

Let $T: \mathcal{P}^3 \to \mathcal{P}^3$ be the linear transformation given by

 $T(ax^3 + bx^2 + cx + d) = (a + 3b + 3c + 7d)x^3 + (a + 3b - c - d)x^2 + (2a + 6b + 3c + 8d)x + (a + 3b - 2c - 3d)x^2 + (a + 3b + 3c + 7d)x^3 + (a + 3b - c - d)x^2 + (2a + 6b + 3c + 8d)x + (a + 3b - 2c - 3d)x^2 + (a + 3b$

Compute a basis for the kernel and a basis for the image of T.

Solution:

$$RREF \left(\begin{bmatrix} 1 & 3 & 3 & 7 \\ 1 & 3 & -1 & -1 \\ 2 & 6 & 3 & 8 \\ 1 & 3 & -2 & -3 \end{bmatrix} \right) = \begin{bmatrix} 1 & 3 & 0 & 1 \\ 0 & 0 & 1 & 2 \\ 0 & 0 & 0 & 0 \end{bmatrix}$$

Then a basis for the kernel is

$$\left\{-3x^3+x^2, -x^3-2x+1\right\}$$

and a basis for the image is

$${x^3 + x^2 + 2x + 1, 3x^3 - x^2 + 3x - 2}$$