Name:

J#:   Dr. Clontz

Date:

MASTERY QUIZ DAY 23   Math 237 – Linear Algebra
Version 4   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.

	Mark:
Standard A3.	

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

(a) $S : \mathbb{R}^2 \to \mathbb{R}^3$ 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) $T : \mathbb{R}^3 \to \mathbb{R}^2$ 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) 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) 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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	Mark:
Standard A4.	

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

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

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

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

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Additional Notes/Marks	