MATH 54 FALL 2016: DISCUSSION 102/105 QUIZ#3

GSI: CHRISTOPHER EUR, DATE: 9/16/2016

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Problem 1. Let $f : \mathbb{R}^3 \to \mathbb{R}^2$ be a linear map defined by f(x, y, z) = (-y + z, x - 3y + 2z), and let $g : \mathbb{R}^2 \to \mathbb{R}^2$ be a linear map which is a $\pi/2$ radians rotation (counterclockwise) around the origin.

- (a) (3 points) Write down the two matrices that correspond to f and g.
- (b) (3 points) Find all (x, y, z) such that g(f(x, y, z)) = (1, -1). If there is no such (x, y, z), then explain why.

Problem 2. Let $f : \mathbb{R}^m \to \mathbb{R}^n$ be a linear map throughout this question.

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- (a) (1 points) Give an example of f (i.e. write down the corresponding matrix) that is onto but not one-to-one (you should pick concrete values for m, n). You need not justify your answer.
- (b) (1 points) Give an example of f that is one-to-one but not onto (again, you should pick concrete values for m, n). You need not justify your answer.
- (c) (2 points) Now, suppose m = n, and f is one-to-one. Is it necessarily true that f is also onto? Why? [Hint: let A be the standard matrix of f. What can you say about A if f is one-to-one?]

1. (a)
$$[f] = \begin{bmatrix} 0 & -1 & 1 \\ 1 & -3 & 2 \end{bmatrix}^{-1}$$
, $[g] = \begin{bmatrix} 0 & -1 \\ 1 & 0 \end{bmatrix}^{-1}$
(b) $[g] [f] = \begin{bmatrix} -1 & 3 & -2 \\ 0 & -1 & 1 \end{bmatrix}^{-1} = \begin{bmatrix} 1 \\ 0 & -1 & 1 \end{bmatrix}^{-1} = \begin{bmatrix} -1 & 3 & -2 \\ 0 & -1 & 1 \end{bmatrix}^{-1} = \begin{bmatrix} -1 & 3 & -2 \\ 0 & -1 & 1 \end{bmatrix}^{-1} = \begin{bmatrix} -1 & 3 & -2 \\ 0 & -1 & 1 \end{bmatrix}^{-1} = \begin{bmatrix} -1 & 0 & 1 & 1 & -2 \\ 0 & -1 & 1 & 1 \end{bmatrix}^{-1} = \begin{bmatrix} -1 & 0 & 1 & 1 & -2 \\ 0 & -1 & 1 & 1 & -1 \end{bmatrix}$

$$\begin{bmatrix} 1 & 0 & -1 & 1 & 2 \\ 0 & 1 & -1 & 1 & 1 \end{bmatrix}$$

$$= \begin{bmatrix} 1 & 0 & 1 \\ 0 & 1 & 2 \end{bmatrix} = \begin{bmatrix} 0 & -1 & 1 \\ 0 & -1 & 1 & 1 \end{bmatrix}$$

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(c) [A] is n×n. Since one-to-one, [A]//////pipper when row reduced has
 ① no free col, i.e. all col. become pivot col. Thus, row reduction of square motrix A produces [], b], the identity matrix.
 ① By Thm in 2.2, this means A invertible, and hence onto.