

# Midterm Theorem Quick Finder (Back)

## Sec 1.1: Echelon Systems / Consistency

**Thm:** Consistent echelon system has infinitely many solutions iff there is a free variable (Canvas Add'l Thm 1A).

**Use for:** After RREF, to decide 0/1/inf solutions quickly. Count free vars.

**Trigger words:** how many solutions, consistent system, free variable.

## Sec 1.2: Elementary Row Operations & RREF

**Thm:** Elementary row ops preserve the solution set (Canvas Add'l Thm 1C).

**Thm:** If A to B by deleting column j, the reduced A0 to B0 similarly (Canvas Add'l Thm 1D).

**Facts:** Each matrix has a unique RREF. Two matrices are row-equivalent iff they have the same RREF.

**Use for:** Replace A by RREF to analyze consistency, pivots, rank, nullspace; decide row-equivalence.

Recipe: Count Solutions

RREF of  $[A|b]$ : - Row  $[0 \dots 0 | \text{nonzero}]$  -> No solution. - Pivot in all variable columns -> Unique solution. - Otherwise -> Free var(s) -> Infinitely many.

## Sec 2.1: Linear Combinations & Span

**Def:**  $\text{Span}(\{v_1, \dots, v_k\})$  is all linear combinations of the vectors.

**Facts:** In  $\mathbb{R}^m$  you need at least m vectors to possibly span  $\mathbb{R}^m$ ; zero vector never helps rank.

**Use for:** Span questions; construct examples/non-examples; growing span dimension.

## Sec 2.2: Linear Independence / Dependence

**Def:**  $\{v_1, \dots, v_k\}$  independent iff the only solution to  $c_1*v_1 + \dots + c_k*v_k = 0$  is all  $c_i=0$ .

**Quick tests:** If  $k > m$  in  $\mathbb{R}^m$  then dependent. If RREF of  $[v_1 \dots v_k]$  has a pivot in every column then independent.

**Use for:** Max size of LI set, min size of spanning LD set, construct counterexamples.

## Sec 2.3: Rank, Nullity, and Systems

**Def:**  $\text{rank}(A) = \text{number of pivot columns}$ ;  $\text{nullity}(A) = \# \text{cols} - \text{rank}(A)$ .

**Matrix cues:** Columns span  $\mathbb{R}^m$  iff  $\text{rank}(A)=m$  (pivot in each row).

**Use for:** Span of columns, existence/uniqueness, designing A to be 1-1 or onto when viewed as  $T(x)=Ax$ .

Decision Box: 1-1 vs Onto for  $T(x)=Ax$

Domain  $\mathbb{R}^n$ , Codomain  $\mathbb{R}^m$  - 1-1 iff pivot in each column (nullspace =  $\{0\}$ ). - Onto  $\mathbb{R}^m$  iff rank =  $m$  (pivot in each row). - Impossible combos: \* 1-1 when  $n > m$ . \* Onto when  $n < m$ .

## Sec 3.1: Linear Transformations

**Add'l Thm 3A (Linearity):**

$$T(c_1*u_1 + \dots + c_r*u_r) = c_1*T(u_1) + \dots + c_r*T(u_r)$$

**Use for:** Compute  $T(x)$  from values on basis/generators; show two T must agree if they agree on a basis.

**Add'l Thm 3B:** If  $\{u_1, \dots, u_r\}$  are linearly dependent, then  $\{T(u_1), \dots, T(u_r)\}$  are linearly dependent.

**Use for:** If images are independent, conclude preimages were independent (contrapositive).

**Add'l Thm 3C:** If T is one-to-one and  $\{u_1, \dots, u_r\}$  are independent, then  $\{T(u_1), \dots, T(u_r)\}$  are independent.

**Use for:** Rule out 1-1 when images are dependent; preserve independence.

**Add'l Thm 3D (Onto):** T is onto  $\mathbb{R}^n$  iff  $\text{range}(T) = \mathbb{R}^n$  (equals the codomain). For matrices: rank = #rows.

**Use for:** Decide onto by rank; construct 1-1 but not onto maps by choosing  $m > n$  and  $\text{rank} = n$ .

## Unifying Row-Equivalence Theorem (Practical Form)

A row-equivalent to B iff  $\text{RREF}(A) = \text{RREF}(B)$ .

Left-multiplication by an invertible matrix preserves column relations (dependence/independence).

**Use for:** Decide if two matrices are equivalent; reason about column independence via the pivot structure in RREF.

## When to Cite What (Problem Triggers)

Counting solutions or free variables -> Add'l Thm 1A + RREF (Sec 1.2).

Replacing a matrix by RREF -> Add'l Thm 1C.

Span  $\mathbb{R}^m$  or rank tests -> Sec 2.3 rank=m.

Too many vectors to be independent -> Sec 2.2 size test.

Images under a linear map; building T from basis -> Add'l Thm 3A.

Show independence/dependence is preserved or impossible under T -> Add'l Thm 3B/3C.

Onto/Not onto design -> Add'l Thm 3D + rank.