

Cramer's Rule



- Cramer's Rule relies on determinants.
- •Consider the system below with variables *x* and *y*:

$$a_1 x + b_1 y = C_1$$
$$a_2 x + b_2 y = C_2$$



• The formulae for the values of *x* and *y* are shown below. The numbers inside the determinants are the coefficients and constants from the equations.





Cramer's Rule

• Example:

Solve the system:

3x - 2y = 104x + y = 6





• Consider the 3-equation system below with variables *x*, *y* and *z*:

$$a_{1}x + b_{1}y + c_{1}z = C_{1}$$
$$a_{2}x + b_{2}y + c_{2}z = C_{2}$$
$$a_{3}x + b_{3}y + c_{3}z = C_{3}$$



• The formulae for the values of *x*, *y* and *z* are shown below. Notice that all three have the same denominator.

$$x = \frac{\begin{vmatrix} C_1 & b_1 & c_1 \\ C_2 & b_2 & c_2 \\ C_3 & b_3 & c_3 \end{vmatrix}}{\begin{vmatrix} a_1 & b_1 & c_1 \\ a_2 & b_2 & c_2 \\ a_3 & b_3 & c_3 \end{vmatrix}} \qquad y = \frac{\begin{vmatrix} a_1 & C_1 & c_1 \\ a_2 & C_2 & c_2 \\ a_3 & C_3 & c_3 \end{vmatrix}}{\begin{vmatrix} a_1 & b_1 & c_1 \\ a_2 & b_2 & c_2 \\ a_3 & b_3 & c_3 \end{vmatrix}} \qquad z = \frac{\begin{vmatrix} a_1 & b_1 & C_1 \\ a_2 & b_2 & C_2 \\ a_3 & b_3 & c_3 \end{vmatrix}}{\begin{vmatrix} a_1 & b_1 & c_1 \\ a_2 & b_2 & c_2 \\ a_3 & b_3 & c_3 \end{vmatrix}}$$



• Not all systems have a definite solution. If the determinant of the coefficient matrix is zero, a solution cannot be found using Cramer's Rule

due to division by zero.

- When the solution cannot be determined, one of two conditions exists:
 - The planes graphed by each equation are parallel and there are no solutions.
 - The three planes share one line (like three pages of a book share the same spine) or represent the same plane, in which case there are infinite solutions.



• Example: Solve the system

$$3x - 2y + z = 9x + 2y - 2z = -5x + y - 4z = -2$$





• Example, continued:

nued:

$$3x - 2y + z = 9$$

 $x + 2y - 2z = -5$
 $x + y - 4z = -2$

$$z = \frac{\begin{vmatrix} 3 & -2 & 9 \\ 1 & 2 & -5 \\ 1 & 1 & -2 \end{vmatrix}}{\begin{vmatrix} 3 & -2 & 1 \\ 1 & 2 & -2 \\ 1 & 1 & -4 \end{vmatrix}} = \frac{0}{-23} = 0$$