LECTURE 13:

SIMULTANEOUS EQUATIONS: NO SOLUTIONS OR AN INFINITE NUMBER. CHANGE OF BASIS.

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Outline: 13. SIMULTANEOUS EQUATIONS: NO SOLUTIONS OR AN INFINITE NUMBER. CHANGE OF BASIS.

13.1 Solutions do not exist

13.1.1 Case 1 & example 13.1.2 Case 2 & example

13.2 An infinite number of solutions

13.2.1 Case 1 & example 13.2.2 Case 2 : Homogeneous equations

13.3 CHANGE OF BASIS

13.3.1 Change of basis in matrix form

13.1 Solutions do not exist

Recall: 3 simultaneous linear equations:

- Solutions do not exist if:
 - ► |A| = 0 and $\underline{\mathbf{b}} \neq 0$ and [Rank of coefficient matrix] < [Rank of augmented matrix]
 - i.e. |A| = 0 and any of Cramer's determinants are not equal to zero (*)

(*) since it is the Cramer's determinants (either = 0 or $\neq 0$) which then determine the rank of the augmented matrix.

13.1.1 Case 1



 Lines of intersection of the planes are parallel to each other.

Case 1 : Example

$$\begin{vmatrix} 2x &+ & 3y &+ & 4z &= & 1\\ x &+ & 2y &+ & 2z &= & 2\\ -x &+ & y &- & 2z &= & 3 \end{vmatrix}$$
(3)
$$|A| = \begin{vmatrix} 2 & 3 & 4\\ 1 & 2 & 2\\ -1 & 1 & -2 \end{vmatrix} = (2 \times -6) + 0 + (4 \times 3) = 0$$
(4)

Rank of coefficient matrix = 2

Get rank of augmented matrix
$$\begin{pmatrix} 2 & 3 & 4 & | & 1 \\ 1 & 2 & 2 & | & 2 \\ -1 & 1 & -2 & | & 3 \end{pmatrix}$$
(5)
First Cramer's determinant :
$$\begin{vmatrix} 1 & 3 & 4 \\ 2 & 2 & 2 \\ 3 & 1 & -2 \end{vmatrix} = -6 + (3 \times 10) + (4 \times -4) = 8 \neq 0$$
(6)

 Rank of augmented matrix = 3 Hence, [Rank of coefficient matrix] < [Rank of augmented matrix]

No solution

13.1.2 Case 2



Two of the planes are parallel making the equations inconsistent.

Case 2 : Example

$$2x + 3y + 4z = 1 (1)x + 2y + 2z = 2 (2)4x + 6y + 8z = 10 (3)$$

- By inspection, planes defined by Equ's (1) and (3) are parallel with different perpendicular distances from origin.
- Inconsistent equations, no solution is possible.

$$|A| = \begin{vmatrix} 2 & 3 & 4 \\ 1 & 2 & 2 \\ 4 & 6 & 8 \end{vmatrix} = 2 \times 4 + 0 + 4 \times -2 = 0$$
(8)
$$| 1 & 3 & 4 |$$

First Cramer's determinant =
$$\begin{vmatrix} 2 & 2 & 2 \\ 10 & 6 & 8 \end{vmatrix} \neq 0$$
 (9)

13.2 An infinite number of solutions 13.2.1 Case 1

$$A x = b$$

$$\begin{pmatrix} a_{11} & a_{12} & a_{13} \\ a_{21} & a_{22} & a_{23} \\ a_{31} & a_{32} & a_{33} \end{pmatrix} \begin{pmatrix} x_1 \\ x_2 \\ x_3 \end{pmatrix} = \begin{pmatrix} b_1 \\ b_2 \\ b_3 \end{pmatrix}$$
(10)

An infinite number of solutions if:

|A| = 0 and b ≠ 0 and
 [Rank of coefficient matrix] = [Rank of augmented matrix]

• i.e. |A| = 0 and Cramer's determinants are all zero.

Then **EITHER** -

One of the equations is not unique:

S unknowns, Equ (3) is multiple of Equ (1) and is redundant ⇒ system is under-constrained.



► These equations represent the intersection of two planes, with a common line 5x + 7y = 15 = 3y + 15z. Hence infinite number of solutions.

OR

All three planes meet on a common line:



Example

•
$$|A| = \begin{vmatrix} 2 & 3 & 4 \\ 1 & 2 & 2 \\ -1 & 1 & -2 \end{vmatrix}$$

= 2 × (-6) - 3 × 0 + 4 × 3 = 0

• 3rd Cramer's determinant

$$\Delta_z = \begin{vmatrix} 2 & 3 & 2 \\ 1 & 2 & 1 \\ -1 & 1 & -1 \end{vmatrix}$$
$$= 2 \times (-3) - 3 \times 0 + 2 \times 3 = 0$$

• Also $\Delta_x = \Delta_y = 0$

- All three planes meet on a common line because:
 - ► |*A*| = 0
 - All Cramer's determinants are zero
 - AND all the equations are unique.

13.2.2 Case 2: Homogeneous equations

- $\underline{\mathbf{b}} = 0$ gives the trivial solution (x, y, z) = (0, 0, 0)unless |A| = 0
- Three planes meet on a common line passing through the origin. Only the ratios x/y, x/z, y/z can be found.
- Example

2 <i>x</i>	+	3 <i>y</i>	+	4 <i>z</i>	=	0	(1)
x	+	2 <i>y</i>	$^+$	2 <i>z</i>	=	0	(2)
-x	+	У	_	2 <i>z</i>	=	0	(3)

- |A| = 0 and $\underline{\mathbf{b}} = 0$
- Intersection: a line through the origin $\rightarrow y = 0, x = -2z$ [Trivially found \rightarrow add Eq (2) & (3), then substitute for *y*.]

13.3 CHANGE OF BASIS

• A general vector $|\mathbf{x}\rangle$ in *N*-dimensional vector space is represented by a sum of base vectors $|\mathbf{e}_i\rangle$

$$|\mathbf{x}\rangle = \sum_{i=1}^{N} x_i |\mathbf{e_i}\rangle \quad \rightarrow \mathsf{Equ} (*)$$

where x_i are the coefficients of $|\mathbf{x}\rangle$ w.r.t the basis.

- Consider a change of basis vectors to |e'_j> (e.g. transformation to a different coordinate system)
- The prime basis will be related to the un-primed basis by a set of transformation coefficients S_{ij}

$$|\mathbf{e}_{\mathbf{j}}^{\prime}
angle = \sum_{i=1}^{N} S_{ij} |\mathbf{e}_{\mathbf{i}}
angle$$

► The vector must be the same (i.e. length, direction) whether its represented in basis |e_i⟩ or |e'_i⟩, hence

$$\sum_{i=1}^{N} x_i |\mathbf{e_i}\rangle = \sum_{j=1}^{N} x_j' |\mathbf{e_j'}\rangle = \sum_{j=1}^{N} x_j' \sum_{i=1}^{N} S_{ij} |\mathbf{e_i}\rangle$$

where x'_i are the components of $|\mathbf{x}\rangle$ in basis $|\mathbf{e}'\rangle$.

Since the x'_j and S_{ij} are just numbers, we can change order of summation:

$$|\mathbf{x}
angle = \sum_{i=1}^{N} \sum_{j=1}^{N} S_{ij} x'_{j} |\mathbf{e_i}
angle$$

• Comparing with Equ (*) : $(i.e. |\mathbf{x}\rangle = \sum_{i=1}^{N} x_i |\mathbf{e_i}\rangle)$

$$\rightarrow \qquad x_i = \sum_{j=1}^N S_{ij} x'_j$$

Hence the components of the vector transform in the same way, but *inversely*, to the base vectors themselves (which ensures $|\mathbf{x}\rangle$ is unchanged by the transformation).

13.3.1 Change of basis in matrix form

We can write the transformation of the base vectors in matrix form:

$$|{f e}'
angle={m S}|{f e}
angle$$

where S is the transformation matrix.

- ► Since the basis vectors are linearly independent det(S) and hence S^{-1} will exist. Hence $S^{-1}|\mathbf{e}'\rangle = S^{-1}S|\mathbf{e}\rangle \rightarrow |\mathbf{e}\rangle = S^{-1}|\mathbf{e}'\rangle$
- This is the inverse transformation which transforms $|e'\rangle$ back to $|e\rangle$, leaving the base vectors unchanged by the two successive transformations.
- Conversely vector x in $|\mathbf{e}
 angle$ is represented in $|\mathbf{e}'
 angle$ by

 $x' = S^{-1}x$ with inverse transform

$$x = Sx'$$