12.235

Bhargav - EE25BTECH11013

September 30, 2025

Question

Question:

A system of equations represented as

$$\begin{pmatrix} 1 & -1 & 2 \\ 2 & 1 & 4 \\ 1 & 3 & 1 \end{pmatrix} \begin{pmatrix} x_1 \\ x_2 \\ x_3 \end{pmatrix} = \begin{pmatrix} 4 \\ y \\ 3 \end{pmatrix} is, \tag{1}$$

- consistent and has a unique solution
- inconsistent and has no solution
- consistent and infinite solution
- inconsistent and has unique solution

Solution

This can be represented as an augmented matrix and can be solved by using Gaussian elimination.

$$\begin{pmatrix} 1 & -1 & 2 & | & 4 \\ 2 & 1 & 4 & | & y \\ 1 & 3 & 1 & | & 3 \end{pmatrix} \xrightarrow{R_2 \leftarrow R_2 - 2R_1} \begin{pmatrix} 1 & -1 & 2 & | & 4 \\ 0 & 3 & 0 & | & y - 8 \\ 0 & 4 & -1 & | & -1 \end{pmatrix}$$
(2)

$$\stackrel{R_2 \leftarrow \frac{R_2}{3}}{\underset{R_3 \leftarrow R_3 - 4R_2}{\longleftrightarrow}} \begin{pmatrix} 1 & -1 & 2 & 4 \\ 0 & 1 & 0 & \frac{y - 8}{3} \\ 0 & 0 & -1 & \frac{29 - 4y}{3} \end{pmatrix} \stackrel{R_3 \leftarrow -R_3}{\underset{R_1 \leftarrow R_1 - 2R_3}{\longleftrightarrow}} \tag{3}$$

$$\begin{pmatrix}
1 & -1 & 0 & \frac{70-8y}{3} \\
0 & 1 & 0 & \frac{y-8}{3} \\
0 & 0 & 1 & \frac{4y-29}{3}
\end{pmatrix}
\xrightarrow{R_1 \leftarrow R_1 + R_2}
\begin{pmatrix}
1 & 0 & 0 & \frac{62-7y}{3} \\
0 & 1 & 0 & \frac{y-8}{3} \\
0 & 0 & 1 & \frac{4y-29}{3}
\end{pmatrix}$$
(4)

Solution

$$\begin{pmatrix} x_1 \\ x_2 \\ x_3 \end{pmatrix} = \begin{pmatrix} \frac{62 - 7y}{3} \\ \frac{y - 8}{3} \\ \frac{4y - 29}{3} \end{pmatrix}$$
 (5)

Since $y \in \mathbf{R}$, we can conclude that there exists a unique solution and the system of equations is consistent.

Option (1) is the correct answer

Solution

This can be verified by finding the point of intersection of 3 planes: As an example, take y=8

$$x_1 - x_2 + 2x_3 = 4 (6)$$

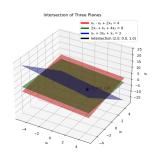
$$2x_1 + x_2 + 4x_3 = 8 (7)$$

$$x_1 + 3x_2 + x_3 = 3 (8)$$

The point of intersection of the planes from (5) is

$$\begin{pmatrix} x_1 \\ x_2 \\ x_3 \end{pmatrix} = \begin{pmatrix} 2 \\ 0 \\ 1 \end{pmatrix} \tag{9}$$

Plot



C Code

```
#include <stdio.h>
void solve_planes(double *A, double *b, double *x) {
   double detA, det1, det2, det3;
   detA = A[0]*(A[4]*A[8] - A[5]*A[7]) -
          A[1]*(A[3]*A[8] - A[5]*A[6]) +
          A[2]*(A[3]*A[7] - A[4]*A[6]);
   if(detA == 0) {
       x[0] = x[1] = x[2] = 0:
       return;
   }
   det1 = b[0]*(A[4]*A[8] - A[5]*A[7]) -
          A[1]*(b[1]*A[8] - A[5]*b[2]) +
          A[2]*(b[1]*A[7] - A[4]*b[2]):
```

C Code

```
det2 = A[0]*(b[1]*A[8] - A[5]*b[2]) -
      b[0]*(A[3]*A[8] - A[5]*A[6]) +
      A[2]*(A[3]*b[2] - b[1]*A[6]);
det3 = A[0]*(A[4]*b[2] - b[1]*A[7]) -
      A[1]*(A[3]*b[2] - b[1]*A[6]) +
      b[0]*(A[3]*A[7] - A[4]*A[6]);
x[0] = det1 / detA:
x[1] = det2 / detA;
x[2] = det3 / detA;
```

```
import numpy as np
import ctypes
import matplotlib.pyplot as plt
# Load shared C library
lib = ctypes.CDLL("./libcode.so")
# Define argument types
lib.solve_planes.argtypes = [
   np.ctypeslib.ndpointer(dtype=np.double, ndim=1, flags="
       C CONTIGUOUS"),
   np.ctypeslib.ndpointer(dtype=np.double, ndim=1, flags="
       C CONTIGUOUS"),
   np.ctypeslib.ndpointer(dtype=np.double, ndim=1, flags="
       C CONTIGUOUS")
```

```
# Coefficient matrix and constants
 A = np.array([[1, -1, 2],
              [2, 1, 4],
              [1, 3, 1]], dtype=np.double)
 b = np.array([4, 8, 3], dtype=np.double)
 x = np.zeros(3, dtype=np.double)
 # Call C function
 lib.solve_planes(A.ravel(), b, x)
print("Point of intersection (x1, x2, x3):", x)
# --- Plotting ---
x vals = np.linspace(-5, 5, 30)
y vals = np.linspace(-5, 5, 30)
 X, Y = np.meshgrid(x vals, y vals)
 # Plane equations rearranged for z
 Z1 = (4 - X + Y) / 2
         -2*X-Y)/4
```

```
Z3 = 3 - X - 3*Y
fig = plt.figure(figsize=(9, 7))
ax = plt.axes(projection='3d')
# Plot each plane
ax.plot_surface(X, Y, Z1, alpha=0.5, color='red')
ax.plot_surface(X, Y, Z2, alpha=0.5, color='green')
ax.plot_surface(X, Y, Z3, alpha=0.5, color='blue')
# Plot intersection point
ax.scatter(x[0], x[1], x[2], color='black', s=60)
ax.text(x[0], x[1], x[2]+0.3, f'(\{x[0]:.1f\}, \{x[1]:.1f\}, \{x[2]:.1\})
    f})', color='black')
# Labels and title
ax.set xlabel('x')
ax.set ylabel('x')
ax.set zlabel('x')
```

```
colors = ['red', 'green', 'blue', 'black']
labels = [
    'x - x + 2x = 4'.
  '2x + x + 4x = 8'
  'x + 3x + x = 3'.
   'Intersection (2, 0, 1)'
handles = [plt.Line2D([0], [0], color=c, lw=4) for c in colors]
ax.legend(handles, labels)
plt.savefig("/mnt/c/Users/bharg/Documents/backupmatrix/
    ee25btech11013/matgeo/12.235/figs/Figure_1.png")
plt.show()
```

Python Code

```
import numpy as np
 import matplotlib.pyplot as plt
 A = np.array([[1, -1, 2],
              [2, 1, 4],
              [1, 3, 1]], dtype=float)
 b = np.array([4, 8, 3], dtype=float)
 x = np.linalg.solve(A, b)
print("Point of intersection (x1, x2, x3):", x)
 x_{vals} = np.linspace(-5, 5, 30)
y_vals = np.linspace(-5, 5, 30)
 X, Y = np.meshgrid(x vals, y vals)
 # Plane equations rearranged for z
 Z1 = (4 - X + Y) / 2
 Z2 = (8 - 2*X - Y) / 4
 7.3 = 3 - X - 3*Y
 fig = plt.figure(figsize=(9, 7))
 ax = fig.add subplot(111, projection='3d')
```

Python Code

```
# Plot each plane
surf1 = ax.plot_surface(X, Y, Z1, alpha=0.5, color='red')
surf2 = ax.plot_surface(X, Y, Z2, alpha=0.5, color='green')
surf3 = ax.plot_surface(X, Y, Z3, alpha=0.5, color='blue')
# Plot intersection point
ax.scatter(x[0], x[1], x[2], color='black', s=60)
ax.text(x[0], x[1], x[2]+0.3, f'(\{x[0]:.1f\}, \{x[1]:.1f\}, \{x[2]:.1
    f})', color='black')
# Labels and title
ax.set xlabel('x')
ax.set ylabel('x')
ax.set zlabel('x')
ax.set title('Intersection of Three Planes')
```

Python Code

```
colors = ['red', 'green', 'blue', 'black']
labels = [
   'x - x + 2x = 4'
   '2x + x + 4x = 8'
  'x + 3x + x = 3'.
   f'Intersection (\{x[0]:.1f\}, \{x[1]:.1f\}, \{x[2]:.1f\})'
handles = [plt.Line2D([0], [0], color=c, lw=4) for c in colors]
ax.legend(handles, labels)
plt.savefig("/mnt/c/Users/bharg/Documents/backupmatrix/
    ee25btech11013/matgeo/12.235/figs/Figure 1.png")
plt.show()
```