

克拉瑪公式 

$$\begin{cases} a_1x + b_1y = c_1 & \text{--- ①} \\ a_2x + b_2y = c_2 & \text{--- ②} \end{cases} \quad \Delta = \begin{vmatrix} a_1 & b_1 \\ a_2 & b_2 \end{vmatrix}, \Delta_x = \begin{vmatrix} c_1 & b_1 \\ c_2 & b_2 \end{vmatrix}, \Delta_y = \begin{vmatrix} a_1 & c_1 \\ a_2 & c_2 \end{vmatrix}$$

① $\times b_2$ - ② $\times b_1$ 消去 y 得

$$(a_1b_2 - a_2b_1)x = (c_1b_2 - c_2b_1) \rightarrow \Delta \cdot x = \Delta_x$$

② $\times a_1$ - ① $\times a_2$ 消去 x 得

$$(a_1b_2 - a_2b_1)y = (a_1c_2 - a_2c_1) \rightarrow \Delta \cdot y = \Delta_y$$

故 $\begin{cases} \Delta \cdot x = \Delta_x \\ \Delta \cdot y = \Delta_y \end{cases}$

(1) $\Delta \neq 0$ 時 恰一組解

$$\begin{cases} x = \frac{\Delta_x}{\Delta} \\ y = \frac{\Delta_y}{\Delta} \end{cases} \quad \left(\text{此時 } \frac{a_1}{a_2} \neq \frac{b_1}{b_2} \right) \quad (= \text{直線交於一點})$$

(2) $\Delta = \Delta_x = \Delta_y = 0$ 時 無限多組解

$$\begin{cases} 0 \cdot x = 0 \\ 0 \cdot y = 0 \end{cases} \quad \left(\text{此時 } \frac{a_1}{a_2} = \frac{b_1}{b_2} = \frac{c_1}{c_2} \right) \quad (= \text{直線重合})$$

(3) $\Delta = 0$, 但 Δ_x, Δ_y 至少一有不是 0 時 無解

$$\left(\text{此時 } \frac{a_1}{a_2} = \frac{b_1}{b_2} \neq \frac{c_1}{c_2} \right) \quad (= \text{直線平行})$$

$$\begin{cases} a_1x + b_1y + c_1z = d_1 \\ a_2x + b_2y + c_2z = d_2 \\ a_3x + b_3y + c_3z = d_3 \end{cases} \quad \Delta = \begin{vmatrix} a_1 & b_1 & c_1 \\ a_2 & b_2 & c_2 \\ a_3 & b_3 & c_3 \end{vmatrix},$$

$$\Delta_x = \begin{vmatrix} d_1 & b_1 & c_1 \\ d_2 & b_2 & c_2 \\ d_3 & b_3 & c_3 \end{vmatrix}, \quad \Delta_y = \begin{vmatrix} a_1 & d_1 & c_1 \\ a_2 & d_2 & c_2 \\ a_3 & d_3 & c_3 \end{vmatrix}, \quad \Delta_z = \begin{vmatrix} a_1 & b_1 & d_1 \\ a_2 & b_2 & d_2 \\ a_3 & b_3 & d_3 \end{vmatrix}$$

(1) $\Delta \neq 0$ 時恰一組解 $(x, y, z) = \left(\frac{\Delta_x}{\Delta}, \frac{\Delta_y}{\Delta}, \frac{\Delta_z}{\Delta} \right)$

(2) $\Delta = \Delta_x = \Delta_y = \Delta_z = 0$ 時無限多組解

(3) $\Delta = 0$, 但 $\Delta_x, \Delta_y, \Delta_z$ 至少有一不為 0 時無解

降階法則

$$\begin{vmatrix} + & - & + \\ - & + & - \\ + & - & + \end{vmatrix} \begin{vmatrix} a_1 & b_1 & c_1 \\ a_2 & b_2 & c_2 \\ a_3 & b_3 & c_3 \end{vmatrix} = a_1x \begin{vmatrix} b_2 & c_2 \\ b_3 & c_3 \end{vmatrix} - a_2x \begin{vmatrix} b_1 & c_1 \\ b_3 & c_3 \end{vmatrix} + a_3x \begin{vmatrix} b_1 & c_1 \\ b_2 & c_2 \end{vmatrix}$$