Concepts Systems of Linear Equations in Three Variables

Based on power point presentations by Pearson Education, Inc. Revised by Ingrid Stewart, Ph.D.

Learning Objectives

- 1. Draw a three-dimensional coordinate system.
- 2. Memorize the characteristics of a system of three linear equations in three variables.
- 3. Solve systems of three linear equations in three variables.

NOTE: This lesson contains some examples. You can find more examples in the "Examples" document also located in the appropriate MOM Learning Materials folder.

1. The Three-Dimensional Coordinate System (1 of 3)

Before we discuss systems of three linear equations in three variables, let's investigate the three-dimensional coordinate system.

So far, we only discussed two-dimensional coordinate systems, which consist of a plane. We know that any point in the plane can be represented as an ordered pair (x, y) of real numbers.

In a three-dimensional coordinate system, three numbers are required. We represent any point by an ordered triple (x, y, z) of real numbers.

The Three-Dimensional Coordinate System (2 of 3)

Because many people have some difficulty visualizing threedimensional coordinate systems, it might be helpful to look at any bottom corner of a room and call the corner the origin. The wall on the left is in the *xz*-plane, the wall on the right is in the *yz*-plane, and the floor is in the *xy*-plane.



The Three-Dimensional Coordinate System (3 of 3)

Following is an illustration of the positive and negative *x*-, *y*-, and *z*-axes.



2. Introduction to Systems of Three Linear Equations in Three Variables (1 of 2)

In general, any equation of the form Ax + By + Cz + D = 0 is considered a linear equation in three variables x, y, and z.

The graph of a linear equation in three variables is a PLANE in threespace. When solving a system of three equations in three variables, we are actually trying to find the point of intersection of the three planes.

The solution of a system of three linear equations in three variables is an ordered triple (x, y, z) of real numbers.

Introduction to Systems of Three Linear Equations in Three Variables (2 of 2)

The following pictures show what types of solutions we can expect for a system of three linear equations in three variables.



A system of three linear equations in three variables can be solved algebraically mainly by the *Elimination Method*.

Solution Strategy:

Step 1 - Unless already done, rewrite both equations in the system so that like terms are directly below each other with variable terms appearing on the left and constants appearing on the right side of the equal sign.

Example:

Solve the system	$\int x+4y-z=20$	Equation 1
	3x+2y+z=8	Equation 2
	2x-3y+2z=-16	Equation 3

Step 1 is already done!

Step 2 -

(a) Select two original equations. Eliminate one of the variables by addition. We may have to first "appropriately" change the coefficients of one or both equations!

Example continued:

Let's select Equation 1 and Equation 2 in the system and eliminate the *z*-terms by addition. This will result in a new equation in *x* and *y*.

x+4y-z=20	Equation 1
3x+2y+z=8	Equation 2
4x + 6y = 28	(new) Equation 4

Step 2 -

(b) Use a different combination of two original equations and eliminate the SAME variable term that was eliminated in (a).

Example continued

Now we use Equations 1 and 3 in the system and eliminate the *z*-terms again by addition. This will also result in a new equation in *x* and *y*.

x+4y-z=20	Equation 1
2x - 3y + 2z = -16	Equation 3

Here we will first multiply all terms of Equation 1 by the number 2. The coefficient of z in the first equation is then – 2, and we can eliminate the z-terms because – 2z + 2z = 0.

Example continued:

We get the following equivalent system!

	2x + 8y - 2z = 40	$2 \cdot Equation 1$
+	2x - 3y + 2z = -16	Equation 3
	4x + 5y = 24	(new) Equation 5

Step 3 – Using the two new equations from Steps 2a and 2b, find the value of any variable by eliminating the other one using addition. We may have to first "appropriately" change the coefficients of one or both equations!

Example continued:

 $\begin{cases} 4x + 6y = 28 \\ 4x + 5y = 24 \end{cases}$ Equation 4 Equation 5

We will eliminate the x-terms to find the value of y. However, we will need to multiply all terms in Equation 5 by the number -1.

Example continued:

We get the following equivalent system!

4x + 6y = 28 Equation 4

+ $-4x - 5y = -24 - 1 \cdot Equation 5$

y = 4 This is the *y*-coordinate of the point of intersection!

Step 4 - Substitute the "appropriate" variable in either one of the two NEW equations with the value of the coordinate found in Step 3. Solve the equation.

Example continued:

Let's use Equation 5 and substitute its y with y = 4 found in Step 3.

4x + 5y = 24 (Equation 5) 4x + 5(4) = 24 4x + 20 = 24 4x = 4x = 1 This is the *x*-coordinate of the point of intersection!

Step 5 - Substitute the "appropriate" variable in either one of the ORIGINAL equations with the values of the coordinates found in Steps 3 and 4. Solve the equation.

Example continued:

Let's use Equation 2 and replace its x and y with y = 4 (Step 3) and x = 1 (Step 4).

3x + 2y + z = 8 (Equation 2)

3(1) + 2(4) + z = 8

3 + 8 + z = 8

11 + z = 8

z = -3 This is the *z*-coordinate of the point of intersection!

Step 6 - Write the solution of the system as an ordered triple.

Example continued:

Given x = 1 (Step 4), y = 4 (Step 3), and z = -3 (Step 5), the solution of the system is (1, 4, -3).

Following is an illustration of the point created by the ordered triple (1, 4, -3) in the three-dimensional coordinate system.

