

Método de Cramer

*Sistemas de Ecuaciones
Lineales*

Sirve para resolver problemas del tipo:

$$x + y + z = 11$$

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

$$3x + 2y + z = 24$$

$$A = \begin{array}{ccc} 1 & 1 & 1 \\ 2 & -1 & 1 \\ 3 & 2 & 1 \end{array} \quad b = \begin{array}{c} 11 \\ 5 \\ 24 \end{array}$$

Para aplicarlo se debe cumplir que :

✓ *Número de incógnitas = Número de ecuaciones*

✓ *Det (A) \neq 0*

Procedimiento:

Calcular los siguientes determinantes:

$$A = \left(\begin{array}{ccc|c} 1 & 1 & 1 & 11 \\ 2 & -1 & 1 & 5 \\ 3 & 2 & 1 & 24 \end{array} \right)$$

$$|A_x| = \begin{vmatrix} 11 & 1 & 1 \\ 5 & -1 & 1 \\ 24 & 2 & 1 \end{vmatrix}$$

$$|A_y| = \begin{vmatrix} 1 & 11 & 1 \\ 2 & 5 & 1 \\ 3 & 24 & 1 \end{vmatrix}$$

$$|A_z| = \begin{vmatrix} 1 & 1 & 11 \\ 2 & -1 & 5 \\ 3 & 2 & 24 \end{vmatrix}$$

Solución:

$$x = \frac{|Ax|}{|A|}$$

$$y = \frac{|Ay|}{|A|}$$

$$z = \frac{|Az|}{|A|}$$

Ejemplo

Resolver el siguiente SEL:

$$A = \begin{pmatrix} 1 & 1 & 1 & 1 \\ 1 & 2 & -1 & 2 \\ -1 & 1 & 2 & 3 \\ 1 & -1 & 1 & -1 \end{pmatrix}$$

$$b = \begin{pmatrix} 1 \\ 1 \\ 1 \\ 1 \end{pmatrix}$$

p1 de clase auxiliar vista el 28 de marzo

$$x1 = \begin{vmatrix} 1 & 1 & 1 & 1 \\ 1 & 2 & -1 & 2 \\ 1 & 1 & 2 & 3 \\ 1 & -1 & 1 & -1 \end{vmatrix}$$

|A|

$$x2 = \begin{vmatrix} 1 & 1 & 1 & 1 \\ 1 & 1 & -1 & 2 \\ -1 & 1 & 2 & 3 \\ 1 & 1 & 1 & -1 \end{vmatrix}$$

|A|

$$x3 = \begin{vmatrix} 1 & 1 & 1 & 1 \\ 1 & 2 & 1 & 2 \\ -1 & 1 & 1 & 3 \\ 1 & -1 & 1 & -1 \end{vmatrix}$$

|A|

$$x4 = \begin{vmatrix} 1 & 1 & 1 & 1 \\ 1 & 2 & -1 & 1 \\ -1 & 1 & 2 & 1 \\ 1 & -1 & 1 & 1 \end{vmatrix}$$

|A|

Otro Método (Gauss-Jordan):

$$\text{i. } A^1 = \begin{bmatrix} 1 & 0 & 0 & 0 \\ -1 & 1 & 0 & 0 \\ 1 & 0 & 1 & 0 \\ -1 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 & 1 & 1 \\ 1 & 2 & -1 & 2 \\ -1 & 1 & 2 & 3 \\ 1 & -1 & 1 & -1 \end{bmatrix} = \begin{bmatrix} 1 & 1 & 1 & 1 \\ 0 & 1 & -2 & 1 \\ 0 & 2 & 3 & 4 \\ 0 & -2 & 0 & -2 \end{bmatrix};$$

$$\text{ii. } A^2 = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & -2 & 1 & 0 \\ 0 & 2 & 0 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 & 1 & 1 \\ 0 & 1 & -2 & 1 \\ 0 & 2 & 3 & 4 \\ 0 & -2 & 0 & -2 \end{bmatrix} = \begin{bmatrix} 1 & 1 & 1 & 1 \\ 0 & 1 & -2 & 1 \\ 0 & 0 & 7 & 2 \\ 0 & 0 & -4 & 0 \end{bmatrix};$$

$$\text{iii. } A^3 = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & \frac{4}{7} & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 & 1 & 1 \\ 0 & 1 & -2 & 1 \\ 0 & 0 & 7 & 2 \\ 0 & 0 & -4 & 0 \end{bmatrix} = \begin{bmatrix} 1 & 1 & 1 & 1 \\ 0 & 1 & -2 & 1 \\ 0 & 0 & 7 & 2 \\ 0 & 0 & 0 & \frac{8}{7} \end{bmatrix}$$

$$\text{iv. } m_{21} = -1 \quad m_{31} = 1 \quad m_{41} = -1; \quad m_{32} = -2 \quad m_{42} = 2; \quad m_{43} = \frac{4}{7}$$

$$\text{v. } L = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 1 & 1 & 0 & 0 \\ -1 & 2 & 1 & 0 \\ 1 & -2 & -\frac{4}{7} & 1 \end{bmatrix}; \quad U = A^3 = \begin{bmatrix} 1 & 1 & 1 & 1 \\ 0 & 1 & -2 & 1 \\ 0 & 0 & 7 & 2 \\ 0 & 0 & 0 & \frac{8}{7} \end{bmatrix}$$

$$\text{i. } Ly = b \iff \begin{bmatrix} 1 & 0 & 0 & 0 \\ 1 & 1 & 0 & 0 \\ -1 & 2 & 1 & 0 \\ 1 & -2 & -\frac{4}{7} & 1 \end{bmatrix} \begin{bmatrix} y_1 \\ y_2 \\ y_3 \\ y_4 \end{bmatrix} = \begin{bmatrix} 1 \\ 1 \\ 1 \\ 1 \end{bmatrix}$$

$$\text{ii. } y = \begin{bmatrix} 1 \\ 0 \\ 2 \\ \frac{8}{7} \end{bmatrix}$$

$$\text{iii. } Ux = y \iff \begin{bmatrix} 1 & 1 & 1 & 1 \\ 0 & 1 & -2 & 1 \\ 0 & 0 & 7 & 2 \\ 0 & 0 & 0 & \frac{8}{7} \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \\ x_4 \end{bmatrix} = \begin{bmatrix} 1 \\ 0 \\ 2 \\ \frac{8}{7} \end{bmatrix}$$

$$\text{iv. } x_n = \frac{u_{n(n+1)}}{u_{nn}} \iff x_4 = 1$$

$$\text{v. } x_k = \frac{1}{u_{kk}} \left(u_{k(n+1)} - \sum_{j=k+1}^n u_{kj} x_j \right) \quad k = (n-1), \dots, 1$$

$$\text{A. } k = 3 \iff x_3 = \frac{1}{u_{33}} (y_3 - [u_{34}x_4]) = \frac{1}{7} (2 - [2 \times 1]) = 0$$

$$\text{B. } k = 2 \iff x_2 = \frac{1}{u_{22}} (y_2 - [u_{23}x_3 + u_{24}x_4]) = \frac{1}{1} (0 - [(-2) \times 0 + 1 \times 1]) = -1$$

$$\text{C. } k = 1 \iff x_1 = \frac{1}{u_{11}} (y_1 - [u_{12}x_2 + u_{13}x_3 + u_{14}x_4]) = \frac{1}{1} (1 - [(-1) \times 1 + 1 \times 0 + 1 \times 1]) = 1$$

$$\text{vi. } x = \begin{bmatrix} 1 \\ -1 \\ 0 \\ 1 \end{bmatrix}$$

En Matlab

```
function res = cramer (A,b)

n = length(b); %largo del vector
denominador = det(A);
C = A; %guardo valor original de matriz A
b = b'; %transpongo b para adecuar dimensiones

for i = 1:(n)

    C(:,i)= b; %reemplazo columna i-esima por vector b
    incognita(i) = det(C)/denominador; %solucion
    C = A; %vuelvo a la matriz original

end %fin del for

res = incognita;

end %fin de la función
```

MATLAB

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All Files	File Type	Last Modified	Description
biseccion.asv	ASV File	27-may-2007 12:54	
biseccion.m	M-file	27-may-2007 01:36	
cramer.m	M-file	20-jun-2007 12:14	
dercos.m	M-file	19-jun-2007 11:24	
derivada.m	M-file	19-jun-2007 11:15	
equ.m	M-file	19-jun-2007 11:09	
newton.m	M-file	27-may-2007 02:11	
newton2.asv	ASV File	27-may-2007 05:40	
newton2.m	M-file	27-may-2007 05:43	

Workspace Current Directory

Command History

```
f=dercos(h)
f/2
f/(2*h)
f=dercos(h)
f/(2*h)
A=[1 1 1 1; 1 2 -1 2;-1 1 2 3 ; -1 1 -1 1]
b=[1 1 1 1]
cramer (A,b)
A=[1 1 1 1; 1 2 -1 2;-1 1 2 3 ; 1 -1 1 -1]
cramer (A,b)
A\b
A\b'
```

Command Window

```
>> A=[1 1 1 1; 1 2 -1 2;-1 1 2 3 ; 1 -1 1 -1]
A =
     1     1     1     1
     1     2    -1     2
    -1     1     2     3
     1    -1     1    -1

>> b=[1 1 1 1]
b =
     1     1     1     1

>> cramer (A,b)
ans =
     1    -1     0     1

>> A\b'
ans =
     1
    -1
     0
     1

>>
```

Start

Inicio

MATLAB

0:22

INTEGRANTES

Fernando Beas

Marcelo Espinoza

Gabriela Lazo

Juan Pablo Ramirez

Felipe Reuse

FIN