No Solution Case

A **signal equation** is a nonzero equation having no variables. It is typically encountered in frame sequences as the equation $\boxed{\mathbf{0 = 1}}$.

When a signal equation occurs in a frame sequence, then we report **no solution**, because a signal equation is a false equation, implying that the system of equations cannot have a solution.

An Example

$$\boxed{\begin{array}{rcrcrcr} x & + & 2y & + & 3z & = & 4, \\ & - & y & - & 3z & = & -1, \\ & & & & 0 & = & 1. \end{array}}$$

Signal Equation $\mathbf{0 = 1}$.

An Illustration of the No Solution Case

$\begin{array}{rcrcrcr} & & y & + & 3z & = & 2, \\ x & + & y & & & = & 3, \\ x & + & 2y & + & 3z & = & 4. \end{array}$	Frame 1. Original system.
$\begin{array}{rcrcrcr} x & + & 2y & + & 3z & = & 4, \\ x & + & y & & & = & 3, \\ & & y & + & 3z & = & 2. \end{array}$	Frame 2. `swap(1,3)`
$\begin{array}{rcrcrcr} x & + & 2y & + & 3z & = & 4, \\ & - & y & - & 3z & = & -1, \\ & & y & + & 3z & = & 2. \end{array}$	Frame 3. `combo(1,2,-1)`
$\begin{array}{rcrcrcr} x & + & 2y & + & 3z & = & 4, \\ & - & y & - & 3z & = & -1, \\ & & & & 0 & = & 1. \end{array}$	Frame 4. Signal Equation $0 = 1$. `combo(2,3,1)`

The signal equation $\boxed{0 = 1}$ is a false equation, therefore the last frame has no solution. Because the toolkit neither creates nor destroys solutions, then the first frame, which is the original system, has **no solution**.

Perplexing Frames

Values cannot be assigned to any variables in the case of no solution. This can be perplexing, especially in a final frame like

$$\boxed{\begin{aligned} x &= 4, \\ z &= -1, \\ 0 &= 1. \end{aligned}}$$

While it is true that x and z were assigned values, the final signal equation $\mathbf{0 = 1}$ is false, meaning any answer is impossible.

There is no possibility to write equations for all variables. There is **no solution**. It is a **tragic error** to claim $x = 4$, $z = -1$ is a solution.