

**13.2** On utilise les conventions usuelles  $\vec{a} = \begin{pmatrix} a_1 \\ a_2 \\ a_3 \end{pmatrix}$  et  $\vec{b} = \begin{pmatrix} b_1 \\ b_2 \\ b_3 \end{pmatrix}$ .

$$\begin{aligned} 1) \quad (\vec{a} \times \vec{b}) \cdot \vec{a} &= \begin{pmatrix} a_2 b_3 - a_3 b_2 \\ a_3 b_1 - a_1 b_3 \\ a_1 b_2 - a_2 b_1 \end{pmatrix} \cdot \begin{pmatrix} a_1 \\ a_2 \\ a_3 \end{pmatrix} = \\ &= (a_2 b_3 - a_3 b_2) a_1 + (a_3 b_1 - a_1 b_3) a_2 + (a_1 b_2 - a_2 b_1) a_3 = \\ &= a_1 a_2 b_3 - a_1 a_3 b_2 + a_2 a_3 b_1 - a_1 a_2 b_3 + a_1 a_3 b_2 - a_2 a_3 b_1 = 0 \end{aligned}$$

$$\begin{aligned} 2) \quad (\vec{a} \times \vec{b}) \cdot \vec{b} &= \begin{pmatrix} a_2 b_3 - a_3 b_2 \\ a_3 b_1 - a_1 b_3 \\ a_1 b_2 - a_2 b_1 \end{pmatrix} \cdot \begin{pmatrix} b_1 \\ b_2 \\ b_3 \end{pmatrix} = \\ &= (a_2 b_3 - a_3 b_2) b_1 + (a_3 b_1 - a_1 b_3) b_2 + (a_1 b_2 - a_2 b_1) b_3 = \\ &= a_2 b_1 b_3 - a_3 b_1 b_2 + a_3 b_1 b_2 - a_1 b_2 b_3 + a_1 b_2 b_3 - a_2 b_1 b_3 = 0 \end{aligned}$$