

13.5 On utilise les conventions usuelles $\vec{a} = \begin{pmatrix} a_1 \\ a_2 \\ a_3 \end{pmatrix}$, $\vec{b} = \begin{pmatrix} b_1 \\ b_2 \\ b_3 \end{pmatrix}$ et $\vec{c} = \begin{pmatrix} c_1 \\ c_2 \\ c_3 \end{pmatrix}$.

$$1) \ \vec{a} \times \vec{b} = \begin{pmatrix} a_2 b_3 - a_3 b_2 \\ a_3 b_1 - a_1 b_3 \\ a_1 b_2 - a_2 b_1 \end{pmatrix} = - \begin{pmatrix} a_3 b_2 - a_2 b_3 \\ a_1 b_3 - a_3 b_1 \\ a_2 b_1 - a_1 b_2 \end{pmatrix} = -(\vec{b} \times \vec{a})$$

$$2) \ (\lambda \vec{a}) \times \vec{b} = \begin{pmatrix} \lambda a_1 \\ \lambda a_2 \\ \lambda a_3 \end{pmatrix} \times \begin{pmatrix} b_1 \\ b_2 \\ b_3 \end{pmatrix} = \begin{pmatrix} \lambda a_2 b_3 - \lambda a_3 b_2 \\ \lambda a_3 b_1 - \lambda a_1 b_3 \\ \lambda a_1 b_2 - \lambda a_2 b_1 \end{pmatrix} = \begin{pmatrix} \lambda (a_2 b_3 - a_3 b_2) \\ \lambda (a_3 b_1 - a_1 b_3) \\ \lambda (a_1 b_2 - a_2 b_1) \end{pmatrix}$$

$$= \lambda \begin{pmatrix} a_2 b_3 - a_3 b_2 \\ a_3 b_1 - a_1 b_3 \\ a_1 b_2 - a_2 b_1 \end{pmatrix} = \lambda (\vec{a} \times \vec{b})$$

$$3) \ \vec{a} \times (\vec{b} + \vec{c}) = \begin{pmatrix} a_1 \\ a_2 \\ a_3 \end{pmatrix} \times \left(\begin{pmatrix} b_1 \\ b_2 \\ b_3 \end{pmatrix} + \begin{pmatrix} c_1 \\ c_2 \\ c_3 \end{pmatrix} \right) = \begin{pmatrix} a_1 \\ a_2 \\ a_3 \end{pmatrix} \times \begin{pmatrix} b_1 + c_1 \\ b_2 + c_2 \\ b_3 + c_3 \end{pmatrix}$$

$$= \begin{pmatrix} a_2 (b_3 + c_3) - a_3 (b_2 + c_2) \\ a_3 (b_1 + c_1) - a_1 (b_3 + c_3) \\ a_1 (b_2 + c_2) - a_2 (b_1 + c_1) \end{pmatrix} = \begin{pmatrix} a_2 b_3 - a_3 b_2 + a_2 c_3 - a_3 c_2 \\ a_3 b_1 - a_1 b_3 + a_3 c_1 - a_1 c_3 \\ a_1 b_2 - a_2 b_1 + a_1 c_2 - a_2 c_1 \end{pmatrix}$$

$$= \begin{pmatrix} a_2 b_3 - a_3 b_2 \\ a_3 b_1 - a_1 b_3 \\ a_1 b_2 - a_2 b_1 \end{pmatrix} + \begin{pmatrix} a_2 c_3 - a_3 c_2 \\ a_3 c_1 - a_1 c_3 \\ a_1 c_2 - a_2 c_1 \end{pmatrix} = \vec{a} \times \vec{b} + \vec{a} \times \vec{c}$$