

向量的外積，

$$\begin{cases} a_1x + a_2y + a_3z = 0 & \text{①} \\ b_1x + b_2y + b_3z = 0 & \text{②} \end{cases}$$

$$\frac{a_2}{b_2} \times \frac{a_3}{b_3} \times \frac{a_1}{b_1} \times \frac{a_2}{b_2}$$

① $\times b_3$ - ② $\times a_3$ 消去 z 得

$$(a_1b_3 - a_3b_1)x + (a_2b_3 - a_3b_2)y = 0$$

$$(a_2b_3 - a_3b_2)y = (a_3b_1 - a_1b_3)x$$

$$x : y = (a_2b_3 - a_3b_2) : (a_3b_1 - a_1b_3) = \begin{vmatrix} a_2 & a_3 \\ b_2 & b_3 \end{vmatrix} : \begin{vmatrix} a_3 & a_1 \\ b_3 & b_1 \end{vmatrix}$$

① $\times b_1$ - ② $\times a_1$ 消去 x 得

$$(a_2b_1 - a_1b_2)y + (a_3b_1 - a_1b_3)z = 0$$

$$(a_3b_1 - a_1b_3)z = (a_1b_2 - a_2b_1)y$$

$$y : z = (a_3b_1 - a_1b_3) : (a_1b_2 - a_2b_1) = \begin{vmatrix} a_3 & a_1 \\ b_3 & b_1 \end{vmatrix} : \begin{vmatrix} a_1 & a_2 \\ b_1 & b_2 \end{vmatrix}$$

$$\text{故 } x : y : z = \begin{vmatrix} a_2 & a_3 \\ b_2 & b_3 \end{vmatrix} : \begin{vmatrix} a_3 & a_1 \\ b_3 & b_1 \end{vmatrix} : \begin{vmatrix} a_1 & a_2 \\ b_1 & b_2 \end{vmatrix}$$

$$\vec{a} = (a_1, a_2, a_3)$$

$$\vec{b} = (b_1, b_2, b_3)$$

$$\vec{n} = (x, y, z)$$

$$\begin{cases} \vec{a} \perp \vec{n} \\ \vec{b} \perp \vec{n} \end{cases} \rightarrow \begin{cases} \vec{a} \cdot \vec{n} = 0 \\ \vec{b} \cdot \vec{n} = 0 \end{cases} \rightarrow \begin{cases} a_1x + a_2y + a_3z = 0 \\ b_1x + b_2y + b_3z = 0 \end{cases}$$

$$\text{得 } x:y:z = \begin{vmatrix} a_2 & a_3 \\ b_2 & b_3 \end{vmatrix} : \begin{vmatrix} a_3 & a_1 \\ b_3 & b_1 \end{vmatrix} : \begin{vmatrix} a_1 & a_2 \\ b_1 & b_2 \end{vmatrix}$$

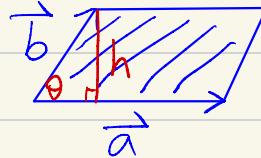
$$\text{可取 } \vec{n} = \left(\begin{vmatrix} a_2 & a_3 \\ b_2 & b_3 \end{vmatrix}, \begin{vmatrix} a_3 & a_1 \\ b_3 & b_1 \end{vmatrix}, \begin{vmatrix} a_1 & a_2 \\ b_1 & b_2 \end{vmatrix} \right)$$

$$\frac{a_2}{b_2} \times \frac{a_3}{b_3} \times \frac{a_1}{b_1} \times \frac{a_2}{b_2}$$

$$\vec{a} = (a_1, a_2, a_3)$$

$$\vec{b} = (b_1, b_2, b_3)$$

$$h = |\vec{b}| \sin \theta$$



$$\text{阴影部分} = |\vec{a}| |\vec{b}| \sin \theta$$

$$= |\vec{a}| |\vec{b}| \sqrt{1 - \cos^2 \theta}$$

$$= \sqrt{|\vec{a}|^2 |\vec{b}|^2 - |\vec{a}|^2 |\vec{b}|^2 \cos^2 \theta}$$

$$= \sqrt{|\vec{a}|^2 |\vec{b}|^2 - (\vec{a} \cdot \vec{b})^2}$$

$$= \sqrt{(a_1^2 + a_2^2 + a_3^2)(b_1^2 + b_2^2 + b_3^2) - (a_1 b_1 + a_2 b_2 + a_3 b_3)^2}$$

$$\text{而 } (a_1^2 + a_2^2 + a_3^2)(b_1^2 + b_2^2 + b_3^2) = a_1^2 b_1^2 + a_2^2 b_2^2 + a_3^2 b_3^2 + a_1^2 b_2^2 + a_2^2 b_1^2 + a_2^2 b_3^2 + a_3^2 b_1^2 + a_3^2 b_2^2 + a_1^2 b_3^2 - ①$$

$$(a_1 b_1 + a_2 b_2 + a_3 b_3)^2 = a_1^2 b_1^2 + a_2^2 b_2^2 + a_3^2 b_3^2 + 2a_1 b_1 a_2 b_2 + 2a_1 b_1 a_3 b_3 + 2a_2 b_2 a_3 b_3 - ②$$

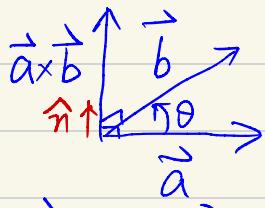
$$① - ② \text{ 消去 } a_1^2 b_1^2 + a_2^2 b_2^2 + a_3^2 b_3^2 \text{ 得}$$

$$\underline{(a_1 b_2)^2 + (a_1 b_3)^2 + (a_2 b_1)^2 + (a_2 b_3)^2 + (a_3 b_1)^2 + (a_3 b_2)^2} \\ - 2(a_1 b_2)(a_2 b_1) - 2(a_1 b_3)(a_3 b_1) - 2(a_2 b_3)(a_3 b_2)$$

$$\text{可配成 } \underline{(a_2 b_3 - a_3 b_2)^2 + (a_3 b_1 - a_1 b_3)^2 + (a_1 b_2 - a_2 b_1)^2}$$

$$\text{即 } \left| \begin{matrix} a_2 & a_3 \\ b_2 & b_3 \end{matrix} \right|^2 + \left| \begin{matrix} a_3 & a_1 \\ b_3 & b_1 \end{matrix} \right|^2 + \left| \begin{matrix} a_1 & a_2 \\ b_1 & b_2 \end{matrix} \right|^2$$

$$\text{故 } \text{阴影部分} = \sqrt{\left| \begin{matrix} a_2 & a_3 \\ b_2 & b_3 \end{matrix} \right|^2 + \left| \begin{matrix} a_3 & a_1 \\ b_3 & b_1 \end{matrix} \right|^2 + \left| \begin{matrix} a_1 & a_2 \\ b_1 & b_2 \end{matrix} \right|^2} = |\vec{a}| |\vec{b}| \sin \theta$$



$$\begin{aligned}\vec{a} &= (a_1, a_2, a_3) \\ \vec{b} &= (b_1, b_2, b_3)\end{aligned}$$

$$\left\{ \begin{array}{l} \vec{a} \perp (\vec{a} \times \vec{b}) \\ \vec{b} \perp (\vec{a} \times \vec{b}) \end{array} \right. \rightarrow \vec{a} \times \vec{b} = \left(\begin{vmatrix} a_2 & a_3 \\ b_2 & b_3 \end{vmatrix}, \begin{vmatrix} a_3 & a_1 \\ b_3 & b_1 \end{vmatrix}, \begin{vmatrix} a_1 & a_2 \\ b_1 & b_2 \end{vmatrix} \right)$$

$$\therefore \boxed{\text{area}} = |\vec{a} \times \vec{b}| = \sqrt{\begin{vmatrix} a_2 & a_3 \\ b_2 & b_3 \end{vmatrix}^2 + \begin{vmatrix} a_3 & a_1 \\ b_3 & b_1 \end{vmatrix}^2 + \begin{vmatrix} a_1 & a_2 \\ b_1 & b_2 \end{vmatrix}^2}$$

$$\therefore \vec{a} \times \vec{b} = |\vec{a} \times \vec{b}| \hat{n} = (|\vec{a}| |\vec{b}| \sin \theta) \hat{n}$$

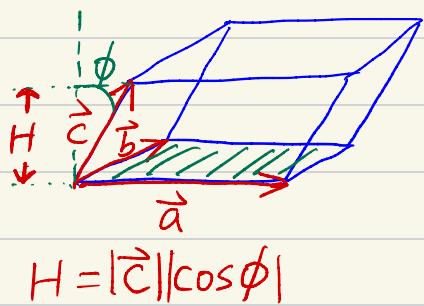
其中 $\left\{ \begin{array}{l} \vec{a} \perp \hat{n} \\ \vec{b} \perp \hat{n} \end{array} \right.$ 且遵守右手定則

$$\begin{vmatrix} a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \\ c_1 & c_2 & c_3 \end{vmatrix} = a_1 b_2 c_3 + a_3 b_1 c_2 + a_2 b_3 c_1 - a_3 b_2 c_1 - a_1 b_3 c_2 - a_2 b_1 c_3$$

降階法則

$$\begin{vmatrix} + & - & + \\ - & + & - \\ + & - & + \end{vmatrix}$$

$$\begin{vmatrix} a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \\ c_1 & c_2 & c_3 \end{vmatrix} = +a_1 \times \begin{vmatrix} b_2 & b_3 \\ c_2 & c_3 \end{vmatrix} - a_2 \times \begin{vmatrix} b_1 & b_3 \\ c_1 & c_3 \end{vmatrix} + a_3 \times \begin{vmatrix} b_1 & b_2 \\ c_1 & c_2 \end{vmatrix}$$



$$\vec{a} = (a_1, a_2, a_3)$$

$$\vec{b} = (b_1, b_2, b_3)$$

$$\vec{c} = (c_1, c_2, c_3)$$

$$\vec{a} \times \vec{b} = \left(\begin{vmatrix} a_2 & a_3 \\ b_2 & b_3 \end{vmatrix}, \begin{vmatrix} a_3 & a_1 \\ b_3 & b_1 \end{vmatrix}, \begin{vmatrix} a_1 & a_2 \\ b_1 & b_2 \end{vmatrix} \right)$$

$$V_{\text{平行六面體}} = \boxed{\vec{a} \times \vec{b}} \cdot H$$

$$= |\vec{a} \times \vec{b}| \cdot |\vec{c}| |\cos \phi|$$

$$= |\vec{a} \times \vec{b}| |\vec{c}| |\cos \phi|$$

$$= |(\vec{a} \times \vec{b}) \cdot \vec{c}|$$

$$= C_1 \times \begin{vmatrix} a_2 & a_3 \\ b_2 & b_3 \end{vmatrix} + C_2 \times \begin{vmatrix} a_3 & a_1 \\ b_3 & b_1 \end{vmatrix} + C_3 \times \begin{vmatrix} a_1 & a_2 \\ b_1 & b_2 \end{vmatrix}$$

$$\begin{vmatrix} + & - & + \\ - & + & - \\ + & - & + \end{vmatrix} = 1 \begin{vmatrix} a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \\ c_1 & c_2 & c_3 \end{vmatrix}$$

$$\therefore \begin{vmatrix} a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \\ c_1 & c_2 & c_3 \end{vmatrix} = C_1 \times \begin{vmatrix} a_2 & a_3 \\ b_2 & b_3 \end{vmatrix} - C_2 \times \begin{vmatrix} a_1 & a_3 \\ b_1 & b_3 \end{vmatrix} + C_3 \times \begin{vmatrix} a_1 & a_2 \\ b_1 & b_2 \end{vmatrix}$$

$$= C_1 \times \begin{vmatrix} a_2 & a_3 \\ b_2 & b_3 \end{vmatrix} + C_2 \times \begin{vmatrix} a_3 & a_1 \\ b_3 & b_1 \end{vmatrix} + C_3 \times \begin{vmatrix} a_1 & a_2 \\ b_1 & b_2 \end{vmatrix}$$