

# geometrie\_molecule

March 21, 2025

Nous ne traiterons que le cas du cyclohexane. Quelques notations :

```
[1]: R = RealField(300)
Ruvw.<u,v,w> = PolynomialRing(R)
Ru.<u> = PolynomialRing(R)
Rv.<v> = PolynomialRing(R)

L = 1; phi = 109*2*pi/360; alpha = pi/3
HB = L * cos(phi/2)
AH = sqrt(L^2 - HB^2)
AC = 2 * AH

def f(u): # paramétrisation rationnelle du cercle, rayon HB centré en H
    return vector([AH, HB*(1-u^2)/(1+u^2), HB*2*u/(1+u^2)])

def rot(a): # rotation d'angle a, axe k
    return matrix([[cos(a), -sin(a), 0], [sin(a), cos(a), 0], [0,0,1]])

[2]: AB = f(u) # coordonnées de B dans (A,i,j,k)
AF = rot(alpha) * f(1/v) # coordonnées de F

[3]: P = Ruvw(numerator(AB.dot_product(AF) - L^2*cos(phi))); P

[3]: -0.66098174906670123213697405645739535144110018222245336519002271941593156653868
2888511221660*u^2*v^2 + 1.651136308914313337428017871589443143597703213518246214
43044558989320336105676835885635320*u^2 + 2.697727382171373325143964256821113712
80459357296350757113910882021359327788646328228729362*u*v + 1.651136308914313337
42801787158944314359770321351824621443044558989320336105676835885635320*v^2 + 2.
61439067580964124442102767122572478223420982277719200848135948909554164970898796
508028124

[4]: sol = Ru(P(v=u)).roots() # racines de P(u,u)
sol

[4]: [(-
3.081236391416338438518147082008017390636466995393821647317504844235626974066310
21150875908,
```

```

1),
(3.0812363914163384385181470820080173906364669953938216473175048442356269740663
1021150875908,
1)]

```

Les deux racines réelles de  $P(u, u)$  sont  $\pm r$

```
[5]: r = sol[1][0]; r
```

```
[5]: 3.081236391416338438518147082008017390636466995393821647317504844235626974066310
21150875908
```

```
[6]: P(u = r, v = r) # proche de 0
```

```
[6]: 1.178182431671454372742985269196706154314051722999867895626771788124905261133211
80555042349e-89
```

1) Le cas  $u = v = w$

```
[7]: def Triangle(A,B,C, c): # triangle (ABC) de couleur 'c'
      return line3d([A,B],color=c,size=2) + line3d([B,C],color=c,size=2) +
      ↪line3d([C,A],color=c,size=2)

def Affiche(U, V, W):
    # On calcule les coordonnées des 6 points A, ..., F dans (A,i,j,k)
    A = (0,0,0)
    C = (AC,0,0)
    E = rot(alpha) * vector(C)
    B = AB(u = U)
    F = AF(v = V)
    AD = rot(-alpha) * (f(1/w) - vector(C)) + vector(C) # rotation de centre C
    D = AD(w = W)

    P = Graphics() + text3d("A",(-0.1,0,0)) + text3d("C", (AC-0.1,0,0)) +
    ↪text3d("E", (E[0] - 0.1,E[1],E[2]))
    P += Triangle(A,B,C, 'green')
    P += Triangle(C,D,E, 'red')
    P += Triangle(E,F,A, 'violet')
    P += Triangle(A,C,E, 'blue')
    for p in [A,B,C,D,E,F]:
        P += point3d(p,color='black',size=15)
        # print(numerical_approx(vector(p)))
    return (P)

```

```
Affiche(r, r, r) # Fixez le quadrilatère (BCEF) et visualisez la "chaise"
```

```
[7]: Graphics3d Object
```



