

$$\vec{A} \cdot (\vec{B} \times \vec{C}) + \vec{C} \cdot (\vec{B} \times \vec{A}) = 0$$

Najpierw wyliczamy $\vec{A} \cdot (\vec{B} \times \vec{C})$

$$\vec{A} \cdot (\vec{B} \times \vec{C}) = \det \begin{bmatrix} A_x & A_y & A_z \\ B_x & B_y & B_z \\ C_x & C_y & C_z \end{bmatrix} = A_x B_y C_z - A_x B_z C_y - A_y B_x C_z + A_y B_z C_x + A_z B_x C_y - A_z B_y C_x$$

Identycznie wyliczamy $\vec{C} \cdot (\vec{B} \times \vec{A})$ i dodajemy do $\vec{A} \cdot (\vec{B} \times \vec{C})$:

$$\begin{aligned} \vec{A} \cdot (\vec{B} \times \vec{C}) + \vec{C} \cdot (\vec{B} \times \vec{A}) &= A_x B_y C_z - A_x B_z C_y - A_y B_x C_z + A_y B_z C_x + A_z B_x C_y - A_z B_y C_x + \\ &+ C_x B_y A_z - C_x B_z A_y - C_y B_x A_z + C_y B_z A_x + C_z B_x A_y - C_z B_y A_x = \\ &= A_x B_y C_z - C_z B_y A_x + C_z B_x A_y - A_y B_x C_z + C_y B_z A_x - A_x B_z C_y + \\ &+ A_y B_z C_x - C_x B_z A_y + A_z B_x C_y - C_y B_x A_z - A_z B_y C_x + C_x B_y A_z = 0 \end{aligned}$$