#### Vectors

Magnitude: 
$$\|\mathbf{u}\| = \sqrt{(u_x)^2 + (u_y)^2 + (u_z)^2}$$

Dot product: 
$$\mathbf{u} \cdot \mathbf{v} = (u_x v_x) + (u_y v_y) + (u_z v_z) = \|\mathbf{u}\| \|\mathbf{v}\| \cos \theta$$

$$\mathbf{u} \cdot \mathbf{v} = 0 \mid \mathbf{u} \perp \mathbf{v}$$

Projection of 
$$u$$
 onto  $v$ :  $\operatorname{proj}_{\mathbf{v}} \mathbf{u} = \|\mathbf{u}\| \cos \theta \left(\frac{\mathbf{u}}{\|\mathbf{u}\|}\right) = \frac{\mathbf{u} \cdot \mathbf{v}}{\|\mathbf{u}\| \|\mathbf{u}\|} \mathbf{v}$ 

Cross product: 
$$\mathbf{u} \times \mathbf{v} = \langle (u_y v_z - u_z v_y), -(u_x v_z - u_z v_x), (u_x v_y - u_y v_x) \rangle$$

$$\mathbf{u} \times \mathbf{v} = 0 \mid \mathbf{u} \parallel \mathbf{v}$$

Equation of 
$$PQR$$
 plane:  $\mathbf{n} = \mathbf{u} \times \mathbf{v} = \langle a, b, c \rangle$ 

$$a(x - x_0) + b(y - y_0) + c(z - z_0) = 0$$

$$ax + by + cz + d = 0$$

Area of 
$$PQR$$
 parallelogram:  $\|\mathbf{u} \times \mathbf{v}\| = \|\mathbf{u}\| \|\mathbf{v}\| \sin \theta$ 

Line through 
$$P$$
,  $\parallel$  to  $\mathbf{a}$ :  $x = (a_x t + P_x), \ y = (a_y t + P_y), \ z = (a_z t + P_z)$ 

Distance D of point P from plane a: 
$$\mathbf{a} = ax + by + cz + d = 0, \ P = \langle x_1, y_1, z_1 \rangle$$

$$D = \left| \frac{ax_1 + by_1 + cz_1 + d}{\sqrt{a^2 + b^2 + c^2}} \right|$$

#### **Surfaces**

Parabola: 
$$ax + by^2 = c$$

Circle: 
$$ax^2 + ay^2 = c$$

Ellipse: 
$$ax^2 + by^2 = c$$

Hyperbola (one-sheet): 
$$ax^2 - by^2 = k^2 + c$$

Hyperbola (two-sheets): 
$$ax^2 - by^2 = k^2 - c$$

## Vector-value functions

Arc length: 
$$L = \int_a^b \|\mathbf{v}(t)\| dt$$

## Trajectory

Initial velocity: 
$$\langle u_0, v_0 \rangle = \langle ||\mathbf{v}_0|| \cos \alpha, ||\mathbf{v}_0|| \sin \alpha \rangle$$

Position: 
$$\mathbf{r}(t) = \langle x(t), y(t) \rangle = \langle u_0 t + x_0, -\frac{1}{2}gt^2 + v_0 t + y_0 \rangle$$

Time of flight: 
$$T = (-\frac{1}{2}gt^2 + v_0t + y_0 = 0) \mid t > 0$$

# Motion

Position: 
$$\mathbf{d}(t) = \mathbf{r}(t) = \langle x(t), y(t), z(t) \rangle$$

Velocity: 
$$\mathbf{v}(t) = \mathbf{r}'(t) = \langle x'(t), y'(t), z'(t) \rangle$$

Acceleration: 
$$\mathbf{a}(t) = \mathbf{r}''(t) = \langle x''(t), y''(t), z''(t) \rangle$$

$$\mathbf{a}(t) = a_{\mathbf{T}}\mathbf{T} + a_{\mathbf{N}}\mathbf{N}$$

Unit tangent: 
$$\mathbf{T}(t) = \frac{1}{\|\mathbf{v}(t)\|} \mathbf{v}(t)$$

Unit normal: 
$$\mathbf{N}(t) = \frac{1}{\|\mathbf{T}'(t)\|} \mathbf{T}'(t), \ \mathbf{N}(s) = \frac{1}{k} \mathbf{T}'(s)$$

$$\mathbf{T} \cdot \mathbf{N} = 0$$

Curvature: 
$$k = \|\mathbf{T}'(s)\| = \frac{\|\mathbf{T}'(t)\|}{\|\mathbf{r}'(t)\|} = \frac{\|\mathbf{v}(t) \times \mathbf{a}(t)\|}{\|\mathbf{v}(t)\|^3}$$

Linear component: 
$$a_{\mathbf{T}} = \frac{d^2s}{dt^2} = \frac{\mathbf{v} \cdot \mathbf{a}}{\|\mathbf{v}\|}$$

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Angular component:  $a_{\mathbf{N}} = \left(\frac{ds}{dt}\right)^2 k = \frac{\|\mathbf{v} \times \mathbf{a}\|}{\|\mathbf{v}\|}$