

## 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  $v$ :  $\text{proj}_{\mathbf{v}} \mathbf{u} = \|\mathbf{u}\| \cos \theta \left( \frac{\mathbf{u}}{\|\mathbf{u}\|} \right) = \frac{\mathbf{u} \cdot \mathbf{v}}{\|\mathbf{u}\| \|\mathbf{v}\|} \mathbf{v}$

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  $\mathbf{a}$ :  $\mathbf{a} = ax + by + cz + d = 0, P = \langle x_1, y_1, z_1 \rangle$

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

## 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:  $T = (-\frac{1}{2}gt^2 + v_0 t + y_0 = 0) \mid t > 0$

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

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

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

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