

Formulas-1

Credit Aarush Magic

$$\begin{aligned}\vec{a} \cdot \vec{b} &= a_1b_1 + a_2b_2 + a_3b_3 + \cdots + a_nb_n \\ \vec{a} \times \vec{b} &= \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \end{vmatrix} \\ &= \begin{vmatrix} a_2 & a_3 \\ b_2 & b_3 \end{vmatrix} \vec{i} - \begin{vmatrix} a_1 & a_3 \\ b_1 & b_3 \end{vmatrix} \vec{j} + \begin{vmatrix} a_1 & a_2 \\ b_1 & b_2 \end{vmatrix} \vec{k} \\ &= (a_2b_3 - b_2a_3)\vec{i} - (a_1b_3 + b_1a_3)\vec{j} + (a_1b_2 + b_1a_2)\vec{k}\end{aligned}$$

Properties:

$$\vec{u} \cdot (\vec{v} \times \vec{w}) = \begin{vmatrix} u_1 & u_2 & u_3 \\ v_1 & v_2 & v_3 \\ w_1 & w_2 & w_3 \end{vmatrix}$$

$$\vec{a} \cdot \vec{b} = \vec{b} \cdot \vec{a}$$

$$\vec{a} \times \vec{b} = -\vec{b} \times \vec{a}$$

$$\vec{a} \cdot \vec{b} = |\vec{a}| \cdot |\vec{b}| \cos(\theta)$$

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

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

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

$$\vec{a} \cdot \vec{0} = 0$$

$$\vec{a} \times \vec{0} = \vec{0}$$

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

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

$$\vec{a} \cdot \vec{a} = ||\vec{a}||^2$$

$$\vec{a} \times \vec{a} = \vec{0}$$

$$\text{If } \vec{a} \perp \vec{b} \text{ then } \vec{a} \cdot \vec{b} = 0$$

$$\text{If } \vec{a} \parallel \vec{b} \text{ then } \vec{a} \times \vec{b} = \vec{0}$$

$$\vec{u} \times (\vec{v} \times \vec{w}) = (\vec{u} \cdot \vec{w})\vec{v} - (\vec{u} \cdot \vec{v})\vec{w} \quad \text{nbsp;}$$

Projectile Motion:

$$\text{Max Height} = \frac{(v_0 \sin(\theta))^2}{2g}$$

$$\text{Range} = \frac{v_0^2 \sin(2\theta)}{g}$$

$$\text{Flight Time} = \frac{2v_0 \sin(\theta)}{g}$$

Graphs

Type	Equations
Cylinder	$ax^n + by^m = c, ax^n + bz^m = c, ay^n + bz^m = c$
Elliptical Paraboloid	$\frac{x^2}{a^2} + \frac{y^2}{b^2} = \frac{z}{c}$
Elliptical Cone	$\frac{x^2}{a^2} + \frac{y^2}{b^2} = \frac{z^2}{c^2}$
Ellipsoid	$\frac{x^2}{a^2} + \frac{y^2}{b^2} + \frac{z^2}{c^2} = 1$
Hyperboloid of 1 sheet	$\frac{x^2}{a^2} + \frac{y^2}{b^2} - \frac{z^2}{c^2} = 1$
Hyperboloid of 2 sheets	$-\frac{x^2}{a^2} - \frac{y^2}{b^2} + \frac{z^2}{c^2} = 1$
Hyperbolic Paraboloid	$-\frac{x^2}{a^2} + \frac{y^2}{b^2} = \frac{z}{c}, c > 0$

Other Formulas

Line through $P(p_1, p_2, p_3)$ and parallel to $\vec{v} = a\vec{i} + b\vec{j} + c\vec{k}$ when $t \in \mathbb{R}$:

$$x = at + p_1 \quad y = bt + p_2 \quad z = ct + p_3$$

$$\langle at + p_1, bt + p_2, ct + p_3 \rangle = \langle a, b, c \rangle t + \langle p_1, p_2, p_3 \rangle$$

Line through $P(p_1, p_2, p_3)$ and perpendicular to $\vec{n} = a\vec{i} + b\vec{j} + c\vec{k}$:

$$a(x - p_1) + b(y - p_2) + c(z - p_3) = 0$$

Distance between line and point:

$$d = \frac{||\vec{PS} \times v||}{||v||}$$

Distance between Point S and Plane,

$$d = \left| \vec{PS} \cdot \frac{n}{||n||} \right|$$

Projection,

$$\text{proj}_b a = \left(\frac{a \cdot b}{||b||} \right) \frac{b}{||b||}$$

Angle between planes or vectors:

$$\theta = \cos^{-1} \left(\left| \frac{\vec{n}_1 \cdot \vec{n}_2}{||\vec{n}_1|| \cdot ||\vec{n}_2||} \right| \right)$$

Arc Length ($s(t)$):

$$L = \int_a^b \sqrt{\left(\frac{dx}{dt}\right)^2 + \left(\frac{dy}{dt}\right)^2 + \left(\frac{dz}{dt}\right)^2} dt = \int_a^b ||\vec{r}'(t)|| dt$$

$$s(t) = \int_{t_0}^t \sqrt{\left(\frac{dx}{d\tau}\right)^2 + \left(\frac{dy}{d\tau}\right)^2 + \left(\frac{dz}{d\tau}\right)^2} d\tau = \int_{t_0}^t ||\vec{r}'(\tau)|| d\tau$$

Speed:

$$\frac{ds}{dt} = ||\vec{v}(t)||$$

The unit tangent vector ($T(t)$):

$$\vec{T}(t) = \frac{\vec{r}'(t)}{||\vec{r}'(t)||} = \frac{\vec{v}(t)}{||\vec{v}(t)||}$$

The curvature function ($\kappa(t)$):

$$\begin{aligned} \kappa &= \left\| \frac{d\vec{T}}{ds} \right\| \quad T \text{ is the unit tangent vector, } s \text{ is the arc length} \\ &= \frac{||\vec{T}'(t)||}{||\vec{v}(t)||} \quad \text{note: } \frac{ds}{dt} = ||v|| \\ &= \frac{||\vec{r}'(t) \times \vec{r}''(t)||}{||\vec{r}'(t)||^3} \end{aligned}$$

Radius of curvature:

$$p = \frac{1}{\kappa}$$

Principal Normal Vector ($N(t)$):

$$\vec{N}(t) = \frac{\vec{T}'(t)}{||\vec{T}'(t)||}$$

Binormal vector ($B(t)$):

$$\vec{B}(t) = \vec{T}(t) \times \vec{N}(t)$$