$\overrightarrow{w}(unit\ vector) = \frac{1}{|\overrightarrow{v}|} * \overrightarrow{v} \text{ Dot Product } \overrightarrow{v} = \langle x1, y1 \rangle = \langle x2, y2 \rangle * \overrightarrow{v} \cdot \overrightarrow{w} = x1 * x2 + y1 * y2 \text{ Angle between 2 vectors } \overrightarrow{v} \cdot \overrightarrow{w} = |\overrightarrow{v}| \cdot |\overrightarrow{w}| \cos\theta ///$ parallel if 0 or 180 degrees, perpendicular if 90, Pi/2 or -Pi/2 **Component** of  $\vec{w}$  on  $\vec{v} = \frac{\vec{v} \cdot \vec{w}}{|\vec{v}|}$  **Scalar projection** of  $\vec{w}$  on  $\vec{v} =$  component of  $\vec{w}$  on  $\vec{v} =$ 

Distance formula d  $(p1,p2)=\sqrt{(x1-x2)^2+(y1-y2)^2+(z1-z2)^2}$  p1=(x1,y1,z1) p2=(x2,y2,z2) Circle  $(x-a)^2+(y-b)^2=r^2$  (a,b)=center r=radius **Sphere**  $(x-a)^2 + (y-b)^2 + (z-c)^2 = r^2$  (a,b,c)=center r=radius **P=(x1,y1,z1) Q=(x2,y2,z2)**  $\vec{v} = \overrightarrow{PQ} = \langle x2 - x1, y2 - y1, z2 - z1 \rangle |\vec{v}| = d(P,Q)$ 

Cross product  $\vec{v} = (x1, y1, z1) \vec{w} = (x2, y2, z2) \vec{v} \times \vec{w} = (y1*z2-y2*z1) \vec{i} - (x1*z2-x2*z1) \vec{j} + (x1*y2-x2*y1) \vec{k}$  Triple product of  $\vec{u}, \vec{v}, \vec{w} = \vec{u} \cdot (\vec{v} \times \vec{w})$ Parametric equations x-x1=t(x2-x1) y-y1=t(y2-y1) z-z1=t(z2-z1)  $1 \le t \le 0$  Length of a portion of a graph  $L(a,b) = \int_a^b \left| \overrightarrow{r^1}(t) \right| dt = \int_a^b \left| \overrightarrow{r^1}(t) \right| dt$ 

$$\int_{a}^{b} \sqrt{(x^{1}(t))^{2} + (y^{1}(t))^{2} + (z^{1}(t))^{2}} dt \text{ Tangent vector } \vec{T}(t) = \frac{\vec{r}(t)}{|\vec{r}^{1}(t)|} \text{ Normal vector } \vec{N}(t) = \frac{\vec{r}(t)}{|\vec{r}^{11}(t)|} \vec{B}(t) = \vec{T}(t) * \vec{N}(t) \text{ Curvature } K(t) = \left| \vec{r}^{1}(t) * \vec{r}^{11}(t) \right| / |\vec{r}^{1}(t)|^{3} K = (x) = \frac{|f^{11}(x)|}{(1+f^{1}(x)^{2})^{3}} \text{ Unit Circle } (0^{\circ}, 0 \text{ radians, sin=0,cos=1,tan=0}) (30^{\circ}, \pi/6, \text{sin=1/2, cos=} \frac{\sqrt{3}}{2}, \text{tan=} \frac{\sqrt{3}}{3}) (45^{\circ}, \pi/4, \text{sin=} \frac{\sqrt{2}}{2}, \text{cos=} \frac{\sqrt{2}}{2}, \text{tan=1}) (60^{\circ}, \pi/3, \text{cos=} \frac{\sqrt{3}}{2}, \text{sin=1/2, tan=} \sqrt{3}) (90^{\circ}, \pi/2, \text{sin=1, cos=0, tan=--}) \text{ Ellipsoid } \frac{(x-x0)^{2}}{a^{2}} + \frac{(y-y0)^{2}}{b^{2}} + \frac{(y-y0)^{2}}{c^{2}} = 1 \text{ Elliptic paraboloid } \frac{(z-z0)^{2}}{2} = \frac{(x-x0)^{2}}{2} + \frac{(y-y0)^{2}}{2} + \frac{(y-y0)^{2}}$$

Hyperbolic paraboloid  $\frac{(z-z_0)^2}{c} = \frac{(x-x_0)^2}{a^2} - \frac{(y-y_0)^2}{b^2}$  Double angle formulas  $\sin(2x) = 2\sin(x)\cos(x) : \cos(2x) = \cos^2(x) - \sin^2(x) = 2\cos^2(x) - 1 = 1 - 2\sin^2(x) : \cos(2x) = \cos^2(x) - 1 = 1 - 2\sin^2(x) = 1 - 2\cos^2(x) =$ 

 $\tan(2x) = (2\tan(x))/(1-\tan^2(x)) \text{ Half angle formulas } \sin^2(x) = (1-\cos(2x))/2 \text{ : } \cos^2(x) = (1+\cos(2x))/2 \text{ Equation of a line through } P(x0,y0,z0) \text{ with direction vector } \cos^2(x) = (1+\cos(2x))/2 \text{ in the proof of a line through } P(x0,y0,z0) \text{ with direction vector } \cos^2(x) = (1+\cos(2x))/2 \text{ in the proof of a line through } P(x0,y0,z0) \text{ with direction vector } \cos^2(x) = (1+\cos(2x))/2 \text{ in the proof of a line through } P(x0,y0,z0) \text{ with direction vector } \cos^2(x) = (1+\cos(2x))/2 \text{ in the proof of a line through } P(x0,y0,z0) \text{ with direction vector } \cos^2(x) = (1+\cos(2x))/2 \text{ in the proof of a line through } P(x0,y0,z0) \text{ with direction vector } \cos^2(x) = (1+\cos(2x))/2 \text{ in the proof of a line through } P(x0,y0,z0) \text{ with direction vector } \cos^2(x) = (1+\cos(2x))/2 \text{ in the proof of a line through } P(x0,y0,z0) \text{ with direction } \cos^2(x) = (1+\cos(2x))/2 \text{ in the proof of a line through } P(x0,y0,z0) \text{ with direction } \cos^2(x) = (1+\cos(2x))/2 \text{ in the proof of a line through } P(x0,y0,z0) \text{ with direction } \cos^2(x) = (1+\cos(2x))/2 \text{ in the proof of a line through } P(x0,y0,z0) \text{ with direction } \cos^2(x) = (1+\cos(2x))/2 \text{ in the proof of a line through } P(x0,y0,z0) \text{ with direction } \cos^2(x) = (1+\cos(2x))/2 \text{ in the proof of a line through } P(x0,y0,z0) \text{ with direction } \cos^2(x) = (1+\cos(2x))/2 \text{ in the proof of a line through } P(x0,y0,z0) \text{ with direction } \cos^2(x) = (1+\cos(2x))/2 \text{ in the proof of a line } \cos^2(x) = (1+\cos(2x))/2 \text{ in the proof of a line } \cos^2(x) = (1+\cos(2x))/2 \text{ in the proof of a line } \cos^2(x) = (1+\cos(2x))/2 \text{ in the proof of a line } \cos^2(x) = (1+\cos(2x))/2 \text{ in the proof of a line } \cos^2(x) = (1+\cos(2x))/2 \text{ in the proof of a line } \cos^2(x) = (1+\cos(2x))/2 \text{ in the proof of a line } \cos^2(x) = (1+\cos(2x))/2 \text{ in the proof of a line } \cos^2(x) = (1+\cos(2x))/2 \text{ in the proof of a line } \cos^2(x) = (1+\cos(2x))/2 \text{ in the proof of a line } \cos^2(x) = (1+\cos(2x))/2 \text{ in the proof of a line } \cos^2(x) = (1+\cos(2x))/2 \text{ in the proof of a line } \cos^2(x) = (1+\cos(2x))/2 \text{ in the proof of a line } \cos^2(x) = (1+\cos(2x))/2 \text{ in the proof$  $\langle a,b,c \rangle \frac{x-x_0}{a} = \frac{y-y_0}{b} = \frac{z-z_0}{c}$  Equation of a line with perpendicular vector  $\vec{v} = \langle a,b,c \rangle$  ax+by+cz=d Direction cosines  $\cos \alpha = \frac{\vec{v} \cdot \vec{i}}{|\vec{i}|}$   $\cos \beta = \frac{\vec{v} \cdot \vec{j}}{|\vec{i}|}$   $\cos \beta = \frac{\vec{v} \cdot \vec{j}}{|\vec{i}|}$