

## List of potentially useful facts and definitions (you may remove this page)

### Complex numbers

- Addition:  $(a + ib) + (c + id) = (a + c) + i(b + d)$
- Multiplication:  $(a + ib)(c + id) = (ac - db) + i(ad + bc)$
- Conjugate:  $\overline{a + ib} = a - ib$
- Modulus:  $|a + ib| = \sqrt{a^2 + b^2}$ . (Note  $|z|^2 = z\bar{z}$ .)
- Reciprocals (for division):  $\frac{1}{z} = \frac{\bar{z}}{z\bar{z}} = \frac{1}{|z|^2}\bar{z}$ .
- Euler's formula:  $\cos \theta + i \sin \theta = e^{i\theta}$ . (Also written as  $\text{cis } \theta$ .)
- Polar form:  $a + ib = re^{i\theta}$ , where  $r = |a + ib|$  and  $\tan \theta = \frac{b}{a}$ .

### Vectors

- Vector from  $A = (a_1, a_2, a_3)$  to  $B = (b_1, b_2, b_3)$ :

$$\vec{v} = \overrightarrow{AB} = \langle b_1 - a_1, b_2 - a_2, b_3 - a_3 \rangle.$$

- Position vector for  $P = (x, y, z)$ :  $\vec{p} = \overrightarrow{OP} = \langle x, y, z \rangle$ .
- Vector addition:

$$\vec{v} + \vec{w} = \langle v_1, v_2, v_3 \rangle + \langle w_1, w_2, w_3 \rangle = \langle v_1 + w_1, v_2 + w_2, v_3 + w_3 \rangle.$$

- Scalar multiplication:  $c\vec{v} = c\langle v_1, v_2, v_3 \rangle = \langle cv_1, cv_2, cv_3 \rangle$ .
- Magnitude (length):  $\|\vec{v}\| = \|\langle v_1, v_2, v_3 \rangle\| = \sqrt{v_1^2 + v_2^2 + v_3^2}$ .
- Dot product:  $\langle v_1, v_2, v_3 \rangle \cdot \langle w_1, w_2, w_3 \rangle = v_1w_1 + v_2w_2 + v_3w_3$ .
- Cross product: using the notation  $\begin{vmatrix} a & b \\ c & d \end{vmatrix} = ad - bc$ ,

$$\langle v_1, v_2, v_3 \rangle \times \langle w_1, w_2, w_3 \rangle = \begin{vmatrix} v_2 & v_3 \\ w_2 & w_3 \end{vmatrix} \hat{i} - \begin{vmatrix} v_1 & v_3 \\ w_1 & w_3 \end{vmatrix} \hat{j} + \begin{vmatrix} v_1 & v_2 \\ w_1 & w_2 \end{vmatrix} \hat{k}.$$

- Projection:  $\text{proj}_{\vec{u}} \vec{v} = \left( \frac{\vec{u} \cdot \vec{v}}{\vec{u} \cdot \vec{u}} \right) \vec{u}$ .

### Lines and Planes

- Line through  $P_0 = (x_0, y_0, z_0)$  in the direction of  $\vec{v} = \langle a, b, c \rangle$ :

$$\langle x, y, z \rangle = \langle x_0, y_0, z_0 \rangle + t\langle a, b, c \rangle = \vec{p}_0 + t\vec{v}.$$

- Plane through  $P_0 = (x_0, y_0, z_0)$  with normal vector  $\vec{n} = \langle A, B, C \rangle$ :  
 $\vec{n} \cdot (\vec{p} - \vec{p}_0) = A(x - x_0) + B(y - y_0) + C(z - z_0) = 0$ .

### The Unit Circle

