MA2104
AY22/23 Sem 1
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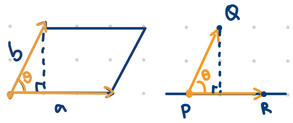
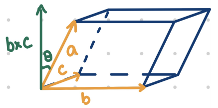
01. Vectors, Lines, Planes

- **Dot Product** - $a \cdot b = ||a||||b|| \cos\theta$
  - $a \cdot b = b \cdot a \qquad a \cdot (b+c) = a \cdot b + a \cdot c$
  - $a \cdot b = 0 \leftrightarrow a \perp b$
- **Projection** - $\text{proj}_a b = \frac{a \cdot b}{a \cdot a} a$
  - $\text{comp}_a b = ||\text{proj}_a b|| = \frac{a \cdot b}{||a||}$
- **Cross Product** - $a \times b = \begin{vmatrix} i & j & k \\ a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \end{vmatrix} = \langle a_2 b_3 - a_3 b_2, -(a_1 b_3 - b_1 a_3), a_1 b_2 - a_2 b_1 \rangle$
  - $a \times b \perp a$ and $\perp b \qquad a \times b = -b \times a$
  - $||a \times b|| = ||a||||b|| \sin\theta$ Direction: Right hand rule
  - $A = ||a \times b|| \qquad ||PQ|| \sin\theta = \frac{||PQ \times PR||}{||PR||}$



- **Scalar Triple Product** - $a \cdot (b \times c) = \begin{vmatrix} a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \\ c_1 & c_2 & c_3 \end{vmatrix}$
  - Result is a scalar value
  - $A_{\text{Base}} = ||b \times c|| \qquad V = Ah = a \cdot (b \times c)$



- **Line** - $\langle x, y, z \rangle = \langle x_0, y_0, z_0 \rangle > + \langle a, b, c \rangle t$
  - 2D: Either parallel or intersecting
  - 3D: Either parallel, intersecting, or skew
- **Plane** - $\langle a, b, c \rangle \cdot \langle x, y, z \rangle = \langle a, b, c \rangle \cdot \langle x_0, y_0, z_0 \rangle$ where $\langle a, b, c \rangle$ is perpendicular to plane
- **Tangent Vector** - Given $r(t) = \langle f(t), g(t), h(t) \rangle$:

$$r'(a) = \lim_{\triangle t \to 0} \frac{r(a + \triangle t) - r(a)}{\triangle t} = \langle f'(a), g'(a), h'(a) \rangle$$

- $\frac{d}{dt}(r(t) + s(t)) = \frac{d}{dt} r(t) + \frac{d}{dt} s(t)$
- $\frac{d}{dt}(r(t)s(t)) = r'(t)s(t) + r(t)s'(t)$
- $\frac{d}{dt}(r(t) \cdot s(t)) = r'(t) \cdot s(t) + r(t) \cdot s'(t)$
- $\frac{d}{dt}(r(t) \times s(t)) = r'(t) \times s(t) + r(t) \times s'(t)$
- **Arc Length** - Given smooth $r(t) = \langle f(t), g(t), h(t) \rangle$:

$$S = \int_a^b ||r'(t)|| dt$$

02. Functions of 2 Variables

03. Derivative

04. Gradient Vector