

# MATH 126 Calculus III Equations

Organized by [Teng-Jui Lin](#)

## Warning

- **WARNING: These equations are hand-typed and for personal reference use, so it is guaranteed to have some mistakes, both innocent and unforgivable. Therefore, use with caution!**
- By using this equation sheet, you accept the risk associated with potential mistakes.
- If you find any mistakes, I welcome you to [raise an issue](#).
- Updated: 20 March 2021

## Table of Contents

- MATH 126 Calculus III Equations
  - [Warning](#)
  - [Table of Contents](#)
  - [Vectors and Geometry of Space](#)
    - [3D Coordinate System](#)
    - [Dot product](#)
    - [Cross product](#)
    - [Equations of lines](#)
    - [Equations of planes](#)
    - [Cylinders and quadratic surfaces](#)
  - [Vectors Functions](#)
    - [Vector functions and space curves](#)
    - [Arc length and curvature](#)
    - [Velocity and acceleration](#)
  - [Partial Derivatives](#)
    - [Function of several variables](#)
    - [Partial derivatives](#)
    - [Tangent plane and linear approximations](#)
    - [Extreme values](#)
    - [Other topics](#)
  - [Double Integrals](#)
  - [Taylor Series](#)
    - [Linear and quadratic approximations](#)
    - [Taylor polynomial and series](#)

## Vectors and Geometry of Space

### 3D Coordinate System

Description	Equations
Distance formula	$d = \sqrt{(x_1 - x_2)^2 + (y_1 - y_2)^2 + (z_1 - z_2)^2}$
Equation of a sphere centered at $(a, b, c)$	$(x - a)^2 + (y - b)^2 + (z - c)^2 = r^2$
Norm/length/magnitude of vectors	$ \mathbf{a}  = \sqrt{a_1^2 + a_2^2 + a_3^2}$
Vector addition and subtraction	$\mathbf{a} \pm \mathbf{b} = \langle a_1 \pm b_1, a_2 \pm b_2, a_3 \pm b_3 \rangle$
Vector scalar multiplication	$c\mathbf{a} = \langle ca_1, ca_2, ca_3 \rangle$
Properties of vectors	$\begin{aligned}\mathbf{a} + \mathbf{b} &= \mathbf{b} + \mathbf{a} \\ \mathbf{a} + (\mathbf{b} + \mathbf{c}) &= (\mathbf{a} + \mathbf{b}) + \mathbf{c} \\ \mathbf{a} + \mathbf{0} &= \mathbf{a} \\ \mathbf{a} + (-\mathbf{a}) &= \mathbf{0} \\ c(\mathbf{a} + \mathbf{b}) &= c\mathbf{a} + c\mathbf{b} \\ (c + d)\mathbf{a} &= c\mathbf{a} + d\mathbf{a} \\ (cd)\mathbf{a} &= c(d\mathbf{a}) \\ 1\mathbf{a} &= \mathbf{a}\end{aligned}$

Description	Equations
Standard basis vectors	$\mathbf{i} = \langle 1, 0, 0 \rangle$
	$\mathbf{j} = \langle 0, 1, 0 \rangle$
	$\mathbf{k} = \langle 0, 0, 1 \rangle$

## Dot product

Description	Equations
Dot product	$\mathbf{a} \cdot \mathbf{b} = a_1b_1 + a_2b_2 + a_3b_3$
Properties of dot product	$\mathbf{a} \cdot \mathbf{a} =  \mathbf{a} ^2$
	$\mathbf{a} \cdot \mathbf{b} = \mathbf{b} \cdot \mathbf{a}$
	$\mathbf{a} \cdot (\mathbf{b} + \mathbf{c}) = \mathbf{a} \cdot \mathbf{b} + \mathbf{a} \cdot \mathbf{c}$
	$(c\mathbf{a}) \cdot \mathbf{b} = c(\mathbf{a} \cdot \mathbf{b}) = \mathbf{a} \cdot (c\mathbf{b})$
	$\mathbf{0} \cdot \mathbf{a} = \mathbf{0}$
Dot product and angle between vectors	$\mathbf{a} \cdot \mathbf{b} =  \mathbf{a}  \mathbf{b}  \cos \theta$ $\cos \theta = \frac{\mathbf{a} \cdot \mathbf{b}}{ \mathbf{a}  \mathbf{b} }$
Dot product to check orthogonal vectors	$\mathbf{a} \cdot \mathbf{b} = 0$
Direction angles and direction cosines	$\cos \alpha = \frac{\mathbf{a} \cdot \mathbf{i}}{ \mathbf{a}  \mathbf{i} } = \frac{a_1}{ \mathbf{a} }$
	$\cos \beta = \frac{a_2}{ \mathbf{a} }$
	$\cos \gamma = \frac{a_3}{ \mathbf{a} }$
Unit vector and direction cosines	$\frac{\mathbf{a}}{ \mathbf{a} } = \langle \cos \alpha, \cos \beta, \cos \gamma \rangle$
Scalar projection of $\mathbf{b}$ onto $\mathbf{a}$	$\text{comp}_{\mathbf{a}} \mathbf{b} = \frac{\mathbf{a} \cdot \mathbf{b}}{ \mathbf{a} }$
Vector projection of $\mathbf{b}$ onto $\mathbf{a}$	$\text{proj}_{\mathbf{a}} \mathbf{b} = \frac{\mathbf{a} \cdot \mathbf{b}}{ \mathbf{a} } \frac{\mathbf{a}}{ \mathbf{a} } = \frac{\mathbf{a} \cdot \mathbf{b}}{ \mathbf{a} ^2} \mathbf{a}$

## Cross product

Description	Equations
Cross product	$\mathbf{a} \times \mathbf{b} = \begin{vmatrix} a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \\ c_1 & c_2 & c_3 \end{vmatrix} = \langle a_2b_3 - a_3b_2, a_3b_1 - a_1b_3, a_1b_2 - a_2b_1 \rangle$
Cross product to generate orthogonal vectors	$\mathbf{a} \times \mathbf{b}$ is orthogonal to both $\mathbf{a}$ and $\mathbf{b}$
Cross product and angle between vectors	$ \mathbf{a} \times \mathbf{b}  =  \mathbf{a}  \mathbf{b}  \sin \theta$
Cross product to check parallel vectors	$\mathbf{a} \times \mathbf{b} = \mathbf{0}$
Cross product as the area of parallelogram	$A =  \mathbf{a} \times \mathbf{b} $
Cross products of standard basis vectors	$\mathbf{i} \times \mathbf{j} = \mathbf{k}$ $\mathbf{j} \times \mathbf{k} = \mathbf{i}$ $\mathbf{k} \times \mathbf{i} = \mathbf{j}$
Properties of cross product	$\mathbf{a} \times \mathbf{b} = -\mathbf{b} \times \mathbf{a}$
	$(c\mathbf{a}) \times \mathbf{b} = c(\mathbf{a} \times \mathbf{b}) = \mathbf{a} \times (c\mathbf{b})$
	$\mathbf{a} \times (\mathbf{b} + \mathbf{c}) = \mathbf{a} \times \mathbf{b} + \mathbf{a} \times \mathbf{c}$
	$(\mathbf{a} + \mathbf{b}) \times \mathbf{c} = \mathbf{a} \times \mathbf{c} + \mathbf{b} \times \mathbf{c}$
	$\mathbf{a} \cdot (\mathbf{b} \times \mathbf{c}) = (\mathbf{a} \times \mathbf{b}) \cdot \mathbf{c}$ $\mathbf{a} \times (\mathbf{b} \times \mathbf{c}) = (\mathbf{a} \cdot \mathbf{c})\mathbf{b} - (\mathbf{a} \cdot \mathbf{b})\mathbf{c}$
Scalar triple product as volume of parallelepiped	$V =  \mathbf{a} \cdot (\mathbf{b} \times \mathbf{c}) $
Scalar triple product to check three coplanar vectors	$V = \mathbf{a} \cdot (\mathbf{b} \times \mathbf{c}) = 0$

## Equations of lines

Description	Equations
Vector equation of a line	$\mathbf{r} = \mathbf{r}_0 + t\mathbf{v}$
Parametric equations of a line through $(x_0, y_0, z_0)$ , in direction of $\langle a, b, c \rangle$	$\begin{aligned}x &= x_0 + at \\y &= y_0 + bt \\z &= z_0 + ct\end{aligned}$
Symmetric equation of a line	$\frac{x - x_0}{a} = \frac{y - y_0}{b} = \frac{z - z_0}{c}$

## Equations of planes

Description	Equations
Vector equation of a line segment	$\begin{aligned}\mathbf{r}(t) &= (1 - t)\mathbf{r}_0 + t\mathbf{r}_1 \\t &\in [0, 1]\end{aligned}$
Vector equation of a plane	$\begin{aligned}\mathbf{n} \cdot (\mathbf{r} - \mathbf{r}_0) &= 0 \\ \mathbf{n} \cdot \mathbf{r} &= \mathbf{n} \cdot \mathbf{r}_0\end{aligned}$
Scalar equation of a plane through $(x_0, y_0, z_0)$ , normal vector $\langle a, b, c \rangle$	$a(x - x_0) + b(y - y_0) + c(z - z_0) = 0$
Linear equation of a plane	$ax + by + cz + d = 0$
Distance from a point to a plane	$D = \frac{ ax_1 + by_1 + cz_1 + d }{\sqrt{a^2 + b^2 + c^2}}$

## Cylinders and quadratic surfaces

Description	Equations
Ellipsoid	$\frac{x^2}{a^2} + \frac{y^2}{b^2} + \frac{z^2}{c^2} = 1$
Cone	$\frac{z^2}{c^2} = \frac{x^2}{a^2} + \frac{y^2}{b^2}$
Elliptic paraboloid	$\frac{z}{c} = \frac{x^2}{a^2} + \frac{y^2}{b^2}$
Hyperbolic paraboloid	$\frac{z}{c} = \frac{x^2}{a^2} - \frac{y^2}{b^2}$
Hyperboloid of one sheet	$\frac{x^2}{a^2} + \frac{y^2}{b^2} - \frac{z^2}{c^2} = 1$
Hyperboloid of two sheets	$-\frac{x^2}{a^2} - \frac{y^2}{b^2} + \frac{z^2}{c^2} = 1$

## Vectors Functions

### Vector functions and space curves

Description	Equations
Vector-valued function	$\mathbf{r}(t) = \langle f(t), g(t), h(t) \rangle$
Limit of a vector function	$\lim_{t \rightarrow a} \mathbf{r}(t) = \langle \lim_{t \rightarrow a} f(t), \lim_{t \rightarrow a} g(t), \lim_{t \rightarrow a} h(t) \rangle$
Continuity of vector function	$\lim_{t \rightarrow a} \mathbf{r}(t) = \mathbf{r}(t)$
Parametric equation of space curves	$\begin{aligned}x &= f(t) \\y &= g(t) \\z &= h(t)\end{aligned}$
Derivative of vector function	$\mathbf{r}'(t) = \lim_{h \rightarrow 0} \frac{\mathbf{r}(t + h) - \mathbf{r}(t)}{h}$
Derivative of vector function	$\mathbf{r}'(t) = \langle f'(t), g'(t), h'(t) \rangle$
Differentiation rules	$\begin{aligned}[\mathbf{u}(t) + \mathbf{v}(t)]' &= \mathbf{u}'(t) + \mathbf{v}'(t) \\[c\mathbf{u}(t)]' &= c\mathbf{u}'(t)\end{aligned}$

Description	Equations
	$[f(t)\mathbf{u}(t)]' = f'(t)\mathbf{u}(t) + f(t)\mathbf{u}'(t)$ $[\mathbf{u}(t) \cdot \mathbf{v}(t)]' = \mathbf{u}'(t) \cdot \mathbf{v}(t) + \mathbf{u}(t) \cdot \mathbf{v}'(t)$ $[\mathbf{u}(t) \times \mathbf{v}(t)]' = \mathbf{u}'(t) \times \mathbf{v}(t) + \mathbf{u}(t) \times \mathbf{v}'(t)$ $[\mathbf{u}(f(t))]' = f'(t)\mathbf{u}'(f(t))$
Definite integral of vector function	$\int_a^b \mathbf{r}(t) \, dt$ $= \langle \int_a^b f(t) \, dt, \int_a^b g(t) \, dt, \int_a^b h(t) \, dt \rangle$
Position vector	$\mathbf{r}(t)$
Tangent (velocity) vector	$\mathbf{r}'(t)$
Unit tangent vector	$\mathbf{T}(t) = \frac{\mathbf{r}'(t)}{ \mathbf{r}'(t) }$

Arc length and curvature

Description	Equations
Length of a curve	$L = \int_a^b  \mathbf{r}'(t)  \, dt$ $= \int_a^b \sqrt{[f(t)]^2 + [g(t)]^2 + [h(t)]^2} \, dt$
Arc length function	$s(t) = \int_a^t  \mathbf{r}'(u)  \, du$ $= \int_a^t \sqrt{[f(u)]^2 + [g(u)]^2 + [h(u)]^2} \, du$
Rate of change in arc length and the tangent vector	$\frac{ds}{dt} =  \mathbf{r}'(t) $
Curvature	$\kappa(t) = \left  \frac{d\mathbf{T}}{ds} \right  = \frac{ \mathbf{T}'(t) }{ \mathbf{r}'(t) } = \frac{ \mathbf{r}'(t) \times \mathbf{r}''(t) }{ \mathbf{r}'(t) ^3}$
Curvature in terms of function	$\kappa(x) = \frac{ f''(x) }{[1 + (f'(x))^2]^{3/2}}$
Unit normal vector	$\mathbf{N}(t) = \frac{\mathbf{T}'(t)}{ \mathbf{T}'(t) }$
Binormal vector	$\mathbf{B}(t) = \mathbf{T}(t) \times \mathbf{N}(t)$
Radius of osculating circle	$r = \frac{1}{\kappa}$

Velocity and acceleration

Description	Equations
Position vector	$\mathbf{r}(t)$
Tangent (velocity) vector	$\mathbf{v}(t) = \mathbf{r}'(t)$
Acceleration vector	$\mathbf{a}(t) = \mathbf{v}'(t)$
Tangential and normal components of acceleration	$\mathbf{a}(t) = v'\mathbf{T} + \kappa v^2\mathbf{N}$

Partial Derivatives

Function of several variables

Description	Equations
Functions of two variables	$\{f(x, y)   (x, y) \in D\}$ $z = f(x, y)$
Level curves	$f(x, y) = k$
Function of three variables	$\{f(x, y, z)   (x, y, z) \in E\}$
Level surfaces	$f(x, y, z) = k$
Function of $n$ variables	$f(\mathbf{x}) = \mathbf{c} \cdot \mathbf{x}$

Description	Equations
Interpretation of input of functions of several variables	1. $n$ real variables $x_1, x_2, \dots, x_n$ 2. a single point variable $(x_1, x_2, \dots, x_n)$ 3. a single vector variable $\mathbf{x} = \langle x_1, x_2, \dots, x_n \rangle$
Limit of function of two variables	$\lim_{(x,y) \rightarrow (a,b)} f(x,y) = L$
Continuity of function of two variables	$\lim_{(x,y) \rightarrow (a,b)} f(x,y) = f(a,b)$
Limit of function of several variables	$\lim_{\mathbf{x} \rightarrow \mathbf{a}} f(\mathbf{x}) = L$
Continuity of function of several variables	$\lim_{\mathbf{x} \rightarrow \mathbf{a}} f(\mathbf{x}) = f(\mathbf{a})$

## Partial derivatives

Description	Equations
Partial derivative with respect to $x$	$f_x(x,y) = \lim_{h \rightarrow 0} \frac{f(x+h,y) - f(x,y)}{h}$
Partial derivative with respect to $y$	$f_y(x,y) = \lim_{h \rightarrow 0} \frac{f(x,y+h) - f(x,y)}{h}$
Partial derivative rule	1. To find $f_x$ , regard $y$ as a constant and differentiate $f(x,y)$ with respect to $x$ 2. To find $f_y$ , regard $x$ as a constant and differentiate $f(x,y)$ with respect to $y$
Clairaut's theorem	$f_{xy}(a,b) = f_{yx}(a,b)$

## Tangent plane and linear approximations

Description	Equations
Tangent plane to a surface $z = f(x,y)$ at $(x_0, y_0, z_0)$	$z - z_0 = f_x(x_0, y_0) + f_y(x_0, y_0)(y - y_0)$
Linear approximation	$f(x,y) \approx f(a,b) + f_x(a,b)(x-a) + f_y(a,b)(y-b)$
Total differential	$dz = f_x(x,y)dx + f_y(x,y)dy$

## Extreme values

Description	Equations
Critical point	a point with $f_x(a,b) = 0$ and $f_y(a,b) = 0$ , $(\nabla f = \mathbf{0})$ , or one of the partial derivatives does not exist
Local max/min and critical point	If $f$ has a local max/min at $(a,b)$ , then $(a,b)$ is a critical point
Second derivative test $((a,b)$ is a critical point)	$D(a,b) = f_{xx}(a,b)f_{yy}(a,b) - [f_{xy}(a,b)]^2$ $= \begin{vmatrix} f_{xx} & f_{xy} \\ f_{yx} & f_{yy} \end{vmatrix}$ (a) If $D > 0$ and $f_{xx}(a,b) > 0$ , then $f(a,b)$ is a local max (b) If $D > 0$ and $f_{xx}(a,b) < 0$ , then $f(a,b)$ is a local min (c) If $D < 0$ , then $f(a,b)$ is a saddle point
Extreme value theorem for functions of two variables	If $f$ is continuous on a closed, bounded set $D \in \mathbb{R}^2$ , then $f$ attains an absolute max and min at some points in $D$

Description	Equations
	1. Find the values of $f$ at the critical points of $f$ in $D$
Closed boundary method (Finding absolute max/min)	2. Find the extreme values of $f$ on the boundary of $D$
	3. The largest value is the abs max; the smallest value is the abs min

### Other topics

Chain rule, directional derivative, and gradient vector are not covered in MATH 126 but covered in [MATH 324](#).

## Double Integrals

MATH 126 covers double integrals in Cartesian coordinates and polar coordinates with applications. They are reviewed in [MATH 324](#).

## Taylor Series

### Linear and quadratic approximations

Description	Equations
First Taylor polynomial (Tangent line approximation)	$T_1(x) \approx f(b) + f'(b)(x - b)$
Tangent line error	$ E_1  = \left  f(x) - [f(b) + f'(b)(x - b)] \right $
Tangent line error bound	$ f''(t)  \leq M$ $ E_1  \leq \frac{M}{2} x - b ^2$
Second Taylor polynomial (Quadratic approximation)	$T_2(x) = f(b) + f'(b)(x - b) + \frac{1}{2}f''(b)(x - b)^2$
Quadratic approximation error	$ E_2  =  f(x) - T_2(x) $
Quadratic approximation error bound	$ E_2  \leq \frac{M}{6} x - b ^3$

### Taylor polynomial and series

Description	Equations
$n$ th Taylor polynomial	$T_n(x) = \sum_{k=0}^n \frac{f^{(k)}(b)}{k!} (x - b)^k$ $= f(b) + f'(b)(x - a) + \frac{f''(b)}{2!}(x - a)^2 + \dots + \frac{f^{(n)}(b)}{n!}(x - b)^n$
Taylor inequality ( $ f^{(n+1)}(t)  \leq M$ )	$ f(x) - T_n(x)  \leq \frac{M}{(n+1)!} x - b ^{n+1}$
Taylor series	$\lim_{n \rightarrow \infty} T_n(x)$ $= \lim_{n \rightarrow \infty} \sum_{k=0}^n \frac{f^{(k)}(b)}{k!} (x - b)^k$ $= \sum_{k=0}^{\infty} \frac{f^{(k)}(b)}{k!} (x - b)^k$
Taylor series of exponential function	$e^x = \sum_{k=0}^{\infty} \frac{x^k}{k!}$
Taylor series of sine	$\cos(x) = \sum_{k=0}^{\infty} (-1)^k \frac{x^{2k}}{(2k)!}$
Taylor series of cosine	$\sin(x) = \sum_{k=0}^{\infty} (-1)^k \frac{x^{2k+1}}{(2k+1)!}$

Description	Equations
Geometric series as Taylor series $x \in (-1, 1)$	$\frac{1}{1-x} = \sum_{k=0}^{\infty} x^k$