$$f(x) = \frac{df}{dx}$$

$$\int f\alpha dx$$

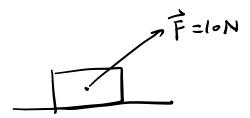
$$f(x_1, \dots, x_n)$$

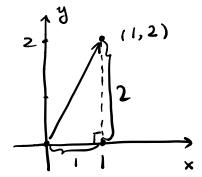
Vectors.

physics model: force, velocity.

What is nector?

vector = direction + scalar



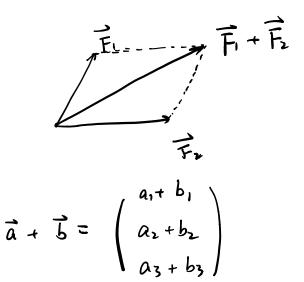


$$||\vec{v}|| = ? \sqrt{5}$$

$$= \sqrt{l^2 + 2^2}$$

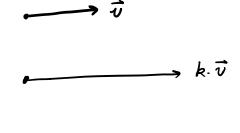
$$\vec{a} = \begin{pmatrix} a_1 \\ a_2 \end{pmatrix} \qquad \vec{b} = \begin{pmatrix} b_1 \\ b_2 \\ b_3 \end{pmatrix}$$

· Addition



. Scalar Multiplication

preserve the direction change the magnitude



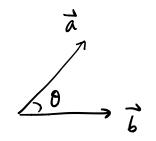
. Length of a vector:

$$||\vec{v}|| = \sqrt{v_1^2 + v_2^2 + v_3^2}$$

· Dot Product

$$\vec{a} \cdot \vec{b} = a_1 \cdot b_1 + a_2 \cdot b_2 + a_3 \cdot b_3$$

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

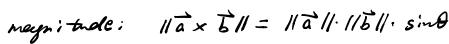


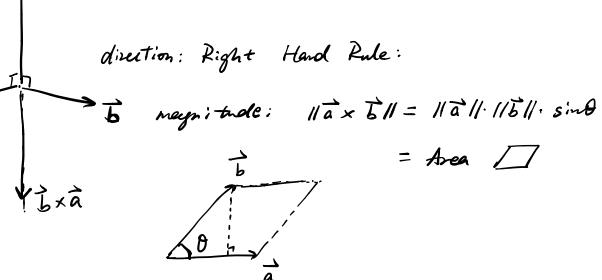
$$\theta = 45^{\circ}$$
 $\overrightarrow{F} = 10N$

$$\vec{a} \cdot \vec{b} = 0 \iff \omega s \theta = 0 \iff \vec{a} \perp \vec{b}$$

$$\vec{a} \times \vec{b} = \begin{vmatrix} \vec{e}_1 & \vec{e}_2 & \vec{e}_3 \\ a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \end{vmatrix} = \begin{pmatrix} a_2b_3 - a_3b_2 \\ a_3b_1 - a_1b_3 \\ a_1b_2 - a_2b_1 \end{pmatrix}$$







$$\vec{a} \times \vec{b} = \vec{0} \iff sin\theta = 0 \iff \vec{a} \parallel \vec{b}$$

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

$$= a_{11} a_{22} a_{33} + a_{12} a_{23} a_{31} + a_{13} a_{21} a_{32} - a_{13} a_{22} a_{31} + a_{13} a_{21} a_{32} - a_{13} a_{22} a_{31} - a_{12} a_{21} a_{33} - a_{11} a_{23} a_{32}$$