

**Give a geometric description**

$$x^2 + y^2 = r^2$$

**Find the distance between  $P_1$  and  $P_2$**

$$|P_1P_2| = \sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2 + (z_2 - z_1)^2}$$

**Find the center and radius of the sphere**

$$(x - x_0)^2 + (y - y_0)^2 + (z - z_0)^2 = a^2$$

1. Group terms
2. Complete Square
3. Binomial form
4. apply formula

**Find the component form and magnitude of the vector.**

$$\text{component form } K \langle v_1, v_2 \rangle = \langle Kv_1, Kv_2 \rangle$$

$$\text{Magnitude } |\vec{v}| = \sqrt{V_1^2 + V_2^2 + V_3^2} \text{ length}$$

$$\text{direction } \vec{v} = \frac{\vec{v}}{|\vec{v}|}$$

**find the component form and magnitude of the  $\vec{u} + \vec{v}$ .**

$$\vec{u} + \vec{v} = \langle u_1 + v_1, u_2 + v_2 \rangle$$

**find the component form of the vector  $P_1P_2$  where  $P_1 = (x_1, y_1)$  and  $P_2 = (x_2, y_2)$ .**

$$\vec{P_1P_2} = \langle x_2 - x_1, y_2 - y_1 \rangle$$

**Vector form**

$$\vec{P_1P_2} = (x_2 - x_1)\vec{i} + (y_2 - y_1)\vec{j} + (z_2 - z_1)\vec{k}$$

$$\text{midpoint} = \left( \frac{x_1 + x_2}{2}, \frac{y_1 + y_2}{2}, \frac{z_1 + z_2}{2} \right)$$

**Dot product**

$$\vec{u} \cdot \vec{v} = u_1 \cdot v_1 + u_2 \cdot v_2$$

$$\text{Multiply } \sqrt{3\sqrt{2} \cdot \sqrt{10}} = 3\sqrt{2 \cdot 10} = 3\sqrt{20}$$

$$\text{cosine of angle between vectors } \cos \theta = \frac{|\vec{u} \cdot \vec{v}|}{|\vec{u}| |\vec{v}|} \text{ Proj } \vec{u} = \left( \frac{\vec{u} \cdot \vec{v}}{|\vec{v}|^2} \right) \vec{v}$$

$$\text{scalar component } \vec{u} \rightarrow \vec{v} \text{ angle between vectors } \theta = \cos^{-1} \frac{\vec{u} \cdot \vec{v}}{|\vec{u}| |\vec{v}|} \text{ RADIANS}$$

**find equation for  $\vec{v} = a\vec{i} + b\vec{j}$  perpendicular to line  $ax + by = c$ .**

1. substitute  $\vec{v}$  in  $ax + by = c$
2. substitute P for x and y to find c
3. to graph line, set  $x=0$  for y-intercept set  $y=0$  for x-intercept

**find equation for  $\vec{v} = a\vec{i} + b\vec{j}$  parallel to line  $bx - ay = c$ .**

1. substitute  $\vec{v}$  in  $bx - ay = c$ .

**Work  $W = \vec{F} \cdot \vec{D}$   $\vec{D} = xi + yj$  from P.**

$$\text{or } W = (|\vec{F}| \cos \theta) |\vec{D}|$$

- $\theta < 90^\circ$  acute
- $\theta = 90^\circ$  right
- $\theta > 90^\circ$  obtuse

**Find the acute  $\theta$  between lines.**

1. determine  $\vec{v}$  parallel to line 1 and 2
2. Find  $\vec{v} \cdot \vec{v}$
3. find magnitude of  $\vec{v}$  and  $\vec{v}$
4. find  $\theta = \cos^{-1}$  ans. in radians

**Cross Product**

$$\vec{u} \times \vec{v} = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ u_1 & u_2 & u_3 \\ v_1 & v_2 & v_3 \end{vmatrix}$$

$$\vec{u} \times \vec{v} = \begin{vmatrix} u_2 v_3 - u_3 v_2 & u_3 v_1 - u_1 v_3 & u_1 v_2 - u_2 v_1 \end{vmatrix}$$

**Find length and direction of  $\vec{u} \times \vec{v}$  and  $\vec{v} \times \vec{u}$ .**

1.  $\vec{u} \times \vec{v}$
2.  $|\vec{u} \times \vec{v}|$  and  $|\vec{v} \times \vec{u}|$
3.  $\frac{\vec{u} \times \vec{v}}{|\vec{u} \times \vec{v}|}$  and  $-[\text{direction of } \vec{u} \times \vec{v}]$

**Find the area of a triangle determined by points P, Q and R.**

$$\text{Area} = \frac{1}{2} |\vec{PQ} \times \vec{PR}|$$

1. Find  $\vec{PQ}$  and  $\vec{PR}$
2. Find  $\vec{PQ} \times \vec{PR}$
3. Find area  $\frac{1}{2} |\vec{PQ} \times \vec{PR}|$
4.  $\frac{d}{dx} (\sin x) = \cos x$   
 $\frac{d}{dx} (\cos x) = -\sin x$   
 $\frac{d}{dx} (\tan x) = \sec^2 x$   
 $\frac{d}{dx} (\ln |x|) = \frac{1}{x}$

**Find the volume of the parallelepiped (box) determined by  $\vec{v}_1, \vec{v}_2$  and  $\vec{v}_3$ .**

$$\text{triple scalar } |\vec{u} \times \vec{v} \cdot \vec{w}| = \begin{vmatrix} u_1 & u_2 & u_3 \\ v_1 & v_2 & v_3 \\ w_1 & w_2 & w_3 \end{vmatrix}$$

$$|\vec{u} \times \vec{v} \cdot \vec{w}| = u_1(v_2 w_3 - v_3 w_2) - u_2(v_1 w_3 - v_3 w_1) + u_3(v_1 w_2 - v_2 w_1)$$

volume =  $(\vec{u} \times \vec{v}) \cdot \vec{w}$   
ans. must be abs. value  $|x|$  unit cubed

Orthogonal vectors or perpendicular vectors if and only if  $\vec{u} \cdot \vec{v} = 0$

Parallel vectors if and only if  $\vec{u} \times \vec{v} = 0$

**Find the area of the parallelogram with vertices A, B, C and D.**

1.  $\vec{AB}$  and  $\vec{AC}$
2.  $\vec{AB} \times \vec{AC}$  ans. in square units.

**Find the area of the triangle with vertices P, Q and R.**

1. find  $\vec{PQ}$  and  $\vec{PR}$
2. find  $\vec{PQ} \times \vec{PR}$
3. find area  $\frac{1}{2} |\vec{PQ} \times \vec{PR}|$  ans. in square units.

**A line passes through a point P and is parallel to a vector  $i + j + k$ .**

Parameterize  $v_1 i + v_2 j + v_3 k$   $(x_0, y_0, z_0)$   
 $x = x_0 + tv_1$   $y = y_0 + tv_2$   $z = z_0 + tv_3$   
for  $-\infty < t < \infty$

A line passes through points P and Q. find standard parametric equations.

1. find  $\vec{PQ}$
2. parameterize

**A line passes through a point P and is perpendicular to the plane  $Ax + By + Cz = D$**

1. convert  $Ax + By + Cz = D$  to normal vector  $i + j + k$
2. parameterize

**Find a parametrization for the line segment joining the points P and Q.**

1. find  $\vec{PQ}$
2. parameterize
3. what value of t will result in point P and point Q.

**Find the equation for the plane through the points P, Q and R.**

1. find  $\vec{PQ}$  and  $\vec{PR}$
2. find  $\vec{PQ} \times \vec{PR}$
3. substitute point P in  $\vec{PQ} \times \vec{PR}$  in the form  $Ax + By + Cz = D$

**find the equation the plane through point P perpendicular to the parametrized line  $-4 + 4t$**

1. find normal vector  $i + j + k$   $r = -4$
2. Plug  $i + j + k$  in A, B, C and P in  $(x_0, y_0, z_0)$
3.  $A(x - x_0) + B(y - y_0) + C(z - z_0) = 0$
4. solve for D.

**find the distance from the point P to the line.**

1. find  $\vec{PQ} = i + j + k$
2. find  $\vec{PQ} \times \vec{v}$
3.  $|\vec{PQ} \times \vec{v}|$  and  $|\vec{v}|$
4. Distance  $d = \frac{|\vec{PQ} \times \vec{v}|}{|\vec{v}|}$

**find the distance d, from the point S. and the plane  $x + y + z = 0$**

1. plane to vector form  $i + j + k$ .  $\vec{v}$
2. to find point P use x-int let  $y=0$   $z=0$
3. find  $\vec{PS}$  then  $d = \frac{|\vec{PS} \cdot \vec{v}|}{|\vec{v}|}$

**find the angle between the planes  $x + y + z = 0$  and  $x + y + z_1 = 0$**

1. find normal vectors  $i + j + k$
2. find angle  $\theta = \cos^{-1} \frac{\vec{u} \cdot \vec{v}}{|\vec{u}| |\vec{v}|}$  RADIANS

**find the point P, at which the line intersects the plane.**

1. substitute each coordinate in the equation of the plane.
2. simplify by multiplying each polynomial.
3. solve for t. substitute back into the parameterization line.

**find a parametrization of the line for which planes intersect.**

1. find normal vectors  $\vec{n}_1$  and  $\vec{n}_2$ .
2. find  $\vec{n}_1 \times \vec{n}_2 = \vec{n}$ .

**3. substitute  $z=0$  into the plane equations and solve simultaneously for x and y.**

**4. Give x, y, z coordinates. Then, parameterize parallel to  $\vec{n}$ .**

find the limit 1. find the limit of each component 2. evaluate limits.  
the position of a particle in the xy-plane at time t is  $\gamma(t) = (t+3)\vec{i} + (t^2-4)\vec{j}$   
find an equation in x and y whose graph is the path of the particle.

Then find the particle's velocity and acceleration vectors at  $t=c$ .

1. x-coord. equal to i. 2. solve for t in terms of x.  $(x+a)^2 = x^2 + 2ax + a^2$
3. substitute x in y and solve for t.
5. find velocity vector
4. find velocity  $v(t) = \frac{dr}{dt} = \frac{dx}{dt} \vec{i} + \frac{dy}{dt} \vec{j}$  at  $t=c$ . by plugging t.
6. find the acceleration vector  $a(t)$ , take derivative of  $v(t)$ . No step 5.

the path  $r(t) = (3 \cos t)\vec{i} + (3 \sin t)\vec{j}$  describes the motion on the circle  $x^2 + y^2 = 9$ . find the particle's velocity and acceleration vectors at  $t = \frac{\pi}{2}$  and  $t = \frac{\pi}{4}$ .

1. find velocity  $v(t) = \frac{dr}{dt} = \frac{dx}{dt} \vec{i} + \frac{dy}{dt} \vec{j}$
2. find  $a(t)$ .
3. find  $v(t)$ ,  $a(t)$  and  $r(t)$  position at  $t = \frac{\pi}{2}$
4. repeat for  $t = \frac{\pi}{4}$ .

The equation  $r(t) = (3t+6)\vec{i} + (7t^2-6)\vec{j} + (4t)\vec{k}$  is the position of a particle in space at time t.

1.  $v(t)$  and  $a(t)$
2. find speed  $= |v(t)| = \sqrt{v \cdot v}$
3. find direction  $\frac{v}{|v|}$
4.  $v \cdot \left( \frac{v}{|v|} \right)$  + speed at t.

The equation  $r(t) = (t+2)\vec{i} + (\sqrt{3}t)\vec{j} + (2t^2)\vec{k}$  is the position of a particle in space at time t. find the angle between the velocity and acceleration at time  $t=0$ .

1.  $v(t)$  and  $a(t)$
2. find  $a(t)$  at t.
3. find angle  $\theta = \cos^{-1} \frac{u \cdot v}{|u| |v|}$

find parametric equations for the line that is tangent to the given curve at the given parameter value  $r(t) = (3 \sin t)\vec{i} + (t^2 - \cos t)\vec{j} + (2t^2)\vec{k}$ ,  $t=0$ .

1. find  $r(t)$  at  $t=0$  to get tan line  $(x, y, z)$ .
2. find velocity  $v(t) = \frac{dr}{dt} = \frac{dx}{dt} \vec{i} + \frac{dy}{dt} \vec{j} + \frac{dz}{dt} \vec{k}$  of  $r(t)$ .
3. evaluate  $v(t)$  at  $t=0$ .
4. parameterize tan line  $(x, y, z)$  parallel to  $v(0)$

Equation  $r(t)$ ,  $t \geq 0$  describes the motion of a particle moving along the unit circle.

1.  $v(t)$  and  $a(t)$  then speed
2.  $v \cdot a$

**evaluate integral 1. if applicable, use u substitution.**

3. evaluate limits of integration.

$$t=0 \rightarrow u=0 \quad u=6t^2 = 6 \cdot 0^2 = 0 \quad \text{adjust integral boundaries}$$

$$t=1 \rightarrow u=6 \quad u=6t^2 = 6 \cdot 1^2 = 6$$

solve the initial value problem for  $\vec{r}$  as a vector function of t.

1. integrate  $\vec{r}$ .
2. evaluate  $\vec{v}(0) = \vec{r}'(t)$  to find C.
3. substitute C in  $\vec{r}(t)$ .

solve the initial value problem for  $\vec{r}$  as a function of t.  $\frac{d^2 r}{dt^2} =$

1.  $\int r(t) dt = R(t) + C$
2. use  $\frac{dr}{dt} = 0$  to find constants at  $t=0$ .
3.  $\int \frac{dr}{dt} + C$
4. find values of C by using  $r(0)$ .

At time  $t=0$ , a particle is located at the point  $(8, 8, 8)$ . It travels in a straight line to the point  $(2, 2, 7)$ .

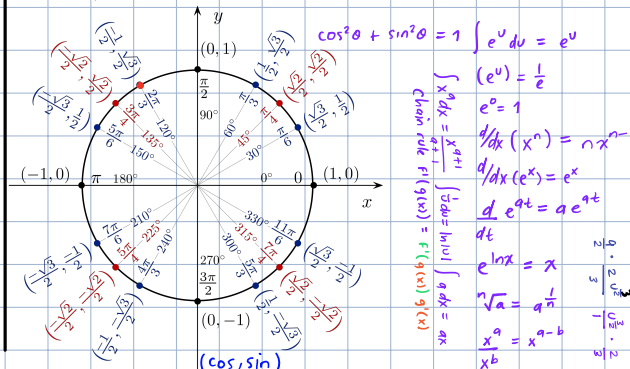
1.  $\int v(t)$  constant accel.
2. find  $\vec{PS}$
3. find  $|\vec{v}| = \left( \frac{v}{|v|} \right) = \text{velo city}$
4. find  $v(t)$  at  $t=0$ .
5. plug  $v(t)$   $t=0$  in velocity.
6. like terms
7. integrate  $\int dr$
8. find  $r(t)$  at  $t=0$
9.  $C_2 = v(0)$   $(8, 8, 8)$
10. substitute in  $r(t)$
11. solve.

**A projectile  $R = (v_0 \cos \theta) t$  multip. m/sec by 1000 0.000 Km/sec**

$v_0 = 800 \frac{m}{sec}$  initial speed  $\theta = 60^\circ$  angle of projection  $R = 21 km$

An athlete puts a 16-lb shot at an angle of  $60^\circ$

1. find travel time 2. rearrange terms for y formula
3.  $0 = (-\frac{1}{2})t^2 + (v_0 \sin \theta)t + y_0 = At^2 + Bt + C$   
 $t = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$
4. find t when  $y=0$ , use quadratic formula.
5. Evaluate, use positive root. 6. find travelled distance 7. use x formula with t value. feet



# FORMULAS

Degree	Radians	$\sin \theta$	$\cos \theta$	$\tan \theta$	$\operatorname{cosec} \theta$	$\sec \theta$	$\cot \theta$
0°	0	0	1	0	-	1	-
30°	$\frac{\pi}{6}$	$\frac{1}{2}$	$\frac{\sqrt{3}}{2}$	$\frac{\sqrt{3}}{3}$	2	$\frac{2\sqrt{3}}{3}$	$\sqrt{3}$
45°	$\frac{\pi}{4}$	$\frac{\sqrt{2}}{2}$	$\frac{\sqrt{2}}{2}$	1	$\sqrt{2}$	$\sqrt{2}$	1
60°	$\frac{\pi}{3}$	$\frac{\sqrt{3}}{2}$	$\frac{1}{2}$	$\sqrt{3}$	$\frac{2\sqrt{3}}{3}$	2	$\frac{\sqrt{3}}{3}$
90°	$\frac{\pi}{2}$	1	0	-	1	-	0
120°	$\frac{2\pi}{3}$	$\frac{\sqrt{3}}{2}$	$-\frac{1}{2}$	$-\sqrt{3}$	$\frac{2\sqrt{3}}{3}$	-2	$-\frac{\sqrt{3}}{3}$
135°	$\frac{3\pi}{4}$	$\frac{\sqrt{2}}{2}$	$-\frac{\sqrt{2}}{2}$	-1	$\sqrt{2}$	$-\sqrt{2}$	-1
150°	$\frac{5\pi}{6}$	$\frac{1}{2}$	$-\frac{\sqrt{3}}{2}$	$-\frac{\sqrt{3}}{3}$	2	$-\frac{2\sqrt{3}}{3}$	$-\sqrt{3}$
180°	$\pi$	0	-1	0	-	-1	-
270°	$\frac{3\pi}{2}$	-1	0	-	-1	-	0
360°	$2\pi$	0	1	0	-	1	-

## COMMON DERIVATIVES

$\frac{d}{dx}(x) = 1$
$\frac{d}{dx}(\sin x) = \cos x$
$\frac{d}{dx}(\cos x) = -\sin x$
$\frac{d}{dx}(\tan x) = \sec^2 x$
$\frac{d}{dx}(\sec x) = \sec x \tan x$
$\frac{d}{dx}(\csc x) = -\csc x \cot x$
$\frac{d}{dx}(\cot x) = -\csc^2 x$
$\frac{d}{dx}(\sin^{-1} x) = \frac{1}{\sqrt{1-x^2}}$
$\frac{d}{dx}(\cos^{-1} x) = -\frac{1}{\sqrt{1-x^2}}$
$\frac{d}{dx}(\tan^{-1} x) = \frac{1}{1+x^2}$
$\frac{d}{dx}(a^x) = a^x \ln(a)$
$\frac{d}{dx}(e^x) = e^x$
$\frac{d}{dx}(\ln(x)) = \frac{1}{x}, x > 0$
$\frac{d}{dx}(\ln x ) = \frac{1}{x}$
$\frac{d}{dx}(\log_a(x)) = \frac{1}{x \ln(a)}$

## COMMON FACTORING EXAMPLES

$x^2 - a^2 = (x + a)(x - a)$
$x^2 + 2ax + a^2 = (x + a)^2$
$x^2 - 2ax + a^2 = (x - a)^2$
$x^2 + (a + b)x + ab = (x + a)(x + b)$
$x^3 + 3ax^2 + 3a^2x + a^3 = (x + a)^3$
$x^3 + a^3 = (x + a)(x^2 - ax + a^2)$
$x^3 - a^3 = (x - a)(x^2 + ax + a^2)$
$x^{2n} - a^{2n} = (x^n - a^n)(x^n + a^n)$