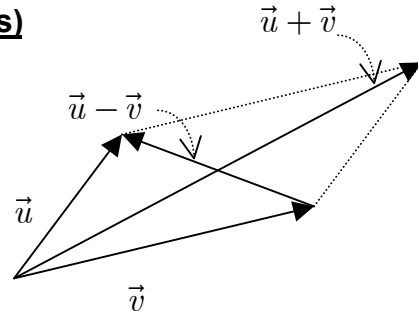


VECTORS (Formulas)

$$\|\vec{u}\| = \sqrt{u_1^2 + u_2^2 + u_3^2}$$

$$\text{Unit vector along } \vec{u} = \frac{1}{\|\vec{u}\|} \vec{u}$$

$$\text{Vector of length } k \text{ along } \vec{u} = \frac{k}{\|\vec{u}\|} \vec{u}$$



Dot Product Properties

$$(1) \vec{u} \bullet \vec{v} = \vec{v} \bullet \vec{u} \quad (2) \vec{u} \bullet (\vec{v} + \vec{w}) = \vec{u} \bullet \vec{v} + \vec{u} \bullet \vec{w} \quad (3) \vec{u} \bullet \vec{u} = \|\vec{u}\|^2$$

$$(4) \|\vec{u} + \vec{v}\|^2 = (\vec{u} + \vec{v}) \bullet (\vec{u} + \vec{v}) = \vec{u} \bullet \vec{u} + 2\vec{u} \bullet \vec{v} + \vec{v} \bullet \vec{v} = \|\vec{u}\|^2 + 2\vec{u} \bullet \vec{v} + \|\vec{v}\|^2$$

$$(5) k(\vec{u} \bullet \vec{v}) = \vec{u} \bullet (k\vec{v}) = (k\vec{u}) \bullet \vec{v}$$

Cross Product Properties

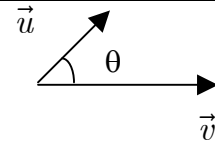
$$(1) \vec{u} \times \vec{0} = \vec{0} \quad (2) \vec{u} \times \vec{v} = -(\vec{v} \times \vec{u}) \quad (3) \vec{u} \times (k\vec{v}) = k(\vec{u} \times \vec{v}) = (k\vec{u}) \times \vec{v}$$

$$(4) \vec{u} \times (\vec{v} + \vec{w}) = (\vec{u} \times \vec{v}) + (\vec{u} \times \vec{w}) \quad (5) \vec{u} \times \vec{u} = \vec{0}$$

$$(6) \vec{u} \bullet (\vec{u} \times \vec{v}) = 0 \text{ (scalar) and } \vec{v} \bullet (\vec{u} \times \vec{v}) = 0 \text{ (scalar)}$$

To find angle between 2 vectors

$$\text{Use } \cos \theta = \frac{\vec{u} \bullet \vec{v}}{\|\vec{u}\| \|\vec{v}\|} \text{ or } \sin \theta = \frac{\|\vec{u} \times \vec{v}\|}{\|\vec{u}\| \|\vec{v}\|} \left(\text{but } \cos \theta = \frac{\vec{u} \bullet \vec{v}}{\|\vec{u}\| \|\vec{v}\|} \text{ is better!} \right)$$



$$\text{To find angle in a } \Delta ABC: \text{ form vectors to find angle A then use } \cos A = \frac{\vec{AB} \bullet \vec{AC}}{\|\vec{AB}\| \|\vec{AC}\|}$$

$$\text{cosine (angle between 2 intersecting lines)} = \frac{\vec{d}_1 \bullet \vec{d}_2}{\|\vec{d}_1\| \|\vec{d}_2\|}$$

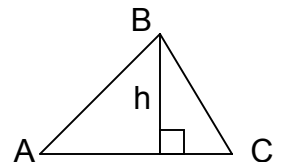
$$\text{cosine (angle between a line and a plane)} = \frac{\vec{d} \bullet \vec{n}}{\|\vec{d}\| \|\vec{n}\|}$$

$$\text{cosine (angle between 2 planes)} = \frac{\vec{n}_1 \bullet \vec{n}_2}{\|\vec{n}_1\| \|\vec{n}_2\|}$$

To find the area of a parallelogram formed by vectors \vec{u} and \vec{v} , find $\|\vec{u} \times \vec{v}\|$

area of triangle formed by \vec{u} and \vec{v} is $\frac{1}{2} \|\vec{u} \times \vec{v}\|$

to find area of triangle ABC : $\frac{1}{2} \|\vec{AB} \times \vec{AC}\|$

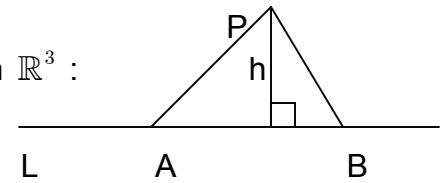


to find the perpendicular height from B to AC (for example): $\frac{1}{2}(\text{base}) h = \frac{1}{2} \|\vec{AB} \times \vec{AC}\| \rightarrow h = \frac{\|\vec{AB} \times \vec{AC}\|}{\|\vec{AC}\|}$

VECTORS (Formulas)

To find the distance from a point P to a line L containing points A and B in \mathbb{R}^3 :

$$\frac{1}{2}(\text{base}) h = \frac{1}{2} \|\overrightarrow{AP} \times \overrightarrow{AB}\| \rightarrow h = \frac{\|\overrightarrow{AP} \times \overrightarrow{AB}\|}{\|\overrightarrow{AB}\|}$$



$$\text{projection}_{\vec{v}} \vec{u} = \frac{\vec{u} \cdot \vec{v}}{\|\vec{v}\|^2} \vec{v} = \vec{w}_1 ; \vec{w}_1 + \vec{w}_2 = \vec{u} \Rightarrow \vec{w}_2 = \vec{u} - \vec{w}_1$$

\vec{w}_1 = component of \vec{u} along \vec{v} , \vec{w}_2 = component of \vec{u} \perp to \vec{v}

To find distance from a point to a plane = $\|\text{Proj}_{\vec{n}} \overrightarrow{P_0 P}\|$

Distance between 2 parallel planes = $\|\text{Proj}_{\vec{n}} \overrightarrow{P_0 P}\|$

To find distance between skew lines = $\|\text{Proj}_{\vec{n}} \overrightarrow{PQ}\|$

where $\vec{n} = \vec{d}_1 \times \vec{d}_2$

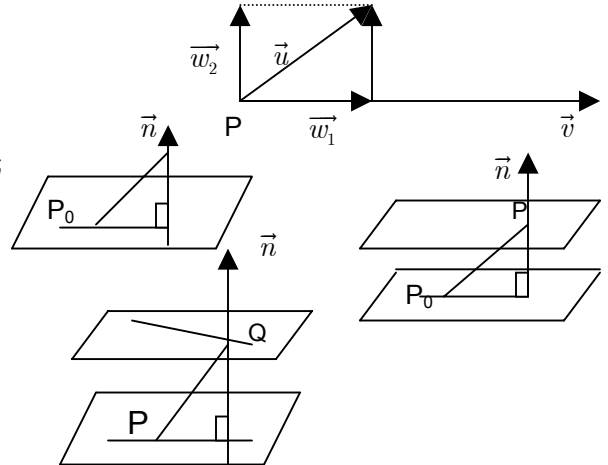
To find the equation of a line in \mathbb{R}^2 or \mathbb{R}^3

vector form: where $a = \Delta x$, $b = \Delta y$, $c = \Delta z$ or

$$\begin{pmatrix} x \\ y \\ z \end{pmatrix} = \begin{pmatrix} x_1 \\ y_1 \\ z_1 \end{pmatrix} + t \begin{pmatrix} a \\ b \\ c \end{pmatrix} = \text{a specific point} + t \vec{d}$$

parametric form:

$$\begin{cases} x = x_1 + at \\ y = y_1 + bt \\ z = z_1 + ct \end{cases}$$



To find the equation of a plane in \mathbb{R}^3

$\vec{n} \cdot (x - x_1, y - y_1, z - z_1) = 0$ where $\vec{n} = (a, b, c)$, normal to the plane

$a(x - x_1) + b(y - y_1) + c(z - z_1) = 0$ (point-normal form)

$ax + by + cz + d = 0$ (standard form)

Scalar Triple Product $\vec{u} \cdot (\vec{v} \times \vec{w}) = \det \begin{pmatrix} u_1 & u_2 & u_3 \\ v_1 & v_2 & v_3 \\ w_1 & w_2 & w_3 \end{pmatrix}$

VECTORS (Formulas)

When are vectors :

- (a) parallel ? when they are scalar multiples
 - (b) perpendicular ? when their dot product = 0
 - (c) equal ? when all corresponding components are identical
-

When are lines :

- (a) parallel ? when there is no intersection and the \vec{d} 's are multiples
 - (b) perpendicular ? when there is a single intersection point and $\vec{d}_1 \bullet \vec{d}_2 = 0$
 - (c) equal ? when there is an infinite intersection and \vec{d} 's are multiples
-

Volume of parallelepiped determined by \vec{u}, \vec{v} and $\vec{w} = |\vec{w} \bullet \vec{u} \times \vec{v}|$ or absolute value of

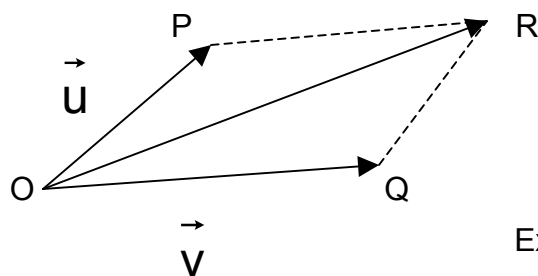
$$\det \begin{pmatrix} \vec{w} \\ \vec{v} \\ \vec{u} \end{pmatrix} \leftarrow \text{order of vectors is irrelevant since the absolute value is being used.}$$

$$\vec{u} \bullet \vec{v} \times \vec{w} = \det \begin{pmatrix} \vec{u} \\ \vec{v} \\ \vec{w} \end{pmatrix} \leftarrow \text{Here the order of the vectors is irrelevant – we are not taking the absolute value.}$$

Relationship between $\vec{u} \times \vec{v}$ and the angle between \vec{u}, \vec{v} : $\|\vec{u} \times \vec{v}\| = \|\vec{u}\| \|\vec{v}\| \sin \theta$

Vectors Problems

- (1) Let \vec{u} and \vec{v} be the position vectors of points P and Q respectively and let R be the terminal point of $\vec{u} + \vec{v}$



$O = \text{the origin, } \overrightarrow{OP} = \vec{u}, \overrightarrow{OQ} = \vec{v}$

Express the following in terms of \vec{u} and \vec{v} :

- (a) \overrightarrow{QP} ; (b) \overrightarrow{PQ} ; (c) \overrightarrow{RP} ; (d) \overrightarrow{QR} ; (e) \overrightarrow{RQ} ; (f) \overrightarrow{RO}

- (2) Determine whether \vec{u} and \vec{v} are parallel or not .

(a) $\vec{u} = (1, 2, -1), \vec{v} = (2, 1, 0)$

(b) $\vec{u} = (3, -6, 3), \vec{v} = (-1, 2, -1)$

(c) $\vec{u} = (1, 0, 1), \vec{v} = (-1, 0, 1)$

(d) $\vec{u} = (2, 0, -1), \vec{v} = (-8, 0, 4)$

- (3) Find a point Q such that \overrightarrow{PQ} has

(i) the same direction and the same magnitude as \vec{v} (i.e. $\overrightarrow{PQ} = \vec{v}$)

(ii) the opposite direction and the same magnitude as \vec{v} (i.e. $\overrightarrow{PQ} = -\vec{v}$)

(a) $P(-1, 2, 2), \vec{v} = (1, 2, -1)$

(b) $P(3, 0, -1), \vec{v} = (2, -1, 3)$

- (4) If $\vec{u} = (3, -1, 0), \vec{v} = (4, 0, 1), \vec{w} = (1, 1, 3)$, find \vec{x} such that :

(a) $3(2\vec{u} + \vec{x}) + \vec{w} = 2\vec{x} - \vec{v}$

(b) $2(3\vec{v} - \vec{x}) = 5\vec{w} + \vec{u} - 3\vec{x}$

- (5) Find c_1, c_2, c_3 (scalars) such that

(a) $c_1\vec{u} + c_2\vec{v} + c_3\vec{w} = (2, -1, 6)$

(b) $c_1\vec{u} + c_2\vec{v} + c_3\vec{w} = (1, 3, 0)$

where $\vec{u} = (1, 1, 2), \vec{v} = (0, 1, 2), \vec{w} = (1, 0, -1)$

- (6) Let $\vec{u} = (3, -1, 0), \vec{v} = (4, 0, 1), \vec{w} = (1, 1, 1)$, show that there does not exist c_1, c_2, c_3 (scalars) such that :

(a) $c_1\vec{u} + c_2\vec{v} + c_3\vec{w} = (1, 2, 1)$

(b) $c_1\vec{u} + c_2\vec{v} + c_3\vec{w} = (5, 6, -1)$

- (7) Let $P_1 = (2, 1, -2), P_2 = (1, -2, 0)$. Find the coordinates of P such that

(a) P is 1/5 of the way from P_1 to P_2

(b) P is 1/4 of the way from P_1 to P_2

(c) P is 1/2 of the way from P_1 to P_2 (i.e. the midpoint)

Note : P is a point on the vector $\overrightarrow{P_1P_2}$

Answers : (1 a) $\vec{u} - \vec{v}$; (1 b) $\vec{v} - \vec{u}$; (1 c) $-\vec{v}$; (1 d) \vec{u} ; (1 e) $-\vec{u}$; (1 f) $-\vec{u} - \vec{v}$; (2 a) no ; (2 b) yes, $\vec{u} = -3\vec{v}$; (2 c) no

(2 d) yes, $\vec{v} = -4\vec{u}$; (3 a) (i) $(0, 4, 1)$, (ii) $(-2, 0, 3)$; (3 b) (i) $(5, -1, 2)$, (ii) $(1, 1, -4)$

(4 b) $(-16, 4, 9)$; (5 b) $c_1 = -5, c_2 = 8, c_3 = 6$; (7 a) $P(9/5, 2/5, -8/5)$;

(7 b) $P(7/4, 1/4, -3/2)$; (7 c) $P(3/2, -1/2, -1)$