## M252 Practice Exam 3—Formula Recitation Section

## **Chapter 10 Formulas**

Let  $P=(x_0,y_0,z_0)$  and  $Q=(x_1,y_1,z_1)$  be points in 3-Space;  $\mathbf{u} = \langle \mathbf{u}_1,\mathbf{u}_2,\mathbf{u}_3\rangle$ ,  $\mathbf{v} = \langle \mathbf{v}_1,\mathbf{v}_2,\mathbf{v}_3\rangle$ ,  $\mathbf{w} = \langle \mathbf{w}_1,\mathbf{w}_2,\mathbf{w}_3\rangle$ ,  $\mathbf{n} = \langle \mathbf{a},\mathbf{b},\mathbf{c}\rangle$ ,  $\mathbf{n}_1$ , and  $\mathbf{n}_2$  be vectors in 3-Space. Vectors are shown in bold for the questions. Use the arrow notation for vectors in your answers.

Give	the	formul	las for	• the	foll	owing:
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The local state of the following.	
The dot product of <b>u</b> and <b>v</b> :	The cosine of the angle between <b>u</b> and <b>v</b> :
<b>u</b> and <b>v</b> are orthogonal:	The projection of <b>u</b> onto <b>v</b> :
The norm of <b>v</b> :	The vector component of <b>u</b> orthogonal to <b>v</b> :
The unit vector in the direction of <b>v</b> :	The cross product of <b>u</b> and <b>v</b> .
The unit vector in the direction of <b>v</b> :	The cross product of <b>u</b> and <b>v</b> .
The unit vector in the direction of <b>v</b> :	The cross product of <b>u</b> and <b>v</b> .
The unit vector in the direction of <b>v</b> :	The cross product of <b>u</b> and <b>v</b> .
The unit vector in the direction of <b>v</b> :	The cross product of <b>u</b> and <b>v</b> .

The vector equation of a line through P	The standard equation of a plane through P
and parallel to <a,b,c>:</a,b,c>	with normal vector <a,b,c>:</a,b,c>
The parametric equations of a line	The cosine of the angle between two planes
through P and parallel to <b>v</b> :	with normal vectors $\mathbf{n}_1$ and $\mathbf{n}_2$ :
The vector equation of a line through P and Q:	The distance between the point Q and a plane through P with normal vector <b>n</b> :
The vector equation of a plane through P	The distance between the point Q and a line
with normal vector <b>n</b> = <a,b,c>:</a,b,c>	through P with direction vector <b>u</b> :
The volume of the parallelepiped with vectors <b>u</b> , <b>v</b> , and <b>w</b> as adjacent edges:	The triple scalar product of <b>u</b> , <b>v</b> , and <b>w</b> :

## **Chapter 11 Formulas**

Let f(t) be a real valued function of t;  $\mathbf{r}(t) = \langle \mathbf{x}(t), \mathbf{y}(t), \mathbf{z}(t) \rangle$  and  $\mathbf{u}(t)$  be vector valued functions;  $\mathbf{r}(t)$  be the position vector,  $\mathbf{v}(t)$  be the velocity, and  $\mathbf{a}(t)$  be the acceleration; C be a smooth curve given by  $\mathbf{r}(t) = \mathbf{x}(t)\mathbf{i} + \mathbf{y}(t)\mathbf{j} + \mathbf{z}(t)\mathbf{k}$  on the interval (a,b).

Give the formulas for the following:

$\mathbf{r}(t)$ is continuous at the point $t = a$ :	$D_t [\mathbf{r}(f(t))] =$
The derivative of $\mathbf{r}(t)$ :	If $\mathbf{r}(t) \cdot \mathbf{r}(t) = \text{constant then}$
$\mathbf{D}_{\mathrm{t}}\left[\mathbf{r}(\mathrm{t}) + \mathbf{u}(\mathrm{t})\right] =$	$\int \vec{r}(t)dt =$
$D_t \left[ \mathbf{r}(t) \cdot \mathbf{u}(t) \right] =$	Velocity: $\mathbf{v}(t) =$
$D_t \left[ \mathbf{r}(t) \times \mathbf{u}(t) \right] =$	Acceleration: $\mathbf{a}(t) =$
$D_t [f(t)\mathbf{r}(t)] =$	Speed =
	Speed –

Projectile position function for an initial velocity $\mathbf{v}_0$ and an initial position $\mathbf{r}_0$ : $\mathbf{r}(t) =$	The arc length of C: s =
The unit tangent vector: <b>T</b> (t) =	The arc length function on C: s(t) =
Principle unit normal vector: <b>N</b> (t) =	The curvature for C given by the arc length parameterization <b>r</b> (s): K =
Acceleration as a linear combination of <b>T</b> and <b>N</b> :	The curvature for C given by $\mathbf{r}(t)$ : K =
The tangential component of acceleration: a <sub>T =</sub>	Acceleration in terms of speed (ds/dt) and curvature:
The normal or centripetal component of acceleration: a <sub>N</sub> =	A vector orthogonal to the unit vector $x(t)\mathbf{i} + y(t)\mathbf{j}$ :