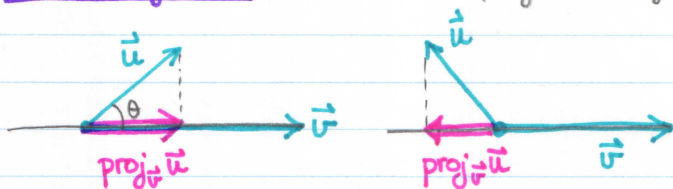


- Distance formula: distance between $P_1(x_1, y_1, z_1)$ and $P_2(x_2, y_2, z_2)$: $\sqrt{(x_2-x_1)^2 + (y_2-y_1)^2 + (z_2-z_1)^2}$
- Equation of Sphere: with radius R and center (x_0, y_0, z_0) : $(x-x_0)^2 + (y-y_0)^2 + (z-z_0)^2 = R^2$
- Magnitude (length) of a vector: length of $\vec{v} = \langle v_1, v_2, v_3 \rangle$: $|\vec{v}| = \sqrt{v_1^2 + v_2^2 + v_3^2}$
- Direction of a vector: direction of \vec{v} : $\frac{\vec{v}}{|\vec{v}|}$ when $\vec{v} \neq \vec{0}$.
- Dot Product: dot product of $\vec{u} = \langle u_1, u_2, u_3 \rangle$ and $\vec{v} = \langle v_1, v_2, v_3 \rangle$: $\vec{u} \cdot \vec{v} = u_1v_1 + u_2v_2 + u_3v_3$
- Angle b/w vectors: angle θ ($0 \leq \theta \leq \pi$) between \vec{u} and \vec{v} : $\theta = \cos^{-1} \left(\frac{\vec{u} \cdot \vec{v}}{|\vec{u}||\vec{v}|} \right)$
- Dot Product Properties:
 - $\vec{u} \cdot \vec{v} = \vec{v} \cdot \vec{u}$
 - $(c\vec{u}) \cdot \vec{v} = c(\vec{u} \cdot \vec{v})$
 - $\vec{u} \cdot (\vec{v} + \vec{w}) = \vec{u} \cdot \vec{v} + \vec{u} \cdot \vec{w}$

$$\vec{u} \cdot \vec{u} = |\vec{u}|^2$$

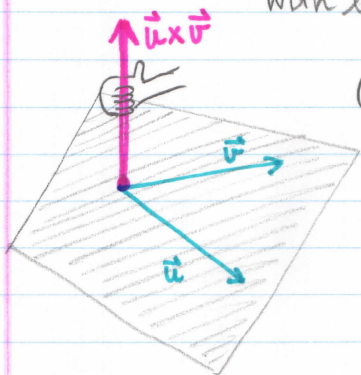
$$\vec{u} \perp \vec{v} \iff \vec{u} \cdot \vec{v} = 0$$

- Vector Projection: The vector projection of \vec{u} onto \vec{v} ($\vec{v} \neq \vec{0}$): "scalar component of \vec{u} in the direction of \vec{v} "



$$\begin{aligned} \text{proj}_{\vec{v}} \vec{u} &= (|\vec{u}| \cos \theta) \frac{\vec{v}}{|\vec{v}|} \\ &= \left(\frac{\vec{u} \cdot \vec{v}}{|\vec{v}|^2} \right) \vec{v} \end{aligned}$$

- Cross Product: $(\vec{u} \times \vec{v})$ is a vector perpendicular to the plane determined by \vec{u} & \vec{v} , with length: $|\vec{u} \times \vec{v}| = |\vec{u}||\vec{v}|\sin \theta$



(Right Hand Rule)

→ area of parallelogram determined by \vec{u} & \vec{v}

Determinant Form of Cross Product:

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

• Properties of Cross Product

$$(a\vec{u}) \times (b\vec{v}) = (ab)(\vec{u} \times \vec{v})$$

$$\vec{v} \times \vec{u} = -(\vec{u} \times \vec{v})$$

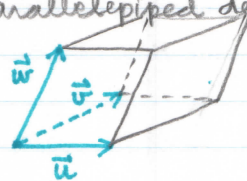
$$\vec{u} \times (\vec{v} + \vec{w}) = \vec{u} \times \vec{v} + \vec{u} \times \vec{w}$$

$$(\vec{u} + \vec{v}) \times \vec{w} = \vec{u} \times \vec{w} + \vec{v} \times \vec{w}$$

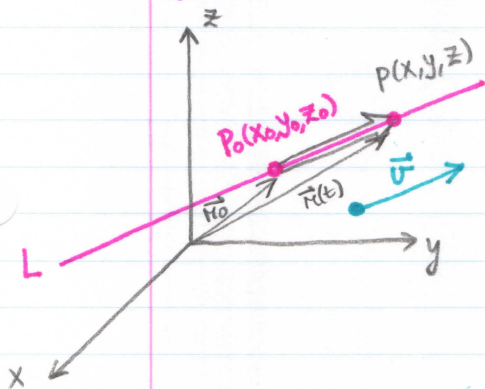
• Triple Scalar (Box) Product :

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

→ Volume of parallelepiped determined by $\vec{u}, \vec{v}, \vec{w}$.



• Equations for a Line in Space



L: The line going through the point $P_0(x_0, y_0, z_0)$ and parallel to the vector $\vec{v} = \langle v_1, v_2, v_3 \rangle$:

Vector Eqn.:

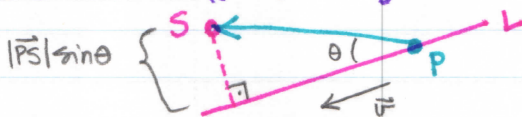
$$\vec{r}(t) = \vec{r}_0 + t\vec{v}$$

Parametric Eqns.:

$$\begin{aligned} x &= x_0 + tv_1 \\ y &= y_0 + tv_2 \\ z &= z_0 + tv_3 \end{aligned}$$

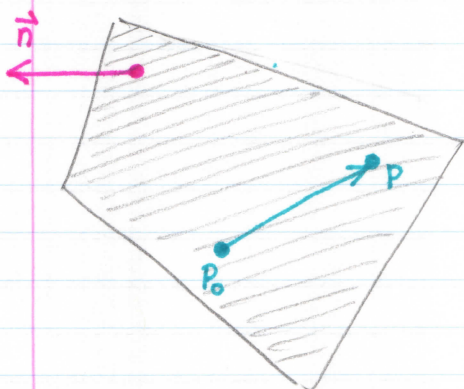
• Distance from a point S to a line (going through P & parallel to \vec{v}):

$$d = \frac{|\vec{PS} \times \vec{v}|}{|\vec{v}|}$$



• Equations for a Plane in Space

The plane going through the point $P_0(x_0, y_0, z_0)$ with a normal vector $\vec{n} = A\vec{i} + B\vec{j} + C\vec{k}$:



Vector Eqn.:

$$\vec{n} \cdot \vec{r}_0 = 0$$

Component Eqn.:

$$A(x-x_0) + B(y-y_0) + C(z-z_0) = 0$$

Simplified Component Eqn.:

$$\begin{aligned} Ax + By + Cz &= D, \\ \text{w/ } D &= Ax_0 + By_0 + Cz_0 \end{aligned}$$

• Vector-valued functions / Curves

$$\vec{r}(t) = \langle x(t), y(t), z(t) \rangle$$

$$= x(t)\vec{i} + y(t)\vec{j} + z(t)\vec{k}$$

is called

Continuous at t_0 if $\lim_{t \rightarrow t_0} \vec{r}(t) = \vec{r}(t_0)$

Differentiable at t_0 if each of the component functions $x(t), y(t), z(t)$ is differentiable at t_0 .

Smooth if the derivative $\vec{r}'(t)$ is continuous and never $\vec{0}$.

• Vectors/Quantities associated to $\vec{r}(t) = \langle x(t), y(t), z(t) \rangle$ (smooth):

• Velocity: $\vec{v}(t) = \vec{r}'(t) = \frac{d}{dt} \vec{r} = \langle x'(t), y'(t), z'(t) \rangle$ (derivative of position)

• Speed: $|\vec{v}(t)|$

• Acceleration: $\vec{a}(t) = \frac{d}{dt} \vec{v} = \frac{d^2 \vec{r}}{dt^2}$ (derivative of velocity)

• Length: $L = \int_a^b \sqrt{\left(\frac{dx}{dt}\right)^2 + \left(\frac{dy}{dt}\right)^2 + \left(\frac{dz}{dt}\right)^2} dt = \int_a^b |\vec{v}(t)| dt$ Length of a smooth curve that is traced exactly once as $a \leq t \leq b$.

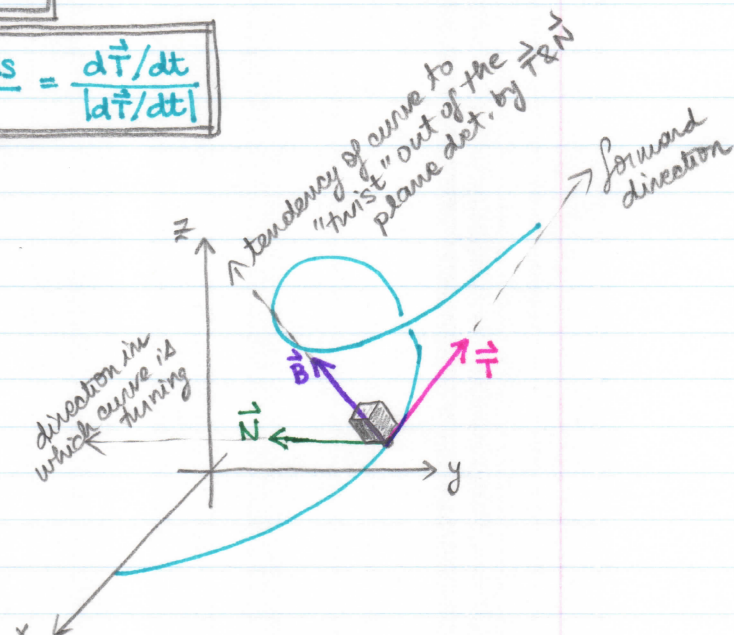
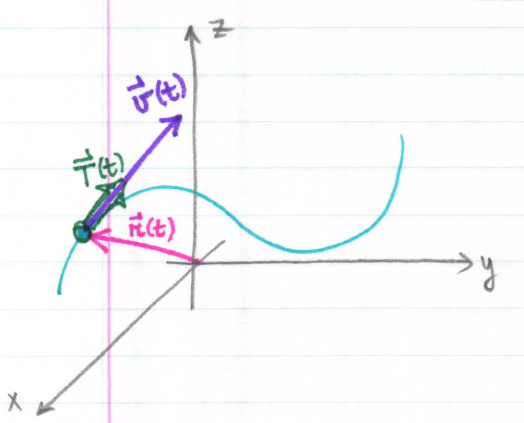
• Arc Length Parameter: $s(t) = \int_{t_0}^t |\vec{v}(\tau)| d\tau$ Length along the curve, measured from a basepoint $P(t_0) = (x(t_0), y(t_0), z(t_0))$.

• Unit Tangent Vector: $\vec{T} = \frac{\vec{v}}{|\vec{v}|}$; $\frac{d\vec{r}}{ds} = \vec{T}$ $\frac{ds}{dt} = |\vec{v}(t)|$ $\frac{dt}{ds} = \frac{1}{|\vec{v}(t)|}$

• Curvature: $\kappa = \left| \frac{d\vec{T}}{ds} \right| = \frac{1}{|\vec{v}|} \left| \frac{d\vec{T}}{dt} \right|$

• Unit Normal Vector: $\vec{N} = \frac{d\vec{T}/ds}{\kappa} = \frac{d\vec{T}/dt}{|d\vec{T}/dt|}$

• Binormal Vector: $\vec{B} = \vec{T} \times \vec{N}$



- Tangential & Normal Components of Acceleration:

$$\vec{a} = a_T \vec{T} + a_N \vec{N}$$

$$a_T = \frac{d^2s}{dt^2} = \frac{d}{dt} |\vec{v}(t)|$$

- Tangential scalar component of acceleration
(measures how much of \vec{a} is acting in the direction of motion)

$$a_N = \kappa \left(\frac{ds}{dt} \right)^2 = \kappa |\vec{v}(t)|^2 = \sqrt{|\vec{a}|^2 - a_T^2}$$

→ Normal scalar component of \vec{a}
(measures how much of \vec{a} is acting normal to the motion)

- Torsion:

$$\tau = - \frac{d\vec{B}}{ds} \cdot \vec{N}$$

- Differentiation Rules for Vector Functions:

$$\frac{d}{dt} [\vec{u}(t) \cdot \vec{v}(t)] = \left(\frac{d}{dt} \vec{u} \right) \cdot \vec{v} + \vec{u} \cdot \left(\frac{d}{dt} \vec{v} \right)$$

$$\frac{d}{dt} [\vec{u}(t) \times \vec{v}(t)] = \left(\frac{d}{dt} \vec{u} \right) \times \vec{v} + \vec{u} \times \left(\frac{d}{dt} \vec{v} \right)$$

$$\frac{d}{dt} [\vec{u}(f(t))] = f'(t) \vec{u}'(f(t))$$

- Vector Functions of Constant Length:

If $\vec{r}(t)$ is a differentiable function of t with constant length, then $\vec{r}(t)$ and $\vec{r}'(t)$ are orthogonal at all t :

$$\vec{r} \cdot \frac{d\vec{r}}{dt} = 0.$$

14.1 Functions of Several Variables

- Domain & Range
- Interior Point, Boundary Point
- Open Set, Closed Set, Bounded Set
- Level Curves: $f(x,y) = c$
- Level Surfaces: $f(x,y,z) = c$

14.2 Limits & Continuity in Higher Dimensions

- Major difference from Calculus I limits (one variable): a point (x,y) can approach a point (x_0,y_0) in the plane from infinitely many directions, along infinitely many paths. They must all agree in order for the limit to exist!
- Two-Path Test: If $f(x,y)$ has 2 different limits along 2 different paths in the domain as (x,y) approaches (x_0,y_0) , then $\lim_{(x,y) \rightarrow (x_0,y_0)} f(x,y)$ does not exist.

• Typical Examples:

- ① Continuous functions (aka "plug it in, nothing bad happens"):

$$\lim_{(x,y) \rightarrow (0,1)} \frac{x - xy + 3}{x^2y + 5xy - y^3} = \boxed{-3}$$

- ② % limits where we factor & cancel terms

$$\lim_{(x,y) \rightarrow (0,0)} \frac{x^2 - xy}{\sqrt{x} - \sqrt{y}} = \lim_{(x,y) \rightarrow (0,0)} \frac{x(x-y)}{\sqrt{x} - \sqrt{y}} = \lim_{(x,y) \rightarrow (0,0)} \frac{x(\cancel{\sqrt{x}} - \sqrt{y})(\sqrt{x} + \sqrt{y})}{\cancel{\sqrt{x}} - \sqrt{y}} = \boxed{0}$$

- ③ Two-Path Test (Limit DNE):

$$f(x,y) = \frac{2x^2y}{x^4 + y^2} \text{ has no limit as } (x,y) \rightarrow (0,0)$$

(approach along lines) $f(x,y)|_{y=kx} = \frac{2x^2(kx)}{x^4 + (kx)^2} = \frac{2kx^3}{x^4 + k^2x^2} = \frac{2kx}{x^2 + k^2} \xrightarrow{x \rightarrow 0} \boxed{0}$ ↑ inconclusive

(approach along parabolas) $f(x,y)|_{y=kx^2} = \frac{2x^2(kx^2)}{x^4 + (kx^2)^2} = \frac{2kx^4}{x^4 + k^2x^4} = \frac{2k}{1 + k^2} \xrightarrow{x \rightarrow 0} \boxed{\frac{2k}{1+k^2}}$

Taking $k=0$ and $k=2$, for example, $\lim_{(x,y) \rightarrow (0,0)} f(x,y)$ DNE by the 2-Path Test.

④ Switching to Polar Coord. (to show that a limit does exist).

$$\bullet \lim_{(x,y) \rightarrow (0,0)} \left(xy \frac{x^2 - y^2}{x^2 + y^2} \right) = \lim_{r \rightarrow 0} \left((r \cos \theta)(r \sin \theta) \frac{(r \cos \theta)^2 - (r \sin \theta)^2}{(r \cos \theta)^2 + (r \sin \theta)^2} \right)$$

$$= \lim_{r \rightarrow 0} r^2 \underbrace{\cos \theta \sin \theta (\cos^2 \theta - \sin^2 \theta)}_{\text{bounded}}$$

$$\bullet \lim_{(x,y) \rightarrow (0,0)} \left[\ln \left(\frac{7x^2 - x^2y^2 + 7y^2}{x^2 + y^2} \right) \right] = \lim_{r \rightarrow 0} \left[\ln \frac{7r^2 \cos^2 \theta - r^4 \cos^2 \theta \sin^2 \theta + 7r^2 \sin^2 \theta}{r^2 \cos^2 \theta + r^2 \sin^2 \theta} \right]$$

$$= \lim_{r \rightarrow 0} \left[\ln \frac{7r^2(\cos^2 \theta + \sin^2 \theta) - r^4 \cos^2 \theta \sin^2 \theta}{r^2} \right]$$

$$= \lim_{r \rightarrow 0} \left[\ln \left(7 - \underbrace{r^2 \cos^2 \theta \sin^2 \theta}_{\text{bounded}} \right) \right] = \boxed{\ln(7)}$$

$\downarrow r \rightarrow 0$
 0