

1 Vector Algebra

1. Commutative addition $\vec{A} + \vec{B} = \vec{B} + \vec{A}$
2. Associative addition $(\vec{A} + \vec{B}) + \vec{C} = \vec{A} + (\vec{B} + \vec{C})$
3. Distributive scalar multiplication $n(\vec{A} + \vec{B}) = n\vec{A} + n\vec{B}$
4. Negative $(-1)\vec{A} = -\vec{A}$, anti-parallel
5. Magnitude $||\vec{A}||_2 = \sqrt{A_1^2 + A_2^2 + \dots}$
6. Direction : the unit vector $\hat{A} = \frac{1}{|\vec{A}|}\vec{A}$
7. Magnitude-direction representation : $\vec{A} = |\vec{A}|\hat{A}$
8. Component form : $\vec{A} = (A_1, A_2, A_3) = A_1\hat{x} + A_2\hat{y} + A_3\hat{z} = A_1\hat{i} + A_2\hat{j} + A_3\hat{k} = [A_1 \ A_2 \ A_3]^T$
9. Rectangular form addition $\vec{A} + \vec{B} = (A_1 + B_1, A_2 + B_2, A_3 + B_3)$
10. Rectangular form scalar multiplication : $n\vec{A} = (nA_1, nA_2, nA_3)$
11. Unit vector of x, y, z : $\hat{x} = (1, 0, 0)$, $\hat{y} = (0, 1, 0)$, $\hat{z} = (0, 0, 1)$
12. Dot product, geometry : $\vec{A} \cdot \vec{B} = AB \cos \theta_{AB} \in \text{scalar}$
13. Dot product, component form : $\vec{A} \cdot \vec{B} = A_1B_1 + A_2B_2 + A_3B_3$
14. $\vec{A} \cdot \vec{A} = A_1^2 + A_2^2 + A_3^2 = A^2 \iff |\vec{A}| = \sqrt{\vec{A} \cdot \vec{A}}$
15. Dot product commutative $\vec{A} \cdot \vec{B} = \vec{B} \cdot \vec{A}$
16. Dot product distributive $\vec{A} \cdot (\vec{B} + \vec{C}) = \vec{A} \cdot \vec{B} + \vec{A} \cdot \vec{C}$
17. $m(\vec{A} \cdot \vec{B}) = (m\vec{A}) \cdot \vec{B} = \vec{A} \cdot (m\vec{B})$
18. Orthogonal $\vec{A} \perp \vec{B} \iff \vec{A} \cdot \vec{B} = 0$
19. Unit Vector Dot Product : $\hat{x} \cdot \hat{x} = \hat{y} \cdot \hat{y} = \hat{z} \cdot \hat{z} = 1$, $\hat{x} \cdot \hat{y} = \hat{x} \cdot \hat{z} = \hat{y} \cdot \hat{z} = 0$
20. Cross product, geometry : $\vec{A} \times \vec{B} = AB \sin \theta_{AB} \hat{n} \in \mathbb{R}^3$ vector, $\hat{n} \perp AB$, $\theta_{AB} \in [0, \pi]$
21. Angle between 2 vectors $\theta = \cos^{-1} \frac{\vec{A} \cdot \vec{B}}{|\vec{A}||\vec{B}|} = \sin^{-1} \frac{|\vec{A} \times \vec{B}|}{|\vec{A}||\vec{B}|}$
22. Cross product skew-commutative : $\vec{A} \times \vec{B} = -\vec{B} \times \vec{A}$
23. $|\vec{A} \times \vec{B}| = |\vec{B} \times \vec{A}|$
24. Cross product distributive : $\vec{A} \times (\vec{B} + \vec{C}) = \vec{A} \times \vec{B} + \vec{A} \times \vec{C}$
25. $m(\vec{A} \times \vec{B}) = (m\vec{A}) \times \vec{B} = \vec{A} \times (m\vec{B})$
26. Linear dependent : $\vec{A} = k\vec{B} \iff \vec{A} \times \vec{B} = 0$
27. Unit vector cross product : $\hat{x} \times \hat{x} = \hat{y} \times \hat{y} = \hat{z} \times \hat{z} = 0$, $\hat{x} \times \hat{y} = \hat{z}$, $\hat{y} \times \hat{z} = \hat{x}$, $\hat{z} \times \hat{x} = \hat{y}$

28. Cross product, component form :

$$\begin{aligned}
\bar{A} \times \bar{B} &= (A_1\hat{x} + A_2\hat{y} + A_3\hat{z}) \times (B_1\hat{x} + B_2\hat{y} + B_3\hat{z}) \\
&= A_1B_1\hat{x} \times \hat{x} + A_1B_2\hat{x} \times \hat{y} + A_1B_3\hat{x} \times \hat{z} + A_2B_1\hat{y} \times \hat{x} + A_2B_2\hat{y} \times \hat{y} \\
&\quad + A_2B_3\hat{y} \times \hat{z} + A_3B_1\hat{z} \times \hat{x} + A_3B_2\hat{z} \times \hat{y} + A_3B_3\hat{z} \times \hat{z} \\
&= A_1B_2\hat{x} \times \hat{y} + A_1B_3\hat{x} \times \hat{z} + A_2B_1\hat{y} \times \hat{x} + A_2B_3\hat{y} \times \hat{z} + A_3B_1\hat{z} \times \hat{x} + A_3B_2\hat{z} \times \hat{y} \\
&= A_1B_2\hat{z} + A_1B_3(-\hat{y}) + A_2B_1(-\hat{z}) + A_2B_3\hat{x} + A_3B_1\hat{y} + A_3B_2(-\hat{x}) \\
&= (A_2B_3 - A_3B_2)\hat{x} + (A_3B_1 - A_1B_3)\hat{y} + (A_1B_2 - A_2B_1)\hat{z} \\
&= \begin{vmatrix} A_2 & A_3 \\ B_2 & B_3 \end{vmatrix} \hat{x} - \begin{vmatrix} A_1 & A_3 \\ B_1 & B_3 \end{vmatrix} \hat{y} + \begin{vmatrix} A_1 & A_2 \\ B_1 & B_2 \end{vmatrix} \hat{z} \\
&= \begin{vmatrix} \hat{x} & \hat{y} & \hat{z} \\ A_1 & A_2 & A_3 \\ B_1 & B_2 & B_3 \end{vmatrix}
\end{aligned}$$

29. Coordinates : Rectangular (x, y, z) , cylindrical (r, ϕ, z) , spherical (R, ϕ, θ)

30. Cylindrical coordinate : $r = \sqrt{x^2 + y^2}$, $\phi = \tan^{-1} \frac{y}{x}$, $x = r \cos \phi$, $y = r \sin \phi$

31. Spherical coordinate : $R = \sqrt{x^2 + y^2 + z^2}$, $\phi = \tan^{-1} \frac{y}{x}$, $\theta = \tan^{-1} \frac{\sqrt{x^2 + y^2}}{z}$, $x = R \sin \theta \cos \phi$,
 $y = R \sin \theta \sin \phi$, $z = R \cos \theta$

32. Vector in component form $\bar{V} = V_x\hat{x} + V_y\hat{y} + V_z\hat{z} = V_r\hat{r} + V_\phi\hat{\phi} + V_z\hat{z} = V_R\hat{R} + V_\phi\hat{\phi} + V_\theta\hat{\theta}$

33. Vector magnitude $|\bar{V}| = \sqrt{V_x^2 + V_y^2 + V_z^2} = \sqrt{V_r^2 + V_\phi^2 + V_z^2} = \sqrt{V_R^2 + V_\phi^2 + V_\theta^2}$

34. Euclidean distance:

$$d = \begin{cases} \sqrt{(x_1 - x_2)^2 + (y_1 - y_2)^2 + (z_1 - z_2)^2} \\ \sqrt{r_1^2 + r_2^2 - 2r_1r_2 \cos(\phi_1 - \phi_2) + (z_1 - z_2)^2} & = \sqrt{V_R^2 + V_\phi^2 + V_\theta^2} \\ \sqrt{R_1^2 + R_2^2 - 2R_1R_2 \cos \theta_1 \cos \theta_2 - 2R_1R_2 \sin \theta_1 \sin \theta_2 \cos(\phi_1 - \phi_2)} \end{cases}$$

35. Triple Dot Product :

$$\begin{aligned}
\bar{A} \cdot (\bar{B} \times \bar{C}) &= \bar{A} \cdot \begin{vmatrix} \hat{x} & \hat{y} & \hat{z} \\ A_1 & A_2 & A_3 \\ B_1 & B_2 & B_3 \end{vmatrix} \\
&= (A_1, A_2, A_3) \cdot \left(\begin{vmatrix} B_2 & B_3 \\ C_2 & C_3 \end{vmatrix}, \begin{vmatrix} B_1 & B_3 \\ C_1 & C_3 \end{vmatrix}, \begin{vmatrix} B_1 & B_2 \\ C_1 & C_2 \end{vmatrix} \right) = \begin{vmatrix} A_1 & A_2 & A_3 \\ B_1 & B_2 & B_3 \\ C_1 & C_2 & C_3 \end{vmatrix}
\end{aligned}$$

36. $\bar{A} \cdot (\bar{A} \times \bar{B}) = \bar{A} \cdot (\bar{B} \times \bar{A}) = 0$

37. Triple Dot Product :

$$\bar{A} \cdot (\bar{B} \times \bar{C}) = (\bar{B} \times \bar{C}) \cdot \bar{A} = \bar{B} \cdot (\bar{C} \times \bar{A}) = (\bar{C} \times \bar{A}) \cdot \bar{B} = \bar{C} \cdot (\bar{A} \times \bar{B}) = (\bar{A} \times \bar{B}) \cdot \bar{C}$$