

**GLOSSARY CHECKLIST**

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**Geometry of Space**

- coordinates and vectors in the plane and in space
- $v = (v_1, v_2, v_3), w = (w_1, w_2, w_3), v + w = (v_1 + w_1, v_2 + w_2, v_3 + w_3)$
- dot product  $v \cdot w = v_1 w_1 + v_2 w_2 + v_3 w_3 = |v||w| \cos(\alpha)$
- cross product,  $v \cdot (v \times w) = 0, w \cdot (v \times w) = 0, |v \times w| = |v||w| \sin(\alpha)$
- triple scalar product  $u \cdot (v \times w)$  volume of parallelepiped
- parallel vectors  $v \times w = 0$ , orthogonal vectors  $v \cdot w = 0$
- scalar projection  $\text{comp}_w(v) = v \cdot w / |w|$
- vector projection  $\text{proj}_w(v) = (v \cdot w)w / |w|^2$
- completion of square: example  $x^2 - 4x + y^2 = 1$  is equivalent to  $(x - 2)^2 + y^2 = 5$
- distance  $d(P, Q) = |\vec{PQ}| = \sqrt{(P_1 - Q_1)^2 + (P_2 - Q_2)^2 + (P_3 - Q_3)^2}$

**Lines, Planes, Functions**

- symmetric equation of line  $\frac{(x-x_0)}{a} = \frac{(y-y_0)}{b} = \frac{(z-z_0)}{c}$
- plane  $ax + by + cz = d$
- parametric equation for line  $\vec{x} = \vec{x}_0 + t\vec{v}$
- parametric equation for plane  $\vec{x} = \vec{x}_0 + t\vec{v} + s\vec{w}$
- switch from parametric to implicit descriptions for lines and planes
- domain and range of functions  $f(x, y)$
- graph  $G = \{(x, y, f(x, y))\}$
- intercepts: intersections of  $G$  with coordinate axis
- traces: intersections with coordinate planes
- generalized traces: intersections with  $\{x = c\}, \{y = c\}$  or  $\{z = c\}$
- quadrics: ellipsoid, paraboloid, hyperboloids, cylinder, cone, hyperboloid paraboloid
- plane  $ax + by + cz = d$  has normal  $\vec{n} = (a, b, c)$
- line  $\frac{(x-x_0)}{a} = \frac{(y-y_0)}{b} = \frac{(z-z_0)}{c}$  contains  $\vec{v} = (a, b, c)$
- sets  $g(x, y, z) = c$  describe surfaces, example graphs  $g(x, y, z) = z - f(x, y)$
- linear equation like  $2x + 3y + 5z = 7$  defines plane
- quadratic equation like  $x^2 - 2y^2 + 3z^2 = 4$  defines quadric surface
- distance point-plane:  $d(P, \Sigma) = |(\vec{PQ}) \cdot \vec{n}| / |\vec{n}|$
- distance point-line:  $d(P, L) = |(\vec{PQ}) \times \vec{u}| / |\vec{u}|$
- distance line-line:  $d(L, M) = |(\vec{PQ}) \cdot (\vec{u} \times \vec{v})| / |\vec{u} \times \vec{v}|$
- finding plane through three points  $A, B, C$ : find normal vector  $(a, b, c) = \vec{AB} \times \vec{CB}$

**Curves**

- plane and space curves  $\vec{r}(t)$
- velocity  $\vec{r}'(t)$ , acceleration  $\vec{r}''(t)$
- unit tangent vector  $\vec{T}(t) = \vec{r}'(t) / |\vec{r}'(t)|$
- $\vec{r}'(t)$  is tangent to the curve
- $\vec{v} = \vec{r}'$  then  $\vec{r} = \int_0^t \vec{v} dt + \vec{c}$
- $\vec{r}(t) = (f(t) \cos(t), r(t) \sin(t))$  polar curve to polar graph  $r = f(\theta)$ .
- $\kappa(t) = |\vec{T}'(t)| / |\vec{r}'(t)|$  curvature

**Surfaces**

- polar coordinates  $(x, y) = (r \cos(\theta), r \sin(\theta))$
- cylindrical coordinates  $(x, y, z) = (r \cos(\theta), r \sin(\theta), z)$
- spherical coordinates  $(x, y, z) = (\rho \cos(\theta) \sin(\phi), \rho \sin(\theta) \sin(\phi), \rho \cos(\phi))$
- $g(r, \theta) = 0$  polar curve, especially  $r = f(\theta)$ , polar graphs
- $g(r, \theta, z) = 0$  cylindrical surface, i.e.  $r = f(z, \theta)$  or  $r = f(z)$  surface of revolution
- $g(\rho, \theta, \phi) = 0$  spherical surface especially  $\rho = f(\theta, \phi)$
- $f(x, y) = c$  level curves of  $f(x, y)$ , normal vectors are  $\nabla f(x, y)$
- $g(x, y, z) = c$  level surfaces of  $g(x, y, z)$ , normal vectors are  $\nabla f(x, y, z)$
- circle:  $x^2 + y^2 = r^2, \vec{r}(t) = \langle r \cos t, r \sin t \rangle$ .
- ellipse:  $x^2/a^2 + y^2/b^2 = 1, \vec{r}(t) = \langle a \cos t, b \sin t \rangle$
- sphere:  $x^2 + y^2 + z^2 = r^2, \vec{r}(u, v) = (r \cos u \sin v, r \sin u \sin v, r \cos v)$
- ellipsoid:  $x^2/a^2 + y^2/b^2 + z^2/c^2 = 1, \vec{r}(u, v) = (a \cos u \sin v, b \sin u \sin v, c \cos v)$
- line:  $ax + by = d, \vec{r}(t) = (t, d/b - ta/b)$
- plane:  $ax + by + cz = d, \vec{r}(u, v) = \vec{r}_0 + u\vec{v} + v\vec{w}, (a, b, c) = \vec{v} \times \vec{w}$
- surface of revolution:  $r(\theta, z) = f(z), \vec{r}(u, v) = \langle f(v) \cos(u), f(v) \sin(u), v \rangle$
- graph:  $g(x, y, z) = z - f(x, y) = 0, \vec{r}(u, v) = \langle u, v, f(u, v) \rangle$

**Partial Derivatives**

- $f_x(x, y) = \frac{\partial}{\partial x} f(x, y)$  partial derivative
- partial differential equation PDE:  $G(f, f_x, f_t, f_{xx}, f_{tt}) = 0$
- $f_t = f_{xx}$  heat equation
- $f_{tt} - f_{xx} = 0$  wave equation
- $f_x - f_t = 0$  transport equation
- $f_{xx} + f_{yy} = 0$  Laplace equation
- $L(x, y) = f(x_0, y_0) + f_x(x_0, y_0)(x - x_0) + f_y(x_0, y_0)(y - y_0)$  linear approximation
- use  $L(x, y)$  to estimate  $f(x, y)$  near  $f(x_0, y_0)$
- tangent line:  $L(x, y) = L(x_0, y_0), ax + by = d$  with  $a = f_x(x_0, y_0), b = f_y(x_0, y_0), d = ax_0 + by_0$
- tangent plane:  $L(x, y, z) = L(x_0, y_0, z_0)$
- estimate  $f(x, y, z)$  by  $L(x, y, z)$  near  $(x_0, y_0, z_0)$
- $|f(x, y) - L(x, y)|$  in box  $R$  around  $(x_0, y_0)$  is  $\leq M(|x - x_0| + |y - y_0|)^2/2$ , where  $M$  is the maximal value of  $|f_{xx}(x, y)|, |f_{xy}(x, y)|, |f_{yy}(x, y)|$  in  $R$ .
- $f(x, y)$  called differentiable if  $f_x, f_y$  are continuous
- $f_{xy} = f_{yx}$  Clairot's theorem
- $\vec{r}_u(u, v), \vec{r}_v$  tangent to surface  $\vec{r}(u, v)$

**Gradient**

- $\nabla f(x, y) = (f_x, f_y), \nabla f(x, y, z) = (f_x, f_y, f_z)$ , gradient
- $D_v f = \nabla f \cdot v$  directional derivative
- $\frac{d}{dt} f(\vec{r}(t)) = \nabla f(\vec{r}(t)) \cdot \vec{r}'(t)$  chain rule
- $\nabla f(x_0, y_0, z_0)$  is orthogonal to the level surface  $f(x, y, z) = c$  which contains  $(x_0, y_0, z_0)$ .
- $\frac{d}{dt} f(\vec{x} + t\vec{v}) = D_v f$  by chain rule
- $\frac{x-x_0}{f_x(x_0, y_0, z_0)} = \frac{y-y_0}{f_y(x_0, y_0, z_0)} = \frac{z-z_0}{f_z(x_0, y_0, z_0)}$  normal line to surface  $f(x, y, z) = c$  at  $(x_0, y_0, z_0)$
- $(x - x_0)f_x(x_0, y_0, z_0) + (y - y_0)f_y(x_0, y_0, z_0) + (z - z_0)f_z(x_0, y_0, z_0) = 0$  tangent plane at  $(x_0, y_0, z_0)$
- directional derivative is maximal in the  $\vec{v} = \nabla f$  direction
- $f(x, y)$  increases, if we walk on the  $xy$ -plane in the  $\nabla f$  direction
- partial derivatives are special directional derivatives
- if  $D_v f(\vec{x}) = 0$  for all  $\vec{v}$ , then  $\nabla f(\vec{x}) = \vec{0}$

**Extrema**

- $\nabla f(x, y) = (0, 0)$ , critical point or stationary point
- $D = f_{xx}f_{yy} - f_{xy}^2$  discriminant or Hessian determinant
- $f(x_0, y_0) \geq f(x, y)$  in a neighborhood of  $(x_0, y_0)$  local maximum
- $f(x_0, y_0) \leq f(x, y)$  in a neighborhood of  $(x_0, y_0)$  local minimum
- $\nabla f(x, y) = \lambda \nabla g(x, y), g(x, y) = c, \lambda$  Lagrange equations
- $\nabla f(x, y, z) = \lambda \nabla g(x, y, z), g(x, y, z) = c, \lambda$  Lagrange equations
- second derivative test:  $\nabla f = (0, 0), D > 0, f_{xx} < 0$  **local max**,  $\nabla f = (0, 0), D > 0, f_{xx} > 0$  **local min**,  $\nabla f = (0, 0), D < 0$  **saddle**

**Double Integrals**

- $\int \int_R f(x, y) dA$  double integral
- $\int_a^b \int_c^d f(x, y) dydx$  integral over rectangle
- $\int_a^b \int_{g_1(x)}^{g_2(x)} f(x, y) dydx$  type I region
- $\int_c^d \int_{h_1(y)}^{h_2(y)} f(x, y) dx dy$  type II region
- $\int \int_R f(r, \theta) r dr d\theta$  polar coordinates
- $\int \int_R |\vec{r}_u \times \vec{r}_v| dudv$  surface area
- $\int_a^b \int_c^d f(x, y) dydx = \int_c^d \int_a^b f(x, y) dx dy$  Fubini
- $\int \int_R 1 dx dy$  area of region  $R$
- $\int \int_R f(x, y) dx dy$  volume of solid bounded by graph(f) xy-plane

**Triple Integrals**

- $\int \int \int_R f(x, y, z) dV$  triple integral
- $\int_a^b \int_c^d \int_u^v f(x, y, z) dydx$  integral over rectangular box
- $\int_a^b \int_{g_1(x)}^{g_2(x)} \int_{h_1(x, y)}^{h_2(x, y)} f(x, y) dz dy dx$  type I region
- $f(r, \theta, z) r dz dr d\theta$  cylindrical coordinates
- $\int \int \int_R f(\rho, \theta, z) \rho^2 \sin(\phi) dz dr d\theta$  spherical coordinates
- $\int_a^b \int_c^d \int_u^v f(x, y, z) dz dy dx = \int_u^v \int_c^d \int_a^b f(x, y, z) dx dy dz$  Fubini
- $V = \int \int \int_R 1 dV$  volume of solid  $R$
- $M = \int \int \int_R \rho(x, y, z) dV$  mass of solid  $R$  with density  $\rho$
- $(\int \int \int_R x dV / V, \int \int \int_R y dV / V, \int \int \int_R z dV / V)$  center of mass

**Line Integrals**

- $\vec{F}(x, y) = \langle P(x, y), Q(x, y) \rangle$  vector field in the plane
- $\vec{F}(x, y, z) = \langle P(x, y, z), Q(x, y, z), R(x, y, z) \rangle$  vector field in space
- $\int_C \vec{F} \cdot d\vec{r} = \int_a^b \vec{F}(\vec{r}(t)) \cdot \vec{r}'(t) dt$  line integral
- Avoid the notation  $\int P dx + Q dy + R dz$ .
- $\vec{F}(x, y) = \nabla f(x, y)$  gradient field = potential field = conservative field

**Fundamental theorem of line integrals**

- FTL:  $\vec{F}(x, y) = \nabla f(x, y), \int_a^b \vec{F}(\vec{r}(t)) \cdot \vec{r}'(t) dt = f(\vec{r}(b)) - f(\vec{r}(a))$
- Closed loop property  $\int_C \vec{F} \cdot d\vec{r} = 0$ , for all closed curves  $C$
- Always equivalent are: closed loop property, conservativeness and gradient field
- Mixed derivative test  $\text{curl}(\vec{F}) \neq 0$  assures  $\vec{F}$  is not a gradient field.
- In simply connected domains,  $\text{curl}(\vec{F}) = 0$  implies conservativeness.

**Green's Theorem**

- $\vec{F}(x, y) = \langle P, Q \rangle$ , curl in two dimensions:  $\text{curl}(\vec{F}) = Q_x - P_y = \nabla \times F$ .
- Green's theorem:  $C$  boundary of  $R$ , then  $\int_C \vec{F} \cdot d\vec{r} = \int \int_R \text{curl}(\vec{F}) dx dy$
- Area computation: Take  $F$  with  $\text{curl}(F) = N_x - M_y = 1$  like  $F = (-y, 0)$  or  $F = (0, x)$  or  $F = (-y, x)/2$ .
- Greens theorem is useful to compute difficult line integrals or difficult 2D integrals.

**Flux integrals**

- $\vec{F}(x, y, z)$  vector field,  $S = \vec{r}(R)$  parametrized surface
- $\vec{r}_u \times \vec{r}_v$  normal vector,  $\vec{n} = \frac{\vec{r}_u \times \vec{r}_v}{|\vec{r}_u \times \vec{r}_v|}$  unit normal vector
- $\vec{r}_u \times \vec{r}_v dudv = d\vec{S} = \vec{n} dS$  normal surface element
- $\int \int_S \vec{F} d\vec{S} = \int \int_S \vec{F}(\vec{r}(u, v)) \cdot (\vec{r}_u \times \vec{r}_v) dudv$  flux integral

**Stokes Theorem**

- $\vec{F}(x, y, z) = \langle P, Q, R \rangle$ ,  $\text{curl}(P, Q, R) = \langle R_y - Q_z, P_z - R_x, Q_x - P_y \rangle = \nabla \times F$
- Stokes's theorem:  $C$  boundary of surface  $S$ , then  $\int_C \vec{F} \cdot d\vec{r} = \int \int_S \text{curl}(\vec{F}) \cdot d\vec{S}$
- Stokes theorem is useful to compute difficult flux integrals of  $\text{curl}(\vec{F})$  or difficult line integrals.

**Div Grad Curl**

- $\nabla = (\partial_x, \partial_y, \partial_z)$ ,  $\text{grad}(F) = \nabla f, \text{curl}(F) = \nabla \times F, \text{div}(F) = \nabla \cdot F$
- $\text{div}(\text{curl}(F)) = 0$
- $\text{curl}(\text{grad}(F)) = \vec{0}$
- $\text{div}(\text{grad}(f)) = \Delta f$  Laplacian.

**Divergence Theorem**

- $\text{div}(P, Q, R) = P_x + Q_y + R_z = \nabla \cdot F$
- Divergence theorem: solid  $E$ , boundary  $S$  then  $\int \int_S F \cdot d\vec{S} = \int \int \int_E \text{div}(F) dV$
- The divergence theorem is useful to compute difficult flux integrals or difficult 3D integrals.

**Some topology**

- Simply connected region  $D$ : can deform any closed curve within  $D$  to a point on curve.
- Interior of a region  $D$ : points in  $D$  for which small neighborhood is still in  $D$ .
- Boundary of a curve: the end points of the curve if they exist.
- Boundary of a surface  $S$  are curves which bound the surface, points in the surface which correspond to parameters  $(u, v)$  which are not in the interior of the parametrization domain.
- Boundary of a solid  $D$ : the surfaces which bound the solid, points in the solid which are not in the interior of  $D$ .
- Closed surface: a surface without boundary like for example the sphere.
- Closed curve: a curve with no boundary like for example a knot.

**Some surface parametrizations**

- Sphere of radius  $\rho$ :  $r(u, v) = (\rho \cos(u) \sin(v), \rho \sin(u) \sin(v), \rho \cos(v))$
- Graph of function  $f(x, y)$ :  $f(u, v) = (u, v, f(u, v))$
- Graph of function  $f(\phi, r)$  in polar:  $f(u, v) = (v \cos(u), v \sin(u), f(u, v))$
- Plane containing  $P$  and vectors  $\vec{u}, \vec{v}$ :  $r(u, v) = P + u\vec{u} + v\vec{v}$
- Surface of revolution: distance  $g(z)$  of  $z$ -axis:  $r(u, v) = (g(v) \cos(u), g(v) \sin(u), v)$
- Ex: Cylinder:  $r(u, v) = (\cos(u), \sin(u), v)$ .
- Ex: Cone:  $r(u, v) = (v \cos(u), v \sin(u), v)$ .
- Ex: Paraboloid:  $r(u, v) = (\sqrt{r} \cos(u), \sqrt{r} \sin(u), v)$ .