

1. The angle between two vectors U and V :

$$\cos \theta = \frac{U \cdot V}{\|U\| \|V\|} \quad \sin \theta = \frac{\|U \times V\|}{\|U\| \|V\|}$$

2. The projection of a vector \vec{U} over a vector \vec{W} :

$$\text{proj}_{\vec{W}} \vec{U} = \frac{\vec{U} \cdot \vec{W}}{\|\vec{W}\|^2} \vec{W}$$

3. Line: $\frac{x - x_0}{a} = \frac{y - y_0}{b} = \frac{z - z_0}{c}$ or $\begin{cases} x = x_0 + at \\ y = y_0 + bt \\ z = z_0 + ct \end{cases}$ or $\vec{r} = \vec{r}_0 + t\vec{u}$

4. Plane: $a(x - x_0) + b(y - y_0) + c(z - z_0) = 0$, $ax + by + cz + d = 0$

5. The angle between two planes with normal lines N_1 and N_2 :

$$\cos \theta = \frac{|N_1 \cdot N_2|}{\|N_1\| \|N_2\|}$$

6. The distance d between a point P and a plane with normal line N :

$$d = \frac{|P\vec{Q} \cdot N|}{\|N\|}, \quad Q \text{ is a point on the plane.}$$

7. The distance D between a point $P_0 = (x_0, y_0, z_0)$ and a plane $ax + by + cz + d = 0$:

$$D = \frac{|ax_0 + by_0 + cz_0 + d|}{\sqrt{a^2 + b^2 + c^2}}$$

8. The distance between a point P and a line in the direction of U :

$$d = \frac{\|P\vec{Q} \times U\|}{\|U\|}, \quad Q \text{ is a point on the line.}$$