

$$e: \begin{pmatrix} x \\ y \\ z \end{pmatrix} = \{ \vec{p} + \lambda \vec{r}_1 + \mu \vec{r}_2 \}$$

$$\hat{n} = \vec{r}_1 \times \vec{r}_2$$

$$d = \frac{|(\vec{x} - \vec{p}) \cdot \hat{n}|}{|\hat{n}|}$$

$$\begin{pmatrix} a \\ b \\ c \end{pmatrix} = \left\{ \begin{pmatrix} b \\ -a \\ 0 \end{pmatrix} \begin{pmatrix} c \\ 0 \\ -a \end{pmatrix} \begin{pmatrix} 0 \\ c \\ -b \end{pmatrix} \right\}$$

$$d = \left\| \frac{\vec{p}q \cdot \hat{n}}{|\hat{n}|^2} \right\| \quad \angle = \cos^{-1}(\hat{n}_x) = \sin^{-1}(\hat{n}_y) = \begin{pmatrix} \cos^{-1}(x) \\ \sin^{-1}(y) \end{pmatrix}$$

$$\cos(\varphi) = \frac{\langle \vec{a}, \vec{b} \rangle}{\|\vec{a}\| \|\vec{b}\|}$$

$$\left\| \begin{pmatrix} a \\ b \end{pmatrix} \right\| = \sqrt{a^2 + b^2}$$

$$\|\vec{a}\| = \sqrt{\sum_{i=0}^n a_i^2}$$