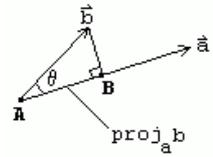
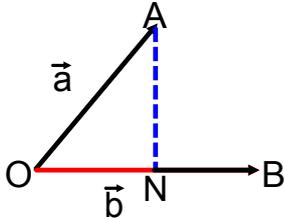


Friday, September 28, 2018

7.5 Scalar and Vector Projections



The projection of \vec{a} on \vec{b} is a line segment produced by drawing a line from the tip of \vec{a} that is perpendicular to \vec{b} . Because the projection (**ON**) is a line segment and not a vector, it is called the scalar projection of \vec{a} on \vec{b} .



ON is the scalar projection of \vec{a} on \vec{b} .

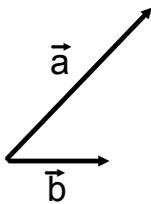
Notation:

$sproj(\vec{a} \text{ on } \vec{b})$

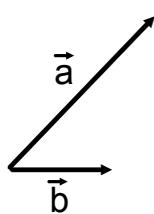
$sproj_{\vec{b}} \vec{a}$

Example: Draw the following scalar projections.

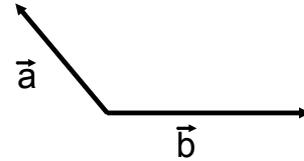
a) \vec{a} on to \vec{b}



b) \vec{b} on to \vec{a}

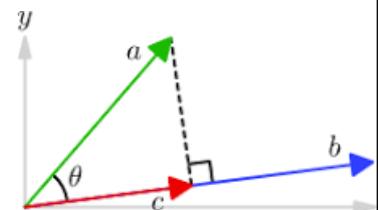


c) \vec{a} on to \vec{b}



What information do we need to be able to calculate the length of a scalar projection?

Example: Calculate the scalar projections of \vec{a} on \vec{b} and \vec{b} on \vec{a} for vectors $\vec{a} = (-3, 4, 5)$ and $\vec{b} = (-2, 2, 1)$.



Direction Angles of a Vector in \mathbb{R}^3

Scalar projections can be used to determine the angles that a vector makes with each of the coordinate axes. These are called **direction angles**, and their corresponding cosine ratios are called **direction cosines**. You are projecting the vector in three space on to each of the coordinate axes.

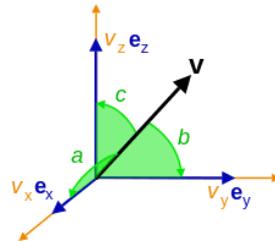
Given vector $\vec{OP} = (a, b, c)$, you can find direction cosines by calculating the scalar projection of OP with each axis.

Let α , β , and γ be the angles that \vec{OP} makes with the positive x , y , and z - axis, respectively.

$$|\vec{OP}| \cos \alpha = \frac{\vec{OP} \cdot \vec{i}}{|\vec{OP}|}$$

$$\cos \alpha =$$

$$\cos \alpha =$$

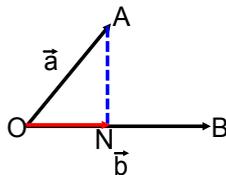


Example: Determine the direction cosines for the vector $\vec{a} = (3, 5, -2)$

What would you do to find the direction angles?

Vector Projections

A vector projection of \vec{a} on \vec{b} is just the scalar projection multiplied by $\frac{\vec{b}}{|\vec{b}|}$, which is a unit vector pointing in the direction of \vec{b} .



Note that \vec{ON} now has direction indicated.

\vec{ON} is the vector projection of \vec{a} on \vec{b} . Notation is the same, but with a v .

Example: Find the vector projection of \vec{a} on \vec{b} if $\vec{a} = (3, -2, 4)$ and $\vec{b} = (-1, 5, 2)$.

