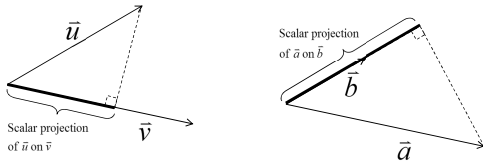
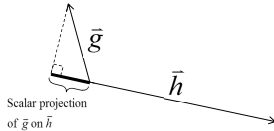


## Scalar Projection

The following diagrams illustrate the concept of the scalar projection of one vector onto another:

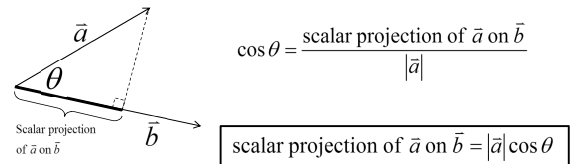


What if the angle between the two vectors is obtuse?



## Calculating the scalar projection.

To calculate the scalar projection of one vector onto another, consider the following diagram:



Notes about the scalar projection:

- the scalar projection is a scalar value
- if the angle between the vectors is acute, the scalar projection is positive
- if the angle between the vectors is obtuse, the scalar projection is negative
- if the angle between the vectors is  $90^\circ$ , the scalar projection is 0

## More on scalar projection...

scalar projection of  $\vec{a}$  on  $\vec{b} = |\vec{a}| \cos \theta$

scalar projection of  $\vec{a}$  on  $\vec{b} = |\vec{a}| \frac{\vec{a} \cdot \vec{b}}{|\vec{a}| |\vec{b}|}$

$$\vec{a} \cdot \vec{b} = |\vec{a}| |\vec{b}| \cos \theta$$

$$\cos \theta = \frac{\vec{a} \cdot \vec{b}}{|\vec{a}| |\vec{b}|}$$

scalar projection of  $\vec{a}$  on  $\vec{b} = \frac{\vec{a} \cdot \vec{b}}{|\vec{b}|}$

Note: the scalar projection of  $\vec{a}$  on  $\vec{b}$  can be written as  $|\vec{a} \downarrow \vec{b}|$

Question for Discussion: Are  $|\vec{a} \downarrow \vec{b}|$  and  $|\vec{b} \downarrow \vec{a}|$  equal?



## Some examples...

1) If  $|\vec{u}| = 12$ ,  $|\vec{v}| = 7$  and the angle between  $\vec{u}$  and  $\vec{v}$  is  $54^\circ$ , determine the scalar projection of  $\vec{u}$  on  $\vec{v}$  and the scalar projection of  $\vec{v}$  on  $\vec{u}$ .

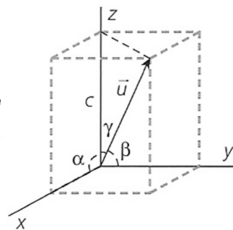
2) If  $\vec{a} = (5, 3, -2)$  and  $\vec{b} = (-1, 6, 7)$ , determine the scalar projection of  $\vec{a}$  on  $\vec{b}$ .

## Direction Cosines and Direction Angles

Now that we have discussed scalar projection, we can develop an alternative technique for describing the direction of a vector. This method focuses on the **direction angles** of the vector.

### Direction Angles

The **direction angles** of a vector  $(a, b, c)$  are the angles  $\alpha$ ,  $\beta$  and  $\gamma$  that the vector makes with the positive  $x$ -,  $y$ - and  $z$ - axes, respectively, where  $0^\circ \leq \alpha, \beta, \gamma \leq 180^\circ$ .



The **direction cosines** of a vector are simply the cosines of the direction angles  $\alpha$ ,  $\beta$  and  $\gamma$ . The direction cosines can be found using the idea of scalar projection. For a vector  $\vec{u} = (a, b, c)$  the direction cosines are

$$\cos \alpha = \frac{a}{|\vec{u}|} \quad \cos \beta = \frac{b}{|\vec{u}|} \quad \cos \gamma = \frac{c}{|\vec{u}|}$$

Notice that  $\cos^2 \alpha + \cos^2 \beta + \cos^2 \gamma = 1$

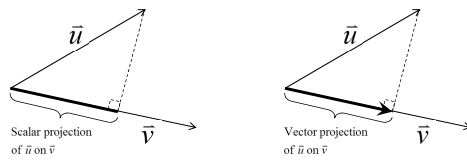
Why do you think this property is true?

### Example

Determine the direction cosines and direction angles for the vector  $(-2\sqrt{2}, 4, -5)$

## Vector Projection

So far, we have only considered the scalar projection of a vector on another vector. To determine the **vector projection** of a vector on another vector, we simply multiply the scalar projection by a unit vector in the same direction as the vector onto which we are projecting.



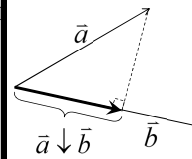
### Notes on the Vector Projection

- the vector projection is a vector
- the vector projection acts in the same or opposite direction as the vector onto which the projection occurs (depending on the angle between the two vectors)

The vector projection of  $\vec{a}$  on  $\vec{b}$  can be written as  $\vec{a} \downarrow \vec{b}$ .

## Calculating a Vector Projection

To calculate a vector projection, we simply multiply the corresponding scalar projection by a unit vector in the same direction as the vector onto which we are projecting.



$$\vec{a} \downarrow \vec{b} = \frac{\vec{a} \cdot \vec{b}}{|\vec{b}|} \left( \frac{\vec{b}}{|\vec{b}|} \right)$$

$$\vec{a} \downarrow \vec{b} = \frac{\vec{a} \cdot \vec{b}}{|\vec{b}|^2} \vec{b}$$

$$\vec{a} \downarrow \vec{b} = \frac{\vec{a} \cdot \vec{b}}{\vec{b} \cdot \vec{b}} \vec{b}$$

### Example

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