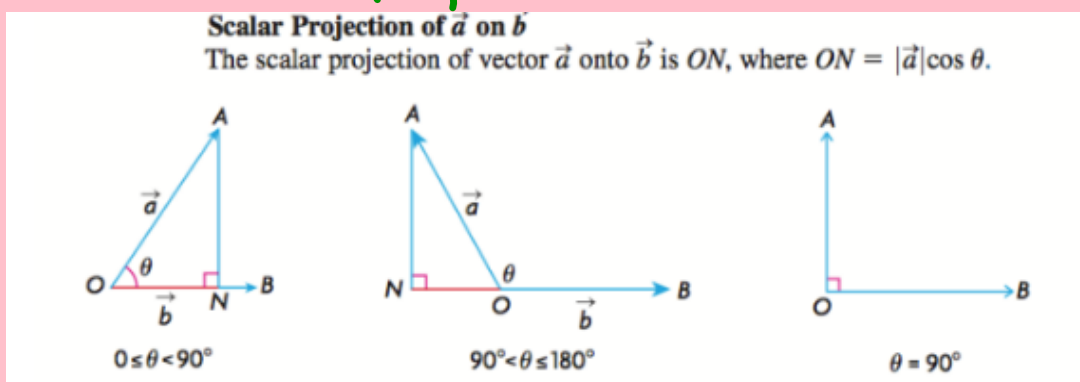


## 7.5- Scalar & Vector Projections

If  $\mathbf{a}$  and  $\mathbf{b}$  are two vectors, the projection of  $\mathbf{a}$  onto  $\mathbf{b}$  is a vector whose magnitude is equal to  $|\mathbf{a}|\cos(\theta)$  (called the component of  $\mathbf{a}$  onto  $\mathbf{b}$ ) and is parallel to  $\mathbf{b}$ . It is often thought of as the *shadow* produced by a distant light source parallel to  $\mathbf{a}$ .

$$|\mathbf{a}|\cos\theta$$



The component of  $\mathbf{b}$  onto  $\mathbf{a}$  is the scalar quantity given by

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

Scalar  
Scalar

Scalar projection

What is the component of  $\mathbf{a}$  onto  $\mathbf{b}$ ?

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

The scalar component can be converted to a vector along  $\mathbf{a}$  by multiplying the component by  $\frac{\vec{a}}{|\vec{a}|}$  where  $\frac{\vec{a}}{|\vec{a}|}$  is a unit vector pointing in the direction of  $\mathbf{a}$

The projection of  $\mathbf{b}$  onto  $\mathbf{a}$  is the vector quantity given by  $\frac{\vec{b} \cdot \vec{a}}{|\vec{a}|^2} \vec{a}$ , denoted by  $\text{proj}_{\mathbf{a}} \mathbf{b}$

Scalar  
vector  
Scalar

If  $|\mathbf{a}|=10$ ,  $|\mathbf{b}|=16$  and the angle between the two vectors is  $\theta=120$  degrees, what is the scalar projection of  $\mathbf{a}$  onto  $\mathbf{b}$ ?

$$\text{Comp}_{\mathbf{b}} \vec{\mathbf{a}} = |\mathbf{a}| \cos 120^\circ \\ = -5$$

What is the scalar projection of  $\mathbf{b}$  onto  $\mathbf{a}$ ?

$$\text{Comp}_{\mathbf{a}} \vec{\mathbf{b}} = |\mathbf{b}| \cos 120^\circ \\ = -8$$

Give the vector projection of  $\mathbf{u} = \langle 2, -3, 5 \rangle$  onto  $\mathbf{v} = \langle 4, -1, -3 \rangle$ .

$$\frac{\mathbf{b} \cdot \mathbf{a}}{|\mathbf{a}|^2} \mathbf{a} \quad \frac{\mathbf{u} \cdot \mathbf{v}}{|\mathbf{v}|^2} \cdot \mathbf{v}$$

$$\begin{aligned} \mathbf{u} \cdot \mathbf{v} &= \textcircled{-4} \\ |\mathbf{v}| &= \sqrt{26} \quad \frac{-4}{\sqrt{26}^2} = \frac{-4}{26} \\ \mathbf{u} \cdot \mathbf{v} &= u_x v_x + u_y v_y + u_z v_z = \langle -\frac{8}{13}, \frac{2}{13}, \frac{6}{13} \rangle \\ |\mathbf{v}| &= \sqrt{v_x^2 + v_y^2 + v_z^2} \end{aligned}$$

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

$$\begin{aligned} \text{Proj}_{\vec{OB}} \vec{OA} &= \frac{\vec{OA} \cdot \vec{OB}}{|\vec{OB}|^2} \vec{OB} \\ &= \frac{13}{17} \cdot (4, -1) \\ &= \left( \frac{52}{17}, -\frac{13}{17} \right) \end{aligned}$$

Homework: Page 399 #5, 7, 11, 12, 15