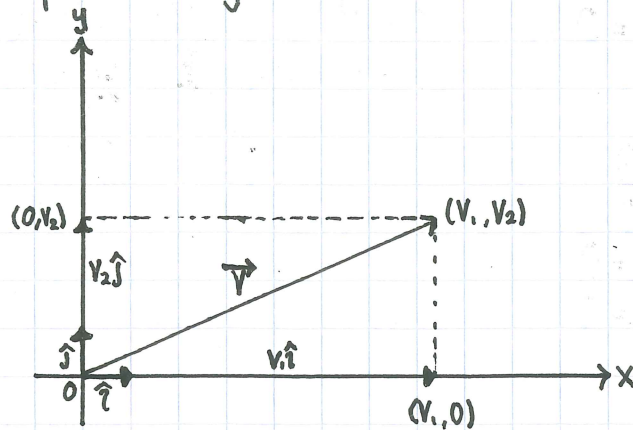


ESCI03 - ENGINEERING MATHEMATICS and COMPUTATION

Projecting One Vector on Another Vector
Concept of Projection:



What is V_1 ?

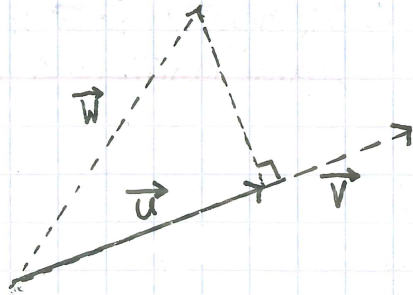
V_1 is found by projecting \vec{V} on $\hat{i} = \begin{bmatrix} 1 \\ 0 \end{bmatrix}$

By vector addition:

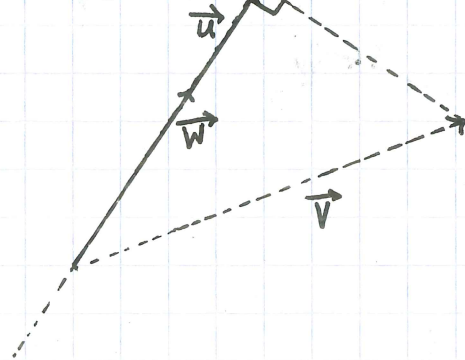
$$\begin{aligned}\vec{V} &= V_1 \hat{i} + V_2 \hat{j} \\ &= V_1 \begin{bmatrix} 1 \\ 0 \end{bmatrix} + V_2 \begin{bmatrix} 0 \\ 1 \end{bmatrix} \\ &= \begin{bmatrix} V_1 \\ 0 \end{bmatrix} + \begin{bmatrix} 0 \\ V_2 \end{bmatrix} \\ &= \begin{bmatrix} V_1 \\ V_2 \end{bmatrix}\end{aligned}$$

Let's generate the concept of projection to the projection of one vector (\vec{W}) on another vector (\vec{V}).

$$\vec{u} = \text{Proj}_{\vec{V}} \vec{W}$$



$$\vec{u} = \text{Proj}_{\vec{W}} \vec{V}$$



Next, let's develop an expression for \vec{u} based on knowledge of \vec{v} and \vec{w} .
Based on the way we have constructed \vec{u} , it has two properties:

- P1: \vec{u} is parallel to \vec{v} , it can be expressed as a scalar multiple of \vec{v}
 $\therefore \vec{u} = c\vec{v}$ where c is an unknown scalar
- P2: $\vec{w} - \vec{u}$ (and $\vec{u} - \vec{w}$) is orthogonal to \vec{v}
 $\therefore (\vec{w} - \vec{u}) \cdot \vec{v} = 0$

Solve for c

$$(\vec{w} - \vec{u}) \cdot \vec{v} = 0$$

$$\vec{w} \cdot \vec{v} - \vec{u} \cdot \vec{v} = 0$$

$$\vec{w} \cdot \vec{v} - (c\vec{v}) \cdot \vec{v} = 0$$

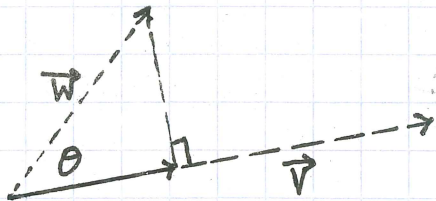
$$\vec{w} \cdot \vec{v} - c(\vec{v} \cdot \vec{v}) = 0$$

$$\therefore c = \frac{\vec{w} \cdot \vec{v}}{\vec{v} \cdot \vec{v}}$$

$$\therefore \vec{u} = \frac{\vec{w} \cdot \vec{v}}{\vec{v} \cdot \vec{v}} \vec{v}$$

Note: The numerator can be positive or negative but the denominator is always positive.

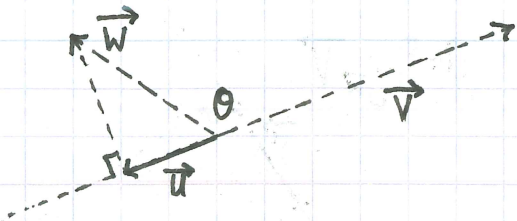
Example:



Here $\vec{w} \cdot \vec{v}$ is positive because θ is acute.

$\therefore c$ is positive so \vec{u} is a positive scalar multiple of \vec{v} .

Example:



Here $\vec{w} \cdot \vec{v}$ is negative because θ is obtuse.

$\therefore c$ is negative so \vec{u} is a negative scalar multiple of \vec{v} .