

HW1 Reminder § 12.3 Q 6, 13, 28 § 12.4 Q 2, 11, 21  
 § 12.5 Q 3, 16, 22, 24

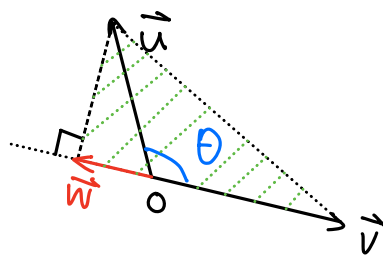
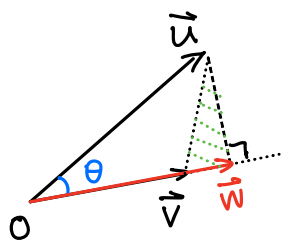
1. Given  $\vec{v}, \vec{u} \in \mathbb{R}^n$ , what is the projection of  $\vec{u}$  onto  $\vec{v}$ ?

Def The vector projection of  $\vec{u}$  onto a nonzero vector  $\vec{v}$ , denoted by  $\text{proj}_{\vec{v}} \vec{u}$ , is given by the following formula:

$$\text{proj}_{\vec{v}} \vec{u} := \frac{\vec{u} \cdot \vec{v}}{|\vec{v}|^2} \vec{v}$$

Explanation:  $\text{proj}_{\vec{v}} \vec{u}$  is a vector  $\vec{w}$  that has direction  $\vec{v}$ , and "length"  $|\vec{u}| \cos \theta$

Here  $\theta$  is the angle between  $\vec{u}$  and  $\vec{v}$



Pythagoras  
thm  
in the Green  
Region

Recall the proof of  $\cos \theta = \frac{\vec{u} \cdot \vec{v}}{|\vec{u}| |\vec{v}|}$

This length  $|\vec{u}| \cos \theta$  could be negative ("oriented length")

and is called the scalar component of  $\vec{u}$  in the direction of  $\vec{v}$

or .....  $\vec{u}$  onto  $\vec{v}$

$$\left[ \star \text{ Notations } \quad |\vec{u}| \equiv \text{length of } \vec{u} \equiv \|\vec{u}\| \right]$$

Consequently

$$\text{proj}_{\vec{v}} \vec{u} = \vec{w} = |\vec{u}| \cos \theta \frac{\vec{v}}{|\vec{v}|} = |\vec{u}| \frac{\vec{u} \cdot \vec{v}}{|\vec{u}| |\vec{v}|} \frac{\vec{v}}{|\vec{v}|} = \frac{\vec{u} \cdot \vec{v}}{|\vec{v}|^2} \vec{v}$$

**EXAMPLE 5** Find the vector projection of  $\mathbf{u} = 6\mathbf{i} + 3\mathbf{j} + 2\mathbf{k}$  onto  $\mathbf{v} = \mathbf{i} - 2\mathbf{j} - 2\mathbf{k}$  and the scalar component of  $\mathbf{u}$  in the direction of  $\mathbf{v}$ .

**Solution** We find  $\text{proj}_{\mathbf{v}} \mathbf{u}$  from Equation (1):

$$\begin{aligned} \text{proj}_{\mathbf{v}} \mathbf{u} &= \frac{\mathbf{u} \cdot \mathbf{v}}{\mathbf{v} \cdot \mathbf{v}} \mathbf{v} = \frac{6 - 6 - 4}{1 + 4 + 4} (\mathbf{i} - 2\mathbf{j} - 2\mathbf{k}) \\ &= -\frac{4}{9} (\mathbf{i} - 2\mathbf{j} - 2\mathbf{k}) = -\frac{4}{9} \mathbf{i} + \frac{8}{9} \mathbf{j} + \frac{8}{9} \mathbf{k}. \end{aligned}$$

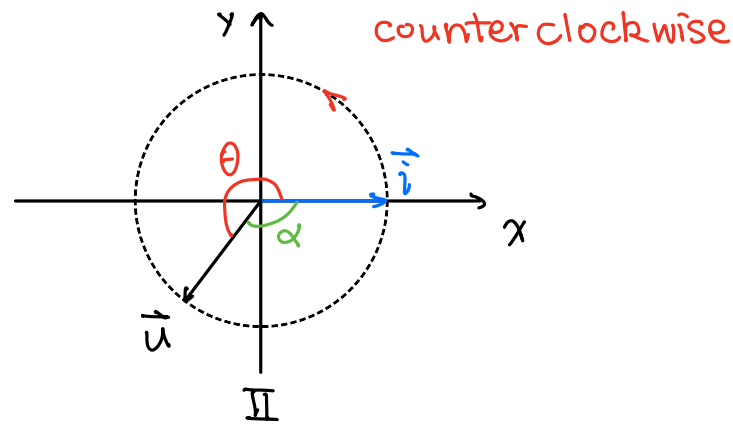
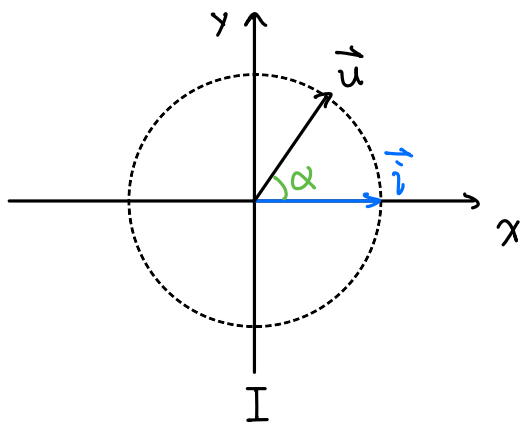
We find the scalar component of  $\mathbf{u}$  in the direction of  $\mathbf{v}$  from Equation (2):

$$\begin{aligned} |\mathbf{u}| \cos \theta &= \mathbf{u} \cdot \frac{\mathbf{v}}{|\mathbf{v}|} = (6\mathbf{i} + 3\mathbf{j} + 2\mathbf{k}) \cdot \left( \frac{1}{3} \mathbf{i} - \frac{2}{3} \mathbf{j} - \frac{2}{3} \mathbf{k} \right) \\ &= 2 - 2 - \frac{4}{3} = -\frac{4}{3}. \end{aligned}$$



2. **Unit vectors in the plane** Show that a unit vector in the plane can be expressed as  $\mathbf{u} = (\cos \theta)\mathbf{i} + (\sin \theta)\mathbf{j}$ , obtained by rotating  $\mathbf{i}$  through an angle  $\theta$  in the counterclockwise direction. Explain why this form gives *every* unit vector in the plane.

Pf Given any unit vector  $\vec{u} \in \mathbb{R}^2$ ,  $\vec{u} = (u^1, u^2) \equiv u^1 \vec{i} + u^2 \vec{j}$  and  $|\vec{u}| = 1$ , to determine  $\theta$ , just consider the angle  $\alpha$  between  $\vec{u}$  and  $\vec{i}$ ,



$$\text{then } \cos \alpha = \frac{\vec{u} \cdot \vec{i}}{|\vec{u}| |\vec{i}|} = u^1, \quad \alpha \in [0, \pi] \quad \text{--- (2.1)}$$

Note that  $|\vec{u}| = 1 \Leftrightarrow (u^1)^2 + (u^2)^2 = 1$

$$\text{By (2.1)} \Rightarrow (u^2)^2 = 1 - \cos^2 \alpha = \sin^2 \alpha \Rightarrow |u^2| = \sin \alpha \geq 0$$

$$\text{Case I } u^2 \geq 0 \Rightarrow u^2 = |u^2| = \sin \alpha.$$

$$\vec{u} = u^1 \vec{i} + u^2 \vec{j} = \cos \alpha \vec{i} + \sin \alpha \vec{j}$$

Simply take  $\theta = \alpha$ .

Case II  $u^2 < 0 \Rightarrow u^2 = -|u^2| = -\sin \alpha$

$$\begin{aligned}\vec{u} &= \cos \alpha \vec{i} - \sin \alpha \vec{j} \\ &= \cos(-\alpha) \vec{i} + \sin(-\alpha) \vec{j} \\ &= \cos(-\alpha + 2\pi) \vec{i} + \sin(-\alpha + 2\pi) \vec{j}\end{aligned}$$

Take  $\theta = -\alpha + 2\pi$

Since  $\vec{u}$  is arbitrarily given, we have the following:

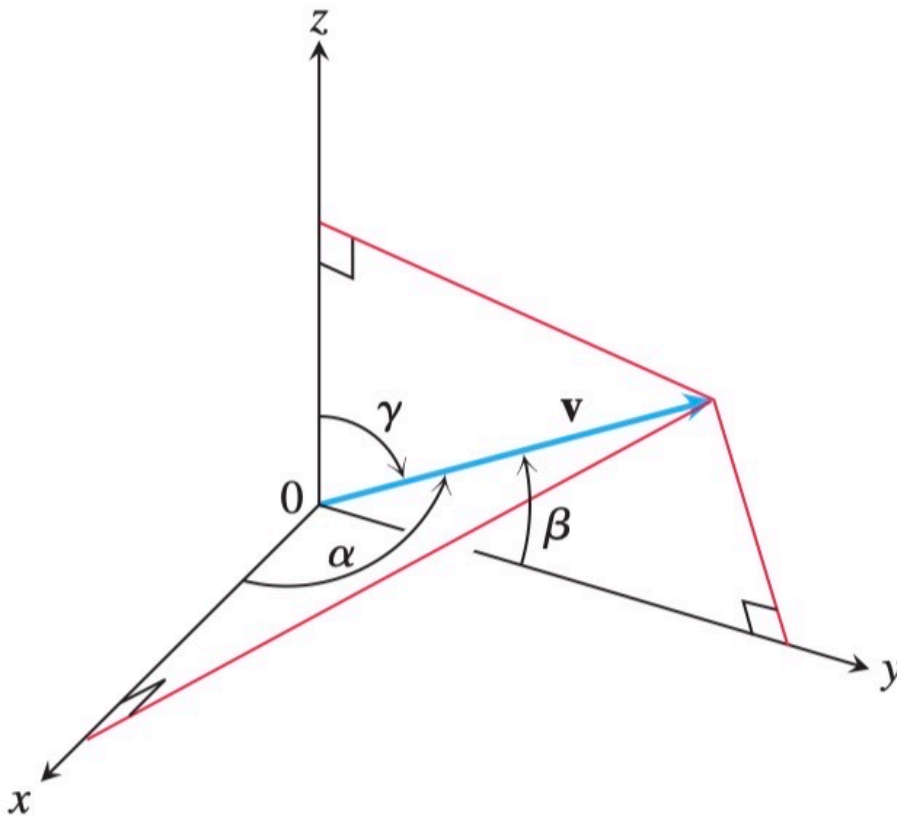
Conclusion  $\alpha := \text{angle}(\vec{u}, \vec{i}) = u^1$ , then any unit vector  $\vec{u}$  in the plane takes the form  $\vec{u} = \cos \theta \vec{i} + \sin \theta \vec{j}$

where

$$\theta = \begin{cases} \alpha & \text{if } u^2 \geq 0 \quad (\text{otherwise}) \\ -\alpha + 2\pi & \text{otherwise} \quad (\vec{u} \text{ in the lower half space}) \end{cases}$$

□

3. **Direction angles and direction cosines** The *direction angles*  $\alpha$ ,  $\beta$ , and  $\gamma$  of a vector  $\mathbf{v} = a\mathbf{i} + b\mathbf{j} + c\mathbf{k}$  are defined as follows:  
 $\alpha$  is the angle between  $\mathbf{v}$  and the positive  $x$ -axis ( $0 \leq \alpha \leq \pi$ )  
 $\beta$  is the angle between  $\mathbf{v}$  and the positive  $y$ -axis ( $0 \leq \beta \leq \pi$ )  
 $\gamma$  is the angle between  $\mathbf{v}$  and the positive  $z$ -axis ( $0 \leq \gamma \leq \pi$ ).



- a. Show that

$$\cos \alpha = \frac{a}{|\mathbf{v}|}, \quad \cos \beta = \frac{b}{|\mathbf{v}|}, \quad \cos \gamma = \frac{c}{|\mathbf{v}|},$$

and  $\cos^2 \alpha + \cos^2 \beta + \cos^2 \gamma = 1$ . These cosines are called the *direction cosines* of  $\mathbf{v}$ .

- b. **Unit vectors are built from direction cosines** Show that if  $\mathbf{v} = a\mathbf{i} + b\mathbf{j} + c\mathbf{k}$  is a unit vector, then  $a$ ,  $b$ , and  $c$  are the direction cosines of  $\mathbf{v}$ .

Pf a. Just compute the angles between  $\vec{v}$  and  $\vec{i}, \vec{j}, \vec{k}$

$$\cos \alpha = \frac{\vec{v} \cdot \vec{i}}{|\vec{v}| |\vec{i}|} = \frac{a}{|\vec{v}|}, \dots\dots\dots,$$

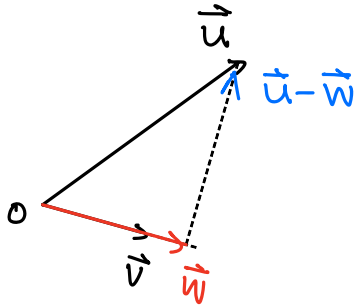
$$\begin{aligned} \cos^2 \alpha + \cos^2 \beta + \cos^2 \gamma &= \left(\frac{a}{|\vec{v}|}\right)^2 + \left(\frac{b}{|\vec{v}|}\right)^2 + \left(\frac{c}{|\vec{v}|}\right)^2 \\ &= \frac{a^2 + b^2 + c^2}{|\vec{v}|^2} \xrightarrow{\quad} \vec{v} \cdot \vec{v} \\ &= 1 \end{aligned}$$

b. From part a and the condition  $|\vec{v}|=1$ ,

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

□

4. Using the definition of the projection of  $\mathbf{u}$  onto  $\mathbf{v}$ , show by direct calculation that  $(\mathbf{u} - \text{proj}_{\mathbf{v}} \mathbf{u}) \cdot \text{proj}_{\mathbf{v}} \mathbf{u} = 0$ .



$$\vec{u} - \text{proj}_{\vec{v}} \vec{u} \perp \text{proj}_{\vec{v}} \vec{u}$$

Pf Recall the definition

$$\text{proj}_{\vec{v}} \vec{u} := \frac{\vec{u} \cdot \vec{v}}{|\vec{v}|^2} \vec{v}$$

$$(\vec{u} - \text{proj}_{\vec{v}} \vec{u}) \cdot \text{proj}_{\vec{v}} \vec{u} = \vec{u} \cdot \text{proj}_{\vec{v}} \vec{u} - |\text{proj}_{\vec{v}} \vec{u}|^2$$

$$= \vec{u} \cdot \left( \frac{\vec{u} \cdot \vec{v}}{|\vec{v}|^2} \vec{v} \right) - \left( \frac{\vec{u} \cdot \vec{v}}{|\vec{v}|^2} \right)^2 |\vec{v}|^2$$

$$= \frac{(\vec{u} \cdot \vec{v})^2}{|\vec{v}|^2} - \frac{(\vec{u} \cdot \vec{v})^2}{|\vec{v}|^4} |\vec{v}|^2 = 0$$

□