

## 2.5.5

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# Question

Write the projection of the vector  $(\mathbf{b} + \mathbf{c})$  on the vector  $\mathbf{a}$ , where  $\mathbf{a} = 2\hat{i} - 2\hat{j} + \hat{k}$ ,  $\mathbf{b} = \hat{i} + 2\hat{j} - 2\hat{k}$ , and  $\mathbf{c} = 2\hat{i} - \hat{j} + 4\hat{k}$ .

# Given Information

Let the vectors be represented as **A**, **B**, and **C** respectively. Given by

$$\mathbf{A} = \begin{pmatrix} 2 \\ -2 \\ 1 \end{pmatrix}, \mathbf{B} = \begin{pmatrix} 1 \\ 2 \\ -2 \end{pmatrix}, \mathbf{C} = \begin{pmatrix} 2 \\ -1 \\ 4 \end{pmatrix} \quad (1)$$

# Solution

Mathematically, the projection of the vector  $\mathbf{B} + \mathbf{C}$  on the vector  $\mathbf{A}$  is given by some vector  $\mathbf{D}$ ,

$$\mathbf{D} = k\mathbf{A}, \text{ such that } ((\mathbf{B} + \mathbf{C}) - \mathbf{D})^T \mathbf{D} = 0 \quad (2)$$

yielding,

$$((\mathbf{B} + \mathbf{C}) - k\mathbf{A})^T \mathbf{A} = 0 \quad (3)$$

or,

$$k = \frac{(\mathbf{B} + \mathbf{C})^T \mathbf{A}}{\|\mathbf{A}\|^2} \implies \mathbf{D} = \frac{(\mathbf{B} + \mathbf{C})^T \mathbf{A}}{\|\mathbf{A}\|^2} \mathbf{A} \quad (4)$$

On substituting the values,

$$\mathbf{D} = \frac{\left( \begin{pmatrix} 1 \\ 2 \\ -2 \end{pmatrix} + \begin{pmatrix} 2 \\ -1 \\ 4 \end{pmatrix} \right)^T \begin{pmatrix} 2 \\ -2 \\ 1 \end{pmatrix}}{\left\| \begin{pmatrix} 2 \\ -2 \\ 1 \end{pmatrix} \right\|^2} \begin{pmatrix} 2 \\ -2 \\ 1 \end{pmatrix} \quad (5)$$

On calculation, this gives us,

$$\mathbf{D} = \begin{pmatrix} 4/3 \\ -4/3 \\ 2/3 \end{pmatrix} \quad (6)$$

```
#include <stddef.h>
#include <math.h>

void project(double* result, const double* arr2, const double*
    arr3, int length) {
    float dot_product = 0.0f;
    float magnitude_squared = 0.0f;

    for (int i = 0; i < length; i++) {
        dot_product += arr2[i] * arr3[i];
    }

    for (int i = 0; i < length; i++) {
        magnitude_squared += arr3[i] * arr3[i];
    }
}
```



```
if (magnitude_squared == 0.0f) {  
    for (int i = 0; i < length; i++) {  
        result[i] = 0.0f;  
    }  
    return;  
}  
  
const float scalar = dot_product / magnitude_squared;
```

```
for (int i = 0; i < length; i++) {  
    result[i] = scalar * arr3[i];  
}  
  
for(int i=0; i<length; i++){  
    result[i] = floor(result[i] * 100) / 100;  
}  
}
```

# Python code

```
import numpy as np
import matplotlib.pyplot as plt
import ctypes
import os
import sys

project_lib = ctypes.CDLL('./project.so')
project_lib.project.argtypes = [
    ctypes.POINTER(ctypes.c_double),
    ctypes.POINTER(ctypes.c_double),
    ctypes.POINTER(ctypes.c_double),
    ctypes.c_int
]

project_lib.project.restype = ctypes.c_double
```

```
#E = B+C
```

```
A=np.array([2, -2, 1], dtype=np.float64)
```

```
B=np.array([1, 2, -2], dtype=np.float64)
```

```
C=np.array([2, -1, 4], dtype=np.float64)
```

```
D=np.zeros(3, dtype=np.float64)
```

```
E=B+C
```

```
m=len(A)
```

```
project=project_lib.project(  
    D.ctypes.data_as(ctypes.POINTER(ctypes.c_double)),  
    E.ctypes.data_as(ctypes.POINTER(ctypes.c_double)),  
    A.ctypes.data_as(ctypes.POINTER(ctypes.c_double)),  
    m  
)  
  
fig=plt.figure()  
ax=fig.add_subplot(111, projection='3d')  
  
ax.quiver(0, 0, 0, E[0], E[1], E[2], color='b',  
    arrow_length_ratio=0.1)  
ax.quiver(0, 0, 0, A[0], A[1], A[2], color='r',  
    arrow_length_ratio=0.1)  
ax.quiver(0, 0, 0, D[0], D[1], D[2], color='g',  
    arrow_length_ratio=0.2)
```

```
label = f'({A[0]}, {A[1]}, {A[2]})'
ax.text(A[0], A[1], A[2], s=label, color='b', fontsize=10)

label = f'({E[0]}, {E[1]}, {E[2]})'
ax.text(E[0], E[1], E[2], s=label, color='b', fontsize=10)

label = f'({D[0]}, {D[1]}, {D[2]})'
ax.text(D[0], D[1], D[2], s=label, color='b', fontsize=10)
```

```
ax.scatter(A[0], A[1], A[2], color='r', s=50)
ax.scatter(E[0], E[1], E[2], color='b', s=50)
ax.scatter(D[0], D[1], D[2], color='g', s=50)

ax.set_xlim([0, 4])
ax.set_ylim([-4, 4])
ax.set_zlim([-4, 4])
```

```
ax.set_xlabel('X-axis')
ax.set_ylabel('Y-axis')
ax.set_zlabel('Z-axis')

plt.title('Vector Projection')

plt.savefig('/home/shreyas/GVV_Assignments/matgeo/2.5.5/figs/fig1
.png')

plt.show()
```



Vector Projection

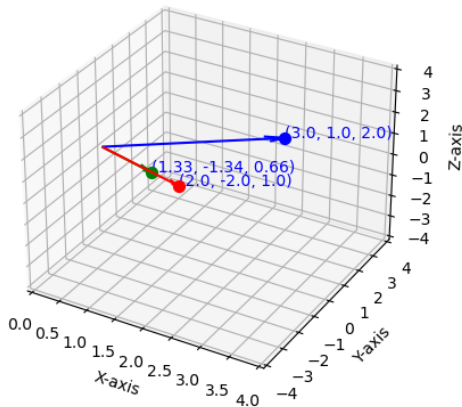


Figure: 3D Plot