

Matrix Trace and Invariants

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That Mysterious Trace...

- Simple definition: *trace* of a square matrix = sum of its diagonal elements
- Book properties:
 - Linearity: $\text{Tr}(\mathbf{A} + \mathbf{B}) = \text{Tr}(\mathbf{A}) + \text{Tr}(\mathbf{B})$; $\text{Tr}(\alpha\mathbf{A}) = \alpha \text{Tr}(\mathbf{A})$
 - Commutativity: $\text{Tr}(\mathbf{AB}) = \text{Tr}(\mathbf{BA})$ but $\neq \text{Tr}(\mathbf{A}) \text{Tr}(\mathbf{B})$
- Other trivial properties:
 - For an n -dimensional identity matrix: $\text{Tr}(\mathbf{I}) = n$
 - For a transpose: $\text{Tr}(\mathbf{A}^\top) = \text{Tr}(\mathbf{A})$
- But what's the intuition?

Invariance

- For any change-of-basis matrix M ,

$$\text{Tr}(M^{-1}AM) = \text{Tr}(A)$$

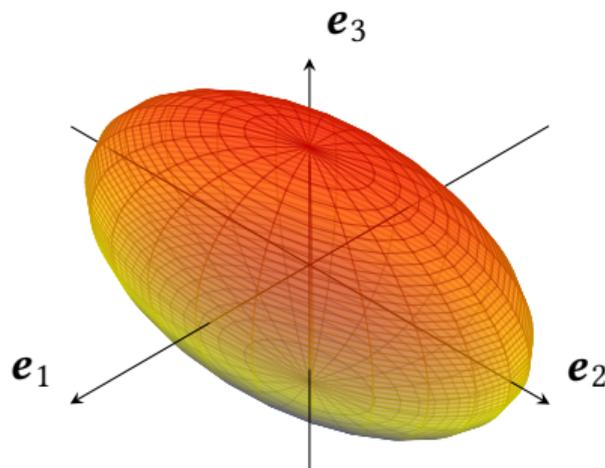
- Really big deal: this means that, like determinant, trace is *basis invariant*
- In particular, M can be transformation that diagonalizes into eigenbasis:

$$D = M^{-1}AM$$

- So, trace equals the *sum of eigenvalues*, just as determinant is their product

Applications

- Consider a symmetric matrix A . You may recall that it always has real eigenvalues and orthogonal eigenvectors.
- If positive definite: think of generalized ellipse / ellipsoid



Applications

- Now consider the quadratic form

$$\hat{\boldsymbol{v}}^T \boldsymbol{A} \hat{\boldsymbol{v}}$$

that tells you stretch along each unit-length direction $\hat{\boldsymbol{v}}$.

- $\frac{1}{n}$ times the trace of \boldsymbol{A} gives the *mean* or *expected value* of the quadratic form over all directions $\hat{\boldsymbol{v}}$
 - In engineering, if matrix is *stress tensor*, gives mean stress
 - In differential geometry, if matrix is *curvature tensor*, gives mean curvature

Other Invariants

- You might wonder if there are other invariant quantities for a matrix

$$f(M^{-1}AM) = f(A)$$

besides the trace and determinant.

- It turns out that for an $n \times n$ matrix there are n independent invariants (in the sense that they are not related to each other by some function).
 - For 2×2 , just the trace and determinant!

Other Invariants

The *principal invariants* of a matrix A are:

For 2×2 :	For 3×3 :	For 4×4 :
$I_1 = \lambda_1 + \lambda_2$	$I_1 = \lambda_1 + \lambda_2 + \lambda_3$	$I_1 = \lambda_1 + \lambda_2 + \lambda_3 + \lambda_4$
$I_2 = \lambda_1\lambda_2$	$I_2 = \lambda_1\lambda_2 + \lambda_1\lambda_3 + \lambda_2\lambda_3$	$I_2 = \lambda_1\lambda_2 + \lambda_1\lambda_3 + \lambda_1\lambda_4 + \lambda_2\lambda_3 + \lambda_2\lambda_4 + \lambda_3\lambda_4$
	$I_3 = \lambda_1\lambda_2\lambda_3$	$I_3 = \lambda_1\lambda_2\lambda_3 + \lambda_1\lambda_2\lambda_4 + \lambda_1\lambda_3\lambda_4 + \lambda_2\lambda_3\lambda_4$
		$I_4 = \lambda_1\lambda_2\lambda_3\lambda_4$

where $\lambda_1, \lambda_2, \lambda_3, \dots$ are the eigenvalues of A .

Notice that the first and last ones are always the trace and determinant.