

# Machine Learning II

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Machine Learning for Computer Vision  
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**Definition.** For any finite, non-empty set  $S$ , called a set of **samples**, any  $X \neq \emptyset$ , called an **feature space** and any  $x : S \rightarrow X$ , the tuple  $(S, X, x)$  is called **unlabeled data**.

For any  $y : S \rightarrow \{0, 1\}$ , given in addition and called a **labeling**, the tuple  $(S, X, x, y)$  is called **labeled data**.

The **supervised learning problem** is an optimization problem. It consists in finding, in a family of functions, one function that minimizes a weighted sum of two objectives:

1. It deviates little from given labeled data, as quantified by a loss function
2. It has low complexity, as quantified by a regularizer.

**Definition.** For any labeled data  $T = (S, X, x, y)$ , any  $\Theta \neq \emptyset$  and  $f : \Theta \rightarrow \mathbb{R}^X$ , any  $R : \Theta \rightarrow \mathbb{R}_0^+$ , called a **regularizer**, any  $L : \mathbb{R} \times \{0, 1\} \rightarrow \mathbb{R}_0^+$ , called a **loss function**, and any  $\lambda \in \mathbb{R}_0^+$ , the instance of the **supervised learning problem** has the form

$$\inf_{\theta \in \Theta} \underbrace{\lambda R(\theta) + \sum_{s \in S} L(f_\theta(x_s), y_s)}_{=: \varphi(\theta)} \quad (1)$$

**Example.**  $l_2$ -regularized logistic regression: Given a finite index set  $J \neq \emptyset$  and  $\Theta := \mathbb{R}^J$ , let

$$R(\theta) := \|\theta\|_2^2$$

$$L(r, y') := -y' r + \log_2(1 + 2^r)$$

**Algorithm.** Steepest descent with parameters  $\eta, \epsilon \in \mathbb{R}_0^+$  and initialization  $\theta \in \mathbb{R}^J$ :

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repeat
   $d := (\nabla_{\theta} \varphi)(\theta)$ 
   $\theta := \theta - \eta d$ 
  if  $\|d\| < \epsilon$ 
    return  $\theta$ 
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**Definition.** For any unlabeled data  $T = (S, X, x)$ , any  $\hat{f} : X \rightarrow \mathbb{R}$  and any  $L : \mathbb{R} \times \{0, 1\} \rightarrow \mathbb{R}_0^+$ , the instance of the **inference problem** wrt.  $T$ ,  $\hat{f}$  and  $L$  is defined as

$$\min_{y \in \{0, 1\}^S} \sum_{s \in S} L(\hat{f}(x_s), y_s) \quad (2)$$

**Lemma.** The solutions to the inference problem are the  $y : S \rightarrow \{0, 1\}$  such that

$$\forall s \in S: \quad y_s \in \operatorname{argmin}_{\hat{y} \in \{0, 1\}} L(\hat{f}(x_s), \hat{y}) . \quad (3)$$

## Machine Learning II – Supervised Deep Learning (Recap)

Consider a real feature space  $X := \mathbb{R}^K$  with finite  $K \neq \emptyset$ .

What functions  $f_\theta: X \rightarrow \mathbb{R}$  do we wish to learn?

- ▶ Linear functions  $f_\theta$ , i.e.  $\Theta := \mathbb{R}^K$  and  $\forall x' \in X: f_\theta(x') = \langle \theta, x' \rangle$
- ▶ Functions  $f_\theta$  defined by a **compute graph**, i.e. a deep (artificial neural) network.

**Notation.** Let  $G = (V, E)$  a digraph.

- For any  $v \in V$ , let

$$P_v = \{u \in V \mid (u, v) \in E\} \quad \text{the set of **parents** of } v \quad (4)$$

$$C_v = \{w \in V \mid (v, w) \in E\} \quad \text{the set of **children** of } v . \quad (5)$$

- For any  $u, v \in V$ , let  $\mathcal{P}(u, v)$  denote the set of all  $uv$ -paths of  $G$ . (Any path is a subgraph. For any node  $u$ , the  $uu$ -path  $(\{u\}, \emptyset)$  exists.)

Let  $G$  be **acyclic**.

- For any  $v \in V$ , let

$$A_v = \{u \in V \mid \mathcal{P}(u, v) \neq \emptyset\} \setminus \{v\} \quad \text{the set of **ancestors** of } v \quad (6)$$

$$D_v = \{w \in V \mid \mathcal{P}(v, w) \neq \emptyset\} \setminus \{v\} \quad \text{the set of **descendants** of } v . \quad (7)$$

**Definition.** A tuple  $(V, D, D', E, \Theta, \{g_{v\theta}: \mathbb{R}^{P_v} \rightarrow \mathbb{R}\}_{v \in (D \cup D') \setminus V, \theta \in \Theta})$  is called a **compute graph**, iff the following conditions hold:

- ▶  $G = (V \cup D \cup D', E)$  is an acyclic digraph.
- ▶ For any  $v \in V$ , called an **input node**,  $P_v = \emptyset$ .
- ▶ For any  $v \in D'$ , called an **output node**,  $C_v = \emptyset$ .
- ▶ For any  $v \in D$ , called a **hidden node**,  $P_v \neq \emptyset$  and  $C_v \neq \emptyset$ .

**Definition.** For any compute graph

$(V, D, D', E, \Theta, \{g_{v\theta}: \mathbb{R}^{P_v} \rightarrow \mathbb{R}\}_{v \in (D \cup D') \setminus V, \theta \in \Theta})$ , any  $v \in V \cup D \cup D'$  and any  $\theta \in \Theta$ , let  $\alpha_{v\theta}: \mathbb{R}^V \rightarrow \mathbb{R}$  such that for all  $\hat{x} \in \mathbb{R}^V$ :

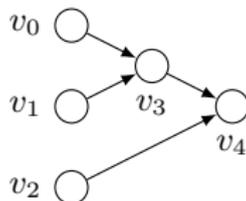
$$\alpha_{v\theta}(\hat{x}) = \begin{cases} \hat{x}_v & \text{if } v \in V \\ g_{v\theta}(\alpha_{P_v\theta}(\hat{x})) & \text{otherwise} \end{cases} \quad (8)$$

For any  $\theta \in \Theta$  let  $f_\theta: \mathbb{R}^V \rightarrow \mathbb{R}^{D'}$  such that  $f_\theta = \alpha_{D'\theta}$ .

We call  $\alpha_{v\theta}(\hat{x})$  the **activation** of  $v$  for **input**  $\hat{x}$  and **parameters**  $\theta$ .

We call  $f_\theta(\hat{x})$  the **output** of the compute graph for input  $\hat{x}$  and parameters  $\theta$ .

**Example.** Consider  $V = \{v_0, v_1, v_2\}$ ,  $D = \{v_3\}$ ,  $D' = \{v_4\}$  and the edge set  $E$  of the digraph depicted below.



Consider, in addition,  $\Theta = \{\theta_0, \theta_1\}$  and

$$g_{v_3\theta}: \mathbb{R}^{\{v_0, v_1\}} \rightarrow \mathbb{R}: x \mapsto x_{v_0} + \theta_0 x_{v_1} \quad (9)$$

$$g_{v_4\theta}: \mathbb{R}^{\{v_2, v_3\}} \rightarrow \mathbb{R}: x \mapsto x_{v_2} + x_{v_3}^{\theta_1} . \quad (10)$$

The compute graph  $(V, D, D', E, \Theta, \{g_{v_3\theta}, g_{v_4\theta}\})$  defines the function

$$f_\theta: \mathbb{R}^V \rightarrow \mathbb{R}^{D'}: x \mapsto x_{v_2} + (x_{v_0} + \theta_0 x_{v_1})^{\theta_1} . \quad (11)$$

### Summary.

- ▶ The supervised deep learning problem is a supervised learning problem (e.g. the  $l_2$ -regularized logistic regression problem) with respect to a family of functions  $f_\theta$  defined by a compute graph (i.e. a deep network).
- ▶ In order to apply the steepest descent algorithm to this problem, we need to repeatedly calculate  $\nabla_\theta \varphi$  and thus  $\nabla_\theta f$ . This can be done, e.g., by the forward propagation algorithm or the backward propagation algorithm, which are discussed in the course Machine Learning I.