Appendix B. Calculus of Variations

We can think of a function y(x) as being an operator that, for any input value x, returns an output value y. In the same way, we can define a functional F[y] to be an operator that takes a function y(x) and returns an output value F. An example of a functional is the length of a curve drawn in a two-dimensional plane in which the path of the curve is defined in terms of a function. In the context of machine learning, a widely used functional is the entropy H[x] for a continuous variable x because, for any choice of probability density function p(x), it returns a scalar value representing the entropy of x under that density. Thus, the entropy of p(x) could equally well have been written as H[p].

A common problem in conventional calculus is to find a value of x that maximizes (or minimizes) a function y(x). Similarly, in the calculus of variations we seek a function y(x) that maximizes (or minimizes) a functional F[y]. That is, of all possible functions y(x), we wish to find the particular function for which the functional F[y] is a maximum (or minimum). The calculus of variations can be used, for instance, to show that the shortest path between two points is a straight line or that the maximum entropy distribution is a Gaussian.

If we were not familiar with the rules of ordinary calculus, we could evaluate a conventional derivative $\mathrm{d}y/\mathrm{d}x$ by making a small change ϵ to the variable x and then expanding in powers of ϵ , so that

$$y(x+\epsilon) = y(x) + \frac{\mathrm{d}y}{\mathrm{d}x}\epsilon + \mathcal{O}(\epsilon^2)$$
 (B.1)

and finally taking the limit $\epsilon \to 0$. Similarly, for a function of several variables $y(x_1, \ldots, x_D)$, the corresponding partial derivatives are defined by

$$y(x_1 + \epsilon_1, \dots, x_D + \epsilon_D) = y(x_1, \dots, x_D) + \sum_{i=1}^{D} \frac{\partial y}{\partial x_i} \epsilon_i + \mathcal{O}(\epsilon^2).$$
 (B.2)

The analogous definition of a functional derivative arises when we consider how much a functional F[y] changes when we make a small change $\epsilon \eta(x)$ to the function