

Foundations of Machine Learning

learning note For reading translation

by

我真的不懂忧郁

Student Name	Student Number
--------------	----------------

First Surname	1234567
---------------	---------

Instructor: I. Surname

Teaching Assistant: I. Surname

Project Duration: Month, Year - Month, Year

Faculty: Faculty of Aerospace Engineering, Delft

Cover: Canadarm 2 Robotic Arm Grapples Space Shuttle Dragon by NASA under
CC BY-NC 2.0 (Modified)

Style: TU Delft Report Style, with modifications by Daan Zwaneveld



Preface

A preface...

我真的不懂忧郁
Delft, September 2024

Summary

A summary...

目录

Nomenclature

If a nomenclature is required, a simple template can be found below for convenience. Feel free to use, adapt or completely remove.

Abbreviations

Abbreviation	Definition
ISA	International Standard Atmosphere
...	

Symbols

Symbol	Definition	Unit
V	Velocity	[m/s]
...		
ρ	Density	[kg/m ³]
...		

Chapter 1

Kernel Methods

1.1. Introduction

$K : \mathcal{X} \times \mathcal{X} \rightarrow \mathbb{R}$ 称为 \mathcal{X} 上的 **Kernels**。

theorem 1.1.1: (Mercer's condition) 令 $\mathcal{X} \subset \mathbb{R}^N$ 是一个紧集^a, $K : \mathcal{X} \times \mathcal{X} \rightarrow \mathbb{R}$ 是一个对称连续函数, 则

$$K(x, x') = \sum_{n=0}^{\infty} \lambda_n \phi_n(x) \phi_n(x'), \quad \lambda_n > 0 \text{ is eigenvalue} \quad (1.1)$$

当且仅当 $\forall c \in L^2(\mathcal{X})$, 下面的条件成立

$$\int \int_{\mathcal{X} \times \mathcal{X}} c(x) c(x') K(x, x') dx dx' \geq 0 \quad (1.2)$$

^a \mathcal{X} 是紧集, 则存在有限个开覆盖

proof.

□

Mercer's condition 是核方法中的一个重要概念, 尤其在支持向量机 (SVM) 和核函数的理论中起着关键作用。它为一个函数能否作为合法的核函数提供了数学判据。合法的核函数用于将数据从低维空间映射到高维空间, 在高维空间中可以更加容易地进行线性分割。

1.2. Positive definite symmetric kernel

$K : \mathcal{X} \times \mathcal{X} \rightarrow \mathbb{R}$ 称为正定核 (positive definite symmetric, PDS), 当对于任何 $\{x_1, \dots, x_m\} \subseteq \mathcal{X}$, 矩阵

$$\mathbf{K} = [K(x_i, x_j)]_{ij} \in \mathbb{R}^{m \times m} \quad (1.3)$$

是半正定对称矩阵, 即 $\forall \mathbf{c} = (c_1, \dots, c_m)^T \in \mathbb{R}^{m \times 1}$,

$$\mathbf{c}^T \mathbf{K} \mathbf{c} = \sum_{i,j=1}^n c_i c_j K(x_i, x_j) \geq 0 \quad (1.4)$$

example 1.2.1: (*Polynomial Kernels*)

example 1.2.2: (*Gaussian Kernels*)

example 1.2.3: (*Sigmoid Kernels*)

证明 S^2 是 R^3 的光滑子流形

1.3. Reproducing kernel Hilbert Space

theorem 1.3.1: 令 $K : \mathcal{X} \times \mathcal{X} \rightarrow \mathbb{R}$ 是一个 PDS 核, 则存在一个 Hilbert Space \mathbb{H} 以及 $\Phi : \mathcal{X} \rightarrow \mathbb{H}$, 使得

$$\forall x, x' \in \mathcal{X}, K(x, x') = \langle \Phi(x), \Phi(x') \rangle \quad (1.5)$$

\mathbb{H} 有如下名为再生 (*Reproducing*) 的性质

$$\forall h \in \mathbb{H}, \forall x \in \mathcal{X}, h(x) = \langle h, K(x, \cdot) \rangle \quad (1.6)$$

\mathbb{H} 称为再生核希尔伯特空间 (*reproducing kernel Hilbert Space, RKHS*)。

proof.

□

Normlized PDS Kernels

lemma 1.3.2: 令 K 是一个 PDS kernel, 则 K 的规范核 K' 也是 PDS kernel.

PDS Kernels Closure Properies

theorem 1.3.3: PDS kernel 在和、积、张量积、逐点极限下是闭集, 且可以展开成幂级数

$$\sum_{n=0}^{\infty} a_n x^n, a_n \geq 0 \text{ for } \forall n \in \mathbb{N} \quad (1.7)$$

Chapter 2

基于流形的学习

2.1. PCA 和 LDA

2.2. 拓扑流形的概念

2.3. 多尺度变换

保持度量不变

2.4. 局部线性嵌入

保持线性结构不变

2.5. 拉普拉斯特征映射

近邻图，拉普拉斯矩阵

2.6. 核函数与度量——NDS 核

2.7. 理论成果

References

- [1] I. Surname, I. Surname, and I. Surname. “The Title of the Article”. In: *The Title of the Journal* 1.2 (2000), pp. 123–456.

Chapter A

Source Code Example

Adding source code to your report/thesis is supported with the package listings. An example can be found below. Files can be added using `\lstinputlisting[language=<language>]{<filename>}`.

```
1 """
2 ISA Calculator: import the function, specify the height and it will return a
3 list in the following format: [Temperature,Density,Pressure,Speed of Sound].
4 Note that there is no check to see if the maximum altitude is reached.
5 """
6
7 import math
8 g0 = 9.80665
9 R = 287.0
10 layer1 = [0, 288.15, 101325.0]
11 alt = [0,11000,20000,32000,47000,51000,71000,86000]
12 a = [-.0065,0,.0010,.0028,0,-.0028,-.0020]
13
14 def atmosphere(h):
15     for i in range(0,len(alt)-1):
16         if h >= alt[i]:
17             layer0 = layer1[:]
18             layer1[0] = min(h,alt[i+1])
19             if a[i] != 0:
20                 layer1[1] = layer0[1] + a[i]*(layer1[0]-layer0[0])
21                 layer1[2] = layer0[2] * (layer1[1]/layer0[1])**(-g0/(a[i]*R))
22             else:
23                 layer1[2] = layer0[2]*math.exp((-g0/(R*layer1[1]))*(layer1[0]-layer0[0]))
24     return [layer1[1],layer1[2]/(R*layer1[1]),layer1[2],math.sqrt(1.4*R*layer1[1])]
```

Chapter B

Task Division Example

If a task division is required, a simple template can be found below for convenience. Feel free to use, adapt or completely remove.

表 B.1: Distribution of the workload

Task	Student Name(s)
Summary	
Chapter 1 Introduction	
Chapter 2	
Chapter 3	
Chapter *	
Chapter * Conclusion	
Editors	
CAD and Figures	
Document Design and Layout	