

¹ LCPP: Learning Curve Plus Plus

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⁴ Summary

⁵ A learning algorithm is said to learn if its performance on a given task improves with experience ⁶ ([Mitchell, 2013](#)). This fundamental definition links the size of training data to the generalization ⁷ performance of the model. In supervised learning, a **learning curve** depicts how generalization ⁸ performance evolves as a function of the training set size. Collections of such data, known ⁹ as **learning curve databases**, track the performance of diverse machine learning algorithms ¹⁰ (learners) across multiple tasks as they observe increasing amounts of training data.

¹¹ Learning curve databases are valuable for **model selection** and for **estimating the amount of data needed** to achieve a target performance. These applications typically assume learning ¹² curves are monotonic and convex. However, findings of ([Yan et al., 2025](#)), ([Mohr et al., 2023](#)) ¹³ and ([Viering & Loog, 2022](#)) suggest that learning curves often exhibit more complex and ¹⁴ irregular behavior. Sparse sampling of training sizes limits the ability to fully characterize these ¹⁵ behaviors, highlighting the need for **high-fidelity learning curves** to investigate them.

LCPP (Learning Curve Plus Plus) is a C++ library that allows for learning curve creation of machine learning models. LCPP enables its users to obtain learning curves for variety of learners on any supervised learning dataset with/out hyper-parameter tuning, enabling model selection and training data requirement determination.

²¹ Statement of Need

²² Generally, creating learning curves is computationally expensive because it requires repeatedly ²³ training algorithms on many subsets of varying training sizes. Consequently, learning curves ²⁴ are often computed for a limited number of training set sizes. For example, while creating ²⁵ learning curve databases ([Mohr et al., 2023](#)) and ([Yan et al., 2025](#)) limited number of training ²⁶ set-sizes are investigated, moreover, these generations are done only for fixed learners without ²⁷ hyper-parameter tuning.

²⁸ To empower the machine learning community to generate richer, more detailed learning curves, ²⁹ we propose LCPP, a C++ library for scalable learning curve generation. LCPP offers several ³⁰ features; first several approaches for splitting a given dataset into training and test sets of ³¹ varying sizes (where training sets can be drawn randomly or incrementally, where test sets can ³² be fixed or vary in size). Next, unlike most existing tools that fix hyper-parameters during ³³ learning curve creation, LCPP integrates hyperparameter optimization routines from `mlpack` ³⁴ ([Curtin et al., 2023](#)), enabling optimized learner evaluations.

³⁵ LCPP also includes a simple dataset container for access to OpenML datasets ([Vanschoren et al., 2013](#)), with built-in support for complete dataset transformations and train/test splits, ³⁶ allowing users to directly measure the generalization performance of models available in `mlpack` ³⁷ ([Curtin et al., 2023](#)) and some other learning algorithms included in itself, such as kernel ridge ³⁸ regression, discriminant classifiers, multi-class classification extensions of binary classifiers.

40 State of the Field

41 Several tools are available in the Python ecosystem for learning curve generation. scikit-
42 learn ([Pedregosa et al., 2011](#)) provides a flexible interface for constructing learning curves,
43 allowing cross-validation strategies to be combined with a learner. However, its extensibility
44 and suitability for constructing high-fidelity learning curves remain limited. LCDB 1.0 and 1.1
45 ([Yan et al., 2025](#)), ([Mohr et al., 2023](#)) primarily serve as wrappers around existing learning
46 curve databases. While learning curve generation is possible, it requires additional modification
47 of the provided scripts and is not a central design focus.

48 In the C++ domain, we are not aware of any tool explicitly designed for learning curve
49 generation. LCPP addresses this gap. It is modular by design, can be extended to support a
50 wide range of learning curve research workflows, and can be deployed in high-performance
51 computing environments with minimal overhead. In addition, similar to mlpack ([Curtin et al.,
52 2023](#)), it can be valuable for embedded and low-resource environments, for model-selection
53 and hyper-parameter tuning purposes.

54 Software Design

55 LCPP is designed for easy deployment on high-performance computing (HPC) environments.
56 With little effort it can efficiently run large-scale experiments in parallel, ensuring reproducibility
57 and scalability. Moreover, it supports easy and light-weight check-pointing, allowing high-
58 fidelity (both in terms of the training set size resolution and also the times the training set is
59 resampled) learning curves to be created in multiple sessions. This structure also enables the
60 missing experiments to be investigated easily.

61 It is also designed with future-proofing in mind. Adoption of the mlpack ([Curtin et al., 2023](#))
62 conventions LCPP has access to wide range of learning algorithm access. As mlpack ([Curtin et
63 al., 2023](#)) continues to expand the number of supported models will also increases. In addition,
64 LCPP is not restricted by this, any model that is using the same conventions as mlpack ([Curtin et
65 al., 2023](#)) and relies on armadillo ([Sanderson & Curtin, 2016](#)) and ensmalleen ([Curtin et
66 al., 2021](#)) can also be used without an effort.

67 Research Impact Statement

68 LCPP is used in ([Turan et al., 2025](#)) and ([Turan et al., 2026](#)) to generate large-scale learning
69 curve databases by considering many degrees of freedom involved in this process. By enabling
70 tracking of the generalization performance across machine learning models, LCPP facilitates a
71 systematic learning curve creation with a fast development and deployment cycle. We hope
72 that it serves as a foundation for future learning curve research.

73 AI Usage Disclosure

74 We did not use AI for the development of this software and the writing.

75 Acknowledgements

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