

# Calculus refresher

## Statistical Natural Language Processing 1

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# Calculus and NLP

- Our main use case is finding minima:
  - Supervised ML models are (typically) trained by minimizing an error, or a *loss function*
  - Differential calculus allows efficiently searching minima, and determining where minima are
- Integrals will also be handy for calculating probabilities

# Today's plan

Very brief introductions to

- Limits
  - We are mainly interested in for defining derivatives
- Derivatives
  - Are the central topic for us: training a ML system relies on derivation (but there are also other interesting uses)
- Integrals
  - Mainly for probability theory, but without integrals, the derivatives would also be incomplete

# Limits

- Limit is the value that a function approaches as its argument approaches (arbitrarily close, but not equal) to some value.
- We write

$$\lim_{x \rightarrow c} f(x)$$

for the value of function  $f$  as  $x$  approaches to  $c$ .

- If the value of the function at  $x = c$  is a number, the limit is  $f(c)$

$$\lim_{x \rightarrow 2} x^2 = 2^2 = 4$$

- If the result is  $\infty$ , the limit does not exist
- Interesting cases are when the function is discontinuous, or undefined, e.g.,  $f(x)$  is  $0/0$ ,  $\infty/\infty$ ,  $\infty - \infty$

## Example (1)

$$\lim_{x \rightarrow 1} \frac{1}{x} =$$

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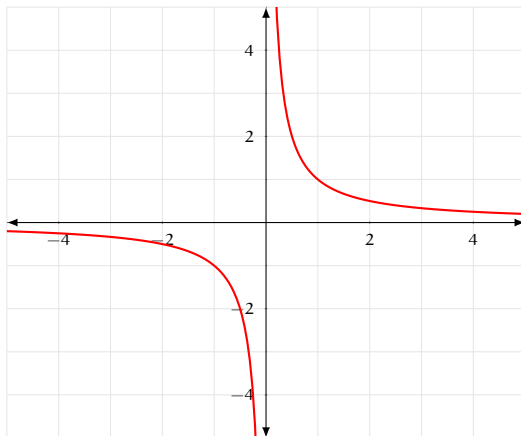
$$\lim_{x \rightarrow 1} \frac{1}{x} = 1$$

$$\lim_{x \rightarrow 0} \frac{1}{x} = \pm \infty$$

More precisely,

$$\lim_{x \rightarrow 0^-} \frac{1}{x} = -\infty$$

$$\lim_{x \rightarrow 0^+} \frac{1}{x} = \infty$$

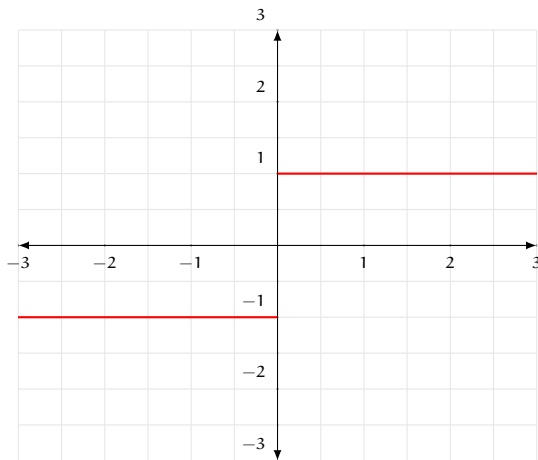




## Example (2)

$$f(x) = \begin{cases} -1 & x < 0 \\ 1 & x > 0 \end{cases}$$

$$\lim_{x \rightarrow 0} f(x) = ?$$



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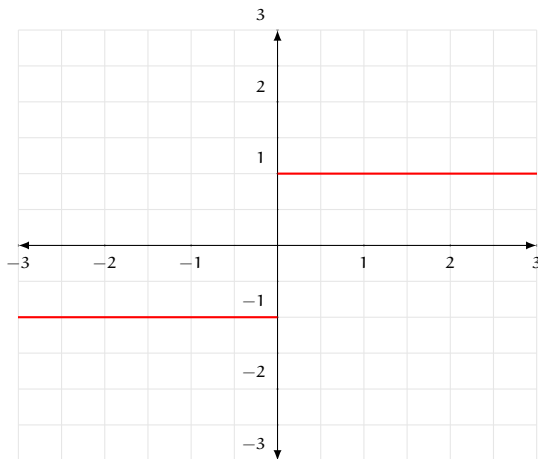
$$f(x) = \begin{cases} -1 & x < 0 \\ 1 & x > 0 \end{cases}$$

$$\lim_{x \rightarrow 0} f(x) = ?$$

$$\lim_{x \rightarrow 0^-} f(x) = -1$$

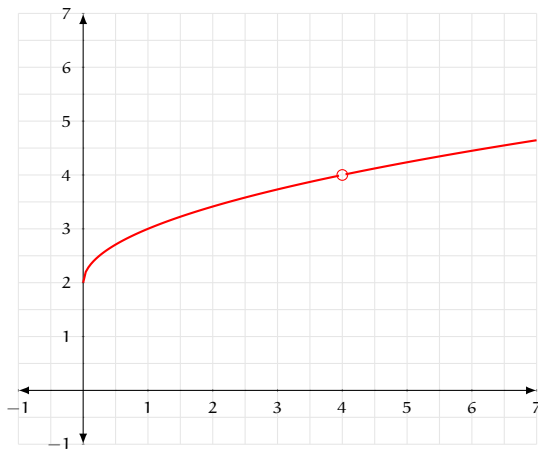
$$\lim_{x \rightarrow 0^+} f(x) = 1$$

limit does not exist



## Example (3)

$$\lim_{x \rightarrow 4} \frac{x - 4}{\sqrt{x} - 2}$$

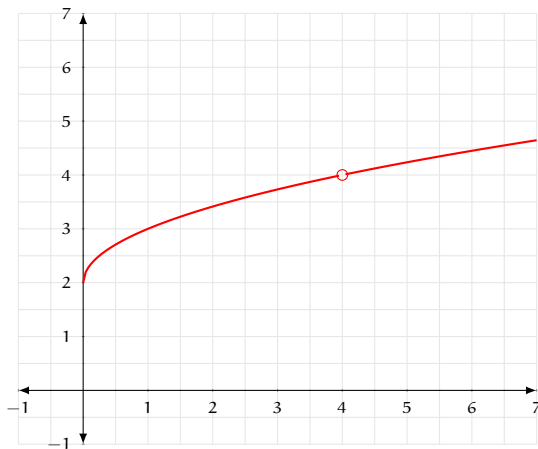


## Example (3)

$$\lim_{x \rightarrow 4} \frac{x-4}{\sqrt{x}-2}$$

$$\lim_{x \rightarrow 4^-} \frac{x-4}{\sqrt{x}-2} = 4$$

$$\lim_{x \rightarrow 4^+} \frac{x-4}{\sqrt{x}-2} = 4$$



# Rules for limits

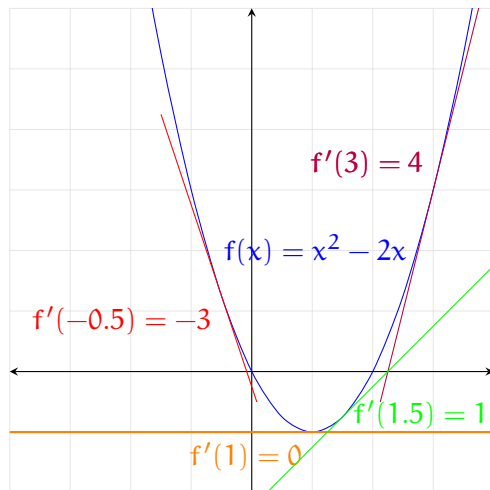
- $\lim_{x \rightarrow c} (f(x) + g(x)) = \lim_{x \rightarrow c} f(x) + \lim_{x \rightarrow c} g(x)$
- $\lim_{x \rightarrow c} af(x) = a \lim_{x \rightarrow c} f(x)$
- $\lim_{x \rightarrow c} (f(x)g(x)) = \lim_{x \rightarrow c} f(x) \lim_{x \rightarrow c} g(x)$

# Derivatives

- Derivative of a function  $f(x)$  is another function  $f'(x)$  indicating the rate of change in  $f(x)$
- Alternative notation:  $f'(x) = \frac{df}{dx}(x)$
- When derivative exists, it determines the tangent line to the function at a given point
- Example from physics: velocity is the derivative of the position
- Our main interest:
  - the points where the derivative is 0 are the stationary points (maxima, minima, inflection points)
  - the derivative evaluated at other points indicate the direction and steepness of the curve defined by the function

## Example: derivatives

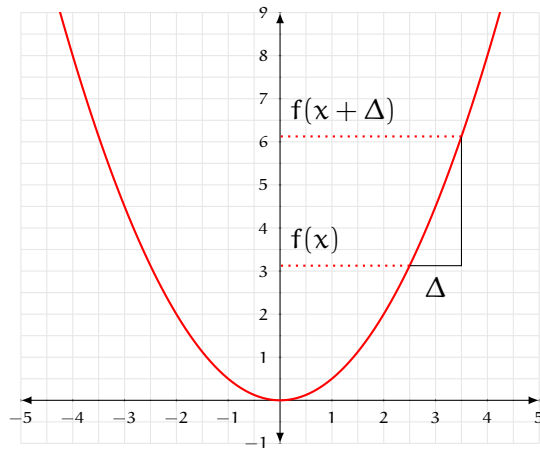
- $f'(x)$  is negative when  $f(x)$  is decreasing, positive when it is increasing
- The absolute value of  $f'(x)$  indicates how fast  $f(x)$  changes when  $x$  changes
- $f'(x) = 0$  when at a *stationary point*
- $f'(a)$  is a (good) approximation to the  $f(x)$  near the  $a$



# Derivative of a function

## definition

$$f'(x) = \lim_{\Delta \rightarrow 0} \frac{f(x + \Delta) - f(x)}{\Delta}$$





## Example: calculating derivatives using the definition

$$\begin{aligned}\frac{d}{dx}x^2 &= \lim_{\Delta \rightarrow 0} \frac{(x + \Delta)^2 - x^2}{\Delta} \\ &= \lim_{\Delta \rightarrow 0} \frac{x^2 + 2\Delta x + \Delta^2 - x^2}{\Delta} \\ &= 2x\end{aligned}$$

# Some derivatives to know

- Powers:  $\frac{d}{dx} x^n = nx^{n-1}$
- Trigonometric functions:  
 $\frac{d}{dx} \sin(x) = \cos(x)$   
 $\frac{d}{dx} \cos(x) = -\sin(x)$   
 $\frac{d}{dx} \tan(x) = 1 + \tan^2(x)$
- Powers of  $e$ :  $\frac{d}{dx} e^x = e^x$
- Natural logarithm:  $\frac{d}{dx} \ln(x) = \frac{1}{x}$

# General rules for derivatives

- Sum rule:

$$\frac{d}{dx}f(x) + g(x) = \frac{d}{dx}f(x) + \frac{d}{dx}g(x)$$

- Product rule:

$$\frac{d}{dx}f(x)g(x) = g(x)\frac{d}{dx}f(x) + f(x)\frac{d}{dx}g(x)$$

- Chain rule: if  $f(x) = h(g(x))$

$$\frac{df}{dx} = \frac{dh}{dg} \frac{dg}{dx} \quad , \text{ or } \quad f'(x) = h'(g(x))g'(x)$$

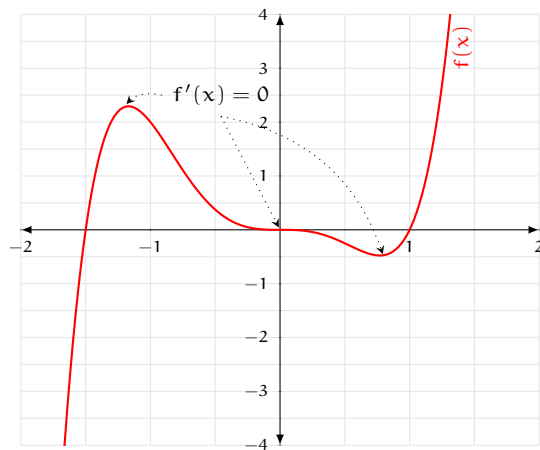
# Cain rule: examples

$$\frac{d}{dx} e^{x^3}$$

$$\frac{d}{dx} 2^{\sin x}$$

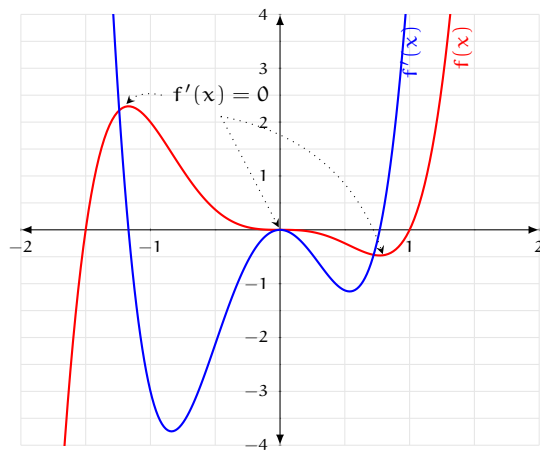
# Derivatives and extrema

- Derivative of a function is 0 at minimum, maximum and inflection points
- Derivative is useful for optimization (minimization of maximization) problems
- We need additional tests to determine the type of critical points



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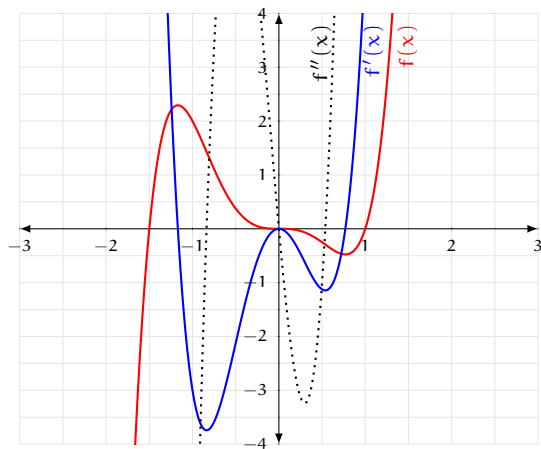


# Higher order derivatives

- Higher order derivatives, particularly the second derivative, are useful in many applications
  - Determining the type of critical points
  - Polynomial approximations to functions
- Notation:
  - Second derivative:  $f''(x) = \frac{d^2 f}{dx^2}$
  - $n^{\text{th}}$  derivative:  $f^{(n)}(x) = \frac{d^n f}{dx^n}$

# Second derivatives and extrema

- Second derivatives are useful for determining the type of critical points
  - $f''(x) < 0$  if  $f(x)$  is concave down ( $\cap$ )
  - $f''(x) > 0$  if  $f(x)$  is concave up ( $\cup$ )
  - $f''(x) = 0$  if  $f(x)$  is flat



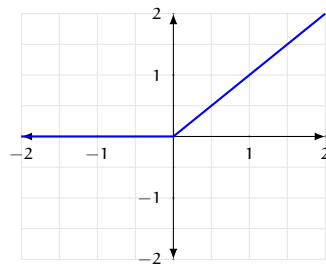
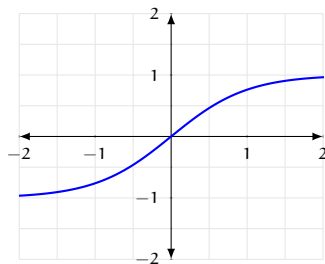
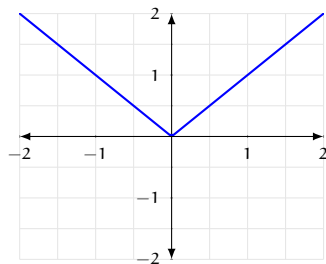


# Differentiable functions and continuity

- A function is said to be *differentiable* if its derivative exists at every point in its domain
- This concept is important when we want to use optimization techniques based on derivatives
- A differentiable function is also continuous, but a continuous function is not necessarily differentiable

# Differentiability

Are these functions differentiable?



## Partial derivatives and gradient

- In ML, we are often interested in (error) functions of many variables
- A partial derivative is the derivative of a multivariate function with respect to a single variable while treating all others as constants. For  $f(x, y)$ ,  
 $\frac{\partial f}{\partial x}$  is the partial derivative with respect to  $x$   
 $\frac{\partial f}{\partial y}$  is the partial derivative with respect to  $y$
- A very useful quantity, called *gradient*, is the vector of partial derivatives with respect to each variable

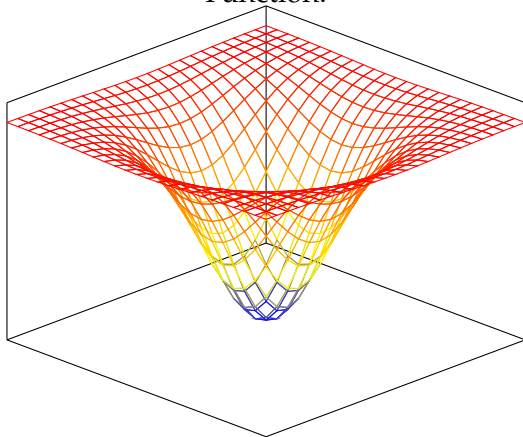
$$\nabla f(x_1, \dots, x_n) = \left( \frac{\partial f}{\partial x_1}, \dots, \frac{\partial f}{\partial x_n} \right)$$

- Gradient points to the direction of the steepest increase
- Example: if  $f(x, y) = x^3 + yx$

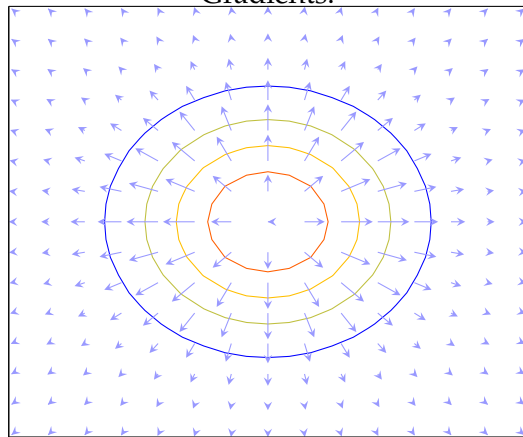
$$\nabla f(x, y) = (3x^2 + y, x)$$

# Gradient visualization

Function:



Gradients:

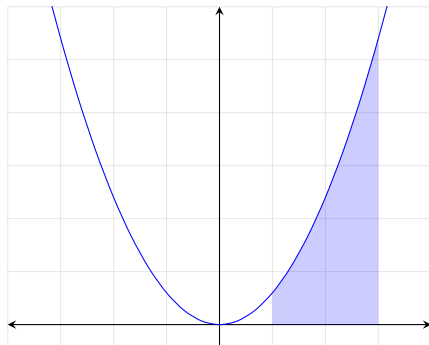


# Integrals

- Integral is the reverse of the derivative (anti-derivative)
- The indefinite integral of  $f(x)$  is noted  $F(x) = \int f(x) dx$
- We are often interested in definite integrals

$$\int_a^b f(x) dx = F(b) - F(a).$$

- Integral gives the area under the curve



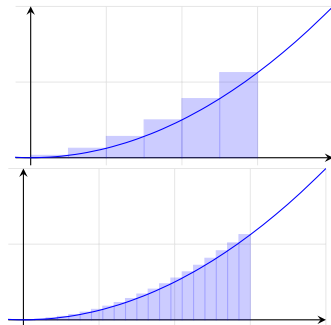
# Numeric integrals & infinite sums

- The integral can be defined as

$$\int_a^b f(x) dx = \lim_{n \rightarrow \infty} \sum_{i=1}^n f(x_i) \Delta x$$

where  $\Delta x = \frac{b-a}{n}$

- Integration is 'infinite summation'
- As the width of the rectangles converges to 0 (or number of rectangles becomes  $\infty$ ), the sum converges to the area under the curve
- When integration is not possible with analytic methods, we resort to numeric integration



## Summary / next

We reviewed three main concepts from calculus

- Limits
- Derivatives
- Integrals

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- Limits
- Derivatives
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Next:

- Regression again: through gradient optimization
- Introduction to probability theory



## Further reading

- A nice video series: <https://www.youtube.com/playlist?list=PLZHQ0b0WTQDMsr9K-rj53DwVRMY03t5Yr>
- No concrete reading suggestions, but check <https://www.openculture.com/free-math-textbooks>