

AI505  
Optimization

## Sampling Plans

Marco Chiarandini

Department of Mathematics & Computer Science  
University of Southern Denmark

# Outline

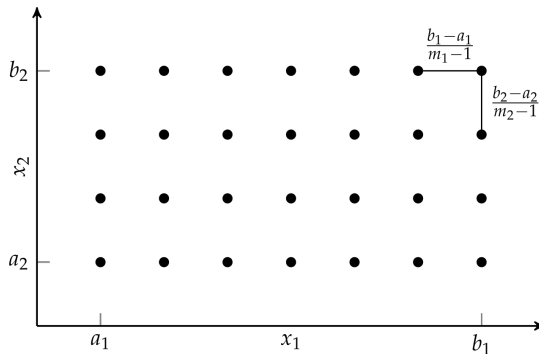
# Sampling Plans

- In all nonlinear non convex optimization, to generate good initial design points
- With computationally costly functions, to create an initial set of design points from where to build a **surrogate models** to optimize in place of the original function
- In hyperparameter tuning

# Full Factorial Design

- Factors and levels, terms from the field of Experimental Design in Statistics
- Uniform and evenly spaced samples across domain
- Simple, easy to implement, and covers domain
- Optimization over the points known as **grid search**
- Sample count grows exponentially with dimension

$a_i \leq x_i \leq b_i$  for each component  $i$ .  
grid with  $m_i$  samples in the  $i$ th dimension



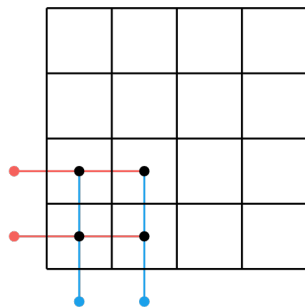
# Random Sampling

- Uses pseudorandom number generator to define samples according to our desired distribution
- If variable bounds are known, a common choice is a uniform distribution across domain of possible values
- Ideally, if enough points are sampled and the right distribution is chosen, the design space will be covered

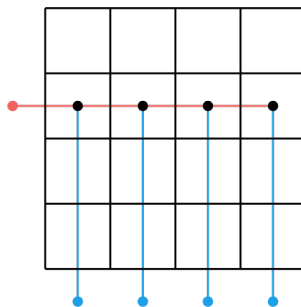
# Uniform Projection Plans

- Sample locations are random, but their projection onto a particular subspace is uniform

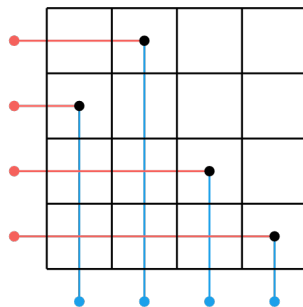
too clustered



no variation in  
one component



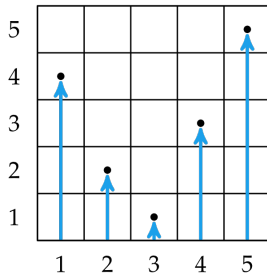
uniform projection



# Uniform Projection Plans

- Examples: Random permutation, Latin square

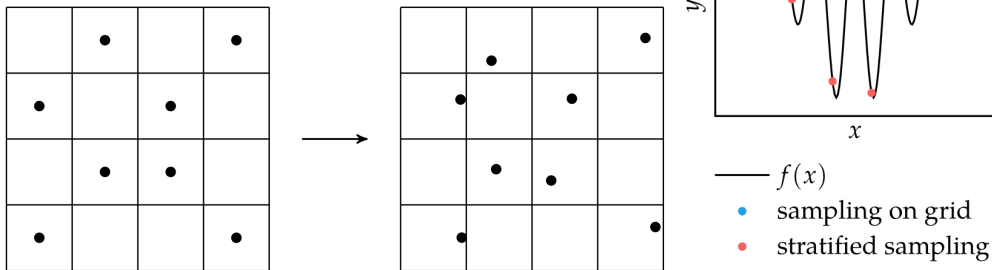
$$p = 4 \ 2 \ 1 \ 3 \ 5$$



4	1	3	2
1	4	2	3
3	2	1	4
2	3	4	1

# Stratified Sampling

- Each point is sampled uniformly at random within each grid cell instead of the center
- Can capture details that regularly-spaced samples might miss

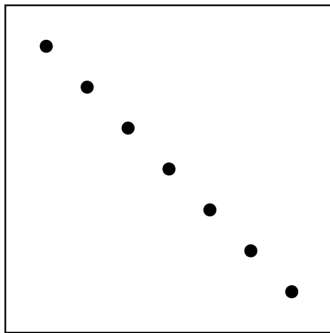




# Space Filling Metrics

- A sampling plan may cover a search space fully, but still leave large areas unexplored
- Space-filling metrics quantify this aspect of sampling-plan performance

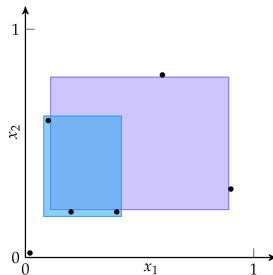
Example (Uniform Projection)



# Space-Filling Metrics: Discrepancy

- The maximum difference between the fraction of samples in a hyper-rectangular subset  $H$  and that subset's volume
- Often very difficult to compute directly

$$d(X) = \sup_{\mathcal{H}} \left| \frac{\#(X \cap \mathcal{H})}{\#X} - \lambda(\mathcal{H}) \right|$$



# Space-Filling Metrics: Pairwise Distances

- Method of measuring relative space-filling performance of two-point sampling plans
- Better spread-out plans will have larger pairwise distances
- The pairwise distances of each set are sorted in ascending order
- The plan with the first pairwise distance exceeding the other is considered more space-filling
- Suggests simple algorithm of producing a set of randomly distributed sampling plans, then picking the one with greatest pairwise distances

# Space-Filling Metrics: Morris-Mitchell

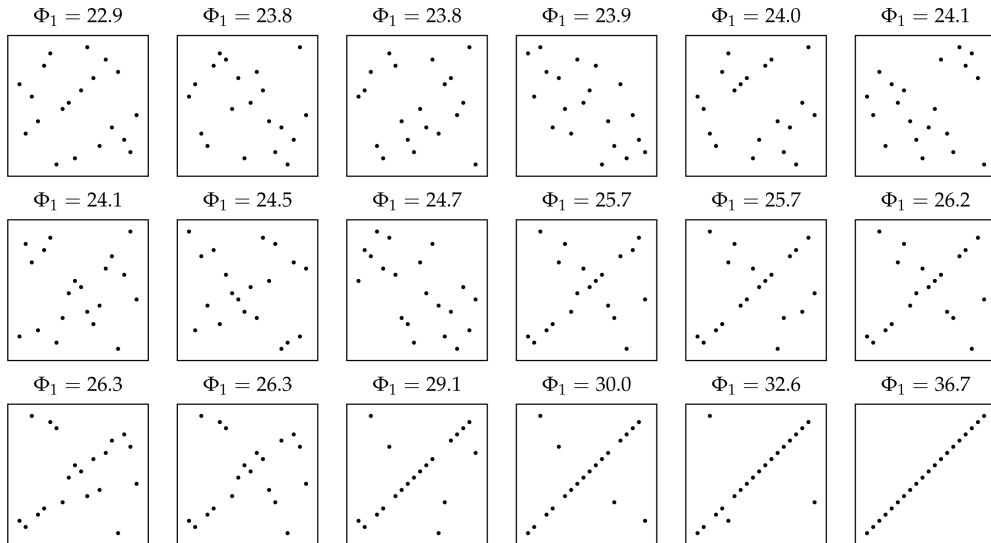
- Alternative to previously suggested algorithm that simplifies optimization problem

$$\underset{X}{\text{minimize}} \quad \underset{q \in \{1,2,3,10,20,50,100\}}{\text{maximize}} \quad \Phi_q(X)$$

$$\Phi_q(X) = \left( \sum_i d_i^{-q} \right)^{\frac{1}{q}}$$

- $d_i$  is the  $i$ th pairwise distance and  $q$  is a tunable parameter

# Space-Filling Metrics: Morris-Mitchell



# Space-Filling Subsets

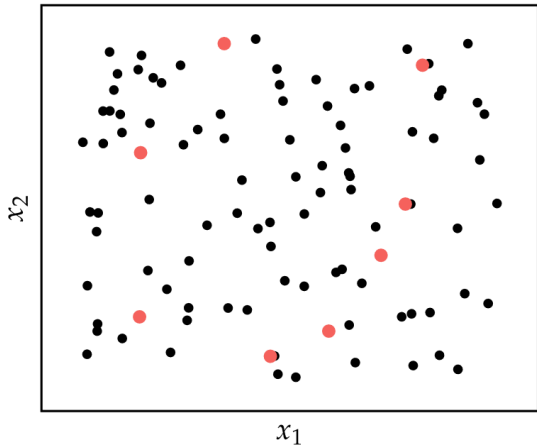
- Often, the set of possible sample points is constrained to be a subset of available choices
- A space-filling metric for a subset  $S$  within a finite set  $X$  is the maximum distance between a point in  $X$  and the closest point in  $S$  using a norm to measure distance

$$d_{\max}(X, S) = \underset{x \in X}{\text{maximize}} \underset{s \in S}{\text{minimize}} \|s - x\|_q$$

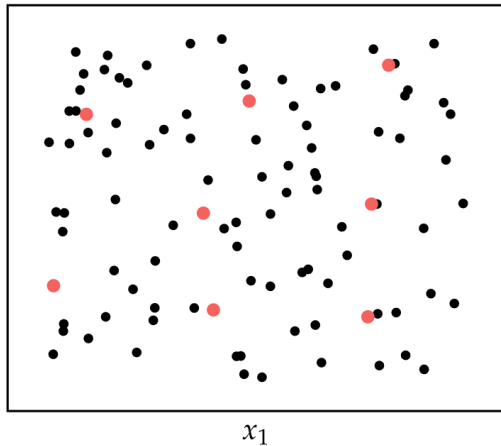
- A space-filling subset minimizes this metric
- Often computationally intractable, but heuristics like greedy search and exchange often produce acceptable results

## Space-Filling Subsets

greedy local search



exchange algorithm



# Quasi-Random Sequences

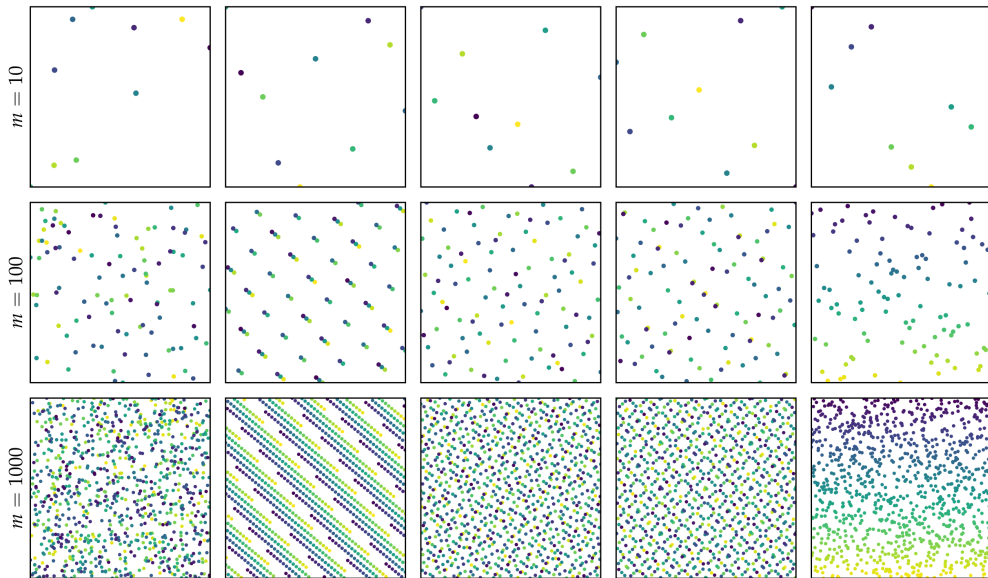
- Also called low-discrepancy sequences, quasi-random sequences are deterministic sequences that systematically fill a space such that their integral over the space converges as fast as possible
- Used for fast convergence in Monte Carlo integration, which approximates an integral by sampling points in a domain



# Quasi-Random Sequences

- Additive Recurrence: recursively adds irrational numbers
- Halton Sequence: sequence of fractions generated with coprime numbers
- Sobol Sequence: recursive XOR operation with carefully chosen numbers

# Quasi-Random Sequences



# Summary

- Sampling plans are used to cover search spaces with a limited number of points
- Full factorial sampling, which involves sampling at the vertices of a uniformly discretized grid, requires a number of points exponential in the number of dimensions
- Uniform projection plans, which project uniformly over each dimension, can be efficiently generated and can be optimized to be space-filling
- Greedy local search and the exchange algorithm can be used to find a subset of points that maximally fill a space
- Quasi-random sequences are deterministic procedures by which space-filling sampling plans can be generated