

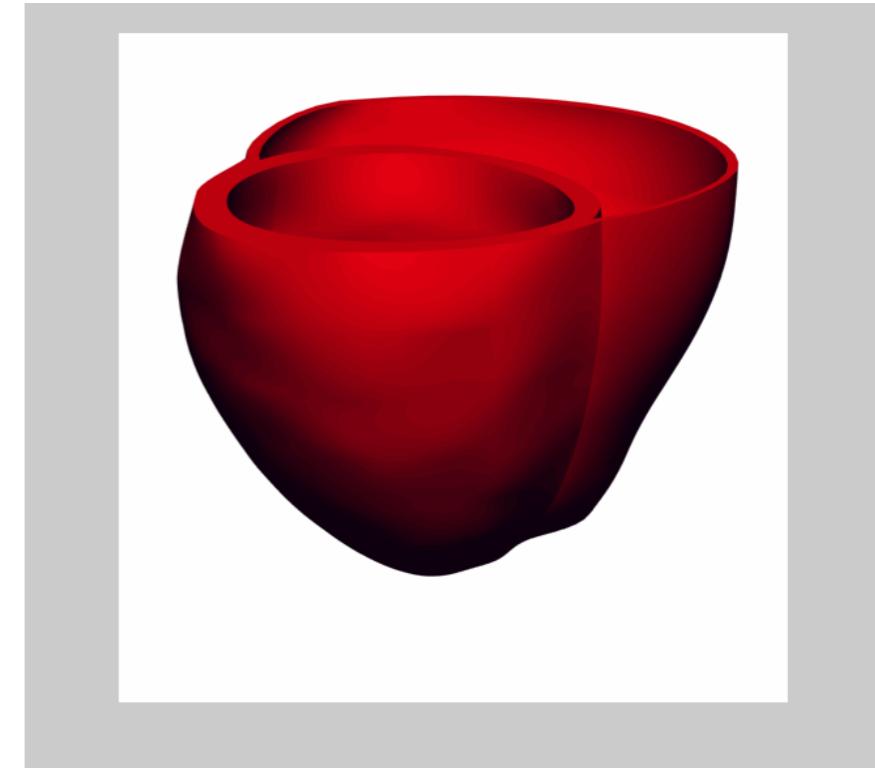
# History Matching

An Alternative Way of Inference for Biological Systems

Peter Challenor

# Complex Numerical Models

- Solve thousands of equations on very large computers
- Take many hours to run



- We cannot afford many runs
- But we want do inference

# Complex Numerical Models

Real world  
Problem

Mathematical Model  
PDEs

Discretised model  
FE/FD

Computer code

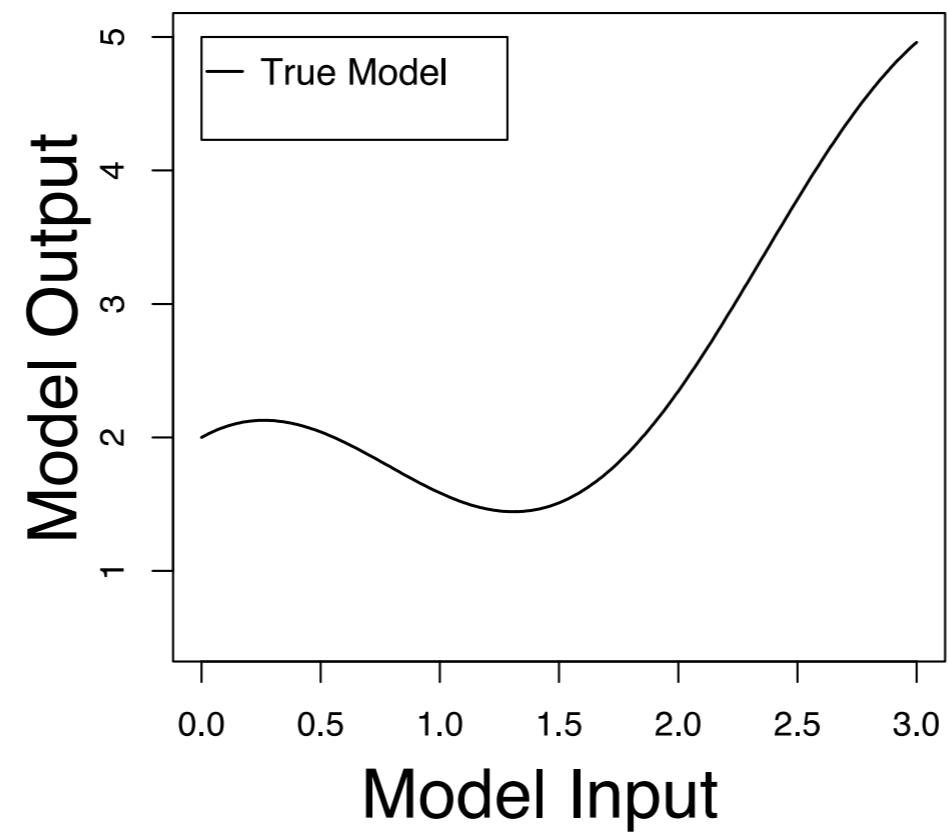
Emulator

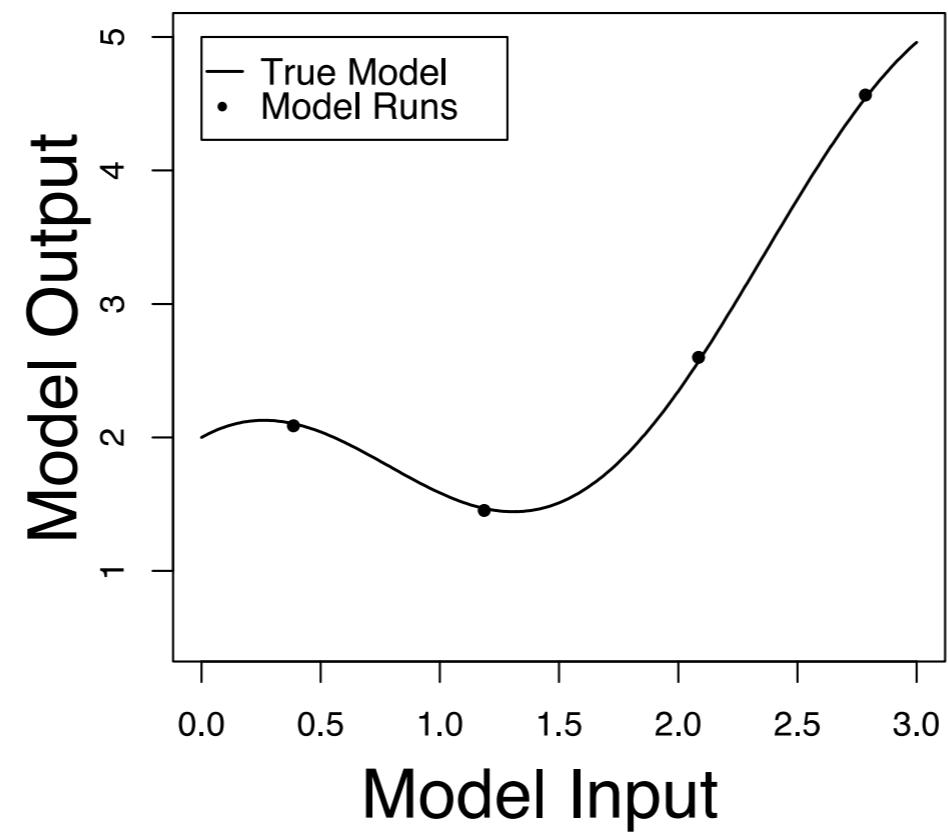
# ‘Black Box’ Model

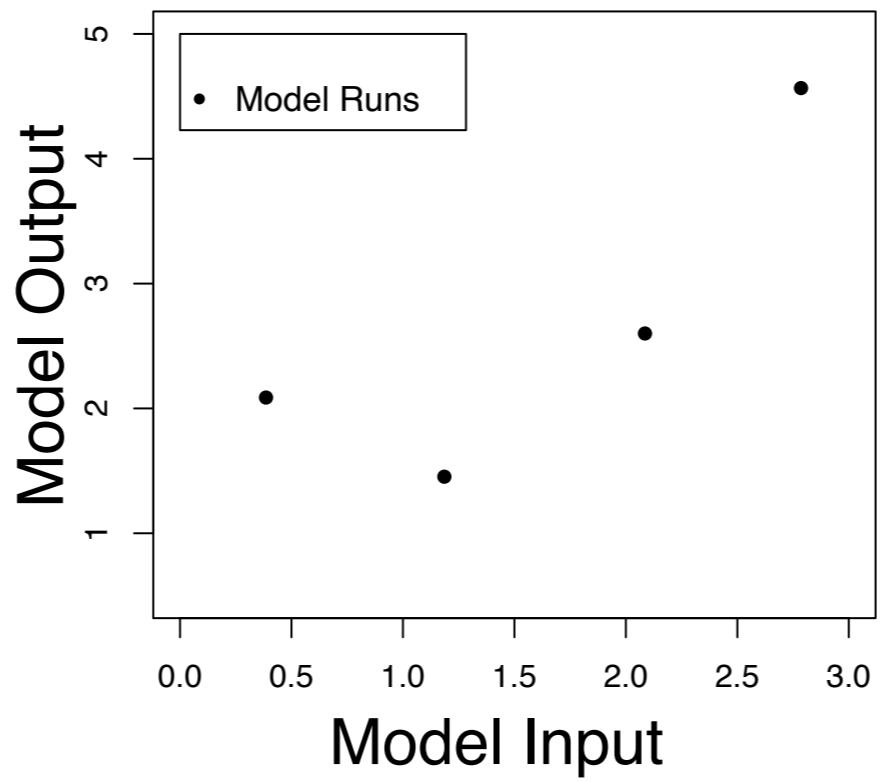
- What is a black box model?
- We cannot change the model code
- (Non-intrusive methods)
- Work on propriety models or commercial codes

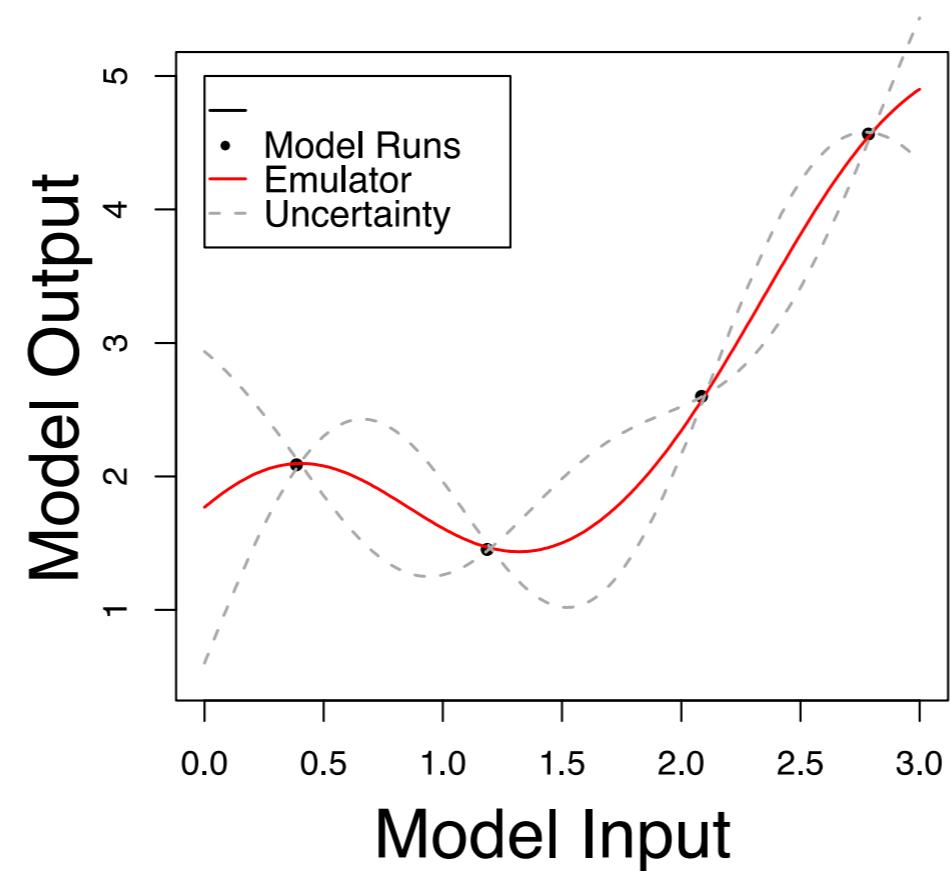
## Building emulators (Modelling Models)

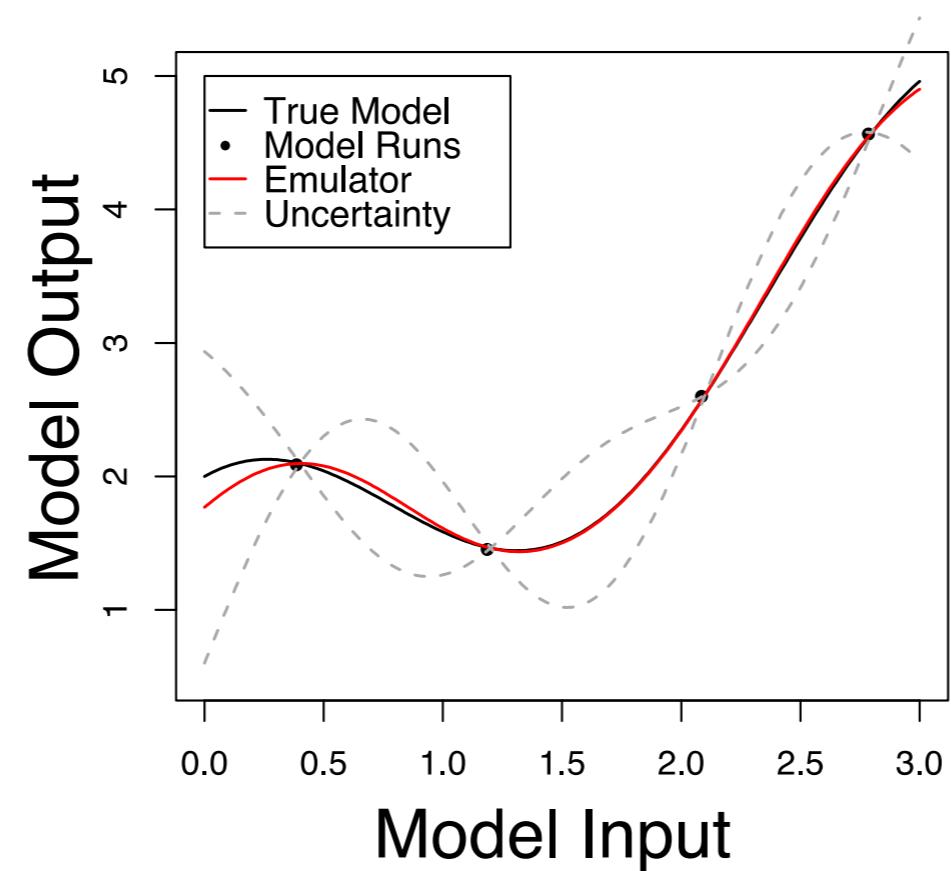
- Emulators are *surrogate* models with the addition of a measure of uncertainty.
- Use a Gaussian process (shallow learning)
- Include mean term; low order polynomials
- Could just use polynomials (lightweight emulators)
- Deep learning





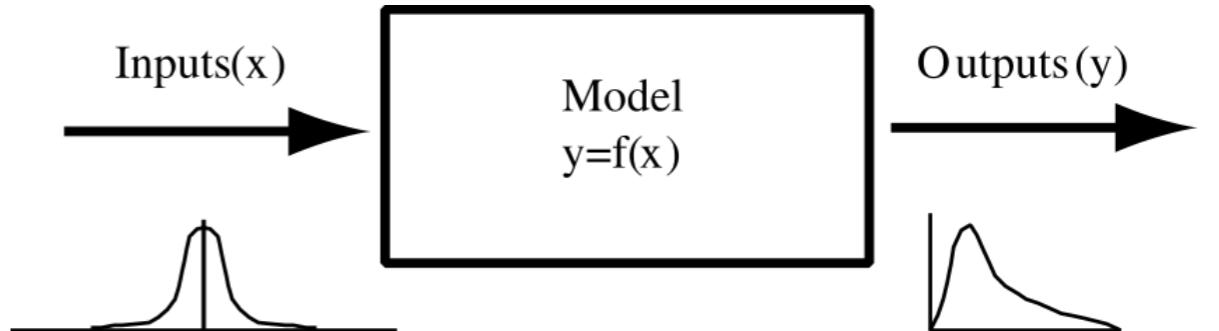






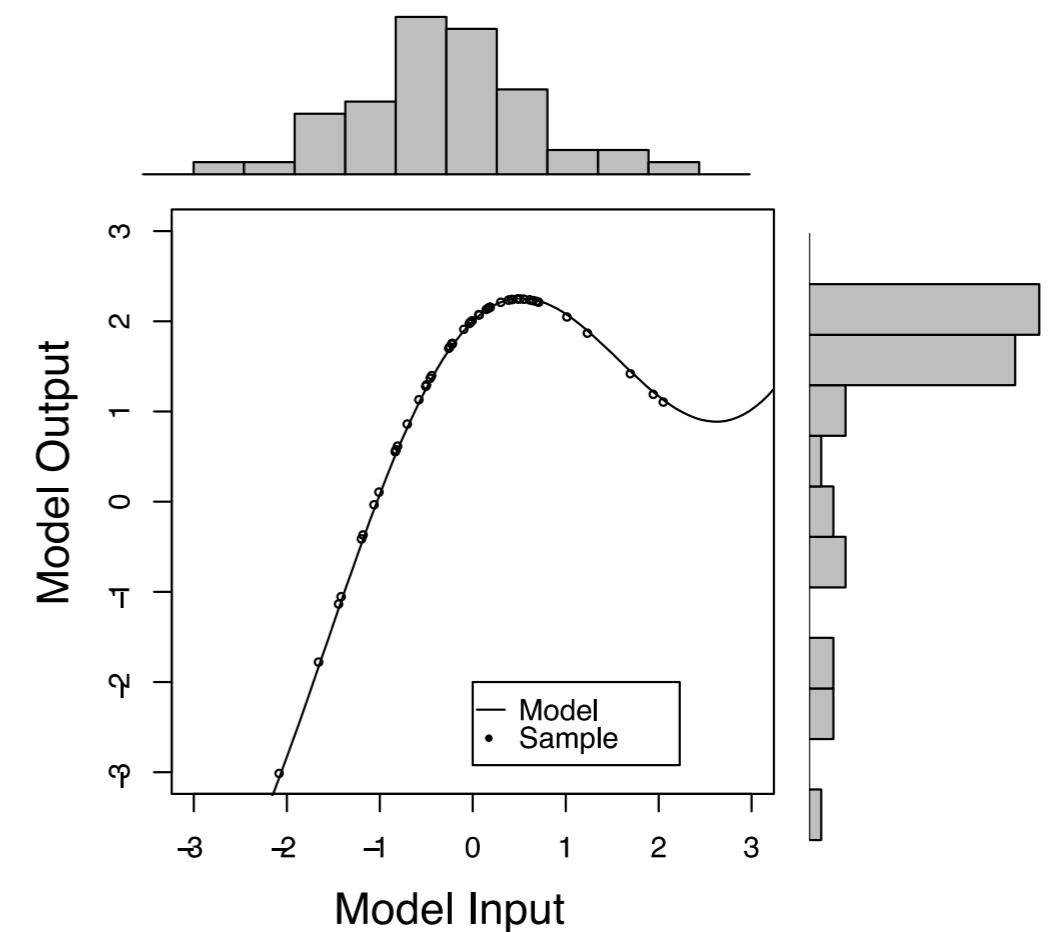
# Where does the uncertainty come from?

- Even for deterministic models
  - The model inputs are uncertain
  - The model structure is uncertain
  - Some models are themselves stochastic (eg COVID)



# Monte Carlo

- Classical method
- Requires many thousands of runs
- We cannot afford that



# Inference

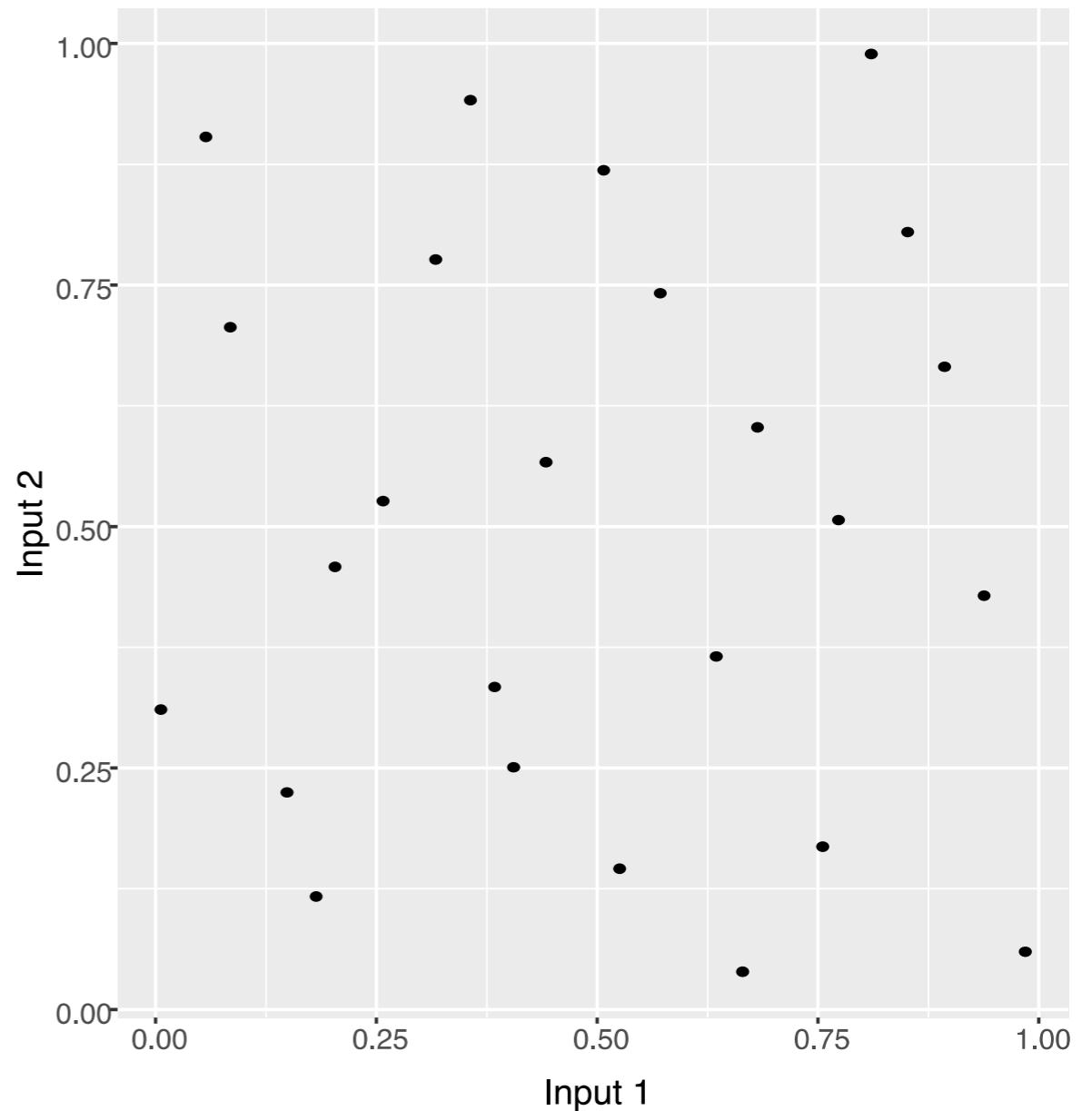
- Uncertainty quantification
- Sensitivity Analysis
- Uncertainty Analysis
- Inverse Modelling (calibration)

# Two Levels of Inference

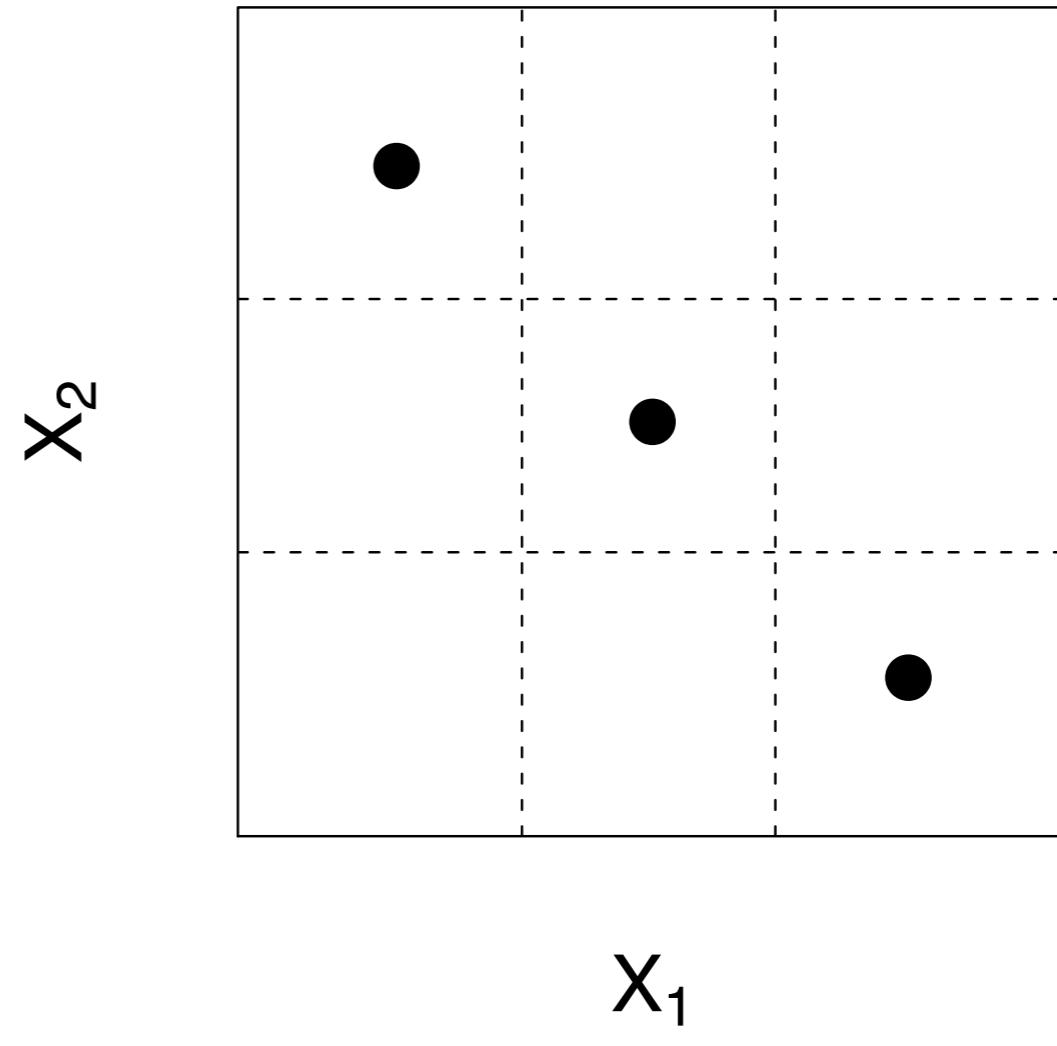
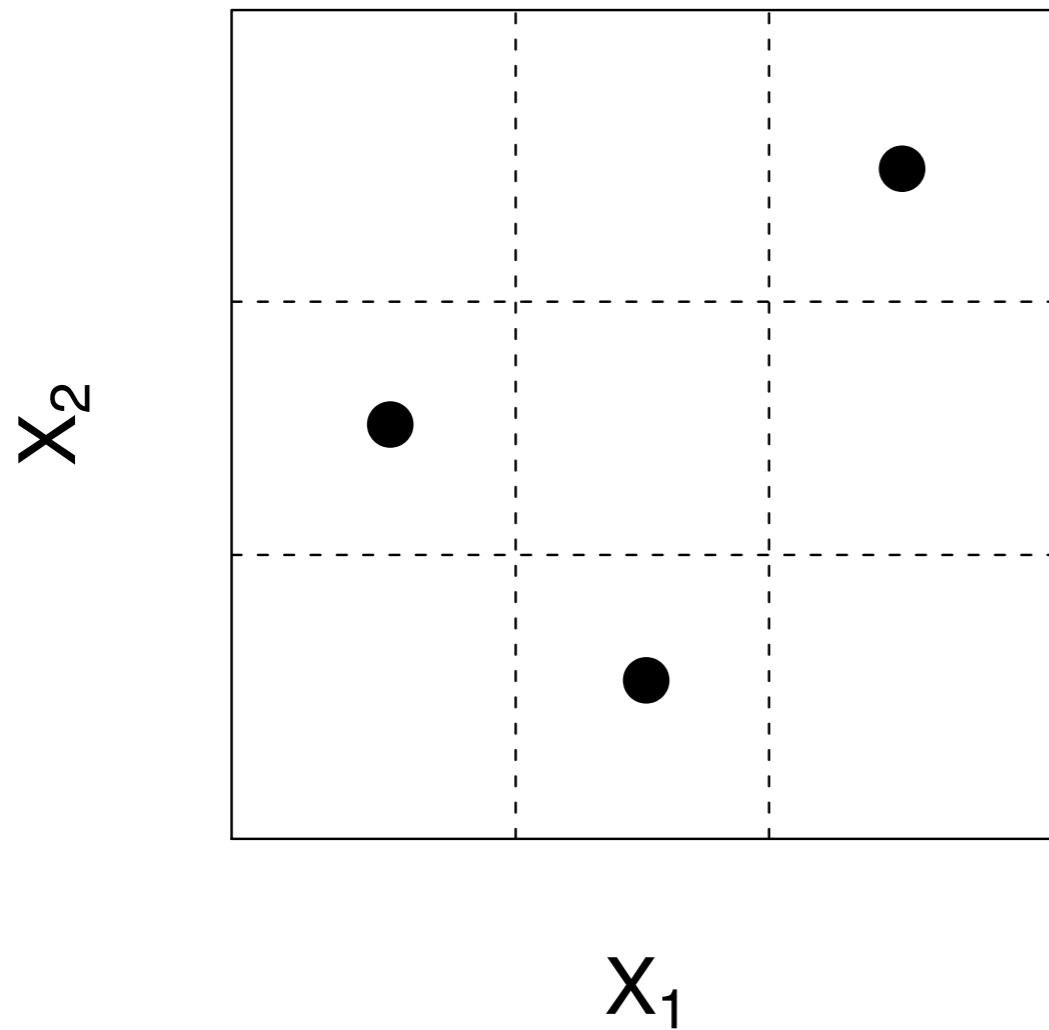
- Inference to build the emulator
- Inference to relate the numerical model to the real world (calibration, tuning, inverse modelling)

# Design

- Where do we do the model runs
- Space filling
- Sequential design



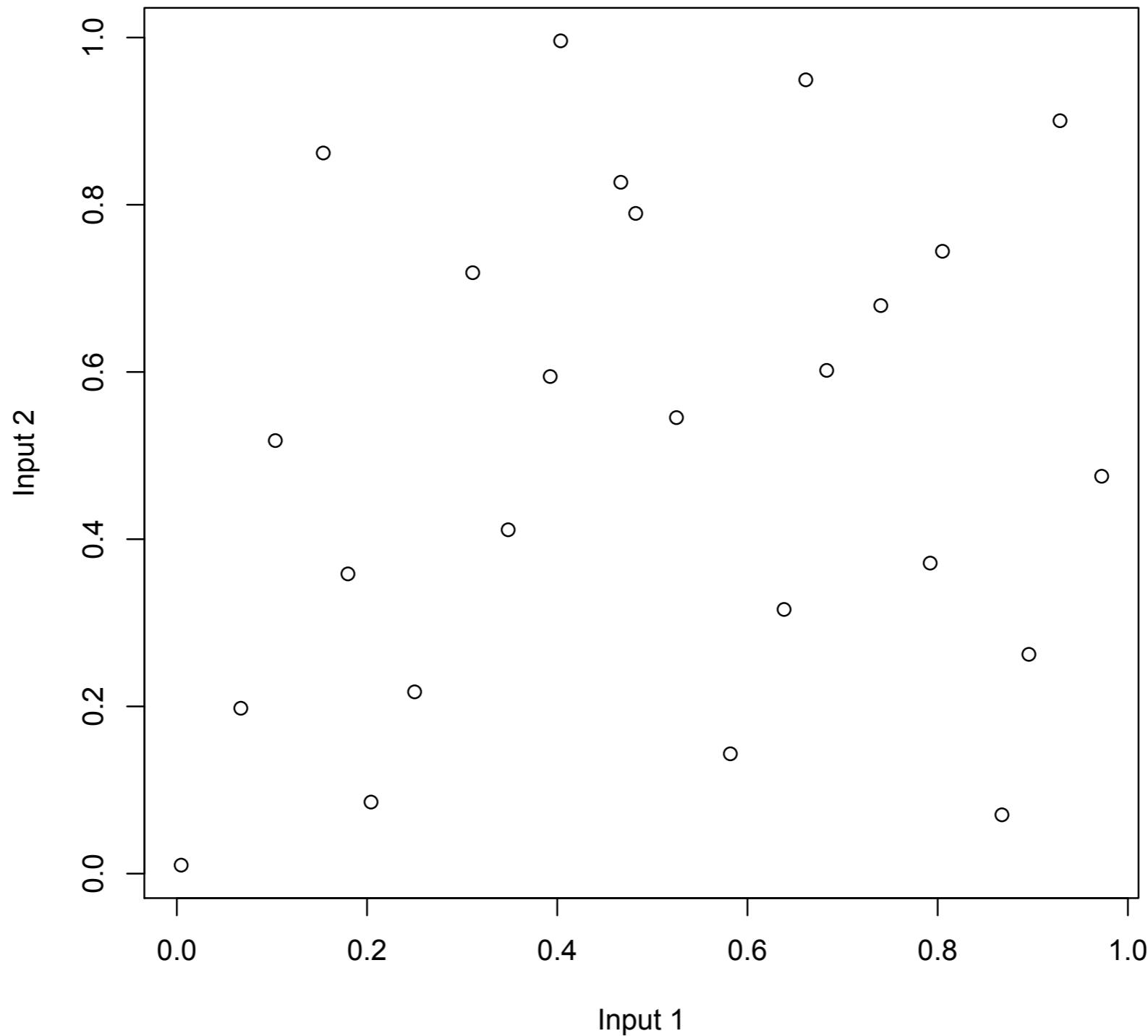
# The Latin Hypercube



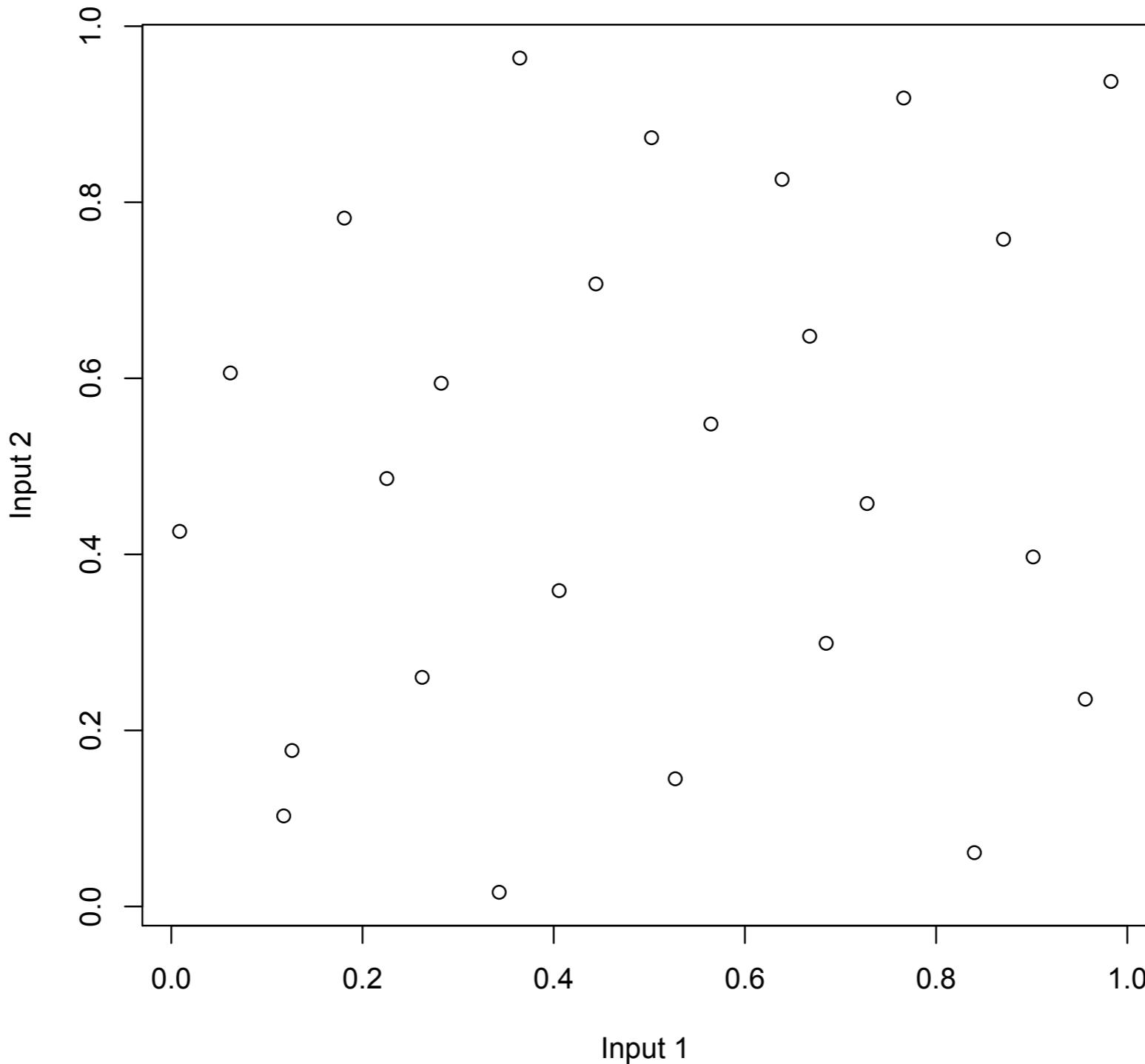
# The Latin Hypercube

- We don't have an algorithm for the optimal Latin hypercube
- What is a good Latin hypercube?
- Maximin
- Orthogonal designs

# A Latin Hypercube



# A maximin LHC



# Estimation for Emulation

- Either MLE or Bayes
- Non-linear parameters (length scales, nuggets) either plug in or full Bayes

- Likelihood surface complex
- Other maxima/posteriors
-

# Relationship between models and the real world

- Models are designed to inform us about the real world
- They are not the same as the real world
- The real world is not a set of equations
- The discretised equations are not the continuum equations
- The code is not the discretised equations

**All models are wrong, but some are useful**

*George Box*

# Model Discrepancy

- It is important to take model discrepancy into account
- Least squares or Bayesian calibration will give the wrong answer
- And the uncertainty will go to zero as you increase the amount of dat

# Kennedy and O'Hagan (2001)

- Kennedy and O'Hagan came up with an ingenious solution
- Model the difference between the model and reality as the sum of two GPs
- One is the emulator of the model and the other is the discrepancy

# Identifiability

- This fine for prediction (we know the sum of the GPs)
- But suffers from identifiability problems
- Strong priors
- Constrain the discrepancy or the emulator

# An Alternative

- Don't try to find the 'best' set of inputs ( $x$ )
- Find inputs ( $x$ ) that are *implausible* given the data ( $y$ )
- This is a lot easier
- No optimisation
- No sampling posterior

# History Matching

- Set up a measure of the distance between the data and the model prediction

$$Imp = \sqrt{\frac{E(y - f(x))^2}{V(y - f(x))}}$$

- If this distance is too far. That value of  $x$  is implausible

- We can expand the variance term to give

$$Imp = \sqrt{\frac{(y - E(f(x)))^2}{V_y + V_{f(x)}}}$$

- Where  $V_y$  is the variance of  $y$
- and  $V_{f(x)}$  is the variance of  $f(x)$
- For  $Imp > 3$  we say that the inputs ( $x$ ) are implausible (Pukelsheim (1994))

- but could be expensive to run in which case we can only compute  $\text{Imp}$  in a small number of places
- Replace  $f(x)$  with our emulator  $f^*(x)$

- Expanding the variance as before gives

$$Imp = \sqrt{\frac{y - E(f(x))^2}{V_y + V_{emul} + V_{disc}}}$$

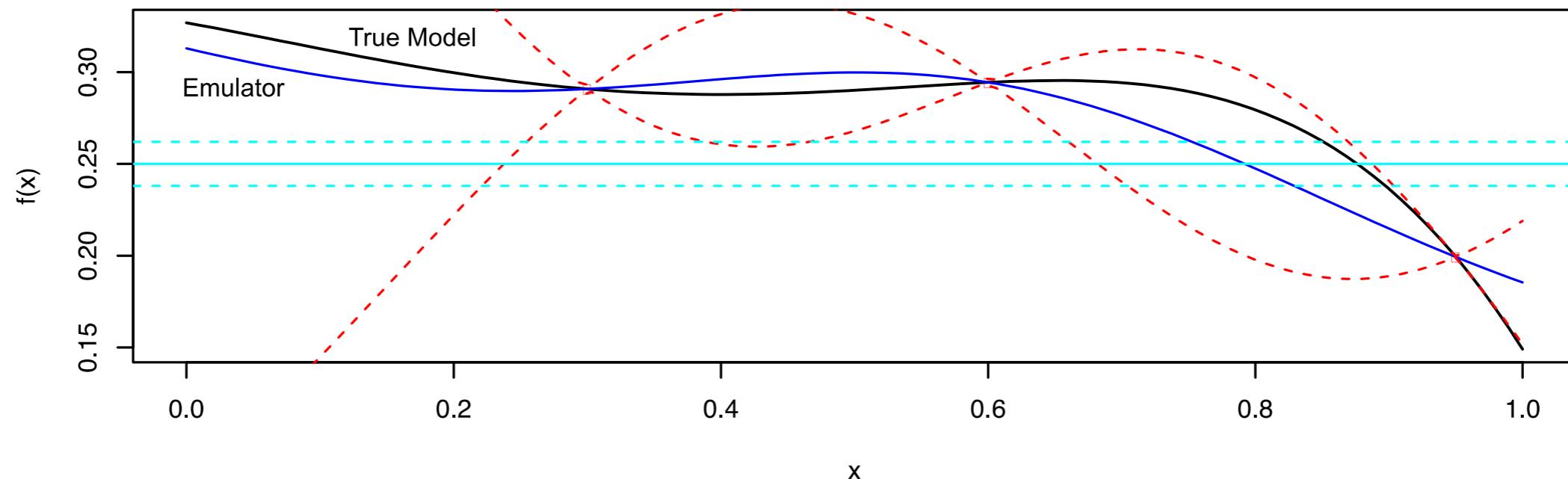
- $V_y$  is the variance of the data  $y$
- $V_{emul}$  is the emulator variance
- $V_{disc}$  is the model discrepancy

# Procedure

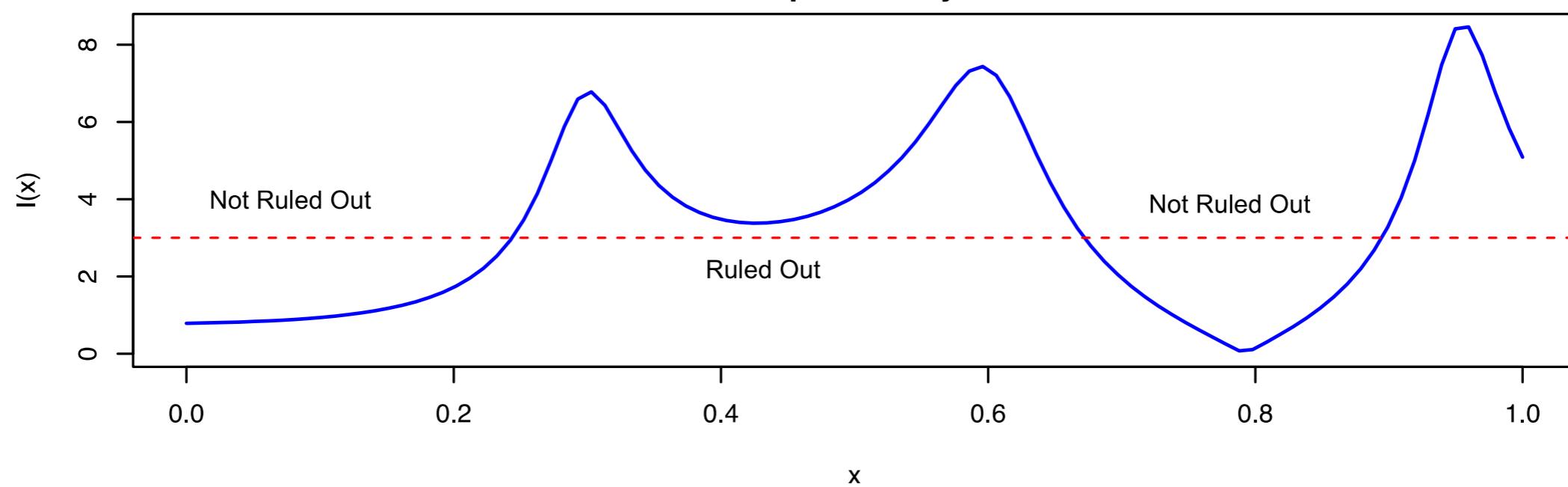
- Collect data
- Run designed experiment
- Build emulator
- Perform history matching
- All points with  $Imp < 3$  deemed *not implausible*
- If we have many metrics take  $\max(Imp)$
- These constitute the *Not Ruled Out Yet* (NROY) space

- Design additional experiment within NROY space (wave 2)
- Rebuild emulator
- History match
- Repeat until NROY is either small enough or does not shrink
- At which point we may need more data

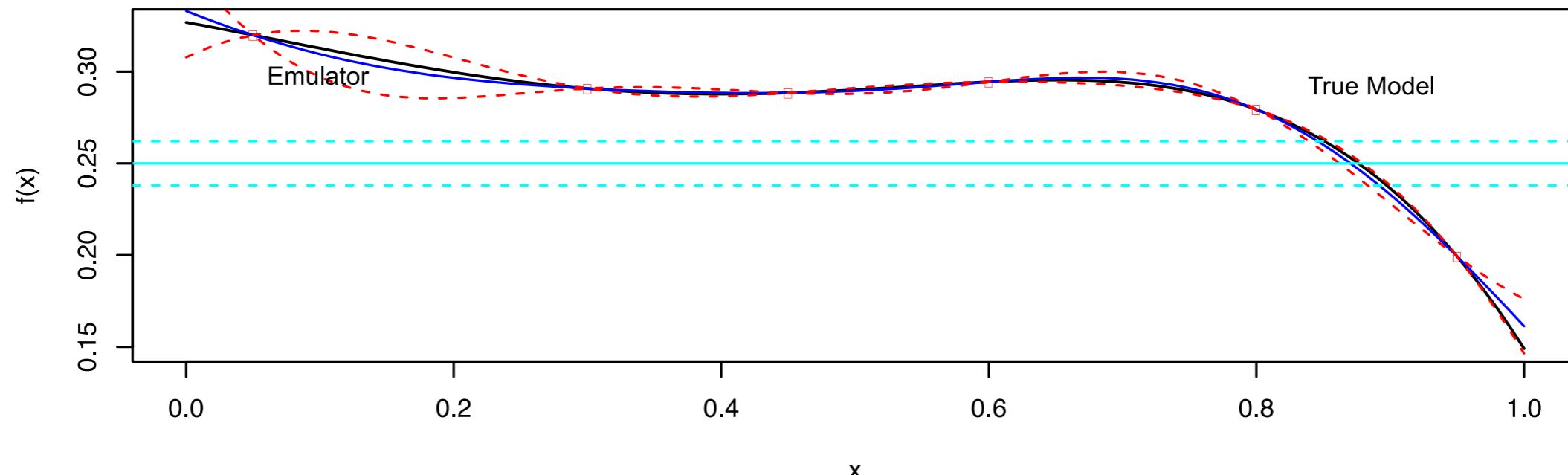
## Emulator Example



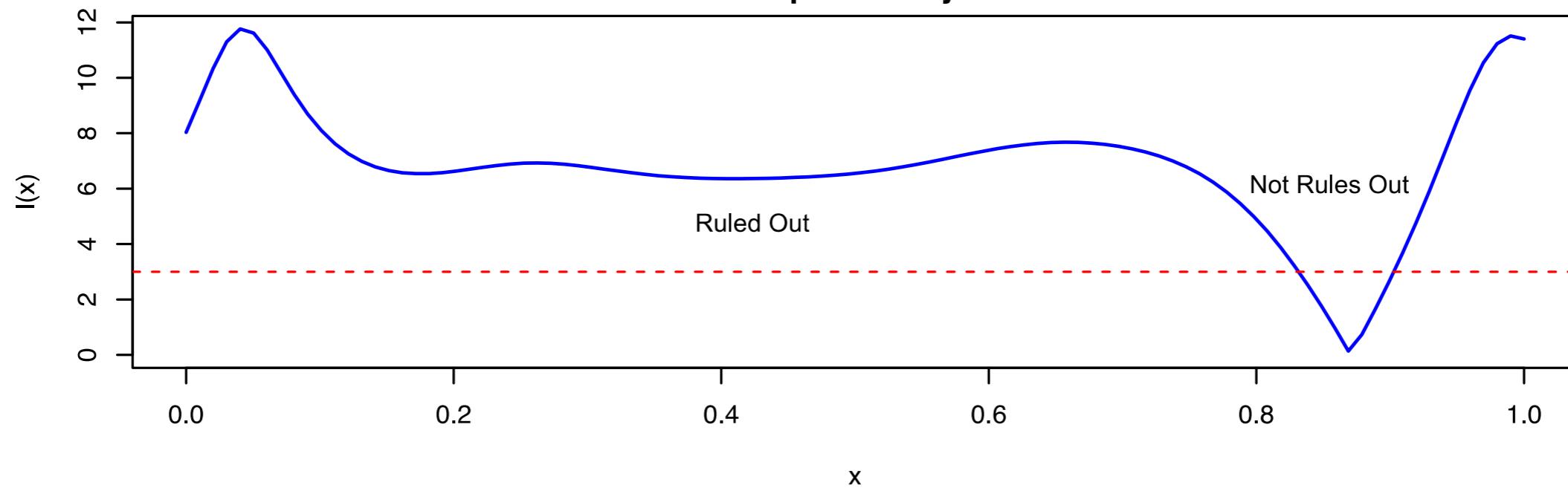
## Implausibility



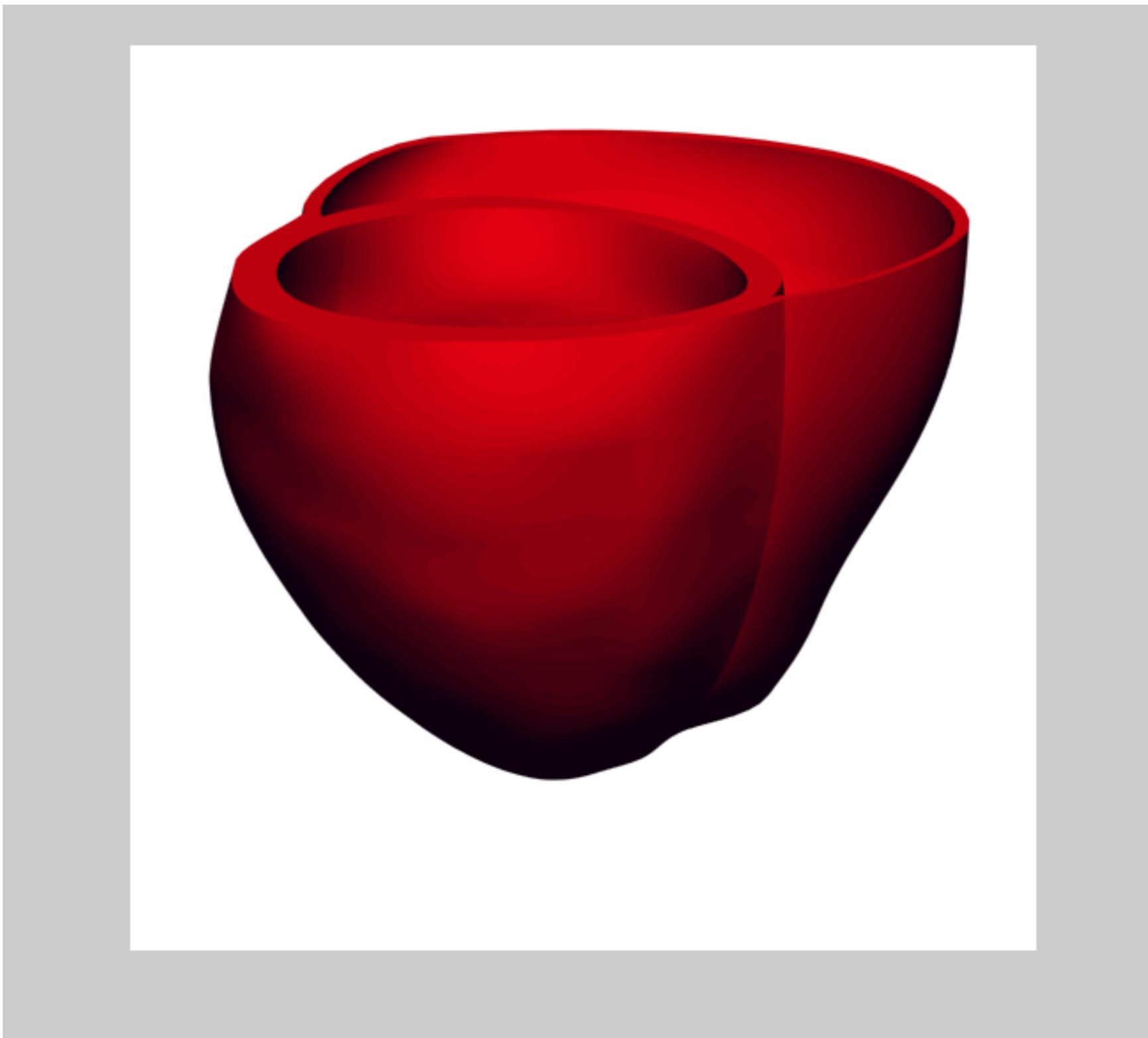
### Emulator Example



### Implausibility

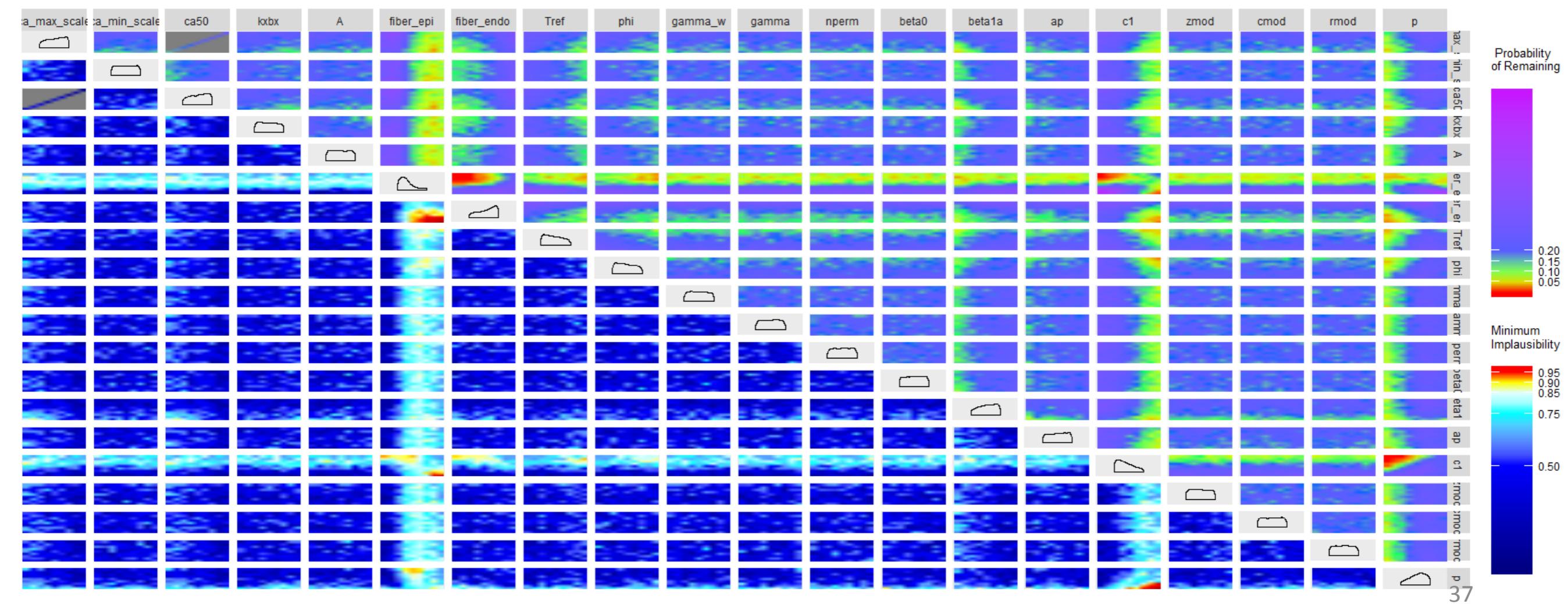


# A Cardiac Model

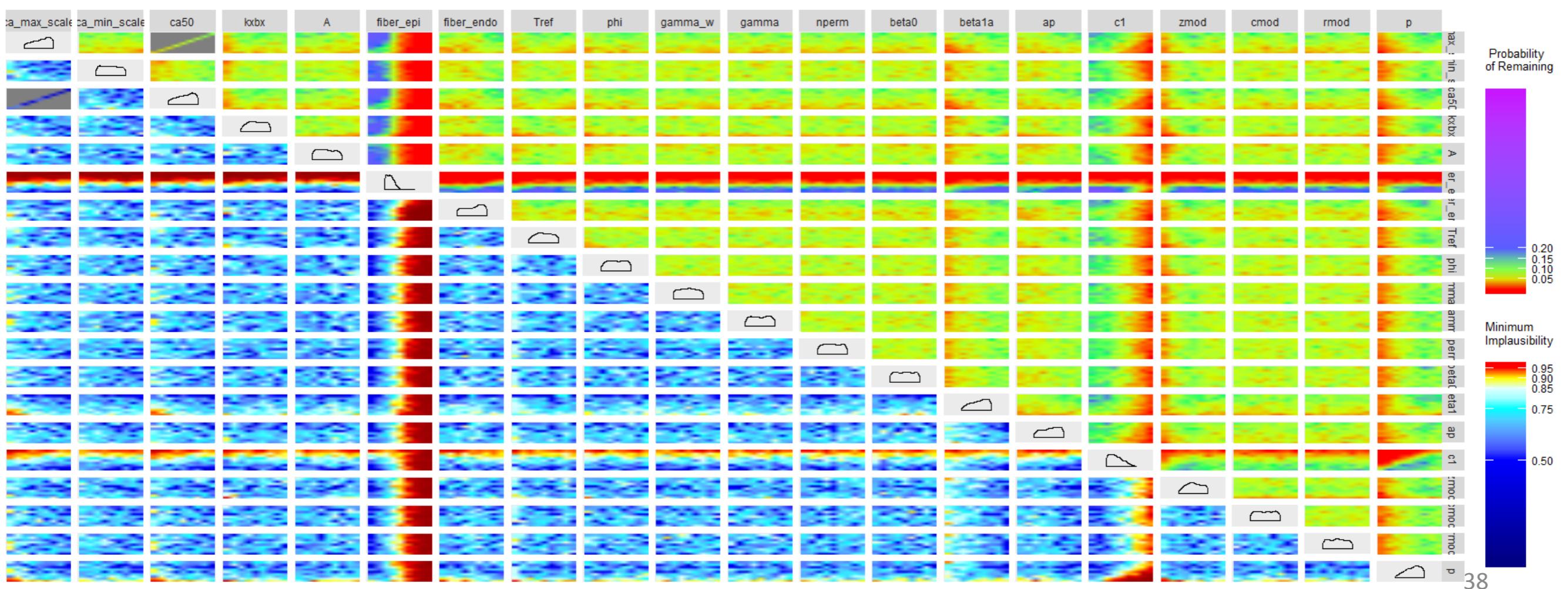


Thanks to Steve Neiderer, KCL/St Thomas

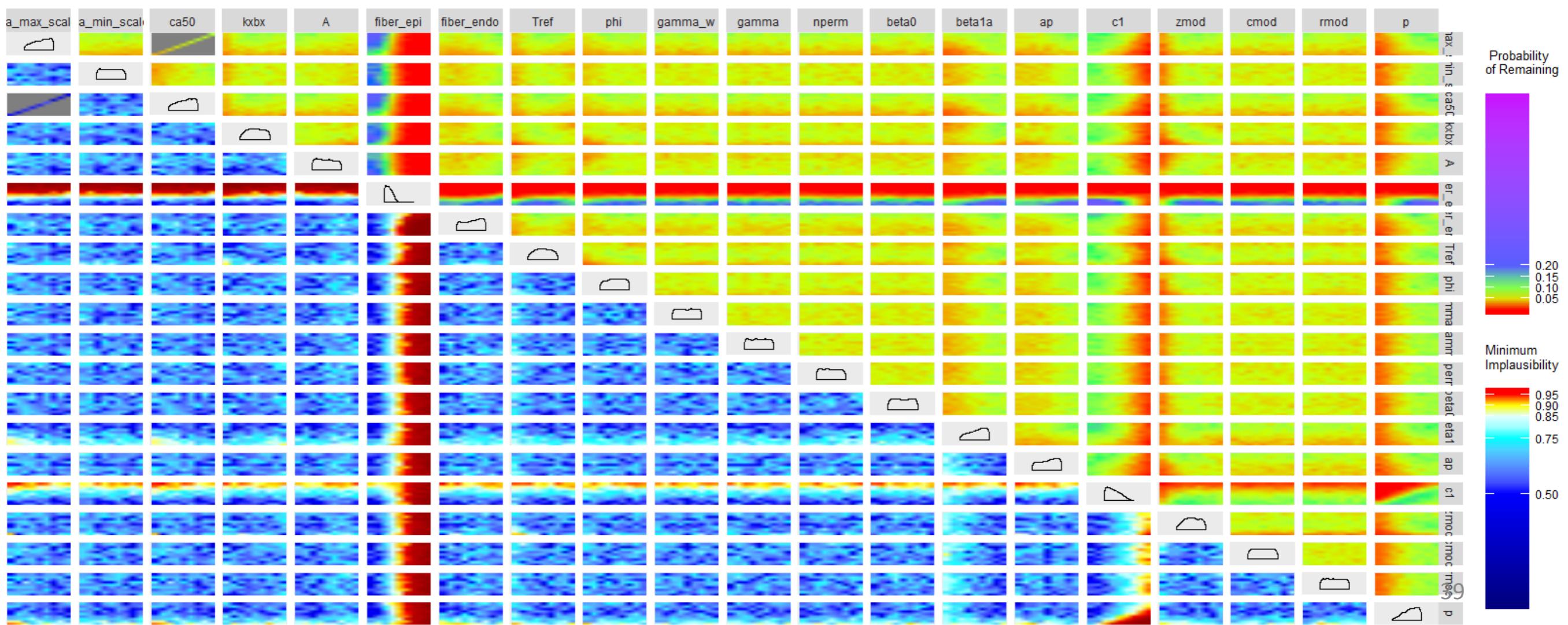
# Wave 1: 25% of the parameter space remains

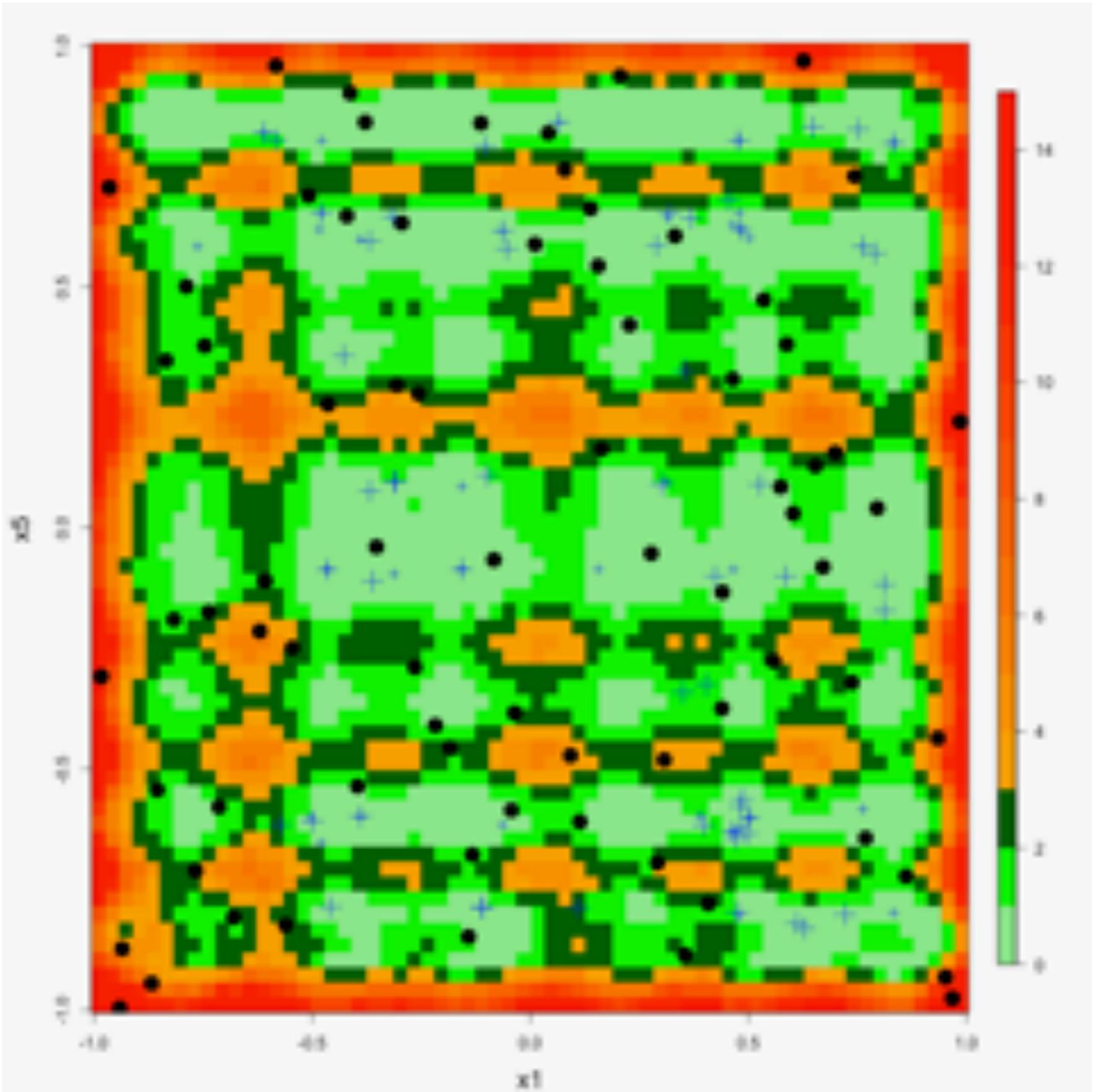


# Wave 2: 6% of the parameter space remains



# Wave 3: 5% of the parameter space remains





# History Matching

- Geometry of NROY
- Design for wave 2 +
- Geometric not probabilistic
- Bayes Linear
- Fast - pre-calibration
- Interaction between computer and real world experiments