Target $\mathcal{T}$: Generate acoustic metamaterials with bandgap(s) in 3-4 and 6-7 MHz frequency ranges

Step 1. Tracing down the tree to check s

Step 2. Getting intersection of relevant leaves

Step 3. Tracing up the tree

$\mathcal{L}_m(\mathbf{x}|\mathcal{T})$

Step 4. Averaging likelihood over all trees in random forest

$\mathcal{L}(\mathbf{x}|\mathcal{T})$

Final likelihood map

Step 5. Generating designs based on likelihood

Designs

Likelihood of meeting target

Target and actual bandgaps

Frequency (MHz)