



# Cost-aware Bayesian Optimization via the Pandora's Box Gittins Indices

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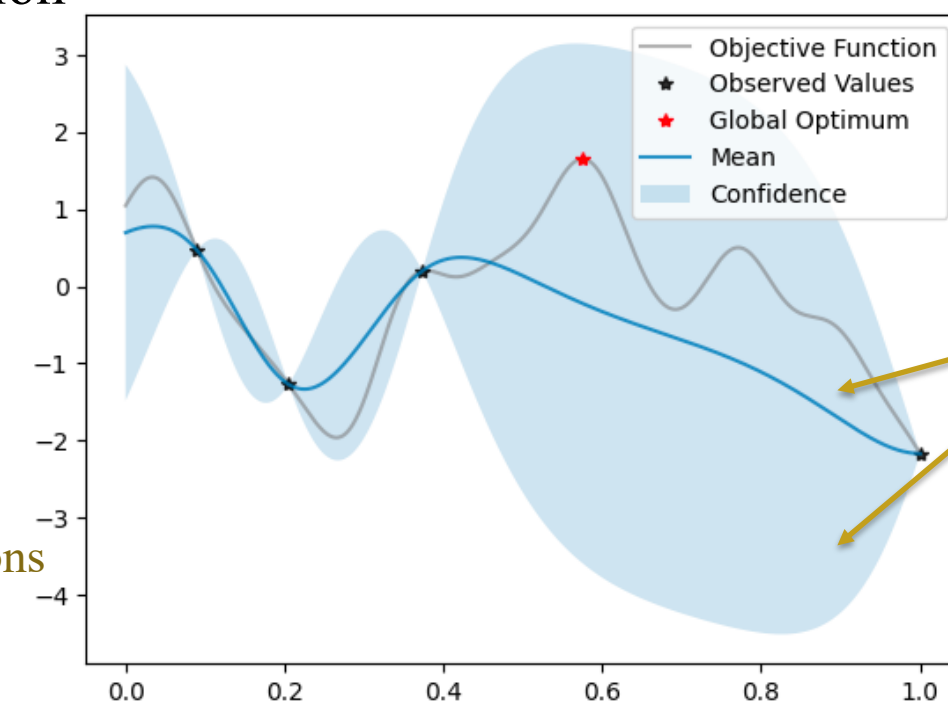
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## Introduction to Bayesian optimization

**Goal:** optimize **expensive-to-evaluate** black-box function  $f: \mathcal{X} \rightarrow \mathbb{R}$

An unknown random function  $f: \mathcal{X} \rightarrow \mathbb{R}$  drawn from a Gaussian process prior

Gaussian process: infinite-dimensional generalization of multivariate normal distributions



**Applications:**

Hyperparameter tuning  
Drug discovery  
Control design

$x$ : hyperparameter/configuration

mean: prediction  
variance: confidence/uncertainty

Trade-off between  
• exploitation (high mean) and  
• exploration (high uncertainty)

**Objective:** find global optimum  $x^* = \operatorname{argmax}_{x \in \mathcal{X}} f(x)$

**Decision:** evaluate a set of points

**Objective:** optimize best observed value at time  $T$   
 $\max_{\text{policy}} \mathbb{E} \max_{t=1,2,\dots,T} f(x_t)$

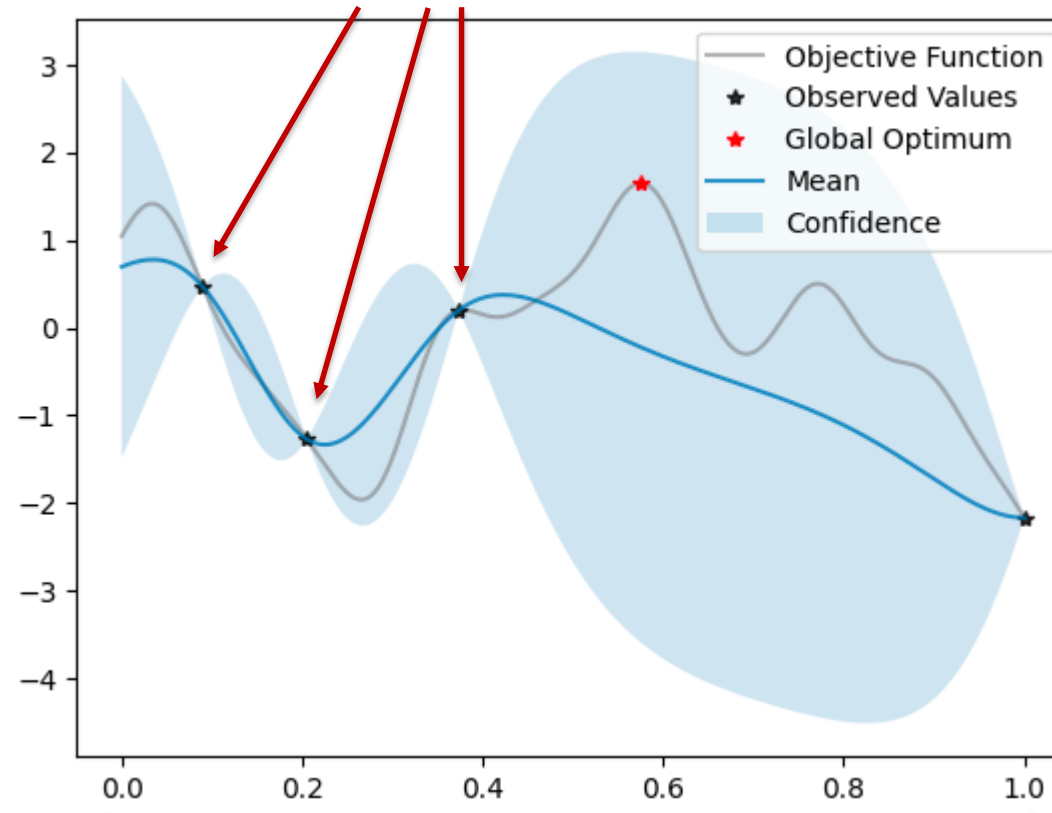
**Decision:** **adaptively** evaluate  $x_1, x_2, \dots, x_T \in \mathcal{X}$  given time budget  $T$

## Why is Bayesian optimization hard?

Hard budget constraint

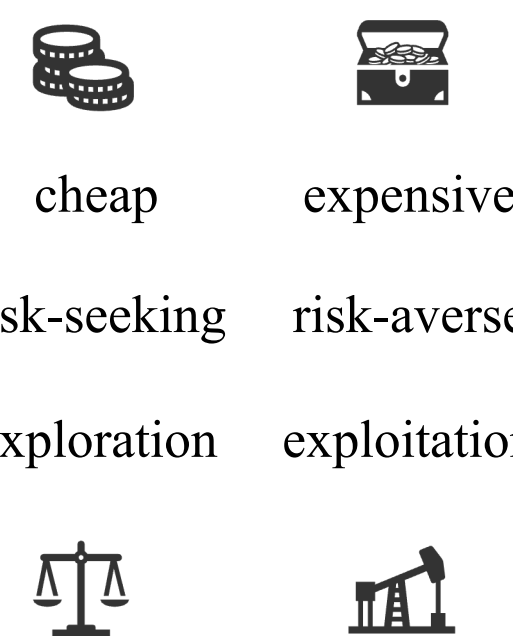
Correlated values

$t=1$   
 $t=2$   
 $t=3$   
 $t=4$   
 $\vdots$   
 $t=T$



Continuous search domain

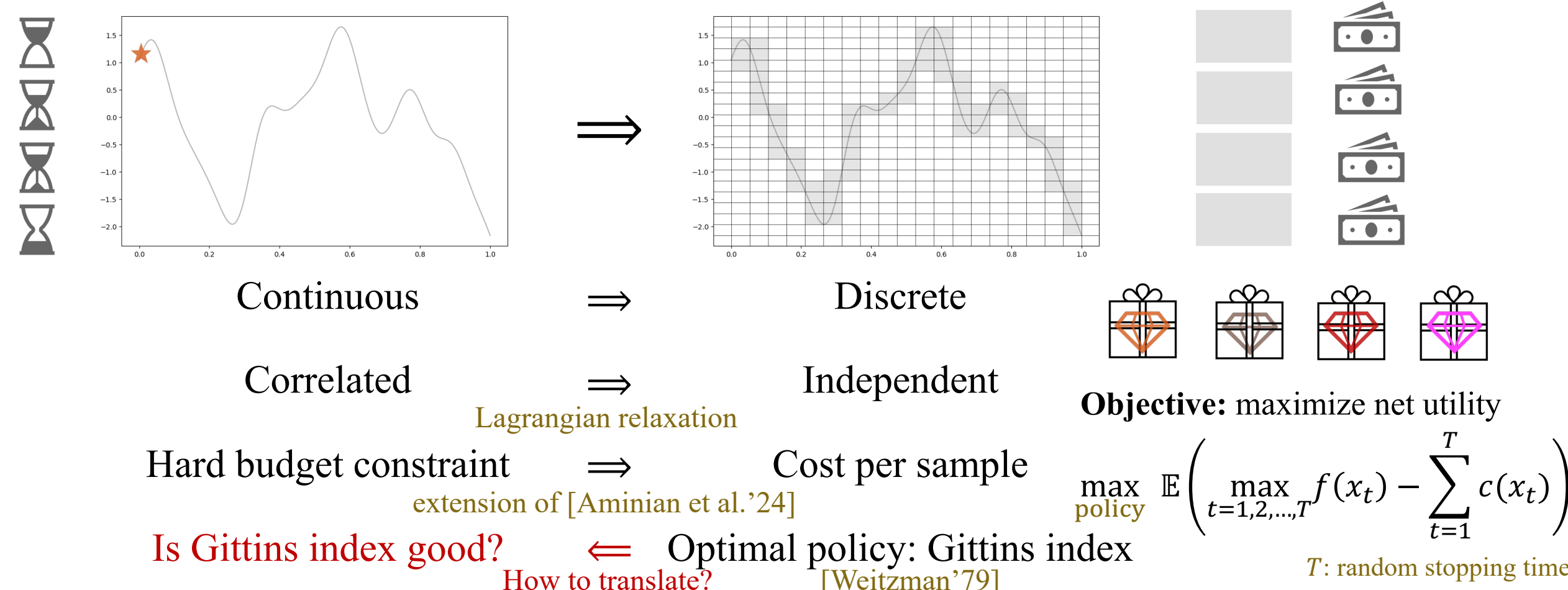
Evaluation **costs** handling



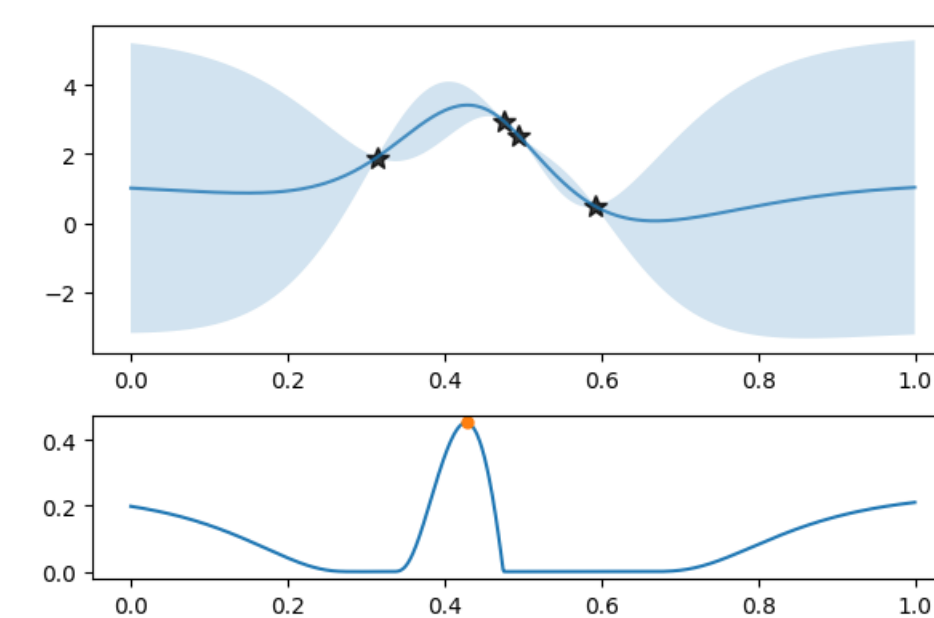
Optimal policy unknown!

## Connection with Pandora's box

special case of Markovian/Bayesian MAB



## One-step heuristics: EI vs PBGI

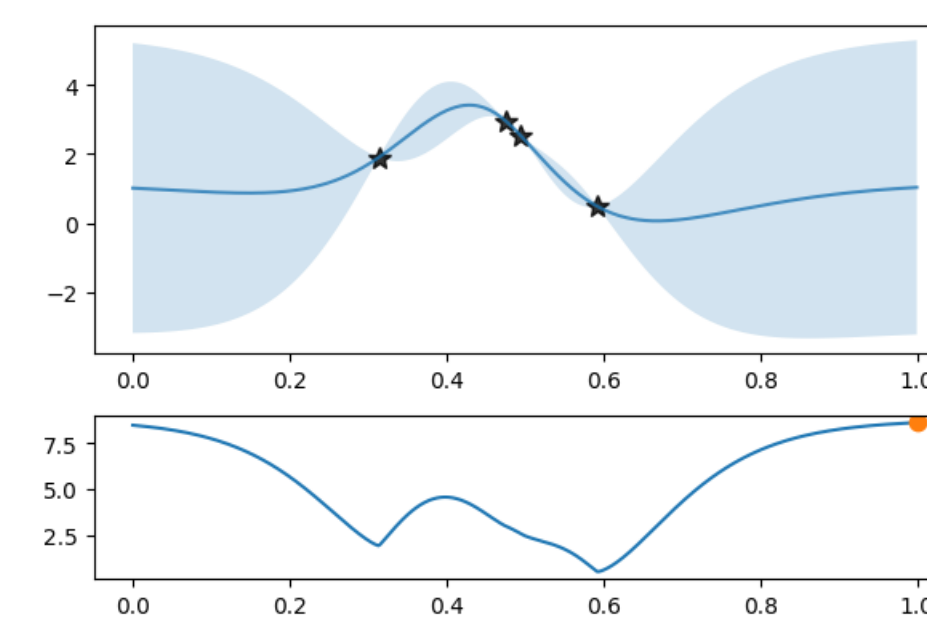


Expected improvement (EI)

$$EI_{f|D}(x; y) = \mathbb{E}[(f|D)(x) - y]^+ \quad \text{popular}$$

EI policy: evaluate  $\operatorname{argmax}_x EI_{f|D}(x; y_{\text{best}})$

$D$ : observed data,  $y_{\text{best}}$ : current best observed value



Pandora's box Gittins index (PBGI)

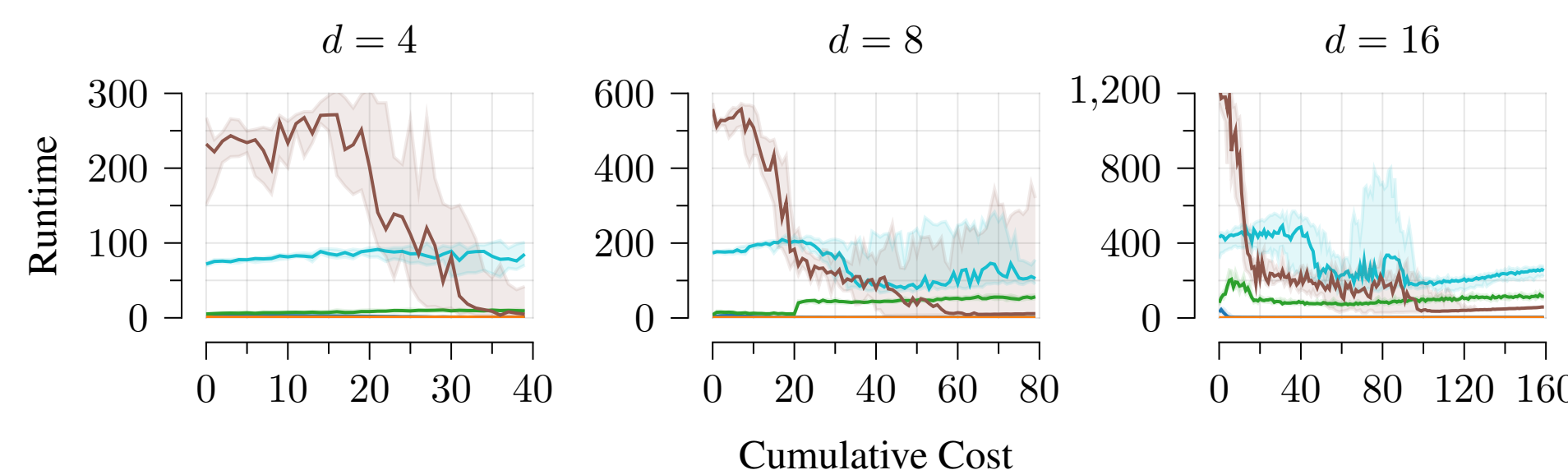
$$g(x): \text{solution to } EI_{f|D}(x; g(x)) = \lambda \quad \text{new}$$

PBGI policy: evaluate  $\operatorname{argmax}_x g(x)$

$\lambda$ : cost-per-sample (Lagrange multiplier)

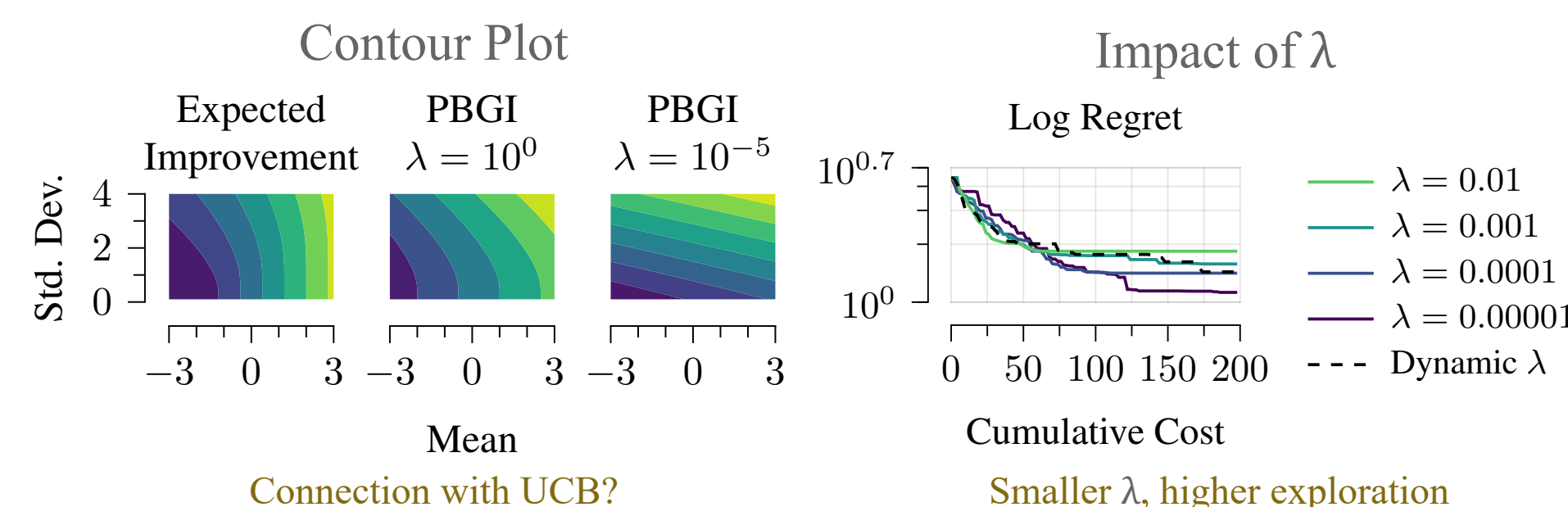
**Other acquisition functions:**

- Upper Confidence Bound (UCB)
- Thompson Sampling (TS)
- Predictive Entropy Search (unreliable)
- Knowledge Gradient (KG)
- Multi-step Lookahead EI (MSEI)



— EI — TS — KG — MSEI — PBGI

PBGI is easy to compute using bisection method!

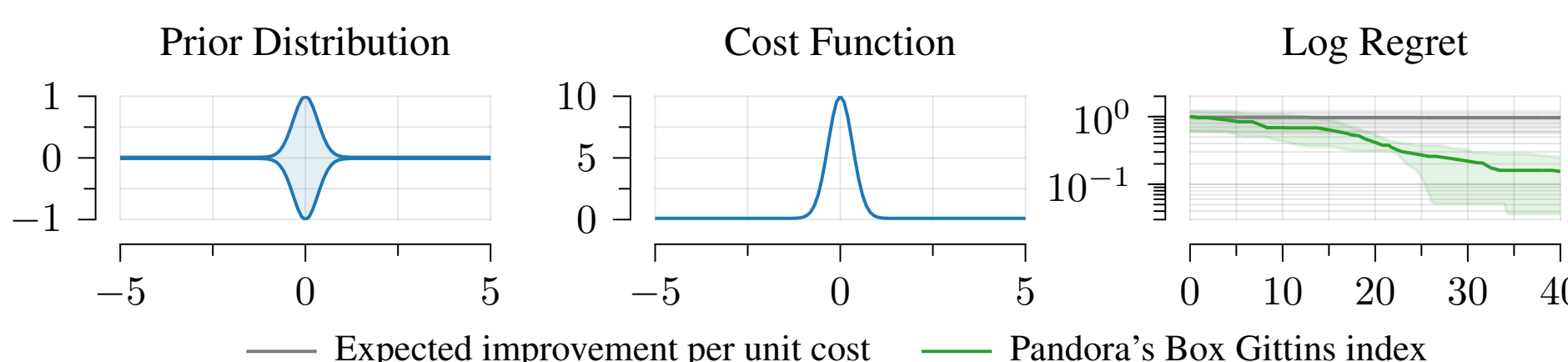


## Extension to heterogeneous costs

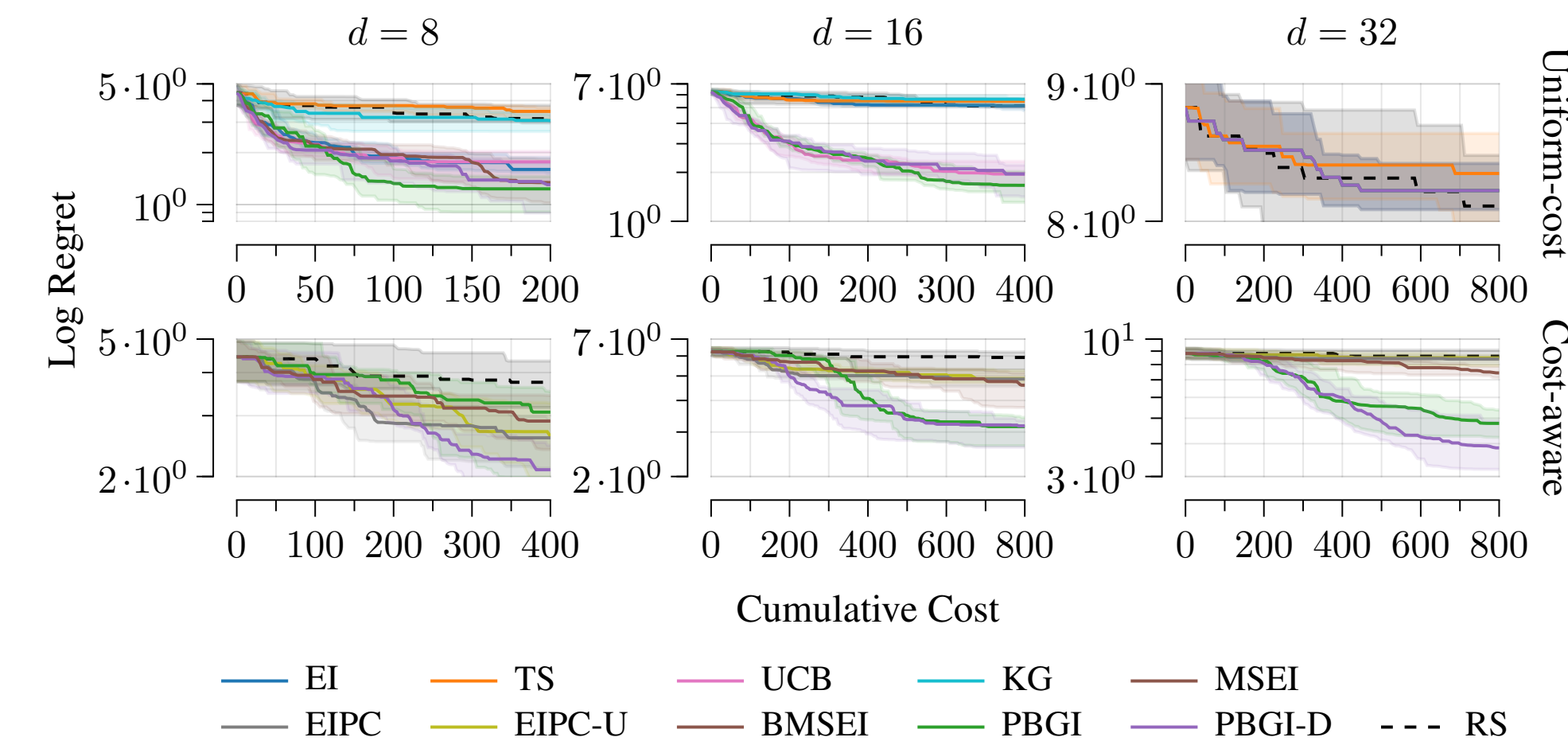
- Given cost function  $c: \mathcal{X} \rightarrow \mathbb{R}^+$  and budget  $B$
- Replace  $\lambda$  with  $\lambda c(x)$  to compute  $g(x)$  as PBGI

**Baselines:**

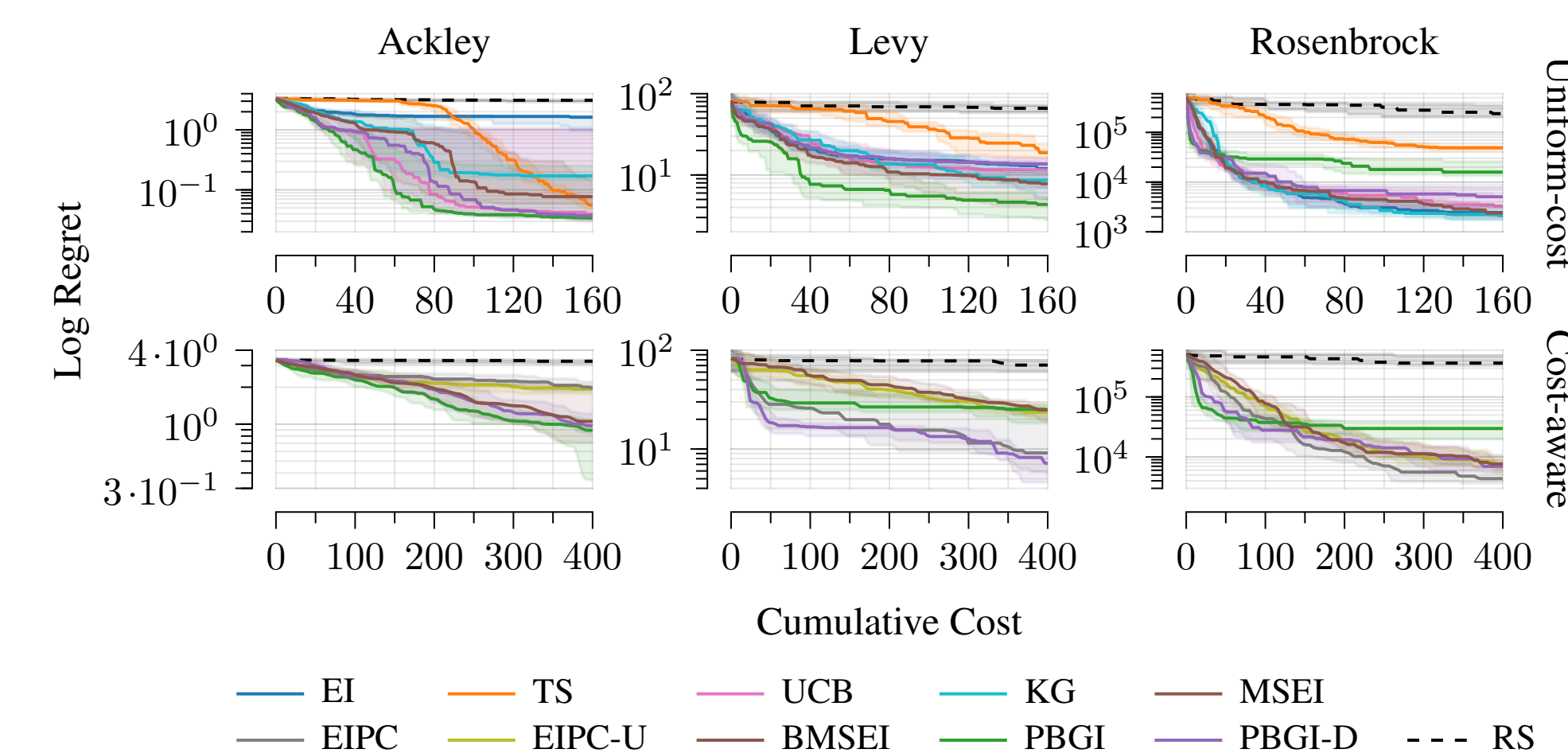
- EI Per Unit Cost (EIPC)
- Budgeted MSEI (BMSEI)



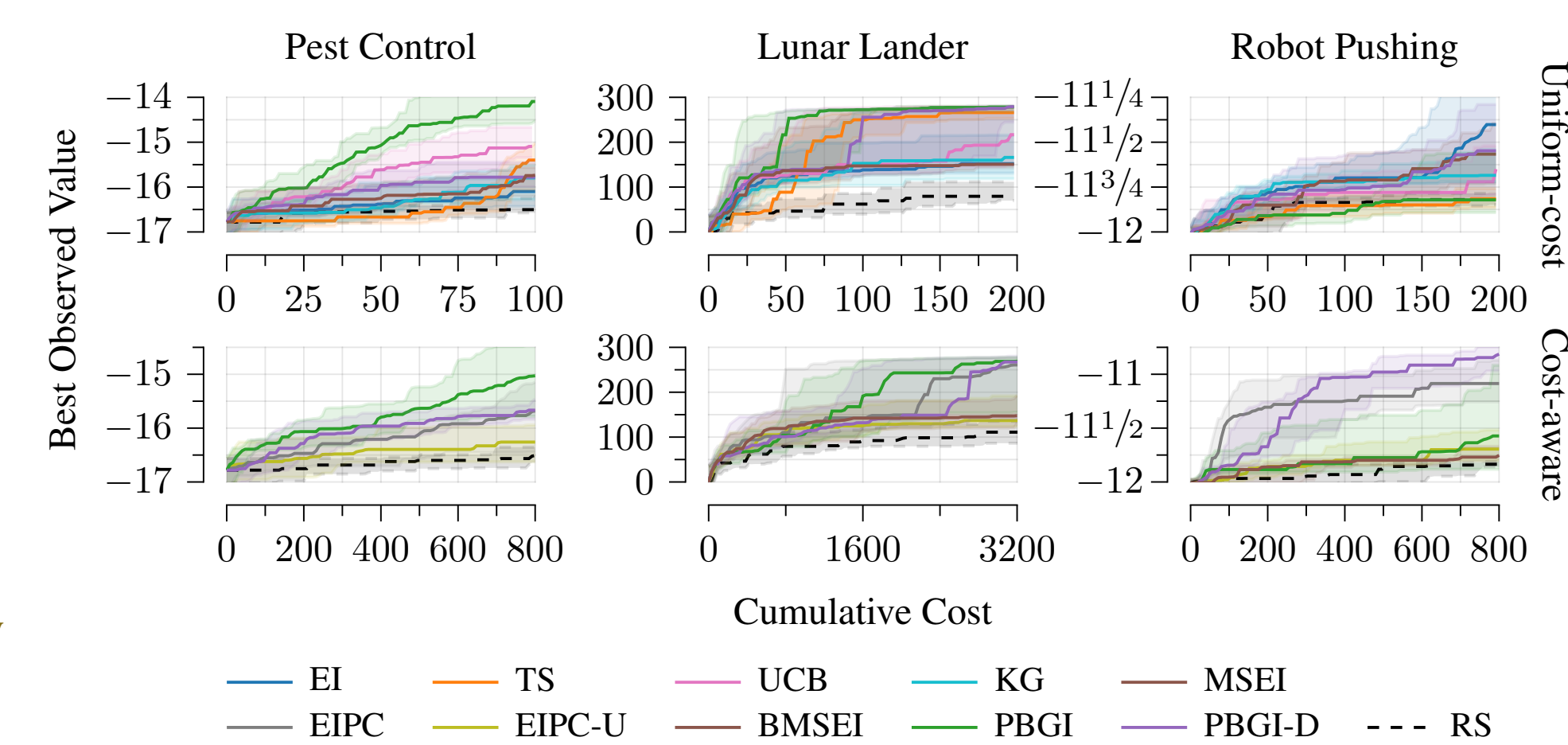
## Experiment: Bayesian regret



## Experiment: synthetic benchmark



## Experiment: empirical



## Future work

Extension to complex BO (freeze-thaw, multi-fidelity, function network, etc.) via Gittins variants ("golf" Markovian MAB, optional inspection, etc.)