Lecture 19: Contextual Bandits and ML Agents

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Definitions:

- **Objective:** overall goal that we aim to achieve. Not available during or immediately after experiment.
- **Reward:** the measure of success available at the end of experiment
- Value: expected reward. Difference between reward and value is a feedback signal for multiple types of active learning
- Action: how can ML agent interact with the system
- State: information about the system available to ML agent
- **Policy:** rulebook that defines actions given the observed state

Agriculture



Agriculture



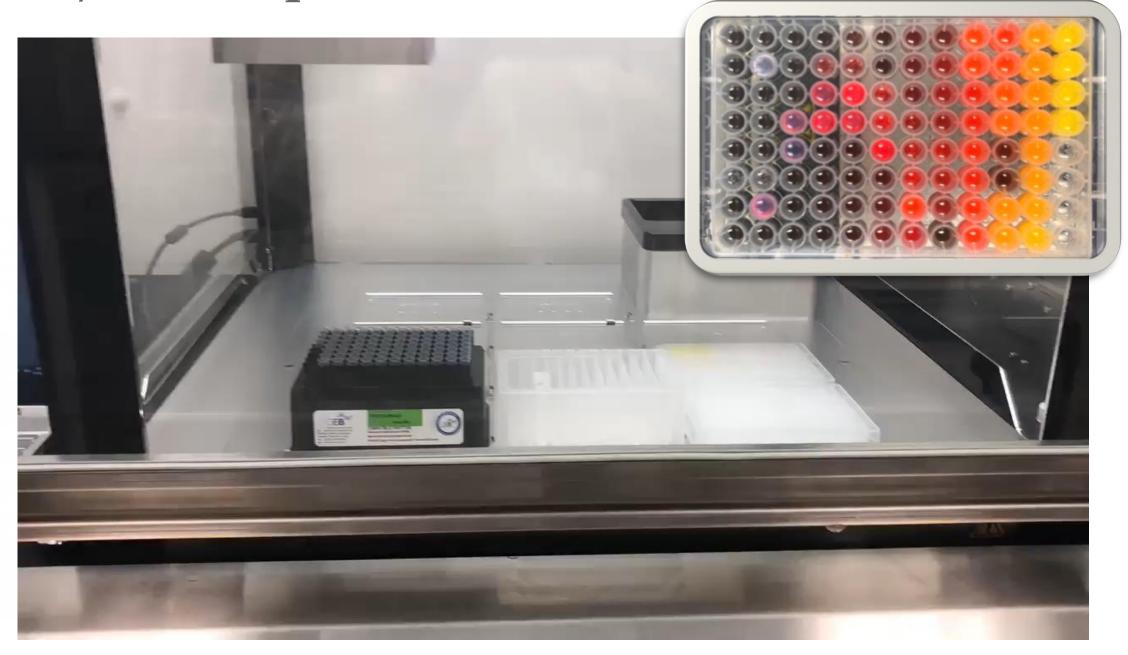
Winemaking



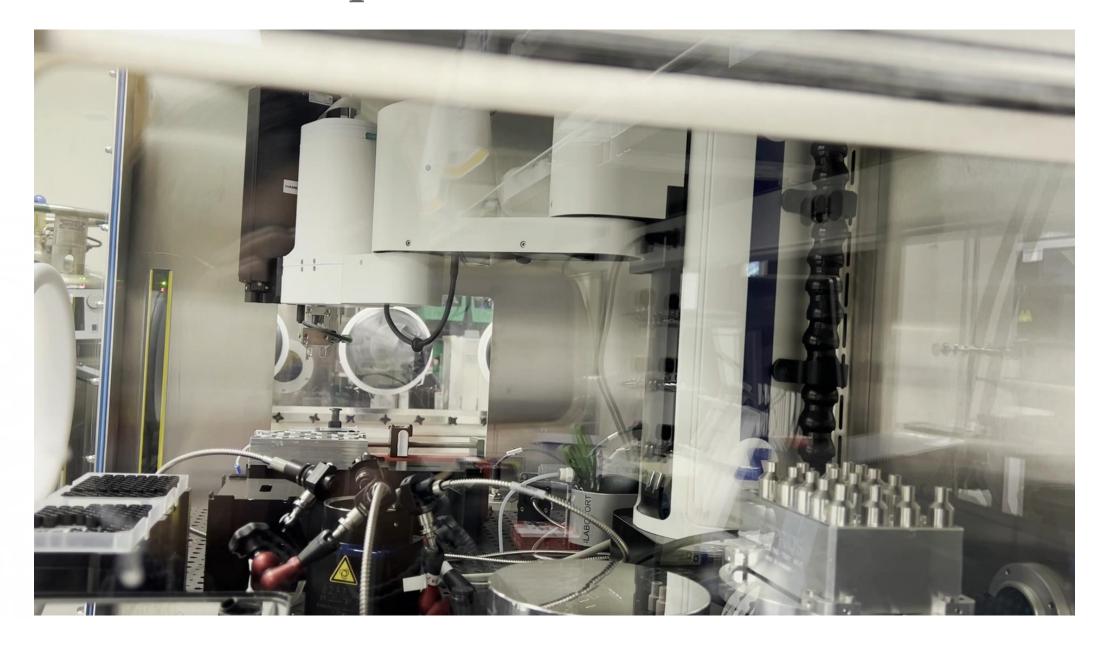
Manufacturing



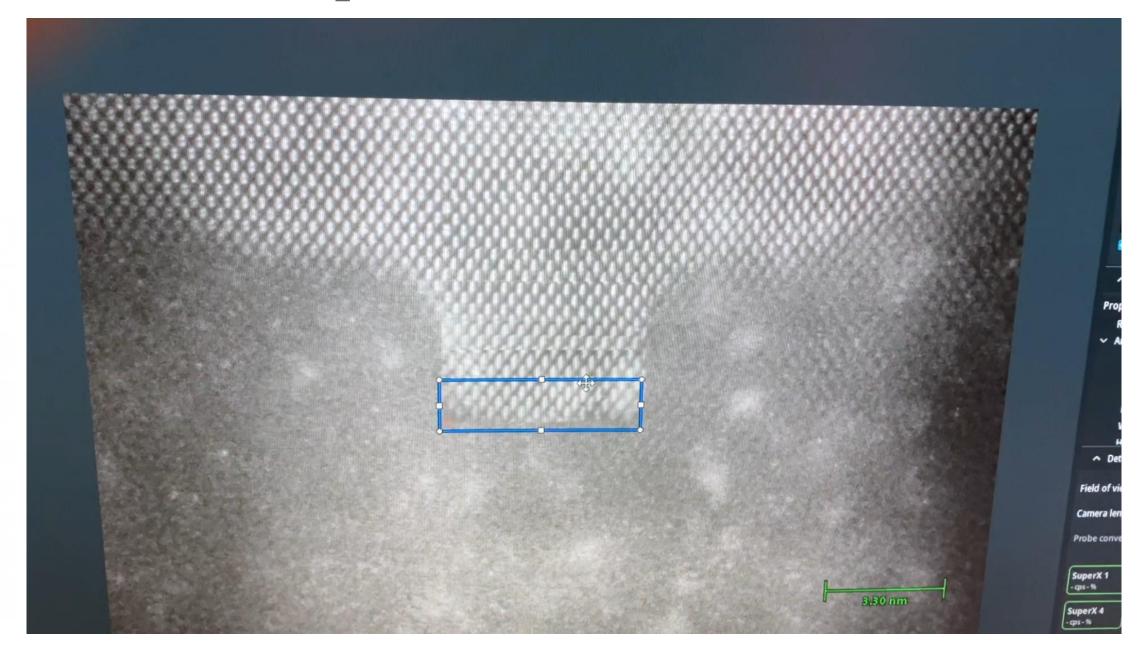
ML/AI in experimental materials research



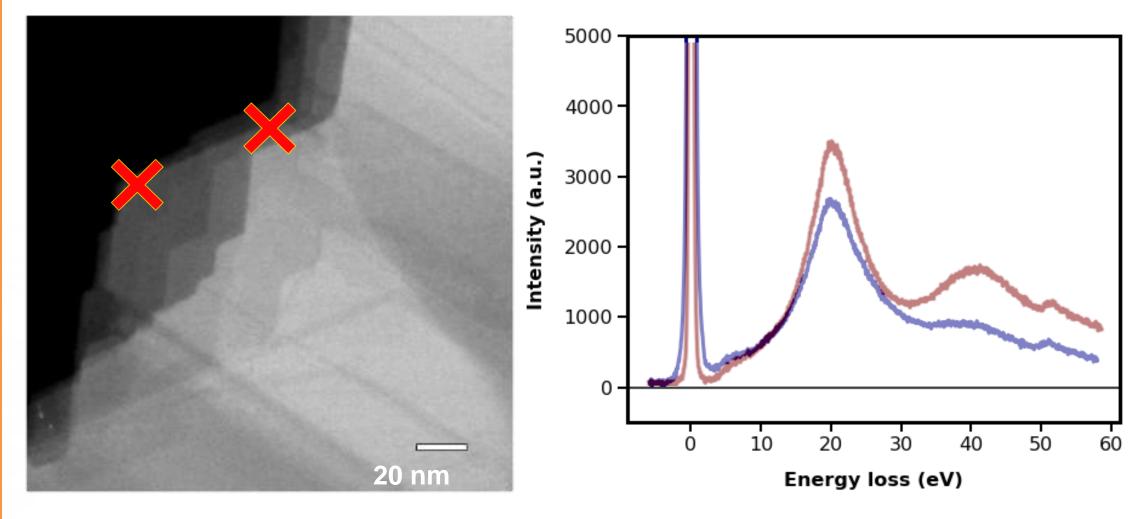
Automated Experiment At UT Knoxville



Automated Experiment At UT Knoxville



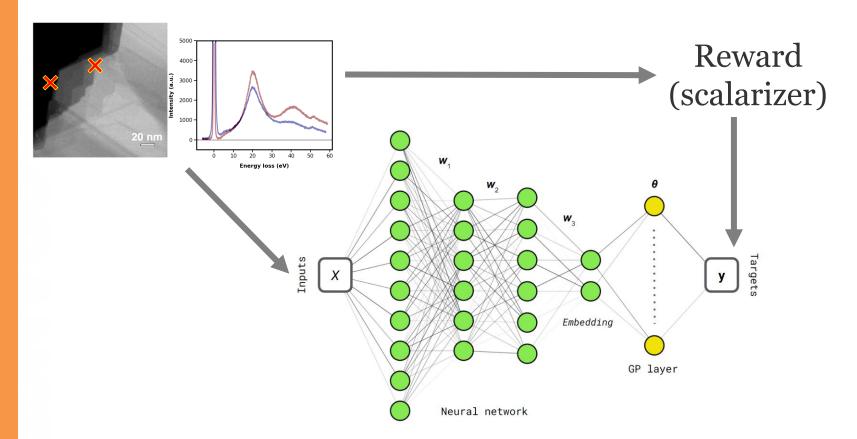
From Static to Active Learning



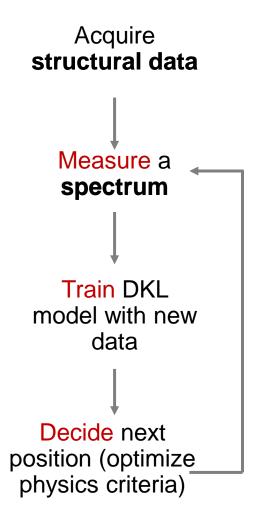
- 1. What if we have full access to structural information
- 2. And want to choose locations for (EELS, 4D STEM, CL, EDX) measurements
- 3. So as to **learn** relationship between structure and spectrum fastest
- 4. Or discover which microstructural elements give rise to specific desired spectral features?

Deep Kernel Learning

- All image patches are available in the beginning of the experiment
- We measure spectra one by one
- And are interested in some specific aspect of spectra
- We aim to learn the relationship between structure and this aspect

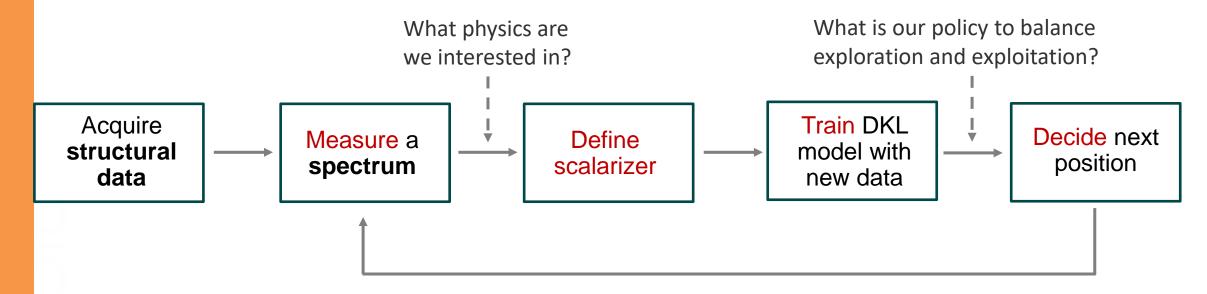


Specify physics criteria



Allows navigation of the system to search for physics

Deep Kernel Learning based BO



Key concepts:

- **Scalarizer:** (any) function that transforms spectrum into measure of interest. Can be integration over interval, parameters of a peak fit, ration of peaks, or more complex analysis
- Experimental trace: collection of image patches and associated spectra acquired during experiment. Note that we collect spectra, not only scalarizers