# Surrogate Optimization: Space-Filling Designs

BIOE 498/598 PJ

Spring 2021

## From local to global optimization

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- ▶ **Global optimization** searches the entire design region.

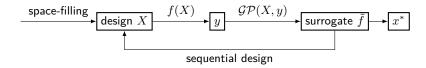
Method	Search	# of samples	Sampling
Steepest Ascent/RSM	local	10-100's	very expensive, noisy
Surrogate Optimization	global	100-1000's	moderately expensive
Reinforcement Learning	global	10,000+	very inexpensive

### Surrogate Optimization

- ▶ Assume we are trying to optimize a function *f* that is **expensive** to evaluate.
- ▶ Instead, we use evaluations of f to build a surrogate model  $\tilde{f}$  that is **cheap** to evaluate.
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# Why use surrogates?

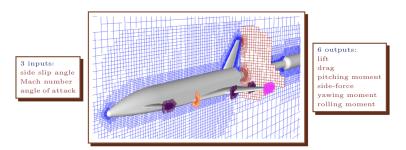


FIGURE 2.1: Drawing of the LGBB computational fluid dynamics computer model simulation. Adapted from Rogers et al. (2003); used with permission from the authors.

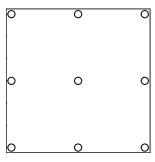
#### Surrogate optimization by many names

- Computer experiments, emulation, or metamodeling based on historical usage.
- **Kriging** from geostatistics (refers to prediction with GPR).
- ▶ Nonparametric Bayesian optimization to impress your manager.
- ▶ **Sequential design** in the DOE field.
- ► Active learning in the ML field.

#### Today: Space-Filling Designs

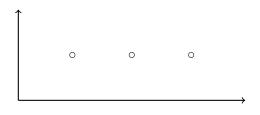
- ▶ Global optimization requires data from every part of the design space.
- We want to cover as much of the space as possible with the fewest number of points.
- Space-Filling Designs spread samples over a multidimensional space [0, 1]<sup>k</sup>.
  - Other design spaces can be rescaled to match this hypercube.
- Later we will use the surrogate to *intelligently* augment the initial design.

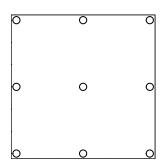
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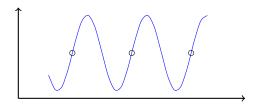
1. Regular spacing can alias patterns in the response surface.

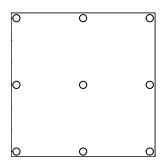




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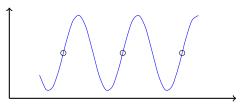
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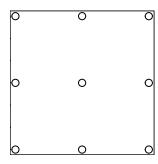


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Regular designs have poor projection spacing. This is a problem because of effect sparsity!

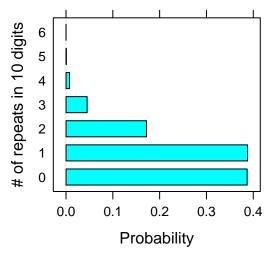


#### Why not random locations?

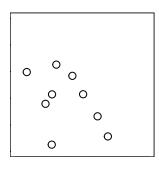
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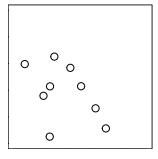
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#### We need a Space-Filling Design that

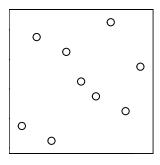
- 1. Places points semi-randomly to avoid aliasing
- 2. Avoids "clumps" of points
- 3. Projects well onto lower dimensions



# Latin Hypercube Designs

A Latin Hypercube Design (LHD) is a semi-random design that guarantees uniform projection.

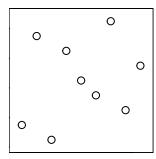
- Each dimension is divided into n intervals.
- Points are placed randomly, but only one point is allowed in each interval along each dimension.
- ▶ Points can be placed in the center or a random position in each "square".
- ► LHDs are like a simplified Sudoku puzzle!

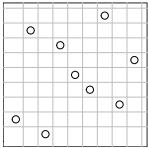


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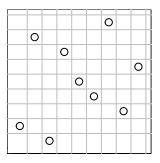




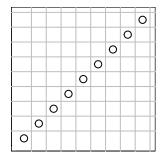
# Building a LHD

- 1. The interval along the first dimension is simply  $1\dots n$ ; there is no need to randomize.
- 2. For each subsequent dimension, select a random permutation of  $\{1\dots n\}$

$\overline{x_1}$	$x_2$
1	2
2	8
3	1
4	7
5	5
6	4
7	9
8	3
9	6

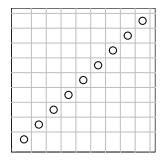


# Beware of randomness (again)

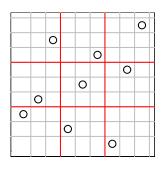


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One alternative is an Orthogonal Array LHD.

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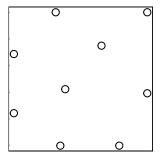
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Computationally, we begin with a random set of n points and iteratively move points until a local optimum is found.

## The maximin package

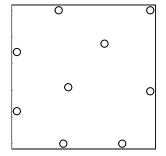
The maximin package creates sequential space-filling designs.

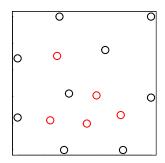


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#### Summary

- Surrogate optimization begins with a space-filling design.
- ► Grid and random designs are not good.
- LHD and Maximin designs spread points globally and project well to lower dimensions.
- ▶ **Next time:** Building a surrogate model from an initial space-filling design.