

# Bayesian optimisation of approximateness in the trade-off between statistical and computational efficiency

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# Introduction

- ▶ Since advent of computers, complex new statistical methods have been developed
- ▶ Many of these methods are slow or even intractable on current computers
- ▶ “Big data” is a trend that exacerbates this problem
- ▶ Experts make decisions about when to use approximations
- ▶ This should be automated

# Introduction

- ▶ Runtime considerations not traditionally in the focus of statistical research
- ▶ Different perspectives on data:
  - ▶ **Statistics**: more data is better, allows higher confidence in results
  - ▶ **Computer science**: data is a workload to be completed

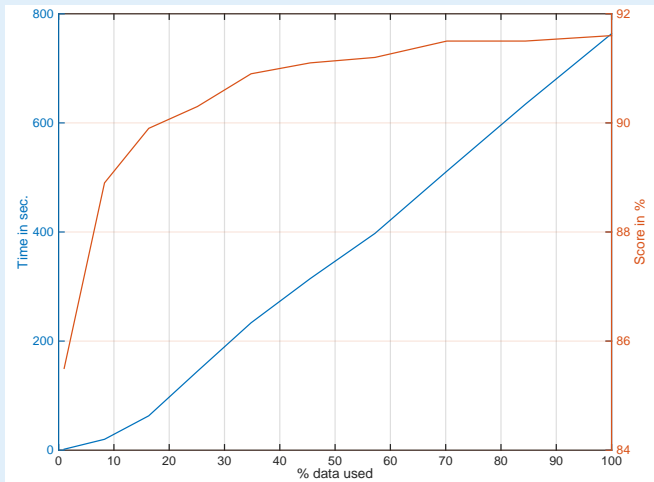
# Introduction

- ▶ Many different possible goals when adding runtime considerations
- ▶ Anytime algorithm
- ▶ Contract algorithm
- ▶ Accuracy fixed
- ▶ ...

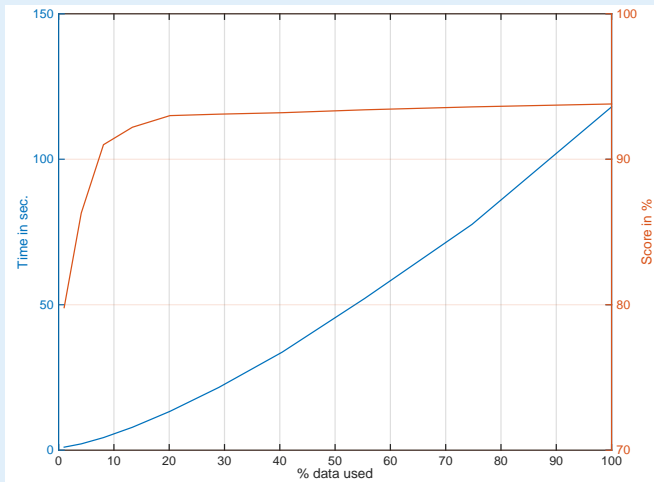
# Approximation parameters

- ▶ Approximation parameters to learning algorithm control degree of approximateness
- ▶ Functions from approximation parameters to runtime and predictive accuracy
- ▶ Model of these functions

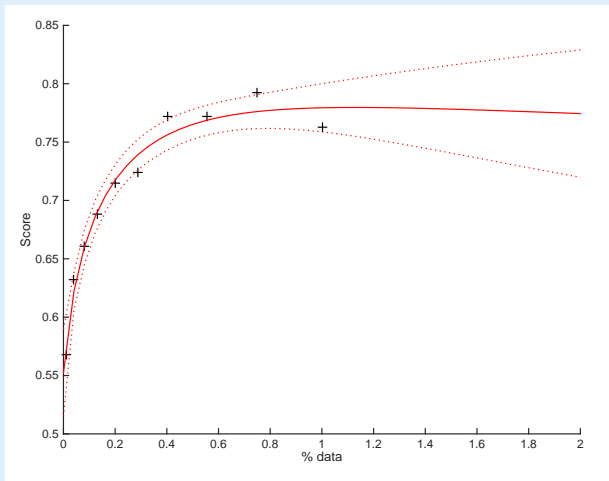
# Logistic regression/MNIST



# Random forest/Synthetic data



# Modelling performance



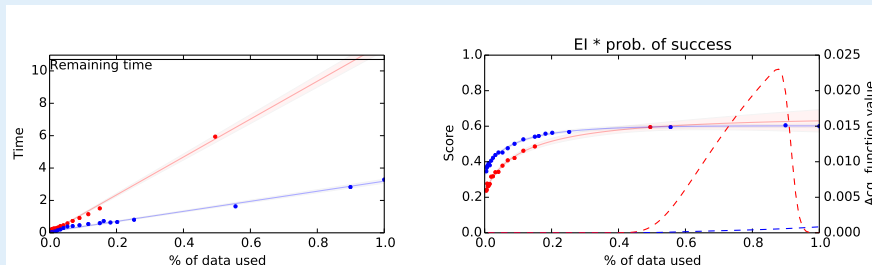


# Optimisation

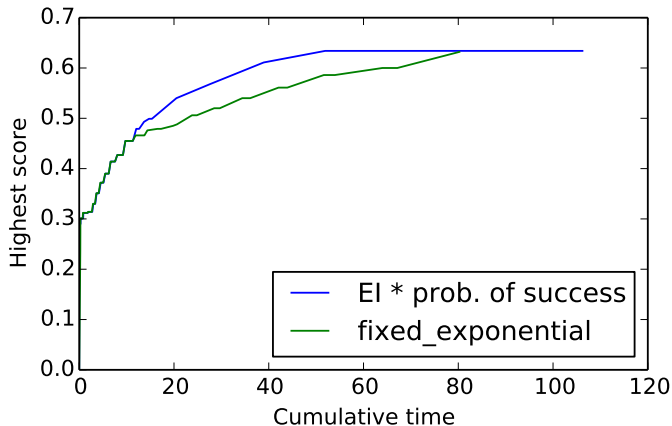
- ▶ Finding approximateness trade-off is an optimisation problem
- ▶ Function potentially very costly to evaluate
- ▶ Natural candidate: Bayesian optimisation
  - ▶ Efficient in number of evaluations
  - ▶ Making decisions comparatively costly
- ▶ Expected improvement: balancing exploration & exploitation
- ▶ Modified to take runtime into account leading to a set of heuristics

# Anytime heuristic

- Expected improvement · probability of finishing in time

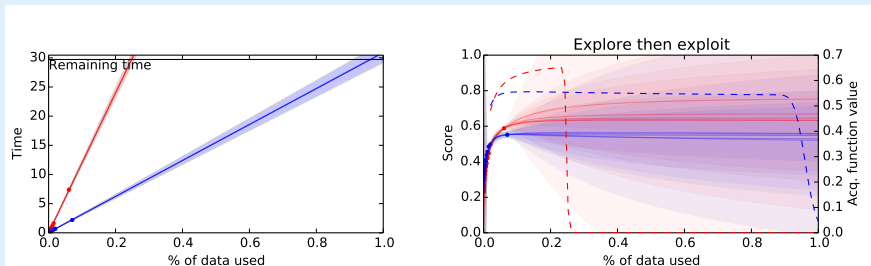


# Anytime heuristic



# Contract heuristic

- One time budget to explore, one to exploit



# Conclusion

- ▶ Approximation parameters to learning algorithms
- ▶ Modelling algorithm performance with Gaussian processes
- ▶ Bayesian optimisation of approximation function
- ▶ Heuristics for anytime/contract style algorithms

# Questions

Questions?