

# Introduction to Gaussian Processes (GPs): Motivation, Basics, and Applications

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# Outline

1 Motivation

2 The Basics of GPs

3 Applications

# Outline

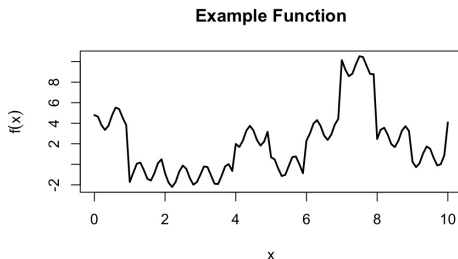
## 1 Motivation

## 2 The Basics of GPs

## 3 Applications

# Example Function

Suppose we want to find the maximum value of this function,  $f(x)$  for  $0 < x < 10$ :



This is easy, because we have a graph of the function, and we can see that the maximum happens right around when  $x = 7.6$ .

# If only it was that easy...

- How did we obtain a plot of that earlier function? We obtain the graph of  $f(x)$  by sampling in a dense grid for  $0 < x < 10$ .
  - $f(x)$  doesn't take too long to run for a single point, so using a dense grid doesn't take that long, either.
  - What do we do if it takes a whole day to obtain a value of  $f(x)$  for a *single*  $x$ ?
- If we know what the equation of  $f(x)$  looks like (ex.  $f(x) = x^3$ ), then we can often use calculus to obtain a maximum.
  - This becomes impractical quickly if the equation is nasty, or we are in a multivariate case.
- We need a way to find the maximum of the function without an equation of  $f(x)$ , and that only requires a small number of times we query  $f(x)$ ...

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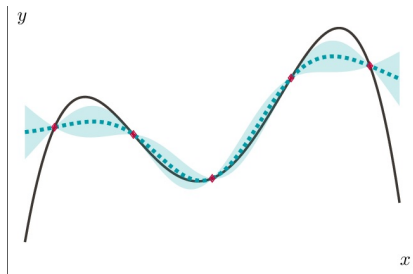
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# What is a Gaussian Process (GP)?

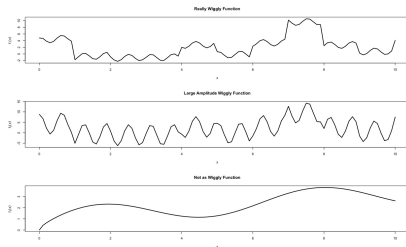
- Main idea: Given a function  $f(x)$ , we create approximate functions that try and look like  $f(x)$ !
  - **Surrogate:** An “approximate” function.
  - We sample the value of the function at certain points, and use that to construct a surrogate model



**Figure:** A surrogate (blue line) that approximates the actual function (black line) (image source)

# What is a Gaussian Process (GP)?

- Main idea: Given a function  $f(x)$ , we create approximate functions that try and look like  $f(x)$ !
- The estimated function attempts to capture:
  - Frequency (how “wiggly” the function looks)
  - Amplitude (how big the “wiggles” are)



**Figure:** Several types of functions



# What is a Gaussian Process (GP)?

- Main idea: Given a function  $f(x)$ , we create approximate functions that try and look like  $f(x)$ !
  - **Surrogate:** An “approximate” function.
  - We sample the value of the function at certain points, and use that to construct a surrogate model
- The estimated function attempts to capture:
  - Frequency (how “wiggly” the function looks)
  - Amplitude (how big the “wiggles” are)
- We assume the equation of the function follows some sort of structure, with hyperparameters that the surrogate estimates.
- **Hyperparameters:**
  - $\tau$ : Controls scale (amplitude)
  - $\theta$  (Lengthscale): Controls the wiggleness (frequency)

# Advantages

- Speed
  - It can be much faster to find values of the estimated function, than the actual function.
- Flexibility
  - GPs can work quite well, even if the actual function is not friendly.
  - GPs extend quite naturally past univariate cases.

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1 Motivation

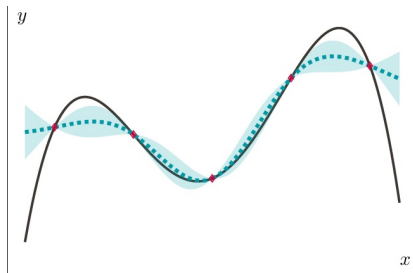
2 The Basics of GPs

**3 Applications**

# Optimization

**Idea:** What if we want to find the maximum of a function?

- GPs are faster, so it's easier to optimize over the surrogate model!



**Figure:** A surrogate (blue line) that approximates the actual function (black line). Also shown are uncertainty bands (blue region).

# Optimization

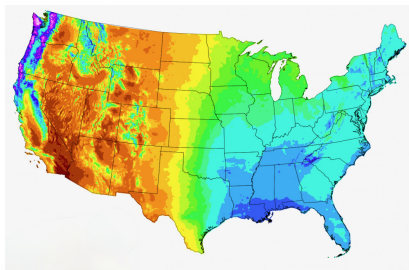
**Idea:** What if we want to find the maximum of a function?

- GPs are faster, so it's easier to optimize over the surrogate model!
- Sequential methods add on samples to an existing sample set to find the maximum.
  - Where to sample next depends on the user.
    - One could sample at point with most uncertainty, or sample where surrogate's maximum is, etc.

# Environmental Statistics

**Note:** *The author is not an expert on environmental statistics*

- Ex. Rainfall in US

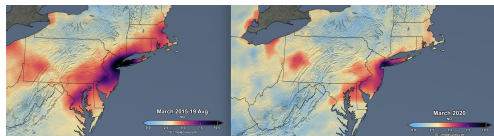


**Figure:** Precipitation map of the United states (image source).

# Environmental Statistics

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- Ex. Rainfall in US
- Ex. Pollution over time



**Figure:** Pollution map of New England at two time points (image source).

# Environmental Statistics

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- Ex. Rainfall in US
- Ex. Pollution over time
- Ex. Whale populations around the world

