Design of Experiments and Sensitivity analysis Course and practical application

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OpenMOLE

- Introduction
- 2 Basic experiments
- OE Samplings
- Sensitivity analysis
- 5 Application in OpenMOLE
- 6 Practical application

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- Interactive model exploration by hand and the need for preliminary experiments The Design of Experiments as the definition of tasks to extract information from the simulation model Example: NetLogo behavior space: basic grid DOE Sensitivity analysis as an advanced DOE
- *Remark 1: terminology strongly depends on disciplines and practices*
- *Remark 2: these are generally **preliminary experiments** to prepare more elaborated, question-related, experiments*

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- *Provide explicitly sampling points on which the model (or its replication task) will be run: notion of **direct sampling** in OpenMOLE (corresponds to DOE in the literature)*
- full samplings elaborated sampling for high dimensions given a low computational budget (**the curse of dimensionality**)

All factors have nominal values and a discrete variation set, in which each is varied while others remaining fixed

- *when model is slow or computational budget highly limited* -
- *does not capture interaction between parameters, and highly dependent on nominal values* *seen as a bad practice* BUT
- *useful for models taking significant time, and prone to thematic interpretation*
- *Example where One-At-a-Time fails*

Ensemble product of discrete variation ranges for factors (usually a regular grid but not necessarily)

quickly limited by the curse of dimensionality - in practice still powerful with a quick model and a low number of parameters
naive approach, i.e. done by many "simulation-newcomers" such as economics or some parts of physics

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Computational limitations ⇒ need specific methods to efficiently sample the parameter space The field of Design of Experiments has proposed different methods for numerical experiments given limited computational resources Examples: Sobol sequence (quicker convergence of integral estimation), Latin Hypercube Sampling, Orthogonal sampling

$$|x|||||\ |:-:|:-:|:-:|:-:|\ ||x||||\ ||||x|\ ||||x||\ |||x||$$

Latin cube: one point in each row and column; hypercube generalization in any dimension

Quasi-random sequences with low discrepancy (also Halton sequences e.g.) Estimate integral in 1/N instead of $1/\sqrt{N}$ with random sampling Constructed recursively (using bit representations).

TODO illustration in 2D

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How to summarize model sensitivity and isolate principal factors ?

Examples: Morris and Saltelli methods

Idea : Sample trajectories in the parameter space in a One-At-a-Time manner. Screening method isolating *elementary effects*

[Saltelli et al., 2004]

- isolate local effects of factors - more efficient than point sampling to get individual effects - useful as a first experiment to understand the relative influence of factors

[Campolongo et al., 2011] propose to extend the method with Sobol sequences

Estimation of relative and conditional variances

$$ST_i = \frac{E_{\mathbf{X} \sim i} \left[Var(Y | \mathbf{X} \sim i) \right]}{Var(Y)}$$

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```
val explo = DirectSampling( evaluation = model,
sampling = ... )
```

```
- One-factor sampling
         sampling = OneFactorSampling((x1 in (0.0 to 1.0 by
0.2)) nominal 0.5, (x2 in (0.0 to 1.0 by 0.2)) nominal
0.5)
- Grid sampling
sampling = (x1 \text{ in } (0.0 \text{ to } 1.0 \text{ by } 0.5)) \times (x2 \text{ in } (0.0 \text{ to } 1.0 \text{ by } 0.5)) \times (x2 \text{ in } (0.0 \text{ to } 1.0 \text{ by } 0.5)) \times (x2 \text{ in } (0.0 \text{ to } 1.0 \text{ by } 0.5)) \times (x2 \text{ in } (0.0 \text{ to } 1.0 \text{ by } 0.5)) \times (x2 \text{ in } (0.0 \text{ to } 1.0 \text{ by } 0.5)) \times (x2 \text{ in } (0.0 \text{ to } 1.0 \text{ by } 0.5)) \times (x2 \text{ in } (0.0 \text{ to } 1.0 \text{ by } 0.5)) \times (x2 \text{ in } (0.0 \text{ to } 1.0 \text{ by } 0.5)) \times (x2 \text{ in } (0.0 \text{ to } 1.0 \text{ by } 0.5)) \times (x2 \text{ in } (0.0 \text{ to } 1.0 \text{ by } 0.5)) \times (x2 \text{ in } (0.0 \text{ to } 1.0 \text{ by } 0.5)) \times (x2 \text{ in } (0.0 \text{ to } 1.0 \text{ by } 0.5)) \times (x2 \text{ in } (0.0 \text{ to } 1.0 \text{ by } 0.5)) \times (x2 \text{ in } (0.0 \text{ to } 1.0 \text{ by } 0.5)) \times (x2 \text{ in } (0.0 \text{ to } 1.0 \text{ by } 0.5)) \times (x2 \text{ in } (0.0 \text{ to } 1.0 \text{ by } 0.5)) \times (x2 \text{ in } (0.0 \text{ to } 1.0 \text{ by } 0.5)) \times (x2 \text{ in } (0.0 \text{ to } 1.0 \text{ by } 0.5)) \times (x2 \text{ in } (0.0 \text{ to } 1.0 \text{ by } 0.5)) \times (x2 \text{ in } (0.0 \text{ to } 1.0 \text{ by } 0.5)) \times (x2 \text{ in } (0.0 \text{ to } 1.0 \text{ by } 0.5)) \times (x2 \text{ in } (0.0 \text{ to } 1.0 \text{ by } 0.5)) \times (x2 \text{ in } (0.0 \text{ to } 1.0 \text{ by } 0.5)) \times (x2 \text{ in } (0.0 \text{ to } 1.0 \text{ by } 0.5)) \times (x2 \text{ in } (0.0 \text{ to } 1.0 \text{ by } 0.5)) \times (x2 \text{ in } (0.0 \text{ to } 1.0 \text{ by } 0.5)) \times (x2 \text{ in } (0.0 \text{ to } 1.0 \text{ by } 0.5)) \times (x2 \text{ in } (0.0 \text{ to } 1.0 \text{ by } 0.5)) \times (x2 \text{ in } (0.0 \text{ to } 1.0 \text{ by } 0.5)) \times (x2 \text{ in } (0.0 \text{ to } 1.0 \text{ by } 0.5)) \times (x2 \text{ in } (0.0 \text{ to } 1.0 \text{ by } 0.5)) \times (x2 \text{ in } (0.0 \text{ to } 1.0 \text{ by } 0.5)) \times (x2 \text{ in } (0.0 \text{ to } 1.0 \text{ by } 0.5)) \times (x2 \text{ in } (0.0 \text{ to } 1.0 \text{ by } 0.5)) \times (x2 \text{ in } (0.0 \text{ to } 1.0 \text{ by } 0.5)) \times (x2 \text{ in } (0.0 \text{ to } 1.0 \text{ by } 0.5)) \times (x2 \text{ in } (0.0 \text{ to } 1.0 \text{ by } 0.5)) \times (x2 \text{ in } (0.0 \text{ to } 1.0 \text{ by } 0.5)) \times (x2 \text{ in } (0.0 \text{ to } 1.0 \text{ by } 0.5)) \times (x2 \text{ in } (0.0 \text{ bo } 1.0 \text{ by } 0.5)) \times (x2 \text{ in } (0.0 \text{ bo } 1.0 \text{ bo } 1.0 \text{ bo } 0.5)) \times (x2 \text{ in } (0.0 \text{ bo } 1.0 \text{ bo } 1.0 \text{ bo } 1.0 \text{ bo } 1.0)) \times (x2 \text{ in } (0.0 \text{ bo } 1.0 \text{ bo } 1.0 \text{ bo } 1.0)) \times (x2 \text
to 1.0 by 0.5))
- LHS Sampling
 sampling = LHS(100,x1 in (0.0,1.0),x2 in (0.0,1.0))
- Sobol sampling
 sampling = SobolSampling(100,x1 in (0.0,1.0),x2 in
 (0.0,1.0))
```

```
(method in itself)
val sen = SensitivitySaltelli( //evaluation = (model
on env), evaluation = (model on env by 1000), samples
= 100000, inputs = Seg(humanFollowProbability in
(0.0,1.0), humanInformedRatio in
(0.0,1.0), humanInformProbability in (0.0,1.0),
outputs = Seq(peakTime, peakSize,
totalZombified, halfZombified,
spatialMoranZombified, spatialDistanceMeanZombified, spatialE
```

```
(example from market)
```

```
SensitivityMorris( evaluation = modelExec on envLocal hook storeSimuCSV, inputs = Seq(inputNumberOfCars in (1.0, 41.0), inputAcceleration in (0.0, 0.0099), inputDeceleration in (0.0, 0.099)), outputs = Seq(outputSpeedMin, outputSpeedMax), repetitions = 100, levels = 5)
```

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- given the described zombie model, what first experiment beyond stochasticity would be relevant?
- write a script
- explore results (using e.g. the OpenMOLE GUI plots)

Resources: - one script running directsampling - example of grid explo results - example of Saltelli

Cooperation model

References I



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Computer Physics Communications, 182(4):978–988.



Saltelli, A., Tarantola, S., Campolongo, F., and Ratto, M. (2004).

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