

Continue : Bayesian optimization

Given a set of possible algorithms $A = \{A_1, A_2, \dots, A_K\}$

$$\nexists A_i \sim \Lambda^{(i)} \sim \underline{\lambda} \in \Lambda^{(i)}$$

AutoML : solve the opt. problem.

$$A_{\lambda^*}^* = \underset{A, \lambda}{\operatorname{arg\,min}} L(A_1, D_{train}, D_{val})$$

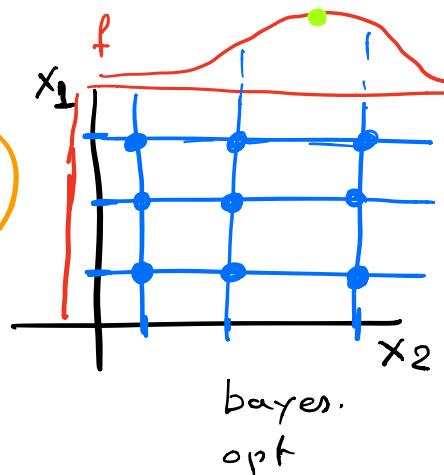
very expensive opt. problem.

evaluating $L(\cdot)$ or finding $\nabla L(\cdot)$

Blackbox optimization

Discretize " → is not fine enough (I cannot find optimal solution)
Every coordinate exponential in X
 $x_j \in \bar{X}$ and perform exhaustive search

grid search

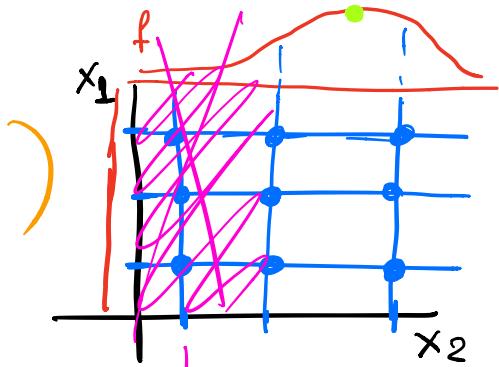


$$\underline{f(x)} \quad \bar{X}:$$

Some of the components are discrete; some are continuous; some are categorical.

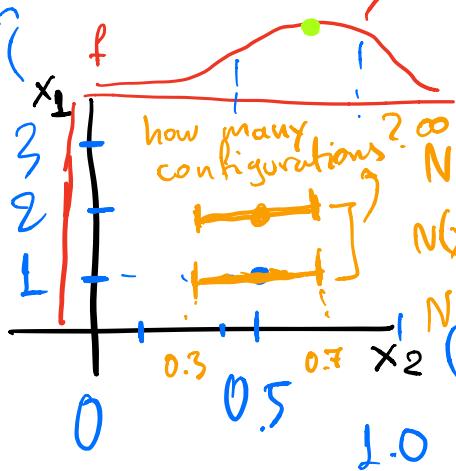
find $\boxed{x^* = \arg \min_x f(x)}$

Random Search



low value
for f .

discrete



Random search:
avoid evaluating
low-value areas

- start from a random (x_1^1, x_2^1)
- get the neighborhood of (x_1^1, x_2^1)
- evaluate f only in that neighborhood
- exp. and wasteful → take (x_1^2, x_2^2) to be the point with $\min f$

$$x_1 \in \{1, 2, 3\} \leftarrow$$

$$x_2 \in [0, 1]$$

$$(x_1^1, x_2^1)$$

$$= (1, 0.5)$$

$N = N(1, 0.5) \rightsquigarrow ?$ edit, reconfigure
 (x_1, x_2)
 $0.5 \rightarrow 0.6$ (step?)

known

$$f(\bullet) = f(1, 0.5)$$

(2, 0.5)

(1, 0.6)

(1, 0.4) cont

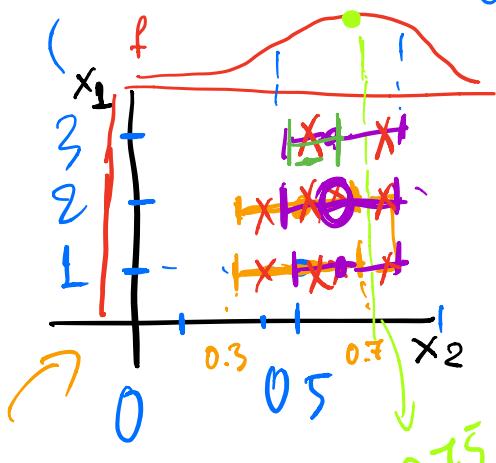
$N(x_1, x_2)$: a "ball" around x_1, x_2
distance in the x_1 coordinate

4 " x_2 "

Take the product of the two
sets of points that these two
define.

Problem: the neighborhood $N(\bar{x})$ might require us
to perform a large # of evaluations.

Attack: ① pick a random point in N
Ideal: multiple random points (k)?
evaluate ↳ convergence
is not guaranteed.



Best guarantee local optimum.
w.o. knowing anything about f

② → Adaptively change δ
 $\delta \rightarrow$ make it smaller.

Question : what is the property that we should exploit? (monotonicity)
 if f is $\xrightarrow{\text{locally}} \text{monotonic wrt } x_i$?

Combine Ideas

① evaluate f on

a subset of points in N

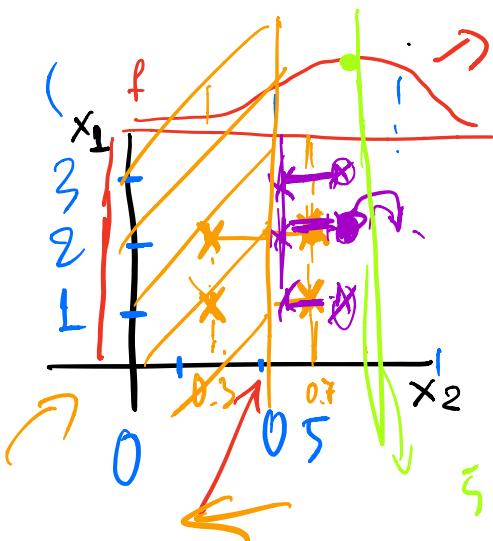
② adaptively decrease δ

③ hope that we locally monotonic
 → evaluate boundary points.

New idea : (exploration)

pick a new random point.

helps in this scenario

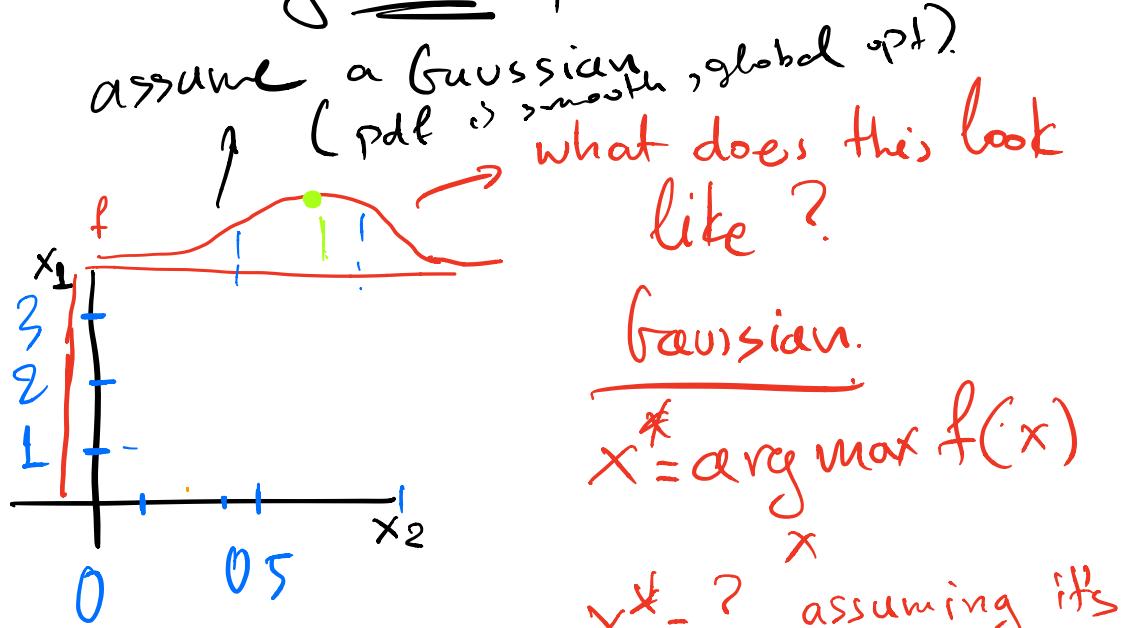


What does Pruning exploit?

Memory

Bayesian optimization

Key idea is "have memory"
we approximate f with some pdf f
and we will use inference to find
the next best point to evaluate
considering all previous evaluations.



Steps of BO

\rightarrow Assume a model P such
that P approximates

$$x^* = \arg \max_x P(f(x) | f(x_1), f(x_2), \dots, f(x_n))$$

Posterior analysis.

$$x^* = \mu$$

① What is P ?

→ fit this model (estimate P) (learning problem)

x_1, x_2, \dots, x_n

→ $\underset{x}{\operatorname{argmax}} \underline{P(\cdot)}$ vs $\underline{\alpha(P(\cdot))}$

option 1 is use $\underline{P(\cdot)}$ directly

option 2 is use $\underline{\text{a function of } P(\cdot)}$

BO

allows us

to find local

minima

acquisition

→ exploration

→ Consider a gaussian prior $\Rightarrow P$

→ as i am collecting evidence on
the form of the real pdf

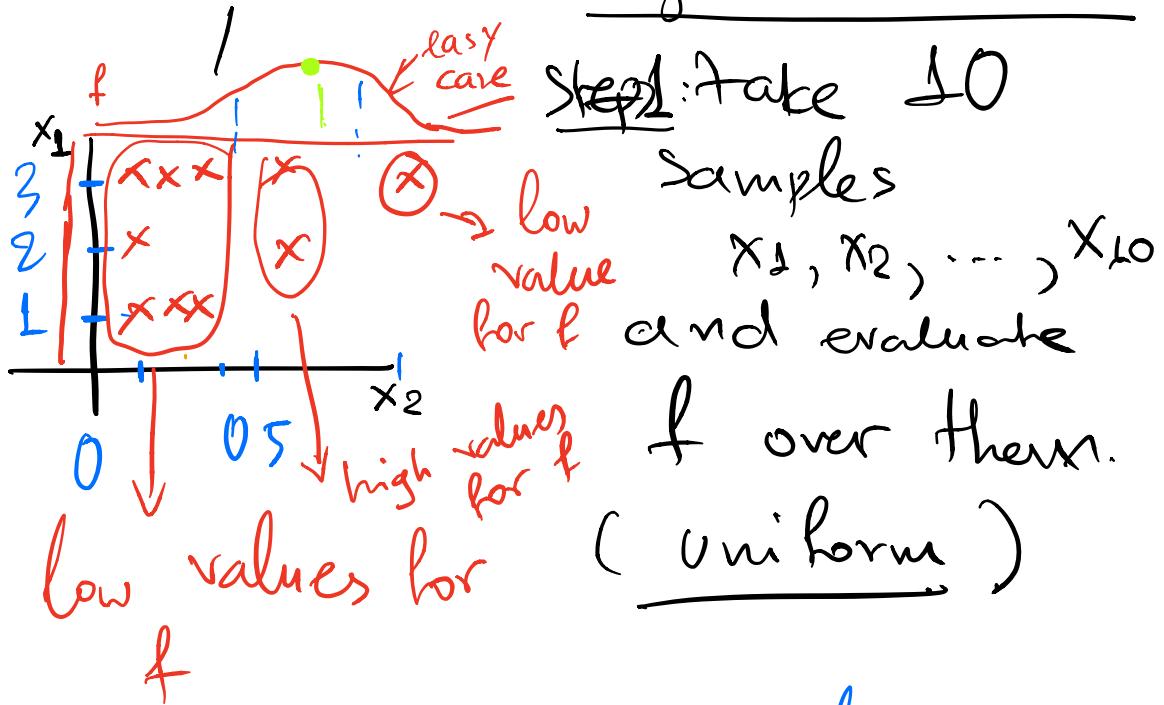
I am revising my belief on P

→ I need to use an acquisition function

a that takes as input my current
belief on P and guides exploration of the

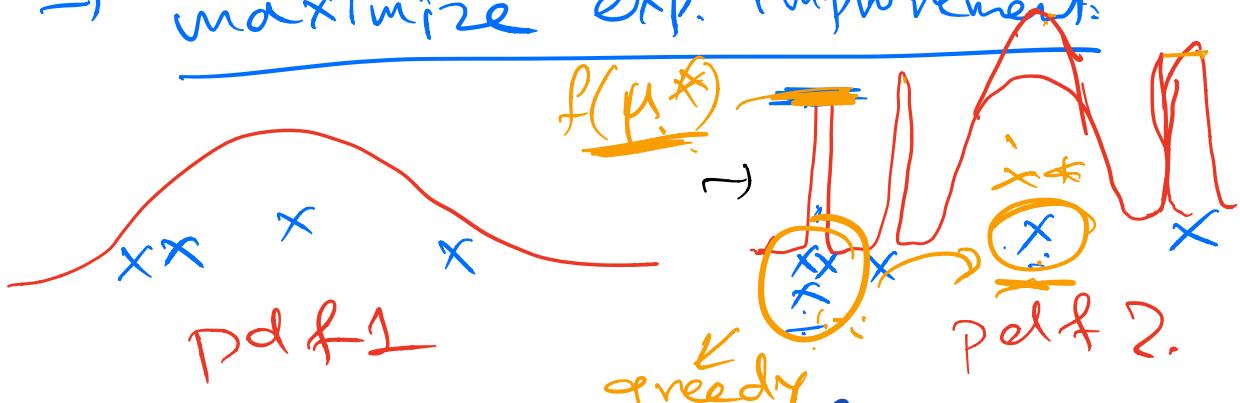
> race for \bar{x}

Algorithm for BO



One type of acquisition function

→ maximize exp. improvement:



Acquisition function:
control exploration

→ Expected improvent. y_{best} : running best solution

$$\mathbb{E} \left\{ \min \left(f(x^*) - y_{best}, 0 \right) \right\}$$
$$= \frac{(f(x^*) - \mu(x^*))}{\sigma(x^*)} - \frac{y_{best} - \mu(x^*)}{\sigma(x^*)}$$

→ An acquisition function that promotes exploration.

→ for different regions of x
if they are not explored,

confidence on what $f(x)$
is in reality is low (^{I have}
^{a small}
^{number of}
^{samples})
assign a positive score
to these regions.

$$f(x_*) \mid f(x_1) = y_1, \dots, f(x_N) = y_N$$

$\Rightarrow N\left(K^T \Sigma^{-1} K, K(x_*, x_*) - \right)$

$K_x = \begin{bmatrix} K(x_1, x_*) \\ K(x_2, x_*) \\ \vdots \\ K(x_N, x_*) \end{bmatrix}$ vector of evaluation.

$\rightarrow \begin{bmatrix} \vdots \\ -K(x_N, x_*) \end{bmatrix}$

K: kernel. update this

Σ = Covariance

$$\Sigma = \begin{bmatrix} K(x_1, x_1) & K(x_1, x_2) & \dots \\ \vdots & \ddots & \dots \\ K(x_N, x_1) & \dots & \dots \end{bmatrix}$$