

SAND2016-7668PE

Efficient Code Calibration with Gaussian Process Emulators

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Outline

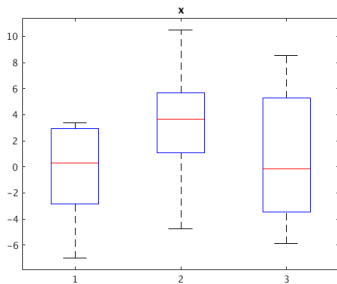
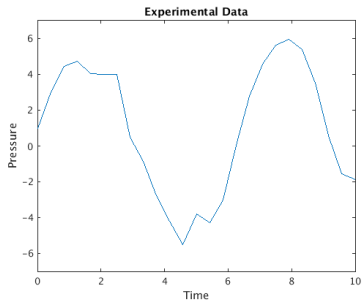
- ▶ Problem
- ▶ Approach
- ▶ Accomplishments
- ▶ Future Work
- ▶ About Me

Problem

- ▶ Given long-running code (MELCOR, etc.) and experimental data, find input parameters $\tilde{\theta}$ to match experimental output
- ▶ Parameters need “error bars” to indicate confidence
- ▶ Given experimental output \mathbf{y} , want to determine posterior $P(\theta|\mathbf{y})$
- ▶ Idea: choose prior $P(\theta)$ and use Markov-Chain Monte Carlo (MCMC) to determine posterior
- ▶ MCMC requires running simulator for each iteration
- ▶ Since thousands of MCMC iterations are required, this is often infeasible

Determining Simulation Inputs

$simulator(x_1, x_2, x_3) =$



Approach

- ▶ Use an emulator in place of the simulation code
- ▶ Fast emulator will speed up inference by several orders of magnitude
- ▶ Gaussian Process Emulator:
 - ▶ Infinite-dimensional generalization of multivariate normal (MVN) distribution
 - ▶ Can choose different covariance functions to capture pattern of modeled function
 - ▶ Require solving linear system at $O(n^3)$ cost, where n is number of training inputs
- ▶ Use MCMC with emulator-supplied likelihood to draw samples from posterior distribution

Accomplishments

- ▶ Wrote MATLAB code for calibrating with Gaussian processes
- ▶ Wrote class for validating GP emulators against simulators to ensure validity of recovered parameters and help troubleshoot discrepancies
- ▶ Tested calibration on CONTAIN-LMR
 - ▶ Emulator matched simulator aside from known limitation
 - ▶ MCMC mixing was good
 - ▶ Small uncertainty in posterior parameter

CONTAIN-LMR Results

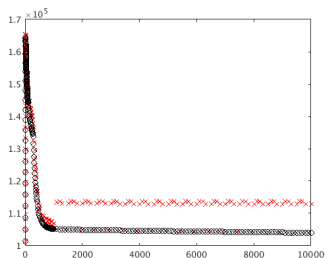


Figure: Emulator vs
CONTAIN-LMR

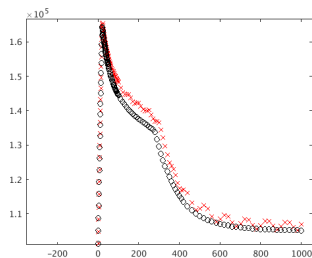


Figure: Emulator vs
CONTAIN-LMR (zoomed)

Code output:

Mean of theta: 0.934167

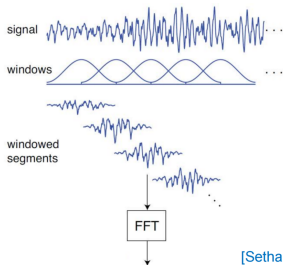
Std of theta: 0.048463

Best value via optimization is: 0.947423

- ▶ Function Factorization with Gaussian process Priors (FFGP)
 - ▶ Approximate matrix A by $A \approx uv^T$
 - ▶ Higher rank approximations written $A \approx UV^T = \sum_i u_i v_i^T$, where u_i and v_i are columns of U and V
 - ▶ Gaussian processes used as priors for u_i, v_i
- ▶ Apply to more experiments
 - ▶ May require sparse approximations or FFGP for larger problems

About Me

- ▶ Current work involves signal processing and optimization
- ▶ Short-time Fourier Transform is essentially FFT on smaller chunks of a signal – results in time-frequency representation
- ▶ Trying to recover transformed signals with phase discarded
- ▶ Determining phase to maximize norm of recovered signal



[Sethares, 2007]

