

The DiceKriging and DiceOptim packages: kriging-based metamodeling and optimization for computer experiments

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Scientific framework



- Analysis of costly numerical simulators
 - Crash-test simulators, thermo-hydraulic simulators or neutronic simulators for nuclear safety...
 - 1 run = several hours !
- Some issues
 - Optimization (ex: minimization of the vehicle weight)
 - Risk assessment (ex: probability that the temperature exceeds a threshold ?)
 - Calibration

Scientific framework



- Some mathematical issues and tools
 - To approximate the simulator with a cheaper-to-run proxy
 -> metamodeling: linear models, PolyMars, Splines,
 <u>Gaussian processes (kriging)</u>, ...
 - To choose design points in a relevant way
 - -> computer experiments: space-filling designs, quality criteria, optimal designs...
 - To use metamodels to solve problems
 -> metamodel-aided optimization with EGO method

Some references



BOOKS

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ARTICLES

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- Park J-S, Baek J. (2001), Efficient computation of maximum likelihood estimators in a spatial linear model with power exponential covariogram, *Computer Geosciences*, **27**, 1-7

Some R packages about computer experiments



- BACCO [Bayes. Analysis of Comp. Code Output, R. Hankin] At least: Bayesian modelling – Calibration – Prediction when a proxy (e.g. fast code) is available
- tgp [bayesian Treed Gaussian Process models, R. Gramacy] At least: Bayesian modelling – For an irregular output – EGO method
- mlegp [Max. Lik. Estim. of Gauss. processes, G.M. Dancik] At least: Univariate & multidimensional outputs – Constant or 1st order polynomial trend – Gaussian covariance - Stochastic simulators – Sensitivity analysis

The DiceKriging package



- **DiceKriging** (now split in DiceKriging & DiceOptim)
 - Univariate output
 - Trend is a linear model (including any transformation of inputs)
 - Max. Lik. Est. of Gaussian Processes with analytical gradients - BFGS and genetic algorithm (with rgenoud)
 - Deterministic or stochastic simulators
 - Several choices of covariance functions
 - EGO method, with analytical gradient (genetic algorithm)
 - Extension of EGO method for parallel computing
 - Prediction, validation, conditional simulations
 - Tested on several case studies (2D, 3D, ... 30D)



Kriging (Gaussian processes):
 Y(x) = F(x)β + Z(x)

with

- $F(x)\beta$ a linear deterministic trend
- (Z(x)) a centered stationary Gaussian Process with covariance kernel $C_Z(x,y)=\sigma^2 R(x-y)$









10



Smoothness and choice of covariance kernels



Can also be used to deal with stochastic simulators Below: kriging estimation with noisy observations (constant budget)



Kriging – What is implemented

- Simulation: conditional or non-conditional simulations
- Parameter estimation including nugget effect (if wished).
 By Maximum Likelihood, with analytical gradients.
 - -> not a Bayesian point of view
 - -> also suited for stochastic simulators
- Prediction: simple & universal kriging formulae (mean, variance)
- Validation: leave-one-out, k-fold cross validation (in DiceEval)
- Covariance functions: (at now) Gaussian, Power-Exponential, Matern 3/2, 5/2 and Exponential



Trustworthy software ?

- Some tests we conducted
 - Simulate and re-estimate parameters



Empirical law of the parameter estimates (300-sample)



Trustworthy software ?



- Some tests we conducted
 - Check the simple kriging formulae by simulation



Kriging-aided optimization





The Expected
 Improvement criterion

 $EI(x) = E([min(Y(X)) - Y(x)]^{+}|Y(X)=Y)$









0.0

1.0







Fonction de Branin



10 steps of EGO with a Gaussian kernel

Fonction de Branin



Parallel EGO:

for i in 1:10 do

- compute a new point with EGO step

- instead of running the simulator at this point, give the current minimum value

The 10 points can be given to 10 different computers



EGO.parallel.CL.nsteps

At each step

- Parallel EGO
- Evaluate the simulator at the new points (using different computers)
- Re-estimate the kriging model

Step 1 -> red points Step 2 -> violet points

Step 3 -> green points

Kriging-based optimization: what is implemented ?

- El maximization with genetic algorithm genoud (package rgenoud), and analytical gradient (cst trend)
- Sequential EI maximization (EGO method)
 - The simulator runs must be done sequentially
- Multipoints EI maximization (EGO for parallel computing)
 - The simulator runs can be done with \neq computers

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