# Planning (Part 2)

Introduction to Automated Science

SLAS 2023

## Example: Optimizing stem cell differentiation

Our goal is to improve the efficiency of differentiating ESCs into mature, insulin-producing beta cells.

- Factors: [Growth Factor A] and [Growth Factor B], both added during differentiation.
- Response: Fraction of beta cells after 40 days [0.0–1.0].

For illustration, pretend we know the "true" response surface:



#### Fraction Beta Cells

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## Sequential experiments and model updates



The previous example used pure **exploitation**—using the model's knowledge to find the best predicted response.

Models can also be improved by **exploration**—placing runs in regions where the model is most uncertain.

## Model improvement by exploration

Exploration searches the model for inputs that give the most **uncertain** predictions.



# Exploring via search by L-BFGS-B

#### Model Uncertainty



Growth Factor A

# Exploring via search by L-BFGS-B











Round 5





# Comparing exploitation and exploration



Both. Good algorithms balance discovery and refinement.

The *best* balance is an open problem. Some solutions:

- Always dedicate some (small) fraction of your runs to exploring.
- Explore early, exploit later.
- Alternate between batches of exploration and exploitation.
- ► Use a *hybrid metric* like Expected Improvement.

## A 1-D example (Gramacy 2020) for Expected Improvement



# What happens when we consider uncertainty?



## Optimizing for improving the response

A key insight in Bayesian optimization was the switch to *expected improvement* (Schonlau 1997).

As usual, assume we've measured n responses  $y_n$  at locations  $X_n$ . Define

 $y_{\max} = \max\{y_1, \ldots, y_n\}.$ 

The *improvement* in the objective at a new input x is

$$I(x) = \max\{0, y(x) - y_{\max}\}\$$

where the maximization "floors" the improvement at zero.

The *expected improvement*  $EI(x) = \mathbb{E}{I(x)}$  quantifies how much we expect the best objective value to increase after measuring at point *x*.

# Visualizing Expected Improvement



# Picking the next sample



# Recalculating Expected Improvement for Round 2



## After the second update: no expectation of improvement



### ΕI

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- ► After N 1 runs, sequential design finds the optimal location for the last run.
- ► However, sequential design is greedy. If N 2 of N runs are finished, two rounds of sequential design may not be optimal.

## Limited lookahead in active learning



#### Limited lookahead in active learning





## What's wrong with being greedy?

Imagine we have two runs left. There are two strategies:

- 1. Select both points with our current information. This ignores the new information available in the second-to-last point.
- Select the first point using current information and select the second point using the updated model. The first point ignores the existence of the second point.

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For example, Let N = 36 and n = 16, so we have 20 runs to go. We could

- 1. Place runs in 5 batches of 4 points, or
- 2. Place 4 batches of 4 points, followed by 4 one-at-a-time updates.

• **Optimization** exploits a model to find the best response.

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- Characterization explores by searching for uncertain regions of the model. The uncertain regions are in need of more data.
- Sometimes we limit characterization to treatments with responses in a range of interest.
- Balancing exploration and exploitation is an open challenge.