

Module 1: What is a Computer Experiment?

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Adapted from materials prepared by Jerry Sacks and Will Welch for
various short courses

Acadia/SFU/UBC Course on Dynamic Computer Experiments
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Outline of Topics

- 1 Examples of Computer Models
- 2 Computer codes
- 3 Role of Statistics
- 4 Next Steps

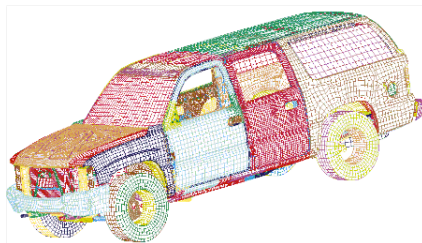
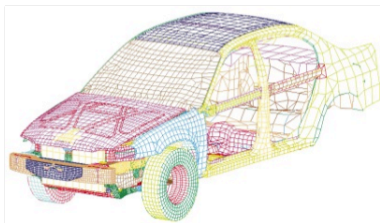


Computer Models

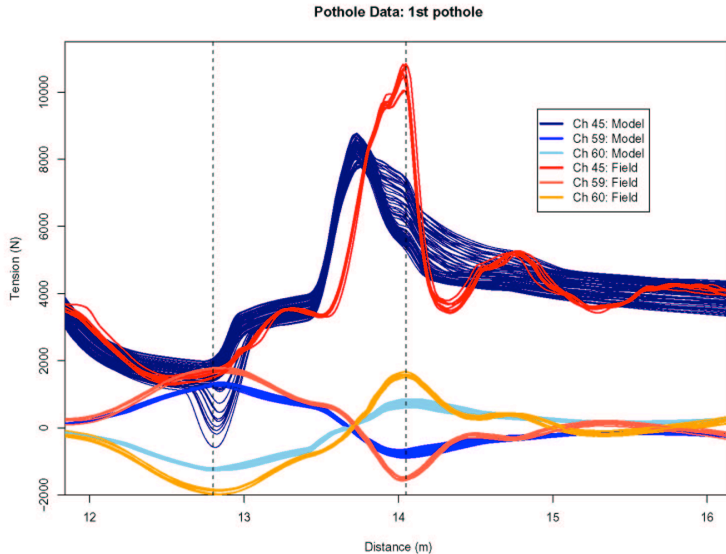
- Scientific / engineering / ... phenomenon
 - car crash
 - vehicle suspension system meets pothole
- Theory and mathematical formulation
 - mechanical deformation
 - dynamic stress-strain
- Computational implementation (computer model, numerical model, computer code)
 - finite element code; vehicle represented by as many as 300,000 elements; 1+ days per run per work station
 - suspension system less, but 1 hour/run



Car Crash



Vehicle Suspension



Vehicle Suspension Experiment

- Implementation, generally complex
 - characteristics of restraint systems and components
 - inputs for geometry, materials properties
 - inputs for numerical parameters (time-step, mesh size)
- assessment of validity of the code
 - physical data needed
- Objectives
 - prediction (e.g., peak stress); answer what if questions
 - optimize time to deploy air bag
 - validate code against physical data
- Iterative feedback at all stages



Arctic Sea-Ice (Chapman, Welch, Bowman, Sacks, Walsh 1994)

- Objective: estimate sensitivities to input parameters
- Computer model: dynamic formulation based on a momentum balance for a mass of ice within a grid cell
- Model run: daily time step 1960-1988; 110 km grid covering Arctic Ocean and nearby bodies of water
- Inputs (13 variables): drag coefficients (ocean, atmosphere), albedo (snow, ice, open water), surface sensible heat, etc.
- Output(s): Ice mass, ice area, mean drift velocity, range of ice area



Arctic Ocean



Arctic Sea-Ice Code

See [icecode.pdf](#)

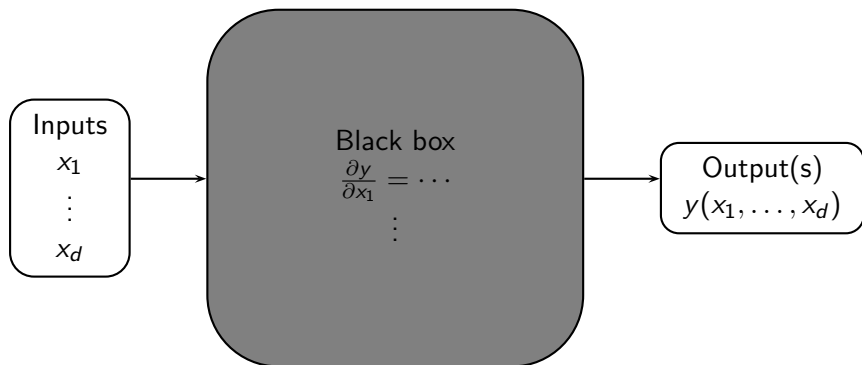


Characteristics of Computer Codes

- Numerical solution of differential equations
- Science is complex, codes are complex
- Codes often costly to run
- Deterministic: repeating the inputs produces the same outputs
- Black-box: codes can be proprietary or scientifically/mathematically impenetrable; sometimes partially transparent (gray-box)



Computer Code



Deterministic Codes: Why Statistics?

- Need for statistical approximation of computer output
 - limited number of runs (few data)
 - many inputs (high dimension)
 - predict model output at untried inputs based on limited data
 - there will be uncertainty in predictions
- Some other sources of uncertainty
 - propagation of variation: variability in inputs induces uncertainty in outputs
 - assess the fidelity of the model to reality (validation); needs field/experimental data which will be measured with error
- Design
 - where to make the runs (selection of inputs)



What's Different?

- The pillars of classical design of experiments are blocking, randomization, and replication
- The codes we will look at are (nearly) deterministic: blocking, randomization, and replication (with the same input values) are largely irrelevant
- Bias dominates in variance-bias trade-offs
- Less concerned with balanced (symmetric) designs for minimizing variance; more with spatial coverage (space filling)
- Experimenters will often have wide ranges for inputs, hence highly nonlinear relationships are often found
- With many input variables and limited computer runs, polynomial regression, neural nets, common nonparametric smoothers are difficult to use



Plan for the Next Few Weeks

- Analysis: Approximation / prediction / emulation of a computer code, mainly via Gaussian process (GP) statistical models, along with a measure of uncertainty
- Design of computer experiments: space-filling designs, sequential designs
- Scientific and engineering objectives
- Combining computer model runs and physical data: calibration, assessment of validity
- See course outline for more details
- **Task for Thursday:** Write down and bring to class 10 properties of the normal distribution, multivariate normal distribution, or conditional multivariate normal distribution. They will be collected and we will compile a list of such properties.

