

# *Bayesian Adaptive Exploration*

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## Outline

- *Bayesian* adaptive exploration
  - Inference
  - Decision theory
  - Experimental design
- Proof of concept: Exoplanets
  - Motivation: SIM EPIC Survey
  - Demonstration: A few BAE cycles
- Challenges

# Bayesian Inference

Assess hypotheses by calculating their probabilities  $p(H_i| \dots)$  conditional on known and/or presumed information using the rules of probability theory.

## *Probability Theory*

$$\text{‘OR’ (sum rule)} \quad P(H_1 + H_2|I) = P(H_1|I) + P(H_2|I) - P(H_1, H_2|I)$$

$$\begin{aligned} \text{‘AND’ (product rule)} \quad P(H_1, D|I) &= P(H_1|I) P(D|H_1, I) \\ &= P(D|I) P(H_1|D, I) \end{aligned}$$

## *Bayes’s Theorem*

$$P(H_i|D, I) = P(H_i|I) \frac{P(D|H_i, I)}{P(D|I)}$$

posterior  $\propto$  prior  $\times$  likelihood

## *Marginalization*

Note that for exclusive, exhaustive  $\{H_i\}$ ,

$$\begin{aligned} \sum_i P(D, H_i|I) &= \sum_i P(D|I) P(H_i|D, I) = P(D|I) \\ &= \sum_i P(H_i|I) P(D|H_i, I) \end{aligned}$$

prior predictive for  $D$  = Average likelihood for  $H_i$

→ We can use  $\{H_i\}$  as a “basis” to get  $P(D|I)$ . This is sometimes called “extending the conversation.”

# Bayesian Decision Theory

*Decisions depend on consequences*

Might bet on an improbable outcome provided the payoff is large if it occurs and the loss is small if it doesn't.

*Utility and loss functions*

Compare consequences via *utility* quantifying the benefits of a decision, or via *loss* quantifying costs.

Utility =  $U(c, o)$

Choice of action (decide b/t these)
Outcome (what we are uncertain of)

*Deciding amidst uncertainty*

We are uncertain of what the outcome will be  
→ average:

$$EU(c) = \sum_{\text{outcomes}} P(o|I) U(c, o)$$

The best choice maximizes the expected utility:

$$\hat{c} = \arg \max_c EU(c)$$

# Bayesian Experimental Design

## *Basic principles*

Choices =  $\{e\}$ , possible experiments (sample times, sample sizes...).

Outcomes =  $\{d\}$ , values of future data.

Utility balances value of  $d$  for achieving experiment goals against the cost of the experiment.

Choose the experiment that maximizes

$$EU(e) = \sum_d p(d|e, I) U(e, d)$$

To predict  $d$  we must know which of several hypothetical "states of nature"  $H_i$  is true. → Average over  $H_i$ :

$$EU(e) = \sum_{H_i} p(H_i|I) \sum_d p(d|H_i, e, I) U(e, d)$$

*Average over both hypothesis and data spaces.*

## *Information as Utility*

Common goal: discern among the  $H_i$ .

→ Utility = information  $I(e, d)$  in  $p(H_i|d, e, I)$ :

$$\begin{aligned} U(e, d) &= \sum_{H_i} p(H_i|d, e, I) \log [p(H_i|d, e, I)] \\ &= -\text{Entropy of posterior} \end{aligned}$$

*Design to maximize expected information.*

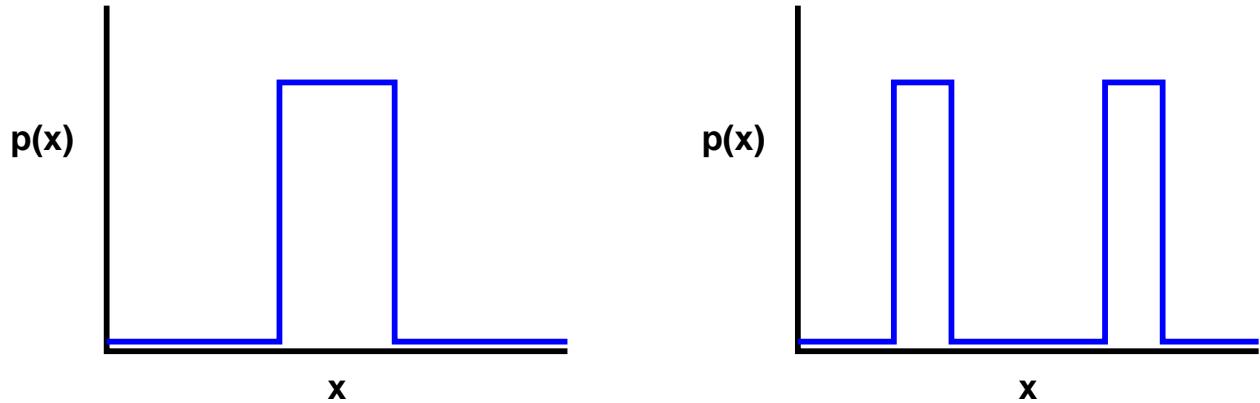
# Measuring Information With Entropy

*Entropy of a Gaussian*

$$p(x) \propto e^{-(x-\mu)^2/2\sigma^2} \rightarrow \mathcal{I} \propto -\log(\sigma)$$

$$p(\vec{x}) \propto \exp\left[-\frac{1}{2}\vec{x} \cdot \mathbf{V}^{-1} \cdot \vec{x}\right] \rightarrow \mathcal{I} \propto -\log(\det \mathbf{V})$$

*Entropy measures volume, not width*



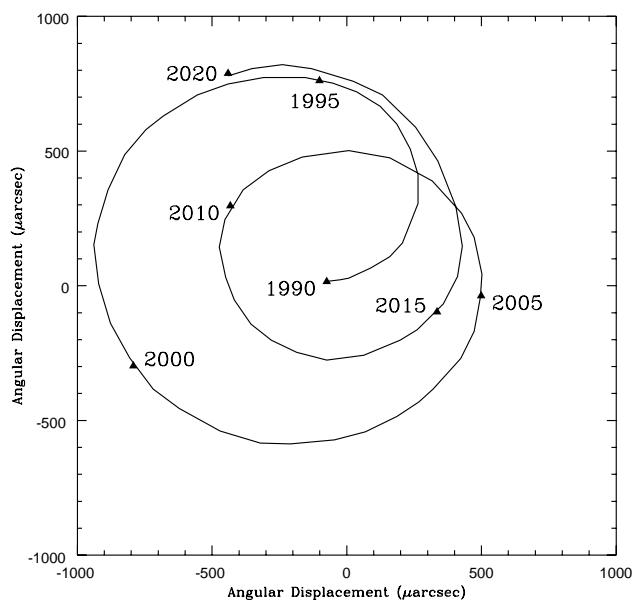
These distributions have the same entropy/amount of information.

# Finding Exoplanets: The Space Interferometry Mission

SIM in 2009 (?)



Detecting Planets Without Seeing Them:  
The Sun's Wobble From 10 pc



# EPIcS: Extrasolar Planet Interferometric Survey

## *Tier 1*

- Goal: Identify Earth-like planets in habitable regions around nearby Sun-like stars
- Requires 1  $\mu\text{as}$  astrometry
  - Long integration times
  - Astrometrically stable reference stars
- $\sim 75$  MS stars within 10 pc,  $\sim 70$  epochs per target

## *Tier 2*

- Goal: Explore the nature and evolution of planetary systems in their full variety
- Requires 4  $\mu\text{as}$  astrometry, short integration times
- $\sim 1000$  targets, “piggyback” on Tier 1

## *Preparatory observing*

- High precision radial velocity and adaptive optics observing
- Identify science targets
- Identify reference stars (K giants? eccentric binaries?)

Huge resource expenditures  
→ must optimize use of resources

# Example: Orbit Estimation With Radial Velocity Observations

Data are Kepler velocity plus noise:

$$d_i = V(t_i; \tau, e, K) + e_i$$

3 remaining geometrical params  $(t_0, \lambda, i)$  are fixed.

Noise probability is Gaussian with known  $\sigma = 8 \text{ m s}^{-1}$ .

Simulate data with “typical” Jupiter-like exoplanet parameters:

$$\tau = 800 \text{ d}$$

$$e = 0.5$$

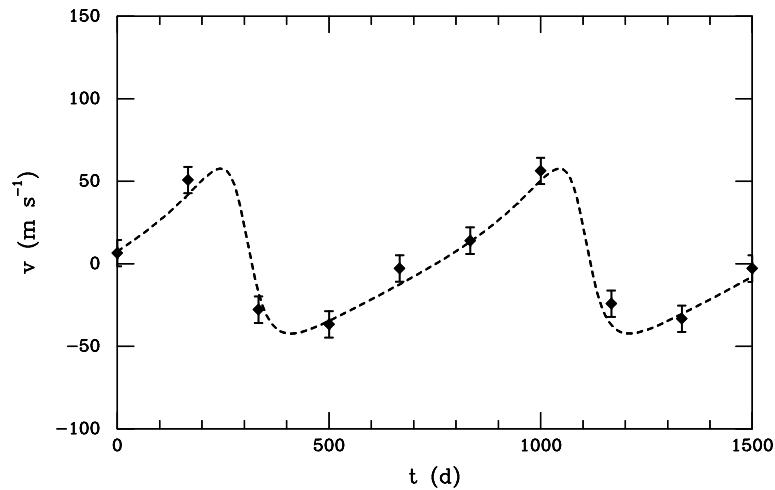
$$K = 50 \text{ ms}^{-1}$$

Goal: Estimate parameters  $\tau$ ,  $e$  and  $K$ .

# Cycle 1: Observation and Inference

## Initial observations

Prior “setup” stage specifies 10 equispaced observations.



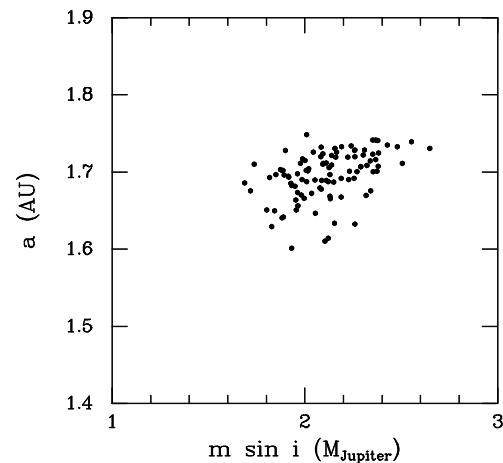
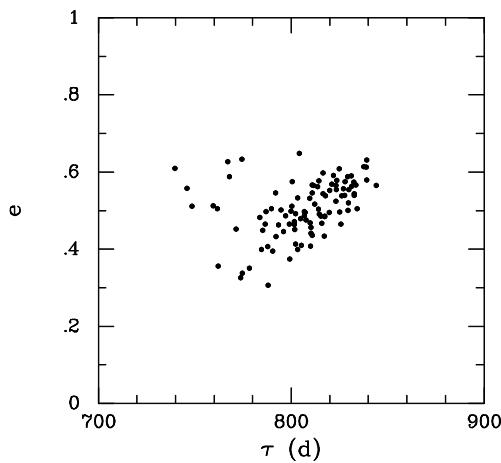
## Inferences

Use flat priors,

$$p(\tau, e, K | D, I) \propto \exp[-\chi^2(\tau, e, K)/2]$$

$\chi^2$  = familiar weighted sum of squared residuals.

Generate  $\{\tau_j, e_j, K_j\}$  via posterior sampling.



# Aside: Kepler Periodograms

*Bayesian periodograms (Bretthorst)*

Data are superposition of periodic functions + noise:

$$d_i = \sum A_\alpha g_\alpha(t_i; \omega; \theta) + e_i$$

Calculate  $\mathcal{L}(\{A\}, \omega, \theta)$  using  $\chi^2$ .

Integrate out  $A$ 's  $\rightarrow$  least squares + volume factors:

$$p(\omega, \theta | D) \propto p(\omega, \theta) J(\omega, \theta) \exp \left[ -\frac{r^2(\omega, \theta)}{2} \right]$$

Integrate out  $\theta$  numerically  $\rightarrow p(\omega | D)$ ;

$$S(\omega) \equiv \ln [p(\omega | D)]$$

Generalizes Schuster periodogram & LSP.

*Radial Kepler periodogram*

$$V(t) = A_1 + A_2[e + \cos v(t)] + A_3 \sin v(t)$$

$$v(t) = f(t; \tau, e, T) \quad \text{via Kepler's eqn}$$

Period  $\tau$

3 linear amplitudes (COM velocity, orbital velocity,  $\lambda$ )

2 other nonlinear parameters ( $e$ ,  $T$ )

*Follow the recipe!* For  $e = 0 \rightarrow$  LSP.

For astrometry, 2D data require  $x(t)$ ,  $y(t)$ .

Extra parameters: inclination, parallax, proper motion.

# Cycle 1: Design

*Predict value of future datum at t*

$$\begin{aligned}
 p(d|t, D, I) &= \int d\tau dedK p(\tau, e, K|D, I) \\
 &\quad \times \frac{1}{\sigma\sqrt{2\pi}} \exp\left(-\frac{[d - v(t; \tau, e, K)]^2}{2\sigma^2}\right) \\
 &\approx \frac{1}{N} \sum_{\{\tau_j, e_j, K_j\}} \frac{1}{\sigma\sqrt{2\pi}} \exp\left(-\frac{[d - v(t; \tau_j, e_j, K_j)]^2}{2\sigma^2}\right)
 \end{aligned}$$

*Effect of a datum on inferences*

Information if we sample at  $t$  and get datum  $d$ :

$$\mathcal{I}(d, t) = \int d\tau dedK p(\tau, e, K|d, t, D, I) \log[p(\tau, e, K|d, t, D, I)]$$

*Average over unknown datum value*

Expected information:

$$\mathcal{EI}(t) = \int dd p(d|t, D, I) \mathcal{I}(d, t)$$

Width of noise dist'n is independent of value of the signal →

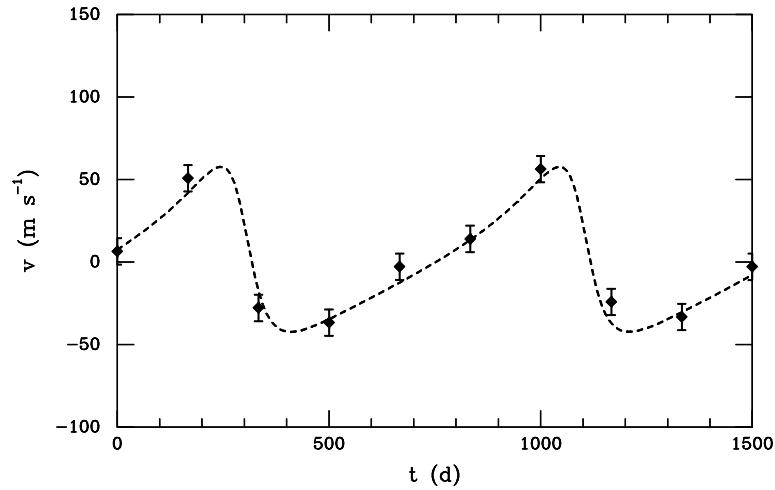
$$\mathcal{EI}(t) = - \int dd p(d|t, D, I) \log[p(d|t, D, I)]$$

*Maximum entropy sampling.*  
(Sebastiani & Wynn 1997, 2000)

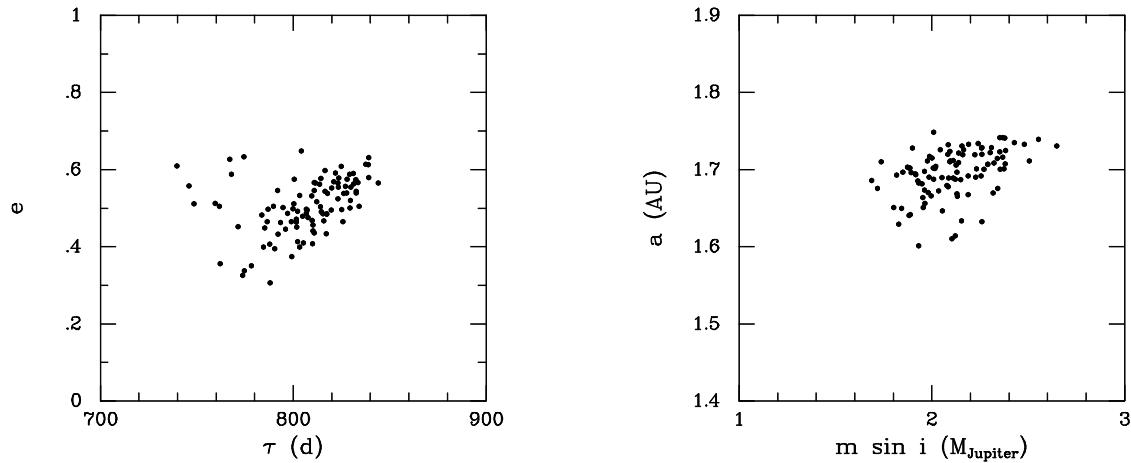
Evaluate by Monte Carlo using posterior samples & data samples. Pick  $t$  to maximize  $\mathcal{EI}(t)$ .

# Cycle 1

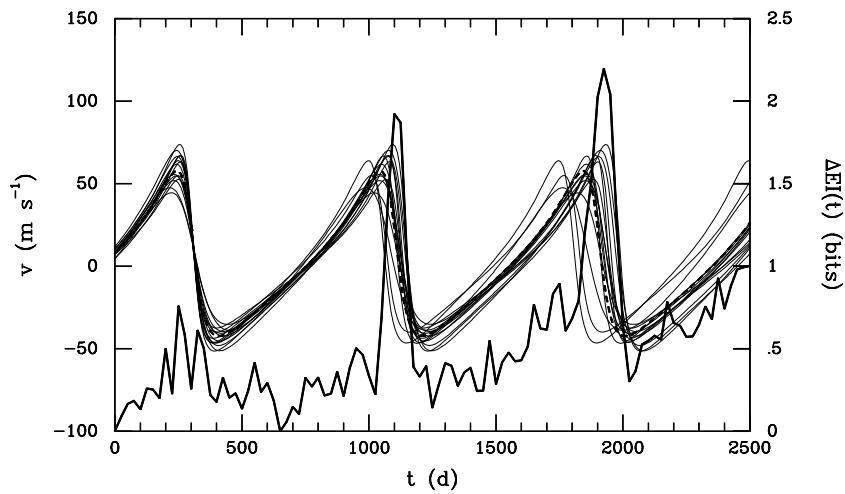
## Observation



## Inference

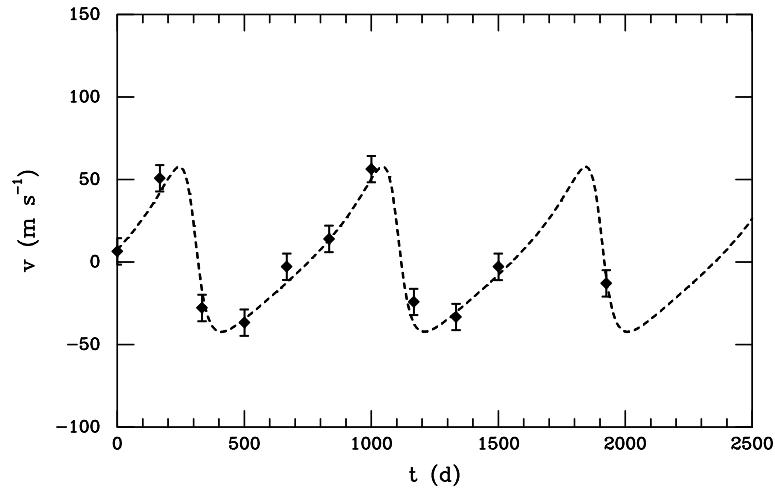


## Design

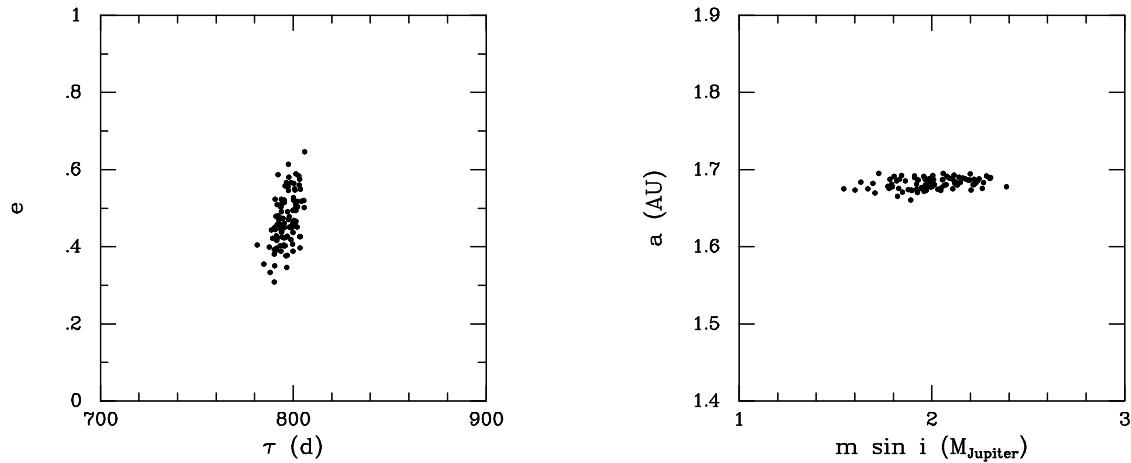


# Cycle 2

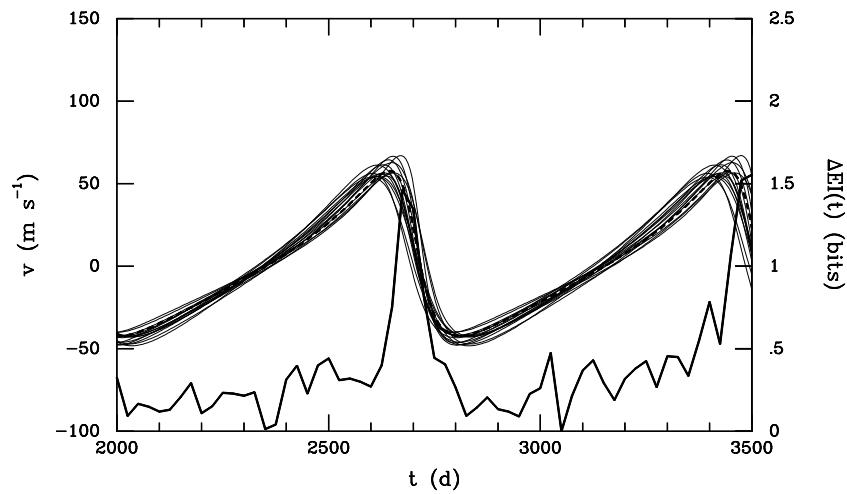
## Observation



## Inference

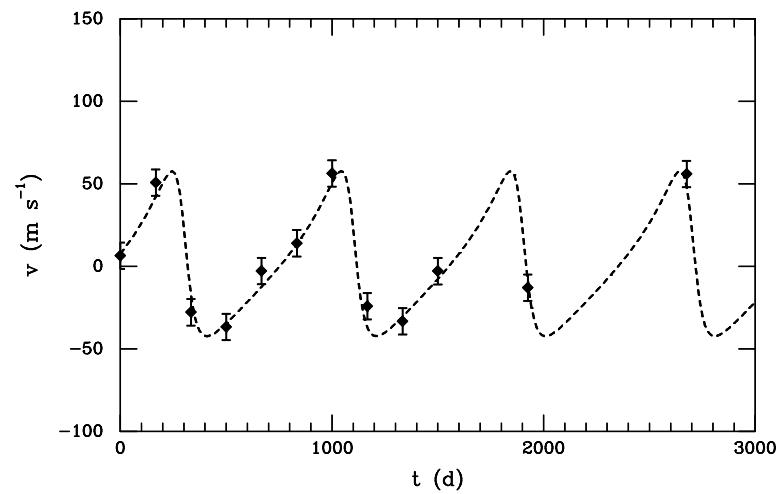


## Design

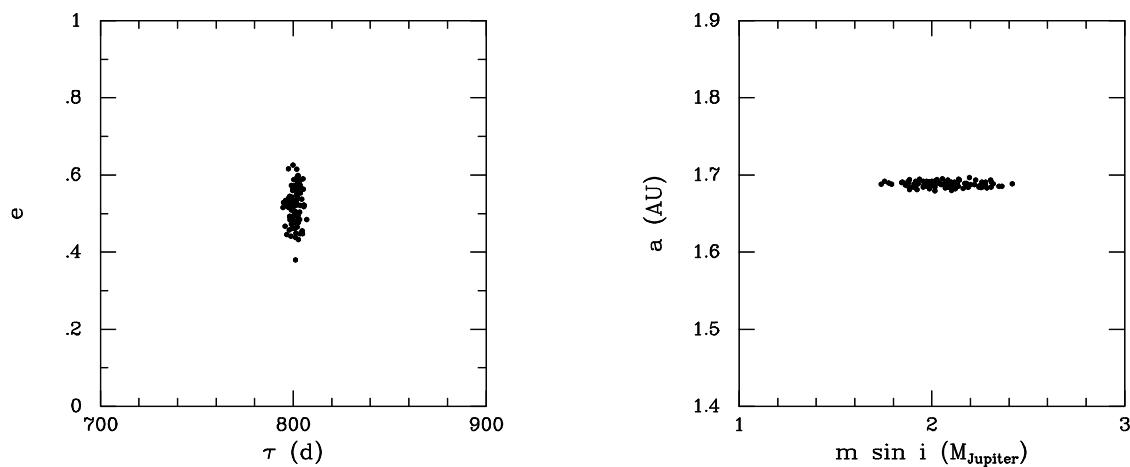


# Cycle 3

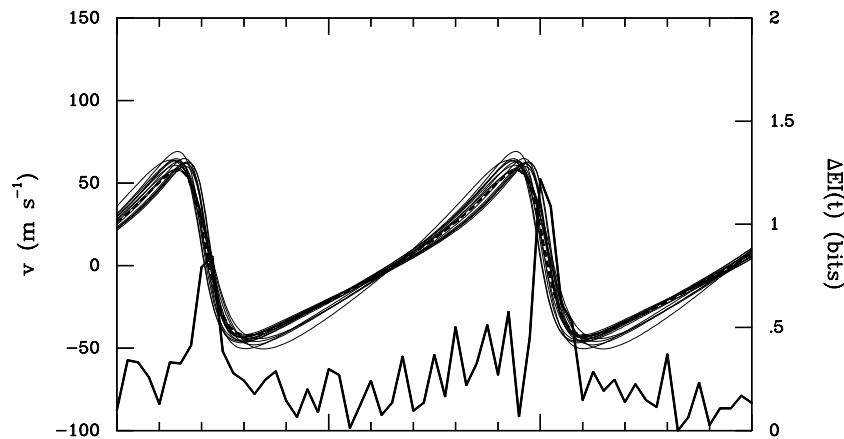
## Observation



## Inference

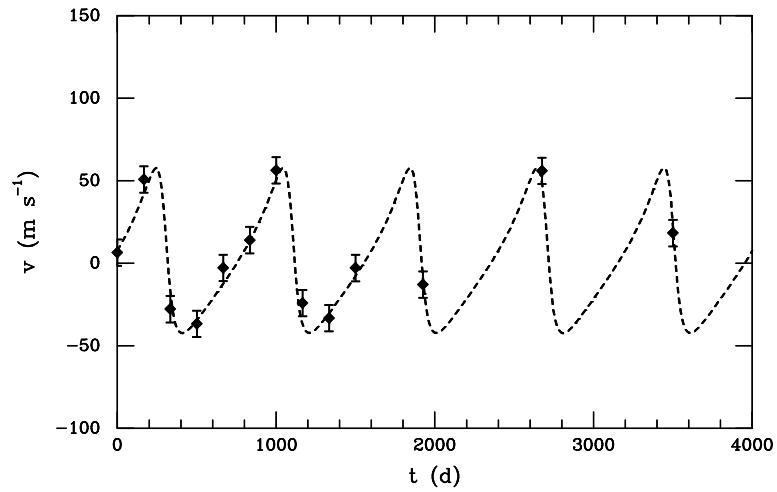


## Design

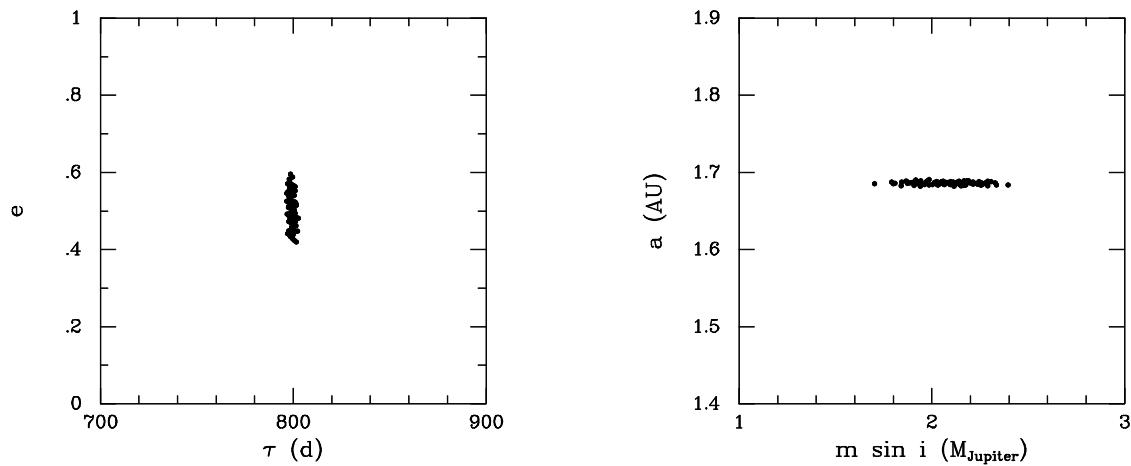


# Cycle 4

## Observation

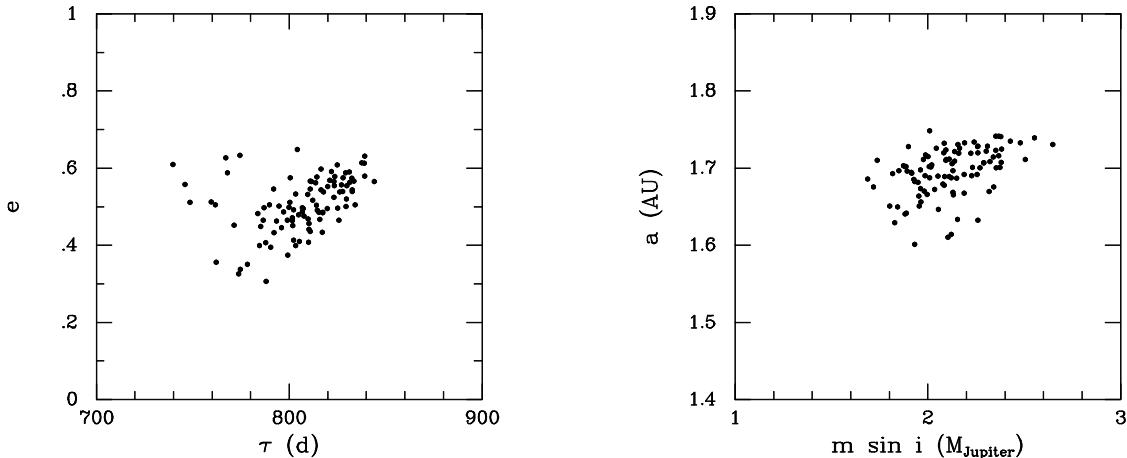


## Inference

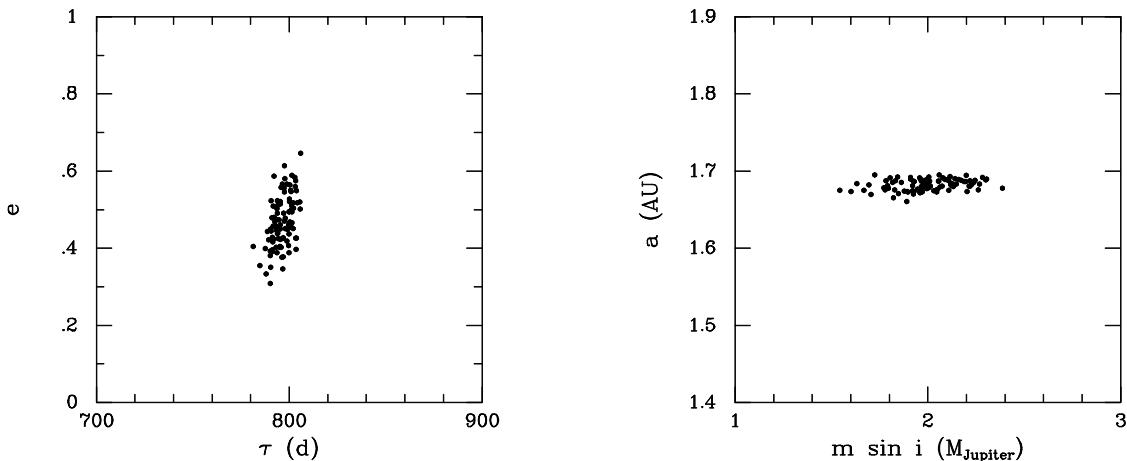


# Evolution of Inferences

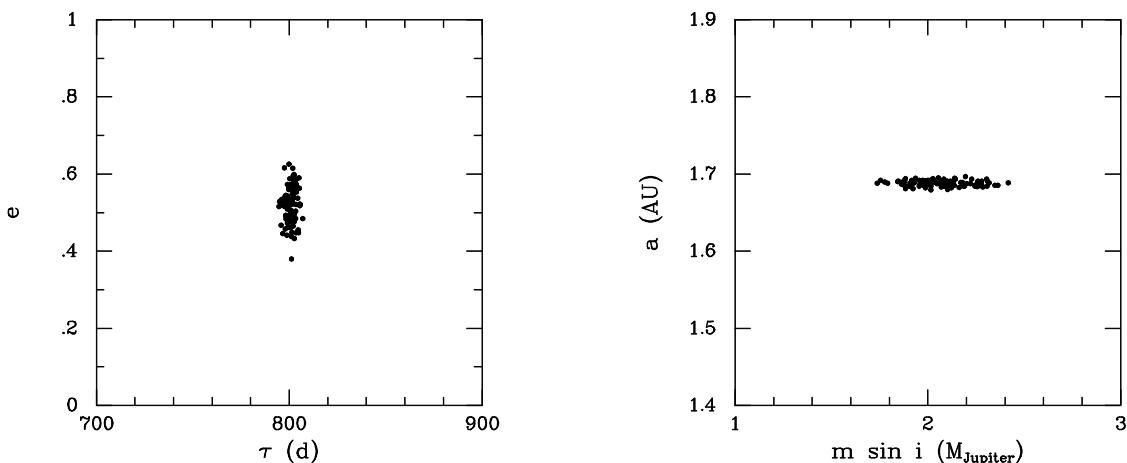
Cycle 1 (10 samples)



Cycle 2 (11 samples)

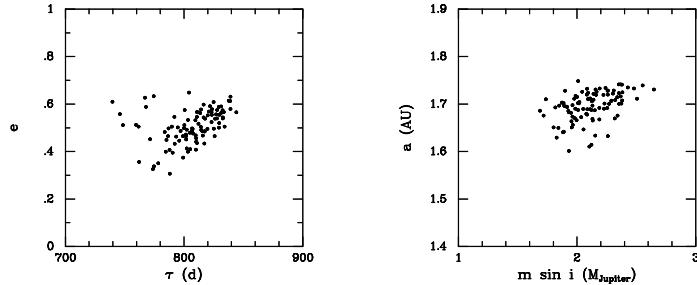


Cycle 3 (12 samples)

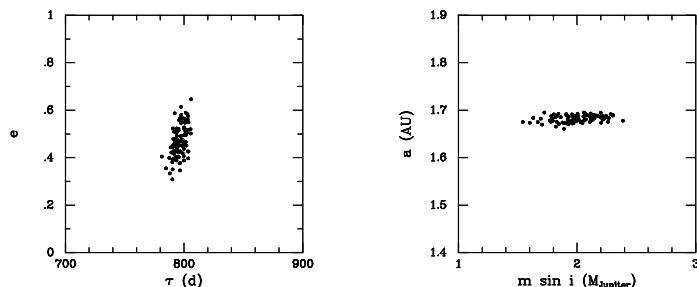


# Evolution of Inferences

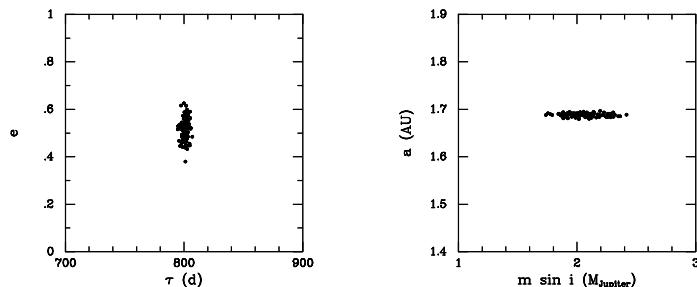
Cycle 1 (10 samples)



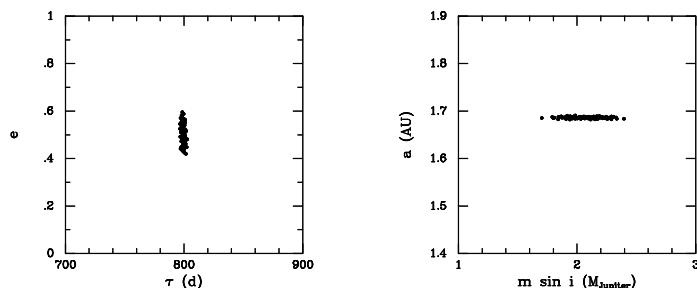
Cycle 2 (11 samples)



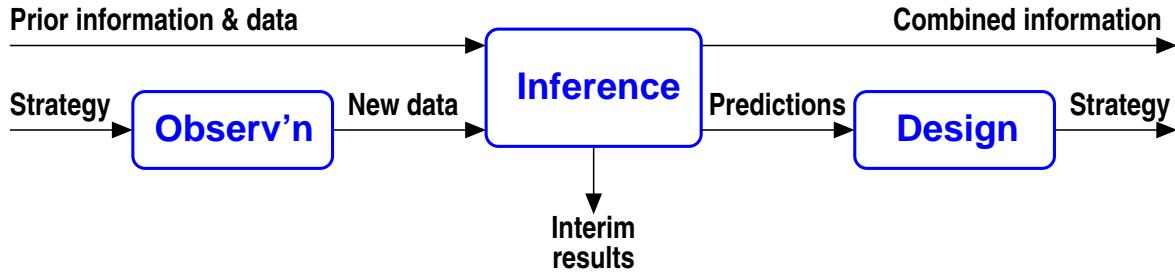
Cycle 3 (12 samples)



Cycle 4 (13 samples)



# Challenges



## *Evolving goals for inference*

Goal may originally be detection (model comparison), then estimation. How are these related? How/when to switch?

## *Generalizing the utility function*

Cost of a sample vs. time or costs of samples of different size could enter utility. How many bits is an observation worth?

## *Computational algorithms*

Are there MCMC algorithms uniquely suited to adaptive exploration? When is it smart to linearize?

## *Design for the “setup” cycle*

What should the size of a setup sample be? Can the same algorithms be used for setup design?

## *Related fields*

Sequential design, active data selection, and active, adaptive, incremental learning...