

# Al for Adaptive Experiment Design

**Yisong Yue** 

## **Goal-Oriented Experiment Design**



- Iterative & adaptive
- Utility maximizing (find best outcome)

## Many Applications (Goal-Oriented)



#### **Robotics & Control**

image credit @ mwfarmandfield





#### Drug Discovery



**Protein Engineering** 

image credit @ creativebiomart



Material Science

#### Al for Goal-Oriented Experiment Design



Hypothesis Space

## **Batch Supervised Learning**



**Data Collected Up Front!** 

## **Experiment Design as Interactive Learning**

- Collect data on the fly
  - Not available a priori

• Limited budget on data collection



• How to choose?

## **Three Modes of Interactive Learning**



- Goal: Discover truth
- E.g., model of world
- Maximize accuracy

#### (Bayesian) Optimization

- **Goal:** Best single prediction
- E.g., best protein
- Maximize final utility

#### **Multi-Armed Bandits**

- Goal: Utility over time
- E.g., recommender systems
- Maximize utility over time

#### **Focus of Talk**

# Learning Setup

**Given:** input space X **Unknown:** fitness F(x)=y **Maintain:** posterior P(F|D) (D=measurements)



Update posterior P(F|D)

Upper Confidence Bound:  $\operatorname{argmax}_{x} \mu(x) + \beta \sigma(x)$ Posterior Sampling: $\operatorname{argmax}_{x} f(x), f^{P}(F|D)$ 

# Active Learning Simple Example

- 1 feature
- Learn threshold function



# Active Learning Simple Example

- 1 feature
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## **Comparison with Passive/Batch Learning**

- # samples to be within ε of true model
- Passive Learning:





• Active Learning:





#### (Bayesian) Optimization Example

X = space of proteins F(x) = fitness landscape







## **Bandits Example**

- How to split trials to collect information
- Static Experimental Design
  - Standard practice
  - (pre-planned)



http://en.wikipedia.org/wiki/Design\_of\_experiments

#### **Bandits Example**

• Adapt experiments based on outcomes



#### Each Experiment Matters ("Cumulative Regret")



Monica Almeida/The New York Times, left

Two Cousins, Two Paths Thomas McLaughlin, left, was given a promising experimental drug to treat his lethal skin cancer in a medical trial; Brandon Ryan had to go without it.

http://www.nytimes.com/2010/09/19/health/research/19trial.html

## Comparison (Active Learning, Optimization, Bandits)

- Similarities:
  - Same interaction protocol
  - Query F(x)
  - "Sequential experimental design"



- Active Learning: learn F(x) as accurately as possible Discovering "truth"
- (Bayesian) Optimization: find maximizer F(x\*)
- Bandits: maximize  $\sum_{i} F(x_i)$

Each experiment matters "Regret Minimization"

**Best result only** 

#### Challenges



#### **Volatile Utility Landscapes**



High Dimensionality https://phys.org/news/2022-04-deep-decodefunctional-properties-proteins.html

# Distribution Shift

**Training Data** 

on Antibodies



Experiment on

Enzymes

M103

Multi-Objective (Safety & Efficacy)



Low Fidelity



Imperfect & Heterogeneous Experiments

# Real Applications are Complicated!





New constraints & complexity

# **Basic Recipe**

**Choose Objective** (can be multiple)



#### **Choose Representation**

https://phys.org/news/2022-04-deep-decodefunctional-properties-proteins.html





Choose Algorithm

Choose Experiment Platforms

#### **Example:** Engineering Active Site of Protoglobin







*Par*Pgb-LQ



**Design Problem:** 

find the optimal set of mutations on 5 sites for high yield and selectivity for **1**, the *cis* product **Design space:** 20<sup>5</sup> = 3.2 million variants



## **Example:** Computational Antibody Design





Raul Astudillo

Cheng



Tom Desautels



#### **Research Questions**

- How do we scale in a principled way?
- How do we quantify **uncertainty**?
- How can we design methods for larger scope?
- How can we develop **full-stack** algorithmic exploration?

Work in Progress: Advice Welcome!

#### Thought Experiment: What point should we choose next?



## Value of Information

- Informal Definition: how much information (in expectation) the measurement tells us about our desired goal
- Desired goal is task-dependent:
  - Best solution
  - Pareto frontier
  - Most accurate model
- **Decision Policy:** choose experiment with highest Vol



#### **Measures of Vol:**

- Posterior Mean: won't learn that much
- Highest Uncertainty: learn useless information
- Optimistic: Either good solution or pruned design space
- Highest from Sample: similar to optimistic in expectation

**Upper Confidence Bound** 

**Posterior Sampling** 

Well understood in classic settings! (convergence guarantees, applications)

Simple models (Gaussian Processes) Low dimensional Simple objectives **Requires calibrated uncertainty!** 

Measures of vor:

- Posterior Mean: won't learn that much
- Highest Uncertainty: learn useless information
- Optimistic: Either good solution or pruned design space
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Upper Confidence Bound

**Posterior Sampling** 

#### **Example Application:** Treating Lower Spine Injuries



Yanan

Sui

# **Clinical Experiments**



## Rest of This Talk





# **Goal:** Find Optimal Design



- Use **deep learning** for modeling & uncertainty quantification
- Design problem **out of distribution** (w.r.t. prior data)

# **Option 1:** Deep Kernel Learning



(previously hand crafted)

Gaussian Process

- Input to NN can be any existing representation
- Learn DK from scratch during experimentation
  - Update NN after each round of measurements

## **Option 2: Frequentist Ensembles**



Empirical Distribution of Predictions

#### Comparison

#### Active Learning-Assisted Directed Evolution, Yang, et al., (under review)





Jason

Yang

#### Comparison

#### Active Learning-Assisted Directed Evolution, Yang, et al., (under review)





Jason

Yang

#### **Recall:** Engineering Active Site of Protoglobin







*Par*Pgb-LQ



Design Problem:

find the optimal set of mutations on 5 sites for high yield and selectivity for **1**, the *cis* product **Design space:** 20<sup>5</sup> = 3.2 million variants



#### Results

- 96 experiments per round
- Posterior sampling
- Standard directed evolution ineffective (highly epistatic)



Active Learning-Assisted Directed Evolution, Yang, et al., (in preparation)

# **Deep Kernel Learning Revisited**

(Let's be fully Bayesian!)





#### Bayesian Optimization with Bayesian Deep Kernel Learning

Bowden, Yeh, Astudillo, et al. (in preparation)

- Key challenge: computing posterior P(DK|S)
  - P(DK) = Prior over NN weights
  - P(DK|S) = Posterior of NN weights
- Two Options:
  - Stochastic Variational Inference (fast, inaccurate)
  - MCMC (slow, more accurate)



Chris

Yeh



James Bowden Raul Astudillo

#### **Preliminary Results**



Note: implementation highly non-trivial. Will release code soon!

# Story so Far





**Calibration is Hard!** 

Value of Information requires extra reasoning

How to compute Vol at scale (or side-step it)?

- Computational
- Statistical Calibration

# Aside #1: Directly Learn Value of Information



Ayya Alieva

Learning to Make Decisions via Submodular Regularization, Ayya Alieva, et al., ICLR 2021

#### Preliminary Results (Train Vol model on one antibody task, deploy on new task)



Learning to Make Decisions via Submodular Regularization, Ayya Alieva, et al., ICLR 2021

#### Aside #2: Decision-Aware Uncertainty Calibration



End-to-End Conformal Calibration for Optimization Under Uncertainty, Yeh, Christianson, et al., arXiv

#### Preliminary Results (battery storage)





End-to-End Conformal Calibration for Optimization Under Uncertainty, Yeh, Christianson, et al., arXiv

#### Rest of This Talk





## **Recall:** Computational Antibody Design





Raul Astudillo

Cheng



Tom Desautels



# **Complex Objectives**



### **Problem Setup: Bayesian Algorithm Execution**

https://arxiv.org/abs/2104.09460





# **Revisiting Value of Information**



- Informal Definition: how much information (in expectation) the measurement tells us about our desired goal
- How to quantify Vol for best output of Base Algorithm?
  - Direct formulation is intractable!

Cheng\*, Astudillo\*, Desautels, Yue, NeurIPS 2024

**Example for Level Set in 1D Space** 

**Goal:** Identify All Points Above Threshold With Few Queries of True Objective





Cloris Cheng



Raul Astudillo

Cheng\*, Astudillo\*, Desautels, Yue, NeurIPS 2024

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Cheng\*, Astudillo\*, Desautels, Yue, NeurIPS 2024

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Cloris Cheng

Astudillo

## **Benefits of PS-BAX**

- Computationally efficient
  - 15x-400x faster than baseline

- Straightforward to implement
  - Batch parallel experiments
- Asymptotically consistent

**Practical Bayesian Algorithm Execution via Posterior Sampling,** Cheng\*, Astudillo\*, Desautels, Yue, NeuIPS 2024



#### Level Set Experiments



PS-BAX is ~400x faster than INFO-BAX

# Drug Discovery Application (DiscoBAX)

Choose K=10 interventions (reward = best intervention)

Dataset from Project Achilles (<u>https://www.biorxiv.org/content/10.1101/720243</u>)



Tau Protein Assay

Intergeron  $\gamma$  Assay

#### PS-BAX is ~30x faster than INFO-BAX

https://arxiv.org/abs/2312.04064

# Summary of Results

1.0 0.8 0.6 0.4 0.4 0.2 0.2 0.0 0.2 0.4 0.6 0.0 0.2 0.4 0.6 0.8 1.0 Expected confidence





Work on Real Applications





Jason Yang



Chris Yeh



Cloris Cheng



Raul Astudillo



James Bowden



Ayya Alieva



Nico Christianson





Steve Mayo



Aceves

Tom Desautels



Frances Arnold



Yuxin Chen





Adam Wierman







Song

- Active Learning-Assisted Directed Evolution, Yang, et al., *bioRxiv*
- Bayesian Optimization with Bayesian Deep Kernel Learning, Bowden, Yeh, Astudillo, et al. (in preparation)
- Practical Bayesian Algorithm Execution via Posterior Sampling, Cheng\*, Astudillo\*, et al., NeurIPS 2024
- End-to-End Conformal Calibration for Optimization Under Uncertainty, Yeh, Christianson, et al., arXiv
- Learning to Make Decisions via Submodular Regularization, Alieva, et al., ICLR 2021