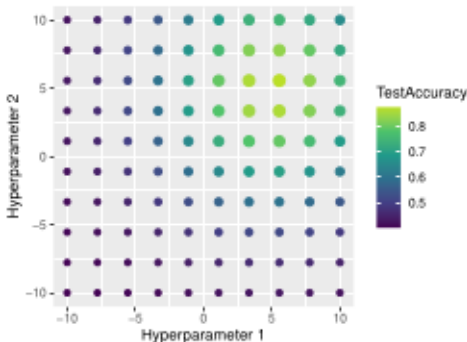


GRID SEARCH

- Simple technique which is still quite popular, tries all HP combinations on a multi-dimensional discretized grid
- For each hyperparameter a finite set of candidates is predefined
- Then, we simply search all possible combinations in arbitrary order



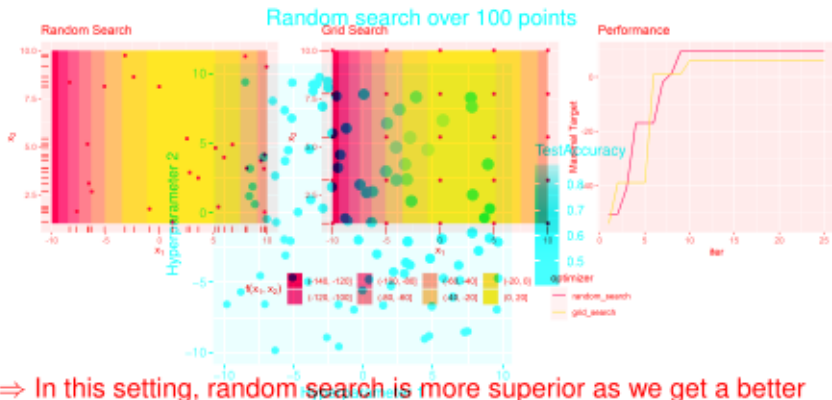
Grid search over 10x10 points



RANDOM SEARCH VS. GRID SEARCH

We consider a maximization problem on the function

$f(x_1, x_2) = g(x_1) + h(x_2) \approx g(x_1)$, i.e. in order to maximize the target, x_1 should be the parameter to focus on



TUNING EXAMPLE

Advantages

Tuning random forest with grid search/random search and 5CV on the sonar data set for AUC:

- Like grid search: very easy to implement, all parameter types possible, trivial parallelization

Hyperparameter	Type	Min	Max
num. trees	integer	3	500
max. depth	integer	5	50
min. node size	integer	10	100

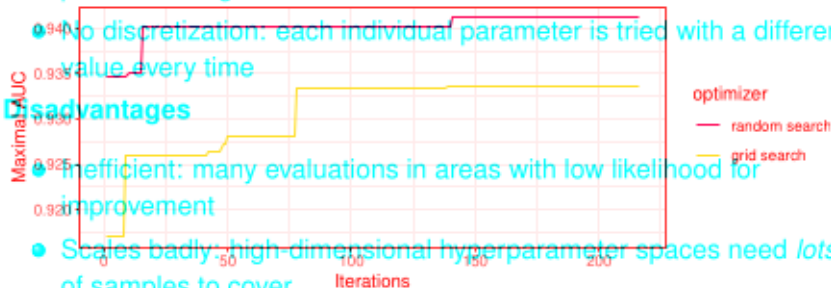
- Anytime algorithm: can stop the search whenever our budget for computation is exhausted, or continue until we reach our performance goal.

- No discretization: each individual parameter is tried with a different value every time

Disadvantages

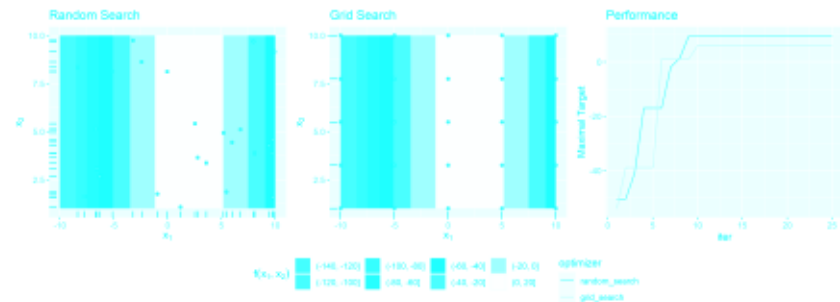
- Inefficient: many evaluations in areas with low likelihood for improvement

- Scales badly: high-dimensional hyperparameter spaces need *lots* of samples to cover.



RANDOM SEARCH VS. GRID SEARCH

We consider a maximization problem on the function $f(x_1, x_2) = g(x_1) + h(x_2) \approx g(x_1)$, i.e. in order to maximize the target, x_1 should be the parameter to focus on.



⇒ In this setting, random search is more superior as we get a better coverage for the parameter x_1 in comparison with grid search, where we only discover 5 distinct values for x_1 .

TUNING EXAMPLE

Tuning random forest with grid search/random search and 5CV on the sonar data set for AUC:



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