Ideas from Henry Wynn

1. Using derivative information. How to extract it from the simulator. = How to use it efficiently to build emulators. What is the=20 cost/information trade off from using it. Connections with other areas = eg "fat points" in computional algebra

2. Can we combine the use of Gaussian process models with smoother = models such as polynomials to get better predictions or model the=20 "discrepancy" more smooothly

3. OK so lets get a real handle on the identifiability problem: if it = matters how does it matter? If it does not matter why not?

4. Making the experimental design suitable for the kernel class for = the model/emulator: design/model pairs.

5. Stochastic simulators. How to generate a stochastic emulator which = emulates the stochastic simulator. We need some nice, real problems to = work on.

6. Design for field data. How do we collect field data to help = validate our models eg put the models under stress in some sense.

7. Boolean/reliability problems: use of extreme values etc