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 cost/information trade off from using it. Connections with other areas eg "fat points" in computational algebra

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

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