



# **Interpretable Machine Learning**

A Guide for Making Black Box Models Explainable Christoph Molnar

2022-03-29

https://christophm.github.io/interpretable-ml-book/

# What is Explainable Al

- A "black box" model: how to understand its properties by looking at its parameters
  - ☐ As opposed to "white box" models
  - [Recommended] diagnostics of linear models
- Machine learning algorithm is built upon data, features, learning goals, etc.
  - Interpretability, transparency
  - "The running hypothesis is that by building more transparent, interpretable, or explainable systems, users will be better equipped to understand and therefore trust the intelligent agents"

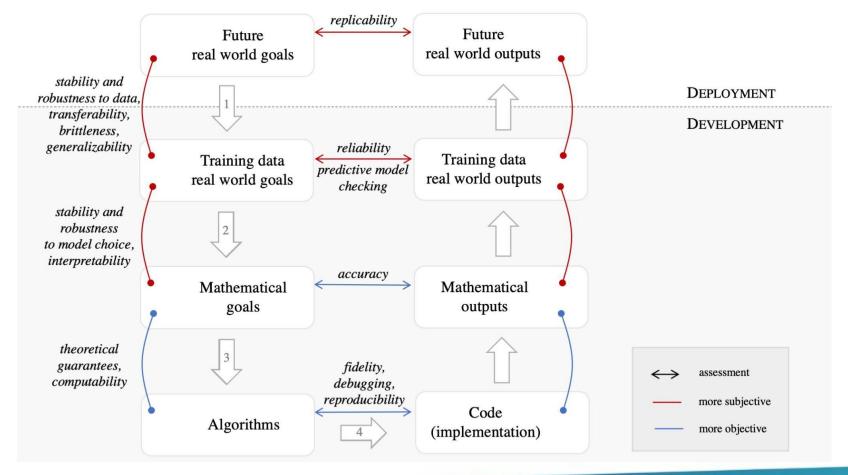
(Miller 2019; <u>I</u>1



# What is Explainable Al

- Design interpretable machine learning workflow: how well a human could understand the decisions of the workflow, i.e., interpretability or explainability
  - ☐ Consistently predict the model's result
  - Perfect accuracy is not a requirement for trust
  - Most concerning the entire model
- Create explicitly explanation of derived AI decisions
  - Most concerning individual model outputs



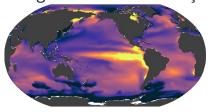




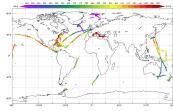
### Machine learning workflows require decisions

Estimate how much carbon the ocean absorbs, at each location in space, over time, from sparse data

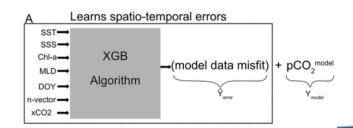
global ocean biogeochemical modelsç

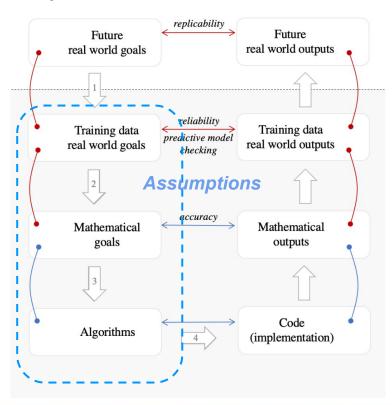


observational-based data products



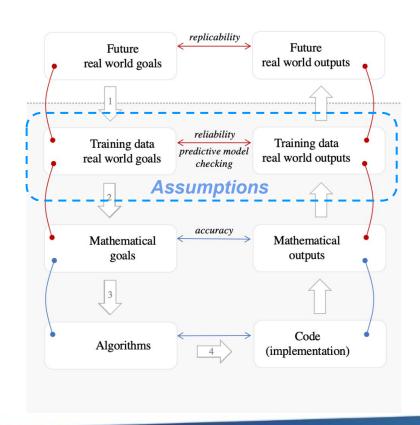
Learn a non-linear relationship between model-data mismatch and observed predictors

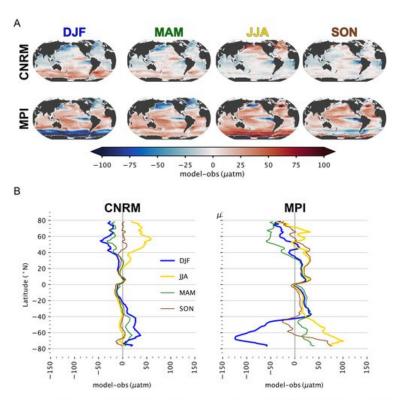






# Interpretable results drive science forward







### Interpretation methods

- Feature summaries and visualizations (e.g., partial dependence)
- Model coefficients
- Data prototypes
- Interpretable models
- Model-agnostic tools
- Local vs. global



$$Y_i = \beta_0 + \beta_1 X_i + \varepsilon_i$$
, (\*)  
 $E(\varepsilon_i) = 0$ ,  $Var(\varepsilon_i) = \sigma^2$   
and  $\varepsilon_i$ ,  $\varepsilon_j$  are uncorrelated.

$$\begin{cases} b_1 = \frac{\sum_{i=1}^{n} (X_i - \bar{X})(Y_i - \bar{Y})}{\sum_{i=1}^{n} (X_i - \bar{X})^2} \\ b_0 = \frac{1}{n} (\sum_{i=1}^{n} Y_i - b_1 \sum_{i=1}^{n} X_i) = \bar{Y} - b_1 \bar{X} \end{cases}$$



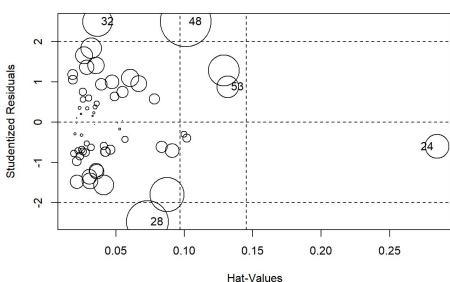
$$b_{1} = \frac{\sum_{i=1}^{n} (X_{i} - \bar{X}) (Y_{i} - \bar{Y})}{\sum_{i=1}^{n} (X_{i} - \bar{X})^{2}} = \frac{\sum_{i=1}^{n} (X_{i} - \bar{X}) Y_{i}}{\sum_{i=1}^{n} (X_{i} - \bar{X})^{2}} = \sum_{i=1}^{n} K_{i} Y_{i}, \text{ where } K_{i} = \frac{(X_{i} - \bar{X})}{\sum_{i=1}^{n} (X_{i} - \bar{X})^{2}}.$$

$$\hat{oldsymbol{eta}} = \left(\mathbf{X}^\mathsf{T}\mathbf{X}\right)^{-1}\mathbf{X}^\mathsf{T}\mathbf{y},$$

$$\hat{\mathbf{y}} = \mathbf{X}\hat{\boldsymbol{\beta}} = \mathbf{X} (\mathbf{X}^\mathsf{T}\mathbf{X})^{-1}\mathbf{X}^\mathsf{T}\mathbf{y}.$$

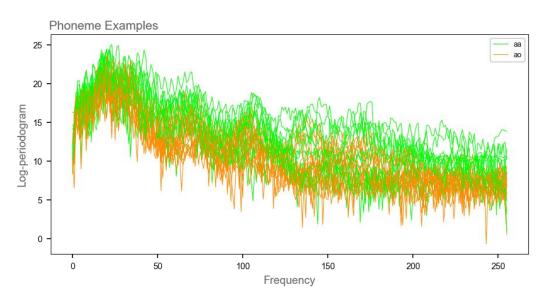


#### Influence Plot



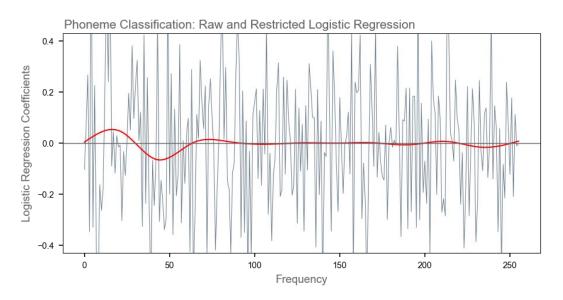
Hat-Values
Circle area is proportial to Cook's Distance





https://github.com/empathy87/The-Elements-of-Statistical-Learning-Python-Notebooks/blob/master/examples/Phoneme%20Recognition.ipynb





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- Model agnostic
- "How much has each feature value contributed to the prediction?"
- ☐ The Shapley value, for assigning payouts to players depending on their contribution to the total payout.
  - Game" the prediction task for one instance
  - "Gain" the actual prediction for this instance minus the average prediction for all instances.
  - "Players" the feature values of the instance



- The Shapley value is the average of all the marginal contributions to all possible "coalitions".
- ☐ The values of features that are not in a coalition are replaced by values randomly drawn from observed data.

$$egin{aligned} \phi_j(val) &= \sum_{S\subseteq \{1,\ldots,p\}\setminus \{j\}} rac{|S|!\,(p-|S|-1)!}{p!}(val\,(S\cup \{j\})-val(S)) \ &val_x(S) = \int \hat{f}\,(x_1,\ldots,x_p)d\mathbb{P}_{x
otin S} - E_X(\hat{f}\,(X)) \end{aligned}$$



#### Approximate Shapley estimation for single feature value:

- · Output: Shapley value for the value of the j-th feature
- Required: Number of iterations M, instance of interest x, feature index j, data matrix X, and machine learning model f
  - For all m = 1,...,M:
    - Draw random instance z from the data matrix X
    - Choose a random permutation o of the feature values
    - ullet Order instance x:  $x_o = (x_{(1)}, \dots, x_{(j)}, \dots, x_{(p)})$
    - ullet Order instance z:  $z_o = (z_{(1)}, \ldots, z_{(j)}, \ldots, z_{(p)})$
    - Construct two new instances
      - With j:  $x_{+j} = (x_{(1)}, \ldots, x_{(j-1)}, x_{(j)}, z_{(j+1)}, \ldots, z_{(p)})$
      - ullet Without j:  $x_{-j}=(x_{(1)},\ldots,x_{(j-1)},z_{(j)},z_{(j+1)},\ldots,z_{(p)})$
    - ullet Compute marginal contribution:  $\phi_{j}^{m}=\hat{f}\left(x_{+j}
      ight)-\hat{f}\left(x_{-j}
      ight)$
- ullet Compute Shapley value as the average:  $\phi_j(x)=rac{1}{M}\sum_{m=1}^M\phi_j^m$

$$\hat{\phi}_{j}=rac{1}{M}\sum_{m=1}^{M}\left(\hat{f}\left(x_{+j}^{m}
ight)-\hat{f}\left(x_{-j}^{m}
ight)
ight)$$



- Desirable properties and theory
- Computational intensive
- Can still be misinterpreted
- Need access to the data
- Can still ignore innate correlations between features

