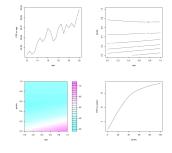
Interpretable Machine Learning

Introduction to Functional Decomposition



Learning goals

- Basic idea of additive functional decompositions
- Motivation and usefulness of functional decompositions
- Difficulty of obtaining or even defining a functional decomposition
- Several examples



PRELIMINARIES

Recap: Interactions

- Interactions between features: Effect of one feature on the prediction output depends on (one or more) other features
- Definition: f has interacting features x_j , x_k , if

$$\mathbb{E}\left[\left(\frac{\partial^2 f(\mathbf{x})}{\partial x_j \partial x_k}\right)^2\right] > 0$$



- Decomposition into only main effects
- Do not contain any interactions

$$\hat{f}(\mathbf{x}) = \theta_0 + g_1(x_1) + g_2(x_2) + \ldots + g_p(x_p)$$

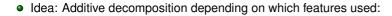


FIRST EXAMPLE: ADDITIVE DECOMPOSITION

Example

Consider

$$\hat{f}(x_1, x_2) = 4 - 2x_1 + 0.3e^{x_2} + |x_1|x_2$$





$$g_{\emptyset}(x_1,x_2)=4$$
 Part depending on no features at all (intercept) $g_1(x_1,x_2)=2x_1$ $g_2(x_1,x_2)=0.3e^{x_2}$ Parts depending on a single feature (main effects) $g_{1,2}(x_1,x_2)=|x_1|x_2$ Part depending on both features (interaction)

Parts depending on a single feature (main effects) (1)

Part depending on both features (interaction)

- single terms with immediate interpretation, full understanding of the model
- Not possible with effects of single features (e.g. PDPs) or GAM surrogate model (miss interaction part)

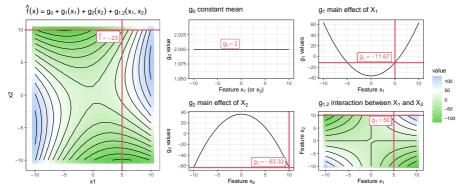
ANOTHER EXAMPLE: ADDITIVE DECOMPOSITION

Goal in general: Given a black-box model $\hat{f}:\mathbb{R}^2 \to \mathbb{R}$, find a decomposition

$$\hat{f}(x_1, x_2) = g_{\emptyset} + g_1(x_1) + g_2(x_2) + g_{1,2}(x_1, x_2)$$
 (2)



Example



→ More details on this example later

ANOTHER EXAMPLE: ADDITIVE DECOMPOSITION

Example

$$\hat{f}(x_1, x_2, x_3) = -2x_1 - 2\sin(x_3) + |x_1|x_2 + 0.5x_1x_2x_3 - \sin(x_2x_3) + 1$$

Again, read additive decomposition from formula:

$$g_{\emptyset}(x_1,x_2,x_3) = 1 \qquad \text{constant part, no effects} \\ g_1(x_1,x_2,x_3) = -2x_1 \\ g_2(x_1,x_2,x_3) = 0 \\ g_3(x_1,x_2,x_3) = -2\sin(x_3) \\ g_{1,2}(x_1,x_2,x_3) = |x_1|x_2 \\ g_{1,3}(x_1,x_2,x_3) = 0 \\ g_{2,3}(x_1,x_2,x_3) = -\sin(x_2x_3) \\ g_{1,2,3}(x_1,x_2,x_3) = 0.5x_1x_2x_3$$
 2-way interactions (depending on 2 features) 3-way interactions

⇒ 8 components in total, but some empty ~ Certain interactions not present

GENERAL FORM OF FUNCTIONAL DECOMPOSITION

► Li and Rabitz (2011) Chastaing et al. (2012)

Definition

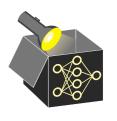
Functional decomposition: Additive decomposition of a function $\hat{t}: \mathbb{R}^p \mapsto \mathbb{R}$ into a sum of components of different dimensions w.r.t. inputs x_1, \ldots, x_p :

$$\hat{f}(\mathbf{x}) = \sum_{S \subseteq \{1, \dots, p\}} g_S(\mathbf{x}_S)
= g_\emptyset + g_1(x_1) + g_2(x_2) + \dots + g_p(x_p) +
g_{1,2}(x_1, x_2) + \dots + g_{p-1,p}(x_{p-1}, x_p) + \dots +
g_{1,2,3}(x_1, x_2, x_3) + \dots + g_{1,2,3,4}(x_1, x_2, x_3, x_4) + \dots + g_{1,\dots,p}(x_1, \dots, x_p)$$

 \rightsquigarrow one component for every possible combination S of indices

Sort terms according to degree of interaction:

- g_∅ = Constant mean (intercept)
- $g_i = \hat{f}$ first-order or main effect of j-th feature alone on $\hat{f}(\mathbf{x})$
- $g_{i,k} =$ second-order interaction effect of features j and k w.r.t. $\hat{f}(\mathbf{x})$
- $g_S(\mathbf{x}_S) = |S|$ -order effect, depends **only** on features in S



PROPERTIES OF THE DEFINITION

- Interpretability: Extremely powerful decomposition, reveals complete interaction structure
- Compare to GAM: Same decomposition, but without interactions
 Any GAM already comes with its decomposition

$$\hat{f}(\mathbf{x}) = g_{\emptyset} + g_{1}(x_{1}) + g_{2}(x_{2}) + \ldots + g_{p}(x_{p})$$

- Same for LMs: Decomposition explicitly modeled
- Easy decomposition also for decision trees and tree ensembles (see below)
- **Problem 1:** Calculating decomposition extremely difficult, often infeasible
 - For p features: Decomposition with 2^p terms \rightarrow too many different terms, difficult to interpret
- **Problem 2:** Definition not complete: Decomposition not unique, many trivial decompositions not useful
 - $\,\rightarrow\,$ More requirements or constraints needed to ensure decomposition is meaningful
 - Even worse once features are dependent or correlated (see later)



PROBLEM 2: DEFINITION NOT ENOUGH

Example

Again consider

$$\hat{f}(x_1, x_2, x_3) = -2x_1 - 2\sin(x_3) + |x_1|x_2 + 0.5x_1x_2x_3 - \sin(x_2x_3) + 1$$



Two possible decompositions (valid according to definition):

$$g_{1,\ldots,p}(x_1,\ldots,x_p):=\hat{f}(\mathbf{x})$$
 and for all other terms $g_{\mathcal{S}}(\mathbf{x}_{\mathcal{S}}):=0,$

or:

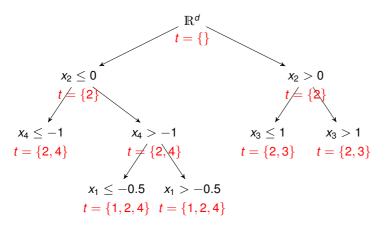
$$\begin{split} g_\emptyset &= 1 \, ; \quad g_1(x_1) = x_1 \, ; \ g_2(x_2) = 2x_2 \, ; \ g_3(x_3) = 3x_3 \, ; \\ g_{1,2}(x_1,x_2) &= \frac{1}{2} x_1 x_2 \, ; \ g_{1,3}(x_1,x_3) = \frac{1}{3} x_1 x_3 \, ; \ g_{2,3}(x_2,x_3) = \frac{2}{3} x_2 x_3 \, ; \\ \text{and} \quad g_{1,2,3}(x_1,x_2,x_3) &= \hat{f}(x_1,x_2,x_3) - \sum_{S \subseteq \{1,2,3\}} g_S(\mathbf{x}_S) \end{split}$$

⇒ Definition of decomposition not unique

EXAMPLE: DECISION TREES

Define *interaction type t* of a node: subset of features involved in constructing this node.

Example:



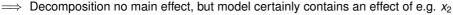
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 \Rightarrow Degree of interaction in each node is |t|.

DECOMPOSITION FOR DECISION TREES

Here: Decomposition via indicator functions

$$\hat{f}(\mathbf{x}) = g_{\emptyset} + g_{2,4}(x_2, x_4) + g_{2,3}(x_2, x_3) + g_{1,2,4}(x_1, x_2, x_4)$$



 \implies Lower-order effects "hidden" inside higher-order terms

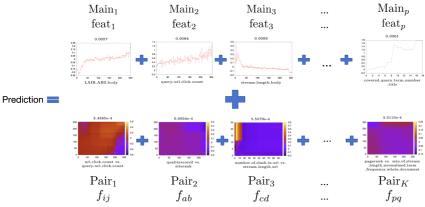
→ reading from decision tree not enough, "bad decomposition"

Note: Yang (2024) propose a (quite complicated) solution for this case



EXAMPLE: EBM

- See before: GAMs have functional decomposition by definition
- EBMs: Sum of the final one- and two-dimensional components



- In general: Model with functional decomposition up to max. order 2 is always "inherently interpretable"
- Reason: Visualization of all components

