

Explainability in Machine Learning

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6 July 2020



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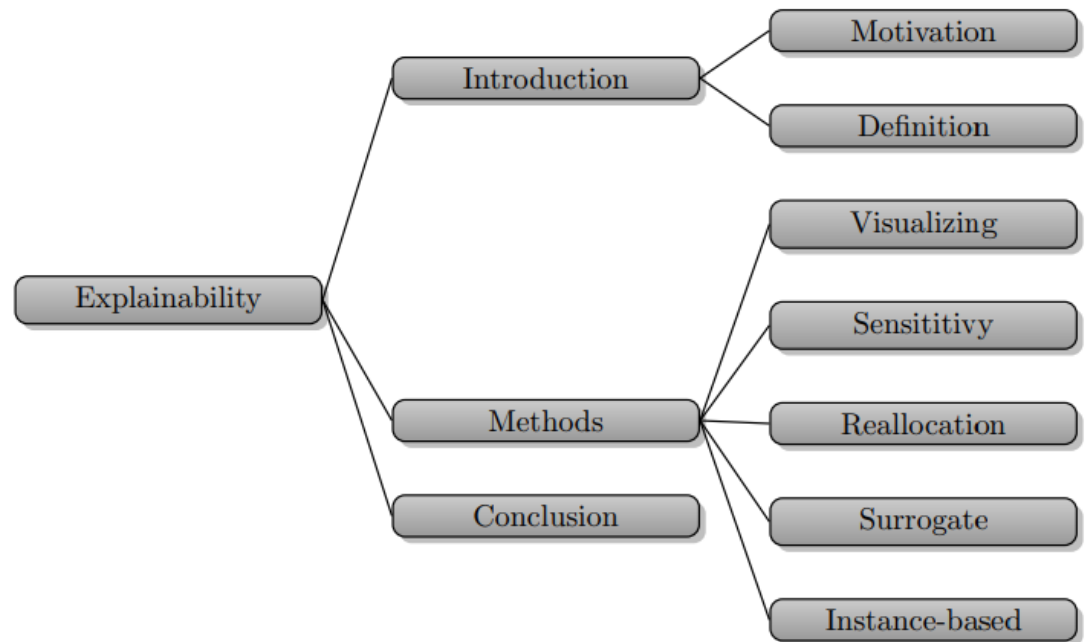


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Outline

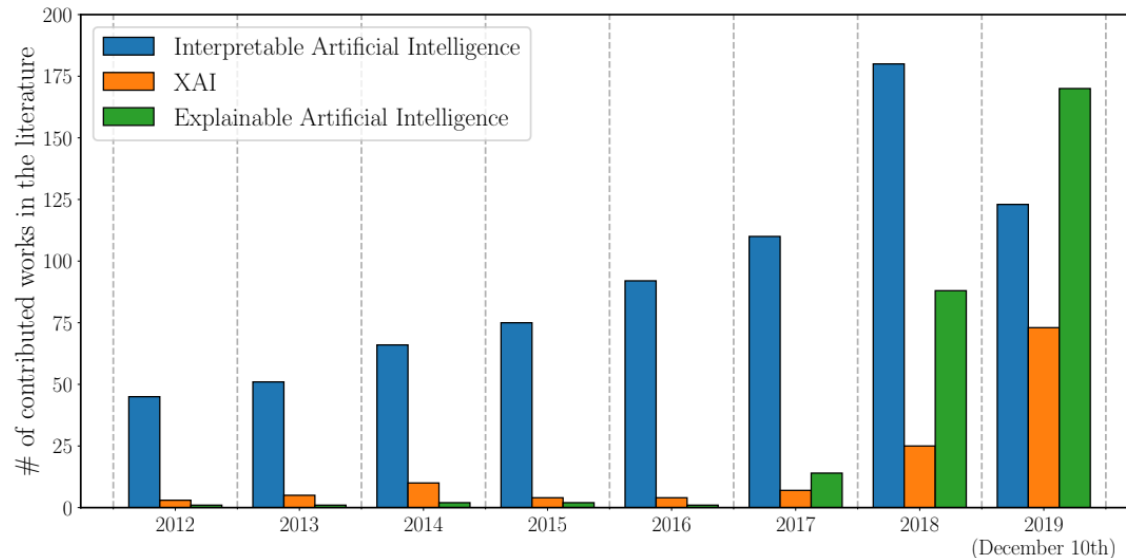
1. Introduction
2. Visualizing
3. Sensitivity
4. Reallocation
5. Surrogate
6. Instance - based
7. Conclusion



Introduction

State of Art

- Molnar, Christoph *“Interpretable Machine Learning”*, 2020.
- Guidotti, Riccardo et al. *“A Survey of Methods for Explaining Black Box Models”*, 2018.
- Arrieta Alejandro, *“Explainable Artificial Intelligence (XAI): Concepts, Taxonomies, Opportunities and Challenges toward Responsible AI”*, 2019.
- Adadi, Amina et al. *“Peeking inside the black-box: A survey on Explainable Artificial Intelligence (XAI)”*, 2018



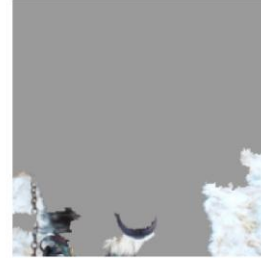
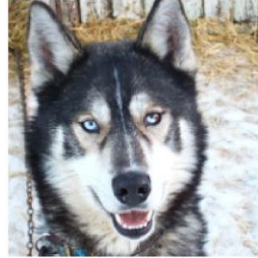
The term explainability denotes the **ability to translate** something e.g. a **model**, a piece of the model, or a prediction of the model in an **understandable manner to human**

Motivation

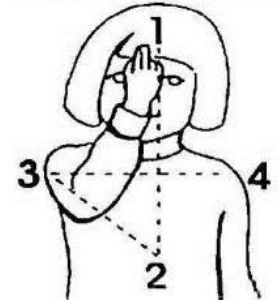
"The human wants something that metric doesn't"

Incompleteness in the problem formalization:

- Mismatch goal-objective
- Safety for high risk application
- Ethics, non-discriminative, right of explanation
- Knowledge discovering / Feature Engineering



4 EASY STEPS FOR
GDPR COMPLIANCE



- Lipton, Zachary C "The mythos of model interpretability" 2018,
- Ribeiro, Marco Tulio et al. " Why should i trust you? Explaining the predictions of any classifier", 2016.
- Doshi-Velez, Finale et al. "Towards a rigorous science of interpretable machine learning." , 2017.

White/Gray/Black box



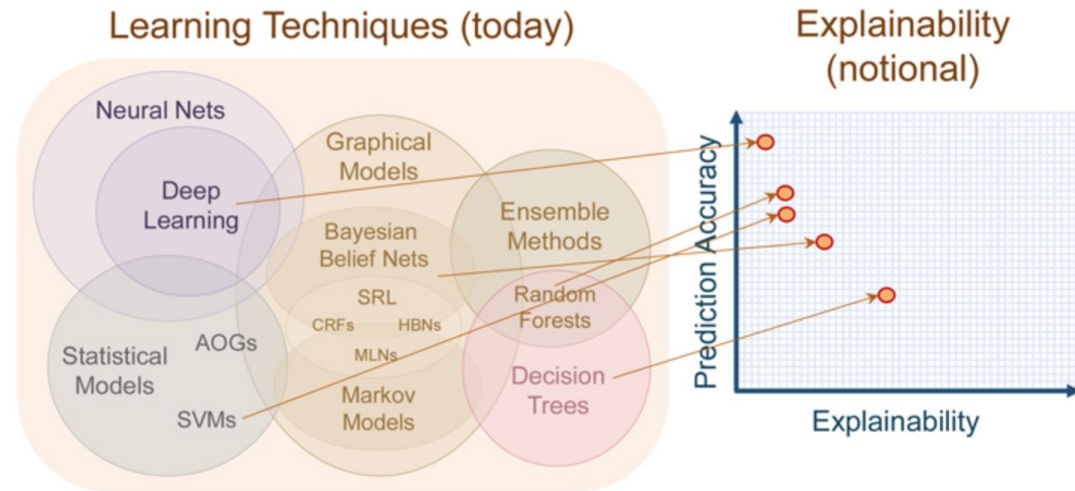
- Linear regression
- Rule based



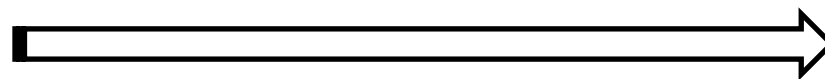
- Decision Tree
- Logistic Regression
- Linear SVM



- Ensemble Methods
- Neural Network
- SVM



Explainability techniques



Global

Local

Model agnostic

Model Specific

Tabular

Text

Image

Visualizing

- Individual Conditional Expectation (ICE)

$$ICE^{(n)}(\mathbf{x}_S) = \hat{f}([\mathbf{x}_S, \mathbf{x}_{D/S}^{(n)}])$$

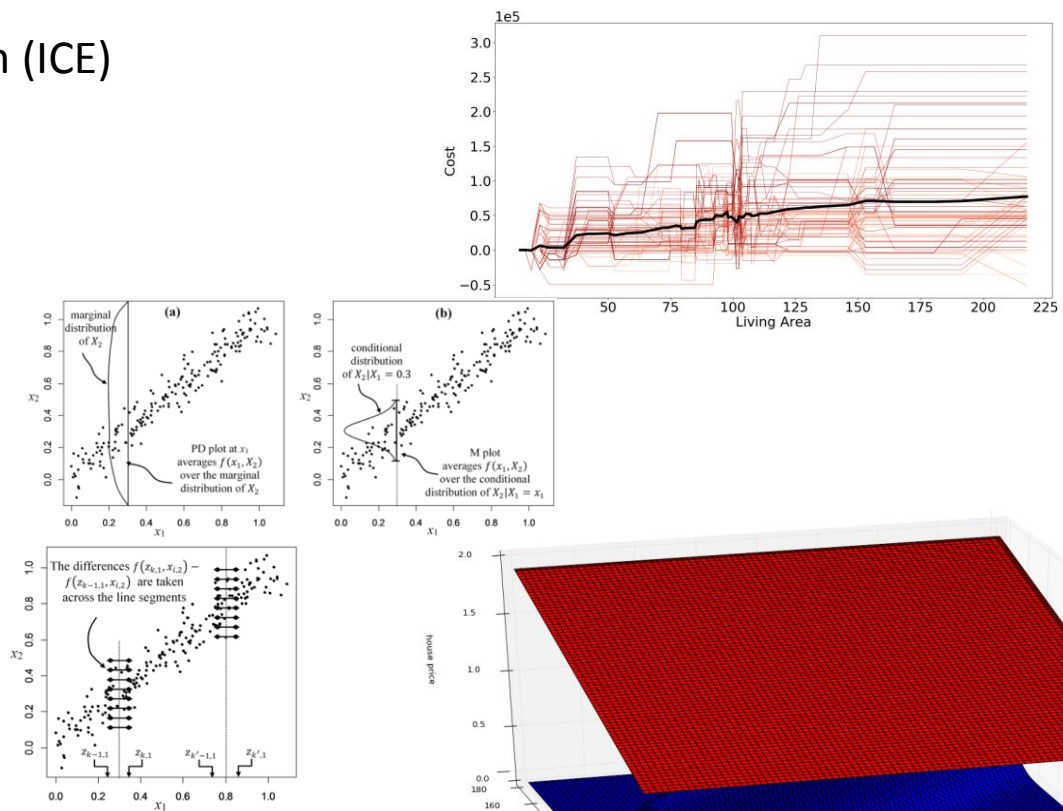
- Partial Dependence Plot (PDP)

$$f_S(\mathbf{x}_S) = \mathbb{E}_{\mathbf{x}_C}[\hat{f}(\mathbf{x}_S, \mathbf{x}_C)] = \int_{\mathbf{x}_C} \hat{f}(\mathbf{x}_S, \mathbf{x}_C) d\mathbb{P}_{\mathbf{x}_C}$$

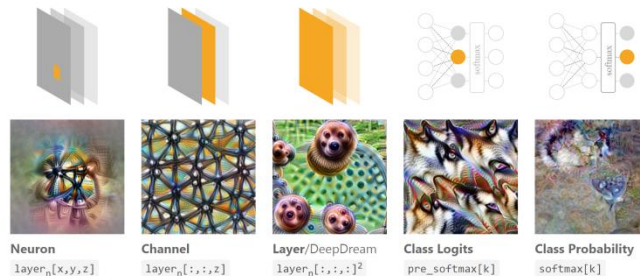
- M plots

$$f_S(\mathbf{x}_S) = \mathbb{E}_{\mathbf{x}}[\hat{f}(\mathbf{x}) | \mathbf{x}_S] = \int_{\mathbf{x}} \hat{f}(\mathbf{x}) d\mathbb{P}(\mathbf{x}_C | \mathbf{x}_S)$$

- Accumulated local effects (ALE)



- Feature Visualization



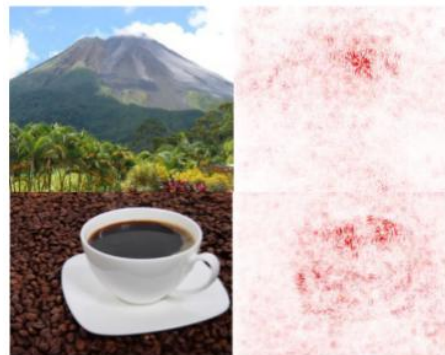
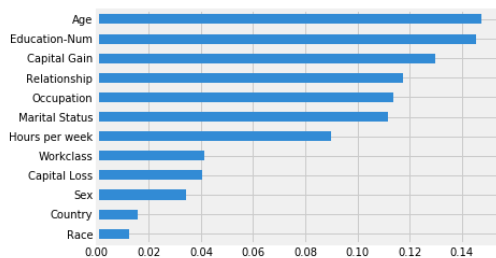
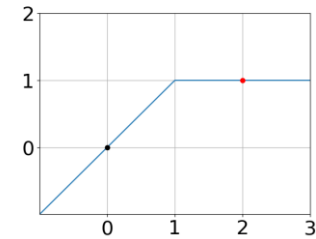
- Apley, Daniel et al. "Visualizing the Effects of Predictor Variables in Black Box Supervised Learning Models", 2019.
- Goldstein, Alex et al. "Peeking Inside the Black Box: Visualizing Statistical Learning with Plots of Individual Conditional Expectation", 2014.

Sensitivity

- Perturbation-based L
 - Permuted feature importance

$$F_i = L(Y, f(X_{\text{permuted}, i})) - L(Y, f(X))$$

- Gradient-based f
 - Activation Maximization (maximization penalized)
 - Gradient Norm
 - Integrated Gradients (IG)
 - Deep Learning Important Features (Deep Lift)



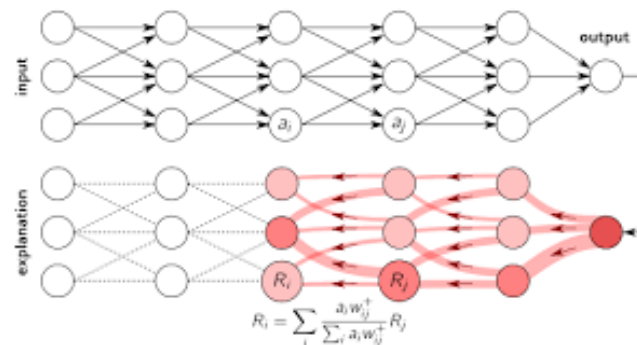
SA

It is the body's reaction to a strange environment. It appears to be induced partly to physical **discomfort** and part to mental distress. Some people are more prone to it than others, like some people are more prone to get sick on a roller coaster ride than others. The mental part is usually induced by a lack of clear indication of which way is up or down, ie: the Shuttle is normally oriented with its cargo bay pointed towards Earth, so the Earth (or ground) is "above" the head of the astronauts. About 50% of the astronauts experience some form of motion **sickness**, and NASA has done numerous tests in space to try to see how to keep the number of occurrences down.

- Samek , Wojciech et al. Explainable Artificial Intelligence: understanding, visualizing and interpreting deep learning models
- Shrikumar , Avanti et al. Learning Important Features Through Propagating Activation Differences, 2019
- Sundararajan, Mukund et al. "Axiomatic Attribution for Deep Networks", 2017

Reallocation (1)

- Layer-wise relevance propagation (LRP)



- Shapley Value



$$v(S \cup \{i\}) - v(S)$$

- Players: D
- Overall Payoff: $v(D)$
- Characteristic function: $\nu : \mathcal{P}(D) \rightarrow \mathbb{R}$

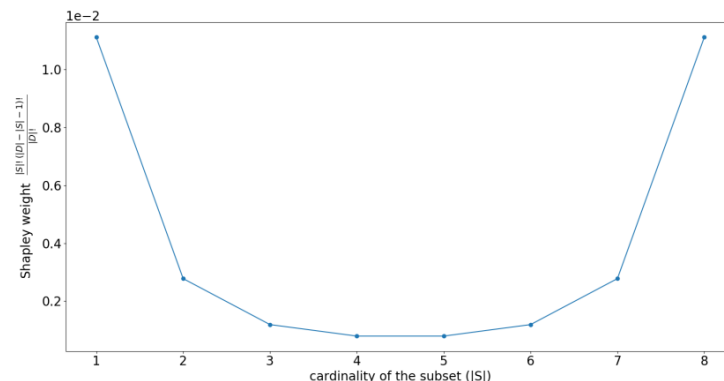
$$\sum_{k \in K} \left(\sum_{S \subseteq D / \{i\} \text{ with } |S|=k} \frac{(v(S \cup \{i\}) - v(S))}{\frac{|D-1|!}{k!(|D|-1-k)!}} \right) \frac{1}{|D|}$$

Reallocation (2)

$$I_i(v) = \sum_{S \subseteq D/\{i\}} \frac{|S|!(|D| - |S| - 1)!}{|D|!} (v(S \cup \{i\}) - v(S))$$

Efficiency property

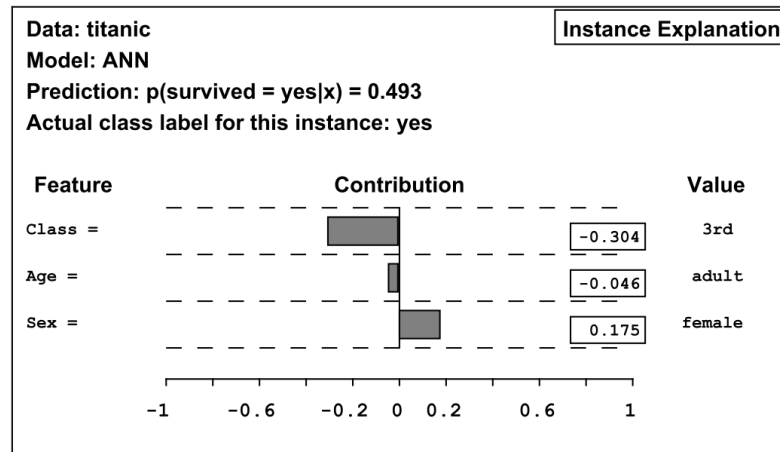
$$\sum_{i \in D} I_i(v) = v(D)$$



- Players -> Features of a particular instance
- Overall Payoff (prediction gain) -> $\hat{f}(x) - \mathbb{E}_X[\hat{f}(X)]$
- Characteristic function $v(Q) = \mathbb{E}_{D/Q}[\hat{f}(D/Q)|Q] - \mathbb{E}_D[\hat{f}(D)]$

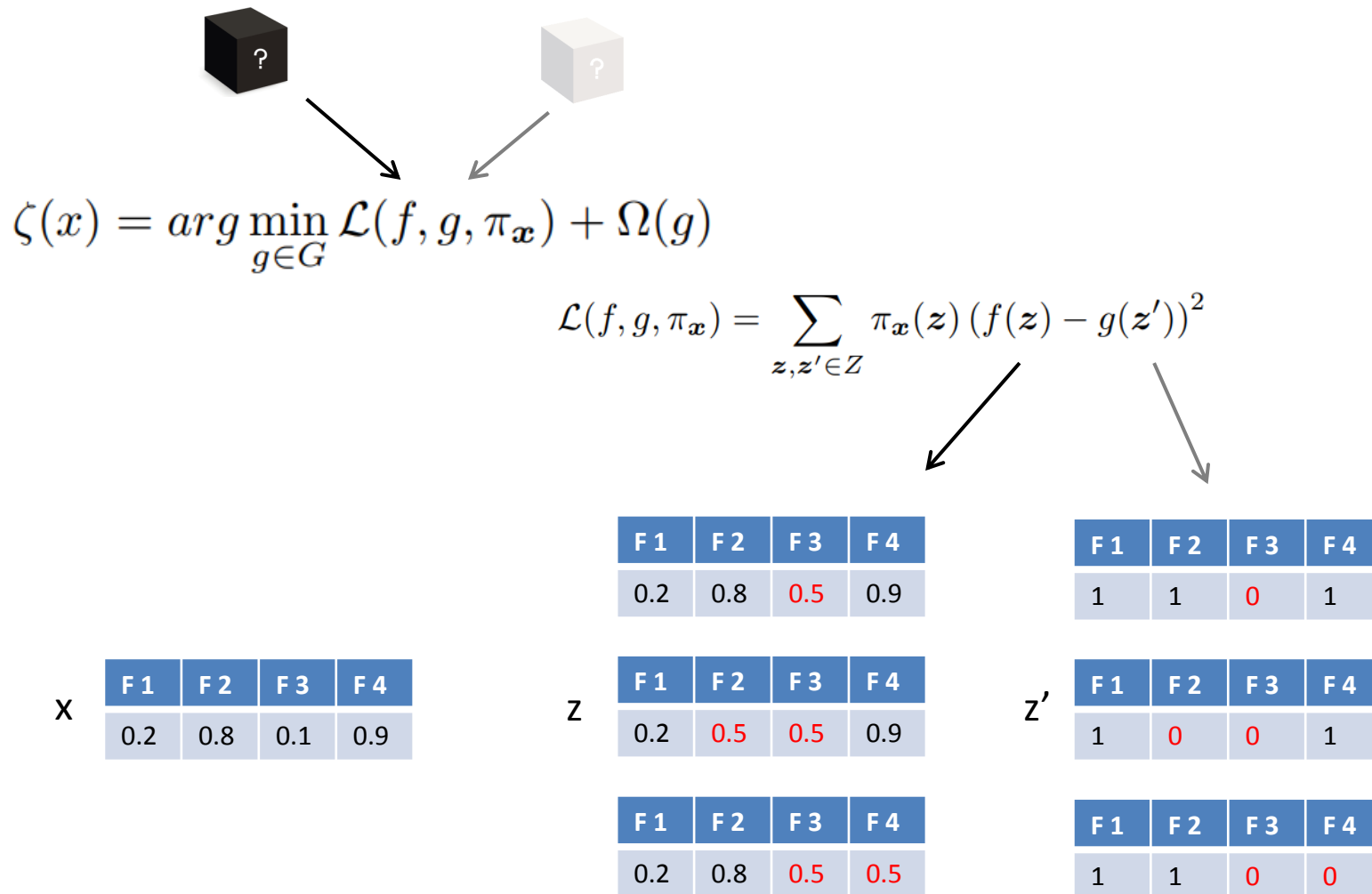
$$I_i(x, v) = \frac{1}{|D|!} \sum_{\mathcal{O} \in \pi(|D|)} (v(\text{Pre}^i(\mathcal{O}) \cup \{i\}) - v(\text{Pre}^i(\mathcal{O})))$$

$$I_i(v) = \frac{1}{|D|!} \sum_{\mathcal{O} \in \pi(|D|)} \sum_{w \in \mathcal{X}} p(w) \left(\hat{f}(w_{[\forall i \in \text{Pre}^i(\mathcal{O}) \cup \{i\} : w_i = x_i]}) - \hat{f}(w_{[\forall i \in \text{Pre}^i(\mathcal{O}) : w_i = x_i]}) \right)$$

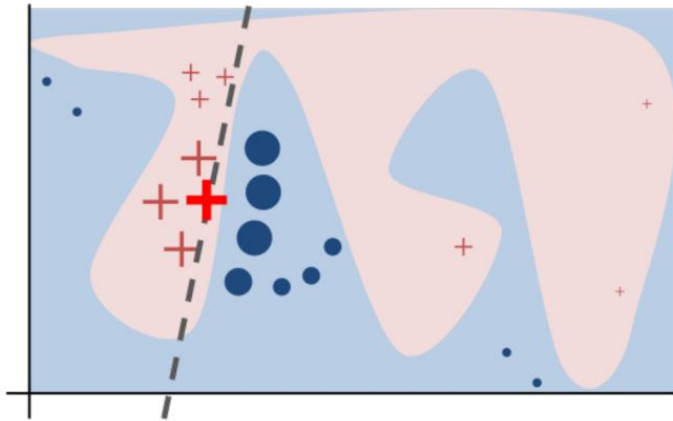


Surrogate (1)

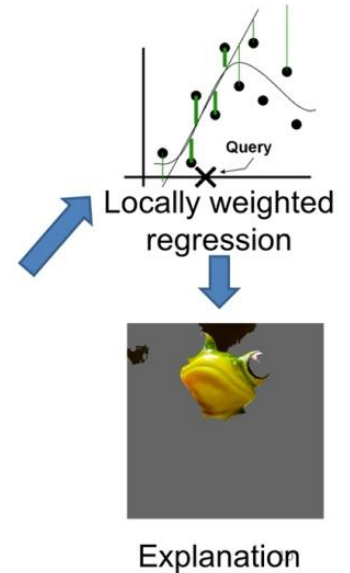
- Local Interpretable Model-Agnostic Explanations (LIME)



Surrogate (2)



Perturbed Instances	$P(\text{tree frog})$
	 0.85
	 0.00001
	 0.52

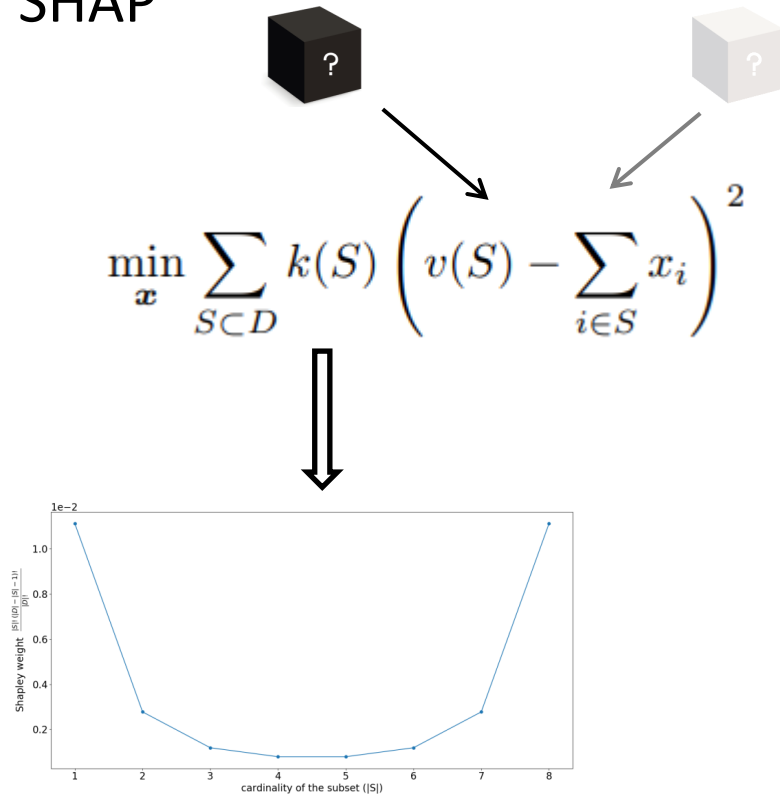


<https://www.oreilly.com/content/introduction-to-local-interpretable-model-agnostic-explanations-lime>

- Trepan: tree based surrogate models

Surrogate (3)

- SHAP



	$v(S)$	$\sum_{i \in S} x_i$	Shapley Values
F1	2	3	
F2	3	3	
F3	1	2	
F1 + F2	7	6	
F1 + F3	6	5	
F2 + F3	6	5	
F1 + F2 + F3	8	8	

- Lundberg, Scott et al. "A unified approach to interpreting model predictions", 2017
- Charnes, A et al. "Extremal principle solutions of games in characteristic function form: core, Chebychev and Shapley value generalizations", 1988

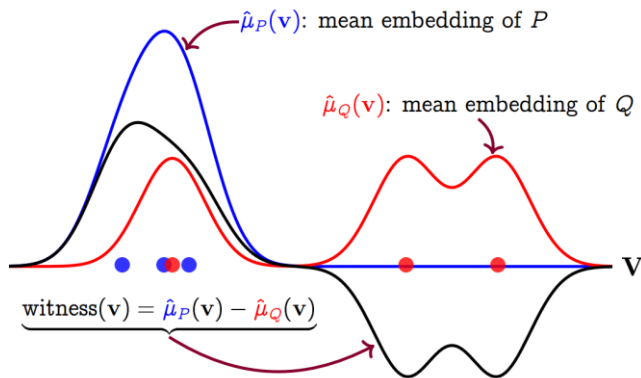
Instance-Based

- Counterfactual explanation

$$L(\mathbf{x}, \mathbf{x}', y_c, \lambda) = \lambda \cdot (\hat{f}(\mathbf{x}') - y_c)^2 + d(\mathbf{x}, \mathbf{x}') \\ \arg \min_{\mathbf{x}'}$$

- Prototype selection

$$MMD(F, P, Q) = \sup_{f \in \mathcal{F}} (\mathbb{E}_{X \sim P}[f(X)] - \mathbb{E}_{Y \sim Q}[f(Y)])$$

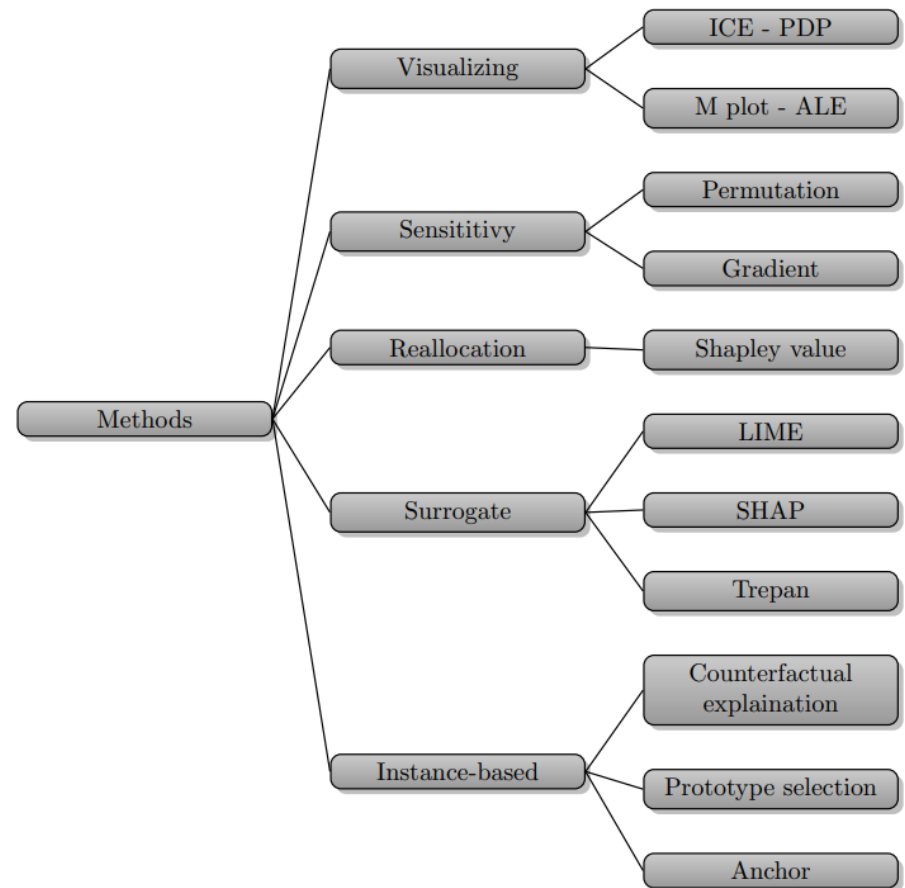


- Anchor

- Been, Kim et al. "Examples are not Enough, Learn to Criticize! Criticism for Interpretability", 2016
- Zhu, Xiaojin et al. "Machine Teaching: An Inverse Problem to Machine Learning and an Approach Toward Optimal Education", 2015

Conclusion

- Evolving, broad, etherogeneous field;
- Visualizing / Sensitivity /Local Linearize / Game theory;
- Explainability by design;
- Logic constraints with feature importances.



Thanks for your attention



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