

WB-XIC, Lab6:

# Wstęp do wyjaśnień konwolucyjnych sieci neuronowych

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# Explainability in AI

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## Researchers say Amazon face-detection technology shows bias

Two researchers say Amazon's facial-recognition technology has a lot of trouble identifying darker-skinned women

By TALI ARBEL AP Technology Writer  
25 January 2019, 22:24 • 3 min read



📷 STOCK PHOTO/Getty Images

Amazon login screen on a mobile device.

### ARTIFICIAL INTELLIGENCE

## Hundreds of AI tools have been built to catch covid. None of them helped.

Some have been used in hospitals, despite not being properly tested. But the pandemic could help make medical AI better.

By Will Douglas Heaven

July 30, 2021



<https://github.com/daviddao/awful-ai>

# Adversary in AI: Security & Safety

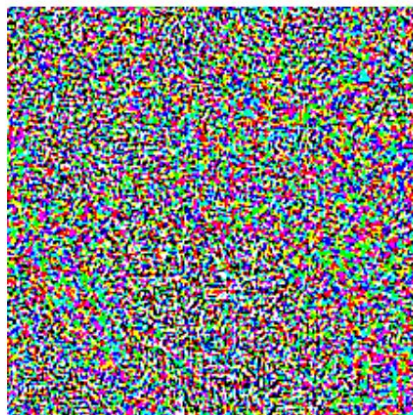


$x$

“panda”

57.7% confidence

$+ .007 \times$



$\text{sign}(\nabla_x J(\theta, x, y))$

“nematode”

8.2% confidence

$=$



$x +$

$\epsilon \text{sign}(\nabla_x J(\theta, x, y))$

“gibbon”

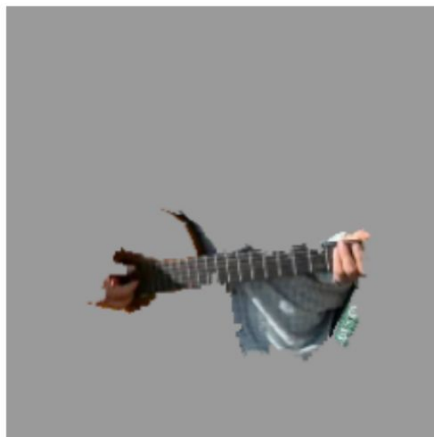
99.3 % confidence

# Explanations of neural networks

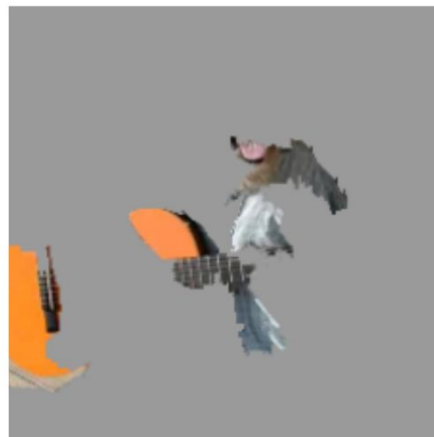
# Local interpretable model-agnostic explanations (LIME)



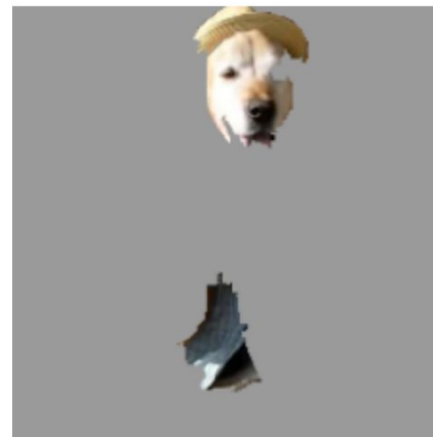
(a) Original Image



(b) Explaining *Electric guitar*

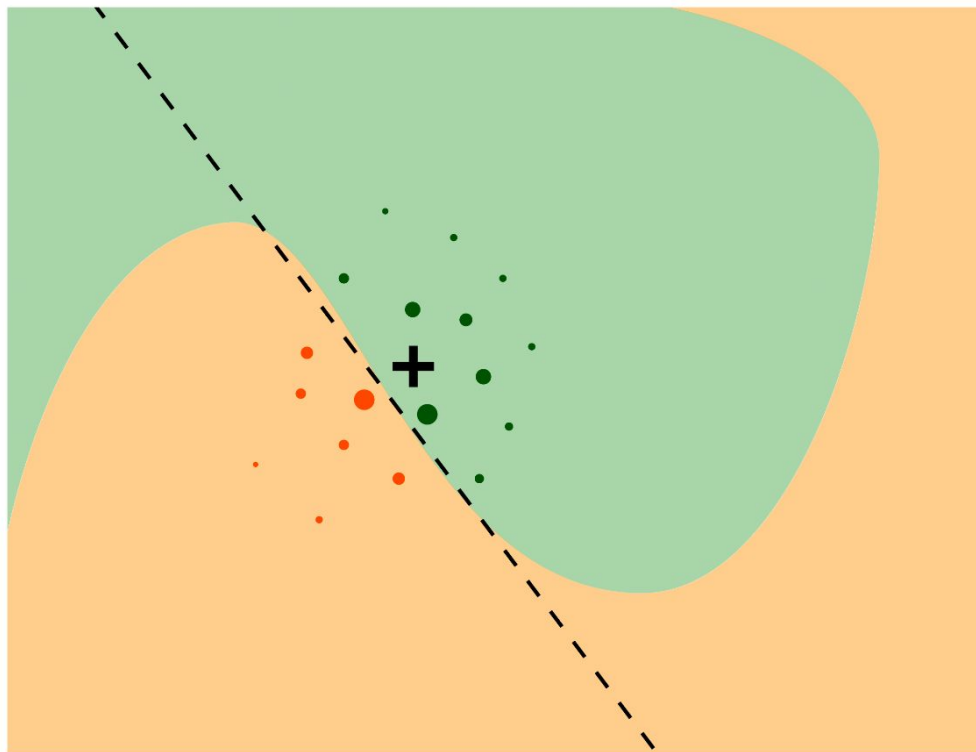


(c) Explaining *Acoustic guitar*



(d) Explaining *Labrador*

# LIME: local surrogate model





# LIME: intuition

Mathematically, local surrogate models with interpretability constraint can be expressed as follows:

$$\text{explanation}(x) = \arg \min_{g \in G} L(f, g, \pi_x) + \Omega(g)$$

The recipe for training local surrogate models:

- Select your instance of interest for which you want to have an explanation of its black box prediction.
- Perturb your dataset and get the black box predictions for these new points.
- Weight the new samples according to their proximity to the instance of interest.
- Train a weighted, interpretable model on the dataset with the variations.
- Explain the prediction by interpreting the local model.

# LIME for image: superpixels and image segmentation



Label: standard poodle  
Probability: 0.18  
Explanation Fit: 0.37



Label: goose  
Probability: 0.15  
Explanation Fit: 0.55





# Google Colab

# Saliency maps (*vanilla* gradients)

The recipe for this approach is:

1. Perform a forward pass of the image of interest.
2. Compute the gradient of class score of interest with respect to the input pixels:

$$E_{grad}(I_0) = \frac{\delta S_c}{\delta I} \Big|_{I=I_0}$$

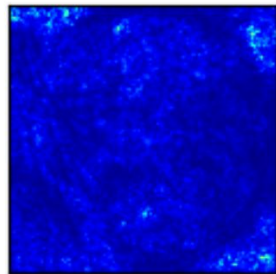
Here we set all other classes to zero.

3. Visualize the gradients. You can either show the absolute values or highlight negative and positive contributions separately.

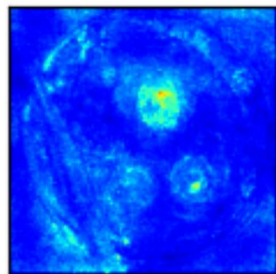
**Smoothgrad:** average multiple explanations for an image with added noise

**Grad-Cam:** gradient explanation tailored to CNN (ReLU, last Conv2d)

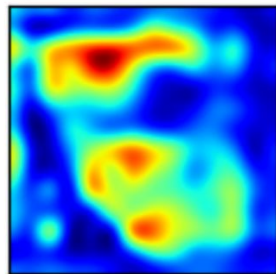
Soup Bowl (vanilla)



Soup Bowl (Smoothgrad)



Soup Bowl (Grad-Cam)



# Integrated gradients (IG)

Original image



Top label and score

Top label: reflex camera  
Score: 0.993755



Top label: fireboat  
Score: 0.999961

Integrated gradients

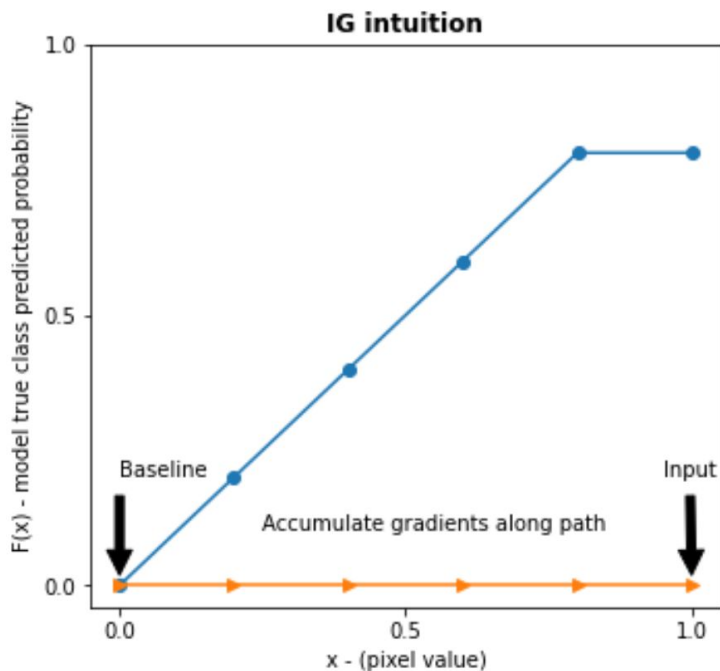
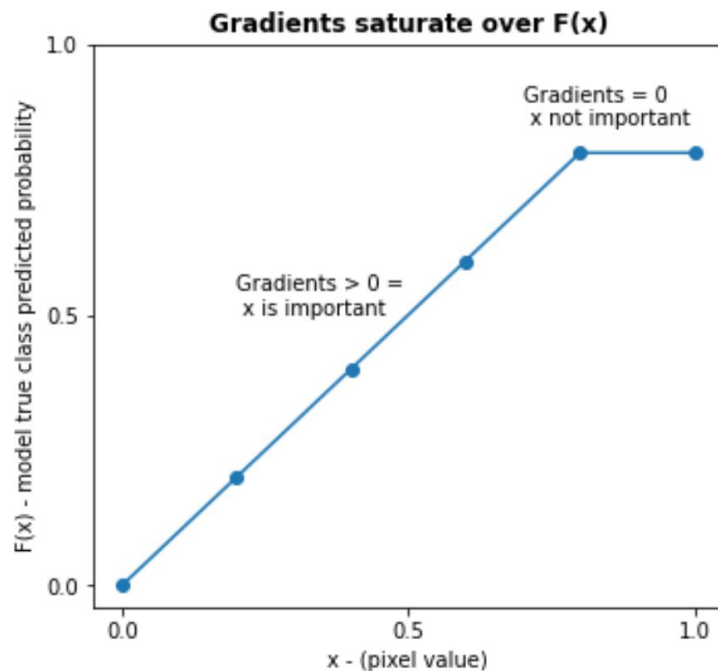


Gradients at image



# IG: integral over gradients

**Baseline:** dark/grey/white image or pixel distribution over a subset of data.



# IG: intuition

Formally, let  $\gamma = (\gamma_1, \dots, \gamma_n) : [0, 1] \rightarrow \mathbb{R}^n$  be a smooth function specifying a path in  $\mathbb{R}^n$  from the baseline  $x'$  to the input  $x$ , i.e.,  $\gamma(0) = x'$  and  $\gamma(1) = x$ .

Given a path function  $\gamma$ , *path integrated gradients* are obtained by integrating the gradients along the path  $\gamma(\alpha)$  for  $\alpha \in [0, 1]$ . Formally, path integrated gradients along the  $i^{th}$  dimension for an input  $x$  is defined as follows.

$$\text{PathIntegratedGrads}_i^\gamma(x) ::= \int_{\alpha=0}^1 \frac{\partial F(\gamma(\alpha))}{\partial \gamma_i(\alpha)} \frac{\partial \gamma_i(\alpha)}{\partial \alpha} d\alpha \quad (2)$$

where  $\frac{\partial F(x)}{\partial x_i}$  is the gradient of  $F$  along the  $i^{th}$  dimension at  $x$ .



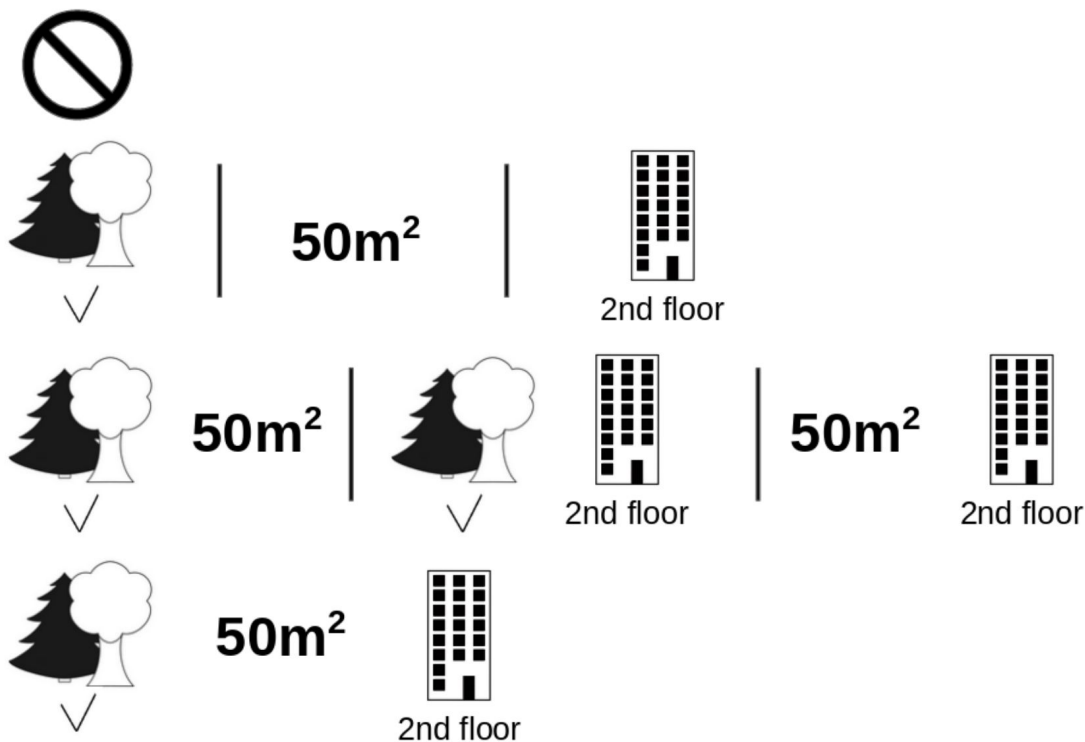
$$\text{IntegratedGrads}_i^{\text{approx}}(x) ::=$$

$$(x_i - x'_i) \times \sum_{k=1}^m \frac{\partial F(x' + \frac{k}{m} \times (x - x'))}{\partial x_i} \times \frac{1}{m}$$

# Google Colab



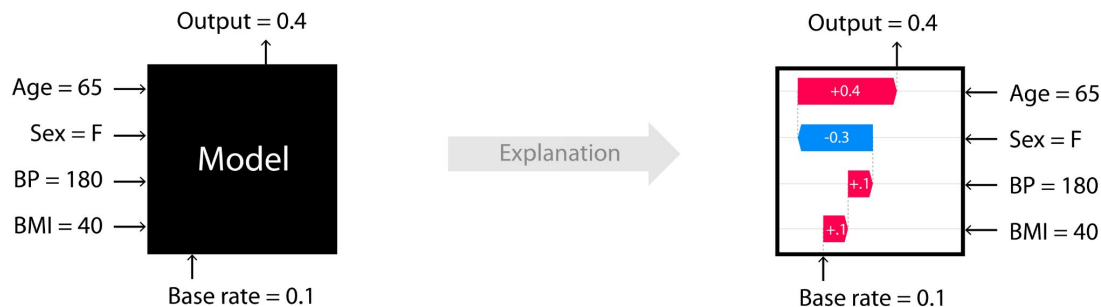
# Shapley values: game theory



# Shapley values: math

$$\phi_j(val) = \sum_{S \subseteq \{1, \dots, p\} \setminus \{j\}} \frac{|S|! (p - |S| - 1)!}{p!} (val(S \cup \{j\}) - val(S))$$

# SHapley Additive exPlanations (SHAP)



**Definition 1** Additive feature attribution methods have an explanation model that is a linear function of binary variables:

$$g(z') = \phi_0 + \sum_{i=1}^M \phi_i z'_i, \quad (1)$$

where  $z' \in \{0, 1\}^M$ ,  $M$  is the number of simplified input features, and  $\phi_i \in \mathbb{R}$ .

S. M. Lundberg & S. Lee. **A Unified Approach to Interpreting Model Predictions**. *NeurIPS*, 2017.

<https://dl.acm.org/doi/10.5555/3295222.3295230>

# SHAP

1. (model-agnostic) **KernelSHAP**: LIME + SHAP kernel
2. TreeSHAP: fast SHAP values for tree-ensemble models)
3. Gradient: SHAP based on IG and Smoothgrad
4. \*SHAP based on DeepLIFT <https://arxiv.org/abs/1704.02685>

# Google Colab

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