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Explainable Artificial Intelligence (XAI)

"Es gibt derzeit noch keine allgemein akzeptierte Definition von XAI."

Wikipedia [1]

Relevant Aspects:

- Explainability vs. Interpretability of AI-algorithms
- We seek to enable humans to
 - predict results of AI Systems,
 - trust Al-Systems and
 - using AI-Systems effectively.

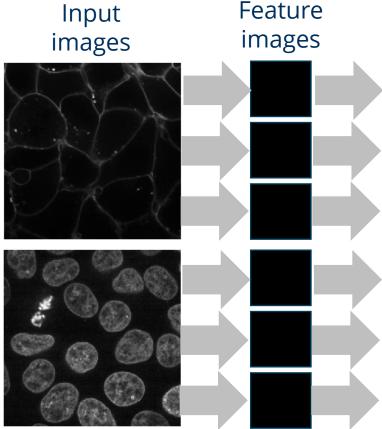




Explanation of Random Forest Classifiers

... by reading code

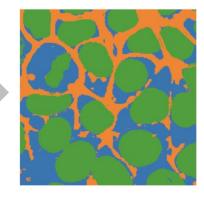
... is quite useless



Decision trees (OpenCL)

```
if(i3<6093.5){
if(i1<3335.03 if(i3<6615.0){
 s0+=0.994917 if(i1<3277.4873 if(i0<2118.0){
 s1+=0.001270
               s0+=0.98595146
                              if(i4<8134.84912109375){
 s2+=0.003811
               s1+=0.00127713
                                s0+=1.0;
 } else {
                s2+=0.01277139
                              } else {
 s1+=1.0;
              } else {
                                s0+=0.0012077294685990338;
                                s2+=0.998792270531401;
                s1+=1.0;
 else {
if(i4<8042.86)
                              } else {
               else {
 s0+=0.818181
                               if(i1<3335.035888671875){
               if(i1<3244.2104
 s1+=0.181818
                                s0+=0.8279569892473119;
                s0+=0.00118835
 } else {
                                s1+=0.005376344086021506;
                s2+=0.99881164
 s0+=0.000885
                                else {
 s1+=0.001180
                               } else {
                s1+=1.0;
 s2+=0.997933
                                s1+=1.0;
```









Explainability

A logically consistent line of argumentation that depicts a situation or an algorithm with complete transparency.

Intrinsically explainable AI-algorithms

• Example: Linear Regression

$$f(x_1, x_2) = w_1 x_1 + w_2 x_2$$

If w_1 is much bigger than w_2 , the result depends much more on x_1 compared to x_2 .

Model explainable

Results predictable



Explainability

A logically consistent line of argumentation that depicts a situation or an algorithm with complete transparency.

Intrinsically explainable AI-algorithms

Example: Linear Regression

Robert Haase

AI4Medicine

Sept 24th 2025

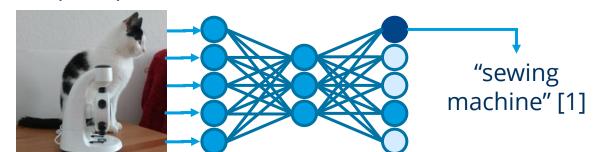
@haesleinhuepf

$$f(x_1, x_2) = w_1 x_1 + w_2 x_2$$

If w_1 is much bigger than w_2 , the result depends much more on x_1 compared to x_2 .

Black-Box Al-algorithms

 Example: Deep Neural Networks (DNN)



Not easily explainable and predictable

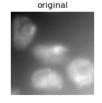


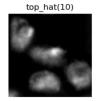
Interpretability

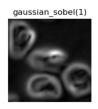
Visualization of intermediate results and their influence on results

Model-agnostic methods

Example: Shapley's Additive exPlanations (SHAP)





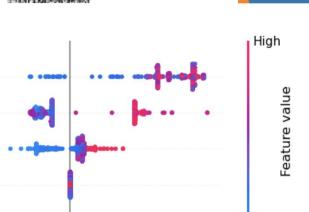




0.0

-0.1SHAP value 0.1





0.2

0.3

top hat(10)

gaussian sobel(1)

original

random



-0.3

-0.2

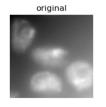
Low

Interpretability

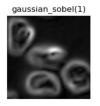
Visualization of intermediate results and their influence on results.

Model-agnostic methods

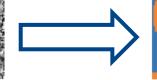
Example: Shapley's Additive exPlanations (SHAP)

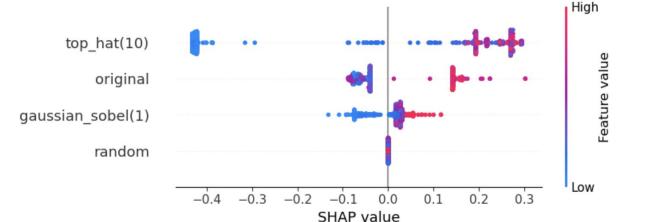






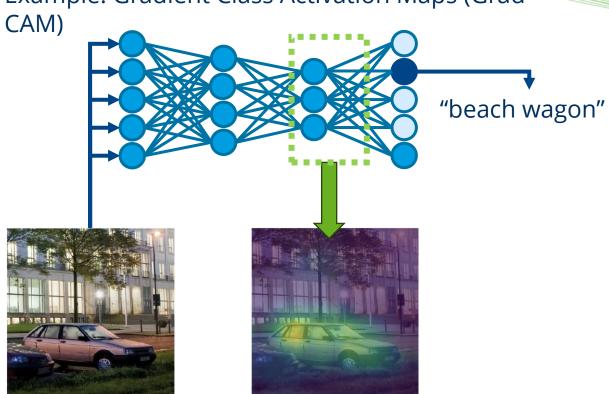






Model-specific methods

Example: Gradient Class Activation Maps (Grad-







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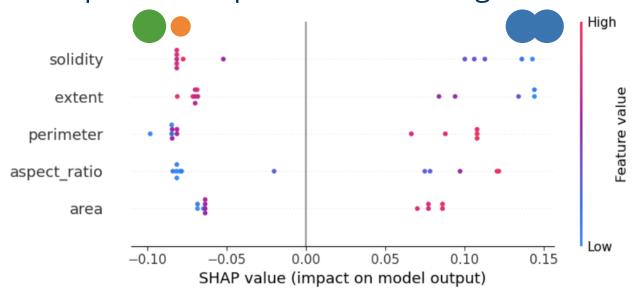


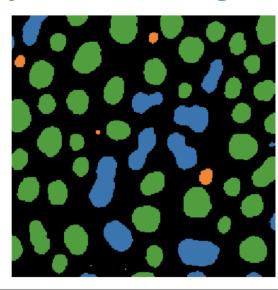


Explainable Al

Depending on the target group [for the explanation], the influence of data is more important than how AI algorithms work.

- Many computer scientists want to explain and understand AI methods.
- Biologists use AI as a method to explain biological processes.
- Example: "What parameters distinguish round objects from elongated ones?"





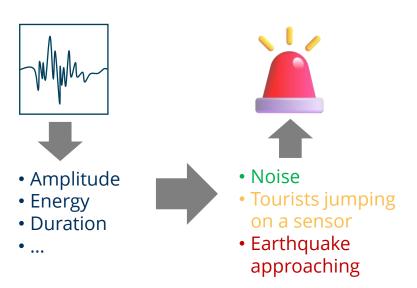




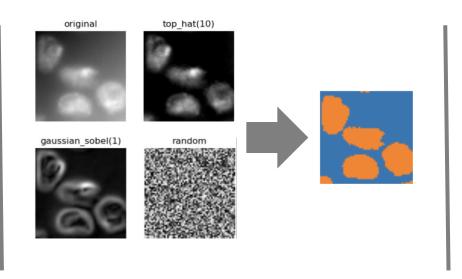


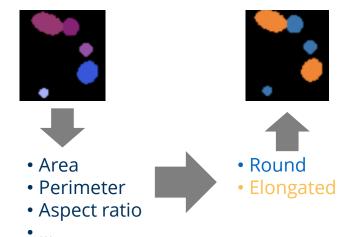
Recap: Feature selection

- Which measurement / parameter / feature is related to the effect I'm investigating?
- Example goals:



Signal classification





Pixel classification

Object classification

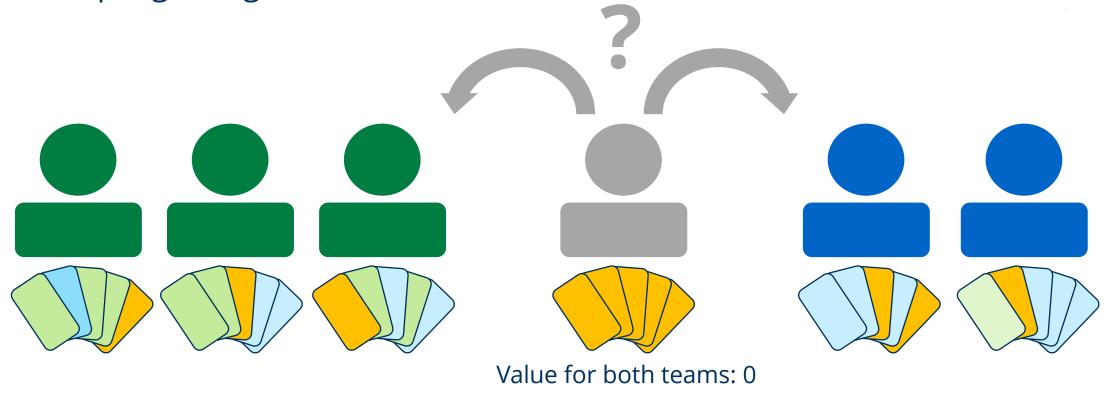






Collaborative game theory

If players collaborate, how is the impact on a team if another player joins? Example game goal: maximize cards of the same colour.



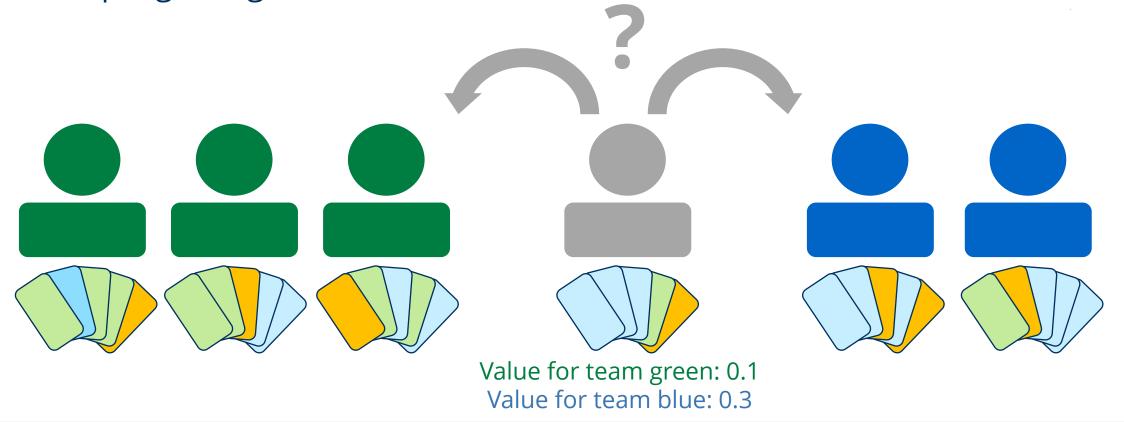
Robert Haase @haesleinhuepf





Collaborative game theory

If players collaborate, how is the impact on a team if another player joins? Example game goal: maximize cards of the same colour.











SHapley's Additive exPlanations

Analogously, this can be done with data points instead of features.

$$\phi_i = \sum_{S \subseteq F \setminus \{i\}} rac{|S|!(|F|-|S|-1)!}{|F|!} [f_x(S \cup \{i\}) - f_x(S)]$$

SHAP value of feature i

Sum over all Subsets of Features not including i Weight related to number of used features in relation all players

Quality of classifier using feature i

Quality of classifier *not* using feature i

Game theory

SHAP value of player i

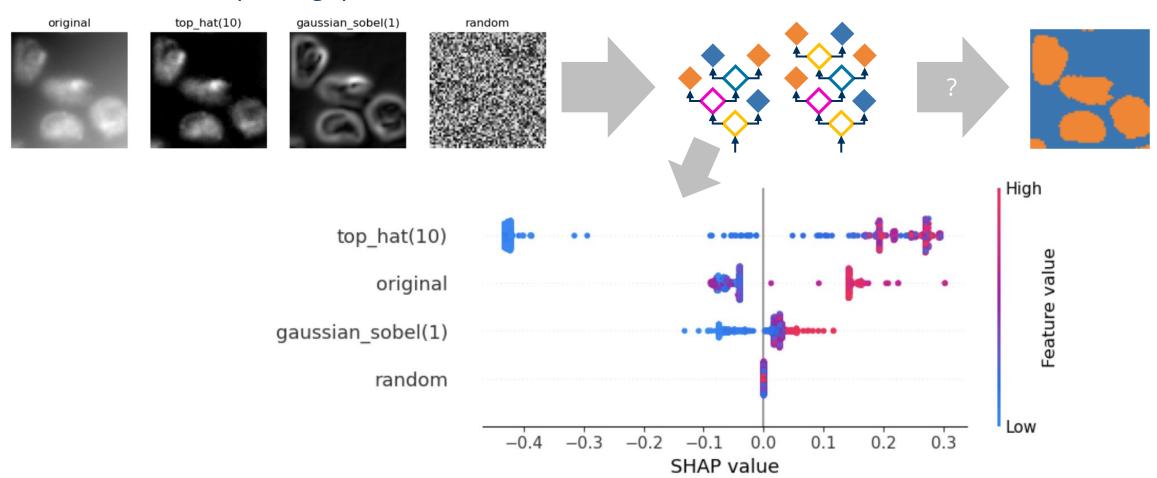
Sum over all Subsets of Players not including i Weight related to number of players in a coalition in relation to undecided players and all players Chance to win game of coalition without player i

Chance to win game of coalition *including* player i





Allows interpreting [pixel] classification results

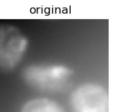


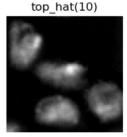


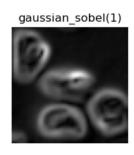


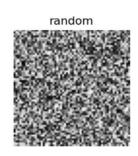


Allows interpreting [pixel] classificatio

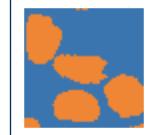


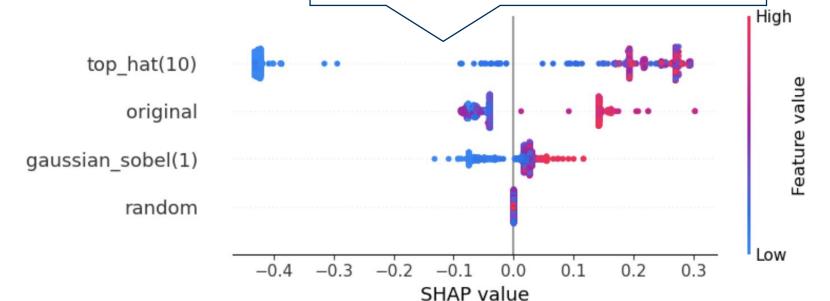






"If intensity in the top-hat image is high, the classifier tends to select the positive class (orange)."

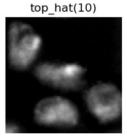


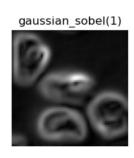




Allows interpreting [pixel] classificatio



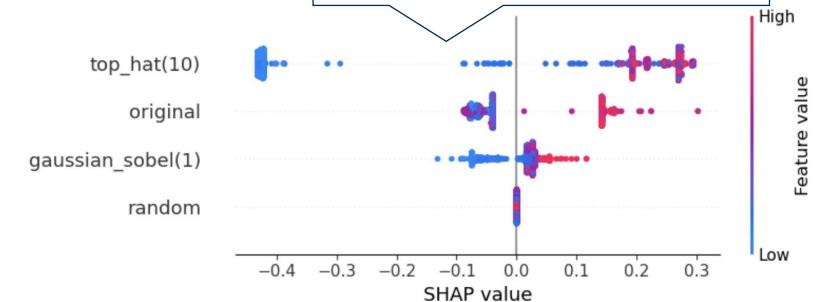






"If intensity in the top-hat image is low, the classifier needs to take other features into account."



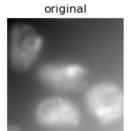


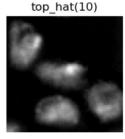


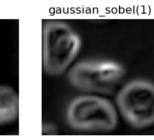


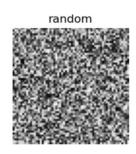


Allows interpreting [pixel] classificatio



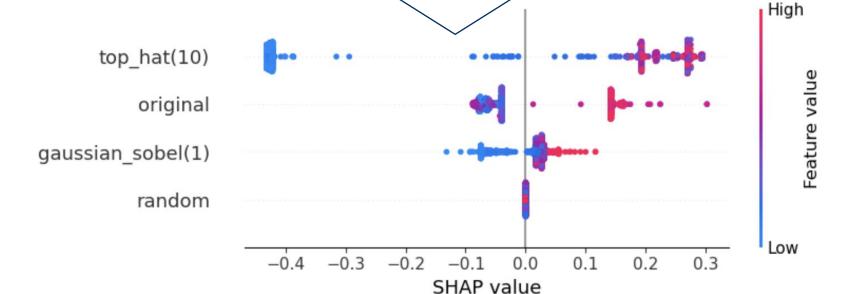






"The random feature has no value for classification."





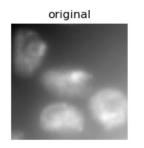


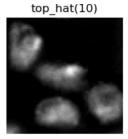




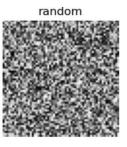
Pitfall: Correlation

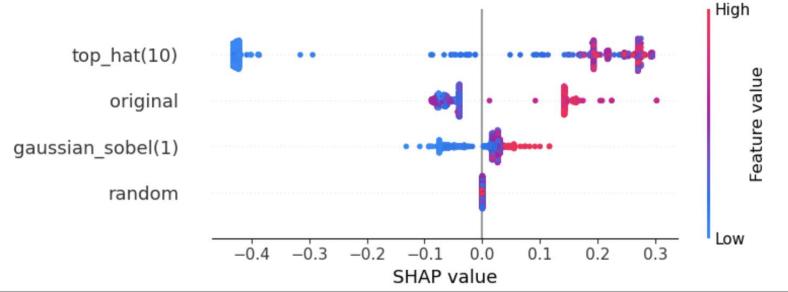
Correlated features may harm interpretability













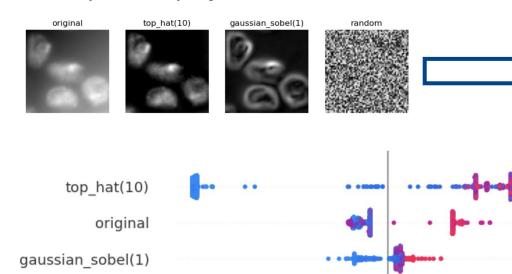
Feature Correlation Matrix original - 0.75 **Pitfall: Correlation** top hat(6) -- 0.50 - 0.25 top_hat(8) -- 0.00 Correlated features may harm interpretability top hat(10) -- -0.25 original top_hat(6) top_hat(8) top_hat(10) top_hat(12) gaussian_sobel(1) top hat(12) -- -0.50 -0.75gaussian sobel(1) op_hat(10) High top hat(10) top_hat(10) top hat(12) original top_hat(8) top_hat(6) gaussian sobel(1) original random oussian_sobel(1) Features may Low 0.2 0.2 -0.10.0 0.1 0.0 0.1 -0.3-0.2SHAP value SHAP value appear less Robert Haase valuable. @haesleinhuepf UNIVERSITÄT AI4Medicine **LEIPZIG** Sept 24th 2025 **DRESDEN LEIPZIG**

Interpretability

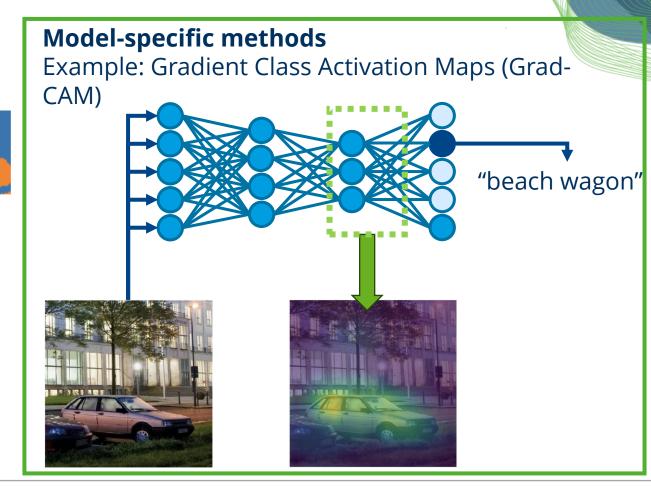
Visualization of intermediate results and their influence on results

Model-agnostic methods

Example: Shapley's Additive exPlanations (SHAP)



-0.3





random

Robert Haase
@haesleinhuepf
Al4Medicine
Sept 24th 2025

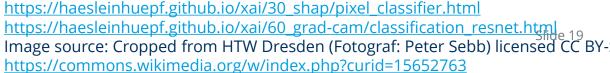
-0.2

-0.1

SHAP value

0.0

0.1



High

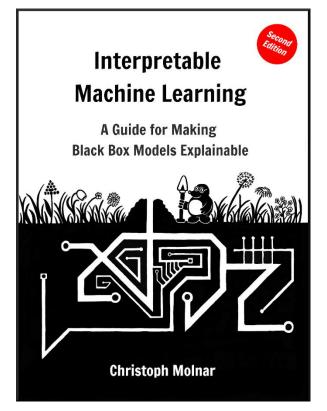
0.3

0.2

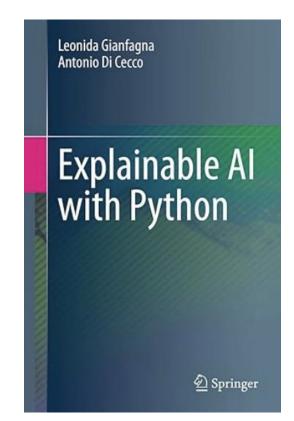




Read more...



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



https://www.amazon.de/dp/ 3030686396



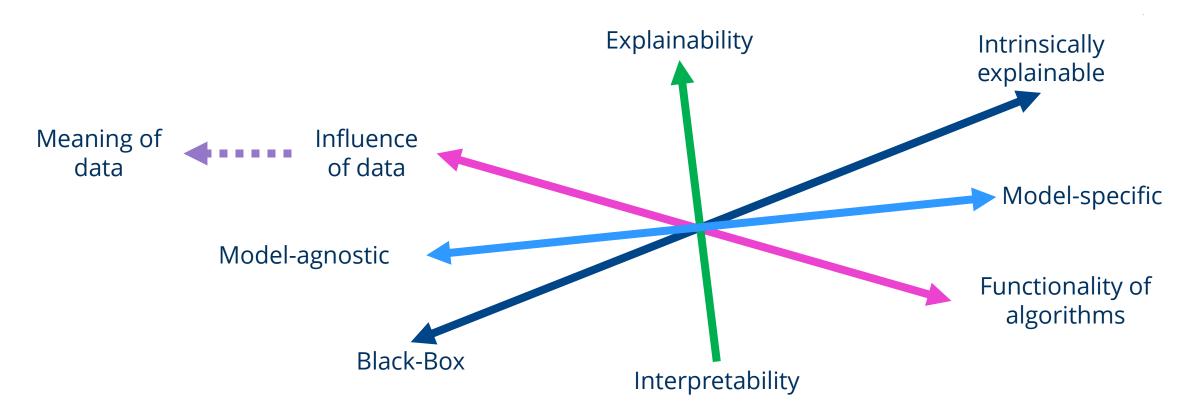
https://www.youtube.com/watch?
v=dw63QH_b3Jo





Summary: Explainable Al

Methods of XAI can be classified on different scales









CENTER FOR SCALABLE DATA ANALYTICS AND ARTIFICIAL INTELLIGENCE

Exercises

Robert Haase

Robert Haase

AI4Medicine

Sept 24th 2025

@haesleinhuepf

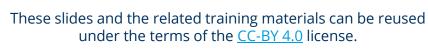




SACHSEN



Diese Maßnahme wird gefördert durch die Bundesregierung aufgrund eines Beschlusses des Deutschen Bundestages. Diese Maßnahme wird mitfinanziert durch Steuermittel auf der Grundlage des von den Abgeordneten des Sächsischen Landtags beschlossenen Haushaltes.







SHAP Analysis in Python

Use the opportunity and explain SHAP plots like this one!

