

# Effect sizes from predictive models

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ARAASTAT

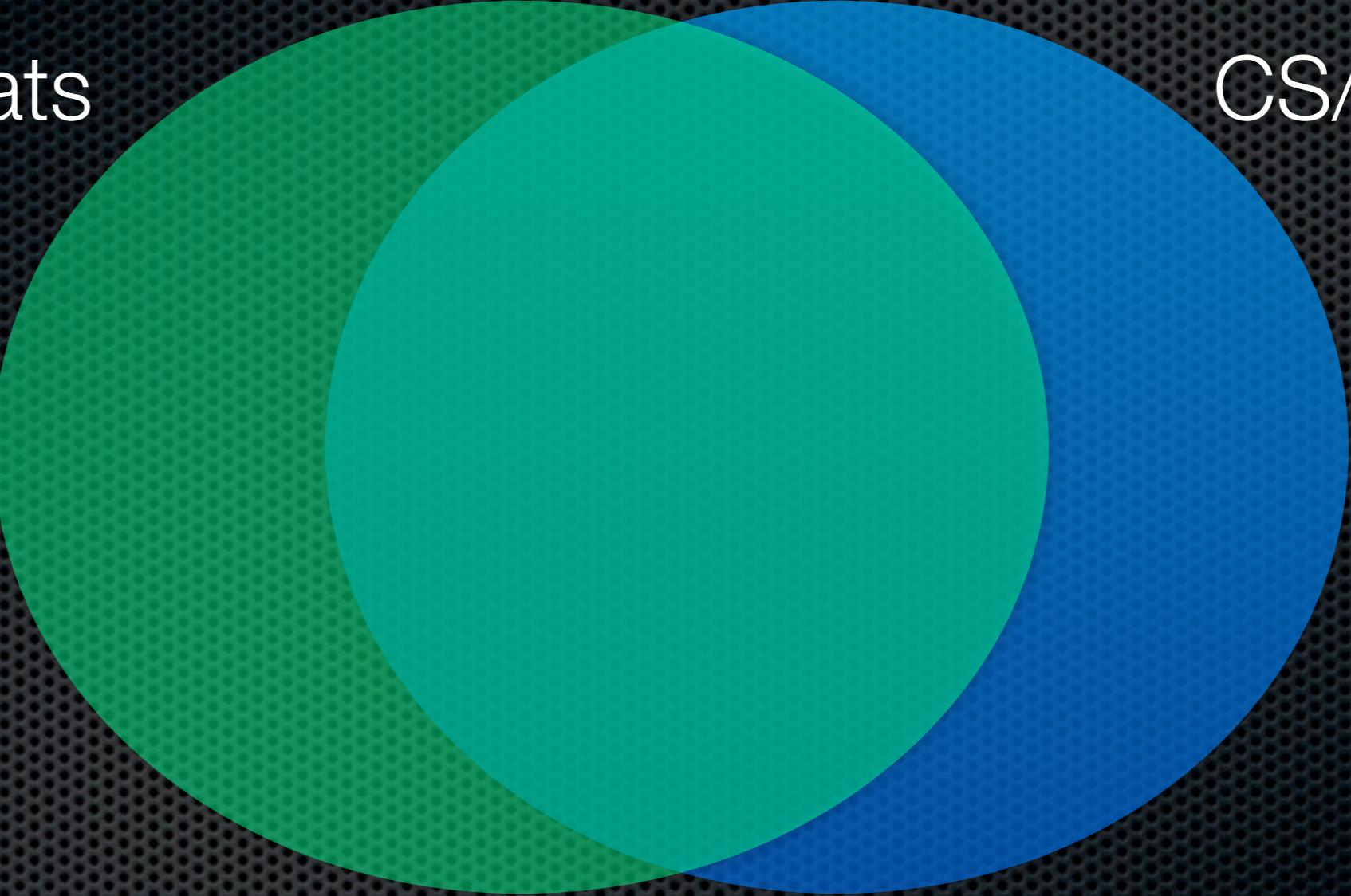
@webbedfeet

statbandit.wordpress.com

# Statistics

# CS/ML

- Parametric models
- Emphasis on explanation or “causality”
- Often hypothesis-driven
- End product is often a series of p-values
- Nonparametric models
- Emphasis on prediction
- Often hypothesis-generating
- End product is a set of predictions



Stats

CS/ML

Stats

CS/ML



A Venn diagram consisting of two overlapping circles. The left circle is green and labeled 'Stats'. The right circle is blue and labeled 'CS/ML'. The overlapping area between the two circles is shaded teal and contains the text 'I play here'.

I play here

We've trained our clients  
too well

# Effect sizes and p-values

- In a supervised learning setting, demands are often
  - What is the effect of a feature?
  - Is it significant?
- The question is not
  - How well can I predict the outcome in new data?

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Associative

Predictive

# My experience/belief/faith

- Many good machine learning algorithms reflect patterns in the data very well, capturing structure in a “black box”
- Classical parametric models are limited by requirements of explicit structural specification and resulting mis-specification
- This affects both the associative and predictive views

# Prediction

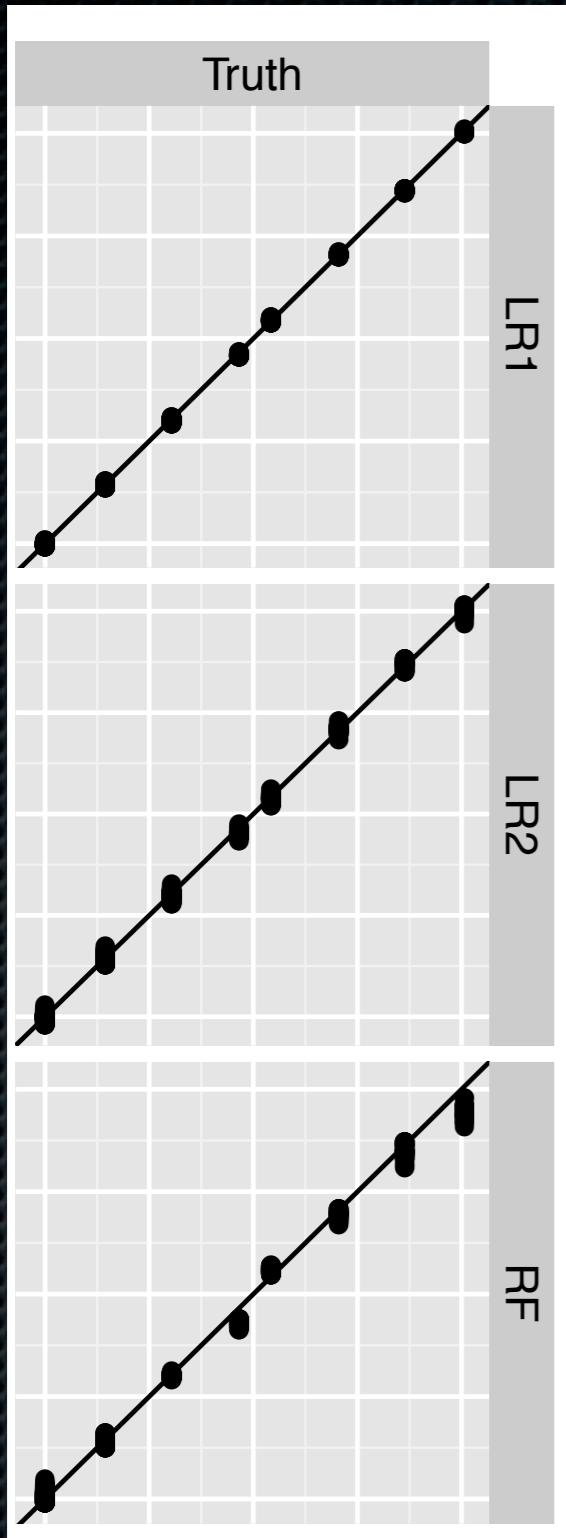
- Associative models are used for prediction
  - Linear regression
  - Logistic regression
  - Structural equations

# Prediction

- Associative models are used for prediction
  - Linear regression
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  - Structural equations

They require more careful model building to do well

No interactions

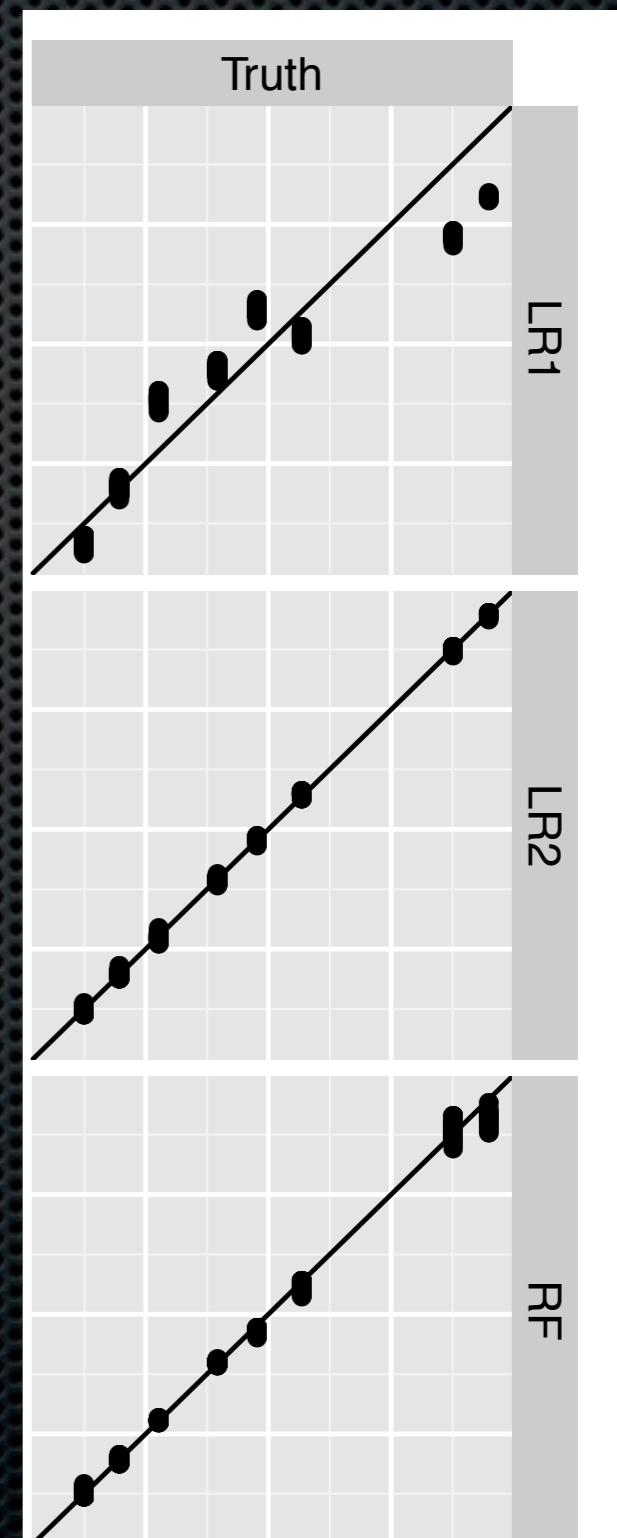


Truth

Main effects only

$$y = \beta_0 + \beta_1 x_1 + \beta_2 x_2 + \dots$$

Interactions

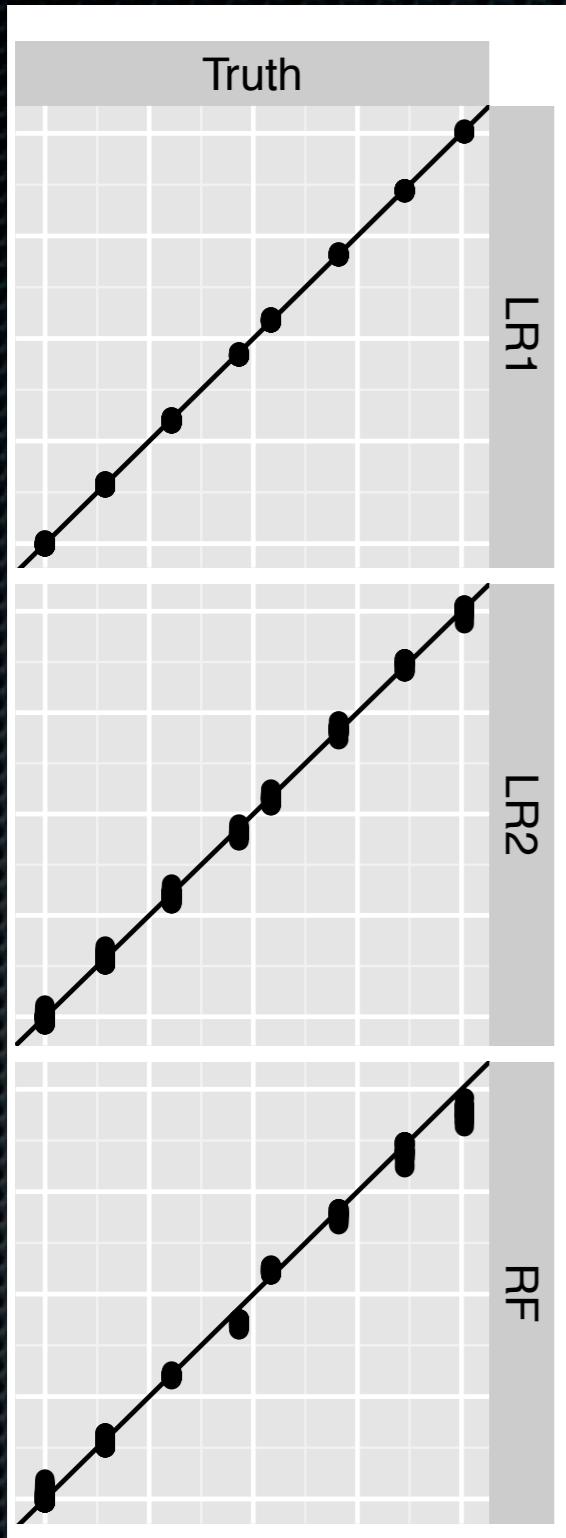


Main effects + interactions

$$y = \beta_0 + \beta_1 x_1 + \beta_2 x_2 + \dots + \beta_{12} x_1 x_2 + \dots$$

Same specification

No interactions

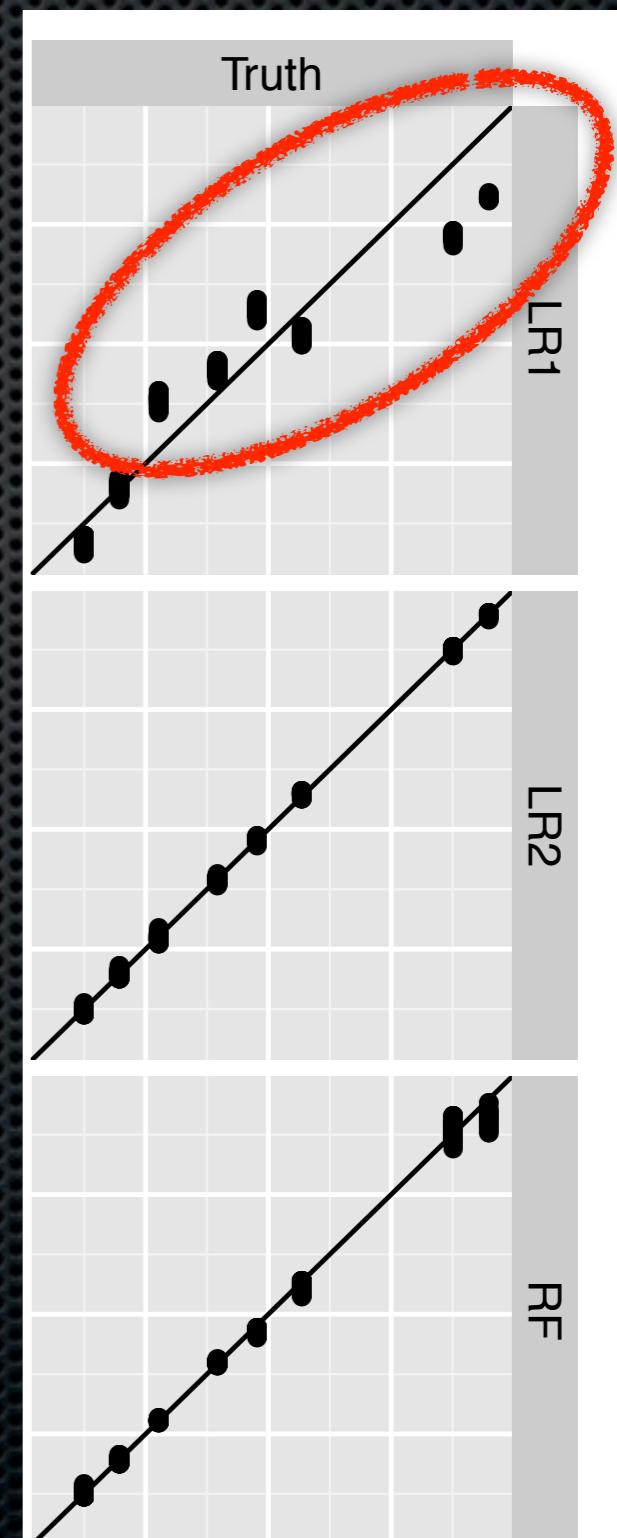


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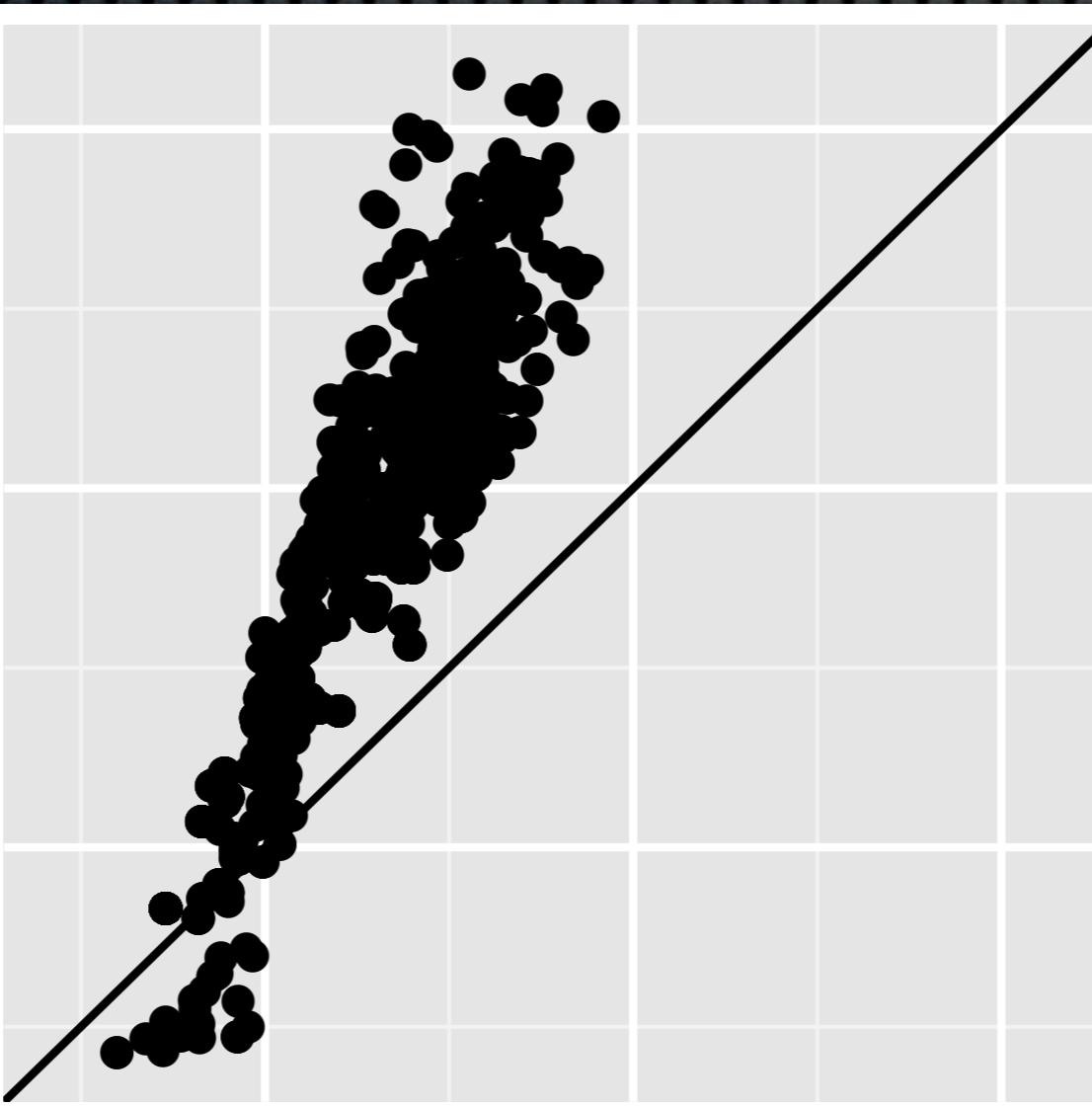
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# Width of prediction intervals

Main effects + interactions

$$y = \beta_0 + \beta_1 x_1 + \beta_2 x_2 + \dots + \beta_{12} x_1 x_2 + \dots$$



Random Forest

# The point is....

- With “black box” models you don’t have to worry about data structure explicitly, as long as you trust your “black box”
- With classical models, you spend a lot of time worrying about whether you got close enough to the data structure
- Often we don’t worry enough

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- With classical models, you spend a lot of time worrying about whether you got close enough to the data structure
- Often we don’t worry enough → CONSEQUENCES

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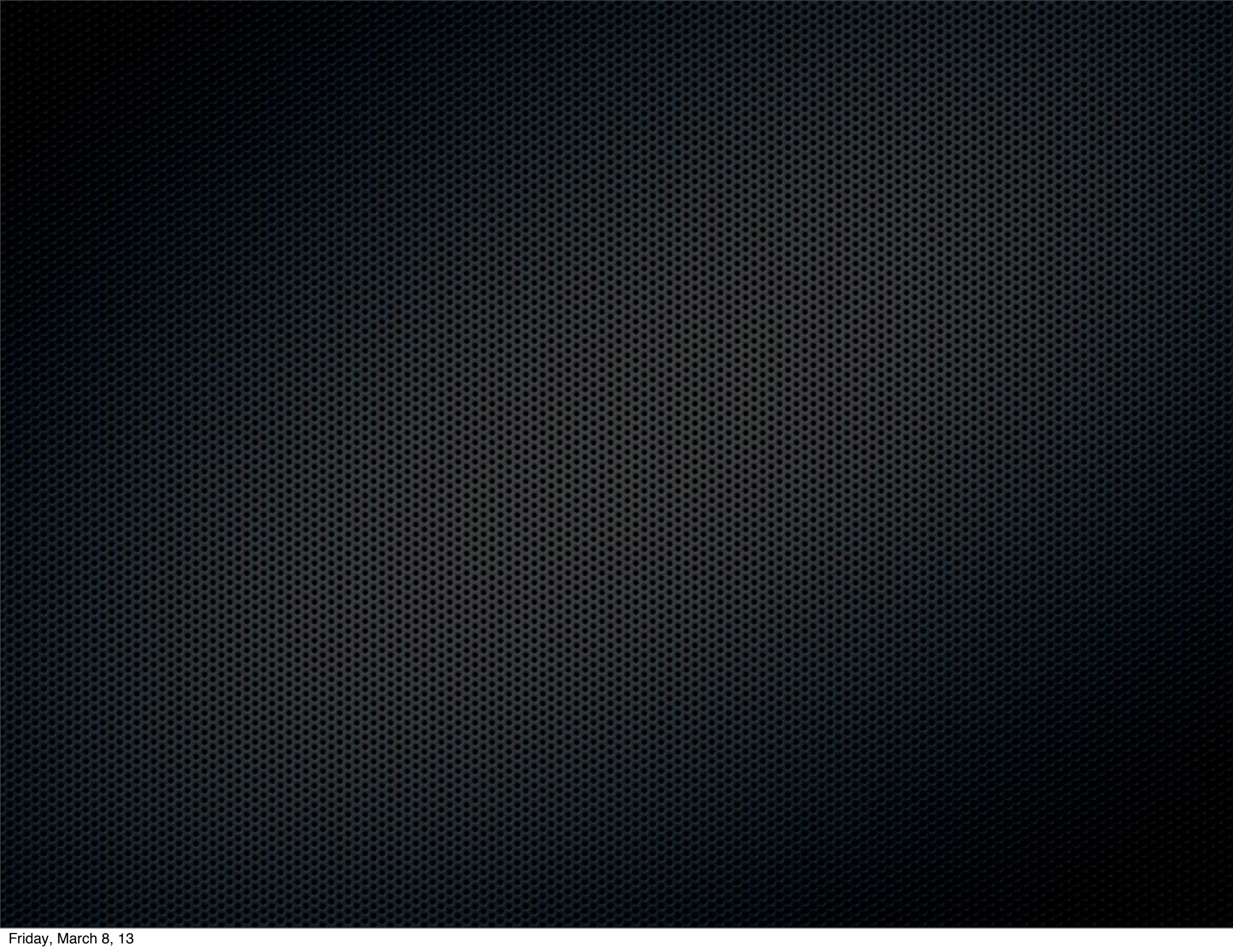
Whines whine, whine!!

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*Whines whine, whine!!*

Like some cheese with that?

Like some cheese with that?



A trip down memory lane . . .

# Regression

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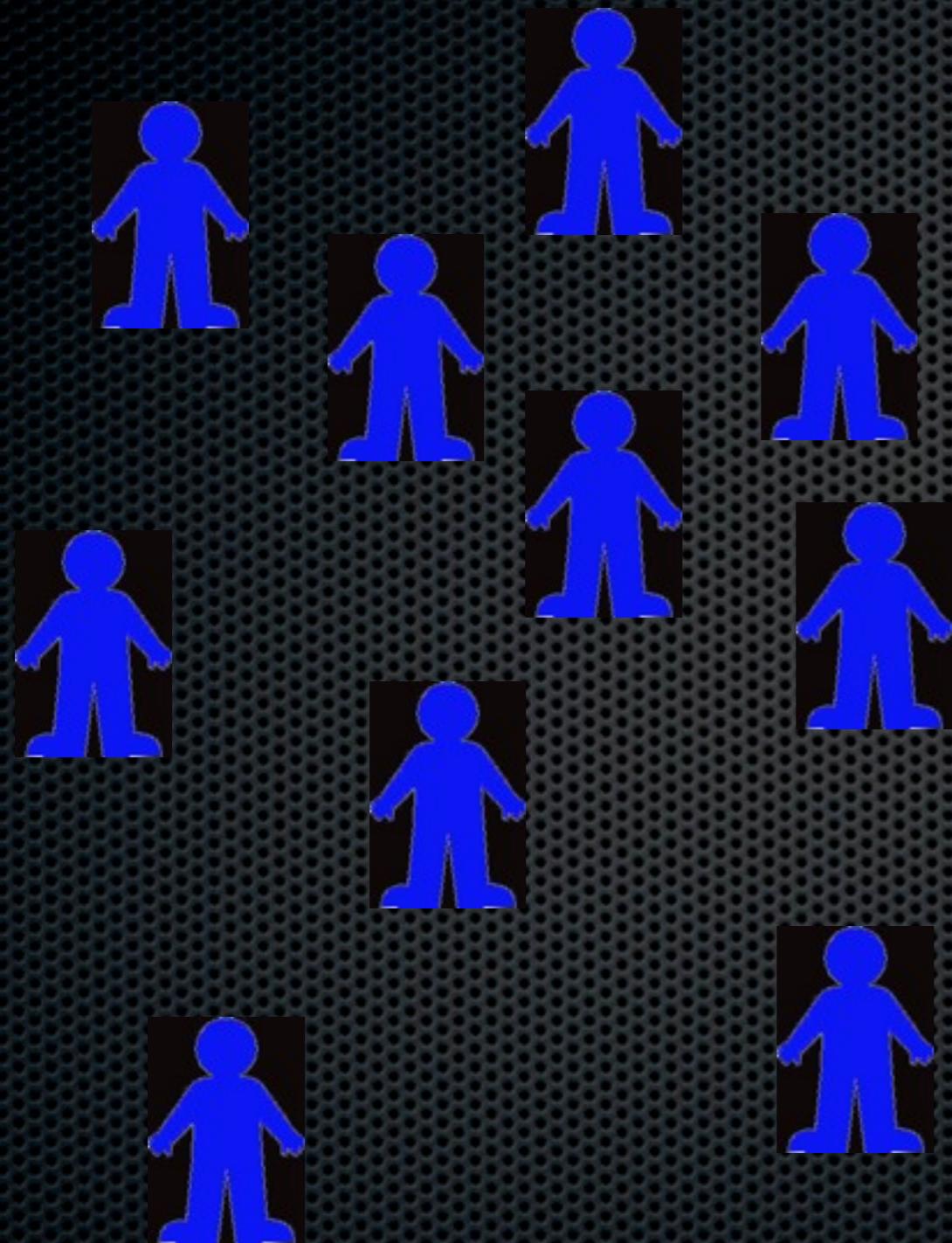
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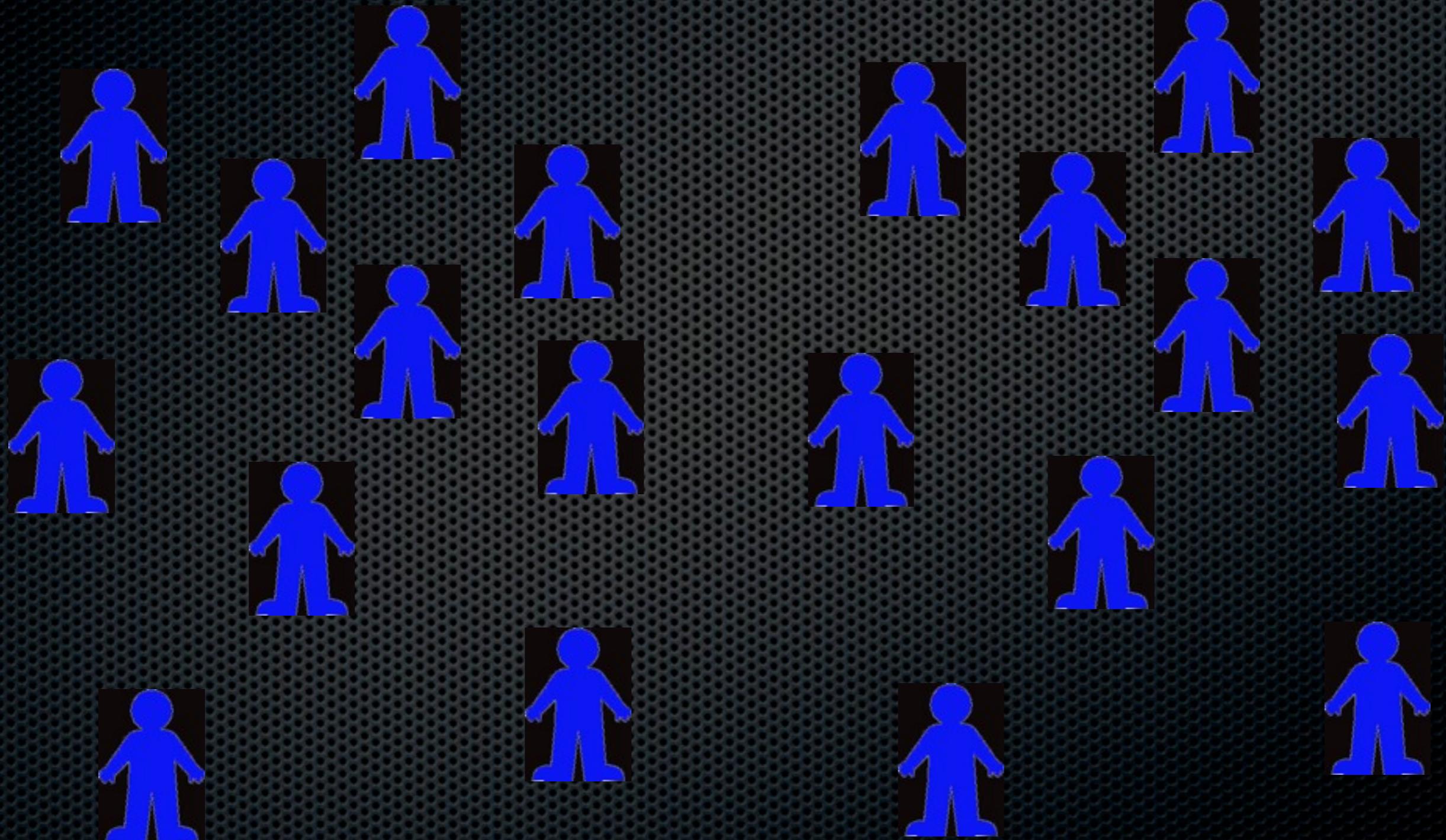
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**Counterfactual argument**

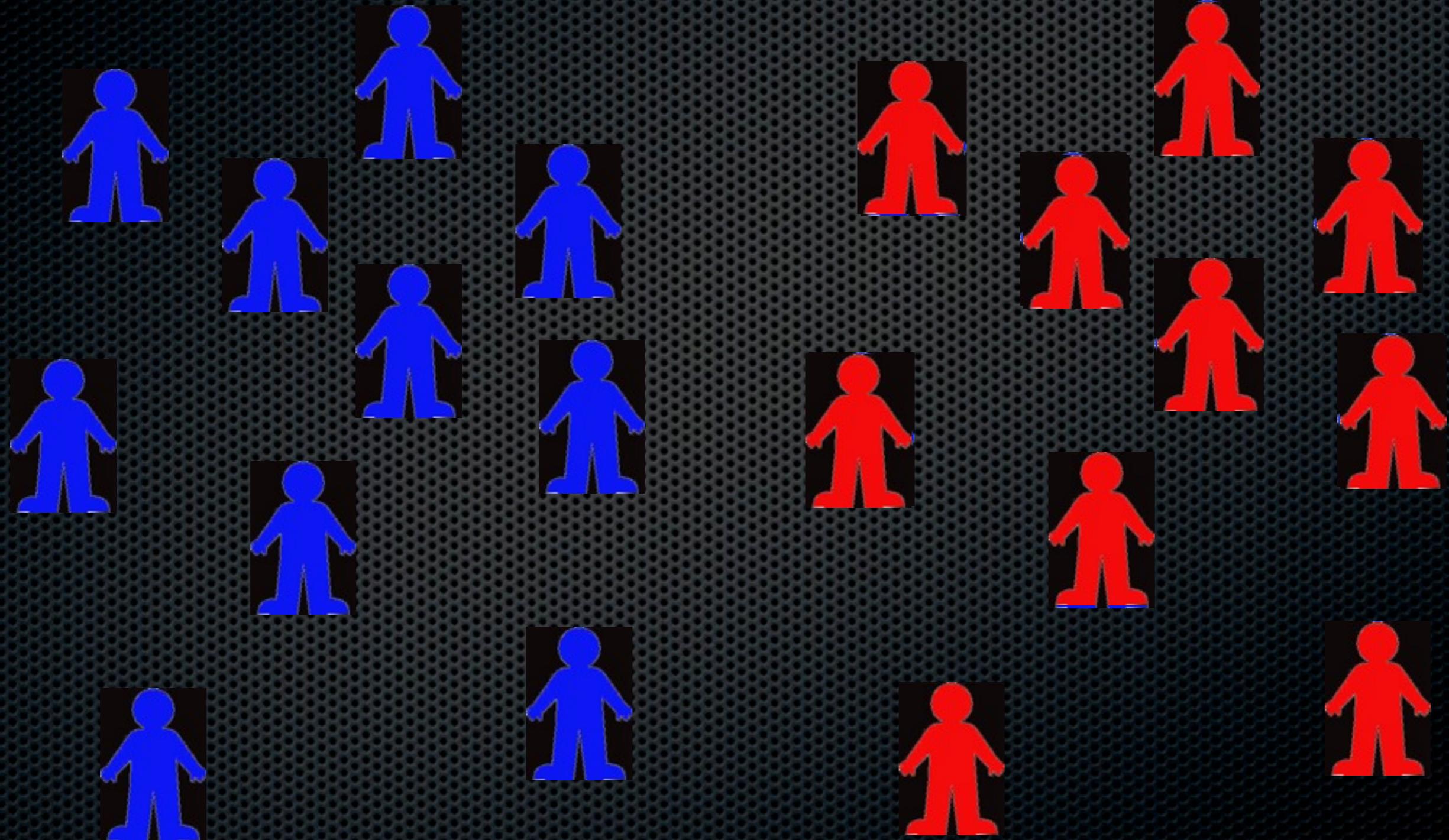
# The counterfactual argument



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Can we predict outcome if we change environments?

# Using predictive models

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- If we drop you down the Red model, it would predict your outcome as if you were red ( $y_p$ )

# Counterfactuals as predictions

- Consider a binary feature (red/blue)
- Train a model only on the reds (Red model)
  - This captures the red environment
- Suppose you are blue, and have a true outcome  $y_t$
- If we drop you down the Red model, it would predict your outcome as if you were red ( $y_p$ )
- Your counterfactual effect would be  $y_t - y_p$

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We're calling this "counterfactual machines"

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  - What these models capture is **everything else** about being Red and Blue
    - Obvious patterns and intangibles
    - The Red and Blue “environment”

# Counterfactuals to effect size

- If you want an overall effect measure of Red vs Blue  
**conditional on everything else**

Average (mean/median) over  $y_R - y_B$

- If you want a subgroup-specific effect measure of Red vs Blue **conditional on everything else**

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**Try doing this in classical regression**

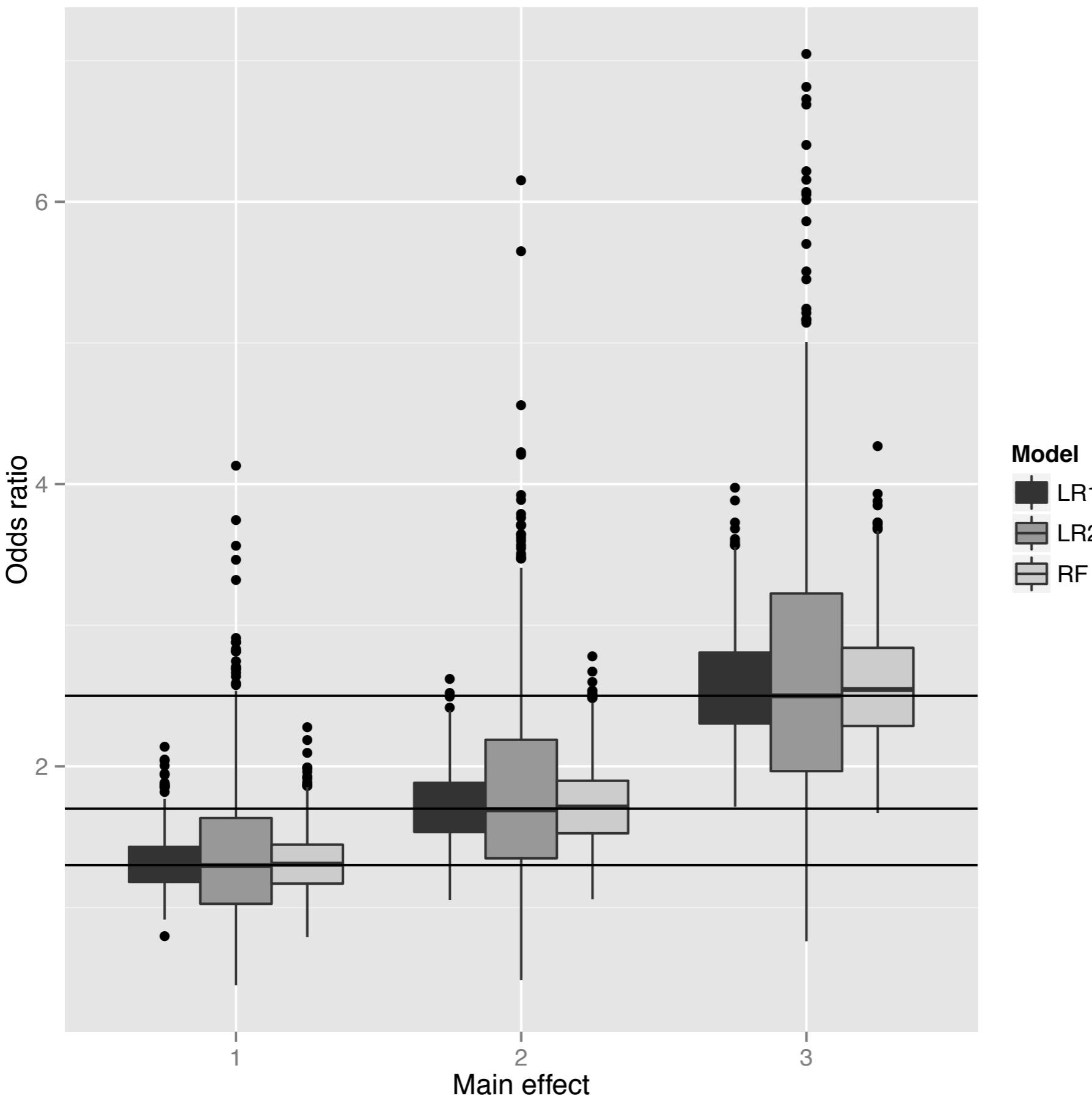
# Counterfactuals to effect size

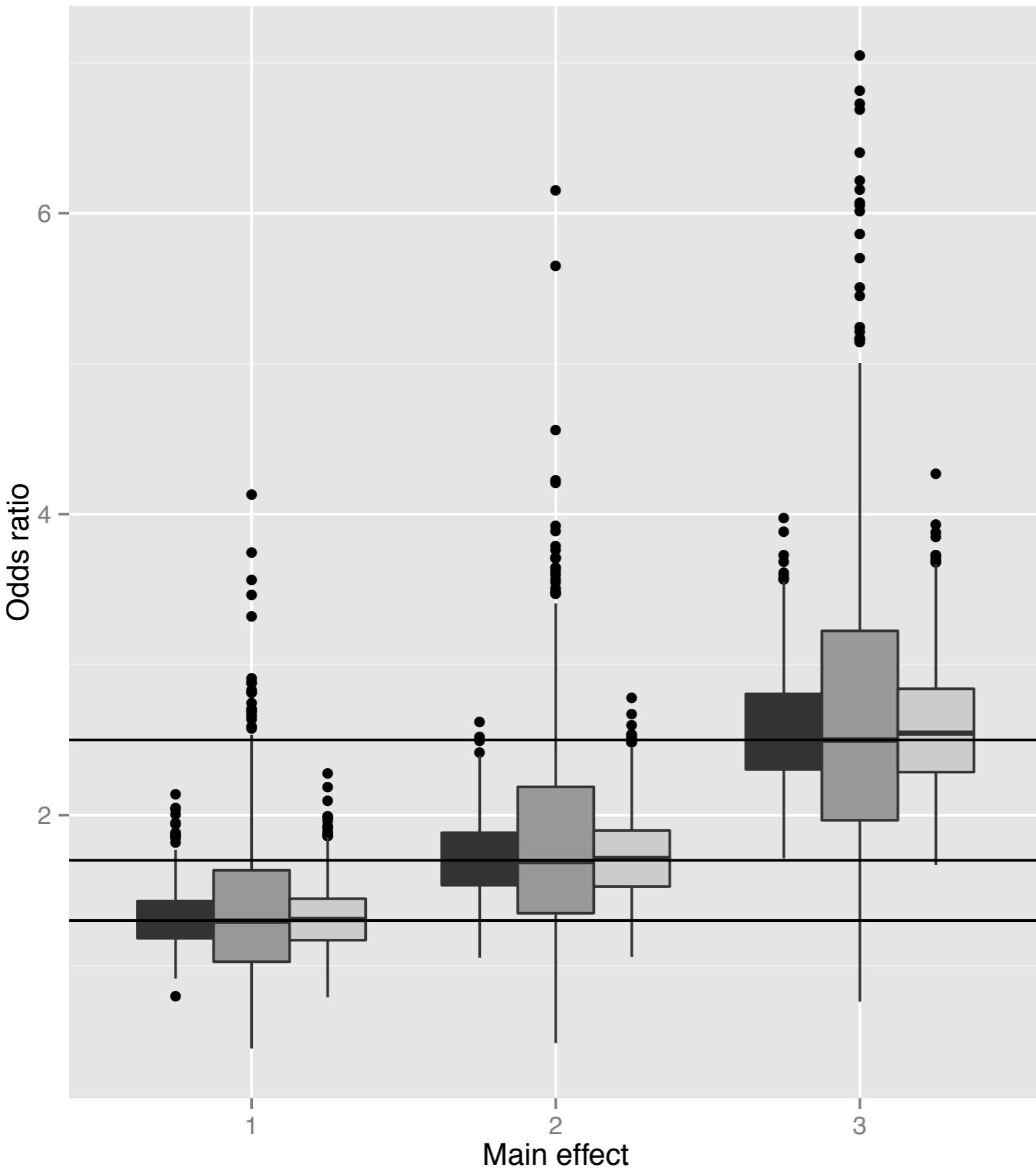
- In fact, since you now have individual “effects”
  - You can see how these change against a second variable
  - You can look at arbitrary subgroups
- You can extend this idea to look at interactions **at an individual level**

Can this possibly work?!!!

# A simulation of binary regression

- Simulated binary outcomes under a logistic regression model with binary features
- Fit both a logistic regression model and a random forest model to the simulated data
- Used regression estimates from the logistic model and random forest based counterfactual machines





Model

- LR1
- LR2
- RF

Main effects model

Interaction model

But wait, there's more!!

# Interactions

- In genetics there is a great deal of interest in gene-gene and gene-environment interactions
- Similarly, I'm sure, in other domains, there are situations where joint effects are interesting

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  - $(y_{RM}, y_{RF}, y_{BM}, y_{BF})$
- Interaction effect :  $y_{RM}-y_{RF} - (y_{BM}-y_{BF})$
- Average over everyone to get overall interaction effect

But this gets tiring fast!!!

# The Interactor

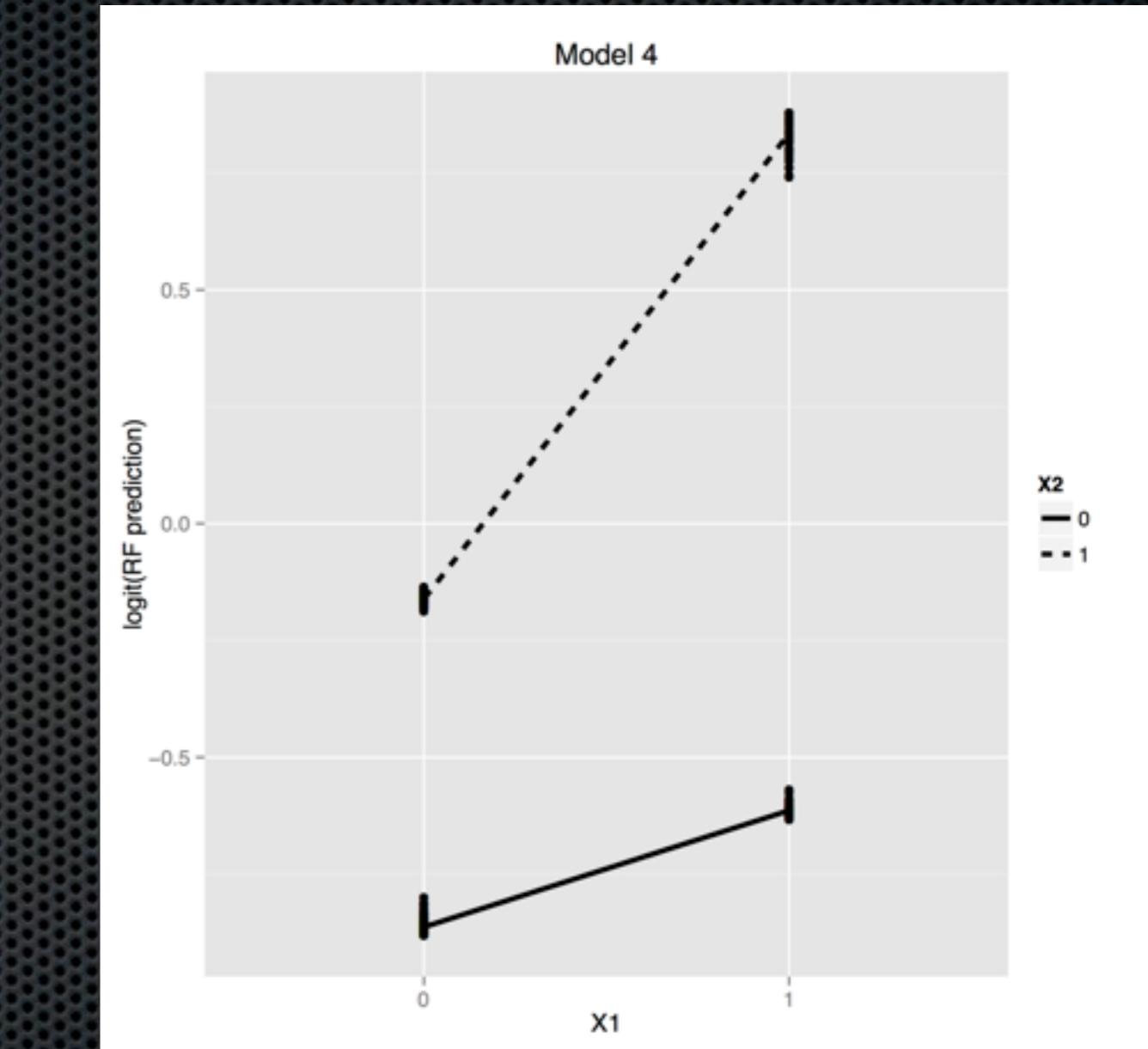
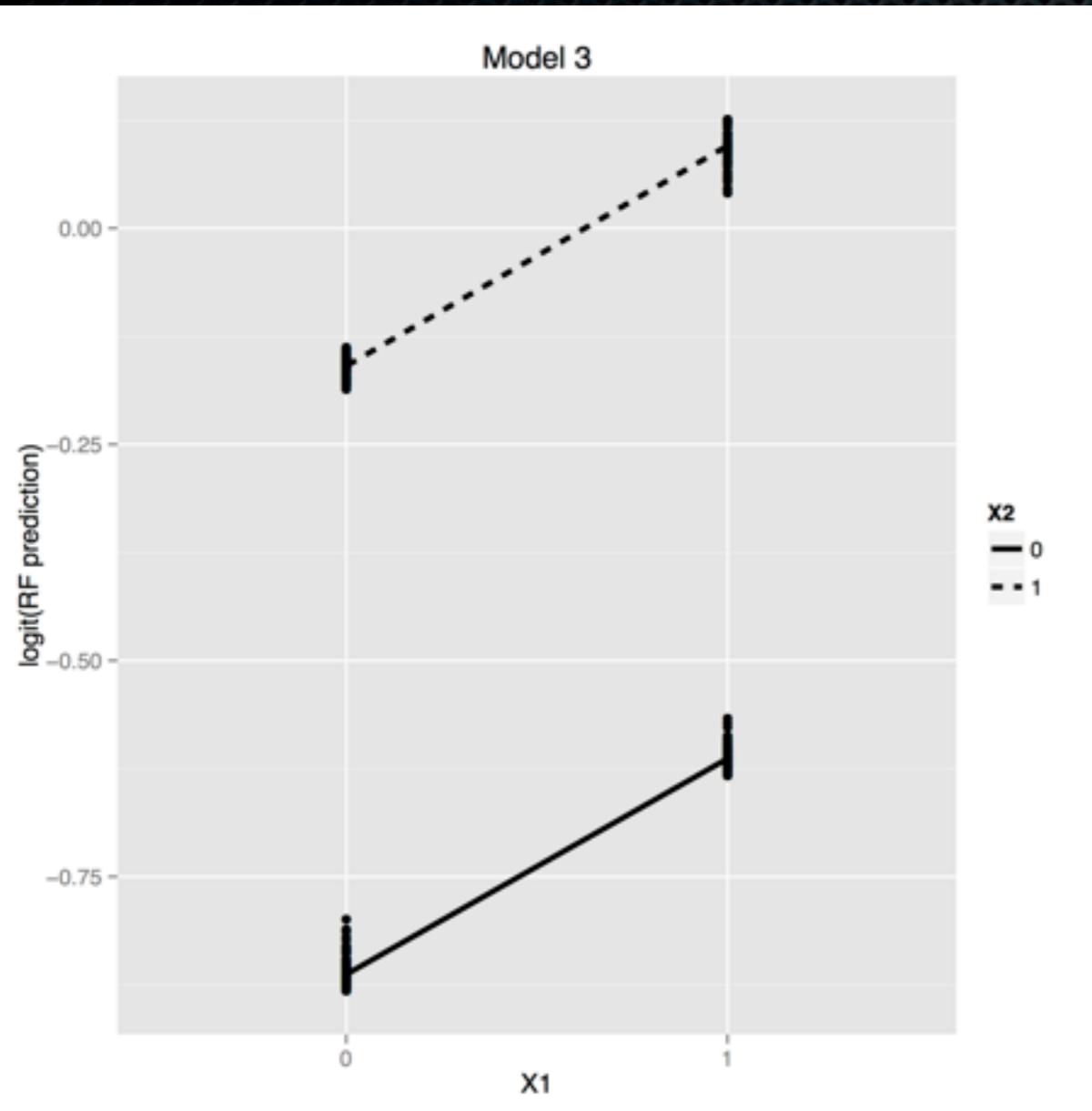
- Fit a single predictive model to your data
- Compute

$$\overline{y_{RM}} - \overline{y_{RF}} - (\overline{y_{BM}} - \overline{y_{BF}})$$

- This isn't a true interaction effect since it doesn't compute the counterfactuals
- It can be used to scan a large set of variables to see if interactions might exist

# The Interactor

- This is of course trivial for continuous outcomes
- For binary outcomes, our models give us probability estimates, and so we can look at interactions in the predicted probabilities
- Note, these probabilities aren't observed
- In logistic regression, the predicted probabilities reflect the model, not necessarily what the data is saying.



# Some notes

- Doing counterfactuals using classical parametric models only reflect the model, not the data
- Your effect size estimates will be only as good as the machine you use as your predictive model
- You can get standard errors by either bootstrapping or using bagged machines
- What I've described is straightforward for binary or categorical features
- You can get similar counterfactual machines for continuous features, but it is not so easy (ongoing research)

# Using counterfactual machines

you **can** get conditional  
effects for particular features

Using counterfactual  
machines

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**Now we're winning!**