

Making Neural Networks Interpretable with Attribution: Application to Implicit Signals Prediction

Recsys '20

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Deezer Research

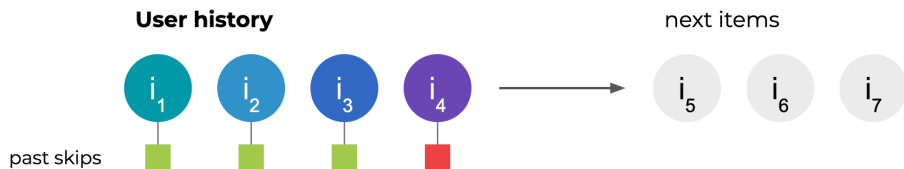
September 22–26, 2020



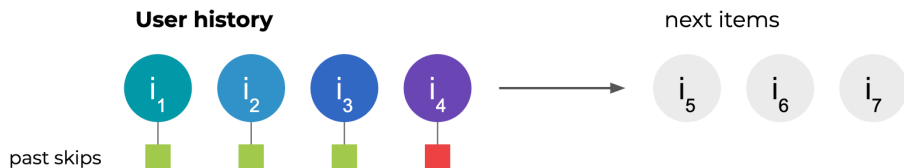
Interpretation for Recommender Systems

- ▶ Explain recommended items [4, 9, 11]
- ▶ Inspect recommender system models
 - ▶ *model performances, fairness, ...*
 - ▶ Interpret **implicit data** [5]
interaction, skips, user churn, ...

e.g. listening session



e.g. listening session



What will be predicted as a skip?

- ▶ a user disliking a music? *musical features*
- ▶ a user exploring the music catalog? *interaction features*
- ▶ something else?

Attribution

Supervised task: *r.v.* $X \in \mathbb{R}^n$, $Y \in \{0, 1\}$

$$X \xrightarrow{f_\theta} Y$$

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Attribution: r.v. $S \subset [n]$ be a random set of indices

► *completeness*:

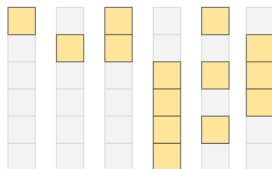
$$X_{|S} \xrightarrow{f_{\theta|S}} Y$$

► *interpretability*: $\mathbb{E}[\text{Card}(S)]$ is as small as possible

Another way to see attribution

With infinite computing capacities,

1. 2^n possibilities for $S : s_1, \dots, s_{2^n}$;
2. Train all restricted models f_1, \dots, f_{2^n} ;
3. Select model k^* with **small domain** and **low error**.



→ *NP-hard, overlapping subsets, ...*

... for real applications

In real-data applications,

- ▶ *gradient-based* proxy [1, 8, 10] or *approximations* [7, 2] ;
- ▶ *intrinsically attributable* models

$$\text{e.g. } f(x) = \sum_{i=1}^n f_i(x_i) \quad [3]$$

$$\text{e.g. } f(x) = \sum_{i=1}^n f_i(x_i) + \sum_{i < j} \tilde{f}_{i,j}(x_i, x_j) \quad [6]$$

Our method:

$$f(x) = \sum_{s \in \mathcal{S}} \alpha_s(x_{|s}) f_s(x_{|s})$$

Contributions

1. We propose a novel approach for attribution, and show that it is **applicable to a large class of deep neural networks** to turn them **intrinsically interpretable** ;

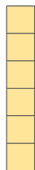
Contributions

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2. we derive a fast algorithm to train our networks ;

Contributions

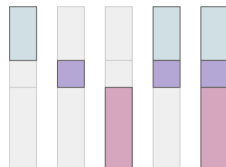
1. We propose a novel approach for attribution, and show that it is **applicable to a large class of deep neural networks** to turn them **intrinsically interpretable** ;
2. we derive a fast algorithm to train our networks ;
3. we demonstrate the effectiveness of our method for **prediction** and **interpretation** on synthetic and real-data tasks (*e.g. sequential skip prediction*).

Mask space reduction



→ Reduce the 2^n possible values for S .

X



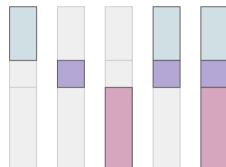
Considered candidates

Mask space reduction



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Considered candidates

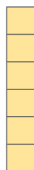
Group-sparsity: we partition $[n]$

$$\mathcal{X} = \{X_1, \dots, X_N\}$$

Codomain of S now has a size

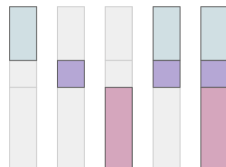
$$2^N \ll 2^n$$

Mask space reduction



X

→ Reduce the 2^n possible values for S .



Considered candidates

Group-sparsity: we partition $[n]$

$$\mathcal{X} = \{X_1, \dots, X_N\}$$

Codomain of S now has a size

$$2^N \ll 2^n$$

Structured sparsity: we restrict solutions to follow defined patterns

$$\mathcal{S} \subset \mathcal{P}(\mathcal{X})$$

Codomain of S now has a size

$$H = |\mathcal{S}| < 2^N \ll 2^n$$

Mixture of experts

f^1, \dots, f^H are **restricted** expert models



Mixture of experts

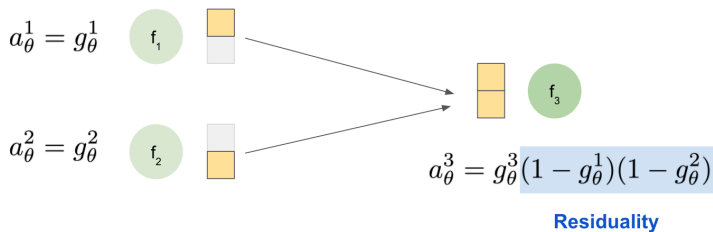
f^1, \dots, f^H are **restricted** expert models



$$f_{\theta}(x) = \frac{\sum_{s \in \mathcal{S}} \alpha_{\theta}^s(x|_s) f_{\theta}^s(x|_s)}{\sum_{s \in \mathcal{S}} \alpha_{\theta}^s(x|_s)} \quad (1)$$

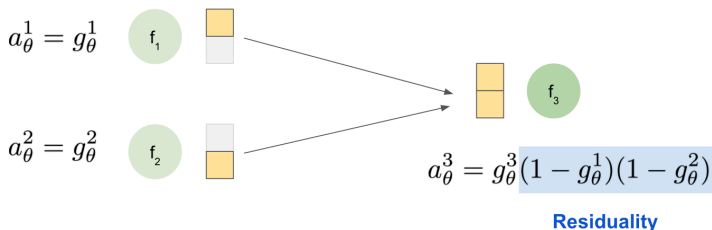
Boosting

Example: $X \in \mathbb{R}^2$, S is $\{1\}$, $\{2\}$ or $\{1, 2\}$:



Boosting

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General case: $\text{child}(s) = \{t | t \subsetneq s\}$

$$\alpha_{\theta}^s(x) = g_{\theta}^s(x_{|s}) \prod_{t \in \text{child}(s)} (1 - g_{\theta}^t(x_{|t})) \quad (2)$$

with $g_{\theta}^s : x_{|s} \mapsto [0, 1]$

Selection modelisation

Using a deep neural network $F_\theta^s : x|_s \mapsto [-1, 1]$:

Predictions: binary setting

$$f_\theta^s(x) = (F_\theta^s(x) + 1)/2$$

Selections:

$$g_\theta^s(x) = |F_\theta^s(x)|$$

Generalisation

- Can be combined in a single neural network ;
***spoiler:** by masking the weight matrices*

$$\sigma \left(\begin{array}{c|c|c|c} & X_1 & X_2 & X_3 & X_K \\ \hline & \begin{array}{c} w_{1,j} \\ 0 \dots \end{array} & \begin{array}{c} \dots 0 \dots \\ w_{2,j} \end{array} & \begin{array}{c} \dots 0 \\ \dots \end{array} & \begin{array}{c} \dots 0 \\ w_{H,j} \end{array} \end{array} \right) * \begin{array}{c} X \end{array} = \begin{array}{c} g^1_0(\{X_1\} = S_1) \\ g^2_0(\{X_2, X_3\} = S_2) \\ \dots \\ g^H_0(\{\dots, X_H\} = S_H) \end{array}$$

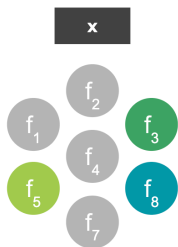
- Time dimension added ;
- RNN, **Transformer**, ... can be easily made interpretable.

The section is fully detailed in the paper!

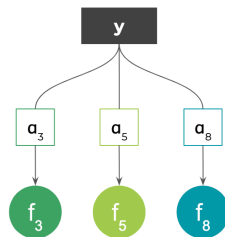
See also: github.com/deezer/interpretable_nn_attribution

Training

- ▶ Naive approach: train sequentially with residuals
- ▶ Instead → *Generalised Expectation-Maximisation*



Submodel selection



Gradient-step

Results - completeness

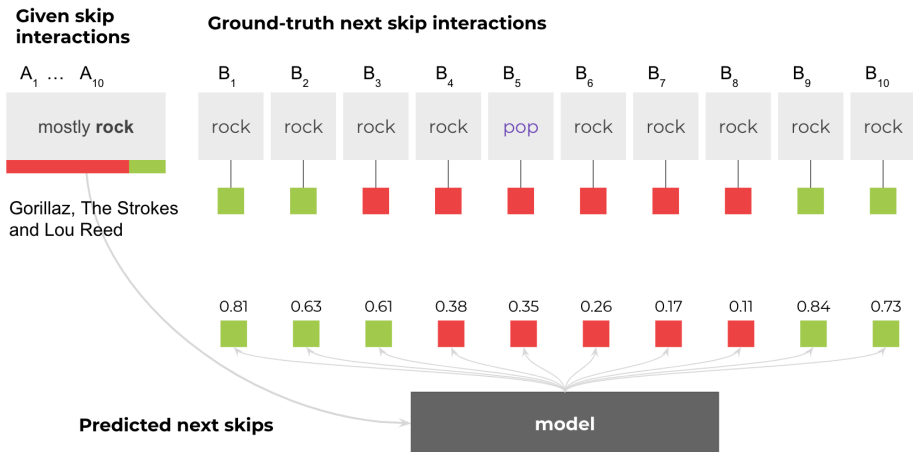
Model	Acc (%)	Acc@1 (%)	MAA (%)
Baseline	70.1	73.3	60.9
Transformer	78.9 ± 0.1	83.4 ± 0.1	70.2 ± 0.1
Interpretable Transformer	77.7 ± 0.1	82.4 ± 0.1	68.8 ± 0.1

Table: Deezer sequential skip prediction test results

Model	Acc (%)	Acc@1 (%)	MAA (%)
Baseline	63.0	74.2	54.3
Transformer	72.2 ± 0.2	80.0 ± 0.2	62.8 ± 0.2
Interpretable Transformer	70.9 ± 0.2	78.8 ± 0.2	61.1 ± 0.2

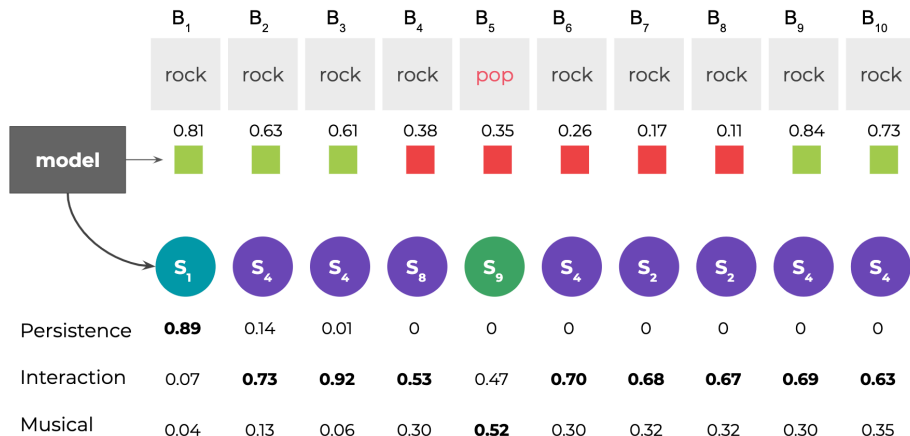
Table: Spotify sequential skip prediction test results

Results - interpretation I



Results - interpretation II

Predicted next skip interactions



Thank you!

Repository: github.com/deezer/interpretable_nn_attribution

Future directions:

- ▶ Learnable space of candidates \mathcal{S}
- ▶ Attribution solutions geometry

References I



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