



Opening the black-box:

Towards more Interactive and Interpretable Machine Learning

Fabian C. Peña, John A. Guerra

fc.pena@uniandes.edu.co, ja.guerrag@uniandes.edu.co

The Problem

Most of the current real world Machine Learning (ML) systems use models as black-boxes. Given this, the big question that arises is: **What about if model performance is not the unique requirement to be fulfilled?** To address this, two new sub-fields of research have been proposed to help users to interact and understand ML models: **Interactive ML** and **Interpretable ML**.

Interactive Machine Learning

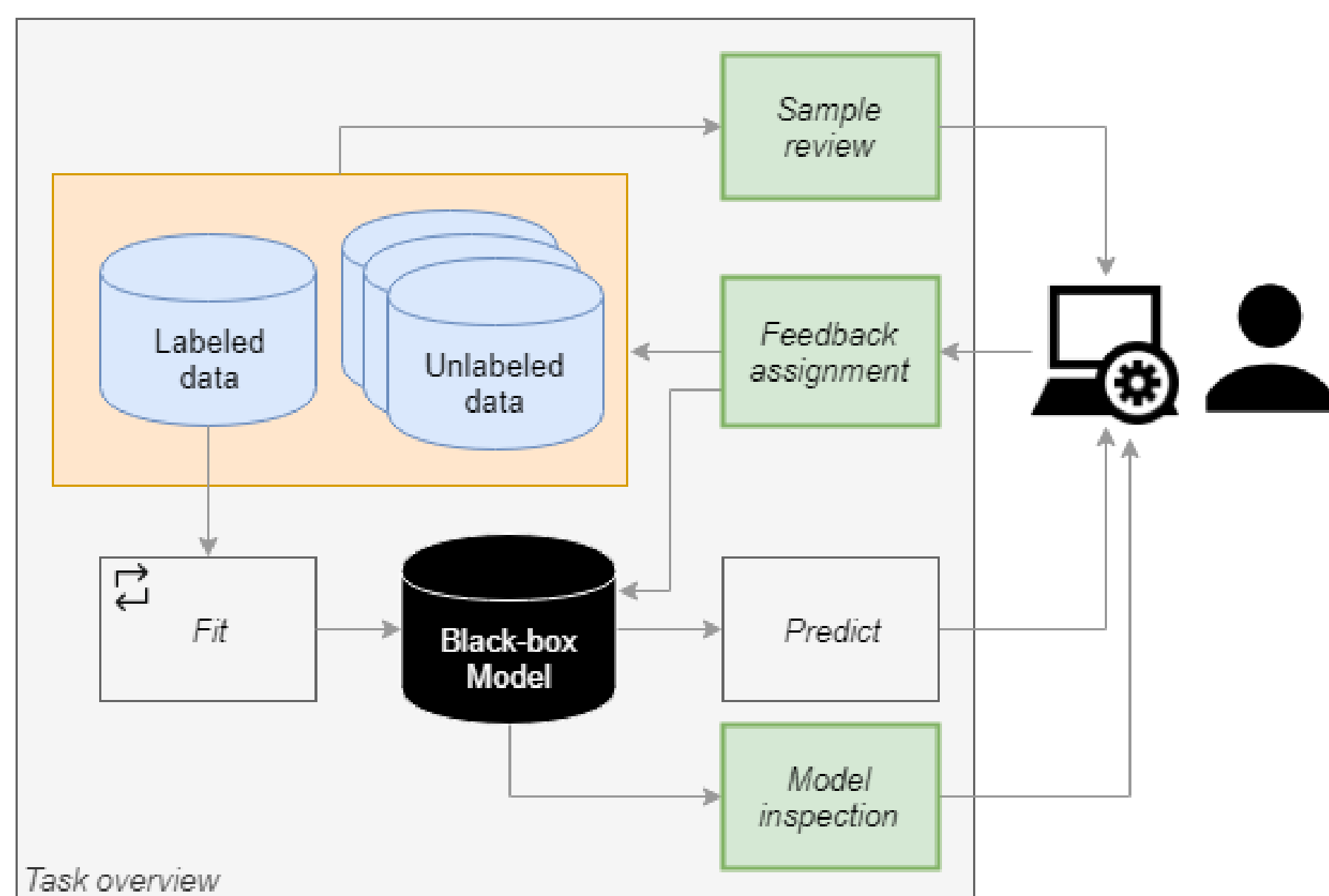


Figure 1. Elements to consider when designing Interactive ML systems. **Sample review, feedback assignment, model inspection and task overview** (Dudley, 2018).

Interpretable Machine Learning

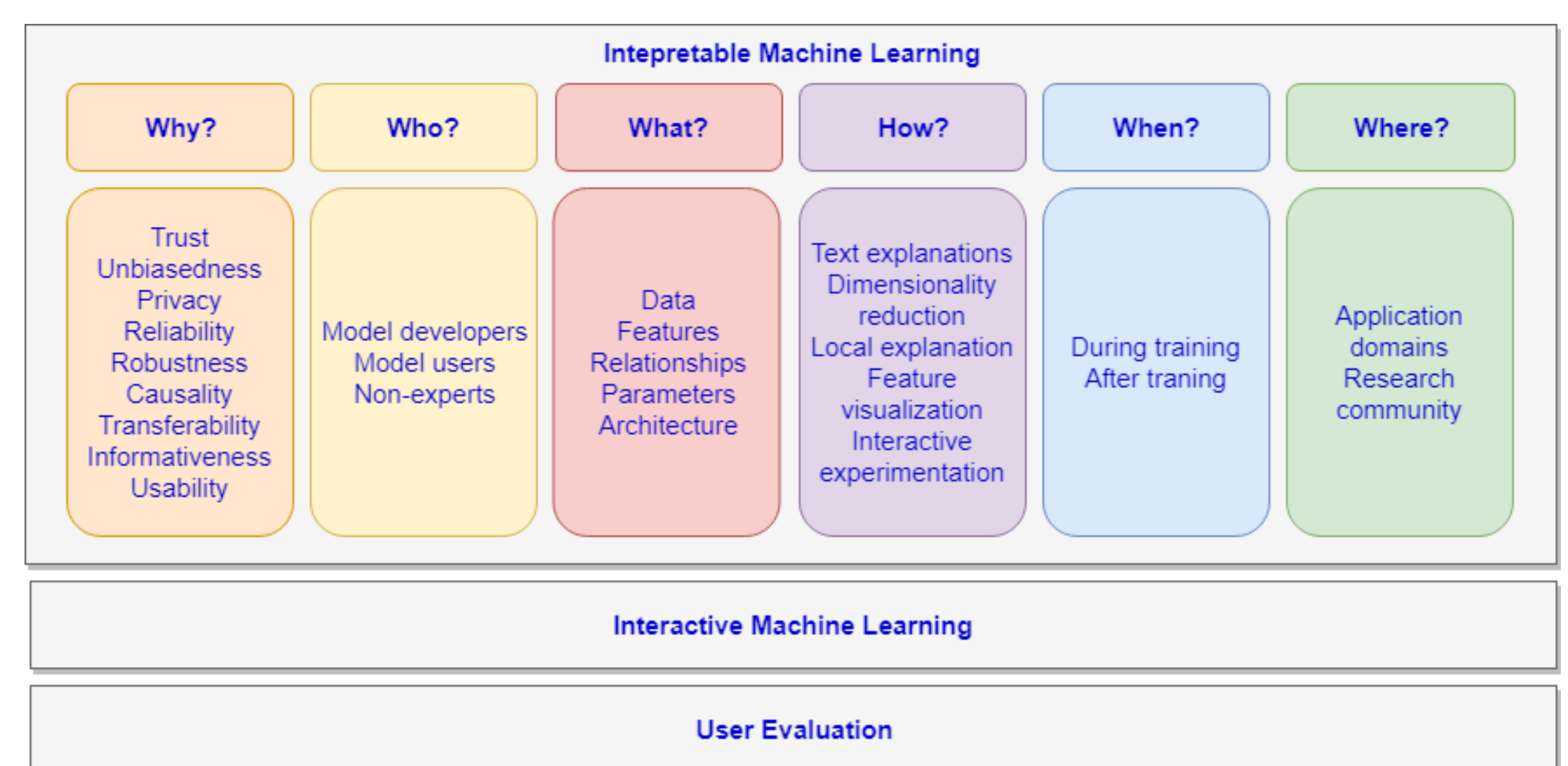


Figure 5. Aspects to consider when designing Interpretable ML systems (Hohman, 2018, Doshi-Velez, 2017 and Lipton, 2016).

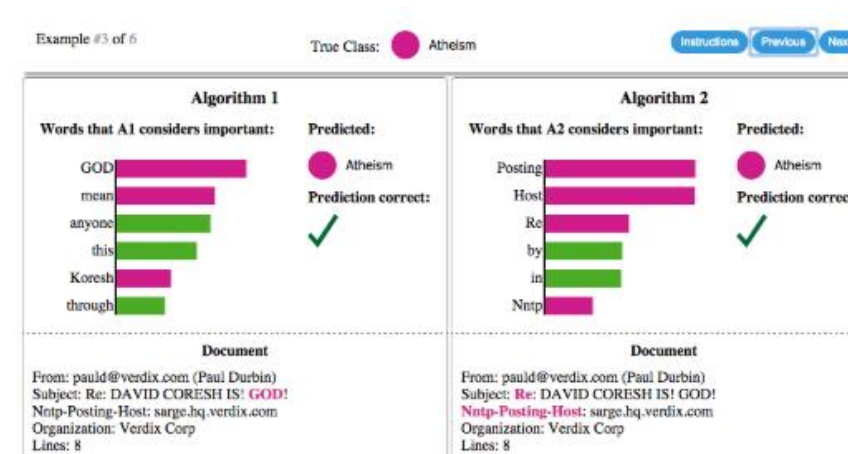


Figure 6. Local interpretability with LIME (Ribeiro, 2016).

Figure 7. Feature visualization in combination with attribution (Olah, 2018).



Our Current Work

LAC-URBAN HEALTH
Urban Health Network for Latin America and the Caribbean

SALURBAL Case Study

Working in contexts related to town planning and public health and data from Latin American cities, we want to produce interpretability for Clustering and Dimensionality Reduction algorithms in an interactive way.

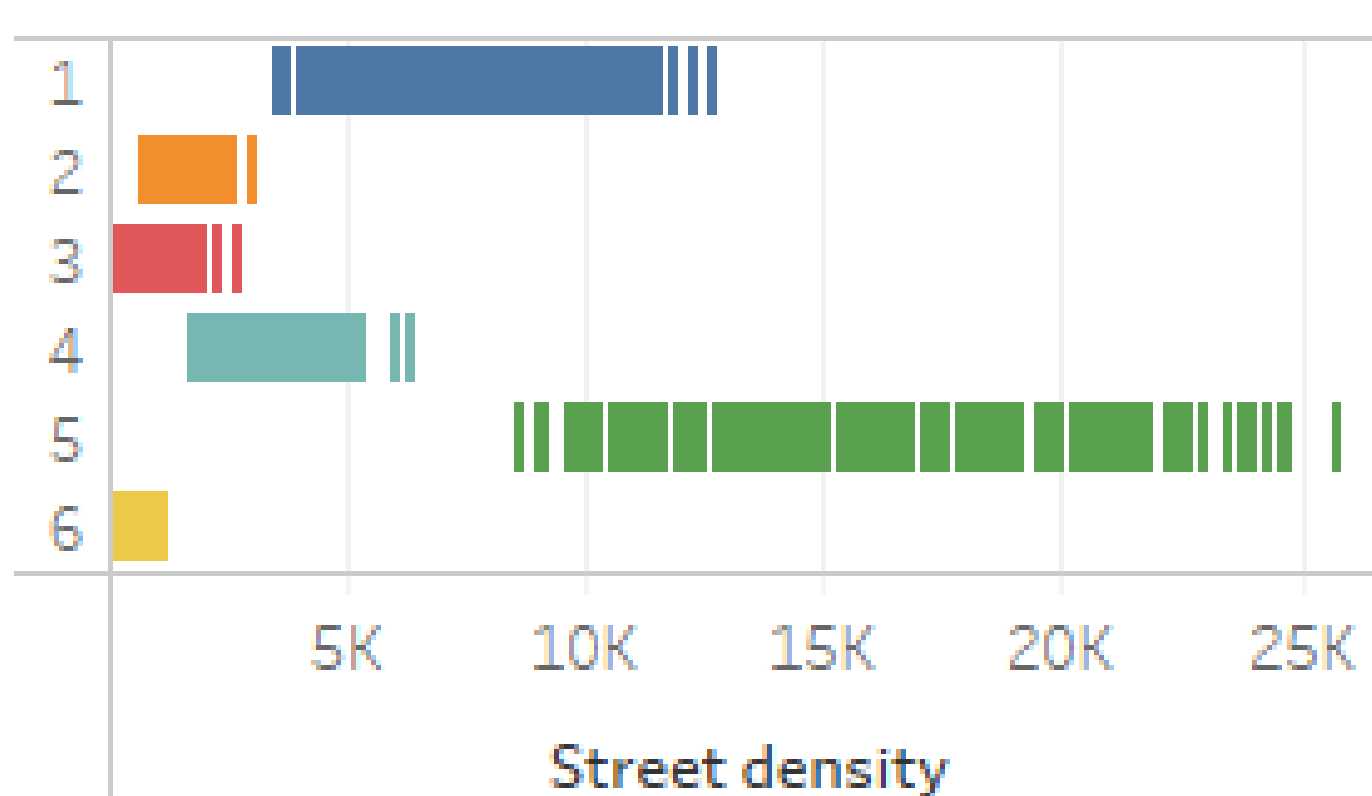


Figure 8. Validating feature distribution for each profile identified by Clustering algorithms.

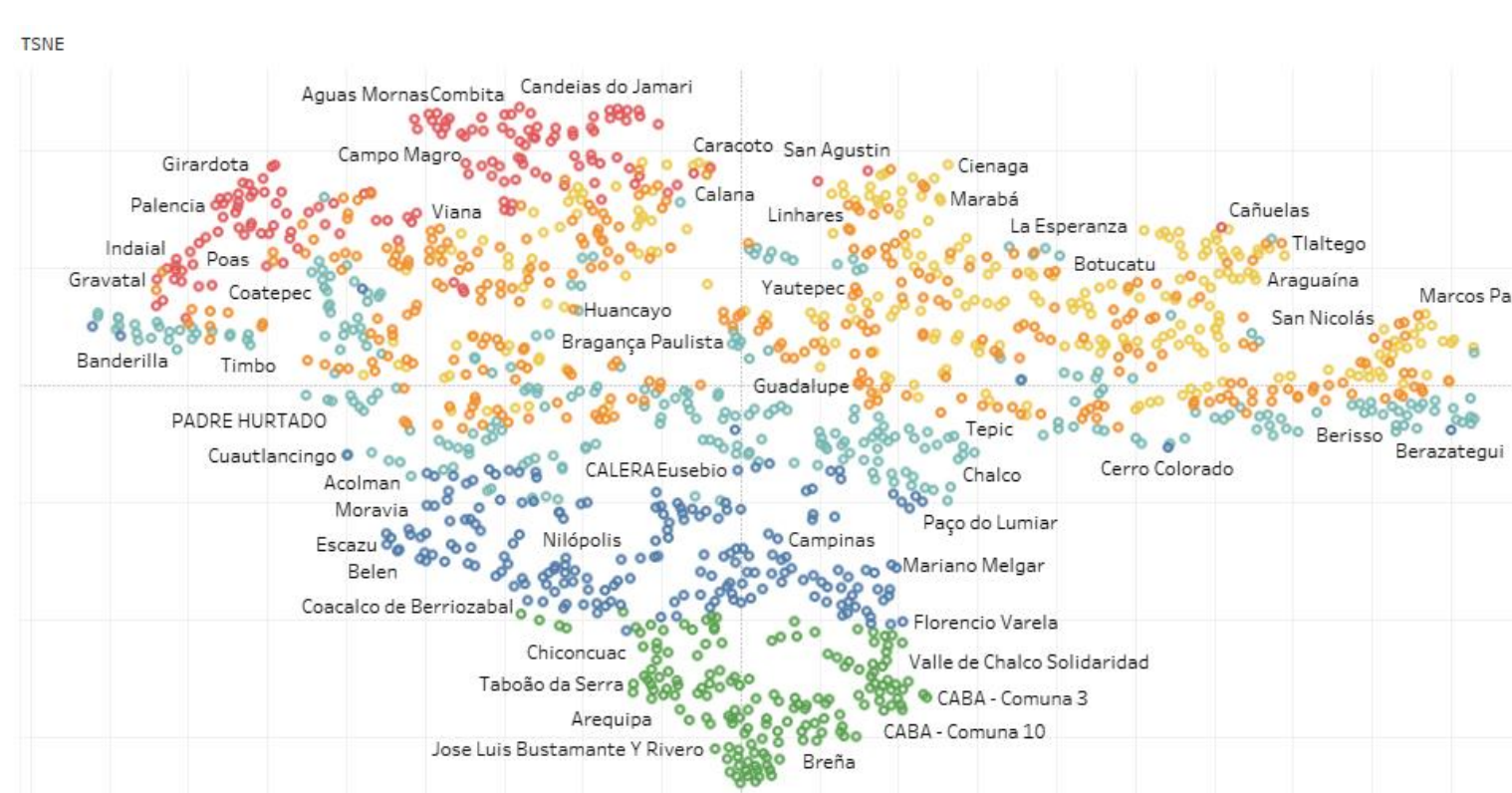


Figure 9. Applying Dimensionality Reduction to show the overall distribution of cities.



Figure 10. Visualizing complementary features to enable more enriched insights.

