

Responsible Machine Learning with Insurance Applications

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Autumn 2022

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Introduction

How to explain and interpret a given model, even if it seems a black box?

Answering this question is a key aspect of responsible ML

1. Information for stakeholders
2. Detect problems in modeling process

XAI: e**X**plainable **A**rtificial **I**ntelligence

Collection of methods to explain and interpret models

Scope and Taxonomy

Scope

XAI methods for structured data and **bold** aspects below

Taxonomy of explainability

- ▶ **Global** vs. local: Describe model as a whole or around an observation.
- ▶ Model-specific vs. **model-agnostic**: Some methods are tailored to specific model classes (linear regression, tree-based), others work for all types of models.
- ▶ Intrinsic versus **post-hoc**: Simple models like a linear regression can be interpreted intrinsically, while complex models require post-hoc analysis of fitted model.

Notes

- ▶ Model-agnostic methods are always post-hoc
- ▶ Model-agnostic methods can also be applied to intrinsically interpretable models
- ▶ Won't make difference between “explainable”, “interpretable”, “intelligible”

XAI Outline

1. Introduction

- ▶ Notation
- ▶ Non-life insurance pricing
- ▶ Main example

2. Explaining Models

- ▶ Important post-hoc interpretation methods
- ▶ SHAP
- ▶ Improve GLM with the help of ML and XAI

3. Improving Explainability

Improve intrinsic explainability of complex models by simplifying their structure

Notation

Basic modeling situation

$$T(Y \mid \mathbf{x}) \approx m(\mathbf{x})$$

- ▶ Distributional property $T(Y \mid \mathbf{X} = \mathbf{x}) = T(Y \mid \mathbf{x})$ of response Y
- ▶ Model $m : \mathbf{x} \in \mathbb{R}^p \mapsto \mathbb{R}$ of feature vector \mathbf{X} with value $\mathbf{x} = (x^{(1)}, \dots, x^{(p)})^T$
- ▶ m estimated by \hat{m} from training data by minimizing objective criterion $\sum_{i=1}^n w_i L(\hat{y}_i, y_i) / \sum_{i=1}^n w_i + \lambda \Omega(m)$
- ▶ L : loss/scoring function, ideally strictly consistent for T ; $\lambda \Omega(m)$: optional penalty
- ▶ $\mathbf{w} = (w_1, \dots, w_n)^T$: vector of (optional) case weights
- ▶ $\mathbf{y} = (y_1, \dots, y_n)^T$: observed values of Y
- ▶ $\hat{\mathbf{y}} = (\hat{y}_1, \dots, \hat{y}_n)^T$: predicted/fitted values $\hat{y}_i = \hat{m}(\mathbf{x}_i)$
- ▶ $\mathbf{x}_1, \dots, \mathbf{x}_n$: n feature vectors; $x_i^{(j)}$: value of j -th feature of i -th observation

Examples of Models

- ▶ Linear regression
- ▶ Generalized linear models (GLM)
- ▶ Generalized additive models (GAM)
- ▶ Gradient boosted trees

Will peek into them as a quick refresher and to get used to notation

Linear Regression

- ▶ Model equation postulates

$$\mathbb{E}(Y \mid \mathbf{x}) = m(\mathbf{x}) = \beta_o + \beta_1 x^{(1)} + \dots + \beta_p x^{(p)}$$

- ▶ $(\beta_o, \beta_1, \dots, \beta_p)^T \in \mathbb{R}^{p+1}$: parameter vector to be estimated
- ▶ Objective: Minimize sum of squared errors

$$\sum_{i=1}^n (y_i - \hat{y}_i)^2$$

by linear least-squares

- ▶ Non-linear effects and interactions have to be added manually
- ▶ Penalized regression?
- ▶ Important extension: the generalized linear model (GLM)

Generalized Linear Model (GLM)

- ▶ Model equation postulates

$$\mathbb{E}(Y \mid \mathbf{x}) = m(\mathbf{x}) = g^{-1}(\eta(\mathbf{x})) = g^{-1}(\beta_o + \beta_1 x^{(1)} + \dots + \beta_p x^{(p)})$$

- ▶ g^{-1} : inverse link, g : link function, η : linear predictor
- ▶ Parameters β_j estimated by minimizing the (possibly weighted) *average deviance*

$$\bar{S}(\hat{m}, D_{\text{train}}) = \sum_{i=1}^n w_i S(\hat{y}_i, y_i) / \sum_{i=1}^n w_i$$

over training data $D_{\text{train}} = \{(y_i, w_i, \mathbf{x}_i), i = 1, \dots, n\}$

(Unit) deviance

- ▶ Distribution-specific measure: Poisson, Gamma, Bernoulli, normal, ...
- ▶ In our examples, we will often work with Poisson deviance
 $S(\hat{y}_i, y_i) = 2(y_i \log(y_i/\hat{y}_i) - (y_i - \hat{y}_i))$

Generalized Additive Model (GAM)

- ▶ Extension of the GLM
- ▶ Model equation assumes

$$\mathbb{E}(Y \mid \mathbf{x}) = m(\mathbf{x}) = g^{-1}(\beta_o + f_1(x^{(1)}) + \cdots + f_p(x^{(p)}))$$

- ▶ f_j : Sufficiently nice functions (some may be fully parameteric)
- ▶ Estimated to minimize average deviance, e.g. using backfitting
- ▶ Unlike a GLM, automatically accounts for non-linear effects
- ▶ Like a GLM, a GAM can also include interaction effects

Gradient Boosted Trees

- ▶ Typical black-box m
- ▶ Sum of decision trees
- ▶ In contrast to GAM, automatically picks up interactions
- ▶ Can optimize same objective criterion as GLMs/GAMs
- ▶ Using a different model structure and a different optimization technique
- ▶ Important implementations: LightGBM, XGBoost

Later, we will also work with neural nets

Non-Life Insurance Pricing

Main task: Predict *pure premium* of insurance policy

- ▶ Financial loss per year or per some other relevant exposure measure
- ▶ Used by company to optimize tariffs and to estimate expected future profit
- ▶ Predictions of statistical models fitted on historic data

Discussion

Why is it important to have good tariff?

Characterization of Insurance Policy

- ▶ $w > 0$: The exposure. Other quantities will refer to this
- ▶ N : Number of claims
- ▶ C : Total claim amount
- ▶ C/w : Pure premium
- ▶ $Y = N/w$: Claims frequency
- ▶ $Z = C/N$: Severity = avg cost per claim
- ▶ \mathbf{X} : One or more risk characteristics

Example (fictive motor third-part liability (MTPL) policies)

id	w	N	C	C/w	Y	Z	Driver's age	Horse power
1	1	0	0	0	0	-	28	80
2	0.5	2	5000	10000	4	2500	20	250
2	0.5	1	1000	2000	2	1000	21	250

Remark

Due to additivity of w , N , and C , these quantities can also be defined for multiple policies together, e.g., for the entire portfolio

Classic Pricing Models

- ▶ Instead of creating a model for $\mathbb{E}(C/w \mid \mathbf{x})$, decompose pure premium

$$C/w = (C/w) \cdot (N/N) = (N/w) \cdot (C/N) = YZ$$

into product of frequency Y and severity Z

- ▶ Frequency model: $\mathbb{E}(Y \mid \mathbf{x}) \approx m_Y(\mathbf{x})$
→ Poisson GLM with log link and case weights w
- ▶ Severity model: $\mathbb{E}(Z \mid \mathbf{x}) \approx m_Z(\mathbf{x})$
→ Gamma GLM with log link and case weights N , using only rows with $N > 0$
- ▶ Assuming conditional independence of Y and Z , pure premium model is then $\mathbb{E}(C/w \mid \mathbf{x}) \approx m_Y(\mathbf{x})m_Z(\mathbf{x})$

Alternative to GLMs

- ▶ Replace GLMs by GAMs or modern ML techniques
- ▶ Use same losses (deviance), weights, links

More on Non-Life Insurance Pricing

- ▶ The severity model can use different features than the frequency model
- ▶ The Gamma model with link is slightly biased → can be fixed by applying empirical multiplicative correction factor

$$c = \sum_{i=1}^n y_i / \sum_{i=1}^n \hat{y}_i$$

calculated on the training data

- ▶ Why using a log link for the Gamma model?
- ▶ As an alternative to model claims frequency using case weights w , directly model claim counts N without weights but using an offset of $\log(w)$
→ Same effects, different response, different evaluations

Main Example

Example (French motor third-part liability (MTPL) dataset)

1. Understand data
2. Descriptive analysis
3. Build claim frequency models

The models

- ▶ Poisson GLM
- ▶ Poisson GAM
- ▶ Poisson gradient boosted trees

Notes

- ▶ Grouped train/test split
- ▶ Model interpretation

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Introduction

Basic workflow to inspect and explain supervised learning model m

1. Study model performance
2. Study feature importance
3. Study feature effects, ideally also interactions

Focus

Global, model-agnostic, post-hoc explainability

Analysis result

- ▶ Information gain
- ▶ Reveal problems in model/data
- ▶ Increase confidence in model and modeler

Main references

- ▶ Online book of Christoph Molnar
- ▶ Tutorial (Mayer & Lorentzen 2020)

Chapter Outline

1. Software
2. Performance
3. Excursion: grouped data
4. Variable importance
5. Effects
6. Global surrogate models
7. Improve linear models by XAI
8. SHAP

Software for Post-Hoc Interpretation

R

- ▶ DALEX
- ▶ iml
- ▶ flashlight
- ▶ SHAP: kernelshap, shapviz, fastshap
- ▶ ...

Programming workflow

1. Build model
2. Create explainer object
3. Calculate and visualize results

Python

- ▶ scikit-learn inspect
- ▶ DALEX
- ▶ SHAP: shap
- ▶ ...

Example

Performance

- ▶ Study one or more relevant performance measures
- ▶ Often: Average loss or function of it
- ▶ Gives valuable information
- ▶ Training versus test performance? → assess overfitting/optimism
- ▶ Absolute and relative measures

Also helps to detect problems

Is performance **much lower** than expected?

- ▶ Preprocessing errors
- ▶ Missing key feature
- ▶ Convergence problem

Is it **much better**?

- ▶ Data partitions not independent?
- ▶ Leakage from response to feature?

Example: Claims Frequency Models

- ▶ Calculate weighted average Poisson deviance on test data:

$$\bar{S}(\hat{m}, D_{\text{test}}) = \sum_{i=1}^n w_i S(\hat{y}_i, y_i) / \sum_{i=1}^n w_i$$

with $S(\hat{y}_i, y_i) = 2(y_i \log(y_i/\hat{y}_i) - (y_i - \hat{y}_i))$

- ▶ Relative deviance improvement (one of many “pseudo R-squared”)

$$1 - \frac{\bar{S}(\hat{m}, D_{\text{test}})}{\bar{S}(\hat{m}_{\text{trivial}}, D_{\text{test}})},$$

where $\hat{m}_{\text{trivial}}(\mathbf{x}) = \sum_{D_{\text{train}}} w_i y_i / \sum_{D_{\text{train}}} w_i$ is the intercept-only model with constant predictions ideally calculated on the training data

- ▶ Repeat on training data (why?)

Excursion: Grouped Data

- ▶ Flawed validation strategy → biased performance assessment
- ▶ Detailed knowledge of data and model required → difficult to detect

Typical reason for flawed validation: Grouped data

- ▶ Pricing data
- ▶ Reserving: Models for ultimate claim amount
- ▶ Customer analytics: Browser behaviour of online visitors
- ▶ Banking: Financial transactions of clients

Grouped splitting

- ▶ Instead of random sampling of *rows*, we sample *groups*
- ▶ All rows of a group go in same data partition
- ▶ If ignored: Overfitting is being rewarded

Example and Simulation

Example (French MTPL)

- ▶ Model performance of GLM and boosted trees model without grouped splitting?
- ▶ Impact on model tuning?

Example (Simulation)

- ▶ Random data
- ▶ Linear regression and random forest
- ▶ 80%/20% split
- ▶ Increasing proportion of duplicated rows
- ▶ Random split versus grouped split

More on Grouped Data

- ▶ We used grouping structure to create clean data splits
- ▶ Sometimes, one wants to also make use of within-group info in model
- ▶ Panel data, time-series

Examples

- ▶ Insurance of large vehicle fleets: credibility factors
- ▶ Banking: Financial transactions of client

Tricky to have clean validation strategy and to apply model correctly

Variable Importance

1. Information: Most/least important features?
2. Challenge correctness of model
 - ▶ Results as expected or not?
 - ▶ Seemingly unimportant feature is top predictor → leakage?
 - ▶ Key features not among important features → preprocessing problem, not sufficient understanding of data or modeling situation?

Model-specific variable importance measures

- ▶ Linear model: normalized coefficients, test statistics etc.
- ▶ Tree-based models: Split gain or split count

Model-agnostic measures

- ▶ Permutation importance (Breiman 2001 for random forests)
- ▶ SHAP feature importance

Permutation Importance

Permutation importance of j -th feature $X^{(j)}$, data D , and performance measure \hat{S} :

$$\text{PVI}(j, D) = \hat{S}(\hat{m}, D^{(j)}) - \hat{S}(\hat{m}, D)$$

- ▶ $D^{(j)}$ is version of D with randomly permuted values in j -th feature column
- ▶ Read: How much \hat{S} worsens after shuffling column j ?
The larger, the more important. If 0, feature is unimportant

Algorithm to calculate $\text{PVI}(j, D)$ for all features

Algorithm 1: Permutation importance
scoreOriginal \leftarrow performance on data for x <i>in</i> variables do dataShuffled \leftarrow data with permuted column x scoreShuffled \leftarrow performance on dataShuffled importance[x] \leftarrow scoreShuffled - scoreOriginal end output : importance

Source: Mayer and Lorentzen, 2020

Remarks and Example

Remarks

- ▶ Computationally cheap → repeat m times
- ▶ Model is never refitted
- ▶ There is no formal definition of variable importance → inconsistency across methods
- ▶ Different definitions of permutation importance
- ▶ Strongly dependent features
→ decorrelate or analyze together
- ▶ Training or test data?

Example (French MTPL)

- ▶ PVI using exposure-weighted average Poisson deviance
- ▶ Hold-out data
- ▶ Compare with tree-split gain

Effects

Study and understand feature effects is of key importance

- ▶ How does $m(\mathbf{x})$ change with j -th feature?
- ▶ Often Ceteris Paribus: other components in \mathbf{x} fixed

Advantage of intrinsically interpretable models

- ▶ (Ceteris Paribus) effect of feature $X^{(j)}$ in a linear regression

$$\mathbb{E}(Y \mid \mathbf{x}) \approx m(\mathbf{x}) = \beta_o + \beta_1 x^{(1)} + \dots + \beta_p x^{(p)}$$

- ▶ In an additive model

$$\mathbb{E}(Y \mid \mathbf{x}) \approx m(\mathbf{x}) = \beta_o + f_1(x^{(1)}) + \dots + f_p(x^{(p)})$$

- ▶ In a black-box model?

Methods

1. Individual conditional expectation (ICE)
2. Partial dependence
3. Classic diagnostic plots
4. Interactions?
5. Later: SHAP dependence plots

Individual Conditional Expectation (ICE)

Basic thinking

- ▶ If m is additive in feature $X^{(j)}$, the Ceteris Paribus effect of $X^{(j)}$ is the same for all observations \rightarrow complete description of effect / full transparency
- ▶ If complex interactions involved \rightarrow approximate description only

Idea (Goldstein et al., 2015)

- ▶ Study Ceteris Paribus effect of $X^{(j)}$ for one observation
- ▶ *ICE function* for feature $X^{(j)}$ of model m and observation $\mathbf{x} \in \mathbb{R}^p$

$$\text{ICE}_j : v \in \mathbb{R} \mapsto m(v, \mathbf{x}_{\setminus j})$$

- ▶ $\mathbf{x}_{\setminus j}$ denotes all but the j -th component of \mathbf{x} , which is replaced by v
- ▶ *ICE curve* represents graph $(v, \text{ICE}_j(v))$ for grid of values $v \in \mathbb{R}$

Simple Algorithm

Algorithm to calculate $ICE_j(v)$

Algorithm 2: ICE for variable x and one observation

```
obs  $\leftarrow$  data row
for  $v$  in grid of values do
  | obs[ $x$ ]  $\leftarrow v$ 
  | ice[ $v$ ]  $\leftarrow$  prediction for obs
end
output : ice
```

Source: Mayer and Lorentzen, 2020

ICE Plot: Visualize ICE curves of multiple observations

Example

Notes

- ▶ Curves with different shapes indicate interaction effects
- ▶ Parallel curves \rightarrow additivity in $X^{(j)}$
- ▶ Centered ICE plots
- ▶ Usually on link scale (why?)
- ▶ ICE plots of higher dimension
- ▶ Training versus test data

Pros and Cons

- + Simple to compute
- + Easy to interpret (Ceteris Paribus)
- + Gives impression about interactions
- Suboptimal when Ceteris Paribus unnatural
- Model applied to rare/impossible \mathbf{x}
- Does not show what variables are interacting

Partial Dependence Plot PDP (Friedman 2001)

- ▶ Average of many ICE curves
- ▶ Ceteris Paribus effect of $X^{(j)}$ averaged over all interaction effects

Definition

- ▶ (Empirical) partial dependence function of feature j

$$\text{PD}_j(v) = \frac{1}{n} \sum_{i=1}^n \hat{m}(v, \mathbf{x}_{i,\setminus j})$$

- ▶ $\mathbf{x}_{i,\setminus j}$ feature vector of i -th observation without j -th component
- ▶ PDP equals graph $(v, \text{PD}_j(v))$ for grid of values $v \in \mathbb{R}$
- ▶ Sum runs over reference data (=?)

Algorithm

Calculate $PD_j(v)$ on grid of values for v

Algorithm 3: Partial dependence profile for variable x

```
 $n \leftarrow$  number of observations  
 $m \leftarrow$  grid size for variable  $x$   
iceProfiles  $\leftarrow$  matrix with  $n$  rows and  $m$  columns  
for  $i$  in 1 to  $n$  do  
  | iceProfiles[ $i$ ,:]  $\leftarrow$  ice curve for  $i$ th obs and variable  $x$   
end  
pd  $\leftarrow$  column means of iceProfiles  
output : pd
```

Source: Mayer and Lorentzen, 2020

Example

More on Partial Dependence

Remarks

- ▶ 2-dimensional PDP of $X^{(j)}$ and $X^{(k)}$:

$$PD_{jk}(v_j, v_k) = \frac{1}{n} \sum_{i=1}^n m(v_j, v_k, \mathbf{x}_{i, \setminus \{j, k\}})$$

- ▶ Accumulated local effects (ALE)

Pros and Cons

- + Simple to compute
- + Easy to interpret (Ceteris Paribus)
- Suboptimal when Ceteris Paribus unnatural
- Model applied to rare/impossible \mathbf{x}
- No information about interactions

Classic Diagnostic Plots

Related plots

1. Response versus covariate
→ Descriptive marginal effects
2. Predicted versus covariate
→ Modeled marginal effects
3. Residual versus covariate:
→ Bias assessment

Remarks

- ▶ Small and large datasets
- ▶ Binning of feature values
- ▶ Training versus test data?
- ▶ Relation to PDP?
- ▶ Pros and Cons?

Example

Interaction Effects

- ▶ Interactions: Linear models versus black-box models
- ▶ ICE plot for $X^{(j)}$ gives impression of total interaction effects associated with $X^{(j)}$

Pairwise interaction strength: Friedman's H

$$H_{jk}^2 = \frac{\sum_{i=1}^n \left[\text{PD}_{jk}(x_i^{(j)}, x_i^{(k)}) - \text{PD}_j(x_i^{(j)}) - \text{PD}_k(x_i^{(k)}) \right]^2}{\sum_{i=1}^n \left[\text{PD}_{jk}(x_i^{(j)}, x_i^{(k)}) \right]^2}$$

- ▶ Sums run over reference data
- ▶ Partial dependence functions are mean centered
- ▶ Interpretation of H^2 ? When close to 0 or 1?
- ▶ H versus H^2

Absolute Interaction Strength

Friedman's H is a relative measure \rightarrow absolute measure?

$$\tilde{H}_{jk} = \sqrt{\frac{1}{n} \sum_{i=1}^n \left[\text{PD}_{jk}(x_i^{(j)}, x_i^{(k)}) - \text{PD}_j(x_i^{(j)}) - \text{PD}_k(x_i^{(k)}) \right]^2}$$

Remarks on H and \tilde{H}

- ▶ Find out *how* features are interacting?
 \rightarrow Two-dimensional PDP, stratified PDP, SHAP
- ▶ Computational burden?
- ▶ Usually, one works on link scale

Example

Global Surrogate Models

Idea

- ▶ Fit intrinsically interpretable model m_I to predictions of \hat{m}
- ▶ Usually a small decision tree
- ▶ \hat{m}_I is called (global) surrogate model for \hat{m}
- ▶ Objective function and R-squared of \hat{m}_I ?

Remarks

- ▶ Training or test data?
- ▶ Variable importances of \hat{m}_I ?

Example

Improve Linear Models by XAI

Workflow

- ▶ Build strong GLM by the help of ML and XAI
- ▶ Why not directly use ML model?

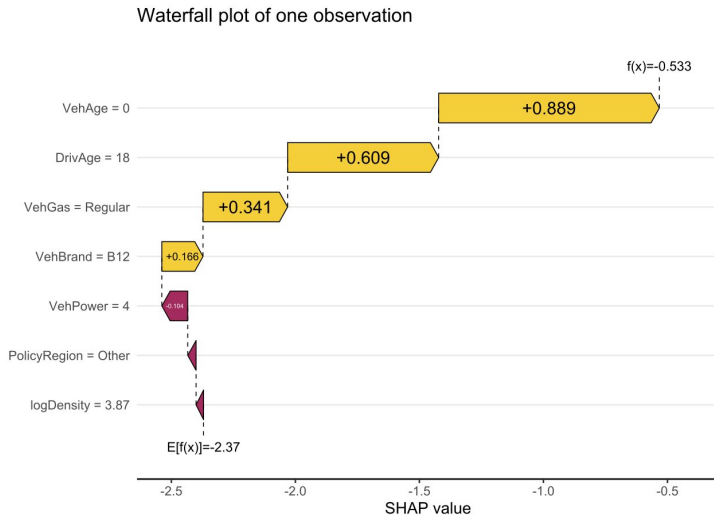
Compare XAI aspects

1. Performance: Difference between GLM and ML model large or small?
2. Variable importance: Similar features important?
3. Main effects: Similar or not? → Change representation in GLM
4. Interaction effects: Add strong meaningful interactions to GLM

Example

SHAP: SHapley Additive exPlanations

- ▶ Local explanations
- ▶ Basic idea of SHAP?
- ▶ LIME



Shapley Values

Setting

- ▶ \mathcal{M} : Set of $p = |\mathcal{M}|$ players
- ▶ Playing cooperative game with numeric payoff
- ▶ Contribution of subset $\mathcal{L} \subseteq \mathcal{M}$ of players measured by function $v : \mathcal{L} \mapsto \mathbb{R}$

Question

How to distribute payoff fairly among the players?

Answer by Shapley (1953)

Player j should receive “Shapley value” = weighted average contribution

$$\phi_j(v) = \phi_j = \sum_{\mathcal{L} \subseteq \mathcal{M} \setminus \{j\}} \underbrace{\frac{|\mathcal{L}|!(p - |\mathcal{L}| - 1)!}{p!}}_{\text{Shapley weight}} \underbrace{(v(\mathcal{L} \cup \{j\}) - v(\mathcal{L}))}_{\text{Contribution of player } j}, \quad j = 1, \dots, p.$$

Fairness

ϕ_j averages the p average contributions of player j to coalitions of size $0 \leq |\mathcal{L}| \leq p-1$:

$$\text{Shapley weight} = \frac{|\mathcal{L}|!(p - |\mathcal{L}| - 1)!}{p!} = \frac{1}{p} \frac{1}{\binom{p-1}{|\mathcal{L}|}}.$$

Link to permutations?

Shapley values are only way to distribute total winnings fairly in the sense:

1. Efficiency: $v(\mathcal{M}) = \sum_{j=0}^p \phi_j$, where $\phi_o = v(\emptyset)$ denotes non-distributed payoff
2. Symmetry: If $v(\mathcal{L} \cup \{i\}) = v(\mathcal{L} \cup \{j\})$ for every $\mathcal{L} \subseteq \mathcal{M} \setminus \{i, j\}$, then $\phi_i = \phi_j$
3. Dummy player: If $v(\mathcal{L} \cup \{j\}) = v(\mathcal{L})$ for all coalitions $\mathcal{L} \subseteq \mathcal{M} \setminus \{j\}$, then $\phi_j = 0$
4. Linearity: Consider two cooperative games with gain functions v and w . Then, $\phi_j(v + w) = \phi_j(v) + \phi_j(w)$ and $\phi_j(\alpha v) = \alpha \phi_j(v)$ for all $1 \leq j \leq p$ and $\alpha \in \mathbb{R}$

Shapley Values in Statistics and ML

Early idea

Lipovetsky and Conklin (2001): Fair decomposition of *R-squared* in linear regression

Nowadays: Štrumbelj and Kononenko (2010, 2014), Lundberg and Lee (2017)

- ▶ Decompose *predictions* fairly into $m(\mathbf{x}) = \phi_o + \sum_{j=1}^p \phi_j$, $\phi_o = \mathbb{E}(m(\mathbf{X}))$
- ▶ Fair only if ϕ_j are Shapley values
- ▶ Natural contribution function: $v(\mathcal{L}) = m(\mathbf{x}_{\mathcal{L}})$, $\mathbf{x}_{\mathcal{L}}$ are components in $\mathcal{L} \subseteq \mathcal{M}$
- ▶ But: Features cannot be turned off in $m \rightarrow$ use statistics to estimate it

Situations where no estimation is required

- ▶ $p = 1$: Then $\phi_1 = m(\mathbf{x}) - \phi_o$
- ▶ Linear regression without correlations:

$$m(\mathbf{x}) = \underbrace{\beta_0}_{\phi_o} + \underbrace{\beta_1 x^{(1)}}_{\phi_1} + \dots + \underbrace{\beta_p x^{(p)}}_{\phi_p}$$

How to Estimate Contribution Function

Controversy in estimating $m(\mathbf{x}_{\mathcal{L}})$

- ▶ Statistically natural: Conditional expectation $\mathbb{E}(m(\mathbf{X}) \mid \mathbf{x}_{\mathcal{L}})$
- ▶ Causal inference prefers marginal expectations: $\mathbb{E}_{\mathbf{x}_{\mathcal{M} \setminus \mathcal{L}}}(m(\mathbf{X}))$

Algorithms (from slow to fast)

1. Monte Carlo sampling: For each j and many \mathcal{L} , contributions $v(\mathcal{L} \cup \{j\}) - v(\mathcal{L})$ are evaluated using marginal expectations and then plugged into Shapley's Eq.
2. Kernel SHAP: For many \mathcal{L} , evaluate $v(\mathcal{L})$ using marginal expectations. Then use weighted regression to get all Shapley values without plugging into Shapley's Eq.
3. TreeSHAP: Uses properties of trees to directly calculate $v(\mathcal{L})$ for all $\mathcal{L} \subseteq \mathcal{M}$ and then plugging into Shapley's Eq.

Example

From Local to Global Explanations

Notation

- ▶ X : $(n \times p)$ feature matrix with elements x_{ij} , $1 \leq i \leq n$, $1 \leq j \leq p$
- ▶ Φ : $(n \times p)$ matrix of SHAP values with elements ϕ_{ij}
- ▶ $\phi_o = \frac{1}{n} \sum_{i=1}^n \hat{m}(\mathbf{x}_i)$
- ▶ $\hat{m}(\mathbf{x}_i) = \phi_o + \sum_{j=1}^p \phi_{ij}$ for n feature vectors \mathbf{x}_i

Strategy to understand model as a whole

- ▶ SHAP feature importance: $I_j = \frac{1}{n} \sum_{i=1}^n |\phi_{ij}|$
- ▶ SHAP dependence plots: $\{(x_{ij}, \phi_{ij}), 1 \leq i \leq n\}$
- ▶ Interactions: Use x_{ik} , $k \neq j$ to add color to SHAP dependence plot (alternative?)

Examples

Each aspect separately and full analysis

SHAP Analysis to Improve Linear Model

Revisit our strategy

- ▶ A lot of info on a ML black-box can be generated very quickly
- ▶ Use it to build strong GLM

Example

Remember

SHAP has a solid theoretical foundation. In practice, some of it is lost because statistics is not mathematics.

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Introduction

“The best explanation of a simple model is the model itself” (Lundberg and Lee, 2017)

Two main strategies in XAI

- ▶ Model is black-box → interpret it post-hoc
- ▶ Make model less opaque / improve intrinsic explainability

Basic hierarchy of intrinsic explainability

1. Linear additive models (like GLMs)
2. Additive models (like GAMs)
3. Black-box models (like boosted trees or neural nets)

Note

- ▶ To link or not?
- ▶ Single decision tree

Boundaries are Blurred

Examples

- ▶ GLMs can have non-linear effects
- ▶ GLMs and GAMs can have interactions
- ▶ A complex GLM can be (almost) as black-box as a boosted trees model
- ▶ Boosted trees models can have all or some features additive
- ▶ Neural nets can have all or some features additive

Partly additive models = Additive with (possibly complex) interactions

- ▶ Additive time effects: $m(\mathbf{x}) = f(\text{Time}) + f'(\text{other features})$
- ▶ Additive gender effects: $m(\mathbf{x}) = f(\text{Gender}) + f'(\text{other features})$
- ▶ Additive model with non-additive location effects:
$$m(\mathbf{x}) = f_1(x^{(1)}) + \dots + f_{p_1}(x^{(p_1)}) + f(\text{location features})$$

Chapter Outline

Structuring boosted trees

- ▶ Additive models
- ▶ Partly additive models
- ▶ Monotonicity

Structuring neural nets

- ▶ Additive models
- ▶ Partly additive models

Tune boosted trees models

Only if time

Structuring Boosted Trees

Interpreting boosted trees models

- ▶ Single decision trees m_k are simple to interpret
- ▶ Boosted trees m are sums of K decision trees

$$m(\mathbf{x}) = m_1(\mathbf{x}) + \cdots + m_K(\mathbf{x})$$

- ▶ Interpretation of m only post-hoc

Will investigate two ways to structure boosted trees

1. Additive boosted trees
2. Partly additive boosted trees

Both are extremely useful in practice

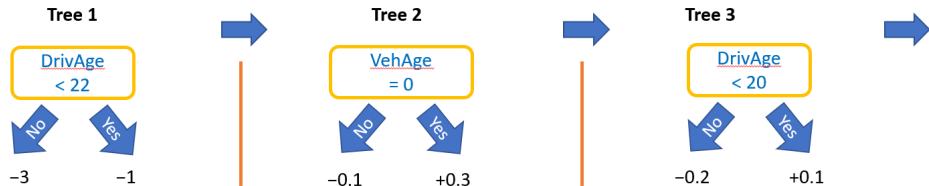
Additive Boosted Trees

What is a tree stump?

- ▶ Decision tree m_k with only one split (assume on j -th feature)
- ▶ Can be written as $m_k(\mathbf{x}) = v_1 + (v_2 - v_1)\mathbb{I}(x^{(j)} \leq s)$; ($v_1, v_2, s = ?$)

Boosted tree stumps are additive models

- ▶ $m(\mathbf{x}) = \beta_o + f_1(x^{(1)}) + \dots + f_p(x^{(p)})$
- ▶ $f_j, 1 \leq j \leq p$, are piecewise constant functions derived from m_k



More on Boosted Tree Stumps

- ▶ Additivity → full description of feature effects via ICE/PDP
- ▶ SHAP dependence plot? (Mayer 2022)
- ▶ Discussion: Pros and cons versus classic GAM?
- ▶ References: Lou et al. (2012), Nori et al. (2019)

Example

Partly Additive Boosted Trees

- ▶ Grow trees of depth $m = 2 \rightarrow$ pairwise interactions
- ▶ Partly additive model via *interaction constraints* (Lee et al., 2015)

Interaction constraints

- ▶ $IC = \{F_1, \dots, F_M\}$
- ▶ Each $F_m \subseteq \mathcal{M}$ is feature subset allowed to interact

How do they work?

- ▶ Consider a decision tree
- ▶ Rule: Each split considers features only from those F_m that contain all previous split variables of the branch.
- ▶ Thus, each branch will use features only from one $F_m \in IC$.
- ▶ Translates to tree and tree ensemble.

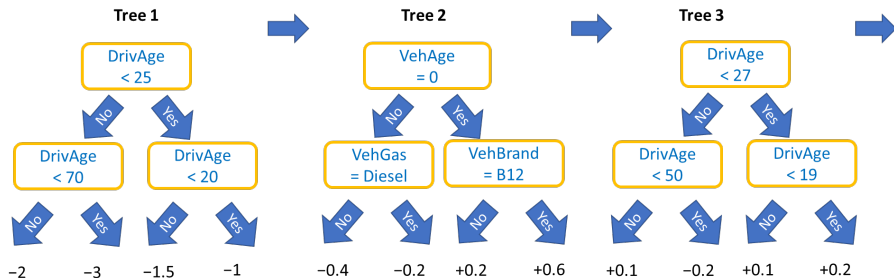
Partly Additive Models via Interaction Constraints

How to set IC so that model is additive in j -th feature?

- ▶ $F_m = \{X^{(j)}\}$ for some m
- ▶ $X^{(j)} \notin F_k$, for $k \neq m$

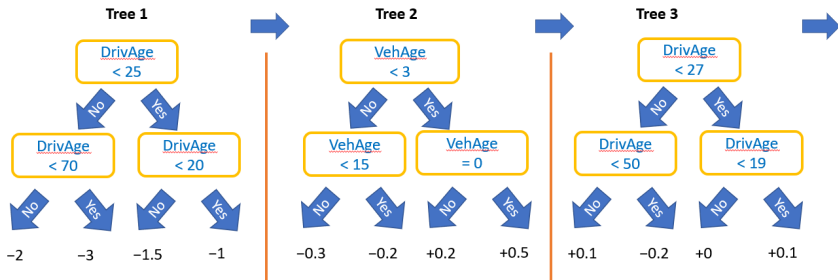
Example

$IC = \{\{\text{DrivAge}\}, \{\log\text{Density}\}, \{\text{PolicyRegion}\}, \{\text{VehAge}, \text{Brand}, \text{Gas}, \text{Power}\}\}$



More on Interaction Constraints

- ▶ If all elements in IC are disjoint, each tree uses features from only one F_m
- ▶ How is the first split variable determined?
- ▶ $IC = \{\{X^{(1)}\}, \dots, \{X^{(p)}\}\}$ gives additive model:



- ▶ Difference to boosted tree stumps?

Monotonic Constraints

- ▶ Monotonicity of $m(\mathbf{x})$ in j -th feature is another aspect of interpretability
- ▶ Violated natural monotonicity can have dramatic impact on trustworthiness
- ▶ Examples in car *collision* models?
- ▶ Simple to implement for decision trees!

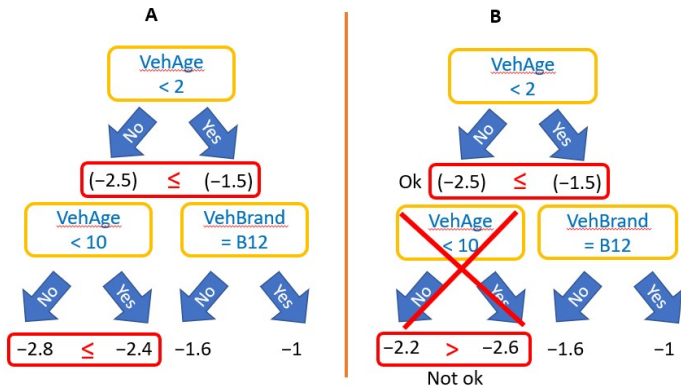


Figure: Aim: monotone decreasing predictions in vehicle age

More on Monotonic Constraints

- ▶ Monotonicity translates to tree ensembles
- ▶ Be careful when imposing monotonicity (why?)
- ▶ Can help to reduce wiggleness of effect
- ▶ Monotonicity for other model classes like GLMs, GAMs, neural nets?
- ▶ Monotonicity and outlying feature values

Example

Structuring Neural Nets

Swiss army knife of ML: Neural nets can

- ▶ mimic GLMs and GAMs,
- ▶ learn interactions and non-linear effects,
- ▶ fit data larger than RAM (e.g. images, videos),
- ▶ learn “online”,
- ▶ use multidimensional input and output,
- ▶ use input and output of mixed dimensionality,
- ▶ fit models with millions of parameters,
- ▶ perform non-linear dimension reduction,
- ▶ ...

How to create

1. linear,
 2. complex,
 3. additive, and
 4. partly additive
- neural nets?

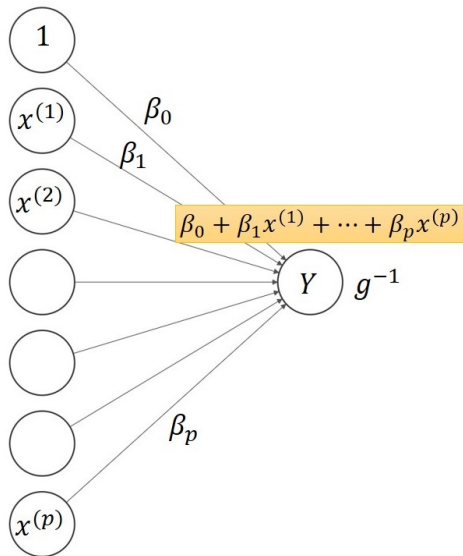
Some Notes on Neural Nets

- ▶ Why haven't we worked with neural nets so far?
- ▶ Neural nets versus boosted trees?
- ▶ References?
- ▶ TensorFlow, PyTorch, Keras
- ▶ Keras: sequential versus functional API
- ▶ Keras in R

A Simple Neural Net: GLM

Some slang

- ▶ Input and output layer?
- ▶ Nodes and node values?
- ▶ Fully connected / dense layer
- ▶ Exponential activation function



Example and Parameter Estimation

Parameters estimated by (mini-batch) gradient descent with backpropagation

1. Init: Randomly initialize parameter vector β by $\hat{\beta}$.
2. Forward: Use $\hat{\beta}$ to calculate predictions $\hat{y}_1, \dots, \hat{y}_K$ on **batch** D of size K .
3. Backprop: Modify $\hat{\beta}$ to improve batch loss $S(\hat{\beta}, D) = \sum_{i=1}^K L(\hat{y}_i, y_i)$
 - 3.1 Calculate partial derivatives $\nabla \hat{\beta} = \frac{\partial S(\beta, D)}{\partial \beta} \big|_{\beta=\hat{\beta}}$ using backpropagation (=?)
 - 3.2 Gradient descent: Move slightly into right direction: $\hat{\beta} \leftarrow \hat{\beta} - \lambda \cdot \nabla \hat{\beta}$
4. Repeat Steps 2 and 3 until one **epoch** is over.
5. Repeat Step 4 until some stopping criterion triggers.

Example

- ▶ Naive numeric representation of categoricals
- ▶ Callbacks? Feature scaling (why? how?)

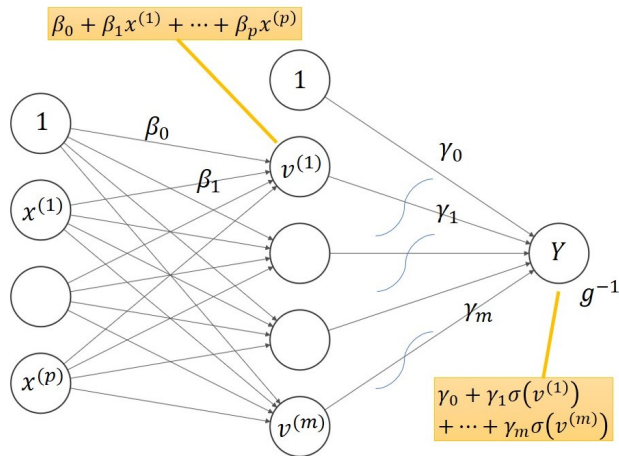
More Complex Models

Some additional slang

- ▶ Hidden layers
- ▶ Representational learning
- ▶ Activation functions: two purposes
- ▶ How to choose architecture?
- ▶ How to choose number of parameters/weights?

Example

- ▶ Three hidden layers
- ▶ 561 parameters

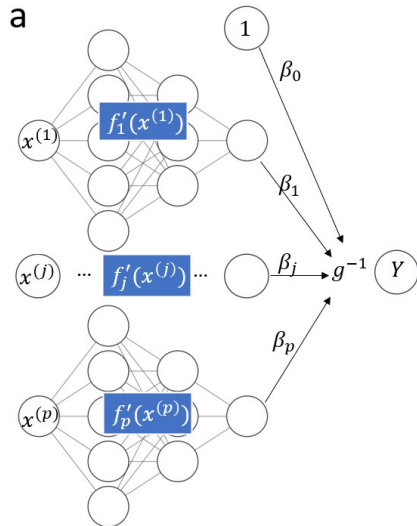


Additive Neural Nets (Agarwal et al. 2020)

- ▶ Represent each feature by single-output net
- ▶ Directly connected to output layer
- ▶ Linear components?
- ▶ Unordered categorical features?

Example

- ▶ 'VehBrand', 'PolicyRegion': 1-D embedding
- ▶ 'VehGas' and 'logDensity': Scaled and represented by linear function
- ▶ Rest: Scaled and represented by small net each
- ▶ Almost same structure as our original GAM



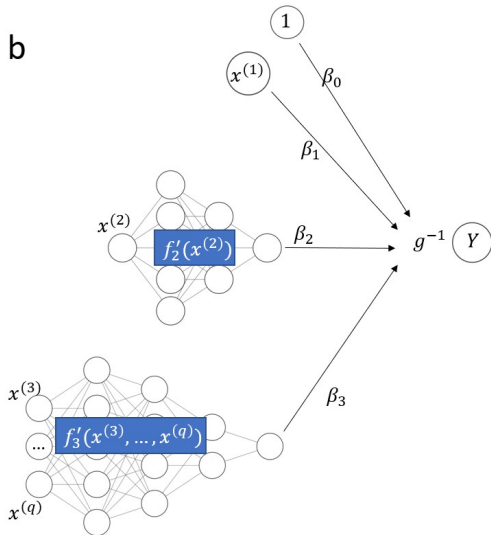
Source: Fig 1a in
<https://www.mdpi.com/1911-8074/15/5/193>

Partly Additive Models

- ▶ Pairwise interactions
- ▶ Partly additive model
- ▶ Example in geographic modeling
- ▶ Make model additive in driver features?

Example

- ▶ 'logDensity': Scaled and represented as a linear function
- ▶ 'DrivAge': Scaled and represented by a small sub-network
- ▶ 'PolicyRegion': 1-D embedding
- ▶ Vehicle features: sub-network with different inputs and five outputs



Source: Fig 1b in <https://www.mdpi.com/1911-8074/15/5/193>

Excursion: Tuning Boosted Trees

Model tuning in general

- ▶ How to choose hyperparameters of ML models?
- ▶ Each model class (GLMs, GAMs, random forests, boosted trees, neural nets, ...) has specialities that should be respected
- ▶ Examples?

Why focussing on boosted trees?

- ▶ Usually among best performing models for tabular data
- ▶ Boosting + SHAP → strong GLMs
- ▶ It needs some training

Aspects

1. Objective and evaluation metric
2. Number of boosting rounds
3. Learning rate
4. Further parameters

Objective and Metric

Ideal choice of loss function

- ▶ Meaningful for task
- ▶ Strictly consistent for target functional T

Translation to objective and metric

- ▶ Objective: average loss on training data (plus regularization) used for model training
- ▶ Evaluation metric: average (cross-)validation loss used for model comparison and selection

Example

Number of Boosting Rounds

Very important to select reasonable number of boosting rounds

- ▶ Boosting round = tree
- ▶ Too few rounds \rightarrow underfitting
- ▶ Too many rounds \rightarrow overfitting
- ▶ Heavily depends on choice of other parameters, thus difficult to choose

“Early stopping” as standard solution

- ▶ How does it work?
- ▶ Why is it so convenient?

Learning Rate

- ▶ Weight of each tree in final model
- ▶ Often between wide range of 1 and 0.005
- ▶ Good value heavily depends on number of boosting rounds
- ▶ Trick: select it so that early stopping ends after 100 – 1000 trees (why?)
- ▶ Halving the number of trees means doubling the learning rate for comparable performance

Regularization Parameters

Additional parameters to select

- ▶ number of leaf nodes
- ▶ tree depth
- ▶ loss penalties
- ▶ different types of subsampling rates
- ▶ ...

Choose them by (cross-)validation

- ▶ One by one
- ▶ Grid-search
- ▶ Random search

Note

- ▶ Early-stopping often compensates for suboptimal choice of other parameters
- ▶ Very different parameter combinations may lead to similar performance

Overall Strategy

Three steps

1. Choose strictly consistent and meaningful loss for functional T
→ objective and evaluation metric
2. Choose learning rate to get 100 – 1000 trees with early stopping
3. Select remaining parameters manually or by random search via (cross-)validation

Simplification

When to skip expensive Step 3?

Example

- ▶ French MTPL
- ▶ Speciality: grouped partitions