

Feature Attribution:

Introduction to the Classic Methodologies

2024-07-19

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Agenda

- Why feature attribution
- Classic methodologies—the general, the good and the sound
- The SOTA and the limit

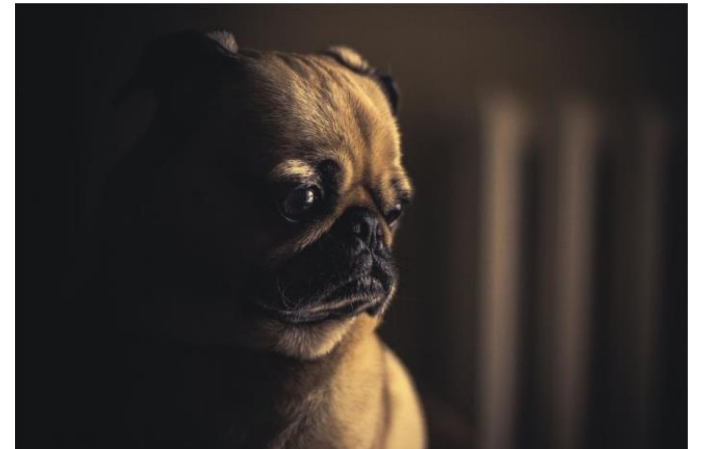
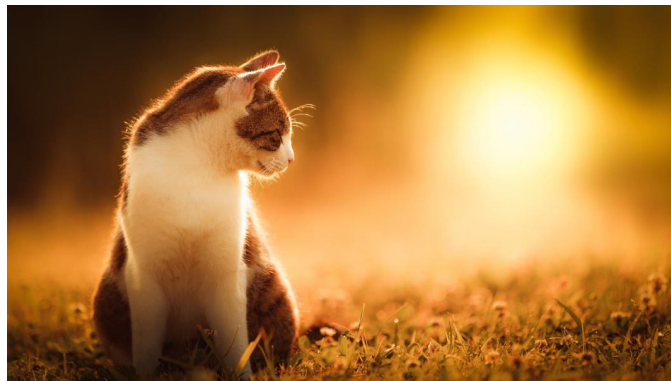
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Why Feature Attribution

- Model validation
- Knowledge discovery

Cats and Dogs

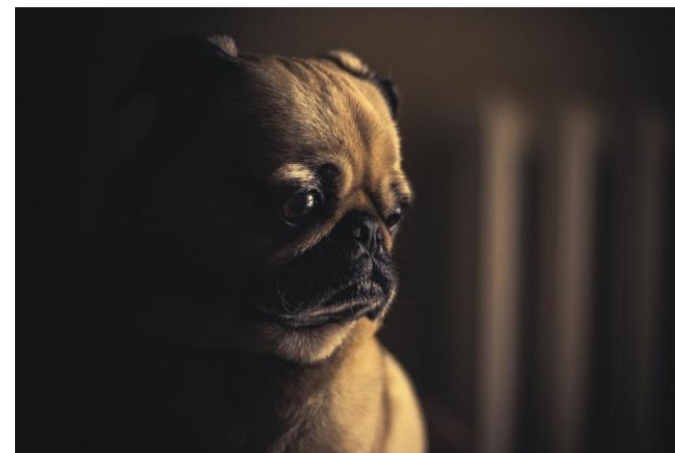
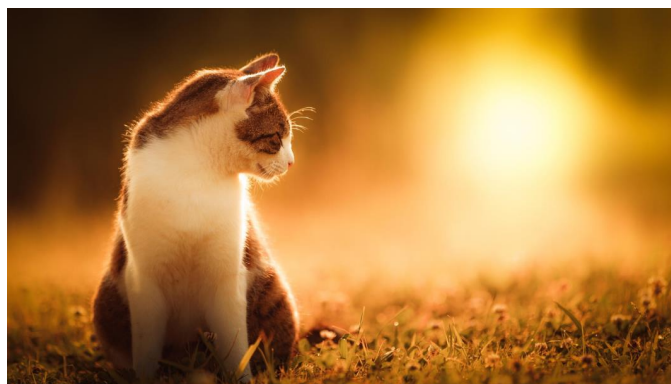
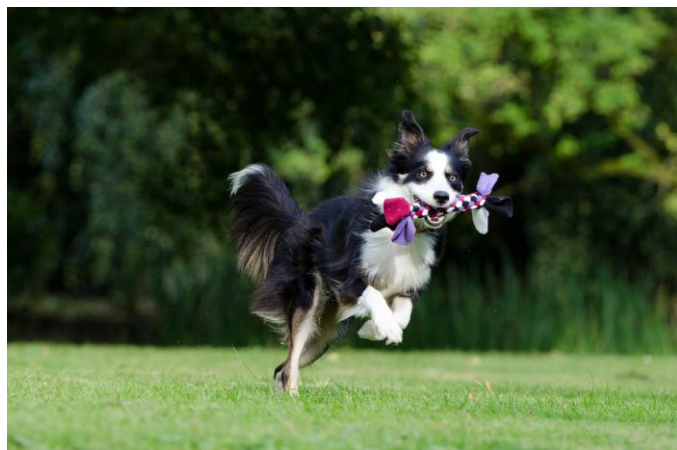




cat / dog



cat / dog





cat / dog



cat / dog

cat
cat



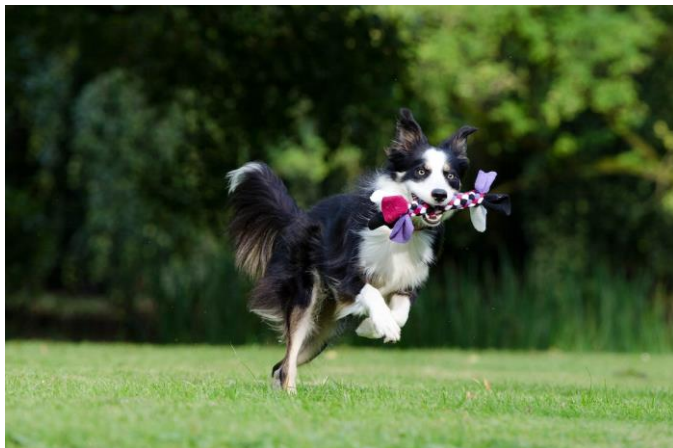
dog dog



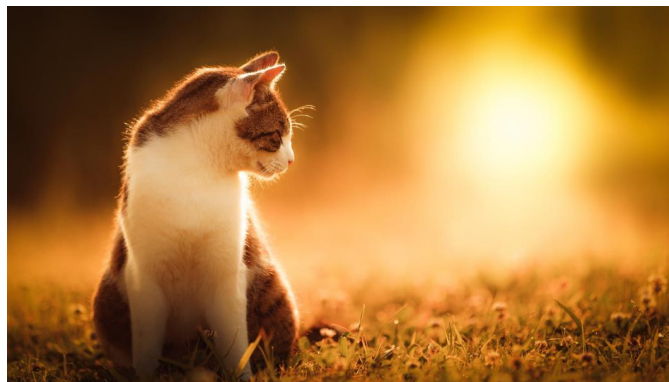
cat cat



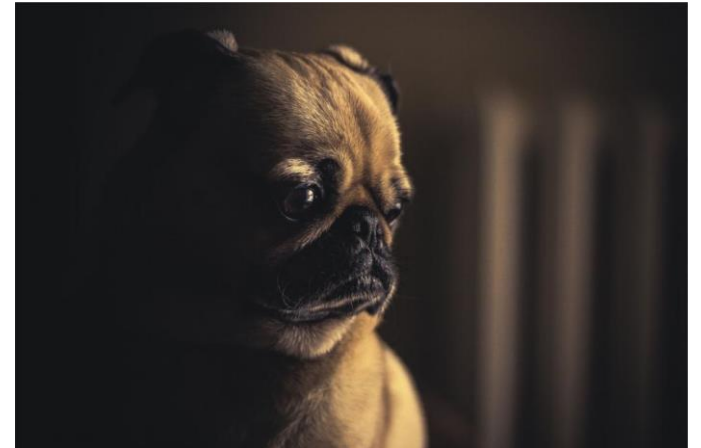
dog
dog



cat cat

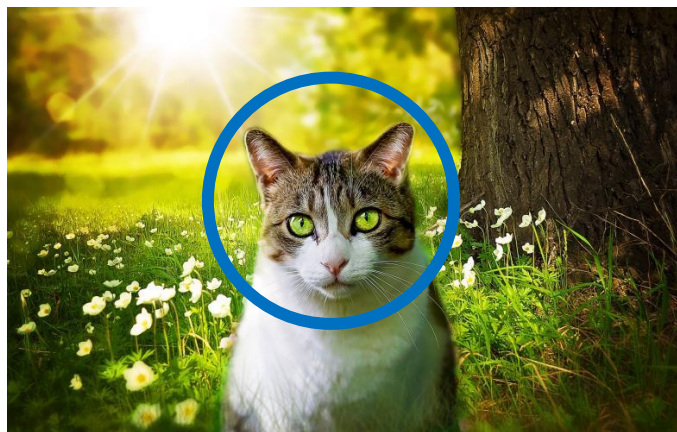


dog
dog

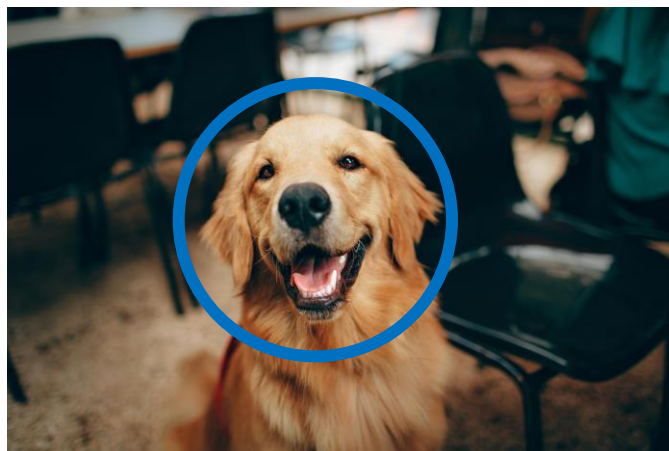




cat



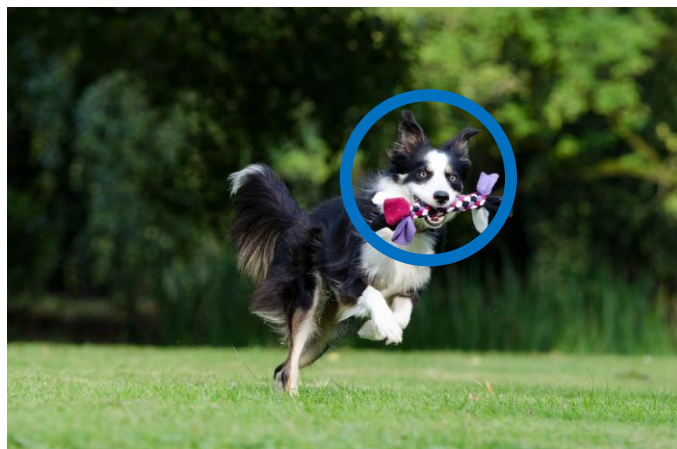
dog



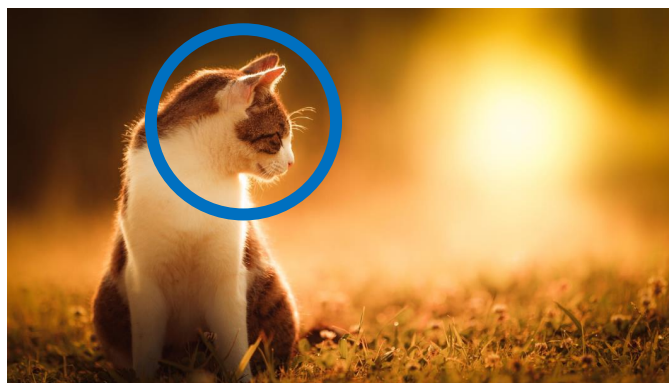
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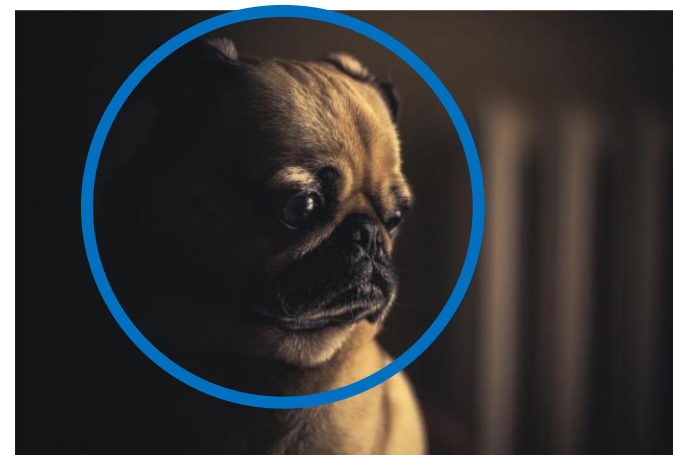
dog

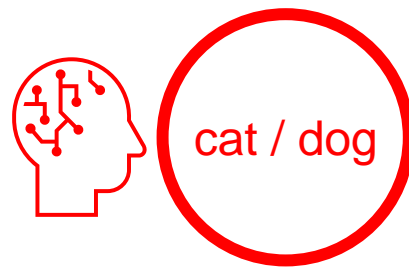


cat



dog



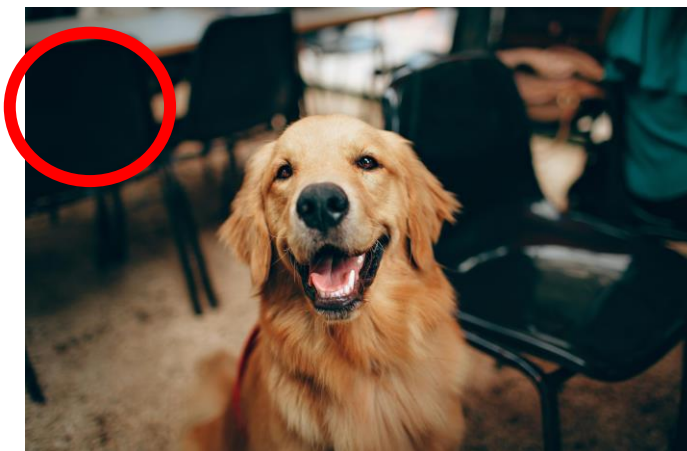


important feature to me

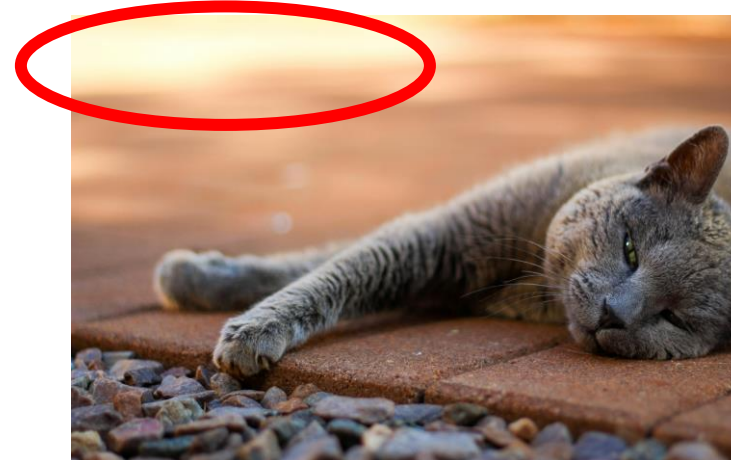
cat



dog



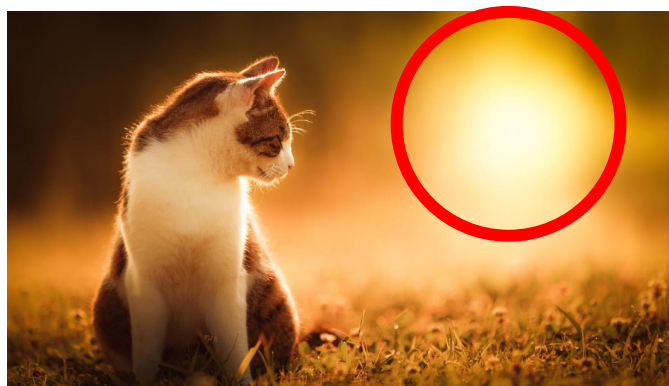
cat



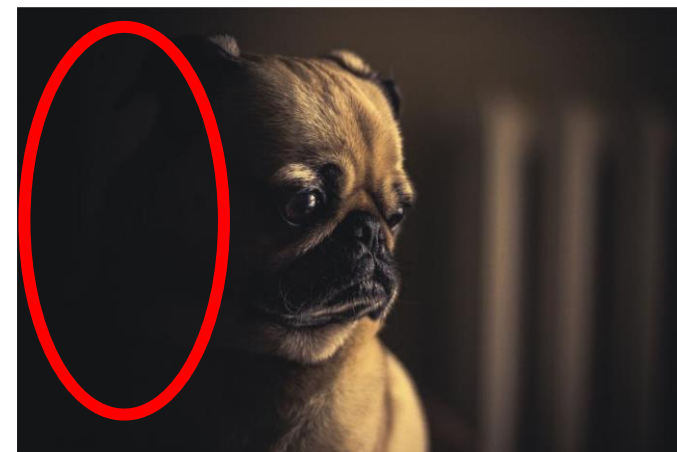
dog



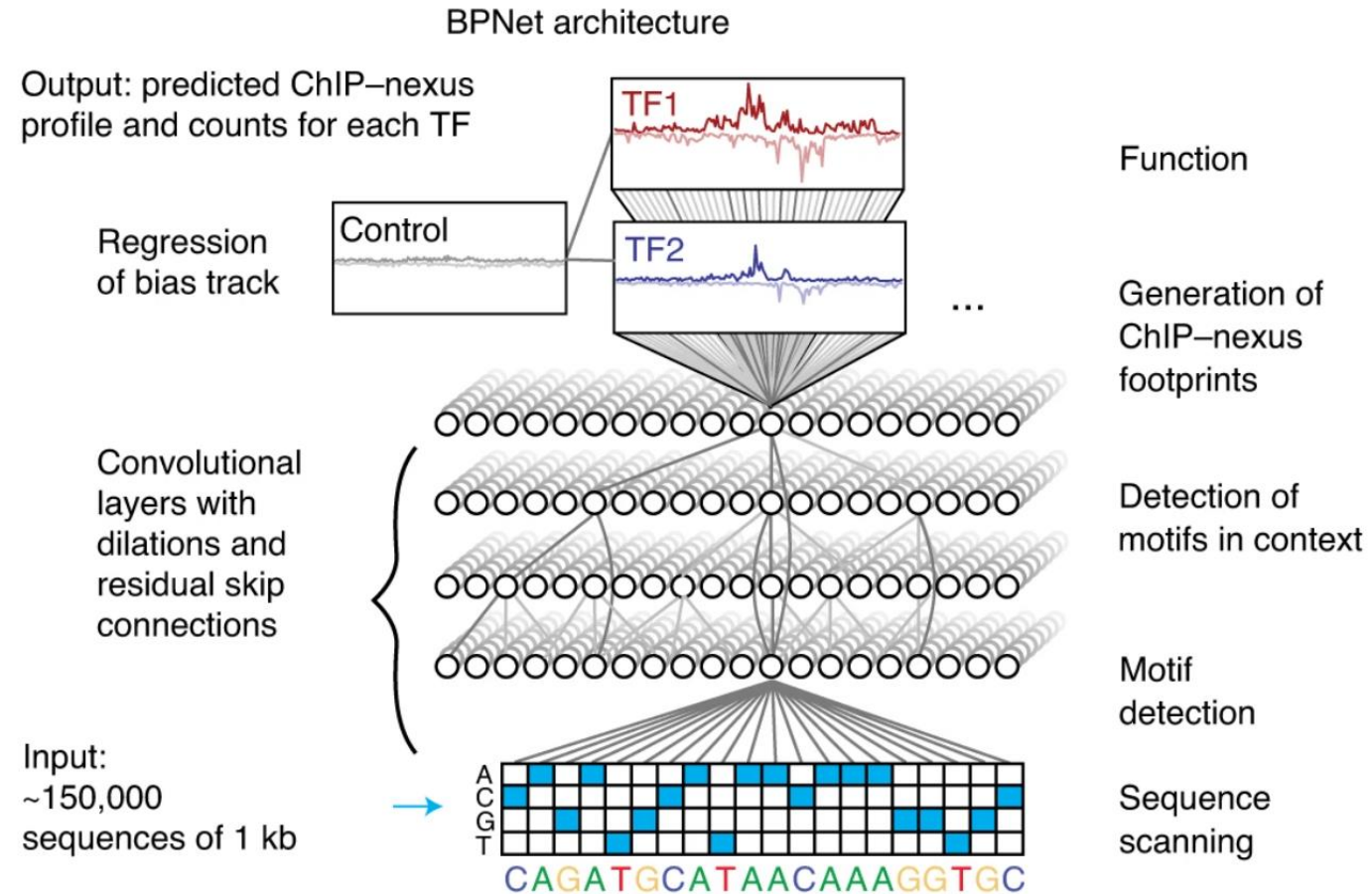
cat



dog

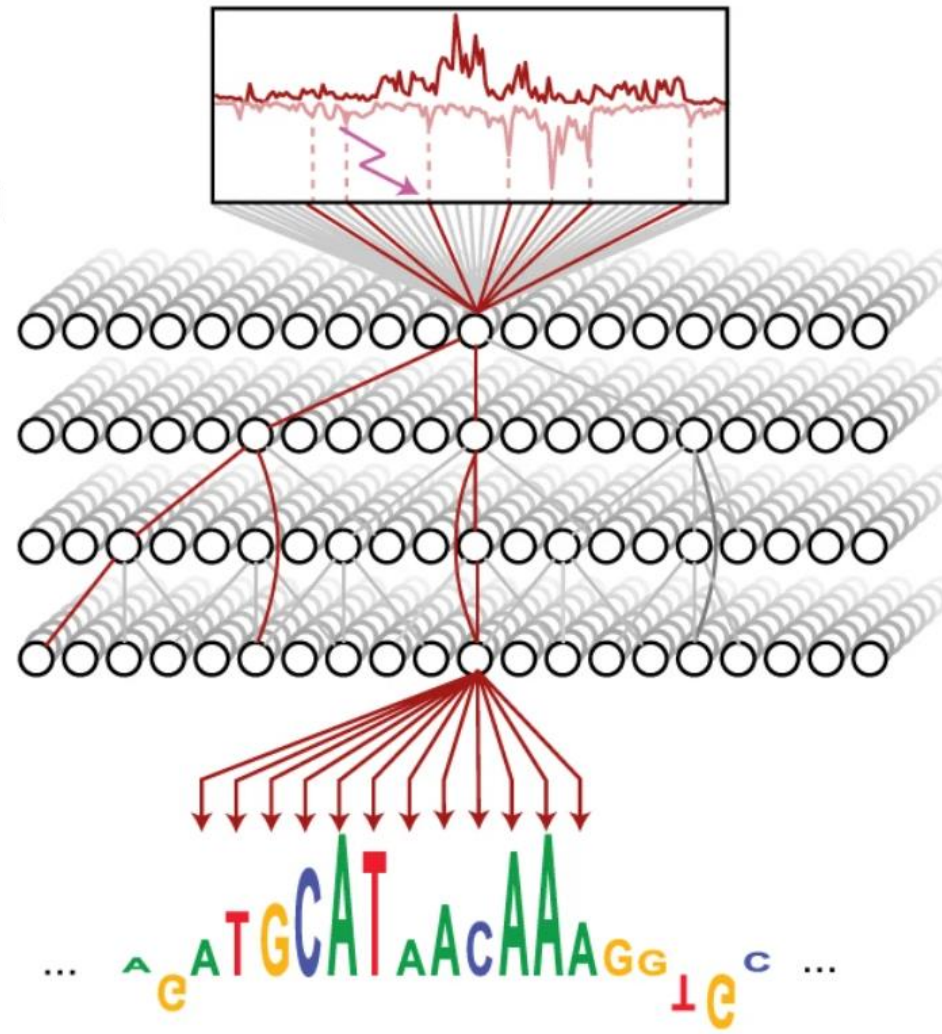


Sequence & Motif



Input: trained BPnet model

Backtracking
of signal
through
network



Output: profile contribution scores for each TF

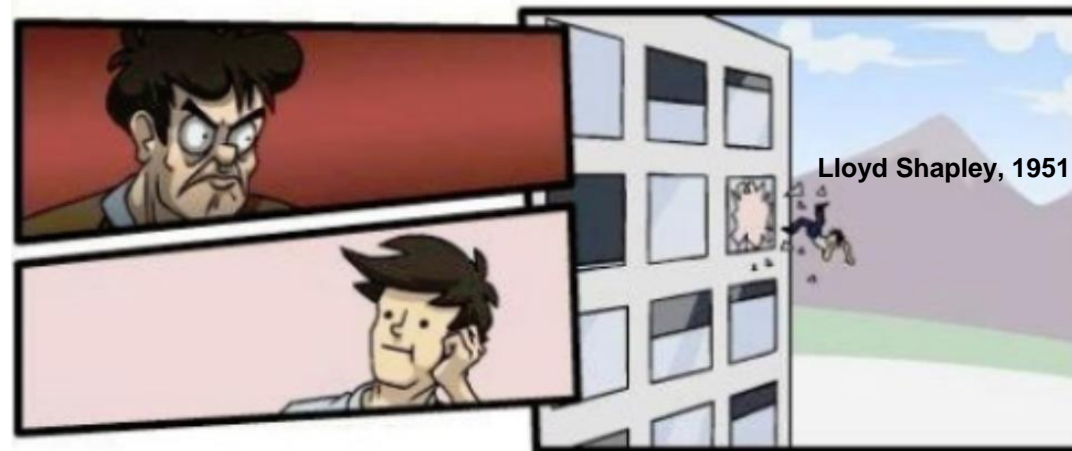
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The General, the Good and the Sound

- The *shapley* methodology
- The *inversion* methodology
- The *gradient* methodology

The General



Awesome Cooperative Development Plan

.....
.....legalize marijuana trade.....
.....drill oil from the Arctic Ocean.....
.....
.....send dissidents to the moon.....
.....

Signature:

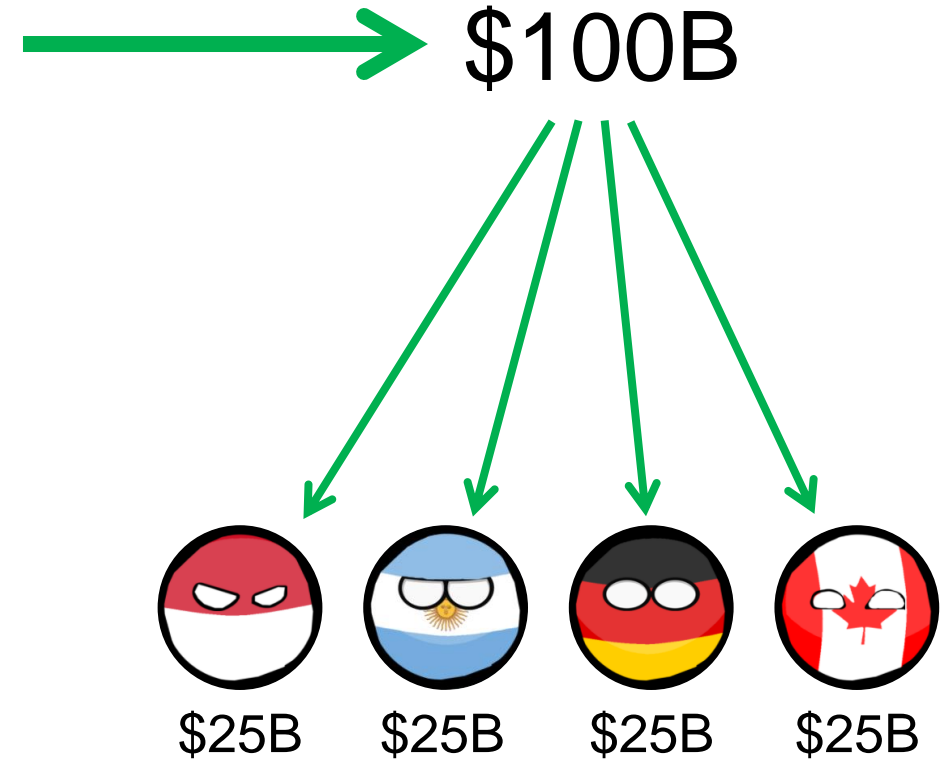


→ \$100B

Awesome Cooperative Development Plan

.....
.....legalize marijuana trade.....
.....drill oil from the Arctic Ocean.....
.....
.....send dissidents to the moon.....
.....

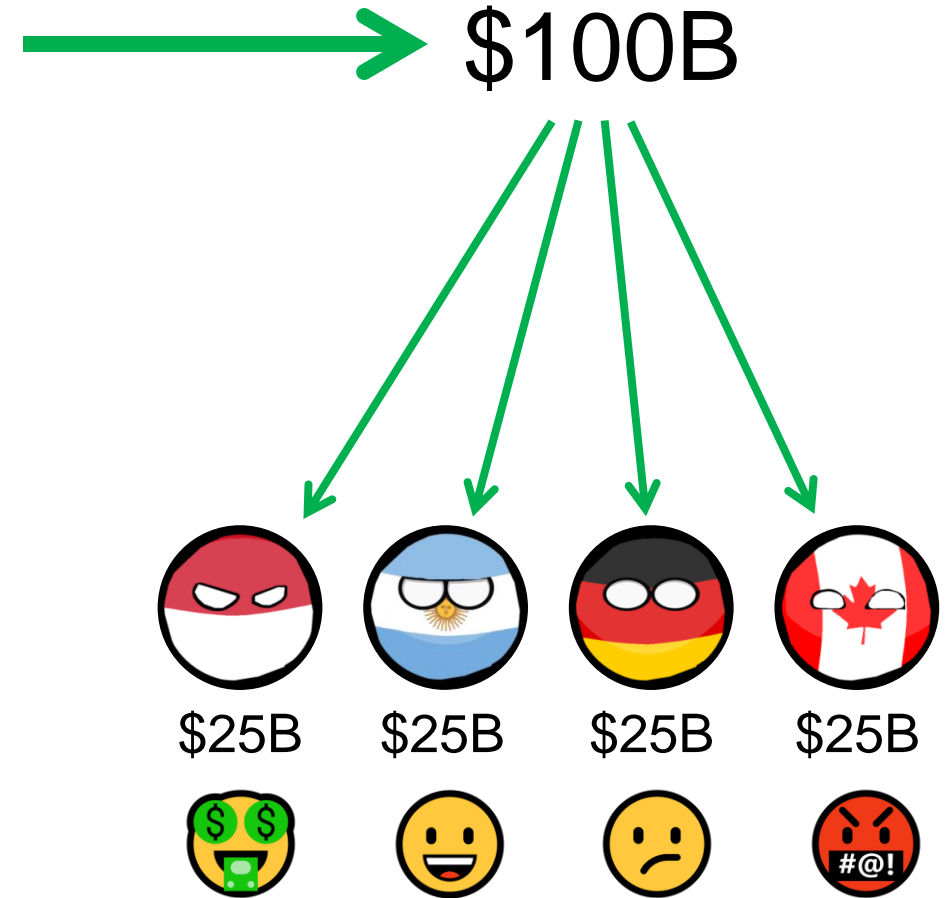
Signature:



Awesome Cooperative Development Plan

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Awesome Cooperative Development Plan

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Signature:



~~\$100B~~
\$50B



I contributed \$50B!

Awesome Cooperative Development Plan

.....
.....legalize marijuana trade.....
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.....
.....send dissidents to the moon.....
.....

Signature:

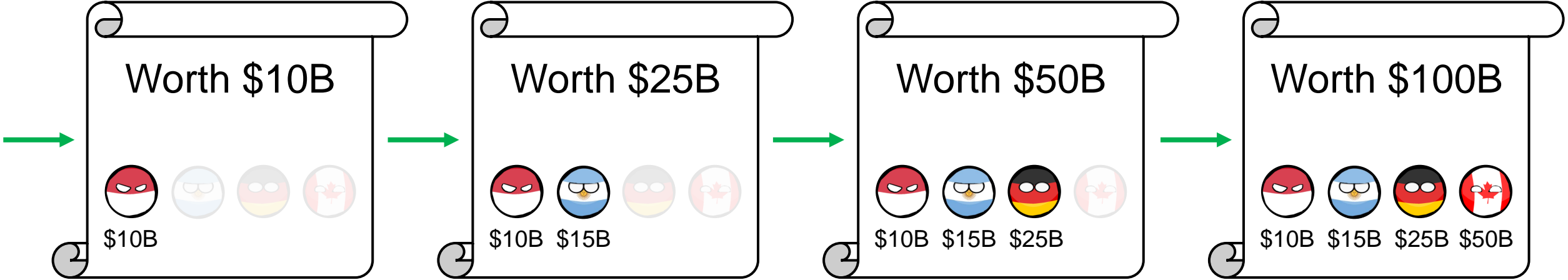


~~\$100B~~
→ \$10B

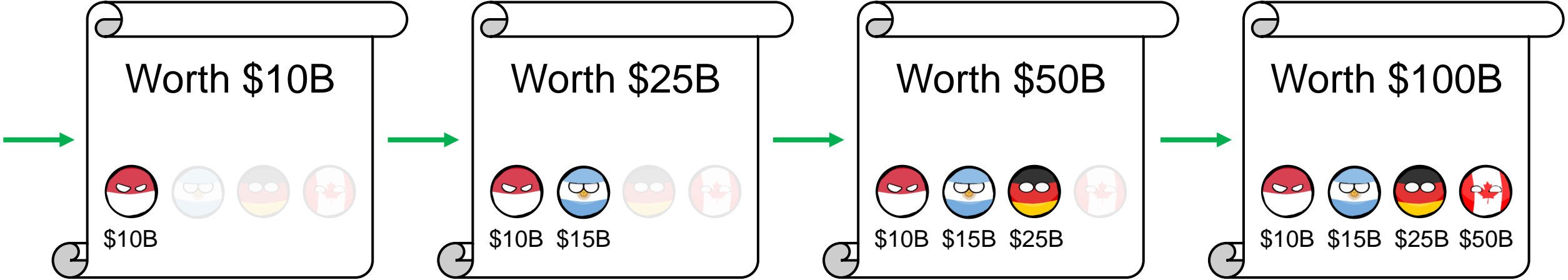


We contributed \$90B!

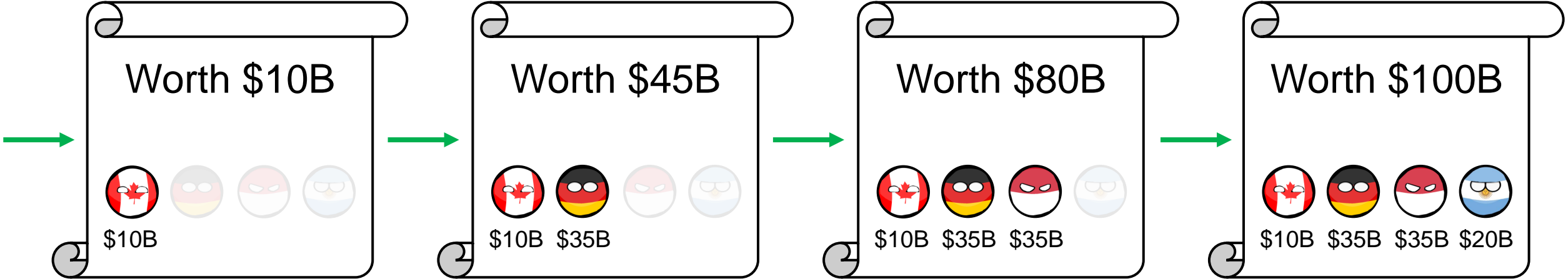
Signature order



Order 1



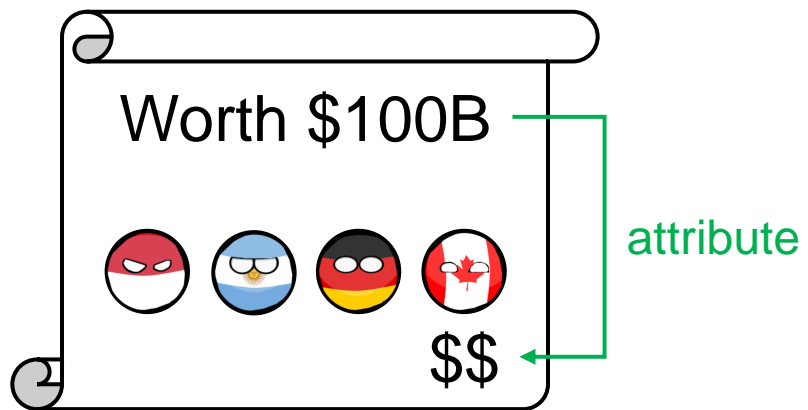
Order 2



$$\textit{shapley}\text{-value}\left(\text{🇨🇦}; \text{📋}\right) = \text{average}\left(\text{🇨🇦}\right)$$

The equation illustrates the Shapley value for a player (represented by the 🇨🇦 emoji) in a game where the value is determined by the average of the player's contributions across all possible coalitions (represented by the 📋 emoji).

Economics vs. ML



VS.

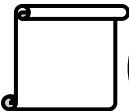




$$y = f(\mathbf{x})$$

(feature) x_i

(contribution) c_i

A green bracket on the right side, labeled "attribute" in green text, spans from the function $f(\mathbf{x})$ down to the contribution c_i .

The *Shapley* Methodology

\$100B =  (   )



$$y = f(x)$$

(feature) x_i

(contribution) c_i

(reference) r_i

attribute

Sample x



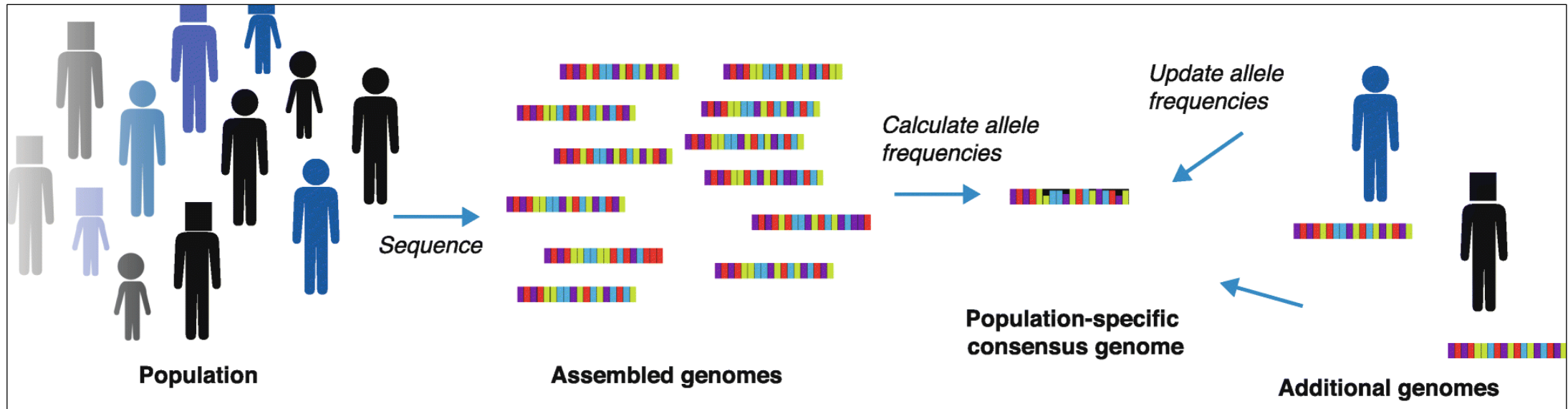
Reference r





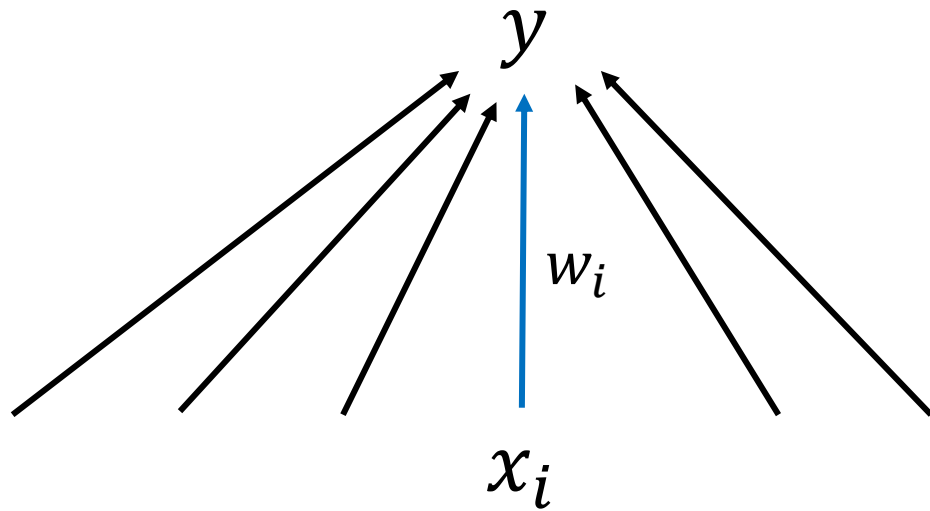
Sample x

Reference r



The Good

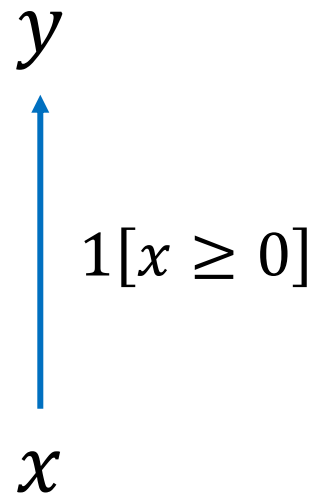
Attribution for a linear function



$$y = f(x) = x \cdot w + b$$

$$c_i = x_i w_i$$

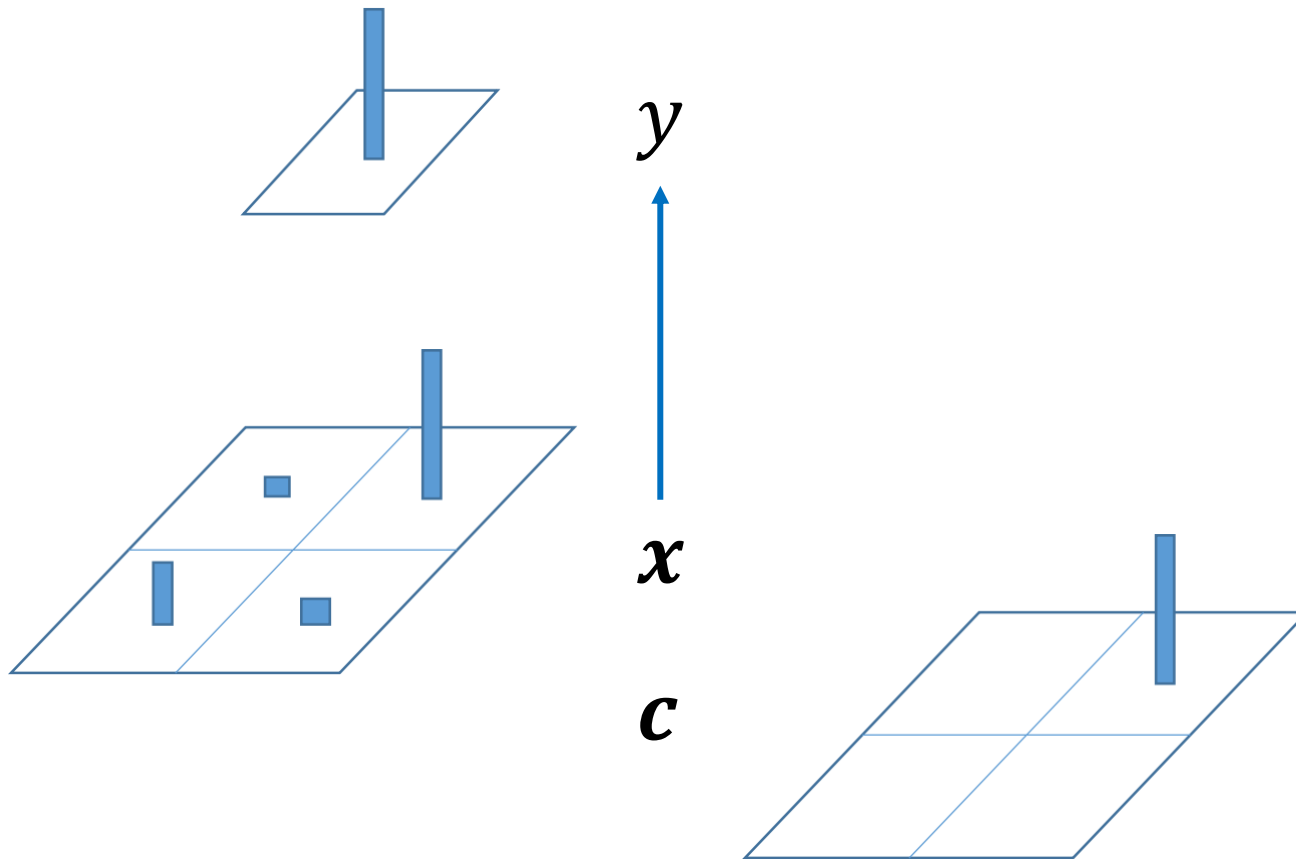
Attribution for ReLU



$$y = f(x) = \max(x, 0)$$

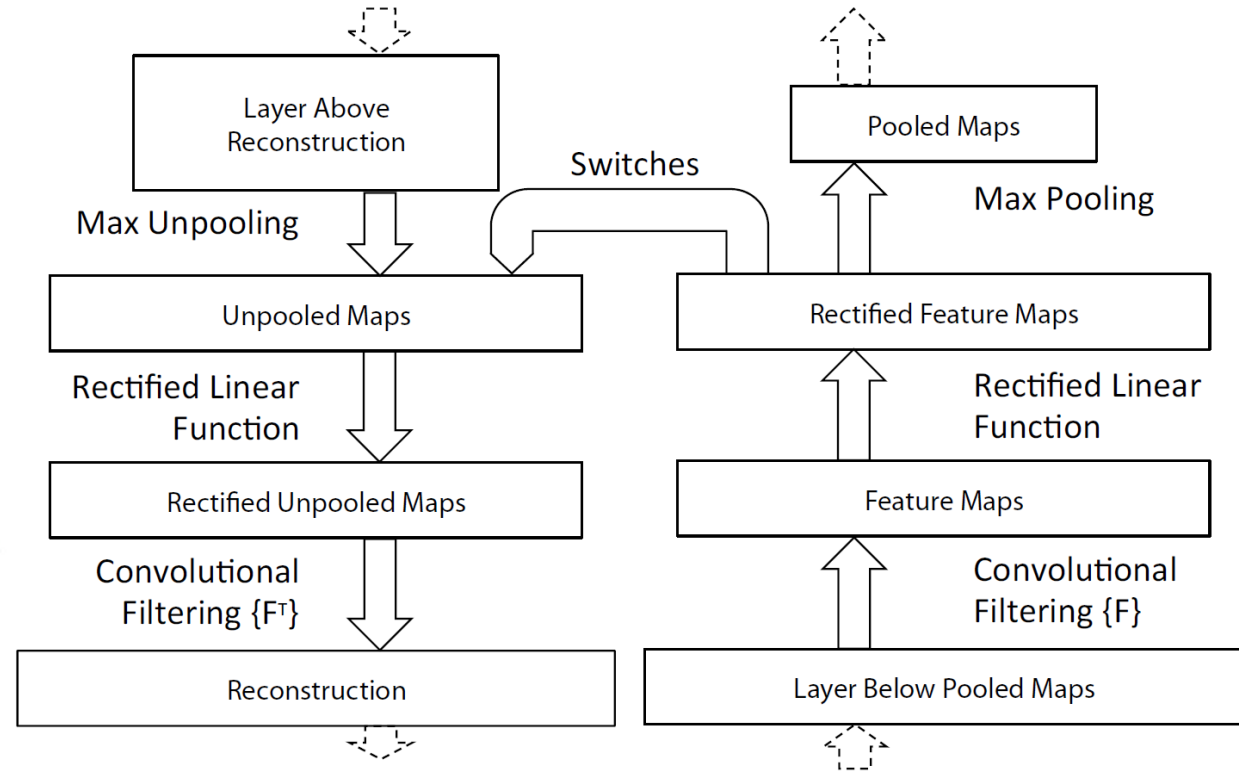
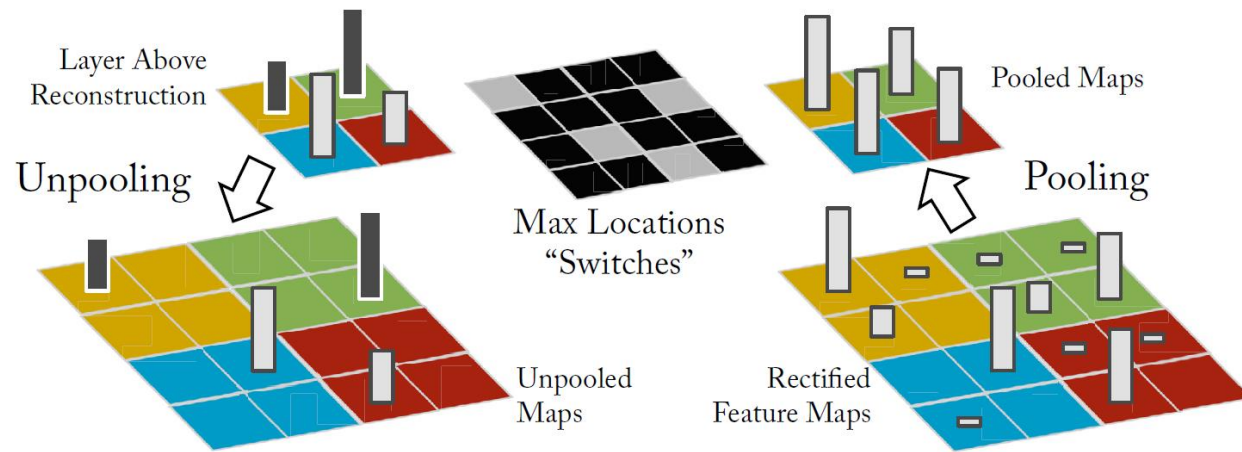
$$c = x \cdot 1[x \geq 0]$$

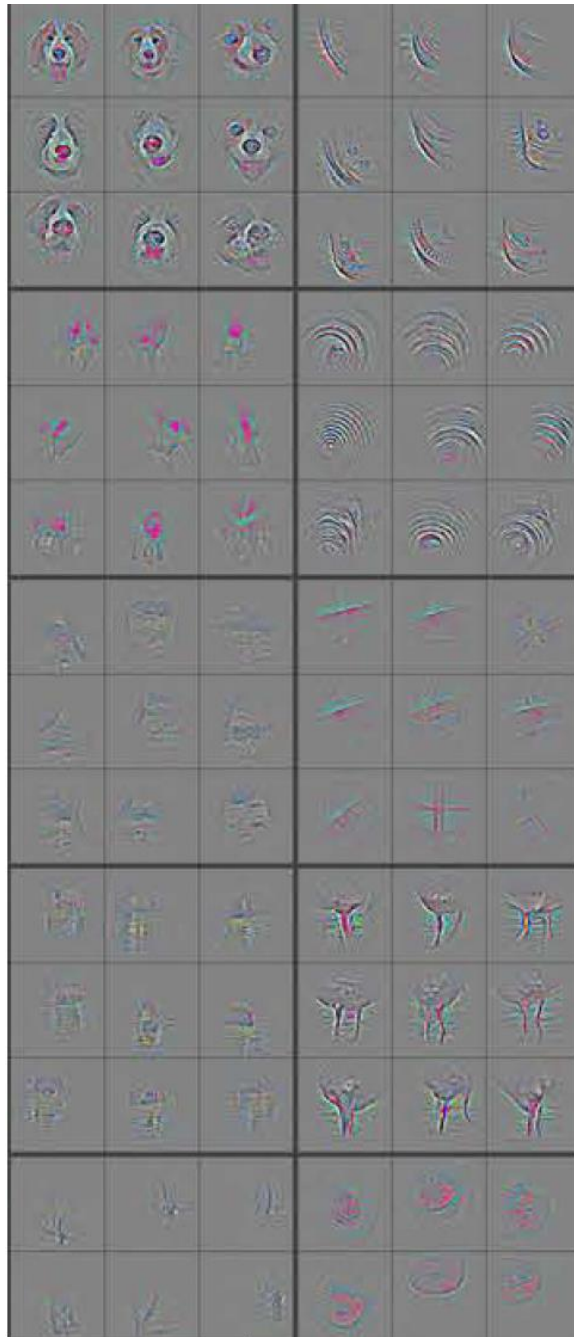
Attribution for Max-Pooling



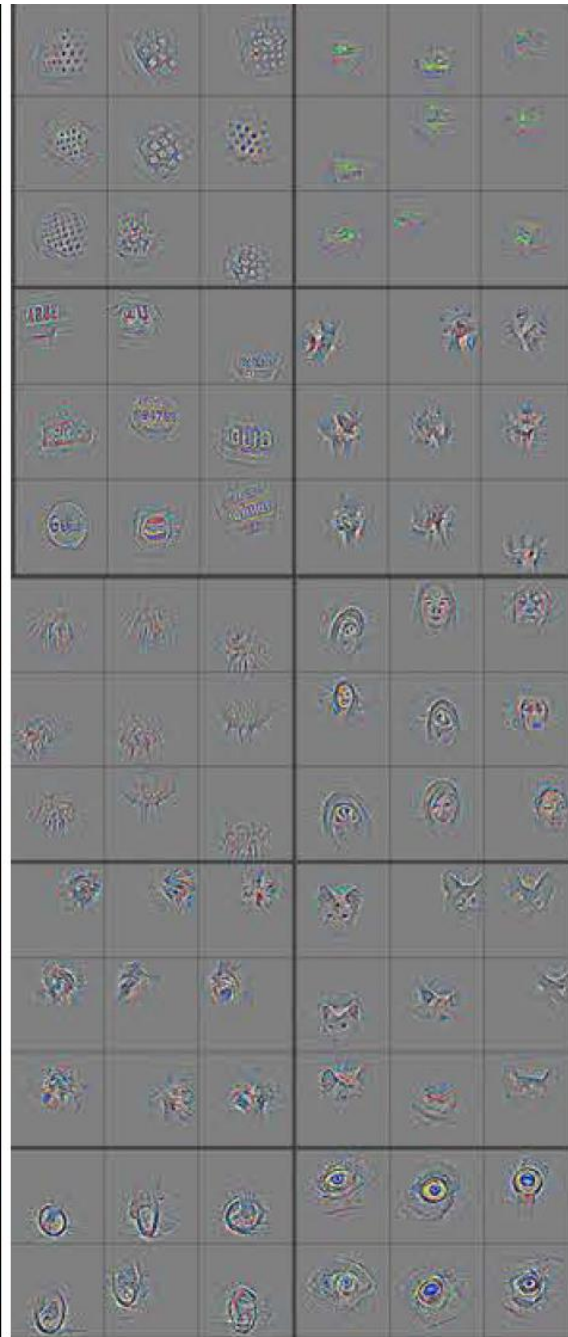
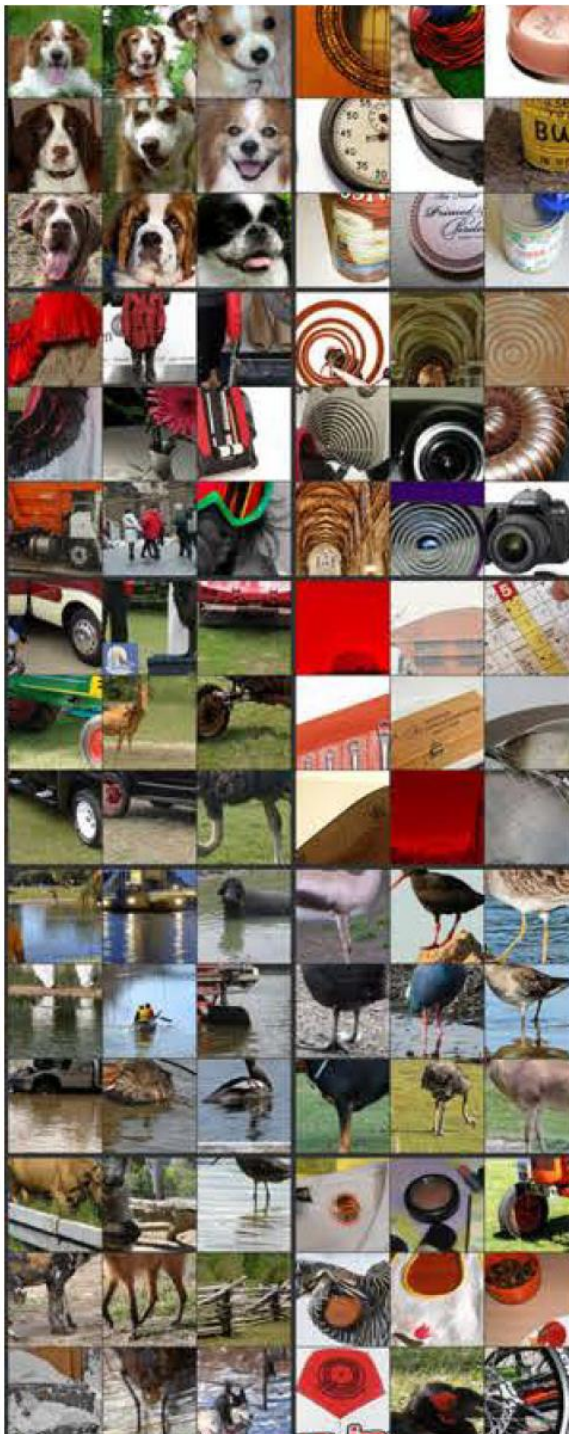
$$y = f(x) = \max(x)$$

Attribution for CNN





Layer 4



Layer 5



$$y = f(x) = g_3 \left(g_2(g_1(x)) \right) = g_3 \circ g_2 \circ g_1(x)$$

$$x = f^{-1}(y) = g_1^{-1} \circ g_2^{-1} \circ g_3^{-1}(y)$$

$$y = f(x) = g_3(g_2(g_1(x))) = g_3 \circ g_2 \circ g_1(x)$$

$$x = f^{-1}(y) = g_1^{-1} \circ g_2^{-1} \circ g_3^{-1}(y)$$

Hey! But functions are not generally invertible!



The *Inversion* Methodology

Given a model f

1. Break down composition

$$f = g_n \circ \cdots \circ g_2 \circ g_1$$

2. Formulate *inverse*

$$g_i^{-1}$$

3. Reduce inverse to linear

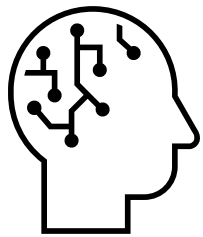
$$g_i^{-1}(y|\mathbf{x}) = g_i^L(y)$$

4. Apply chain rule

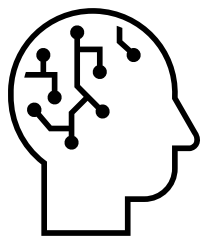
$$\mathbf{c} = f^L(y) = g_1^L \circ g_2^L \circ \cdots \circ g_n^L(y)$$

The Sound

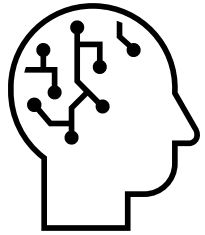
Cat!



Still cat!



No cat 🥵



How about using **gradient** as contribution?

$$\mathbf{c} = \frac{\partial f(\mathbf{x})}{\partial \mathbf{x}}$$

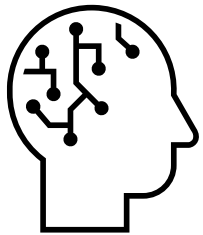
How about using **gradient** as contribution?

$$\mathbf{c} = \frac{\partial f(\mathbf{x})}{\partial \mathbf{x}}$$



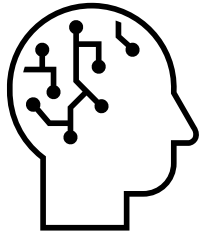
$$\frac{\partial f(\mathbf{x})}{\partial \mathbf{x}_A} > \frac{\partial f(\mathbf{x})}{\partial \mathbf{x}_B}$$

Sun



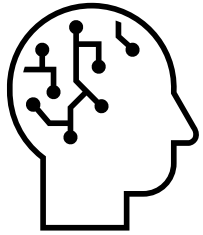
95%

Totally sun



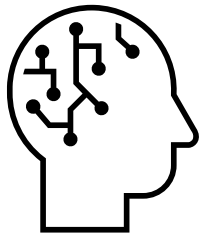
80%

Still sun



50%

Maybe not sun



100%



$$\frac{\partial f(\boldsymbol{x})}{\partial A} = 0$$



50%



$$\frac{\partial f(\mathbf{x}^{50\%})}{\partial A} > 0$$

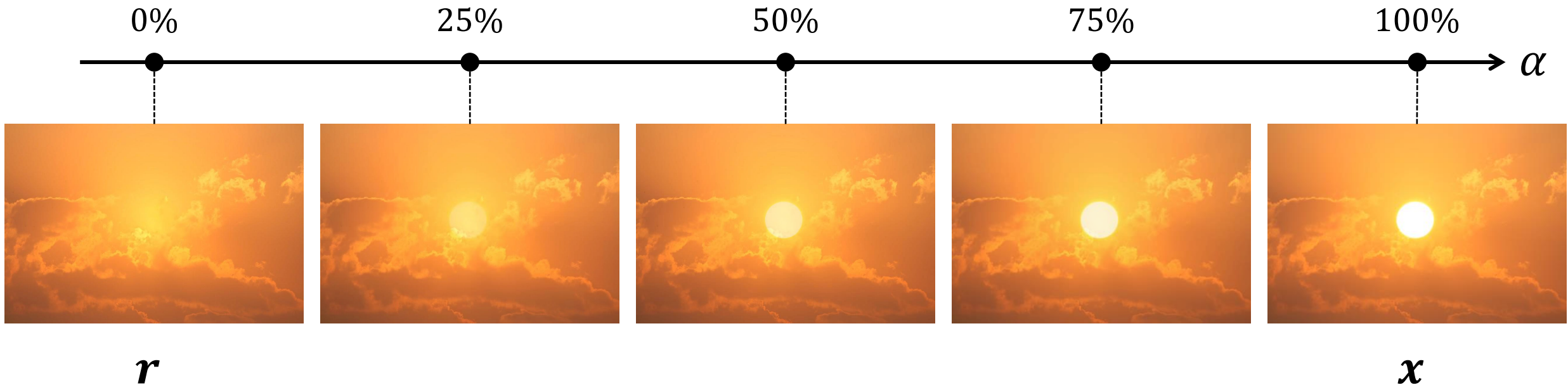


How about **adding up gradients** at different percentages from reference?

$$\mathbf{c} = \sum_{\alpha} \frac{\partial f(\mathbf{x}^{\alpha})}{\partial \mathbf{x}}$$

The *Gradient* Methodology

$$\mathbf{c} = (\mathbf{x} - \mathbf{r}) \cdot \int_{\alpha=0}^1 \frac{\frac{\partial f(\mathbf{r} + \alpha(\mathbf{x} - \mathbf{r}))}{\partial \mathbf{x}}}{\partial \mathbf{x}} d\alpha$$



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The SOTA and the Limit

- SOTA methods
- The general limit to feature attribution
- Remarks

Shapley methodology	Inversion methodology	Gradient methodology
SHAP ¹	DeepLIFT ²	Integrated Gradients ³
For every function	For CNN	For deep networks
<ul style="list-style-type: none"> • Has variants with different niche • Kernel SHAP → general functions • Deep SHAP → CNN • Tree SHAP → decision trees 	<ul style="list-style-type: none"> • Tailored inverse for CNN, for which it is empirically powerful • Not theoretically sound, no robustness guarantee for other model types 	<ul style="list-style-type: none"> • Has soundness and robustness guarantee • Powerful for deep differentiable functions • Weak for non-differentiable functions, e.g., max-pooling • Has a tunable parameter for tradeoff between speed and accuracy

[1]
A Unified Approach to Interpreting Model Predictions.
<https://arxiv.org/abs/1705.07874>

[2]
Learning Important Features Through Propagating Activation Differences.
<https://arxiv.org/abs/1704.02685>

[3]
Axiomatic Attribution for Deep Networks.
<https://arxiv.org/abs/1703.01365>

$$y = f(\boldsymbol{x}) = x_1 + x_2 + x_3$$

$$c_1 = x_1$$

$$c_2 = x_2$$

$$c_3 = x_3$$

$$y = f(\boldsymbol{x}) = x_1 x_2 + x_3$$

$$c_1 = ?$$

$$c_2 = ?$$

$$c_3 = x_3$$

$$y = f(\mathbf{x}) = x_1 x_2 + x_3$$

$$c_1 = c_2 = \frac{x_1 x_2}{2} \quad \text{🤔}$$

$$c_3 = x_3$$

$$y = f(\mathbf{x}) = x_1^{x_2} + x_3$$

$$c_1 = ???$$

$$c_2 = ???$$

$$c_3 = x_3$$



Various *sound, robust, powerful* methods exist for many popular model types.

A generally *correct* linear attribution does not exist.

Large *generative* foundation models have started a new chapter.