



**SINCLAIR**



# COOPERATIVE GAME THEORY AND IMPORTANCE QUANTIFICATION

---

<sup>1</sup>EDF R&D - Lab Chatou - PRISME Department

<sup>2</sup>Institut de Mathématiques de Toulouse

<sup>3</sup>SINCLAIR AI Lab

***ENBIS Spring Meeting 2024***

*Dortmund, Germany*

*May 16, 2024*

Marouane IL IDRISSI<sup>123</sup>, Nicolas BOUSQUET<sup>13</sup>, Fabrice GAMBOA<sup>2</sup>, Bertrand LOOSS<sup>123</sup>, Jean-Michel LOUBES<sup>2</sup>

Given **random inputs**  $X_1, \dots, X_d$  and a **random output**  $G(X_1, \dots, X_d)$ , how much each **input contribute** to  $\mathbb{V}(G(X_1, \dots, X_d))$ ?

☞ This is the **importance quantification** problem.

Given **random inputs**  $X_1, \dots, X_d$  and a **random output**  $G(X_1, \dots, X_d)$ , how much each **input contribute** to  $\mathbb{V}(G(X_1, \dots, X_d))$ ?

☞ This is the **importance quantification** problem.

$G$  is a **deterministic black-box model**:

- **Numerical model** (e.g., simulation codes)
- **Learned ML/DL models** (e.g., post-hoc interpretations).

The inputs  $X_1, \dots, X_d$  are **not necessarily mutually independent**.

Given **random inputs**  $X_1, \dots, X_d$  and a **random output**  $G(X_1, \dots, X_d)$ , how much each **input contribute** to  $\mathbb{V}(G(X_1, \dots, X_d))$ ?

☞ This is the **importance quantification** problem.

$G$  is a **deterministic black-box model**:

- **Numerical model** (e.g., simulation codes)
- **Learned ML/DL models** (e.g., post-hoc interpretations).

The inputs  $X_1, \dots, X_d$  are **not necessarily mutually independent**.

Recently, many proposed methods rely on **cooperative game theory principles**, which are often **misunderstood**.

Given **random inputs**  $X_1, \dots, X_d$  and a **random output**  $G(X_1, \dots, X_d)$ , how much each **input contribute** to  $\mathbb{V}(G(X_1, \dots, X_d))$ ?

☞ This is the **importance quantification** problem.

$G$  is a **deterministic black-box model**:

- **Numerical model** (e.g., simulation codes)
- **Learned ML/DL models** (e.g., post-hoc interpretations).

The inputs  $X_1, \dots, X_d$  are **not necessarily mutually independent**.

Recently, many proposed methods rely on **cooperative game theory principles**, which are often **misunderstood**.

Goals of the presentation:

- Offer a **different take** on cooperative games for **importance quantification purposes**.
- Propose an **alternative** to the drawbacks of the **Shapley values**.
- Discuss the **fundamental interpretation challenges** related to these methods.

“Cooperative game theory = The art of cutting a cake”.



# Cooperative Game Theory

“Cooperative game theory = The art of cutting a cake”.



Let  $D = \{1, \dots, d\}$  be a **set of players**, and  $\mathcal{P}(D)$  the **set of coalitions**.

Let  $v : \mathcal{P}(D) \rightarrow \mathbb{R}$  be a **chosen value function**.

☞  $(D, v)$  formally defines a **cooperative game**.

# Cooperative Game Theory

“Cooperative game theory = The art of cutting a cake”.



Let  $D = \{1, \dots, d\}$  be a **set of players**, and  $\mathcal{P}(D)$  the **set of coalitions**.

Let  $v : \mathcal{P}(D) \rightarrow \mathbb{R}$  be a **chosen value function**.

$(D, v)$  formally defines a **cooperative game**.

Main question:

How to redistribute  $v(D)$  to each of the  $d$  players?



# Cooperative Game Theory

“Cooperative game theory = The art of cutting a cake”.



Let  $D = \{1, \dots, d\}$  be a **set of players**, and  $\mathcal{P}(D)$  the **set of coalitions**.

Let  $v : \mathcal{P}(D) \rightarrow \mathbb{R}$  be a **chosen value function**.

$(D, v)$  formally defines a **cooperative game**.

Main question:

How to redistribute  $v(D)$  to each of the  $d$  players?

Answer:

By using **allocations!**

# Cooperative Game Theory

An **allocation** associates a share of  $v(D)$  to **inputs individually**.

It is a mapping  $\psi : D \rightarrow \mathbb{R}$ .

# Cooperative Game Theory

An **allocation** associates a share of  $v(D)$  to **inputs individually**.

It is a mapping  $\psi : D \rightarrow \mathbb{R}$ .

For **importance quantification** two criteria are required:

- **Efficiency:**  $\sum_{i \in D} \psi(i) = v(D)$ .
- **Nonnegativity:**  $\forall i \in D, \quad \psi(i) \geq 0$ .

We redistribute **the whole cake and nothing but the cake**.

# Cooperative Game Theory

An **allocation** associates a share of  $v(D)$  to **inputs individually**.

It is a mapping  $\psi : D \rightarrow \mathbb{R}$ .

For **importance quantification** two criteria are required:

- **Efficiency:**  $\sum_{i \in D} \psi(i) = v(D)$ .
- **Nonnegativity:**  $\forall i \in D, \quad \psi(i) \geq 0$ .

We redistribute **the whole cake and nothing but the cake**.

☞ In this case,  $\psi$  can be interpreted **as a percentage of variance allocated to an input**.

# Cooperative Game Theory

An **allocation** associates a share of  $v(D)$  to **inputs individually**.

It is a mapping  $\psi : D \rightarrow \mathbb{R}$ .

For **importance quantification** two criteria are required:

- **Efficiency:**  $\sum_{i \in D} \psi(i) = v(D)$ .
- **Nonnegativity:**  $\forall i \in D, \quad \psi(i) \geq 0$ .

We redistribute **the whole cake and nothing but the cake**.

☞ In this case,  $\psi$  can be interpreted **as a percentage of variance allocated to an input**.

**How can we define efficient and nonnegative allocations?**

# The Harsanyi set

The **Harsanyi (1963) dividends** of a cooperative game  $(D, v)$  are defined as :

$$\mathcal{D}_v(A) = \sum_{B \in \mathcal{P}(A)} (-1)^{|A|-|B|} v(B).$$

It is a mapping  $\mathcal{D}_v(A) : \mathcal{P}(D) \rightarrow \mathbb{R}$ .

- ☞ They can be interpreted as the **added value** produced by each **coalition**.
- ☞ They **always** sum-up to  $v(D)$ :

$$\sum_{A \in \mathcal{P}(D)} \mathcal{D}_v(A) = v(D).$$

# The Harsanyi set

The **Harsanyi (1963) dividends** of a cooperative game  $(D, v)$  are defined as :

$$\mathcal{D}_v(A) = \sum_{B \in \mathcal{P}(A)} (-1)^{|A|-|B|} v(B).$$

It is a mapping  $\mathcal{D}_v(A) : \mathcal{P}(D) \rightarrow \mathbb{R}$ .

☞ They can be interpreted as the **added value** produced by each **coalition**.

☞ They **always** sum-up to  $v(D)$ :

$$\sum_{A \in \mathcal{P}(D)} \mathcal{D}_v(A) = v(D).$$

The **Harsanyi set of allocations** (Vasil'ev and Laan 2001) are **aggregations of the Harsanyi dividends**:

$$\psi(i) = \sum_{A \in \mathcal{P}(D) : i \in A} \lambda_i(A) \mathcal{D}_v(A), \quad \text{where} \quad \begin{cases} \forall i \in D, \forall A \in \mathcal{P}(D), \lambda_i(A) \geq 0, \\ \forall A \in \mathcal{P}(D), \sum_{i \in D} \lambda_i(A) = 1. \end{cases}$$

# The Harsanyi set

The **Harsanyi (1963) dividends** of a cooperative game  $(D, v)$  are defined as :

$$\mathcal{D}_v(A) = \sum_{B \in \mathcal{P}(A)} (-1)^{|A|-|B|} v(B).$$

It is a mapping  $\mathcal{D}_v(A) : \mathcal{P}(D) \rightarrow \mathbb{R}$ .

☞ They can be interpreted as the **added value** produced by each **coalition**.

☞ They **always** sum-up to  $v(D)$ :

$$\sum_{A \in \mathcal{P}(D)} \mathcal{D}_v(A) = v(D).$$

The **Harsanyi set of allocations** (Vasil'ev and Laan 2001) are **aggregations of the Harsanyi dividends**:

$$\psi(i) = \sum_{A \in \mathcal{P}(D) : i \in A} \lambda_i(A) \mathcal{D}_v(A), \quad \text{where} \quad \begin{cases} \forall i \in D, \forall A \in \mathcal{P}(D), \lambda_i(A) \geq 0, \\ \forall A \in \mathcal{P}(D), \sum_{i \in D} \lambda_i(A) = 1. \end{cases}$$

☞ They are always efficient.

☞ Nonnegative if  $v$  is monotonic.

It is the case for  $\mathbb{V}(\mathbb{E}[G(X) \mid X_A])$ .

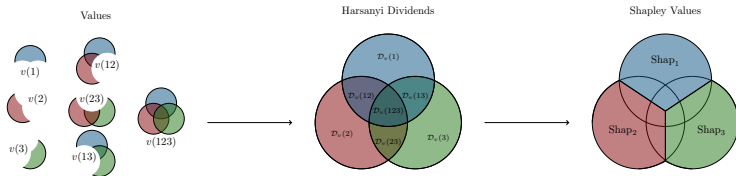


# Egalitarian redistribution: the Shapley values

The **Shapley (1951) values** are the **egalitarian redistribution of the dividends**.

For a player  $i \in D$ ,

$$\text{Shap}_i = \sum_{A \in \mathcal{P}(D): i \in A} \frac{\mathcal{D}_v(A)}{|A|}.$$

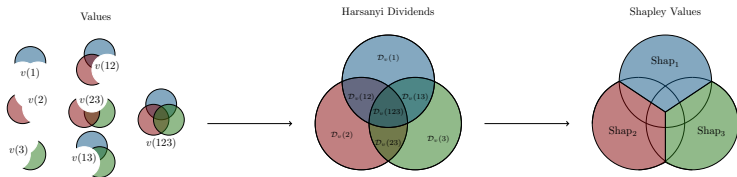


# Egalitarian redistribution: the Shapley values

The **Shapley (1951) values** are the **egalitarian redistribution** of the dividends.

For a player  $i \in D$ ,

$$\text{Shap}_i = \sum_{A \in \mathcal{P}(D): i \in A} \frac{\mathcal{D}_v(A)}{|A|}.$$



In **global SA (GSA)**, Owen (2014) introduced the **Shapley effects**.

The Shapley values with the choice  $v(A) = \mathbb{V}(\mathbb{E}[G(X) | X_A])$ .

$$\text{Sh}_i = \sum_{A \in \mathcal{P}(D): i \in A} \frac{S_A}{|A|},$$

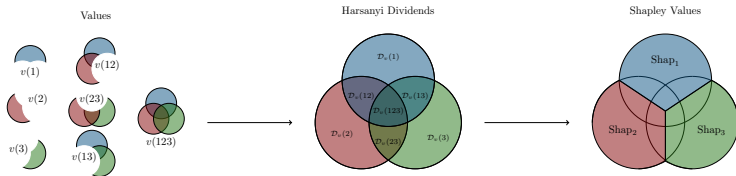
where the **Harsanyi dividends** become  $S_A$  : the **Sobol' indices**.

# Egalitarian redistribution: the Shapley values

The **Shapley (1951) values** are the **egalitarian redistribution of the dividends**.

For a player  $i \in D$ ,

$$\text{Shap}_i = \sum_{A \in \mathcal{P}(D): i \in A} \frac{\mathcal{D}_v(A)}{|A|}.$$



In **global SA (GSA)**, Owen (2014) introduced the **Shapley effects**.

The Shapley values with the choice  $v(A) = \mathbb{V}(\mathbb{E}[G(X) | X_A])$ .

$$\text{Sh}_i = \sum_{A \in \mathcal{P}(D): i \in A} \frac{S_A}{|A|},$$

where the **Harsanyi dividends** become  $S_A$ : the **Sobol' indices**.

👉 They quantify the importance of dependent inputs.

👉 They have been extensively studied in the GSA literature.

## Exogeneity detection and Shapley's joke

However, the **Shapley effects** have a practical drawback.

# Exogeneity detection and Shapley's joke

However, the **Shapley effects** have a **practical drawback**.

An **exogenous input** can have a **non-zero share of importance**.

This is **Shapley's joke**.  
(Iooss and Prieur 2019)

$$G(X) = X_1 + X_2, \quad X = \begin{pmatrix} X_1 \\ X_2 \\ X_3 \end{pmatrix} \sim \mathcal{N} \left( \begin{pmatrix} 0 \\ 0 \\ 0 \end{pmatrix}, \begin{pmatrix} 1 & 0 & \rho \\ 0 & 1 & 0 \\ \rho & 0 & 1 \end{pmatrix} \right)$$

$$Sh_1 = 0.5 - \rho^2/4, \quad Sh_2 = 0.5, \quad \underline{Sh_3 = \rho^2/4}.$$

# Exogeneity detection and Shapley's joke

However, the **Shapley effects** have a **practical drawback**.

An **exogenous input** can have a **non-zero share of importance**.

This is **Shapley's joke**.  
(Iooss and Prieur 2019)

$$G(X) = X_1 + X_2, \quad X = \begin{pmatrix} X_1 \\ X_2 \\ X_3 \end{pmatrix} \sim \mathcal{N} \left( \begin{pmatrix} 0 \\ 0 \\ 0 \end{pmatrix}, \begin{pmatrix} 1 & 0 & \rho \\ 0 & 1 & 0 \\ \rho & 0 & 1 \end{pmatrix} \right)$$

$$Sh_1 = 0.5 - \rho^2/4, \quad Sh_2 = 0.5, \quad \underline{Sh_3 = \rho^2/4}.$$

To solve this issue, we proposed to use **a proportional redistribution of the dividends** (Ortmann 2000).

It led to the definition of the **proportional marginal effects (PME)** (Herin et al. 2023).

# Exogeneity detection and Shapley's joke

However, the **Shapley effects** have a practical drawback.

An **exogenous input** can have a **non-zero share of importance**.

This is **Shapley's joke**.  
(Iooss and Prieur 2019)

$$G(X) = X_1 + X_2, \quad X = \begin{pmatrix} X_1 \\ X_2 \\ X_3 \end{pmatrix} \sim \mathcal{N} \left( \begin{pmatrix} 0 \\ 0 \\ 0 \end{pmatrix}, \begin{pmatrix} 1 & 0 & \rho \\ 0 & 1 & 0 \\ \rho & 0 & 1 \end{pmatrix} \right)$$

$$Sh_1 = 0.5 - \rho^2/4, \quad Sh_2 = 0.5, \quad \underline{Sh_3 = \rho^2/4}.$$

To solve this issue, we proposed to use **a proportional redistribution of the dividends** (Ortmann 2000).

It led to the definition of the **proportional marginal effects (PME)** (Herin et al. 2023).

**Proposition** (*Exogeneity detection*). Under mild assumptions on the probabilistic structure of  $X$ ,

$$PME_i = 0 \iff X_i \text{ is exogenous.}$$

In practice, they tend to “**discriminate more**” than the **Shapley values** when the inputs are **highly correlated**.

**Estimating the PME/Shapley effects  $\iff$  Estimating  $v(A)$  for every  $A \in \mathcal{P}(D)$ .**

Two settings:

- **You can sample your model at will (Monte Carlo)**: Requires a number proportional to  $d!(d-1)$  model evaluations (Song, Nelson, and Staum 2016).  
The estimation cost can be substantially lowered by giving-up precision.
- **You only have access to an i.i.d. sample (Given-data)**: The nearest-neighbor procedure requires  $2^d$  estimates (Broto, Bachoc, and Depecker 2020a).

**These methods are time-consuming and scale exponentially with the number of inputs**, but the **estimates can be recycled to compute both indices at once**.



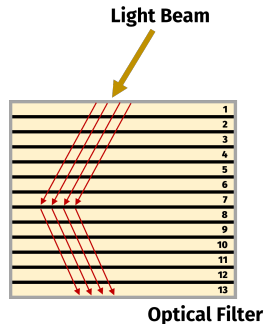
# Optical filter transmittance - Feature selection

**Transmittance performance** of an **optical filter** composed of 13 consecutive layers (Vasseur et al. 2010).

The inputs  $I_1, \dots, I_{13}$  represent the **refractive index error** of each layer.

These errors are (highly) correlated due to the manufacturing process.

The numerical model computes the **transmittance error w.r.t. the “perfect filter”** over several wavelengths.



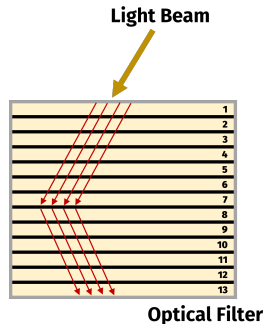
# Optical filter transmittance - Feature selection

**Transmittance performance** of an **optical filter** composed of 13 consecutive layers (Vasseur et al. 2010).

The inputs  $I_1, \dots, I_{13}$  represent the **refractive index error** of each layer.

These errors are (highly) correlated due to the manufacturing process.

The numerical model computes the **transmittance error w.r.t. the “perfect filter”** over several wavelengths.



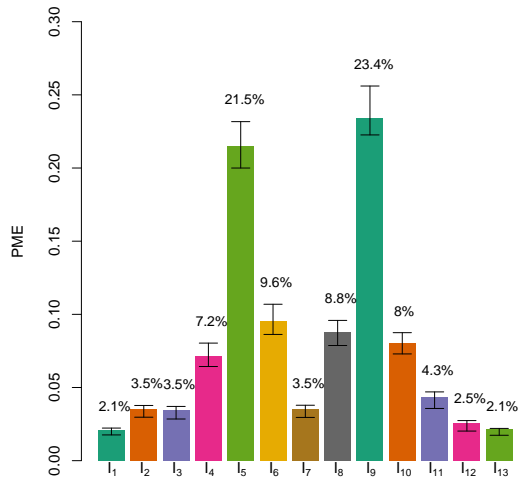
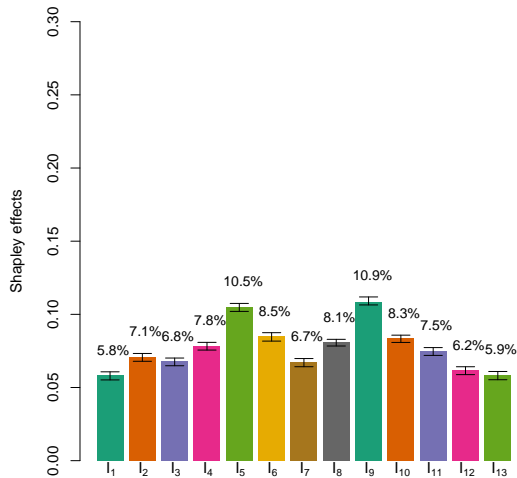
👉 **We only have access to an i.i.d. input-output sample** ( $n = 1000$ ).

The indices are computed using a **nearest-neighbors approach** (Broto, Bachoc, and Depecker 2020b).

Parallelized implementation using the R package *sensitivity* ( $\sim 4$ min runtime, 8 cores).

Arbitrarily chosen number of neighbors: 6.

# Optical filter transmittance - Feature selection



# Optical filter transmittance - Feature selection

**Scenario:** We want to build a surrogate model (Gaussian process\*) of this numerical model.

**Using the whole dataset:**  $Q^2 = 99.48\%$ .

**Feature selection:**

- First threshold: 2.5% importance.
  - **Shapley effects:** No features removed.
  - **PME:**  $I_1$  and  $I_3$  are removed,  $Q^2 = 99.14\%$ .
- Second threshold: 5% importance.
  - **Shapley effects:** No features removed.
  - **PME:** 7 inputs are removed,  $Q^2 = 98.79\%$ .

\* 5/2 Matérn covariance kernel, constant trend.

## Links with combinatorics

To define suitable indices, recall that we took the following steps:

1. We **chose of a value function**  $v : \mathcal{P}(D) \rightarrow \mathbb{R}$ .
2. We defined the **Harsanyi dividends** of  $v$  as:  $\forall A \in \mathcal{P}(D), \mathcal{D}_v(A) = \sum_{B \in \mathcal{P}(A)} (-1)^{|A|-|B|} v(B)$ .

# Links with combinatorics

To define suitable indices, recall that we took the following steps:

1. We **chose of a value function**  $v : \mathcal{P}(D) \rightarrow \mathbb{R}$ .
2. We defined the **Harsanyi dividends** of  $v$  as:  $\forall A \in \mathcal{P}(D), \mathcal{D}_v(A) = \sum_{B \in \mathcal{P}(A)} (-1)^{|A|-|B|} v(B)$ .

This approach is **intimately linked to a well-known equivalence in the field of combinatorics**.

**Proposition** (*Möbius inversion on power-sets (Rota 1964; Kung, Rota, and Hung Yan 2012)*).

For any two set functions  $v : \mathcal{P}(D) \rightarrow \mathbb{R}$ ,  $\phi : \mathcal{P}(D) \rightarrow \mathbb{R}$ , the following equivalence holds:

$$\forall A \in \mathcal{P}(D), \quad v(A) = \sum_{B \in \mathcal{P}(A)} \phi(B), \quad \Longleftrightarrow \quad \forall A \in \mathcal{P}(D), \quad \phi(A) = \sum_{B \in \mathcal{P}(A)} (-1)^{|A|-|B|} v(B).$$

We went from the **right-hand side** to the **left-hand side** of the equivalence: the **input-centric approach**.

## Illustration: Linear model with interaction and Gaussian inputs

Consider the model:

$$G(X) = X_1 + X_2 X_3, \quad X = \begin{pmatrix} X_1 \\ X_2 \\ X_3 \end{pmatrix} \sim \mathcal{N} \left( \begin{pmatrix} 0 \\ 0 \\ 0 \end{pmatrix}, \begin{pmatrix} 1 & 0 & \rho \\ 0 & 1 & 0 \\ \rho & 0 & 1 \end{pmatrix} \right)$$

and recall that  $\mathcal{D}_v(A) = \sum_{B \in \mathcal{P}(A)} (-1)^{|A|-|B|} \mathbb{V}(\mathbb{E}[G(X) \mid X_B])$ .

# Illustration: Linear model with interaction and Gaussian inputs

Consider the model:

$$G(X) = X_1 + X_2 X_3, \quad X = \begin{pmatrix} X_1 \\ X_2 \\ X_3 \end{pmatrix} \sim \mathcal{N} \left( \begin{pmatrix} 0 \\ 0 \\ 0 \end{pmatrix}, \begin{pmatrix} 1 & 0 & \rho \\ 0 & 1 & 0 \\ \rho & 0 & 1 \end{pmatrix} \right)$$

and recall that  $\mathcal{D}_v(A) = \sum_{B \in \mathcal{P}(A)} (-1)^{|A|-|B|} \mathbb{V}(\mathbb{E}[G(X) | X_B])$ .

**Traditional FANOVA** (normalized)  
Independent inputs (**Sobol' indices**)

$$\begin{aligned} \mathcal{D}_v(1) &= 0.5 & \mathcal{D}_v(2) &= 0, & \mathcal{D}_v(3) &= 0, \\ \mathcal{D}_v(12) &= 0, & \mathcal{D}_v(13) &= 0, & \mathcal{D}_v(23) &= 0.5, \\ \mathcal{D}_v(123) &= 0 \end{aligned}$$

☞ **Sobol' indices** are “interactions effects” due to  $G$ .

**Input-centric approach** (normalized)  
Dependent inputs

$$\begin{aligned} \mathcal{D}_v(1) &= 0.5 & \mathcal{D}_v(2) &= 0, & \mathcal{D}_v(3) &= \rho^2/2, \\ \mathcal{D}_v(12) &= \rho^2/2, & \mathcal{D}_v(13) &= -\rho^2/2, & \mathcal{D}_v(23) &= 0.5, \\ \mathcal{D}_v(123) &= -\rho^2/2 \end{aligned}$$

☞ **Correlated inputs**  $\implies$  unclear interpretation.

**Effects due to interaction and effects due to dependence are entangled.**



# Shapley effects with dependent inputs

Hence, the precise interpretation of

$$\mathcal{D}_v(A) = \sum_{B \in \mathcal{P}(A)} (-1)^{|A|-|B|} \mathbb{V}(\mathbb{E}[G(X) \mid X_B])$$

is still an open question : it is an **entangled mixture of effects** due to interaction and dependence.

# Shapley effects with dependent inputs

Hence, the precise interpretation of

$$\mathcal{D}_v(A) = \sum_{B \in \mathcal{P}(A)} (-1)^{|A|-|B|} \mathbb{V}(\mathbb{E}[G(X) \mid X_B])$$

is still an open question : it is an **entangled mixture of effects** due to interaction and dependence.

Recall that the **Shapley effects** for an input  $i \in D$  is defined as:

$$\text{Sh}_i = \sum_{A \in \mathcal{P}(D), i \in A} \frac{\mathcal{D}_v(A)}{|A|}.$$

which is an **egalitarian aggregation of a (not so clear) mixture of interaction and dependence effects**.

# Shapley effects with dependent inputs

Hence, the precise interpretation of

$$\mathcal{D}_v(A) = \sum_{B \in \mathcal{P}(A)} (-1)^{|A|-|B|} \mathbb{V}(\mathbb{E}[G(X) \mid X_B])$$

is still an open question : it is an **entangled mixture of effects** due to interaction and dependence.

Recall that the **Shapley effects** for an input  $i \in D$  is defined as:

$$\text{Sh}_i = \sum_{A \in \mathcal{P}(D), i \in A} \frac{\mathcal{D}_v(A)}{|A|}.$$

which is an **egalitarian aggregation of a (not so clear) mixture of interaction and dependence effects**.

In conclusion:

The choice  $v(A) = \mathbb{V}(\mathbb{E}[G(X) \mid X_A])$ , leads to an uncharacterized quantification when the inputs are dependent.

Solution: Generalized Hoeffding decomposition (I. et al. 2024).

# Conclusion

## Key messages:

- **Cooperative game theory:** Resourceful for building interpretable importance indices.
- **Harsanyi dividends:** Links the field to **combinatorics** through Möbius inversion.
- **Shapley values:** Egalitarian redistribution ( $\neq$  fair).
- **PME:** Allow to detect exogenous inputs, more discriminative.
- **Estimation:** VERY time-consuming (but embarrassingly parallel).

# Conclusion

## Key messages:

- **Cooperative game theory:** Resourceful for building interpretable importance indices.
- **Harsanyi dividends:** Links the field to **combinatorics** through Möbius inversion.
- **Shapley values:** Egalitarian redistribution ( $\neq$  fair).
- **PME:** Allow to detect exogenous inputs, more discriminative.
- **Estimation:** VERY time-consuming (but embarrassingly parallel).

## Challenges and open questions:

- **Estimation:** More efficient estimation schemes.
- **Interpretation:** FANOVA with dependent inputs (I. et al. [2024](#)).
- **Allocations:** Properties of other allocations ? (e.g., weighted Shapley)

# References i

- Benoumechiara, N., and K. Elie-Dit-Cosaque. 2019. "Shapley effects for sensitivity analysis with dependent inputs: bootstrap and kriging-based algorithms" [in en]. Publisher: EDP Sciences, *ESAIM: Proceedings and Surveys* 65:266–293. issn: 2267-3059, accessed December 13, 2023. <https://doi.org/10.1051/proc/201965266>.  
<https://www.esaim-proc.org/articles/proc/abs/2019/01/proc196511/proc196511.html>.
- Broto, B., F. Bachoc, and M. Depecker. 2020a. "Variance reduction for estimation of Shapley effects and adaptation to unknown input distribution." *SIAM/ASA Journal on Uncertainty Quantification* 8:693–716.
- . 2020b. "Variance Reduction for Estimation of Shapley Effects and Adaptation to Unknown Input Distribution." *SIAM/ASA Journal on Uncertainty Quantification* 8 (2): 693–716. issn: 2166-2525. <https://doi.org/10.1137/18M1234631>.  
<https://epubs.siam.org/doi/10.1137/18M1234631>.
- Harsanyi, J. C. 1963. "A Simplified Bargaining Model for the n-Person Cooperative Game." Publisher: [Economics Department of the University of Pennsylvania, Wiley, Institute of Social and Economic Research, Osaka University], *International Economic Review* 4 (2): 194–220. issn: 0020-6598. <https://doi.org/10.2307/2525487>. <https://www.jstor.org/stable/2525487>.
- Herin, M., M. I., V. Chabridon, and B. Iooss. 2023. "Proportional marginal effects for global sensitivity analysis." Preprint.  
<https://hal.science/hal-03825935>.
- I., M., N. Bousquet, F. Gamboa, B. Iooss, and J. M. Loubes. 2024. "Hoeffding decomposition of black-box models with dependent inputs." Preprint. <https://hal.science/hal-04233915>.

- Iooss, B., and C. Prieur. 2019. "Shapley effects for Sensitivity Analysis with correlated inputs : Comparisons with Sobol' Indices, Numerical Estimation and Applications." *International Journal for Uncertainty Quantification* 9 (5): 493–514.
- Kung, J. P. S., G. C. Rota, and C. Hung Yan. 2012. *Combinatorics: the Rota way*. OCLC: 1226672593. New York: Cambridge University Press. ISBN: 978-0-511-80389-5.
- Ortmann, K. M. 2000. "The proportional value for positive cooperative games." *Mathematical Methods of Operations Research (ZOR)* 51 (2): 235–248.
- Owen, A. B. 2014. "Sobol' Indices and Shapley Value." *SIAM/ASA Journal on Uncertainty Quantification* 2 (1): 245–251. ISSN: 2166-2525. <https://doi.org/10.1137/130936233>. <http://epubs.siam.org/doi/10.1137/130936233>.
- Owen, A. B., and C. Prieur. 2017. "On Shapley Value for Measuring Importance of Dependent Inputs." *SIAM/ASA Journal on Uncertainty Quantification* 5 (1): 986–1002.
- Plischke, E., G. Rabitti, and E. Borgonovo. 2021. "Computing Shapley Effects for Sensitivity Analysis." Publisher: Society for Industrial and Applied Mathematics, *SIAM/ASA Journal on Uncertainty Quantification* 9 (4): 1411–1437. <https://doi.org/10.1137/19M1304738>. <https://epubs.siam.org/doi/abs/10.1137/19M1304738>.
- Rota, G. C. 1964. "On the foundations of combinatorial theory I. Theory of Möbius Functions." *Zeitschrift für Wahrscheinlichkeitstheorie und Verwandte Gebiete* 2 (4): 340–368. ISSN: 1432-2064. <https://doi.org/10.1007/BF00531932>.

Shapley, L. S. 1951. *Notes on the  $n$ -Person Game – II: The Value of an  $n$ -Person Game*. Research Memorandum ATI 210720. Santa Monica, California: RAND Corporation.

Song, E., B.L. Nelson, and J. Staum. 2016. "Shapley effects for global sensitivity analysis: Theory and computation." *SIAM/ASA Journal on Uncertainty Quantification* 4:1060–1083.

Vasil'ev, V., and G. van der Laan. 2001. *The Harsanyi Set for Cooperative TU-Games*. Working Paper 01-004/1. Tinbergen Institute Discussion Paper. <https://www.econstor.eu/handle/10419/85790>.

Vasseur, O., M. Claeys-Bruno, M. Cathelinaud, and M. Sergent. 2010. "High-dimensional sensitivity analysis of complex optronic systems by experimental design: applications to the case of the design and the robustness of optical coatings." *Chinese Optics Letters* 8(s1):21–24.



## More on the Proportional Marginal Effects (PME) (HAL/arXiv/ResearchGate)

Proportional marginal effects for global sensitivity analysis

Margot Herin<sup>a</sup>, Marouane Il Idrissi<sup>b,c,d</sup>, Vincent Chabridon<sup>b,c</sup>, Bertrand Iooss<sup>b,c,d,e</sup>

<sup>a</sup>Sorbonne Université, Laboratoire d'Informatique de Paris 6, 4 place Jussieu, 75005 Paris, France.

<sup>b</sup>EDF Lab Chatou, 6 Quai Watier, 78401 Chatou, France

<sup>c</sup>SINCLAIR AI Lab., Saclay, France

<sup>d</sup>Institut de Mathématiques de Toulouse, 31062 Toulouse, France

<sup>e</sup>Corresponding Author - Email: bertrand.iooss@edf.fr

## More about the links with combinatorics (HAL/arXiv/ResearchGate)

On the coalitional decomposition of parameters of interest

Marouane Il Idrissi<sup>a,b,c,e</sup>, Nicolas Bousquet<sup>a,b,d</sup>, Fabrice Gamboa<sup>c</sup>, Bertrand Iooss<sup>a,b,c</sup>, Jean-Michel Loubes<sup>c</sup>

<sup>a</sup>EDF Lab Chatou, 6 Quai Watier, 78401 Chatou, France

<sup>b</sup>SINCLAIR AI Lab., Saclay, France

<sup>c</sup>Institut de Mathématiques de Toulouse, 31062 Toulouse, France

<sup>d</sup>Sorbonne Université, LPSM, 4 place Jussieu, Paris, France

## Generalized FANOVA indices for dependent inputs (HAL/arXiv/ResearchGate)

Hoeffding decomposition of black-box models with dependent inputs

Marouane Il Idrissi<sup>a,b,c,e</sup>, Nicolas Bousquet<sup>a,b,d</sup>, Fabrice Gamboa<sup>c</sup>, Bertrand Iooss<sup>a,b,c</sup>, Jean-Michel Loubes<sup>c</sup>

<sup>a</sup>EDF Lab Chatou, 6 Quai Watier, 78401 Chatou, France

<sup>b</sup>SINCLAIR AI Laboratory, Saclay, France

<sup>c</sup>Institut de Mathématiques de Toulouse, 31062 Toulouse, France

<sup>d</sup>Sorbonne Université, LPSM, 4 place Jussieu, Paris, France

<sup>e</sup>Corresponding Author - Email: ilidrissi.m@gmail.com

**THANK YOU FOR YOUR ATTENTION!**

**ANY QUESTIONS?**

MAROUANEILIDRISSI.COM