TFG Presentation:

Toward reducing cumulative bias in automated decision-making systems using Multi-Armed Bandits

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Treball de Fi de Grau

Enginyeria Informàtica

Universitat Pompeu Fabra

OVERVIEW

- Context and Motivation
- Problem Statement: bias and cumulative bias
- Solution Proposal: BC-UCB
- Results Evaluation
- Conclusions and Future Work



[1][2][3]

- Automated Decision-Making Systems are on the rise:
 - health care
 - the labor market
 - justice
 - mortgage lending

- † Their use becoming more extensive...
 - ↑ Higher risk of harmful effects caused by bias.



- Types of bias:
 - Sampling Bias
 - Negative Set Bias
 - Measurement Bias (Capture, Device or Proxy)
 - Label Bias
 - Confounding Bias (Omitted Variable or Proxy)

- Biased AI models can have harmful effects on their environment.
- These effects can be **cumulative**.
- Discrimination against sensitive groups can be perpetuated or escalated.

 Multi-Armed Bandit problems can be used to model the relationship between an automated-decision making system and its environment.

• For a limited amount of rounds T, each round $t \in [1,T]$ the learner will choose one of the k available actions $a_t \in A$ and receive a reward $X_t \in \mathbb{R}$ sampled from distribution P_{at} by the environment.

```
Algorithm 1 - Upper Confidence Bound (UCB)

Input: T and l

Output: \sum_{t=1}^{T} X_t

while t \leq T do

Choose arm a_t = argmax_{a \in A} \left[ \widehat{\mu_t}(a) + l \sqrt{\frac{\log(t)}{N_t(a)}} \right]

Observe reward X_t and update \widehat{\mu_t}(a_t) and N_t(a_t)

end while
```

- The aims of this project are:
 - Modeling of an automated decision-making system as a Multiple Armed Bandit problem where instances grouped based on sensitive variables present arbitrarily different reward distributions that end up being unfairly optimized and reveal bias.
 - Study of the **cumulative bias effect** that said model gives rise to when its decisions have an **effect on the environment**, which creates **feedback** loops that expand any existing discriminations **over time** in a manner consistent with real-life scenarios.
 - Proposing solutions to MAB problems where sensitive features exist within the data which consider not only the exploration-exploitation dilemma but also take into consideration distances between distributions and arm commitment.



- In our system:
 - Limited amount of resources to be distributed
 - Sensitive features within the data
- Analysis on groups based on intersectional sensitive options.
- Optimizing determinant features should not be on the detriment of sensitive ones.

- 717,997 samples from the database by *The Home Mortgage Disclosure Act* (HMDA).
- US states of Alabama, Arkansas, Georgia, Mississippi, Louisiana and Tennessee, produced during 2020.
- 99 features; a binary target encodes whether the loan originated or was declined.

$$k = \prod_{i=1}^{s} o_{i}$$

race = {White, Black or African American}, ethnicity = {Not Hispanic or Latino,
 Hispanic or Latino} and sex = {Male, Female}

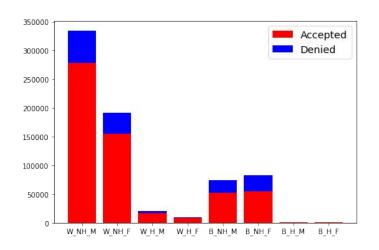


Figure 3.1: Inspection of instance distribution in HMDA database

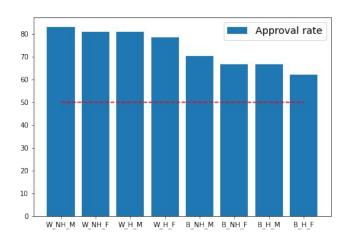


Figure 3.2: Inspection of approval rate spread in HMDA database

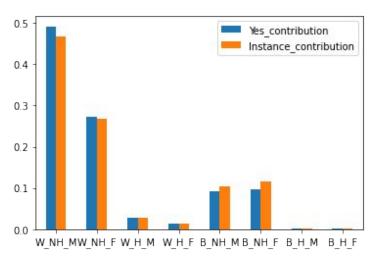


Figure 3.3: Contribution of each demographic to data and to total approvals

$$\rho_{q} \in [0.83, 0.807, 0.808, 0.782, 0.702, 0.664, 0.666, 0.619]$$

$$P = (Bernoulli(p_a) : a \subseteq A)$$

$$w_a \in [0.467, 0.267, 0.028, 0.014, 0.103, 0.116, 0.002,$$

$$N = (n_a \sim Binomial(|C|, w_a) : a \subseteq A)$$

Stationary Environment

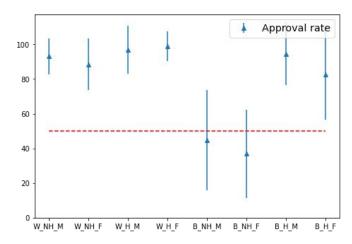


Figure 3.4: Approval rate granted by UCB per each demographic after 100 stationary executions on HMDA-based data

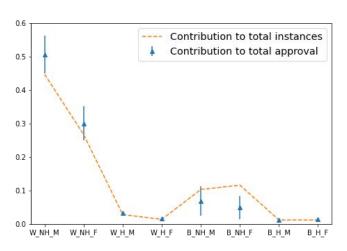


Figure 3.5: Contribution of each demographic to data and to total approvals after 100 stationary executions on HMDA-based data

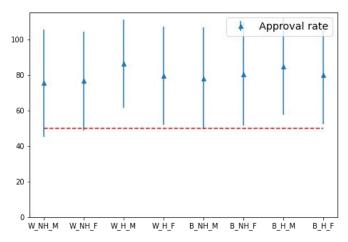


Figure 3.6: Approval rate granted by UCB per each demographic after 100 stationary executions on unbiased data

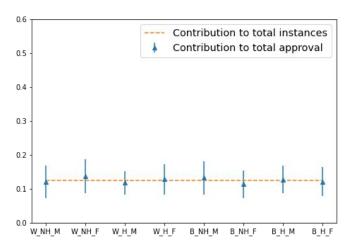
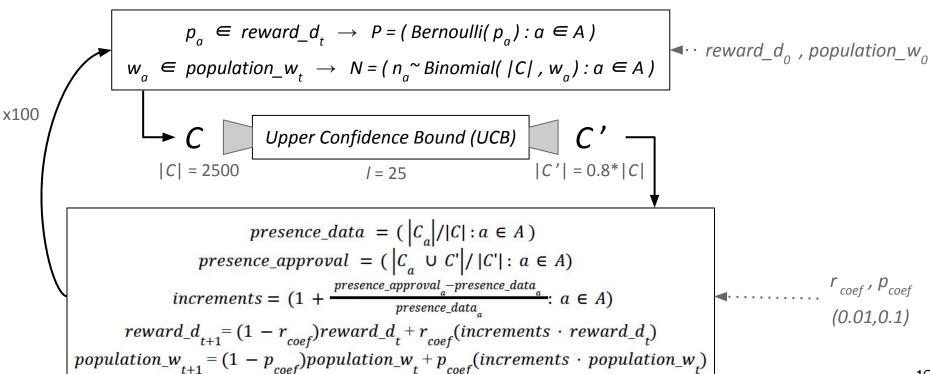


Figure 3.7: Contribution of each demographic to data and to total approvals after 100 stationary executions on unbiased data

Environment

Non-Stationary



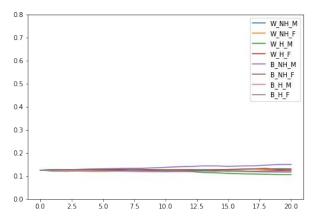


Figure 3.8: Evolution of population weights every 5 epochs in an initially unbiased environment

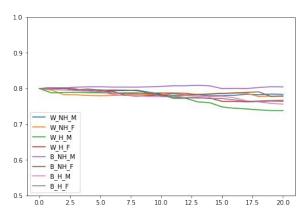


Figure 3.10: Evolution of reward estimates every 5 epochs in an initially unbiased environment

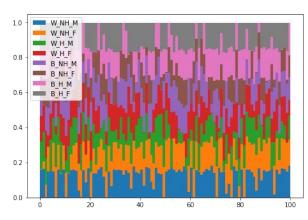


Figure 3.12: Evolution of contribution to total approvals for every epoch in an initially unbiased environment

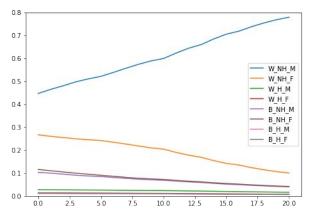


Figure 3.9: Evolution of population weights every 5 epochs in an HMDA-based environment

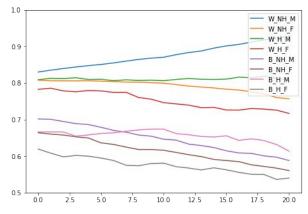


Figure 3.11: Evolution of reward estimates every 5 epochs in an HMDA-based environment

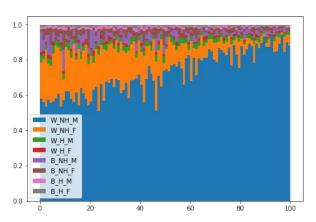


Figure 3.13: Evolution of contribution to total approvals for every epoch in an HMDA-based environment

- Formalization of the four bias metrics:
 - 1. $bias_presence = \sum_{a=1}^{k} (|presence_approval_a presence_data_a|)$
 - 2. $bias_rates = \sum_{a=1}^{k} (\left| \overline{approval_rates} approval_rates_a \right|)$
 - 3. $bias_posteriors = \sum_{a=1}^{k} (\left| \frac{posteriors_groups}{posteriors_groups} posteriors_groups_a \right|)$
 - 4. $bias_rewards = \sum_{a=1}^{k} \left(\left| \overrightarrow{\widehat{\mu}}_t \widehat{\mu}_t(a) \right| \right)$

$$posteriors_groups = (P(c \in C_a | c \in C') : a \in A)$$

$$posteriors_groups = (\frac{P(c \in C' | c \in C_a) * P(c \in C_a)}{P(c \in C')} : a \in A)$$

$$posteriors_groups = \frac{approval_rates_a * presence_data_a}{0.8} : a \in A)$$

- Bias Constrained UCB (BC-UCB):
 - bias_metric ∈ {bias_presence, bias_rate, bias_posteriors, bias_rewards}
 - $\circ bias_term_t = 100 * MinMax(bias_metric(t + 1))$

	Sampling step formula
UCB	$a_{t} = argmax_{a \in A} [\widehat{\mu_{t}}(a) + l\sqrt{\frac{log(t)}{N_{t}(a)}}]$
BC-UCB	$a_{t} = argmax_{a} (1 - \theta) * [\widehat{\mu_{t}}(a) + l\sqrt{\frac{log(t)}{N_{t}(a)}}] - \theta * bias_term_{t}(a)$

```
Algorithm 2 - Bias Constrained UCB (BC-UCB)

Input: T, l, \theta, bias\_metric

Output: \sum_{t=1}^{T} X_t, bias\_metric(T)

while t \leq T do

Compute bias\_term_t = 100 * MinMax(bias\_metric(t+1))

Compute A' = (a \in A \text{ s.t. } N_t(a) < n_a)

Choose arm a_t = argmax_{a \in A'}((1-\theta) * \left[\widehat{\mu_t}(a) + l\sqrt{\frac{\log(t)}{N_t(a)}}\right] - \theta * bias\_term_t(a))

Observe reward X_t and update \widehat{\mu_t}(a_t) and N_t(a_t)

end while
```

• Navigating the tradeoff between final total reward and bias:

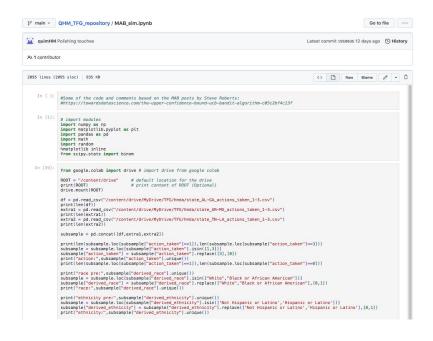
$$Frobenius(v) = v / \sqrt{(\sum_{i=1}^{n} v_i^2)}$$

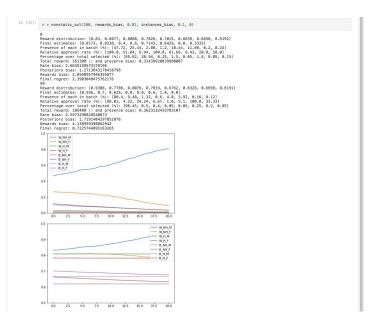
$$\varphi(frew, fbias) = Frobenius(frew) - \beta * Frobenius(fbias)$$

$$\theta^*_{bias_metric} = argmax \quad (\varphi(BC-UCB(\theta, bias_metric))$$



https://github.com/quimHM/QHM_TFG_repository (Last commit: 22nd June)



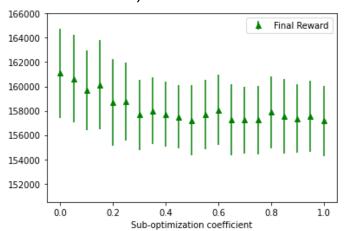


Stationary Environment

APPENDICES

Appendix A: Application in a Stationary Environment

a) Presence Bias



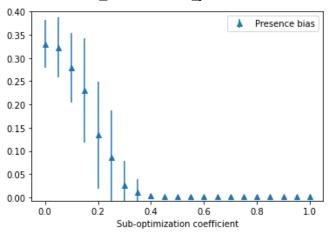
Final regret

7-6-5-4-3-2-1-0-0.0 0.2 0.4 0.6 0.8 1.0

Sub-optimization coefficient

Figure A.1: Final Reward spread depending on θ when bias metric = bias presence

Figure A.2: Final Regret spread depending on θ when $bias_metric = bias_presence$



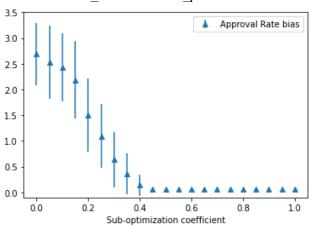
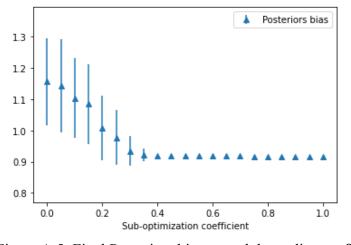


Figure A.3: Final Presence bias spread depending on θ when *bias metric* = *bias presence*

Figure A.4: Final Approval Rate bias spread depending on θ when *bias metric* = *bias presence*



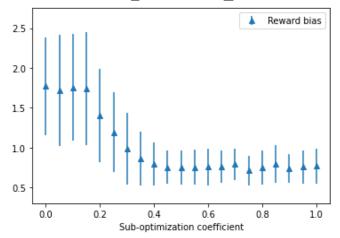
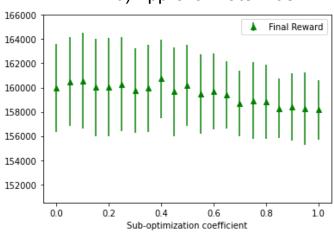


Figure A.5: Final Posteriors bias spread depending on θ when $bias_metric = bias_presence$

Figure A.6: Final Rewards bias spread depending on θ when *bias metric* = *bias presence*

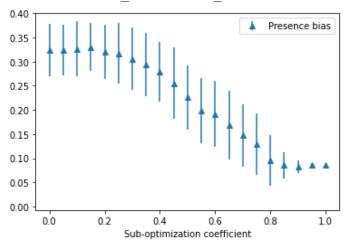
b) Approval Rate Bias



8 Final regret 7 6 5 4 3 2 1 0 0.0 0.4 0.6 0.8 1.0 Sub-optimization coefficient

Figure A.7: Final Reward spread depending on θ when bias metric = bias rates

Figure A.8: Final Regret spread depending on θ when bias metric = bias rates



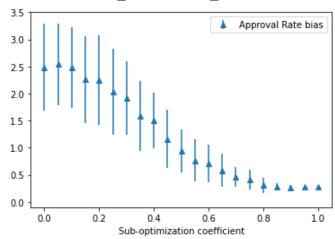
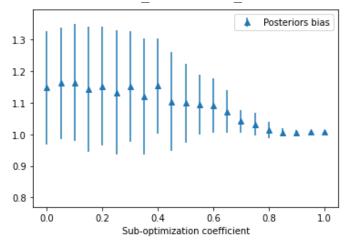


Figure A.9: Final Presence bias spread depending on θ when *bias metric* = *bias rates*

Figure A.10: Final Approval Rate bias spread depending on θ when bias metric = bias rates



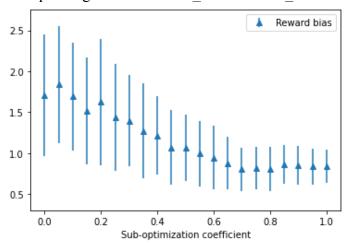
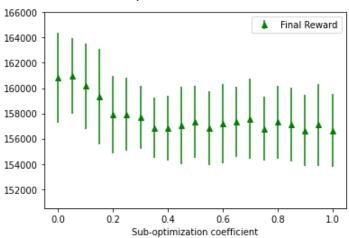


Figure A.11: Final Posteriors bias spread depending on Figure A.12: Final Rewards bias spread depending on θ when *bias metric* = *bias rates* when *bias metric* = *bias rates*

c) Posteriors Bias



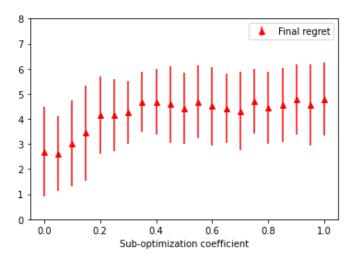


Figure A.13: Final Reward spread depending on θ when bias_metric = bias_posteriors

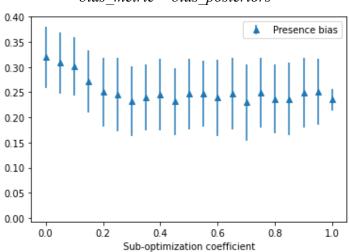


Figure A.14: Final Regret spread depending on θ when bias metric = bias posteriors

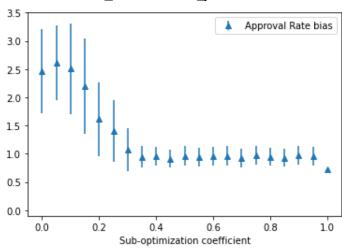


Figure A.15: Final Presence bias spread depending on θ when bias metric = bias posteriors

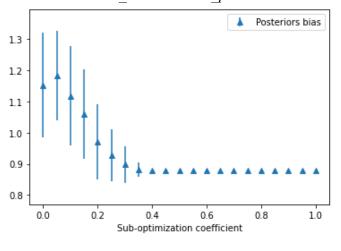


Figure A.16: Final Approval Rate bias spread depending on θ when *bias_metric* = *bias_posteriors*

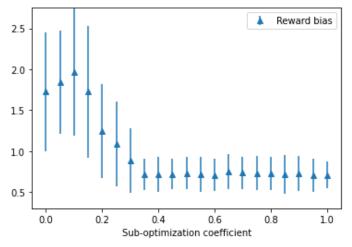


Figure A.17: Final Posteriors bias spread depending on θ Figure A.18: Final Rewards bias spread depending on θ when $bias\ metric = bias\ posteriors$

when bias metric = bias posteriors

d) Rewards Bias

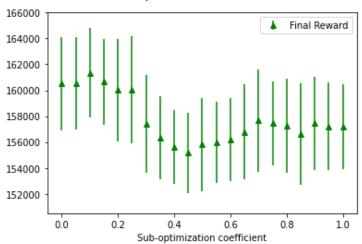


Figure A.19: Final Reward spread depending on θ when bias metric = bias rewards

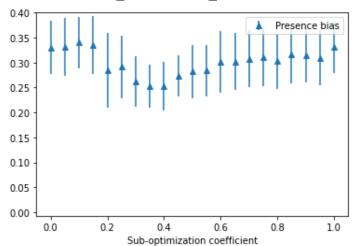


Figure A.21: Final Presence bias spread depending on θ when *bias metric* = *bias rewards*

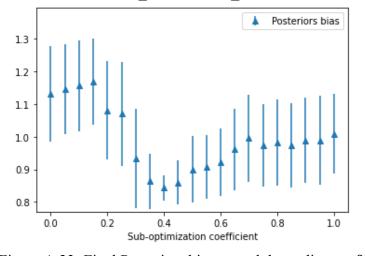


Figure A.23: Final Posteriors bias spread depending on θ when *bias_metric* = *bias_rewards*

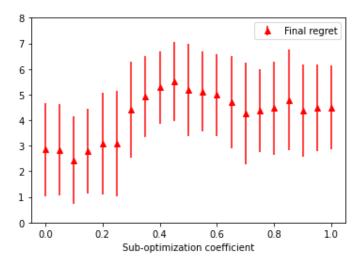


Figure A.20: Final Regret spread depending on θ when bias metric = bias rewards

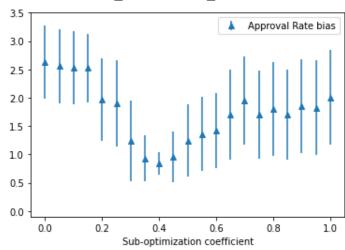


Figure A.22: Final Approval Rate bias spread depending on θ when *bias_metric* = *bias_rewards*

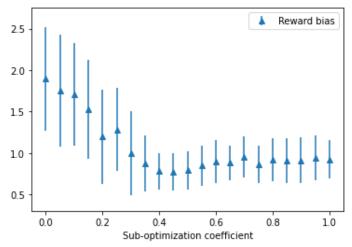


Figure A.24: Final Rewards bias spread depending on θ when *bias metric* = *bias rewards*

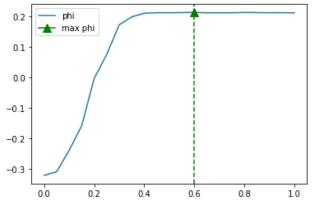


Figure 5.1: φ when bias_metric = bias_presence

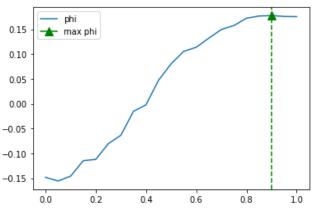


Figure 5.3: φ when bias metric = bias rate

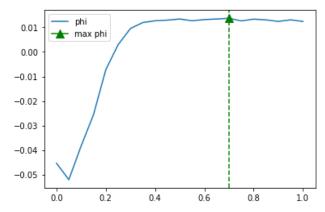


Figure 5.5: φ when $bias_metric = bias_posteriors$

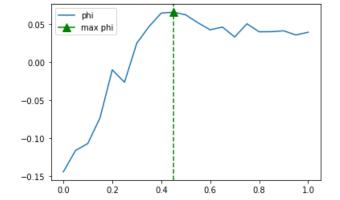


Figure 5.7: φ when *bias_metric* = *bias_rewards*

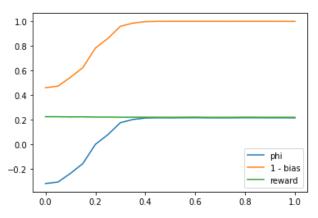


Figure 5.2: Normalized values of A.1 and A.3

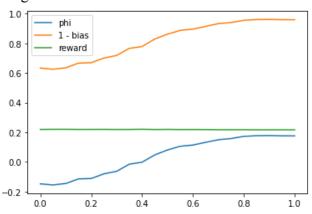


Figure 5.4: Normalized values of A.7 and A.10

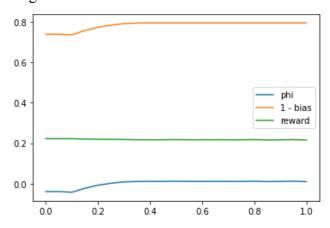


Figure 5.6: Normalized values of A.13 and A.17

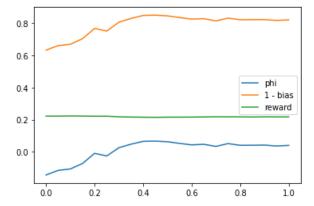


Figure 5.8: Normalized values of A.19 and A.24

F

Results Evaluation

• Presence bias:

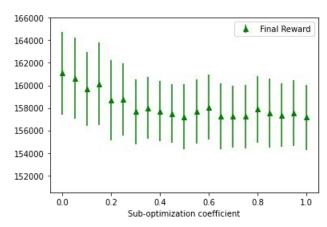


Figure A.1: Final Reward spread depending on θ when *bias metric* = *bias presence*

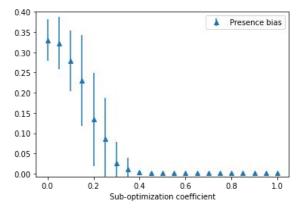


Figure A.3: Final Presence bias spread depending on θ when *bias_metric* = *bias_presence*

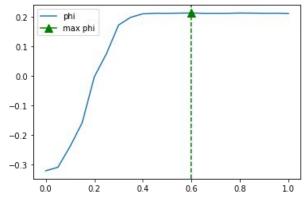


Figure 5.1: φ when *bias_metric* = *bias presence*

• Approval Rate bias:

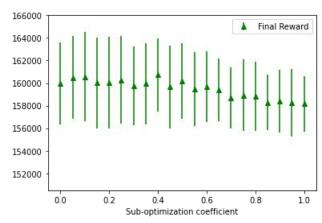


Figure A.7: Final Reward spread depending on θ when *bias metric* = *bias rates*

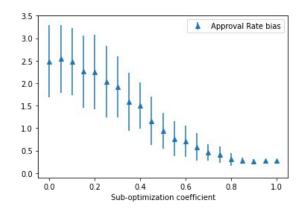


Figure A.10: Final Approval Rate bias spread depending on θ when $bias_metric = bias_rates$

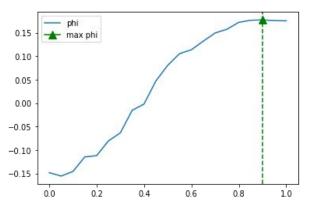


Figure 5.3: φ when *bias_metric* = *bias_rate*

Posteriors bias:

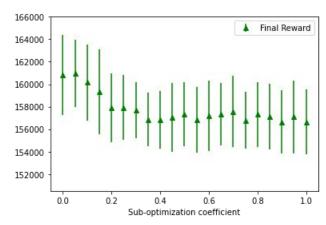


Figure A.13: Final Reward spread depending on θ when *bias metric* = *bias posteriors*

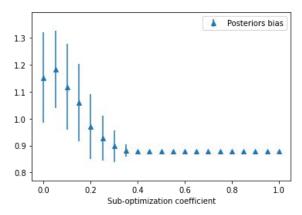


Figure A.17: Final Posteriors bias spread depending on θ when *bias_metric* = bias posteriors

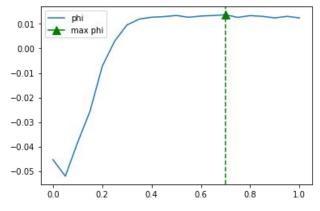


Figure 5.5: φ when *bias_metric* = *bias posteriors*

• Rewards bias:

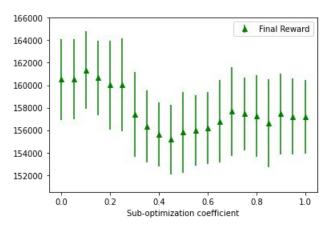


Figure A.19: Final Reward spread depending on θ when *bias metric* = *bias rewards*

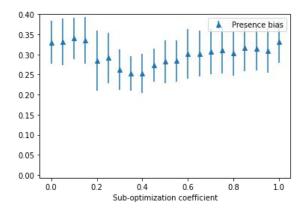


Figure A.21: Final Rewards bias spread depending on θ when *bias_metric* = *bias_rewards*

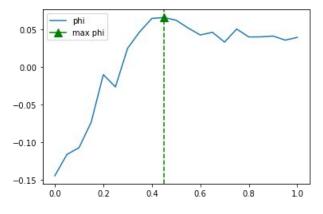


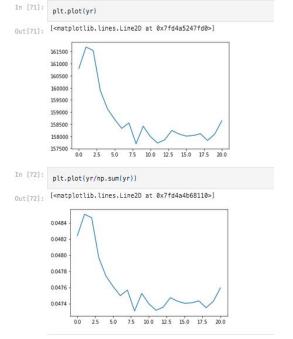
Figure 5.7: φ when *bias_metric* = *bias rewards*

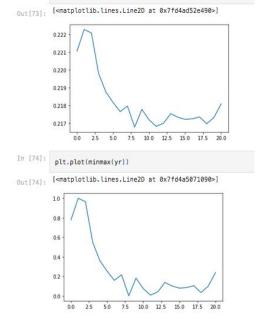
```
In [70]:
```

```
print(yr)
print([round(i,3) for i in yr/np.sum(yr)])
print([round(i,3) for i in yr/np.linalg.norm(yr)])
print([round(i,3) for i in minmax(yr)])
```

[160800.0, 161686.0, 161546.0, 159890.0, 159134.0, 158702.0, 158326.0, 158554.0, 157692.0, 158418.0, 157990.0, 157722.0, 157850.0, 15824 0.0, 158096.0, 158008.0, 158030.0, 158106.0, 157828.0, 158088.0, 158644.0] [0.048, 0.049, 0.048, 0.048, 0.048, 0.048, 0.047, 0.048, 0.047,

In [73]:





plt.plot(yr/np.linalq.norm(yr))

Environment

Non-Stationary

Appendix B: Application in a Non-Stationary Environment

a) Presence Bias (θ =0.6)

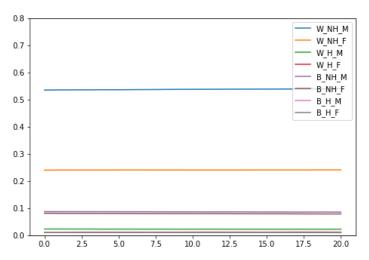


Figure B.1: Evolution of population weights every 5 epochs in a Presence-constrained environment

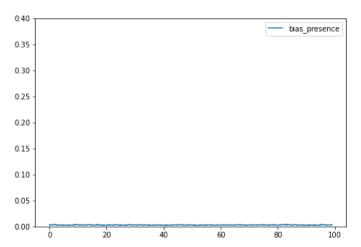


Figure B.3: Evolution of final Presence bias for every epoch in a Presence-constrained environment

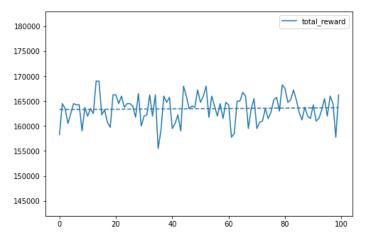


Figure B.5: Evolution of final Total Reward for every epoch in a Presence-constrained environment

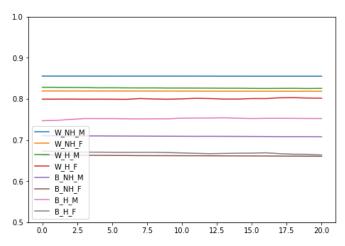


Figure B.2: Evolution of reward estimates every 5 epochs in a Presence-constrained environment

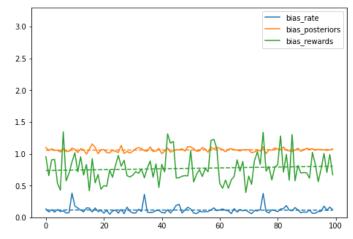


Figure B.4: Evolution of final Rate, Posteriors and Rewards biases in a Presence-constrained environment

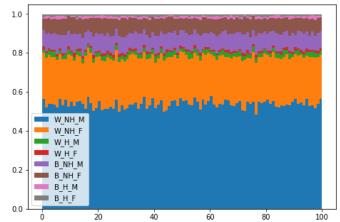


Figure B.6: Evolution of contribution to total approvals for every epoch in a Presence-constrained environment

b) Approval Rate Bias (θ =0.9)

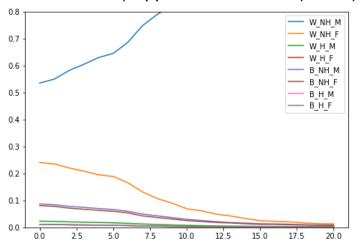


Figure B.7: Evolution of population weights every 5 epochs in an Approval Rate-constrained environment

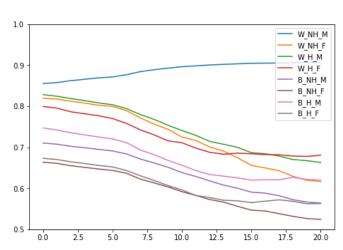


Figure B.8: Evolution of reward estimates every 5 epochs in a Approval Rate-constrained environment

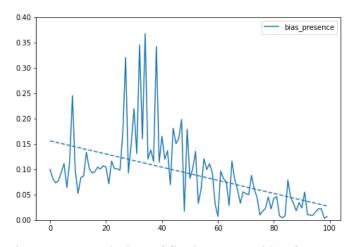


Figure B.9: Evolution of final Presence bias for every epoch in a Approval Rate-constrained environment

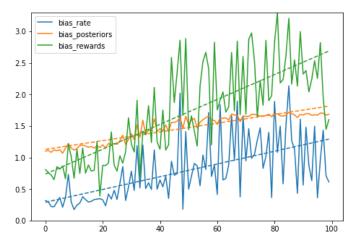


Figure B.10: Evolution of final Rate, Posteriors and Rewards biases in a Approval Rate-constrained environment

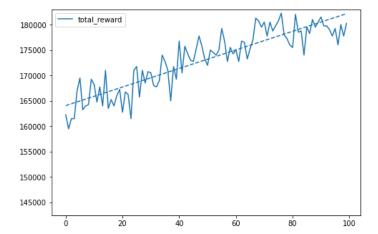


Figure B.11: Evolution of final Total Reward for every epoch in a Approval Rate-constrained environment

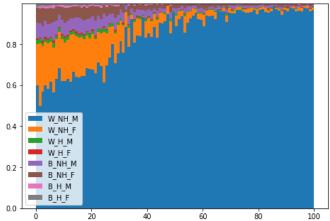


Figure B.12: Evolution of contribution to total approvals for every epoch in a Approval Rate-constrained environment

c) Posteriors Bias (θ =0.7)

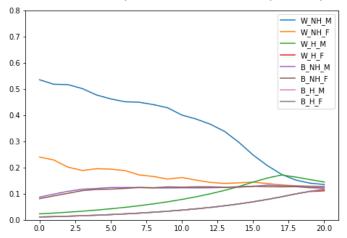


Figure B.13: Evolution of population weights every 5 epochs in a Posteriors-constrained environment

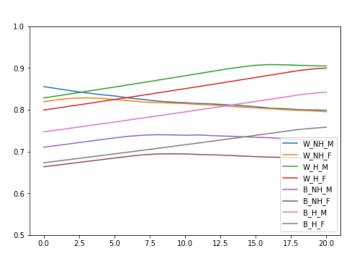


Figure B.14: Evolution of reward estimates every 5 epochs in a Posteriors-constrained environment

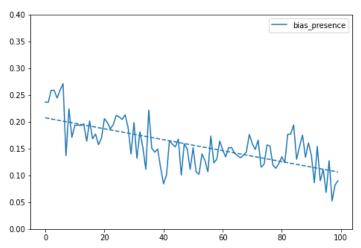


Figure B.15: Evolution of final Presence bias for every epoch in a Posteriors-constrained environment

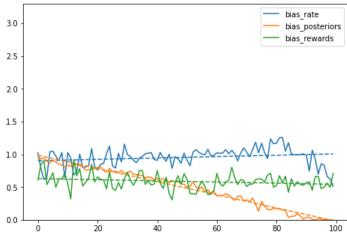


Figure B.16: Evolution of final Rate, Posteriors and Rewards biases in a Posteriors-constrained environment

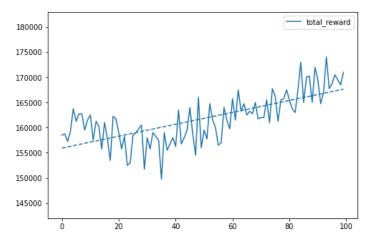


Figure B.17: Evolution of final Total Reward for every epoch in a Posteriors-constrained environment

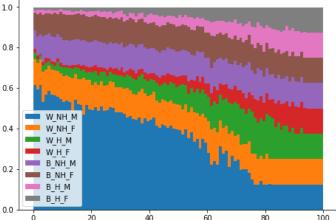


Figure B.18: Evolution of contribution to total approvals for every epoch in a Posteriors-constrained environment

d) Rewards Bias (θ =0.45)

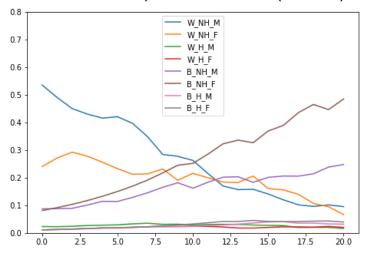


Figure B.19: Evolution of population weights every 5 epochs in a Rewards-constrained environment

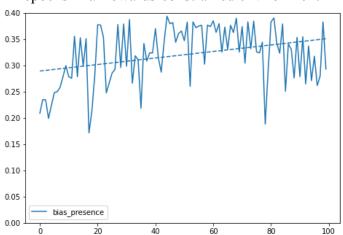


Figure B.21: Evolution of final Presence bias for every epoch in a Rewards-constrained environment

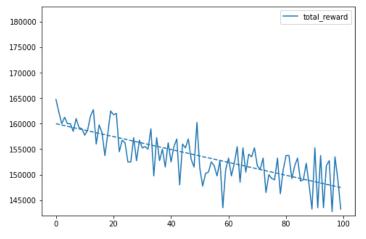


Figure B.23: Evolution of final Total Reward for every epoch in a Rewards-constrained environment

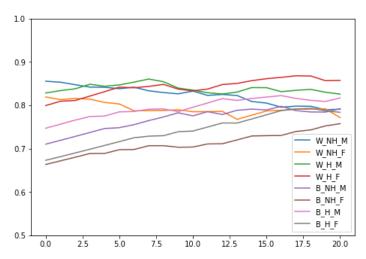


Figure B.20: Evolution of reward estimates every 5 epochs in a Rewards-constrained environment

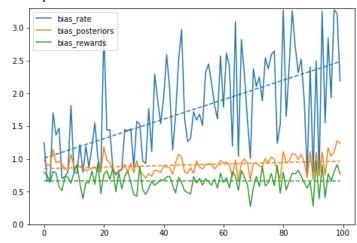


Figure B.22: Evolution of final Rate, Posteriors and Rewards biases in a Rewards-constrained environment

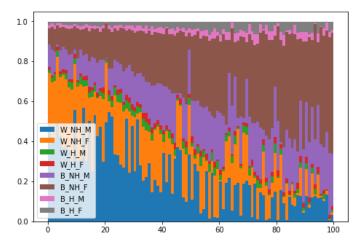
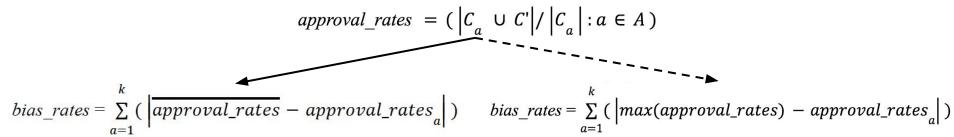


Figure B.24: Evolution of contribution to total approvals for every epoch in a Rewards-constrained environment



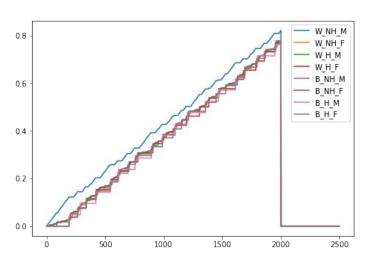


Figure 5.9: Evolution of Approval Rates within a single execution using the faulty Approval Rate constraint as-is

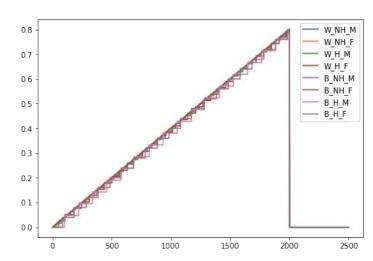


Figure 5.10: Evolution of Approval Rates within a single execution using the corrected Approval Rate constraint

$$approval_rates = (\left| C_a \cup C' \right| / \left| C_a \right| : a \in A)$$

$$bias_rates = \sum_{a=1}^{k} (\left| \overline{approval_rates} - approval_rates_a \right|) \quad bias_rates = \sum_{a=1}^{k} (\left| max(approval_rates) - approval_rates_a \right|)$$

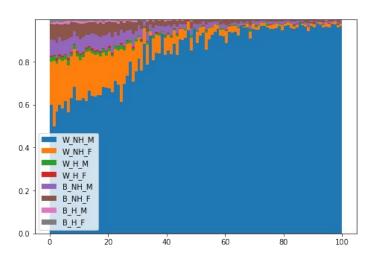


Figure B.12: Evolution of contribution to total approvals for every epoch in a Approval Rate-constrained environment

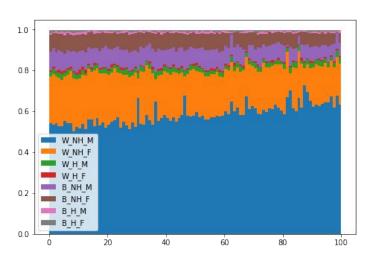


Figure 5.12: Evolution of contribution to total approvals for every epoch using the corrected Approval Rate constraint

Conclusions and Future Work

- We can summarize what was achieved in this work as the following:
 - Studied and identified indications of bias in the original HMDA dataset.
 - Showcased the harmful effect of those underlying biases on a live environment when a MAB model computed with a UCB algorithm is applied to it sequentially over a sustained period of time.
 - Developed 4 bias metrics adequate to the scope of our simulation.
 - Examined the effect of using these metrics in a new version of the UCB algorithm, BC-UCB, both in an isolated environment as well as in the same live environment that changed according to its performance.

Conclusions and Future Work

- The present work could be expanded in the following directions:
 - Adaptation to domains of work other than mortgage lending
 - Expansion of the bias metrics used, either in definition or formalization
 - ho Development of more adequate ϕ formula, and deliberate usage of $oldsymbol{eta}$
 - More thorough transformation processes from real data to simulated one
 - Refinement of the environment's modelization
 - Refinement of the (MAB) problem formulation

IMAGE REFERENCES

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Thank you for your attention

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