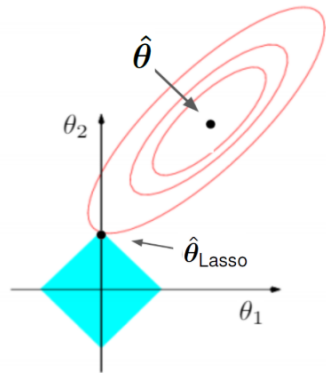


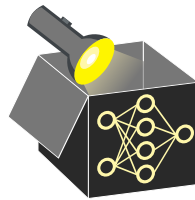
# Interpretable Machine Learning

## Extensions of Linear Regression Models

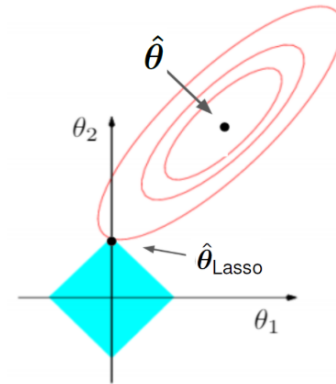


### Learning goals

- Inclusion of high-order and interaction effects
- Regularization via LASSO

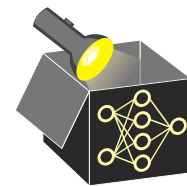


## Interpretable Machine Learning Extensions of Linear Regression Models



### Learning goals

- Inclusion of high-order and interaction effects
- Regularization via LASSO



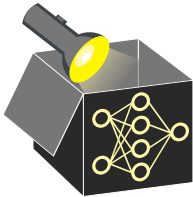
# INTERACTION AND HIGH-ORDER EFFECTS

LM Equation:  $y = \theta_0 + \theta_1 x_1 + \theta_2 x_2 + \dots + \theta_p x_p + \epsilon$

Equation above can be extended (polynomial regression) by including

- **high-order effects** which have their own weights  
     $\rightsquigarrow$  e.g., quadratic effect:  $\theta_{x_j^2} \cdot x_j^2$
- **interaction effects** as the product of multiple feat.  
     $\rightsquigarrow$  e.g., 2-way interaction:  $\theta_{x_i, x_j} \cdot x_i \cdot x_j$

Bike Data		
Method	$R^2$	adj. $R^2$
Simple LM	0.85	0.84
High-order	0.87	0.87
Interaction	0.96	0.93



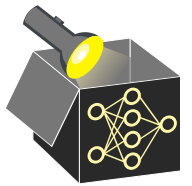
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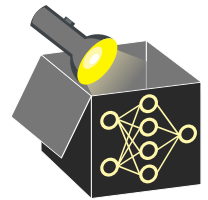
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Implications of including high-order and interaction effects:

- Both make the model more flexible but also less interpretable  
↪ More weights to interpret
- Both need to be specified manually (inconvenient and sometimes infeasible)  
↪ Other ML models often learn them automatically
- Marginal effect of a feature cannot be interpreted by single weights anymore  
↪ Feature  $x_j$  occurs multiple times (with different weights) in equation



# INTERACTION AND HIGH-ORDER EFFECTS

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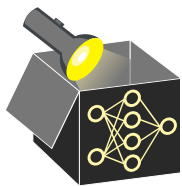
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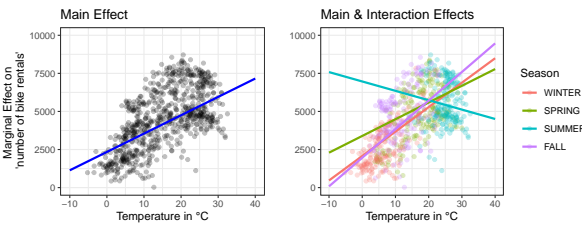
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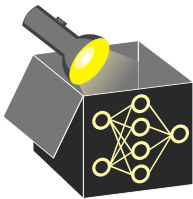


# EXAMPLE: INTERACTION EFFECT

**Example:** Interaction between temp and season will affect marginal effect of temp

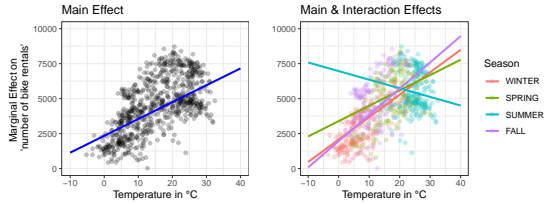


	Weights
(Intercept)	3453.9
seasonSPRING	1317.0
seasonSUMMER	4894.1
seasonFALL	-114.2
temp	160.5
hum	-37.6
windspeed	-61.9
days_since_2011	4.9
seasonSPRING:temp	-50.7
seasonSUMMER:temp	-222.0
seasonFALL:temp	27.2

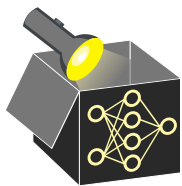


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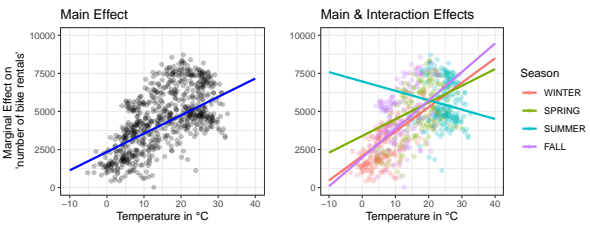


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seasonFALL	-114.2
temp	160.5
hum	-37.6
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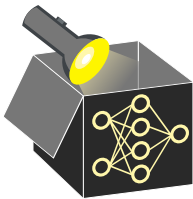
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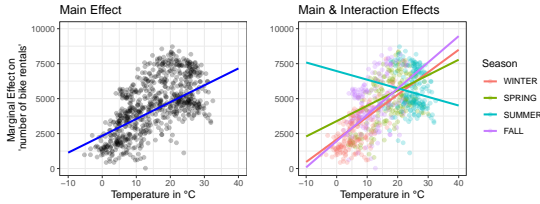
**Interpretation:** If temp increases by 1 °C, bike rentals

- increase by 160.5 in WINTER (reference)



# EXAMPLE: INTERACTION EFFECT

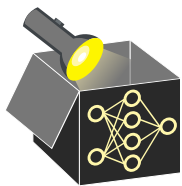
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windspeed	-61.9
days_since_2011	4.9
seasonSPRING:temp	-50.7
seasonSUMMER:temp	-222.0
seasonFALL:temp	27.2

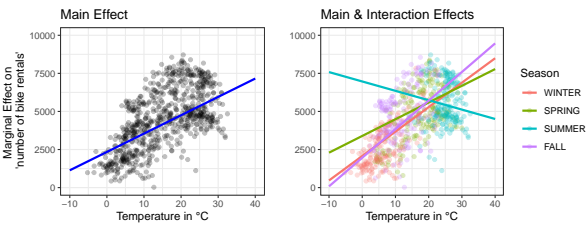
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# EXAMPLE: INTERACTION EFFECT

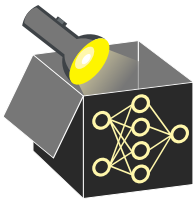
**Example:** Interaction between temp and season will affect marginal effect of temp



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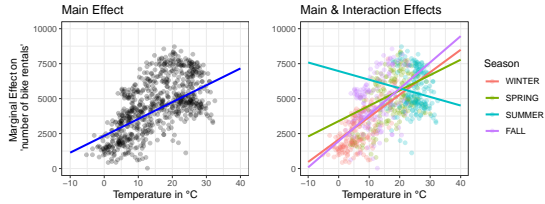
**Interpretation:** If temp increases by 1 °C, bike rentals

- increase by 160.5 in WINTER (reference)
- increase by 109.8 (= 160.5 - 50.7) in SPRING



# EXAMPLE: INTERACTION EFFECT

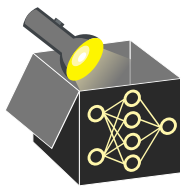
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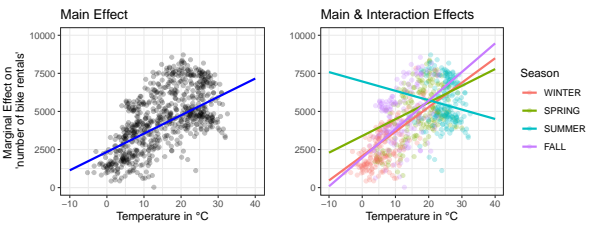
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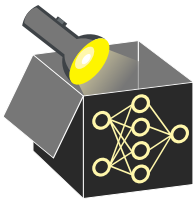
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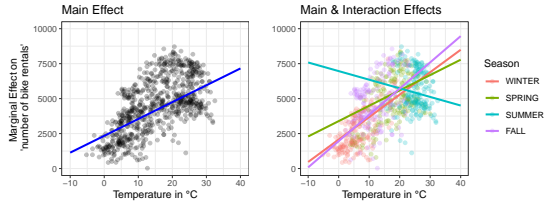
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- decrease by -61.5 (= 160.5 - 222) in SUMMER



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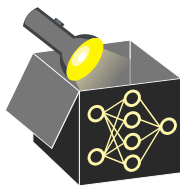
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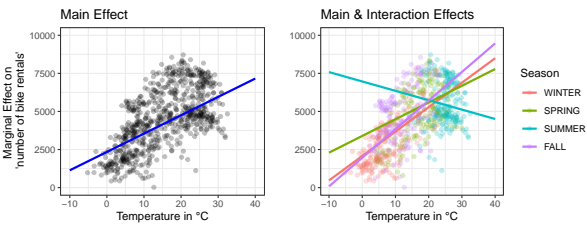
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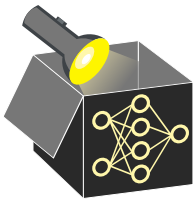
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seasonSPRING:temp	-50.7
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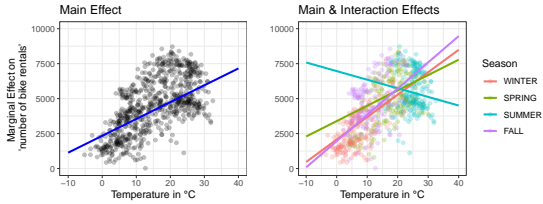
**Interpretation:** If temp increases by 1 °C, bike rentals

- increase by 160.5 in WINTER (reference)
- increase by 109.8 (= 160.5 - 50.7) in SPRING
- decrease by -61.5 (= 160.5 - 222) in SUMMER
- increase by 187.7 (= 160.5 + 27.2) in FALL



# EXAMPLE: INTERACTION EFFECT

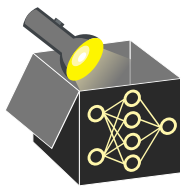
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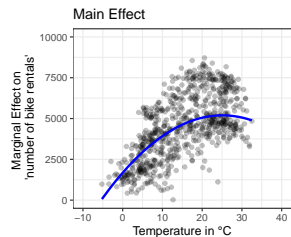
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# EXAMPLE: QUADRATIC EFFECT

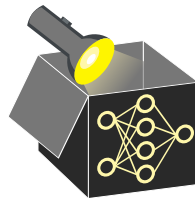
**Example:** Adding quadratic effect for temp



**Interpretation:** Not linear anymore!

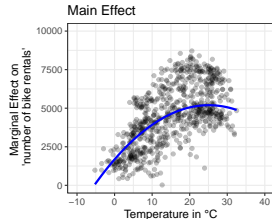
- temp depends on two weights:  
 $280.2 \cdot x_{temp} - 5.6 \cdot x_{temp}^2$

	Weights
(Intercept)	3094.1
seasonSPRING	619.2
seasonSUMMER	284.6
seasonFALL	123.1
hum	-36.4
windspeed	-65.7
days_since_2011	4.7
temp	280.2
temp <sup>2</sup>	-5.6



# EXAMPLE: QUADRATIC EFFECT

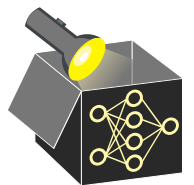
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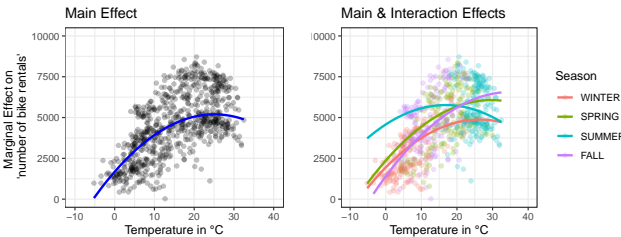
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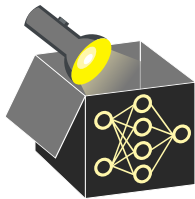
Example: Adding quadratic effect for temp (left) and interaction with season (right)



Interpretation: Not linear anymore!

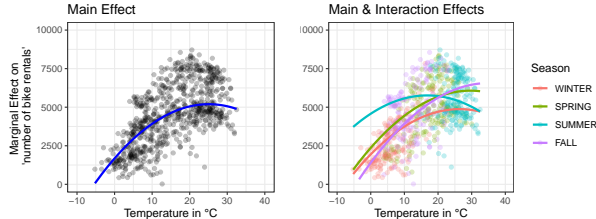
- temp depends on multiple weights due to season:
  - WINTER:  $39.1 \cdot x_{temp} + 8.6 \cdot x_{temp}^2$
  - SPRING:  $(39.1+407.4) \cdot x_{temp} + (8.6-18.7) \cdot x_{temp}^2$
  - SUMMER:  $(39.1+801.1) \cdot x_{temp} + (8.6-27.2) \cdot x_{temp}^2$
  - FALL:  $(39.1+217.4) \cdot x_{temp} + (8.6-11.3) \cdot x_{temp}^2$

Weights	
(Intercept)	3802.1
seasonSPRING	-1345.1
seasonSUMMER	-6006.3
seasonFALL	-681.4
hum	-38.9
windspeed	-64.1
days_since_2011	4.8
temp	39.1
temp <sup>2</sup>	8.6
seasonSPRING:temp	407.4
seasonSPRING:temp <sup>2</sup>	-18.7
seasonSUMMER:temp	801.1
seasonSUMMER:temp <sup>2</sup>	-27.2
seasonFALL:temp	217.4
seasonFALL:temp <sup>2</sup>	-11.3



# EXAMPLE: QUADRATIC EFFECT

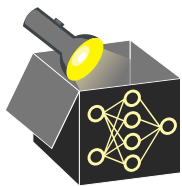
Ex.: Adding quadratic effect for temp (left) and interaction with season (right)



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  - FALL:
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seasonSPRING	-1345.1
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seasonFALL:temp <sup>2</sup>	-11.3

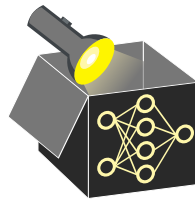
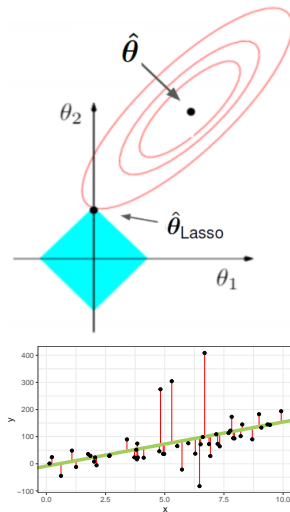


# REGULARIZATION VIA LASSO

► Tibshirani (1996)

- LASSO adds an  $L_1$ -norm penalization term ( $\lambda \|\theta\|_1$ ) to least squares optimization problem
  - ↪ Shrinks some feature weights to zero (feature selection)
  - ↪ Sparser models (fewer features): more interpretable
- Penalization parameter  $\lambda$  must be chosen (e.g., by CV)

$$\min_{\theta} \left( \underbrace{\frac{1}{n} \sum_{i=1}^n (y^{(i)} - \mathbf{x}^{(i)\top} \theta)^2}_{\text{Least square estimate for LM}} + \lambda \|\theta\|_1 \right)$$

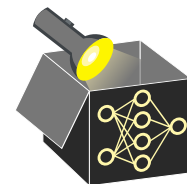
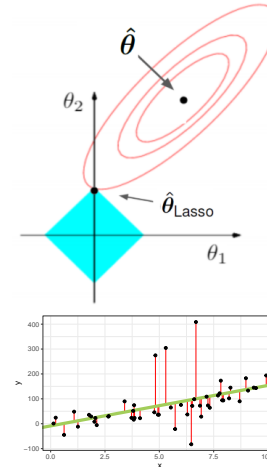


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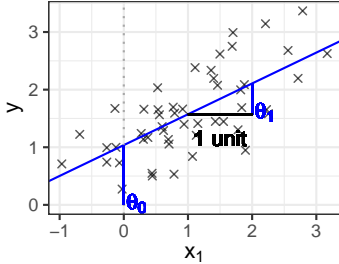
$$\min_{\theta} \left( \underbrace{\frac{1}{n} \sum_{i=1}^n (y^{(i)} - \xi^\top \theta)^2}_{\text{Least square estimate for LM}} + \lambda \|\theta\|_1 \right)$$



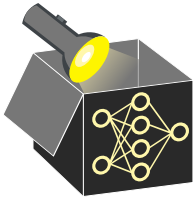
# REGULARIZATION VIA LASSO ► Tibshirani (1996)

**Example** (interpretation of weights analogous to LM):

- LASSO with main effects and interaction temp with season
- $\lambda$  is chosen  $\rightsquigarrow$  6 selected features ( $\neq 0$ )
- LASSO shrinks weights of single categories separately (due to dummy encoding)  
 $\rightsquigarrow$  No feature selection of whole categorical features (only w.r.t. category levels)  
 $\rightsquigarrow$  Solution: group LASSO ► Yuan and Lin (2006)



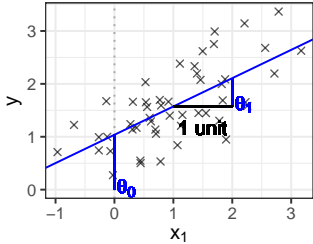
	Weights
(Intercept)	3135.2
seasonSPRING	767.4
seasonSUMMER	0.0
seasonFALL	0.0
temp	116.7
hum	-28.9
windspeed	-50.5
days_since_2011	4.8
seasonSPRING:temp	0.0
seasonSUMMER:temp	0.0
seasonFALL:temp	30.2



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