



# Energy Based Learning for Cooperative Games, with Applications to Valuation Problems in Machine Learning

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# Background: valuation problems in ML & player valuations

## Valuation problems in ML

- ❑ Feature interpretation
- ❑ Data valuation
- ❑ Model valuation for ensembles



## Player valuations in cooperative games:

- ❑ Shapley value
- ❑ Banzhaf value



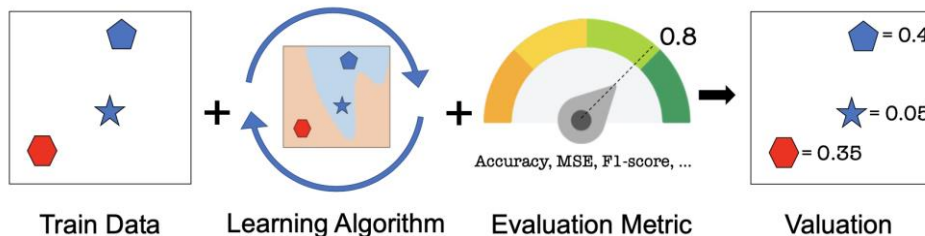
Cooperative game  $(N, F(S))$ :  
 $N = \{1, \dots, n\}$ :  $n$  players  
 $F(S)$ : payoff of a coalition  $S$

one feature  $\Leftrightarrow$  one player



Figure 4: Explaining an image classification prediction made by Google's Inception neural network. The top 3 classes predicted are "Electric Guitar" ( $p = 0.32$ ), "Acoustic guitar" ( $p = 0.24$ ) and "Labrador" ( $p = 0.21$ )

one sample  $\Leftrightarrow$  one player



**Player valuation:** assign importance to players

Shapley value [1953] (2012 Nobel Memorial Prize)

$$Sh_i = \sum_{S \subseteq V \setminus \{i\}} \frac{|S|!(n-|S|-1)!}{n!} [F(S \cup \{i\}) - F(S)]$$

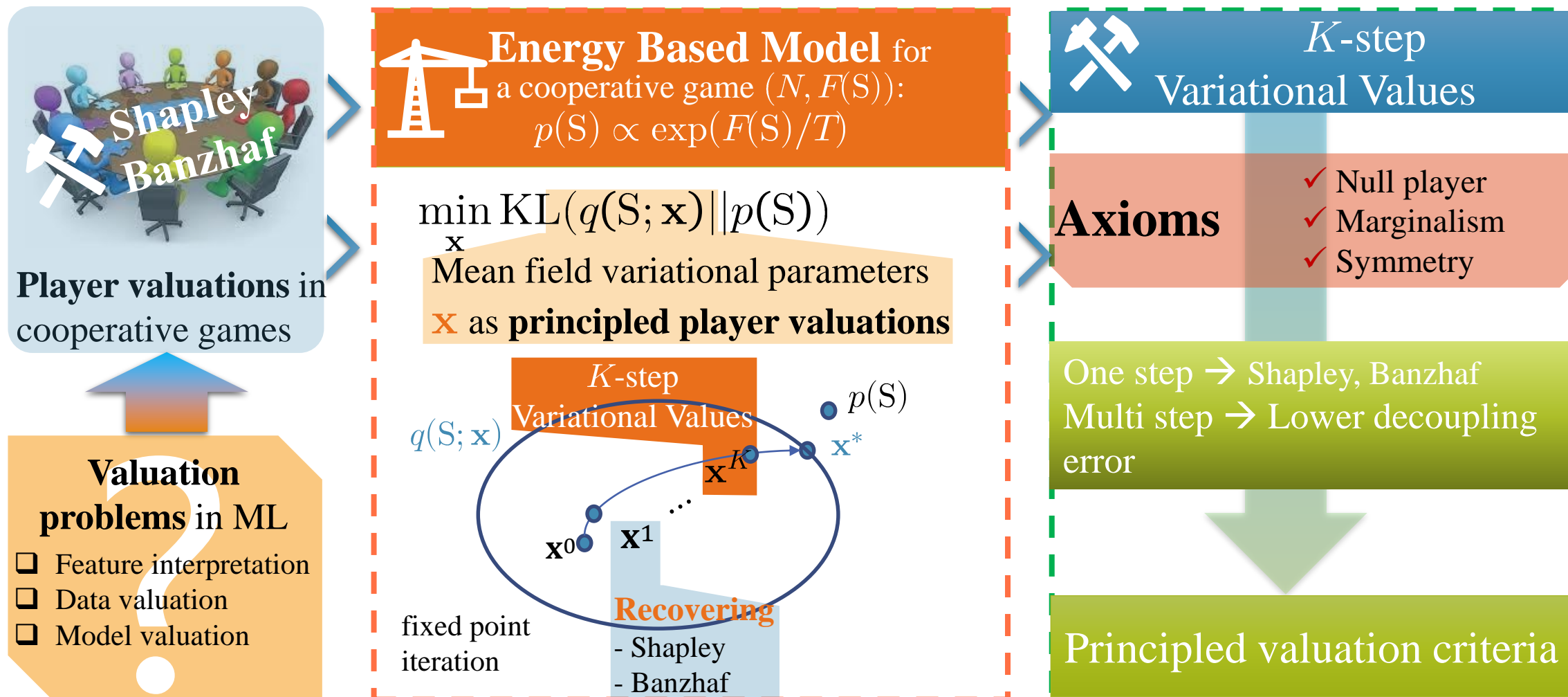


Lloyd Stowell Shapley  
(1923 ~ 2016)

I. Covert, S.Lundberg & S. Lee. "Explaining by removing: A unified framework for model explanations. JMLR 2021.

A. Ghorbani & J. Zou. Data shapley: Equitable valuation of data for machine learning. ICML 2019.

# Overview of the Proposed Variational Values



# Experimental Results

Three groups of experiments:

- Submodular games
- Data valuations
- Feature attributions



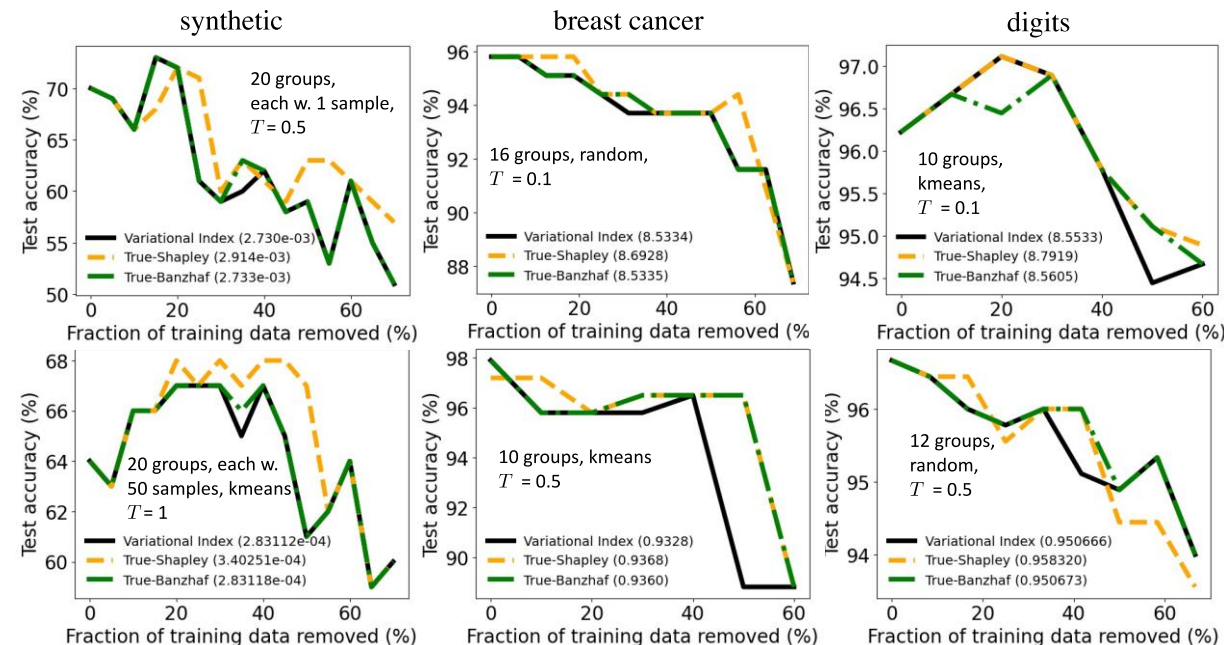
**Variational Values**  
achieve lower decoupling  
error and better valuation  
performance



Code & project page:  
<https://valuationgame.github.io>

<https://yataobian.com/>

## data valuation results



## feature interpretation results

