

# Pattern Recognition

# Part 10: Explainable Artificial Intelligence (XAI)

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### ❑ *Motivation and literature*

❑ *General idea*

❑ *Different approaches for explainable artificial intelligence (XAI)* ❑ *Literature*

❑ Glassbox models

❑ LIME

❑ SHAP

❑ LRP



# Motivation and Literature

### *General motivation for XAI:*

- ❑ Are models learning the right relations? How to *find biases*?
- ❑ How *reliable* are machine learning models?





# Motivation and Literature

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- □ How *reliable* are machine learning models?
- ❑ What are the *relevant* information for predictions?









Source: *Paper Multimodal Neurons in Artificial Neural Networks*



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1.1%

0.7% 0.7%

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# Motivation and Literature

### *General motivation for XAI:*

- ❑ Are models learning the right relations? How to *find biases*?
- □ How *reliable* are machine learning models?
- ❑ What are the *relevant* information for predictions?
- ❑ How to we better understand machine learning and how to *gain trust*?
- $\rightarrow$  Importance for data scientists (validation) as well as for potential users (for example in medicine)







Source: *Paper Multimodal Neurons in Artificial Neural Networks*



52.5% 23.8% 2.3% 1.1%

> 0.7% 0.7%



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# Motivation and Literature

*Different approaches for XAI:*



❑ *Explainablity* is already a goal during the generation of the models. ❑ It is tried to explain the decisions or estimations *after the approach is trained*.



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# Motivation and Literature







*Different approaches for XAI: Explainable artifical intelligence (XAI) Model-based approaches* ❑ *Simple* (interpretable) *Post-hoc approaches* ❑ *Complex* (noninterpre-❑ *Whitebox* approaches (access to

> table) models

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model

internals)

❑ *Blackbox*

approaches (no access to model internals)



models

# Motivation and Literature

### *Different approaches for XAI:*

#### ❑ *Agnosticity*

❑ Model-agnostic: applicable to all machine learning models ❑ Model-specific

#### ❑ *Scope*

- ❑ Global explanation
- ❑ Local explanation: individual explanations for local areas

#### ❑ *Data type*

❑ Graphs, images, text/speech, tables, … vectors

#### ❑ *Explanation type*

❑ Visual, feature importance, data points, surrogate models (model to e.g. explain local decisions of a general model)





# Motivation and Literature

#### *Literature:*

- ❑ C. Molnar: *Interpretable Machine Learning*, 2022 (available online for free)
- ❑ G. Montavon, A. Binder, S. Lapuschkin, W. Samek, K.-R. Müller: *Layer-Wise Relevance Propagation: An Overview*, 2019
- ❑ W. Samek, G. Montavon, S. Lapuschkin, C. J. Anders, K. -R. Müller: *Explaining Deep Neural Networks and Beyond: A Review of Methods and Applications*, in Proceedings of the IEEE, 2021







### ❑ Motivation

❑ *Glassbox models*

❑ *Example dataset*

❑ *Linear regression*

❑ *Logistic regression*

❑ *Decision trees*

❑ LIME

❑ SHAP

❑ LRP



# Examples for Glassbox Models - Example Dataset

#### *Example dataset:*

❑ Medical dataset consisting of features such as

❑ Age

❑ Gender

❑ Body mass index (BMI) ❑ Amount of cigarettes per day

❑ Work type

❑ …

#### ❑ Label

❑ Stroke (yes or no)



# Examples for Glassbox Models - Example Dataset

#### *Example dataset:*

#### ❑ Medical dataset consisting of features such as

#### ❑ Age

❑ Gender

- ❑ Body mass index (BMI) ❑ Amount of cigarettes per day
- ❑ Work type
- ❑ …

#### ❑ Label

❑ Stroke (yes or no)



❑ If a new data set is entered and the prediction would be "stroke", questions such as

> ❑ why was this decision made, ❑ how would have been the decision if the BMI was decreased by a 1 or 2, ❑ How much would be the impact if the person stops smoking

will arise.



# Examples for Glassbox Models - Linear Regression

### *Overview:*

#### ❑ Predicts result as a *weighted sum of feature inputs*

❑ (Affine) Linear relation: Easy interpretable but very limited

$$
y(n) = w_0 + w_1 x_1(n) + \ldots + w_{N-1} x_{N-1}(n) + e(n)
$$
\n*Remaining*

\n*Remaining*

\n*W*

\n<

- ❑ Intercept is the model´s prediction without feature inputs
- ❑ Various methods for calculation of optimal weights (e.g. least squares)

#### *Pros: Cons:*

- ❑ Good human *interpretability* ❑ *Limitation* by assumption of linearity
	- **Bad performance** (due to oversimplified reality)
	- ❑ Fails for classification
		- ❑ Output not interpretable as probability
		- ❑ No meaningful threshold

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# Examples for Glassbox Models - Logistic Regression

#### *Overview:*

- ❑ *Extension* to linear regression for *classification problems*
	- ❑ Usage of a *logistic function to squeeze output of a linear equation between 0 and 1*
		- $\Box$  Stroke = 1
		- $\Box$  No stroke = 0

$$
f(x) = \frac{1}{1 + e^{-x}}
$$

❑ Connection between linear and logistic regression

$$
p(\text{stroke}|\boldsymbol{x}(n)) = \frac{1}{1 + e^{-y(n)}}\n= \frac{1}{1 + e^{-w_0 - w_1 x_1(n) - \dots - w_{N-1} x_{N-1}(n)}}
$$



# Examples for Glassbox Models - Logistic Regression

#### *Overview:*

❑ *Extension* to linear regression for *classification problems*

$$
p(\text{stroke}|\boldsymbol{x}(n)) = \frac{1}{1 + e^{-y(n)}}
$$

- ❑ Interpretation of weights:
	- ❑ Reformulation of equation above logarithmic probability ratio

$$
R_{\text{prob}}(\boldsymbol{x}(n)) = \frac{p(\text{stroke}|\boldsymbol{x}(n))}{1 - p(\text{stroke}|\boldsymbol{x}(n))}
$$
  
= 
$$
\frac{\frac{1}{1 + e^{-y(n)}}}{1 - \frac{1}{1 + e^{-y(n)}}} = \frac{\frac{1}{1 + e^{-y(n)}}}{\frac{1 + e^{-y(n)} - 1}{1 + e^{-y(n)}}} = \frac{1}{e^{-y(n)}} = e^{y(n)}
$$
  
= 
$$
e^{w_0 + w_1 x_1(n) + \dots + w_{N-1} x_{N-1}(n)}
$$



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# Examples for Glassbox Models - Logistic Regression

#### *Overview:*

❑ *Extension* to linear regression for *classification problems*

$$
p(\text{stroke}|\boldsymbol{x}(n)) = \frac{1}{1 + e^{-y(n)}}
$$

❑ Probability ratio:

$$
R_{\text{prob}}(\boldsymbol{x}(n)) = \frac{p(\text{stroke}|\boldsymbol{x}(n))}{1 - p(\text{stroke}|\boldsymbol{x}(n))} = e^{w_0 + w_1 x_1(n) + \ldots + w_{N-1} x_{N-1}(n)}
$$

❑ Ratio of ratios if one feature is increased by one:

$$
\frac{R_{\text{prob}}(x_i(n) + 1)}{R_{\text{prob}}(x_i(n))} = \frac{e^{w_0 + w_1 x_1(n) + \dots + w_i (x_i(n) + 1) + \dots + w_{N-1} x_{N-1}(n)}}{e^{w_0 + w_1 x_1(n) + \dots + w_i x_i(n) + \dots + w_{N-1} x_{N-1}(n)}}
$$
\n
$$
= e^{w_0 + w_1 x_1(n) + \dots + w_i (x_i(n) + 1) + \dots + w_{N-1} x_{N-1}(n) - w_1 x_1(n) - \dots - w_i x_i(n) + \dots - w_{N-1} x_{N-1}(n)}
$$
\n
$$
= e^{w_i}
$$



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# Examples for Glassbox Models - Logistic Regression

#### *Overview:*

❑ *Extension* to linear regression for *classification problems*

$$
p(\text{stroke}|\boldsymbol{x}(n)) = \frac{1}{1 + e^{-y(n)}}
$$

❑ Probability ratio:

$$
R_{\text{prob}}(\boldsymbol{x}(n)) = \frac{p(\text{stroke}|\boldsymbol{x}(n))}{1 - p(\text{stroke}|\boldsymbol{x}(n))} = e^{w_0 + w_1 x_1(n) + \ldots + w_{N-1} x_{N-1}(n)}
$$

❑ Ratio of ratios, if one feature is increased by one:

$$
\frac{R_{\text{prob}}(x_i(n) + 1)}{R_{\text{prob}}(x_i(n))} = \frac{e^{w_0 + w_1 x_1(n) + \dots + w_i (x_i(n) + 1) + \dots + w_{N-1} x_{N-1}(n)}}{e^{w_0 + w_1 x_1(n) + \dots + w_i x_i(n) + \dots + w_{N-1} x_{N-1}(n)}}
$$
\n
$$
= e^{w_0 + w_1 x_1(n) + \dots + w_i (x_i(n) + 1) + \dots + w_{N-1} x_{N-1}(n) - w_1 x_1(n) - \dots - w_i x_i(n) + \dots - w_{N-1} x_{N-1}(n)}
$$
\n
$$
= e^{w_i}
$$





# Examples for Glassbox Models - Logistic Regression

#### *Overview:*

❑ Ratio of ratios if one feature is increased by one:

$$
R_{\text{prob}}(\bm{x}(n)) = \frac{p(\text{stroke}|\bm{x}(n))}{1-p(\text{stroke}|\bm{x}(n))} = e^{w_0 + w_1 x_1(n) + \ldots + w_{N-1} x_{N-1}(n)}
$$

❑ Increase of one feature by 1 leads to a change of the ratio of the two predictions by

$$
\frac{R_{\text{prob}}(x_i(n) + 1)}{R_{\text{prob}}(x_i(n))} = e^{w_i}
$$

□ This means: if the feature  $x_i(n)$  is increased by 1, the probability ratio is multiplied by  $e^{w_i}$ .



# Examples for Glassbox Models - Decision Trees

#### *Overview:*

- ❑ Decision trees can handle *non-linear relations*
- ❑ *Depths* defined by the number of decisions before a leaf node
- ❑ Overall importance of a decision by multiplication of all path weights
- ❑ Different algorithms to grow a tree
	- ❑ Most popular: classification and regression trees (CART)
	- ❑ For categorical features: division of data into subsets by grouping
	- ❑ Finding the best cutoff per feature and selecting best feature for splitting
	- ❑ Search and split recursively until termination criterion is reached

#### *Pros: Cons:*

- ❑ Good human *interpretability*
	- ❑ Natural visualization
	- ❑ *Prediction model*: Changes due to differing inputs predictable
- ❑ Trees can capture *feature interactions*



- ❑ Fails with linear relations (creates step functions)
- Lack of smoothness (small changes of input can lead to totally differing decisions)
- **Unstable** (slightly different feature sets can lead to totally different decision trees
- ❑ Quickly increasing number of leaf nodes



### ❑ Motivation

❑ Glassbox models

### ❑ *Local interpretable model-agnostic explanations (LIME)*

❑ SHAP

❑ LRP



### *General principle:*

- ❑ *Explanation of individual instance* by considering a the *local region* and
	- interpreting the result within this area (local approximation)
- ❑ Local *surrogate model*
- ❑ Applicable on black box models
- ❑ Applicable on *many data types*
- ❑ Usage of prior knowledge for validation and gaining acceptance
- ❑ Local explanation, *not necessary globally applicable*



#### *From: Marco Tulio Ribeiro, Sameer Singh, Carlos Guestrin, "Why Should I Trust You?: Explaining the Predictions of Any Classifier"*







❑ The local explanation for the instance x is the model that *minimizes loss L*

 $\Box$  The result of the local approximation measures how close the explanation g is to the original model f

 $\Box$  The *local area* is defined by the *proximity measure*  $\pi_{x(n)}$ 

❑ The model complexity should be kept low (e.g. less features)

 $\Box$  G is the family of possible explanation models



### *Principle of LIME algorithm:*

- ❑ *Selection of instance*, that should be explained by local approximation
- ❑ Generation of *new data points by perturbation*  and *prediction* of black box model for new data set
- ❑ *Weighting* of new data *according to their proximity* to the selected instance
- ❑ Training of a weighted and interpretable model on the new dataset
- ❑ Explanation of the prediction of the local model



*Source: towardsdatascience.com/lime-explain-machine-learning-predictions-af8f18189bfe*



#### *Application of LIME:*

- ❑ Implementation for example with linear regression as surrogate model
- ❑ Necessity of *choosing the number of features in advance* (tradeoff between interpretability and fidelity)
- ❑ Several training methods for training of model with fixed feature number, e.g. Lasso
	- $\Box$  Training of a Lasso model starting with a high regularization parameter  $\lambda$  yielding into no feature weight differing from zero
	- $\Box$  Retrain model while slowly decreasing  $\lambda$  until the determined number of features is reached

#### ❑ Creation of *new data points in dependence of the data type*

- ❑ Tabular data: individual perturbation of each feature by variation in statistical properties
- ❑ Text and images: Turn on and off single words or pixels



#### *Pros:*

- ❑ Surrogate model approach: *free choice of explanation model* leads to very high interpretability
- ❑ Can be used for tabular data, text and images
- ❑ Fidelity measure can be used for an *impression of the reliability* of the explanation model
- ❑ *Easy usage* due to implementation in Python and R
- ❑ Explanations of surrogate model can be based on *other features than the original model*

#### *Cons:*

❑ *Definition of proximity* is unsolved for tabular data ❑ No generic solution for choice of kernels for *definition of proximity measure* ❑ Approach: Testing of different kernel setting until explanation is satisfying ❑ *Predefinition of complexity* (compromise of fidelity and interpretability) ❑ *Instability* of explanations (differing explanations for very close points possible) ❑ High risk of manipulations to hide biases





❑ Motivation ❑ Glassbox models

```
❑ LIME
```
❑ *SHapley Additive exPlanations (SHAP)*

❑ LRP



### *Origin:*

- ❑ Based on Shapley values (Shapley, 1953)
- ❑ Originally invented for cooperative game theory
	- ❑ Divide prize money with respect to the contribution of each team member
- ❑ *Idea: Remove one instance* (team member, feature, …) and *simulate the result*
	- ❑ Contribution of the instance itself
	- ❑ Contribution by joint impact trough relations to other instances
	- ❑ Consideration of instances in all possible subsets





### *Shapley values:*

❑ Shapley value is the *average of all marginal contributions across all possible coalitions*

#### *Example for interpretation of Shapley values:*

- ❑ Fair distribution of the prize money among all player of a soccer team
- ❑ Possible coalitions
	- ❑ All are playing except player 1
	- ❑ All are playing except player 2

#### ❑ …

- ❑ All are playing except players 1 and 2 ❑ All are playing except players 2 and 3
- ❑ …







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# Shapley Additive Explanation (SHAP)

#### *Example for interpretation of Shapley values:*

- ❑ Calculate the predicted apartment price with and without a desired feature
- ❑ Take the difference for the marginal contribution
- ❑ Shapley value is the (weighted) average of marginal contributions
- ❑ All Shapley values: complete distribution of the prediction (minus the average) among all features



*Lloyd Stowell Shapley (1923 – 2016), Nobel price winner Source: Wikipedia*



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# Shapley Additive Explanation (SHAP)

#### *Math behind Shapley values:*

❑ *Linear model prediction*

❑ *Contribution* of the j-th feature on the prediction

❑ *Summation* of all feature contributions for one instance

$$
\hat{f}(\boldsymbol{x}(n)) = \beta_0 + \beta_1 x_1(n) + \dots + \beta_p x_p(n)
$$
\n
$$
\phi_j\left(\hat{f}(\boldsymbol{x}(n))\right) = \beta_j x_j(n) - \mathbb{E}\{\beta_j x_j\}
$$
\n
$$
= \beta_j x_j(n) - \beta_j \mathbb{E}\{x_j\}
$$
\n
$$
\sum_{j=1}^N \phi_j(\hat{f}(\boldsymbol{x}(n)) = \sum_{j=1}^N \beta_j x_j(n) - \mathbb{E}\{\beta_j x_j\}
$$
\n
$$
= \hat{f}(\boldsymbol{x}(n)) - \mathbb{E}\{\hat{f}(\boldsymbol{x})\}
$$

❑ Feature contributions can be negative

❑ *Generalization* of contribution of j-th feature to all kinds of models



 $N$ 

#### *Example for Shapley analysis:*

 $\Box$  For the bike rental dataset, we also train a random forest to predict the number of rented bikes for a day, given weather and calendar information. The explanations created for the random forest prediction of a particular day.



Actual prediction: 2409

*Example taken from https://christophm.github.io/interpretable-ml-book/shapley.html*

#### *Math behind Shapley values:*

- ❑ Properties of the Shapley value
	- ❑ *Efficiency*: Contributions must add up to the difference of the prediction for x and the average.
	- ❑ *Symmetry*: If two features contribute equally, the Shapley values should be the same.
	- ❑ *Dummy*: A feature which has no influence at all, has the Shapley value 0.
	- ❑ *Additivity*: For a application with combined features the Shapley values can be added up.
	- ❑ Estimation of the Shapley value because of the exponential increase for a increasing feature set
	- ❑ Approximation with Monte-Carlo sampling



#### *Pros:*

- ❑ Prediction is fairly distributed among all features
	- ❑ *Full explanation and solid theory*
	- ❑ Almost no assumptions (no validation of assumptions that cause errors)
- ❑ Allows contrastive explanations

#### *Cons:*

❑ *High computation time* (2<sup>k</sup> possible coalitions for k features) ❑ Sampling of coalitions to limit complexity leads to increasing variance ❑ No rule of thumb for this tradeoff ❑ *Misinterpretation* of Shapley values possible ❑ Not applicable to sparse explanations ❑ *No prediction model* (No possibility of predicting the output for slight changes of input) ❑ Inclusion of *unrealistic* data instances if features are *correlated*







- ❑ Motivation ❑ Glassbox models ❑ LIME
- ❑ SHAP



### *Basics:*

- ❑ Mainly developed to explain NNs and kernel machines (SVMs)
- ❑ Explain *relevance of inputs for prediction* by layer-wise backpropagation of the model´s output
- ❑ Mainly used to *highlight pixels in images* that are relevant for the model´s prediction
- ❑ Also used for *videos and text*



*Source: www.hhi.fraunhofer.de/en/departments/... …ai/technologies-and-solutions/layer-wise-relevance-propagation.html*



### *Principle:*

#### ❑ *Start* with relevance of *output* neuron

#### ❑ *Conversion property*

- ❑ What is received by the output neuron must be redistributed to the lower layer in equal amount
- ❑ Analogous to Kirchhoff´s law
- ❑ *Intuitive* meaning: High values: high relevance for output





### *Principle:*



**□ Conversion theory:**  $\sum_{i} R_i = \sum_{k} R_k$ 

□ Each step of propagation procedure can be modeled as an individual Taylor decomposition over the local quantities in the graph ❑ *Termination* if input features are reached



#### *LRP rules:*

- ❑ Different propagation rules with different properties
- ❑ *Basic rule* (LRP-0): redistribution proportional to the contribution of each input to the neuron activations

$$
R_j = \sum_k \frac{a_j w_{jk}}{\sum_{0,j} a_j w_{jk}} R_k
$$

- ❑ Picks many local artifacts of the function
- ❑ Overly complex non-focused explanation of the picture
- ❑ Used for *upper layers* 
	- ❑ Basic rule is close to the function and its gradient
	- ❑ Insensitive of entanglements between different classes which are likely for upper classes



*Source: www.hhi.fraunhofer.de/en/departments/... …ai/technologies-and-solutions/layer-wise-relevance-propagation.html*



### *LRP rules:*

- □ *Epsilon rule* (LRP- $\epsilon$ ): Extension of basic rule by adding a *small positive term in the denominator*
	- ❑ To absorb some relevance when the contributions of the activation neuron are weak or contradictory

$$
R_j = \sum_k \frac{a_j w_{jk}}{\epsilon + \sum_{0,j} a_j w_{jk}} R_k
$$

❑ *Removes noise* elements and keeps only a limited number of features ❑ Sparse explanation leads to limited understandability ❑ Used for *middle layers* 

❑ Focus on the most salient explanation factors



*Source: www.hhi.fraunhofer.de/en/departments/... …ai/technologies-and-solutions/layer-wise-relevance-propagation.html*



### *LRP rules:*

□ *Gamma rule* (LRP- $\gamma$ ): Enhancement of basic rule by *favoring the effect of positive contributions* over negative ones

- $\Box$   $\gamma$  controls how much positive contribution is favored
- ❑ More stable explanations because prevalence of positive contributions has a limiting effect of the possibility how much positive and negative relevance can grow while propagation phase

$$
R_j = \sum_{k} \frac{a_j \cdot (w_{jk} + \gamma w_{jk}^+)}{\epsilon + \sum_{0,j} a_j \cdot (w_{jk} + \gamma w_{jk}^+)} R_k
$$

❑ Easily *understandable* because of dense highlighting ❑ But *inclusion of unrelated concepts* (less faithful)

❑ Used in *lower layers*

❑ Very close to relevance map: Requirement of smooth and less noisy explanations



*Source: www.hhi.fraunhofer.de/en/departments/... …ai/technologies-and-solutions/layer-wise-relevance-propagation.html*

*More propagation rules possible…*



#### *Examples:*

❑ What animal is depicted?





2. Stelle eine Frage

Welches Tier ist abgebildet

3. Die KI antwortet: Hund (98%) Welpe (1%) Hunde (0%)

4. Im Bild markierte Stellen waren für die die Antwort entscheidend und ausgeblendete Bereiche waren nicht relevant



Die VQA-Berechnung dauerte 1.852 Sekunden





#### *Examples:*

❑ What time of year is right now?

#### 1. Wähle ein Bild



4. Im Bild markierte Stellen waren für die die Antwort entscheidend und ausgeblendete Bereiche waren nicht relevant

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2. Stelle eine Frage



Die VQA-Berechnung dauerte 2.325 Sekunder





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**BIFOLD** 

# Summary - Aspects for and against XAI Methods

#### *Aspects of decision between XAI methods:*

- ❑ Faithfulness and traceability (critical applications)
- ❑ A priori knowledge
- ❑ Favored explanation method/output model (visual, text, etc.) ❑ Interpretability vs. fidelity of explanation
- ❑ Applicable to the input data
- ❑ Complexity of input data





# Summary and Outlook



#### *Summary:*

- ❑ Motivation
- ❑ Glassbox models
- ❑ Local interpretable model-agnostic explanations (LIME)
- ❑ Shapley additive explanations (SHAP)
- ❑ Layer-wise relevance propagation (LRP)

### *That's it:*

❑ Thanks for listening /attending the lecture.

