

# 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



# Explainable Artificial Intelligence

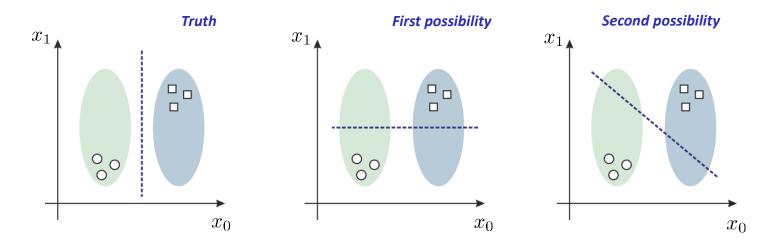
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# Motivation and Literature

# General motivation for XAI:

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





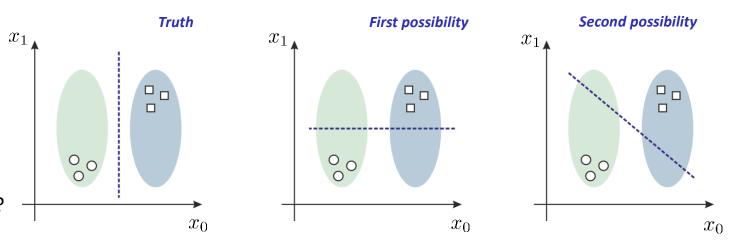
# Explainable Artificial Intelligence

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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?





Angora rabbit 16.0%
Standard Schnauzer 3.6%
Old English Sheepdog 3.3%
Komondor 2.8%
Bedlington Terrier 2.8%

10 - 1	piggy bank
558	Standard Poodle
SSS	Miniature Poodle
555 555	Pyrenean Mountain Dog
-	military cap
	Chow Chow

Source: Paper Multimodal Neurons in Artificial Neural Networks



52.5% 23.8%

2.3%

1.1%

0.7%

# **Explainable Artificial Intelligence**

# 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?
- → Importance for data scientists (validation) as well as for potential users (for example in medicine)



00

 $x_1$ 

Standard Poodle	39.3%	-
Angora rabbit	16.0%	in
Standard Schnauzer	3.6%	1
Old English Sheepdog	3.3%	
Komondor	2.8%	
<b>Bedlington Terrier</b>	2.8%	

 $x_1$ 

Truth

 $x_0$ 

- Ren	piggy bank	52.5%
6	Standard Poodle	23.8%
12	Miniature Poodle	2.3%
	Pyrenean Mountain Dog	1.1%
	military cap	0.7%

00

Chow Chow

 $x_1$ 

#### Source: Paper Multimodal Neurons in Artificial Neural Networks

 $x_0$ 

First possibility

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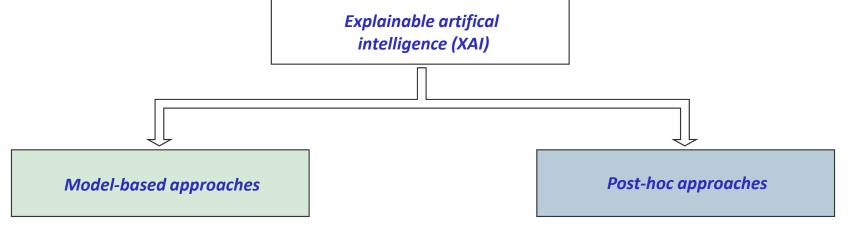
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Second possibility

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### Motivation and Literature

Different approaches for XAI:



Explainablity is already a goal during the generation of the models.

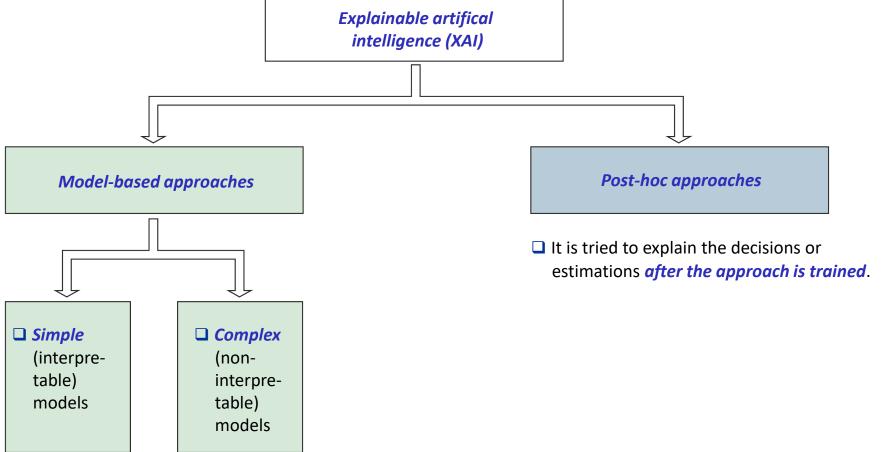
□ It is tried to explain the decisions or estimations *after the approach is trained*.



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### Motivation and Literature

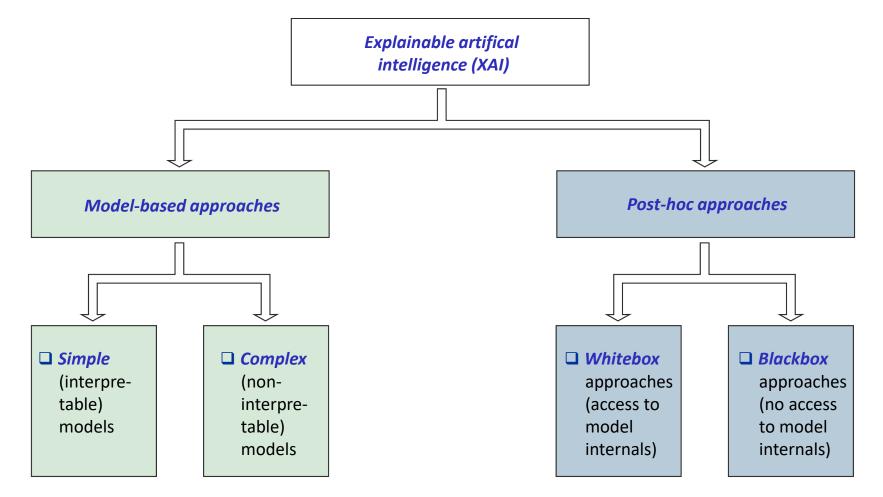






### Motivation and Literature







# Motivation and Literature

# Different approaches for XAI:

#### □ Agnosticity

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

#### 

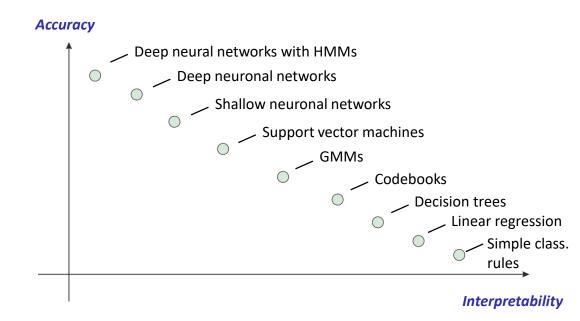
- Global explanation
- □ Local explanation: individual explanations for local areas

#### 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)

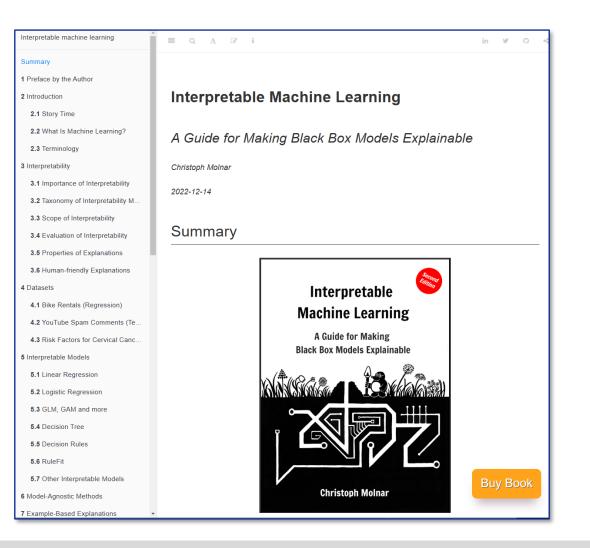




# Motivation and Literature

#### 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



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- 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

Uwork 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

$$y(n) = w_0 + w_1 x_1(n) + ... + w_{N-1} x_{N-1}(n) + e(n)$$

$$Weights$$

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

#### **Pros:**

Good human *interpretability* 

#### Cons:

- 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

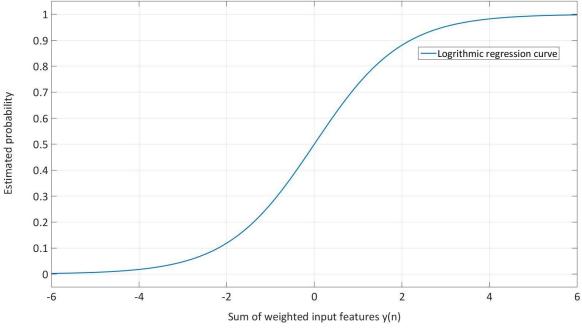
### **Overview:**

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

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

□ Connection between linear and logistic regression

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



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# Examples for Glassbox Models – Logistic Regression

#### **Overview:**

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

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

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

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



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# Examples for Glassbox Models – Logistic Regression

### **Overview:**

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

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

Probability ratio:

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

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

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





# Examples for Glassbox Models – Logistic Regression

### **Overview:**

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

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

Probability ratio:

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

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

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





# Examples for Glassbox Models – Logistic Regression

#### **Overview:**

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

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

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

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

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

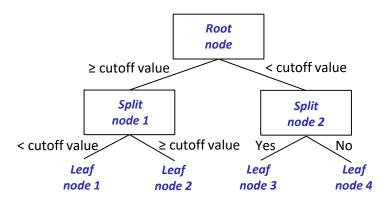
# Examples for Glassbox Models – Decision Trees

### **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:**

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



#### Cons:

- 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)** 

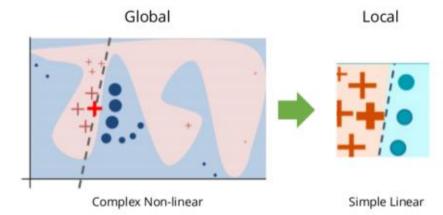
□ SHAP

LRP



# General principle:

- □ Explanation of individual instance by considering a the local region a
  - 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*

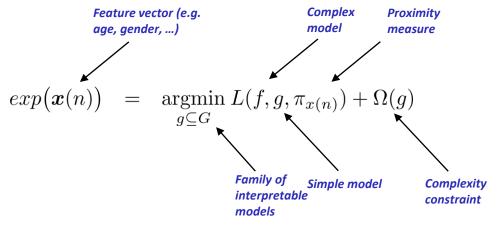


#### From: Marco Tulio Ribeiro, Sameer Singh, Carlos Guestrin, "Why Should I Trust You?: Explaining the Predictions of Any Classifier"









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

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*  $\pi_{x(n)}$ 

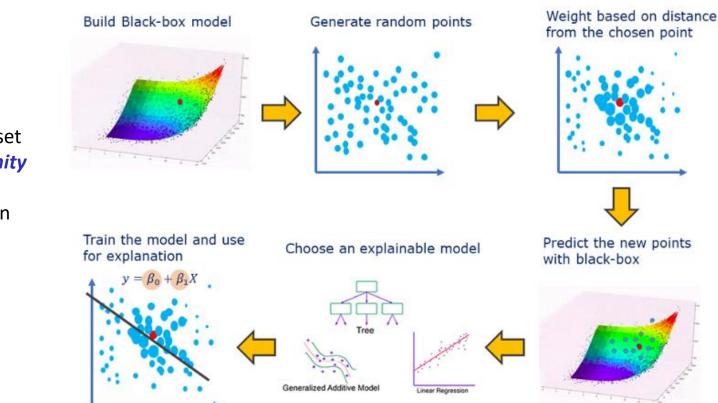
□ The model complexity should be kept low (e.g. less features)

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
  - $\square$  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



# Shapley Additive Explanation (SHAP)

# 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 Additive Explanation (SHAP)

### 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
- ...



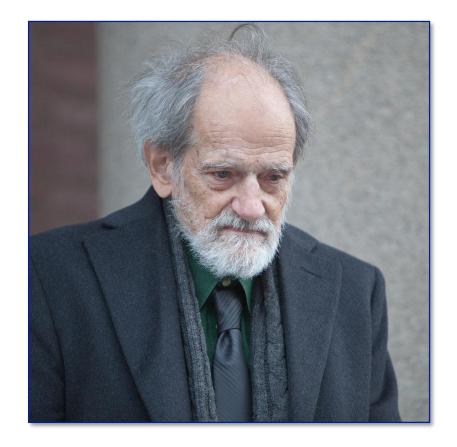




# Shapley Additive Explanation (SHAP)

### **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



# 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

$$\hat{f}(\boldsymbol{x}(n)) = \beta_0 + \beta_1 x_1(n) + \dots + \beta_p x_p(n)$$

$$\phi_j(\hat{f}(\boldsymbol{x}(n))) = \beta_j x_j(n) - \mathrm{E}\{\beta_j x_j\}$$

$$= \beta_j x_j(n) - \beta_j \mathrm{E}\{x_j\}$$

$$\sum_{j=1}^{N} \phi_j(\hat{f}(\boldsymbol{x}(n))) = \sum_{j=1}^{N} \beta_j x_j(n) - \mathrm{E}\{\beta_j x_j\}$$

$$= \hat{f}(\boldsymbol{x}(n)) - \mathrm{E}\{\hat{f}(\boldsymbol{x})\}$$

□ Feature contributions can be negative

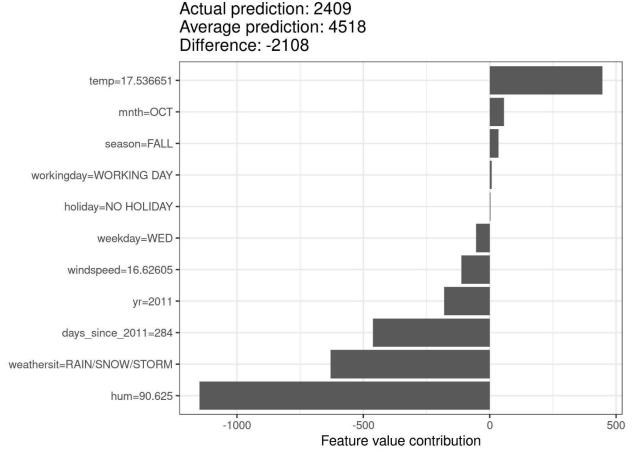
Generalization of contribution of j-th feature to all kinds of models



# Shapley Additive Explanation (SHAP)

#### Example for Shapley analysis:

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.



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

# Shapley Additive Explanation (SHAP)

#### 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



# Shapley Additive Explanation (SHAP)

### **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

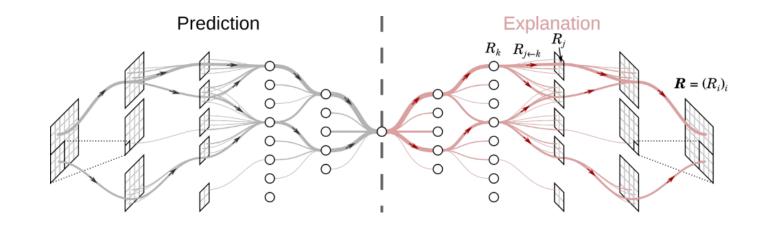
Layer-wise Relevance Propagation (LRP)



# Layer-wise Relevance Propagation (LRP)

# **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



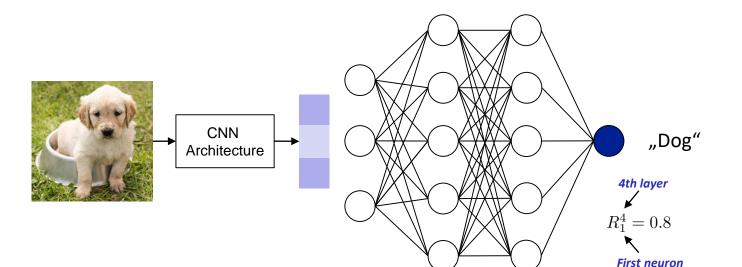
# Layer-wise Relevance Propagation (LRP)

# 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





# Layer-wise Relevance Propagation (LRP)

# **Principle:**

# Layer-wise backpropagation

Calculation of *relevance Rj of lower layer* between neurons j and k of the consecutive

layers

Activation of Weight between neurons  $z_{jk} = a_j w_{jk}$ 



 $R_{1}^{3} = 0.1$   $R_{2}^{3} = 0.03$   $R_{3}^{3} = 0.1$   $R_{1}^{4} = 0.8$   $n \text{Dog}^{"}$   $R_{4}^{3} = 0.07$   $R_{5}^{3} = 0.5$ 

 $R_j = \sum_k \frac{z_{jk}}{\sum_j z_{jk}} R_k$  with  $z_{jk} = a_j \tilde{w}_{jk}$ 

 $\Box z_{jk}$  is the extent that neuron j has contributed to make neuron k relevant

**Conversion theory:**  $\sum_j R_j = \sum_k R_k$ 

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



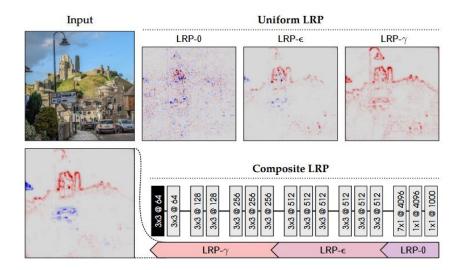
# Layer-wise Relevance Propagation (LRP)

# 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



# Layer-wise Relevance Propagation (LRP)

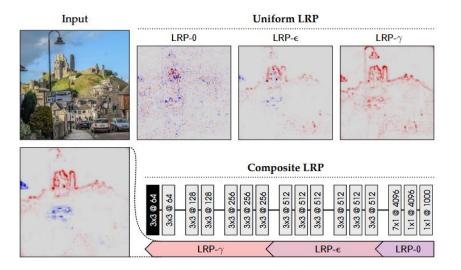
# LRP rules:

- □ *Epsilon rule* (LRP-*ϵ*): 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



# Layer-wise Relevance Propagation (LRP)

# LRP rules:

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

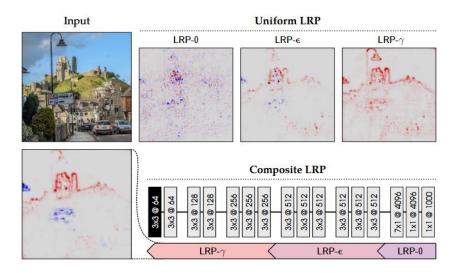
- $\square\,\gamma$  controls how much positive contribution is favored
- More stable explanations because prevalence of positive contributions has a limiting effect of the possibility how much positive and negative relevance can grow while propagation phase

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

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...



# Layer-wise Relevance Propagation (LRP)

# 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 Sekunder





# Layer-wise Relevance Propagation (LRP)

#### **Examples:**

□ What time of year is right now?

#### 1. Wähle ein Bild





2. Stelle eine Frage

Welche Jahreszeit ist gerade

#### 3. Die KI antwortet: Sommer (40%) Frühling (34%) Herbst (17%)

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



Die VQA-Berechnung dauerte 2.325 Sekunden

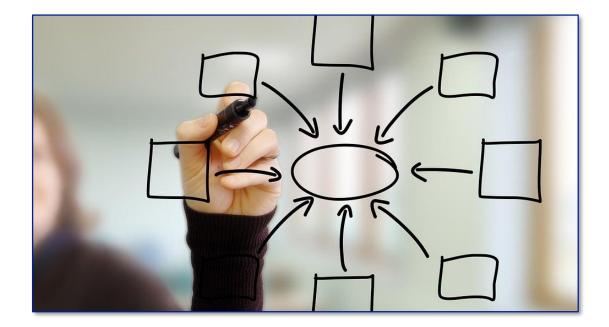


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# Summary – Aspects for and against XAI Methods

#### 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.