

# SHAP and Shapley Values

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# Outline

- ▶ Flexibility-Interpretability Trade-Off
- ▶ Interpretable Machine Learning
- ▶ SHAP
- ▶ Shapley values
- ▶ Examples
- ▶ Resources

# Model Interpretability

- ▶ Prediction accuracy - model interpretability trade-off is a big idea in ML.
- ▶ In general, interpretability decreases as flexibility increases (James et al., 2021)
- ▶ It is difficult to interpret more complex/black-box models (e.g. random forest, gradient boosted trees)

# Model Interpretability

- ▶ The demand for model interpretability has increased in recent years.
- ▶ IML (interpretable machine learning) has emerged as a new area of research
- ▶ This has become an integral part of the machine learning pipeline
- ▶ More and more methods has been developed
  - ▶ LIME (Ribeiro et al., 2016)
  - ▶ **SHAP** (Lundberg & Lee, 2017)
  - ▶ BreakDown (Staniak & Biecek, 2018)
  - ▶ LEAF (Amparore et al., 2021)

- ▶ **SH**apley **A**dditive **eX**planations
- ▶ Goal: explain the prediction of an observation  $x_{obs}$  by computing the contribution of each feature to the prediction

$$\hat{f}(x_{obs}) - \sum_{i=1}^N \hat{f}(x_i)$$

- ▶ Can be applied on a local level (a single row) and global level (aggregated into variable importance summaries)
- ▶ SHAP satisfies the following properties
  - ▶ Local accuracy
  - ▶ Missingness
  - ▶ Consistency

- ▶ Based on **Shapley values** (Shapley, 1951)
  - ▶ Originated from game theory, named after Lloyd Shapley
  - ▶ Average marginal contribution of a player across all possible coalitions in a game

$$\phi_i(v) = \sum_{S \subseteq \{1, \dots, p\} \setminus \{i\}} \frac{|S|! (p - |S| - 1)!}{p!} (v(S \cup \{i\}) - v(S))$$

- ▶ In a prediction setting
  - ▶ **“Game”**: prediction task for an  $x_{obs}$
  - ▶ **“Players”**: feature values of  $x_{obs}$  that collaborate to receive gain/payout (i.e. predict a certain value)
  - ▶ **“Gain/Payout”**: difference between predicted  $x_{obs}$  and average prediction for all training observations

# Disadvantages

- ▶ SHAP and Shapley values are computationally expensive
  - ▶ In most software/packages, approximations are used
- ▶ Shapley values can be misinterpreted
  - × The difference of the predicted value after removing the feature from the model training
  - ✓ Given the current set of feature values, the contribution of a feature value to the difference between the actual prediction and the mean prediction is the estimated Shapley value.

# Example

- ▶ **Random forest model on titanic dataset**
- ▶ `fastshap` (Greenwell, 2020) R package
- ▶ Data prep

```
library(tidyverse)
theme_set(theme_minimal())

titanic <- titanic::titanic_train %>%
  janitor::clean_names() %>%
  dplyr::select(survived, pclass, sex, age, embarked) %>%
  tidyr::drop_na() %>%
  dplyr::mutate(survived = as_factor(survived),
               across(where(is_character), as_factor))
```



# Example

## ► RF fit

```
titanic_rf <- ranger::ranger(survived ~ .,  
                             probability = TRUE,  
                             data = titanic)
```

## ► Explain

```
surv_prob <- function(object, newdata) {  
  predict(object, newdata)$predictions[, 2]  
}  
x_train <- dplyr::select(titanic, -survived)  
  
titanic_explain <- titanic_rf %>%  
  fastshap::explain(X = data.frame(x_train),  
                   nsim = 100,  
                   adjust = TRUE,  
                   pred_wrapper = surv_prob)
```

# Example

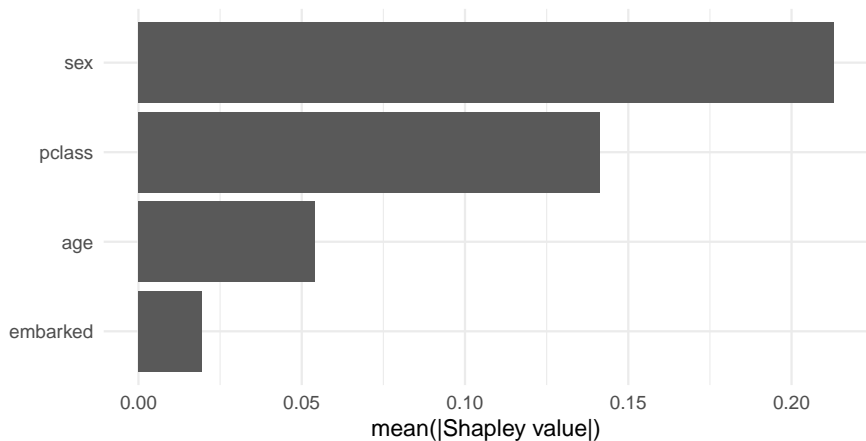
```
head(titanic_explain)
```

pclass	sex	age	embarked
-0.1049205	-0.1498677	-0.0302120	-0.0193185
0.2022373	0.3525334	-0.0075687	0.0315030
-0.1659573	0.2336614	0.0270597	-0.0300617
0.2110946	0.3145879	0.0454336	-0.0050744
-0.1171851	-0.1612892	-0.0391471	-0.0059721
0.1499265	-0.2048499	-0.1306206	-0.0143906

# Example

- ▶ Variable importance, global level

```
autoplot(titanic_explain)
```



# Example

## ► Explaining an individual observation: **Jack Dawson**

```
jack <- data.frame(pclass = 3,  
                  sex = "male",  
                  age = 20,  
                  embarked = "S")
```

```
jack_prob <- surv_prob(titanic_rf, jack)  
jack_prob
```

```
      1  
0.1188755
```

```
baseline_prob <- mean(surv_prob(titanic_rf, x_train))  
baseline_prob
```

```
[1] 0.4067117
```

# Example

```
jack_explain <- fastshap::explain(titanic_rf,  
                                  X = x_train,  
                                  newdata = jack,  
                                  nsim = 1000,  
                                  adjust = TRUE,  
                                  pred_wrapper = surv_prob)  
  
jack_explain
```

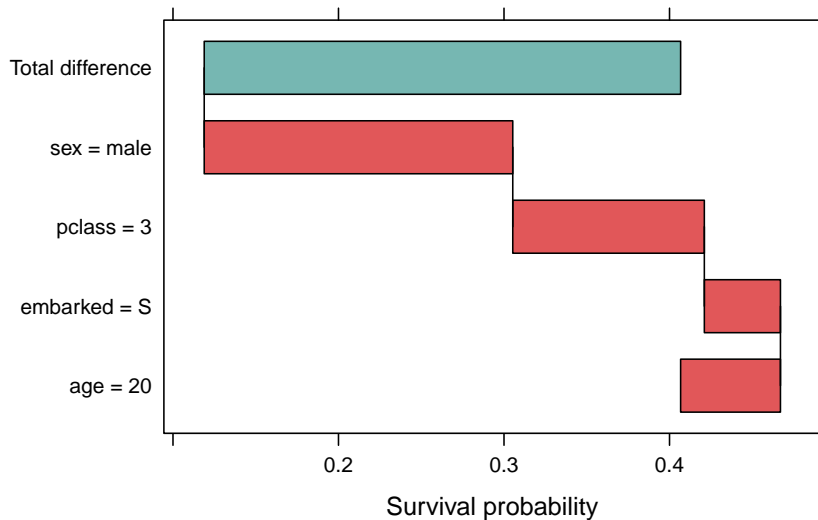
pclass	sex	age	embarked
-0.1157425	-0.18642	0.0603141	-0.0459879

# Example

## ► Waterfall chart

```
feat_shap <- tibble(feature = str_c(names(jack), " = ", t(jack)),  
                   shapley = t(jack_explain))  
  
waterfall::waterfallchart(feature ~ shapley,  
                           data = feat_shap,  
                           origin = baseline_prob,  
                           summaryname = "Total difference",  
                           xlab = "Survival probability")
```

# Example



- ▶ Book:

- ▶ [Interpretable Machine Learning](#) (Molnar, 2019)

- ▶ Papers:

- ▶ [Explainable Artificial Intelligence: a Systematic Review](#) (Vilone & Longo, 2020)

- ▶ [Landscape of R packages for eXplainable Artificial Intelligence](#) (Maksymiuk et al., 2021)



Register for **Carnegie Mellon Sports Analytics Conference** (November 6)

<http://stat.cmu.edu/cmsac/conference/2021>

Cheers.

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