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Explaining the Uncertain: Stochastic Shapley Values for Gaussian Process Models

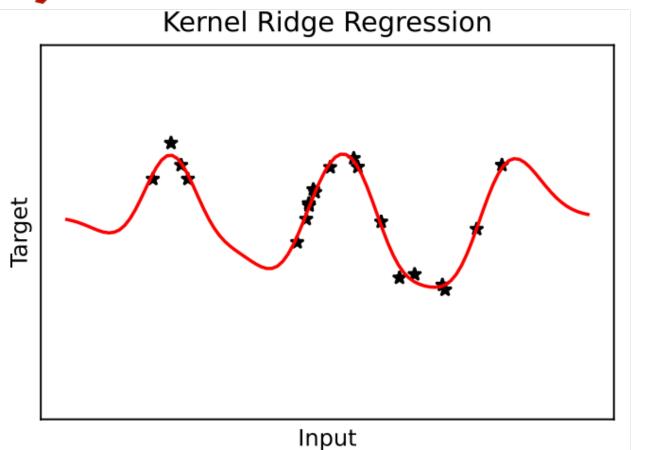
NeurIPS 2023 Spotlight Poster

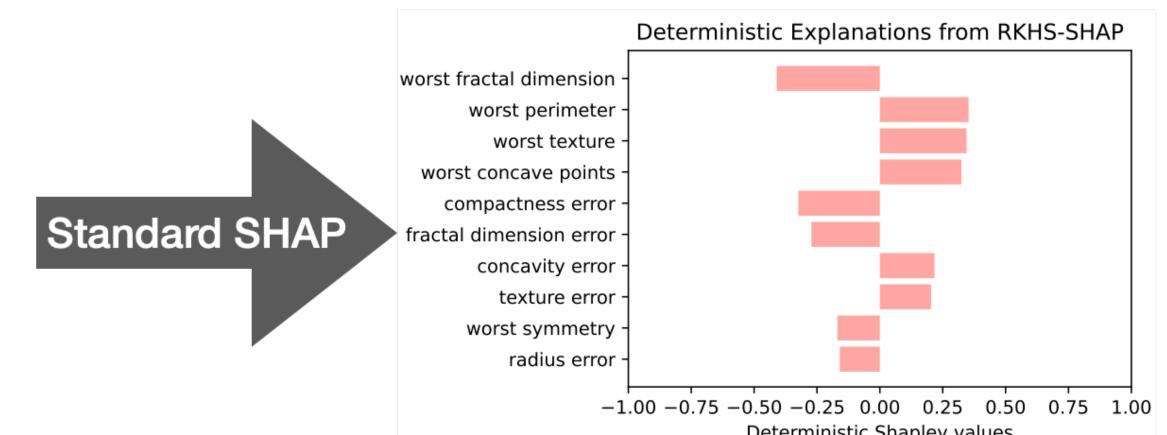
Siu Lun Chau¹, Krikamol Muandet^{1*}, Dino Sejdinovic^{*}²
¹CISPA Helmholtz Center for Information Security, Germany ²University of Adelaide, Australia



MOTIVATION







Shouldn't probabilistic models get their stochastic explanations too? GP regression Stochastic Explanations from BayesGP-SHAP worst fractal dimension worst perimeter worst concave points compactness error fractal dimension error concavity error worst symmetry radius error worst symmetry radius error worst symmetry radius error stochastic Shapley values

- 1. We introduce the first GP-specific SHAP algorithm that explain Gaussian processes with Stochastic Shapley values: propagating predictive uncertainty to explanations while preserving their analytical properties.
- 2. We study the instance-to-explanations regression problem and propose a Shapley GP to predict explanations for new instance, without the need to assess the underlying function to explain.

HOW TO OBTAIN STOCHASTIC EXPLANATIONS FOR GPs?

Step 1: Build stochastic game out of posterior $GP f \sim GP(m, \kappa)$

TL;DR: Conditional expectations of GPs are still GP!

$$\nu_{f,x}(S) := \mathbb{E}_X \left[f(X) \mid X_S = x_S \right] \sim \mathcal{N}(\tilde{m}_S(x_S), \tilde{\kappa}_S(x_S, x_S))$$

where $\tilde{m}_S(x_S) := \mathbb{E}[m(X) \mid X_S = x_S]$ and $\tilde{\kappa}_S(x_S, x_S) := \mathbb{E}[\kappa(X, X') \mid X_S = x_S, X'_S = x_S]$

Step 2: Rewrite stochastic Shapely value as a weighted linear regression solution

SVs can be computed through linear operations

$$\phi' = A\mathbf{v}_{f,x}$$

where A is the regression matrix and $\mathbf{v}_{f,x} = [\nu_{f,x}(S_1), \dots, \nu_{f,x}(S_{2d})]^{\mathsf{T}}$ is the vector of game evaluations

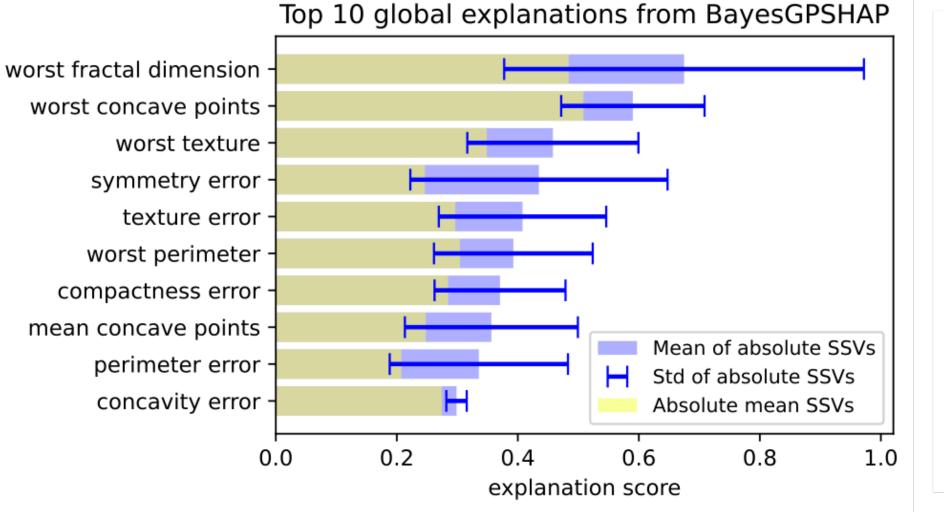
Step 3: Linear operations preserve Gaussianity of the stochastic games from GP

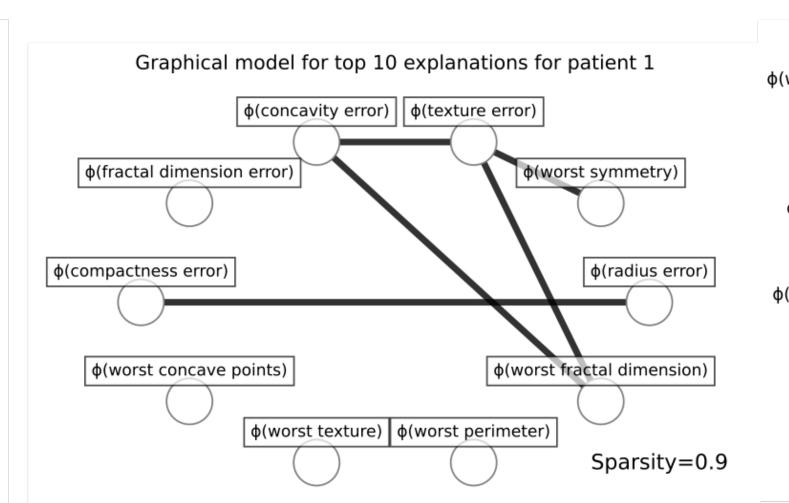
Stochastic SVs for GPs are still Gaussian!

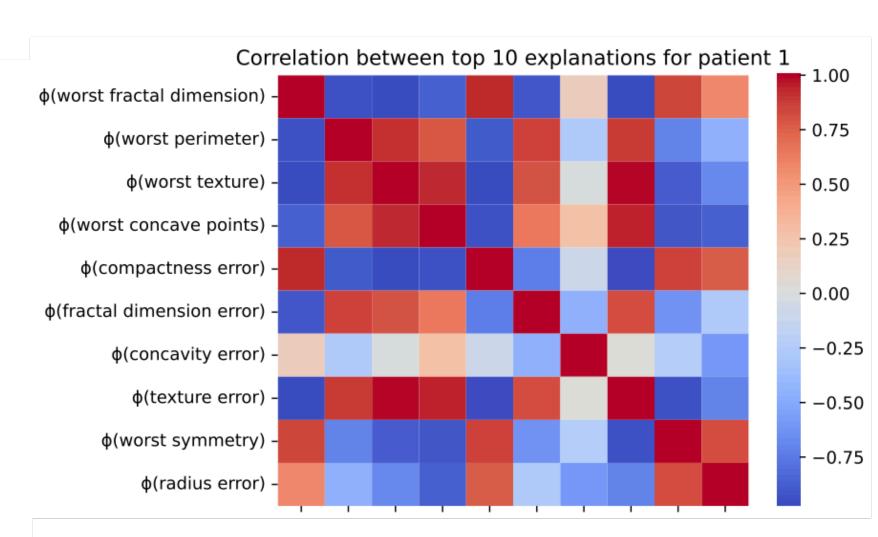
$$\overrightarrow{\phi} \sim \mathcal{N}(A\mathbb{E}[\mathbf{v}_{f,x}], A\mathbb{C}[\mathbf{v}_{f,x}]A^{\mathsf{T}})$$

where $\mathbb E$ and $\mathbb C$ are the expectation and covariance operator

We can now reason about uncertainty, correlation, and independences across explanations!







STOCHASTIC SHAPLEY VALUES

 $\nu(\uparrow\uparrow)\sim |$

Stochastic

cooperative game

$\begin{array}{c|c} \nu(\varnothing) \sim & \\ \hline \nu(\mbox{\downarrow}) \sim & \\ \hline \nu(\mbox{\uparrow}) \sim & \\ \hline \nu(\mbox{\uparrow}) \sim & \\ \hline \hline \nu(\mbox{\uparrow}) \sim & \\ \hline \end{array}$

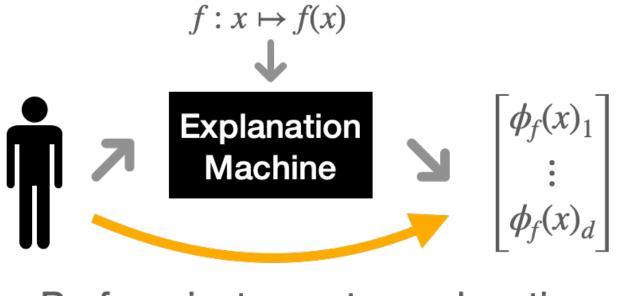
Same formula, but quantities are now random variables

$$\phi_i(\nu) = \sum_{S \subseteq [d]} c_{|S|} \left(\nu(S \cup i) - \nu(S) \right)$$

can now compute VARIANCE

HOW TO PREDICT EXPLANATIONS USING GPs?

Can we bypass the explanation machine?



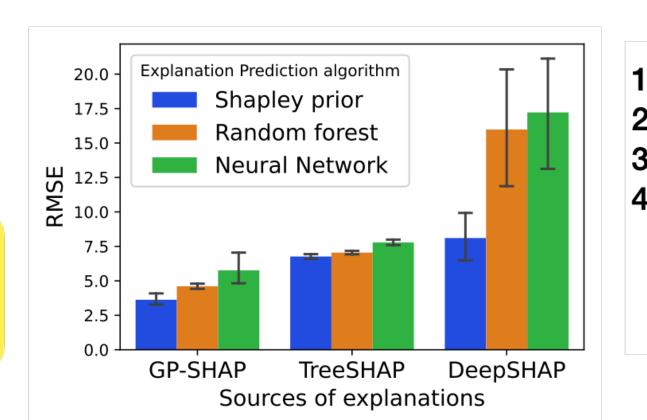
Perform instance-to-explanation regression!

Challenge: Any standard regression would not yield predictions that are Shapley values!

Here comes a Shapley GP with the Shapley prior kernel

$$\kappa_{SH}(x, x') = \mathcal{A}(x)^{\top} \mathcal{A}(x) \quad \mathcal{A}(x) = \Psi(x) A^{\top}$$

where
$$\Psi(x) = \left[\mathbb{E}[k(\cdot, X) \mid X_{S_1} = x_{S_1}], ..., \mathbb{E}[k(\cdot, X) \mid X_{S_{2^d}} = x_{S_{2^d}}] \right]$$



train f using GP, Tree, DL
Obtain explanations
Form regression dataset

Form regression datase Predict using either Shapley GP, Random Forest, or Neural network Paper and code available!

