

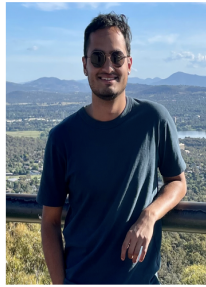
# Explainability and rationalization in decision theory: A coding theory approach

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# Overview

## 1 Motivation

## 2 Approach

## 3 Theory

- Rationalization with decision theory
- Large deviations theory and optimal distortion
- Proof of concept

## 4 Experiment

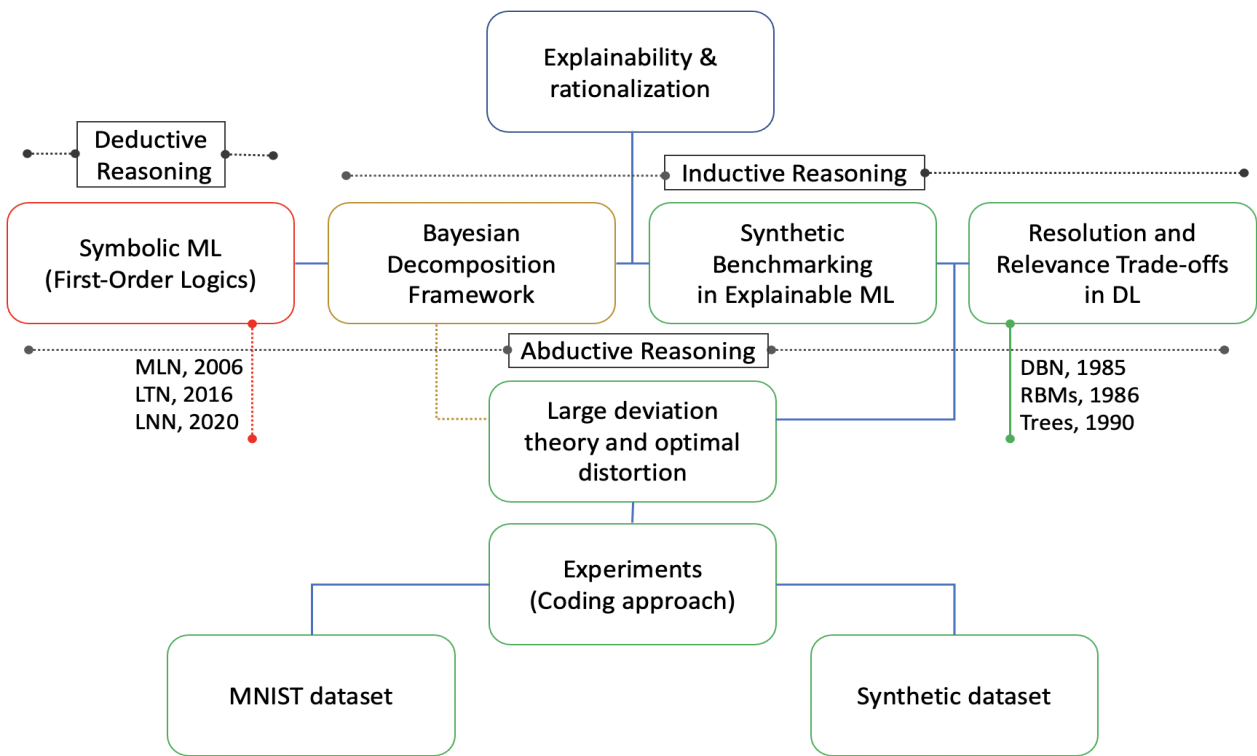
- MNIST data-set
- Synthetic data-set

## 5 Conclusion

## Motivation

- The ability of clearly explaining the process that lead to a given solution is fundamental AI
- A well-known example is the 2016 (taking effect in 2018) European Union General Data Protection Regulation (EU GDPR) law
- Concrete applications includes:
  - Automated online credit or mortgage scoring,
  - E-recruiting without human intervention,
  - Automated insurance quoting, etc.
- It is fundamental to explain why a system suggests certain decisions to respect the principles of ethics and fairness
- But there seems to be a “trade-off” on **rationality** and a good **explanation**:
  - How much rationality can one retain?
  - How good enough the explanation should be?
- Hence a distortion

# Approach



Work-flow diagram

## Rationalization with decision theory

For a generic decision problem of outcomes  $s$ . There are  $S$  possible choices and the probability that  $s$  is an optimal choice is:

$$p_s = \frac{1}{Z} e^{\mu_s}, \quad Z = \sum_{s=1}^S e^{\mu_s} \quad (1)$$

Let  $l_s$  be the length of code-word that corresponds to  $s$ . For an optimal rationalisation, we have:

$$\min_{\ell} \sum_{s=1}^S p_s l_s$$

Which is known as the entropy:

$$H[p] = - \sum_{s=1}^S p_s \log p_s$$

But taking rational choices this way leads to choices which are hard to explain.

## Large deviations theory and optimal distortion

Let  $q_s, p_s$  be probabilities of outcomes  $s$ , with rationalisation  $H[q]$  and with distortion measure  $D_{KL}(p||q)$

$$H[q] = - \sum_{s=1}^S q_s \log q_s, \quad \min_{p: H[p] \leq H_0} D_{KL}(p||q) \quad (2)$$

From (2), we solve an optimization problem:

$$\min_p \left[ D_{KL}(p||q) \pm \lambda H[p] + \nu \sum_{s=1}^S p_s \right], \quad (3)$$

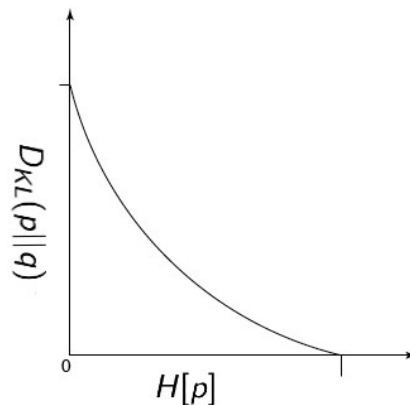
Now taking  $\frac{\partial}{\partial p_s} = 0$  on (3), we get solutions:

$$p_s = \frac{q_s^\mu}{Z}, \quad Z = \sum_s q_s^\mu, \quad \mu = \frac{1}{1 \mp \lambda}.$$

Solutions are case-wise. For,  $\lambda > 0, \lambda < 0$  and  $\lambda \rightarrow \pm 1$ .

## Large deviations theory: proof of concept

- Provides a way to think about trade-offs between fidelity and compression in relaying a decision-making process.
- Given a decision-making process (or algorithm) with distribution  $q$  over outcomes
- We compress it into an explanation with distribution  $p$ .
- $D_{KL}(p||q)$  vs  $H[p]$  convex with  $\lambda$  as the slope
- $\lambda$  is the shadow price - the amount of compression that must be given up in order to achieve a certain level of fidelity.





## Deep Belief Network

- A composition of Restricted Boltzmann Machines
- Learns representations of the data at decreasing scales of resolution.
- We use DBN to explore the trade-offs between accuracy and compression.
- As we go from shallow to deeper layers, original message (or decision-making process) is coarse-grained, leading to a more compressed explanation but with a distribution that is further away from the original distribution of the data set.
- According to large deviations theory, the relationship between the layers should be  $p_s = \frac{q_s^\mu}{Z}$ ,
- where  $p$  is the distribution of states in the deeper layer and  $q$  is the distribution in the shallower layer.

## Representations and distributions in DBN

Q: How can we compare representations between layers of a DBN and evaluate its evolution?

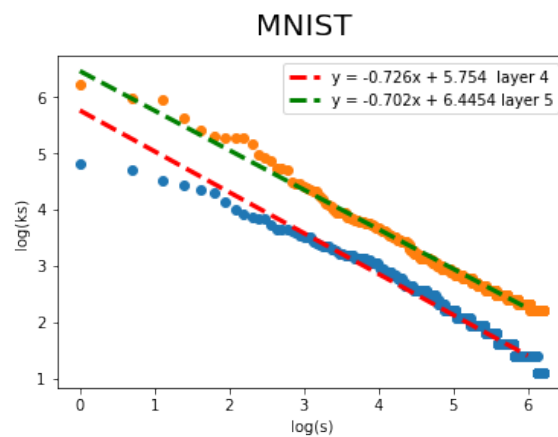
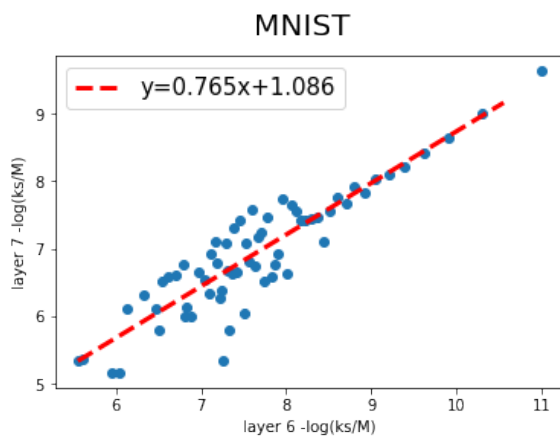
For  $s \in S$ , where  $S$  is the set of states over  $M$  data points, we can calculate:

- $k_s$ , the number of data points that take the state  $s$ .
- The statistics  $\frac{k_s}{M}$  induces a distribution over states for a given layer.
- We study the evolution of this distribution across layers as predicted by the large deviations theory.

# Results 1

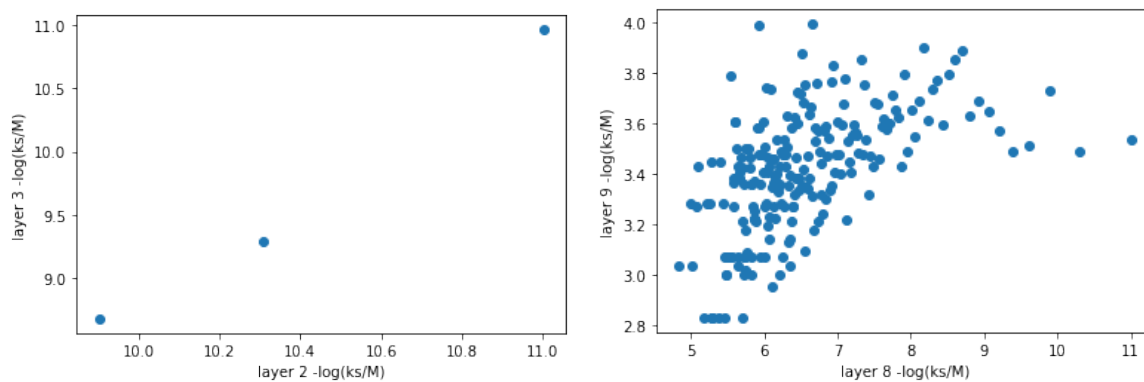
Optimal distortion successfully predicts the behavior near the middle layer.

$$p_s = \frac{q_s^\mu}{Z}, \quad Z = \sum_s q_s^\mu, \quad \mu = \frac{1}{1 \mp \lambda}.$$



## Results 2






The behavior at the shallow and deeper layer are not in the regime predicted by optimal distortion.



## Conclusion

- Our hypothesis that the layers of a DBN are related via  $p_s = \frac{q_s^\mu}{Z}$  obtains for the intermediate layers.
- There is a trade-off between accuracy and compression, optimally when  $\lambda = 0$ .
- Is there a maximum level of compression which retains the features of representation necessary for human decision-making?
- Instead of or in addition to the constraint  $H[p] \leq H_0$  we specify that the compressed representation of the original decision-making process must be adequate for human decision-making.
- Can the framework be extended to supervised learning?
- Labels might enforce a distorted representation, and this might be an additional cost of compression.

## References

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