

CSCI 3210 Computational Game Theory

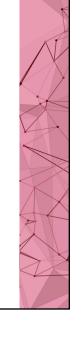
Explainable AI (XAI) and Game Theory

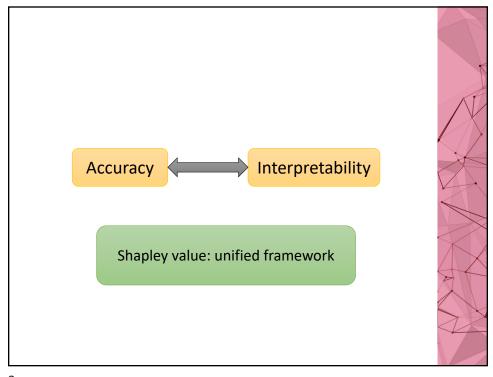
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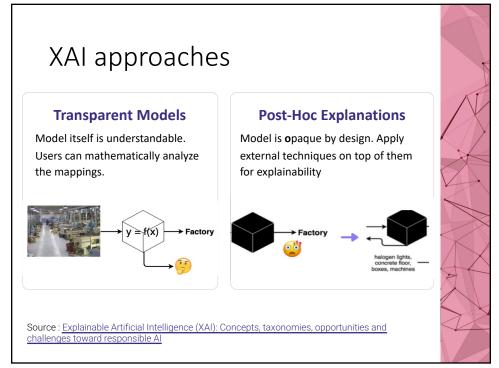
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References

Canvas →
Modules →
Topics for Final Project/Presentation →
Papers on XAI









Shapley Value for XAI

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Classic Shapley value estimation

$$\phi_i = \sum_{S \subseteq F \setminus \{i\}} \frac{|S|!(|F| - |S| - 1)!}{|F|!} \left[f_{S \cup \{i\}}(x_{S \cup \{i\}}) - f_S(x_S) \right]$$

- 1. Sampling approximation
- 2. Approximate the effect of removing a feature to avoid retraining



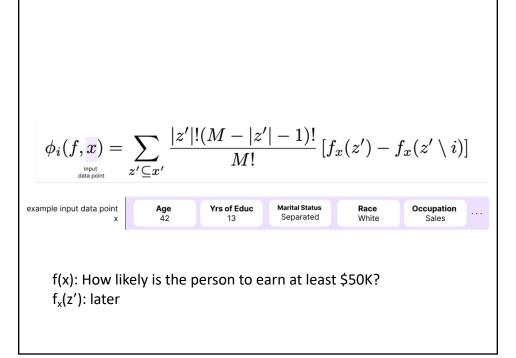


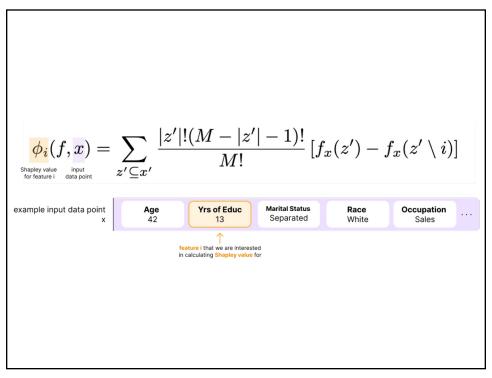
SHAP Algorithm

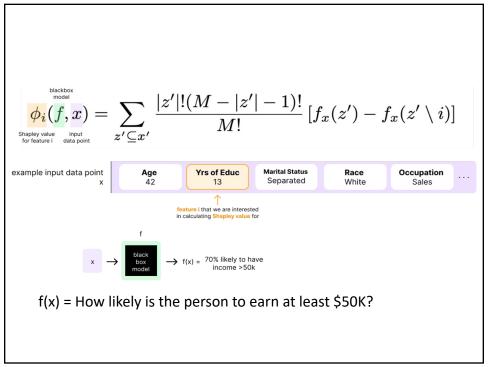
Paper: A Unified Approach to Interpreting Model Predictions

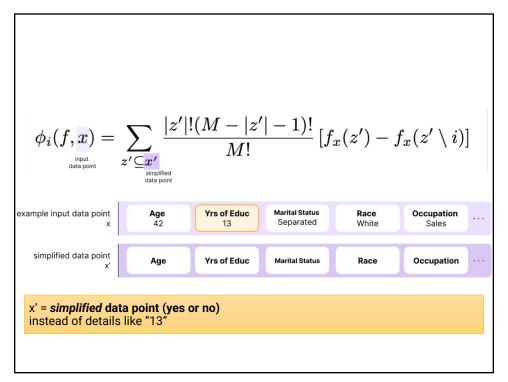
Thanks to Rose Xi '22 for the examples!

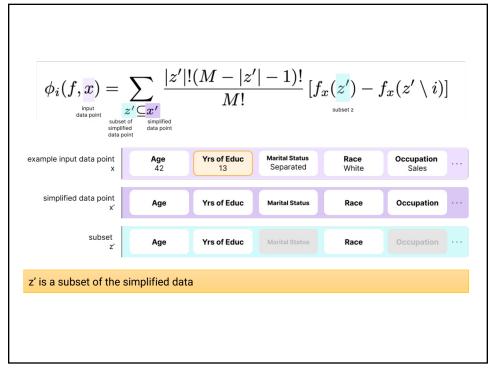
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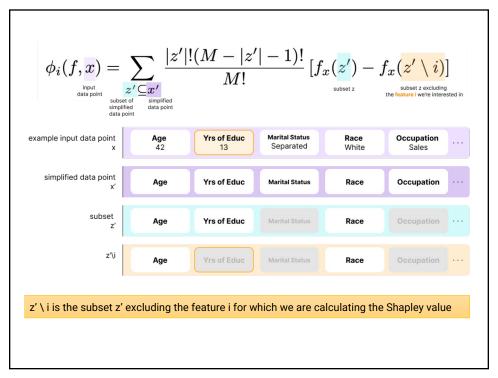


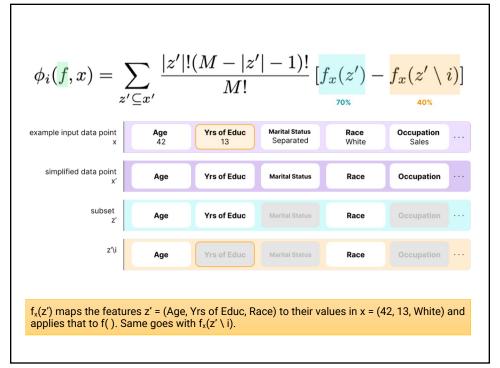


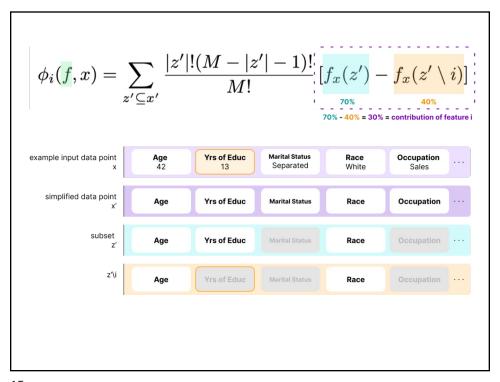


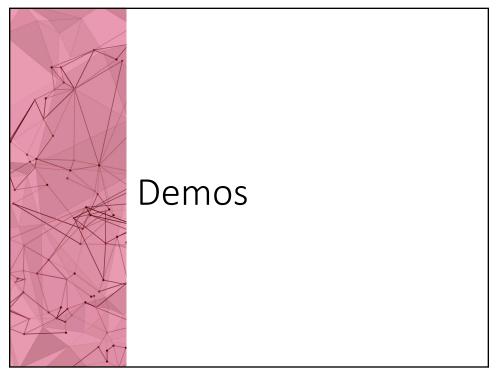












Census data

Link

Homepage:

https://shap.readthedocs.io/en/latest/overviews.html

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Titanic survival prediction

https://titanicexplainer.herokuapp.com/classifier/

