



Energy Based Learning for Cooperative Games, with Applications to Valuation Problems in Machine Learning

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Background: valuation problems in ML & player valuations

Valuation problems in ML

- Feature interpretation
- Data valuation
- Model valuation for ensembles



Player valuations in cooperative games:

- Shapley value
- Banzhaf value



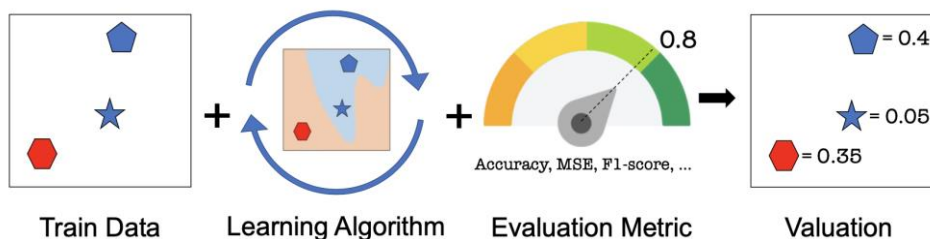
Cooperative game $(N, F(S))$:
 $N = \{1, \dots, n\}$: n players
 $F(S)$: payoff of a coalition S

one feature \Leftrightarrow one player



Figure 4: Explaining an image classification prediction made by Google's Inception neural network. The top 3 classes predicted are "Electric Guitar" ($p = 0.32$), "Acoustic guitar" ($p = 0.24$) and "Labrador" ($p = 0.21$)

one sample \Leftrightarrow one player



Player valuation: assign importance to players

Shapley value [1953] (2012 Nobel Memorial Prize)

$$Sh_i = \sum_{S \subseteq V \setminus \{i\}} \frac{|S|!(n-|S|-1)!}{n!} [F(S \cup \{i\}) - F(S)]$$

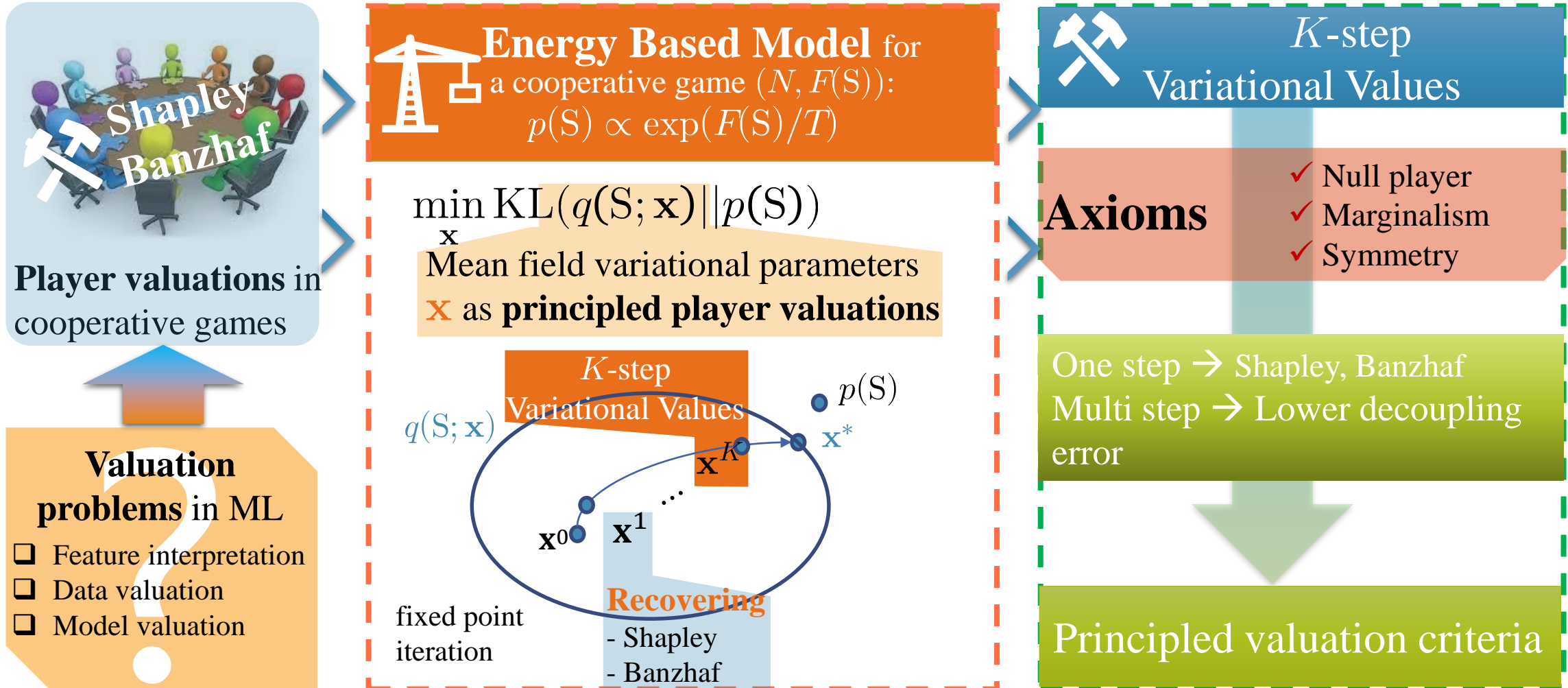


Lloyd Stowell Shapley (1923 ~ 2016)

I. Covert, S.Lundberg & S. Lee. "Explaining by removing: A unified framework for model explanations. JMLR 2021.

A. Ghorbani & J. Zou. Data shapley: Equitable valuation of data for machine learning. ICML 2019.

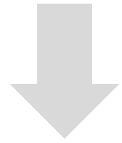
Overview of the Proposed Variational Values



Experimental Results

Three groups of experiments:

- ❑ Submodular games
- ❑ Data valuations
- ❑ Feature attributions



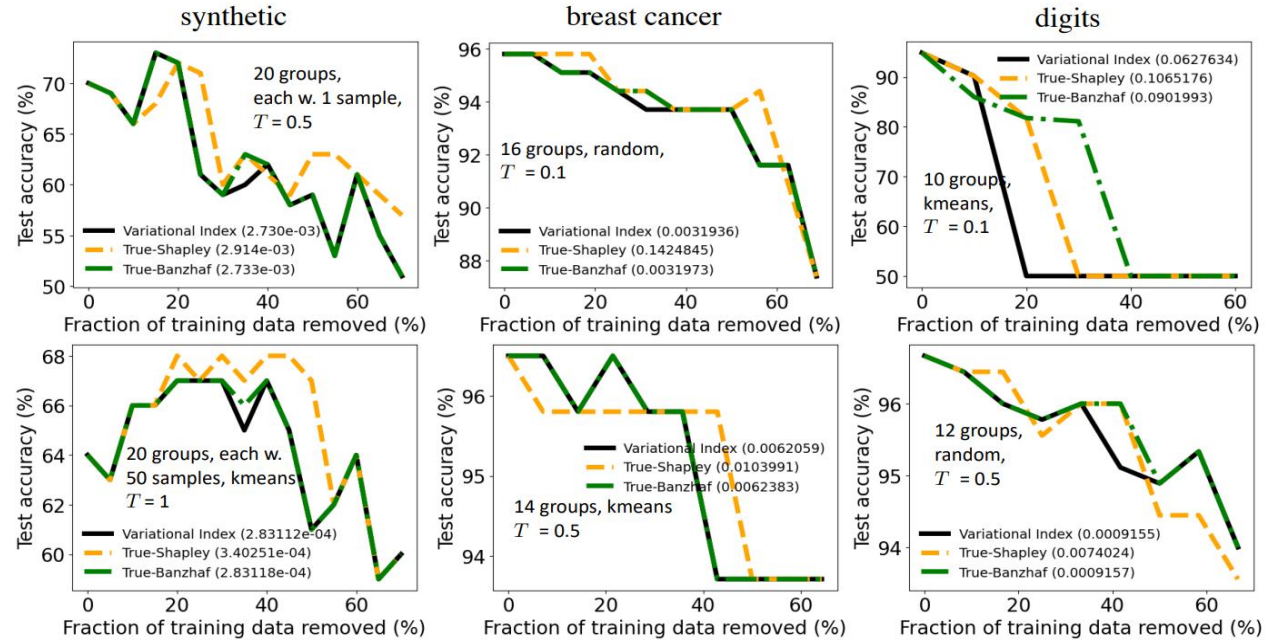
Variational Values
achieve lower decoupling error and better valuation performance



Code & project page:
<https://valuationgame.github.io>

<https://yataobian.com/>

data valuation results



feature interpretation results

