

# Shapley Value based Variable Interaction Networks for Data Stream Analysis

Eurocast 2022 // 2022-02-23

**Jan Zenisek**, Sebastian Dorl, Stephan Winkler and Michael Affenzeller



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University of Applied Sciences Upper Austria

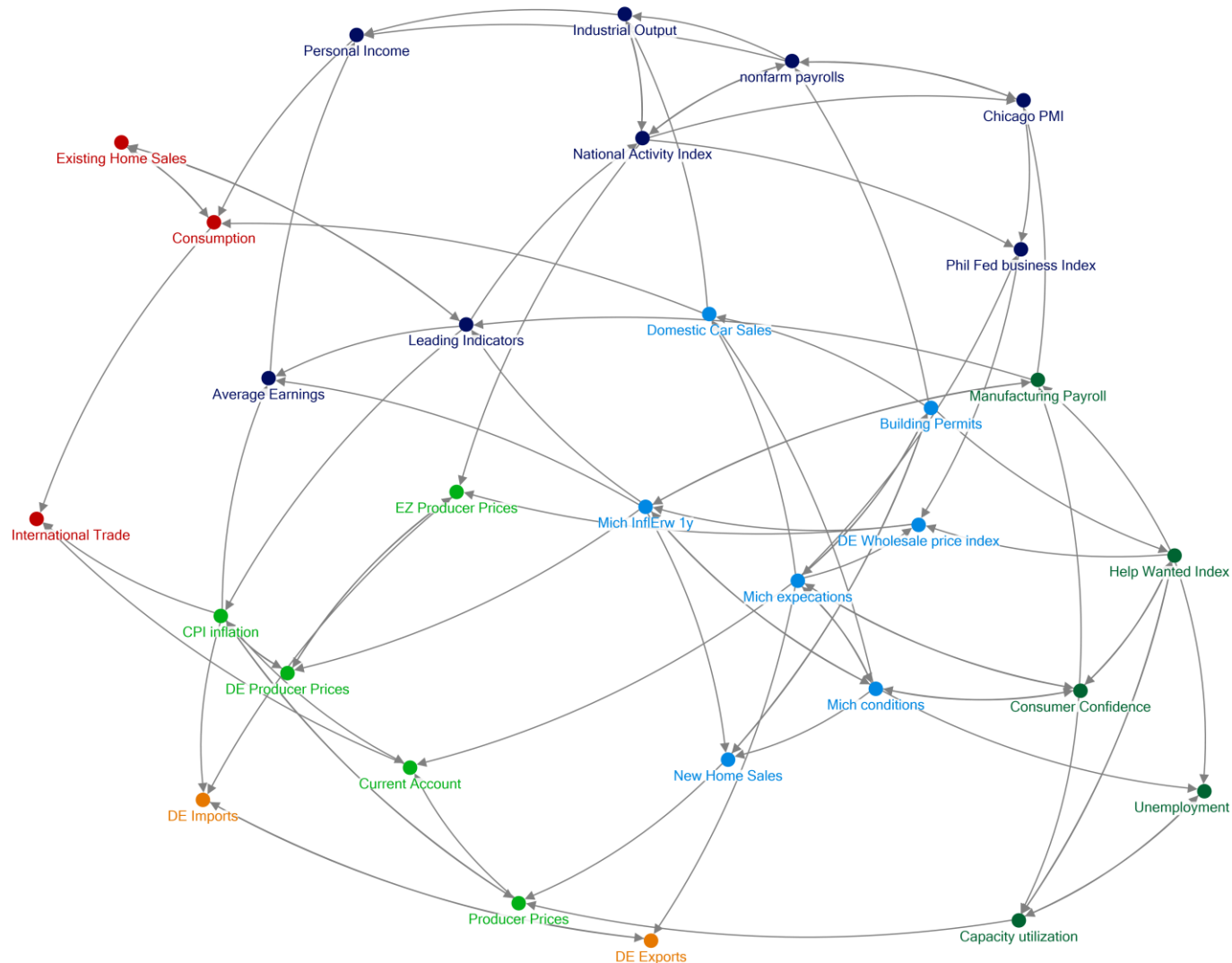


**Institute for Symbolic Artificial Intelligence**

Johannes Kepler University Linz

## Part I – Method

# Variable Interaction Network (VIN)



= directed, weighted graph

Nodes: variables

Edges: impact of variables on others

[1] Kronberger et al.  
*Genetic Programming: Current Trends and Applications in Computational Finance*,  
Nova Science Publishers, 2013

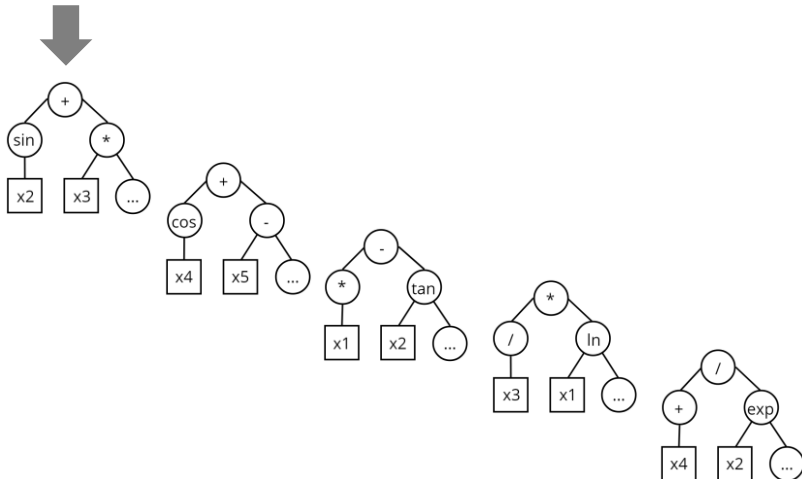
[2] Hooker, Giles. *Discovering additive structure in black box functions*. Proceedings of the tenth ACM SIGKDD international conference on Knowledge discovery and data mining, 2004.

## Part I – Method

# Variable Interaction Network: Modeling

### 1. Alternate targets & inputs

target	input variables				
x1	x2	x3	x4	x5	
1.1	1.4	1.7	1.3	1.2	
1.2	1.3	1.4	1.5	1.3	
1.2	1.1	1.4	1.9	1.4	
1.4	0.9	1.2	1.3	1.4	
1.2	1.2	1.6	1.2	1.7	



### 2. Calculate variable impacts

For all models do: For all inputs do:

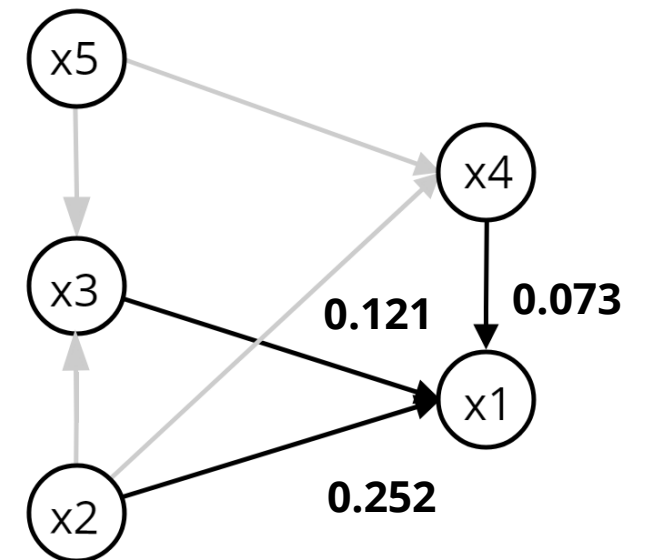
2.1 Remove variable info, e.g. shuffle values

2.2 Recalculate model error, e.g.  $R^2$   
→ Error increase = impact

Example calculation for model target=x1:

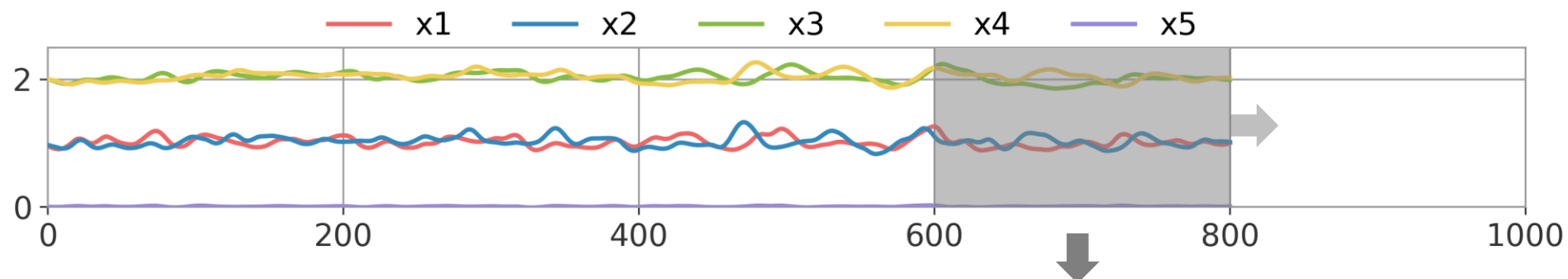
Variable	Impact for x1
x2	0.252
x3	0.121
x4	0.073
x5	0.037

### 3. Create network



## Part I – Method

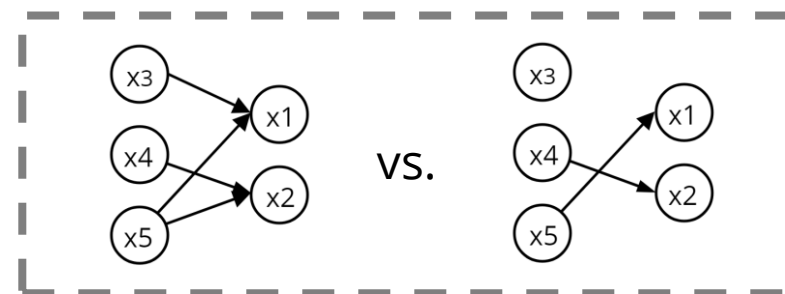
# Variable Interaction Network: Evaluation



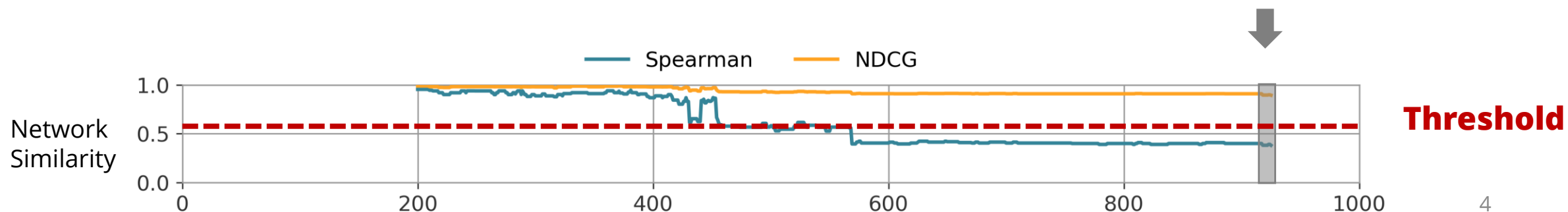
### VIN comparison

- **Spearman**: Spearman's Rank Correlation
- **NDCG**: Normalized Discounted Cumulative Gain (Kekäläinen, 2002)

Initial VIN



Re-computed VIN



# Variable Interaction Network

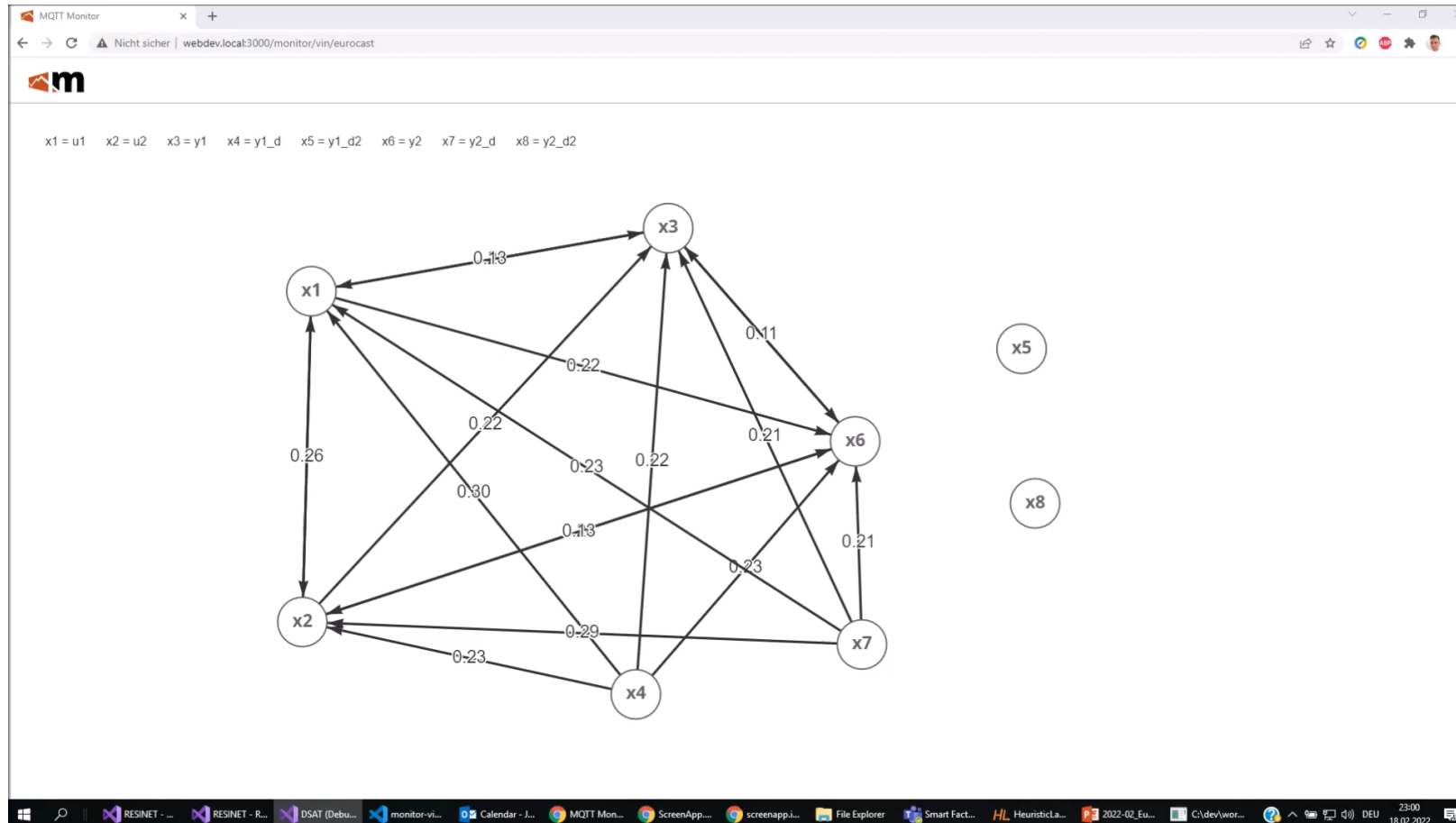
## Model Type Characteristics

- ↖ Enables holistic system analysis ...also on streaming data [3]
- ↖ Agnostic to the regression algorithms / models used as base
- ↖ Fast to create, once regression models are built
- ↗ Infeasible for high-dimensional data without pruning
- ↗ Non-deterministic modeling & evaluating causes network alternatives

[3] Zenisek, J., Kronberger, G., Wolfartsberger, J., Wild, N., & Affenzeller, M. Concept Drift Detection with Variable Interaction Networks. In International Conference on Computer Aided Systems Theory (pp. 296-303). Springer, Cham, 2020.

## Part I – Method

# VIN Evaluation Instability (Video)

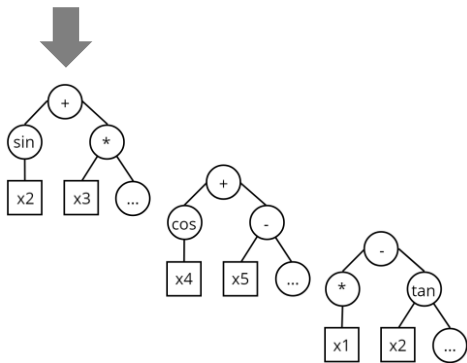


## Part I – Method

# VI Network: Modeling (cont.d)

### 1. Alternate targets & inputs

target	input variables				
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### 2. Calculate variable impacts

**For all models do: For all inputs do:**

**2.1 Remove variable info, e.g. shuffle records**

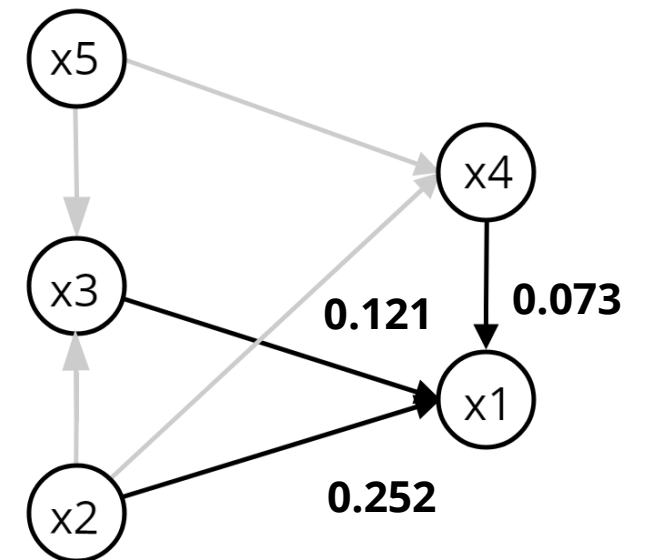
**2.2 Recalculate model error, e.g.  $R^2$   
→ Error increase = impact**

**= Permutation Feature Importance [3]**

Example calculation for model target=x1:

Variable	Impact for x1
x2	0.252
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## Part I – Method

# Shapley Value based Variable Impact [5]

*Feature contribution to the difference between the actual prediction and the mean prediction*

1. Create all possible feature coalitions with and without the targeted feature
2. Calculate „actual prediction – mean prediction“ difference for each coalition
3. Average differences between coalitions with and without the targeted feature

- Coalition game theory (solid mathematical foundation)
- Local and model agnostic
- Computationally expensive

Customization:

- Use of nmse and impact threshold
- Average absolute shapley value of current set (global analysis)
- Normalize outcome

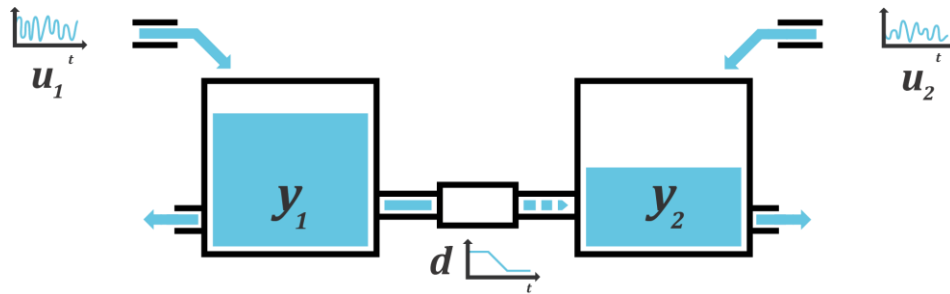


## Part II - Experiments

# Benchmarking Problems for VINs

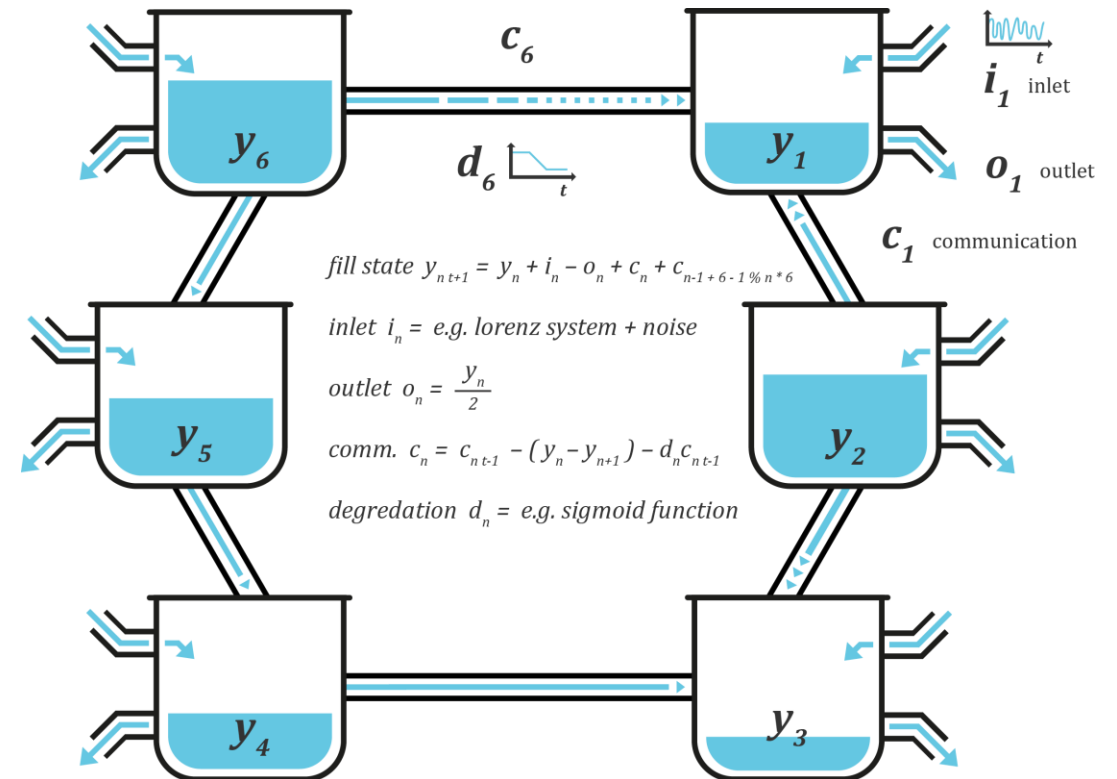
## Communicating Vessels

- Inherently stable
- $d$  = introduced drift (hidden) to simulate gradually clogging communication path



[3] Zenisek, J., Kronberger, G., Wolfartsberger, J., Wild, N., & Affenzeller, M. Concept Drift Detection with Variable Interaction Networks. In International Conference on Computer Aided Systems Theory (pp. 296-303). Springer, Cham, 2020.

## Circular Connected CVs (new)



## Part II - Experiments

# Real World Problem: Photovoltaic Power Production

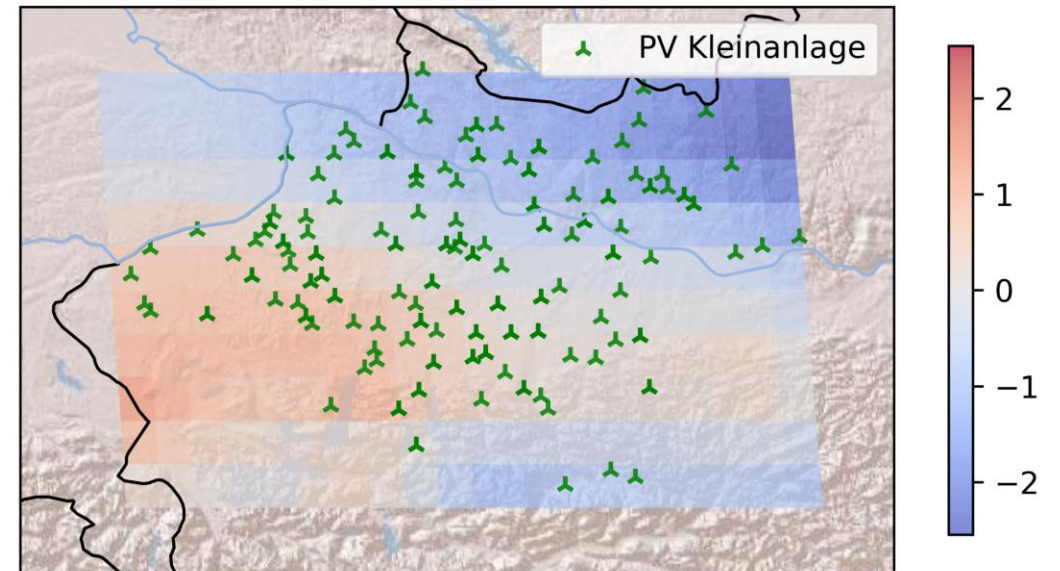
### Available Data:

- 190 privately owned photovoltaic systems
- including battery packs
- Recordings from 2014 to 2019
- Recording interval: 5 min, ~100 Mio. data rows
- Constant parameters: geolocation, manufacturer, capacity,...
- Measured features: PV production, power consumption, grid input/output, battery charge, discharge, SOC

### Main goals:

- Prediction models for power production & consumption
- **Network resilience analysis**

ERA5\_Land - Upper Austria 23:30 31st of Dec 2015



## Part II - Experiments

# Network Resilience Simulations (Resinet)

What happens if...

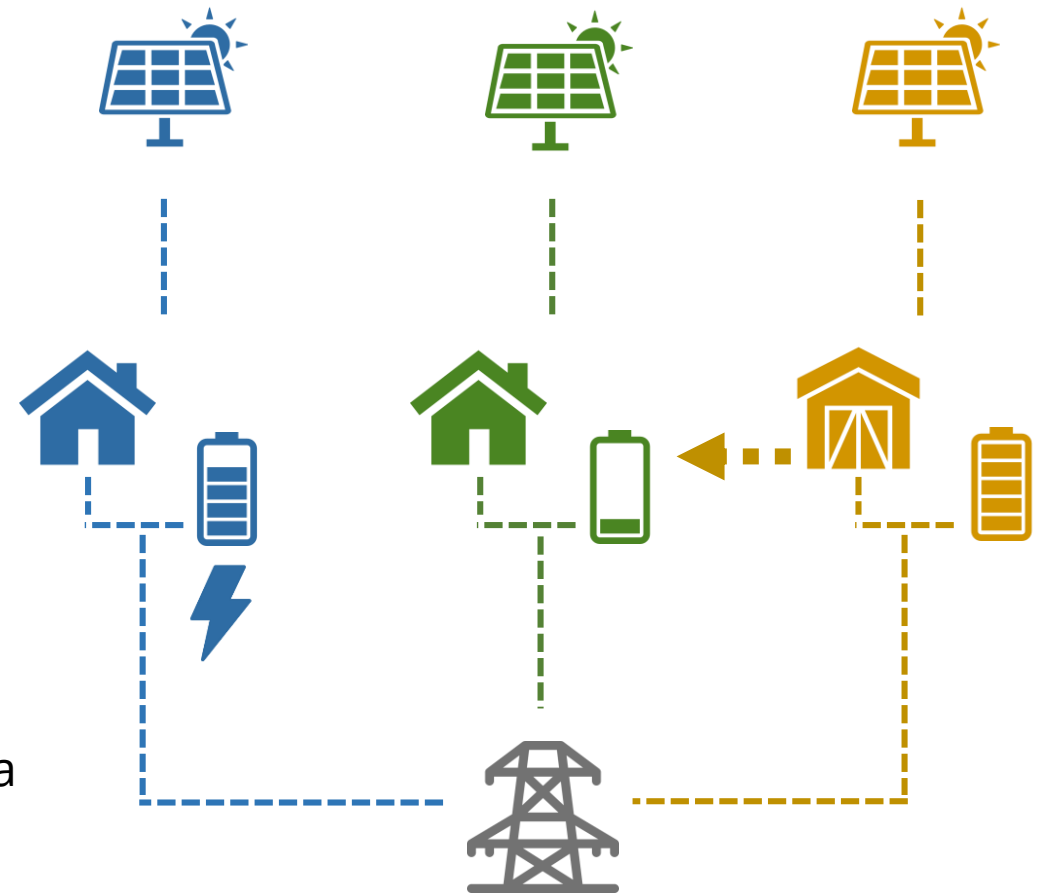
- ... weather is sunny (everywhere)?
- ... weather is bad (for a long period)?
- ...  $n\%$  of the batteries have an outage?
- ... batteries degrade faster than expected?
- ... batteries are connected (shared memory)?

How do we detect/predict system drifts?

→ **Sliding window based VIN-comparison**

**Motivation for VINs:** Structure knowledge

**Motivation for Shapley Values:** Forecasted data



## Part II - Experiments

# Network Resilience Simulations (Resinet)

What happens if...

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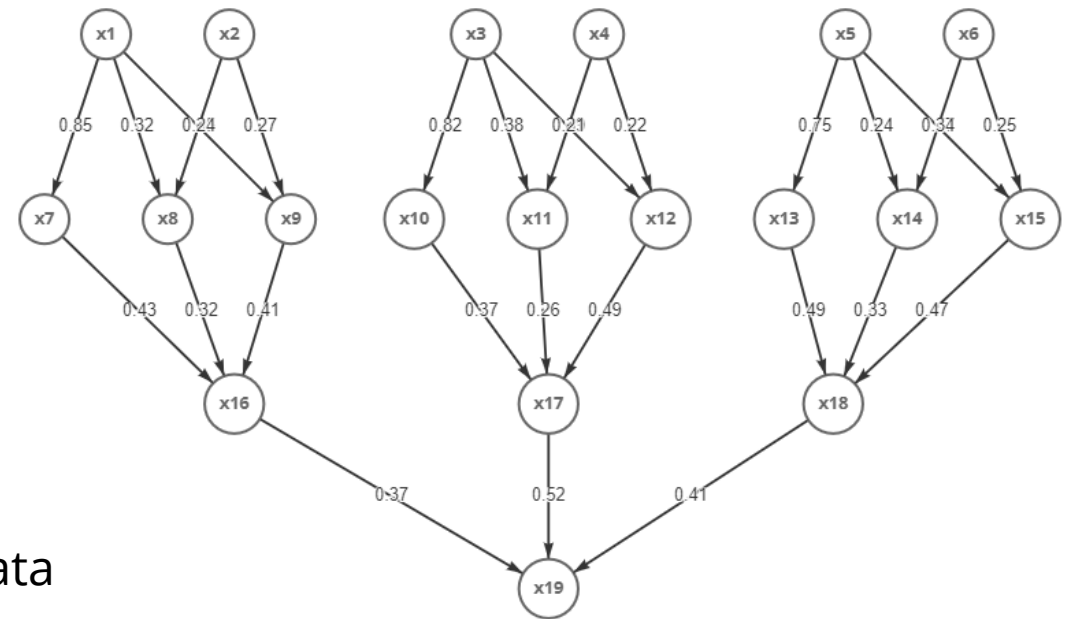
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**Motivation for VINs:** Structure knowledge

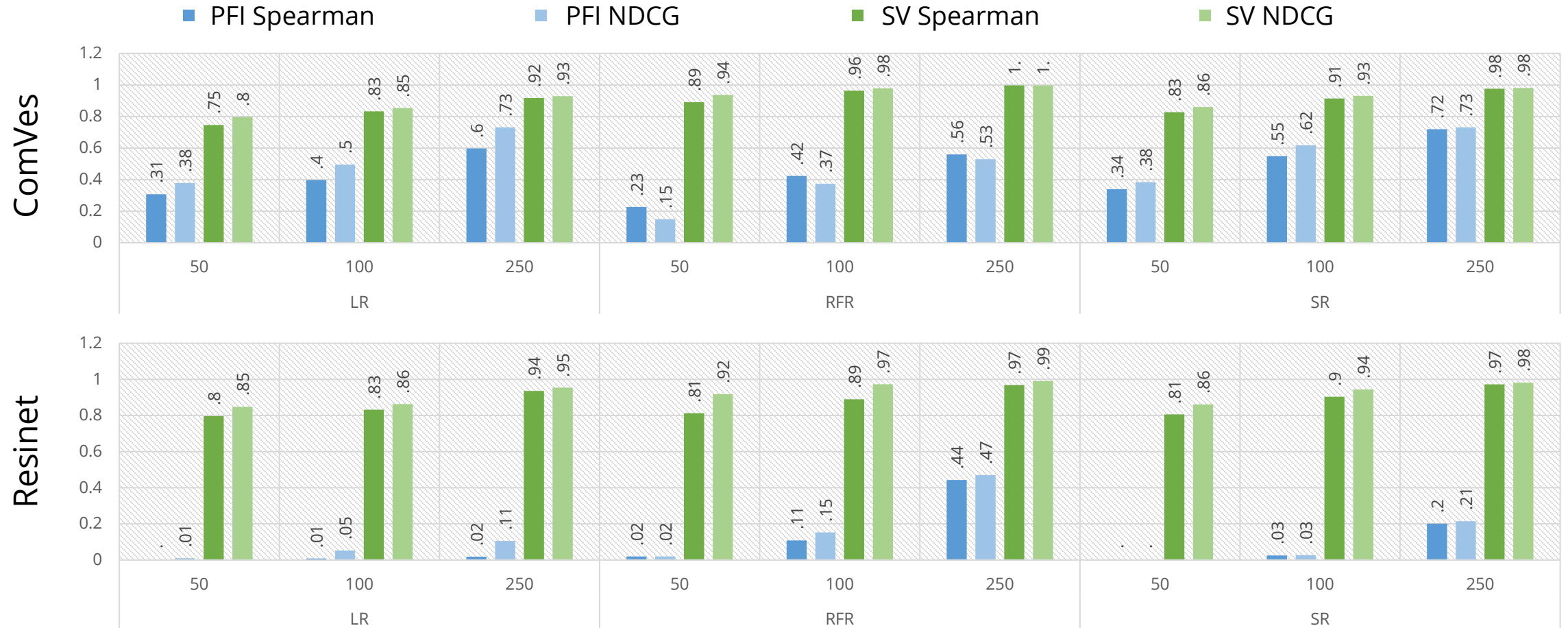
**Motivation for Shapley Values:** Forecasted data

x1 = weather1   x2 = system1   x3 = weather2   x4 = system2   x5 = weather3   x6 = system3  
x7 = pvProduction1   x8 = powerConsumption1   x9 = batterySOC1   x10 = pvProduction2  
x11 = powerConsumption2   x12 = batterySOC2   x13 = pvProduction3   x14 = powerConsumption3  
x15 = batterySOC3   x16 = gridDiff1   x17 = gridDiff2   x18 = gridDiff3   x19 = gridDiff



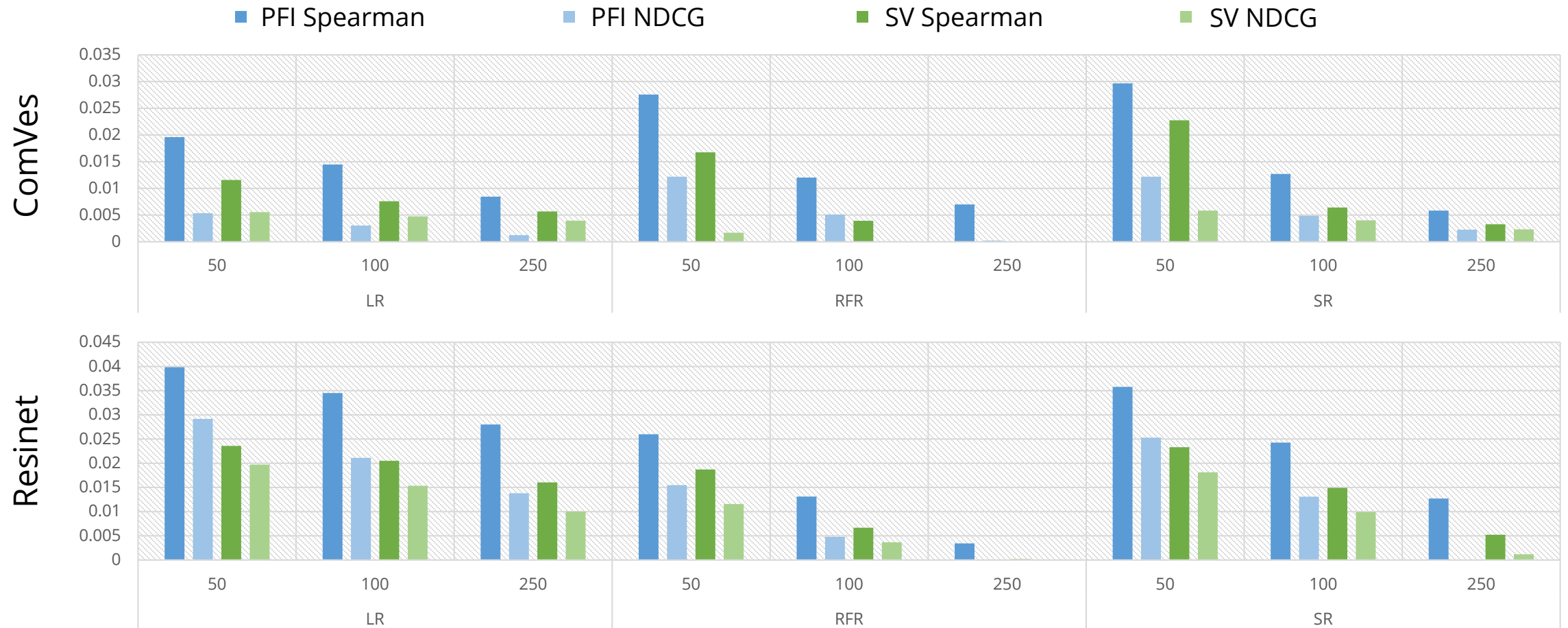
## Part II - Experiments

# Stability Test Results: Stability Ratio



## Part II - Experiments

# Stability Test Results: SD of Changes



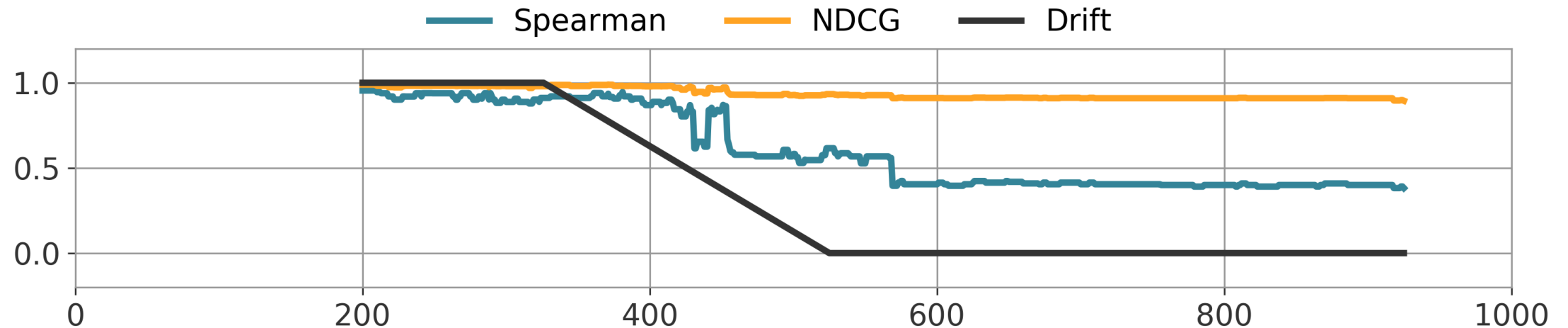
## Part II - Experiments

# Introducing Drift

**Communicating Vessels:** clogging communication paths

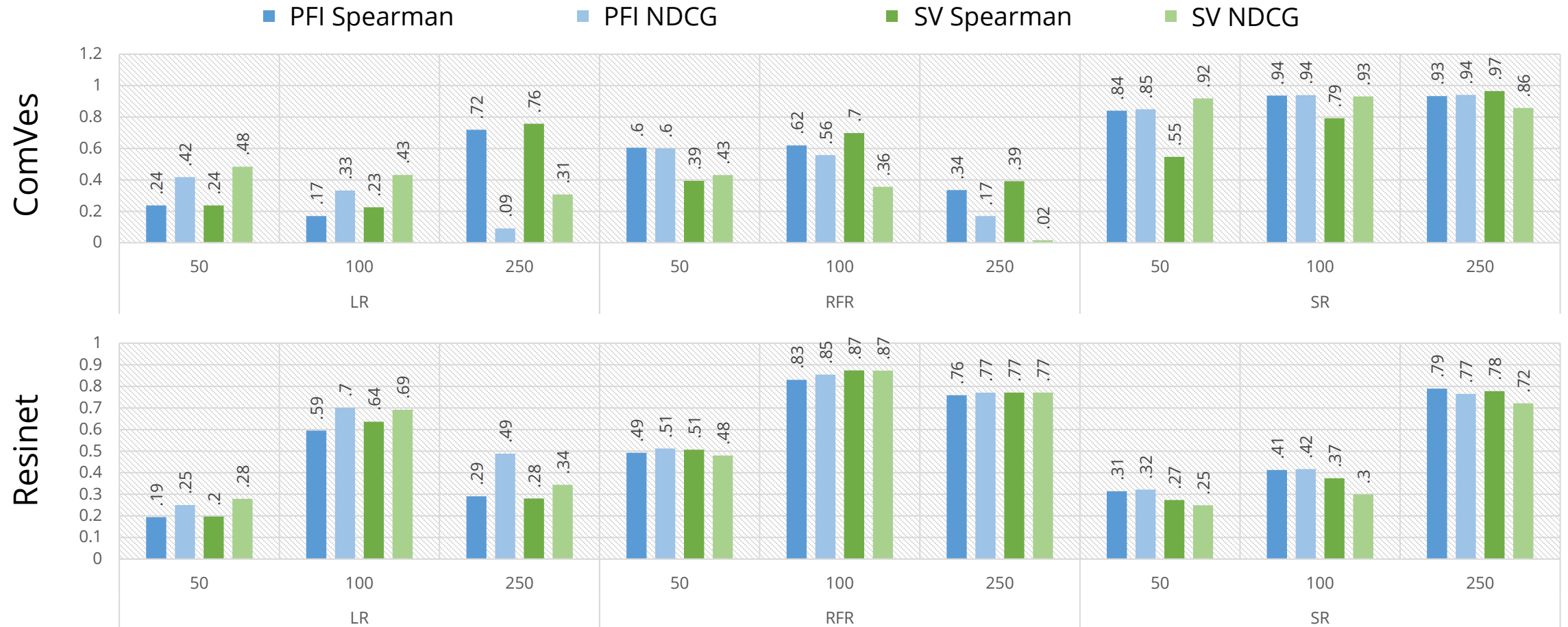
**Photovoltaic Network:** shared batteries + individual outages

**Detection scoring:** *Pearson R* of (hidden) drift and network similarity



## Part II - Experiments

# Drift Test Results: Pearson R



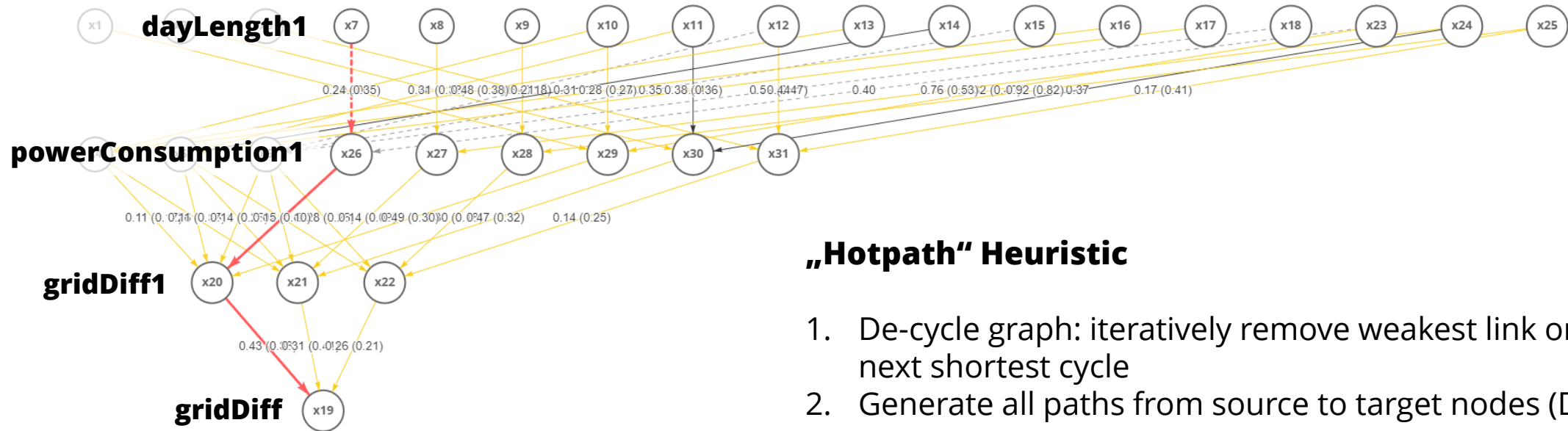


## Part II - Experiments

# Implementation and „Root-Cause“ Analysis



x1 = age1 x2 = age2 x3 = age3 x4 = batterySOCWh1 x5 = batterySOCWh2 x6 = batterySOCWh3 x7 = dayLength1 x8 = dayLength2 x9 = dayLength3 x10 = globalRadiation1 x11 = globalRadiation2 x12 = globalRadiation3 x13 = globalRadiationSum2h1 x14 = globalRadiationSum2h2 x15 = globalRadiationSum2h3 x16 = globalRadiationSumFrame07to12h1 x17 = globalRadiationSumFrame07to12h2 x18 = globalRadiationSumFrame07to12h3 x19 = gridDiff x20 = gridDiff1 x21 = gridDiff2 x22 = gridDiff3 x23 = hoursAfterSunrise1 x24 = hoursAfterSunrise2 x25 = hoursAfterSunrise3 x26 = powerConsumption1 x27 = powerConsumption2 x28 = powerConsumption3 x29 = pvProduction1 x30 = pvProduction2 x31 = pvProduction3



### „Hotpath“ Heuristic

1. De-cycle graph: iteratively remove weakest link on next shortest cycle
2. Generate all paths from source to target nodes (DFS)
3. Highlight path with highest change sum

# Take-Home Messages and Outlook

## Variable Interaction Networks (VIN)

- enable holistic system analysis (also on streaming data)
- enable knowledge integration (i.e. network structure)
- currently underrepresented in the field Explainable / Interpretable AI

	<b>Evaluation</b>	<b>Precision</b>	<b>Stability</b>	<b>Data Access</b>
– based on PFI:	fast	high	mediocre	input, true outcome
– based on SV:	slow (bulk), fast (streaming)	high	high	input

## Further leads: extend root-cause analysis

- „Hotpath“ improvement, e.g. add memory (find most stable over time)
- Classification approach

# Q & A Shapley Value based Variable Interaction Networks for Data Stream Analysis

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- [4] Breiman, L.: Random forests. Machine learning 45(1), 5–32 (2001)
- [5] Shapley, Lloyd S. "A value for n-person games." Contributions to the Theory of Games 2.28 (1953): 307-317

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Weather data provided by:

