Data Shapley: Equitable Valuation of Data for Machine Learning

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Summary

Assign an *equitable* importance score ϕ_i to every data point / data sources in a scalable way for ML

- Assume a supervised ML setting
- ▶ Given N data sources D = {x_i, y_i} i = {1,..., N}, a learning alogrithm A(blackbox), metric V(blackbox) computed on fixed test set

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thus the score depends on the metric, learning algorithm, target task

Desired Characteristics of Data Valuation

- Here, V is test set loss / or other metric on test set
- NULL PLAYER: if (x_i, y_i) does not change the performance if i is added to any subset of the train data source, ideal data value is 0.
- ► EQUAL PLAYERS: If for two data *i* and *j*, and any subset $S \subseteq D \{i, j\}, V(S \cup \{i\}) = V(S \cup \{j\}), \text{ then } \phi_i = \phi_j.$
- SUM OF TWO GAMES : If the evaluation is from two performance scores V and W φ_i(V + W) = φ_i(V) + φ_i(W)

Proposition

View the supervised machine learning problem as a cooperative game : each source is a player and the players work together through the learning algorithm to achieve prediction score V(D)

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Proposition

View the supervised machine learning problem as a cooperative game : each source is a player and the players work together through the learning algorithm to achieve prediction score V(D) Any data valuation $\phi(D, A, V)$ that satisfies the above properties must have the form :

$$\phi_i = C\Big(\sum_{S \subseteq D - \{i\}} \frac{V(S \bigcup \{i\}) - V(S)}{(n - 1S)}\Big) \tag{1}$$

C is an arbitrary constant, ϕ_i is the shapley value of source *i*

"same as shapley upto a constant value"

Data Shapley: Introduction

- Shapley Value computation is exponential in the number of train data sources. (2^{N-1} subsets S if N data sources)
- Monte Carlo Sampling for Shapley Value

$$E_{\pi}V(S_{\pi}^{i}\bigcup\{i\})-V(S_{\pi}^{i})$$
(2)

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- S^i_{π} the set of data points before *i* in permutation π
- Data Shapley : Extend the sampling based idea to data valuation setting

Algorithm

Algorithm 1 Truncated Monte Carlo Shapley

```
Input: Train data D = \{1, ..., n\}, learning algorithm \mathscr{A}, performance score V
Output: Shapley value of training points: \phi_1, \ldots, \phi_n
Initialize \phi_i = 0 for i = 1, ..., n and t = 0
while Convergence criteria not met do
   t \leftarrow t + 1
   \pi^t: Random permutation of train data points
   v_0^t \leftarrow V(\emptyset, \mathscr{A})
   for j \in \{1, ..., n\} do
      if |V(D) - v_{j-1}^t| < Performance Tolerance then
         v_{j}^{t} = v_{j-1}^{t}
      else
          v_j^t \leftarrow V(\{\pi^t[1],\ldots,\pi^t[j]\},\mathscr{A})
      end if
      \phi_{\pi^{t}[j]} \leftarrow \frac{t-1}{t} \phi_{\pi^{t-1}[j]} + \frac{1}{t} (v_{j}^{t} - v_{j-1}^{t})
   end for
end while
```

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Truncation

- V(S) performance on a test set after being trained on S
- Already an approximation of the true test performance
- Noise in this V(S) : variation in the test performance(measure by bootstrapping samples of the test set)

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- as S increases, change in performance by adding only one point dectrases
- Truncate based on the marginal contribution within V

Keys

Say 4 data points : A,B,C,D

- Sample a permutation of data points say *B*, *C*, *A*, *D*
- Scan from left to right in one such sample of eprmutation B > C > A > D
- Marginal Contribution for each sample At Step 3, V(B, C, A) – V(B, C), will be less than V(B, C) – V(B) At step 2
- Truncate at a predefined tolerance: Only do B->C->A and assign zero as marginal contribution to the rest

- learning functions and metrics
- retraining repeatedly, (not done for feature attribution)

hyperparameters change as dataset changes

Alternative Data Shapley: G Shapley

To avoid retraining, every time

Algorithm 2 Gradient Shapley

```
Input: Parametrized and differentiable loss function \mathscr{L}(:;\theta), train data D = \{1,...,n\}, performance score function V(\theta)

Output: Shapley value of training points: \phi_1, ..., \phi_n

Initialize \phi_i = 0 for i = 1, ..., n and t = 0

while Convergence criteria not met do

t \leftarrow t + 1

\pi^t: Random permutation of train data points

\theta_0^l \leftarrow \text{Random parameters}

v_0^l \leftarrow V(\theta_0^l)

for j \in \{1,...,n\} do

\theta_j^t \leftarrow \theta_{j-1}^t - \alpha \nabla_{\theta} \mathscr{L}(\pi^t[j]; \theta_{j-1})

v_j^t \leftarrow V(\theta_j^l)

\phi_{\pi^t[j]} \leftarrow \frac{t-1}{t} \phi_{\pi^{t-1}[j]} + \frac{1}{t} (v_j^t - v_{j-1}^t)

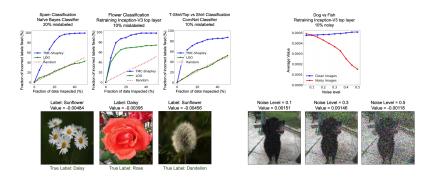
end for

end while
```

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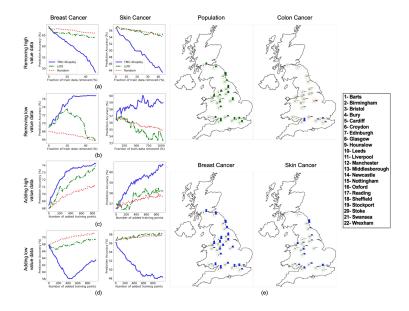
Experiments: Value of low quality data

- data set where some data points are mislabeled
- use value to find the mislabeled data points and correct the labels
- noisy data



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Experiments: value of data



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Using value to adapt to new data

Source to Target	Prediction Task	Trained Model	Original Performance (%)	Adapted Performance (%)
Google to HAM1000	Skin Lesion Classification	Retraining Inception-V3 top layer	29.6	37.8
CSU to PP	Disease Coding	Retraining DeepTag top layer	87.5	90.1
LFW+ to PPB	Gender Detection	Retraining Inception-V3 top layer	84.1	91.5
MNIST to UPS	Digit Recognition	Multinomial Logistic Regression	30.8	39.1
Email to SMS	Spam Detection	Niave Bayes	68.4	86.4
		(a)		
Train Data: LFW+A		Train Data: Google Ima	ges	
High Value Data	Test Data:	PPB	Ter Ter Ter	st Data: HAM10000
		(b)		
		(~)		

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Conclusions

- the value of individual datum depends on the learning algorithm, evaluation metric as well as other data points in the training set
- how DATA SHAPLEY behaves for different learning functions and metrics

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