

# Optimization-based Uncertainty Attribution Via Learning Informative Perturbations Hanjing Wang (RPI), Bashirul Azam Biswas (RPI), and Qiang Ji (RPI)

## Introduction

- Bayesian deep learning (BDL) model
- Treat parameters  $\theta$  as random variables

$$p(\theta|D) = \frac{p(D|\theta)p(\theta)}{D}$$

p(D)

 Well-founded framework for uncertainty quantification (UQ).



 $(n_3)$ 

- Uncertainty quantification
  - Seek to determine the confidence in the predictions, given the imperfect inputs
  - UQ can make the model say "No" to the predictions.
  - Two types of uncertainty:
    - Epistemic uncertainty  $U_e$  captures the insufficient knowledge of the modeling process.
    - Aleatoric uncertainty  $U_a$  occurs due to the data noise.
    - Total uncertainty  $U_t = U_a + U_e$
  - The measure of uncertainty: Denote x as the input and y as the output. Give a classification model that outputs  $p(y|x,\theta)$ , we have

$$\mathcal{H}[p(y|x,D)] = I[y,\theta|x,D] + \mathbb{E}_{p(\theta|D)}[\mathcal{H}[p(y|x,\theta)]]$$
  
Total Epistemic Aleatoric

- Uncertainty attribution (UA)
- Focus on understanding and explaining the sources and causes of uncertainty.
- The proposed method localizes the high uncertain regions to determine "where is wrong"?
- Challenges
- Not well-explored area
- Current explainable AI methods focus on attribution of the classification score for deterministic neural networks
- Gradient-based UA is often noisy and hard to interpret.

# **Proposed Method: Optimization-based Uncertainty Attribution**

Basic Formulation:

$$M^* = \arg\min_{M} U((1-M) \odot x + M)$$

*M*: the binary mask that highlights areas in the inputs significantly contributing to uncertainty.

U: the function of uncertainty.

 $\hat{x}$ : the perturbed input with reduced uncertainty.

- > Three improvements:
  - SAM-guided Mask Parameterization
    - We parameterize *M* by a linear combination of segments derived from the pretrained Segment Anything model (SAM), i.e.,  $M = \sum_i w_i M_i$
    - Each segment  $M_i$  is inherently binary and delineate areas corresponding to semantically meaningful and human-understandable concepts.

Learnable Perturbation

- $\hat{x}$  is learned by  $g_{\phi}(x)$  where  $g_{\phi}(\cdot)$  is a blurring function parameterized by  $\phi$ , allowing for the precise and dynamic adjustment of perturbations.
- Gumbel-sigmoid Reparameterization For Binary Weights
  - The Binary weight  $w_i$  is parameterized using Gumbel-sigmoid function to keep its binary nature under continuous optimization.

## **Quantitative Experiments**

- Detection of Problematic Regions
- Evaluate methods for detecting image anomali with known problematic areas.
- Quantitative metrics include Intersection over detection accuracy (ADA).
- Faithfulness Test
- Faithfulness in uncertainty attribution quantifies method's explanations reflect the actual influen model's uncertainty.
- We refine the most problematic pixels of the inj updating 2% of the pixels with the highest UA reduction in uncertainty after the alteration

 $(1 \odot \hat{x}) + \lambda ||M||$ 



lies using semi-synthetic data	Method	C10	
	Method	IoU	ADA
Union (IoU) and anomaly	Grad	0.109	0.054
	SmoothGrad	0.297	0.226
	IG	0.208	0.152
a tha again an with which a	UA-Backprop	0.271	0.178
es the accuracy with which a	KernelSHAP	0.324	0.306
nce of input reatures on the	KernelSHAP + SAM	0.676	0.670
	LIME	0.281	0.258
nput, for example, by	Occlusion	0.218	0.160
scores, and then observe the	Ours	0.713	0.700

	Refining using Gaussian Blurring							
Method	C10		C100		SVHN		Avg. Performance	
	2%	5%	2%	5%	2%	5%	2%+5%	
Grad	0.343	0.440	0.099	0.136	0.053	0.031	0.184	
SmoothGrad	0.331	0.418	0.079	0.126	0.109	0.105	0.195	
IG	0.392	0.481	0.096	0.141	0.032	0.066	0.201	
UA-Backprop	0.374	0.453	0.088	0.118	0.076	0.151	0.210	
KernelSHAP	0.823	0.902	0.319	0.448	0.122	0.098	0.452	
LIME	0.378	0.355	0.415	0.547	0.131	0.222	0.341	
Occlusion	0.730	0.786	0.297	0.390	0.423	0.539	0.528	
Ours	0.860	0.918	0.386	0.487	0.869	0.939	0.743	



#### **Uncertainty Attribution Maps Examples**