## **EXPLANATION DESIGN IN STRATEGIC LEARNING:** Sufficient Explanations that Induce Non-harmful Responses

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## AN EXPLANATION DESIGN PROBLEM





Here, the agent can <u>correctly anticipate</u> how changing  $\ddot{x}$  affects the prediction, then picks an update  $x_{\bullet}$  that <u>reliably improves</u> utility  $u(x_{\bullet})$ .

With only an explanation (i.e., partial information), the agent's update  $x_{\diamond}$  *might not improve* utility  $u(x_{\diamond})$ .

VES!

Q1: Can we ensure no reduction in agents' utilities?

Q2: Is there a sufficient class of explanations that guarantee this?

SETUP		<b>KEY CONTRIBUTIONS</b>		
0. Agent is realised: $(\ddot{x}_t, c_t) \sim P_{\ddot{X},C}$ , where $c_t$ is a cost function. 1. DM predicts agent's risk: $g(\ddot{x}_t)$ . 2. DM gives explanation: $e_t := \sigma(g, \ddot{x}_t)$ . 3. Agent modifies covariate: $x_t := \psi(\ddot{x}_t, e_t, c_t)$ . 4. DM updates the prediction from $g(\ddot{x}_t)$ to $g(x_t)$ . Agent's true utility: $u_t(g, x) := b(x) - c_t(\ddot{x}_t, x)$ $= -g(x) - c_t(\ddot{x}_t, x)$ . Agent's non-harmful responses: $\nu_t = \{x \in \mathcal{X} : u_t(g, x) \ge u_t(g, \ddot{x}_t)\}.$		A <u>necessary condition</u> to ensure surrogate models do not mislead agents into self- harming actions. Action recommendation (AR)-based explanations (ARexes) make up <u>a sufficient</u> <u>class</u> that guarantees non- harmful agents' responses.		
SURROGATE MODELS	<b>AR-BASED EXPLANATIONS</b>		EXPERIMENTS	
• If it holds that, every cost function $c_t$ induces a response $x_t \in v_t$ , then $f_t \underline{must \ satisfy}$ : $f_t(\ddot{x}_t) - f_t(x') \leq g(\ddot{x}_t) - g(x')$	<ul> <li>For any <u>arbitrary</u> explanation e' that induce x<sub>•</sub> ∈ ν<sub>t</sub>,</li> <li>There exists an ARex (x</li></ul>		Itility change 0.0 0.1	ARexes do not reduce agents' utilities.

