Minimax Group Fairness: Algorithms and Experiments

Motivation

- Machine learning researchers and practitioners have often focused on achieving group fairness with respect to protected attributes (race, gender, ethnicity, etc.)
- **Equality of error rates** is one of most intuitive and well-studied group fairness notions ▶ But in practice, equalizing error rates and similar notions may require **artificially inflating** error on easier-to-predict groups and may be undesirable for a variety of reasons
- ► There are many social applications of machine learning in which most/all of the targeted population is disadvantaged
- ► Might be interested in ensuring predictions are roughly equally accurate across racial groups, income levels, geographic location, etc
- ▶ But, if this can only be achieved by raising lower group error rates, then we have worsened overall social welfare
- ► Therefore, might be preferable to consider the alternative fairness criterion of **minimax** group error, recently proposed by [Martinez, 2020]
- Seek not to equalize error rates, but to minimize largest group error rate, making sure that the worst-off group is as well-off as possible

Contributions

- 1. Propose two algorithms, both two player zero-sum games:
- 1.1 MINIMAXFAIR: Finds a minimax group fair model from a given statistical class 1.2 MINIMAXFAIRRELAXED: Finds a model that minimizes overall error subject to the constraint that all group errors must be below a predetermined threshold **Navigates tradeoffs** between a relaxed notion of minimax fairness and overall accuracy
- 2. Prove that both algorithms converge and are oracle efficient
- 3. Show how our framework can be extended to handle different types of error rates, such as false positive (FP) and false negative (FN) rates, as well as overlapping groups
- 4. Provide a thorough experimental analysis of our two algorithms under different prediction regimes

Mathematical Framework

Consider pairs of dependent and independent variables $(X_i, y_i)_{i=1}^n$ divided into K groups $\{G_1, ..., G_K\}$, class H of (potentially unfair) mixtures of statistical models, with loss function L and average group loss ϵ_k for some $h \in H$:

$$\epsilon_k(h) = \frac{1}{|G_k|} \sum_{(x,y)\in G_k} L(h(x), y)$$

1. In pure minmax problem, goal is to find a mixed strategy h^* that minimizes the maximum error rate over all groups:

$$h^* = \operatorname{argmin}_{h \in H} \{\max \epsilon_k(h)\}$$
(1)

2. In relaxed version, specify max group error γ and model that minimizes overall population error while staying below the maximum group error threshold:

$$\begin{array}{ll} \text{minimize} & \epsilon(h) \\ h \in H & \\ \text{subject to} & \epsilon_k(h) - \gamma \leq 0, \, k = 1, \dots, K \end{array}$$

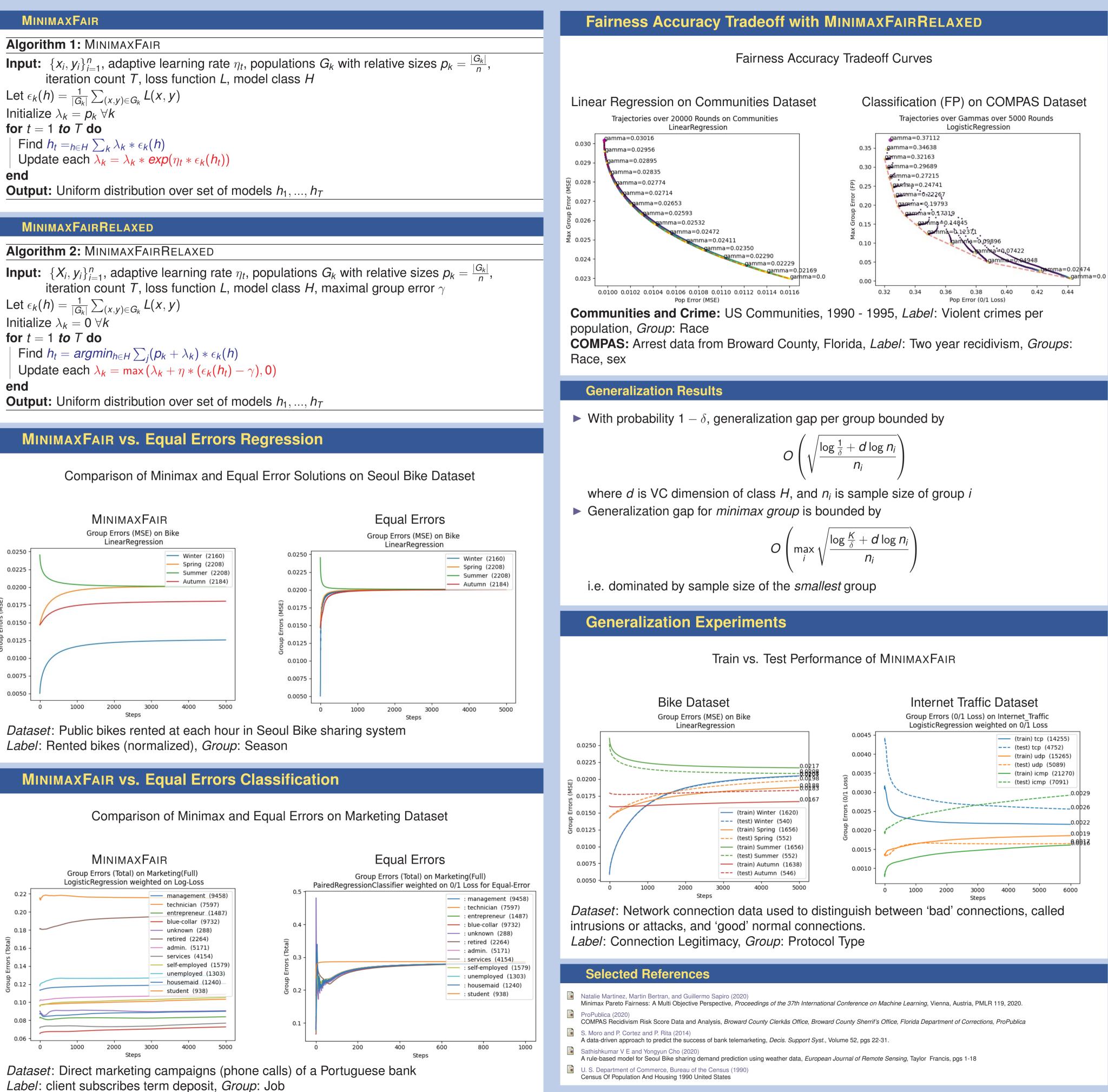
$$(2)$$

Algorithmic Formulation: Two Player Zero-Sum Game

Can recast both problems as a zero-sum game between a (L)earner and a (R)egulator:



- \blacktriangleright At each round t, there is a weighting over groups determined by R
- \blacktriangleright L (best) responds by computing model h_t to minimize the weighted prediction error
- **R** updates group weights using exponential weights/gradient ascent with respect to group errors achieved by h_t
- \blacktriangleright L's final model *M* is uniform distribution over all of h_t as produced







Group Errors (local)	0.22 -	\sim
	0.20 -	
	0.18 -	
	0.16 -	
	0.14 -	
	0.12 -	
	0.10 -	
	0.08 -	
	0.06 -	0

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$$O\left(\sqrt{\frac{\log \frac{1}{\delta} + d \log n_i}{n_i}}\right)$$

$$O\left(\max_{i}\sqrt{rac{\log rac{K}{\delta}+d\log n_i}{n_i}}
ight)$$