
SHAP Documentation

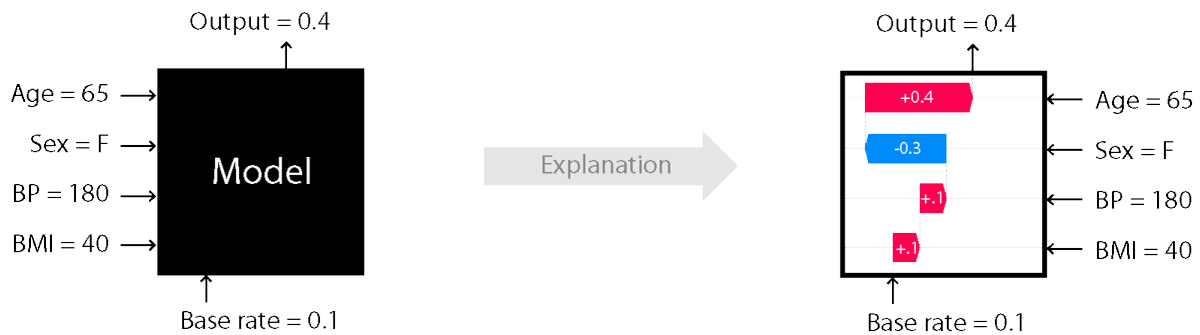
Release latest

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SHAP (SHapley Additive exPlanations) is a game theoretic approach to explain the output of any machine learning model. It connects optimal credit allocation with local explanations using the classic Shapley values from game theory and their related extensions (see [papers])(<https://github.com/slundberg/shap#citations>) for details and citations.

shap.TreeExplainer

alias of `shap.explainers._tree.Tree`

shap.GradientExplainer

alias of `shap.explainers._gradient.Gradient`

shap.DeepExplainer

alias of `shap.explainers._deep.Deep`

shap.KernelExplainer

alias of `shap.explainers._kernel.Kernel`

shap.SamplingExplainer

alias of `shap.explainers._sampling.Sampling`

shap.PartitionExplainer

alias of `shap.explainers._partition.Partition`


```
shap.summary_plot(*args, **kwargs)
shap.dependence_plot(*args, **kwargs)
shap.waterfall_plot(*args, **kwargs)
shap.force_plot(*args, **kwargs)
shap.image_plot(*args, **kwargs)
shap.decision_plot(*args, **kwargs)
```


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