

Assignment 4: Robot Decision Tree

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Abstract

This project examines how a robot can learn to determine when to request assistance based on situational features. We trained decision tree classifiers using various-sized subsets of a 100-example dataset containing binary attributes such as familiarity, urgency, and safety. As described in the assignment objectives, our goal was to assess how accuracy improves with training size. Trees were trained on subsets of 2, 5, 10, 20, and 50 examples, and tested on the remaining data. We visualized the learned trees and examined how the decision logic evolves as the size of the training data increases. We concluded that accuracy improves with more training data, confirming the value of increased sample sizes in enhancing decision-making for autonomous agents.

1 Learning Algorithm

We used the decision tree classifier from `scikit-learn`, a supervised learning model that recursively partitions feature space based on impurity metrics. In this case, we used the Gini impurity to determine optimal splits. Each internal node of the tree represents a decision based on one of the binary input features:

- Familiar Situation
- In a Hurry
- Long Delay
- Safe Situation
- Confident
- Safety Critical Decision
- Asked Before

The classifier was trained on increasingly large subsets of the dataset, and its accuracy was tested on the remaining data. Each decision tree was visualized and analyzed to observe how its structure changed with training size.

2 Results

Figure 1 illustrates the accuracy of the decision tree classifier on test data. Based on the number of samples, the data suggests that fewer samples do not benefit the decision tree model as there is not enough information for it to learn from. However, as the sample size increased, the accuracy of the decision tree outcomes also increased. This factor enables the robot to have a significantly increased chance (94% based on 50 samples vs 59% for the 2 samples) of making the correct decision given its current state. NOTE: The following figures are provided with the source code submission.

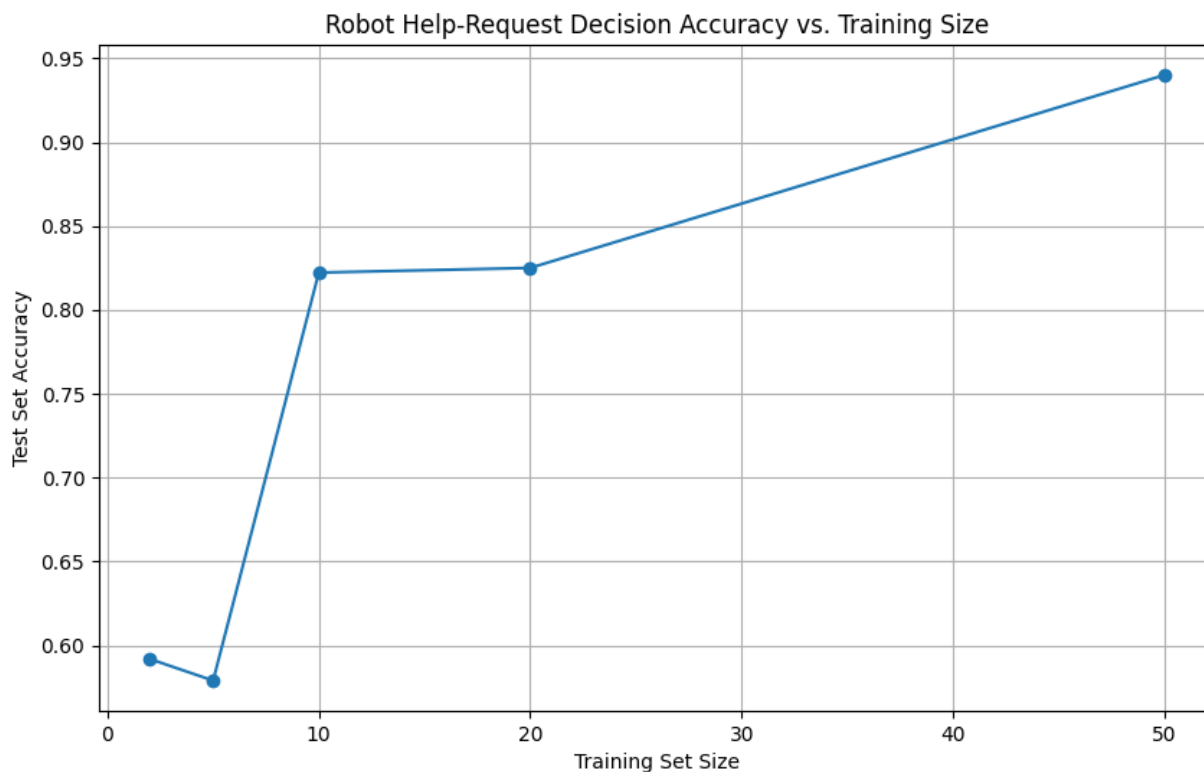


Figure 1: Test accuracy vs. training set size.

Figures 2 to 5 illustrate the decision trees trained on each subset size. As training size increases, the tree becomes more complex and better reflects generalizable decision boundaries.

Decision Tree Trained on 2 Examples

gini = 0.0
samples = 2
value = 1.0

Figure 2: Decision tree trained on 2 examples.

Decision Tree Trained on 5 Examples

gini = 0.0
samples = 5
value = 1.0

Figure 3: Decision tree trained on 5 examples.

Decision Tree Trained on 10 Examples

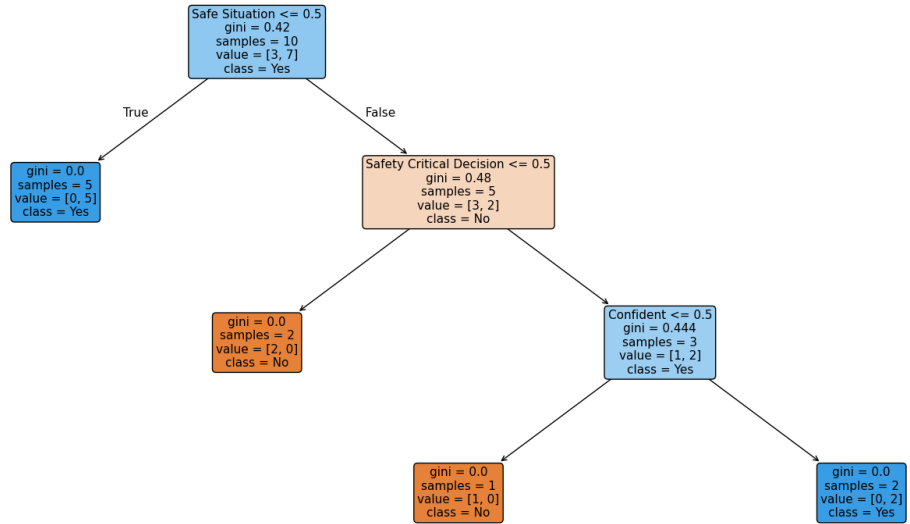


Figure 4: Decision tree trained on 10 examples.

Decision Tree Trained on 50 Examples

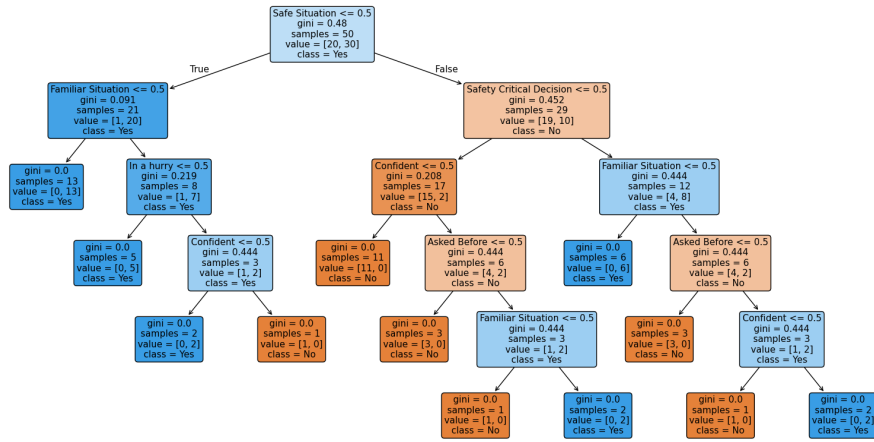


Figure 5: Decision tree trained on 50 examples.

3 AI Tools Used

The following AI tools and libraries were used:

- **ChatGPT**: Used for debugging help and figure generation.
- **Python (NumPy, Pandas)**: For data preprocessing and handling.
- **scikit-learn**: For building and evaluating decision tree models.
- **Matplotlib**: For plotting accuracy graphs and visualizing decision trees.

These tools were a mixed bag in terms of development speed, but they provided explanations for algorithm behavior and helped visualize complex results. ChatGPT offered insight into how to adjust formatting for the decision tree visualization and descriptions for hyperparameter tuning.

4 Discussion/Conclusions

This project demonstrated that decision trees can effectively model when a robot should request help. The experiments show that even with small training sets, decision trees can generalize meaningful decision-making logic. However, small trees can be subject to bias and often lead down a branch that could result in poor outcomes; accuracy and structure improve significantly with larger datasets. The smaller datasets did not improve with the addition of 3 extra samples. However, at 10 samples, the tree began to enhance its decision-making accuracy with the outcomes. The 50-sample decision tree was hard to visualize legibly for this paper due to its depth. What was observed was that when the robot was in a safe situation, in a familiar state, in a hurry, and confident, it would most likely still ask for help with most of the branches on that side of the tree. If it was not in a safe situation, safety-critical, and confident, it was more likely that it would not ask for help. All other cases still seemed to support that it would ask for help in familiar situations. This implies that, although the robot is improving at making decisions, there are still issues with its reasoning, necessitating the collection of more data for the decision tree model to train on.