

# Reinforcement Learning based Decision Tree

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# Motivation

## Interpretability of Decision Tree

Black Box VS Interpretable Tree Structure

## Greedy Strategy

Only considering immediate information gain at the current splitting node

Sub-optimal

## Long Term Vision

Search for splitting strategies in the global search space

# Implementation

## Action

Decide which feature should be splitted.

Feature Vector:  $a$

Chosen Feature:  $\operatorname{argmax}(a)$

## Policy Network

Policy Network:  $F$

Inputs: Node Embedding  $x$ , Parent's Topology Embedding:  $h_p$

Outputs: Action  $a$ , Topology Embedding:  $h_{true}, h_{false}$

$$h_{true}, h_{false}, a = F(x, \hat{h}_p)$$

# Reward BackPropagation

## Reward

Reward under metric  $m$ :  $R_m$ , ( $m$  could be f1-score, auc, or just accuracy)

Loss function:  $\theta$  denotes the policy parameters.

$$J(\theta) = E_{P(a_1:a_T, \theta)}[R_m]$$

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## Approximation

REINFORCE(Ronald J Williams, 1992) is a policy gradient method.

$$\nabla J(\theta) = E_{x \sim P_{data}} \frac{1}{L} \sum_{l=1}^L \frac{1}{T_l} \sum_{t=1}^{T_l} \nabla_{\theta} \log P(a_t^l | a_{t-1}^l; \theta) (R_x - b)$$

# Experimental Results

## Statlog (German Credit Data)

	auc	acc	f1
Baseline	0.6805	0.7200	0.7077
RLTree	0.7544	0.7400	0.7080

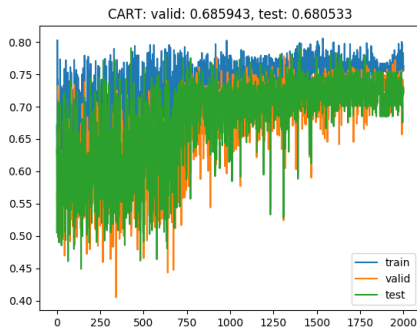


Figure: AUC metric

# Experimental Results

## Home Credit Default Risk Dataset

	auc	acc	f1
Baseline	0.6689	0.9216	0.8840
RLTree	0.6657	0.9163	0.8763

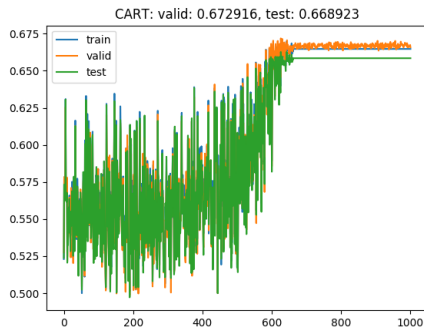


Figure: AUC metric

# Experimental Results

## Breast Cancer

	auc	acc	f1
Baseline	0.9514	0.9216	0.9363
RLTree	0.9615	0.9160	0.9089

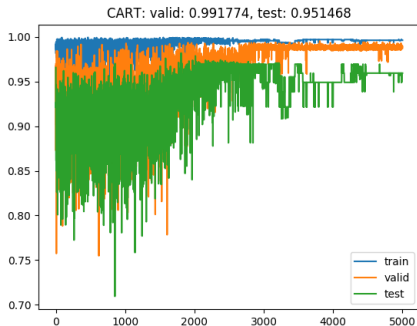


Figure: AUC metric

# Experimental Results

## Pima Indians Diabetes Database

	auc	acc	f1
Baseline	0.7909	0.7395	0.7315
RLTree	0.7846	0.7395	0.7618

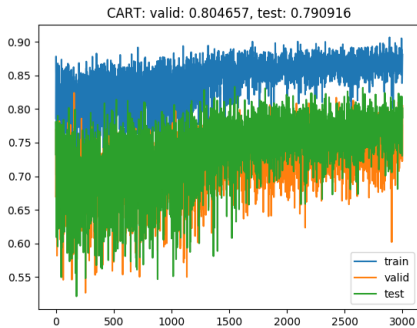


Figure: AUC metric



# Experimental Results

## Heart Disease

	auc	acc	f1
Baseline	0.8241	0.8382	0.8384
RLTree	0.8692	0.7941	0.8241

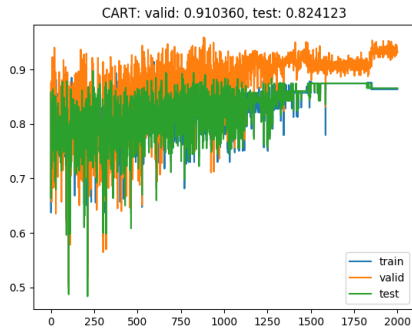


Figure: AUC metric

# Future Work

## Embedding Method

Embedding Action

Embedding Tree

## Ensemble Decision Tree

Multi-agent problem

# Thanks

Q&A