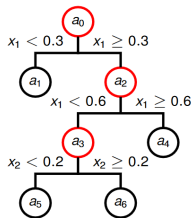


Interpretable Machine Learning

Rule-based Models



Learning goals

- Decision trees
- RuleFit
- Decision rules

DECISION TREES

► Breiman et al. (1984)

Idea of decision trees: Partition data into subsets based on cut-off values in features (found by minimizing a split criterion via greedy search) and predict constant mean c_m in leaf node \mathcal{R}_m :

$$\hat{f}(x) = \sum_{m=1}^M c_m \mathbb{1}_{\{x \in \mathcal{R}_m\}}$$



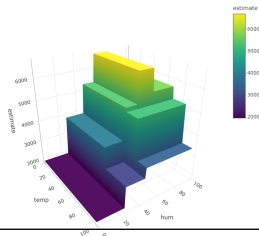
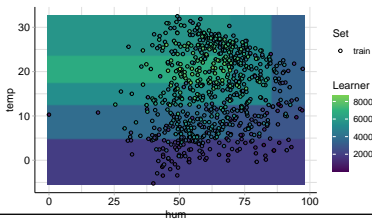
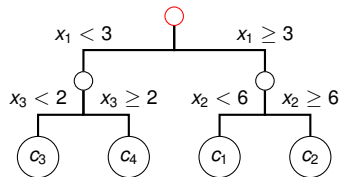
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- Applicable to regression and classification
- Able to model interactions and non-linear effects
- Able to handle mixed feature spaces and missing values



INTERPRETATION

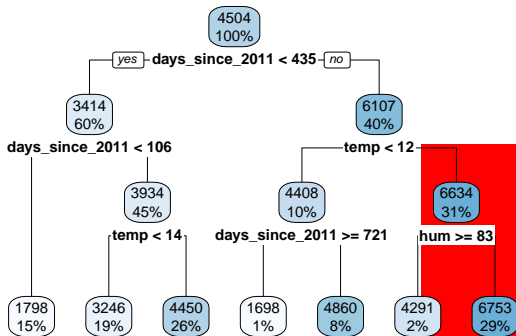
- Directly by following the tree structure (i.e., sequence of decision rules)
- Importance of x_j : Aggregate “improvement in split criterion” over all splits where x_j was involved
 - ↪ e.g., variance for regression or Gini index for classification



DECISION TREES - EXAMPLE

- Fit decision tree with tree depth of 3 on bike data
- E.g., mean prediction for the first 105 days since 2011 is 1798 (applies to $\hat{=}$ 15% of the data)
- `days_since_2011` shows highest feature importance (explains most of variance)

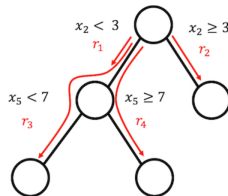
Feature	Importance
<code>days_since_2011</code>	79.53
<code>temp</code>	17.55
<code>hum</code>	2.92



OTHER RULE-BASED MODELS

RuleFit ► Friedman and Popescu 2008

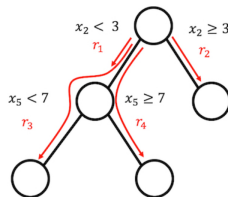
- Combination of linear models and decision trees
- Allows for feature interactions and non-linearities



OTHER RULE-BASED MODELS

RuleFit ► Friedman and Popescu 2008

- Combination of linear models and decision trees
- Allows for feature interactions and non-linearities



Decision Rules ► Holte 1993

- Simple “if – then” statements - very intuitive and easy-to-interpret
- Most methods work only for classification and categorical feat.

```
IF size=small THEN value=low
IF size=medium THEN value=medium
IF size=big THEN value=high
```

► Molnar 2022

