

Table 1: Dataset Description

Dataset	Rows	Features	Classes	Type
NBA	1340	19	2	Numerical
Wi-Fi	2000	7	4	Numerical
Statlog	58000	9	7	Numerical
Forest	54000	54	6	Mixed
Abalone	4177	8	29	Mixed
Character	6000	7	10	Categorical
Car	1728	6	4	Categorical
Chess	28056	6	17	Categorical
Mushroom	8124	21	2	Categorical
Tic-Tac-Toe	958	9	2	Categorical

Table 2: Simulated User Study for different number of rules

Dataset	Approach	Set Score	Fraction Overlap	Fraction Uncovered	Rule Length	Set Score	Fraction Overlap	Fraction Uncovered	Rule Length
		5 Rules				10 Rules			
NBA	Magix	72.76	0.41	8.95	1.0	81.72	0.45	2.23	1.3
	Apriori+SLS	75.81	0.27	1.11	1.2	75.90	0.40	0.37	1.2
	DT	45.15	0.00	57.46	7.0	51.68	0.00	36.56	6.7
	Anchors	37.78	0.02	49.39	2.6	50.00	0.03	40.96	2.8
		15 Rules				20 Rules			
NBA	Magix	81.72	0.47	0.74	1.5	81.72	0.47	0.37	1.6
	Apriori+SLS	76.12	0.40	0.37	1.2	76.12	0.40	0.37	1.2
	DT	56.71	0.00	27.61	6.7	57.46	0.00	25.00	6.7
	Anchors	58.52	0.04	38.55	2.8	61.48	0.08	33.73	2.8
		5 Rules				10 Rules			
Wi-Fi	Magix	78.25	0.12	18.00	1.0	92.75	0.28	2.50	1.3
	Apriori+SLS	60.50	0.01	20.25	1.0	66.00	0.57	5.25	1.2
	DT	44.00	0.00	53.5	6.8	44.25	0.00	30.00	6.1
	Anchors	63.43	0.00	34.78	2.2	80.59	0.00	15.52	2.4
		15 Rules				20 Rules			
Wi-Fi	Magix	95.25	0.37	0.25	1.5	95.00	0.45	0.25	1.6
	Apriori+SLS	66.20	0.80	1.25	1.1	66.80	0.80	1.25	1.1
	DT	45.25	0.00	29.20	5.7	69.75	0.00	28.00	5.8
	Anchors	85.82	0.00	8.07	2.3	89.05	0.00	5.59	2.5
		5 Rules				10 Rules			
Shuttle	Magix	95.77	0.14	2.59	1.2	99.51	0.15	0.16	1.4
	Apriori+SLS	62.72	0.83	5.35	1.4	62.85	0.85	4.36	1.3
	DT	94.15	0.06	0.00	2.0	94.15	0.06	0.00	2.0
	Anchors	53.33	0.06	26.66	2.6	60.00	0.26	0.00	2.5
		15 Rules				20 Rules			
Shuttle	Magix	99.64	0.15	0.06	1.7	99.65	0.15	0.06	1.95
	Apriori+SLS	62.95	0.85	4.36	1.3	63.22	0.85	4.36	1.3
	DT	94.15	0.06	0.00	2.0	94.15	0.06	0.00	2.0
	Anchors	73.33	0.26	0.00	2.6	73.33	0.26	0.00	3.0
		5 Rules				10 Rules			
Forest	Magix	70.26	0.41	13.98	2.0	71.76	0.53	5.37	2.1
	Apriori+SLS	18.53	0.00	0.00	1.0	18.53	0.00	0.00	1.0
	DT	32.05	0.00	65.57	7.0	32.88	0.00	64.74	6.4
	Anchors	22.73	0.00	80.05	3.6	31.90	0.00	70.61	4.8
		15 Rules				20 Rules			
Forest	Magix	71.76	0.53	5.37	2.1	71.76	0.53	5.37	2.1
	Apriori+SLS	19.61	0.00	0.00	1.0	19.83	0.00	0.00	1.0
	DT	32.99	0.00	64.60	6.5	33.09	0.00	64.15	6.5
	Anchors	38.72	0.00	63.38	5.3	43.44	0.00	57.48	5.5
		5 Rules				10 Rules			
Abalone	Magix	84.81	0.16	25.95	1.2	89.71	0.63	3.94	1.3
	Apriori+SLS	14.47	0.32	0.00	1.0	16.57	0.32	0.00	1.0
	DT	23.20	0.00	79.78	5.0	30.86	0.00	64.35	5.0
	Anchors	33.88	0.28	28.57	3.0	34.72	0.28	0.00	3.2
		15 Rules				20 Rules			
Abalone	Magix	89.95	0.82	0.35	1.5	90.07	0.84	0.23	1.7
	Apriori+SLS	18.77	0.32	0.00	1.0	19.47	0.32	0.00	1.0
	DT	42.58	0.00	41.26	5.0	49.04	0.00	12.20	5.0
	Anchors	41.62	0.28	0.00	3.1	42.81	0.28	0.00	3.1

Table 3: Simulated User Study for different number of rules contd.

Dataset	Approach	Set Score	Fraction Overlap	Fraction Uncovered	Rule Length	Set Score	Fraction Overlap	Fraction Uncovered	Rule Length
		5 Rules				10 Rules			
Character	Magix	26.91	0.36	5.41	1.0	35.02	0.64	2.60	1.3
	Apriori+SLS	18.78	0.52	8.57	1.0	19.18	0.52	8.57	1.0
	DT	16.79	0.00	74.01	5.0	20.32	0.00	68.14	5.0
	Anchors	7.41	0.00	91.92	5.2	11.08	0.00	85.35	5.4
		15 Rules				20 Rules			
Character	Magix	39.29	0.71	1.77	1.8	41.98	0.75	1.20	2.0
	Apriori+SLS	19.48	0.52	8.57	1.0	18.78	0.52	8.57	1.0
	DT	23.60	0.00	63.31	5.0	30.63	0.00	51.39	5.0
	Anchors	13.02	0.00	79.79	5.4	13.96	0.00	75.45	5.3
		5 Rules				10 Rules			
Car	Magix	88.43	0.18	5.78	1.4	92.77	0.2716	1.15	2.2
	Apriori+SLS	84.97	0.17	0.00	1.0	86.99	0.17	0.00	1.0
	DT	61.85	0.00	0.00	1.7	71.09	0.00	0.00	1.7
	Anchors	28.30	0.00	79.05	2.6	39.62	0.04	33.96	2.6
		15 Rules				20 Rules			
Car	Magix	92.77	0.28	1.15	2.36	92.77	0.28	1.15	2.4
	Apriori+SLS	86.99	0.17	0.00	1.0	86.99	0.17	0.00	1.0
	DT	74.85	0.00	0.00	1.67	77.74	0.00	0.00	1.7
	Anchors	47.16	0.06	24.52	2.86	50.94	0.09	18.86	2.9
		5 Rules				10 Rules			
Chess	Magix	67.76	0.06	3.06	1.6	74.96	0.14	0.00	1.9
	SLS	24.87	0.48	0.00	1.0	25.47	0.48	0.00	1.0
	DT	49.41	0.00	36.79	3.4	56.95	0.00	20.45	3.3
	Anchors	9.18	0.01	87.75	3.6	9.18	0.01	81.63	3.4
		15 Rules				20 Rules			
Chess	Magix	76.46	0.15	0.00	2.33	76.47	0.16	0.00	2.4
	SLS	26.19	0.48	0.00	1.0	28.12	0.48	0.00	1.0
	DT	62.86	0.00	10.21	3.46	65.11	0.00	4.02	3.6
	Anchors	11.22	0.02	81.63	3.6	14.28	0.02	80.61	3.7
		5 Rules				10 Rules			
Mush room	Magix	96.86	0.19	0.00	1.7	98.03	0.19	0.00	1.75
	SLS	75.81	0.82	0.0	2.0	76.11	0.82	0.00	2.0
	DT	91.56	0.00	0.0	2.0	91.56	0.00	0.00	2.0
	Anchors	77.95	0.00	18.85	2.4	91.93	0.00	4.63	2.2
		15 Rules				20 Rules			
Mush room	Magix	98.03	0.19	0.00	1.75	98.03	0.19	0.00	1.7
	SLS	76.23	0.82	0.00	2.0	76.47	0.82	0.00	2.0
	DT	91.56	0.00	0.00	2.0	91.56	0.00	0.00	2.0
	Anchors	97.26	0.01	1.46	2.3	99.04	0.01	0.00	2.3
		5 Rules				10 Rules			
Tic Tac Toe	Magix	91.14	0.15	0.00	1.8	92.18	0.15	0.00	2.2
	SLS	80.21	0.00	2.60	1.0	89.06	0.00	0.52	1.1
	DT	51.56	0.00	53.64	3.8	65.10	0.00	41.66	4.7
	Anchors	33.58	0.00	61.94	3.0	50.75	0.02	44.02	3.1
		15 Rules				20 Rules			
Tic Tac Toe	Magix	92.18	0.15	0.00	2.2	92.18	0.15	0.00	2.2
	SLS	89.06	0.00	0.52	1.1	89.06	0.00	0.52	1.1
	DT	74.48	0.00	29.16	5.0	77.60	0.00	22.91	5.3
	Anchors	61.19	0.05	32.83	3.2	68.65	0.05	23.88	3.3

Table 4: Ablation 1: Variations of LIME

Dataset	Approach	20 Rules			
		Set Score	Fraction Overlap	Fraction Uncovered	Rule Length
NBA	LIME	81.72	0.47	0.37	1.6
	Apriori (1%)	72.01	0.17	10.44	2.0
	Apriori (5%)	77.61	0.21	6.71	1.7
Wi-Fi	LIME	95.00	0.45	0.25	1.6
	Apriori (1%)	93.75	0.54	2.00	1.6
	Apriori (5%)	96.00	0.36	0.25	1.5
Statlog	LIME	99.65	0.15	0.06	1.95
	Apriori (1%)	87.34	0.10	7.11	2.55
	Apriori (5%)	93.13	0.84	0.36	2.4
Forest	LIME	71.76	0.53	5.37	2.1
	Apriori (1%)	80.63	0.73	0.00	4.5
	Apriori (5%)	80.78	0.83	0.00	4.5
Abalone	LIME	90.07	0.84	0.23	1.7
	Apriori (1%)	57.41	0.85	0.00	2.3
	Apriori (5%)	50.00	0.72	0.00	2.8
Character	LIME	41.98	0.75	1.2	2.0
	Apriori (1%)	39.97	0.57	7.74	2.8
	Apriori (5%)	41.54	0.54	8.74	3.0
Car	LIME	93.77	0.28	1.15	2.3
	Apriori (1%)	93.06	0.01	0.00	4.6
	Apriori (5%)	91.04	0.21	5.20	4.9
Chess	LIME	78.62	0.16	0.00	2.4
	Apriori (1%)	78.59	0.40	0.00	3.0
	Apriori (5%)	78.28	0.47	0.00	2.9
Mush room	LIME	98.03	0.18	0.0	1.7
	Apriori (1%)	94.40	0.003	5.54	3.5
	Apriori (5%)	98.01	0.00	0.49	3.5
Tic Tac Toe	LIME	92.18	0.14	0.00	2.1
	Apriori (1%)	92.17	0.14	0.00	3.0
	Apriori (5%)	92.12	0.36	0.00	3.7

Table 5: Ablation 2: Variations of the Rule Fitness Function

Dataset	Approach	20 Rules			
		Set Score	Fraction Overlap	Fraction Uncovered	Rule Length
NBA	MI	81.72	0.47	0.37	1.6
	F_1	82.08	0.58	0.37	1.6
Wi-Fi	MI	95.00	0.45	0.25	1.6
	F_1	95.00	0.58	0.50	1.4
Statlog	MI	99.65	0.15	0.06	1.95
	F_1	99.48	0.72	0.02	1.75
Forest	MI	71.76	0.53	5.37	2.1
	F_1	46.45	0.99	0.00	1.5
Abalone	MI	90.07	0.84	0.23	1.7
	F_1	89.47	0.07	0.00	1.6
Character	MI	41.98	0.75	1.20	2.0
	F_1	41.98	0.81	3.21	1.7
Car	MI	93.77	0.28	1.15	2.3
	F_1	93.35	0.45	0.00	1.7
Chess	MI	78.62	0.16	0.00	2.4
	F_1	74.34	0.19	0.00	2.7
Mush room	MI	98.03	0.18	0.00	1.7
	F_1	98.89	0.62	0.00	1.6
Tic Tac Toe	MI	92.18	0.14	0.00	2.1
	F_1	89.58	0.26	0.00	1.2

Table 6: Ablation 3: Variations of the Genetic Algorithm

Dataset	Approach	20 Rules			
		Set Score	Fraction Overlap	Fraction Uncovered	Rule Length
NBA	GA	81.72	0.47	0.37	1.6
	Apriori+SLS	69.77	0.72	2.61	1.1
Wi-Fi	GA	95.00	0.45	0.25	1.6
	Apriori+SLS	61.50	0.66	3.50	1.2
Statlog	GA	99.65	0.15	0.06	1.9
	Apriori+SLS	78.62	0.91	0.94	1.0
Forest	GA	71.76	0.53	5.37	2.1
	Apriori+SLS	18.19	0.99	0.00	1.0
Abalone	GA	90.07	0.84	0.23	1.7
	Apriori+SLS	67.10	0.68	24.40	1.3
Character	GA	41.98	0.75	1.20	2.0
	Apriori+SLS	20.89	0.73	5.01	1.0
Car	GA	93.77	0.28	1.15	2.3
	Apriori+SLS	92.77	0.00	2.31	1.1
Chess	GA	78.62	0.16	0.00	2.4
	Apriori+SLS	17.83	0.16	4.95	1.0
Mush room	GA	98.03	0.18	0.00	1.7
	Apriori+SLS	75.75	0.59	0.18	1.5
Tic-Tac Toe	GA	92.18	0.14	0.00	2.1
	Apriori+SLS	81.77	0.38	6.25	1.4