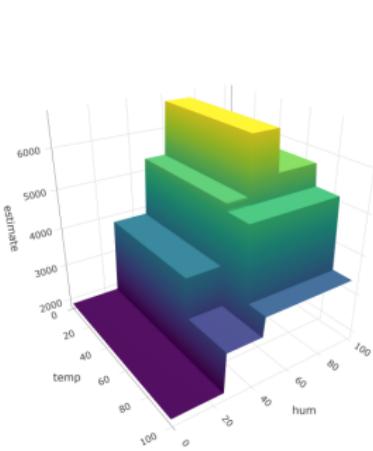
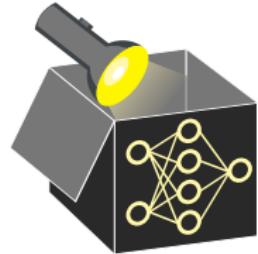


Interpretable Machine Learning

Interpretable Models 1 Rule-based Models



Learning goals

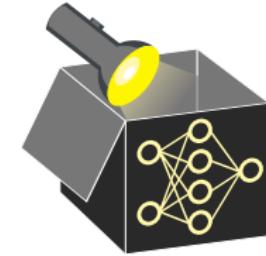
- Decision trees
- RuleFit
- Decision rules

DECISION TREES

► "Breiman et al." 1984

Idea: Partition data into axis-aligned regions via greedy search for feature cut points (minimizing a split criterion), then predict a constant mean c_m in each leaf region \mathcal{R}_m :

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



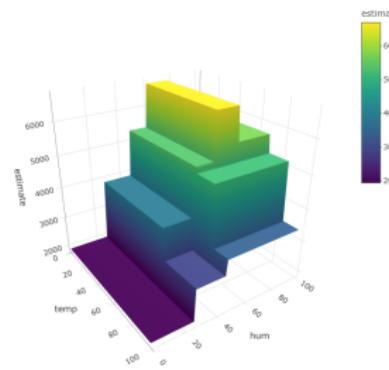
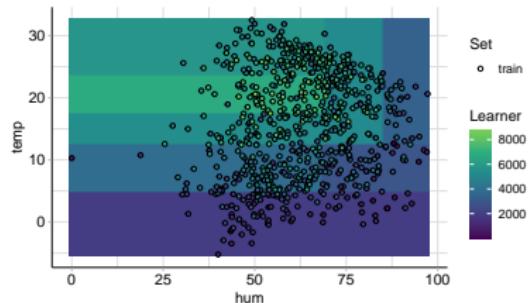
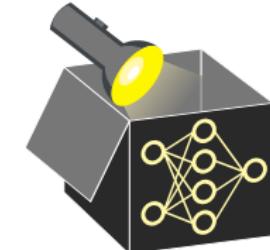
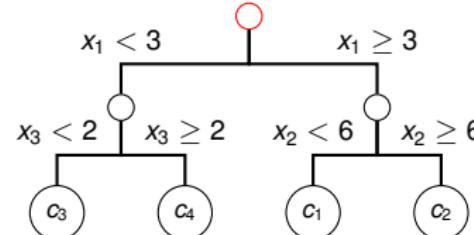
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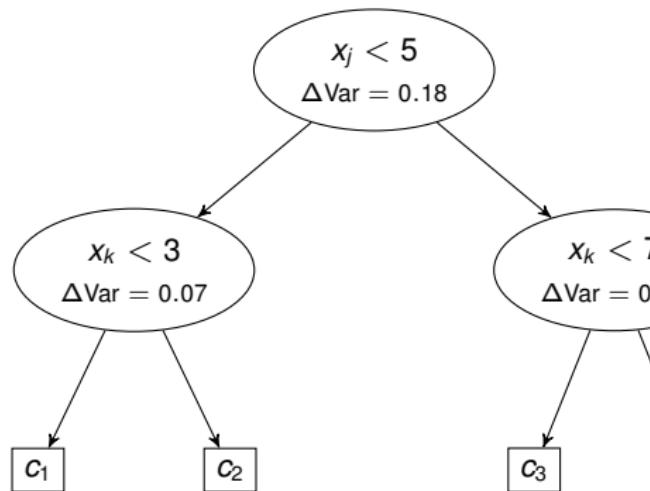
$$\hat{f}(x) = \sum_{m=1}^M c_m \mathbb{1}_{\{x \in \mathcal{R}_m\}}$$

- Applicable to regression and classification
- Models interactions and non-linear effects
- Handles mixed feat, spaces & missing values

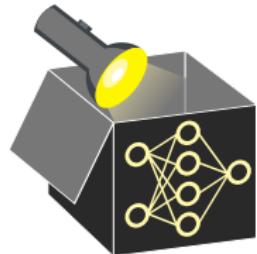


INTERPRETATION OF TREE-BASED MODELS

- Interpretation via path of decision rules along tree branches
- **Feature importance** (quantifies how often and how usefully x_j is used):
 - For each split on feature x_j , record the decrease in the split criterion
 - Aggregate this over the tree: sum or avg. over all splits involving x_j
 - Split criterion: variance (regression), Gini index / entropy (classif.)

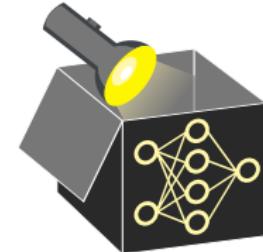


- Each ΔVar is assigned to the splitting feature
- Feature importance = sum of all ΔVar for that feat.:
 - $x_j: 0.18$
 - $x_k: 0.07 + 0.10 = 0.17$

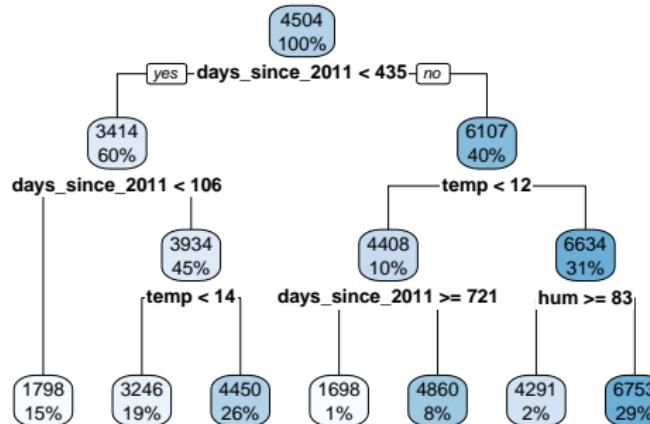


DECISION TREES - EXAMPLE

- 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 (leftmost branch)
- days_since_2011: highest feat. importance (explains most of variance)



Feature	Importance
days_since_2011	79.53
temp	17.55
hum	2.92



UNBIASED RECURSIVE PARTITIONING

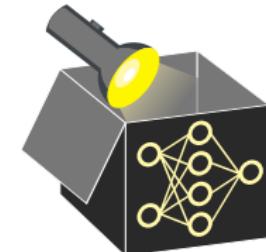
► "Hothorn" 2006

► "Zeileis" 2008

► "Strobl" 2007

Problems with CART (Classification and Regression Trees):

- ① Selection bias towards high-cardinal/continuous features
- ② Splits on any improvement, regardless of significance
~~ prone to overfitting



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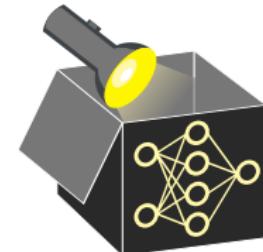
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Unbiased recursive partitioning via conditional inference trees (`ctree`) or model-based recursive partitioning (`mob`):

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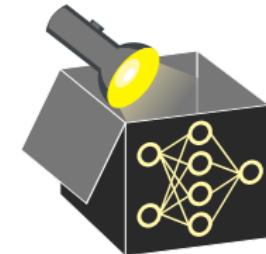
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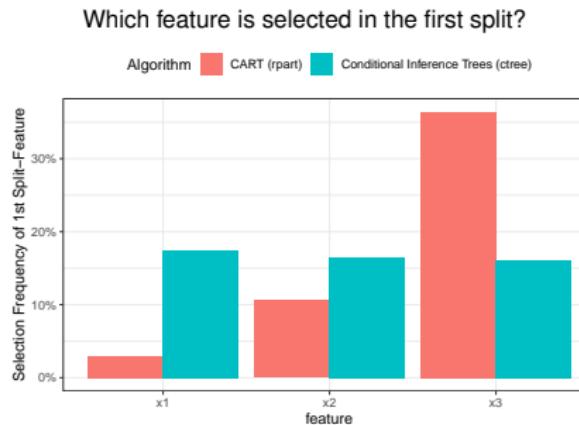
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Example (selection bias):

Simulate data ($n = 200$), $Y \sim N(0, 1)$
and 3 features of different cardinality
indep. from Y (repeat 500 times):

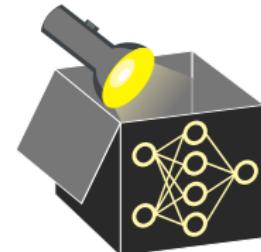
- $X_1 \sim \text{Binom}(n, \frac{1}{2})$
- $X_2 \sim M(n, (\frac{1}{4}, \frac{1}{4}, \frac{1}{4}, \frac{1}{4}))$
- $X_3 \sim M(n, (\frac{1}{8}, \frac{1}{8}, \frac{1}{8}, \frac{1}{8}, \frac{1}{8}, \frac{1}{8}, \frac{1}{8}, \frac{1}{8}))$



UNBIASED RECURSIVE PARTITIONING

Differences to CART:

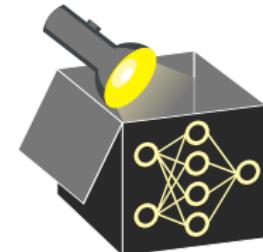
- Two-step approach (finds 1. most significant split feat., 2. best split point)
- Parametric model (e.g. LM instead of constant) can be fitted in leaf nodes
- Significance of split (p-value) given in each node
- ctree and mob differ in hypothesis test used for selecting the split feature (independence test vs. fluctuation test) and how to find the best split point



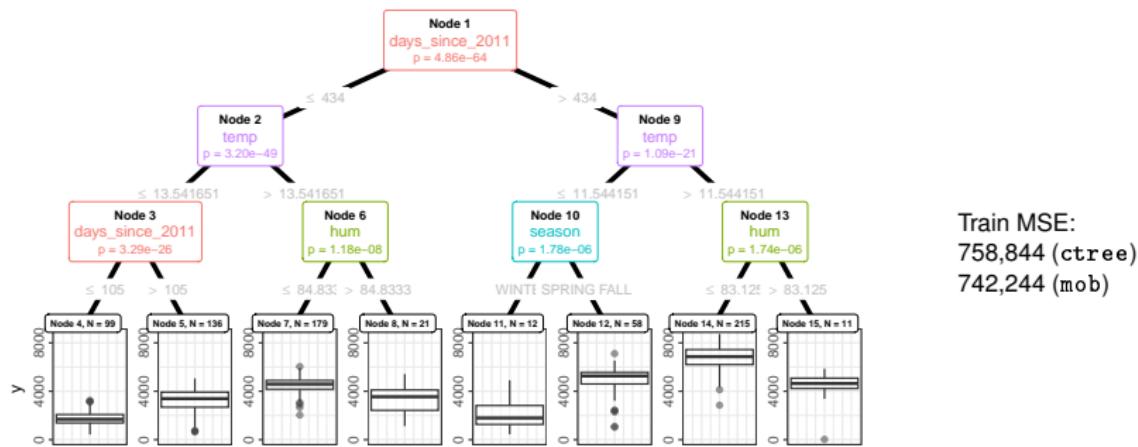
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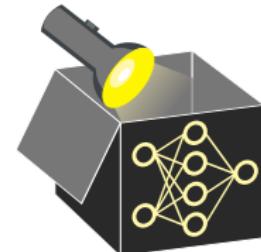
Example (ctree): Bike data (constant model in final nodes)



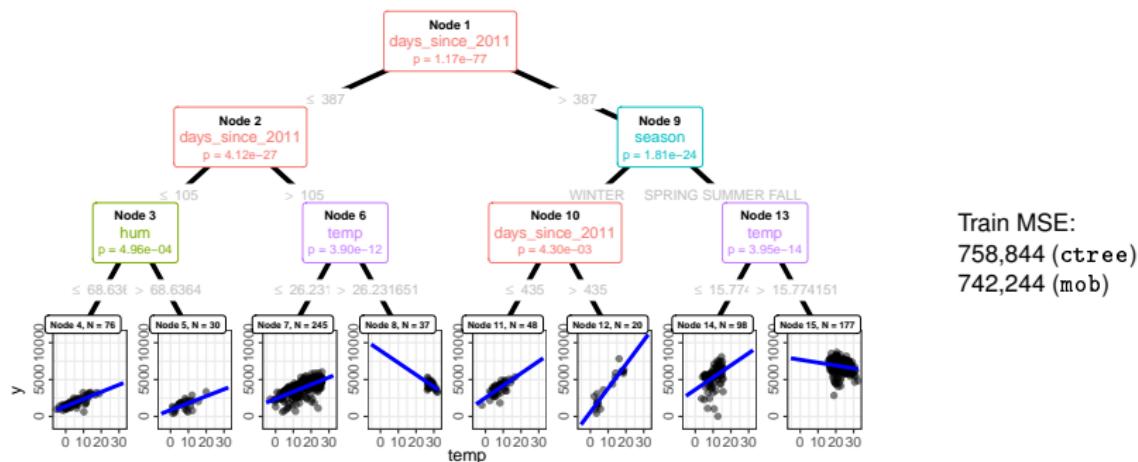
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Example (mob): Bike data (linear model with temp in final nodes)

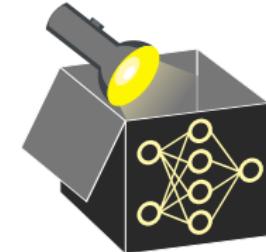


OTHER RULE-BASED MODELS

Decision Rules ▶ "Holte" 1993

- Flat list of simple “if – then” statements
~~ very intuitive and easy-to-interpret
- Mainly devised for classification
(support for regression is limited)
- Numeric features are typically discretised

```
IF  $x_1 \leq 2.3$  AND  $x_4 = "A"$  THEN y = 1  
ELSE IF  $x_2 > 5.0$  THEN y = 2  
ELSE y = 3
```

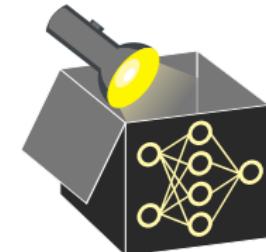


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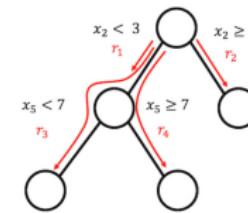
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RuleFit ▶ "Friedman and Popescu" 2008

- Extract binary rules $r_m(\mathbf{x}) \in \{0, 1\}$ from many shallow trees (one per root-to-leaf path)
- Fit an L_1 -regularized LM
 $\hat{f}(\mathbf{x}) = \beta_0 + \sum_m \beta_m r_m(\mathbf{x}) + \sum_j \gamma_j x_j$
- Regularization retains only a few rules
⇒ sparse, non-linear, interaction-aware
- Coefficients relate to rule/feature importance



▶ "Molnar" 2022