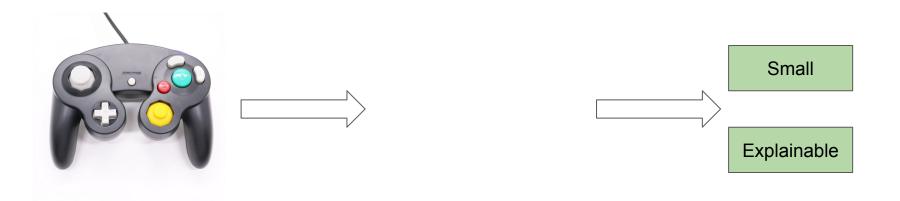
dtControl 2.0

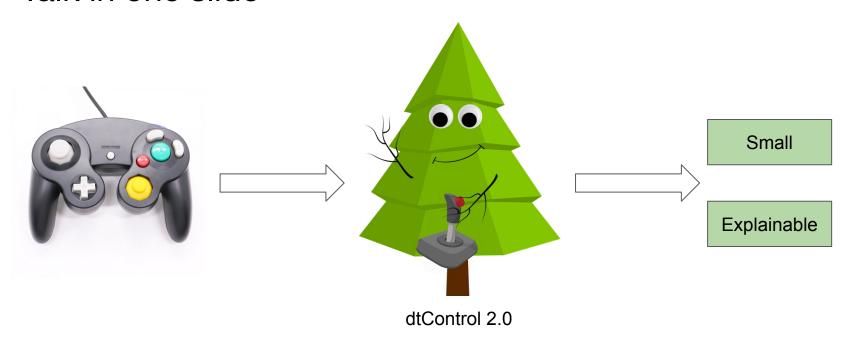
Explainable Strategy Representation via Decision Tree Learning Steered by Experts

Pranav Ashok, Mathias Jackermeier, Jan Kretinsky, Christoph Weinhuber, Maximilian Weininger and Mayank Yadav

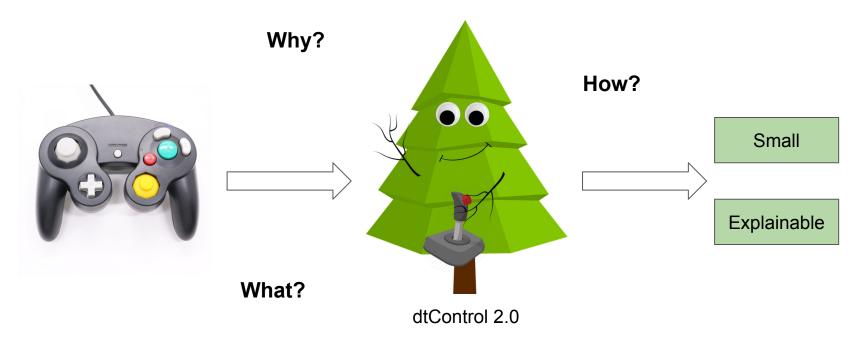
Talk in one slide

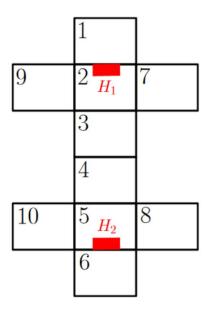


Talk in one slide

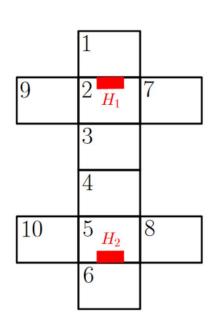


Talk in one slide

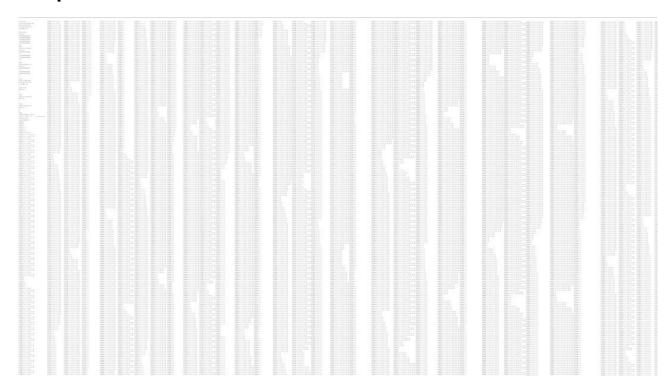


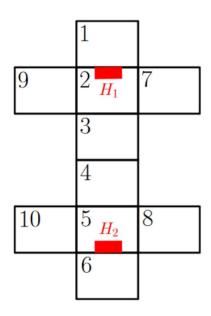


 $C:S \rightarrow A$



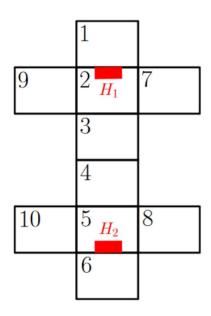
 $C:S\to A$





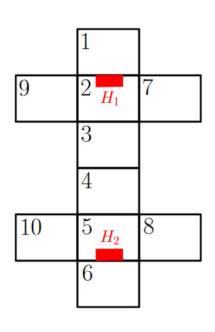
 $C:S\to A$

```
#SCOTS:v0.2
#BEGIN:59049 9
84 8
85 8
86 8
87 6 7 8
88 6 7 8
89 6 7 8
93 8
94 8
95 7 8
96 6 7 8
97 6 7 8
98 6 7 8
102 8
103 7 8
104 7 8
105 6 7 8
106 6 7 8
107 6 7 8
111 8
112 8
```

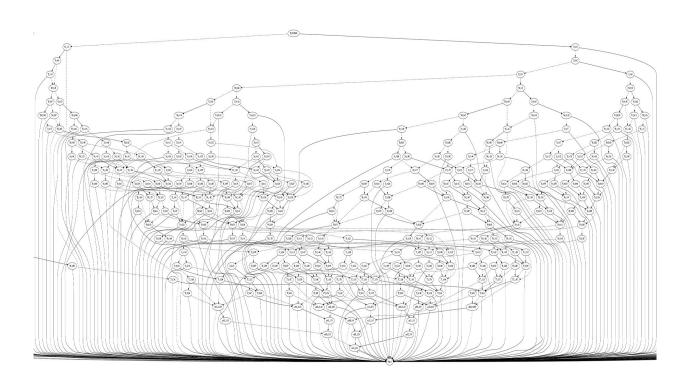


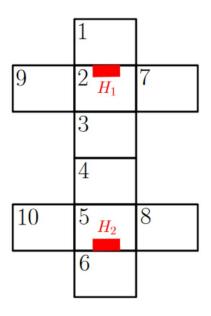
 $C:S\to A$

```
#SCOTS:v0.2
#BEGIN:59049 9
84 8
85 8
86 8
87 6 7 8
88 6 7 8
89 6 7 8
93 8
94 8
95 7 8
96 6 7 8
97 6 7 8
98 6 7 8
102 8
103 7 8
104 7 8
105 6 7 8
106 6 7 8
107 6 7 8
111 8
112 8
```

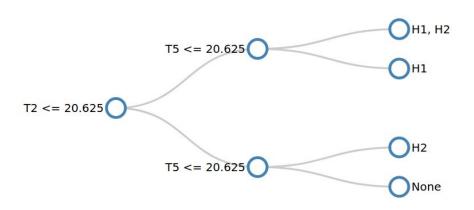


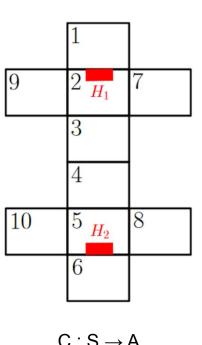




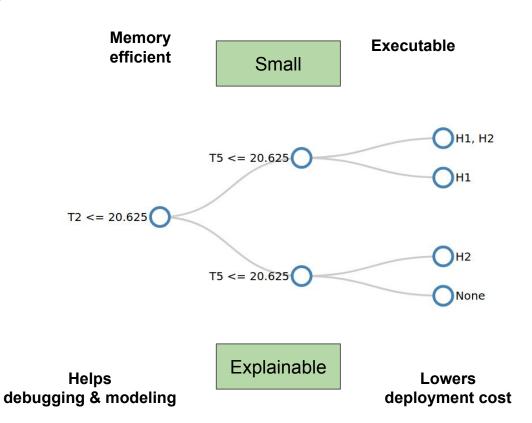


 $C:S \rightarrow A$





 $C: S \rightarrow A$

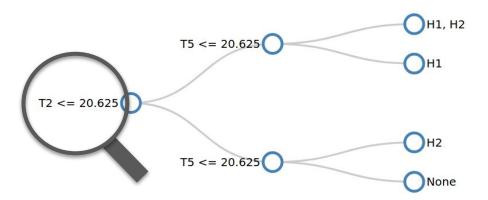


How?

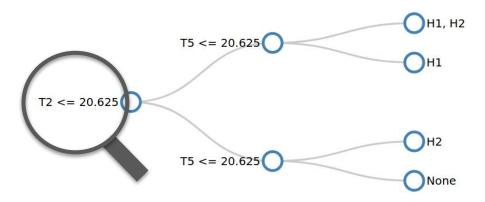
How?



Inner workings



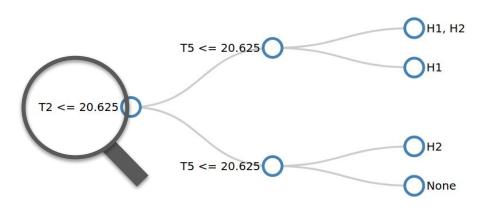
Inner workings



HSCC video:

https://www.youtube.com/watch?v=K6d3p S6Ege0 (slide 23-31)

Inner workings



Axis-aligned

T2 <= 20.625

Linear

0.5*T2 + 1.3*T5 <= 20.625

Algebraic

 $T2^4 * log(T5) - sqrt(T7) \le 20.625$



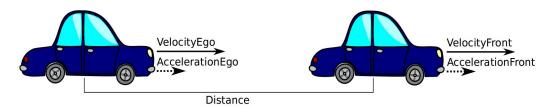
Safe controller

Lookup Table 295,695 rows BDD 2,400 nodes dtControl 1.0 374 nodes



$$d = \frac{1}{2} at^2 + ut + d_0$$

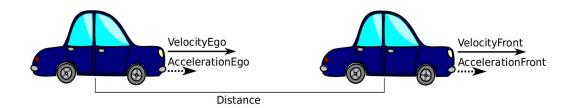
v = u + at



$$d-2 + \left(\frac{-4 - v_e - 2t_f)}{-2}\right)^2 + (-6 - v_e)\left(\frac{-6 - v_e - 2t_f)}{-2}\right) \leq 5$$

$$d = \frac{1}{2} at^2 + ut + d_0$$

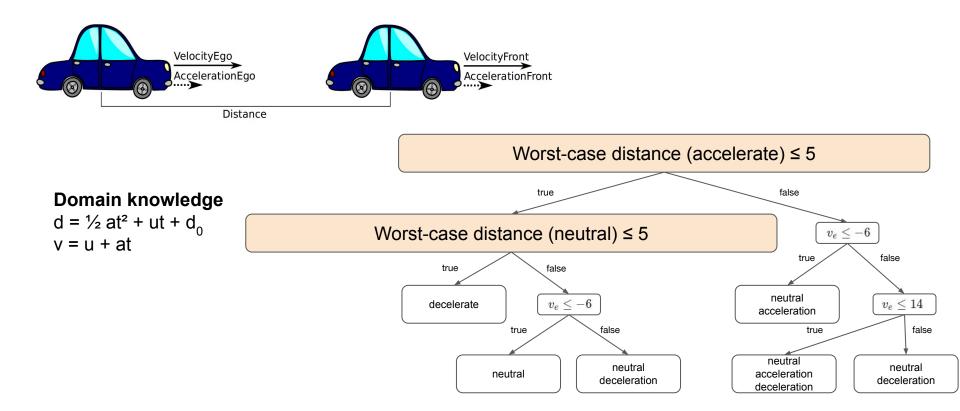
v = u + at

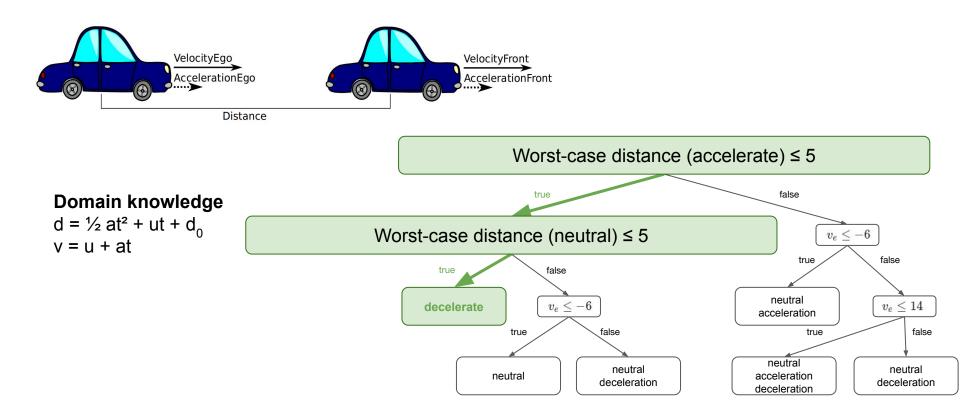


Worst-case distance (accelerate) ≤ 5

$$d = \frac{1}{2} at^2 + ut + d_0$$

v = u + at





Alge



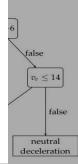
Distilling a Neural Network Into a Soft Decision Tree

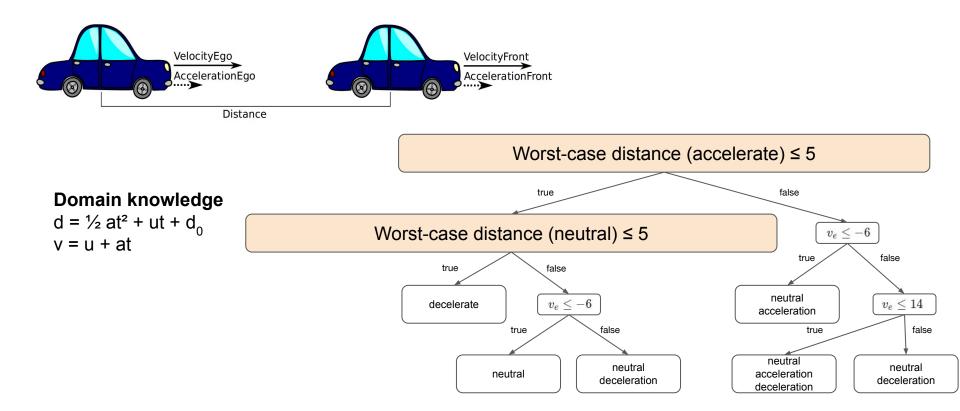
Nicholas Frosst, Geoffrey Hinton

Google Brain Team

Domai $d = \frac{1}{2}a$ $v = u + \frac{1}{2}a$

Abstract. Deep neural networks have proved to be a very effective way to perform classification tasks. They excel when the input data is high dimensional, the relationship between the input and the output is complicated, and the number of labeled training examples is large [Szegedy et al., 2015, [Wu et al., 2016, Jozefowicz et al., 2016, Graves et al., 2013]. But it is hard to explain why a learned network makes a particular classification decision on a particular test case. This is due to their reliance on distributed hierarchical representations. If we could take the knowledge acquired by the neural net and express the

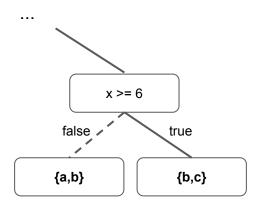




Demo

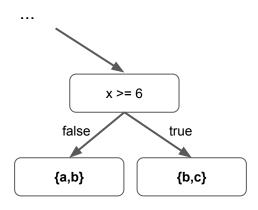
- This is how the tree looks in our awesome new GUI
- We can scroll, collapse etc. to explore the tree
- This is how we made the tree:
 - Choose controller file Note we support Storm, PRISM, Scots, Uppaal and csv
 - Choose preset (lots of automatic, we now want user-defined)
 - Enter your cool predicates (first an axis-aligned, then the rest with a good mix of explanation and Ctrl+V)
 - If this was scary: Documentation
- Add, play; while playing, explain benchmarking
- View -> Result we showed earlier.
- Ok, how did we get these fancy predicates? 1. Domain knowledge, understanding 2. Trial and error. Show interactive tree building.
- Much more to help us understand controller and DT, like running simulations and more ways to affect predicate construction or changing trees on the fly. -> Delegate to Docs, papers and QEST video

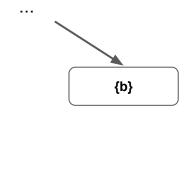
Determinization



Permissive

Determinization





Permissive

Determinized

Experimental results

Case study	States	BDD	dtControl 1.0	dtControl 2.0
cartpole	271	127	11	7
10rooms	26,244	128	7	7
helicopter	280,539	870	221	123
cruise-latest	295,615	1,448	3	3
dede	593,089	381	9	5
truck_trailer	1,386,211	18,186	42,561	31,499
traffic_30m	16,639,662	TO	127	97

Conclusion



#SCOTS:v0.2

#TYPE:STATICCONTROLLER #SCOTS:STATE_SPACE

#TYPE:UNIFORMGRID

#MEMBER:DIM

10

#VECTOR: ETA #BEGIN: 10

1.25

1.25

1.25

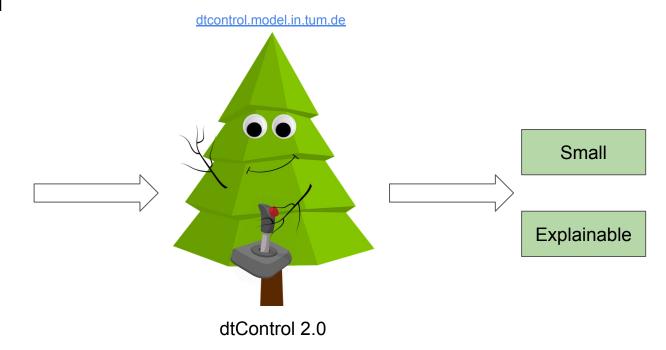
1.25

1.25

1.25

1.25

1.25



- + Algebraic predicates
- + GUI
- Better determinization

Conclusion



#SCOTS:v0.2

#TYPE:STATICCONTROLLER #SCOTS:STATE_SPACE

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10

#VECTOR: ETA #BEGIN: 10

1.25

1.25

1.25

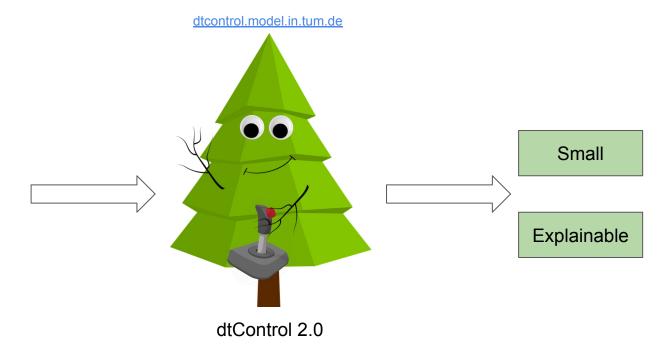
1.25

1.25

1.25

1.25

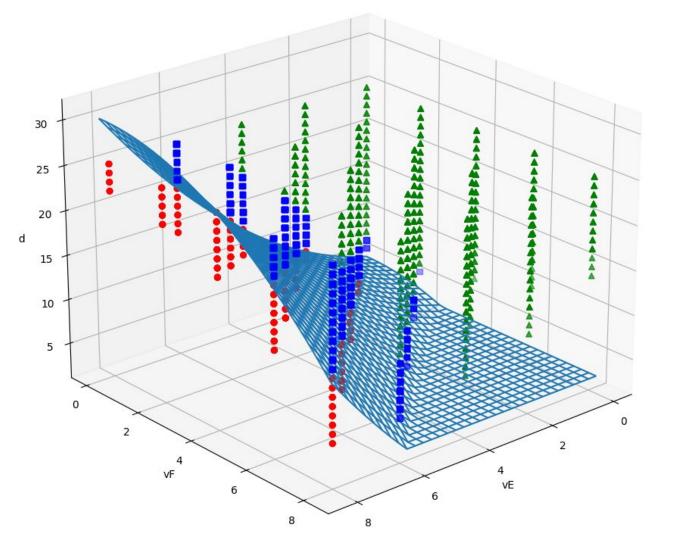
1.25

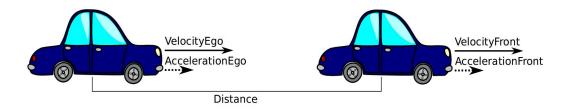


- + Algebraic predicates
- + GUI
- + Better determinization

Thank you!

More information





$$d = \frac{1}{2} at^2 + vt + d_0$$

v = at

