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digraph ID3_Tree {
"0" [shape=box, style=filled, label="worst concave points
", weight=1]
"1" [shape=box, style=filled, label="worst perimeter
", weight=2]
0 -> 1 [ label = "<=0.14"];
"2" [shape=box, style=filled, label="symmetry error
", weight=3]
1 -> 2 [ label = "<=107.75"];
"3" [shape=box, style=filled, label="radius error
", weight=4]
2 -> 3 [ label = "<=0.02"];
"4" [shape=box, style=filled, label="worst texture
", weight=5]
3 -> 4 [ label = "<=0.55"];
"5" [shape=box, style=filled, label="1
(64)
", weight=6]
4 -> 5 [ label = "<=29.76"];
"6" [shape=box, style=filled, label="mean texture
", weight=6]
4 -> 6 [ label = ">29.76"];
"7" [shape=box, style=filled, label="mean radius
", weight=7]
6 -> 7 [ label = "<=23.24"];
"8" [shape=box, style=filled, label="1
(2)
", weight=8]
7 -> 8 [ label = "<=12.51"];
"9" [shape=box, style=filled, label="worst fractal dimension
", weight=8]
7 -> 9 [ label = ">12.51"];
"10" [shape=box, style=filled, label="1
(1)
", weight=9]
9 -> 10 [ label = "<=0.07"];
"11" [shape=box, style=filled, label="0
(3)
", weight=9]
9 -> 11 [ label = ">0.07"];
"12" [shape=box, style=filled, label="1
(8)
", weight=7]
6 -> 12 [ label = ">23.24"];
"13" [shape=box, style=filled, label="0
(2)
", weight=5]
3 -> 13 [ label = ">0.55"];
"14" [shape=box, style=filled, label="1
(189)
", weight=4]
2 -> 14 [ label = ">0.02"];
"15" [shape=box, style=filled, label="worst texture
", weight=3]

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1 -> 15 [ label = ">107.75"];
"16" [shape=box, style=filled, label="1
(11)
", weight=4]
15 -> 16 [ label = "<=20.22"];
"17" [shape=box, style=filled, label="mean symmetry
", weight=4]
15 -> 17 [ label = ">20.22"];
"18" [shape=box, style=filled, label="1
(3)
", weight=5]
17 -> 18 [ label = "<=0.15"];
"19" [shape=box, style=filled, label="mean texture
", weight=5]
17 -> 19 [ label = ">0.15"];
"20" [shape=box, style=filled, label="0
(19)
", weight=6]
19 -> 20 [ label = "<=24.99"];
"21" [shape=box, style=filled, label="1
(1)
", weight=6]
19 -> 21 [ label = ">24.99"];
"22" [shape=box, style=filled, label="worst perimeter
", weight=2]
0 -> 22 [ label = ">0.14"];
"23" [shape=box, style=filled, label="mean texture
", weight=3]
22 -> 23 [ label = "<=112.80"];
"24" [shape=box, style=filled, label="mean smoothness
", weight=4]
23 -> 24 [ label = "<=20.30"];
"25" [shape=box, style=filled, label="worst texture
", weight=5]
24 -> 25 [ label = "<=0.11"];
"26" [shape=box, style=filled, label="1
(10)
", weight=6]
25 -> 26 [ label = "<=26.90"];
"27" [shape=box, style=filled, label="mean radius
", weight=6]
25 -> 27 [ label = ">26.90"];
"28" [shape=box, style=filled, label="1
(1)
", weight=7]
27 -> 28 [ label = "<=13.68"];
"29" [shape=box, style=filled, label="0
(2)
", weight=7]
27 -> 29 [ label = ">13.68"];
"30" [shape=box, style=filled, label="0
(5)
", weight=5]
24 -> 30 [ label = ">0.11"];

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"31" [shape=box, style=filled, label="0  
(12)  
", weight=4]  
23 -> 31 [ label = ">20.30"];  
"32" [shape=box, style=filled, label="0  
(122)  
", weight=3]  
22 -> 32 [ label = ">112.80"];  
{rank=same; 0;};  
{rank=same; 1;22;};  
{rank=same; 2;15;23;32;};  
{rank=same; 3;14;16;17;24;31;};  
{rank=same; 4;13;18;19;25;30;};  
{rank=same; 5;6;20;21;26;27;};  
{rank=same; 7;12;28;29;};  
{rank=same; 8;9;};  
{rank=same; 10;11;};  
}
```