Totally we use seven methods to deal with and predict the likeness. All of methods was written by r language. The first method we use is KNN, the upper figure is the code when k equal to 1. We make k equals to one two five and ten to predict the result of likeness. And the error rates are 27 percent ,25 percent 18 percent and 17 percent the greater k we choose the better predict performance we have. || And the second method to predict the data is CART, the code is on the right and plot was shown there. Each root node represents a single input variable (x) and a split point on that variable (assuming the variable is numeric). The leaf nodes of the tree contain an output variable (y) which is used to make a prediction. For example, this root node split two leaf node with the condition instrumental greater or equal to 0.79. the right leaf node accounted for 47 percent of the total. And the error rate is 13 percent. The third method is also a decision tree, the first root node was split with the condition of instrumental less or equal to zero. The error rate is 13 percent The fourth method is ANN, for the single layer of ANN, we try different hidden and threshold to measure the result and we found when the hidden is 4 perform better and the threshold is 0.05 also performs better. Then we try double layer for ANN, keeping threshold equal to 0.01, and use three different hidden to measure the result, we could see the result when the hidden are 5 and 2 we have the minimum error rate.