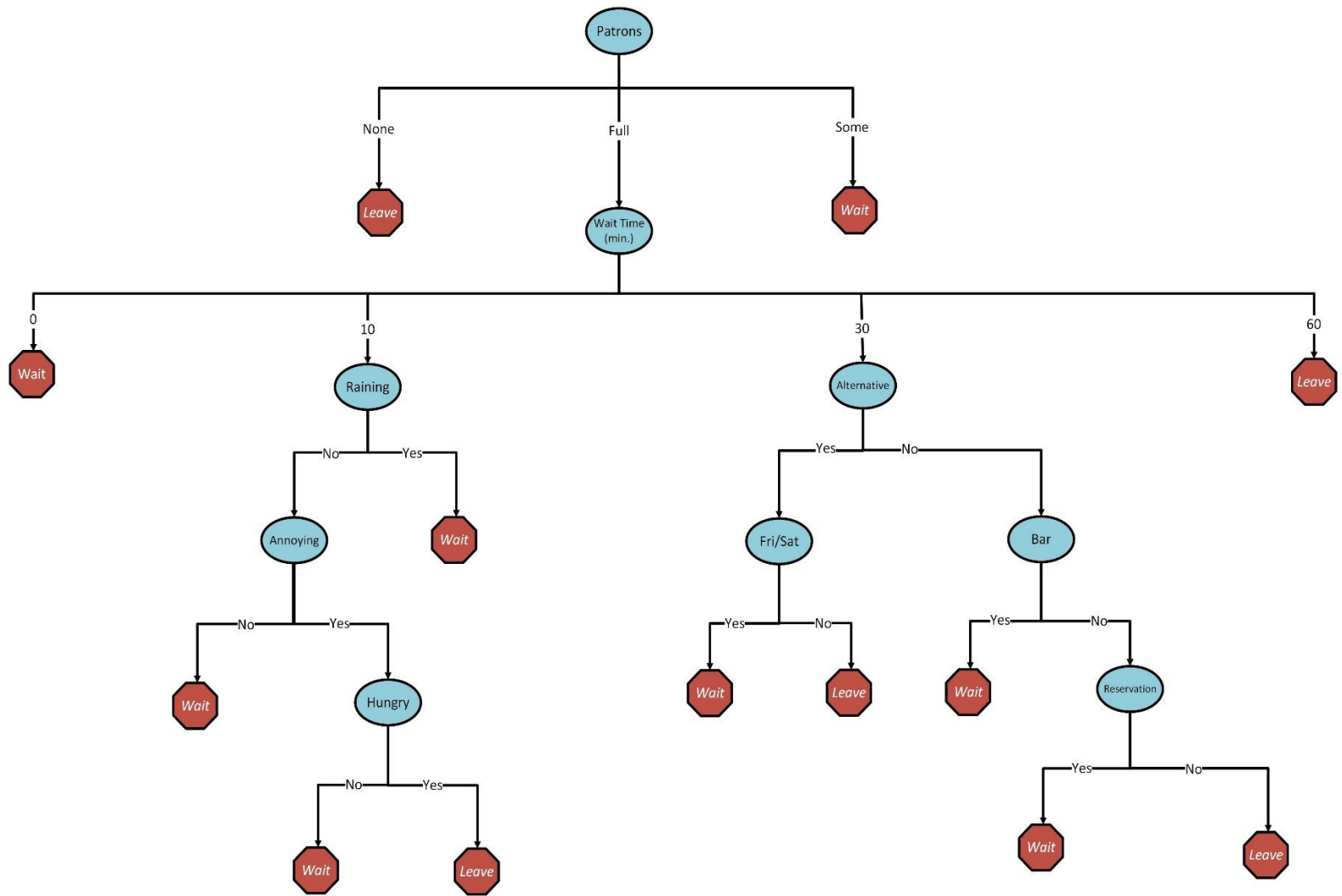


- 1) What is the restaurant's level of Patrons? = None → Leave (Recommendation).
- 2) What is the restaurant's level of Patrons? = Some → Wait (Recommendation).
- 3) What is the restaurant's level of Patrons? = Full → What is the Wait Time?
 - 3.1) Wait Time = 0 minutes → Wait (Recommendation).
 - 3.2) Wait Time = 10 minutes → Is it Raining?
 - 3.2.1) Raining = Yes → Wait (Recommendation).
 - 3.2.2) Raining = No → Are people being Annoying?
 - 3.2.2.1) Annoying = No → Wait (Recommendation).
 - 3.2.2.2) Annoying = Yes → Are you Hungry?
 - 3.2.2.2.1) Hungry = Yes → Leave (Recommendation).
 - 3.2.2.2.2) Hungry = No → Wait (Recommendation).
 - 3.3) Wait Time = 30 minutes → Is there an Alternative?
 - 3.3.1) Alternative = Yes → Is it Friday or Saturday?
 - 3.3.1.1) Fri/Sat = Yes → Wait (Recommendation).
 - 3.3.1.2) Fri/Sat = No → Leave (Recommendation).
 - 3.3.2) Alternative = No → Is there a Bar?
 - 3.3.2.1) Bar = Yes → Wait (Recommendation).
 - 3.3.2.2) Bar = No → Do you have a Reservation?
 - 3.3.2.2.1) Reservation = Yes → Wait (Recommendation).
 - 3.3.2.2.2) Reservation = No → Leave (Recommendation).
 - 3.4) Wait Time = 60 minutes → Leave (Recommendation).





..... Data Set (continued)

- 248 Total Rows (Experiences/Instances)
- 9 Parameters (Input) per Experience
Columns 1-9
- 1 Parameter (Output) per Experience
Column 10 - Decision
- 1 Row = 1 Experience = 1 Instance

Patrons	WaitTime	Alternate	Reservatio	Bar	Fri/Sat	Hungry	Annoying	Raining	Decision
None	0	No	Yes	No	No	Yes	Yes	Yes	Leave
None	0	No	No	Yes	Yes	No	Yes	No	Leave
None	30	Yes	No	No	Yes	Yes	No	Yes	Leave
None	30	No	Yes	Yes	No	No	No	Yes	Leave
None	30	Yes	No	No	Yes	Yes	Yes	No	Leave
None	30	No	Yes	Yes	No	No	Yes	Yes	Leave
None	0	No	No	No	No	Yes	No	Yes	Leave
None	60	No	No	Yes	No	Yes	Yes	Yes	Leave
None	30	Yes	Yes	Yes	No	No	No	No	Leave
None	0	No	Yes	No	Yes	Yes	No	Yes	Leave
None	0	No	Yes	Yes	Yes	Yes	No	No	Leave
None	30	No	Yes	Yes	Yes	No	No	No	Leave
None	30	No	No	No	Yes	Yes	Yes	Yes	Leave
None	0	No	Yes	Yes	No	Yes	Yes	No	Leave
None	30	No	No	Yes	No	No	Yes	No	Leave
None	60	No	Yes	No	No	No	No	No	Leave
None	60	No	Yes	No	Yes	Yes	No	Yes	Leave
None	60	No	Yes	No	Yes	No	Yes	Yes	Leave
None	60	No	No	No	No	No	Yes	Yes	Leave

if Patrons = None, then, Decision = Leave

Patrons	WaitTime	Alternate	Reservatio	Bar	Fri/Sat	Hungry	Annoying	Raining	Decision
Some	30	No	Yes	No	No	No	Yes	Yes	Wait
Some	0	No	Yes	No	No	No	No	Yes	Wait
Some	60	Yes	No	Yes	Yes	Yes	No	No	Wait
Some	60	No	No	No	Yes	No	No	Yes	Wait
Some	30	Yes	No	Yes	Yes	No	No	Yes	Wait
Some	30	Yes	No	Yes	No	Yes	No	Yes	Wait
Some	60	No	Yes	No	No	Yes	Yes	Yes	Wait
Some	0	No	Yes	No	Yes	No	No	No	Wait
Some	30	No	No	No	No	Yes	Yes	Yes	Wait
Some	60	Yes	Yes	Yes	Yes	No	No	Yes	Wait
Some	30	Yes	Yes	No	No	Yes	No	Yes	Wait
Some	30	No	Yes	Yes	Yes	No	Yes	Yes	Wait
Some	0	No	Yes	Yes	No	Yes	Yes	Yes	Wait
Some	30	No	No	No	No	Yes	No	No	Wait
Some	0	No	No	No	No	Yes	Yes	No	Wait
Some	0	No	Yes	Yes	Yes	No	No	No	Wait
Some	0	Yes	No	No	Yes	No	Yes	Yes	Wait
Some	0	Yes	No	No	Yes	No	Yes	Yes	Wait
Some	0	Yes	No	Yes	No	Yes	No	No	Wait

if Patrons = Some, then, Decision = Wait

Patrons	WaitTime	Alternate	Reservatio	Bar	Fri/Sat	Hungry	Annoying	Raining	Decision
Full	0	Yes	No	No	No	Yes	Yes	No	Wait
Full	0	Yes	Yes	Yes	Yes	Yes	No	No	Wait
Full	0	No	No	Yes	No	Yes	No	Yes	Wait
Full	0	No	Yes	Yes	No	Yes	Yes	Yes	Wait
Full	0	No	Yes	No	Yes	No	Yes	Yes	Wait
Full	0	Yes	Yes	No	No	No	No	Yes	Wait
Full	0	Yes	No	No	Yes	Yes	Yes	No	Wait
Full	0	Yes	Yes	No	No	No	Yes	No	Wait
Full	0	No	No	No	No	No	No	No	Wait
Full	0	No	Yes	Yes	Yes	Yes	Yes	Yes	Wait
Full	0	No	No	Yes	No	No	No	Yes	Wait
Full	0	No	Yes	No	Yes	No	Yes	No	Wait
Full	0	No	Yes	Yes	Yes	Yes	No	Yes	Wait
Full	0	No	No	Yes	No	Yes	No	No	Wait
Full	0	Yes	No	No	No	Yes	Yes	Yes	Wait
Full	0	Yes	Yes	Yes	No	Yes	No	Yes	Wait
Full	0	No	Yes	Yes	No	No	No	No	Wait
Full	0	Yes	Yes	Yes	No	No	No	Yes	Wait
Full	0	No	No	No	No	Yes	Yes	No	Wait

if Patrons = Full, and if, Wait Time = 0, then, Decision = Wait

Patrons	WaitTime	Alternate	Reservatio	Bar	Fri/Sat	Hungry	Annoying	Raining	Decision
Full	60	Yes	Yes	Yes	No	No	Yes	Yes	Leave
Full	60	No	No	No	Yes	Yes	No	No	Leave
Full	60	No	Yes	No	No	Yes	Yes	Yes	Leave
Full	60	No	No	Yes	No	Yes	No	Yes	Leave
Full	60	Yes	No	Yes	Yes	No	Yes	No	Leave
Full	60	No	Yes	Yes	Yes	Yes	No	Yes	Leave
Full	60	Yes	No	No	No	Yes	Yes	No	Leave
Full	60	Yes	No	No	No	No	Yes	Yes	Leave
Full	60	Yes	Yes	Yes	Yes	No	Yes	Yes	Leave
Full	60	No	Yes	Yes	No	No	No	No	Leave
Full	60	Yes	Yes	No	Yes	Yes	No	Yes	Leave
Full	60	No	No	Yes	No	Yes	No	Yes	Leave
Full	60	No	No	Yes	Yes	Yes	No	Yes	Leave
Full	60	No	Yes	Yes	Yes	Yes	Yes	No	Leave
Full	60	No	Yes	Yes	No	No	No	No	Leave
Full	60	Yes	No	Yes	No	No	Yes	No	Leave
Full	60	Yes	Yes	No	No	Yes	No	No	Leave
Full	60	Yes	No	Yes	No	No	Yes	Yes	Leave
Full	60	Yes	No	Yes	No	Yes	Yes	Yes	Leave

if Patrons = Full, and if, Wait Time = 60, then, Decision = Leave

Patrons	WaitTime	Alternate	Reservatio	Bar	Fri/Sat	Hungry	Annoying	Raining	Decision
Full	10	Yes	No	Yes	No	No	No	Yes	Wait
Full	10	Yes	Yes	No	Yes	Yes	Yes	Yes	Wait
Full	10	Yes	No	No	Yes	No	Yes	Yes	Wait
Full	10	No	Yes	Yes	Yes	Yes	Yes	Yes	Wait
Full	10	Yes	Yes	No	Yes	Yes	Yes	Yes	Wait
Full	10	Yes	No	Yes	Yes	Yes	No	Yes	Wait
Full	10	Yes	Yes	No	Yes	No	Yes	Yes	Wait
Full	10	Yes	No	No	No	Yes	Yes	Yes	Wait
Full	10	Yes	No	Yes	No	Yes	Yes	Yes	Wait
Full	10	No	Yes	Yes	No	Yes	Yes	Yes	Wait
Full	10	Yes	Yes	No	Yes	Yes	Yes	Yes	Wait
Full	10	No	No	Yes	No	Yes	Yes	Yes	Wait
Full	10	No	Yes	No	Yes	No	Yes	Yes	Wait
Full	10	No	No	No	No	Yes	Yes	Yes	Wait
Full	10	Yes	No	No	No	Yes	Yes	Yes	Wait
Full	10	Yes	Yes	No	Yes	Yes	No	Yes	Wait
Full	10	No	No	Yes	No	Yes	Yes	Yes	Wait
Full	10	No	No	No	Yes	Yes	No	Yes	Wait
Full	10	Yes	No	Yes	No	No	Yes	Yes	Wait
Full	10	Yes	Yes	No	Yes	Yes	Yes	Yes	Wait
Full	10	No	No	No	No	Yes	Yes	Yes	Wait
Full	10	No	No	No	No	No	Yes	Yes	Wait
Full	10	No	No	Yes	No	No	Yes	Yes	Wait
Full	10	Yes	Yes	Yes	No	Yes	Yes	Yes	Wait
Full	10	No	No	Yes	Yes	Yes	No	Yes	Wait
Full	10	Yes	Yes	Yes	No	Yes	Yes	Yes	Wait
Full	10	Yes	Yes	Yes	No	Yes	Yes	Yes	Wait
Full	10	Yes	Yes	No	No	Yes	No	Yes	Wait
Full	10	No	No	Yes	Yes	No	Yes	Yes	Wait
Full	10	No	Yes	Yes	No	Yes	Yes	Yes	Wait
Full	10	No	No	No	Yes	No	No	Yes	Wait
Full	10	No	No	No	No	No	No	Yes	Wait
Full	10	No	No	Yes	No	Yes	No	Yes	Wait
Full	10	No	Yes	Yes	Yes	Yes	No	Yes	Wait
Full	10	Yes	Yes	Yes	No	Yes	Yes	Yes	Wait
Full	10	No	Yes	No	Yes	No	No	Yes	Wait
Full	10	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Wait

if Patrons = Full + if Wait Time = 10 + if Raining = Yes, then, Decision = Wait.

Patrons	WaitTime	Alternate	Reservatio	Bar	Fri/Sat	Hungry	Annoying	Raining	Decision
Full	10	No	Yes	No	Yes	Yes	Yes	No	Leave
Full	10	Yes	No	No	Yes	Yes	Yes	No	Leave
Full	10	Yes	Yes	No	No	Yes	Yes	No	Leave
Full	10	Yes	Yes	Yes	No	Yes	Yes	No	Leave
Full	10	No	Yes	Yes	No	Yes	Yes	No	Leave
Full	10	No	Yes	No	Yes	Yes	Yes	No	Leave
Full	10	Yes	Yes	No	Yes	Yes	Yes	No	Leave
Full	10	No	Yes	Yes	Yes	Yes	Yes	No	Leave
Full	10	No	No	No	No	Yes	Yes	No	Leave
Full	10	No	No	No	No	Yes	Yes	No	Leave
Full	10	Yes	No	Yes	Yes	Yes	Yes	No	Leave
Full	10	No	Yes	Yes	No	Yes	Yes	No	Leave
Full	10	Yes	Yes	Yes	Yes	Yes	Yes	No	Leave
Full	10	No	Yes	No	Yes	Yes	Yes	No	Leave
Full	10	Yes	Yes	Yes	No	Yes	Yes	No	Leave
Full	10	No	No	Yes	No	Yes	Yes	No	Leave
Full	10	No	Yes	No	No	Yes	Yes	No	Leave
Full	10	No	Yes	Yes	Yes	Yes	Yes	No	Leave
Full	10	No	Yes	No	Yes	Yes	Yes	No	Leave

if Patrons = Full + if Wait Time = 10 + if Raining = No, + if Annoying = Yes, + if Hungry = Yes ,then, Decision = Leave.

Patrons	WaitTime	Alternate	Reservatio	Bar	Fri/Sat	Hungry	Annoying	Raining	Decision
Full	30	No	Yes	No	No	No	No	No	Wait
Full	30	No	Yes	No	No	No	Yes	No	Wait
Full	30	No	Yes	No	Yes	No	Yes	Yes	Wait
Full	30	No	Yes	No	No	No	Yes	No	Wait
Full	30	No	Yes	No	Yes	No	No	Yes	Wait
Full	30	No	Yes	No	Yes	Yes	Yes	No	Wait
Full	30	No	Yes	No	No	No	No	Yes	Wait
Full	30	No	Yes	No	No	Yes	Yes	Yes	Wait
Full	30	No	Yes	No	Yes	No	No	No	Wait
Full	30	No	Yes	No	No	Yes	No	No	Wait
Full	30	No	Yes	No	No	No	No	Yes	Wait
Full	30	No	Yes	No	No	No	No	No	Wait
Full	30	No	Yes	No	No	No	Yes	No	Wait

if Patrons = Full + if Wait Time = 30 + if Alternative = No, + if Bar = No, + if Reservation = Yes, then, Decision = Wait.

Patrons	WaitTime	Alternate	Reservation	Bar	Fri/Sat	Hungry	Annoying	Raining	Decision
Full	10	Yes	No	Yes	No	No	No	Yes	Wait
Full	10	Yes	Yes	No	Yes	Yes	Yes	Yes	Wait
Full	10	Yes	No	No	Yes	No	Yes	Yes	Wait
Full	10	No	Yes	Yes	Yes	Yes	Yes	Yes	Wait
Full	10	Yes	Yes	No	Yes	Yes	Yes	Yes	Wait
Full	10	Yes	No	Yes	Yes	Yes	No	Yes	Wait
Full	10	Yes	Yes	No	Yes	No	Yes	Yes	Wait
Full	10	Yes	No	No	No	Yes	Yes	Yes	Wait
Full	10	Yes	No	Yes	No	Yes	Yes	Yes	Wait
Full	10	No	Yes	Yes	No	Yes	Yes	Yes	Wait
Full	10	Yes	Yes	No	Yes	Yes	Yes	Yes	Wait
Full	10	No	No	Yes	No	Yes	Yes	Yes	Wait
Full	10	No	Yes	No	Yes	No	Yes	Yes	Wait
Full	10	No	No	No	No	Yes	Yes	Yes	Wait
Full	10	Yes	No	No	No	Yes	Yes	Yes	Wait
Full	10	Yes	Yes	No	Yes	Yes	No	Yes	Wait
Full	10	No	No	Yes	No	Yes	Yes	Yes	Wait
Full	10	No	No	No	Yes	Yes	No	Yes	Wait
Full	10	Yes	No	Yes	No	No	Yes	Yes	Wait
Full	10	Yes	Yes	No	Yes	Yes	Yes	Yes	Wait
Full	10	No	No	No	No	Yes	Yes	Yes	Wait
Full	10	No	No	No	No	No	Yes	Yes	Wait
Full	10	No	No	Yes	No	No	Yes	Yes	Wait
Full	10	Yes	Yes	Yes	No	Yes	Yes	Yes	Wait
Full	10	No	No	Yes	Yes	Yes	No	Yes	Wait
Full	10	Yes	Yes	Yes	No	Yes	Yes	Yes	Wait
Full	10	Yes	Yes	Yes	No	Yes	Yes	Yes	Wait
Full	10	Yes	Yes	No	No	Yes	No	Yes	Wait
Full	10	No	No	Yes	Yes	No	Yes	Yes	Wait
Full	10	No	Yes	Yes	No	Yes	Yes	Yes	Wait
Full	10	No	No	No	Yes	No	No	Yes	Wait
Full	10	No	No	No	No	No	No	Yes	Wait
Full	10	No	No	Yes	No	Yes	No	Yes	Wait
Full	10	No	Yes	Yes	Yes	Yes	No	Yes	Wait
Full	10	Yes	Yes	Yes	No	Yes	Yes	Yes	Wait
Full	10	No	Yes	No	Yes	No	No	Yes	Wait
Full	10	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Wait

if Patrons = Full + if Wait Time = 10 + if Raining = Yes, then, Decision = Wait.