TRABAJO FINAL INFERENCIA ESTADÍSTICA II

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Fuente de datos

En este trabajo vamos a analizar una base de datos de apartamentos de Airbnb de la ciudad de Barcelona. Los datos los recopilamos de los enlaces que hay más abajo, aunque hemos hecho ya la limpieza y el data wrangling porque estaban muy desordenados. En este <u>enlace</u> está el código de la limpieza de datos y un poco de análisis exploratorio (el código está en inglés porque este *dataset* lo usé el verano pasado para practicar en un proyecto). El archivo original contenía muchas más observaciones, pero contenía muchos NA's y celdas vacías, que rellené con la mediana (en el caso de variables numéricas) o la moda del barrio en el que se encuentra el apartamento.

http://insideairbnb.com/get-the-data.html

http://data.insideairbnb.com/spain/catalonia/barcelona/2021-02-09/data/listings.csv.g

Conjunto de datos:

El dataset tiene muchas variables pero no las usaremos todas. Principalmente nos basaremos en comparar precios y otras variables numéricas, agrupando por distintos atributos categóricos.

'data.frame': 7364 obs. of	f 156 variables:
\$ host_since_year	: num 2010 2010 2010 2010 2010 2010 2010 201
2010 2010	
\$ host_response_rate	: num 111111111
\$ host_acceptance_rate	: num 0.91 0.91 0.91 1 1 1 1 0.77 1 0.55
\$ host_is_superhost	: chr "FALSE" "FALSE" "FALSE" "TRUE"
\$ host_neighbourhood	: chr "El Gòtic" "El Gòtic" "El Gòtic" "L'Antiga
Esquerra de l'Eixample"	
\$ host_total_listings_count	: int 3334444177
\$ host_has_profile_pic	: chr "TRUE" "TRUE" "TRUE" "TRUE"
\$ host_identity_verified	: chr "TRUE" "TRUE" "TRUE" "TRUE"
\$ neighbourhood	: Factor w/ 69 levels "","Camp d'en Grassot i Gràcia
Nova",:	
\$ latitude	: num 41.4 41.4 41.4 41.4
\$ longitude	: num 2.18 2.18 2.18 2.15 2.15
\$ is_location_exact	: chr "TRUE" "TRUE" "TRUE" "TRUE"
\$ property_type	: chr "Apartment" "Apartment" "Apartment"
"Apartment"	
\$ room_type	: chr "Private room" "Private room" "Entire home/apt"
"Private room"	
\$ accommodates	: int 2292112146
\$ bathrooms	: num 113222112
\$ bedrooms	: int 1141111112
\$ beds	: int 1161111124

\$ bed_type : chr "Real Bed" "Real Bed" "Real Bed" "Real Bed"
\$ square_feet : num 807 807 807 807 807 807 807 807 807
\$ price : num 80 100 227 40 30 30 45 33 130 110
\$ security_deposit : num 100 150 200 0 0 0 0 150 500
\$ cleaning_fee : num 20 40 67 6 6 6 6 15 59 30
\$ guests_included : int 214111123
\$ extra_people : num 0 0 25 10 0 0 10 0 10 25
\$ minimum_nights : int 354722223
\$ maximum_maximum_nights : int 90 120 1125 1125 730 1125 1125 65 364
365
\$ availability_30 : int 16 30 30 26 14 21 17 29 30 30
\$ availability_60 : int 16 60 60 52 31 44 43 59 60 60
\$ availability_90 : int 16 90 90 75 46 70 69 83 80 90
\$ availability_365 : int 88 180 180 348 318 345 344 358 336 365
\$ number_of_reviews : int 2 8 149 303 238 258 222 73 339 39
\$ review_scores_rating : num 100 68 91 94 95 96 95 94 94 88
\$ review_scores_accuracy : num 10 8 10 10 10 10 10 10 10 9
\$ review_scores_cleanliness : num 10 8 9 9 10 10 9 10 10 9
\$ review scores checkin : num 10 7 10 10 10 10 10 9 9
\$ review_scores_communication : num 10 9 10 10 10 10 10 10 10 9
\$ review_scores_value : num 10 7 9 10 10 9 9 10 10 9
\$ instant_bookable : chr "FALSE" "FALSE" "TRUE" "TRUE"
\$ cancellation_policy : chr "moderate" "moderate" "moderate"
"moderate"
\$ require_guest_profile_picture : chr "FALSE" "FALSE" "FALSE" "FALSE"
\$ require_guest_phone_verification : chr "FALSE" "FALSE" "FALSE" "FALSE"
\$ calculated_host_listings_count : int 3 3 3 4 4 4 4 1 3 4
\$ calculated_host_listings_count_entire_homes : int 1110000034
\$ calculated_host_listings_count_private_rooms: int 2224444100
\$ calculated_host_listings_count_shared_rooms : int 0000000000
\$ reviews_per_month : num 0.05 0.07 1.26 3.01 2.16 2.62 3.17 0.69 3.09
0.4
\$ email : Factor w/ 2 levels "Yes","No": 1 1 1 1 1 1 1 1 1
\$ phone : Factor w/ 2 levels "Yes","No": 1 1 1 1 1 1 1 1 1
\$ facebook : Factor w/ 2 levels "Yes","No": 2 2 2 2 2 2 1 1 1
\$ reviews : Factor w/ 2 levels "Yes","No": 1 1 1 1 1 1 1 1 1
\$ manual_offline : Factor w/ 2 levels "Yes", "No": 1 1 1 2 2 2 2 1 2 2
\$ jumio : Factor w/ 2 levels "Yes","No": 1 1 1 1 1 1 1 1 1
\$ offline_government_id : Factor w/ 2 levels "Yes","No": 1 1 1 1 1 1 1 2 2 2
\$ sent_id : Factor w/ 2 levels "Yes","No": 2 2 2 2 2 2 2 2 2 2
\$ selfie : Factor w/ 2 levels "Yes", "No": 2 2 2 2 2 2 2 2 2 2
\$ government_id : Factor w/ 2 levels "Yes","No": 1 1 1 1 1 1 1 1 1 1
\$ identity_manual : Factor w/ 2 levels "Yes","No": 2 2 2 2 2 2 2 2 2 2
\$ work_email : Factor w/ 2 levels "Yes","No": 1 1 1 2 2 2 2 2 1 2
\$ TV : Factor w/ 2 levels "Yes","No": 2 2 2 2 2 2 2 2 2 2
\$ Cable_TV : Factor w/ 2 levels "Yes", "No": 1 1 1 2 2 2 2 2 2 2
\$ Internet : Factor w/ 2 levels "Yes", "No": 1 1 1 1 1 1 1 1 1
\$ Wifi : Factor w/ 2 levels "Yes","No": 1 1 1 1 1 1 1 1 1
\$ Air_conditioning : Factor w/ 2 levels "Yes", "No": 1112222111

\$ Kitchen	\$ Wheelchair_accessible	: Factor w/ 2 levels "Yes","No": 2 2 2 2 2 2 2 2 1
\$ Paid_parking_off_premises	\$ Kitchen	: Factor w/ 2 levels "Yes", "No": 1 1 1 1 1 1 1 1 1
\$ Elevator	\$ Paid_parking_off_premises	
\$ Buzzerwireless_intercom		: Factor w/ 2 levels "Yes"."No": 1 1 1 1 1 1 1 1 2 1
\$ Familykid_friendly : Factor w/ 2 levels "Yes", "No": 11112222211 \$ Washer : Factor w/ 2 levels "Yes", "No": 1211111211 \$ Smoke_alarm : Factor w/ 2 levels "Yes", "No": 1212222222 \$ Carbon_monoxide_alarm : Factor w/ 2 levels "Yes", "No": 1212222222 \$ First_aid_kit : Factor w/ 2 levels "Yes", "No": 2212222222 \$ First_aid_kit : Factor w/ 2 levels "Yes", "No": 22122222222 \$ Fire_extinguisher : Factor w/ 2 levels "Yes", "No": 12122222222 \$ Fire_extinguisher : Factor w/ 2 levels "Yes", "No": 121122222222 \$ Safety_card : Factor w/ 2 levels "Yes", "No": 12122222222 \$ Fire_extinguisher : Factor w/ 2 levels "Yes", "No": 12122222222 \$ Sampoo : Factor w/ 2 levels "Yes", "No": 1211111111 \$ Shampoo : Factor w/ 2 levels "Yes", "No": 22112222122 \$ Haingers : Factor w/ 2 levels "Yes", "No": 22111111111 \$ Hair_dryer : Factor w/ 2 levels "Yes", "No": 22111111111 \$ Laptop-friendly_workspace : Factor w/ 2 levels "Yes", "No": 22111111111 \$ Private_entrance : Factor w/ 2 levels "Yes", "No": 2212222222 \$ Private_entrance : Factor w/ 2 levels "Yes", "No": 2212222222 \$ Stair_gates : Factor w/ 2 levels "Yes", "No": 2222222222 \$ Stair_gates : Factor w/ 2 levels "Yes", "No": 2222222222 \$ Children's_books_and_toys : Factor w/ 2 levels "Yes", "No": 2222222222 \$ Window_guards : Factor w/ 2 levels "Yes", "No": 2222222222 \$ Babysitter_recommendations : Factor w/ 2 levels "Yes", "No": 22222222222 \$ Factor w/ 2 levels "Yes", "No": 22222222222 \$ Crib : Factor w/ 2 levels "Yes", "No": 22222222222 \$ Room-darkening_shades : Factor w/ 2 levels "Yes", "No": 22222222222 \$ Room-darkening_shades : Factor w/ 2 levels "Yes", "No": 222222222222		
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\$ Smoke_alarm	\$ Familykid_friendly	: Factor w/ 2 levels "Yes","No": 1 1 1 2 2 2 2 2 1 1
\$ Carbon_monoxide_alarm	\$ Washer	
2 \$ First_aid_kit	\$ Smoke_alarm	: Factor w/ 2 levels "Yes","No": 1 2 1 2 2 2 2 2 2 2
\$ Safety_card : Factor w/ 2 levels "Yes", "No": 2 2 1 2 2 2 2 2 2 2 \$ Fire_extinguisher : Factor w/ 2 levels "Yes", "No": 1 2 1 2 2 2 2 2 2 2 2 \$ Essentials : Factor w/ 2 levels "Yes", "No": 2 2 1 1 1 1 1 1 1 1 1 \$ Shampoo : Factor w/ 2 levels "Yes", "No": 2 2 1 2 2 2 2 1 2 2 \$ Hangers : Factor w/ 2 levels "Yes", "No": 2 2 1 1 1 1 1 1 1 1 1 \$ Hair_dryer : Factor w/ 2 levels "Yes", "No": 2 2 1 1 1 1 1 1 1 1 1 \$ Iron : Factor w/ 2 levels "Yes", "No": 2 2 1 1 1 1 1 1 1 1 1 \$ Laptop-friendly_workspace : Factor w/ 2 levels "Yes", "No": 2 2 1 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2		: Factor w/ 2 levels "Yes","No": 1 2 1 2 2 2 2 2 2
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\$ Outlet_covers : Factor w/ 2 levels "Yes","No": 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	\$ Laptop-friendly_workspace	
\$ Outlet_covers : Factor w/ 2 levels "Yes","No": 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	\$ Private entrance	: Factor w/ 2 levels "Yes","No": 2 2 1 2 2 2 2 2 2 2
\$ High_chair : Factor w/ 2 levels "Yes","No": 2 2 1 2 2 2 2 2 1 2 \$ Stair_gates : Factor w/ 2 levels "Yes","No": 2 2 2 2 2 2 2 2 2 2 \$ Children's_books_and_toys : Factor w/ 2 levels "Yes","No": 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	-	
\$ Stair_gates : Factor w/ 2 levels "Yes","No": 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2		
\$ Children's_books_and_toys 2 2 \$ Window_guards : Factor w/ 2 levels "Yes","No": 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2		
\$ Window_guards : Factor w/ 2 levels "Yes","No": 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	\$ Children's_books_and_t	
\$ Table_corner_guards : Factor w/ 2 levels "Yes","No": 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2		: Factor w/ 2 levels "Yes"."No": 2 2 2 2 2 2 2 2 2 2
\$ Babysitter_recommendations : Factor w/ 2 levels "Yes","No": 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2		
\$ Crib : Factor w/ 2 levels "Yes","No": 2 2 1 2 2 2 2 1 2 \$ Pack_'n_Playtravel_crib : Factor w/ 2 levels "Yes","No": 2 2 2 2 2 2 2 2 1 2 \$ Room-darkening_shades : Factor w/ 2 levels "Yes","No": 2 2 2 2 2 2 2 2 2 2 2 2	\$ Babysitter_recommendation	
\$ Pack_'n_Playtravel_crib : Factor w/ 2 levels "Yes","No": 2 2 2 2 2 2 2 2 1 2 \$ Room-darkening_shades : Factor w/ 2 levels "Yes","No": 2 2 2 2 2 2 2 1 2 2	\$ Crib :	Factor w/ 2 levels "Yes","No": 2 2 1 2 2 2 2 2 1 2
	\$ Pack_'n_Playtravel_crib	
\$ Children's_dinnerware : Factor w/ 2 levels "Yes", "No": 2 2 2 2 2 2 2 2 2 2	\$ Room-darkening_shades	: Factor w/ 2 levels "Yes","No": 2 2 2 2 2 2 2 1 2 2
2		: Factor w/ 2 levels "Yes","No": 2 2 2 2 2 2 2 2 2 2
\$ Hot_water : Factor w/ 2 levels "Yes", "No": 2 2 1 1 1 1 1 2 1 2		: Factor w/ 2 levels "Yes","No": 2 2 1 1 1 1 1 2 1 2
\$ Body_soap : Factor w/ 2 levels "Yes","No": 2 2 2 2 2 2 2 2 2 2		
\$ Bath_towel : Factor w/ 2 levels "Yes","No": 2 2 2 2 2 2 2 2 2 2 2	· · · · · · · · · · · · · · · · · · ·	
\$ Toilet_paper : Factor w/ 2 levels "Yes","No": 2 2 2 2 2 2 2 2 2 2		
\$ Bed_linens : Factor w/ 2 levels "Yes","No": 2 2 1 2 1 2 1 2 1 2		
\$ Extra_pillows_and_blankets : Factor w/ 2 levels "Yes", "No": 2 2 1 2 2 2 2 2 2	<u>-</u>	
2		,
\$ Ethernet_connection : Factor w/ 2 levels "Yes","No": 2 2 2 2 2 2 2 2 2 2		: Factor w/ 2 levels "Yes","No": 2 2 2 2 2 2 2 2 2 2
\$ Pocket_wifi : Factor w/ 2 levels "Yes","No": 2 2 2 2 2 2 2 2 1 2		

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\$ Microwave	: Factor w/ 2 levels "Yes","No": 2 1 1 1 1 1 1 2 1 2
\$ Coffee_maker	: Factor w/ 2 levels "Yes","No": 2 1 1 1 1 1 1 2 1 2
\$ Refrigerator	: Factor w/ 2 levels "Yes","No": 2 1 1 1 2 1 1 2 1 2
\$ Dishwasher	: Factor w/ 2 levels "Yes","No": 2 1 1 2 2 2 2 2 2 2
\$ Dishes_and_silverware	: Factor w/ 2 levels "Yes","No": 2 1 1 1 1 1 1 2 1 2
\$ Cooking_basics	: Factor w/ 2 levels "Yes","No": 2 1 1 1 1 1 1 2 1 2
\$ Oven : I	Factor w/ 2 levels "Yes","No": 2 1 1 2 2 2 2 2 2 2
\$ Stove : F	actor w/ 2 levels "Yes","No": 2 1 1 1 1 1 1 2 1 2
\$ Single_level_home	: Factor w/ 2 levels "Yes","No": 2 2 2 2 2 2 2 2 2 2
\$ Patio_or_balcony	: Factor w/ 2 levels "Yes", "No": 2 2 2 1 2 2 1 2 2 2
\$ Luggage_dropoff_allowed	: Factor w/ 2 levels "Yes","No": 2 2 1 2 2 2 2 2 1 2
\$ Wide_hallways	: Factor w/ 2 levels "Yes","No": 2 2 2 2 2 2 2 2 2 2
\$ No_stairs_or_steps_to_enter 2	: Factor w/ 2 levels "Yes","No": 2 2 2 2 2 2 2 2 2 2
\$ Wide_entrance_for_guests 2	: Factor w/ 2 levels "Yes","No": 2 2 2 2 2 2 2 2 2 2
\$ Flat_path_to_guest_entrance 2	: Factor w/ 2 levels "Yes","No": 2 2 2 2 2 2 2 2 2 2 2
\$ Well-lit_path_to_entrance	: Factor w/ 2 levels "Yes","No": 2 2 2 2 2 2 2 2 2 2 2 2
\$ Extra_space_around_bed	: Factor w/ 2 levels "Yes","No": 2 2 2 2 2 2 2 2 2 2 2 2
\$ Accessible-height_bed	: Factor w/ 2 levels "Yes", "No": 2 2 2 2 2 2 2 2 2 2
\$ Accessible-height_toilet	: Factor w/ 2 levels "Yes","No": 2 2 2 2 2 2 2 2 2 2
\$ Wide_clearance_to_shower 2	: Factor w/ 2 levels "Yes","No": 2 2 2 2 2 2 2 2 2 2
	factor w/ 2 levels "Yes","No": 2 2 2 2 2 2 2 2 2 2
\$ Wide_entryway	: Factor w/ 2 levels "Yes","No": 2 2 2 2 2 2 2 2 2 2
\$ Host_greets_you	: Factor w/ 2 levels "Yes","No": 2 2 1 1 1 1 1 2 1 2
\$ Waterfront	: Factor w/ 2 levels "Yes","No": 2 2 2 2 2 2 2 2 2 2
\$ Beachfront	: Factor w/ 2 levels "Yes","No": 2 2 2 2 2 2 2 1 2 2
\$ Handheld_shower_head	: Factor w/ 2 levels "Yes","No": 2 2 2 2 2 2 2 2 2 2
2 \$ Hot_water_kettle	• Factor w/ 2 lovels "Ves" "No"• 2 2 2 2 2 2 2 2 2
	: Factor w/ 2 levels "Yes" "No": 2 2 2 2 2 2 2 2 2 2
\$ Ceiling_fan \$ Beach_view	: Factor w/ 2 levels "Yes","No": 2 2 2 2 2 2 2 2 2 2 : Factor w/ 2 levels "Yes","No": 2 2 2 2 2 2 2 2 2 2
\$ Rain shower	: Factor w/ 2 levels "Yes", "No : 2 2 2 2 2 2 2 2 2 2
<u> </u>	
\$ Heated towel rack	actor w/ 2 levels "Yes","No": 2 2 2 2 2 2 2 2 2 2
	: Factor w/ 2 levels "Yes","No": 2 2 2 2 2 2 2 2 2 2 Factor w/ 2 levels "Yes","No": 2 2 2 2 2 2 2 2 2
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	Factor w/ 2 levels "Yes","No": 2 2 2 2 2 2 2 2 2 2 : Factor w/ 2 levels "Yes","No": 2 2 2 2 2 2 2 2 2 2
\$ Espresso_machine \$ Formal_dining_area	: Factor w/ 2 levels "Yes", "No": 2 2 2 2 2 2 2 2 2 2
	: Factor w/ 2 levels "Yes", "No": 2 2 2 2 2 2 2 2 2 2
\$ Convection oven	: Factor w/ 2 levels "Yes", "No": 2 2 2 2 2 2 2 2 2 2
\$ Standing_valet	: Factor w/ 2 levels "Yes", "No": 2 2 2 2 2 2 2 2 2 2
\$ Pillow-top_mattress	: Factor w/ 2 levels "Yes", "No": 2 2 2 2 2 2 2 2 2 2
2 mow-top_mattress	. I actor w/ Z ieveis Tes , INU . Z Z Z Z Z Z Z Z Z Z Z

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\$ Memory_foam_mattress	: Factor w/ 2 levels "Yes","No": 2 2 2 2 2 2 2 2 2 2
2	
\$ En_suite_bathroom	: Factor w/ 2 levels "Yes","No": 2 2 2 2 2 2 2 2 2 2
\$ Outdoor_seating	: Factor w/ 2 levels "Yes","No": 2 2 2 2 2 2 2 2 2 2
\$ Mudroom	: Factor w/ 2 levels "Yes","No": 2 2 2 2 2 2 2 2 2 2
\$ Full_kitchen	: Factor w/ 2 levels "Yes","No": 2 2 2 2 2 2 2 2 2 2
\$ Paid_parking_on_premises	: Factor w/ 2 levels "Yes","No": 2 2 1 1 1 1 1 2 2
2	
\$ Bedroom_comforts	: Factor w/ 2 levels "Yes", "No": 2 2 2 2 2 2 2 2 2 2
\$ Bathroom_essentials	: Factor w/ 2 levels "Yes","No": 2 2 2 2 2 2 2 2 2 2
\$ Fixed_grab_bars_for_shower	: Factor w/ 2 levels "Yes", "No": 2 2 2 2 2 2 2 2 2 2
2	
\$ Shower_chair	: Factor w/ 2 levels "Yes","No": 2 2 2 2 2 2 2 2 2 2
\$ days_since_host	: num 4070 4070 4070 3918 3918
\$ days_since_first_review	: num 1401 3903 3818 3291 3579
\$ days_since_last_review	: num 1227 2802 371 364 277