

Report ID3

Advantages and Disadvantages of your own program vs

Weka

The advantages of using your own program are very clear:

- As the author you are able to understand every single detail of the implementation, which may give you insights into why some results are occurring.
- If a mistake is found in the way the program works, with direct access to the code a fix can be implemented immediately, contrary to a proprietary tool, where you have to submit a bug report to the developer and wait until he fixes the code.
- There are no licensing issues when using your own code in commercial applications.
- Access to the entire code base, allows you to custom set the implementation for the specific requirements of the environment the tool is going to be used.
- A code based tool is easier to integrate in a server environment, compared with a gui based tool.

On the other hand the disadvantages are the following

- An implementation like the one we just made might have bugs that haven't been found, due to limited testing.

- Commercial tools often have a lot of optimizations in order to provide the best performance possible, something that our naive implementation can't compete with.
- Weka has a lot more options for manipulating and using the data, from changing the algorithm used, to having a lot of tools for dealing with data.
- You can be reassured of the fact that the tool works properly.
- A lot more insight into the resulting tree, and the way it is structured.
- Integrated testing suite, in weka.
- Package manager in weka, that allows you to expand its functionality.

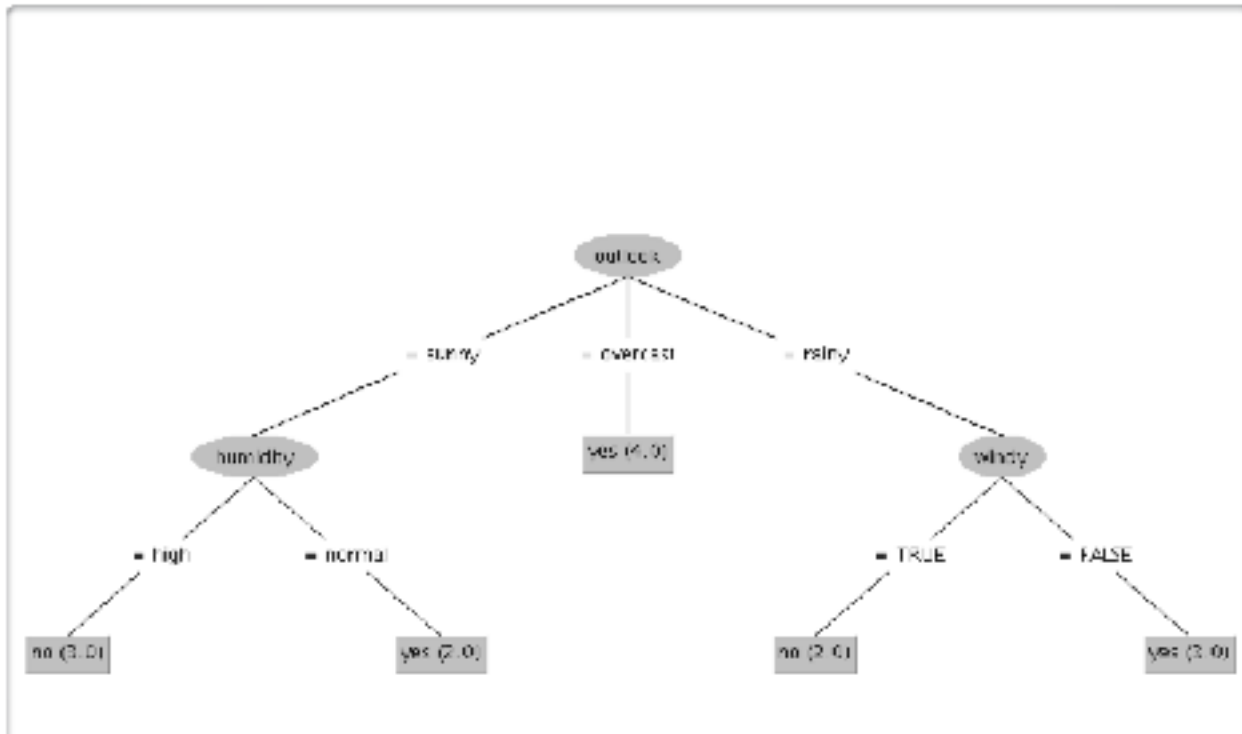
Criteria Followed for Datasets

The dataset of cars was chosen due to the following characteristics:

- It was a data-set for a classification problem, something that decision trees excel at.
- The data was purely categorical, something that was crucial for the formation of our own decision tree, because our parser and implementation can only handle discrete values.
- The number of attributes was small, compared to the number of labeled input vectors.
- The input vectors, where relatively easy to clean regarding their discrepancies with their descriptions.

Graphics

Case 1



```
ANSWER: FALSE
perimetro20@mothership: labID3$ python3 id3.py < test.arff
outlook: sunny
  humidity: high
    ANSWER: no
  humidity: normal
    ANSWER: yes
outlook: overcast
  ANSWER: yes
outlook: rainy
  windy: TRUE
    ANSWER: no
  windy: FALSE
    ANSWER: yes
```

As we can see in this first example, both decision trees are exactly the same, and provide the same answers.

Case 2

In a more complex example such as the car classification, it is obvious that the Weka implementation is superior since the resulting tree is much shorter than the output of our program. This is because the use of better algorithms in this case J48 in the case of Weka, which is an improvement and extension over the common ID3, we are using.

See the end of the document for the full trees

Where would you use decision trees?

I would mainly use them in the following scenarios, in the cases where a classification needs to be made, and the most influential factors in the final decision are well understood, and the decision tree is used only to optimize on top of those key metrics.

Full Tree Weka - J48 pruned tree

```
safety = low: unacc (576.0)
safety = med
|   persons = 2: unacc (192.0)
|   persons = 4
|   |   buying = vhigh
|   |   |   maint = vhigh: unacc (12.0)
|   |   |   maint = high: unacc (12.0)
|   |   |   maint = med
|   |   |   |   lug_boot = small: unacc (4.0)
|   |   |   |   lug_boot = med: unacc (4.0/2.0)
|   |   |   |   lug_boot = big: acc (4.0)
|   |   |   maint = low
|   |   |   |   lug_boot = small: unacc (4.0)
```

```
| | | lug_boot = med: unacc (4.0/2.0)
| | |   lug_boot = big: acc (4.0)
| buying = high
| |   lug_boot = small: unacc (16.0)
| |   lug_boot = med
| |     doors = 2: unacc (4.0)
| |     doors = 3: unacc (4.0)
| |     doors = 4: acc (4.0/1.0)
| |     doors = 5more: acc (4.0/1.0)
| |   lug_boot = big
| |     maint = vhigh: unacc (4.0)
| |     maint = high: acc (4.0)
| |     maint = med: acc (4.0)
| |     maint = low: acc (4.0)
| buying = med
| |   maint = vhigh
| | |   lug_boot = small: unacc (4.0)
| | |   lug_boot = med: unacc (4.0/2.0)
| | |   lug_boot = big: acc (4.0)
| |   maint = high
| | |   lug_boot = small: unacc (4.0)
| | |   lug_boot = med: unacc (4.0/2.0)
| | |   lug_boot = big: acc (4.0)
| |   maint = med: acc (12.0)
| |   maint = low
| | |   lug_boot = small: acc (4.0)
| | |   lug_boot = med: acc (4.0/2.0)
| | |   lug_boot = big: good (4.0)
| buying = low
| |   maint = vhigh
| | |   lug_boot = small: unacc (4.0)
| | |   lug_boot = med: unacc (4.0/2.0)
| | |   lug_boot = big: acc (4.0)
| |   maint = high: acc (12.0)
| |   maint = med
| | |   lug_boot = small: acc (4.0)
| | |   lug_boot = med: acc (4.0/2.0)
| | |   lug_boot = big: good (4.0)
| |   maint = low
| | |   lug_boot = small: acc (4.0)
| | |   lug_boot = med: acc (4.0/2.0)
| | |   lug_boot = big: good (4.0)
persons = more
|   lug_boot = small
|   buying = vhigh: unacc (16.0)
|   buying = high: unacc (16.0)
```

```

|   |   |   buying = med
|   |   |   |   maint = vhigh: unacc (4.0)
|   |   |   |   maint = high: unacc (4.0)
|   |   |   |   maint = med: acc (4.0/1.0)
|   |   |   |   maint = low: acc (4.0/1.0)
|   |   |   buying = low
|   |   |   |   maint = vhigh: unacc (4.0)
|   |   |   |   maint = high: acc (4.0/1.0)
|   |   |   |   maint = med: acc (4.0/1.0)
|   |   |   |   maint = low: acc (4.0/1.0)
|   |   |   lug_boot = med
|   |   |   |   buying = vhigh
|   |   |   |   |   maint = vhigh: unacc (4.0)
|   |   |   |   |   maint = high: unacc (4.0)
|   |   |   |   |   maint = med: acc (4.0/1.0)
|   |   |   |   |   maint = low: acc (4.0/1.0)
|   |   |   |   buying = high
|   |   |   |   |   maint = vhigh: unacc (4.0)
|   |   |   |   |   maint = high: acc (4.0/1.0)
|   |   |   |   |   maint = med: acc (4.0/1.0)
|   |   |   |   |   maint = low: acc (4.0/1.0)
|   |   |   |   buying = med: acc (16.0/5.0)
|   |   |   |   buying = low
|   |   |   |   |   maint = vhigh: acc (4.0/1.0)
|   |   |   |   |   maint = high: acc (4.0)
|   |   |   |   |   maint = med: good (4.0/1.0)
|   |   |   |   |   maint = low: good (4.0/1.0)
|   |   |   lug_boot = big
|   |   |   |   buying = vhigh
|   |   |   |   |   maint = vhigh: unacc (4.0)
|   |   |   |   |   maint = high: unacc (4.0)
|   |   |   |   |   maint = med: acc (4.0)
|   |   |   |   |   maint = low: acc (4.0)
|   |   |   |   buying = high
|   |   |   |   |   maint = vhigh: unacc (4.0)
|   |   |   |   |   maint = high: acc (4.0)
|   |   |   |   |   maint = med: acc (4.0)
|   |   |   |   |   maint = low: acc (4.0)
|   |   |   |   buying = med
|   |   |   |   |   maint = vhigh: acc (4.0)
|   |   |   |   |   maint = high: acc (4.0)
|   |   |   |   |   maint = med: acc (4.0)
|   |   |   |   |   maint = low: good (4.0)
|   |   |   |   buying = low
|   |   |   |   |   maint = vhigh: acc (4.0)
|   |   |   |   |   maint = high: acc (4.0)

```

```

| | | | maint = med: good (4.0)
| | | | maint = low: good (4.0)
safety = high
| persons = 2: unacc (192.0)
| persons = 4
| | buying = vhigh
| | | maint = vhigh: unacc (12.0)
| | | maint = high: unacc (12.0)
| | | maint = med: acc (12.0)
| | | maint = low: acc (12.0)
| | buying = high
| | | maint = vhigh: unacc (12.0)
| | | maint = high: acc (12.0)
| | | maint = med: acc (12.0)
| | | maint = low: acc (12.0)
| | buying = med
| | | maint = vhigh: acc (12.0)
| | | maint = high: acc (12.0)
| | | maint = med
| | | | lug_boot = small: acc (4.0)
| | | | lug_boot = med: acc (4.0/2.0)
| | | | lug_boot = big: vgood (4.0)
| | | maint = low
| | | | lug_boot = small: good (4.0)
| | | | lug_boot = med: vgood (4.0/2.0)
| | | | lug_boot = big: vgood (4.0)
| | buying = low
| | | maint = vhigh: acc (12.0)
| | | maint = high
| | | | lug_boot = small: acc (4.0)
| | | | lug_boot = med: acc (4.0/2.0)
| | | | lug_boot = big: vgood (4.0)
| | | maint = med
| | | | lug_boot = small: good (4.0)
| | | | lug_boot = med: vgood (4.0/2.0)
| | | | lug_boot = big: vgood (4.0)
| | | maint = low
| | | | lug_boot = small: good (4.0)
| | | | lug_boot = med: vgood (4.0/2.0)
| | | | lug_boot = big: vgood (4.0)
| persons = more
| | buying = vhigh
| | | maint = vhigh: unacc (12.0)
| | | maint = high: unacc (12.0)
| | | maint = med: acc (12.0/1.0)
| | | maint = low: acc (12.0/1.0)

```

```
| | buying = high
| | | maint = vhigh: unacc (12.0)
| | | maint = high: acc (12.0/1.0)
| | | maint = med: acc (12.0/1.0)
| | | maint = low: acc (12.0/1.0)
| | buying = med
| | | maint = vhigh: acc (12.0/1.0)
| | | maint = high: acc (12.0/1.0)
| | | maint = med
| | | | lug_boot = small: acc (4.0/1.0)
| | | | lug_boot = med: vgood (4.0/1.0)
| | | | lug_boot = big: vgood (4.0)
| | | maint = low
| | | | lug_boot = small: good (4.0/1.0)
| | | | lug_boot = med: vgood (4.0/1.0)
| | | | lug_boot = big: vgood (4.0)
| | buying = low
| | | maint = vhigh: acc (12.0/1.0)
| | | maint = high
| | | | lug_boot = small: acc (4.0/1.0)
| | | | lug_boot = med: vgood (4.0/1.0)
| | | | lug_boot = big: vgood (4.0)
| | | maint = med
| | | | lug_boot = small: good (4.0/1.0)
| | | | lug_boot = med: vgood (4.0/1.0)
| | | | lug_boot = big: vgood (4.0)
| | | maint = low
| | | | lug_boot = small: good (4.0/1.0)
| | | | lug_boot = med: vgood (4.0/1.0)
| | | | lug_boot = big: vgood (4.0)
```

Own Implementation of ID3

```
safety: low
  ANSWER: unacc
safety: med
  persons: 2
    ANSWER: unacc
  persons: 4
    buying: vhigh
      maint: vhigh
        ANSWER: unacc
      maint: high
        ANSWER: unacc
      maint: med
```



```
lug_boot: small
  ANSWER: unacc
lug_boot: med
  doors: 2
    ANSWER: unacc
  doors: 3
    ANSWER: unacc
  doors: 4
    ANSWER: acc
  doors: 5more
    ANSWER: acc
lug_boot: big
  ANSWER: acc
maint: low
  lug_boot: small
    ANSWER: unacc
  lug_boot: med
    doors: 2
      ANSWER: unacc
    doors: 3
      ANSWER: unacc
    doors: 4
      ANSWER: acc
    doors: 5more
      ANSWER: acc
  lug_boot: big
    ANSWER: acc
buying: high
  lug_boot: small
    ANSWER: unacc
  lug_boot: med
    doors: 2
      ANSWER: unacc
    doors: 3
      ANSWER: unacc
    doors: 4
      maint: vhigh
        ANSWER: unacc
      maint: high
        ANSWER: acc
      maint: med
        ANSWER: acc
      maint: low
        ANSWER: acc
    doors: 5more
      maint: vhigh
```

```
        ANSWER: unacc
    maint: high
        ANSWER: acc
    maint: med
        ANSWER: acc
    maint: low
        ANSWER: acc
    lug_boot: big
    maint: vhigh
        ANSWER: unacc
    maint: high
        ANSWER: acc
    maint: med
        ANSWER: acc
    maint: low
        ANSWER: acc
    buying: med
    maint: vhigh
    lug_boot: small
        ANSWER: unacc
    lug_boot: med
    doors: 2
        ANSWER: unacc
    doors: 3
        ANSWER: unacc
    doors: 4
        ANSWER: acc
    doors: 5more
        ANSWER: acc
    lug_boot: big
        ANSWER: acc
    maint: high
    lug_boot: small
        ANSWER: unacc
    lug_boot: med
    doors: 2
        ANSWER: unacc
    doors: 3
        ANSWER: unacc
    doors: 4
        ANSWER: acc
    doors: 5more
        ANSWER: acc
    lug_boot: big
        ANSWER: acc
    maint: med
```

```
ANSWER: acc
maint: low
  lug_boot: small
    ANSWER: acc
  lug_boot: med
    doors: 2
      ANSWER: acc
    doors: 3
      ANSWER: acc
    doors: 4
      ANSWER: good
    doors: 5more
      ANSWER: good
  lug_boot: big
    ANSWER: good
buying: low
maint: vhigh
  lug_boot: small
    ANSWER: unacc
  lug_boot: med
    doors: 2
      ANSWER: unacc
    doors: 3
      ANSWER: unacc
    doors: 4
      ANSWER: acc
    doors: 5more
      ANSWER: acc
  lug_boot: big
    ANSWER: acc
maint: high
  ANSWER: acc
maint: med
  lug_boot: small
    ANSWER: acc
  lug_boot: med
    doors: 2
      ANSWER: acc
    doors: 3
      ANSWER: acc
    doors: 4
      ANSWER: good
    doors: 5more
      ANSWER: good
  lug_boot: big
    ANSWER: good
```

```
maint: low
  lug_boot: small
    ANSWER: acc
  lug_boot: med
    doors: 2
      ANSWER: acc
    doors: 3
      ANSWER: acc
    doors: 4
      ANSWER: good
    doors: 5more
      ANSWER: good
  lug_boot: big
    ANSWER: good
persons: more
  buying: vhigh
    maint: vhigh
      ANSWER: unacc
  maint: high
    ANSWER: unacc
  maint: med
    lug_boot: small
      ANSWER: unacc
    lug_boot: med
      doors: 2
        ANSWER: unacc
      doors: 3
        ANSWER: acc
      doors: 4
        ANSWER: acc
      doors: 5more
        ANSWER: acc
    lug_boot: big
      ANSWER: acc
  maint: low
    lug_boot: small
      ANSWER: unacc
    lug_boot: med
      doors: 2
        ANSWER: unacc
      doors: 3
        ANSWER: acc
      doors: 4
        ANSWER: acc
      doors: 5more
        ANSWER: acc
```

```
    lug_boot: big
      ANSWER: acc
buying: high
    lug_boot: small
      ANSWER: unacc
    lug_boot: med
      doors: 2
        ANSWER: unacc
      doors: 3
        maint: vhigh
          ANSWER: unacc
        maint: high
          ANSWER: acc
        maint: med
          ANSWER: acc
        maint: low
          ANSWER: acc
      doors: 4
        maint: vhigh
          ANSWER: unacc
        maint: high
          ANSWER: acc
        maint: med
          ANSWER: acc
        maint: low
          ANSWER: acc
      doors: 5more
        maint: vhigh
          ANSWER: unacc
        maint: high
          ANSWER: acc
        maint: med
          ANSWER: acc
        maint: low
          ANSWER: acc
    lug_boot: big
      maint: vhigh
        ANSWER: unacc
      maint: high
        ANSWER: acc
      maint: med
        ANSWER: acc
      maint: low
        ANSWER: acc
    buying: med
      maint: vhigh
```

```
lug_boot: small
  ANSWER: unacc
lug_boot: med
  doors: 2
    ANSWER: unacc
  doors: 3
    ANSWER: acc
  doors: 4
    ANSWER: acc
  doors: 5more
    ANSWER: acc
lug_boot: big
  ANSWER: acc
maint: high
  lug_boot: small
    ANSWER: unacc
  lug_boot: med
    doors: 2
      ANSWER: unacc
    doors: 3
      ANSWER: acc
    doors: 4
      ANSWER: acc
    doors: 5more
      ANSWER: acc
  lug_boot: big
    ANSWER: acc
maint: med
  doors: 2
    lug_boot: small
      ANSWER: unacc
    lug_boot: med
      ANSWER: acc
    lug_boot: big
      ANSWER: acc
  doors: 3
    ANSWER: acc
  doors: 4
    ANSWER: acc
  doors: 5more
    ANSWER: acc
maint: low
  lug_boot: small
    doors: 2
      ANSWER: unacc
    doors: 3
```

```
        ANSWER: acc
doors: 4
        ANSWER: acc
doors: 5more
        ANSWER: acc
lug_boot: med
doors: 2
        ANSWER: acc
doors: 3
        ANSWER: good
doors: 4
        ANSWER: good
doors: 5more
        ANSWER: good
lug_boot: big
        ANSWER: good
buying: low
maint: vhigh
lug_boot: small
        ANSWER: unacc
lug_boot: med
doors: 2
        ANSWER: unacc
doors: 3
        ANSWER: acc
doors: 4
        ANSWER: acc
doors: 5more
        ANSWER: acc
lug_boot: big
        ANSWER: acc
maint: high
doors: 2
lug_boot: small
        ANSWER: unacc
lug_boot: med
        ANSWER: acc
lug_boot: big
        ANSWER: acc
doors: 3
        ANSWER: acc
doors: 4
        ANSWER: acc
doors: 5more
        ANSWER: acc
maint: med
```

```
    lug_boot: small
      doors: 2
        ANSWER: unacc
      doors: 3
        ANSWER: acc
      doors: 4
        ANSWER: acc
      doors: 5more
        ANSWER: acc
    lug_boot: med
      doors: 2
        ANSWER: acc
      doors: 3
        ANSWER: good
      doors: 4
        ANSWER: good
      doors: 5more
        ANSWER: good
    lug_boot: big
      ANSWER: good
  maint: low
    lug_boot: small
      doors: 2
        ANSWER: unacc
      doors: 3
        ANSWER: acc
      doors: 4
        ANSWER: acc
      doors: 5more
        ANSWER: acc
    lug_boot: med
      doors: 2
        ANSWER: acc
      doors: 3
        ANSWER: good
      doors: 4
        ANSWER: good
      doors: 5more
        ANSWER: good
    lug_boot: big
      ANSWER: good
  safety: high
    persons: 2
      ANSWER: unacc
    persons: 4
      buying: vhigh
```



```
maint: vhigh
  ANSWER: unacc
maint: high
  ANSWER: unacc
maint: med
  ANSWER: acc
maint: low
  ANSWER: acc
buying: high
  maint: vhigh
    ANSWER: unacc
  maint: high
    ANSWER: acc
  maint: med
    ANSWER: acc
  maint: low
    ANSWER: acc
buying: med
  maint: vhigh
    ANSWER: acc
  maint: high
    ANSWER: acc
  maint: med
    lug_boot: small
      ANSWER: acc
    lug_boot: med
      doors: 2
        ANSWER: acc
      doors: 3
        ANSWER: acc
      doors: 4
        ANSWER: vgood
      doors: 5more
        ANSWER: vgood
    lug_boot: big
      ANSWER: vgood
maint: low
  lug_boot: small
    ANSWER: good
  lug_boot: med
    doors: 2
      ANSWER: good
    doors: 3
      ANSWER: good
    doors: 4
      ANSWER: vgood
```

```
        doors: 5more
        ANSWER: vgood
    lug_boot: big
        ANSWER: vgood
buying: low
    maint: vhigh
        ANSWER: acc
    maint: high
        lug_boot: small
            ANSWER: acc
        lug_boot: med
            doors: 2
                ANSWER: acc
            doors: 3
                ANSWER: acc
            doors: 4
                ANSWER: vgood
            doors: 5more
                ANSWER: vgood
        lug_boot: big
            ANSWER: vgood
    maint: med
        lug_boot: small
            ANSWER: good
        lug_boot: med
            doors: 2
                ANSWER: good
            doors: 3
                ANSWER: good
            doors: 4
                ANSWER: vgood
            doors: 5more
                ANSWER: vgood
        lug_boot: big
            ANSWER: vgood
    maint: low
        lug_boot: small
            ANSWER: good
        lug_boot: med
            doors: 2
                ANSWER: good
            doors: 3
                ANSWER: good
            doors: 4
                ANSWER: vgood
            doors: 5more
```

```
        ANSWER: vgood
    lug_boot: big
        ANSWER: vgood
persons: more
    buying: vhigh
    maint: vhigh
        ANSWER: unacc
    maint: high
        ANSWER: unacc
    maint: med
    doors: 2
        lug_boot: small
            ANSWER: unacc
        lug_boot: med
            ANSWER: acc
        lug_boot: big
            ANSWER: acc
    doors: 3
        ANSWER: acc
    doors: 4
        ANSWER: acc
    doors: 5more
        ANSWER: acc
    maint: low
    doors: 2
        lug_boot: small
            ANSWER: unacc
        lug_boot: med
            ANSWER: acc
        lug_boot: big
            ANSWER: acc
    doors: 3
        ANSWER: acc
    doors: 4
        ANSWER: acc
    doors: 5more
        ANSWER: acc
    buying: high
    maint: vhigh
        ANSWER: unacc
    maint: high
    doors: 2
        lug_boot: small
            ANSWER: unacc
        lug_boot: med
            ANSWER: acc
```

```
        lug_boot: big
        ANSWER: acc
doors: 3
        ANSWER: acc
doors: 4
        ANSWER: acc
doors: 5more
        ANSWER: acc
maint: med
doors: 2
        lug_boot: small
        ANSWER: unacc
        lug_boot: med
        ANSWER: acc
        lug_boot: big
        ANSWER: acc
doors: 3
        ANSWER: acc
doors: 4
        ANSWER: acc
doors: 5more
        ANSWER: acc
maint: low
doors: 2
        lug_boot: small
        ANSWER: unacc
        lug_boot: med
        ANSWER: acc
        lug_boot: big
        ANSWER: acc
doors: 3
        ANSWER: acc
doors: 4
        ANSWER: acc
doors: 5more
        ANSWER: acc
buying: med
maint: vhigh
doors: 2
        lug_boot: small
        ANSWER: unacc
        lug_boot: med
        ANSWER: acc
        lug_boot: big
        ANSWER: acc
doors: 3
```

```
    ANSWER: acc
doors: 4
    ANSWER: acc
doors: 5more
    ANSWER: acc
maint: high
doors: 2
    lug_boot: small
    ANSWER: unacc
    lug_boot: med
    ANSWER: acc
    lug_boot: big
    ANSWER: acc
doors: 3
    ANSWER: acc
doors: 4
    ANSWER: acc
doors: 5more
    ANSWER: acc
maint: med
    lug_boot: small
    doors: 2
    ANSWER: unacc
    doors: 3
    ANSWER: acc
    doors: 4
    ANSWER: acc
    doors: 5more
    ANSWER: acc
    lug_boot: med
    doors: 2
    ANSWER: acc
    doors: 3
    ANSWER: vgood
    doors: 4
    ANSWER: vgood
    doors: 5more
    ANSWER: vgood
    lug_boot: big
    ANSWER: vgood
maint: low
    lug_boot: small
    doors: 2
    ANSWER: unacc
    doors: 3
    ANSWER: good
```

```
doors: 4
  ANSWER: good
doors: 5more
  ANSWER: good
lug_boot: med
doors: 2
  ANSWER: good
doors: 3
  ANSWER: vgood
doors: 4
  ANSWER: vgood
doors: 5more
  ANSWER: vgood
lug_boot: big
  ANSWER: vgood
buying: low
maint: vhigh
doors: 2
  lug_boot: small
    ANSWER: unacc
  lug_boot: med
    ANSWER: acc
  lug_boot: big
    ANSWER: acc
doors: 3
  ANSWER: acc
doors: 4
  ANSWER: acc
doors: 5more
  ANSWER: acc
maint: high
  lug_boot: small
    doors: 2
      ANSWER: unacc
    doors: 3
      ANSWER: acc
    doors: 4
      ANSWER: acc
    doors: 5more
      ANSWER: acc
  lug_boot: med
    doors: 2
      ANSWER: acc
    doors: 3
      ANSWER: vgood
    doors: 4
```

```
        ANSWER: vgood
        doors: 5more
        ANSWER: vgood
        lug_boot: big
        ANSWER: vgood
maint: med
        lug_boot: small
        doors: 2
        ANSWER: unacc
        doors: 3
        ANSWER: good
        doors: 4
        ANSWER: good
        doors: 5more
        ANSWER: good
        lug_boot: med
        doors: 2
        ANSWER: good
        doors: 3
        ANSWER: vgood
        doors: 4
        ANSWER: vgood
        doors: 5more
        ANSWER: vgood
        lug_boot: big
        ANSWER: vgood
maint: low
        lug_boot: small
        doors: 2
        ANSWER: unacc
        doors: 3
        ANSWER: good
        doors: 4
        ANSWER: good
        doors: 5more
        ANSWER: good
        lug_boot: med
        doors: 2
        ANSWER: good
        doors: 3
        ANSWER: vgood
        doors: 4
        ANSWER: vgood
        doors: 5more
        ANSWER: vgood
        lug_boot: big
```

ANSWER: vgood