if((meansofvariances4x4 >= 280.86) && (residual16x16 >= 2109)) return HIGH_COMPLEXITY;
if((_vectorlenght >= 2.83) && (meansofvariances4x4 >= 595.22)) return HIGH_COMPLEXITY;
if( (meansofvariances4x4 >= 439.07) && (kelastic >= 6.82)) return HIGH_COMPLEXITY;
if((_vectorlenght >= 2) && (meansofvariances4x4 >= 384.40) && (kelastic >= 5.81)) return HIGH_COMPLEXITY;
if((meansofvariances4x4 >= 280.86) && (_vectorlenght >= 2) && (residual16x16 <= 1554) && (residual16x16 >= 1109) && (varianceofmeans4x4 <= 3351.37)) return HIGH_COMPLEXITY;

Otherwise: return LOW_COMPLEXITY

Figure 12: The Decision Tree Algorithm