

Training Set

0	1	0	0	85	85	0	No
1	1	0	0	80	90	1	No
2	0	1	0	83	78	0	Yes
3	0	0	1	70	96	0	Yes
4	0	0	1	68	80	0	Yes
5	0	0	1	65	70	1	No
6	0	1	0	64	65	1	Yes
7	1	0	0	72	95	0	No
8	1	0	0	69	70	0	Yes
9	0	0	1	75	10	0	Yes
10	1	0	0	75	70	1	Yes
11	0	1	0	72	90	1	Yes
12	0	1	0	81	75	0	Yes
13	0	0	1	71	80	1	No

Test Set

14	1	0	0	81	88	0	No
15	0	0	1	74	92	1	Yes
16	0	1	0	76	85	0	Yes
17	1	0	0	78	75	0	No
18	1	0	0	82	92	0	No
19	0	1	0	67	90	1	No
20	0	0	1	85	85	1	Yes
21	0	1	0	73	88	0	Yes
22	1	0	0	88	65	0	Yes
23	0	0	1	77	70	0	Yes
24	1	0	0	79	60	1	Yes
25	0	0	1	80	95	1	Yes
26	0	1	0	66	70	0	No
27	0	0	1	84	78	1	Yes

Here,
Columns are:
'Outlook' (Sunny, Overcast, Rainy are one-hot-encoded into 3 columns),
'Temperature' (in Fahrenheit),
'Humidity' (in %),
'Windy' (Yes/No)
'Play' (Yes/No, target feature)

Step-1

At first, we create depth-1 decision trees/ decision trees stumps as our weak learners. Each stump makes just one split, and we'll train 50 of them sequentially (Default).

Then, start by giving each training example equal weight:

- Each sample gets weight = $1/N$ (N is total number of samples)
- All weights together sum to 1

Training Set

0	1	0	0	85	85	0	No
1	1	0	0	80	90	1	No
2	0	1	0	83	78	0	Yes
3	0	0	1	70	96	0	Yes
4	0	0	1	68	80	0	Yes
5	0	0	1	65	70	1	No
6	0	1	0	64	65	1	Yes
7	1	0	0	72	95	0	No
8	1	0	0	69	70	0	Yes
9	0	0	1	75	10	0	Yes
10	1	0	0	75	70	1	Yes
11	0	1	0	72	90	1	Yes
12	0	1	0	81	75	0	Yes
13	0	0	1	71	80	1	No

Weight

0.0714
0.0714
0.0714
0.0714
0.0714
0.0714
0.0714
0.0714
0.0714
0.0714
0.0714
0.0714
0.0714
0.0714
1.000

For the First Tree

Step-2 Build a decision tree stump while considering sample weights.

Training Set

0	NO	0.0714
1	NO	0.0714
5	NO	0.0714
7	NO	0.0714
13	NO	0.0714
2	YES	0.0714
3	YES	0.0714
4	YES	0.0714
6	YES	0.0714
8	YES	0.0714
9	YES	0.0714
10	YES	0.0714
11	YES	0.0714
12	YES	0.0714

FORMULA

$$1 - \left(\frac{\text{YES}}{\text{Total Weight}} \right)^2 - \left(\frac{\text{NO}}{\text{Total Weight}} \right)^2$$

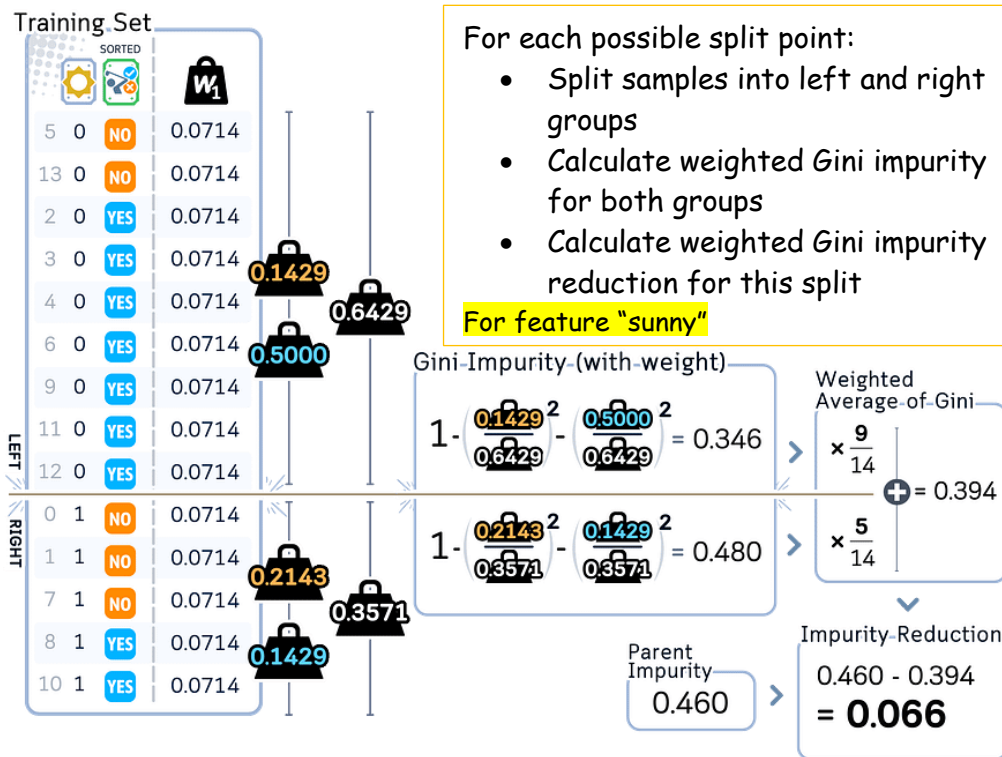
Gini Impurity (with weight)

$$1 - (0.3571)^2 - (0.6426)^2 = 0.4596$$

b. For each feature:

- Sort data by feature values (exactly like in Decision Tree classifier)

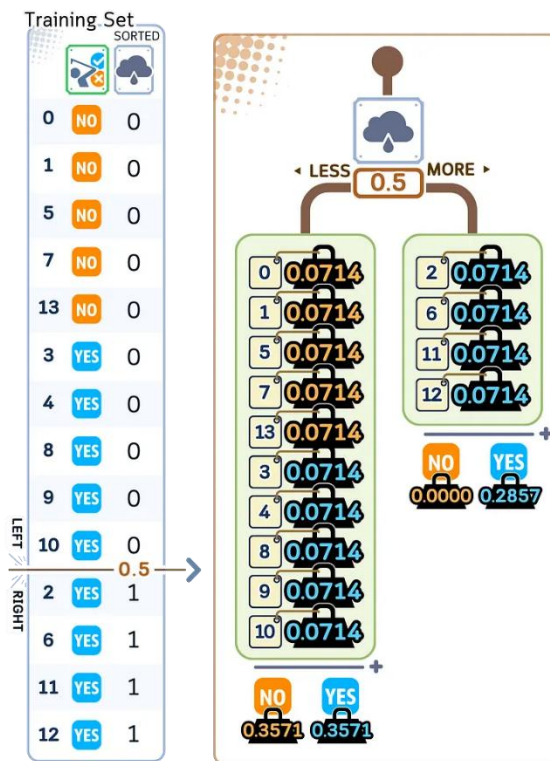
1 Split Point	1 Split Point	1 Split Point	11 Split Points	8 Split Points	1 Split Point
SORTED 5 0 13 0 2 0 3 0 4 0 6 0 9 0 11 0 12 0 0 1 1 1 7 1 8 1 10 1	SORTED 0 0 5 0 7 0 13 0 3 0 8 0 4 0 8 0 9 0 10 0 2 1 6 1 11 1 4 1 12 1	SORTED 0 0 1 0 7 0 2 0 6 0 8 0 10 0 11 0 12 0 5 1 13 1 3 1 4 1 9 1	SORTED 6 64 5 65 4 68 8 69 3 70 13 71 7 72 11 72 9 75 10 75 1 80 12 81 2 83 0 85	SORTED 6 65 5 70 8 70 10 70 12 75 2 78 13 80 4 80 9 80 0 85 1 90 11 90 7 95 3 96	SORTED 5 0 13 0 2 0 3 0 4 0 6 0 9 0 11 0 12 1 0 1 1 1 7 1 8 1 10 1



c. Pick the split that gives the largest Gini impurity reduction.

Split Points	Impurity Reduction	Split Points	Impurity Reduction	Split Points	Impurity Reduction	Split Points	Impurity Reduction
0.5	0.066	69.5	0.009	82.0	0.007	82.5	0.066
0.5	HIGHEST 0.102	70.5	0.027	84.0	0.064	87.5	0.016
0.5	0.002	71.5	0.001	67.5	0.020	92.5	0.007
64.5	0.020	73.0	0.001	72.5	0.009	95.5	0.020
66.5	0.007	77.5	0.016	76.5	0.027	0.5	0.031
68.5	0.000	80.5	0.000	79.0	0.054		

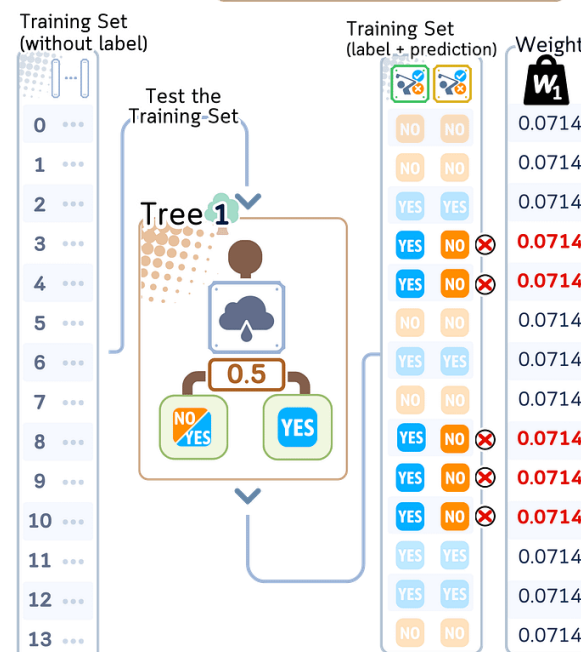
After checking all possible splits across features, the column 'overcast' (with split point 0.5) gives the highest impurity reduction of 0.102. This means it's the most effective way to separate the classes, making it the best choice for the first split.



d. Create a simple one-split tree using this decision.

e. Evaluate how good this tree is

- Use the tree to predict the label of the training set.
- Add up the weights of all misclassified samples (marked with X) to get error rate.



f. Calculate tree importance (a)

FORMULA

$$\alpha = \eta \cdot \log\left(\frac{1 - \text{Error Rate}}{\text{Error Rate}}\right)$$

Learning Rate (η)

1.0

Error Rate

0.357

α₁

0.5878

$\mathbf{w}_{\text{new}} = \mathbf{w}_{\text{old}} \cdot \exp(\alpha)$ if \otimes

g. Update sample weights

- Cases where the tree made mistakes (marked with X) get higher weights for the next round.

Training Set
























Index	Decision	Weight
0	NO	0.0556
1	NO	0.0556
5	NO	0.0556
7	NO	0.0556
13	NO	0.0556
2	YES	0.0556
3	YES	0.1000
4	YES	0.1000
6	YES	0.0556
8	YES	0.1000
9	YES	0.1000
10	YES	0.1000
11	YES	0.0556
12	YES	0.0556

Sorted by weight (descending): 0.2778 (NO), 0.7222 (YES)

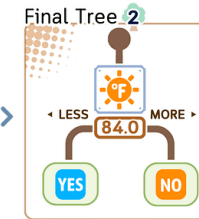
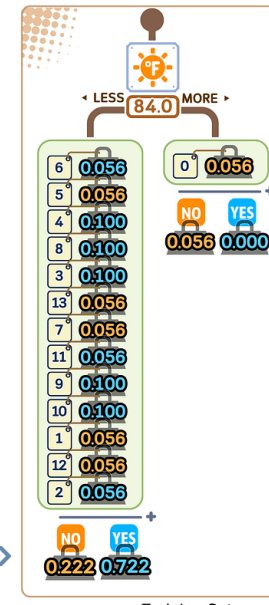
Weight of 1

- b.** For each feature:
Same process as before, but the weights have changed.

$$1 - (0.2778)^2 - (0.7222)^2 = 0.4012$$

- | Split Points | | Impurity Reduction | | Split Points | | Impurity Reduction | | Split Points | | Impurity Reduction | |
|---|------|--------------------|---|--------------|-------|---|------|--------------|---|--------------------|-------|
|  | 0.5 | 0.036 |  | 69.5 | 0.009 |  | 82.0 | 0.012 |  | 82.5 | 0.055 |
|  | 0.5 | 0.044 |  | 70.5 | 0.028 |  | 84.0 | 0.061 |  | 87.5 | 0.014 |
|  | 0.5 | 0.0 |  | 71.5 | 0.003 |  | 67.5 | 0.009 |  | 92.5 | 0.002 |
|  | 64.5 | 0.009 |  | 73.0 | 0.0 |  | 72.5 | 0.009 |  | 95.5 | 0.017 |
|  | 66.5 | 0.012 |  | 77.5 | 0.028 |  | 76.5 | 0.018 |  | 0.5 | 0.032 |
|  | 68.5 | 0.0 |  | 80.5 | 0.001 |  | 79.0 | 0.031 | | | |

Training Set		SORTED
6	YES	64
5	NO	65
4	YES	68
8	YES	69
3	YES	70
13	NO	71
7	NO	72
11	YES	72
9	YES	75
10	YES	75
1	NO	80
12	NO	81
2	YES	83
0	YES	85



- d. Create the second stump.


After e, f, g

2nd tree achieves a lower error rate (0.222) and higher importance score ($\alpha = 1.253$) than the first tree.







Like before,
misclassified
examples get
higher weights for
the next round.

Training Set (without label)



Training Set (label + prediction)	Weight
 	w_2
 	0.0556
  	0.0556
 	0.0556
 	0.1000
 	0.1000
  	0.0556
 	0.0556
  	0.0556
 	0.1000
 	0.1000
 	0.1000
 	0.0556
 	0.0556
  	0.0556

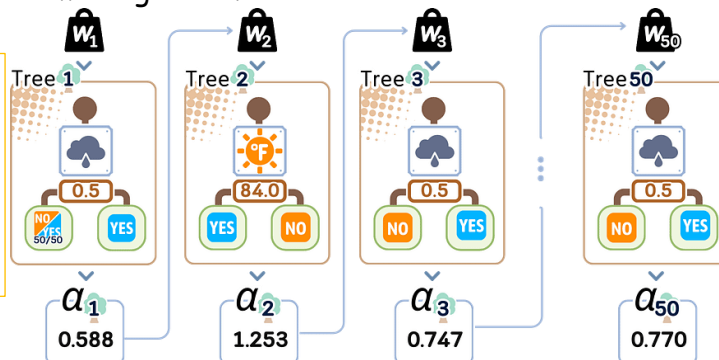
α_2
 1.253

Updated Weight	Updated Weight (Normalized)
 0.0556	 0.0357
 0.1944	0.1250
0.0556	0.0357
0.1000	0.0643
0.1000	0.0643
 0.1944	0.1250
0.0556	0.0357
 0.1944	0.1250
0.1000	0.0643
0.1000	0.0643
0.1000	0.0643
0.0556	0.0357
0.0556	0.0357
 0.1944	0.1250

For the Third Tree onwards

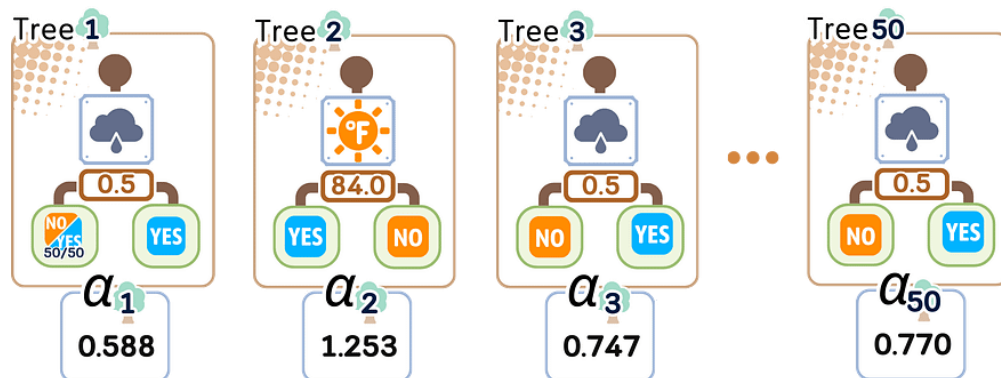
Repeat Step-2 for all remaining trees.

The algorithm builds 50 simple decision trees sequentially, each with its own importance score (α).



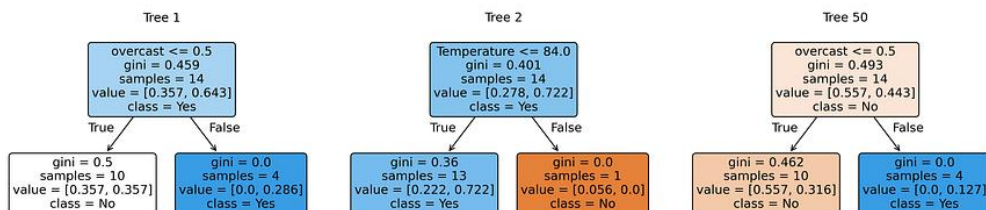
Step 3: Final Ensemble

Keep all trees and their importance scores

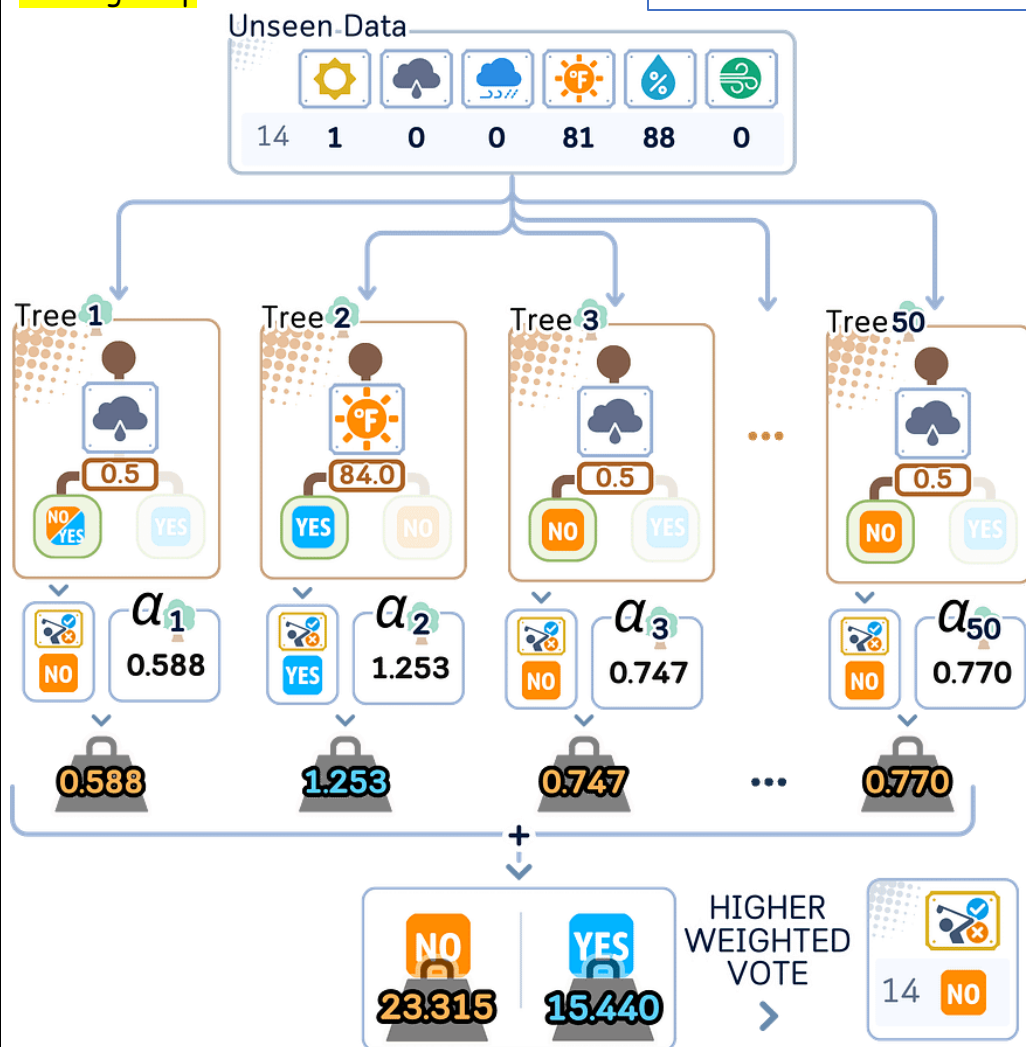


The 50 simple decision trees work together as a team, each with its own importance score (α). When making predictions, trees with higher α values (like Tree 2 with 1.253) have more influence on the final decision than trees with lower scores.

Decision Stumps from AdaBoost



Testing Step



- When predicting for new data, each tree makes its prediction and multiplies it by its importance score (α).
- The final decision comes from adding up all weighted votes — here, the NO class gets a higher total score (23.315 vs 15.440),
- So, the model predicts NO for this unseen example.