

# wine数据集分类结果

## Grid Search

```
best parameters: {'algorithm': 'SAMME', 'learning_rate': 0.3593813663804626,
'n_estimators': 60}
best score: 0.9720634920634922
Time Elapse: 113.00295925140381
```

## Grid Search Based GA

```
Best individual is: {'n_estimators': 100, 'learning_rate': 0.3593813663804626,
'algorithm': 'SAMME'}
with fitness: 0.9719101123595506
Time Elapsed = 46.56487488746643
```

## GA

### 结果:

```
1. 1 POPULATION_SIZE = 10
2   P_CROSSOVER = 0.9 # probability for crossover
3   P_MUTATION = 0.5 # probability for mutating an individual
4   MAX_GENERATIONS = 10
5   HALL_OF_FAME_SIZE = 5
6   CROWDING_FACTOR = 20.0 # crowding factor for crossover and
   mutation
```

```
Best solution is:
params = (67, 0.34684801135281196, 'SAMME')
Accuracy = 0.97206
```

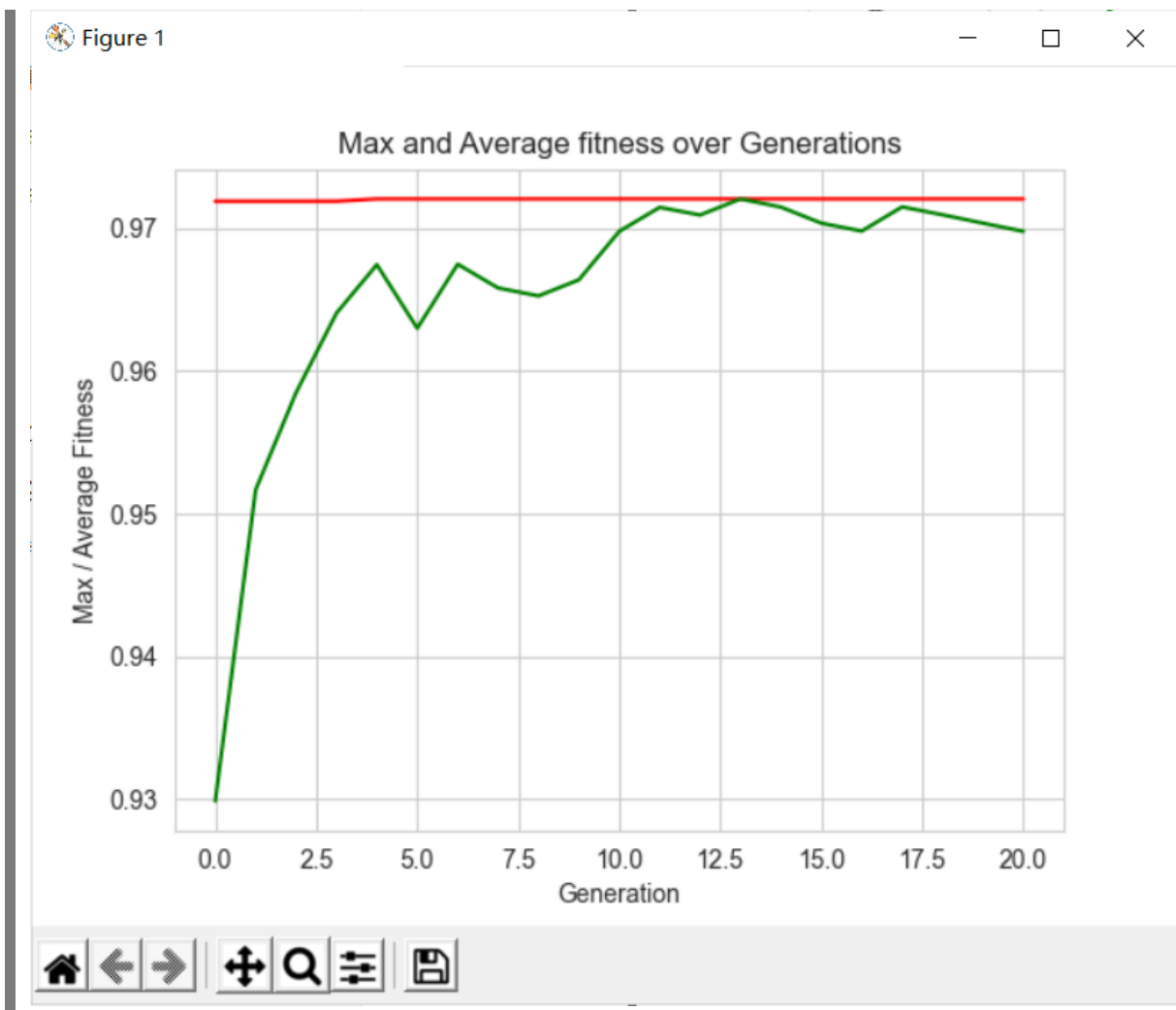


2. `POPULATION_SIZE = 10`  
`P_CROSSOVER = 0.9` # probability for crossover  
`P_MUTATION = 0.5` # probability for mutating an individual  
`MAX_GENERATIONS = 10`  
`HALL_OF_FAME_SIZE = 5`  
`CROWDING_FACTOR = 20.0` # crowding factor for crossover and mutation

Best solution is:

`params = (67, 0.34684801135281196, 'SAMME')`

`Accuracy = 0.97206`



## PSO

### 算法大致步骤:

- 初始化
- 更新

可参考的blog: [\(87条消息\) 智能优化算法——粒子群算法原理与仿真程序子木呀的博客-CSDN博客粒子群优化算法原理](#)

### 代码实现设置的条件:

```
1 MAX_Generation = 10      #迭代次数
2 Population = 10          #种群数量
3 dimension = 3
4 v_low = -1
5 v_high = 1
6 pso = PSO(dimension, MAX_Generation, Population,
7           BOUNDS_LOW, BOUNDS_HIGH, v_low, v_high) #实现的class
```

## 更新步骤的核心代码:

网上搜一下，其中w自身权重系数（记不清了），c1是个体学习系数，c2是群落学习系数

```
1  c1 = 2.0  # 学习因子
2  c2 = 2.0
3  w = 0.8
4  # 更新速度(核心公式)
5  self.v[i] = w * self.v[i] + c1 * random.uniform(0, 1) * (
6      self.p_best[i] - self.x[i]) + c2 * random.uniform(0, 1) *
7      (self.g_best - self.x[i])
8  # 速度限制
9  for j in range(self.dimension):
10     if self.v[i][j] < self.v_low:
11         self.v[i][j] = self.v_low
12     if self.v[i][j] > self.v_high:
13         self.v[i][j] = self.v_high
14
15  # 更新位置
16  self.x[i] = self.x[i] + self.v[i]
17  # 位置限制
18  for j in range(self.dimension):
19     if self.x[i][j] < self.bound[0][j]:
20         self.x[i][j] = self.bound[0][j]
21     if self.x[i][j] > self.bound[1][j]:
22         self.x[i][j] = self.bound[1][j]
```

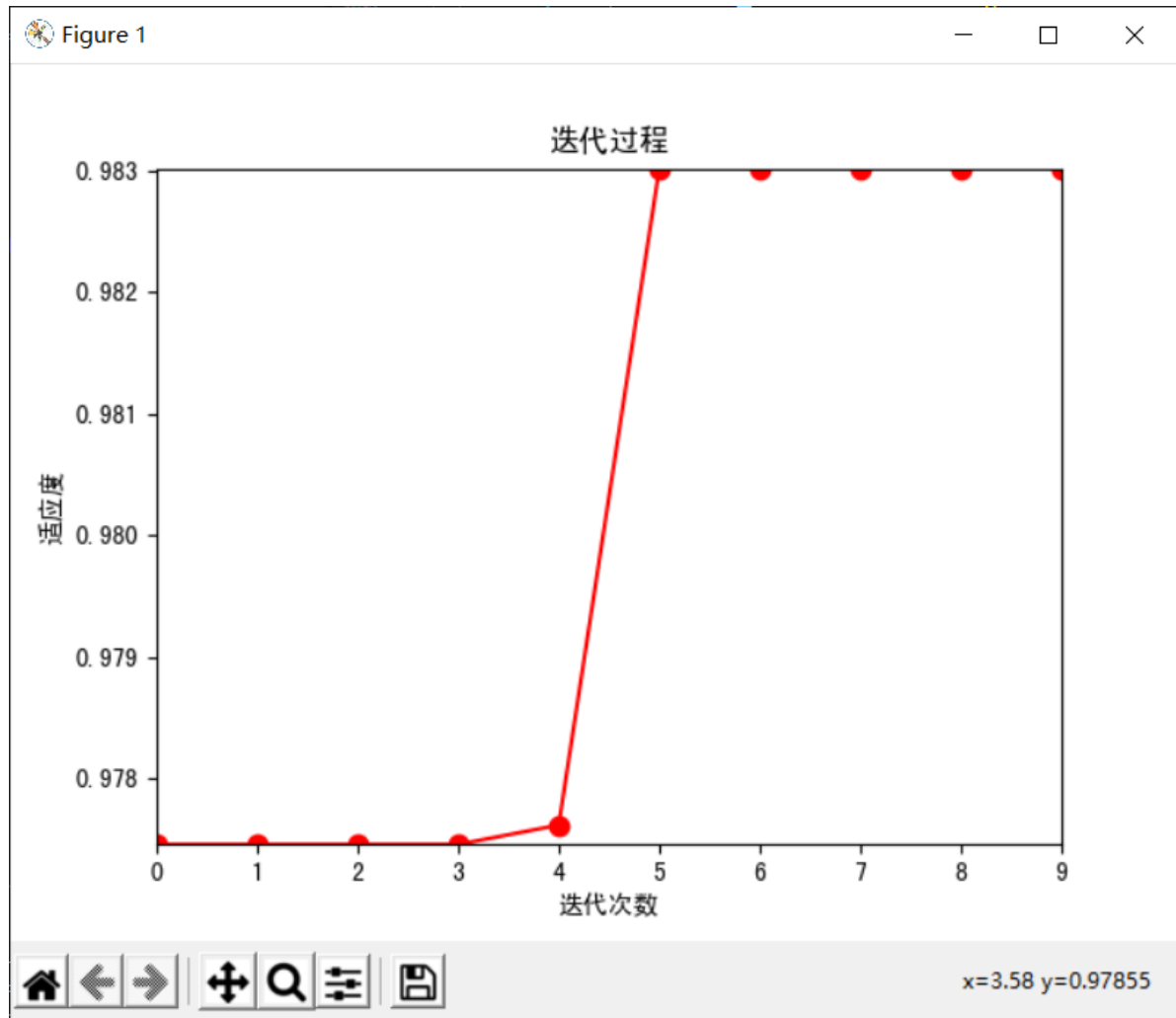
大致的意思就是通过公式更新速度和位置，同时对更新后的速度与位置进行修正，因为更新的位置一定是在一定的范围之内的。

## 结果:

```
1.  MAX_Generation = 10  #迭代次数
    Population = 10      #种群数量
    v_low = -1
    v_high = 1
    c1 = 2.0  # 学习因子
    c2 = 2.0
    w = 0.8
```

---

```
n_estimators'=97.59544738, 'learning_rate'=0.93788895, 'algorithm'=SAMME
0.9830158730158731
当前的最佳适应度: 0.9830158730158731
time cost:    175.3606903553009
```



2. ##### 改变迭代次数和种群大小

#####

*MAX\_Generation* = 50 #迭代次数

*Population* = 20 #种群数量

*v\_low* = -1

*v\_high* = 1

*c1* = 2.0 # 学习因子

*c2* = 2.0

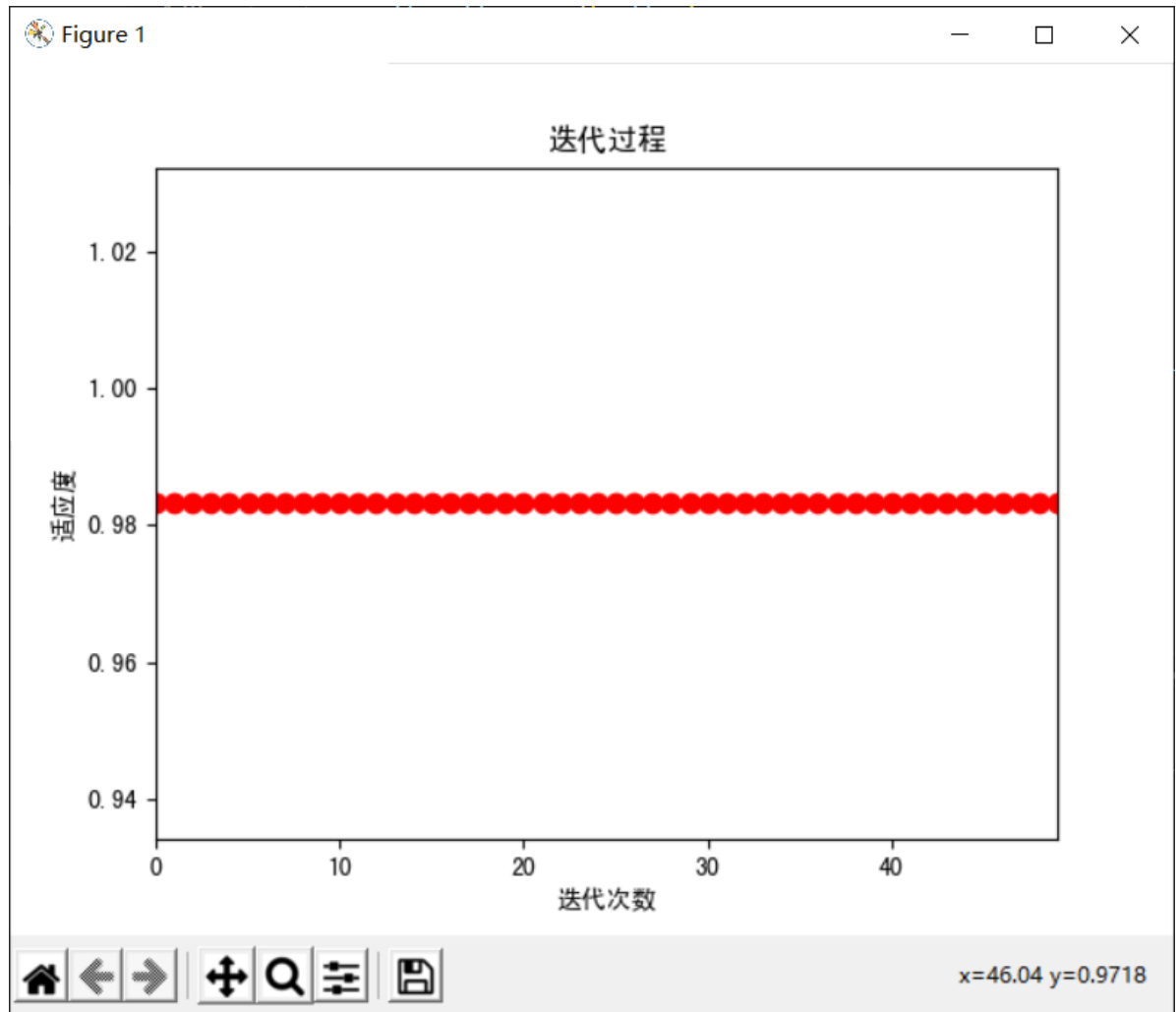
*w* = 0.8

当前最佳位置: [22.63664273 0.7580015 0.39425009]

0.9831746031746033

当前的最佳适应度: 0.9831746031746033

time cost: 1097.9579124450684 s



3. ##### 改变速度大小#####

`MAX_Generation = 50` #迭代次数

`Population = 20` #种群数量

`v_low = -0.5`

`v_high = 0.5`

`c1 = 2.0` # 学习因子

`c2 = 2.0`

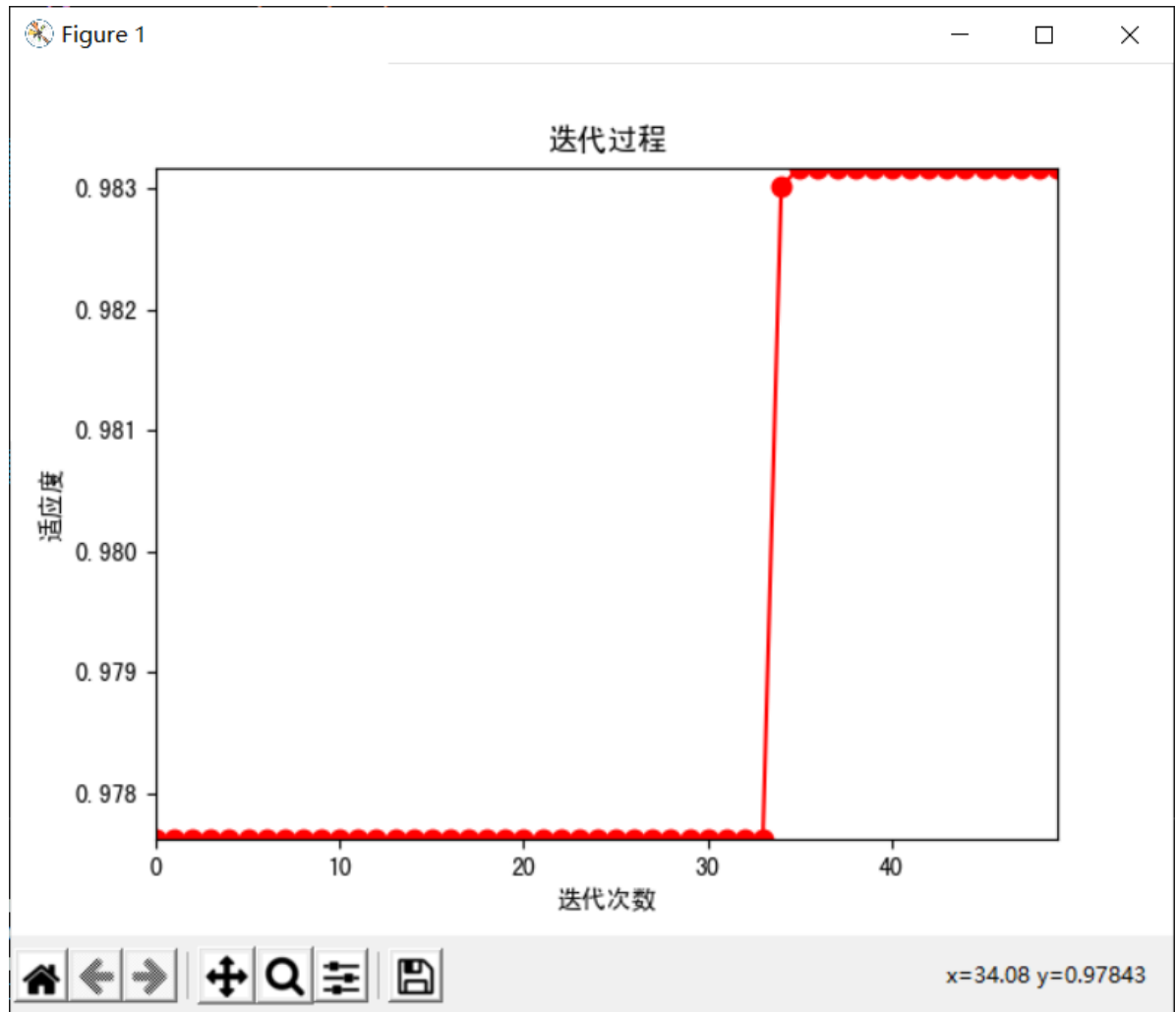
`w = 0.8`

当前最佳位置:  $[7.49302006e+01 \ 6.20588351e-01 \ 2.87210702e-02]$

0.9831746031746033

当前的最佳适应度: 0.9831746031746033

time cost: 1510.600219488144 s



4. ##### 改变速度范围 #####

`MAX_Generation = 50` #迭代次数

`Population = 20` #种群数量

`v_low = [-10, -0.1, -0.5]`

`v_high = [10, 0.1, 0.5]`

`c1 = 2.0` # 学习因子

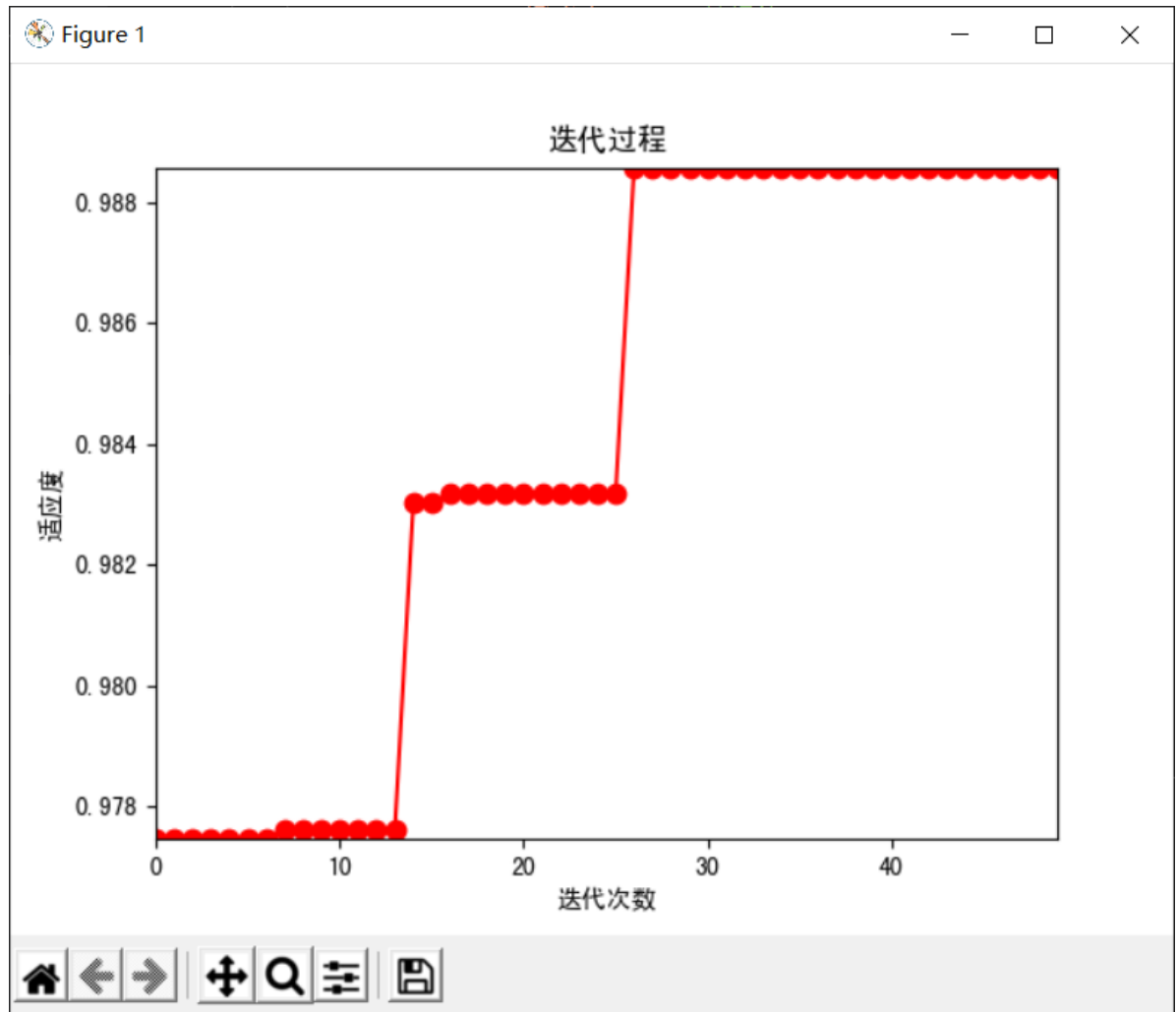
`c2 = 2.0`

`w = 0.8`

当前最佳位置: `[17.96950042 0.88984003 0.9885714285714287]`

当前的最佳适应度: `0.9885714285714287`

time cost: `1343.2985899448395` s



##### 5. 改变初始化

当前最佳位置: [58.67594087 0.40936569 0. ]  
0.9776190476190475  
当前的最佳适应度: 0.9776190476190475  
time cost: 2636.623948097229 s



Figure 1

