# Genetic Algorithm for Variable Selection in Regression Problems

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## 1 Object

Your task is to make an R package to implement a genetic algorithm for variable selection in regression problems, including both linear regression and GLMs.

## 2 Genetic Algorithm

### 2.1 Overall

Analogy:

- One Chromosome  $\rightarrow$  One candidate model.
- number of alleles  $C \rightarrow$  number of variables.
- *i*-th allele  $\rightarrow$  *i*-th variable.
- *i*-th allele is  $0 \rightarrow$  not include *i*-th variable.
- *i*-th allele is  $1 \rightarrow$  include *i*-th variable.

Say C = 4. For a single chromosome, 1010, the suggested linear regression model is

$$y = \beta_0 + \beta_1 x_1 + \beta_3 x_3 + \varepsilon \tag{2.1}$$

while  $\beta_2$ ,  $\beta_4$  are zero.

## 2.2 GARS Genetic Algorithm for Regressors Selection [2, Section 3]

- 1. Each GA individual consists of a string of C binary alleles: if the i-th cell (i = 1, ..., C) has value 1, then  $X_i$  is included in the model, otherwise not.
- 2. Every candidate solution is then evaluated with respect to a fitness function. The *AIC*, *BIC* and *SIC* criteria have been considered as possible fitness functions.
- 3. Randomly initializing the population and evaluating the population with respect to the chosen fitness function.
- 4. Generation evolution using (stochastic uniform sampling selection scheme?), single point crossover with  $p_c = 0.8$ , uniform mutation with pm = 1/NBITS and (direct reinsertion of the best recorded candidate solution?).
- 1. Initialization:
  - randomized with all zero and all one.
- 2. Iteration:

- (a) Evaluate all the initial points: evaluate AIC or other fitness function.
- (b) Selection: continue on the next generations and use them to create the subsequent generation.
- (c) Crossover:

  Crossover at all the points.
- (d) Mutation: mutation.
- (e) Next Generation and Redo the iteration
- 3. Until convergence

## 2.3 GARST Genetic Algorithm for Regressors Selection and Transformation

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## 2.4 Primary Issues

• crossover in model selection? how many crossover point? Provide an option for the function, crossover = TRUE/FALSE,  $crossover\_point =$  integer input, randomly distribute the points given the number or input a vector, customize the position of crossover. Another issue: should the number and position of crossover points be random?

## 2.5 Initialization and Parameter values [1, Chapter 3]

- Equal sizes for subsequent generations are not required.
- large generation size P for early generations to discourage premature convergence and promote search diversity.
- P can be decreased progressively as iterations continue
- variable mutation rate that is inversely proportional to the population diversity. Purpose: provides a stimulus to promote search diversity as generations become less diverse.

#### 2.6 Evaluation

Evaluate the fitness function/Criteria:

- Akaike information criterion. From {stats} package, the AIC() function.
- Bayesian information criterion.
- Cross-validation.
- Deviance information criterion.
- False discovery rate.
- Focused information criterion.

For other fitness functions, user can supply the function defined themselves.

#### 2.7 Selection

Select a few parents from the i-th generation to continue on the next generations and use them to create the subsequent generation. The selection criteria:

• Based on the rank of the fitness function (AIC of the models).

$$\phi\left(\mathbf{v}_{i}^{(t)}\right) = \frac{2r_{i}}{P(P+1)}$$

where P is the size of the generation,  $r_i$  is the rank of  $f(\theta_i^{(t)})$  among generation t.

#### 2.8 Crossover

#### 2.9 Mutation

## 3 Requirement

## 3.1 Generality

Allow reasonable inputs, in terms of specifying a dataset and regression model formula, as well as the type of regressions. Much of this is information you should just be able to pass along to lm() or glm().

## 3.2 Coding Style

- modular code
- functions or OOP methods that implement discrete tasks.
- overall design and style that is consistent across the components, in terms of functions vs. OOP methods, naming of objects, etc.

## 3.3 Efficiency

- Try to vectorize as much as possible to speed up.
- allow for shared memory parallel processing when working with the population in a given generation, in particular the evaluation of the fitness function,

## 3.4 Validation and Testing

- implementation on one or more real examples.
- Formal testing is required, with a set of tests where results are compared to some known truth.

#### 3.5 Criterion

By default AIC as your objective criterion/fitness function. Allow specific fitness functions.

### 3.6 Operator

use the genetic operators described in Givens and Hoeting for variable selection. Allow additional operators.

## References

- [1] G. H. Givens and J. A. Hoeting. Computational Statistics. John Wiley & Sons, Inc., 2 edition, 2013.
- [2] S. Paterlini and T. Minerval. Regression model selection using genetic algorithms. *Recent Advances in Neural Networks, Fuzzy Systems and Evolutionary Computing*, pages 19–27, 1 2010.