Computing_HW2_엄상준

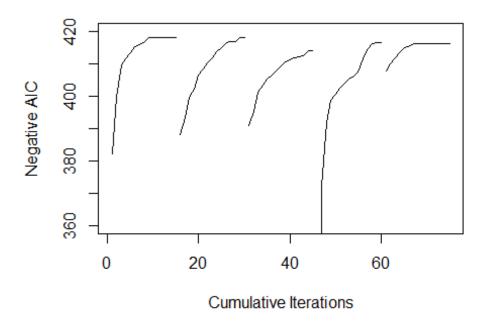
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2020 10 27

```
### 3.1 RANDOM STARTS LOCAL SEARCH
## INITIAL VALUES
baseball.dat = read.table('baseball.dat',header=TRUE)
baseball.dat$freeagent = factor(baseball.dat$freeagent)
baseball.dat$arbitration = factor(baseball.dat$arbitration)
baseball.sub = baseball.dat[,-1]
salary.log = log(baseball.dat$salary)
n = length(salary.log) #case 개수
m = length(baseball.sub[1,]) #독립변수 개수
num.starts = 5 #random start パ수
runs = matrix(0, num.starts, m)
itr = 15
runs.aic = matrix(0, num.starts, itr)
# INITIALIZES STARTING RUNS
set.seed(1234)
for(i in 1:num.starts){runs[i,] = rbinom(m,1,.5)}
#random 으로 열을 뽑는 것을 다섯 번 시행
## MAIN
for(k in 1:num.starts){
   run.current = runs[k,]
   # ITERATES EACH RANDOM START
   for(j in 1:itr){
       run.vars = baseball.sub[,run.current==1] #1 로 선택된 변수들 뽑아내기.
       g = lm(salary.log~.,run.vars)
       run.aic = extractAIC(g)[2] #[1]\stackrel{?}{\sim} equivalent d.f, [2]\stackrel{?}{\sim} AIC
       run.next = run.current
       # TESTS ALL MODELS IN THE 1-NEIGHBORHOOD AND SELECTS THE
       # MODEL WITH THE LOWEST AIC
       for(i in 1:m){
          run.step = run.current
```

```
run.step[i] = !run.current[i] #0 이라면 1 로 1 이라면 0 으로 바꿈.
           run.vars = baseball.sub[,run.step==1] #바뀐 것으로 variable 을 새로
 뽑음.
           g = lm(salary.log~.,run.vars) #model 적용
           run.step.aic = extractAIC(g)[2] #AIC 구하기
           if(run.step.aic < run.aic){</pre>
               run.next = run.step
               run.aic = run.step.aic
           } #만약 AIC 가 더 작다면 run.next 로 할당해줌. 그리고 run.aic 도 바꿔
줌
       }
       run.current = run.next #run.next 를 current 에 적용.
       runs.aic[k,j]=run.aic
    }
## OUTPUT
           # LISTS OF PREDICTORS
runs
       [,1] [,2] [,3] [,4] [,5] [,6] [,7] [,8] [,9] [,10] [,11] [,12] [,13]
##
[,14]
## [1,]
          0
               1
                    1
                         0
                              0
                                   1
                                        0
                                             1
                                                  0
                                                        1
                                                             0
                                                                   1
                                                                         1
                                                        1
## [2,]
          0
               1
                    1
                         0
                              0
                                   1
                                        0
                                                  0
                                                             0
                                                                   1
                                                                         1
   1
## [3,]
               0
                    0
                         0
                              0
                                             1
                                                        1
                                                                   0
                                                                         1
## [4,]
          1
               0
                    1
                         0
                              0
                                   0
                                        0
                                             1
                                                  0
                                                        1
                                                             0
                                                                   0
                                                                         1
    1
## [5,]
          0
               0
                    1
                         0
                              0
                                   0
                                        0
                                             1
                                                  0
                                                        1
                                                              0
                                                                   1
                                                                         1
##
        [,15] [,16] [,17] [,18] [,19] [,20] [,21] [,22] [,23] [,24] [,25] [,2
6]
                 1
                                         0
                                               0
                                                                0
## [1,]
           1
                                                                      1
1
## [2,]
           1
                 1
                       0
                             0
                                   0
                                         0
                                               0
                                                     0
                                                           0
                                                                0
                                                                      1
1
## [3,]
                 1
                       1
                             1
                                   0
                                         1
                                               1
                                                     1
                                                           0
                                                                0
                                                                      1
           0
0
                 1
                       0
                                   0
                                         0
                                               0
                                                     0
                                                           0
                                                                1
                                                                      0
## [4,]
           1
                             0
## [5,]
           1
                 1
                       0
                             0
                                   0
                                         1
                                               0
                                                     1
                                                          0
                                                                0
                                                                      0
0
       [,27]
##
```

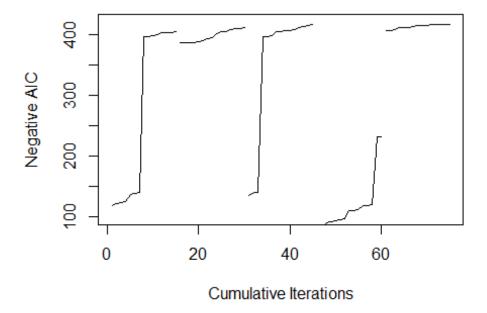
```
## [1,]
## [2,]
            0
            0
## [3,]
## [4,]
            0
## [5,]
            0
runs.aic
            # AIC VALUES
                                                      [,5]
##
             \lceil,1\rceil
                                  [,3]
                                            [,4]
                                                                 [,6]
                       [,2]
## [1,] -382.1396 -399.5996 -409.5874 -411.5453 -413.5192 -415.3651 -415.9898
## [2,] -388.0134 -393.5020 -399.7536 -402.2507 -406.3813 -408.3073 -410.2499
## [3,] -391.0411 -395.3438 -401.3549 -403.3081 -405.1843 -406.4663 -407.8866
## [4,] -199.6572 -372.1001 -391.9549 -398.5628 -400.4917 -402.3174 -404.0648
## [5,] -407.8876 -409.8851 -411.7404 -413.4253 -414.8167 -415.3757 -416.1567
##
             [,8]
                       [,9]
                                 [,10]
                                           [,11]
                                                     [,12]
                                                                [,13]
## [1,] -416.4954 -418.0000 -418.0000 -418.0000 -418.0000 -418.0000 -418.0000
## [2,] -411.9831 -413.6061 -415.1196 -416.6207 -416.7355 -416.9711 -418.0000
## [3,] -409.2473 -410.4997 -411.3319 -411.9675 -412.2386 -412.5352 -413.8955
## [4,] -405.2679 -406.2594 -407.3961 -411.5770 -414.6209 -416.2200 -416.3802
## [5,] -416.1567 -416.1567 -416.1567 -416.1567 -416.1567 -416.1567 -416.1567
##
            [,15]
## [1,] -418.0000
## [2,] -418.0000
## [3,] -413.8955
## [4,] -416.3802
## [5,] -416.1567
##PLOT
plot(1:(itr*num.starts),-c(t(runs.aic)),xlab="Cumulative Iterations",
  ylab="Negative AIC",ylim=c(360,420),type="n")
for(i in 1:num.starts) {
lines((i-1)*itr+(1:itr),-runs.aic[i,]) }
```



```
##3-1(a)
#setting 은 위와 동일
runs2 = matrix(0, num.starts, m)
runs.aic2 = matrix(0, num.starts, itr)
# INITIALIZES STARTING RUNS
set.seed(1234)
for(i in 1:num.starts){runs2[i,] = rbinom(m,1,.5)}
#random 으로 열을 뽑는 것을 다섯 번 시행
for(k in 1:num.starts){
  run.current = runs2[k,]
  # ITERATES EACH RANDOM START
  for(j in 1:itr){
    run.vars = baseball.sub[,run.current==1] #1 로 선택된 변수들 뽑아내기.
    g = lm(salary.log~.,run.vars)
    run.aic = extractAIC(g)[2] \#[1] \stackrel{?}{\sim} equivalent d.f, [2] \nearrow AIC
    run.next = run.current
    #aic 가 작은게 나오면 바로 채택
    for(i in 1:m){
      run.step = run.current
```

```
run.step[i] = !run.current[i] #0 이라면 1 로 1 이라면 0 으로 바꿈.
      run.vars = baseball.sub[,run.step==1] #바뀐 것으로 variable 을 새로 뽑음.
      g = lm(salary.log~.,run.vars) #model 적용
      run.step.aic = extractAIC(g)[2] #AIC 구하기
      if(run.step.aic < run.aic){</pre>
        run.next = run.step
        run.aic = run.step.aic
      } #만약 AIC 가 더 작다면 run.next 로 할당해줌. 그리고 run.aic 도 바꿔줌
    run.current = run.next #run.next 를 current 에 적용.
    runs.aic2[k,j]=run.aic
  }
  runs2[k,] = run.current #최종적으로 제일 작은 aic = 가진 subset 이 골라짐.
}
runs2
        [,1] [,2] [,3] [,4] [,5] [,6] [,7] [,8] [,9] [,10] [,11] [,12] [,13]
##
[,14]
           0
                1
                      0
                           1
                                0
                                     0
                                           0
                                                1
                                                     1
                                                           1
                                                                 0
                                                                        1
                                                                              1
## [1,]
    1
## [2,]
                0
                      1
                           0
                                0
                                     1
                                           0
                                                1
                                                     0
                                                           1
                                                                  1
                                                                        1
                                                                              1
           0
## [3,]
           0
                0
                      1
                           0
                                0
                                     1
                                          0
                                                1
                                                     0
                                                           1
                                                                  1
                                                                        1
                                                                              1
    1
## [4,]
                      0
                           1
                                0
                                     0
                                          1
                                                1
                                                           1
                                                                        0
                                                                              1
           0
                1
## [5,]
           1
                0
                      1
                           0
                                0
                                     1
                                           0
                                                1
                                                     0
                                                           1
                                                                 1
                                                                        0
                                                                              1
        [,15] [,16] [,17] [,18] [,19] [,20] [,21] [,22] [,23] [,24] [,25] [,2
##
6]
            1
                  1
                         0
                               0
                                     0
                                            0
                                                  0
                                                        0
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                                                                     0
                                                                           0
## [1,]
1
## [2,]
            1
                  1
                         0
                               0
                                     1
                                           1
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                                                        0
                                                              1
                                                                     0
                                                                           0
1
## [3,]
            1
                  1
                         0
                               0
                                            1
                                                  0
                                                              0
                                                                     0
                                                                           0
## [4,]
            1
                  0
                         0
                               0
                                     1
                                           0
                                                  1
                                                        0
                                                              0
                                                                     0
                                                                           0
 0
## [5,]
            1
                  1
                         0
                               0
                                     0
                                           0
                                                  0
                                                        0
                                                              0
                                                                     1
                                                                           0
 0
        [,27]
##
## [1,]
            1
            1
## [2,]
## [3,]
            1
```

```
## [4,]
## [5,]
runs.aic2
                         [,2]
              [,1]
                                    [,3]
                                               [,4]
                                                          [,5]
## [1,] -118.87903 -120.86363 -122.74945 -124.19637 -137.24499 -137.5626
## [2,] -385.67324 -386.28517 -386.95993 -387.20933 -388.90768 -390.4413
## [3,] -135.02096 -139.72876 -140.44932 -396.11099 -396.21333 -398.0474
## [4,] -79.16357 -80.88432 -90.07468 -92.01331 -93.19905 -95.1881
## [5,] -406.45354 -406.96372 -408.92228 -411.03872 -411.17277 -412.3083
                                                                [,12]
##
              [,7]
                        [8,]
                                  [,9]
                                           [,10]
                                                      [,11]
                                                                          [,13]
## [1,] -139.26121 -395.8276 -396.1728 -397.7137 -399.6275 -402.6213 -402.713
## [2,] -393.34678 -395.3418 -402.2513 -404.6487 -405.4907 -407.6709 -409.342
## [3,] -404.31480 -404.7419 -406.6284 -406.7591 -408.6294 -411.0614 -412.708
## [4,] -97.30177 -109.3067 -109.7089 -111.6231 -117.9971 -118.0441 -119.877
## [5,] -413.94572 -414.3590 -414.6624 -414.8042 -416.8033 -416.8033 -416.803
3
##
            [,14]
                      [,15]
## [1,] -402.7818 -404.2657
## [2,] -409.3859 -410.8496
## [3,] -414.5081 -415.7830
## [4,] -230.9679 -232.1195
## [5,] -416.8033 -416.8033
##PLOT
plot(1:(itr*num.starts),-c(t(runs.aic2)),xlab="Cumulative Iterations",
     ylab="Negative AIC",ylim=c(100,420),type="n")
for(i in 1:num.starts) {
lines((i-1)*itr+(1:itr),-runs.aic2[i,]) }
```



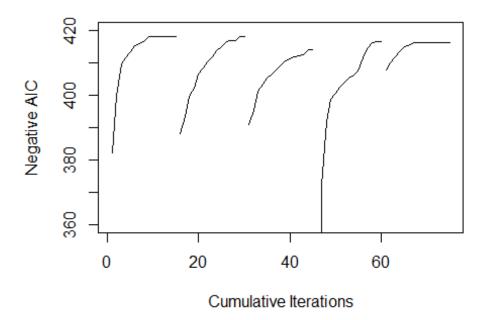
→ 원래는 plot 의 모양이 곡선의 형태를 띄었으나 여기서는 나머지를 고려하지 않고 좋은 것을 바로 택하기 때문에 plot 의 모양이 직각에 가까운 형태를 보이고 있다.

```
##3-1(b)
#setting 은 위와 동일
#combination function 을 위해 gtools package 이용
runs3 = matrix(0,num.starts,m)
runs.aic3 = matrix(0,num.starts,itr)
library(gtools)
## Warning: package 'gtools' was built under R version 3.6.3

comb <-combinations(m,2) #독립변수에서 2 개를 뽑는 경우의 수들
# INITIALIZES STARTING RUNS
set.seed(1234)
for(i in 1:num.starts){runs3[i,] = rbinom(m,1,.5)}
#random 으로 열을 뽑는 것을 다섯 번 시행
## MAIN
for(k in 1:num.starts){
run.current = runs3[k,]
```

```
# ITERATES EACH RANDOM START
 for(j in 1:itr){
    run.vars = baseball.sub[,run.current==1] #1 로 선택된 변수들 뽑아내기.
    g = lm(salary.log~.,run.vars)
    run.aic = extractAIC(g)[2] #[1]\stackrel{?}{=} equivalent d.f, [2]\stackrel{?}{\rightarrow} AIC
    run.next = run.current
    # TESTS ALL MODELS IN THE 2-NEIGHBORHOOD AND SELECTS THE
    # MODEL WITH THE LOWEST AIC
    for(i in 1:nrow(comb)){
      run.step = run.current
      run.step[comb[i,][1]] = !run.current[comb[i,][1]] #0 이라면 1로 1 이라면
0으로 바꿈.
      run.step[comb[i,][2]] = !run.current[comb[i,][2]]
      run.vars = baseball.sub[,run.step==1] #바뀐 것으로 variable 을 새로 뽑음.
      g = lm(salary.log~.,run.vars) #model 적용
      run.step.aic = extractAIC(g)[2] #AIC \rightarrow \rightarrow \rightarrow
      if(run.step.aic < run.aic){</pre>
        run.next = run.step
        run.aic = run.step.aic
      } #만약 AIC 가 더 작다면 run.next 로 할당해줌. 그리고 run.aic 도 바꿔줌
    run.current = run.next #run.next 를 current 에 적용.
    runs.aic3[k,j]=run.aic
 }
 }
## OUTPUT
           # LISTS OF PREDICTORS
runs3
##
        [,1] [,2] [,3] [,4] [,5] [,6] [,7] [,8] [,9] [,10] [,11] [,12] [,13]
[,14]
               0
                    1
                                                         1
                                                                    0
## [1,]
           1
                         0
                                                                          1
## [2,]
               1
                    1
                               0
                                   1
                                        0
                                              1
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                                                         1
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                         0
               1
                    1
                         0
                               0
                                   1
                                        0
                                              1
                                                  0
                                                        1
                                                              0
                                                                    0
                                                                          1
## [3,]
          0
    1
## [4,]
           0
               0
                    1
                         0
                               0
                                   1
                                        0
                                              1
                                                  0
                                                        1
                                                              0
                                                                    0
                                                                          1
## [5,]
          0
               0
                    1
                         0
                               0
                                   1
                                        0
                                             1
                                                  0
                                                        1
                                                              0
                                                                    1
                                                                          1
```

```
[,15] [,16] [,17] [,18] [,19] [,20] [,21] [,22] [,23] [,24] [,25] [,2
6]
                  1
                        0
                                           0
                                                       0
## [1,]
            1
                              0
                                     0
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                                                                   1
                                                                         1
1
                                                 0
## [2,]
            1
                  1
                        0
                              0
                                           0
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                                                                   1
                                                                         1
1
## [3,]
            1
                  1
                        0
                              0
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1
## [4,]
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0
                  1
                        0
                              0
                                     0
                                           1
                                                 0
                                                       1
                                                             0
                                                                   0
                                                                         1
## [5,]
            1
1
##
        [,27]
## [1,]
            0
## [2,]
            0
## [3,]
            0
## [4,]
            0
## [5,]
            0
runs.aic3
            # AIC VALUES
             [,1]
                                  [,3]
                                           [,4]
                                                      [,5]
                       [,2]
                                                                [,6]
## [1,] -399.5996 -411.5453 -415.3651 -416.9711 -417.8494 -418.0125 -418.0922
## [2,] -395.3894 -400.3693 -404.3826 -408.3073 -411.9831 -415.1196 -416.7355
## [3,] -395.3438 -403.3081 -407.9346 -411.8968 -414.1540 -414.9004 -416.1567
## [4,] -372.1001 -402.9366 -411.0083 -414.8872 -415.4118 -416.4249 -416.6119
## [5,] -409.8851 -413.4253 -415.3757 -416.1318 -417.2714 -417.2714 -417.2714
##
             [8,]
                       [,9]
                                [,10]
                                           [,11]
                                                               [,13]
                                                     [,12]
## [1,] -418.4511 -418.4511 -418.4511 -418.4511 -418.4511 -418.4511
## [2,] -418.0000 -418.9472 -418.9472 -418.9472 -418.9472 -418.9472 -418.9472
## [3,] -416.5907 -416.8036 -418.0818 -418.9421 -418.9472 -418.9472 -418.9472
## [4,] -416.6119 -416.6119 -416.6119 -416.6119 -416.6119 -416.6119
## [5,] -417.2714 -417.2714 -417.2714 -417.2714 -417.2714 -417.2714 -417.2714
##
            [,15]
## [1,] -418.4511
## [2,] -418.9472
## [3,] -418.9472
## [4,] -416.6119
## [5,] -417.2714
##PLOT
plot(1:(itr*num.starts),-c(t(runs.aic3)),xlab="Cumulative Iterations",
     ylab="Negative AIC",ylim=c(360,420),type="n")
for(i in 1:num.starts) {
lines((i-1)*itr+(1:itr),-runs.aic[i,]) }
```



- → Example 3.3 에서의 Plot 과 거의 동일함을 알 수 있다.
- → Steepest 방법을 사용했기 때문일 수 있다. 만약 steepest 로 하지 않고 일정 수만큼만 살펴본다면 결과값이 다를 수 있다.

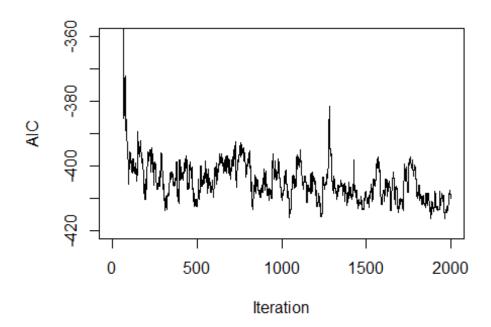
```
### 3.3 SIMULATED ANNEALING
## INITIAL VALUES
baseball.dat = read.table('baseball.dat',header=TRUE)
baseball.dat$freeagent = factor(baseball.dat$freeagent)
baseball.dat$arbitration = factor(baseball.dat$arbitration)
baseball.sub = baseball.dat[,-1]
salary.log = log(baseball.dat$salary)
n = length(salary.log)
m = length(baseball.sub[1,])
cooling = c(rep(60,5),rep(120,5),rep(220,5)) #cooling schedule
tau.start = 10 #시작 온도
tau = rep(tau.start,15)
aics = NULL
# INITIALIZES STARTING RUN, TEMPERATURE SCHEDULE
set.seed(1234)
```

```
run = rbinom(m,1,.5)
run.current = run
run.vars = baseball.sub[,run.current==1]
g = lm(salary.log~.,run.vars)
run.aic = extractAIC(g)[2]
best.aic = run.aic
aics = run.aic #여기까지는 3.3 과 동일
for(j in 2:15){tau[j] = 0.9*tau[j-1]} #온도가 이전의 0.9 배로 줄어들도록 설정.
## MAIN
for(j in 1:15){
   # Model 에서 더하거나 뺄 predictor 를 랜덤으로 선택하고
   # 더 나은지 확인한다. 더 낫다면 선택.
   for(i in 1:cooling[j]){
       pos = sample(1:m,1) #독립변수 중 한 개를 랜덤으로 선택
       run.step = run.current
       run.step[pos] = !run.current[pos] #선택된 독립변수를 flip
       run.vars = baseball.sub[,run.step==1] #flip 된 변수 적용
       g = lm(salary.log~.,run.vars)
       run.step.aic = extractAIC(g)[2]
       p = min(1,exp((run.aic-extractAIC(g)[2])/tau[j]))
       if(run.step.aic < run.aic){</pre>
          run.current = run.step
          run.aic = run.step.aic}
       if(rbinom(1,1,p)){ #만약 run.step.aic 가 run.aic 보다 크다면 p 의 확률로
run.step 을 채택
          run.current = run.step
          run.aic = run.step.aic}
       if(run.step.aic < best.aic){</pre>
         #지금까지 나온 aic 중 제일 작다면 best aic 로 선택하고 best predictor s
ubset 으로 설정
          run = run.step
          best.aic = run.step.aic}
       aics = c(aics,run.aic)
   }
}
## OUTPUT
          # BEST LIST OF PREDICTORS FOUND
run
```

```
best.aic # AIC VALUE

## [1] -416.214

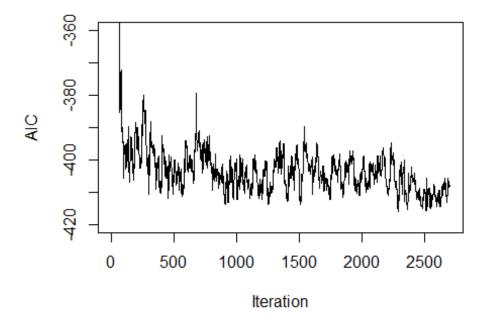
## PLOT OF AIC VALUES
plot(aics,ylim=c(-420,-360),type="n",ylab="AIC", xlab="Iteration")
lines(aics)
```



```
(1:2001)[aics==min(aics)]
## [1] 1965

##3-3(a)
#우선 cooling schedule 에서 횟수들을 올려보자.
baseball.dat = read.table('baseball.dat',header=TRUE)
baseball.dat$freeagent = factor(baseball.dat$freeagent)
baseball.sub$freeagent = factor(baseball.dat$freeagent)
baseball.sub = baseball.dat[,-1]
salary.log = log(baseball.dat$salary)
n = length(salary.log)
m = length(baseball.sub[1,])
cooling2 = c(rep(100,5),rep(160,5),rep(280,5)) #cooling schedule
tau.start = 10 #시작 온도
tau = rep(tau.start,15)
aics2 = NULL
```

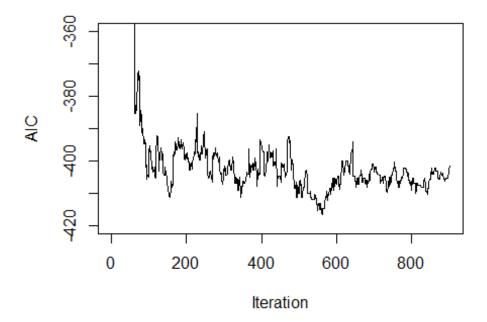
```
set.seed(1234)
run2 = rbinom(m, 1, .5)
run.current = run2
run.vars = baseball.sub[,run.current==1]
g = lm(salary.log~.,run.vars)
run.aic = extractAIC(g)[2]
best.aic2 = run.aic
aics2 = run.aic
for(j in 2:15){tau[j] = 0.9*tau[j-1]}
for(j in 1:15){
  for(i in 1:cooling2[j]){
    pos = sample(1:m,1)
    run.step = run.current
    run.step[pos] = !run.current[pos]
    run.vars = baseball.sub[,run.step==1]
    g = lm(salary.log~.,run.vars)
    run.step.aic = extractAIC(g)[2]
    p = min(1,exp((run.aic-extractAIC(g)[2])/tau[j]))
    if(run.step.aic < run.aic){</pre>
      run.current = run.step
      run.aic = run.step.aic}
    if(rbinom(1,1,p)){
      run.current = run.step
      run.aic = run.step.aic}
    if(run.step.aic < best.aic2){</pre>
      run2 = run.step
      best.aic2 = run.step.aic}
    aics2 = c(aics2,run.aic)
}
## OUTPUT
            # BEST LIST OF PREDICTORS FOUND
run2
## [1] 0 0 1 0 0 1 0 1 0 1 0 1 0 1 1 1 1 1 0 0 1 0 1 0 1 1 1 0
best.aic2 # AIC VALUE
## [1] -416.0132
## PLOT OF AIC VALUES
plot(aics2,ylim=c(-420,-360),type="n",ylab="AIC", xlab="Iteration")
lines(aics2)
```



→ 진동이 훨씬 촘촘해졌음을 알 수 있다.

```
(1:2701)[aics2==min(aics2)]
## [1] 2287 2288
#이번에는 cooling schedule 의 횟수를 낮춰보자.
baseball.dat = read.table('baseball.dat',header=TRUE)
baseball.dat$freeagent = factor(baseball.dat$freeagent)
baseball.dat$arbitration = factor(baseball.dat$arbitration)
baseball.sub = baseball.dat[,-1]
salary.log = log(baseball.dat$salary)
n = length(salary.log)
m = length(baseball.sub[1,])
cooling3 = c(rep(40,5), rep(60,5), rep(80,5)) #cooling schedule
tau.start = 10 #시작 온도
tau = rep(tau.start,15)
aics3 = NULL
set.seed(1234)
run3 = rbinom(m,1,.5)
run.current = run3
run.vars = baseball.sub[,run.current==1]
g = lm(salary.log~.,run.vars)
run.aic = extractAIC(g)[2]
```

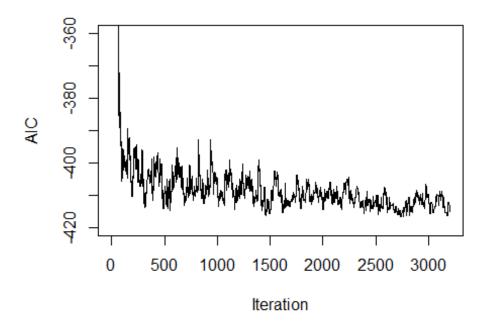
```
best.aic3 = run.aic
aics3 = run.aic
for(j in 2:15){tau[j] = 0.9*tau[j-1]}
for(j in 1:15){
  for(i in 1:cooling3[j]){
    pos = sample(1:m,1)
    run.step = run.current
    run.step[pos] = !run.current[pos]
    run.vars = baseball.sub[,run.step==1]
    g = lm(salary.log~.,run.vars)
    run.step.aic = extractAIC(g)[2]
    p = min(1,exp((run.aic-extractAIC(g)[2])/tau[j]))
    if(run.step.aic < run.aic){</pre>
      run.current = run.step
      run.aic = run.step.aic}
    if(rbinom(1,1,p)){
      run.current = run.step
      run.aic = run.step.aic}
    if(run.step.aic < best.aic3){</pre>
      run3 = run.step
      best.aic3 = run.step.aic}
   aics3 = c(aics3,run.aic)
  }
}
## OUTPUT
          # BEST LIST OF PREDICTORS FOUND
run3
## [1] 1 0 1 0 0 0 0 1 0 1 1 0 1 1 1 1 1 1 0 0 0 0 0 1 1 1 0
best.aic3 # AIC VALUE
## [1] -416.5059
## PLOT OF AIC VALUES
plot(aics3,ylim=c(-420,-360),type="n",ylab="AIC", xlab="Iteration")
lines(aics3)
```



→ 횟수가 줄어든 만큼, 간격이 더욱 듬성듬성하다는 것을 알 수 있다.

```
(1:901)[aics3==min(aics3)]
## [1] 561 562
#duration 을 높여보자.
baseball.dat = read.table('baseball.dat',header=TRUE)
baseball.dat$freeagent = factor(baseball.dat$freeagent)
baseball.dat$arbitration = factor(baseball.dat$arbitration)
baseball.sub = baseball.dat[,-1]
salary.log = log(baseball.dat$salary)
n = length(salary.log)
m = length(baseball.sub[1,])
cooling4 = c(rep(60,8), rep(120,8), rep(220,8)) #cooling schedule
tau.start = 10
tau = rep(tau.start,24)
aics4 = NULL
set.seed(1234)
run4 = rbinom(m, 1, .5)
run.current = run4
run.vars = baseball.sub[,run.current==1]
g = lm(salary.log~.,run.vars)
run.aic = extractAIC(g)[2]
```

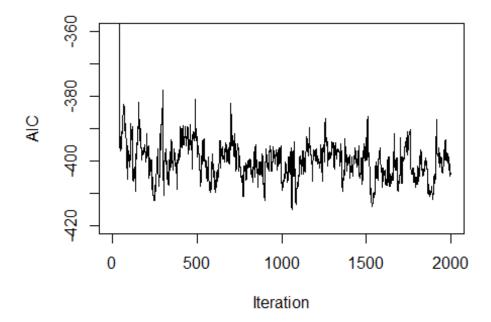
```
best.aic4 = run.aic
aics4 = run.aic
for(j in 2:24){tau[j] = 0.9*tau[j-1]}
for(j in 1:24){
  for(i in 1:cooling4[j]){
    pos = sample(1:m,1)
    run.step = run.current
    run.step[pos] = !run.current[pos]
    run.vars = baseball.sub[,run.step==1]
    g = lm(salary.log~.,run.vars)
    run.step.aic = extractAIC(g)[2]
    p = min(1,exp((run.aic-extractAIC(g)[2])/tau[j]))
    if(run.step.aic < run.aic){</pre>
      run.current = run.step
      run.aic = run.step.aic}
    if(rbinom(1,1,p)){
      run.current = run.step
      run.aic = run.step.aic}
    if(run.step.aic < best.aic4){</pre>
      run4 = run.step
      best.aic4 = run.step.aic}
    aics4 = c(aics4,run.aic)
  }
}
## OUTPUT
            # BEST LIST OF PREDICTORS FOUND
run4
## [1] 0 1 1 0 0 0 0 1 0 1 1 1 1 1 1 1 0 0 0 0 0 0 0 0 1 1 0
best.aic4 # AIC VALUE
## [1] -416.4663
## PLOT OF AIC VALUES
plot(aics4,ylim=c(-420,-360),type="n",ylab="AIC", xlab="Iteration")
lines(aics4)
```



→ 간격은 촘촘해졌지만 진동의 폭은 비교적 크지 않다는 것을 알 수 있다.

```
(1:3201)[aics4==min(aics4)]
## [1] 2732 2733 2744 2745 2746 2747 2748 2760 2761
#시작 온도를 높여보자.
baseball.dat = read.table('baseball.dat',header=TRUE)
baseball.dat$freeagent = factor(baseball.dat$freeagent)
baseball.dat$arbitration = factor(baseball.dat$arbitration)
baseball.sub = baseball.dat[,-1]
salary.log = log(baseball.dat$salary)
n = length(salary.log)
m = length(baseball.sub[1,])
cooling = c(rep(60,5),rep(120,5),rep(220,5)) #cooling schedule
tau.start = 20 #10 --> 20
tau = rep(tau.start, 15)
aics5 = NULL
set.seed(1234)
run5 = rbinom(m,1,.5)
run.current = run5
run.vars = baseball.sub[,run.current==1]
g = lm(salary.log~.,run.vars)
run.aic = extractAIC(g)[2]
```

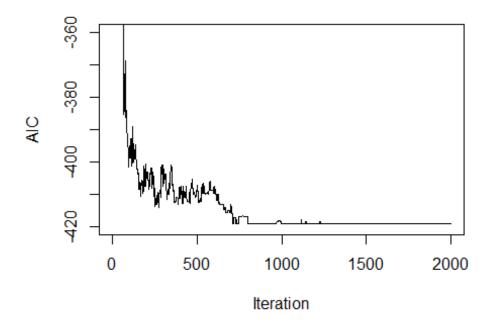
```
best.aic5 = run.aic
aics5 = run.aic
for(j in 2:15){tau[j] = 0.9*tau[j-1]}
for(j in 1:15){
 for(i in 1:cooling[j]){
   pos = sample(1:m,1)
   run.step = run.current
   run.step[pos] = !run.current[pos]
   run.vars = baseball.sub[,run.step==1]
   g = lm(salary.log~.,run.vars)
   run.step.aic = extractAIC(g)[2]
   p = min(1,exp((run.aic-extractAIC(g)[2])/tau[j]))
   if(run.step.aic < run.aic){</pre>
     run.current = run.step
     run.aic = run.step.aic}
   if(rbinom(1,1,p)){
     run.current = run.step
     run.aic = run.step.aic}
   if(run.step.aic < best.aic5){</pre>
     run5 = run.step
     best.aic5 = run.step.aic}
   aics5 = c(aics5,run.aic)
 }
}
## OUTPUT
           # BEST LIST OF PREDICTORS FOUND
run5
best.aic5 # AIC VALUE
## [1] -415.0361
## PLOT OF AIC VALUES
plot(aics5,ylim=c(-420,-360),type="n",ylab="AIC", xlab="Iteration")
lines(aics5)
```



→ 진동의 폭이 크다는 것을 알 수 있다.

```
(1:2001)[aics5==min(aics5)]
## [1] 1060
#온도의 강하율을 높여보자.
baseball.dat = read.table('baseball.dat',header=TRUE)
baseball.dat$freeagent = factor(baseball.dat$freeagent)
baseball.dat$arbitration = factor(baseball.dat$arbitration)
baseball.sub = baseball.dat[,-1]
salary.log = log(baseball.dat$salary)
n = length(salary.log)
m = length(baseball.sub[1,])
cooling = c(rep(60,5),rep(120,5),rep(220,5)) #cooling schedule
tau.start = 10
tau = rep(tau.start,15)
aics6 = NULL
set.seed(1234)
run6 = rbinom(m,1,.5)
run.current = run6
run.vars = baseball.sub[,run.current==1]
g = lm(salary.log~.,run.vars)
run.aic = extractAIC(g)[2]
```

```
best.aic6 = run.aic
aics6 = run.aic
for(j in 2:15){tau[j] = 0.7*tau[j-1]} #0.9 에서 0.7 로 변경
for(j in 1:15){
  for(i in 1:cooling[j]){
    pos = sample(1:m,1)
    run.step = run.current
    run.step[pos] = !run.current[pos]
    run.vars = baseball.sub[,run.step==1]
    g = lm(salary.log~.,run.vars)
    run.step.aic = extractAIC(g)[2]
    p = min(1,exp((run.aic-extractAIC(g)[2])/tau[j]))
    if(run.step.aic < run.aic){</pre>
      run.current = run.step
      run.aic = run.step.aic}
    if(rbinom(1,1,p)){
      run.current = run.step
      run.aic = run.step.aic}
    if(run.step.aic < best.aic6){</pre>
      run6 = run.step
      best.aic6 = run.step.aic}
    aics6 = c(aics6,run.aic)
  }
}
## OUTPUT
            # BEST LIST OF PREDICTORS FOUND
run6
## [1] 0 1 1 0 0 1 0 1 0 1 0 0 1 1 1 1 0 0 0 0 0 0 0 1 1 1 0
best.aic6 # AIC VALUE
## [1] -418.9472
## PLOT OF AIC VALUES
plot(aics6,ylim=c(-420,-360),type="n",ylab="AIC", xlab="Iteration")
lines(aics6)
```



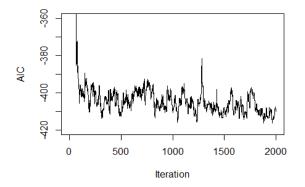
- → 기준 온도가 갈수록 급격하게 떨어지기 때문에 추후에는
- → exp((run.aic-extractAIC(g)[2])/tau[j])가 매우 크게 나와 무조건 p=1 이 선택되게 된다.

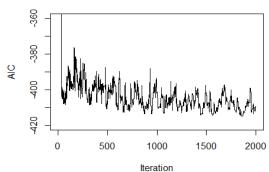
```
(1:2001)[aics6==min(aics6)]
## [1] 712 713 714 715 716 717 726 727

##3-3(b)
#2-neighborhood
baseball.dat = read.table('baseball.dat',header=TRUE)
baseball.dat$freeagent = factor(baseball.dat$freeagent)
baseball.sub = baseball.dat[,-1]
salary.log = log(baseball.dat$salary)
n = length(salary.log)
m = length(baseball.sub[1,])
cooling = c(rep(60,5),rep(120,5),rep(220,5)) #cooling schedule
tau.start = 10 #//작 으도
tau = rep(tau.start,15)
aics7 = NULL
```

```
# INITIALIZES STARTING RUN, TEMPERATURE SCHEDULE(이부분은 동일)
set.seed(1234)
run7 = rbinom(m,1,.5)
run.current = run7
run.vars = baseball.sub[,run.current==1]
g = lm(salary.log~.,run.vars)
run.aic = extractAIC(g)[2]
best.aic7 = run.aic
aics7 = run.aic
for(j in 2:15){tau[j] = 0.9*tau[j-1]}
## MAIN
for(j in 1:15){
 for(i in 1:cooling[j]){
    pos = sample(1:m,2) #독립변수 중 두 개를 랜덤으로 선택
    run.step = run.current
    run.step[pos] = !run.current[pos] #선택된 독립변수를 flip
    run.vars = baseball.sub[,run.step==1] #flip 된 변수 적용
    g = lm(salary.log~.,run.vars)
    run.step.aic = extractAIC(g)[2]
    p = min(1,exp((run.aic-extractAIC(g)[2])/tau[j]))
    if(run.step.aic < run.aic){</pre>
      run.current = run.step
      run.aic = run.step.aic}
    if(rbinom(1,1,p)){
      run.current = run.step
      run.aic = run.step.aic}
    if(run.step.aic < best.aic7){</pre>
      run7 = run.step
     best.aic7 = run.step.aic}
   aics7 = c(aics7,run.aic)
 }
}
## OUTPUT
           # BEST LIST OF PREDICTORS FOUND
run7
## [1] 0 1 1 0 0 1 0 1 0 1 0 1 1 1 1 1 0 0 0 1 0 0 0 0 1 0 1
best.aic7 # AIC VALUE
## [1] -414.8066
```

```
## PLOT OF AIC VALUES
plot(aics7,ylim=c(-420,-360),type="n",ylab="AIC", xlab="Iteration")
lines(aics7)
```

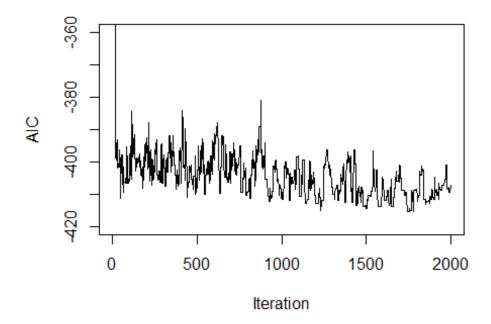




- → 왼쪽이 1-neighborhood, 오른쪽이 2-neighborhood
- → 2-neighborhood 의 경우가 조금 더 진동이 안정적으로 나타나는 모습이다.

```
(1:2001)[aics7==min(aics7)]
## [1] 1852 1853 1854 1855 1856 1857 1858 1859 1860 1861 1862 1863 1864 1865
1866
## [16] 1867 1868 1869 1870 1871 1872 1873
#3-neighborhood
baseball.dat = read.table('baseball.dat',header=TRUE)
baseball.dat$freeagent = factor(baseball.dat$freeagent)
baseball.dat$arbitration = factor(baseball.dat$arbitration)
baseball.sub = baseball.dat[,-1]
salary.log = log(baseball.dat$salary)
n = length(salary.log)
m = length(baseball.sub[1,])
cooling = c(rep(60,5),rep(120,5),rep(220,5)) #cooling schedule
tau.start = 10 #시작 온도
tau = rep(tau.start,15)
aics8 = NULL
# INITIALIZES STARTING RUN, TEMPERATURE SCHEDULE(이부분은 동일)
set.seed(1234)
run8 = rbinom(m,1,.5)
run.current = run8
run.vars = baseball.sub[,run.current==1]
g = lm(salary.log~.,run.vars)
```

```
run.aic = extractAIC(g)[2]
best.aic8 = run.aic
aics8 = run.aic
for(j in 2:15){tau[j] = 0.9*tau[j-1]}
## MAIN
for(j in 1:15){
 for(i in 1:cooling[j]){
    pos = sample(1:m,3) #독립변수 중 세 개를 랜덤으로 선택
    run.step = run.current
    run.step[pos] = !run.current[pos] #선택된 독립변수를 flip
    run.vars = baseball.sub[,run.step==1] #flip 된 변수 적용
    g = lm(salary.log~.,run.vars)
    run.step.aic = extractAIC(g)[2]
    p = min(1,exp((run.aic-extractAIC(g)[2])/tau[j]))
    if(run.step.aic < run.aic){</pre>
      run.current = run.step
      run.aic = run.step.aic}
    if(rbinom(1,1,p)){
      run.current = run.step
      run.aic = run.step.aic}
    if(run.step.aic < best.aic8){</pre>
      run8 = run.step
      best.aic8 = run.step.aic}
   aics8 = c(aics8,run.aic)
 }
}
## OUTPUT
           # BEST LIST OF PREDICTORS FOUND
run8
## [1] 0 1 1 0 0 1 0 1 1 1 0 0 1 1 1 1 1 0 0 1 0 0 0 1 1 1 0
best.aic8 # AIC VALUE
## [1] -415.3731
## PLOT OF AIC VALUES
plot(aics8,ylim=c(-420,-360),type="n",ylab="AIC", xlab="Iteration")
lines(aics8)
```

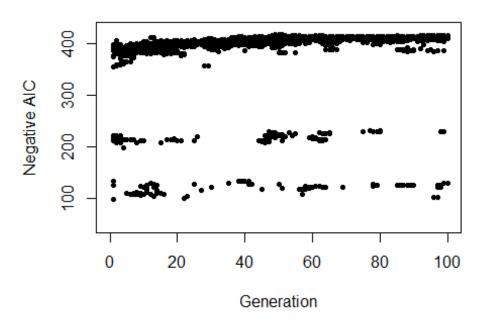


- → Best.aic 가 2-neighborhood 때보다 약간 더 좋지만 매우 미미한 수준.
- → 많은 차이는 모이지 않는다.

```
m.rate = .01 #mutation rate
r = matrix(0,P,1) #Generation \mathcal{O} AIC rank
phi = matrix(0,P,1)#Generation ☐ fitness values
runs = matrix(0,P,m)
runs.next = matrix(0,P,m)
runs.aic = matrix(0,P,1)
aics = matrix(0,P,itr)
run = NULL
best.aic = 0
best.aic.gen = rep(0,itr)
#Starting generation 설정, FITNESS VALUES
set.seed(1234)
for(i in 1:P){
   run.vars = baseball.sub[,runs[i,]==1]
   g = lm(salary.log~.,run.vars)
   runs.aic[i] = extractAIC(g)[2]
   aics[i,1] = runs.aic[i]
   if(runs.aic[i] < best.aic){</pre>
       run = runs[i,]
       best.aic = runs.aic[i]
   }
}
r = rank(-runs.aic) #starting generattion 의 aic 에 rank 를 매겨주자.
phi = 2*r/(P*(P+1)) #rank 를 이용하여 fitness value 구해줌.
best.aic.gen[1]=best.aic #starting generation ♀ best.aic ♂.
## MATN
for(j in 1:itr-1){
   # Generation 을 이어가자. 부모 중 첫 번째는 Fitness value 를 기준으로 좋은 것
을 뽑고
   # 두 번째는 완전히 랜덤으로 뽑는다.
   for(i in 1:10){
     p1 = sample(1:P,1,prob=phi)
     parent.1 = runs[p1,]
     parent.2 = runs[sample(c(1:P)[-p1],1),] #중복이 되지 않도록 하자.
       pos = sample(1:(m-1),1) #분리가 되는 지점을 정해주자.
       mutate = rbinom(m,1,m.rate) #mutation rate 에 기반해서 돌연변이가 일어나
```

```
는 변수를 선택
       runs.next[i,] = c(parent.1[1:pos],parent.2[(pos+1):m]) #\Box \Box \Box
부분(돌연변이 적용 전)
       runs.next[i,] = (runs.next[i,]+mutate)%%2 #다음 세대 앞 부분(돌연변이
적용)
       mutate = rbinom(m,1,m.rate)
       runs.next[P+1-i,] = c(parent.2[1:pos],parent.1[(pos+1):m]) #다음 세대
뒷 부분(돌연변이 적용 전)
       (돌연변이 적용)
   }
   runs = runs.next
   # New generation 에서의 aic 와 fitness value 업데이트.
   for(i in 1:P){
       run.vars = baseball.sub[,runs[i,]==1]
       g = lm(salary.log~.,run.vars)
       runs.aic[i] = extractAIC(g)[2]
       aics[i,j+1] = runs.aic[i]
       if(runs.aic[i] < best.aic){</pre>
           run = runs[i,]
           best.aic = runs.aic[i]
       }
   best.aic.gen[j+1]=best.aic
   r = rank(-runs.aic)
   phi = 2*r/(P*(P+1))
}
## OUTPUT
          # BEST LIST OF PREDICTORS FOUND
run
## [1] 0 0 1 0 0 1 0 1 0 1 0 0 1 1 1 1 0 0 0 1 0 0 0 1 1 1 0
          # AIC VALUE
best.aic
## [1] -416.8813
## PLOT OF AIC VALUES
plot(-aics,xlim=c(0,itr),ylim=c(50,425),type="n",ylab="Negative AIC",
   xlab="Generation", main="AIC Values For Genetic Algorithm")
for(i in 1:itr){points(rep(i,P),-aics[,i],pch=20)}
```

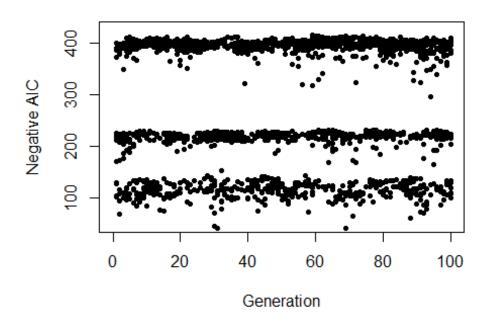
AIC Values For Genetic Algorithm



```
##3-4(a)
#mutation rates 를 조금 높게 설정해보자.
baseball.dat = read.table('baseball.dat',header=TRUE)
baseball.dat$freeagent = factor(baseball.dat$freeagent)
baseball.dat$arbitration = factor(baseball.dat$arbitration)
baseball.sub = baseball.dat[,-1]
salary.log = log(baseball.dat$salary)
n = length(salary.log)
m = length(baseball.sub[1,])
P = 20
itr = 100
m.rate = .1 #mutation rate 0.01 --> 0.1
r = matrix(0,P,1)
phi = matrix(0,P,1)
runs = matrix(0,P,m)
runs.next = matrix(0,P,m)
runs.aic = matrix(0,P,1)
aics = matrix(0,P,itr)
run = NULL
best.aic = 0
best.aic.gen = rep(0,itr)
set.seed(1234)
for(i in 1:P){
runs[i,] = rbinom(m,1,.5)
```

```
run.vars = baseball.sub[,runs[i,]==1]
  g = lm(salary.log~.,run.vars)
  runs.aic[i] = extractAIC(g)[2]
  aics[i,1] = runs.aic[i]
  if(runs.aic[i] < best.aic){</pre>
    run = runs[i,]
    best.aic = runs.aic[i]
  }
}
r = rank(-runs.aic)
phi = 2*r/(P*(P+1))
best.aic.gen[1]=best.aic
for(j in 1:itr-1){
  for(i in 1:10){
    p1 = sample(1:P,1,prob=phi)
    parent.1 = runs[p1,]
    parent.2 = runs[sample(c(1:P)[-p1],1),]
    pos = sample(1:(m-1),1)
    mutate = rbinom(m,1,m.rate)
    runs.next[i,] = c(parent.1[1:pos],parent.2[(pos+1):m])
    runs.next[i,] = (runs.next[i,]+mutate)%2
    mutate = rbinom(m,1,m.rate)
    runs.next[P+1-i,] = c(parent.2[1:pos],parent.1[(pos+1):m])
    runs.next[P+1-i,] = (runs.next[P+1-i,]+mutate)\%2
  }
  runs = runs.next
  for(i in 1:P){
    run.vars = baseball.sub[,runs[i,]==1]
    g = lm(salary.log~.,run.vars)
    runs.aic[i] = extractAIC(g)[2]
    aics[i,j+1] = runs.aic[i]
    if(runs.aic[i] < best.aic){</pre>
      run = runs[i,]
      best.aic = runs.aic[i]
    }
  }
  best.aic.gen[j+1]=best.aic
  r = rank(-runs.aic)
  phi = 2*r/(P*(P+1))
}
## OUTPUT
run
```

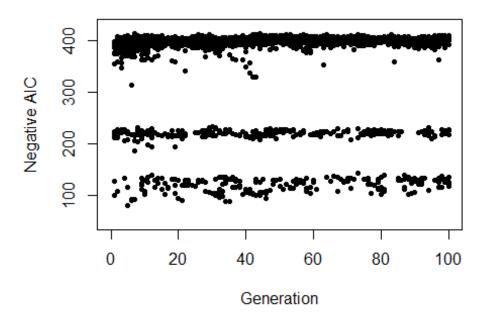
AIC Values Where High Mutation Rate

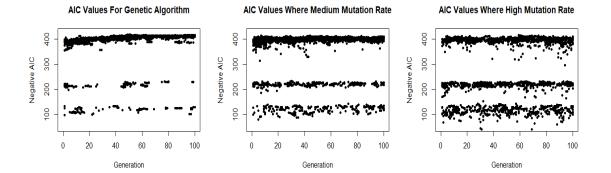


```
#이번에는 그 중간으로 설정
baseball.dat = read.table('baseball.dat',header=TRUE)
baseball.dat$freeagent = factor(baseball.dat$freeagent)
baseball.dat$arbitration = factor(baseball.dat$arbitration)
baseball.sub = baseball.dat[,-1]
salary.log = log(baseball.dat$salary)
n = length(salary.log)
m = length(baseball.sub[1,])
P = 20
itr = 100
m.rate = .05 #mutation rate 0.01 --> 0.05
r = matrix(0,P,1)
phi = matrix(0,P,1)
runs = matrix(0,P,m)
runs.next = matrix(0,P,m)
```

```
runs.aic = matrix(0,P,1)
aics = matrix(0,P,itr)
run = NULL
best.aic = 0
best.aic.gen = rep(0,itr)
set.seed(1234)
for(i in 1:P){
  runs[i,] = rbinom(m,1,.5)
  run.vars = baseball.sub[,runs[i,]==1]
  g = lm(salary.log~.,run.vars)
  runs.aic[i] = extractAIC(g)[2]
  aics[i,1] = runs.aic[i]
  if(runs.aic[i] < best.aic){</pre>
    run = runs[i,]
    best.aic = runs.aic[i]
  }
}
r = rank(-runs.aic)
phi = 2*r/(P*(P+1))
best.aic.gen[1]=best.aic
for(j in 1:itr-1){
  for(i in 1:10){
    p1 = sample(1:P,1,prob=phi)
    parent.1 = runs[p1,]
    parent.2 = runs[sample(c(1:P)[-p1],1),]
    pos = sample(1:(m-1),1)
    mutate = rbinom(m,1,m.rate)
    runs.next[i,] = c(parent.1[1:pos],parent.2[(pos+1):m])
    runs.next[i,] = (runs.next[i,]+mutate)%%2
    mutate = rbinom(m,1,m.rate)
    runs.next[P+1-i,] = c(parent.2[1:pos],parent.1[(pos+1):m])
    runs.next[P+1-i,] = (runs.next[P+1-i,]+mutate)\\( 2
  }
  runs = runs.next
  for(i in 1:P){
    run.vars = baseball.sub[,runs[i,]==1]
    g = lm(salary.log~.,run.vars)
    runs.aic[i] = extractAIC(g)[2]
    aics[i,j+1] = runs.aic[i]
    if(runs.aic[i] < best.aic){</pre>
      run = runs[i,]
      best.aic = runs.aic[i]
```

AIC Values Where Medium Mutation Rate



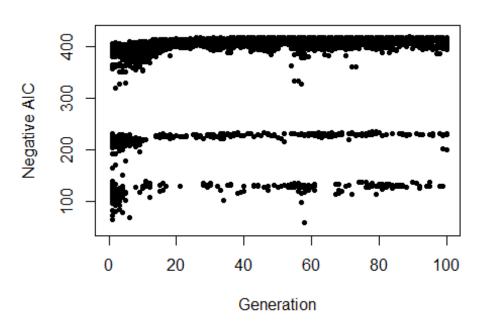


- → Mutation rate 를 낮출수록 Converge 하고 높일수록 Diverge 하는 모습을 알 수 있다.
- → 만약 local optimum 이 걱정된다면 mutation rate 를 조금 높이는 것이 방법이 될 수 있다.

```
##3-4(b)
#generation size 를 굉장히 크게 해보자.
baseball.dat = read.table('baseball.dat',header=TRUE)
baseball.dat$freeagent = factor(baseball.dat$freeagent)
baseball.dat$arbitration = factor(baseball.dat$arbitration)
baseball.sub = baseball.dat[,-1]
salary.log = log(baseball.dat$salary)
n = length(salary.log)
m = length(baseball.sub[1,])
P = 80
itr = 100
m.rate = .01
r = matrix(0,P,1)
phi = matrix(0,P,1)
runs = matrix(0,P,m)
runs.next = matrix(0,P,m)
runs.aic = matrix(0,P,1)
aics = matrix(0,P,itr)
run = NULL
best.aic = 0
best.aic.gen = rep(0,itr)
set.seed(1234)
for(i in 1:P){
  runs[i,] = rbinom(m,1,.5)
  run.vars = baseball.sub[,runs[i,]==1]
  g = lm(salary.log~.,run.vars)
  runs.aic[i] = extractAIC(g)[2]
  aics[i,1] = runs.aic[i]
```

```
if(runs.aic[i] < best.aic){</pre>
    run = runs[i,]
    best.aic = runs.aic[i]
  }
}
r = rank(-runs.aic)
phi = 2*r/(P*(P+1))
best.aic.gen[1]=best.aic
for(j in 1:itr-1){
  for(i in 1:40){
    p1 = sample(1:P,1,prob=phi)
    parent.1 = runs[p1,]
    parent.2 = runs[sample(c(1:P)[-p1],1),]
    pos = sample(1:(m-1),1)
    mutate = rbinom(m,1,m.rate)
    runs.next[i,] = c(parent.1[1:pos],parent.2[(pos+1):m])
    runs.next[i,] = (runs.next[i,]+mutate)%2
    mutate = rbinom(m,1,m.rate)
    runs.next[P+1-i,] = c(parent.2[1:pos],parent.1[(pos+1):m])
    runs.next[P+1-i,] = (runs.next[P+1-i,]+mutate)\%2
  }
  runs = runs.next
  for(i in 1:P){
    run.vars = baseball.sub[,runs[i,]==1]
    g = lm(salary.log~.,run.vars)
    runs.aic[i] = extractAIC(g)[2]
    aics[i,j+1] = runs.aic[i]
    if(runs.aic[i] < best.aic){</pre>
      run = runs[i,]
      best.aic = runs.aic[i]
    }
  best.aic.gen[j+1]=best.aic
  r = rank(-runs.aic)
  phi = 2*r/(P*(P+1))
}
## OUTPUT
run
   [1] 1 0 1 0 0 1 0 1 0 1 0 0 1 1 1 1 1 0 0 0 0 0 0 0 1 1 1 0
best.aic
## [1] -418.9421
```

AIC Values Where Large generation size

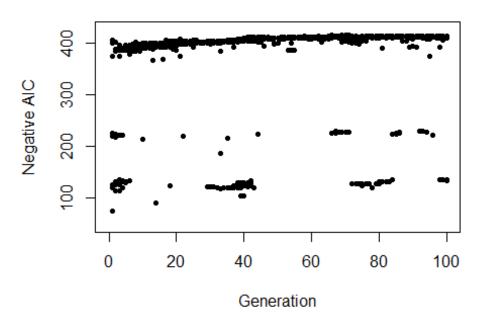


→ 점의 수가 많아졌지만 전체적인 추이는 비슷하다.

```
#generation size 를 굉장히 작게 해보자.
baseball.dat = read.table('baseball.dat',header=TRUE)
baseball.dat$freeagent = factor(baseball.dat$freeagent)
baseball.dat$arbitration = factor(baseball.dat$arbitration)
baseball.sub = baseball.dat[,-1]
salary.log = log(baseball.dat$salary)
n = length(salary.log)
m = length(baseball.sub[1,])
P = 8
itr = 100
m.rate = .01
r = matrix(0,P,1)
phi = matrix(0,P,1)
runs = matrix(0,P,m)
runs.next = matrix(0,P,m)
runs.aic = matrix(0,P,1)
aics = matrix(0,P,itr)
run = NULL
```

```
best.aic = 0
best.aic.gen = rep(0,itr)
set.seed(1234)
for(i in 1:P){
  runs[i,] = rbinom(m,1,.5)
  run.vars = baseball.sub[,runs[i,]==1]
  g = lm(salary.log~.,run.vars)
  runs.aic[i] = extractAIC(g)[2]
  aics[i,1] = runs.aic[i]
  if(runs.aic[i] < best.aic){</pre>
    run = runs[i,]
    best.aic = runs.aic[i]
  }
}
r = rank(-runs.aic)
phi = 2*r/(P*(P+1))
best.aic.gen[1]=best.aic
for(j in 1:itr-1){
  for(i in 1:4){
    p1 = sample(1:P,1,prob=phi)
    parent.1 = runs[p1,]
    parent.2 = runs[sample(c(1:P)[-p1],1),]
    pos = sample(1:(m-1),1)
    mutate = rbinom(m,1,m.rate)
    runs.next[i,] = c(parent.1[1:pos],parent.2[(pos+1):m])
    runs.next[i,] = (runs.next[i,]+mutate)%2
    mutate = rbinom(m,1,m.rate)
    runs.next[P+1-i,] = c(parent.2[1:pos],parent.1[(pos+1):m])
    runs.next[P+1-i,] = (runs.next[P+1-i,]+mutate)\%2
  }
  runs = runs.next
  for(i in 1:P){
    run.vars = baseball.sub[,runs[i,]==1]
    g = lm(salary.log~.,run.vars)
    runs.aic[i] = extractAIC(g)[2]
    aics[i,j+1] = runs.aic[i]
    if(runs.aic[i] < best.aic){</pre>
      run = runs[i,]
      best.aic = runs.aic[i]
    }
  best.aic.gen[j+1]=best.aic
```

AIC Values Where small generation size



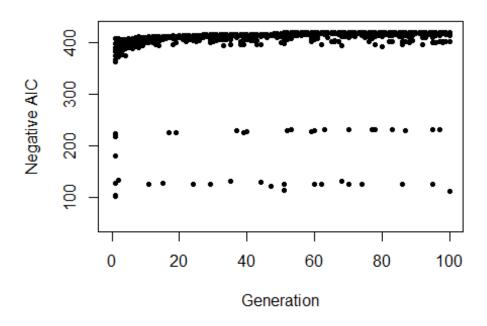
→ 역시 수가 적어지기는 했지만, 전체적인 추이는 비슷하다는 것을 알 수 있다. 따라서 generation 수는 너무 많을 필요는 없고 신뢰성을 가질 수 있을 만큼 적절하게 조절하는 것이 좋다.

```
##3-4(c)
#i 는 위에서 했던 방식과 동일하다.
#ii
```

```
baseball.dat = read.table('baseball.dat',header=TRUE)
baseball.dat$freeagent = factor(baseball.dat$freeagent)
baseball.dat$arbitration = factor(baseball.dat$arbitration)
baseball.sub = baseball.dat[,-1]
salary.log = log(baseball.dat$salary)
n = length(salary.log)
m = length(baseball.sub[1,])
P = 20
itr = 100
m.rate = .01
r = matrix(0,P,1)
phi = matrix(0,P,1)
runs = matrix(0,P,m)
runs.next = matrix(0,P,m)
runs.aic = matrix(0,P,1)
aics = matrix(0,P,itr)
run = NULL
best.aic = 0
best.aic.gen = rep(0,itr)
set.seed(1234)
for(i in 1:P){
 runs[i,] = rbinom(m,1,.5)
 run.vars = baseball.sub[,runs[i,]==1]
 g = lm(salary.log~.,run.vars)
 runs.aic[i] = extractAIC(g)[2]
 aics[i,1] = runs.aic[i]
 if(runs.aic[i] < best.aic){</pre>
   run = runs[i,]
   best.aic = runs.aic[i]
 }
}
r = rank(-runs.aic)
phi = 2*r/(P*(P+1))
best.aic.gen[1]=best.aic
## MAIN
for(j in 1:itr-1){
 for(i in 1:10){
   p1 = sample(1:P,1,prob=phi)
   parent.1 = runs[p1,]
   pos = sample(1:(m-1),1)
   mutate = rbinom(m,1,m.rate)
   runs.next[i,] = c(parent.1[1:pos],parent.2[(pos+1):m])
```

```
runs.next[i,] = (runs.next[i,]+mutate)%2
    mutate = rbinom(m,1,m.rate)
    runs.next[P+1-i,] = c(parent.2[1:pos],parent.1[(pos+1):m])
    runs.next[P+1-i,] = (runs.next[P+1-i,]+mutate)\%2
  runs = runs.next
  # New generation 에서의 aic 와 fitness value 업데이트.
  for(i in 1:P){
    run.vars = baseball.sub[,runs[i,]==1]
    g = lm(salary.log~.,run.vars)
    runs.aic[i] = extractAIC(g)[2]
    aics[i,j+1] = runs.aic[i]
    if(runs.aic[i] < best.aic){</pre>
      run = runs[i,]
      best.aic = runs.aic[i]
    }
  }
  best.aic.gen[j+1]=best.aic
  r = rank(-runs.aic)
  phi = 2*r/(P*(P+1))
}
## OUTPUT
           # BEST LIST OF PREDICTORS FOUND
run
## [1] 0 1 1 0 0 1 0 1 0 1 0 1 1 1 1 1 0 0 0 0 0 0 0 1 1 0
          # AIC VALUE
best.aic
## [1] -418
## PLOT OF AIC VALUES
plot(-aics,xlim=c(0,itr),ylim=c(50,425),type="n",ylab="Negative AIC",
     xlab="Generation", main="AIC Values when both proportional")
for(i in 1:itr){points(rep(i,P),-aics[,i],pch=20)}
```

AIC Values when both proportional



→ 하나를 random 으로 설정했을 때보다 더욱 Converge 하는 모습을 보인다. 이는, local optimum 에는 비교적 더 확실히 다가갈 수 있지만, 반대로 생각하면 local optimum 에 빠지기 쉬울 수 있다는 것을 보여주기도 한다.