

# Supplementary File 1

## An efficient hybrid filter-wrapper method based on improved Harris Hawks optimization for feature selection

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### Algorithm S1. HHO algorithm

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**Input:** N (population size),  
T (maximum number of iteration)  
**Output:** The best position of prey

1: Randomly generating N hawks  $X_i$  ( $i=1, 2, \dots, N$ )  
2:  $t = 1$   
3: **while**  $t \leq T$  **do**  
4:   Calculate the fitness values of hawks  
5:   Set  $X_{\text{prey}}$  as the best position of the prey  
6:   **for** each hawk ( $X_i$ ) **do**  
7:     Update the initial energy  $E_0$  and jump strength  $J$   
8:     Update the energy (E) using Eq. 2.  
9:     **if**  $|E| \geq 1$  **then**  
10:       Update the position vector using Eq. 1.  
11:     **end if**  
12:     **if**  $|E| < 1$  **then**  
13:       **if**  $r \geq 0.5$  **and**  $|E| \geq 0.5$  **then**  
14:         Update the position vector using Eq. 4.  
15:       **else if**  $r \geq 0.5$  **and**  $|E| < 0.5$  **then**  
16:         Update the position vector using Eq. 6.  
17:       **else if**  $r < 0.5$  **and**  $|E| \geq 0.5$  **then**  
18:         Update the position vector using Eq. 10.  
19:       **else if**  $r < 0.5$  **and**  $|E| < 0.5$  **then**  
20:         Update the position vector using Eq. 11.  
21:       **end if**  
22:     **end if**  
23:   **end for**  
24:    $t = t + 1$   
25: **end while**  
26: **Return**  $X_{\text{prey}}$

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### Algorithm S2. Pseudo code of the proposed algorithm

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Input: D: Dataset; FS: filter measure; RF: classifier;  
Output: S: The selected features

// FILTERING STAGE

1: For  $i = 1$  to  $N$  //  $N$  = the count of features in D  
2:   Score[i] = FS( $D_i$ ) // The Score is calculated based on F-Score method  
3: For  $i = 1$  to  $N$   
4:   ProbSelect[i] = Score[i] /  $\sum_{j=1}^N$  Score(j)

// WRAPPER STAGE - HHO Initialization

5: Nvar = 40, Npop = 10  
6: For  $i = 1$  to  $N_{\text{pop}}$   
7:   Hawk[i].Position = Select a feature from D without replacement by using ProbSel[];

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8: Hawk[i].Position = Grasp(Hawk[i].Position, D, RF);
9: Hawk[i].Fitness = Accuracy(C, T, [i].Position, D, RF);
// HHO Main Loop
10: While (the stopping condition is not met) do
11:   Hawks = Sort(Hawk.Fitness) // Sort Ascending by fitness of Hawk.
12:   Rabbit.Position = Hawks[1].position // The position of best Hawk
13:   For i = 1 to Npop do
14:     E0[i] = 2rand() - 1 // Update the initial energy E0
15:     J[i] = 2(1 - rand()) // Update the initial jump strength J
16:     E[i] = 2 E0[i](1 -  $\frac{t}{T}$ ) // Update the E
17:     if (|E[i]| ≥ 1) then // Exploration phase
18:       if q ≥ 0.5
19:         Hawk[i].Position = RandomHawk.Position - r1 | RandomHawk.Position - 2r2 Hawk[i].Position |
20:         Hawk[i].Position = Grasp(Hawk[i].Position, D, RF);
21:       if q < 0.5
22:         Hawk[i].Position = (Rabbit.Position - AvgageHawks.position) - r3(LB + r4(UB - LB))
23:         Hawk[i].Position = Grasp(Hawk[i].Position, D, RF);
24:     if (|E[i]| < 1) then // Exploitation phase
25:       if (r ≥ 0.5 and |E[i]| ≥ 0.5) then // Soft besiege
26:         Hawk[i].Position = ΔHawk[i].Position - E | Rabbit.Position - Hawk[i].Position |
27:         Hawk[i].Position = Grasp(Hawk[i].Position, D, RF);
28:       else if (r ≥ 0.5 and |E[i]| < 0.5) then // Hard besiege
29:         Hawk[i].Position = Rabbit.Position - E | ΔHawk[i].Position |
30:         Hawk[i].Position = Grasp(Hawk[i].Position, D, RF);
31:       else if (r < 0.5 and |E[i]| ≥ 0.5) then // Soft besiege with progressive rapid dives
32:         if F(Y) < F(X(t)) then
33:           Hawk[i].Position = Y.position
34:           Hawk[i].Position = Grasp(Hawk[i].Position, D, RF);
35:         if F(Z) < F(X(t)) then
36:           Hawk[i].Position = Z.position
37:           Hawk[i].Position = Grasp(Hawk[i].Position, D, RF);
38:         else if (r < 0.5 and |E[i]| < 0.5) then // Hard besiege with progressive rapid dives
39:           if F(Y) < F(X(t)) then
40:             Hawk[i].Position = Y.position
41:             Hawk[i].Position = Grasp(Hawk[i].Position, D, RF);
42:           if F(Z) < F(X(t)) then
43:             Hawk[i].Position = Z.position
44:             Hawk[i].Position=Grasp(Hawk [i].Position, D, RF);
45:   Pr1, Pr2 = Select_best(Hawks) // select 2 Hawks with the best fitness
46:   Child1, Child2 = crossover_mutation(Pr1, Pr2)
47:   substitute 2 children instead of 2 samples with the worst fitness
48: S = Hawks[1].position // final subset

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