

University of Diyala  
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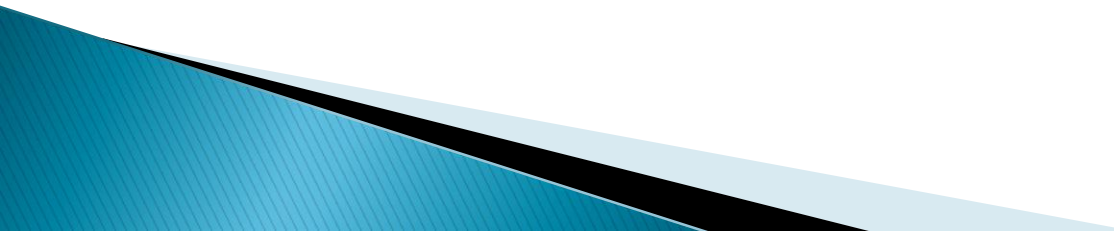


# **Fuzzy Logic**

## **[Principles & Applications]**

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# OUTLINE

- ▶ Fundamental fuzzy concepts
  - ▶ Fuzzy propositional and predicate logic
  - ▶ Fuzzification
  - ▶ Defuzzification
  - ▶ Fuzzy control systems
  - ▶ Types of fuzzy algorithms
  - ▶ Applications of fuzzy logic
- 

# INTRODUCTION

- ▶ Fuzzy concepts first introduced by Zadeh in the 1960s and 70s
- ▶ Traditional computational logic and set theory is all about
  - ▶ true or false
  - ▶ zero or one
  - ▶ in or out (in terms of set membership)
  - ▶ black or white (no grey)
- ▶ Not the case with fuzzy logic and fuzzy sets!

## **BASIC CONCEPTS**

Approximation (“granulation”)

A color can be described precisely using RGB values, or it can be approximately described as “red”, “blue”, etc.

## **DEGREE (“GRADUATION”)**

Two different colors may both be described as “red”, but one is considered to be more red than the other

Fuzzy logic attempts to reflect the human way of thinking

# TERMINOLOGY

## *Fuzzy set*

- ▶ A set  $X$  in which each element  $y$  has a grade of membership  $\mu_X(y)$  in the range 0 to 1, i.e. set membership may be partial e.g. if *cold* is a fuzzy set, exact temperature values might be mapped to the fuzzy set as follows:
  - ▶ 15 degrees  $\rightarrow$  0.2 (slightly cold)
  - ▶ 10 degrees  $\rightarrow$  0.5 (quite cold)
  - ▶ 0 degrees  $\rightarrow$  1 (totally cold)

# FUZZY RELATION

- ▶ Relationships can also be expressed on a scale of 0 to 1
- ▶ e.g. degree of *resemblance* between two people



## *Fuzzy variable*

- ▶ Variable with (labels of) fuzzy sets as its values

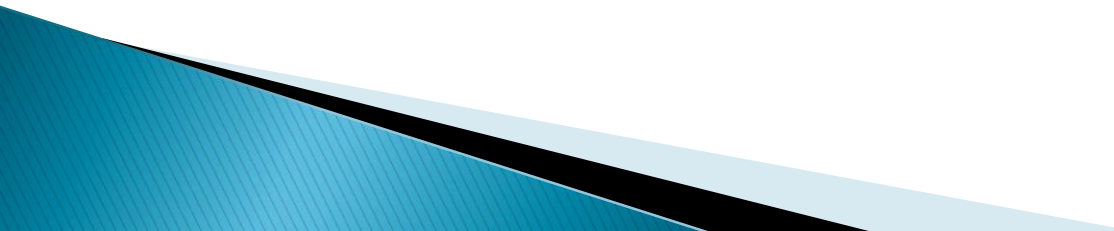
## *Linguistic variable*

Fuzzy variable with values that are words or sentences in a language e.g. variable *colour* with values *red, blue, yellow, green...*

## *Linguistic hedge*

Term used as a modifier for basic terms in linguistic values e.g. words such as *very, a bit, rather, somewhat*, etc.

# FORMAL FUZZY LOGIC

- ▶ Fuzzy logic can be seen as an extension of ordinary logic, where the main difference is that we use fuzzy sets for the membership of a variable
  - ▶ We can have fuzzy propositional logic and fuzzy predicate logic
  - ▶ Fuzzy logic can have many advantages over ordinary logic in areas like artificial intelligence where a simple true/false statement is insufficient
- 



# TRADITIONAL LOGIC

## *Propositional logic:*

- ▶ Propositional logic is a formal system that uses true statements to form or prove other true statements
- ▶ There are two types of sentences: simple sentences and compound sentences
- ▶ Simple sentences are propositional constants; statements that are either true or false
- ▶ Compound sentences are formed from simpler sentences by using negations  $\neg$ , conjunctions  $\wedge$ , disjunctions  $\vee$ , implications  $\Rightarrow$ , reductions  $\Leftarrow$ , and equivalences  $\Leftrightarrow$

## ▶ *Predicate logic:*

- ▶ Onto propositional logic, this adds the ability to quantify variables, so we can manipulate statements about all or some things

# FORMAL FUZZY LOGIC

## *Fuzzy Propositional Logic*

- ▶ Like ordinary propositional logic, we introduce propositional variables, truth-functional connectives, and a propositional constant 0
- ▶ Some of these include:
  - ▶ Monoidal t-norm-based propositional fuzzy logic
  - ▶ Basic propositional fuzzy logic
  - ▶ Łukasiewicz fuzzy logic
  - ▶ Gödel fuzzy logic
  - ▶ Product fuzzy logic
  - ▶ Rational Pavelka logic

# FUZZY PREDICATE LOGIC

- ▶ These extend fuzzy propositional logic by adding universal and existential quantifiers in a manner similar to the way that predicate logic is created from propositional logic

# SIMPLE FUZZY OPERATORS

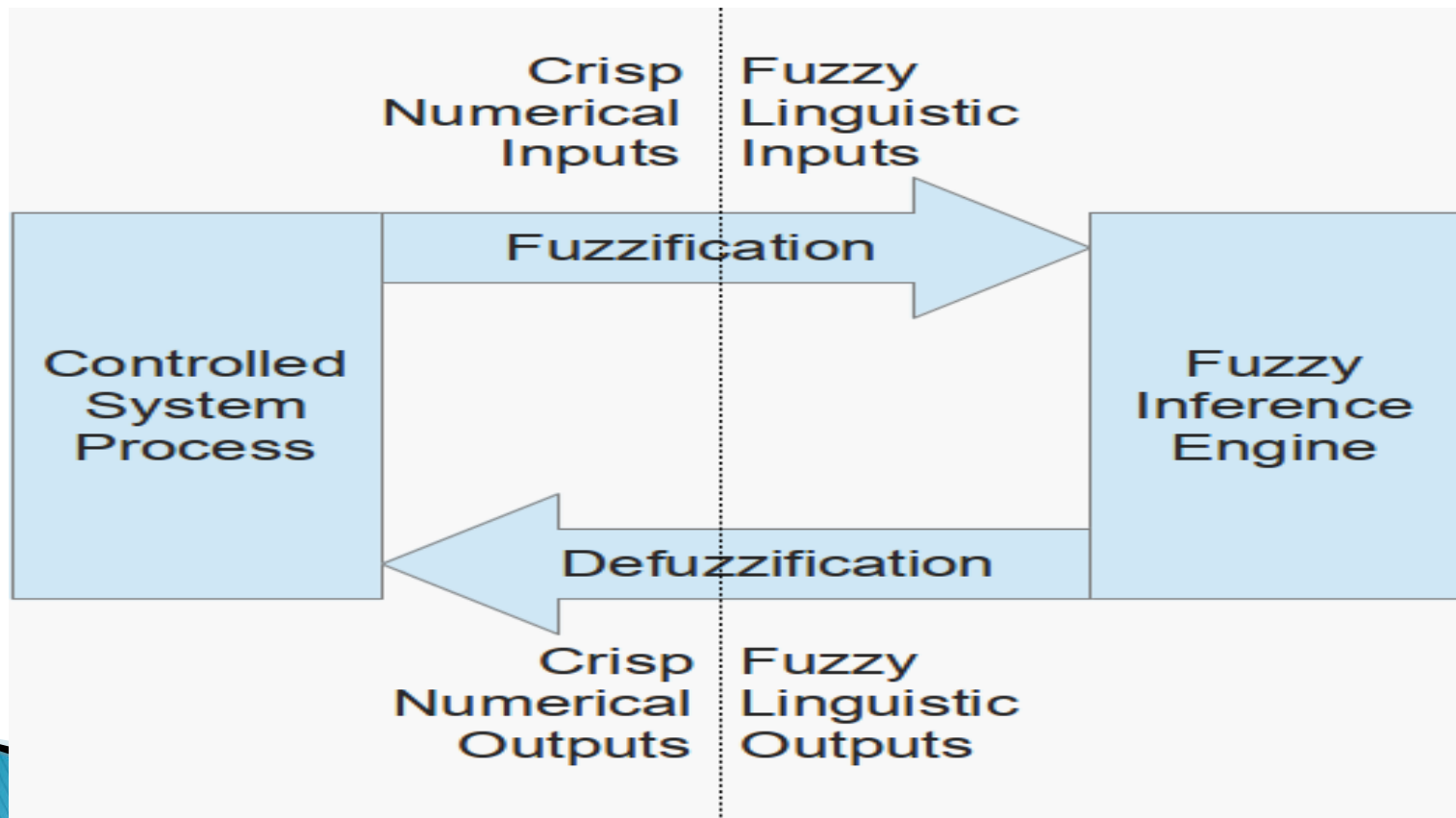
- ▶ As described by Zadeh (1973)...
- ▶ NOT X =  $1 - \mu_X(y)$   
e.g. 0.8 cold  $\rightarrow (1 - 0.8) = 0.2$  NOT cold
- ▶ X OR Y (union) =  $\max(\mu_X(y), \mu_Y(y))$   
e.g. 0.8 cold, 0.5 rainy  $\rightarrow 0.8$  cold OR rainy
- ▶ X AND Y (intersection) =  $\min(\mu_X(y), \mu_Y(y))$   
e.g. 0.9 hot, 0.7 humid  $\rightarrow 0.7$  hot AND humid

# ALTERNATIVE INTERPRETATIONS OF AND AND OR

- ▶ Zadeh's definition of AND used the Gödel t-norm, but other definitions are possible using different t-norms
- ▶ Common examples:
- ▶ Product t-norm:  $\mu_X(y) * \mu_Y(y)$  e.g. 0.9 hot, 0.7 humid → 0.63 hot AND humid
- ▶ Lukasiewicz t-norm:  $\max(\mu_X(y) + \mu_Y(y) - 1, 0)$  e.g. 0.9 hot, 0.7 humid → 0.6 hot AND humid
- ▶ Similar possibilities for OR using corresponding t-conorms:
- ▶ Product t-conorm:  $\mu_X(y) + \mu_Y(y) - \mu_X(y) * \mu_Y(y)$  e.g. 0.8 cold, 0.5 rainy → 0.9 cold OR rainy
- ▶ Lukasiewicz t-conorm:  $\min(\mu_X(y) + \mu_Y(y), 1)$  e.g. 0.8 cold, 0.5 rainy → 1 cold OR rainy

# FUZZY SYSTEM OVERVIEW

## BLOCK DAIGRAM



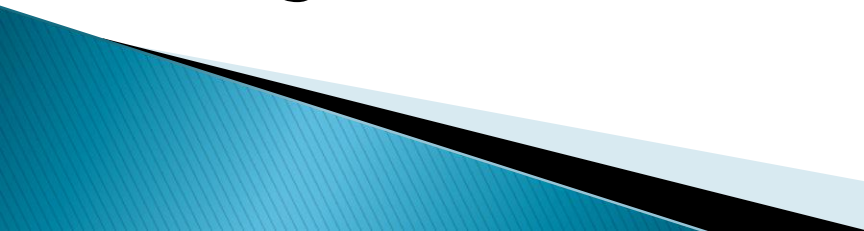
\*When making inferences, we want to clump the continuous numerical values into sets

\*Unlike Boolean logic, fuzzy logic uses fuzzy sets rather than crisp sets to determine the membership of a variable

\*This allows values to have a degree of membership with a set, which denotes the extent to which a proposition is true

\*The membership function may be triangular, trapezoidal, Gaussian or any other shape

# FUZZIFICATION

- ▶ To apply fuzzy inference, we need our input to be in linguistic values
  - ▶ These linguistic values are represented by the degree of membership in the fuzzy sets
  - ▶ The process of translating the measured numerical values into fuzzy linguistic values is called fuzzification
  - ▶ In other words, fuzzification is where membership functions are applied, and the degree of membership is determined
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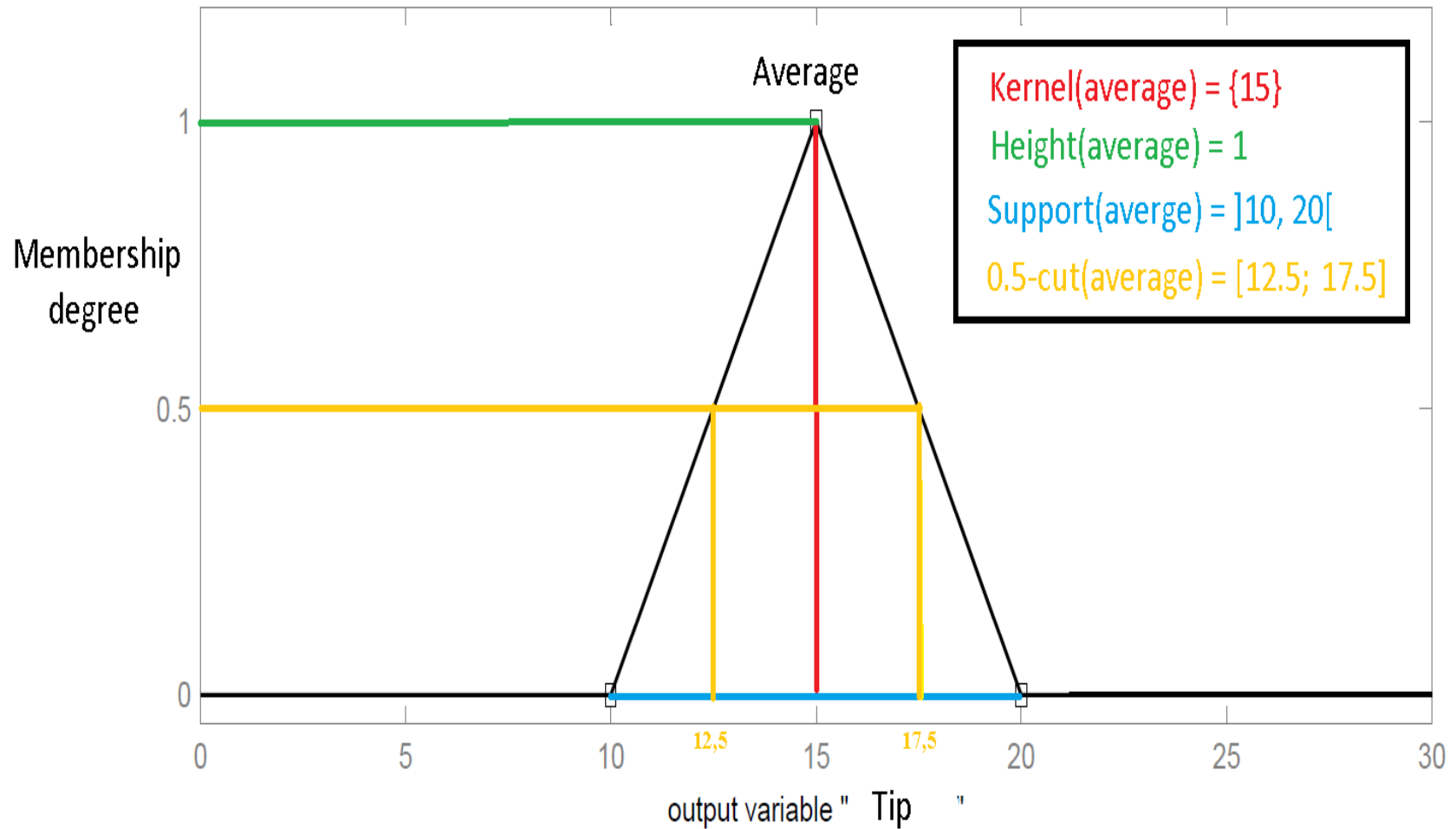


# MEMBERSHIP FUNCTIONS

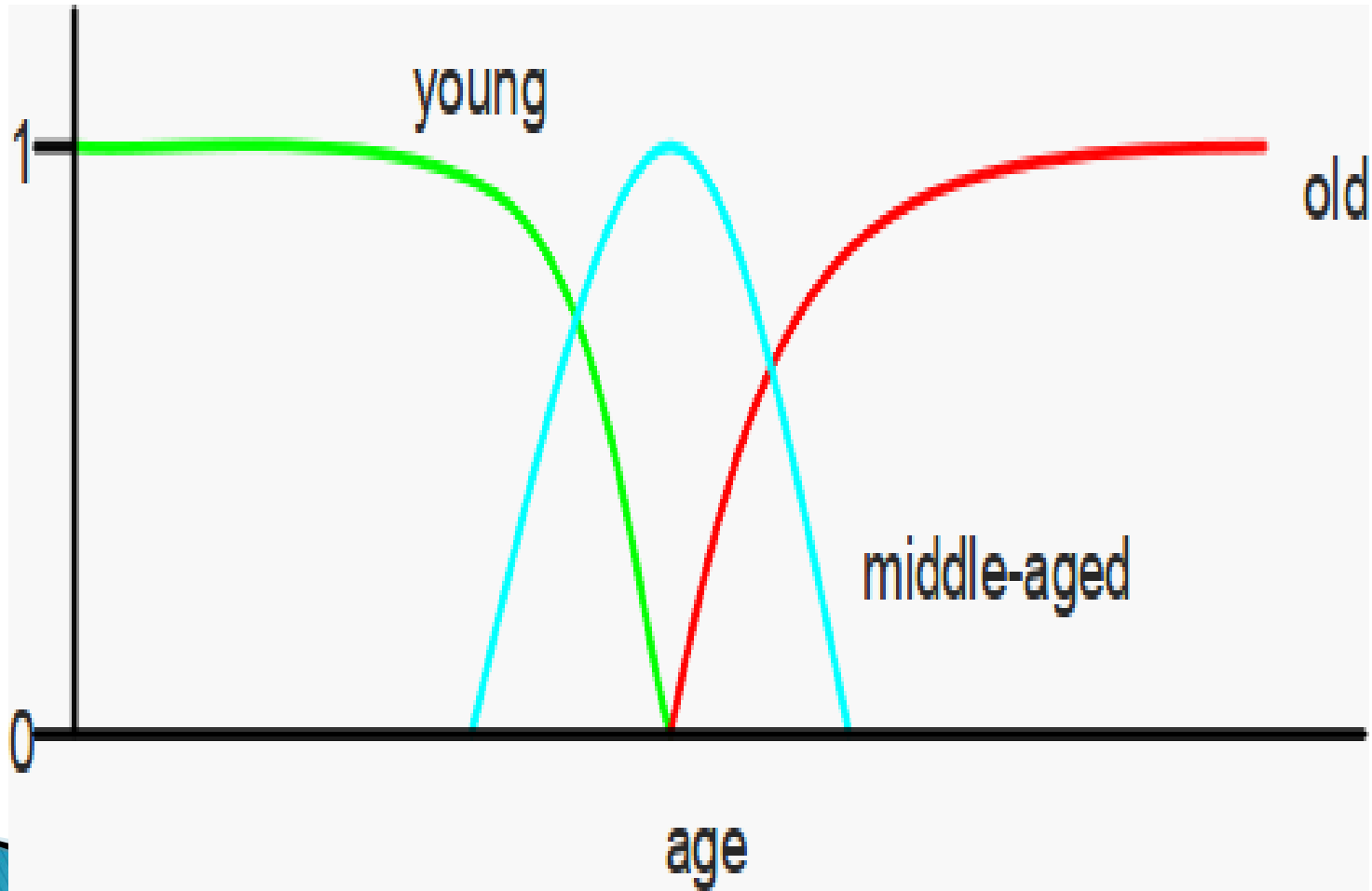
There are largely four types of fuzzifiers:

- ▶ singleton fuzzifier,
- ▶ Gaussian fuzzifier,
- ▶ Trapezoidal or triangular fuzzifier
- ▶ Triangular fuzzifier

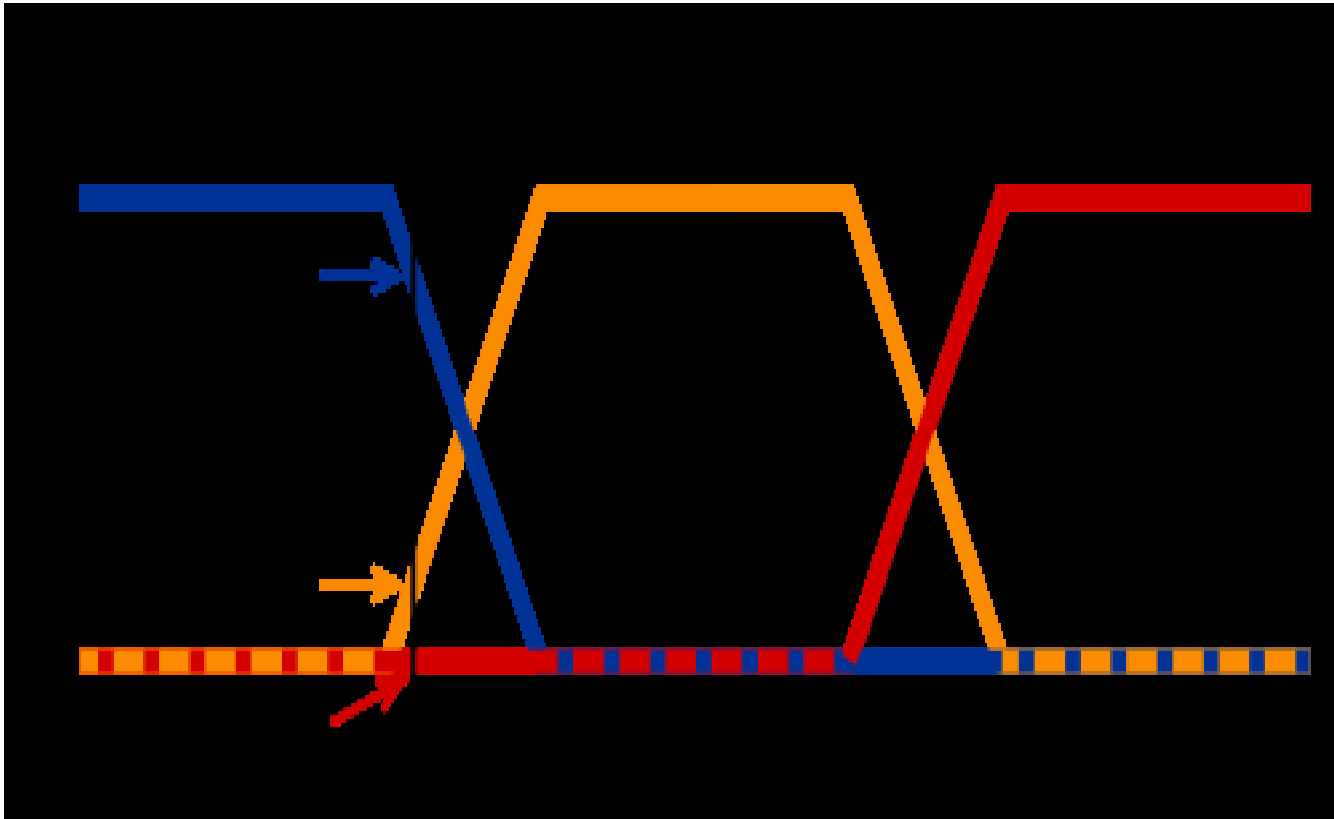
# A membership function with properties displayed



# Gaussian



# Trapezoidal



# **DEFUZZIFICATION**

.Defuzzification is the process of producing a quantifiable result in fuzzy logic

.The fuzzy inference will output a fuzzy result, described in terms of degrees of membership of the fuzzy sets

.Defuzzification interprets the membership degrees in the fuzzy sets into a specific action or real-value

# **METHODS OF DEFUZZIFICATION**

\*There are many methods for defuzzification

\* One of the more common types of defuzzification technique is the maximum defuzzification techniques. These select the output with the highest membership function

They include:

1– First of maximum

2– Middle of maximum

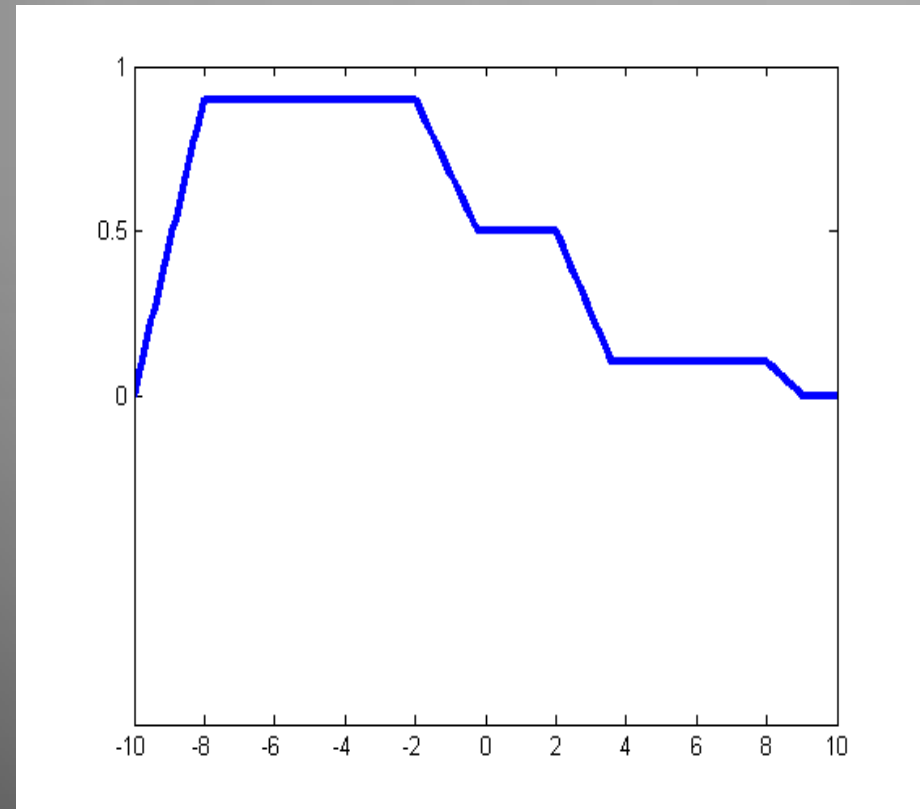
3– Last of maximum

4–Mean of maxima

5– Random choice of maximum

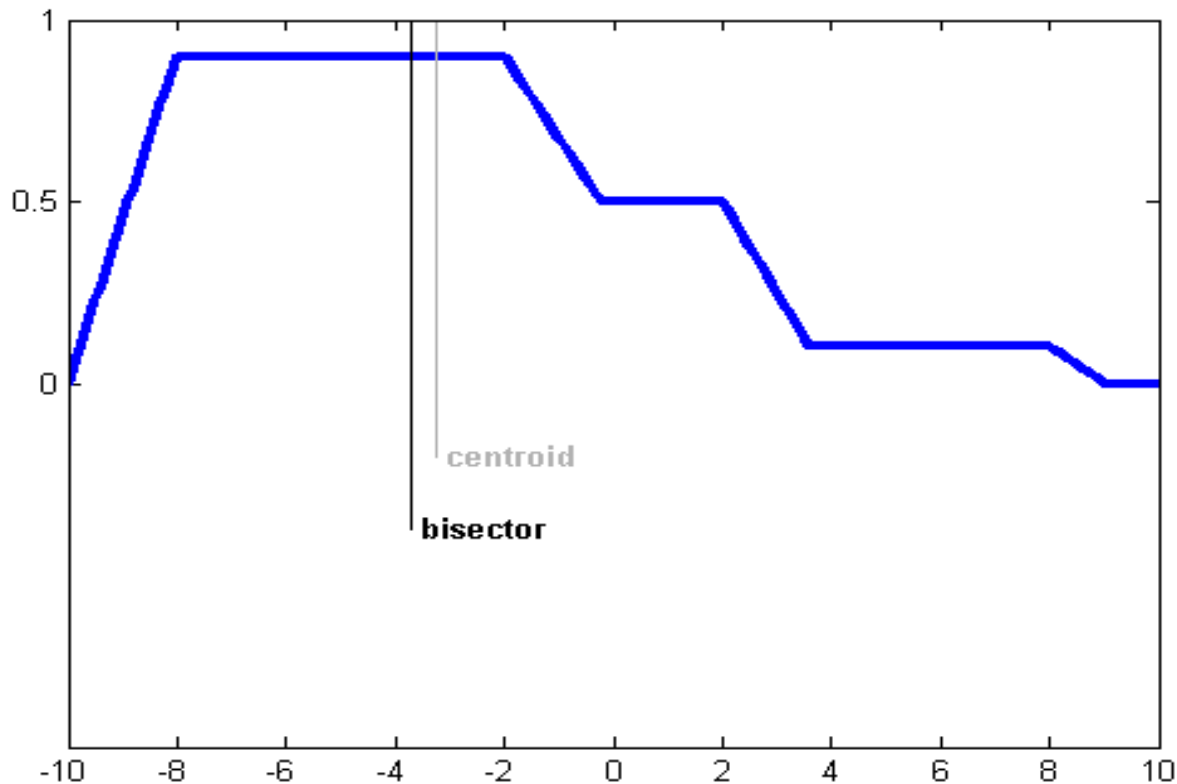
# Given the fuzzy output:

- 1-The first of maximum, middle of maximum, and last of maximum would be -2, -5, and -8 respectively as seen in the diagram
- 2-The mean would give the same result as middle unless there is more than one plateau with the maximum value



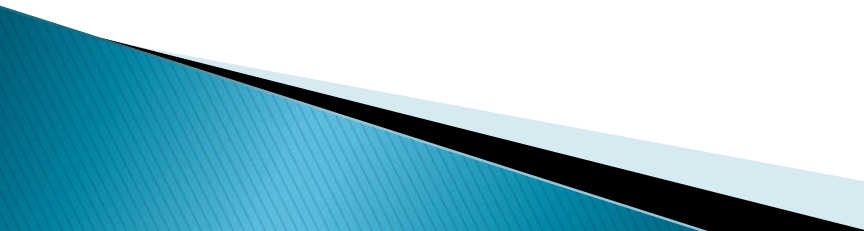
# COMMON METHOD IS CENTRE OF GRAVITY

Calculates the center of gravity for the area under the curve





# FUZZY CONTROL SYSTEMS

- ▶ The inference engine in a fuzzy system consists of linguistic rules
  - ▶ The linguistic rules consist of two parts:
    - ▶ an antecedent block (the conditions), which consists of the linguistic variables
    - ▶ a consequent block (the output)
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# FUZZY ALGORITHM

- ▶ Algorithm that includes at least some fuzzy instructions, such as conditional or unconditional action statements
- ▶ Fuzzy conditional statement ( $A \rightarrow B$ )
- ▶ Conditional statement in which A and/or B are fuzzy sets e.g. IF temperature is *hot* THEN fan speed is *high*
- ▶ Defined in terms of a fuzzy relation between the respective “universes of discourse” of A and B (compositional rule of inference) e.g. relation between temperature groupings and fan speeds

# TYPES OF FUZZY ALGORITHMS

## ***A- Definitional algorithms***

- ▶ Define a fuzzy set or calculate grades of membership of elements, e.g.:
  - handwritten characters (what could an “M” look like?)
  - measures of proximity (what counts as *close*?)

## ***B- Generational algorithms***

Generate a fuzzy set e.g. an arbitrary sentence in some

natural language that needs to be grammatically valid according to various rules

## ***C-Relational algorithms***

Describe a relation between fuzzy variables

Can be used to approximately describe behaviour of a system

e.g. in our cooling fan example, describing the relation between the input variable (temperature) and output variable (fan speed)

## ***D-Decisional algorithms***

Approximately describe a strategy for performing some task, e.g. approaching a set of traffic lights (should we slow down, stop or proceed at current speed?)

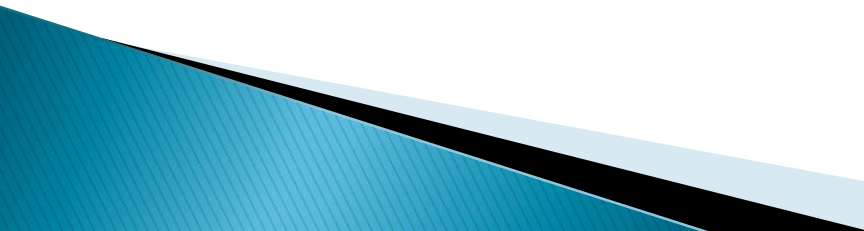
navigating a robot towards a goal while avoiding obstacles

# APPLICATIONS OF FUZZY LOGIC

## *Control Systems*

- 1–Consumer systems
- 2–automatic transmissions
- 3–washing machines
- 4–camera autofocus

## *Industrial systems*

- 1–aircraft engines
  - 2–power supply regulation
  - 3–steam turbine start-up
- 

# *E-Artificial Intelligence*

- 1 – Robot motion planning
- 2 – Image segmentation
- 3 – Medical diagnosis systems

# WHY USE FUZZY LOGIC FOR CONTROL?

## *Simple systems:*

Low development costs

Low maintenance costs

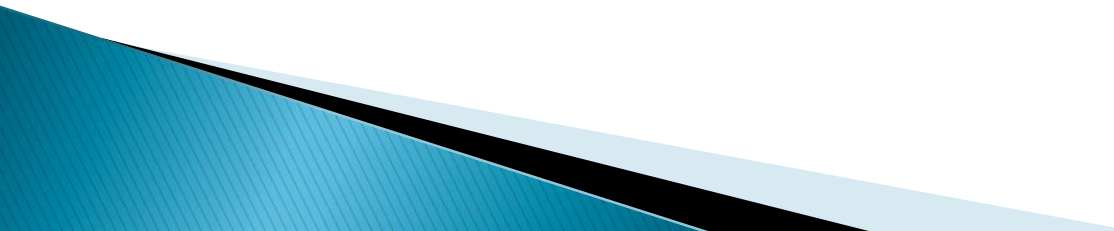
## *Complex systems:*

Reduced run-time

Reduced search space for efficient optimization

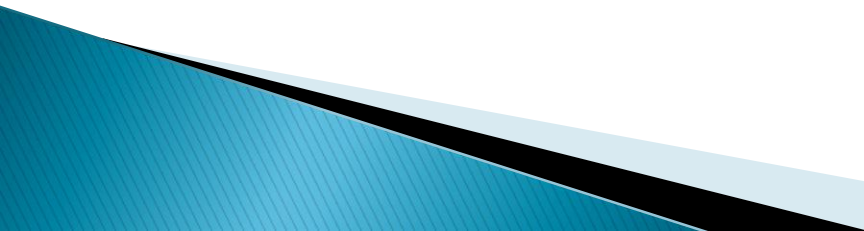
# HOW CAN FUZZY LOGIC ACHIEVE THIS?

## *Fuzzy logic:*

- ▶ Is used to quickly translate from expert knowledge to code
  - ▶ Expert knowledge reduces the search space when optimizing the system
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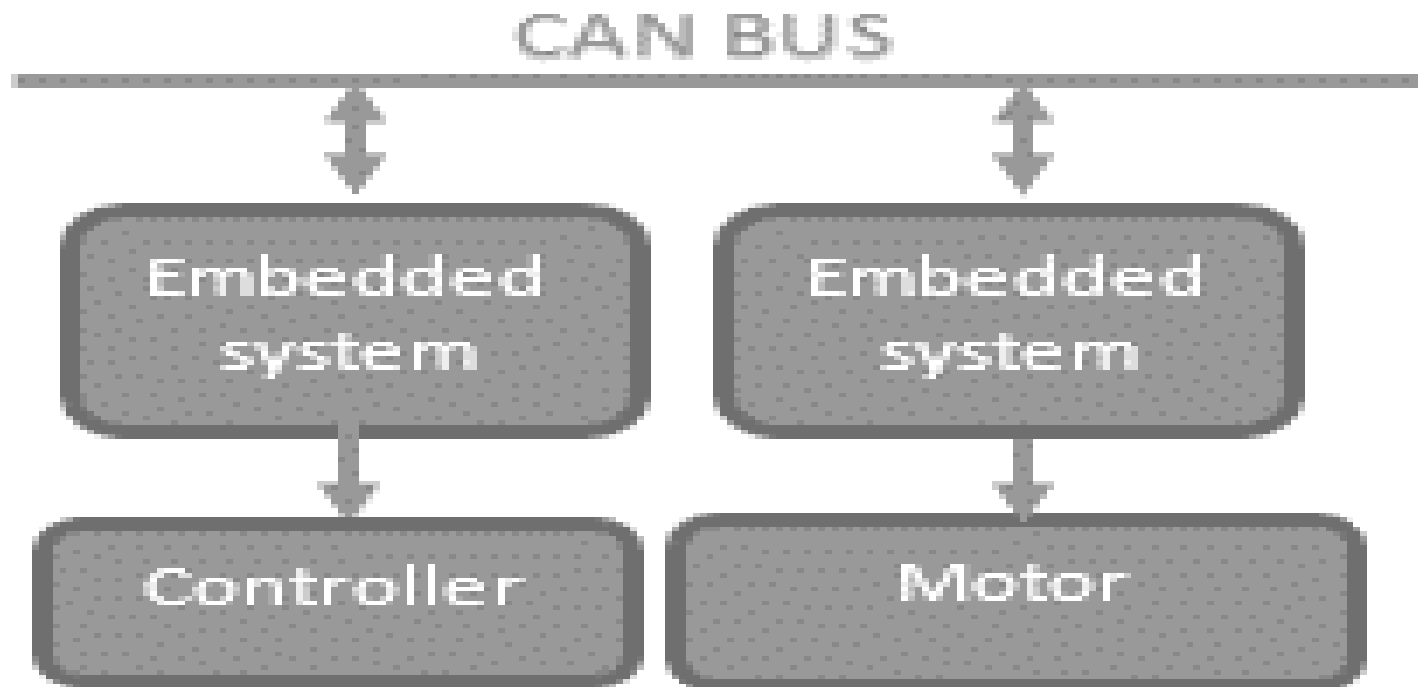


# FUZZY CONTROL SYSTEM DEVELOPMENT

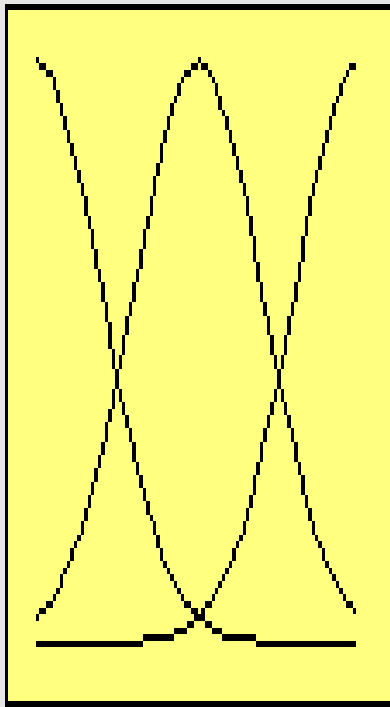
1. Identify performance measure
  2. Select input/output variables
  3. Determine fuzzy rules
    - \*Talking to an expert
    - \*Data mining
  4. Decide on membership functions for the fuzzy variables
  5. Tune membership functions and/or rules
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# APPLIED EXAMPLE

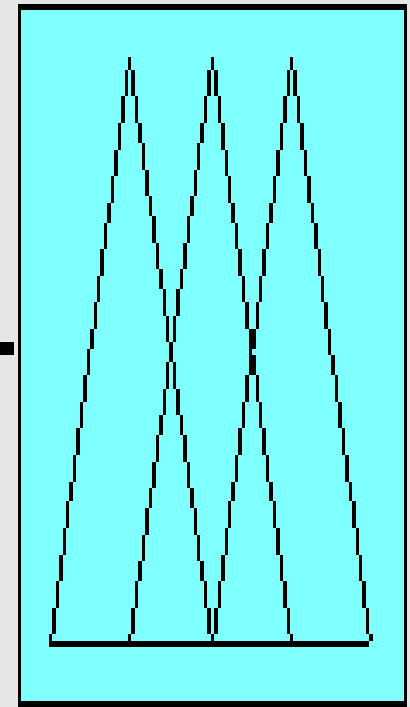
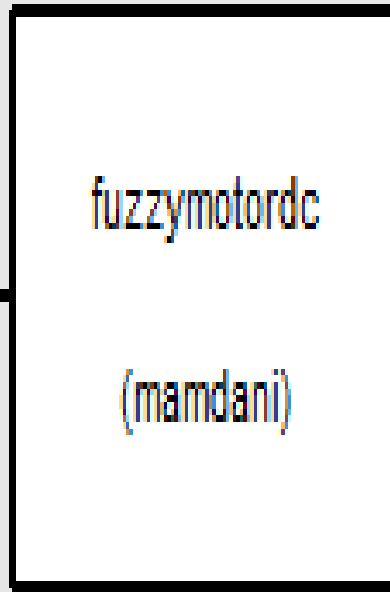
Control system using HIL, PID and Fuzzy Logic with Rapid Prototyping



# FUZZY CONTROL STRUCTURE

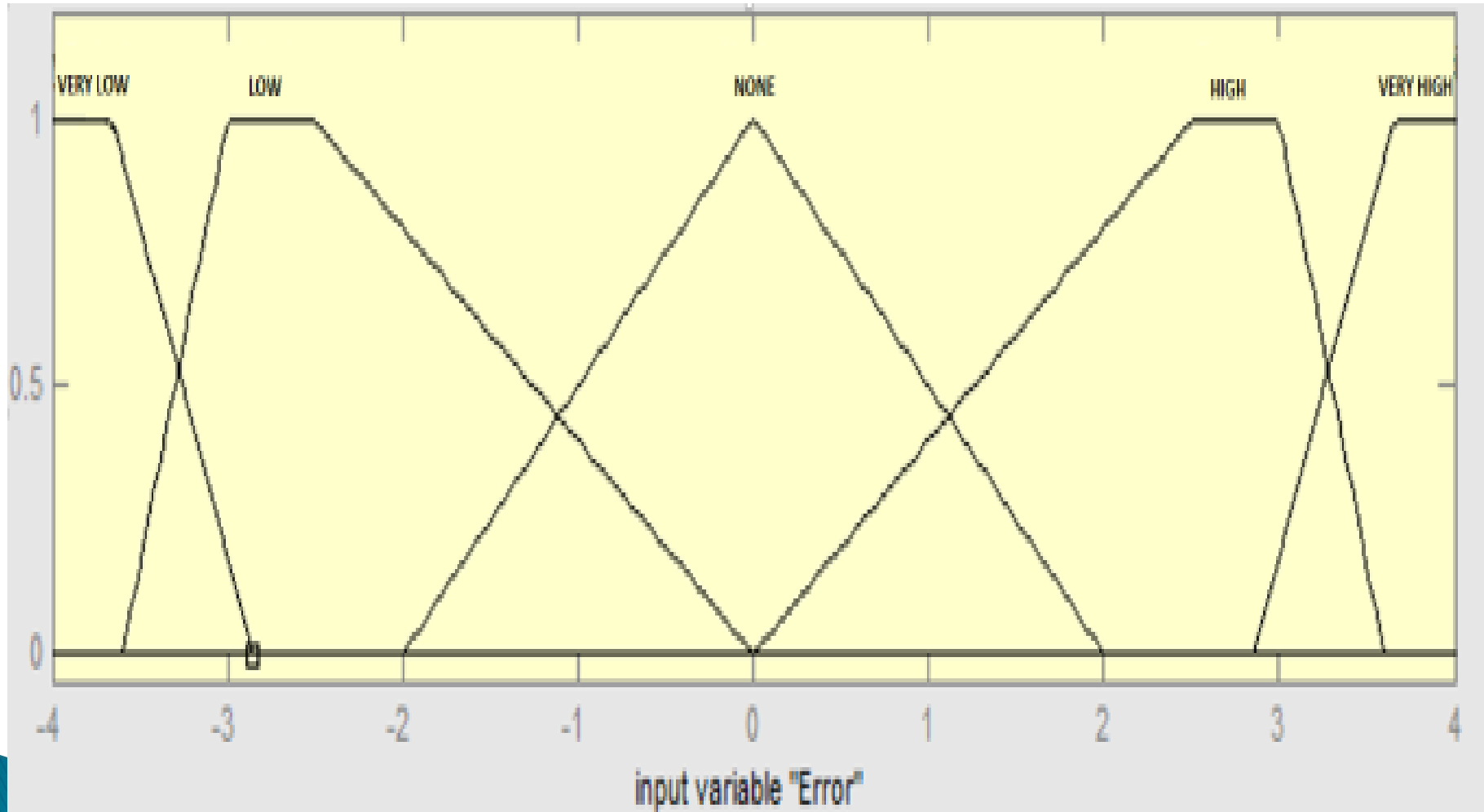


Error

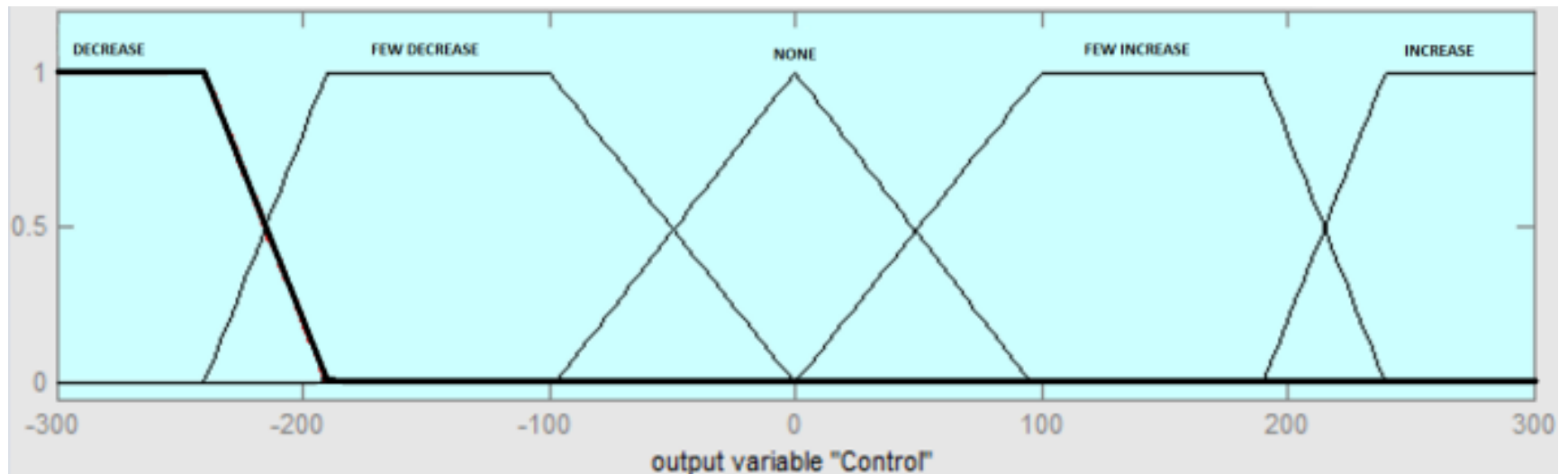


Control

# INPUT FUZZY CONTROL

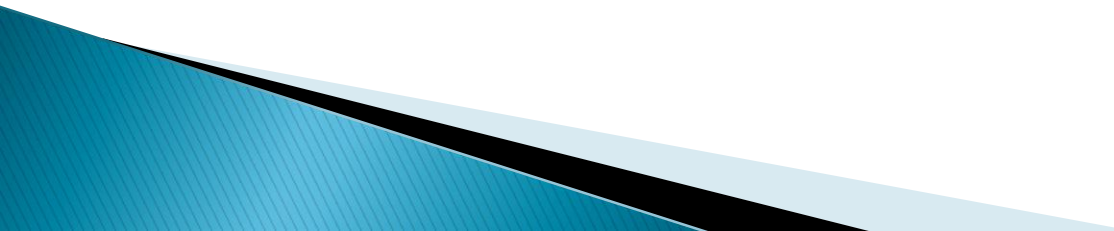


# OUTPUT FUZZY CONTROL



# CONTROL RULES

## *Rules*

- ▶ 1. If (Error is very low) then (Control is Decrease)
  - ▶ 2. If (Error is none) then (Control is none)
  - ▶ 3. If (Error is very high) then (Control is Increase)
  - ▶ 4. If (Error is low) then (Control is Few Decrease)
  - ▶ 5. If (Error is high) then (Control is Few Increase)
- 

# INFERENCE PROCESS TO ZERO INPUT ERROR

