

Terna Engineering College
Computer Engineering Department

Program: Sem VII

Course: Artificial Intelligence & Soft Computing (AI&SC)

Experiment No. 07

PART B

(PART B: TO BE COMPLETED BY STUDENTS)

(Students must submit the soft copy as per the following segments within two hours of the practical. The soft copy must be uploaded on the Blackboard or emailed to the concerned lab in charge faculties at the end of the practical in case there is no Blackboard access available)

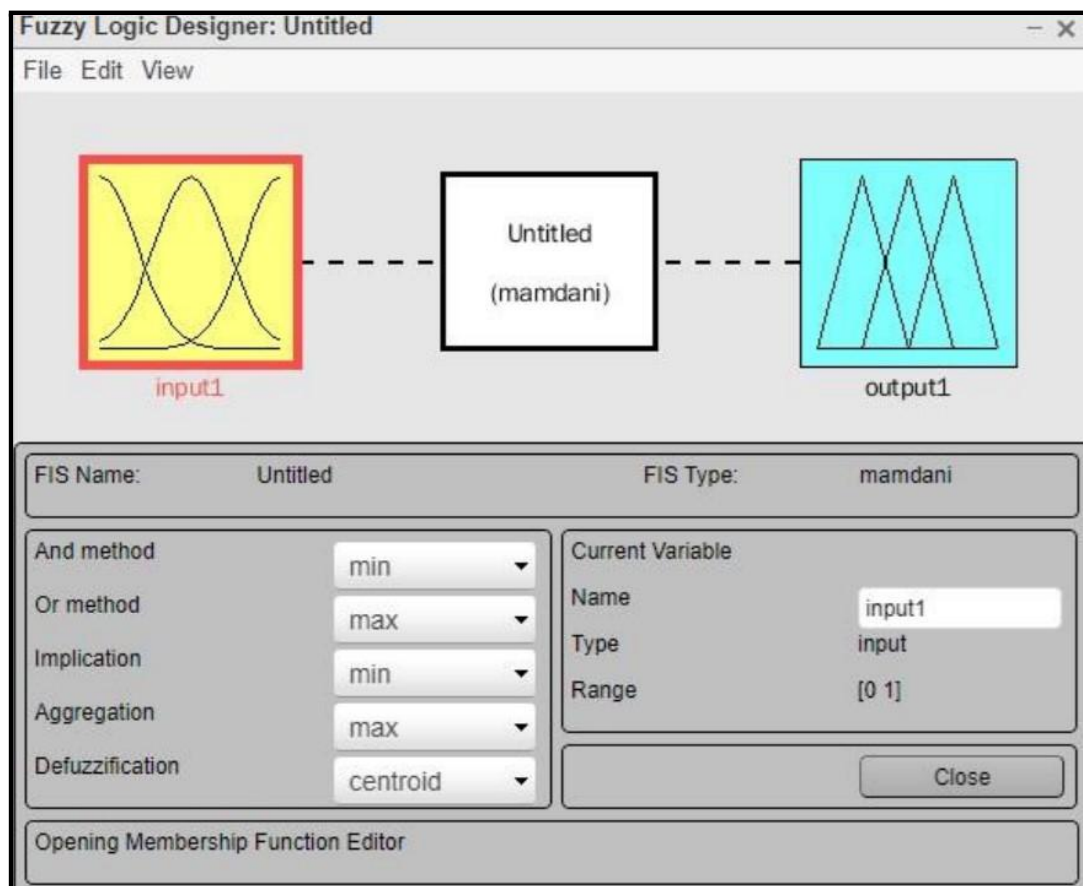
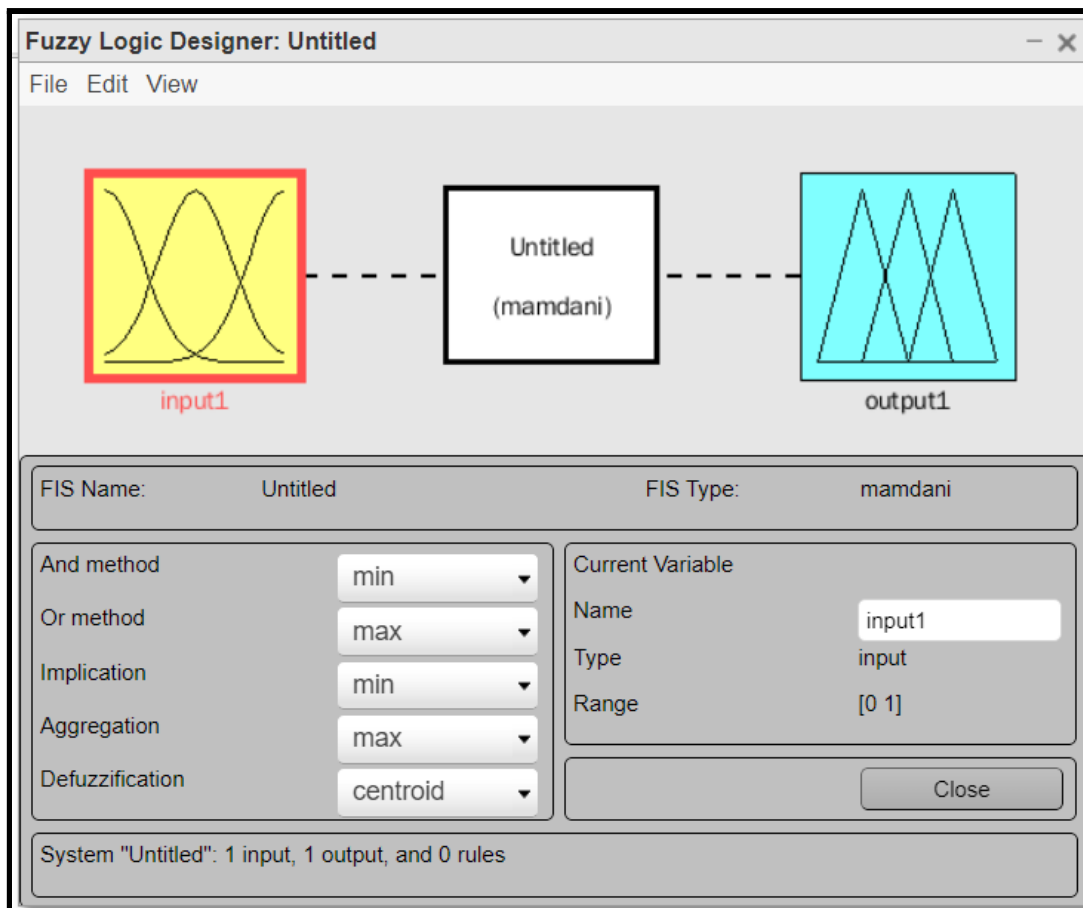
Roll No. 50	Name: AMEY THAKUR
Class: BE-COMPS-50	Batch: B3
Date of Experiment: 02-10-2021	Date of Submission: 02-10-2021
Grade :	

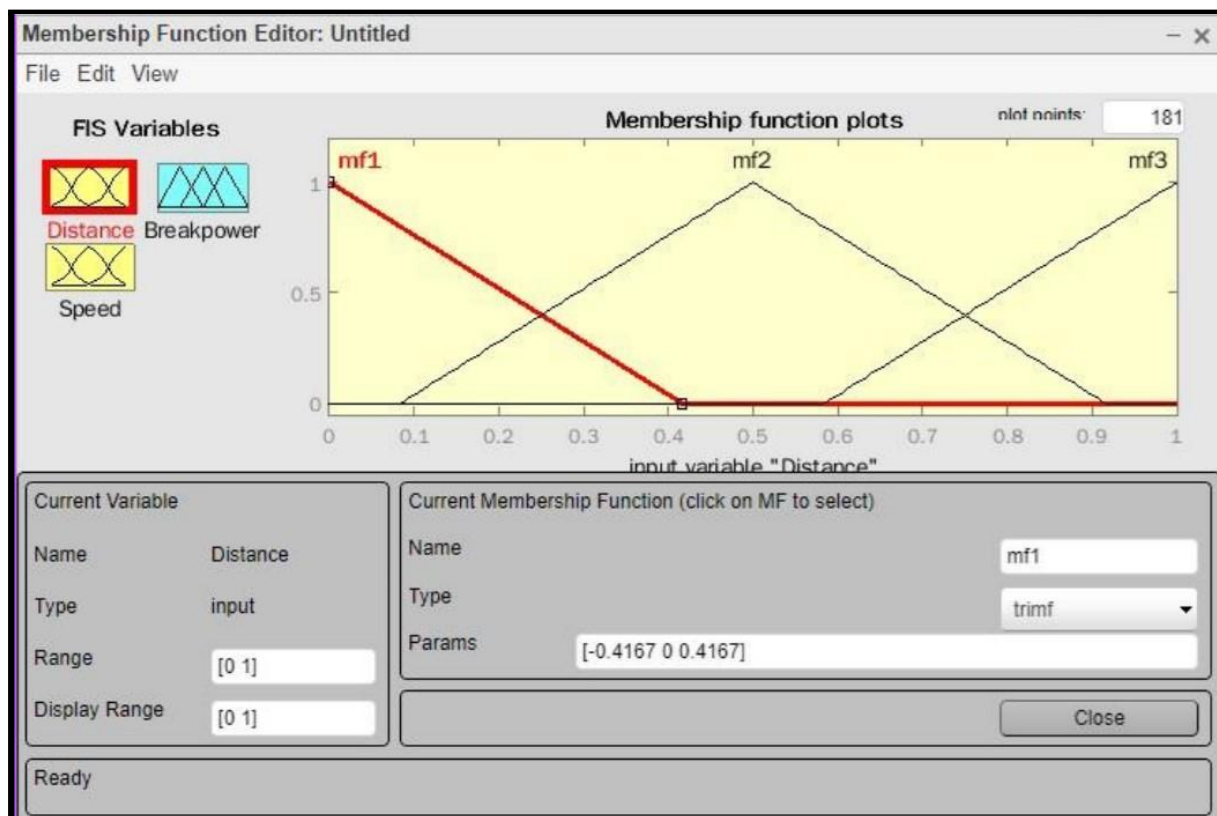
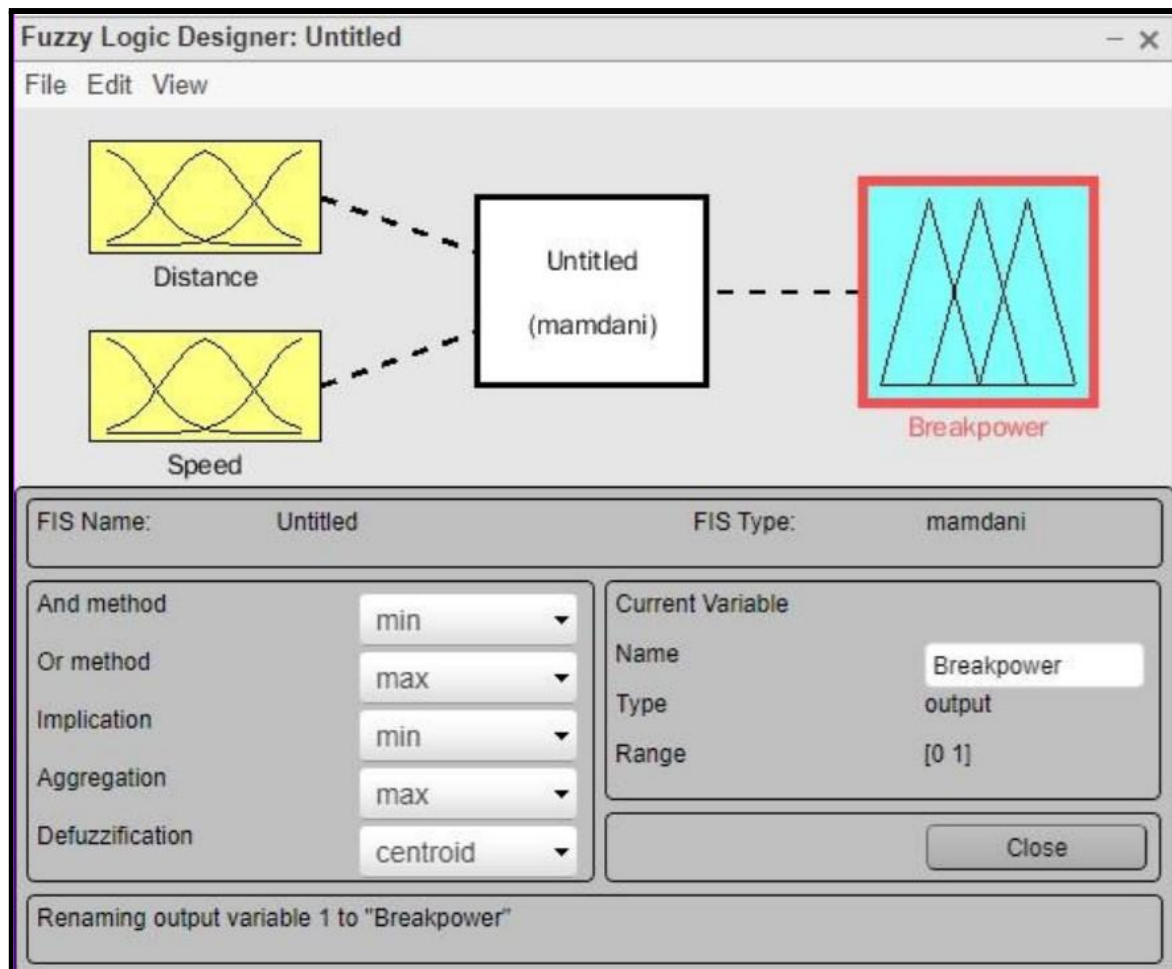
Aim: To Implement Fuzzy-Controller.

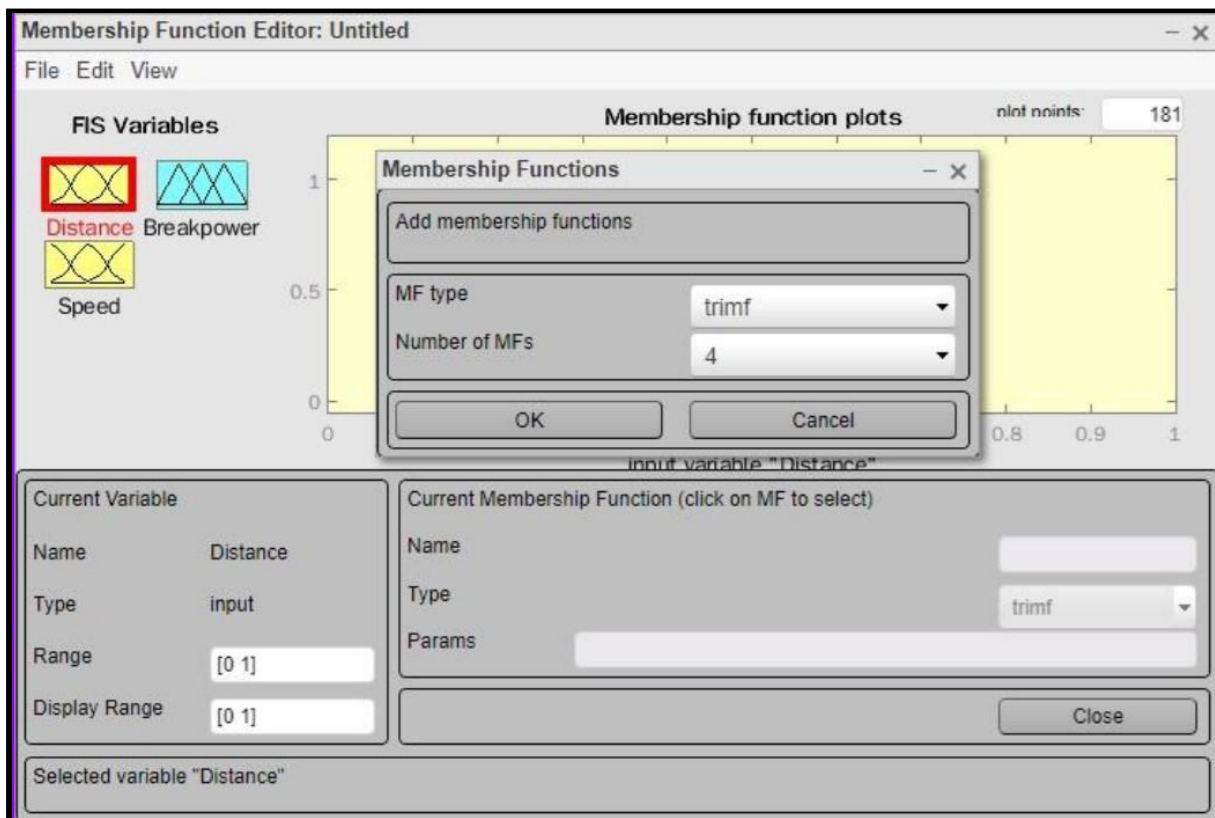
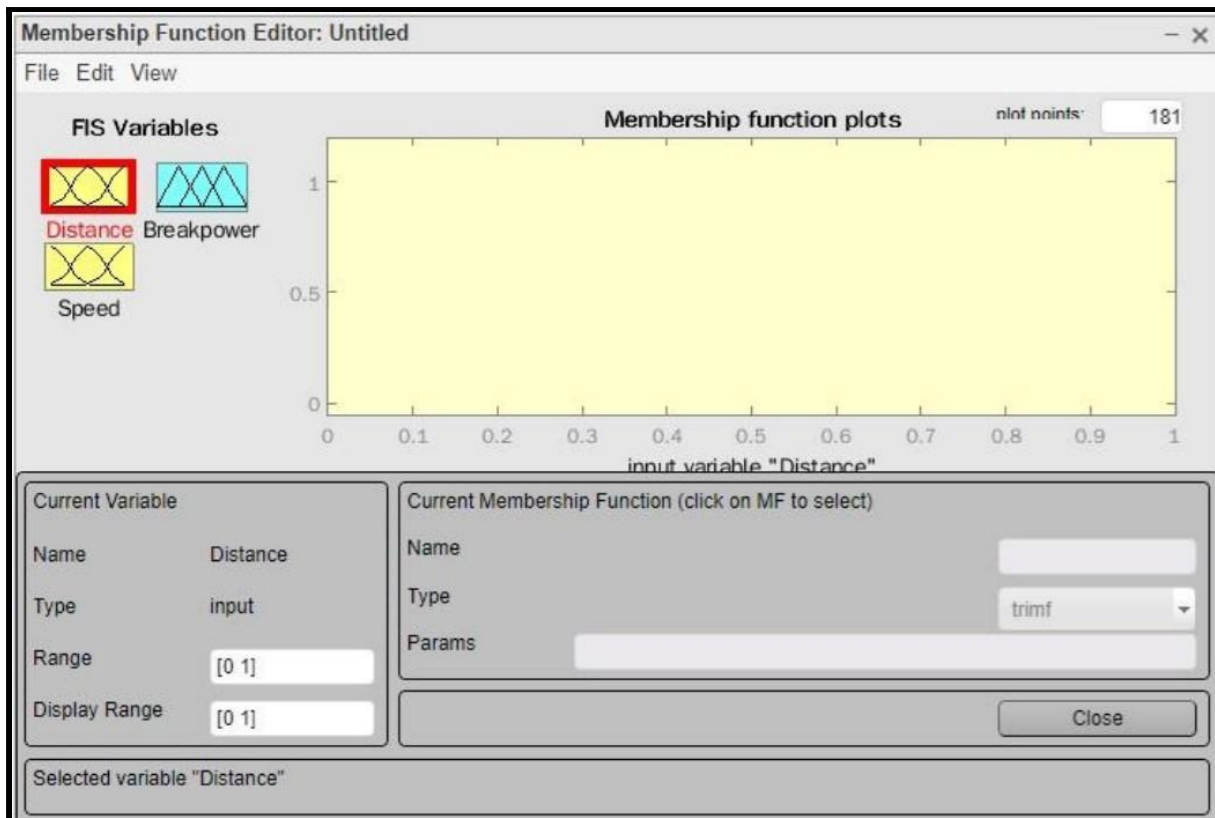
B.1 Software Code written by a student:

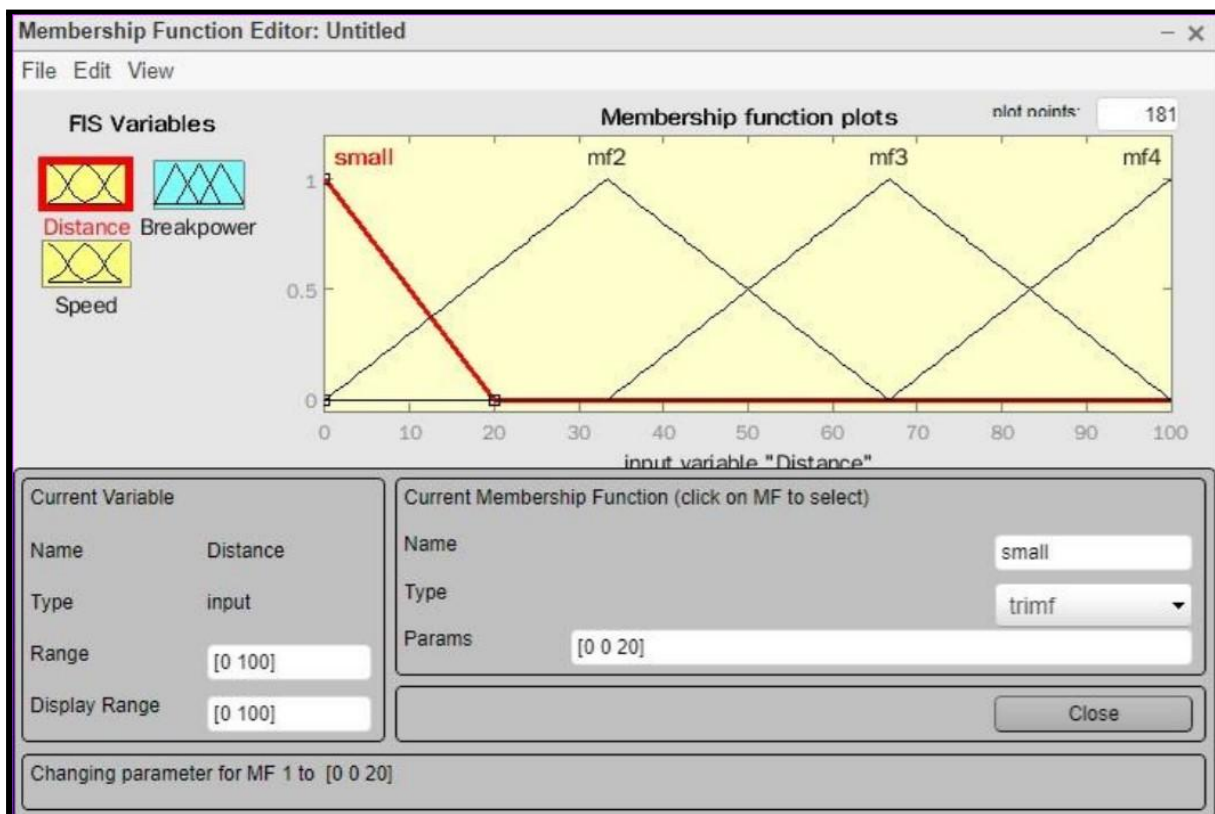
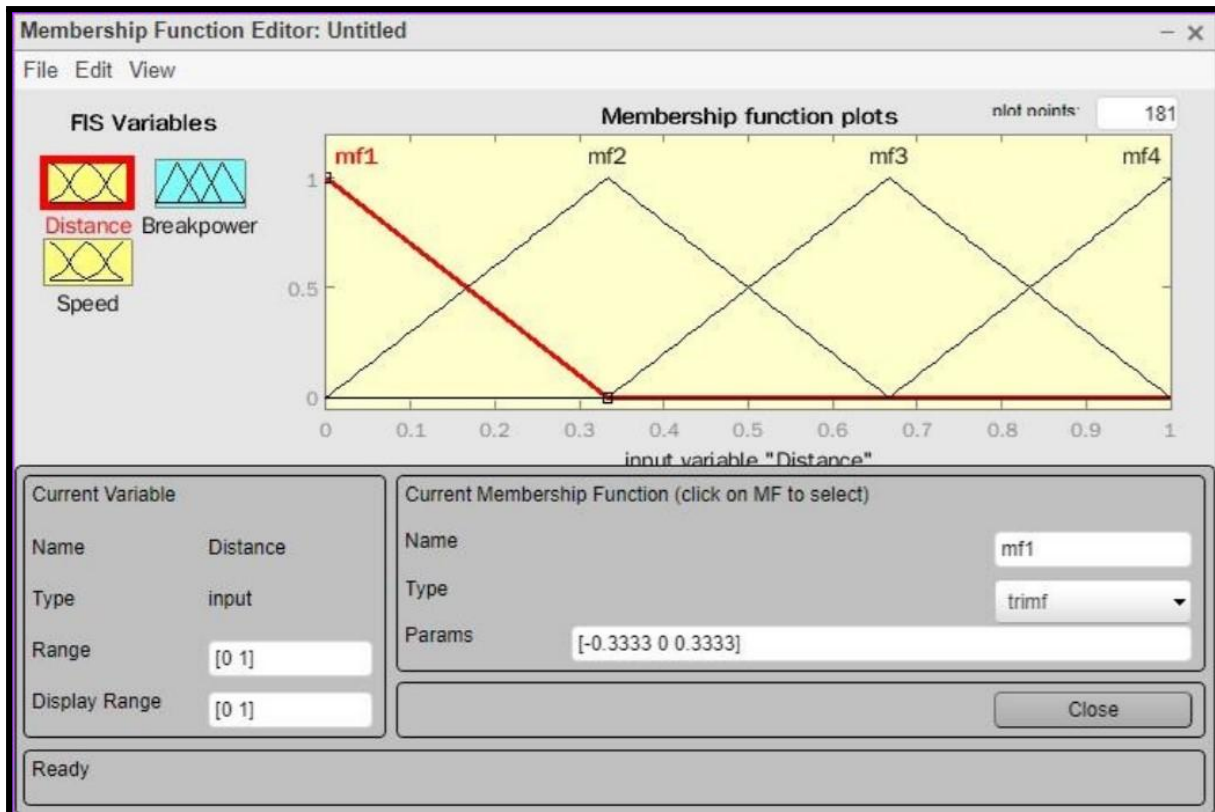
- Initialize with the command "fuzzy"

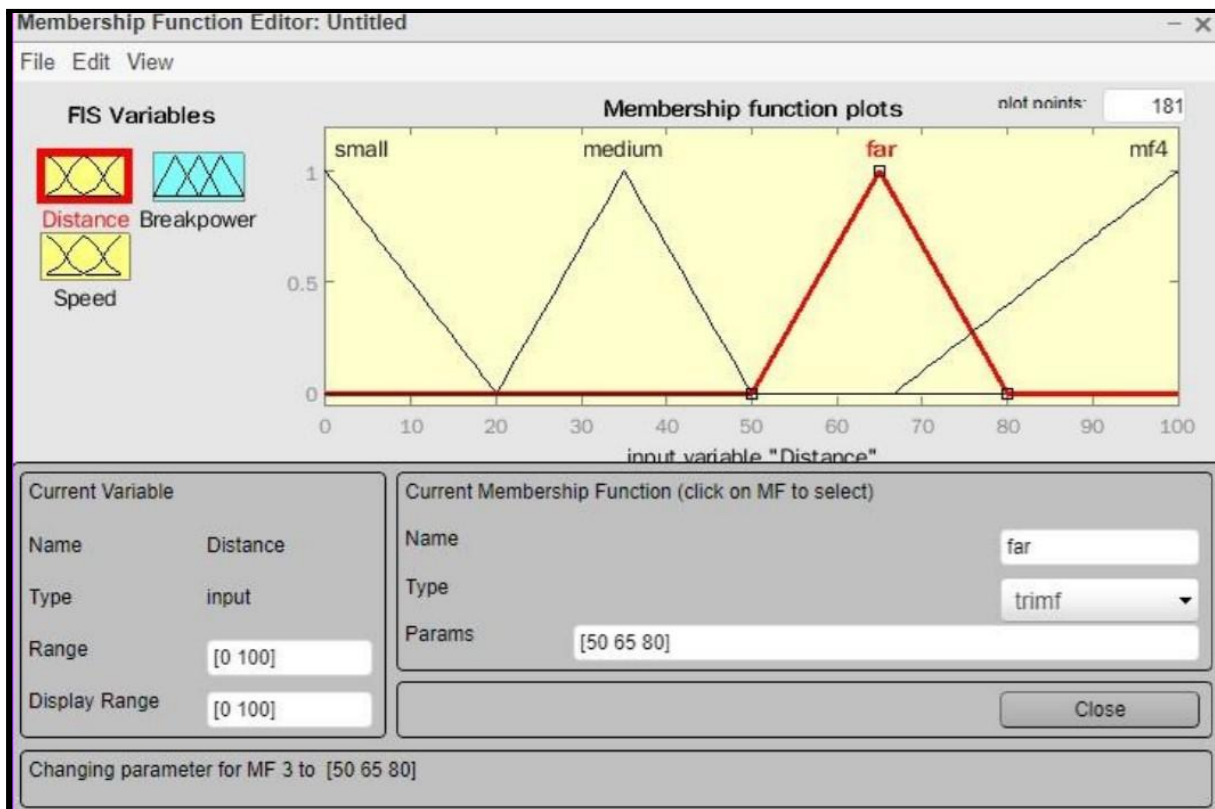
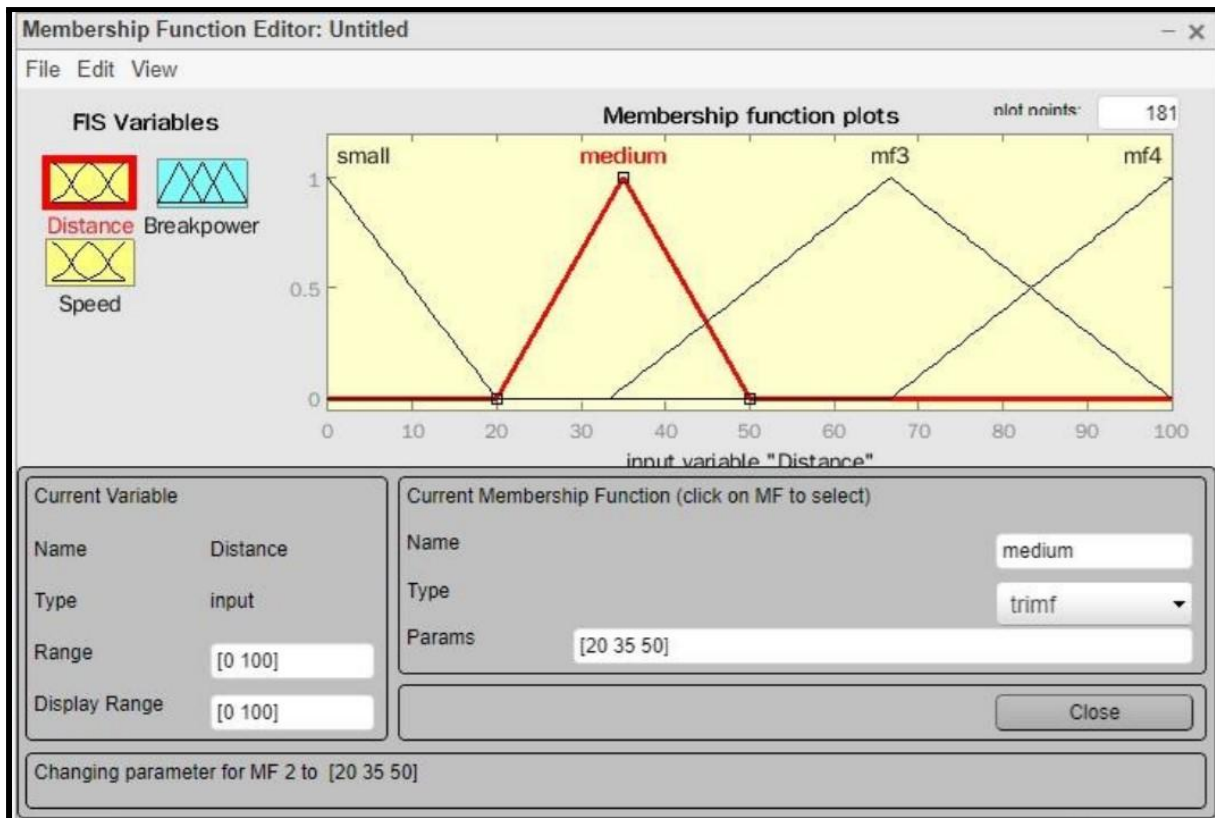
```
>> fuzzy
>>
```

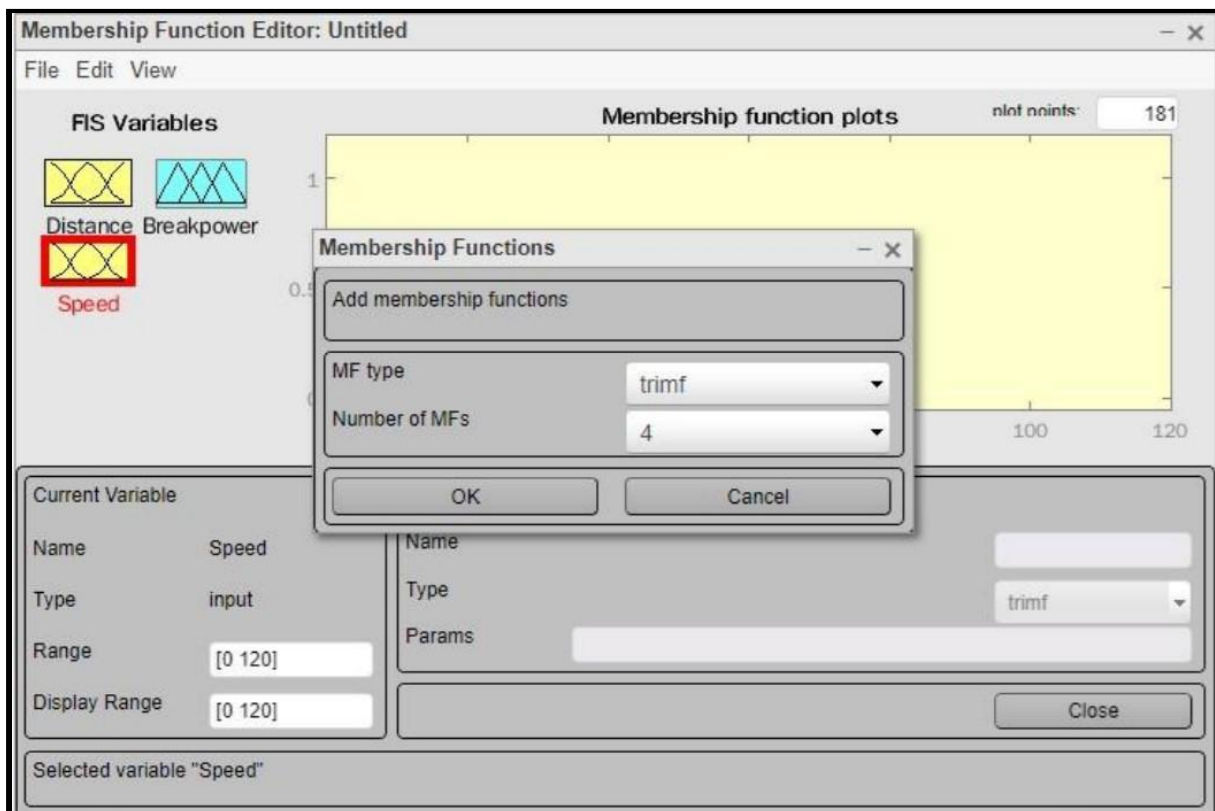
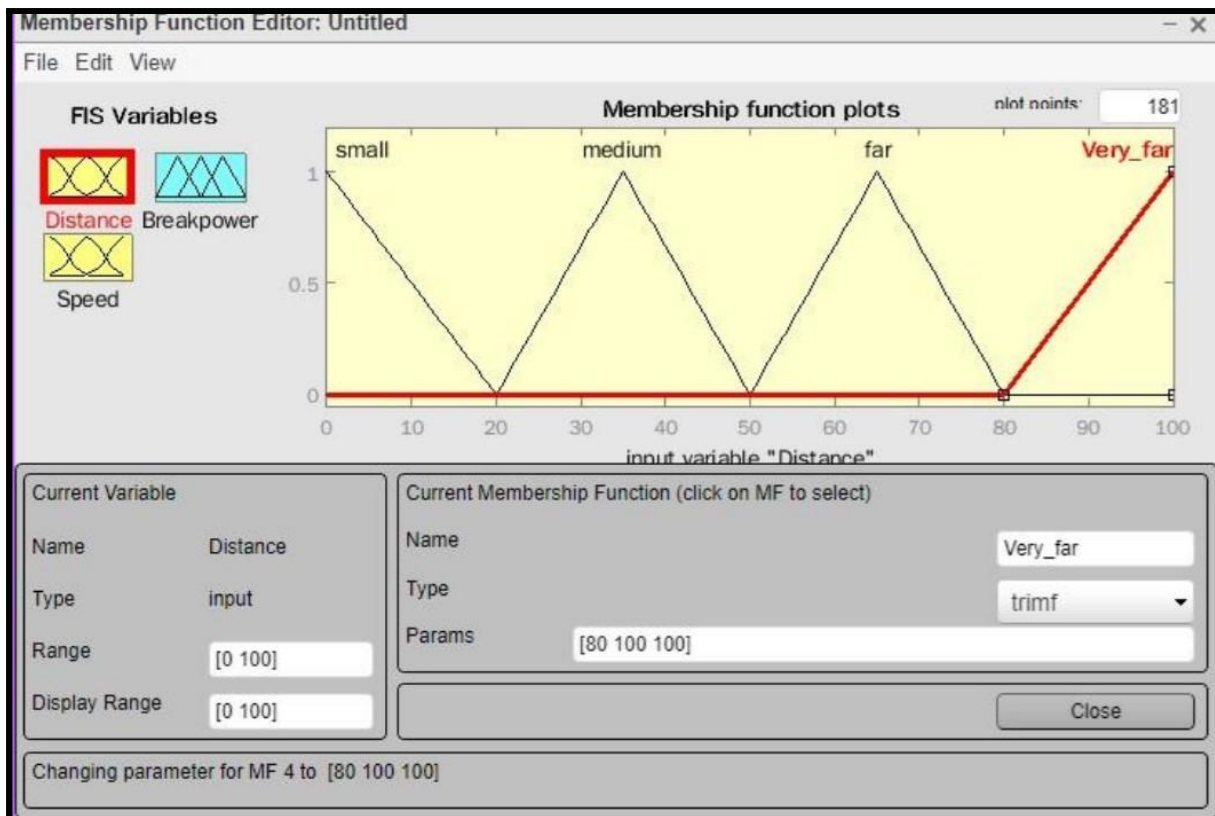


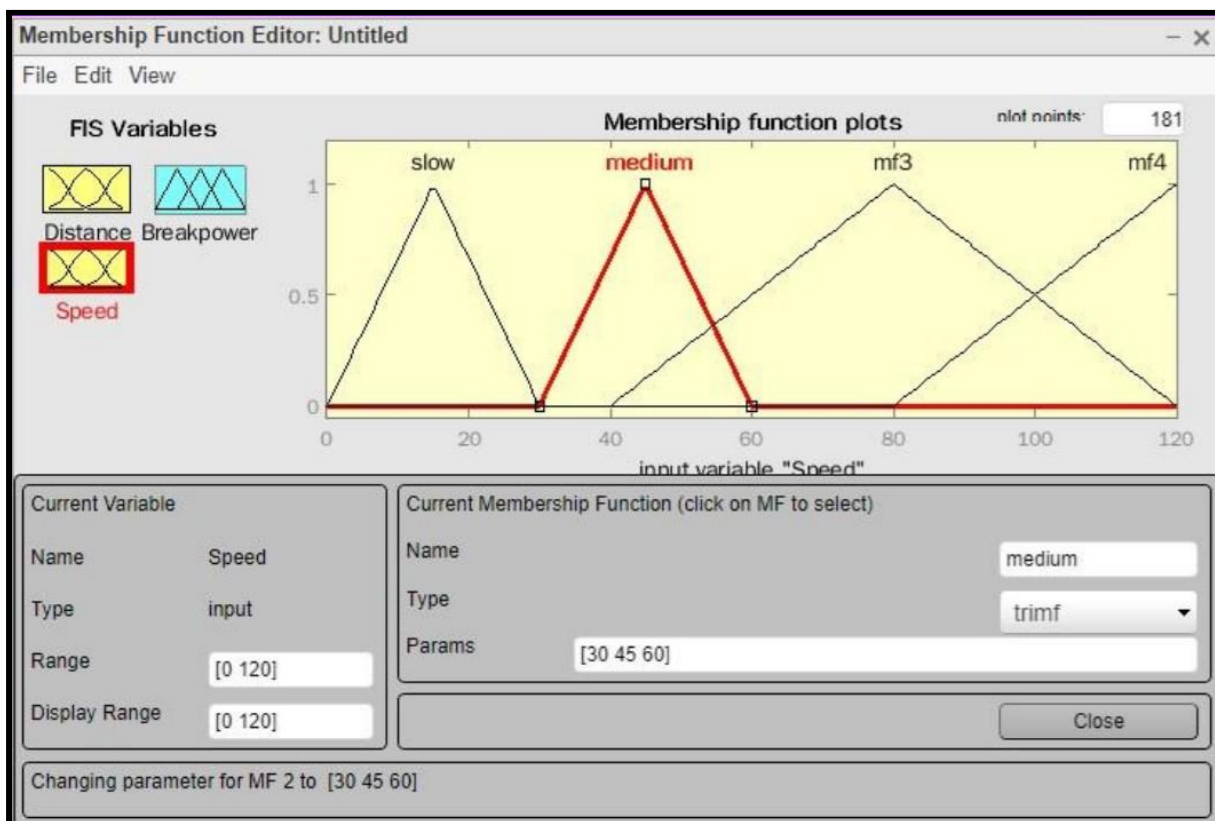
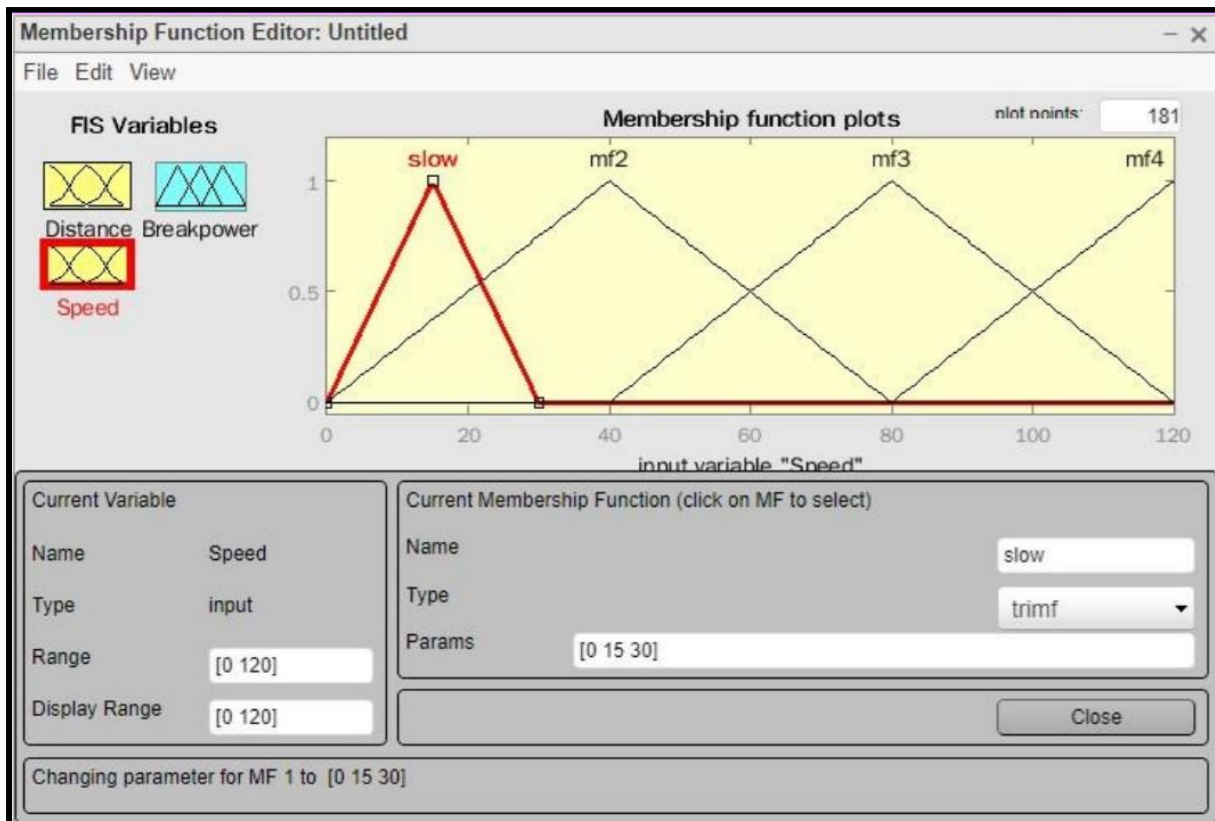


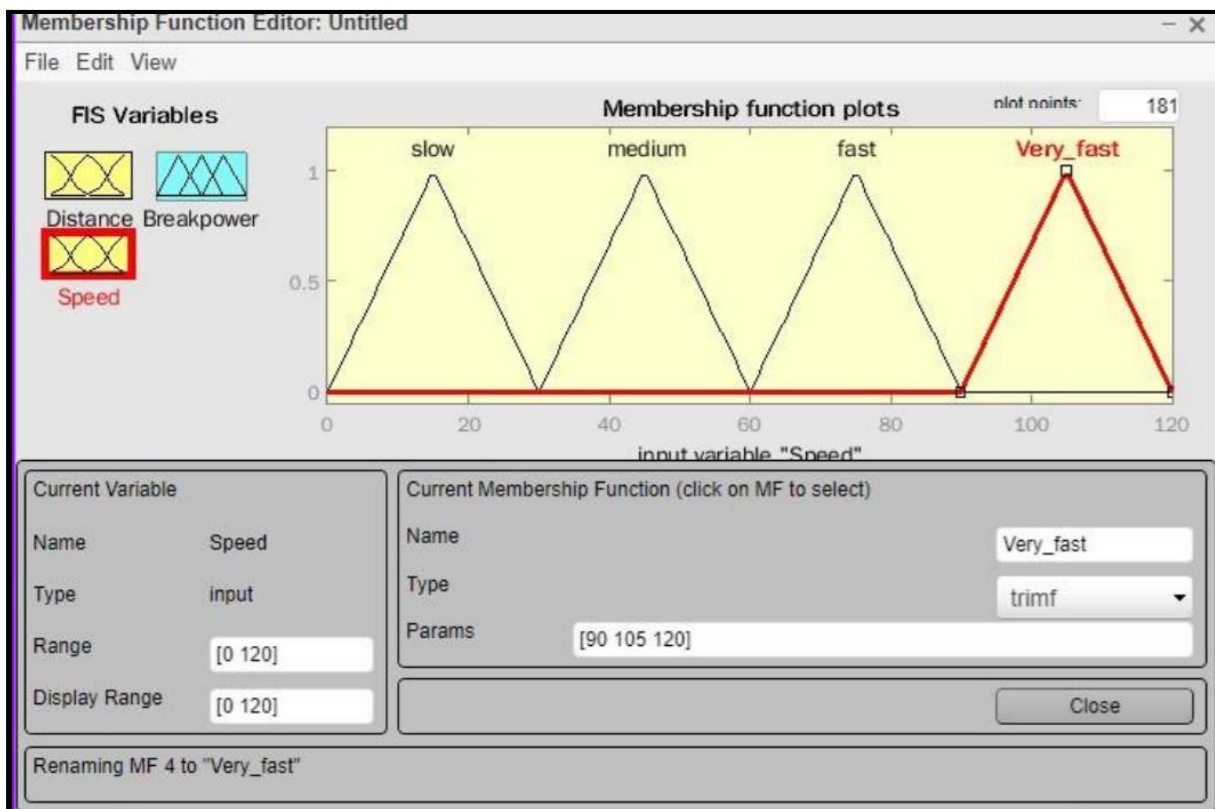
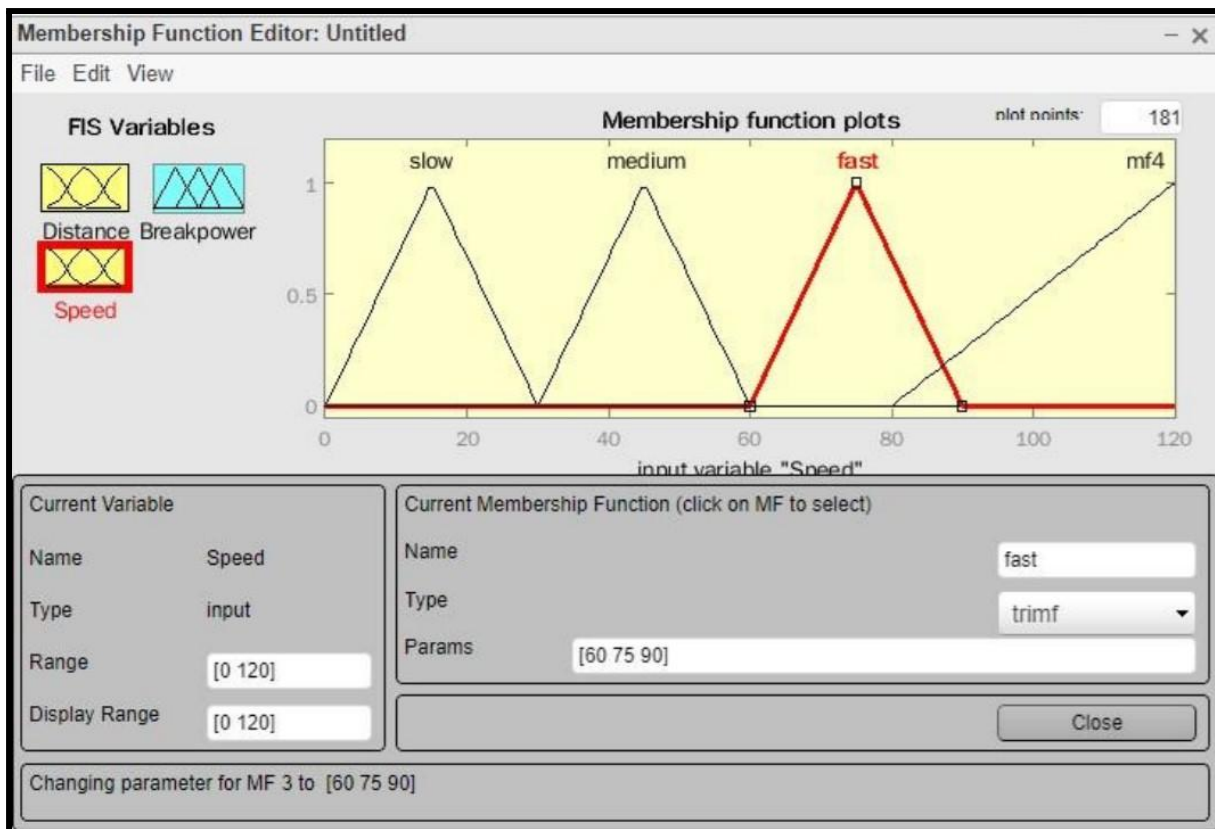


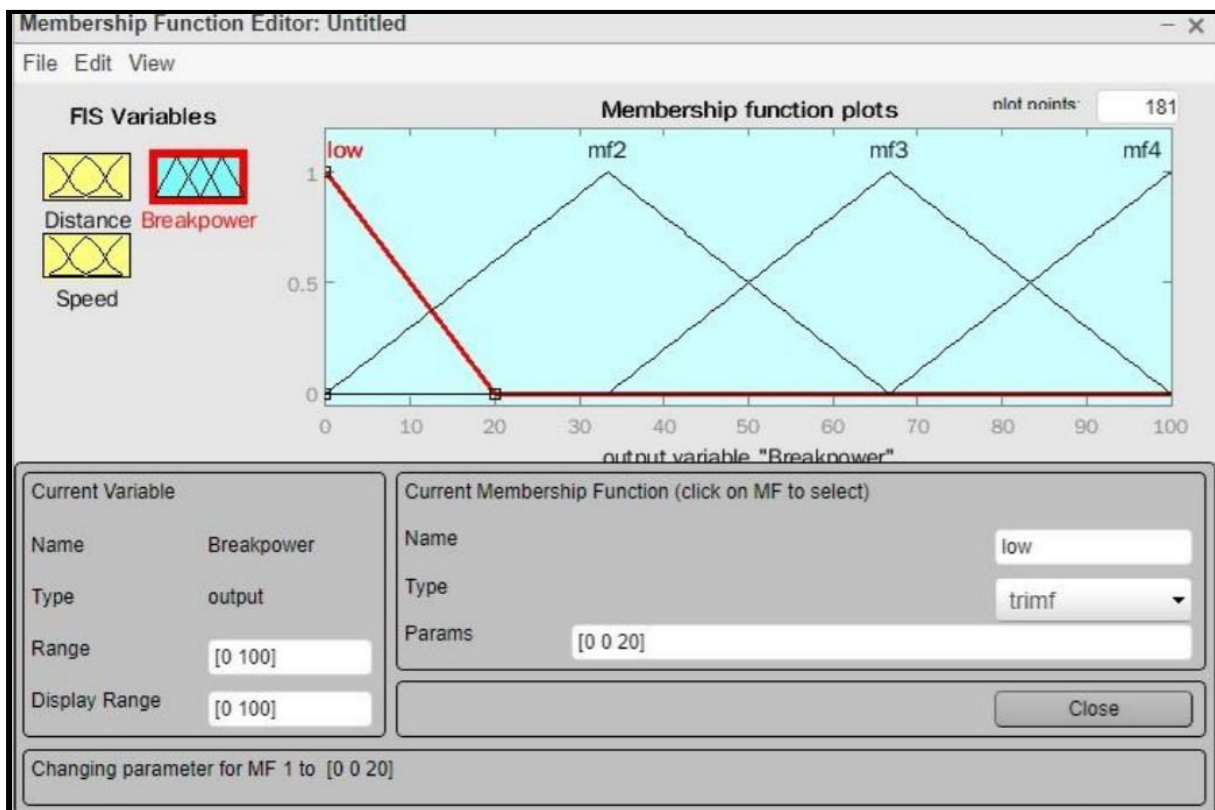
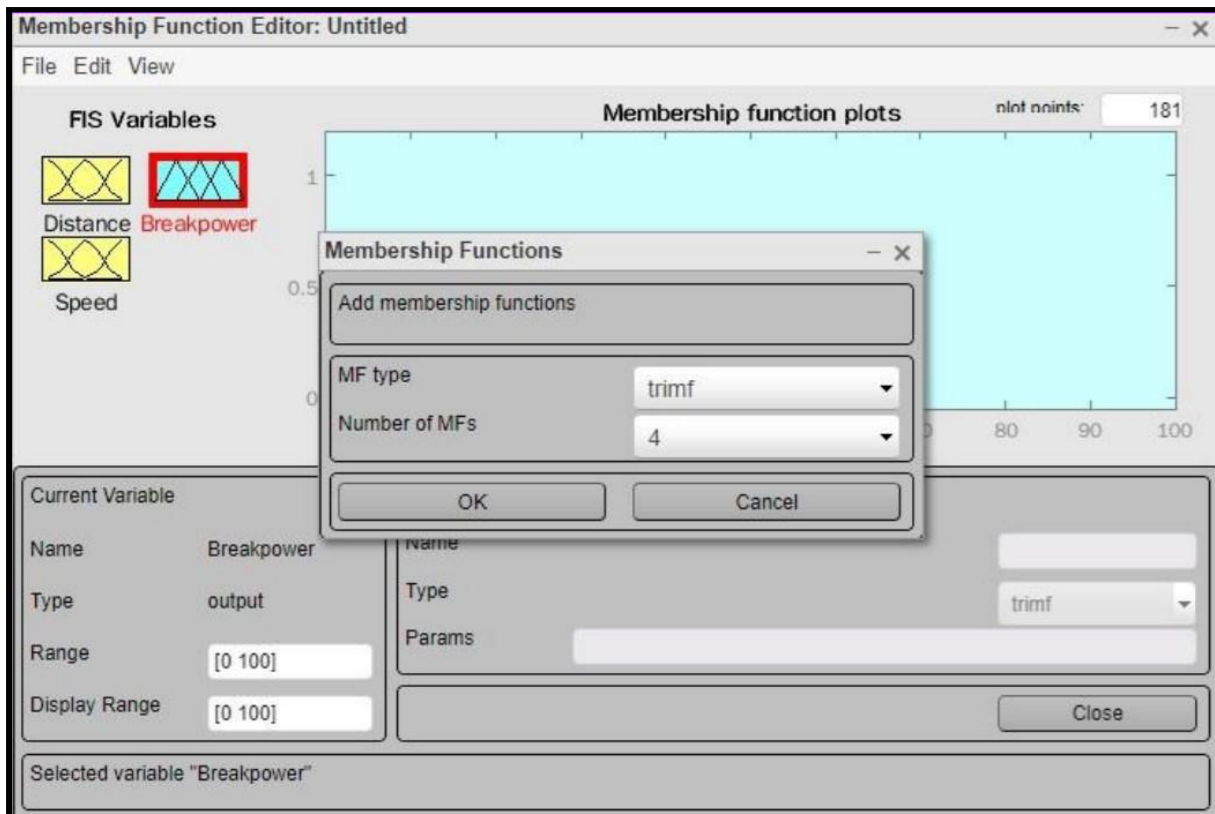


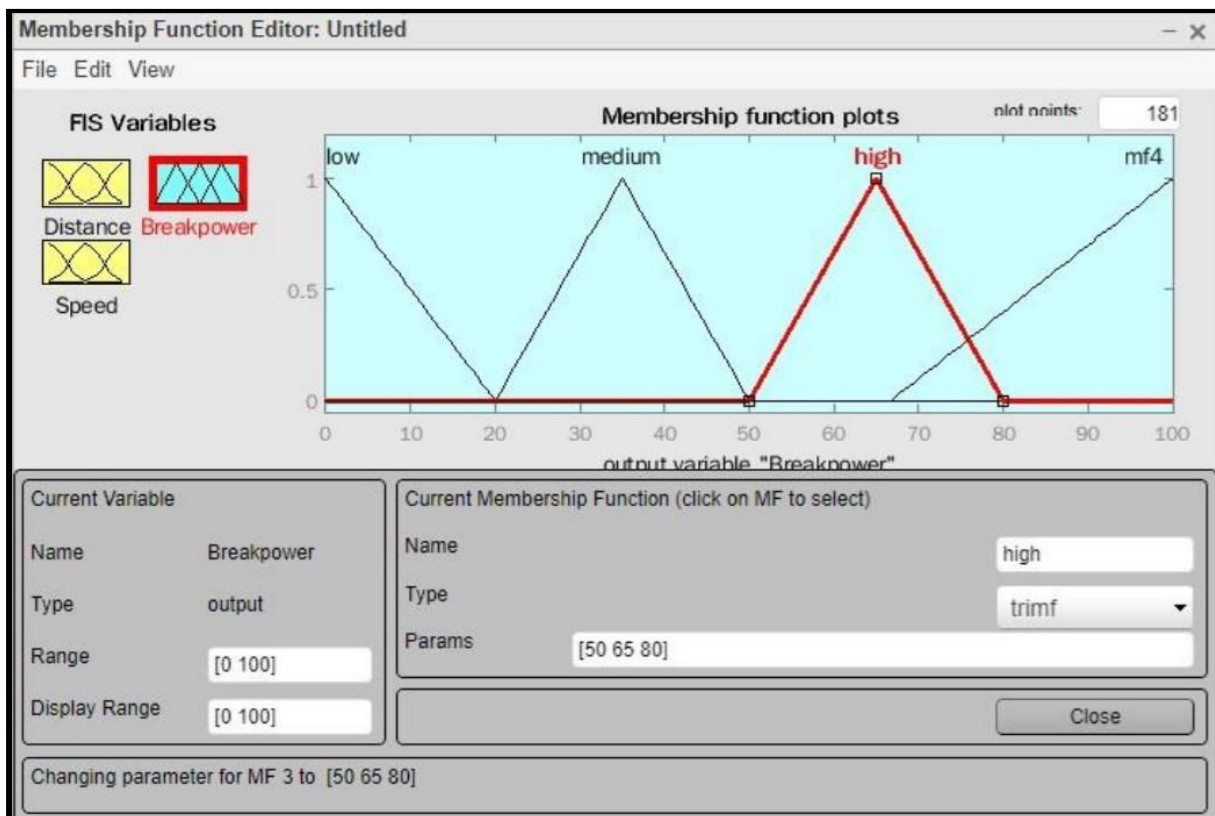
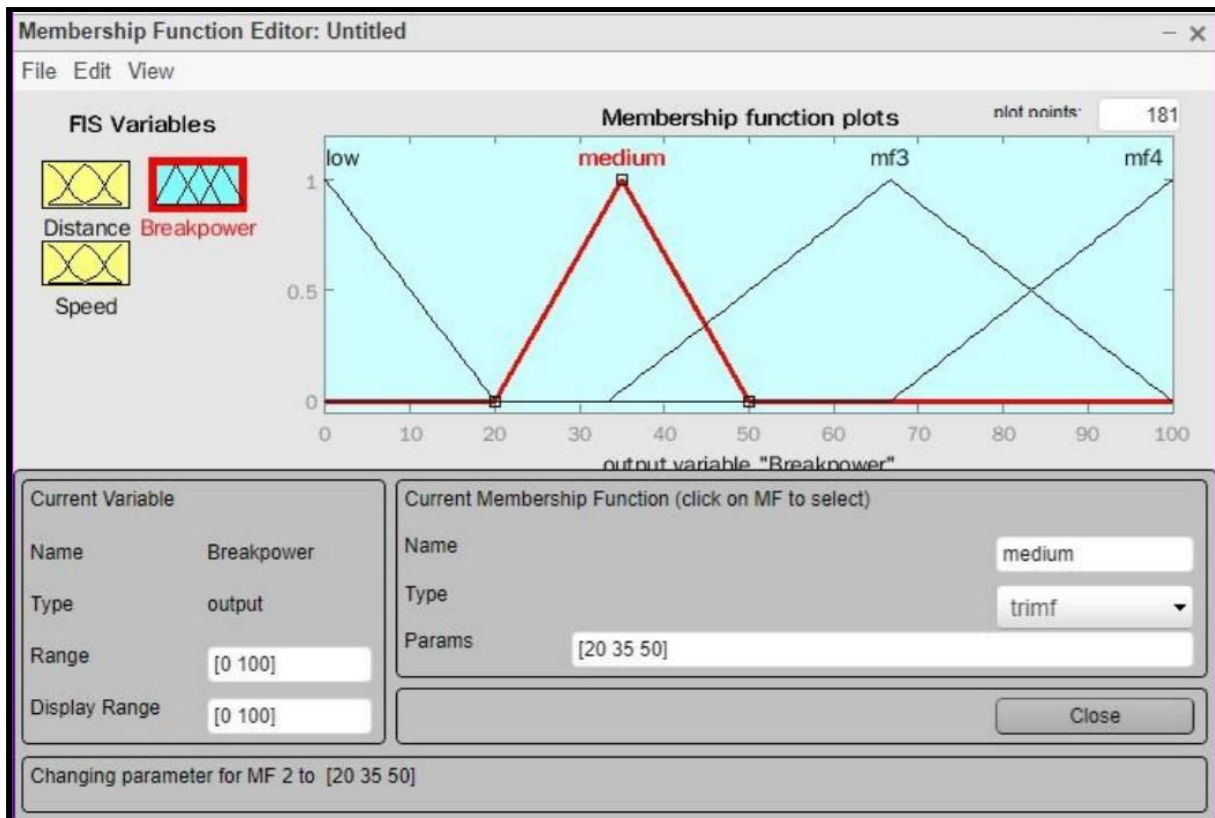


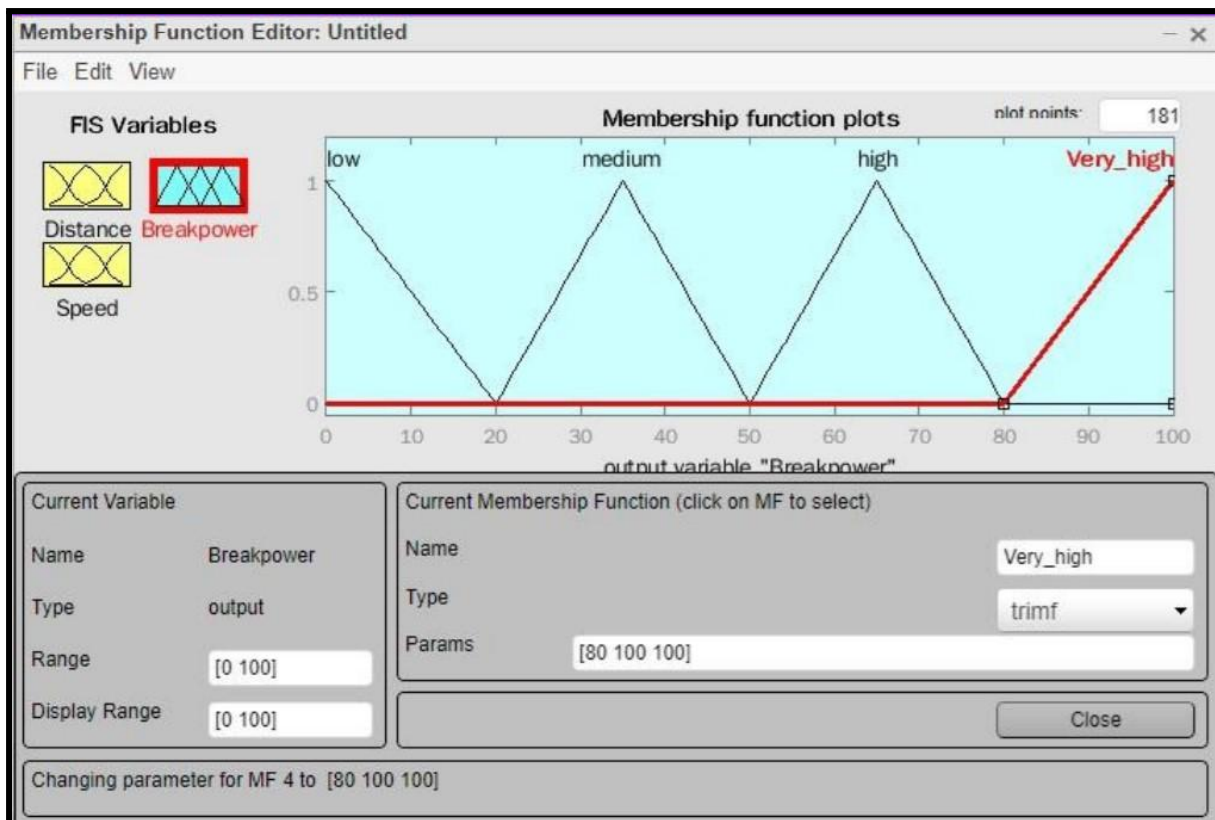












Rule Editor: Untitled

File Edit View Options

1. If (Distance is small) and (Speed is slow) then (Breakpower is low) (1)
2. If (Distance is medium) and (Speed is medium) then (Breakpower is medium) (1)
3. If (Distance is far) and (Speed is medium) then (Breakpower is high) (1)
4. If (Distance is small) and (Speed is medium) then (Breakpower is medium) (1)
5. If (Distance is small) and (Speed is fast) then (Breakpower is Very_high) (1)
6. If (Distance is small) and (Speed is Very_fast) then (Breakpower is Very_high) (1)
7. If (Distance is medium) and (Speed is slow) then (Breakpower is medium) (1)
8. If (Distance is medium) and (Speed is fast) then (Breakpower is medium) (1)
9. If (Distance is medium) and (Speed is Very_fast) then (Breakpower is high) (1)

If Distance is and Speed is Then Breakpower is

small medium far Very_far none
slow medium fast Very_fast none
low medium high Very_high none

☐ not ☐ not ☐ not

Connection
☐ or ☒ and

Weight: 1

Delete rule Add rule Change rule << >>

The rule is added

Close

Rule Editor: Untitled

File Edit View Options

8. If (Distance is medium) and (Speed is fast) then (Breakpower is medium) (1)
 9. If (Distance is medium) and (Speed is Very_fast) then (Breakpower is high) (1)
 10. If (Distance is far) and (Speed is slow) then (Breakpower is high) (1)
 11. If (Distance is far) and (Speed is fast) then (Breakpower is medium) (1)
 12. If (Distance is far) and (Speed is Very_fast) then (Breakpower is medium) (1)
 13. If (Distance is Very_far) and (Speed is slow) then (Breakpower is Very_high) (1)
 14. If (Distance is Very_far) and (Speed is medium) then (Breakpower is Very_high) (1)
 15. If (Distance is Very_far) and (Speed is fast) then (Breakpower is medium) (1)
 16. If (Distance is Very_far) and (Speed is Very_fast) then (Breakpower is low) (1)

If Distance is and Speed is Then Breakpower is

small medium far Very_far none slow medium fast Very_fast none

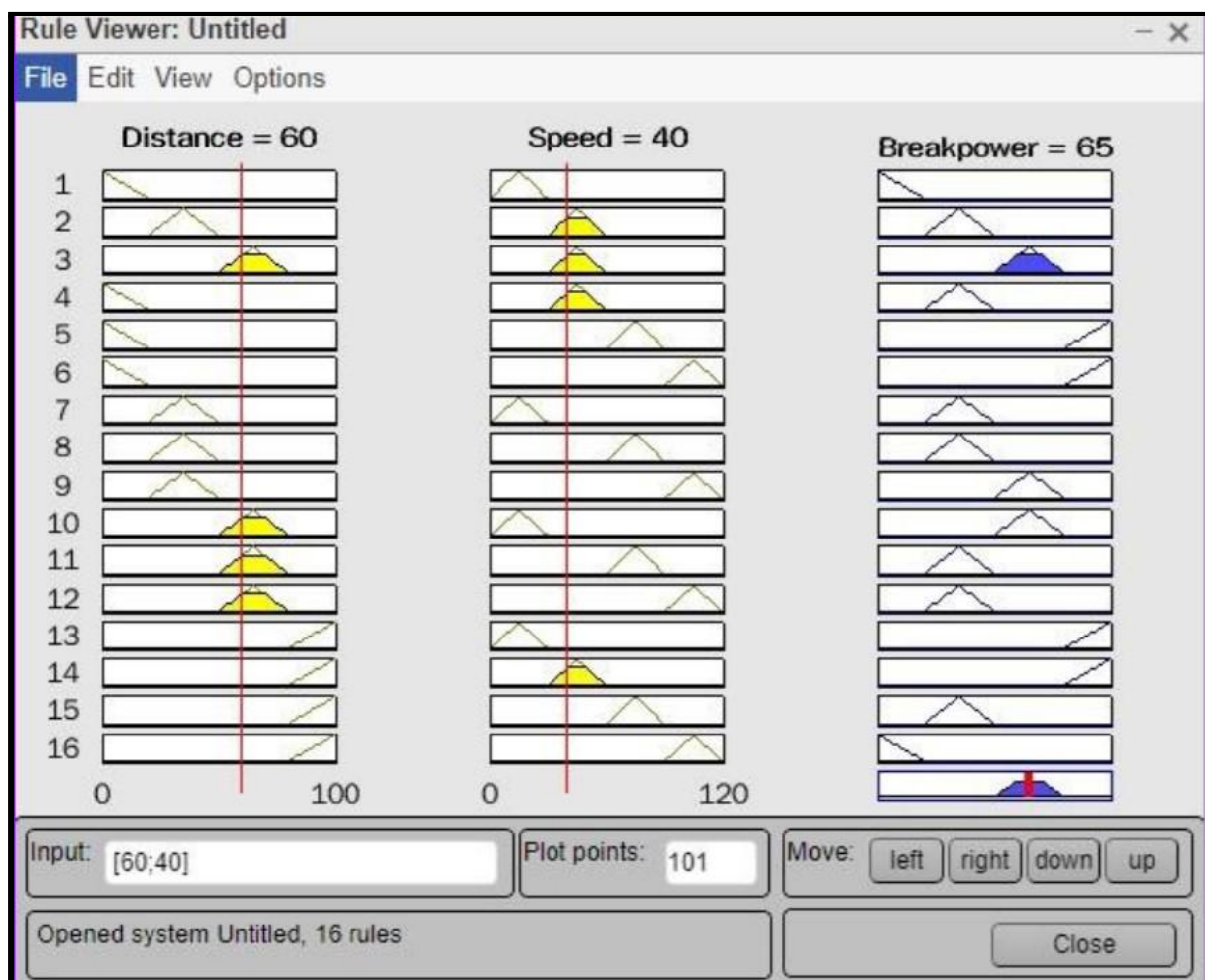
☐ not ☐ not ☐ not

Connection: ☐ or ☒ and Weight: 1

Delete rule Add rule Change rule << >>

The rule is added

Close



B.3 Observations and learning:

We utilized fuzzy logic concepts and heuristics based on the human experience. We generalized in order to provide acceptable rules for inference systems. In addition, we showed fuzzy inference systems.

B.4 Conclusion:

Hence, we were able to implement the Fuzzy Controller.

B.5 Question of Curiosity

Q1) What is the sequence of steps taken in designing a fuzzy logic machine?

Ans:

Following is the sequence for designing a fuzzy logic machine:

Fuzzification->Rule Evaluation->Defuzzification

When designing a fuzzy logic, we first have to define the fuzzy sets and make appropriate member functions. The rule evaluation comes in which matches the sets to its corresponding rules.

Q2) What is the reason that logic function has rapidly become one of the most successful technologies for developing sophisticated control systems?

Ans:

There are mainly two reasons:

1. Fuzzy logic applies the concept of 'certain degree' which is similar to the way human beings think. Instead of just being either true or false, fuzzy logic can be true partially and also false partially at the same time. This is similar to the human mind.
2. Fuzzy logic can use exact points representing to what degree an event occurs and with fuzzy rules, it generates precise outcomes.