

Fuzzy logic = Computing with words

how can we model human thinking

"linguistic variables that is variables whose values are not number but words or sentences in a natural or artificial language."

— L.A Zadeh

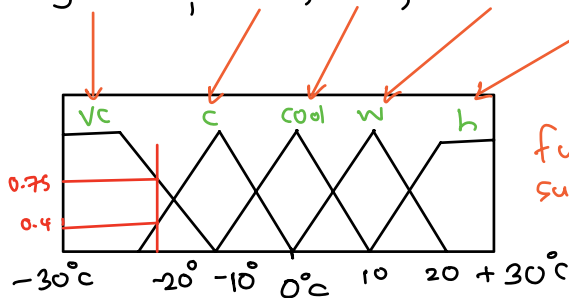
linguistic variable = $\langle X, T(X), U, G, M \rangle$ collection

Variable name Set of terms Universe of discourse Set of syntax rules Set of semantic rules

fuzzy set

Temperature

{very cold, cold, cool, warm, hot} ← syntax need to say what is what
set of terms



semantic

fuzzy subsets

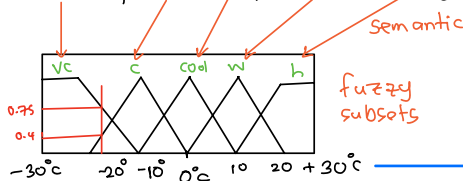
$$-20 = [0.75, 0.4, 0, 0, 0]$$

Universe of discourse

fuzzy set

Temperature

{very cold, cold, cool, warm, hot} ← syntax
set of terms



semantic

fuzzy subsets

Universe of discourse

Linguistic variable ——— WORD

fuzzy logic gives you bridge between words and numbers

NUMBERS

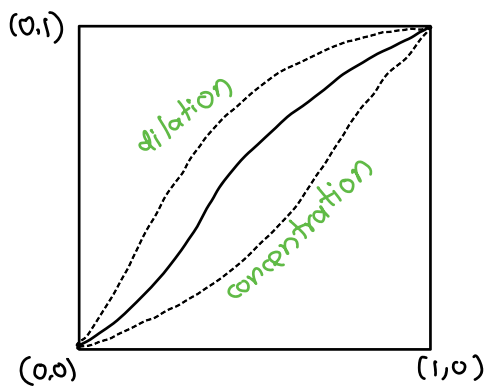
$A = \{x \mid x \in X \text{ and } x \text{ is } \Delta\}$ classical set

* x come from temperature and
 x is very hot temperature

$$A_{\text{fuzzy}} = \{x, \mu_A(x) \mid x \in X, \mu_A(x) \in [0, 1]\}$$

membership function μ_A quantifies the degree of
 belongingness of x to A .

Since A is now a linguistic variable, we can modify its
 meaning.



$$\mu_A^{\text{CON}}(x) = [\mu_A(x)]^2$$

$$\mu_A^{\text{DIL}}(x) = [\mu_A(x)]^{0.5}$$

μ_A is known (eg. bright, cold, old,....)

$$\mu_{\text{very } A} = \text{CON}(A)$$

$$\mu_{\text{more-or-less } A} = \text{DIL}(A)$$

$$\mu_{\text{very-very } A} = \text{CON}(\text{CON}(A))$$

$$\mu_{\text{not-very } A} = 1 - \text{CON}(A)$$

$$\mu_{\text{more } A} = A^{1.25}$$

$$\mu_{\text{less } A} = A^{0.75}$$

Modus Ponens

Rule: If A is true, then B is true

Observation: A is true

Conclusion: B is true

Modus Tollens

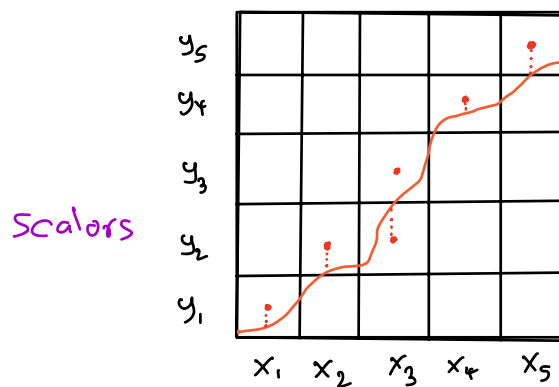
Rule: If A is true, then B is true

Observation: B is false

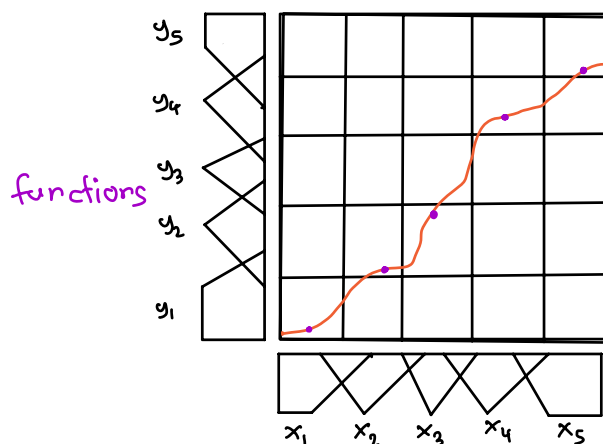
Conclusion: A is False

AI is function approximation.

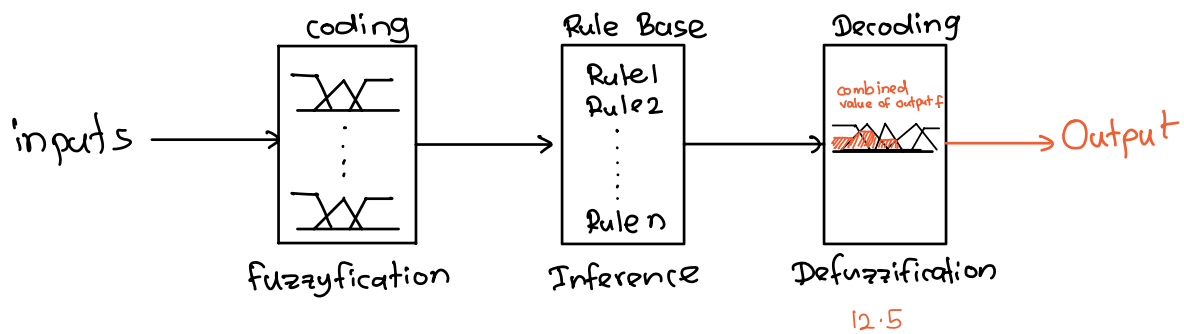
(mis) Use DTs for function approximation.



Decision trees are not good for function approximation, because they are discrete.

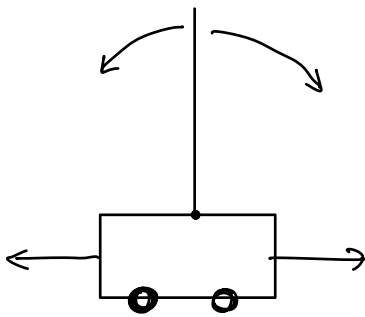


If x_1 then y_1
If x_2 then y_2
...
...
A set of rules



$$-22^{\circ}\text{C} = [0.75 \ 0.25 \ 0 \ 0 \ 0]$$

Example: Inverted Pendulum

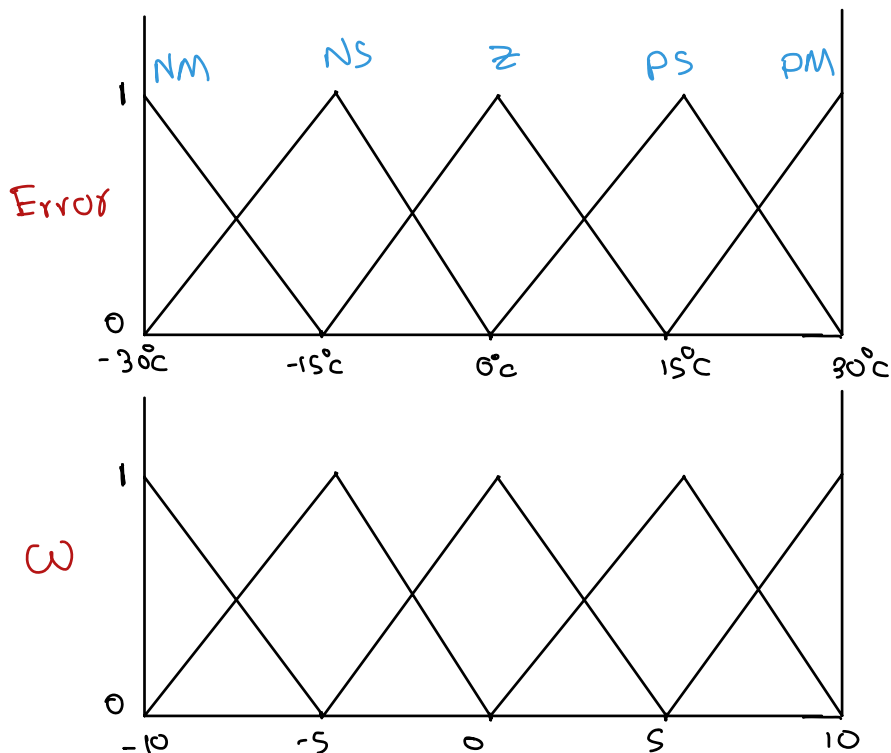


inputs: ① error (difference) in radian

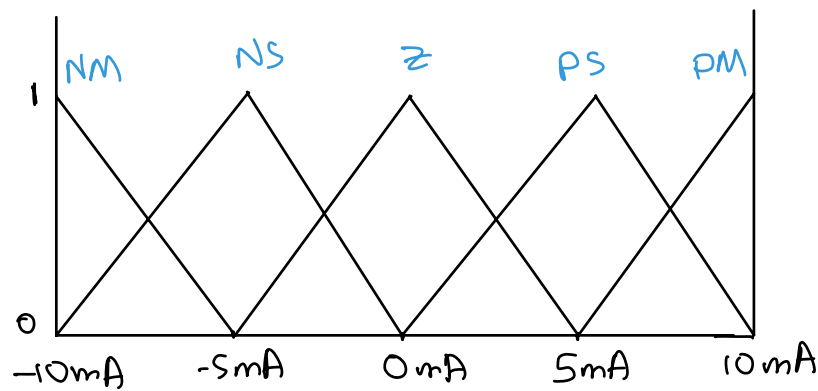
② ω

output: current (+/- for direction)

1. Fuzzification



Current



Rules

Error	ω	I
Z	Z	Z
Z	NM	PM
Z	PS	NS
PM	Z	NM

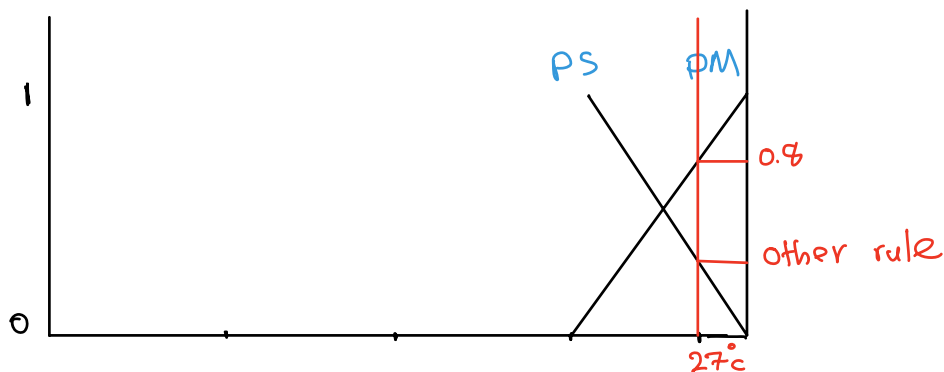
total rules $\rightarrow 5^3$

input : error = 27°

$\omega = -1.5 \text{ rad s}^{-1}$

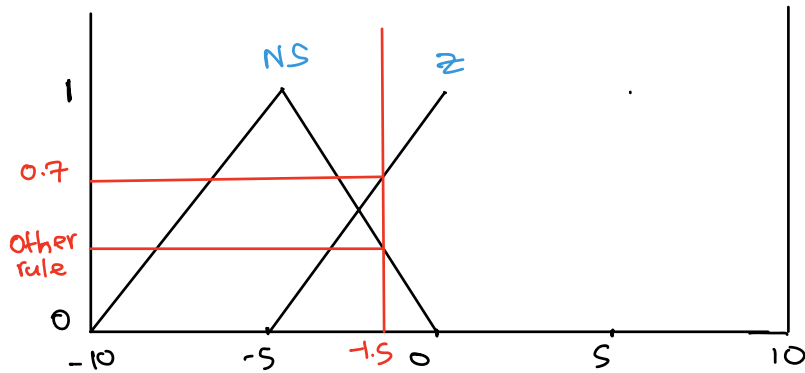
I = ?

} Some rules will fire

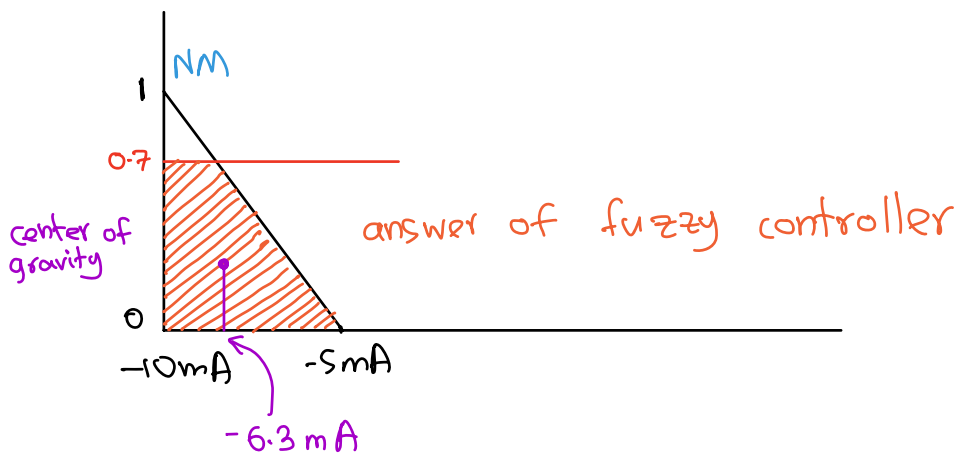


If error is PM and w is Z

Then current is NM



$$\text{AND} = \min(0.8, 0.7) = 0.7$$



Fuzzy controllers can approximate the relationship between inputs and outputs via interpolation in a vague environment.

How do we get rules? from experts
from data via clustering / GAs

Evolving fuzzy rules