



Bulanık Mantık

(MÜH 425 – Bilgisayar Müh. Böl.)

Prof.Dr. Yaşar BECERİKLİ

Hafta-7
Bulanık Fonksiyon Modelleme

İÇERİK

- Teorinin mucidi: Lutfi Asker Zadeh
- Bulanık Mantığa Giriş
- Bulanık Kümeler
- Temel İşlemler
- Kural Tabanı
- Bulandırma, Durulama
- Üyelik Fonksiyonları
- Çıkartım Sistemleri
- FAM tablosu,
- Uygulamalar

Analytik Fonks. yonların Modellenmesi, de Kuralların Belirlenmesi:

$g(x)$: Modellenen Fonk.

$f(x)$: Bulanık sistem (Modelleyici)

1) 1. Türev Metodu : (\mathbb{R}^2 de)

$$\|g(x) - f(x)\|_{\infty} < \left\| \frac{\partial g}{\partial x_1} \right\|_{\infty} \cdot h_1 + \left\| \frac{\partial g}{\partial x_2} \right\|_{\infty} \cdot h_2 < \varepsilon$$

2) 2. Türev Metodu : (\mathbb{R}^2 de)

$$\|g(x) - f(x)\|_{\infty} < \frac{1}{8} \left\| \frac{\partial^2 g}{\partial x_1^2} \right\|_{\infty} \cdot h_1^2 + \frac{1}{8} \left\| \frac{\partial^2 g}{\partial x_2^2} \right\|_{\infty} \cdot h_2^2 < \varepsilon$$

Örnek: $g(x) = \sin x$, $\varepsilon = 0.2$

1. Türev Metoduna göre:

$$h_1 = h_2 = 0.2 \Rightarrow \frac{6}{0.2} = 30 \text{ aralık}$$

$$f(x) = \frac{\sum_{i=1}^3 \sin(x_i) \cdot \mu_i(x)}{\sum_{i=1}^3 \mu_i(x)}$$

2. Türev Metoduna Göre:

$$\frac{\partial g}{\partial x} = \cos x, \quad \frac{\partial^2 g}{\partial x^2} = -\sin x; \quad \left\| \frac{\partial^2 g}{\partial x^2} \right\|_{\infty} = \sup |-\sin x| = 1$$

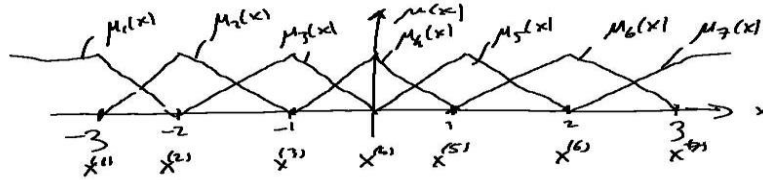
$$\frac{1}{8} \cdot \left\| \frac{\partial^2 g}{\partial x^2} \right\|_{\infty} \cdot h^2 < 0.2 \Rightarrow \frac{1}{8} \cdot 1 \cdot h^2 < 0.2 \rightarrow h^2 < 1.6$$

$$\boxed{h=1} \text{ alınabilir} \quad \leftarrow h < 1.23$$

$$\frac{6}{1} = 6 \text{ aralık}$$

7 üyelik (kural)





$$f(x) = \frac{\sum_{i=1}^7 \sin(x^{(i)}) \cdot \mu_i(x)}{\sum_{i=1}^7 \mu_i(x)}$$

$$= \frac{\sin(-3) \cdot \mu_1(x) + \sin(-2) \cdot \mu_2(x) + \sin(-1) \cdot \mu_3(x) + \sin(0) \cdot \mu_4(x) + \sin(1) \cdot \mu_5(x) + \sin(2) \cdot \mu_6(x) + \sin(3) \cdot \mu_7(x)}{\mu_1(x) + \mu_2(x) + \mu_3(x) + \mu_4(x) + \mu_5(x) + \mu_6(x) + \mu_7(x)}$$

$$x = -2 \Rightarrow f(-2) = \frac{0 + \sin(-2) \cdot 1 + 0 + \dots}{0 + 1 + 0 + \dots} = \sin(-2) = g(-2)$$

Tam sağlıyor.

$$x = -1.5 \Rightarrow f(-1.5) = \frac{0 + \sin(-2) \cdot \frac{1}{2} + \sin(-3) \cdot \frac{1}{2} + 0 + \dots}{\frac{1}{2} + \frac{1}{2}} = \frac{1}{2} (\sin(-2) + \sin(-3)) \approx g(-1.5)$$

*in terpolasyon
yaklaşım,
yaklaşık çıktı*

Örnek:

$$\begin{matrix} x_1 \rightarrow \\ x_2 \rightarrow \end{matrix} \boxed{g(x_1, x_2)} \rightarrow y \quad ; \quad U \in \underbrace{[-1, 1] \times [-1, 1]}_{\substack{\text{domain} \\ \text{(universe of discourse)}}}, x \in \mathbb{R}^2$$

$$g(x_1, x_2) = 0.52 + 0.1 \cdot x_1 + 0.28 x_2 - 0.06 x_1 x_2 \quad (\text{bilinear fonk.})$$

$\Sigma = 0.1$ i4m $f(x)$ 'i tasarlayın.

1. 1. Dren Metodu ile.

$$\frac{\partial g}{\partial x_1} = 0.1 - 0.06 x_2 \quad ; \quad \frac{\partial g}{\partial x_2} = 0.28 - 0.06 x_1$$

$$\left\| \frac{\partial g}{\partial x_1} \right\|_{\infty} = \sup |0.1 - 0.06 x_2| = 0.16 \quad \left\| \frac{\partial g}{\partial x_2} \right\|_{\infty} = \sup |0.28 - 0.06 x_1| = 0.34$$

$$0.16 h_1 + 0.34 \cdot h_2 < 0.1$$

$h_1 = h_2 = h$ d4ş4n4lebilir.

$$0.16 h + 0.34 h < 0.1$$

$$0.5 h < 0.1$$

$$h < 0.2$$

$$\boxed{h=0.2} \text{ se4;ilebilir}$$

$$\frac{2}{0.2} = 10 \text{ aralık}$$

x_1 i4m

$$\frac{2}{0.2} = 10 \text{ aralık}$$

x_2 i4m

11'er d4ş4lı

$$\Rightarrow 11 \times 11 = \boxed{121 \text{ kural}}$$

4

2. II. Törer Metodu ile

$$\left\| \frac{\partial^2 g}{\partial x_1^2} \right\|_{\infty} = 0, \quad \left\| \frac{\partial^2 g}{\partial x_2^2} \right\|_{\infty} = 0 \Rightarrow \frac{1}{8} \cdot 0 \cdot h_1^2 + \frac{1}{8} \cdot 0 \cdot h_2^2 < 0.1$$

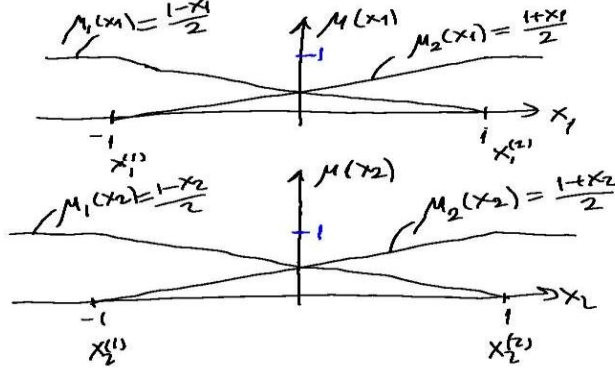
$$h_1 = h_2 = h$$

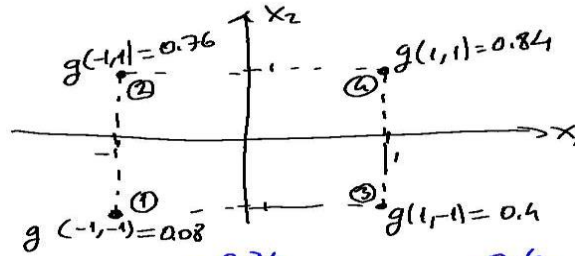
$$0 \cdot h^2 < 0.1$$

$h = 2$ seçilir (domain $[-1, 1]$ olduğu için)

$\frac{1}{2} = 1$ aralık 2 özetli (X₁ için) \times $\frac{2}{2} = 1$ aralık 2 özetli (X₂ için)

$2 \times 2 = 4$ kural





$$f(x) = \frac{g^1(x_1, x_2) \cdot \mu_1(x_1) \cdot \mu_1(x_2) + g^2(x_1, x_2) \cdot \mu_1(x_1) \cdot \mu_2(x_2) + g^3(x_1, x_2) \cdot \mu_2(x_1) \cdot \mu_1(x_2) + g^4(x_1, x_2) \cdot \mu_2(x_1) \cdot \mu_2(x_2)}{\mu_1(x_1) \cdot \mu_1(x_2) + \mu_1(x_1) \cdot \mu_2(x_2) + \mu_2(x_1) \cdot \mu_1(x_2) + \mu_2(x_1) \cdot \mu_2(x_2)}$$

$$f(x_1, x_2) = \frac{0.08 \cdot \left(\frac{1-x_1}{2}\right) \left(\frac{1-x_2}{2}\right) + 0.76 \cdot \left(\frac{1-x_1}{2}\right) \left(\frac{1+x_2}{2}\right) + 0.4 \cdot \left(\frac{1+x_1}{2}\right) \left(\frac{1-x_2}{2}\right) + 0.84 \cdot \left(\frac{1+x_1}{2}\right) \left(\frac{1+x_2}{2}\right)}{\left(\frac{1-x_1}{2}\right) \left(\frac{1-x_2}{2}\right) + \left(\frac{1-x_1}{2}\right) \left(\frac{1+x_2}{2}\right) + \left(\frac{1+x_1}{2}\right) \left(\frac{1-x_2}{2}\right) + \left(\frac{1+x_1}{2}\right) \left(\frac{1+x_2}{2}\right)}$$

$$\frac{1}{4} [(1-x_2-x_1+x_1x_2) + (1+x_2-x_1-x_1x_2) + (1-x_2+x_1-x_1x_2) + (1+x_2+x_1+x_1x_2)] = \frac{4}{4} = 1$$

$$f(x_1, x_2) = 0.52 + 0.1x_1 + 0.28x_2 - 0.06x_1x_2 = g(x_1, x_2)$$

SBS bulanık sistem
(simetrik aralıklı üçgen)
üçgenli fonksiyonlar
Bilinmeyen fonksiyonlar
TAM olarak modellenir

$$\begin{array}{r} +0.08 \quad -0.76 \\ +0.84 \quad -0.4 \\ \hline 0.92 \quad -1.16 \end{array}$$

$$\begin{array}{r} 1.16 \\ -0.92 \\ \hline 0.24 \end{array} \quad \begin{array}{r} 4 \\ -0.06 \\ \hline 0.06 \end{array}$$

$$\begin{array}{r} -0.08 \quad 0.76 \\ +0.4 \quad +0.84 \\ \hline -0.48 \quad 1.60 \end{array}$$

$$\begin{array}{r} 1.6 \\ -0.48 \\ \hline 1.12 \end{array} \quad \begin{array}{r} 4 \\ 0.28 \\ \hline 0.28 \end{array}$$

$$\begin{array}{r} 0.08 \\ 0.76 \\ 0.4 \\ +0.84 \\ \hline 2.08 \\ 2.08 \overline{) 4} \\ \underline{0.52} \\ 0 \\ -0.08 \\ -0.76 \\ 0.4 \\ +0.84 \\ \hline 0.4 \end{array} \quad \begin{array}{r} 1.24 \\ 0.84 \\ 0.40 \end{array}$$

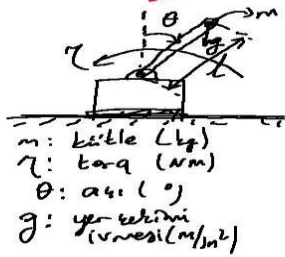
\mathbb{R}^3 'te bilinear fonksiyon

$$f(x_1, x_2, x_3) = a + b_1 x_1 + b_2 x_2 + b_3 x_3 + c_1 x_1 x_2 + c_2 x_1 x_3 + c_3 x_2 x_3$$

$$C(3,2) = \frac{3!}{(3-2)! \cdot 2!} = \frac{6}{2} = 3$$

$$C(4,2) = \frac{4!}{(4-2)! \cdot 2!} = 6$$

Örnek : Ters Sarkaç (Inverted pendulum) Problemi



Bir kütük, bir mafsal ile bağlanmıştır. Kütük
 dik konumunda dengede tutulmak isteniyor.
 Bunun için, mafsala bağlı olan motor
 τ torku üretmekte dengeye getirmeye çalışıyor.
 θ açısı algılayıcı vasıtasıyla algılanıp
 "kontrolcüye" geliyor ve motora uyarıyor.
 Bu processi gerçekleştiren "kontrolcü"yi
 bulanık (fuzzy) sistem ile nasıl gerçekleştiririz?

Kontrol $u(t) = \tau(t) = -ml^2 \ddot{\theta} + mlg \sin \theta =$, Amaç θ 'yi ve $\dot{\theta}$ 'yi
 sıfır yapmaktır.

$\theta(t) \ll 1$ çok küçük değer, $\sin \theta \approx \theta$, $\cos \theta \approx 1$
 $\theta = \theta(t)$, $\dot{\theta} = \frac{d\theta}{dt}$, $\ddot{\theta} = \frac{d^2\theta}{dt^2}$

$u(t) = -ml^2 \ddot{\theta} + mlg \theta$ \Rightarrow $x_1(t) = \theta(t) \Rightarrow \dot{x}_1(t) = x_2(t)$
 $x_2(t) = \dot{\theta}(t) \Rightarrow \dot{x}_2(t) = \ddot{\theta} = \frac{1}{ml^2} x_1(t) - \frac{1}{ml^2} u(t)$
 Linear dif. denklemler ve $\frac{d}{dt}$ hız (°/sn)

$x_1(t)$ ve $x_2(t)$ bulanık değişkenler olarak kullanılır. (Δt simülasyon aralığı)
 $\dot{x}_1 = \frac{dx_1}{dt} \approx \frac{x_1(k+1) - x_1(k)}{\Delta t} = x_2(k)$; $\dot{x}_2 = \frac{dx_2}{dt} \approx \frac{x_2(k+1) - x_2(k)}{\Delta t} = \frac{1}{ml^2} x_1(k) - \frac{1}{ml^2} u(k)$

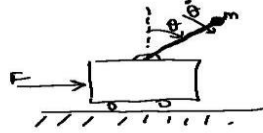
$\Delta t = 1$ alınarak : $x_1(k+1) = x_1(k) + x_2(k)$, $x_1(0) = x_{10}$
 $x_2(k+1) = x_2(k) + x_2(k) - \frac{1}{ml^2} u(k)$, $x_2(0) = x_{20}$ ilk koşullar

Veriler:

$-2^\circ \leq x_1 \leq 2^\circ$; $-5 \text{ dps} \leq x_2 \leq 5 \text{ dps}$; $-16 \leq u \leq 16$

Örnek:

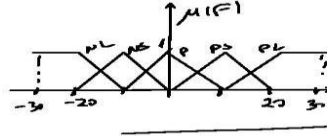
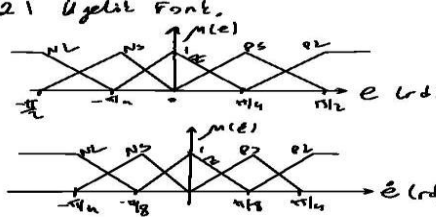
Mobil Ters Sankas Problemi



Amaç: sarkas dik konumda tutulmalı
($\theta=0$, $\dot{\theta}=0$ olmalı)

$$\begin{aligned} 1.1 \quad & -90^\circ \leq \theta \leq 90^\circ \\ & -45 \frac{\pi}{180} \leq \dot{\theta} \leq 45 \frac{\pi}{180} \\ & -30N \leq F \leq 30N \end{aligned} \quad \left. \begin{array}{l} \text{D, max} \\ \text{hata} \end{array} \right\} \begin{aligned} e &= \theta_r - \theta = -\theta \\ \dot{e} &= -\dot{\theta} \quad (\text{angular}) \end{aligned}$$

2.1 Üçeltili Fout.



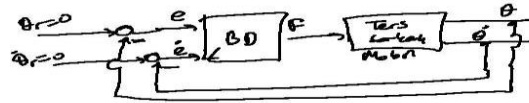
$$M(x; a, c, b)$$

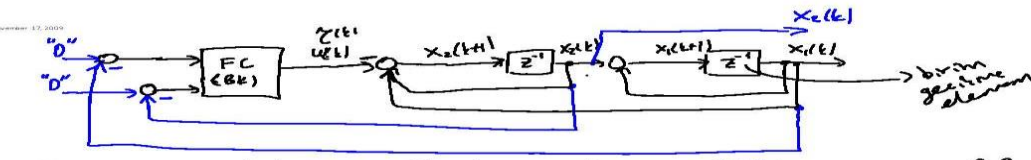
$$a = \begin{pmatrix} -20 \\ -20 \\ -10 \\ 0 \\ 10 \end{pmatrix}, b = \begin{pmatrix} -10 \\ 0 \\ 10 \\ 20 \\ 20 \end{pmatrix}, c = \begin{pmatrix} -20 \\ -10 \\ 0 \\ 10 \\ 20 \end{pmatrix}$$

$$M(5; a, c, b) = \begin{pmatrix} 0 \\ 0 \\ 0.5 \\ 0.5 \\ 0 \end{pmatrix}$$

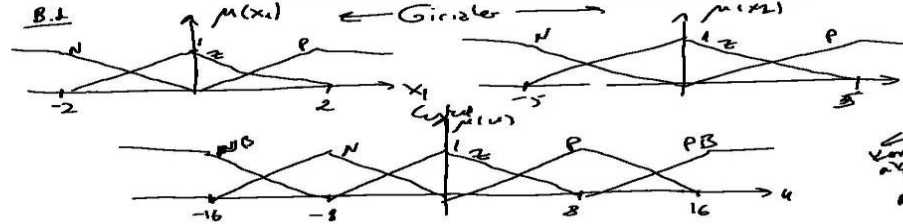
3.1 FAN tablosu

e, \dot{e}	NL	NS	Z	PS	PL
NL	PL	PL	PL	PS	Z
NS	PL	PL	PS	Z	NS
Z	PL	PS	Z	NS	NL
PS	PS	Z	NS	NL	NL
PL	Z	NS	NL	NL	NL





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B.2. Kural tablosu
FAM (Fuzzy
Associative
Memory)

$x_1 \backslash x_2$	P	Z	N
P	PB	P	Z
Z	P	Z	N
N	Z	N	NB

Kontrol
akşyon
tablosu

RL: if $x_1 = P$ and $x_2 = P$ then $u = PB$
...

11/11/20

B.3 Simülasyon (Mamdani men IE)

$x_1(0) = 1^0$, $x_2(0) = -4$ dpc

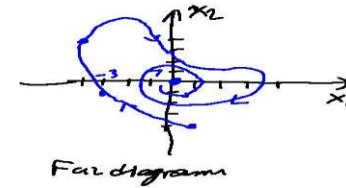
k	(x_1, x_2)	Fuzzy antecedent $\mu_A(x_1, x_2)$	u_k (Fuzzy consequent)
0	$(1, -4)$	$\frac{0.5}{P} + \frac{0.5}{N}$ $\mu_A(x_1, x_2)$ $\frac{0.5}{N} + \frac{0.2}{Z}$ $\mu_A(x_1, x_2)$	$x_1 = P, 0.5$ $x_2 = N, 0.5$ } $u = Z \rightarrow \min(0.5, 0.5) = 0.5Z$ $x_1 = P, 0.5$ $x_2 = Z, 0.2$ } $u = P \rightarrow \min(0.5, 0.4) = 0.2P$ $x_1 = Z, 0.5$ $x_2 = Z, 0.2$ } $u = Z \rightarrow \min(0.5, 0.2) = 0.2Z$ $x_1 = Z, 0.5$ $x_2 = N, 0.8$ } $u = N \rightarrow \min(0.5, 0.8) = 0.5N$
	$(-3, -1)$	$\frac{1}{N}$ $\mu_A(x_1, x_2)$ $\frac{0.3}{Z} + \frac{0.2}{N}$ $\mu_A(x_1, x_2)$	
	$(:)$		

$$u(1) = \frac{0.2 \cdot (-16) + 0.8 \cdot (-8)}{0.2 + 0.8} = -3.2 + (-6.4) = -9.6 //$$



Örnek (CA) :

$$u^* = u(0) = \frac{-8 \cdot 0.5 + 0.5 \cdot 0.5 + 0.7 \cdot 8}{0.5 + 0.5 + 0.2} = -2$$



Giris. Güçlü Bilgisinden Balanite Sistem Tasarımı:
(Wang-Mendel Yöntemi)

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Table-Lookup Kullararak Bulanır Kime Tasarımı:

$$(x^{(p)}; y^{(p)}), \quad p = 0, 1, 2, \dots, n$$

$$x^p \in U = [\alpha_1, \beta_1] \times [\alpha_2, \beta_2] \times \dots \times [\alpha_n, \beta_n]$$

$$y' \in V = [\alpha_y, \beta_y] \in \mathcal{Q}$$

B.1: $[\alpha_i, \beta_i]$, $i=1, 2, \dots, n$

$$A_{i_n}^j \quad (j=1, \dots, N_i) \text{ bulonik kame}$$

B^j ($j=1, 2, \dots, N_j$) bulantı kuvveti

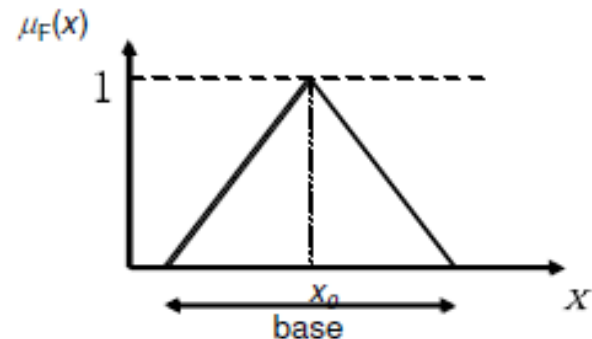
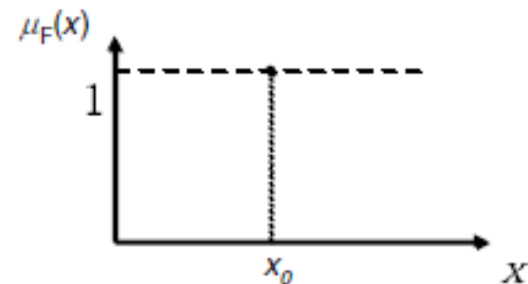
$$[\alpha_j, \beta_j]^t$$
 de tamaño n .

Örnekl:

$n=2$	$N_1=5$	$N_2=7$	$N_3=5$
↓	↓		
giriş	ortanca	ilave	çıkış
	giriş	giriş	çıkış
	çıkış	çıkış	çıkış
	sonuç	sonuç	sonuç

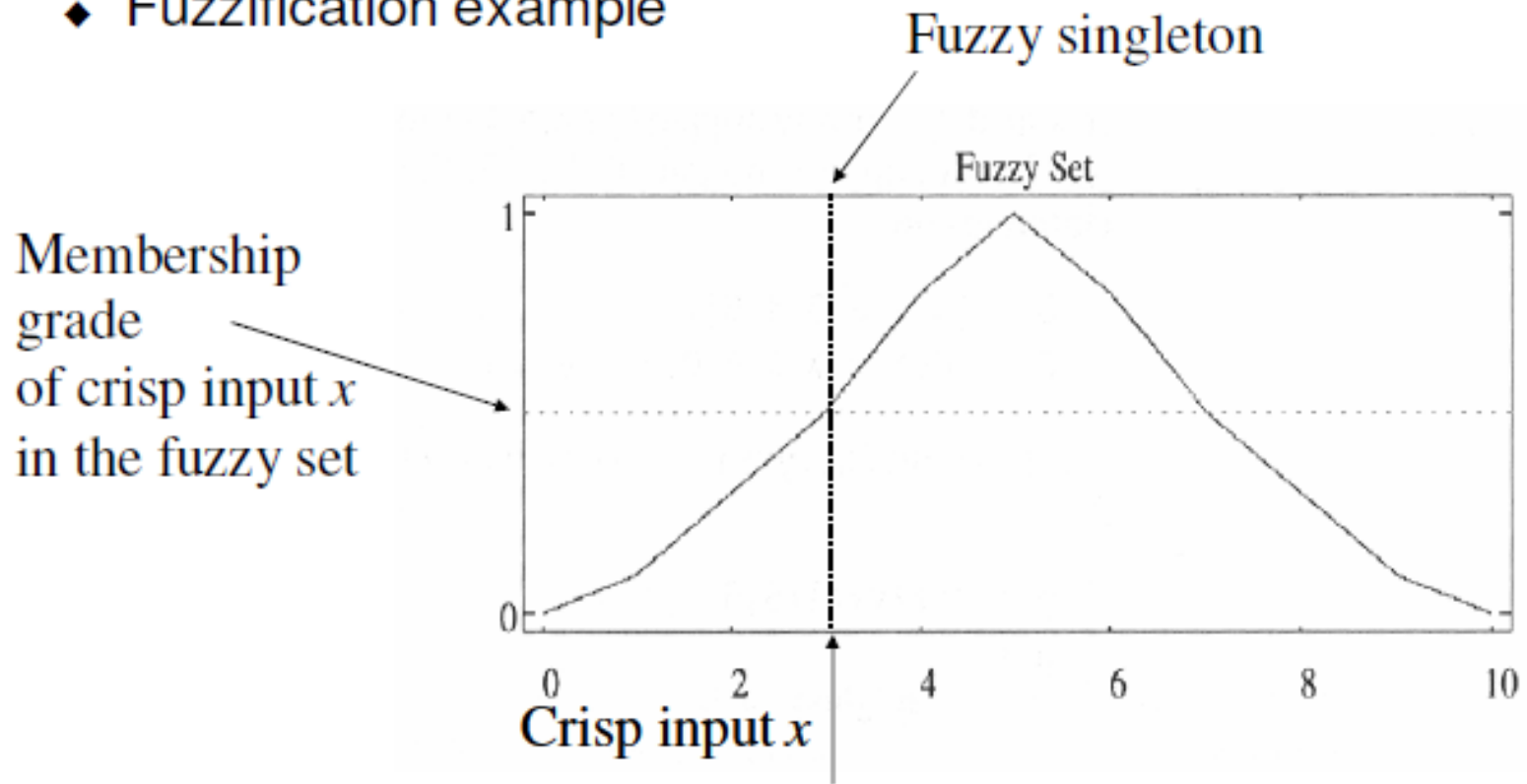
Fuzzification

- ◆ Process of making a crisp quantity fuzzy
- ◆ If it is assumed that input data do not contain noise of vagueness, a fuzzy singleton can be used
- ◆ If the data are vague or perturbed by noise, they should be converted into a fuzzy number

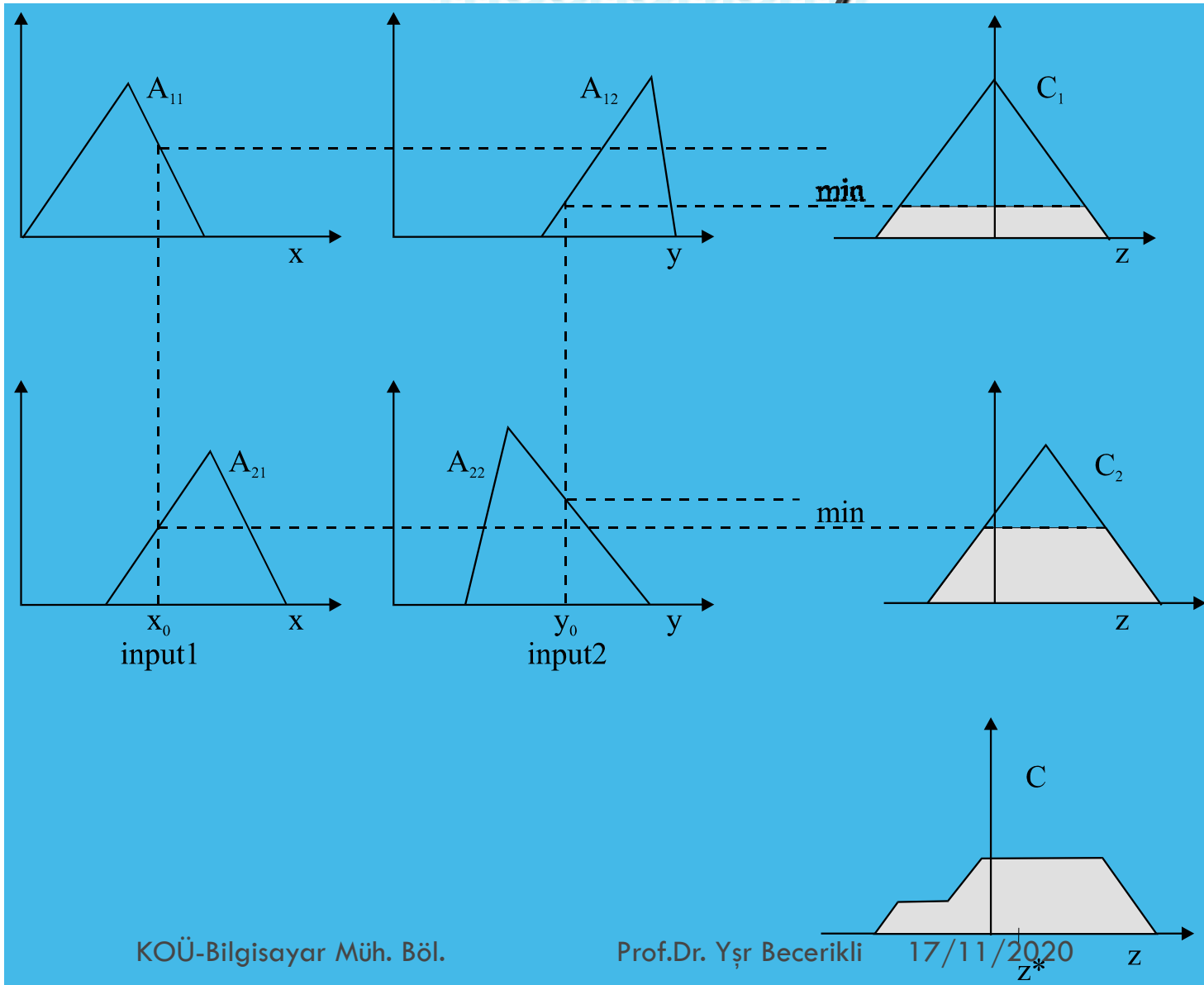


Fuzzification

- ◆ Fuzzification example



Mamdani Çıkartım (min. inference mechanism)



Sugeno Bulanık Çıkartım

- ❑ **Michio Sugeno** suggested to use a single spike, a *singleton*, as the membership function of the rule consequent. A **singleton**, or more precisely a **fuzzy singleton**, is a fuzzy set with a membership function that is unity at a single particular point on the universe of discourse and zero everywhere else.

Devam

Sugeno-style fuzzy inference is very similar to the Mamdani method. Sugeno changed only a rule consequent. Instead of a fuzzy set, he used a mathematical function of the input variable. The format of the **Sugeno-style fuzzy rule** is

IF x is A and y is B THEN z is $f(x,y)$
(eğer) (ise)

Burada, x , y ve z dilsel (linguistic) değişkenler; A ve B tanım aralığında (domain-universe of discourses) bulanık kümelerdir. Ve $f(x, y)$ deterministik/net (crisp) matematiksel fonksiyondur.

