

# 智能系统控制 实验四

## 模糊控制 实验报告

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## 一、实验目的

设被控对象为

$$G(s) = \frac{400}{s^2 + 500s}$$

进行模糊控制的仿真。

## 二、实验环境

实验环境：MATLAB R2018b

## 三、实验步骤

对模糊控制进行仿真：

%Fuzzy Controller Design

clear all;

close all;

a=newfis('fuzzf');

a = addvar(a, 'input', 'e', [-0.3, 0.3]); %Parameter e

a = addmf(a, 'input', 1, 'NB', 'zmf', [-0.3, -0.1]);

a = addmf(a, 'input', 1, 'NM', 'trimf', [-0.3, -0.2, 0]);

a = addmf(a, 'input', 1, 'NS', 'trimf', [-0.3, -0.1, 0.1]);

a = addmf(a, 'input', 1, 'Z', 'trimf', [-0.2, 0, 0.2]);

a = addmf(a, 'input', 1, 'PS', 'trimf', [-0.1, 0.1, 0.3]);

a = addmf(a, 'input', 1, 'PM', 'trimf', [0, 0.2, 0.3]);

a = addmf(a, 'input', 1, 'PB', 'smf', [0.1, 0.3]);

a = addvar(a, 'input', 'ec', [-0.3, 0.3]); %Parameter ec

a = addmf(a, 'input', 2, 'NB', 'zmf', [-0.3, -0.1]);

a = addmf(a, 'input', 2, 'NM', 'trimf', [-0.3, -0.2, 0]);

a = addmf(a, 'input', 2, 'NS', 'trimf', [-0.3, -0.1, 0.1]);

a = addmf(a, 'input', 2, 'Z', 'trimf', [-0.2, 0, 0.2]);

a = addmf(a, 'input', 2, 'PS', 'trimf', [-0.1, 0.1, 0.3]);

a = addmf(a, 'input', 2, 'PM', 'trimf', [0, 0.2, 0.3]);

a = addmf(a, 'input', 2, 'PB', 'smf', [0.1, 0.3]);

a = addvar(a, 'output', 'u', [-30, 30]); %Parameter u

a = addmf(a, 'output', 1, 'NB', 'zmf', [-30, -30]);

a = addmf(a, 'output', 1, 'NM', 'trimf', [-30, -20, 0]);

a = addmf(a, 'output', 1, 'NS', 'trimf', [-30, -10, 10]);

a = addmf(a, 'output', 1, 'Z', 'trimf', [-20, 0, 20]);

a = addmf(a, 'output', 1, 'PS', 'trimf', [-10, 10, 30]);

a = addmf(a, 'output', 1, 'PM', 'trimf', [0, 20, 30]);

a = addmf(a, 'output', 1, 'PB', 'smf', [10, 30]);

```
rulelist=[1 1 1 1 1;
```

```
%Edit rule base
```

```
1 2 1 1 1;
```

```
1 3 2 1 1;
```

```
1 4 2 1 1;
```

```
1 5 3 1 1;
```

```
1 6 3 1 1;
```

```
1 7 4 1 1;
```

```
2 1 1 1 1;
```

```
2 2 2 1 1;
```

```
2 3 2 1 1;
```

```
2 4 3 1 1;
```

```
2 5 3 1 1;
```

```
2 6 4 1 1;
```

```
2 7 5 1 1;
```

```
3 1 2 1 1;
```

```
3 2 2 1 1;
```

```
3 3 3 1 1;
```

```
3 4 3 1 1;
```

```
3 5 4 1 1;
```

```
3 6 5 1 1;
```

```
3 7 5 1 1;
```

```
4 1 2 1 1;
```

```
4 2 3 1 1;
```

```
4 3 3 1 1;
```

```
4 4 4 1 1;
```

```
4 5 5 1 1;
```

```
4 6 5 1 1;
```

```
4 7 6 1 1;
```

```
5 1 3 1 1;
```

```
5 2 3 1 1;
```

```
5 3 4 1 1;
```

```
5 4 5 1 1;
```

```
5 5 5 1 1;
```

```
5 6 6 1 1;
```

```
5 7 6 1 1;
```

```
6 1 3 1 1;
```

```
6 2 4 1 1;
```

```
6 3 5 1 1;
```

```

6 4 5 1 1;
6 5 6 1 1;
6 6 6 1 1;
6 7 7 1 1;

7 1 4 1 1;
7 2 5 1 1;
7 3 5 1 1;
7 4 6 1 1;
7 5 6 1 1;
7 6 7 1 1;
7 7 7 1 1];

a = addrule(a,rulelist);
showrule(a) %Show fuzzy rule base

a1=setfis(a, 'DefuzzMethod', 'mom'); %Defuzzy
writefis(a1, 'fuzzf'); %save to fuzzy file
"fuzz.fis" which can be
%simulated with fuzzy tool
a2 = readfis('fuzzf');
disp('-----');
disp(' fuzzy controller table: e = [-3, +3], ec = [-3, +3] ');
disp('-----');

Ulist = zeros(7,7);

for i = 1:7
    for j = 1:7
        e(i) = -4+i;
        ec(j) = -4+j;
        Ulist(i, j) = evalfis([e(i),ec(j)], a2);
    end
end

Ulist = ceil(Ulist)

figure(1);
plotfis(a2);
figure(2);
plotmf(a,'input',1);
figure(3);
plotmf(a,'input',2);
figure(4);

```

```

plotmf(a,'output',1);

%close all;
%figure(1);
%plot(t,y(:,1),'r',t,y(:,2),'k','linewidth',2);
%xlabel('time(s)');ylabel('yd,y');
%legend('Ideal position signal','position tracking');

```

采用的模糊规则一共有 49 条:

```

'1. If (e is NB) and (ec is NB) then (u is NB) (1) '
'2. If (e is NB) and (ec is NM) then (u is NB) (1) '
'3. If (e is NB) and (ec is NS) then (u is NM) (1) '
'4. If (e is NB) and (ec is Z) then (u is NM) (1) '
'5. If (e is NB) and (ec is PS) then (u is NS) (1) '
'6. If (e is NB) and (ec is PM) then (u is NS) (1) '
'7. If (e is NB) and (ec is PB) then (u is Z) (1) '
'8. If (e is NM) and (ec is NB) then (u is NB) (1) '
'9. If (e is NM) and (ec is NM) then (u is NM) (1) '
'10. If (e is NM) and (ec is NS) then (u is NM) (1) '
'11. If (e is NM) and (ec is Z) then (u is NS) (1) '
'12. If (e is NM) and (ec is PS) then (u is NS) (1) '
'13. If (e is NM) and (ec is PM) then (u is Z) (1) '
'14. If (e is NM) and (ec is PB) then (u is PS) (1) '
'15. If (e is NS) and (ec is NB) then (u is NM) (1) '
'16. If (e is NS) and (ec is NM) then (u is NM) (1) '
'17. If (e is NS) and (ec is NS) then (u is NS) (1) '
'18. If (e is NS) and (ec is Z) then (u is NS) (1) '
'19. If (e is NS) and (ec is PS) then (u is Z) (1) '
'20. If (e is NS) and (ec is PM) then (u is PS) (1) '
'21. If (e is NS) and (ec is PB) then (u is PS) (1) '
'22. If (e is Z) and (ec is NB) then (u is NM) (1) '
'23. If (e is Z) and (ec is NM) then (u is NS) (1) '
'24. If (e is Z) and (ec is NS) then (u is NS) (1) '
'25. If (e is Z) and (ec is Z) then (u is Z) (1) '
'26. If (e is Z) and (ec is PS) then (u is PS) (1) '
'27. If (e is Z) and (ec is PM) then (u is PS) (1) '
'28. If (e is Z) and (ec is PB) then (u is PM) (1) '
'29. If (e is PS) and (ec is NB) then (u is NS) (1) '
'30. If (e is PS) and (ec is NM) then (u is NS) (1) '
'31. If (e is PS) and (ec is NS) then (u is Z) (1) '
'32. If (e is PS) and (ec is Z) then (u is PS) (1) '
'33. If (e is PS) and (ec is PS) then (u is PS) (1) '
'34. If (e is PS) and (ec is PM) then (u is PM) (1) '

```

```

'35. If (e is PS) and (ec is PB) then (u is PM) (1)'
'36. If (e is PM) and (ec is NB) then (u is NS) (1)'
'37. If (e is PM) and (ec is NM) then (u is Z) (1)'
'38. If (e is PM) and (ec is NS) then (u is PS) (1)'
'39. If (e is PM) and (ec is Z) then (u is PS) (1)'
'40. If (e is PM) and (ec is PS) then (u is PM) (1)'
'41. If (e is PM) and (ec is PM) then (u is PM) (1)'
'42. If (e is PM) and (ec is PB) then (u is PB) (1)'
'43. If (e is PB) and (ec is NB) then (u is Z) (1)'
'44. If (e is PB) and (ec is NM) then (u is PS) (1)'
'45. If (e is PB) and (ec is NS) then (u is PS) (1)'
'46. If (e is PB) and (ec is Z) then (u is PM) (1)'
'47. If (e is PB) and (ec is PS) then (u is PM) (1)'
'48. If (e is PB) and (ec is PM) then (u is PB) (1)'
'49. If (e is PB) and (ec is PB) then (u is PB) (1)'

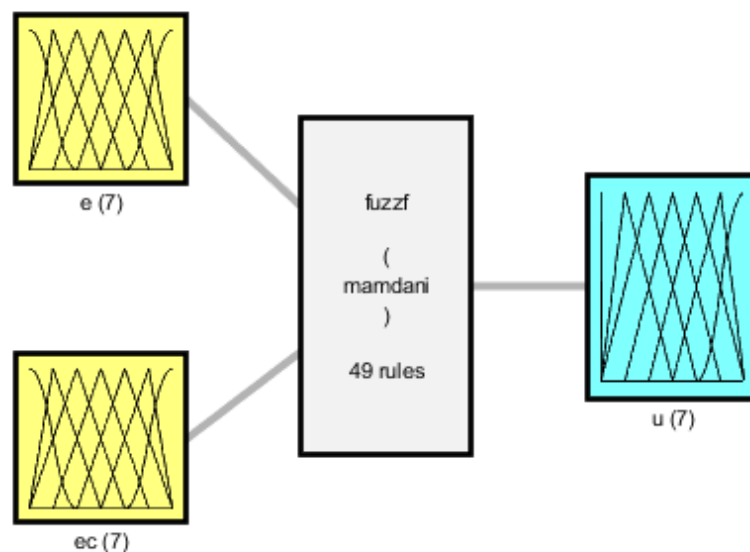
```

`ruleList` 是一个矩阵，每一行为一条规则，他们之间是 ALSO 的关系。

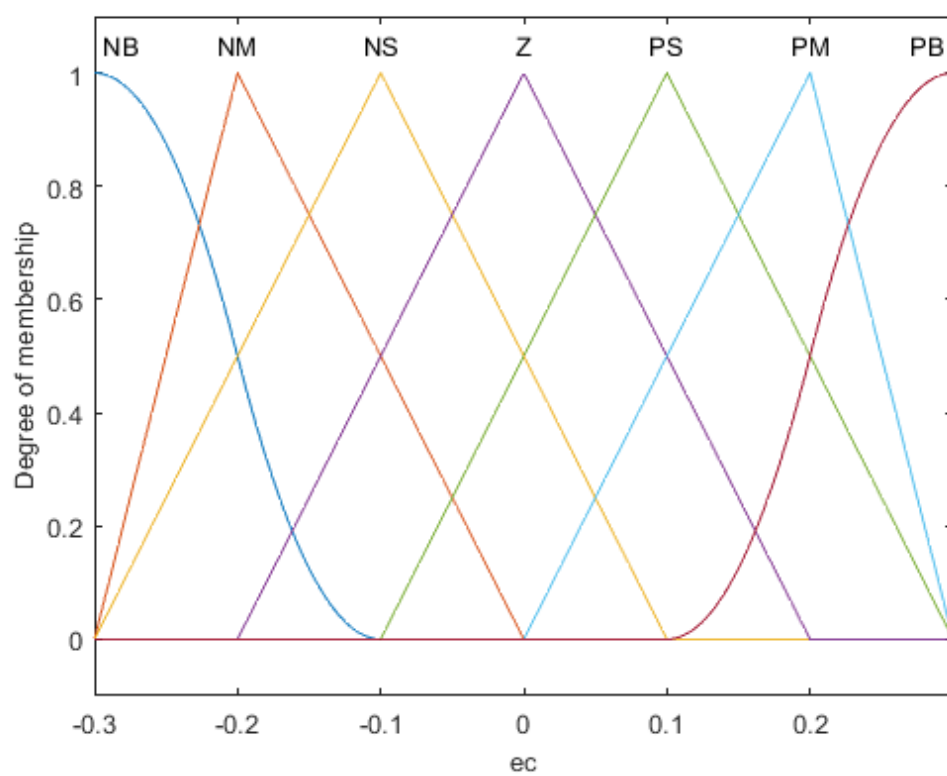
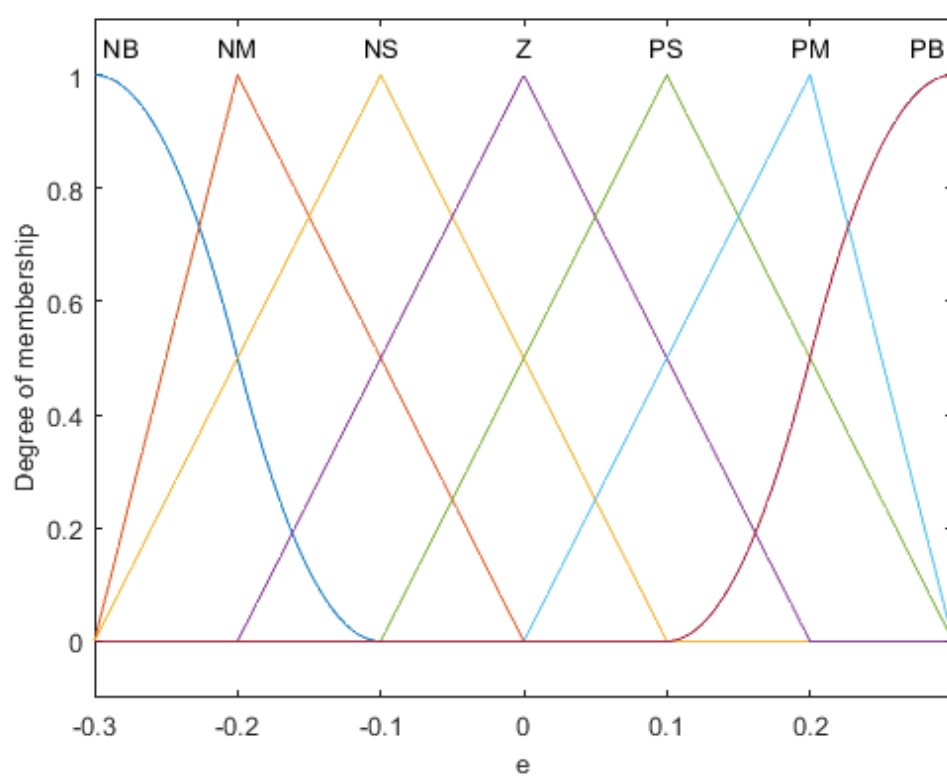
假定该 FIS 有  $N$  个输入和  $M$  个输出，则每行有  $N+M+2$  个元素，前  $N$  个数分别表示  $N$  个输入变量的某一个语言名称的 `index`，没有的话用 0 表示，后面的  $M$  个数也类似，最后两个分别表示该条规则的权重和各个条件的关系，1 表示 AND，2 表示 OR。

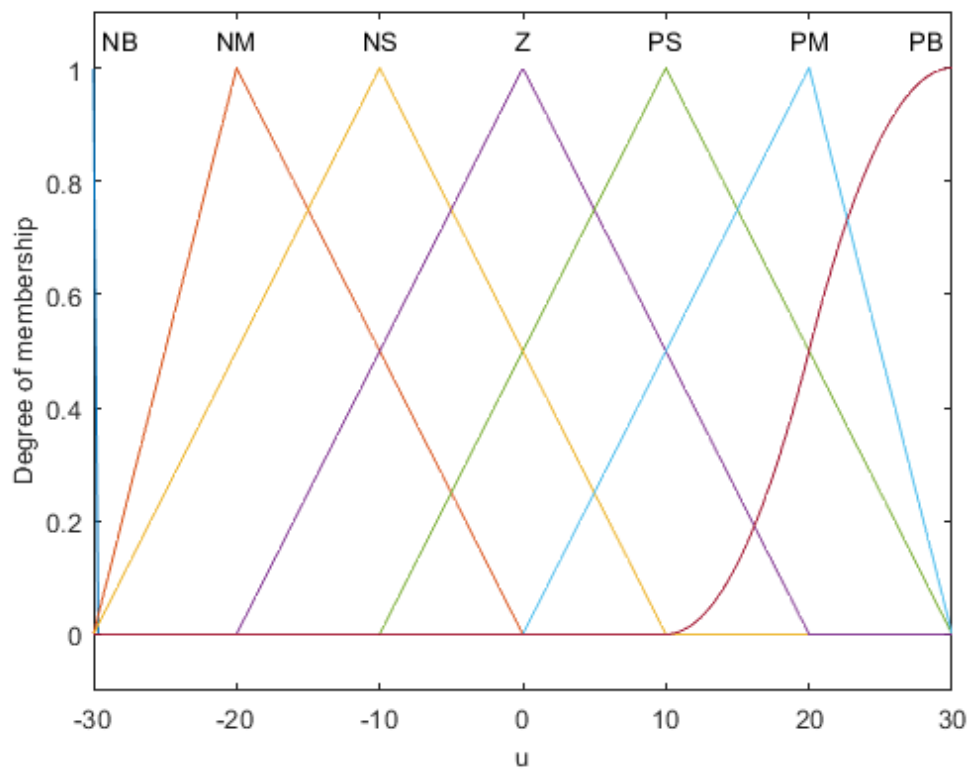
例如，当“输入 1”为“名称 1”和“输入 2”为“名称 3”时，输出为“输出 1”的“状态 2”，则写为：[1 3 2 1 1]。

可以得到模糊系统：

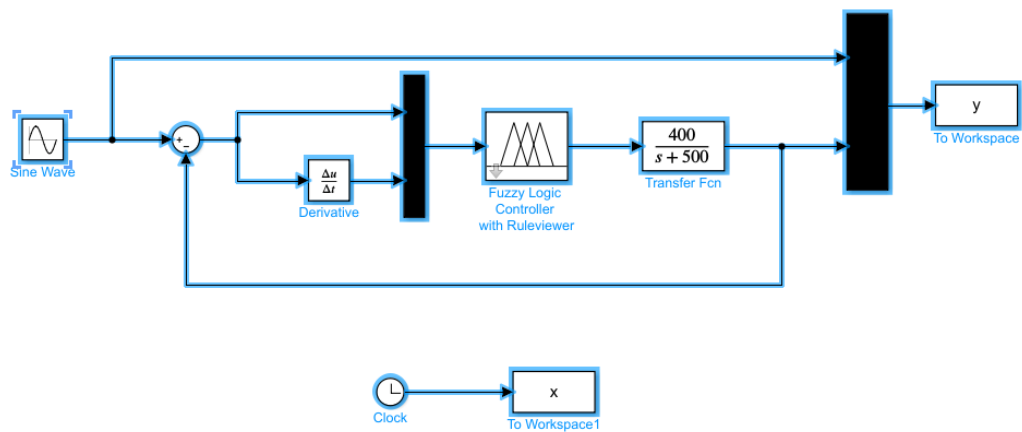


System fuzzf: 2 inputs, 1 outputs, 49 rules





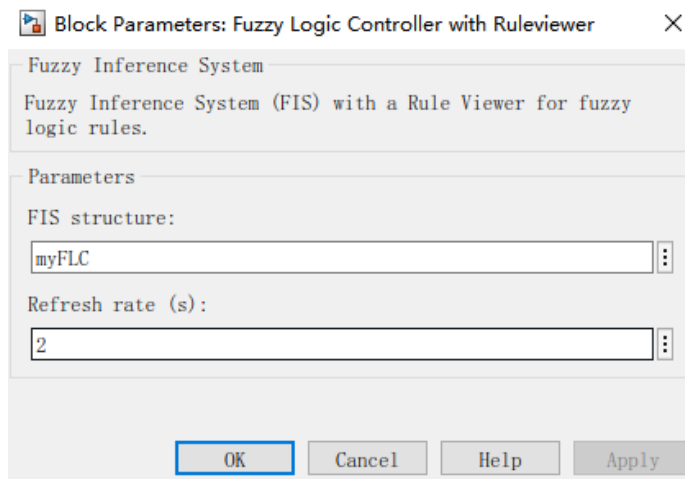
使用 Stimulink 进行建模:



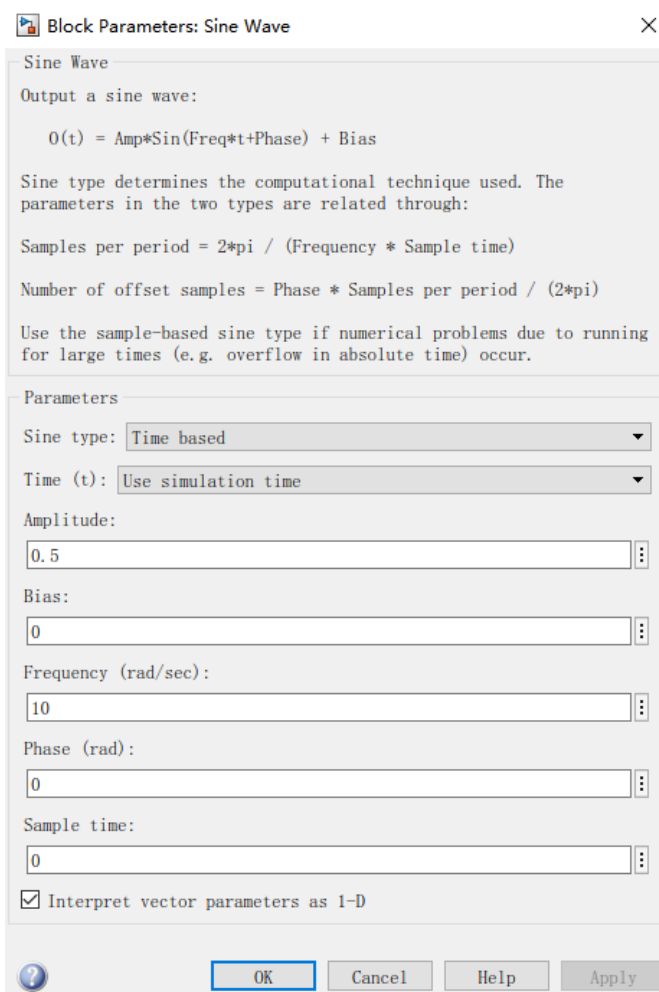
用命令加载刚刚生成的模糊控制模型。

```
myFLC=readfis('fuzzf.fis');
```

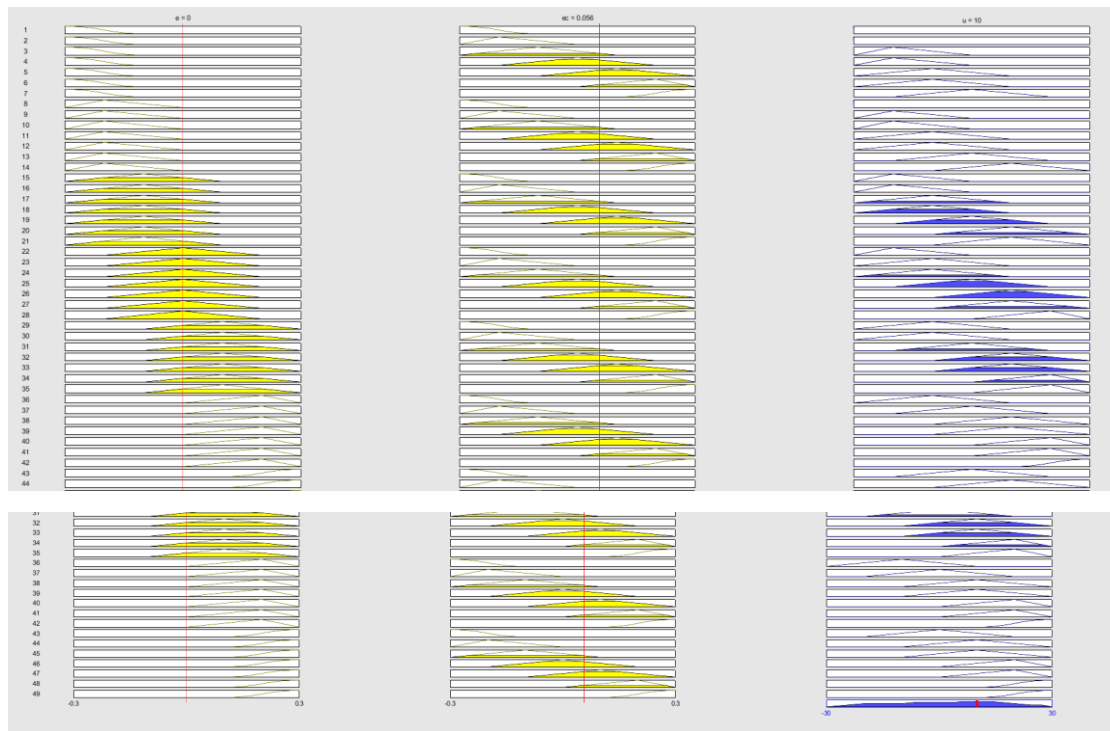




调节输入信号：



运行仿真程序，可以得到如下结果：



### 3.4 模糊推理:

Matlab 代码:

```
clear all;
```

```
close all;
```

```
A = [1; 0.5];
```

```
B = [0.1 0.5 1];
```

```
C = [0.2 1];
```

```
for i = 1 : 2
```

```
    for j = 1 : 3
```

```
        AB(i, j) = min(A(i), B(j));
```

```
    end
```

```
end
```

```
T1 = [];
```

```
for i = 1 : 2
```

```
    T1 = [T1, AB(i, :)];
```

```
end
```

```
for i = 1 : 6
```

```
    for j = 1 : 2
```

```
        R(i, j) = min(T1(i), C(j));
```

```
    end
```

```
end
```

```

A1 = [0.8 0.1];
B1 = [0.5 0.2 0];

for i = 1 : 2
    for j = 1 : 3
        AB1(i, j) = min(A1(i), B1(j));
    end
end

T2 = [];
for i = 1 : 2
    T2 = [T2, AB1(i, :)];
end

for i = 1 : 6
    for j = 1 : 2
        D(i, j) = min(T2(i), R(i, j));
        C1(j) = max(D(:, j));
    end
end

C1

```

```
>> chap3_3_4
```

```
C1 =
```

```

0.2000    0.2000

```