

**HUGE**

# Hello

**Fuzzy Logic**

**July 31, 2018**

# Agenda.

- 1. Motivation**
- 2. Ideas**
- 3. Fuzzy sets**
- 4. Membership functions**
- 5. Properties**

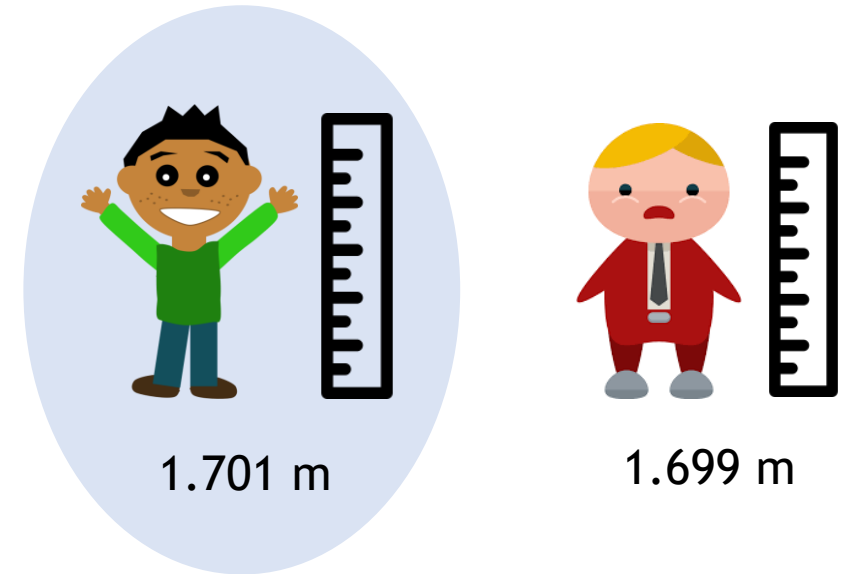
# Motivation

Is it not enough with the classic logic?

No, classic logic does not reflect the nature of the concepts and human thoughts.

e.g.

Let's define tall person if he/she is taller than 1.7m



*Tall people = { height | height > 1.7 m }*

# Basic ideas

**Uncertainty:** No sure and clear knowledge of any concept.

**Modeling and representation:** Simplification of a real world situation through abstraction.

**Modeling characteristics:**

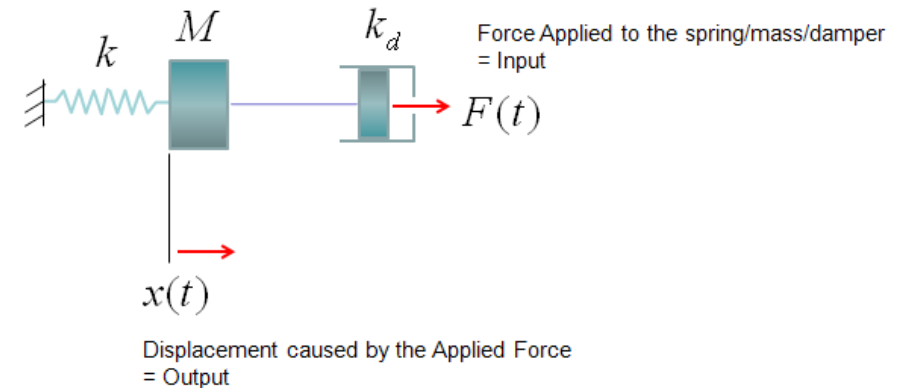
**Formality**

**Optimization**

**Solvable**

**Generality**

**Specificity**



# Types of uncertainty

Total certainty, certainty

Face or seal?  
True or false?



Neural networks are efficient?

The blonde woman is tall or low?

What does A mean? and B? ...  
variables not specified



Determinism

Randomness

**Ambiguity:** More information  
allows solving the problem

**Vagueness:** Accuracy in  
definitions

Confusion

# Some types of modeling

Randomness

Risk

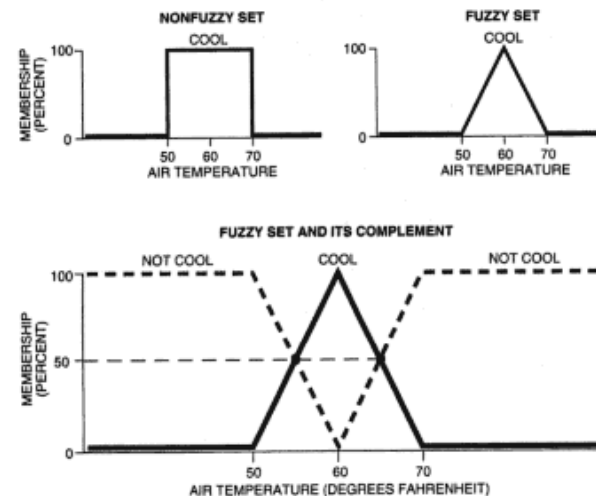
$$P(A) = \frac{N_A}{N}$$

Probability

Ambiguity

More information allows solving the problem

Vagueness-Precision in definitions

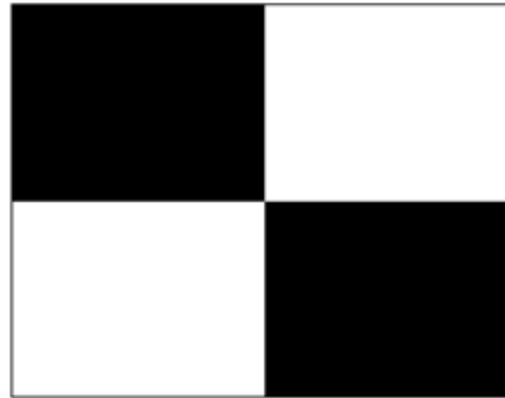


Fuzzy sets

# Classic vs. Fuzzy

## Classical logic:

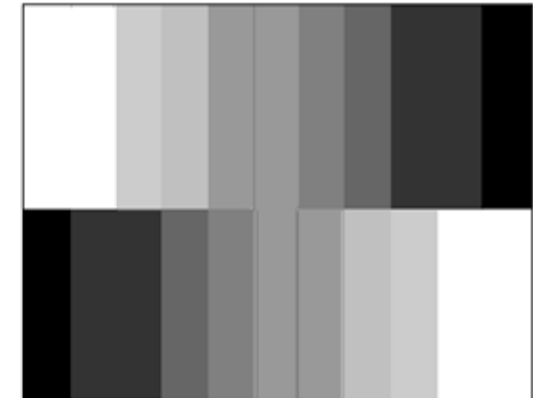
Two values (0,1) are considered to express true / false.



Classical logic

## Diffuse logic:

It is a multi-valued type of logic. 'possible'.



Diffuse logic

# Fuzzy sets

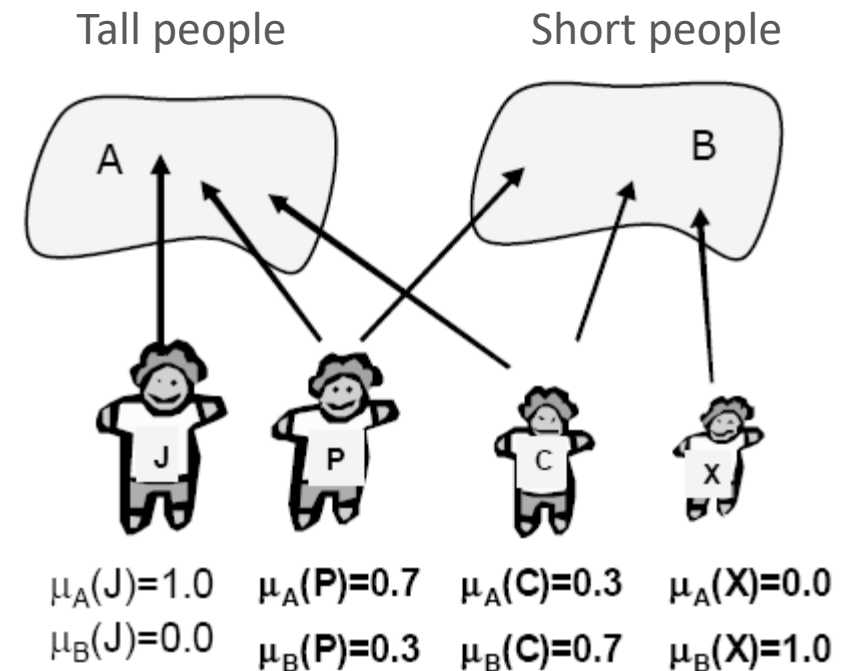
It is a model to describe the meaning of vague or imprecise words.

They are functions that relate a universe of objects.

The membership function that makes this relation for the fuzzy set A is the function

$\mu_A(x)$  gives the degree of belonging of the element  $x$  in the diffuse set A.

The fuzzyness describes the vagueness or imprecision of an event, definition or affirmation.





# Membership function

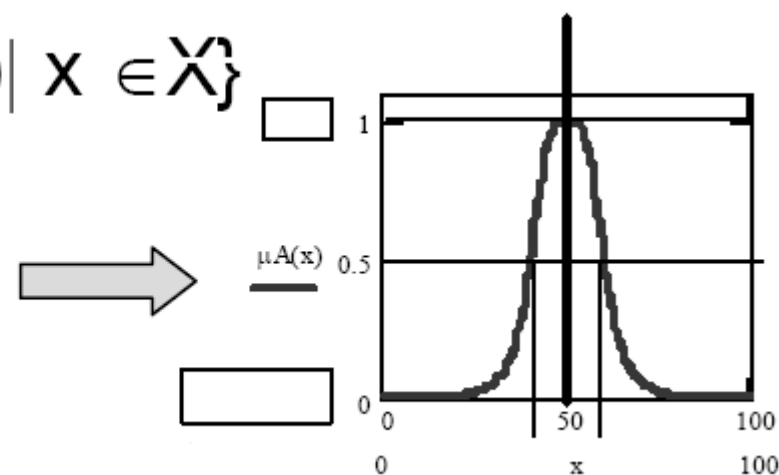
Assign to each element of the set a degree of belonging between 0 and 1. A fuzzy set  $A$  in  $X$  is defined by the set of ordered pairs

$$X, \mu_A(x)$$

Continuous fuzzy set

$$A = \{ x, \mu_A(x) \mid x \in X \}$$

$$\mu_A(x) = \frac{1}{1 + \left[ \frac{x - 50}{10} \right]^4}$$



# Membership function representations

Continuous variables:

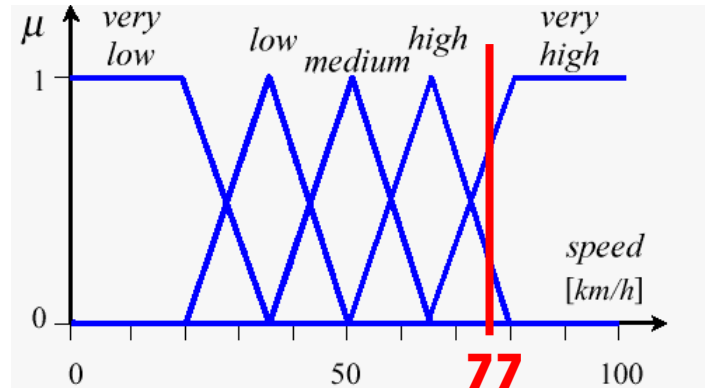
$$A = \int_x \frac{\mu_A(x)}{x}$$

Discrete variables:

$$A = \frac{\mu_A(x_1)}{x_1} + \frac{\mu_A(x_2)}{x_2} + \dots + \frac{\mu_A(x_n)}{x_n} = \sum_{x \in X} \frac{\mu_A(x_i)}{x_i}$$

The signs of sum and integral do not mean sum or integration but the union of the pairs  $(x_i, \mu_A(x_i))$ . In both cases, the horizontal line does not mean division. This is a boundary bar.

# Representation of fuzzy measurements



Speed at which we are going (77) a vertical is drawn.

Intersection value is taken looking at the vertical axis, there are TWO, the first is at a height of 0.20 and 0.75.

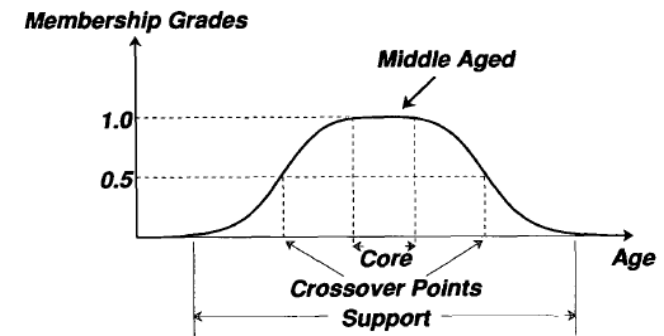
77 Km/h = 0.2 high speed, 0.75 Very high speed. Thus, the system has a “fuzzy” estimate of the current speed.

# Membership functions properties

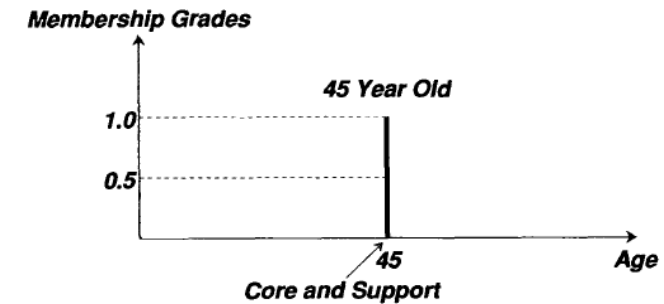
**Center:** Average of elements  $\mu_x = 1$

**Fuzzy Singleton:** Support is a point F in U with  $\mu_F = 1$

**Height:** Height, Greater membership degree... Normal set = 1



(a)



(b)

# Membership functions properties

The cardinality of a classical set is defined as the number of elements in the set.

The cardinality of a diffuse set **A** is the sum of all the membership degrees of all the elements **x** in **A**, that is:

$$|A| = \sum_{x \in U} \mu_A(x)$$

$$|A| = \int_{x \in U} \mu_A(x) dx$$

# Valid laws for classical sets but not for fuzzy sets

## Classical sets

(E is a classic set and there is nothing in common between E and  $\hat{E}$ )

$$E \cup \tilde{E} = \text{Universal set}$$

$$E \cap \tilde{E} = \emptyset$$

## Fuzzy sets

(A is a fuzzy set)

$$A \cup \tilde{A} \neq \text{Universal set}$$

$$A \cap \tilde{A} \neq \emptyset$$

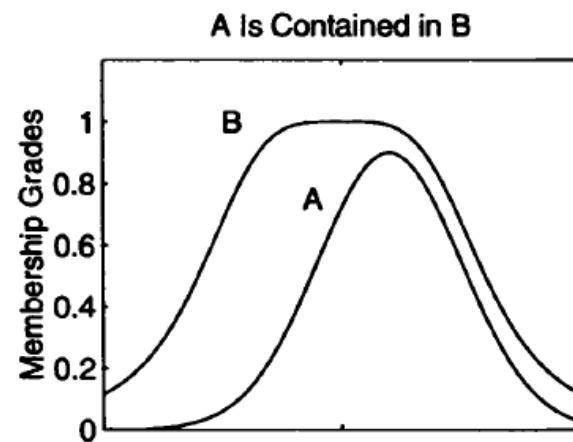
## Some classical set rules

Law of contradiction	$A \cap \bar{A} = \emptyset$
Law of the excluded middle	$A \cup \bar{A} = X$
Idempotency	$A \cap A = A, A \cup A = A$
Involution	$\overline{\bar{A}} = A$
Commutativity	$A \cap B = B \cap A, A \cup B = B \cup A$
Associativity	$(A \cup B) \cup C = A \cup (B \cup C)$ $(A \cap B) \cap C = A \cap (B \cap C)$
Distributivity	$A \cup (B \cap C) = (A \cup B) \cap (A \cup C)$ $A \cap (B \cup C) = (A \cap B) \cup (A \cap C)$
Absorption	$A \cup (A \cap B) = A$ $A \cap (A \cup B) = A$
Absorption of complement	$A \cup (\bar{A} \cap B) = A \cup B$ $A \cap (\bar{A} \cup B) = A \cap B$
DeMorgan's laws	$\overline{A \cup B} = \bar{A} \cap \bar{B}$ $\overline{A \cap B} = \bar{A} \cup \bar{B}$

# Fuzzy sets operations: Containment

**A is contained in fuzzy set B if and only if  $\mu_A(x) \leq \mu_B(x)$  for all  $x$ .**

$$A \subset B \iff \mu_A(x) \leq \mu_B(x)$$

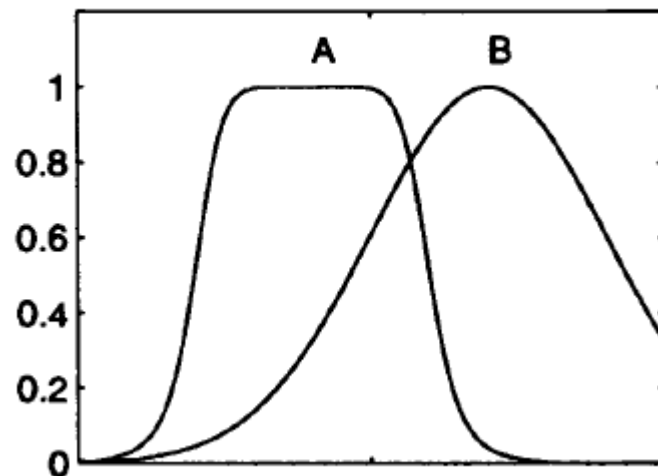


# Fuzzy sets operations: Complement

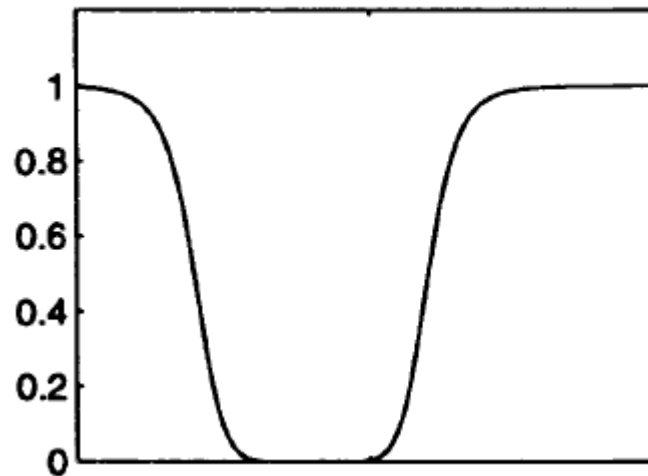
The complement of a fuzzy set A, is defined as:

$$\mu_{\overline{A}}(x) = 1 - \mu_A(x)$$

(a) Fuzzy Sets A and B



(b) Fuzzy Set "not A"





## Fuzzy sets operations: Other definitions of the complement

The previous definition is one of many in the literature. In order to be a valid operator, an operator must fulfill the following axiomatic requirements:

1.  $c(0) = 1$        $c(1) = 0$       **(Boundary)**
2. for all  $a, b \in [0,1]$ , if  $a < b$ , then  $c(a) \geq c(b)$        $a = \mu_A(x)$      $b = \mu_B(x)$   
**(Monotonicity)**
3.  $c(c(a)) = a$       **(No increment)**

## Fuzzy sets operations: Other definitions of the complement

- Sugeno (1977)

$$c_{\lambda} = \frac{1 - \alpha}{1 + \lambda \alpha} \quad \lambda \in (1, \infty)$$

- Yager (1980)

$$c_{\omega} = (1 - \alpha^{\omega})^{\frac{1}{\omega}} \quad \omega \in (0, \infty)$$

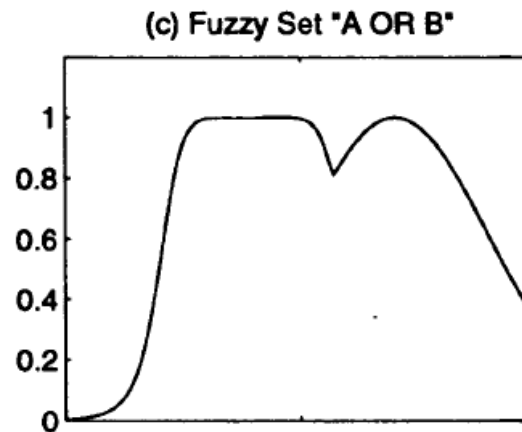
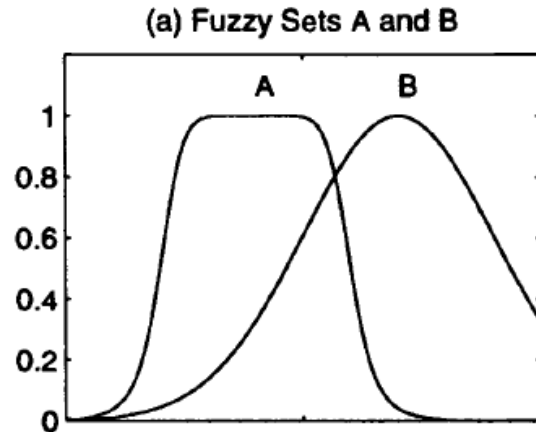
Where  $\alpha$  is the fuzzy value to which the complement is applied.

These definitions are actually generalizations of the complement operator, with the possibility of changing parameters.

# Fuzzy sets operations: Union

The union of two fuzzy sets **A** and **B**, is defined as:

$$A \cup B \iff \max(\mu_A(x), \mu_B(x))$$



In others words, the union is the smallest fuzzy set that contains A and B.

## Fuzzy sets operations: Other definitions of the union (S-norm)

The previous definition is one of many in the literature. In order to be a valid operator, an operator must fulfill the following axiomatic requirements:

1.  $s(1,1) = 1$        $s(0,a) = s(a,0) = a$       **(Boundary)**
2.  $s(a,b) = s(b,a)$       **(Commutativity)**
3. *If  $a \leq a'$  and  $b \leq b'$  then  $s(a,b) \leq s(a', b')$*       **(Monotonicity)**
4.  $s(s(a,b),c) = s(a, s(b,c))$       **(Associativity)**

## Fuzzy sets operations: Other definitions of the union

- **Dombi (1982)**

$$s_{\lambda}(a, b) = \frac{1}{1 + \left[ \left( \frac{1}{a} - 1 \right)^{-\lambda} + \left( \frac{1}{b} - 1 \right)^{-\lambda} \right]^{\frac{1}{\lambda}}} \quad \lambda \in (1, \infty)$$

- **Dubois-Prade (1980)**

$$s_{\alpha}(a, b) = \frac{a + b - ab - \min(a, b, 1 - \alpha)}{\max(1 - a, 1 - b, \alpha)} \quad \alpha \in [0, 1]$$

- **Yager (1980)**

$$s_{\omega}(a, b) = \min \left[ 1, (\alpha^{\omega} + b^{\omega})^{\frac{1}{\omega}} \right] \quad \omega \in (0, \infty)$$

- **Drastic sum**

$$s_{ds}(a, b) = \begin{cases} a & \text{if } b = 0 \\ b & \text{if } a = 0 \\ 1 & \text{otherwise} \end{cases}$$

## Fuzzy sets operations: Other definitions of the union

- **Einstein sum**

$$s_{es}(a, b) = \frac{a + b}{1 + ab}$$

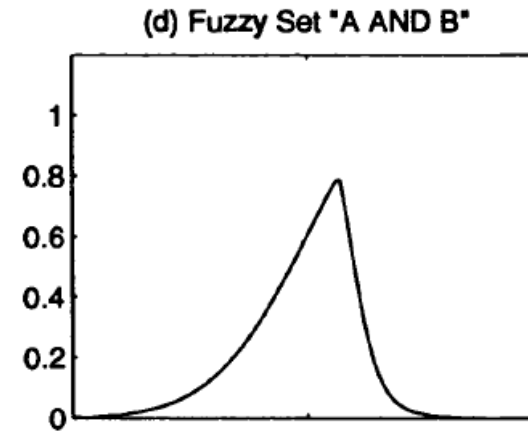
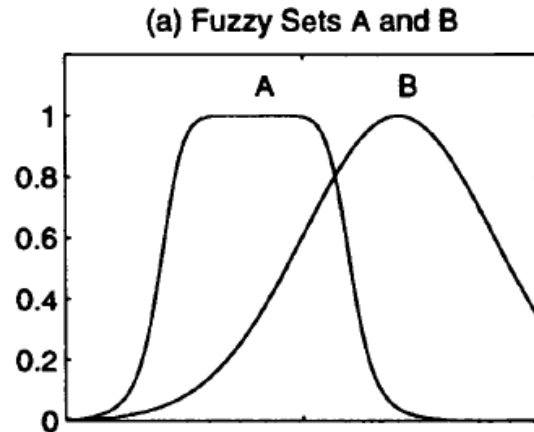
- **Algebraic sum**

$$s_{as}(a, b) = a + b - ab$$

# Fuzzy sets operations: Intersection

The intersection of two fuzzy sets A and B, is defined as:

$$A \cap B \iff \min(\mu_A(x), \mu_B(x))$$



In others words, the intersection is the largest fuzzy set which is contained in both A and B.

## Fuzzy sets operations: Other definitions of the intersection (T-norm)

The previous definition is one of many in the literature. In order to be a valid operator, an operator must fulfill the following axiomatic requirements:

1.  $t(0,0) = 0$        $t(1,a) = t(a,1) = a$       **(Boundary)**
2.  $t(a,b) = t(b,a)$       **(Commutativity)**
3. *If  $a \leq a'$  and  $b \leq b'$  then  $t(a,b) \leq t(a', b')$*       **(Monotonicity)**
4.  $t(t(a,b),c) = t(a, t(b,c))$       **(Associativity)**



## Fuzzy sets operations: Other definitions of the union

- **Dombi (1982)**

$$t_{\lambda}(a, b) = \frac{1}{1 + \left[ \left( \frac{1}{a} - 1 \right)^{\lambda} + \left( \frac{1}{b} - 1 \right)^{\lambda} \right]^{\frac{1}{\lambda}}} \quad \lambda \in (0, \infty)$$

- **Dubois-Prade (1980)**

$$t_{\alpha}(a, b) = \frac{ab}{\max(a, b, \alpha)} \quad \alpha \in [0, 1]$$

- **Yager (1980)**

$$t_{\omega}(a, b) = 1 - \min \left[ 1, ((1 - a)^{\omega} + (1 - b)^{\omega})^{\frac{1}{\omega}} \right] \quad \omega \in (0, \infty)$$

- **Drastic product**

$$t_{dp} = \begin{cases} a & \text{if } b = 1 \\ b & \text{if } a = 1 \\ 0 & \text{otherwise} \end{cases}$$

## Fuzzy sets operations: Other definitions of the union

- **Einstein product**

$$t_{es}(a, b) = \frac{ab}{2 - (a + b - ab)}$$

- **Algebraic product**

$$t_{ap}(a, b) = ab$$

## T-norms and S-Norms are duals which support the generalization of the DeMorgan's Law

$$t(a, b) = N(s(N(a), N(b)))$$

$$s(a, b) = N(t(N(a), N(b)))$$

Check it:

**Algebraic product**

$$t_{ap}(a, b) = ab$$

**Algebraic sum**

$$s_{as}(a, b) = a + b - ab$$

# Example

**A company is looking for an employee to assign him a new position. They are looking for a person with medium age or high experience but with low salary. The decision must be made from the following database:**

Last name	Birth date	Starting date	Salary
Arias	1994	2014	1
Benavides	1990	2009	3
Camargo	1988	2011	2
Díaz	1983	1999	5
Eslava	1995	2013	4

**Define the diffuse system that allows taking the decision of the employee that must be promoted. Using the fuzzy system, establish the name of the employee who will have the new position. You should clarify what are the universes of discourse, what are the linguistic values for each variable that is taken into account.**

# Membership functions

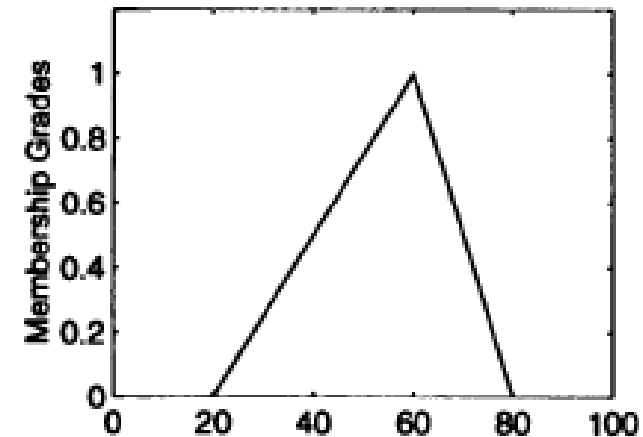
Triangular:

Three parameters {a,b,c}

$$\text{triangle}(x; a, b, c) = \begin{cases} 0, & x \leq a. \\ \frac{x-a}{b-a}, & a \leq x \leq b. \\ \frac{c-x}{c-b}, & b \leq x \leq c. \\ 0, & c \leq x. \end{cases}$$

$\text{triangle}(x; 20, 60, 80)$

(a) Triangular MF



# Membership functions

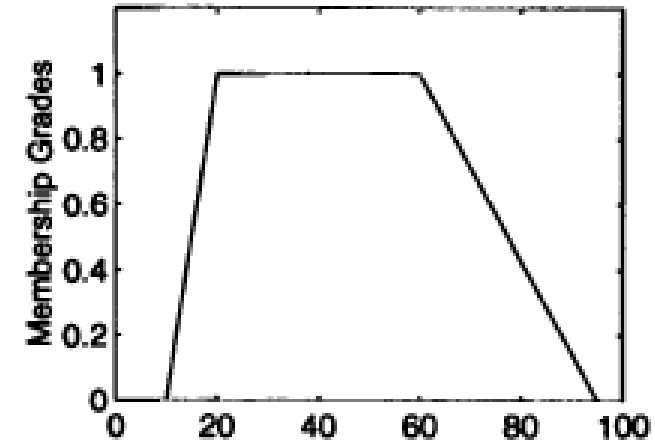
Trapezoidal:

Four parameters {a,b,c,d}

$$\text{trapezoid}(x; a, b, c, d) = \begin{cases} 0, & x \leq a. \\ \frac{x-a}{b-a}, & a \leq x \leq b. \\ 1, & b \leq x \leq c. \\ \frac{d-x}{d-c}, & c \leq x \leq d. \\ 0, & d \leq x. \end{cases}$$

*trapezoid(x; 10, 20, 60, 95)*

(b) Trapezoidal MF



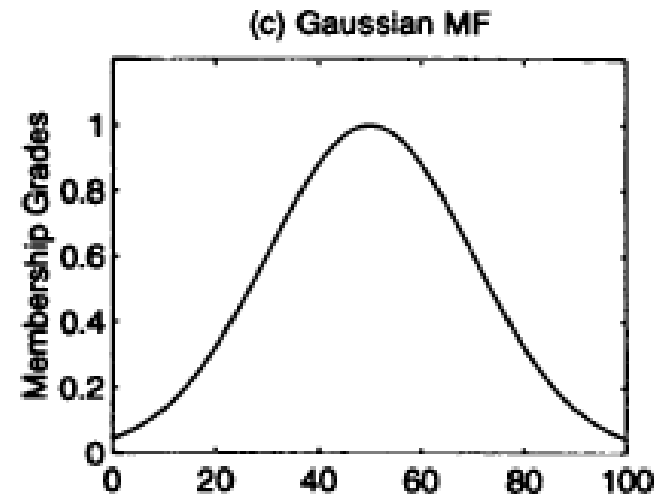
# Membership functions

Gaussian:

Two parameters {c,sigma}

$$\text{gaussian}(x; c, \sigma) = e^{-\frac{1}{2} \left( \frac{x-c}{\sigma} \right)^2}$$

*gaussian(x; 50, 20)*

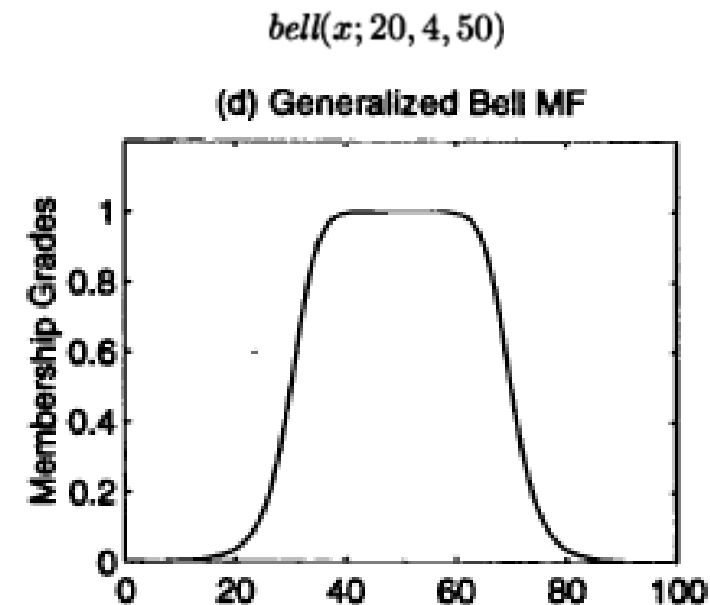


# Membership functions

**Generalized Bell:**

**Three parameters {a, b, c}**

$$\text{bell}(x; a, b, c) = \frac{1}{1 + \left| \frac{x - c}{a} \right|^{2b}}$$

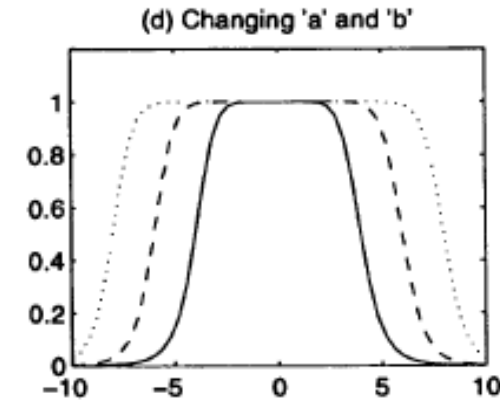
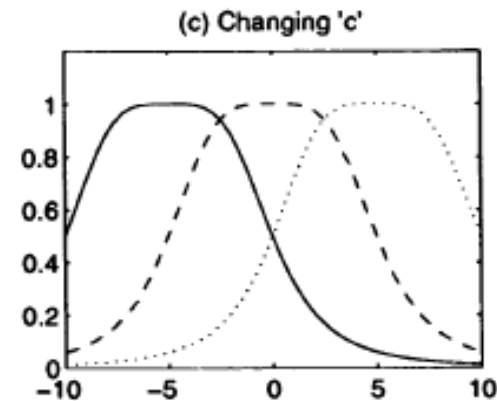
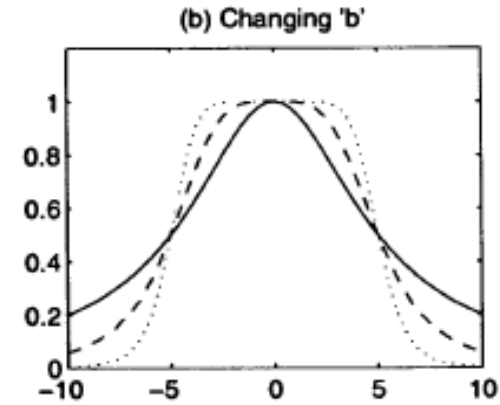
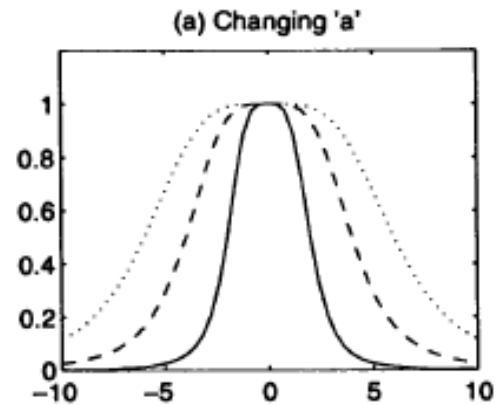


The parameter **b** is usually positive and controls the slope of the crossing points. When it is negative, the form of the membership function becomes an inverted bell. The parameter **c** controls the center of the bell, while **a** controls the width.



# Membership functions

## Generalized Bell:

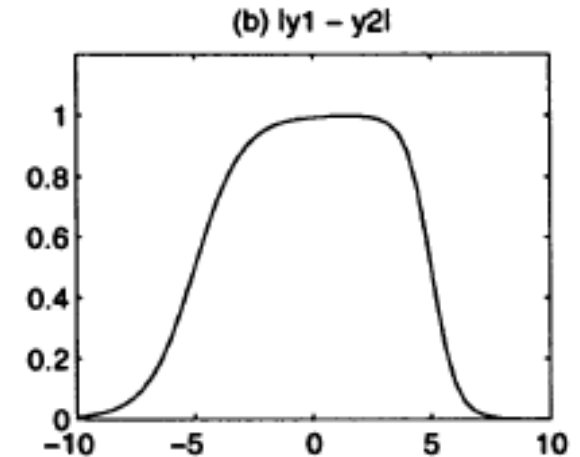
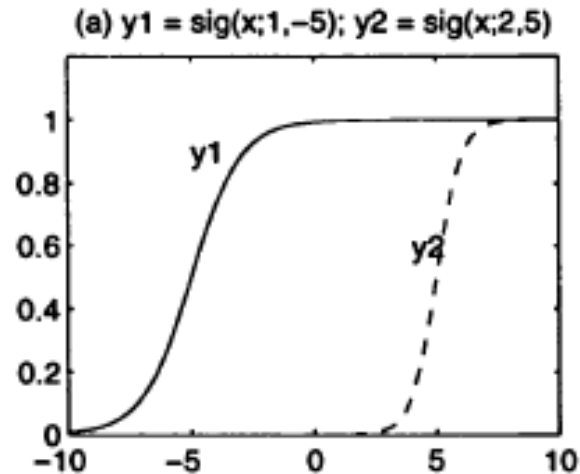


# Membership functions

Sigmoid:

Two parameters {a, c}

$$\text{sig}(x; a, c) = \frac{1}{1 + \exp[-a(x - c)]}$$



Ability to generate symmetrical and smooth functions.

Parameter  $a$  is responsible for giving direction (left or right) and slope.

The parameter  $c$  is the crossing point.

# Fuzzy relationships

Binary relationship  $X \times Y$ :

$$R = \{((x, y), \mu_R(x, y)) | (x, y) \in X \times Y\}$$

In other words, it is a function of “x” and “y”, and is defined for every “x” and “y” in the  $X \times Y$  plane.

$$\mu_R(x, y) = \begin{cases} \frac{y-x}{y+x+2} & \text{si } y \geq x \\ 0 & \text{si } y \leq x \end{cases}$$

$$R = \begin{bmatrix} 0 & 0.111 & 0.200 & 0.273 & 0.333 \\ 0 & 0 & 0.091 & 0.167 & 0.231 \\ 0 & 0 & 0 & 0.077 & 0.143 \end{bmatrix} \begin{matrix} X = \{3, 4, 5\} \\ Y = \{3, 4, 5, 6, 7\} \end{matrix}$$

# Fuzzy relationships

Fuzzy relationship examples:

- X is closed to Y (Between numbers)
- X depends on Y (Between events)
- X is similar to Y (Between objects)
- **If** X is long **then** Y is short (X is observed and Y is concluded)
- **If** the level is low **then** the input flow is high
- **If** the level is high **then** the input flow is low

# Fuzzy relationships

**Controlling the level of the tank:**

**Implications: Relationship between input and output sets.**

- **If the level is low then the input flow is high (R1)**
- **If the level is high then the input flow is low (R2)**

**Steps:**

- 1. Fuzzy sets definition.**
- 2. Rules definition.**
- 3. Membership functions definition.**
- 4. Mamdani implication (?)**

# Fuzzy implications

1. In fuzzy systems the human knowledge is represented in term of rules IF – THEN.
2. A fuzzy rule IF – THEN is a conditional expressed as:

Antecedent	Consequence
If “Fuzzy proposition” then “Fuzzy proposition”	

“Atomic fuzzy propositions” :  
Unique proposition, simple

x is A  
A: Linguistic value of the  
Linguistic variable X

“Compound fuzzy propositions” :  
Composed proposition

x is A and y is B

$$\mu_{A \cup B}(x, y) = S(\mu_A(x), \mu_B(y))$$

$$\mu_{A \cap B}(x, y) = T(\mu_A(x), \mu_B(y))$$

# Fuzzy implications

Classical logic:  $p \rightarrow q$

Fuzzy logic:

- Material implication:

$$R = A \rightarrow B = \neg A \cup B.$$

$$p \rightarrow q \quad \neg p \vee q$$
$$\mu_{Q_D}(x, y) = \max[1 - \mu_{FP_1}(x), \mu_{FP_2}(y)]$$

- Propositional calculus:

$$R = A \rightarrow B = \neg A \cup (A \cap B)$$

# Fuzzy implications

- Extended propositional calculus:

$$R = A \rightarrow B = (\neg A \cap \neg B) \cup B.$$

And we know now how to do this operations for fuzzy sets (complement, intersection, union)



# More fuzzy implications

- Zadeh implication:

$$p \rightarrow q \quad \neg p \vee (p \wedge q)$$

$$\mu_{Q_Z}(x, y) = \max[\min(\mu_{FP_1}(x), \mu_{FP_2}(y)), 1 - \mu_{FP_1}(x)]$$

- Gödel implication:

$$p \rightarrow q$$

$$\mu_{Q_G}(x, y) = \begin{cases} 1 & \text{if } \mu_{FP_1}(x) \leq \mu_{FP_2}(y) \\ \mu_{FP_2}(y) & \text{otherwise} \end{cases}$$

- Mamdani implication:

$$\mu_{Q_{MM}}(x, y) = \min[\mu_{FP_1}(x), \mu_{FP_2}(y)]$$

Fuzzy proposition

$$\mu_{Q_{MP}}(x, y) = \mu_{FP_1}(x) \mu_{FP_2}(y)$$

Fuzzy relationship

# Fuzzy implication

Now:

- **If** the level is low **then** the input flow is high (R1)
- **If** the level is high **then** the input flow is low (R2)

$$R1_{NxF}: \min(\mu_A(n), \mu_B(f))$$

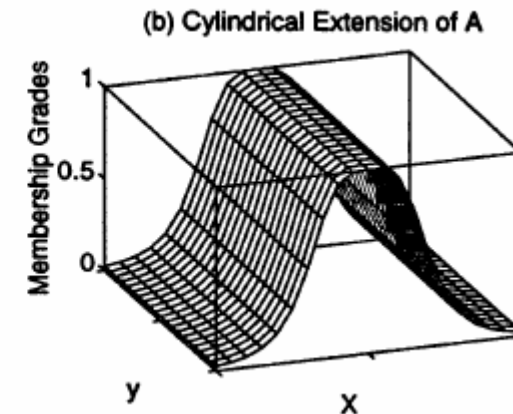
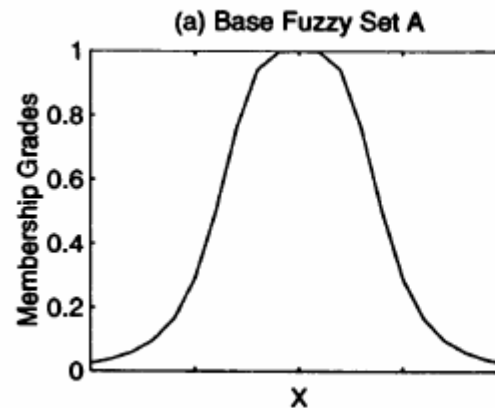
$$R2_{NxF}: \min(\mu_B(n), \mu_A(f))$$

# Cylindrical extension

This is the extension of a 1-D fuzzy membership function into a 2-D function.

If  $A$  is a fuzzy set in  $X$ , then its cylindrical extension in the plane  $X \times Y$  is a fuzzy set  $C(A)$  defined as:

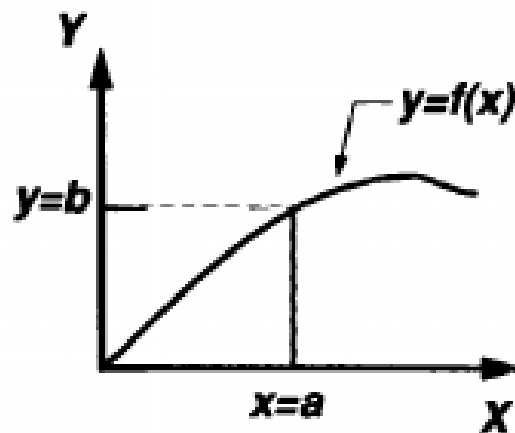
$$C(A) = \int \frac{\mu_A(x)}{(x,y)}$$



# Compositional fuzzy rule

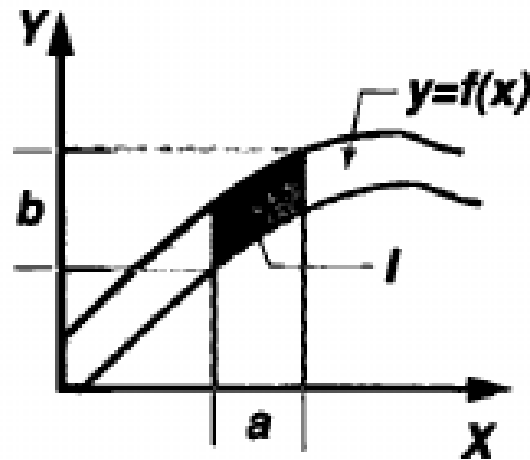
In calculus, one of the first expressions students learn is:  $f(x) = y$

If  $x=a$  is a point, its corresponding  $y$  can be obtained using  $f(x)$



# Compositional fuzzy rule

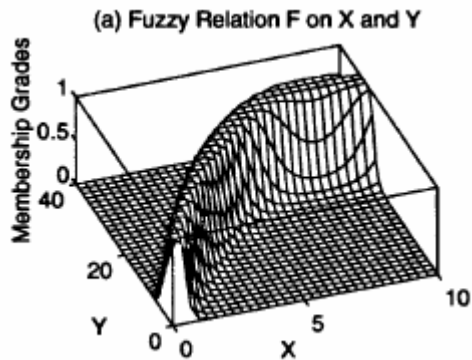
What if  $x$  is not a unique value, but a range of values:



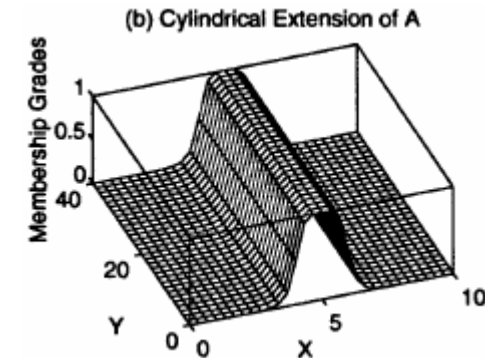
# Compositional fuzzy rule

For fuzzy something similar can be done:

Let be  $F$  the fuzzy relationship between  $X$  and  $Y$ .



Let be  $C(A)$  the cylindrical extension.



$$\mu_{c(A)}(x, y) = \mu_A(x).$$

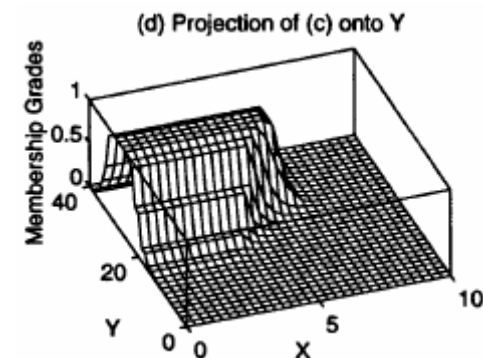
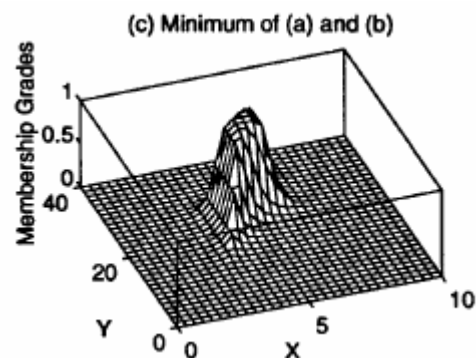
# Compositional fuzzy rule

The intersection between  $F$  y  $C(A)$ , is analogous to the shadow region of previous calculus example.

To find the interval we must make the projection the resulting function.

$$\begin{aligned}\mu_{C(A) \cap F}(x, y) &= \min[\mu_{C(A)}(x, y), \mu_F(x, y)] \\ &= \min[\mu_A(x), \mu_F(x, y)].\end{aligned}$$

$$\begin{aligned}\mu_B(y) &= \max_x \min[\mu_A(x), \mu_F(x, y)] \\ &= \bigvee_x [\mu_A(x) \wedge \mu_F(x, y)].\end{aligned}$$



# Fuzzy reasoning

The basic rule of inference in traditional logic is modus ponens, according to which one can infer the truth of a proposition B from the truth of a proposition A and of the implication  $A \rightarrow B$ .

premise 1 (fact):	x is A,
premise 2 (rule):	if x is A then y is B,
<hr/>	
consequence (conclusion):	y is B.

But human logic is not like that, for example, if we say “if the tomato is red, then it is ripe”, then we know that “if the tomato is half red, then it is more or less mature”

premise 1 (fact):	x is A',	$\mu_{B'}(y) = \max_x \min[\mu_{A'}(x), \mu_R(x, y)]$
premise 2 (rule):	if x is A then y is B,	$= \forall_x [\mu_{A'}(x) \wedge \mu_R(x, y)],$
<hr/>		
consequence (conclusion):	y is B',	$B' = A' \circ R = A' \circ (A \rightarrow B).$

Where A 'is close to A, and B' is close to B. Approximate Reasoning.



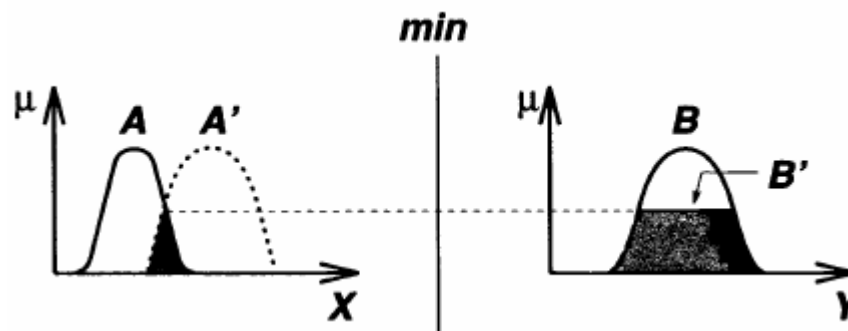
# Fuzzy reasoning

The simple scenario:

premise 1 (fact):	$x$ is $A$ ,
premise 2 (rule):	if $x$ is $A$ then $y$ is $B$ ,
consequence (conclusion):	$y$ is $B$ .

$$\begin{aligned}\mu_{B'}(y) &= [\forall x (\mu_{A'}(x) \wedge \mu_A(x))] \wedge \mu_B(y) \\ &= w \wedge \mu_B(y).\end{aligned}$$

The maximum degree of similarity of  $A'$  with  $A$ , to this portion the cylindrical extension is performed, we make the projection of the extension in  $Y$ , and then it intersects with  $B$ .



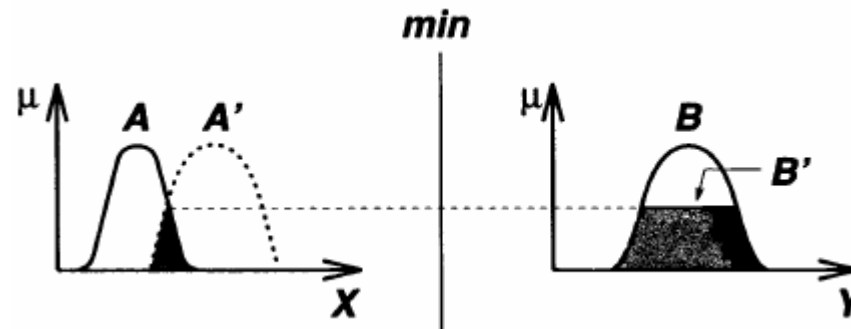
# Fuzzy reasoning

The simple scenario:

premise 1 (fact):	$x$ is $A$ ,
premise 2 (rule):	if $x$ is $A$ then $y$ is $B$ ,
consequence (conclusion):	$y$ is $B$ .

$$\begin{aligned}\mu_{B'}(y) &= [\forall x (\mu_{A'}(x) \wedge \mu_A(x))] \wedge \mu_B(y) \\ &= w \wedge \mu_B(y).\end{aligned}$$

The maximum degree of similarity of  $A'$  with  $A$ , to this portion the cylindrical extension is performed, we make the projection of the extension in  $Y$ , and then it intersects with  $B$ .

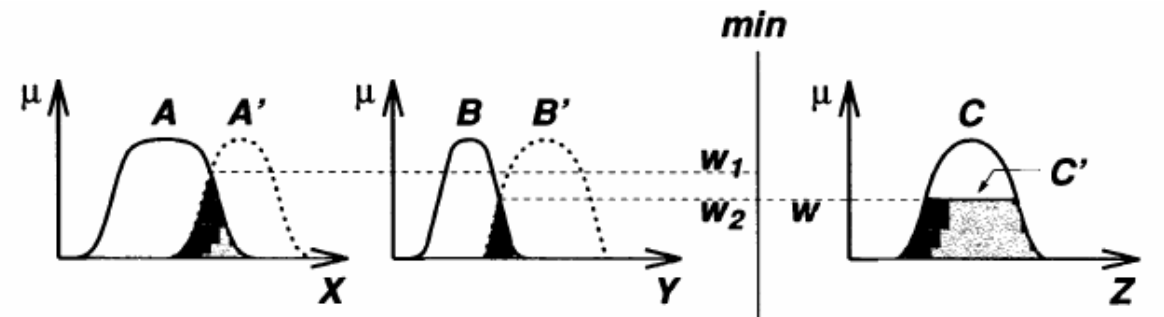


# Fuzzy reasoning

## Multiple antecedents:

premise 1 (fact):	$x$ is $A'$ and $y$ is $B'$ ,
premise 2 (rule):	if $x$ is $A$ and $y$ is $B$ then $z$ is $C$ ,
consequence (conclusion):	$z$ is $C'$ .

$$\begin{aligned}
 \mu_{C'}(z) &= \forall_{x,y} [\mu_{A'}(x) \wedge \mu_{B'}(y)] \wedge [\mu_A(x) \wedge \mu_B(y) \wedge \mu_C(z)] \\
 &= \forall_{x,y} \{ [\mu_{A'}(x) \wedge \mu_{B'}(y) \wedge \mu_A(x) \wedge \mu_B(y)] \} \wedge \mu_C(z) \\
 &= \underbrace{\{ \forall_x [\mu_{A'}(x) \wedge \mu_A(x)] \}}_{w_1} \wedge \underbrace{\{ \forall_y [\mu_{B'}(y) \wedge \mu_B(y)] \}}_{w_2} \wedge \mu_C(z) \\
 &= (w_1 \wedge w_2) \wedge \mu_C(z),
 \end{aligned}$$

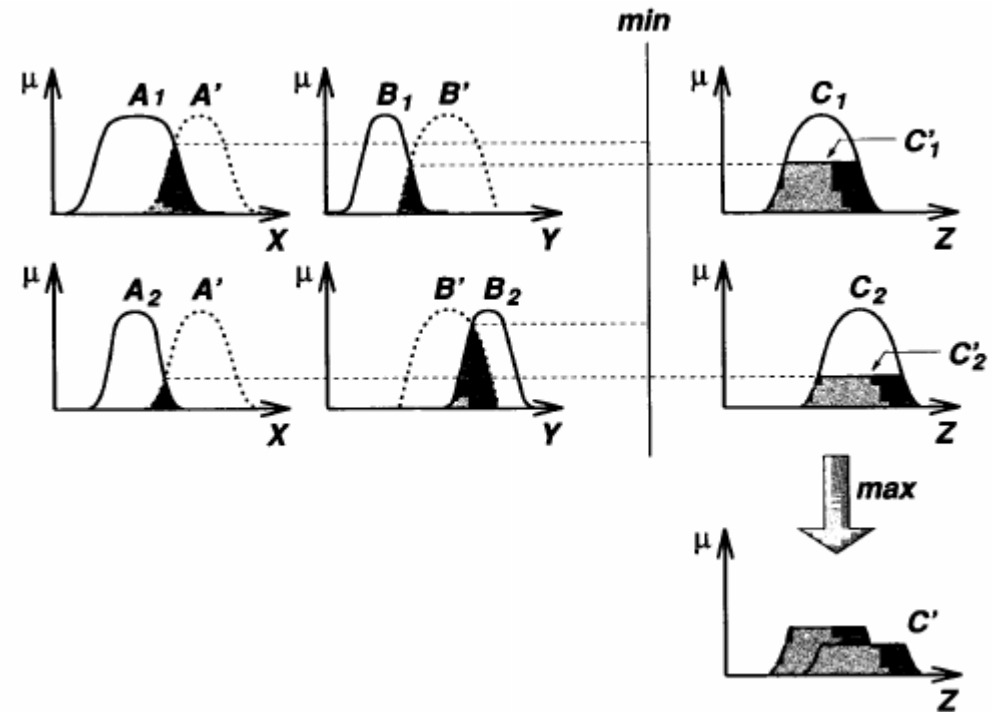


# Fuzzy reasoning

## Multiple antecedents and multiple rules:

premise 1 (fact):  $x$  is  $A'$  and  $y$  is  $B'$ ,  
 premise 2 (rule 1): if  $x$  is  $A_1$  and  $y$  is  $B_1$  then  $z$  is  $C_1$ ,  
 premise 3 (rule 2): if  $x$  is  $A_2$  and  $y$  is  $B_2$  then  $z$  is  $C_2$ ,  
 consequence (conclusion):  $z$  is  $C'$ ,

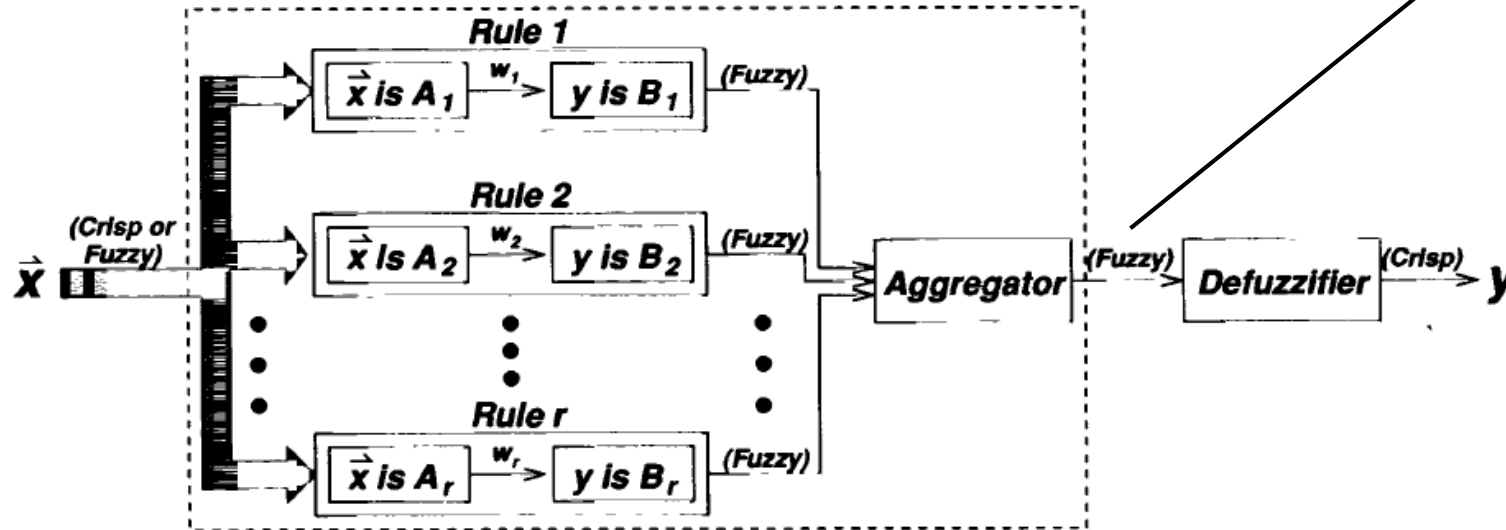
$$\begin{aligned}
 C' &= (A' \times B') \circ (R_1 \cup R_2) \\
 &= [(A' \times B') \circ R_1] \cup [(A' \times B') \circ R_2] \\
 &= C'_1 \cup C'_2,
 \end{aligned}$$



# Fuzzy inference systems

Every fuzzy system is composed by three components:

1. Rules.
2. Membership functions.
3. Reasoning mechanism.



We are here, what to do if we need a crisp output?

# Mamdani

**In order to fully specify a Mamdani system, the following functions must be assigned:**

- **Intersection (T-norm):** minimum, ...
- **Union (S-norm):** maximum, ...
- **Implication (T-norm):** Mamdani, ...
- **Agregation (S-norm):** maximum, ...
- **Defuzzyfier**

# Defuzzifiers

## Conditions to consider:

- **Plausibility:** the resulting point must represent the fuzzy set from an intuitive point of view (e.g. highest degree of belonging, center of function).
- **Computational Simplicity:** Important especially for fuzzy control, autonomous systems, real-time operation.
- **Continuity:** A small change in the fuzzy set should not imply a big change in the final value.

# Defuzzifiers

## Centroid

Mass center of the output function.

$$z_{\text{COA}} = \frac{\int_Z \mu_A(z) z \, dz}{\int_Z \mu_A(z) \, dz}$$

It is the most used strategy, because it has the same approach to the expected value in probability theory.



# Defuzzifiers

## Bisector of Area

At the point  $z$ , it meets the condition:

$$\int_{\alpha}^{z_{\text{BOA}}} \mu_A(z) dz = \int_{z_{\text{BOA}}}^{\beta} \mu_A(z) dz.$$

Where  $\alpha$  is the smallest value of the universe of discourse, and  $\beta$  is the highest value of the universe of discourse.

In other words,  $z$  is the point at which the output function is split into two equal areas.

# Defuzzifiers

## Mean of maximum

It is the center of mass of all the maximum points of the output function.

$$z_{\text{MOM}} = \frac{\int_{Z'} z \, dz}{\int_{Z'} dz} \quad Z' = \{z \mid \mu_A(z) = \mu^*\}$$

That is, it is the center of mass of all the points that comply with that when evaluated in the output function, the maximum value of the output function is obtained.

# Defuzzifiers

**Smallest of maximum:**

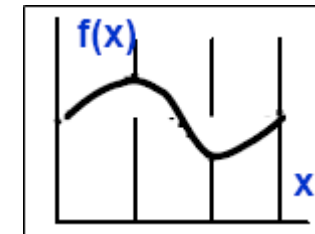
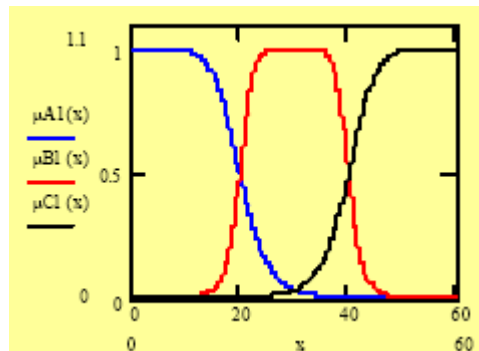
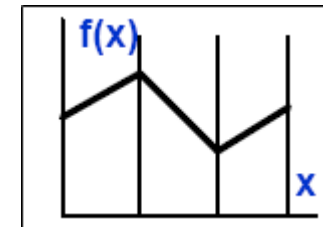
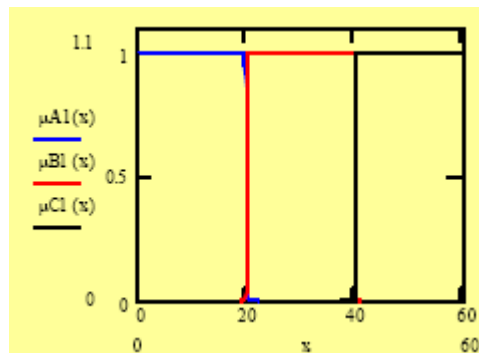
**From all the values of  $z$  that produce the maximum value of the output function, the smallest  $z$  is selected.**

**Largest of maximum:**

**From all the values of  $z$  that produce the maximum value of the output function, the largest  $z$  is selected.**

# Takagi-Sugeno systems

*If  $x$  is  $A$  and  $Y$  is  $B$  THEN  $z = f(x, y)$*



# Takagi-Sugeno systems

If X is small, then Y (x) = y1 (x)

If X is medium, then Y (x) = y2 (x)

If X is large, then Y (x) = y3 (x)

The output of the system is given by:

$$z(x) = \frac{\mu_p(x)*y_1(x) + \mu_m(x)*y_2(x) + \mu_g(x)*y_3(x)}{\mu_p(x) + \mu_m(x) + \mu_g(x)}$$

# Examples

**Implement a decision system to give the tip in a restaurant, depending on the quality of the food and the quality of service, both rated from 0 to 10.**

**To solve this problem we will use MATLAB.**

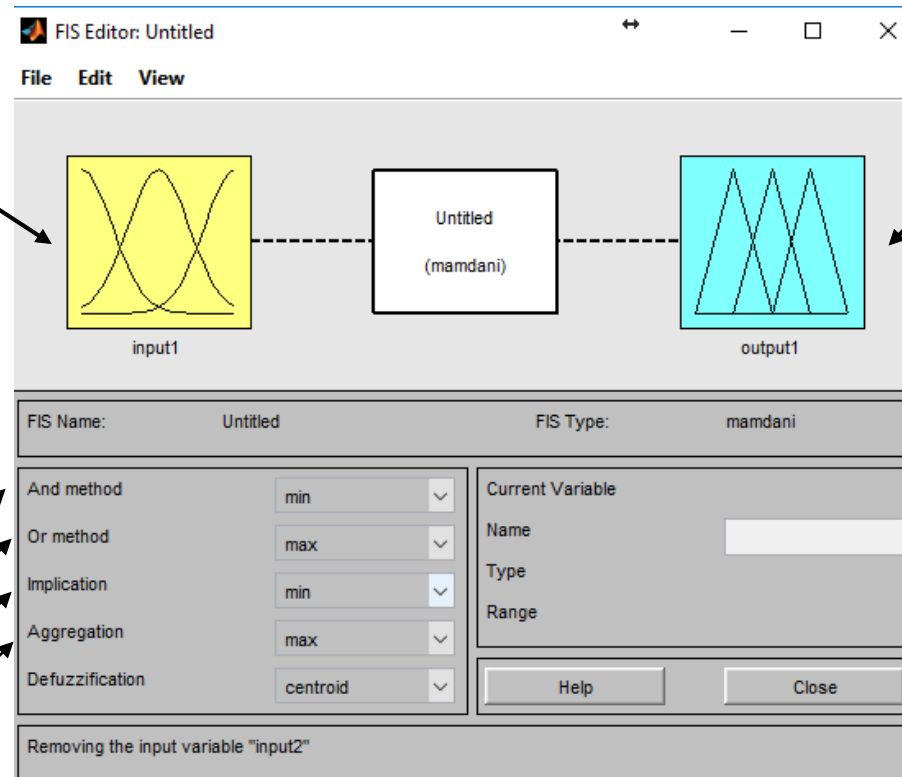
**In the command console you should write: fuzzy**  
**The following interface will open.**

# Examples

Input  
variables

Output  
variables

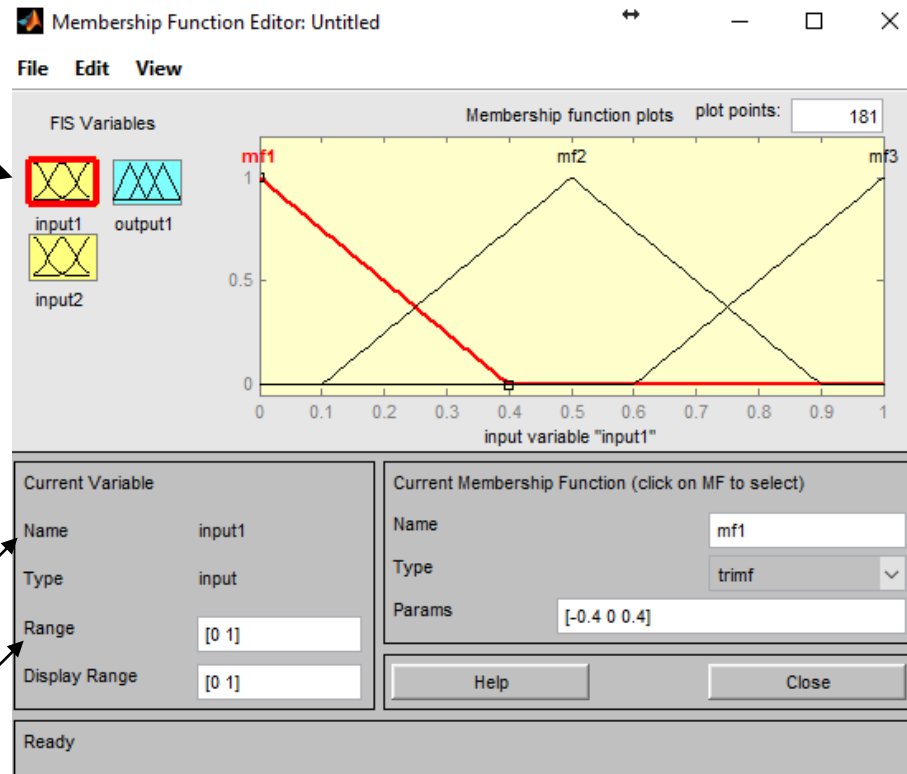
Intersection  
Union  
Implication  
Agregation



# Examples

Variables to  
modify

Variable  
name  
Range



Type of  
membership  
function



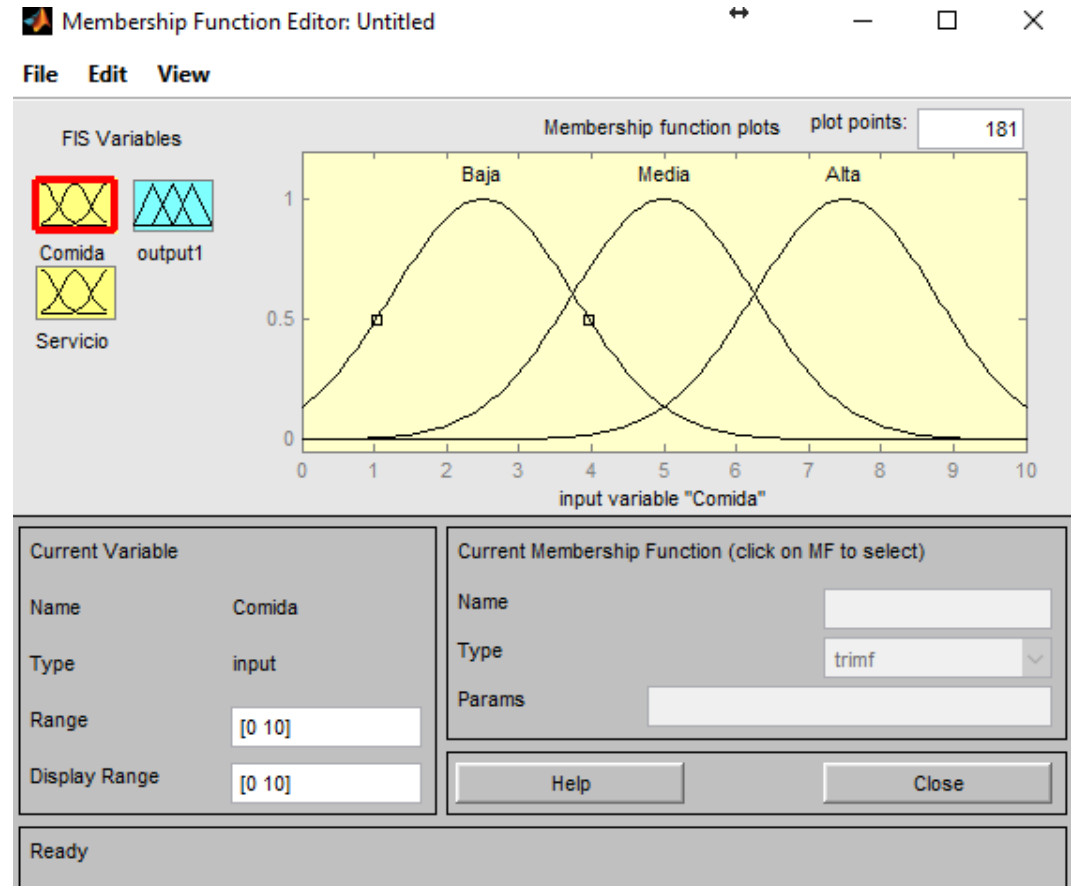
# Examples

Comida:

Baja: Gaussiana(2.5, 1.25)

Media: Gaussiana(5, 1.25)

Alta: Gaussiana(7.5, 1.25)



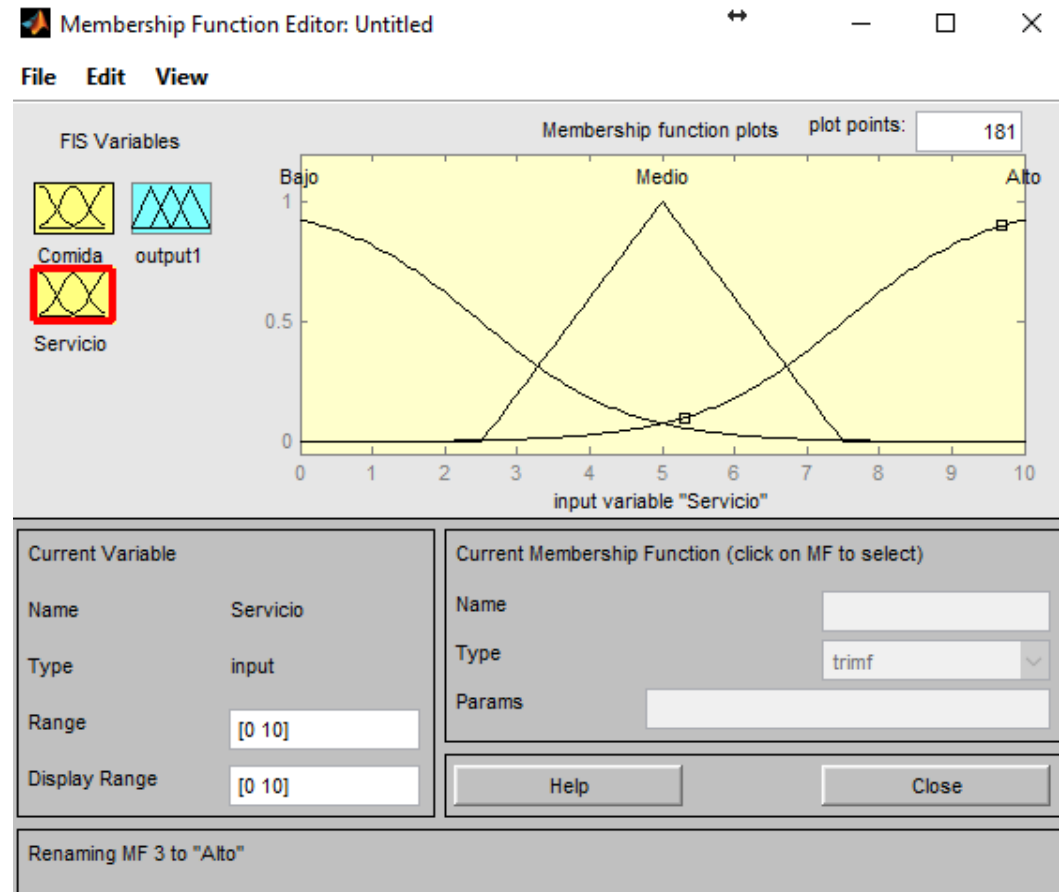
# Examples

Servicio:

Baja: Sigmoidal(-1, 2.5)

Media: Triangular(2.5, 5, 7.5)

Alta: Sigmoidal(1, 7.5)



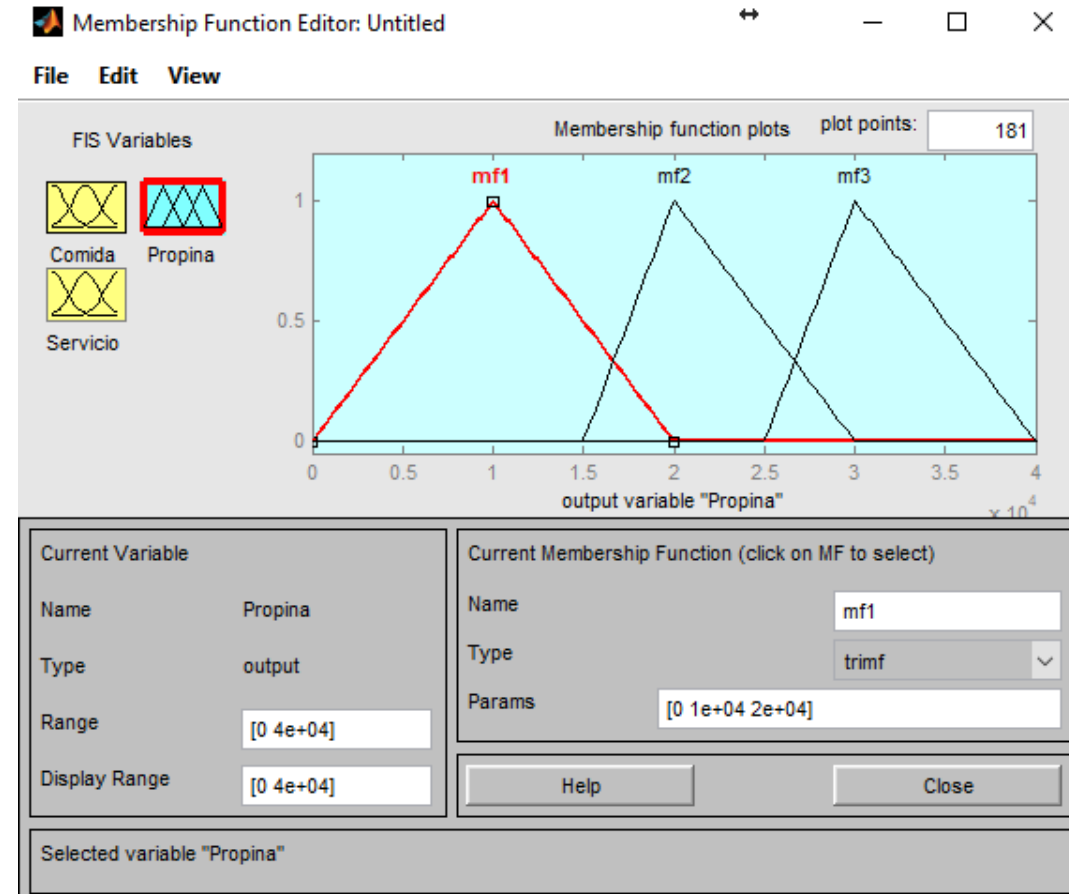
# Examples

Tip:

Baja: Triangular(0,10000,20000)

Media: Triangular(15000,20000,30000)

Alta: Triangular(25000,30000,40000)



# Examples

## Rules

Rule Editor: Untitled

File Edit View Options

1. If (Comida is Baja) and (Servicio is Bajo) then (Propina is Baja) (1)  
2. If (Comida is Baja) and (Servicio is Medio) then (Propina is Media) (1)  
3. If (Comida is Baja) and (Servicio is Medio) then (Propina is Alta) (1)  
4. If (Comida is Media) and (Servicio is Bajo) then (Propina is Media) (1)  
5. If (Comida is Alta) and (Servicio is Bajo) then (Propina is Media) (1)  
6. If (Comida is Alta) and (Servicio is Alto) then (Propina is Alta) (1)

If

Comida is

Baja  
Media  
Alta  
none

and

Servicio is

Bajo  
Medio  
Alto  
none

Then

Propina is

Baja  
Media  
Alta  
none

☐ not

☐ not

☐ not

Connection

☐ or

☒ and

Weight:

1

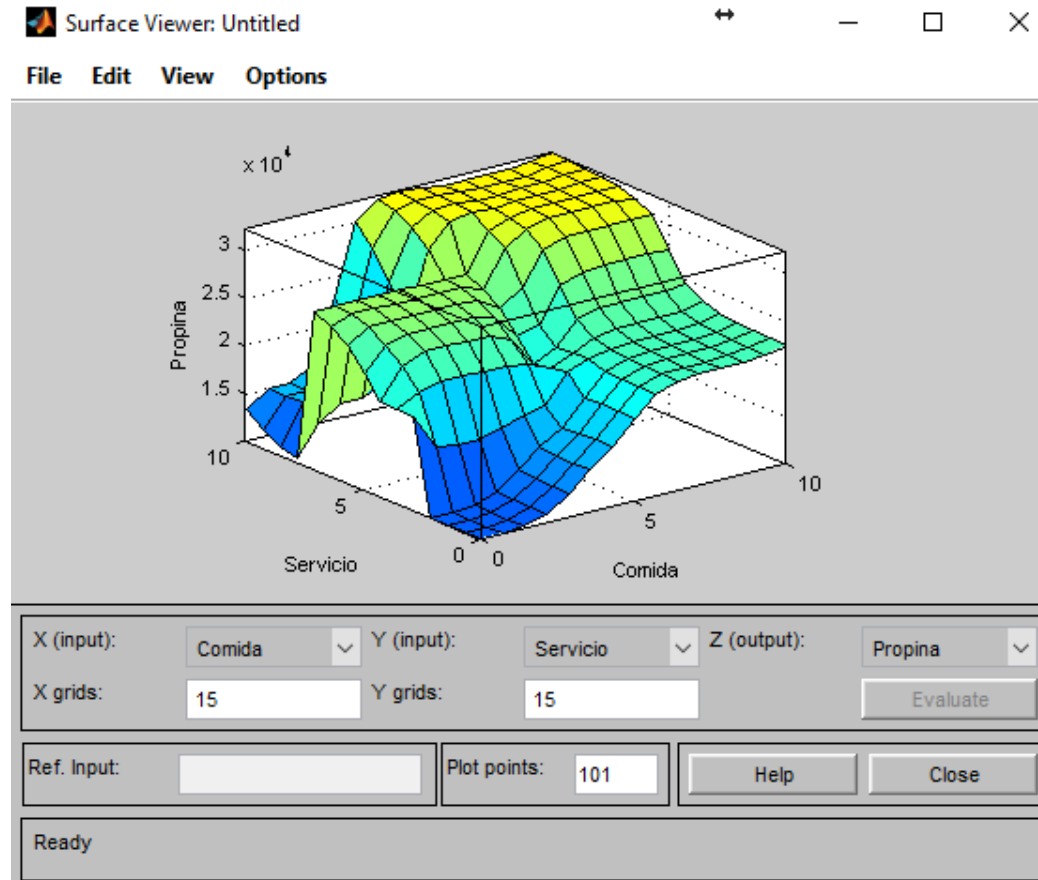
Delete rule Add rule Change rule << >>

The rule is added

Help Close

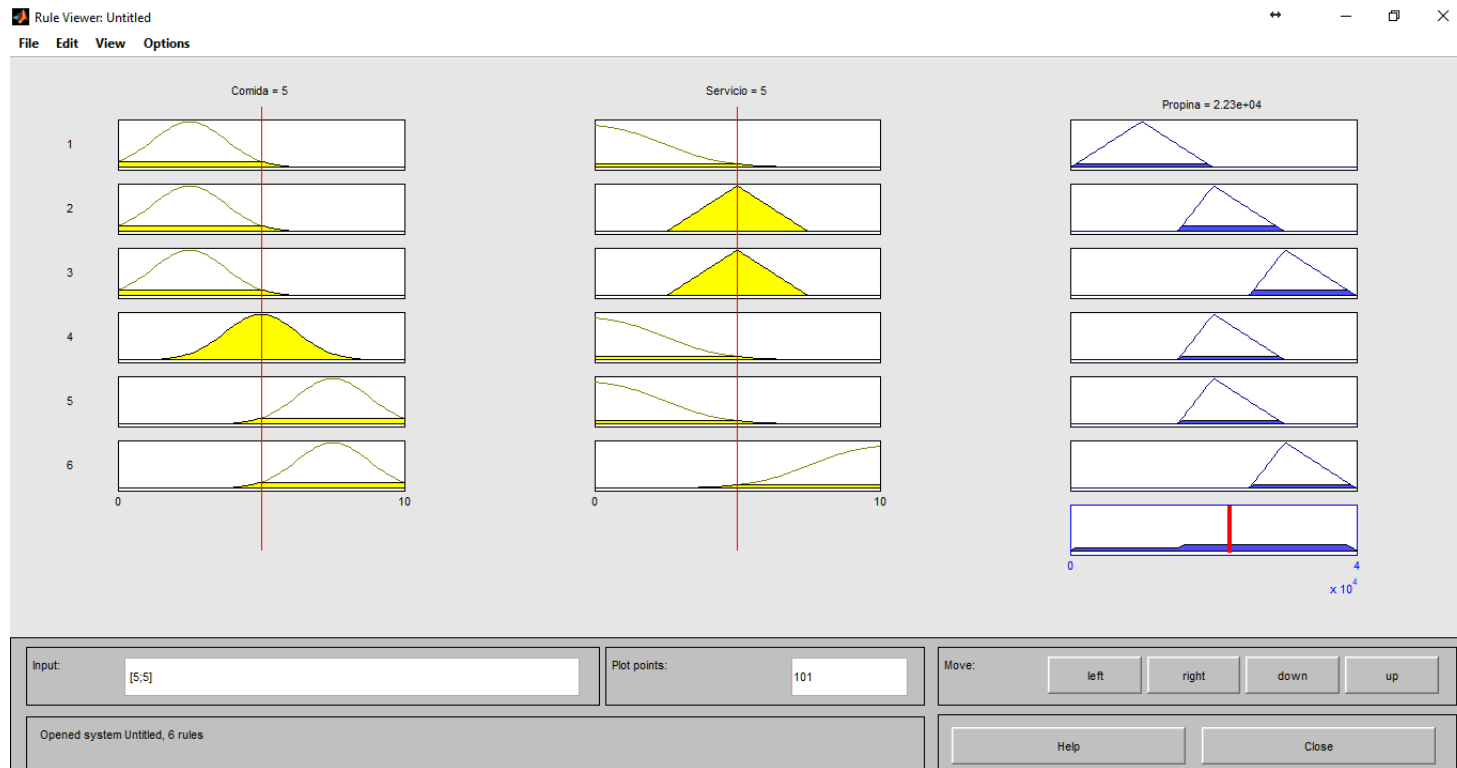
# Examples

## Control surface



# Examples

## Output vs. inputs



# Python example

[https://pythonhosted.org/scikit-fuzzy/auto\\_examples/plot\\_tipping\\_problem.html](https://pythonhosted.org/scikit-fuzzy/auto_examples/plot_tipping_problem.html)

# Arduino code

<https://github.com/zerokol/eFLL>

<https://blog.zerokol.com/2012/09/arduinoofuzzy-fuzzy-library-for-arduino.html>

HUGE

Done.