Comp Int Report

Fuzzy Logic Overview

Fuzzy Logic is a form of many valued logic where the truth values of variables may be any real number between 1 and 0 as opposed to Boolean Logic where the values may only be 1 or  0. This method of reasoning is more akin to the way humans make decisions as they consider all the possibilities in between the traditional digital values YES and NO. The architecture of a Fuzzy Logic System has four main parts:

* Fuzzifier - This transforms the system’s inputs into fuzzy sets.
* Knowledge Base - This stores the IF THEN rules provided by experts.
* Inference Engine - This performs the reasoning process by making fuzzy inference on the inputs and IF THEN rules.
* Defuzzifier - This transforms the fuzzy set acquired from the inference engine into a crisp value.

[INSERT ARCHITECTURE DIAGRAM]

As shown above the Fuzzifier turns a crisp input into a fuzzy set, a fuzzy set is simply a set which has a fuzzy boundary. For example if we have a set A of young people, in a crisp set an element either belongs in the set A or does not belong in the set A. Therefore there needs to be a value in which anything below that number is classed as young and anything above that number is classed as old, say 40. However in the real world it may seem odd to classify a 39 year old and a 5 year old in the same manner, this is where fuzzy sets help. Fuzzy logic makes use of membership functions to determine how much a given value belongs to a set. Membership functions map each element to a value between 1 and 0 which quantifies the degree of membership of the element in the fuzzy set. An important thing to note is that membership functions are subjective measures so different systems may provide different results depending on their implementation. Therefore in this example we give 40 the value 0.5, this represents the middle point of young and not young. A person who is age 1 is likely to have the value 1 as they are definitely young, however a person aged 20 may have the value 0.75 as they are starting to become older and now belong less to the set A. As can be seen if the 0.5 value had been set at a different age, say 30, the membership value of the 20 year would not be the same.

Once the system has used the membership functions to convert the crisp data into a fuzzy set the rule base within the inference engine is then used to evaluate the rules. Each rule must be examined and for each rule the likelihood that that rule will be executed is calculated. To determine this the main part of the rule that must be looked at is the logical operator, AND or OR. If the AND operator is used then the minimum value must be used and if the OR operator is being used then the maximum value must be used. After each rule has been examined and a value or values have been obtained for each, the system must then combine the results to have a single value for each one. As each of the rules in the rule base are to be treated independently from one another the system uses OR which again equates to finding the MAX of the given values.

Finally the system uses these fuzzy values to perform defuzzification. To do this the system will use the following equation:

[INSERT EQUATION FROM SLIDE 83]

Ai = areas of the membership regions.

XI = centers of the membership regions.

To calculate the area of the membership regions the system must multiply the length of the base of the curve by the relevant fuzzy values and then multiply the result of that by 0.5. The center is simply the halfway point of the membership region.

Design Document

For my fuzzy logic implementation I will split my system into 5 separate modules:

* File Reader
* Membership Calculator
* Rule Reader
* Rule Firer
* Defuzzifier

File Reader

The first part of my system will be the file reader. This component will be responsible for reading the input file and dissecting it into its different parts for use by the system. The system will split the file into the following parts:

* Rule Base Name
* Rules
* Tuples
* Real Values

Membership Calculator

The Membership Calculator takes in a 4 tuple (a,b,alpha,beta) and a value and calculates the degree to which the value belongs to the fuzzy set created by the 4 tuple on a scale of 0 to 1.

Rule Reader

The rule reader operates similarly to the file reader, it takes the set of rules acquired from the file reader and uses regular expressions to split the rule into its various components. These parts are the Rule ID, the variable names, the values that correspond to the variables, the operator being used and the output response.

Rule Firer

This module will examine each rule against the values created by the membership calculator. Depending on the operator used by the rule the system will either find the maximum value (OR) or the minimum value(AND). It then uses max to acquire a single value for each rule that will be used for defuzzification.

Defuzzifier

This module calculates the final crisp value based on the values obtained by the rule firer. The defuzzifier calculates this value by taking the sum of the areas multiplied by the centers divided by the sum of the areas.

Implementation of Components [pseudo code for each component maybe?]

File reader

The individual file reader module can be found in ‘File Reader.py’. When executing the file the script will ask the user for the name of the file they wish to have the system read.  The script will then execute and return to the user a dictionary which contains the keys: Rule\_Base, Rules, Sets, Real\_Values and their corresponding values.

[insert pseudo]

Membership Calculator

The individual membership calculator module can be found in ‘Membership.py’. When executing the file the script will ask the user for the a, b, alpha, beta and value to generate the membership value and return it to the user.

[insert pseudo]

Rule Reader

The individual rule reader module can be found in ‘Rule Reader.py’. When executing the file the script will ask the user for the rule they wish to be read. This rule must follow the pattern indicated in the assignment specification: Rule [x] if the <variable> is <value> [and|or] <variable> is <value> then the will be <variable> <value>

If an input is entered that does not fit this format an error message will be returned. If the input is accepted by the script then it will return a dictionary to the user with the following keys: ID, Variables, Values, Operator, Output. Each key will have it’s corresponding values populated from the relevant section in the inputted rule.

[insert pseudo]

Rule Firer

In order for this module to work it is necessary that the previous three modules are combined to create a partially complete system. This is required because we need to have a set of rules to work with and we need to be able to calculate membership values. When executing the partial system the script, Firing Rules.py, will ask the user for the name of the file they wish to be used, this is the functionality that was created in the first module, File Reader.py. Within this file should be the rules and variables outlined within the assignment specification in the correct format. The script will use these rules and values to calculate single values for each outcome set. In example.txt the outcome sets are small, moderate and big under the identifier tip.

[insert pseudo]

Defuzzifier

Like the rule firer module, the defuzzifier can not work without combining the previous four modules together. The defuzzifier requires rules to be fired to defuzz the values returned and the rule firer cannot work without the first three modules. The defuzzifier module can be found in Defuzz.py, when executing the file the script will again ask the user for the filename of the file they wish to be used by the script. The defuzzifier will take the values returned from the rule firer module and perform a series of calculations explained in section [XX] to return the final defuzzified value to the user.

[insert pseudo]

Testing

Evalulation