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## UAS KECERDASAN BUATAN

### PERHITUNGAN MANUAL MENENTUKAN KECEPATAN PUTARAN MESIN CUCI DENGAN MENGGUNAKAN METODE FUZZY TSUKAMOTO

Terdapat 3 variabel, yaitu: 2 variabel input, variabel pakaian, dan variabel kekotoran, sedangkan untuk output terdapat 1 variabel, yaitu: putaran.

- Variabel Pakaian memiliki 3 nilai linguistik, yaitu: sedikit, sedang dan banyak
- Variabel Kekotoran memiliki 4 nilai linguistik, yaitu: rendah, sedang, tinggi, sangat tinggi
- Sedangkan variabel produksi barang memiliki 2 nilai linguistik, yaitu: lambat dan cepat

Pakaian terendah = 40

Pakaian sedang = 60

Pakaian tertinggi = 80

Kekotoran terendah = 40

Kekotoran sedang = 50

Kekotoran tinggi = 60

Kekotoran tertinggi = 70

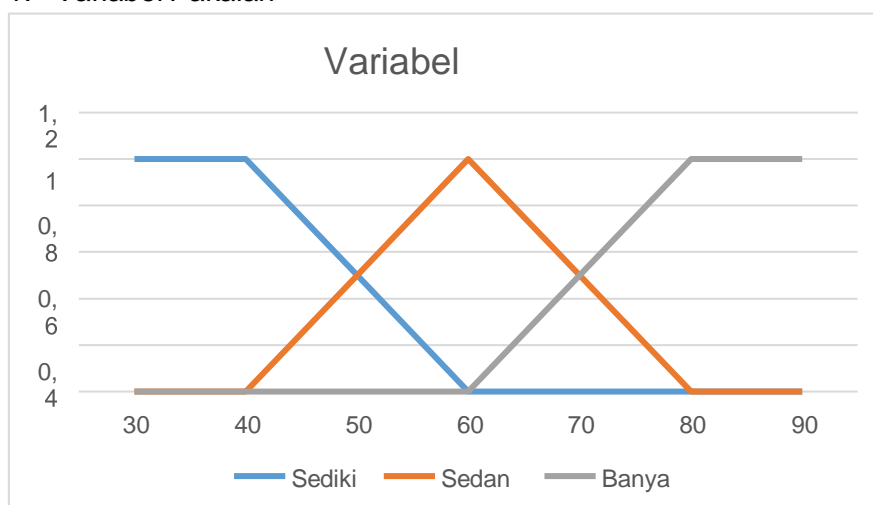
Contoh Soal:

Hitunglah kecepatan putaran mesin cuci dengan metode tsukamoto, Jika banyaknya pakaian adalah 65 dan tingkat kekotoran adalah 56.

Jawab:

#### 1. Fuzifikasi

##### 1. Variabel Pakaian



$$a. \mu = \begin{cases} 0 & ; \geq 60 \\ \frac{60-40}{60-40} & ; 40 \leq \leq 60 \\ 1 & ; \leq 40 \end{cases}$$

$$\mu(65) = 0$$

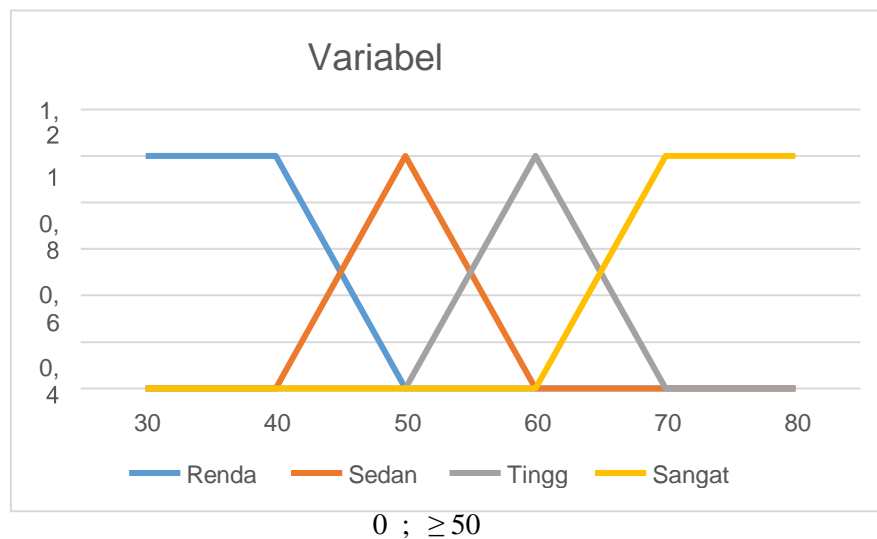
$$b. \mu = \begin{cases} 0 & ; \leq 40 \geq 80 \\ \frac{60-40}{60-40} & ; 40 \leq \leq 60 \\ \frac{80-60}{80-60} & ; 60 \leq \leq 80 \end{cases}$$

$$\mu(65) = \frac{80-65}{80-60} = 0,75$$

$$c. \mu = \begin{cases} 0 & ; \leq 60 \\ 1 & ; 60 \leq \leq 80 \end{cases}$$

$$\mu(65) = \begin{cases} \frac{80-60}{80-60} & ; \geq 80 \\ \frac{65-60}{80-60} & ; 60 \leq \leq 80 \end{cases}$$

## 2. Variabel Kekotoran



$$\begin{array}{l} \text{a. } h() = \qquad \qquad \qquad ; 40 \leq \\ \underline{1} \qquad \qquad \qquad \leq 50 \\ \hline 50 \\ - \end{array}$$

$$\begin{array}{l} 50-40 \\ 1 \ ; \ \leq 40 \end{array}$$

$$h(56) = 0$$

$$b. \quad () = \{$$

$$0 ; \leq 40 \geq 60$$

$$; 40 \leq$$

$$\leq 50$$

$$; 50 \leq$$

$$\leq 60$$

$$\frac{60}{6}$$

$$0$$

$$-$$

$$5$$

$$0$$

$$(56)$$

$$=$$

$$\frac{60-56}{60-50}$$

$$= 0.4$$

$$60-50$$

$$c. \quad () = \{$$

$$60-50$$

$$0 ; \leq 50 \geq 70$$

$$-50$$

$$; 50 \leq \leq 60$$

$$; 60 \leq \leq 70$$

$$\frac{70-70-60}{60-50}$$

$$(56)$$

$$=$$

$$\frac{56-50}{60-50}$$

$$= 0.6$$

$$60-50$$

$$d. \quad \_ () \equiv$$

$$\frac{1}{6}$$

$$0$$

$$; 60 \leq$$

$$\leq 70$$

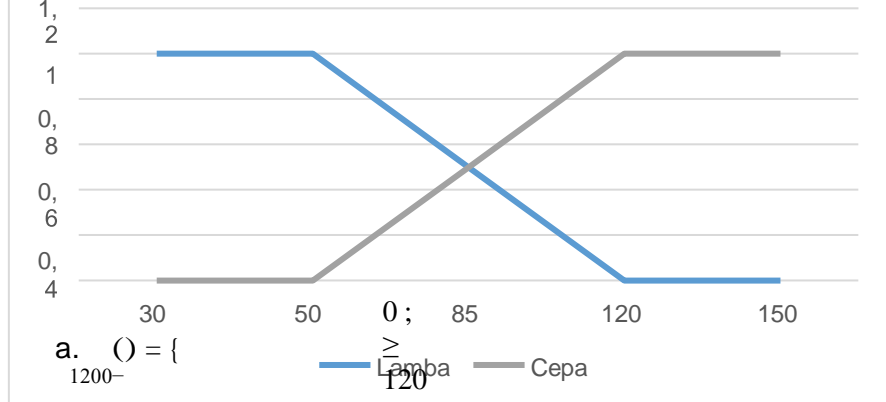
$$0 ; \leq 60$$

$$70-60$$

$$1 ; \geq 70$$

$$\_ (56) = 0$$

### 3. Variabel Putaran



;  
 5  
 0  
 0  
 $\leq$   
 $\leq$   
 1  
 2  
 0  
 0  
 1200-500  
 1 ;  $\leq 500$

$$b. () = \begin{cases} 0; \leq 500 \\ \text{---}; 500 \\ \leq \leq 1200 \end{cases}$$

$$\begin{matrix} 120 \\ 0-5 \\ 00 \end{matrix}$$

## 2. Inferensi

$$\begin{matrix} 1 \\ ; \\ \leq \\ 5 \\ 0 \\ 0 \end{matrix}$$

Rumus z jika kecepatan putaran lambat =  $- \cdot (-)$

Rumus z jika kecepatan putaran cepat =  $(-) +$

1. If Pakaian sedikit and Kekotoran rendah then Kecepatan putaran lambat

$$1 = [] \cap h[]$$

$$1 = ([65]; h[56])$$

$$1 = \min(0; 0)$$

$$1 = 0$$

$$1 = -1 \cdot (-)$$

$$1 = 1200 - 0$$

$$1 = 1200$$

2. If Pakaian sedikit and Kekotoran setengah then Kecepatan putaran lambat

$$2 = [] \cap h[]$$

$$2 = ([65]; h[56])$$

$$2 = (0; 0,4)$$

$$2 = 0$$

$$2 = -2 \cdot (-)$$

$$2 = 1200 - 0$$

$$2 = 1200$$

3. If Pakaian sedikit and Kekotoran tinggi then Kecepatan putaran lambat

$$3 = [] \cap []$$

$$3 = ([65]; [56])$$

$$3 = (0; 0,6)$$

$$3 = 0$$

$$3 = -3 \cdot (-)$$

$$3 = 1200 - 0$$

$$3 = 1200$$

4. If Pakaian sedikit and Kekotoran sangat tinggi then Kecepatan putaran cepat

$$4 = [] \cap \_ []$$

$$4 = ([65]; \_ [56])$$

$$4 = (0; 0)$$

$$4 = 0$$

$$4 = 4(-) +$$

$$4 = 0(1200 - 500) + 500$$

$$4 = 500$$

5. If Pakaian sedang and Kekotoran rendah then Kecepatan putaran lambat

$$5 = [] \cap h [ ]$$

$$5 = ([65] ; h [56])$$

$$5 = (0.75; 0)$$

$$5 = 0$$

$$5 = -5 * (-)$$

$$5 = 1200 - 0$$

$$5 = 1200$$

6. If Pakaian sedang and Kekotoran setengah then Kecepatan putaran lambat

$$6 = [] \cap [ ]$$

$$6 = ([65] ; [56])$$

$$6 = (0.75; 0.4)$$

$$6 = 0.4$$

$$6 = -6 * (-)$$

$$6 = 1200 - 0.4(1200 - 500)$$

$$6 = 920$$

7. If Pakaian sedang and Kekotoran tinggi then Kecepatan putaran cepat

$$7 = [] \cap [ ]$$

$$7 = ([65] ; [56])$$

$$7 = (0.75; 0.6)$$

$$7 = 0.6$$

$$7 = 7(-) +$$

$$7 = 0.6(1200 - 500) + 500$$

$$7 = 920$$

8. If Pakaian sedang and Kekotoran sangat tinggi then Kecepatan putaran cepat

$$8 = [] \cap \_ [ ]$$

$$8 = ([65] ; \_ [56])$$

$$8 = (0.75; 0)$$

$$8 = 0$$

$$8 = 8(-) +$$

$$8 = 0(1200 - 500) + 500$$

$$8 = 500$$

9. If Pakaian banyak and Kekotoran rendah then Kecepatan putaran lambat

$$9 = [] \cap h [ ]$$

$$9 = ([65] ; h [56])$$

$$9 = (0.25; 0)$$

$$9 = 0$$

$$9 = -9 * (-)$$

$$9 = 1200 - 0(1200 - 500)$$

$$9 = 1200$$

10. If Pakaian banyak and Kekotoran setengah then Kecepatan putaran cepat

$$10 = [] \cap h [ ]$$

$$10 = ([65] ; h [56])$$

$$10 = (0.25; 0.4)$$

$$10 = 0.25$$

$$10 = 10(-) +$$

$$10 = 0.25(1200 - 500) + 500$$

$$10 = 675$$

11. If Pakaian banyak and Kekotoran tinggi then Kecepatan putaran cepat

$$11 = [] \cap [ ]$$

$$11 = ([65] ; [56])$$

$$11 = (0.25; 0.6)$$

$$11 = 0.25$$

$$11 = 11(-) +$$

$$11 = 0.25(1200 - 500) + 500$$

$$11 = 675$$

12. If Pakaian banyak and Kekotoran sangat tinggi then Kecepatan putaran cepat

$$12 = [] \cap _ [ ]$$

$$12 = ([65] ; _ [56])$$

$$12 = (0.25; 0.0)$$

$$12 = 0$$

$$12 = 12(-) +$$

$$12 = 0(1200 - 500) + 500$$

$$12 = 500$$



### 3. Defuzzifikasi

$$\begin{aligned}
 & \frac{\begin{matrix} \square * + * + * + * + * + * + * \\ + * + * + * + * \\ \square + + + 4 + + + + + + + \end{matrix}}{\begin{matrix} ( * ) + ( * ) + ( * ) + ( * ) + ( * ) \\ + ( . * . ) + ( . * . ) + ( * ) + ( * ) \\ + ( . * . ) + ( . * . ) + ( * ) \end{matrix}} \\
 & = \frac{\begin{matrix} ( * ) + ( * ) + ( * ) + ( * ) + ( * ) \\ + ( . * . ) + ( . * . ) + ( * ) + ( * ) \\ + ( . * . ) + ( . * . ) + ( * ) \end{matrix}}{\begin{matrix} + + + + + . + . + + + . + . + \end{matrix}} \\
 & = \frac{\begin{matrix} . \\ \text{---} \\ . \end{matrix}}{\begin{matrix} . \\ \text{---} \\ . \end{matrix}} = .
 \end{aligned}$$

### Kesimpulan

Jika banyaknya pakaian adalah **65** dan tingkat kekotoran adalah **56** maka kecepatan putaran mesin cuci adalah .