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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

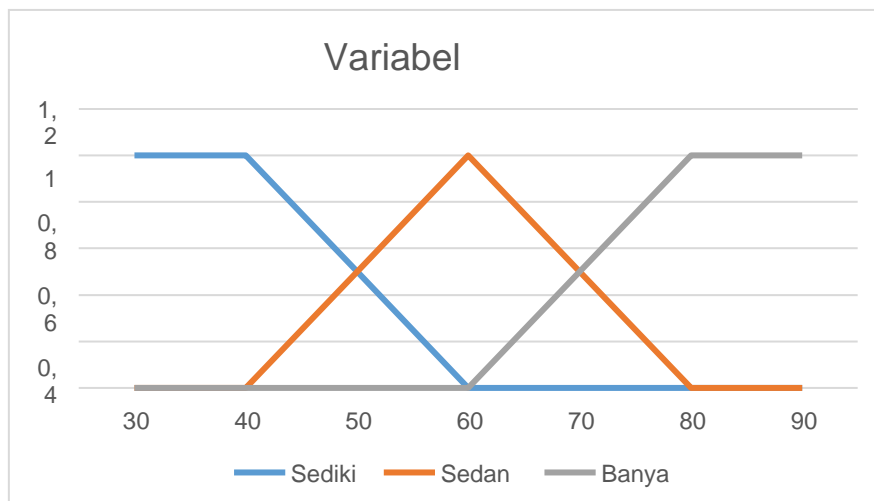
Contoh Soal:

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

Jawab:

1. Fuzifikasi

1. Variabel Pakaian



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

$$\mu(65) = 0$$

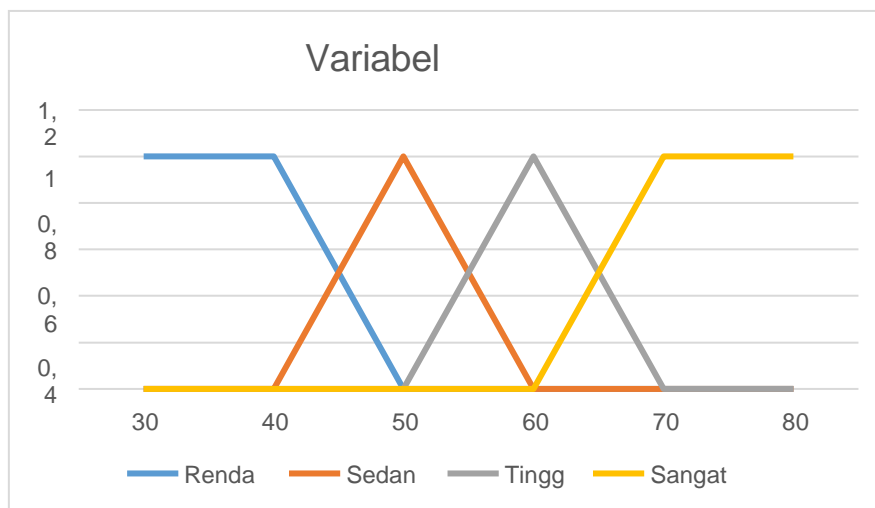
$$b. \mu(x) = \begin{cases} 0 & ; x \leq 40 \text{ or } x \geq 80 \\ \frac{x-40}{60-40} & ; 40 \leq x < 60 \\ \frac{80-x}{80-60} & ; 60 \leq x < 80 \end{cases}$$

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

$$c. \mu(x) = \begin{cases} 0 & ; x \leq 60 \\ \frac{x-60}{80-60} & ; 60 \leq x < 80 \\ 1 & ; x \geq 80 \end{cases}$$

$$\mu(65) = \frac{65-60}{80-60} = 0,25$$

2. Variabel Kekotoran



$$a. h(x) = \begin{cases} 0 & ; x \geq 50 \\ \frac{50-x}{50-40} & ; 40 \leq x < 50 \\ 1 & ; x \leq 40 \end{cases}$$

$$h(56) = 0$$

$$b. \mu = \left\{ \begin{array}{ll} 0 & ; \leq 40 \geq 60 \\ \frac{50-40}{60-40} & ; 40 \leq \leq 50 \\ \frac{60-50}{60-50} & ; 50 \leq \leq 60 \end{array} \right.$$

$$(56) = \frac{60-56}{60-50} = 0.4$$

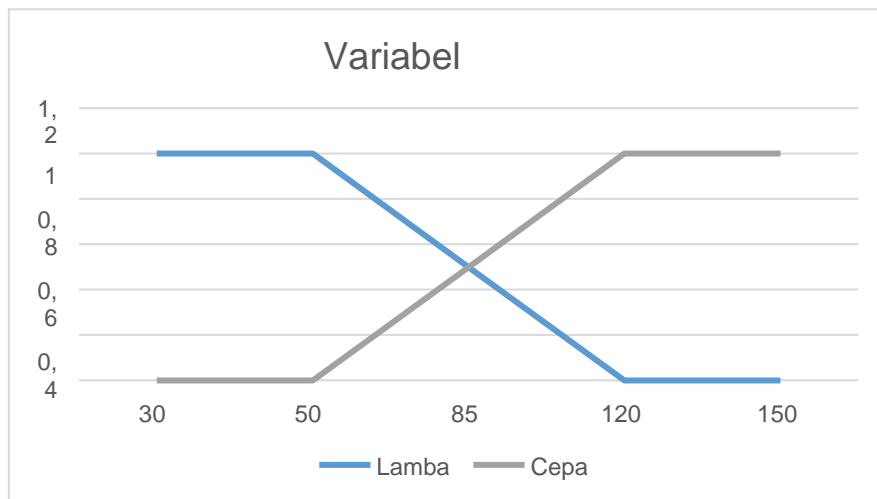
$$c. \mu = \left\{ \begin{array}{ll} 0 & ; \leq 50 \geq 70 \\ \frac{50-50}{70-50} & ; 50 \leq \leq 60 \\ \frac{70-60}{70-60} & ; 60 \leq \leq 70 \end{array} \right.$$

$$(56) = \frac{56-50}{60-50} = 0.6$$

$$d. \mu = \left\{ \begin{array}{ll} 0 & ; \leq 60 \\ \frac{70-60}{70-60} & ; 60 \leq \leq 70 \\ 1 & ; \geq 70 \end{array} \right.$$

$$\mu(56) = 0$$

3. Variabel Putaran



$$a. \mu = \left\{ \begin{array}{ll} 0 & ; \geq 1200 \\ \frac{1200-500}{1200-500} & ; 500 \leq \leq 1200 \\ 1 & ; \leq 500 \end{array} \right.$$

$$b. () = \begin{cases} -500 & 0 \leq 500 \\ \frac{1200-500}{1} & 500 \leq 1200 \\ 1 & \leq 500 \end{cases}$$

2. Inferensi

Rumus z jika kecepatan putaran lambat = $- * (-)$

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

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

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

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

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

$$1 = 0$$

$$1 = - 1 * (-)$$

$$1 = 1200 - 0$$

$$1 = 1200$$

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

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

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

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

$$2 = 0$$

$$2 = - 2 * (-)$$

$$2 = 1200 - 0$$

$$2 = 1200$$

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

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

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

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

$$3 = 0$$

$$3 = - 3 * (-)$$

$$3 = 1200 - 0$$

$$3 = 1200$$

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

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

Kesimpulan

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