Fuzzy Logic versus simple Rules Based system for controlling an AI video game car

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# Introduction

## Overview

This project aims to evaluate the performance of a fuzzy logic system in solving a simple video-game oriented problem. To achieve this, an implementation of a fuzzy logic system that was written by this author was tested against a very simple control class which implements a rules-based solution to the same problem.

The aim is to prove if a more complex fuzzy inference system out-performs a more naive solution. The devised test is to drive a Kart around a lap of a track in the fastest time, while avoiding crashing into the walls of the track.

## Techniques

The solution, naturally, implements a fuzzy logic inference system as this is the system this experiment aims to test, and it implements a very simple rules based inference system as a baseline comparison.

The fuzzy system defines fuzzy numbers as being in a combination of five states (Tutorials Point, n.d.): Large negative, Medium negative, Close to zero, Medium positive, and Large positive. It then uses these fuzzy numbers to allow the construction of logical statements that do not need precise “crisp” values in their antecedent and consequent phrases. This means logical rules can be built up without having to define exact scenarios where they would come into effect. Furthermore, it contains systems for taking in crisp input data and converting it into fuzzy numbers (fuzzifying) and taking fuzzy output numbers and turning them back into crisp numbers that can be used by the rest of the solution (de-fuzzifying). This allows the system to be integrated into the solution in exactly the same way as the rules based system.

By comparison, the rules based system is intentionally far simpler. It consists of a series of evaluations comparing the data to exact numerical values and a list of Boolean logical rules. It then evaluates those rules and returns an output for the system. An RBS was chosen as the control it has the closest mapping onto a fuzzy rules system, with the main difference being the lack of fuzzy numbers – the key characteristic of fuzzy systems.

## Description of Solution

The solution implements an example microgame developed by (Unity Technologies, 2021) which each AI controls. There is a sensor class which gathers information about the current state of the cart, and a controller class for each solution. Each controller class takes data from the sensor and formats it before it is used as the input for its AI system. It then takes the suggested output given by its AI and validates it before passing this to the class which controls the Kart.

The example includes a countdown timer, but there are several “checkpoints” throughout the course which add time on to this. For this reason, each solutions’ time performance is recoded externally. The number of wall collisions will be counted manually by the individual carrying out the test.

## Hypothesis

The hypothesis held is that the fuzzy system will outperform the rules based system in both the time-to-complete of the lap, and in the number of collisions.

# Background

## Fuzzy Logic

## Simple Rules Based System

# Methodology

## Experiment Overview

## Unity Setup and Integration

### Kart Controller

### Kart Sensor

## System Design Fuzzy Logic

## Code Implementation – Fuzzy System

## Code Implementation – Simple Rules Based System

# Results

Raw Data

Direct Comparison

Adjustments and Results

# Discussion

## Results Overveiw

## Causes

## Outliers and Adjustments

## Explanations of failures

# Conclusion

## Hypothesis

## Critical Analysis

# References

**There are no sources in the current document.**