

(xisp Set is based on assumption that every proposition is either true or false (Two valued)

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We can extend this proposition to multivalued eg for 3 Valued true (1), false (0) & indeterminacy (1/2)

By applying Diff operations on set's say 3 Valued proposition

a	b	AND( $\wedge$ )	OR( $\vee$ )	NOT( $\neg$ ) $\neg a$	IMPLICATION( $\Rightarrow$ )	EQUAL( $=$ )
0	0	0	0	1	1	1
0	1/2	0	1/2	1	1	1/2
0	1	0	1	1	1	0
1/2	0	0	1/2	1/2	1/2	1/2
1/2	1/2	1/2	1/2	1/2	1/2	1
1/2	1	1/2	1	1/2	1	1/2
1	0	0	1	0	0	0
1	1/2	1/2	1	0	1/2	1/2
1	1	1	1	0	1	1

$$a \Rightarrow b \equiv \bar{a} \vee b$$

### Three - Valued Logic

Symbol	Connective	Usage	Defination
$\neg$	NOT	$\neg P$	$1 - T(P)$
$\vee$	OR	$P \vee Q$	$\max\{T(P), T(Q)\}$
$\wedge$	AND	$P \wedge Q$	$\min\{T(P), T(Q)\}$
$\Rightarrow$	IMPLICATION	$(P \Rightarrow Q) \text{ or } (\neg P \vee Q)$	$\max\{1 - T(P), T(Q)\}$
$=$	EQUALITY	$(P = Q) \text{ or } [(P \Rightarrow Q) \wedge (Q \Rightarrow P)]$	$1 -  T(P) - T(Q) $

eg P: Mary is efficient  $T(P) = 0.8$

Q: Ram is Efficient  $T(Q) = 0.6$

○ Mary is not Efficient  $\neg P = 1 - T(P) = 0.2$

○ Mary is Efficient & So is Ram  $(P \wedge Q) = 0.6$

○ Either Mary or Ram  $P \vee Q = 0.8$  ○ If Mary is efficient then So is RAM  $(P \Rightarrow Q) = (\neg P \vee Q) = 0.6$

The main Diff b/w fuzzy & (xisp proposition is its range in truth values. The degree of truth of each proposition is lie in interval  $[0, 1]$  both inclusive.

# Canonical representation of fuzzy proposition

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Let say  $X$  is Universe of discourse of five people. Intelligent of  $x \in X$

Intelligent  $\{ (x_1, 0.3), (x_2, 0.4), (x_3, 0.1), (x_4, 0.6), (x_5, 0.9) \}$

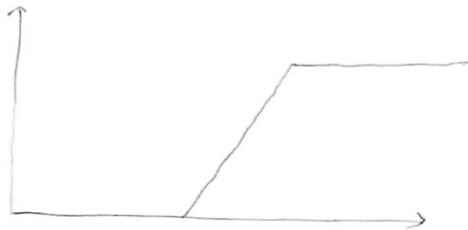
Fuzzy proposition is  $P: x$  is intelligent

So Canonical form of this proposition  $P$  is expressed as  $P: \forall$  is  $F$

$\forall \Rightarrow$  An element that takes values  $\forall$  from some Universal Set  $V$

$F \Rightarrow$  It is a fuzzy set on  $V$  OR

Particular element  $\forall$ , this element belongs to  $F$  with membership grade  $\mu_F(\forall)$



Given Value  $\forall$  in proposition  $P$ ,  $T(P)$  denotes the truth of proposition  $P$ .

Fuzzy rule :- A fuzzy implication (if-then rule) assume the form

Antecedent/premise  $\uparrow$  If  $x$  is  $A$  then  $y$  is  $B \Rightarrow$  Consequence/Conclusion  
Where  $A$  &  $B$  are two Linguistic Variables define over fuzzy set  $X$  &  $Y$

Fuzzy implication is denoted by  $R: A \rightarrow B$ . It is a binary fuzzy relation on product of  $A \times B$ .

eg.  $P$  &  $T$  are two Universe of discourse

$P = \{1, 2, 3, 4\}$        $T = \{10, 15, 20, 25, 30, 35, 40, 45, 50\}$

Linguistic Variables are  $T_{HIGH} = \{ (20, 0.2), (25, 0.4), (30, 0.6), (35, 0.6), (40, 0.7), (45, 0.8), (50, 0.8) \}$   
given as

$P_{LOW} = \{ (1, 0.8), (2, 0.8), (3, 0.6), (4, 0.4) \}$

So for  $R: T_{HIGH} \rightarrow P_{LOW}$

	1	2	3	4
20	0.2	0.2	0.2	0.2
25	0.4	0.4	0.4	0.4
30	0.6	0.6	0.6	0.4
35	0.6	0.6	0.6	0.4
40	0.7	0.7	0.6	0.4
45	0.8	0.8	0.6	0.4
50	0.8	0.8	0.6	0.4

So for temp 40

$P_{LOW} = \{ (1, 0.7), (2, 0.7), (3, 0.6), (4, 0.4) \}$

Ways to compute fuzzy rule  $A \rightarrow B$

a)  $A$  Coupled with  $B$   $R: A \rightarrow B = A \times B = \int_{x \times y} \mu_A(x) * \mu_B(y) | (x, y)$

Where  $*$  is a T-norm operator

Frequently used T-norm operators are

- ① Minimum  $T_{\min}(a, b) = \min(a, b) = a \wedge b$
- ② Algebra Product  $T_{AP}(a, b) = ab$
- ③ Bounded product  $T_{bp}(a, b) = 0 \vee (a + b - 1)$
- ④ Drastic product  $T_{dp} = \begin{cases} a & \text{if } b = 1 \\ b & \text{if } a = 1 \\ 0 & \text{if } a, b < 1 \end{cases}$

So for  $R: A \rightarrow B$

Min operator  $R_m = A \times B = \int_{x \times y} \mu_A(x) \wedge \mu_B(y) | (x, y)$  or  $f_{\min}(a, b) = a \wedge b$   
[Mamdani rule]

Algebra Product operators

$R_{AP} = A \times B = \int_{x \times y} \mu_A(x) \cdot \mu_B(y) | (x, y)$  or  $f_{ap}(a, b) = ab$   
[Larsen rule]

Bounded product operators

$R_{bp} = A \times B = \int_{x \times y} \mu_A(x) \odot \mu_B(y) | (x, y) = \int_{x \times y} 0 \vee (\mu_A(x) + \mu_B(y) - 1) | (x, y)$   
 $f_{bp}(a, b) = 0 \vee (a + b - 1)$

Drastic Product operators

$R_{dp} = A \times B = \int_{x \times y} \mu_A(x) \hat{\odot} \mu_B(y) | (x, y)$   
 $f_{dp}(a, b) = \begin{cases} a & \text{if } b = 1 \\ b & \text{if } a = 1 \\ 0 & \text{if otherwise} \end{cases}$

b) A entails B

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i)  $R: A \rightarrow B = \bar{A} \cup B$  Material Implication

ii)  $R: A \rightarrow B = \bar{A} \cup (A \cup B)$  Propositional Calculus

iii)  $R: A \rightarrow B = (\bar{A} \cap \bar{B}) \cup B$  Extended Propositional Calculus

Zadeh arithmetic rule

$$R_{za} = \bar{A} \cup B = \int_{x \times y} 1 \wedge (1 - \mu_A(x) + \mu_B(y)) | (x, y)$$

$$f_{za}(a, b) = 1 \wedge (1 - a + b)$$

Zadeh min max rule

$$R_{mn} = \bar{A} \cup (A \cap B) = \int_{x \times y} (1 - \mu_A(x)) \vee (\mu_A(x) \wedge \mu_B(y)) | (x, y)$$

$$f_{mn}(a, b) = (1 - a) \vee (a \wedge b)$$

Boolean fuzzy rule

$$R_{bf} = \bar{A} \cup B = \int_{x \times y} (1 - \mu_A(x)) \vee \mu_B(x) | (x, y)$$

$$f_{bf}(a, b) = (1 - a) \vee b$$

Goguen fuzzy rule

$$R_{gf} = \int_{x \times y} \mu_A(x) * \mu_B(y) | (x, y) \quad a * b = \begin{cases} 1 & \text{if } a \leq b \\ \frac{b}{a} & \text{if } a > b \end{cases}$$

Zadeh max-min rule If x is A then Y is B

$$R_{mm} = (A \times B) \cup (\bar{A} \times Y)$$

Where Y is Universe of discourse with memb. values  $y \in Y$  is 1

$$\mu_Y(y) = 1 \quad \forall y \in Y$$

$$X = \{a, b, c, d\}$$

$$Y = \{1, 2, 3, 4\}$$

(can also be said like this just for reference)

$$Y = \{(1, 1), (2, 1), (3, 1), (4, 1)\}$$

$$A = \{(a, 0.0), (b, 0.8), (c, 0.6), (d, 1.0)\}$$

$$B = \{(1, 0.2), (2, 1.0), (3, 0.8), (4, 0.0)\}$$

$$A \times B = \begin{matrix} & \begin{matrix} 1 & 2 & 3 & 4 \end{matrix} \\ \begin{matrix} a \\ b \\ c \\ d \end{matrix} & \begin{bmatrix} 0.0 & 0.0 & 0.0 & 0.0 \\ 0.2 & 0.8 & 0.8 & 0.0 \\ 0.2 & 0.6 & 0.6 & 0.0 \\ 0.2 & 1.0 & 0.8 & 0.0 \end{bmatrix} \end{matrix}$$

$$\bar{A} \times Y = \begin{matrix} & \begin{matrix} 1 & 2 & 3 & 4 \end{matrix} \\ \begin{matrix} a \\ b \\ c \\ d \end{matrix} & \begin{bmatrix} 1 & 1 & 1 & 1 \\ 0.2 & 0.2 & 0.2 & 0.2 \\ 0.4 & 0.4 & 0.4 & 0.4 \\ 0 & 0 & 0 & 0 \end{bmatrix} \end{matrix}$$

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$$R_{mn} = (A \times B) \cup (\bar{A} \times Y) = \begin{matrix} & \begin{matrix} 1 & 2 & 3 & 4 \end{matrix} \\ \begin{matrix} a \\ b \\ c \\ d \end{matrix} & \begin{bmatrix} 1 & 1 & 1 & 1 \\ 0.2 & 0.8 & 0.8 & 0.2 \\ 0.4 & 0.6 & 0.6 & 0.4 \\ 0.2 & 1.0 & 0.8 & 0 \end{bmatrix} \end{matrix}$$

eg. If x is A then Y is B Else Y is c

$R = (A \times B) \cup (\bar{A} \times c)$  then simply calculate it

## a Fuzzy Inferences

1. Modus Ponens  $\frac{P, P \Rightarrow Q}{\text{true}} \Leftrightarrow Q$

2. Modus Tollens  $\frac{P \Rightarrow Q, \neg Q}{\text{true}} \Leftrightarrow \neg P$

3. Chain rule  $\frac{P \Rightarrow Q, Q \Rightarrow R}{\text{true}} \Leftrightarrow P \Rightarrow R$

$$\begin{aligned} & P \wedge (P \Rightarrow Q) \\ & P \wedge (\bar{P} \vee Q) \\ & (P \wedge \bar{P}) \vee (P \wedge Q) \\ & 0 \vee (P \wedge Q) \\ & (P \wedge Q) \quad P \rightarrow \text{true} \Rightarrow \\ & 1 \wedge Q \\ & \underline{\underline{Q}} \end{aligned}$$

Interfering procedures in fuzzy logic

○ Generalised Modus Ponens (GMP)

$$\begin{array}{l} \text{If } x \text{ is } A \text{ then } Y \text{ is } B \\ x \text{ is } A' \\ \hline Y \text{ is } B' \end{array}$$

○ Generalised Modus Tollens (GMT)

$$\begin{array}{l} \text{If } x \text{ is } A \text{ then } Y \text{ is } B \\ x \text{ is } B' \\ \hline x \text{ is } A' \end{array}$$

Here A, B, A' & B' are fuzzy sets

To compute memb func A' & B'

$$B' = A' \circ R(x, y) \quad \mu_{B'}(y) = \max[\min(\mu_{A'}(x), \mu_R(x, y))]$$

$$A' = B' \circ R(x, y) \quad \mu_{A'}(x) = \max[\min(\mu_{B'}(y), \mu_R(x, y))]$$

the max-min composition of B' & A' with R(x, y) is used.

eg. If  $x$  is  $A$  then  $y$  is  $B$

$x$  is  $A'$

$y$  is  $B'$

Pollens

$$B' = A' \circ R(x, y)$$

$$X = \{x_1, x_2, x_3\} \quad Y = \{y_1, y_2\}$$

$$A = \{(x_1, 0.5), (x_2, 1), (x_3, 0.6)\}$$

$$B = \{(y_1, 1), (y_2, 0.4)\}$$

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$$A' = \{(x_1, 0.6), (x_2, 0.9), (x_3, 0.7)\}$$

Where  $R(x, y) = (A \times B) \cup (\bar{A} \times Y)$  Calculate this

the composition with  $A'$

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Refer

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Week 2

eg. If  $x$  is  $A$  then  $y$  is  $B$

$y$  is  $B'$

$x$  is  $A'$

$$A' = B' \circ R(x, y)$$

$$X = \{x_1, x_2, x_3\} \quad Y = \{y_1, y_2\}$$

$$A = \{(x_1, 0.5), (x_2, 1), (x_3, 0.6)\}$$

$$B = \{(y_1, 1), (y_2, 0.4)\}$$

$$B' = \{(y_1, 0.9), (y_2, 0.7)\}$$

$R(x, y) = (A \times B) \cup (\bar{A} \times Y)$  Calculate this then

Composition with  $B'$

Defuzzification  $\Rightarrow$  fuzzy to crisp

$\hookrightarrow$  1) Lambda-cut Method  $\Rightarrow$  In this fuzzy set  $A$  converted to crisp set

$A_\lambda$  where  $(0 \leq \lambda \leq 1)$ . The Value of Lambda-cut set  $A_\lambda$  is  $x$ , the memb. Value corresponding to  $x$  is greater than or equal to specified  $\lambda$ .

eg.  $A = \{(x_1, 0.9), (x_2, 0.5), (x_3, 0.2), (x_4, 0.3)\}$

$\lambda = 0.6$

Values greater than or equal to  $\lambda$  is 1

$$A_{0.6} = \{(x_1, 1), (x_2, 0), (x_3, 0), (x_4, 0)\}$$

$$= \{x_1\}$$

eg. Refer

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### 3. Centroid Methods

Lambda - Cut on a fuzzy relation

eg.  $R = \begin{bmatrix} 1 & 0.2 & 0.3 \\ 0.5 & 0.9 & 0.6 \\ 0.4 & 0.8 & 0.7 \end{bmatrix}$

$R_0 = \begin{bmatrix} 1 & 1 & 1 \\ 1 & 1 & 1 \\ 1 & 1 & 1 \end{bmatrix}$

$R_{0.2} = \begin{bmatrix} 1 & 1 & 1 \\ 1 & 1 & 1 \\ 1 & 1 & 1 \end{bmatrix}$

$R_{0.9} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 0 \end{bmatrix}$

Some properties of fuzzy sets

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a)  $(A \cup B)_\lambda = A_\lambda \cup B_\lambda$     b)  $(A \cap B)_\lambda = A_\lambda \cap B_\lambda$     c)  $(\overline{A})_\lambda \neq \overline{A}_\lambda$

d) for any  $\lambda \leq \alpha$  where  $\alpha \in [0, 1]$

Except for value  $\lambda = 0.5$

$A_\alpha \subseteq A_\lambda$

Some properties can be used on fuzzy relations.

Output of fuzzy system

Let say we have n-rules

$R_1$ : If x is  $A_1$  then y is  $B_1$   
 $R_2$ : If x is  $A_2$  then y is  $B_2$   
 $\vdots$   
 $R_n$ : If x is  $A_n$  then y is  $B_n$

Then to output y

for given input

$x = z_1$   
 is possibly

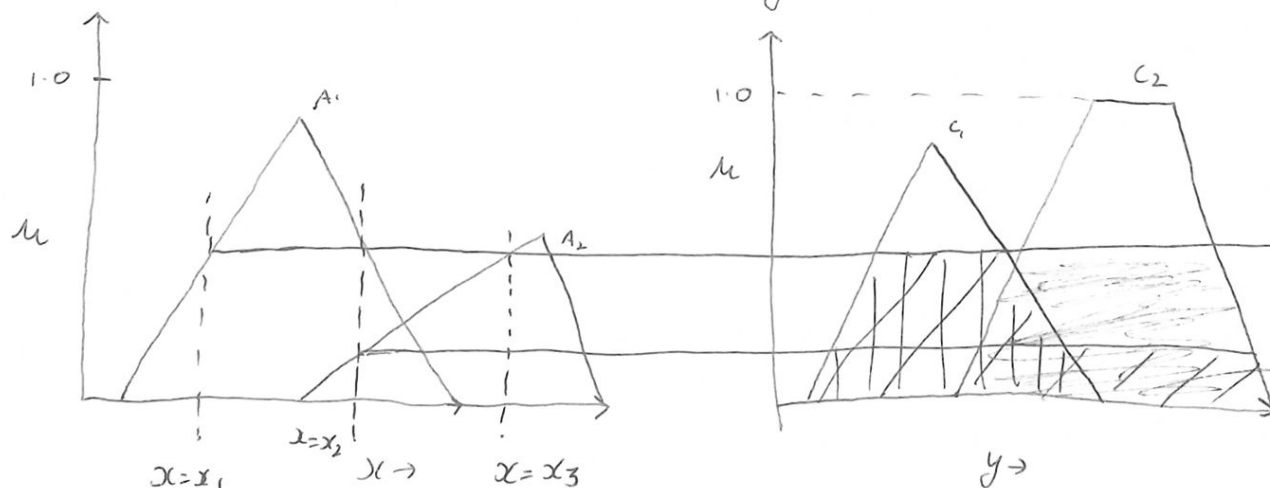
$B = B_1 \cup B_2 \dots \cup B_n$

Illustration

$R_1$ : If x is  $A_1$  then y is  $C_1$

$R_2$ : If x is  $A_2$  then y is  $C_2$

Output fuzzy set  $C = C_1 \cup C_2$   
 for any x



|||||  $\Rightarrow$  for  $x_1$

////// for  $x_2$



for  $x_3$

Refer Slide 73, 74, 75

# Maxima Methods

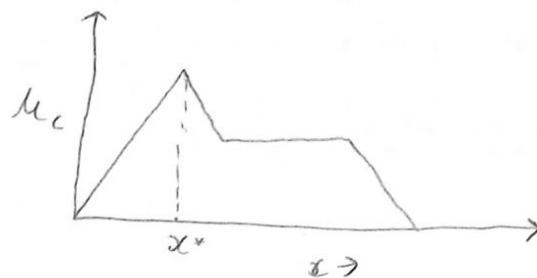
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a) Height Method  $\Rightarrow$  Based on Max-membership principle

$$\mu_c(x^*) \geq \mu_c(x)$$

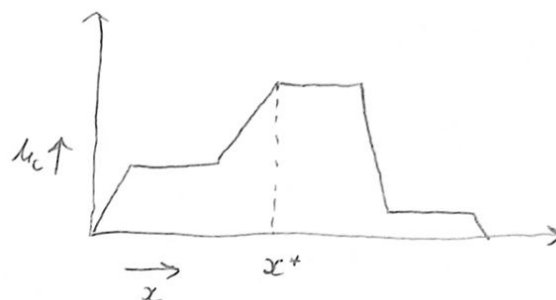
where  $x \in X$

$x^* \Rightarrow$  Height of the output fuzzy set  $c$   
Applicable on when height is unique.



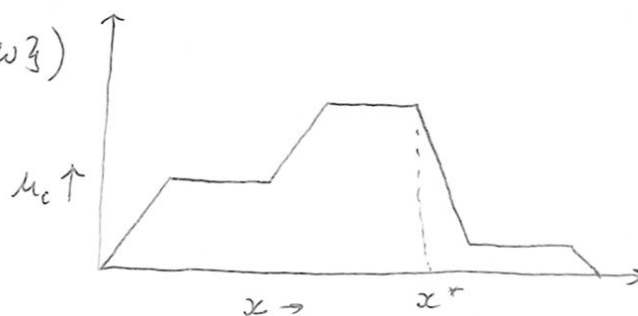
b) First of Maxima

$$x^* = \min(x | c(x) = \max_w c(w))$$



c) Last of Maxima

$$x^* = \max(x | c(x) = \max_w c(w))$$



d) Mean of Maxima

$$x^* = \frac{\sum_{x_i \in M} (x_i)}{|M|}$$

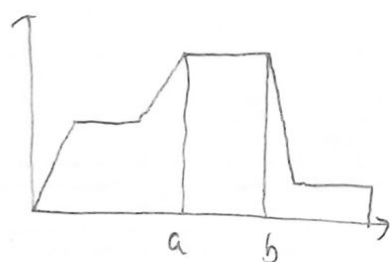
where

$$M = \{x_i | \mu(x_i) = h(c)\} \text{ where } h(c) \text{ is}$$

height of fuzzy set

eg.  $V = \{(15, 0.5), (20, 0.8), (25, 0.8), (30, 0.5), (35, 0.3)\}$

$$x^* = \frac{20 + 25}{2} = 22.5$$



$$x^* = \frac{a+b}{2}$$

Note: MoM is also  
Synonymous to middle  
of maxima

MoM is also a general  
method of height

Refer 86 slide



### 3. Centroid Methods

a) Center of Gravity Method (COG)  $\Rightarrow$  find a point  $x$  where a Vertical line slice aggregate into two equal masses.

$$\text{COG } x^* = \frac{\int x \cdot \mu_c(x) dx}{\int \mu_c(x) dx}$$

$\downarrow$   
x-coordinate of COG

$\int \mu_c(x) dx \Rightarrow$  Area bounded by curve  $\mu_c$

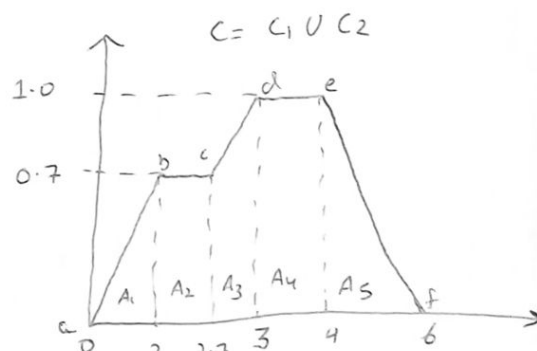
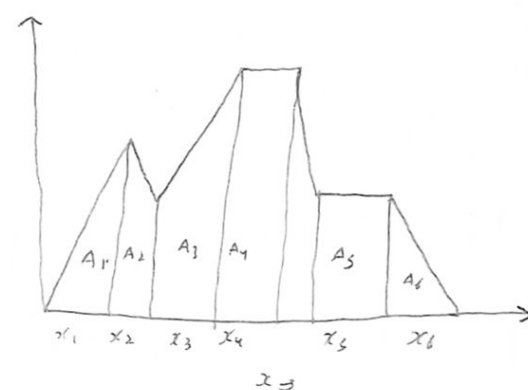
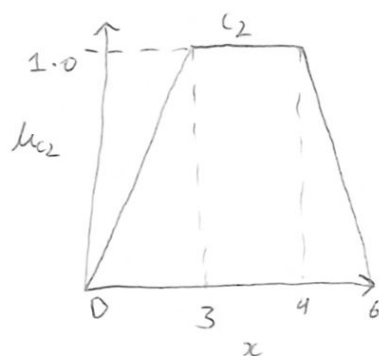
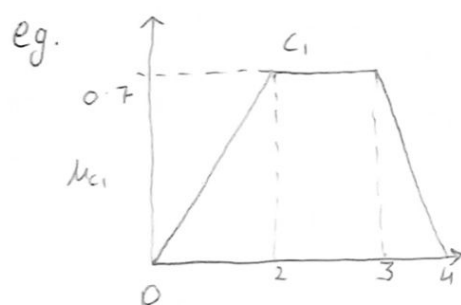
If  $\mu_c$  is defined as discrete memb. func the COG  $x^* = \frac{\sum x_i (\mu_c(x_i))}{\sum \mu_c(x_i)}$   $i=1$  to  $n$   
 $x_i \Rightarrow$  Sample element  
 $n \Rightarrow$  number of Samples

### Geometrical Method of Calculation

a) Divide entire region into smaller region of triangles, trapezoid etc

b) let  $A_i$  &  $x_i$  denotes area & C.g of  $i$ th position

$$x^* = \frac{\sum_{i=1}^n x_i (A_i)}{\sum_{i=1}^n (A_i)}$$



$$\mu_c(x) = \begin{cases} 0.35x & 0 \leq x < 2 \\ 0.7 & 2 \leq x < 2.7 \\ x-2 & 2.7 \leq x < 3 \\ 1 & 3 \leq x < 4 \\ (-0.5x+3) & 4 \leq x \leq 6 \end{cases}$$

Using line equation formula  
we calculate this lines

Using this & above  
formula we calculate  $x^*$

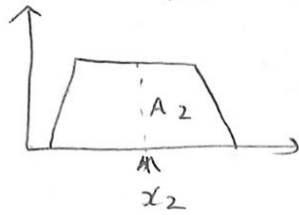
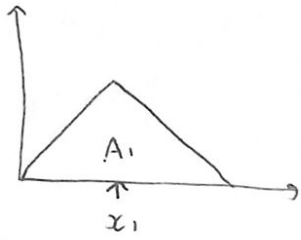
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b) Center of Sum (COS) If output fuzzy set  $C = C_1 \cup C_2 \dots \cup C_n$

$$x^* = \frac{\sum_{i=1}^n x_i A_{C_i}}{\sum_{i=1}^n A_{C_i}}$$

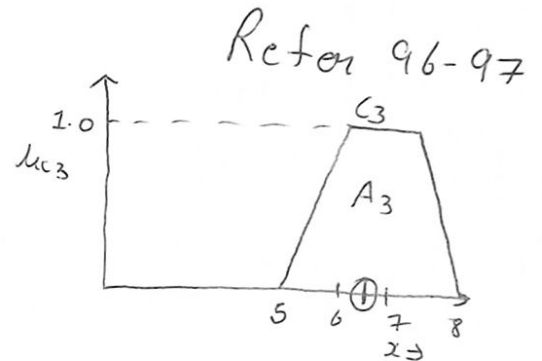
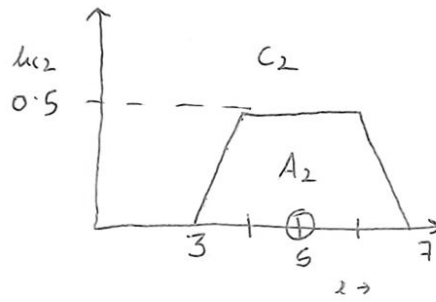
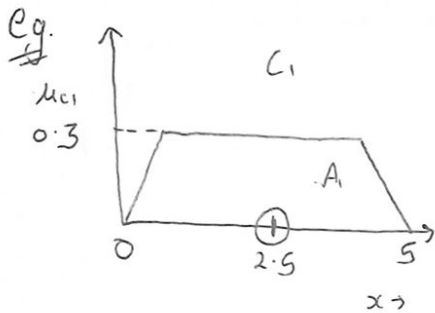
$A_{C_i} \Rightarrow$  Area bounded by ~~region~~ fuzzy set  $C_i$

$x_i \Rightarrow$  Geometric Center of Area  $A_{C_i}$



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In COG Overlap area only counted Once whereas in COS it is counted twice



$$A_{C_1} = \frac{1}{2} \times (0.3) \times (3+5), x_1 = 2.5$$

$$A_{C_3} = \frac{1}{2} \times (1) \times (3+1) = 1, x_3 = 6.5$$

$$A_{C_2} = \frac{1}{2} \times (0.5) \times (4+2), x_2 = 5$$

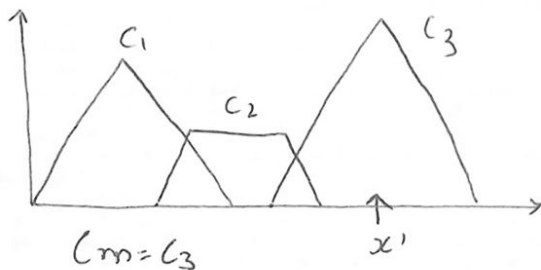
$$x^* = \frac{4 \times 0.3 \times 2.5 + 3 \times 0.5 \times 5 + 2 \times 6.5}{4 \times 0.3 + 3 \times 0.5 + 2 \times 1.0}$$

c) Center of largest area :- Center of gravity of the sub region with the largest area used to calculate defuzzified value

$$x^* = \frac{\int \mu_{C_m}(x) \cdot x' d(x)}{\int \mu_{C_m}(x) dx}$$

$C_m \Rightarrow$  Region of largest area

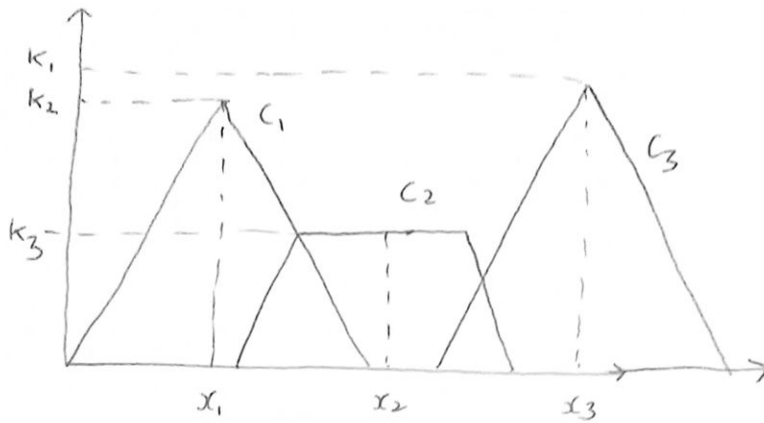
$x' \Rightarrow$  Center of gravity of  $C_3$



3. Weighted Average Method  $\Rightarrow$  Sugeno defuzzification  
Used only for Symmetrical output membership functions

$$x^* = \frac{\sum_{i=1}^n \mu_{C_i}(x_i) \cdot x_i}{\sum_{i=1}^n \mu_{C_i}(x_i)}$$

where  $C_1, C_2, \dots, C_n$  are Output fuzzy set &  $x_i$  is value where middle of fuzzy set  $C_i$  is observed



Exercise 102  $\rightarrow$  107