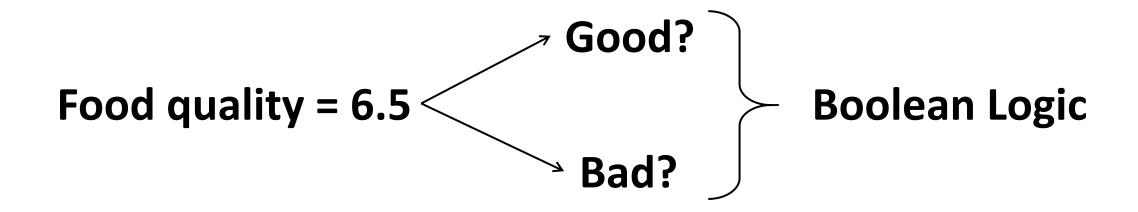
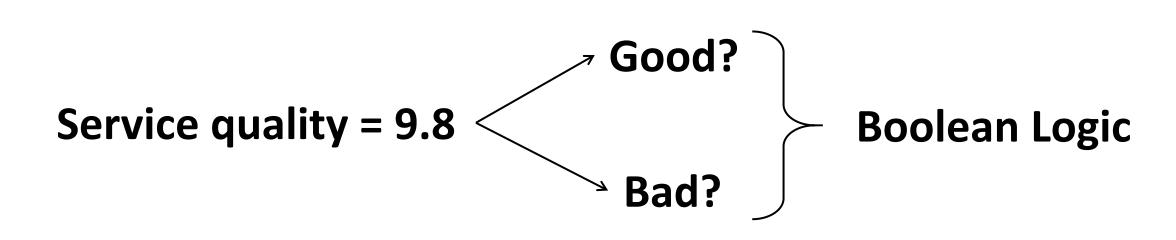
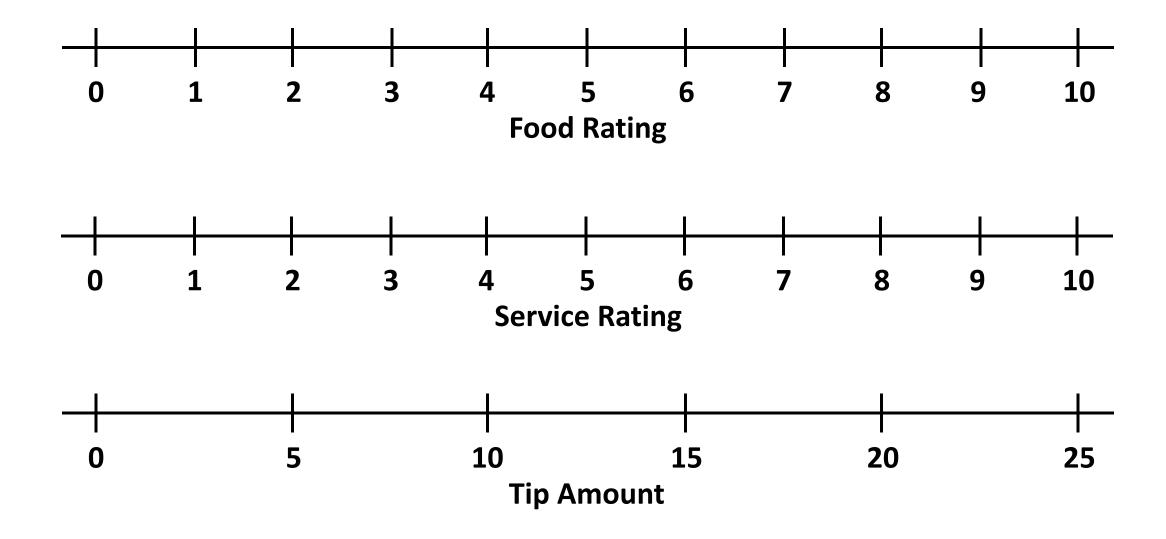
Boolean Logic





Universe

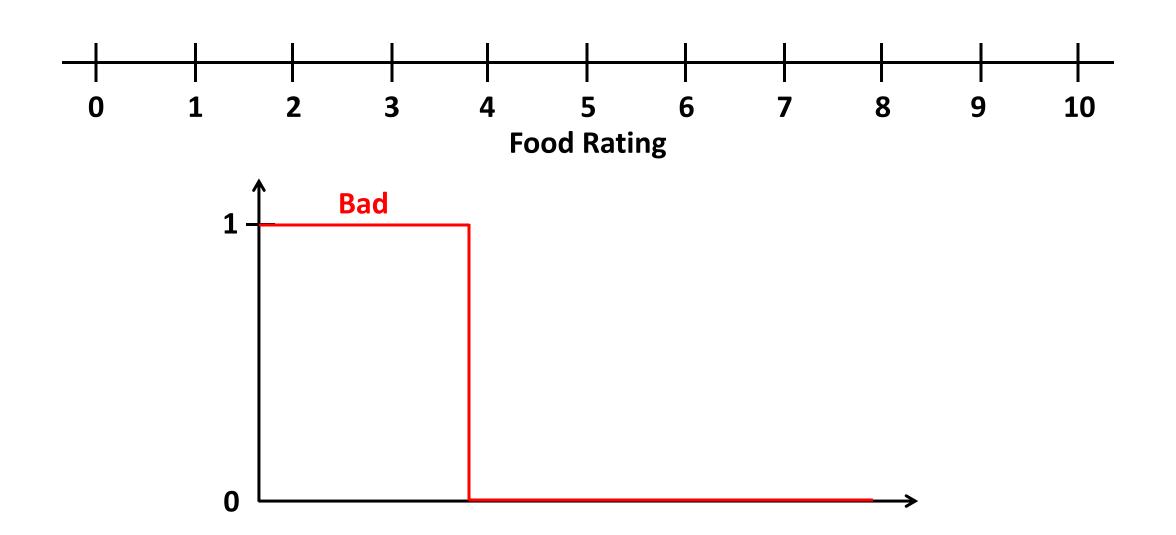


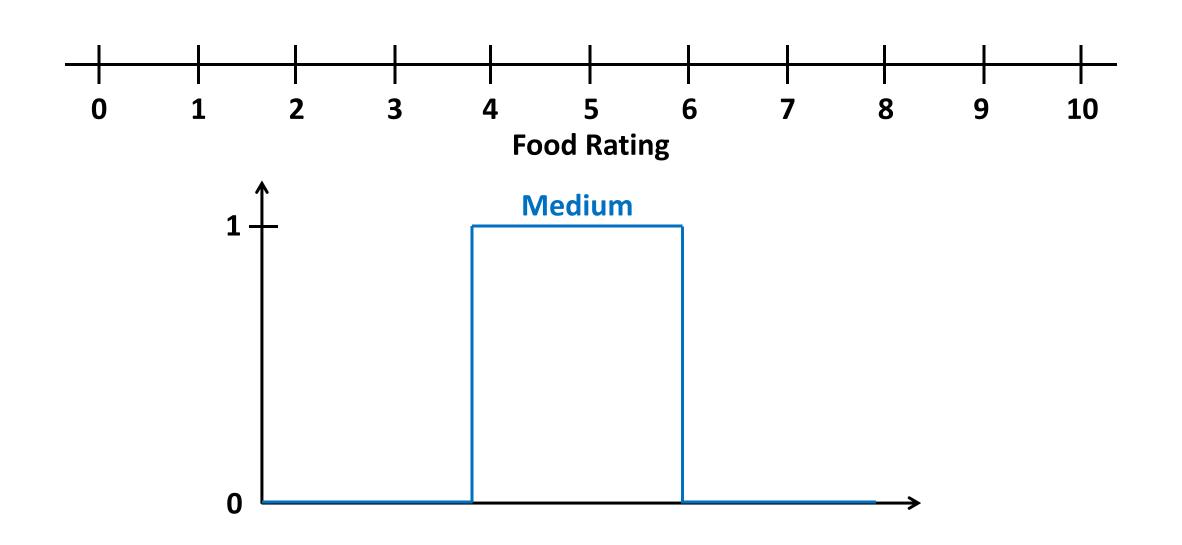
Sets/Classes





Good? Medium? Bad? ← Boolean Logic





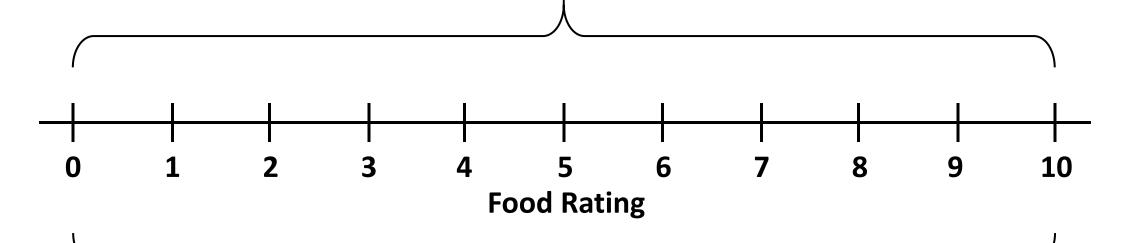


8.5 => Good

1.5 => Bad

Boolean Logic

100% Good or 100% Medium or 100% Bad?



Fuzzy Logic

?% Good, ?% Medium and ?% Bad?

8.5 => ???

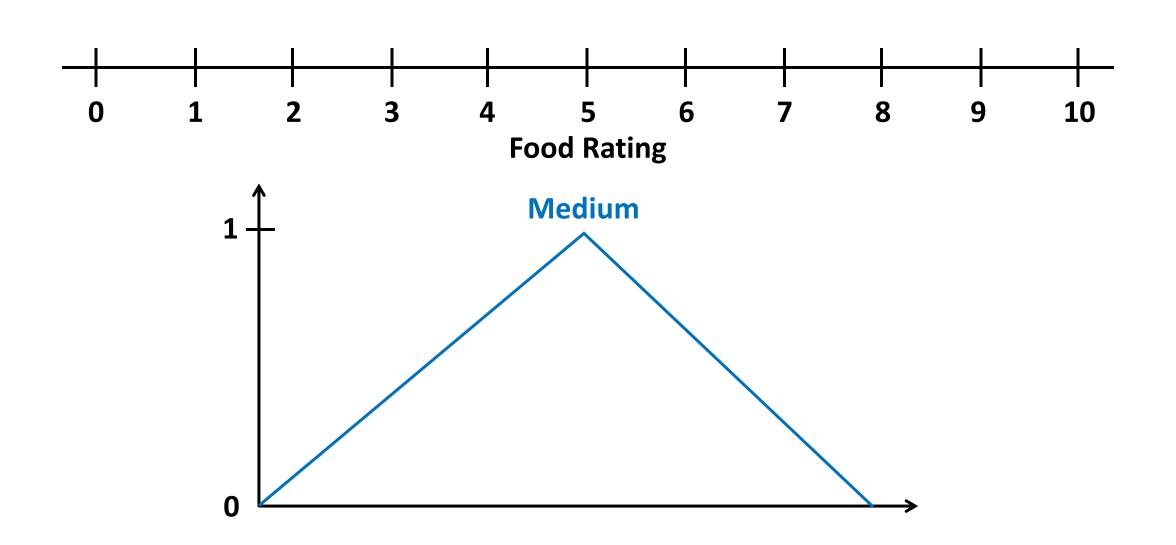
1.5 => ???

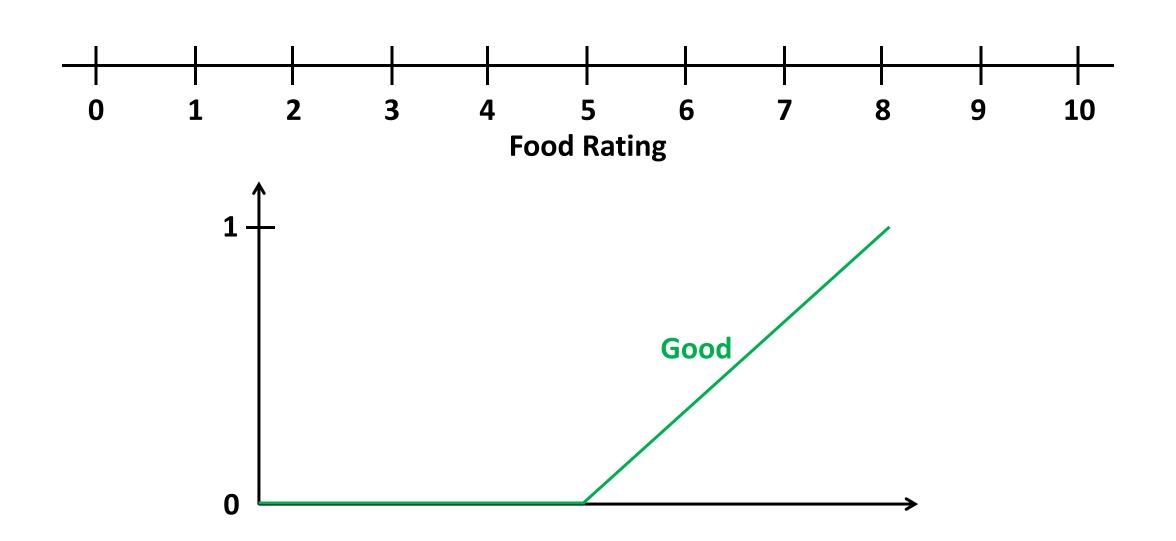
Sets/Classes

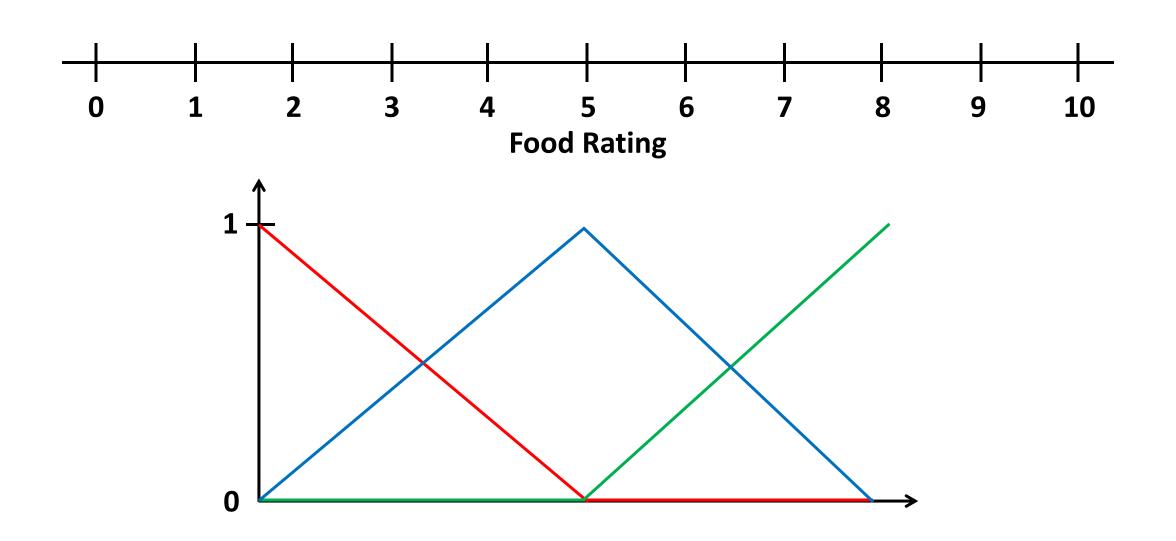


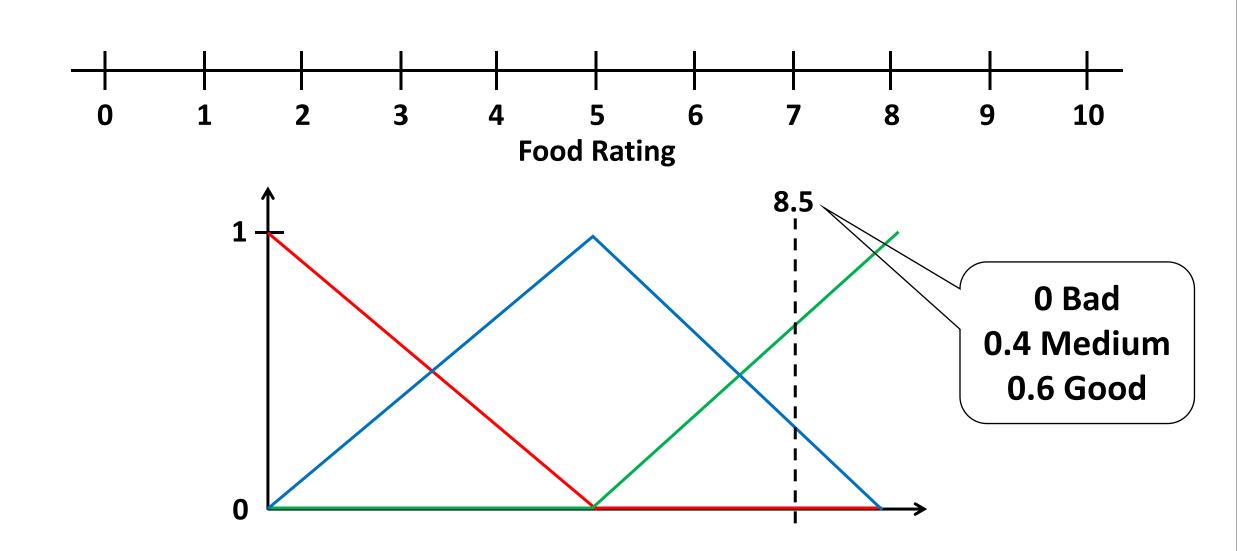
Good? Medium? Bad? ← Fuzzy Logic

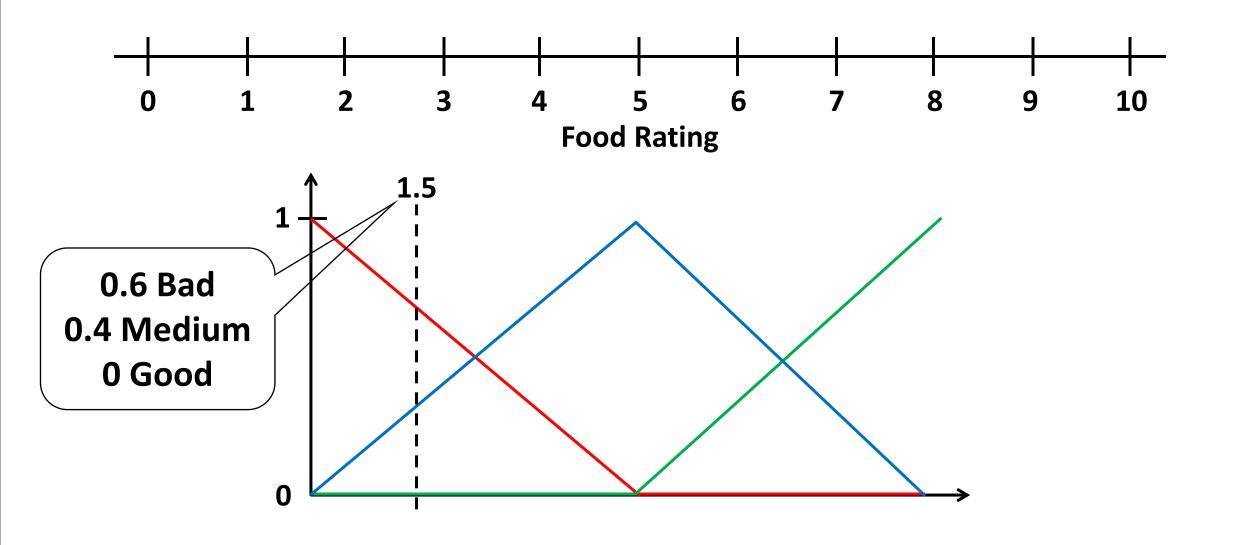




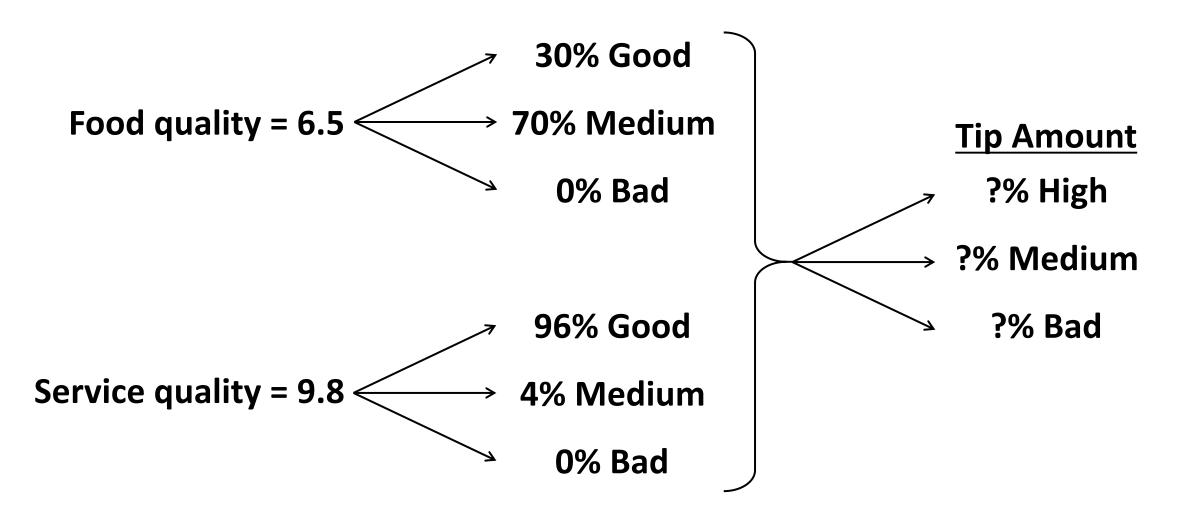




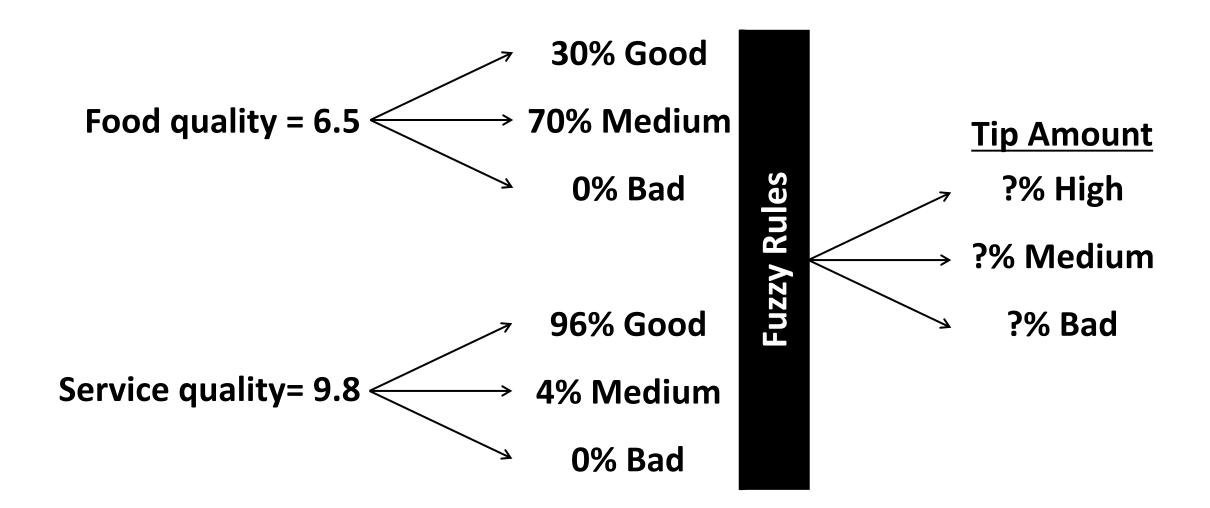




Fuzzy Rules



Fuzzy Rules



Fuzzy Rules

#	Rules
1	If the food is bad OR the service is poor, then the tip will be low
2	If the service is acceptable, then the tip will be medium
3	If the food is great OR the service is amazing, then the tip will be high

Activation of Fuzzy Rules #1: Antecedent

If the food is bad OR the service is poor...

food_level_lo	serv_level_lo	active_rule_1
0.0	0.0	0.0

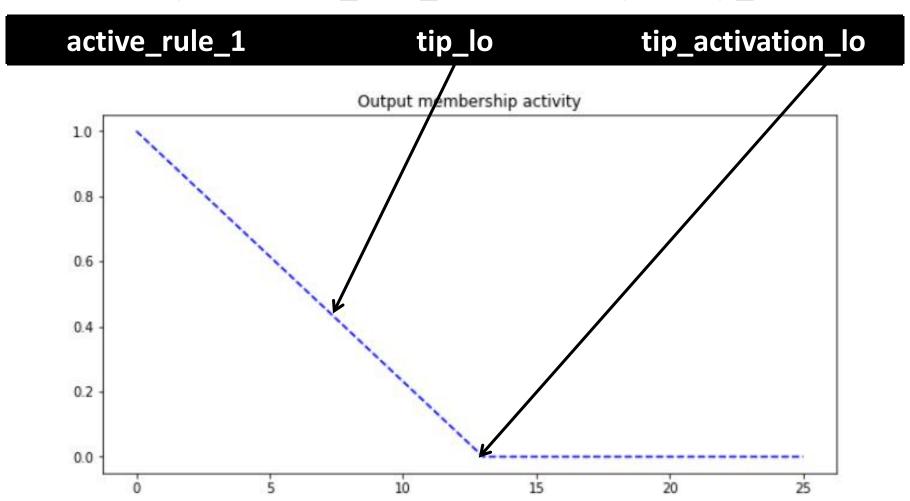
Activation of Fuzzy Rules #1: Consequent

If input (active_rule_1), then output (tip_lo)

active_rule_1	tip_lo	tip_activation_lo
0.0	1.0	0.0
0.0	0.92307692	0.0
0.0	0.84615385	0.0
0.0	0.76923077	0.0
0.0	0.69230769	0.0
•••	•••	•••
0.0	0.0	0.0
0.0	0.0	0.0
0.0	0.0	0.0

Activation of Fuzzy Rules #1: Consequent

If input (active_rule_1), then output (tip_lo)



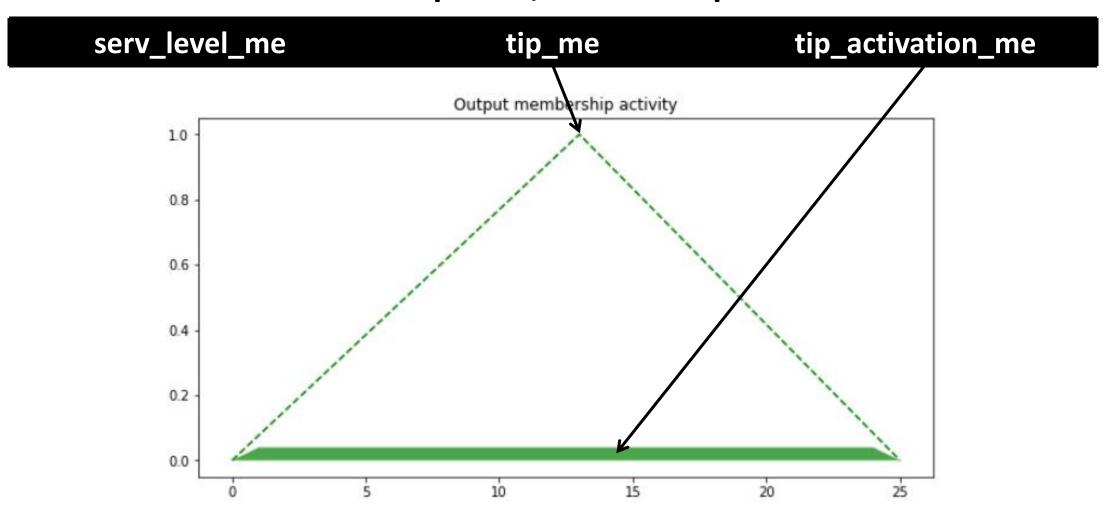
Activation of Fuzzy Rules #2

If the service is acceptable, then the tip will be medium

serv_level_me	tip_me	tip_activation_me
0.04	0.0	0.0
0.04	0.07692308	0.04
0.04	0.15384615	0.04
0.04	0.23076923	0.04
•••	•••	•••
0.04	0.25	0.04
0.04	0.1666667	0.04
0.04	0.0833333	0.04
0.04	0.0	0.0

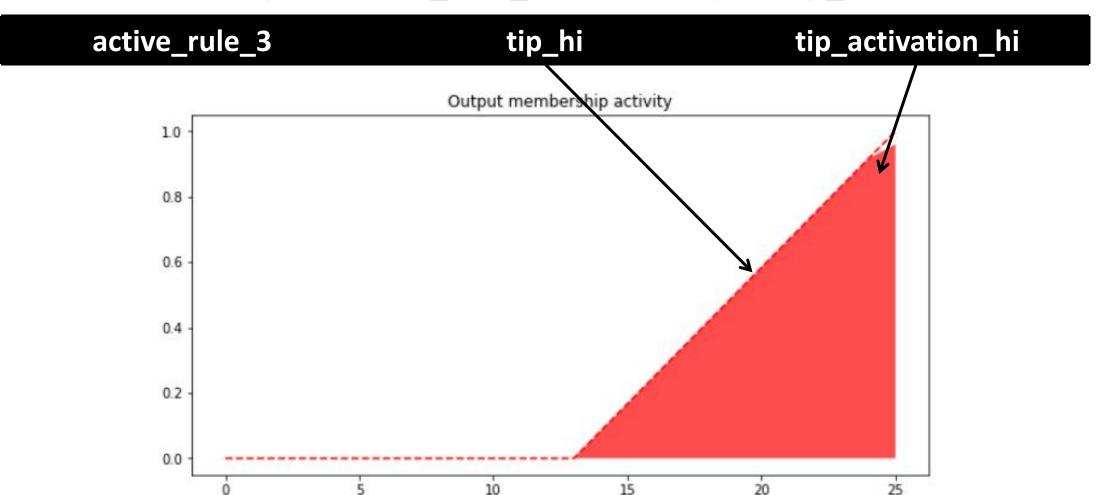
Activation of Fuzzy Rules #2

If the service is acceptable, then the tip will be medium

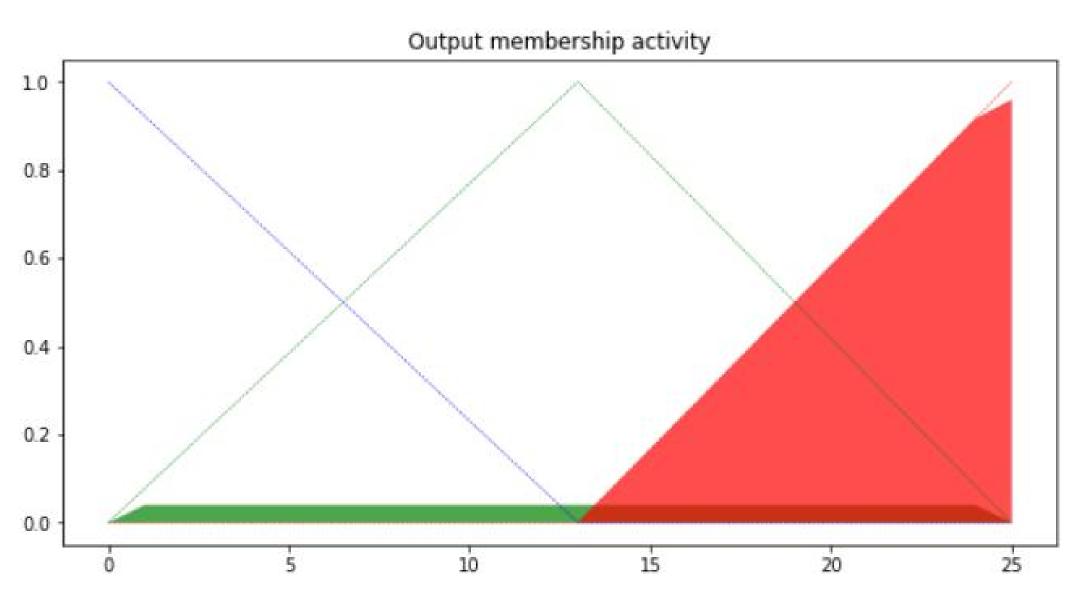


Activation of Fuzzy Rules #3

If input (active_rule_3), then output (tip_hi)



Aggregating All Output Memberships



Centroid

