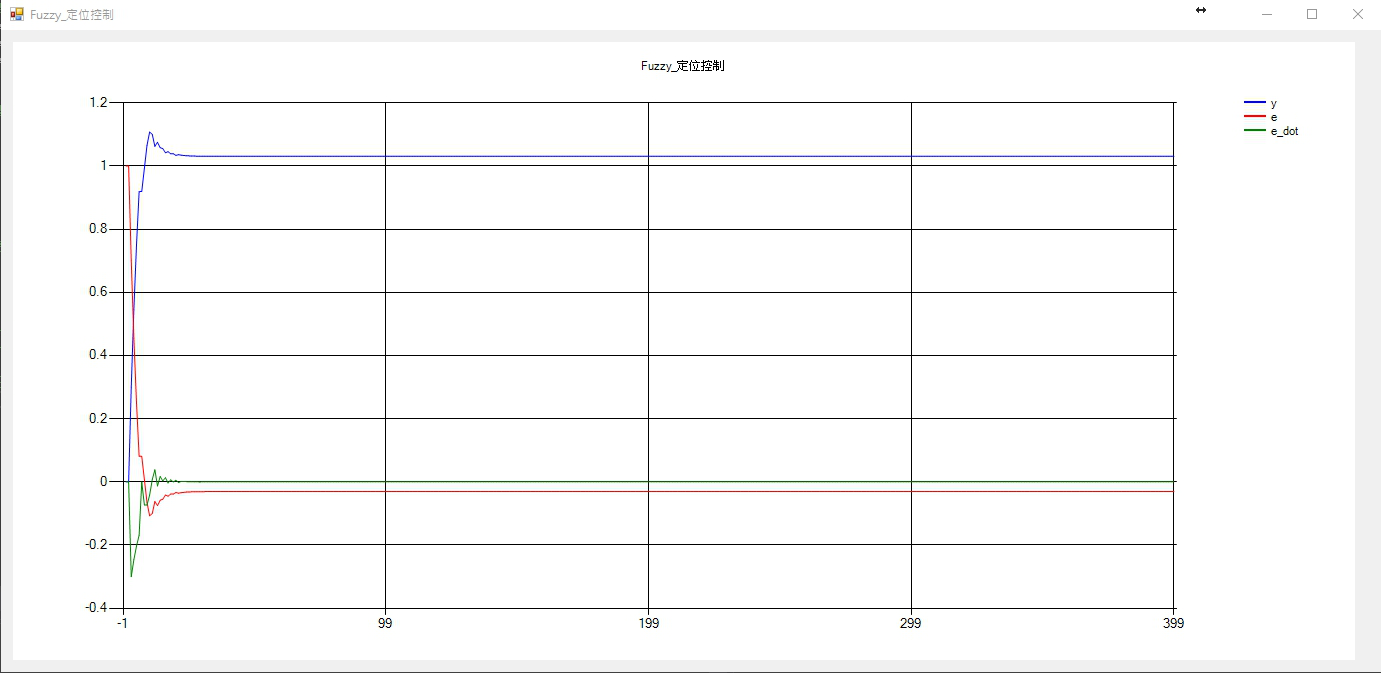
房志剛-1103105345-W05-20170428

結果



程式碼

public partial class Form1 : Form

{

public class E

{

public Double e = 0;

public Double e\_dot = 0;

public E(Double e, Double e\_dot)

{

this.e = e;

this.e\_dot = e\_dot;

}

public E()

{

this.e = 0;

this.e\_dot = 0;

}

}

public class Fuzzy

{

private static String[,] table ={

{ "NB", "NB", "NB", "NS", "PB" } ,

{ "NB", "NS", "NS", "PS", "PB" } ,

{ "NB", "NS", "ZE", "PS", "PB" } ,

{ "NB", "NS", "PS", "PS", "PB" } ,

{ "NB", "NS", "PB", "PB", "PB" } };

private static Double[] Single\_pole = { -10, -5, 0, 5, 10 };

public static Double Convert\_Function(String str)

{

switch (str)

{

case "NB":

return Single\_pole[0];

case "NS":

return Single\_pole[1];

case "ZE":

return Single\_pole[2];

case "PS":

return Single\_pole[3];

case "PB":

return Single\_pole[4];

default:

return Single\_pole[0];

}

}

public static Double get\_table(int i, int j)

{

return Convert\_Function(table[i, j]);

}

public static int Rank\_D(Double x)

{

Double[] num = { -1, -0.22, 0, 0.22, 1 };

Double[] distanse = new Double[5];

for (int i = 0; i < 5; i++)

{

distanse[i] = Math.Abs(x - num[i]);

}

Double min = distanse[0];

int index = 0;

for (int i = 1; i < 5; i++)

{

if (distanse[i] < min)

{

min = distanse[i];

index = i;

}

}

if (index == 4) return 3;

return (index);

}

public static E FuzzyControl(Double y, Double e)

{

Double e\_next, e\_dot\_next;

e\_next = D - y;

e\_dot\_next = e\_next - e;

return new E(e\_next, e\_dot\_next);

}

public static Double Calculate(Double e, Double e\_dot)

{

Double[] Y1 = { 1, 0, 1, 0, 1 };

Double[] Y2 = { 0, 1, 0, 1, 0 };

Double[] X = { -1, -0.22, 0, 0.22, 1 };

int zone\_e = -1, zone\_e\_dot = -1;

Double u1, u2, u3, u4;

zone\_e = Rank\_D(e);

zone\_e\_dot = Rank\_D(e\_dot);

if (Y1[zone\_e] > Y1[zone\_e + 1])

{

u1 = Math.Abs(e - X[zone\_e + 1]) / Math.Abs(X[zone\_e] - X[zone\_e + 1]);

u2 = 1 - u1;

}

else

{

u1 = 1 - Math.Abs(e - X[zone\_e]) / Math.Abs(X[zone\_e] - X[zone\_e + 1]);

u2 = 1 - u1;

}

if (Y2[zone\_e\_dot] > Y2[zone\_e\_dot + 1])

{

u3 = Math.Abs(e\_dot - X[zone\_e\_dot + 1]) / Math.Abs(X[zone\_e\_dot] - X[zone\_e\_dot + 1]);

u4 = 1 - u3;

}

else

{

u3 = 1 - Math.Abs(e\_dot - X[zone\_e\_dot]) / Math.Abs(X[zone\_e\_dot] - X[zone\_e\_dot + 1]);

u4 = 1 - u3;

}

Double u13 = (u1 \* u3), u23 = (u2 \* u3), u14 = (u1 \* u4), u24 = (u2 \* u4);

Double u = ((u13 \* get\_table(zone\_e\_dot, zone\_e) + u23 \* get\_table(zone\_e\_dot, zone\_e + 1) + u14 \* get\_table(zone\_e\_dot + 1, zone\_e) + u24 \* get\_table(zone\_e\_dot + 1, zone\_e + 1)) / (u13 + u23 + u14 + u24));

return u;

}

public static Double CalculateNextY(Double y, Double u)

{

return (1.01 \* y + 0.01 \* Math.Pow(y, 2) + 0.03 \* u);

}

}

public static Double D = 1;

public Double[] Y = new Double[500];

public Double[] U = new Double[500];

public E[] e = new E[500];

public Form1()

{

InitializeComponent();

}

private void Form1\_Load(object sender, EventArgs e)

{

this.e[0] = new E(1, 0);

Y[0] = 0;

U[0] = 0;

Double[] E\_ = new Double[500];

Double[] E\_dot = new Double[500];

E\_[0] = this.e[0].e;

E\_dot[0] = this.e[0].e\_dot;

for (int i = 1; i < 400; i++)

{

Y[i] = Fuzzy.CalculateNextY(Y[i - 1], U[i - 1]);

this.e[i] = Fuzzy.FuzzyControl(this.Y[i], this.e[i - 1].e);

this.U[i] = Fuzzy.Calculate(this.e[i].e, this.e[i].e\_dot);

E\_[i] = this.e[i].e;

E\_dot[i] = this.e[i].e\_dot;

}

//標題 最大數值

Series series1 = new Series("y", 1);

Series series2 = new Series("e", 1);

Series series3 = new Series("e\_dot", 1);

//設定線條顏色

series1.Color = Color.Blue;

series2.Color = Color.Red;

series3.Color = Color.Green;

//折線圖

series1.ChartType = SeriesChartType.Line;

series2.ChartType = SeriesChartType.Line;

series3.ChartType = SeriesChartType.Line;

//將數值新增至序列

for (int index = 0; index < 400; index++)

{

series1.Points.AddXY(index, Y[index]);

series2.Points.AddXY(index, E\_[index]);

series3.Points.AddXY(index, E\_dot[index]);

}

//將序列新增到圖上

this.chart1.Series.Add(series1);

this.chart1.Series.Add(series2);

this.chart1.Series.Add(series3);

//series1.IsValueShownAsLabel = true;

//series2.IsValueShownAsLabel = true;

//標題

this.chart1.Titles.Add("Fuzzy\_定位控制");

}

}