# Introduction to Fuzzy Logic Control

Andrew L. Nelson

Visiting Research Faculty University of South Florida

#### Overview

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- Outline to the left in green
- Current topic in yellow
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- Case Study

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- L. Zadah, "Fuzzy sets as a basis of possibility" Fuzzy Sets Systems, Vol. 1, pp3-28, 1978.
- T. J. Ross, "Fuzzy Logic with Engineering Applications", McGraw-Hill, 1995.
- K. M. Passino, S. Yurkovich, "Fuzzy Control" Addison Wesley, 1998.

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- Fuzzy logic:
  - A way to represent variation or imprecision in logic
  - A way to make use of natural language in logic
  - Approximate reasoning
- Humans say things like "If it is sunny and warm today, I will drive fast"
- Linguistic variables:
  - Temp: {freezing, cool, warm, hot}
  - Cloud Cover: {overcast, partly cloudy, sunny}
  - Speed: {slow, fast}

# Crisp (Traditional) Variables

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- Crisp variables represent precise quantities:
  - x = 3.1415296
  - $A \in \{0,1\}$
- A proposition is either True or False
  - $\mathbf{A} \wedge \mathbf{B} \Rightarrow \mathbf{C}$
- King(Richard) ∧ Greedy(Richard) ⇒
  Evil(Richard)
- Richard is either greedy or he isn't:
  - Greedy(Richard)  $\in \{0,1\}$

#### **Fuzzy Sets**

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- What if Richard is only somewhat greedy?
- Fuzzy Sets can represent the degree to which a quality is possessed.
- Fuzzy Sets (Simple Fuzzy Variables) have values in the range of [0,1]
- Greedy(Richard) = 0.7
- Question: How evil is Richard?

# Fuzzy Linguistic Variables

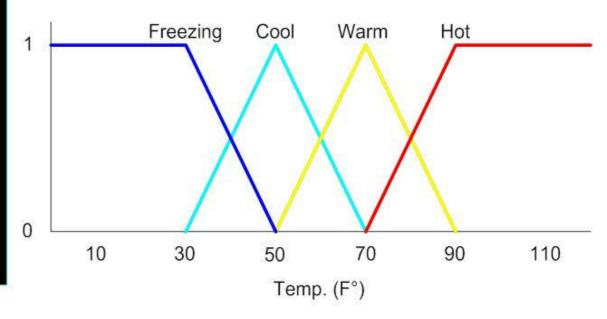
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- Fuzzy Linguistic Variables are used to represent qualities spanning a particular spectrum
- Temp: {Freezing, Cool, Warm, Hot}
- Membership Function
- Question: What is the temperature?
- Answer: It is warm.
- Question: How warm is it?

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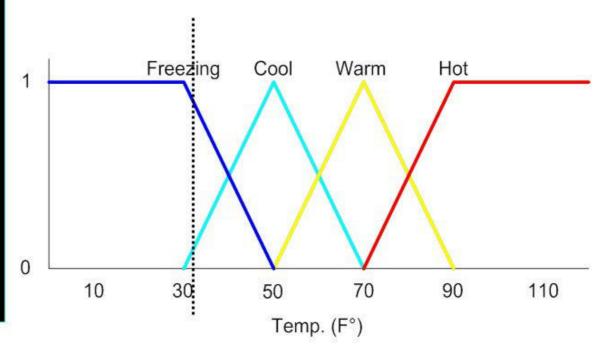
- Temp: {Freezing, Cool, Warm, Hot}
- Degree of Truth or "Membership"



### Membership Functions

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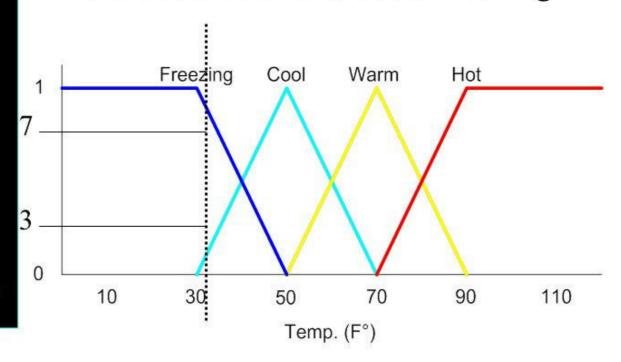
• How cool is 36 F°?



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- How cool is 36 F°?
- It is 30% Cool and 70% Freezing



# Fuzzy Logic

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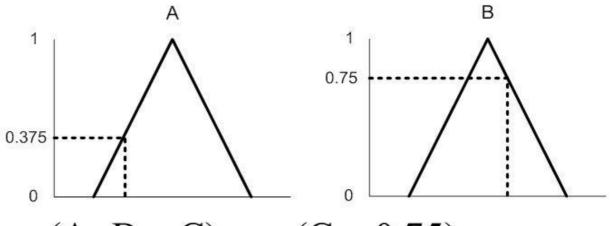
- How do we use fuzzy membership functions in predicate logic?
- Fuzzy logic Connectives:
  - Fuzzy Conjunction, ∧
  - Fuzzy Disjunction,
- Operate on degrees of membership in fuzzy sets

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# **Fuzzy Disjunction**

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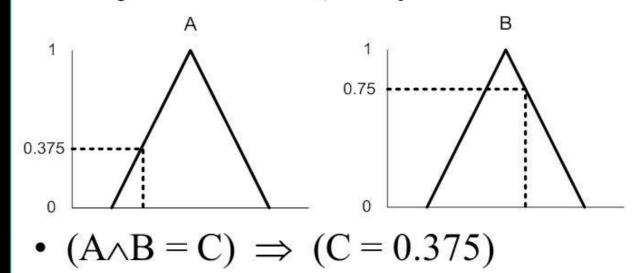
- $A \lor B \triangleq max(A, B)$
- $A \lor B = C$  "Quality C is the disjunction of Quality A and B"



# **Fuzzy Conjunction**

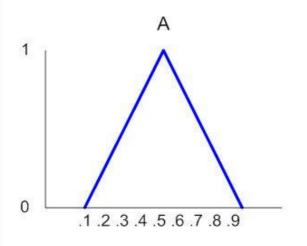
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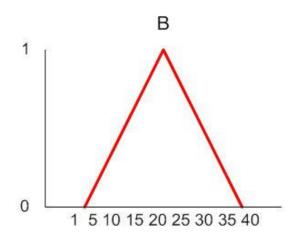
- $A \land B \triangleq \min(A, B)$
- $A \land B = C$  "Quality C is the conjunction of Quality A and B"



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Calculate  $A \land B$  given that A is .4 and B is 20

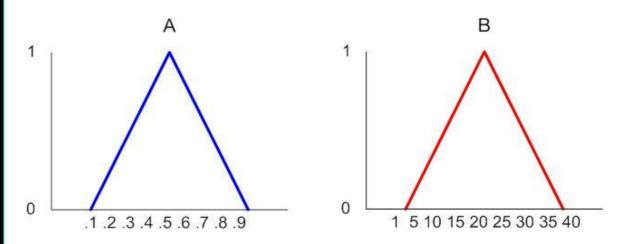




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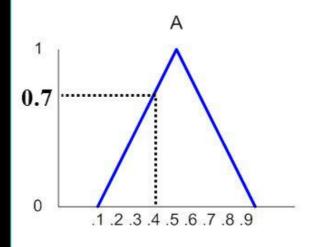
Calculate AAB given that A is .4 and B is 20

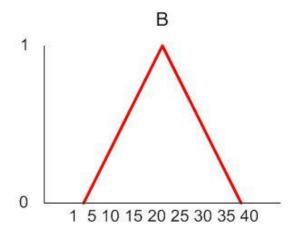


• Determine degrees of membership:

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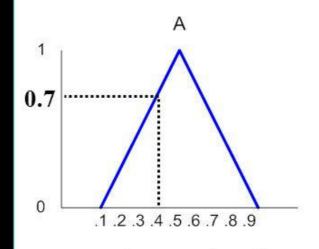


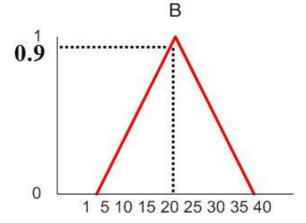


- Determine degrees of membership:
  - A = 0.7

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Calculate AAB given that A is .4 and B is 20

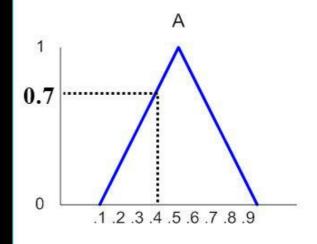


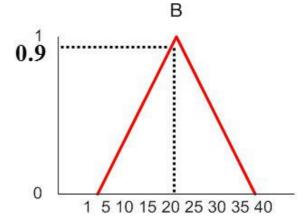


- Determine degrees of membership:
  - A = 0.7 B = 0.9

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Calculate AAB given that A is .4 and B is 20





- Determine degrees of membership:
  - A = 0.7 B = 0.9
- Apply Fuzzy AND
  - $A \land B = min(A, B) = 0.7$

# **Fuzzy Control**

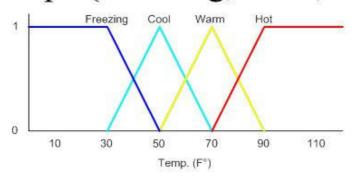
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- Fuzzy Control combines the use of fuzzy linguistic variables with fuzzy logic
- Example: Speed Control
- How fast am I going to drive today?
- It depends on the weather.
- Disjunction of Conjunctions

#### Inputs: Temperature

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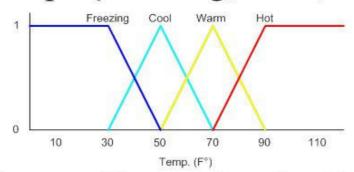
• Temp: {Freezing, Cool, Warm, Hot}



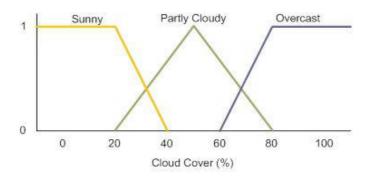
#### Inputs: Temperature, Cloud Cover

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• Temp: {Freezing, Cool, Warm, Hot}



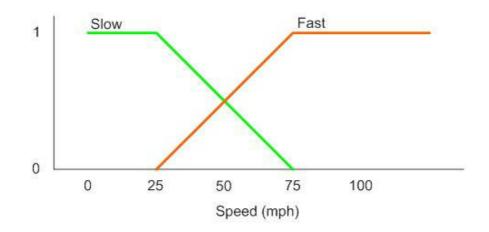
Cover: {Sunny, Partly, Overcast}



# Output: Speed

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• Speed: {Slow, Fast}



#### Rules

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- If it's Sunny and Warm, drive Fast Sunny(Cover)∧Warm(Temp)⇒ Fast(Speed)
- If it's Cloudy and Cool, drive Slow Cloudy(Cover)∧Cool(Temp)⇒ Slow(Speed)
- Driving Speed is the combination of output of these rules...

# Example Speed Calculation

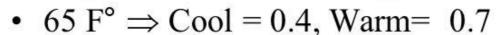
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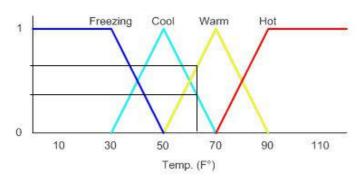
- How fast will I go if it is
  - 65 F°
  - 25 % Cloud Cover ?

#### Fuzzification:

#### Calculate Input Membership Levels

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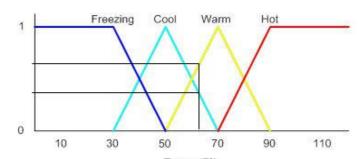


#### Fuzzification:

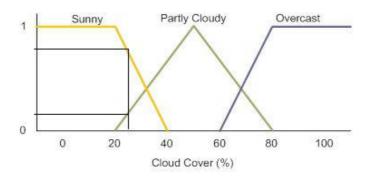
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• 65 F°  $\Rightarrow$  Cool = 0.4, Warm= 0.7



• 25% Cover  $\Rightarrow$ Sunny = 0.8, Cloudy = 0.2



# ...Calculating...

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• If it's Sunny and Warm, drive Fast

 $Sunny(Cover) \land Warm(Temp) \Rightarrow Fast(Speed)$ 

$$0.8 \land 0.7 = 0.7$$

$$\Rightarrow$$
 Fast = 0.7

• If it's Cloudy and Cool, drive Slow

 $Cloudy(Cover) \land Cool(Temp) \Rightarrow Slow(Speed)$ 

$$0.2 \land 0.4 = 0.2$$

$$\Rightarrow$$
 Slow = 0.2

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Speed is 20% Slow and 70% Fast

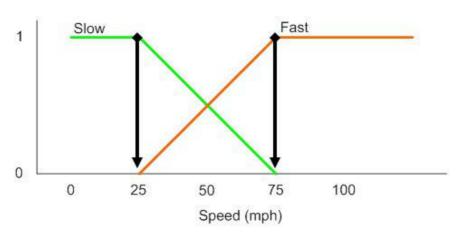


• Find centroids: Location where membership is 100%

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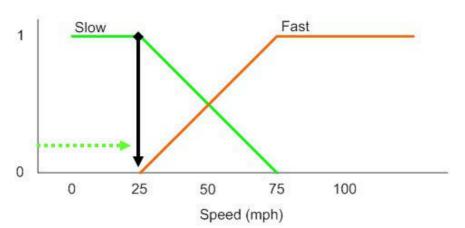


• Find centroids: Location where membership is 100%

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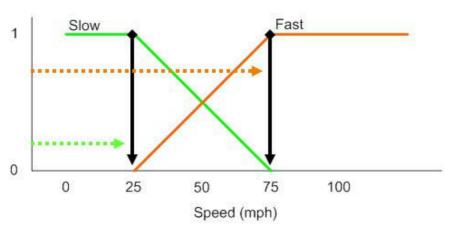


• Speed = weighted mean = 
$$(2*25+...)$$

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Speed is 20% Slow and 70% Fast



$$=(2*25+7*75)/(9)$$

$$= 63.8 \text{ mph}$$

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- Fuzzy Logic Control allows for the smooth interpolation between variable centroids with relatively few rules
- This does not work with crisp (traditional Boolean) logic
- Provides a natural way to model some types of human expertise in a computer program

# Notes: Drawbacks to Fuzzy logic

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- Requires tuning of membership functions
- Fuzzy Logic control may not scale well to large or complex problems
- Deals with imprecision, and vagueness, but not uncertainty

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- Fuzzy Logic provides way to calculate with imprecision and vagueness
- Fuzzy Logic can be used to represent some kinds of human expertise
- Fuzzy Membership Sets
- Fuzzy Linguistic Variables
- Fuzzy AND and OR
- Fuzzy Control