

Rules

Safe Haskell None
Language Haskell2010

This module defines the data structures, helper functions and declarations for the fuzzy logic relations which will be used in out FLC.

Documentation

```
class Factor a where
```

Factor is a class representing inputs which are factors in deciding the final action.

Methods

```
factor :: a -> Action
```

```
data Action
```

Action is the type representing the discreet set of action we might take.

Constructors

```
HardSlowdown
```

```
Slowdown
```

```
NoOP
```

```
Speedup
```

```
HardSpeedup
```

Instances

```
Bounded Action
```

```
Enum Action
```

```
Eq Action
```

```
Ord Action
```

```
Show Action
```

```
data Speed
```

Speed is the type representing the discreet set of possible speed "ratings".

Constructors

```
VerySlow
```

```
Slow
```

```
Normal
```

```
Fast
```

```
VeryFast
```

Instances

```
Bounded Speed
```

Enum Speed

Eq Speed

Ord Speed

Show Speed

data **Distance**

Distance represents the type of the discreet set of relative distances to the destination.

Constructors

VeryClose

Close

Halfway

Far

VeryFar

▣ Instances

Bounded Distance

Enum Distance

Eq Distance

Ord Distance

Show Distance

type **Rule** = [**FuzzySet**]

Rule is a list of the degrees of activation of each premise. (i.e. foldr unionT rule == fuzzy logic rule)

mkRuler :: **Reader Config** ([**(Int, Int)**] -> **Rule**)

mkRuler takes a list of term limits and returns the associated **Rule**. It relies on the config keys `totalSpace`, `ruleDelta`.