



# **Fuzzy Logic Air Conditioner**

**Author**

Derek McCarthy

B00007439

## **Declaration**

I/We declare that this material, which I/We now submit for assessment, is entirely my/our own work and has not been taken from the work of others, except where otherwise stated. I/We have identified and included the source of all facts, ideas, opinions, and viewpoints of others in the assignment references. Direct quotations from books, journal articles, internet sources, module text, or any other source whatsoever are acknowledged and the source cited are identified in the assignment references.

I/We understand that plagiarism, collusion, and copying are grave and serious offences and accept the penalties that would be imposed should I/we engage in plagiarism, collusion or copying. I acknowledge that copying someone else's assignment, or part of it, is wrong, and that submitting identical work to others constitutes a form of plagiarism. I/We have read and understood the colleges plagiarism policy 3AS08 (available [here](#)).

This material, or any part of it, has not been previously submitted for assessment for an academic purpose at this or any other academic institution.

I have not allowed anyone to copy my work with the intention of passing it off as their own work.

Name: Derek McCarthy

Dated: 02/03/2019

(Printing your name here will be taken as a digital signature)

Contents

Introduction ..... 4

Linguistic Variables ..... 4

    Room Linguistic Variable Term ..... 4

    Target Linguistic Variable Term..... 5

    Command Linguistic Variable Term..... 6

Rule Terms ..... 6

Conclusion..... 8

## Introduction

The purpose of this report is to outline the implantation of a Fuzzy Logic Air Conditioner controller. The way this will work is the room temperature will only be affected by the outside temperature if the air conditioner (AC) button is turned off. If the AC button is turned on the room temperature should reach the target temperature. The target temperature can be set by the user using the dial on the interface.

## Linguistic Variables

The program uses two input variables (room and target) and one output variable (command). Both room and target use the same number and named linguistic variable terms.

### Room Linguistic Variable Term

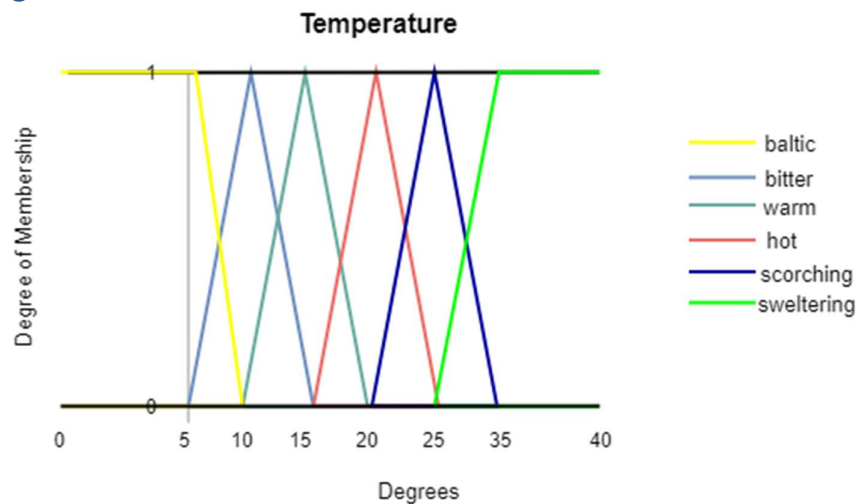


Figure 1 - Membership Function Room Term (Input variable 1)

The room term temperature ranges from 0 - 40 degrees and is split into six terms, **baltic** – uses a trapezoid membership and covers the range of 0 – 10 degrees. **bitter** – uses a triangle membership and covers the range 5 – 15 degrees. **warm** - uses a triangle membership and covers the range 10 – 20 degrees. **hot** - uses a triangle membership and covers the range 15 – 25 degrees. **scorching** - uses a triangle membership and covers the range 20 – 35 degrees. **sweltering** - uses a trapezoid membership and covers the range 25 – 40 degrees.

## Target Linguistic Variable Term

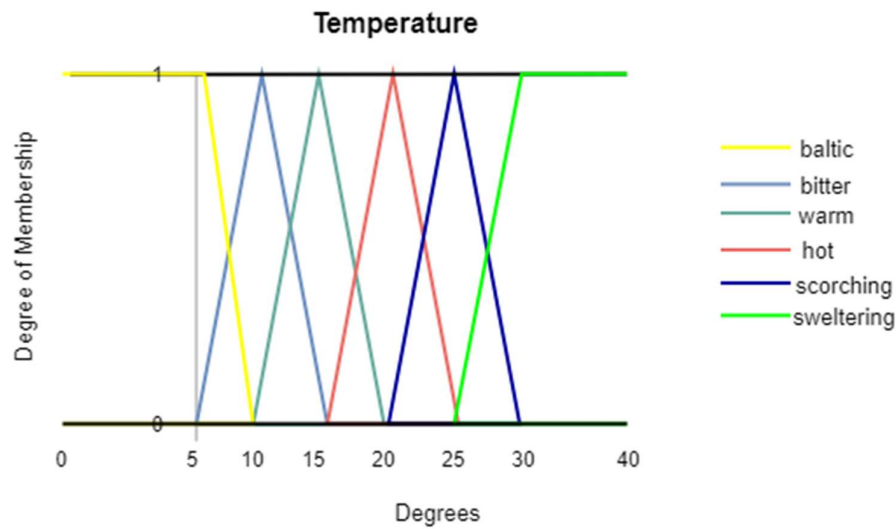


Figure 2 - Figure 1 - Membership Function Target Term (Input variable 2)

The target term temperature ranges from 0 - 40 degrees and is almost identical to the room term except for, scorching covers the range of 20 -30 degrees while the room term's scorching covers the range 20 – 35 degrees. The six terms that make up the target linguistic variable are,

**baltic** – uses a trapezoid membership and covers the range of 0 – 10 degrees.

**bitter** – uses a triangle membership and covers the range 5 – 15 degrees.

**warm** - uses a triangle membership and covers the range 10 – 20 degrees.

**hot** - uses a triangle membership and covers the range 15 – 25 degrees.

**scorching** - uses a triangle membership and covers the range 20 – 30 degrees.

**sweltering** - uses a trapezoid membership and covers the range 25 – 40 degrees.

## Command Linguistic Variable Term

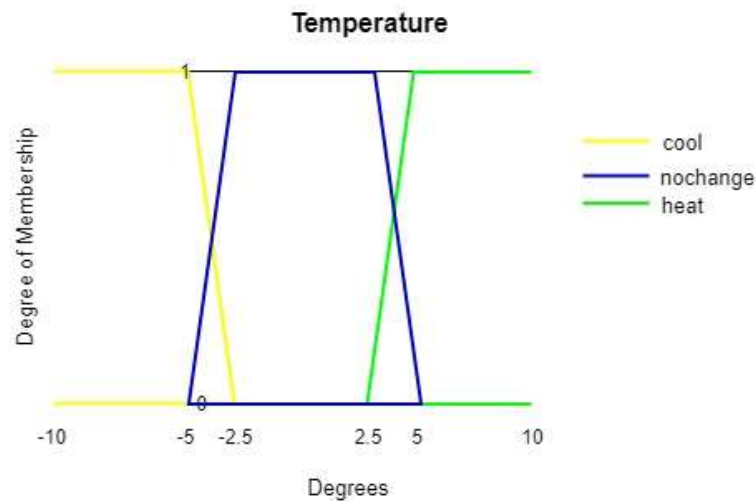


Figure 3 - Membership Function Command Term (output variable)

The command linguistic variable temperature ranges from -10 to 10 degrees. It is made up of three trapezoids’,

**cool** – covers the range of -10 to -2.5 degrees.

**nochange** – covers the range of -5 to 5 degrees.

**heat** – covers the range of 2.5 to 10 degrees.

## Rule Terms

The rules that have being defined and implemented for the output variable can be seen in the rule matrix figure 4.

Room Temperature	Target Temperature					
	baltic	bitter	warm	hot	scorching	sweltering
baltic	No-Change	Heat	Heat	Heat	Heat	Heat
bitter	Cool	No-Change	Heat	Heat	Heat	Heat
warm	Cool	Cool	No-Change	Heat	Heat	Heat
hot	Cool	Cool	Cool	No-Change	Heat	Heat
scorching	Cool	Cool	Cool	Cool	No-Change	Heat
sweltering	Cool	Cool	Cool	Cool	Cool	No-Change

Figure 4 - Rule Matrix

In the above rule matrix on left of the table we have the room temperature terms and to the top we have the target temperature terms. In the centre of the table is the commands which are to be applied to the system depending on chosen target temperature. For example, if the target temperature is hot and the room temperature is bitter then the command is heat. Which will bring the room temperature in line with that of the target temperature.

The rules that have being defined from the above rule matrix to control the output variable use the If-Then (condition and conclusion) operator they are,

if (room is baltic) and (target is baltic) then command is nochange
if (room is bitter) and (target is bitter) then command is nochange
if (room is warm) and (target is warm) then command is nochange
if (room is hot) and (target is hot) then command is nochange
if (room is scorching) and (target is scorching) then command is nochange
if (room is sweltering) and (target is sweltering) then command is nochange
if (room is baltic or room is bitter) and (target is warm) then command is heat
if (room is baltic or room is bitter) and (target is hot) then command is heat
if (room is baltic or room is bitter) and (target is scorching) then command is heat
if (room is baltic or room is bitter) and (target is sweltering) then command is heat
if (room is bitter or room is warm or room is hot or room is scorching or room is sweltering) and (target is baltic) then command is cool
if (room is baltic) and (target is bitter) then command is heat
if (room is warm) and (target is bitter) then command is cool
if (room is hot) and (target is bitter) then command is cool
if (room is scorching) and (target is bitter) then command is cool
if (room is sweltering) and (target is bitter) then command is cool
if (room is hot) and (target is warm) then command is cool
if (room is scorching) and (target is warm) then command is cool
if (room is sweltering) and (target is warm) then command is cool
f (room is warm) and (target is hot) then command is heat
if (room is scorching) and (target is hot) then command is cool
if (room is sweltering) and (target is hot) then command is cool
if (room is warm) and (target is scorching) then command is heat
if (room is hot) and (target is scorching) then command is heat
if (room is sweltering) and (target is scorching) then command is cool
if (room is warm) and (target is sweltering) then command is heat
if (room is hot) and (target is sweltering) then command is heat
if (room is scorching) and (target is sweltering) then command is heat

## Conclusion

To conclude, after some trial and error with the linguistic variables values and terms we feel the defined terms and ranges work well on the system. The room temperature is usually in line with the target temperature or within one or two degrees of it. And because of this we feel the system meets the criteria outlined within the assignment brief.