

ECE 68000: MODERN AUTOMATIC CONTROL

Professor Stan Žak

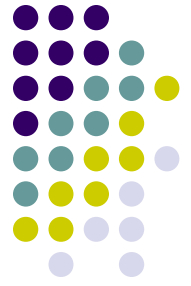
Fuzzy Logic Control Design

Computing With Words---Example

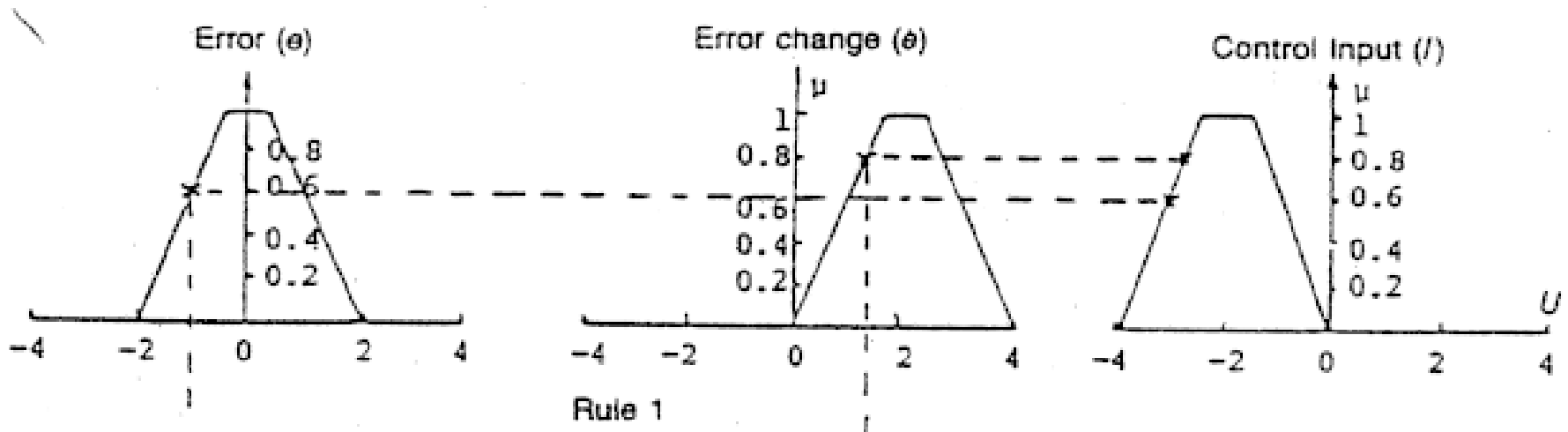


- Our example uses data from the paper by Y.F. Li and C.C. Lau, “*Development of fuzzy algorithms for servo systems*,” IEEE Control Systems Magazine, pp. 65--72, April 1989
- Rule #1: IF the error is ZE and the error change is SP THEN the control is SN
- Rule #2: IF the error is ZE and the error change is ZE THEN the control is ZE
- Rule #3: IF the error is SN and the error change is SN THEN the control is SP
- Rule #4: IF the error is SN and the error change is ZE THEN the control is LP

Defuzzification: Moving From Fuzzy Rules to Numbers

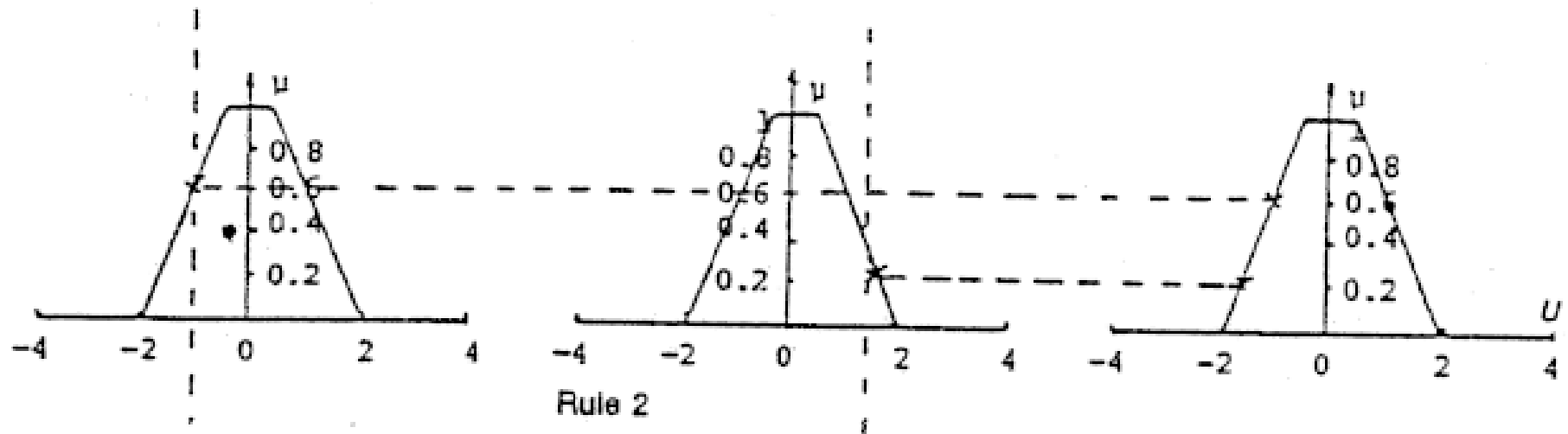


- Contribution of Rule #1



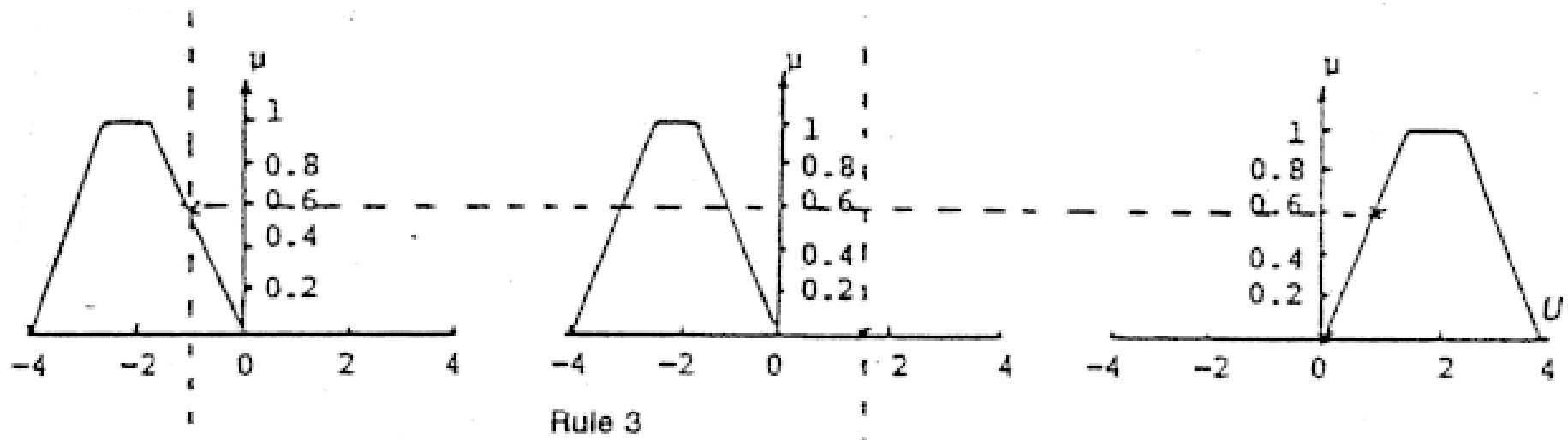
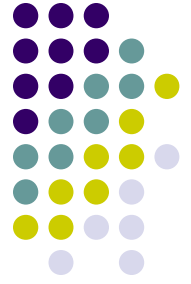
- Center-of-gravity--- $0.6 \times (-2)$
- Center average defuzzifier--- $0.6 \times 0.8 \times (-2)$

Defuzzification: Contribution of Rule #2



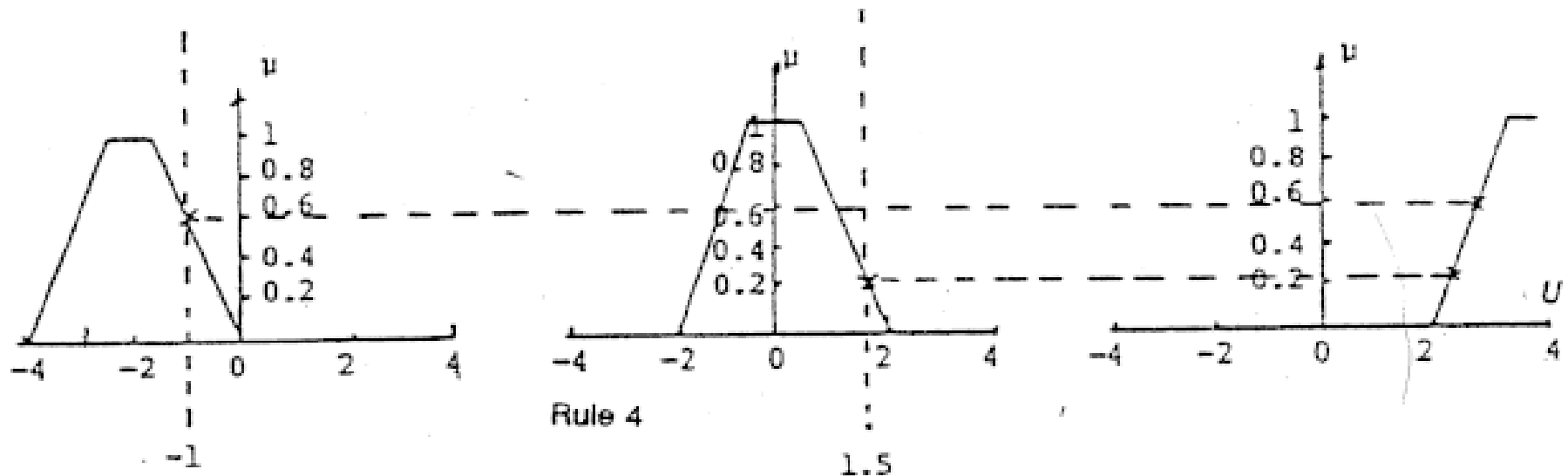
- Center-of-gravity--- 0.2×0
- Center average defuzzifier--- $0.6 \times 0.2 \times 0$

Defuzzification: Contribution of Rule #3



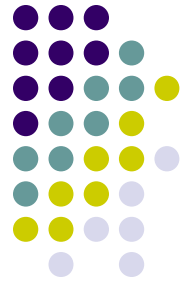
- Center-of-gravity--- 0×2
- Center average defuzzifier--- $0.6 \times 0 \times 2$

Defuzzification: Contribution of Rule #4



- Center-of-gravity--- 0.2×4
- Center average defuzzifier--- $0.6 \times 0.2 \times 4$

Combining All Contributions Together



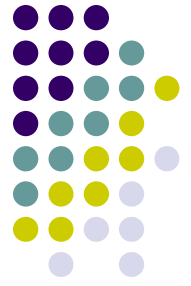
- Center-of-gravity

$$u = \frac{0.6 \times (-2) + 0.2 \times 0 + 0 \times 2 + 0.2 \times 4}{0.6 + 0.2 + 0 + 0.2} = -0.4$$

- Center average defuzzifier (product inference rule)

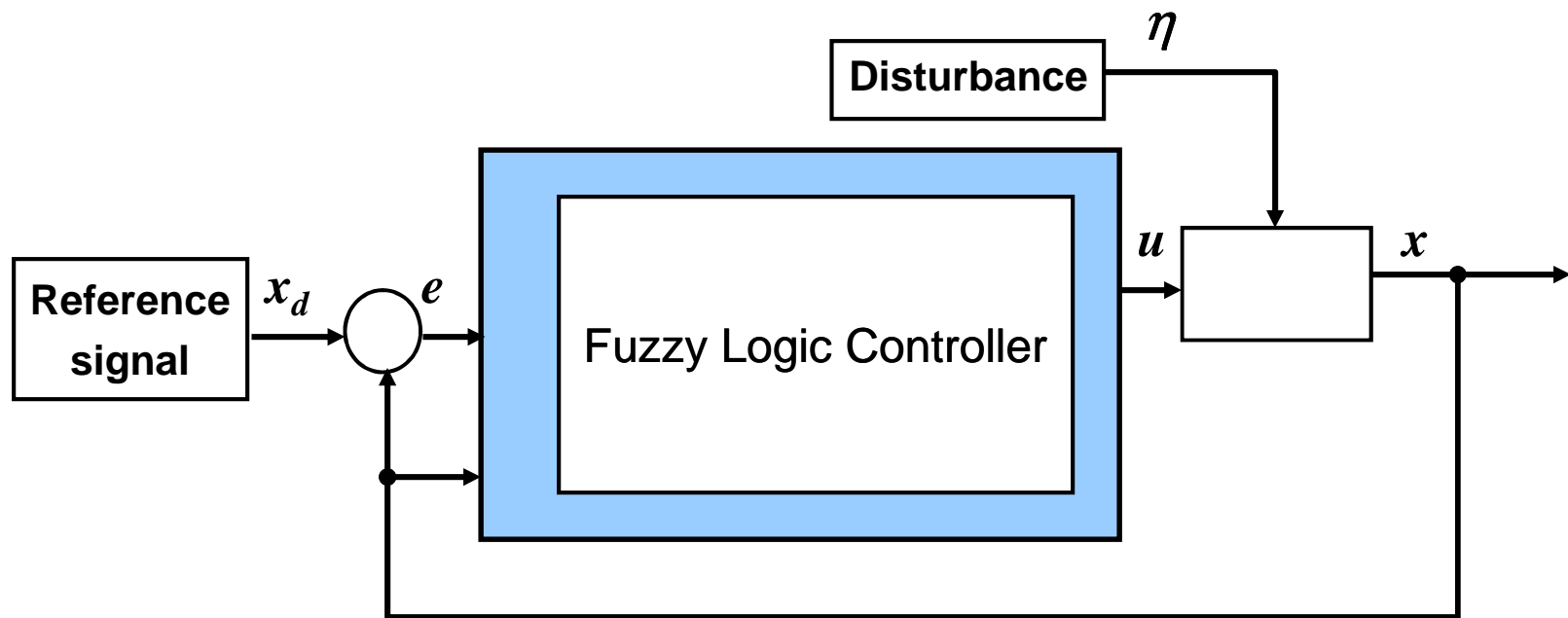
$$u = \frac{0.48 \times (-2) + 0.12 \times 0 + 0 \times 2 + 0.12 \times 4}{0.48 + 0.12 + 0 + 0.12} = -0.67$$

Designing a Fuzzy Logic Controller for DC Motor---Control Objective



- Design a controller that forces the closed loop system output $x(t)$ to track a given reference signal $x_d(t)$
- Force the tracking error $e(t) = x - x_d$ to asymptotically decay to 0

Fuzzy Logic Controller (FLC) in the Loop





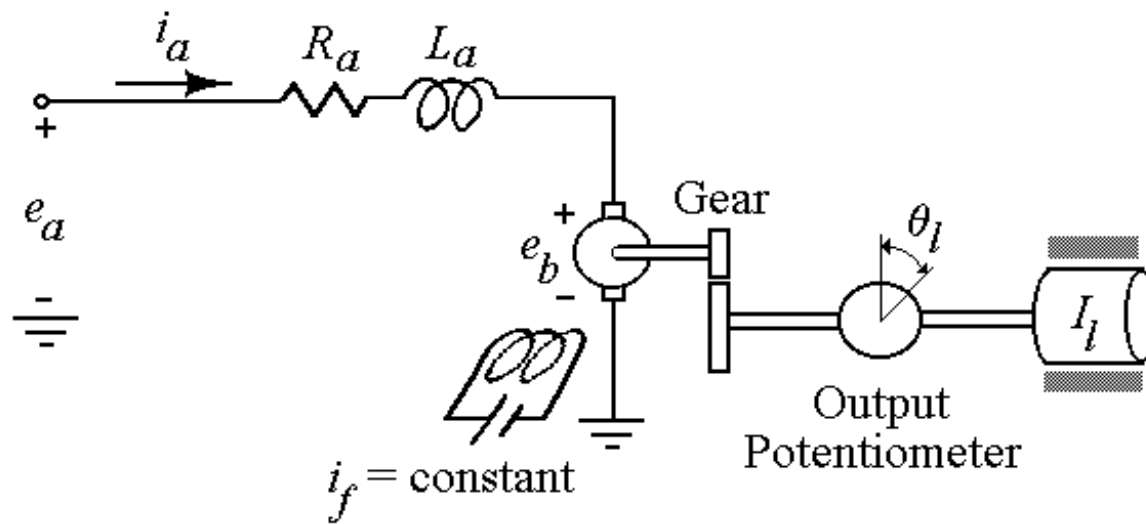
FLC Design Algorithm

- Identify ranges of the controller inputs
- Identify ranges of the controller output
- Create fuzzy sets for each input and output
- Translate the interaction of the inputs and outputs into IF-THEN rules, and then form the rules matrix
- Decide on the defuzzifier, and then use it to generate the control surface
- Implement the controller, test it, and modify it if necessary

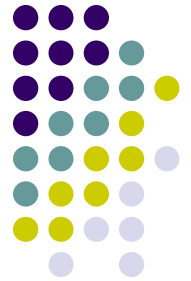
Fuzzy Logic Tracking Control of a DC Motor



DC motor schematic

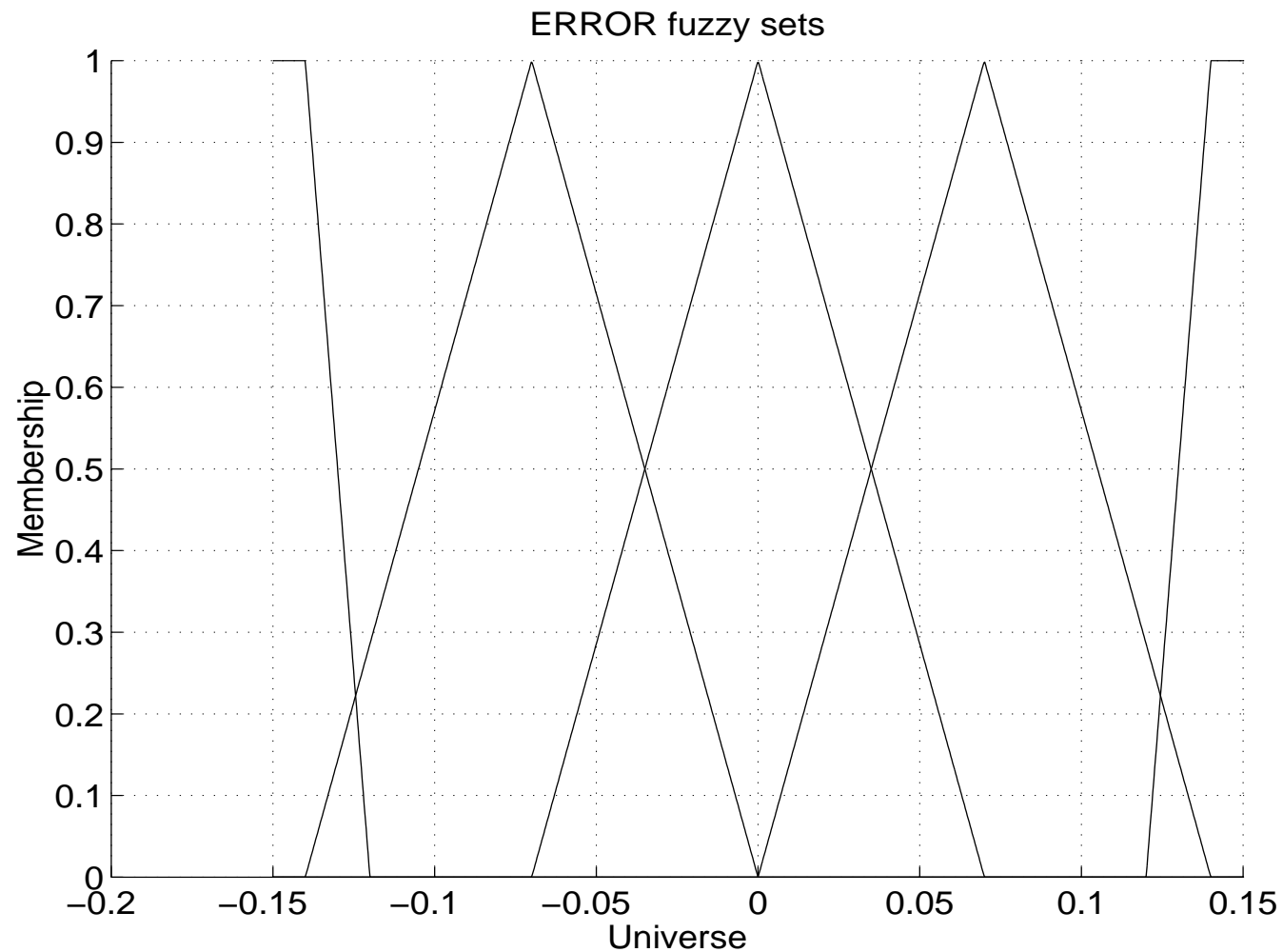
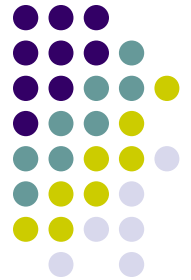


More On the Control Objective and the Plant

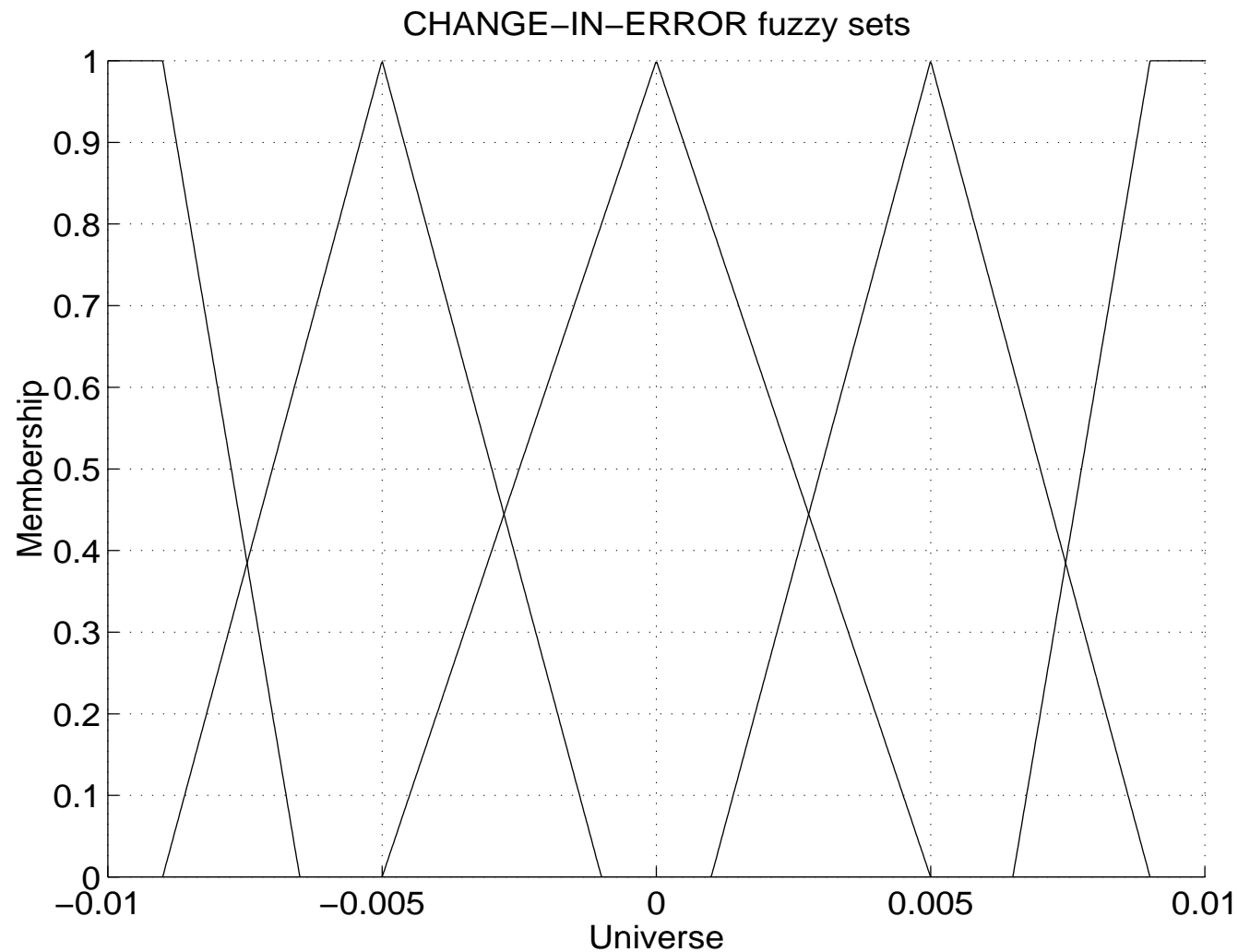
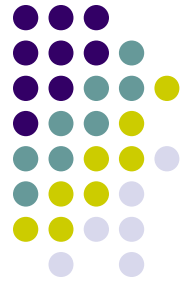


- DC motor--- Electro-Craft Corporation MOTOMATIC system
- Control objective---design a simple fuzzy logic tracking controller, simulate the dynamical behavior of the closed-loop and test the design in the lab
- Math model of the DC motor needed for simulations

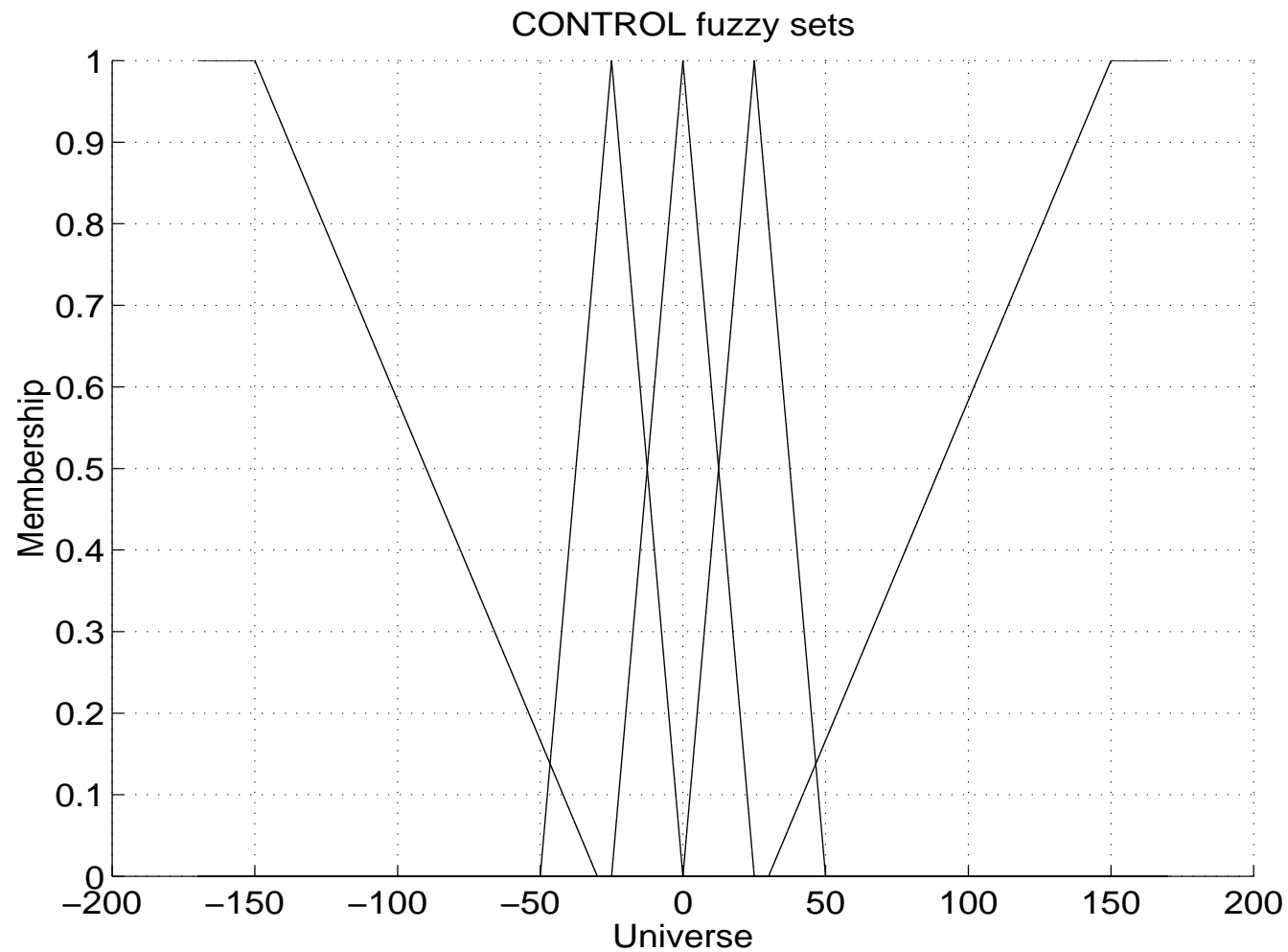
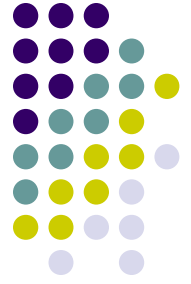
Tracking Error Fuzzy Sets



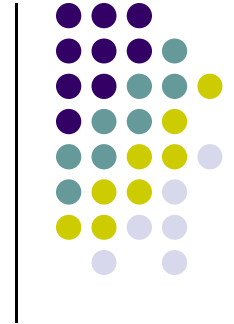
CHANGE-IN-ERROR Fuzzy Sets



Control Action Fuzzy Sets

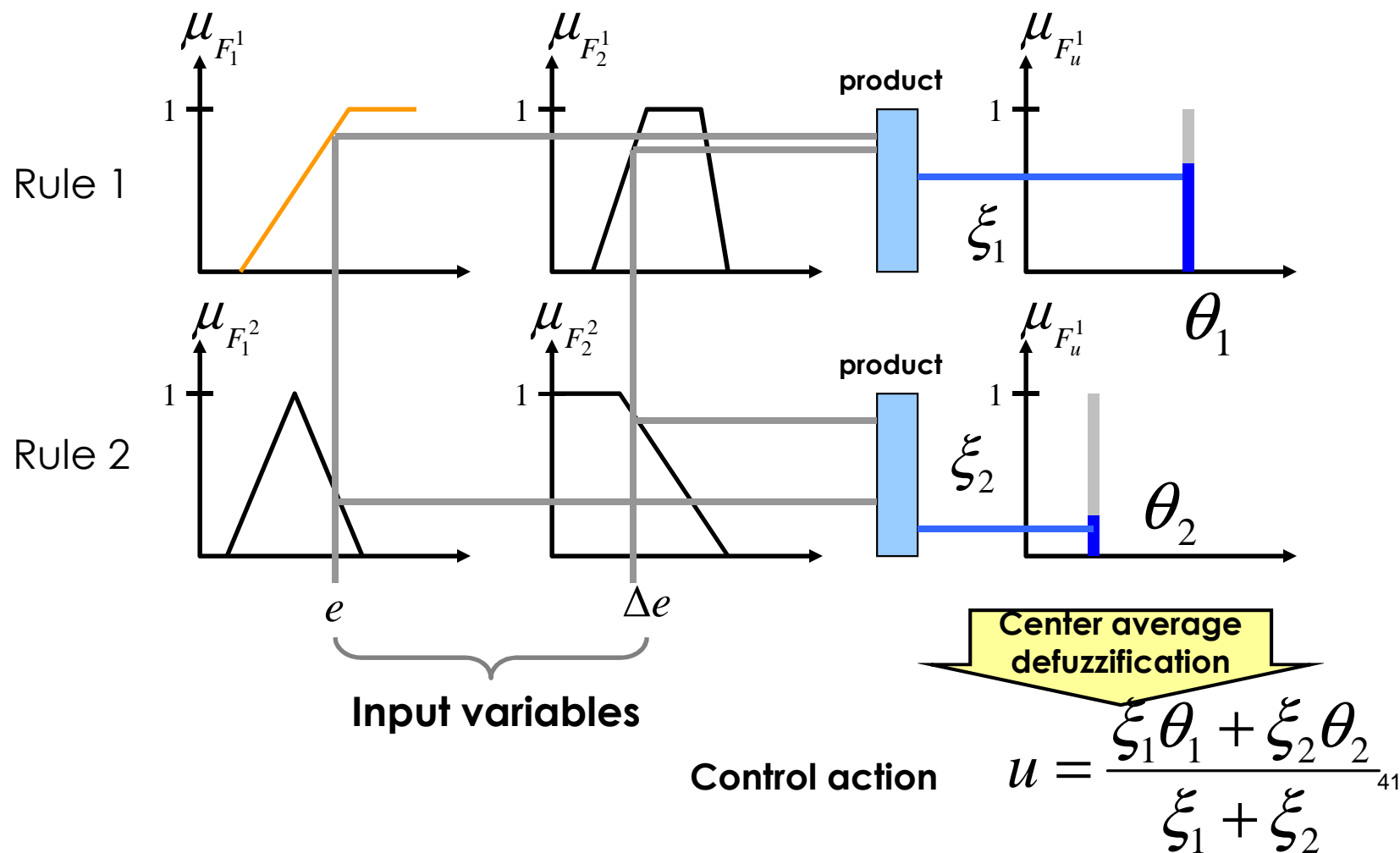


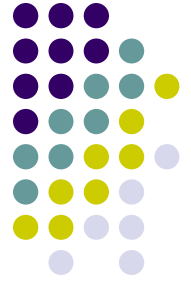
Rules Matrix



Change-in-error	LN	N	ZE	P	LP
Error					
Large Negative (LN)	LN	LN	LN	N	ZE
Negative (N)	LN	LN	N	ZE	P
Zero (ZE)	N	N	ZE	P	P
Positive (P)	N	ZE	P	LP	LP
Large Positive (LP)	ZE	P	LP	LP	LP

Center Average Inference System





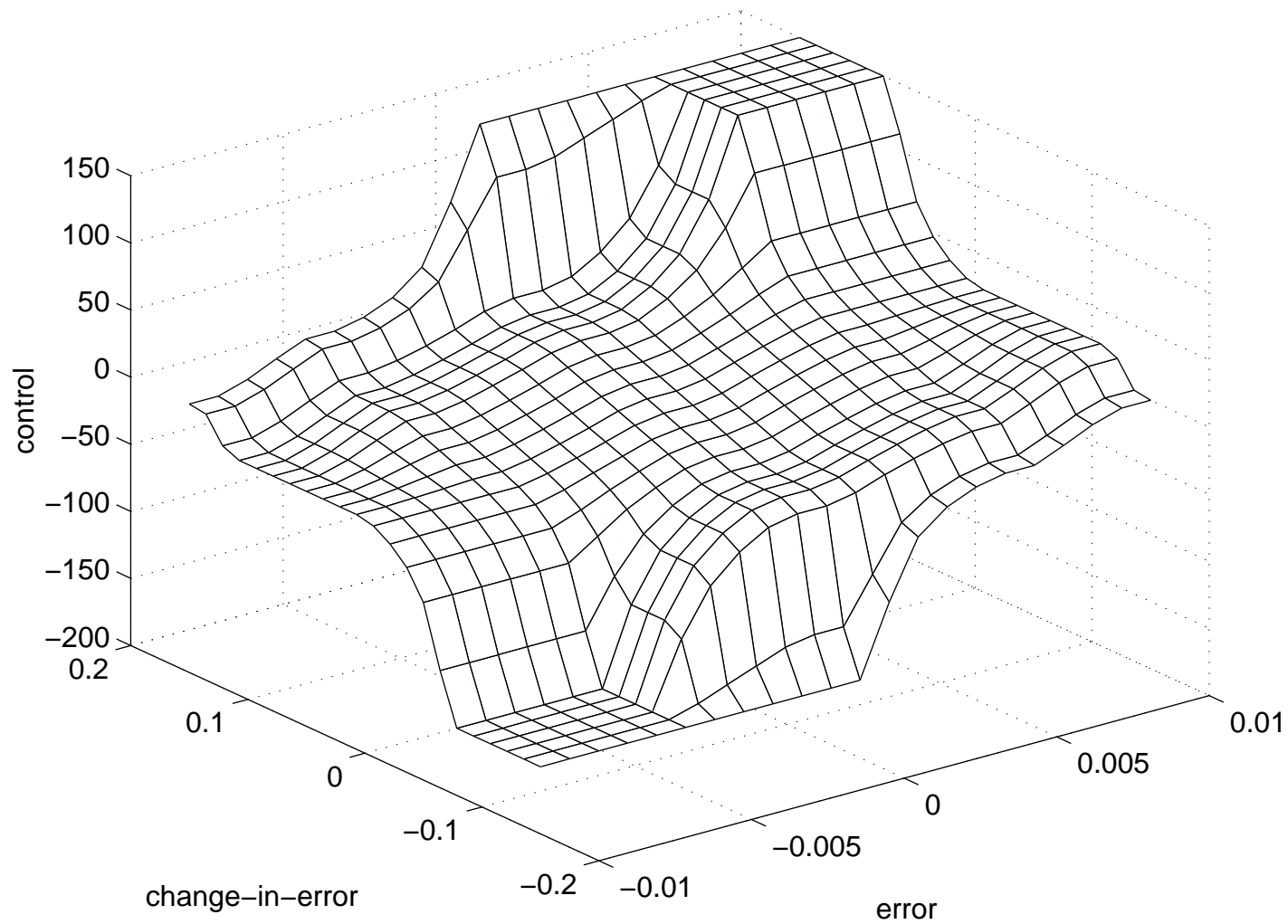
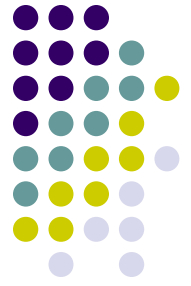
Defuzzifier

Center average defuzzifier for a two-input controller

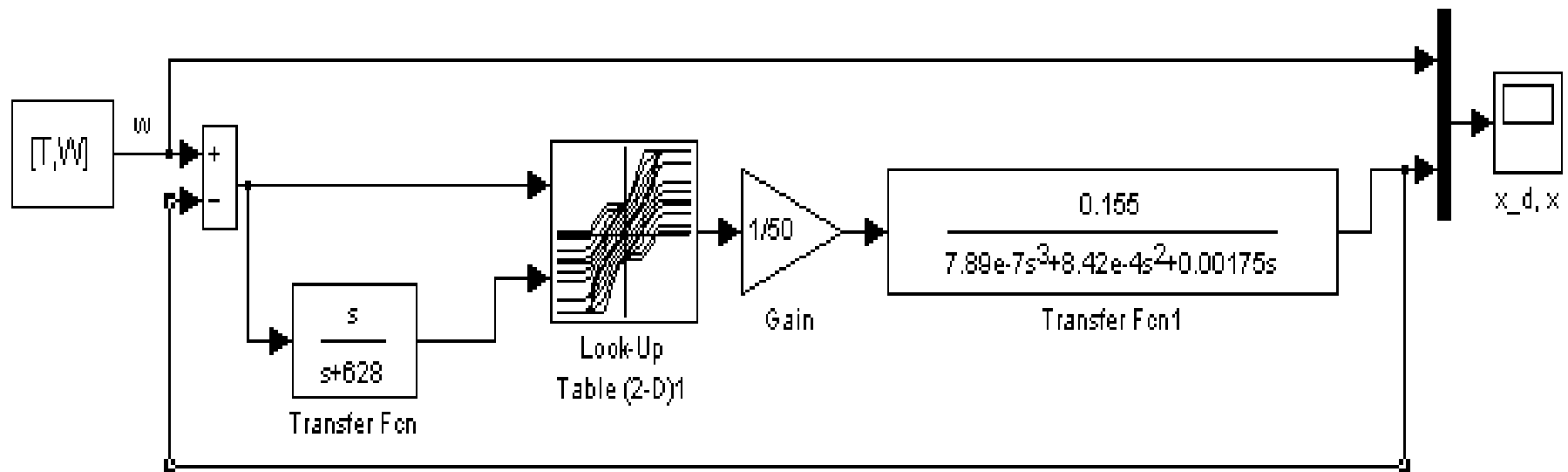
$$u = \frac{\sum_{l=1}^M \mu_{A_l}(e) \mu_{B_l}(\Delta e) \theta_c^l}{\sum_{l=1}^M \mu_{A_l}(e) \mu_{B_l}(\Delta e)}$$

where θ_c^l is the centroid of the control action fuzzy set and M is the number of fuzzy rules

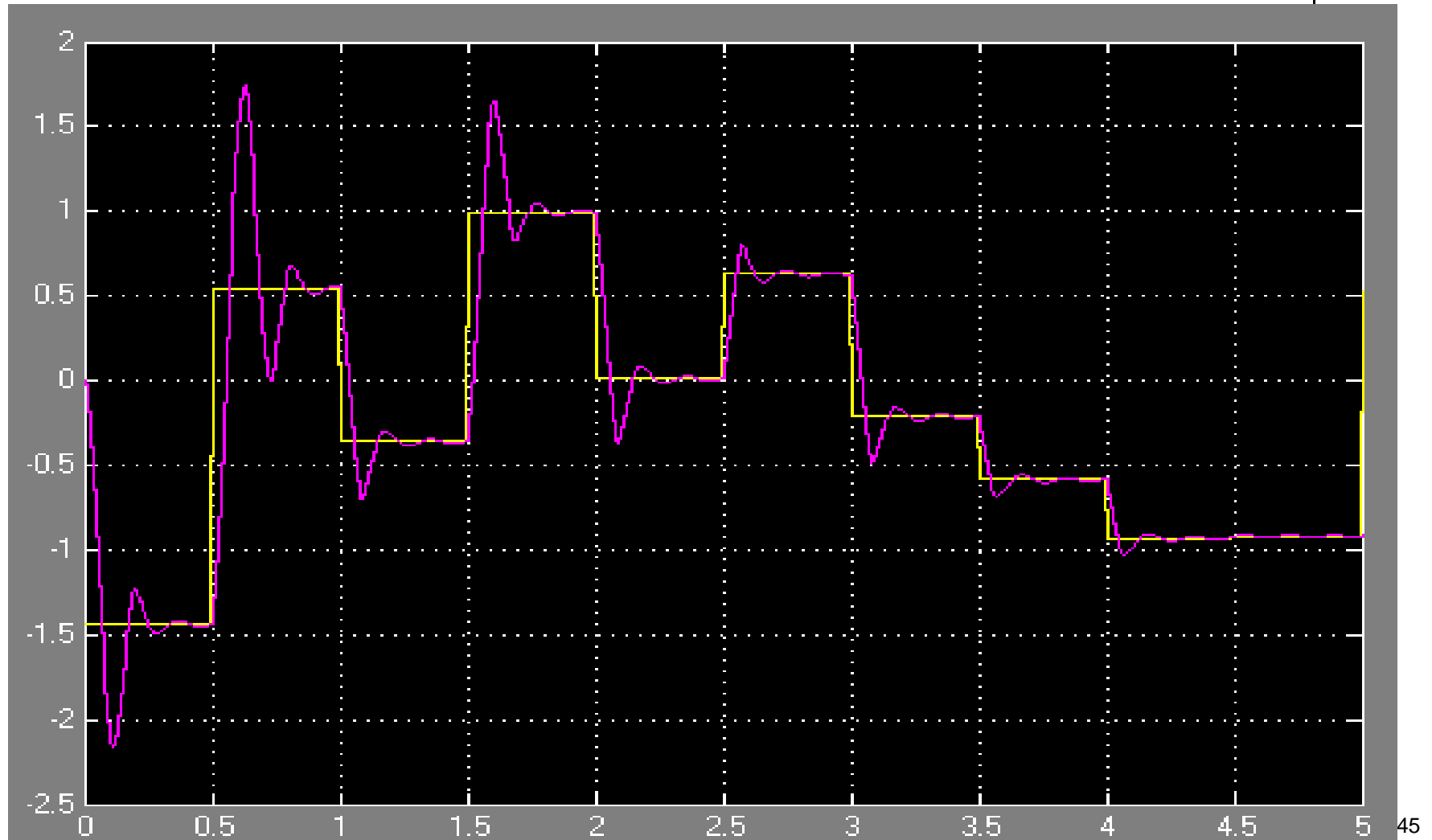
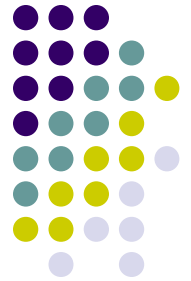
Control Surface



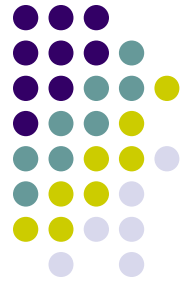
FLC in SIMULINK



Simulation Results



Improving the Performance of FLC



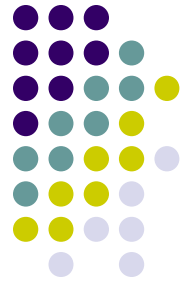
- Excessive overshoot
- Fine tune the controller
- Good results when changed the error range of the tracking error from

$$[-0.15, 0.15]$$

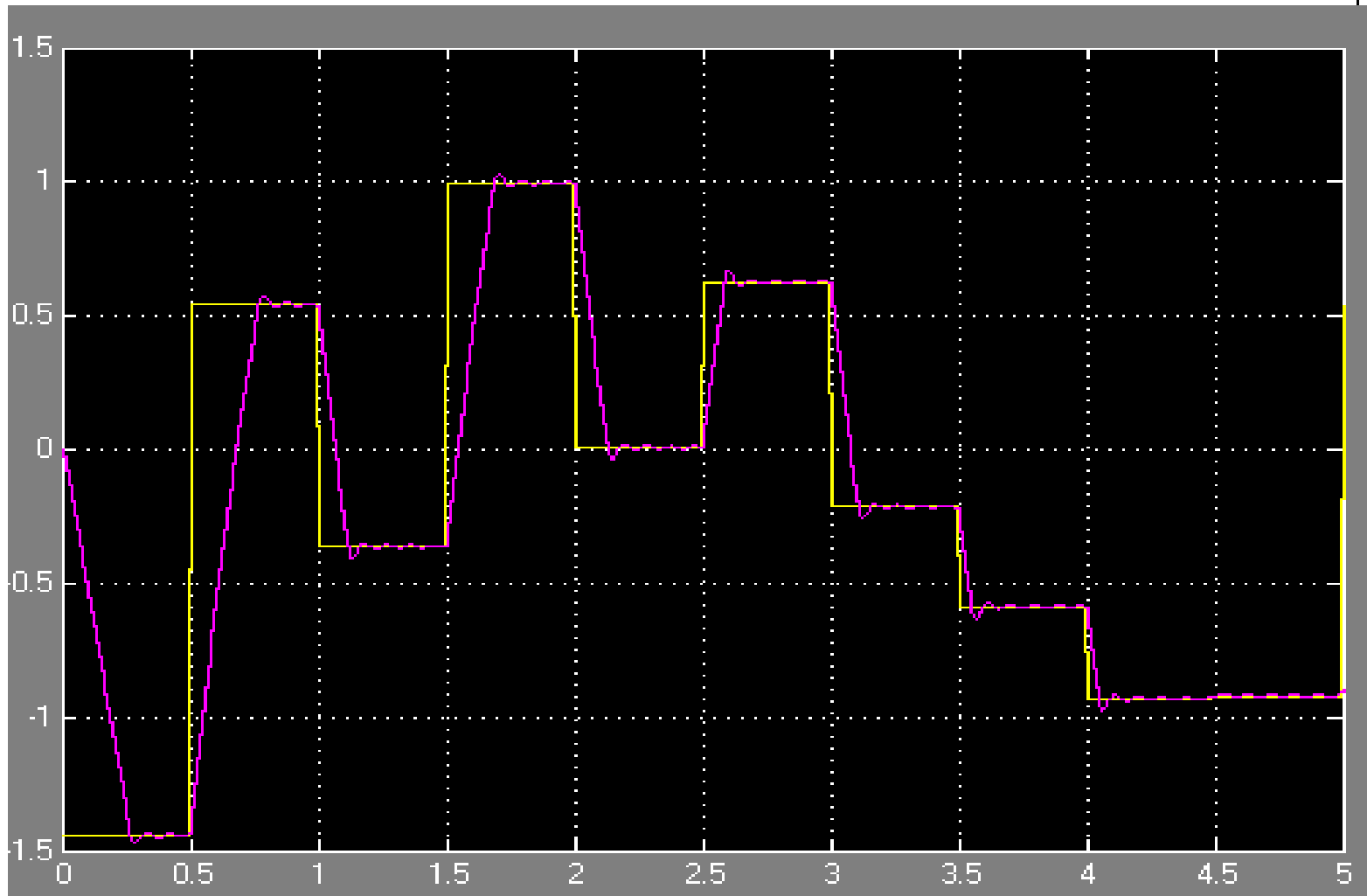
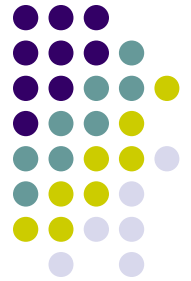
to

$$[-0.1, 0.1]$$

New Tracking Error Fuzzy Sets



FLC Improved Performance





Summary

Fuzzy Logic Control:

- ◆ incorporates linguistic description of the controller action, rather than a mathematical plant model, to compute the control action---computing with words
- ◆ different ways to achieve high controller performance---use a two-range controller consisting of coarse and fine parts to regulate the large tracking error and small tracking error
- ◆ use more fuzzy sets, this in turn requires more fuzzy rules