## Assignment-4 (15)

Posting date: 14th Nov 2019 Submission Date: 27th Nov by 3pm;

Implement FIS (Fuzzy Inference System) using MATLAB fuzzy logic toolbox and evaluate the performance of a student. The goal is to find the overall performance of the student. The evaluation criteria are based on the following three input parameters. The output of the system is the performance score of a given student in range [0, 10].

## **Inputs:**

- Academics: Performance in academics are measured by CGPA (scale 0-10)
- Sports: Total number of games won or participated (scale 0-10)
- Co-curricular activities: the number of certificates (participation and winning certificate in the range of 0 to 10).

## **Outputs:**

• Performance: score of a given student in range [0, 10] inferred based on a set of rules.

Define the following and make a document containing all details in text file. (3)

Define linguistic variables - Academics, sports and co-curricular (3 input) and performance
 (1 output) and the corresponding fuzzy membership functions
 (4)

#### **INPUT VARIABLES**

1. <u>Academics:</u> Performance in academics are measured by CGPA (scale 0-10)

Range[0, 10]

### **Linguistic Variables:**

POOR – Membership function: Pi-shaped [0, 2.2, 3.5, 4.4]

AVG - Membership function: Pi-shaped [4.3, 5, 6.3, 6.9]

GOOD - Membership function: Pi-shaped [6.1, 6.7, 7.7, 8.9]

EXCELLENT - Membership function: Pi-shaped [8.3, 9.5, 10, 10]

2. Sports: Total number of games won or participated

Range[0, 10]

### **Linguistic Variables:**

POOR - Membership function: Generalised Bell-shaped [2.1, 2.5, -1.38e-16]

AVG - Membership function: Pi-shaped [1.25, 4.6, 5.4, 8.75]

GOOD - Membership function: S-shaped [6.25, 9.583]

3. <u>CCA (Co-curricular activities):</u> number of certificates (participation and winning certificate)

Range [0, 10]

## **Linguistic Variables:**

POOR - Membership function: Gaussian [1.769, 1.2]

AVG - Membership function: Gaussian [1.769, 5]

GOOD - Membership function: Pi-shaped [6.25 9.6 10.45 10.75]

## **OUTPUT VARIABLES**

### 1. Performance:

Range [0,10]

## **Linguistic Variables:**

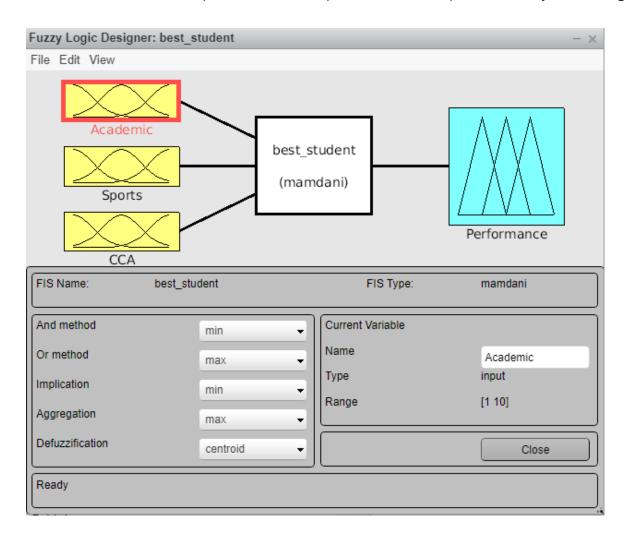
POOR - Membership function: Triangular shaped [0, 2.4, 4]

AVG - Membership function: Pi-shaped [3.8, 4, 6, 7]

GOOD - Membership function: Pi-shaped [6.6, 7.2, 7.5, 8.4] EXCELLENT - Membership function: Pi-shaped [7.5, 8.2, 10, 10]

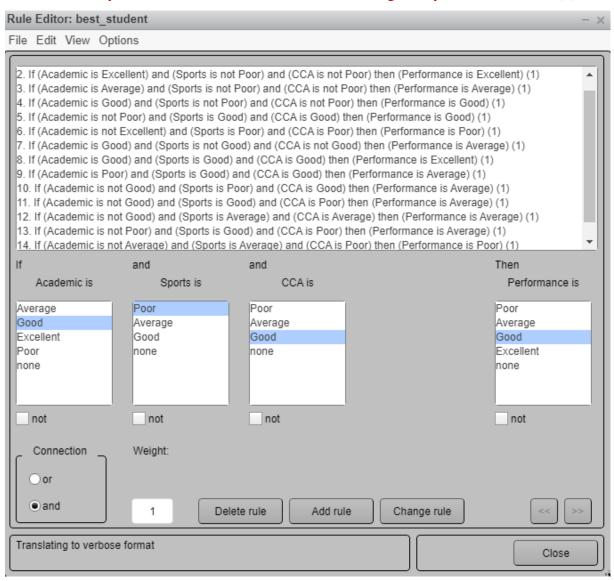
## **USE OF MEMBERSHIP FUNCTIONS**

- 1. Pi- shaped membership function is used when the value is true in a broad range.
- 2. Triangular shaped membership function is used when the truth value is more concentrated at a point.
- 3. Gaussian and Bell shaped membership functions are used where the truth value is concentrated at a point but is also spread about that point in a very small range.



• Define Fuzzy rule base that seems to be suitable for the given system.



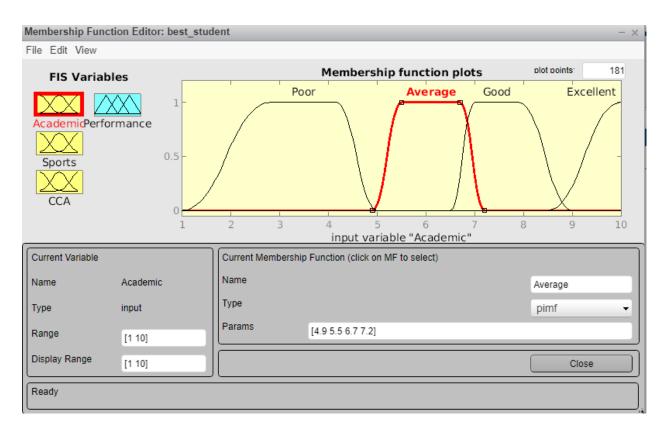


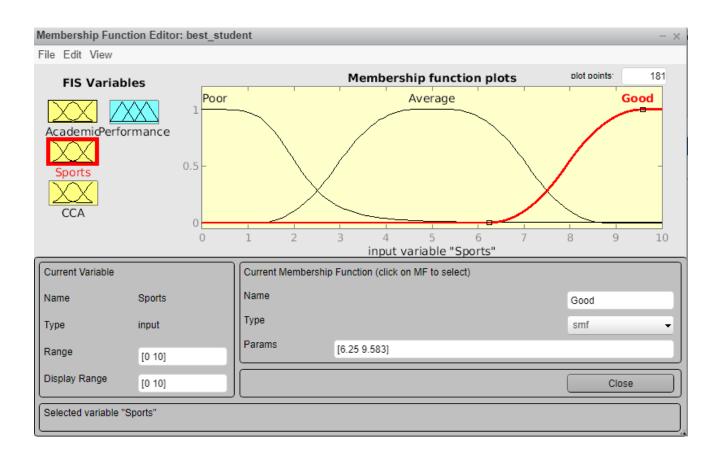
#### **CODE:**

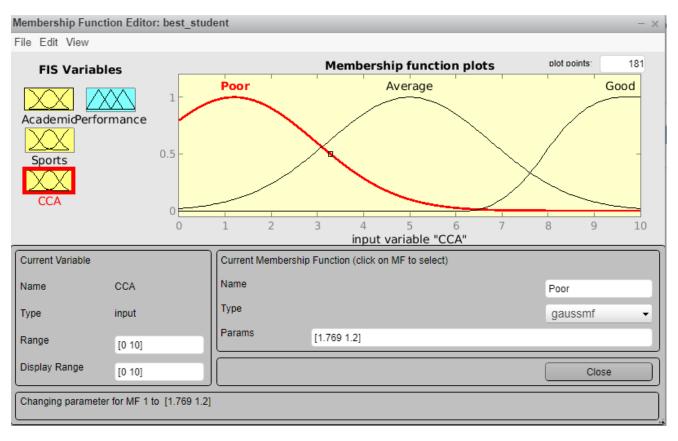
```
[System]
Name='best student'
Type='mamdani'
Version=2.0
NumInputs=3
NumOutputs=1
NumRules=15
AndMethod='min'
OrMethod='max'
ImpMethod='min'
AggMethod='max'
DefuzzMethod='centroid'
[Input1]
Name='Academic'
Range=[0 10]
NumMFs=4
MF1='Average':'pimf', [4.333 5 6.333 6.889]
MF2='Good':'pimf',[6.111 6.667 7.667 8.889]
MF3='Excellent':'pimf', [8.333 10 10 10]
MF4='Poor':'pimf',[0 2 3.5 4.444]
[Input2]
Name='Sports'
Range=[0 10]
NumMFs=3
MF1='Poor':'gbellmf',[2.083 2.5 -1.388e-16]
MF2='Average': 'pimf', [1.25 4.583 5.417 8.75]
MF3='Good':'smf', [6.25 9.583]
[Input3]
Name='CCA'
Range=[0 10]
NumMFs=3
MF1='Poor':'gaussmf',[1.769 1.2]
MF2='Average':'gaussmf',[1.769 5]
MF3='Good':'pimf', [6.25 9.583 10.42 13.75]
[Output1]
Name='Performance'
```

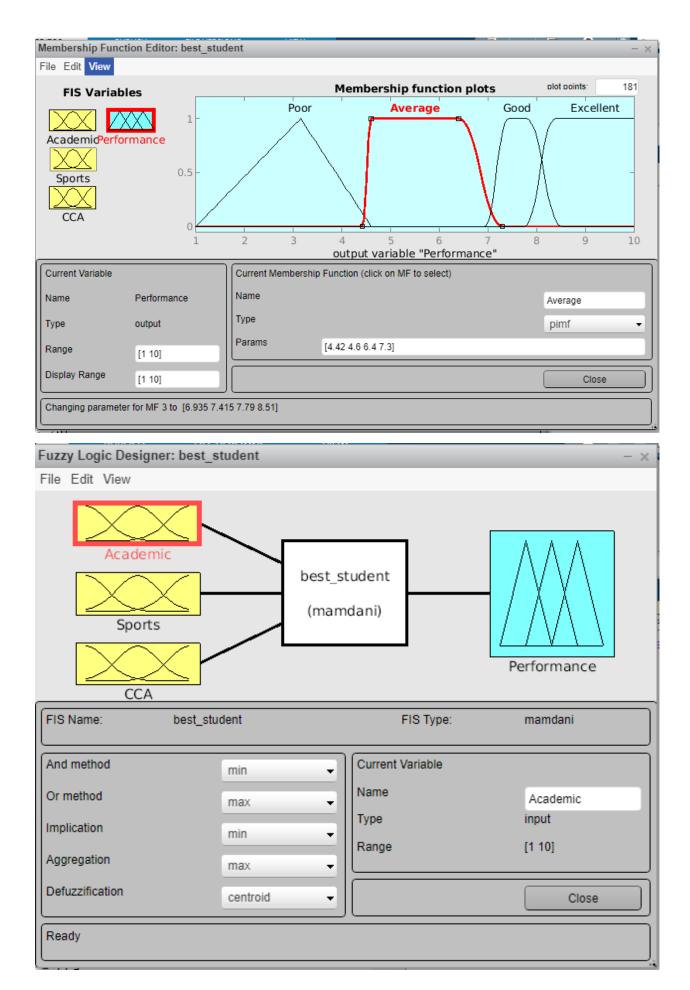
```
Range=[0 10]
NumMFs=4
MF1='Poor':'trimf',[0 2.389 4]
MF2='Average':'pimf',[3.8 4 6 7]
MF3='Good':'pimf',[6.594 7.128 7.544 8.344]
MF4='Excellent':'pimf',[7.5 8.2 10 10]
```

# [Rules] 4 0 0, 1 (1) : 1 3 - 1 - 1, 4 (1) : 11 - 1 - 1, 2 (1) : 12 - 1 - 1, 3 (1) : 1-4 3 3, 3 (1) : 1 -3 1 1, 1 (1) : 1 2 - 3 - 3, 2 (1) : 12 3 3, 4 (1) : 1 4 3 3, 2 (1) : 1 -2 1 3, 2 (1) : 1 -2 3 1, 2 (1) : 1 -2 2 2, 2 (1) : 1 -4 3 1, 2 (1) : 1 -1 2 1, 1 (1) : 1 2 1 3, 3 (1) : 1









## Performance:

