

## Problem-Solving 4

1. A fuzzy system contains the following two fuzzy rules

if  $X$  is  $P_1$  then  $Y$  is  $Q_1$

if  $X$  is  $P_2$  then  $Y$  is  $Q_2$

where the fuzzy sets  $P_1$ ,  $P_2$ ,  $Q_1$  and  $Q_2$  are defined by

$$P_1 = 1/1 + 0.5/2 + 0/3$$

$$Q_1 = 0.4/4 + 0.5/5 + 0.6/6$$

$$P_2 = 0.1/1 + 0.4/2 + 1/3$$

$$Q_2 = 0.1/4 + 0.2/5 + 0.3/6$$

For a crisp input of  $x^* = 2$ , apply the fuzzy inference to obtain the output fuzzy set  $F$  of the system. Defuzzify  $F$  using the center-of-area method.

2. Conduct a simulation of an automobile cruise control system. Let speed ( $v$ ) = 0 to 100 (mph), angle of inclination of the road ( $\theta$ ) = -10 to 10 degrees, and throttle position ( $T$ ) = 0 to 10. The dynamics of the system are given by the following:

$$T = k_1 v + \theta k_2 + m \dot{v}$$

$$\dot{v} = v(n+1) - v(n)$$

$$T(n) = k_1 v(n) + \theta(n) k_2 + m(v_{n+1} - v_n)$$

So,

$$\begin{aligned} v_{n+1} &= \left(1 - \frac{k_1}{m}\right) v(n) + T(n) - \frac{k_2}{m} \theta(n) \\ &= k_a v(n) + T(n) - k_b \theta(n) \end{aligned}$$

where  $T$  = throttle position;  $k_1$  = viscous friction;  $v$  = speed;  $\theta$  = angle of incline;

$k_2 = mg \sin \theta$ ;  $\dot{v}$  = acceleration;  $m$  = mass;  $k_a = 1 - \frac{k_1}{m} = 0.9$ ; and  $k_b = \frac{k_2}{m} = 0.1$ .

The membership function for speed is determined by the cruise control setting, which is assumed to be 50 mph. The membership functions are shown in Figure 1 and the rules are presented in Table 1. The initial condition of speed  $v = 52.5$  mph. Conduct 4 graphical simulation cycles for this system using the center-of-area defuzzification method. Use an angle of incline  $\theta = -5^\circ$  for the first 2 simulations and an angle of incline  $\theta = -2.5^\circ$  for the next 2 simulation cycles.

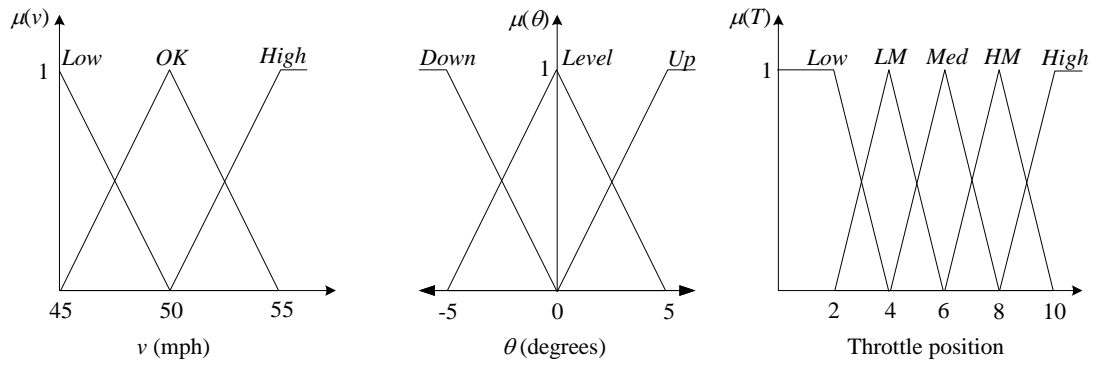


Figure 1

Table 1

Throttle position ( $T$ )	Inclination of the road ( $\theta$ )		
Speed ( $v$ )	<i>Up</i>	<i>Level</i>	<i>Down</i>
<i>High</i>	<i>LM</i>	<i>LM</i>	<i>Low</i>
<i>OK</i>	<i>HM</i>	<i>Med</i>	<i>LM</i>
<i>Low</i>	<i>High</i>	<i>HM</i>	<i>HM</i>