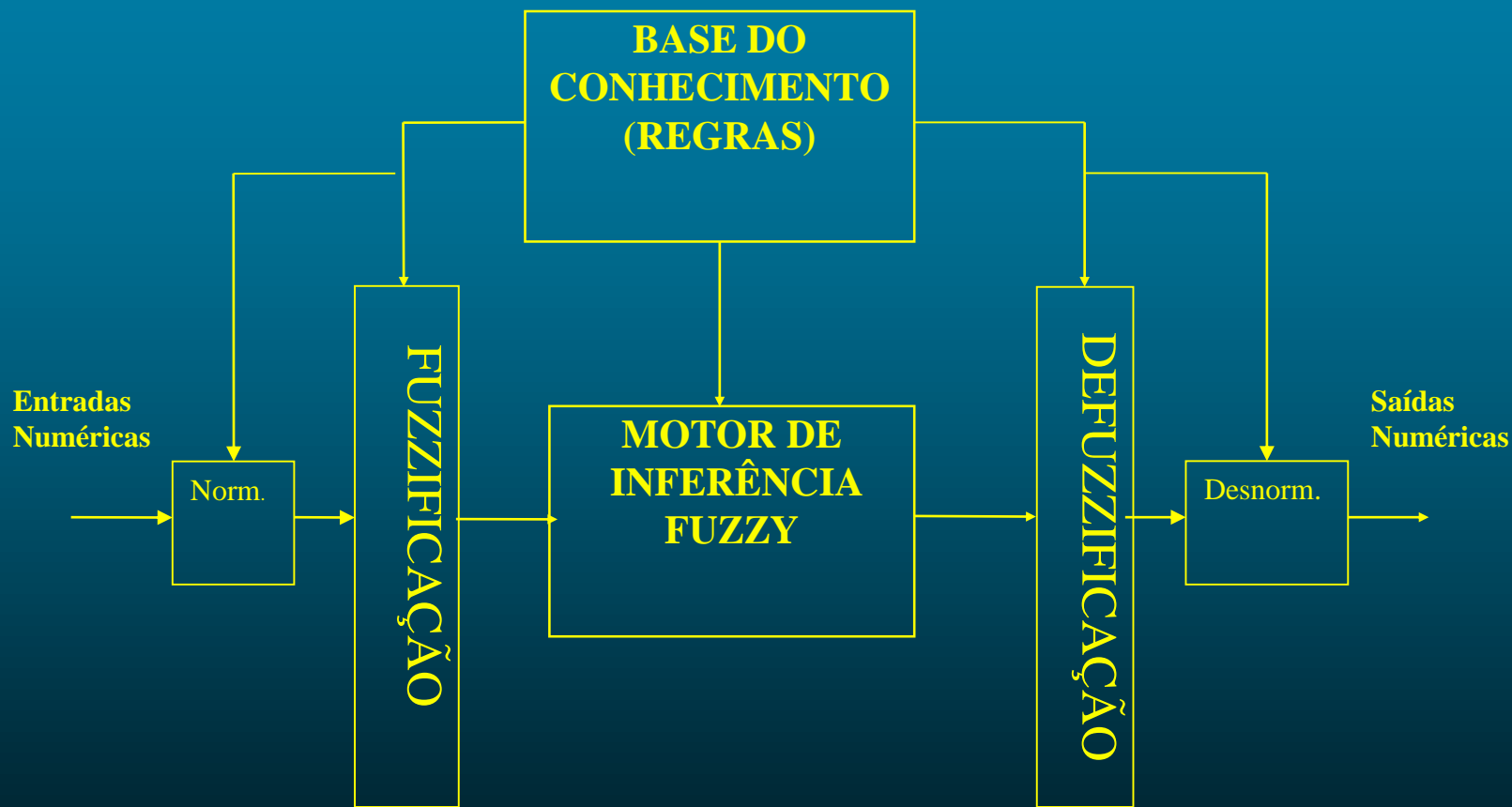


# Controladores Fuzzy

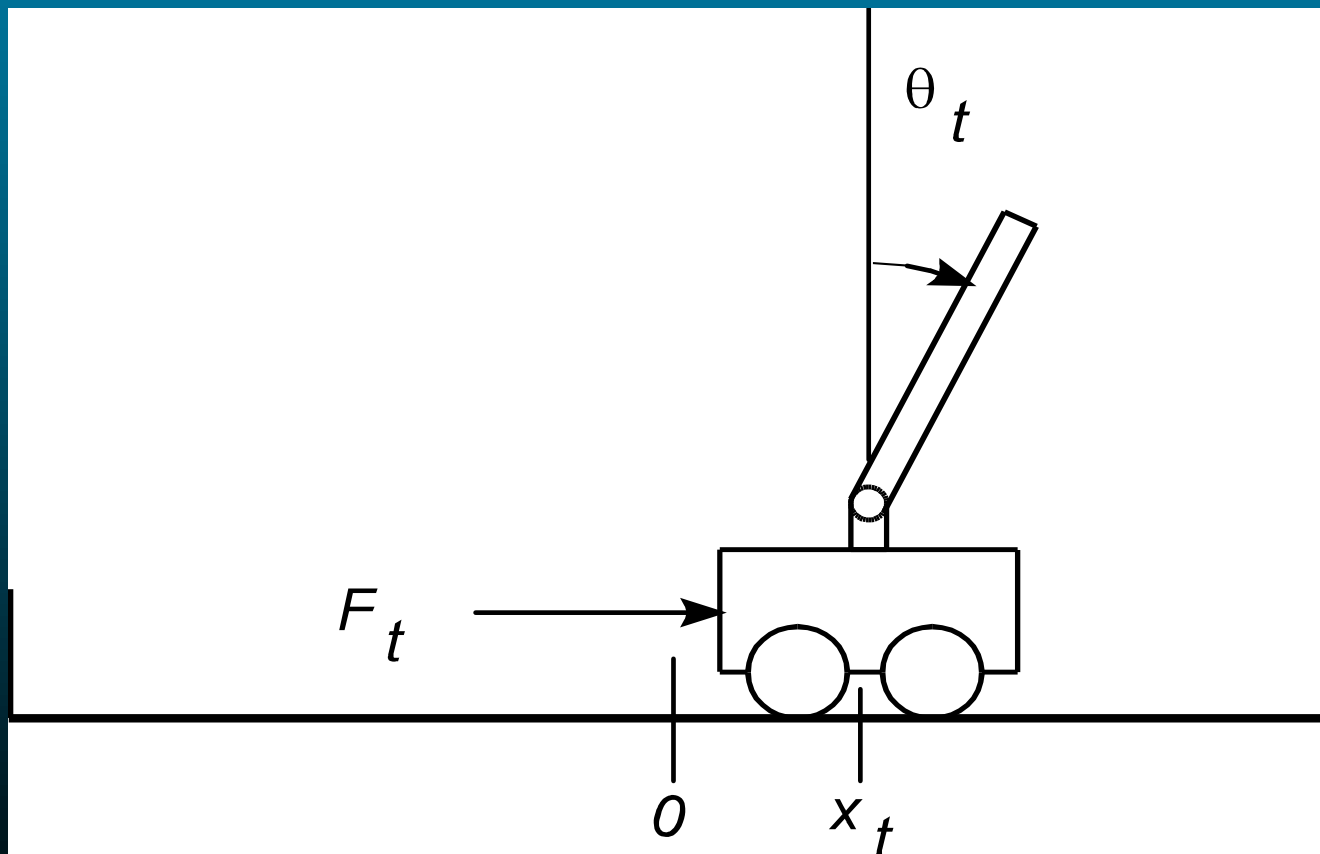
## EXEMPLOS

# Estrutura de um controlador Fuzzy



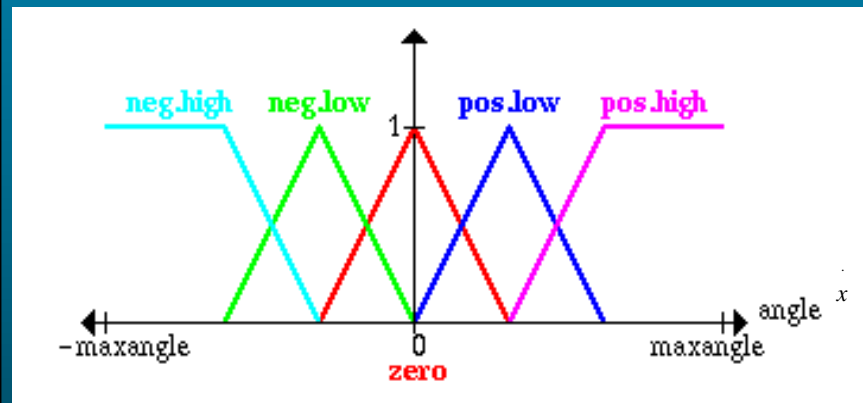
# Pêndulo Invertido

OBJETIVO: Manter o equilíbrio vertical do pêndulo controlando-se a velocidade da plataforma

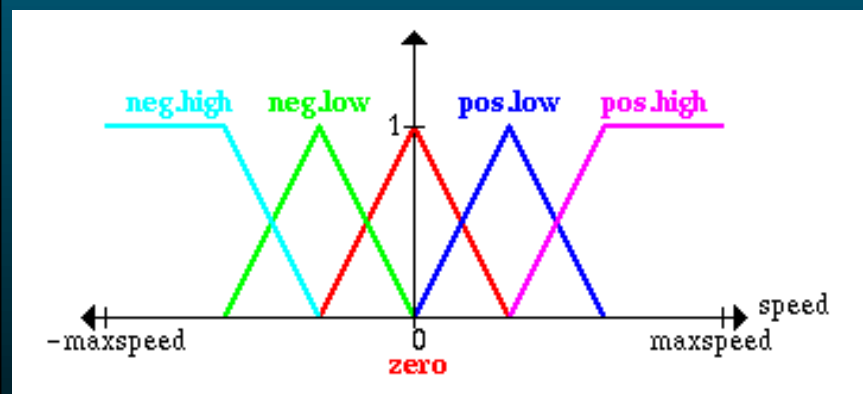
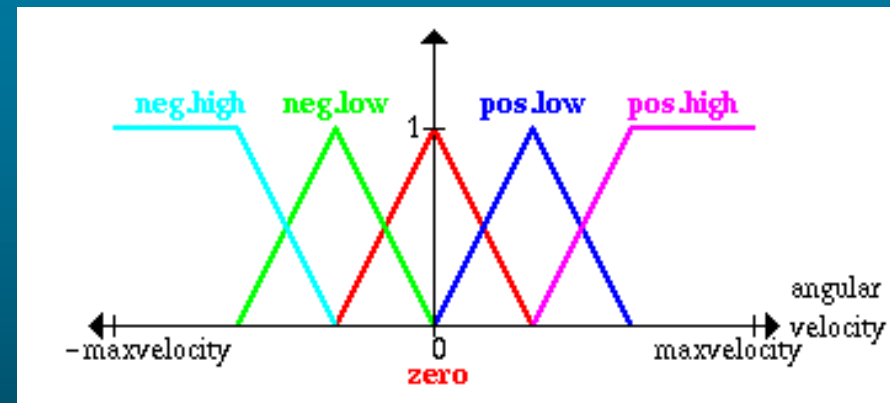


# Pêndulo Invertido: Conjuntos Fuzzy e Funções de Pertinência

ângulo  $\theta$



Velocidade angular  $d\theta/dt$



Velocidade da plataforma  $dx/dt$   
(saída de controle)

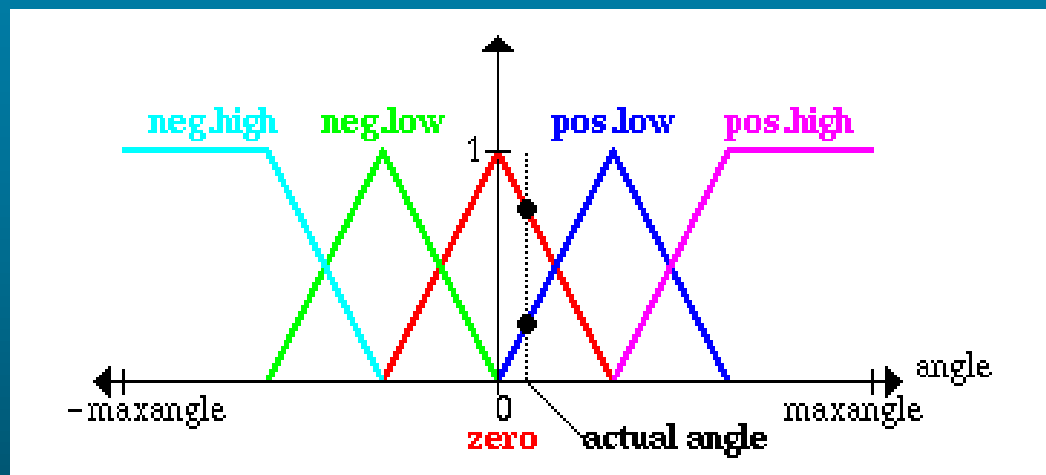


# Pêndulo Invertido: Regras para Manter o Equilíbrio Vertical

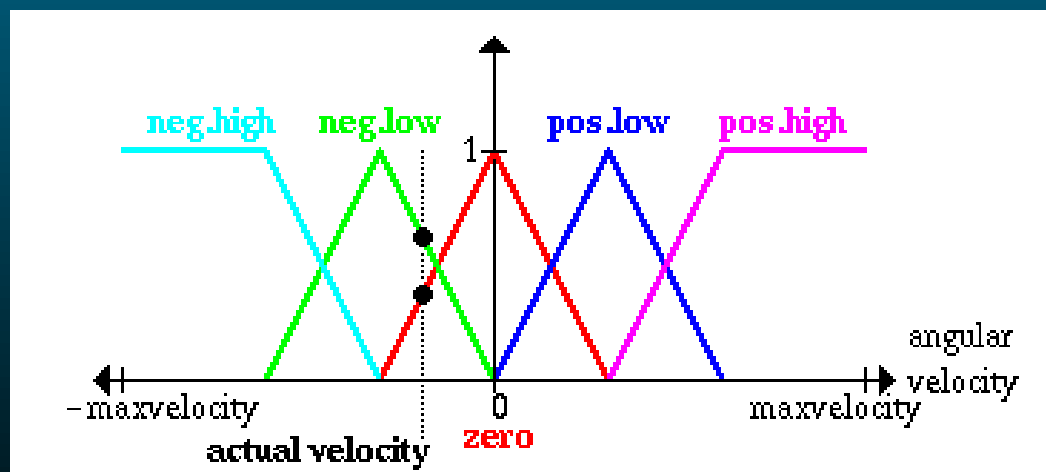
## Matriz de Inferência Fuzzy

		Ângulo $\theta$				
$dx/dt$		NH	NL	Z	PL	PH
$d\theta/dt$	NH			NH		
	NL			NL	Z	
	Z	NH	NL	Z	PL	PH
	PL		Z	PL		
	PH			PH		

# Pêndulo Invertido: Exemplo – “fuzzificação”



ângulo  $\theta$



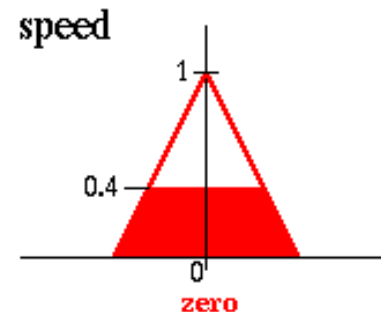
Velocidade angular  $d\theta/dt$



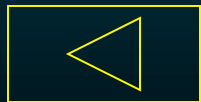
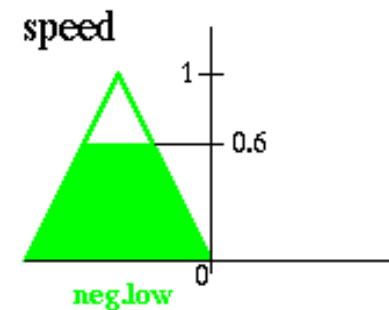
# Pêndulo Invertido: Exemplo – Inferência

Disparo de quatro regras:

1- SE ângulo é **zero** E velocidade angular é **zero** ENTÃO velocidade é **zero**



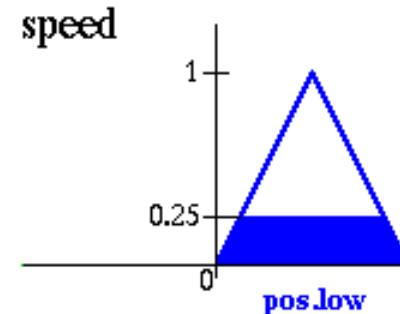
2- SE ângulo é **zero** E velocidade é **neg\_low** ENTÃO velocidade é **neg\_low**



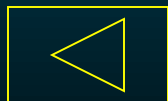
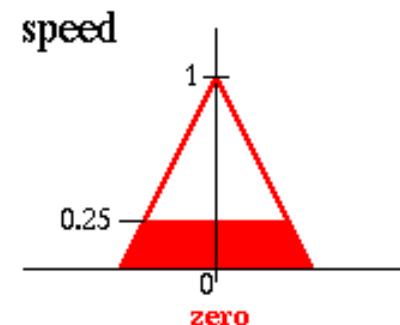
# Pêndulo Invertido:

## Exemplo – Inferência (cont.)

3- SE ângulo é **pos\_low** E velocidade angular é **zero** ENTÃO velocidade é **pos\_low**



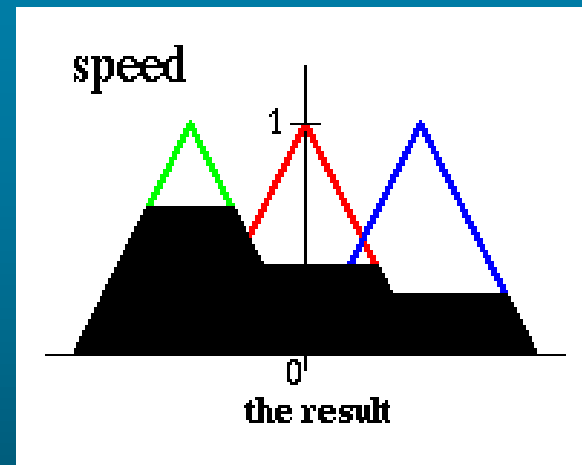
4- SE ângulo é **pos\_low** E velocidade angular é **neg\_low** ENTÃO velocidade é **zero**





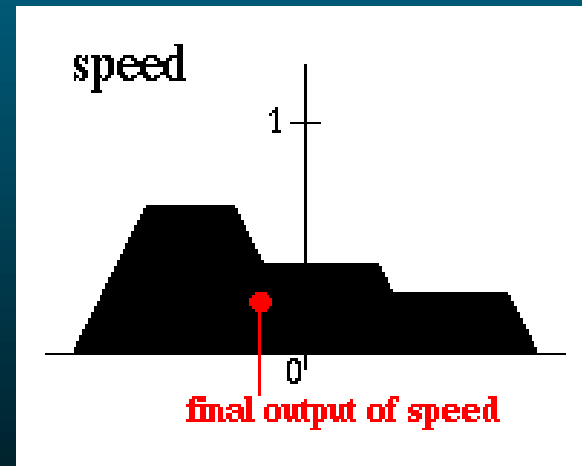
# Pêndulo Invertido: Exemplo – “Defuzzificação”

Agregação resultante  
das regras



“Defuzzificação” pelo  
centro de área:

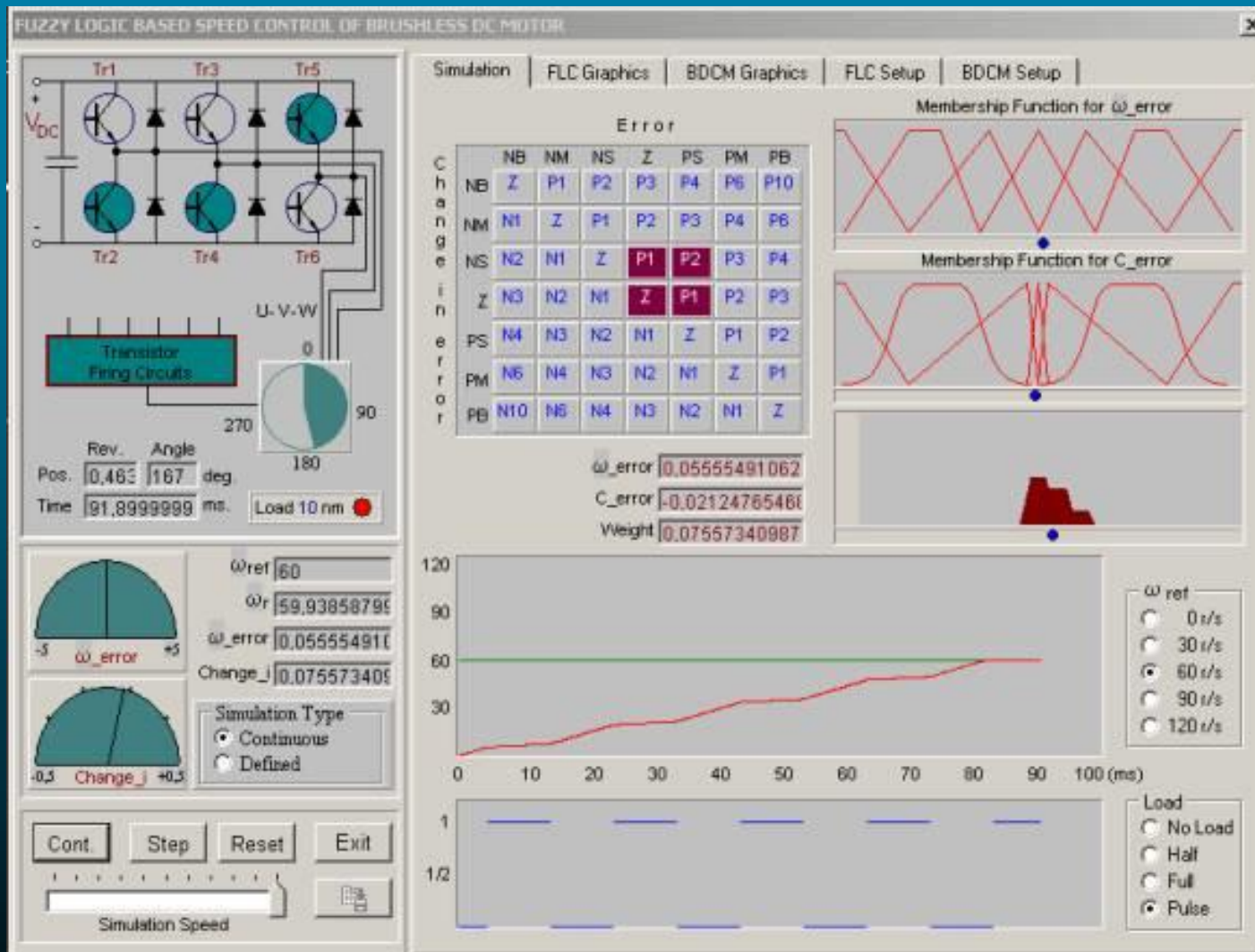
Velocidade da plataforma



# EXEMPLO DE APLICAÇÃO

**Motor *Brushless***

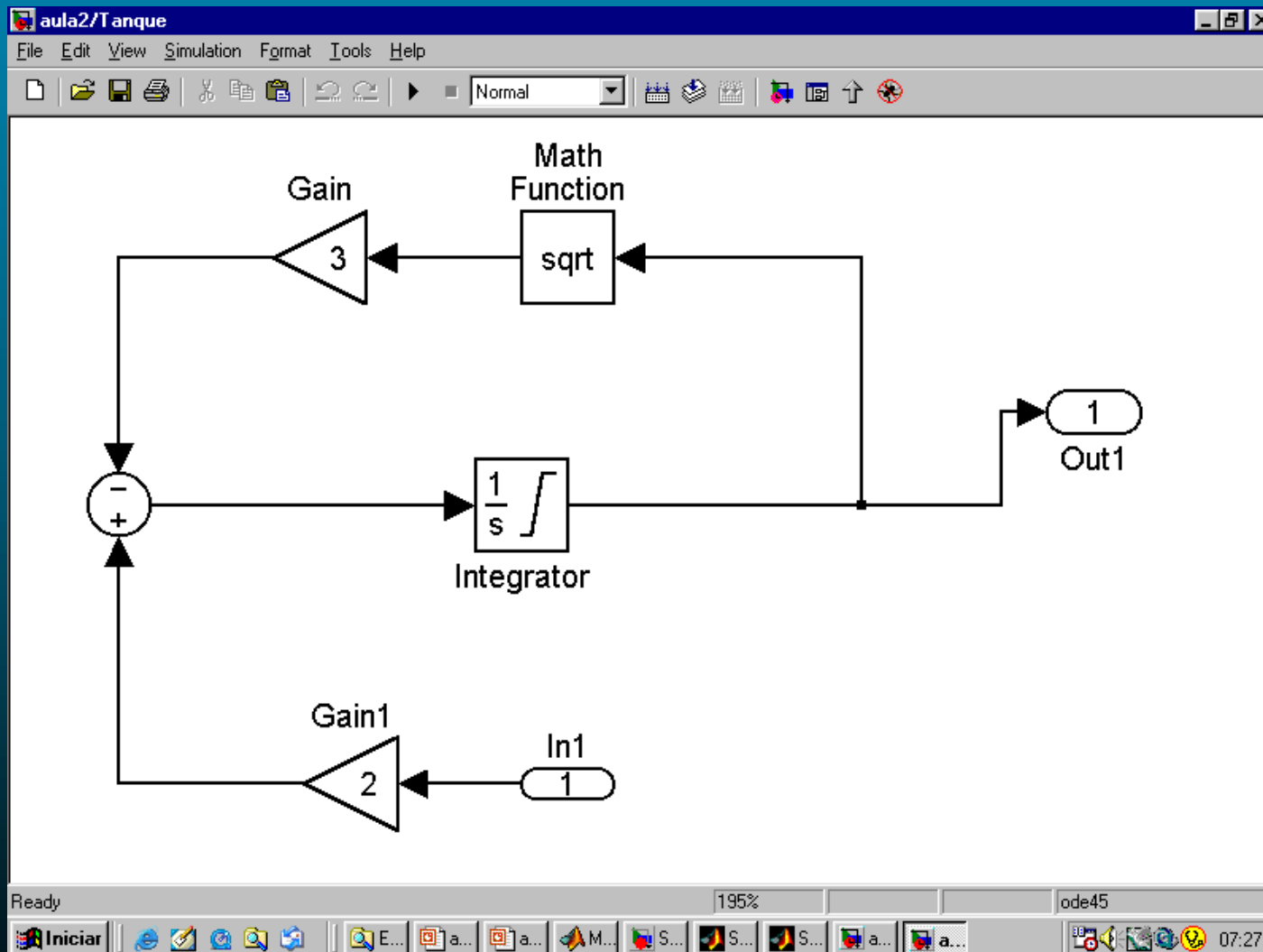
# BDCM



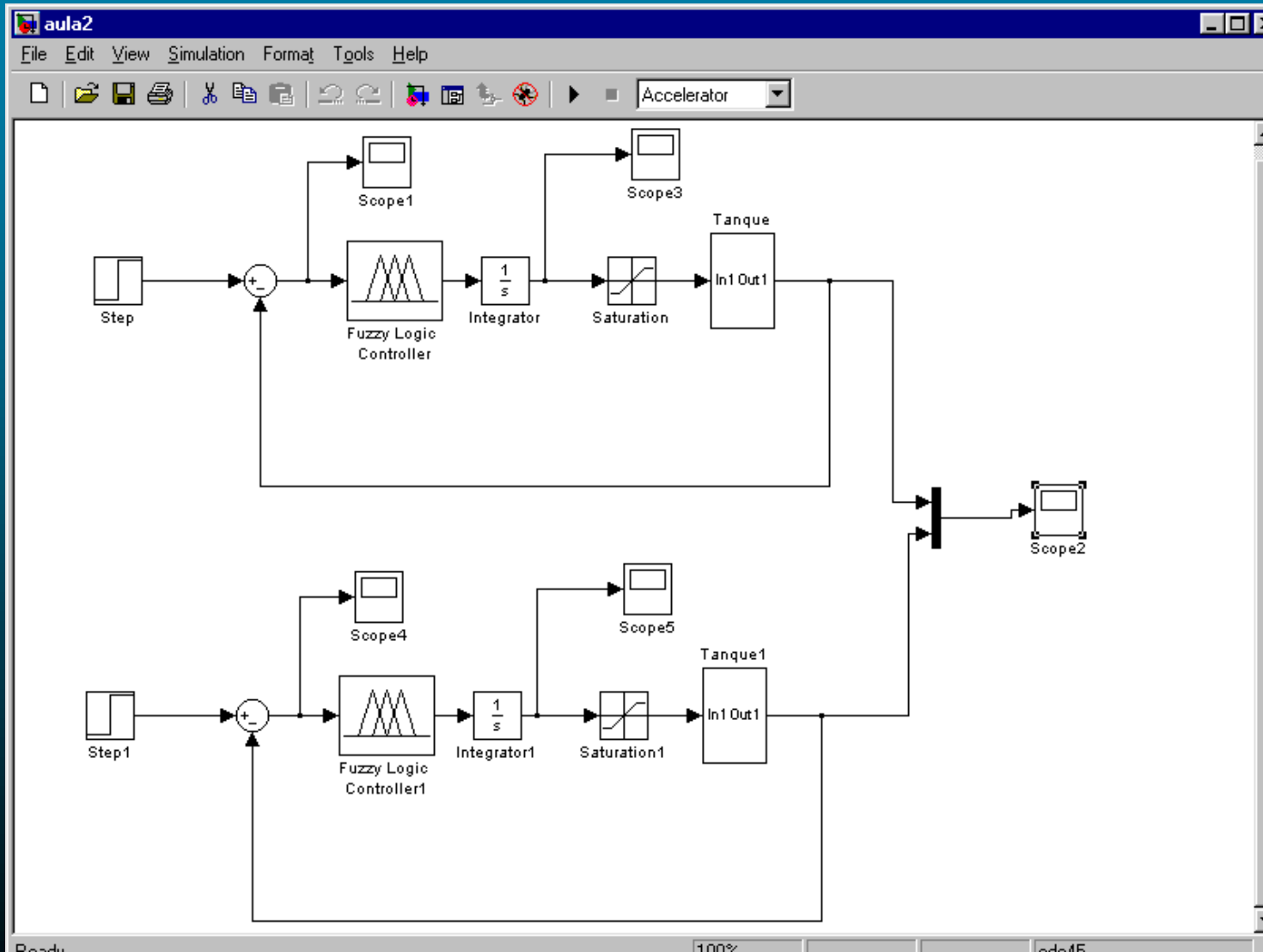
# UTILIZANDO AS FERRAMENTAS DE LÓGICA *FUZZY* DO MATLAB E DO SIMULINK

## CONTROLE DE NÍVEL DE UM TANQUE

# Modelo do Tanque

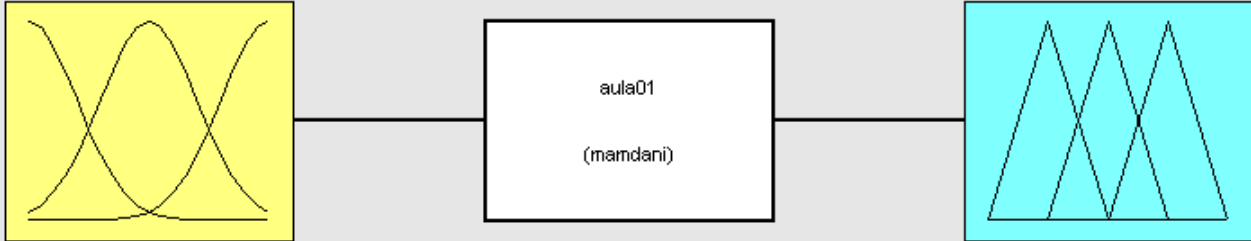


# Controlador *Fuzzy* Utilizado



# Definindo as propriedades do Sistema de Inferência *Fuzzy*

**FIS Editor: aula01** File Edit View



erro

aula01  
(mamdani)

armadura

FIS Name: aula01 FIS Type: mamdani

And method: min  
Or method: max  
Implication: min  
Aggregation: max  
Defuzzification: centroid

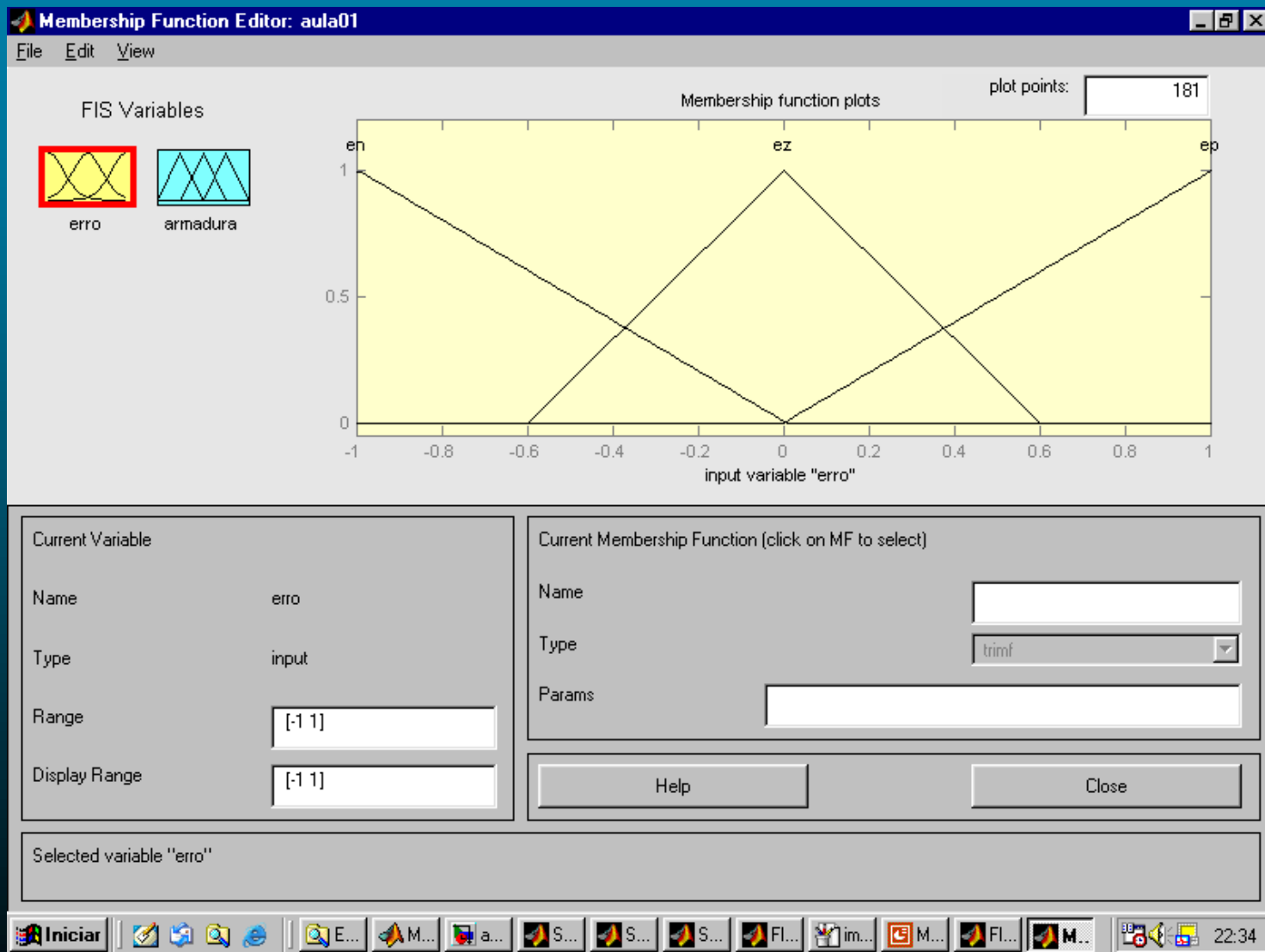
Current Variable  
Name:   
Type:   
Range:

Help Close

System "aula01": 1 input, 1 output, and 3 rules

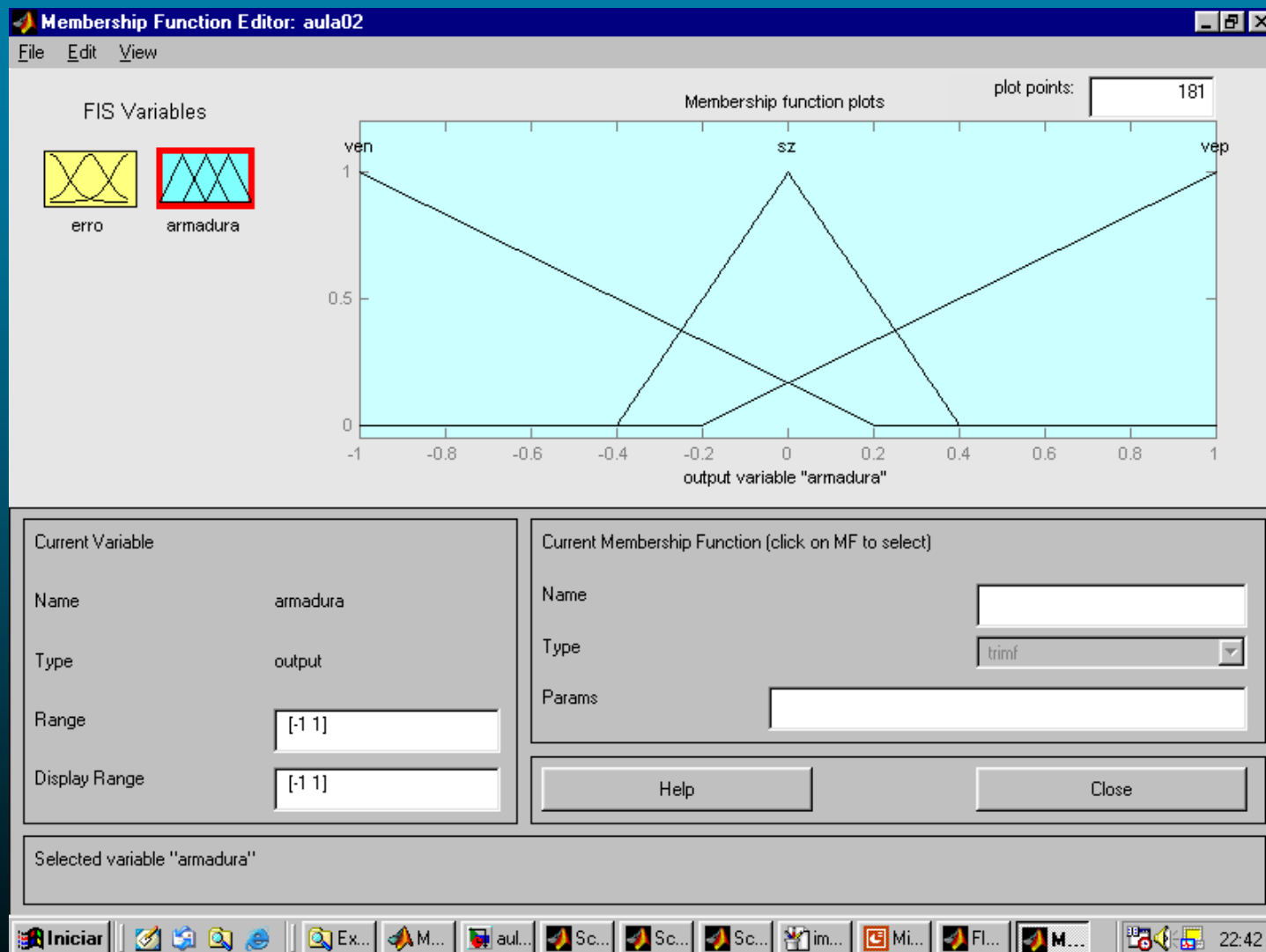
Windows taskbar: Iniciar, Explo..., MAT..., aula2, Scop..., FIS ..., imag..., 22:25

# Definindo os Conjuntos *Fuzzy* da Entrada

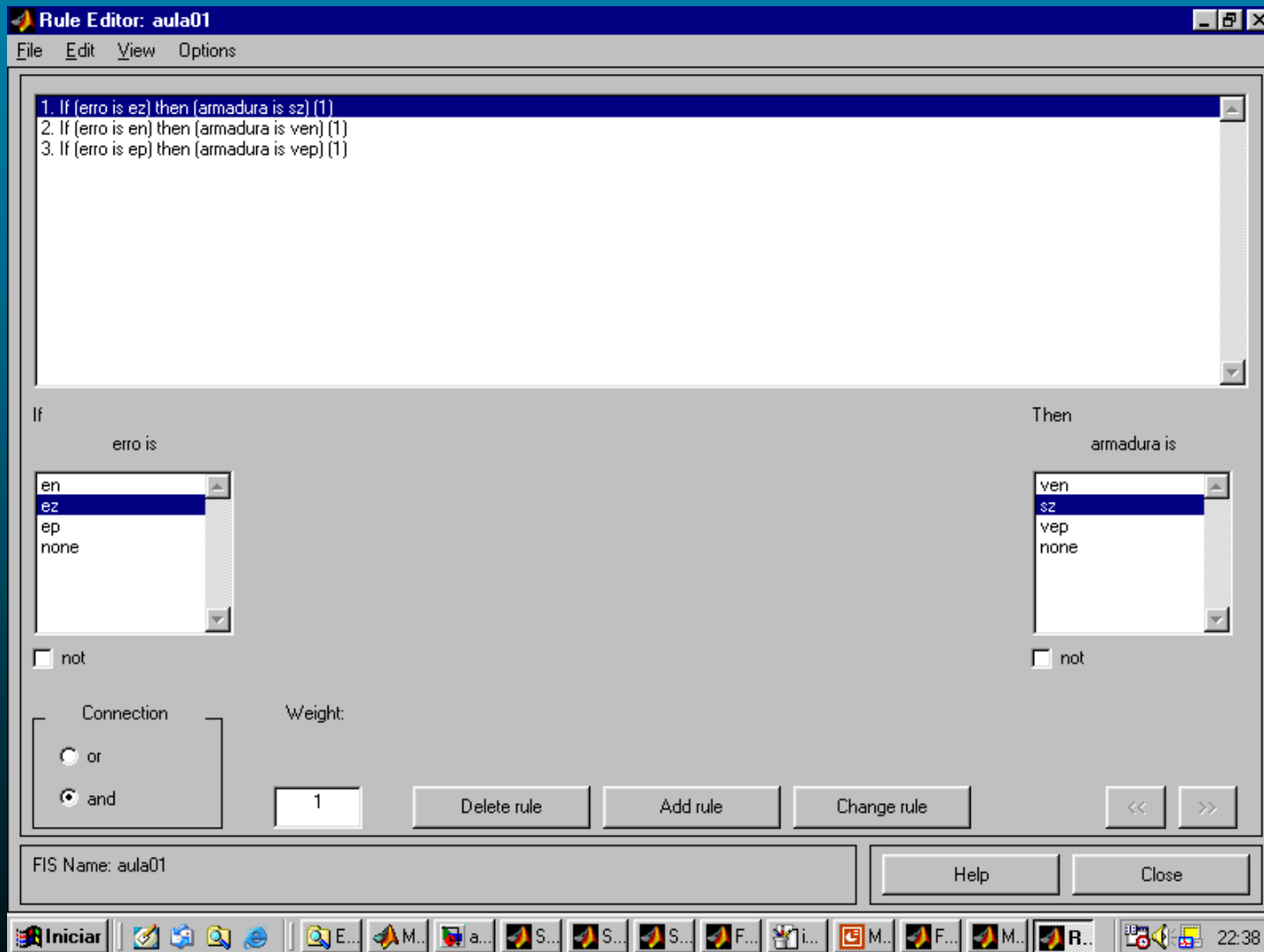




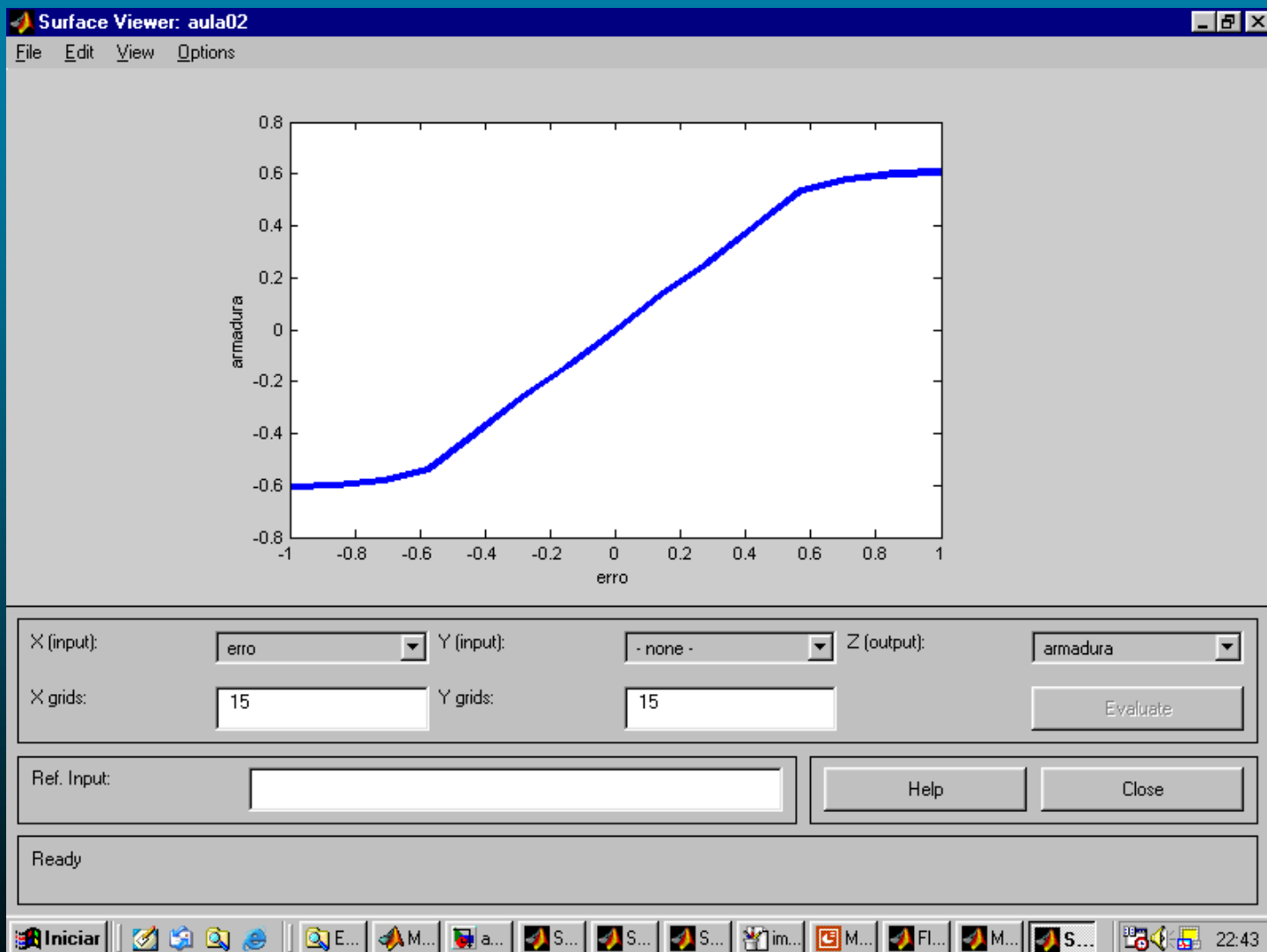
# Definindo os Conjuntos *Fuzzy* da Saída



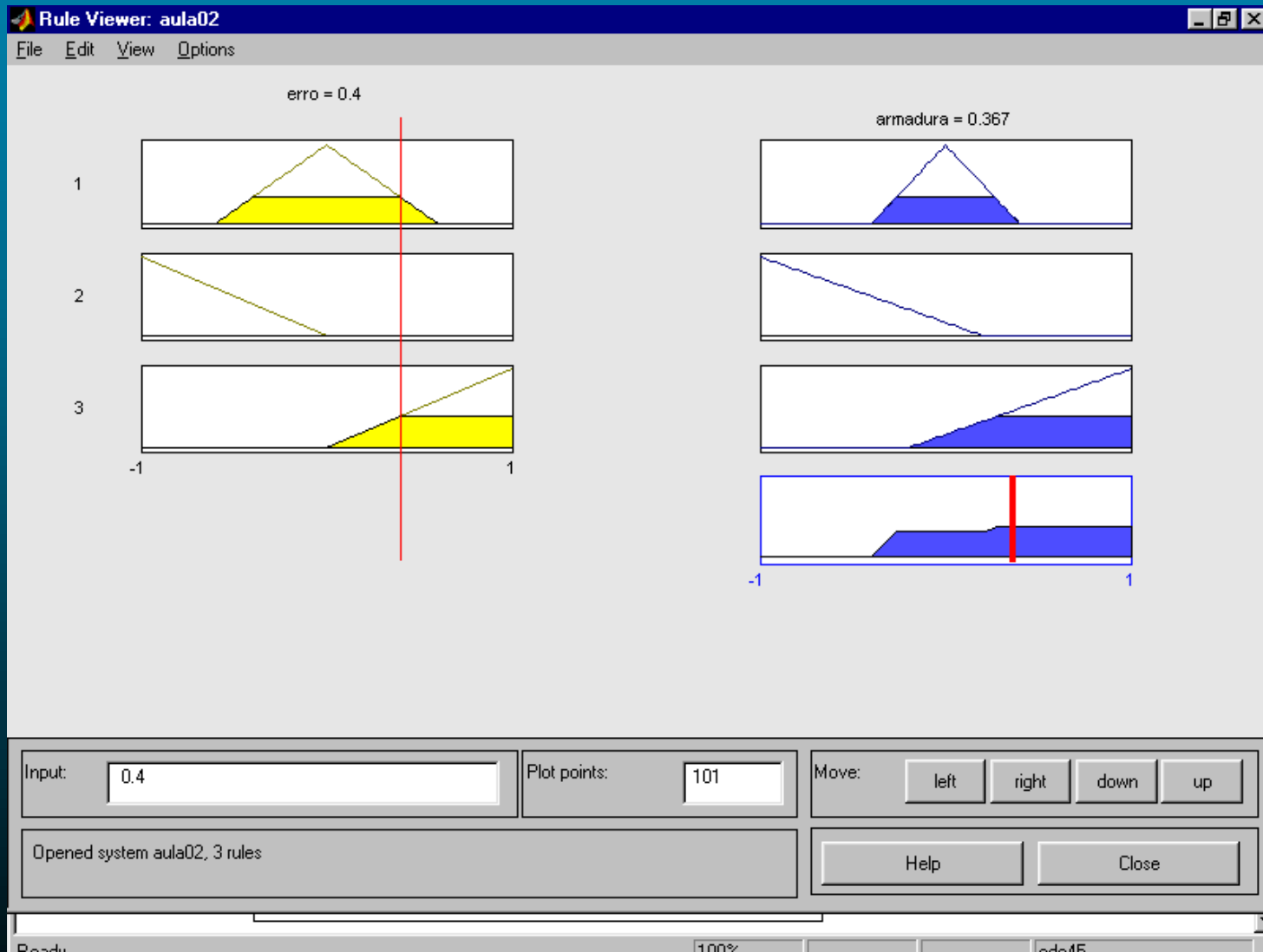
# Editando as Regras do Controlador



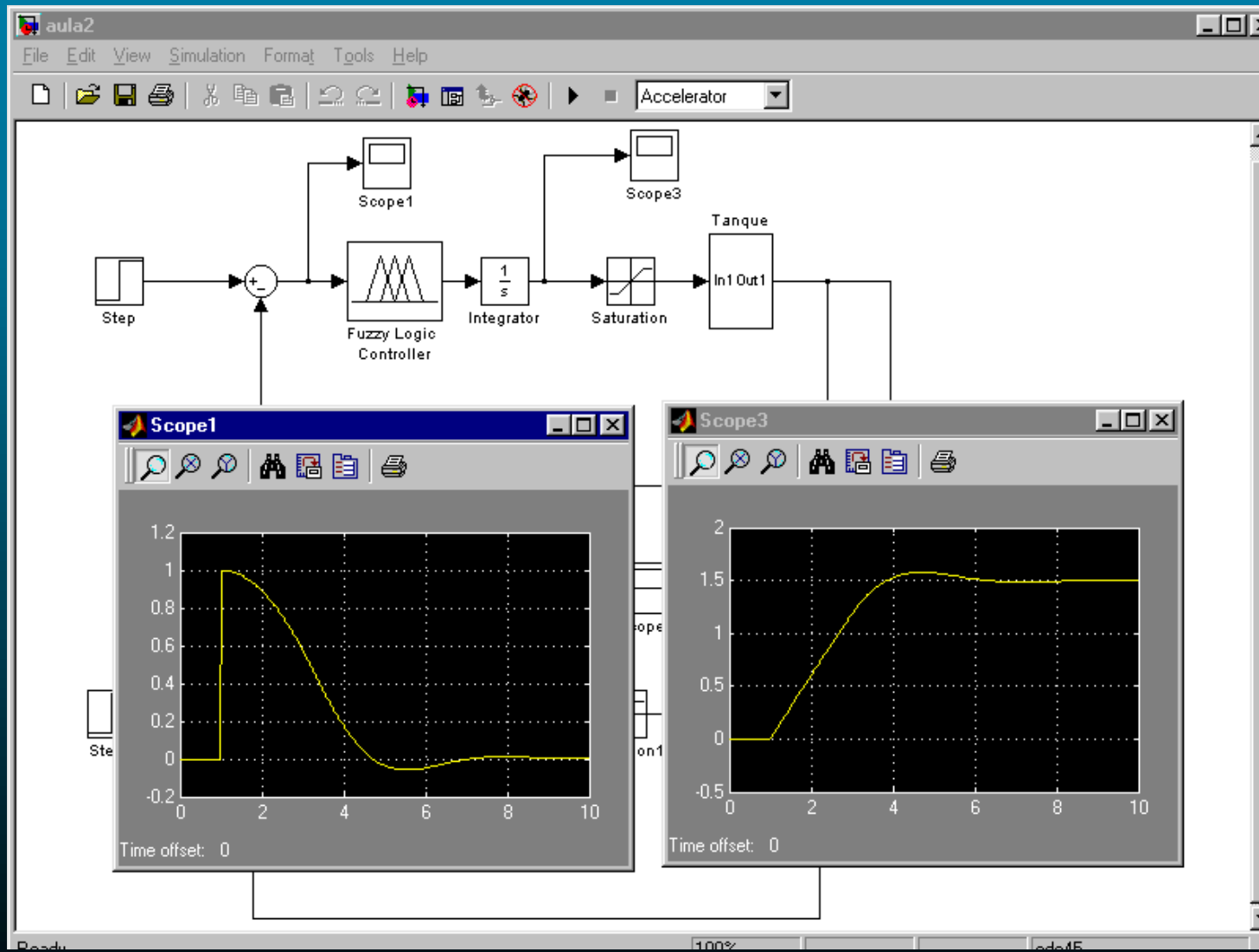
# Função Entrada → Saída



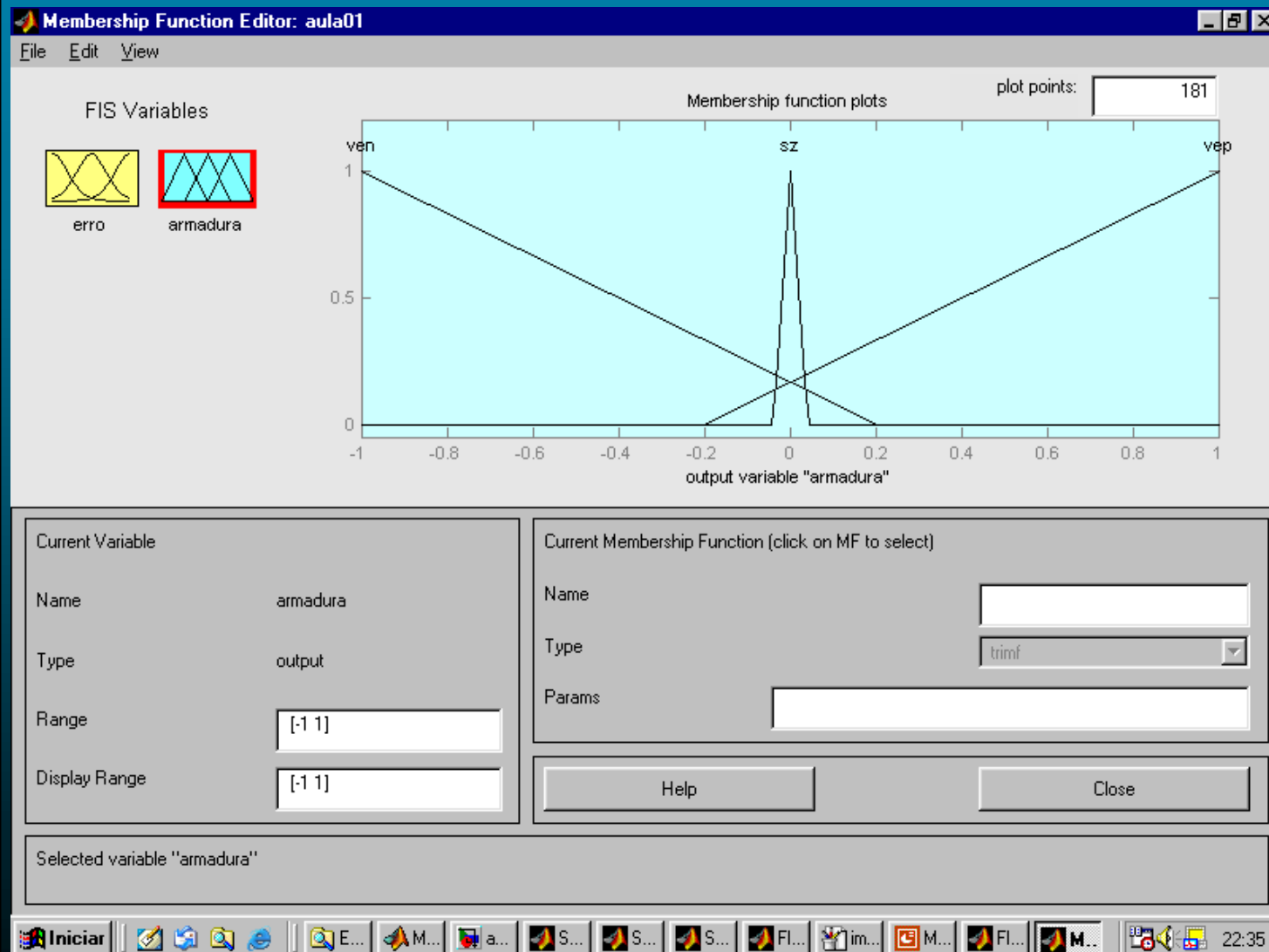
# Diagrama de Inferência *Fuzzy*



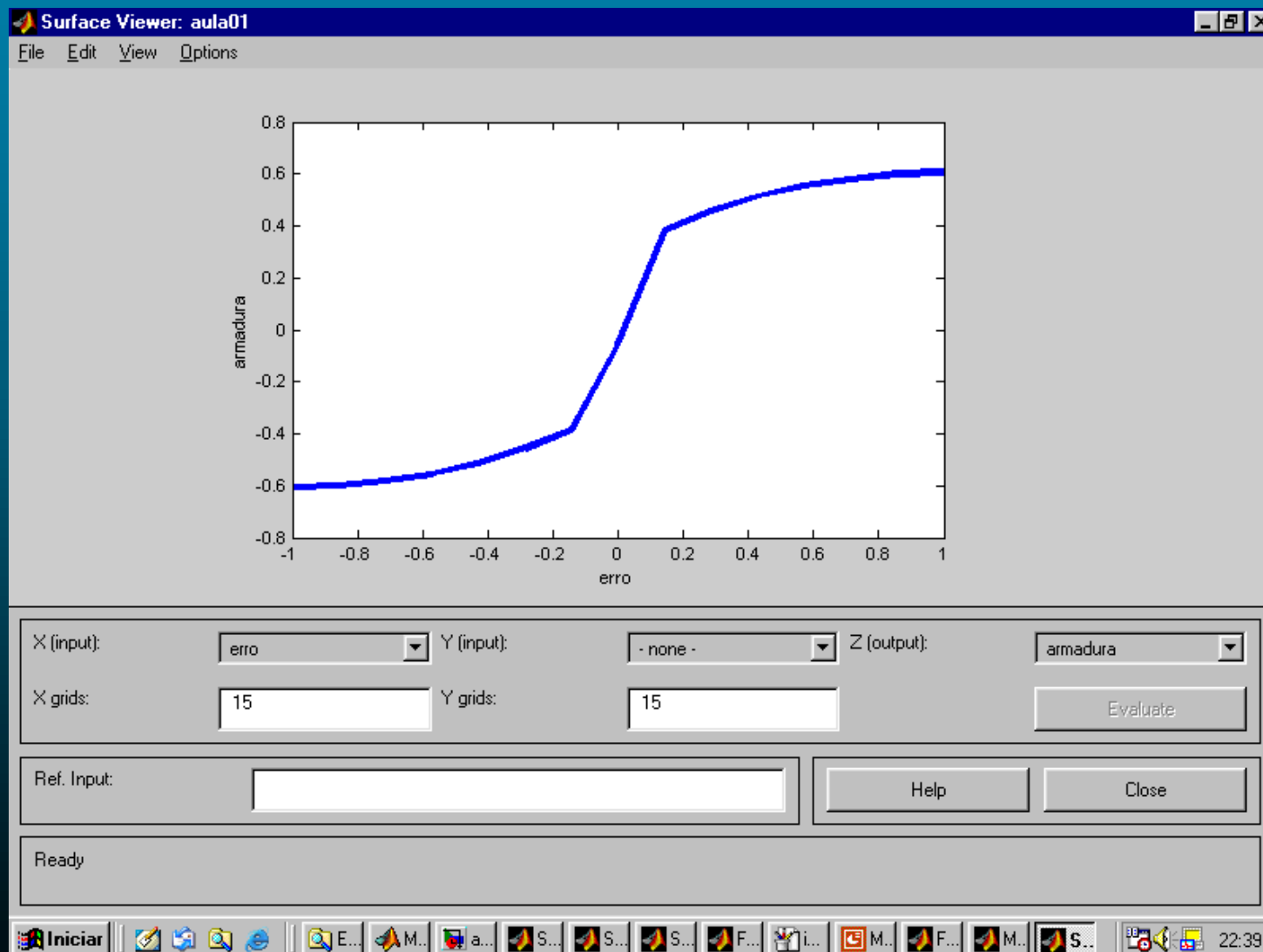
# Resultados



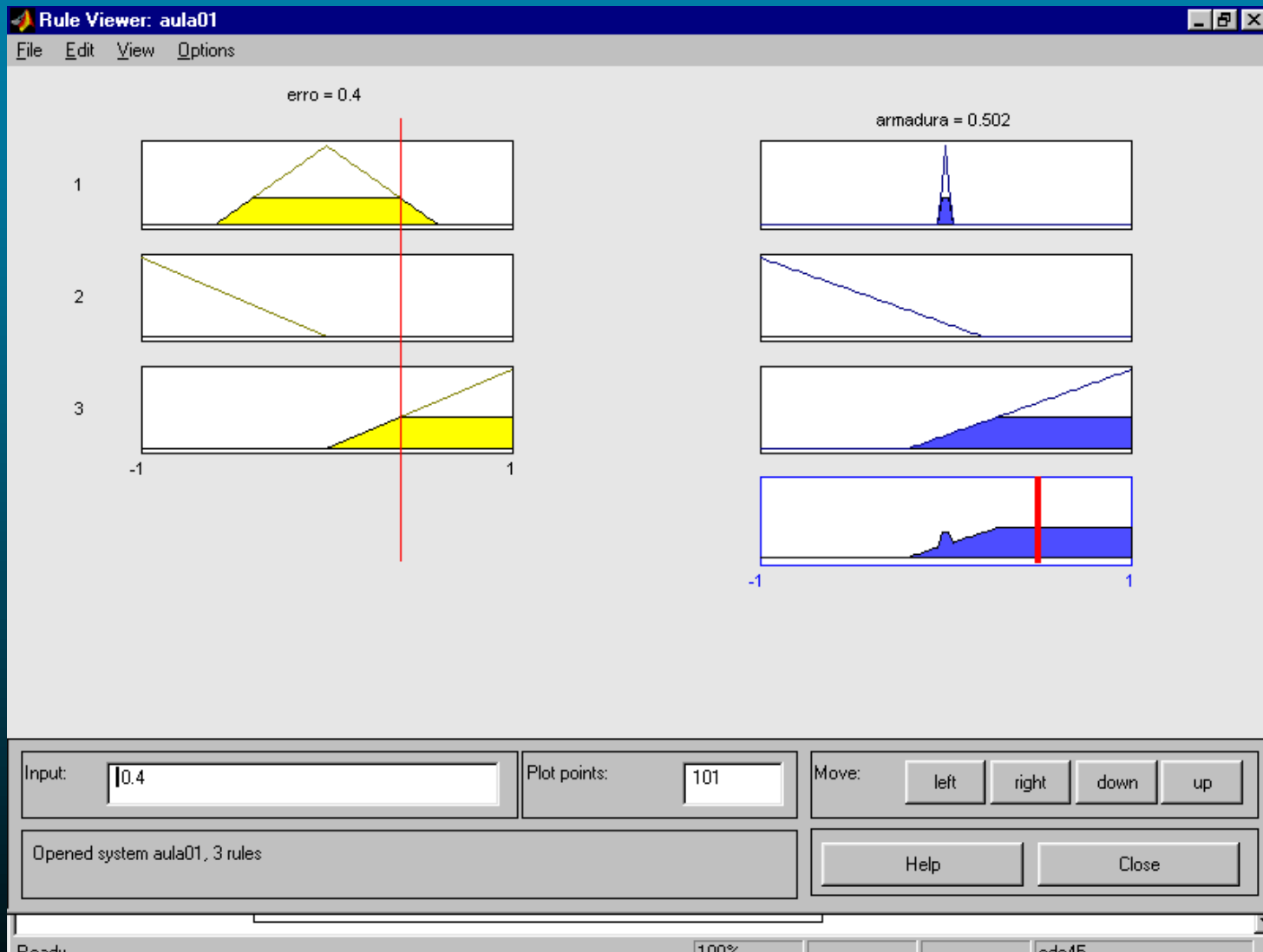
# Modificando o Conjunto Fuzzy de Saída



# Função Entrada → Saída

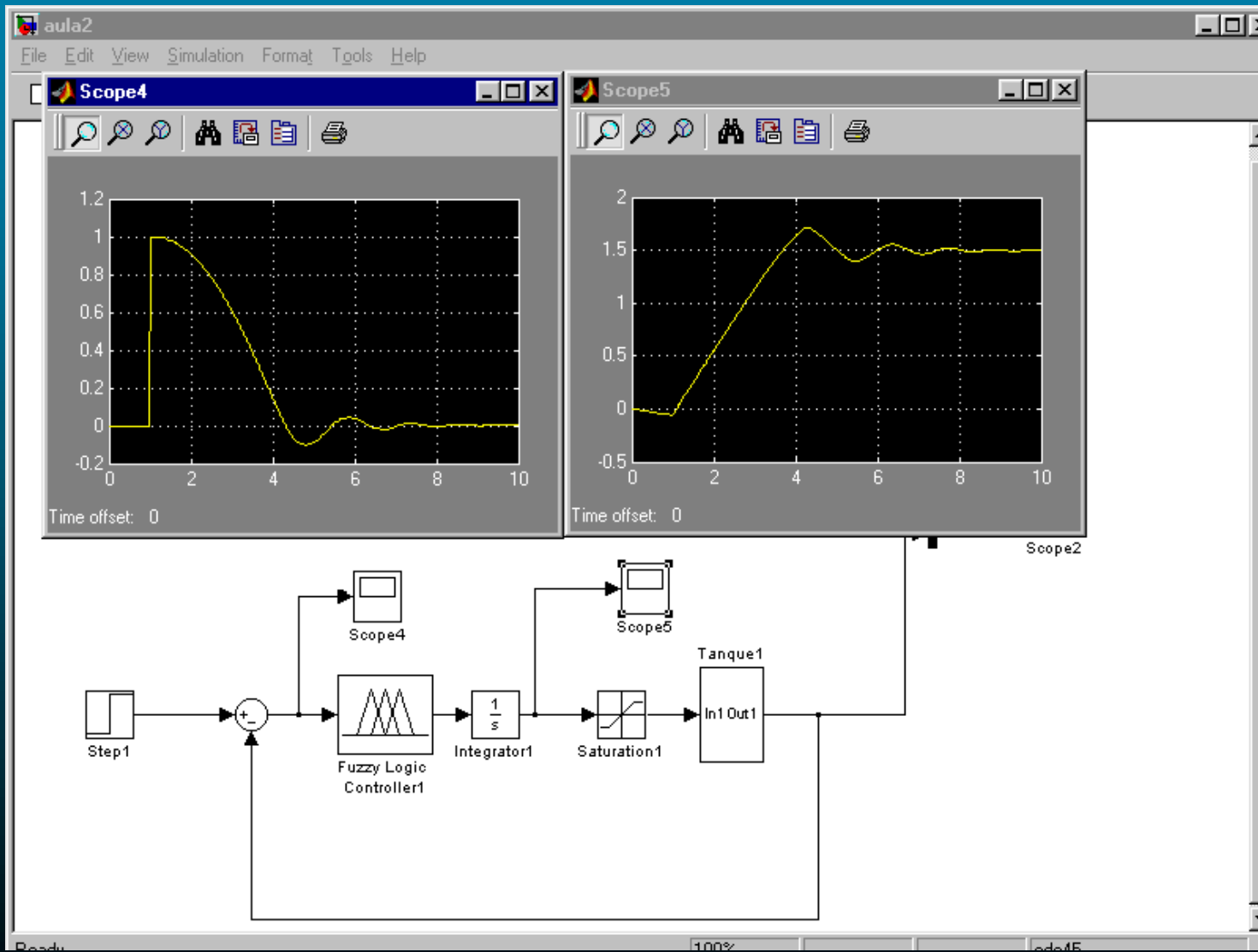


# Diagrama de Inferência *Fuzzy*





# Resultados



# Comparando as Respostas Obtidas

