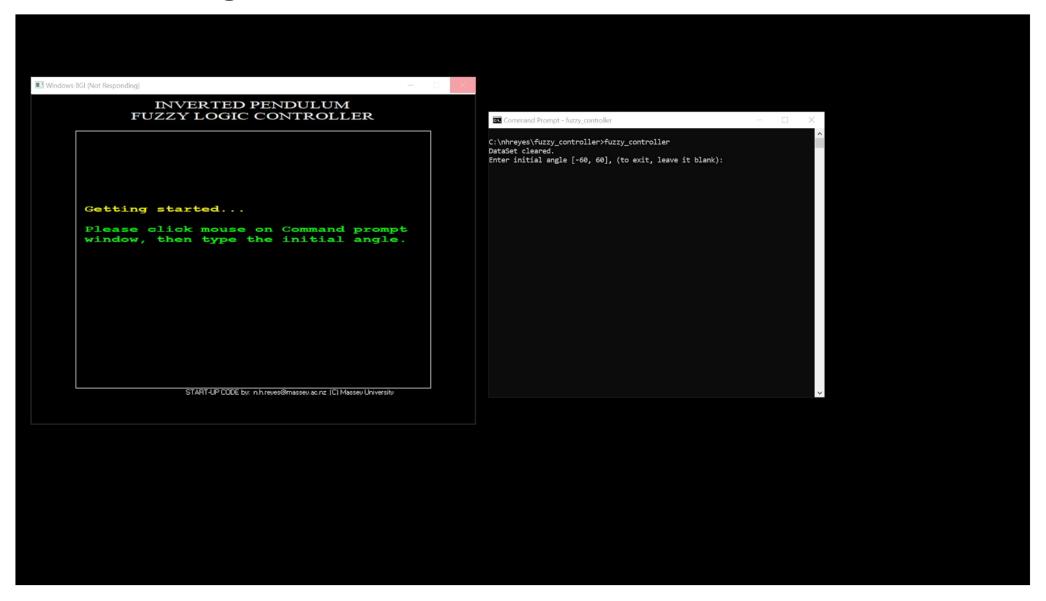
Demonstration of a well-calibrated Fuzzy System for controlling the Inverted Pendulum



Fuzzy System Design #1

Reference: (Book) Neural Network and Fuzzy Logic Applications in C/C++ (Wiley Professional Computing) by Stephen Welstead

Fuzzy System Design #2 (best solution!)

Reference: (Journal article), Takeshi Yamakawa, "A Fuzzy Inference Engine in Nonlinear Analog Mode and its Application to a Fuzzy Logic Control"

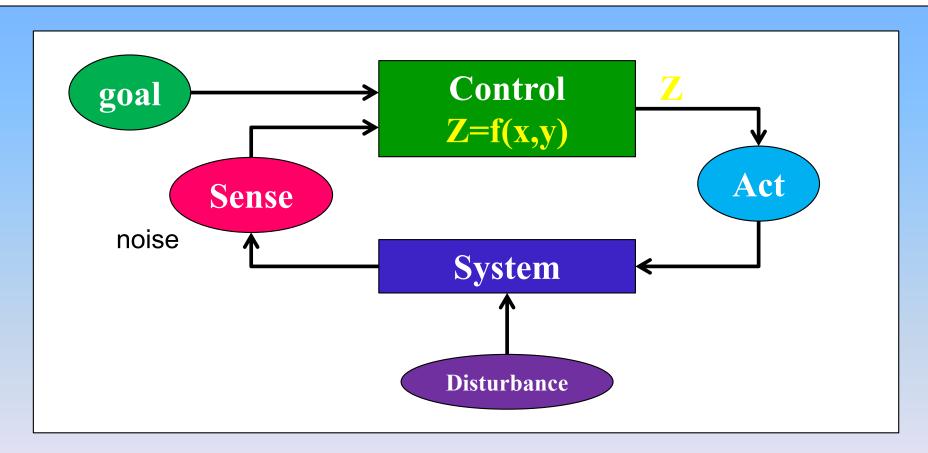
Fuzzy System Design #1

Inverted Pendulum Problem

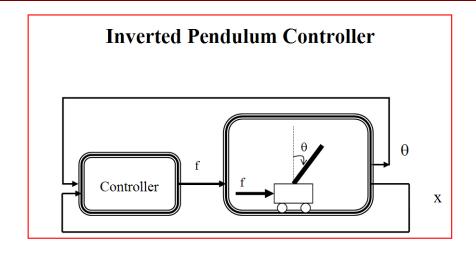
Takagi-Sugeno Fuzzy Inference System

Feedback Control/Closed Loop Control

Closed-loop control allows for uncertainty in the model as well as noise and disturbances in the system under control



^{*}Controllers are used in the industry to regulate temperature, pressure, flow rate, chemical composition, speed and practically every other variable for which a measurement exists.



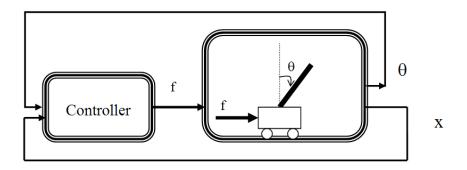
A Classic test case in embedded control

A pole with a weight on top is mounted on a motor-driven cart. The pole can swing freely, and the cart must move back and forth to keep it vertical.

A controller monitors the angle and motion of the pole and directs the cart to execute the necessary balancing movements.

A Glimpse at History: International Conference in Tokyo (1987) Takeshi Yamakawa demonstrated the use of fuzzy control, through a set of simple dedicated fuzzy logic chips, in an "inverted pendulum" experiment. (Later experiments: mounted a wine glass containing water or even a live mouse to the top of the pendulum).

Inverted Pendulum Controller

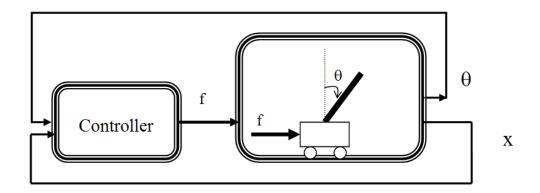


Conventional mathematical solution

The solution uses a second-order differential equation that describes cart motion as a function of pole position and velocity:

$$\left[m\frac{\partial^2}{\partial t^2}(x+l\sin\theta)\right]l\cos\theta - \left[m\frac{\partial^2}{\partial t^2}(l\cos\theta)\right]l\sin\theta = mgl\sin\theta$$

Inverted Pendulum Controller



Sensed values:

- X position of object with respect to the horizontal axis
- θ angle of pole relative to the vertical axis

Derived values:

- X' Velocity along the x-axis
- θ' Angular velocity

Input variables: sensed and derived values

<u>Controller output:</u> F − force to be applied to the cart



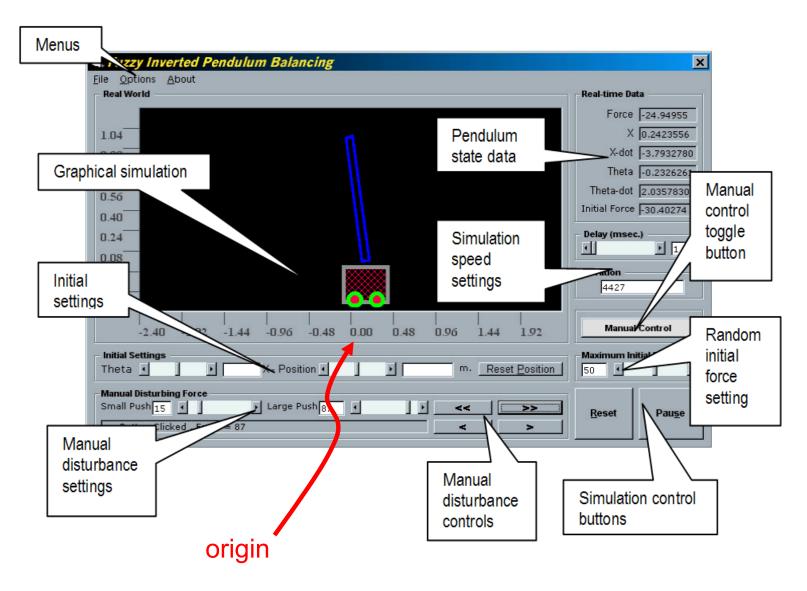


Derived Input Values

We can derive new input values for our Fuzzy Control System using Physics equations.

A sample calculation of some of the derived values: angular velocity (theta')

theta	time	theta'
2	1	
10	2	8
30	3	20
40	4	10
47	5	7
32	6	-15
28	7	-4
19	8	-9







Parameters for a Fuzzy System

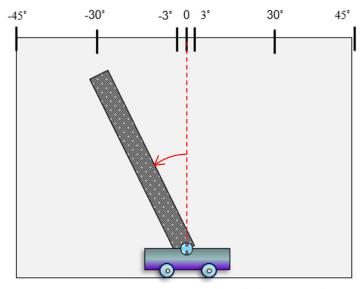
Once you have determined the appropriate inputs and outputs for your application, there are three steps to designing the parameters for a fuzzy system:

- 1. specify the fuzzy sets to be associated with each variable.
- 2. decide on what the fuzzy rules are going to be.
- 3. specify the shape of the membership functions.



Fuzzy Sets

Input angle = the pole angle measured relative to the vertical axis.



Note: the figure is not drawn to scale

We can begin designing a fuzzy system by subdividing the two input variables (pole angle and angular velocity) into membership sets.

The **angle** could be described as:

- 1. Inclined to the Left (Negative).
- 2. Vertical (Zero).
- 3. Inclined to the Right (Positive).

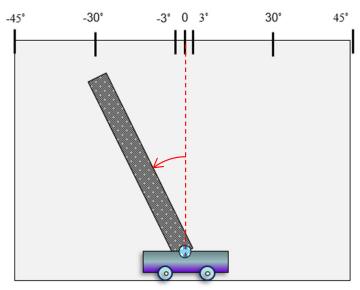
Linguistic terms for describing an angle measurement





Fuzzy Sets

Input angle = the pole angle measured relative to the vertical axis.



Note: the figure is not drawn to scale

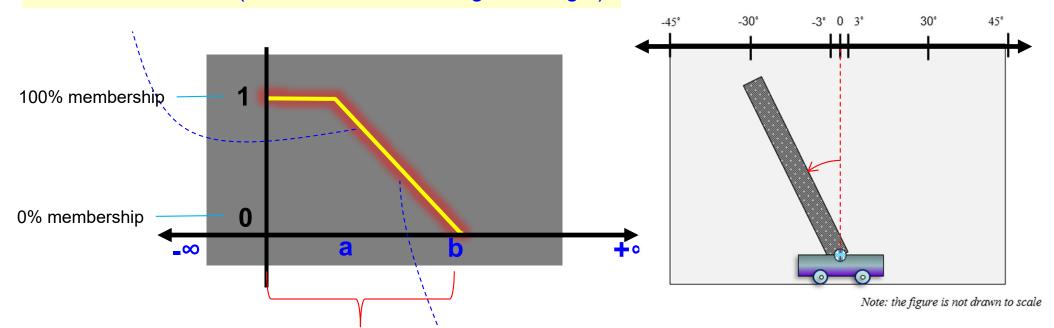
back

Fuzzy logic provides the mathematical facility for transforming vague linguistic terms into their equivalent mathematical function representation.

Linguistic terms 1. Inclined to the Left (Negative). 2. Vertical (Zero). 3. Inclined to the Right (Positive). Fuzzy sets $F_{\text{negative}}(\text{angle})$ $F_{\text{zero}}(\text{angle})$ $F_{\text{positive}}(\text{angle})$ functions

Membership Functions for the **Pole Angle: Inclined to the Left (Negative)**

Inclined to the Left (also referred to as Negative angle)



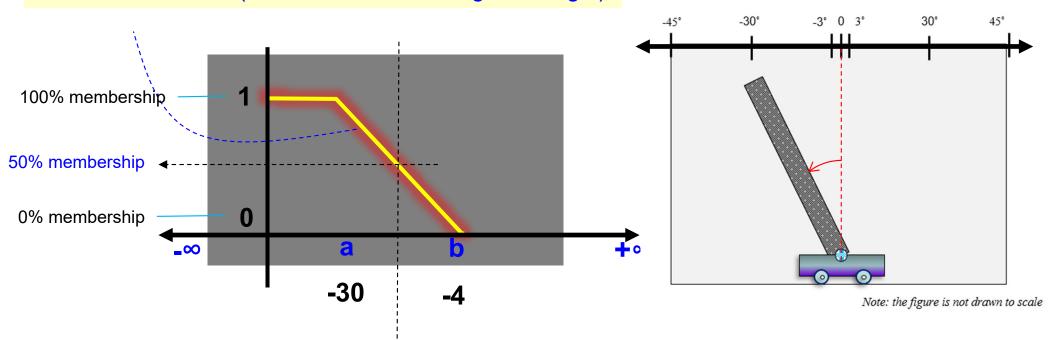
Range of values associated with the term "Inclined to the Left"

Linguistic term Fuzzy set

1. Inclined to the Left \longrightarrow $F_{\text{negative}}(\text{angle}) = [0, 1]$ (Negative).

Membership Functions for the **Pole Angle: Inclined to the Left (Negative)**

Inclined to the Left (also referred to as Negative angle)



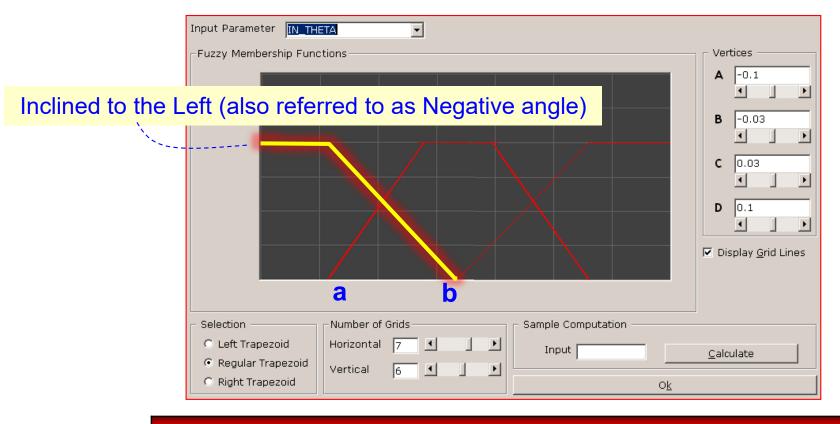
Given an input angle = -13

Fuzzy set

Degree of membership of the input angle = -13 to the fuzzy set F_{negative}

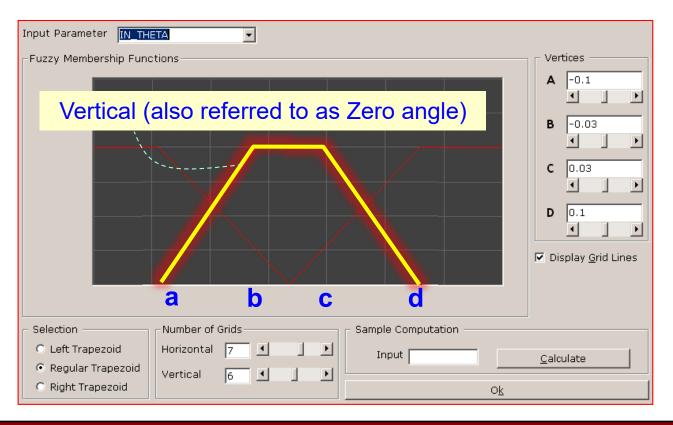
$$F_{\text{negative}}(-13) \sim 0.5$$

Membership Functions for the **Pole Angle: Inclined to the Left (Negative)**



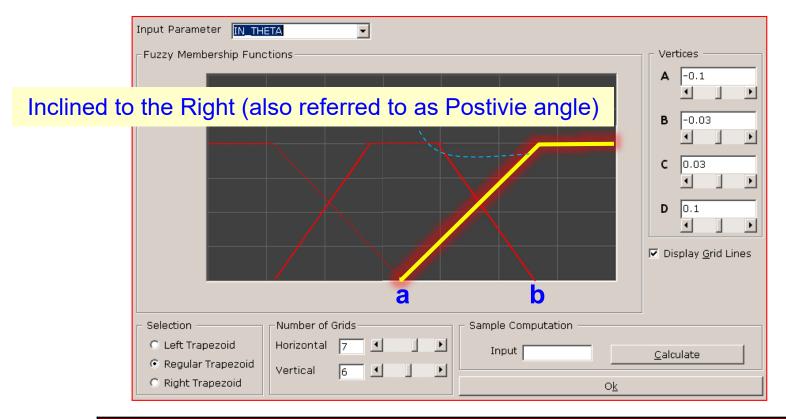
Trapezoid Vertices		
Left Trapezoid	Regular	Right
A = -0.1 rad. = -5.73 deg.	A = -0.1 rad = -5.73 deg.	A = 0
B = 0	B = -0.03 = -1.72 deg.	B = 0.1 rad = 5.73 deg.
C = 0	C = 0.03 = 1.72 deg.	C = 0
D=0	D = 0.1 rad = 5.73 deg.	D=0

Membership Functions for the **Pole Angle: Inclined to the Left (Negative)**



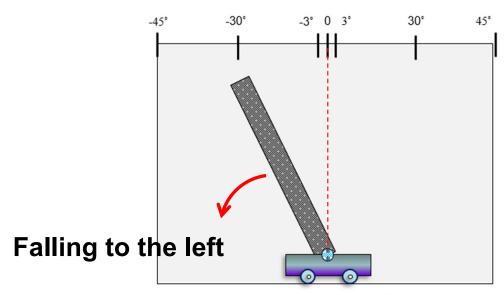
Trapezoid Vertices		
Left Trapezoid	Regular	Right
A = -0.1 rad. = -5.73 deg.	A = -0.1 rad = -5.73 deg.	A = 0
B = 0	B = -0.03 = -1.72 deg.	B = 0.1 rad = 5.73 deg.
C = 0	C = 0.03 = 1.72 deg.	C = 0
D=0	D = 0.1 rad = 5.73 deg.	D=0

Membership Functions for the **Pole Angle: Inclined to the Left (Negative)**



Trapezoid Vertices		
Left Trapezoid	Regular	Right
A = -0.1 rad. = -5.73 deg.	A = -0.1 rad = -5.73 deg.	A = 0
B=0	B = -0.03 = -1.72 deg.	B = 0.1 rad = 5.73 deg.
C = 0	C = 0.03 = 1.72 deg.	C = 0
D=0	D = 0.1 rad = 5.73 deg.	D=0

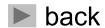
Fuzzy Sets



Note: the figure is not drawn to scale

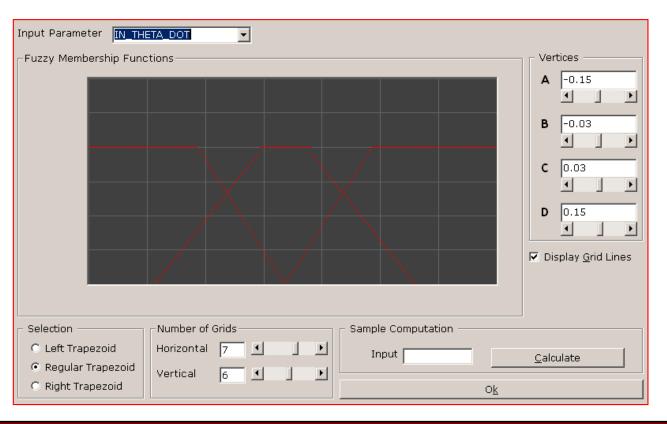
The angular velocity could be described as:

- 1. Falling to the Left (N).
- 2. Still (Zero).
- 3. Falling to the Right (P).



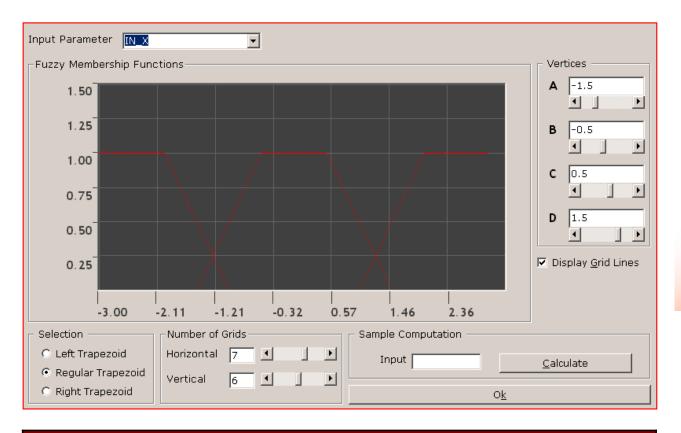


Membership Functions for the **Pole Angular Velocity**



Trapezoid Vertices		
Left Trapezoid	Regular	Right
A = -0.1 = -5.73 deg/s.	A = -0.15 rad/s = -8.59 deg/s	A = 0
B = 0	B = -0.03 rad/s = -1.72 deg/s	B = 0.1 rad/s = 5.73 deg/s
C = 0	C = 0.03 = 1.72 deg/s	C = 0
D=0	D = 0.15 = 8.59 deg/s	D=0

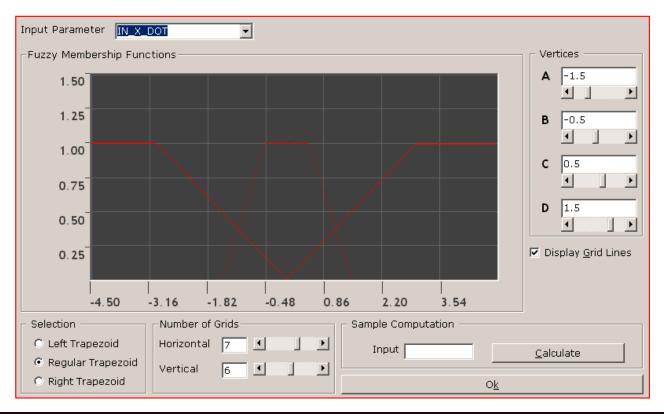
Membership Functions for the Cart Position x



Take note of the position of the origin.

Trapezoid Vertices		
Left Trapezoid	Regular	Right
A = -2 m	A = -1.5 m	A= 1 m
B = -1 m	B = -0.5 m	B = 2 m
C = 0	C = 0.5 m	C = 0
D = 0	D = 1.5 m	D = 0

Membership Functions for the Cart Velocity



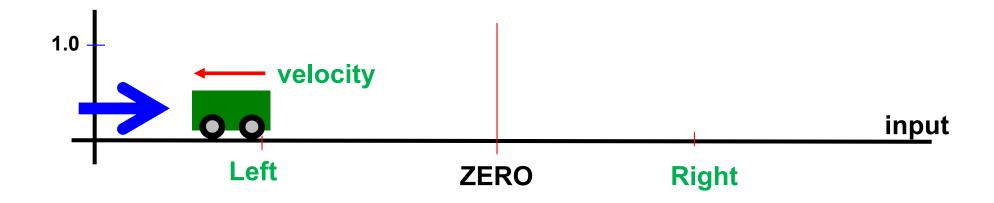
Trapezoid Vertices		
Left Trapezoid	Regular	Right
A = -3 m/s	A = -1.5 m/s	A = 0
$\mathbf{B} = 0$	B = -0.5 m/s	B = 3 m/s
C = 0	C = 0.5 m/s	C = 0
D = 0	D = 1.5 m/s	D = 0

FUZZY LOGIC SYSTEM

FAMM1: x vs. x'

Position vs. Velocity

Fuzzy rule base and for the **position and velocity** vectors of the inverted pendulum-balancing problem



1. IF cart is on the left AND cart is going left THEN largely push cart to the right

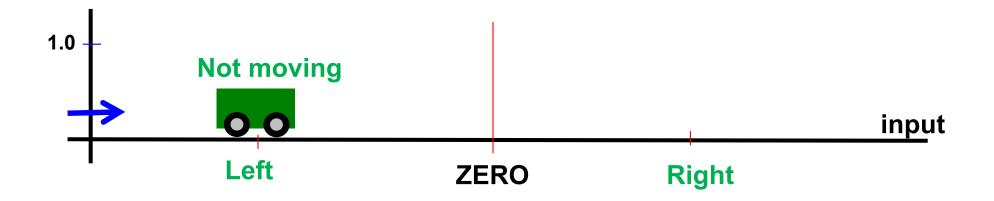
Input X: {N, ZE, P} = {left, centre, right}

Input X': {N, ZE, P} = {going to the left, still, going to the right}





Fuzzy rule base and for the **position and velocity** vectors of the inverted pendulum-balancing problem



2. IF cart is on the left AND cart is not moving THEN slightly push cart to the right

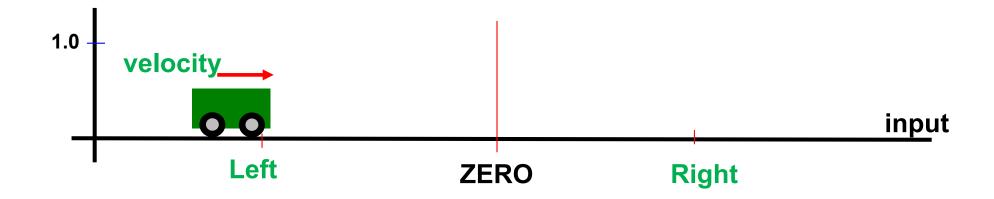
Input X: {N, ZE, P} = {left, centre, right}

Input X': {N, ZE, P} = {going to the left, still, going to the right}





Fuzzy rule base and for the **position and velocity** vectors of the inverted pendulum-balancing problem



3. IF cart is on the left AND cart is going right THEN don't push cart

Input X: {N, ZE, P} = {left, centre, right}

Input X': {N, ZE, P} = {going to the left, still, going to the right}





Fuzzy rule base and for the **position and velocity** vectors of the inverted pendulum-balancing problem

- 1. IF cart is on the left AND cart is going left THEN largely push cart to the right
- 2. IF cart is on the left AND cart is not moving THEN slightly push cart to the right
- 3. IF cart is on the left AND cart is going right THEN don't push cart
- 4. IF cart is centered AND cart is going left THEN slightly push cart to the right
- 5. IF cart is centered AND cart is not moving THEN don't push cart
- 6. IF cart is centered AND cart is going right THEN slightly push cart to the left
- 7. IF cart is on the right AND cart is going left THEN don't push cart
- 8. IF cart is on the right AND cart is not moving THEN push cart to the left
- 9. IF cart is on the right AND cart is going right THEN largely push cart to the left

Input X: {N, ZE, P} = {left, centre, right}

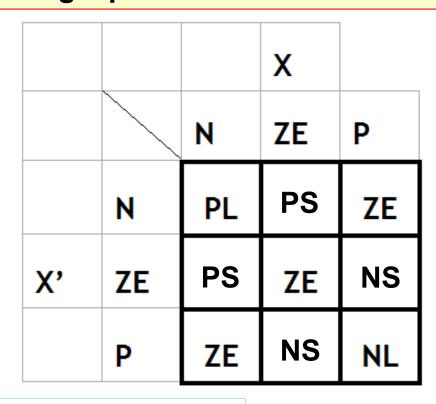
Input X': {N, ZE, P} = {going to the left, still, going to the right}





Position vs. Velocity (FAMM 1)

If the cart is too near the end of the path, then regardless of the state of the pole angle push the cart towards the other end.



3 x 3 FAMM

Input X: {N, ZE, P} = {left, centre, right}

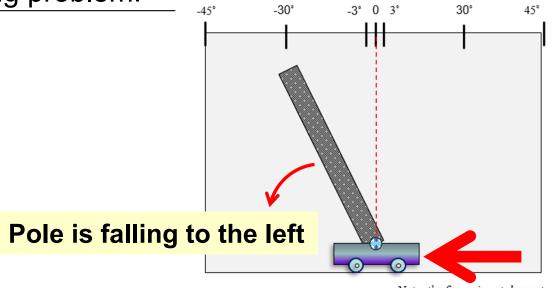
Input X': {N, ZE, P} = {going to the left, still, going to the right}



FUZZY LOGIC SYSTEM

FAMM2: θ vs. θ '

Fuzzy rule base for the **angle and angular velocity** vectors of the inverted pendulum-balancing problem.



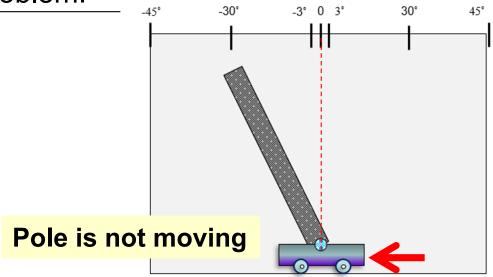
Note: the figure is not drawn to scale

1. IF pole is leaning to the left AND pole is dropping to the left THEN largely push cart to the left

Input θ : {N, ZE, P}={leaning to the left, centre, leaning to the right}

Input θ' : {N, ZE, P}={moving to the left, still, moving to the right}

Fuzzy rule base for the **angle and angular velocity** vectors of the inverted pendulum-balancing problem.



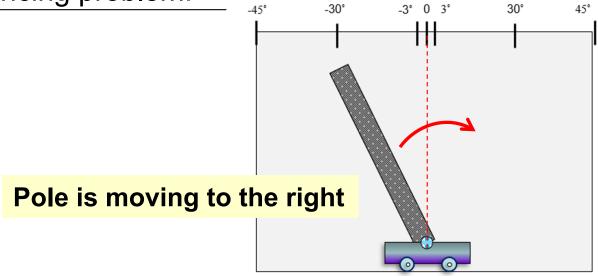
Note: the figure is not drawn to scale

2. IF pole is leaning to the left AND pole is not moving THEN slightly push cart to the left

Input θ : {N, ZE, P}={leaning to the left, centre, leaning to the right}

Input θ' : {N, ZE, P}={moving to the left, still, moving to the right}

Fuzzy rule base for the **angle and angular velocity** vectors of the inverted pendulum-balancing problem.



Note: the figure is not drawn to scale

3. IF pole is leaning to the left AND pole is moving to the right THEN don't push the cart

Input θ : {N, ZE, P}={leaning to the left, centre, leaning to the right}

Input θ' : {N, ZE, P}={moving to the left, still, moving to the right}

Fuzzy rule base and the corresponding FAMM for the angle and angular velocity vectors of the inverted pendulumbalancing problem

- 1. IF pole is leaning to the left AND pole is dropping to the left THEN largely push cart to the left
- 2. IF pole is leaning to the left AND pole is not moving THEN slightly push cart to the left
- 3. IF pole is leaning to the left AND pole is moving to the right THEN don't push the cart

.... and so on, and so forth

.

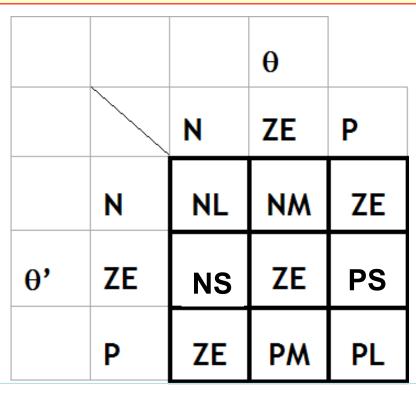
Input θ : {N, ZE, P}={leaning to the left, centre, leaning to the right}

Input θ' : {N, ZE, P}={moving to the left, still, moving to the right}



Angle vs. Angular Velocity (FAMM 2)

If the pole angle is too big or changing too quickly, then regardless of the location of the cart on the cart path, push the cart towards the direction it is leaning to.



3 x 3 FAMM

Input θ : {N, ZE, P}={leaning to the left, centre, leaning to the right}

Input θ ': {N, ZE, P}={moving to the left, still, moving to the right}

Fuzzy Rule

If $(\underline{\theta} \text{ is NEGATIVE})$ and $\underline{\theta'} \text{ is NEGATIVE}$

F_{SMALL}(θ') = degree of membership of the given **ANGULAR VELOCITY** in the Fuzzy Set NEGATIVE

Then NEGATIVELY LARGE FORCE,

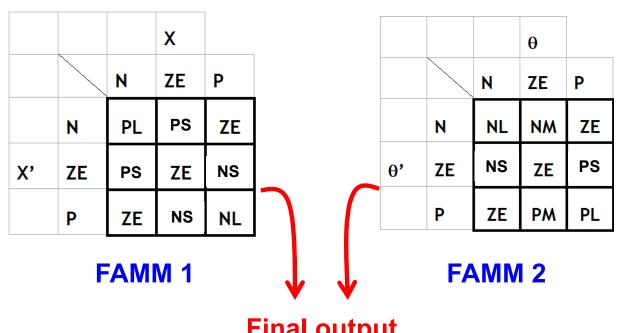
F_{NEGATIVE}(θ) = degree of membership of the given **ANGLE** in the Fuzzy Set NEGATIVE Could be a constant or another Membership Function

Input θ : {N, ZE, P}={leaning to the left, centre, leaning to the right}

Input θ ': {N, ZE, P}={dropping to the left, still, dropping to the right}

(FAMM 1) and (FAMM 2)

The final output can be calculated by combining all the rule outputs from the two FAMMS, into one big centre of mass formula.



Final output

Force (magnitude and direction) for controlling the Inverted Pendulum



