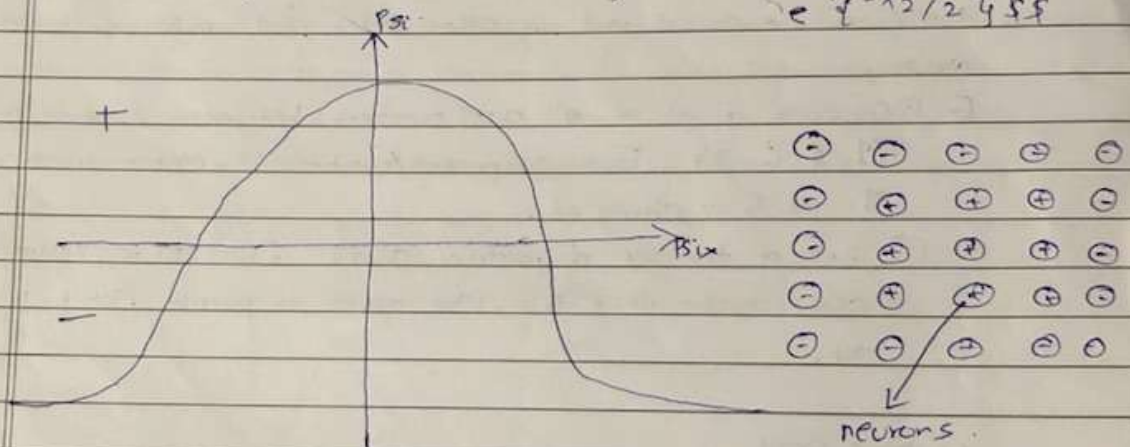


SOFT COMPUTING TOPIC — UNIT 3..

Q. What is an Mexican Hat? Draw and explain it?

Ans. Mexican hat function also known as the "Ricker wavelet", is a function used in various applications, such as signal processing and neural networks. Its name comes from its shape, which resembles as an hat.

Mathematically, the Mexican Hat is given as : $\psi(x) = (1 - x^2) e^{-x^2/2}$



It is used to identify edges and features in data. Its unique shape make a deal for detecting details while reducing noise.

Ex: Image processing an image to detect the edges of the objects. By applying the ~~magic~~ Mexican hat wavelet to the image, the sharp transition/transition (edges) becomes prominent, while the smoother areas (noises) are minimized. This helps in better object recognition and feature extraction.

Q. Classical sets & The Fuzzy Sets

Ans. • Classical SETS

Classical set theory is all about crisp, clear boundaries. Each element either belongs to the set or doesn't. There is no ambiguity or partial membership.

Think of a classroom. If it is defined as "student who have passed the exam", each student is either set or not, with no middle ground.

Ex: ① Consider a set of all even numbers between 1 and 10 {2, 4, 6, 8}. Each component/number is either a set or not. The no. 5 is clearly out.

② Think of the set of primary colors: {Red, Blue, Yellow}. Any color outside this trio, like green or purple, isn't in the set.

• Fuzzy SETS

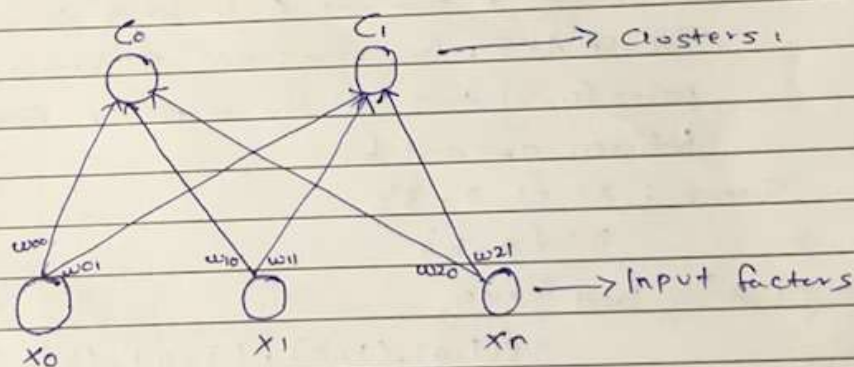
Fuzzy set theory introduces the concept of partial membership. Elements can belong to a set or to a certain degree, ranging between 0 (not in set) and 1 (completely in set). It's like a dimmer switch, allowing for the shades of grey.

For instance, the fuzzy set of "tall people" someone who is 180cm tall might belong to the set of membership value of 0.7, while someone who is 170cm tall might belong with a value of 0.4.

Ex: Consider a temperature in Celsius. A classical set might define "warm days" as those exactly between 20°C and 25°C . In a fuzzy set, temperatures like 18°C or 27°C can still be somewhat warm so, 22°C might have a membership value of 1, 18°C might be 0.5 and 15°C could be 0.2 in the "warm days" set.

① Kohen-self Organizing Maps

Ans: Self Organizing Maps or Kohonen Maps is a type of Artificial Neural Network which is also inspired by biological models of neural systems from 1970's. It follows an unsupervised learning approach and trained its network through a competitive learning algorithm. SOM is used for clustering and mapping techniques to map multidimensional data onto a lower-dimensional which allows people to reduce complex problems for easy interpretation. SOM has two layers, one is input and another is output layer. Architecture of SOM with two clusters and n input features of any sample is given

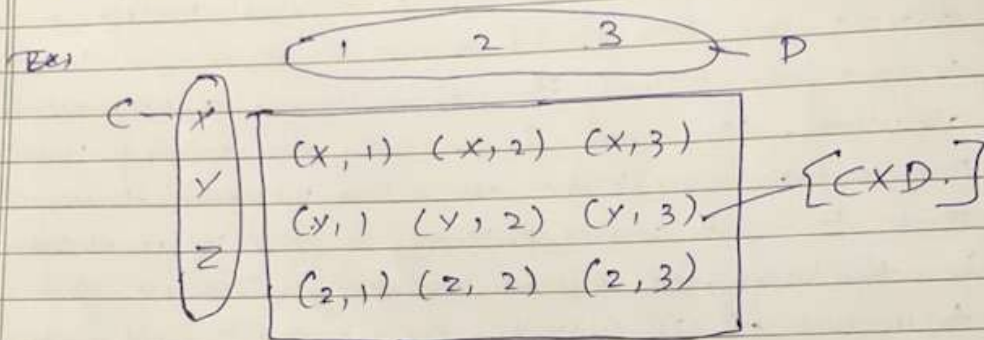


It simply states that whichever input factor carries the shortest distance is the winning clusters.

② Cartesian Product of Relation

Ans: The Cartesian product of relation is the same as relation across two sets. Generally, the Cartesian product is represented for a set and not for a relation. The Cartesian Product is an fundamental concept in set theory, providing an foundational structure for ~~be~~ defining relation between sets. By

Forming all possible ordered pairs, it allows for creation of meaningful subsets that represent specific relationships.



Ex: A Relation R from set A to set B is a subset of Cartesian Product $A \times B$. This means that R consists of certain ordered pairs (a, b) that satisfy a specific condition or relation between a and b .

Suppose: $A = \{1, 2, 3\}$

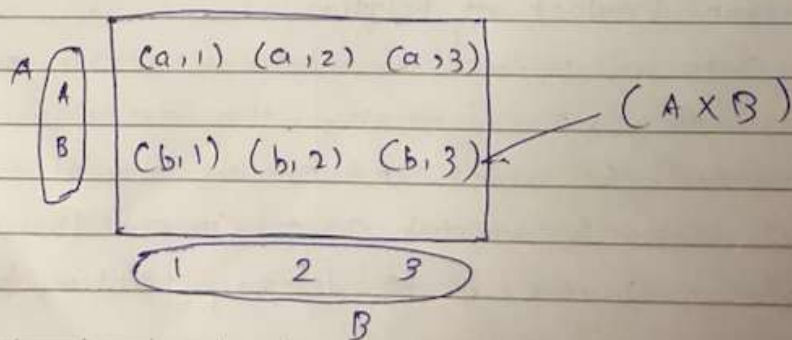
$B = \{a, b\}$

Cartesian Prod. $= A \times B$

$= \{(1, a), (1, b), (2, a), (2, b), (3, a), (3, b)\}$

$R = \{(1, a), (2, b)\}$

Here, R is a subset of $A \times B$ where specific pairs satisfy the relation criteria.



Self-organizing maps

Initialize the weight w_{ij} . Random values may be assumed. Initialize learning Rate α .

Calculate square of euclidean distance. i.e. for each $j=1$ to n

$$D(j) = \sum_{i=1}^n \sum_{j=1}^m (x_i - w_{ij})^2$$

S3: Find winning unit index J . Set that $D(j)$ is minimum

S4: For all unit j within a specific neighborhood of J and for all i , calculate new weights

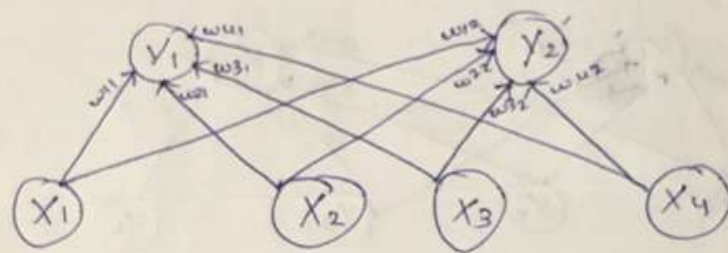
$$w_{ij}(\text{new}) = w_{ij}(\text{old}) + \alpha [x_i - w_{ij}(\text{old})]$$

S5: update Learning Rate α using the formula α

Q. Construct KSOFM to cluster for given vector $[0, 0, 1, 1]$, $[1, 0, 0, 0]$. No. of cluster to be formed is 2. Assume an initial learning rate of 0.5.

Soln: No. of input vector, $n = 4$

No. of cluster, $m = 2$



Initializing weight Randomly between 0 & 1

$$w_{ij} = \begin{bmatrix} 0.2 & 0.9 \\ 0.4 & 0.7 \\ 0.6 & 0.5 \\ 0.8 & 0.3 \end{bmatrix}$$

Rep. w connected with Y_1 \rightarrow with Y_2

First Input Vector

$$X = [0, 0, 1, 1]$$

Q Calculate Euclidean Dist

$$D(j) = \sum_i (w_{ij} - x_i)^2$$

$$D(1) = (0.2 - 0)^2 + (0.4 - 0)^2 + (0.6 - 1)^2 + (0.8 - 1)^2$$

$$= 0.04 + 0.16 + 0.16 + 0.04$$

$$= 0.4$$

$$D(2) = \sum_i (w_{i2} - x_i)^2$$

$$= (0.9 - 0)^2 + (0.7 - 0)^2 + (0.5 - 1)^2 + (0.3 - 1)^2$$

$$= 0.81 + 0.49 + 0.25 + 0.49$$

$$= 2.04$$

$D(1) < D(2)$. Therefore winning cluster is $j=1$ i.e. Y_1 .

Update weight on winning cluster where $j=1$

$$w_{ij}(\text{new}) = w_{ij}(\text{old}) + \alpha [x_i - w_{ij}(\text{old})]$$

$$w_{11}(\text{new}) = w_{11}(\text{old}) + \alpha [x_1 - w_{11}(\text{old})]$$

$$w_{11}(n) = w_{11}(0) + 0.5 [x_1 - w_{11}(0)]$$

$$= 0.2 + 0.5 [0 - 0.2]$$

$$= 0.1$$

$$w_{21}(n) = w_{21}(\text{old}) + 0.5(X_1 - w_{21}(\text{old}))$$

$$= 0.4 + 0.5(0 - 0.4)$$

$$= 0.2$$

$$w_{31}(n) = 0.6 + 0.5(1 - 0.6)$$

$$= 0.8$$

$$w_{41}(n) = 0.8 + 0.5(1 - 0.8)$$

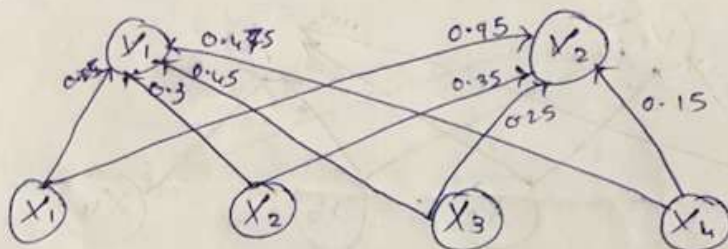
$$= 0.9$$

Updated Weight Matrix

$$w_{ij} = \begin{bmatrix} 0.1 & 0.9 \\ 0.2 & 0.7 \\ 0.8 & 0.5 \\ 0.9 & 0.3 \end{bmatrix}$$

Repeating the same steps for all the vectors

Final Answer will be



$$w_{ij} = \begin{bmatrix} 0.025 & 0.95 \\ 0.3 & 0.35 \\ 0.45 & 0.25 \\ 0.475 & 0.15 \end{bmatrix}$$

Relation

Fuzzy Cartesian Product.

Fuzzy relation is the Cartesian product of mathematical fuzzy sets. Two fuzzy sets are taken as input, fuzzy relation is then equal to cross product of sets which is created by vector multiply.

$$\text{Q. FCP: } A = \left\{ \frac{0.4}{a_1} + \frac{0.6}{a_2} + \frac{0.1}{a_3} \right\}$$

$$B = \left\{ \frac{0.3}{b_1} + \frac{0.5}{b_2} \right\}$$

$$R = \begin{matrix} & b_1 & b_2 \\ \begin{matrix} a_1 \\ a_2 \\ a_3 \end{matrix} & \begin{bmatrix} 0.3 & 0.4 \\ 0.3 & 0.5 \\ 0.1 & 0.1 \end{bmatrix} \end{matrix}$$

Soln:

$$R = M_R(x, y) = M_{x \times y}(x, y) = \min \{M_x(x), M_y(y)\}$$

To find the R we need to compare the value b/w $A(a_i) \times B(b_j)$

$$M_R(a_1, b_1) = \min [M_A(a_1), M_B(b_1)] = \min (0.4, 0.3) = 0.3$$

$$M_R(a_1, b_2) = \min [M_A(a_1), M_B(b_2)] = \min (0.4, 0.5) = 0.4$$

$$M_R(a_2, b_1) = \min [M_A(a_2), M_B(b_1)] = \min (0.6, 0.3) = 0.3$$

$$M_R(a_2, b_2) = \min [M_A(a_2), M_B(b_2)] = \min (0.6, 0.5) = 0.5$$

$$M_R(a_3, b_1) = \min [M_A(a_3), M_B(b_1)] = \min (0.1, 0.3) = 0.1$$

$$M_R(a_3, b_2) = \min [M_A(a_3), M_B(b_2)] = \min (0.1, 0.5) = 0.1$$

(11) Fuzzy Relation

A fuzzy Relation is a concept that represent relations between the elements of fuzzy sets.

Fuzzy Relation between two sets X and Y is called binary fuzzy relation and is denoted by $R(x, y)$.

$$X = \{x_1, x_2, \dots, x_n\} \quad \& \quad Y = \{y_1, y_2, \dots, y_m\}$$

$$R(x, y) = \begin{bmatrix} M_R(x_1, y_1) & M_R(x_1, y_2) & \dots & M_R(x_1, y_m) \\ M_R(x_2, y_1) & M_R(x_2, y_2) & \dots & M_R(x_2, y_m) \\ \vdots & \vdots & \ddots & \vdots \\ M_R(x_n, y_1) & M_R(x_n, y_2) & \dots & M_R(x_n, y_m) \end{bmatrix}$$

Fuzzy Matrix \leftarrow

Q.

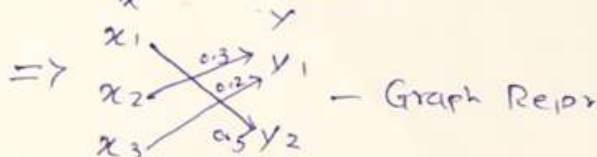
$$X = \{x_1, x_2, x_3\} \quad \& \quad Y = \{y_1, y_2\}$$

$$R = \frac{0.5}{x_1, y_2} + \frac{0.3}{x_2, y_1} + \frac{0.2}{x_3, y_1}$$

$$\begin{matrix} & y_1 & y_2 \\ \begin{matrix} x_1 \\ x_2 \\ x_3 \end{matrix} & \begin{bmatrix} 0 & 0.5 \\ 0.3 & 0 \\ 0.2 & 0 \end{bmatrix} \end{matrix}$$

Corresponding fuzzy matrix R will be

$$R = \begin{matrix} & y_1 & y_2 \\ \begin{matrix} x_1 \\ x_2 \\ x_3 \end{matrix} & \begin{bmatrix} 0 & 0.5 \\ 0.3 & 0 \\ 0.2 & 0 \end{bmatrix} \end{matrix}$$



(iii) Operation on Fuzzy Relations

Let R and S be two fuzzy Relation on $A \times B$

- ① Union: $M_{R \cup S}(x, y) = \max [M_R(x, y), M_S(x, y)]$

This operation combines two relations by taking the maximum membership value for each pair.

- ② Intersection: $M_{R \cap S}(x, y) = \min [M_R(x, y), M_S(x, y)]$

This operation finds the commonality between two relations by taking the minimum membership value for each pair.

- ③ Complement: $M_{\bar{R}}(x, y) = 1 - M_R(x, y)$

This operation reverses the membership degree, converting high membership values to low and vice versa.

- ④ Containment: $R \subseteq S \iff M_R(x, y) \leq M_S(x, y)$

- ⑤ Inverse: $R^{-1}(y, x) = R(x, y)$

- ⑥ Projection: $M_{[R \downarrow y]}(x, y) = \max_x M_R(x, y)$
- $$\begin{bmatrix} 0.1 & 0.6 & 0.7 \\ 0.3 & 0.2 & 0.8 \\ 0.1 & 0.5 & 0.4 \end{bmatrix} = \begin{bmatrix} 0.7 \\ 0.8 \\ 0.5 \end{bmatrix}$$

(iv) PROPERTIES OF FUZZY RELATION

- Commutativity, associativity, distributivity, idempotency & identity, De Morgan's law \rightarrow (holds good prop for fuzzy except two given below)
- Excluded Middle law is not satisfied & Law of Contradiction is not satisfied

$$R \cup \bar{R} \neq U$$

$$R \cap \bar{R} \neq \emptyset$$

(v) FUZZY EQUIVALENCE RELATION.

A fuzzy equivalence relation is a way to say that elements are partially equivalent to each other, with degree of equivalence from 0 to 1. It satisfies three properties: reflexivity (every element is fully equivalent to itself), symmetry (equivalence is mutual) and transitivity (if an element is related to second, which is related to third then the first is also related to third).

Further explanation

Relation R will be equivalence relation of all three properties. $R = S = T$

Reflexivity : $M_R(x_i, x_i) = 1$ OR $(x_i, x_i) \in R$

$$\begin{matrix} x_1 & x_2 & x_3 \\ \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} \end{matrix}$$

All x_i should be same

(ii) Symmetry : $M_R(x_i, x_j) = M_R(x_j, x_i)$

i.e. $(x_i, x_j) \in R \Rightarrow (x_j, x_i) \in R$

$$\begin{matrix} x_1 & x_2 & x_3 \\ \begin{bmatrix} 0.8 & 0.1 & 0.7 \\ 0.1 & 1 & 0.6 \\ 0.7 & 0.6 & 0.5 \end{bmatrix} \end{matrix}$$

if ~~we are~~ should be same

i.e. if $a = b$, then b should be equal to i.e. $b = a$.

(iii) Transitivity :

$$M_R(x_i, x_j) = \lambda_1 \text{ and } M_R(x_j, x_k) = \lambda_2$$

$$\text{So } M_R(x_i, x_k) = \lambda$$

$$\text{Where } \lambda = \min[\lambda_1, \lambda_2]$$

(VI) Tolerance Relation

A fuzzy tolerance relation is a way to describe that elements are partially similar to each other with varying degrees. It needs to satisfy 2 properties: reflexivity (each element is fully similar to itself) and symmetry (Similarity b/w any 2 elements is mutual).

Ex: Tolerance Relation R, on Universe X is one where the only the 2 property of reflexivity & symmetry are satisfied otherwise called proximity relation-

$$R_1^{n-1} = R_1 \circ R_1 \circ \dots \circ R$$

Q. DEFUZZIFICATION METHODS.

Process of converting a fuzzy set into a crisp set

① Lambda-Cut Method

For sets

Consider a fuzzy set A. The set A_λ ($0 < \lambda < 1$) called the lambda (λ)-cut (or alpha (α)-cut) set is a crisp set of the follow fuzzy set B is defined as follows:

$$A_\lambda = \{x \mid \mu_A(x) \geq \lambda\}; \lambda \in (0, 1]$$

Q: Consider 2 fuzzy sets A & B, both defined on X, given as follows

	x_1	x_2	x_3	x_4	x_5
A	0.2	0.3	0.4	0.7	0.1
B	0.4	0.5	0.6	0.8	0.9

Express following lambda cuts sets using Zadeh's notations

- a) $(\bar{A})_{0.7}$ b) $(B)_{0.2}$ c) $(A \cup B)_{0.6}$
d) $(A \cap B)_{0.5}$

$$A = \left\{ \frac{0.2}{x_1} + \frac{0.3}{x_2} + \frac{0.4}{x_3} + \frac{0.7}{x_4} + \frac{0.1}{x_5} \right\}$$

$$B = \left\{ \frac{0.4}{y_1} + \frac{0.5}{y_2} + \frac{0.6}{y_3} + \frac{0.8}{y_4} + \frac{0.9}{y_5} \right\}$$

$$A_\lambda = \{x \mid \mu_A(x) \geq \lambda\}$$

a) $(\bar{A}) = 1 - \mu_A(x)$

$$= \left\{ \frac{0.8}{x_1} + \frac{0.7}{x_2} + \frac{0.6}{x_3} + \frac{0.3}{x_4} + \frac{0.9}{x_5} \right\}$$

$$(\bar{A})_{0.7} = \{x_1, x_2, x_3\} \quad x \geq \text{value}$$

b) $(B)_{0.2} = \{x_1, x_2, x_3, x_4, x_5\} \cdot \mu_{B(x)}$

c) $A \cup B = \max\{\mu_A(x), \mu_B(x)\}$

$$\frac{\text{New value}}{\text{Min. of } A \text{ & } B} = \left\{ \frac{0.4}{x_1} + \frac{0.5}{x_2} + \frac{0.6}{x_3} + \frac{0.8}{x_4} + \frac{0.9}{x_5} \right\}$$

$$(A \cup B)_{0.6} = \{x_3, x_4, x_5\} \quad x \geq \text{value}$$

d) $A \cap B = \min\{\mu_A(x), \mu_B(x)\}$

$$= \left\{ \frac{0.2}{x_1} + \frac{0.3}{x_2} + \frac{0.4}{x_3} + \frac{0.7}{x_4} + \frac{0.1}{x_5} \right\}$$

$$(A \cap B)_{0.5} = \{x_1, x_2, x_3\} \quad x \leq \text{value}$$

For Relation

$$R_\lambda = \{(x, y) \mid \mu_R(x, y) \geq \lambda\}$$

Q: Determine the crisp λ -cut value when $\lambda = 0.1, 0.5, 0.9$ for full Relation

$$R = \begin{bmatrix} 0 & 0.2 & 0.4 \\ 0.3 & 0.7 & 0.1 \\ 0.8 & 0.9 & 1.0 \end{bmatrix}$$

$$R = \{(x, y) \mid \mu_R(x, y) \geq \lambda\}$$

$$= \{1 \mid \mu_R(x, y) \geq \lambda; 0 \mid \mu_R(x, y) < \lambda\}$$

If value $\lambda = 1$, $\forall \lambda = 0$

a) $\lambda = 0.1$

$$R_{0.1} = \begin{bmatrix} 0 & 1 & 1 \\ 1 & 1 & 1 \\ 1 & 1 & 1 \end{bmatrix}$$

b) $0^+ = \lambda$ [Taking only value which is greater than 0]

$$R_{0^+} = \begin{bmatrix} 0 & 1 & 1 \\ 1 & 1 & 1 \\ 1 & 1 & 1 \end{bmatrix}$$

c) $\lambda = 0.9$ [Value less than 0.9 will be 0]

$$R_{0.9} = \begin{bmatrix} 0 & 0 & 0 \\ 0 & 0 & 0 \\ 0 & 1 & 1 \end{bmatrix}$$

Q. Fuzzy Relation:

Ans. Fuzzy Relations are the mapping of variable from one fuzzy set to another.

Q. Membership Function

Ans. A membership function in fuzzy logic defines how each element in a set is mapped to a membership value between 0 & 1. This value indicates the degree to which the elements belong to the fuzzy set.

Think of it like a curve or a shape that shows how true a statement is in different scenarios. The shape of membership fun can vary (triangular, trapezoidal, etc) based on application of data.

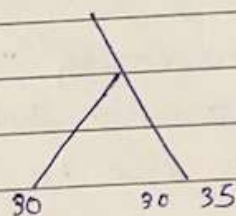
Ex: Imagine we're talking about the concept of a "hot day" in degree Celsius.

Membership Function.

- Below 20°C : Not hot ($mf = 0$)
- 20°C to 30°C : Getting hotter ($mf = 0$ to 1)
- Above 30°C : Definitely hot ($mf = 1$)

Defining mf $\mu(x)$
for temp x

$$\mu(x) = \begin{cases} 0 & \text{if } x < 20 \\ \frac{x-20}{3-20} & \text{if } 20 \leq x \leq 30 \\ 1 & \text{if } x > 30 \end{cases}$$



15°C = Not considered hot ($m = 0$)

25°C = Partially hot ($m = 0.5$)

35°C = Definitely hot ($m = 1$)

FOR EDUCATIONAL USE

Features of Membership Function:

(i) Range:

The value range from 0 to 1, indicating degree of Membership

(ii) Shape:

Membership functions can have various shapes such as triangular, bell-shaped etc, depending upon specific application and nature of data.

(iii) Continuity,

They can be either continuous or discrete, meaning they can either smoothly transition.

(iv) Normality if

A mf is normal if at least one element in set has mem value of 1

Q. Measures of fuzziness & Fuzzy Measures

Ans. Fuzziness measures are all about quantifying the degree of uncertainty or imprecision with a system.

(i) Fuzzy Entropy

This measure quantifies the amount of uncertainty or randomness in a fuzzy set. Higher entropy indicates more fuzziness, meaning less definiteness about membership.

Ex: Imagine you have a fuzzy set representing "tall people". Each person's height is assigned a value between 0 & 1. If everyone's membership value is close to 0.5, the

entropy is high, indicating high fuzziness. If most values are either 0 or 1, entropy is low, indicating low fuzziness.

(ii) Membership Function:

This determines how each point in the input space is mapped to a membership value between 0 and 1. A membership value of 0 means no membership, 1 means full membership and values in between represent partial membership.

Ex: Marks High $\rightarrow 1$
 low $\rightarrow 0$
 Mid $\rightarrow 0.5$

(iii) Cardinality

Cardinality means that the sum of membership values of all elements in fuzzy set. Like a set of $(a, b, c) = a + b + c$
Set $A = abc$

Ex: A fuzzy set of elements with membership value of
 $\{0.2, 0.3, 0.5\}$

$$A = 1$$

(iv) Choquet Integral

A type of integral used to aggregate function information with fuzzy measures, considering the interaction between criteria.

Ex: If choosing a vacation spot, criteria include budget (0.7), climate (0.9), and activities (0.8). The Choquet integral combines these values, factoring in their interactions.