

Seminar entitled by:

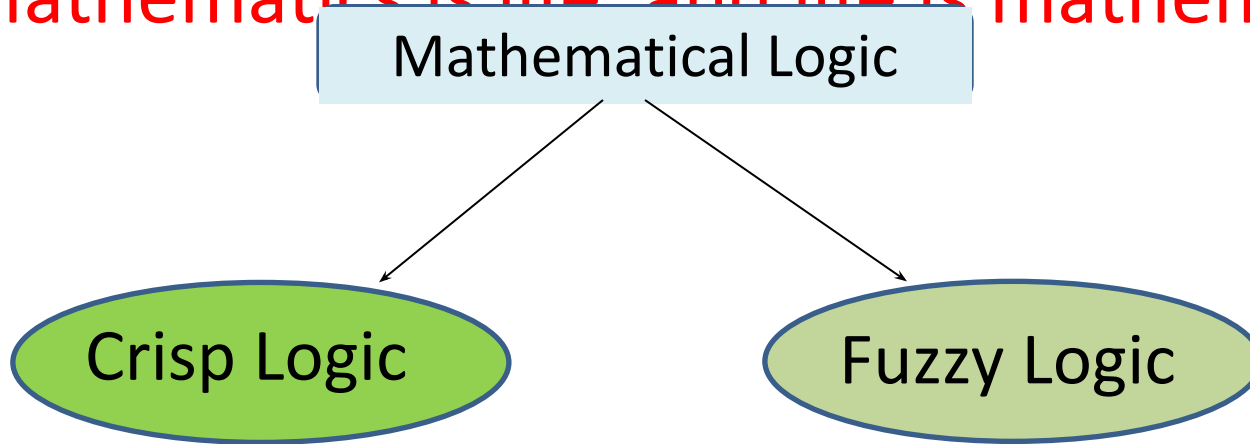
Fuzzy system and its
generalizations with some
applications: Human-like decision
making

Topics of this Seminar

- Definition of Fuzzy sets, Operations of fuzzy set, Fuzzy number and operations, Extension principle
- Fuzzy rules and Fuzzy control.
- Some generalizations of fuzzy sets such as:
- Soft sets and fuzzy soft sets.
- Some applications of fuzzy, soft, and fuzzy soft sets in: Computer Science and Engineering (decision making).

History of fuzzy logic

It's known that mathematical Logic is the base of all topics in Mathematics which is the life, according to the famous Pythagorean saying, "Mathematics is life and life is mathematics."



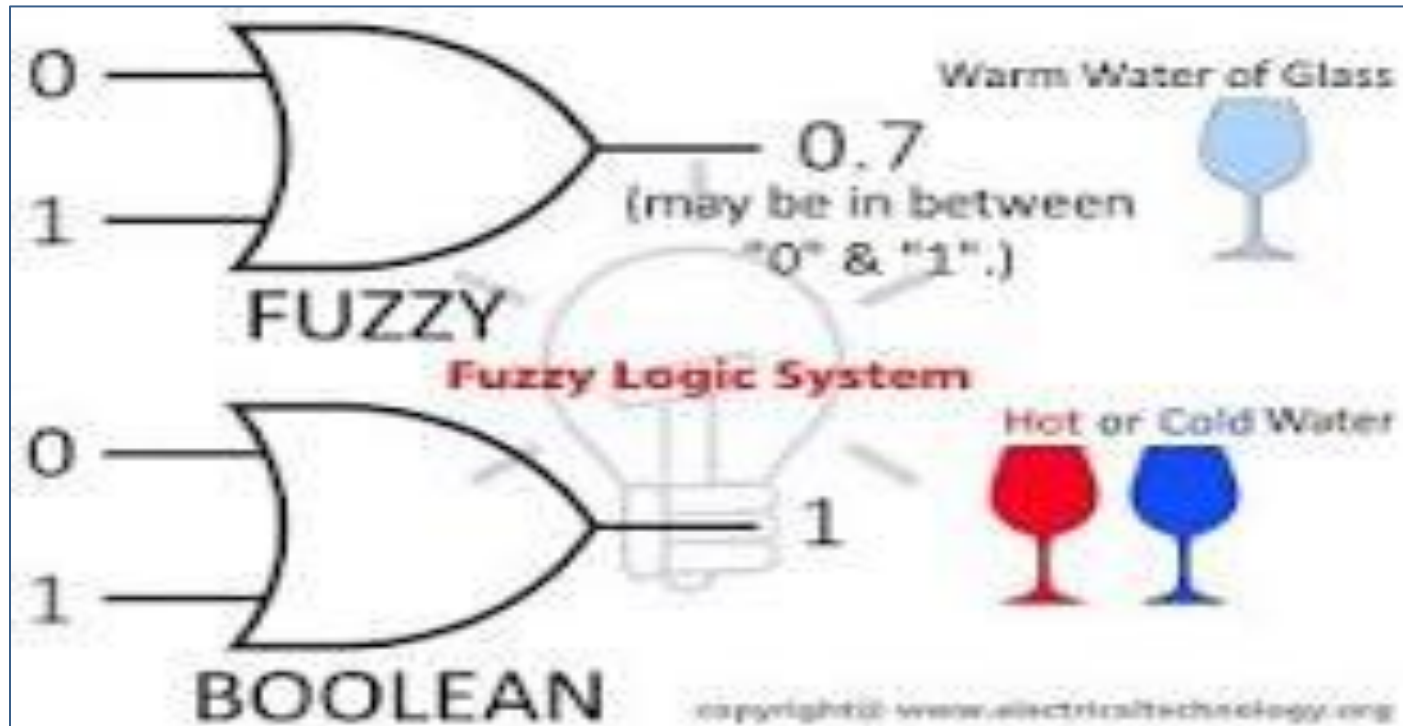
1- History of fuzzy logic

- The opposite word of **fuzzy** is **crisp**. **Fuzzy** means: un-clear or uncertain, **crisp** means: clear, clean, and sharp.
- **Fuzzy logic** was given by **Zadeh** in 1965, and was applied in steam engine control by **Mamdani** in 1974
- In **crisp logic** any statement take only one value either **1** or **0** that is, the statement can be **{true or false}**
- **The fuzzy logic** is a form of many-valued logic, where the truth value of any statement can be take **0** or **1** or any real



Prof. Lotfy Zadah

For the difference between crisp and fuzzy logic,
Let us give the following example



2- Crisp set vs. Fuzzy set

.Let X be an universe set

Crisp Set.

Is a set characterized by the function $\chi_A: X \rightarrow \{0,1\}$.

Where χ_A is called the characteristic function of A

The range of χ_A is $\{T, F\}$

Fuzzy Set.

A fuzzy set A is a function $A: X \rightarrow [0,1]$ and can be given by

$A = \{(x, A(x)): x \text{ in } X\}$.

Where $A(x)$ is called the membership degree of x in A

Examples of fuzzy set

- ✓ The tall of people, old people, kind people
- ✓ temperature is hot, just good, a little bit cold

Example of Fuzzy set

- Let X be the set of stuff at CSD.

$X = \{\text{Shukur, Lith, Khaled, Reem, Abdullah, Soma, Alya'a, Hasan, Salem}\}$

The fuzzy set on X , $A = \text{"Tall persons"}$ we can write it as:

$A = \{(0.7, \text{Shukur}), (0.6, \text{Khaled}), (0.9, \text{Ali}), (0.5, \text{Lith}), (0.54, \text{Reem}),$

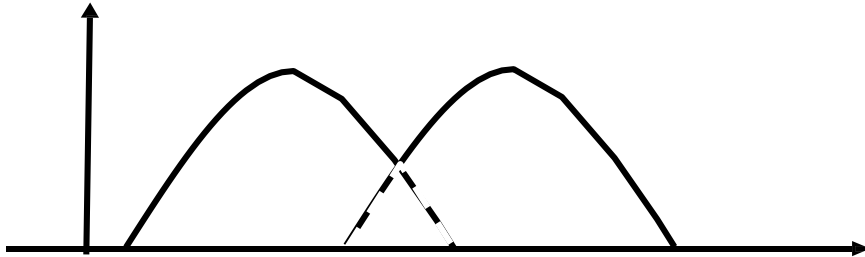
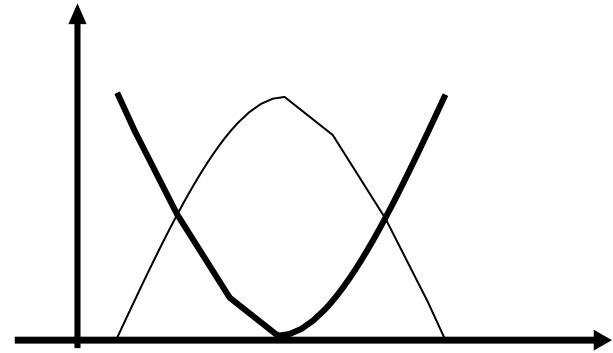
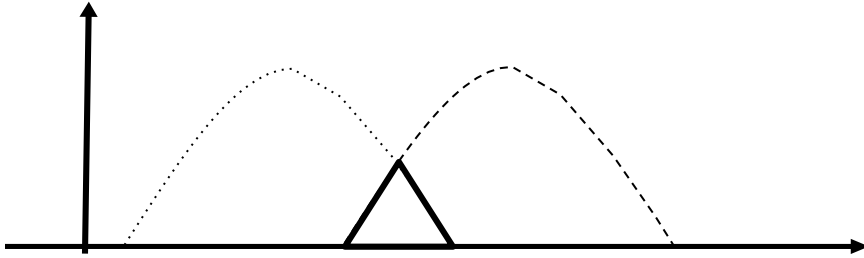
- So that, we can input the data of fuzzy set for "tall person" concept in computer by the following matrix:

| $x(\text{stuff})$ | $A(x)$ <u>memb. Degree of tall</u> |
|-------------------|------------------------------------|
| Shukur | 0.8 |
| Lith | 0.5 |
| Khaled | 0.6 |
| Abdullah | 0.75 |
| Alya'a | 0.8 |
| Reem | 0.54 |
| Ali | 0.8 |
| Salem | 0.45 |

Operations of fuzzy sets:

| Items | Set notation | Logic notation | Member. degree |
|-------------------|---|-----------------------------|-------------------------|
| Equivalence | $A = B$ | $A(x) \Leftrightarrow B(x)$ | $A(x) = B(x)$ |
| Implication | $A \subseteq B$ | $A(x) \Rightarrow B(x)$ | $A(x) \leq B(x)$ |
| Complement | \bar{A} | $\sim A(x)$ | $\bar{A}(x) = 1 - A(x)$ |
| Union, OR | $A \cup B$ | $A \vee B$ | $\max\{A(x), B(x)\}$ |
| Intersection, AND | $A \cap B$ | $A \wedge B$ | $\min\{A(x), B(x)\}$ |
| The complete law | $A \cap \bar{A} \neq \emptyset$ and $A \cup \bar{A} \neq X$ | | |

Examples:



Upper-left: AND
Lower-left: OR
Upper-right: Negation

Soft Sets

Definition

Let X be an universe set and E be a set of parameters.

The soft set $F_E = (F, E)$ on X is a mapping $F: E \rightarrow P(X)$ where, the value $F(e)$ is a subset of $P(X)$, that is a soft set on X can be represented by the form: $F_E = \{(e, F(e)) : e \in E, F(e) \in P(X)\}$.

For example:

Let X is the set of six houses under consideration and,

E is the set of parameters, where,

$E = \{\text{expensive, beautiful, wooden, cheap}\}$.

- In this case, the soft set (F, E) describes the "attractiveness of the houses" which **Mr. X (say)** is going to buy.

Suppose that there are six houses in the universe X given by

- $X = \{h_1, h_2, h_3, h_4, h_5, h_6\}$, and $E = \{e_1, e_2, e_3, e_4\}$, where
- e_1 : stands for the parameter 'expensive, '
- e_2 : stands for the parameter 'beautiful, '
- e_3 : stands for the parameter 'wooden, '
- e_4 : stands for the parameter 'cheap, '
-

■ **Now suppose that**

- $F(e_1) = \{h_2, h_4\}$,
- $F(e_2) = \{h_1, h_3\}$,
- $F(e_3) = \{h_3, h_4, h_5\}$,
- $F(e_4) = \{h_1, h_3, h_5\}$. Then

The soft set (F, E) is a parameterized family $\{F(e_i): i = 1, \dots, 4\}$ of subsets of X and give us a collection of approximate descriptions of an object, **and can be written as follows:**

$F_E = \{\text{expensive houses} = \{h_2, h_4\}, \text{beautiful houses} = \{h_1, h_3\}, \text{wooden houses} = \{h_3, h_4, h_5\}, \text{cheap houses} = \{h_1, h_3, h_5\}\}.$

Remark: For the purpose of storing a soft set in a computer, we could represent a soft set in tabular form and indicated that how it can be used in decision making.

| U | Expensive | Beautiful | Wooden | Cheap | Sum | F-set |
|-------|-----------|-----------|--------|-------|-----|-------|
| h_1 | 0 | 1 | 0 | 1 | 2 | 0.5 |
| h_2 | 1 | 0 | 0 | 0 | 1 | 0.25 |
| h_3 | 0 | 1 | 1 | 1 | 3 | 0.75 |
| h_4 | 1 | 0 | 1 | 0 | 2 | 0.5 |
| h_5 | 0 | 0 | 1 | 1 | 2 | 0.5 |
| h_6 | 0 | 0 | 0 | 0 | 0 | 0 |

Tabular representing of a soft set

Fuzzy Soft Sets

Definition

A fuzzy soft set $f_E = (f, E)$ on X is defined by the set of ordered pairs $f_E = \{(e, f(e)): e \in E, f(e) \in I^X\}$, where f is a mapping from E to I^X and I^X is the set of all fuzzy sets on X .

For example:

Consider the above example. The fuzzy soft set f_E can describe the “attractiveness of the Houses” under the fuzzy circumstances

$$f(e_1) = \{(h_1, 0.3), (h_2, 0.8), (h_3, 0.4), (h_4, 0.7), (h_5, 0.5), (h_6, 0.1)\},$$

$$f(e_2) = \{(h_1, 0.3), (h_3, 0.5), (h_4, 0.8)\},$$

$$f(e_3) = \{(h_4, 0.6), (h_5, 0.3)\}$$

$$f(e_4) = \{(h_2, 0.6), (h_4, 0.7), (h_6, 0.5)\}.$$

Then the fuzzy soft set (f, E) is a parameterized family $\{f(e_i): i = 1, 2, 3, 4\}$ of fuzzy sets on X and give us a collection of approximate descriptions of an object in X .

Note: For the purpose of entering data of a fuzzy soft set in a computer, we can represent it as in the below table

| U | e_1 =expensive | e_2 =beautiful | e_3 =woody | e_4 =cheep | value |
|-------|------------------|------------------|--------------|--------------|-------|
| h_1 | 0.3 | 0.3 | 0 | 0 | 0.6 |
| h_2 | 0.8 | 0 | 0 | 0.6 | 1.4 |
| h_3 | 0.4 | 0.5 | 0 | 0.7 | 1.6 |
| h_4 | 0.7 | 0.8 | 0.6 | 0 | 2.1 |
| h_5 | 0.5 | 0 | 0.3 | 0 | 0.8 |
| h_6 | 0.1 | 0 | 0 | 0 | 0.1 |

Tabular representing of a fuzzy soft set

Some tools and concepts in fuzzy system

• Fuzzy Rule

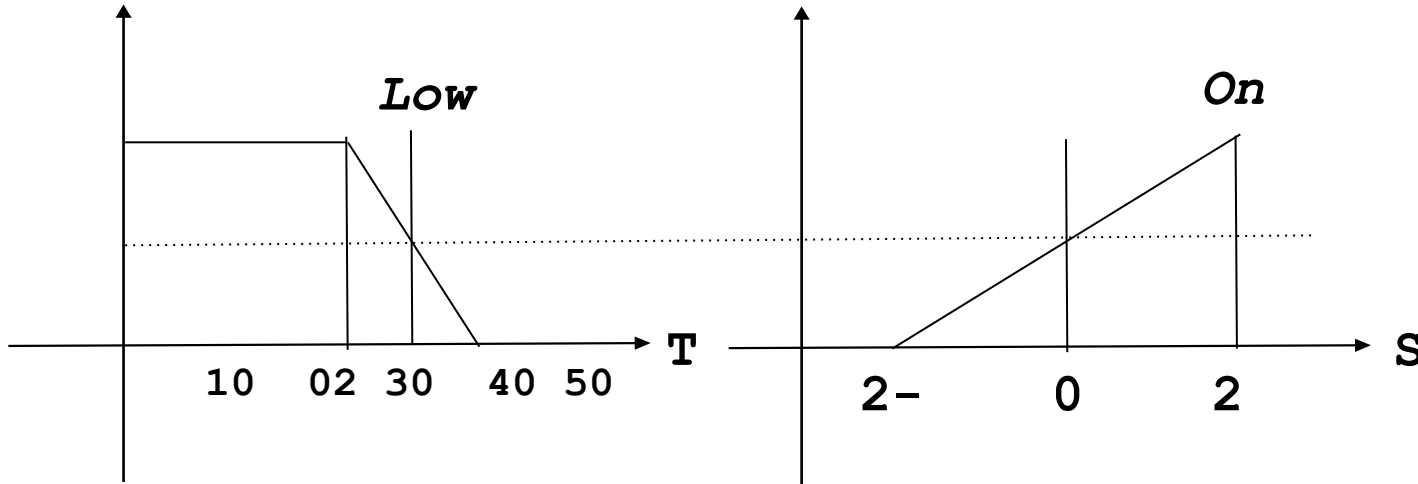
Let N : the number of attributes and, K : number of rules.

Then the K – *th* fuzzy rule R_K is given as follows:

If $(x_1 = F_{K_1}, x_2 = F_{K_2}, \dots, x_n = F_{K_n})$, then $y = B_K$

Where F_{K_n}, B_K are linguistic values.

Example of fuzzy rule



**If (Water temperature = Low)
Then (Heating = On (**



Pattern matching for fuzzy rules

- For a given input source $X = \{x_1, x_2, \dots, x_n\}$ the **similarity** between x and the condition of the K – *th* rule R_K is defined by:

$$S(x, R_K) = F_{K_1}(x_1) \wedge F_{K_1}(x_2) \dots (x_{-1}) \wedge F_{K_n}(x_n)$$

where \wedge is defined as the

**The similarity can also be considered
the degree of matching**

Fuzzy inference

For a given input source $x = \{x_1, x_2, \dots, x_n\}$ we can make a **fuzzy decision** as follows:

- **Step 1:** Find the membership function of the result B^* , which is also a **fuzzy number**, using the following equation:

$$B^*(y) = R_1(x) \vee R_2(x) \vee \dots \vee R_K(x)$$

where \vee is max, and $R_K(x) = S(R_K) \wedge B_K(y)$

Fuzzy inference

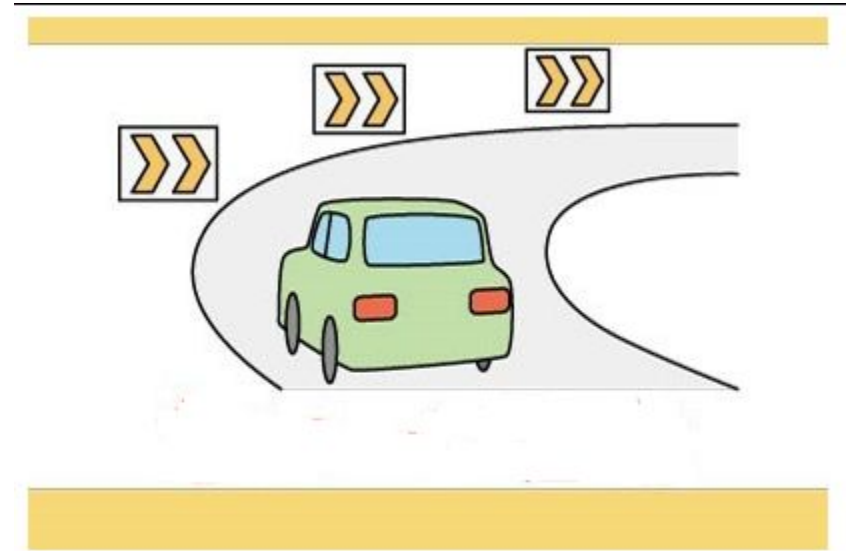
- **Step 2:** The final output is calculated as follows:

$$b^* = \frac{\int_Y y \times \mu_{B^*}(y) dy}{\int_Y \mu_{B^*}(y) dy}$$

- This is the gravity center of the fuzzy number B^* .
- We may also use median or the maximum value.
- The process for finding a concrete number from a fuzzy number is called **de-fuzzification**.

Example

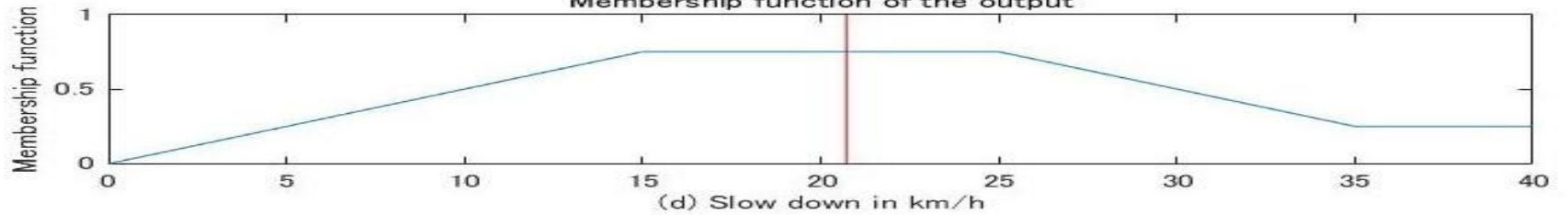
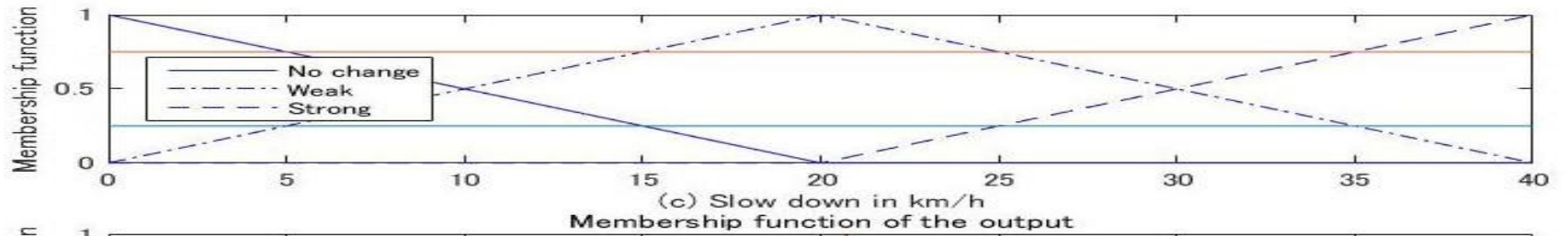
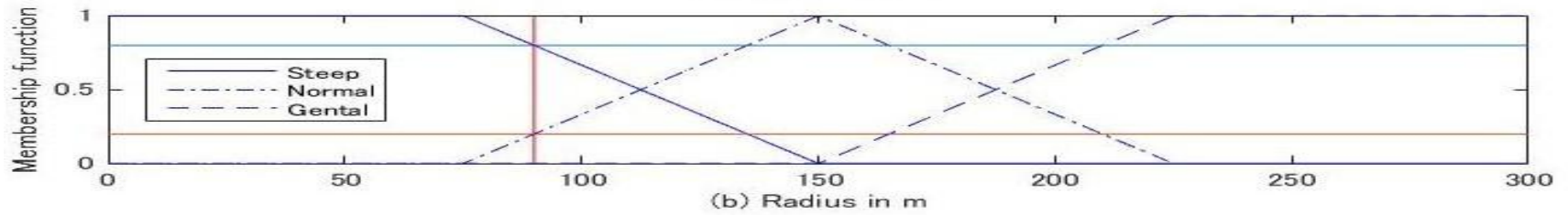
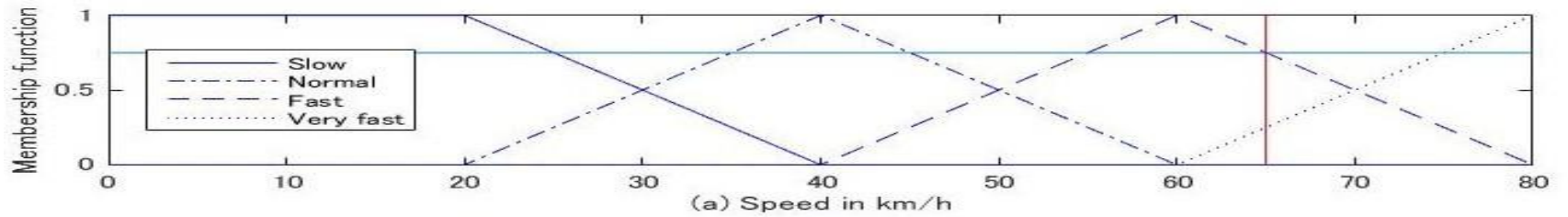
- According to **Road laws**, road around **the corner** must be constructed based on the relation between **the curvature** and the **speed limitation**.
- **For example**, if the speed limit is **50 km/h**, the radius of the curve must be **100 m** or more



Example of Fuzzy rules for speed control

- R1: If(v =Normal \wedge r =Sharp curve)
Then (B=Weak)
- R2: If(v =A little fast \wedge r =Sharp curve)
Then (B=Weak)
- R3: If(v =Fast \wedge r =Normal)
Then (B=Weak)
- R4: If(v =Fast \wedge r =Sharp
curve)
Then (B=Strong)

| Speed (v) | Curvature radius (r) | Break (b) |
|---------------|-----------------------------|---------------|
| Normal | Slow curve | As is |
| Normal | Normal | As is |
| Normal | Sharp curve | Weak |
| A little fast | Slow curve | As is |
| A little fast | Normal | As is |
| A little fast | Sharp curve | Weak |
| Fast | Slow curve | As is |
| Fast | Normal | Weak |
| Fast | Sharp curve | Strong |



Problems in using fuzzy control

- **Fuzzy control** is a kind of soft control that uses human knowledge.
- The performance depends on the membership functions of the **linguistic values**.
- To find the optimal membership functions, we must use some other tools.
- **For example**, we may use **genetic algorithm** to fine-tune the parameters of the membership functions (e.g. to determine the shape or type).
- We may also use **deep neural networks** to capture the best membership functions through learning.

Programming assignment

- Based on the **skeleton program**, write a program to implement a fuzzy system for speed control.
- Plot the results using “**gnuplot**”, and save the 3-D figure.
- The name file should be “plot.png”, and the coordinates are as follows:

$$) \text{ X, Y, Z) = (v, r, b($$

- From the figure, try to describe the relation between **b** and **(v, r)**, and add your description in “summary_09.txt”.

Thank you for

 **IIE-SRF**

 **Cihan Univ-Erbil**

 **My colleagues at CSD**