

Summary for Ch 2, 3, 4, 5, 6

Chapter (2) crisp sets and Fuzzy sets

$\in \rightarrow$ Belongs to
 $\notin \rightarrow$ Doesn't Belong to

* Definitions :-

- Universe of Discourse (X) :- a collection of objects having the same characteristics.
- The elements (x) of a universe are $\rightarrow$ Discrete or Continuous
- Cardinal Number (n_x) or (CN) :- the total number of elements in a universe.
- Set :- collections of elements within a universe
- Subset :- collections of elements within sets
- The Whole Set :- collections of all elements within a set
- Null set (ϕ) :- The set that contains No Elements
- Power set ($P(X)$) :- All possible sets of X

$\rightarrow$ Discrete universes $\rightarrow$ Finite (CN)
 $\rightarrow$ Continuous universes $\rightarrow$ Infinite (CN)

Special Topics in Manufacturing
Summary by Nada Ababneh

$A \subset B \rightsquigarrow A$ is Fully Contained in B (if $x \in A$, then $x \in B$)

$A \subseteq B \rightsquigarrow A$ is contained in or is equivalent to B

$A \leftrightarrow B \rightsquigarrow A \subseteq B$ and $B \subseteq A$ (A is equivalent to B)

Crisp Sets (Operations)

Suppose A, B are sets in the universe X

- Union $A \cup B = \{x | x \in A \text{ or } x \in B\}$ (Max)
- Intersection $A \cap B = \{x | x \in A \text{ and } x \in B\}$ (Min)
- complement $\bar{A} = \{x | x \in A, x \in X\}$
- Difference $A \setminus B = \{x | x \in A \text{ and } x \notin B\}$
the set of elements in A and are Not in B

* Axiom of excluded middle
 $A \cup \bar{A} = X$

* Axiom of contradiction
 $A \cap \bar{A} = \phi$

De Morgan's Principles :-

valid for Crisp sets and Fuzzy sets
 $\overline{A \cap B} = \bar{A} \cup \bar{B}$
 $\overline{A \cup B} = \bar{A} \cap \bar{B}$

Note for difference in Fuzzy

$$\underline{A \setminus B} = \underline{A} \cap \underline{\bar{B}}$$

$$\underline{B \setminus A} = \underline{B} \cap \underline{\bar{A}}$$

Mapping of Crisp sets to Functions :-

Relating set theoretic forms to function theoretic terms

* Membership Function $\rightarrow$ is a mapping for a crisp set

Union $A \cup B \rightsquigarrow \chi_{A \cup B}(x) = \chi_A(x) \vee \chi_B(x) = \max(\chi_A(x), \chi_B(x))$

Intersection $A \cap B \rightsquigarrow \chi_{A \cap B}(x) = \chi_A(x) \wedge \chi_B(x) = \min(\chi_A(x), \chi_B(x))$

Complement $\bar{A} \rightsquigarrow \chi_{\bar{A}}(x) = 1 - \chi_A(x)$

Containment $A \subseteq B \rightsquigarrow \chi_A(x) \leq \chi_B(x)$

All the operations are valid for
 $\rightarrow$ Crisp sets
and
 $\rightarrow$ Fuzzy sets

Fuzzy Sets

contains elements that have varying degrees of membership

For Discrete Universe : $A = \{ \frac{\mu_A(x_1)}{x_1}, \frac{\mu_A(x_2)}{x_2}, \dots \}$

For Continuous Universe : $A = \{ \int \frac{\mu_A(x)}{x} \}$

Fuzzy Intersection $\rightarrow$ t-norm

Fuzzy Union $\rightarrow$ t-conorm

Fuzzy powerset $\rightarrow \infty$
Fuzzy cardinal $\rightarrow \infty$

chapter(3)

Fuzzy Relations

→ map elements of one universe to elements of another universe through (Cartesian Product)
the strength of the relation between ordered pairs of two universes is measured with a membership function $(\mu_R(x, y))$

we can use the Crisp properties

- ✓ commutativity
- ✓ associativity
- ✓ distributivity
- ✓ involution
- ✓ idempotency

applicable ✓ → De Morgan's principle

excluded middle Axiom → $R \cup \bar{R} = E$
→ $R \cap \bar{R} = \emptyset$
 $O = \begin{bmatrix} 0 & 0 \\ 0 & 0 \end{bmatrix}$
 $E = \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix}$

* CN for Fuzzy sets → ∞
* CN for Fuzzy Relations → ∞
Cardinal number

Operations

R and S are Fuzzy Relations on the Cartesian Space $(X \times Y)$

Union (max) $\mu_{R \cup S}(x, y) = \max(\mu_R(x, y), \mu_S(x, y))$

Intersection (min) $\mu_{R \cap S}(x, y) = \min(\mu_R(x, y), \mu_S(x, y))$

Same as before

Complement $\mu_{\bar{R}}(x, y) = 1 - \mu_R(x, y)$

Containment $R \subseteq S \rightarrow \mu_R(x, y) \leq \mu_S(x, y)$

Cartesian Product

A and B are Fuzzy sets on universes X and Y

The Cartesian Product → $A \times B = R \subseteq X \times Y$

Fuzzy Relation (R) → membership function $\mu_R(x, y) = \mu_{A \times B}(x, y) = \min(\mu_A(x), \mu_B(y))$

Composition

R and S are fuzzy Relations on the Cartesian space $(X \times Y)$ and $(Y \times Z)$ and T is a fuzzy Relation on $(X \times Z)$

* Fuzzy Composition is Not Commutative
 $R \circ S \neq S \circ R$

Max-Min Composition

$T = R \circ S$

$\mu_T(x, z) = \bigvee_{y \in Y} (\mu_R(x, y) \wedge \mu_S(y, z))$

Max-product composition

$T = R \circ S$

$\mu_T(x, z) = \bigvee_{y \in Y} (\mu_R(x, y) \cdot \mu_S(y, z))$

مضروب و بأكبر
Maximum
multiply

$T = R \circ S$

$$= \begin{bmatrix} D_1 \\ D_2 \\ D_3 \\ D_4 \end{bmatrix} \begin{bmatrix} A_1 & A_2 & A_3 & A_4 \end{bmatrix} \begin{bmatrix} A_1 \\ A_2 \\ A_3 \\ A_4 \end{bmatrix} \begin{bmatrix} w_1 \\ w_2 \end{bmatrix}$$

Fuzzy Equivalence

Reflexivity

$\mu_R(x_i, x_i) = 1$

Symmetry

$\mu_R(x_i, x_j) = \mu_R(x_j, x_i)$

Transitivity

$\mu_R(x_i, x_j) = \lambda_1$ and $\mu_R(x_j, x_k) = \lambda_2 \rightarrow \mu_R(x_i, x_k) = \lambda$

where $\lambda \geq \min[\lambda_1, \lambda_2]$

Fuzzy Tolerance Relation

يمكن التحويل
by At most (CN-1)
compositions with itself R^n

Fuzzy Equivalence Relation

Crisp Relations (Equivalence Relation)

Reflexivity $(x_i, x_i) \in R$ or $\chi_R(x_i, x_i) = 1$

Symmetry $(x_i, x_j) \in R \rightarrow (x_j, x_i) \in R$
 $\equiv \chi_R(x_i, x_j) = \chi_R(x_j, x_i)$

Transitivity $(x_i, x_j) \in R$ and $(x_j, x_k) \in R \rightarrow (x_i, x_k) \in R$
 $\equiv \chi_R(x_i, x_j) \text{ and } \chi_R(x_j, x_k) = 1 \rightarrow \chi_R(x_i, x_k) = 1$

Tolerance
Relation

(at most $CN-1$)
 $R_1^{n-1} = R_1 \circ R_1 \circ \dots \circ R_1 = R$

Equivalence
Relation

Value Assignment Methods

← in Fuzzy

- Cartesian Product
- Closed Form expression
- LookUp Table
- Linguistic Rules of Knowledge
- Classification
- Automated methods from input/output data
- Similarity methods in data manipulation

Cosine Amplitude Method (Similarity Method)

A Similarity metric that uses a collection of data samples.

$$r_{ij} = \frac{\left| \sum_{k=1}^m x_{ik} x_{jk} \right|}{\sqrt{\left(\sum_{k=1}^m x_{ik}^2 \right) \left(\sum_{k=1}^m x_{jk}^2 \right)}}$$

where $i, j = 1, 2, \dots, n$

لجميع كل وحدة لحال

يعبر عن بجهت و يهزب بالموس الآخر

Max-Min Method (Symmetric)

A Similarity metric that uses a collection of data samples.

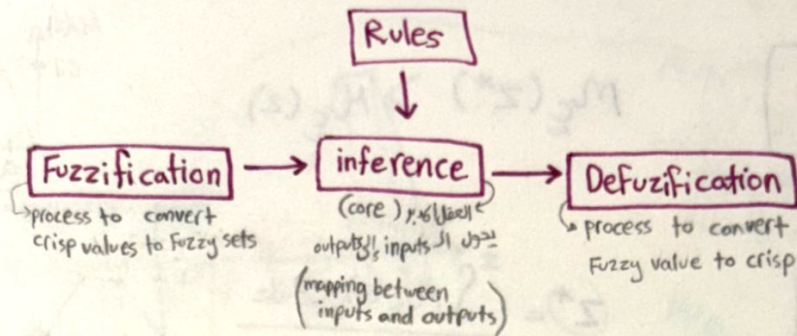
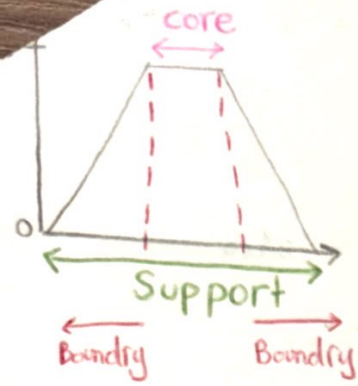
$$r_{ij} = \frac{\sum_{k=1}^m \min(x_{ik}, x_{jk})}{\sum_{k=1}^m \max(x_{ik}, x_{jk})}$$

where $i, j = 1, 2, \dots, n$

أفضل
من
cosine
Amplitude

Chapter (4)

Properties of Membership Functions (Fuzzification and Defuzzification)



- **Membership Function** :- The values assigned to elements of a universal set fall within a specified range.
 - can be
 - symmetrical
 - asymmetrical
 - 1D
 - nD
 - it describes the information contained in a fuzzy set
 - Larger values indicates higher degrees of membership

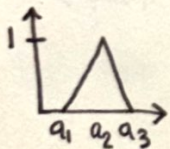
- **The Core** :- The region (element) of a universe that is characterized by full membership in a set.
- **The Support** :- The region (element) of a universe that is characterized by Nonzero membership in a set.
- **Prototype** :- It is an element (only one element) that has a membership value that is equal to one.
- ★ The height of a fuzzy set is the maximum value of the membership function

Membership Function Types

(Fuzzification)

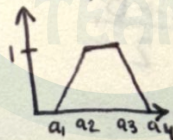
→ represents the process of mapping crisp values to fuzzy sets

① Triangular Membership Function



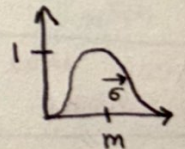
$$\mu_A(u) = \begin{cases} 0 & u < a_1 \\ \frac{u-a_1}{a_2-a_1} & a_1 \leq u < a_2 \\ \frac{a_3-u}{a_3-a_2} & a_2 \leq u < a_3 \\ 0 & u \geq a_3 \end{cases}$$

② Trapezoidal Membership Function



$$\mu_A(u) = \begin{cases} 0 & u < a_1 \\ \frac{u-a_1}{a_2-a_1} & a_1 \leq u < a_2 \\ 1 & a_2 \leq u < a_3 \\ \frac{a_4-u}{a_4-a_3} & a_3 \leq u < a_4 \\ 0 & u \geq a_4 \end{cases}$$

③ Gaussian Membership Function



$$\mu_A(u) = e^{-\frac{(u-m)^2}{\sigma^2}}$$

④ Singleton

$$\text{trapezoidal area} = \frac{1}{2} \times (\text{sum of parallel sides}) \times \text{height}$$

Defuzzification

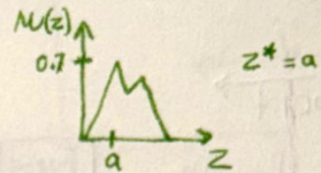
represents the process of mapping fuzzy values to crisp values

a

Max Membership (the height method)

usually we use it with prototype
(restricted to prototype)

$$\mu_{\tilde{C}}(z^*) \geq \mu_{\tilde{C}}(z)$$



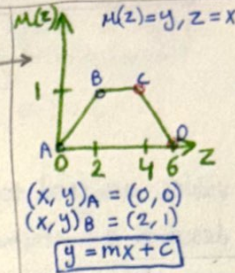
b

Centroid Method (centre of area)

(After Aggregation)

$$z^* = \frac{\int \mu_{\tilde{C}}(z) \cdot z \, dz}{\int \mu_{\tilde{C}}(z) \, dz}$$

centre of the area covered by the Membership Function



$$z^* = \frac{\int_0^2 (\frac{z}{2}) \cdot z \, dz + \int_2^4 (1) \cdot z \, dz + \int_4^6 (-\frac{z}{2} + 3) \cdot z \, dz}{\int_0^2 \frac{z}{2} \, dz + \int_2^4 (1) \, dz + \int_4^6 (-\frac{z}{2} + 3) \, dz}$$

$$z^* = 3$$

c

Weighted Average Method

(restricted to symmetrical outputs)
Membership functions
بعضى: Symmetric

$$z^* = \frac{\sum \mu_{\tilde{C}}(z) \cdot z}{\sum \mu_{\tilde{C}}(z)}$$

Member Function x centroid
Member Function

centroid of each symmetric function

$$0 = m \cdot 0 + c \rightarrow c = 0$$

$$1 = m \cdot 2 + 0 \rightarrow m = \frac{1}{2}$$

$$y = M(z) = \frac{1}{2}z + 0$$

$$(x, y)_C = (4, 1)$$

$$(x, y)_D = (6, 0)$$

$$y = M(z) = -\frac{1}{2}z + 3$$

$$\frac{\Delta y}{\Delta x} = m = \text{slope}$$

Point لايتار

$$M(z) = m \cdot z + c$$

بعضى بالعبارة

d

Centre of Sum

$$z^* = \frac{\sum_{k=1}^n \mu_{\tilde{C}_k}(z) \int z \, dz}{\sum_{k=1}^n \mu_{\tilde{C}_k}(z) \int dz}$$

و مجموعهم بالنهاية
ياخذ ال center في كل رسالة و بضرية بار Area تبعها

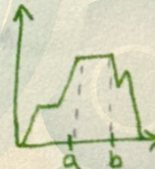
تقسيم مجموع ال Areas

e

Mean Max Membership

$$z^* = \frac{a+b}{2}$$

$$\frac{a+b+c}{3}$$



بمروح لأعلى قيمة
و ياخذ ال Mean

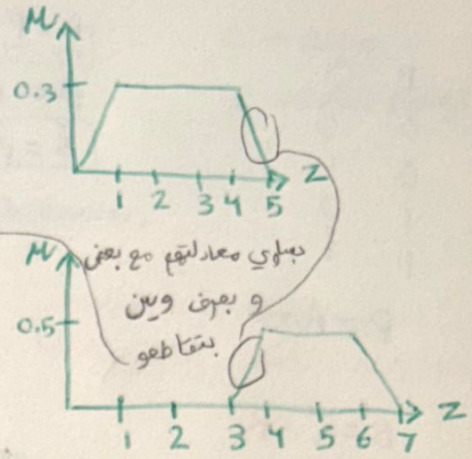
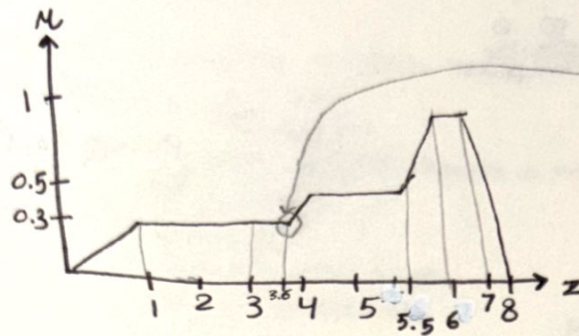
f

First Maximum

The Value of the domain with maximized membership degree

g

Last Maximum



Ⓐ Max Membership
X not applicable

$$\mu_z(z^*) \geq \mu_z(z)$$

first Maximum → 6
last Maximum → 7
Average Maximum → $\frac{6+7}{2} = 6.5$
(معدل القيم)

Ⓑ Centroid Method
بتقريب عاكس بعد التجميع

$$z^* = \frac{\int \mu_z(z) \cdot z \, dz}{\int \mu_z(z) \, dz}$$

deffuzified value

$$z^* = \frac{\int_0^1 (0.3z) \, dz + \int_1^{3.6} (0.3z) \, dz + \int_{3.6}^4 \left(\frac{z-3.6}{2}\right) z \, dz + \int_4^{5.5} (0.5z) \, dz + \int_{5.5}^6 (z-5) \, dz + \int_6^7 z \, dz + \int_7^8 (8-z) \, dz}{\int_0^1 (0.3z) \, dz + \int_1^{3.6} (0.3) \, dz + \int_{3.6}^4 \left(\frac{z-3.6}{2}\right) \, dz + \int_4^{5.5} (0.5) \, dz + \int_{5.5}^6 \left(\frac{z-5.5}{2}\right) \, dz + \int_6^7 1 \, dz + \int_7^8 \left(\frac{7-z}{2}\right) \, dz} = 4.9$$

Ⓒ Weighted Average Method

$$z^* = \frac{\sum \mu_z(\bar{z}) \cdot \bar{z}}{\sum \mu_z(\bar{z})}$$

$$z^* = \frac{(2.5 \times 0.3) + (5 \times 0.5) + (6.5 \times 1)}{0.3 + 0.5 + 1} = 5.41_m$$

$$= \frac{\sum (\text{Membership Function of each} \times \text{centroid of each})}{\sum \text{Membership Function}}$$

Ⓓ Mean Max Membership

Ⓔ Centre of Sum

$$z^* = \frac{\sum_{k=1}^n \mu_{C_k}(z) \int \bar{z} \, dz}{\sum_{k=1}^n \mu_{C_k}(z) \int \bar{z} \, dz}$$

Area × center
بمساحة × مركز
Areas × مراكز

$$z^* = \frac{2.5 \times \left(\frac{1}{2} \times (5+3) \times 0.3\right) + 5 \times \left(\frac{1}{2} \times (4+2) \times 0.5\right) + 6.5 \times \left(\frac{1}{2} \times (3+1) \times 1\right)}{\left(\frac{1}{2} \times (5+3) \times 0.3\right) + \left(\frac{1}{2} \times (4+2) \times 0.5\right) + \left(\frac{1}{2} \times (3+1) \times 1\right)} = 5_m$$

$$(y) = m(x) + c$$

$$M(z) = m(z) + c$$

Fuzzy Logic

Centroid Method / Centre of Area / Centre of Gravity

Defuzzified value z^* is the centre of the area covered by the membership function

$$z^* = \frac{\int \mu_{\tilde{A}}(z) \cdot z \, dz}{\int \mu_{\tilde{A}}(z) \, dz}$$

$$\mu(z) = y, \quad z = x$$

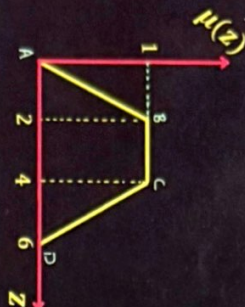
$$(x, y)_A = (0, 0), \quad (x, y)_B = (2, 1)$$

$$y = mx + c$$

$$0 = m \times 0 + c \Rightarrow c = 0$$

$$1 = m \times 2 + 0 \Rightarrow m = \frac{1}{2}$$

$$AB: y = \frac{x}{2} \quad \text{or} \quad \mu(z) = \frac{z}{2}$$



Fuzzy Logic

Weighted Average Method

Fuzzy set $\tilde{A}$ (which is the output of the fuzzy controller/fuzzy inference engine) is the union of M fuzzy sets.

This method is restricted to symmetrical output membership functions

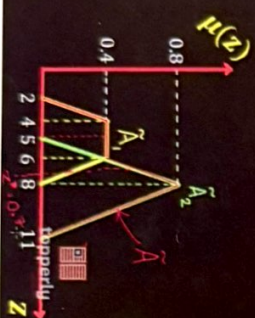
$$z^* = \frac{\sum_{i=1}^M \mu_{\tilde{A}}(\bar{z}_i) \cdot \bar{z}_i}{\sum_{i=1}^M \mu_{\tilde{A}}(\bar{z}_i)}$$

$\sum$ represents algebraic sum
 $\bar{z}_i$ represents centroid of each symmetric function

$$\bar{z}_{A_1} = 5 \quad \text{and} \quad \mu_{\tilde{A}}(5) = 0.4$$

$$\bar{z}_{A_2} = 8 \quad \mu_{\tilde{A}}(8) = 0.8$$

$$z^* = \frac{(0.4 \times 5) + (0.8 \times 8)}{0.4 + 0.8} = 7$$



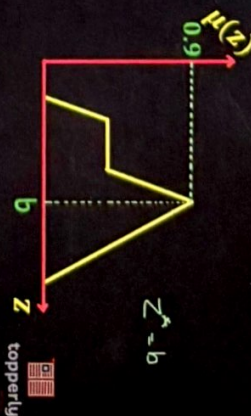
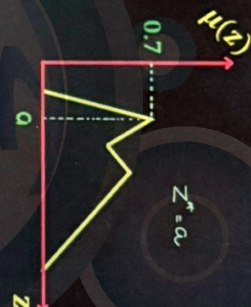
$$z^* = \frac{\text{Membership Function} \times \text{Centroid} + \text{Membership Function} \times \text{Centroid} + \dots}{\sum \text{Membership Functions}}$$

Fuzzy Logic

Max Membership Principle

As per this method, the defuzzified value or scalar value z^* is chosen for a fuzzy set $\tilde{A}$ such that,

$$z^* | \mu_{\tilde{A}}(z^*) \geq \mu_{\tilde{A}}(z) \quad \forall z \in \tilde{A}$$



Fuzzy Logic

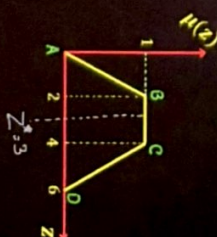
Centroid Method / Centre of Area / Centre of Gravity

Defuzzified value z^* is the centre of the area covered by the membership function

$$z^* = \frac{\int \mu_{\tilde{A}}(z) \cdot z \, dz}{\int \mu_{\tilde{A}}(z) \, dz}$$

$$z^* = \frac{\int_0^2 \mu_{\tilde{A}}(z) \cdot z \, dz + \int_2^4 (1) \cdot z \, dz + \int_4^6 (-\frac{z}{2} + 3) \cdot z \, dz}{\int_0^2 \mu_{\tilde{A}}(z) \, dz + \int_2^4 1 \, dz + \int_4^6 (-\frac{z}{2} + 3) \, dz}$$

$$= \frac{0 + 2 + 3}{3} = 3$$



$$AB: y = \frac{x}{2} \quad \text{or} \quad \mu_{\tilde{A}}(z) = \frac{z}{2}$$

$$BC: y = 1 \quad \text{or} \quad \mu_{\tilde{A}}(z) = 1$$

$$CD: y = -\frac{x}{2} + 3 \quad \text{or} \quad \mu_{\tilde{A}}(z) = -\frac{z}{2} + 3$$

Centre of Sums

defuzzified value is given by,

$$z^* = \frac{\sum_i A_i \cdot \bar{z}_i}{\sum_i A_i}$$

$$A_1 = \frac{1}{2} \times 4 \times 1 = 2 \text{ units}$$

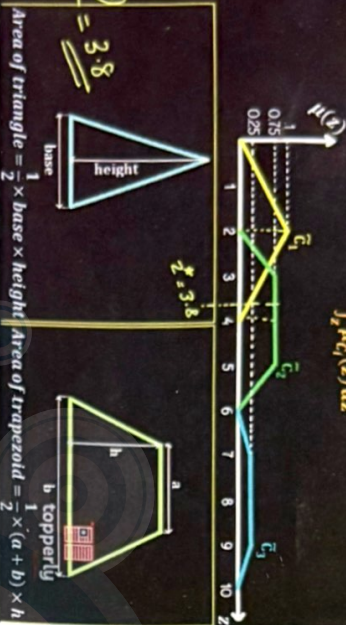
$$\bar{z}_1 = 2$$

$$A_2 = \frac{1}{2} \times (2+4) \times 0.75 = 2.25 \text{ units}$$

$$\bar{z}_2 = 4$$

$$A_3 = 0.75, \quad \bar{z}_3 = 8$$

$$z^* = \frac{(2 \times 2) + (2.25 \times 4) + (0.75 \times 8)}{2 + 2.25 + 0.75}$$



Center of Sums $z^* = \frac{\text{Area}_1 \times \bar{z}_1 + \text{Area}_2 \times \bar{z}_2 + \text{Area}_3 \times \bar{z}_3}{\sum \text{Areas}}$

Fuzzy Logic

Best method for defuzzification?

Continuity: A small change in the output fuzzy set should not produce a large change in the defuzzified value z^*

Disambiguity: Defuzzified value shouldn't be ambiguous

Plausibility: z^* should represent output fuzzy set from an intuitive point of view
 $> z^*$ should lie approximately in the middle of the support of output fuzzy set
 $> z^*$ should have high degree of membership in the output fuzzy set

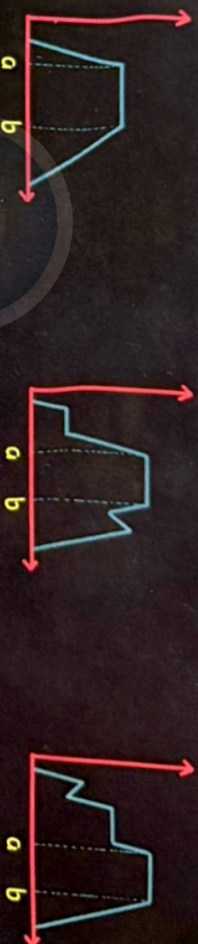
Computational Simplicity: The more time consuming a method is, the less value it should have in computational system

Weighting method



Mean-Max Membership Method

Applicable only to membership functions which has a plateau of maximum membership



$$z^* = \frac{a+b}{2}$$



Fuzzy Logic

First(or last) of maxima

Step 1: If the output of fuzzy controller is comprised of M fuzzy sets, take the union of all of them to form a single fuzzy set $\tilde{A}_k$ such that,

$$\tilde{A}_k = \tilde{A}_1 \cup \tilde{A}_2 \cup \dots \cup \tilde{A}_M = \bigcup_{i=1}^M \tilde{A}_i$$

Step 2: The height of the union($\tilde{A}_k$) is determined.

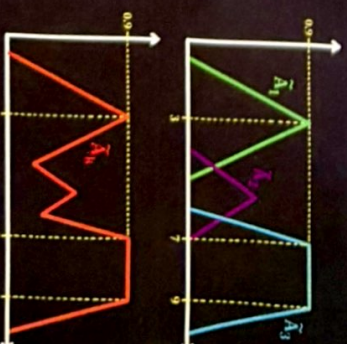
$$h_{gt}(\tilde{A}_k) = \max\{\mu_{\tilde{A}_k}(z)\}$$

Step 3: Find the set Z_{hgt} such that,

$$Z_{hgt} = \{z | \mu_{\tilde{A}_k}(z) = h_{gt}(\tilde{A}_k)\}$$

Step 4: Find z^* such that,

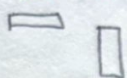
First of maxima : $z^* = \min(Z_{hgt}) = \min\{3, [7, 9]\} = 3$
 Last of maxima : $z^* = \max(Z_{hgt}) = \max\{3, [7, 9]\} = 9$



P	Q
0	0
0	1
1	0
1	1

$$R = A \times B$$

$$B = A' \circ R$$



$$\tilde{R} = \tilde{P} \times \tilde{S}$$

given $\tilde{P}$ what is $\tilde{S}$

$$\tilde{S} = \tilde{P} \circ \tilde{R}$$

composition $\begin{matrix} \text{Max} & \text{Min} \\ \text{or} & \text{Min} \\ \text{Max} & \text{product} \end{matrix}$

And $\cap$ min conjunctive
OR $\cup$ Max Disjunctive

implication Rule

$$P \rightarrow Q = \bar{P} \vee Q$$

$$\bar{Q} \rightarrow \bar{P} = T(Q \vee \bar{P})$$

عكس القول
وانكار الثاني

composition $\begin{matrix} \text{max} & \text{min} \\ \text{max} & \text{product} \end{matrix}$

:if A then B

$$R = (A \times B) \cup (\bar{A} \times Y)$$

universe
for B

$$\underline{A} \mid \underline{B} = \underline{A} \wedge \underline{\bar{B}}$$

$$\underline{B} \mid \underline{A} = \underline{B} \wedge \underline{\bar{A}}$$

改善
KAIZEN
TEAM

Tautologies

→ always True

Crisp Sets

(ch5)

Modus ponens

Forward chaining →

if (A) then (B)

$$(A \wedge (A \rightarrow B))$$

Antecedent leads to Consequent

$$= (A \wedge_{\min} (\bar{A} \vee_{\max} B))$$

Modus Tollens

← backward chaining

if (B) didn't happen so (A) didn't happen

$$(\bar{B} \wedge (A \rightarrow B))$$

$$(\bar{B} \wedge (\bar{A} \vee B))$$

Contradictions

→ Always False

Exclusive or (XOR)

→ it does not involve the intersection

وحدة منهم فقط لازم تصوير

$$(P) \text{ XOR } (Q) \rightsquigarrow (P \vee Q) \wedge (\overline{P \wedge Q})$$

→ the negation for the equivalence

Exclusive nor (XOR)

الذين لازم يكونو متشابهين حتى يكون True

$$(P) \text{ XOR } (Q)$$

Fuzzy Sets

* the implication can be modelled in Rule-based form $(P \rightarrow Q)$ if x is A , then y is B .

$$R = (\underline{A} \times \underline{B}) \cup_{\max} (\bar{\underline{A}} \times \underline{Y})$$

if x is A , then y is B , Else y is C

$$R = (\underline{A} \times \underline{B}) \cup_{\max} (\bar{\underline{A}} \times \underline{C})$$

↑ Same dimension

بالاخر يقارن بينهم ويختار الاقصى

Mamdani Systems (Method 2)

And $\rightarrow \wedge \rightarrow \min$
OR $\rightarrow \vee \rightarrow \max$

FUZZY LOGIC

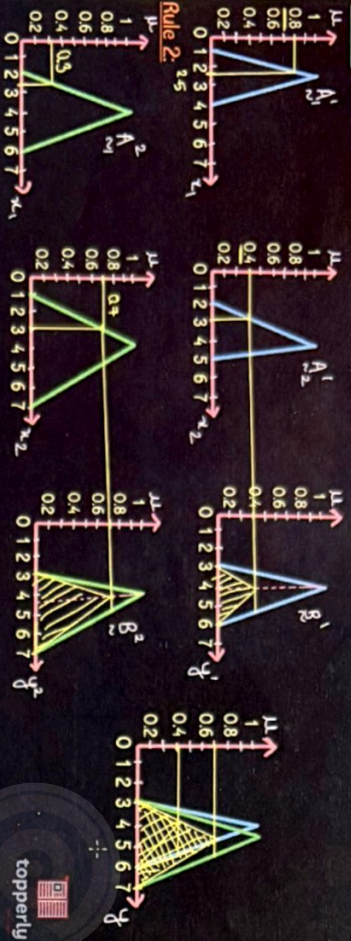
Max - Product Inference Method

Consider a simple 2 rule system where each rule has 2 antecedents and one consequent as follows:

Rule 1: If x_1 is A_1 and x_2 is A_2 THEN y is B_1 $x_1 = 2.5$ $x_2 = 3$

Rule 2: If x_1 is A_3 or x_2 is A_4 THEN y is B_2

Rule 1:



output scale given by

FUZZY LOGIC

Consider a two input - single output Sugeno model with 4 rules as:

Rule 1: If x_1 is small and x_2 is small, THEN $y_1 = (-x_1) + x_2 + 1$

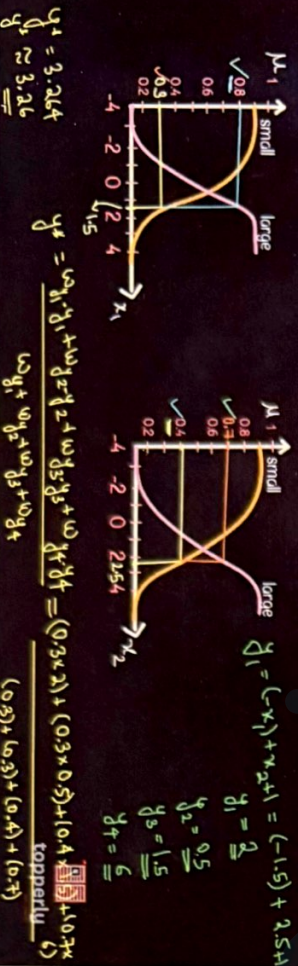
Rule 2: If x_1 is small and x_2 is large, THEN $y_2 = (-x_1) + 3$

Rule 3: If x_1 is large and x_2 is small, THEN $y_3 = (-x_1) + 3$

Rule 4: If x_1 is large and x_2 is large, THEN $y_4 = (-x_1) + x_2 + 2$

Find the output when $x_1 = 1.5$ and $x_2 = 2.5$.

The graphs for small and large fuzzy sets for x_1 and x_2 is given as:



$$\begin{aligned} \omega y_1 &= \min(\omega x_1, \omega x_2) = \min(0.3, 0.4) \\ \omega y_2 &= \min(0.3, 0.6) = 0.3 \\ \omega y_3 &= \min(0.7, 0.4) = 0.4 \\ \omega y_4 &= \min(0.7, 0.6) = 0.6 \end{aligned}$$

$$\begin{aligned} y_1 &= 3.244 \\ y_2 &= 3.244 \\ y_3 &= 3.244 \\ y_4 &= 3.244 \end{aligned}$$

Mamdani Systems (Method 1)

After Aggregation (Defuzzification by 7 methods)

FUZZY LOGIC

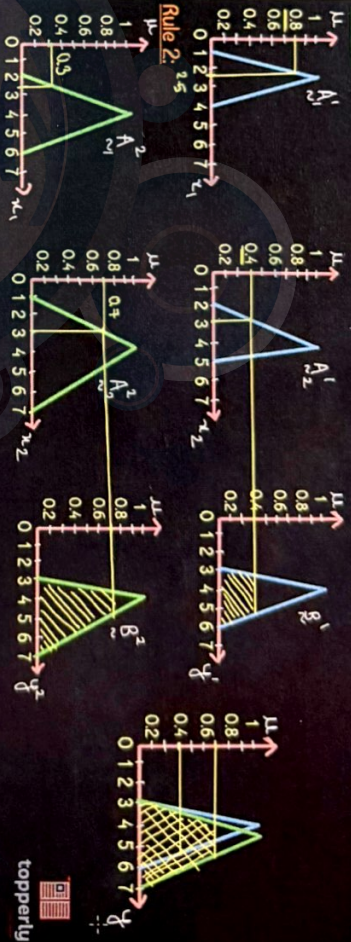
Max-Min Inference Method

Consider a simple 2 rule system where each rule has 2 antecedents and one consequent as follows:

Rule 1: If x_1 is A_1 and x_2 is A_2 THEN y is B_1 $x_1 = 2.5$ $x_2 = 3$

Rule 2: If x_1 is A_3 or x_2 is A_4 THEN y is B_2

Rule 1:



Sugeno Systems $\rightarrow$ output is a function

FUZZY LOGIC

SUGENO SYSTEMS

Mamdani Systems: If x_1 is A_1 and x_2 is A_2 THEN y is B

Sugeno Systems: If x_1 is A_1 and x_2 is A_2 THEN y is $y = f(x_1, x_2)$

where $y = f(x_1, x_2)$ is a crisp function in the consequent.

$$y^* = \frac{(\omega y_1 \cdot y_1) + (\omega y_2 \cdot y_2)}{\omega y_1 + \omega y_2}$$

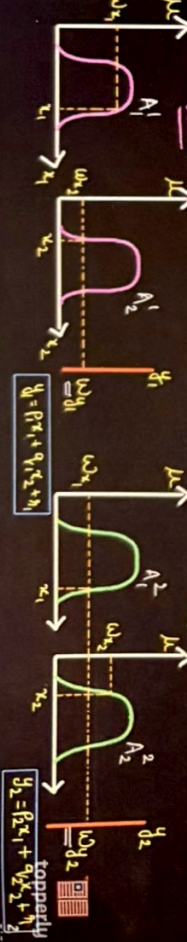
The overall aggregated output will be obtained through weighted average defuzzification method.

Rule 1: If x_1 is A_1 and x_2 is A_2 THEN y_1 is $y_1 = p x_1 + q x_2 + r$

Rule 2: If x_1 is A_3 and x_2 is A_4 THEN y_2 is $y_2 = p x_1 + q x_2 + r$

Rule 1

Rule 2



$$y^* = \frac{(\omega y_1 \cdot y_1) + (\omega y_2 \cdot y_2)}{\omega y_1 + \omega y_2}$$

Tsukamoto Systems

The output is
 Monotonic
 membership function
 +
 output is crisp

FUZZY LOGIC

TSUKAMOTO MODEL

Mamdani Systems : If x_1 is A_1 and x_2 is A_2 THEN y is B

Sugeno Systems : If x_1 is A_1 and x_2 is A_2 THEN y is $y = f(x_1, x_2)$

Tsukamoto Systems : If x_1 is A_1 and x_2 is A_2 THEN y is B

where the fuzzy set B has a monotonic membership function.

A monotonic function, also called as a shoulder function, is the one whose successive values are increasing, decreasing or constant.

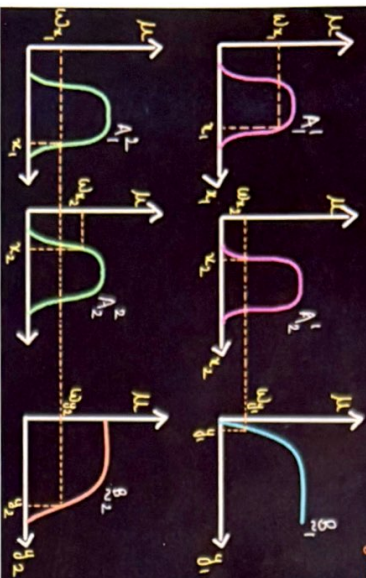


The inferred output of each rule is defined as a crisp value induced by the membership value coming from the antecedent of the rule.

Rule 1 : If x_1 is A_1 and x_2 is A_2 THEN y is B_1
Rule 2 : If x_1 is A_1 and x_2 is A_2 THEN y is B_2

The overall output will be calculated by the weighted average of each rule's output i.e weighted average of y_1 and y_2 as:

$$y^* = \frac{\omega_1 y_1 + \omega_2 y_2}{\omega_1 + \omega_2}$$



ω_1, ω_2
 حساب وزن
 output
 y_1, y_2
 حساب output

FUZZY LOGIC

Advantages:

Tsukamoto model avoids the time consuming process of defuzzification since each rule infers a crisp output and the overall output can be calculated using weighted average method.

Disadvantages:

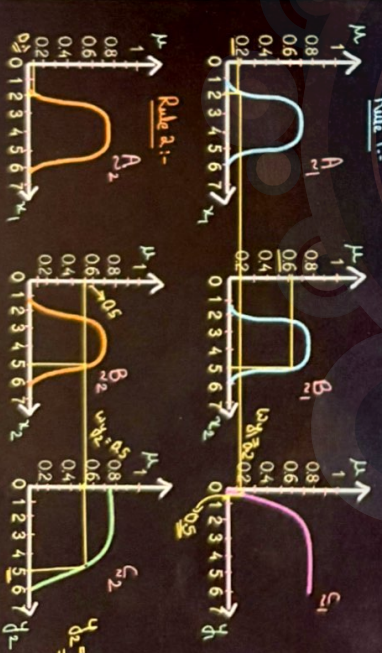
Since the output membership function should be monotonic in nature, its not as useful as a general approach and hence can only be used in specific situations.

FUZZY LOGIC

Q1

Rule 1 : If x_1 is A_1 and x_2 is B_1 THEN y_1 is C_1
Rule 2 : If x_1 is A_1 or x_2 is B_2 THEN y_2 is C_2

$x_1 = 2$ $x_2 = 5$



$$y^* = \frac{\omega_1 y_1 + \omega_2 y_2}{\omega_1 + \omega_2}$$

$$= \frac{0.8 \times 0.5 + 0.5 \times 5}{0.8 + 0.5}$$

$$= \frac{3.7 + 2.5}{1.3}$$

$$= \frac{6.2}{1.3}$$

$$= 4.77$$

Chapter 6

Development of Membership Functions

* Membership Value Assignment Methods

① Intuition → can be derived from the capacity of humans to develop them through their own innate understanding.

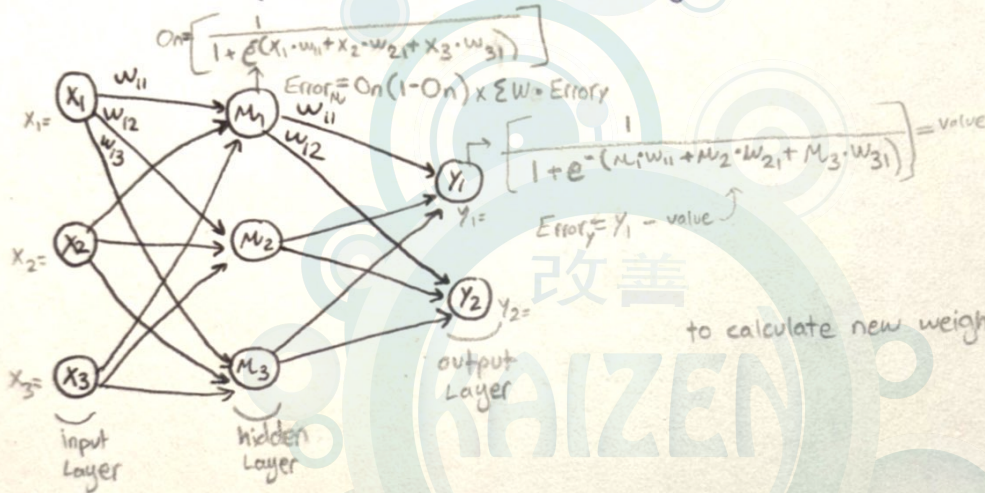
(الرأي الشخصي حسب تجربتنا)

② Inference → Knowledge is utilised to perform deductive reasoning

(يعين على التفكير الاستدلالي أو الضيق)

③ Rank Ordering → Preference is determined by pairwise comparisons and these determine the ordering of the Membership

④ Neural Networks → is a technique that builds an intelligent system by simulating the biological Neural Network (there is an input and according to it there will be an output)



* we will use sigmoid function

to calculate new weights → $w_{new} = w_{old} + \alpha \cdot E \cdot (input \text{ for it})$

Learning factor Error Neuron for next Layer

* قبل اعادة ال process حتى اوجد له Error in output (أقل من 5%)

lets Assume we want 2 Rules (2 clusters) $K=2$ (Clustering Method)

$$\text{Distance} = \sqrt{(e_1 - e_{2c_1})^2 + (e_2 - e_{2c})^2 + \dots}$$

Continue (until the cluster centers doesn't change)

$$D_{c_1} = \sqrt{(e_1 - .2)^2 + (e_2 - 150)^2 + (e_3 - 10)^2}$$

بضار الأقل
بين D_{c_2} و D_{c_1}
(أقرب على أي cluster)

*of exp	Depth of Cut	Speed	Surface Roughness	D_{c_1}	D_{c_2}	choose cluster	D_{c_1}	D_{c_2}	choose cluster	D_{c_1}	D_{c_2}	choose cluster
1	.2	100	5	50.2	2	2	150.03	1	2	166.6	16.7	2
2	.3	200	7	50.08	100	1	50.01	100	1	66.6	83.4	1
3	.2	150	10	0	50.09	1	100.01	50.15	2	116.6	33.5	2
4	.15	400	8	250	300	1	150	300	1	133.4	283	1
5	.21	300	7	150.03	200	1	50.01	200	1	33.41	183	1
6	.17	200	6	50.01	100	1	50.04	100	1	66.6	83.4	1
7	.25	100	7	50.09	0	2	150	1	2	166.6	16.6	2
8	.31	200	10	50	100.05	1	50.03	100.08	1	66.6	84.4	1
9	.27	300	9	150	200.01	1	50	200	1	33.4	183	1

اختارنا 3 $\rightarrow C_1 = (.2, 150, 10)$

اختارنا 7 $\rightarrow C_2 = (.25, 100, 7)$

$$C_1 = (.23, 250, 8.14)$$

$$C_2 = (.225, 100, 6)$$

$$C_1 = (.235, 266.6, 7.83)$$

$$C_2 = (.22, 116.6, 7.33)$$

$$C_1 = (.235, 266.6, 7.83)$$

$$C_2 = (.22, 116.6, 7.33)$$

For Assigning new centers

$$C_2^{\text{new}} = \frac{[(-.2, 100, 5) + (-.25, 100, 7)]}{2} = (-.225, 100, 6)$$

as vectors

stopping criteria

The centers didn't change so we stop

this is One Pass Method

$$\mu_{\text{gaussian}}(x; m, \sigma) = e^{-\frac{1}{2} \left(\frac{x-m}{\sigma} \right)^2}$$

Final Answer

we assumed the standard deviation
(the numbers are incorrect)

$$C_1 = (.24, 266.6, 7.8) \rightarrow G = (.1, 50, 2)$$

$$C_2 = (.21, 116.6, 7.3) \rightarrow G = (.12, 30, 1.5)$$

بعد ما
centers ال
بتلو يتغيرو

for $Exp = (.2, 100, 5)$

step ① → Ranges:-

DOC → (.15 - .31)
SP → (100 - 400)
SR → (5 - 10)

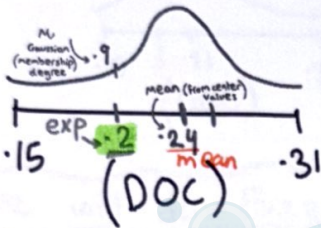
$$\mu_{\text{mean}} = e^{-\frac{1}{2} \left(\frac{x-m}{\sigma} \right)^2}$$

Rule ①

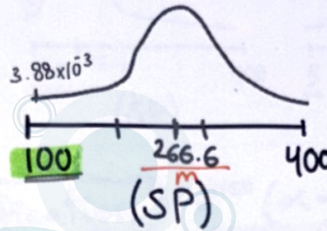
step ②
 $C_1 = (.24, 266.6, 7.8)$

DOC SP SR

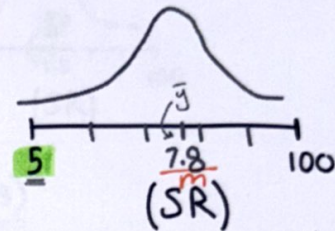
أول ال Gaussian يكون عند



$$\mu_{\text{SP}} = e^{-.5 \left(\frac{100 - 266.6}{50} \right)^2} = 3.88 \times 10^{-3}$$

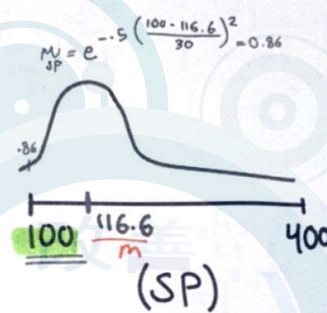
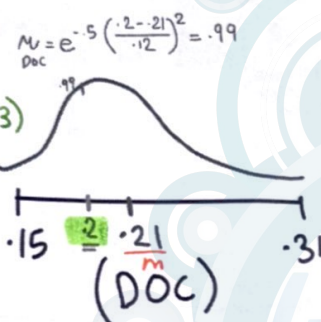


$$\Phi = \text{Firing Level} = \mu_{\text{DOC}} \times \mu_{\text{SP}} = (.92) \times (3.88 \times 10^{-3}) = 3.5 \times 10^{-3}$$

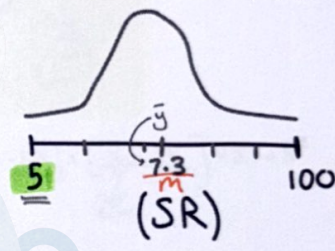


Rule ②

$C_2 = (.21, 116.6, 7.3)$



$$\Phi = \text{Firing Level} = \mu_{\text{DOC}} \times \mu_{\text{SP}} = (.99) \times (0.86) = 0.85$$



Linguistically- when DOC is medium and speed is high then SR is high

Pr = Predicted
DO = Defuzzified
value
for output

$$Pr = \frac{\sum (\mu_{\text{DOC}} \times \mu_{\text{SP}} \times \text{center value for output})}{\sum (\mu_{\text{DOC}} \times \mu_{\text{SP}})}$$

$$= \frac{[3.5 \times 10^{-3} \times 7.8] + [0.85 \times 7.3]}{3.5 \times 10^{-3} + 0.85} = 7.3 \leftarrow \text{The Predicted Output}$$

$$C_1 = (24, 266.6, 7.8) \rightarrow G = (-1, 50, 2)$$

$$C_2 = (21, 116.6, 7.3) \rightarrow G = (-12, 30, 1.5)$$

for Exp. = (2, 100, 5)

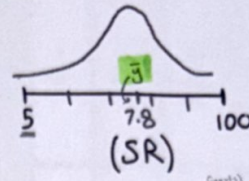
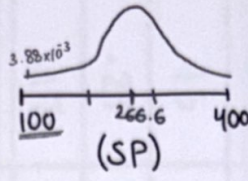
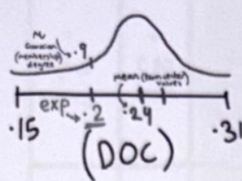
Actual $\mu = e^{-5 \left(\frac{2-21}{-1} \right)^2} = 0.92$

Predicted Defuzzified output (for exp 1) for R_2

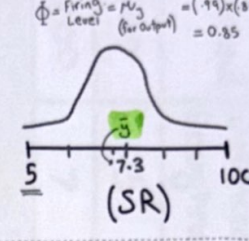
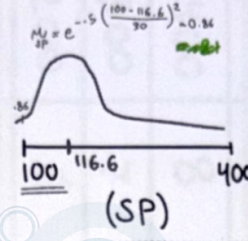
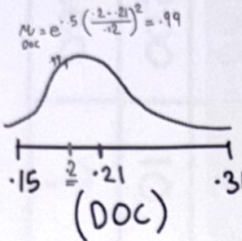
$$= \frac{\left(\mu_{y \text{ for output 1}} \times \text{center value for output} \right) + \left(\mu_{y \text{ for output 2}} \times \text{center value for output} \right)}{\mu_{y \text{ for output 1}} + \mu_{y \text{ for output 2}}} = \frac{(3.5 \times 10^{-3} \times 7.8) + (.85 \times 7.3)}{(3.5 \times 10^{-3}) + (.85)} = 7.3$$

$$\mu = e^{-5 \left(\frac{x-m}{\sigma} \right)^2}$$

Rule ①



Rule ②



* Now we will do Fuzzification given ($\alpha = 0.3$)

① $R_1 \rightarrow \mu_{\text{new DOC}}$
 ② $R_1 \rightarrow \mu_{\text{new SP}}$
 ③ $R_2 \rightarrow \mu_{\text{new DOC}}$
 ④ $R_2 \rightarrow \mu_{\text{new SP}}$

for input mean only

$$\mu_{\text{new}} = \mu_{\text{old}} - \alpha \left(\text{learning factor} \right) \left[P_r - y \right] \left[\bar{y} - P_r \right] \times \frac{\left[X - \mu_{\text{old}} \right]^2}{\sigma^2} * \Phi$$

↑ μ $\uparrow$ $\bar{y}$ $\uparrow$ P_r $\uparrow$ y $\uparrow$ $\bar{y}$ $\uparrow$ P_r $\uparrow$ X $\uparrow$ μ_{old} $\uparrow$ σ^2 $\uparrow$ Φ

predicted defuzzified value mean for output firing level (مستوى إطلاق القواعد)

Exp = (2, 100, 5) output $P_r = 7.3$

Predicted output for first Exp (for Rule 1 and 2)

$$\Rightarrow R_1 \mu_{\text{new}} = .24 \cdot .3 \left[7.3 - 5 \right] \times \left[7.8 - 7.3 \right] \times \frac{\left[2 - .24 \right]^2}{.1^2} \times 3.5 \times 10^{-3} = 0.244$$

على الحسابات

Exp 1 μ Rule 1 μ Rule 2 μ

$$R_1 \mu_{\text{new}} = 266.7 \cdot .3 \left[7.3 - 5 \right] \times \left[7.8 - 7.3 \right] \times \frac{\left[100 - 266.7 \right]^2}{50^2} \times 3.5 \times 10^{-3} = 266.7$$

$$R_2 \mu_{\text{new}} = 116.6 \cdot .3 \left[7.3 - 5 \right] \times \left[7.3 - 7.3 \right] \times \frac{\left[100 - 116.6 \right]^2}{30^2} \times 0.85 = 116.6 - 0 = 116.6$$

$\bar{y}_{\text{new}} \leftarrow R_1$
 $\bar{y}_{\text{new}} \leftarrow R_2$

$$\bar{y}_{\text{new}} = \bar{y}_{\text{old}} - \alpha \left[P_r - y \right] \left[\bar{y} - P_r \right] * \Phi$$

↑ $\bar{y}_{\text{old}}$ $\uparrow$ $\bar{y}$ $\uparrow$ P_r $\uparrow$ y $\uparrow$ $\bar{y}$ $\uparrow$ P_r $\uparrow$ Φ

mean for output firing level (مستوى إطلاق القواعد)

for R_1

$$\bar{y}_{\text{new}} = 7.8 - .3 \times \left[7.3 - 5 \right] \times 3 \times 10^{-3} = 7.79$$

for R_2

$$\bar{y}_{\text{new}} = 7.3 - .3 \times \left[7.3 - 5 \right] \times .85 = 6.71$$

$G_{\text{new}} \leftarrow R_1$
 $G_{\text{new}} \leftarrow R_2$
 $G_{\text{new}} \leftarrow \text{DOC}$

$$G_{\text{new}} = G_{\text{old}} - \alpha \left[P_r - y \right] \left[\bar{y} - P_r \right] \times \frac{\left[X - m \right]^2}{\sigma^3} * \Phi$$

↑ G_{old} $\uparrow$ P_r $\uparrow$ y $\uparrow$ $\bar{y}$ $\uparrow$ P_r $\uparrow$ X $\uparrow$ m $\uparrow$ σ^3 $\uparrow$ Φ

mean for output firing level (مستوى إطلاق القواعد)

R_1

$$G_{\text{new}} = .1 - .3 \left[7.3 - 5 \right] \times \left[7.8 - 7.3 \right] \times \frac{\left[.2 - .24 \right]^2}{.1^3} \times 3.5 \times 10^{-3} = .098$$

SP

$$G_{\text{new}} = 50 - .3 \left[7.3 - 5 \right] \times \left[7.8 - 7.3 \right] \times \frac{\left[100 - 266.7 \right]^2}{50^3} \times 3.5 \times 10^{-3} = 49.9$$

R_1

$$G_{\text{new}} = .12 - .3 \left[7.3 - 5 \right] \times \left[7.3 - 7.3 \right] \times \frac{\left[.2 - .21 \right]^2}{.12^3} \times .85 = .12$$

Multi objective Decision Making

(our Goal is to Find the best Alternative)

Example

$$O_1 = \left\{ \frac{.4}{\text{MSE}}, \frac{1}{\text{conc}}, \frac{.1}{\text{Gab}} \right\}$$

$$O_2 = \left\{ \frac{.7}{\text{MSE}}, \frac{.8}{\text{conc}}, \frac{.4}{\text{Gab}} \right\}$$

$$O_3 = \left\{ \frac{.2}{\text{MSE}}, \frac{.4}{\text{conc}}, \frac{1}{\text{Gab}} \right\}$$

$$O_4 = \left\{ \frac{1}{\text{MSE}}, \frac{.5}{\text{conc}}, \frac{.5}{\text{Gab}} \right\}$$

in First scenario the preferences (weights) are

b_1, b_2, b_3, b_4

$.8$

$.9$

$.7$

$.5$

weight for First objective $b_1 = .2$

$b_2 = .1$

$b_3 = .3$

$b_4 = .5$

For Evaluating every Alternative

$$D(a_i) = (\bar{b}_1 \cup O_1) \cap (\bar{b}_2 \cup O_2) \cap (\bar{b}_3 \cup O_3) \cap (\bar{b}_4 \cup O_4)$$

$$D(\text{MSE}) = (.2 \cup .4) \cap (.1 \cup .7) \cap (.3 \cup .2) \cap (.5 \cup 1) \\ = (.4) \cap .7 \cap .3 \cap 1 \\ = .3$$

$$D(\text{conc}) = (.2 \cup 1) \cap (.1 \cup .8) \cap (.3 \cup .4) \cap (.5 \cup .5) \\ = .4$$

$$D(\text{Gab}) = (.2 \cup .1) \cap (.1 \cup .4) \cap (.3 \cup 1) \cap (.5 \cup .5) \\ = .2$$

To choose the optimum Alternative (Decision)

$$D^* = \max(D(a_1), D(a_2), D(a_3)) \\ = \max(.3, .4, .2) \\ = .4$$

Fuzzy Bayesian Decision Method

it depends on the probability of something taking place in the future

Ordering

$$1) I_1 = \{ \frac{1}{3}, \frac{8}{5}, \frac{5}{9} \}, I_2 = \{ \frac{7}{4}, \frac{1}{6} \}, I_3 = \{ \frac{8}{2}, \frac{1}{4}, \frac{5}{8} \}$$

$$I_1 \succcurlyeq I_2 = \max(\min(.8, .7), (.5, .7), (.5, 1)) = .7 \checkmark$$

$$I_2 \succcurlyeq I_1 = \max(\min(.7, 1), (1, 1)) = 1 \checkmark$$

$$I_1 \succcurlyeq I_3 = \max(\min(1, .8), (.8, .8), (.8, 1), (.5, .8), (.5, 1), (.5, .5)) = .8 \checkmark$$

$$I_3 \succcurlyeq I_1 = \max(\min(1, 1)) = 1 \checkmark$$

$$I_2 \succcurlyeq I_3 = \max(\min(.7, .8), (.7, 1), (1, .8), (1, 1), (1, .5)) = 1 \checkmark$$

$$I_3 \succcurlyeq I_2 = \max(\min(1, 1), (1, .8)) = .7 \checkmark$$

$$I_1 \succcurlyeq I_2, I_3 = \min(I_1 \succcurlyeq I_2, I_1 \succcurlyeq I_3) = \min(.7, .8) = .7$$

$$I_2 \succcurlyeq I_1, I_3 = 1$$

$$I_3 \succcurlyeq I_1, I_2 = .7$$

9.2) Synthetic Evaluation

$$e = a = \begin{bmatrix} .1 & .35 & .4 & .15 \end{bmatrix}$$

evaluated for the following parameters
color consistency
BN
FP
Max-Min Composition

	Excellent	Very Good	Good
color	.3	.4	.3
consistency	.1	.5	.4
BN	.5	.4	.1
FP	.4	.3	.3

$$= \begin{bmatrix} .4 & .4 & .35 \end{bmatrix}$$

9.6) Nontrastive Ranking

	x ₁	x ₂	x ₃	x ₄
x ₁	1	.6	.5	.9
x ₂	.5	1	.7	.8
x ₃	.9	.8	1	.5
x ₄	.3	.2	.3	1

Develop a Comparison Matrix (Relativity Values Matrix)

	x ₁	x ₂	x ₃	x ₄
x ₁	1	.83	1	.33
x ₂	1	1	1	.25
x ₃	.56	.88	1	.6
x ₄	1	1	1	1

$$f(x/y) = \frac{f_y(x)}{\max(f_y(x), f_x(y))}$$

Min	Rank ordering
.33	3
.25	4
.56	2
1	1

Fuzzy Preference and consensus

9.9) what is the distance M_1^* consensus

$$R \times R = \begin{bmatrix} 0 & .5 & .8 & .4 \\ .5 & 0 & .9 & .2 \\ .2 & .1 & 0 & .1 \\ .6 & .8 & .9 & 0 \end{bmatrix} \times \begin{bmatrix} 0 & .5 & .8 & .4 \\ .5 & 0 & .9 & .2 \\ .2 & .1 & 0 & .1 \\ .6 & .8 & .9 & 0 \end{bmatrix} = \begin{bmatrix} .65 & .5 & .34 & .49 \end{bmatrix}$$

$$F(R) = \frac{\text{tr}(R^2)}{n(n-1)/2} = \frac{.65 + .5 + .34 + .49}{4 \times (4-1)/2} = .33$$

$$C(R) = 1 - F(R) = 1 - .33 = .67$$

$$m(R) = 1 - \frac{(2C(R) - 1)^2}{2} = 1 - \frac{(2 \times .67 - 1)^2}{2} = .293$$

$$M_1^*(m) = 1 - (2/n)^{1/2} = 1 - (2/4)^{1/2} = .293$$

Distance from M_1^* consensus is $m(R) - M_1^*(m)$

$$M_2^*(m) = 0$$

$$= .417 - .293 = 0.124$$

$$\text{Distance to type 1} = \frac{1 - m(R)}{1 - M_1^*(m)}$$

$$\text{Distance to type 2} = 1 - m(R)$$

$\text{tr}(R^2) = \text{sum of diagonal}$

Multiojective Decision Making

$$O_1 = \left\{ \frac{.8}{a_1}, \frac{1}{a_2}, \frac{.7}{a_3} \right\}$$

$$O_2 = \left\{ \frac{.9}{a_1}, \frac{.5}{a_2}, \frac{.5}{a_3} \right\}$$

$$O_3 = \left\{ \frac{.8}{a_1}, \frac{.7}{a_2}, \frac{.4}{a_3} \right\}$$

$$O_4 = \left\{ \frac{.4}{a_1}, \frac{.8}{a_2}, \frac{.9}{a_3} \right\}$$

$$P = \{ \begin{matrix} b_1 & b_2 & b_3 & b_4 \\ .8 & .8 & .6 & .5 \end{matrix} \}$$

$$D(a_i) = (\bar{b}_1 \cup O_1) \cap (\bar{b}_2 \cup O_2) \cap (\bar{b}_3 \cup O_3) \cap (\bar{b}_4 \cup O_4)$$

$$D(a_1) = (.2 \vee .8) \cap (.2 \vee .9) \cap (.4 \vee .8) \cap (.5 \vee .4) = .5$$

$$D(a_2) = (.2 \vee 1) \cap (.2 \vee .5) \cap (.4 \vee .7) \cap (.5 \vee .8) = .5$$

$$D(a_3) = (.2 \vee .7) \cap (.2 \vee .5) \cap (.4 \vee .4) \cap (.5 \vee .9) = .4$$

$$D^* = \max(D(a_1), D(a_2), D(a_3))$$

There is a Tie between Alternatives (a_1) and (a_2)

so we will use Tie breaking method

$$D(a_1) = .8 \wedge .9 \wedge .8 \wedge .5 = .8 \xrightarrow{\text{Max}} \text{the best choice is } (a_1)$$

$$D(a_2) = 1 \wedge .5 \wedge .7 \wedge .8 = .7$$

Bayesian Decision Making

$$E(u_j) = \sum_{i=1}^n u_{ji} \cdot P(s_i)$$

$$E(u^*) = \max E(u_j)$$