

FS VI: Fuzzy reasoning schemes

\mathfrak{R}_1 : if x is A_1 and y is B_1 then z is C_1

\mathfrak{R}_2 : if x is A_2 and y is B_2 then z is C_2

.....

\mathfrak{R}_n : if x is A_n and y is B_n then z is C_n

x is \bar{x}_0 and y is \bar{y}_0

z is C

The i -th fuzzy rule from this rule-base

\mathfrak{R}_i : if x is A_i and y is B_i then z is C_i

is implemented by a *fuzzy relation* R_i and is defined as

$$\begin{aligned} R_i(u, v, w) &= (A_i \times B_i \rightarrow C_i)(u, w) \\ &= [A_i(u) \wedge B_i(v)] \rightarrow C_i(w) \end{aligned}$$

for $i = 1, \dots, n$.

Find C from the input x_0 and from the rule base

$$\mathfrak{R} = \{\mathfrak{R}_1, \dots, \mathfrak{R}_n\}.$$

Interpretation of

- logical connective "and"
- sentence connective "also"
- implication operator "then"
- compositional operator "o"

We first compose $\bar{x}_0 \times \bar{y}_0$ with each R_i producing intermediate result

$$C'_i = \bar{x}_0 \times \bar{y}_0 \circ R_i$$

for $i = 1, \dots, n$. Here C'_i is called the output of the i -th rule

$$C'_i(w) = [A_i(x_0) \wedge B_i(y_0)] \rightarrow C_i(w),$$

for each w .

Then combine the C'_i component wise into C' by some aggregation operator:

$$C = \bigcup_{i=1}^n C'_i = \bar{x}_0 \times \bar{y}_0 \circ R_1 \cup \dots \cup \bar{x}_0 \times \bar{y}_0 \circ R_n$$

$$C(w) = A_1(x_0) \times B_1(y_0) \rightarrow C_1(w) \vee \dots \vee$$

$$A_n(x_0) \times B_n(y_0) \rightarrow C_n(w).$$

- input to the system is (x_0, y_0)
- fuzzified input is (\bar{x}_0, \bar{y}_0)
- firing strength of the i -th rule is

$$A_i(x_0) \wedge B_i(y_0)$$

- the i -th individual rule output is

$$C'_i(w) := [A_i(x_0) \wedge B_i(y_0)] \rightarrow C_i(w)$$

- overall system output is

$$C = C'_1 \cup \dots \cup C'_n.$$

overall system output = union of the individual rule outputs

We present five well-known inference mechanisms in fuzzy rule-based systems.

For simplicity we assume that we have two fuzzy IF-THEN rules of the form

$$\begin{array}{ll}
 \mathfrak{R}_1 : & \text{if } x \text{ is } A_1 \text{ and } y \text{ is } B_1 \text{ then } z \text{ is } C_1 \\
 \text{also} & \\
 \mathfrak{R}_2 : & \text{if } x \text{ is } A_2 \text{ and } y \text{ is } B_2 \text{ then } z \text{ is } C_2 \\
 \text{fact :} & x \text{ is } \bar{x}_0 \text{ and } y \text{ is } \bar{y}_0 \\
 \hline
 \text{consequence :} & z \text{ is } C
 \end{array}$$

Mamdani. The fuzzy implication is modelled by Mamdani's minimum operator and the sentence connective *also* is interpreted as oring the propositions and defined by max operator.

The firing levels of the rules, denoted by α_i , $i = 1, 2$, are computed by

$$\begin{aligned}
 \alpha_1 &= A_1(x_0) \wedge B_1(y_0), \\
 \alpha_2 &= A_2(x_0) \wedge B_2(y_0)
 \end{aligned}$$

The individual rule outputs are obtained by

$$C'_1(w) = (\alpha_1 \wedge C_1(w)),$$

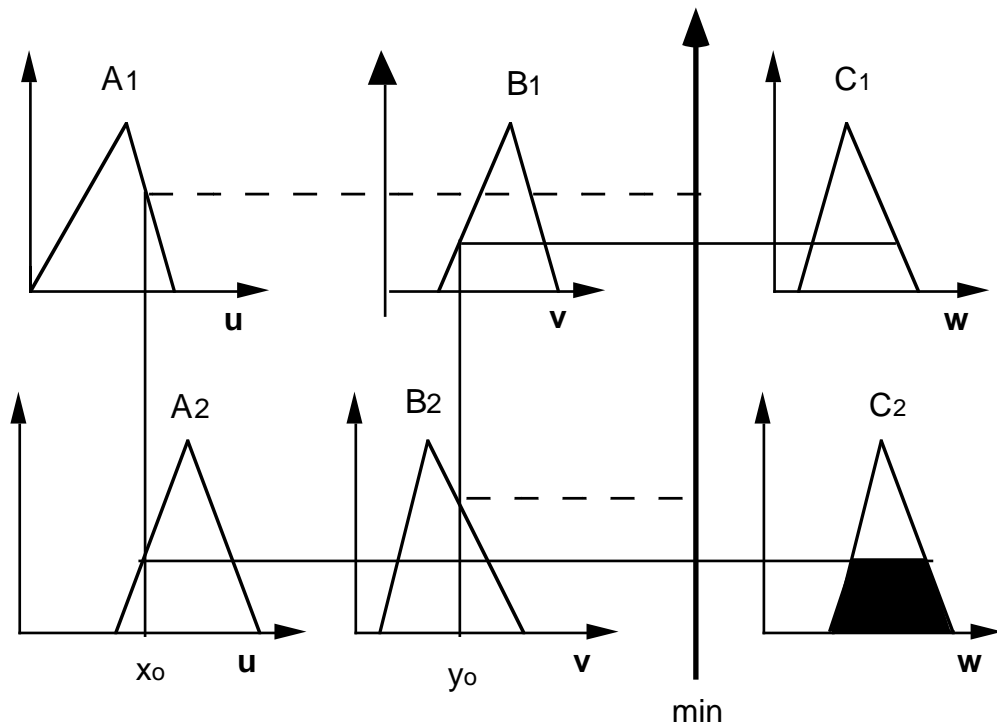
$$C'_2(w) = (\alpha_2 \wedge C_2(w))$$

Then the overall system output is computed by oring the individual rule outputs

$$C(w) = C'_1(w) \vee C'_2(w)$$

$$= (\alpha_1 \wedge C_1(w)) \vee (\alpha_2 \wedge C_2(w))$$

Finally, to obtain a deterministic control action, we employ any defuzzification strategy.



Inference with Mamdani's implication operator.

Tsukamoto. All linguistic terms are supposed to have monotonic membership functions.

The firing levels of the rules, denoted by α_i , $i = 1, 2$, are computed by

$$\alpha_1 = A_1(x_0) \wedge B_1(y_0), \quad \alpha_2 = A_2(x_0) \wedge B_2(y_0)$$

In this mode of reasoning the individual crisp control actions z_1 and z_2 are computed from

the equations

$$\alpha_1 = C_1(z_1), \quad \alpha_2 = C_2(z_2)$$

and the overall crisp control action is expressed as

$$z_0 = \frac{\alpha_1 z_1 + \alpha_2 z_2}{\alpha_1 + \alpha_2}$$

i.e. z_0 is computed by the discrete Center-of-Gravity method.

If we have n rules in our rule-base then the crisp control action is computed as

$$z_0 = \frac{\sum_{i=1}^n \alpha_i z_i}{\sum_{i=1}^n \alpha_i},$$

where α_i is the firing level and z_i is the (crisp) output of the i -th rule, $i = 1, \dots, n$

Example 1. *We illustrate Tsukamoto's reasoning method by the following simple example*

$$\begin{array}{ll} \mathfrak{R}_1 : & \text{if } x \text{ is } A_1 \text{ and } y \text{ is } B_1 \text{ then } z \text{ is } C_1 \\ \text{also} & \\ \mathfrak{R}_2 : & \text{if } x \text{ is } A_2 \text{ and } y \text{ is } B_2 \text{ then } z \text{ is } C_2 \\ \text{fact :} & x \text{ is } \bar{x}_0 \text{ and } y \text{ is } \bar{y}_0 \\ \hline \text{consequence :} & z \text{ is } C \end{array}$$

Then according to the figure we see that

$$A_1(x_0) = 0.7, \quad B_1(y_0) = 0.3$$

therefore, the firing level of the first rule is

$$\begin{aligned} \alpha_1 &= \min\{A_1(x_0), B_1(y_0)\} \\ &= \min\{0.7, 0.3\} = 0.3 \end{aligned}$$

and from

$$A_2(x_0) = 0.6, \quad B_2(y_0) = 0.8$$

it follows that the firing level of the second rule is

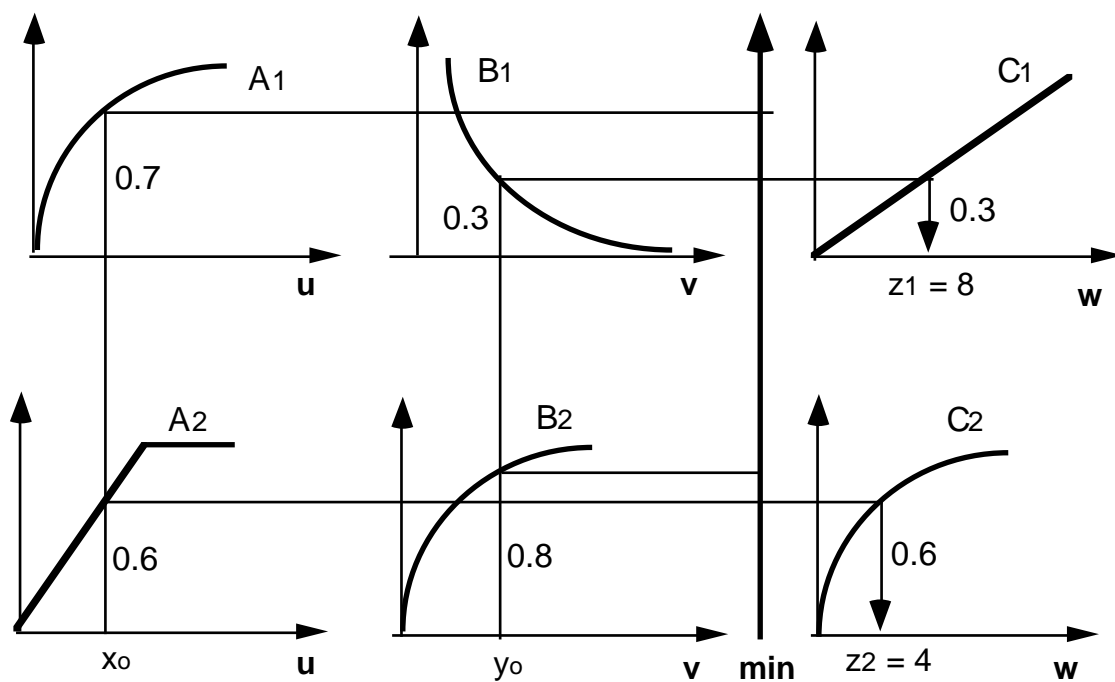
$$\begin{aligned} \alpha_2 &= \min\{A_2(x_0), B_2(y_0)\} \\ &= \min\{0.6, 0.8\} = 0.6, \end{aligned}$$

the individual rule outputs $z_1 = 8$ and $z_2 = 4$ are derived from the equations

$$C_1(z_1) = 0.3, \quad C_2(z_2) = 0.6$$

and the crisp control action is

$$z_0 = (8 \times 0.3 + 4 \times 0.6) / (0.3 + 0.6) = 6.$$



Tsukamoto's inference mechanism.

Sugeno. Sugeno and Takagi use the follow-

ing architecture

\mathfrak{R}_1 : if x is A_1 and y is B_1 then $z_1 = a_1x + b_1y$

also

\mathfrak{R}_2 : if x is A_2 and y is B_2 then $z_2 = a_2x + b_2y$

fact : x is \bar{x}_0 and y is \bar{y}_0

cons. : z_0

The firing levels of the rules are computed by

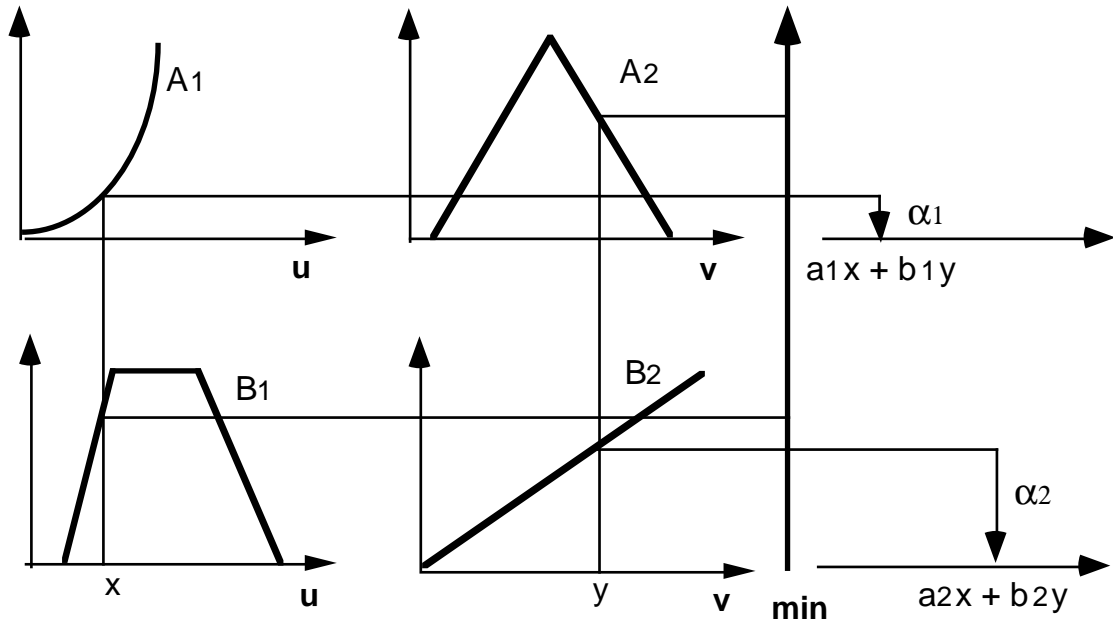
$$\alpha_1 = A_1(x_0) \wedge B_1(y_0), \alpha_2 = A_2(x_0) \wedge B_2(y_0)$$

then the individual rule outputs are derived from the relationships

$$z_1^* = a_1x_0 + b_1y_0, z_2^* = a_2x_0 + b_2y_0$$

and the crisp control action is expressed as

$$z_0 = \frac{\alpha_1 z_1^* + \alpha_2 z_2^*}{\alpha_1 + \alpha_2}$$



Sugeno's inference mechanism.

If we have n rules in our rule-base then the crisp control action is computed as

$$z_0 = \frac{\sum_{i=1}^n \alpha_i z_i^*}{\sum_{i=1}^n \alpha_i},$$

where α_i denotes the firing level of the i -th rule, $i = 1, \dots, n$

Example 2. We illustrate Sugeno's reasoning method by the following simple example

\mathfrak{R}_1 : if x is *BIG* and y is *SMALL* then $z_1 = x + y$

also

\mathfrak{R}_2 : if x is *MEDIUM* and y is *BIG* then $z_2 = 2x - y$

fact : x_0 is 3 and y_0 is 2

conseq : z_0

Then according to the figure we see that

$$\mu_{BIG}(x_0) = \mu_{BIG}(3) = 0.8,$$

$$\mu_{SMALL}(y_0) = \mu_{SMALL}(2) = 0.2$$

therefore, the firing level of the first rule is

$$\begin{aligned}\alpha_1 &= \min\{\mu_{BIG}(x_0), \mu_{SMALL}(y_0)\} \\ &= \min\{0.8, 0.2\} = 0.2\end{aligned}$$

and from

$$\mu_{MEDIUM}(x_0) = \mu_{MEDIUM}(3) = 0.6,$$

$$\mu_{BIG}(y_0) = \mu_{BIG}(2) = 0.9$$

it follows that the firing level of the second rule is

$$\alpha_2 = \min\{\mu_{MEDIUM}(x_0), \mu_{BIG}(y_0)\}$$

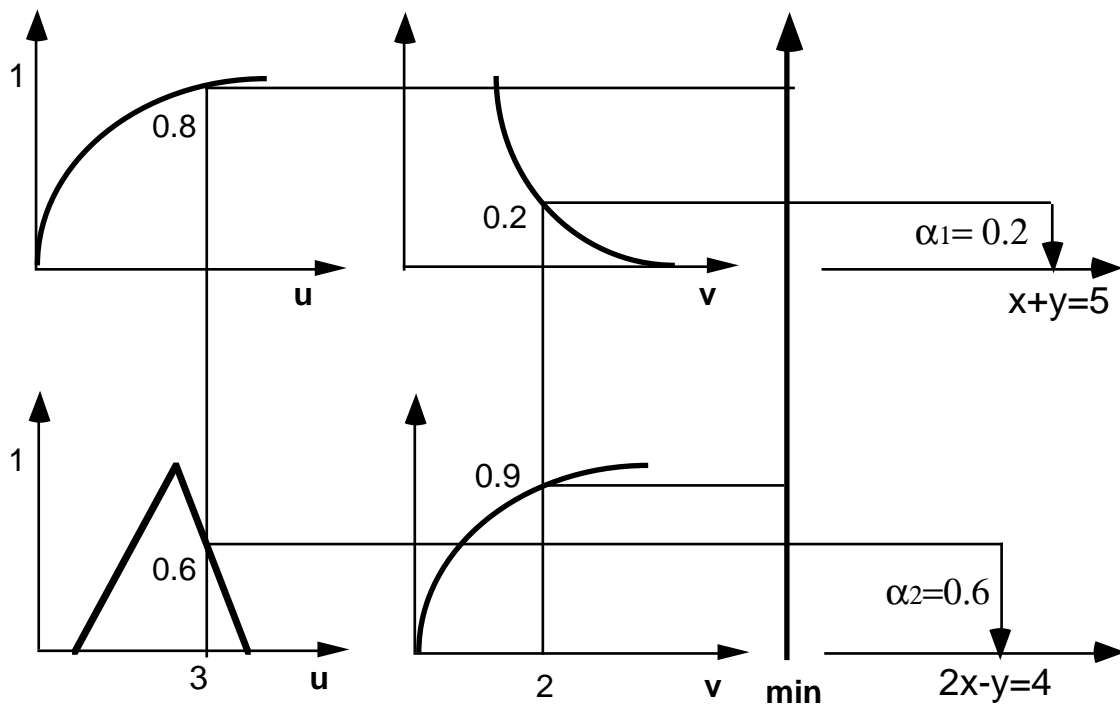
$$= \min\{0.6, 0.9\} = 0.6.$$

the individual rule outputs are computed as

$$\begin{aligned} z_1^* &= x_0 + y_0 = 3 + 2 = 5, \\ z_2^* &= 2x_0 - y_0 = 2 \times 3 - 2 = 4 \end{aligned}$$

so the crisp control action is

$$z_0 = (5 \times 0.2 + 4 \times 0.6) / (0.2 + 0.6) = 4.25.$$



Example of Sugeno's inference mechanism.

Larsen. The fuzzy implication is modelled

by Larsen's product operator and the sentence connective *also* is interpreted as oring the propositions and defined by max operator. Let us denote α_i the firing level of the i -th rule, $i = 1, 2$

$$\alpha_1 = A_1(x_0) \wedge B_1(y_0),$$

$$\alpha_2 = A_2(x_0) \wedge B_2(y_0).$$

Then membership function of the inferred consequence C is pointwise given by

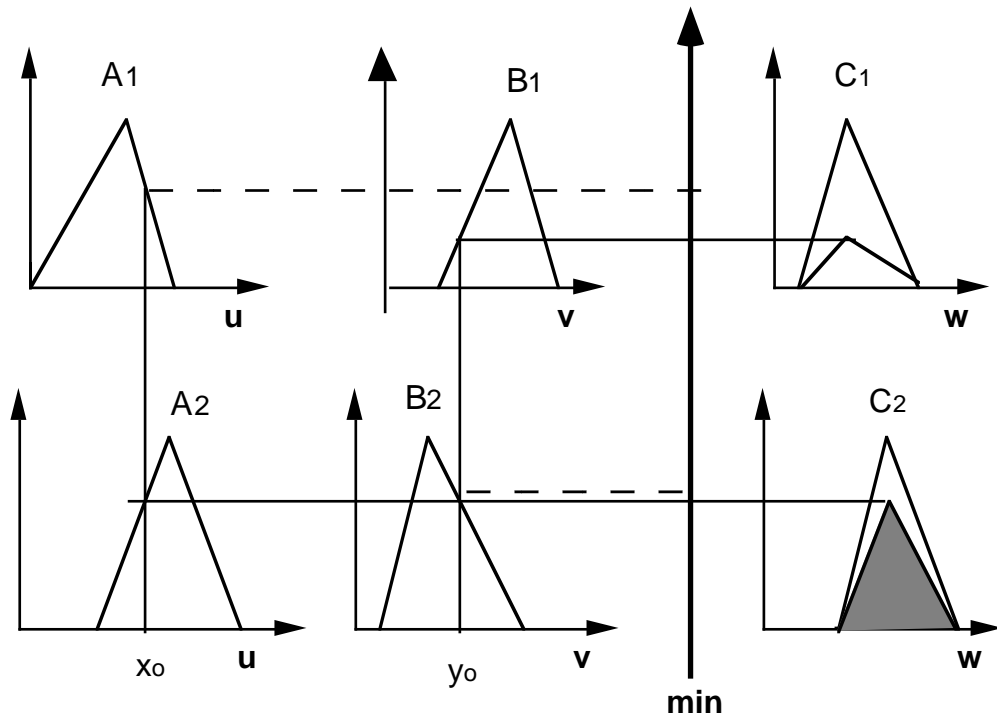
$$C(w) = (\alpha_1 C_1(w)) \vee (\alpha_2 C_2(w)).$$

To obtain a deterministic control action, we employ any defuzzification strategy.

If we have n rules in our rule-base then the consequence C is computed as

$$C(w) = \bigvee_{i=1}^n (\alpha_i C_i(w))$$

where α_i denotes the firing level of the i -th rule, $i = 1, \dots, n$



Inference with Larsen's product operation rule.

Simplified fuzzy reasoning

\mathcal{R}_1 : if x is A_1 and y is B_1 then $z_1 = c_1$

also

\mathcal{R}_2 : if x is A_2 and y is B_2 then $z_2 = c_2$

fact : x is \bar{x}_0 and y is \bar{y}_0

consequence : z_0

The firing levels of the rules are computed by

$$\alpha_1 = A_1(x_0) \wedge B_1(y_0),$$

$$\alpha_2 = A_2(x_0) \wedge B_2(y_0)$$

then the individual rule outputs are c_1 and c_2 , and the crisp control action is expressed as

$$z_0 = \frac{\alpha_1 c_1 + \alpha_2 c_2}{\alpha_1 + \alpha_2}$$

If we have n rules in our rule-base then the crisp control action is computed as

$$z_0 = \frac{\sum_{i=1}^n \alpha_i c_i}{\sum_{i=1}^n \alpha_i},$$

where α_i denotes the firing level of the i -th rule, $i = 1, \dots, n$

