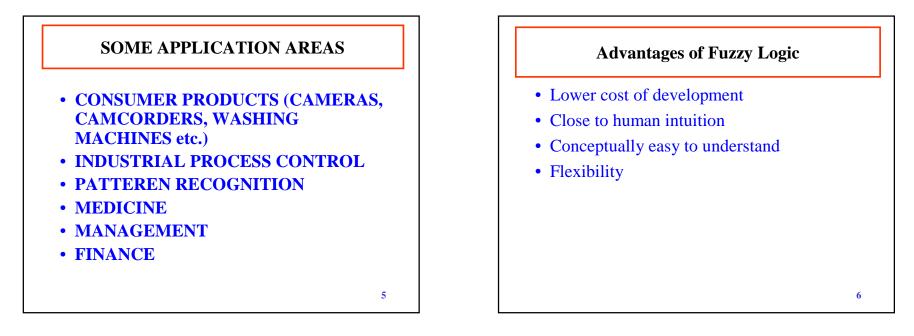


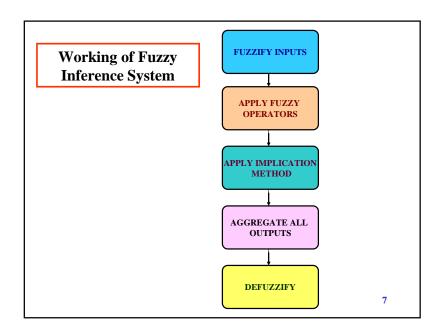


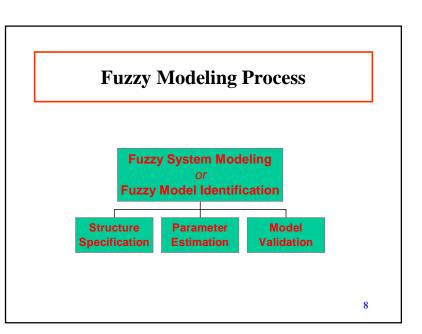
Prof. Lotfi A Zadeh Department of Electrical & Computer Engineering University of California, Berkeley

Father of Fuzzy Logic

Copyright is held by the author/owner(s). GECCO'07, July 7–11, 2007, London, England, United Kingdom. ACM 978-1-59593-698-1/07/0007. 4



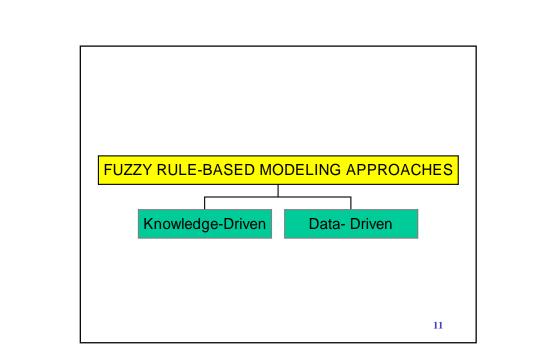


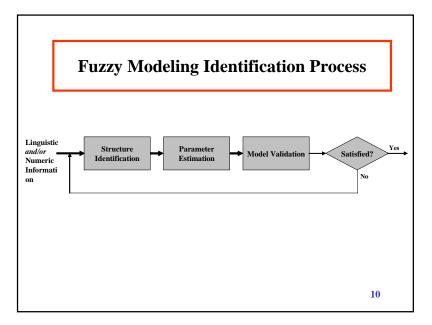


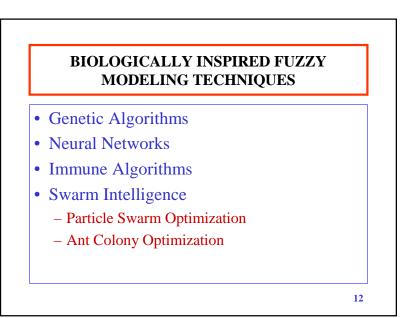
9

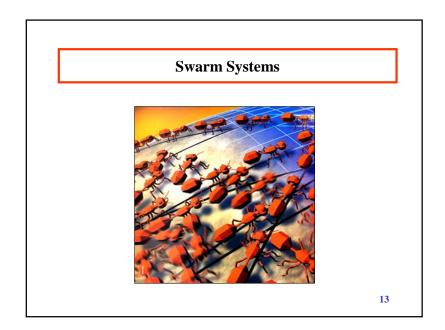
Fuzzy Modeling Identification: Some Issues

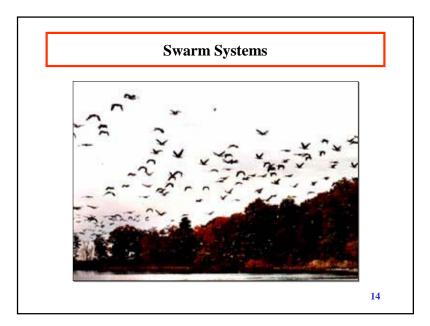
- Selecting the type of fuzzy model
- Selecting input and output variables for the model
- Choosing the structure of membership functions
- Determining the number of fuzzy rules
- Identifying the parameters of antecedent and consequent membership functions
- Defining some performance criteria for evaluating fuzzy models

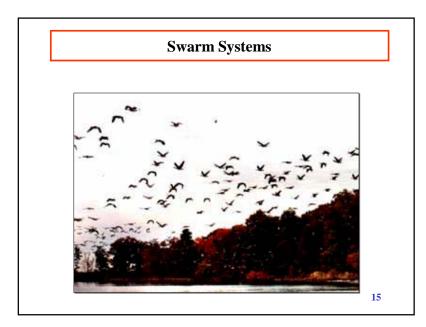


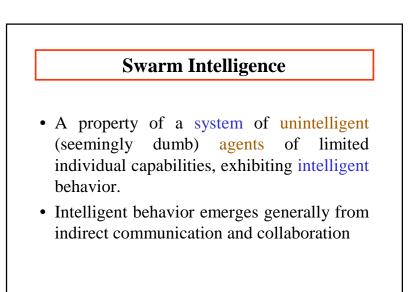


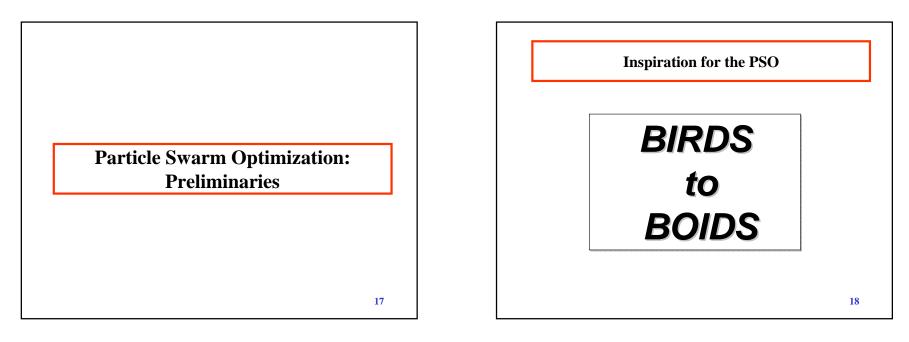


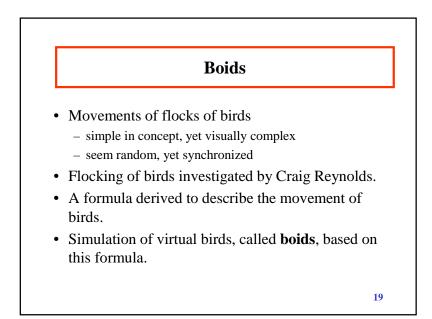


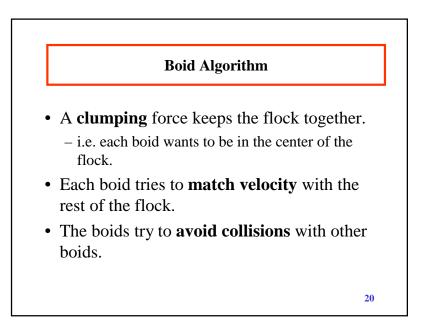


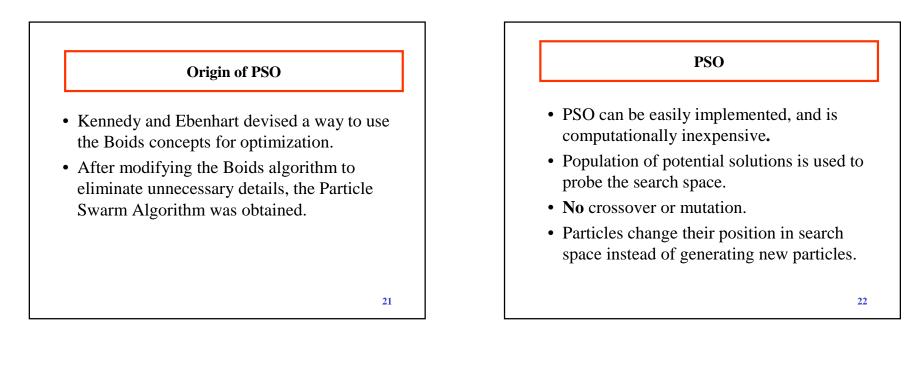












Properties of Particles

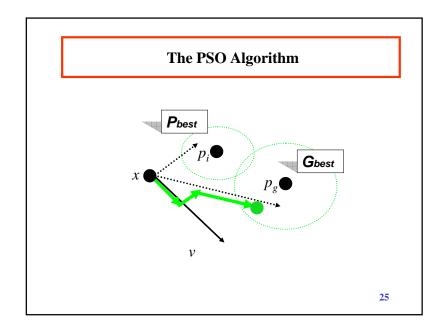
- Each particle is situated at a point in the search space. i.e. it has a position vector.
- An adaptive velocity step determines the next position at each iteration.
- Particles have memory, which stores
 - Co-ordinates of the Best Position the particle has visited
 - Co-ordinates of the Best particle in the flock.

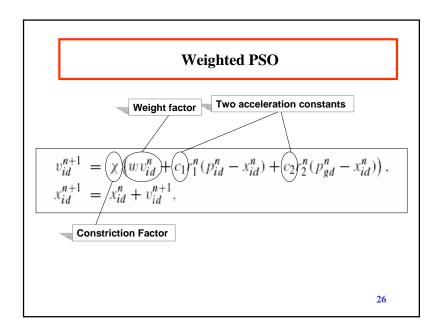
23

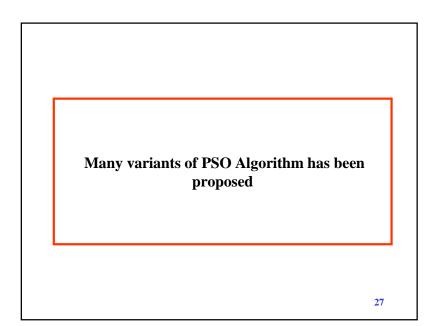


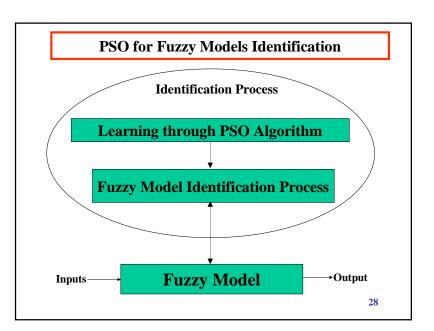
- The movement of each particle is governed by
 - Its present Position and Velocity (momentum part).
 - Acceleration towards the previous best position (cognitive part).
 - Acceleration towards the best particle in the swarm (social part).

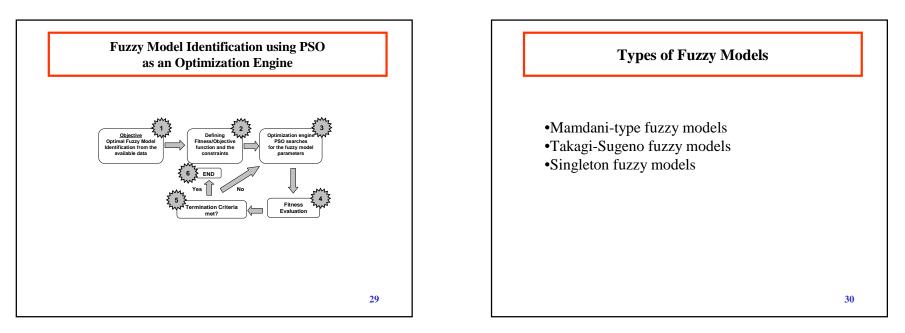


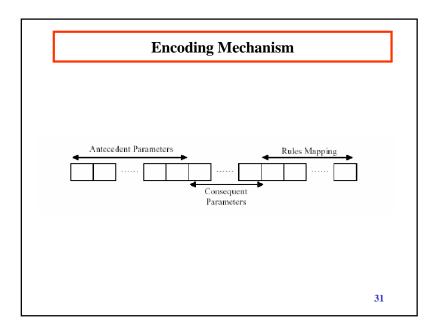


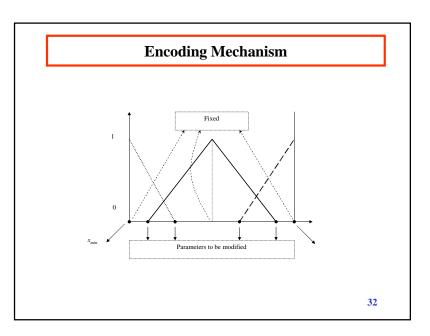


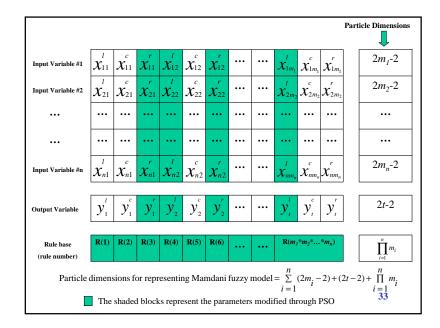


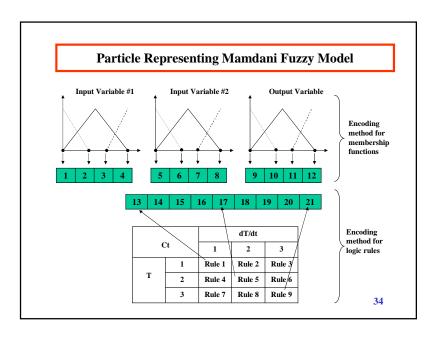


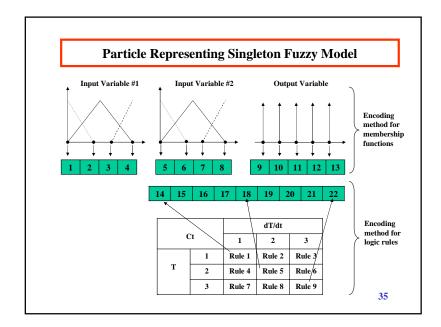


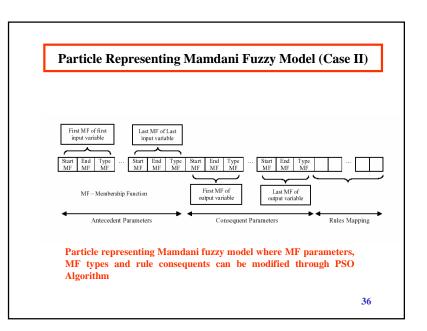


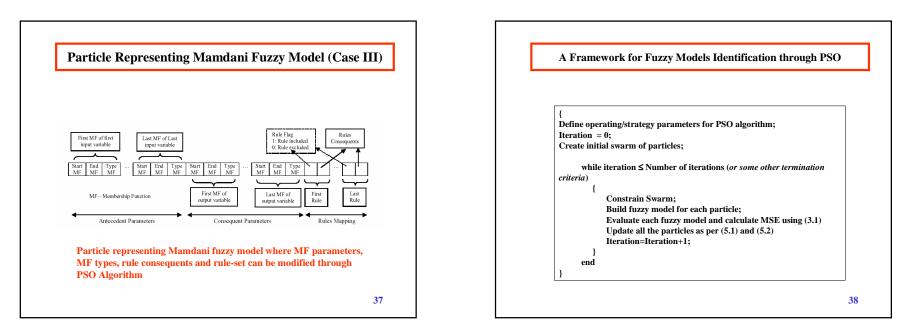




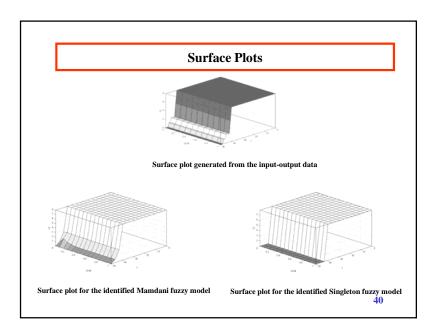


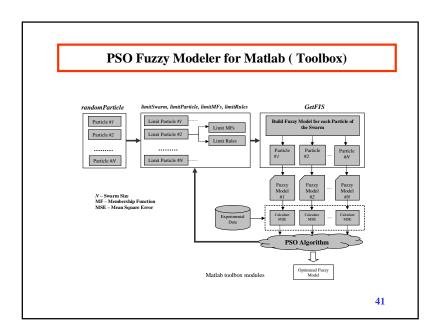


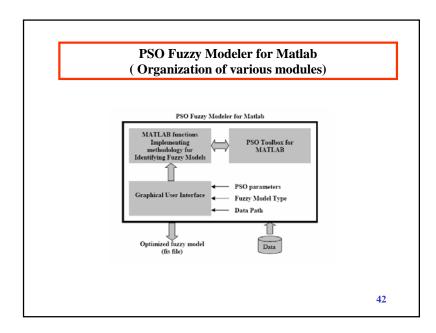


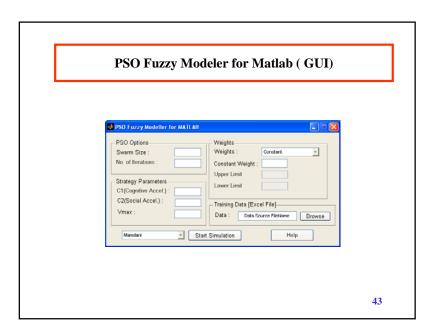


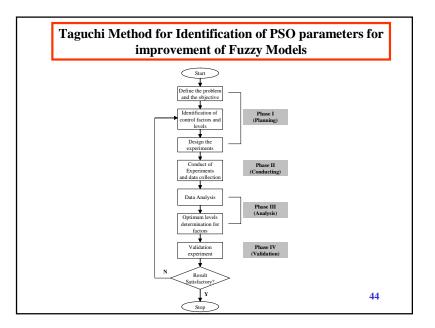
Simulation Results				
Swarm Size Iterations c ₁ c ₂ w _{start} (Inertia w w _{end} (Inertia w	-		*	
Vmax	eigni ai ine e	nd of PSO 10	n) 0.3 75	
Vmax	SIMULAT	ION RESULTS	75	
	SIMULAT			
Vmax	SIMULAT MSE of correspondir gbest After 1 st	TON RESULTS Fuzzy Model g to Swarm's After 2500	75 Simulation	

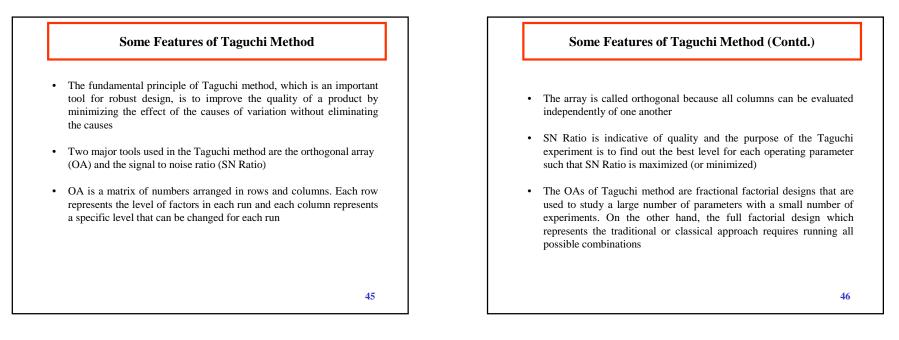


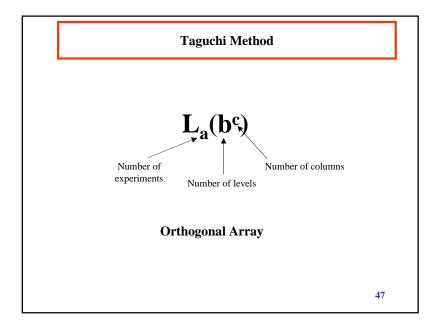


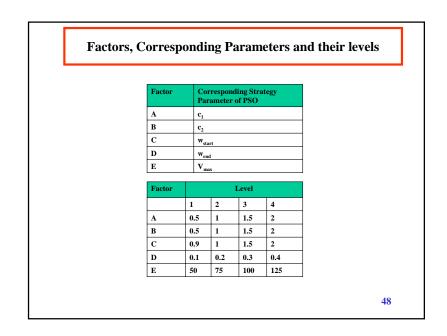






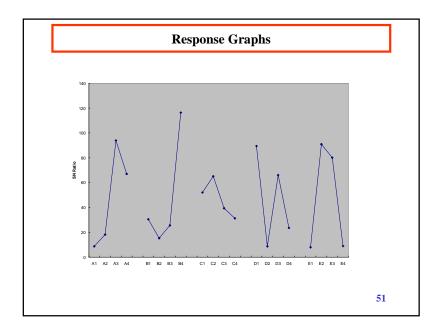


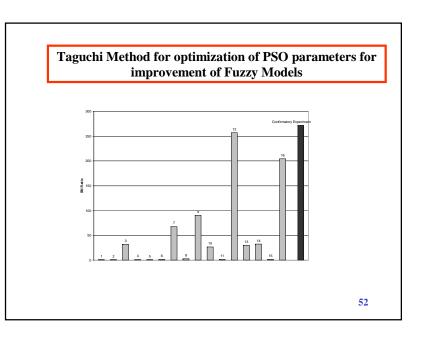




Matrix Experiments							
Experiment Number	Factor						
	A	В	С	D	Е	MSE	SN Ratio (10/MSE)
1	1	1	1	1	1	10.229	0.9776
2	1	2	2	2	2	10.2068	0.9797
3	1	3	3	3	3	0.3122	32.0307
4	1	4	4	4	4	8.6988	1.1496
5	2	1	2	3	4	9.8942	1.0107
6	2	2	1	4	3	6.8983	1.4496
7	2	3	4	1	2	0.1479	67.6133
8	2	4	3	2	1	3.584	2.7902
9	3	1	3	4	2	0.1105	90.4977
10	3	2	4	3	1	0.3739	26.7451
11	3	3	1	2	4	7.1799	1.3928
12	3	4	2	1	3	0.0389	257.0694
13	4	1	4	2	3	0.3359	29.7708
14	4	2	3	1	4	0.3094	32.3206
15	4	3	2	4	1	6.4665	1.5464
16	4	4	1	3	2	0.0489	204.4990

Level	Factor					
	A	В	С	D	E	
1	8.7844	30.5642	52.0798	89.4952	8.0148	
2	18.2159	15.3737	65.1515	8.7334	90.8974	
3	93.9263	25.6458	39.4098	66.0714	80.0801	
4	67.0342	116.3770	31.3197	23.6609	8.9684	





	Full Factorial Design (Traditional)	Fractional Factoria Design (Taguchi Method)	
Time for 1 experiment	19.424 hours	19.424 hours	
Total number of experiments (5 factors, each with 4 levels)	1024 (4 ⁵)	16 (with L ₁₆ (4 ⁵) OA)	
Total time for experimentation	828.16 days	12.94 days	



