

Applications Of Fuzzy Set Theory In Engineering: A Generalized Approach To Problem-Solving

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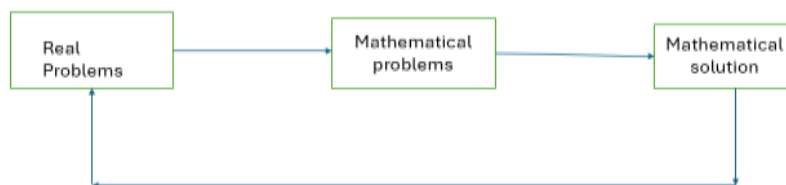
Abstract:

Fuzzy set theory is a generalization of abstract set theory, which has a wider scope of applicability in solving real-life problems that involve to some degree, subjective evaluation. In this paper, we provide techniques for the application of fuzzy set theory in engineering control systems by using soft computing.

Key words: Fuzzy Set Theory, membership function, fuzzification, Defuzzification

INTRODUCTION:

Since mathematical modelling essentially consists of translating real-world problems into mathematical problems, solving them and interpreting the obtained solution in the language of the real world.[1]



- Real problems → Mathematical problems → Mathematical solution
- An arrow flows back from "Mathematical solution" to "Real problems" to show interpretation.

Fuzzy set theory is a mathematical theory that deals with the imprecision of attributes. In the real-world large no. of attributes are not precisely defined. Human reasoning is not based on two-valued logic. So, the concepts of fuzzy set theory may be used to deal with numerous daily life situations in a more realistic way. [2]

Example of fuzzy attributes may be satisfactory profits, insufficient supply, costly project planning, old machine, high temperature, high pressure, skilled engineer, intelligent student, efficient machine and durable machine, etc.[3]

Actually, fuzzy set theory (Zadeh) suggests handling the imprecision of real-world situations by using truth values between the dichotomous states of true and false. In classical set, an object is either a member of a set or it is not. There cannot be any member in between these two. A fuzzy set is denoted by an ordered set of pairs in which the first element denotes the member and the second its degree of membership.[4]

Obviously, a fuzzy set is a generalization of a classical set, and the membership function generalization of the characteristic function.

Table 1: Fuzzy logic algorithm

	Fuzzy Logic algorithm
1	Define linguistic variable and term
2	Build MF (Membership Function)
3	Configure rule base
4	Transform crisp data to fuzzy value with help of MF
5	Merge the result of each rule
6	Defuzzification

1. Linguistic Variable

Linguistic Variable is defined as the words that exist in the real world, such as temperature, velocity, pressure, etc, rather than numerical values.

Each linguistic variable has a fuzzy set which shows possible values

If the variable is Temperature, then the possible linguistic values are cold, warm hot.

2 Membership function (MF): All information contained in a fuzzy set is described by its membership function is mapped to a membership value between 0 and 1.

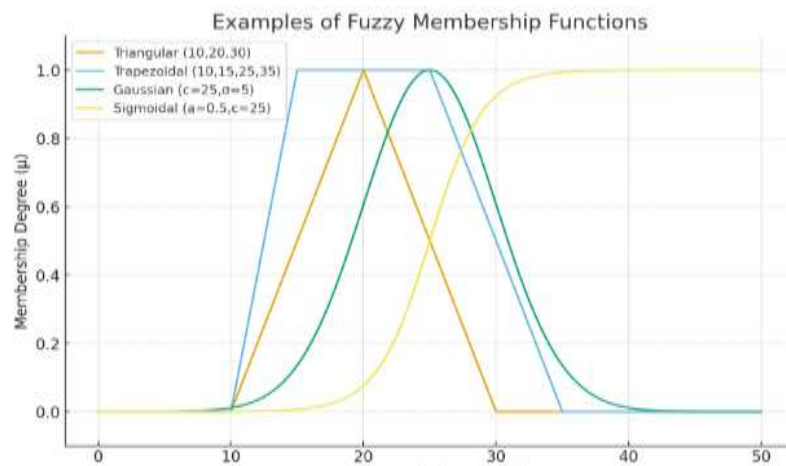


Figure 1: The shapes of the membership function

The shapes of membership functions are Triangular, Trapezoidal, Gaussian sigmoidal (S-shaped) singleton as shown in figure 1.

Purpose: Convert crisp input values into fuzzy values (fuzzification).

They represent linguistic variables like **Low, Medium, High** or **Cold, Warm, Hot**.

3. Identify Input and Output Linguistic Variables

Inputs:

- **Error (E)** = {Negative Large (NL), Negative Small (NS), Zero (ZO), Positive Small (PS), Positive Large (PL)}
- **Change of Error (ΔE)** = {NL, NS, ZO, PS, PL}

Output:

- **Control Signal (U)** = {NL, NS, ZO, PS, PL}

4. General Rule Structure

A fuzzy rule is written as:

IF (Condition on Input1) AND (Condition on Input2) THEN (Output)

5. Recall: Each Rule Produces a Fuzzy Output

After judging rules, each rule fires with a certain **strength (truth value)**.

- Example:
 - Rule 1 $\rightarrow$ Output term "Zero", fired with 0.6
 - Rule 2 $\rightarrow$ Output term "Positive Small", fired with 0.4

These are fuzzy sets clipped (or scaled) by the rule's strength.

6. DEFUZZIFICATION

(a) Bisector Method

Chooses the point that divides the fuzzy area into two halves.

(b) Mean of Maximum (MOM)

Takes the average of all values where membership is maximum.

Example: If $\max \mu = 0.8$ occurs at $y = \{4, 6\}$, result = $(4+6)/2 = 5$.

Application of Fuzzy Set Theory in Computer Engineering:

Fuzzy set theory has a wider scope of applicability than that of classical set theory in solving real-life problems. The concepts of Fuzzy set theory may be applied in the following areas, such as computer science, decision

making, engineering, mathematics, management, medical science, natural life & social service, operations research, probability & statistics, etc.

Today, the concept of Fuzzy set theory is becoming important & useful in computer engineering. Its role in computer engineering which primarily involved the design of specialized hardware for fuzzy logic.

Human beings have constructed highly useful computers (digital) through the union of Boolean algebras having two values '0' & '1' and switching devices such as transistors and vacuum tubes in an ingenious method called the stored program system. These digital computers, through their robustness towards inherent noise and expandability of systems, have built.

CONCLUSION:

This paper presents a brief overview of the fuzzy logic technique and highlights its significance as a powerful computational tool for solving complex problems. Unlike conventional methods that rely solely on precise numerical data, fuzzy logic allows reasoning with uncertain, vague, or imprecise information, thereby offering a more flexible and realistic approach to real-world applications. The technique can be implemented in a wide range of engineering and scientific problems—such as control systems, decision-making, pattern recognition, optimization, and prediction—where traditional mathematical models may be difficult to apply or fail to capture system uncertainties. By incorporating linguistic variables, fuzzy sets, and rule-based reasoning, fuzzy logic provides more adaptive and intelligent solutions that closely resemble human reasoning. As a result, it not only improves the robustness of solutions but also enhances accuracy and efficiency in handling complex and nonlinear systems.

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