6. A control-C (from within the clips window) will stop the clips loop and allow you to exit clips.

Acknowledgment
The shower example was suggested by Robert Spring of the Noranda Technology Centre.

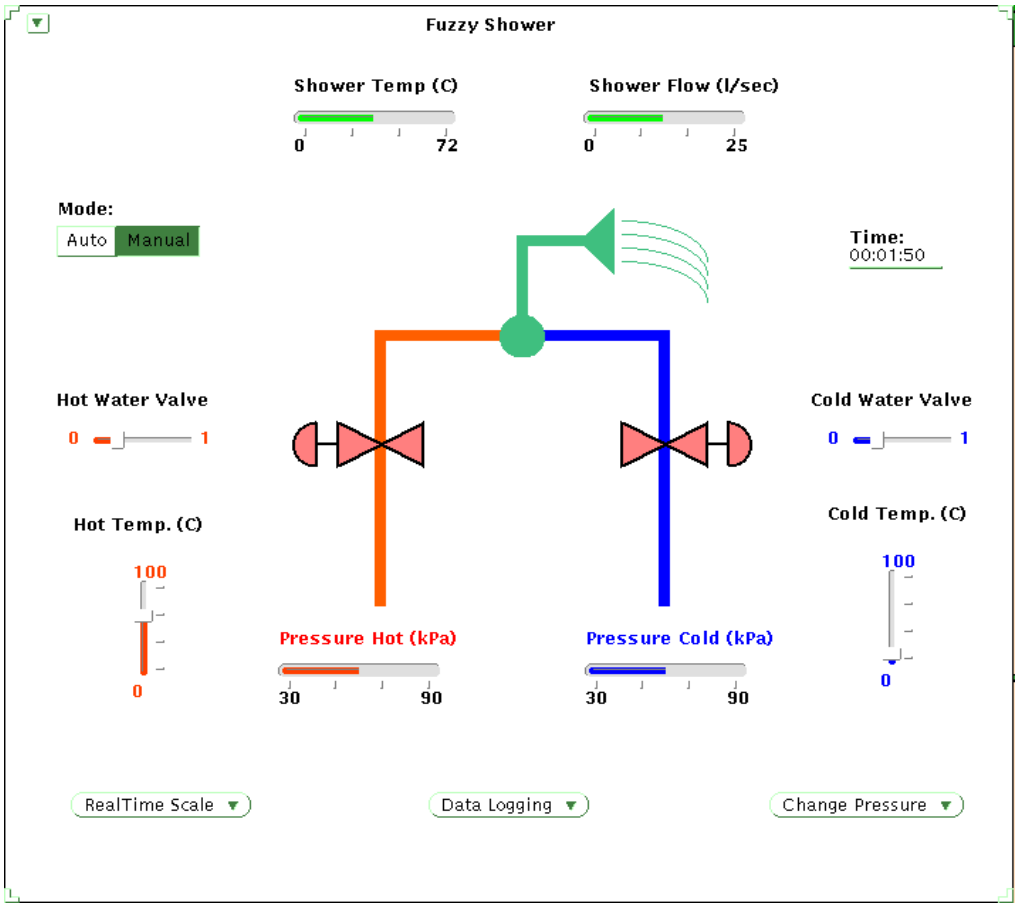


Figure B2

matData.c) to convert the time information into a suitable form (julian) and to split the data into separate sets. The formatData program takes the name of the log file (without the extension (.log assumed) and creates a file with the extension .dat. The data can be plotted with:

xvgr -p ShowerGraph.par xxxx.dat

where xxxx.dat is the converted file and ShowerGraph.par is a parameter file used by xvgr to format the plotting window correctly.

The Graphical Interface

The diagram in Figure 2 shows the GUI interface for this problem. The Shower temperature and flow rate are shown in gauges along the top. The hot water and cold water valve positions are shown on opposite sides in sliders. These sliders can be moved only when in manual mode. The temperature of the hot and cold supplies are shown on opposite sides as well in sliders. These can be adjusted at any time (manual or auto mode). The pressures of the hot and cold supplies are shown in gauges along the bottom. The mode selection allows one to operate in auto or manual mode (by default the system will start in manual mode). In manual mode the temperature and flow of the output will respond to your changes in the sliders and selections under the 'change pressure' menu. In auto mode the fuzzy logic controller is in control of the hot and cold water valves and tries to maintain the correct operating ranges for the system. The RealTime Scale menu is not operable. The Data Logging menu allows you to start recording data in a file (extension .log is added) and to stop the logging. The Change Pressure menu provides a number of selections that make events occur which have an effect on the water pressure. E.g. flush toilets (hence the audio stuff!), turn on/off the garden hose, etc.

The shower temp gauge will show green when the temp is in range, red when too high and blue when too cold. Similar reactions hold for the shower flow gauge.

How to Run the Shower Example with the User Interface

1. Start FZ_XCLIPS_shower (a version supplied with the Sun distribution) or use a version compiled with the flag ShowerProblemUI in xmain.c or main.c set to 1.
2. Load the example clips code -- (load "showerUI25.clp")

   a. showerUI25.clp is a 25 rule controller, showerUI8.clp is an 8 rule controller -- use either one.

   b. the file flush.au should be in your current directory
3. Enter -- (reset)
4. Enter -- (run -2) ; keeps CLIPS looping even when no rules
5. Interact with the window that contains the user interface (normally will turn on auto mode and try various things).

2. The ‘while’ loop at the end of the main routine (just before the ‘return 0’ statement is commented out (control of events is taken care of by other code found in the simulation part of the extensions).
3. In the routine runShower the statement ‘setShowerPipingCanvasPaint()’ is added before ‘Allocate_Shower_Tags()’ to draw a graphic in the interface window.
4. In the various locations commented with /* Custom code goes here */ calls to appropriate Callback routines have been added as needed. The code for these Callbacks is found in ShowerCallbacks.c.

src/Shower_c.cps is custom code to add special ‘cdef’ routines needed to complete the interface functionality.

The files Shower_audio.c, audio_device.h, audio_errno.h, audio_hdr.h, libaudio.a, libaudio.h, and flush.au support a very limited sound capability in the program.

Simulate.h and Simulate.c provide a simple event based simulation capability. This is customized by adding code specific to the simulation being developed. Files Events.h, EventNames.h, ShowerSimulate.c and ShowerSimulate.h provide the specific code for the shower simulation.

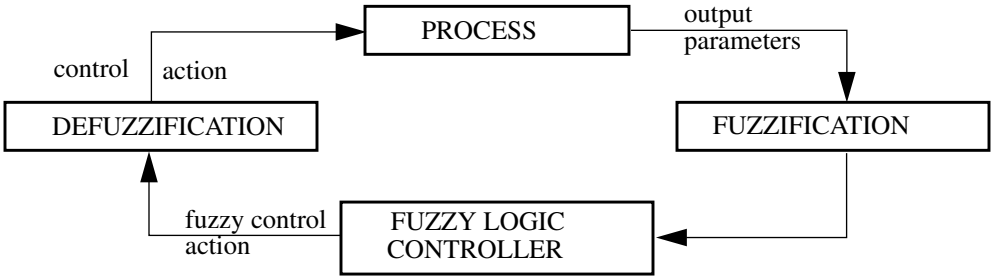
If logging is turned on during the simulation (described later) a file is created (extension of .log) with data that records system state when changes take place (time, temperature of hot water, temperature of cold water, pressure of hot water, pressure of cold water, position of cold water valve, position of hot water valve, flow of output, and temperature of output). A second file (extension is .stat) is created to show some statistics of the run, such as the number of moves of the hot and cold valves required to get the temperature and the flow back into the comfortable range. An example file is shown below:

	StartTime	Temp	Flow	ElapsedTime	Moves
0	10.730	0.000	0.000	0.660	10
1	17.290	38.333	10.968	0.100	1
2	21.580	42.228	9.820	0.340	5
3	25.660	46.106	8.890	0.400	3
4	29.990	27.039	16.582	0.520	7
5	32.260	32.212	14.945	0.220	3
6	36.580	30.394	14.573	0.270	2

Avg. Time to Recover:	0.358571
Avg. Number Moves:	4.428571

In order to use a plotting program called ‘xvgr’ (available via anonymous ftp from ese3.ese.ogi.edu [129.95.20.62] in pub/grtool) we supply the program formatData (for-

Fuzzy control loop



Text based version (No graphical interface - shwrNOUI.clp)

Steps to follow to run fuzzy shower example (Unix version)

1. Start a version of FZ_CLIPS.
2. Load shower example (load "shwrNOUI.clp" from fuzzy examples directory)
3. Run an example ((reset) and (run)) The program will ask for the values of parameters for temperature, pressure and valve positions. It stops when it reaches a flow between 11 and 13 liters/minute, and water temperature between 34 - 38 °C.). The values of certain parameters will be printed after each set of fuzzy rules and defuzzification has taken place.
4. You will be prompted to enter further values or to quit.

Graphical Interface Version[1] of Shower Problem

The graphical interface version of the shower controller will run only on a Sun Sparc machine with Openwin version 3.0 or later (with NeWS/X11). This is because we used the GUIDE (Devguide) software with GNT (NeWS Toolkit Code Generator). Devguide is used to interactively create most of the user interface. GNT translates the output from Devguide (Shower.G) into 'C', cps, and postscript files that form the code for the interface (Shower.c, tmp/Shower.h, srcShower.ps, and tmp/Shower_c.cps, tmp/Shower_m.c, etc.).

In Shower.c and Shower_m.c a number of changes are made:

1. The main routine is renamed to UI_init so that it can be embedded into CLIPS.

1. Note that a version of this example that works with a combination of Julian Smart's wxCLIPS and Fuzzy-CLIPS. This provides a GUI that operates on any windows 3.1 system or any unix based system. for details and availability contact NRCC.

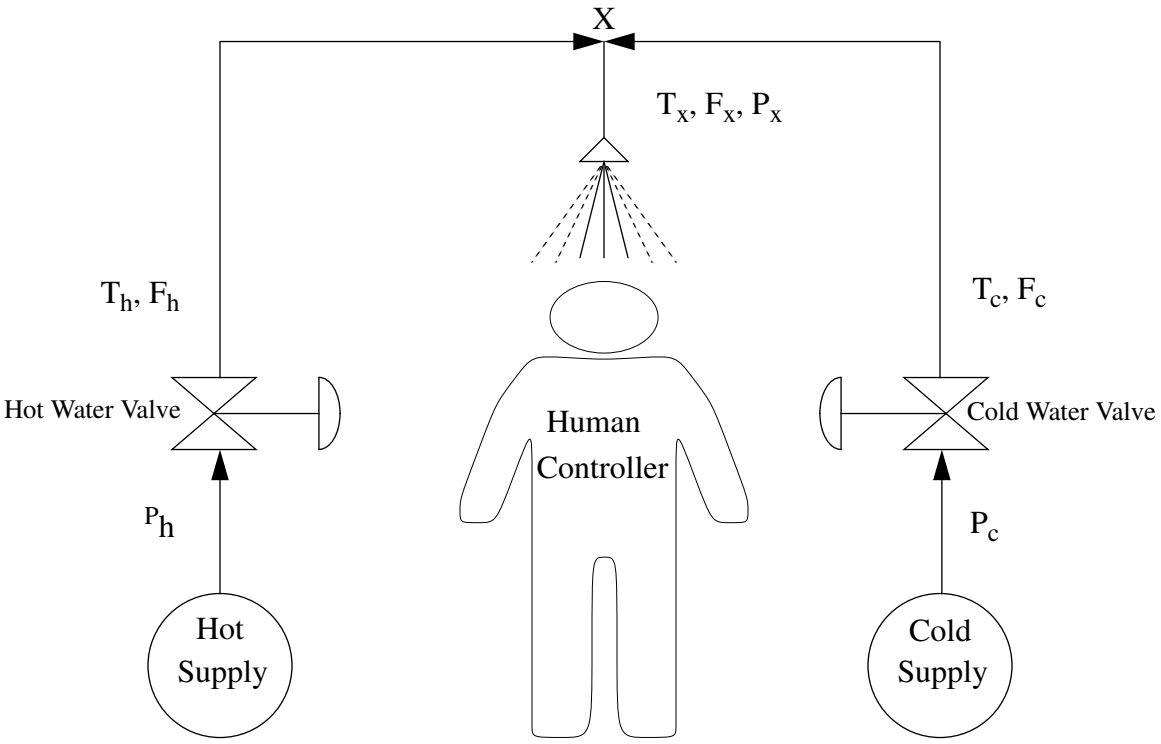


Figure. B1.

Shower control objectives

1. The temperature of the water leaving the shower head must “never” exceed 45 °C. This is generally impossible.
2. The water temperature should rarely be less than 15 °C.
3. The water temperature should have a mean value of 36 °C and have a small variance.
4. The water flow should have a mean value of 12 liters/minute and have a small variance.
5. The hot and cold water valve actuators should be moved infrequently. (The control computer wants to spend more time washing than adjusting the taps).

Appendix A: Shower Example

The purpose of the shower example is to simulate the flow and temperature of water leaving a shower head as a function of time and to build a fuzzy controller to keep the flow and temperature within some required ranges.

Shower model

1. The volumes of the pipes are zero.
2. Water mixes perfectly at point X (see Figure B1).
3. The water pipe is a perfect thermal insulator.
4. There is no heat transfer in the water as it travels from point X to the shower head.

As a consequence of the above model, the flow out of the shower head (Fx) at any time t is exactly equal to the flow of cold water (Fc) at time t plus the flow of hot water (Fh) at time t. Any change to a valve position (vc, vh) or to the water pressure (Ph, Pc) is immediately reflected in the flow from the shower head. The temperature of the water leaving the shower head (Tx) at time t is equal to the temperature of water at point X. See equations below.

Shower model equations

$Tc \in [0, 35]$ °C
$Th > Tc$ $Th \in [0, 100]$ °C
$Tx = (FcTc + FhTh)/Fx$
$Fx = Fc + Fh$
$Px = 30$ kPa (atmospheric pressure)
$Fc = vc(Pc - Px)$
$Fh = vh(Ph - Px)$
$vc \in [0,1]$ - cold water valve position
$vh \in [0,1]$ - hot water valve position
$Pc = f$(neighbor watering lawn,clothes washing machine, etc.)
$Ph = f$(dish washing machine water consumption,etc.)

Changes of Pc and Ph are simulated.

18 M. Mizumoto, S. Fukami, and K. Tanaka, Some Methods of Fuzzy Reasoning, in Advances in Fuzzy Set Theory and Applications, M.M. Gupta, R.K. Ragade, and R.R. Yager, eds., North-Holland, Amsterdam, 1979, p.117-136.

19 Tzi-cker Chiueh, Optimization of Fuzzy Logic Inference Architecture, Computer, May 1992, 67-71.

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2 Artificial Intelligence Section, CLIPS Reference Guide Volume II Advanced Programming Guide, CLIPS Version 6.0, Lyndon B. Johnson Space Center, June 2nd 1993.

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4 B.G. Buchanan, E.H. Shortliffe, Rule-Based Expert Systems, Addison-Wesley, Reading, Mass., 1984.

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8 J. Buckley and W. Siler, Fuzzy Operators for Possibility Interval Sets, Fuzzy Sets and Systems, vol.22, 1987, p.215-27.

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10 K.S. Leung, W.S.F. Wong, and W. Lam, Application of a Novel Fuzzy Expert System Shell, Expert Systems, 1989, vol.6, no.1, p.2-10.

11 Z.A. Sosnowski, FLISP - A Language for Processing Fuzzy Data, Fuzzy Sets and Systems, vol.37, 1990, p.23-32.

12 L.A. Zadeh, Fuzzy Sets, Information and Control, 8, 1965, 338-383.

13 L.A. Zadeh, The Concept of a Linguistic Variable and its Application to Approximate Reasoning, New York, 1973.

14 Z.A. Sosnowski, A Linguistic Variable in FLISP Programming Language, The Second Joint IFSA-EC and EURO-WG Workshop “Progress in Fuzzy Sets in Europe”, April 6-8, 1988,Vienna, p.71-4.

15 A. Kaufman, M.M. Gupta, Introduction to Fuzzy Arithmetic. Theory and Applications, Van Nostrand Reinhold, 1985.

16 K.S. Leung and W.Lam, Fuzzy Concepts in Expert Systems, IEEE, September 1988, 43-56.

17 M. Cayrol, H. Farency and H. Prade, Fuzzy Pattern Matching, Kybernetes, 11, 1982, pp.103-6.

We could in this case provide 2 types of functions for defuzzification: one that operates on individual fuzzy facts (no combining of evidence) and one that operates on fuzzy templates (combining evidence of all facts for the template before doing the defuzzification). There may be other suggestions and possibilities.

A third area that needs investigation is the idea of making FUZZY-VALUES a standard type in CLIPS (like integers, symbols, etc.). The current implementation has proceeded towards this goal and this may be a next logical step. This would allow FUZZY-VALUES to be stored in objects as well as in facts. Considerable effort is still needed to go this extra step and assistance from NASA or others would be appreciated.

Bug reports and any suggestions for modifications and further extensions are welcome. Many, perhaps most of the enhancements from 6.02 to 6.02A were a result of feedback from users. Let's keep the communication going.

Another possible source of discussion is the calculation of certainty factors. This can be quite difficult to understand, especially when complex rules are used. Could this be simplified and still retain the intensions as described in this document?

A third possible problem area is the handling of truth maintenance via the **logical** construct in rules. Consider the following 2 rules:

```
(defrule r1                          (defrule r2
   (logical (x))                        (logical (y))
=>                                   =>
   (assert (temp low))                  (assert (temp medium)
)                                    )
```

where temp is a fuzzy deftemplate (fuzzy variable). If both of these rules are fired then the temp fact will exist as

(temp low OR medium)

due to global contribution. If both facts (x) and (y) are retracted then the logical support for the temp fact will be lost and the fact will be retracted as expected. However, when one of the logically supporting facts is retracted the other still supports the fact and it remains asserted as (temp low OR medium). The effect of global contribution is not undone. For example, should the fact (x) be retracted then perhaps the effect of the assertion (temp low) should be undone leaving the fact as (temp medium). This is difficult to do without retaining a lot of extra information to assist in removing the effect of that assertion. However, it would be possible to do this in another way. Instead of applying the effects of global contribution as fuzzy facts are asserted it could be delayed until required. That is when the two rules fire two facts are asserted:

(temp low) with logical dependence on fact (x)
(temp medium) with logical dependence on fact (y)

This is similar to standard clips facts being asserted with the same template name but different content in the slots. If the fact (x) is retracted then the fuzzy fact (temp low) is retracted but the fact (temp medium) would still remain. A function such as:

(combine-evidence temp)

could then be executed to create a single fact from all of the facts with the template temp. It would replace all of these facts with a single one and would need to deal with the dependencies of these facts in some way. Or, rather than having such a function and actually doing any combination of the facts into a single fact it could be that the defuzzification function(s) do this combining of evidence internally and produce a result that reflects this.

9.0 Limitations and Future Work

The current version of FuzzyCLIPS has been tested with some diligence but there may be omissions or errors that are discovered. Future extensions/modifications to FuzzyCLIPS will depend on user feedback. As experience is gained using FuzzyCLIPS, it may be that users will find things that work in unexpected or undesirable ways. Please feel free to comment on such things in the interest of promoting a useful tool.

One example of an area that might provoke some discussion is the maximum-defuzzify function which is used to defuzzify fuzzy facts. As pointed out in [4.4.2] this is a situation that is difficult to decide how best to handle. One solution is to perform the average of all discrete maximum values (as we have done in this implementation). Perhaps a better method would be to consider points that define a continuous range of x values all at the maximum value to be represented by the mid-point of that range plus a weight equal to the difference between the upper and lower x values of that range. A single point maximum would be represented by the x value plus a weight of zero. Then the defuzzified value would be calculated as

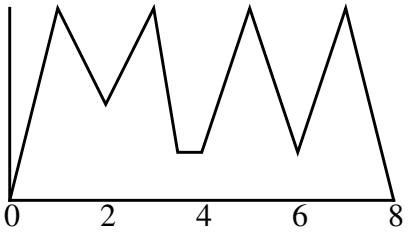
a) if weights are all zero

$$\frac{\sum x_{max}}{n}$$

b) if not all weights are zero

$$\frac{\sum x_{max} \times weight}{\sum weight}$$

Consider the following two examples:

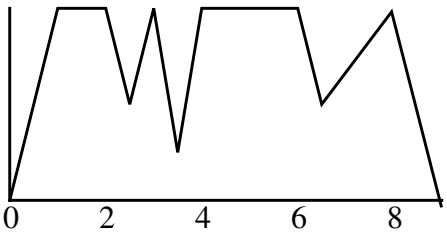


max values at 1, 3, 5 and 7
(all weights 0)

Calc defuzzified values as

(1+3+5+7)/4 = 4.0

same as current method



max values at 1.5 weight 1, 3 weight 0,
5 weight 2, and 8 weight 0

Calc defuzzified value as
(1.5*1+3*0+5*2+8*0)/(1+0+2+0) = 3.833

current method would give
(1+2+3+4+6+8)/6 = 4.0

```
(defrule test
   =>
    (bind ?fv (create-fuzzy-value temp low))
   (assert (temp ?fv))
 )
```

Note also a current restriction. The above cannot be written as:

```
(defrule test
   =>
   (assert (temp (create-fuzzy-value temp low)))
 )
```

8.9 Ability to Set Inference Type to Max-min or Max-prod

The two functions set-fuzzy-inference-type and get-fuzzy-inference-type are used to control the method used to modify fuzzy conclusions in rules. For details see section 5.9.7.

8.10 Ability to Control Precision of Fuzzy Set Values When Displayed

Two functions allow one to control the number of significant digits in the display of fuzzy set values. See section 5.9.6.

8.11 Fuzzy Slots allowed in Standard Deftemplates

This is the most significant change to version 6.02A of FuzzyCLIPS. By defining a new type FUZZY-VALUE for deftemplate slots, one can now work with more complex deftemplates that include fuzzy sets. See section 5.2.

8.12 Accessing a Fuzzy Slot in a Fuzzy Deftemplate Fact or a Fuzzy Fact

A function, get-fuzzy-slot, has been added to allow one to extract fuzzy values from slots in facts. See section 5.9.11.

8.13 Printing Fuzzy Values in a Format Function

The specification %F can now be used in a format function to control the output of fuzzy values. At this time ONLY the linguistic values is displayed (e.g. very cold).

```
(deftemplate temp
     0 100 C
    (
     (cold (Z 5 20))
     (hot  (S 80 95))
     (ok   NOT [ cold OR hot ] )    <- this is new
    )
)
```

8.4 Fuzzy Modifiers (Hedges) are Handled in a New Way

The previous version of FuzzyCLIPS had no predefined modifiers. Also the modifiers were defined in fuzzy deftemplate constructs. The new version changes this significantly. **This is the only change that will affect existing programs**. a number of modifiers are predefined and available for use in any linguistic expression. These are very, extremely, more-or-less, somewhat, norm, slightly, intensify, plus, above, and below. User defined modifiers can be added from the CLIPS code level (see add-fuzzy-modifier and remove-fuzzy-modifier) and from the 'C' code level. See sections 5.3.1 and 5.3.2.

8.5 Plotting of Fuzzy Values

A new function, plot-fuzzy-value, has been added to create ASCII plots of fuzzy sets. See section 5.9.12.

8.6 Fuzzy Alpha Value to Set Threshold for Fuzzy Pattern Matches

Two functions, set-alpha.value and get-alpha-value have been added to control the sensitivity of matches between fuzzy patterns and fuzzy values in facts. See section 5.9.8 for details.

8.7 Two New Functions for Accessing Fuzzy Value Information

The functions get-fs-lv and get-fs-value have been added. For details see section 5.9.2.

8.8 New Functions for Creating and Manipulating Fuzzy Values (external to facts)

The functions fuzzyvaluep, create-fuzzy-value, fuzzy-union, fuzzy-intersection and fuzzy-modify have been added. See sections 5.9.9 and 5.9.10. But do note that these fuzzy values created and manipulated can be used in various places including asserts of fuzzy deftemplate facts or fuzzy slots.

8.2 Expanded Syntax for Linguistic Expressions

Previously the syntax for linguistic expressions:

(NOT [very cold OR hot])

was somewhat restrictive. It does not allow expressions that use the AND (intersection) operator. It does not allow NOT to appear more than once in an expression. Therefore one cannot say:

(NOT hot AND NOT cold)

This syntax has been extended to give a more normal set of expressions with AND allowed as well as OR. Brackets [and] still are used to group sub expressions as in:

[hot AND cold] OR OK

Modifiers (hedges) have the highest precedence followed by AND and then by OR. They will be evaluated left to right. Note that 'not' is not a special artifact anymore -- it is just another modifier Therefore,

A OR B AND C OR D

is the same as

A OR [B AND C] OR D

The BNF for these expressions is as follows:

<LExpr> ::= <LTerm> | <LExpr> OR <LTerm>
<LTerm> ::= <modExpr> | <LTerm> AND <modExpr>
<modExpr> ::= MODIFIER <modExpr> | <element>
<element> ::= PRIMARY-TERM | [<LExpr>]

8.3 Linguistic Expresions in Fuzzy Deftemplate Definitions

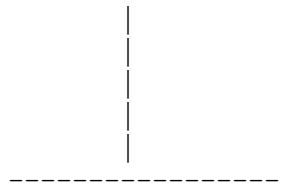
In a fuzzy deftemplate definition one can now use previously defined terms and any active modifiers to define terms.

8.0 Changes from the CLIPS 6.02 Version of FuzzyCLIPS to 6.02A

8.1 Vertical lines in fuzzy sets

The previous version of FuzzyCLIPS did not allow vertical lines to be used in the description of a fuzzy set. We now allow vertical lines in the fuzzy sets. For example,

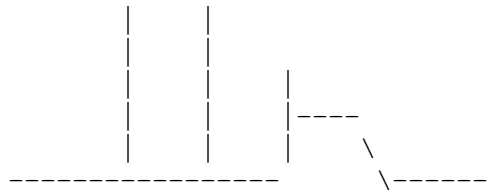
This means 2 consecutive x values can be the same (with different y values). Also 3 consecutive values can be used to define a fuzzy representation of a crisp number. Consider,



This could be define as (5 0) (5 1) (5 0) OR (pi 0 5). If there are 4 consecutive points with the same x values then only 3 of them will be kept. For example,

(5 0) (5 1) (5 .3) (5 .7) will be changed to (5 0) (5 1) (5 .7)

We can even have the following:



or any such shape with vertical bars.

The caution is to note that when 'moment' defuzzifying a set with these types of shapes, there is no area under these peaks and therefore no 'moment' and they will not contribute to the calculation of the defuzzified value. 'maximum' defuzzification will be as expected.

7.0 CLIPS Functionality within FuzzyCLIPS

7.1 Modifying and Duplicating Facts

The CLIPS functions modify and duplicate are not relevant for fuzzy facts. These functions will always return FALSE when used with fuzzy facts.

7.2 Load, Save, Bload, Bsave, Load-facts, Save-facts

The CLIPS functions load, save, bload, bsave, load-facts and save-facts should all work correctly with FuzzyCLIPS programs that include fuzzy facts, fuzzy deftemplates, and certainty factors.

7.3 Constructs-to-c

Creating a runtime version of a FuzzyCLIPS program can be done as for a normal CLIPS program using the constructs-to-c function and following the instructions in the CLIPS manuals.

7.4 CreateFact, GetFactSlot, PutFactSlot

Functions defined in the advanced user's guide like CreateFact, GetFactSlot and PutFactSlot will be usable with FuzzyCLIPS however the exact details for creating and accessing Fuzzy Values will require some further detailed knowledge of the internal structures of FuzzyCLIPS. Contact NRC if these are needed.

Other functions to support embedded applications and user extensions to FuzzyCLIPS may be needed and suggestions will be entertained. Contact NRC with details.

```
AddRunStopFunction("haltTimer",haltTimer,1);
AddRunStartFunction("continueTimer",continueTimer,1);
RemoveRunStopFunction("haltTimer");
RemoveRunStartFunction("continueTimer");
```

The AddRunStopFunction and AddRunStartFunction functions have 3 arguments: a string name of the function to be added; a pointer to a function to be executed; and a priority for the function.

6.0 Continuous Systems

This section describes further extensions made to CLIPS to take care of the needs of continuously operating systems.

a. The Run Command

Normally, CLIPS terminates when the agenda is empty. For real-time systems (or any continuously operating system) there is need for a mechanism that allows the inference engine to idle, waiting for events to occur. In FuzzyCLIPS the run command is extended to receive any of the following parameters:

n (a positive integer) FuzzyCLIPS will run until n rules have executed or until the agenda is empty, whichever comes first.
e.g. (run 10)

-1 FuzzyCLIPS runs until the agenda is empty. e.g. (run -1)

-2 FuzzyCLIPS runs forever. Control-C interrupts the execution.
e.g. (run -2)

-n (a negative integer less than -2). FuzzyCLIPS runs until n rules have executed.
e.g. (run -10)

The *halt* function can be called at any time to terminate the run.

b. Runstart and Runstop Functions

CLIPS allows users to call external functions that are executed at the end of each cycle of the inference engine (i.e. after each rule firing). This is done by calling the AddRunFunction routine of CLIPS to include the function in the list of exec functions. In certain cases, however, it is useful to be able to execute special routines on entry or exit from the run command. The runstart and runstop functions of FuzzyCLIPS allow this. This could be useful in situations where a simulated clock is used to keep track of time. When the system is stopped (with (run -n) or control-C), one would want the simulated clock to stop too. When the system is resumed, one would want the clock to resume from where it left off when the system was stopped (i.e. without advancing during the stopped interval).

A function is added to the list of functions called when the run command is executed by calling the AddRunStartFunction. It can be removed from this list by calling the RemoveRunStartFunction. Similarly, a function is added to the list of functions called when the run command is terminated by calling the AddRunStopFunction. It can be removed from this list by calling the RemoveRunStopFunction. (Note: these external functions must have been previously defined as user functions.)

The following are examples of calls to these four functions.

5.10 Simple example

This section describes the output of watching facts and rules fire for the example found in the file simplTst.clp (Please note that this was not intended to be a real example of the use of FuzzyCLIPS. For that see the other examples included in the distribution).

```
CLIPS> (load "simplTst.clp")
Defining deftemplate: speed_error
Defining deftemplate: speed_change
Defining deffacts: my_facts
Defining defrule: speed-too-fast +j
Defining defrule: speed-ok +j
Defining defrule: get-crisp-value-and-print-result +j
TRUE
CLIPS> (reset)

==> f-0 (initial-fact) CF 1.00
==> f-1 (speed_error zero) CF 0.90          [ linguistic description of fuzzy set ]
      (  (0.0 1.0)  (0.11 0.0)  )           [ singletons describe fuzzy set in detail ]

==> Activation 0  speed-ok: f-1
==> Activation 0  speed-too-fast: f-1
CLIPS> (run)
FIRE 1 speed-too-fast: f-1
==> f-2 (speed_change ???)  CF 0.63         [ CF = 0.9 * 0.7 for fuzzy-fuzzy rule ]
      (  (0.1 0.0)  (0.1495 0.0991) )

==> Activation -1 get-crisp-value-and-print-result: f-2
FIRE 2 speed-ok: f-1
~~~ f-2 (speed_change ???)  CF 0.63
      (  (0.0 1.0)  (0.1 0.1)  (0.1333 0.06667)  (0.1495 0.0991)  )
                                            [ ~~~ means fuzzy set being modified ]
FIRE 3 get-crisp-value-and-print-result: f-2

Change speed by a factor of:  0.3553202565269306

<== Focus MAIN
3 rules fired       Run time is 0.08600000000024011 seconds.
34.88372093013516 rules per second.
3 mean number of facts (3 maximum).
1 mean number of instances (1 maximum).
1 mean number of activations (2 maximum).
CLIPS>
```

```
Fuzzy Value: temp
Linguistic Value: hot (+),  not hot (*)

 1.00******************                    ++++++++++++++
 0.95                  **                 ++
 0.90                    **             ++
 0.85                      *           +
 0.80                       *         +
 0.75                        *       +
 0.70                         *     +
 0.65
 0.60                          *  +
 0.55                           *+
 0.50
 0.45                           +*
 0.40                          +  *
 0.35                         +    *
 0.30
 0.25                        +      *
 0.20                       +        *
 0.15                      +          *
 0.10                    ++             **
 0.05                  ++                 **
 0.00++++++++++++++++++                     **************
     |----|----|----|----|----|----|----|----|----|----|
    0.00     20.00     40.00     60.00     80.00    100.00

Universe of Discourse:  From   0.00  to  100.00
```

```
(plot-fuzzy-value t * 20 70  (create-fuzzy-value temp hot))

Fuzzy Value: temp
Linguistic Value: hot (*)

 1.00
 0.95
 0.90                                                    ***
 0.85                                                  **
 0.80                                                **
 0.75                                              **
 0.70                                            **
 0.65                                           *
 0.60                                          *
 0.55                                        **
 0.50                                       *
 0.45                                     **
 0.40                                    *
 0.35                                  **
 0.30                                 *
 0.25                               **
 0.20                             **
 0.15                           **
 0.10                        ***
 0.05                   *****
 0.00****************
     |----|----|----|----|----|----|----|----|----|----|
   20.00     30.00     40.00     50.00     60.00     70.00

Universe of Discourse:  From   0.00  to  100.00
```

Example 52

```
(deftemplate system
     (slot name)
     (slot t-outflow (type FUZZY-VALUE temp))
)

(assert (system (name sysA) (t-outflow not hot)))
<Fact-1>

(plot-fuzzy-value t "+*" nil nil
     (create-fuzzy-value temp hot)
     (get-fuzzy-slot 1 t-outflow)
)
```

The <high-limit> and <low-limit> values allow a *window* of the universe of discourse to be displayed and provides for scaling the graph in the x axis.

Example 51

```
(deftemplate temp
   0 100 C
  ((cold (z 20 70))
   (hot (s 30 80))
  )
)

(plot-fuzzy-value t * nil nil (create-fuzzy-value temp hot))
Fuzzy Value: temp
Linguistic Value: hot (*)

 1.00                                        *************
 0.95                                      **
 0.90                                    **
 0.85                                   *
 0.80                                  *
 0.75                                 *
 0.70                                *
 0.65
 0.60                               *
 0.55                              *
 0.50
 0.45                             *
 0.40                            *
 0.35                           *
 0.30
 0.25                         *
 0.20                        *
 0.15                       *
 0.10                     **
 0.05                   **
 0.00*******************
     |----|----|----|----|----|----|----|----|----|----|
    0.00     20.00     40.00     60.00     80.00    100.00

Universe of Discourse:  From   0.00  to  100.00
```

```
(assert (temp cold))
<Fact-0>
(format t "Value is '%F'%n" (get-fuzzy-slot 0))
Value is 'cold'
```

5.9.13 Plotting a Fuzzy Value (plot-fuzzy-value)

Command: plot-fuzzy-value

Syntax: (plot-fuzzy-value <logicalName> <plot-chars> <low-limit> <high-limit> <fuzzy-value>$^{+}$)

Purpose: This function is used to plot fuzzy sets. The arguments are:

<logicalName> is any open router to direct the output to (e.g. t for the standard output)

<plot-chars> specifies the characters to be used in plotting (e.g. * or "*+.")

- for each fuzzyvalue specified a corresponding character from the string or symbol is used as the plotting symbol -- if more fuzzyvalues than symbols are specified then the last symbol is used for the remaining plots

<low-limit> is a numeric value that specifies the lowest x value to be displayed in the plot OR if it is not a numeric value then it will default to the low limit of the universe of discourse

<high-limit> is a numeric value that specifies the highest x value to be displayed in the plot OR if it is not a numeric value then it will default to the high limit of the universe of discourse

<fuzzy-value> is one of 3 things

- an integer that identifies a fuzzy deftemplate fact (in this case the fuzzy value from the fact is extracted and used)

- a variable with a fuzzy deftemplate fact address (in this case the fuzzy value from the fact is extracted and used)

- a variable with a fuzzy value

The + identifies that 1 or more <fuzzy-value> arguments may be present.

The fuzzy deftemplate associated with ALL fuzzy values to be plotted on the same plot must be the same one. This is required since the x axis must have the same meaning.

5.9.11 Accessing a Fuzzy Slot in a Fact (get-fuzzy-slot)

Command: get-fuzzy-slot

Syntax: (get-fuzzy-slot ?<fact-var> [<slot-name>])

(get-fuzzy-slot <integer> [<slot-name>])

Purpose: This function will retrieve the fuzzy value associated with a fuzzy slot in a fact. The first argument can be a variable that is associated with a fact address or an integer that is the fact number for a fact. If the fact is a fuzzy deftemplate fact (one whose relation name is a fuzzy deftemplate name) then the second argument is not needed since the only slot for the fact is the fuzzy value. If the fact is a standard deftemplate fact with fuzzy slots, then the second argument is a symbol that identifies the slot to access. (Note that the slot of fuzzy deftemplate facts is always name 'GenericFuzzySlot' and it could be accessed using that name.)

Example 49

```
(defrule test1-get-fuzzy-slot
  ?f <- (temp hot)
 =>
  (plot-fuzzy-value t * nil nil (get-fuzzy-slot ?f))
)

(defrule test2-get-fuzzy-slot
  ?f <- (system (name sysA) (t-outflow hot))
 =>
  (plot-fuzzy-value t * nil nil (get-fuzzy-slot ?f t-outflow))
)
```

5.9.12 Displaying a Fuzzy Value in a Format function

This is not a function or comand but is an addition to CLIPS to allow the formatting of fuzzy values in a format function. The specifier %F is used.

Example 50

```
(deftemplate temp
   0 100 C
 ((cold (z 20 50)))
)
```

Command: fuzzy-modify

Syntax: (fuzzy-modify <fuzzy-value> <modifier>)

Purpose: Returns a new fuzzy value that is a modification of the fuzzy value argument. The modification performed is specified by the modifier argument. This modifier can be any active modifier (very, slightly, etc.).

Example 48

```
(plot-fuzzy-value t "+*" nil nil
(create-fuzzy-value temp hot)
(fuzzy-modify (create-fuzzy-value temp hot) extremely))

Fuzzy Value: temp
Linguistic Value: hot (+),  extremely hot (*)

 1.00                                        ++************
 0.95                                      ++**
 0.90                                    ++ *
 0.85                                   +  *
 0.80                                  +
 0.75                                 +   *
 0.70                                +   *
 0.65
 0.60                              +   *
 0.55                             +
 0.50                                 *
 0.45                            +
 0.40                           +    *
 0.35                          +
 0.30                               *
 0.25                         +
 0.20                        +     *
 0.15                       +     *
 0.10                     ++     *
 0.05                   ++     **
 0.00************************
    |----|----|----|----|----|----|----|----|----|----|
   0.00     20.00     40.00     60.00     80.00    100.00
```

Example 47

```
(fuzzy-intersection (create-fuzzy-value temp cold)
                    (create-fuzzy-value temp hot))
cold and hot

(plot-fuzzy-value t ".+*" nil nil
      (create-fuzzy-value temp cold)
      (create-fuzzy-value temp hot)
      (fuzzy-intersection (create-fuzzy-value temp cold)
                          (create-fuzzy-value temp hot))
)

Fuzzy Value: temp
Linguistic Value: cold (.),  hot (+),  [ cold ] AND [ hot ] (*)

 1.00.............                           ++++++++++++
 0.95             ..                       ++
 0.90               ..                   ++
 0.85                 .                +
 0.80                  .             +
 0.75                   .           +
 0.70                    .         +
 0.65
 0.60                     .       +
 0.55                      .     +
 0.50
 0.45                       .   +
 0.40                        . +
 0.35                         +
 0.30                         *
 0.25                        * *
 0.20                       *   *
 0.15                      *     *
 0.10                    **       **
 0.05                  **           **
 0.00******************               ******************
     |----|----|----|----|----|----|----|----|----|----|
    0.00     20.00     40.00     60.00     80.00    100.00
```

```
(fuzzy-union (create-fuzzy-value temp cold)
             (create-fuzzy-value temp hot))
cold or hot

(plot-fuzzy-value t ".+*" nil nil
      (create-fuzzy-value temp cold)
      (create-fuzzy-value temp hot)
      (fuzzy-union (create-fuzzy-value temp cold)
                   (create-fuzzy-value temp hot))
)

Fuzzy Value: temp
Linguistic Value: cold (.),  hot (+),  [ cold ] OR [ hot ] (*)

 1.00*************                          *************
 0.95             **                      **
 0.90               **                  **
 0.85                 *                *
 0.80                  *              *
 0.75                   *            *
 0.70                    *          *
 0.65
 0.60                     *        *
 0.55                      *      *
 0.50
 0.45                       *    *
 0.40                        * *
 0.35                         +
 0.30                         *
 0.25                        + .
 0.20                       +   .
 0.15                      +     .
 0.10                    ++       ..
 0.05                  ++           ..
 0.00++++++++++++++++++               ..................
     |----|----|----|----|----|----|----|----|----|----|
    0.00     20.00     40.00     60.00     80.00    100.00
```

Command: fuzzy-intersection

Syntax: (fuzzy-intersection <fuzzy-value> <fuzzy-value>)

Purpose: Returns a new fuzzy value that is the intersection of two other fuzzy values. Both arguments must be of type FUZZY-VALUE.

5.9.10 Creating and operating on FUZZY-VALUEs (create-fuzzy-value, fuzzy-union, fuzzy-intersection, fuzzy-modify)

Command: create-fuzzy-value

Syntax: (create-fuzzy-value <fuzzy-deftemplate-name> <description of fuzzy set>)

Purpose: This function allows a fuzzy value to be created. A fuzzy value is a fuzzy set which is associated with a particular fuzzy deftemplate. The fuzzy deftemplate determines the universe of discourse for the fuzzy set and the terms that can be used to describe the fuzzy set. The first argument, <fuzzy-deftemplate-name>, is the name of a fuzzy deftemplate. The remaining parts describe the fuzzy set as is done for a fuzzy slot when a fuzzy fact is asserted. This can be a linguistic expression, a singleton specification or a standard function expression (see section 5.1.1).

Example 45

```
(create-fuzzy-value temp cold)
(create-fuzzy-value temp very hot or very cold)
(create-fuzzy-value temp (pi 10 20))
(create-fuzzy-value temp (s ?x (+ ?x 10)))
(create-fuzzy-value temp (10 1) (20 0))

(defrule test
  =>
    (bind ?fv (create-fuzzy-value temp cold))
    (assert (temp ?fv)) ; NOTE use of variable here!
)
```

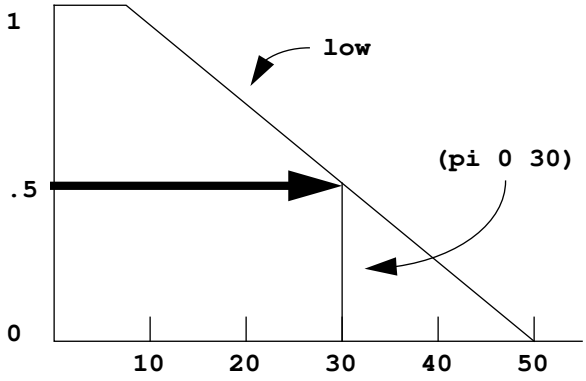
Command: fuzzy-union

Syntax: (fuzzy-union <fuzzy-value> <fuzzy-value>)

Purpose: Returns a new fuzzy value that is the union of two other fuzzy values. Both arguments must be of type FUZZY-VALUE.

Example 46

```
(deftemplate temp
   0 100 C
  ((cold (z 20 70))
   (hot (s 30 80))
  )
)
```



Command: get-alpha-value

Syntax: (get-alpha-value)

Purpose: Returns a floating point value which is the current alpha-value.

5.9.9 Fuzzy Value Predicate Function (fuzzvaluep)

Command: fuzzyvaluep

Syntax: (fuzzyvaluep <arg>)

Purpose: This function returns TRUE if the argument is of type FUZZY-VALUE, otherwise it will return FALSE.

Example 44

```
(fuzzyvaluep 45.6)
FALSE
(fuzzyvaluep "string")
FALSE
(fuzzyvaluep (create-fuzzy-value temp cold))
TRUE

(defrule check-fuzzyvaluep
  (temp ?fv & cold)
 =>
  (fuzzyvaluep ?fv)
)
(assert (temp cold))
(run)
TRUE
```

ceed only if the maximum of intersection set has a membership value greater than this threshold. The default alpha-value is 0.0. There will be a performance penalty if the value is other than 0.0, since currently it is very simple to test for non-intersection (no overlap) but when a threshold other than 0.0 is used the intersection of the sets must be performed. Note that a *clear* does **not** reset the alpha-value to 0.0.

Example 43

```
(deftemplate temp
  0 100 C
  ( (low (10 1) (50 0))
    (ok  (20 0) (50 1) (80 0))
    (high (50 0) (90 1))
  )
)
(defrule test-alpha
   (temp low)
  =>
   (printout t "Rule fired ****" crlf)
)

(set-alpha-value 0.0)
(assert (temp (pi 0 30)))
(run) ; rule should fire with alpha 0.0
Rule fired ****
(retract *)
(set-alpha-value 0.5)
(assert (temp (pi 0 30)))
(run) ; rule should fire with alpha 0.5
Rule fired ****
(retract *)
(set-alpha-value 0.55)
(run) ; rule should NOT fire with alpha 0.55
;; no output here -- match was not successful
```

```
(set-fuzzy-display-precision 2)
(facts)

   f-0  (speed_error more_or_less large_positive) CF 1.00
        ( (0.0 0.0)
          (0.1 0.32) (0.2 0.45)
          (0.3 0.55) (0.35 0.59)
          (0.4 0.63) (0.5 0.71)
          (0.6 0.77) (0.7 0.84)
          (0.8 0.89) (0.9 0.95)
          (1.0 1.0)  )
```

Command: get-fuzzy-display-precision

Syntax: (get-fuzzy-display-precision)

Purpose: Returns an integer value that is the current display precision.

5.9.7 Controlling the Fuzzy Inference Method (set-fuzzy-inference-type, get-fuzzy-inference-type)

Command: set-fuzzy-inference-type

Syntax: (set-fuzzy-inference-type <inf-type>)

Purpose: Sets the current inference type to one of *max-min* or *max-prod*. The default is *max-min*. The effect of this is described in more detail in section 4.3.1.3. Note that *clear* will **not** reset this value to *max-min*.

Command: get-fuzzy-inference-type

Syntax: (get-fuzzy-inference-type)

Purpose: Returns a symbol that is one of *max-min* or *max-prod* indicating the current inference type.

5.9.8 Setting the Fuzzy Pattern Matching Threshold (set-fuzzy-inference-type, get-fuzzy-inference-type)

Command: set-alpha-value

Syntax:(set-alpha-value <alpha-val>)

Purpose: When fuzzy slots are matched to fuzzy patterns on the LHS of rules, the match is considered to be successful if there is **any** overlap (intersection) between the two fuzzy sets involved in the matching. This function allows the match to suc-

forces the rule's certainty factor to be evaluated at time of rule definition (compilation). The value when-activated forces the rule's certainty factor to be defined at the time of rule definition and when the rule is activated (added to the agenda).

Command: get-CF-evaluation

Syntax: (get-CF-evaluation)

Purpose: Returns the current setting of the behavior for evaluating the CF of rules. Return value is either when-defined or when-activated. This is similar to the get-salience-evaluation function of CLIPS.

5.9.6 Controlling the Fuzzy Set Display Precision (set-fuzzy-display-precision, get-fuzzy-display-precision)

Command: set-fuzzy-display-precision

Syntax: (set-fuzzy-display-precision <integer>)

Purpose: When fuzzy facts are displayed the fuzzy set values are displayed in floating point format. This function allows the number of significant digits displayed after the decimal point to be set. The <integer> argument is an integer value between 2 and 16. If it is less than 2 it is set to 2 and if it is greater than 16 it is set to 16. The default value is 4. Note that *clear* will **not** reset this value to 4.

Example 42

```
(set-fuzzy-display-precision 16)
(facts)
   f-0  (speed_error more_or_less large_positive) CF 1.00
        ( (0.0 0.0)
          (0.1 0.3162277660168379) (0.2 0.4472135954999579)
          (0.3 0.5477225575051661) (0.35 0.5916079783099616)
          (0.4 0.6324555320336759) (0.5 0.7071067811865476)
          (0.6 0.7745966692414834) (0.7 0.8366600265340756)
          (0.8 0.8944271909999159) (0.9 0.9486832980505138)
          (1.0 1.0)  )
```

5.9.3 Accessing the certainty factor (get-cf)

Command: get-cf

Syntax: (get-cf ?<*fact-var*>)

(get-cf <integer>) or

Purpose: Returns the certainty factor of a fact as a floating point number.

Example 41

```
Suppose a fact on the fact list is (temperature cold) CF 0.7.

(defrule print-cf-rule
   ?f <- (temperature ?)
 =>
   (printout t "The certainty of the temperature measurement is: "
                  (get-cf ?f))
)
Then the above rule will print
     "The certainty of the temperature measurement is: 0.7".
```

5.9.4 Accessing the threshold certainty factor (threshold, get-threshold)

Command: threshold

Syntax: (threshold <*NUMBER*>)

Purpose: Sets threshold certainty factor to the value of <*NUMBER*>.
<NUMBER> must evaluate to a floating value between 0.0 and 1.0.
By default the threshold value is 0.0.

Command: get-threshold

Syntax: (get-threshold)

Purpose: Returns the floating point value of the threshold certainty factor if threshold capability is ON. If it is OFF, then a value of 0.0 is returned.

5.9.5 Setting the Rule CF Evaluation Behaviour (set-CF-evaluation, set-CF-evaluation)

Command: set-CF-evaluation

Syntax: (set-CF-evaluation <value>)

Purpose: Sets the behavior for evaluating the CF of rules to <value>.
Value must be one of **when-defined** (default) or **when-activated**. This is similar to the set-salience-evaluation function of CLIPS. The value when-defined

Command: get-fs-lv

Syntax: (get-fs-lv ?<*fact-var*>) or

(get-fs-lv <integer>) or

(get-fs-lv <fuzzy-value>)

Purpose: Returns the returns the linguistic value associated with the fuzzy set.

Example 39

```
if (temp very hot) is asserted and the variable ?fuzzyfact is
assigned to this fact then the function call

     (get-fs-lv ?fuzzyfact)

would return the string "very hot"
```

Command: get-fs-value

Syntax: (get-fs-lv ?<*fact-var*> <*number*>) or

(get-fs-lv <integer> <*number*>) or

(get-fs-lv <fuzzy-value> <*number*>)

Purpose: Returns the returns the value of the fuzzy set at the specified x value (<number>). The <number> is a value that must lie between the lower and upper limits of the universe of discourse for the fuzzy set.

Example 40

```
Suppose we have defined the following

(deftemplate temp
  0 100 C
  (
     ...
    (OK (30 0) (60 1) (90 0))
     ...
  )
)

and we assert the fact (temp OK). Then if we bind that fact
to a variable ?fact we could call

     (get-fs-value ?fact 50.0)

and it would return 0.6666667
```

Purpose: Returns the x-coordinate of the i^{th} pair in the fuzzy set, where the pairs are numbered left to right from 0 to (n-1), and n is the total number of pairs in the set. If the expression *<i>* evaluates to a non-integer value, then it is truncated to the nearest integer. The x-coordinate is returned as a floating point value.

Command: get-fs-y

Syntax: (get-fs-y ?*<fact-var>* *<i>*) or

(get-fs-y <integer> <i>) or

(get-fs-y <fuzzy-value> <i>)

Purpose: Returns the y-coordinate of the i^{th} pair in the fuzzy set as a floating point value.

Example 38

Suppose the fuzzy fact
(temperature ???)
was fact-2 on the fact list (the ??? indicates that the fuzzy set is not expressible using terms and modifiers for that fuzzy variable; it may have been defined using a singleton description or modified by the compositional rule of inference). Suppose also that it has a fuzzy set consisting of the following 3 singletons

((0 0) (25 1) (40 0)).

Then (get-fs-x 2 1) at the command line would return 25.
In a rule one could do the following:

```
(defrule print-last-coordinate
     ?f <- (temperature ?)
     =>
     (bind ?n (get-fs-length ?f))
     (bind ?x (get-fs-x ?f (- ?n 1)))
     (bind ?y (get-fs-y ?f (- ?n 1)))
     (printout t "The last point in the set is:" ?x "," ?y crlf)
)
```

OR

```
(defrule print-last-coordinate
     (temperature ?fv)
     =>
     (bind ?n (get-fs-length ?fv))
     (bind ?x (get-fs-x ?fv (- ?n 1)))
     (bind ?y (get-fs-y ?fv (- ?n 1)))
     (printout t "The last point in the set is:" ?x "," ?y crlf)
)
```

```
Asserting a fuzzified fact with
(fuzzify temp 50 0.001)
and firing the rule 'test' will result in the output:
   Certainty Factor = 0.66667
```

Command: get-u-units

Syntax: (get-u-units ?<*fact-var*>) or

(get-u-units <integer>) or

(get-u-units <fuzzy-template-name>) or

(get-u-units <fuzzy-value>)

Purpose: Returns the units of the universe of discourse in string format. If no units have been specified, then the empty string, " ", is returned.

5.9.2 Accessing the fuzzy set (get-fs, get-fs-x, get-fs-y, get-fs-length, get-fs-lv, get-fs-value)

Command: get-fs

Syntax: (get-fs ?<*fact-var*>) or

(get-fs <integer>) or

(get-fs <fuzzy-value>)

Purpose: Returns the entire fuzzy set in singleton representation, in string format.

Command: get-fs-length

Syntax: (get-fs-length ?<*fact-var*>) or

(get-fs-length <integer>) or

(get-fs-length <fuzzy-value>)

Purpose: Returns the number of pairs in a fuzzy set description as an integer.

Command: get-fs-x

Syntax: (get-fs-x ?<*fact-var*> <*i*>) or

(get-fs-x <integer> <i>) or

(get-fs-x <fuzzy-value> <i>)

where <*i*> is an integer, variable, or function expression.

Example 37

```
;; Deffunction fuzzify
;;
;; Inputs:   ?fztemplate  - name of a fuzzy deftemplate
;;           ?value       - float value to be fuzzified
;;           ?delta       - precision of the value
;;
;; Asserts a fuzzy fact for the fuzzy deftemplate. The fuzzy set is
;; a triangular shape centered on the value provided with zero
;; possibility at value+delta and value-delta. Note that it
;; checks bounds of the universe of discourse to generate a fuzzy
;; set that does not have values outside of the universe range.

(deffunction fuzzify (?fztemplate ?value ?delta)

  (bind ?low (get-u-from ?fztemplate))
  (bind ?hi  (get-u-to   ?fztemplate))

  (if (<= ?value ?low)
    then
      (assert-string
         (format nil "(%s (%g 1.0) (%g 0.0))"
                 ?fztemplate ?low ?delta))
    else
      (if (>= ?value ?hi)
        then
          (assert-string
             (format nil "(%s (%g 0.0) (%g 1.0))"
                     ?fztemplate (- ?hi ?delta) ?hi))
        else
          (assert-string
             (format nil "(%s (%g 0.0) (%g 1.0) (%g 0.0))"
                     ?fztemplate (max ?low (- ?value ?delta))
                     ?value (min ?hi (+ ?value ?delta)) ))
       )
    )
  )
```

As an example the following uses the fuzzify function:

```
(deftemplate temp
   0 100 Degrees-F
   ( (warm (30 0) (60 1) (90 0))
   )
)

(defrule test
   (temp warm)
 =>
   (bind ?x (assert (dummy)))
   (printout t "Certainty Factor = " (get-cf ?x) crlf)
   (retract ?x)
)
```

<integer> is the number of a fact on the fact list (constant or expression);
<fuzzy-template-name> is a symbol that represents the name of a fuzzy deftemplate;
<fuzzy-value> is an element of type FUZZY-VALUE

Purpose: Returns a string of the form: "*<from> - <to> <units>*", the limits of the universe of discourse and the units (if specified). If no units have been declared in the deftemplate statement, then the function just returns "*<from> - <to>*".

Example 36

```
(get-u ?t)        ;; ?t is bound to the temp fuzzy fact
(get-u 2)         ;; 2 is a fact index
(get-u temp)      ;; temp is the name of the fuzzy deftemplate

(defrule test
  (temp ?fv)       ;; ?fv is a fuzzy value
 =>
  (printout t (get-u ?fv))
)
```

Command: get-u-from

Syntax: (get-u-from ?*<fact-var>*) or

(get-u-from <integer>) or

(get-u-from <fuzzy-template-name>) or

(get-u-from <fuzzy-value>)

Purpose: Returns the lower limit of the universe of discourse in floating point format.

Command: get-u-to

Syntax: (get-u-to ?*<fact-var>*) or

(get-u-to <integer>) or

(get-u-to <fuzzy-template-name>) or

(get-u-to <fuzzy-value>)

Purpose: Returns the upper limit of the universe of discourse in floating point format.

```
(defrule some-rule
        (declare (CF <certainty factor>))
        ......
 =>
        ......
)
```

The <*certainty factor*> is a number between and including 0 and 1.

Example 35

```
(deffacts initial-facts
     (fact1) CF 0.8            ;fact with crisp CF of 0.8
)

(defrule some-other-rule
     (declare (CF 0.7))        ;a rule with CF of 0.7
     (fact1)
  =>
     (printout t "Hello!")
)
```

5.9 FuzzyCLIPS Commands and Functions

A number of commands supplied with CLIPS can be used to look at fuzzy facts and templates just as one looks at standard facts (see commands facts, ppdeftemplate, list-deftemplates, undeftemplate, ppdeffacts, list-deffacts, undeffacts). The following commands or functions add capability to access components of fuzzy facts, control thresholds for rule firings, set precision for fuzzy set display, set the fuzzy inference type, set a threshold for fuzzy pattern matching, create and manipulate fuzzy values, etc.

5.9.1 Accessing the universe of discourse (get-u, get-u-from, get-u-to, get-u-units)

Command: get-u

Syntax: (get-u ?<*fact-var*>) or

(get-u <integer>) or

(get-u <fuzzy-template-name>) or

(get-u <fuzzy-value>)

where

?<*fact-var*> is a fact variable, normally bound on the LHS of a rule;

Example 34

Suppose that fact-1 (a fuzzy deftemplate fact) on the fact list is

```
(temperature warm)
```

and that the COG method returns a value of 28, while the MOM method returns a value of 32.5.

When the following defuzzification command is issued at the CLIPS prompt level it will return the value 28.0 and display this value at the CLIPS prompt level

```
(moment-defuzzify 1)
```

When either of the following rules are executed they will print 'Temperature is 32.5'.

```
(defrule defuzzification-1
     ?f <- (temperature ?)     ;? used to assure match of the
                               ;temperature fuzzy fact
   =>
     (bind ?t (maximum-defuzzify ?f))          ;get the value
     (printout t "Temperature is " ?t crlf)    ;print 32.5
)
(defrule defuzzification-2
     (temperature ?fv)         ;?fv used to hold the fuzzy value
                               ;of the matching fuzzy fact
   =>
     (printout t "Temperature is " (maximum-defuzzify ?fv) crlf)
)
```

5.8 Certainty Factors of Rules

This section will discuss the syntax for declaring the certainty factor of rules.
The certainty factor of a rule may be declared in a manner similar to declaring the rule salience[1]:

1. Note that the certainty factor may be a constant or an expression as is true of the salience value.

Example 32

```
(assert (somefact) CF 0.8)          ;with CF of 0.8
(assert (group few) CF (+ 0.2 0.4)) ;with CF of 0.6
```

Note that the certainty factor will be calculated as described in section 4.3.5.

A <*certainty factor expression*> has the same syntax as a <*certainty factor*>, except that the constant numeric value may be replaced by a variable or function which returns a numeric value between 0.0 and 1.0.

Example 33

```
( defrule assert-rule-4       ;illustrates various CF assertions
     (certainty-factor ?cf)   ;where ?cf is between 0 and 1
     ?f <- (somefact)
  =>
     (assert (fact1) CF ?cf)
     (assert (fact3) CF (* 0.8 ?cf))
     (assert (fact5) CF (get-cf ?f))
                  ;get-cf is a function discussed in section  5.7
)
```

5.7 Defuzzification

A crisp value may be extracted from a fuzzy set using either the centre of gravity or mean of maxima techniques developed in section 4.4. The syntax is as follows:

(moment-defuzzify ?<*fact-var*> | integer | <fuzzy-value>) ; COG algorithm
(maximum-defuzzify ?<*fact-var*> | integer | <fuzzy-value>); MOM algorithm

The argument may be fact variable (?<*fact-var*>) which normally is bound on the LHS of a rule as described in the CLIPS Reference Manual. It may be the integer value of a fact number (i.e. the index of the fact on the fact list). It may also be a <fuzzy-value > which can be obtained (among other ways) by matching in the pattern of a fuzzy deftemplate fact or a FUZZY-VALUE slot.

These functions return a floating point number which is the result of performing the defuzzification.

Example 30

```
(defrule assert-rule-1
     (zmin ?minval)         ;variable ?minval must be numeric
     (zmax ?maxval)         ;variable ?maxval must be numeric
  =>
     (assert
          (group (z ?minval ?maxval))
     )                      ;fuzzy set description with variables
)

(defrule assert-rule-2  ;asserts standard set with functions
     (zmin ?minval)
     (zmax ?maxval)
  =>
     (assert (group (z ?minval (+ ?maxval 2))))
)

(defrule assert-rule-3; asserts singleton set with functions
     (x1 ?x1val)
     (x2 ?x2val)
  =>
     (assert
          (group (?x1val 0) (?x2val 1) ((+ ?x2val 1) 0.6)
                 ((sqr ?x2val) 0))
     )
)
```

The *assert-string* function of CLIPS may also be used to assert fuzzy facts. The rules for constructing the strings is as described in the CLIPS reference manual.

Example 31

```
(assert-string "(group (z 4 8))")
(assert-string "(group (s 4 (+ 5 3)))")
(assert-string "(person (name bob) (ht medium))")
```

The <*certainty factor*> is a constant numeric value between 0.0 and 1.0.

```
(deffacts groupB "some fuzzy facts with certainty factors"
     (this_group (1 0) (5 1) (7 0)) CF 0.35
     (that_group (pi 2 (+ 3 4))) CF (+ .2 .3)
)
```

5.6 Using Fuzzy Variables in Assert Statements

The syntax of the assert construct has been expanded to allow fuzzy facts as arguments, and for the certainty factor of a crisp or fuzzy fact to be specified. The assert command (with a single fact asserted in an assert function call) is of the form:

(assert
(<crisp fact> | fuzzy-variable-name <*description of fuzzy set*> |
(template-name <slot-description>$^{+}$)
[CF <*certainty factor*> | <*certainty factor expression*>]
)

where
+ indicates that there are one or more of the <slot-description> entries; at least one of these is a <fuzzy-slot-description>; and a <fuzzy-slot-description> is

(fuzzy-slot-name <*description of fuzzy set*>)

and <*description of fuzzy set*> is

<linguistic-expr> | <standard> | <singletons>

and the certainty factor is optional (if not specified a CF of 1.0 is assumed).

Some examples will illustrate the forms allowed for asserting fuzzy facts and fuzzy deftemplate facts.

Example 29

```
(assert (group few))
(assert (group (1 0) (5 1) (7 0)) )
(assert (group NOT [ very few OR many ] ))
(assert (group (z 4 8)))
(assert (person (name john) (ht extremely tall)))
(assert (person (name dan) (ht (pi 0 5.6)))
(assert (temp (24 0) (25 1) (26 0)))
```

5.5 Using Fuzzy Variables in Deffacts Constructs

The syntax of the deffacts construct has been extended to allow fuzzy facts to be declared. Both fuzzy and non-fuzzy (crisp) facts can be declared in the same deffacts construct. Also certainty factors for crisp or fuzzy facts may be specified. Fuzzy fact specifications in a deffacts construct have the following form:

(deffacts <deffacts-name> [<comment>]
    <RHS-pattern>*
)

where <RHS-pattern> has been extended as follows

<RHS-pattern> ::= <ordered-RHS-pattern> |
<template-RHS-pattern> |
<fuzzy-template-RHS-pattern>

<ordered-RHS-pattern> := (<symbol> <RHS-field>$^{+}$)
[CF <*certainty factor*> | <*certainty factor expression*>]

<template-RHS-pattern> ::= (deftemplate-name> <RHS-slot>*)
[CF <*certainty factor*> | <*certainty factor expression*>]

<fuzzy-template-RHS-pattern> :=
(<fuzzy-template-name> <*description of fuzzy set*>
[CF <*certainty factor*> | <*certainty factor expression*>]

where
The certainty factor (CF) is optional (if not specified a CF of 1.0 is assumed)
The <description of fuzzy set> is a <linguistic-expr> or a <standard> (section 5.1.1.2) fuzzy set specification or a <singletons> (section 5.1.1.1) fuzzy set description. The ability to use global variables and function calls is as per standard deffacts statements.
Also note that a RHS-slot may be a slot of type FUZZY-VALUE.

Example 28

```
(deffacts groupA "some fuzzy facts"
     (my_group (1 0) (5 1) (7 0))    ;singleton description
     (your_group (z 4 8))            ;standard description
     (their_group (s (+ 1 1) 4))
     (person (name ralph) (ht tall))
)
```

Example 26

```
(defrule more-complex-lhs
  ?f <- (group very few or very many)
 =>
  (printout t "We are at the extreme limits of the number of"
              (get-u-units ?f) " in our club" crlf)
)
```

Example 27

```
(deftemplate height
  0 8 feet
 ((short (Z 3 4.5))
  (medium (pi 0.8 5))
  (tall (S 5.5 6))
 )
)
(deftemplate person
  (slot name)
  (slot ht (type FUZZY-VALUE height))
)

(defrule quite-complex-lhs
  (person (name ?n) (ht ?h & very tall))
 =>
  (printout t ?n " is very tall, with a height of about "
            (maximum-defuzzify ?h) " "
            (get-u-units ?h) crlf )
)
```

In the last example ?h will become the fuzzy value which matches the very tall specification. It can then be used as an argument to various functions that can process fuzzy values, such as maximum-deffuzzify or get-u-units.

5.4 Using Fuzzy Variables in LHS Patterns

A fuzzy LHS pattern is of the form:

(fuzzy-variable-name <linguistic-expr>)
or
(fuzzy-variable-name ?)
or
(fuzzy-variable-name ?<var-name>)
or
(fuzzy-variable-name ?<var-name> & <linguistic-expr>)
or
(template-name <slot-description>$^{+}$)

where
+ indicates that there are one or more of the <slot-description> entries; at least one of these is a <fuzzy-slot-description>; and a <fuzzy-slot-description> is

(fuzzy-slot-name <linguistic-expr>)
or
(fuzzy-slot-name ?)
or
(fuzzy-slot-name ?<var-name>)
or
(fuzzy-slot-name ?<var-name> & <linguistic-expr>)

The <linguistic-expr> is a fuzzy set specified by a combination of primary terms, modifiers, and the logical operators NOT and OR as described in Section 5.3.3. A fuzzy-variable-name is the name of any fuzzy deftemplate. A template-name is the name of any non fuzzy deftemplate. A fuzzy-slot-name is the name of a slot declared to have type FUZZY-VALUE (as described in Section 5.2).

The examples below show some of the ways in which fuzzy patterns might appear on the left hand side of rules.

Example 25

```
(deftemplate group      ;declaration of fuzzy variable group
  0 20 members
     ((few (3 1) (6 0))  ;primary term few
      (many (4 0) (6 1)) ;primary term many
     )
)

(defrule simple-LHS
     (group few)         ;a simple fuzzy LHS pattern
  ...
)
```

where

MODIFIER is a valid modifier (not, very, etc.)
PRIMARY-TERM is a term defined in a fuzzy deftemplate

Note that this gives AND higher precedence than OR and that modifiers are basically unary operators with the highest precedence. One can control the order of the expression evaluation through the use os brackets [and]. These brackets must be separated from other items by a space due to the nature of the CLIPS token parser.

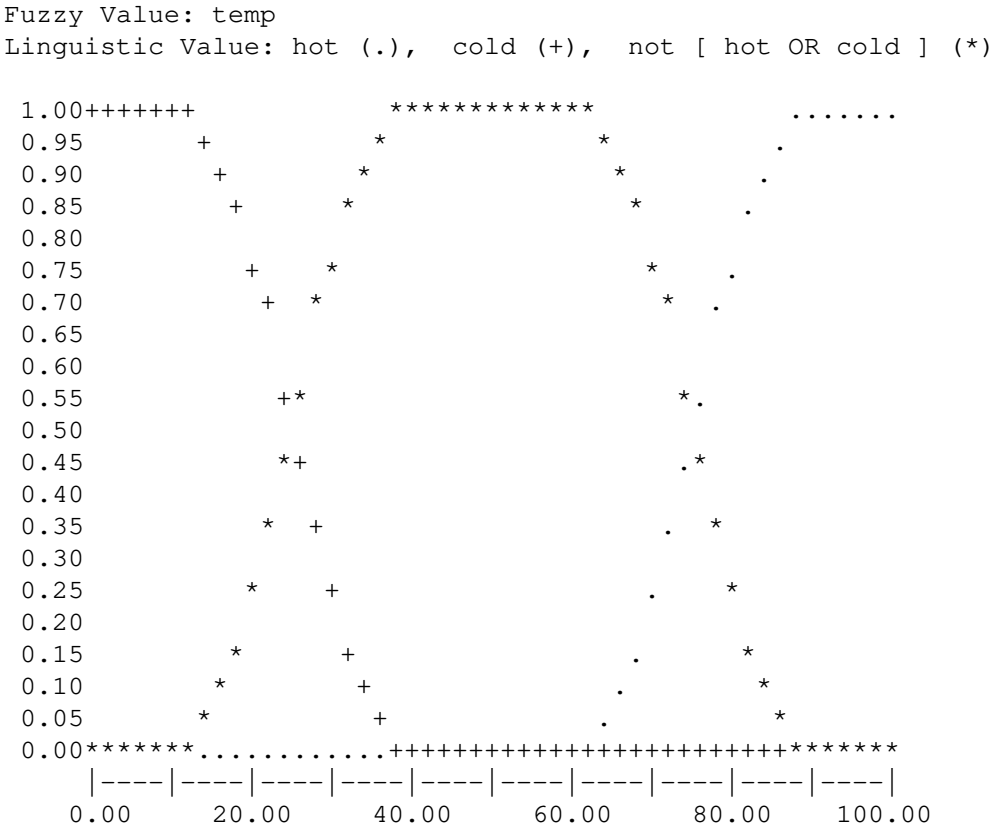
Therefore,

A or B and C or D

is the same as

A or [B and C] or D

The following graph shows an example of the fuzzy sets *temp hot*, *temp cold* and *temp not [hot or cold]*.



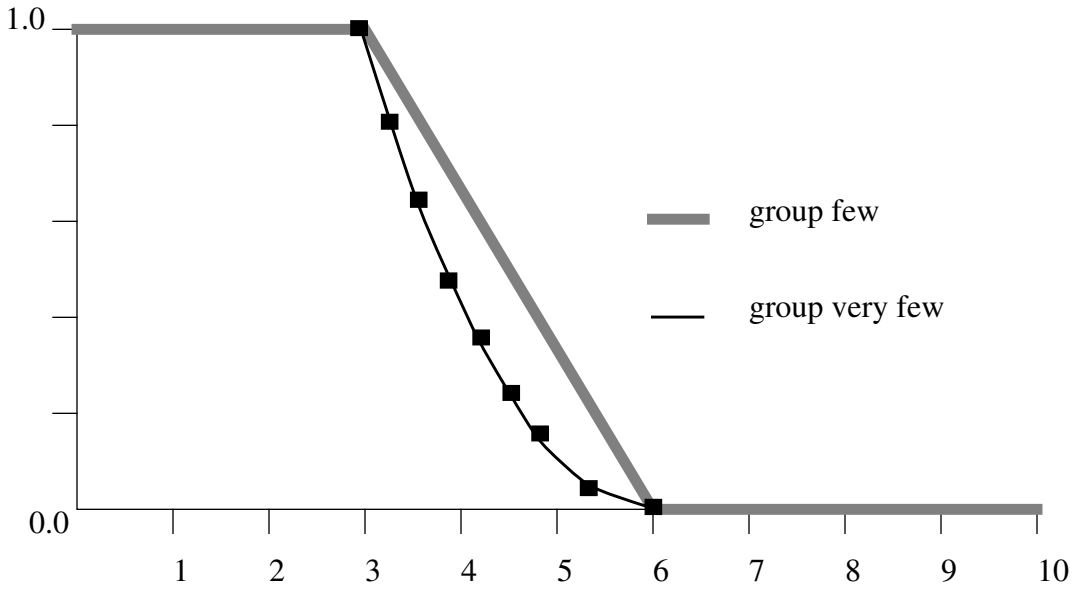


Figure 18: Modifier interpolation method (Yexpand)

If further assistance is required please contact NRC by email.

5.3.3 Linguistic Expressions

The use of fuzzy primary terms and modifiers together with the binary operators *and* and *or* allow us to express the problem solutions in a more natural way. These expressions are called linguistic expressions. Expressions such as

temperature very hot or very cold

height below tall and above short

are examples of expressions that could be used to describe fuzzy variable. The BNF that describes formally the syntax of such expressions is shown below.

```
<LExpr>     ::= <LTerm> | <LExpr> OR <LTerm>
<LTerm>     ::= <modExpr> | <LTerm> AND <modExpr>
<modExpr>   ::= MODIFIER <modExpr> | <element>
<element>   ::= PRIMARY-TERM | [ <LExpr> ]
```

```
   AddFuzzyModifier("very", veryModFunction, NULL
#if DEFFUNCTION_CONSTRUCT
                     , NULL
#endif
                    );
```

2. Then the function definition is added (example for the *very* modifier is given below).

```
/*************************************************************/
/* veryModFunction:                                          */
/*                                                           */
/* implements the 'very' hedge                               */
/*                                                           */
/*      each element is squared (y**2)                       */
/*                                                           */
/*************************************************************/
static VOID veryModFunction(fv)
  struct fuzzy_value *fv;
{
 concentrate_dilute(fv, 2.0);
}
```

The concentrate-dilute function handles all of the similar types of modifiers that involve an exponentiation operation on the membership values. In this function there is a call to another function called Yexpand. This code determines if any straight line segments need to be expanded into further points so that the exponentiation operation will have the desired effect. For example, if the line segment was from (10 0) to (20 1) the squaring operation of the very modifier would just return these same two points since 0**2 = 0 and 1**2 = 1. This would not reflect the shape properly. In essence we try to keep a compact representation of the fuzzy set when we can but expand to more points when necessary.

The figure below demonstrates the effect of the Yexpand operation on a straight line segment.

Example 24

```
(add-fuzzy-modifier my-somewhat sqrt)
(deffunction most-extremely-fcn (?x)
    (** ?x 5)
)
(add-fuzzy-modifier most-extremely most-extremely-fcn)
(deftemplate temp
  0 100 C
  ( (low (10 1) (50 0))
    (high (50 0) (90 1))
    (sort-of-high my-somewhat high)
    (incredibly-low most-extremely low)
  )
)
```

In the above example *sqrt* is a system defined function that returns the square root of a number. With this definition the modifier *my-somewhat* will act exactly like the *somewhat* modifier supplied with the system. The function *most-extremely-fcn* is a user defined deffunction which will handle the work of the modifier *most-extremely.* With this definition it will behave similar to the system supplied modifier *extremely.* The functionality of the modifiers defined this way are somewhat limited (for example it would not be possible to define the *above* or *below* modifiers this way or the *slightly* modifier).

It is also possible to remove any modifiers added this way with the function

(remove-fuzzy-modifier modname)

Note that only modifiers added with the add-fuzzy-modifier function can be removed.

The second method of adding modifiers requires that the source code for FuzzyCLIPS be modified and the system be recreated with these new modifiers being available as system defined modifiers. This will allow for more complex modifiers to be added and for simple one's to be added with better performance. The only source file that should need to be changed is **fuzzymod.c**. Most modifiers can be added by simply following the code for system supplied modifiers that are in this file. In general it is just necessary to do the following things.

1. Modify the function initFuzzyModifierList to identify the name of the modifier and it's 'C' code function (example for the *very* modifier is given below).

These predefined modifiers are available for use at all times in fuzzy deftemplate definitions, fuzzy patterns specifications, fuzzy slot assert specifications and in the fuzzy-modify function. Some examples below illustrate the use of the modifiers.

Example 23

```
(deftemplate temp
  0 100 C
  ( (cold (Z 20 40))
    (hot  (S 60 80))
    (freezing extremely cold)
  )
)
(defrule temp-rule
  (temp not hot and not cold)
=>
  (printout t "It's such a pleasant day" crlf)
)
```

5.3.2 User Defined Modifiers

The FuzzyCLIPS user may also define[1] modifiers that can be used in exactly the same manner as the predefined ones. This can be done at the FuzzyCLIPS code level or for more complicated definitions or for efficiency at the 'C' code level.

Adding a new modifier at the FuzzyCLIPS level is done with the function

(add-fuzzy-modifier modname modfunction)

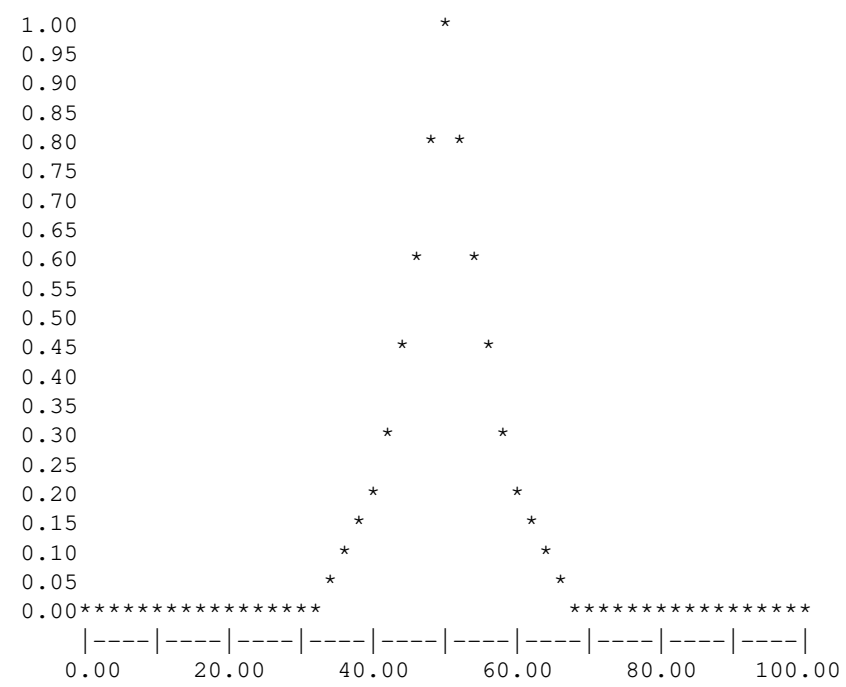
where:

modname id the name (symbol) to be used for the modifier

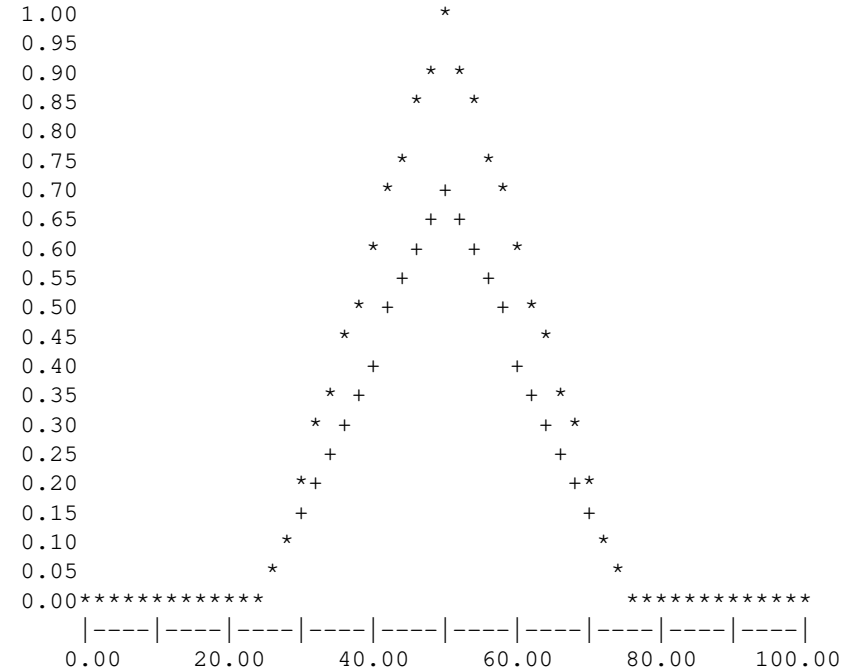
modfunction is the name of a CLIPS function or a user defined deffunction which takes a floating point number and returns a floating point number (the function should return a number between 0 and 1 and if it does not then it will be set to 0 if it is less than 0 or to 1 if it is greater than 1; the function will be passed numbers between 0 and 1)

1. Note that this is different than the previous version of FuzzyCLIPS in which modifiers were added in the fuzzy deftemplate definition. This handling of modifiers was felt to be much superior to the old style giving a good set of predefined modifiers and flexibility to add more complicated modifiers at the 'C' code level.

Fuzzy Value: base-fv Linguistic Value: extremely base (*)



Fuzzy Value: base-fv2 Linguistic Value: base (+), norm base (*)

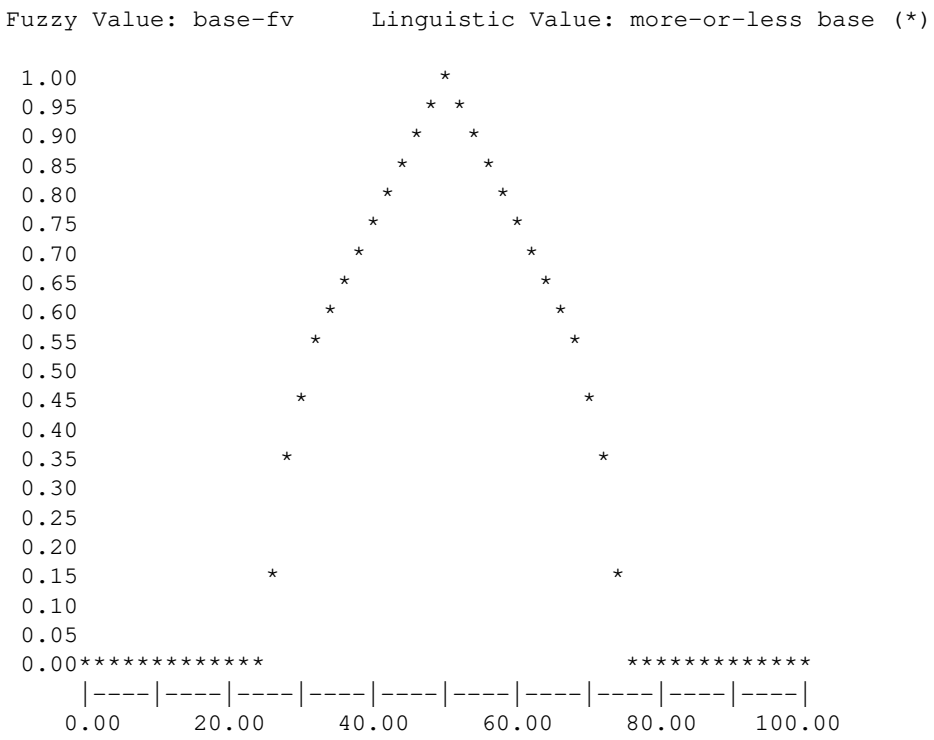


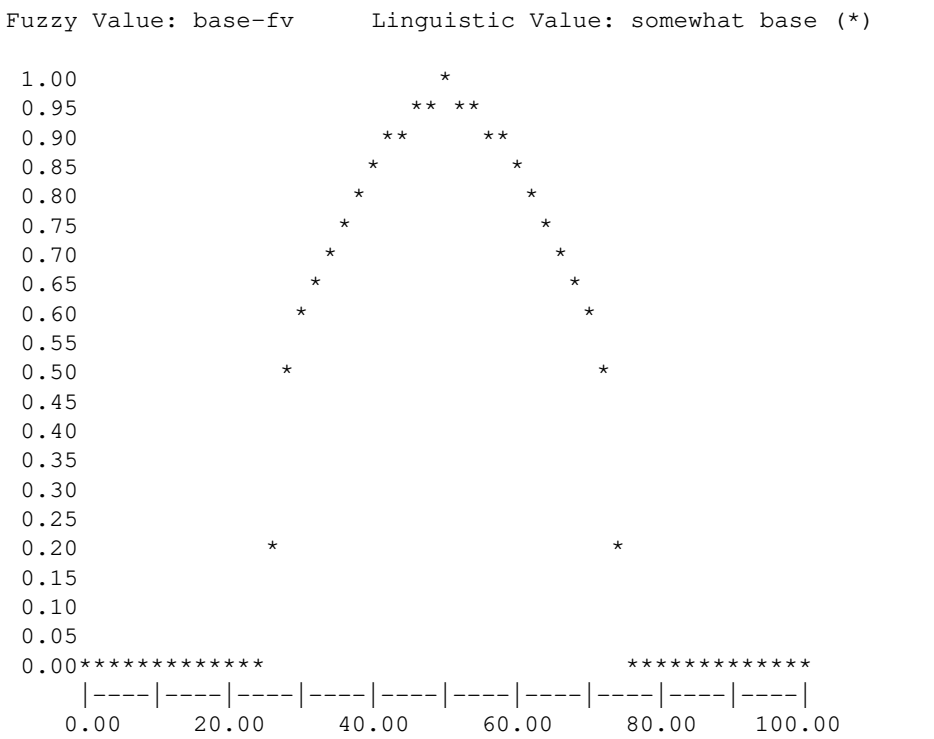
```
Fuzzy Value: base-fv     Linguistic Value: below base (*)

 1.00*************
 0.95             *
 0.90              *
 0.85
 0.80               *
 0.75
 0.70                *
 0.65                 *
 0.60
 0.55                  *
 0.50                   *
 0.45
 0.40                    *
 0.35
 0.30                     *
 0.25                      *
 0.20
 0.15                       *
 0.10                        *
 0.05
 0.00                         ***************************
    |----|----|----|----|----|----|----|----|----|----|
   0.00     20.00     40.00     60.00     80.00    100.00
```

```
Fuzzy Value: base-fv     Linguistic Value: intensify base (*)

 1.00                         ***
 0.95                        *   *
 0.90                       *     *
 0.85
 0.80                      *       *
 0.75
 0.70                     *         *
 0.65
 0.60
 0.55                    *           *
 0.50
 0.45
 0.40                   *             *
 0.35
 0.30
 0.25                  *               *
 0.20
 0.15                 *                 *
 0.10                *                   *
 0.05               *                     *
 0.00***************                       ***************
    |----|----|----|----|----|----|----|----|----|----|
   0.00     20.00     40.00     60.00     80.00    100.00
```

```
Fuzzy Value: base-fv     Linguistic Value: slightly base (*)

 1.00                     **       **
 0.95
 0.90                    *           *
 0.85                       *     *
 0.80
 0.75
 0.70                   *             *
 0.65
 0.60
 0.55
 0.50                         *   *
 0.45                  *                *
 0.40
 0.35
 0.30
 0.25                 *                  *
 0.20
 0.15                        * *
 0.10                *                     *
 0.05               *                       *
 0.00***************           *            ***************
     |----|----|----|----|----|----|----|----|----|----|
    0.00     20.00     40.00     60.00     80.00    100.00
```

```
Fuzzy Value: base-fv     Linguistic Value: above base (*)

 1.00                                        *************
 0.95                                       *
 0.90                                      *
 0.85
 0.80                                     *
 0.75
 0.70                                    *
 0.65                                   *
 0.60
 0.55                                  *
 0.50                                 *
 0.45
 0.40                                *
 0.35
 0.30                               *
 0.25                              *
 0.20
 0.15                            *
 0.10                           *
 0.05
 0.00*************************
     |----|----|----|----|----|----|----|----|----|----|
    0.00     20.00     40.00     60.00     80.00    100.00
```


Fuzzy Value: base-fv Linguistic Value: more-or-less base (*)
1.00
0.95
0.90
0.85
0.80
0.75
0.70
0.65
0.60
0.55
0.50
0.45
0.40
0.35
0.30
0.25
0.20
0.15
0.10
0.05
0.00
0.00 20.00 40.00 60.00 80.00 100.00

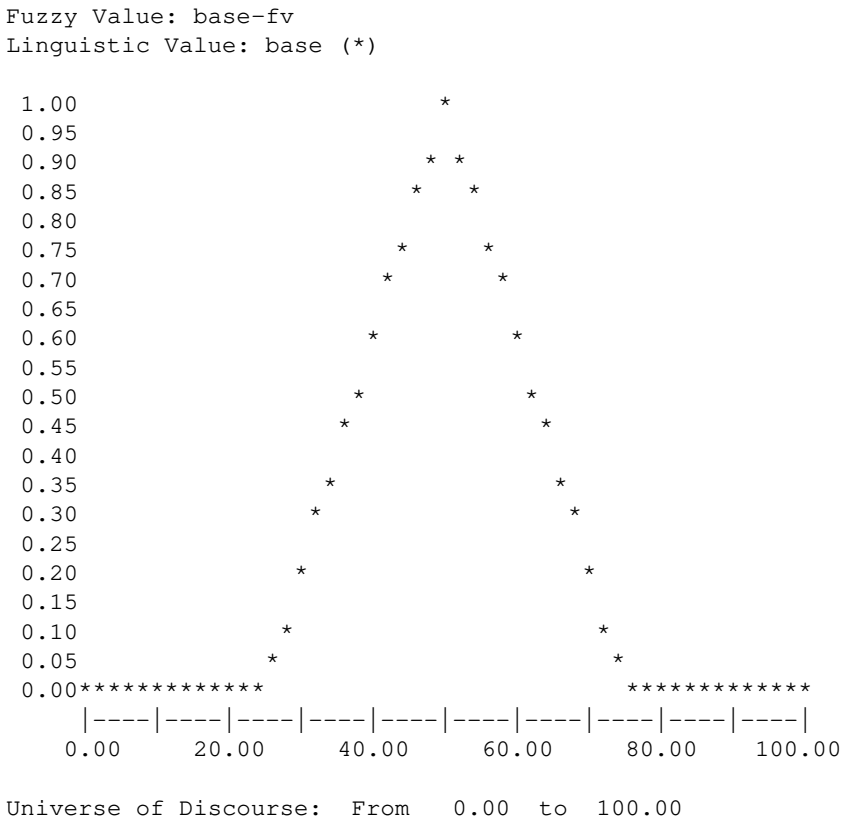

Fuzzy Value: base-fv Linguistic Value: somewhat base (*)
1.00
0.95
0.90
0.85
0.80
0.75
0.70
0.65
0.60
0.55
0.50
0.45
0.40
0.35
0.30
0.25
0.20
0.15
0.10
0.05
0.00
0.00 20.00 40.00 60.00 80.00 100.00

```
Fuzzy Value: base-fv     Linguistic Value: not base (*)

 1.00*************                          *************
 0.95             *                        *
 0.90              *                      *
 0.85
 0.80               *                    *
 0.75
 0.70                *                  *
 0.65                 *                *
 0.60
 0.55                   *              *
 0.50                    *            *
 0.45
 0.40                     *          *
 0.35
 0.30                      *        *
 0.25                       *      *
 0.20
 0.15                        *    *
 0.10                         * *
 0.05
 0.00                          *
     |----|----|----|----|----|----|----|----|----|----|
    0.00     20.00     40.00     60.00     80.00    100.00
```

```
Fuzzy Value: base-fv     Linguistic Value: very base (*)

 1.00                          *
 0.95
 0.90
 0.85                        * *
 0.80
 0.75
 0.70                       *   *
 0.65
 0.60                      *     *
 0.55
 0.50
 0.45                     *       *
 0.40
 0.35                    *         *
 0.30
 0.25                   *           *
 0.20                  *             *
 0.15                 *               *
 0.10                *                 *
 0.05               *                   *
 0.00***************                     ***************
     |----|----|----|----|----|----|----|----|----|----|
    0.00     20.00     40.00     60.00     80.00    100.00
```

These modifiers change the shape of a fuzzy set using mathematical operations on each point of the set. In the above table the variable y represents each membership value in the fuzzy set and A represents the entire fuzzy set (i.e. y**2 squares each membership value and very A applies the very modifier to the entire set). Note that when a modifier is used it can be used in upper or lower case (NOT or not) or even a mix of cases (NoT).

The following diagrams show the effect of each of the modifiers on a base fuzzy set. The diagrams have been produced using the *plot-fuzzy-value* function described later in the manual.



The use of fuzzy slots has a big payoff in many situations. Given the last example and only fuzzy deftemplate facts it would be necessary to define a fuzzy deftemplate for each person's weight and each person's height as well as rules for each person. In effect a fuzzy deftemplate acts somewhat like a type definition for the language in which a fuzzy variable type is defined.

5.3 Modifiers (Hedges) and Linguistic Expressions

5.3.1 Predefined Modifiers

As mentioned in section 4.1, a *modifier* may be used to further enhance the ability to describe our fuzzy concepts. Modifiers (very, slightly, etc.) used in phrases such as

very hot or *slightly* cold

change (modify) the shape of a fuzzy set in a way which suits the meaning of the word used. These modifiers are commonly referred to as **hedges**. FuzzyCLIPS has a set of predefined modifiers that can be used at any time to describe fuzzy concepts when fuzzy terms are described in fuzzy deftemplates, fuzzy rule patterns are written or fuzzy facts or fuzzy slots are asserted.

Modifier Name	Modifier Description
not	1-y
very	y**2
somewhat	y**0.333
more-or-less	y**0.5
extremely	y**3
above	(see description is Earl Cox's book[1])
below	(see description is Earl Cox's book)
intensify	2(y**2) if y in [0, 0.5] 1 - 2(1-y)**2 if y in (0.5, 1]
plus	y**1.25
norm	normalizes the fuzzy set so that the maximum value of the set is scaled to be 1.0 (y = y*1.0/max-value)
slightly	intensify (norm (plus A AND not very A))

1. The FuzzySystems Handbook, Earl Cox, AP Professional, 1994

contains a fuzzy pattern based on the fuzzy deftemplate temperature. It also contains an assertion of a fuzzy fact based on the fuzzy deftemplate for move-throttle. Facts that have as their relation name, the name of a fuzzy deftemplate will be referred to as **fuzzy deftemplate facts**. These facts in essence have a single slot that holds the fuzzy value described by the linguistic expression (or fuzzy set description). It is also possible to supplement standard CLIPS deftemplate facts by having one or more of the slots be a fuzzy value slot. In these cases the slot is associated with a fuzzy deftemplate description so that the appropriate universe of discourse and terms are known. These facts with fuzzy slots are known as **fuzzy facts**[1]. A fuzzy slot has the form:

(fuzzy-slot> ::= (slot <slotname>
(type FUZZY-VALUE <fuzzy-deftemplate-name>)

where <slotname> is the name of the slot and <fuzzy-deftemplate-name> is the name of a previously defined fuzzy deftemplate. Note that no other options are allowed in the slot specification. For example the slot cannot have multiple possible types like INTEGER and FUZZY-VALUE and the options that determine other constraints such default values or cardinality are not allowed. Fuzzy slots can only hold fuzzy values and must have a value.

Example 22

```
;; assume that the fuzzy deftemplates fz-height and
;; fz-weight have already been defined
(deftemplate person
     (slot name (type SYMBOL))
     (slot height (type FUZZY-VALUE fz-height))
     (slot weight (type FUZZY-VALUE fz-weight))
)

(defrule big-person
     (person (name ?n)
             (weight heavy)
             (height tall))
  =>
     (printout t ?n " is a big person" crlf)
)
```

1. In fact fuzzy deftemplate facts are also fuzzy facts. Internally a fuzzy fact is stored exactly as if it were declared as (deftemplate tname1 (slot GenericFuzzySlot (type FUZZY-VALUE tname2))) where tname2 is the name of a fuzzy deftemplate.

Example 19

```
(S 10 10) will be represented (10 0) (10 1)
(Z 10 10) will be represented (10 1) (10 0)
```

For the PI function, if parameter d is zero then the function will be represented by 3 points.

Example 20

```
(PI 0 10) will be represented (10 0) (10 1) (10 0)
```

5.1.1.3 Linguistic Expression representation

Linguistic expressions are defined in section 5.2 in detail, but a simple example will illustrate the usage.

Example 21

```
(deftemplate temperature
   0 100 C
     ( (cold (z 10 26)) ;standard set representation
       (hot (s 37 60)) ;standard set representation
       (warm not [ hot or cold ]) ; linguistic expression
     )
 )
```

Note that the term *warm* is described as being *not hot or cold*. It uses the terms *hot* and *cold* previously defined in this deftemplate to describe the warm concept. Only terms described in this deftemplate (before the term definition being defined) can be used (along with any available modifiers and the *and* and *or* operations.

5.2 Standard Deftemplate Definitions with Fuzzy Slots (fields)

A fuzzy deftemplate describes a fuzzy variable. One may use these deftemplates to describe fuzzy facts in patterns and assert commands. For example,

```
(defrule high-temp
     (temperature hot)
=>
    (assert (move-throttle negative-big)
     (printout t "The temperature is hot")
)
```

Example 18

```
(deftemplate Tx   "output water temperature"
     5 65 Celsius
     ( (cold (z 10 26)) ;standard set representation
       (OK (PI 2 36))
       (hot (s 37 60))
     )
 )
```

FuzzyCLIPS converts all standard notation to singleton representation. Nine points, equally spaced along the x axis are selected to represent the functions (see Figure 16). The number of points (9) can be changed by modifiying the value of ArraySIZE which is defined in the file fuzzypsr.h and then recompiling FuzzyCLIPS. Note however, that increasing this size will increase the computational load during fuzzy inferencing. Also note that in many instances a simple 2 or 3 point singleton set that approximates these functions will be acceptable and will result in less computation during inferencing.

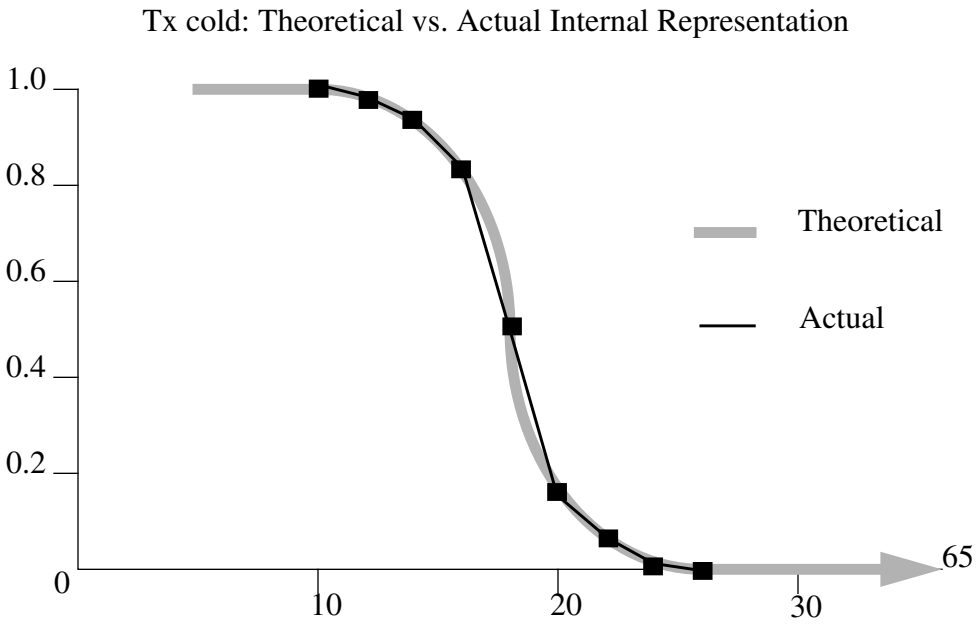


Figure 17: Approximation of standard functions

As a special note, consider the case where the parameter a is equal to c for the S or Z functions. In this case 2 points will be used to represent the function.

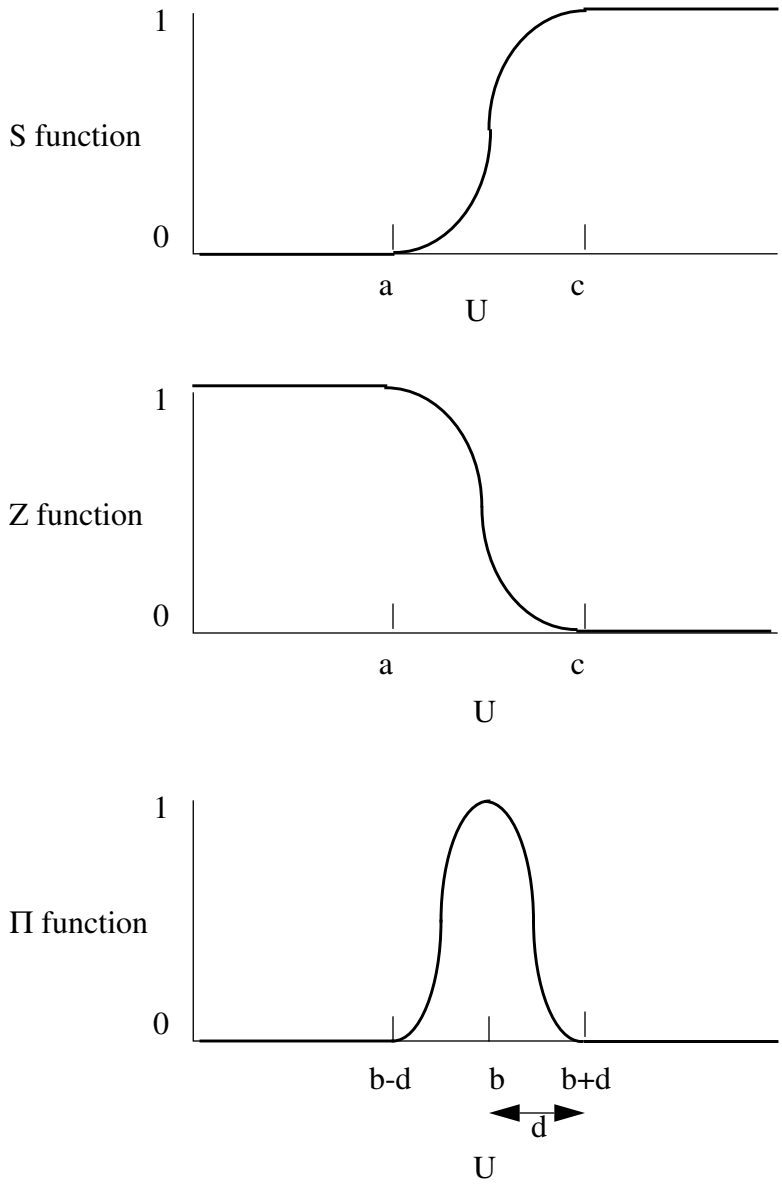
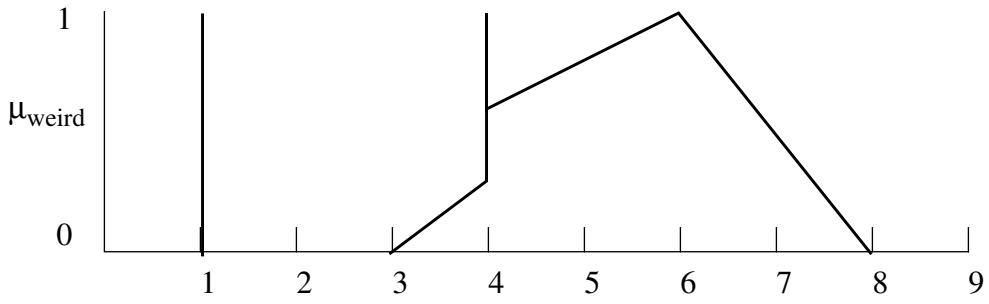


Figure 16: Standard fuzzy set functions

A standard representation of a membership function has the following format:

<standard> ::= (S a c) | (s a c) | (Z a c) | (z a c) | (PI d b) | (pi d b)

where : a, b, c, d are numbers which represent the parameters of the respective functions.



5.1.1.2 Standard function representation

Frequently, it is useful to describe a membership function using one of a set of standard functions S, Π, or Z. Parameters of these functions can be chosen, depending on applications. These functions are defined as follows and are shown graphically in Figure 15.

$$S(u, a, c) = 0, \quad u \le a, u \in U$$

$$S(u, a, c) = 2\left(\frac{u-a}{c-a}\right)^2, \quad a < u \le \frac{a+c}{2}$$

$$S(u, a, c) = 1 - 2\left(\frac{u-a}{c-a}\right)^2, \quad \frac{a+c}{2} < u \le c$$

$$S(u, a, c) = 1, \quad c < u$$

$$Z(u, a, c) = 1 - S(u, a, c)$$

$$\Pi(u, d, b) = S(u, b-d, b), \quad u \le b$$

$$\Pi(u, d, b) = Z(u, b, b+d), \quad b < u$$

Note that the names are suggestive of the shape of the functions.

```
(deftemplate group      ; a linguistic variable declaration
    0 9                 ; universe of discourse limits (no units)
    (                   ; start of primary term declarations
      ; a primary term few described in singleton notation
         (few (1 0) (2 0.3) (3 0.9) (4 1) (5 0.8) (6 0.5) (7 0))
    )                   ; end of primary term declarations
)                       ; end of fuzzy deftemplate
```

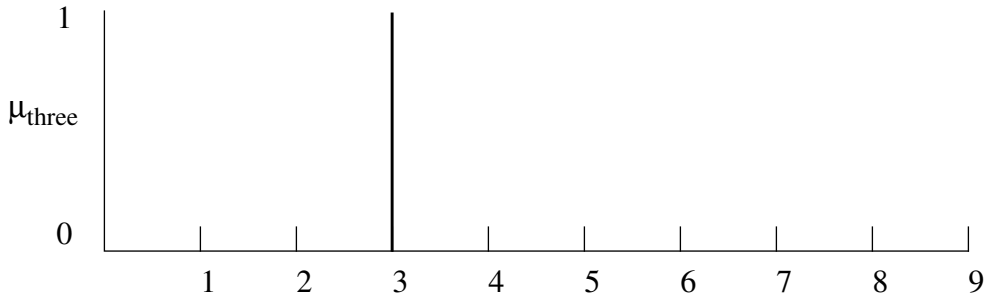
Note that it is possible for consecutive x values to be the same. This describes a crisp boundary in the fuzzy set (vertical line). If more than 3 points have the same value then only 3 will be kept (the 4th will always replace the 3rd). If 2 points have exactly the same x and y values then one of them will be discarded. Consider the following 2 examples of fuzzy sets with crisp boundaries.

Example 16

The singleton set described as

```
(three (3 0) (3 1) (3 0))
```

might represent the crisp concept 3 as a fuzzy set. It is shown graphically as



Example 17

Another more complex (and probably unrealistic set might be defined with the following set of singleton values

```
(weird (1 0) (1 1) (1 0) (3 0) (4 .25)
       (4 1) (4 .4) (4 .5) (6 1) (8 0) )
```

The graph is shown below. Note that in this case the point (4 .4) is discarded.

lowing formula (for points that do not have multiple membership values; in these cases the membership value is defined to be the maximum of all values at that same x value):

$$\mu(x) = \mu(x_1), \quad x \le x_1$$

$$\mu(x) = \mu(x_i) + \frac{\mu(x_{i+1}) - \mu(x_1)}{x_{i+1} - x_i}(x - x_i), \quad x_i < x \le x_{i+1}$$

$$\mu(x) = \mu(x_n), \quad x_n < x$$

Example 15

Let U = {x | 0 ≤ x ≤ 9}

We may then define a fuzzy set "few" as follows

μ(0) = 0, μ(1) = 0, μ(2) = 0.3, μ(3) = 0.9,
μ(4) = 1, μ(5) = 0.8, μ(6) = 0.5, μ(7) = 0,
μ(8) = 0, μ(9) = 0

One can represent this fuzzy set by the following list of singletons

(1 0) (2 0.3) (3 0.9) (4 1) (5 0.8) (6 0.5) (7 0)

One can also show this set graphically as in Figure 15.

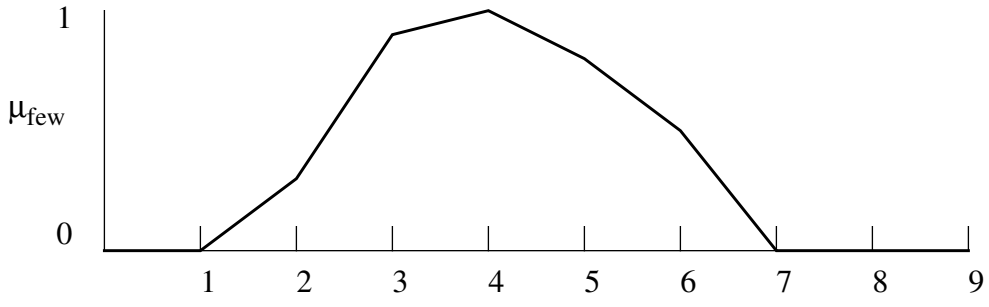


Figure 15: Fuzzy set of *group few*

In FuzzyCLIPS one can define a linguistic variable *group* which has a universe of discourse from 0 to 9 (units unspecified) and the primary term *few* as follows:

5.1.1 Primary terms

A primary term t_i (i=1,...,n) has the form

(<name> <description of fuzzy set>)

where <name> represents the name of a primary term used to describe a fuzzy concept, and <description of fuzzy set> defines a membership function of the given primary term. The membership function can be described using either a singleton representation, a standard function representation or a linguistic expression that uses terms defined previously in the fuzzy deftemplate definition.

<description of fuzzy set> ::= <singletons> | <standard> | <linguistic-expr>

5.1.1.1 Singleton representation

The grade of membership $\mu_A(x)$ of x in fuzzy set A is a positive number and the pair $(\mu_A(x), x)$ will be called a singleton (often these pairs are represented by $\mu_A(x)/x$ or $\mu(x)/x$ for short). A fuzzy set A in a universe of discourse U can be described as follows:

$$A = \int_{x \in U} \mu_A(x)/x$$

where the integration symbol denotes the union of singletons.
If a universe of discourse U is a finite set, then A is expressed as follows

$$A = \sum_{i=1}^{n} \mu(x_i)/x_i = \mu_1/x_1 + \mu_2/x_2 + \ldots + \mu_n/x_n$$

In FuzzyCLIPS we consider the universe of discourse to be a range of the real number line and do not deal with finite sets for U. A singleton will be represented here as a pair $(x_i \ \mu(x_i))$. A fuzzy set A will be represented as a list of singletons

<singletons> ::= $(x_1 \ \mu_1)\ (x_2 \ \mu_2)\ \ldots\ (x_n \ \mu_n)$

where: $x_i \le x_{i+1}$ for i = 1, 2, ... , n-1
x_i is an element from U
μ_i is a number denoting the grade of membership of x in the fuzzy set A

As mentioned in section 4.4.1, a fuzzy set is represented by an ordered set of points joined by straight line segments. The grade of membership of an x value not listed in a list of singletons will be calculated on the basis of interpolation according to the fol-

5.0 Using the FuzzyCLIPS extensions

The following sections present the syntax for defining fuzzy variables, using fuzzy variables in LHS patterns and in facts, declaring certainty factors, changes made to the assert statement, defuzzification functions and commands for accessing fuzzy parameters and for accessing certainty factor information.

5.1 Defining Fuzzy Variables in Deftemplate Constructs

All fuzzy variables must be predefined before use with the **deftemplate** statement. This is an extension of the standard deftemplate construct in CLIPS. The extended syntax of this construct is as follows:

(deftemplate <name> ["<comments>"]
    <from> <to> [<unit>] ; universe of discourse
    (
        t_1
        .
        . ; list of primary terms
        .
        t_n
)
)

<name> is the identifier used for the fuzzy variable. The description of the universe of discourse consists of three elements. The <from> and <to> should be floating point numbers. They represent the begin and end of the interval which describes the domain of the fuzzy variable (the universe of discourse). The value of <from> must be less than the value for <to>. The <unit> is a **word** which represents the unit of measurement (optional). The t_i are specifications for the fuzzy terms (such as hot, cold, warm) used to describe the fuzzy variable. These specifications describe the shape of the fuzzy set associated with the terms. Example 14 below shows an incomplete fuzzy deftemplate with only the universe of discourse specified.

Example 14

```
(deftemplate water_flow
    0 100 liters/sec
        . . .
)
```

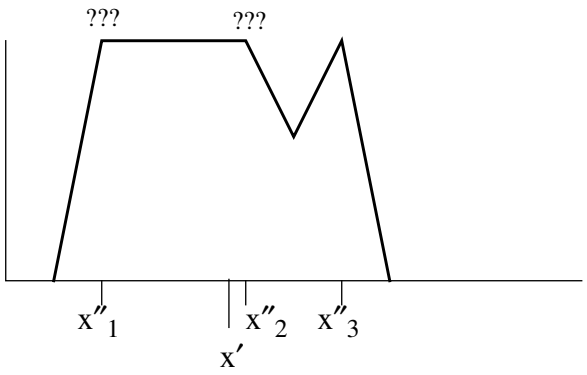


Figure 14: MOM example - Ambiguity

Example 12

Given the fuzzy set illustrated in Figure 11, the MOM result would be 3.0.

If the maximum y value is reached at more than one point, then the average of all the x″ is taken. More formally:

$$x' = \sum_{j=1}^{J} \frac{x''_j}{J}$$

where x''_j are the x-coordinates of all the maxima, and J is the total number of maxima.

Example 13

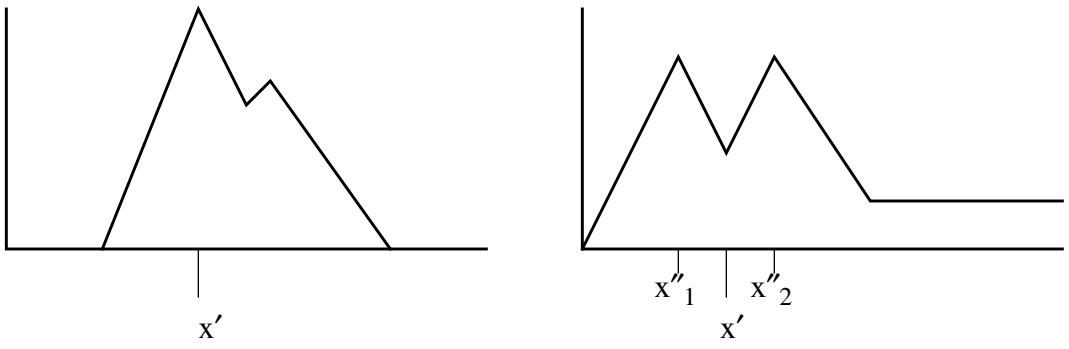


Figure 13: Example of MOM defuzzification

Note that an ambiguity occurs when the maximum value occurs along a plateau rather than just a series of individual peaks (see Figure 13). In this case there are an infinite number of maximum points between x''_1 and x''_2 and using the average of the 3 points x''_1, x''_2 and x''_3 results in what may be an incorrect or perhaps an unexpected value. It is not entirely clear what the answer should be (see [9.0] for a discussion of this problem and see [5.5] to see how to perform defuzzification in FuzzyCLIPS using the moment-defuzzify and maximum-defuzzify functions).

where x'_i is the local centre of gravity and A_i is the local area of the shape underneath line segment (p_{i-1}, p_i), and n is the total number of points.

Example 11

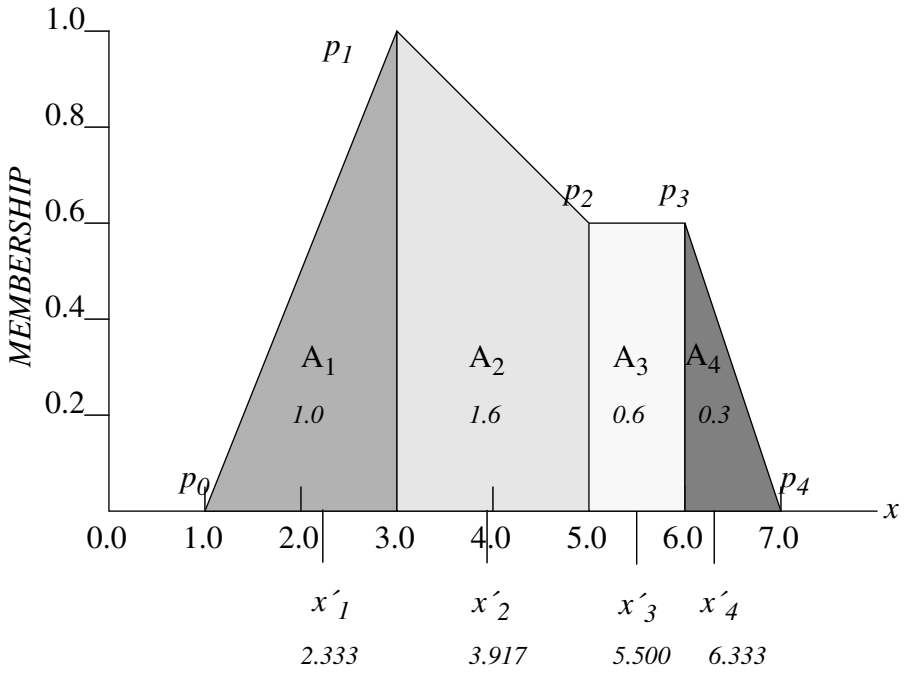


Figure 12: Example of COG defuzzification

For each shaded subsection above, the area and centre of gravity is calculated according to the shape identified (i.e. triangle, rectangle or trapezoid). The centre of gravity of the whole set is then determined:

$$x' = \frac{2.333 \cdot 1.0 + 3.917 \cdot 1.6 + 5.5 \cdot 0.6 + 6.333 \cdot 0.3}{1.0 + 1.6 + 0.6 + 0.3} = 3.943$$

4.4.2 Mean of maxima algorithm

The MOM algorithm returns the x-coordinate (x″) of the point at which the maximum membership (y) value of the set is reached.

4.4 Defuzzification

The outcome of the fuzzy inference process is a fuzzy set, specifying a fuzzy distribution of a conclusion. However, in some cases, such as control applications, only a single discrete action may be applied, so a single point that reflects the best value of the set needs to be selected. This process of reducing a fuzzy set to a single point is known as *defuzzification*.

There are several possible methods, each one of which has advantages and disadvantages. A method which has been widely adopted is to take the center of gravity (COG or moment) of the whole set. This has the advantage of producing smoothly varying controller output, but it is sometimes criticized as giving insufficient weight to rule consequents which agree and ought to reinforce each other. Another method concentrates on the values where the possibility distribution reaches a maximum, called the mean of maxima method. The mean of maxima (MOM) algorithm is criticized as producing less smooth controller output, but has the advantage of greater speed due to fewer floating point calculations.

In FuzzyCLIPS, the user has the option of choosing either the COG or MOM algorithm when defuzzifying a fuzzy set (For details on the functions that perform defuzzification in FuzzyCLIPS see section 5.5.

4.4.1 Centre of gravity algorithm

The centre of gravity method may be written formally as

$$x' = \frac{\int_{(x \in U)} (x \cdot f(x))\, dx}{\int_{(x \in U)} f(x) dx}$$

where x′ is the recommended, defuzzified value, and the universe of discourse is U.

In FuzzyCLIPS, a fuzzy set is defined by a set of points which are considered to be connected by straight line segments. The integral then reduces to a simple summation:

$$x' = \frac{\sum_{i=1}^{n} x'_i \cdot A_i}{\sum_{i=1}^{n} A_i}$$

Note that a certainty factor will also be calculated according to the nature of the rule (having multiple antecedents, FUZZY_FUZZY, CRISP_, or FUZZY_CRISP) and any global contribution. This calculated certainty factor will then be multiplied by the certainty factor given in the assert statement. This could be useful as a method of assigning weighted certainty factors for a rule with multiple consequents. Note that if the fact is not asserted during a rule execution (e.g. from the CLIPS command level) then only global contribution will apply in determining the certainty factor for the asserted fact (i.e. if the fact does not exist already then the certainty will be as specified in the assert and if it does exist the certainty will be modified to be the maximum of the existing certainty and the certainty specified in the assert).

Example 10

```
(defrule assert-cf-rule
     (declare (CF 0.8)); rule CF is 0.8
     (fact 1)
     =>
     (assert (c1))
     (assert (c2) CF 0.7); assert c2 with CF 0.7
     (assert (c3))
     (assert (c4))
)
```

where:

(fact 1) CF 0.9; matching fact has CF 0.9

the conclusions reached on the RHS would be:

```
     (assert (c1)); CF = 0.8*0.9 = 0.72
     (assert (c2) CF 0.7); CF = 0.8*0.9*0.7= 0.504
     (assert (c3)); CF = 0.8*0.9 = 0.72
     (assert (c4)); CF = 0.8*0.9 = 0.72
```

The above rule attaches a lower CF to conclusion *c2* than to the other conclusions.

Combining rule certainty factors, fact certainty factors, multiple patterns on the lefthand side of a rule and multiple assertions on the righthand side of a rule can lead to a complicated determination of threshold and certainty factors for the asserted facts.

Example 8

```
(defrule complex
     (declare (CF 0.9))
     (crisp1)
     (fuzzy1 very few)
  =>
     (assert (crisp2)
             (fuzzy2 hot))
)

with asserted facts
     (crisp1) CF 0.8
     (fuzzy1 few) CF 0.7


The calculated certainty factor for the rule is
     0.9 * min(0.8, 0.7) = 0.63

Therefore the rule will fire if the threshold value is less than or
equal to 0.63 and the certainty factors of the two asserted facts
will be (assuming the similarity between (fuzzy1 very few) and
(fuzzy1 few) is 0.6)


     CF of (crisp2) = 0.9 * min(0.8, 0.7*0.6) = 0.378
     CF of (fuzzy1 few) = 0.9 * min(0.8, 0.7) = 0.63
```

Note that the calculated certainty factor for a rule is evaluated when the rule is selected to fire and NOT when it is added to the agenda. This is because the certainty factors for the facts that match the patterns of the rule can change due to global contribution while the rule is on the agenda.

4.3.5 Certainty factors in assert statements

When a fact is asserted in FuzzyCLIPS, its certainty factor may be specified (see 5.4.3 for details). It is thus possible to assert a fact on the RHS of a rule with a specific certainty factor.

Example 9

```
(assert (some-consequent) CF 0.8);asserting fact with CF = 0.8
```

the threshold value (see also [20]). This feature may be useful in preventing a chain of rules with very low certainty and little logical contribution from firing, and thus speed up the run time. The default is to have no threshold certainty factor set (i.e. a threshold of 0.0), and for rules to be fired as usual (see also section 5.7.4). The calculated certainty factor for a rule is:

$$CF_{rule} * \min(CF_1, \ldots, CF_n)$$

where CF_{rule} is the certainty factor for the rule and CF_i are the certainty factors for the facts that matched the n patterns on the lefthand side of the rule.

Example 7

```
(defrule below-threshold-rule
     (declare (CF 0.5))              ;rule certainty factor of 0.5
     (fuzzy-fact antecedent-fact)    ;fuzzy antecedent
 =>
     (assert (crisp-fact c1))        ;crisp consequent
     (assert (another-fuzzy-fact c2));fuzzy consequent
)
```

Suppose the following fact has been asserted

```
     (fuzzy-fact fact-list-fact) CF 0.6
```

The calculated certainty factor for the rule is

```
     CF = 0.5 * 0.6 = 0.3
```

The rule will fire only if the threshold certainty factor is less than or equal to 0.3 at the time the rule is selected to fire.

The certainty factor for (*another-fuzzy-fact c2*), the fuzzy consequent in the previous rule, is

```
     CF = 0.5 * 0.6 = 0.3
```

from equation (2), as for a simple FUZZY_FUZZY rule. However, the certainty factor for (*crisp-fact c1*) is

```
     CF = 0.5 * 0.6 * S,
```

where S is the measure of similarity, as for a simple FUZZY_CRISP rule. Suppose that S=0.8. Then the following conclusions are reached on the RHS:

```
... =>
          (assert (crisp-fact c1)); calculated CF = 0.24
          (assert (another-fuzzy-fact c2)); calculated CF = 0.3
```

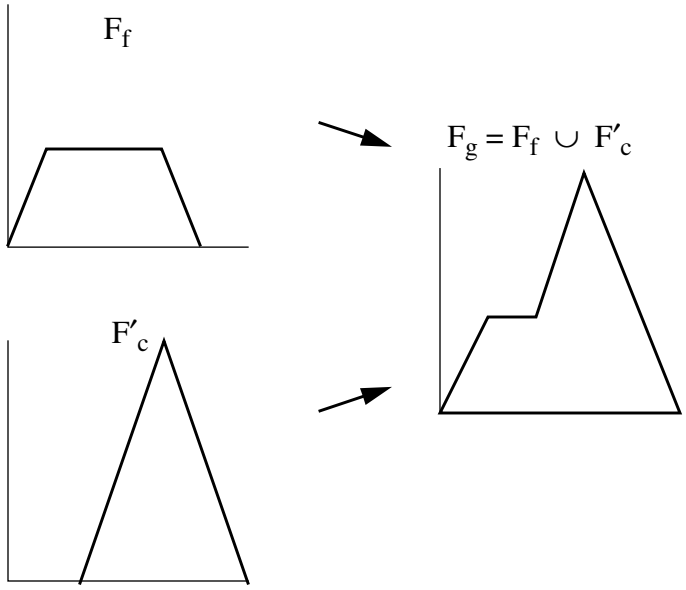


Figure 11: union of fuzzy sets - global contribution

The uncertainties are also aggregated to form an overall uncertainty. Basically, two uncertainties are combined, using the following formula

$$CF_g = \text{maximum}(CF_f , CF_c)$$

where:

CF_g is the combined uncertainty
CF_f is the uncertainty of the existing fact
CF_c is the uncertainty of the asserted fact

As an example of the importance of the global contribution to a fuzzy fact, consider the implementation of a fuzzy logic controller. In this case the user has to ensure the firing of all rules which contribute to the control action to be performed, before any other rule (usually defuzzification) fires. This can be done by attaching a suitable salience to the rules or by separating the rules that all contribute to the same control action into a separate MODULE. As an example see Appendix A and also see the example FuzzyCLIPS programs fzCmplr.clp and fzCmpmod.clp which use salience and MODULES respectively to ensure all fuzzy rules that are related fire together.

4.3.4 Threshold certainty factors

In FuzzyCLIPS it is possible to set a threshold certainty factor value such that no rule will be fired unless the rule has a calculated certainty factor value greater than or equal to

CF'_{f2} is the CF of the simple rule if A_2 then C given the matching fact A'_2

The above algorithm[1] can be applied repeatedly to handle any combination of antecedent patterns.

i.e. $F'_c = F'_{c1} \cap F'_{c2} \ldots \cap F'_{cn}$
$CF_c = \min(CF'_{f1}, CF'_{f2, \ldots,} CF'_{fn}) * CF_r$

4.3.3 Global contribution

In standard CLIPS a fact is asserted with specific values for its fields. If the fact already exists then the behaviour is as if the fact was not asserted (unless fact duplication is allowed). In such a crisp system there is never any need to re-assess the facts in the system - once they exist, they exist (unless certainty factors are being used as discussed below; then the certainty factors are modified to account for the new evidence). But in a fuzzy system, refinement of a fuzzy fact may be possible. Thus, in the case where a fuzzy fact is asserted, this fact is treated as giving contributing evidence towards the conclusion about the fuzzy variable (it contributes globally). If information about that fuzzy variable has already been asserted then this new evidence (or information) about the fuzzy variable is combined with the existing information in the fuzzy fact. The concept of fact duplication for fuzzy facts, therefore, does not apply. There are many readily identifiable methods of combining evidence. In the current version of the system, the new value of the fuzzy fact is calculated in accordance with the formula

$$F_g = F_f \cup F'_c$$

where:
F_g is the new value of the fuzzy fact
F_f is the existing value of the fuzzy fact
F'_c is the value of the fuzzy fact to be asserted
$\cup$ denotes the union[2] of two fuzzy sets

---

1. Later we will discuss fuzzy facts that are not fuzzy deftemplate facts (facts whose relation name is a fuzzy deftemplate). These facts can have fuzzy values in one or more slots of the fact.

e.g. (person (name John) (height very tall) (weight heavy))

Having multiple fuzzy slots in the fact is similar to having multiple fuzzy antecedents with each fuzzy slot being treated in a manner similar to a fuzzy deftemplate fact as described in this section.

2. A membership function of a fuzzy set C which is the union of fuzzy sets A and B is defined by the following formula $\mu_c(x) = \max(\mu_A(x), \mu_B(x))$, for $x \in U$

F'_{c1} is the result of fuzzy inference for the fact A'_1 and the simple rule
if A_1 then C
F'_{c2} is the result of fuzzy inference for the fact A'_2 and the simple rule
if A_2 then C

In Figure 9 we see the results of a rule in which both A_1 and A_2 are fuzzy patterns. Note that if both A_1 and A_2 were crisp (non-fuzzy) facts then the conclusion would just be the fuzzy fact C since we would be dealing with two CRISP_FUZZY simple rules. If one of the patterns is crisp (say A_1) and the other is fuzzy then the conclusion is F'_{c2} since the CRISP_FUZZY simple rule would conclude C and the FUZZY_FUZZY simple rule would conclude F'_{c2}. The intersection of these two would just be F'_{c2}.

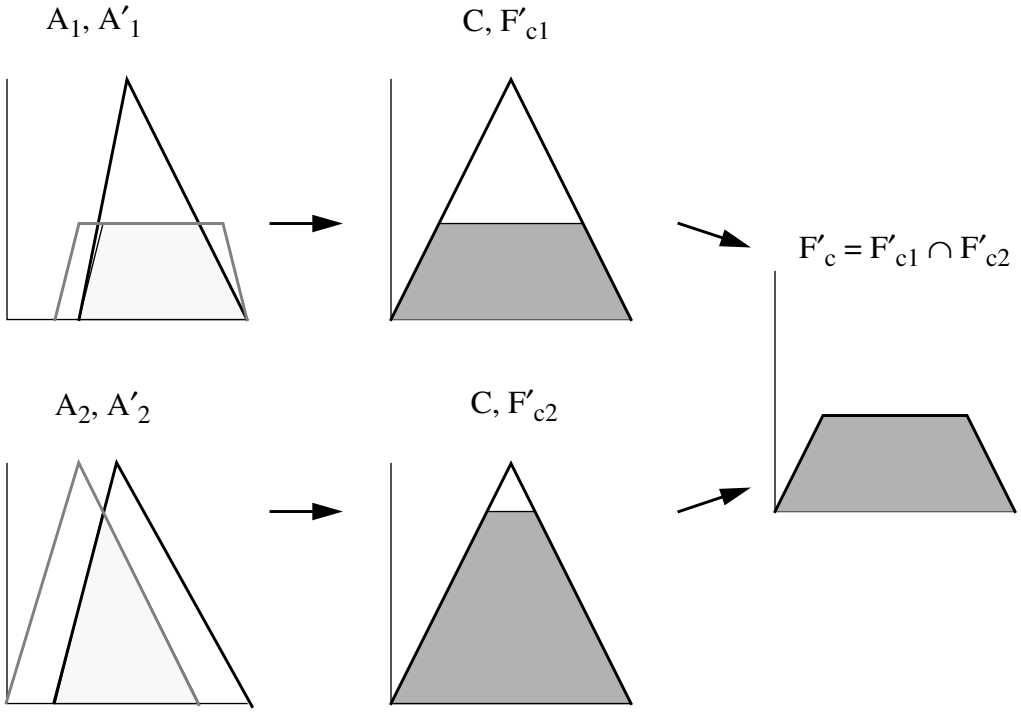


Figure 10: Compositional rule for multiple antecedents

The certainty factor of the conclusion is calculated according to MYCIN's model

$$CF_c = \min(CF'_{f1}, CF'_{f2}) * CF_r$$

where **min** denotes the minimum of the two numbers and

CF'_{f1} is the CF of the simple rule if A_1 then C given the matching fact A'_1

4.3.2 Complex rules

4.3.2.1 Multiple consequents

In CLIPS, the consequent part of the rule can only contain multiple patterns (C_1, C_2 ,..., C_n) with the implicit **and** conjunction between them. They are treated as multiple rules with a single consequent. So the following rule:

if Antecedents then C_1 and C_2 and ... and C_n

is equivalent to the following rules:

if Antecedents then C_1
if Antecedents then C_2
...
if Antecedents then C_n

4.3.2.2 Multiple antecedents

From the above, clearly, only the problem of multiple patterns in the antecedent with a single assertion in the consequent needs to be considered. If the consequent assertion is not a fuzzy fact, no special treatment is needed since the conclusion will be the crisp (non-fuzzy) fact. However, if the consequent assertion is a fuzzy fact, the fuzzy value is calculated using the following basic algorithm [20].

If logical **and** is used, one has

if A_1 **and** A_2 then C	CF_r
A'_1	CF_{f1}
A'_2	CF_{f2}

C′	CF_c

where A'_1 and A'_2 are facts (crisp or fuzzy) which match the antecedents A_1 and A_2 respectively. In this case the fuzzy set describing the value of the fuzzy assertion in the conclusion is calculated according to the formula

$$F'_c = F'_{c1} \cap F'_{c2}$$

where:
$\cap$ denotes the intersection of two fuzzy sets[1]

1. A membership function of a fuzzy set C which is the intersection of fuzzy sets A and B is defined by the following formula $\mu_c(x) = \min(\mu_A(x), \mu_B(x)), \quad \text{for } x \in U$

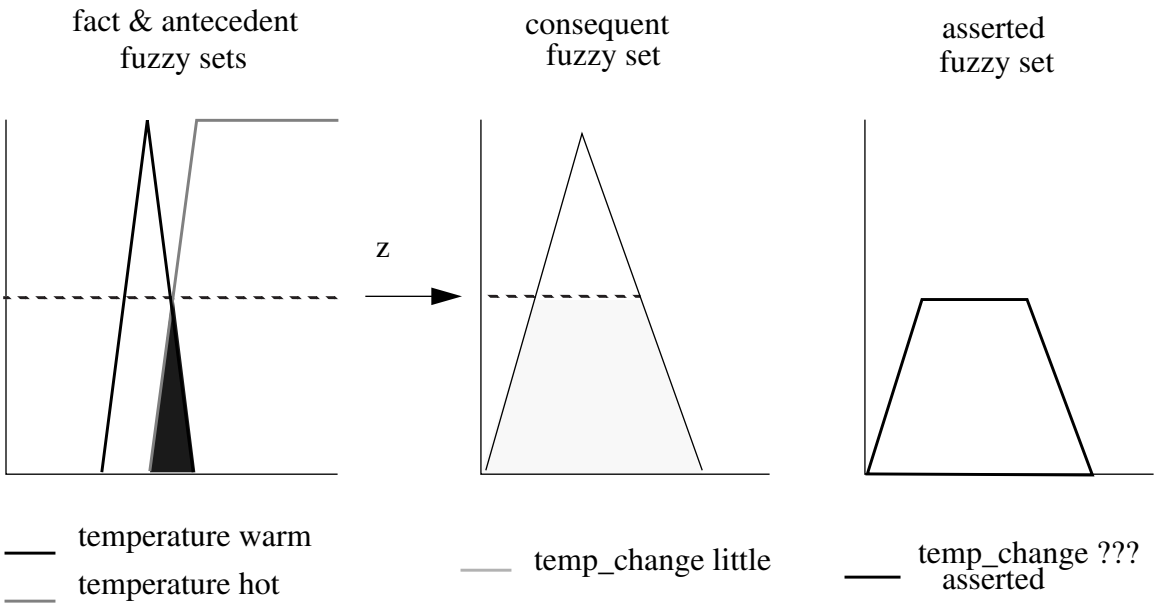


Figure 8: Compositional Rule of Inference[1] (Max-min)

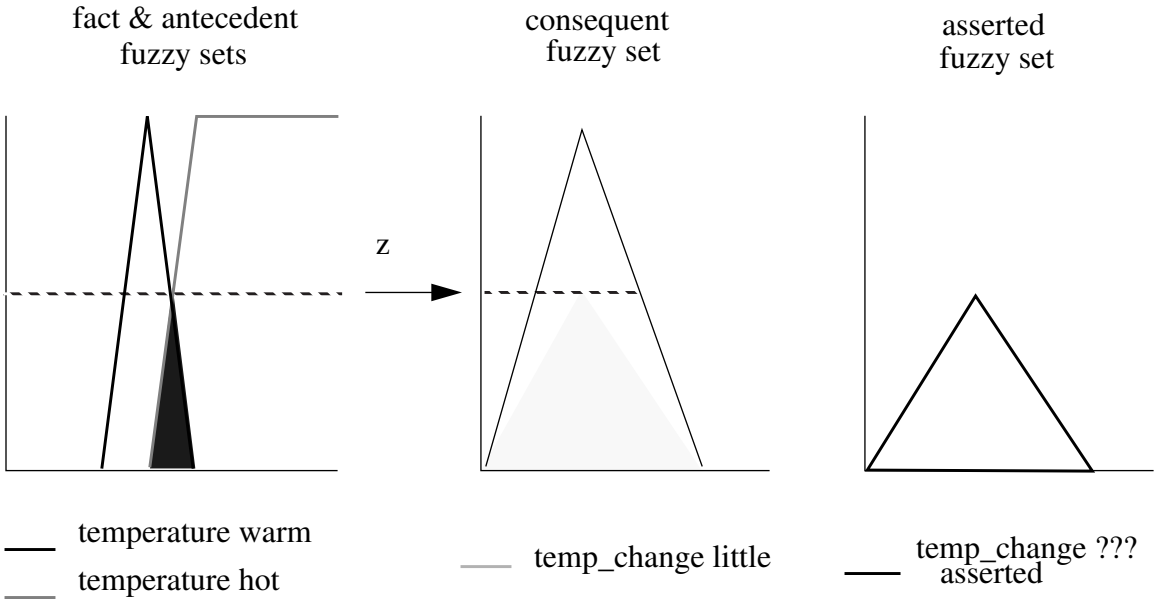


Figure 9: Compositional Rule of Inference (Max-prod)

1. ??? is used to denote an unknown linguistic expression. The fuzzy set denoted by the linguistic expression 'temp_change little' once clipped or scaled is difficult to assign a linguistic expression to (this is an areas of research).

Other algorithms for forming this relation can be found in [18]. The calculation of the conclusion is based upon the compositional rule of inference [13], which can be described as follows:

$$F'_c = F'_\alpha \circ R$$

where F'_c is a fuzzy set denoting the value of the fuzzy object of the consequent. The membership function of F'_c is calculated as follows [19]

$$\mu_{F'_c}(v) = max_{u \in U}(min(\mu_{F'_\alpha}(u), \mu_R(u, v)))$$

which may be simplified to:

$$\mu_{F'_c}(v) = min(z, \mu_{F_c}(v))$$

where

$$z = max\,(min\,(\mu_{F'_\alpha}(u), \mu_{F_\alpha}(u))\,)$$

The certainty factor of the conclusion is calculated according to (2) $CF_c = CF_r * CF_f$.

Example 6

```
(defrule fuzzy-fuzzy-rule
 ;both antecedent and consequent are fuzzy objects
    (temperature hot)
    =>
    (assert (temp_change little))
)

(temperature warm)      ; a fact in the fact database
```

A graphical illustration of the matching of the fuzzy fact with the fuzzy pattern and the generation of the fuzzy conclusion is shown below in Figure 8. Note that this type of inference method is commonly referred to as **max-min** rule of inference. The conclusion set is simply *clipped* off at the z value. Figure 9 shows the same results using a **max-prod** rule of inference. In this case the conclusion has all of its membership values scaled by the z value. The FuzzyCLIPS function set-inference-type allows the control of which method is used.

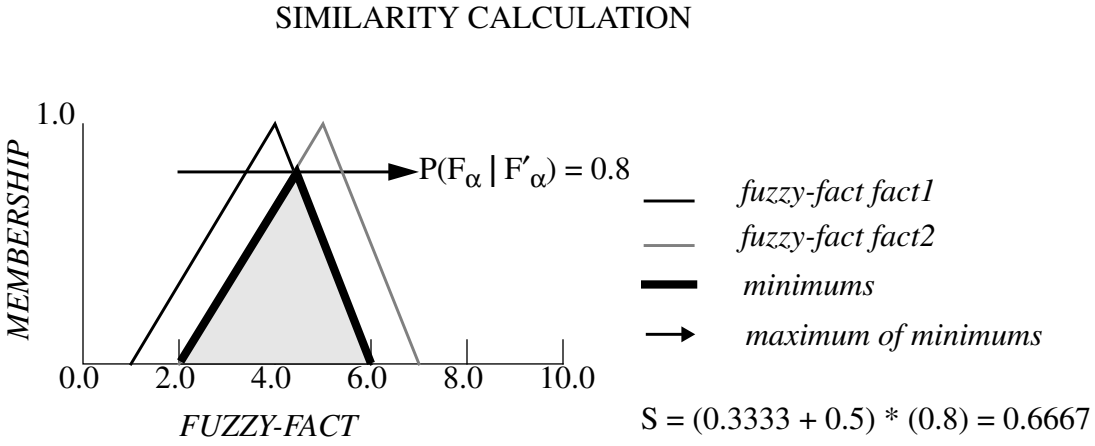


Figure 7: S=(N(F_α|F´$_\alpha$)+0.5)*P(F_α|F´$_\alpha$)

And thus CF_c = (0.7) * (0.8) * (0.6667) = 0.3733.

4.3.1.3 FUZZY_FUZZY Simple Rule

If the type of rule is FUZZY_FUZZY, and the fuzzy fact and antecedent fuzzy pattern match in the same manner as discussed for a FUZZY_CRISP rule, then it is shown in [13] that the antecedent and consequent of such a rule are connected by the fuzzy relation

$$R = F_\alpha * F_c$$

where:

F_α is a fuzzy set denoting the value of the fuzzy antecedent pattern

F_c is a fuzzy set denoting the value of the fuzzy consequent

In the current version of the system the membership function of the relation R is calculated according to the formula

$$\mu_R(u, v) = min(\mu_{F_\alpha}(u), \mu_{F_c}(v)), \quad \forall (u, v) \in U \times V$$

FUZZY_CRISP EXAMPLE

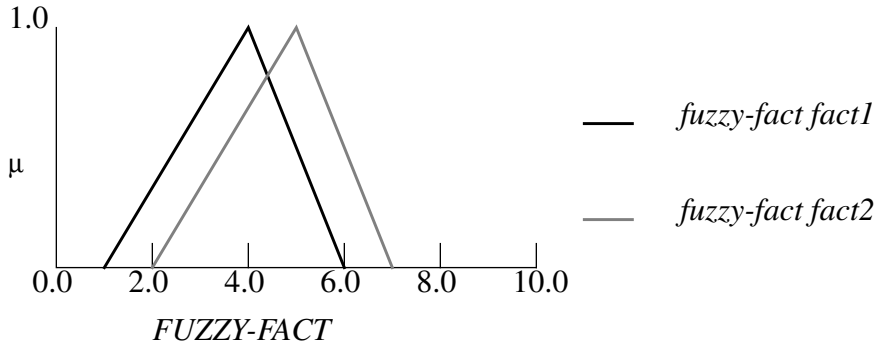


Figure 5: Fact and antecedent fuzzy sets

First, the necessity is calculated as in Figure 6.

NECESSITY CALCULATION

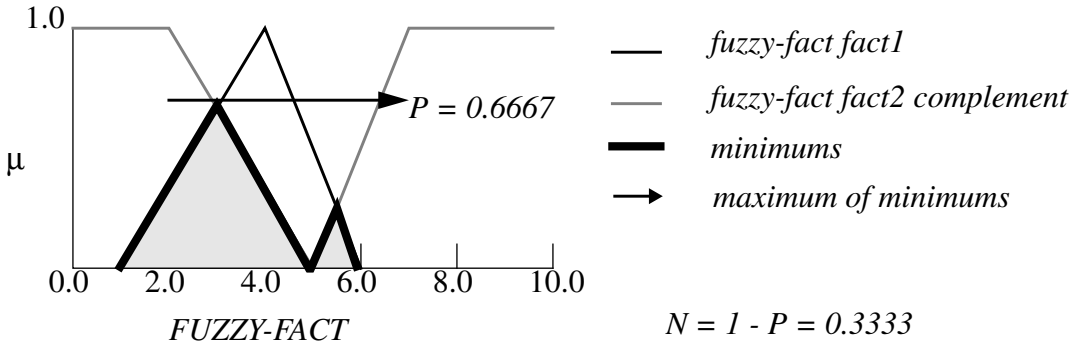


Figure 6: $N(F_\alpha|F'_\alpha)$

Since the necessity is less than 0.5, S = ($N(F_\alpha \mid F'_\alpha) + 0.5$) * $P(F_\alpha \mid F'_\alpha)$ (see Figure 7).

$S = P(F_\alpha \mid F'_\alpha)$ if $N(F_\alpha \mid F'_\alpha) > 0.5$

$S = (N(F_\alpha \mid F'_\alpha) + 0.5) * P(F_\alpha \mid F'_\alpha)$ otherwise

where[1]:

$$P(F_\alpha \mid F'_a) = max(min(\mu_{F_\alpha}(u), \mu_{F'_\alpha}(u))), \quad \forall u \in U$$

and

$$N(F_\alpha \mid F'_a) = 1 - P(\overline{F}_\alpha \mid F'_a)$$

$\overline{F}_\alpha$ is the complement of F_α described by the following membership function

$$\mu_{\overline{F}_\alpha}(u) = 1 - \mu_{F_\alpha}(u), \quad \forall (u \in U)$$

Therefore if the similarity between the fuzzy sets associated with the fuzzy pattern (A) and the matching fact (A′) is high the certainty factor of the conclusion is very close to $CF_r * CF_f$ since S will be close to 1. If the fuzzy sets are identical then S will be 1 and the certainty factor of the conclusion will equal $CF_r * CF_f$. If the match is poor then this is reflected in a lower certainty factor for the conclusion. Note also that if the fuzzy sets do not overlap then the similarity measure would be zero and the certainty factor of the conclusion would be zero as well. In this case the conclusion should not be asserted and the match would be considered to have failed and the rule would not be placed on the agenda.

Example 5

```
(defrule simple-fuzzy-crisp-rule
     (declare (CF 0.7))        ;rule has a certainty factor of 0.7
     (fuzzy-fact fact2)        ;fuzzy antecedent
 =>
     (assert (crisp-fact fact3));crisp consequent
)
```

where (*fuzzy-fact fact1)* CF 0.8 is the matching fact in the fact database, and the fuzzy sets are illustrated in Figure 5:

1. min is the minimum and max is the maximum so that max(min(a,b)) would represent the maximum of all the minimums between pairs a and b.

4.3.1.2 FUZZY_CRISP Simple Rule

If the type of rule is FUZZY_CRISP, then A′ must be a fuzzy fact[1] with the same fuzzy variable as specified in A in order for a match to occur and the rule to be placed on the agenda. In addition, while values of the fuzzy variables A and A′ represented by the fuzzy sets F_α and F'_α do not have to be equal, they must overlap. For example, the fuzzy facts (*temperature high*) and (*pressure high*) do not match because the fuzzy variables *temperature* and *pressure* are not the same. However, given the fuzzy facts (*pressure low*), (*pressure medium*) and (*pressure high)*, as illustrated in Figure 4, clearly (*pressure low*) and (*pressure medium*) overlap and thus match, while (*pressure low*) and (*pressure high*) do not match[2].

.

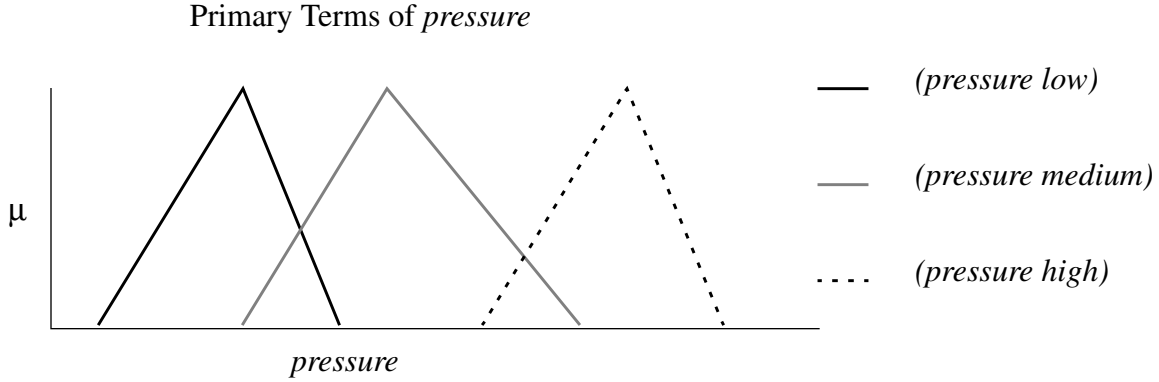


Figure 4: Matching of fuzzy facts

For a FUZZY_CRISP rule, the conclusion C′ is equal to C, and

$$CF_c = CF_r * CF_f * S$$

where S is a measure of similarity between the fuzzy sets F_α (determined by the fuzzy pattern A) and F'_α (of the matching fact A′). The measure of similarity is based upon the measure of possibility P and the measure of necessity N. It is calculated according to the following formula [17]

---

1. In this and the next sections we deal only with fuzzy facts whose relation name is the name of a fuzzy deftemplate. However, in general a fact may contain fuzzy slots in a standard deftemplate fact. We will refer to these as fuzzy deftemplate facts and fuzzy facts respectively (although a fuzzy deftemplate fact is also a fuzzy fact). Details are described later.
2. There is some control over this via a FuzzyCLIPS feature called the alpha-value. This is a number between 0 and 1 that is used to specify the minimum overlap required to declare a match. Normally this is set to 0.0 so that any overlap is a match.

CRISP_ regardless of whether or not a consequent contains a fuzzy fact. If only the antecedent contains a fuzzy fact, then the type of rule is FUZZY_CRISP. If both antecedent and consequent contain fuzzy facts, then the type of rule is FUZZY_FUZZY.

4.3.1.1 CRISP_ Simple Rule

If the type of rule is CRISP_, then A′ must be equal to A in order for this rule to fire. This is a 'normal' CLIPS rule (actually A would be a pattern and A′ would match the pattern specification but for simplicity we will not deal with patterns). In that case the conclusion C′ is equal to C, and

$$CF_c = CF_r * CF_f \qquad (2)$$

Example 4

```
Given a rule:
(defrule crisp-simple-rule
     (declare (CF 0.7))        ;crisp rule certainty factor of 0.7
     (light_switch off)        ;crisp antecedent
 =>
     (assert (illumination_level dark)); fuzzy consequent
)                              ; end of rule definition

and given that the fact:
     (light_switch off) CF 0.8
has been asserted.

Then the following fact will be asserted into the fact database due
to the firing of the crisp-simple-rule:
     (illumination_level dark) CF 0.56
where the certainty factor of the conclusion has been calculated
as follows
     CF_c = 0.7 * 0.8
```

Example 3

```
(deffacts FuzzyAndUncertainFact
     (Speed_error more_or_less zero) CF 0.9
)

(defrule Uncertain_rule
     (declare (CF 0.8) )
     (Johns_age young)
 =>
     (assert (John goes to school))
)
```

where Speed_error and Johns_age are fuzzy variables, zero and young are fuzzy terms, more_or_less is a fuzzy term modifier and 0.9 and 0.8 are certainty factors associated with a fact and a rule respectively.

4.3 Inference techniques

Rule evaluation depends on a number of different factors, such as whether or not fuzzy variables are found in the antecedent or consequent part of a rule, whether a rule contains multiple antecedents or consequents, whether a fuzzy fact being asserted has the same fuzzy variable as an already existing fuzzy fact (global contribution) and so on. In this section, the algorithms for evaluating the certainty factors and fuzzy objects of rules will be discussed.

4.3.1 Simple rules

Consider the simple rule of form

if A then C	CF_r
A′	CF_f

C′	CF_c

where:

A is the antecedent of the rule
A′ is the matching fact in the fact database
C is the consequent of the rule
C′ is the actual consequent calculated
CF_r is the certainty factor of the rule
CF_f is the certainty factor of the fact
CF_c is the certainty factor of the conclusion

Three types of simple rules are defined: CRISP_, FUZZY_CRISP and FUZZY_FUZZY. If the antecedent of the rule does not contain a fuzzy object, then the type of rule is

4.2 Uncertainty

Uncertainty occurs when one is not absolutely certain about a piece of information. The degree of certainty is usually represented by a crisp numerical value on a scale from 0 to 1, where a certainty factor[1] of 1 indicates that the expert system is very certain that a fact is true, and a certainty factor of 0 indicates that it is very uncertain that a fact is true.

In FuzzyCLIPS, a fact is composed of two parts: the fact in the sense of standard CLIPS and its certainty factor. In general a FuzzyCLIPS fact takes the following form:

(fact) [CF certainty factor]

The CF acts as the delimiter between the fact and the certainty factor and [ ] indicates an optional part. For example,

(prediction sunny) CF 0.8

is a fact which indicates that the weather will be sunny with a certainty of 80%. However, if the certainty factor is omitted, as in a normal CLIPS fact,

(prediction sunny)

then FuzzyCLIPS assumes that the weather will be sunny with a certainty of 100%. Certainty factors may also be associated with entire rules as illustrated by Example 2.

Example 2

```
(defrule flight-rule
     (declare (CF 0.95)) ;declares certainty factor of the rule
     (animal type bird)
 =>
     (assert (animal can fly))
)
```

represents the hypothesis that, 95% of the time, if an animal is a bird, then it can fly. Similar to facts, if the certainty factor of a rule is not declared, it is assumed to be equal to the value 1.0.

Uncertainty and fuzziness can occur simultaneously (see Example 3).

---

1. Note that only facts have associated certainty factors. Object instances do not have certainty factors in this version of FuzzyCLIPS so that all object instances are treated as if they had certainty factors of 1.0.

```
(defrule one ; a rule that matches and asserts fuzzy facts
     (Speed_error big)
 =>
     (assert (Throttle_change small))
)
```

where *young*, *big* and *small* are fuzzy terms, and *age*, *Speed_error* and *Throttle_change* are linguistic (fuzzy) variables.

Each linguistic (fuzzy) variable has an associated fuzzy term set (called "primary terms" in FuzzyCLIPS) which is the set of values that the fuzzy variable may take. For example, the fuzzy variable *water_temperature* might have the primary term set {*cold, warm, hot*}, where each primary term represents a specific fuzzy set. Figure 3 illustrates the primary term values of the fuzzy variable *water_temperature*.

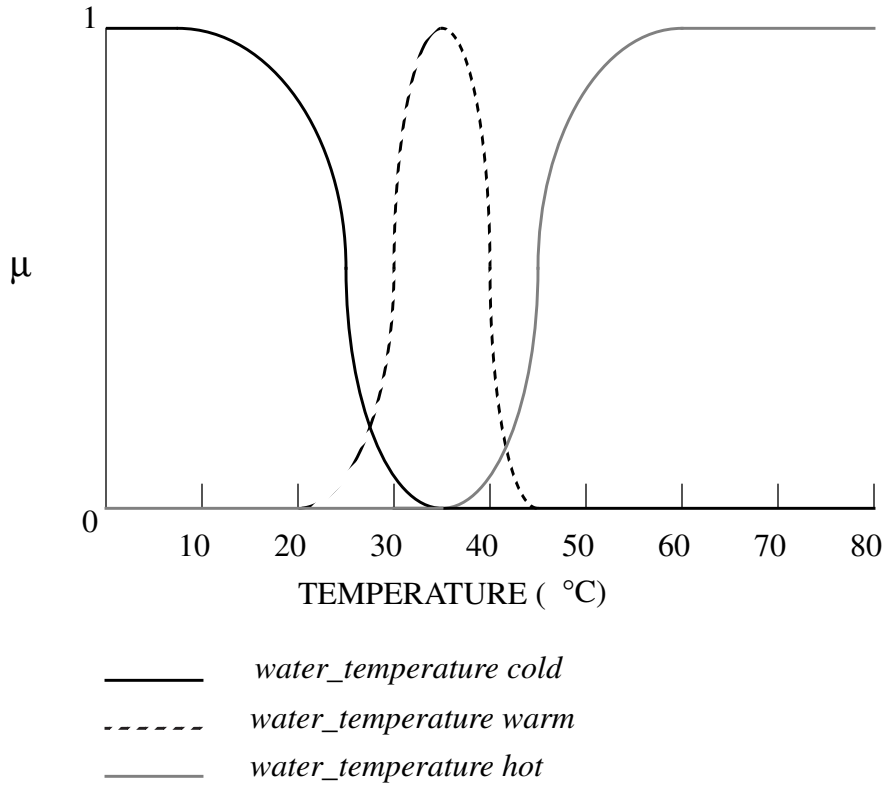


Figure 3: Primary terms of a linguistic variable

The syntax for defining fuzzy variables and fuzzy terms is discussed in detail in 5.1.

The possibility distribution of a fuzzy concept like *somewhat young* or *very young* can be obtained by applying arithmetic operations to the fuzzy set of the basic fuzzy term *young*, where the modifiers *somewhat* and *very* are associated with specific mathematical functions. For instance, the possibility values of each age in the fuzzy set representing the fuzzy concept *somewhat young* might be calculated by taking the square root of the corresponding possibility values in the fuzzy set of *young* (see Figure 2). These modifiers are often referred to as **hedges**. A more complete description of the hedges supplied with FuzzyCLIPS and how to add user defined hedges are described in section 5.1.2.

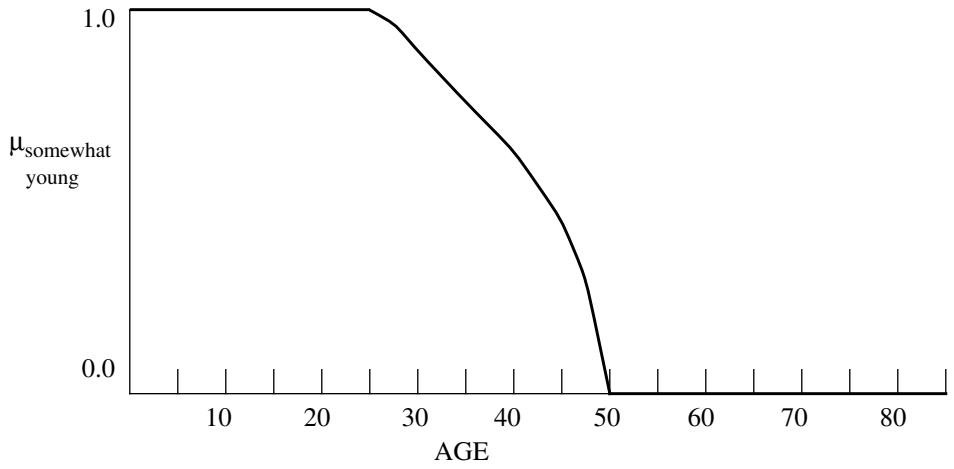


Figure 2: Possibility distribution of *somewhat young*

Fuzzy facts may be defined, matched as a pattern in a rule, and asserted in a manner similar to the ordinary *crisp* facts employed in standard CLIPS.

Example 1

```
(deftemplate age ;definition of fuzzy variable 'age'
   0 120 years
  ( (young (25 1) (50 0))
    (old   (50 0) (65 1))
  )
)

(deffacts fuzzy-fact
     (age young)         ; a fuzzy fact
)
```

$$\mu_A : U \rightarrow [0,1] \qquad (1)$$

which associates with each element x of U a number $\mu_A(x)$ in the interval [0,1] which represents the grade of membership of x in the fuzzy set A.

For example, the fuzzy term *young* might be defined by the fuzzy set in Table 1.

Table 1: Fuzzy Term *young*

Age	Grade of Membership
25	1.0
30	0.8
35	0.6
40	0.4
45	0.2
50	0.0

Regarding (1), one can write

$$\mu_{young}(25)=1,\ \mu_{young}(30)=0.8,\ \ldots\ ,\ \mu_{young}(50)=0$$

Grade of membership values constitute a possibility distribution of the term *young*. The table can also be shown graphically (see Figure 1).

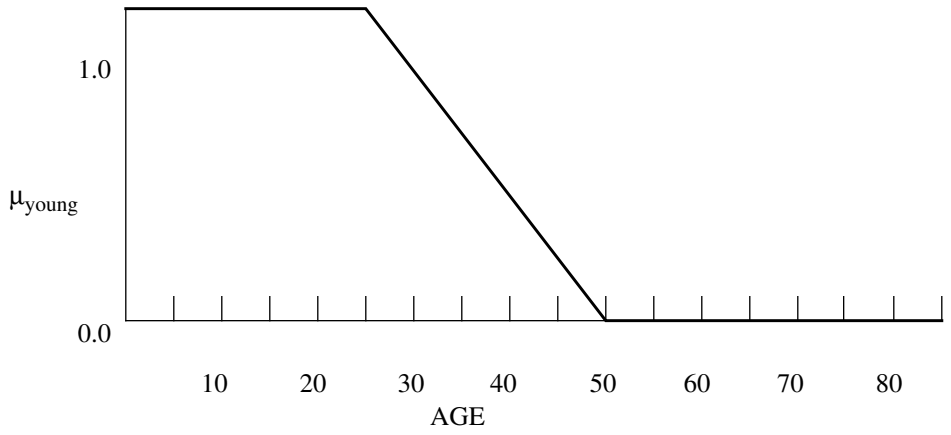


Figure 1: Possibility distribution of *young*

4.0 Fuzzy Expert Systems

In the real world there exists much fuzzy knowledge, i.e., knowledge which is vague, imprecise, uncertain, ambiguous, inexact or probabilistic in nature. Human thinking and reasoning frequently involve fuzzy information, possibly originating from inherently inexact human concepts and matching of similar rather then identical experiences. In systems based upon classical set theory and two-valued logic, it is very difficult to answer some questions because they do not have completely true answers. Humans, however, can give satisfactory answers, which are **probably** true. Expert systems should not only give such answers but also describe their reality level. This level should be calculated using imprecision and the uncertainty of facts and rules which were applied. Expert systems should also be able to cope with unreliable and incomplete information and with different expert opinions. Many of today's commercial expert system building tools or shells use different approaches such as certainty factors [3], Bayesian [4] and Dempster-Shafer's [5] models to handle uncertainty in the knowledge or data, but they cannot cope with fuzzy data which constitute a very significant part of a natural language. Several systems such as Cadiag-2 [6], Fault [7], FLOPS [8], FRIL [9], SYSTEMZ-II [10] and FLISP [11] support some fuzzy reasoning but they are purposely built from high-level languages for a specific domain of application. Following the main idea of CLIPS, which is to develop an expert system tool written in and fully integrated with the C language for high portability, low cost and easy integration with external systems, this work was undertaken to extend CLIPS for representing and manipulating fuzzy facts and rules.

Fuzziness and uncertainty are the two distinct inexact concepts employed in the system. The following sections will discuss the general theory of both fuzziness and uncertainty, their implications on rule evaluation in FuzzyCLIPS, and algorithms implemented for extracting exact values from fuzzy facts.

4.1 Fuzziness

Fuzziness[1] occurs when the boundary of a piece of information is not clear-cut. For example, concepts such as *young*, *tall*, *good* or *high* are fuzzy. There is no single quantitative value which defines the term *young*. For some people, age 25 is *young*, and for others, age 35 is *young*. In fact the concept *young* has no clean boundary. Age 1 is definitely *young* and age 100 is definitely not *young*, however, age 35 has some possibility of being *young* and usually depends on the context in which it is being considered. The representation of this kind of information in FuzzyCLIPS is based on the concept of fuzzy set theory [12]. Unlike classical set theory where one deals with objects whose membership to a set can be clearly described, in fuzzy set theory membership of an element to a set can be partial, i.e., an element belongs to a set with a certain grade (possibility) of membership. More formally a fuzzy set A in a universe of discourse U is characterized by a membership function

1. For an excellent introduction to the concept of fuzziness see [23], Earl Cox's Fuzzy Systems Handbook.

lin1st.clp (control of linear 1st order system)
lin1stdl.clp (control of linear 1st order system with delay)
simplTst.clp (basic non-sensical example)
fzCmplr.clp (fuzzy compiler example)
fzCmpmod.clp(fuzzy compiler example using MODULES)
shwrNOUI.clp(shower example with NO graphical user interface)

Mac Interface Source (Directory - contains the Interface source files)

ALPHA.C	EDITW.C	MACINIT.C	RULEDLOG.C
CLIPSMNU.C	EXECDLOG.C	MACMAIN.C	SCRAP.C
CLIPSSTW.C	FACTDLOG.C	MAINLOOP.C	SEARCH.C
COOLDLOG.C	FILEMENU.C	MENUCMDS.C	STATUSW.C
DISPLAYW.C	FONTPICK.C	MENUHNDL.C	STNRDMAC.C
DLOGMNGR.C	GNRCDLOG.C	PRCDDLOG.C	UNDO.C
EDITDLOG.C	MACFUNCS.C	PRINT.C	WINDOW.C
EDITMENU.C			

alpha.h	editmenu.h	interface.h	print.h
clipsmnu.h	editw.h	interface_scrap.h	ruledlog.h
clipsstw.h	execdlog.h	macinit.h	search.h
common.h	factdlog.h	mainloop.h	statusw.h
cooldlog.h	filemenu.h	menucmds.h	stnrdmac.h
displayw.h	fontpick.h	menuhndl.h	undo.h
dlogmngr.h	gnrcdlog.h	prcddlog.h	window.h
editdlog.h			

[Note that 4 files in the interface sources (WINDOW.C, EXECDLOG.C, EDITDLOG.C and MENUHNDL.C) must be compiled with the -d dangerousPattern switch set]

FuzzyCLIPS has been compiled (using MPW 3.3, an ANSI compiler) and tested under Mac OS System 7.x. The distributed version is created with a minimum size set to 1.5K and a preferred size of 4.0K. These values can be changed although it is possible that some of your programs will not run with less memory.

9.cur	wait.cur	clipsdde.h	dialog.h
menucmds.c	dialog1.c	menucmds.h	clipswin.def
clipswin.ico	dialog2.c	query.cur	clipswin.rc
status.c	clipswin.res	ids.h	status.h
clipswin.rws	joe.bmp	main.c	system.c
main.h	clipscmd.def	diag_win.c	clipsdde.c
diag_win.h	menu.c		

PCPROJ (Directory with project files for Borland C++ 4.0)

clips6.hpj	clipscmd.ide	clipswin.dsw	ide_clps.prj
clips6.rtf	clipscmd.prj	clipswin.ide	clipscmd.csm
clipswin.prj	clipscmd.dsw	clipswin.csm	clipswin.mak
clipscmd.mak			

FuzzyCLIPS has been compiled (using Borland C++ 4.0, an ANSI compiler) and tested on a PC compatible system running DOS 6.2 and Windows 3.1. Note that the PC version caused more problems during development and testing (by far) than either the unix (sun) version or the Macintosh version.

3.3 Macintosh version

The main directory 'FZ__CLIPS 6.02A:FZ_CLIPS source' has all of the files (*.c and *.h) listed above. The following files and directories are also contained in the directory 'FZ__CLIPS 6.02A'.

MPW C Project Files (Directory - contains the makefiles for creating FuzzyCLIPS)

FZ_CLIPS.6.02A.make	(for making FuzzyCLIPS with Interfaces version)
FZ_CLIPS.6.02AG.make	(for making FuzzyCLIPS command line version)
FZ_CLIPS.6.02A	(executable version of FuzzyCLIPS with Interfaces)
FZ_CLIPS.6.02A.r	(FZ_CLIPS resource file)
clips.hlp	(help file used by the CLIPS help command)

Note that to recreate (i.e. recompile/relink) either of these versions it may be necessary to modify the setup.h file to reflect the features to be included. In particular for the interface version the flag, WINDOW_INTERFACE, in setup.h must be set to 1 and for the non-interface version it should be 0. Also note that the flag, ShowerProblemUI, in main.c and macmain.c must be set to 0 or there will be unresolved externals. This flag is only applicable on Sun workstations.

fzexamples (Directory - contains the example programs and associated files)

FuzzyCLIPS has been compiled (using cc, a non-ANSI compiler) and tested on a Sun Sparc system running SunOS version 4.1.x.

3.2 IBM PC version

The main directory FZCL602A\SOURCES has all of the files (*.c and *.h) listed above. The following files and directories are also contained in the directory FZCL602A (assuming that this is the name of the directory in which the distributed system was placed).

clips.hlp	(file used by the CLIPS help command)
clips6.hlp	(file used by the CLIPS help command)
clipscmd.exe	(FuzzyCLIPS command line version - runs under windows)
clipswin.exe	(FuzzyCLIPS windows version - development GUI included)

(Note that the size of the runtime stack is set to 32K. See clipswin.def or clipscmd.def files for exact values. Also note that to recreate (i.e. recompile/relink) either of these versions it may be necessary to modify the setup.h file to reflect the features to be included. In particular for clipswin versions the flag WINDOW_INTERFACE in setup.h must be set to 1 and for clipscmd versions it should be 0. Also note that the flag ShowerProblemUI in main.c (SOURCES directory) or main.c (PCINTFAC directory) must be set to 0 or there will be unresolved externals. This flag is only applicable on Sun workstations. Both versions have been created with stack checking ON. This may cause programs to run slower but the check was felt to be useful and perhaps even necessary. The project files were set to create and use precompiled header files. This will cause quite large .CSM files to be created but does speed up compilations. Finally note that these versions of FuzzyCLIPS have been created using the HUGE memory model and that no other models were tried. Therefore it is expected that some effort may needed to make the system work with any other memory model.)

FZEXMPLE (Directory with FuzzyCLIPS example programs)

lin1st.clp	(control of linear 1st order system)
lin1stdl.clp	(control of linear 1st order system with delay)
simpltst.clp	(basic non-sensical example)
fzcmplr.clp	(fuzzy compiler example)
fzcmpmod.clp	(fuzzy compiler example using MODULES)
shwrnoui.clp	(shower example with NO graphical user interface)

(there may also be some .dat files that are the outputs for these programs)

PCINTFAC (Directory containing files used to create the GUI interface for developers)

1.cur	2.cur	3.cur	4.cur
5.cur	6.cur	7.cur	8.cur

Shower.G Shower.c
Shower.po ShowerCallbacks.c
ShowerGraph.par ShowerSimulate.c
ShowerSimulate.h Shower_audio.c
Simulate.c Simulate.h
audio_device.h audio_errno.h
audio_hdr.h flush.au
formatData formatData.c
libaudio.a libaudio.h
showerUI25.clp showerUI8.clp
src: (Directory)
Shower.ps Shower_I.ps
Shower_c.cps Shower_m.c
Shower_p.h

tmp: (Directory)
Shower.PS Shower.h
Shower_C.c Shower_C.cps
Shower_C.h Shower_c.c
Shower_c.h Shower_s.c

fzexamples: (Directory - sample of examples in FuzzyCLIPS)
lin1st.clp (control of linear 1st order system)
lin1stdl.clp (control of linear 1st order system with delay)
simplTst.clp (basic non-sensical example)
fzCmplr.clp (fuzzy compiler example)
fzCmpmod.clp(fuzzy compiler example using MODULES)
shwrNOUI.clp(shower example with NO graphical user interface)
lin1st.par (used with xvgr program to plot results of lin1st.clp or lin1stdl.clp)

(there may also be some .dat files that are the outputs for these programs)

The FZ_XCLIPS_shower executable file has been created to include the code required to support the Shower Problem simulation (graphics user interface version). To run the simulation you will need to be using Openwindows version 3.0 or later (Note it will NOT run under Solaris 2 since it uses the NeWS system which has been removed in that version of the operating system). The ShowerProblem directory contains all of the files needed to modify the simulation if required and the details are presented in Appendix A. A second version of the shower problem (shwrNOUI.clp) that is text-based is provided in the directory ‘fzexamples’. It requires no special features and is also described in Appendix A.

The next 3 sections describe the file structures and contents of directories for each of the unix (Sun), Macintosh, and PC versions of FuzzyCLIPS.

3.1 Unix Version (Sun)

The main directory FZ__CLIPS.6.02A has all of the files (*.c and *.h) listed above plus the following files and directories.

makefile.x	(File used to create FZ_XCLIPS_shower, FZ_XCLIPS, FZ_CLIPS or FZ_CLIPS_shower. Note that for X versions the flag WINDOW_INTERFACE in setup.h must be set to 1 and for non X versions it must be 0. Also note[1] that the flag ShowerProblemUI in main.c or xmain.c must be set to 1 for versions with the graphical interface for the shower problem included and to 0 for those without it.)
FZ_XCLIPS_shower	(executable FuzzyCLIPS system with shower problem included) (includes the code for X development interface)
FZ_CLIPS_shower	(executable FuzzyCLIPS system with shower problem included) (generic - NO X development interface)

(files that support the X windows development interface - % indicates some minor changes made at NRC to better support the Restart option when quitting clips [xmanin.c, xmenu_file.c] and to allow Control-C to halt execution of a CLIPS program [xclipstext.c])

xclips.c	(%)xmain.c	(%)xmenu_file.c	xmenu_wind.c
(%)xclipstext.c	xmenu.c	xmenu_opt.c	
xedit.c	xmenu_exec.c	xmenu_watch.c	
xclips.h	xmain.h	xmenu_wind.h	
xedit.h	xmenu.h	xsetup.h	

DOCS: (directory - framemaker documentation files + postscript output of documentation)

FuzzyCLIPS.doc	FuzzyCLIPSTitle.doc
FuzzyCLIPSTOC.doc	FuzzyCLIPS.book
FuzzyCLIPS.doc.ps	snapshot.shower

ShowerProblem: (directory - files to support shower problem - see Appendix A)

EventNames.h	Events.h

1. This is important for non-Sun systems and for Sun Solaris 2.x systems. The ShowerProblemUI flag must ONLY be set to 1 for Sun systems running OS version 4.1.x.

factcom.h	factgen.h	facthsh.h	factlhs.h
factmch.h	factmngr.h	factprt.h	factrete.h
factrhs.h	filecom.h	filertr.h	generate.h
genrcbin.h	genrccmp.h	genrccom.h	genrcexe.h
genrcfun.h	genrcpsr.h	globlbin.h	globlbsc.h
globlcmp.h	globlcom.h	globldef.h	globlpsr.h
immthpsr.h	incrrset.h	inherpsr.h	inscom.h
insfile.h	insfun.h	insmngr.h	insmoddp.h
insmult.h	inspsr.h	insquery.h	insqypsr.h
lgcldpnd.h	match.h	miscfun.h	modulbin.h
modulbsc.h	modulcmp.h	moduldef.h	modulpsr.h
modulutl.h	msgcom.h	msgfun.h	msgpass.h
msgpsr.h	multifld.h	multifun.h	network.h
objbin.h	objcmp.h	object.h	objrtbin.h
objrtbld.h	objrtcmp.h	objrtfnx.h	objrtgen.h
objrtmch.h	pattern.h	pprint.h	prccode.h
prcdrfun.h	prcdrpsr.h	prntutil.h	reorder.h
reteutil.h	retract.h	router.h	rulebin.h
rulebld.h	rulebsc.h	rulecmp.h	rulecom.h
rulecstr.h	ruledef.h	ruledlt.h	rulelhs.h
rulepsr.h	scanner.h	setup.h	shrtlnkn.h
strngfun.h	strngrtr.h	symblbin.h	symblcmp.h
symbol.h	sysdep.h	tmpltbin.h	tmpltbsc.h
tmpltcmp.h	tmpltcom.h	tmpltdef.h	tmpltfun.h
tmpltlhs.h	tmpltpsr.h	tmpltrhs.h	utility.h
watch.h	cmptblty.h		

(!)fuzzycom.h	(!)fuzzydef.h	(!)fuzzylhs.h	(!)fuzzylv.h
(!)fuzzymod.h	(!)fuzzypsr.h	(!)fuzzyrhs.h	(!)fuzzyutl.h
(!)fuzzyval.h			

clips.hlp - this file may appear in a different directory from those above

All of the executable files distributed with FuzzyCLIPS have been created to include fuzzy facts and reasoning, certainty factors, and runtime extensions (see section 6.0). Any or all of these three components can be selectively removed from inclusion in the system by modifying the file setup.h and recompiling and linking FuzzyCLIPS. The following FLAGS in setup.h are set to 1 to include the feature and to 0 to exclude the feature:

FUZZY_DEFTEMPLATES - for fuzzy facts and reasoning
CERTAINTY_FACTORS - for certainty factors
EXTENDED_RUN_OPTIONS - for extended runtime options

factrhs.c	filecom.c	filertr.c	generate.c
genrcbin.c	genrccmp.c	genrccom.c	genrcexe.c
genrcfun.c	genrcpsr.c	globlbin.c	globlbsc.c
globlcmp.c	globlcom.c	globldef.c	globlpsr.c
immthpsr.c	incrrset.c	inherpsr.c	inscom.c
insfile.c	insfun.c	insmngr.c	insmoddp.c
insmult.c	inspsr.c	insquery.c	insqypsr.c
iofun.c	lgcldpnd.c	macmain.c	main.c
memory.c	miscfun.c	modulbin.c	modulbsc.c
modulcmp.c	moduldef.c	modulpsr.c	modulutl.c
msgcom.c	msgfun.c	msgpass.c	msgpsr.c
multifld.c	multifun.c	objbin.c	objcmp.c
objrtbin.c	objrtbld.c	objrtcmp.c	objrtfnx.c
objrtgen.c	objrtmch.c	pattern.c	pprint.c
prccode.c	prcdrfun.c	prcdrpsr.c	prdctfun.c
prntutil.c	reorder.c	reteutil.c	retract.c
router.c	rulebin.c	rulebld.c	rulebsc.c
rulecmp.c	rulecom.c	rulecstr.c	ruledef.c
ruledlt.c	rulelhs.c	rulepsr.c	scanner.c
strngfun.c	strngrtr.c	symblbin.c	symblcmp.c
symbol.c	sysdep.c	textpro.c	tmpltbin.c
tmpltbsc.c	tmpltcmp.c	tmpltcom.c	tmpltdef.c
tmpltfun.c	tmpltlhs.c	tmpltpsr.c	tmpltrhs.c
utility.c	watch.c		

(!)fuzzycom.c	(!)fuzzydef.c	(!)fuzzylhs.c	(!)fuzzymod.c
(!)fuzzypsr.c	(!)fuzzyrhs.c	(!)fuzzyutl.c	

agenda.h	analysis.h	argacces.h	bload.h
bmathfun.h	bsave.h	(!)cfdef.h	classcom.h
classexm.h	classfun.h	classinf.h	classini.h
classpsr.h	clips.h	clipsmem.h	clsltpsr.h
commline.h	conscomp.h	constant.h	constrct.h
constrnt.h	crstrtgy.h	cstrcbin.h	cstrccmp.h
cstrccom.h	cstrcpsr.h	cstrnbin.h	cstrnchk.h
cstrncmp.h	cstrnops.h	cstrnpsr.h	cstrnutl.h
default.h	defins.h	developr.h	dffctbin.h
dffctbsc.h	dffctcmp.h	dffctdef.h	dffctpsr.h
dffnxbin.h	dffnxcmp.h	dffnxexe.h	dffnxfun.h
dffnxpsr.h	dfinsbin.h	dfinscmp.h	drive.h
ed.h	engine.h	evaluatn.h	expressn.h
exprnbin.h	exprnops.h	exprnpsr.h	extnfunc.h
extobj.h	factbin.h	factbld.h	factcmp.h

mkdir \fzcl602A	- create a directory for the files to be unpacked into; the fzclips.exe file should be in this directory
cd \fzcl602A	
fzclips /path	- the /path is necessary to recreate the correct directory structure; if omitted then all files will be placed in the current directory without any sub-directories.

If you have a version of the PAK archiving/compression program then you could extract only the parts that you need instead of the entire system.

Other files of interest found on the ftp site in the directory pub/fzclips are:

README	- general information including much of the above
README.BUGS	- A discussion of bugs or other issues concerning the current version of FuzzyCLIPS. Normally there will be a discussion of what to do to fix the system.
fixes.602A	- the source files that have been modified to fix problems reported in the README.BUGS file.
docs.MIF	- the set of documentation files in 'Maker Interchange Format' as produced by Framemaker
wxfuzzy.tar.Z	- FuzzyCLIPS combined with wxCLIPS (unix format)
wxfuzzy.zip	- FuzzyCLIPS combined with wxCLIPS (PC format)

The following is a list of files included for all systems. Those marked with an exclamation mark (!) are new files that have been added to CLIPS to support FuzzyCLIPS.

agenda.c	analysis.c	argacces.c	bload.c
bmathfun.c	bsave.c	(!)cfdef.c	classcom.c
classexm.c	classfun.c	classinf.c	classini.c
classpsr.c	clsltpsr.c	commline.c	conscomp.c
constrct.c	constrnt.c	crstrtgy.c	cstrcbin.c
cstrccom.c	cstrcpsr.c	cstrnbin.c	cstrnchk.c
cstrncmp.c	cstrnops.c	cstrnpsr.c	cstrnutl.c
default.c	defins.c	developr.c	dffctbin.c
dffctbsc.c	dffctcmp.c	dffctdef.c	dffctpsr.c
dffnxbin.c	dffnxcmp.c	dffnxexe.c	dffnxfun.c
dffnxpsr.c	dfinsbin.c	dfinscmp.c	drive.c
edbasic.c	edmain.c	edmisc.c	edstruct.c
edterm.c	emathfun.c	engine.c	evaluatn.c
expressn.c	exprnbin.c	exprnops.c	exprnpsr.c
extnfunc.c	factbin.c	factbld.c	factcmp.c
factcom.c	factgen.c	facthsh.c	factlhs.c
factmch.c	factmngr.c	factprt.c	factrete.c

3.0 Installation Information

FuzzyCLIPS has been successfully compiled and tested on the following machines:

Sun Sparc workstations (using cc compiler)
IBM PC DOS machines (using Borland C++ 4.0 [huge model ONLY])
Macintosh II (using the MPW C 3.3 compiler)

FuzzyCLIPS is available via anonymous ftp from ai.iit.nrc.ca and via the World Wide Web (WWW) using URL designation http://ai.iit.nrc.ca/fuzzy/fuzzy.html. After connecting to the system with ftp do the following:

1. cd pub/fzclips
2. binary (binary transfers are required)
3. get fzclips.tar.Z (unix version - compiled for sun workstation - tar'd and compressed)

or

get fzclips.sea.hqx (Macintosh version - self extracting archive format created with Stuffit Deluxe then converted to binhex format)

or

get fzclips.exe (PC version - self extracting archive format created with PAK)

or

get fzdocs.ps (FuzzyCLIPS documentation - postscript file)

The documentation is only included with the unix version (fzclips.tar.Z - both postscript format and framemaker format). If the framemaker files are required by others then they can be made available on request.

If using the WWW to access FuzzyCLIPS you will be prompted to provide your name and address of your organization and then will be able to access one or all of the documents.

On a unix system the following commands are used to install FuzzyCLIPS.

```
uncompress fzclips.tar.Z  (only required if accessed from ftp; WWW will automatically
                           uncompress the file)
tar -xvf fzclips.tar
```

On a Macintosh system use a Binhex program to extract the fzclips.sea file then double-click on the fzclips.sea file and it will automatically uncompress and install the system. Note that if you have a version of the Stuffit file compression program you could extract only the parts that you need instead of the entire system.

On a PC system the program fzclips.exe when executed will uncompress and install the FuzzyCLIPS system. Execute the program with the following commands:

2.0 Licence for NRC Software

This software is provided by The National Research Council of Canada (called NRC) whose address for communications with respect to this software is:

Knowledge Systems Laboratory
Institute for Information Technology
National Research Council Canada
Ottawa, Ontario Canada K1A 0R6
Electronic mail: fzclips@ai.iit.nrc.ca

2.1 Title and Conditions

NRC provides a fully paid up and non exclusive licence to the software package with the following conditions:

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Users are requested to inform NRC of any corrections, changes or extensions to the software. NRC would also appreciate being informed of noteworthy uses.

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This software is considered to have no market value.

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1.0 Introduction

This report describes changes made at the National Research Council to implement a fuzzy expert system shell on top of CLIPS ([1], [2]). This extended version of CLIPS is called FuzzyCLIPS. The modifications made to CLIPS contain the capability of handling fuzzy concepts and reasoning. It enables domain experts to express rules using their own fuzzy terms. It allows any mix of fuzzy and normal terms, numeric-comparison logic controls, and uncertainties in the rules and facts. Fuzzy sets and relations deal with fuzziness in approximate reasoning, while certainty factors for rules and facts manipulate the uncertainty. The use of the above modifications are optional and existing CLIPS programs still execute correctly. Section 2.0 describes restrictions and conditions of use for FuzzyCLIPS. Section 3.0 gives information on how to install FuzzyCLIPS at your site. Section 4.0 describes the changes made to CLIPS to implement fuzzy expert systems, and gives some theoretical background on fuzzy logic. Section 5.0 describes how to use the changes made at the NRC. Section 6.0 discusses the further changes made to CLIPS to accommodate the needs of continuously operating systems. Section 8.0 describes changes between the current version of FuzzyCLIPS and version 6.02 of FuzzyCLIPS. Section 9.0 briefly discusses some of the limitations of FuzzyCLIPS and what future work could be done.

Table of Contents

5.9.5 Setting the Rule CF Evaluation Behaviour (set-CF-evaluation, set-CF-evaluation) 70
5.9.6 Controlling the Fuzzy Set Display Precision (set-fuzzy-display-precision, get-fuzzy-display-precision) 71
5.9.7 Controlling the Fuzzy Inference Method (set-fuzzy-inference-type, get-fuzzy-inference-type) 72
5.9.8 Setting the Fuzzy Pattern Matching Threshold (set-fuzzy-inference-type, get-fuzzy-inference-type) 72
5.9.9 Fuzzy Value Predicate Function (fuzzvaluep) 74
5.9.10 Creating and operating on FUZZY-VALUEs (create-fuzzy-value, fuzzy-union, fuzzy-intersection, fuzzy-modify) 75
5.9.11 Accessing a Fuzzy Slot in a Fact (get-fuzzy-slot) 79
5.9.12 Displaying a Fuzzy Value in a Format function 79
5.9.13 Plotting a Fuzzy Value (plot-fuzzy-value) 80
5.10 Simple example 84

6.0 Continuous Systems 85

7.0 CLIPS Functionality within FuzzyCLIPS 87
7.1 Modifying and Duplicating Facts 87
7.2 Load, Save, Bload, Bsave, Load-facts, Save-facts 87
7.3 Constructs-to-c 87
7.4 CreateFact, GetFactSlot, PutFactSlot 87

8.0 Changes from the CLIPS 6.02 Version of FuzzyCLIPS to 6.02A 88
8.1 Vertical lines in fuzzy sets 88
8.2 Expanded Syntax for Linguistic Expressions 89
8.3 Linguistic Expressions in Fuzzy Deftemplate Definitions 89
8.4 Fuzzy Modifiers (Hedges) are Handled in a New Way 90
8.5 Plotting of Fuzzy Values 90
8.6 Fuzzy Alpha Value to Set Threshold for Fuzzy Pattern Matches 90
8.7 Two New Functions for Accessing Fuzzy Value Information 90
8.8 New Functions for Creating and Manipulationg Fuzzy Values (external to facts) 90
8.9 Ability to Set Inference Type to Max-min or Max-prod 91
8.10 Ability to Control Precision of Fuzzy Set Values When Displayed 91
8.11 Fuzzy Slots allowed in Standard Deftemplates 91
8.12 Accessing a Fuzzy Slot in a Fuzzy Deftemplate Fact or a Fuzzy Fact 91
8.13 Printing Fuzzy Values in a Format Function 91

9.0 Limitations and Future Work 92

10.0 References 95

Appendix A: Shower Example 97

Table of Contents

1.0 Introduction 1

2.0 Licence for NRC Software 2
- 2.1 Title and Conditions 2
- 2.2 Record of Use 2
- 2.3 Value of the Software 2
- 2.4 Warranty 2

3.0 Installation Information 3
- 3.1 Unix Version (Sun) 7
- 3.2 IBM PC version 9
- 3.3 Macintosh version 10

4.0 Fuzzy Expert Systems 12
- 4.1 Fuzziness 12
- 4.2 Uncertainty 16
- 4.3 Inference techniques 17
  - 4.3.1 Simple rules 17
  - 4.3.2 Complex rules 25
  - 4.3.3 Global contribution 27
  - 4.3.4 Threshold certainty factors 28
  - 4.3.5 Certainty factors in assert statements 30
- 4.4 Defuzzification 32
  - 4.4.1 Centre of gravity algorithm 32
  - 4.4.2 Mean of maxima algorithm 33

5.0 Using the FuzzyCLIPS extensions 36
- 5.1 Defining Fuzzy Variables in Deftemplate Constructs 36
  - 5.1.1 Primary terms 37
- 5.2 Standard Deftemplate Definitions with Fuzzy Slots (fields) 43
- 5.3 Modifiers (Hedges) and Linguistic Expressions 45
  - 5.3.1 Predefined Modifiers 45
  - 5.3.2 User Defined Modifiers 52
  - 5.3.3 Linguistic Expressions 55
- 5.4 Using Fuzzy Variables in LHS Patterns 57
- 5.5 Using Fuzzy Variables in Deffacts Constructs 59
- 5.6 Using Fuzzy Variables in Assert Statements 60
- 5.7 Defuzzification 62
- 5.8 Certainty Factors of Rules 63
- 5.9 FuzzyCLIPS Commands and Functions 64
  - 5.9.1 Accessing the universe of discourse (get-u, get-u-from, get-u-to, get-u-units) 64
  - 5.9.2 Accessing the fuzzy set (get-fs, get-fs-x, get-fs-y, get-fs-length, get-fs-lv, get-fs-value) 67
  - 5.9.3 Accessing the certainty factor (get-cf) 70
  - 5.9.4 Accessing the threshold certainty factor (threshold, get-threshold) 70

FuzzyCLIPS Version 6.02A

User's Guide

Knowledge Systems Laboratory
Institute for Information Technology
National Research Council Canada

September 1994

Abstract

FuzzyCLIPS[1] is an extended version of the CLIPS rule-based shell[2] for representing and manipulating fuzzy facts and rules. In addition to the CLIPS functionality, FuzzyCLIPS can deal with exact, fuzzy (or inexact), and combined reasoning, allowing fuzzy and normal terms to be freely mixed in the rules and facts of an expert system. The system uses two basic inexact concepts, fuzziness and uncertainty.

1. Compatible with CLIPS version 6.02

2. CLIPS was developed by the Artificial Intelligence Section, Lyndon B. Johnson Space Center, NASA and is available from COSMIC, The University of Georgia, 382 Broad Street, Athens, GA 30602, USA.

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