A PRACTICAL APPROACH FOR COMBINATORIAL FUZZY LOGIC CONTROL DESIGN

Arturo V. Téllez, Luis A. V. Villa, Herón L. Molina, Oscar N. Camacho and Romeo P. Urbieta

Centro de Investigación en Computación, Instituto Politécnico Nacional
Juan de Dios Batiz Ave. s/n, Nueva Industrial Vallejo, Mexico City, Mexico

Keywords: Fuzzy Logic Controller, Fuzzy Sets Adaptation, Combinatorial Design, FPGA, Fast Prototyping, Hardware.

Abstract: This paper presents the architecture development of a Fuzzy Logic Controller (FLC), using combinatorial design implemented on a Field Programmable Gate Array (FPGA). This architecture is based on combinatorial basic modules that enable to increase and improve the entire system performance, by means of replication technique, which is widely used in computer architecture, and help to fit the particular application needs. Recent FPGA technology let us use fast combinational circuits for complex designs with parallelism for increasing the FLC performance and it is possible to take it up again as a practical way to build FLC for any process, approaching the fast prototyping advantages and easing the scaling to increase the control accuracy.

1 INTRODUCTION

A FLC can be implemented in software easily and executed in a microprocessor, a microcontroller, or a general purpose computer. Though software-based FLC are cheaper and flexible, there are some difficulties when control systems require high data processing. The use of FPGA has been profitable when talking about versatility to make any digital design by means of costs and design time. In principle, the implementation of FLC is not based on the mathematic model of the plant, but this kind of system is very effective to control a process where the transfer function is not known, instead the control action is based on the extern influence and simple decisions based on a knowledge base acquired with experience, the same way a human would do it, exploiting the heuristic ability. There have been so many FLC implementations since the first hardware one appeared (Togai, 1986), which used complex designs with sequential circuits because of the high hardware resource and delay time costs about combinatorial design. A large quantity of FLC architectures, derived from Computing Architecture. These architectures are classified by its processing way. There are sequential, combinatorial (Manzoul, 1992), parallel, pipelined and mixed models. Some designers prefer to implement these operations to calculate a parameter of the FLC every time it is necessary (Gaona, 2003); this technique is called Runtime Computation (RTC). But some designs use extern elements like memories, sometimes called Look Up Tables (LUT), to calculate FLC parameters by anticipation; this another technique is called Look Up Computation (LUC) and represents a good way to improve the timing (Vasantha, 2005; Singh, 2003; Deliparaschos, 2005). It is a dare to play with these architectures and techniques to make a balanced FLC design, by which it is necessary to change the way of designing algorithms to describe a FLC.

This paper shows a practical approach of FLC combinatorial architecture in order to make simple construction modules and easy upgrading using a reprogrammable device, FPGA.

Figure 1: Fuzzy Logic Controller.
2 SYSTEM DESCRIPTION

Assume $u_i$ as the inputs to the FLC and $y_j$ as the outputs. Figure 1 shows a FLC which consists of three basic stages: Fuzzification, Inference Machine and Defuzzification. The Fuzzification stage consists of fuzzy sets. Each fuzzy set converts every crisp input into several fuzzy values or membership values. The Inference Machine contains the behaviour of the FLC and it is built with MIN-MAX modules. These rules have simple inferences of the type IF- THEN. Also, the Defuzzification stage converts these inferred values onto crisp values, by means of statistical calculations, which represent the control action over the actuator. The next steps are required for build a FLC (Tellez, 2008):

1. Establish whatever the designer want to control and which variables will be related to get it.
2. Define the number of inputs and outputs of the FLC based on the last step.
3. Define the number of membership functions or fuzzy sets for each input and output based on the last step and define their shape based on the process characteristics and operation range of the FLC (discourse universe).
4. Set the FLC configuration by means of the fuzzy inference rules according to the wished operation and based on the expert knowledge about the process.
5. Build the fuzzifier with simple membership functions simply by replication (trapezoidal, triangular, S, Z).
6. Build the inference machine based on step 4, by means of MIN- MAX modules using the building steps shown in section 2.2.
7. Once inference machine is ready, build the defuzzification stage by means of multiplication and division modules using parallelism.
8. Finally, FLC can be implemented on FPGA.

For the FLC implementation it was used VHDL, Xilinx ISE 6.3i, Mentor Graphics Modelsim Xilinx Edition III 6.0a. It is used Xilinx Spartan 3 XC3S200–5FT256 FPGA Starter Kit. In order to verify the FLC performance, it was necessary to make a simulation using the Fuzzy Toolbox of MATLAB and build a control system with SIMULINK.

Figure 2: Isosceles triangular membership function shape.

Figure 3: Several hardware suitable membership functions.

2.1 Fuzzification

The fuzzification stage comprises a set of fuzzifiers attached to every input variable; each one parallel from the others and their performance does not depend on the others either. We assume that all membership functions shape will be triangular, trapezoidal, S and Z, because they are the easiest to implement in hardware as shown in the Figure 2. These modules convert a crisp digital value into a membership digital value, according to two parameters: the CENTER and the APERTURE. These two parameters of the membership functions accomplish the RTC technique in order to make the online adaptation and the FLC tuning.

These functions may have several shapes as shown in Figure 3 and the interconnection seems like it follows in Figure 4. Next section describes the inference machine construction according to a set of steps using Mamdani operation.
2.2 Inference Machine

Let us define a *premise* as the input data involved with the control; it means that an involved input will be considered to decide which control action will be taken. A *consequence* is a result of the inference, the output data of inference machine, it means the decision that FLC will take based on the premises. A fuzzy rule set is the FLC configuration of the simple form:

\[
\text{IF premise 1 AND premise 2 AND \ldots AND premise n THEN conseq 1 AND conseq 2 AND \ldots AND conseq m}
\]

A Mamdani inference machine consists of MAX-MIN (Figure 5) modules interconnected according to the fuzzy rule set (Patyra, 1996). A MAX-MIN structure of an inference machine has MIN modules in parallel. Unlike the MAX modules are in cascade, as shown in Figure 6.

2.3 Defuzzification

This stage obtains a crisp output by means of output fuzzy sets, sometimes called *Centroid* method. The calculation of the centroid is made using the membership values \(\mu_i(u_1, u_2, \ldots, u_n)\), obtained from the inference engine, and the output fuzzy set centers \(b_i^q\). It is often considered as *singleton* membership function, because of its computational simplicity and because this statistical calculation is independent of the output fuzzy set shapes.

\[
Y_i^{\text{crisp}} = \frac{\sum_{i=1}^{R} b_i^q \mu_i(u_1, u_2, \ldots, u_n)}{\sum_{i=1}^{R} \mu_i(u_1, u_2, \ldots, u_n)}
\]

(1)

This defuzzifier needs a division calculation, as seen in the Equation 1, which results computationally expensive when trying to divide \(2b\) bits multiplication result numbers, which is not practical neither cheap computationally. In order to avoid the \(b \times b\) multiplication before the division, so part of Equation 1 was implemented this way:

\[
\sigma_i = \frac{b_i^q}{\sum_{i=1}^{R} \mu_i(u_1, u_2, \ldots, u_n)}
\]

(2)

Then, the result \(\sigma_i\) (Equation 2) is multiplied by every membership value obtained from the inference machine. To get this, it was needed to implement a combinatorial non-restoring division (Oberman, 1997) modified to obtain a fixed point \(2b\) bits quotient, because \(\sigma_i < 1\), as shown in Figure 7.

3 IMPLEMENTATION AND VERIFICATION

As example of application, a FLC for a DC servo is implemented, as mentioned above, in order to verify the correct performance of the FLC.
The control system was built in MATLAB Fuzzy Toolbox first, creating a fuzzy inference system by software (FIS). As an example, suppose that we want to implement a 2×1 fuzzy system for a DC servo, which uses nine rules because it has three fuzzy sets per input (position error \( e_P \); NE, ZE, PE; position error change velocity \( c_P \); NC, ZC, PC) and output (voltage \(<\text{volts}>\); V; NV, ZV, PV), shown in the Figure 7, which are the following:

\[
\begin{align*}
\text{IF } e_P \text{ is } & \text{NE AND } c_P \text{ is } \text{NC THEN V is } \text{NV} \\
\text{IF } e_P \text{ is } & \text{NE AND } c_P \text{ is } \text{ZC THEN V is } \text{NV} \\
\text{IF } e_P \text{ is } & \text{NE AND } c_P \text{ is } \text{PC THEN V is } \text{NV} \\
\text{IF } e_P \text{ is } & \text{ZE AND } c_P \text{ is } \text{NC THEN V is } \text{NV} \\
\text{IF } e_P \text{ is } & \text{ZE AND } c_P \text{ is } \text{ZC THEN V is } \text{ZV} \\
\text{IF } e_P \text{ is } & \text{ZE AND } c_P \text{ is } \text{PC THEN V is } \text{PV} \\
\text{IF } e_P \text{ is } & \text{PE AND } c_P \text{ is } \text{NC THEN V is } \text{PV} \\
\text{IF } e_P \text{ is } & \text{PE AND } c_P \text{ is } \text{ZC THEN V is } \text{PV} \\
\text{IF } e_P \text{ is } & \text{PE AND } c_P \text{ is } \text{PC THEN V is } \text{PV}
\end{align*}
\]

Then, it was provided a test bench which consists of 25 values and describes several input situations but due to space it is not explained in this paper. Also, FLC tuning was made changing the membership function parameters of inputs and outputs. Table 1 shows all timing and resource results obtained for DC servo FLC example. DC servo FLC needs 84 ns to make a single inference. Then, its processing data rate is 11.9 MFLIPS.

<table>
<thead>
<tr>
<th>Algorithm</th>
<th>Delay (ns)</th>
<th>LUT</th>
</tr>
</thead>
<tbody>
<tr>
<td>16 bits non-restoring division</td>
<td>48.50</td>
<td>644</td>
</tr>
<tr>
<td>Modified 8 bits non-restoring division</td>
<td>28.83</td>
<td>208</td>
</tr>
<tr>
<td>8 bits restoring division</td>
<td>28.84</td>
<td>124</td>
</tr>
<tr>
<td>8 bits multiplication</td>
<td>13.17</td>
<td>36</td>
</tr>
<tr>
<td>Isosceles triangle MF</td>
<td>36.70</td>
<td>251</td>
</tr>
<tr>
<td>S-step MF</td>
<td>36.70</td>
<td>249</td>
</tr>
<tr>
<td>Z-step MF</td>
<td>36.70</td>
<td>251</td>
</tr>
<tr>
<td>Fuzzifier</td>
<td>37.42</td>
<td>755</td>
</tr>
<tr>
<td>Defuzzifier</td>
<td>41.49</td>
<td>677</td>
</tr>
<tr>
<td>Mamdani inference machine</td>
<td>19.32</td>
<td>242</td>
</tr>
<tr>
<td>MIN-MAX operations</td>
<td>9.36</td>
<td>16</td>
</tr>
<tr>
<td>FLC</td>
<td>84.01</td>
<td>2889</td>
</tr>
</tbody>
</table>

4 CONCLUSIONS

FLC architecture was designed using RTC combinatorial arithmetic modules. In order to get this, it was supplied to designer a practical approach for FLC design, using a study case (DC servo). Those developed modules were implemented in FPGA and it was possible to verify the FLC performance compared with the FIS simulated with MATLAB. We proved that this architecture has the capability of grow modularly. This modularity may be approached using a FIS to VHDL language interpreter that simply generates the proper HDL program, using the basic modules presented in this paper, regardless the used technology, based on the MATLAB \* .fis configuration file.

ACKNOWLEDGEMENTS

Research supported by the Instituto de Ciencia y Tecnología ICyTDF funding (award No. PICCT08-22) and by matching funding by IPN (award No. SIP/DF/2007/143).

REFERENCES


