# M.Sc 4th Semester Examination, 2011

# APPLIED MATHEMATICS WITH OCEANOLOGY AND COMPUTER PROGRAMMING

PAPER-MA-2203

Full Marks: 50

Time: 2 hours

The figures in the right-hand margin indicate marks

GROUP - A

(Fuzzy Sets and their Applications)

[ Marks : 25 ]

Answer Q. No. 1 and any three from the rest

1. Answer any two questions:

 $1 \times 2$ 

- (a) Define the normal fuzzy set.
- (b) What do you mean by  $\alpha$ -cut of a fuzzy set?
- (c) Give an example of a triangular fuzzy number.

2. Prove that for fuzzy sets distributive law and De Morgan law are true.

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3. (a) Prove that the law of contraction and law of excluded middle do not hold for fuzzy sets.

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(b) Let  $\widetilde{A}$  be a fuzzy set in X with the membership function  $\mu_{\widetilde{A}}(x)$ . Let  $A_{\alpha}$  be the  $\alpha$ -cuts of  $\widetilde{A}$  and  $\chi_{\widetilde{A}}(x)$  be the characteristic function of the crisp set  $A_{\alpha}$  for  $\alpha \in (0, 1]$ . Then for each  $x \in X$ , show that

 $\mu_{\widetilde{A}}(x) = \sup\{\alpha \wedge \chi_{\widetilde{A}}(x) : 0 < \alpha \le 1\}.$ 

4. (a) If  $\widetilde{A} = [a_1, b_1, c_1]$  and  $\widetilde{B} = [a_2, b_2, c_2]$ , then prove that  $\widetilde{A} - \widetilde{B} = [a_1 - c_2, b_1 - b_2, c_1 - a_2].$ 

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(b) State the Zadeh's extension principle.

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5. Using Werner's method form a crisp LPP corresponding to the following fuzzy LPP:

Maximize 
$$z = 4x_1 + 5x_2 + 9x_3 + 11x_4$$
  
subject to  $x_1 + x_2 + x_3 + x_4 \le \widetilde{15}$   
 $7x_1 + 5x_2 + 3x_3 + 2x_4 \le \widetilde{80}$   
 $3x_1 + 5x_2 + 10x_3 + 15x_4 \le \widetilde{100}$   
 $x_1, x_2, x_3, x_4 \ge 0$ 

and the tolerances as  $p_1 = 5$ ,  $p_2 = 40$ ,  $p_3 = 30$ .

6. Using Verdegay's approach, derive the equivalent crisp LPP for the following fuzzy LPP:

> Maximize Z = CXsubject to  $(AX)_{i} \le b_{i}, i = 1, 2, ..., m$ X > 0.

[Internal Assessment: 5 Marks]

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#### GROUP - B

(Soft Computing)

[ Marks : 25 ]

### 1. Answer any two of the following:

 $8 \times 2$ 

(a) Maximize  $f(x) = \sqrt{x}$  in  $1 \le x \le 16$  using binary coded GA (one iteration only) Given that Population size = N = 6 Initial Population, x(i) = 100101 011010

011010

010110

111010

101100

001101

Random Nos. to be used for selection: .15, .27, .64, .52, .79, .70  $p_c = 0.70$ Random Nos. for cross-over 0.62, .80, .50, .47, .75, .45

 $p_{-} = 0.03$ 

Random Nos. for mutation

(b) A controller is used to maintain a vehicle at a desired speed. The system consists of two fuzzy inputs – speed difference (SD) and acceleration (AC) and one fuzzy output, Throttle control (TC). The fuzzy rule base for the system is

IF (SD is NL) AND(AC is ZE) THEN (TC is PL)
IF (SD is ZE) AND (AC is NL)THEN (TC is PL)
IF (SD is NM) AND (AC is ZE)THEN(TC is PM)
IF (SD is NS) AND(AC is PS)THEN (TC is PS)
IF (SD is PS) AND (AC is NS)THEN (TC is NS)
IF (SD is PL) AND (AC is ZE)THEN(TC is NL)
IF (SD is ZE) AND (AC is NS)THEN(TC is PS)
IF (SD is ZE) AND (AC is NS)THEN(TC is PS)

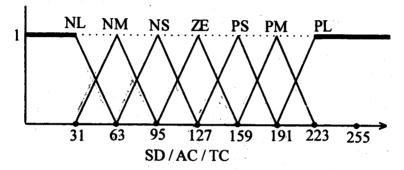
where NL: Negative Large, NS: Negative Small

NM: Negative Medium, ZE: Zero

PS: Positive Small, PM: Positive Medium

PL: Positive Large

Fuzzy sets for SD, AC and TC (in Normalised form) are:



If the normalised speed difference be 100 and the normalised acceleration be 70, then what should be the Throttle control in normalised form?

(c) Let the classification is as follows:

$${X_1^T = [2, 2], d_1 = 0}, {X_2^T = [1, -2], d_2 = 1}$$
  
 ${X_3^T = [-2, 2], d_3 = 0}, {X_4^T = [-1, 1], d_4 = 1}.$   
Solve it with single vector input, two element perceptron network [2 iterations only].

# 2. Answer any one of the following:

 $4 \times 1$ 

## (a) Evaluate the following fuzzy ponens:

Premise	a is low	
Implication	a and $b$ are approximately equal	
Conclusion	b is somewhat low	

where

$$\mu_{A}(a) = \begin{cases} 1 \cdot 0 & \text{if} \quad 0 \le a \le 10 \\ 0 \cdot 7 & \text{if} \quad 10 < a \le 12 \\ 0 \cdot 3 & \text{if} \quad 12 < a \le 13 \\ 0 \cdot 0 & \text{if} \quad 13 < a \end{cases}$$

 $\mu_R(a, b)$  where R is a fuzzy relation "approximately equal", is

	0≤ <i>a</i> ≤10	$10 < a \le 12$	$12 \le a \le 13$	13 < a
<i>b</i> = 9	1.0	0.8	0.3	0.0
b = 10	1.0	0.9	0.7	0.3
b = 11	0.8	1.0	0.9	0.7
<i>b</i> = 12	0.5	1.0	1.0	0.9

(8)

Or

Explain the following:

- (a) Advantages of using genetic algorithm in optimization.
- (b) Arithmetic crossover in genetic algorithm and role of mutation in GA.

[Internal Assessment: 5 Marks]