

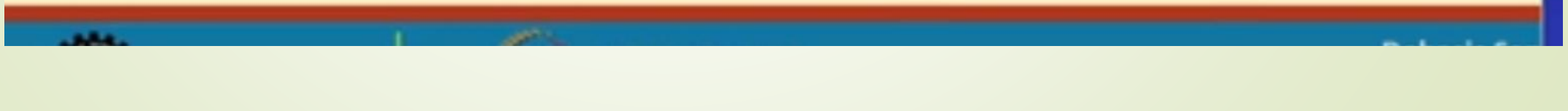


Soft Comppputing

Unit-1



INTRODUCTION TO SOFT COMPUTING

- **Concept of computation**
 - **Hard computing**
 - **Soft computing**
 - **How soft computing?**
 - **Hard computing vs. Soft computing**
 - **Hybrid computing**
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CONCEPT OF COMPUTATION

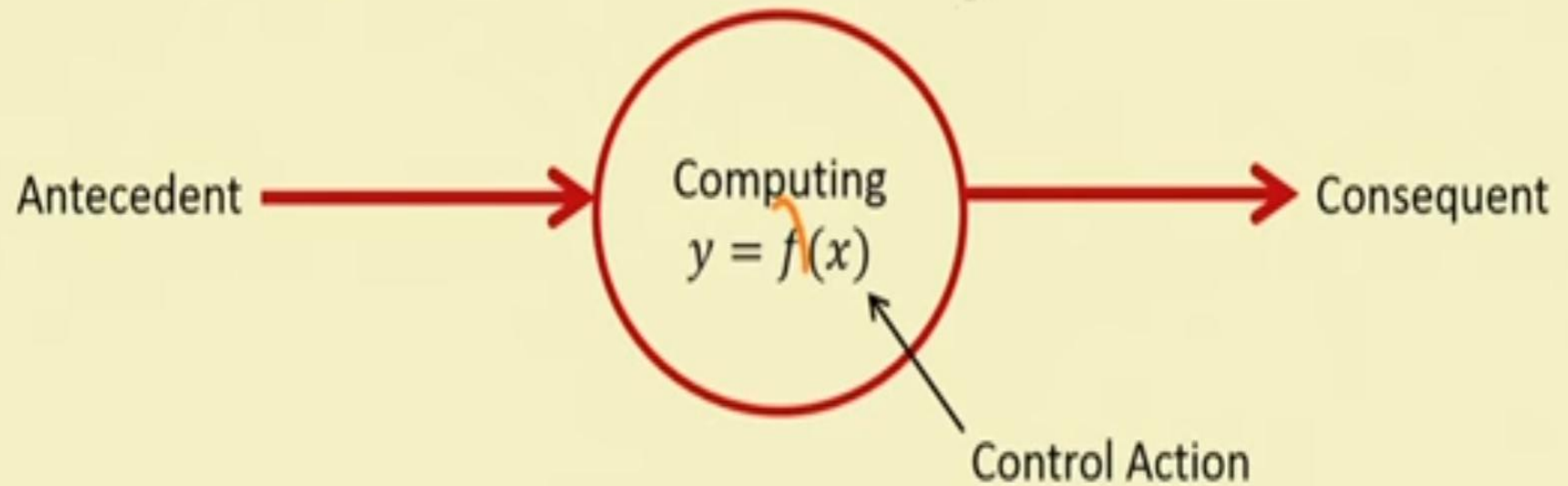




Figure: Basic of computing

$y = f(x)$, f is a mapping function.

f is also called a formal method or an **algorithm** to solve a problem.




Important characteristics of computing

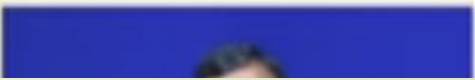
- Should provide **precise** solution.
 - Control action should be **unambiguous** and **accurate**.
 - Suitable for problem, which is easy to **model mathematically**.
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Hard computing

- In 1996, **L. A. Zade** (LAZ) introduced the term **hard computing**.
- According to LAZ: We term a computing as **Hard** computing, if
 - ✓ **Precise result** is guaranteed.
 - ✓ Control action is **unambiguous**.
 - ✓ Control action is **formally defined** (i.e., with mathematical model or algorithm).



Examples of hard computing


- Solving **numerical problems** (e.g., roots of polynomials, integration, etc.).
 - **Searching and sorting** techniques.
 - Solving **computational geometry** problems (e.g., shortest tour in a graph, finding closet pair of points given a set of points, etc.).
 - many more...
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Soft computing

- The term soft computing was proposed by the inventor of fuzzy logic, Lotfi A. Zadeh. He describes it as follows.

Definition 1: Soft computing

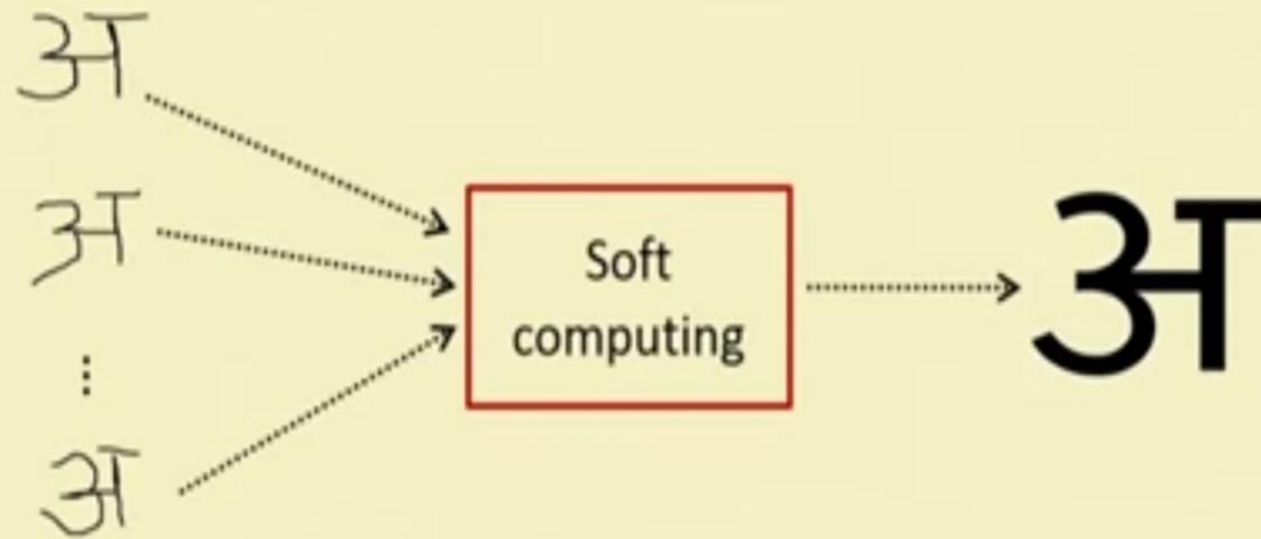
Soft computing is a collection of methodologies that aim to exploit the tolerance for imprecision and uncertainty to achieve tractability, robustness, and low solution cost. Its principal constituents are fuzzy logic, neuro-computing, and probabilistic reasoning. The role model for soft computing is the human mind.



Characteristics of soft computing

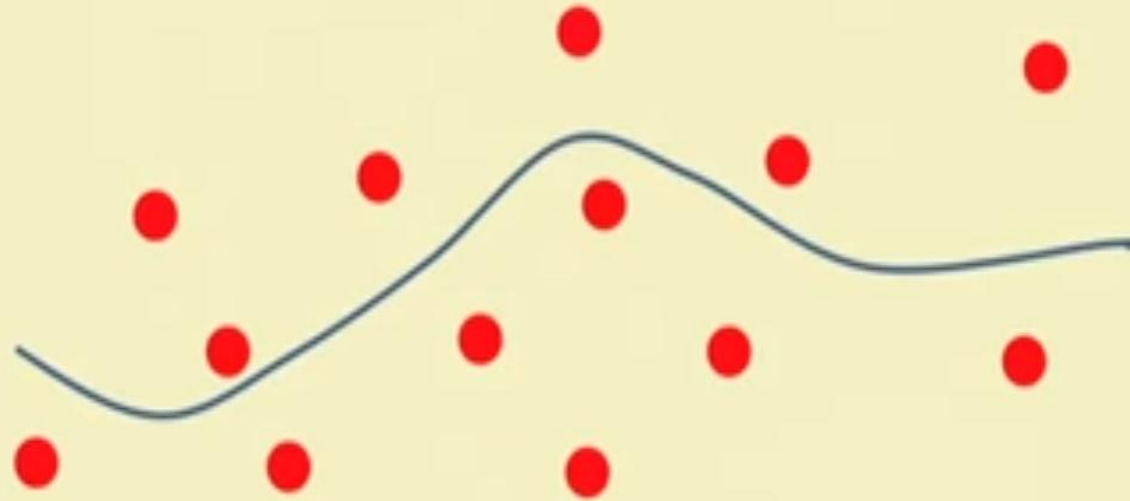
- It **does not require** any mathematical modeling of problem solving.
- It **may not yield** the precise solution.
- Algorithms are **adaptive** (i.e., it can adjust to the change of dynamic environment).
- Use some biological inspired methodologies such as genetics, evolution, Ant's behaviors, particles swarming, human nervous system, etc.).

Examples of soft computing



Example: Hand written character recognition
(Artificial Neural Networks)

Examples of soft computing



Example: Robot movement
(Fuzzy Logic)



Examples of soft computing



⋮



Soft
computing

Bank with
maximum return



Example: Money allocation problem
(Evolutionary Computing)



How soft computing?

- How a **student** learns from his **teacher**?
 - Teacher asks questions and tell the answers then.
 - Teacher puts questions and hints answers and asks whether the answers are correct or not.
 - Student thus learn a topic and store in his memory.
 - Based on the knowledge he solves new problems.
- This is the way how human brain works.
- Based on this concept **Artificial Neural Network** is used to solve problems.

How soft computing?

- How **world** selects the best?
 - It starts with a population (random).
 - Reproduces another population (next generation).
 - Rank the population and selects the superior individuals.
- **Genetic algorithm** is based on this natural phenomena.
 - Population is synonymous to solutions.
 - Selection of superior solution is synonymous to exploring the optimal solution.



How soft computing?

- How a **doctor** treats his **patient**?
 - Doctor asks the patient about suffering.
 - Doctor find the symptoms of diseases.
 - Doctor prescribed tests and medicines.
- This is exactly the way **Fuzzy Logic** works.
 - Symptoms are correlated with diseases with uncertainty .
 - Doctor prescribes tests/medicines **fuzzily**.

Hard computing vs. Soft computing

Hard computing	Soft computing
<ul style="list-style-type: none">▪ It requires a precisely stated analytical model and often a lot of computation time.	<ul style="list-style-type: none">▪ It is tolerant of imprecision, uncertainty, partial truth, and approximation.
<ul style="list-style-type: none">▪ It is based on binary logic, crisp systems, numerical analysis and crisp software.	<ul style="list-style-type: none">▪ It is based on fuzzy logic, neural nets and probabilistic reasoning.
<ul style="list-style-type: none">▪ It has the characteristics of precision and categoricity.	<ul style="list-style-type: none">▪ It has the characteristics of approximation and dispositionality.

Hard computing vs. Soft computing

Hard computing	Soft computing
<ul style="list-style-type: none">▪ It is deterministic.	<ul style="list-style-type: none">▪ It incorporates stochasticity.
<ul style="list-style-type: none">▪ It requires exact input data.	<ul style="list-style-type: none">▪ It can deal with ambiguous and noisy data.
<ul style="list-style-type: none">▪ It is strictly sequential.	<ul style="list-style-type: none">▪ It allows parallel computations.
<ul style="list-style-type: none">▪ It produces precise answers.	<ul style="list-style-type: none">▪ It can yield approximate answers

Hybrid computing

- It is a combination of the conventional hard computing and emerging soft computing.

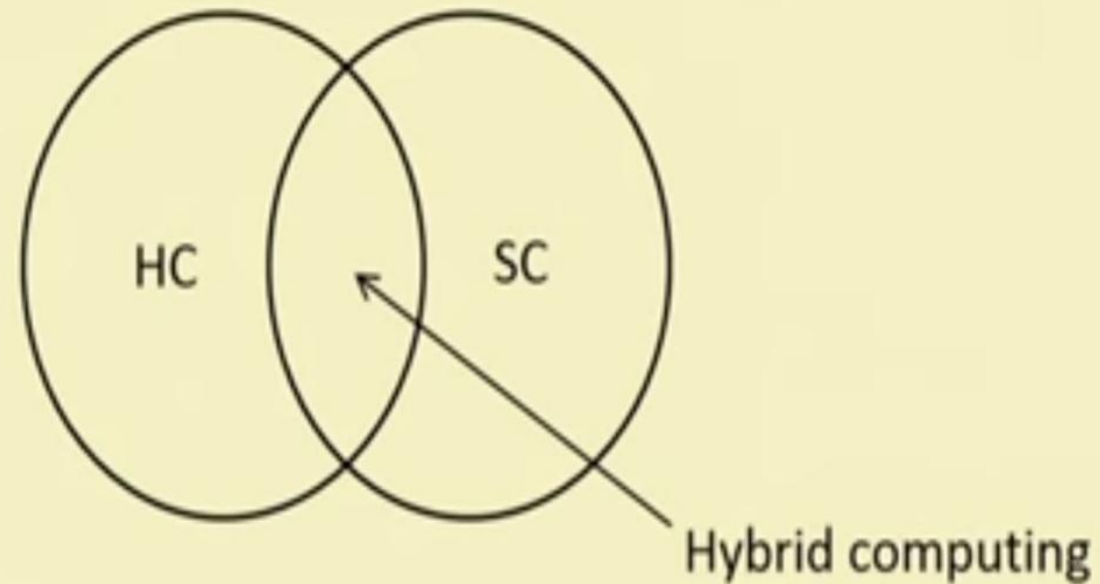


Figure: Concept of Hybrid Computing



THANKS