

LOGIKA FUZZY

Pertemuan ke-13

Endang Sri Rahayu

Kasus 1: Metode Mamdani

Input :

- Pelayanan
- Makanan

Output :

- bonus

Rule :

- IF pelayanan is mengecewakan OR makanan is hambar THEN bonus is sedikit
- IF pelayanan is bagus THEN bonus is sedang
- IF pelayanan is memuaskan OR makanan is lezat THEN bonus is banyak



Variabel Pelayanan (mengecewakan, bagus, memuaskan)

Field display range : [0 10]

Tipe membership function : gaussmf

Variabel Makanan (Hambar, lezat)

Field display range : [0 10]

Tipe kurva : trimf

Params hambar = [-4 0 7]

Params lezat = [3 10 14]



Variabel Bonus (sedikit, sedang, banyak)

Field range : [0 30]

Tipe kurva : trimf

Params sedikit =[0 5 10]

Params sedang =[10 15 20]

Params banyak = [20 25 30]