

# Dynamically Scaled Fuzzy Control of Autonomous Intelligent Actor

Alex Tserkovny 

Applied AI Services, Brookline, USA

Email: atserkovny@yahoo.com

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## Abstract

The article presents an approach toward the implementation of an Autonomous Intelligent Actor's (AIA) [1] fuzzy control mechanism, when each step of it is based on dynamically defined scale. Such a scale is directed by fuzzy conditional inference rule. The approach, offered in the article, allows "soft landing" of AIA on a Target even in a case of "unfriendly" docking situation.

## Keywords

Fuzzy Logic, Fuzzy Control, Fuzzy Conditional Inference, AIA Orientation Principles

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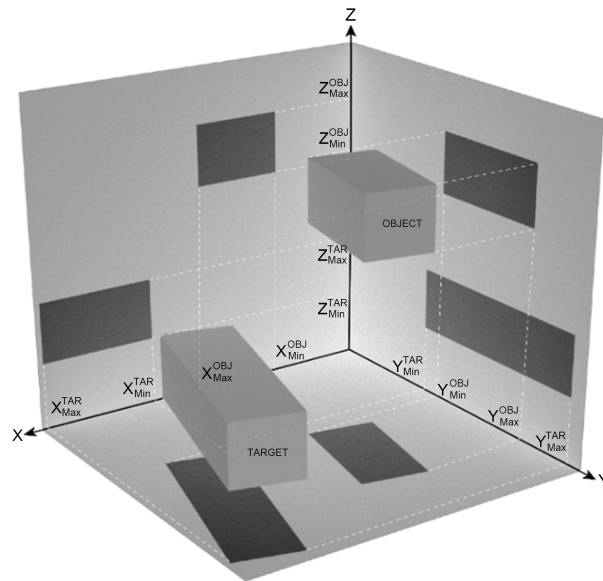
## 1. Introduction

The article introduces a multi-step fuzzy *control mechanism* as a "tactical" decision making process for *Intelligent Actor (AIA)* to approach a *Target*. For this purpose, we have proposed to use a set of dynamically defined scales for each *AIA* positioning coordinates. Such scales would reflect a "quasi" speed of *AIA* movement at each moment of time. For this purpose, we are using "human like behavior" approach toward an *AIA* control, namely "the further *AIA* from a *Target*, the faster *AIA* is moving (the larger steps *AIA* makes)" and "the closer *AIA* to a *Target*, the slower *AIA* moves (the smaller *AIA* steps)".

## 2. Logical Principles of AIA Orientation

### 2.1. Preliminary Considerations

Let consider that both Target and Object, a subject of mutual navigation, to be presented as octagons, depicted on **Figure 1** [1]. Also, we use octagons for simplification's sake only. Given the fact that we are studying a *projection-based model*, both targets and objects could be presented as follows [1]:



**Figure 1.** [1] Object and target space representation.

$T = \{t_j\}; j = \overline{1, n}$ . Where  $j$  is number of heights of a Target, whereas  $O = \{o_i\}; i = \overline{1, m}$  and  $i$  is number of heights of an Object. Both a target and an object could be presented in three-dimensional space as follows:

$$t_j \in T = \{x'_j, y'_j, z'_j\}; j = \overline{1, n}, o_i \in O = \{x^o_i, y^o_i, z^o_i\}; i = \overline{1, m}. \tag{2.1}$$

On the other hand, from **Figure 1** each value of both a Target and an Object coordinate could be presented as a pair of minimal and maximal (per 3D coordinate) values of them. For targets, in particular

$$\forall j \in [1, n] | x^T_{\min} = \min_j \{x'_j\}, x^T_{\max} = \max_j \{x'_j\}, y^T_{\min} = \min_j \{y'_j\}, y^T_{\max} = \max_j \{y'_j\}, z^T_{\min} = \min_j \{z'_j\}, z^T_{\max} = \max_j \{z'_j\} \tag{2.2}$$

By analogy, for objects we are getting:

$$\forall j \in [1, n] | x^O_{\min} = \min_j \{x^o_j\}, x^O_{\max} = \max_j \{x^o_j\}, y^O_{\min} = \min_j \{y^o_j\}, y^O_{\max} = \max_j \{y^o_j\}, z^O_{\min} = \min_j \{z^o_j\}, z^O_{\max} = \max_j \{z^o_j\} \tag{2.3}$$

### 2.2. Predicates of Two Entities Mutual Relations

Considering (2.2)-(2.3) we can formulate some logical predicates, which would describe mutual positioning of two players in the paradigm of a *projection-based model*. Let us define predicates as relation symbols, describing a variety of positions of two entities in a space in a connection to each other.

### 2.3. Preconditions for Actions and Entity Shape Estimation

Before formulation of a possible actions, which could be performed by certain entities, and given (2.2) and (2.3) we have to consider for each entity the following points in 3-dimensional space  $T_{center} = \{x^T_{center}, y^T_{center}, z^T_{center}\}$  for a Target and  $O_{center} = \{x^O_{center}, y^O_{center}, z^O_{center}\}$  for an Object correspondingly, These points could

define some conditional center of a gravity for each of them (median points in space)

$$x_{center}^T = \frac{x_{max}^T + x_{min}^T}{2}, \quad x_{center}^O = \frac{x_{max}^O + x_{min}^O}{2} \quad (2.4)$$

$$y_{center}^T = \frac{y_{max}^T + y_{min}^T}{2}, \quad y_{center}^O = \frac{y_{max}^O + y_{min}^O}{2} \quad (2.5)$$

$$z_{center}^T = \frac{z_{max}^T + z_{min}^T}{2}, \quad z_{center}^O = \frac{z_{max}^O + z_{min}^O}{2} \quad (2.6)$$

## 2.4. Docking Positioning Predicates

We define the following predicates [2] by using (2.4)-(2.6)

1) Object *docks in front* of a Target (**DIF**)

$$DIF(O, T) \Rightarrow x_{center}^T = x_{center}^O \ \& \ z_{center}^T = z_{center}^O \ \& \ y_{max}^T = y_{min}^O \quad (2.7)$$

$$\Delta x = x_{center}^T - x_{center}^O \quad (2.8)$$

$$cIX = \begin{cases} \left( x_{center}^T / x_{center}^O \right) * 100, \Delta x \leq 0, \\ \left( x_{center}^O / x_{center}^T \right) * 100, \text{otherwise} \end{cases} \quad (2.9)$$

$$\Delta y = y_{min}^O - y_{max}^T \quad (2.10)$$

$$cIY = \begin{cases} \left( y_{min}^O / y_{max}^T \right) * 100, \Delta y \leq 0, \\ \left( y_{max}^T / y_{min}^O \right) * 100, \text{otherwise} \end{cases} \quad (2.11)$$

$$\Delta z = z_{center}^T - z_{center}^O \quad (2.12)$$

$$cIZ = \begin{cases} \left( z_{center}^T / z_{center}^O \right) * 100, \Delta z \leq 0, \\ \left( z_{center}^O / z_{center}^T \right) * 100, \text{otherwise} \end{cases} \quad (2.13)$$

2) Object *docks at back* of a Target (**DAB**)

$$DAB(O, T) \Rightarrow x_{center}^T = x_{center}^O \ \& \ z_{center}^T = z_{center}^O \ \& \ y_{min}^T = y_{max}^O \quad (2.14)$$

$$\Delta x = x_{center}^T - x_{center}^O \quad (2.15)$$

$$cIX = \begin{cases} \left( x_{center}^T / x_{center}^O \right) * 100, \Delta x \leq 0, \\ \left( x_{center}^O / x_{center}^T \right) * 100, \text{otherwise} \end{cases} \quad (2.16)$$

$$\Delta y = y_{max}^O - y_{min}^T \quad (2.17)$$

$$cIY = \begin{cases} \left( y_{max}^O / y_{min}^T \right) * 100, \Delta y \leq 0, \\ \left( y_{min}^T / y_{max}^O \right) * 100, \text{otherwise} \end{cases} \quad (2.18)$$

$$\Delta z = z_{center}^T - z_{center}^O \quad (2.19)$$

$$clZ = \begin{cases} \left( \frac{z_{center}^T}{z_{center}^O} \right) * 100, \Delta z \leq 0, \\ \left( \frac{z_{center}^O}{z_{center}^T} \right) * 100, \text{otherwise} \end{cases} \quad (2.20)$$

3) Object docks at left of a Target (**DAL**)

$$DAL(O, T) \Rightarrow y_{center}^T = y_{center}^O \ \& \ z_{center}^T = z_{center}^O \ \& \ x_{min}^T = x_{max}^O \quad (2.21)$$

$$\Delta x = x_{min}^T - x_{max}^O \quad (2.22)$$

$$clX = \begin{cases} \left( \frac{x_{max}^O}{x_{min}^T} \right) * 100, \Delta x \leq 0, \\ \left( \frac{x_{min}^T}{x_{max}^O} \right) * 100, \text{otherwise} \end{cases} \quad (2.23)$$

$$\Delta y = y_{center}^T - y_{center}^O \quad (2.24)$$

$$clY = \begin{cases} \left( \frac{y_{center}^T}{y_{center}^O} \right) * 100, \Delta y \leq 0, \\ \left( \frac{y_{center}^O}{y_{center}^T} \right) * 100, \text{otherwise} \end{cases} \quad (2.25)$$

$$\Delta z = z_{center}^T - z_{center}^O \quad (2.26)$$

$$clZ = \begin{cases} \left( \frac{z_{center}^T}{z_{center}^O} \right) * 100, \Delta z \leq 0, \\ \left( \frac{z_{center}^O}{z_{center}^T} \right) * 100, \text{otherwise} \end{cases} \quad (2.27)$$

4) Object docks at right of a Target (**DAR**)

$$DAR(O, T) \Rightarrow y_{center}^T = y_{center}^O \ \& \ z_{center}^T = z_{center}^O \ \& \ x_{max}^T = x_{min}^O \quad (2.28)$$

$$\Delta x = x_{max}^T - x_{min}^O \quad (2.29)$$

$$clX = \begin{cases} \left( \frac{x_{min}^O}{x_{max}^T} \right) * 100, \Delta x \leq 0, \\ \left( \frac{x_{max}^T}{x_{min}^O} \right) * 100, \text{otherwise} \end{cases} \quad (2.30)$$

$$\Delta y = y_{center}^T - y_{center}^O \quad (2.31)$$

$$clY = \begin{cases} \left( \frac{y_{center}^T}{y_{center}^O} \right) * 100, \Delta y \leq 0, \\ \left( \frac{y_{center}^O}{y_{center}^T} \right) * 100, \text{otherwise} \end{cases} \quad (2.32)$$

$$\Delta z = z_{center}^T - z_{center}^O \quad (2.33)$$

$$clZ = \begin{cases} \left( \frac{z_{center}^T}{z_{center}^O} \right) * 100, \Delta z \leq 0, \\ \left( \frac{z_{center}^O}{z_{center}^T} \right) * 100, \text{otherwise} \end{cases} \quad (2.34)$$

5) Object docks on top of a Target (**DOT**)

$$DOT(O, T) \Rightarrow x_{center}^T = x_{center}^O \ \& \ y_{center}^T = y_{center}^O \ \& \ z_{max}^T = z_{min}^O \quad (2.35)$$

$$\Delta x = x_{center}^T - x_{center}^O \quad (2.36)$$

$$clX = \begin{cases} \left( x_{center}^T / x_{center}^O \right) * 100, \Delta x \leq 0, \\ \left( x_{center}^O / x_{center}^T \right) * 100, \text{otherwise} \end{cases} \quad (2.37)$$

$$\Delta y = y_{center}^T - y_{center}^O \quad (2.38)$$

$$clY = \begin{cases} \left( y_{center}^T / y_{center}^O \right) * 100, \Delta y \leq 0, \\ \left( y_{center}^O / y_{center}^T \right) * 100, \text{otherwise} \end{cases} \quad (2.39)$$

$$\Delta z = z_{max}^T - z_{min}^O \quad (2.40)$$

$$clZ = \begin{cases} \left( z_{min}^O / z_{max}^T \right) * 100, \Delta z \leq 0, \\ \left( z_{max}^T / z_{min}^O \right) * 100, \text{otherwise} \end{cases} \quad (2.41)$$

6) Object *docks under (at bottom) of a Target (DUN)*

$$DUN(O, T) \Rightarrow x_{center}^T = x_{center}^O \ \& \ y_{center}^T = y_{center}^O \ \& \ z_{min}^T = z_{max}^O \quad (2.42)$$

$$\Delta x = x_{center}^T - x_{center}^O \quad (2.43)$$

$$clX = \begin{cases} \left( x_{center}^T / x_{center}^O \right) * 100, \Delta x \leq 0, \\ \left( x_{center}^O / x_{center}^T \right) * 100, \text{otherwise} \end{cases} \quad (2.44)$$

$$\Delta y = y_{center}^T - y_{center}^O \quad (2.45)$$

$$clY = \begin{cases} \left( y_{center}^T / y_{center}^O \right) * 100, \Delta y \leq 0, \\ \left( y_{center}^O / y_{center}^T \right) * 100, \text{otherwise} \end{cases} \quad (2.46)$$

$$\Delta z = z_{min}^T - z_{max}^O \quad (2.47)$$

$$clZ = \begin{cases} \left( z_{min}^T / z_{max}^O \right) * 100, \Delta z \leq 0, \\ \left( z_{max}^O / z_{min}^T \right) * 100, \text{otherwise} \end{cases} \quad (2.48)$$

## 2.5. Fuzzification of Docking Positioning

We represent  $clX$  from (2.9), (2.16), (2.23), (2.30), (2.37), (2.44), and also  $clY$  from (2.11), (2.18), (2.25), (2.32), (2.39), (2.46) and  $clZ$  from (2.13), (2.20), (2.27), (2.34), (2.41), (2.48) as a *fuzzy set*, forming linguistic variable, described by a triplet of the form  $CL = \left\{ \left\langle cl_i, U_{cl}, \widetilde{CL} \right\rangle, cl_i \in T(u_{cl}), \forall i \in [0, CardU_{CL}] \right\}$ , where  $T_i(u_{cl})$  is extended term set of the linguistic variable “*Closeness*” from **Table 1**,  $\widetilde{CL}$  is normal fuzzy set with correspondent membership function  $\mu_{cl} : U_{CL} \rightarrow [0, 1]$ .

We will use the following mapping

$\alpha : \widetilde{CL} \rightarrow U_{CL} \mid u_{cl} = Ent \left[ (CardU_{CL} - 1) \times cl_{norm} \right] \mid \forall i \in [0, CardU_{CL}]$ , were

$$\widetilde{CL} = \int_{U_{cl}} \mu_{cl}(u_{cl}) / u_{cl} \quad (2.49)$$

**Table 1.** Linguistic variables for object/target closeness and control steps scale.

Value of variable		$\forall i, \forall j \in [0, 10],$ $st_j \in U_{ST},$ $cl_i \in U_{CL}$
“Closeness”	“Steps_scale”	
smallest	smallest	0
almost smallest	almost smallest	1
small	small	2
bit higher than small	bit higher than small	3
almost average	almost average	4
average	average	5
bit higher than average	bit higher than average	6
pretty large	pretty large	7
large	large	8
almost largest	almost largest	9
largest	largest	10

On the other hand, similarly to the previous cases, to determine the estimates of the membership function in terms of singletons from (2.49) in the form  $\mu_{cl_i}(cl_i)/cl_i \mid \forall i \in [0, CardU_{CL}]$  we propose the following procedure.

$$\forall i \in [0, CardU_{CL}], \mu_{cl_i}(cl_i) = 1 - \frac{1}{CardU_{CL} - 1} \times |i - Ent[(CardU_{CL} - 1) \times cl_{norm}]| \quad (2.50)$$

We also represent  $\Delta x$  from (2.8), (2.15), (2.22), (2.29), (2.36), (2.43) and also  $\Delta y$  from (2.10), (2.17), (2.24), (2.31), (2.38), (2.45) and finally  $\Delta z$  from (2.12), (2.19), (2.26), (2.33), (2.40), (2.47) as a *fuzzy set*, forming linguistic variable, described by a triplet of the form

$ST = \{ \langle st_j, U_{ST}, \widetilde{ST} \rangle \}, st_j \in T(u_{st}), \forall j \in [0, CardU_{ST}]$ , where  $T_j(u_{st})$  is extended term set of the linguistic variable “Steps\_scale” from **Table 1**,  $\widetilde{ST}$  is normal fuzzy set with correspondent membership function  $\mu_{st} : U_{st} [0, 1]$ .

We will also use the following mapping

$$\Omega : \widetilde{ST} \rightarrow U_{ST} \mid u_{st} = Ent[(CardU_{ST} - 1) \times st_j] \mid \forall j \in [0, CardU_{ST}], \text{ were} \quad \widetilde{ST} = \int_{U_{ST}} \mu_{st}(u_{st}) / u_{st}. \quad (2.51)$$

On the other hand, similarly to the previous cases, to determine the estimates of the membership function in terms of singletons from (2.51) in the form  $\mu_{st_j}(st_j)/st_j \mid \forall j \in [0, CardU_{ST}]$  we propose the following procedure.

$$\forall j \in [0, CardU_{ST}], \mu_{st_j}(st_j) = 1 - \frac{1}{CardU_{ST} - 1} \times |j - Ent[(CardU_{ST} - 1) \times st_j]| \quad (2.52)$$

To convert (2.49)-(2.52) into fuzzy logic-based statement and terms from **Table 1** we use a *Fuzzy Conditional Inference Rule*, formulated by means of “common sense” as a following conditional clause:

$$P = \text{“IF } (\widetilde{CL} \text{ is } CL), \text{ THEN } (\widetilde{ST} \text{ is } ST)\text{”} \quad (2.53)$$

In other words, we use fuzzy conditional inference of the following type [3] [4]

[5] [6]:

Ant 1: If *Closeness* is *CL* then *Steps\_scale* is *ST*

Ant2: *Closeness* is *CL*

$$----- \tag{2.54}$$

Cons: *Steps\_scale* is *ST*.

Where  $CL, CL' \subseteq U_{CL}$  and  $ST, ST' \subseteq U_{ST}$ .

Note that statement (2.54) represents “modus-ponens” syllogism. Given that we use the following type of implication [7]

$$A \rightarrow B = \begin{cases} (1-a) \cdot b, a > b, \\ 1, a \leq b \end{cases} \tag{2.55}$$

Now for fuzzy sets (2.49) and (2.51) a *binary relationship* for the fuzzy conditional proposition for fuzzy logic with implication of type (2.55) is defined as

$$\begin{aligned} R(A_1(cl), A_2(st)) &= CL \times U_{CL} \\ &\rightarrow ST \times U_{ST} = \int_{U_{CL} \times U_{ST}} (\mu_{cl}(u_{cl})/u_{cl} \rightarrow \mu_{st}(u_{st})/u_{st}) / (u_{cl}, u_{st}) \end{aligned} \tag{2.56}$$

and since we consider that  $CardU_{CL} = CardU_{ST}$ , then expression (2.56) looks like

$$\mu_{cl}(u_{cl})/u_{cl} \rightarrow \mu_{st}(u_{st})/u_{st} = \begin{cases} (1 - \mu_{cl}(u_{cl})) \cdot \mu_{st}(u_{st}), \mu_{cl}(u_{cl}) > \mu_{st}(u_{st}), \\ 1, \mu_{cl}(u_{cl}) \leq \mu_{st}(u_{st}). \end{cases} \tag{2.57}$$

By using (2.54) and given a *unary relationship*  $R(A_1(cl')) = CL'$  one can obtain the consequence  $R(A_2(st'))$  by compositional rule of inference (CRI) to  $R(A_1(cl'))$  and  $R(A_1(cl), A_2(st))$  of type (2.57):

$$\begin{aligned} R(A_2(st')) &= CL' \circ R(A_1(cl), A_2(st)) \\ &= \int_{U_{CL}} \mu_{cl'}(u_{cl})/u_{cl} \circ \int_{U_{CL} \times U_{ST}} \mu_{cl}(u_{cl}) \rightarrow \mu_{st}(u_{st}) / (u_{cl}, u_{st}) \\ &= \int_{U_{ST}} \bigcup_{cl \in U_{cl}} ([\mu_{cl'}(u_{cl}) \wedge \mu_{cl}(u_{cl})] \rightarrow \mu_{st}(u_{st})) / u_{st}. \end{aligned} \tag{2.58}$$

But for practical purposes we will use another *Fuzzy Conditional Rule (FCR)*

$$\begin{aligned} R(A_1(cl), A_2(st)) &= (CL \times U_{CL} \rightarrow ST \times U_{ST}) \cap (\neg CL \times U_{CL} \rightarrow U_{ST} \times \neg ST) \\ &= \int_{U_{CL} \times U_{ST}} (\mu_{cl}(u_{cl}) \rightarrow \mu_{st}(u_{st})) \wedge ((1 - \mu_{cl}(u_{cl})) \rightarrow (1 - \mu_{st}(u_{st}))) / (u_{cl}, u_{st}) \end{aligned} \tag{2.59}$$

Given (2.57) from (2.59) we are getting

$$\begin{aligned} R(A_1(cl), A_2(st)) &= (\mu_{cl}(u_{cl}) \rightarrow \mu_{st}(u_{st})) \wedge ((1 - \mu_{cl}(u_{cl})) \rightarrow (1 - \mu_{st}(u_{st}))) \\ &= \begin{cases} (1 - \mu_{cl}(u_{cl})) \cdot \mu_{st}(u_{st}), \mu_{cl}(u_{cl}) > \mu_{st}(u_{st}), \\ 1, \mu_{cl}(u_{cl}) = \mu_{st}(u_{st}), \\ (1 - \mu_{st}(u_{st})) \cdot \mu_{cl}(u_{cl}), \mu_{cl}(u_{cl}) < \mu_{st}(u_{st}). \end{cases} \end{aligned} \tag{2.60}$$

### 3. Scaling

#### 3.1. Basic Principles of Object Decision Making

As it was mentioned above, “human like behavior” approach toward of an object

control, namely “the further an *Object* from a *Target*, the faster an *Object* has to move (the larger step we have to make)” or in terms of linguistic variables from **Table 1** “*Closeness*” and “*Steps\_scale*” we use the following conditional clause:

$$P = \text{“IF (CL is ‘smallest’), THEN (ST is ‘largest’)”} \tag{3.1}$$

To build a binary relationship matrix of type (2.53) and its basic realization (3.1) we use a conditional clause of type (2.60).

To build membership functions for fuzzy sets *CL* and *ST* we use (2.50) and (2.52) respectively.

In (2.50) the membership functions for fuzzy set *CL* (for instance from **Table 1**) would look like:

$$\begin{aligned} \mu_{CL}(\text{“smallest”}) = & 1/0 + 0.9/1 + 0.8/2 + 0.7/3 + 0.6/4 + 0.5/5 \\ & + 0.4/6 + 0.3/7 + 0.2/8 + 0.1/9 + 0/10 \end{aligned} \tag{3.2}$$

Note, that the membership function (2.52) for fuzzy set *ST* from **Table 1** is

$$\begin{aligned} \mu_{ST}(\text{“largest”}) = & 0/0 + 0.1/1 + 0.2/2 + 0.3/3 + 0.4/4 + 0.5/5 \\ & + 0.6/6 + 0.7/7 + 0.8/8 + 0.9/9 + 1/10 \end{aligned} \tag{3.3}$$

Given (2.60), (3.2) and (3.3) we have  $R(A_1(x), A_2(y))$  shown in **Table 2**.

Suppose that the current value of “*Closeness*”, represented by a fuzzy set *CL* from (2.49), is defined as

$$\begin{aligned} \mu_{CL}(\text{“large”}) = & 0.1/0 + 0.3/1 + 0.4/2 + 0.5/3 + 0.6/4 + 0.7/5 \\ & + 0.8/6 + 0.9/7 + 1/8 + 0.9/9 + 0.8/10 \end{aligned}$$

After applying CRI from (2.58), given an inference of a type (2.54) we get the following

$$\begin{aligned} R(A_2(st)) = & 0.8/0 + 0.9/1 + 1/2 + 0.9/3 + 0.8/4 + 0.7/5 \\ & + 0.6/6 + 0.5/7 + 0.4/8 + 0.3/9 + 0.2/10 \end{aligned}$$

**Table 2.** Binary relationship matrix of a proposed scaling technique.

<i>CL</i> → <i>ST</i>	0	0.1	0.2	0.3	0.4	0.5	0.6	0.7	0.8	0.9	1
1	0	0	0	0	0	0	0	0	0	0	1
0.9	0	0.01	0.02	0.03	0.04	0.05	0.06	0.07	0.08	1	0
0.8	0	0.02	0.04	0.06	0.08	0.1	0.12	0.14	1	0.08	0
0.7	0	0.03	0.06	0.09	0.12	0.15	0.18	1	0.14	0.07	0
0.6	0	0.04	0.08	0.12	0.16	0.2	1	0.18	0.12	0.06	0
0.5	0	0.05	0.1	0.15	0.2	1	0.2	0.15	0.1	0.05	0
0.4	0	0.06	0.12	0.18	1	0.2	0.16	0.12	0.08	0.04	0
0.3	0	0.07	0.14	1	0.18	0.15	0.12	0.09	0.06	0.03	0
0.2	0	0.08	1	0.14	0.12	0.1	0.08	0.06	0.04	0.02	0
0.1	0	1	0.08	0.07	0.06	0.05	0.04	0.03	0.02	0.01	0
0	1	0	0	0	0	0	0	0	0	0	0



In other words, we are getting

$$\begin{aligned} \mu_{ST'}(\text{"small"}) = & 0.8/0 + 0.9/1 + 1/2 + 0.9/3 + 0.8/4 + 0.7/5 \\ & + 0.6/6 + 0.5/7 + 0.4/8 + 0.3/9 + 0.2/10 \end{aligned}$$

which means the "closer" an *Object* to a *Target*, the "smaller" step is needed. This basic principle is the foundation for defining the value of a step an *Object* must make on each iteration.

### 3.2. Dynamic Scaling for an Object Steps

In this study we presume that in order to approach a *Target* by an *Object* the latter must make *multiple* iterations. Every iteration characterized by certain nonlinear *scale*, which consists of multiple steps. The number of steps is defined by the value of  $CardU_{ST}$ . All steps are strictly correlated with a speed of an *Object*. The bigger the step, the higher the speed. The *scale* for each subsequent iteration is shorter by length than one of its predecessors. The farther an *Object* locates from a *Target*, the more iterations are needed to fulfil the *goal* (*DAL*, *DAR*, ...). It is important to mention that the number of iterations would never *be known in advance* and will be defined by the algorithm, described down below.

Let us define the *scale* and *closeness* for each iteration  $k$  in  $X$  coordinate as the following

$$\forall k \in [0, \dots], scale_k = \Delta x, clos_k = cIX \quad (3.4)$$

where  $\Delta x$  is defined in (2.8), (2.15), (2.22), (2.29), (2.36), (2.43).

Whereas  $cIX$  is from (2.9), (2.16), (2.23), (2.30), (2.37), (2.44).

Define all  $j$  steps for each iteration  $k$

$$\forall j \in [0, CardU_{ST}]; step_k^j = scale_k / CardU_{ST}; scale_k = scale_k - step_k^j \quad (3.5)$$

The procedure (3.5) would be resulted for each iteration  $k$  as the following nonlinear sequence

$$\forall k \in [0, \dots], step_k = step_k^0, step_k^1, step_k^2, \dots, step_k^{CardU_{ST}} \quad (3.6)$$

For instance, if  $CardU_{ST} = 10$  the following nonlinearity is taking place (in % of the size of an original  $scale_k$ )

$$\forall k \in [0, \dots], step_k = [10.0; 9.0; 8.1; 7.29; 6.56; 5.9; 5.31; 4.78; 4.3; 3.87; 3.49]$$

Present  $clos_k \in [clos_{min}, clos_{max}]$  as a fuzzy set  $\widetilde{CL}$  of type (2.49) with correspondent membership function (2.50). Where  $cl_{norm} = \frac{clos_k - clos_{min}}{clos_{max} - clos_{min}}$ .

Applying CRI from (2.58), given an inference of a type (2.54) and Binary relationship matrix from **Table 2**, we get  $\widetilde{ST'}$  of form (2.51).

Represent  $\widetilde{ST'}$  as a sum of singletons

$$\begin{aligned} \widetilde{ST'} &= \sum_{j=0}^{CardU_{ST}} \frac{\mu_{st}(u_{st}^j)}{u_{st}^j} \\ &= \mu_{st}(u_{st}^0) / u_{st}^0 + \mu_{st}(u_{st}^1) / u_{st}^1 + \dots + \mu_{st}(u_{st}^{CardU_{ST}}) / u_{st}^{CardU_{ST}} \end{aligned} \quad (3.7)$$

Since  $\widetilde{ST}$  is a triangular normal membership function, we are having the following

$$\forall j \in [0, CardU_{ST}]; \exists! j^* | \mu_{st}(u_{st}^{j^*}) = \max\{\mu_{st}(u_{st}^j)\} = 1 \tag{3.8}$$

Reduce the distance between an *Object* and a *Target* by value of a current step, associated with found  $j^*$  index.

$$\Delta x_i = \Delta x_i - step_k^{j^*} \tag{3.9}$$

Redefine coordinates of an *Object* (presume, that a *Target* is stationary)

$$x_{max}^O = x_{max}^O + \Delta x_i; x_{min}^O = x_{min}^O + \Delta x_i; x_{center}^O = x_{center}^O + \Delta x_i \tag{3.10}$$

Go to the next  $k + 1$  iteration if a certain condition is met.

$$k = k + 1 | clos_k \leq \varepsilon \tag{3.11}$$

where  $\varepsilon$  is empirically defined threshold. The same algorithm (3.7)-(3.11) is applied to  $Y$  and  $Z$  coordinates by using correspondent

$$\forall k \in [0, \dots], scale_k = \Delta y, clos_k = cLY,$$

$$\forall k \in [0, \dots], scale_k = \Delta z, clos_k = cLZ.$$

### 4. Example

**Goal:** Object must *dock in front* of a Target (**DIF**)

From (1.8)  $\Delta x_i = x_{center}^T - x_{center}^O$

**X** coordinates (in conditional units)  $x_{center}^T = 1525$  and  $x_{center}^O = 210$

**Threshold**  $\varepsilon = 99.9\%$

Starting from iteration **k = 1:**

$\Delta x_i$  : **1315.0** (cLX: **14.666666666666666%**) ==>  $j^* = 1$

*step found:* **50.9457943035**

*steps:* 131.5 | 118.35 | 106.51500000000001 | 95.86350000000002 | 86.27715 | 77.64943500000001 | 69.8844915 | 62.89604235 | 56.606438115 | **50.9457943035** | 45.85121487315

...

$\Delta x_i$  : 1215.0821558471555 (cLX: 20.322481583793078%) ==>  $j^* = 2$

*step found:* **52.305302554831016**

*steps:* 121.50821558471554 | 109.357394026244 | 98.42165462361959 | 88.57948916125763 | 79.72154024513188 | 71.74938622061867 | 61.57444759855682 | 58.117002838701126 | **52.305302554831016** | 47.07477229934791 | 42.367295069413125

...

$\Delta x_i$  : 1061.8240406987395 (cLX: 30.175472741066255%) ==>  $j^* = 3$

*step found:* **50.930203771168095**

*steps:* 106.48240406987395 | 95.83416366288655 | 86.2507472965979 | 77.6256725669381 | 69.86310531024431 | 62.87679477921987 | 56.58911530129789 | **50.930203771168095** | 45.83718339405128 | 41.253465054646156 | 37.128118549181536

...

$\Delta x$  : 875.2586056130062 (cLX: 42.60599307455697%) ==>  $j^* = 4$   
*step found: 46.51483086255817*  
 steps: 87.52586056130062 | 78.77327450517056 | 70.8959470546535 |  
 63.80635234918816 | 57.42571711426935 | 51.68314540284241 |  
**46.51483086255817** | 41.86334777630235 | 37.67701299867211 |  
 33.9093116988049 | 30.51838052892441

...

$\Delta x$  : 742.9987078726604 (cLX: 51.278773254251774%) ==>  $j^* = 5$   
*step found: 43.87333070117272*  
 steps: 71.29987078726603 | 66.86988370853943 | 60.18289533768549 |  
 51.164605803916935 | 48.74814522352524 | **43.87333070117272** |  
 39.48599763105545 | 35.537397867949906 | 31.983658081154914 |  
 28.78529227303942 | 25.906763045735477

...

$\Delta x$  : 582.4465686447027 (cLX: 61.80678238395393%) ==>  $j^* = 6$   
*step found: 38.214319368778945*  
 steps: 58.244656864470265 | 52.420191178023245 | 47.178172060220916 |  
 42.460354854198826 | **38.214319368778945** | 31.39288743190105 |  
 30.953598688710947 | 27.85823881983985 | 25.072414937855868 |  
 22.56517344407028 | 20.308656099663253

...

$\Delta x$  : 443.9855325271776 (cLX: 70.8861945883818%) ==>  $j^* = 7$   
*step found: 32.36654532123124*  
 steps: 41.39855325271776 | 39.95869792744598 | 35.96282813470138 |  
**32.36654532123124** | 29.129890789108124 | 26.216901710197313 |  
 23.59521153917758 | 21.235690385259822 | 19.11212134673384 |  
 17.20090921206046 | 15.480818290854412

...

$\Delta x$  : 301.0897097262314 (cLX: 80.05969116549304%) ==>  $j^* = 8$   
*step found: 21.63126648782474*  
 steps: 30.408970972623138 | 27.368073875360825 | **21.63126648782474** |  
 22.168139839042265 | 19.95132585513804 | 17.956193269624237 |  
 16.160573942661813 | 11.544516548395631 | 13.09006489355607 |  
 11.781058404200461 | 10.602952563780416

...

$\Delta x$  : 142.1809221138974 (cLX: 90.67666084499034%) ==>  $j^* = 9$   
*step found: 12.796282990250765*  
 steps: 11.21809221138974 | **12.796282990250765** | 11.516654691225689 |  
 10.36498922210312 | 9.328490299892808 | 8.395641269903527 |  
 7.556077142913175 | 6.800469428621858 | 6.120422485759672 |  
 5.508380237183705 | 1.957542213465334

...

$\Delta x$  : 3.2696180283021476 (cLX: 99.78559881781625%) ==>  $j^* = 9$

*step found: 0.2942656225471933*

*steps: 0.32696180283021475 | 0.2942656225471933 | 0.264839060292474 |*  
*0.2383551542632266 | 0.21451963883690395 | 0.19306767495321356 |*  
*0.1737609074578922 | 0.15638481671210297 | 0.14074633504089268 |*  
*0.1266717015368034 | 0.11400453138312305*

...

$\Delta x$ : 1.1586501838824006 (*cIX: 99.92402293876181%*)  $\implies j^* = 9$

*step found: 0.10427851654941604*

*steps: 0.11586501838824007 | 0.10427851654941604 | 0.09385066489447444 |*  
*0.084465598405027 | 0.0760190385645243 | 0.06841713470807187 |*  
*0.061575421237264685 | 0.05541787911353822 | 0.04987609120218439 |*  
*0.044888482081965955 | 0.04039963387376936*

*Note:*

The number of iterations needed:

for  $X$  coordinate  $k = 134$

for  $Y$  coordinate  $k = 134$

for  $Z$  coordinate  $k = 135$

## 5. Conclusion

In this work, we introduce a multi-step fuzzy *control mechanism* as a “tactical” decision making process for *Intelligent Actor (AIA)* to approach a *Target*. For this purpose, we have proposed to use a set of dynamically defined scales for each *AIA* positioning coordinate in 3D space. Such scales would reflect a “quasi” speed of *AIA* movement at each moment of time. For this purpose, we proposed “human like behavior” approach toward an *AIA* control, namely “the further *AIA* is from a *Target*, the faster *AIA* must move (the larger steps it must make)” and “the closer *AIA* to a *Target* the slower it must move (the smaller its steps)”. The study shows that in order to approach a *Target* by an *AIA* the latter must make *multiple* iterations. Every iteration characterized by certain *nonlinear scale*, which consists of multiple steps. Proposed *scale* for each subsequent iteration is shorter by length than one of its predecessors. It was presented that the farther an *AIA* locates from a *Target*, the more iterations are needed to fulfil the *goal predicates*. Presented practical example demonstrates that proposed approach proves the possibility of *AIA* “soft-landing”.

## Conflicts of Interest

The author declares no conflicts of interest regarding the publication of this paper.

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