



A SOFT COMPUTING TECHNIQUE AND THEIR APPLICATIONS

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Abstract : Exponential growth in soft computing technologies has marked new milestones in powerful representation, modelling paradigms and optimization mechanisms for solving real time issues. With the great expansion of for computing area, a substantial amount of research efforts has been directed at the application of Soft Computing techniques in engineering. Soft Computing refers to the science of reasoning, thinking and deduction that recognizes and uses the real world phenomena of grouping, memberships, and classification of various quantities under study. The techniques of soft computing are nowadays being used successfully in many domestic, commercial, and industrial applications. This paper we gives an overview of the state of soft computing techniques and describes the various application to produce specification according need of current generation.

Keywords: Soft Computing, Fuzzy Logic, Genetic Algorithm, Neural Network, Support Vector Machine

1. INTRODUCTION

Technological innovations in soft computing techniques have brought automation capabilities to new levels of applications. Certifiable issues need to manage frameworks which are non-direct, time-fluctuating in nature with vulnerability and high unpredictability. The registering of such frameworks is investigation of algorithmic procedures which portray and change data: their theory, analysis, design, efficiency, implementation, and application [1].

In real world, we have many problems which we have no way to solve logically, or problems which could be solved theoretically but actually impossible due to its requirement of huge resources and huge time required for computation [2].

Soft Computing is mixture of methodologies that were designed for modeling and finding solutions for real world issues. That is not easy to modeled or too difficult for model, mathematically. Soft computing is an association of techniques that works synchronously and offers, in one form or another, elastic information processing capability for handling real-life uncertain conditions. The basic objective is to take advantage of acceptance for vagueness, uncertainty, approximate analysis and fractional truth in order to accomplish tractability, strength and low-cost clarifications. The controlling standard is to devise techniques for calculation that prompt a satisfactory arrangement with ease, by looking for a rough answer for a loosely or decisively defined issue [3] [4].

This paper is an overview of soft computing and their techniques and describes some of the commonly used techniques to solve complex problems with soft computing methods.

2. BACKGROUND

The background of a study is an important part of our research paper. It provides the context and purpose of the study. Hence there is need for background study that contribute to prepare proposed system.

A. What is 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. Soft computing is likely to play an increasingly important role in many application areas, including software engineering. The role model for soft computing is the human mind” [5].

Soft Computing (SC) speaks to a huge change in perspective in the points of figuring, which mirrors the way that the human personality, dissimilar to show day PCs, has an astounding capacity to store and process data which is inescapably loose, questionable. Delicate figuring isn't definitely characterized. It comprises of particular ideas and systems which plan to defeat the challenges experienced in genuine issues. These issues result from the way that our reality is by all accounts loose, dubious and hard to sort. For instance, the vulnerability in a deliberate amount is because of intrinsic varieties in the estimation procedure itself. The vulnerability in an outcome is expected to the joined and gathered impacts of these estimation vulnerabilities which were utilized as a part of the computation of that outcome [6].

B. Soft Computing Techniques

Certifiable issues need to manage frameworks which are non-direct, time-fluctuating in nature with vulnerability and high intricacy. The figuring of such frameworks is investigation of algorithmic procedures which portray and change data. Soft Computing is valuable where the exact logical devices are unequipped for giving ease, investigative, and finish arrangement. Logical techniques for earlier hundreds of years could show, and exactly dissect, just, moderately basic frameworks of material science, established Newtonian mechanics, and building. Following are the procedures which are portray in this segment:

1. Fuzzy Logic

Fuzzy logic is a technique of computing that is depends on "degrees of truth" more willingly than customary "true or false" (1 or 0) Boolean logic on which the advanced PC is based [7].

Fuzzy logic includes 0 and 1 as excessive belongings of truth (or "the state of matters" or "fact") but also take account of the assortment of states of truth in among therefore, for illustration, the consequence of a assessment between two belongings could be not "tall" or "short" but ".38 of tallness."

The fuzzy logic works on the altitude of potential of input to accomplish the specific output.

- ✓ It can be actualized in frameworks with different sizes and capacities extending from little small scale controllers to substantial, arranged, workstation-based control frameworks.
- ✓ It can be actualized in equipment, programming, or a blend of both.

Fuzzy logic can be utilized as an explanation model for the characteristics of neural networks, in addition to for openhanded a more specific explanation of their presentation.

The fuzzification boundary converts the crisp input value into a fuzzy linguistic value. The fuzzification is always compulsory in a fuzzy logic organization since the input values from existing are always crisp numerical values. The conjecture engine acquires the fuzzy input and the fuzzy rule base and produces fuzzy outputs. The fuzzy rule base is in the form of "IF-THEN" rules involving linguistic variables. The last processing element of a fuzzy logic system is the defuzzification which has the task of producing crisp output actions [6].

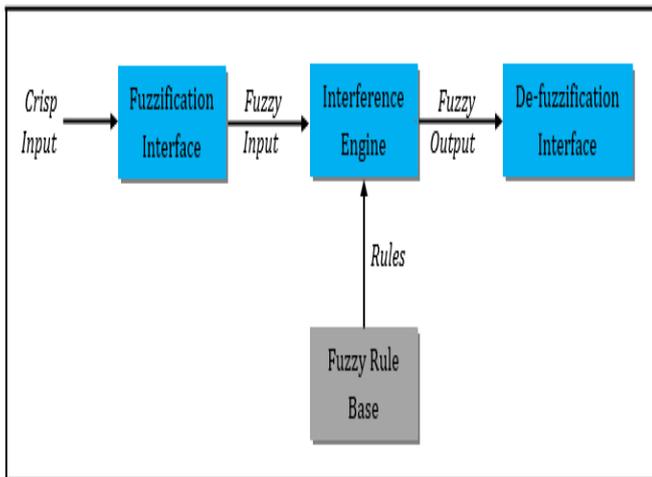


Figure 1: Fuzzy Logic System

2. Genetic Algorithm

Genetic Algorithms are enlivened by the system of regular determination, which is an organic procedure in which more grounded people will probably be victors in a contending domain. GA expect that the arrangement of an issue is a person, which can be spoken to by an arrangement of parameters. These parameters are known as qualities of the chromosomes and can be spoken to by string of double esteems. GAs is a pursuit system which begins with an underlying arrangement of irregular arrangements known as populace. Every person in populace is called chromosomes, which is a string of paired esteems. The chromosomes

develop through progressive emphasess, called ages. Amid every emphasis chromosome develop utilizing a few measures of wellness. At that point the cutting edge is made, where the new chromosomes canceled as springs, are framed by either consolidating two chromosomes from current age utilizing a hybrid administrator or altering a chromosome utilizing a change administrator. New age is shaped by determination, in light of the wellness esteems, a portion of the guardians and off-springs are rejected to keep the populace measure steady. After a few cycles the calculation joins to the best chromosome, which speaks to the ideal or sup-ideal answer for the issue [8].

The basic processes in genetic algorithms are:

- ✓ Initialization, where an underlying populace is made arbitrarily.
- ✓ Evaluation, where every individual from the populace is assessed and the wellness of the people are surveyed in view of how well they fit the coveted prerequisites.
- ✓ Selection, where just the ones that fit the coveted necessities are chosen.
- ✓ Crossover, where new individual are made by consolidating best parts of the current people. Toward the finish of this it is relied upon to make people that are nearer to the coveted prerequisites. The procedure is rehased from the second step until the point that an end condition is at last come to.

3. Artificial Neural Network

Numerous propels have been made in creating keen frameworks, some motivated by natural neural systems. Specialists from numerous logical orders are outlining Artificial Neural Networks (ANNs) to take care of an assortment of issues in design acknowledgment, expectation, advancement, affiliated memory, and control.

More specifically, "A neural network is an interconnected assembly of simple processing elements, units or nodes, whose functionality is loosely based on the animal neuron. The processing ability of the network is stored in the inter unit connection strengths, or weights, obtained by a process of adaptation to, or learning from, a set of training patterns".

Neural networks constitute a particularly successful approach in machine learning which allows learning an unknown regularity for a given set of training examples. They can deal with supervised or unsupervised learning tasks; hence outputs or classes for the data points might be available and the network has to learn how to assign given input data appropriately to the correct class in the supervised case.

Artificial Neural Networks (ANN), also called neuro-computing, connectionism, or parallel distributed processing (PDP), provide an alternative approach to be applied to problems where the algorithmic and symbolic approaches are not well suited. Artificial Neural Networks are inspired by our present knowledge of biological nervous systems, although they do not try to be realistic in every detail (the area of ANN is not concerned with biological modeling, a different field). Some ANN models may therefore be totally unrealistic from a biological modeling point of view [9]. Figure 2 demonstrate ANN structure.

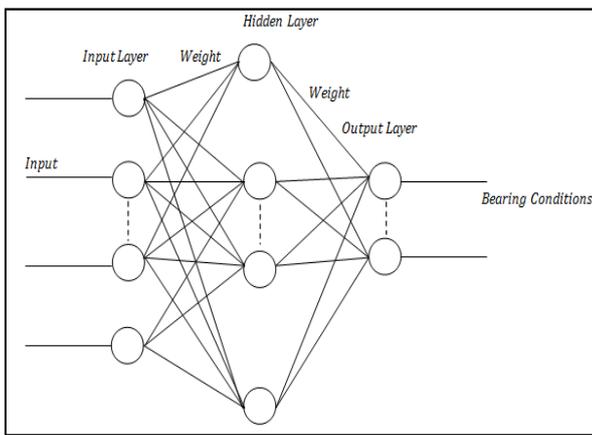


Figure 2: Artificial Neural Network

4. Support Vector Machine

A Support Vector Machine (SVM) [10] is a supervised classification algorithm that splits data into classes in view of the most stretched out edge between focuses in the classes. Direct SVM, the most generally utilized, isolates classes utilizing a hyperspace given by $w * x - b = y * Y$ is referred to as a linear separator which is trapped between upper class margin $y = 1$ and lower margin $y = -1$. A binary SVM algorithm takes positive and negative examples of the training set and draws a hyper-plane to separate two classes [11].

The basic idea behind support vector machine is illustrated with the example shown in Figure 3 In this example the data is assumed to be linearly separable. Therefore, there exist a linear hyperplane (or decision boundary) that separates the points into two different classes. In the two-dimensional case, the hyperplane is simply a straight line. In principle, there are infinitely many hyperplanes that can separate the training data.

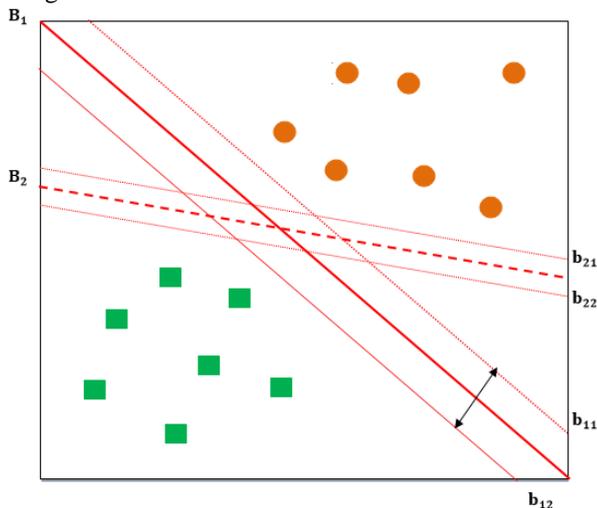


Figure 3: an example of a two-class problem with two separating hyperplanes, B1 and B2

Figure 3 shows two such hyperplanes, B_1 and B_2 . Both hyperplanes can divide the training examples into their respective classes without committing any misclassification errors. Although the training time of even the fastest SVMs can be extremely slow, they are highly accurate, owing to their ability to model complex nonlinear decision boundaries. They are much less prone to over fitting than other methods.

C. Applications of Soft Computing

Soft computing systems have turned out to be one of promising instruments that can give rehearse and sensible arrangement. Following are the key applications of soft computing [12] [13]:

1. Agricultural Engineering

Agricultural engineering is the designing control that applies building science and innovation to rural generation and handling. Agricultural engineering consolidates the orders of creature science, plant science, and mechanical, common, electrical and substance designing standards with information of rural standards.

2. Biomedical Application

Biomedical application is a plan idea to medication and science. This field looks to close the hole amongst building and prescription: It consolidates the outline and critical thinking aptitudes of designing with medicinal and natural sciences to propel social insurance treatment, including determination, checking, treatment and treatment.

3. Crime Forecasting

Crime forecast is an arranging device that oversees wrongdoing in our general public in various way. Wrongdoing is the infringing upon of guidelines or laws for which some overseeing specialist can at last recommend a conviction. Wrongdoings may likewise bring about alerts, restoration or be unenforced. By the assistance of wrongdoing conjecture we can lessen wrongdoing in our social orders.

4. Data Mining

Data mining is a subfield of software engineering which is the computational procedure of finding designs in extensive informational indexes including techniques at the crossing point of counterfeit consciousness, machine learning, insights, and database frameworks. The general objective of the information mining process is to remove data from an informational collection and change it into a justifiable structure for additionally utilize.

5. Image Processing

In imaging science, image preparing is any type of flag handling for which the info is a picture, for example, a photo or video outline; the yield of picture handling might be either a picture or an arrangement of attributes or parameters identified with the picture. Most picture preparing systems include regarding the picture as a two-dimensional flag and applying standard flag handling procedures to it.

6. Industrial Machineries

Industries machineries are apparatus that comprises of at least one sections, and uses vitality to accomplish a specific objective. Machines are generally fueled by mechanical, substance, warm, or electrical means, and are much of the time mechanized. This is utilized as a part of mechanical engineering.

7. Pattern Recognition

Pattern recognition by and large plan to give a sensible response to every single conceivable information and to

perform "in all probability" coordinating of the sources of info, considering their factual variety. Example acknowledgment is considered in numerous fields, including brain research, psychiatry, and ethology, intellectual science, and movement stream and computer science

3. CONCLUSION

The bang of soft computing has been feeling gradually stronger in the modern years. Soft computing is playing an more than ever significant responsibility in science and engineering, but ultimately its control may expand much farther. Intelligent systems and consequently soft computing methods are appropriate more imperative as the supremacy of computer processing devices increase and their cost is reduced. Soft Computing, or Computational Intelligence, represents a set of techniques for information processing, useful in cases where traditional algorithmic techniques could not exists, or be too complex. This paper deal with different terminology of soft computing paradigm. Additionally, in this paper we described various soft computing techniques and applications which is solely used in real time environment.

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