

European Centre
for Soft Computing

Solving real-world problems

From computing with numbers to computing with words

From coal mining to intelligent data mining

Human- centric approaches

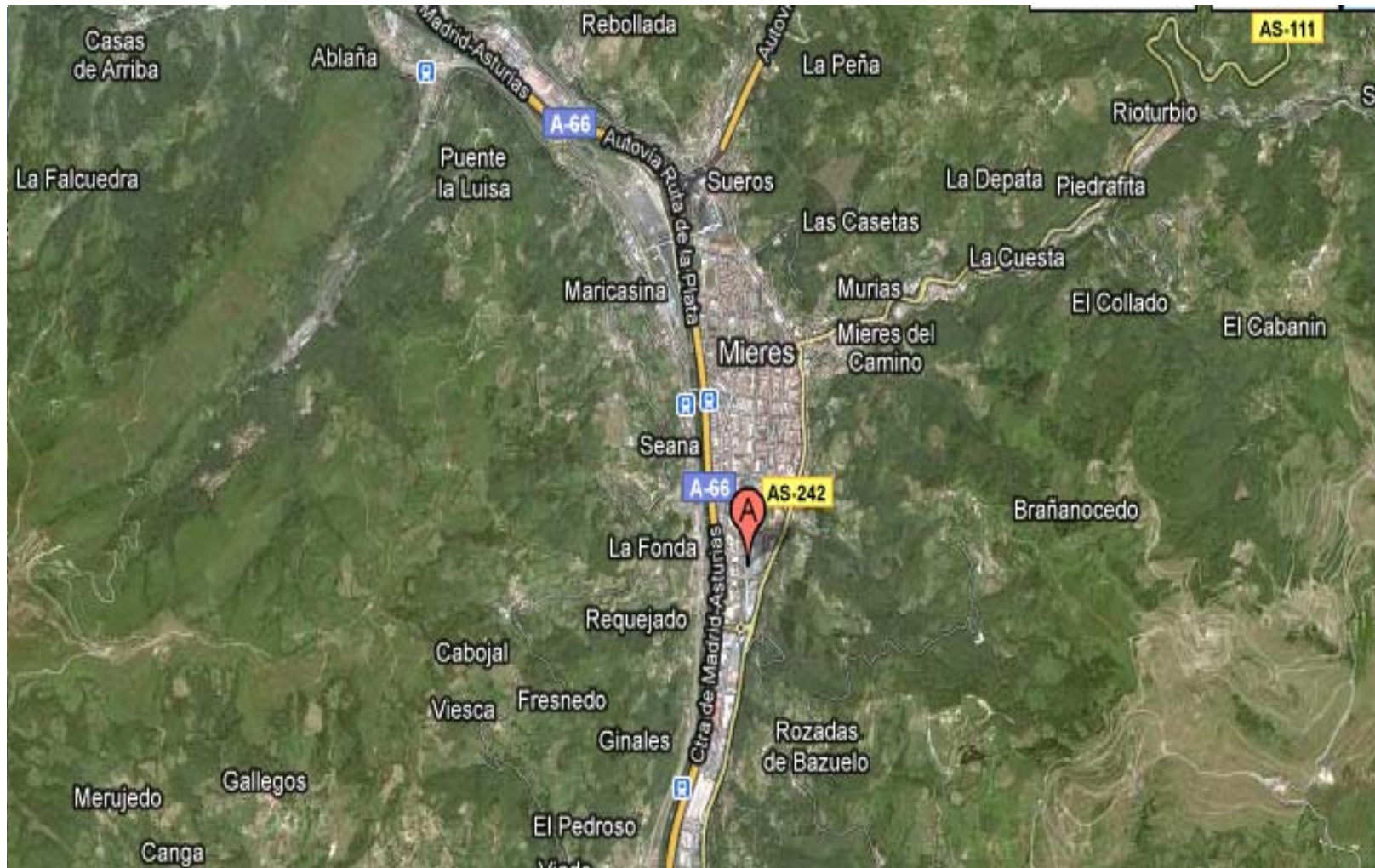
Jose María Alonso

jose.alonso@softcomputing.es

<http://www.softcomputing.es>



European Centre for Soft Computing





European Centre for Soft Computing

Private R&D Center

our years of work

20

La a es A pa

Sponsors

Castur

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S

**From real coal mining
to intelligent data mining
based on Soft Computing**



GOBIERNO DEL
PRINCIPADO DE ASTURIAS



MINISTERIO
DE INDUSTRIA, TURISMO
Y COMERCIO



Reestructuración minería
reactivación comarcas





Activity (research and industry)

Basic and applied research

- Contribute to scientific advancement
- Organizing workshops and conferences
 - ESTYLF 2008
 - SCHSS 2009
 - GEFS 2010
 - SMPS 2010
- Teaching activities
 - Seminar programs
 - International Summer Courses (2007, 2008, 2009)
 - Master Course on Soft Computing and Intelligent Data Mining (2009-2010)

Technology transfer

- Improve business competitiveness
- Technology forum:
 - Automotive industry, Food industry, Renewable Energy, Digital TV, Logistics

Dissemination

- Improving the technological image of the region
- Approaching science to society
 - Talks at high schools
- One international Prize each year (M. Dorigo, P. Bonissone, W. Pedrycz)
 - IV Cajastur Mamdani prize for Soft Computing



25 researchers (11 non-spanish)

**15 people in management, administration
and technical support positions**

4 students from UniOvi

**+ Affiliated researchers, Master students,
and Visitors**



RESEARCH

Principal Researchers

- ✦ Óscar Cordon
- ✦ Enric Trillas
- ✦ Gracián Triviño
- ✦ Christian Borgelt
- ✦ Claudio Moraga
- ✦ Enrique Ruspini

Assistants and Postdocs (Young Researchers)

- ✦ Sergio Damas
- ✦ Gil González
- ✦ Sergio Guadarrama
- ✦ José Alonso
- ✦ Luka Eciolaza
- ✦ Arnaud Quirin
- ✦ Wolfgang Trutschnig
- ✦ Marc Segond
- ✦ Prakash Shelokar

Visitors

- ✦ Jose Santamaría
- ✦ Michio Sugeno
- ✦ Rudolf Seising

Predocs

- ✦ Itziar García-Honrado
- ✦ Ana Belén Ramos
- ✦ Óscar Ibáñez
- ✦ Alberto Álvarez
- ✦ Sheila Méndez
- ✦ David Pérez
- ✦ Albert van der Heide
- ✦ Krzysztof Trawinski
- ✦ Raiko Schulz
- ✦ Sebastian Kaiser

UniOvi grants

- ✦ Carmen Campomanes
- ✦ Adrian Álvarez
- ✦ Luis de Arquer
- ✦ Antonio Palacio

Direction

- ✦ Luis Magdalena
- ✦ Raul del Coso
- ✦ Manuel Rodriguez

Management & admin

- ✦ Noelia Bueno
- ✦ Cristina Diago
- ✦ José Ramón González
- ✦ Carmen Peña
- ✦ Laura Rocés
- ✦ María Jesús Santano
- ✦ Álvaro Villagrà
- ✦ Carmen Zarco

ICT

- ✦ Borja Gómez
- ✦ Marcos Montoro
- ✦ Daniel Álvarez
- ✦ Daniel Sánchez
- ✦ Pablo Suárez
- ✦ David Rivera



Research Units

Intelligent Data Analysis and Graphical Models

- Christian Borgelt (Germany)

Applications of Fuzzy Logic and Evolutionary Algorithms

- Óscar Cordon (Spain)

Cognitive computing: computing with perceptions

- Gracián Trivino (Spain)

Collaborative Soft Intelligent Systems

- Enrique Ruspini (Argentina, USA)

Fundamentals of Soft Computing

- Claudio Moraga (Chile)
- Enric Trillas (Spain)



Scientific Committee

Chair: Lotfi Zadeh (USA)

Vice-chair: Enric Trillas (ECSC)

Secretary: María Ángeles Gil (Spain)

Members:

- Piero Bonissone (USA)
- Christer Carlsson (Finland)
- Janusz Kacprzyk (Poland)
- Rudolf Kruse (Germany)
- Xin Jao (UK)
- Javier Montero (Spain)
- Henri Prade (France)





R&D Projects

18 ongoing research projects (european, national and regional) and contracts

7 Basic & applied research projects

14 Projects with companies

✦ 3 CENIT projects and 3 Strategic projects

4 European projects

- ✦ BISON project
- ✦ COST Action
- ✦ Marie Curie Initial Training Network (MIBISOC)
- ✦ Marie Curie Fellowship for experienced researchers





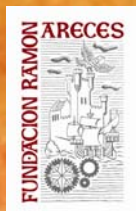
European Centre
for Soft Computing



Universidad
de Oviedo

Master in Soft Computing and Intelligent Data Analysis

Course 2009-2010





Master 2010 - 2011

Main features

- **Academic Period:** September 13, 2010 to July 31, 2011
- **Language:** English
- **Class Schedule:** From 15:30 until 20:00, Monday through Friday
- **Application Period**
 - First pre-registration period: April 26th to May 15th
 - Second pre-registration period: **May 16th to July 10th**
- **Course Fee:** 2.300€ aprox
- **Scholarship:** The Master offers scholarships that cover registration fee, travel and living expenses. Scholarships will be awarded on the basis of academic excellence



What is Soft Computing?

Everytime you tell an outsider you work in Soft Computing or you apply Soft Computing techniques, the first question will be:

• What is Soft Computing?

There is neither a single nor the best answer

We apologize for SC as a tool for solving real problems, so we need to explain SC to non scientific people



Revisiting several definitions

Soft computing has been defined from different points of view

- Properties
- Comparison (As opposite to ...)
- Purpose
- Components

“What is Soft Computing? Revisiting possible answers”

Luis Magdalena

Plenary lecture at FLINS'08



Soft Computing by properties

Every computing process that purposely includes imprecision into the calculation on one or more levels and allows this imprecision either to change (decrease) the granularity of the problem, or to "soften" the goal of optimization at some stage, is defined as to belonging to the field of soft computing

X. Li, D. Ruan, and A.J. van der Wal

Discussion on soft computing at FLINS'96

Int. Journal of Intelligent Systems, Vol. 13, (2–3), pp. 287–300 (1998)

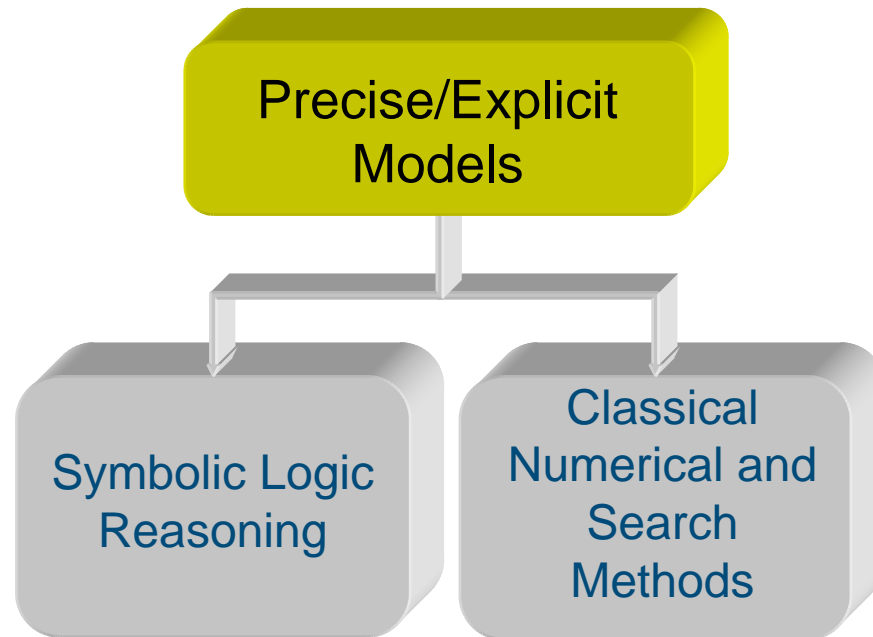
Functional
Approximation

Approximate
Reasoning

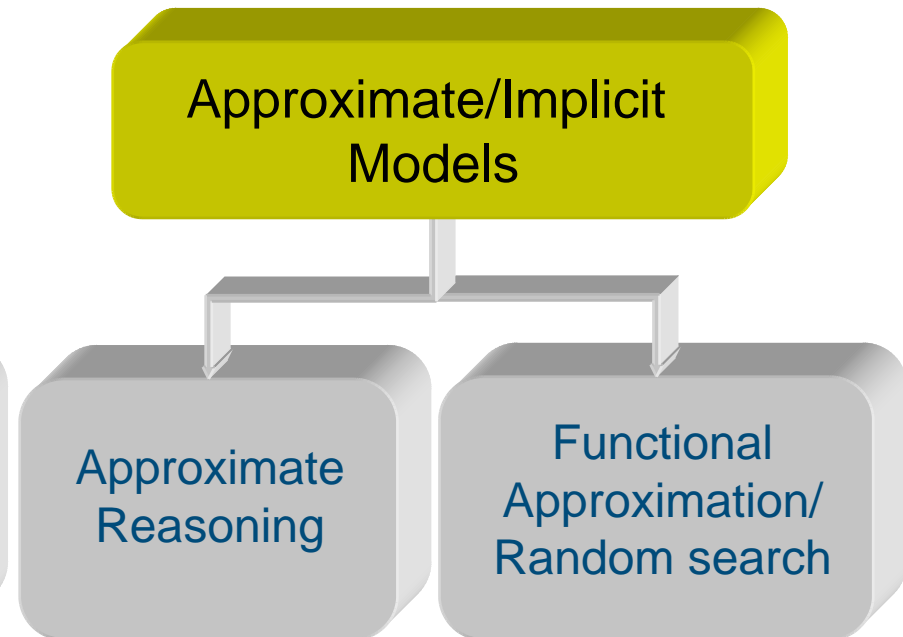


Soft computing as opposite to ...

HARD COMPUTING



SOFT COMPUTING



Piero P. Bonissone

Soft Computing: the convergence of emerging computing technologies

Soft Computing, Vol 1 (1), pp 6-18 (1997)



Soft computing as opposite to ...

Actually, the distinguishing feature of soft computing is straightforward. Hard computing uses an explicit model of the process under consideration while Soft computing does not do this. Instead, as an indispensable preliminary step, it infers an implicit model from the problem specification and the available data.

Stephen W. Kercel

Guest Editorial, Special Issue: Industrial Applications of Soft Computing

IEEE Trans. on Systems, Man and Cybernetics-Part C, Vol. 36 (4), pp 450-452 (2006)



Soft computing by purpose

The guiding principle of soft computing is:
Exploit the tolerance for imprecision,
uncertainty, partial truth, and
approximation to achieve tractability,
robustness, low solution cost and better
rapport with reality.

L.A. Zadeh

Soft computing and fuzzy logic

IEEE Software, Vol 11 (6), pp 48–56 (1994)



Soft computing by components

... soft computing is a partnership of distinct methods ...

The principal constituents of soft computing are **fuzzy logic, neurocomputing, and probabilistic reasoning**, with the latter subsuming **genetic algorithms, belief networks, chaotic systems, and parts of learning theory**.

L.A. Zadeh
Soft computing and fuzzy logic
IEEE Software, Vol 11 (6), pp 48–56 (1994)

Approximate
Reasoning

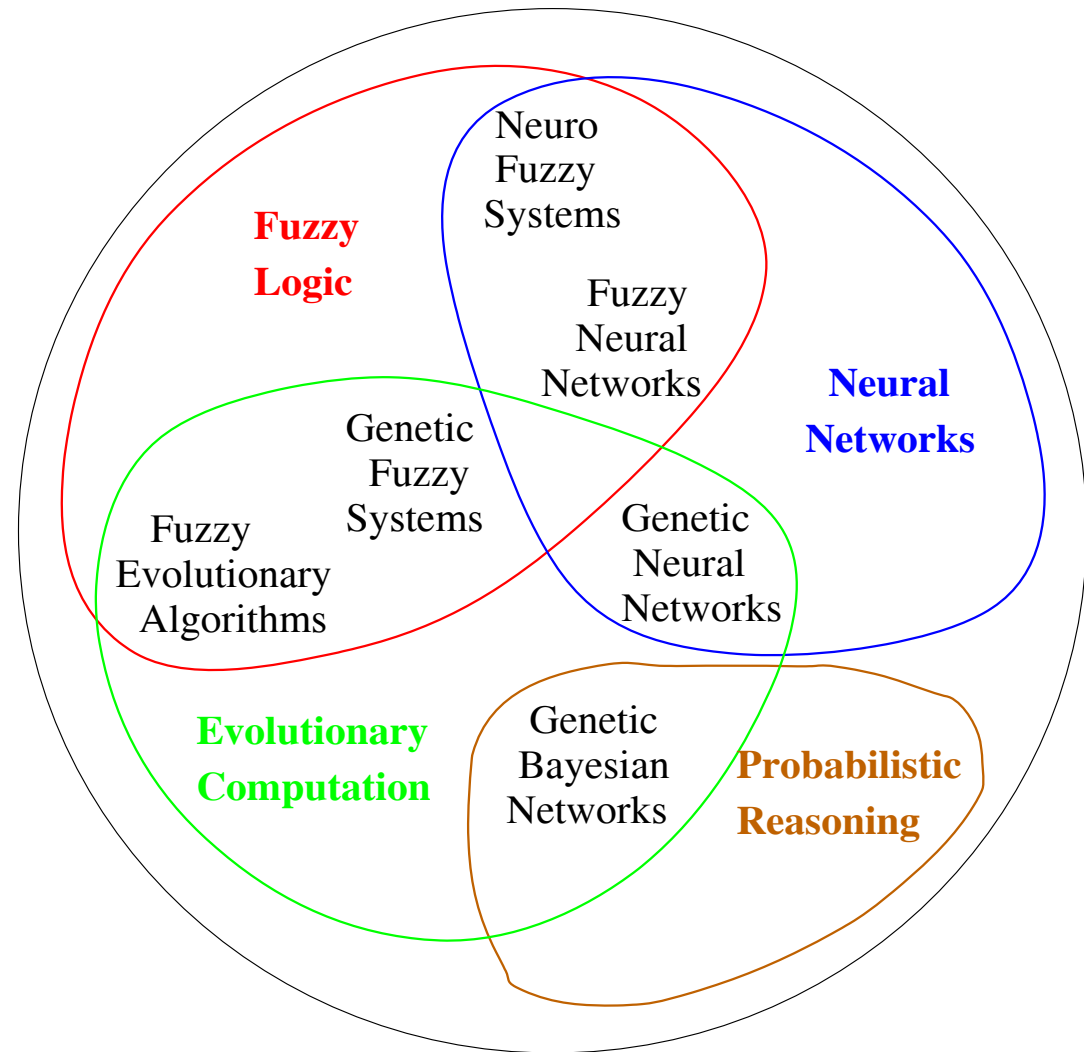
Functional
Approximation/
Random search



Soft Computing in practice

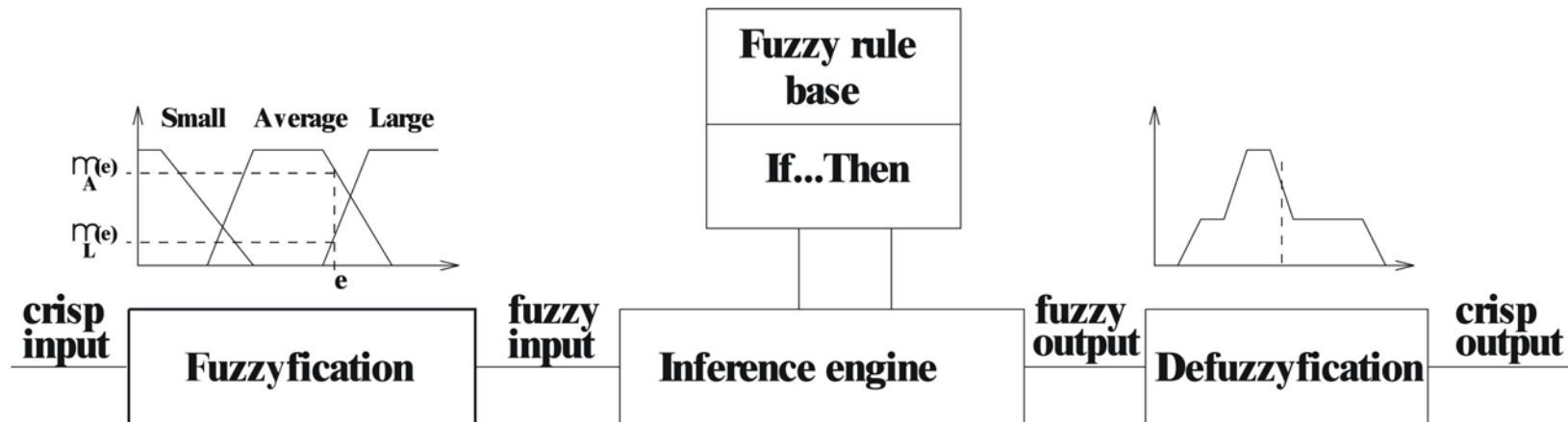
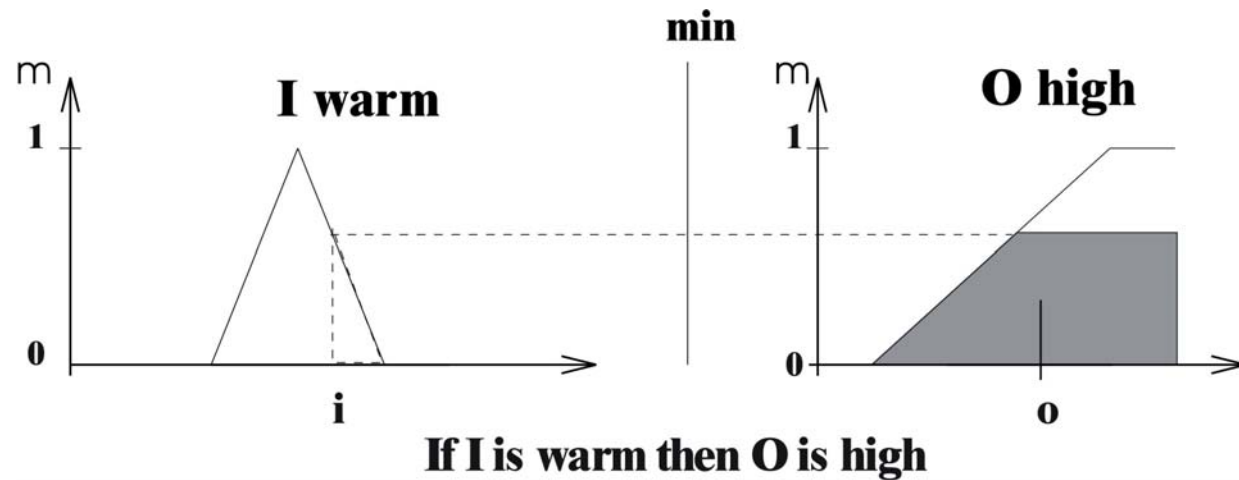
Solving real-world problems

- Approximate reasoning
 - Expert Knowledge
 - Intelligent Data Analysis
 - Automatic Learning
 - Decision Making
 - Handling Uncertainty



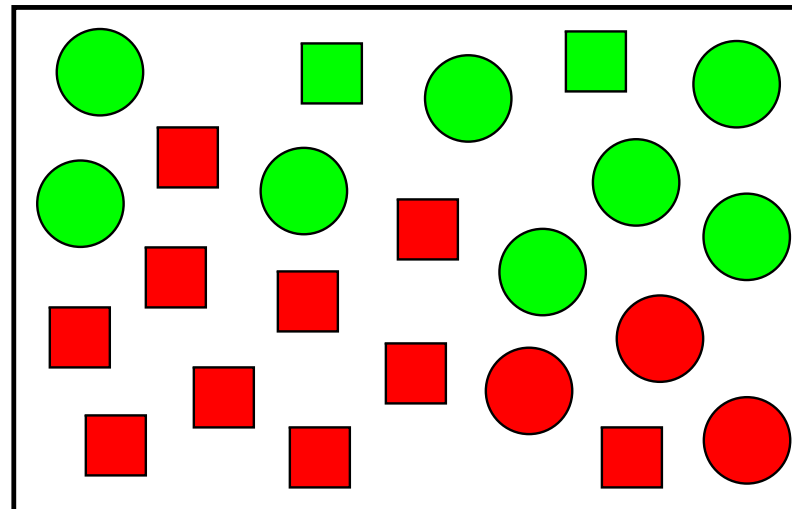


Soft Computing techniques



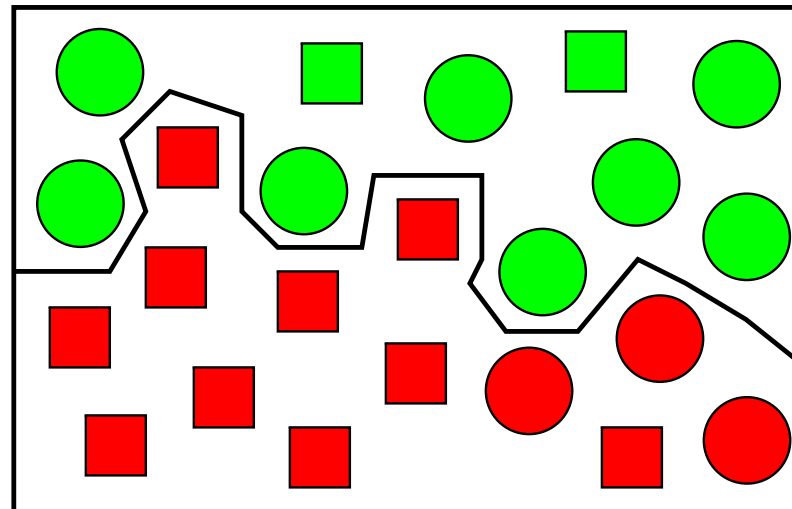


Fuzzy Logic



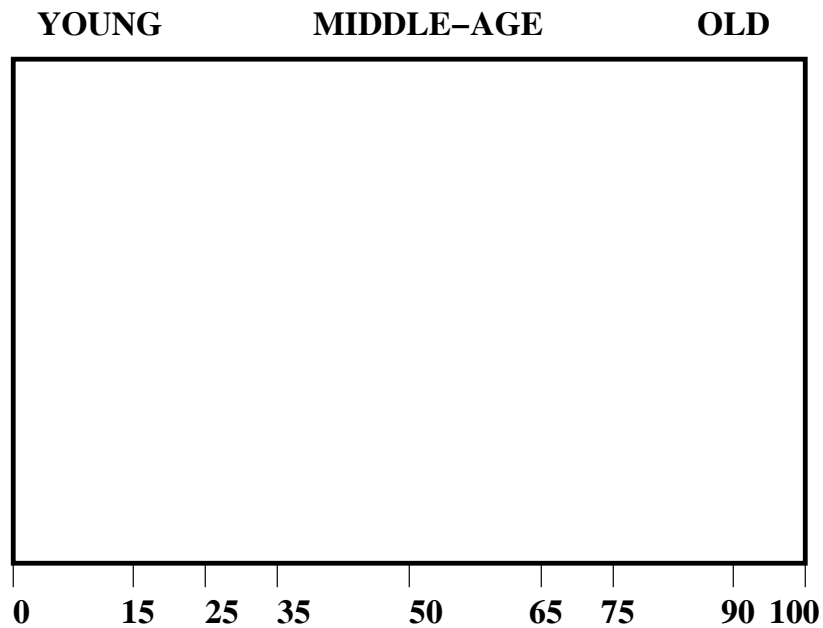


Fuzzy Logic



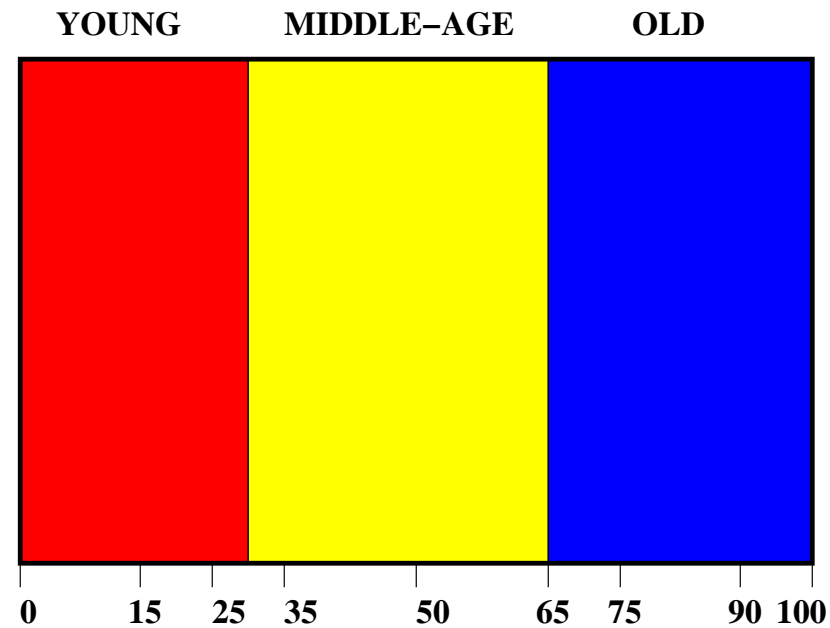


Fuzzy Logic



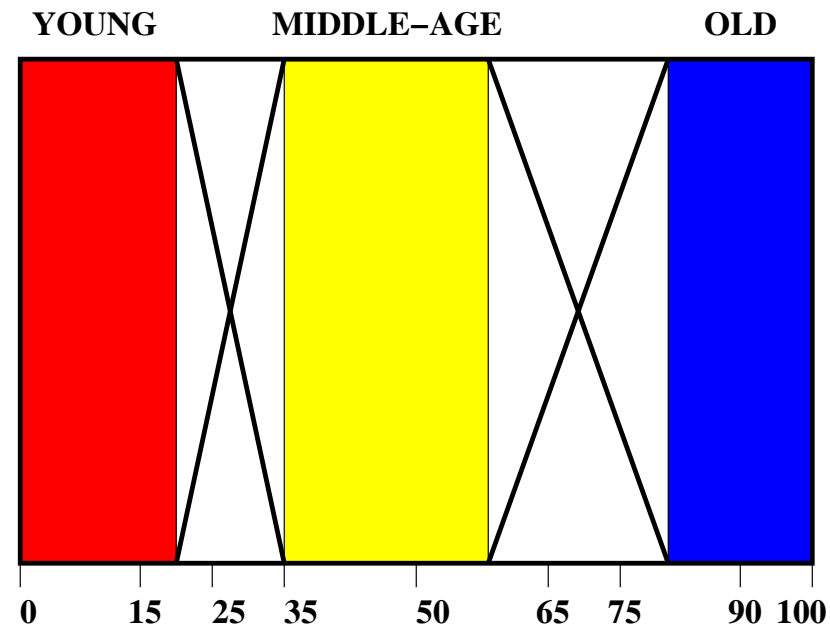


Fuzzy Logic





Fuzzy Logic





Fuzzy Inference Systems (FIS)

The most commonly used fuzzy inference technique is the so-called Mamdani method (1975): Min-Max

- Fuzzification of inputs
- Rule evaluation (conjunction / implication): Minimum
- Aggregation of rule outputs: Maximum
- Defuzzification



Fuzzy Inference Systems (FIS)

A simple example: two-input one-output problem that includes three rules

NOTE: this example is taken from “Artificial Intelligence. A guide to Intelligent Systems” (Michael Negnevitsky, Addison Wesley)

Rule: 1

IF x is $A3$
OR y is $B1$
THEN z is $C1$

Rule: 2

IF x is $A2$
AND y is $B2$
THEN z is $C2$

Rule: 3

IF x is $A1$
THEN z is $C3$

Rule: 1

IF *project_funding* is *adequate*
OR *project_staffing* is *small*
THEN *risk* is *low*

Rule: 2

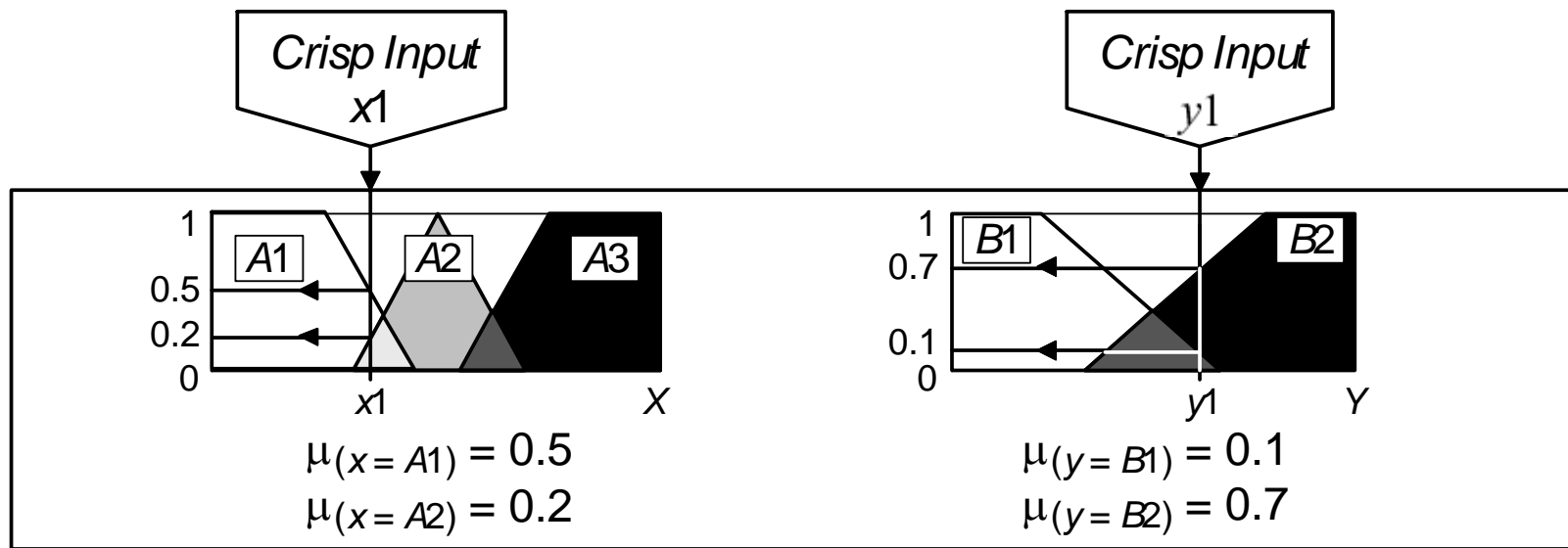
IF *project_funding* is *marginal*
AND *project_staffing* is *large*
THEN *risk* is *normal*

Rule: 3

IF *project_funding* is *inadequate*
THEN *risk* is *high*



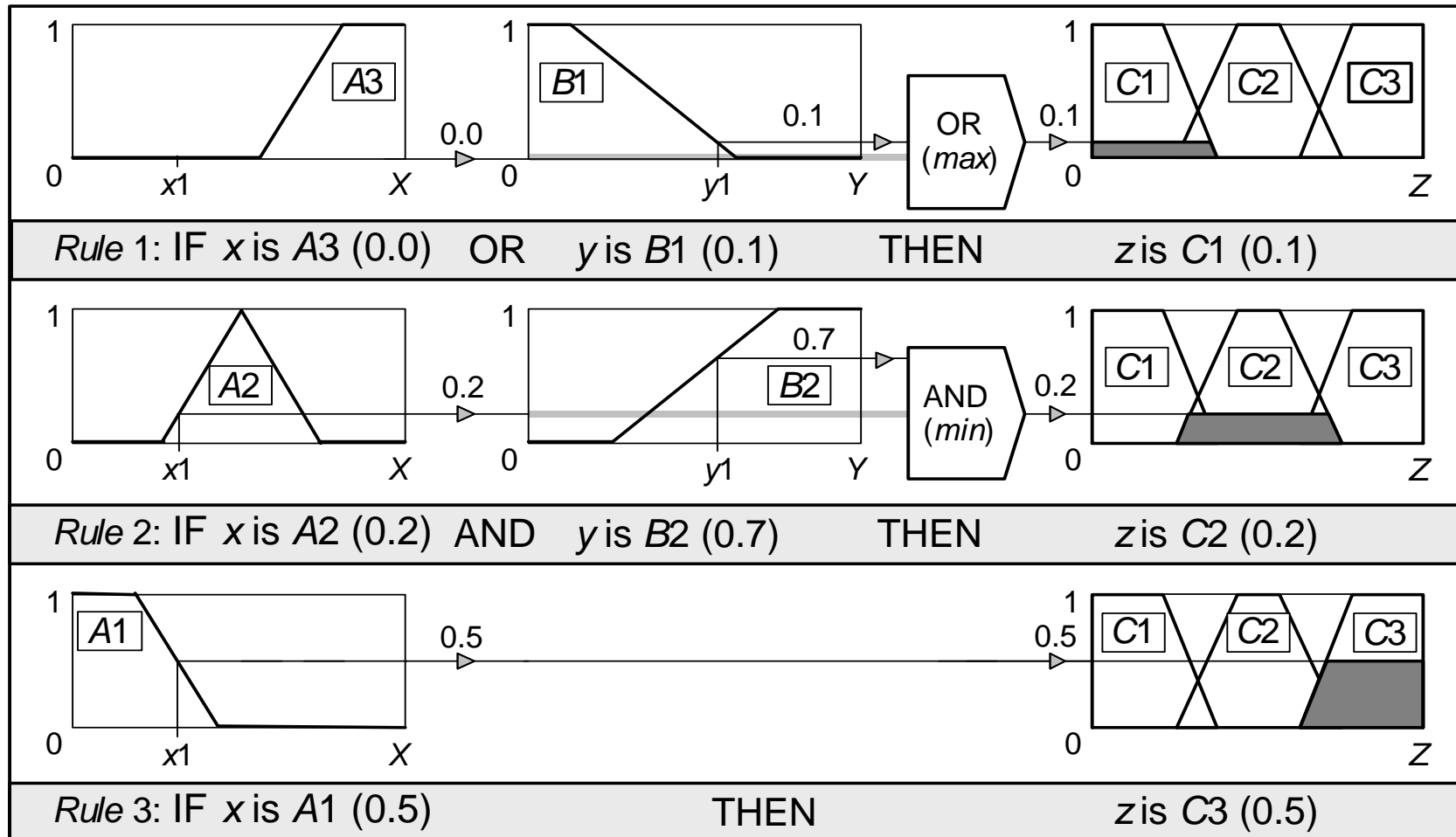
FIS: Fuzzification



NOTE: this example is taken from “Artificial Intelligence. A guide to Intelligent Systems” (Michael Negnevitsky, Addison Wesley)



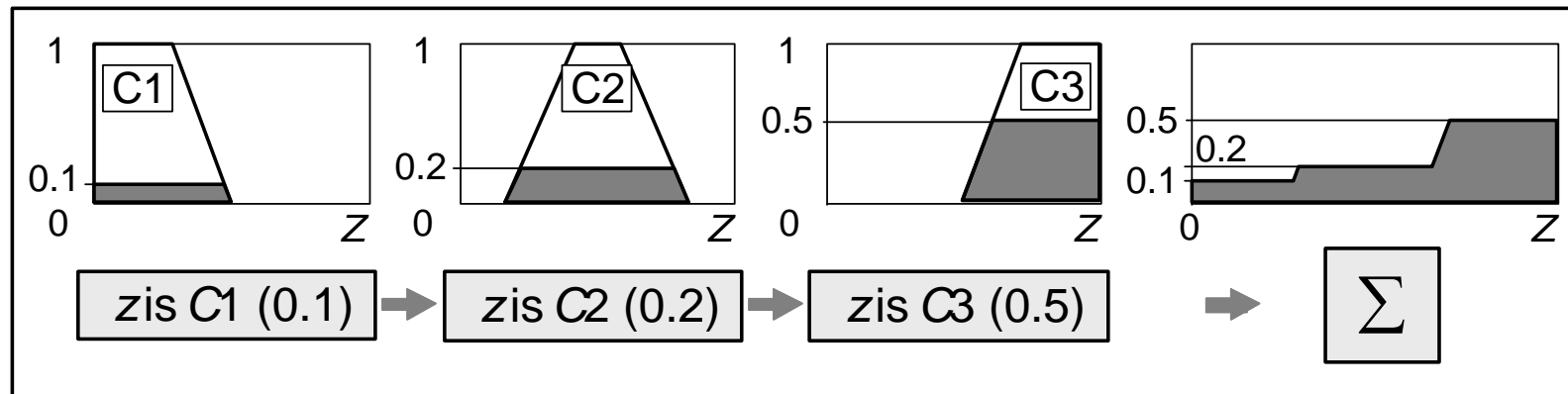
FIS: Rule evaluation



NOTE: this example is taken from "Artificial Intelligence. A guide to Intelligent Systems" (Michael Negnevitsky, Addison Wesley)



FIS: Aggregation

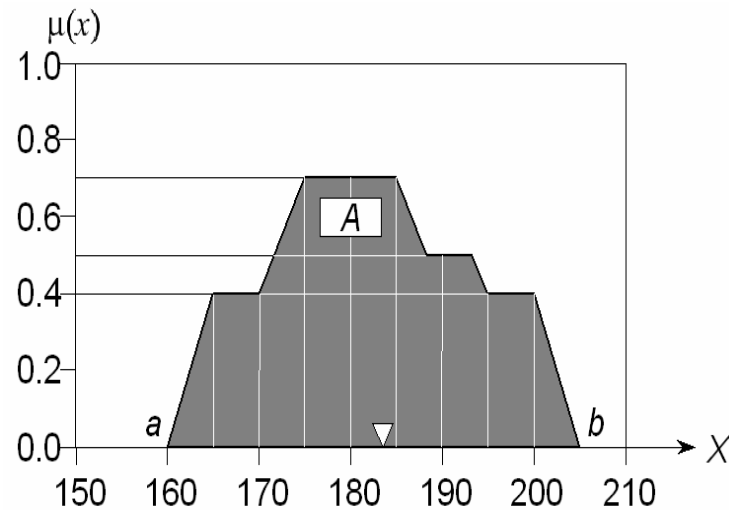


NOTE: this example is taken from “Artificial Intelligence. A guide to Intelligent Systems” (Michael Negnevitsky, Addison Wesley)



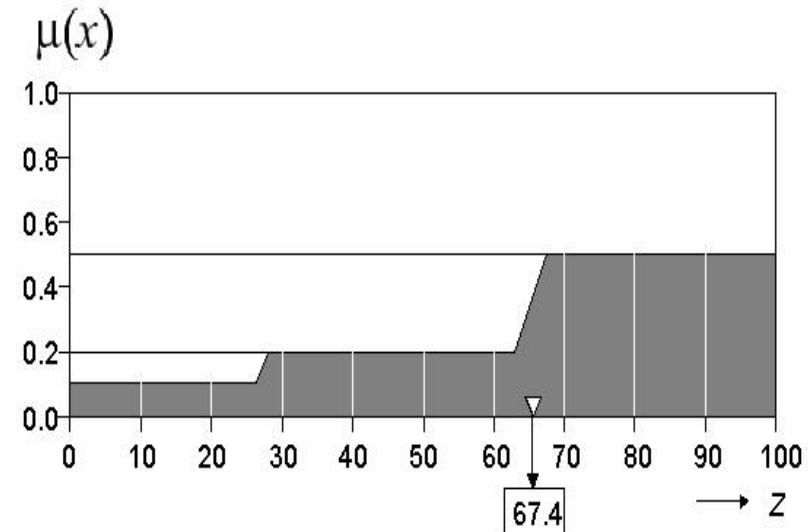
FIS: Defuzzification

Centroid



Center of Gravity (COG)

$$COG = \frac{(0+10+20) \times 0.1 + (30+40+50+60) \times 0.2 + (70+80+90+100) \times 0.5}{0.1+0.1+0.1+0.2+0.2+0.2+0.2+0.5+0.5+0.5+0.5} = 67.4$$



NOTE: this example is taken from “Artificial Intelligence. A guide to Intelligent Systems” (Michael Negnevitsky, Addison Wesley)



Solving real-world problems

Three illustrative examples

• WIFIROBOTS

- A team of robots is in charge of extending a wireless network

• SARBIA

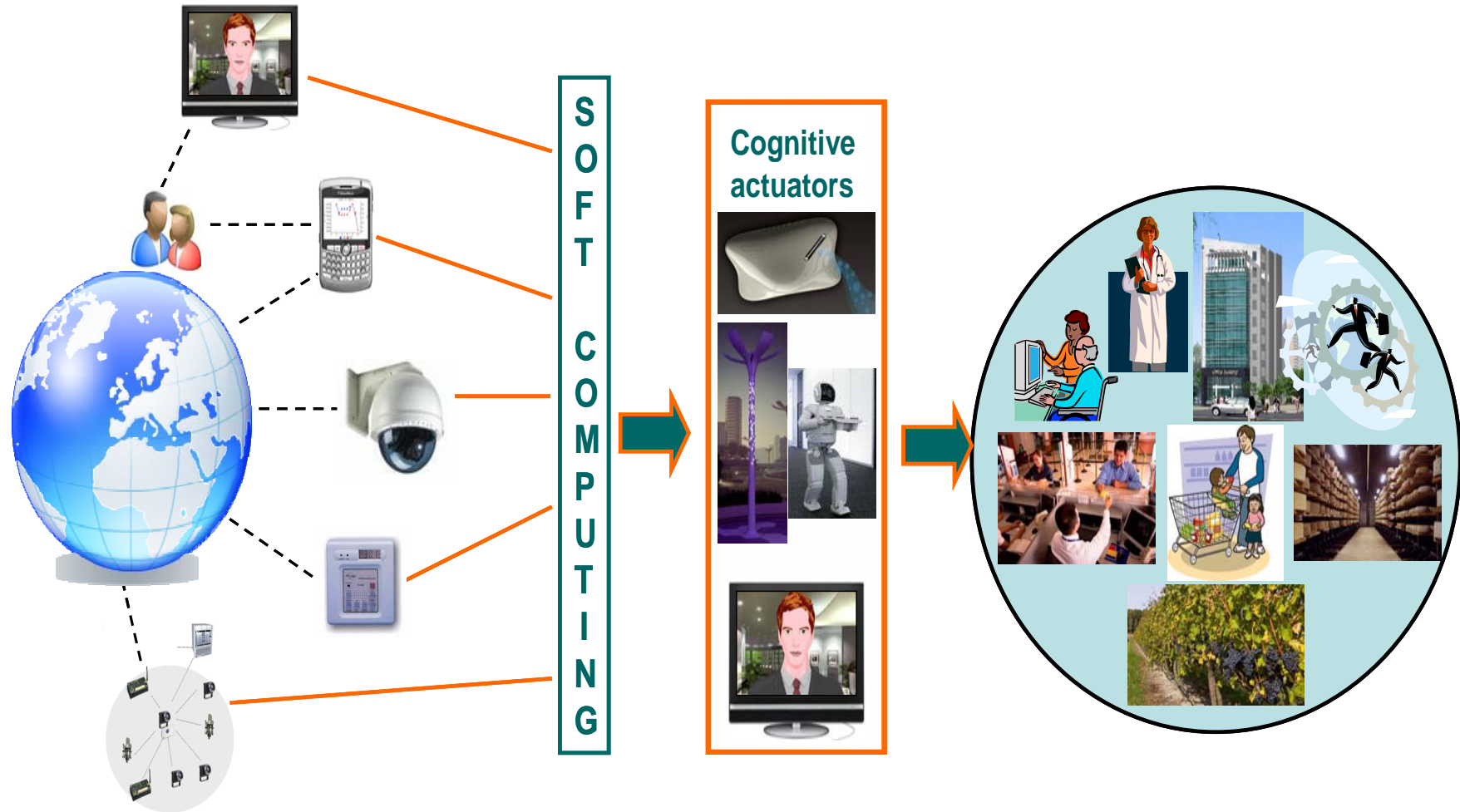
- Advanced irrigation system based on Soft Computing techniques

• LILA-CATA

- Assessing the quality of asturian cheeses



Ambient Intelligence





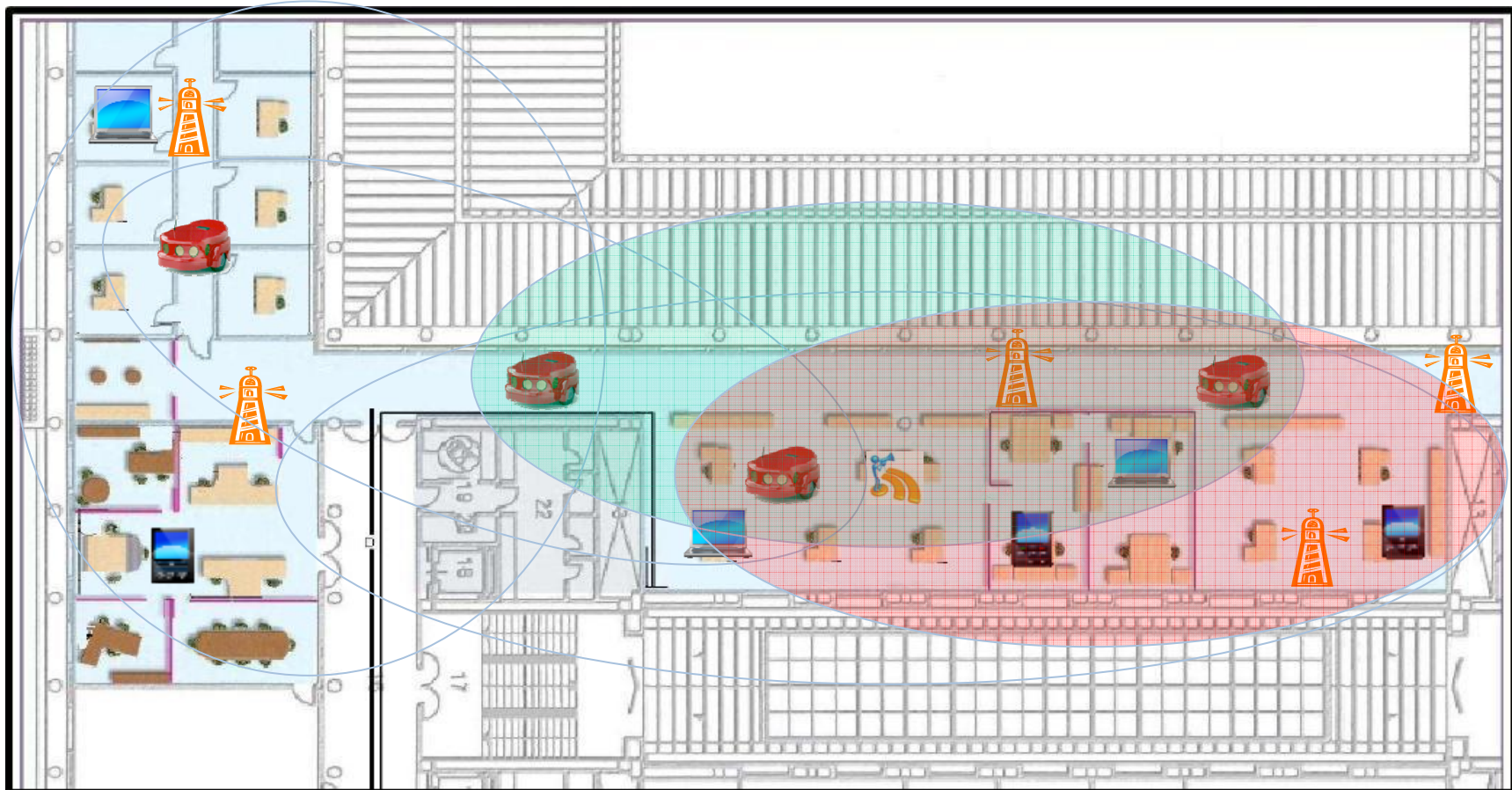
Ambient Intelligence

- 1999: The IST Advisory Group of the UE introduces the term ***Ambient Intelligence (Aml)*** as part of the preparations for the FP6
- 2000: The first document describing future applications for Aml
(absolutely wrong prediction)
- ***Scenarios for Ambient Intelligence in 2010***
(http://cordis.europa.eu/fp7/ict/istag/home_en.html)
 - Road Warrior
 - Dimitrios and the Digital-Me
 - Carmen – traffic, sustainability, and commerce
 - Annette and Solomon in the ambient for social learning
- Basics
 - Ubiquitous computing
 - Pervasive computing
 - Context awareness
 - Profiling practices
 - Human-centric computer interaction



WIFIROBOTS

Dynamic extension of a WiFi network



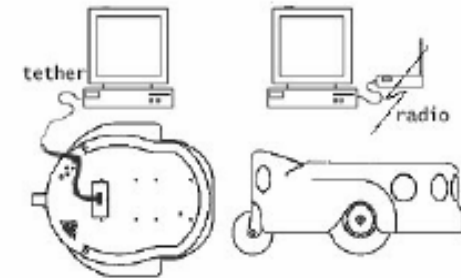


WIFIROBOTS

AMIGOBOTS (MobileRobots Inc.)



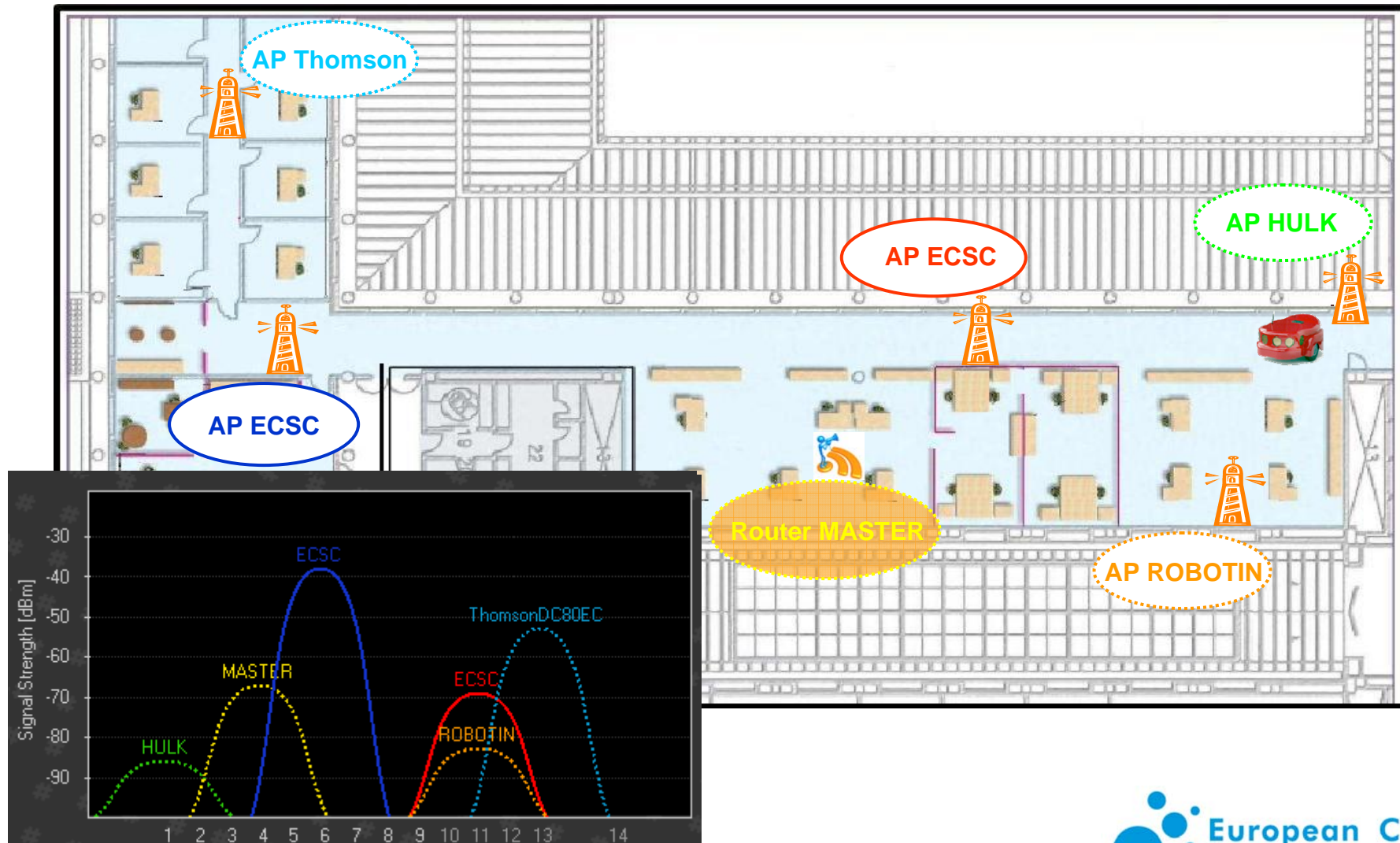
Team AmigoBot™



- Weight: 3.6kg / Carga: 1kg
- Battery: 3h
- 8 ultrasounds (12cm / 5m)
- 44 MHz Renesas SH2-7144
- RS-232, WiFi, Ethernet



WIFIROBOTS





Soft Computing

- The WiFi signal is extremely noisy (multi-path effect)
 - Handling uncertainty by means of Fuzzy Logic
 - Indoor localization system based on Fuzzy Logic
- Enhancing navigation
 - Fuzzy Finite State Machines, Aggregation Operators, etc
 - Fusion of sensors: WiFi + ultrasounds + odometry
- Collaborative tasks
 - Fuzzy Logic + Multi-objective Evolutionary Algorithms
 - SLAM (Self-localization and mapping)
 - Combining partial observations of the whole environment
 - Real-time robot deployment
 - Communication, planning, routing, etc.

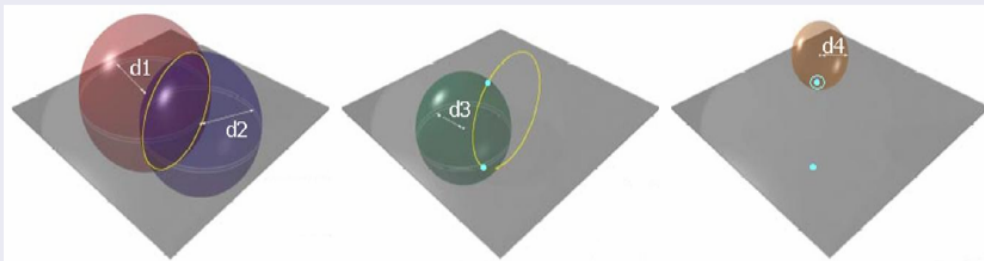


WiFi localization by means of Triangulation

- Signal strength strongly depends on distance and obstacles
- WiFi frequency (2.4GHz): water resonancy (human interference)
- WiFi channel is very noisy
 - Reflection + Refraction + Diffraction => Multipath effect

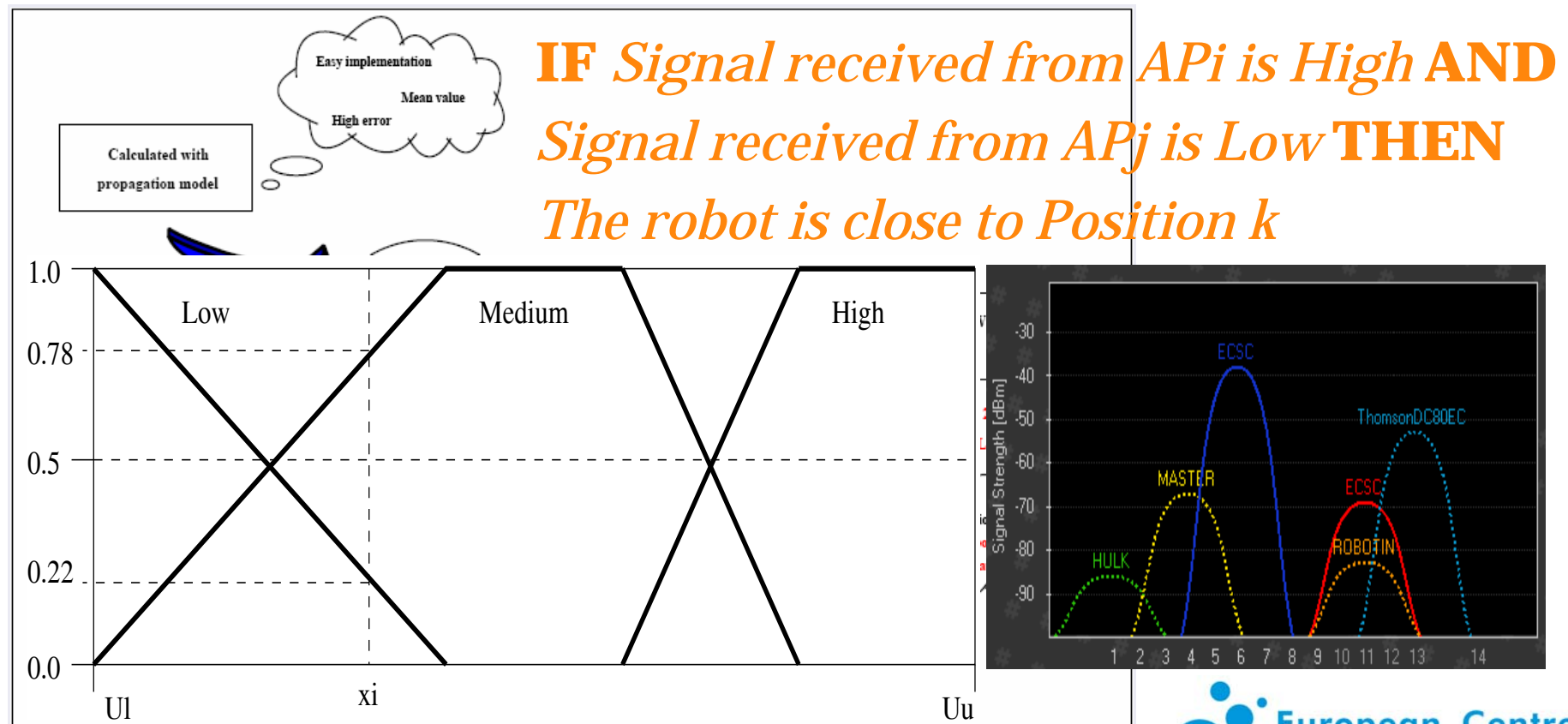
$$\underbrace{RSL_{AP_u}}_{\text{Received Signal Level}} = TSL_{AP_u} + G_{TX} + G_{RX} + 20\log(\lambda) - 20\log(4\pi) - \underbrace{10 \cdot n_W \cdot \log(d_u)}_{\text{Distance dependant}} - X_a, \forall u \in U$$

**PROPAGATION
MODEL**





WiFi localization by means of Fuzzy Rule-based Systems





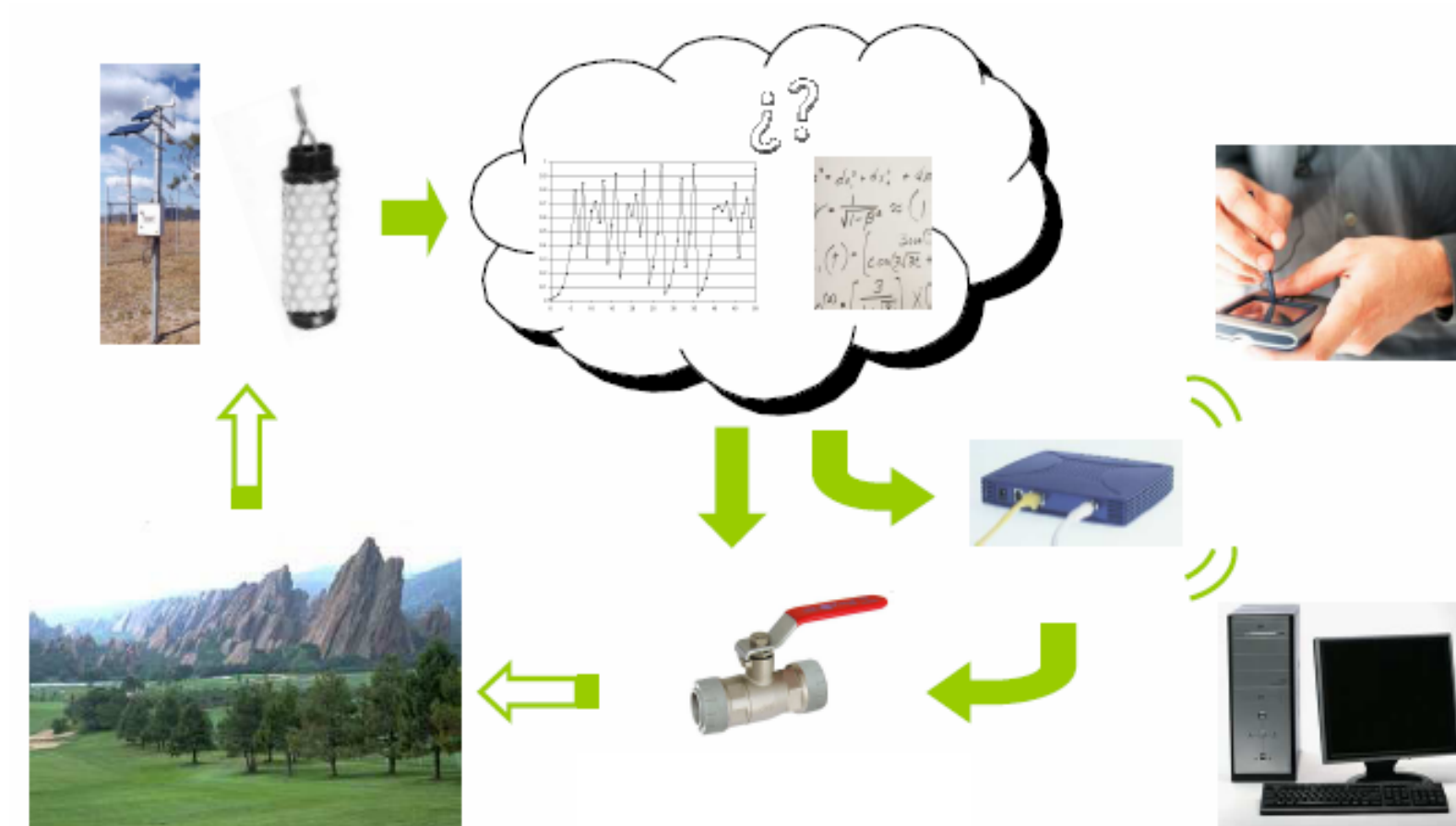
Requirements

- Efficiency / Security
- Remote control
- Automatic data acquisition
- Data analysis
- Fusion of heterogeneous information
- Learning capabilities
- Autonomous decision making
- High interaction with humans
- Adding expert knowledge
- Explaining decisions in a comprehensible way
- Incorporating feedback information
- Close Loop: sensors + reasoning + actuators





SARBIA





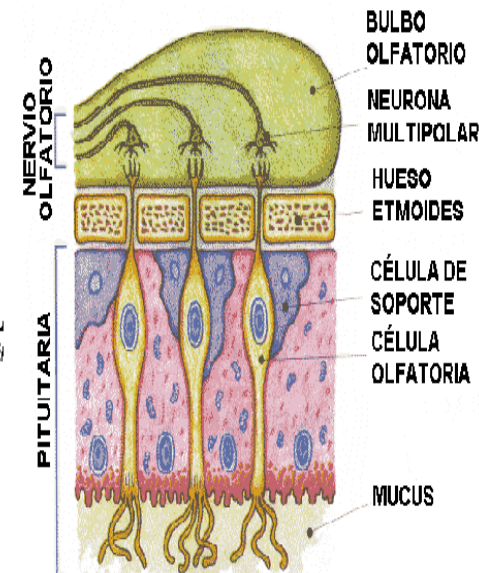
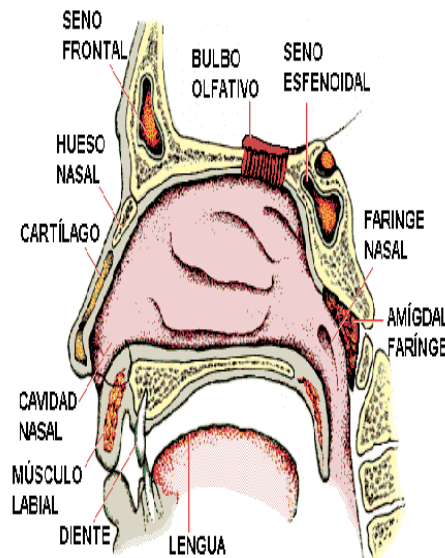
Cheese ripening process (cure)





Quality evaluation

- Physico-chemical analysis (It can be eaten - Healthy)
- Sensor analysis (It can be sold as certified)





Assessing the quality of asturian cheeses by means of combining statistics and Soft Computing



Nombre catador: _____

Fecha: _____

FICHA DE CATA

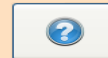
PARÁMETROS DE PRESENCIA	M	D	R	AC	B	MB	EX	OBSERVACIONES
FORMA:	1	2	3	4	5	6	7	
• Cilíndrica	1.2	2.4	3.6	4.8	6	7.2	8.4	
• Altura entre 6-15 cm	1.2	2.4	3.6	4.8	6	7.2	8.4	
• Diámetro entre 30 y 30 cm	1.2	2.4	3.6	4.8	6	7.2	8.4	
• Talones rectos o con una línea convexada	1.2	2.4	3.6	4.8	6	7.2	8.4	
• Proporción entre diámetro y altura	1.2	2.4	3.6	4.8	6	7.2	8.4	
DEFECTOS: irregular								
CORTEZA:	1	2	3	4	5	6	7	
• Delgada y ahumada	1.2	2.4	3.6	4.8	6	7.2	8.4	
• Rujosa	1.2	2.4	3.6	4.8	6	7.2	8.4	
• Color desde tostado con tonalidades rojas, verdes y azules.	1.2	2.4	3.6	4.8	6	7.2	8.4	
DEFECTOS: Sin ahumado, para curarse más, curado con este sistema, proporción: Masas totales.	1.2	2.4	3.6	4.8	6	7.2	8.4	
ASPECTO DE LA PASTA	1	2	3	4	5	6	7	
COLOUR:	3.3	6.6	9.9	13.2	16.5	19.8	23.1	
• Blanco marfil	3.3	6.6	9.9	13.2	16.5	19.8	23.1	
• Tonalidad homogénea.	3.3	6.6	9.9	13.2	16.5	19.8	23.1	
TEXTURA:	3.3	6.6	9.9	13.2	16.5	19.8	23.1	
• Leves aflicciones situadas en los bordes del queso.	3.3	6.6	9.9	13.2	16.5	19.8	23.1	
PUER Y CAJONES:								
• Ojos hermentivos y cavidades pequeñas, naturales por propia fabricación.								
DEFECTOS:								
COLOUR:								
• Cabe pardo oscuro, amarillo intenso, zona de distorsión, tonalidades, amarillos, amarillos, zona del resto del queso. No más de una zona amarilla en la zona próxima a la entera.								
TEXTURA:								
• Ausencia de crecimiento del medio Porectum en la masa del queso.								
• Cabe amarillo.								
PUER Y CAJONES:								
• Quesos más pequeños y con más masa y entera.								



Catador:

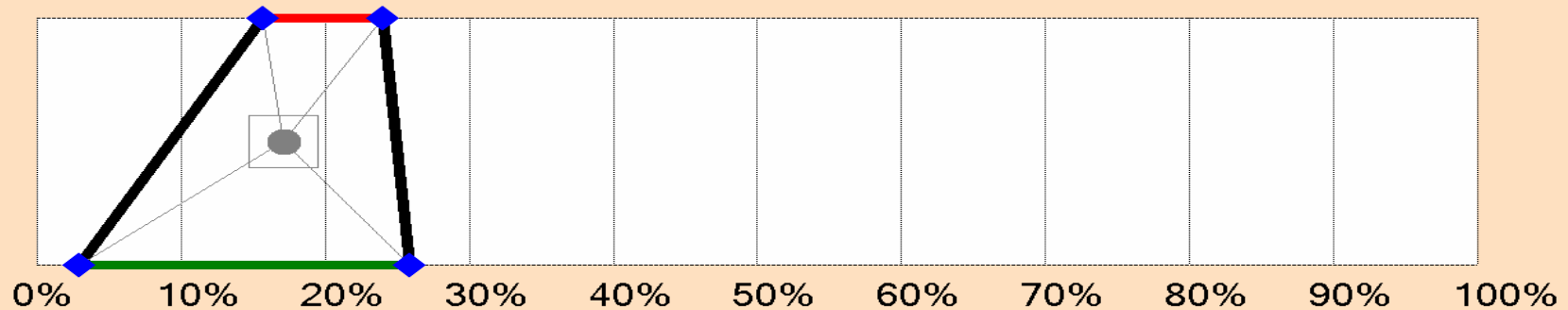
Muestra: 36

Pregunta: 1/8



FORMA

- Cilíndrica.
- Caras sensiblemente planas.
- Altura entre 6 y 15 cm.
- Diámetro de 10 a 30 cm.
- Peso: 0,5-7 Kg.
- Proporcionado diámetro-altura.
- Talones rectos o ligeramente convexos.



Siguiente





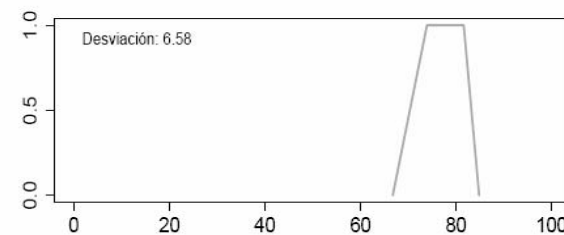
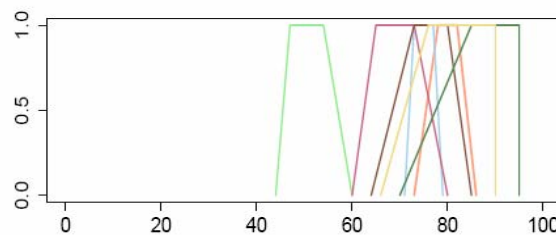
Assessing the quality of asturian chesses by means of combining statistics and Soft Computing

Forma

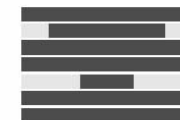
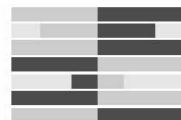
Quesería : SOBRECUEVA

Fecha : 2009-07-10

Queso : 191



Marta Artidiello
Ruth Casado
Mar Cueto
Jaime Lisa
Sara Lorenzo
Prudencio Montes
Isabel Nogueiro





Conclusions

- Soft Computing represents a computational approach to solve problems under circumstances of uncertainty and/or imprecision, either inherent or “added”
- Uncertainty or imprecision is not a target, it is a fact or a mean
- Core techniques are Fuzzy Logic, Neural Networks, Evolutionary Computation and Probabilistic Reasoning
- Other components are granular computing, bio-inspired search and optimization, or computing with words
- Hybridization is one of the central aspects of the field
- Is particularly focused on real-world problems, working on the basis of approximate and implicit models achieving good (but not optimal) solutions
- Apparently there are some differences in between Soft Computing and Computational Intelligence (not very significant in practice)
 - CI - Biologically and linguistically motivated computational paradigms
 - SC - Computing processes that purposely include imprecision (decreasing) the granularity or "softening" the goal



What is CI?

Computational intelligence (CI) is a recently emerging area of fundamental and applied research exploiting a number of advanced information processing technologies. The main components of CI encompass neural networks, fuzzy set technology and evolutionary computation.

Witold Pedrycz

Computational Intelligence: An Introduction

CRC Press, 1998



What is CI?



IEEE Computational Intelligence Society

MIMICKING NATURE FOR PROBLEM SOLVING

The Field of Interest of the Society shall be the theory, design, application, and development of biologically and linguistically motivated computational paradigms emphasizing neural networks, connectionist systems, genetic algorithms, evolutionary programming, fuzzy systems, and hybrid intelligent systems in which these paradigms are contained.



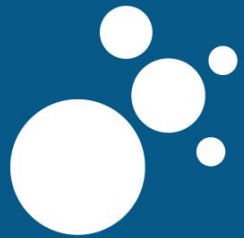
What is CI?



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