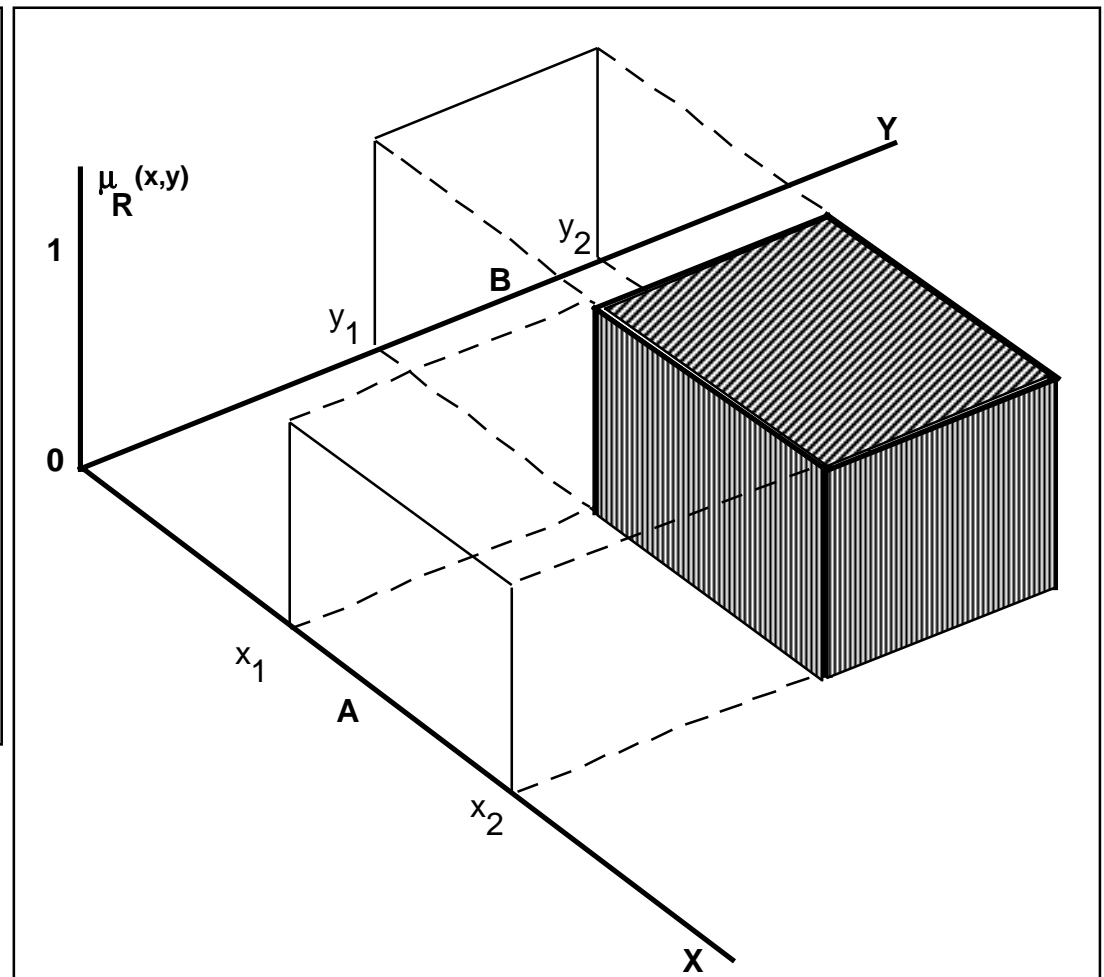


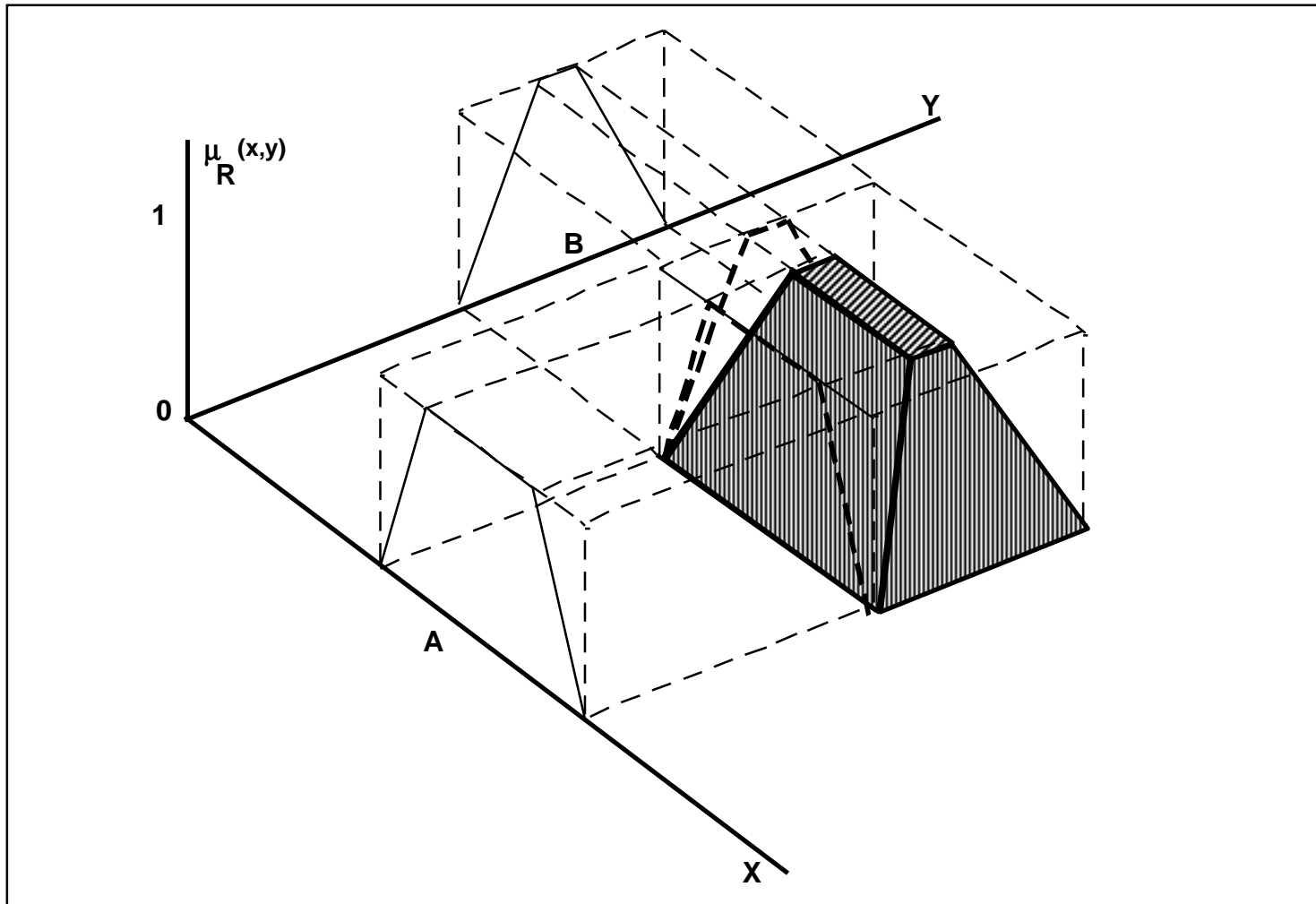
Boolean Mapping: Cartesian Product R(X,Y)

$$\mu_A(x) = \begin{cases} 1 & \text{if } x \in [x_1, x_2] \\ 0 & \text{otherwise} \end{cases}$$
$$\mu_B(y) = \begin{cases} 1 & \text{if } y \in [y_1, y_2] \\ 0 & \text{otherwise} \end{cases}$$
$$\mu_R(x,y) = \begin{cases} 1 & \text{if } x \in [x_1, x_2] \\ & \text{and } y \in [y_1, y_2] \\ 0 & \text{otherwise} \end{cases}$$

$$\mu_R(x,y) = \text{Min}\{\mu_A(x), \mu_B(y)\}$$

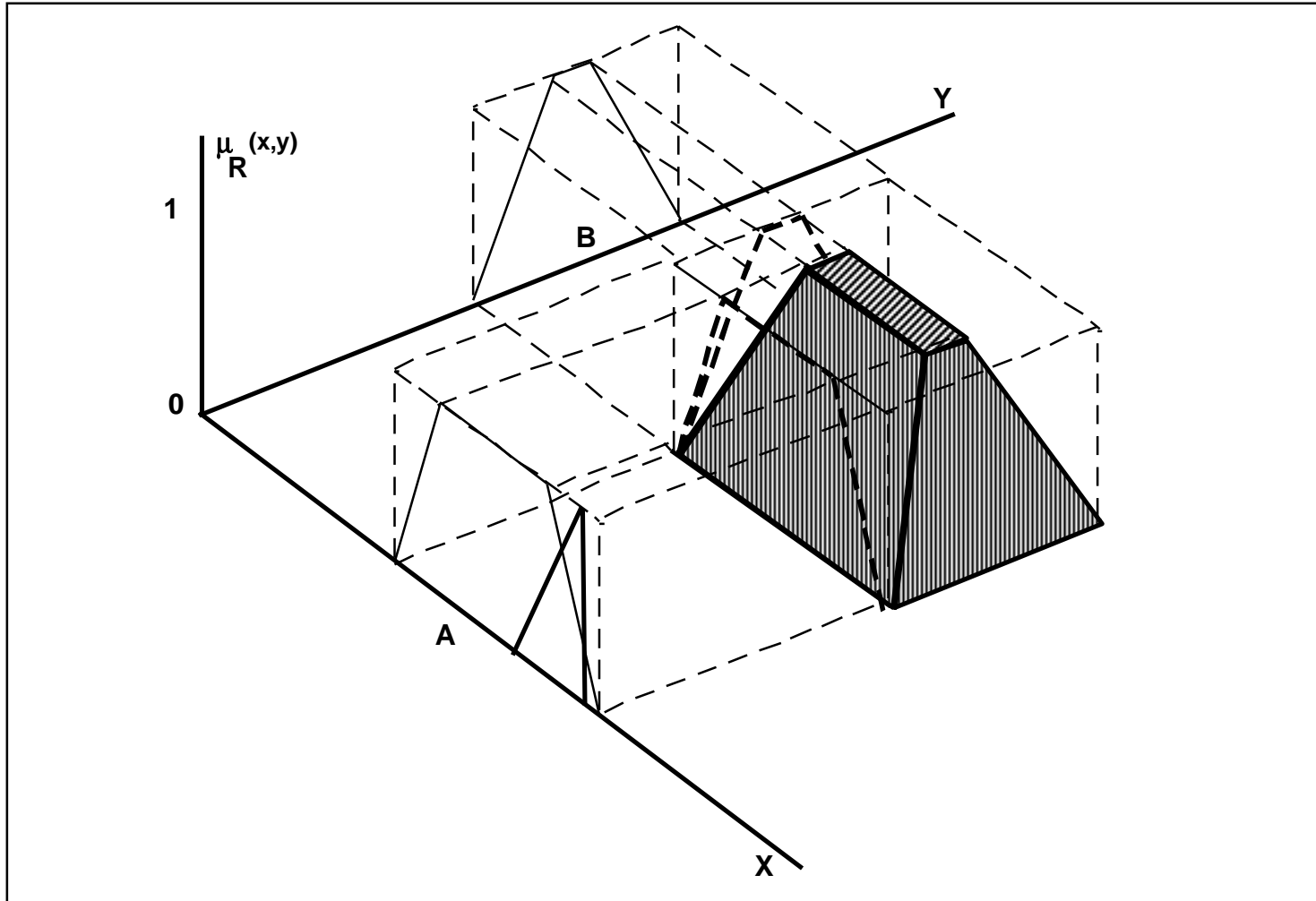


Fuzzy Mapping: Cartesian Product R(X,Y)



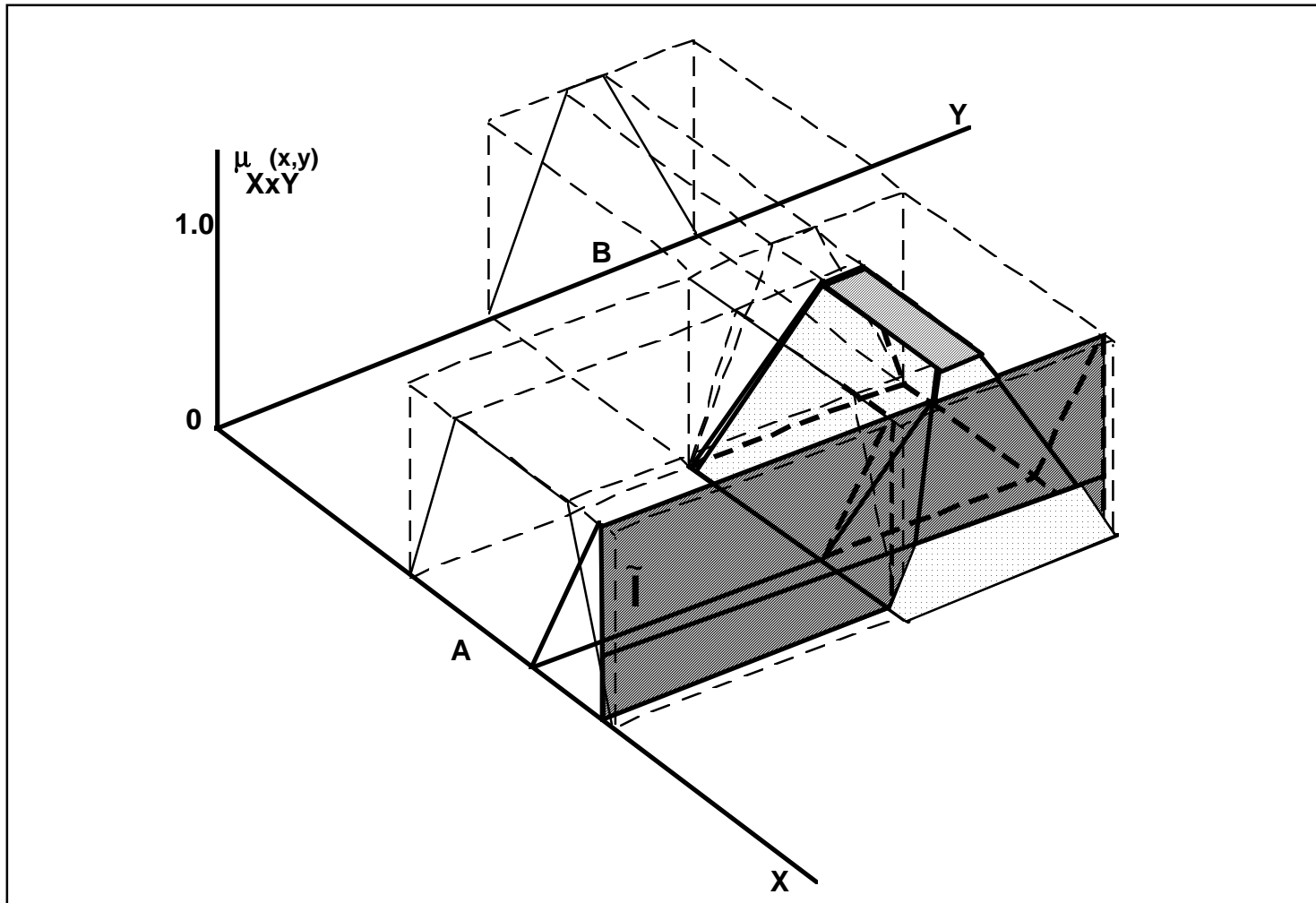
$$\mu_R(x,y) = \text{Min}\{\mu_A(x), \mu_B(y)\}$$

Fuzzy Input



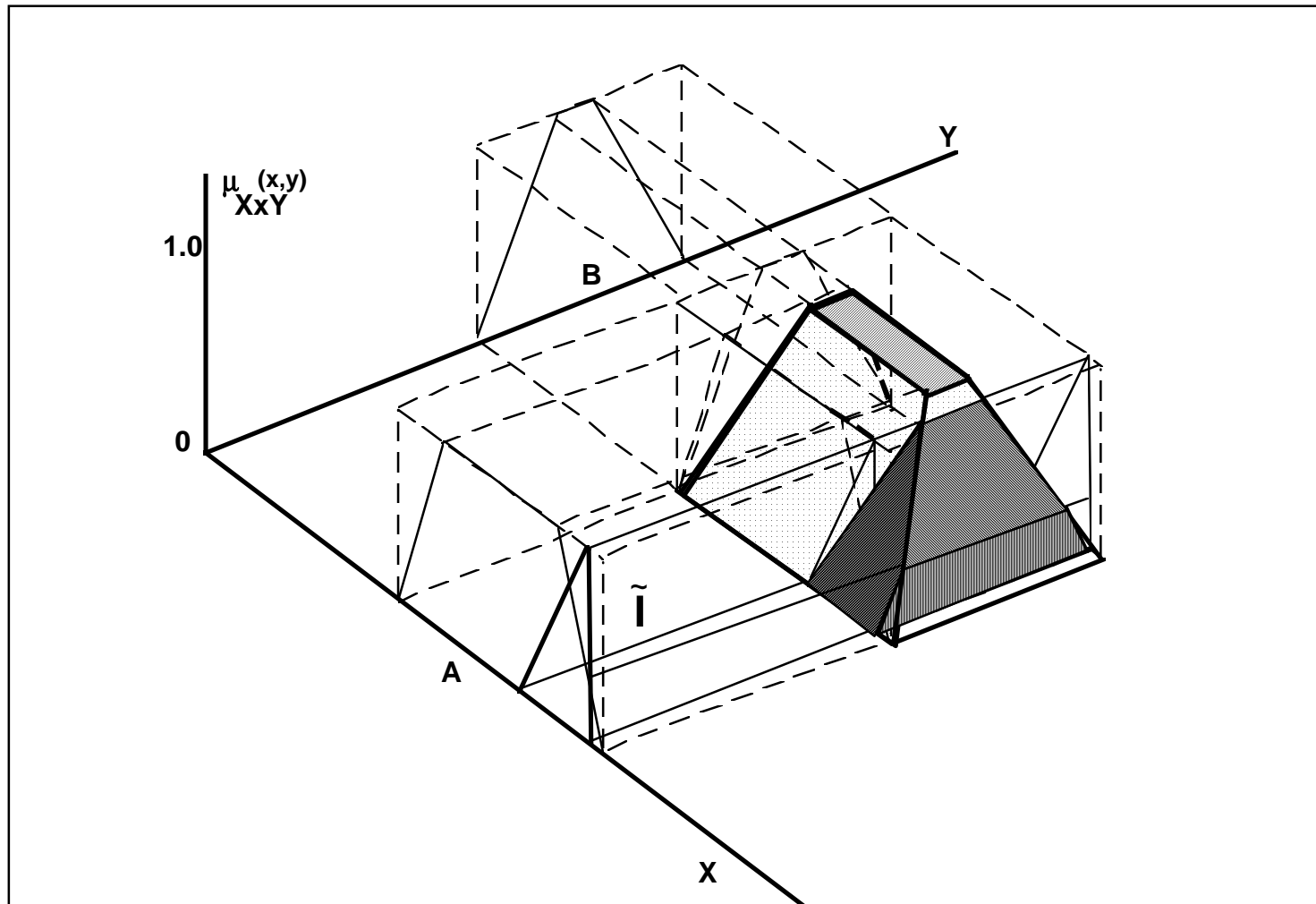
Fuzzy Input = $\mu_1(x)$

Input Cylindrical Extension



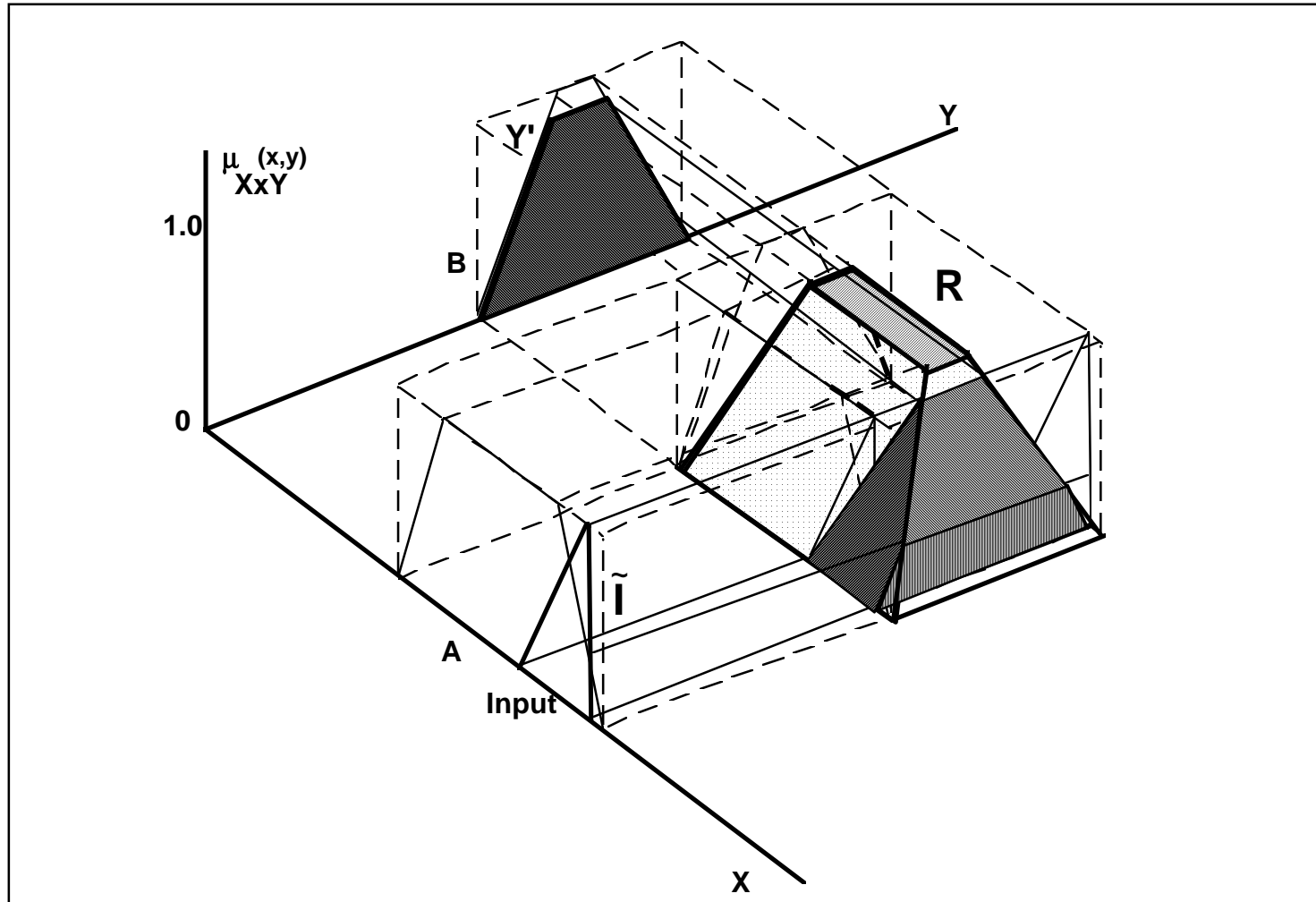
Fuzzy Input Cylindrical Extension = $\mu_{\tilde{I}}(x,y)$

Intersection with Fuzzy Relation



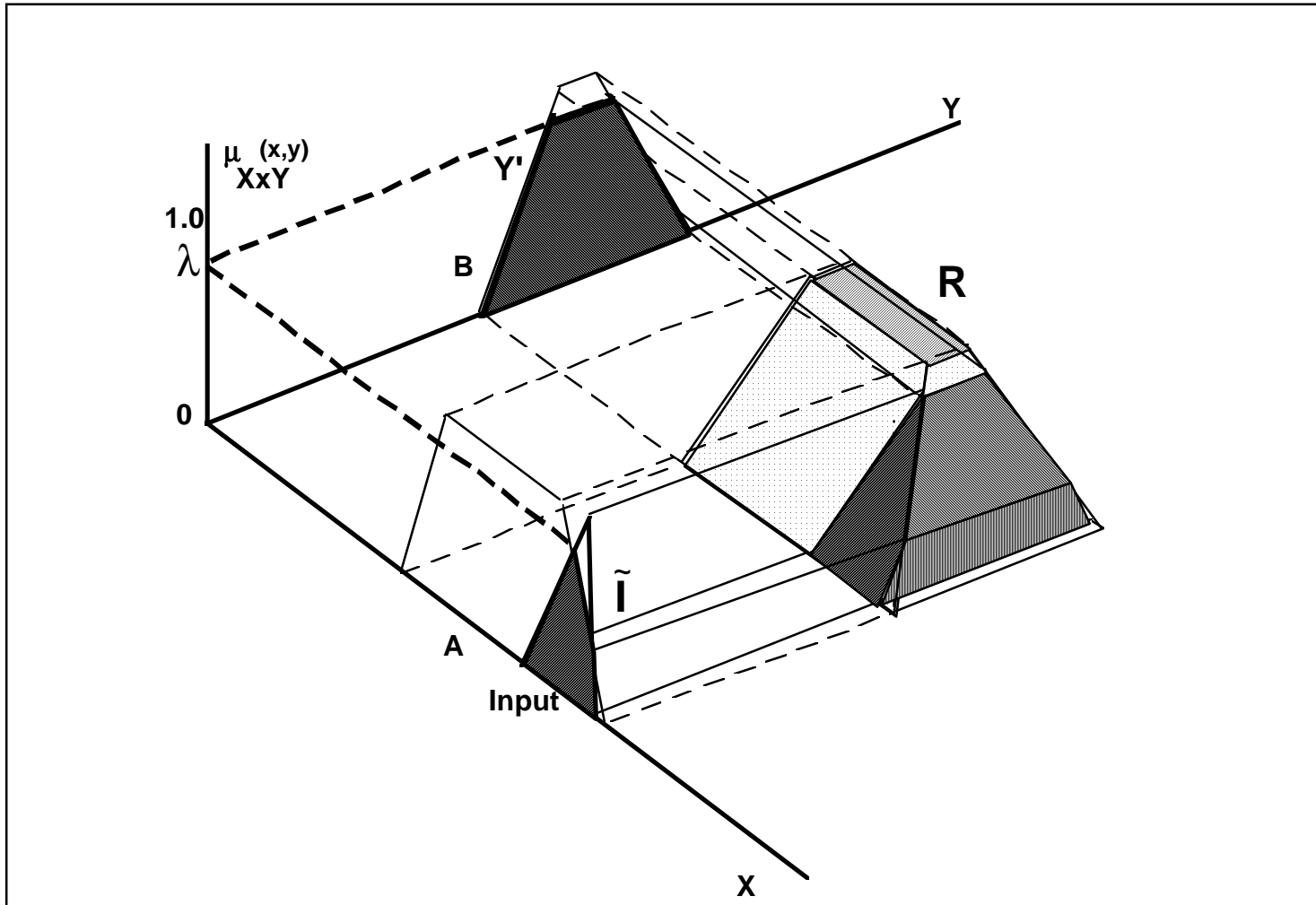
$$\text{Min}\{\mu_{\tilde{I}}(x,y), \mu_R(x,y)\}$$

Projection of Intersection



$$\mu_{Y'}(y) = \max_x \{ \min\{\mu_{\tilde{I}}(x,y), \mu_R(x,y)\} \}$$

Projection of Intersection- Alternative Method



$$\mu_{Y'}(y) = \text{MIN} \left\{ \overbrace{\text{Max}_X \{ \text{Min} \{ \mu_I(x), \mu_A(x) \} \}}^{\lambda}, \mu_B(y) \right\}$$