

What is new in the FuzzME 2.3

Improved linguistic approximation

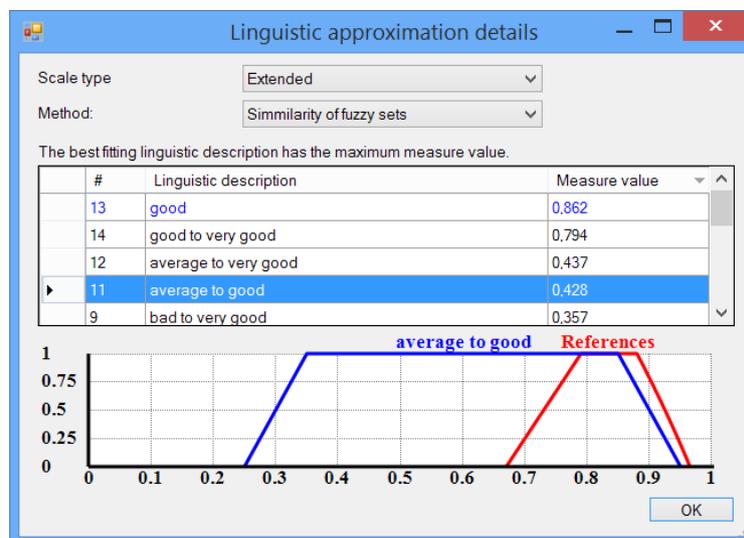
New functions concerning the linguistic approximation in FuzzME have been added.

Dialogue with the linguistic approximation details

For all partial evaluations, their linguistic description is displayed in the middle column of the main window. In the latest version, if you click on this linguistic description a new dialogue is opened showing the details on the linguistic approximation for this partial evaluations.

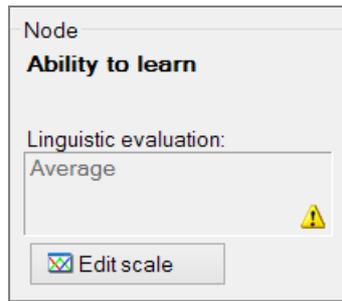
The dialogue makes it possible to select the used linguistic scale type and also the linguistic approximation method. Then all possible linguistic descriptions are listed together with the value that measures how good does the linguistic description fit the partial evaluation (it is the similarity or distance - depending on the selected method). The best-fitting term is highlighted by the blue color. By clicking on the header of the table, the values can be ordered (e.g. if you click on the header of the last column, the values are ordered according to how good they fit they the particular partial evaluation).

By clicking on any of the values in the table, the meaning of selected term (blue) and the actual value of the partial evaluation (red) are displayed graphically. This makes it possible to check how well does the meaning of the linguistic term correspond to the partial evaluation of interest.



Warning if there are more suitable verbal descriptions for the evaluation

A warning is displayed if there are multiple suitable verbal descriptions for a particular partial evaluation. In the following figure, the proposed linguistic description is *Average*. However, an icon of an exclamation mark is displayed, which signals that there are also other terms in the selected scale that whose meaning fit to the partial evaluation as well (i.e. for multiple terms, the same maximum similarity or the minimum distance has been calculated).



Saving the graphics in a vector format

The FuzzME can save the images in various bitmap formats (png, gif, jpg, or bmp). This version adds support also for two vector formats - specifically, SVG and Metapost.

They can be used to produce a high-quality graphics suitable also for printing in a high resolution. The difference can be seen if the images are magnified:

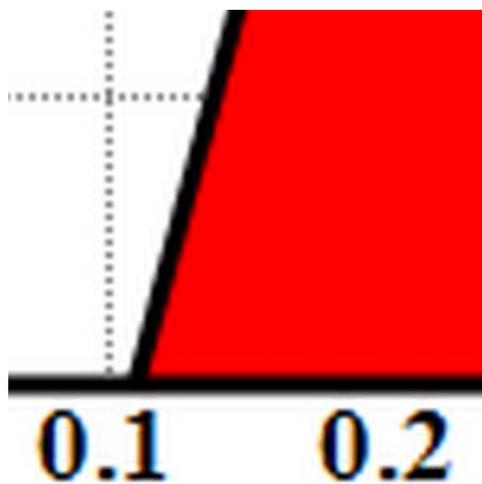


Image in PNG format (bitmap)

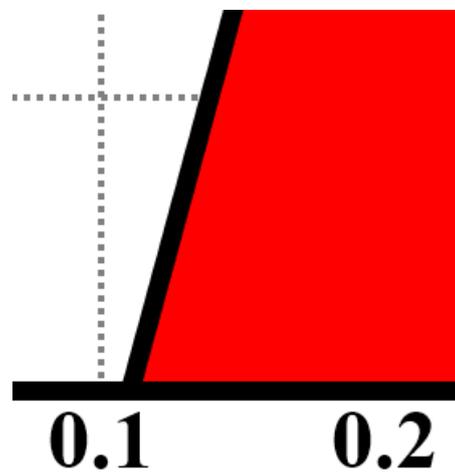


Image in SVG format (vector graphics)

This version contains the basic support for the graphic. Some more advanced graphical settings (such as hatching) will be added in the next version. The use of the vector graphics has the following advantages:

- This graphics is suitable for publications where high-quality images are required.
- Both SVG and Metapost files content can be viewed and edited in the Notepad. You can adjust the colors, positions, and other attributes of the items. For SVG editing, a user-friendly software is available.
- SVG can be opened in the web browser. It is suitable for web pages. There are free converters that can convert this format to EPS (some of them can do the conversion without a loss of quality).
- Metapost format can be used to generate EPS or PDF files. This can be achieved on any computer with TeX installed.