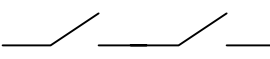
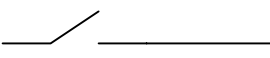
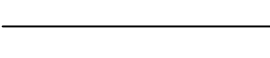
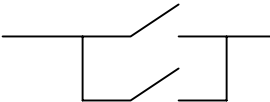
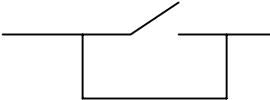
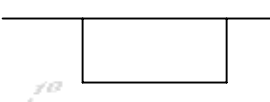


BOOLEAN ARITHMETIC

- 0 and 0 = 0 ($0 \cdot 0 = 0$) 
- 0 and 1 = 0 ($0 \cdot 1 = 0$) 
- 1 and 1 = 1 ($1 \cdot 1 = 1$) 
- 0 or 0 = 0 ($0 + 0 = 0$) 
- 0 or 1 = 1 ($0 + 1 = 1$) 
- 1 or 1 = 1 ($1 + 1 = 1$) 
- not 0 = 1 ($/0 = 1$)

$$A \cdot /A = 1$$

$$A \cdot B = B \cdot A$$

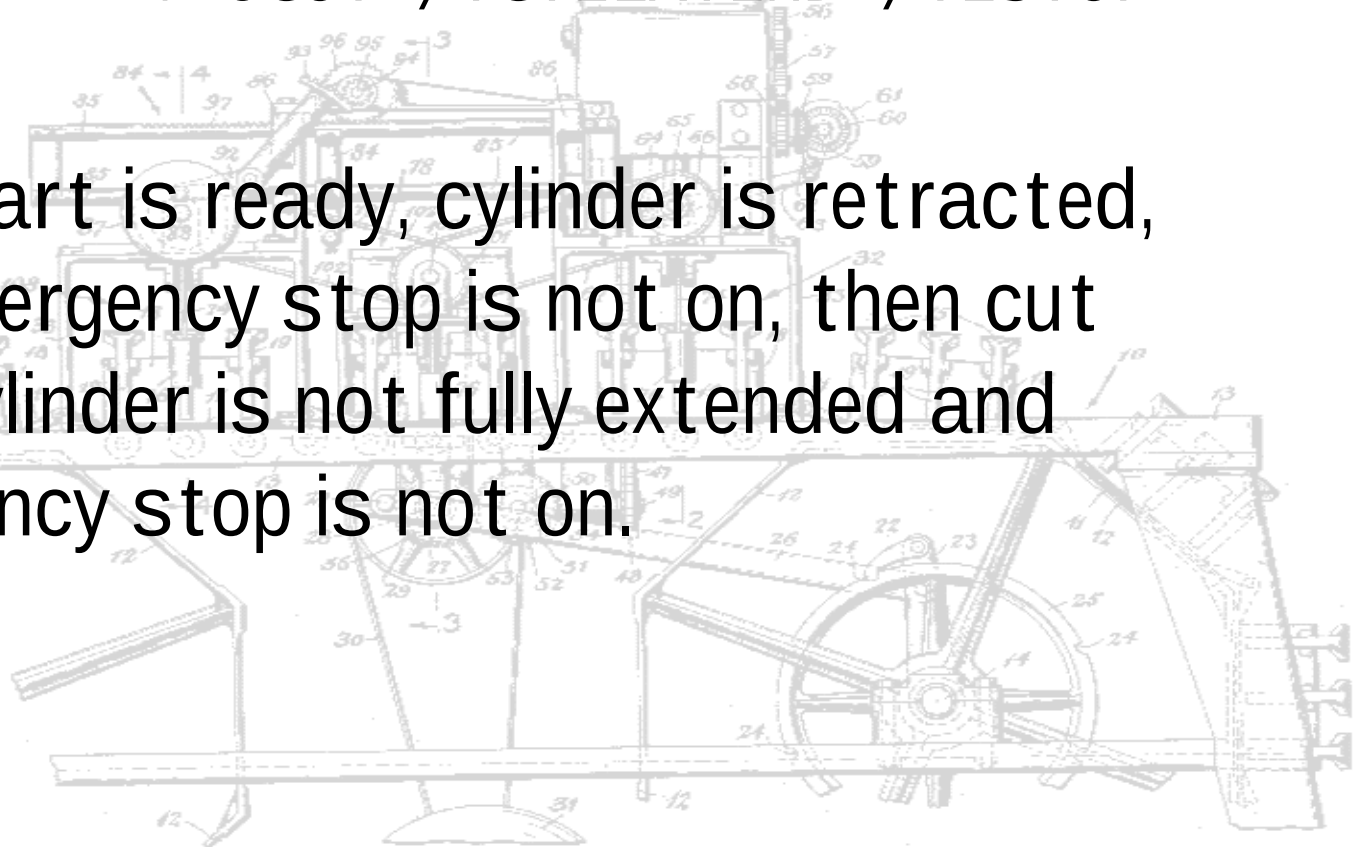
$$A \cdot B + A \cdot C = A \cdot (B+C)$$

DIGITAL LOGIC EXPRESSIONS

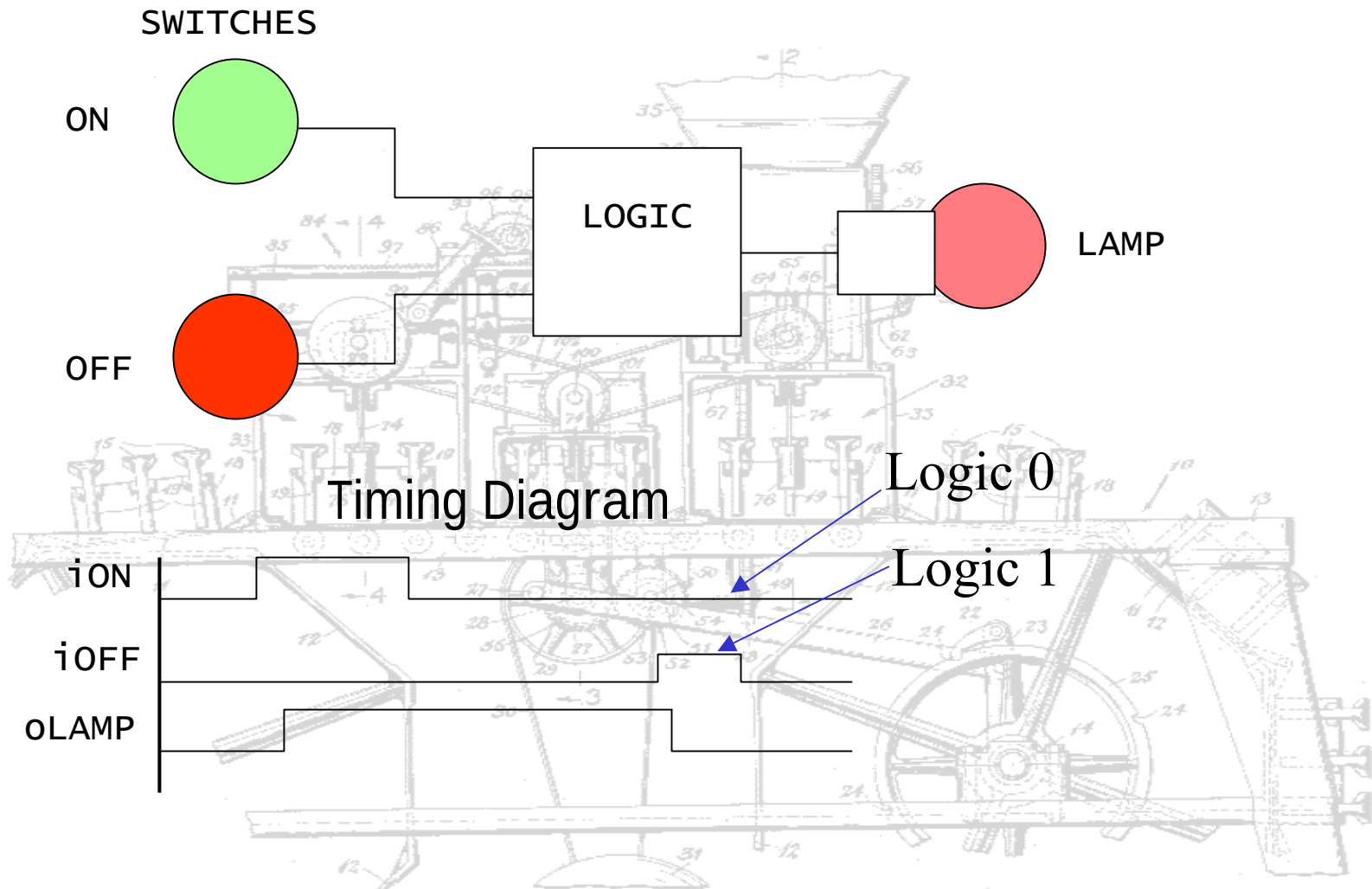
$$oCUT = (iPARTRDY \cdot iCYLRETRACT + oCUT \cdot /iCYLEXTEND) \cdot /iESTOP$$

$$oCUT = iPARTRDY \cdot iCYLRETRACT \cdot /iESTOP + oCUT \cdot /iCYLEXTEND \cdot /iESTOP$$

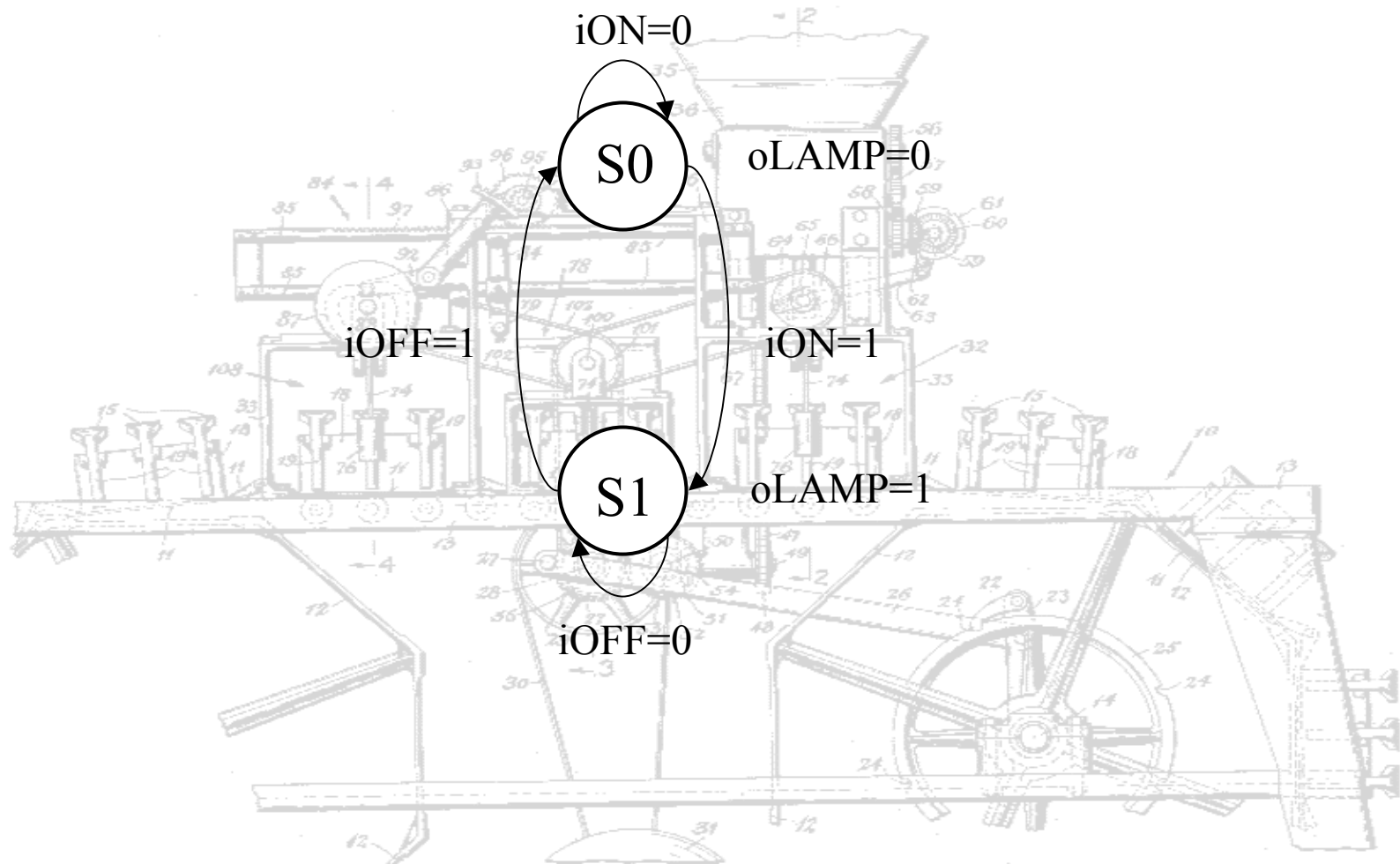
When part is ready, cylinder is retracted, and emergency stop is not on, then cut while cylinder is not fully extended and emergency stop is not on.



THE SIMPLEST STATE MACHINE



THE SIMPLEST STATE MACHINE



STATE TRANSITION TABLE

iON	iOFF	oLAMP (now)	oLAMP (Next)
-----	------	----------------	-----------------

0	0	0	0
0	0	1	1
0	1	0	0
0	1	1	0
1	0	0	1
1	0	1	1
1	1	0	0
1	1	1	0

$\neg iON \cdot \neg iOFF \cdot oLAMP$

$iON \cdot \neg iOFF \cdot \neg oLAMP$

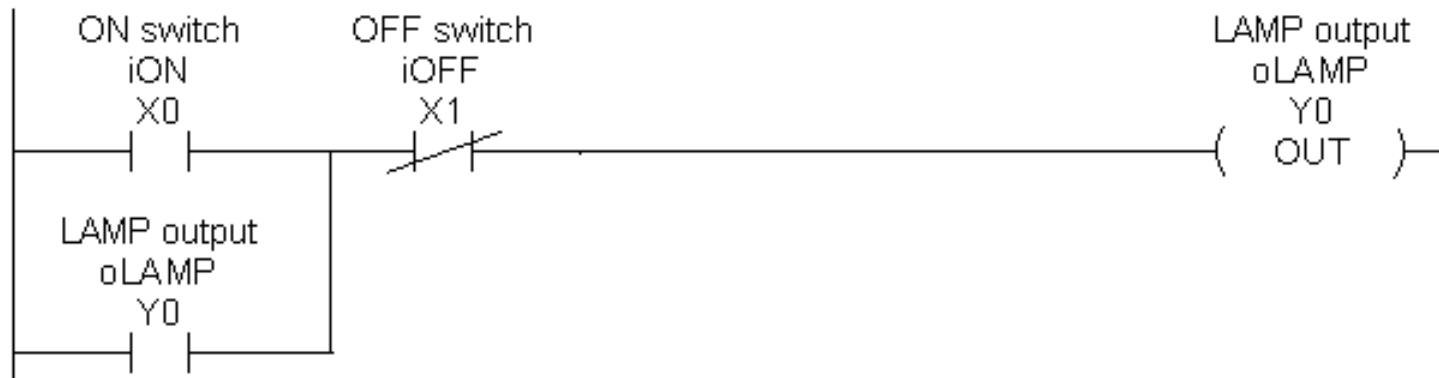
$iON \cdot \neg iOFF \cdot oLAMP$

LOGIC EQ. & LADDER DIAGRAM

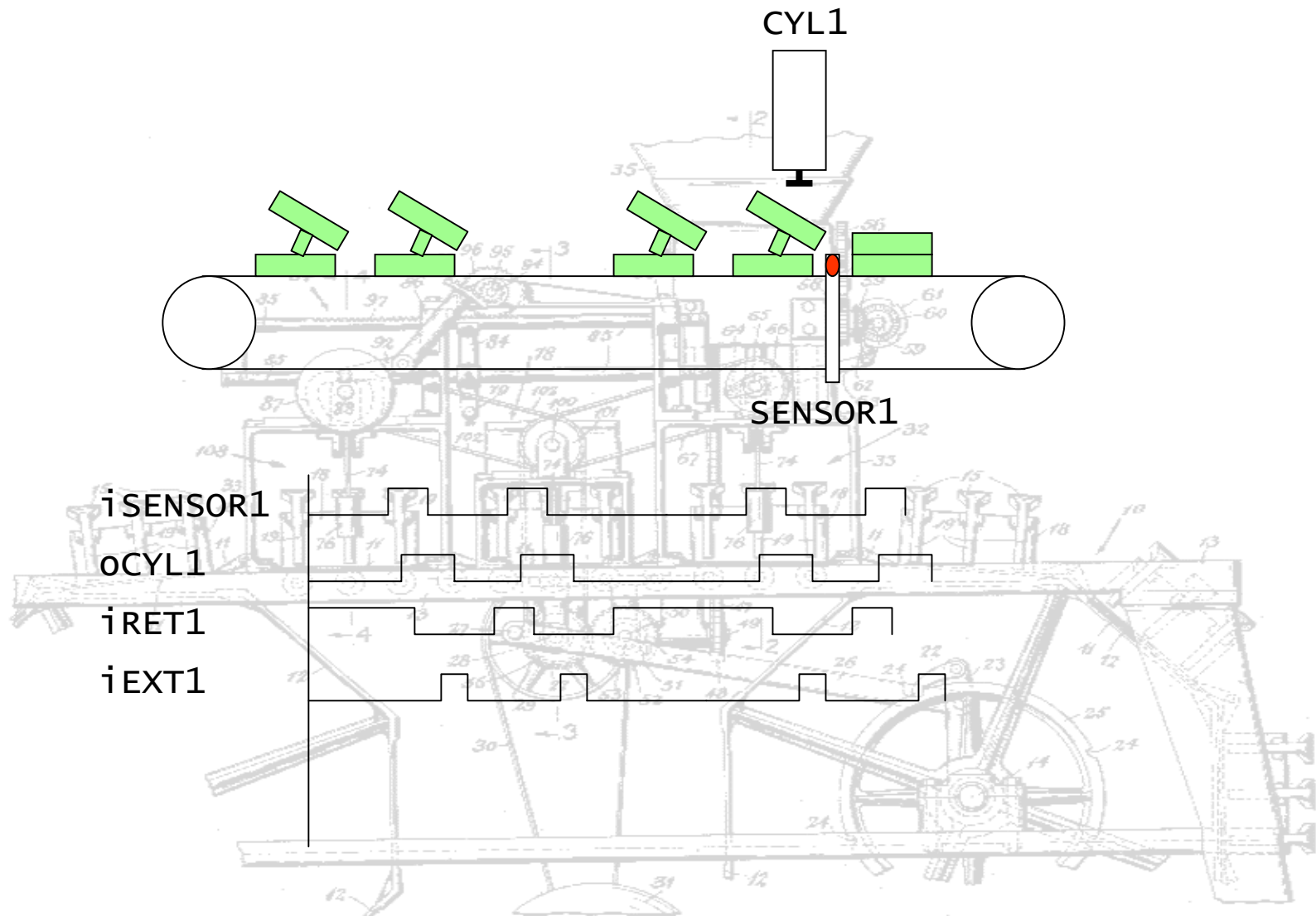
$$\begin{aligned}
 oLAMP &= /iON \cdot /iOFF \cdot oLAMP \\
 &\quad + iON \cdot /iOFF \cdot /oLAMP \\
 &\quad + iON \cdot /iOFF \cdot oLAMP \\
 &= iON \cdot /iOFF \cdot (/oLAMP + oLAMP) \\
 &\quad + /iOFF \cdot oLAMP \cdot (/iON + iON) \\
 &= iON \cdot /iOFF + /iOFF \cdot oLAMP \\
 &= /iOFF \cdot (iON + oLAMP)
 \end{aligned}$$

24VDC

GND



ANOTHER EXAMPLE



EXAMPLE #2

iSENSOR	iRET	iEXT	oCYL(curr)	oCYL (next)	
0	0	0	0	0	
0	0	0	1	1	
0	0	1	0	0	
0	0	1	1	0	
0	1	0	0	0	
0	1	0	1	0	$/iRET \cdot /iEXT \cdot oCYL$
0	1	1	0	0	
0	1	1	1	0	
1	0	0	0	1	+
1	0	0	1	1	
1	0	1	0	0	$iSENSOR \cdot /iEXT$
1	0	1	1	0	
1	1	0	0	1	
1	1	0	1	1	
1	1	1	0	0	
1	1	1	1	0	

EXAMPLE#2 LADDER LOGIC

$$\begin{aligned} oCYL &= iSENSOR \cdot /iRET \\ &\quad + /iRET \cdot /iEXT \cdot oCYL \\ &= (iSENSOR + /iEXT \cdot oCYL) \cdot /iRET \end{aligned}$$

