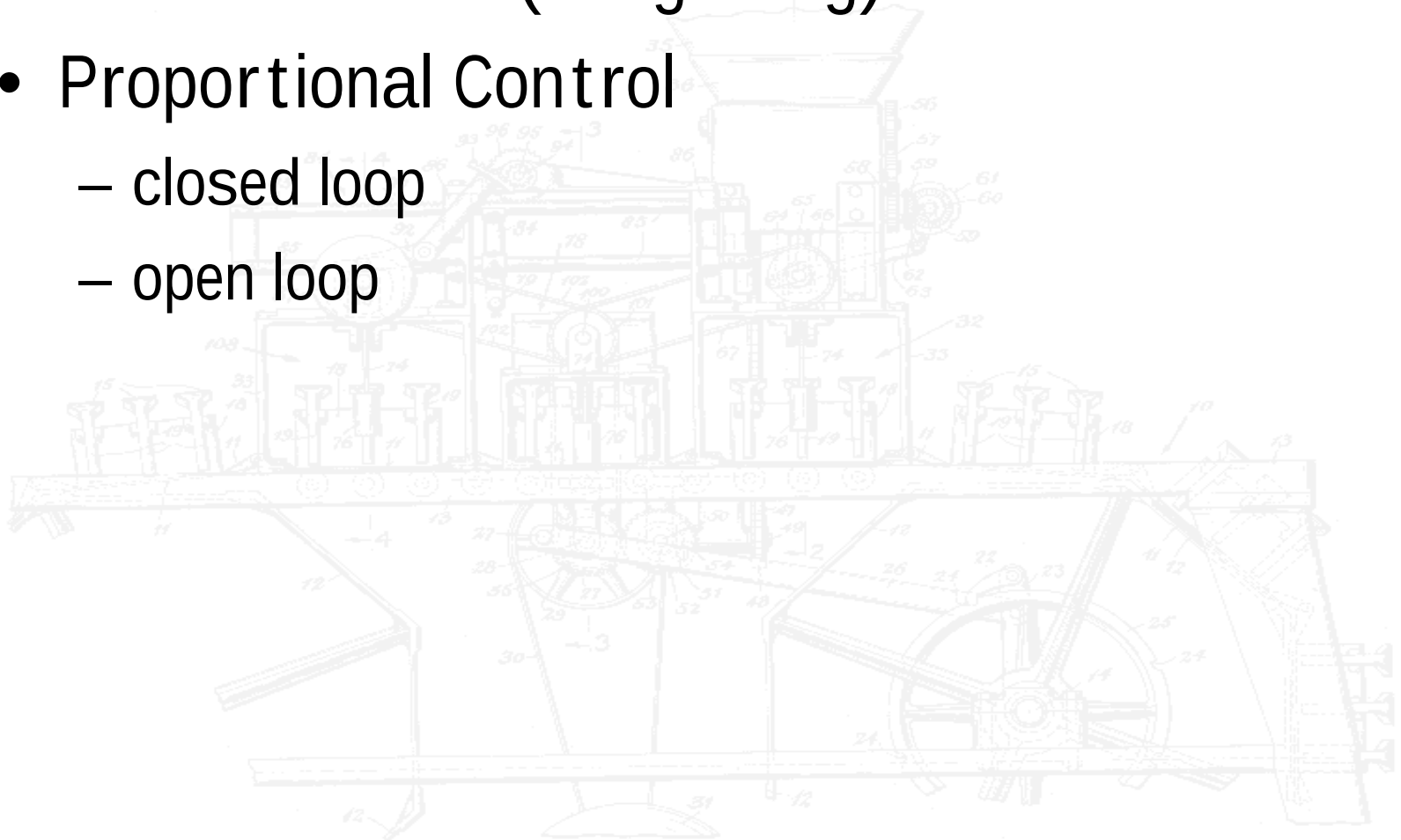
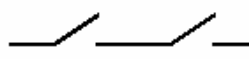
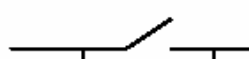
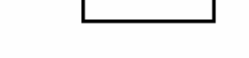


CONTROL OF MOTION

- On/Off Control (bang-bang)
- Proportional Control
 - closed loop
 - open loop



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 ($/0 = 1$) 

$$A + /A = 1$$

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

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

DIGITAL LOGIC EXPRESSIONS

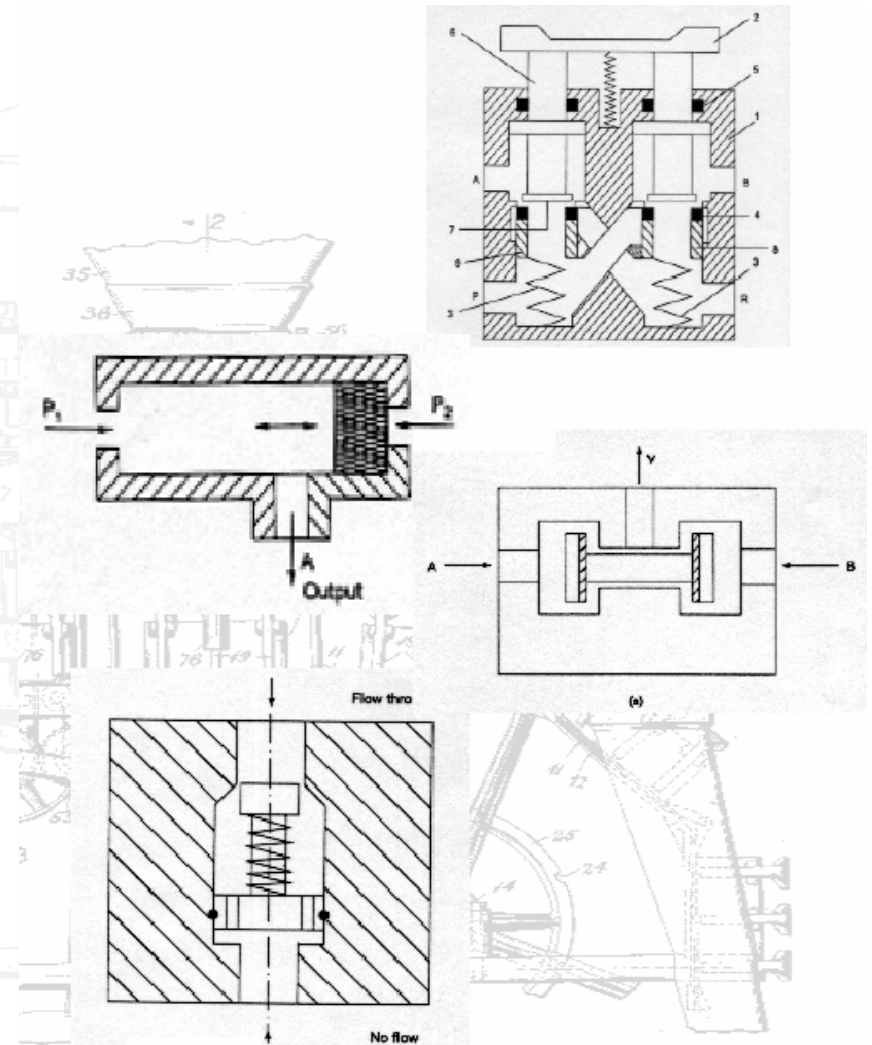
$$oCUT = (iPARTRDY \cdot iCYLRETRACT + oCUT \cdot /iCYLEXTEND) \cdot /iESTOP$$

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

- 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.

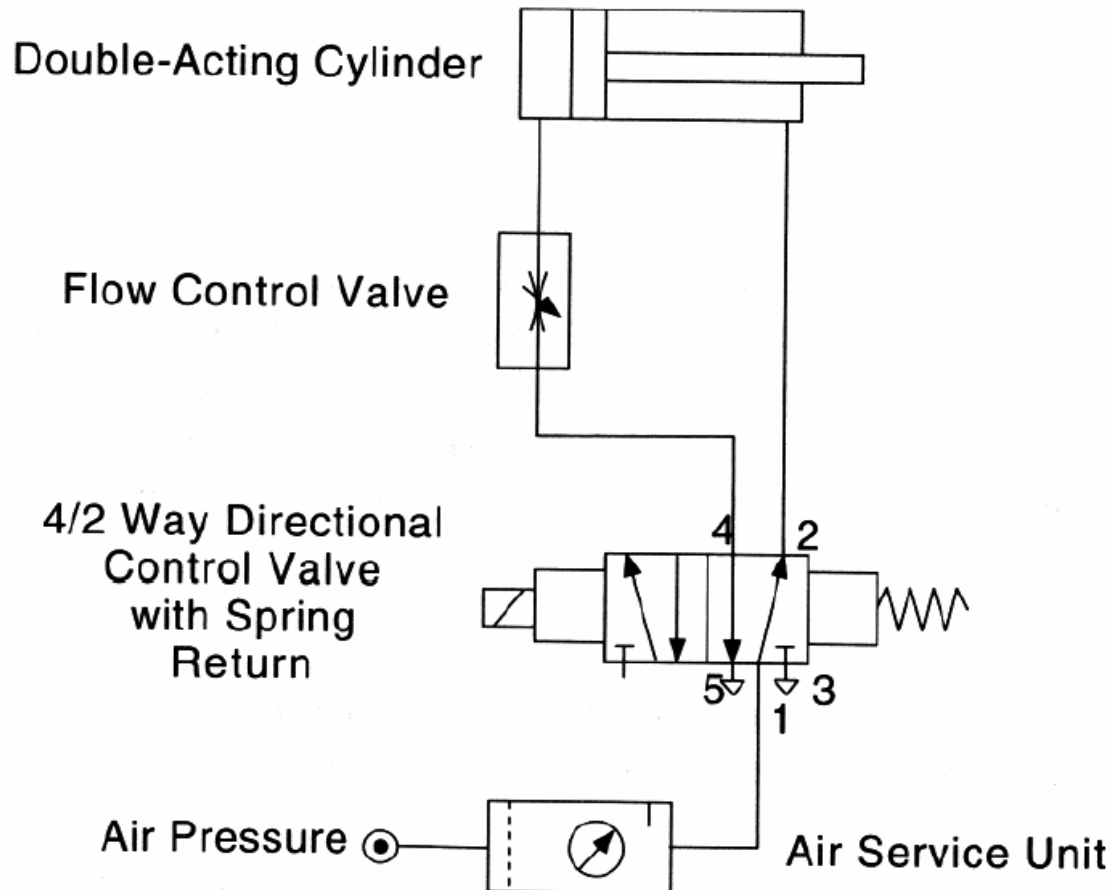
PNEUMATIC LOGIC ELEMENTS

- Directional control valve
- Shuttle valve - OR function
- Twin pressure valve - AND function
- Other functions
 - Check valve
 - Speed control valve
 - Time delay valve



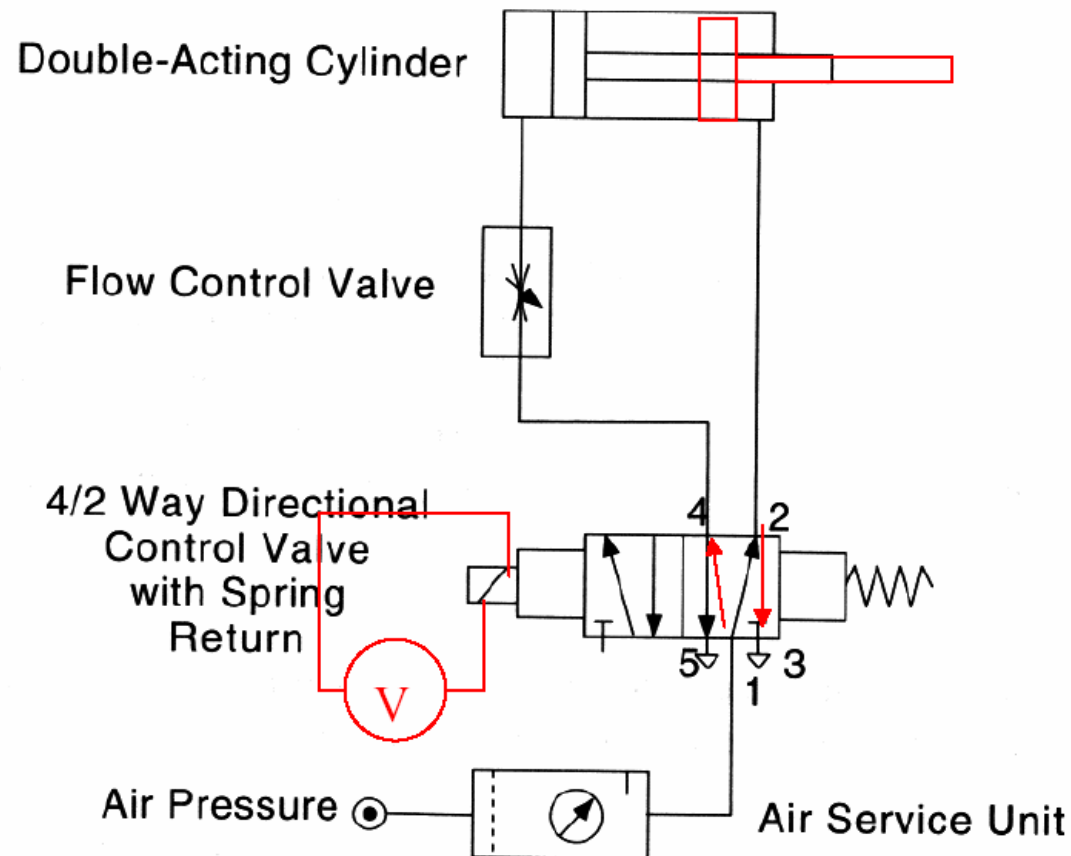
PNEUMATIC SCHEMATICS

Not actuated



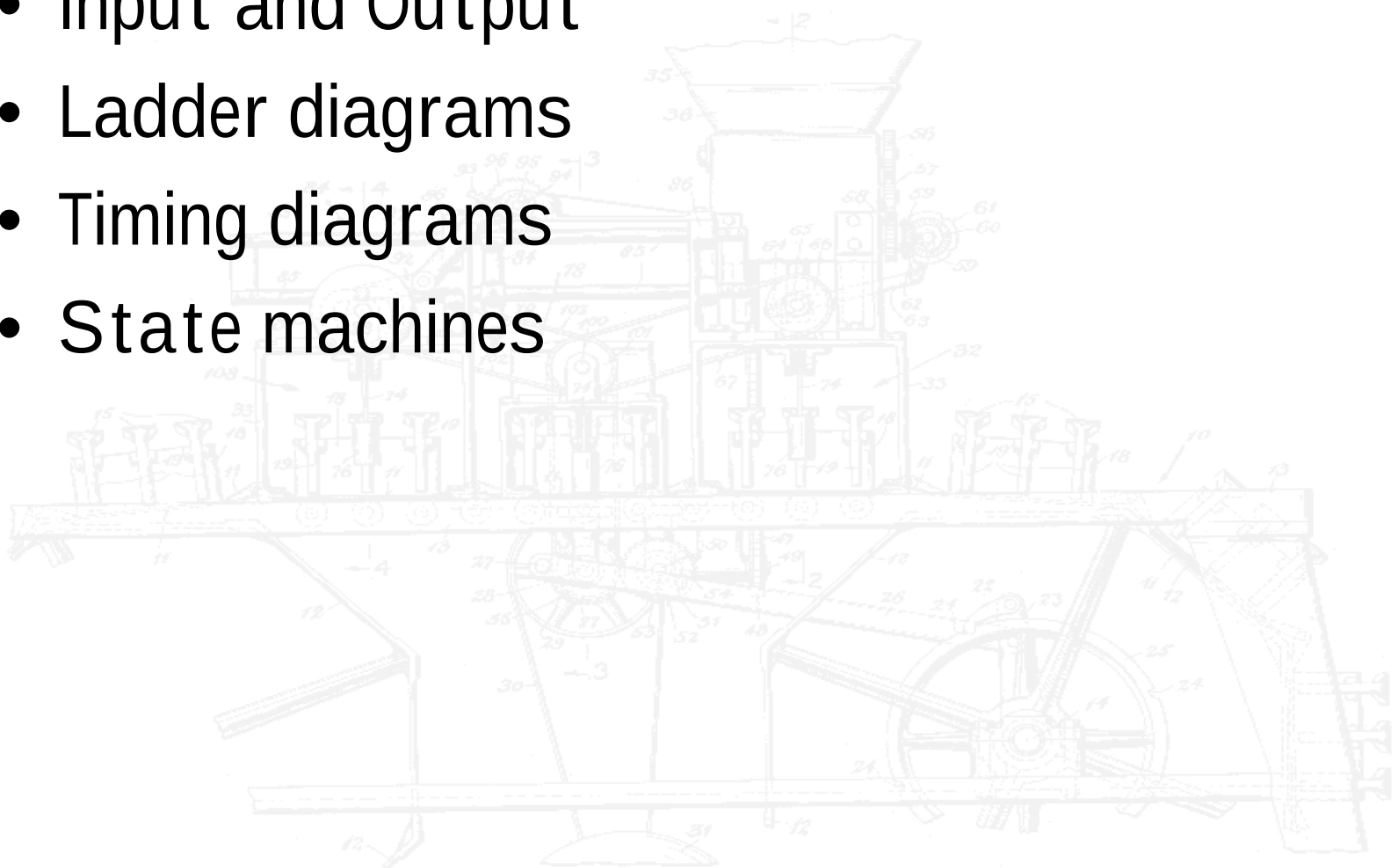
PNEUMATIC SCHEMATICS

Actuated



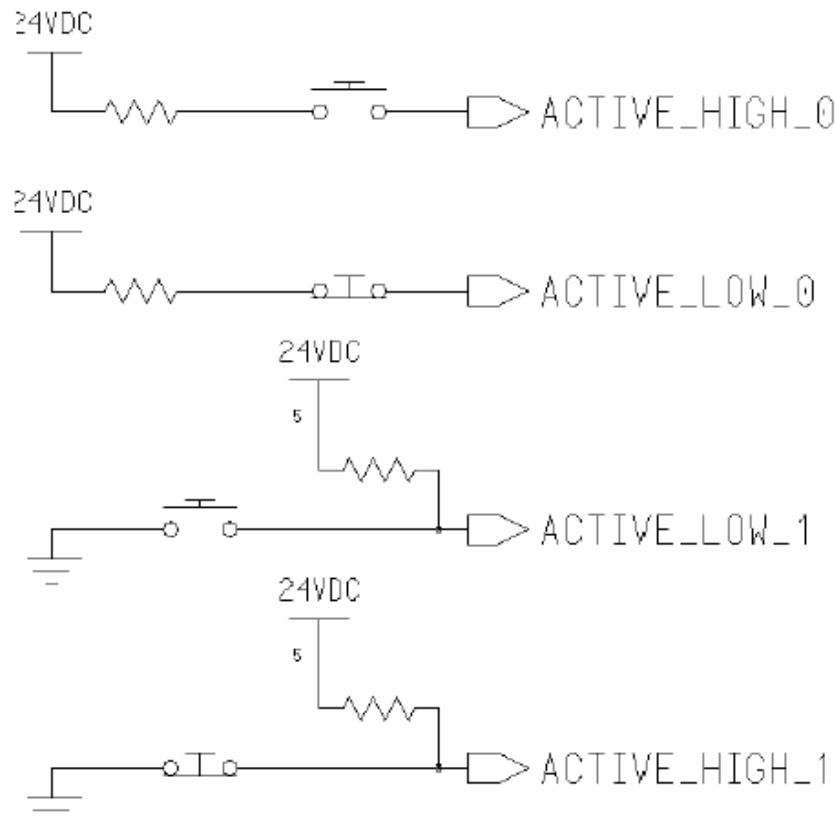
ELECTRIC LOGIC CONTROL

- Input and Output
- Ladder diagrams
- Timing diagrams
- State machines

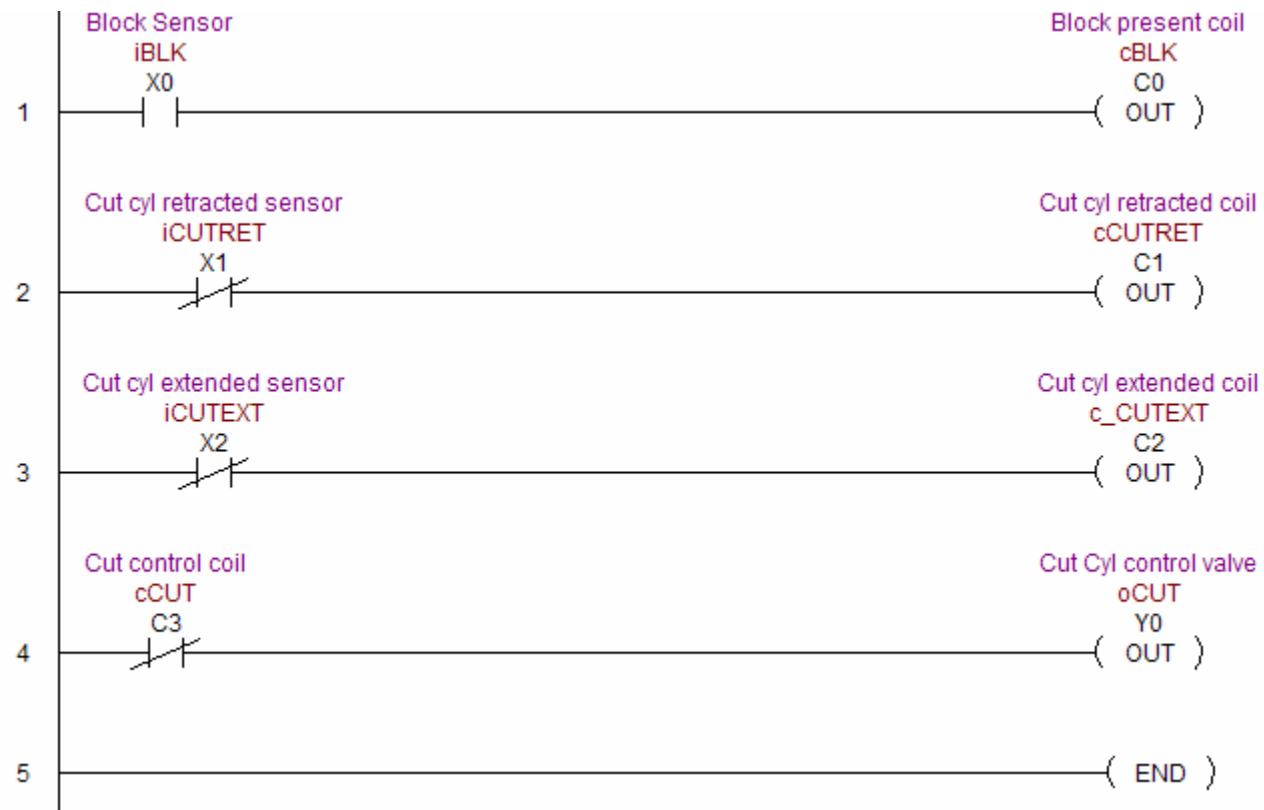


I/O ACTIVITY LEVELS

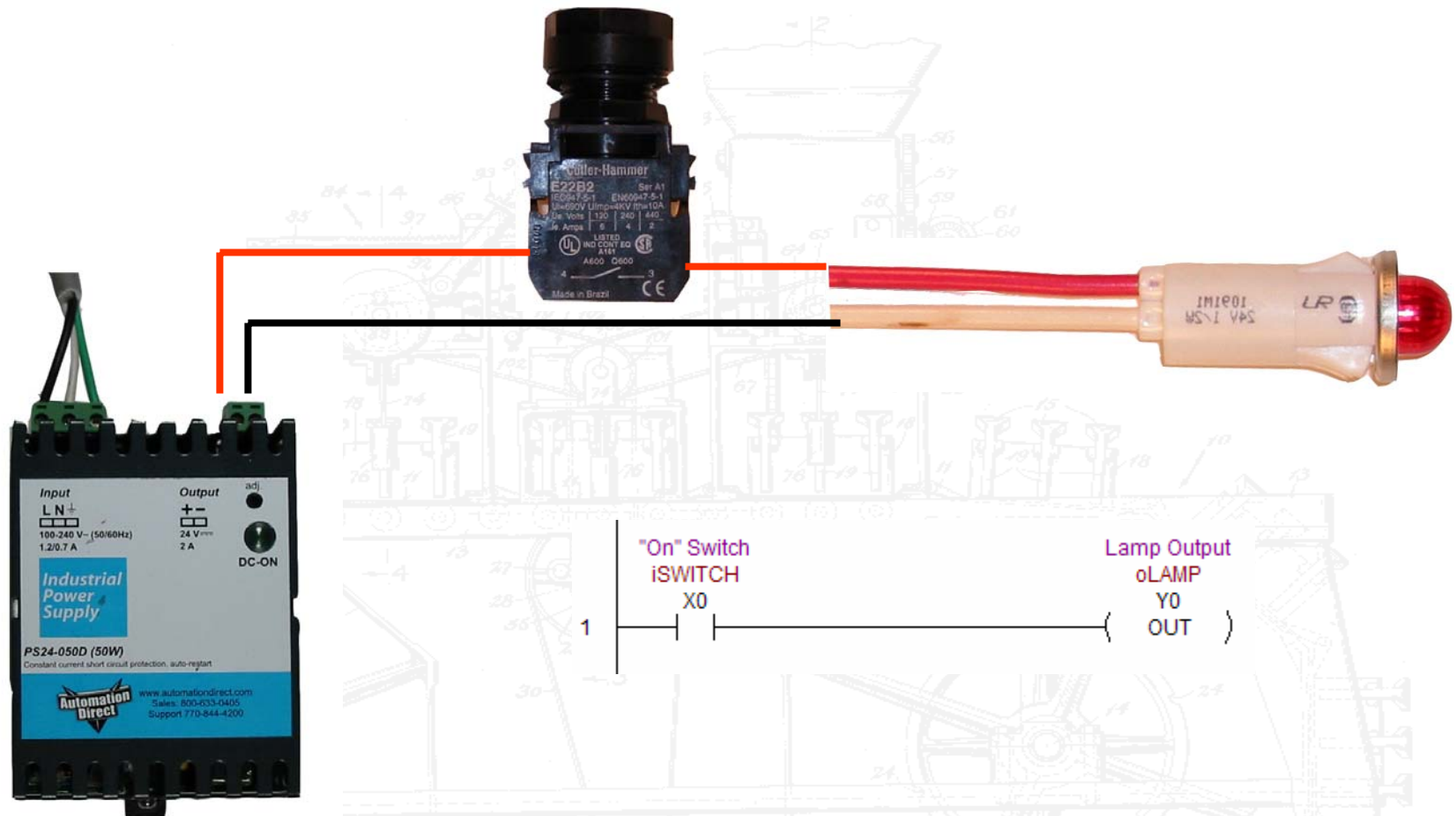
- Active High - active level is logic 1 (+V)
- Active Low - active level is logic 0 (GND)



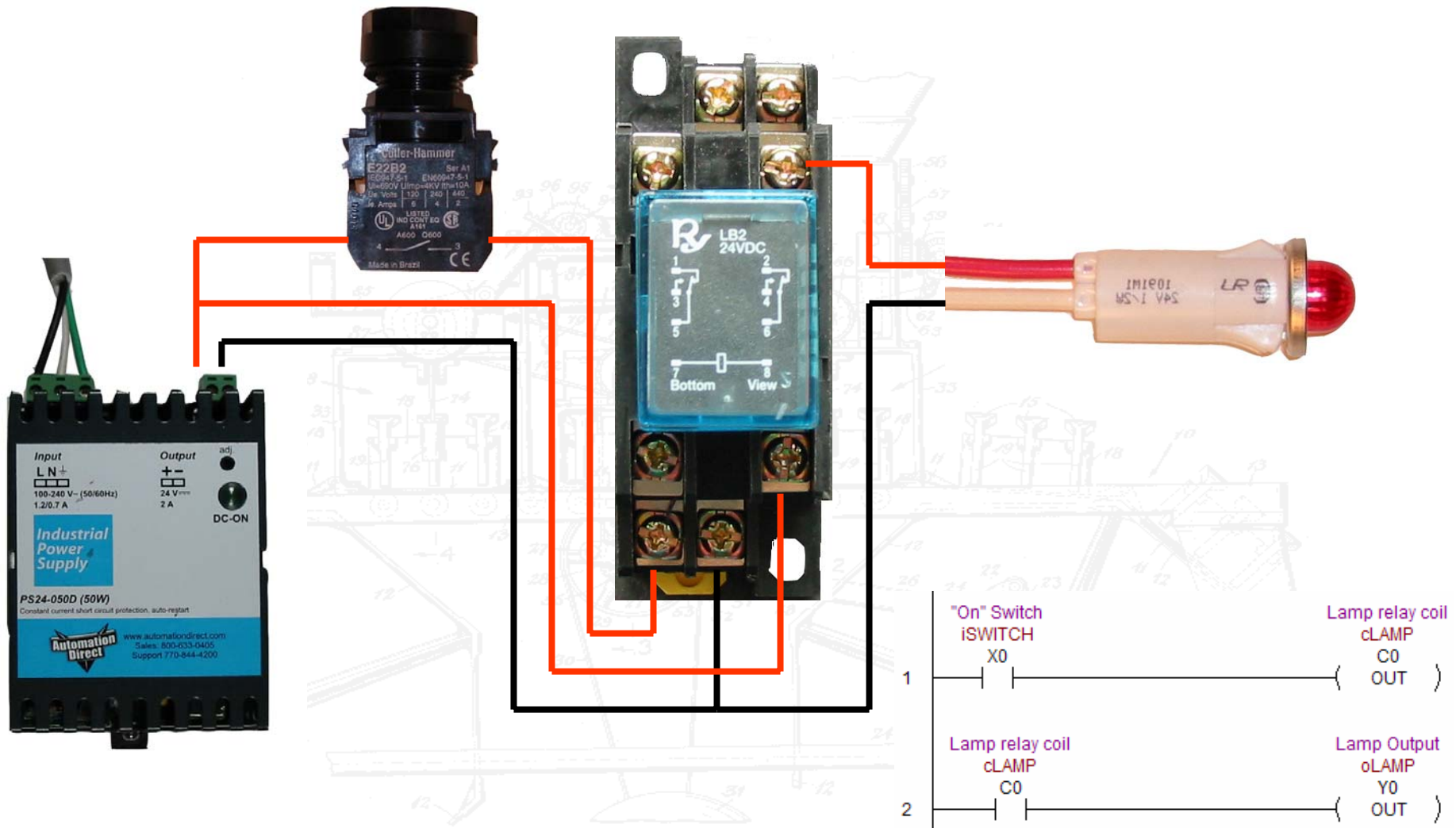
LADDER DIAGRAMS



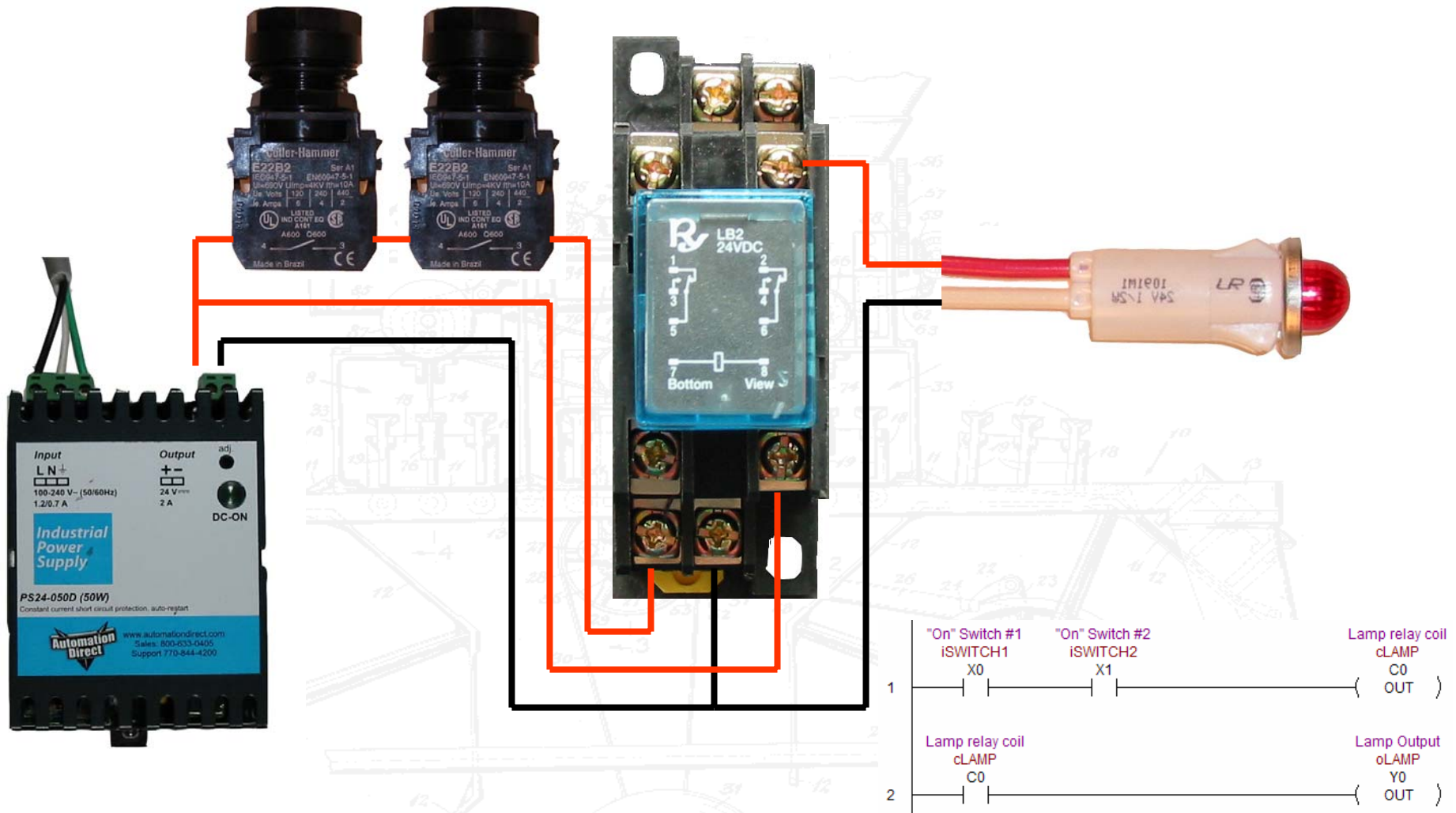
EXAMPLE - RELAY LOGIC



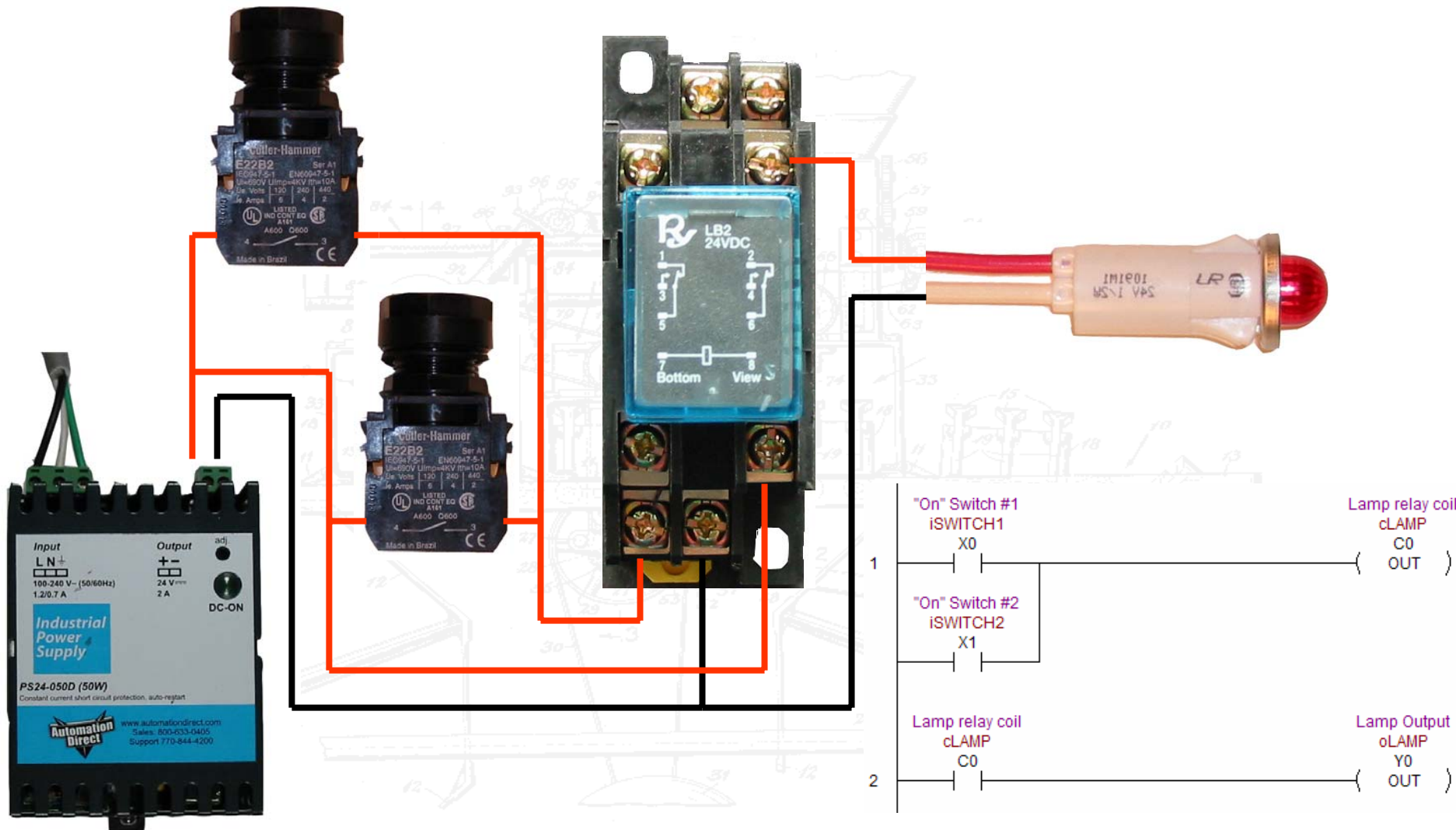
EXAMPLE - RELAY LOGIC



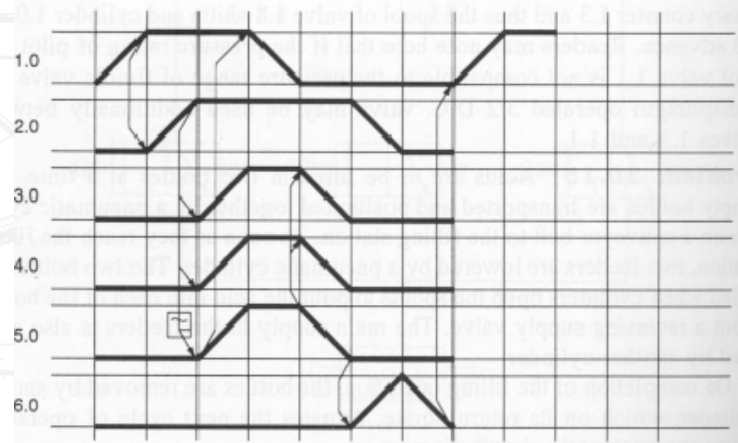
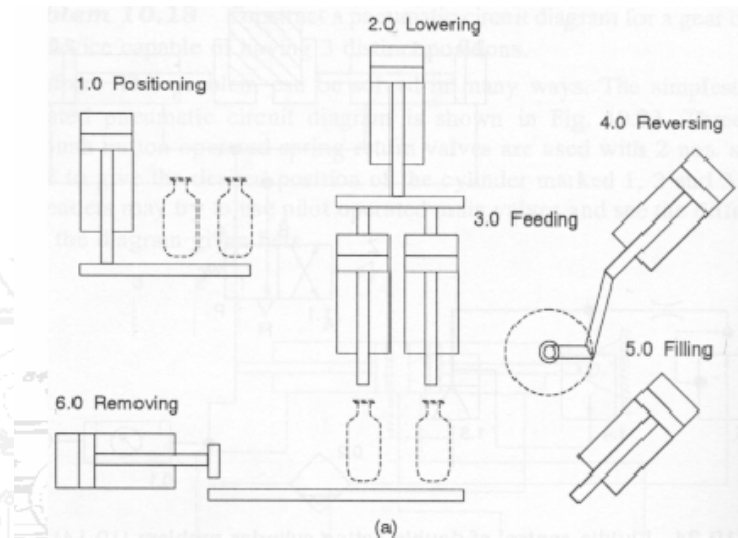
EXAMPLE - RELAY LOGIC



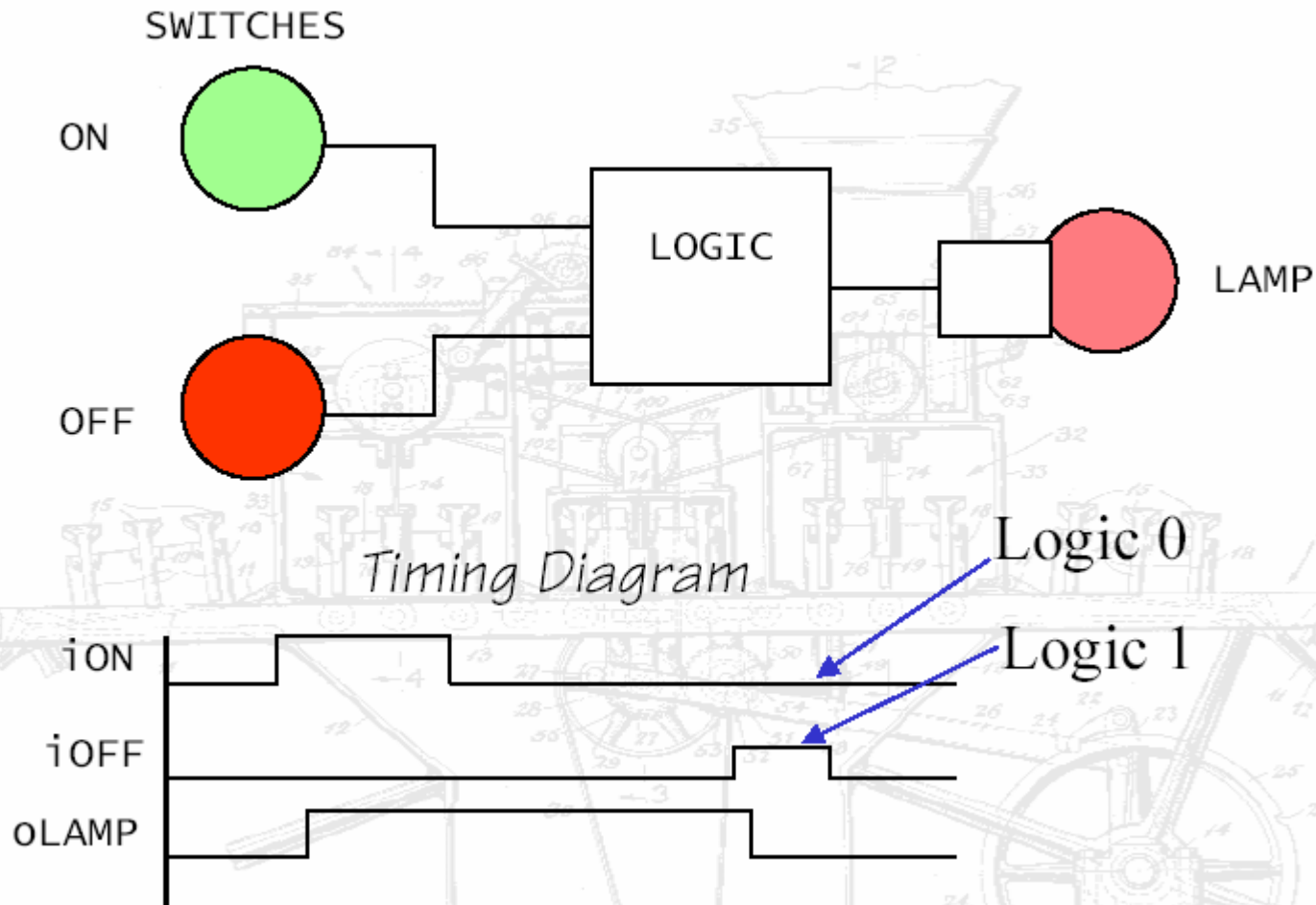
EXAMPLE - RELAY LOGIC



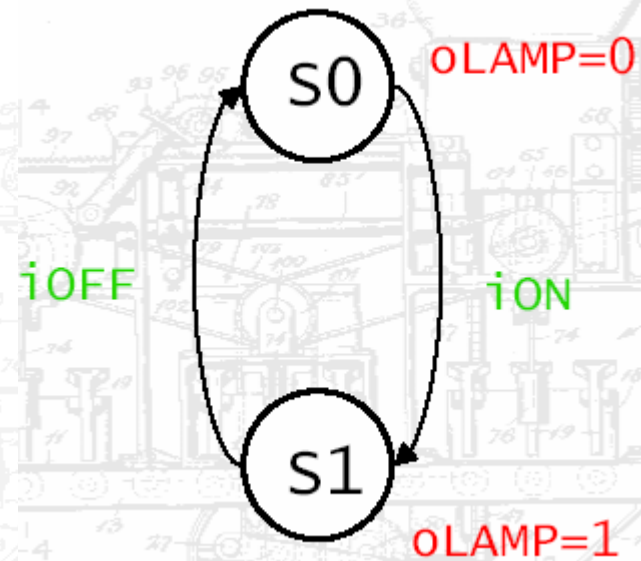
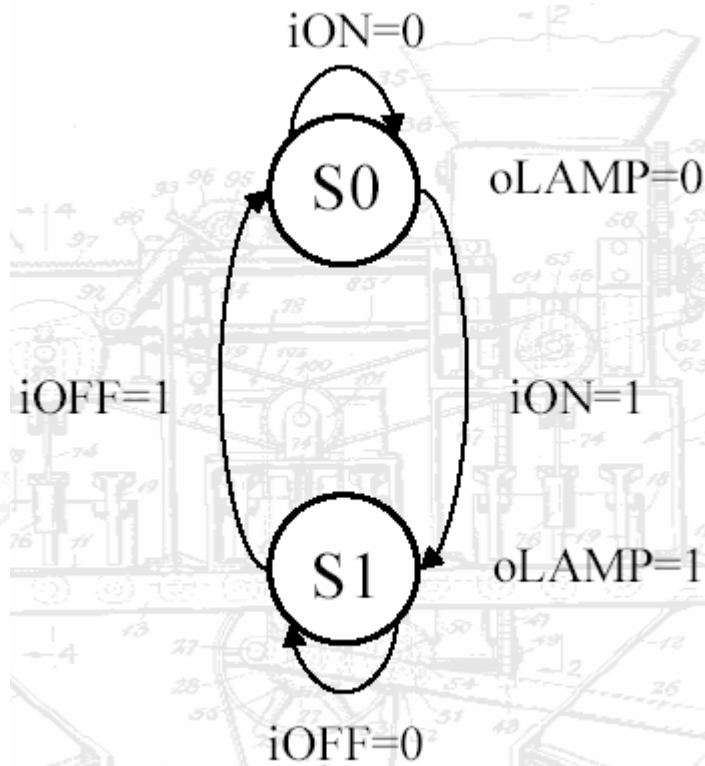
TIMING DIAGRAMS



STATE MACHINES



STATE DIAGRAM

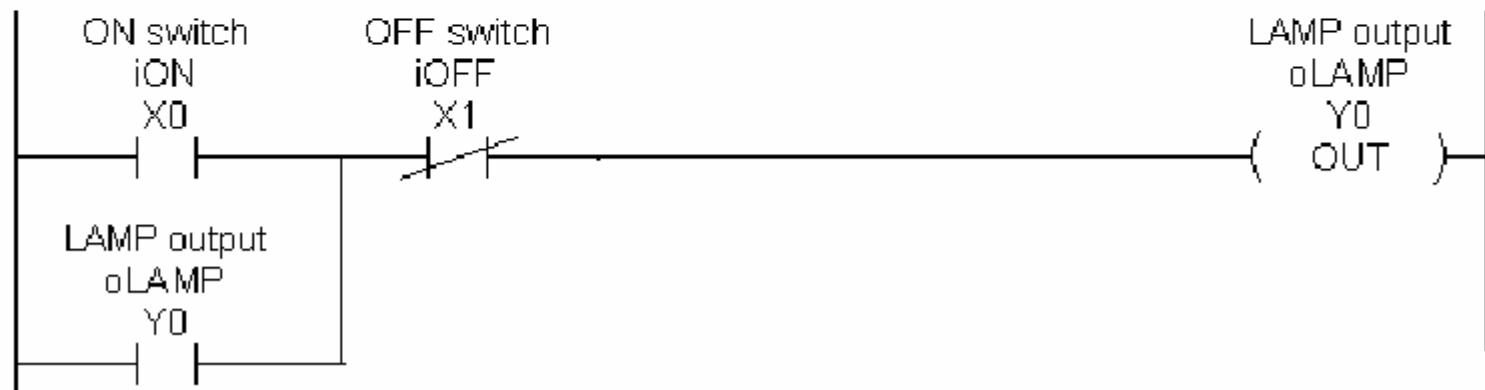


LOGIC EQUATION AND LADDER DIAGRAM

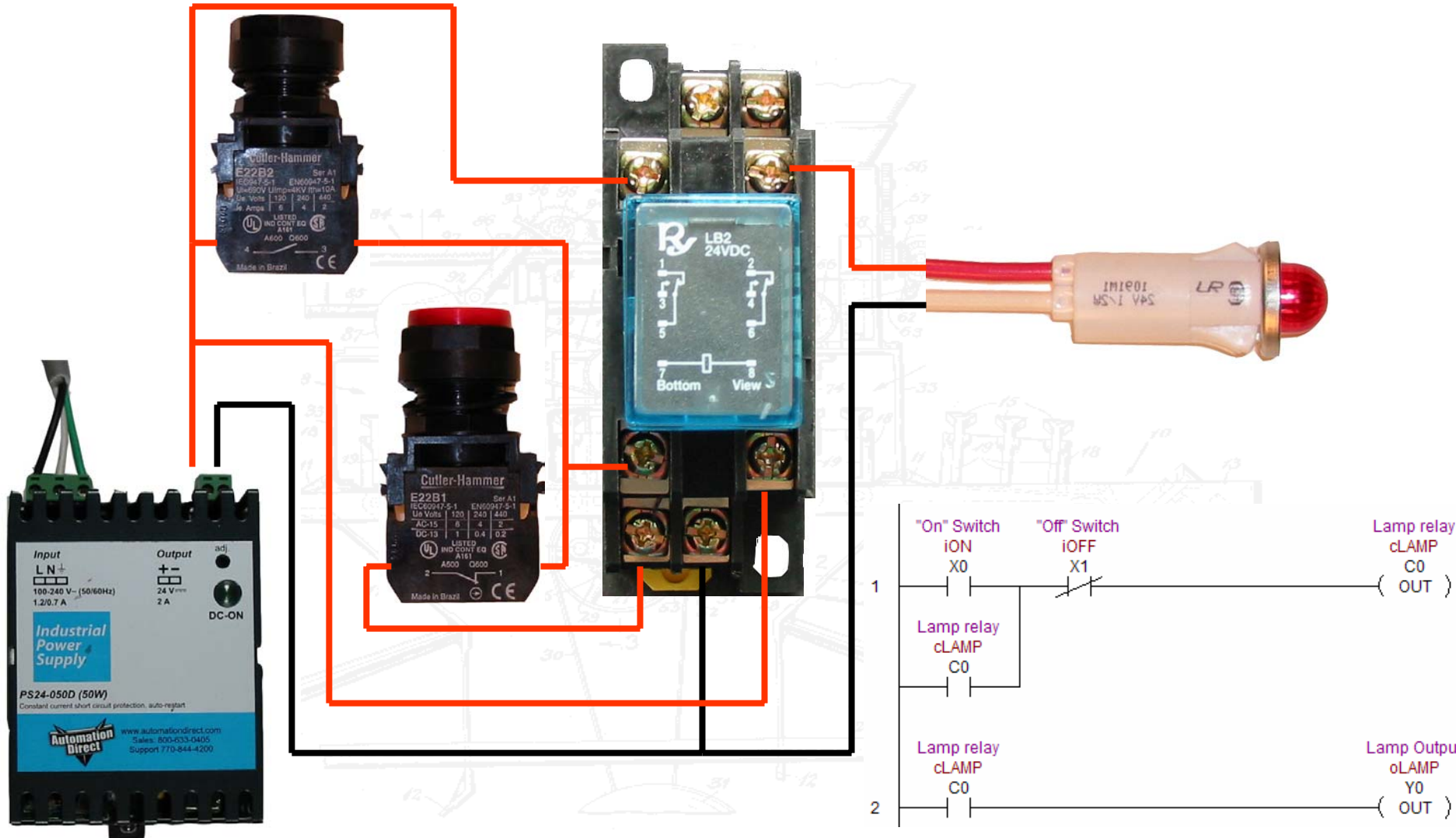
$$oLAMP = /iOFF \cdot (iON + oLAMP)$$

24VDC

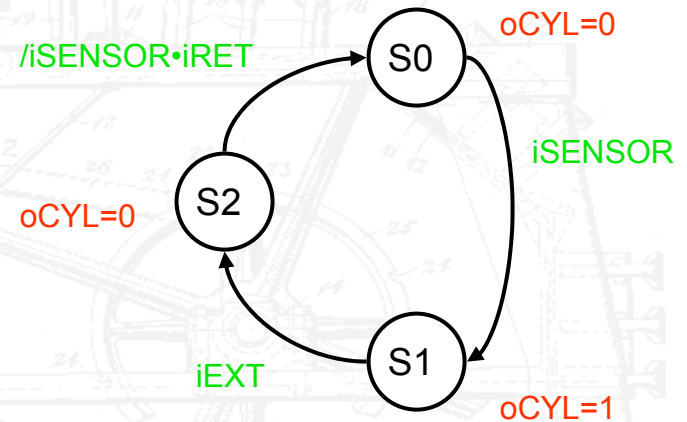
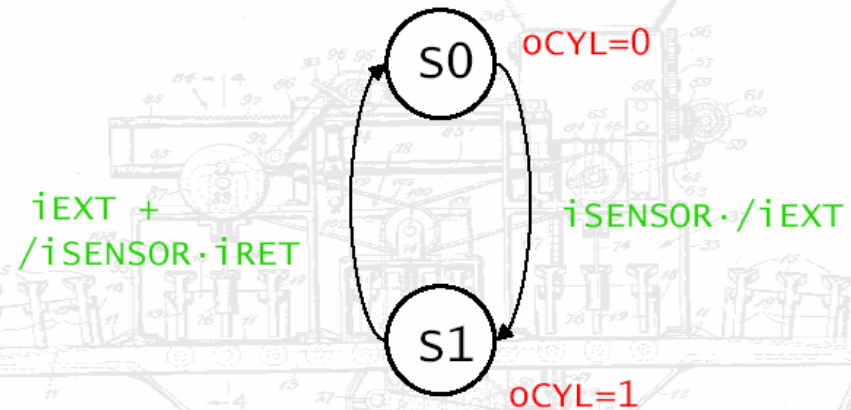
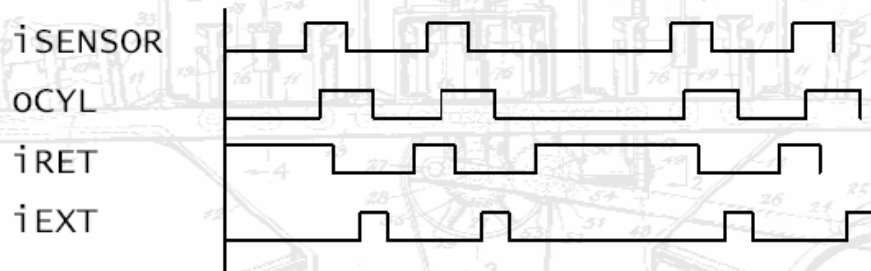
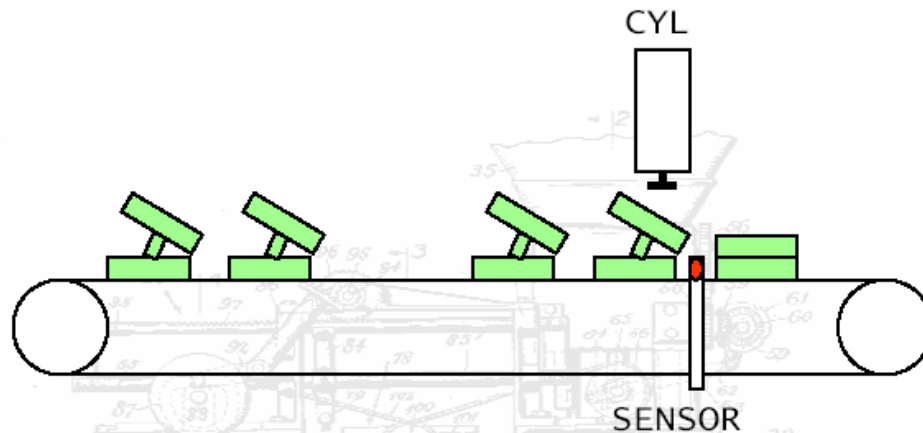
GND



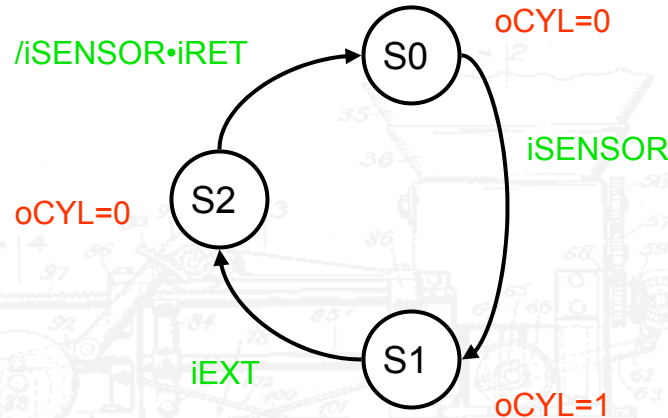
EXAMPLE - RELAY LOGIC



ANOTHER EXAMPLE



EXAMPLE #2 STATE DIAGRAM



$$cS0 = cS2 \cdot /iSENSOR \cdot iRET + cS0 \cdot /iSENSOR + /cS0 \cdot /cS1 \cdot /cS2$$

$$cS1 = cS0 \cdot iSENSOR + cS1 \cdot /iEXT$$

$$\begin{aligned} cS2 &= cS1 \cdot iEXT + cS2 \cdot (/iSENSOR \cdot iRET) \\ &= cS1 \cdot iEXT + cS2 \cdot (iSENSOR + /iRET) \end{aligned}$$