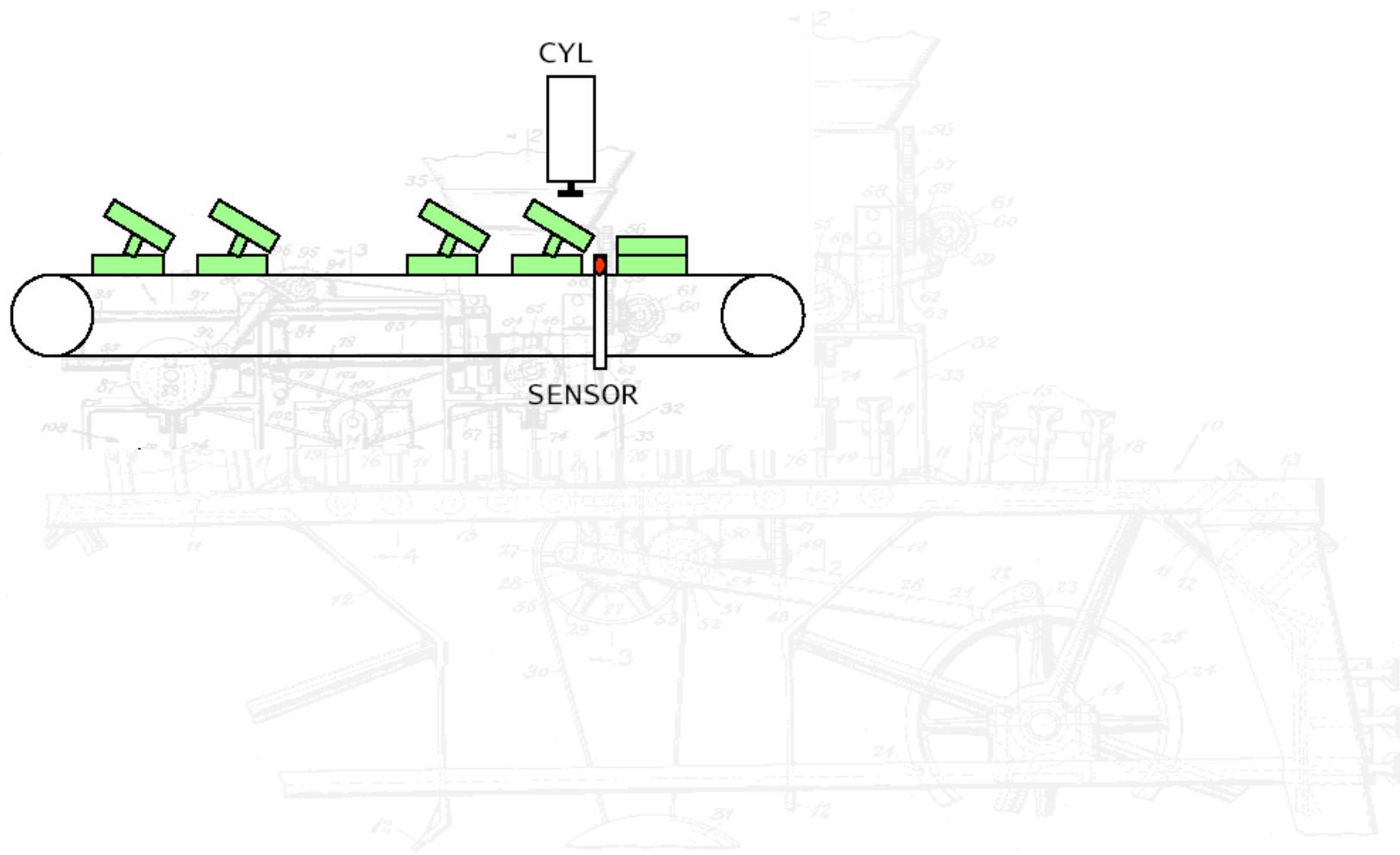
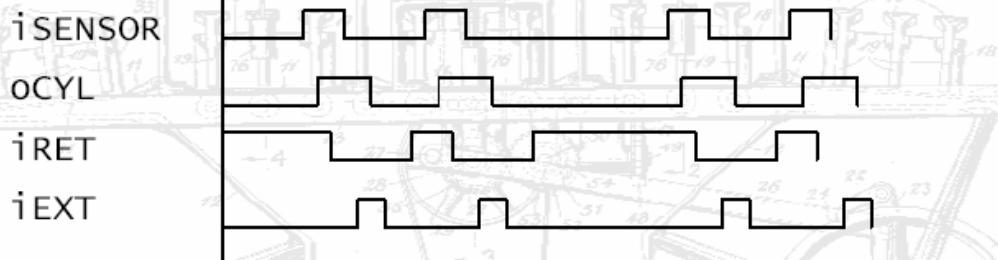
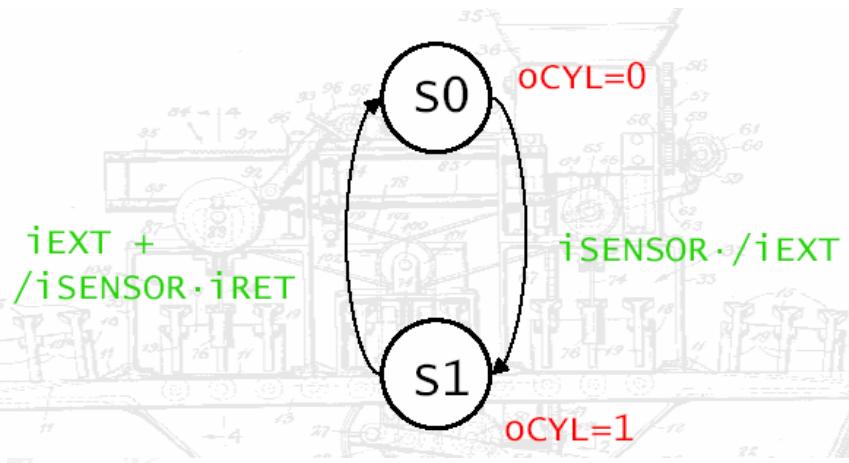
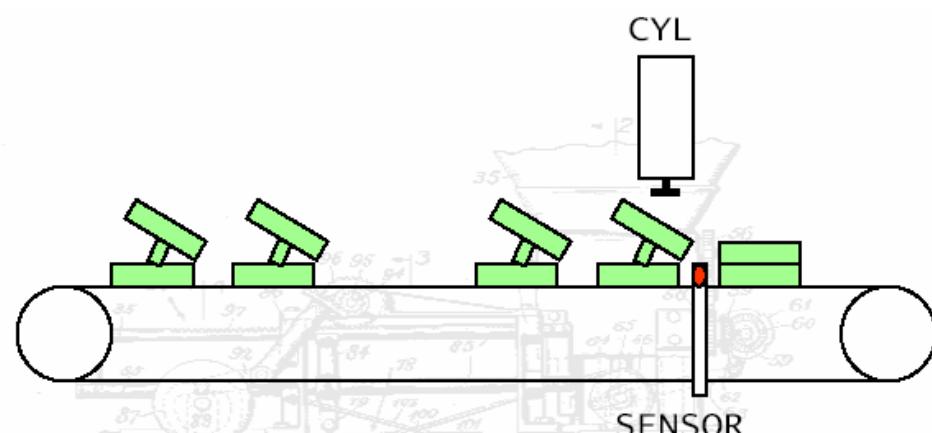


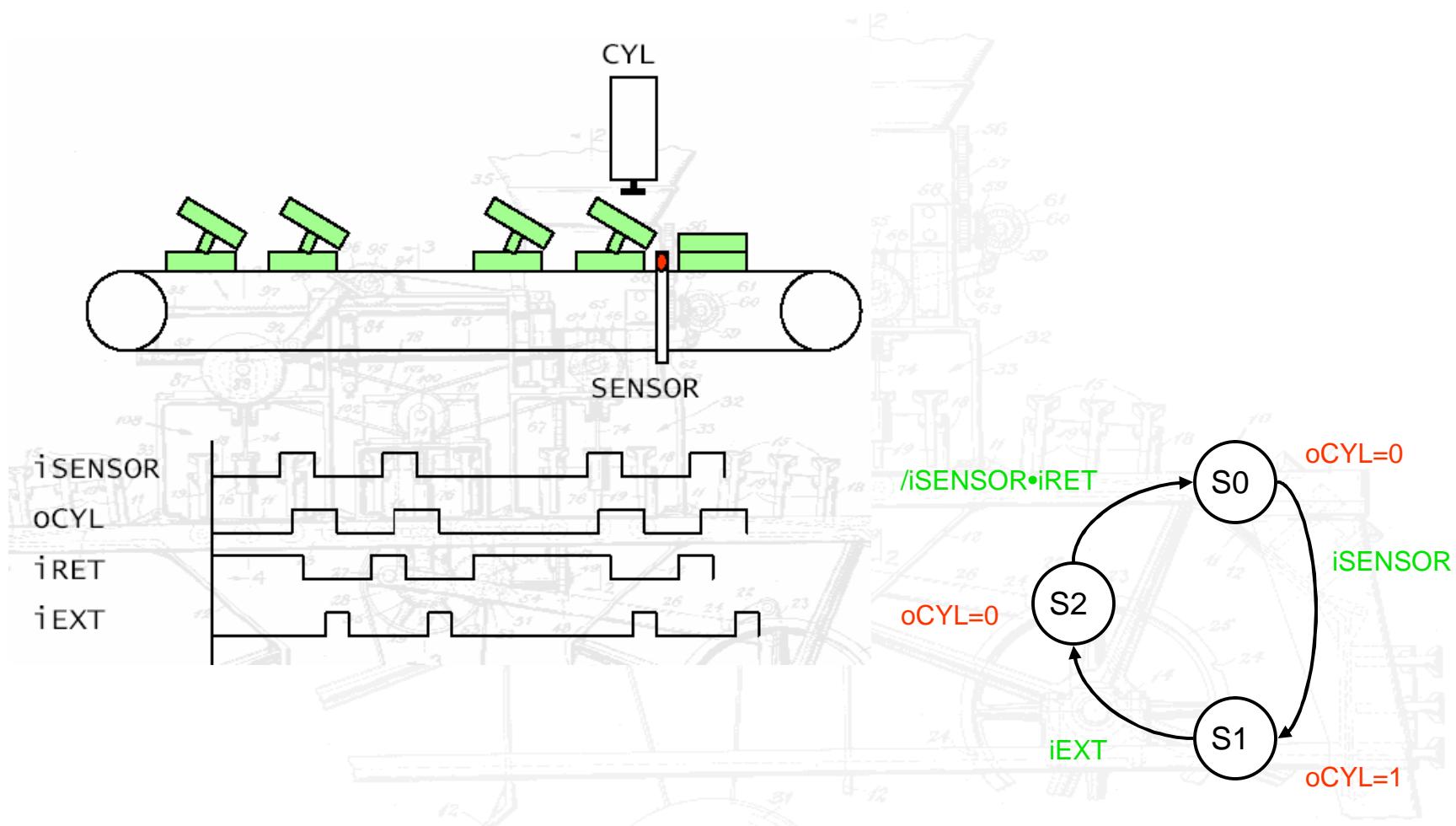
Another Example



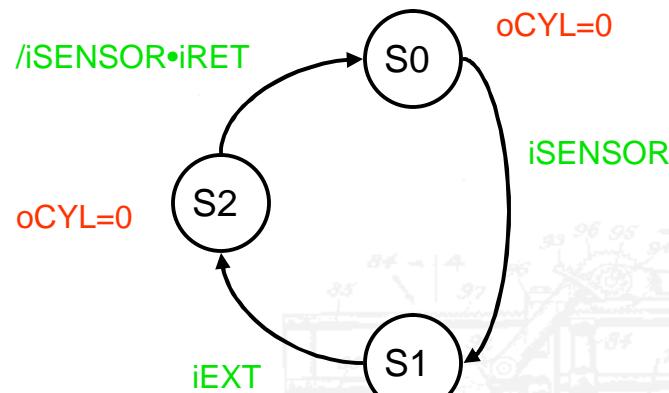
Another Example



Another Example

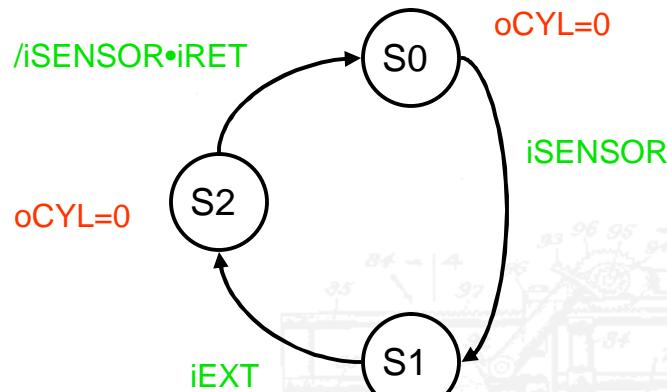


Example #2 State Diagram



CurrSt	i SENSOR	i EXT	i RET		NextSt
S0	0	X	X		S0
S0	1	X	X		S1
S1	X	0	X		S1
S1	X	1	X		S2
S2	0	X	0		S2
S2	0	X	1		S0
S2	1	X	X		S2

Example #2 State Diagram



CurrSt	i SENSOR	i EXT	i RET		NextSt
S0	0	X	X		S0
S0	1	X	X		S1
S1	X	0	X		S1
S1	X	1	X		S2
S2	0	X	0		S2
S2	0	X	1		S0
S2	1	X	X		S2

$$cS0 = cS2 \cdot i\text{SENSOR} \cdot i\text{RET} + cS0 \cdot i\text{SENSOR} + /cS0 \cdot cS1 \cdot cS2$$

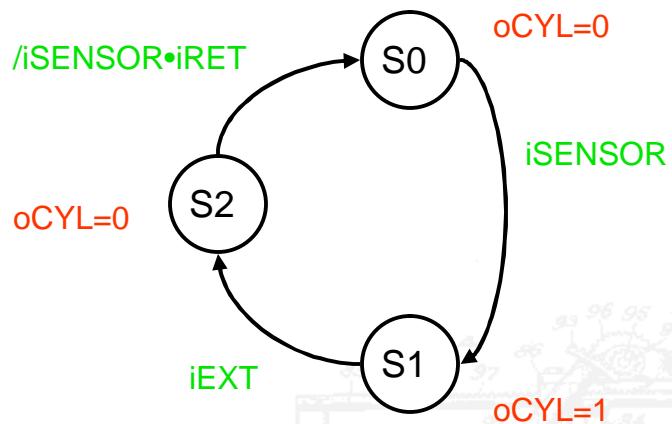
$$cS1 = cS0 \cdot i\text{SENSOR} + cS1 \cdot i\text{EXT}$$

$$\begin{aligned} cS2 &= cS1 \cdot i\text{EXT} + cS2 \cdot (/i\text{SENSOR} \cdot i\text{RET}) \\ &= cS1 \cdot i\text{EXT} + cS2 \cdot (i\text{SENSOR} + /i\text{RET}) \end{aligned}$$

State Machines in Ladder Logic

- Pure relay logic - traditional design:
 - 2 states = 1 coil
 - 3-4 states = 2 coils
 - 5-8 states = 3 coils, etc.
 - difficult to debug, modify and document
 - Pure relay logic - “one-hot” design
 - 1 coil per state
 - easier to debug, modify, and document
 - watch out for “illegal” states
 - RLL-Plus
 - “Stages”
 - JMP “coils”
 - easiest to write and maintain
 - not available in all brands of PLC’s

Example #2 State Diagram



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

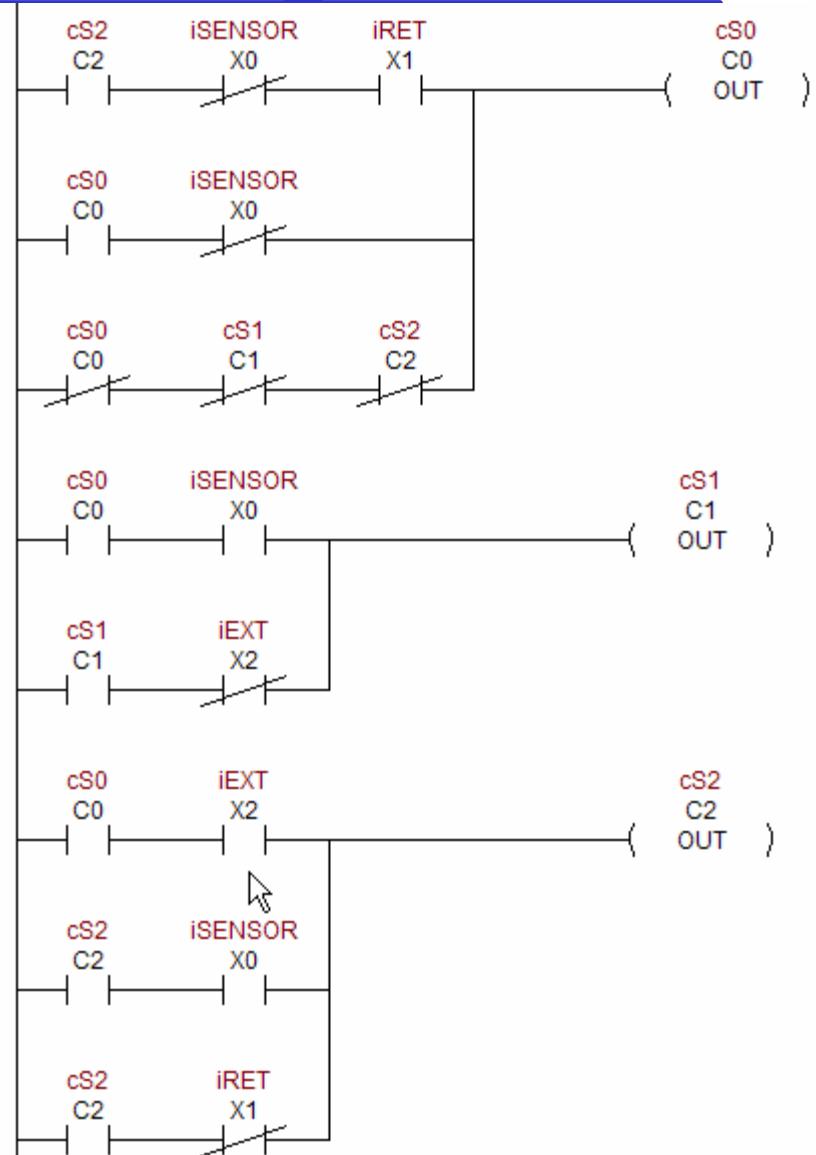
$$+ cS0 \cdot iSENSOR$$

$$+ /cS0 \cdot cS1 \cdot cS2$$

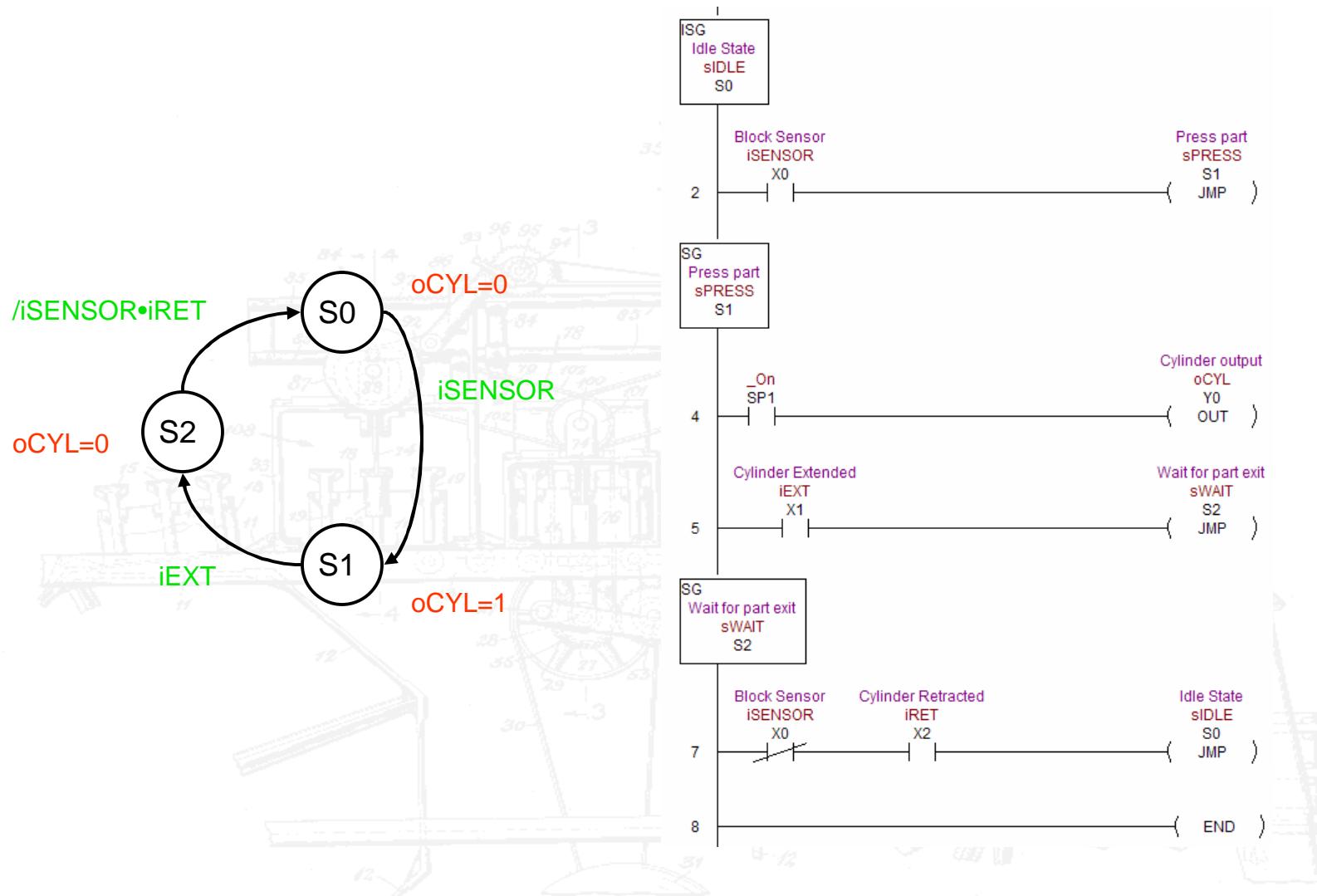
$$cS1 = cS0 \cdot iSENSOR + cS1 \cdot iEXT$$

$$cS2 = cS1 \cdot iEXT + cS2 \cdot iSENSOR$$

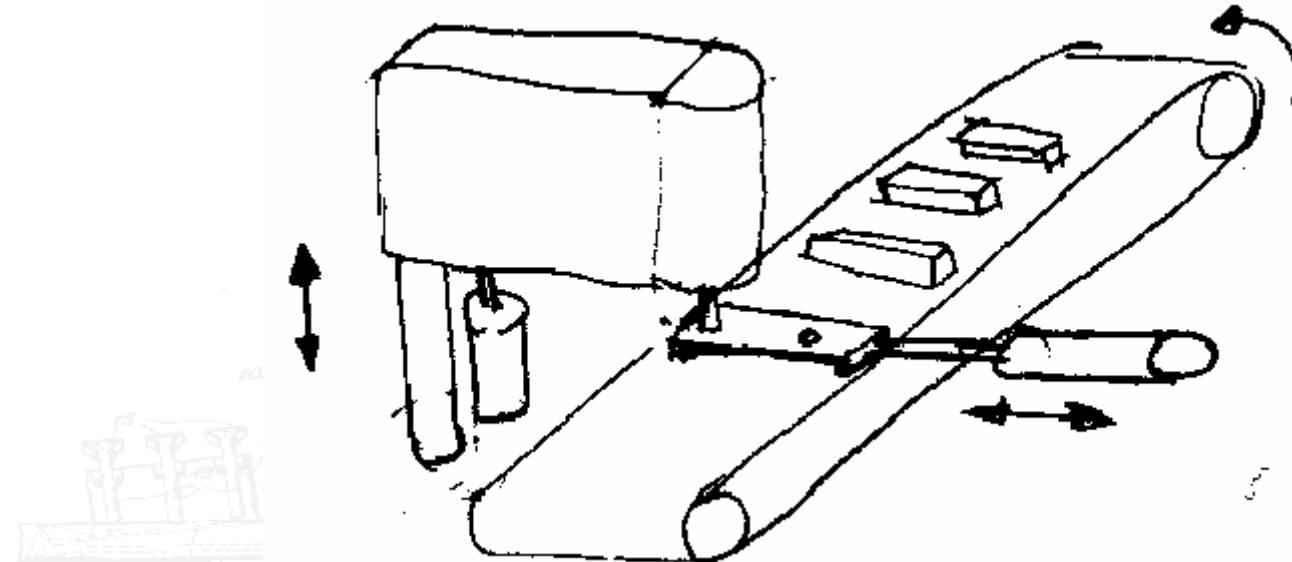
$$+ cS2 \cdot iRET)$$



Ex #2 - RLL-Plus Stages



Multi-state Example



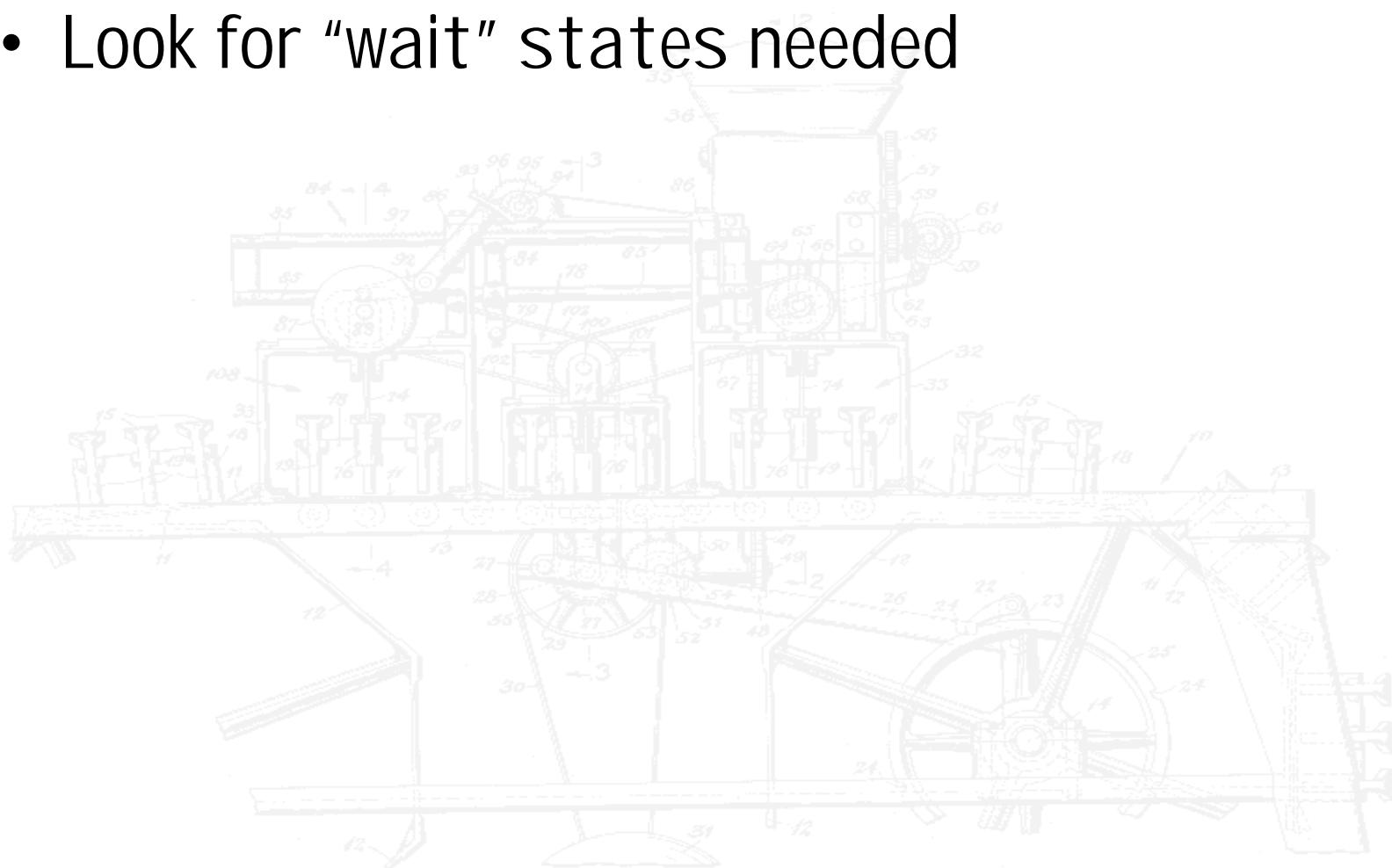
- When sensor detects block; clamp block, drill hole, shift, drill 2nd hole, shift back, release clamp

Inputs and Outputs

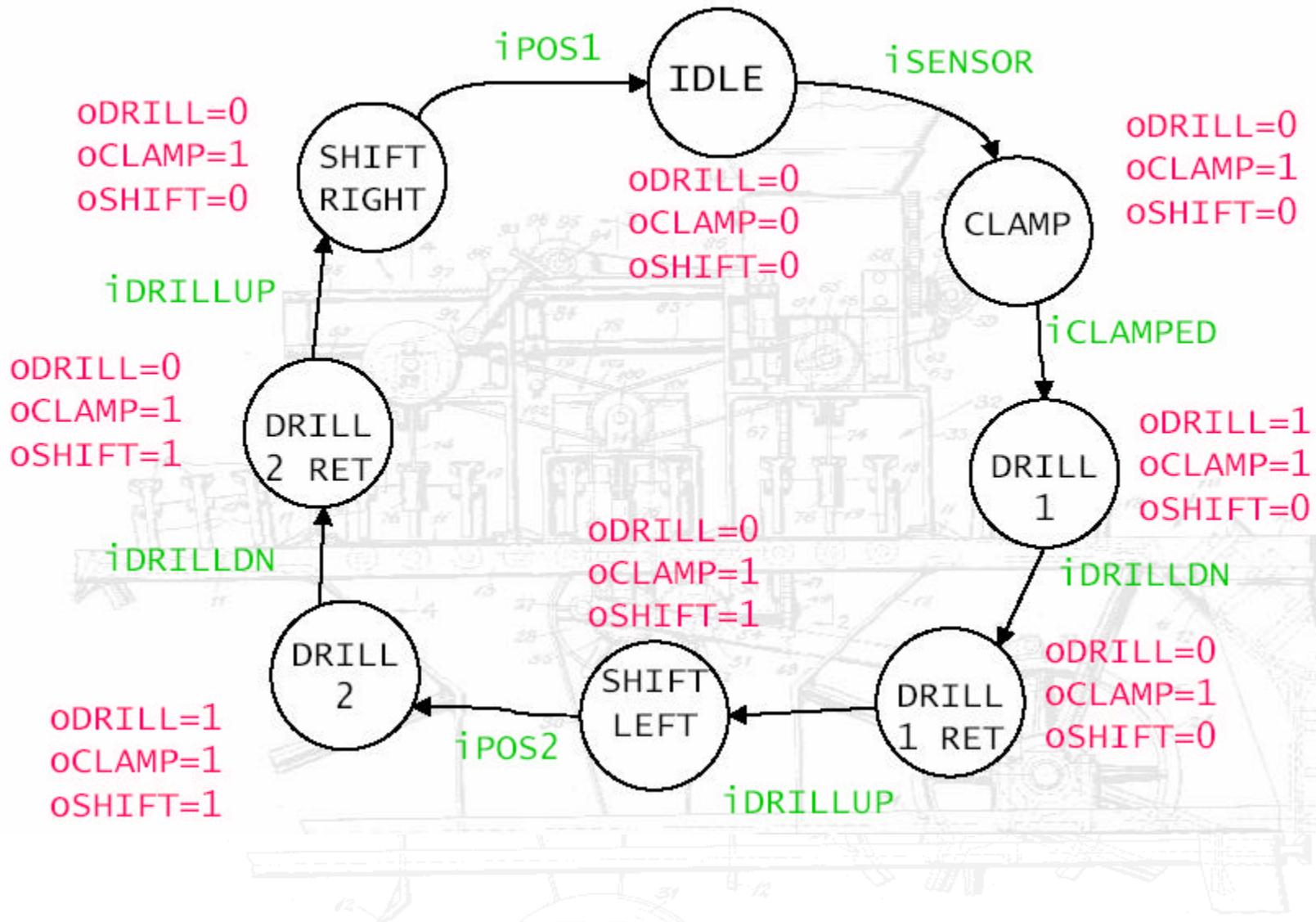
- iSENSOR block present
- iDRILLDN drill is down
- iDRILLUP drill is up
- iCLAMPED fully clamped
- iRELEASED fully unclamped
- iPOS1 unshifted
- iPOS2 shifted
- oDRILL start drilling
- oCLAMP activate clamp
- oSHIFT shift block holder

State Diagrams

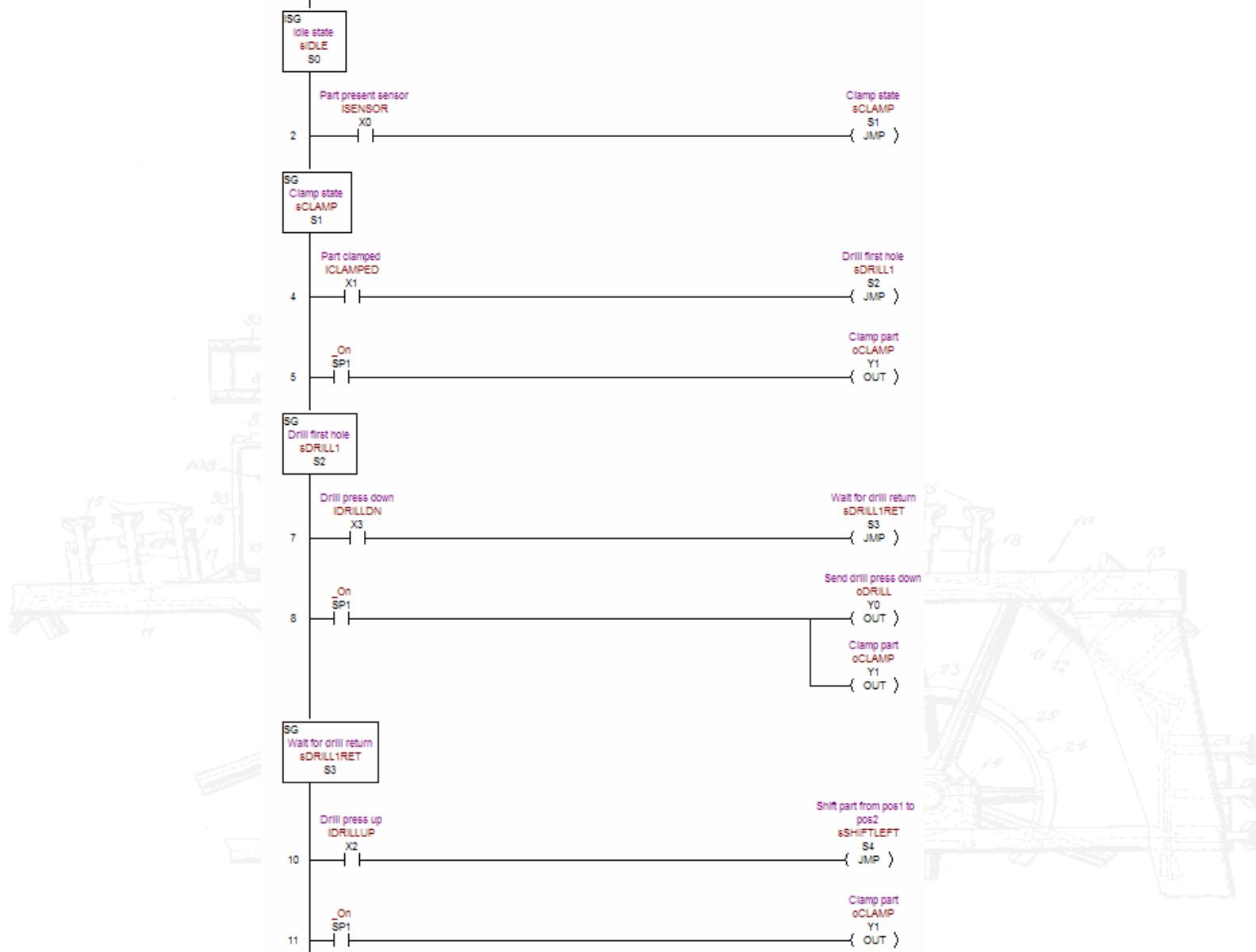
- One state per “action”
- Look for “wait” states needed



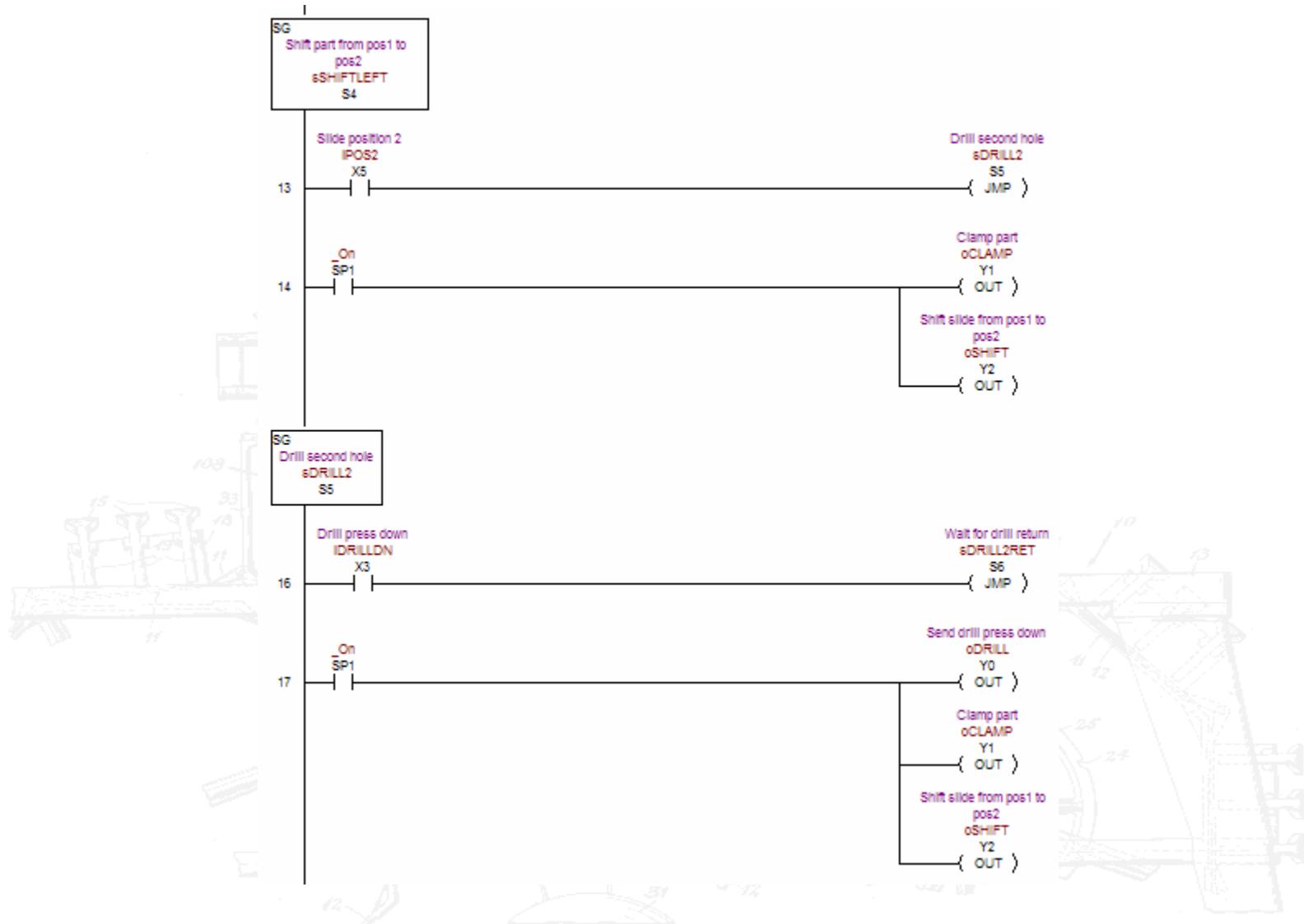
State Diagram



RLL-Plus



RLL-Plus



RLL-Plus

