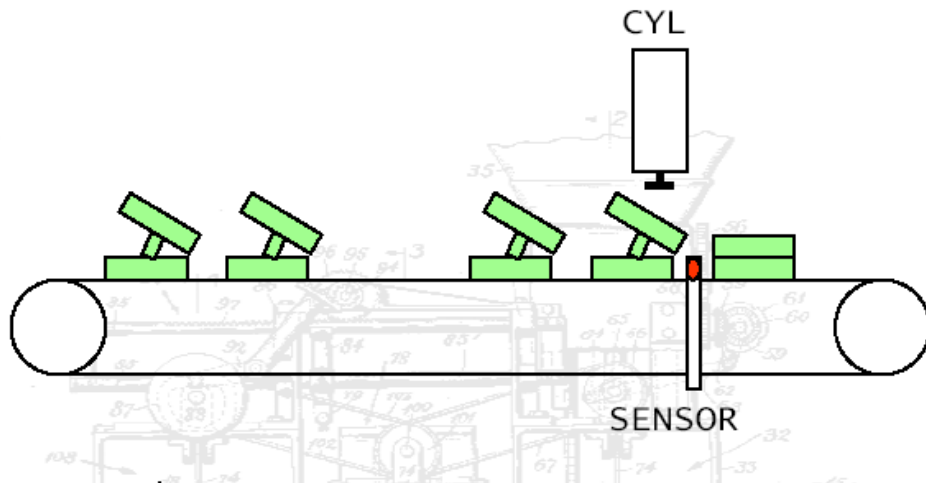
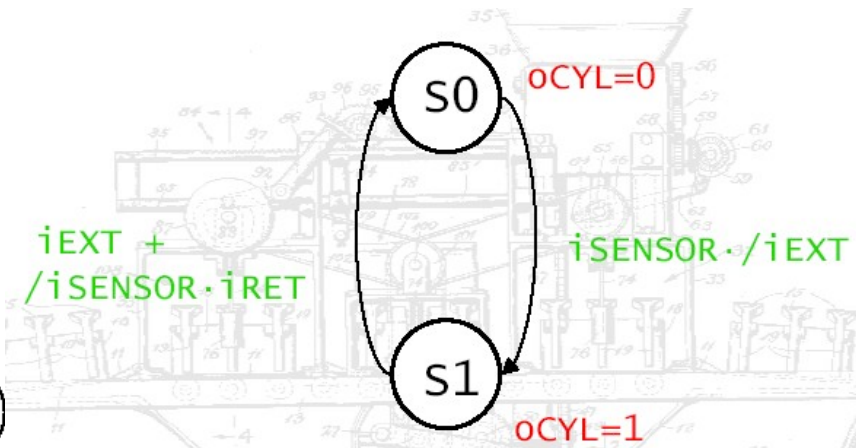
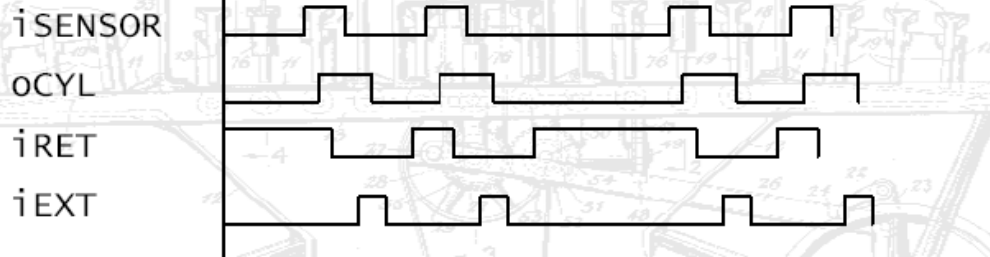
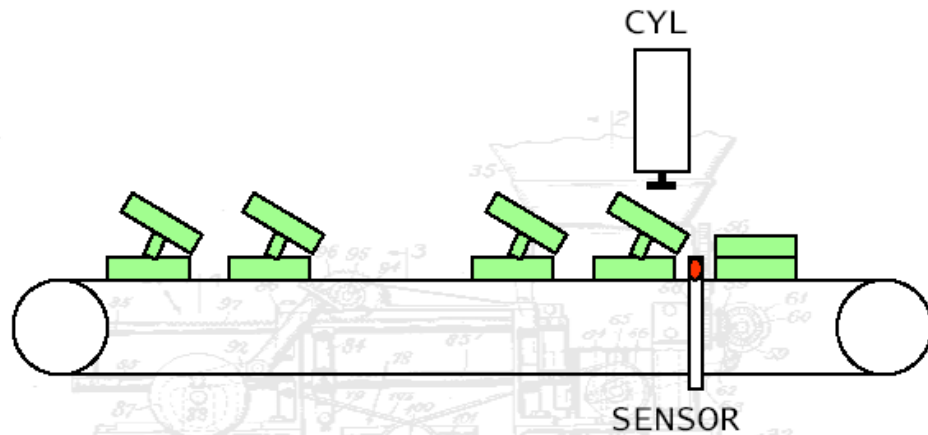


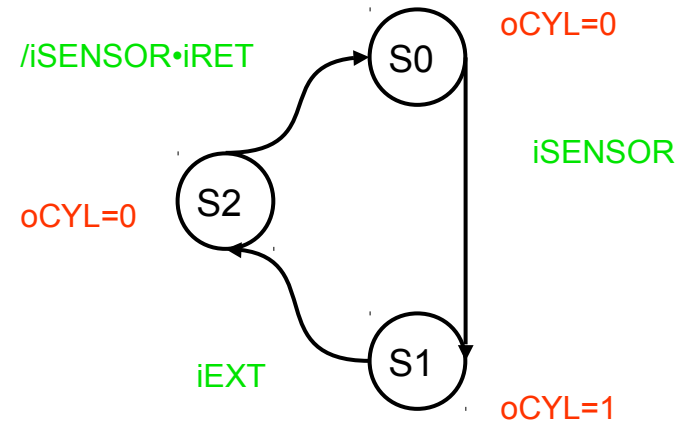
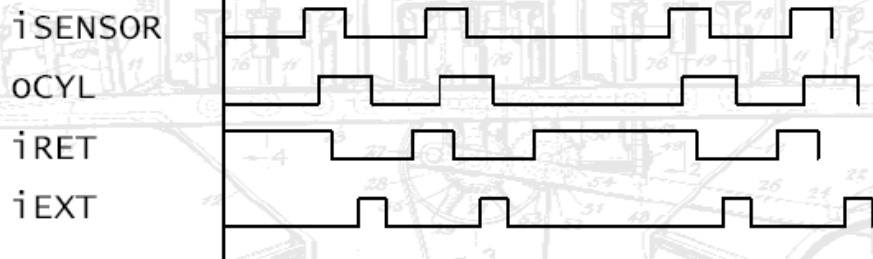
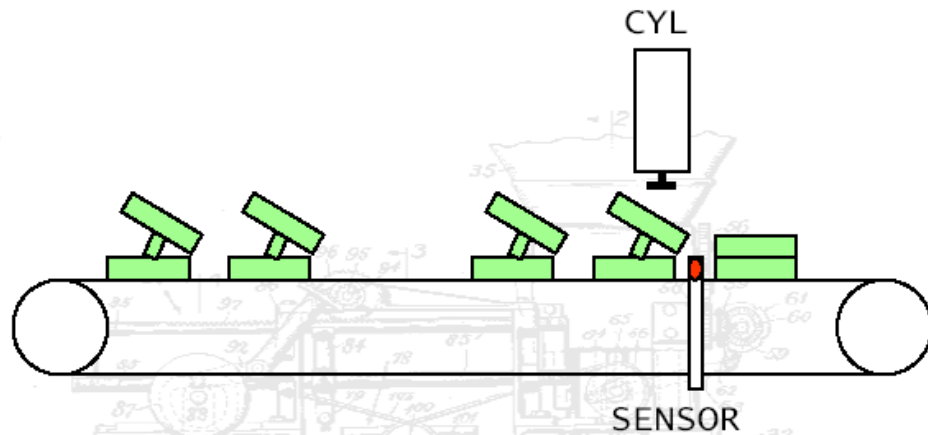
STATE MACHINE EXAMPLE



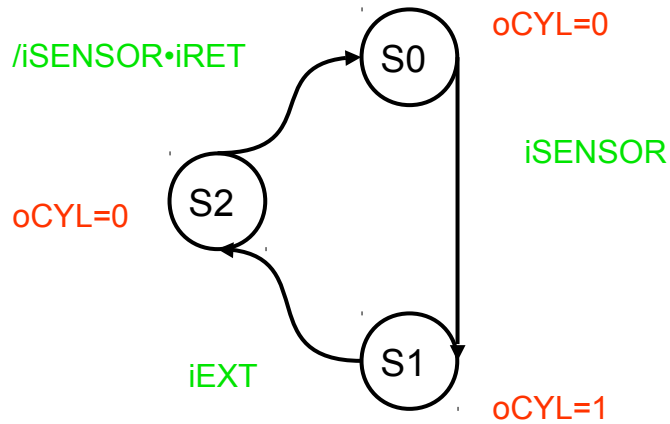
STATE MACHINE EXAMPLE



STATE MACHINE EXAMPLE

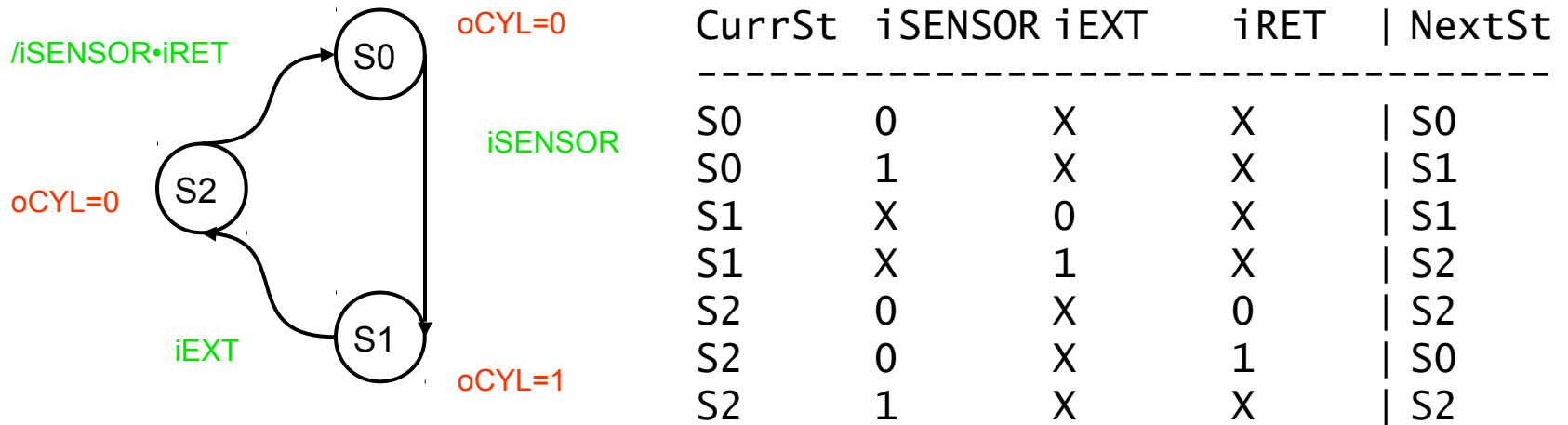


EXAMPLE #2 STATE DIAGRAM



CurrSt	iSENSOR	iEXT	iRET	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



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

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

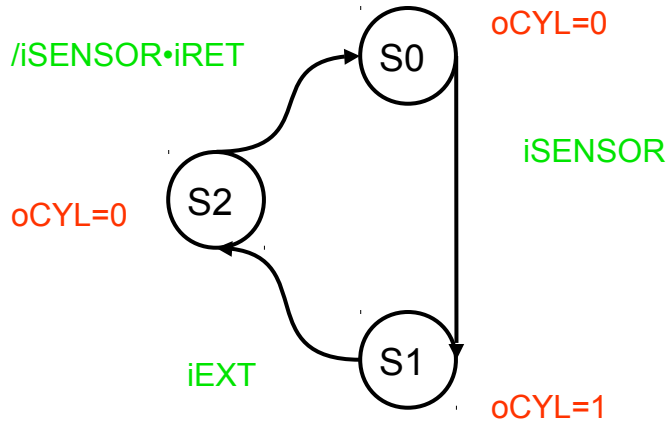
$$cS2 = cS1 \cdot iEXT + cS2 \cdot (/iSENSOR \cdot iRET)$$

$$= cS1 \cdot iEXT + cS2 \cdot (iSENSOR + /iRET)$$

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

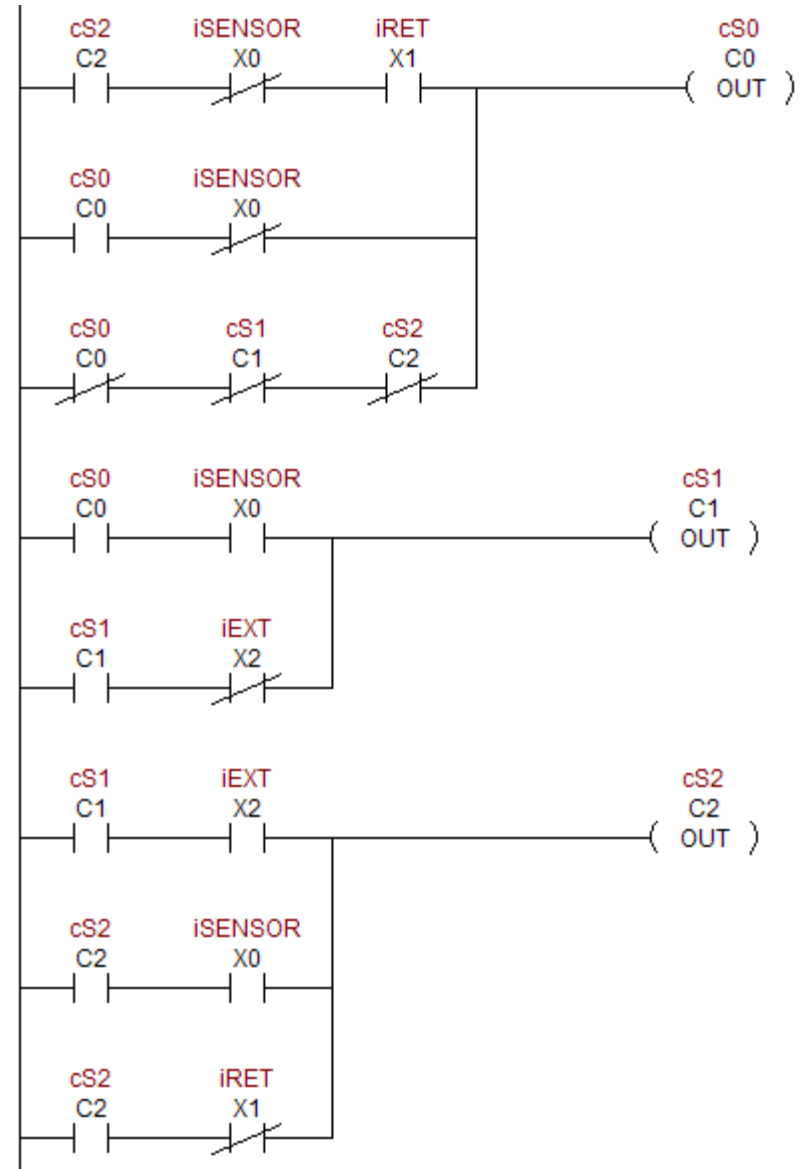
EXAMPLE #2 STATE DIAGRAM



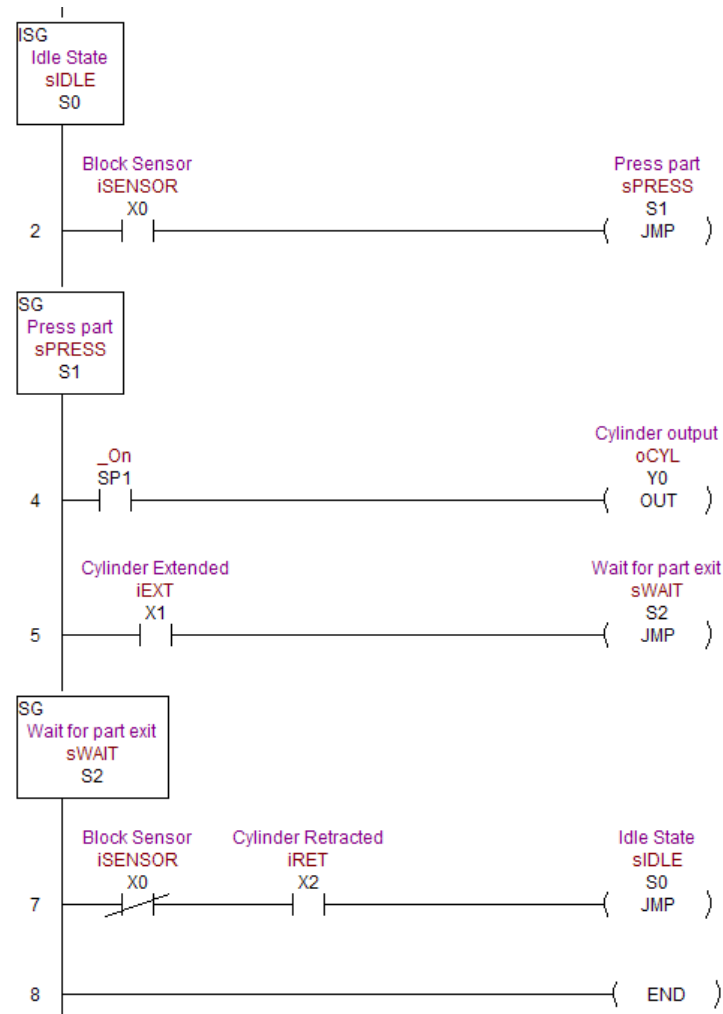
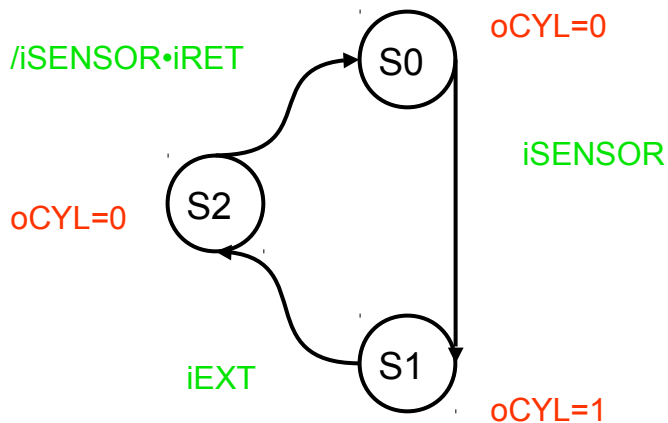
$$\begin{aligned}
 cS0 &= cS2 \cdot /iSENSOR \cdot iRET \\
 &+ cS0 \cdot /iSENSOR \\
 &+ /cS0 \cdot /cS1 \cdot /cS2
 \end{aligned}$$

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

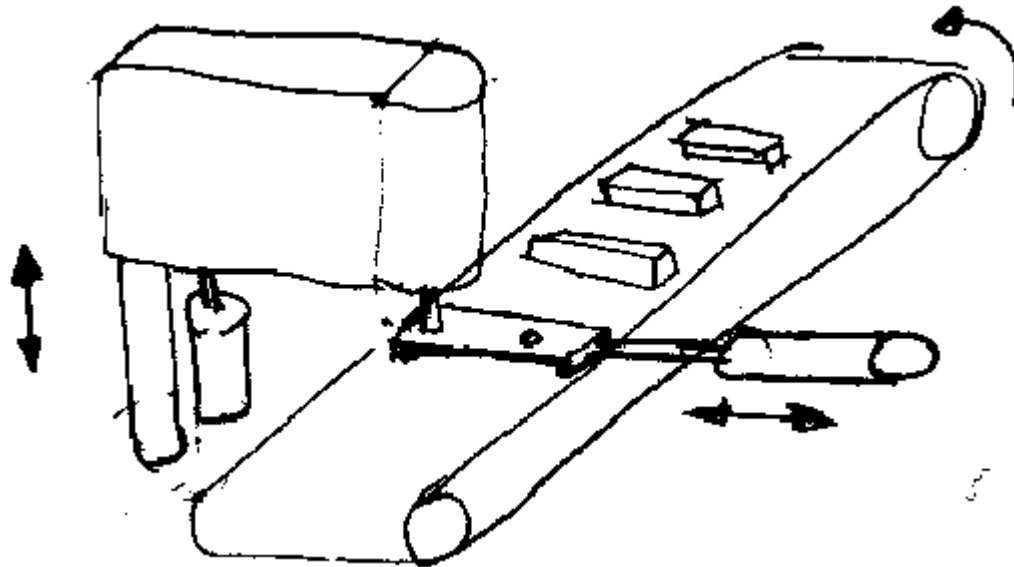
$$\begin{aligned}
 cS2 &= cS1 \cdot iEXT + cS2 \cdot iSENSOR \\
 &+ cS2 \cdot /iRET
 \end{aligned}$$



EX #2 - RLL-PLUS STAGES



MULTI-STATE EXAMPLE



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

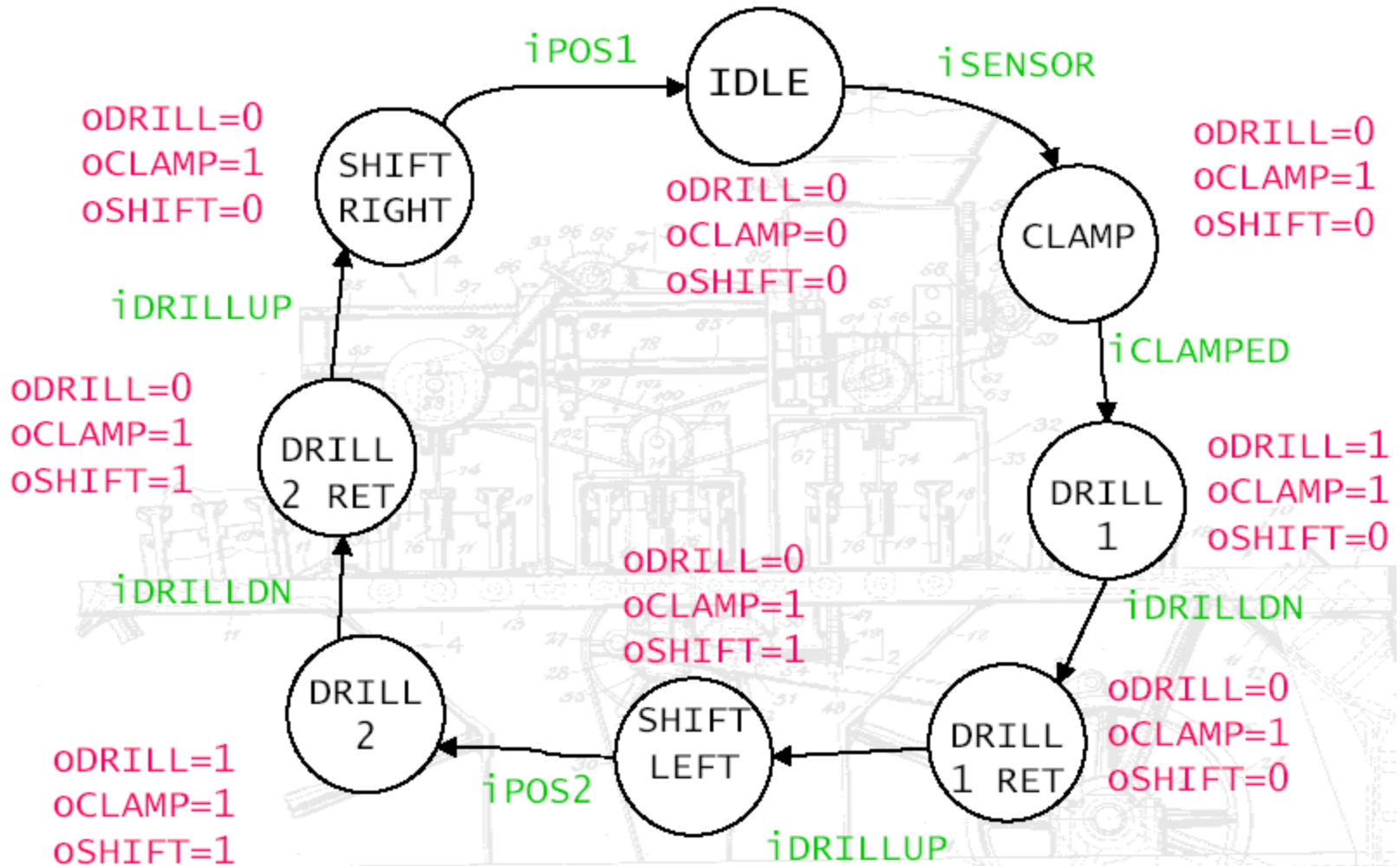
INPUTS AND OUTPUTS

- 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

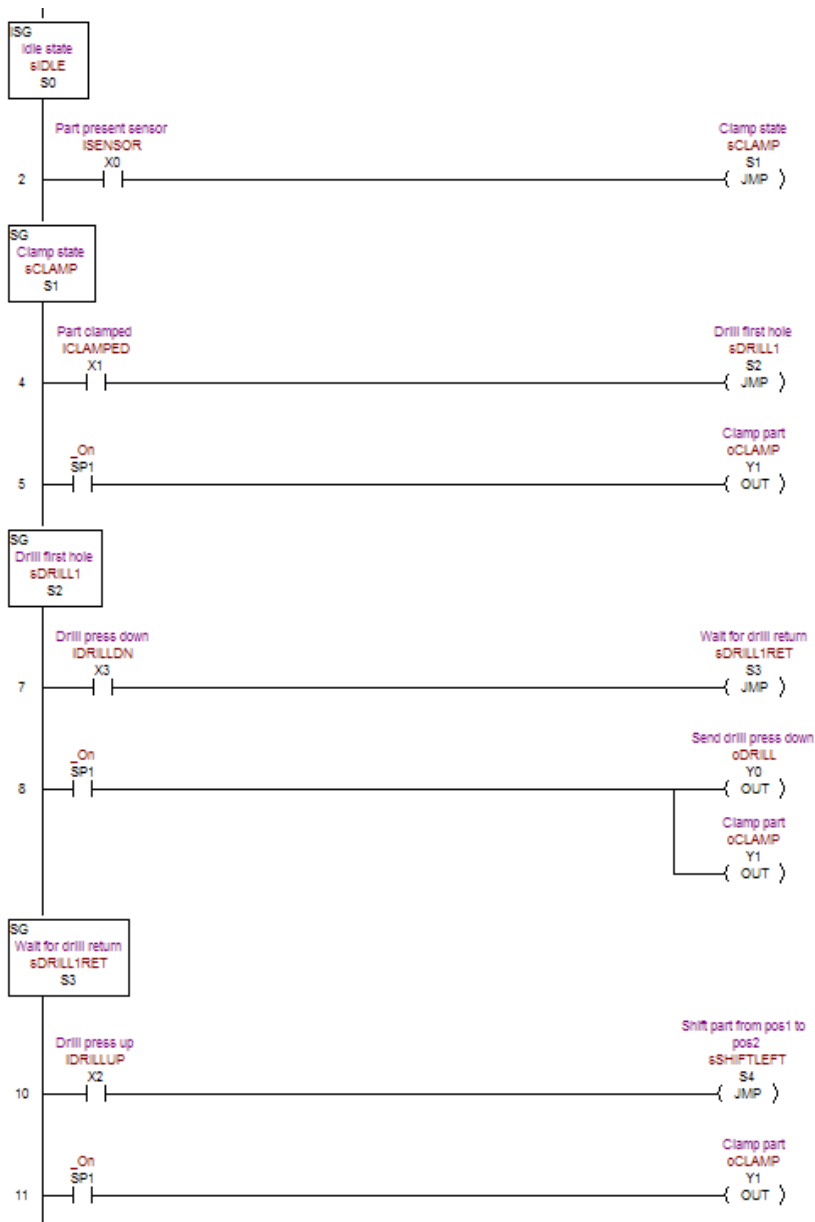
STATE DIAGRAMS

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

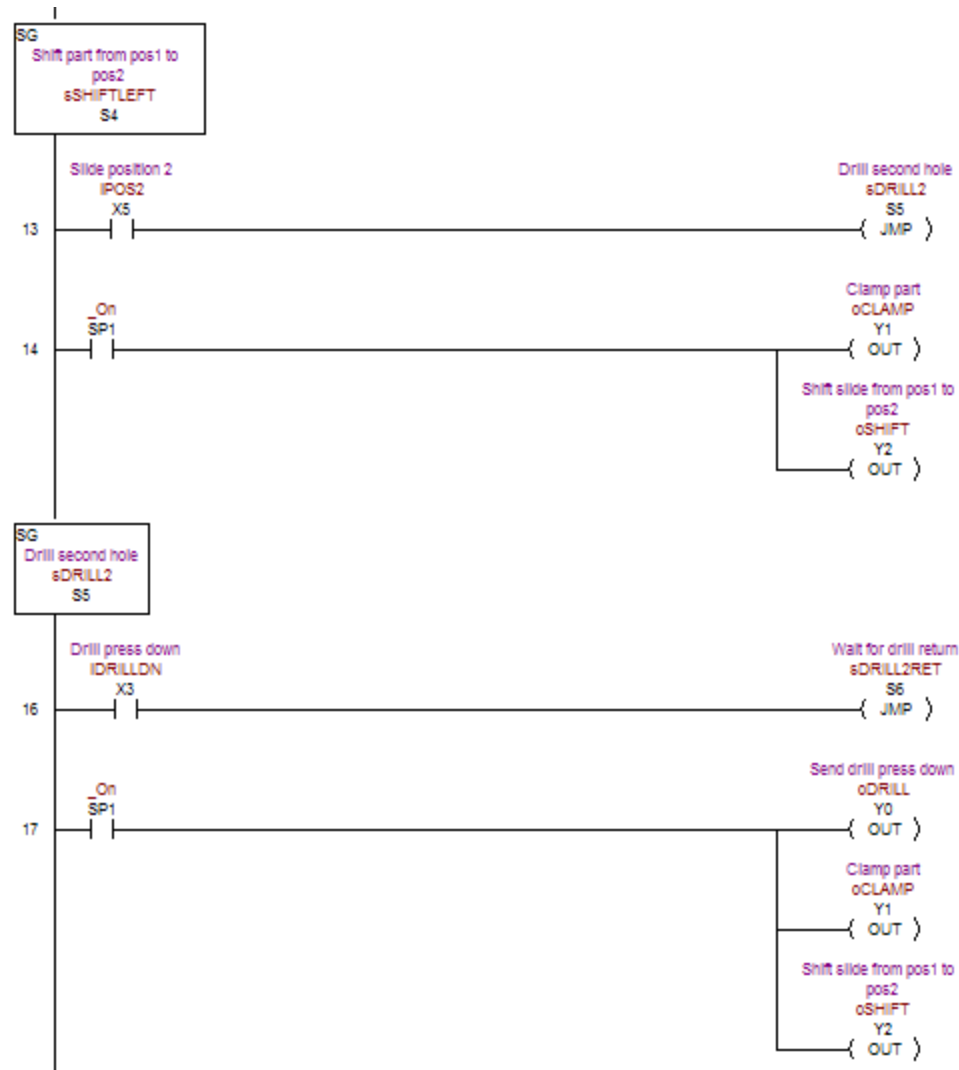
STATE DIAGRAM



RLL-PLUS



RLL-PLUS



RLL-PLUS

