Industrial Automation (Automação de Processos Industriais)

GRAFCET (Sequential Function Chart, SFC) 3/3

http://www.isr.tecnico.ulisboa.pt/~jag/courses/api20b/api2021.html

Prof. José Gaspar, rev. 2020/2021

GRAFCET vs Ladder

GRAFCET/SFC can be converted directly to ladder logic

Memory variables:

Assign one Boolean variable to each step (s_i) and transition (t_i)

Code to run once:

1. Initialize steps and transitions

Code to run at every scan cycle:

- 2. Check transitions and activate steps
- 3. Perform activities for steps
- 4. Enable transitions (jump to 2.)

Ref: [Hugh Jack 2008]

GRAFCET/SFC vs Ladder

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Assign one Boolean variable to each step (s_i) and transition (t_j) .

Create memories to keep output values.



Code to run once:

1. Initialize steps and transitions

Code to run at every scan cycle:

- 2. Check transitions and activate steps
- 3. Perform activities for steps
- 4. Enable transitions (jump to 2.)

The complete program, four sections (to see separately in the next slides):





1. Initialize steps and transitions





2. Check transitions & activate steps





3. Perform activities for steps





4. Enable transitions





Note: all active steps are made inactive.

Discussion: not-keeping vs keeping steps active



3)







If step2 is active in 1 then its work is done in 2 and it is going to be made inactive (unlatched) in 3.

Note: code parts 1, 2 and 3 run in a single scan cycle; *latched outputs imply they have no spikes*.

Note2: Unity Pro is not like this, step2 gets inactive only after transposing transitions2.

Homework challenges:

1. Convert the ladder code shown in the previous slides to a structured text program.

2. Consider simulating the ladder diagram, ladder instructions one-byone, saving all variables:

- Steps (1..6)
- Transitions (1..6)
- Inputs (automatic button, part detect, ...)
- Outputs (power, light, advance, ...)

Confirm that:

- Step variables are active *at most one scan cycle*
- Outputs are set/unset (latched/unlatched) and therefore *do not need the steps being active all the time*.

GRAFCET Practice Problem 1

Draw **one SFC** for one stamping press that can **advance and retract** when a **cycle button** is pushed, and then stop until the button is pushed again. The press has **limit switches** indicating stop advancing and stop retracting.

Further study: discuss the advantages of using SFC as compared with using Ladder in this problem.



From [Hugh Jack 2008]

GRAFCET Practice Problem 2

Develop **one SFC** for a two person assembly station. The station has **two presses** that may be used at the same time, **independently**. Each press has a cycle button that will start the advance of the press. A bottom limit switch will stop the advance, and the cylinder must then be retracted until a top limit switch is hit. The two presses are enabled only after a common starting procedure.



From [Hugh Jack 2008]

GRAFCET Practice Problem 3

Design a garage door controller using an SFC. The behavior of the garage door controller is as follows:

- There is a single button in the garage and a single button remote control. When the button is pushed the door will move up or down.
- There are top/bottom limit switches to stop the motion of the door.
- If the button is pushed once while moving, the door will stop. A second push will start motion again in the opposite direction.
- There is a light beam across the bottom of the door. If the beam is cut while the door is closing the door will stop and reverse.
- There is a garage light that will be on for 5 minutes after the door opens or closes.



From [Hugh Jack 2008] Page 13