

PLC Programming Techniques 1

PLC Programming Techniques – Part 1

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Lesson Objectives

- Introduction regarding basic PLC Texts and their advantages and limitations.
- Take a look at basic hardware configurations for moving equipment
- Build a simple program covering Automatic and Manual Modes
- Include ideas for Cycle Start and End of Cycle
- Discuss various Faults, their meaning and possible application.

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PLC Texts

- Many pages devoted to introduction to Binary Logic operations including AND, NAND, NOR and XOR gates (to name a few).
- Conversion and Binary Logic Simplification exercises
- Boolean Logic to Ladder Conversion

- Although good basic and introduction to Logical Systems, most of this has very little to do with Programming Machines or Automation on a Factory Floor.
- Some exercise are still very basic and do little to explain systematic approaches to controls.

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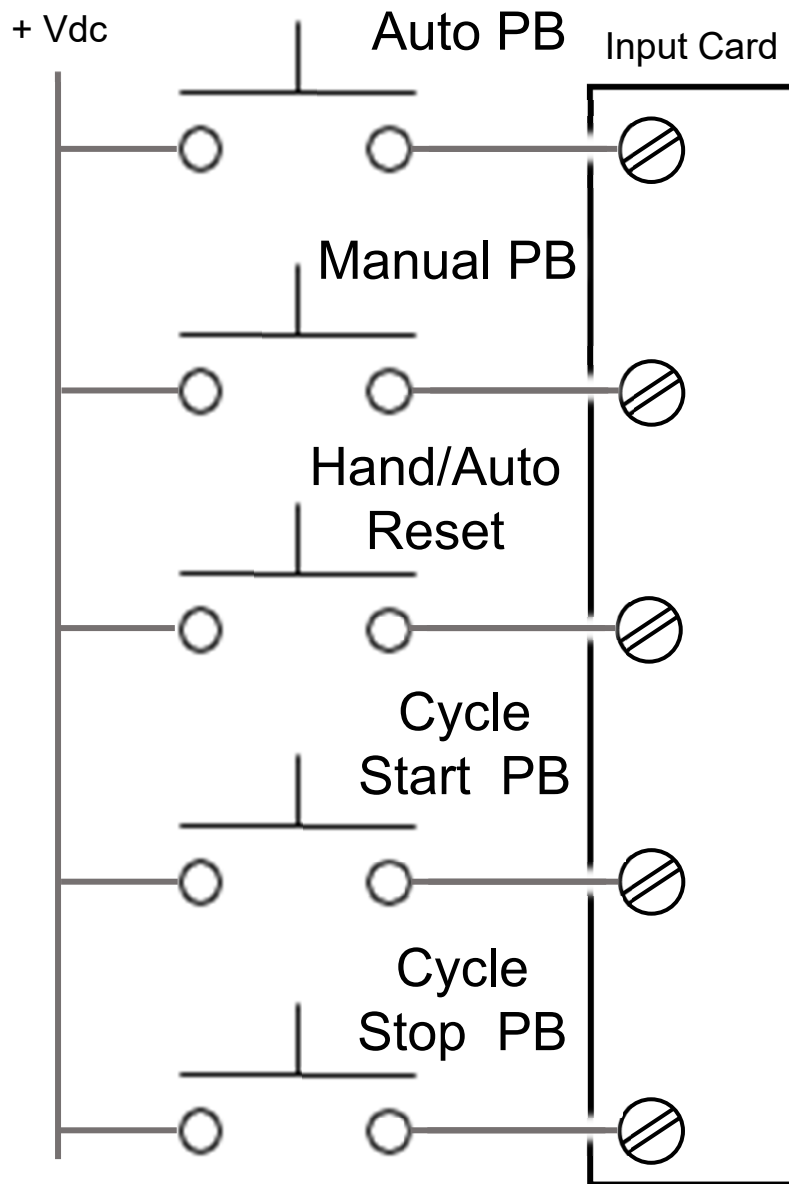
Challenge

To discuss system programming, we must start by defining the system being controlled and make some assumptions regarding its operation.

Example:

- Simple machine with a cylinder that must advance and return.
- Could be some events that precede the cylinder motion
- A Process is started once the Cylinder is the Advanced and held in Position.
- Solenoid type must be defined (see next slide).

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- Begin by defining some standard PLC inputs.
- All N.O. for simplicity (although there is typically a mixture of N.O. and N.C.)
- Could be Physical PB or even inputs from HMI

For this example, addressing is not necessary and will not be discussed

N.O. = Normally Open
N.C. = Normally Closed

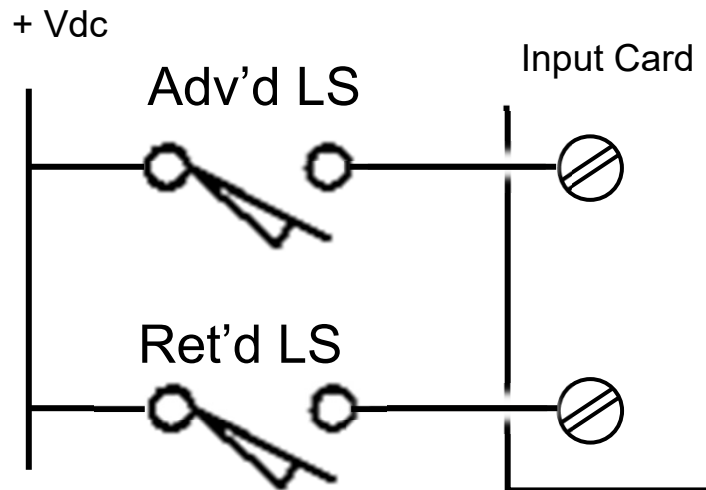
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Complication Factors not Addressed:

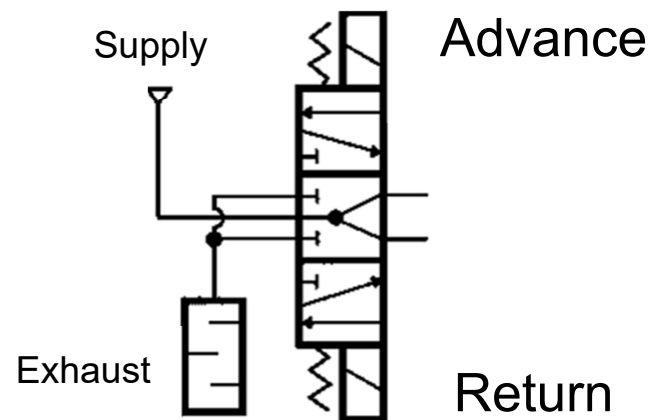
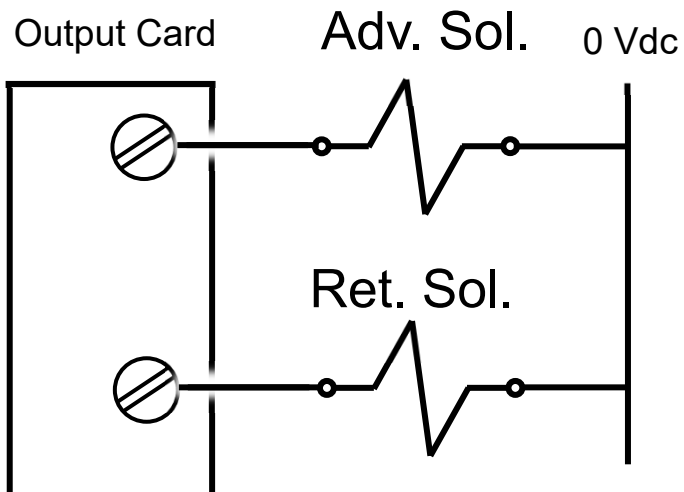
Programming Techniques is a very difficult subject to discuss since how the program is written will depend heavily on many other mitigating factors such as:

- Safety Issues related to valves (Estop energy release, moving a pneumatic cylinder without first being pressurized, need to hold in a position, speed and response of mechanical systems etc.).
- Pneumatic versus Hydraulic
- Single Sided Spring Return
- Double Sided - Detent versus Spring Return
- 3 Position versus 2 Position
- 3 Position Center Blocked
- 3 Position Center Vented or Return to Tank

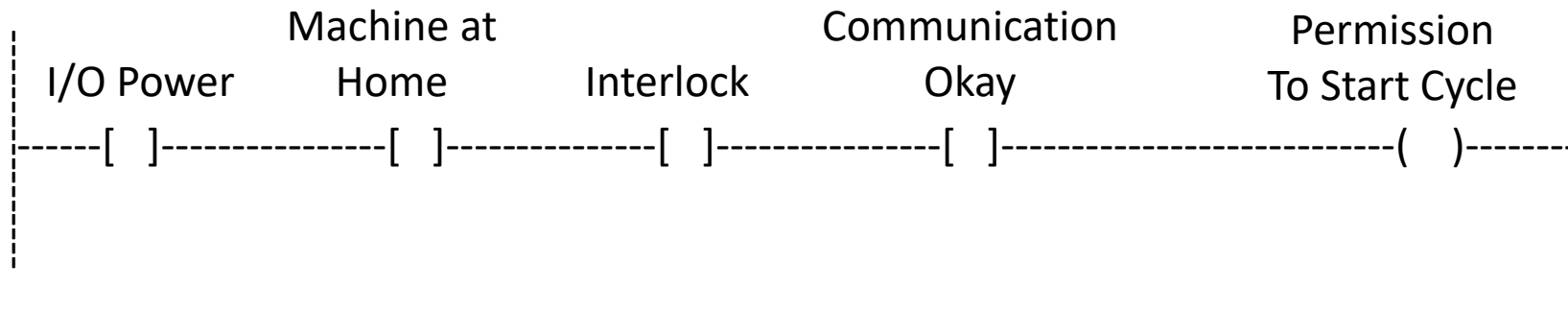
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- Outputs move a pneumatic cylinder to an Advanced Position and then Return it (Home) again.
- Double sided, electrically held, spring return to center.
- Center position vents all energy but could also be blocked if necessary.

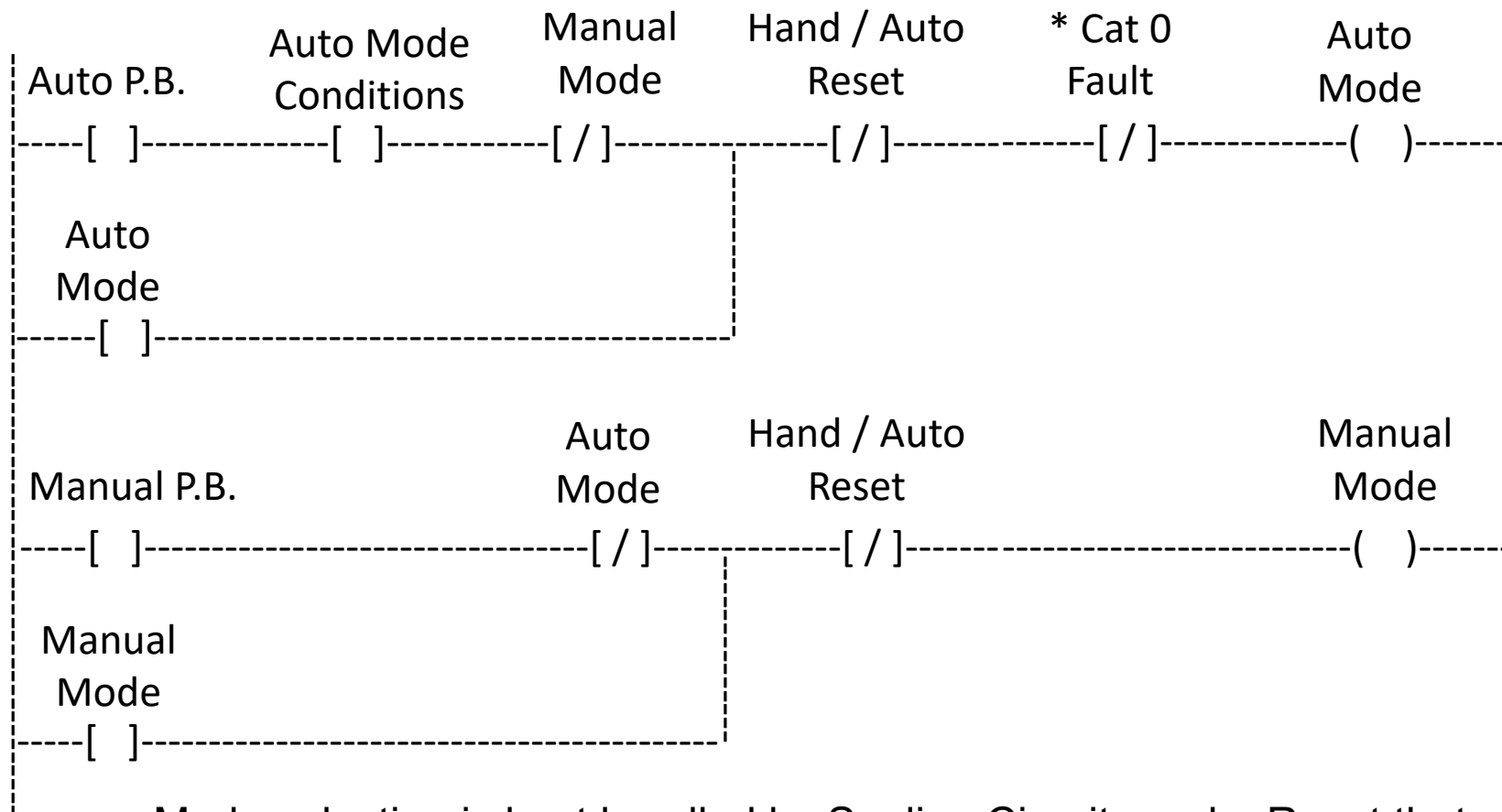


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- A typical machine, system or process will have conditions that are required for starting of the cycle.
- Permissions are particular to each machine, system or process with a few suggestions noted here.
- The next few slides show some samples of simple machine programming.
- For these examples, Latches --- (L) --- will not be used. Seals, it can be argued, are a better choice.

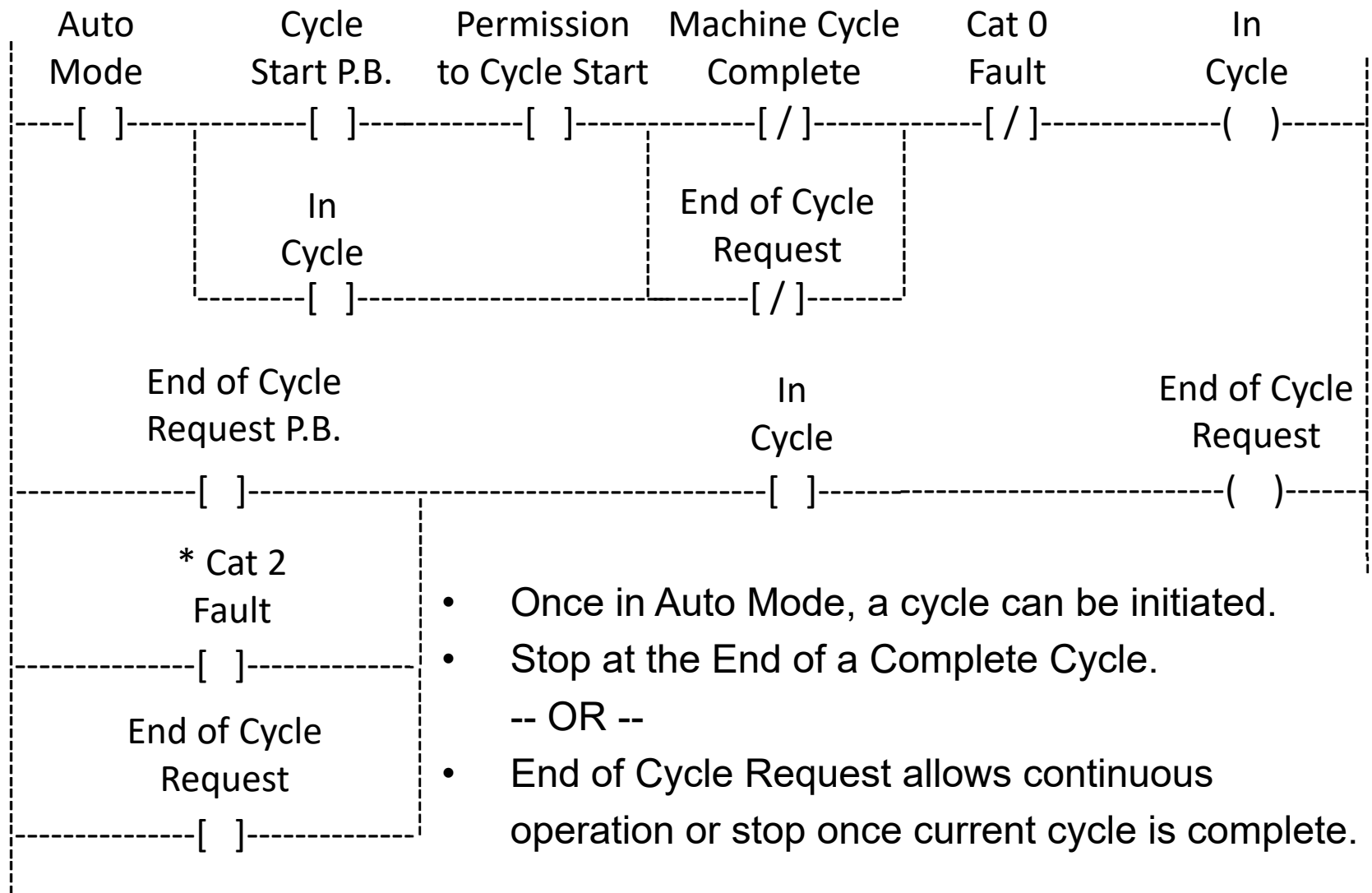
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- Mode selection is best handled by Sealing Circuits and a Reset that is required to switch Modes.
- There may be some additional conditions for Auto. Typically less conditions for Manual Mode.

*Cat 0 Fault: See last slide

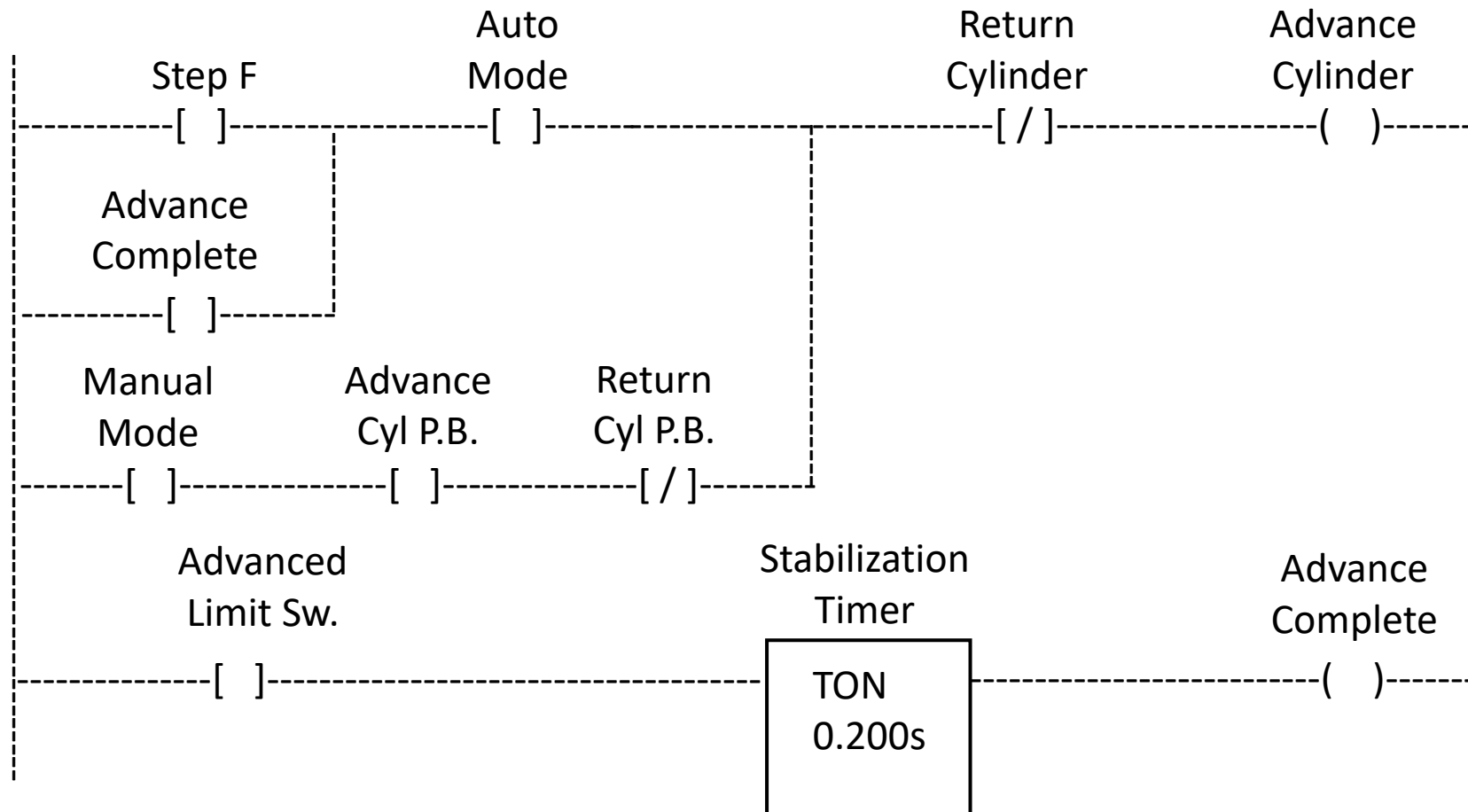
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- Once in Auto Mode, a cycle can be initiated.
- Stop at the End of a Complete Cycle.
-- OR --
- End of Cycle Request allows continuous operation or stop once current cycle is complete.

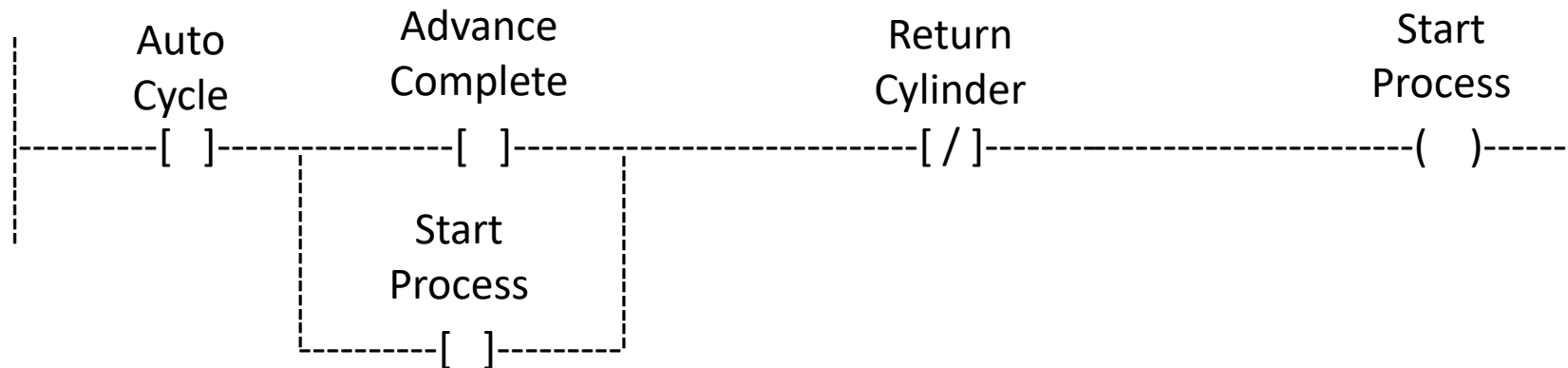
*Cat 2 Fault: See last slide

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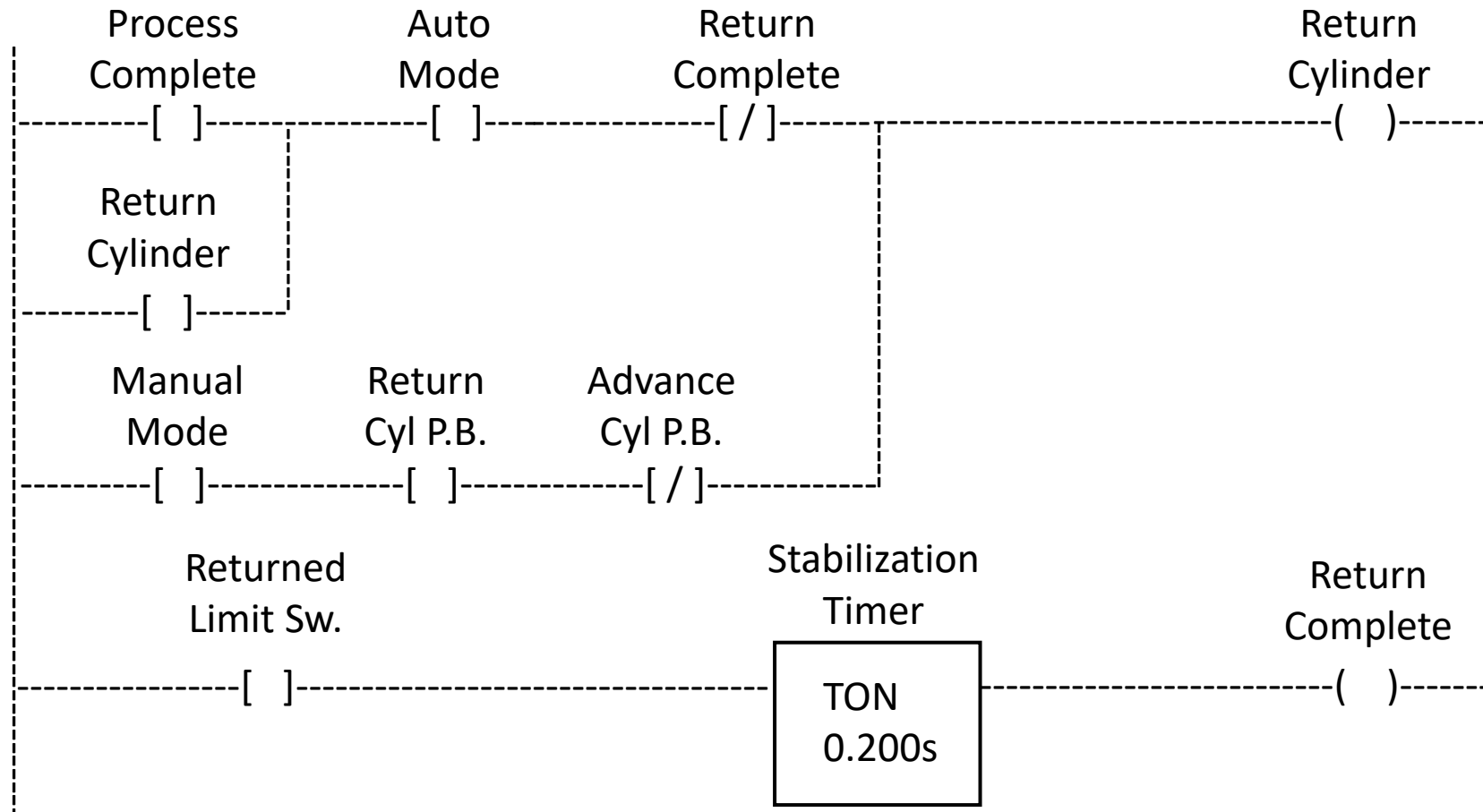
- In Automatic Mode the cylinder advances when Step 7 Activates.
- In this example Step 7 contains the necessary permissions to Advance.
- A 200ms debounce or stabilization time is used.

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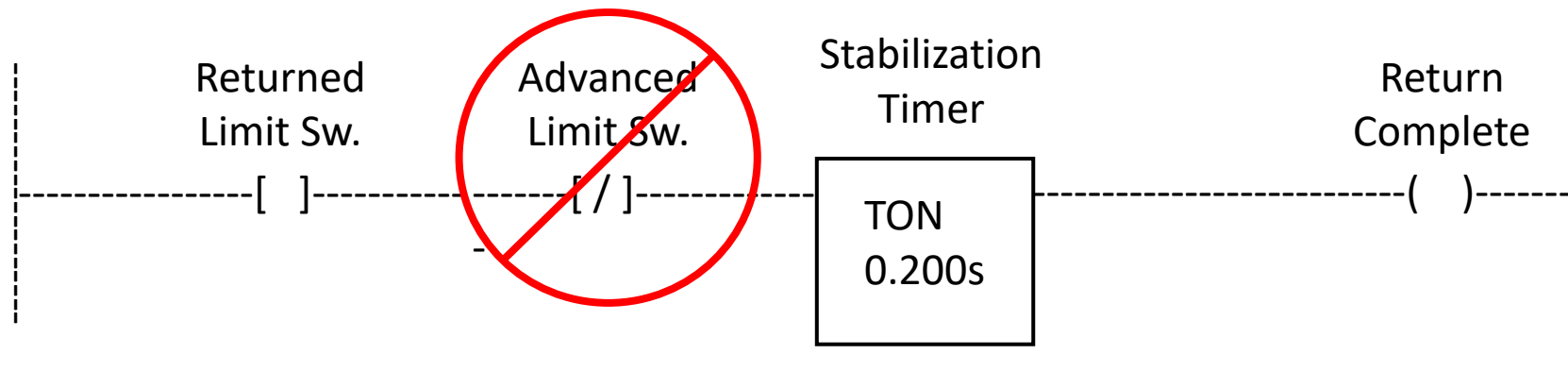
- Advance Complete is not mode dependent so Auto Cycle is required for the Process to Start.
- Start Process is used to seal around Advance Complete.
- Seal may not be required but if the Advance Proximity “flickers” due to the Process (ie: Press moving the part slightly), the Operation will not be interrupted.
- Fault logic should hand abnormal conditions.

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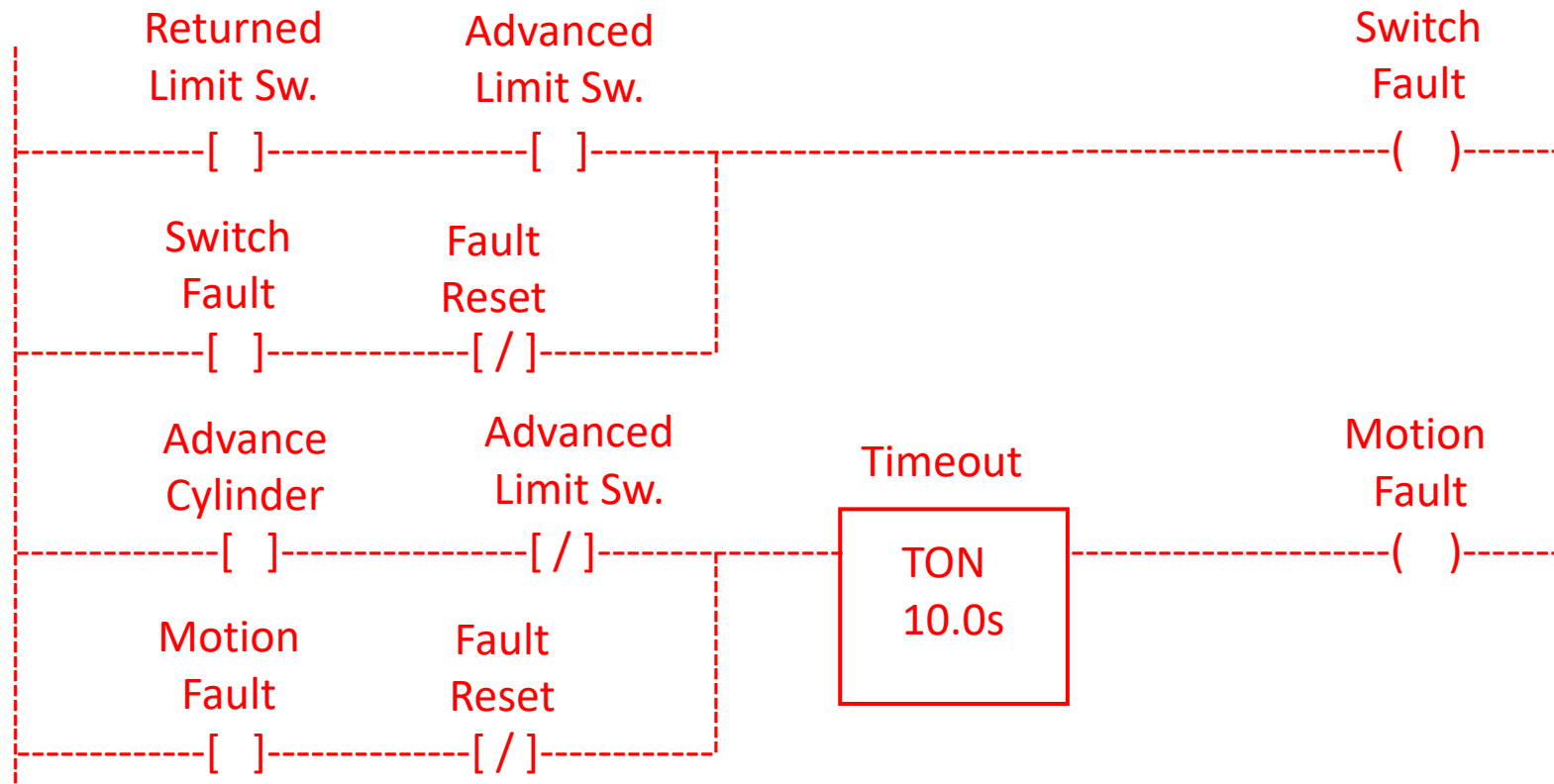
- In Automatic Mode the Cylinder returns after the Process is complete.
- A 200ms debounce or stabilization time is used to ensure the cylinder has Returned Completely.
- The Return Seal is broken once Stabilization is complete.

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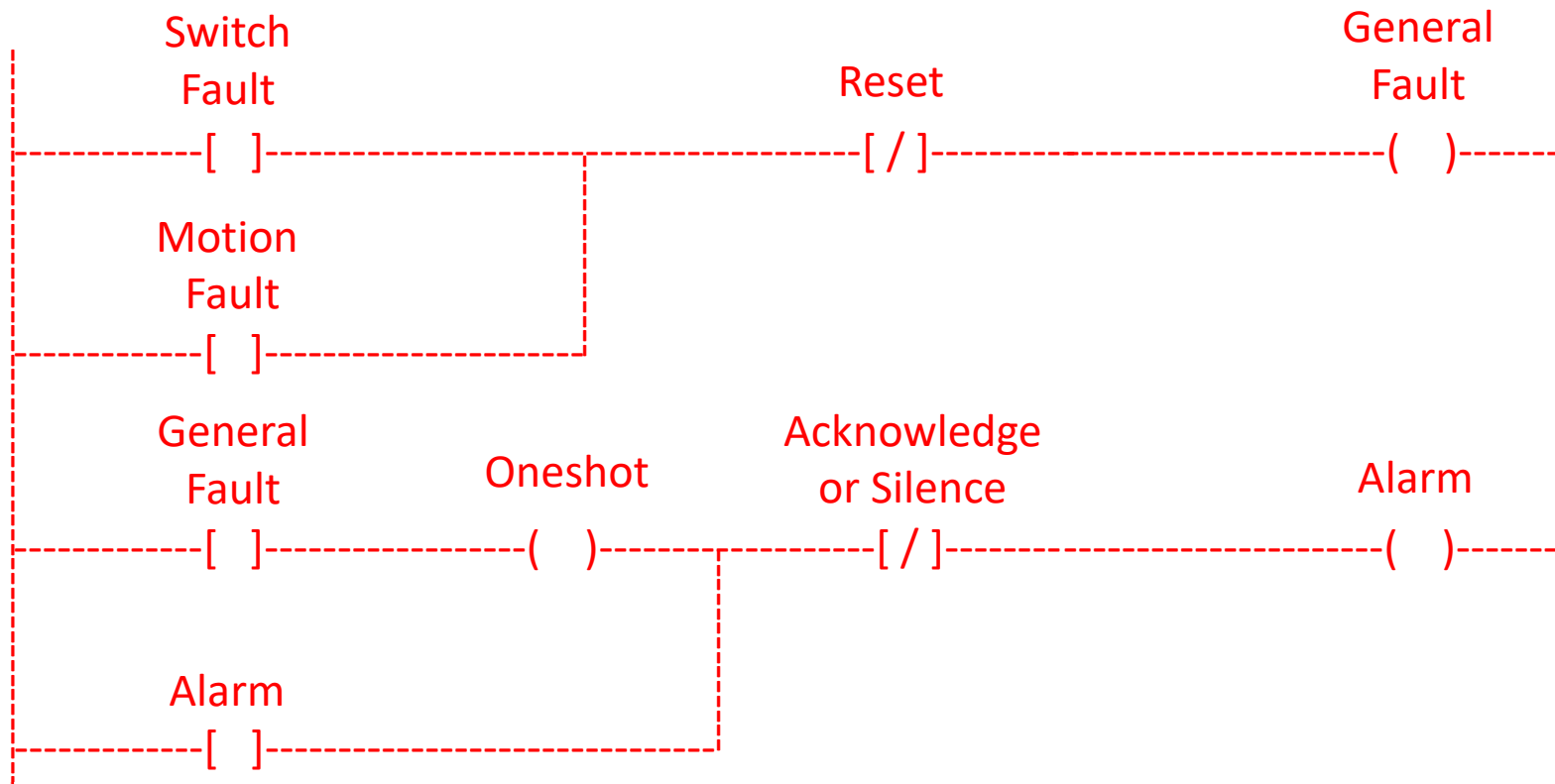
- Resist the temptation to add additional conditions.
- Use fault logic to detect and act on anomalies.
- If, in this case, the Advance Switch were to stick Closed, the program would now fail to detect that the Cylinder has Returned possibly creating erroneous fault states and limit recovery options

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- Fault logic can be tricky without a clearly defined fault detection strategy. For example, will the machine execute an Immediate or End of Cycle Stop?
- It is a good practice to hold Fault Bits on until Explicitly Reset to aid in Diagnosing the Root Cause.
- Note that resetting may seem to clear a motion fault but then see a reoccurrence at the next cycle.

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- Some simple logic to trigger a Fault Bit and also an Alarm Bit for Annunciation.
- In this example, Alarms can be Acknowledged or Silenced; however, if a Fault still exists when the Reset Button is Pressed, the Alarm Annunciation will be re-triggered.
- Depending on the number of expected faults, this method might not be optimal.

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Category Definitions

- Cat 0: Stopping by immediate removal of power to the machine actuators (i.e., an uncontrolled stop). Traditional E-stop.
- Cat 1: A controlled stop with power available to the machine actuators to achieve the stop and then removal of power when the stop is achieved.
- Cat 2: A controlled stop with power left available to the machine actuators. Traditional End of Cycle Stop

Wording varies depending on the specification
(IEC 60204-1, NFPA 79, CSA C22.2 No. 301)