



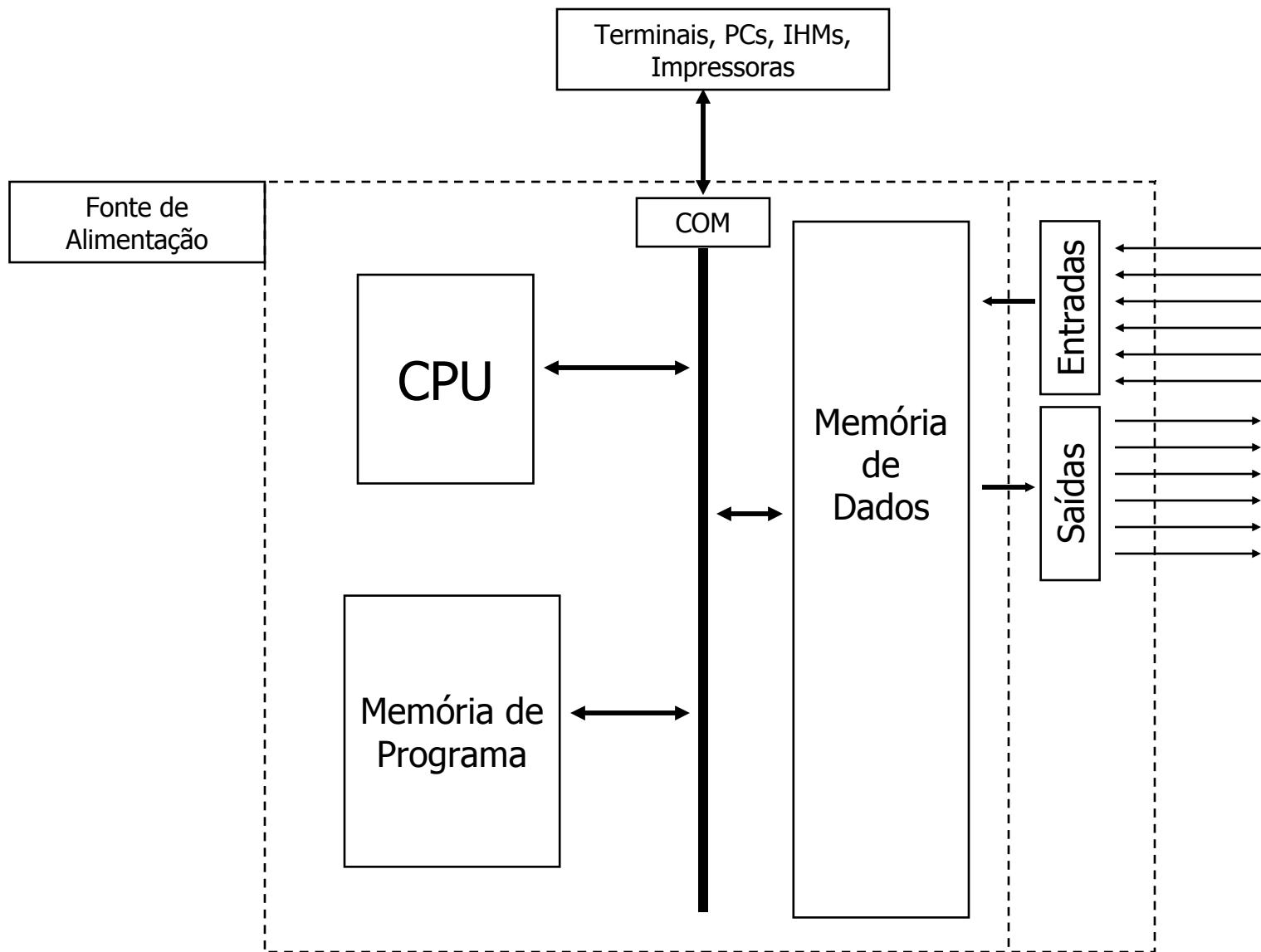
# Lógica de Controle

# CLPs

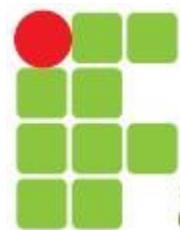
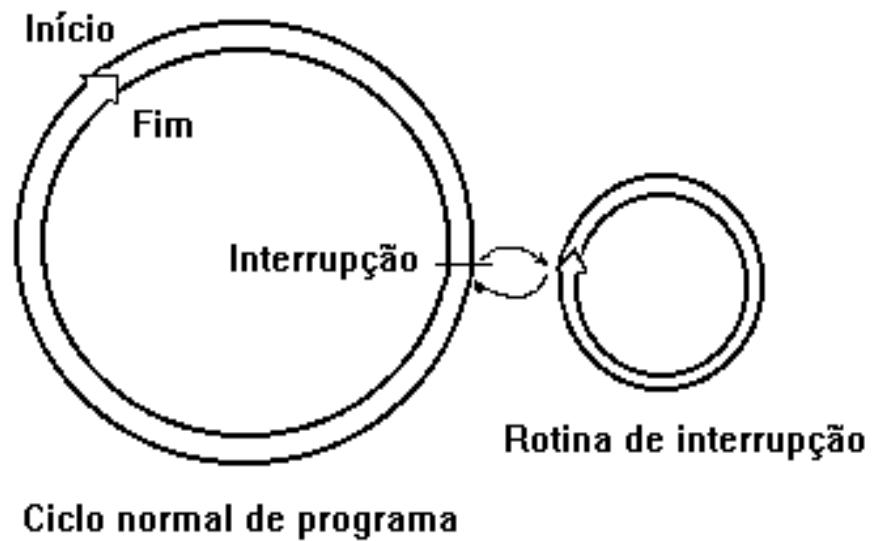
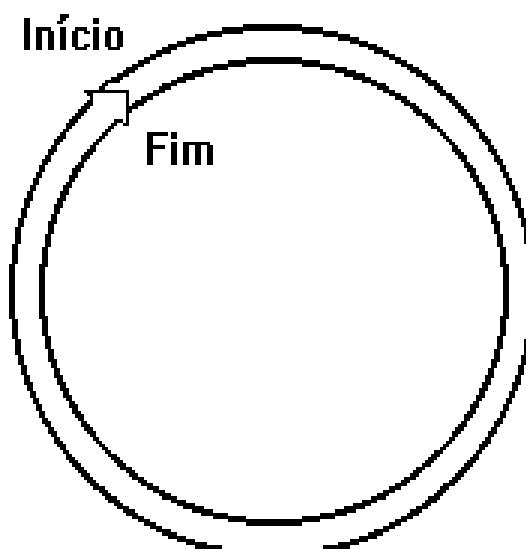
## Vantagens do uso de Controladores Lógicos Programáveis

- Ocupam menor espaço;
- Requerem menor potência elétrica;
- Podem ser reutilizados;
- São programáveis, permitindo alterar os parâmetros de controle;
- Apresentam maior confiabilidade;
- Manutenção mais fácil e rápida;
- Oferecem maior flexibilidade;
- Apresentam interface de comunicação com outros CLP's e computadores de controle;
- Permitem maior rapidez na elaboração do projeto do sistema.

# Arquitetura do CLP



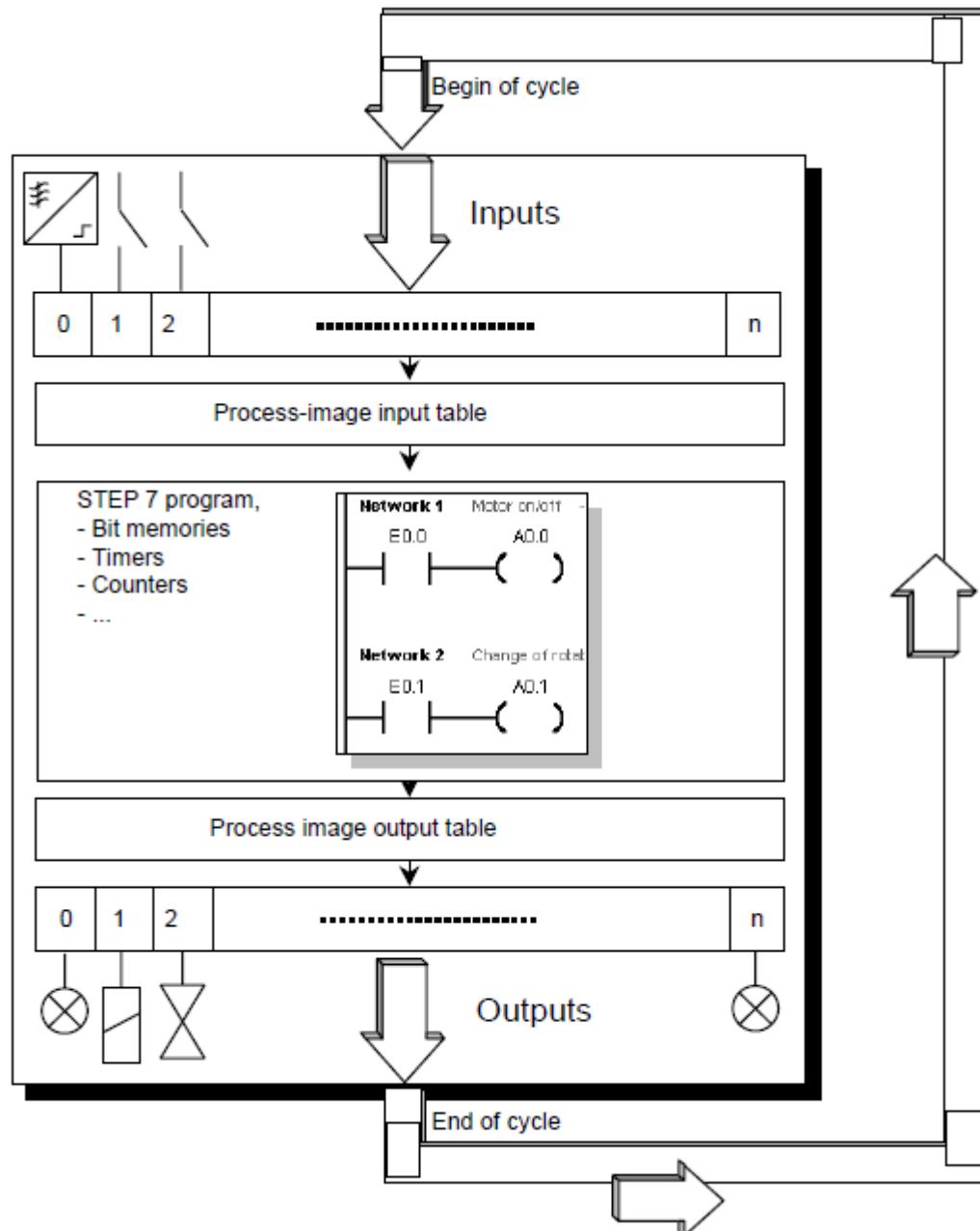
# CPU



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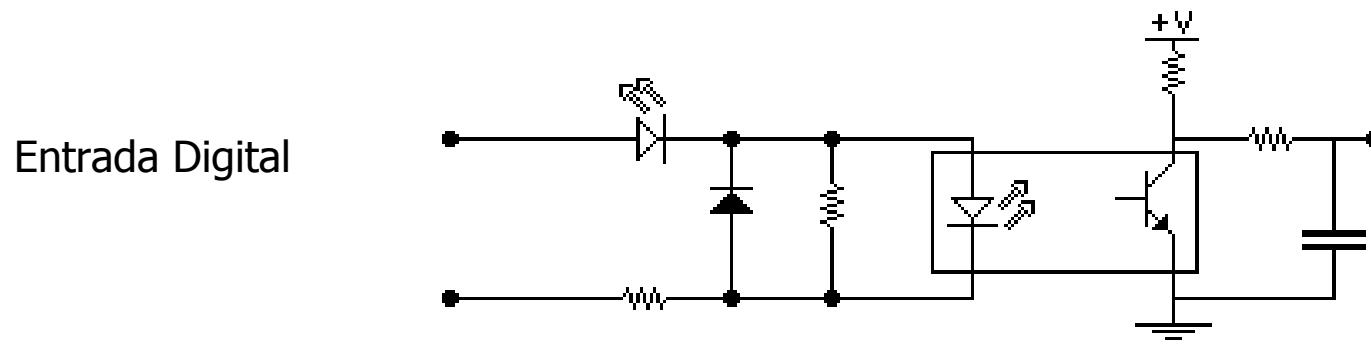
# CPU



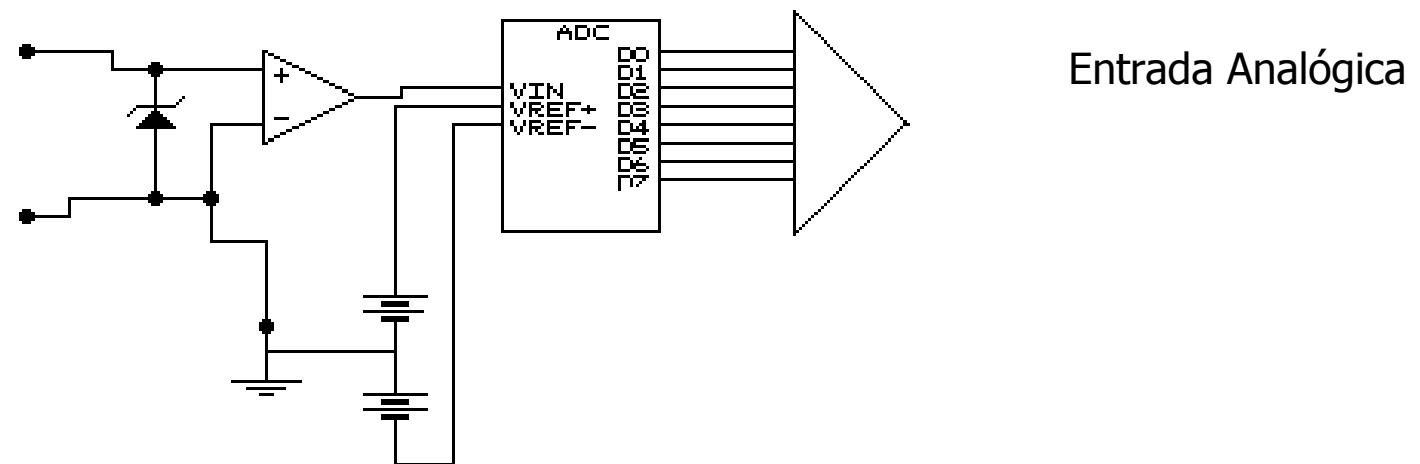
# Memória

<i>Tipo de Memória</i>	<i>Descrição</i>	<i>Observação</i>
<b>RAM DINÂMICA</b>	Memória de acesso aleatório	- Volátil - Gravada pelo usuário - Lenta - Ocupa pouco espaço - Menor custo
<b>RAM</b>	Memória de acesso aleatório	- Volátil - Gravada pelo usuário - Rápida - Ocupa mais espaço - Maior custo
<b>ROM MÁSCARA</b>	Memória somente de leitura	- Não Volátil - Não permite apagamento - Gravada pelo fabricante
<b>PROM</b>	Memória programável somente de leitura	- Não volátil - Não permite apagamento - Gravada pelo usuário
<b>EPROM</b>	Memória programável/ apagável somente de leitura	- Não Volátil - Apagamento por ultravioleta - Gravada pelo usuário
<b>EEPROM</b>	Memória programável/ apagável somente de leitura	- Não Volátil - Apagável eletricamente
<b>FLASH EPROM</b>	Memória programável/ apagável somente de leitura	- Gravada pelo usuário

# Entradas



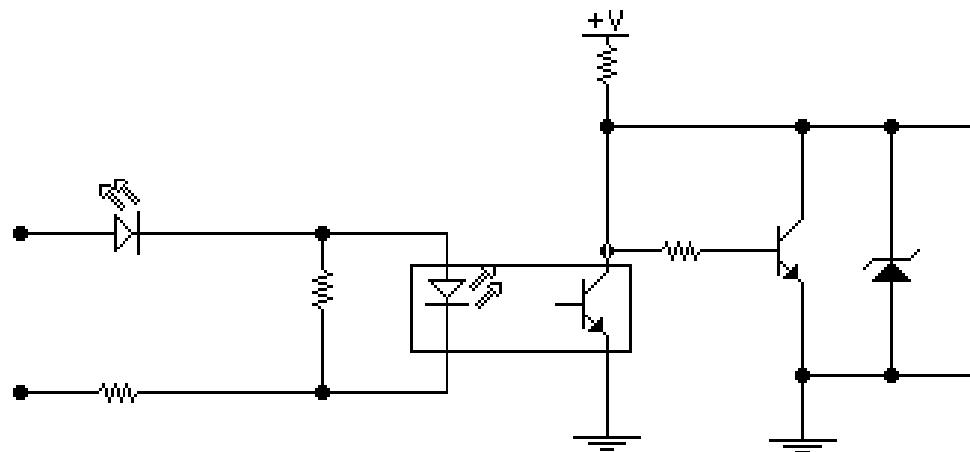
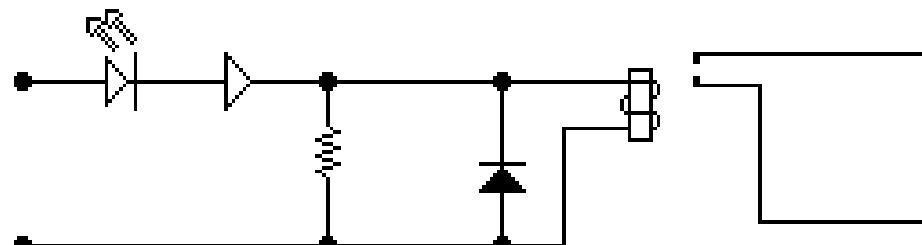
Entrada Digital



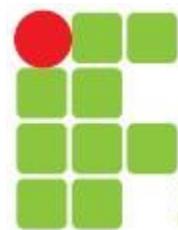
Entrada Analógica

# Saídas

Saída Digital  
à Relê

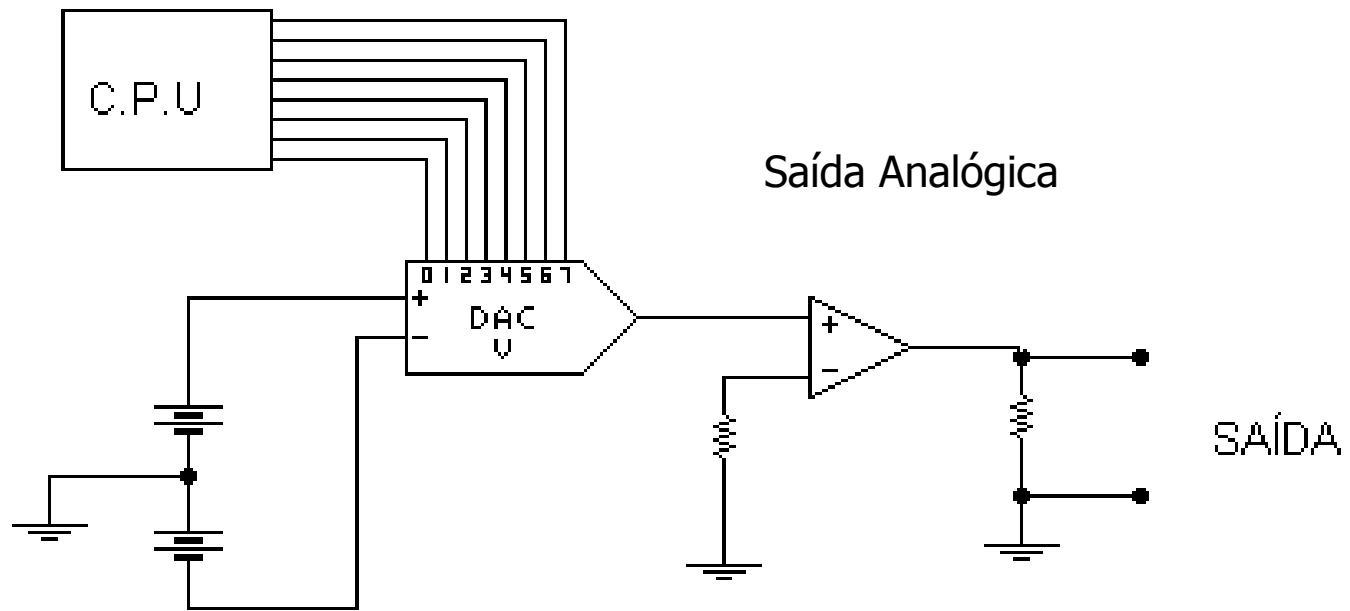


Saída Digital  
à Transistor



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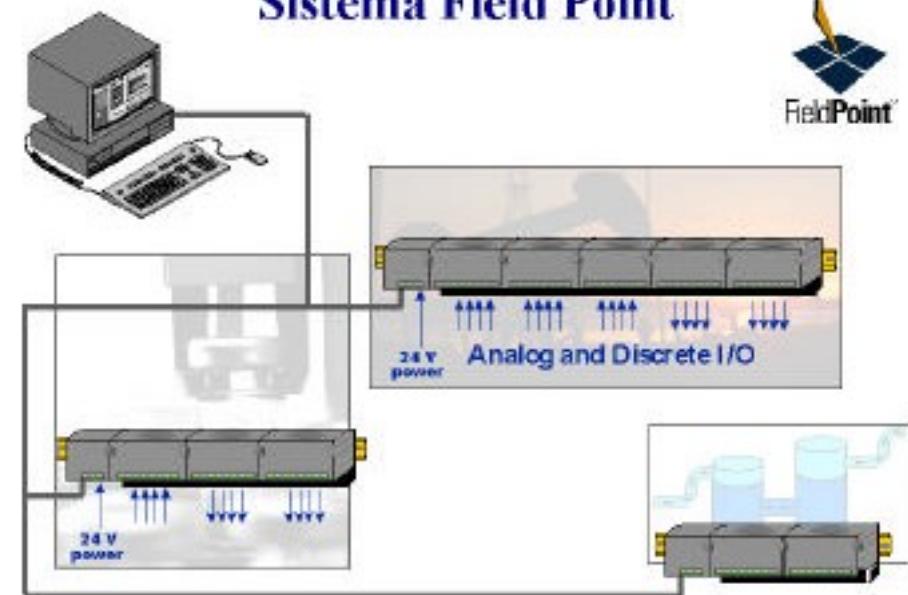
# Saídas



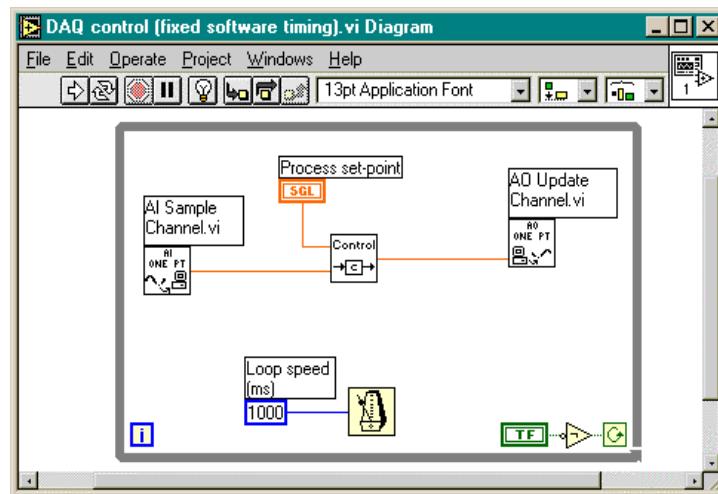
# Tecnologias Industriais



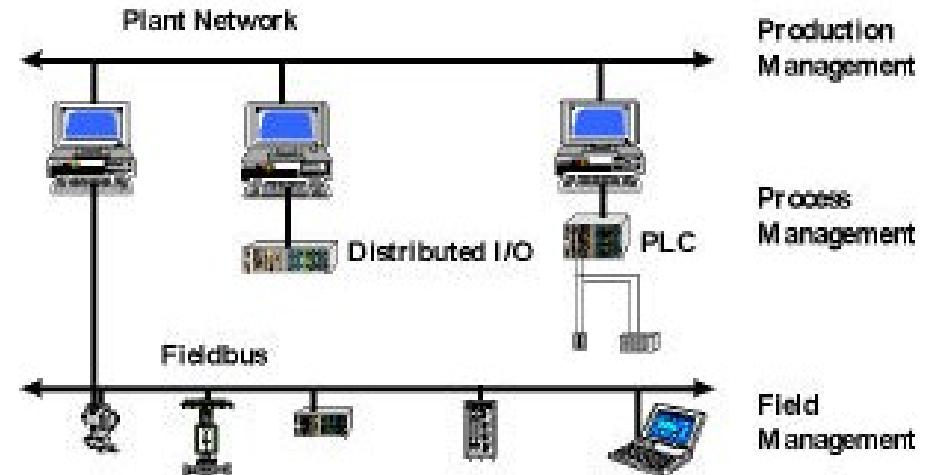
Sistema Field Point



# Tecnologias Industriais

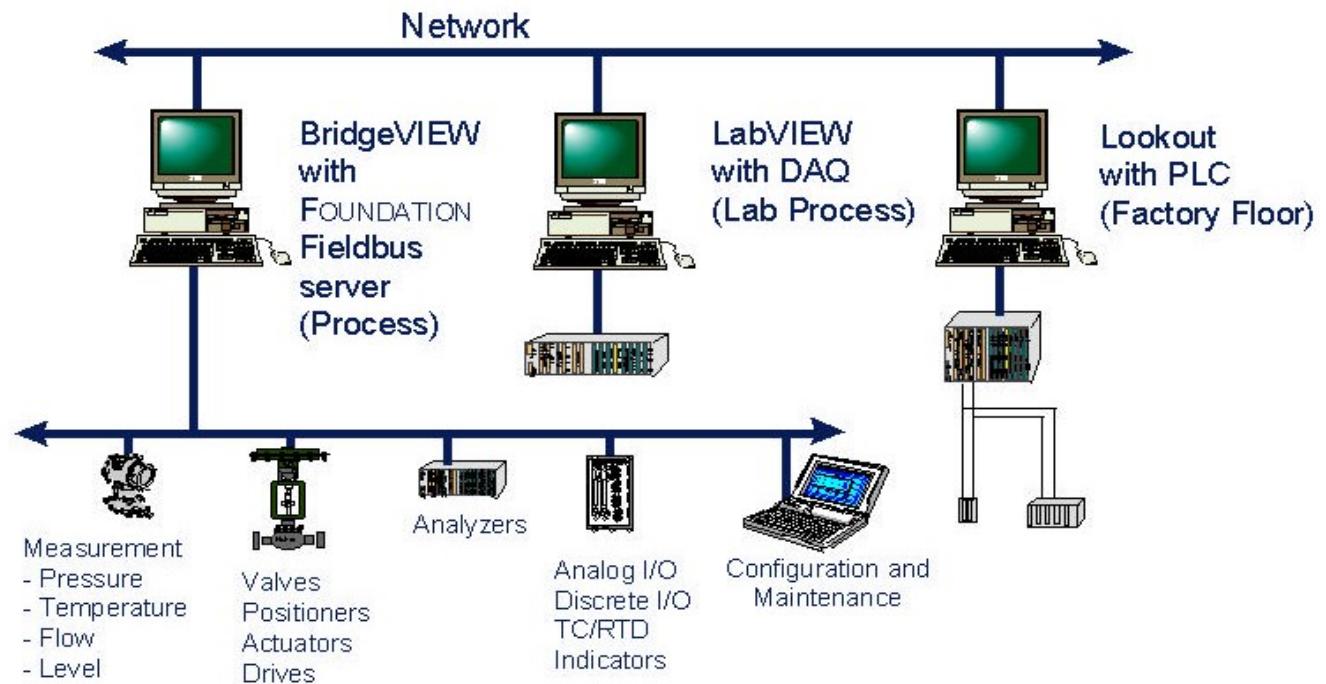


## Arquitetura BridgeVIEW

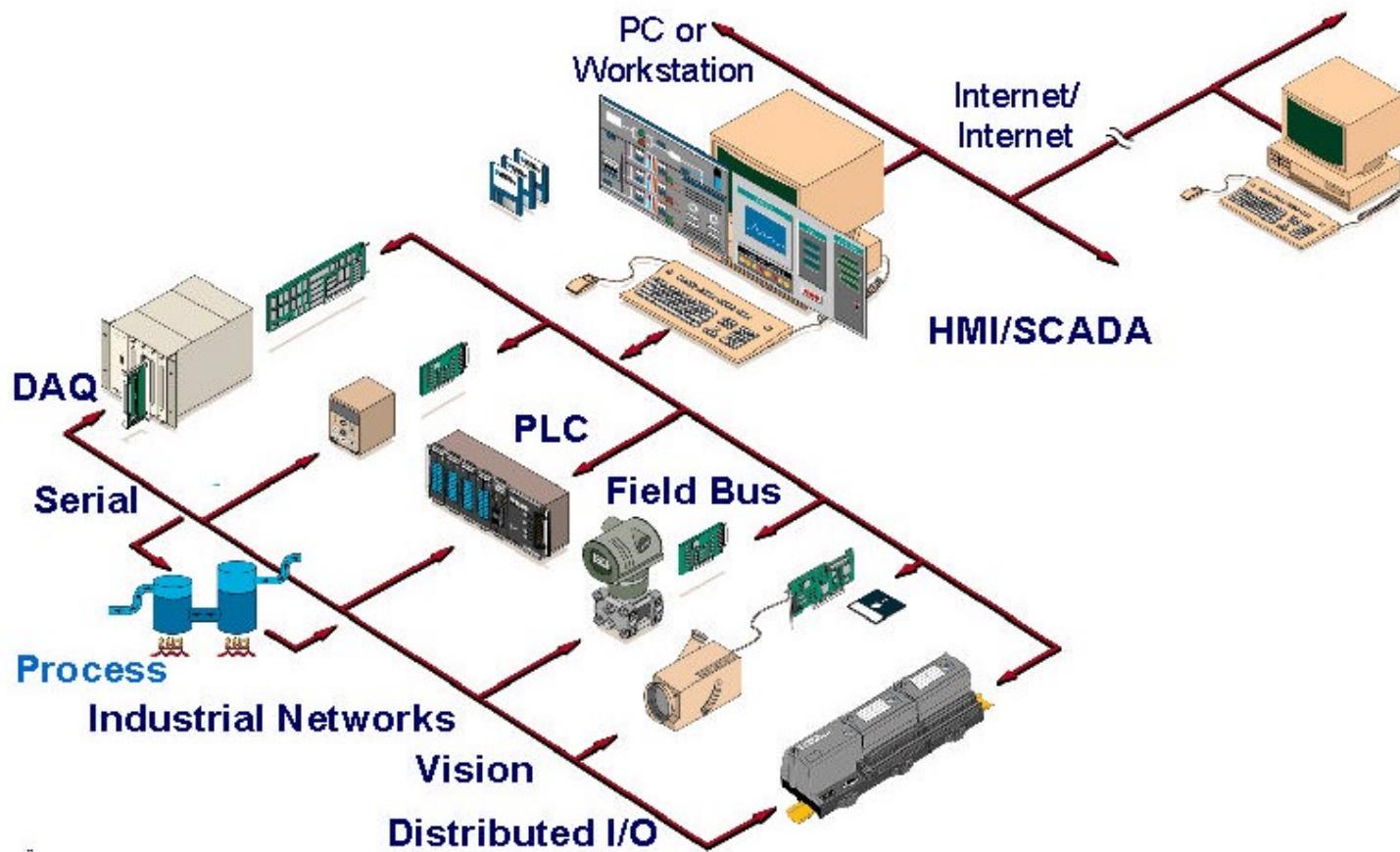


# Tecnologias Industriais

## Aplicações de Automação



# Tecnologias Industriais



# CLPs Comerciais

Pequeno Porte (Micro CLP)  
Até 320 E/S



CLP de Médio Porte  
Até 2500 E/S



CLP de Grande Porte  
Até 5000 E/S



# CLPs Comerciais



OMRON



Rockwell  
Automation



SIEMENS



AB  
Allen-Bradley



Rexroth  
Bosch Group



BOSCH



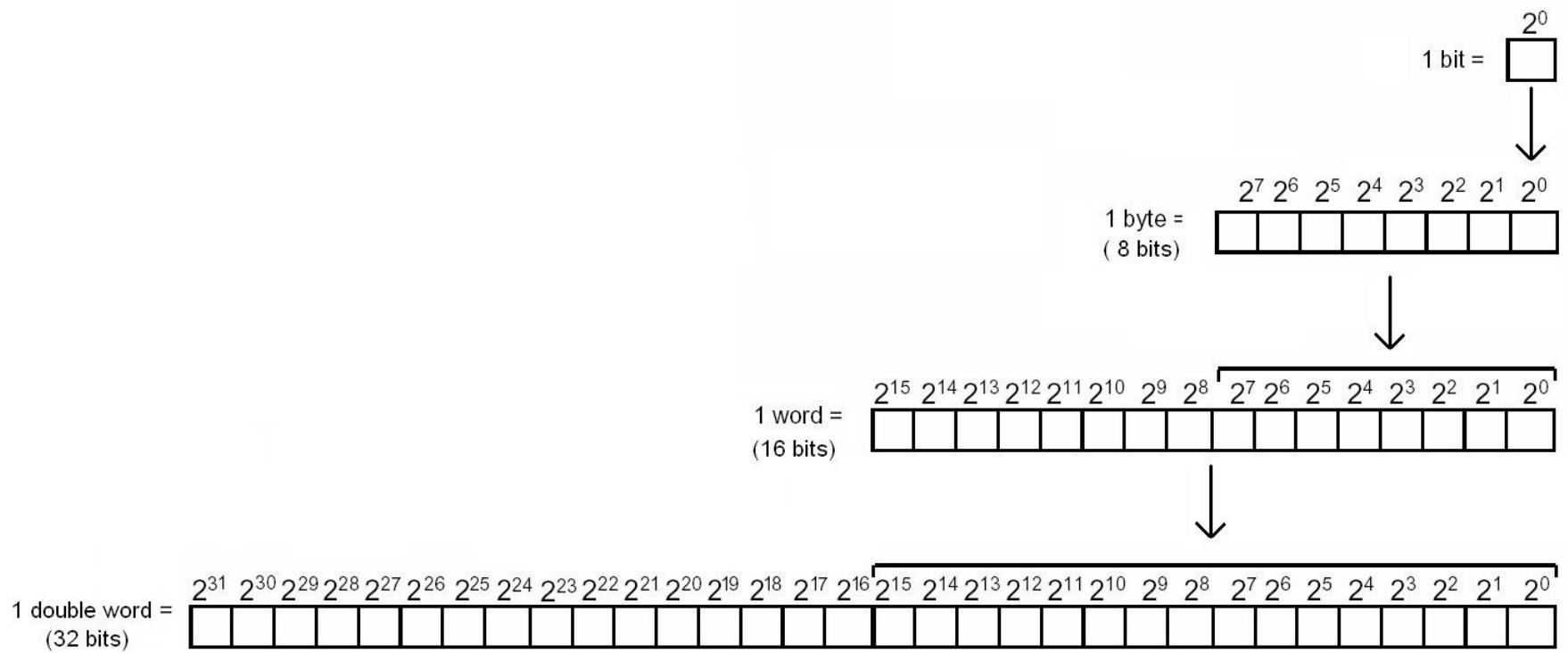
Schneider  
Electric



altus

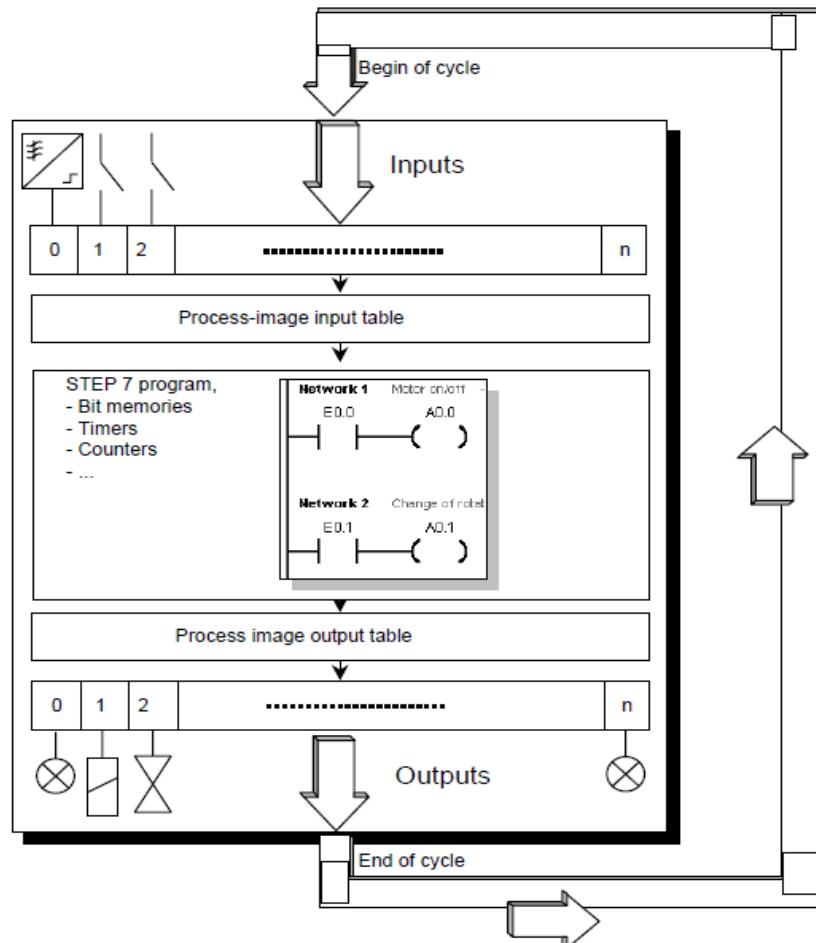


# Estrutura de Dados



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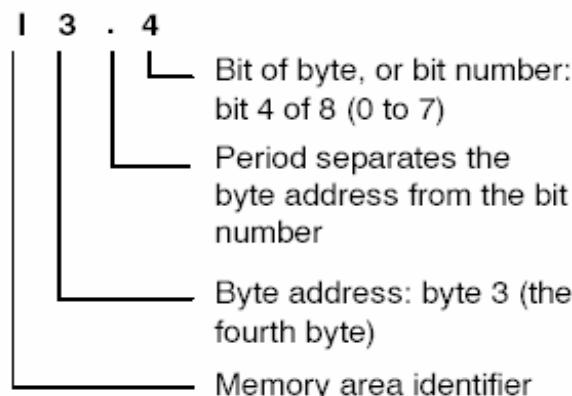
# Estrutura de Dados



# Estrutura de Dados

Representation	Byte (B)	Word (W)	Double Word (D)
Unsigned Integer	0 to 255	0 to 65,535	0 to 4,294,967,295
	0 to FF	0 to FFFF	0 to FFFF FFFF
Signed Integer	-128 to +127	-32,768 to +32,767	-2,147,483,648 to +2,147,483,647
	80 to 7F	8000 to 7FFF	8000 0000 to 7FFF FFFF
Real IEEE 32-bit Floating Point	<i>Not applicable</i>	<i>Not applicable</i>	+1.175495E-38 to +3.402823E+38 (positive) -1.175495E-38 to -3.402823E+38 (negative)

To access a bit in a memory area, you specify the address, which includes the memory area identifier, the byte address, and the bit number. Figure 4-3 shows an example of accessing a bit (which is also called “byte.bit” addressing). In this example, the memory area and byte address (I = input, and 3 = byte 3) are followed by a period (“.”) to separate the bit address (bit 4).



Process-image Input (I) Memory Area

7	6	5	4	3	2	1	0
Byte 0							
Byte 1							
Byte 2							
Byte 3							
Byte 4							
Byte 5							

# Estrutura de Dados

- **TIPOS DE ENDEREÇOS**
  - **I** = DIGITAL INPUT
  - **Q** = DIGITAL OUTPUT (QUIT)
  - **AIW** = ANALOG INPUT
  - **AQW** = ANALOG OUTPUT (QUIT)
  - **V** = VARIABLE (FLAG)
  - **M** = MEMORY
  - **C** = COUNTER
  - **T** = TIMER

# Estrutura de Dados

V B 100

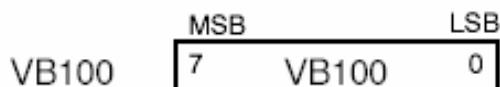
Byte address  
Access to a byte size  
Area identifier

V W 100

Byte address  
Access to a word size  
Area identifier

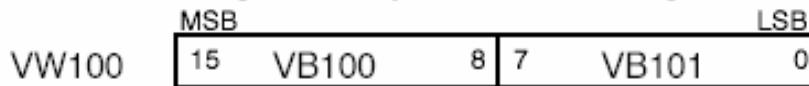
V D 100

Byte address  
Access to a double word size  
Area identifier



Most significant byte

Least significant byte



MSB = most significant bit  
LSB = least significant bit

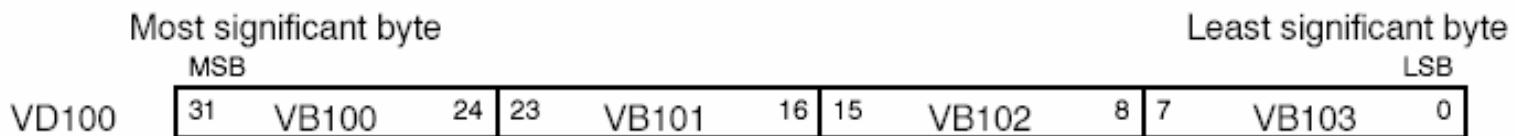
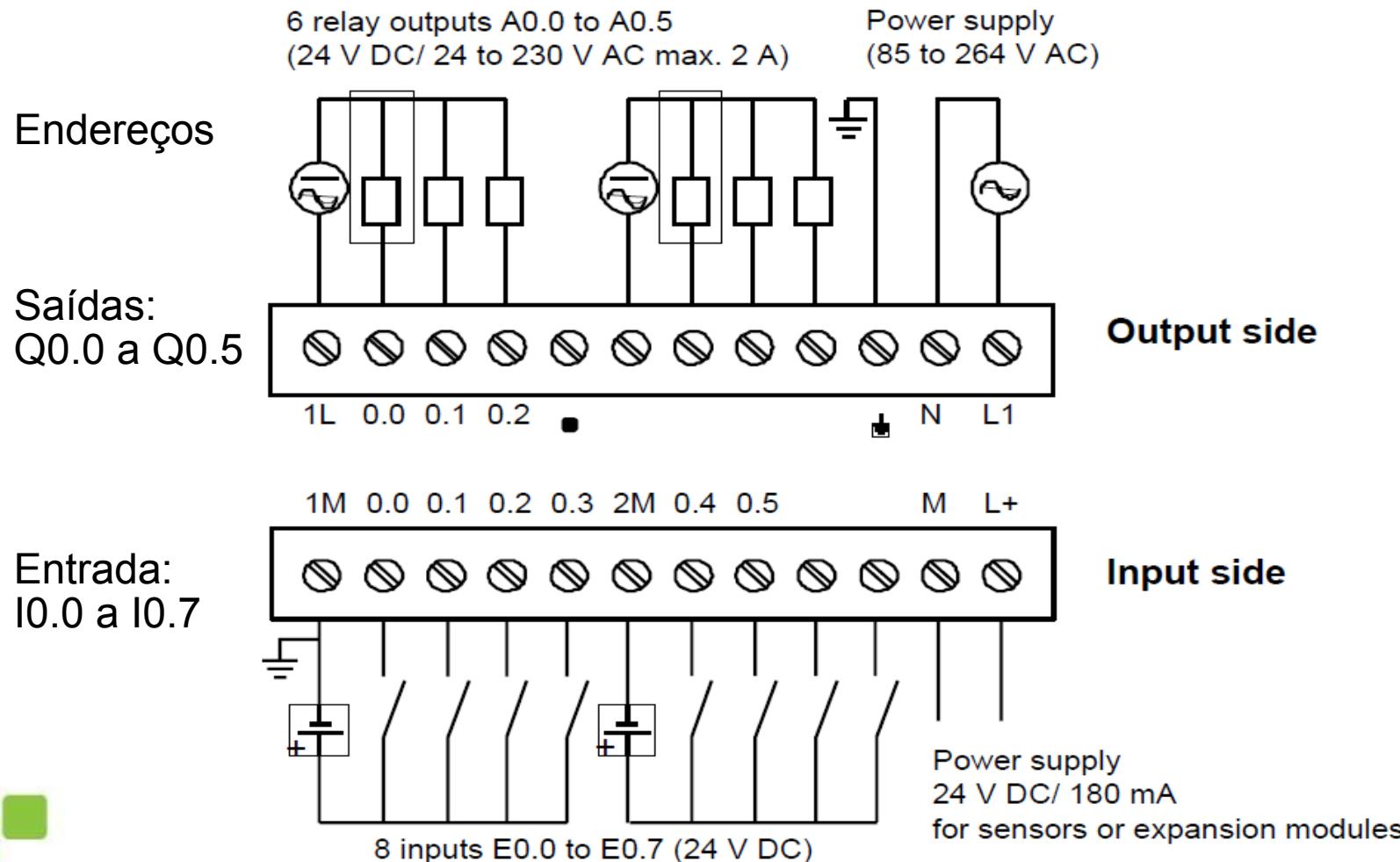


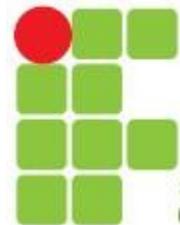
Figure 4-4 Comparing Byte, Word, and Double-Word Access to the Same Address

# Estrutura de Dados

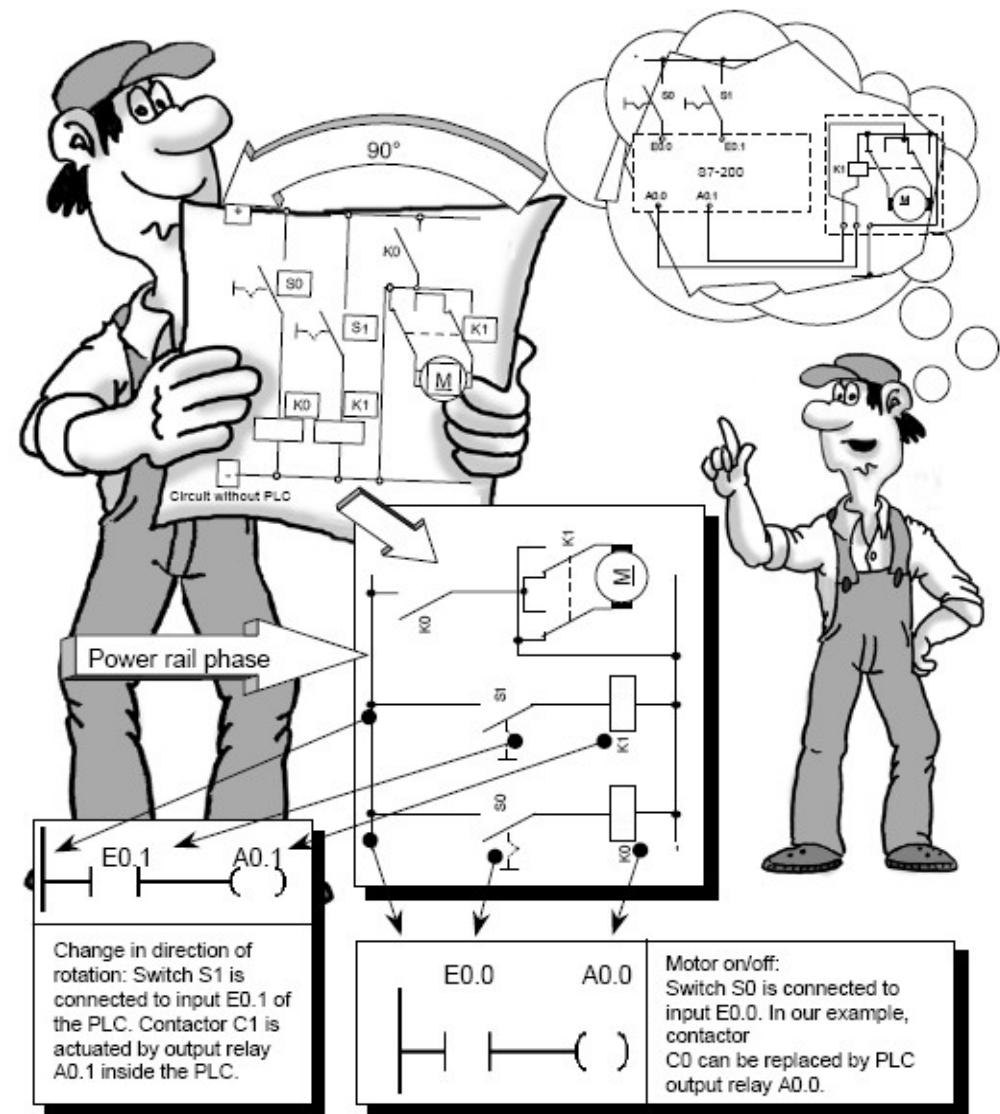


# Linguagem Ladder

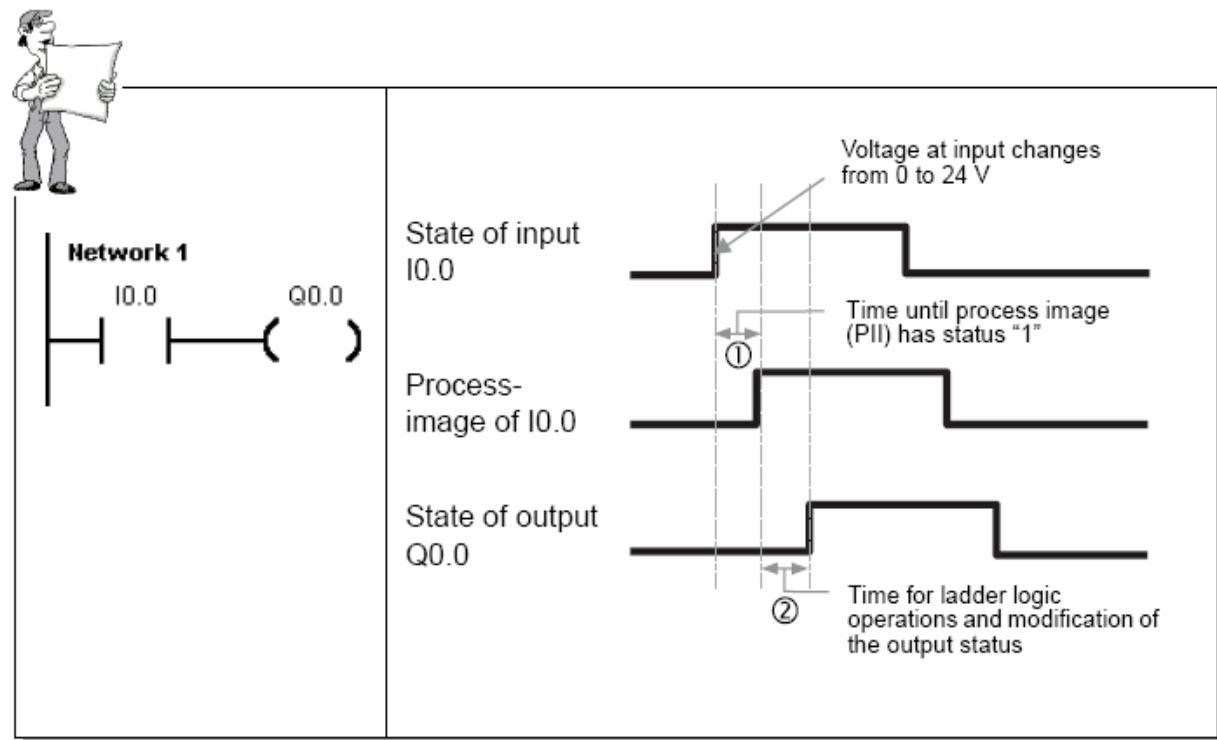
Contactor	Instruction on the PLC/ corresponding function
	Scan: Is current flowing ? If yes, then the result of the scan is true. (Result is "1")
	Scan: Is <u>no</u> current flowing ? If yes (no current), then the result of the scan is true. (Result is "0")
	Coil: If the value "true" (current) is passed to a coil it is activated (The coil starts up).
	Series circuit: (AND logic). The first switch AND the second switch must be closed in order to pass current.
	Parallel circuit (OR logic). The first switch OR the second switch must be closed in order to pass current.



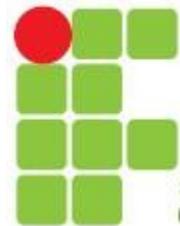
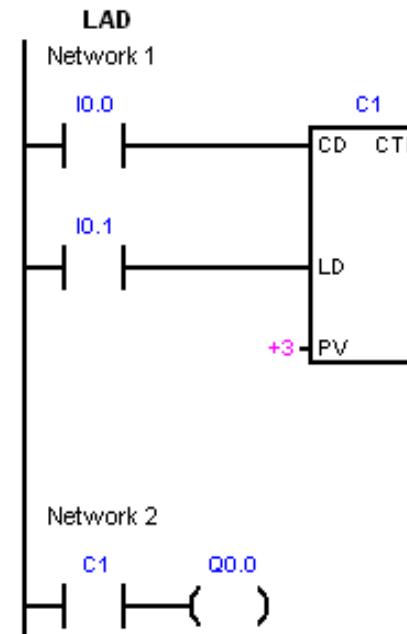
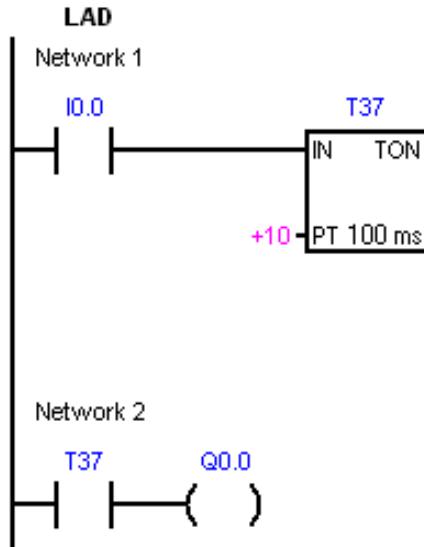
# Linguagem Ladder



# Linguagem Ladder

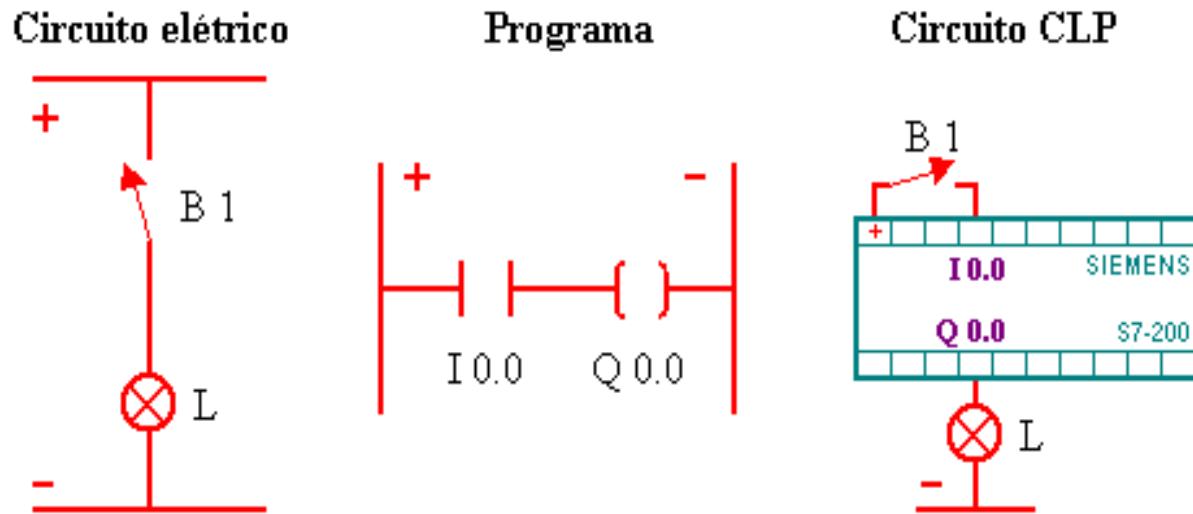


# Linguagem Ladder



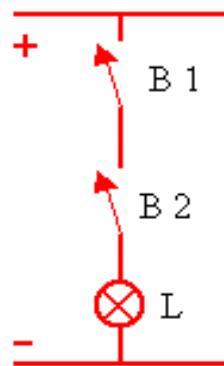
# Linguagem Ladder

- definição da função lógica a ser programada
- transformação desta função em programa assimilável pelo CLP
- implementação física do controlador e de suas interfaces com o processo



# Linguagem Ladder

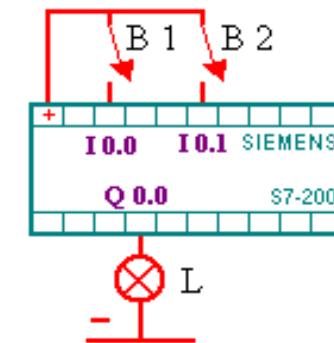
Círcuito elétrico



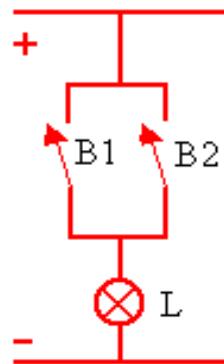
Programa



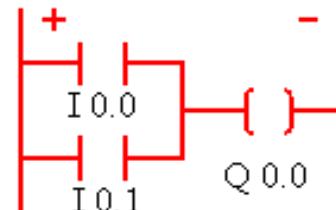
Círcuito CLP



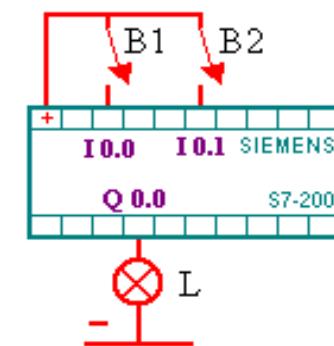
Círcuito elétrico



Programa

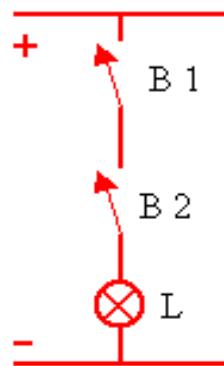


Círcuito CLP



# Linguagem Ladder

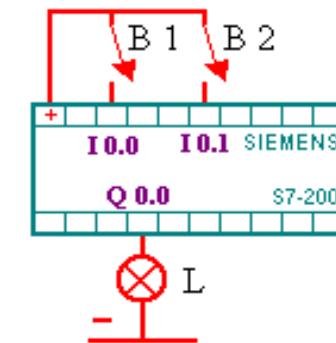
Círcuito elétrico



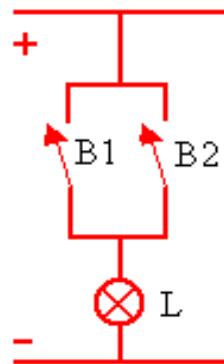
Programa



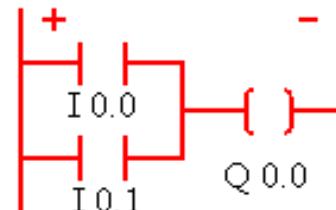
Círcuito CLP



Círcuito elétrico



Programa



Círcuito CLP

