Using Sedona 1.2 Components from Tridium's Kits

Introduction

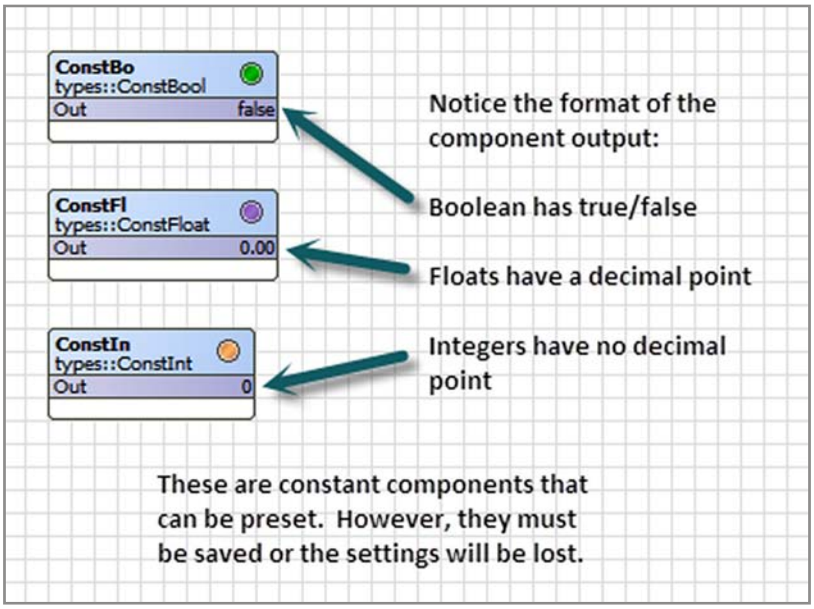
This application note assists in the understanding of the Sedona components provided in Tridium's Sedona-1.2.28 release. Some of the Sedona components were changed or added since the previous release. New with the 1.2 release is that the Sedona components, previously concentrated in one Control kit, are now organized in smaller kits under a functional name. Components discussed in this document can be found in the following kits:

- basicSchedule
- datetimeSTD
- func
- hvac
- logic
- math
- pricomp
- timing
- types

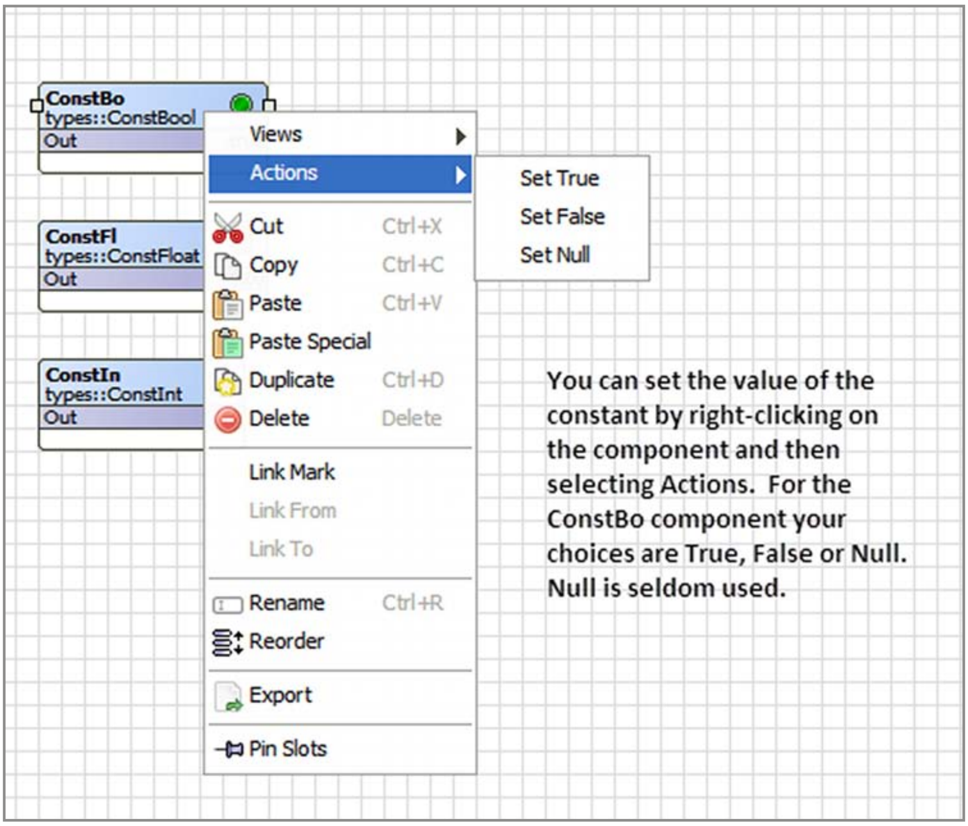
The intent of this document is to explain the potential use of those components supplied by Tridium in their Sedona 1.2 release. All are included in Contemporary Controls' BASremote and BAScontrol product families. They have not been modified for use in these products. Contemporary Controls has product specific Sedona kits that address the uniqueness of the IO structure in the BASremote and BAScontrol products. These kits are not mentioned in this document. It is Contemporary Controls' policy to provide all Sedona kits to the Sedona Framework community without charge or license. This includes kits obtained from Tridium, kits with modified Tridium components, kits developed solely by Contemporary Controls to improve the control options available to systems integrators, and kits specific to Contemporary Controls' hardware. Any feedback is welcomed.

Variable Types

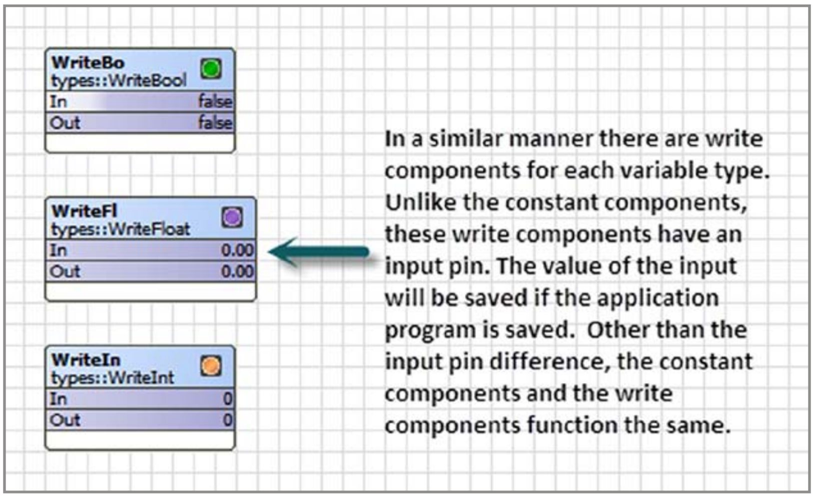
Although there are several variable types used by Sedona, three are the most interesting — Boolean, Float and Integer. You can define constants for each type and use converting components to change the data representation to a different type.



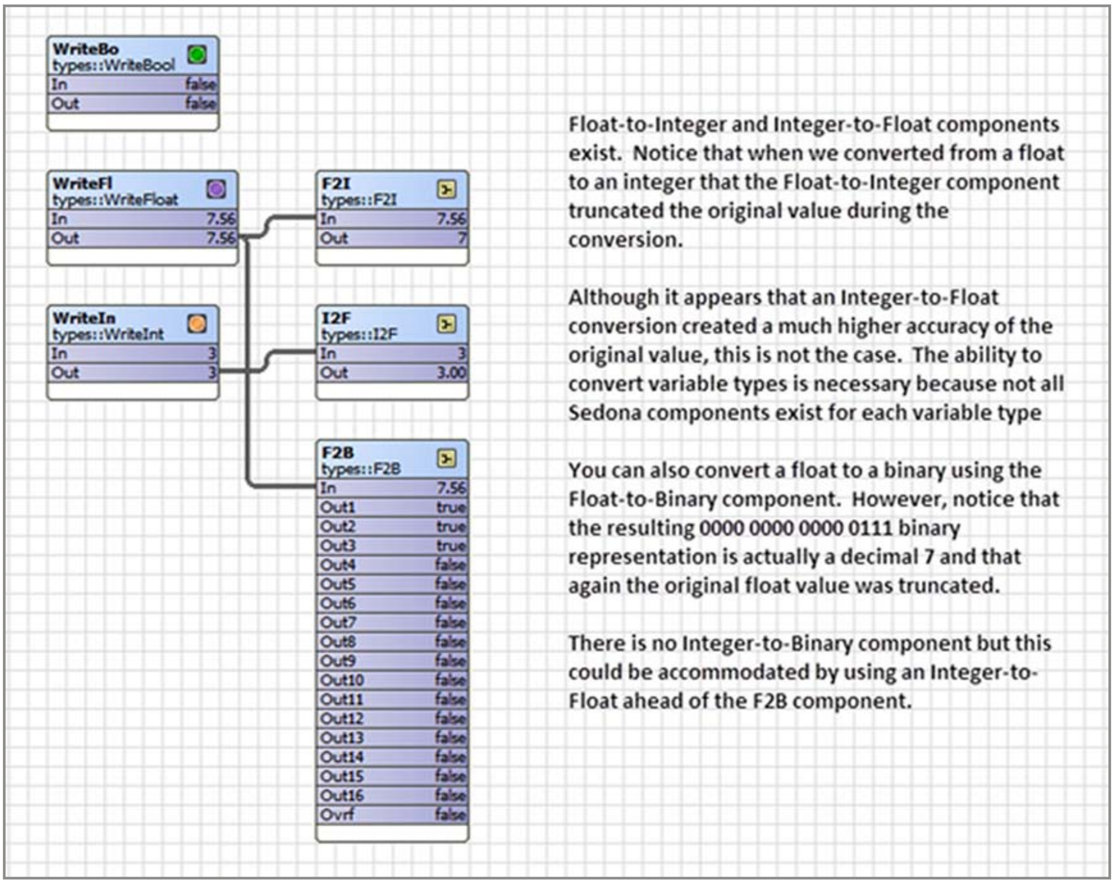
Configuring Constants



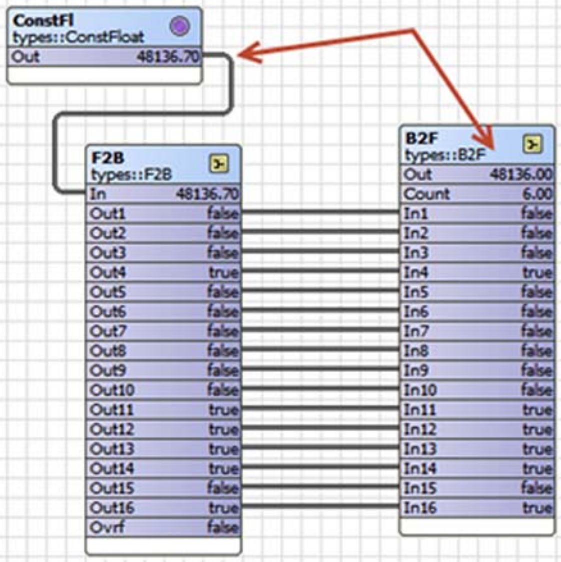
Using Write Components



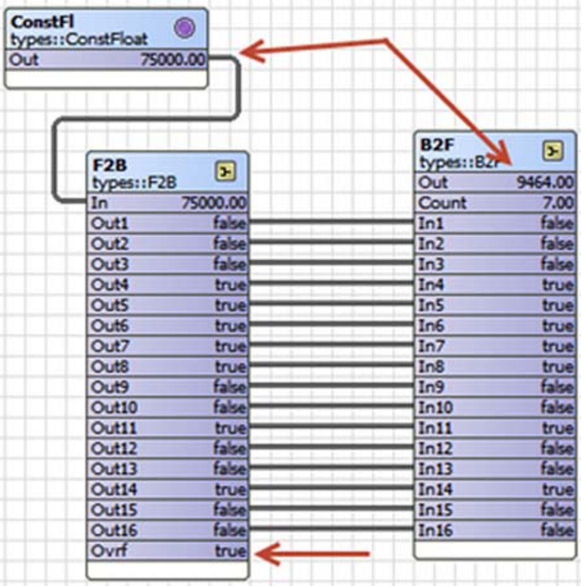
Converting Between Component Types



Float-to-Boolean and Boolean-to-Float Conversion



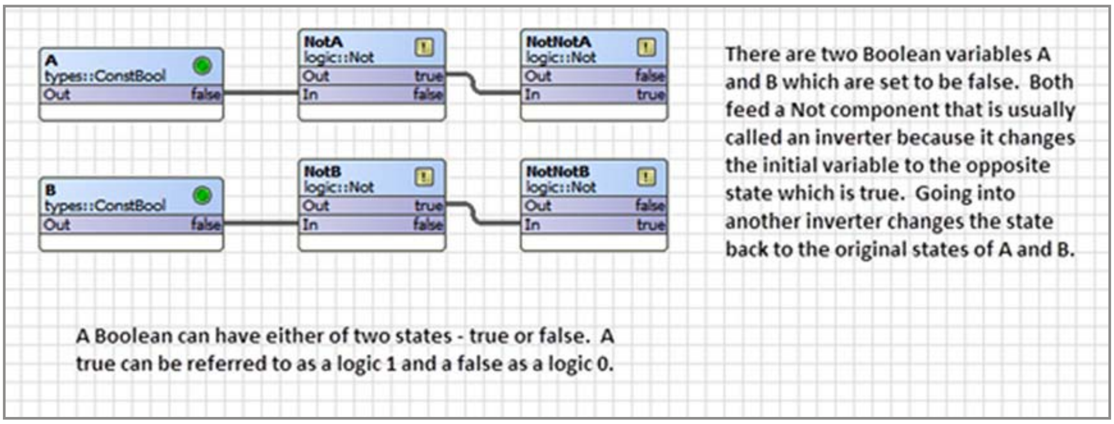
In this example we will begin with a float with a value of 48136.70 and convert it to a binary using a Float-to-Binary component and then immediately convert it back into a float using a Binary-to-Float component. Notice the exact recovered float value except for the truncation.

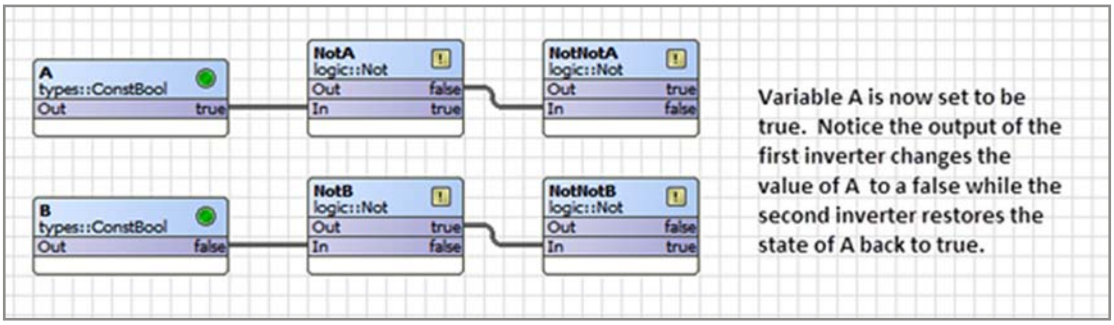


We increased the float value to 75000 but this time we have different answers. Because we are only doing a 16-bit conversion, we can only count up to 65535. Notice that the Ovrf pin is true meaning there was a counter overflow. The Ovrf pin means that a value of 65536 or higher was detected. The remaining counter value called the residue represents a Modulo-65536 result of 9464. If you subtract 65536 from 75000 you would get 9464. It is important to monitor the Ovrf flag when doing float to binary conversion.

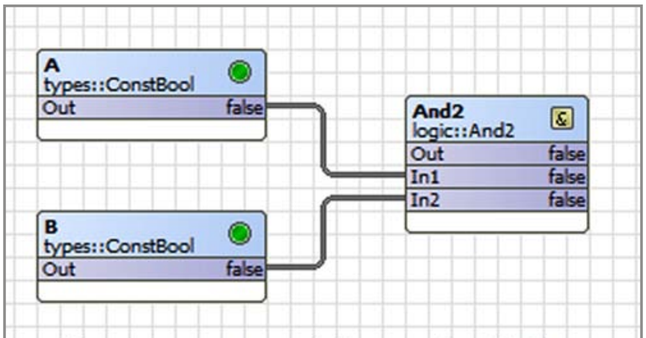
Application Note — Using Sedona 1.2 Components

Negating a Boolean Variable — Inverting Your Logic

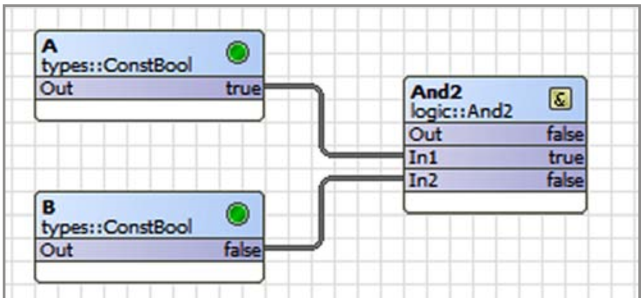




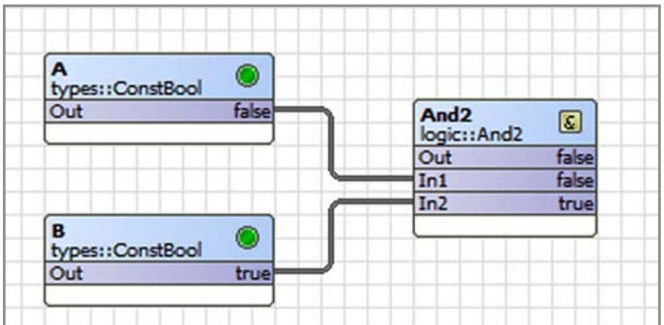
Boolean Product — "ANDing" Boolean Variables



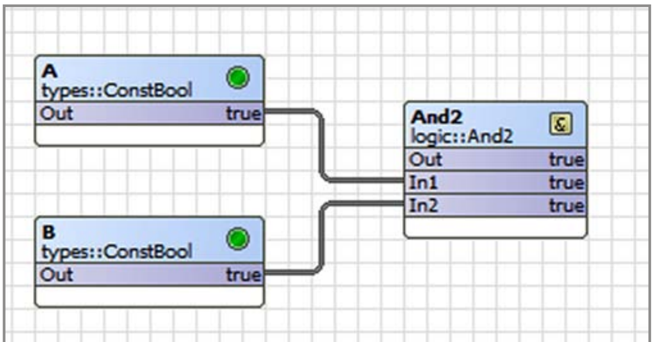
The AND component is frequently called an AND gate. If A is false and B is false then the output is false.



For an AND gate, if A is true and B is false then the output is false.

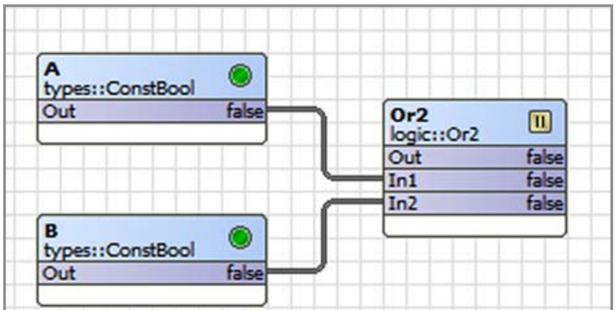


For an AND gate, if A is false and B is true then the output is false.

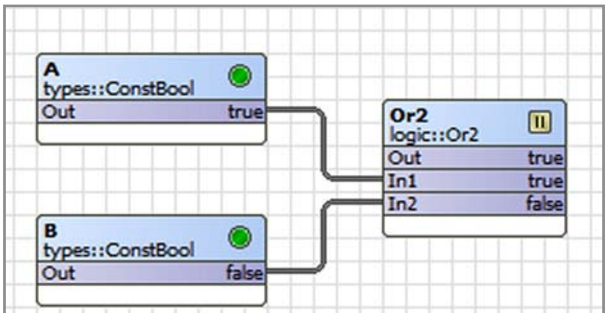


For an AND gate, if A is true and B is true then the output is true.

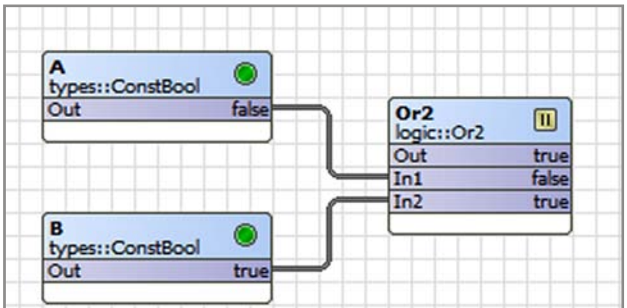
Boolean Sum — "Oring" Boolean Variables



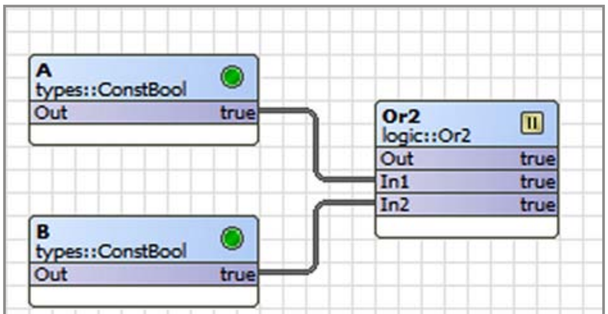
The OR component is frequently called an OR gate. If A is false and B is false then the output is false.



For an OR gate, if A is true and B is false then the output is true.

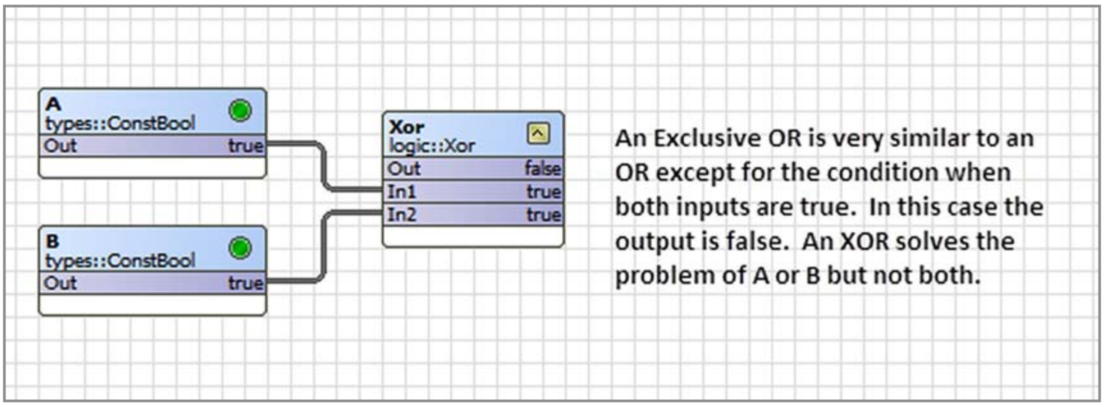


For an OR gate, if A is false and B is true then the output is true.

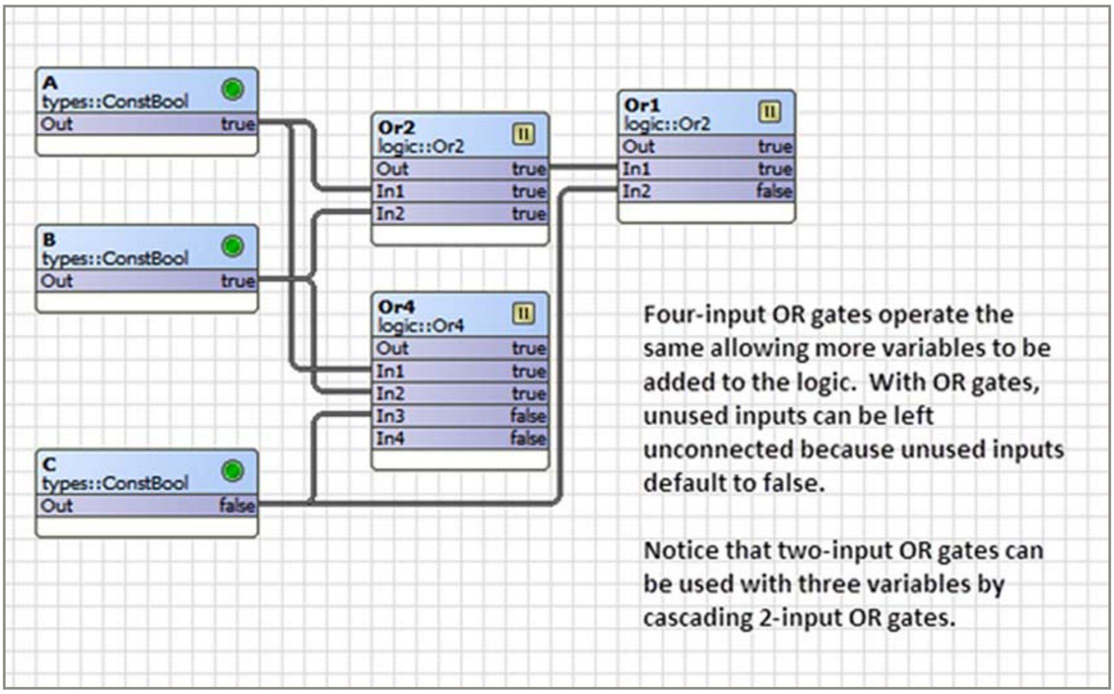


For an OR gate, if A is true and B is true then the output is true.

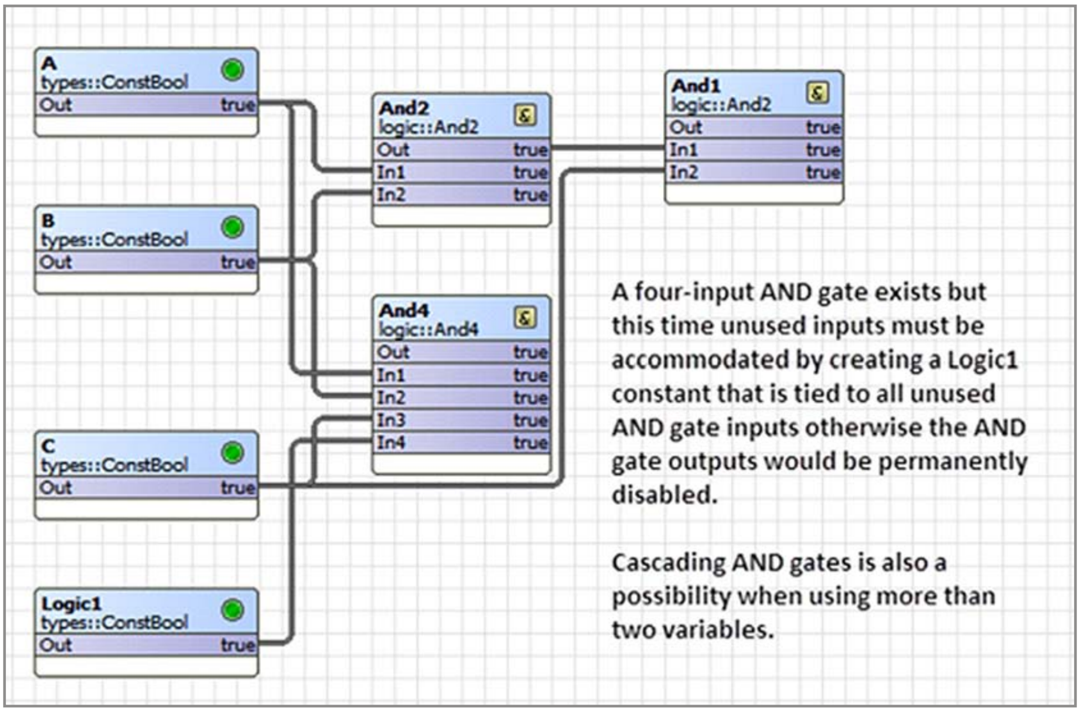
Exclusive OR — A OR B but Not Both

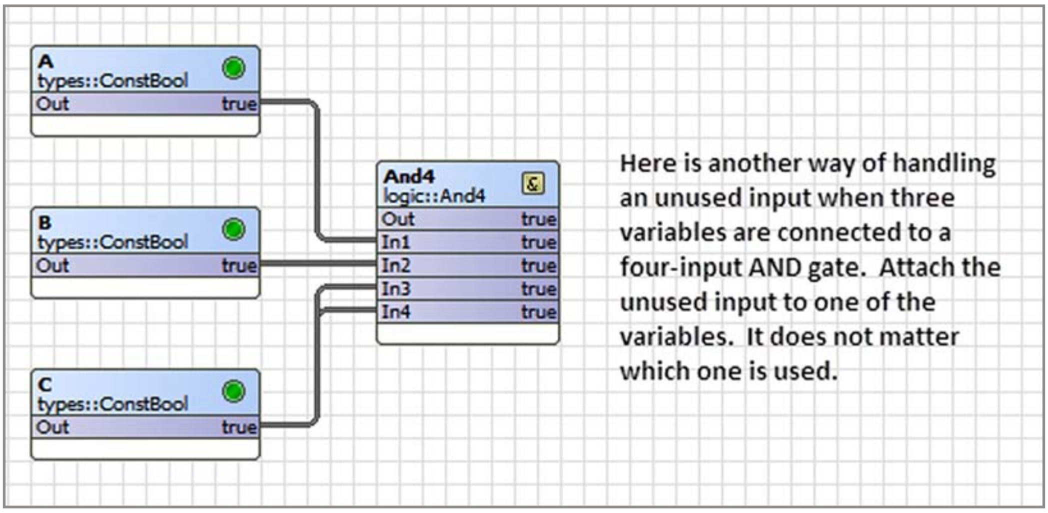


Cascading Logic Blocks and Unused Inputs

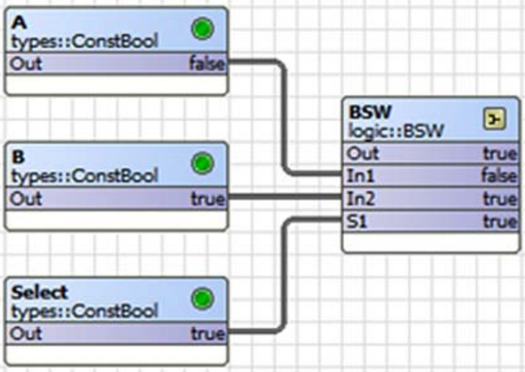


Cascading Logic Blocks and Unused Inputs (continued)

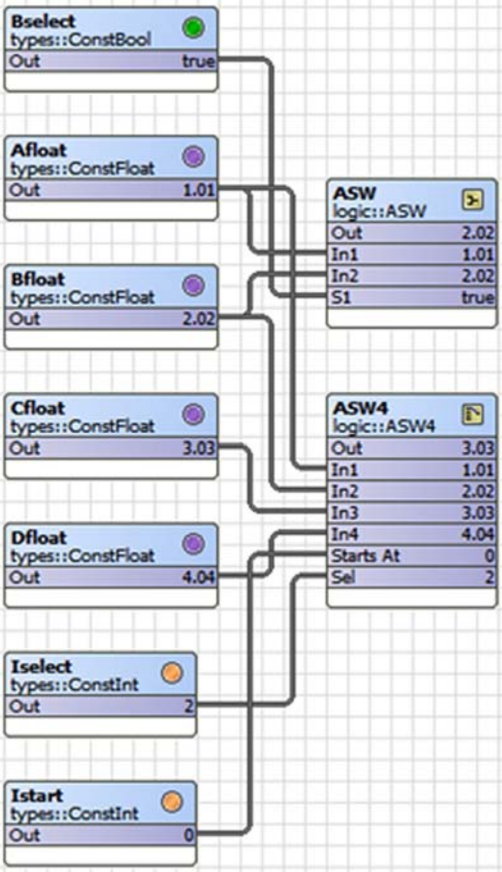




Boolean, Float or Integer Selection



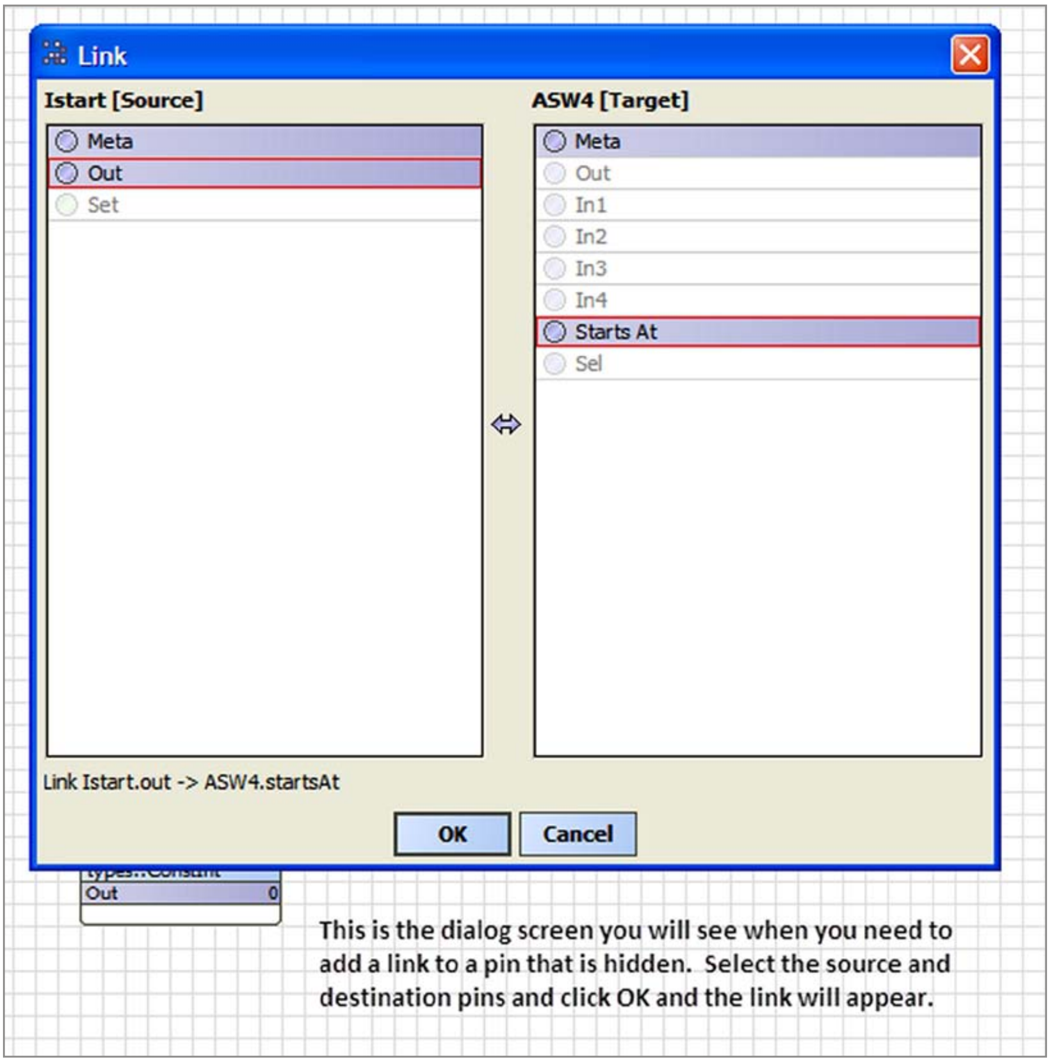
A two-input binary selector switch is used to enable one variable over another. If the S1 pin is true, then the value at In2 is passed to the output of the switch. If S1 is false, then In1 is passed to the output.

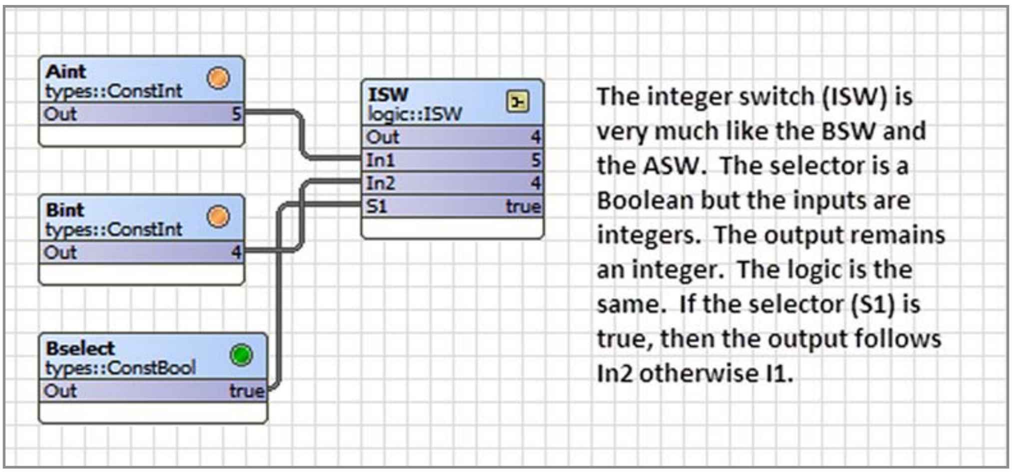


Similar in operation to the binary switch (BSW) is the analog switch (ASW). Instead of Boolean variables, the inputs are floats but the selector (S1) is a Boolean variable. With S1 set to true, the ASW output selects input I2 otherwise I1 is selected. Therefore the ASW selects one of two input float options.

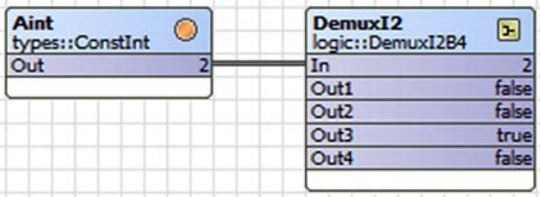
The four-input analog switch (ASW4) is a bit different. Granted there are four float inputs instead of two with the ASW, there are other differences. Notice that the selector pin (Sel) is actually an integer and not a Boolean thereby allowing the selection of up to four float inputs. Also notice that the selection process begins at a particular integer value (Starts At). In this example the Starts At pin has a value of 0 meaning that input 1 (In1) is selected if the selection pin value (Sel) is 0. Since Sel is 2, the third input (In3) is selected. Normally the Start At pin is not viewable but if you drag a link between a component to the white area below the bottom slot of ASW4 and un-click, a selection box appears. After selecting Start As as the destination pin it will appear with the link connected.

Boolean, Float or Integer Selection (continued)

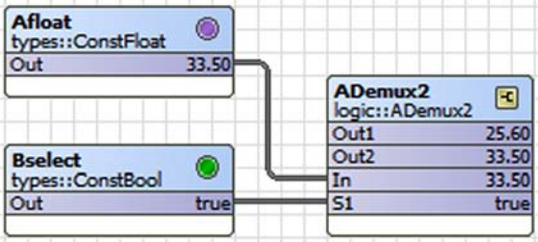




De-Multiplexing

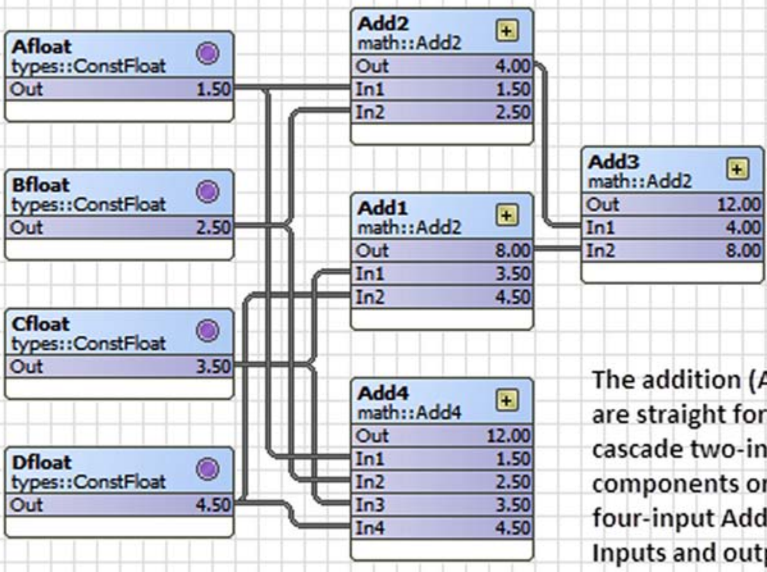


The de-multiplexer (DemuxI2) operates on integer values and provides a linear selection of the outputs based upon the value of the input. If the input is 0, the first output (Out1) is set to true. If the input is 2, the third output (Out3) is set to true.



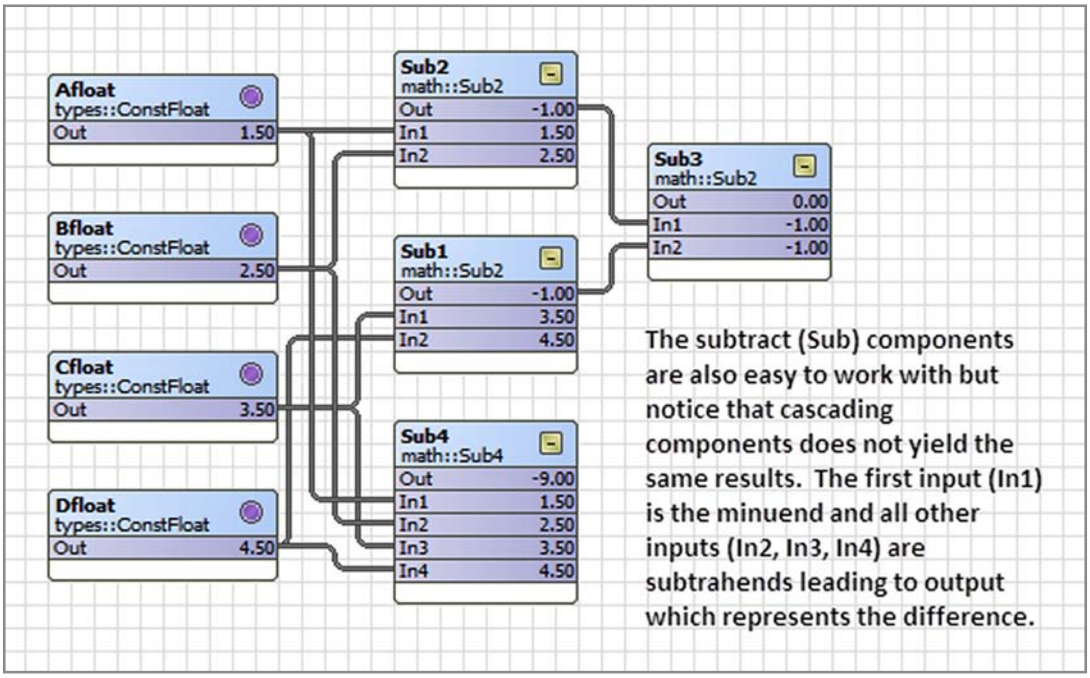
The analog de-multiplexer has only one input (In) and one selector (S1) but two outputs. When the selector is false, Out1 reflects the input. When the selector is true, Out 1 will reflect the input just before the selector changed state and Out2 will reflect the instantaneous value of the input. This component can be treated as a sample-and-hold detector.

Float Addition

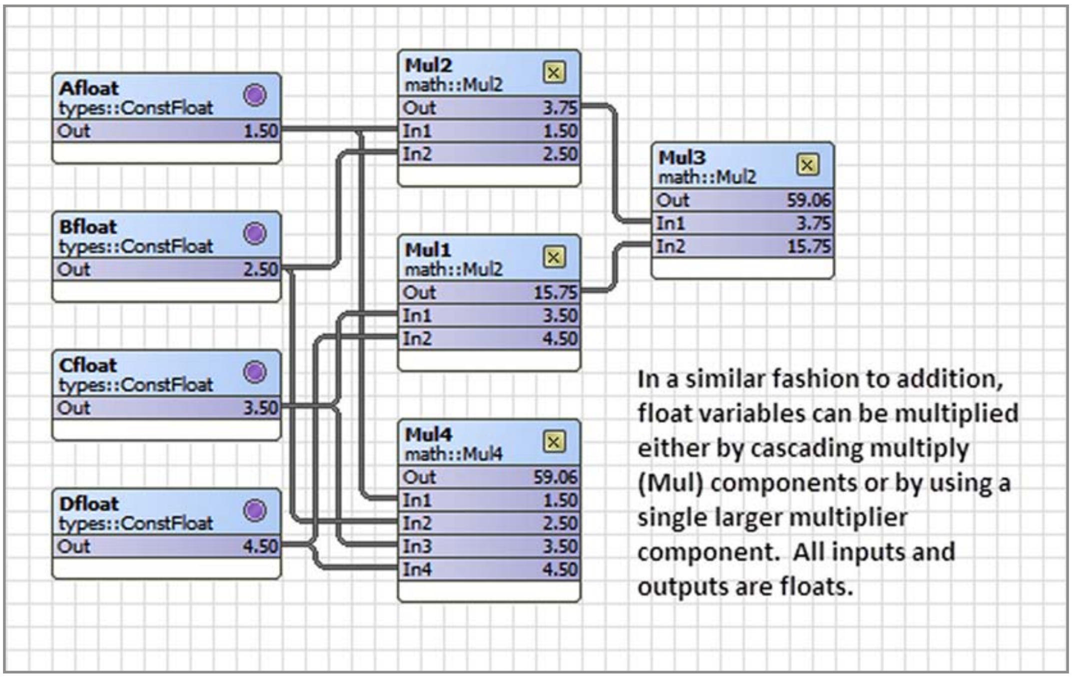


The addition (Add) components are straight forward. You can cascade two-input Add components or you can use a four-input Add component. Inputs and outputs are all floats.

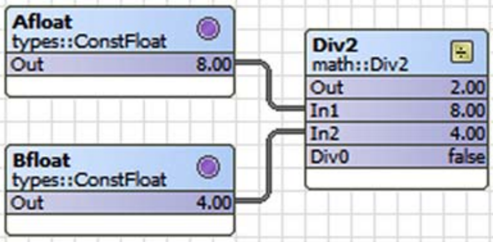
Float Subtraction



Float Multiplication

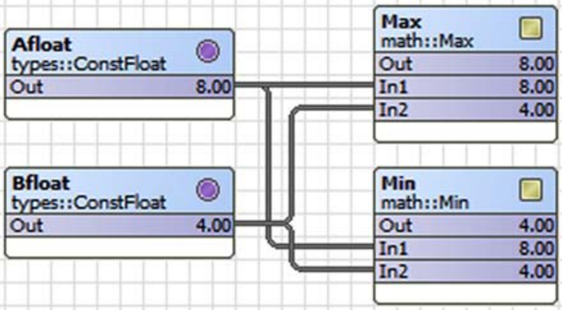


Float Division

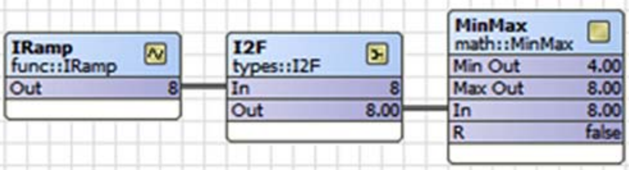


Division is also straight forward. Input 1 (In1) is the dividend, input 2 (In2) is the divisor and the output (Out) is the quotient. Dividing by zero will result in the pin Div0 being set to true.

Finding Minimums and Maximums



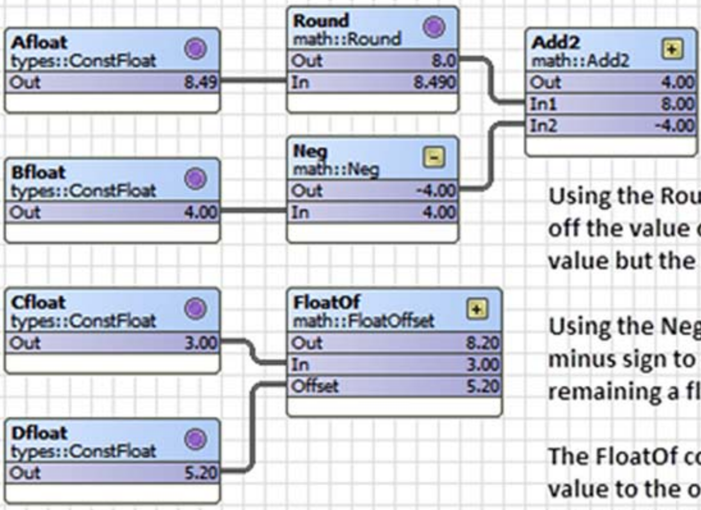
The Max component output (Out) reflects the maximum value of the two input floats (In1, In2) while the Min component reflects the minimum value of the two inputs.



To demonstrate this operation, an IRamp was configured to generate a triangle wave with a minimum value of 4 and a maximum of 8. The MinMax component captured the limits. Notice the need of an Integer-to-Float converter.

The MinMax component is a bit more complex. There is only one input and two outputs. If R is held in the true state, the two outputs simply reflect the input state. If R is false, the Min Out captures the lowest value of the input while Max Out captures the maximum of the input. When connecting up the component for the first time you should reset the component.

Rounding Off Floats

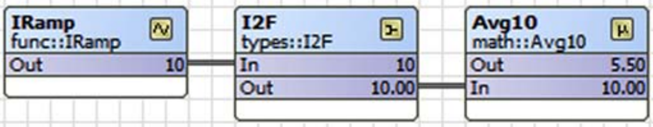


Using the Round component you can round-off the value of a float to the closest integer value but the output will remain a float.

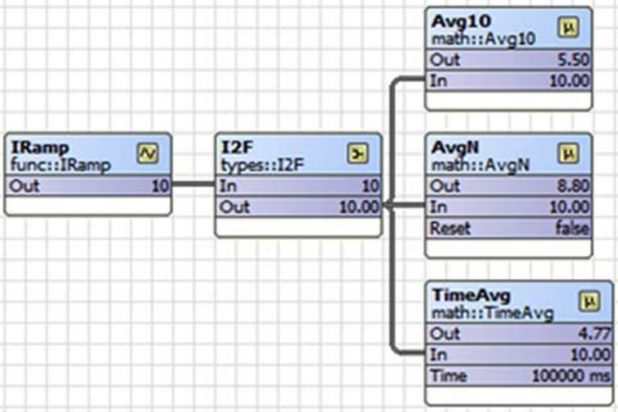
Using the Neg component you can append a minus sign to a float with the output remaining a float.

The FloatOf component appends an offset value to the output. It is not necessary to use a constant component for establishing the offset amount. The offset amount can be configured within the FloatOf component.

Averaging Successive Readings

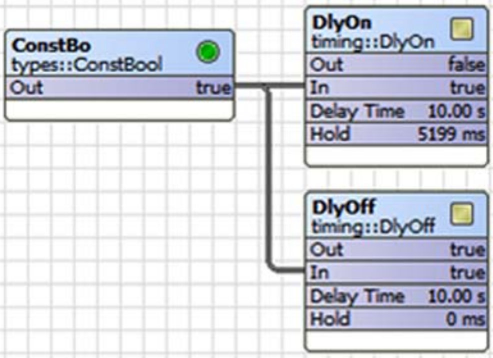


The Avg10 component averages the last ten input values and sends the result to the output. To demonstrate this, an IRamp is configured to create a triangle wave with a minimum value of 0 and a maximum value of 10. Increments are set to 1. When the IRamp reaches 10, the Avg10 component would have averaged 10, 9, 8, 7, 6, 5, 4, 3, 2, 1 for a value of 5.5 which appears in the output.



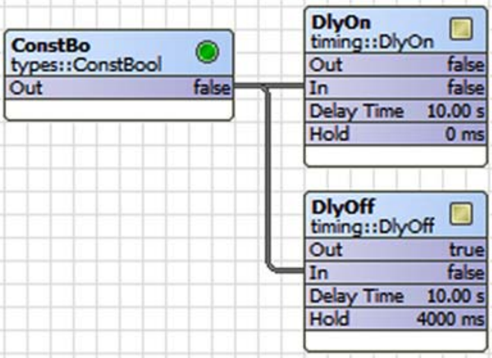
In this example three averaging components are compared. The Avg10 averages over 10 samples but the data must change to trigger a new sample. The AvgN component can be configured for the the number of samples but it samples every scan and not on just a change in value. The TimeAvg averages over a fixed period of time which is configurable. The output does not change until all samples are obtained.

On-Delays and Off-Delays



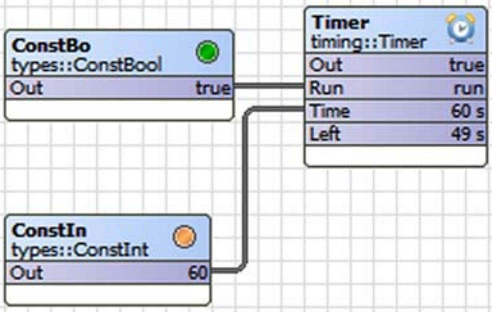
The DlyOn component is an on-delay timer which begins timing on the false to true transition of the input. Once the time (as shown in the Hold slot) goes to 0 the output will become true. The delay time is configurable. In this example the delay timer is still timing after the input went true 4.8 seconds ago.

The DlyOff component operates the same except it is triggered by a true to false transition of the input.



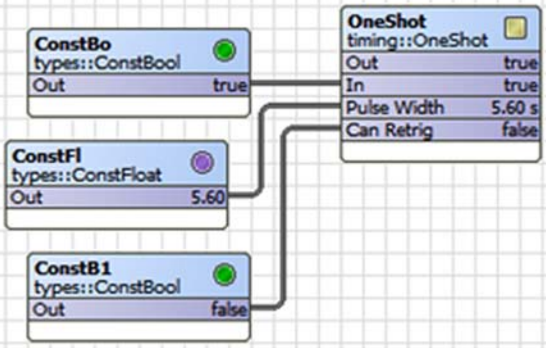
The input to the two timers made a true to false transition 6 seconds ago. The DlyOn component had immediately transitioned from true to false with the input but the DlyOff timer is still timing. In another 4 seconds its output will become false.

Using the Timer

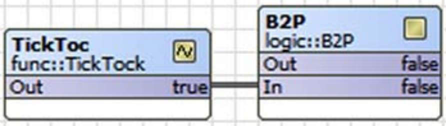


The Timer component will count down from a predetermined amount when the Run input is true. A constant integer component was used to set the time although the Timer component can be internally configured. The output will remain true during timing and transition false upon completion or if the Run input goes false. To begin a new timing period, the Run input must be cycled.

Using One-Shots — Mono-Stable Multivibrators

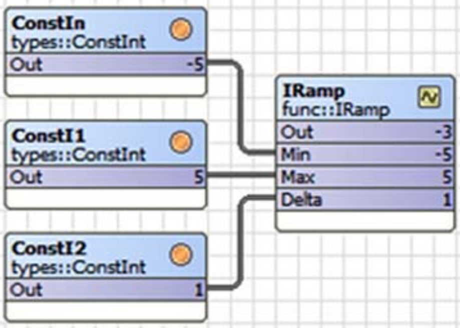


The OneShot provides a single pulse of determined value upon the false to true transition of the input signal. The output immediately goes true on its input's false to true transition and then returns to false when timing is complete. The Pulse Width can be configured or externally programmed as shown. A re-triggerable one-shot will renew timing if the input transitions from true to false to true during the timing period. A non-retriggerable will not. Notice that the Pulse Width is a float.

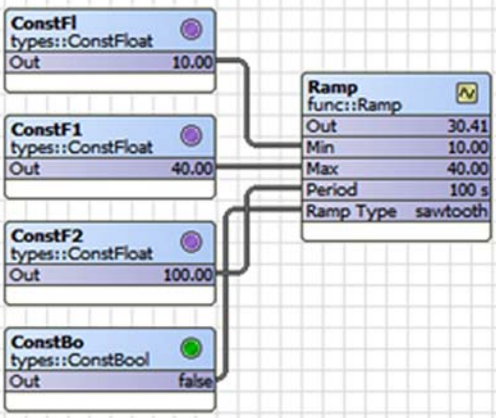


The Boolean-to-Pulse (B2P) converter is actually a very simple single-shot in that it outputs a true for only one scan time when its input goes from false to true. There are no time settings. It is used when a pulse is required after detection of an event instead of a logic level.

Creating Ramps — A-Stable Multivibrators

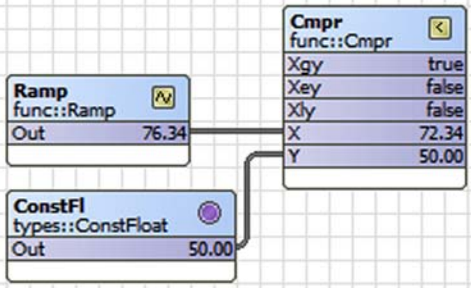


The IRamp provides a triangular output ranging from Min to Max with increments of Delta. These parameters can be configured or programmed as shown. The time increment must be configured having the units of seconds. Notice that all the configurable settings are integers as is the output.



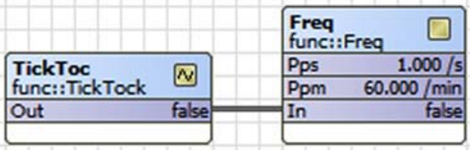
The Ramp is similar to the IRamp but the Ramp has mostly float settings and a float output. The output of the Ramp can be configured or programmed for either a sawtooth or triangle wave. Increasing the period slows down the speed of the ramp within the limits of Min and Max. Notice that although the Period is a float, the input to Period will be rounded to the nearest integer.

Comparing Two Floats



The comparator component (Cmpr) compares the the X input to that of the Y input. If X is less than Y, then the Xly output is true. If X equals Y then Xey is true. If X is greater than Y then Xgy is true. Both inputs are floats and the outputs are Booleans. In this example the output of the Ramp is compared to that of a constant. Using the default values of the Ramp, the input X varies as a triangle between 0 and 100 every 10 seconds. You can watch how the comparator outputs change over this range.

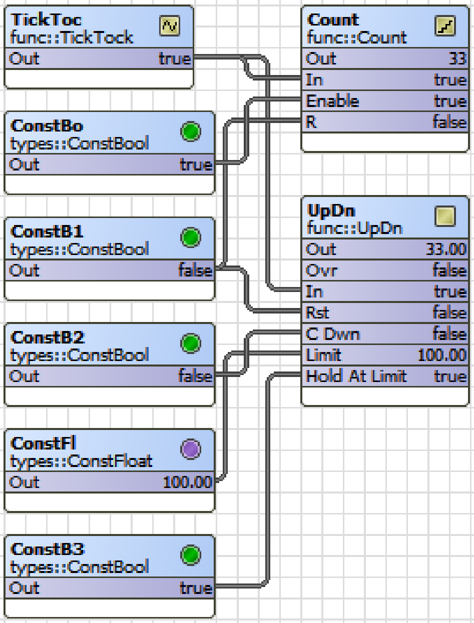
A Simple Clock — the TickToc



The TickToc component provides a convenient clock from 1 to 10 pulses per second. However, because of the controller scan time and other processing overhead it is recommended to use its default value of one second. More accurate timing is available from a real-time clock.

The Freq component can provide output values in pulses-per-second (Pps) or pulses-per-minute (Ppm). Because of the low-speed nature of these two components, the Ppm calculation will probably be the most useful.

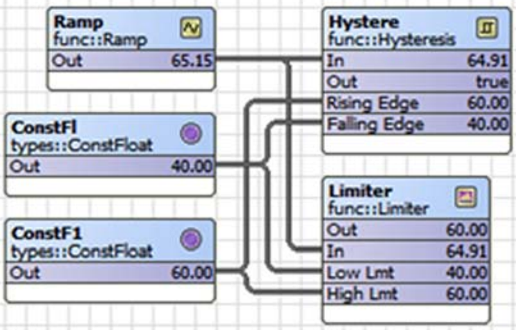
Introducing Counters



There are two counters. Count is an up/down counter with an integer output. It must be enabled to count. It can be reset to zero or preset to a postive value as long as the Enable pin is true. The direction pin (Dir) can be connected for programmable up/down counting.

UpDn is an up/down counter with a programmable direction input (C Dwn) which can also be configured. Although counters are inherently integer devices, the output of this component is a float. In this example a limit of 100 has been programmed. Once the limit is hit the overflow bit (Ovr) will be set. If Hold At Limit is true, the counter will not go pass 100. If it is false, the counter will continue to count past the limit but the overflow bit will remain set. Resetting the counter returns the component to the start position while clearing the counter and overflow bit.

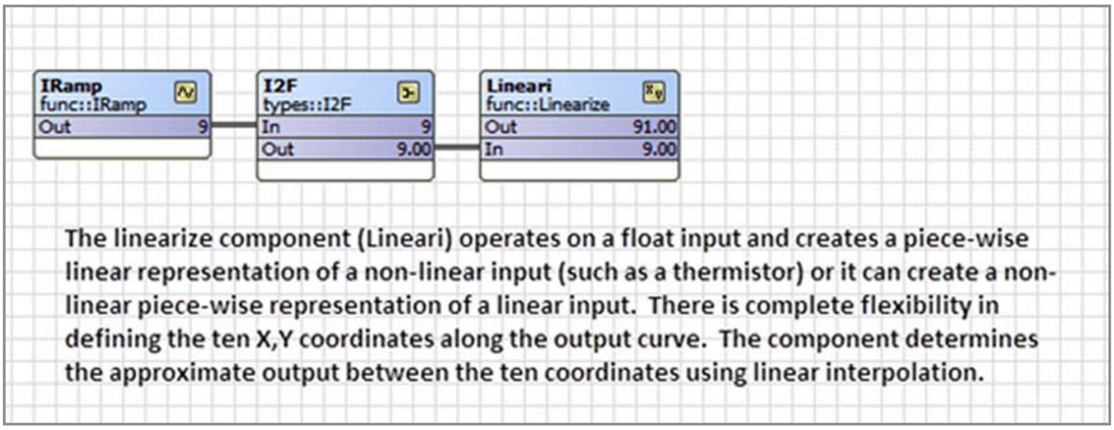
Operating on Real-World Signals — Hysteresis and Limiting

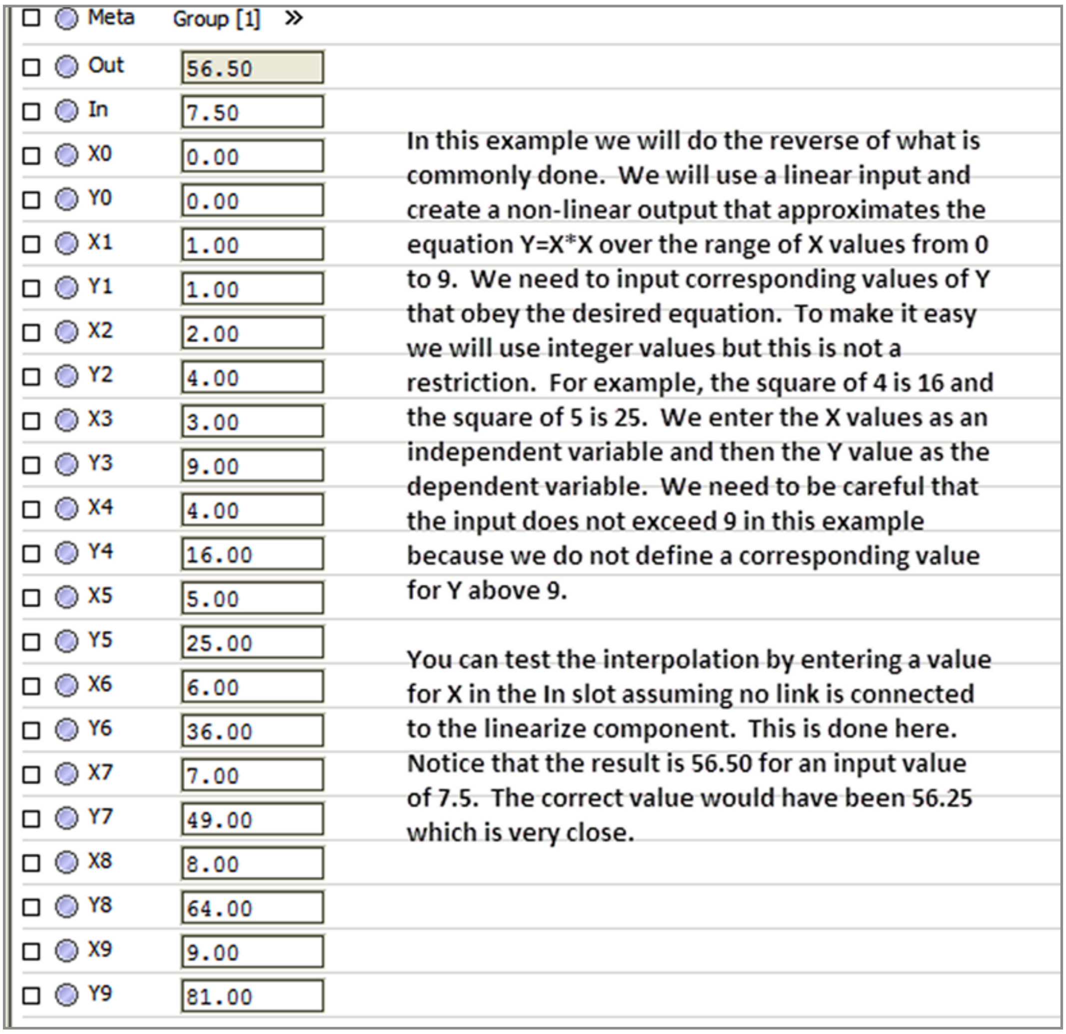


The hysteresis component (Hystere) has separate rising-edge and falling-edge trip points when setting a trigger on a float variable. It is ideal for creating a digital event from a real-world analog input. Its output is Boolean.

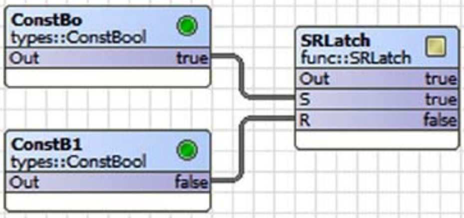
The Limiter component restricts the range of a float variable by outputting a float that does not exceed the configurable low-limit (Low Lmt) or high-limit (High Lmt). The Limiter only limits the range of its output and does not scale the input float.

Handling Non-Linear Signals





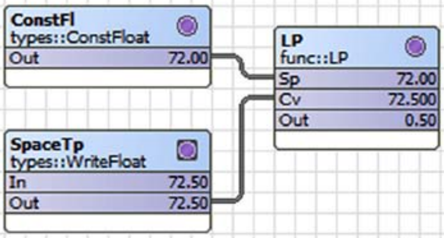
Simple Set-Reset Flip Flop — Bi-Stable Multivibrator



The SRLatch appears to be straight-forward logic block. The output would become true if the set (S) pin is high and would go low if the reset (R) pin goes high. However, both the S and R pins are positive leading-edge sensitive. Regardless of their steady-state condition, the output (Out) will only change on the false-to-true transition of either input. If this occurs on the S pin the output goes high and will remain high until the R pin does its transition.

On the rare condition that both S and R transition from false-to-true during the same logic scan, R will take precedence because its state is tested last in the logic and therefor the output will be false.

The Loop Component — Basic PID Controller



The LP or loop component is one of the most complex components. It can provide three modes of control P-proportional, I-integral, and D-derivative. In this example we will assume a temperature loop with a setpoint (Sp) of 72 degrees and a controlled variable (Cv) currently at 72.5 degrees which is the space temperature which we want to control.

LP (func::LP)

Meta	Group [1] »	
Enable	true	
Sp	72.00	
Cv	72.500	
Out	0.50	
Kp	1.000000	[0.000000 - +inf]
Ki	0.000000	/min [0.000000 - +inf]
Kd	0.000000	s [0.000000 - +inf]
Max	100.000000	
Min	0.000000	
Bias	0.000000	
Max Delta	0.000000	[0.000000 - +inf]
Direct	true	
Ex Time	1000	ms [0 - max]

Enable must be configured true otherwise there is no control.

Kp is the proportional gain which defaults to 1. Notice that the error signal is Cv-Sp or 0.5. The error multiplied by the proportional gain of 1 yields an output of 0.50. If the Ki and Kd factors are used, their contributions are also multiplied by the proportional gain factor. Ki is the integral gain in units of resets per minute. It is multiplied by the error signal. Kd is the derivative gain in seconds and it is also multiplied by the error signal.

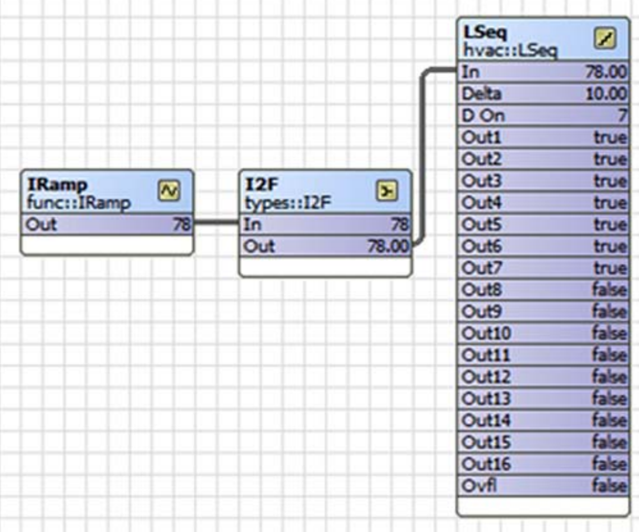
Min and Max are the limits of the output signal. They can be set to any value. Bias can offset the output regardless of the error. Max Delta sets the rate of change of the output within the output limits. This will slow the output swing.

For a cooling application set Direct to true. For heating set it for false.

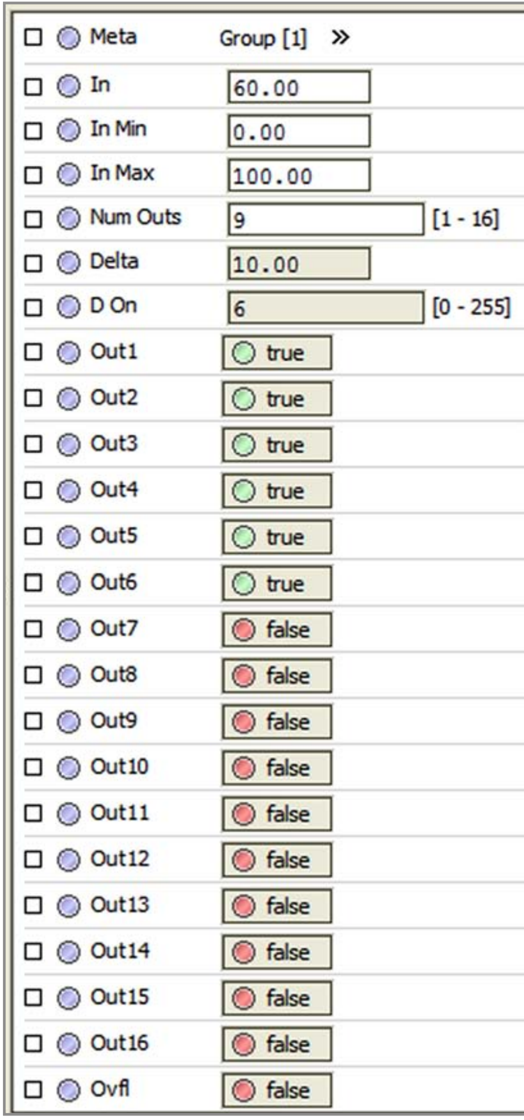
The loop equation is solved each execute time (Ex Time) in milliseconds.

Bias only applies to proportional-only (P) control. When using a PI controller, reset-windup can be minimized by limiting the output range.

Linear Sequencer — Bar-Graph Representation of a Float



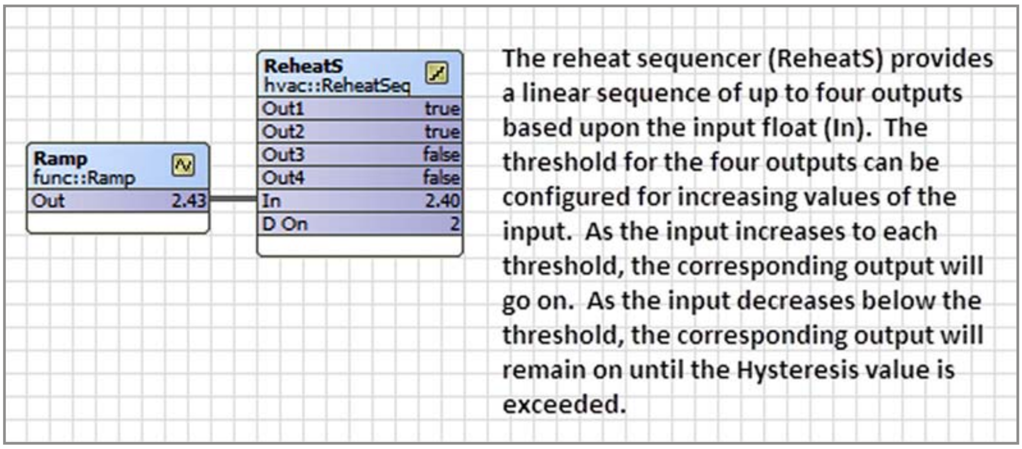
The linear sequencer (LSeq) provides a digital representation of an input float similar in operation to a bar graph on audio equipment. It is easier to understand its operation using an integer input. There are 16 possible Boolean outputs plus one overflow (Ovfl) flag. The input ramp provides a triangle wave from 0 to 100. The sequencer was configured for a 0 minimum input and a 100 maximum input. The maximum number of outputs was configured for 9 yielding a Delta of 10.

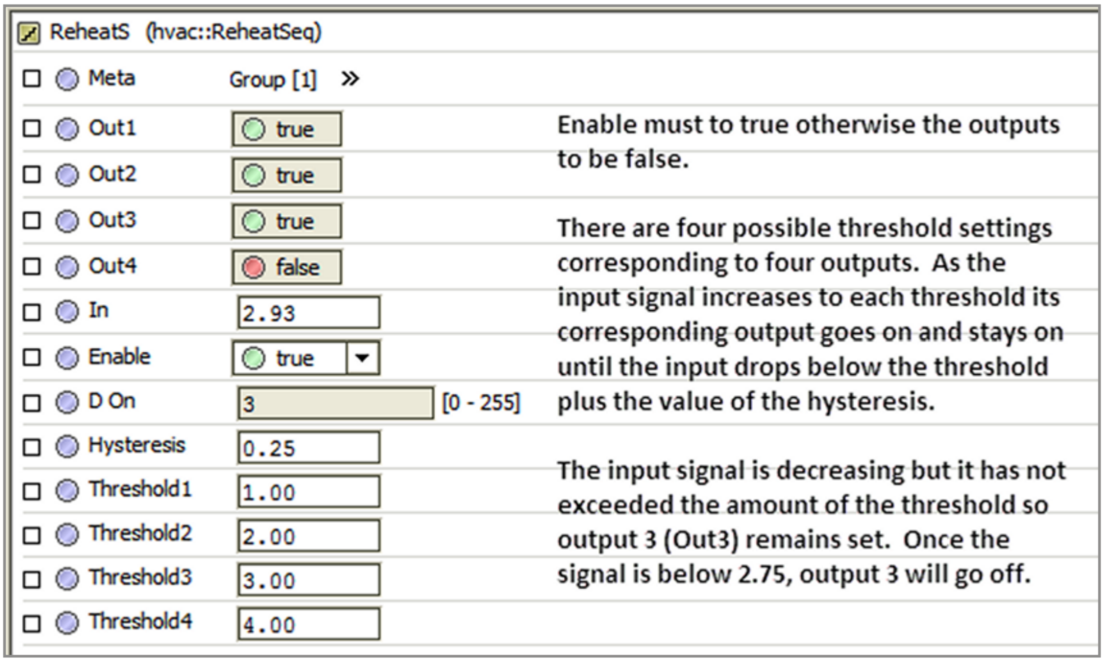


The range of the linear sequencer is configured using In Min at the low-end and In Max at the high-end. Selecting the number of outputs (Num Outs) determines the difference (Delta) between successive outputs turning on. In this case the range is 100 and the number of desired outputs is 9. Divide 100 by Num Outs + 1 and you will get a Delta of 10.

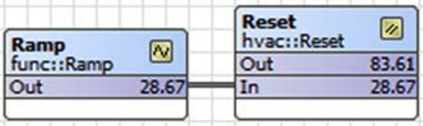
You will notice that the input (In) is at 60 and D On is indicating that six outputs are on. With an input between 0-9, there are no outputs on but once you hit a decade such as 10, 20 on up to 90, successive outputs will come on. At the maximum of 100, 9 lights will be on. If the input exceeds the maximum intended, the overflow flag will set but the number of outputs will remain as specified by Num Outs.

Reheat Sequencer — Four Staged Outputs from a Float Input

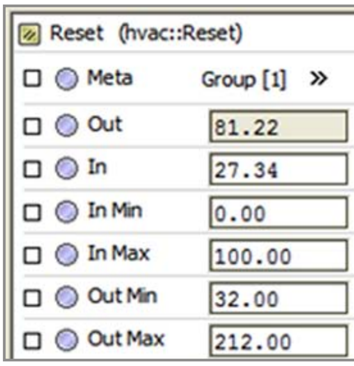




Reset — Scaling a Float Input between Two Limits

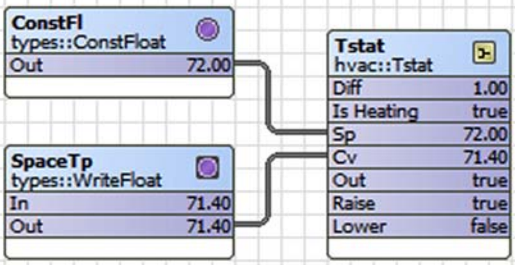


The reset component (Reset) will scale the output linearly between two limits. The input range must be configured by setting In Min and In Max. The corresponding output for those two points must be configured as Out Min and Out Max. If the input signal exceeds the defined input range, the output will be clamped to one of the two output limits.



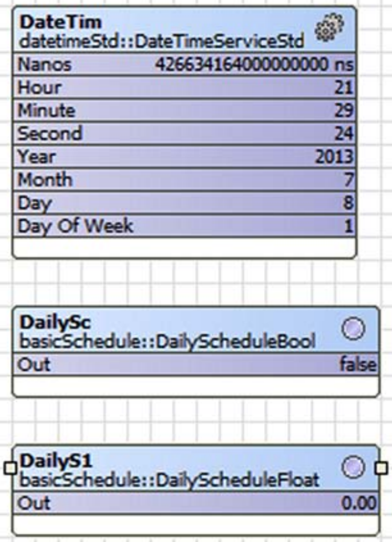
In this example we are converting degrees Celsius to degrees Fahrenheit within the 0-100 degree Celsius range. Therefore we set Out Min and Out Max to the corresponding Fahrenheit values. All Celsius input values between these two limits will be interpolated thereby providing the correct Fahrenheit values.

Tstat — Basic On/Off Temperature Controller



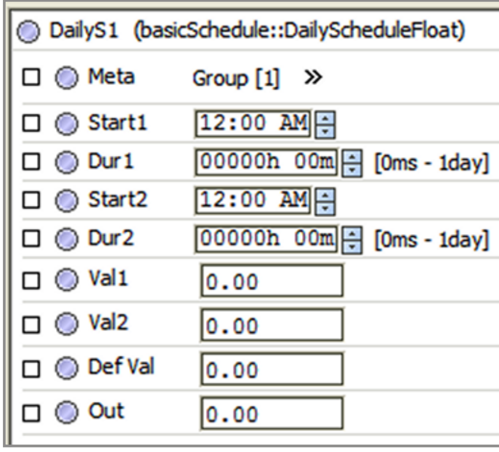
The Tstat is an on/off temperature controller for either heating or cooling. For heating configure the Is Heating bit to true. The deadband can be set by the Diff value. If the controlled variable (Cv) deviates from the setpoint (Sp) by half the Diff value, the output (Out) will become true and stay set until Cv deviates from the setpoint by a like amount in the other direction. In this way Diff also provides hysteresis. The Raise and Lower outputs are a function of the Is Heating setting. If Is Heating is true, Out=Lower, otherwise Out= Raise.

Real-Time Clock and Scheduling



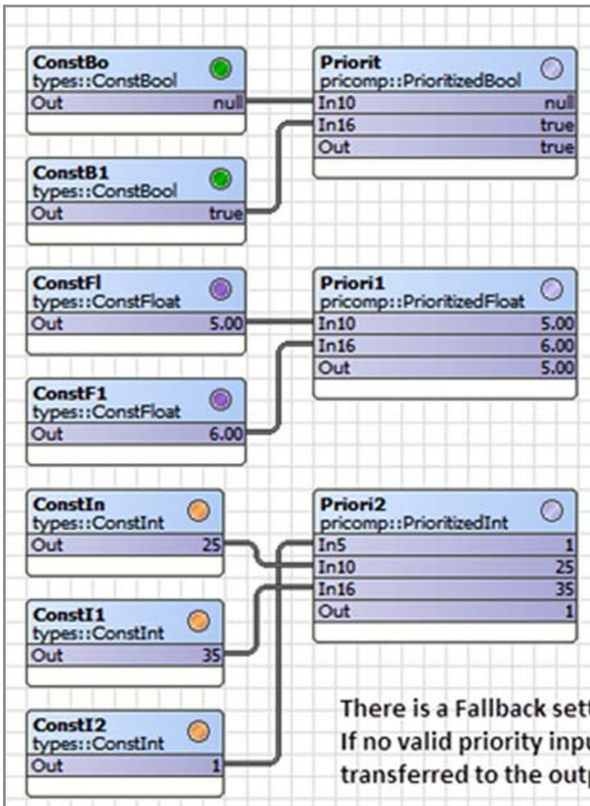
The DateTim component provides real-time information. There is no need to place it on the wiresheet. However, if you need specific information from the component for driving logic, you can connect to the various integer outputs such as Hour, Minute and Second.

There are two schedule components which have different output types. One is for Boolean and the other for float. There is no need to connect the DateTim component to either of the schedulers. Each scheduler can handle two events over the 24 hour period by configuring the time and duration of each event. The output of each schedule will change with each event. If more events or more outputs are needed, multiple schedulers can be placed on the wiresheet.



Configuration of the two scheduler components is similar. For the float version, Val1 and Val2 need to be specified along with the start times (Start1 and Start2) and the durations (Dur1 and Dur2). The output (Out) will assert either Val1 or Val2 during the scheduled times. If neither are programmed, the Def Val should be configured.

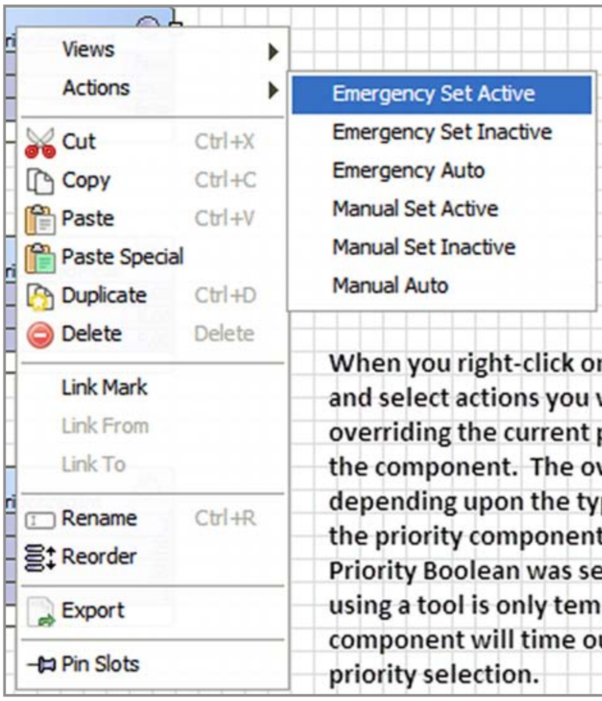
Priority Arrays



Priority array (Priorit) components exist for Boolean, float and integer variables. Up to 16 levels of priority from In1 to In16 can be assigned. In1 has the highest priority and In16 the lowest. With few exceptions, all can be pinned out. If a priority level is not assigned it is marked as a Null and therefor ignored. If a Null is inputted to the priority array as shown in the top-most example, the priority array will ignore it and choose the next in line input. The Boolean version of the priority array has two timer settings - one for minimum active time and minimum inactive time. If the highest priority device changes from false to true and then back to false, the priority component will maintain the event for the configured times.

There is a Fallback setting in each array that can be specified. If no valid priority input exists, the Fallback value is transferred to the output.

The Override Exp Time guards against the possibility of an indefinite override condition.



When you right-click on the priority component and select actions you will have several choices for overriding the current priority selection made by the component. The override choices vary depending upon the type of variable supported by the priority component. In this example, the Priority Boolean was selected. Setting an override using a tool is only temporary. Eventually, the component will time out and revert to normal priority selection.

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