



# What's Your State?

## Modeling State Machines with Stateflow

Teresa Hubscher-Younger

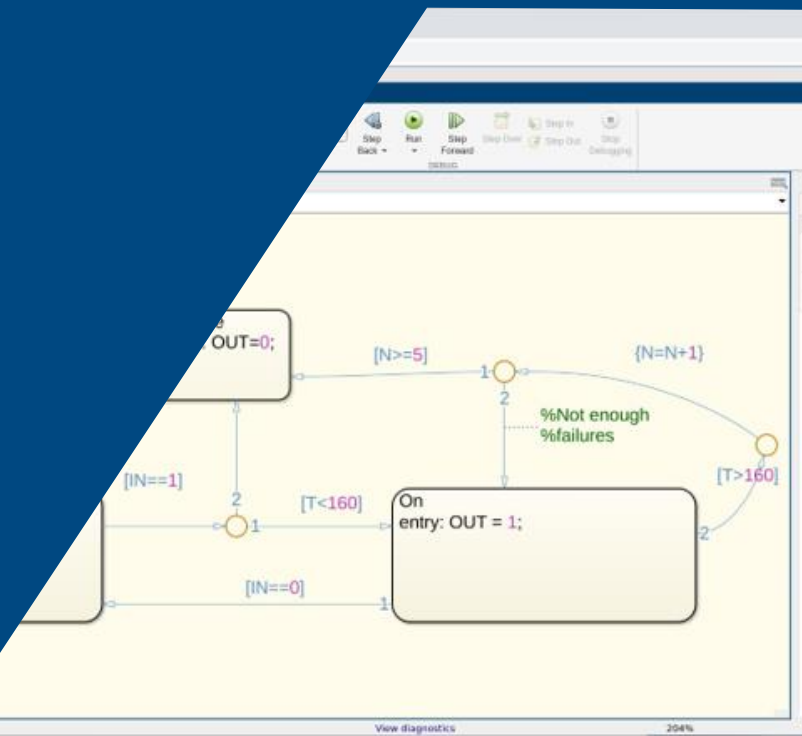
*Stateflow Product Manager*

Erick Saldana Sanvicente

*Simulink Product Marketing Manager*

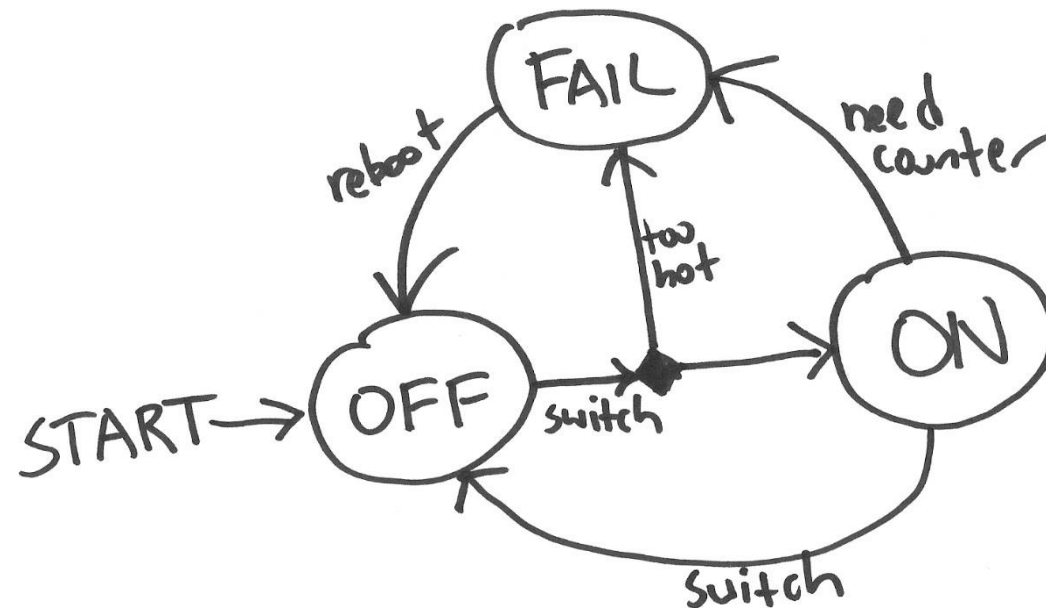
Q&A: William Moore

*Report Generator Product Manager*

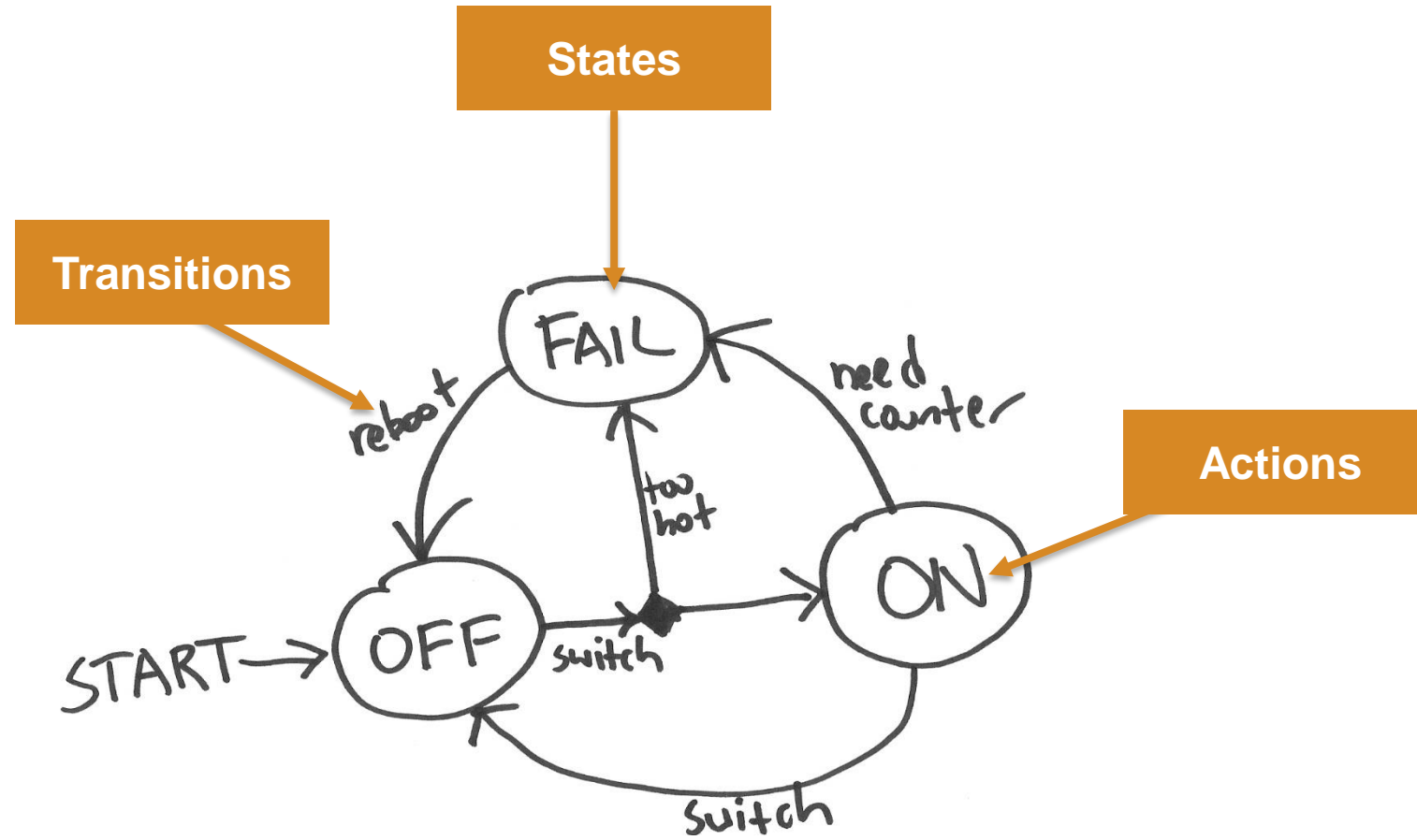


# What's a State Machine?

- Modeling the different **states** that a system can be in and how it transitions between those states based on inputs or events.

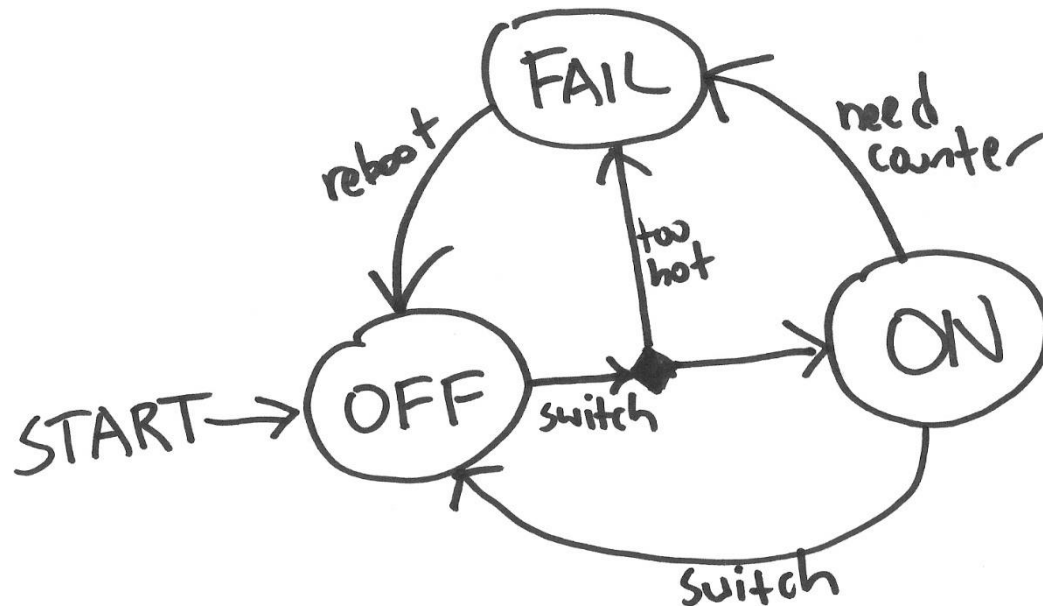


# Three main components to a State Machine

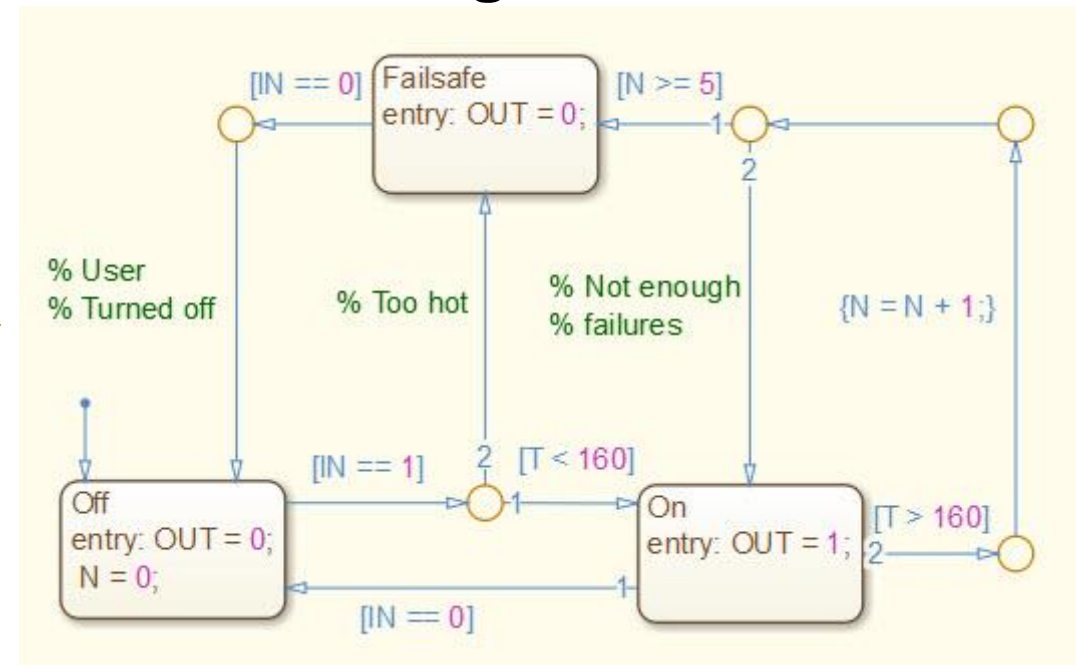


# Stateflow is a State Machine Design Environment

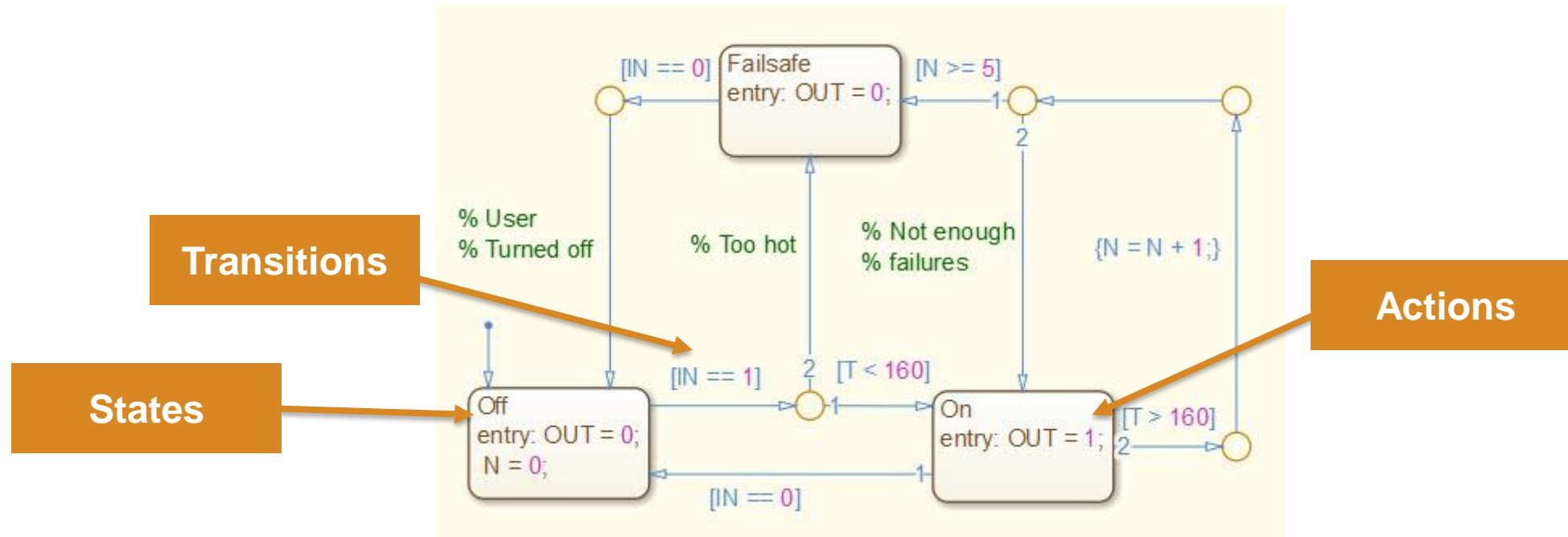
## Draft



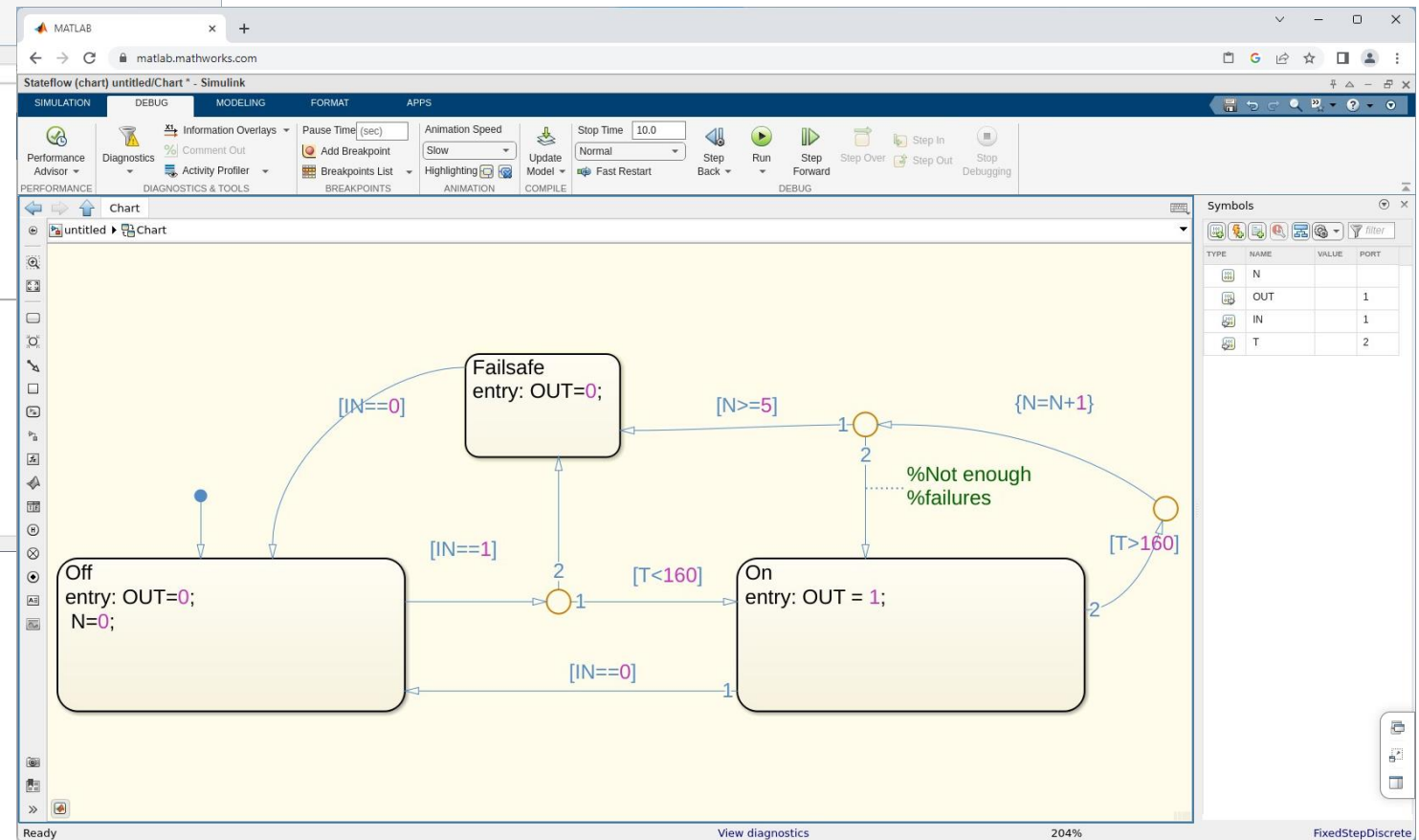
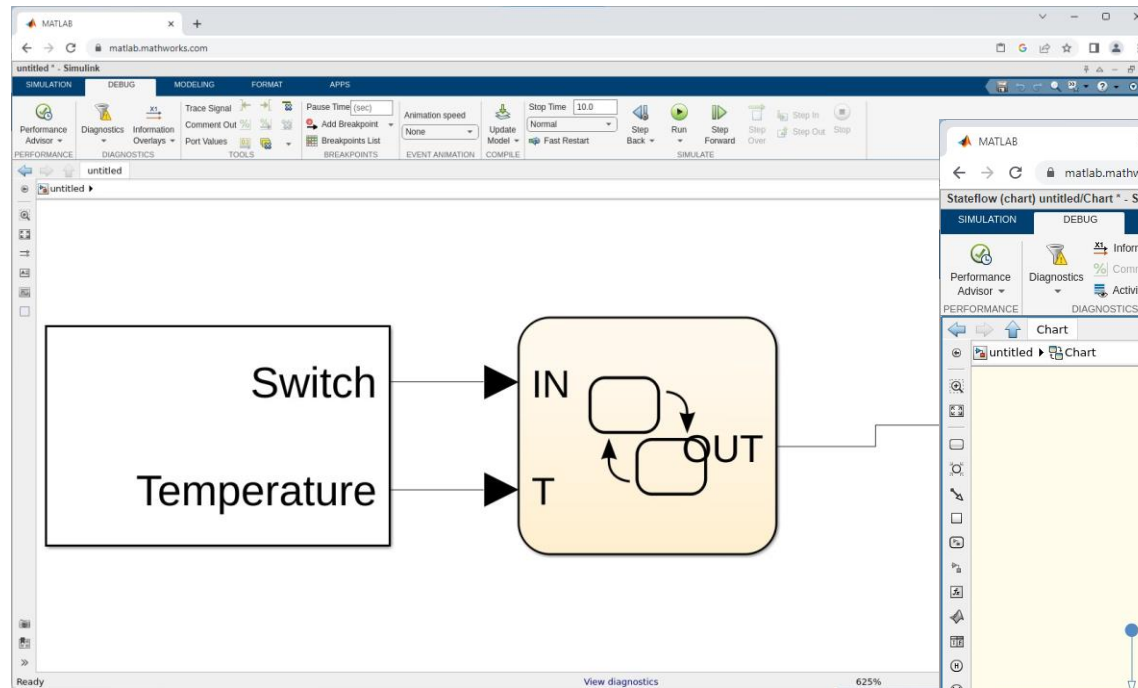
## Design and Test



# Three main components to a State Machine in Stateflow



# Living in Simulink



MATLAB

matlab.mathworks.com

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PLOTS

APPS

Search (Ctrl+Shift+Space)

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New Live Script

New

Open

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Find Files

FILE

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Save Workspace

Clean Data

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Clear Workspace

VARIABLE

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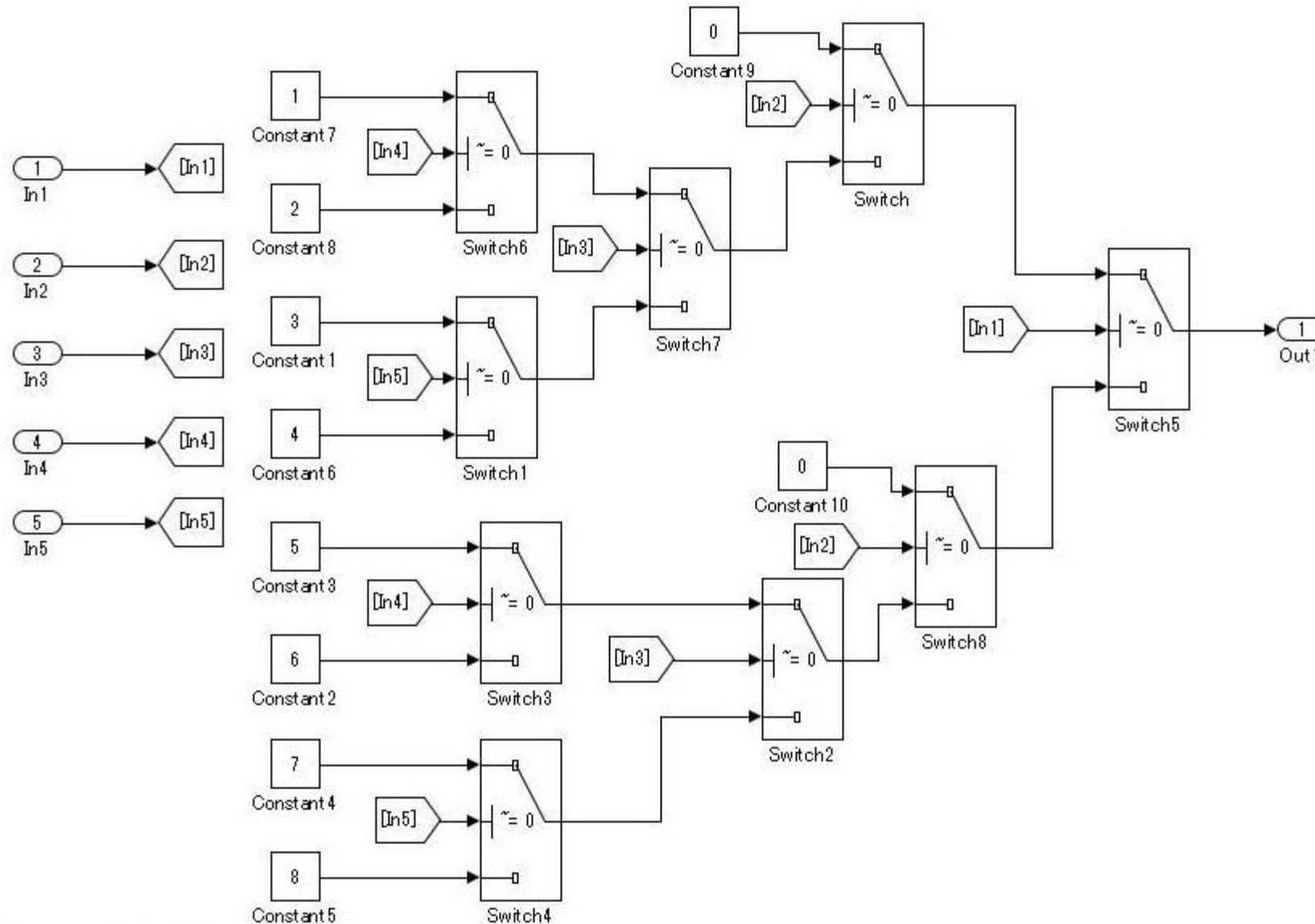
New to MATLAB? See resources for [Getting Started](#).

>>

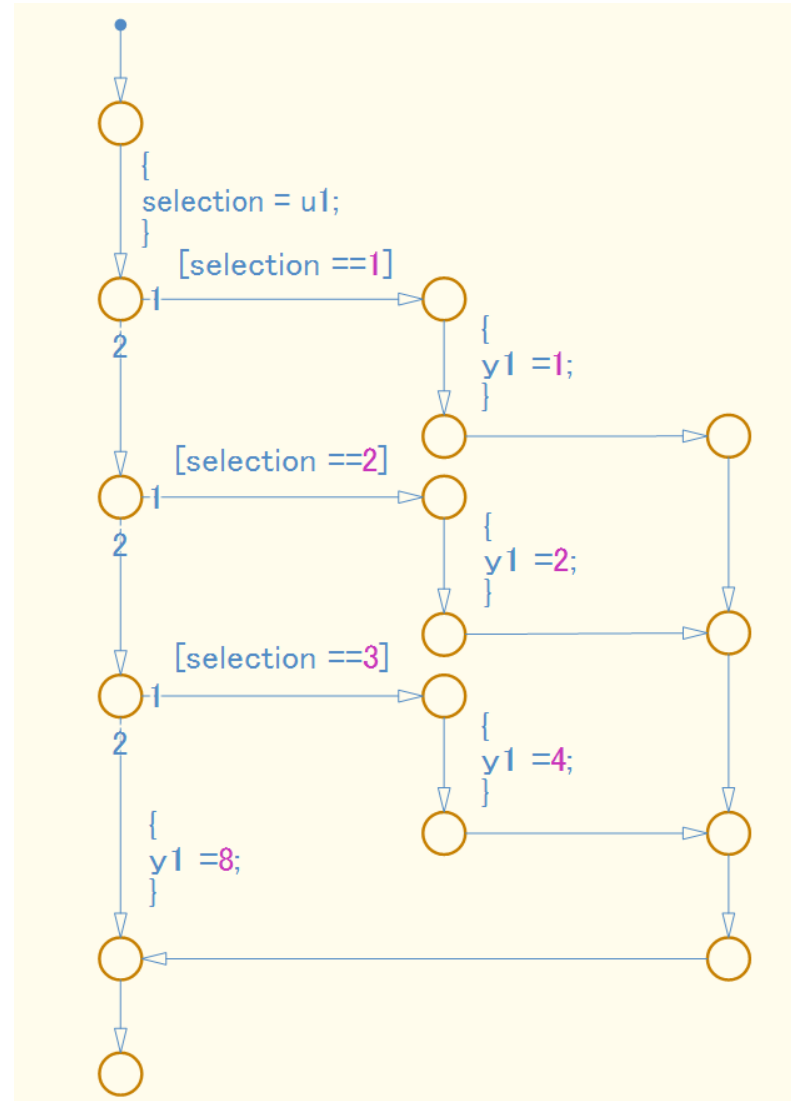
# Questions so far?



# When should I switch from Simulink to Stateflow?



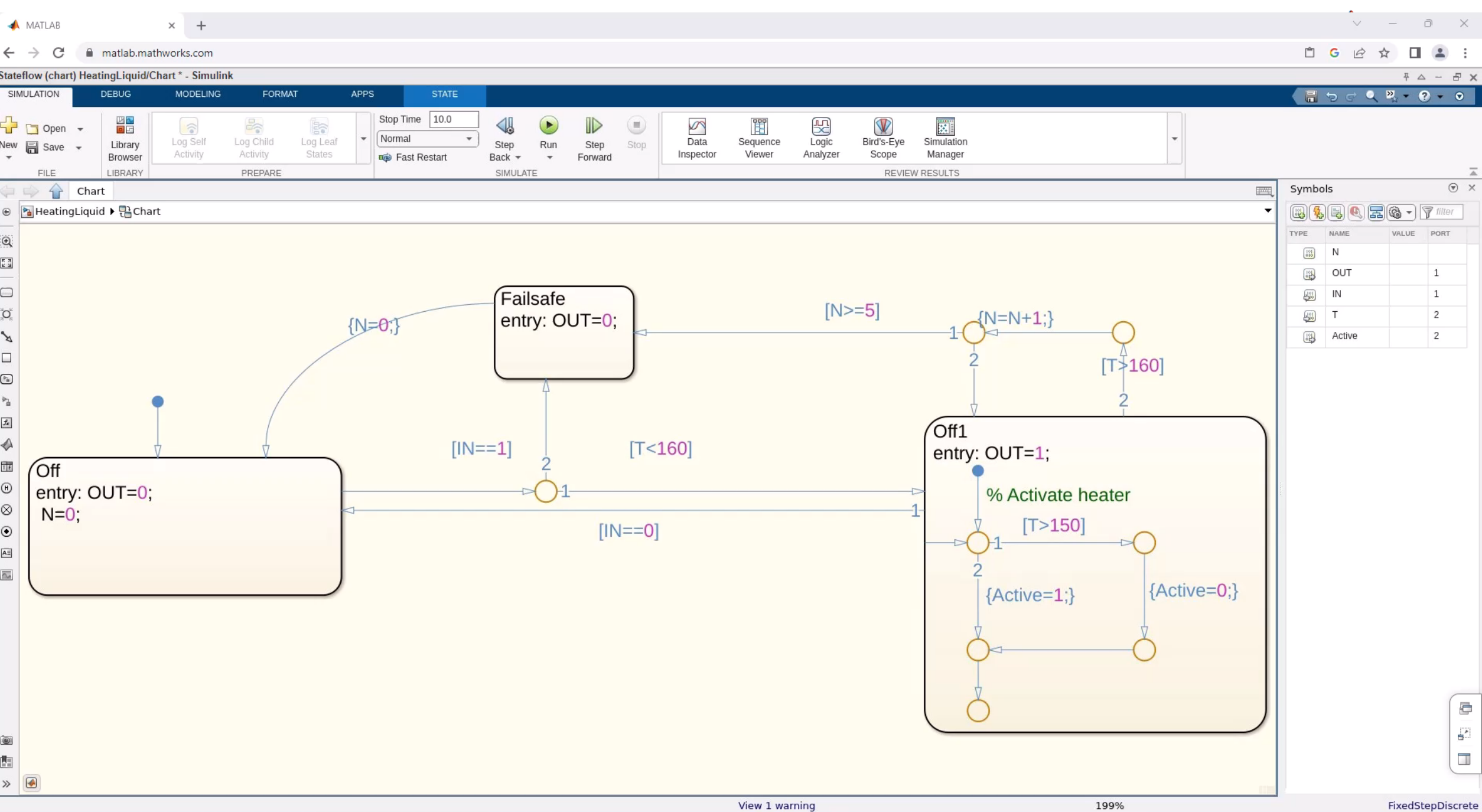
# Stateflow is a flow chart design environment



## Let's add temperature maintenance to our On state

- Add the logic for activating a heater
  - If Temperature < 100, activate heater
  - Else Temperature > 150, deactivate heater





Symbols

TYPE	NAME	VALUE	PORT
IN	N		
OUT	OUT		1
IN	IN		1
T	T		2
Active	Active		2



View 1 warning

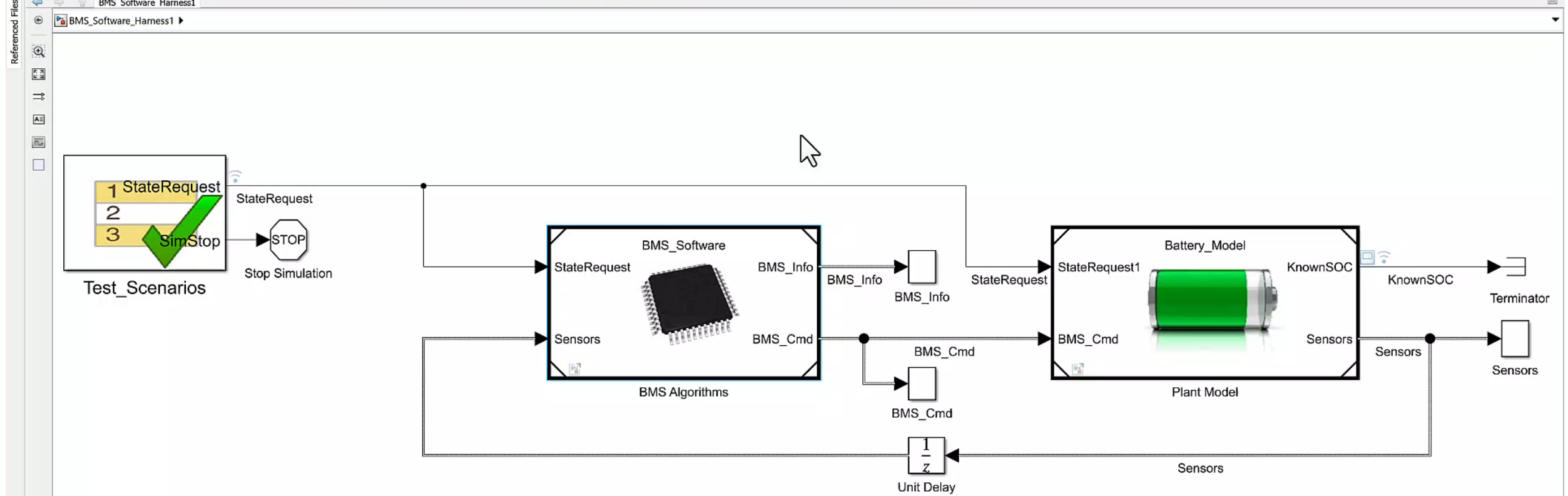
199%

FixedStepDiscrete

# Questions so far?

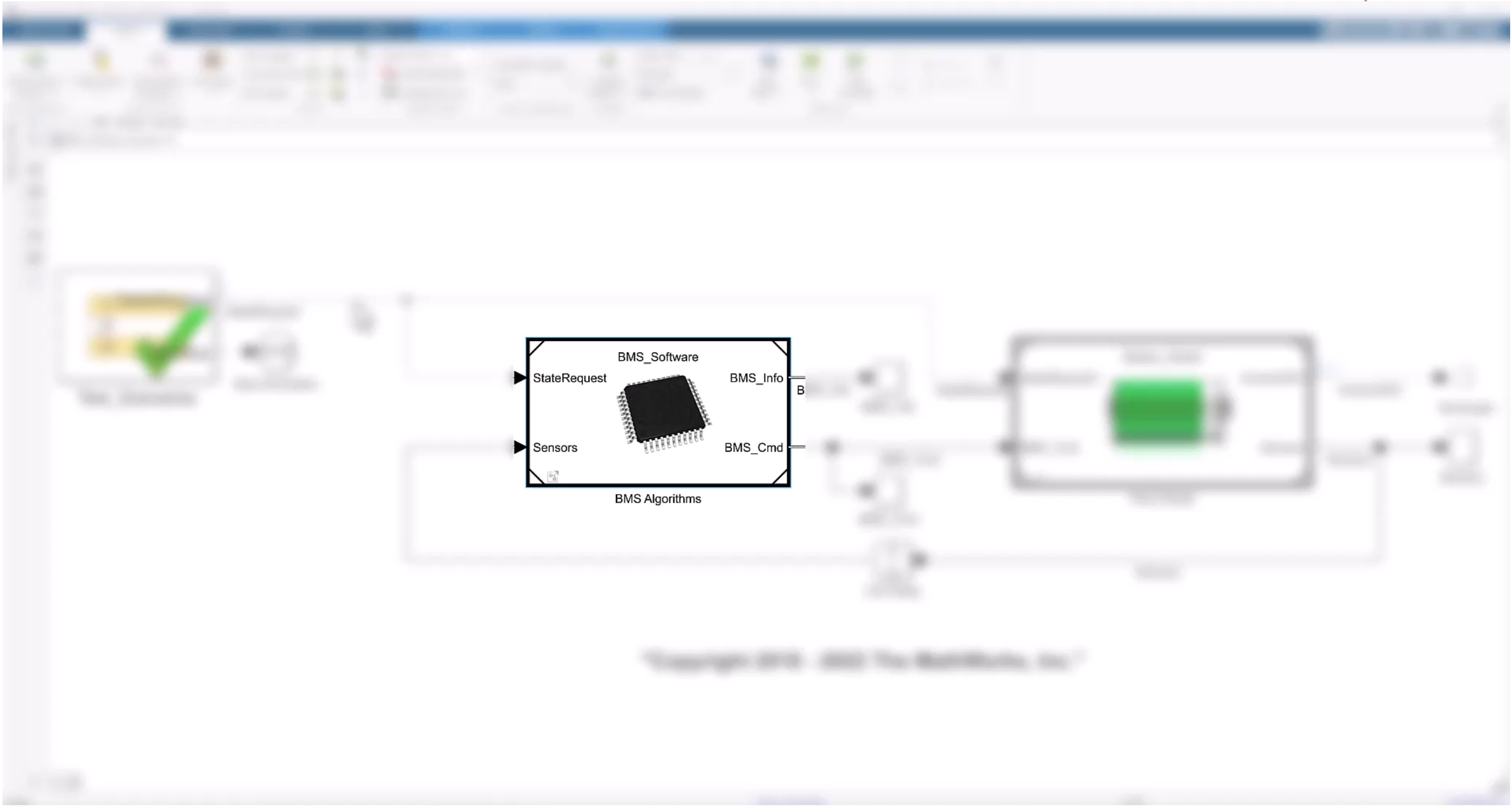
# Stateflow is also a state transition table design environment

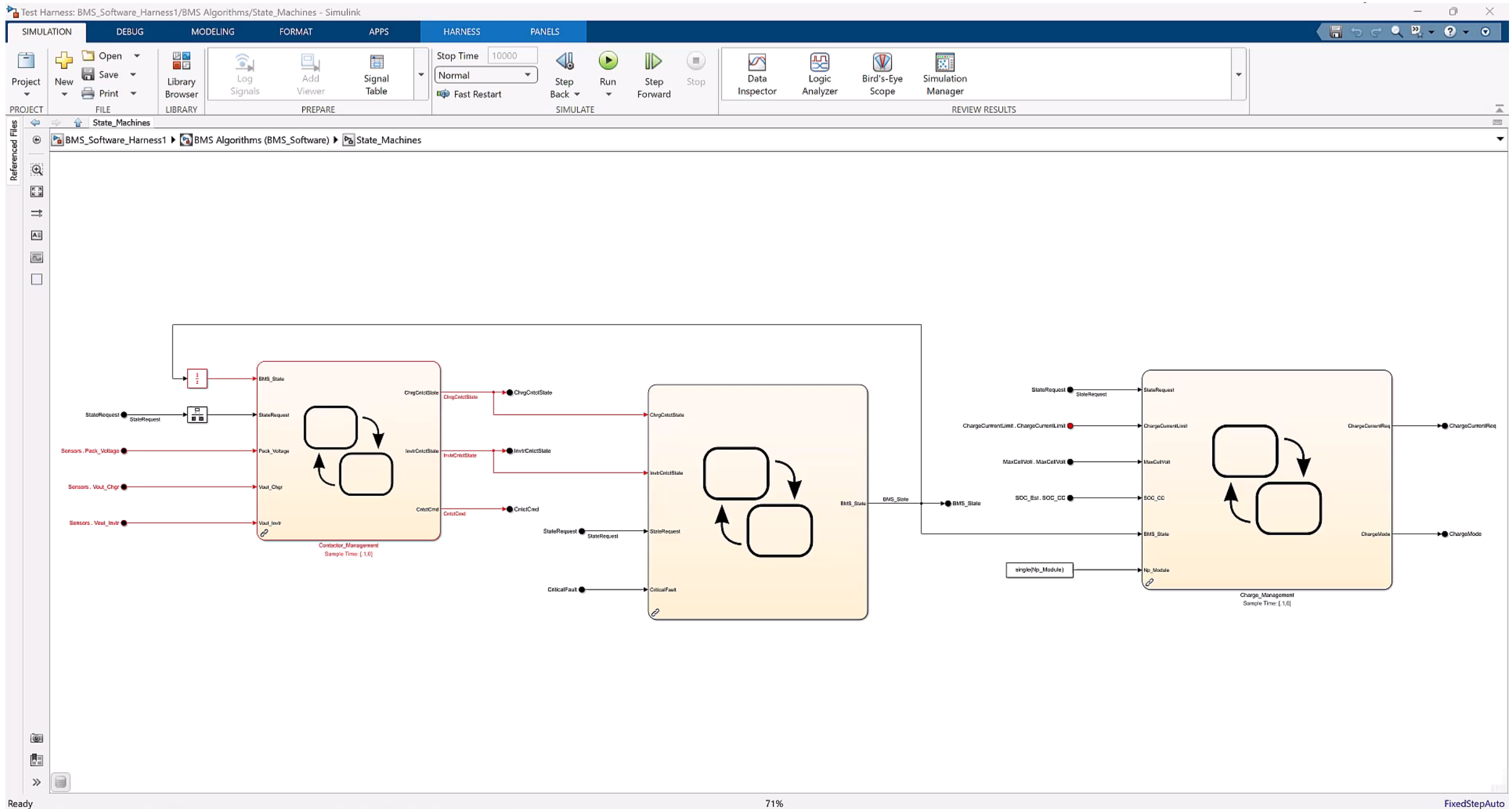
STATES	TRANSITIONS	
	IF	ELSE-IF(2)
 Normal	[ALARM]	
	Alarm	
 Off entry: boiler_cmd = 0; doneWarmup = false;	[temp <= reference_low]	
	Warmup	
Warmup entry: boiler_cmd = 2;	[doneWarmup]	[after(10, sec)] {doneWarmup = true;}
	On	On
On entry: boiler_cmd = 1;	[temp >= reference_high]	
	Off	
Alarm entry: boiler_cmd = 0;	[CLEAR]	
	Normal	



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Cells Editing Analyze Data Analysis

C6				
	A	B	C	D
1	<b>Signal name</b>	<b>Direction Type</b>	<b>Enum</b>	<b>Initial Value</b>
2	ChrgCntctState	Input	Enum:Contact	
3	InvtrCntctState	Input	Enum: Contact	
4	StateRequest	Input	Enum: SRE (State Request Enumeration)	
5	CriticalFault	Input	Boolean	
6	BMS_State	Output	Enum: BMS_State_Enum	STANDBY

Requirements Signals

Ready Accessibility: Good to go Display Settings 100%

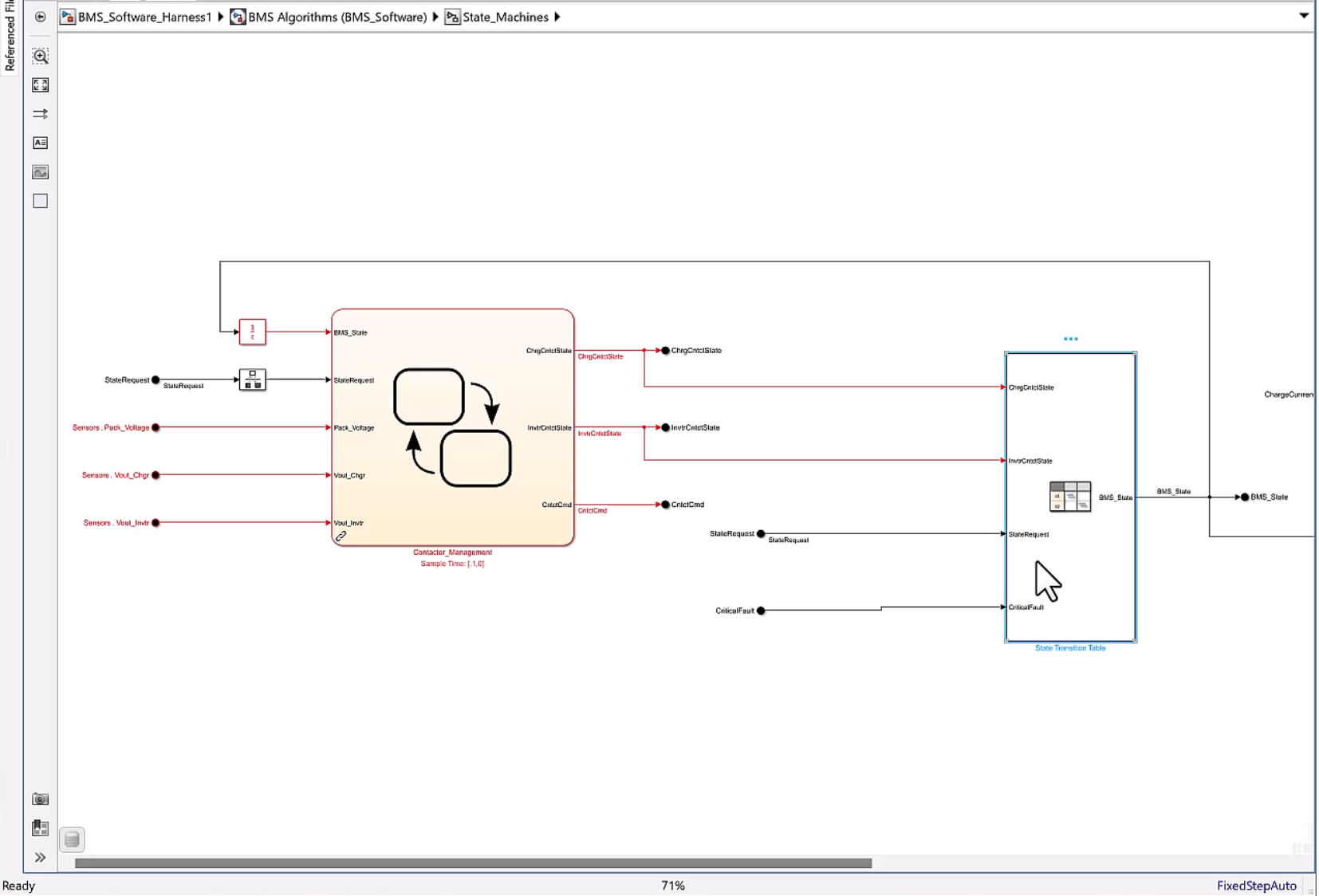
Test Harness: Stateflow <link> (state transition table) BMS\_Software\_Harness1/BMS Algorithms/State\_Machines/State Transition Table \* - Simulink

SIMULATION DEBUG MODELING FORMAT APPS HARNESS PANELS

Project New Open Save All Print Library Browser Log Signals Add Viewer Signal Table

Stop Time 10000 Normal Fast Restart Step Back Run Step Forward Stop

Data Inspector Logic Analyzer Bird's-Eye Scope REVIEW RESULTS



Requirement... Saved Erick Saldana Sanvicente

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CellsEditingAnalyze Data

B7While in CHARGING mode

	A	B
1	ID	Text
2	SwRS_1	The initial state of the BMS SW at time t ==0 shall be STANDBY mode
3	SwRS_2	When the BMS SW is in STANDBY mode, the BMS SW shall request a current ChargeCurrentReq = 0
4	SwRS_3	When a critical fault is present (CriticalFault == 1), the BMS SW shall transition to FAULT mode
5	SwRS_4	When a critical fault is removed (CriticalFault == 0), the BMS SW shall transition to STANDBY mode
6	SwRS_5	When the incoming state request is CHARGING (StateRequest == SRE.Charging) AND the Charger contactor state is CLOSE (ChrgCntctState == Contact.Close), the BMS SW shall transition to CHARGING mode
7	SwRS_6	While in CHARGING mode when the incoming state request is not CHARGING (StateRequest != SRE.Charging) OR the Charger contactor state is not CLOSE (ChrgCntctState != Contact.Close), the BMS SW shall transition to STANDBY mode
8	SwRS_7	When the incoming state request is DRIVING (StateRequest == SRE.Driving) AND the Inverter contactor state is CLOSE (InvtrCntctState == Contact.Close), the BMS SW shall transition to DRIVING mode
9	SwRS_8	While in DRIVING mode when the incoming state request is not DRIVING (StateRequest != SRE.Driving) OR the Inverter contactor state is not CLOSE (InvtrCntctState == Contact.Close), the BMS SW shall transition to STANDBY mode

RequirementsSignals

Test Harness: Stateflow <link> (state transition table) BMS\_Software\_Harness1/BMS Algorithms/State\_Machines/State Transition Table \* - Simulink

SIMULATIONDEBUGMODELINGFORMATAPPSHARNESSPANELS

Model AdvisorFindCompare ToEnvironment

Symbols PaneProperty InspectorModel Explorer

Table Properties

Insert State RowAppend Transition (Ctrl+K) - Insert transition column at the end

Update ModelRunStop

EVALUATE & MANAGEDESIGN DATASETUPTRANSITION

State Transition Table

BMS\_Software\_Harness1BMS Algorithms (BMS\_Software)State\_MachinesState Transition Table

STATES	TRANSITIONS	
	IF	ELSE-IF(2)
state1		
	\$NEXT	
state2		
state3		
state4		

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Clipboard Font Alignment Number Conditional Formatting Format as Table Cell Styles Styles

Cells Editing Analyze Data Analysis

B4 fx When a critical fault is present (CriticalFault == 1),

ID	Text
SwRS_1	The initial state of the BMS SW at time t == 0 shall be STANDBY mode
SwRS_2	When the BMS SW is in STANDBY mode, the BMS SW shall request a current ChargeCurrentReq = 0
SwRS_3	When a critical fault is present (CriticalFault == 1), the BMS SW shall transition to FAULT mode
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Requirements Signals

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Test Harness: Stateflow <link> (state transition table) BMS\_Software\_Harness1/BMS Algorithms/State\_Machines/State Transition Table \* - Simulink

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Model Advisor Find Compare To Environment Symbols Pane Property Inspector Model Explorer Table Properties Insert Transition Append Transition Transition Properties Clear Cell Decomposition Update Model Run Stop

EVALUATE & MANAGE DESIGN DATA SETUP TRANSITION

State Transition Table

BMS\_Software\_Harness1 BMS Algorithms (BMS\_Software) State\_Machines State Transition Table

STATES	TRANSITIONS		
	IF	ELSE-IF(2)	ELSE-IF(3)
STANDBY entry: BMS_State = ... BMS_State_Enum.BMS_Standby;	[CriticalFault]		
FAULT entry: BMS_State = ... BMS_State_Enum.BMS_Fault;	\$NEXT		
CHARGING entry: BMS_State = ... BMS_State_Enum.BMS_Charging;	FAULT CHARGING DRIVING \$NEXT \$SELF % IGNORE %		
DRIVING entry: BMS_State = ... BMS_State_Enum.BMS_Driving			

Ready 95% FixedStepAuto



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B7 While in CHARGING mode

ID	Text
SwRS_1	The initial state of the BMS SW at time t==0 shall be STANDBY mode
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Requirements Signals

Ready Accessibility: Good to go Display Settings 100%

Test Harness: Stateflow <link> (state transition table) BMS\_Software\_Harness1/BMS Algorithms/State\_Machines/State Transition Table \* - Simulink

SIMULATION DEBUG MODELING FORMAT APPS HARNESS PANELS

Model Advisor Find Compare To Symbols Property Model Table Insert Append Transition Clear Decomposition Update Run Stop

EVALUATE & MANAGE DESIGN DATA SETUP TRANSITION

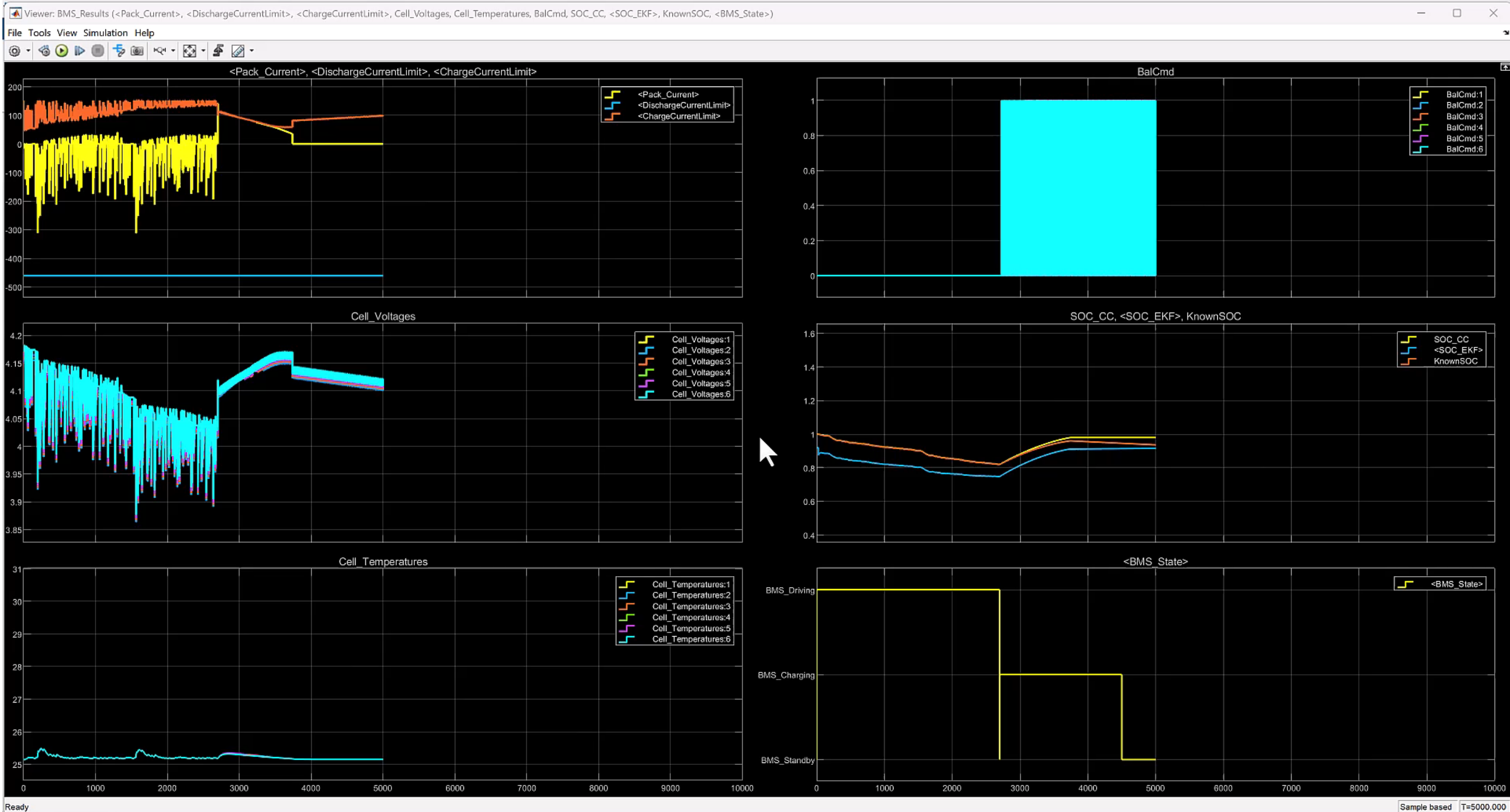
State Transition Table

BMS\_Software\_Harness1 BMS Algorithms (BMS\_Software) State\_Machines State Transition Table

STATES	TRANSITIONS		
	IF	ELSE-IF(2)	ELSE-IF(3)
STANDBY entry: BMS_State = ... BMS_State_Enum.BMS_Standby;	[CriticalFault]	[StateRequest == SRE.Charging ... && ChrgCntctState == Contact.Close]	
FAULT entry: BMS_State = ... BMS_State_Enum.BMS_Fault;	FAULT	CHARGING	
CHARGING entry: BMS_State = ... BMS_State_Enum.BMS_Charging;	[~CriticalFault]		
DRIVING entry: BMS_State = ... BMS_State_Enum.BMS_Driving	STANDBY		
	[CriticalFault]	[S	
	FAULT		
	FAULT		

StateRequest  
SRE  
Standby

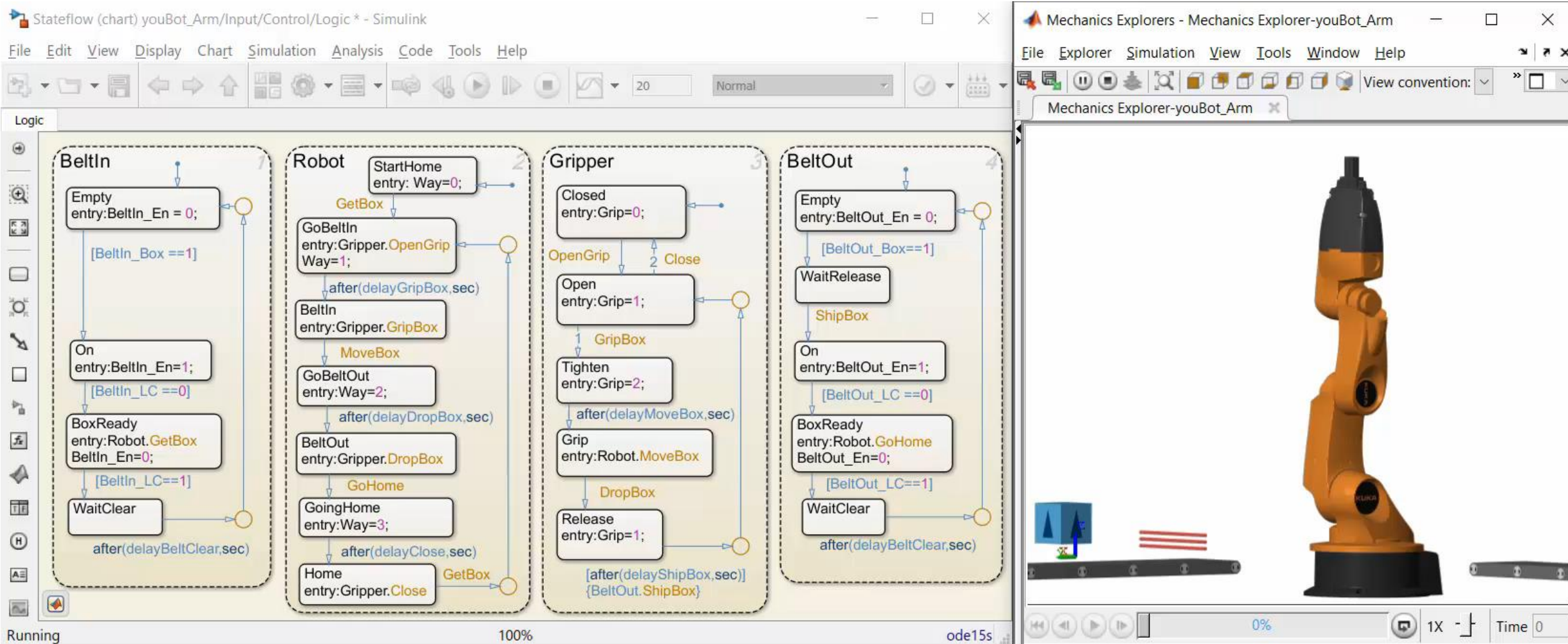
Ready 95% FixedStepAuto

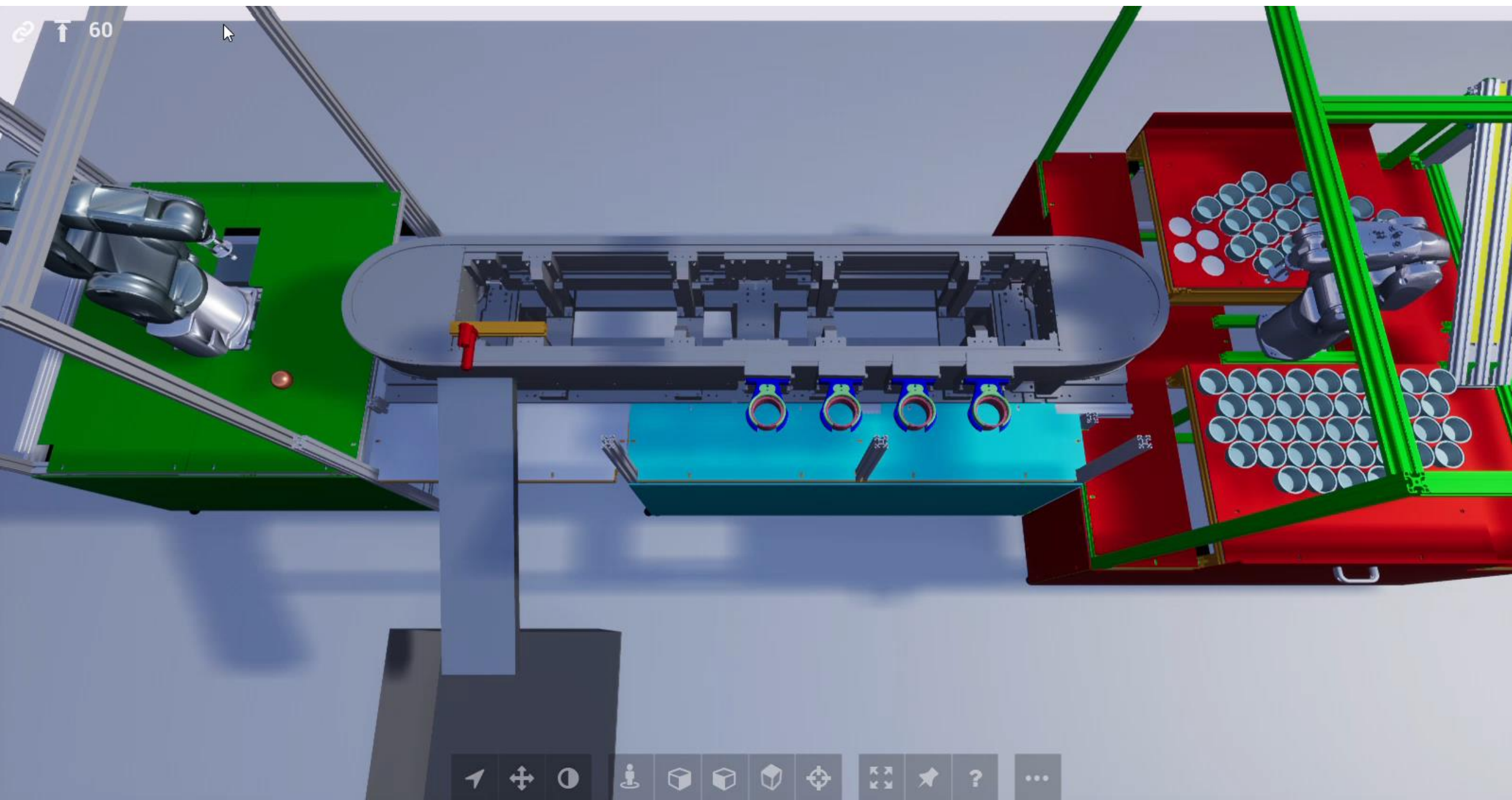


# Questions so far?



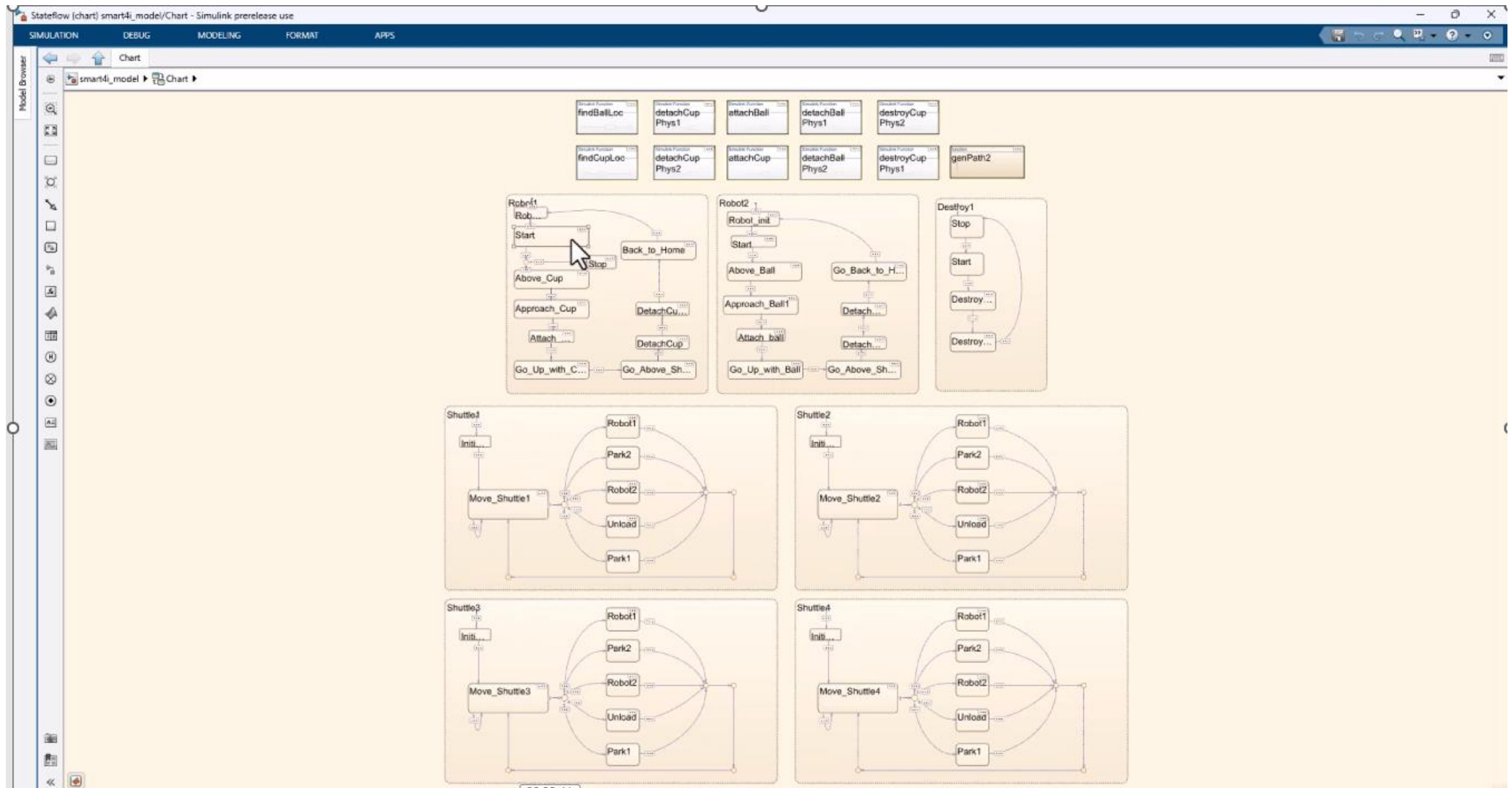
# System-level control strategies are often represented by state machines





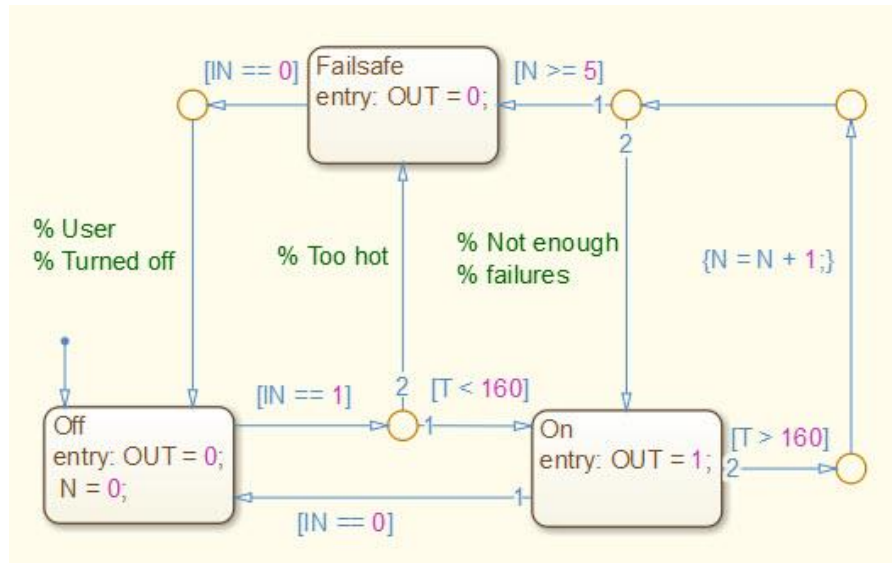


# Supervisory Control Logic



# Stateflow, like Simulink, is also a deployment tool

## Design

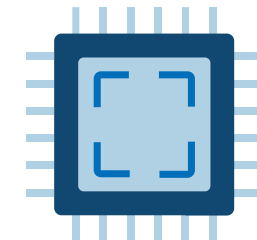
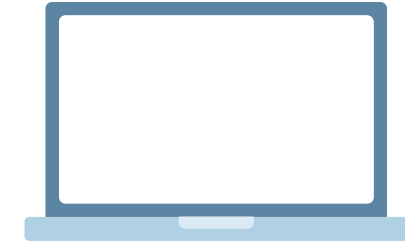


## Code

```
/* Model step function */
void Chart_step(void)
{
    /* Chart: '<Root>/Chart' incorporates:
     * Import: '<Root>/IN'
     * Import: '<Root>/T'
     */
    /* Gateway: Chart */
    /* During: Chart */
    if (Chart_DWork.is_active_c3_Chart == 0U) {
        /* Entry: Chart */
        /* Entry Internal: Chart */
        /* Transition: '<S1>:137' */
        Chart_DWork.is_c3_Chart = Chart_IN_Off;

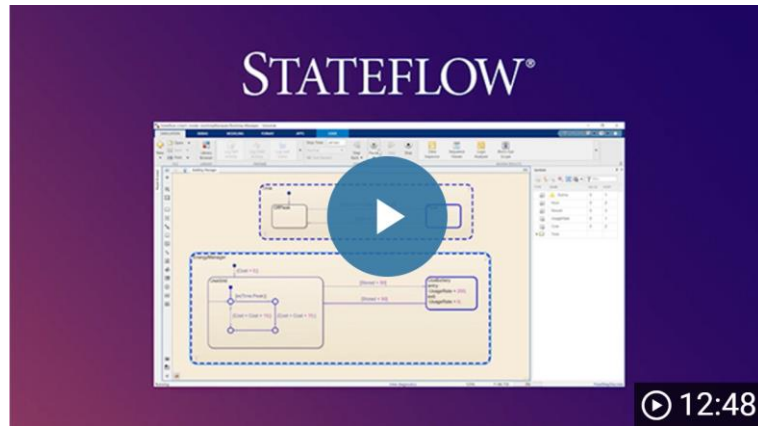
        /* Outport: '<Root>/OUT' */
        /* Entry 'Off': '<S1>:125' */
        Chart_Y.Outlet = 0.0;
        Chart_DWork.N = 0.0;
    } else {
        switch (Chart_DWork.is_c3_Chart) {
            case Chart_IN_Failsafe:
                /* During 'Failsafe': '<S1>:138' */
                if (Chart_U.switch_on == 0.0) {
                    /* Transition: '<S1>:129' */
                    /* Transition: '<S1>:123' */
                    /* User */
                    /* Turned off */
                    Chart_DWork.is_c3_Chart = Chart_IN_Off;
                }
            }
        }
    }
}
```

## Deploy

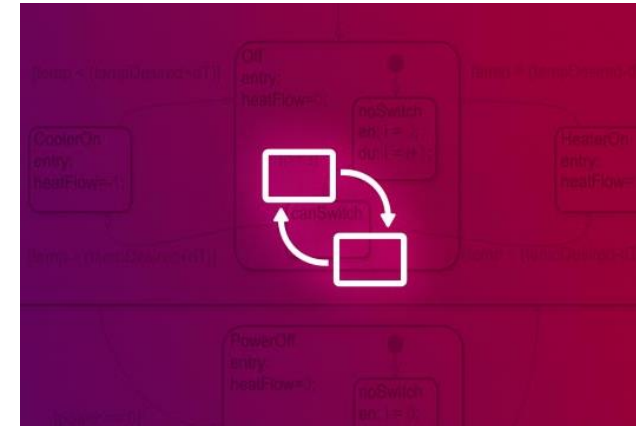


# Resources for Getting Started with Stateflow (links in chat)

## “Getting Started with Stateflow” Video



## Stateflow Onramp



## Stateflow Product Page


# Stateflow

Model and simulate decision logic using state machines and flow charts

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- Stateflow**
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  - Execution in MATLAB
  - Verification and Code Generation

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### Stateflow

Model and simulate decision logic using state machines and flow charts

Stateflow® provides a graphical language that includes state transition diagrams, flow charts, state transition tables, and truth tables. You can use Stateflow to describe how MATLAB® algorithms and Simulink® models react to input signals, events, and time-based conditions.

Stateflow enables you to design and develop supervisory control, task scheduling, fault management, communication protocols, user interfaces, and hybrid systems.

With Stateflow, you model combinatorial and sequential decision logic that can be simulated as a block within a Simulink model or executed as an object in MATLAB. Graphical animation enables you to analyze and debug your logic while it is executing. Edit-time and run-time checks ensure design consistency and completeness before implementation.

**Get Started**

Learn the basics of Stateflow