



What's Your State?

Modeling State Machines with Stateflow

Teresa Hubscher-Younger

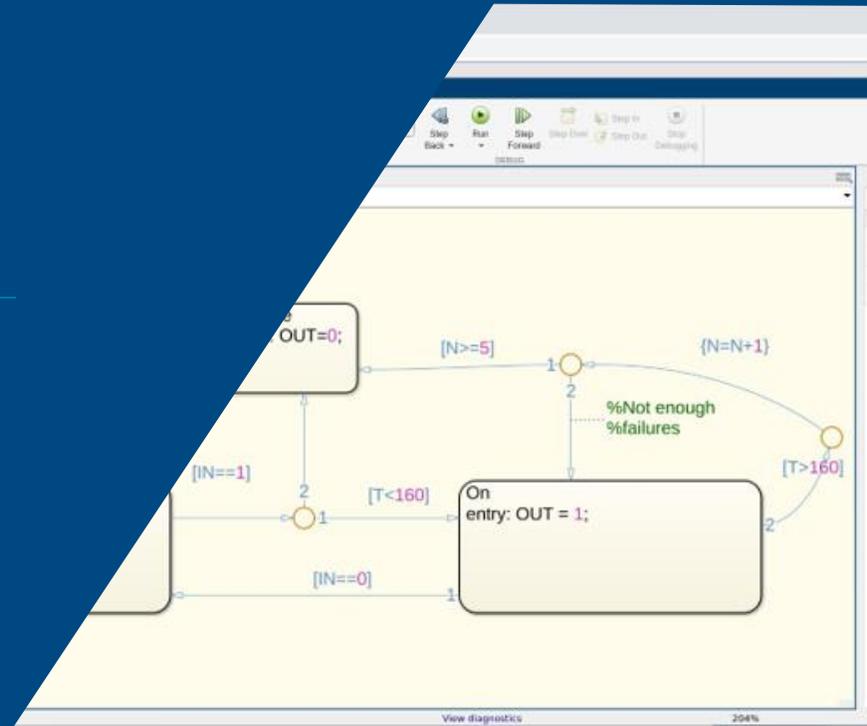
Stateflow Product Manager

Erick Saldana Sanvicente

Simulink Product Marketing Manager

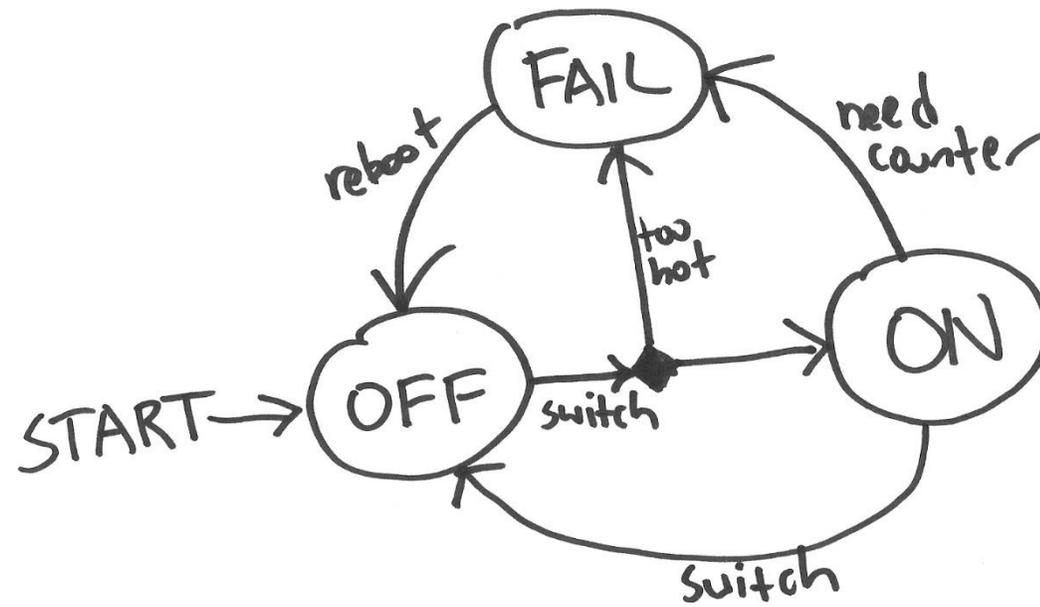
Q&A: William Moore

Report Generator Product Manager

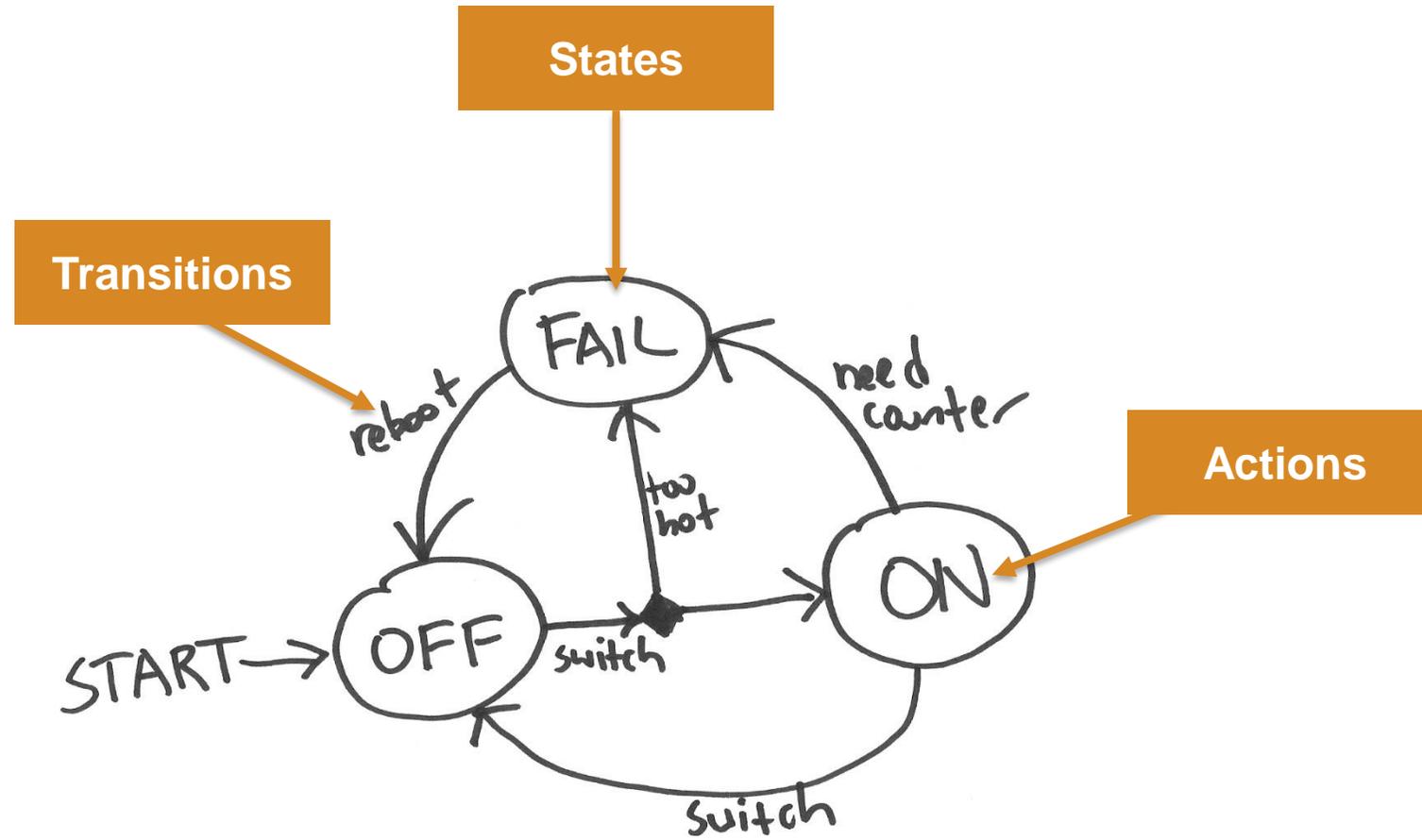


What's a State Machine?

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

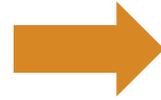
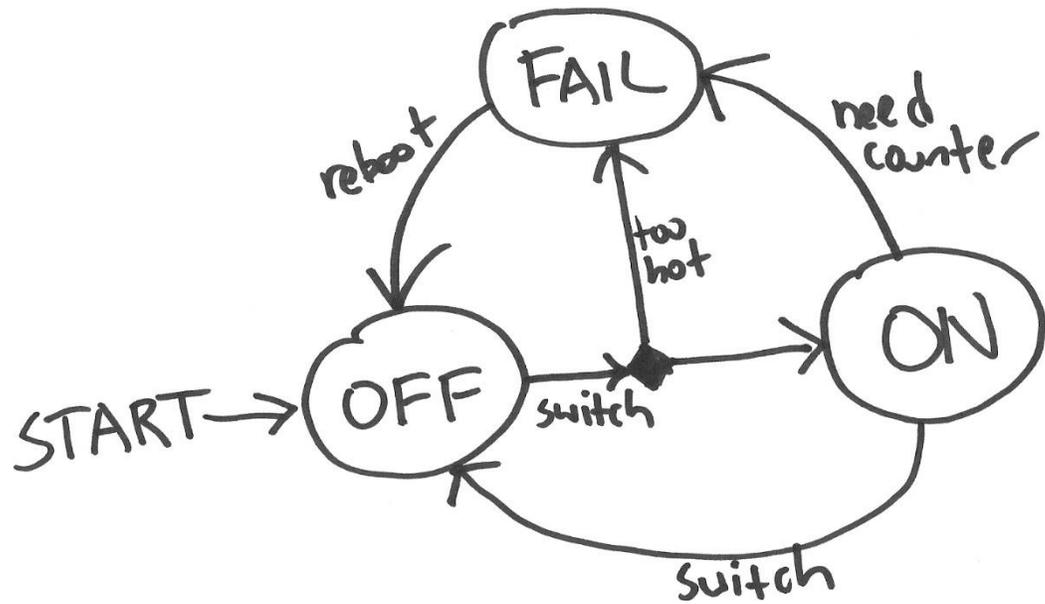


Three main components to a State Machine

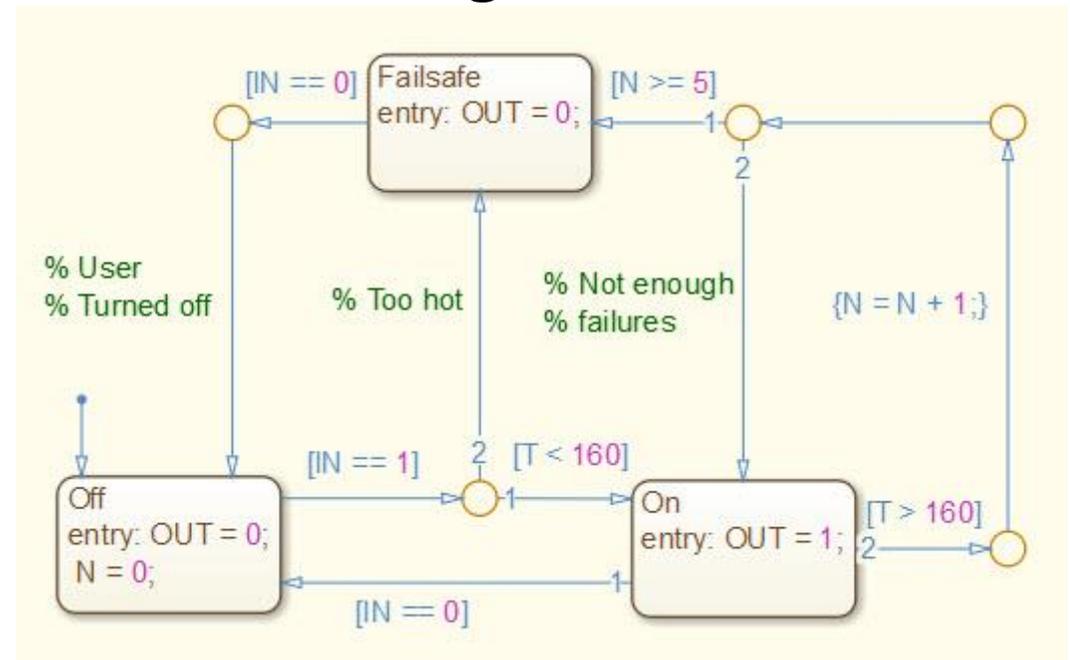


Stateflow is a State Machine Design Environment

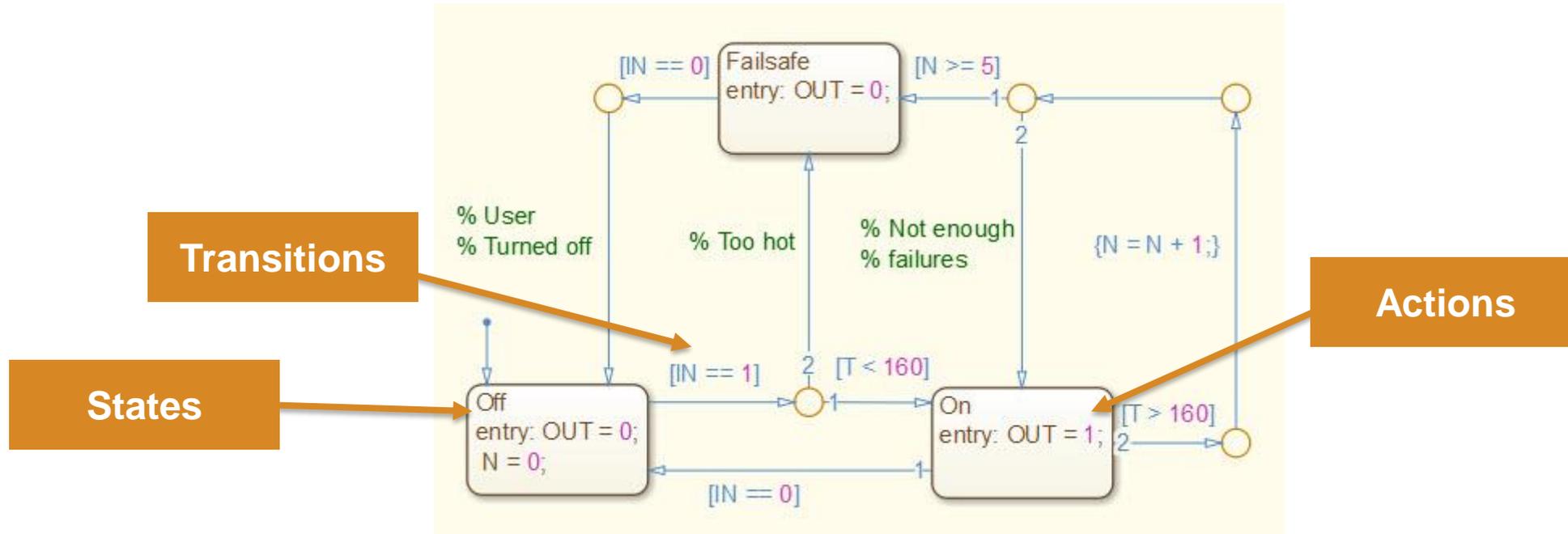
Draft



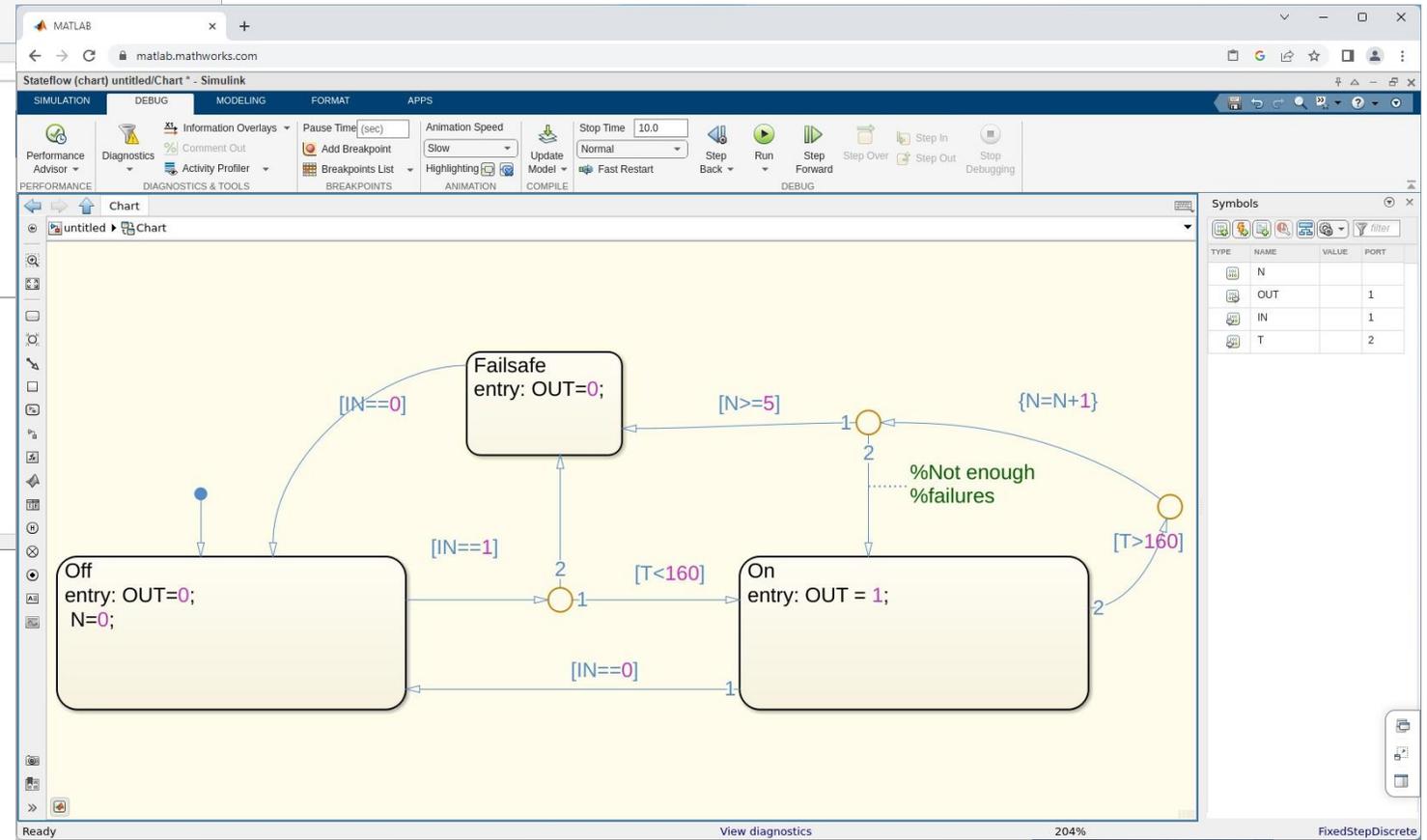
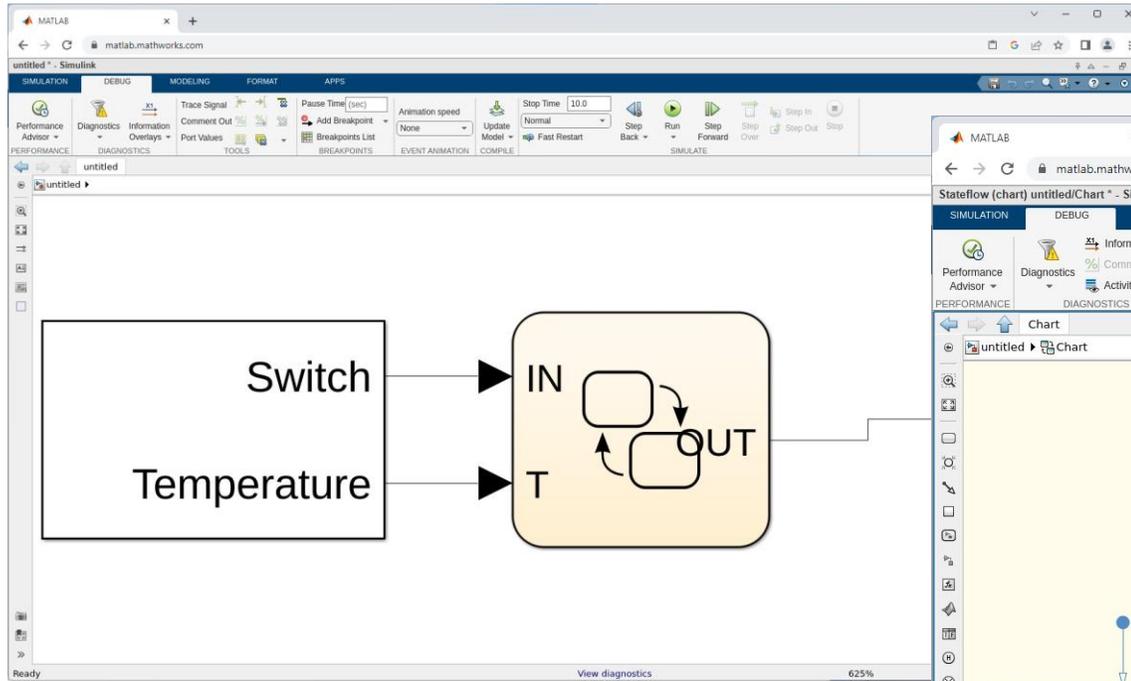
Design and Test



Three main components to a State Machine in Stateflow



Living in Simulink



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

New Script New Live Script New Open Go to File Find Files Import Data Save Workspace Clean Data Open Variable Clear Workspace Favorites Clear Commands Simulink Layout Set Path Add-Ons Preferences Parallel Help Community Feedback Learn MATLAB

MATLAB Drive

Command Window

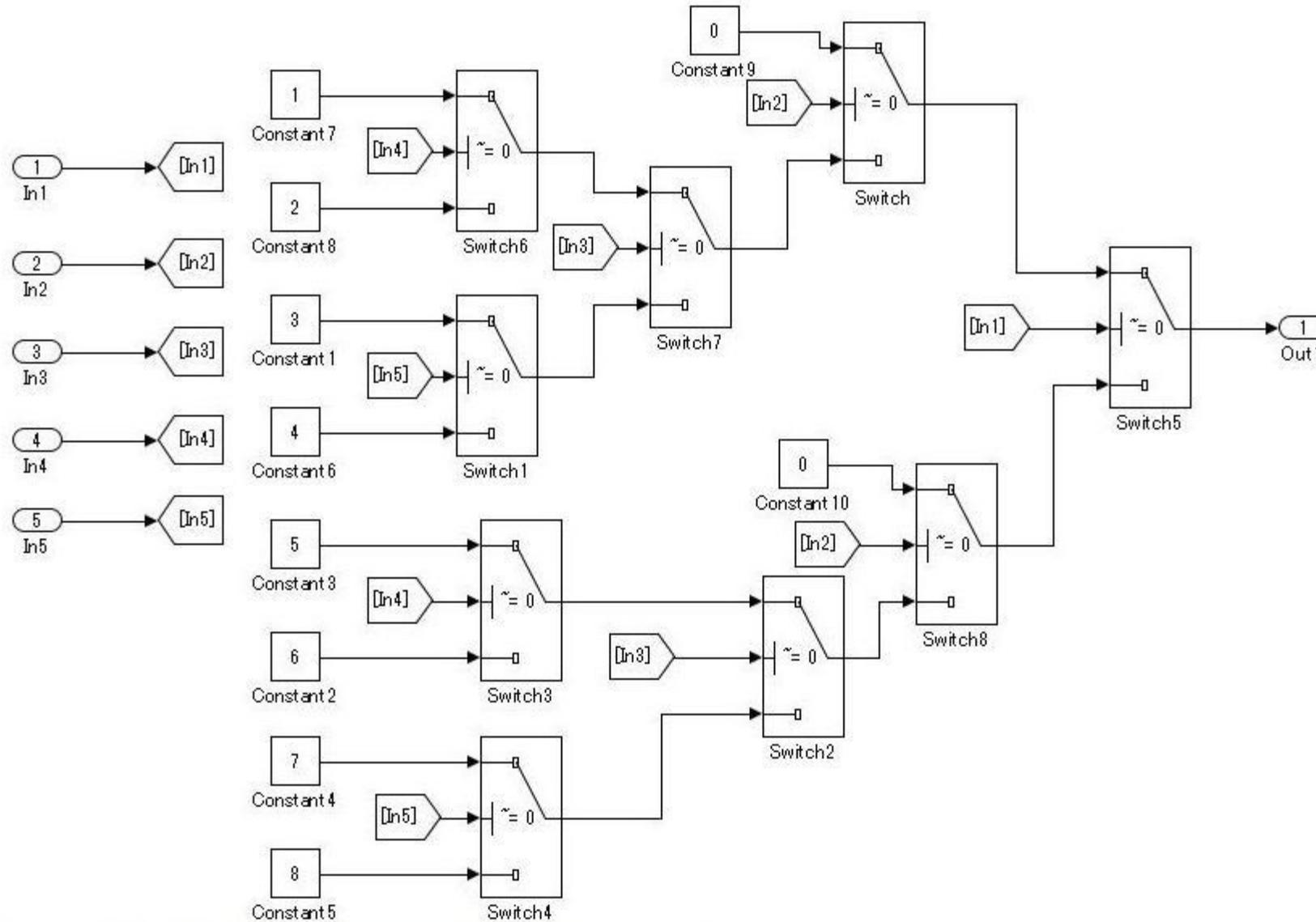
New to MATLAB? See resources for [Getting Started](#).

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>>
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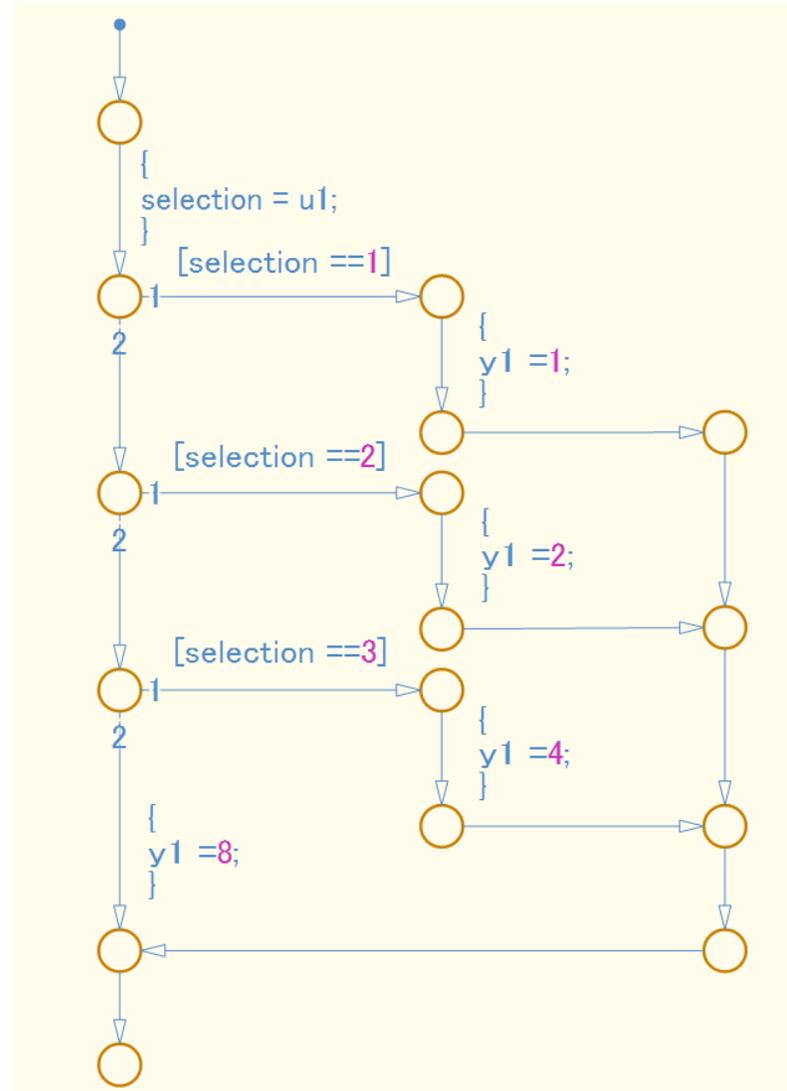


Questions so far?

When should I switch from Simulink to Stateflow?

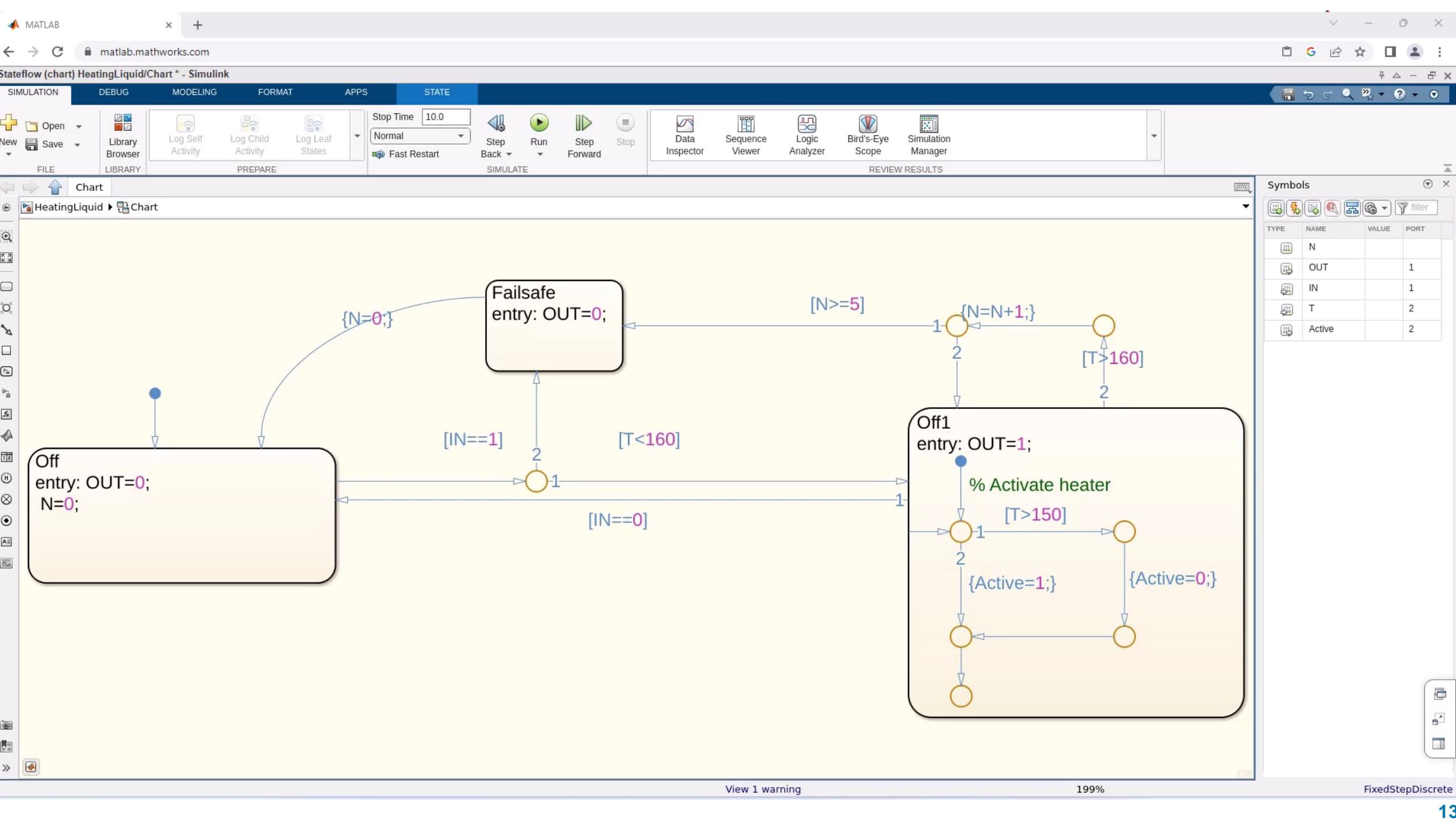


Stateflow is a flow chart design environment



Let's add temperature maintenance to our On state

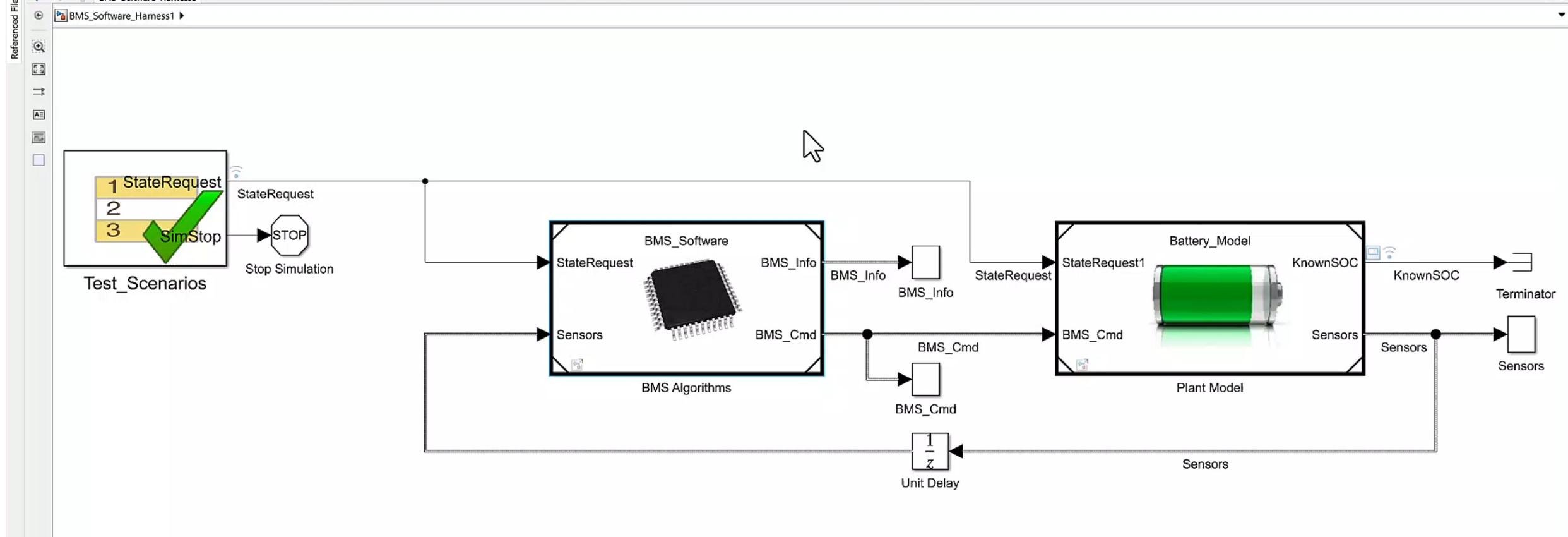
- Add the logic for activating a heater
 - If Temperature < 100, activate heater
 - Else Temperature > 150, deactivate heater



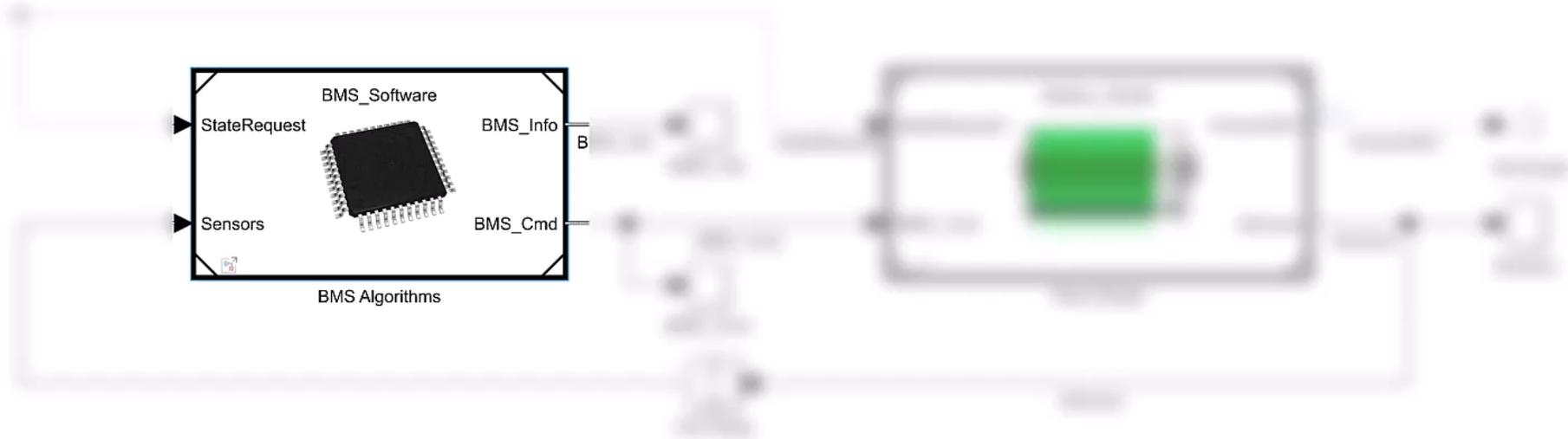
Questions so far?

Stateflow is also a state transition table design environment

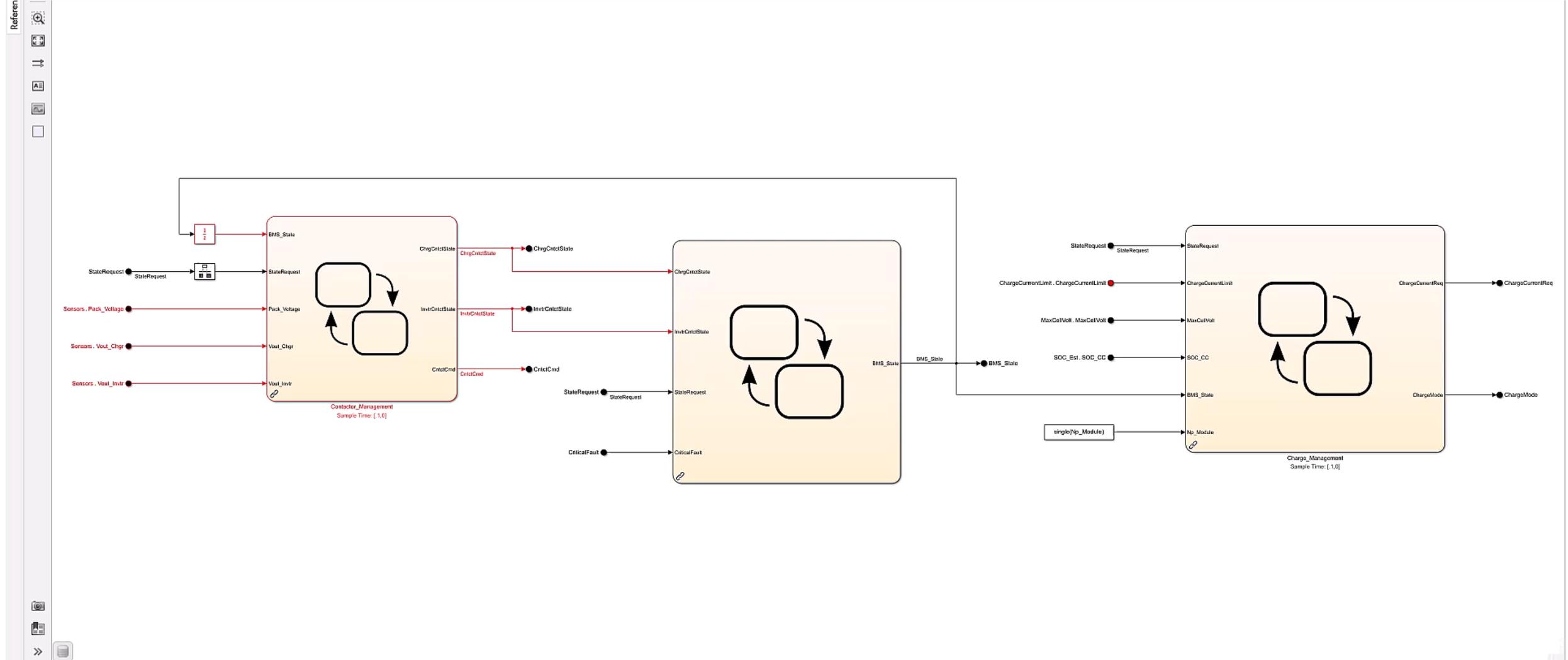
STATES	TRANSITIONS	
	IF	ELSE-IF(2)
<div style="border: 1px solid black; padding: 5px;"> Normal  </div>	[ALARM]	
	Alarm	
<div style="border: 1px solid black; padding: 5px;"> Off entry: boiler_cmd = 0; doneWarmup = false; </div>	[temp <= reference_low]	
	Warmup	
<div style="border: 1px solid black; padding: 5px;"> Warmup entry: boiler_cmd = 2; </div>	[doneWarmup]	[after(10, sec)] {doneWarmup = true;}
	On	On
<div style="border: 1px solid black; padding: 5px;"> On entry: boiler_cmd = 1; </div>	[temp >= reference_high]	
	Off	
<div style="border: 1px solid black; padding: 5px;"> Alarm entry: boiler_cmd = 0; </div>	[CLEAR]	
	Normal	



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Req... Last Modifie... Erick Saldana Sanvicente

File Home Insert Draw Page La Formula Data Review View Automa Add-ins Help

Clipboard Font Alignment Number Conditional Formatting Format as Table Cell Styles

Cells Editing Analyze Data

C6 Enum: BMS_State_Enum

Signal name	Direction	Type	Initial Value
ChrgCntctState	Input	Enum:Contact	
InvtrCntctState	Input	Enum: Contact	
StateRequest	Input	Enum: SRE (State Request Enumeration)	
CriticalFault	Input	Boolean	
BMS_State	Output	Enum: BMS_State_Enum	STANDBY

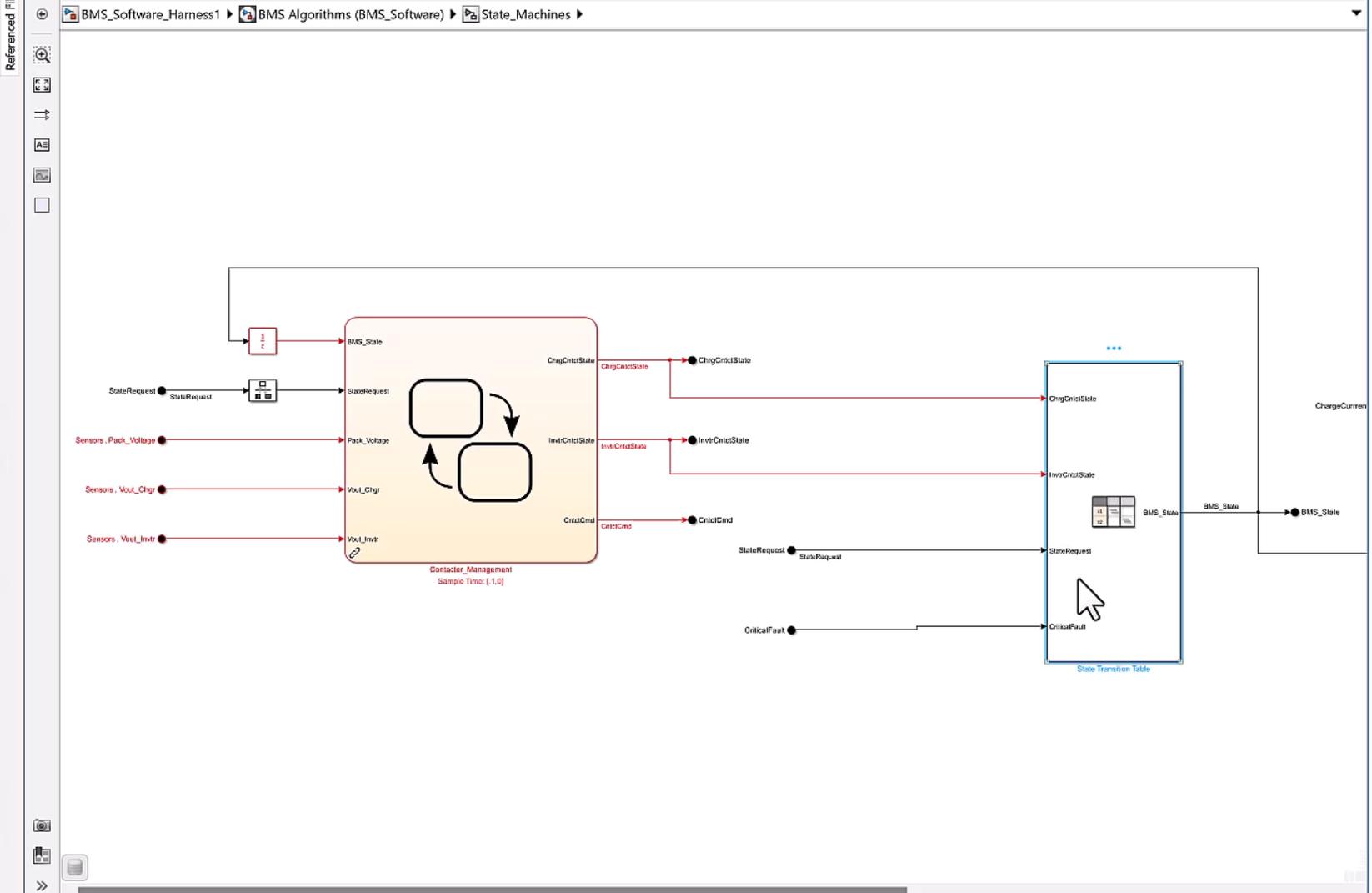
Test Harness: Stateflow <link> (state transition table) BMS_Software_Harness1/BMS Algorithms/State_Machines/State Transition Table * - Simulink

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



Requirements Signals

Ready Accessibility: Good to go Display Settings 100%

Ready 71% FixedStepAuto

Requirement... Saved Erick Saldana Sanvicente

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Clipboard Font Alignment Number Conditional Formatting Format as Table Cell Styles

Cell Styles

Cells Editing Analyze Data

B7 While in CHARGING mode

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
SwRS_4	When a critical fault is removed (CriticalFault == 0), the BMS SW shall transition to STANDBY mode
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
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
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
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

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 Environment Symbols Pane Property Inspector Model Explorer Table Properties Insert State Row Append Transition (Ctrl+K) - Insert transition column at the end 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)
state1	\$NEXT	
state2		
state3		
state4		

Ready 104% FixedStepAuto

Requirement... Saved Erick Saldana Sanvicente

File Home Insert Draw Page Layout Formula Data Review View Automate Add-ins Help

Clipboard Font Alignment Number Conditional Formatting Format as Table Cell Styles

Styles

Cells Editing Analyze Data

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

ID	Text
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Requirements Signals

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 Compare To Find 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]		
FAULT entry: BMS_State = ... BMS_State_Enum.BMS_Fault;	\$NEXT		
CHARGING entry: BMS_State = ... BMS_State_Enum.BMS_Charging;	FAULT CHARGING DRIVING \$NEXT % IGNORE %		
DRIVING entry: BMS_State = ... BMS_State_Enum.BMS_Driving			

Ready 95% FixedStepAuto

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Clipboard Font Alignment Number Conditional Formatting Format as Table Cell Styles

Styles

Cells Editing Analyze Data

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Requirements Signals

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SIMULATION DEBUG MODELING FORMAT APPS HARNESS PANELS

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

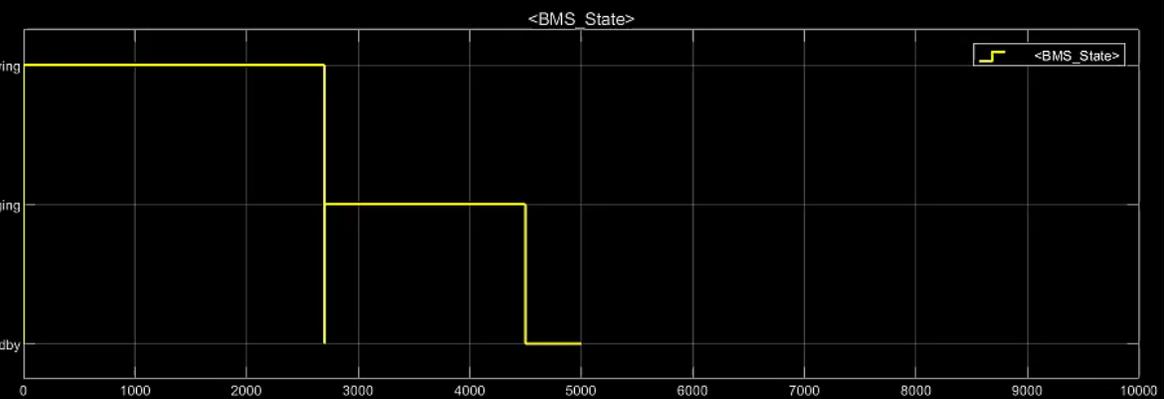
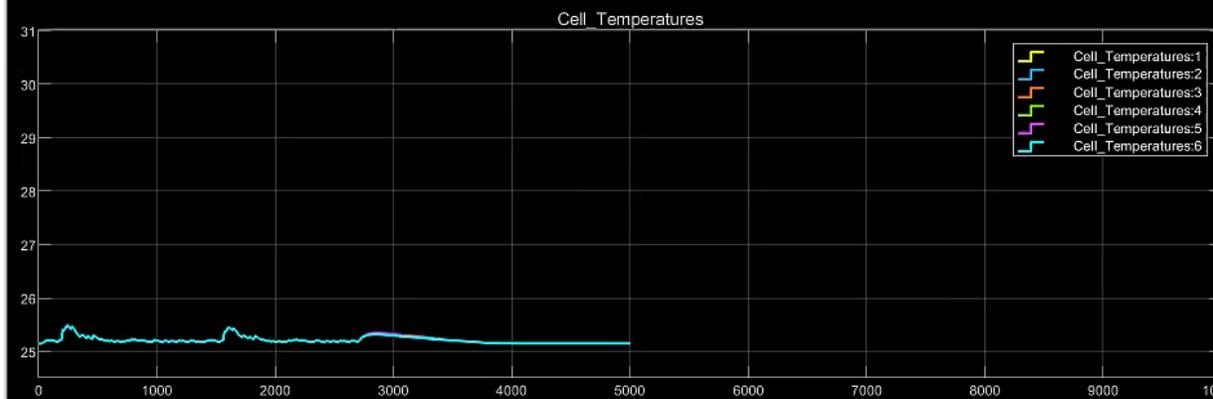
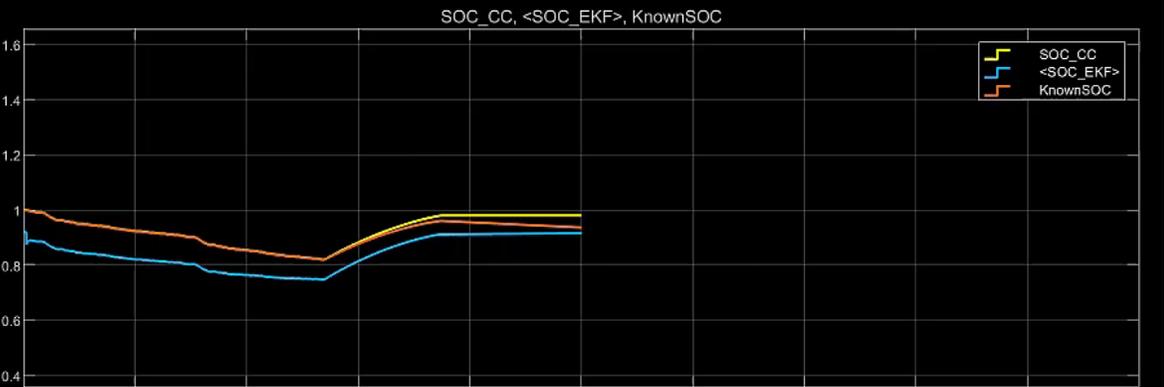
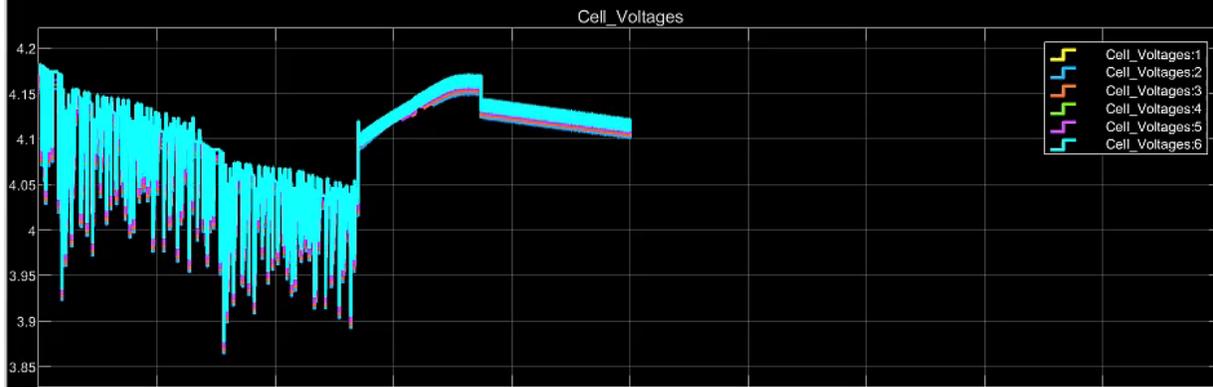
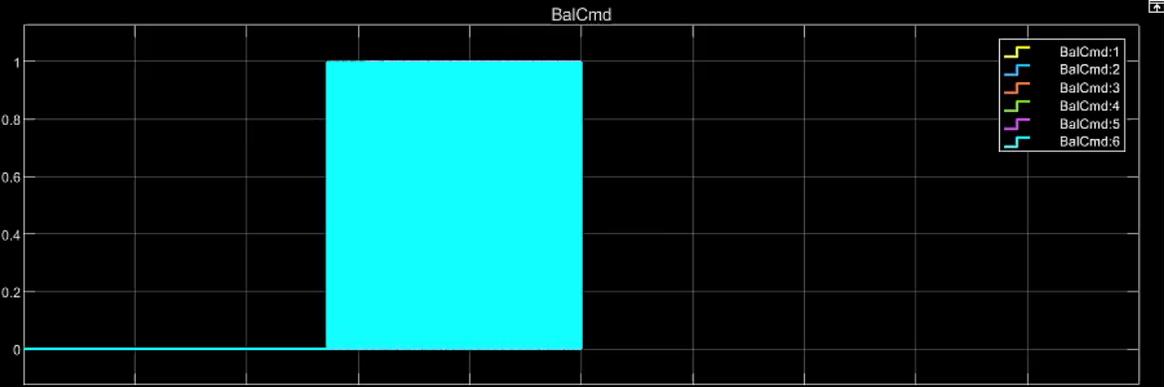
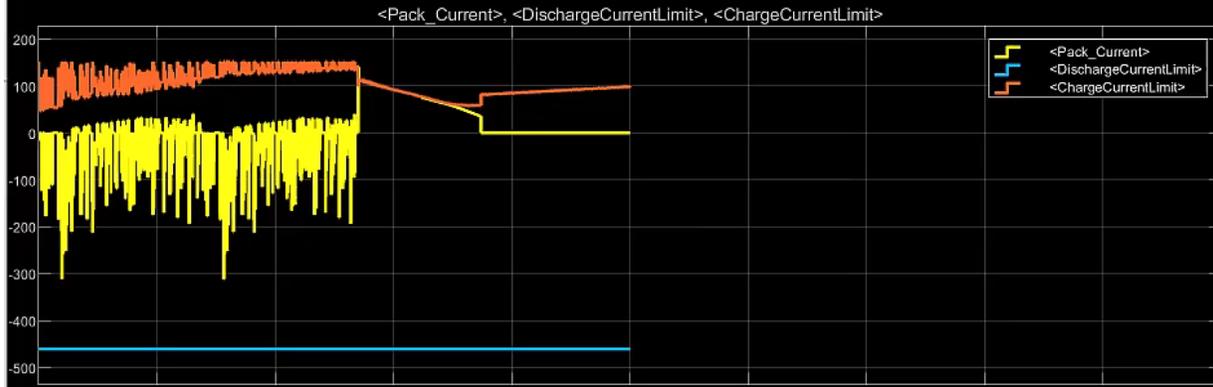
State Transition Table

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]	[StateRequest == SRE.Charging ... && ChrgCntctState == Contact.Close]	
	FAULT	CHARGING	
FAULT entry: BMS_State = ... BMS_State_Enum.BMS_Fault;	[~CriticalFault]		
	STANDBY		
CHARGING entry: BMS_State = ... BMS_State_Enum.BMS_Charging;	[CriticalFault]	[S	
	FAULT		
DRIVING entry: BMS_State = ... BMS_State_Enum.BMS_Driving	[CriticalFault]		
	FAULT		

StateRequest
SRE
Standby

Ready Accessibility: Good to go Display Settings 100% 95% FixedStepAuto



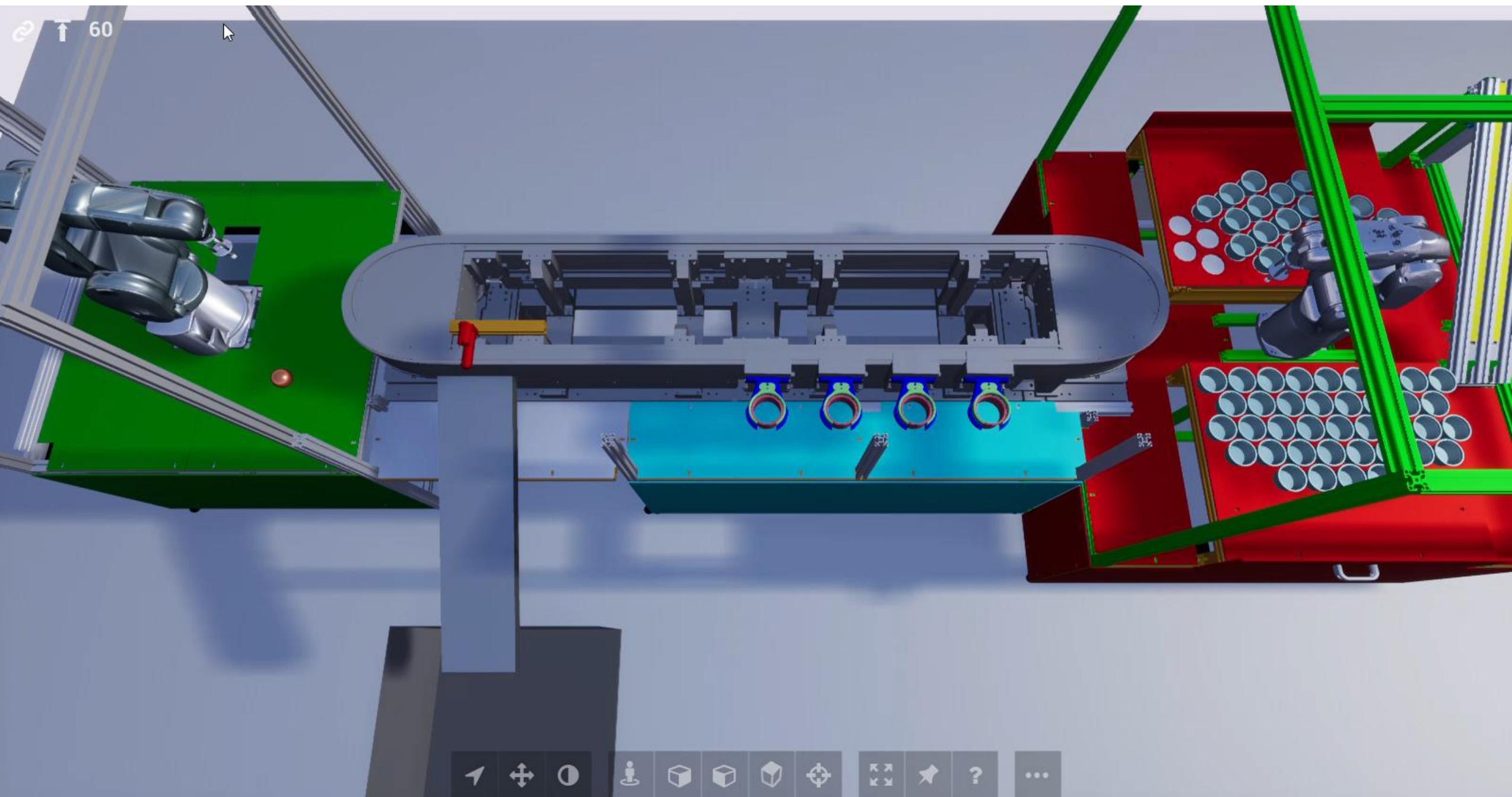
Questions so far?

System-level control strategies are often represented by state machines

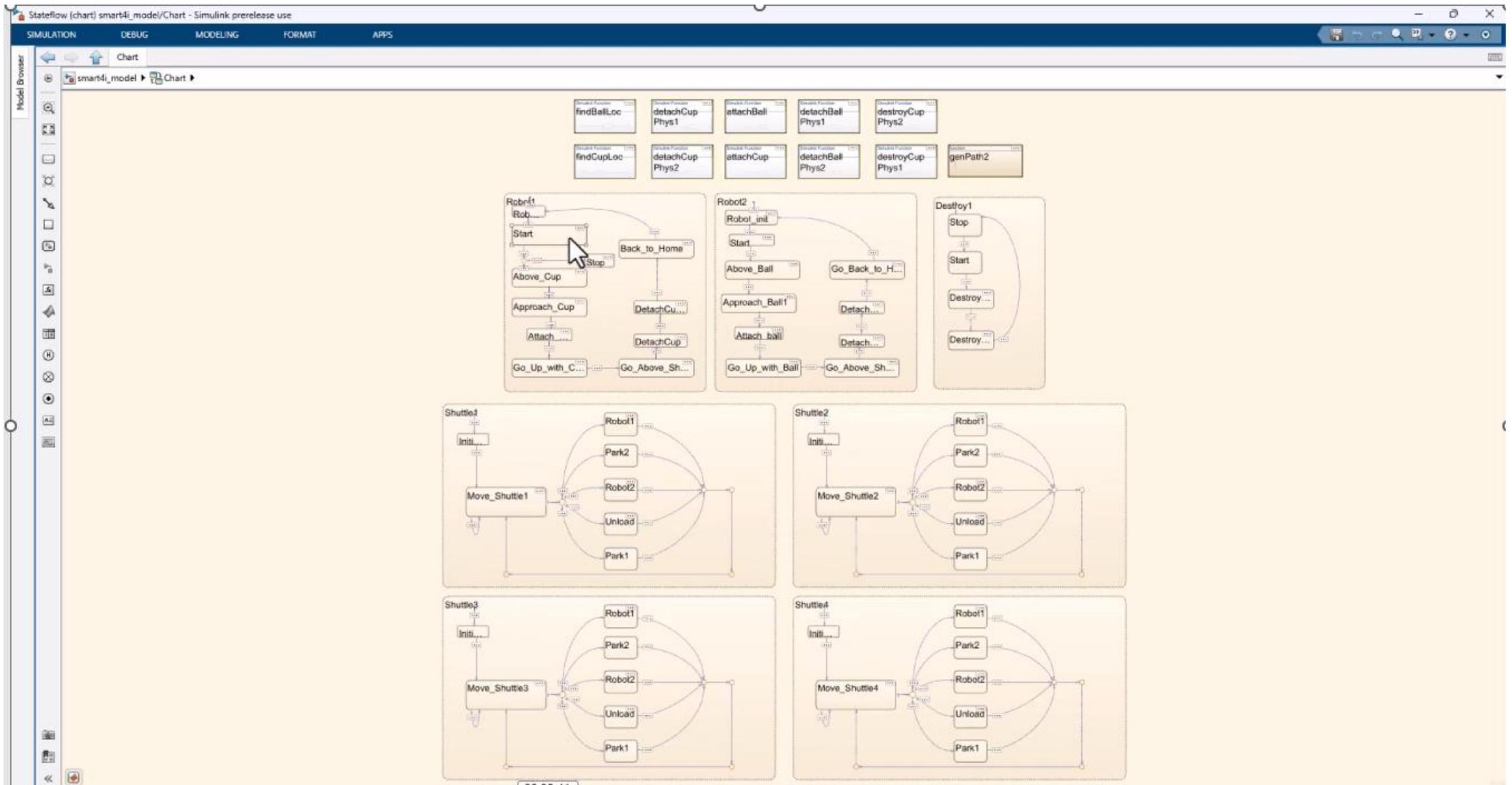
The image displays two windows from the MathWorks environment. The left window, titled "Stateflow (chart) youBot_Arm/Input/Control/Logic* - Simulink", shows a state machine diagram with four main states: BeltIn, Robot, Gripper, and BeltOut. Each state contains specific actions and transitions based on conditions.

- BeltIn State:** Starts at "Empty" (entry: BeltIn_En = 0;). Transitions to "On" (entry: BeltIn_En = 1;) when [BeltIn_Box == 1]. From "On", it transitions to "BoxReady" (entry: Robot.GetBox, BeltIn_En = 0;) when [BeltIn_LC == 0]. From "BoxReady", it transitions to "WaitClear" (entry: Robot.GetBox, BeltIn_En = 0;) when [BeltIn_LC == 1]. After a delay (after(delayBeltClear, sec)), it returns to "Empty".
- Robot State:** Starts at "StartHome" (entry: Way = 0;). Transitions to "GoBeltIn" (entry: Gripper.OpenGrip, Way = 1;) when "GetBox" occurs. After a delay (after(delayGripBox, sec)), it transitions to "BeltIn" (entry: Gripper.GripBox). From "BeltIn", it transitions to "GoBeltOut" (entry: Way = 2;) when "MoveBox" occurs. After a delay (after(delayDropBox, sec)), it transitions to "BeltOut" (entry: Gripper.DropBox). From "BeltOut", it transitions to "GoHome" (entry: Way = 3;). After a delay (after(delayClose, sec)), it transitions to "Home" (entry: Gripper.Close). From "Home", it transitions back to "StartHome" when "GetBox" occurs.
- Gripper State:** Starts at "Closed" (entry: Grip = 0;). Transitions to "Open" (entry: Grip = 1;) when "OpenGrip" occurs. From "Open", it transitions to "Tighten" (entry: Grip = 2;) when "Close" occurs. From "Tighten", it transitions to "Grip" (entry: Robot.MoveBox) after a delay (after(delayMoveBox, sec)). From "Grip", it transitions to "Release" (entry: Grip = 1;) when "DropBox" occurs. After a delay (after(delayShipBox, sec)), it transitions to "Closed" when "BeltOut.ShipBox" occurs.
- BeltOut State:** Starts at "Empty" (entry: BeltOut_En = 0;). Transitions to "WaitRelease" when [BeltOut_Box == 1]. From "WaitRelease", it transitions to "On" (entry: BeltOut_En = 1;) when "ShipBox" occurs. From "On", it transitions to "BoxReady" (entry: Robot.GoHome, BeltOut_En = 0;) when [BeltOut_LC == 0]. From "BoxReady", it transitions to "WaitClear" (entry: Robot.GoHome, BeltOut_En = 0;) when [BeltOut_LC == 1]. After a delay (after(delayBeltClear, sec)), it returns to "Empty".

The right window, titled "Mechanics Explorers - Mechanics Explorer-youBot_Arm", shows a 3D simulation of the robotic arm. The simulation interface includes a toolbar with various controls and a status bar at the bottom showing "0%" and "Time 0".

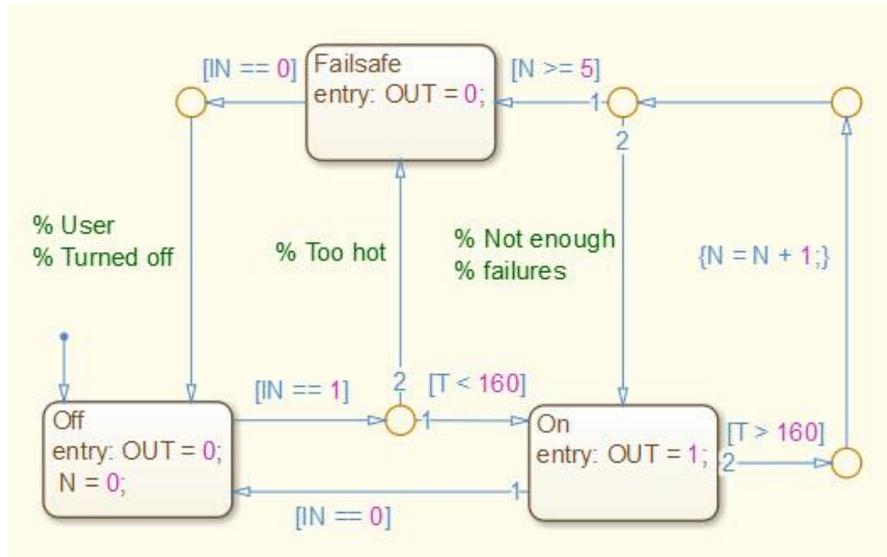


Supervisory Control Logic



Stateflow, like Simulink, is also a deployment tool

Design



Code

```

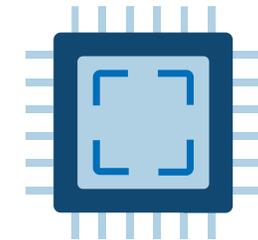
/* Model step function */
void Chart_step(void)
{
  /* Chart: '<Root>/Chart' incorporates:
   * Inport: '<Root>/IN'
   * Inport: '<Root>/T'
   */
  /* Gateway: Chart */
  /* During: Chart */
  if (Chart_DWork.is_active_c3_Chart == 0U) {
    /* Entry: Chart */
    Chart_DWork.is_active_c3_Chart = 1U;

    /* Entry Internal: Chart */
    /* Transition: '<S1>:137' */
    Chart_DWork.is_c3_Chart = Chart_IN_Off;

    /* Outport: '<Root>/OUT' */
    /* Entry 'Off': '<S1>:125' */
    Chart_Y.OUT = 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;
        }
      }
    }
  }
}

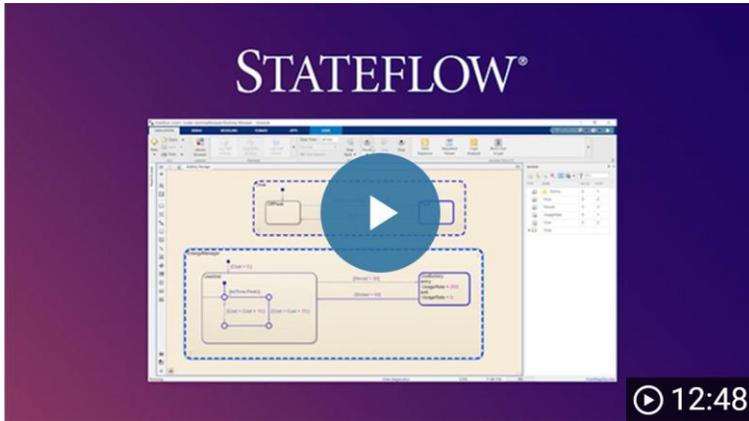
```

Deploy

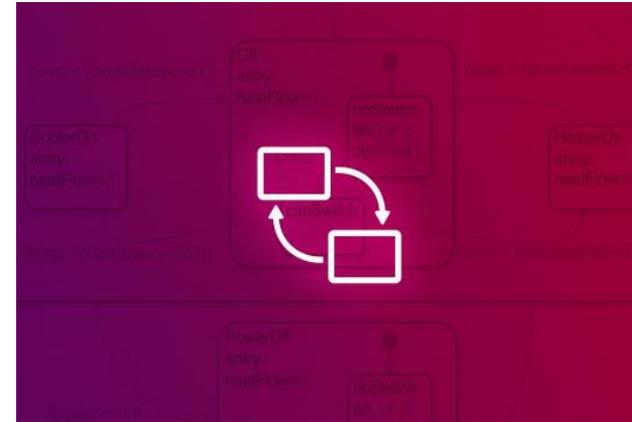


Resources for Getting Started with Stateflow (links in chat)

“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 Documentation

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- Documentation Home
- Event-Based Modeling

Category

- SimEvents
- Stateflow**
 - Get Started with Stateflow
 - Applications
 - Chart Programming
 - Simulation in Simulink
 - Execution in MATLAB
 - Verification and Code Generation

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