

Reentrant Layered Logic Tables (RLLT)

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Abstract

The water treatment industry as a manufacturing sector continues to be a candidate for the programming of process automation. The rules for dispatching such processes are mapped directly into the rows and columns of a logic table in a relational database. Layers of logic tables apply to the more complex processing instructions for water treatment. The specific area of theoretical application is the sequential control of valves for the automation of water cooling towers. For reentrant logic tables of eight rows and columns at eight layers, the possible complex processes number over 2^{128} . Metrics on desk top computers show that reentrant layered logic tables (RLLT) perform fast enough in real time to process eight layers of such tables in 0.08 seconds. In structured query language (SQL), the generic access form of layered logic tables is EXISTS (SELECT ... FROM ... WHERE SUBSTR ... = [valid switch]).

Reentrant Layered Logic Tables

A logic table contains switches to instruct a process controller as to which process to invoke per logic sequence position, as in Table 1 below.

The hierarchy of layered logic tables below follow the order of six subsets derived from requirements in the order of most specific to most abstract in tables below as: 1. Procedures; 2. Processes; 3. Tasks; 4. Units; 5. Components; and 6. Requirements.

Logic Table 1 for Processes:

Row	Column	Position	Number
Number	Process 1	Process 2	Process M
Procedure 1	Process Switches		
Procedure 2			
Procedure N			

Logic Table 2 for Tasks:

Row	Column	Position	Number
Number	Task 1	Task 2	Task M
Process 1	Task Switches		
Process 2			
Process N			

Logic Table 3 for Units:

Row Number	Column Position Number	Unit 1	Unit 2	Unit M
Task 1		Unit Switches		
Task 2				
Task N				

Logic Table 4 for Components:

Row Number	Column Position Number	Comp1	Comp2	Comp M
Units 1		Component Switches		
Units 2				
Units N				

Logic Table 5 for Requirements:

Row Number	Column Position Number	Reqt 1	Reqt 2	Reqt M
Comp 1		Requirement Switches		
Comp 2				
Comp N				

Generic SQL Code for Layered Logic Tables

The generic SQL code for layered logic tables 1-5 is below. What is returned from the nested SQL query are the procedures and respective procedure switches to be updated.

```

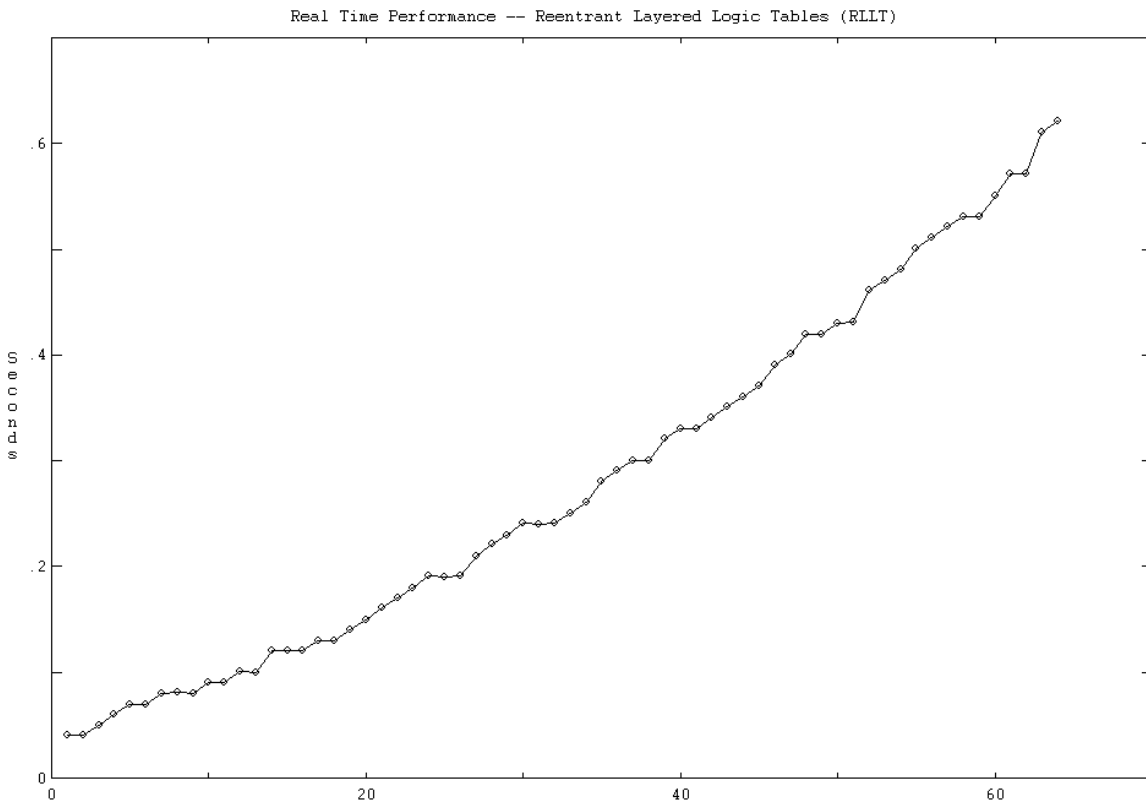
SELECT L5.procedure, S5.switch
FROM process AS L5, type_switch as S5
WHERE SUBSTR( L5.switches, L4.process, 1) = S5.switch
AND EXISTS
  (SELECT L4.process, S4.switch
   FROM task as L4, type_switch as S4
   WHERE SUBSTR( L4.switches, L3.task, 1) = S4.switch
   AND EXISTS
     (SELECT L3.task, S3.switch
      FROM unit as L3, type_switch as S3
      WHERE SUBSTR( L3.switches, L2.unit, 1) = S3.switch
      AND EXISTS
        (SELECT L2.unit, S2.switch
         FROM component as L2, type_switch as S2
         WHERE SUBSTR( L3.switches, L2.unit, 1) = S2.switch
         AND EXISTS
           (SELECT L1.component, S1.switch
            FROM requirement as L1, type_switch as S1
            WHERE SUBSTR( L1.switch, user_input_reqt, 1) = S1.switch ) ) ) )

```

Performance in Real Time

For a reentrant logic table of eight switches in seven rows, the number of possible switch combinations is $8!$ or 40320. For eight such tables with eight columns to be layered and reentrant, the number of possible switch combinations increases to $(8!)^8$ or about 10^{36} or 2^{122} . By contrast, for a reentrant logic table of 64 switches, 63 rows, and 64 columns for up to 64 levels of layers, the number of possible switch combinations is larger by a factor of about 155 at $(64!)^{64}$ or about 10^{5696} or 2^{18943} .

The graph below is for a logic table of four switches in three rows and 64 columns for up to 64 levels of layers. The number of possible switch combinations is therefore $(4!)^{64}$ or about 10^{88} or 2^{293} .



The graph shows that the real time performance for a logic table of four switches in three rows and eight columns for up to eight levels of layers is 0.081 seconds. The number of possible switches is $(4!)^8$ or about 10^{11} or 2^{36} .

The graph also shows that the real time performance for a logic table of four switches in three row and 64 columns for 64 levels of layers is 0.62 seconds. The number of possible switch combinations is again about 2^{293} . That time for the 64 levels is about eight times greater than the time for the eight levels. The number of possible switch combinations is also about eight times greater than the number for the eight levels. The graph shows this relationship as being nearly linear from eight to 64 levels.

The tests were performed on a desktop computer with 733 MHz processor, 768 MB RAM, and 80 GB hard disk. The relational database used was IBM DB2 7 with switches set to maximum size and performance.

The data above is contained in the following computer program:

```
! SQL Graph - TrueBASIC® Source Code for Graph
!
! Real time performance in 0.6 seconds for 64-layers of logic tables
!
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LIBRARY "..\TBLibs\SGLib.trc"

DIM layers(64), secs(64)

MAT READ layers, secs

DATA 1, 2, 3, 4, 5, 6, 7, 8, 9,10,11,12,13,14,15,16,
DATA 17,18,19,20,21,22,23,24,25,26,27,28,29,30,31,32
DATA 33,34,35,36,37,38,39,40,41,42,43,44,45,46,47,48
DATA 49,50,51,52,53,54,55,56,57,58,59,60,61,62,63,64

DATA 0.040, 0.040, 0.050, 0.060, 0.070, 0.070, 0.080, 0.081
DATA 0.080, 0.090, 0.090, 0.101, 0.100, 0.120, 0.120, 0.120
DATA 0.130, 0.130, 0.140, 0.150, 0.161, 0.170, 0.180, 0.191
DATA 0.190, 0.191, 0.210, 0.221, 0.230, 0.241, 0.240, 0.241
DATA 0.250, 0.261, 0.280, 0.291, 0.300, 0.300, 0.321, 0.330
DATA 0.330, 0.341, 0.351, 0.360, 0.371, 0.391, 0.401, 0.420
DATA 0.420, 0.430, 0.431, 0.461, 0.471, 0.481, 0.501, 0.511
DATA 0.521, 0.531, 0.531, 0.551, 0.571, 0.571, 0.611, 0.621

CALL SetText ( "Real Time Performance -- Reentrant Layered Logic Tables (RLLT)",
              "", "Seconds" )
CALL DataGraph ( layers, secs, 4, 1, "black black" )

END
```

Conclusion

RLLT is ideally suited for programming processes in the water treatment industry such as valves in a water tower. The generalized implementation is:

```
EXISTS
  (SELECT switches available, logic switches, items returned
   FROM   type of switches available, logic table of interest
   WHERE  SUBSTR( logic switches, input point, 1) = type of switches available)
```

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