## CNC

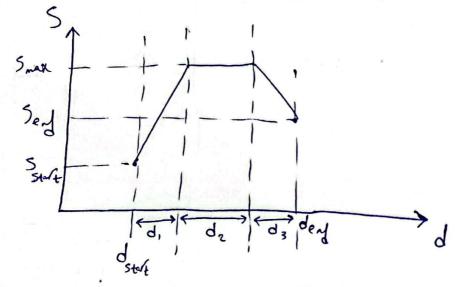
when to accelerate, keep spley, and decelerate?

Assuming the stepper is to make distance detail

Starting with a speed 'Start', to a speed 'Seng

With an acceleration magnitude of '9+',

and a deceleration magnitude of '9-'.



\* From Newton's: 52 = 51 + 29 d

(a) 
$$d_1$$
:  $S_{max}^2 = S_{start}^2 + 2 q_+ d_1$   
 $\Rightarrow d_1 = \frac{S_{max}^2 - S_{start}^2}{2 q_+}$ 

edge

Case

d, is invalide only when: Start 7 Smax

make d, Zero

change Smax to Sstart.

$$Q d_3 : S_{end}^2 = S_{max}^2 - 2q_- d_3$$

$$\Rightarrow d_3 = \frac{S_{max}^2 - S_{end}^2}{2d_-}$$

Edje Case => d3 is invalid only when sent > Small => make d3 7 er 6 Charge Small to Sent

(a) d2: d2 = dtotal - (d, +d3)

Edje age => dz is invalid only when: di+d3 > dtotal

=> : Smax is less than what it is

make on Zero

, recalculate Smax => also d, &d3) as follows:

dtotal = \frac{S\_{max}^2 - S\_{start}^2}{294} + \frac{S\_{max}^2 - S\_{enf}^2}{29}  $\Rightarrow S_{\text{max}}^{2} = \frac{d_{t} + \frac{S_{\text{start}}^{2}}{29_{+}} + \frac{S_{\text{end}}^{2}}{29_{-}}}{\frac{1}{29_{+}} + \frac{1}{29_{-}}}$ 

which could never be negative > Smax is red always.

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and the system would look like: ] and d, & d; could never be resident

