

Single-Cage Elevator in Six-Story Building

EE6226 Discrete Event System Assignment 2020

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Abstract—The simulation program is built for a single-cage elevator in a 6-story building. And the models are described by automaton. The code of simulation program, as well as other relevant files in this project, are available on [Github: Github - Lawrence Cheng Jiaxiang - EE6226_DES_ASSIGNMENT](#).

Index Terms—Single-Cage Elevator, Regular Languages, Finite Automaton, Simulation

I. GENERAL DESCRIPTION

As how general elevator runs, there are "0"- "5" number keys inside the elevator (*Internal Calls*) in the 6-story building. On the 0th floor, there is only the *Up* key externally, and only the *Down* key on the 5th floor, while on the other floors it is provided with *Up* and *Down* keys.

The general principle of how the elevator works is illustrated as follows (set 3 variables: i, j, k , where $1 \leq i < j < k \leq 6$):

- For the elevator stopping on i^{th} floor, if j^{th} and k^{th} floors are called internally, the elevator will arrive at floor j and then floor k in sequence;
- For the elevator ascending on the i^{th} floor and k^{th} floor already called, the elevator will arrive at floor j firstly and then floor k if k^{th} floor is called at this time;
- For the elevator ascending on the j^{th} floor and k^{th} floor already called, the elevator will arrive at floor k and stop, not coming back to i^{th} floor;
- For the elevator descending, the principles are the same as above.

And in general, when the elevator is ascending, the external calls to go up above the current story will be served, while the external calls to go down will not be responded, except for the end story, i.e. the top and bottom floors. As for the descending elevator, it works with the same principle.

II. MODELLING

A. Pre-processing of Input Call

Above all, a projection table is constructed to generate the *unserved call* after reading the elevator status and input calls, as the next input, shown in Fig. 1.

B. Generating Queue from Unserved Calls

A six-bit binary string *Queue* is used to indicate the queue to be responded to. $Queue_i = 1$ means that the call to i^{th} story has not been responded. $Queue_i = 0$ means that there

is no request for i^{th} floor or the request has been responded. "0"- "5" in the input signal indicates that there is a call to i^{th} story, which comes from the unserved call generated by the previous step. And "S0"- "S5" indicate that the call for corresponding floor has been responded.

Therefore, a finite automaton is constructed as $M_1 = (Q, \Sigma, \delta, q_0, F)$ to describe the transition of the above *Queue* state, where Q is the finite set of states of the queue to be responded $\{000000, \dots, 111111\}$, $\Sigma = \{0, 1, 2, 3, 4, 5, S0, S1, S2, S3, S4, S5\}$ is the finite set of alphabet, q_0 is the initial state 000000, which means that no call needs to be served on any floor of the building, and F is final status 000000, indicating that there are no more calls in the building to respond to as well. The transition function is shown in Fig. 2.

	F0	F1	F2	F3	F4	F5	U0	U1	U2	U3	U4	D1	D2	D3	D4	D5
IN0	0	0	0	0	0	0	-1	-1	-1	-1	-1	0	0	0	0	0
IN1	1	1	1	1	1	1	1	-1	-1	-1	-1	-1	1	1	1	1
IN2	2	2	2	2	2	2	2	-1	-1	-1	-1	-1	-1	2	2	2
IN3	3	3	3	3	3	3	3	3	-1	-1	-1	-1	-1	-1	3	3
IN4	4	4	4	4	4	4	4	4	4	-1	-1	-1	-1	-1	-1	4
IN5	5	5	5	5	5	5	5	5	5	5	5	-1	-1	-1	-1	-1
UP0	0	0	0	0	0	0	-1	-1	-1	-1	-1	0	0	0	0	0
UP1	1	1	1	1	1	1	1	-1	-1	-1	-1	-1	-1	-1	-1	-1
UP2	2	2	2	2	2	2	2	2	-1	-1	-1	-1	-1	-1	-1	-1
UP3	3	3	3	3	3	3	3	3	3	-1	-1	-1	-1	-1	-1	-1
UP4	4	4	4	4	4	4	4	4	4	4	-1	-1	-1	-1	-1	-1
UP5	5	5	5	5	5	5	5	5	5	5	5	-1	-1	-1	-1	-1
DW1	1	1	1	1	1	1	-1	-1	-1	-1	-1	-1	1	1	1	1
DW2	2	2	2	2	2	2	-1	-1	-1	-1	-1	-1	-1	2	2	2
DW3	3	3	3	3	3	3	-1	-1	-1	-1	-1	-1	-1	-1	3	3
DW4	4	4	4	4	4	4	-1	-1	-1	-1	-1	-1	-1	-1	-1	4
DW5	5	5	5	5	5	5	5	5	5	5	5	-1	-1	-1	-1	-1

Fig. 1. Projection table to generate *unserved call* from input according to the current state. The row indicates the input calls, while "UP0" indicates the *Up* key is called externally on the 0th floor, "DW5" indicates the *Down* key is called externally on the 5th floor, and "IN0" indicates the internal 0 key is called inside the elevator. The columns indicate the elevator status. The generated result is the unserved calls, and "-1" means that the elevator will not respond to the call at this situation.

C. Command Generation and State Transition

Before coming to the transition of elevator states, the final control command needs to be generated from previous projection and generation. As shown in Fig. 3, the control command is generated after obtaining the updated *Queue* and according to the current state of the elevator.

By obtaining the final control command, the finite automaton is constructed as $M_2 = (Q, \Sigma, \delta, q_0, F)$ to describe the transition of the states of elevator, where Q is the finite set of states of the queue to be responded $\{F0, F1, F2, F3, F4, F5, U0, U1, U2, U3, U4, D1, D2, D3, D4, D5\}$, $\Sigma = \{0, 1, 2, 3, 4,$

	F0	F1	F2	F3	F4	F5	U0	U1	U2	U3	U4	D1	D2	D3	D4	D5	
000000	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	
000001	0	0	0	0	0	0	-1	-1	-1	-1	-1	0	0	0	0	0	
000010	1	1	1	1	1	1	1	-1	-1	-1	-1	-1	1	1	1	1	
000011	0	1	1	1	1	1	1	-1	-1	-1	-1	0	1	1	1	1	
000100	2	2	2	2	2	2	2	2	-1	-1	-1	-1	2	2	2	2	
000101	0	2	2	2	2	2	2	2	-1	-1	-1	0	2	2	2	2	
000110	1	1	2	2	2	2	1	2	-1	-1	-1	-1	1	2	2	2	
000111	0	1	2	2	2	2	1	2	-1	-1	-1	0	1	2	2	2	
001000	3	3	3	3	3	3	3	3	-1	-1	-1	-1	-1	-1	3	3	
001001	0	0	3	3	3	3	3	3	3	-1	-1	0	0	0	3	3	
001010	1	1	3	3	3	3	1	3	3	-1	-1	-1	1	1	3	3	
001011	0	1	1	3	3	3	1	3	3	-1	-1	0	1	1	3	3	
001100	2	2	2	3	3	3	2	2	3	-1	-1	-1	-1	2	3	3	
001101	0	2	2	3	3	3	2	2	3	-1	-1	0	2	2	3	3	
001110	1	1	2	3	3	3	1	2	3	-1	-1	-1	1	2	3	3	
001111	0	1	2	3	3	3	1	2	3	-1	-1	0	1	2	3	3	
010000	4	4	4	4	4	4	4	4	4	-1	-1	-1	-1	-1	-1	4	
010001	0	0	4	4	4	4	4	4	4	-1	0	0	0	0	0	4	
010010	1	1	1	4	4	4	1	4	4	-1	-1	1	1	1	1	4	
010011	0	1	1	4	4	4	1	4	4	-1	0	1	1	1	1	4	
010100	2	2	2	4	4	4	2	2	4	-1	-1	-1	2	2	2	4	
010101	0	2	2	2	4	4	2	2	4	-1	0	0	2	2	2	4	
010110	1	1	2	2	4	4	1	2	4	-1	-1	1	2	2	2	4	
010111	0	1	2	2	4	4	1	2	4	-1	0	1	2	2	2	4	
011000	3	3	3	3	4	4	3	3	3	-1	-1	-1	-1	-1	3	4	
011001	0	3	3	3	4	4	3	3	3	-1	0	0	0	0	3	4	
011010	1	1	3	3	4	4	1	3	3	-1	-1	1	1	1	3	4	
011011	0	1	3	3	4	4	1	3	3	-1	0	1	1	1	3	4	
011100	2	2	2	3	4	4	2	2	3	-1	-1	-1	2	2	3	4	
011101	0	2	2	3	4	4	2	2	3	-1	0	0	2	2	3	4	
011110	1	1	2	3	4	4	1	2	3	-1	-1	1	2	2	3	4	
011111	0	1	2	3	4	4	1	2	3	-1	0	1	2	2	3	4	
100000	5	5	5	5	5	5	5	5	5	5	5	-1	-1	-1	-1	-1	
100001	0	0	0	5	5	5	5	5	5	5	5	0	0	0	0	0	
100010	1	1	1	5	5	5	1	5	5	5	5	-1	1	1	1	1	
100011	0	1	1	1	5	5	1	5	5	5	5	0	1	1	1	1	
100100	2	2	2	2	5	5	2	2	5	5	5	-1	2	2	2	2	
100101	0	2	2	2	2	5	2	2	5	5	5	0	2	2	2	2	
100110	1	1	2	2	2	5	1	2	5	5	5	-1	1	2	2	2	
100111	0	1	2	2	2	5	1	2	5	5	5	0	1	2	2	2	
101000	3	3	3	3	5	5	3	3	3	5	5	-1	-1	-1	3	3	
101001	0	0	3	3	3	5	3	3	3	5	5	0	0	0	3	3	
101010	1	1	3	3	3	5	1	3	3	5	5	-1	1	1	3	3	
101011	0	1	1	3	3	5	1	3	3	5	5	0	1	1	3	3	
101100	2	2	2	3	3	5	2	2	3	5	5	-1	-1	2	3	3	
101101	0	2	2	3	3	5	2	2	3	5	5	0	2	2	3	3	
101110	1	1	2	3	3	5	1	2	3	5	5	-1	1	2	3	3	
101111	0	1	2	3	3	5	1	2	3	5	5	0	1	2	3	3	
110000	4	4	4	4	4	5	4	4	4	4	5	-1	-1	-1	-1	4	
110001	0	0	4	4	4	4	5	4	4	4	5	0	0	0	0	4	
110010	1	1	1	4	4	5	1	4	4	4	5	-1	1	1	1	4	
110011	0	1	1	1	4	4	5	1	4	4	5	0	1	1	1	4	
110100	2	2	2	4	4	5	2	2	4	4	5	-1	-1	2	2	4	
110101	0	2	2	2	4	5	2	2	4	4	5	0	2	2	2	4	
110110	1	1	2	2	4	5	1	2	4	4	5	-1	1	2	2	4	
110111	0	1	2	2	4	5	1	2	4	4	5	0	1	2	2	4	
111000	3	3	3	3	4	5	3	3	3	4	5	-1	-1	-1	3	4	
111001	0	3	3	3	3	4	5	3	3	3	4	5	0	0	3	4	
111010	1	1	3	3	3	4	5	1	3	3	4	5	-1	1	1	3	4
111011	0	1	3	3	3	4	5	1	3	3	4	5	0	1	1	3	4
111100	2	2	2	3	4	5	2	2	3	4	5	-1	-1	2	3	4	
111101	0	2	2	3	4	5	2	2	3	4	5	0	2	2	3	4	
111110	1	1	2	3	4	5	1	2	3	4	5	-1	1	2	3	4	
111111	0	1	2	3	4	5	1	2	3	4	5	0	1	2	3	4	

Fig. 3. Command generation table as the final input alphabet. The row indicates the unserved *Queue*, while the column represents the current state of the elevator.

Fig. 2. Transition function of *Queue*. The row indicates the current unserved *Queue*, while the column represents the input calls. The transition function is, when the call for a certain story is received, the corresponding bit of *Queue* is set to 1, or when the call is served, i.e. the elevator reaches the called floor, the corresponding bit in *Queue* is set to 0.

5} is the finite set of alphabet, i.e. the final command generated previously, q_0 is the initial state F0, which means that the elevator is located on the 0^{th} floor at the very beginning, and F is final status, including F0, F1, F2, F3, F4, F5, indicating that the elevator can finally stop at any floor in this building. The transition function is shown in Fig. 4.

Then according to the designed final automaton, the illustration can be generated automatically using **Automaton Debugger**, as shown in Fig. 6.

III. SIMULATION

The simulation program is developed using *Matlab*. By entering calls randomly, the simulation will react correspondingly. As shown in Fig. 7, user can enter number from "0"-

"15", where "0"- "5" represent the internal call to corresponding floors, "6"- "10" the external calls for going up on the 0^{th} - 4^{th} floors, and "11"- "15" the external calls for going down on the 1^{th} - 5^{th} floors.

	F0	F1	F2	F3	F4	F5	U0	U1	U2	U3	U4	D1	D2	D3	D4	D5
0	F0	D1	D2	D3	D4	D5	F1	F2	F3	F4	F5	F0	D1	D2	D3	D4
1	U0	F1	D2	D3	D4	D5	F1	F2	F3	F4	F5	F0	F1	D2	D3	D4
2	U0	U1	F2	D3	D4	D5	U1	F2	F3	F4	F5	F0	F1	F2	D3	D4
3	U0	U1	U2	F3	D4	D5	U1	U2	F3	F4	F5	F0	F1	F2	F3	D4
4	U0	U1	U2	U3	F4	D5	U1	U2	U3	F4	F5	F0	F1	F2	F3	F4
5	U0	U1	U2	U3	U4	F5	U1	U2	U3	U4	F5	F0	F1	F2	F3	F4

Fig. 4. Transition function of six-floor elevator state. The row indicates the final control command, while the column represents the current state of the elevator.

The current cage location can be shown accordingly, and when internal and external calls will be shown if the calls will be responded based on the principles described above.

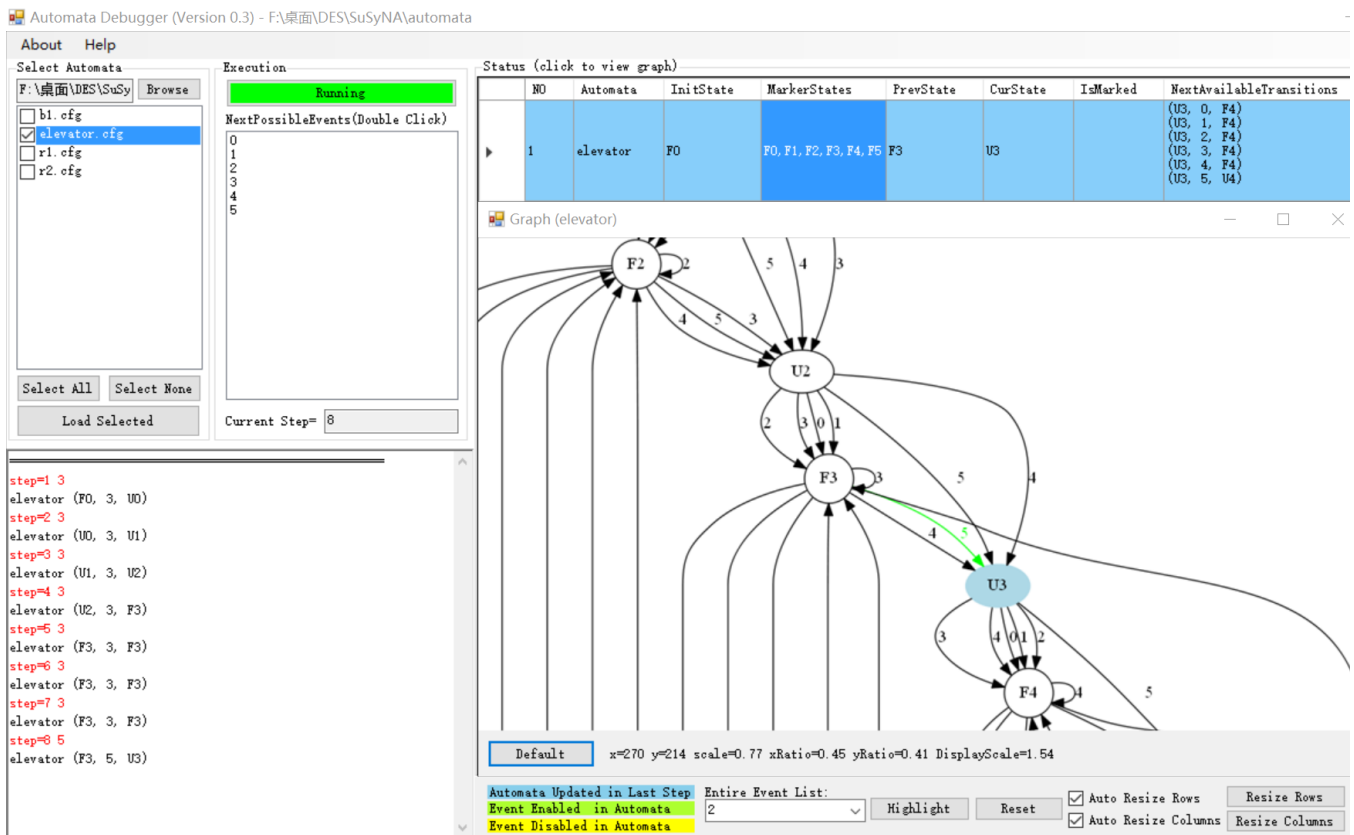


Fig. 5. Simulation display of the six-story elevator using Automata Debugger. By using this simulation with input of the final control command, the result shows that the automaton works the same way as the simulation program via Matlab.

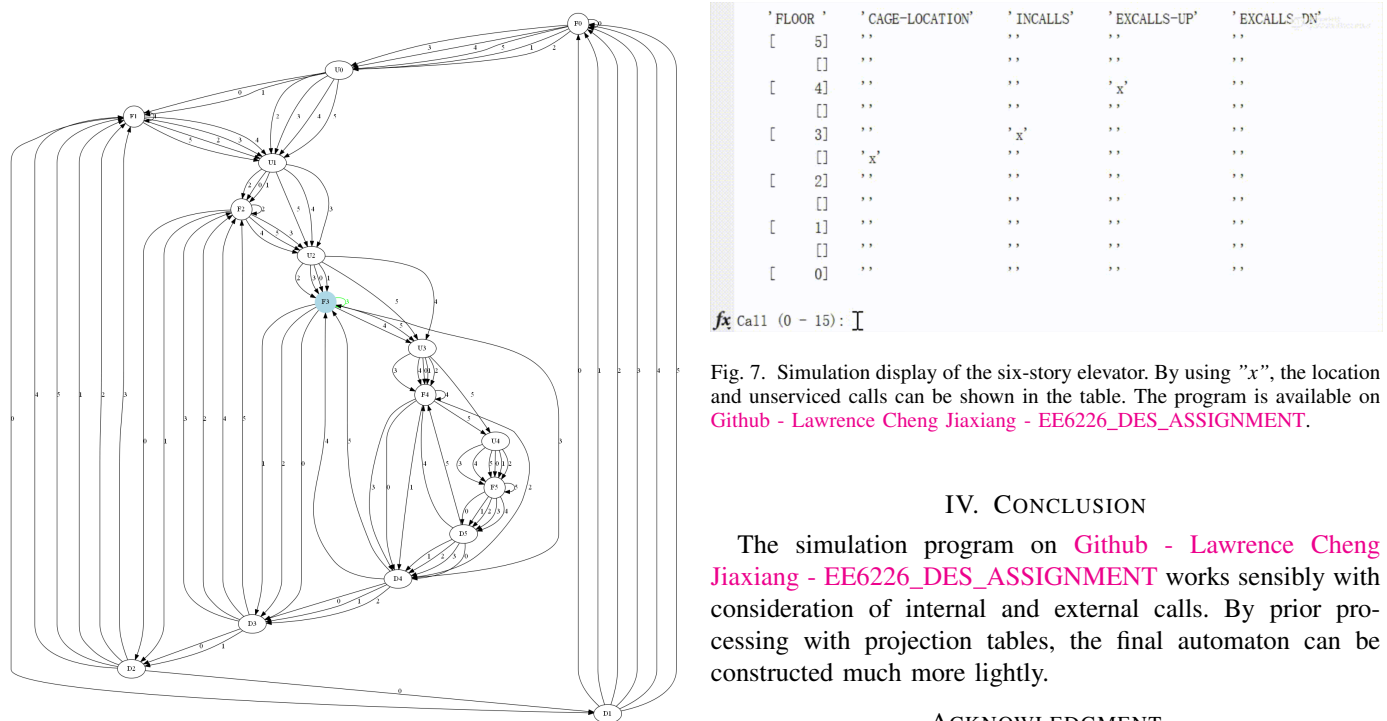


Fig. 7. Simulation display of the six-story elevator. By using "x", the location and unserviced calls can be shown in the table. The program is available on Github - Lawrence Cheng Jiaxiang - EE6226_DES_ASSIGNMENT.

IV. CONCLUSION

The simulation program on Github - Lawrence Cheng Jiaxiang - EE6226_DES_ASSIGNMENT works sensibly with consideration of internal and external calls. By prior processing with projection tables, the final automaton can be constructed much more lightly.

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Fig. 6. Illustration of the elevator automaton, including the states and corresponding transition function between the states.