

# IEC 61131-3 Basics and PLCopen



European Panasonic Headquarter, Germany

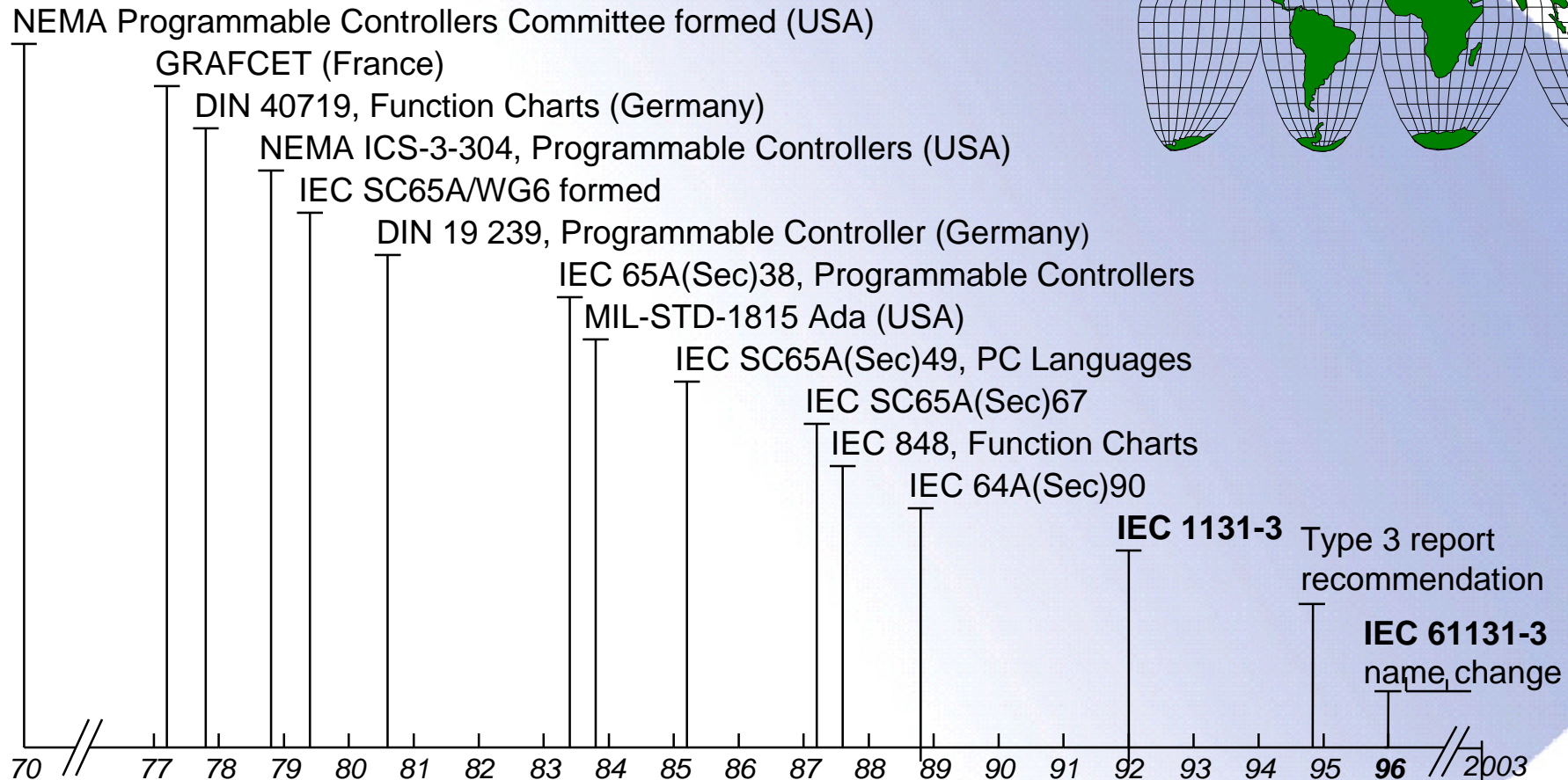
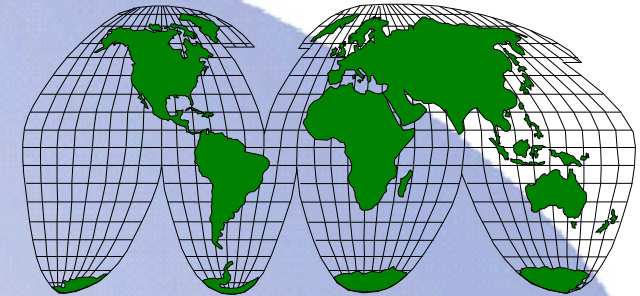
created by  
**Ralf Wohlschlaeger**  
General Manager Factory Automation  
Panasonic Electric Works (Europe) AG

Chairman of PLCopen PC1 committee (promotion)

*Contents :*

- **What is IEC 61131-3 ?**
  - **History**
  - **Advantages**
  - **Explanation**
  
- **What is PLCopen ?**
  - **Organisation**
  - **Current topics**

## The Way to IEC61131-3 Programming



Source: Dr. J. Christensen (-1995) / R. Wohlschlaeger (-2003)

**IEC 61131-3**  
second edition

## Conventional styled software

Direct hardware address :

- X0, X1...Y0,Y1....DT0,DT1.....

1 Program from start to end

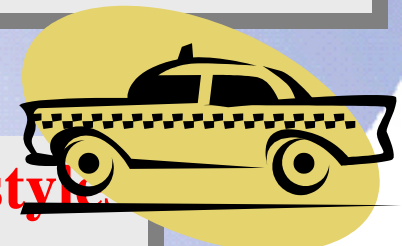
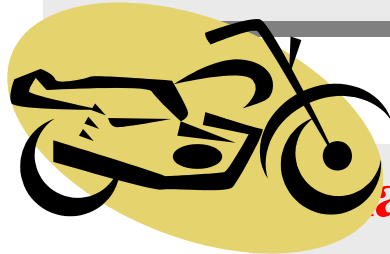
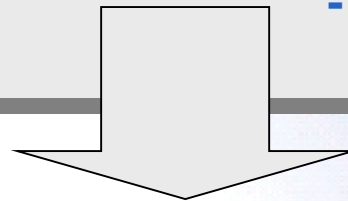
## IEC 61131-3 styled software

IEC address:

- %IX0.....%QX0.....%MW5.0
- each Variable have a name
- each Variable have a data type
- global and local Variables

POU concept:

- 1 program or more programs
- Function Blocks and Functions

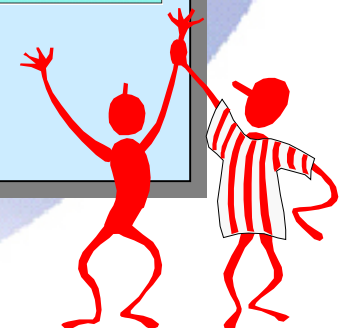
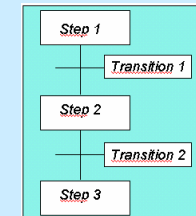


**Panasonic Control FPWIN Pro can use both styles**

**Both styles can be mixed**

## IEC 61131-3 An internationally accepted standard

- **Unified rules in systems worldwide,  
reduces misunderstandings and shortens training**
- **Reuse of ready-made Functions and Function Blocks,  
saves time for programming and debugging**
- **Better overview through structure and modularity**
- **Fewer errors through defined data types and encapsulation**
- **Safe investment due to standardisation**



# Examples of IEC 61131-3 advantages

- Variables** :
- | better documentation --> programming by names / symbols
  - | I/O connection list already stored in the project
  - | Base for the re-use of software
- 
- POUs** :
- | structured programming
  - | well defined interface --> other variables can be used in other projects
  - | re-use of Function Blocks saves time and debugging
- 
- SFC** :
- | flowchart on the monitor
  - | divide big programs into small and easy parts
  - | top down development / bottom up --> well structured
  - | different languages in the program
  - | easy debugging and error locating - only the current step is active
- 
- General** :
- | save training time for programmers
  - | enables parallel software development by more programmers
  - | certification ensures users to protect their investments for the future

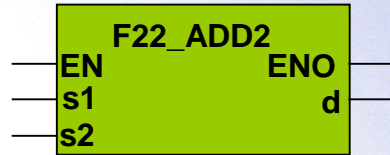
## Use Variable Names instead of Addresses

The screenshot displays the Control FPWIN Pro software interface. The main window shows a ladder logic program for 'Program\_1 [PRG] Body [LD]'. The program consists of two rungs. Rung 1 contains three normally open contacts: 'Limit\_Switch\_1', 'Start\_button', and 'Motor\_up\_down'. Rung 2 contains two normally open contacts: 'Sensor\_start' and 'Motor\_up\_down'. The 'Global Variables' table at the bottom lists the following variables:

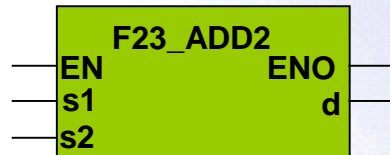
	Class	Identifier	Matsushita	IEC_Addre:	Type	Initial	Au	Com
0	VAR_GLOBAL	Sensor_start	X0	%IX0.0	BOOL	☑ FALSE		
1	VAR_GLOBAL	Limit_Switch_1	X1	%IX0.1	BOOL	☑ FALSE		
2	VAR_GLOBAL	Start_button	X2	%IX0.2	BOOL	☑ FALSE		
3	VAR_GLOBAL	Motor_up_down	Y0	%QX0.0	BOOL	☑ FALSE		

Conventional programming requires different functions for e.g.:

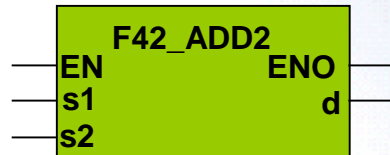
16-bit



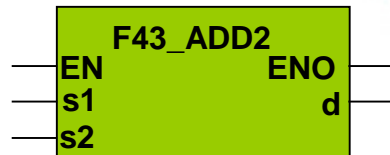
32-bit



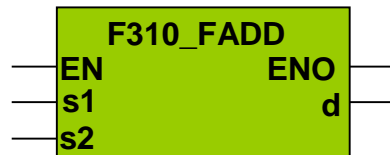
4-digit  
BCD data



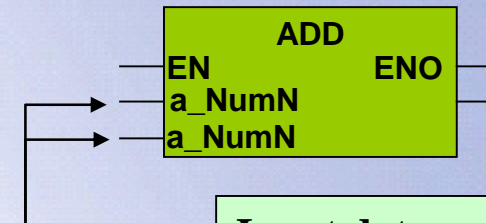
8-digit  
BCD data



Floating  
point data



Flexible IEC instructions:  
1 function instead of several

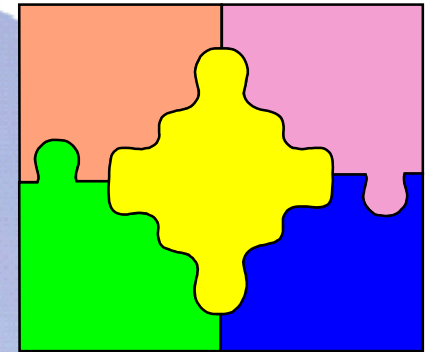


Input data must be  
of the same data type!

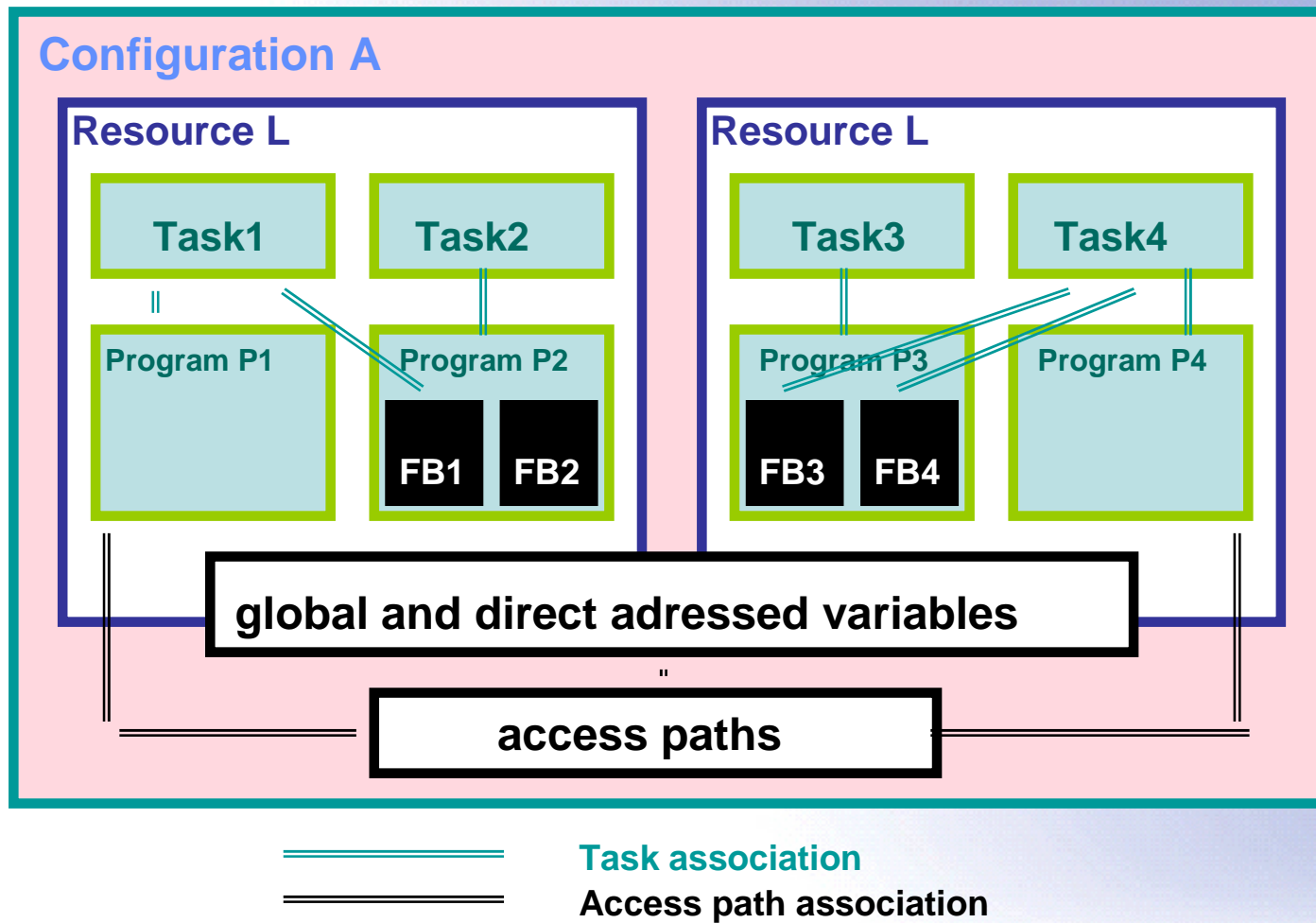


# The IEC 61131 Standard - The PLC Standard

- | **Part 1**      **General overview, definitions**
- | **Part 2**      **Hardware**
  - | I/O signals, safety requirements, environment
- | **Part 3**      **Programming Languages**
- | **Part 4**      **User Guidelines**
- | **Part 5**      **Communication**
  
- | **Part 6**      **Reserved**
- | **Part 7**      **Fuzzy control**
- | **Part 8**      **Technical Report**

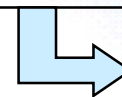


**International Standard**



## IEC 61131-3: The 5 Programming Languages and The Common Elements

- **Character set** (English.....)
- **Data types** (BOOL, WORD, INTEGER.....)
- **Variables** (VAR, VAR\_input, VAR\_output.....)
- **POUs, Program Organisation Units** (Function, Function Block...)
- **SFC Elements** (Steps, Transitions.....)
- **Configuration elements:** (Tasks)



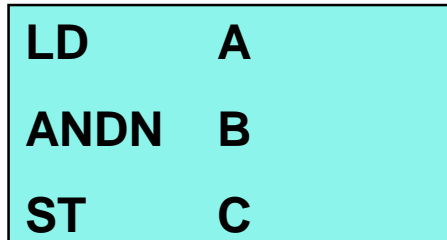
• **Basis for software re-use**

# IEC 61131-3 Elementary Data Types

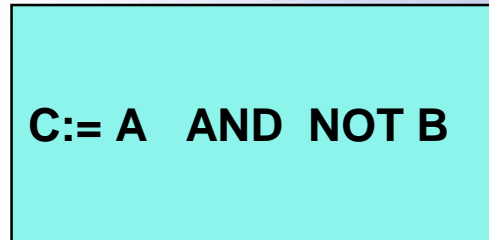
No.	Keyword	Data Type	Bits
1	BOOL	Boolean	1
2	SINT	Short integer	8
3	INT	Integer	16
4	DINT	Double integer	32
5	LINT	Long integer	64
6	USINT	Unsigned short integer	8
7	UINT	Unsigned integer	16
8	UDINT	Unsigned double integer	32
9	ULINT	Unsigned long integer	64
10	REAL	Real numbers	32
11	LREAL	Long reals	64
12	TIME	Duration	
13	DATE	Date (only)	
14	TIME_OF_DAY or TOD	Time of day (only)	
15	DATE_AND_TIME or DT	Date and time of day	
16	STRING	Character string	
17	BYTE	Bit string of length 8	8
18	WORD	Bit string of length 16	16
19	DWORD	Bit string of length 32	32
20	LWORD	Bit string of length 64	64

# The 5 Languages of IEC 61131-3

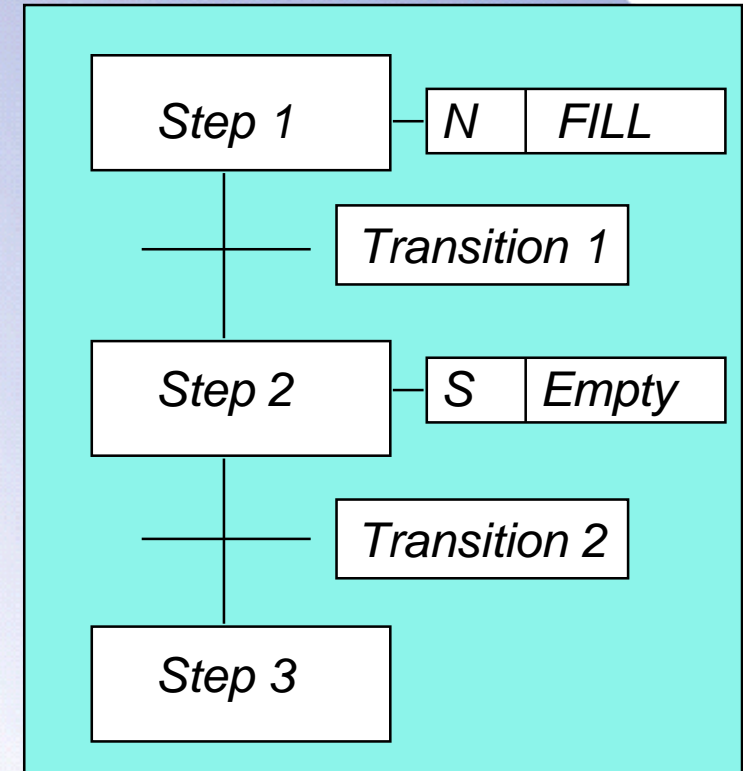
Instruction List



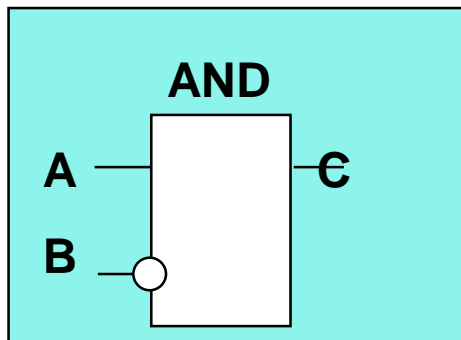
Structured Text



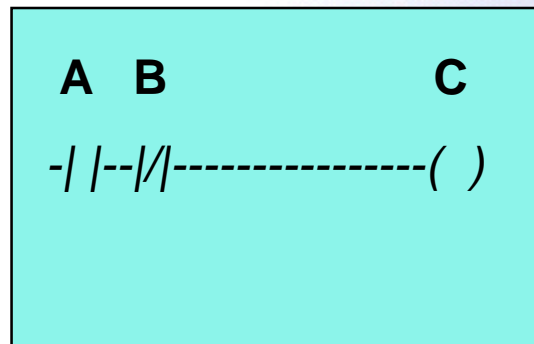
Sequential Function Chart



Function Block Diagram



Ladder Diagram



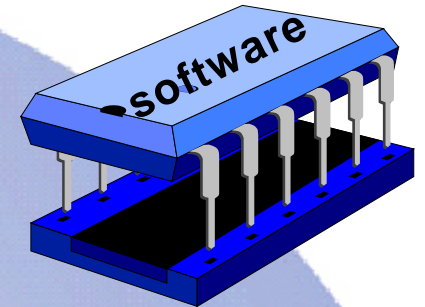
# POU = Program Organization Unit

- A POU consists of a header (variable declaration) and the body (instructions)
- POU's enable the re-use of software from macro level (Programs) to micro level (FB and Functions)

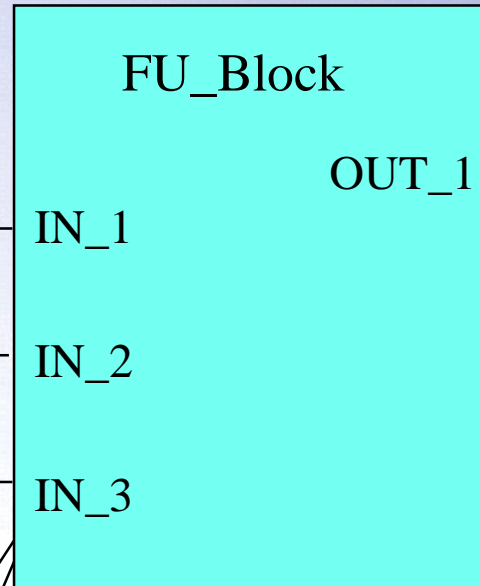


<b>POU Type</b>	<b>Replicated as:</b>	<b>Comments</b>
Program	Program instance	Main program
Function Block	FB instance	Subroutine with own memory, several in - and outputs possible
Function	Function	Subroutine without own memory

# Function Blocks can be easily reused



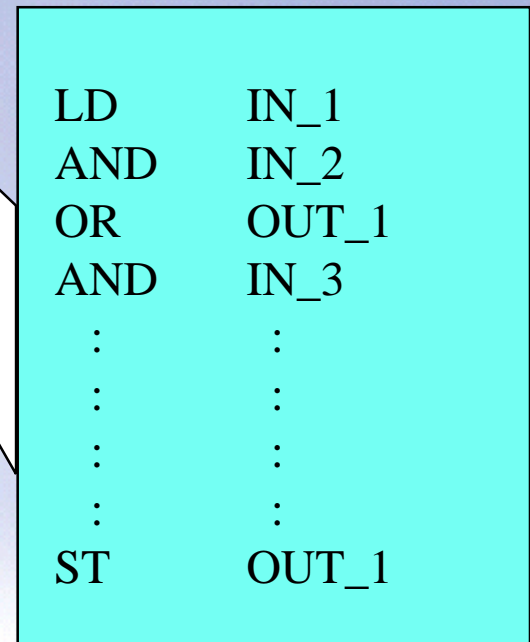
## 1. Function Block



## 2. Variable Interface

FU-Block Header			
Class	Identifier	Type	
0	VAR_INPUT	IN_1	BOOL
1	VAR_INPUT	IN_2	BOOL
2	VAR_INPUT	IN_3	BOOL
3	VAR_OUPUT	OUT_1	BOOL

## 3. Program body



**Program**  
**once**  
  
**reuse**  
**always**

## Easy Programming of FBs and FUN



**New POU (Project)** [X]

Name  
In\_of\_FB [OK]

Type:  
 Program (PRG)  
 Function (FUN)  
 Function Block (FB)

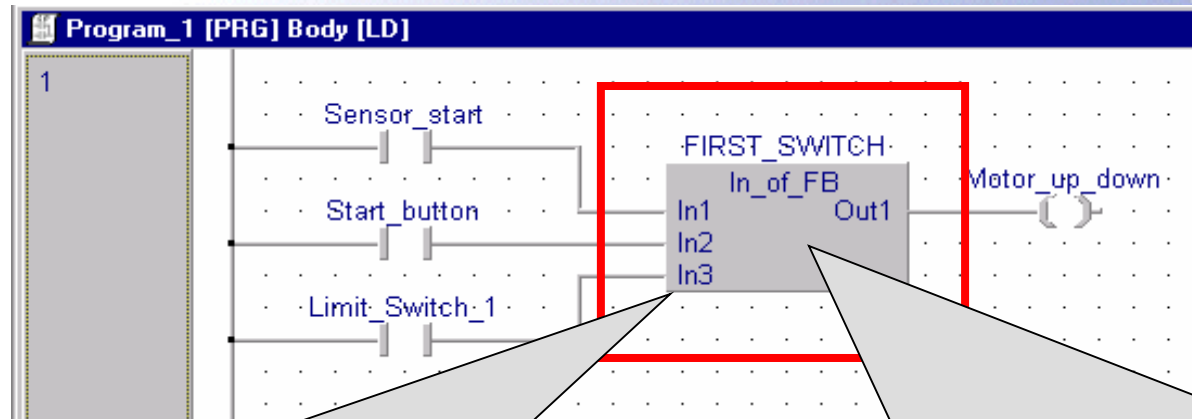
Language:  
Function Block Diagram (FBD)  
Instruction List (IL)  
Ladder Diagram (LD)  
Structured Text (ST)

EN/END:  
 Use with EN/END

[Cancel]



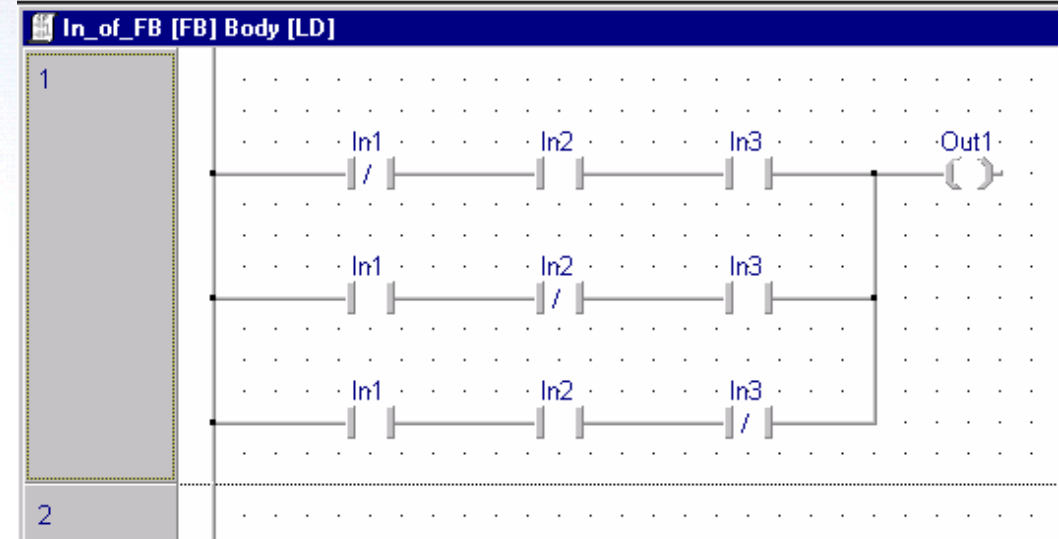
# Easy Programming of FBs and FUN

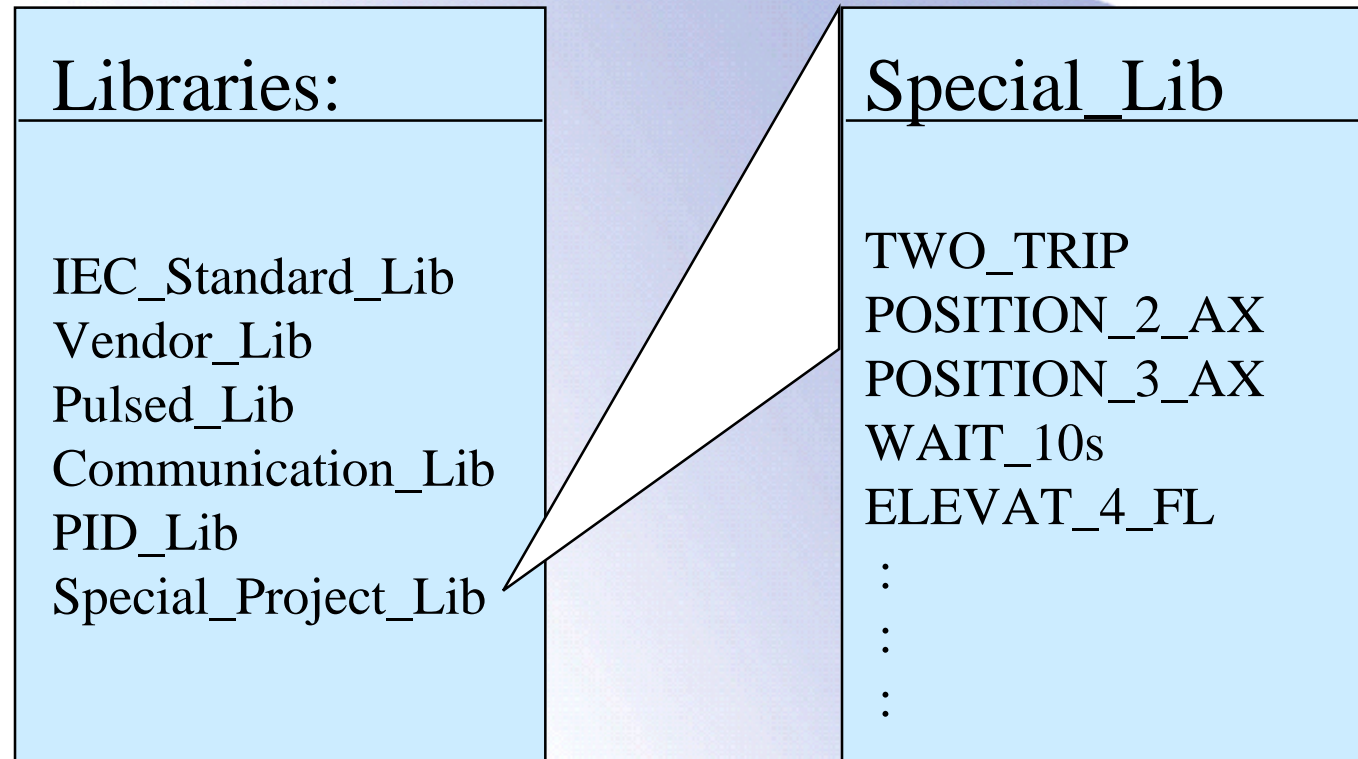


Define inputs and outputs

Program FB contents

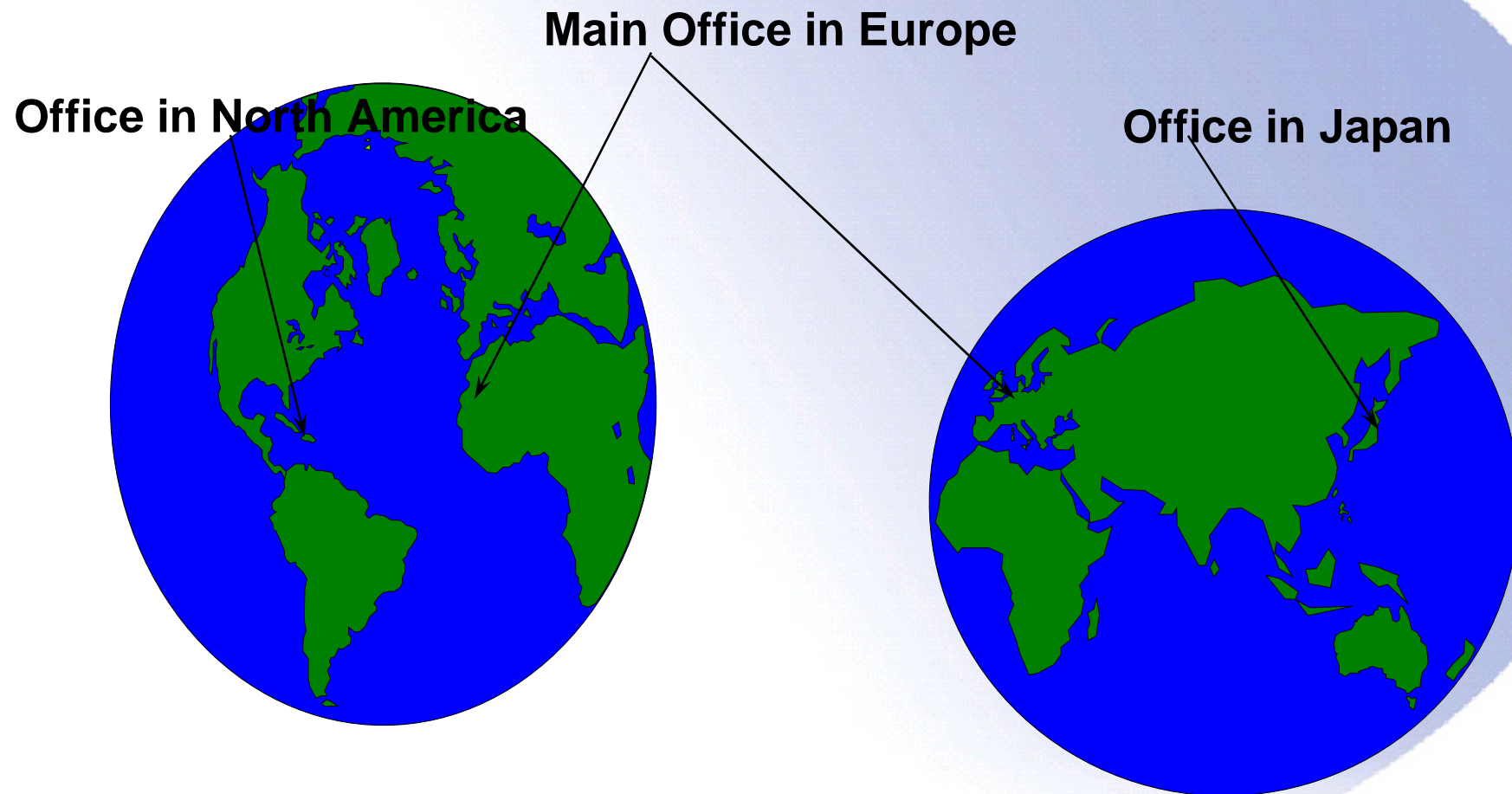
In_of_FB [FB] Header					
	Class	Identifier	Type	Initial	C
0	VAR_INPUT	In1	BOOL	FALSE	
1	VAR_INPUT	In2	BOOL	FALSE	
2	VAR_INPUT	In3	BOOL	FALSE	
3	VAR_OUTPUT	Out1	BOOL	FALSE	



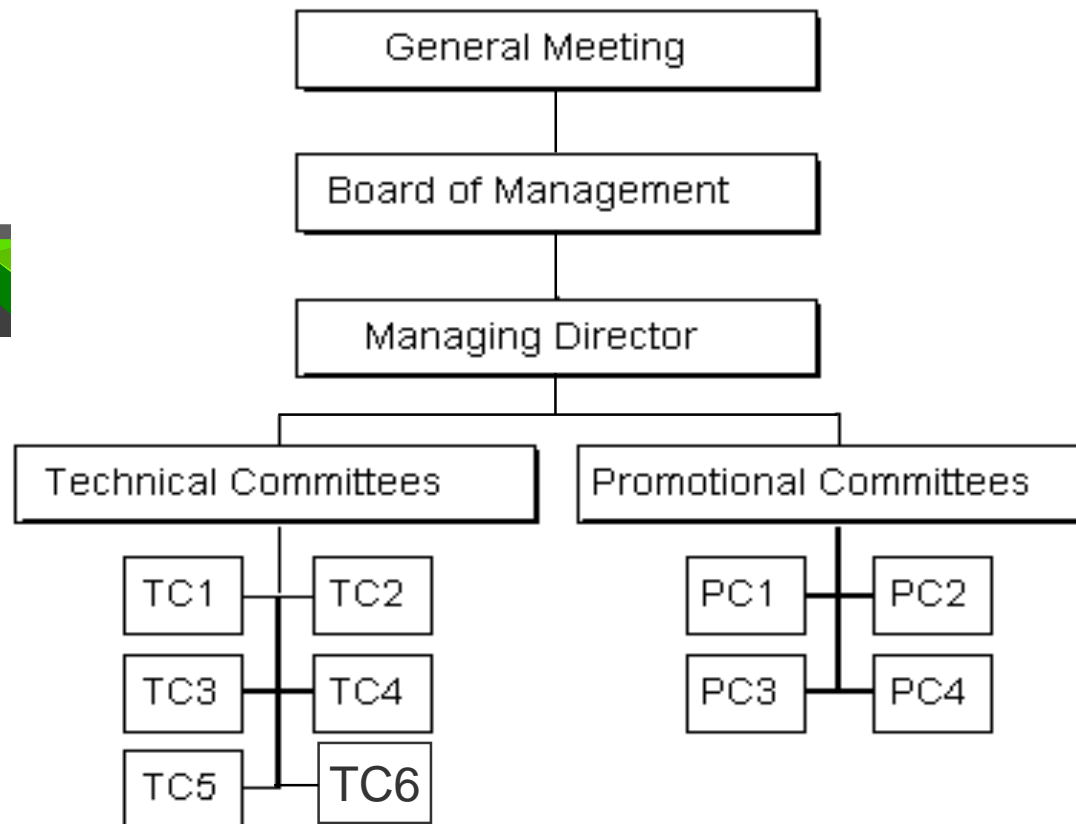


- **Self-created FBs can be stored in libraries**
- **Comfortable structuring and sorting in the libraries**
- **Know-how protection of FBs and libraries**
- **Easy reuse of tested software --> saves time**

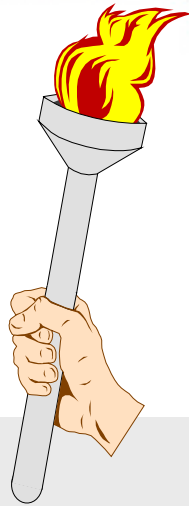
## PLCopen is a World-wide association



**PLCopen was founded on June 15, 1992 in Giessen, Germany. Target was to promote IEC 61131-3, inform customers and give more weight to the IEC 61131-3 standard.**



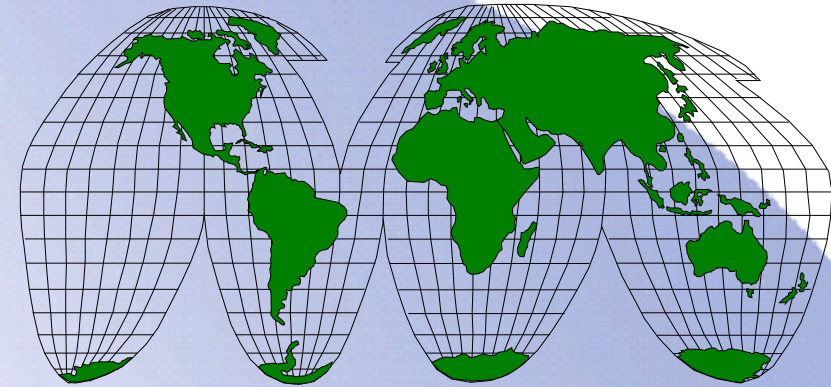
**PC1 Main promotion committee**  
**PC2 Common training program**  
**PC3 North-America**  
**PC4 Japan**



## **PLCopen *Mission***

**We want to be the leading association resolving  
topics related to  
control programming  
to support the use of  
international standards in this field.**

# PLCopen is a World-wide association



> 80 members (June 2004)

from 19 countries all over the world

Suppliers, institutes and users

See newsletter / website for up-to-date list

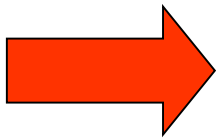
Details



# The Essence of Compliancy

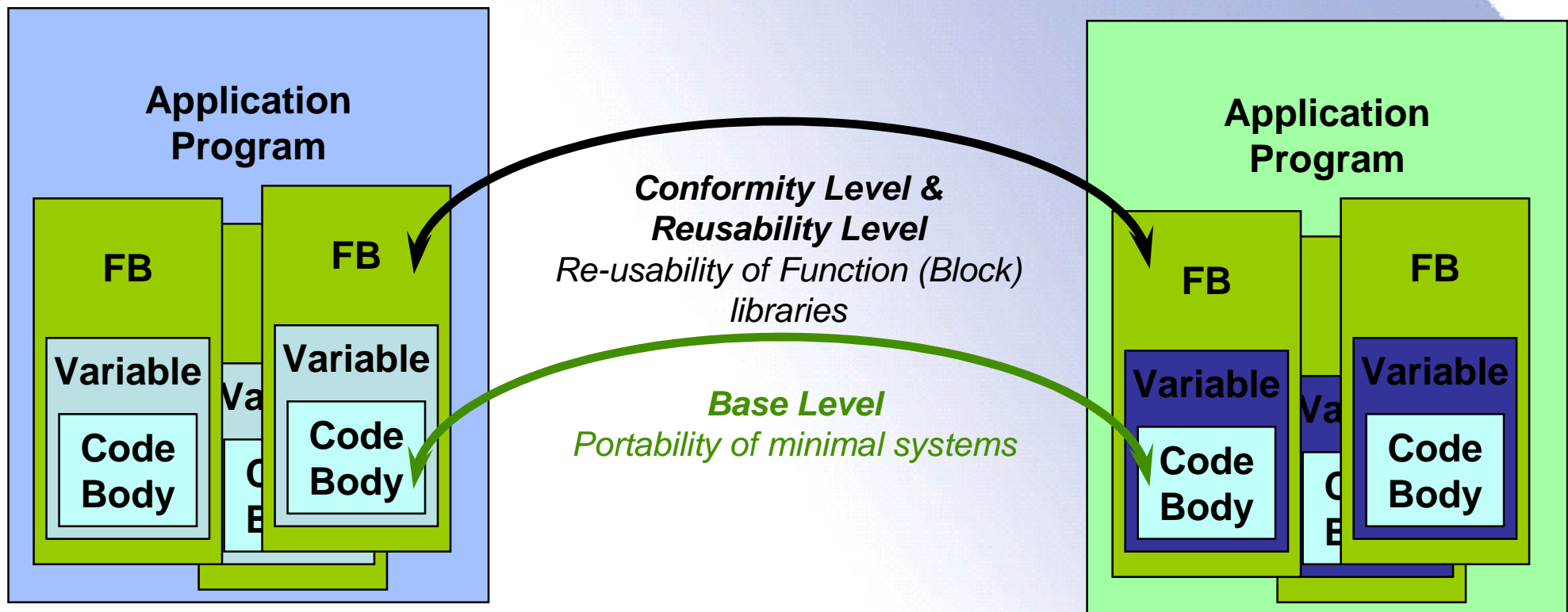
- The IEC 61131 standard gives rules for compliancy
- Certification guides users towards real IEC 61131-3 programming systems (e.g. PLCopen certified products)

**Without testing  
there is no standard**



**Meanwhile only truly compliant IEC 61131-3 systems  
are promoted as IEC 61131-3 products**

## TC3: PLCopen Compliance Levels





# Certification

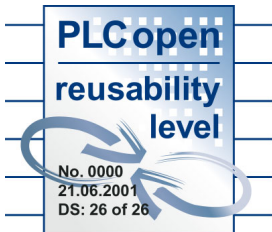
Certified products can use these logos



**Base Level:** first step into IEC 61131-3 software



**Conformity Level:** conforms to IEC 61131-3 based on supported data types



**Reusability Level:** reuse of IEC 61131-3 Function Blocks based on supported data types

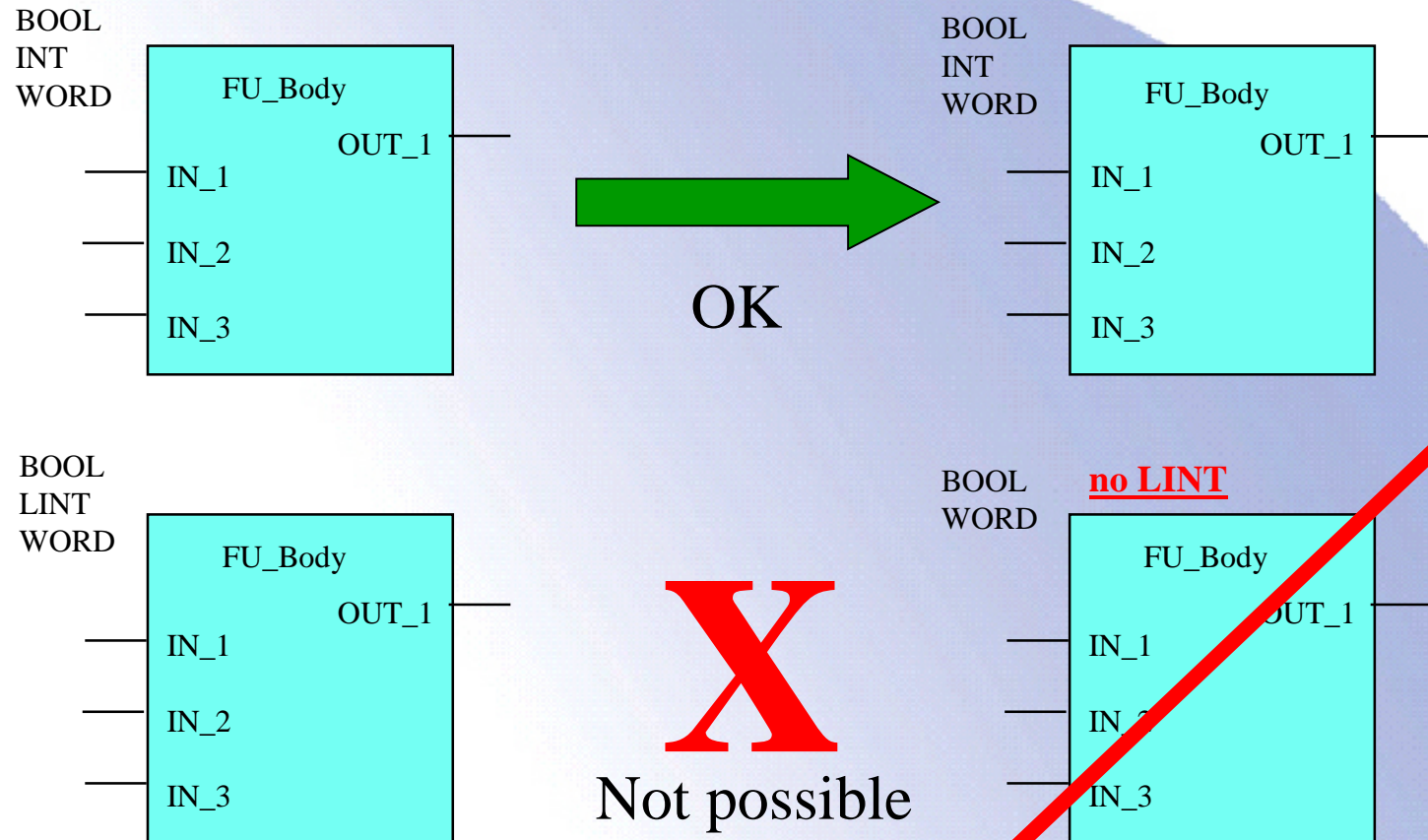


**Motion Control:** certified Function Blocks according the Motion Control specification



**XML:** Opening up the development environments by specifying XML formats for IEC 61131-3

# Reusability Level ST



## Function Block exchange in ST language is possible:

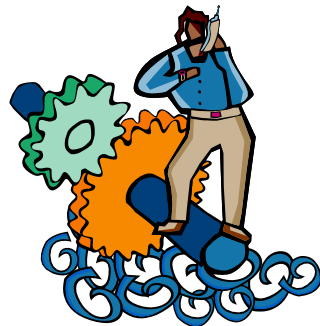
- if both systems have the Reusability Level ST
- the used instructions are IEC 61131-3 instructions
- the same data types are available

## Why Motion Control FBs ?



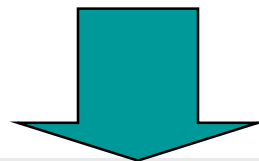
### Revolutionizing the industry with a global standard

*Mechanics do not help anymore,  
a standard with software is possible*



### Reduce maintainance and sanitation

*Less hardware parts, more software*



**The solution is.....**

**.....Software**

## Motion Control Standardization means:

- ü **Hardware independent Software Development**
- ü **Consistent Development Environment**
- ü **Consistent Installation and Maintenance Interface**

**Same**

***'Look and Feel'***

***IEC 61131-3 is a good base***

# The PLCopen Task Force Motion Control

- ü Initiated by Users
- ü ..to fulfil their requirements

Users:

Bosch Packaging  
Kuka  
Kloeckner Tevopharm  
Focke EKB  
Hershey Foods  
Tetra Pak

Suppliers:

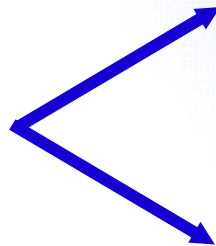
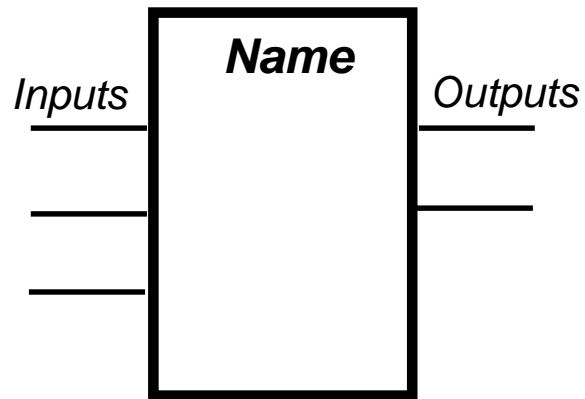
Siemens  
Elau  
Beckhoff Industrial Electronics  
SEW Eurodrive  
Mitsubishi Electric Europe  
Cross Hueller  
Lenze  
Parker Hannifin  
ISG Stuttgart  
Control Techniques  
Phoenix Contact  
Keba  
KW Software  
Rockwell Automation  
Nyquist  
Baumueller  
infoteam Software  
Rexroth Indramat

## **Goal :**

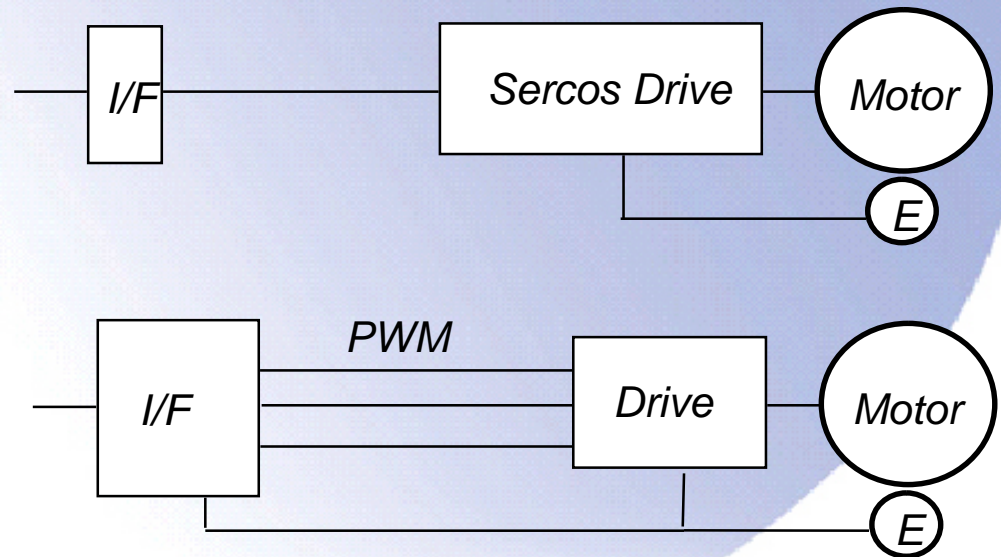
***To harmonize the access for Motion Control  
across different platforms  
during development, installation and maintenance  
based on the IEC 61131-3 environment***

## Software View

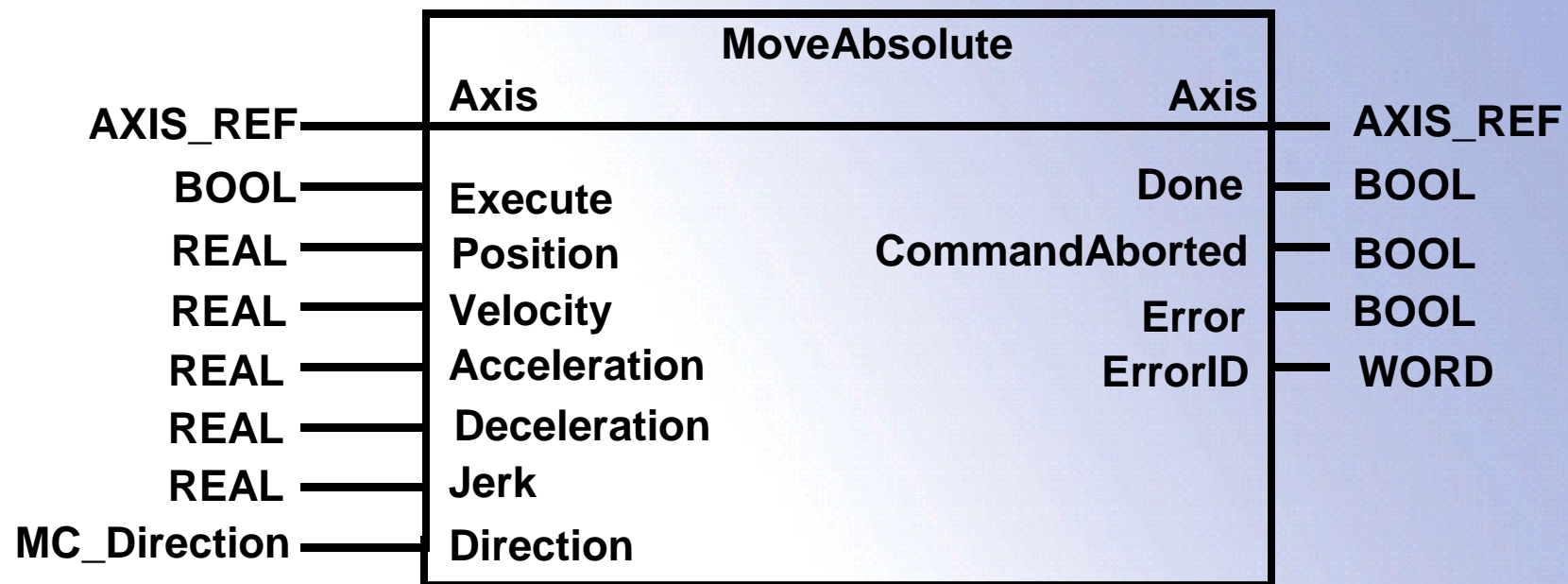
*Encapsulation / Information Hiding*



## Hardware View



# Example of a Function Block



FB-Name	MC_MoveAbsolute
This function block commands a controlled motion at a specified absolute position.	



**Thank you !**