



DesignNews

Getting Started in Automation with Arduino

DAY 4: Understanding the IEC 61131-3 Functional Programming Language Specification

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Dr. Don Wilcher

Visit 'Lecturer Profile' in your console for more details.

Course Kit and Materials

Arduino Opta



12VDC @ 500mA Wall Mount Power Supply



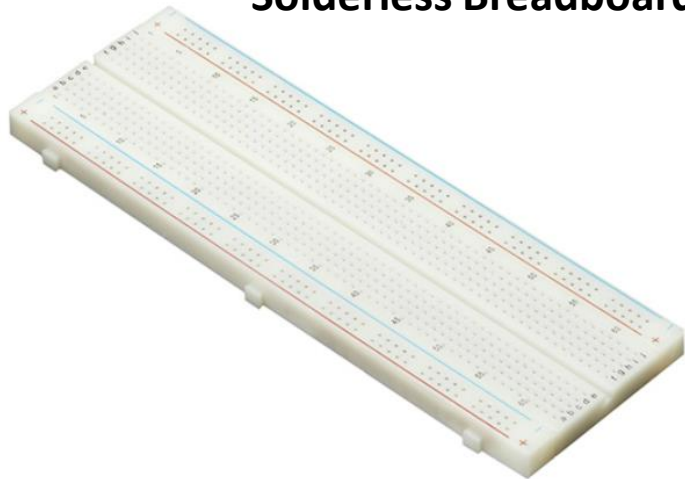
DC Motor: Medium Torque



Adafruit Parts Pal Kit



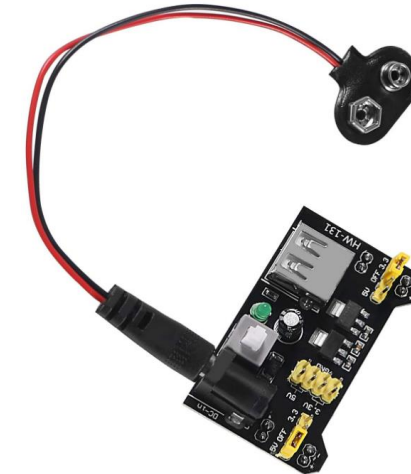
Solderless Breadboard



Jumper Wires: Male to Male



Solderless Breadboard Power Supply

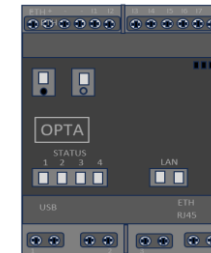


Agenda:

- Overview of the IEC 61131-3 Functional Programming Language Specification
- AI-assisted Automation Application: Simple Security System (OR Gate)
- Lab: Simple Security System Simulator



Seminal Research Perspective

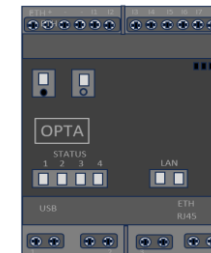
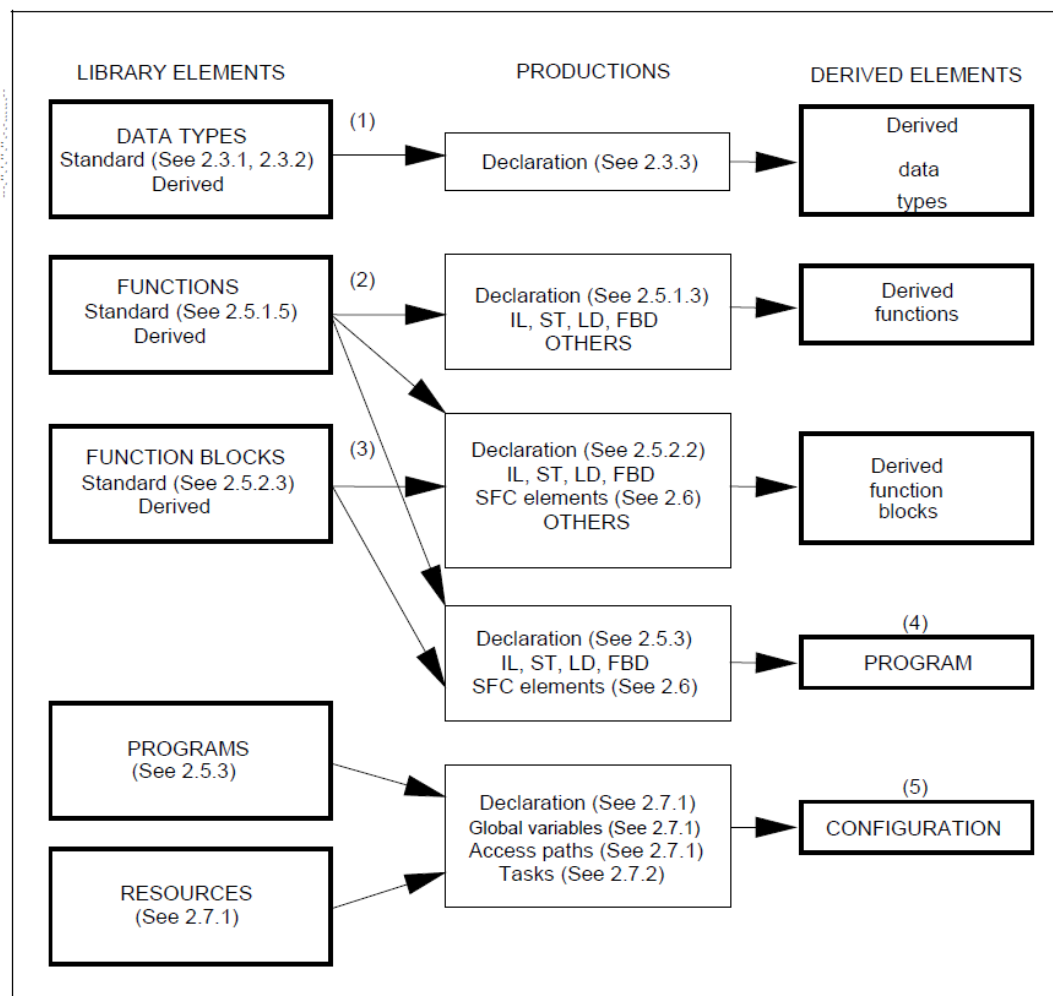


“Programmable Logic Controller (PLC) is the most important component in industrial automation, and it has become one of the three pillars (robots, PLC, and CAD/CAM) of the modern industrial control technology”(Liao, 2007).

Overview of the IEC 6113-3 Functional Programming Language Specification

IEC 61131-3 Programming Model

Illustration courtesy of IEC 6113-3
Standard, Second Edition 2003.



Overview of the IEC 6113-3 Functional Programming Language Specification...



The subclass **Program** block is the main **Declaration** element of interest in programming the Arduino Opta microPLC.

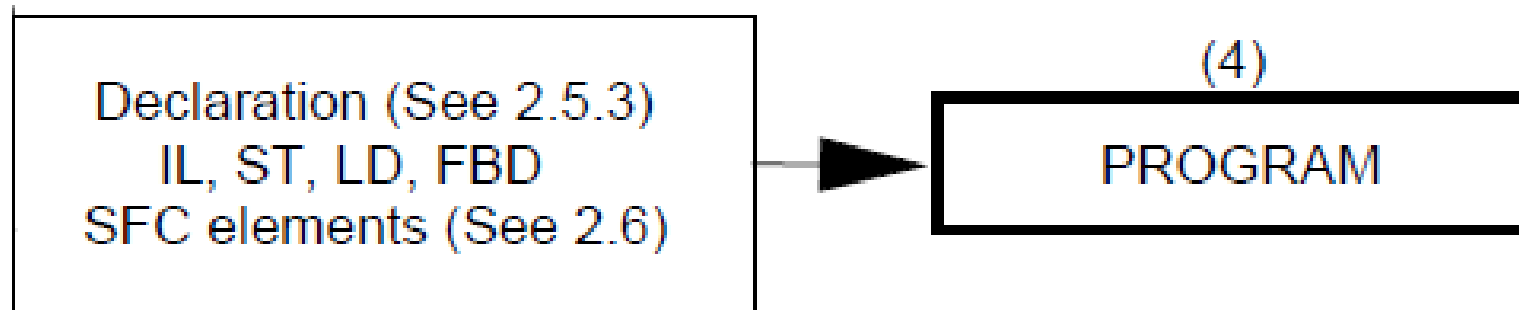


Illustration courtesy of IEC 6113-3
Standard, Second Edition 2003.

Question 1

The subclass Program block is the main setup element of interest in programming the Arduino Opta microPLC.

- a) True**
- b) False**



Overview of the IEC 6113-3 Functional Programming Language Specification...

- A program is defined as a logical assembly of all the programming language elements and constructs necessary for the intended (IEC 61131-3, p.83, 2003):
 - a) signal processing for processes
 - b) control of a machine
- A program allows such signal processing and machine control within a programmable controller system.
- A network of programming elements defines the program's construction.

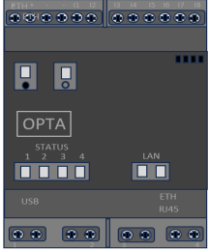


Overview of the IEC 6113-3 Functional Programming Language Specification...

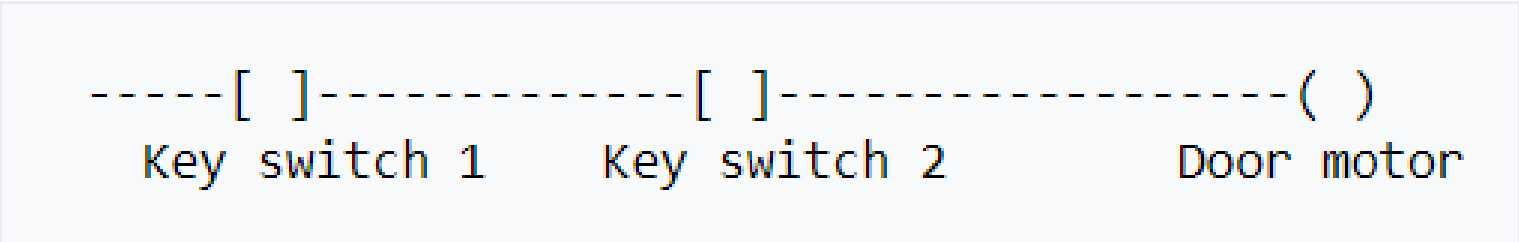


- A **network** is a maximal set of interconnected elements, excluding the left and right rails (IEC 61131-3, p.135, 2003).
- Graphical languages represent the flow of a conceptual quantity through one or more networks representing a control plan (IEC 6113-3, p. 135, 2003).
- There are three graphical language flows used in a control plan.
 - a) Power – aligns with relay ladder diagrams (LD)
 - b) Signal – aligns with function blocks (FB)
 - c) Activity – aligns with sequential function charts (SFC)

Overview of the IEC 6113-3 Functional Programming Language Specification...



The Power flow graphical language (LD) is primarily used in building PLC applications.



An Example LD Power Flow graphical language

Illustration courtesy of https://en.wikipedia.org/wiki/Ladder_logic

Overview of the IEC 6113-3 Functional Programming Language Specification...



IEC 61131-3 of an LD (Power Flow) program

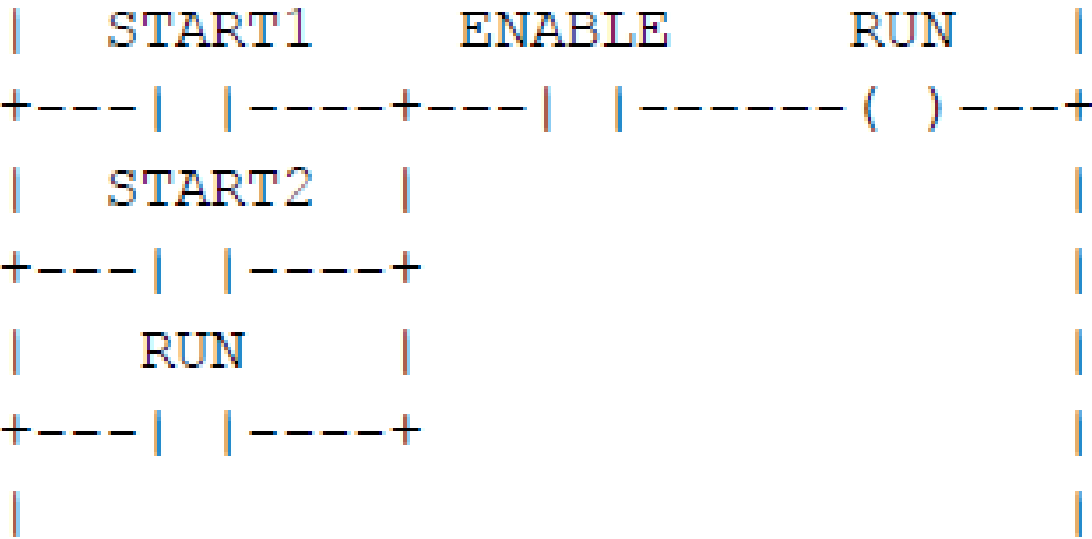


Illustration courtesy of IEC 6113-3 Standard, Second Edition 2003.

Overview of the IEC 6113-3 Functional Programming Language Specification...



- A contact is an element that imports a state to the horizontal link on its right side, equal to the Boolean function of the state of the horizontal link on its left side.
 - a) The right and left sides of the horizontal link are the power rail.
 - b) The horizontal link is the ladder diagram rung.
- A coil copies the state of the link on its left to the link on its right without modification. It stores an appropriate function of the state or transition of the left link into the associated Boolean variables (IEC 61131-3, p.142, 2003).

Overview of the IEC 6113-3 Functional Programming Language Specification...

Identification of the coil on an LD.

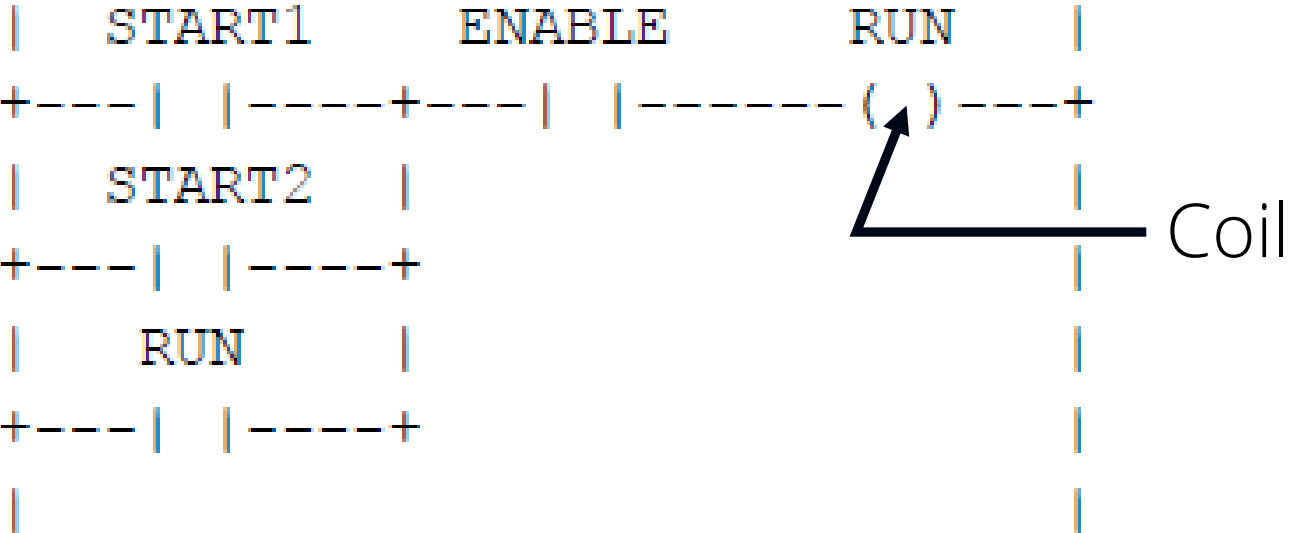


Illustration courtesy of IEC 6113-3 Standard, Second Edition 2003.

Question 2

A contact is an element that _____ a state to the horizontal link on its right side.

- a) exports
- b) transports
- c) imports
- d) transmits



Overview of the IEC 6113-3 Functional Programming Language Specification...

Representation of Lines:
Lines can be extended by the use
of connectors (IEC 61131-3, p.135,
2003)

No.	Feature	Example
1	Horizontal lines: ISO/IEC 10646-1 "minus" character	-----
2	Graphic or semigraphic	
3	Vertical lines: ISO/IEC 10646-1 "vertical line" character	
4	Graphic or semigraphic	
5	Horizontal/vertical connection: ISO/IEC 10646-1 "plus" character	<pre> ---+ </pre>
6	Graphic or semigraphic	
7	Line crossings without connection: ISO/IEC 10646-1 characters	<pre> -----+----- </pre>
8	Graphic or semigraphic	
9	Connected and non-connected corners: ISO/IEC 10646-1 characters	<pre> ---+ +--- ---++ +--- </pre>
10	Graphic or semigraphic	



Overview of the IEC 6113-3 Functional Programming Language Specification...



Representation of Contacts:
 A contact is an element which imparts a state to the horizontal link on its right side (IEC 61131-3, p.140, 2003)

Static contacts		
No.	Symbol	Description
1	*** -- --	Normally open contact The state of the left link is copied to the right link if the state of the associated Boolean variable (indicated by "****") is ON. Otherwise, the state of the right link is OFF.
	or	
2	*** --!!--	Normally closed contact The state of the left link is copied to the right link if the state of the associated Boolean variable is OFF. Otherwise, the state of the right link is OFF.
	or	
3	*** -- / --	Normally open contact The state of the left link is copied to the right link if the state of the associated Boolean variable is OFF. Otherwise, the state of the right link is OFF.
	or	
4	*** --!/!--	Normally closed contact The state of the left link is copied to the right link if the state of the associated Boolean variable is ON. Otherwise, the state of the right link is OFF.
	or	

Overview of the IEC 6113-3 Functional Programming Language Specification...

Representation of Coils:

A coil copies the state of the link on its left side (IEC 61131-3, p.140, 2003)

No.	Symbol	Description
Momentary coils		
1	*** -- () --	Coil The state of the left link is copied to the associated Boolean variable and to the right link.
2	*** -- (/) --	Negated coil The state of the left link is copied to the right link. The inverse of the state of the left link is copied to the associated Boolean variable, that is, if the state of the left link is <i>OFF</i> , then the state of the associated variable is <i>ON</i> , and vice versa.
Latched Coils		
3	*** -- (S) --	SET (latch) coil The associated Boolean variable is set to the <i>ON</i> state when the left link is in the <i>ON</i> state, and remains set until reset by a <i>RESET</i> coil.
4	*** -- (R) --	RESET (unlatch) coil The associated Boolean variable is reset to the <i>OFF</i> state when the left link is in the <i>ON</i> state, and remains reset until set by a <i>SET</i> coil.



AI-assisted Application: Simple Security System (OR Gate)



What Automation application can be generated for the Arduino Opta using a Large Language Model?

AI-assisted Application: Simple Security System (OR Gate)...

2. Simple Security System (OR Gate):

- **Components:** Arduino Opta, Buzzer, Two pressure mats (one for each entry point)
- **Logic:** - Connect each pressure mat to a digital input pin.
 - Connect the buzzer to a digital output pin.
- **Programming:** - Read the state of each pressure mat (pressed/not pressed).
 - Use an OR logic function in your code. The buzzer sounds if EITHER pressure mat is pressed (indicating someone entered).



A Physical Simulator will be built using the Arduino Opta micro-PLC, two pushbutton switches, and a buzzer. The IEC 61131-3 Specification will provide guidance in building the LD program.

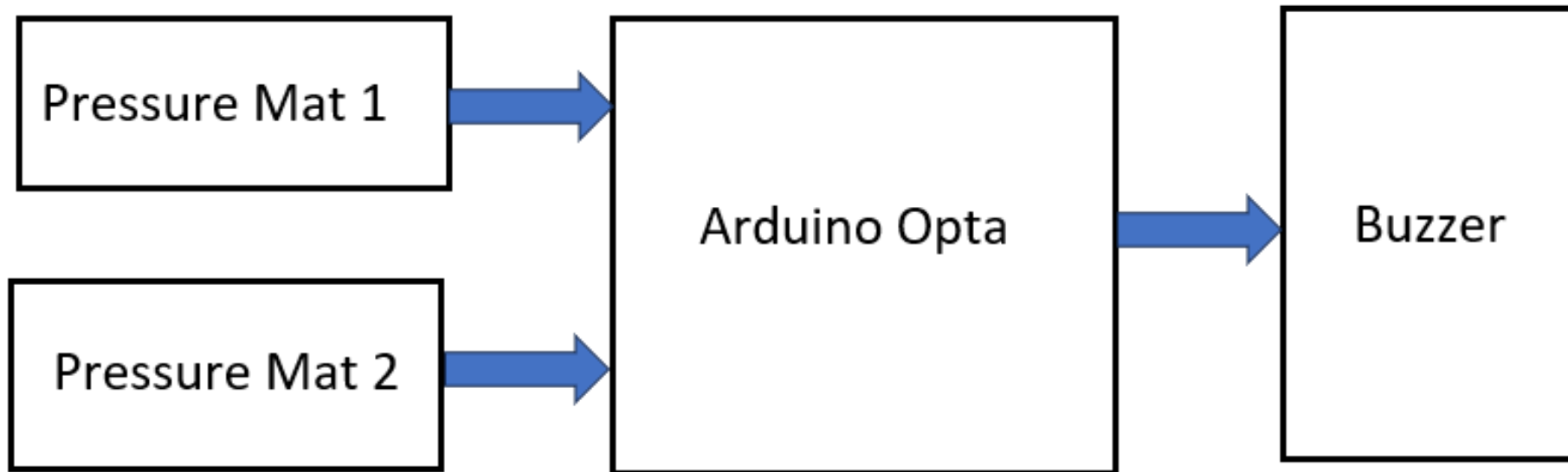
Question 3

On slide 21, which AI LLM was used to create the Simple Security System Application?

- a) Dalle2**
- b) Co-Pilot**
- c) Gemini**
- d) ChatGPT**

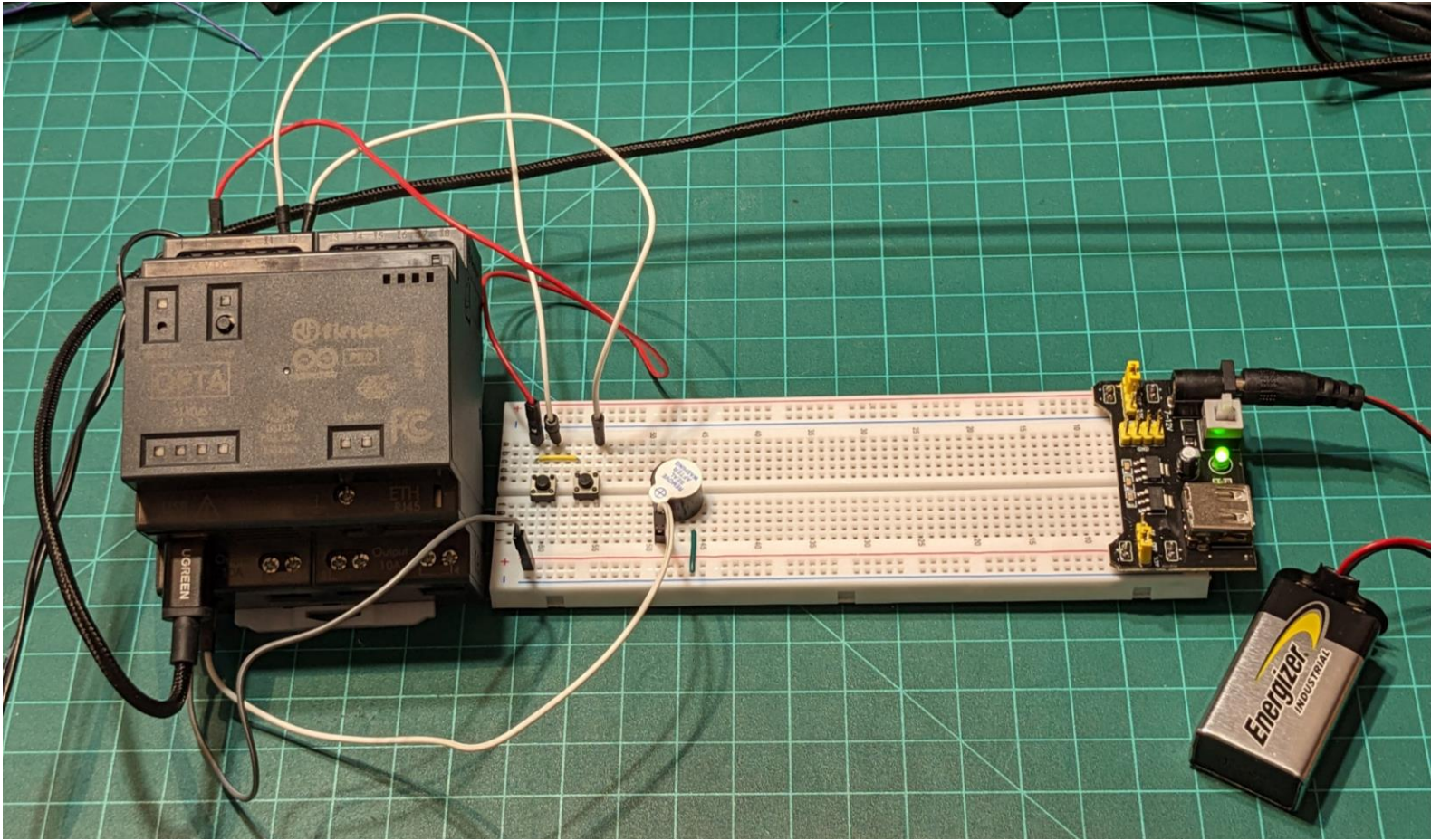


AI-assisted Application: Simple Security System (OR Gate)...



A Physical Simulator Block Diagram

Lab: Simple Security System Simulator



Lab: Simple Security System Simulator...



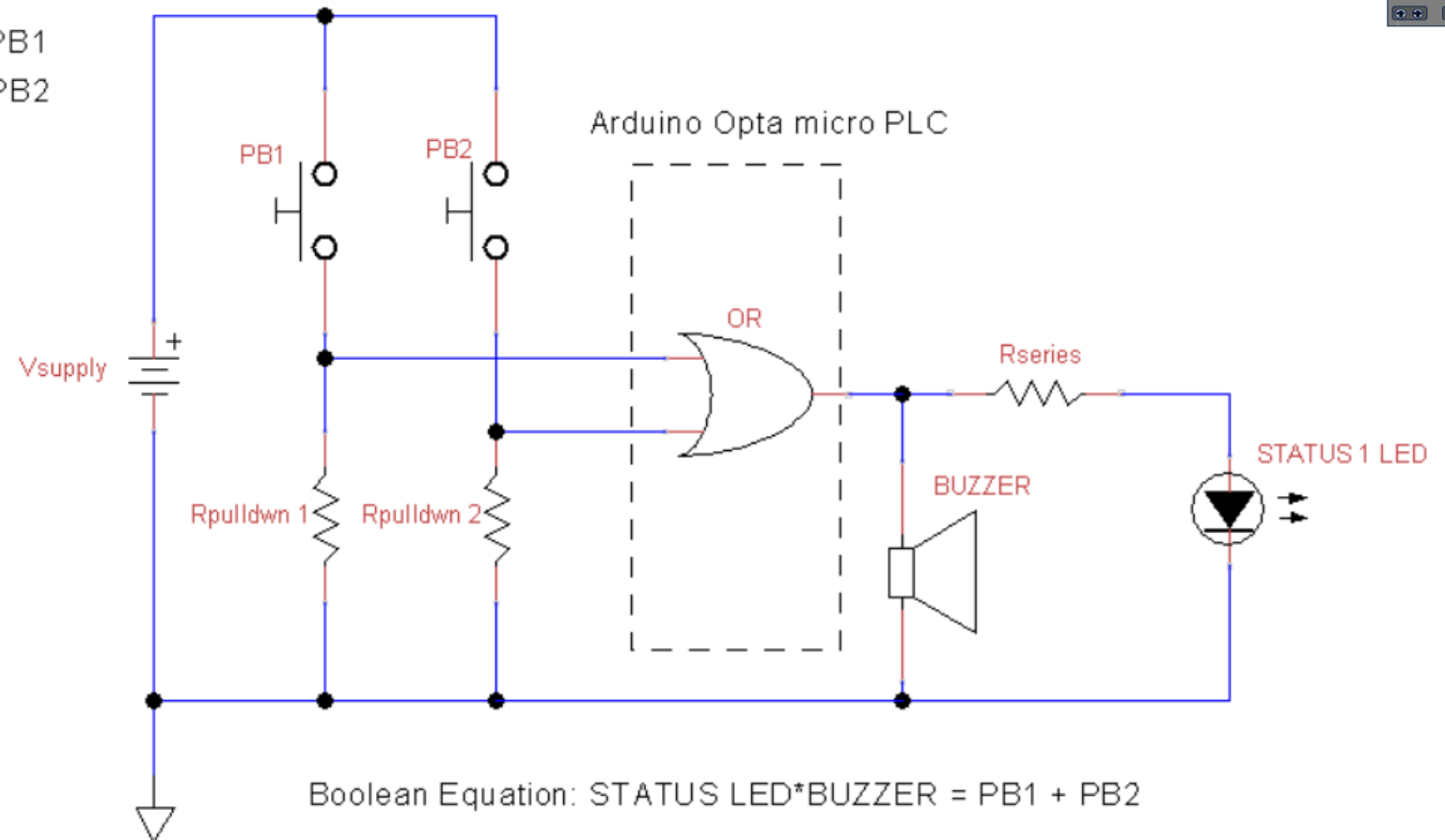
Lab Objectives:

- Participants will learn to set up communications using the Arduino PLC IDE.
- Participants will learn to create a Ladder Diagram Logic Function program using the Arduino PLC IDE.
- Participants will learn how to branch a bit instruction.
- Participants will learn how program and control an Arduino Opta Relay.
- Participants will learn to download, run, and test a Ladder Diagram Logic Function program.

Lab: Simple Security System Simulator...

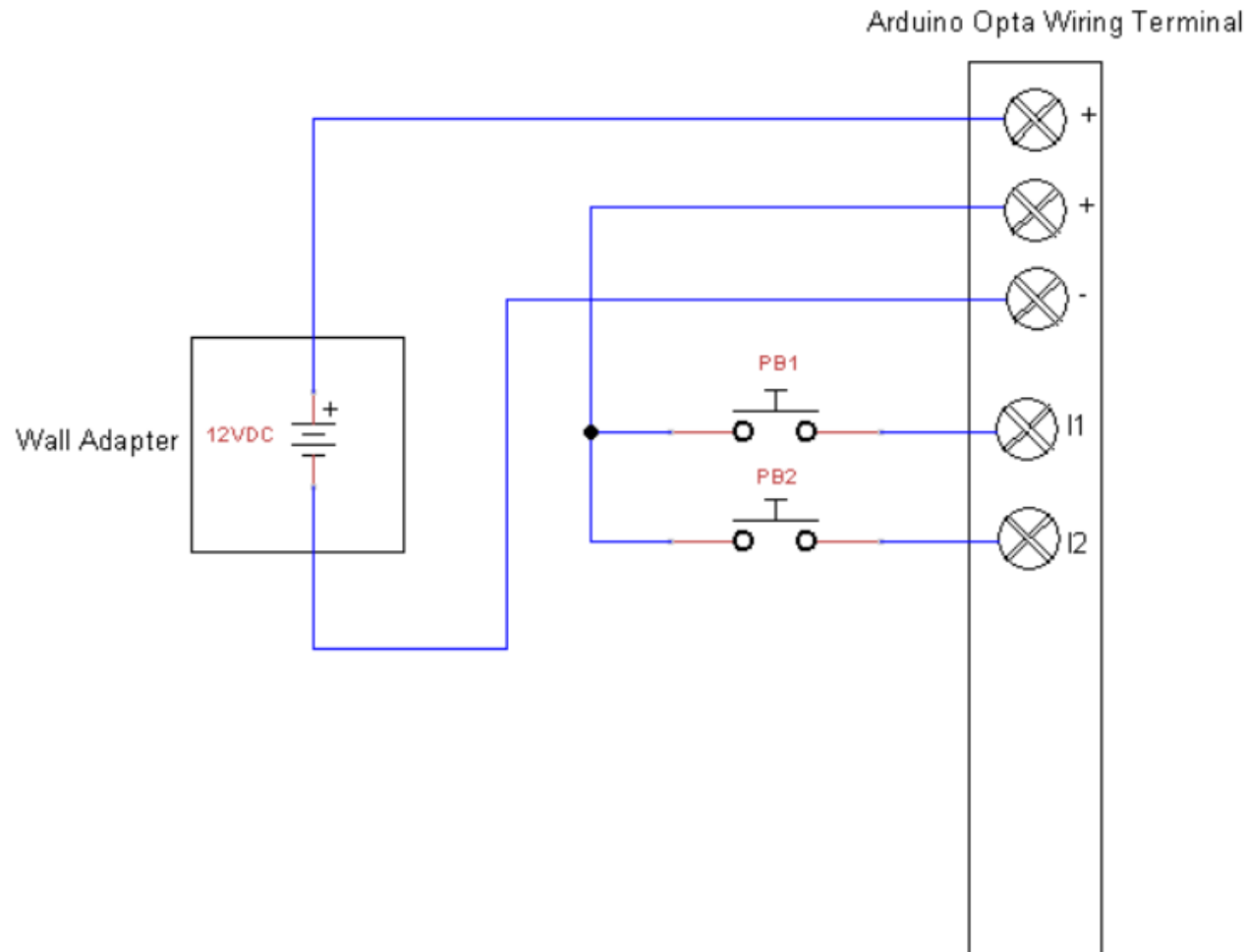
Digital IC Concept:
Discrete logic gate
circuit simulating
a Simple Security
System.

Press_Mat 1 = PB1
Press_Mat 2 = PB2



Wiring 2 Pushbutton Switches To the Arduino Opta...

A Prototyping
Concept for a
Digital Switch
Simulator:
Input Terminal
Wiring
Diagram

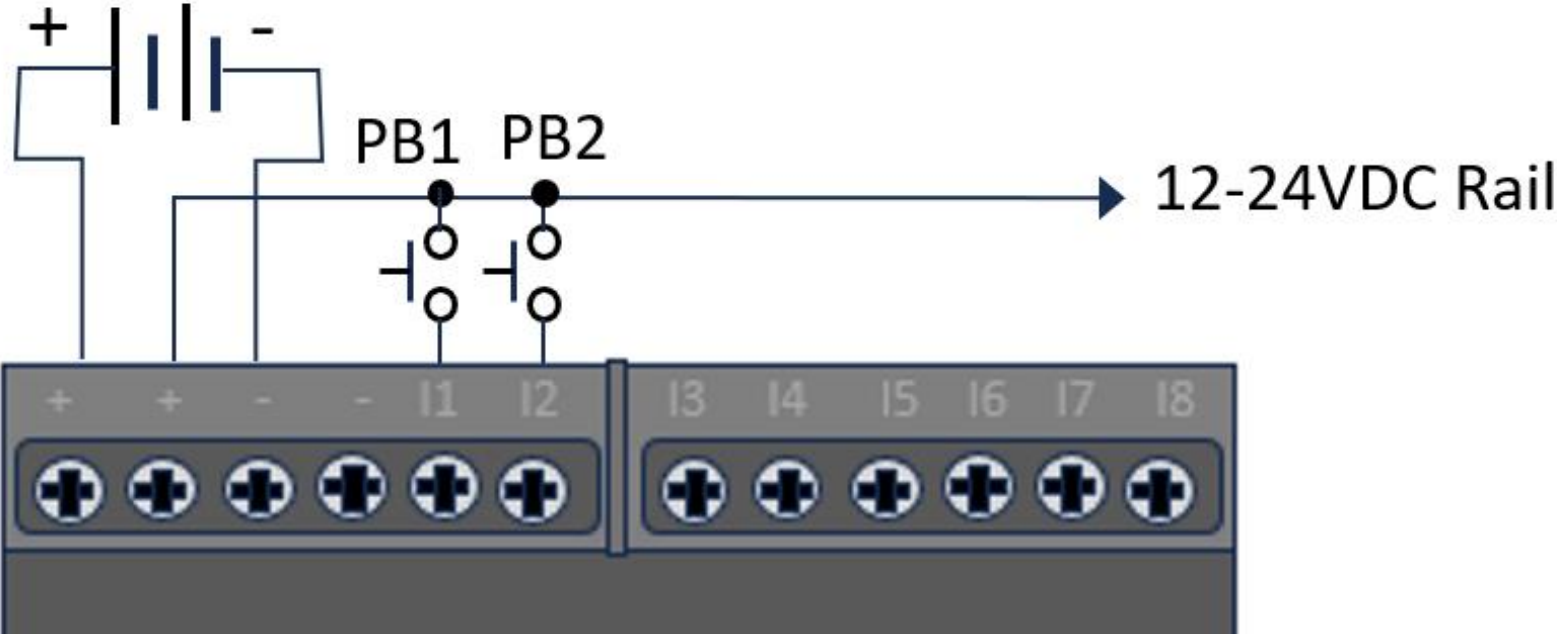


Wiring 2 Pushbutton Switches To the Arduino Opta...

2 tactile pushbutton switches are wired to the terminal points I1 and I2 of the Arduino Opta.



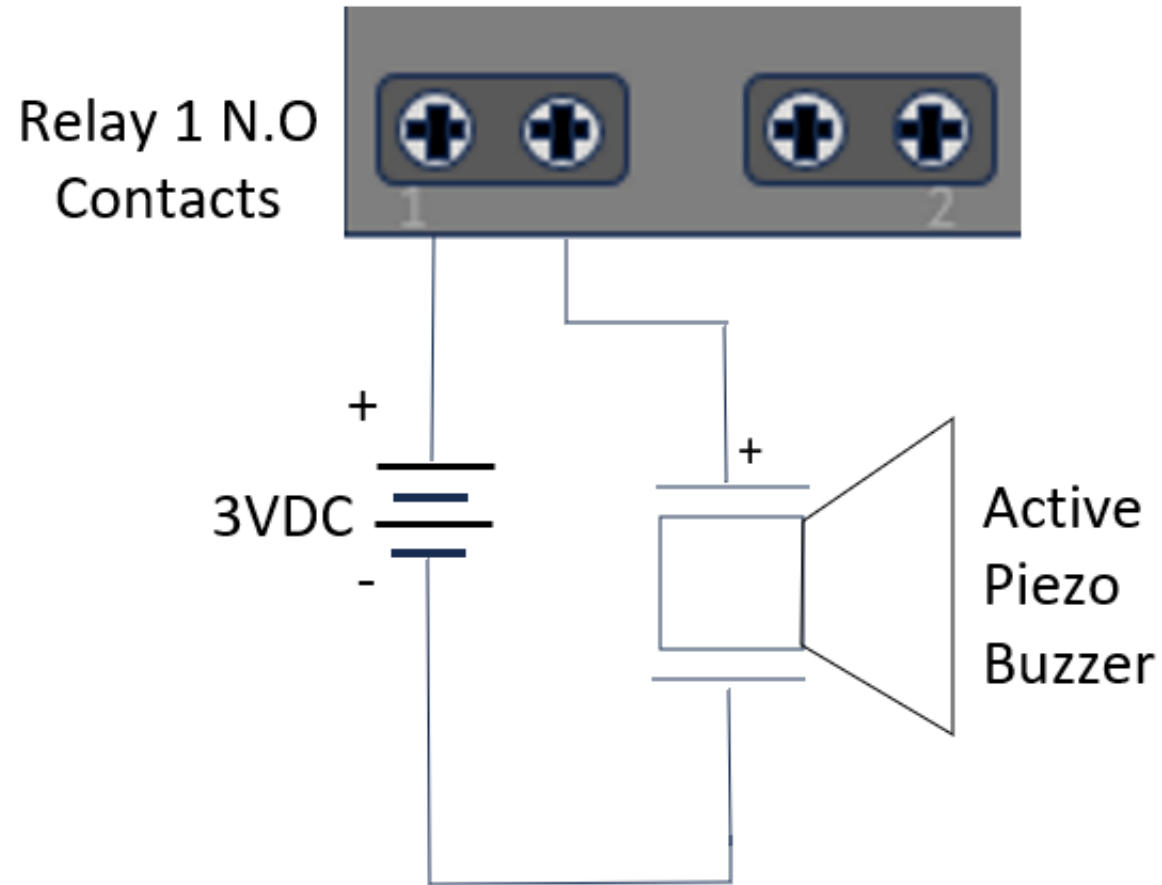
12-24VDC Power Supply



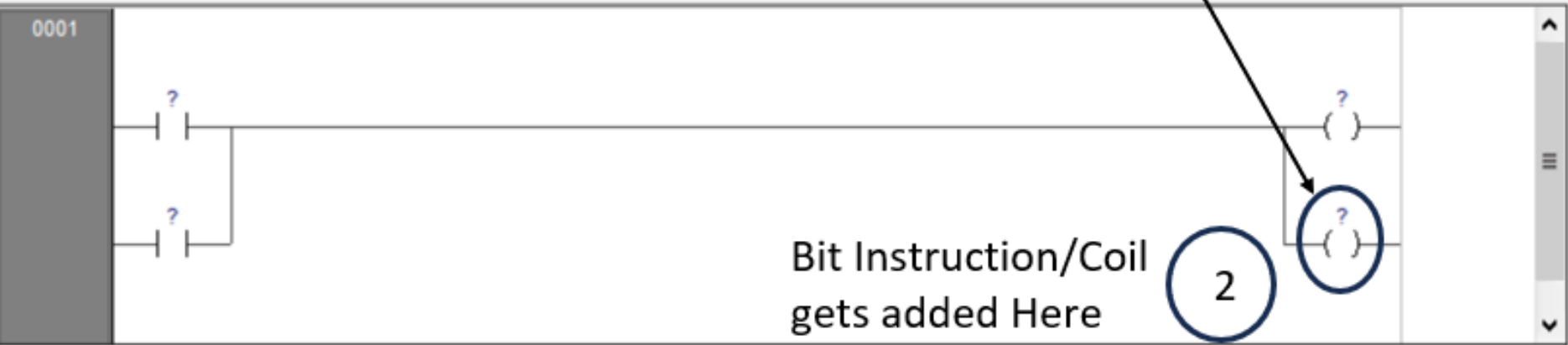
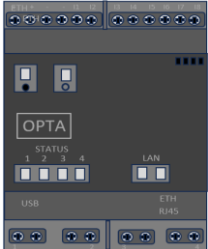
Wiring an Active Piezo Buzzer To the Arduino Opta



An Active Piezo Buzzer wired to the terminal point “1” Relay Contact of the Arduino Opta.



Lab: Simple Security System Simulator... Adding Parallel Bit Instruction



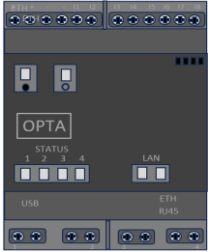
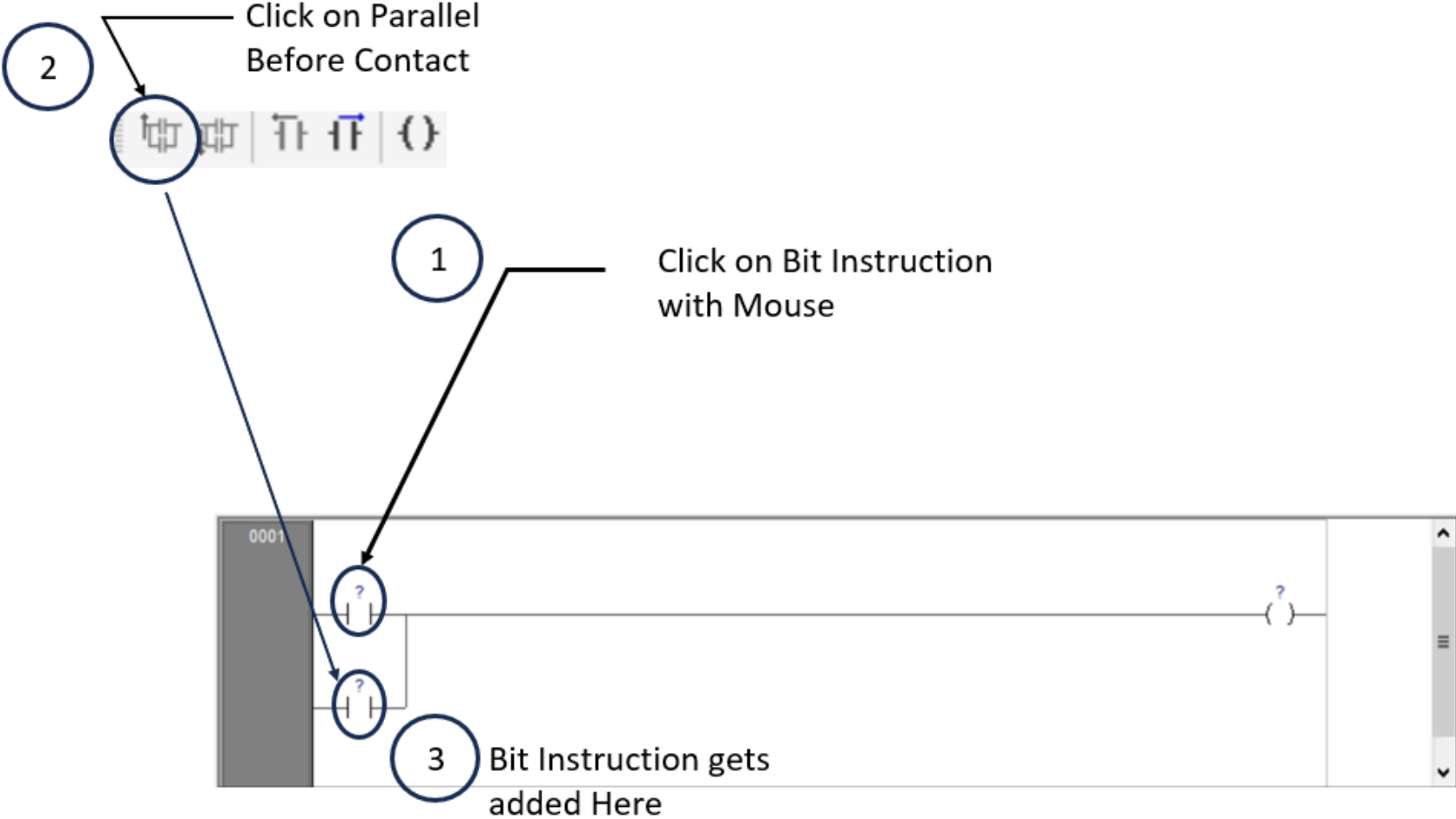
Question 4

In reviewing slide 30, what bit instruction is used to add a parallel coil for an LD rung?

- a) contact**
- b) parallel coil**
- c) coil**
- d) none of the above**



Lab: Simple Security System Simulator... Adding Parallel Bit Instructions



Lab: Simple Security System Simulator... Labeling Bit Instructions

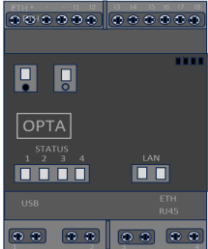
Click on Bit Instruction/Contact

The screenshot shows a ladder logic editor interface. At the top left, there is a grey box labeled '0001'. Below it, a bit instruction symbol (two vertical bars with a diagonal slash) is highlighted with a blue circle containing the number '1'. An arrow points from the text 'Click on Bit Instruction/Contact' to this symbol. A dialog box is open over the bit instruction, with the 'Contact' section selected. Under 'Contact', the 'Normal' radio button is selected. Under 'Coil', the 'Normal' radio button is selected. The 'Name' field at the bottom of the dialog contains the text 'Pressure_Mat1'. An arrow points from the text '2 Type Label Here' to this field. Below the dialog box, there is a table for 'Local variables' and an 'Output' section.

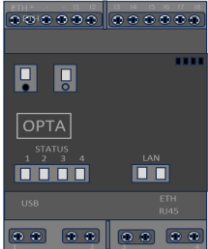
Name	Type	Address	Address

Repeat the Step for the remaining Bit Instructions.

2 Type Label Here



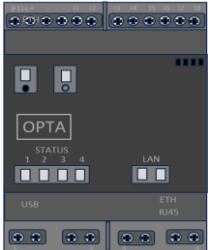
Lab: Simple Security System Simulator... Labeling Bit Instructions



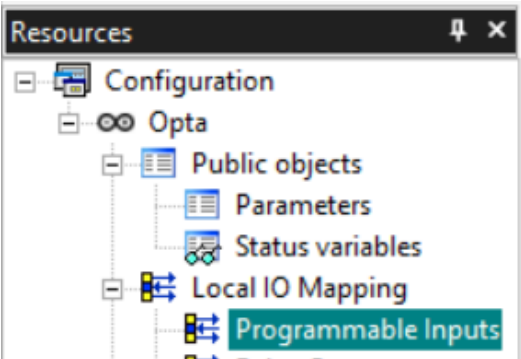
Completely Labeled Bit Instructions



Lab: Simple Security System Simulator... Labeling Bit Instructions

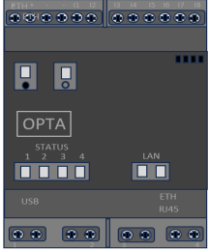


Labeling and Mapping Pressure_Mat1 and Pressure_Mat2 to I1 and I2 Terminals



Programmable inputs mapping						
		Assign	UnAssign	Analog resolution: 16 bits		
#	Name	Variable	IOType	Type	DataBlock	Description
1	I1	Pressure_Mat1	Digital	BOOL	%IW0.0	I1 programmable input
2	I2	Pressure_Mat2	Digital	BOOL	%IW0.1	I2 programmable input

Lab: Simple Security System Simulator... Labeling Bit Instructions



Labeling and Mapping Buzzer
to Output Relay 1

Resources

- Configuration
 - Opta
 - Public objects
 - Parameters
 - Status variables
 - Local IO Mapping
 - Programmable Inputs
 - Relay Outputs

Relay outputs mapping					
#	Name	Variable	Type	DataBlock	Description
1	O1	BUZZER	BOOL	%QX0.0	O1 relay output
2	O2		BOOL	%QX0.1	O2 relay output
3	O3		BOOL	%QX0.2	O3 relay output

Lab: Simple Security System Simulator... Labeling Bit Instructions

Labeling and Mapping LED to
STATUS LED 1



Resources

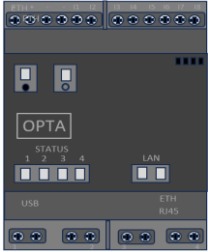
- Configuration
 - Opta
 - Public objects
 - Parameters
 - Status variables
 - Local IO Mapping
 - Programmable Inputs
 - Relay Outputs
 - LED Outputs**

LED outputs mapping

#	Name	Variable	Type	DataBlock	Description
1	L1	LED	BOOL	%QX1.0	L1 LED output
2	L2		BOOL	%QX1.1	L2 LED output
3	L3		BOOL	%QX1.2	L3 LED output
4	L4		BOOL	%QX1.3	L4 LED output

Lab: Simple Security System Simulator... Labeling Bit Instructions

Labeling and Mapping LED to
STATUS LED 1



Resources

- Configuration
 - Opta
 - Public objects
 - Parameters
 - Status variables
 - Local IO Mapping
 - Programmable Inputs
 - Relay Outputs
 - LED Outputs**

LED outputs mapping					
#	Name	Variable	Type	DataBlock	Description
1	L1	LED	BOOL	%QX1.0	L1 LED output
2	L2		BOOL	%QX1.1	L2 LED output
3	L3		BOOL	%QX1.2	L3 LED output
4	L4		BOOL	%QX1.3	L4 LED output

Lab: Simple Security System Simulator...

Completely Simple Security System Simulator



Download LD program to the Arduino Opta using slides 36 and 37 from Day 2 ppt/pdf.

Lab: Programming an Arduino Opta Ladder Diagram Logic Function. . .

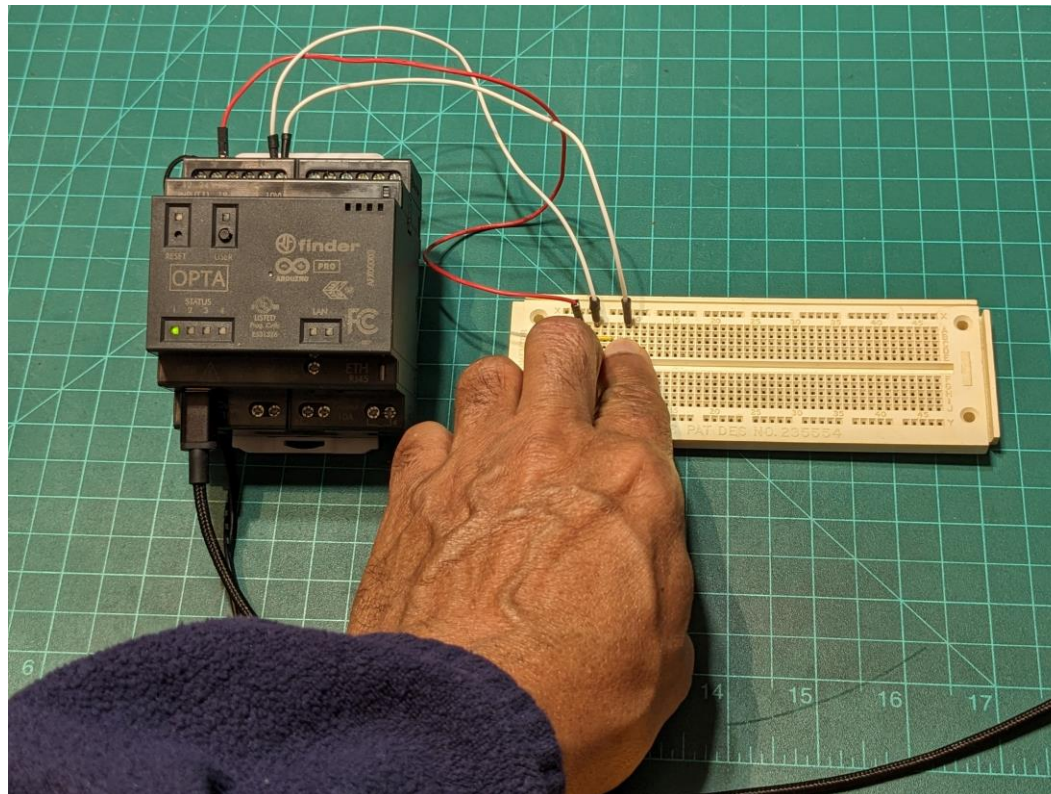
The AND Gate Logic Function: Simulating An Automatic Light Control System



Functional Automatic Light Control System – AND Gate Logic Simulator

Watch Video Clip!

<https://youtu.be/r1xgHlo0rBo>



Question 5

In reviewing slide 38, what address (DataBlock) is associated with the LED variable?

- a) %QX0.0**
- b) %QX1.1**
- c) %QX1.0**
- d) %QX1.1**



Thank you for attending

Please consider the resources below:

Liao, C.C. (2007). *Programming and application of S7-200 plc* (3rd ed.). Mechanical Industry Press.

Mandal, R., Maity, T., Prasad, G.M., & Verma, R. P. (2015). Automation of underground coal mines using plc. *Journal of Mines, Metals, and Fuels*, 174 – 181.

https://www.researchgate.net/publication/317038146_Automation_of_underground_coal_mines_using_PLC#:~:text=This%20paper%20presents%20applications%20of,flammable%20gases%20exceeds%20permissible%20limit

Wilcher, D. (2024, February 21). *Turn a raspberry pi into a plc using openplc*. <https://control.com/technical-articles/turn-a-raspberry-pi-into-a-plc-using-openplc/>

Course_Lab_project_code.zip folder: Github Repository: https://github.com/DWilcher/HCI_Electronics



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