

Industrial Automation

(Automação de Processos Industriais)

PLC Programming Languages

Instruction List

<http://users.isr.ist.utl.pt/~jag/courses/api1617/api1617.html>

Prof. Paulo Jorge Oliveira, original slides
Prof. José Gaspar, rev. 2016/2017

Syllabus:

Chap. 2 – Introduction to PLCs [2 weeks]

...

Chap. 3 – PLC Programming languages [2 weeks]

Standard languages (IEC-61131-3):

*Ladder Diagram; **Instruction List**, and Structured Text.*

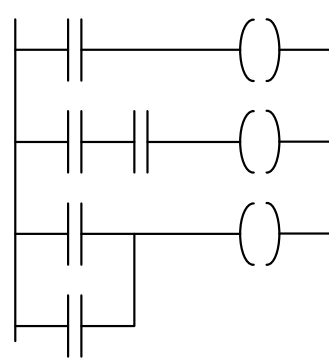
Software development resources.

...

Chap. 4 - GRAFCET (*Sequential Function Chart*) [1 week]

PLC Programming languages (IEC 61131-3)

Ladder Diagram



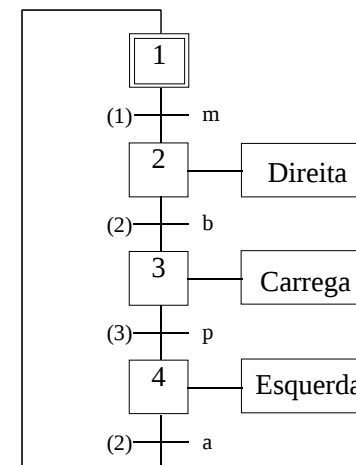
Structured Text

```
If %I1.0 THEN
  %Q2.1 := TRUE
ELSE
  %Q2.2 := FALSE
END_IF
```

Instruction List

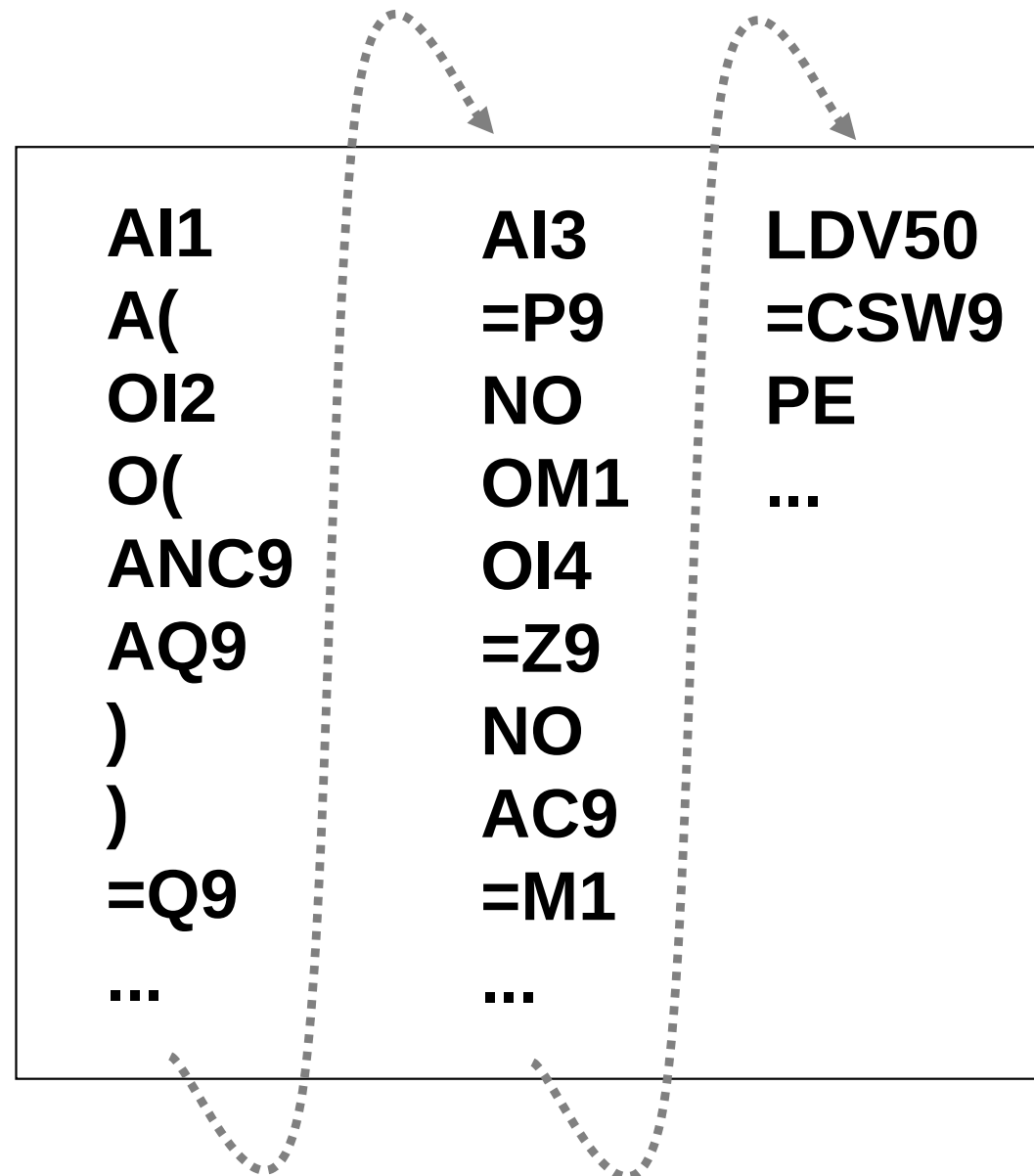
```
LD      %M12
AND     %I1.0
ANDN    %I1.1
OR      %M10
ST      %Q2.0
```

Sequential Function Chart (GRAFCET)

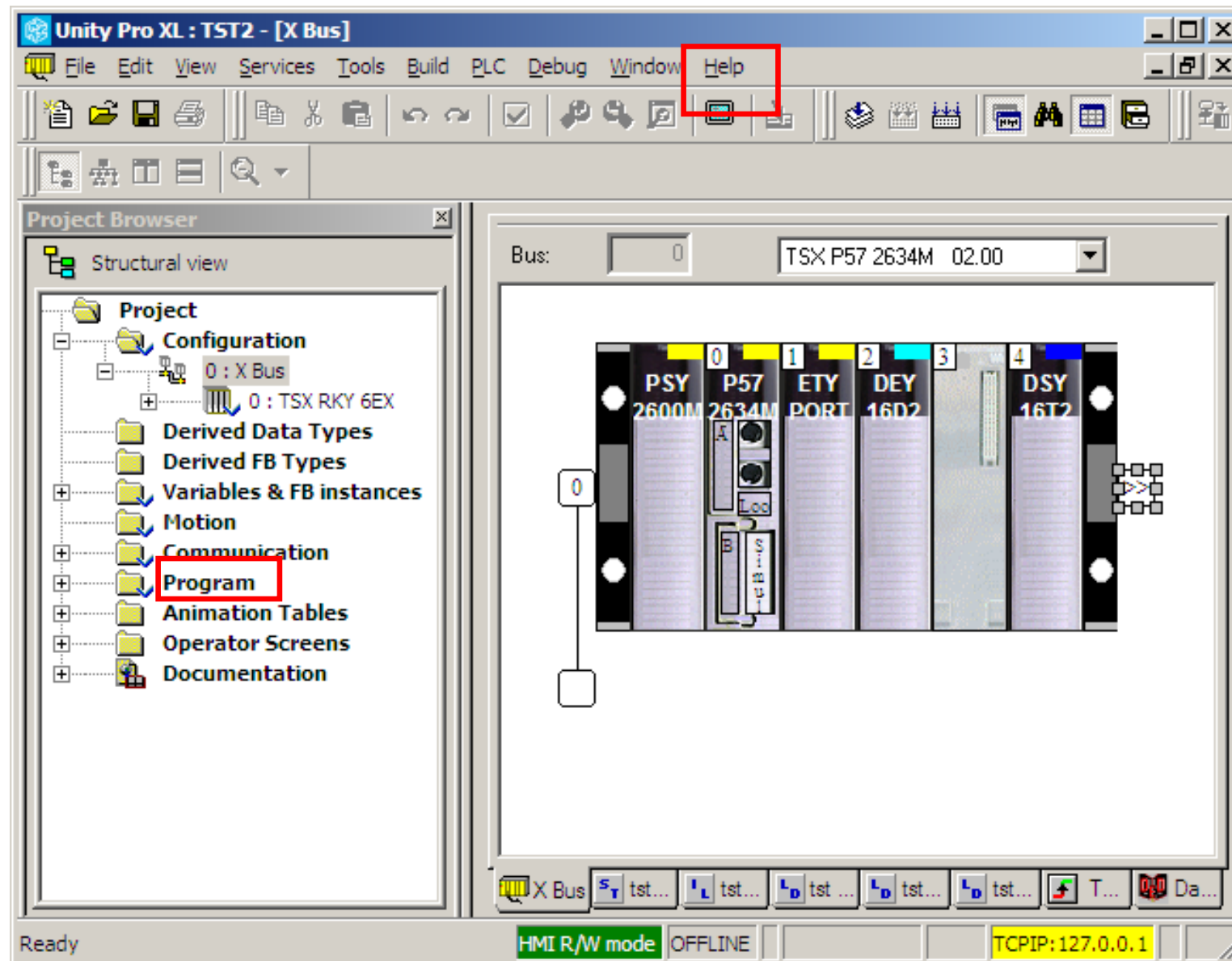


Instruction list

Antique PLC



Instruction list *Reference – see Unity Pro dev. environment*



Instruction list

Reference – Unity Pro Help

Unity Pro Help

Back Forward Print Options Help

Contents Index Search

Unity

- Whats New
- General Safety Instructions
- Compatibility Rules
- Addendum
- Unity Pro Software
 - Languages Reference
 - Safety Information
 - About the Book
 - General Presentation of Unity Pro
 - Application Structure
 - Data Description
 - Programming Language
 - Function Block Language FBD
 - Ladder Diagram (LD)
 - SFC Sequence Language
 - Instruction List (IL)
 - General Information about the IL Instruction List
 - General Information about the IL Instruction List
 - Operands
 - Modifier
 - Operators
 - Subroutine Call
 - Labels and Jumps
 - Comment
 - Calling Elementary Functions
 - Structured Text (ST)
 - User Function Blocks (DFB)
 - Appendix
 - Glossary
- Operating Modes
- OSLoader
- Unity Loader
- Concept Converter
- PL7 converter
- Communication Drivers
- EF/EFB/DFB Libraries
- Communication architecture

General Information about the IL Instruction List

See: [Related Topics](#) [Submit Feedback](#)

Introduction

Using the Instruction list programming language (IL), you can call function blocks and functions conditionally or unconditionally, perform assignments and make jumps conditionally or unconditionally within a section.

Instructions

An instruction list is composed of a series of instructions. Each instruction begins on a new line and consists of:

- an [Operator](#),
- if necessary with a [Modifier](#) and
- if necessary one or more [Operands](#)

Should several operands be used, they are separated by commas. It is possible for a [Label](#) to be in front of the instruction. This label is followed by a colon. A [Comment](#) can follow the instruction.

Example:

```

Label      Operators      Operands
START:    LD      A      (* Key 1 *)
          ANDN    B      (* and not key 2 *)
          ST      C      (* Ventilator on *)
          
```

Modifier Comments

© 2009 Schneider Electric. All rights reserved.

Instruction list *Reference – Unity Pro Help*

PLC Program = {Sections}, Section = {Sequences}

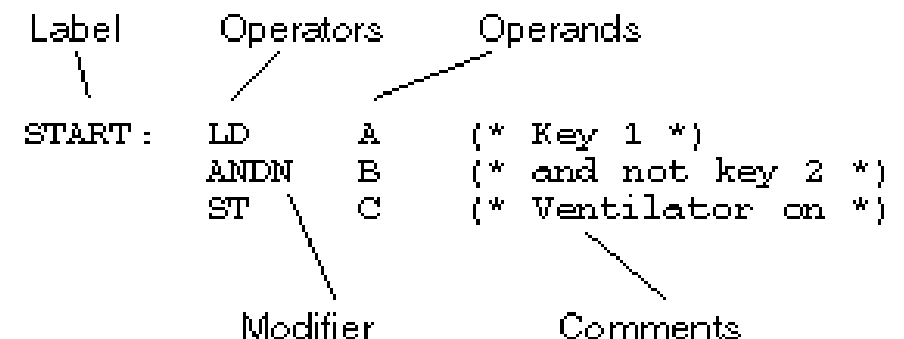
One sequence is equivalent to one or more rungs in *ladder diagram*.

Each section can be programmed in Ladder, **Instruction List**, or Structured Text.

IL is a so-called accumulator orientated language, i.e. each instruction uses or alters the current content of the accumulator (a form of internal cache). IEC 61131 refers to this accumulator as the "result". For this reason, an instruction list should always begin with the LD operand ("Load in accumulator command").

An **Instruction list (IL)** is composed of a series of instructions. Each instruction begins on a new line and consists of:

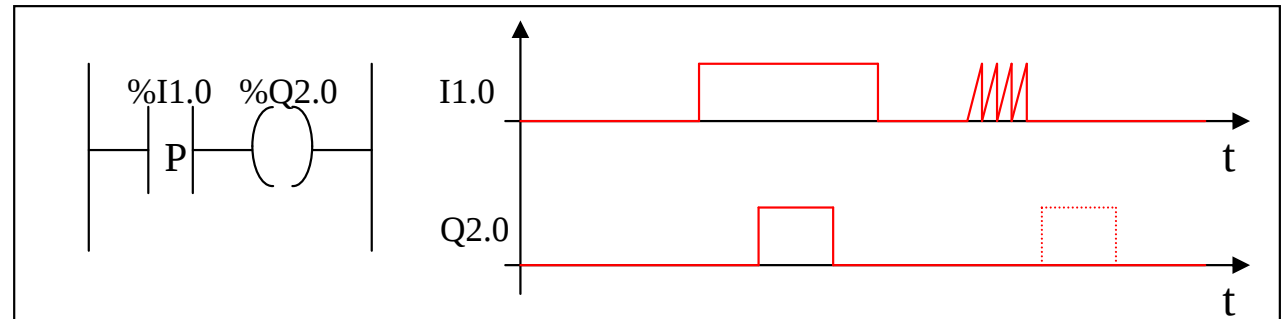
- an **Operator**,
- if necessary with a **Modifier** and
- if necessary one or more **Operands**



Instruction list

Basic Instructions

Load

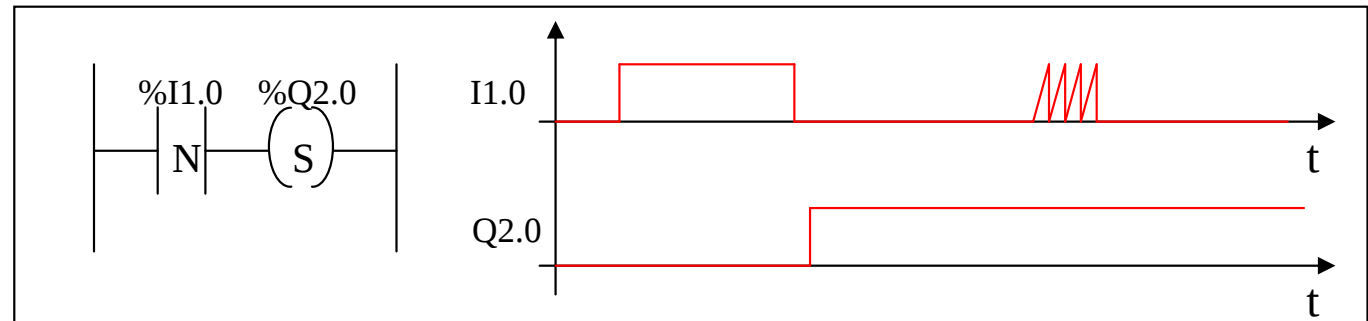


LD		Open contact: contact is active (result is 1) while the control bit is 1.
LDN		Close contact: contact is active (result is 1) while the control bit is 0.
LDR		Contact in the rising edge: contact is active during a scan cycle where the control bit has a rising edge.
LDF		Contact in the falling edge: contact is active during a scan cycle where the control bit has a falling edge.

Instruction list

Basic Instructions

Store

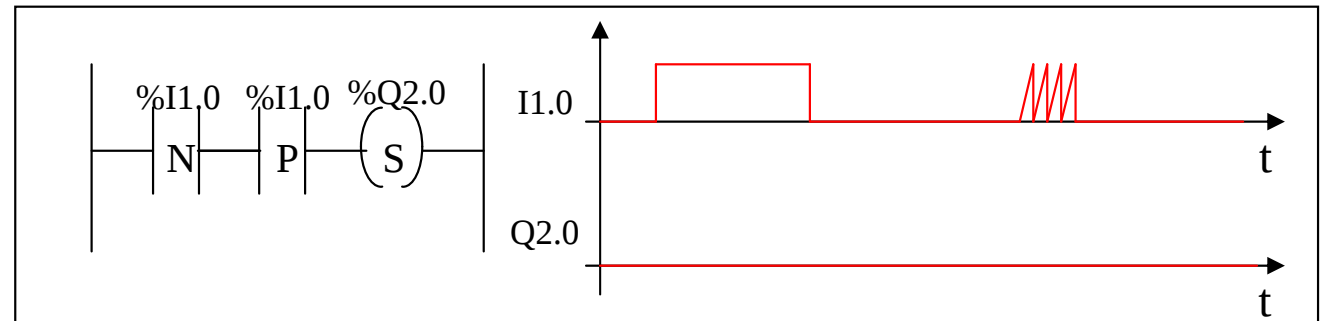


ST		The result of the logic function activates the coil.
STN		The inverse result of the logic function activates the coil.
S		The result of the logic function energizes the relay (sets the latch).
R		The result of the logic function de-energizes the relay (resets the latch)..

Instruction list

Basic Instructions

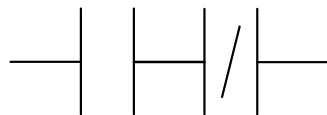
AND



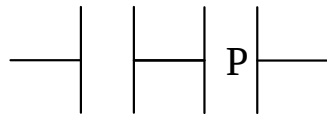
AND



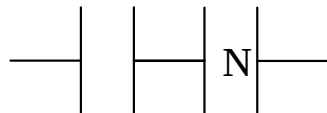
ANDN



ANDR



ANDF



AND of the operand with the result of the previous logical operation.

AND of the operand with the **inverted** result of the previous logical operation.

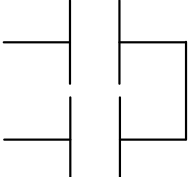
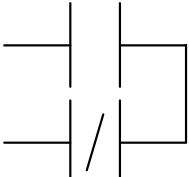
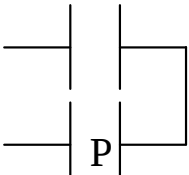
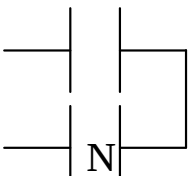
AND of the **rising edge** with the result of the previous logical operation.

AND of the **falling edge** with the result of the previous logical operation.

Instruction list

Basic Instructions

OR

OR	
ORN	
ORR	
ORF	

OR of the operand with the result of the previous logical operation.

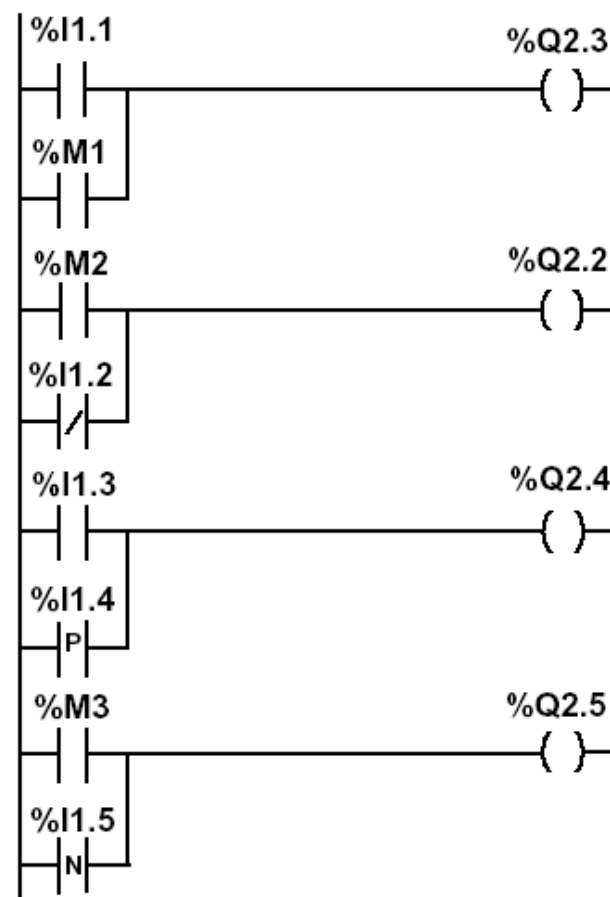
OR of the operand with the **inverted** result of the previous logical operation.

OR of the **rising edge** with the result of the previous logical operation.

OR of the **falling edge** with the result of the previous logical operation.

Instruction list

Example:



```
LD %I1.1
OR %M1
ST %Q2.3
```

```
LD %M2
ORN %I1.2
ST %Q2.2
```

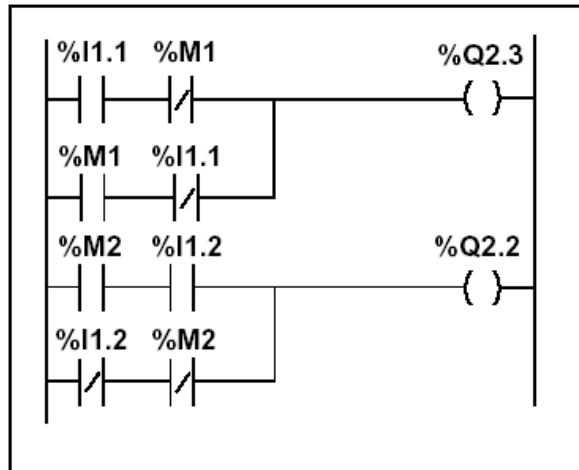
```
LD %I1.3
ORR %I1.4
ST %Q2.4
```

```
LD %M3
ORF %I1.5
ST %Q2.5
```

Instruction list

Basic Instructions

XOR



```

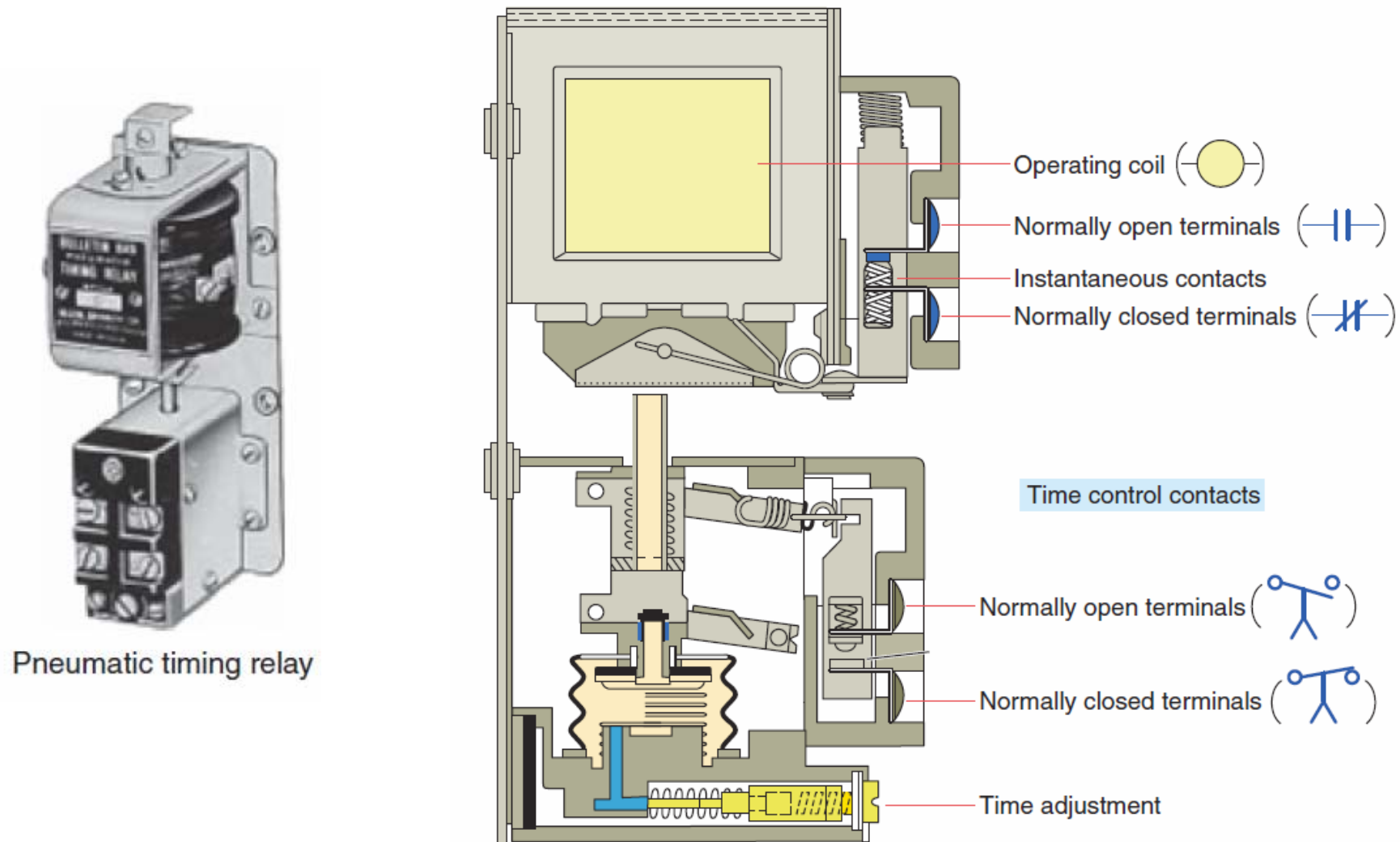
...
LD      %I1.1
XOR     %M1
ST      %Q2.3
LD      %M2
XOR     %I1.2
ST      %Q2.2
...

```

Instruction list	Structured text	Description	Timing diagram
XOR	XOR	OR Exclusive between the operand and the previous instruction's Boolean result	
XORN	XOR (NOT...)	OR Exclusive between the operand inverse and the previous instruction's Boolean result	
XORR	XOR (RE...)	OR Exclusive between the operand's rising edge and the previous instruction's Boolean result	
XORF	XOR (FE...)	OR Exclusive between the operand's falling edge and the previous instruction's Boolean result.	

Instruction list

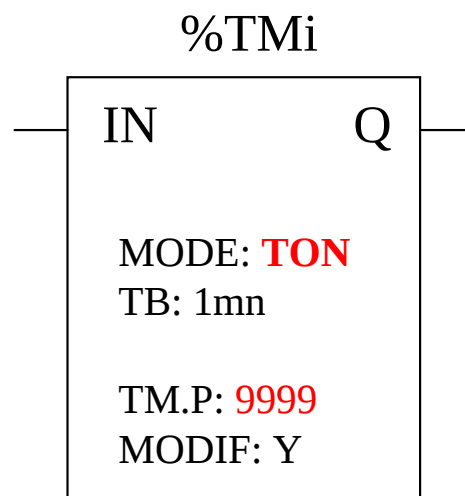
Temporized Relays or Timers (pneumatic)



The **instantaneous** contacts change state as soon as the timer coil is powered.
The **delayed** contacts change state at the end of the time delay.

Instruction list

Temporized Relays or Timers (PL7)

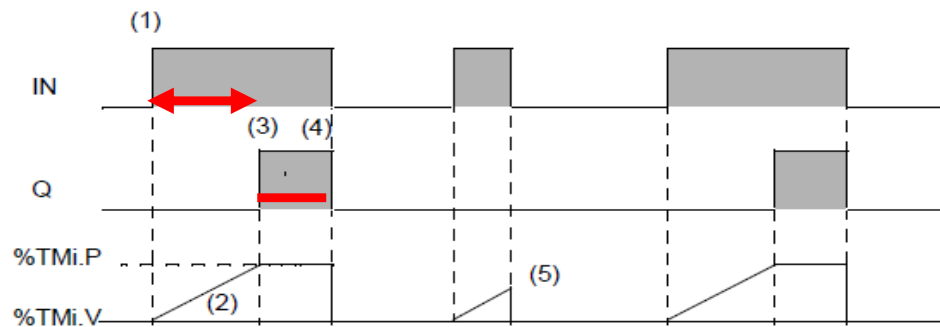


Characteristics:

Identifier:	%TMi	0..63 in the TSX37
Input:	IN	to activate
Mode:	TON TOFF TP	On delay Off delay Monostable
Time basis:	TB	1mn (def.), 1s, 100ms, 10ms
Programmed value:	%TMi.P	0...9999 (def.) period=TB*TMi.P
Actual value:	%TMi.V	0...TMi.P (can be real or tested)
Modifiable:	Y/N	can be modified from the console

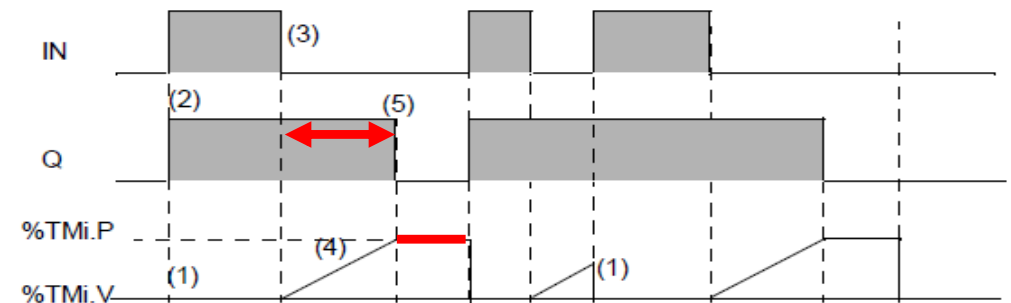
Timers

TON mode



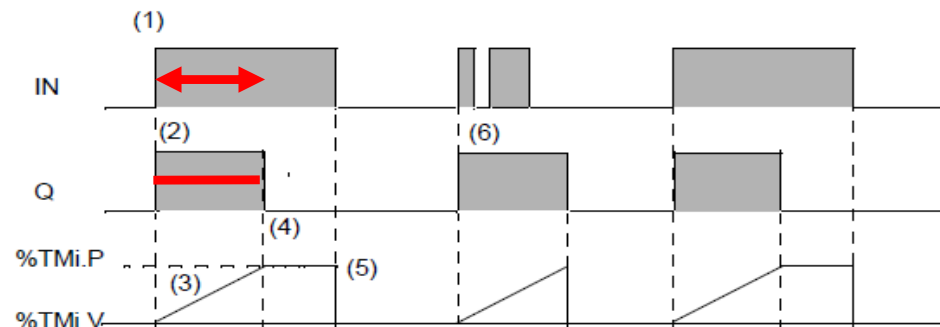
App. example: start ringing the alarm if N sec after door open there is no disarm of the alarm.

TOF mode



App. example: turn off stairways lights after N sec the lights' button has been released.

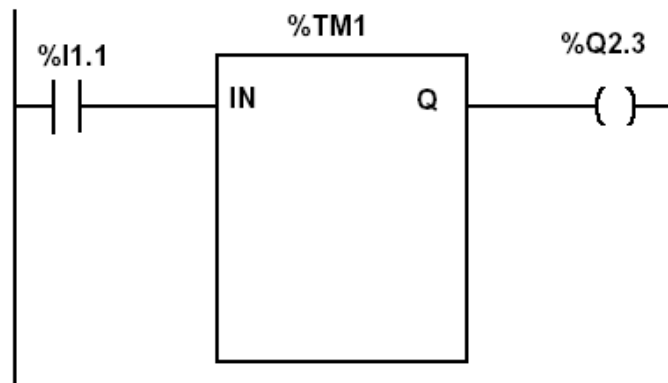
TP mode



App. example: positive input edge give a controlled (fixed) duration pulse to start a motor.

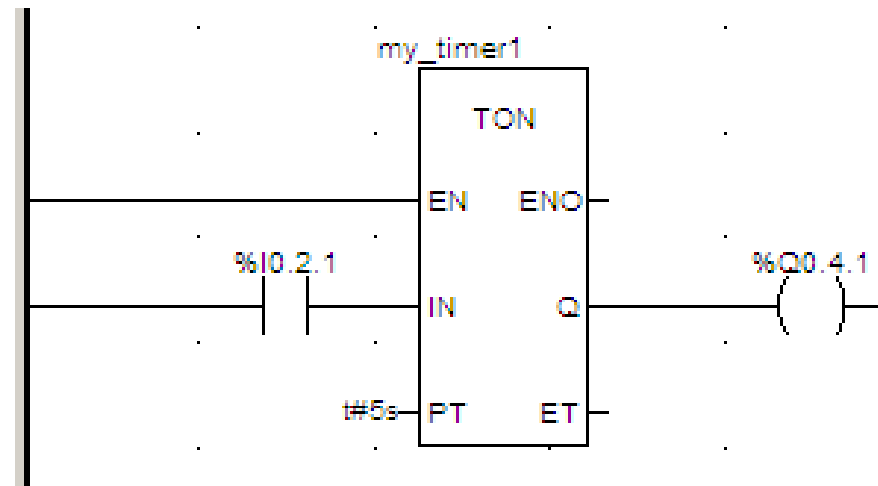
Instruction list

Timers (PL7)



```
LD      %I1.1
IN      %TM1
LD      %TM1.Q
ST      %Q2.3
```

Timers (Unity)



```
CAL my_timer1 (IN := %I0.2.1 (*BOOL*),
               PT := t#5s      (*TIME*),
               Q => %Q0.4.1 (*BOOL*),
               ET => my_var  (*TIME*))
```

Create variable?			
Name:	my_var	Type:	TIME
Address:		Comment:	

Instruction list

Counters

Some applications...

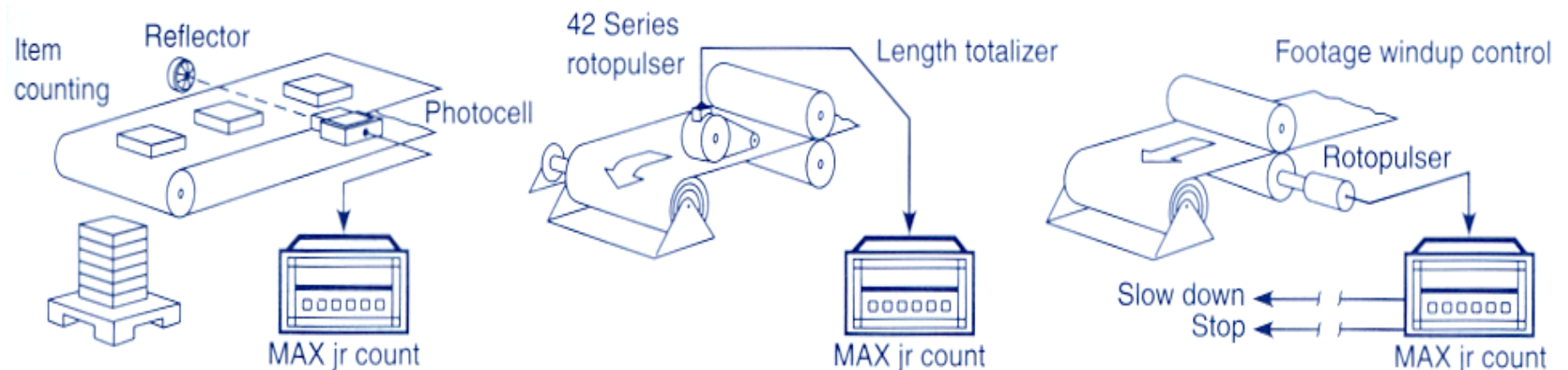


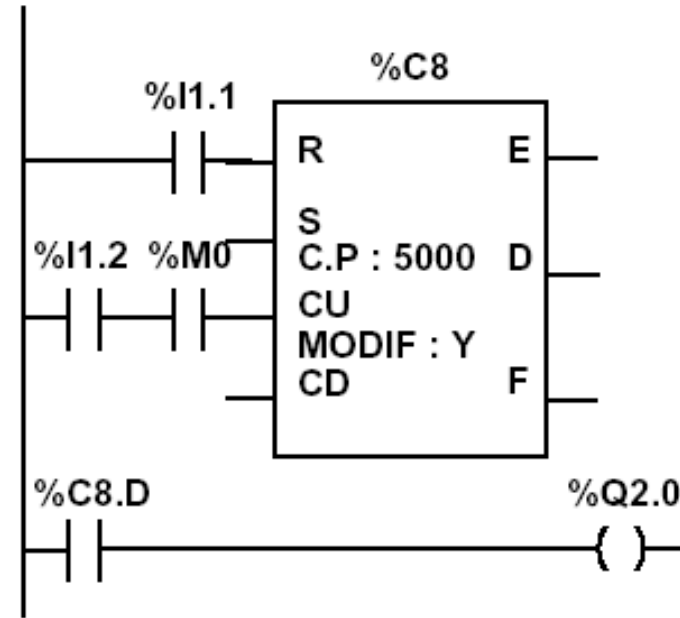
Fig. 8-3

Counter applications. (Courtesy of Dynapar Corporation, Gurnee, Illinois.)

Instruction list

Counters in **PL7**

Example:

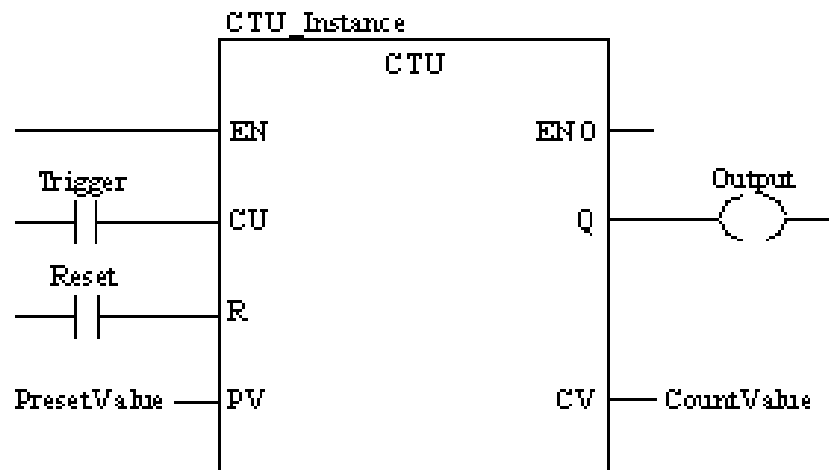


Instruction list language

```
LD  %I1.1
R    %C8
LD  %I1.2
AND %M0
CU  %C8
LD  %C8.D
ST  %Q2.0
```

Ladder diagram

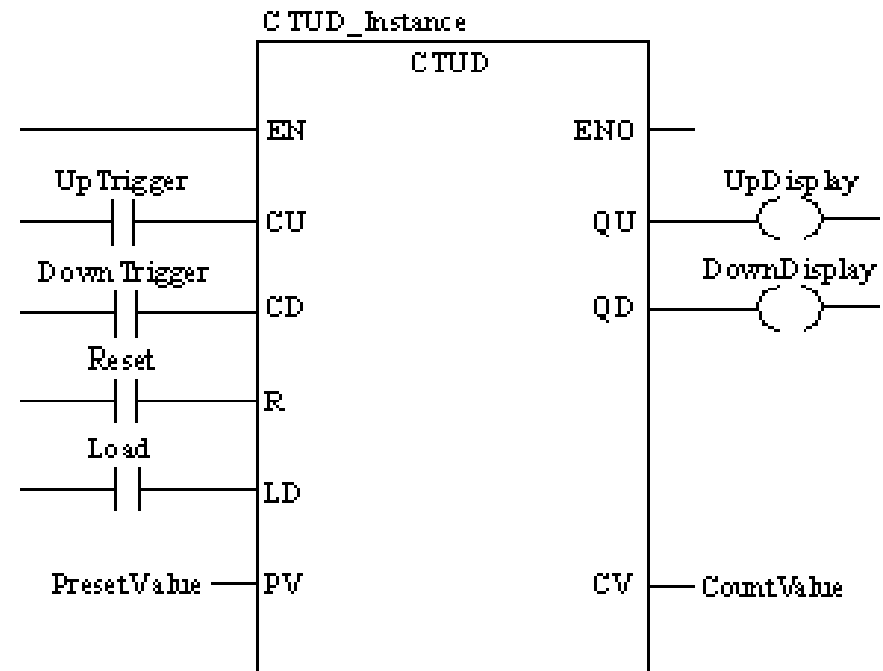
Counters in Unity Pro



CU "0" to "1" => CV is incremented by 1

CV ≥ PV => Q:=1

R=1 => CV:=0



CU "0" to "1" => CV is incremented by 1

CD "0" to "1" => CV is decremented by 1

CV ≥ PV => QU:=1

CV ≤ 0 => QD:=1

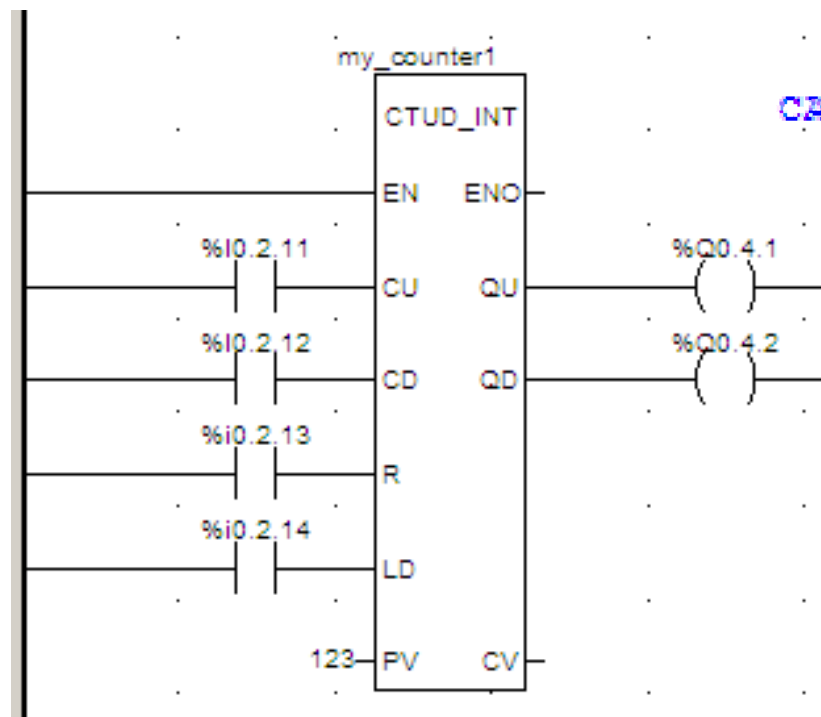
R=1 => CV:=0 **LD=1** => CV:=PV

R has precedence over LD

NOTE: counters are saturated such that no overflow occurs

Ladder diagram

Counters in Unity Pro



```

CAL my_counter1 (CU := %I0.2.11 (*BOOL*),
                 CD := %I0.2.12 (*BOOL*),
                 R  := %I0.2.13 (*BOOL*),
                 LD := %I0.2.14 (*BOOL*),
                 PV := 123 (*INT*),
                 QU => %Q0.4.1 (*BOOL*),
                 QD => %Q0.4.2 (*BOOL*),
                 CV => %MW100 (*INT*))
  
```

Instruction list

Numerical Processing

Algebraic and Logic Functions (PL7)

```
LD      [%MW50>10]
ST      %Q2.2
LD      %I1.0
[%MW10:=%KW0+10]
LDF     %I1.2
[INC%MW100]
```

Instruction list

Numerical Processing

Arithmetic Functions

+	addition of two operands	SQRT	square root of an operand
-	subtraction of two operands	INC	incrementation of an operand
*	multiplication of two operands	DEC	decrementation of an operand
/	division of two operands	ABS	absolute value of an operand
REM	remainder from the division of 2 operands		

Operands

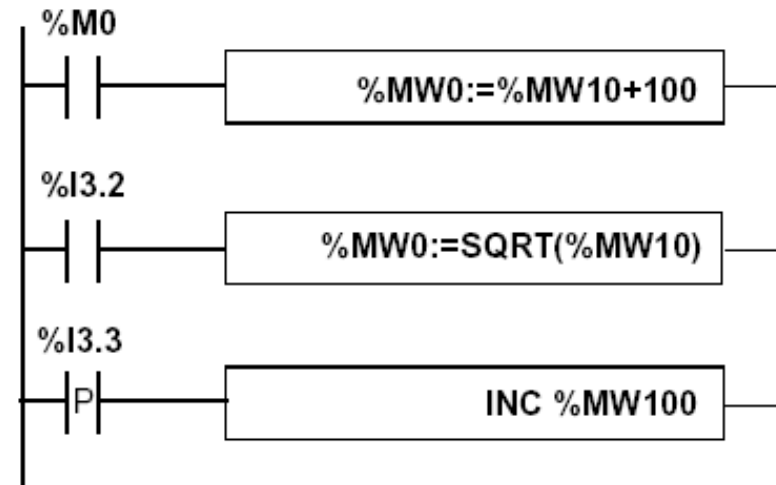
Type	Operand 1 (Op1)	Operand 2 (Op2)
Indexable words	%MW	%MW,%KW,%Xi.T
Non-indexable words	%QW,%SW,%NW,%BLK	Imm.Val.,%IW,%QW,%SW,%NW,%BLK, Num.expr.
Indexable double words	%MD	%MD,%KD
Non-indexable double words	%QD,%SD	Imm.Val.,%ID,%QD,%SD, Numeric expr.

Instruction list

Numerical Processing

Example:

Arithmetic functions



PL7:

Instruction list language

```
LD  %M0
[%MW0:=%MW10+100]
```

```
LD  %I3.2
[%MW0:=SQRT(%MW10)]
```

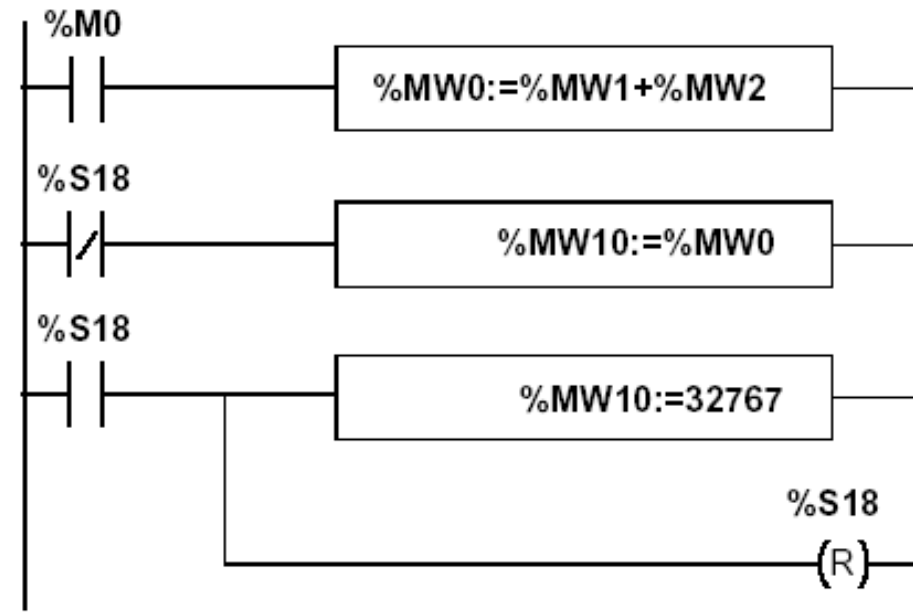
```
LD  %I3.3
[INC %MW100]
```

Instruction list

Numerical Processing

Example:

Arithmetic functions



PL7:

Example in instruction list language:

```
LD      %M0
[%MW0 := %MW1 + %MW2]
LDN     %S18
[%MW10 := %MW0]
LD      %S18
[%MW10 := 32767]
R       %S18]
```

Use of a system variable:

%S18 – flag de overflow

Instruction list

Numerical Processing

Logic Functions

AND	AND (bit by bit) between two operands
OR	logical OR (bit by bit) between two operands
XOR	exclusive OR (bit by bit) between two operands
NOT	logical complement (bit by bit) of an operand

Comparison instructions are used to compare two operands.

- >: tests whether operand 1 is greater than operand 2,
 - >=: tests whether operand 1 is greater than or equal to operand 2,
 - <: tests whether operand 1 is less than operand 2,
 - <=: tests whether operand 1 is less than or equal to operand 2,
 - =: tests whether operand 1 is different from operand 2.
-

Operands

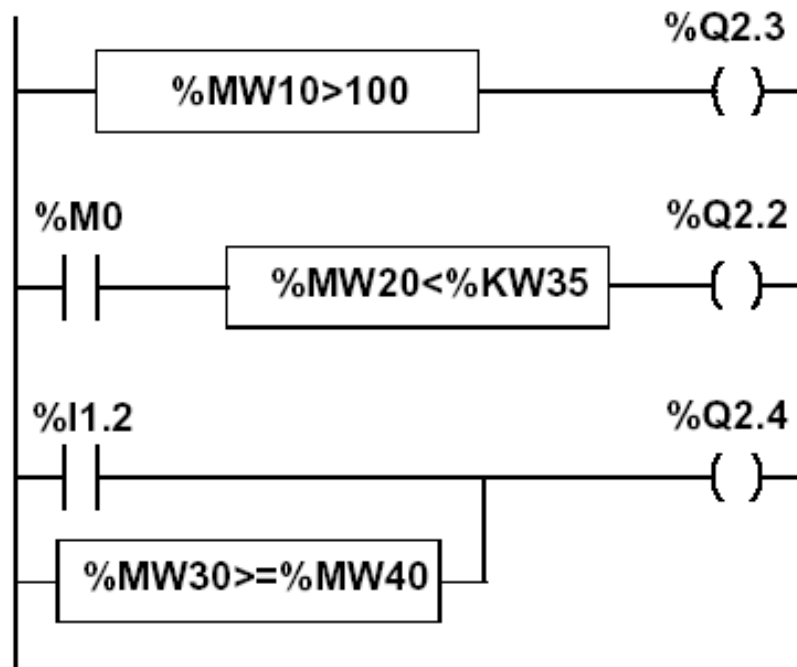
Type	Operands 1 and 2 (Op1 and Op2)
Indexable words	%MW,%KW,%Xi.T
Non-indexable words	Imm.val.,%IW,%QW,%SW,%NW,%BLK, Numeric Expr.
Indexable double words	%MD,%KD
Non-indexable double words	Imm.val.,%ID,%QD,%SD,Numeric expr.

Instruction list

Numerical Processing

Example:

Logic functions



PL7:

Instruction list language

```
LD    [%MW10>100]
ST    %Q2.3
LD    %M0
AND   [%MW20<%KW35]
ST    %Q2.2
LD    %I1.2
OR    [%MW30>=%MW40]
ST    %Q2.4
```

Instruction list

Numerical Processing

Priorities on the execution of the operations

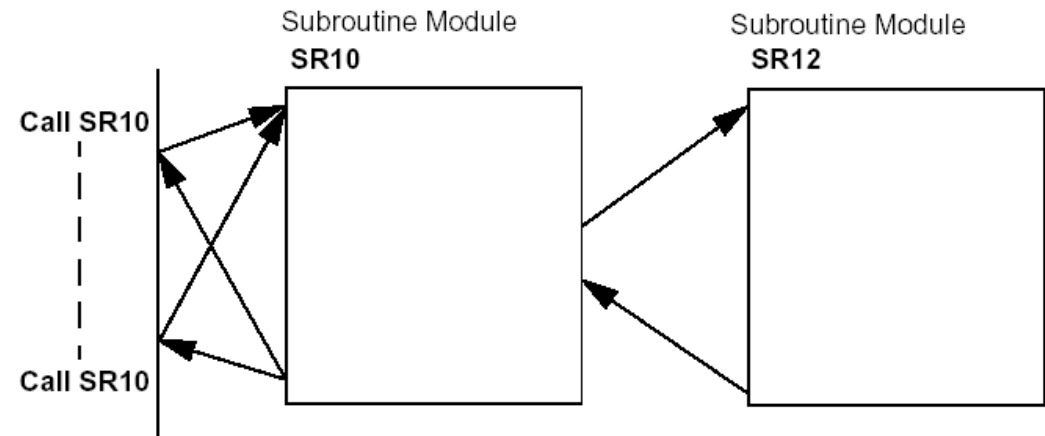
Rank	Instruction
1	Instruction to an operand
2	*,/,REM
3	+,-
4	<,>,<=,>=
5	=,<>
6	AND
7	XOR
8	OR

Instruction list

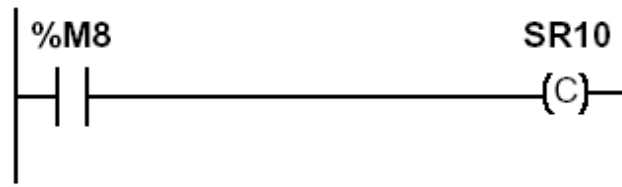
Structures for Control of Flux

Subroutines

Call and Return



Ladder language:

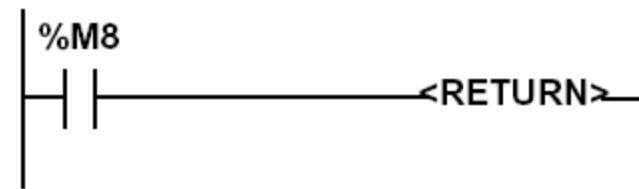


Instruction list language:

```
LD  %M8
CAL SR10
```

The 'CAL SR10' instruction is highlighted in blue. A red bracket is drawn under 'CAL SR10' with the label 'PL7' in red. Below this, the text 'Unity Pro' is written in red.

Ladder language



Instruction list language

```
LD  %M8
RETC
```

Unity Pro Help
Back
Forward
Print
Options
Help

Contents
Index
Search

Languages Reference
Safety Information
About the Book
General Presentation of Unity Pro
Application Structure
Description of the Available Function
Application Program Structure
Description of Tasks and Procedures
Description of Sections and Subroutines
Description of Sections
Description of SFC sections
Description of Subroutines
Mono Task Execution
Multitasking Execution
Application Memory Structure
Operating Modes
System Objects
Data Description
Programming Language
User Function Blocks (DFB)
Appendices
Glossary
Operating Modes
OSLoader
Unity Loader
Concept Converter
PL7 converter
LL984 Editor, Reference Manual, LL984 Sp
Communication Drivers
EF/EFB/DFB Libraries
Communication architectures
Modicon M340 Platform

Description of Subroutines
<
>

See: [Related Topics](#)
[Submit Feedback](#)

Overview of Subroutines

Subroutines are programmed as separate entities, either in:

- Ladder language (LD),
- Functional block language (FBD),
- Instruction List (IL),
- Structured Text (ST).

The calls to subroutines are carried out in the sections or from another subroutine.

The number of nestings is limited to 8.

A subroutine cannot call itself (non recursive).

Subroutines are also linked to a task. The same subroutine cannot be called from several different tasks.

Example

The following diagram shows a task structured into sections and subroutines.

```

graph TD
    MAST[MAST] --> Sections[Sections]
    Sections --> SR_Sections[SR Sections]
    SR_Sections --> Control_1[Control_1]
    SR_Sections --> Detection[Detection]
  
```

© 2011 Schneider Electric. All rights reserved.

Instruction list

Structures for Control of Flux

JUMP instructions:

Conditional and unconditional

Jump instructions are used to go to a programming line with an %Li label address:

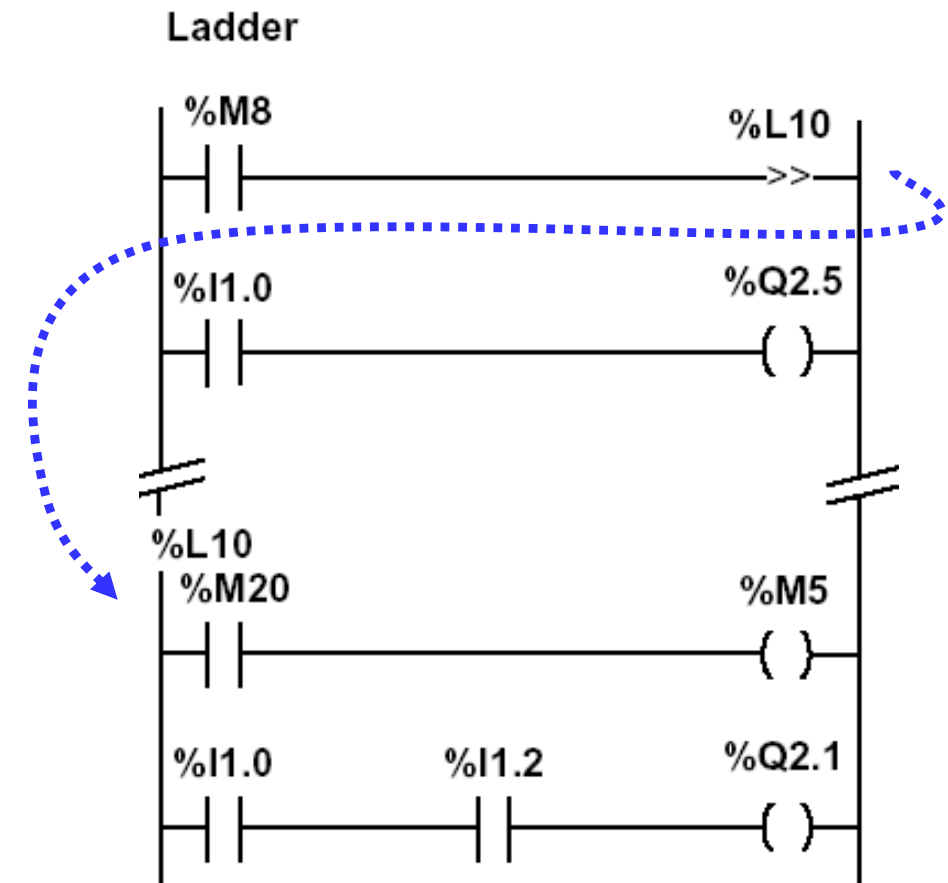
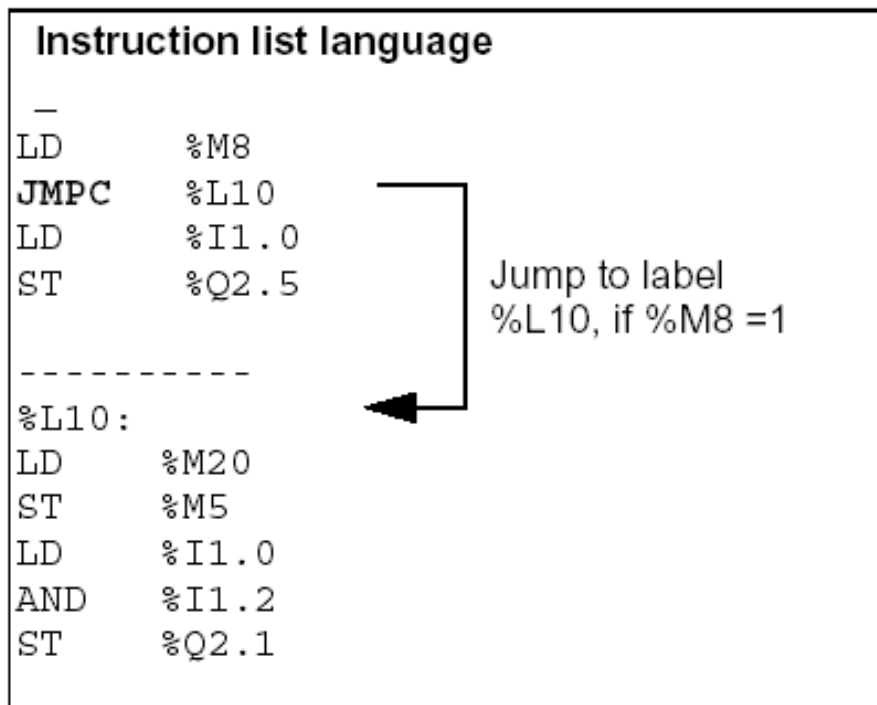
- ◆ **JMP**: unconditional program jump
 - ◆ **JMPC**: program jump if the instruction's Boolean result from the previous test is set at 1
 - ◆ **JMPCN**: program jump if the instruction's Boolean result from the previous test is set at 0. %Li is the label of the line to which the jump has been made (address i from 1 to 999 with maximum 256 labels)
-

Instruction list

Structures for Control of Flux

Example:

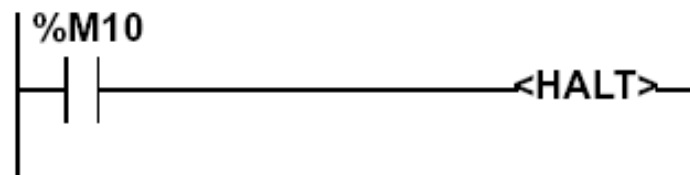
Use of jump instructions



Instruction list

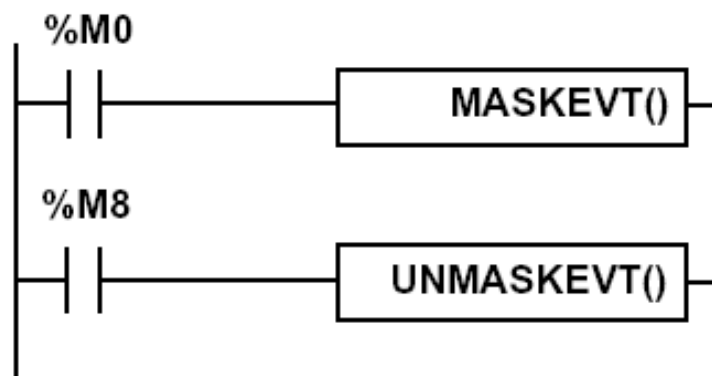
Structures for Control of Flux

Halt



Stops all processes!

Events masking



Instruction list

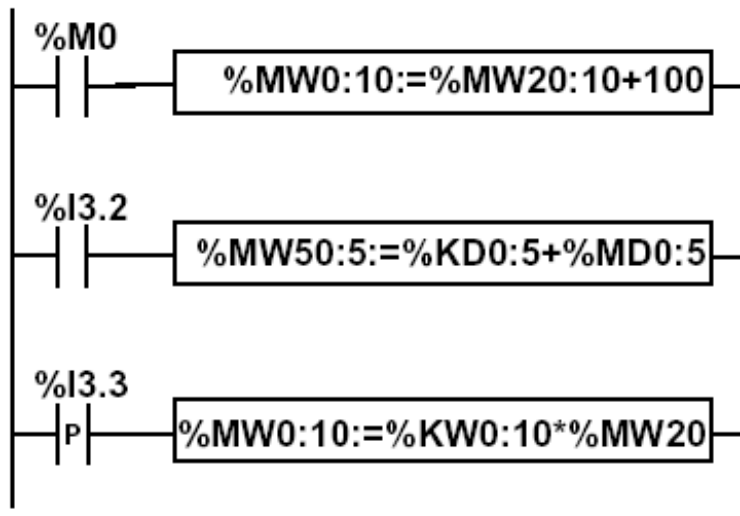
There are other advanced instructions (see manual)

- **Monostable**
- **Registers of 256 words (LIFO ou FIFO)**
- ***DRUMs***
- **Comparators**
- ***Shift-registers***
- **...**
- **Functions to manipulate *floats***
- **Functions to convert bases and types**

Instruction list

Numerical Tables

Type	Format	Maximum address	Size	Write access
Internal words	Simple length	%MWi:L	i+L<=Nmax (1)	Yes
	Double length	%MWDi:L	i+L<=Nmax-1 (1)	Yes
	Floating point	%MFi:L	i+L<=Nmax-1 (1)	Yes
Constant words	Single length	%KWi:L	i+L<=Nmax (1)	No
	Double length	%KWDi:L	i+L<=Nmax-1 (1)	No
	Floating point	%KFi:L	i+L<=Nmax-1 (1)	No
System word	Single length	%SW50:4 (2)	-	Yes



PL7:

Instruction list language

```
LD %M0
[%MW0:10:=%MW20:10+100]
```

```
LD %I3.2
[%MD50:5:=%KD0:5+%MD0:5]
```

DOLOG80

PLC AEG A020 Plus:

Inputs:

- 20 binary with opto-couplers
- 4 analogs (8 bits, 0-10V)

Outputs:

- 16 binary with relays of 2A
- 1 analogs (8 bits, 0-10V)

Interface to program: RS232

Processor:

- 8031 (no ROM ver. of Intel 8051, ~1980)
- 2 Kbytes de RAM
- 2 Kbytes EEPROM => 896 instructions
- **Average cycle time: 6.5 ms**



PLC AEG A020 Plus

DOLOG80

OPERANDS

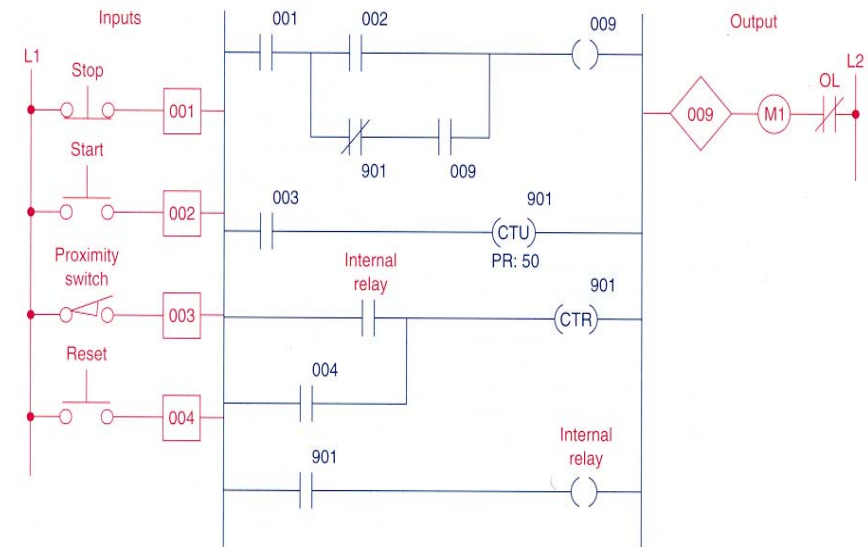
- I1 to I20 Binary inputs
- Q1 to Q16 Binary outputs
- M1 to M128 Auxiliary memory
- T1 to T8 *Timers* (base 100ms)
- T9 to T16 *Timers* (base 25ms)
- C1 to C16 16 *bits* counters



DOLOG80 (cont.)

Example:

AI1	AI3	LDV50
A(	=P9	=CSW9
OI2	NO	PE
O(	OM1	
ANC9	OI4	
AQ9	=Z9	
)	NO	
)	AC9	
=Q9	=M1	
...	...	

**Fig. 8-13**

Conveyor motor program.

Legend:*Stop* = I1*Start* = I2

Proximity Sensor = I3

Reset = I4

Counter = C9

Internal relay = M1

Motor = Q9