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OPC unified architecture – Part 9: Alarms and conditions

Architecture unifiée OPC – Partie 9: Alarmes et conditions

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Part 9: Alarms and conditions

Architecture unifiée OPC –
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OPC UNIFIED ARCHITECTURE –

Part 9: Alarms and conditions

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International Standard IEC 62541-9 has been prepared by subcommittee 65E: Devices and integration in enterprise systems, of IEC technical committee 65: Industrial-process measurement, control and automation.

This second edition cancels and replaces the first edition published in 2012. This edition constitutes a technical revision.

This edition includes the following significant technical changes with respect to the previous edition:

a) added section to describe expect behaviour for A&C servers and the associated information model in the case of redundancy or communication faults, see 5.14 for additional details.[ref 698 & 967];
b) changed the DialogConditionType to be not abstract since it is expect that instance of this type will exist in the system, see Table 19 for additonal details [ref 1622];

c) updated ConditionRefresh Method to allow the use of the well know NodeIds associated with the types for the MethodId and ConditionId instead of requiring the call to use only the MethodId and ConditionId that is part of an instance. Without this change, servers that do not expose instance may have problems with ConditionRefresh, see 5.5.7 for additional details [ref 2091];

d) Fixed ExclusiveLimitStateMachineType and ShelvedStatemachineType to be sub-types of FinitStateMachineType not StateMachineType. See 5.8.3 and 5.8.5.2 for additional details [ref 2091].

The text of this standard is based on the following documents:

CDV	Report on voting
65E/382/CDV	65E/408/RVC

Full information on the voting for the approval of this standard can be found in the report on voting indicated in the above table.

This publication has been drafted in accordance with the ISO/IEC Directives, Part 2.

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OPC UNIFIED ARCHITECTURE –

Part 9: Alarms and conditions

1 Scope

This part of IEC 62541 specifies the representation of *Alarms* and *Conditions* in the OPC Unified Architecture. Included is the *Information Model* representation of *Alarms* and *Conditions* in the OPC UA address space.

2 Normative references

The following documents, in whole or in part, are normatively referenced in this document and are indispensable for its application. For dated references, only the edition cited applies. For undated references, the latest edition of the referenced document (including any amendments) applies.

IEC TR 62541-1, *OPC Unified Architecture – Part 1: Overview and Concepts*

IEC 62541-3, *OPC Unified Architecture – Part 3: Address Space Model*

IEC 62541-4, *OPC Unified Architecture – Part 4: Services*

IEC 62541-5, *OPC Unified Architecture – Part 5: Information Model*

IEC 62541-6, *OPC Unified Architecture – Part 6: Mappings*

IEC 62541-8, *OPC Unified Architecture – Part 8: Data Access*

EEMUA: 2nd Edition EEMUA 191 – *Alarm System – A guide to design, management and procurement (Appendixes 6, 7, 8, 9)*, available at http://www.eemua.co.uk/

3 Terms, definitions, and abbreviations

3.1 Terms and definitions

For the purposes of this document, the terms and definitions given in IEC TR 62541-1, IEC 62541-3, IEC 62541-4, and IEC 62541-5 as well as the following apply.

3.1.1
acknowledge
operator action that indicates recognition of a new *Alarm*

Note 1 to entry: This definition is copied from EEMUA. The term "Accept" is another common term used to describe *Acknowledge*. They can be used interchangeably. This standard will use *Acknowledge.*

3.1.2
active
state for an Alarm that indicates that the situation the *Alarm* is representing currently exists

Note 1 to entry: Other common terms defined by EEMUA are "Standing" for an *Active Alarm* and "Cleared" when the *Condition* has returned to normal and is no longer *Active*.

3.1.3
ConditionClass
Condition grouping that indicates in which domain or for what purpose a certain *Condition* is used

Note 1 to entry: Some top-level *ConditionClasses* are defined in this specification. Vendors or organisations may derive more concrete classes or define different top-level classes.

3.1.4
ConditionBranch
specific state of a *Condition*

Note 1 to entry: The *Server* can maintain *ConditionBranches* for the current state as well as for previous states.

3.1.5
ConditionSource
element which a specific *Condition* is based upon or related to

Note 1 to entry: Typically, it will be a *Variable* representing a process tag (e.g. FIC101) or an *Object* representing a device or subsystem.

In *Events* generated for *Conditions*, the *SourceNode Property* (inherited from the *BaseEventType*) will contain the *NodeId* of the *ConditionSource*.

3.1.6
confirm
operator action informing the *Server* that a corrective action has been taken to address the cause of the *Alarm*

3.1.7
disable
system is configured such that the *Alarm* will not be generated even though the base *Alarm Condition* is present

Note 1 to entry: This definition is copied from EEMUA and is further described in EEMUA.

3.1.8
operator
special user who is assigned to monitor and control a portion of a process

Note 1 to entry: "A Member of the operations team who is assigned to monitor and control a portion of the process and is working at the control system's Console" as defined in EEMUA. In this standard an Operator is a special user. All descriptions that apply to general users also apply to Operators.

3.1.9
refresh
act of providing an update to an *Event Subscription* that provides all *Alarms* which are considered to be *Retained*

Note 1 to entry: This concept is further described in EEMUA.

3.1.10
retain
alarm in a state that is interesting for a *Client* wishing to synchronize its state of *Conditions* with the *Server*'s state.

3.1.11
shelving
facility where the *Operator* is able to temporarily prevent an *Alarm* from being displayed to the *Operator* when it is causing the *Operator* a nuisance

Note 1 to entry: A Shelved *Alarm* will be removed from the list and will not re-annunciate until un-shelved. This definition is copied from EEMUA..

3.1.12
suppress
act of determining whether an *Alarm* should not occur

Note 1 to entry: "An *Alarm* is suppressed when logical criteria are applied to determine that the *Alarm* should not occur, even though the base *Alarm Condition* (e.g. *Alarm* setting exceeded) is present" as defined in EEMUA.

3.2 Abbreviations and symbols

A&E Alarm&Event (as used for OPC COM)

COM (Microsoft Windows) Component Object Model

DA Data Access

UA Unified Architecture

3.3 Used data types

The following tables describe the data types that are used throughout this standard. These types are separated into two tables. Base data types defined in IEC 62541-3 are given in Table 1. The base types and data types defined in IEC 62541-4 are given in Table 2.

Table 1 – Parameter Types defined in IEC 62541-3

Parameter Type
Argument
BaseDataType
NodeId
LocalizedText
Boolean
ByteString
Double
Duration
String
UInt16
Int32
UtcTime

Table 2 – Parameter Types defined in IEC 62541-4

Parameter Type
IntegerId
StatusCode

4 Concepts

4.1 General

This standard defines an *Information Model* for *Conditions*, Dialog *Conditions*, and *Alarms* including acknowledgement capabilities. It is built upon and extends base Event handling which is defined in IEC 62541-3, IEC 62541-4 and IEC 62541-5. This *Information Model* can also be extended to support the additional needs of specific domains. The details of what aspects of the Information Model are supported are provided via Profiles (see IEC 62541-7). It is expected that systems will provide historical Events and Conditions via the standard Historical Access framework (see IEC 62541-11).

4.2 Conditions

Conditions are used to represent the state of a system or one of its components. Some common examples are:

- a temperature exceeding a configured limit;

- a device needing maintenance;
- a batch process that requires a user to confirm some step in the process before proceeding.

Each *Condition* instance is of a specific *ConditionType*. The *ConditionType* and derived types are sub-types of the *BaseEventType* (see IEC 62541-3 and IEC 62541-5). This part defines types that are common across many industries. It is expected that vendors or other standardisation groups will define additional *ConditionTypes* deriving from the common base types defined in this part. The *ConditionTypes* supported by a *Server* are exposed in the *AddressSpace* of the *Server*.

Condition instances are specific implementations of a *ConditionType*. It is up to the *Server* whether such instances are also exposed in the *Server's AddressSpace*. Subclause 4.10 provides additional background about *Condition* instances. *Condition* instances shall have a unique identifier to differentiate them from other instances. This is independent of whether they are exposed in the *AddressSpace*.

As mentioned above, *Conditions* represent the state of a system or one of its components. In certain cases, however, previous states that still need attention also have to be maintained. *ConditionBranches* are introduced to deal with this requirement and distinguish current state and previous states. Each *ConditionBranch* has a BranchId that differentiates it from other branches of the same *Condition* instance. The *ConditionBranch* which represents the current state of the *Condition* (the trunk) has a Null BranchId. *Server*s can generate separate *Event Notifications* for each branch. When the state represented by a *ConditionBranch* does not need further attention, a final *Event Notification* for this branch will have the *Retain Property* set to False. Subclause 4.4 provides more information and use cases. Maintaining previous states and therefore also the support of multiple branches is optional for *Servers*.

Conceptually, the lifetime of the *Condition* instance is independent of its state. However, *Servers* may provide access to *Condition* instances only while *ConditionBranches* exist.

The base *Condition* state model is illustrated in Figure 1. It is extended by the various *Condition* subtypes defined in this standard and may be further extended by vendors or other standardisation groups. The primary states of a *Condition* are disabled and enabled. The *Disabled* state is intended to allow *Conditions* to be turned off at the *Server* or below the *Server* (in a device or some underlying system). The *Enabled* state is normally extended with the addition of sub-states.

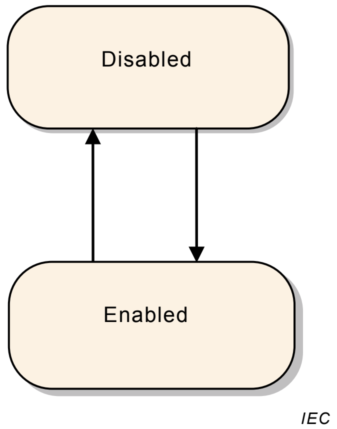

Figure 1 – Base Condition State Model

A transition into the *Disable*d state results in a *Condition Event* however no subsequent *Event Notifications* are generated until the *Condition* returns to the Enabled state.