

PLCopen for efficiency in automation

Eelco van der Wal Managing Director PLCopen

Page 1 printed at 11/22/2012



Percentage of Software development costs in production systems (source: McKinsey)



Page 2 printed at 11/22/2012



Managing Complexity 100 – 10,000 – 1mio – 100mio Lines of Code Comp o mplexity

Exponentially increasing complexity

Size

0

Time develop



Modern Software Development Process

With rigorous implementation

Software Program vs. Software Product

- Made by an individual for own use
- Limited functionality
- User interface less important
- Little documentation
- Individual development style

- Made by a group for usage by others
- Larger functionality
- User interface very important
- Well documented
- Accepted SW engineering methods

Exploratory Style vs. Software Engineering Method

- Based on error correction
- Finding errors during final product testing
- Coding is the goal, creating quickly a working system, and modifying till satisfactory

- Focused to error prevention
- Find errors as early as possible
- A structured approach, clear specifications, clear phases
- Periodic reviews during all stages of the project



(Costly) Engineering Habits

- Reuse work from similar former projects
- Include them into the new project
- And start adapting them to the new project requirements

Dangers of copy paste & modify

- The "not-invented-here syndrome" only own artifacts (developed in the past)
- Non-predictable quality
- Prone to errors and reuse potential is wasted
- Unsystematically
- Difficult to maintain and manage
- Very costly over the life cycle



Modern Software Development Process

With rigorous implementation

Why Structured Software Development?

- Software = key to system quality: errors cost money
- Increased requirements: 100 rungs of ladder now 10,000 rungs or even 100,000
- Not a one-man job but a team with different know how and background
- Commissioning, Installation, Maintenance, and Improvements are essential phases
- Kaizen, on-going impovements



"... the never ending story of software "

enhancements.....

..... new requirements ...

.... new functionalities

.... new wishes ...

Page 11 printed at 11/22/2012

Modern Software Development Process

- Multiple clearly separated phases project definition
- Top-down approach
- Multiple people involved
- With different backgrounds
- Multiple disciplines involved
- Based on Functional Requirements



Example of Software Development Process





Example of Software Development Process

V-model





The X-Model for SW Development



Page 15 printed at 11/22/2012

The X-Model for SW Development



Page 16 printed at 11/22/2012



The X-Model for SW Development



Page 17 printed at 11/22/2012









A hierarchy of encapsulation



Page 19 printed at 11/22/2012



Decomposition and Reuse





Bottom-up after top-down



Page 21 printed at 11/22/2012



Abstraction via Function Blocks





Abstraction via Axis_Ref



PLCopen 23 printed at 11/22/2012



Axis_Ref with 2 FBs



PLCopen 24 printed at 11/22/2012



Mechatronic solutions





Encapsulation

Cut-tolength



Cutting

Labelling

Positioning





The labelling program



Page 28 printed at 11/22/2012



PLCopen for efficiency in automation



PLCopen

Combining Logic, Motion and Safety



Providing Structuring, Decomposition, Reuse and less training



Overview PLCopen





Page 31 printed at 11/22/2012



PLCopen for efficiency in automation



More Information... and to download the specifications (f.o.c)

www.PLCopen.org

www.PLCopen-Japan.jp

Free-of-Charge electronic Newsletter 'PLCopening' (in English) email: evdwal@plcopen.org

Page 33 printed at 11/22/2012



Thanks !

End of this presentation

Page 34 printed at 11/22/2012