

OPC Unified Architectrue (OPC UA)

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What is OPC

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- OPC Compliance Tests available to ensure compatibility
- Constructed to communicate between sensors or other IoT devices in heterogeneous networks
- OPC standards include:
 - ① Real Time Data
 - ② Data archiving
 - ③ Alarm messages
 - ④ Control (command transmission)

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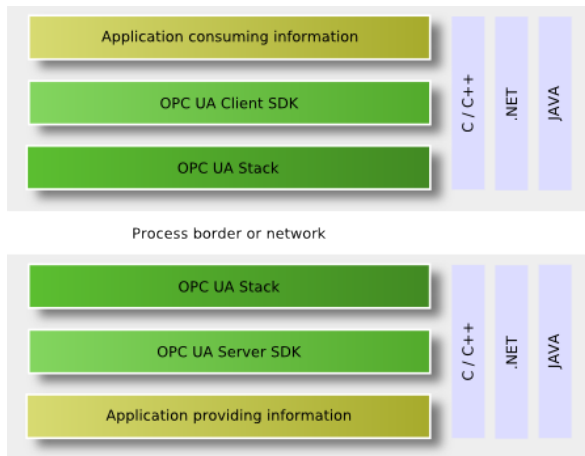
- OPC UA - Open Platform Communications Unified Architecture
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- Not tied to COM/DCOM anymore
 - ⇒ Eliminate drawbacks such as binding to Windows, security issues, or no configurable timeouts

What is OPC UA

- OPC UA - Open Platform Communications Unified Architecture
- Current specification of OPC
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- Not tied to COM/DCOM anymore
 - ⇒ Eliminate drawbacks such as binding to Windows, security issues, or no configurable timeouts
- Own communication stack for OPC UA includes
 - ① Portable ANSI-C implementation as well as C++ and Java
 - ② Scalability from embedded control software to operational or management information systems
 - ③ Compileable for both multithreaded and single-threaded / single-task operation, which is important for porting to embedded devices.
 - ④ Security implementation based on the latest standards
 - ⑤ Configurability of timeouts for each service call
 - ⑥ Chunking large data packets



OPC - UA - Communication Stack



<https://documentation.unified-automation.com/uasdkhp/1.0.0/html/softwarelayers.png>

Choosing an Open Source Library

- Some open source implementations available:
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- Written in common subset of C99 and C++98, usable with all major compilers
- Supports most common OPC UA client and server services
- We take a look at the following client side services:
 - Read
 - Write
 - HistoryRead

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- 2 To test the HistoryRead behavior of the client, we utilized Prosys OPC UA Simulation Server available at:
<https://www.prosysopc.com/products/opc-ua-simulation-server/>

Demonstration of a Simple Client and a Client with Historical Read

Available: <https://github.com/eleicha/OPCTest>