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INTERNATIONAL STANDARD



**Industrial communication networks – Fieldbus specifications –
Part 4-12: Data-link layer protocol specification – Type 12 elements**

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FIELDBUS SPECIFICATIONS –****Part 4-12: Data-link layer protocol specification –
Type 12 elements**

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International Standard IEC 61158-4-12 has been prepared by subcommittee 65C: Industrial networks, of IEC technical committee 65: Industrial-process measurement, control and automation.

This fourth edition cancels and replaces the third edition published in 2014. This edition constitutes a technical revision.

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

- technical corrections and editorial improvements for clarification.

The text of this International Standard is based on the following documents:

FDIS	Report on voting
65C/946/FDIS	65C/955/RVD

Full information on the voting for the approval of this International 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.

A list of all the parts of the IEC 61158 series, published under the general title *Industrial communication networks – Fieldbus specifications*, can be found on the IEC web site.

The committee has decided that the contents of this publication will remain unchanged until the stability date indicated on the IEC web site under "<http://webstore.iec.ch>" in the data related to the specific publication. At this date, the publication will be

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INTRODUCTION

This document is one of a series produced to facilitate the interconnection of automation system components. It is related to other standards in the set as defined by the “three-layer” fieldbus reference model described in IEC 61158-1.

The data-link protocol provides the data-link service by making use of the services available from the physical layer. The primary aim of this document is to provide a set of rules for communication expressed in terms of the procedures to be carried out by peer data-link entities (DLEs) at the time of communication. These rules for communication are intended to provide a sound basis for development in order to serve a variety of purposes:

- a) as a guide for implementors and designers;
- b) for use in the testing and procurement of equipment;
- c) as part of an agreement for the admittance of systems into the open systems environment;
- d) as a refinement to the understanding of time-critical communications within OSI.

This document is concerned, in particular, with the communication and interworking of sensors, effectors and other automation devices. By using this document together with other standards positioned within the OSI or fieldbus reference models, otherwise incompatible systems may work together in any combination.

NOTE Use of some of the associated protocol types is restricted by their intellectual-property-right holders. In all cases, the commitment to limited release of intellectual-property-rights made by the holders of those rights permits a particular data-link layer protocol type to be used with physical layer and application layer protocols in Type combinations as specified explicitly in the profile parts. Use of the various protocol types in other combinations may require permission from their respective intellectual-property-right holders.

The International Electrotechnical Commission (IEC) draws attention to the fact that it is claimed that compliance with this document may involve the use of patents concerning Type 12 elements and possibly other types given as follows:

EP 1 590 927 B1	[BE] Koppler für ein Netzwerk mit Ringtopologie und ein auf Ethernet basierten Netzwerk
EP 1 789 857 B1	[BE] Datenübertragungsverfahren und automatisierungssystem zum Einsatz eines solchen Datenübertragungsverfahrens
EP 2 137 893 B1	[BE] Paketvermittlungsvorrichtung und lokales Kommunikationsnetz mit einer solchen Paketvermittlungsvorrichtung
EP 1 456 722 B1	[BE] Datenübertragungsverfahren, serielles Bussystem und Anschalteinheit für einen passiven Busteilnehmer

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INDUSTRIAL COMMUNICATION NETWORKS – FIELDBUS SPECIFICATIONS –

Part 4-12: Data-link layer protocol specification – Type 12 elements

1 Scope

1.1 General

The data-link layer provides basic time-critical messaging communications between devices in an automation environment.

This protocol provides communication opportunities to all participating data-link entities

- a) in a synchronously-starting cyclic manner, and
- b) in a cyclic or acyclic asynchronous manner, as requested each cycle by each of those data-link entities.

Thus this protocol can be characterized as one which provides cyclic and acyclic access asynchronously but with a synchronous restart of each cycle.

1.2 Specifications

This document specifies

- a) procedures for the transfer of data and control information from one data-link user entity to one or more user entity;
- b) the structure of the DLPDUs used for the transfer of data and control information by the protocol of this document, and their representation as physical interface data units.

1.3 Procedures

The procedures are defined in terms of

- a) the interactions between DL-entities (DLEs) through the exchange of DLPDUs;
- b) the interactions between a DL-service (DLS) provider and a DLS-user in the same system through the exchange of DLS primitives;
- c) the interactions between a DLS-provider and the MAC services of ISO/IEC/IEEE 8802-3.

1.4 Applicability

These procedures are applicable to instances of communication between systems which support time-critical communications services within the data-link layer of the OSI reference model, and which require the ability to interconnect in an open systems interconnection environment.

Profiles provide a simple multi-attribute means of summarizing an implementation's capabilities, and thus its applicability to various time-critical communications needs.

1.5 Conformance

This document also specifies conformance requirements for systems implementing these procedures. This part of this document does not contain tests to demonstrate compliance with such requirements.

2 Normative references

The following documents are referred to in the text in such a way that some or all of their content constitutes requirements of this document. For dated references, only the edition cited applies. For undated references, the latest edition of the referenced document (including any amendments) applies.

NOTE All parts of the IEC 61158 series, as well as IEC 61784-1 and IEC 61784-2 are maintained simultaneously. Cross-references to these documents within the text therefore refer to the editions as dated in this list of normative references.

IEC 61158-3-12:2019, *Industrial communication networks – Fieldbus specifications – Part 3-12: Data-link layer service definition – Type 12 elements*

IEC 61588, *Precision clock synchronization protocol for networked measurement and control systems*

ISO/IEC 7498-1, *Information technology – Open Systems Interconnection – Basic Reference Model: The Basic Model*

ISO/IEC 7498-3, *Information technology – Open Systems Interconnection – Basic Reference Model: Naming and addressing*

ISO/IEC/IEEE 8802-3, *Information technology – Telecommunications and information exchange between systems – Local and metropolitan area networks – Specific requirements – Part 3: Standard for Ethernet*

ISO/IEC 9899, *Information technology – Programming Languages – C*

ISO/IEC 10731, *Information technology – Open Systems Interconnection – Basic Reference Model – Conventions for the definition of OSI services*

IEEE Std 802.1Q, *IEEE Standard for Local and Metropolitan Area Networks – Bridges and Bridged Networks*, available at <http://www.ieee.org> [viewed 2018-09-11]

IETF RFC 768, *User Datagram Protocol (UDP)*, available at <http://www.ietf.org> [viewed 2018-09-11]

IETF RFC 791, *Internet protocol DARPA internet program protocol specification*, available at <http://www.ietf.org> [viewed 2018-09-11]

3 Terms, definitions, symbols, abbreviations and conventions

For the purposes of this document, the following terms, definitions, symbols, abbreviations and conventions apply.

ISO and IEC maintain terminological databases for use in standardization at the following addresses:

- IEC Electropedia: available at <http://www.electropedia.org/>
- ISO Online browsing platform: available at <http://www.iso.org/obp>

3.1 Reference model terms and definitions

This document is based in part on the concepts developed in ISO/IEC 7498-1 and ISO/IEC 7498-3, and makes use of the following terms defined therein.

3.1.1	DL-duplex-transmission	[ISO/IEC 7498-1]
3.1.2	DL-protocol	[ISO/IEC 7498-1]
3.1.3	DL-protocol-data-unit	[ISO/IEC 7498-1]
3.1.4	(N)-entity DL-entity Ph-entity	[ISO/IEC 7498-1]
3.1.5	(N)-interface-data-unit DL-service-data-unit (N=2) Ph-interface-data-unit (N=1)	[ISO/IEC 7498-1]
3.1.6	(N)-layer DL-layer (N=2) Ph-layer (N=1)	[ISO/IEC 7498-1]
3.1.7	(N)-service DL-service (N=2) Ph-service (N=1)	[ISO/IEC 7498-1]
3.1.8	(N)-service-access-point DL-service-access-point (N=2) Ph-service-access-point (N=1)	[ISO/IEC 7498-1]
3.1.9	(N)-service-access-point-address DL-service-access-point-address (N=2) Ph-service-access-point-address (N=1)	[ISO/IEC 7498-1]
3.1.10	peer-entities	[ISO/IEC 7498-1]
3.1.11	Ph-interface-data	[ISO/IEC 7498-1]
3.1.12	primitive name	[ISO/IEC 7498-3]
3.1.13	reassembling	[ISO/IEC 7498-1]
3.1.14	recombining	[ISO/IEC 7498-1]
3.1.15	reset	[ISO/IEC 7498-1]
3.1.16	routing	[ISO/IEC 7498-1]
3.1.17	segmenting	[ISO/IEC 7498-1]
3.1.18	sequencing	[ISO/IEC 7498-1]
3.1.19	splitting	[ISO/IEC 7498-1]
3.1.20	systems-management	[ISO/IEC 7498-1]

3.2 Service convention terms and definitions

This document also makes use of the following terms defined in ISO/IEC 10731 as they apply to the data-link layer:

- 3.2.1 asymmetrical service**
- 3.2.2 confirm (primitive);
requestor.deliver (primitive)**
- 3.2.3 deliver (primitive)**
- 3.2.4 DL-service-primitive;
primitive**
- 3.2.5 DL-service-provider**
- 3.2.6 DL-service-user**
- 3.2.7 indication (primitive)
acceptor.deliver (primitive)**
- 3.2.8 request (primitive);
requestor.submit (primitive)**
- 3.2.9 requestor**
- 3.2.10 response (primitive);
acceptor.submit (primitive)**
- 3.2.11 submit (primitive)**
- 3.2.12 symmetrical service**

3.3 Common terms and definitions

NOTE Many definitions are common to more than one protocol Type; they are not necessarily used by all protocol Types.

For the purposes of this document, the following definitions also apply:

3.3.1 frame

denigrated synonym for DLPDU

3.3.2 group DL-address

DL-address that potentially designates more than one DLSAP within the extended link

Note 1 to entry: A single DL-entity may have multiple group DL-addresses associated with a single DLSAP.

Note 2 to entry: A single DL-entity also may have a single group DL-address associated with more than one DLSAP.

3.3.3 node

single DL-entity as it appears on one local link

3.3.4 receiving DLS-user

DL-service user that acts as a recipient of DLS-user-data

Note 1 to entry: A DL-service user can be concurrently both a sending and receiving DLS-user.

3.3.5 sending DLS-user

DL-service user that acts as a source of DLS-user-data

3.4 Additional Type 12 definitions

3.4.1 application

function or data structure for which data is consumed or produced

[SOURCE: IEC 61158-5-12, 3.3.1]

3.4.2

application objects

multiple object classes that manage and provide a run time exchange of messages across the network and within the network device

3.4.3

basic slave

slave device that supports only physical addressing of data

3.4.4

bit

unit of information consisting of a 1 or a 0

Note 1 to entry: This is the smallest data unit that can be transmitted.

3.4.5

client

<object> object which uses the services of another (server) object to perform a task

3.4.6

client

<message> initiator of a message to which a server reacts

3.4.7

connection

logical binding between two application objects within the same or different devices

3.4.8

cyclic

events which repeat in a regular and repetitive manner

3.4.9

cyclic redundancy check

CRC

residual value computed from an array of data and used as a representative signature for the array

3.4.10

data

generic term used to refer to any information carried over a Fieldbus

3.4.11

data consistency

means for coherent transmission and access of the input- or output-data object between and within client and server

3.4.12

device

physical entity connected to the fieldbus composed of at least one communication element (the network element) and which may have a control element and/or a final element (transducer, actuator, etc.)

[SOURCE: IEC 61158-2, 3.1.13]

3.4.13**distributed clocks**

method to synchronize slaves and maintain a global time base

3.4.14**error**

discrepancy between a computed, observed or measured value or condition and the specified or theoretically correct value or condition

3.4.15**event**

instance of a change of conditions

3.4.16**fieldbus memory management unit**

function that establishes one or several correspondences between logical addresses and physical memory

3.4.17**fieldbus memory management unit entity**

single element of the fieldbus memory management unit: one correspondence between a coherent logical address space and a coherent physical memory location

3.4.18**full slave**

slave device that supports both physical and logical addressing of data

3.4.19**interface**

shared boundary between two functional units, defined by functional characteristics, signal characteristics, or other characteristics as appropriate

3.4.20**master**

device that controls the data transfer on the network and initiates the media access of the slaves by sending messages and that constitutes the interface to the control system

3.4.21**mapping**

correspondence between two objects in that way that one object is part of the other object

3.4.22**medium**

cable, optical fibre, or other means by which communication signals are transmitted between two or more points

Note 1 to entry: "media" is used as the plural of medium.

3.4.23**message**

ordered series of octets intended to convey information

Note 1 to entry: Normally used to convey information between peers at the application layer.

3.4.24**network**

set of nodes connected by some type of communication medium, including any intervening repeaters, bridges, routers and lower-layer gateways

3.4.25**node**

end-point of a link in a network or a point at which two or more links meet

[SOURCE: IEC 61158-2, 3.1.31, modified – wording adjustment]

3.4.26**object**

abstract representation of a particular component within a device

Note 1 to entry: An object can be

- 1) an abstract representation of the capabilities of a device. Objects can be composed of any or all of the following components:
 - a) data (information which changes with time);
 - b) configuration (parameters for behavior);
 - c) methods (things that can be done using data and configuration).
- 2) a collection of related data (in the form of variables) and methods (procedures) for operating on that data that have clearly defined interface and behavior.

3.4.27**process data**

data object containing application objects designated to be transferred cyclically or acyclically for the purpose of processing

3.4.28**server**

object which provides services to another (client) object

3.4.29**service**

operation or function than an object and/or object class performs upon request from another object and/or object class

3.4.30**slave**

DL-entity accessing the medium only after being initiated by the preceding slave or the master

3.4.31**Sync manager**

collection of control elements to coordinate access to concurrently used objects

3.4.32**Sync manager channel**

single control elements to coordinate access to concurrently used objects

3.4.33**switch**

MAC bridge as defined in IEEE 802.1D

3.5 Common symbols and abbreviations

NOTE Many symbols and abbreviations are common to more than one protocol Type; they are not necessarily used by all protocol Types.

DL-	Data-link layer (as a prefix)
DLC	DL-connection
DLCEP	DL-connection-end-point
DLE	DL-entity (the local active instance of the data-link layer)
DLL	DL-layer
DLPCI	DL-protocol-control-information
DLPDU	DL-protocol-data-unit
DLM	DL-management
DLME	DL-management Entity (the local active instance of DL-management)
DLMS	DL-management Service
DLS	DL-service
DLSAP	DL-service-access-point
DLSDU	DL-service-data-unit
FIFO	First-in first-out (queuing method)
OSI	Open systems interconnection
Ph-	Physical layer (as a prefix)
PhE	Ph-entity (the local active instance of the physical layer)
PhL	Ph-layer
QoS	Quality of service

3.6 Additional Type 12 symbols and abbreviations

AL	Application layer
AoE	Automation Device Specification (ADS) over Type 12
APRD	Auto increment physical read
APRW	Auto increment physical read write
APWR	Auto increment physical write
ARMW	Auto increment physical read multiple write
BRD	Broadcast read
BRW	Broadcast read write
BWR	Broadcast write
CAN	Controller area network
CoE	CAN application protocol over Type 12 services
CSMA/CD	Carrier sense multiple access with collision detection
DC	Distributed clocks
DCSM	DC state machine
DHSM	(DL) PDU handler state machine
Type 12	Prefix for DL services and protocols
E ² PROM	Electrically erasable programmable read only memory
EoE	Ethernet tunneled over Type 12 services
ESC	Type 12 slave controller
FCS	frame check sequence
FMMU	Fieldbus memory management unit

FoE	File access with Type 12 services
FPRD	Configured address physical read
FPRW	Configured address physical read write
FPWR	Configured address physical write
FRMW	Configured address physical read multiple write
HDR	Header
ID	Identifier
IP	Internet protocol
LAN	Local area network
LRD	Logical memory read
LRW	Logical memory read write
LWR	Logical memory write
MAC	Media access control
MDI	Media dependent interface (specified in ISO/IEC/IEEE 8802-3)
MDX	Mailbox data exchange
MII	Media independent interface (specified in ISO/IEC/IEEE 8802-3)
PDI	Physical device interface (a set of elements that allows access to DL services from the DLS-user)
PDO	Process data object
PHY	Physical layer device (specified in ISO/IEC/IEEE 8802-3)
RAM	Random access memory
RMSM	Resilient mailbox state machine
Rx	Receive
SDO	Service data object
SII	Slave information interface
SIISM	SII state machine
SyncM	Synchronization manager
SYSM	Sync manager state machine
TCP	Transmission control protocol
Tx	Transmit
UDP	User datagram protocol
WKC	Working counter

3.7 Conventions

3.7.1 General concept

The services are specified in IEC 61158-3-12. The service specification defines the services that are provided by the Type 12 DL. The mapping of these services to ISO/IEC/IEEE 8802-3 is described in this document.

This document uses the descriptive conventions given in ISO/IEC 10731.

3.7.2 Abstract syntax conventions

The DL syntax elements related to PDU structure are described as shown in the example of Table 1.

Frame part denotes the element that will be replaced by this reproduction.

Data field is the name of the elements.

Data Type denotes the type of the terminal symbol.

Value/Description contains the constant value or the meaning of the parameter.

Table 1 – PDU element description example

Frame part	Data Field	Data Type	Value/Description
Type 12 xxx	CMD	Unsigned8	0x01
	IDX	Unsigned8	Index
	ADP	Unsigned16	Auto Increment Address
	ADO	Unsigned16	Physical Memory Address
	LEN	Unsigned11	Length of data of YYY in octets
	Reserved	Unsigned4	0x00
	NEXT	Unsigned1	0: last Type 12 PDU 1: Type 12 PDU follows
	IRQ	Unsigned16	Reserved for future use
	YYY		next element
	WKC	Unsigned16	Working Counter

The attribute types are described in C language notations (ISO/IEC 9899) as shown in Figure 1. BYTE and WORD are elements of type unsigned char and unsigned short. DWORD is a four octet double word.

```

typedef struct
{
    Unsigned8      Type;
    Unsigned8      Revision;
    Unsigned16     Build;
    Unsigned8      NoOfSuppFmmuChannels;
    Unsigned8      NoOfSuppSyncManChannels;
    Unsigned8      RamSize;
    Unsigned8      Reserved1;
    unsigned       FmmuBitOperationNotSupp: 1;
    unsigned       Reserved2: 7;
    unsigned       Reserved3: 8;
} TDLINFORMATION;
    
```

Figure 1 – Type description example

The attributes itself are described in a form as shown in Table 2.

Parameter describes a single element of the attribute.

Physical address denotes the location in physical address space.

Data Type denotes the type of this element.

Access type Type 12 DL/PDI shows the access right to this element. R means read access right, W means write access right. If neither Type 12 DL nor PDI has write access, this variable will be initialised and maintained by DL itself.

Value/Description contains the constant value and/or the meaning of the parameter.

Table 2 – Example attribute description

Parameter	Physical Address	Data Type	Access type	Access Type PDI	Value/Description
State	0x0120	Unsigned4	RW	R	0x01: Init Request 0x02: Pre-Operational Request 0x03: Bootstrap Mode Request 0x04: Safe Operational Request 0x08: Operational Request
Acknowledge	0x0120	Unsigned1	RW	R	0: no acknowledge 1 acknowledge (shall be a positive edge)
Reserved	0x0120	Unsigned3	RW	R	0x00
Application Specific	0x0121	Unsigned8	RW	R	

3.7.3 Convention for the encoding of reserved bits and octets

The term "reserved" may be used to describe bits in octets or whole octets. All bits or octets that are reserved should be set to zero at the sending side and shall not be tested at the receiving side unless it is explicitly stated or if the reserved bits or octets are checked by a state machine.

The term "reserved" may also be used to indicate that certain values within the range of a parameter are reserved for future extensions. In this case the reserved values should not be used at the sending side and shall not be tested at the receiving side except it is explicitly stated or if the reserved values are check by a state machine.

3.7.4 Conventions for the common coding s of specific field octets

DLSDUs may contain specific fields that carry information in a primitive and condensed way. These fields shall be coded in the order according to Figure 2.

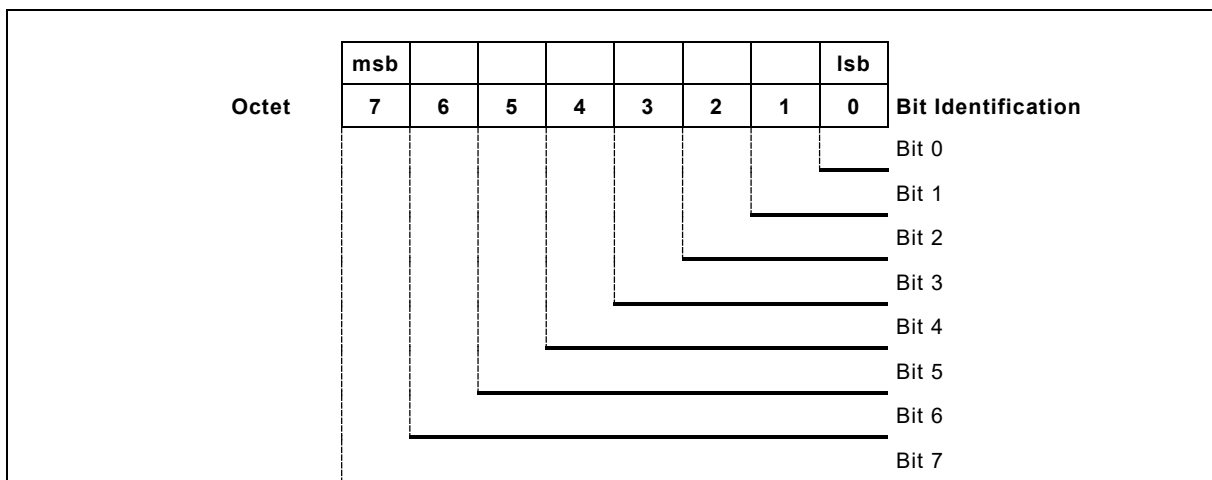


Figure 2 – Common structure of specific fields

Bits may be grouped as group of bits. Each bit or group of bits shall be addressed by its Bit Identification (e.g. Bit 0, Bit 1 to 4). The position within the octet shall be according to the figure above. Alias names may be used for each bit or group of bits or they may be marked as reserved. The grouping of individual bits shall be in ascending order without gaps. The values for a group of bits may be represented as binary, decimal or hexadecimal values. This value shall only be valid for the grouped bits and can only represent the whole octet if all 8 bits are grouped. Decimal or hexadecimal values shall be transferred in binary values so that the bit with the highest number of the group represents the msb concerning the grouped bits.

EXAMPLE Description and relation for the specific field octet

Bit 0: reserved.

Bit 1-3: Reason_Code The decimal value 2 for the Reason_Code means general error.

Bit 4-7: shall always set to one.

The octet that is constructed according to the description above looks as follows:

(msb) Bit 7 = 1,

Bit 6 = 1,

Bit 5 = 1,

Bit 4 = 1,

Bit 3 = 0,

Bit 2 = 1,

Bit 1 = 0,

(lsb) Bit 0 = 0.

This bit combination has an octet value representation of 0xf4.

3.7.5 State machine conventions

The protocol sequences are described by means of State Machines.

In state diagrams states are represented as boxes state transitions are shown as arrows. Names of states and transitions of the state diagram correspond to the names in the textual listing of the state transitions.

The textual listing of the state transitions is structured as follows, see also Table 3.

- The first column contains the name of the transition.
- The second column in define the current state.
- The third column contains an optional event followed by Conditions starting with a “/” as first line character and finally followed by the actions starting with a “=>” as first line character.
- The last column contains the next state.

If the event occurs and the conditions are fulfilled the transition fires, i.e. the actions are executed and the next state is entered.

The layout of a Machine description is shown in Table 3. The meaning of the elements of a State Machine Description are shown in Table 4.

Table 3 – State machine description elements

#	Current state	Event /Condition => Action	Next state

Table 4 – Description of state machine elements

Description element	Meaning
Current state	Name of the given states.
Next state	
#	Name or number of the state transition.
Event	Name or description of the event.
/Condition	Boolean expression. The preceding “\” is not part of the condition.
=> Action	List of assignments and service or function invocations. The preceding “=>” is not part of the action.

The conventions used in the state machines are shown in Table 5.

Table 5 – Conventions used in state machines

Convention	Meaning
=	Value of an item on the left is replaced by value of an item on the right. If an item on the right is a parameter, it comes from the primitive shown as an input event.
axx	A parameter name if a is a letter. EXAMPLE Identifier = reason means value of a 'reason' parameter is assigned to a parameter called 'Identifier.'
"xxx"	Indicates fixed visible string. EXAMPLE Identifier = "abc" means value "abc" is assigned to a parameter named 'Identifier.'
nnn	if all elements are digits, the item represents a numerical constant shown in decimal representation
0xnn	if all elements nn are digits, the item represents a numerical constant shown in hexadecimal representation
==	A logical condition to indicate an item on the left is equal to an item on the right.
<	A logical condition to indicate an item on the left is less than the item on the right.
>	A logical condition to indicate an item on the left is greater than the item on the right.
!=	A logical condition to indicate an item on the left is not equal to an item on the right.
&&	Logical "AND"
	Logical "OR"
!	Logical "NOT"
+ – * /	Arithmetic operators
;	Separator of expressions