

# Considerações sobre a interdependência de sistemas redundantes e impactos na confiabilidade, segurança e simplicidade de subestações digitais

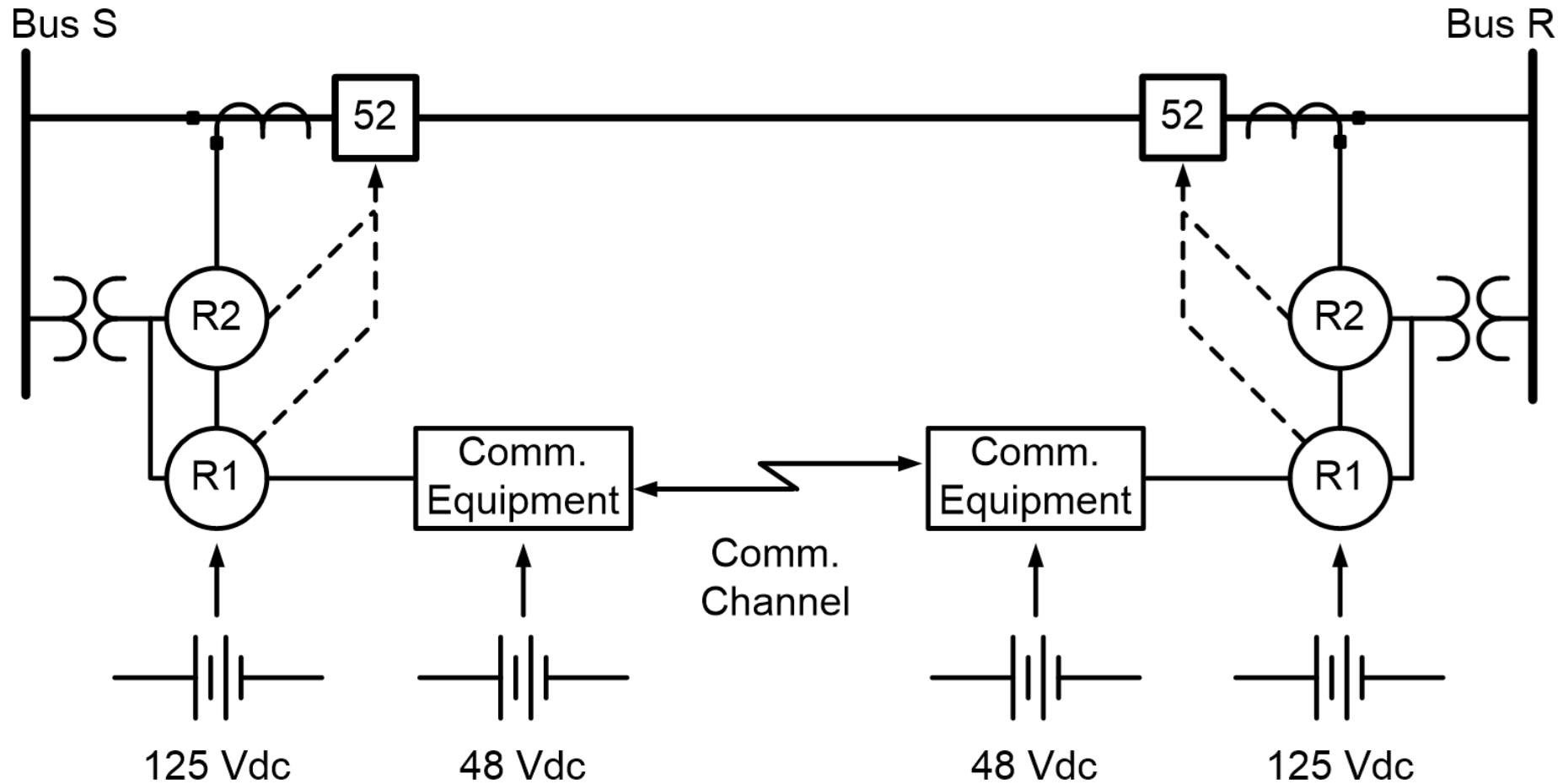


# Protection Schemes Redundancy

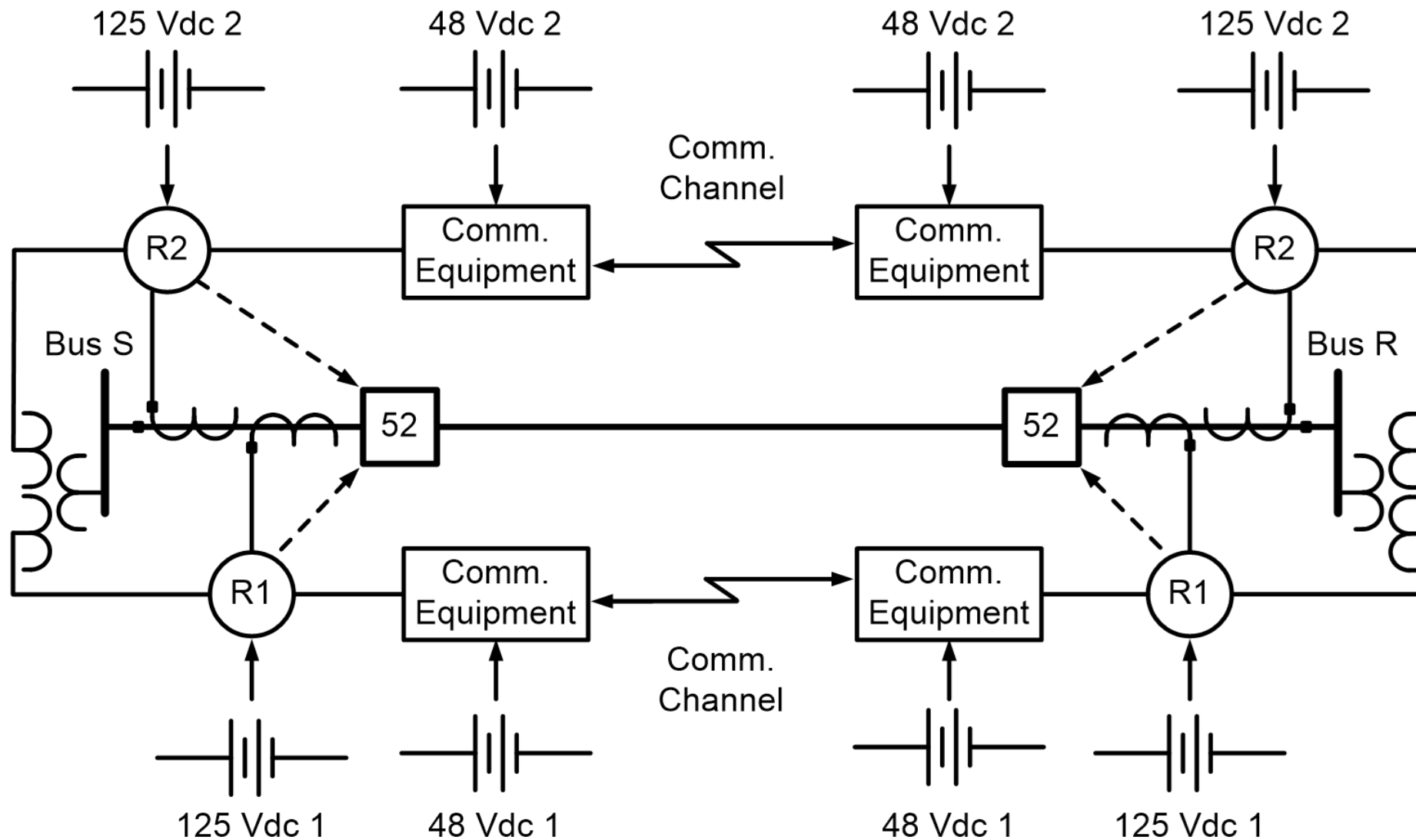
“Redundancy is required to assure that the failure of any single protection component, such as an instrument transformer, relay, breaker, control circuit, or communication channel will not result in the failure to be able to detect and isolate faults. The major objectives of the protective systems must remain intact for the failure of any device associated with a protective system. This constraint typically requires the use of **two independent protection schemes** for each protected facility on bulk power systems.”

Source: Blackburn , J. Lewis, “Protective Relaying, Principles and Applications”

# Basic Line Protection Scheme



# Dual-Redundant Protection Scheme



# Redundancy principles

- “Workby or massive redundancy, in which redundant components are continuously active and immediately inserted (for instance several energized power supplies, sharing the load and tolerating the failure of one). Workby applies to the network, components, or any resource.”
  - "1+1 redundancy" with two simultaneously active resources.
- “Standby or spare redundancy, in which the redundant component is normally inactive, and it will take a recovery delay to become active in case of fault detection. The recovery delay can be so long as to render redundancy useless.”
  - RSTP

# Redundant Protection Systems

- Dual-redundant schemes use OR tripping logic
- Triple-redundant schemes use two-out-of-three voting logic
- System may use identical or different devices
- Are systems fully redundant?
- Are hidden and common-mode failures considered?

# Comms Network Redundancy Protocols

## INDUSTRIAL COMMUNICATION NETWORKS – HIGH AVAILABILITY AUTOMATION NETWORKS –

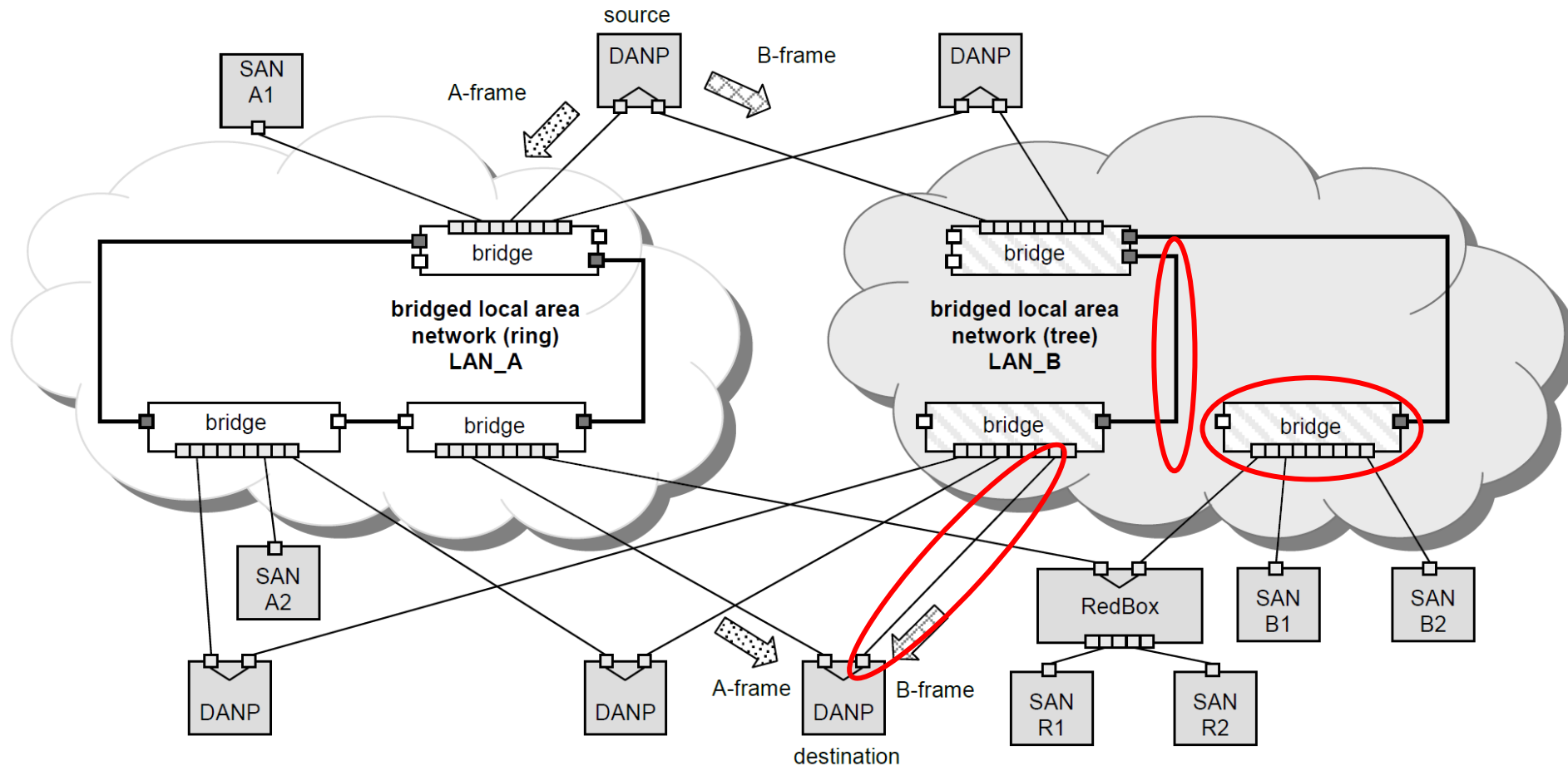
### Part 3: Parallel Redundancy Protocol (PRP) and High-availability Seamless Redundancy (HSR)

#### 1 Scope

The IEC 62439 series is applicable to high-availability automation networks based on the Ethernet technology.

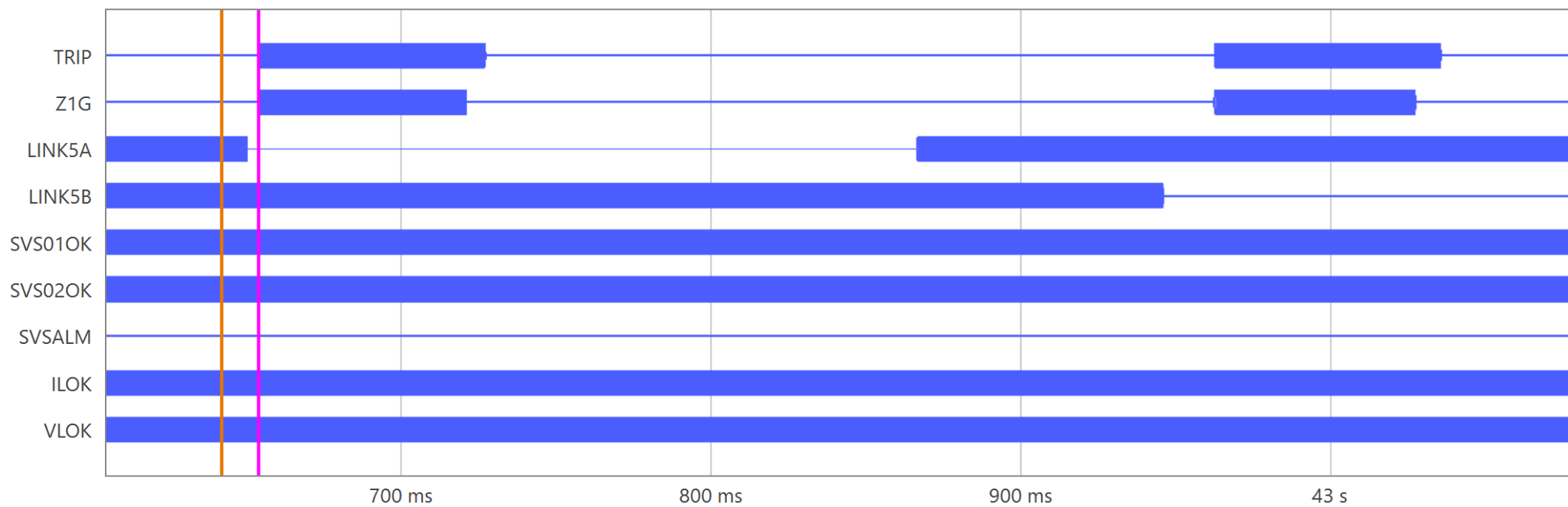
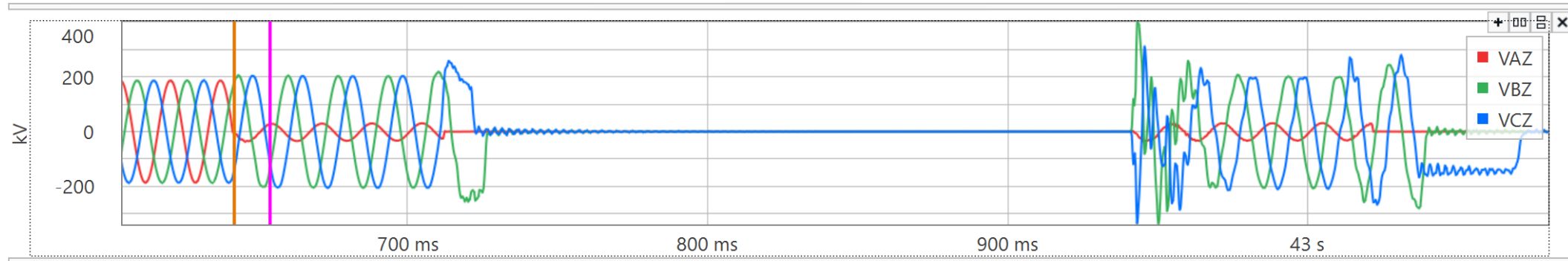
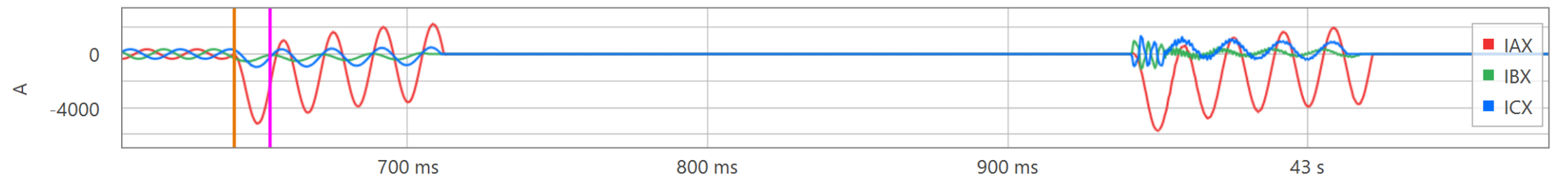
This part of IEC 62439 specifies two redundancy protocols designed to provide seamless recovery in case of single failure of an inter-bridge link or bridge in the network, which are based on the same scheme: parallel transmission of duplicated information.

# Which Failures are Covered?

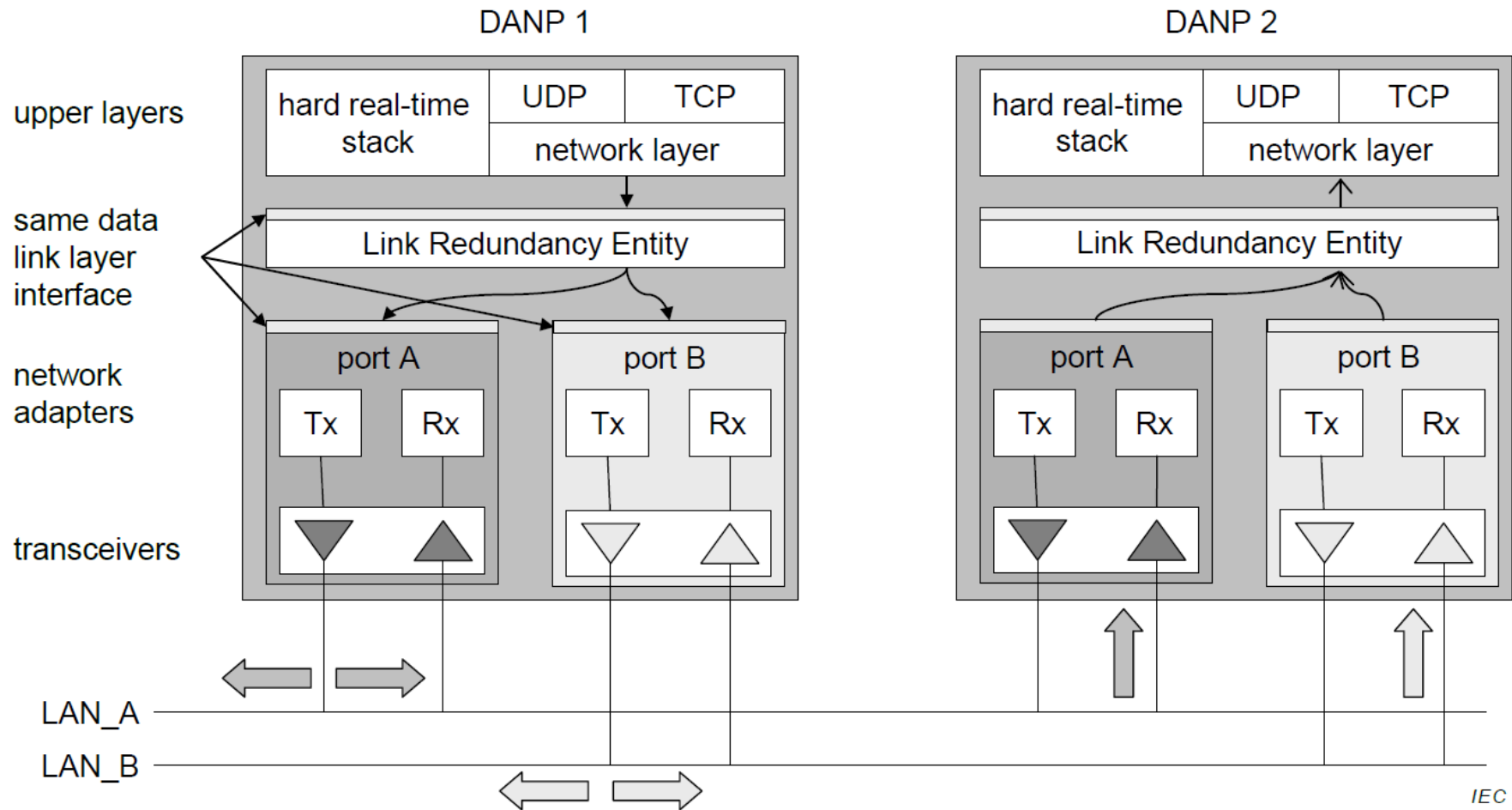


Source: IEC 62439-3:2018





# Data Source is the Same



# Real Case

## Protocol

### ▼ Frame

#### ▼ Ethernet

#### GOOSE

#### Address Resolution Protocol

#### > Internet Protocol Version 6

#### > Logical-Link Control

#### > Internet Protocol Version 4

#### Link Layer Discovery Protocol

## Percent Bytes

## Bytes

100.0

809913009

3.9

31340871

96.1

778543358

0.0

12434

0.0

8920

0.0

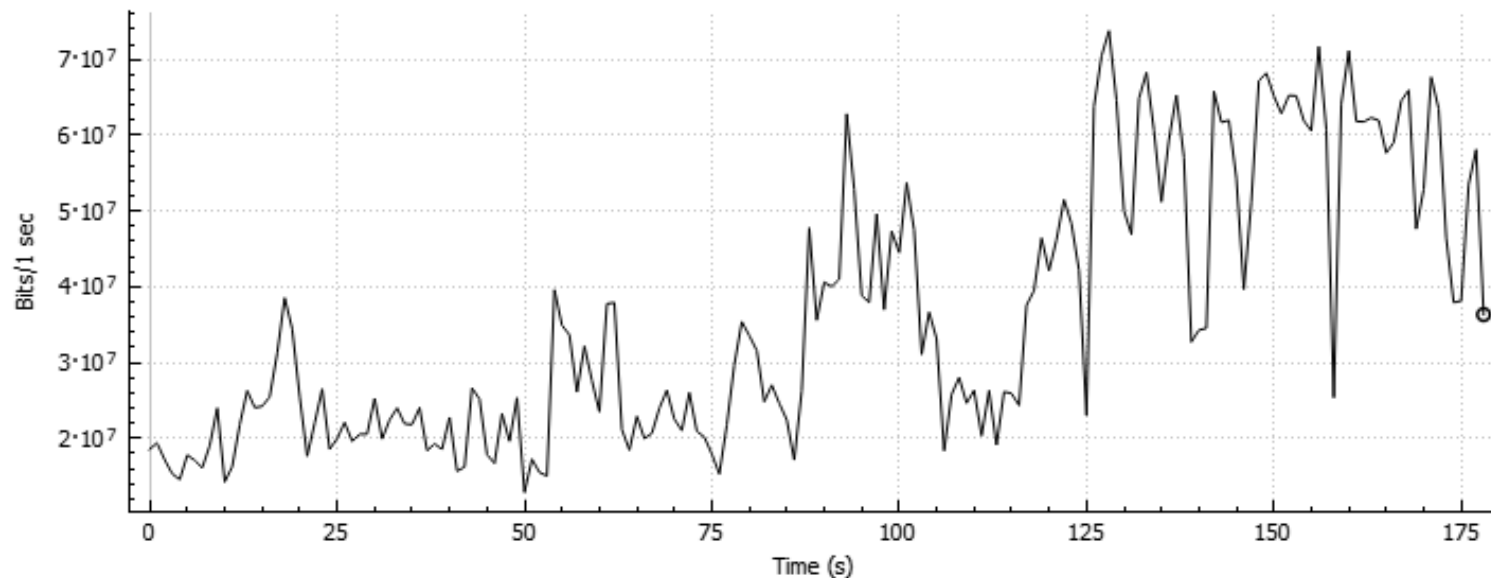
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0.0

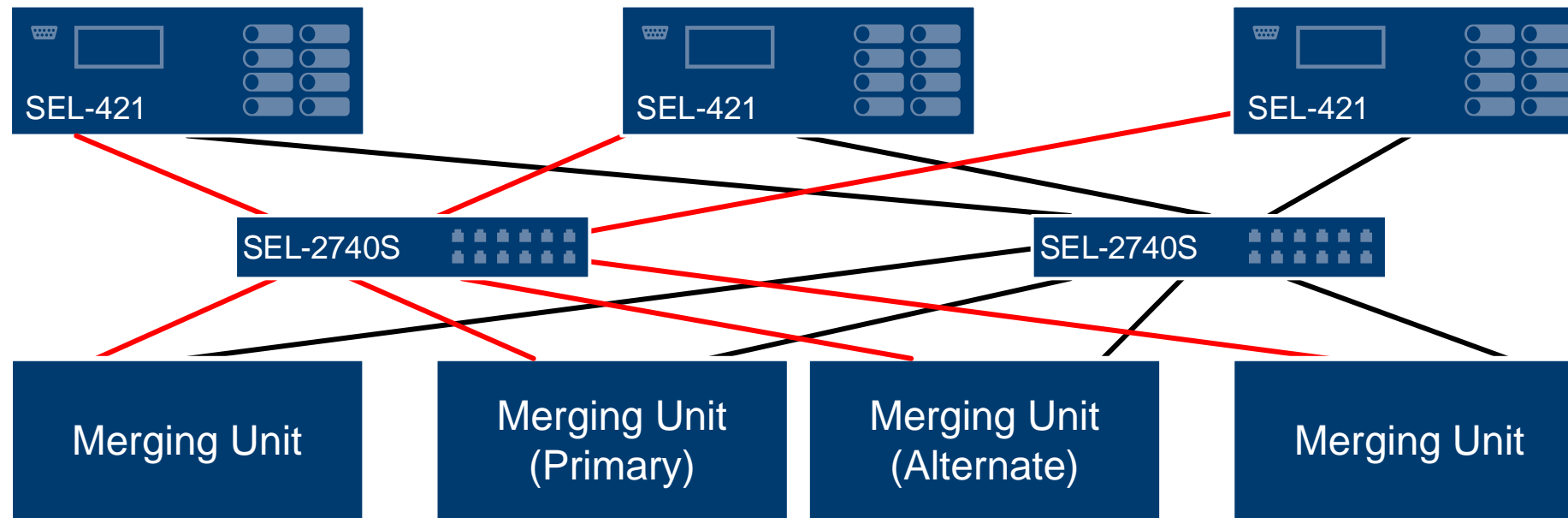
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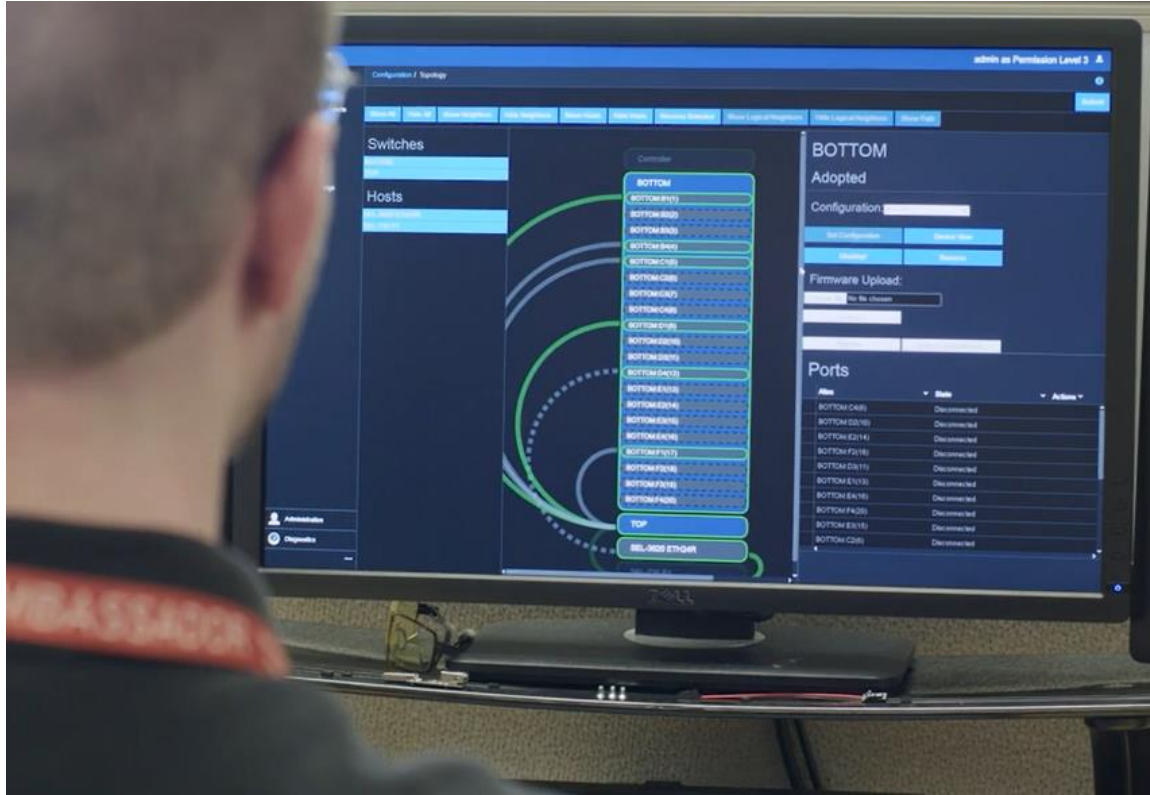
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# SDN Network

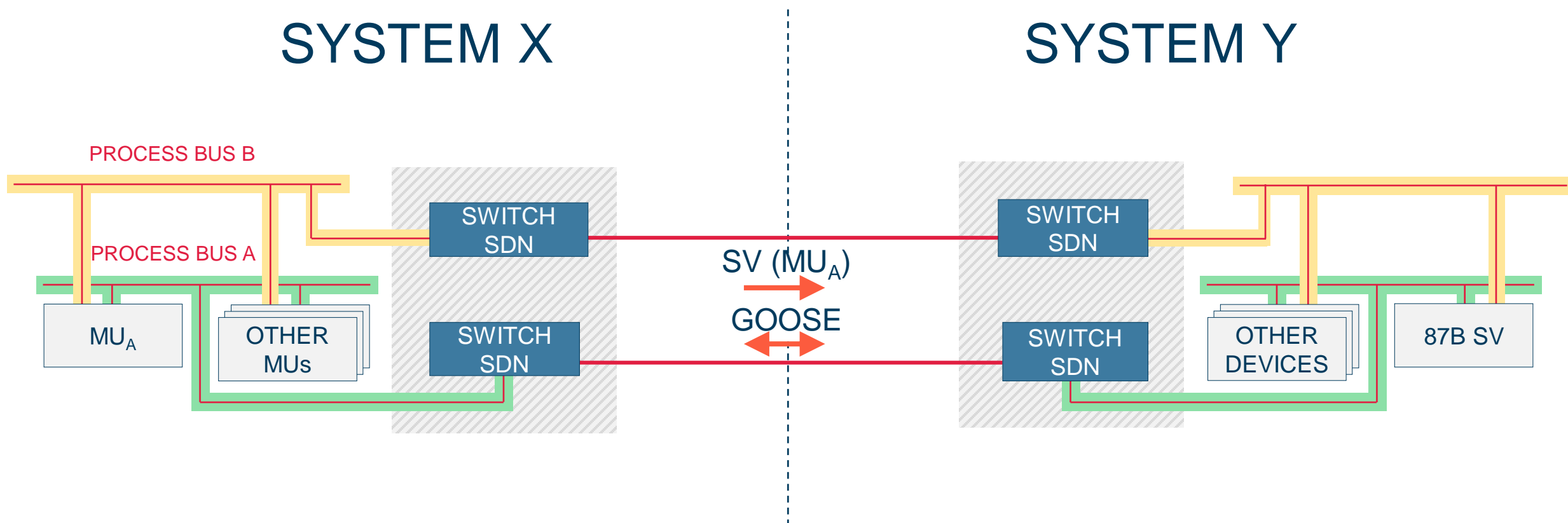


# Flow Monitoring

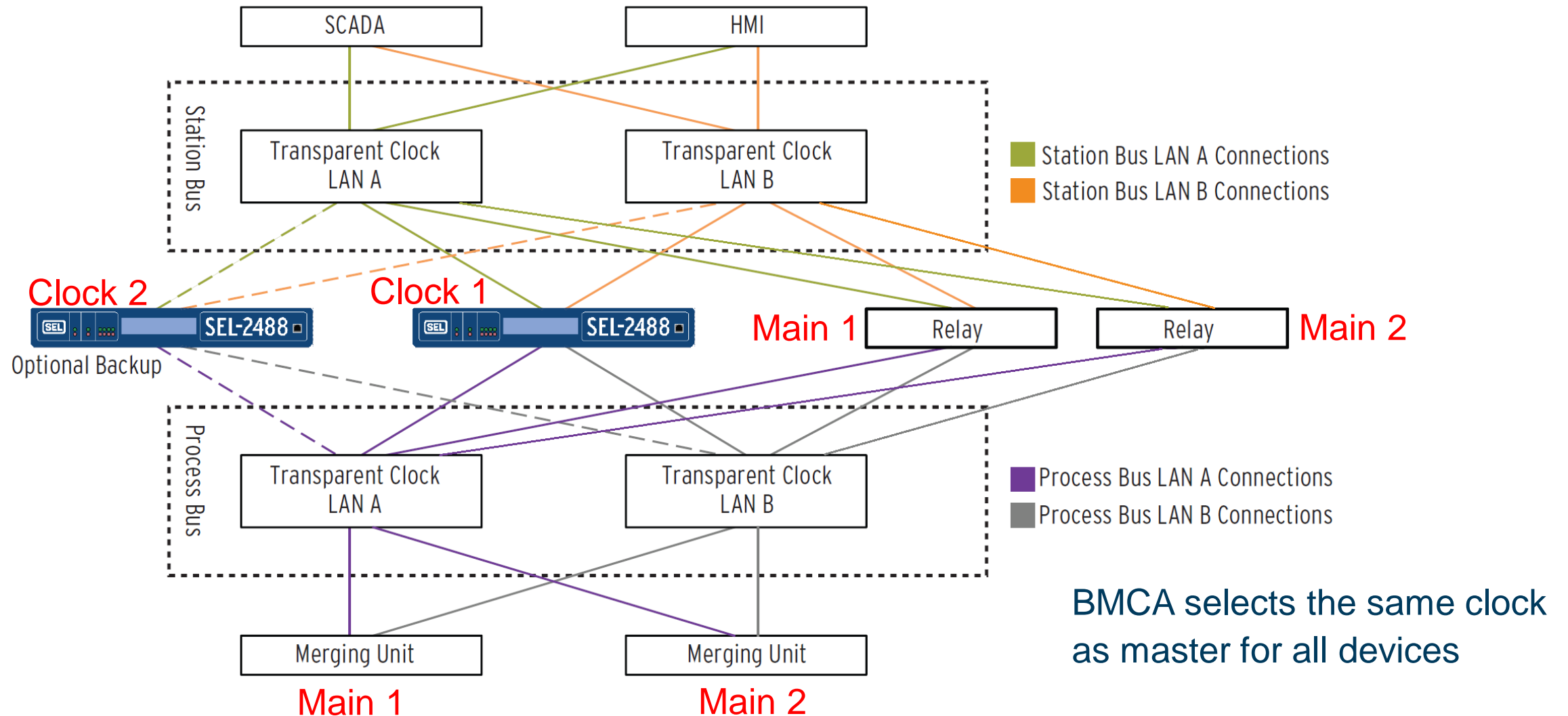


- Monitor each flow individually
- Limit the available bandwidth for each flow individually
- See communications flow in context of application

# Isolate Networks



# PRP and PTP Redundancy



# PTP Redundancy

– 86 –

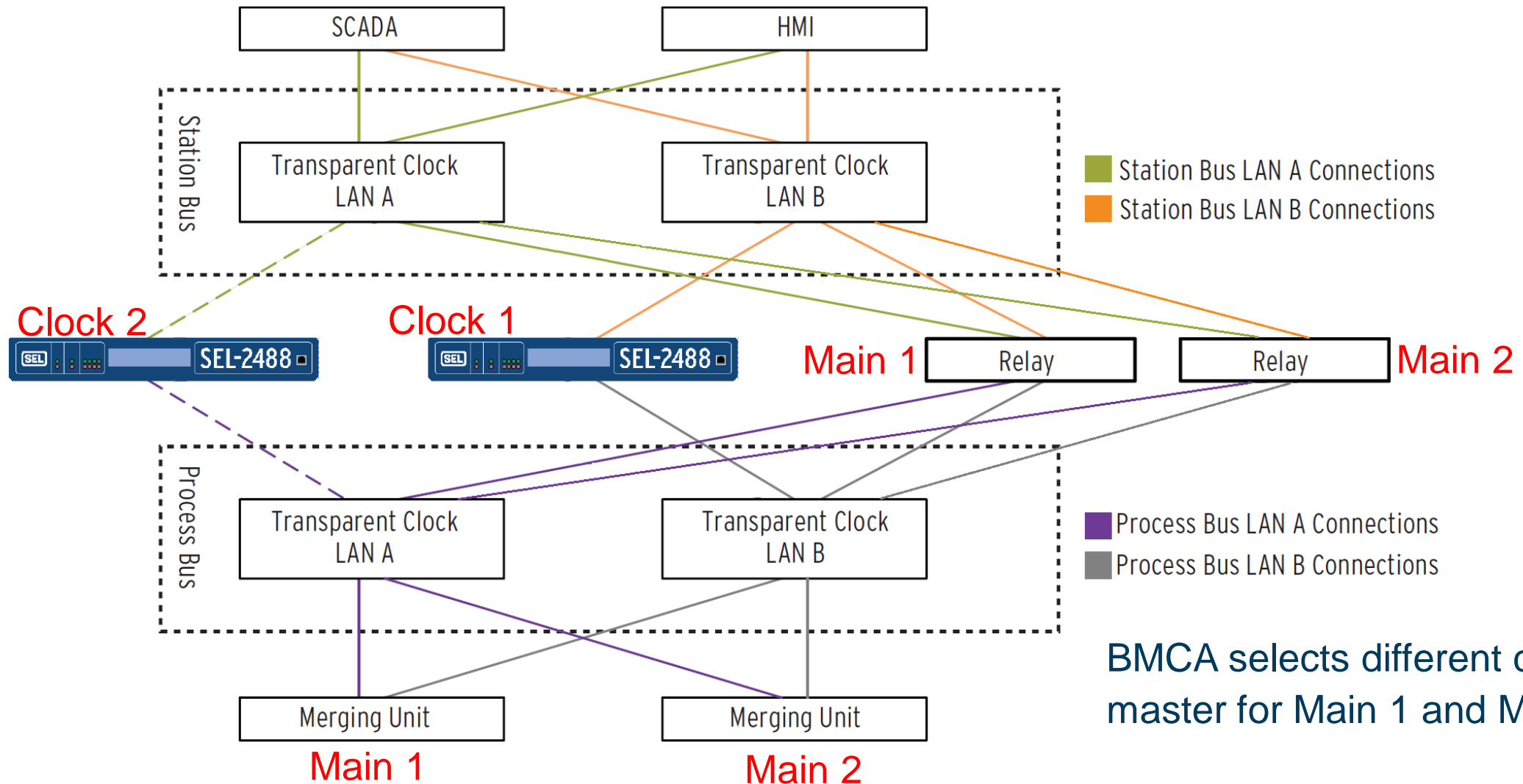
IEC 62439-3:2016 © IEC 2016

- to one LAN only as a singly attached clock (see OC3, OC4 in Figure A.4) without the benefit of redundancy;
- through a RedBox as specified in A.4.5 (see OC5, OC6 in Figure A.4).

NOTE A PRP topology in which one MC is located on LAN A and another MC on LAN B is considered a degraded situation, since a grandmaster clock (GMC) on one LAN ignores another master on the other LAN and cannot serve as a back-up. This situation happens when links are lost and ordinary clocks take over as master for lack of a better alternative. This situation can be avoided if at least one device according to A.7.3. exists. However, this can also be an intentional way of providing independent redundant clocks.










# Changing PTP Priority Per Device



# Changing PTP Priority Per Device

- If the ALTPRI<sub>n</sub> (alternate priority 1 for master n) setting is set to a positive value, the priority1 value in received Announce messages from the corresponding master clock will be replaced by the ALTPRI<sub>n</sub> value before applying the BMCA. The ALTPRI<sub>n</sub> values reprioritize the master clocks locally.

PTP Settings		<input type="text" value="Search PTP Settings"/>		 <b>Filters</b> 	
Name 	Value 	Range 	Description 	Group 	
ALTPRI1	0	0 to 255	PTP Alternate Priority1 for Master 1	Port 5	
ALTPRI2	0	0 to 255	PTP Alternate Priority1 for Master 2	Port 5	
ALTPRI3	0	0 to 255	PTP Alternate Priority1 for Master 3	Port 5	
ALTPRI4	0	0 to 255	PTP Alternate Priority1 for Master 4	Port 5	
ALTPRI5	0	0 to 255	PTP Alternate Priority1 for Master 5	Port 5	

# Merging Unit 1



TIME SYNC | MU1

Application	Reference	Value
LTMS.TmAcc.stVal (ST)	LTMS.TmAcc.stVal (ST)	20 Significant bits in the second fraction
LTMS.PortSta5A.strVal (ST)	ACTIVE - GM ID 20	
LTMS.PortSta5B.strVal (ST)	PASSIVE - GM ID 30	
	LTMS.GmIncry5A (ST)	23.0000 ns
	LTMS.GmIncry5B (ST)	21.0000 ns
	LTMS.NtwIncry5A (ST)	49.0000 ns
	LTMS.NtwIncry5B (ST)	49.0000 ns
	LTMS.TmSrc.stVal (ST)	GPS
	LTMS.TmSrcTyp.stVal (ST)	PTP
	LTMS.TmSyn.stVal (ST)	GlobalAreaClock
	LTMS.TmSynLkd.stVal (ST)	Locked
	LTMS.TmTosPer.instMag.f (MX)	999.9999 ms

# Merging Unit 2



## TIME SYNC | MU2

Application	Reference	Value
LTMS.TmAcc.stVal (ST)	LTMS.TmAcc.stVal (ST)	20 Significant bits in the second fraction
LTMS.PortSta5A.strVal (ST)	PASSIVE - GM ID 20	
LTMS.PortSta5B.strVal (ST)	ACTIVE - GM ID 30	
	LTMS.GmIncry5A (ST)	36.0000 ns
	LTMS.GmIncry5B (ST)	21.0000 ns
	LTMS.NtwIncry5A (ST)	49.0000 ns
	LTMS.NtwIncry5B (ST)	49.0000 ns
	LTMS.TmSrc.stVal (ST)	GPS
	LTMS.TmSrcTyp.stVal (ST)	PTP
	LTMS.TmSyn.stVal (ST)	GlobalAreaClock
	LTMS.TmSynLkd.stVal (ST)	Locked
	LTMS.TmTosPer.instMag.f (MX)	999.9999 ms

# PTP Network Engineering

## C.8 Network engineering

To achieve the required network time inaccuracy, careful network design is required, considering the placement of masters and redundant masters and possible network topology changes because of reconfigurations so as not to exceed the number of allowed TCs and BCs.

The network designer should only select network elements knowing their contribution to network time inaccuracy and dependencies on the operating conditions. The network designer should estimate the network time inaccuracy for all slave clocks.

The network designer should use network elements with stricter specifications in more demanding applications or larger networks.

# Network Time Inaccuracy

$$NTI = \varepsilon_{GM} + \varepsilon_{TC}N_{TC} + \varepsilon_{BC}N_{BC} + \varepsilon_{MC}N_{MC}$$

$\varepsilon_{GM}$  - worst-case grandmaster time inaccuracy

$\varepsilon_{TC}$  - worst-case Transparent Clock time inaccuracy

$\varepsilon_{BC}$  - worst-case Boundary Clock time inaccuracy

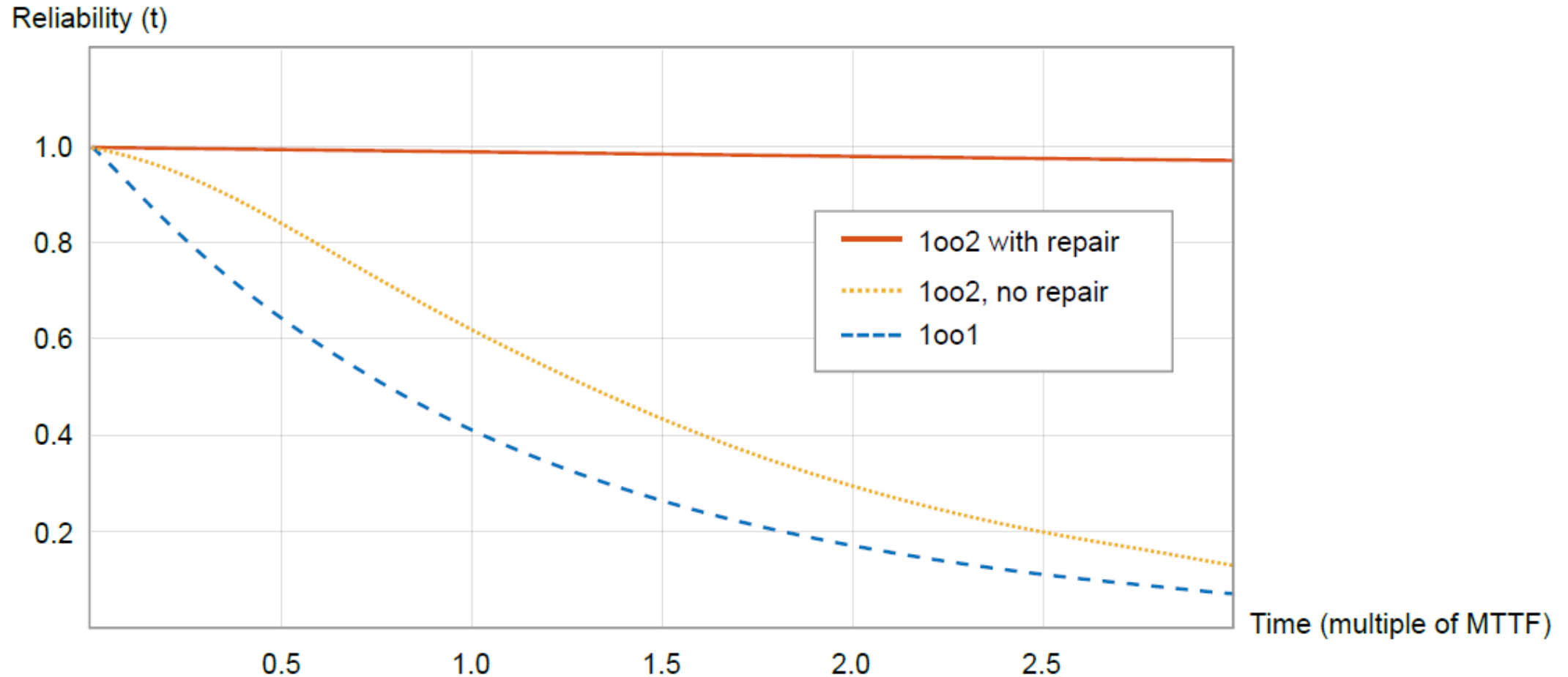
$\varepsilon_{MC}$  - worst-case media converter time inaccuracy

$N_{TC}$  - number of TCs in series on the longest path to this clock

$N_{BC}$  - number of BCs in the path on the longest path to this clock

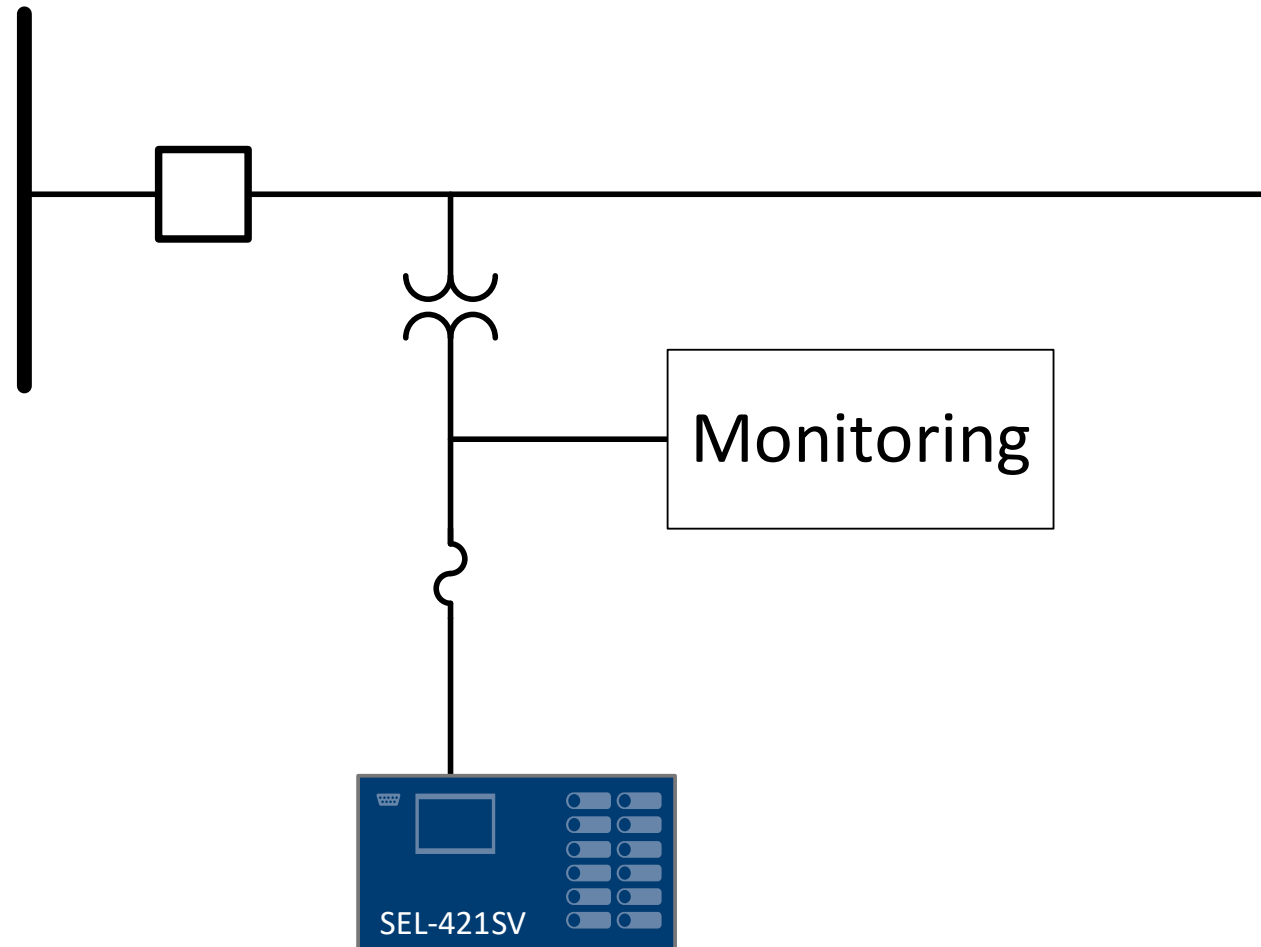
$N_{MC}$  - number of media converters in the path on the longest path to this clock

# Redundancy May not Be Effective



Source: IEC TR 61850-90-12:2020

# Are You Monitoring Properly?





# Conclusions

- Common-mode failures affect redundant scheme dependability and security – settings and design reviews improve reliability
- Comprehensive monitoring systems improves dependability and security of redundancy
- Fundamental requirements of protection systems cannot be left behind

# Thank you

