MATLAB EXPO 2019

Virtual Vehicle Simulation

Electrified Powertrain Design

Kevin Oshiro MathWorks Application Engineering





Key Takeaways

- MathWorks has Virtual Vehicle Simulation capabilities:
 - Rapidly assess electrified powertrain variants using Powertrain Blockset and Simulink
 - Integrate functionality with other tools using new Simulink features
 - Accelerate development of advanced powertrain and ADAS controllers using Vehicle Dynamics Blockset





Electrified Powertrain Selection Case Study

- Evaluate 3 motor Battery EV powertrain
 - What are the best gear ratios to use for the front / rear axles?
- Minimize:
 - Energy consumption (multiple drive cycles)
 - Acceleration time (t_{0-60mph})
- Subject to constraints:
 - Operating limits for motor and battery
 - Velocity within 2 mph window of drive cycle target velocity





Electrified Powertrain Selection Case Study

- Challenges
 - Need system level model of vehicle
 - Plant models
 - Controller models
 - Heterogenous modeling environment
 - Support for 3rd party simulation tools / legacy code
- MathWorks has automotive focused design tools...





Powertrain Blockset

- Goals:
 - Provide starting point for engineers to build good plant / controller models
 - Provide **open** and documented models
 - Provide very **fast**-running models that work with popular HIL systems

Library of blocks





Lower the barrier to entry for Model-Based Design

A MathWorks



Drivetrain



Energy Storage and Auxiliary Drive



Propulsion

Transmission

H



Vehicle Dynamics



Vehicle Scenario Builder







Reference Applications





Powertrain Modeling



- Modify EV Virtual Vehicle Model
 - 3 Permanent Magnet Machines
 - Battery / DC-DC Converter
 - Front Differential / Rear Axle Gears



What if I have plant models from other tools?



An FYI on FMI / FMU Configurations

Model Exchange (One solver)

- Co-simulation (Separate solvers)
 - Standalone FMU





Tool coupling

(*it is co-simulation in the traditional sense, both tools are needed during execution*)





FMU Capabilities from MathWorks

<u>https://fmi-standard.org/tools/</u>

fmi	Home D	Downloads	Tools Related	d Developme	ent Literat	ure History	FAQ				G	
						FMU Export				FMU Import		
N	ame		Lice	ense Platf	orms	Co-Simulation	n Mode	el Exchange	Co-Simulatio	on Model I	Exchange	
	IATLAB® Sin	nulink®		\$ (۵.	1.0 2.0		.0 2.0	1.0 2.0	1.0	2.0	

Export a Model as a Tool-

Coupling FMU



<u>Simulink Extras / FMU</u>
 Import



MathWorks^{*}

What if I Have Controller Code from C / C++?



<u>C Caller - "Just Call My Code"</u>







EV Energy Management Strategy (EMS)

- Instantaneous torque (or power) command to actuators (electric machines)
- Subject to constraints:

 $\tau_{min}(\omega) \leq \tau_{act} \leq \tau_{max}(\omega)$ $P_{chg}(SOC) \leq P_{batt} \leq P_{dischg}(SOC)$ $I_{chg}(SOC) \leq I_{batt} \leq I_{dischg}(SOC)$

 Attempt to minimize energy consumption, maintain drivability

$$T_{demand} = T_{mot,f} + T_{mot,r}$$





EV Energy Management Strategy (EMS) Process

Performed every controller time step

Create torque split vector

- 2. Check constraints, 3. Calculate and determine infeasible conditions
- minimize cost function(Battery Power)

–Min Rear Torque +*Max Rear Torque*

 $\tau_{min}(\omega) \le \tau_{act} \le \tau_{max}(\omega)$ $P_{chg}(SOC) \le P_{batt} \le P_{dischg}(SOC)$ $I_{chg}(SOC) \le I_{batt} \le I_{discha}(SOC)$ $\tau_{demand} = \tau_{front} + \tau_{rear}$

min $P_b(\tau_{rear})$ τ_{rear}



EV Energy Management Strategy (EMS) Process



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Optimizing Front and Rear Gear Ratios



- A pareto curve exists between energy usage and acceleration performance
- A cost function can be used to help determine the best set of ratios
- Higher weight towards system efficiency leads to lower over all gear ratios



Advanced Powertrain Control – Torque Vectoring

Dual Rear Motors





- Improved handling
- Longitudinal <u>and</u> lateral vehicle dynamics models are needed to simulate torque vectoring → Need appropriate tool...

📣 MathWorks[.]

Vehicle Dynamics Blockset R2018a





Vehicle Dynamics Blockset

- 3D photo-realistic environment using the Unreal Engine (Epic Games)
- Pre-built scenes and vehicle types











Vehicle Dynamics Modeling





Vehicle Dynamics Control – Torque Vectoring





Vehicle Dynamics Control – Torque Vectoring

AutoVrtlEnv (64-bit, PCD3D_SM5)



Steering = 45° Right WOT Red = TV On Blue = TV Off







Driver-In-Loop Functionality

- Open-loop control w/ external steering wheel and pedals
 - Setup for <u>Logitech G29</u> steering wheel / pedals
 - Could use any "joystick" device



- "One Pedal Driving" algorithm
 - Maps accelerator pedal to be used for both acceleration and regen braking
 - Zone calibration effects drivability behavior and "Fun To Drive" characteristics





Driver-In-Loop Functionality





Vehicle Dynamics can be used for ADAS Applications

- Example from University of Alabama EcoCAR team
 - David Barnes, Engineering Manager for UA team
 - Graduate summer intern for MathWorks
 - MathWorks Racing Lounge article





Vehicle Dynamics for ADAS Applications

- Perception System for SAE Level 2
 - Utilize Automated Driving Toolbox Driving Scenario Designer app
 - Configure vision and mid-range radar (MRR) sensors on ego vehicle
 - Red areas are blind spots
 - Integrated sensors into virtual vehicle model





Vehicle Dynamics for ADAS Applications

- Lane Keep Assist (LKA) and Adaptive Cruise Control (ACC)
 - 14DOF vehicle model
 - Model Predictive
 Controller (MPC) Toolbox
 LKA, ACC blocks







To Learn More about MathWorks Automated Driving Capabilities...

Design and Test of Automated Driving Algorithms 12:00 p.m.–12:30 p.m.

In this talk, you will learn how MathWorks helps you design and test automated driving algorithms, including:

- Perception: Design LiDAR, vision, radar, and sensor fusion algorithms with recorded and live data
- · Planning: Visualize street maps, design path planners, and generate C/C++ code
- Controls: Design a model-predictive controller for traffic jam assist, test with synthetic scenes and sensors, and generate C/C++ code
- · Deep learning: Label data, train networks, and generate GPU code
- · Systems: Simulate perception and control algorithms, as well as integrate and test hand code





Model-Based Design == Model Reuse



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Q & A

Please follow up with us if you have any interest in the material presented

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Thank You!



Kevin Oshiro Principal Application Engineer koshiro@mathworks.com

