



THE ART *of* PERFORMANCE

Vehicle Dynamics CAE within a Development Programme



N.W.Fussey,
P.A. Chappell, J.A. Nicholson, N. McGowan



THE ART *of* PERFORMANCE

Agenda

- **Introduction**
- **Where does CAE fit in?**
- **Applications of Vehicle Dynamics CAE**
- **CAE Tools**
- **Data requirements**
- **Converting Subjective to Objective data**
- **Simulations**
- **Correlation**
- **Conclusions**





THE ART of PERFORMANCE

Where does CAE fit in?

Assists target setting & cascade

System and subsystem selection

Match vehicle to targets

Provide initial setup before final tuning

Vehicle Dynamics Tests

e.g. Constant Radius, Lanechange etc.

Kinematics & Compliance Test

CAE Analysis

Objective Testing

Subjective Test/Tuning

**Initial identification of competitors and targets
final component level tuning
e.g. Spring/Damper rates, anti-roll bar sizes, bush rates.**





THE ART of PERFORMANCE

Main Applications of CAE during Development

- Target assessment with programme assumptions.
- Cascade targets to system/component level.
- Provide system design direction.
- Resolve conflicts & balance targets.
- Assist tuning phase.





THE ART *of* PERFORMANCE

Vehicle Dynamics CAE

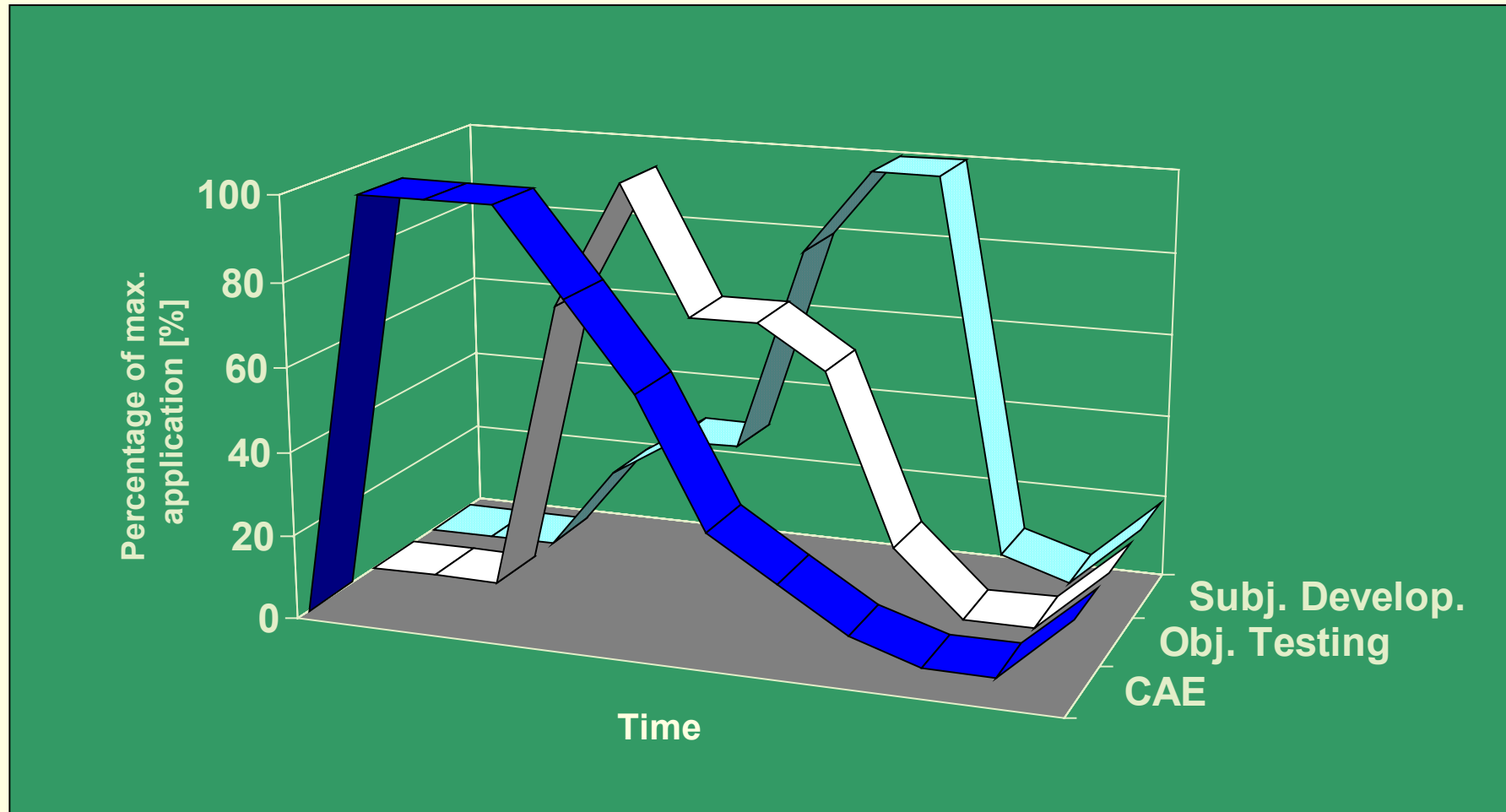
- Steering
- Handling
- Low Frequency Ride





THE ART of PERFORMANCE

Workload distribution during development





THE ART of PERFORMANCE

CAE Tools in Vehicle Dynamics

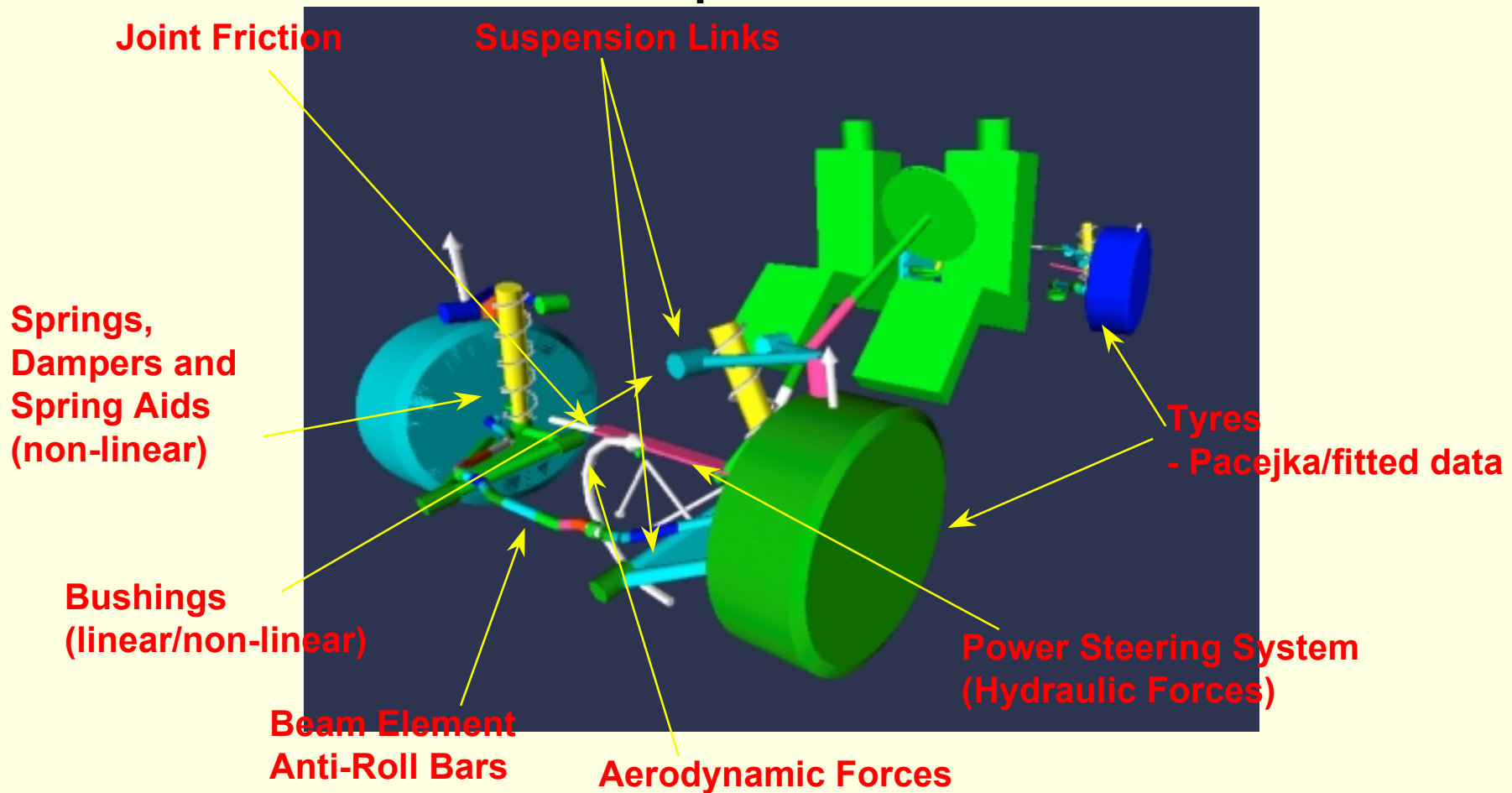
- Excel
 - Matlab/Simulink models
- } Sanity & high level parameter checks, ADAMS model set up, target cascade.
- ADAMS Full vehicle models & DoE.

Note: Excel and Matlab models may be used before a Suspension and steering system has been selected.



THE ART of PERFORMANCE

ADAMS Model Detail & Data Requirements





THE ART *of* PERFORMANCE

Converting subjective assessments to objective data

Objective targets are essential if CAE is to be used effectively for vehicle dynamics development.

Example: Straight ahead controllability

– how does the vehicle respond to small steering inputs at different speeds?





THE ART of PERFORMANCE

Converting subjective assessments to objective data

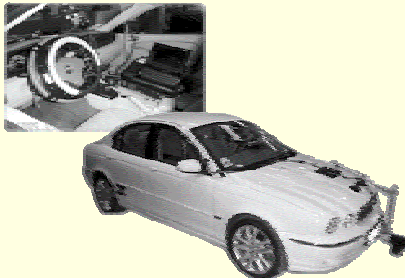
Drive Event
Own products +
competitors



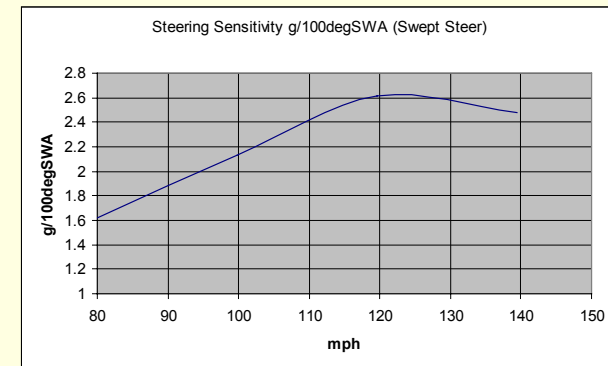
Subjective
rating (1-10
VER scale)

Subjective rating –
too fast/slow, just
right.

Objective test –
On-centre,
swept steer vs.
speed



Target Characteristic





THE ART of PERFORMANCE

Converting subjective assessments to objective data

Steering Sensitivity = $f(\text{speed, wheelbase, understeer, steering ratio})$

Usually programme assumptions

Understeer = $f(\text{suspension/steering characteristics, weight distribution, tyres, aero etc.....})$





THE ART of PERFORMANCE

Target Cascade Example

Vehicle Level

Understeer Gradient



System Level

Suspension Characteristics
e.g.. Bump/Roll Steer, Lateral Compliance Steer,
Cornering Compliance etc.
(Front/Rear Balance)



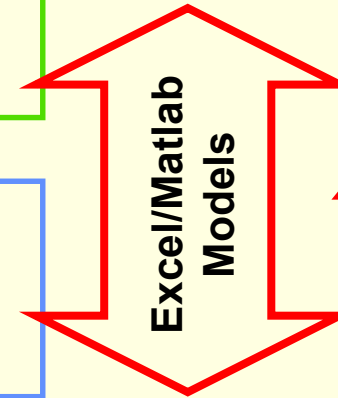
Subsys. Level

Geometry Hardpoints



Comp. Level

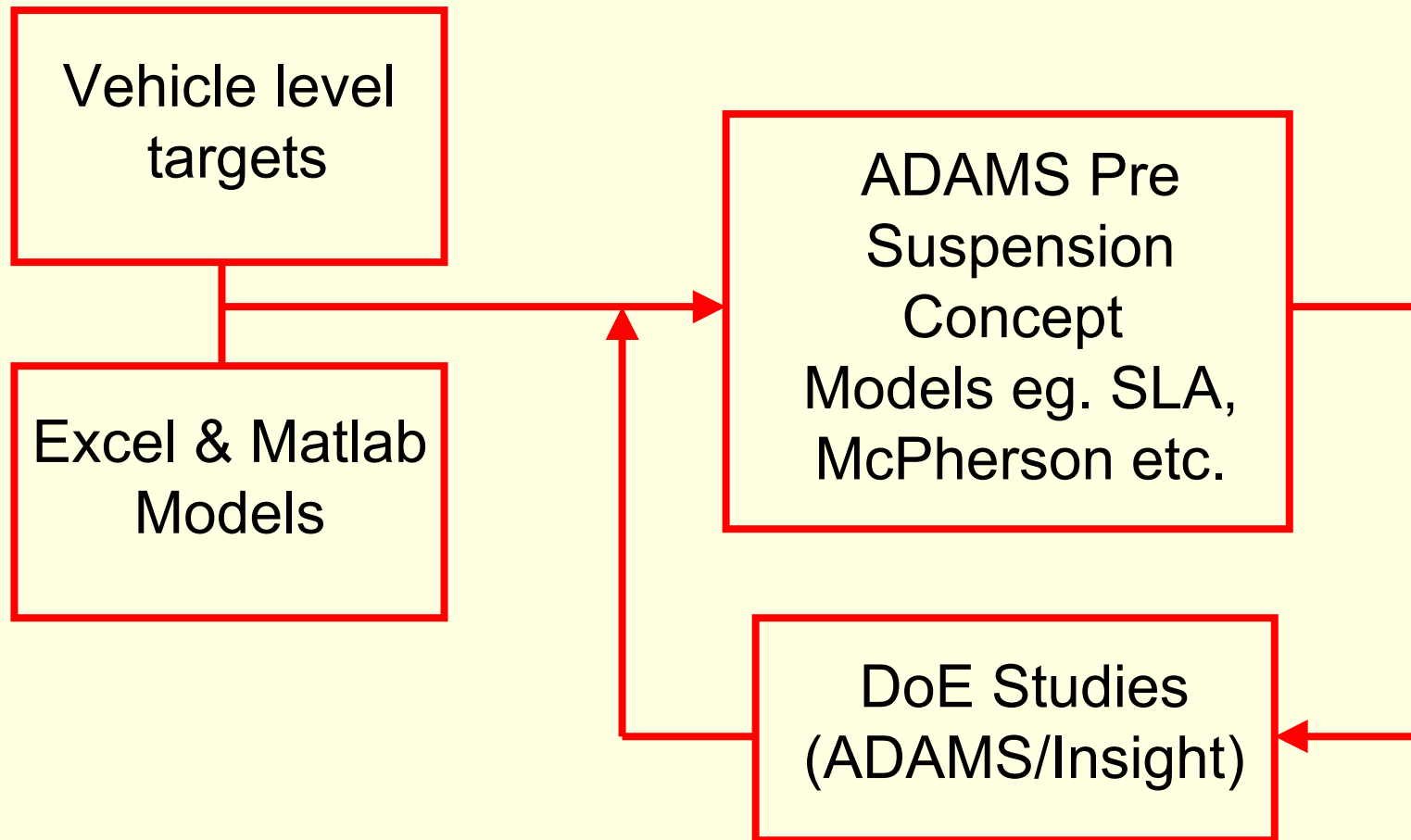
Component Specifications
e.g. Tyre Cornering Stiffness, Bush Rates





THE ART of PERFORMANCE

Up Front Concept Selection





THE ART of PERFORMANCE

Balancing Targets

Build ADAMS full vehicle model based on programme assumptions



Run full set of simulations to verify targets can be achieved

Use multiple DoE using the same factors and 'linked' response surfaces.



THE ART of PERFORMANCE

Full Vehicle Events (1) (steering & handling)

- Acc.controlled stop
- ADAMS/Driver
- Brake Drift
- **Brake in turn**
- **Constant radius**
- Cross wind
- Double lane change
- **Dynamic constant rad.**
- Fishhook
- **Frequency response**
- Hands free (flick test)
- J-Turn
- **Lane change**
- Moderate braking



THE ART of PERFORMANCE

Full Vehicle Events (2) (steering & handling)

- **On-centre**
- Open loop braking
- **Parking Effort**
- Sine steer
- SDI
- Steady state drift
- Step steer
- **Straight line acc/decel**
- Straight line drive
- **Swept Steer**
- SVC
- **Throttle on/off in a turn**
- Tyre wear
- K&C (MTS Rig)
- **K&C (ABD Rig)**



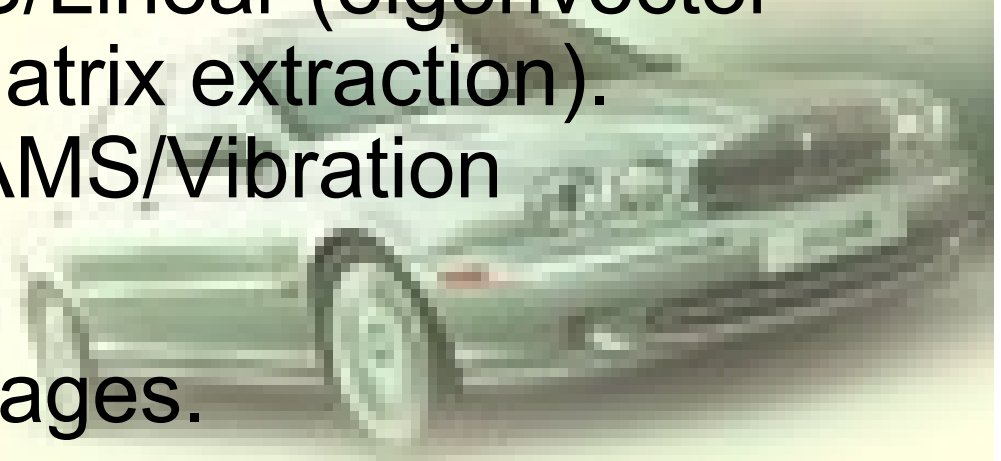
THE ART *of* PERFORMANCE

Low Frequency Ride (<20Hz)

<5 Hz Time domain 3D road modelling.

5 to 20 Hz – ADAMS/Linear (eigenvector and state space matrix extraction).
Converting to ADAMS/Vibration

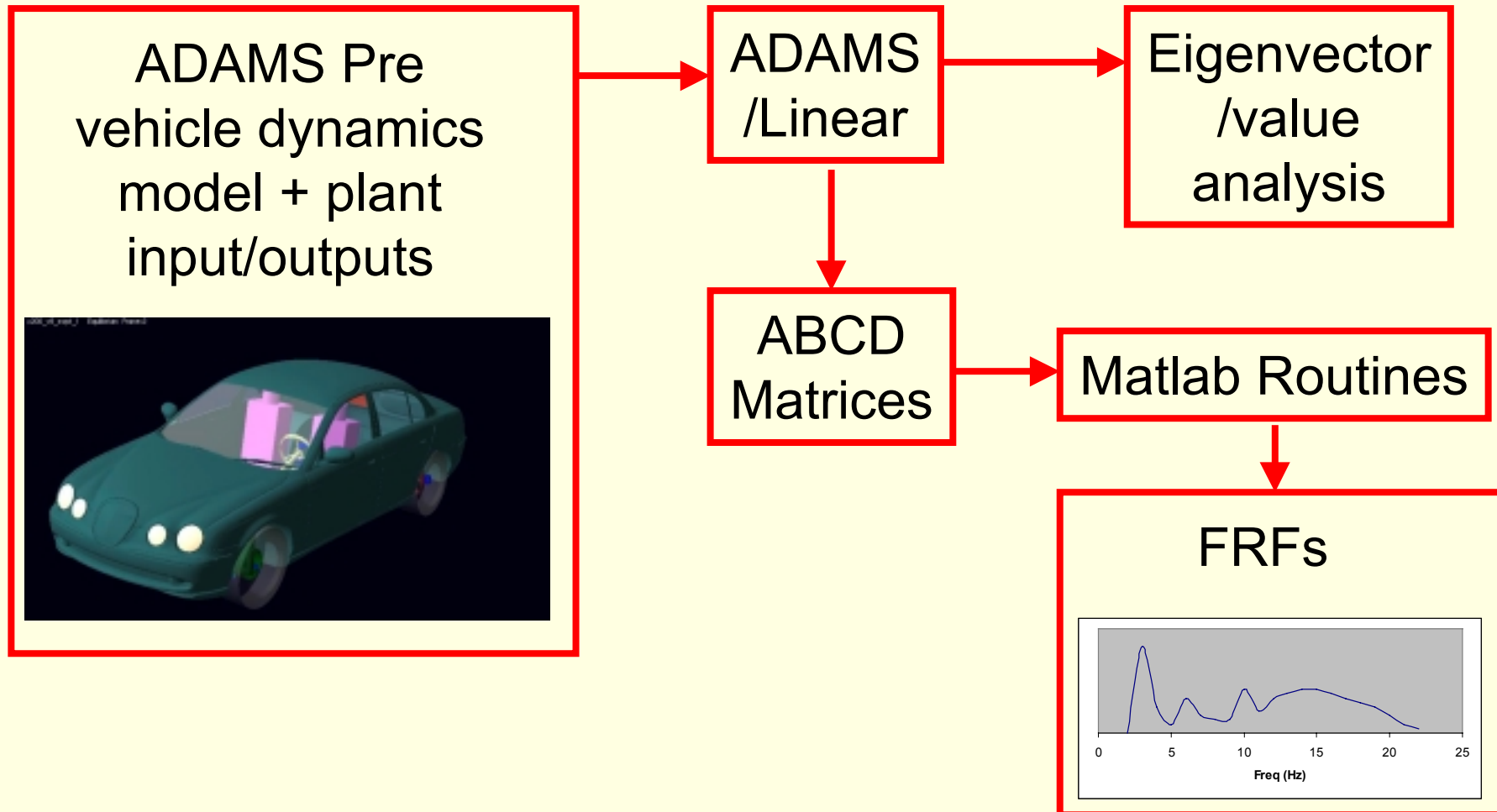
>15 Hz – NVH Packages.





THE ART of PERFORMANCE

Low Frequency Ride (5-20Hz)

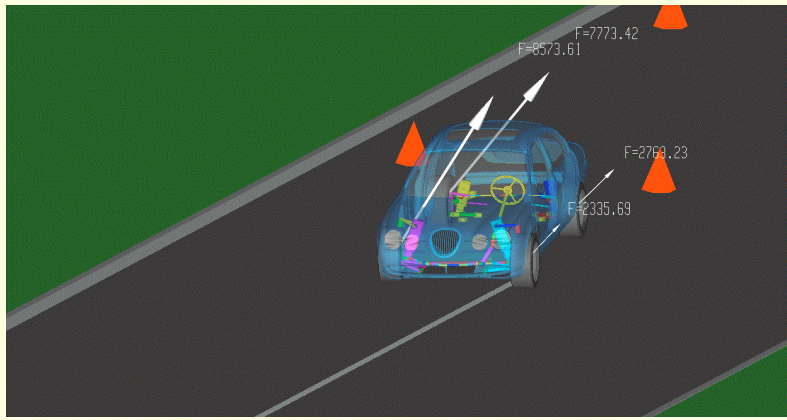




THE ART of PERFORMANCE

Chassis Control Systems

ADAMS Pre vehicle dynamics model + plant input/outputs



ADAMS /Control

Simulink Controller for ABS, Yaw control, Switchable dampers etc.



Co-simulation

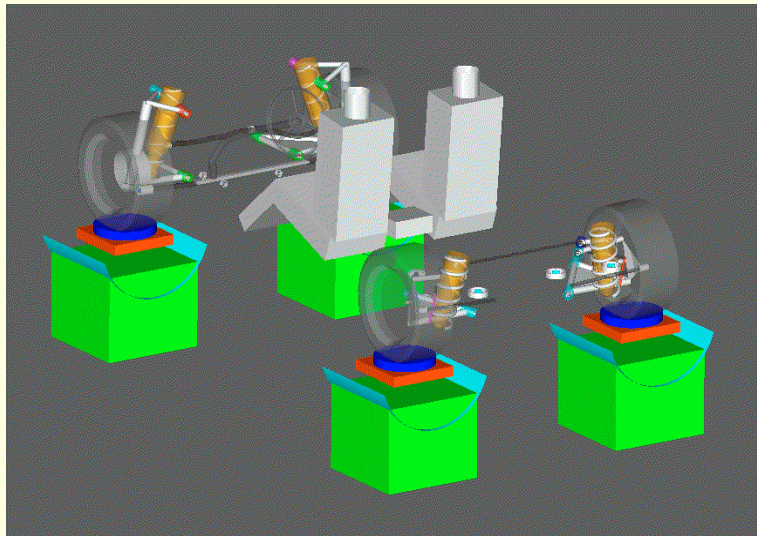
Must have a controller algorithm from the system supplier.



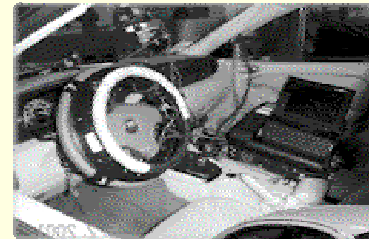
THE ART of PERFORMANCE

Correlation Methods

Kinematics & Compliance Rig



Objective Vehicle Dynamics Testing

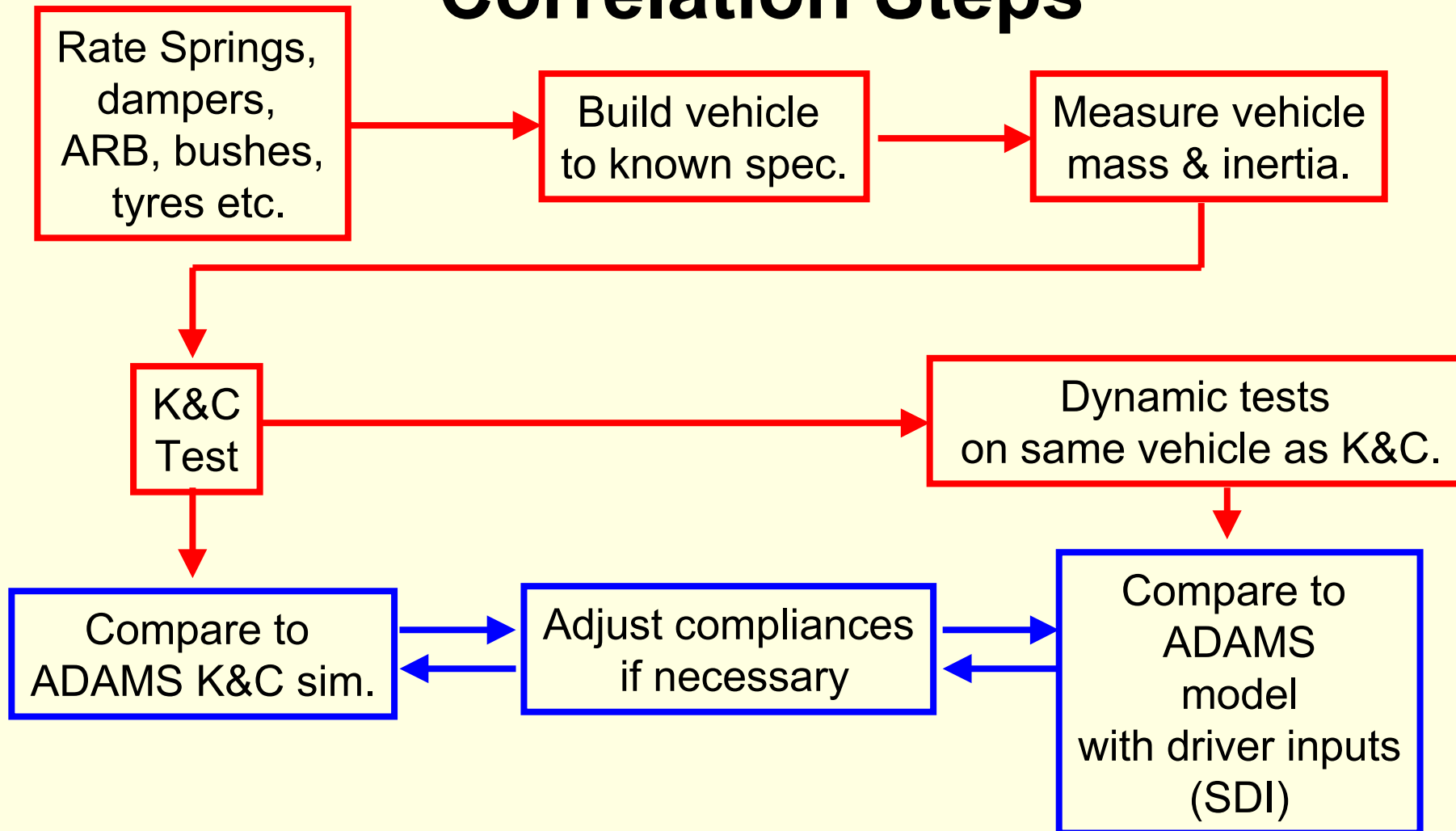


Plus Mass/Inertia, Tyre & Component Tests



THE ART of PERFORMANCE

Correlation Steps





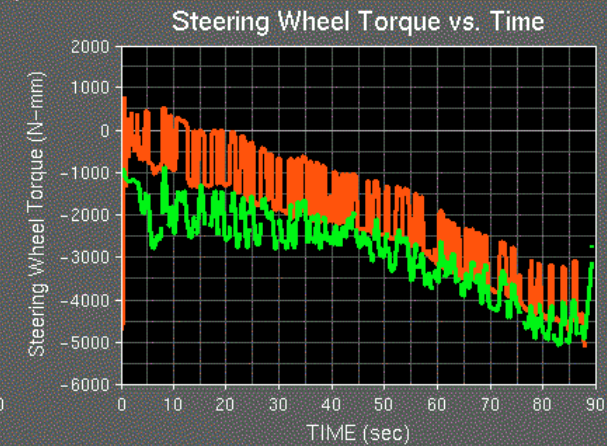
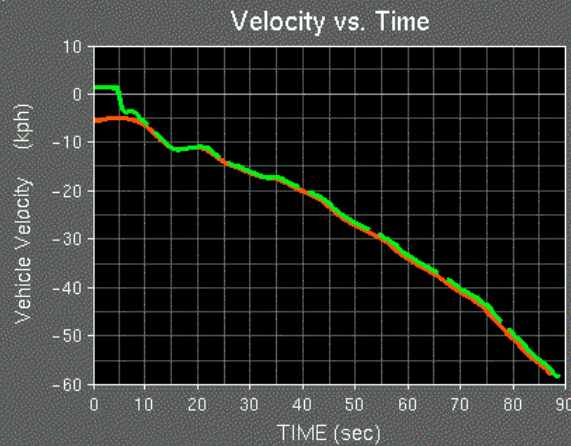
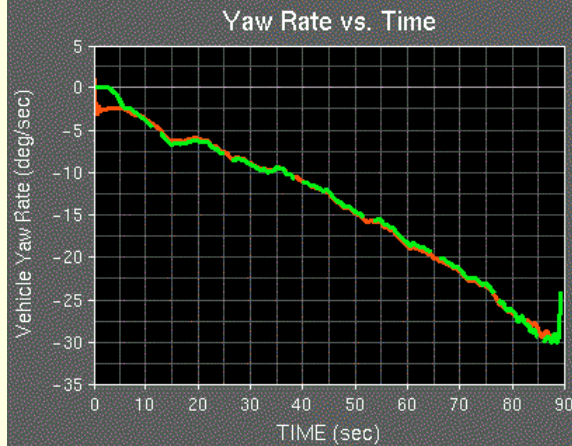
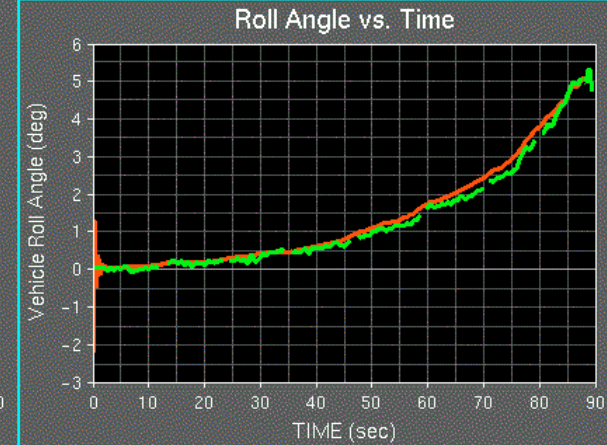
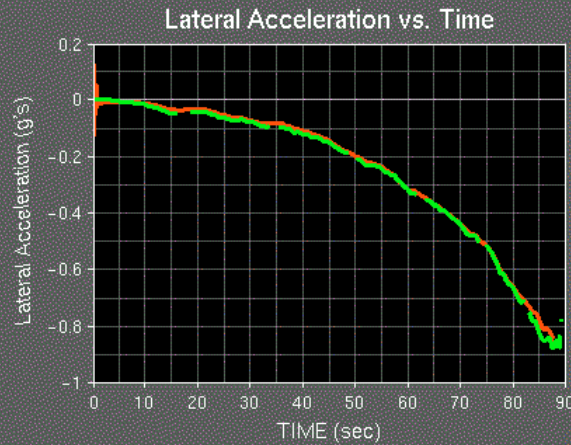
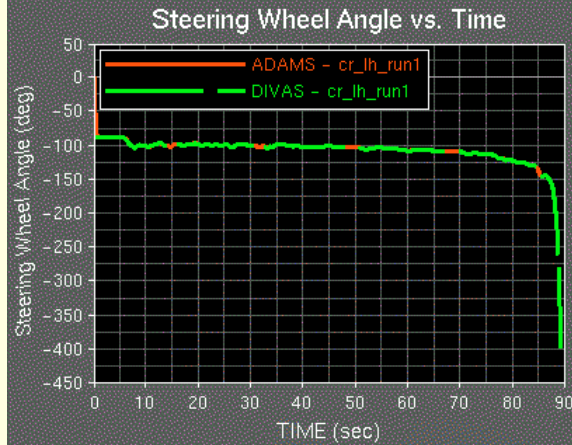
THE ART of PERFORMANCE

Correlation

30m Constant Radius

Standard Driver Interface - Constant Radius

1 of 2

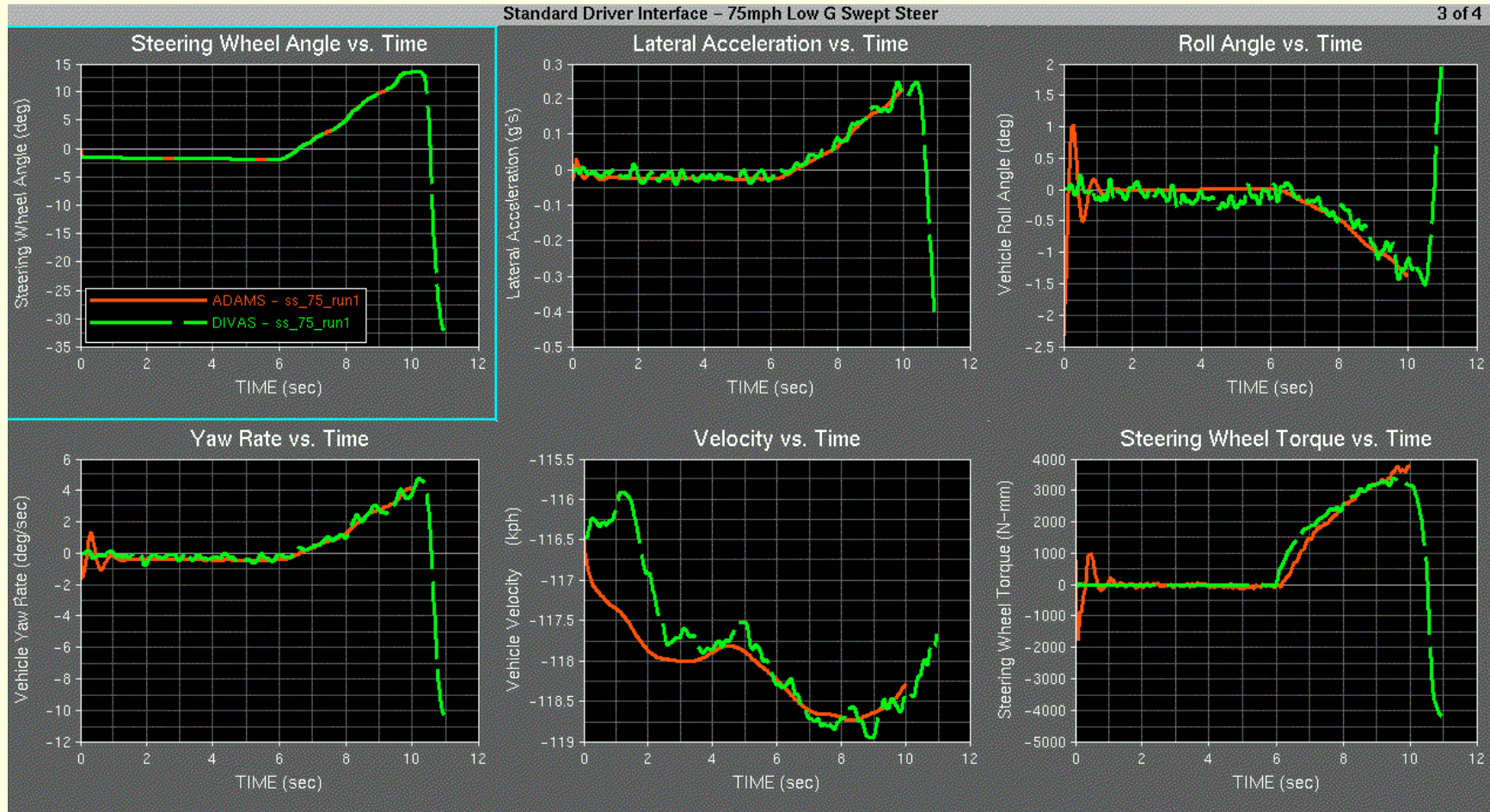




THE ART of PERFORMANCE

Correlation

75 mph[121km/h] low g swept steer

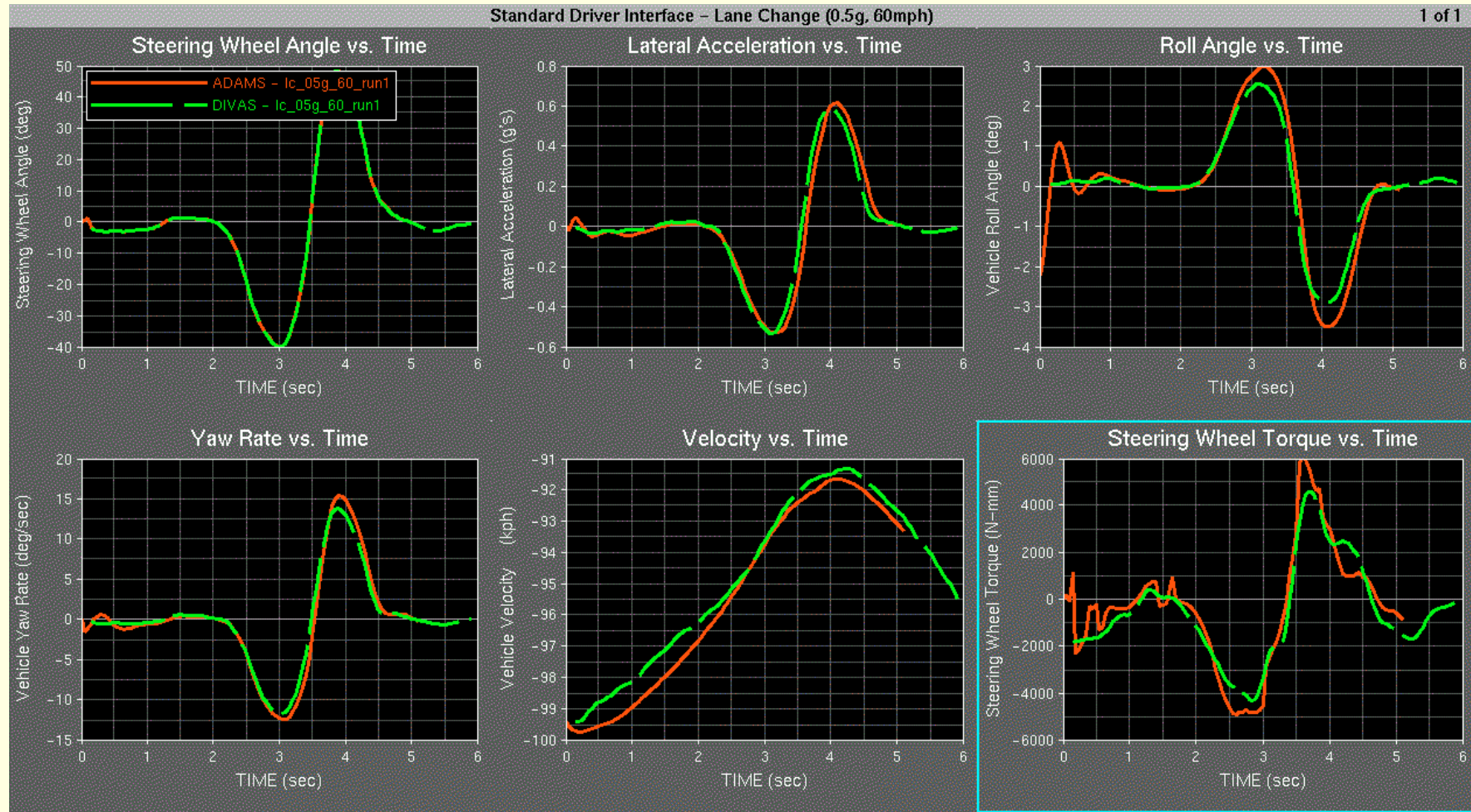




THE ART of PERFORMANCE

Correlation

0.5g 62mph [100km/h] lane change





THE ART of PERFORMANCE

Correlation Issues

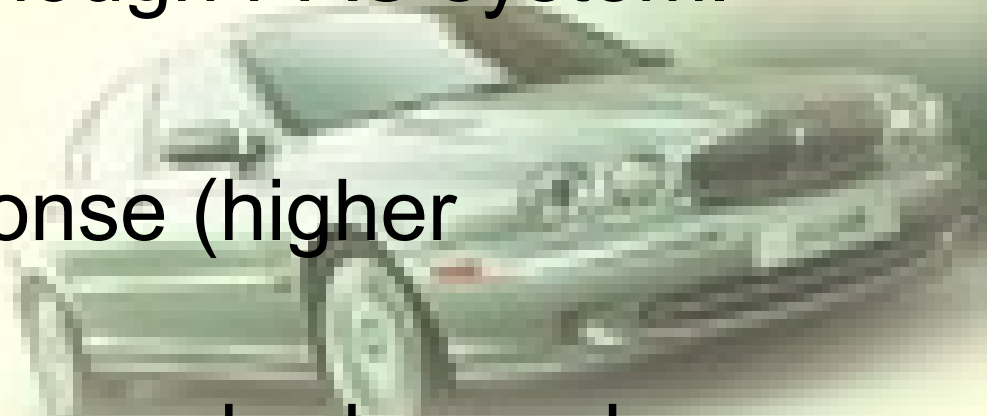
1. Steering wheel torque.

Lack of hysteresis – Hydraulic, friction and distribution through PAS system.

Tyres.

- Frequency Response (higher frequency)

Roll and yaw gains underdamped – tyres mainly.





THE ART *of* PERFORMANCE

Correlation Issues

- Low frequency time domain analysis – suspension friction (balljoints, dampers etc.) and frequency dependant bushings.
- The models are only as good as the data supplied.





THE ART *of* PERFORMANCE

Conclusions

- Vehicle dynamics CAE is applied in many areas of the programme.
Target setting & verification.
Target cascade.
System & component choice including control systems.
System design.



THE ART of PERFORMANCE

Conclusions (Continued)

- Close links to objective and rig testing are vital for accuracy.
- Close working relationship with subjective development areas to maximise CAE use.
- It is necessary to understand the models' limitations.

