



# "Formula Student is not about designing good cars, it's about designing good teams"

Claude Rouelle



## Agenda

- ■Team
- Methods
- Concept
- Implementation
- Discussion



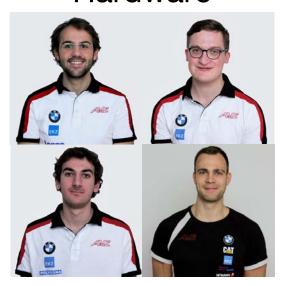


#### Team

Management



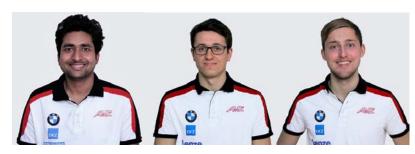
Hardware



SW architecture



**Estimation** 



Controls



Perception





#### Team: Training

- Spread out skills in the team
- Focused workshops
  - ROS
  - Git
  - **■** C++
- But also:
  - Rules (a lot!)
  - Vehicle dynamics
  - Basics of Formula Student
  - CAD and FEM
  - Safety procedures





#### Methods: Team discipline

- Knowledge transfer tools
- Meeting records
- Alumni reviews
- Design mocks
- Tech inspections simulations
- Race camps





## Methods: Testing

- Efficiency: time, people, money
- Extensive use of simulation and recorded data
- Test "on the real thing"
- Integration tests at home
- Easy visualization





#### Concept: Team goals

- 1. Maximise points in a FSD event
- 2. Finish all disciplines
- 3. Safety is a priority
- 4. Solid foundation for AMZ driverless





#### Concept

- Hardware reliability and integration
- Sensor redundancy
- Algorithm robustness
- Minimize lap time





## gotthard driverless

#### Base vehicle

- CFRP one-piece monocoque
- Heave springs
- Air springs with MRF
- Chassis diffuser
- Split accumulator packaging
- Self-designed motors





#### Accumulator

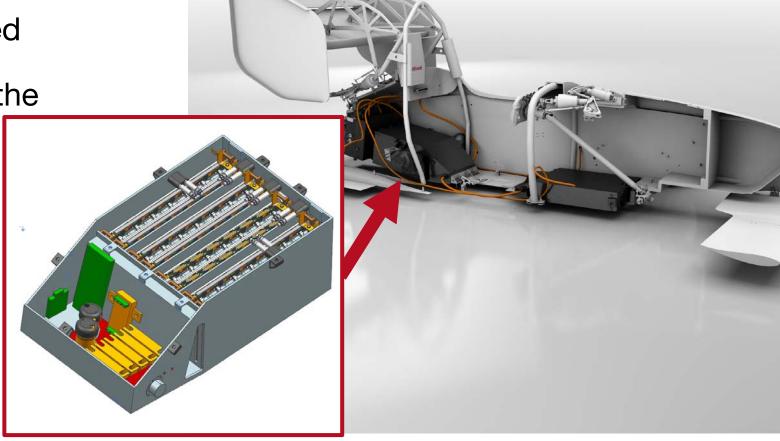
New accumulator needed

Decided to rebuild only the

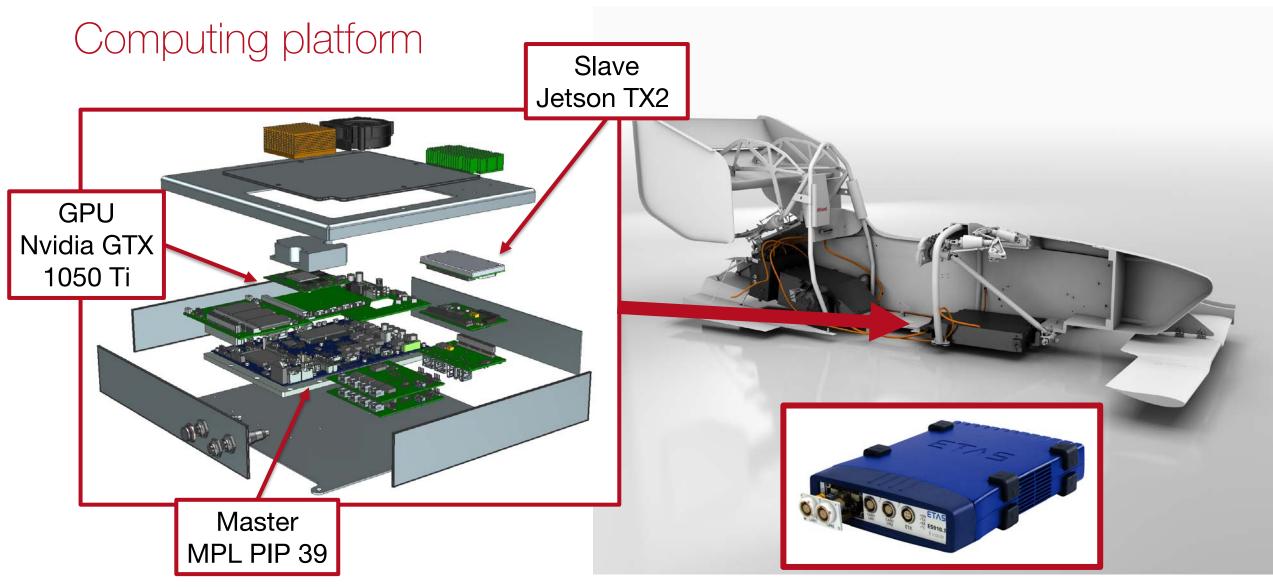
rear section

■ 43% of the energy

■ 17 Kg lighter



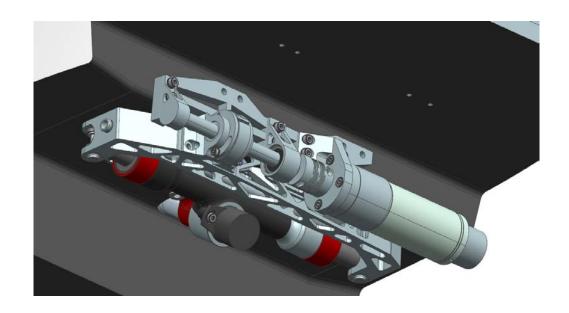


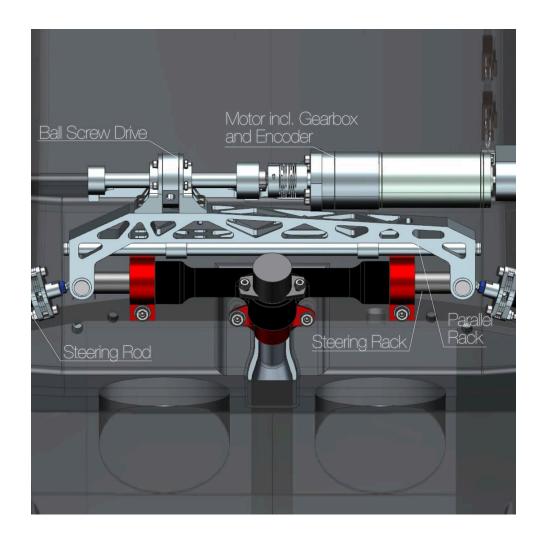




#### Steering Actuator

- Direct load-path
- Steering rate covers 99% of driver speeds
- Design to withstand parksteer (peak) and skidpad (continuous load)







## Emergency Braking System

Normally braking configuration

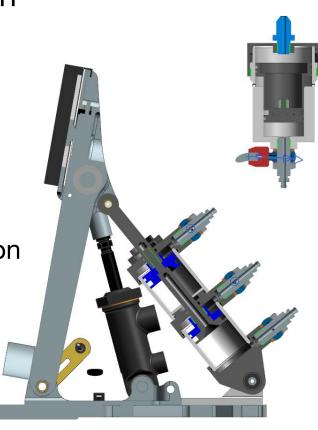
Hydro-pneumatic circuit

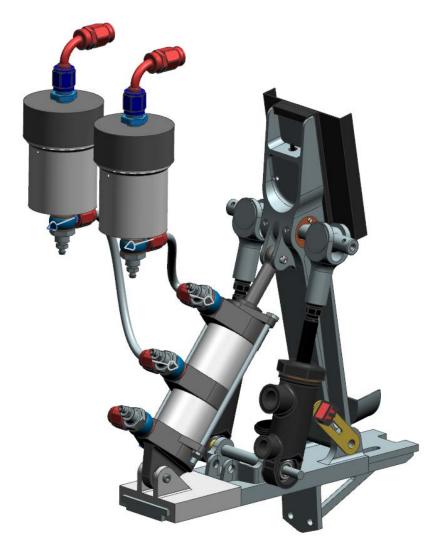
Redundant and fail safe

Compatible with a driver

No need for complex HW installation

when switching to manual driving

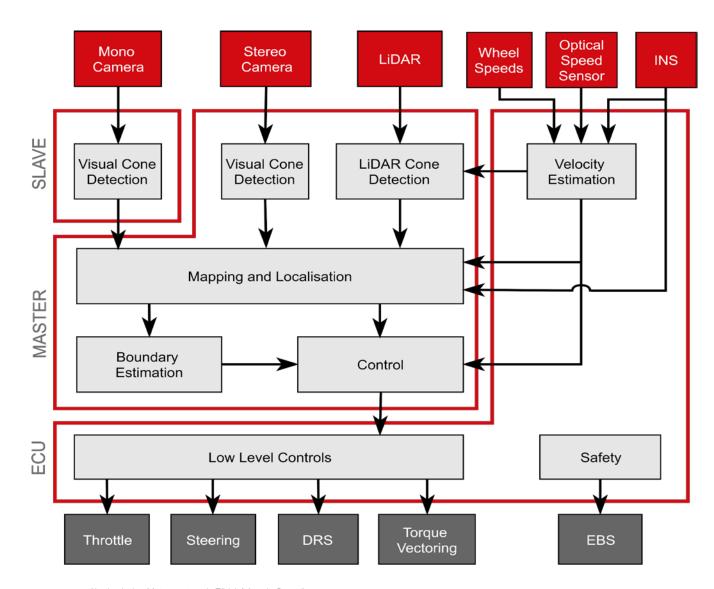






#### Software Concept

- Perception
  - Vision
  - Lidar
- Estimation
  - Velocity Estimation
  - SLAM
- Controls
  - Discovery mode
  - Race mode





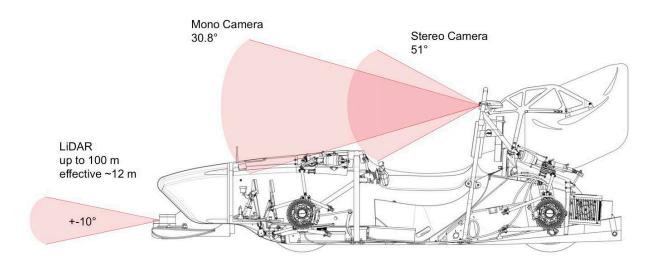
#### Perception: Sensor setup

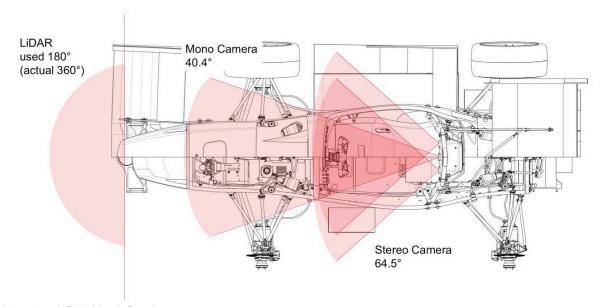
#### Cameras

- 3 Basler ace cameras:
  - 2MP resolution
  - GigE cameras
  - CMOS sensor
  - Global shutter

#### Lidar

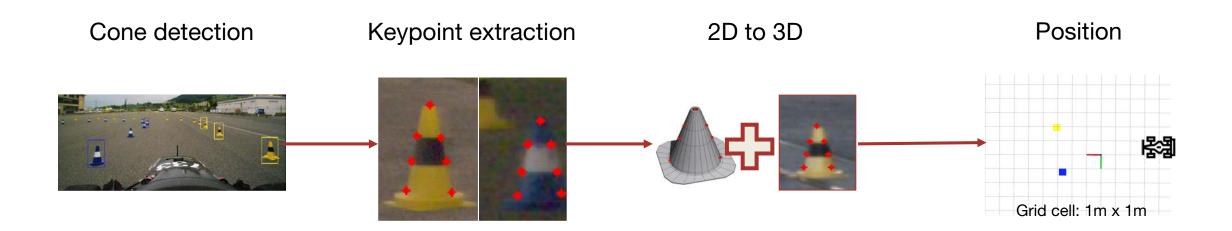
- Velodyne VLP-16 Hi-Res
  - 16 Channels
  - High range
  - Low power consumption
  - Up to 600,000 points per sec





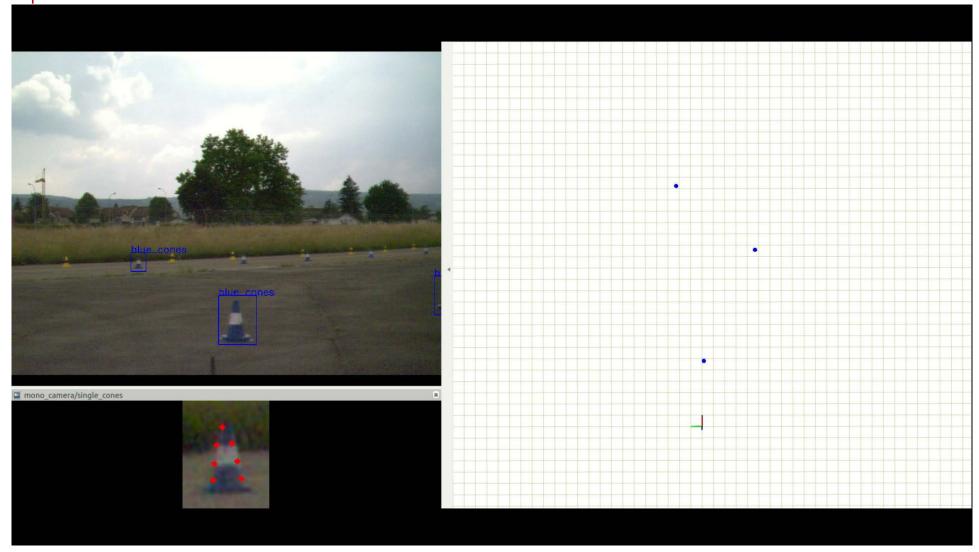


#### Perception: Mono setup



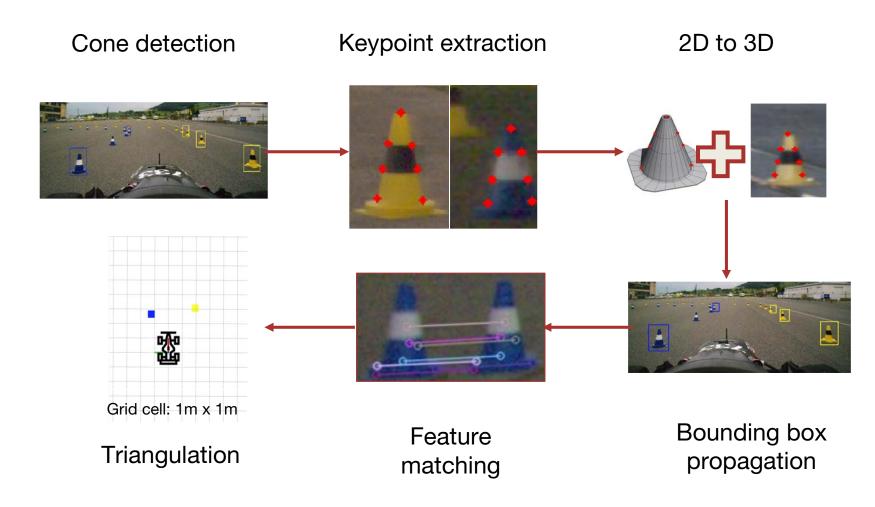


Perception: Mono cone detection



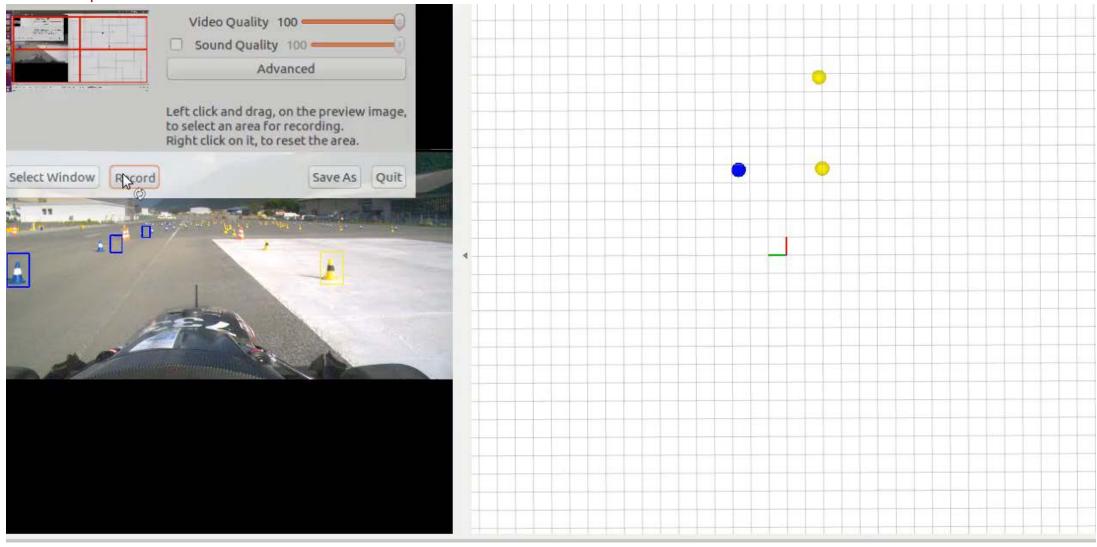


#### Perception: Stereo setup



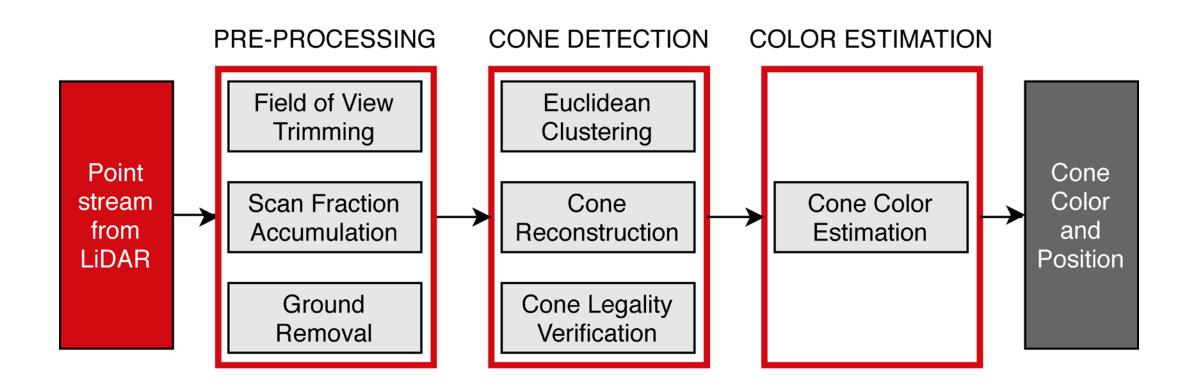


Perception: Stereo cone estimation





#### Perception: Lidar



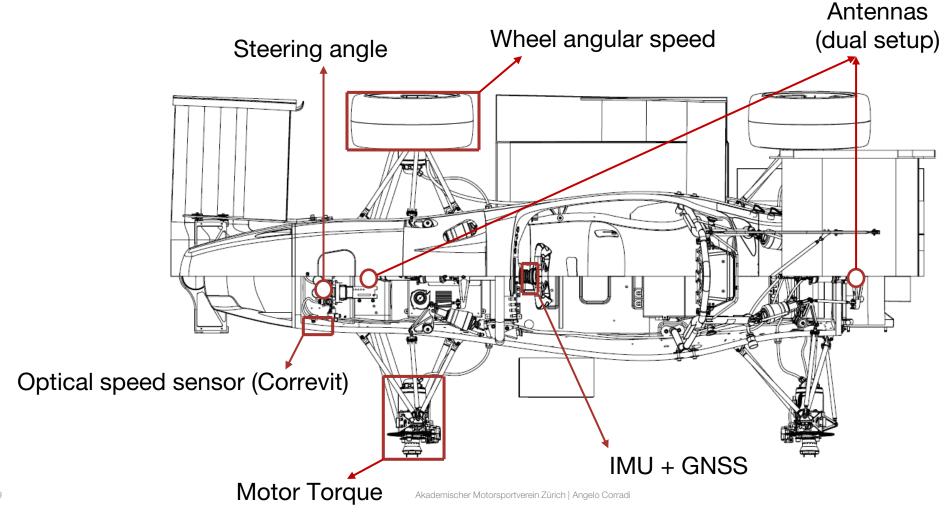


#### Perception: Lidar visualization



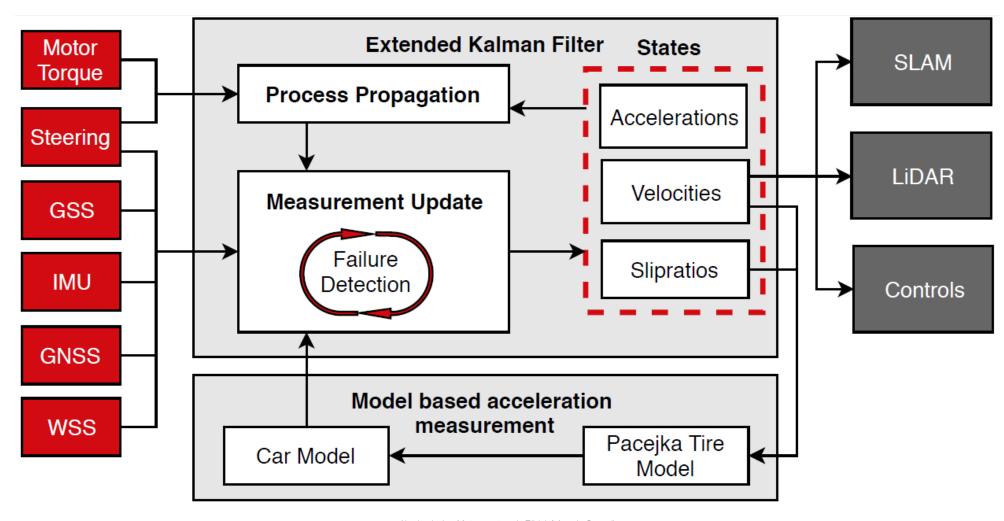


#### Velocity estimation: Sensor setup



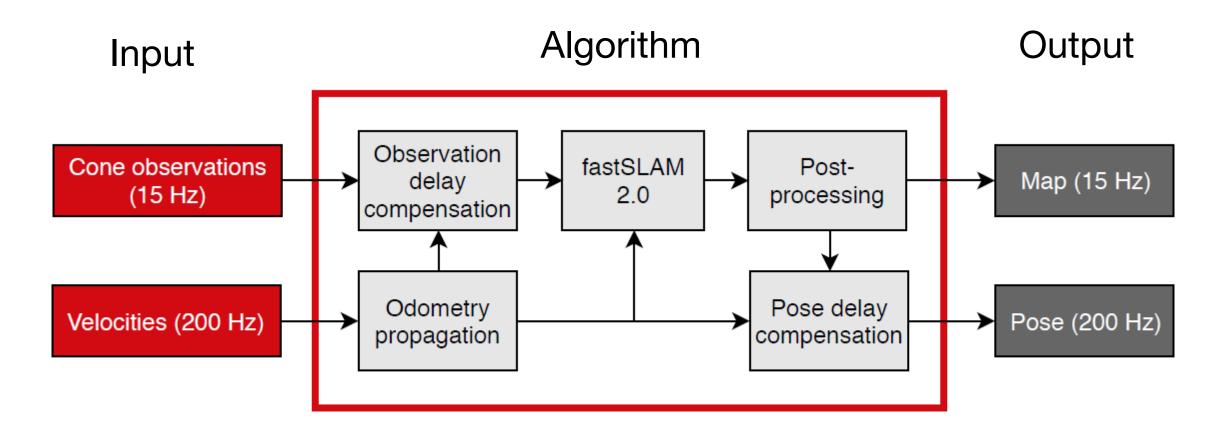


#### Estimation: Velocity estimation





#### Estimation: SLAM



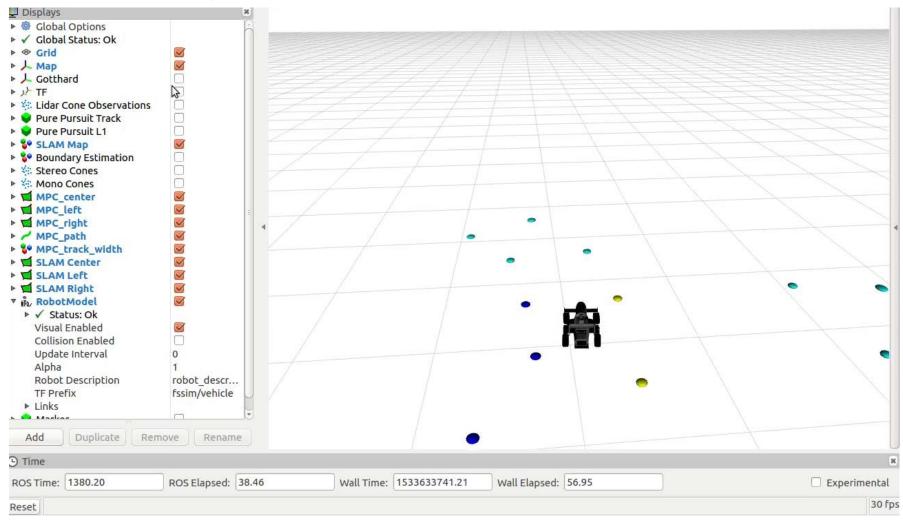


#### Estimation: SLAM



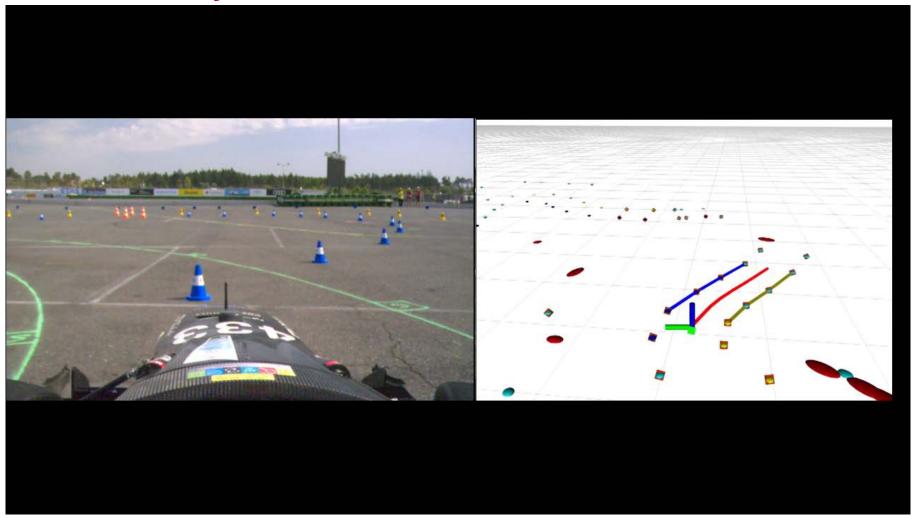


#### Controls: boundary estimation





## Controls: boundary estimation and MPCC









"Engineers like to solve problems. If there are no problems handily available, they create their own."

Scott Adams



## FSD is Formula Student

- It's not a software competition, it's an engineering competition
- It retains all challenges of Formula Student
  - Trade off decisions and sensitivity analysis
  - Hardware integration
  - Time and budget constraints
  - Project management
- The goal is the same: maximize points by minimizing lap time



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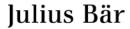






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