

## 灵巧自主车项目 Agile Vehicle Project

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#### Starting Point

## Critical Problem of Developing Automated Driving: A commercialized Vehicle

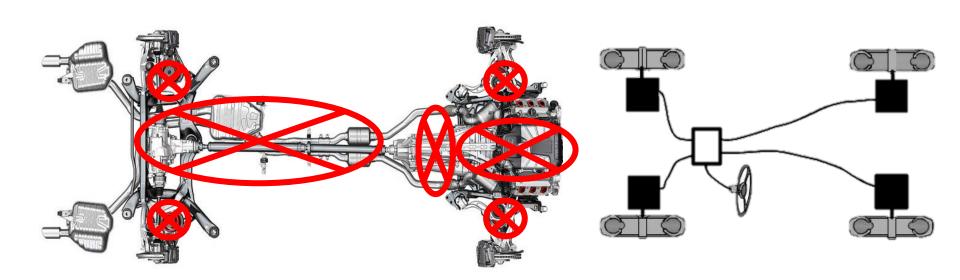
Why: There are too many companies in the area, include major car companies. Car companies definitely will use their own technologies.

**Answer:** Develop our own vehicle



#### Innovation

## **Simplicity and Efficiency**





### Innovation

## **Flexibility**







### Innovation

## **Driving Pattern**

	Moving Pattern	Model	Control
Traditional	Small turning angle	Simple	Steering Wheel; Drivers need to learn to drive
Driving	Large turning radius	Small DOF	
Intuitive	Large turning angle	Complicated	Computer-Aided Control; Similar with human ambulation,
Driving	Small turning radius	Large DOF	
Automated Driving			Computer Control; No participation of human



#### Goal

#### **→** OUR SOLUTION

#### Current

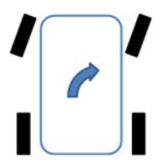
- 1 Two Wheel Steering
- 2 Four Wheel Steering

#### Intuitive

- 1 In-situ Steering
- 2 Omnidirectional
- Steering
  - 3 Human-in-the-loop

#### Core

- 1 Omnidirectional independent suspension
  - 2 Distributed Control
  - 3 HITL Control System



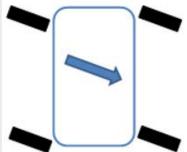
Two-Wheel Steering



Four-Wheel Steering



Zero-Radius Steering



Omni-Directional Steering



### CAD Model



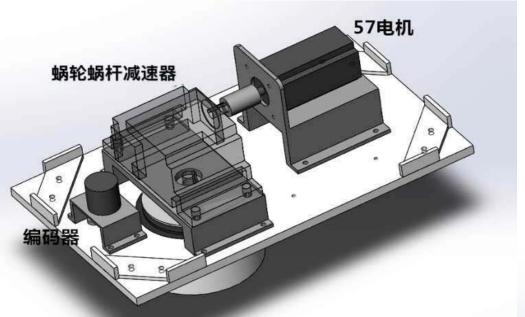


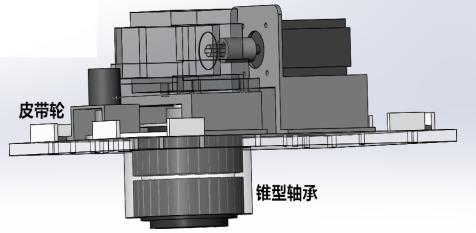
Conceptual Graph of Agile Vehicle



### Mechanical Design

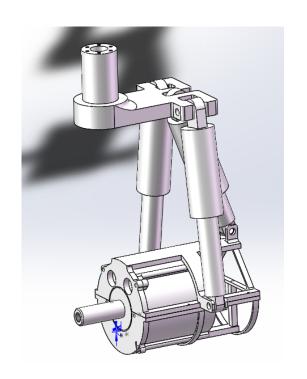
### Steering System

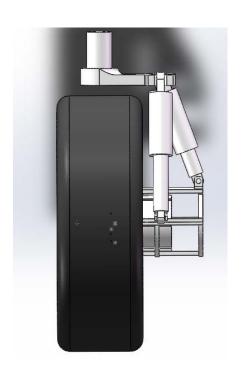






### Mechanical Design Suspension System



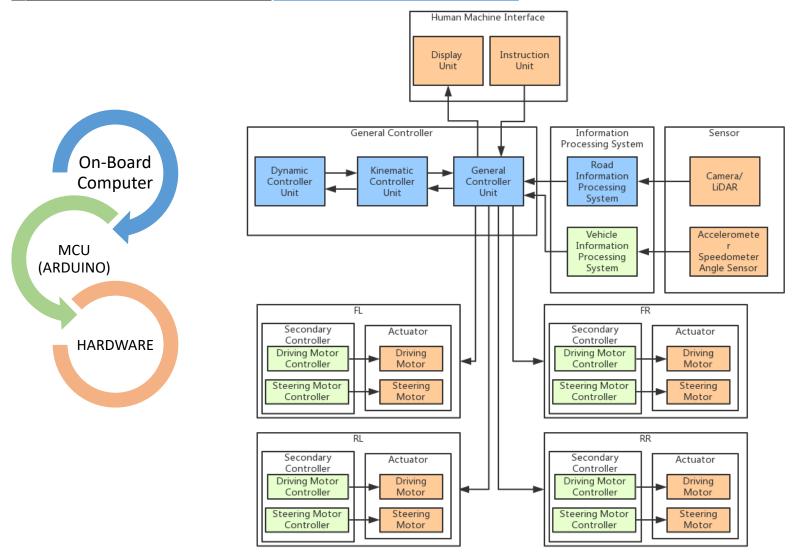


The pyramid-shaped damping mechanism



#### **Control System**

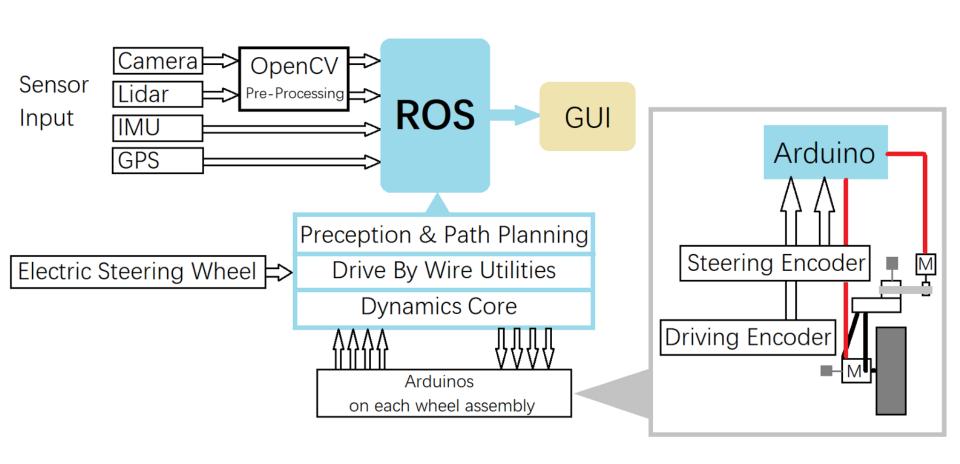
#### Architecture





#### **Control System**

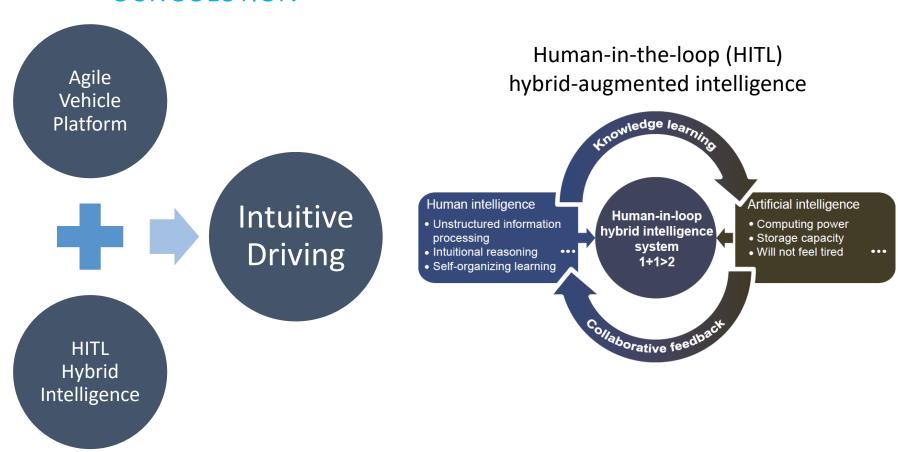
#### Deployment





#### Intuitive Driving

#### **⇒** OUR SOLUTION

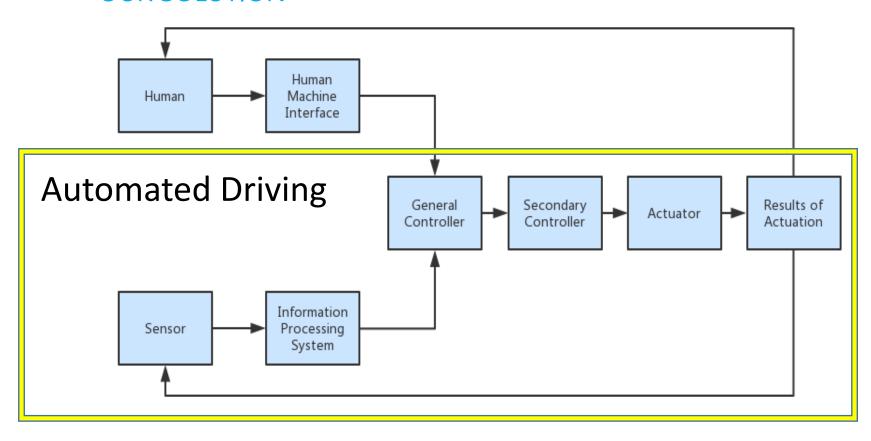


Our Control Architecture with human in the loop



#### Intuitive Driving

#### **→** OUR SOLUTION



Our Control Architecture with human in the loop



#### Intuitive Driving

#### **DECISION**

- Machine Learning / Al
- HITL Decision and Control Network
- Dynamics-Optimized Path Planning

### **Agile Vehicle**

Targeted to Realize

Level 4+ Autonomous Driving

- Sense+
- Motion+
- Interactive+

## DYNAMICS & CONTROL

- Complex Underactuated Nonlinear Systems
- Robustness of Controller

#### **PERCEPTION**

- Machine Vision
- Multi-Sensor Fusion
- SLAM Instead of Mandatory Hi-Res Online Map



#### Conclusion

Design a novel Agile Vehicle platform

Improve flexibility

Increase efficiency

Simplify structure

Propose the Intuitive Driving pattern

Set up Human-in-the-loop control strategy

Ease the burden of driving







- **Agility** -> suitable for urban traffic
- **Intelligence** -> Realize and develop intuitive driving with HITL intelligence along with unmanned driving
- **Responsibility** -> Battery! Employment promotion; green power utilization; price control
- **Openness** -> Provide a real platform for application development on mobile vehicles



#### **Project Outcomes**

#### **Patents**

- 1. Xuexuan Zhao, Zilin Zhu, Jiongming Shi, Gangtie Zheng. Control Systems of Four-Wheel-Independent Omnidirectional Vehicle based on Intuitive Driving Concept.
- 2. Haoguang Yang, Qizhong Li, Boxin Li, Yu Chen, Zhengkun Gao, Jiongming Shi, Gangtie Zheng. *Omnidirectional single-sided independent suspension system.*
- 3. Zhengkun Gao, Qizhong Li, Yu Chen, Boxin Li, Haoguang Yang, Jiongming Shi, Gangtie Zheng.

  Innovative Four-Wheel-Independent Driving and Steering
  Omnidirectional Electric Vehicle System



# Thanks

