



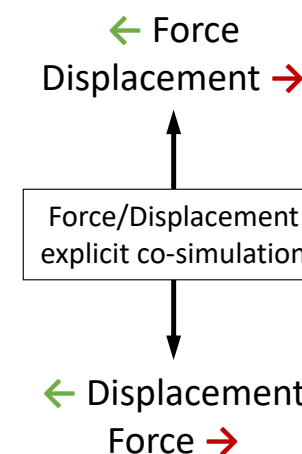
Chrono::Vehicle Tutorial

Co-simulation framework

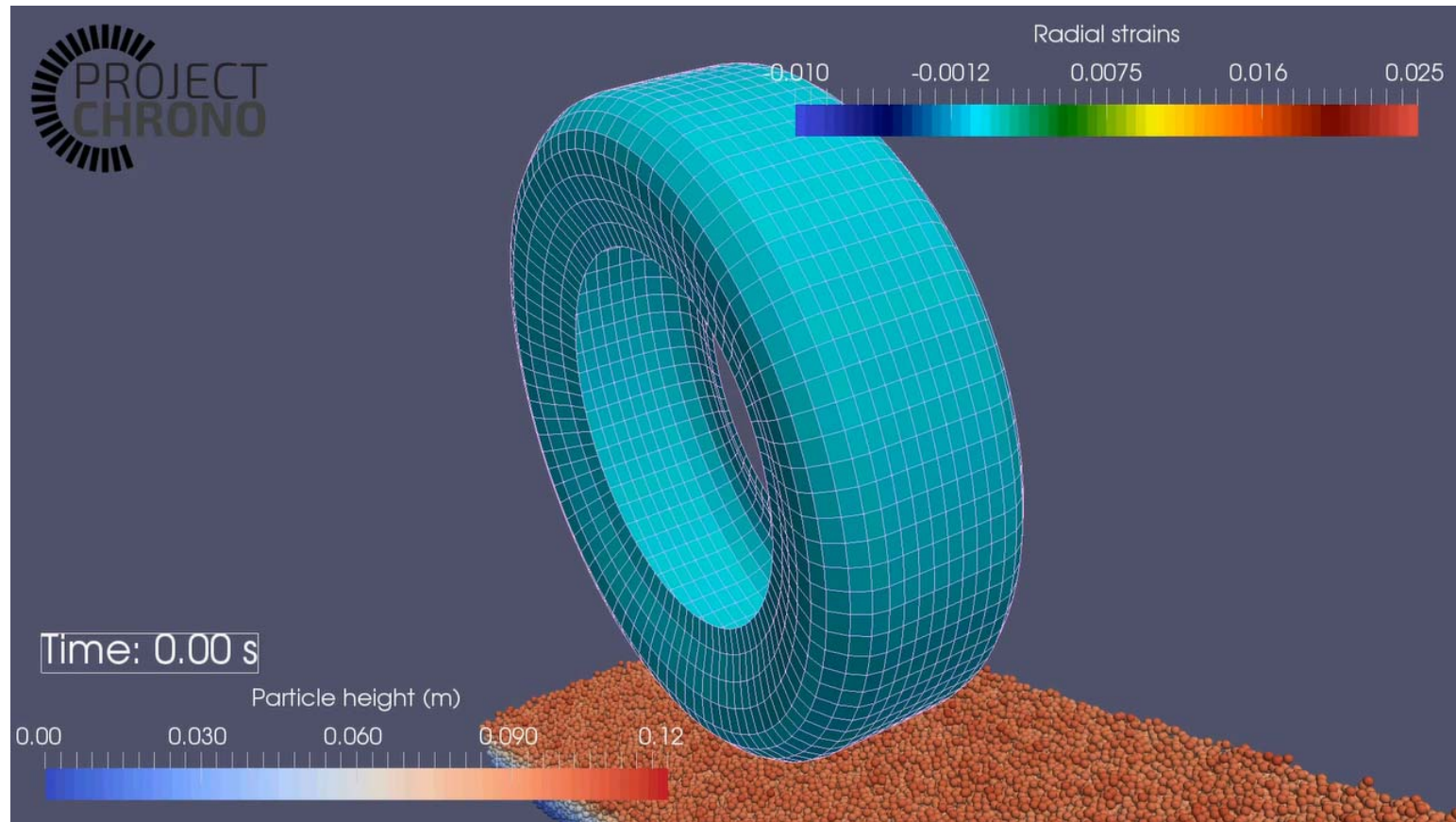


Tire test rig (2-way) co-simulation framework

- Rig node
 - Simulates rig mechanism + deformable tire (ANCF)
 - Terrain interaction through external applied tire mesh vertex forces
 - Adaptive HHT integrator + MKL solver
 - OpenMP parallelization (internal force and Jacobian, MKL solver)
- Terrain node
 - Simulates terrain particles (spherical contact) + proxy bodies
 - Proxy bodies:
 - State dictated by tire mesh state on rig node
 - Associated with tire mesh faces (triangle contact shapes)
 - Contact shape adjusted at each synchronization time
 - DEM-P simulation (semi-implicit Euler)
 - Contact forces accumulated on each proxy body and distributed to corresponding mesh vertices
 - OpenMP parallelization (Chrono::Parallel)

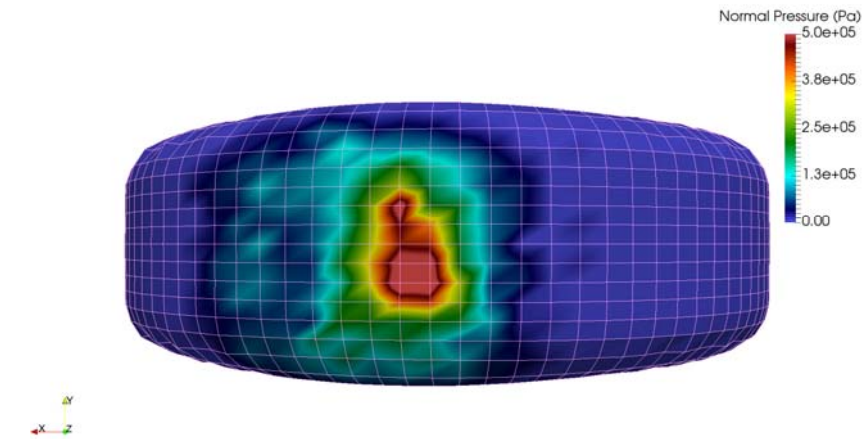


Nonlinear FEA tire on granular terrain



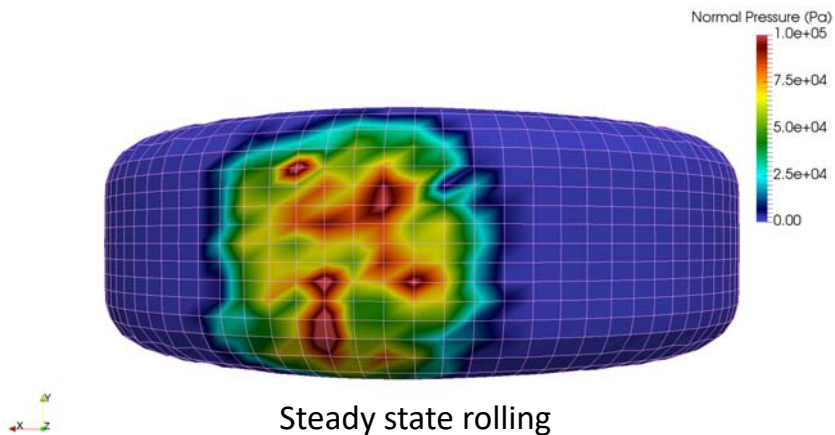
"Simulation and mobility analysis of an ANCF tire in a tire rig on deformable granular terrain," TR-2016-07, SBEL, UW Madison, 2016

Contact normal pressure



Upon impact on the granular terrain

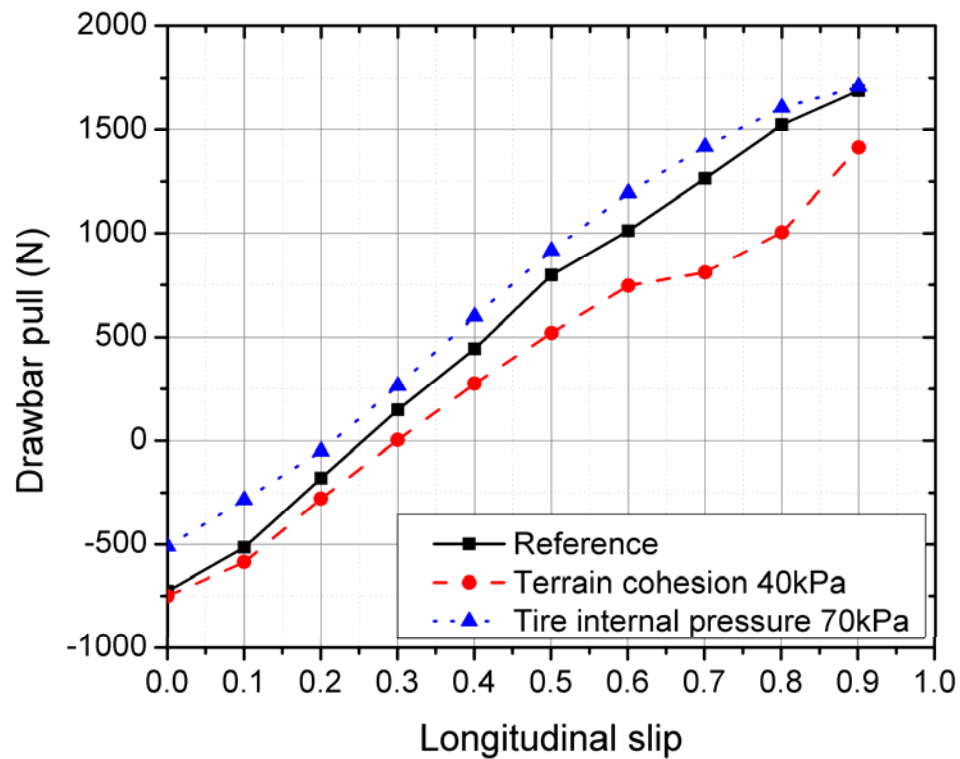
- Peak in normal contact pressure $\sim 500\text{kPa}$



Steady state rolling

- Average normal pressure $\sim 70\text{ kPa}$

Drawbar pull



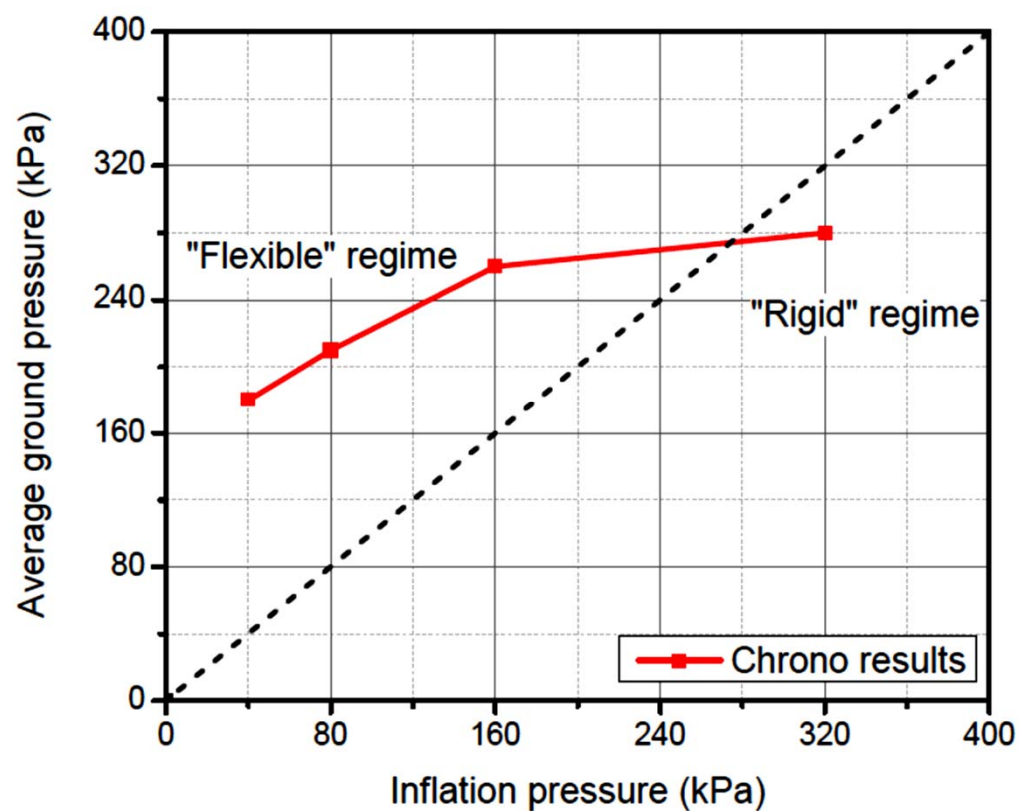
Reference

- Tire pressure: 200 kPa
- Soil cohesion: 80 kPa
- Load: 450 kg

Trends

- Lower cohesion → less available drawbar pull
- Lower tire pressure → increased pull

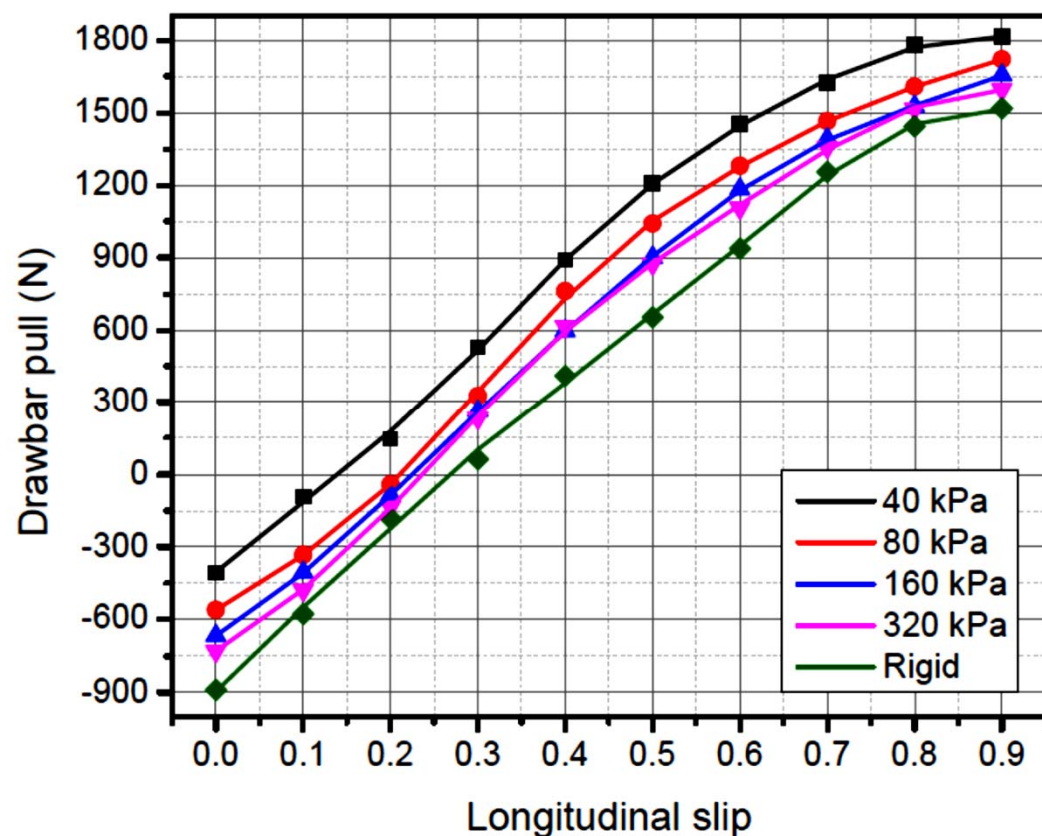
Drawbar pull – effect of tire inflation pressure



Modes of operation of a tire

- Rigid
- Flexible

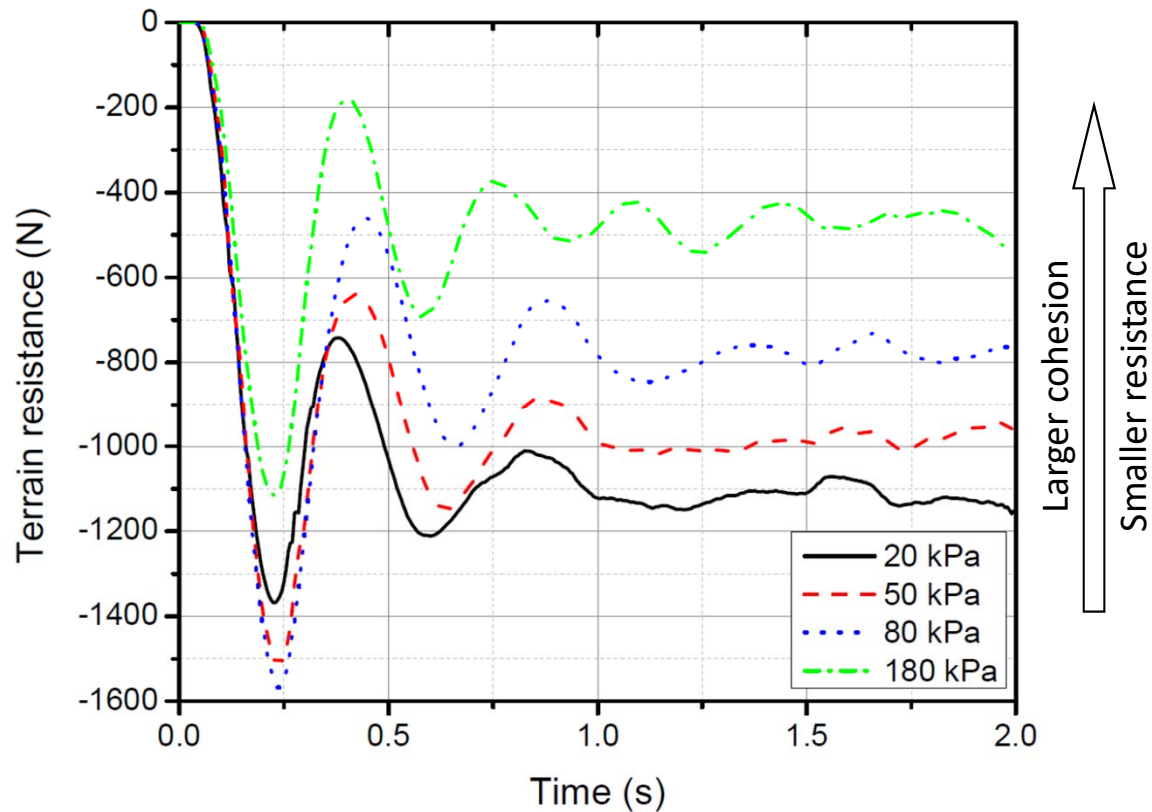
Drawbar pull – effect of tire inflation pressure



Trends

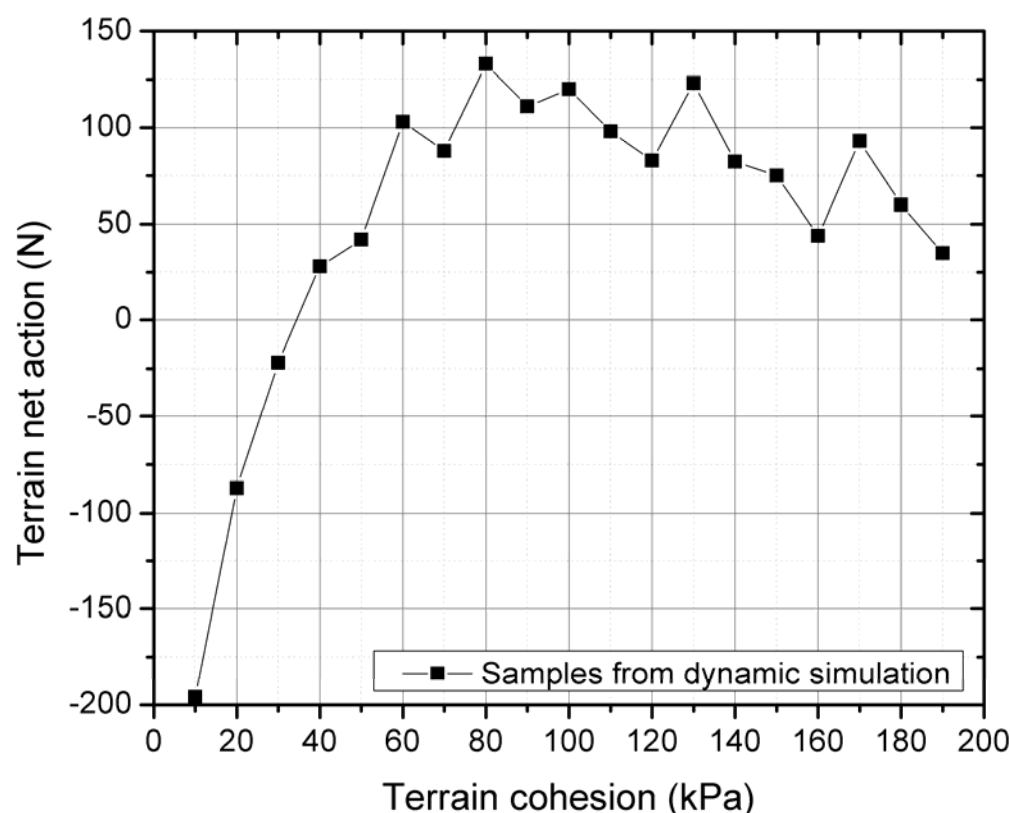
- Drawbar pull curve plateaus at large slip
- Drawbar pull trend with varying inflation pressure

Terrain forces



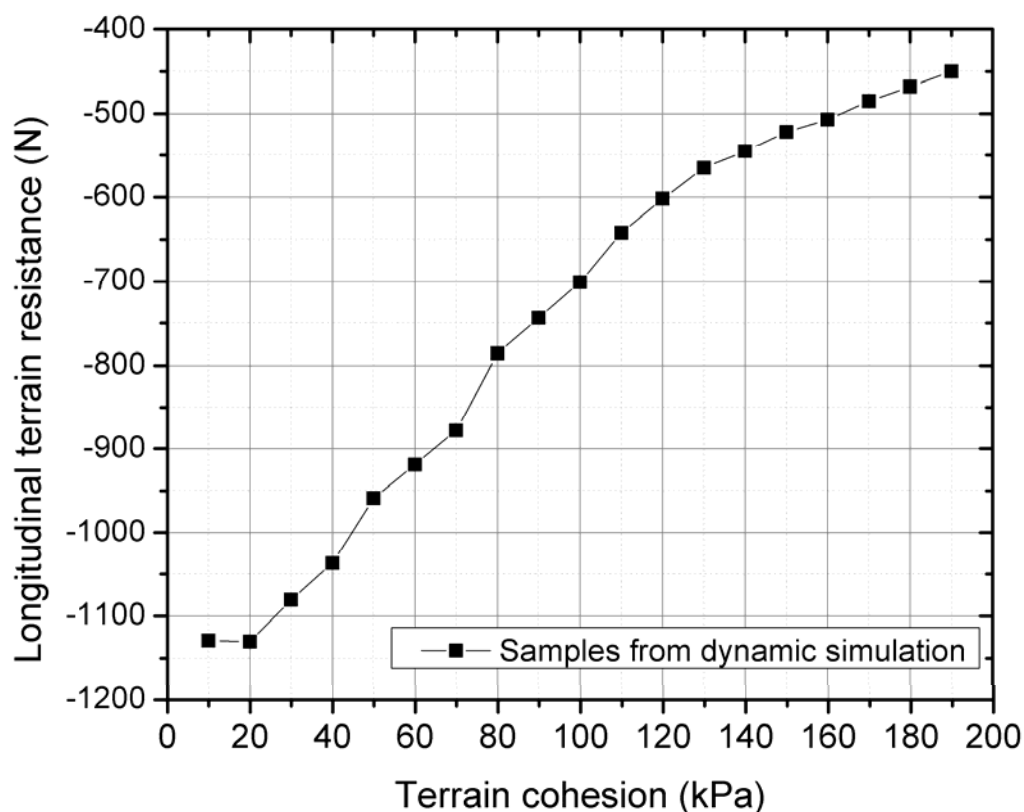
- Time evolution of normal contact forces projected in the **longitudinal** direction – opposing motion
- Steady-state values, obtained after $t=1.2$ s, are averaged to obtain reference metrics on following slides

Parametric study: influence of cohesion



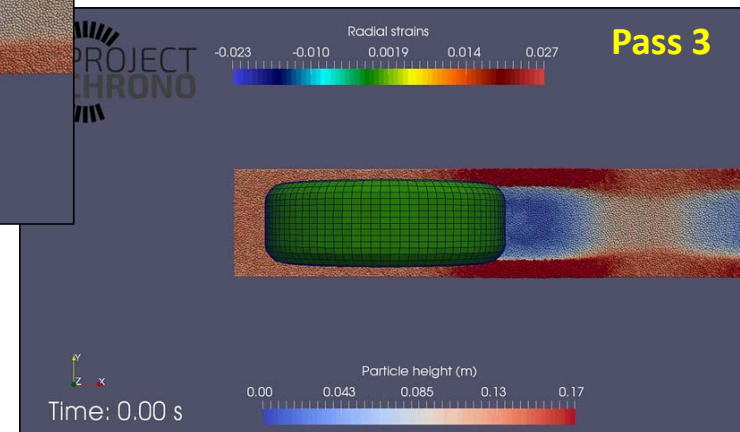
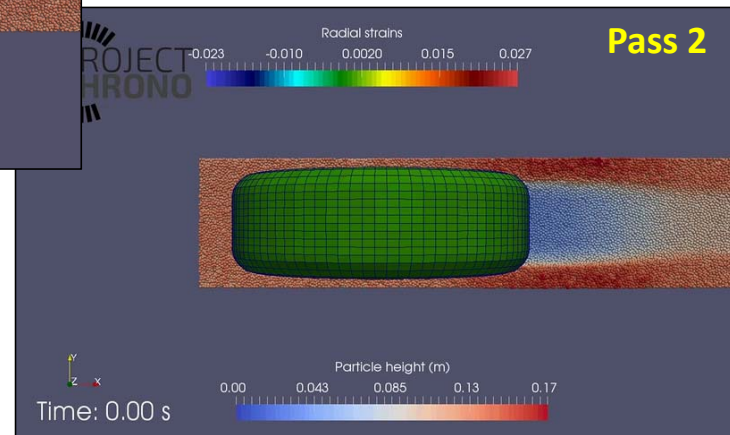
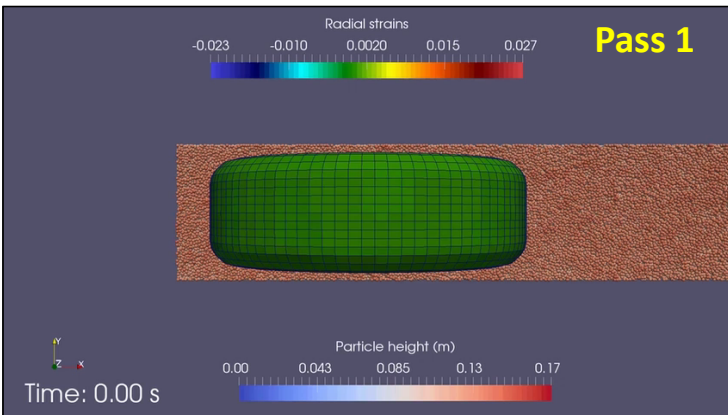
- Longitudinal **resultant** of terrain contact forces acting on the tire
- Samples are taken from steady state results towards the end of simulation
- For lower values of cohesion 10kPa-40kPa, no available drawbar pull at a slip of 0.3

Parametric study: influence of cohesion

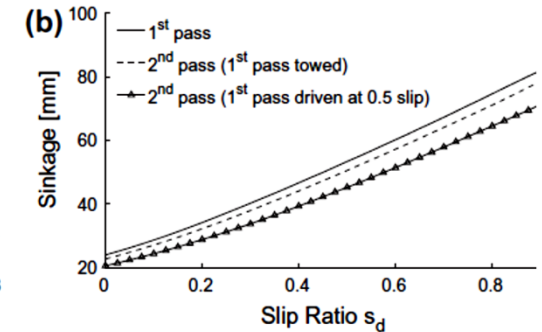
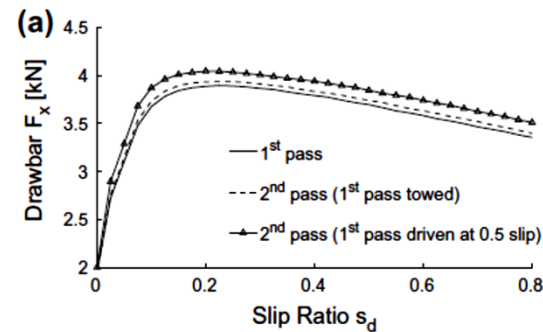
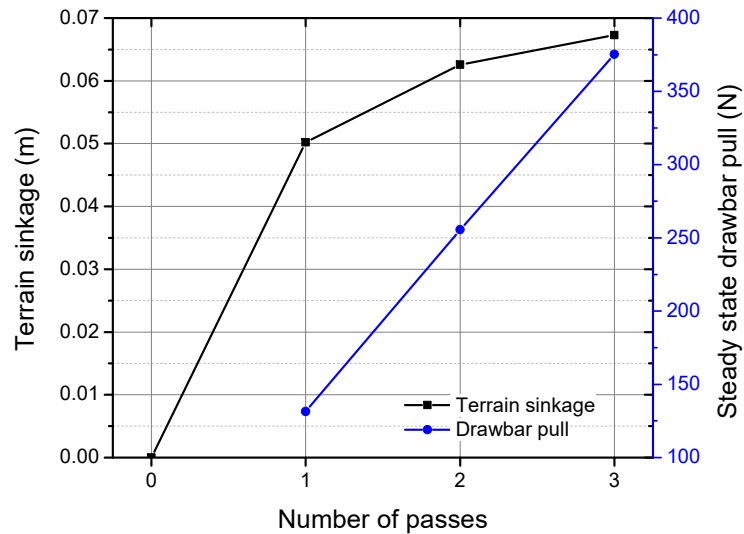


- Longitudinal resultant of terrain **normal** contact forces acting on the tire
- Samples are taken from steady state results towards the end of simulation
- For lower values of cohesion, larger terrain resistance

Multipass simulations



Multipass effects



Senatore and Sandu, Off-road tire modeling and the multi-pass effect for vehicle dynamics simulation, Journal of Terramechanics, 2011

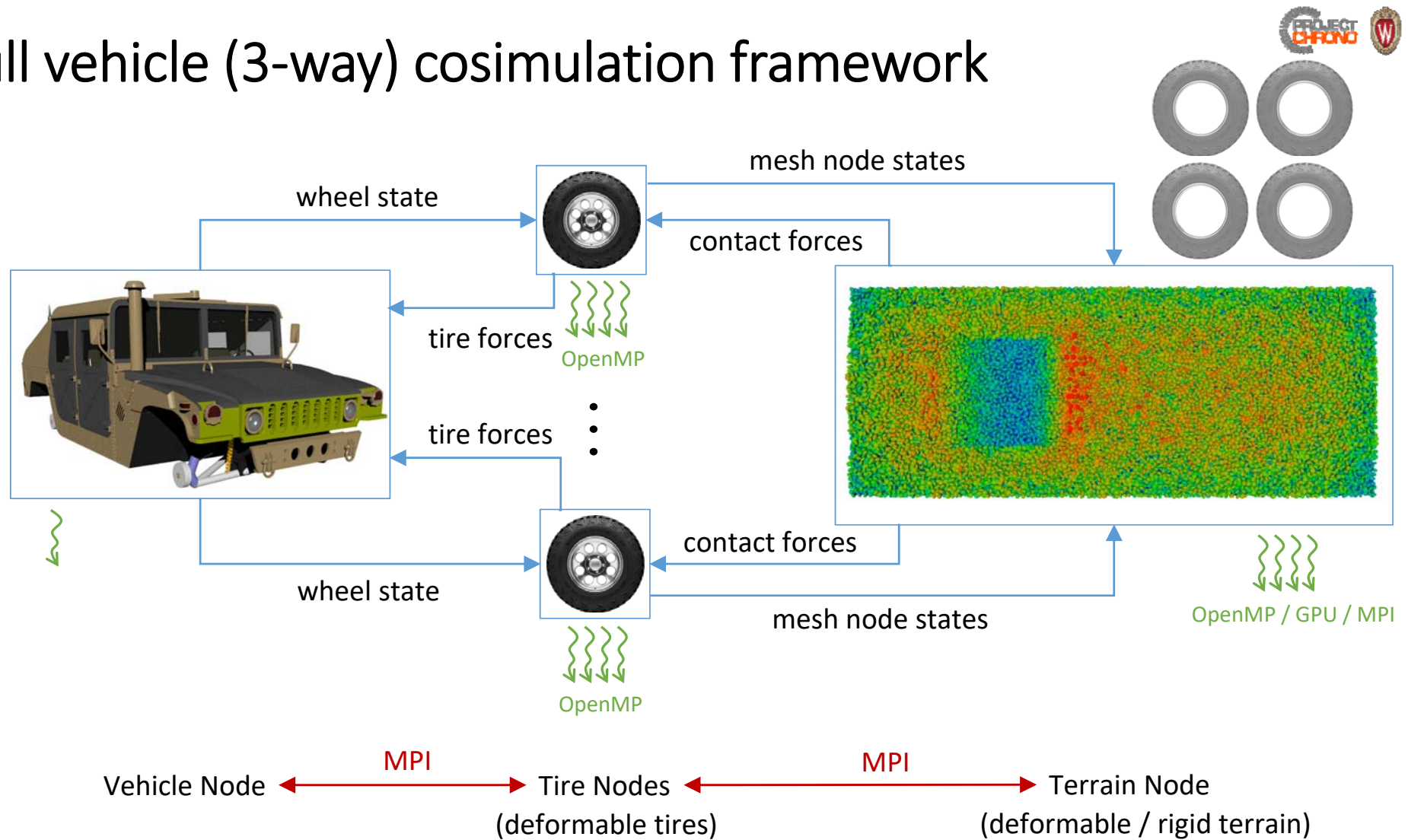
Rig, ANCF Tire

- 90x24 ANCF multilayered, orthotropic shell elements
- ANCF mounted in test rig: Linear and angular velocity imposed
- Longitudinal slip fixed at 0.3
- Linear velocity at zero slip 4.0 m/s
- System mass: 465 kg; inflation pressure: 200 kPa

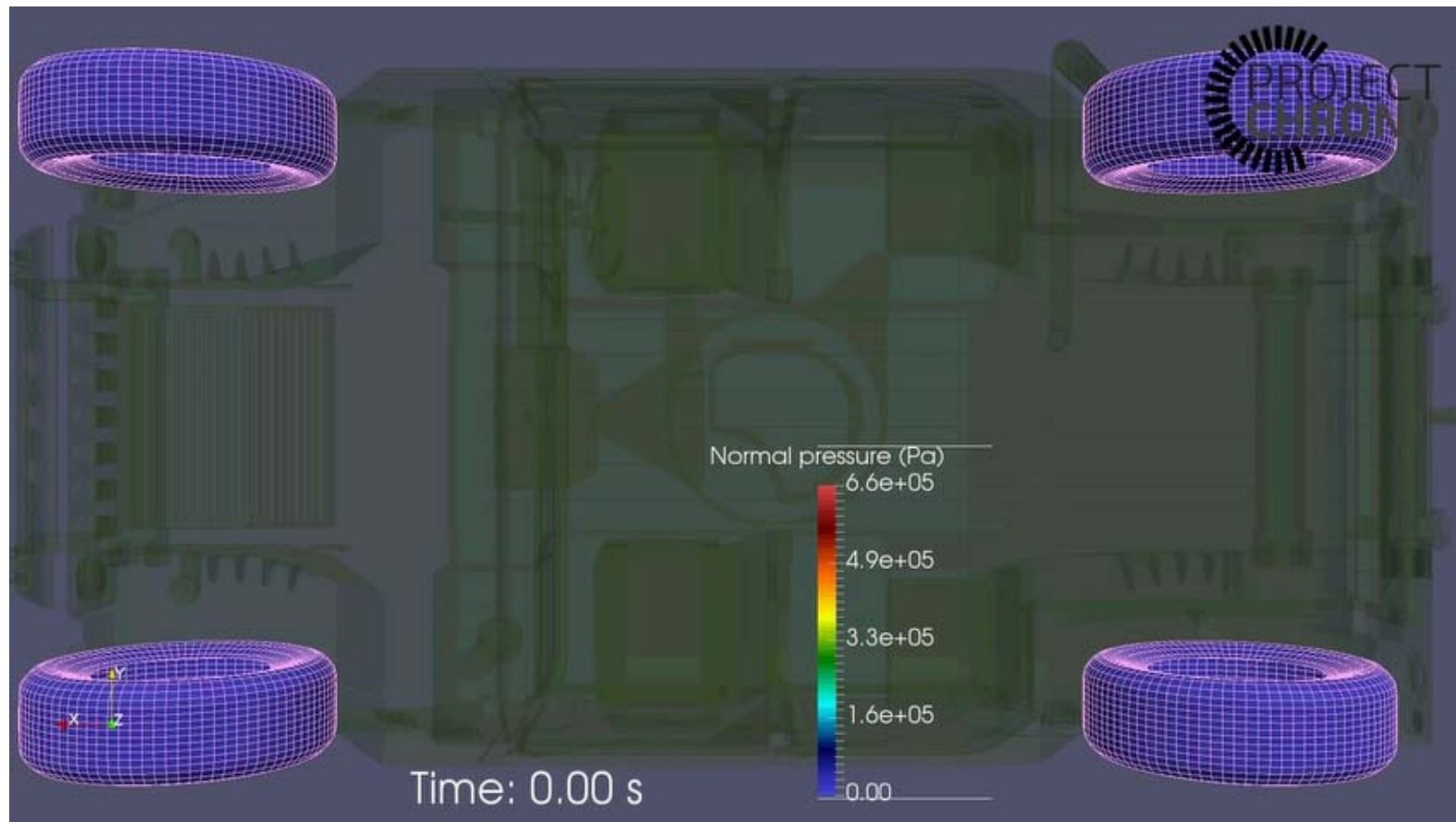
Granular Terrain

- Particle radius: 6 mm
- 20 layers of particles: 424,000
- Terrain: 10m x 0.5m
- Cohesion: 80 kPa
- Time step: 1e-4 s

Full vehicle (3-way) cosimulation framework



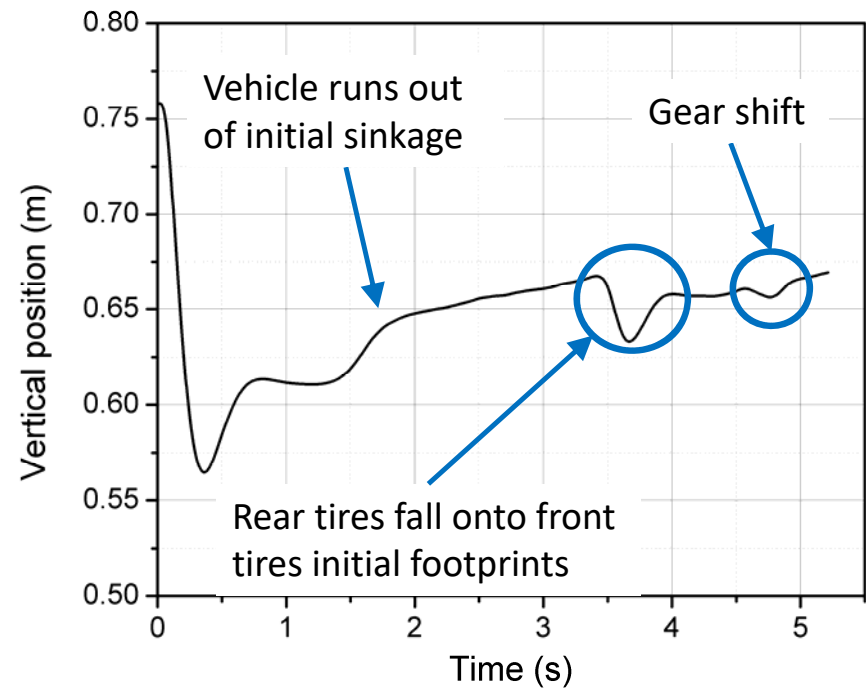
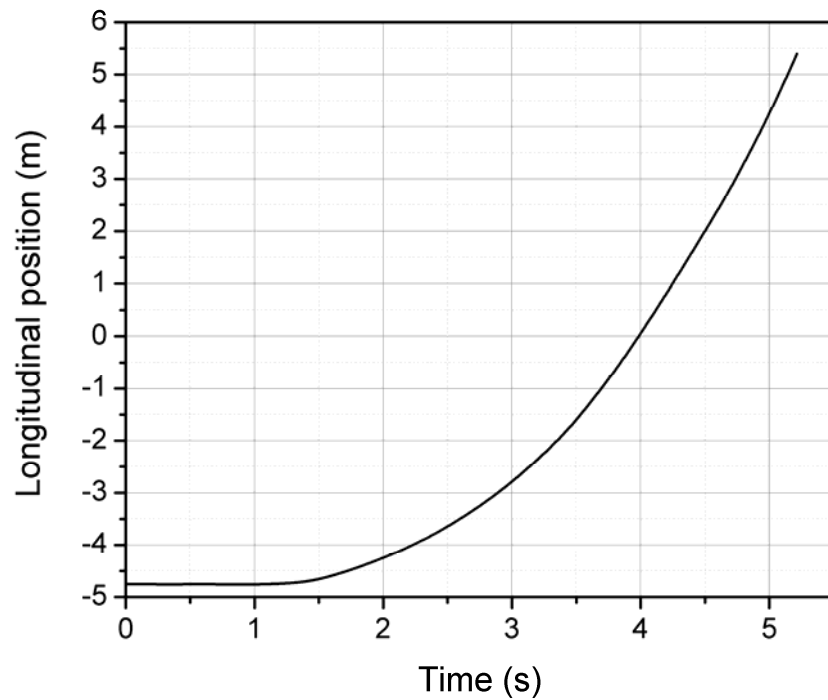
Full HMMWV with ANCF tires on rigid terrain



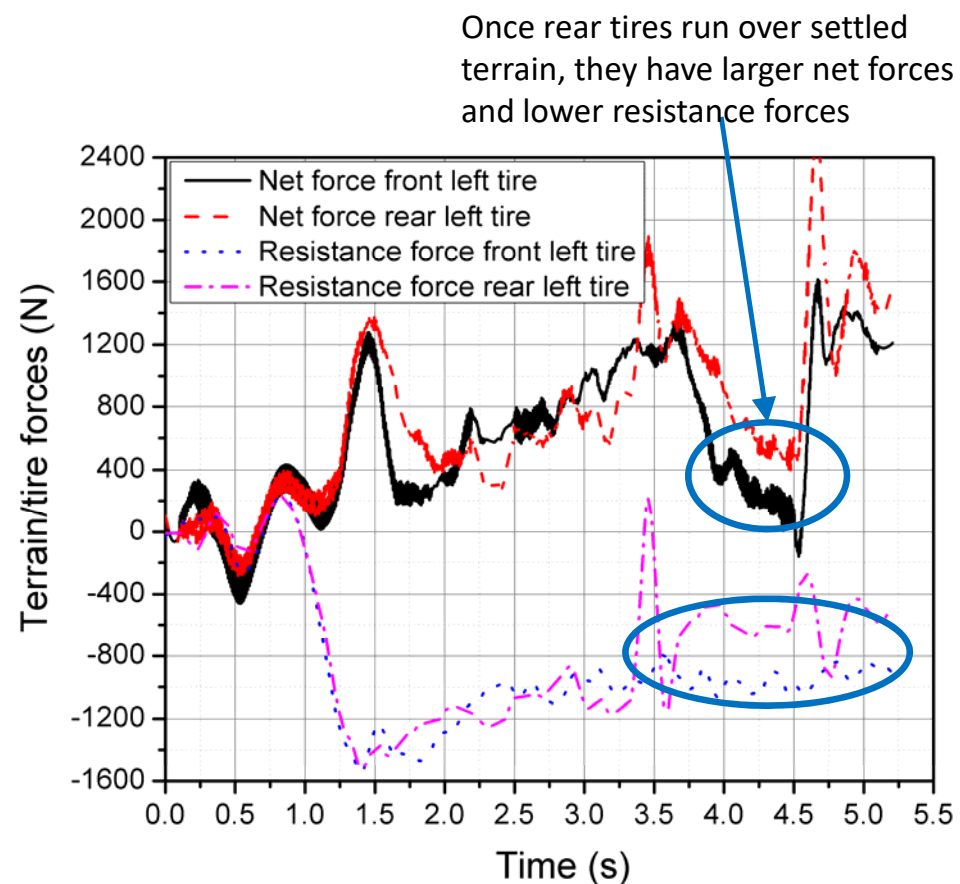
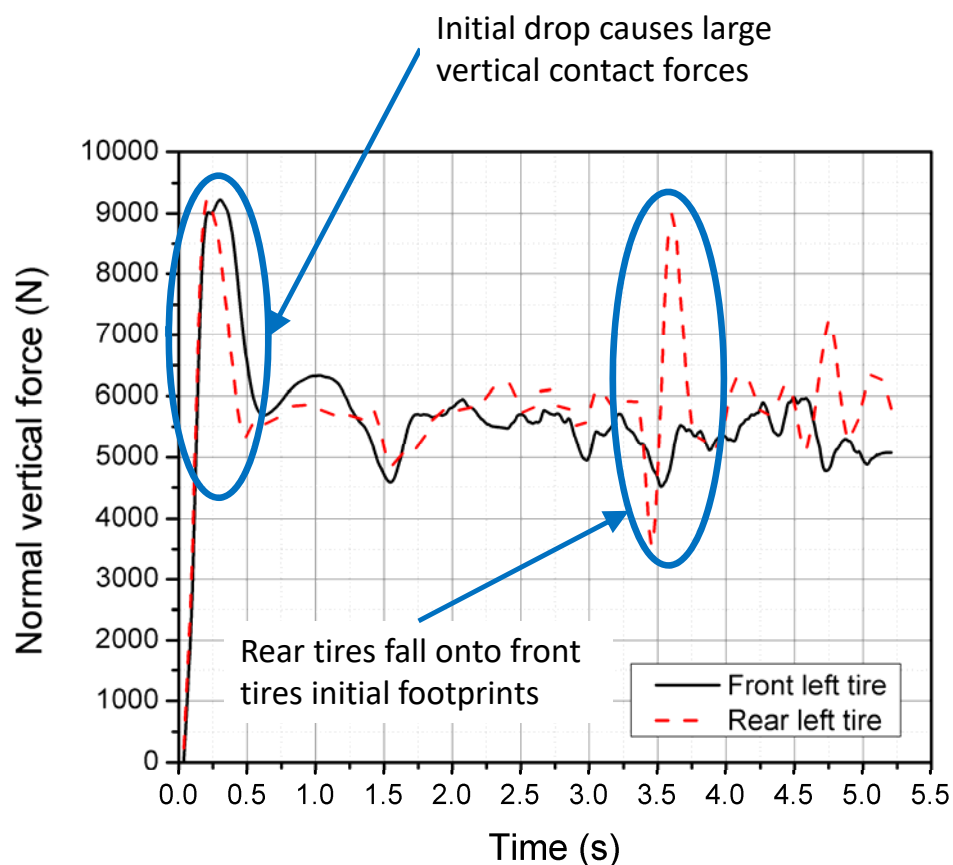
Full HMMWV with ANCF tires on granular terrain



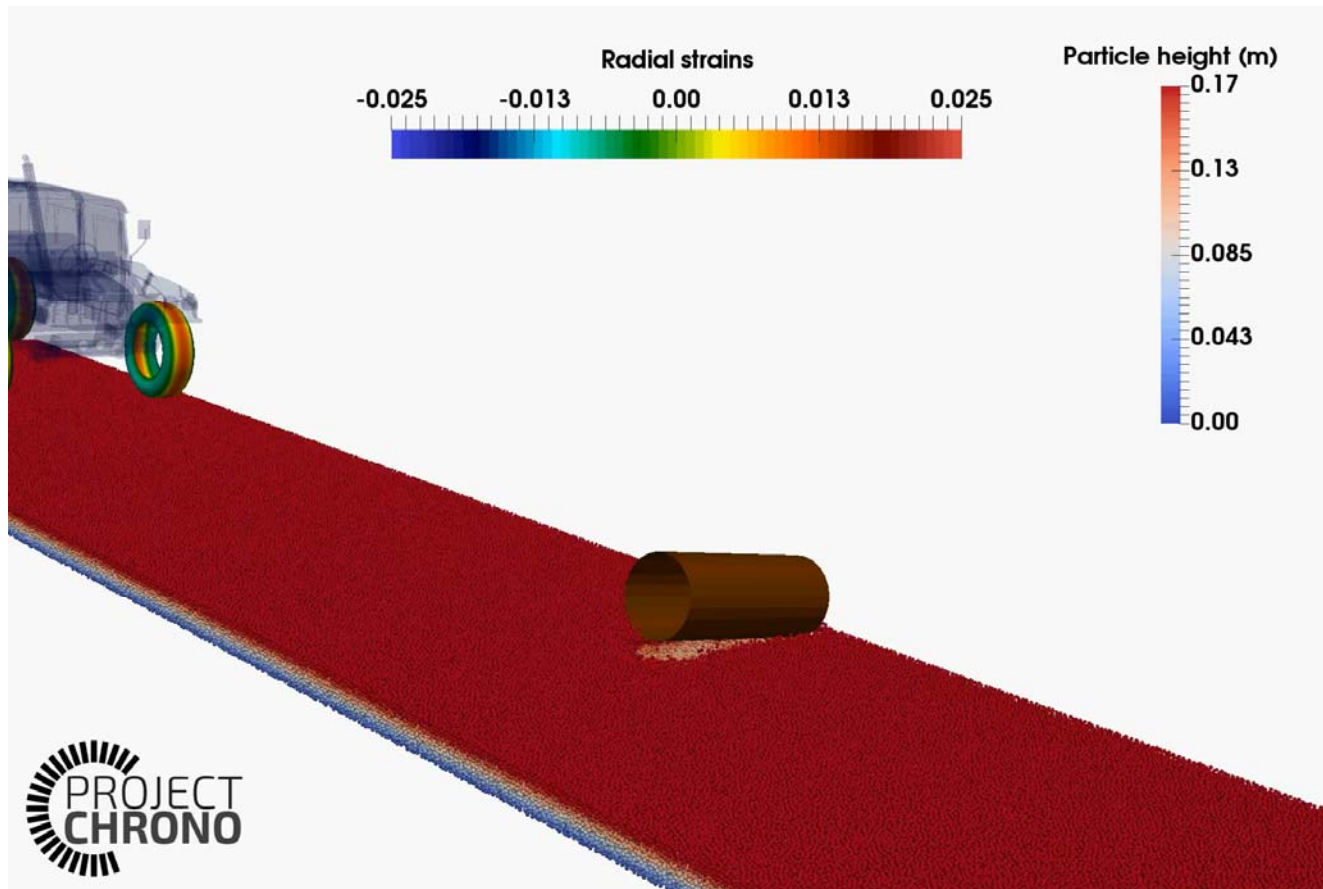
Straight-line acceleration: chassis



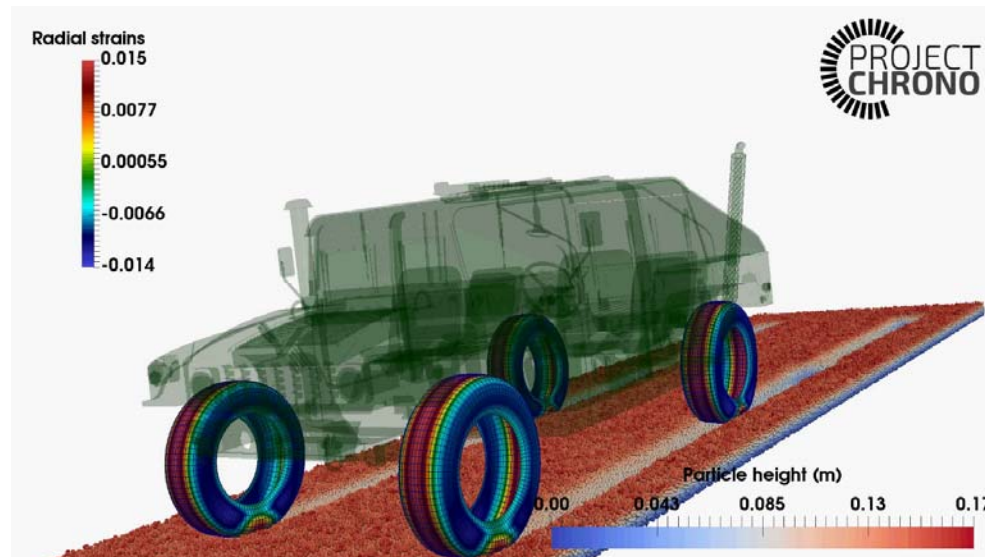
Straight-line acceleration: contact and resistance forces



Full HMMWV with ANCF tires on granular terrain over obstacle



Performance – full vehicle on granular terrain simulation



HMMWV vehicle

- Tires: 90 x 24 ANCF multilayered, orthotropic shell elements
- Inflation pressure: 200 kPa
- Acceleration test (80% throttle after 0.5s)
- 2 OpenMP threads / tire

Granular Terrain

- Particle radius: 12 mm
- 16 layers of particles: 923,000
- Terrain: 20m x 3.3m
- Cohesion: 100 kPa
- 24 OpenMP threads

- Time step: 3.5e-5 s
- Comp time: 5.5 days for 7.65 s
- Real time ratio: ~ **61900 s/s**