





Renault Group

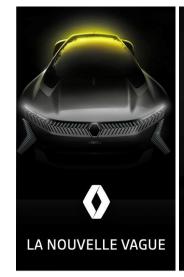




Group revenues (€ billion)
2024 56.2 B

98 000 employees in 36 countries 2.2 M vehicles sold in the world in 2021

4 brands











Energetic transition (Electrified vehicles)



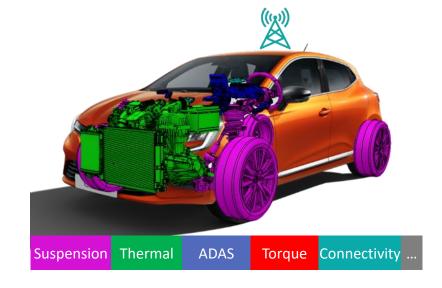
Software (Connected & Autonomous vehicles)



Regulatory / compliance

Powertrain Suspension Steering system Collective AD system

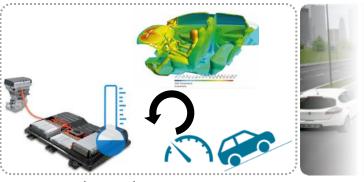
Connect the 0D-1D models together in order to build a vehicle digital-twin...



... to simulate more and more numerous and complex test cases



High Grip



Autonomous Emergency Braking

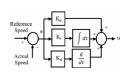
Torque management

Thermal management

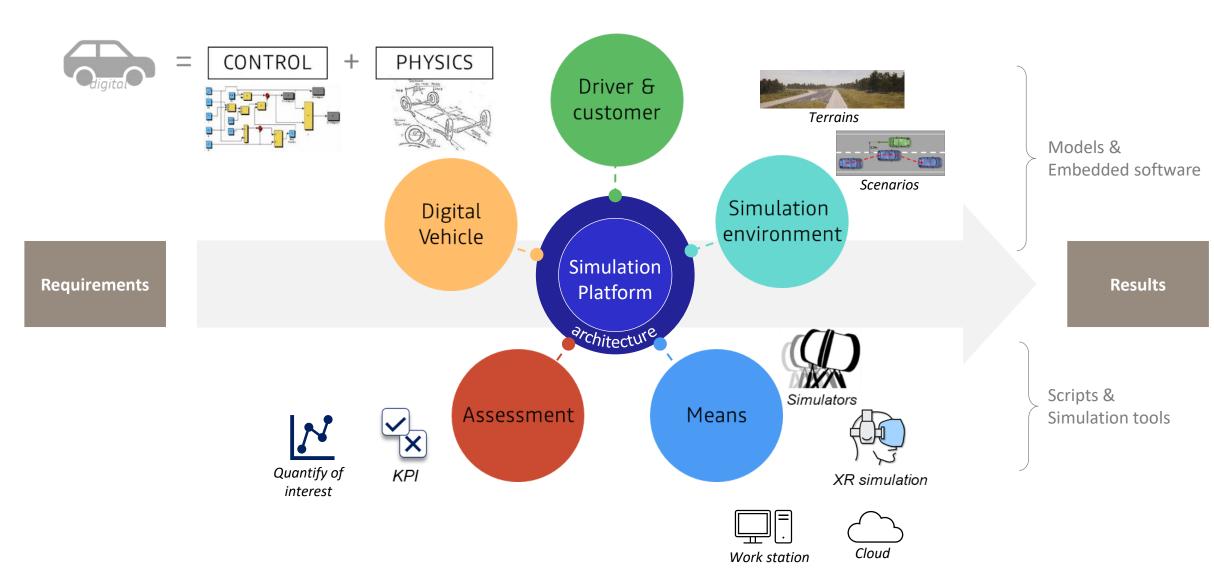
Simulation Platform

Involved artefacts





Driver Model



RG

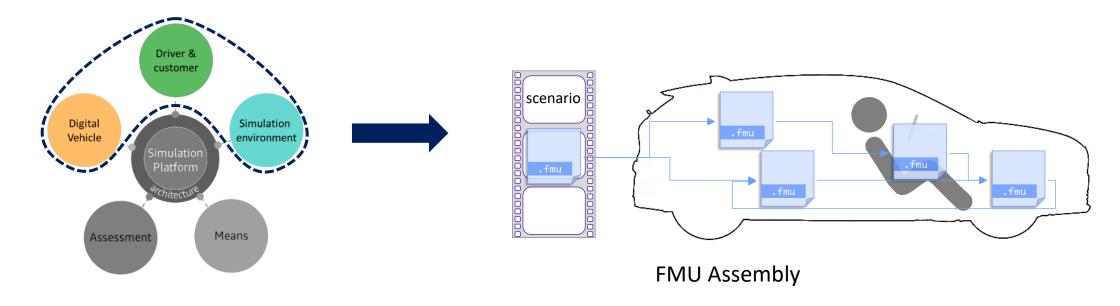
Assembly of simulation Platform: FMI in Co-simulation mode



OUR USAGE OF fmi STANDARD

- Co-Simulation FMU: simple to produce, simple to use, IP protection
- Streamline communication with suppliers: a neutral and widely supported format
- May optimize license costs
- ☐ More and more involved actors (software editors, Industrial, Tiers 1, ...) to enforce inter-operability
- Robustify interfaces between Simulation means and simulations assets (Digital Vehicle, Drivers and Simulation Environment)

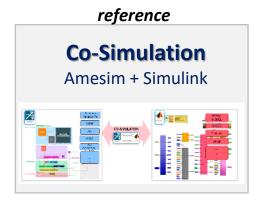
Note: **FMI version 2** is currently more supported than version 3 among tools and our suppliers



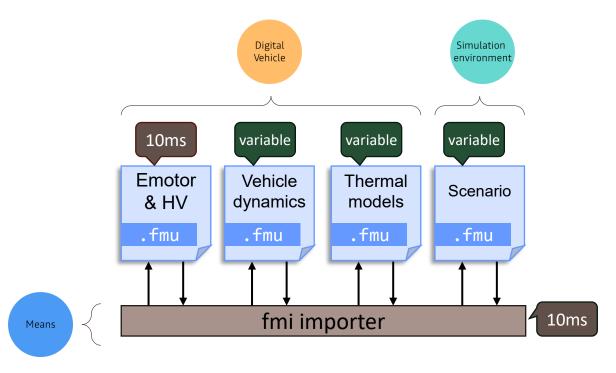
Thermal Management example



FMU Assembly



VS.



Former simulation process

Ad-Hoc assembly involving 2 modeling tools at runtime variable time step solvers

Compute time = 4.2h

Unified process

Low dependency on modeling tools Fixed co-simulation time step

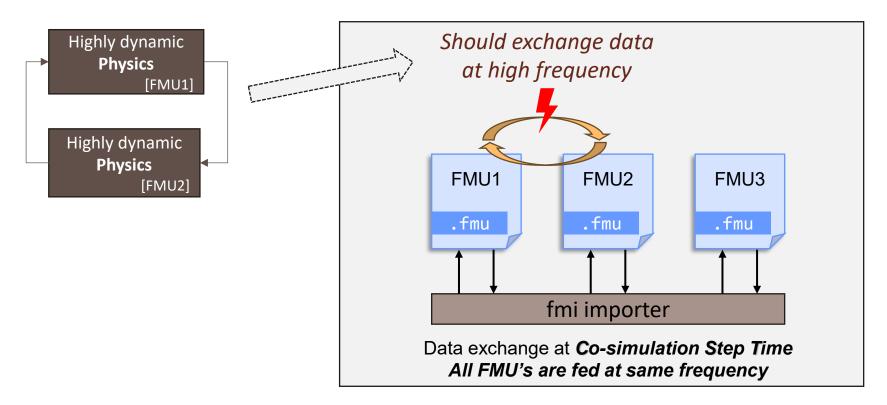
Compute time = 48h



Co-simulation step size greatly affects simulation performance and accuracy.

Tightly linked models within FMUs assembly can lead to performance issue





Setting lower *Co-simulation Step Time* will solve FMU feeding frequency issue but leads to overall poor performances.

```
    Co-simulation Step Time ➤ ✓ Numerical accuracy & CPU Performances
    Co-simulation Step Time ➤ Numerical accuracy & ✓ CPU Performances
```

Tightly linked models within FMUs assembly: ways to improve performances



VARIABLE CO-SIMULATION STEP TIME

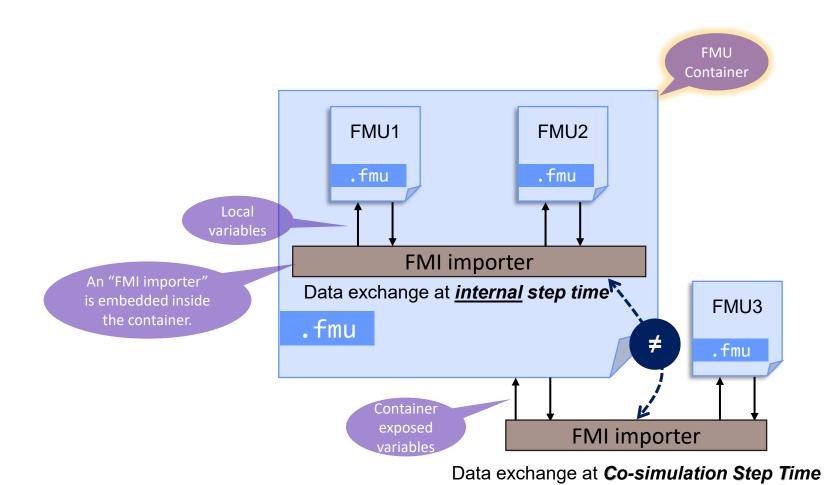
- + Most efficient tradeoff between performance and accuracy
- Algorithm to dynamically set *Co-Simulation Time Step* are not trivial
- Some FMU may not support variable Co-Simulation Time Step
- Not applicable on RealTime simulation means

MULTIPLE CO-SIMULATION STEP TIME

- + May be a **good tradeoff** between performance and accuracy
- Require additional effort for architecture design and to build the assembly
- + May enable multi-threading to improve performance

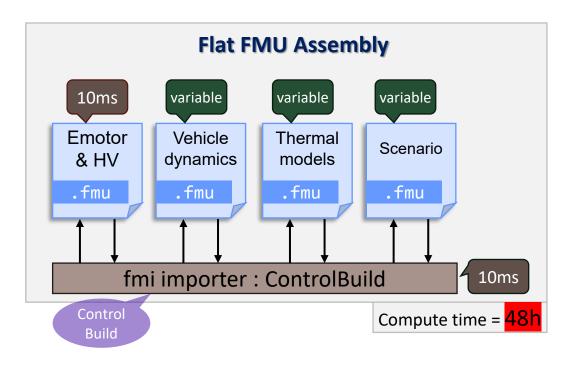
Can be done through FMU Containers

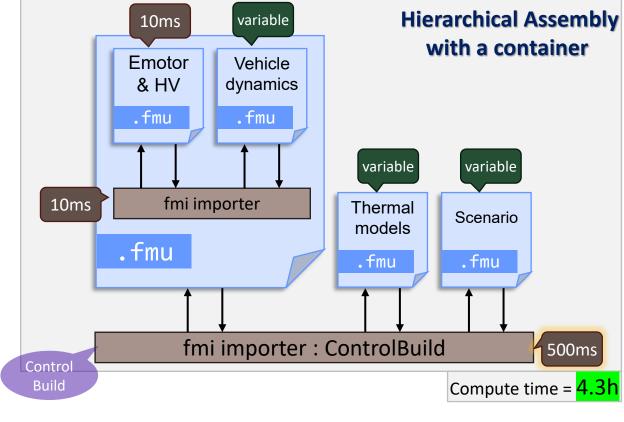


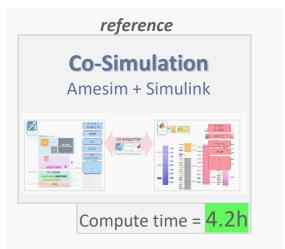


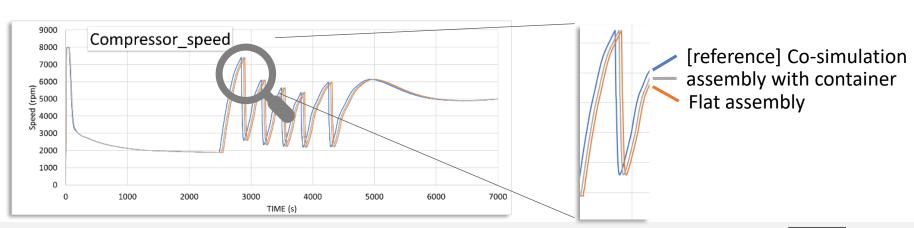
Thermal Management application









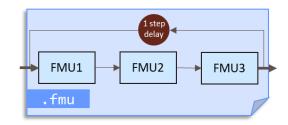


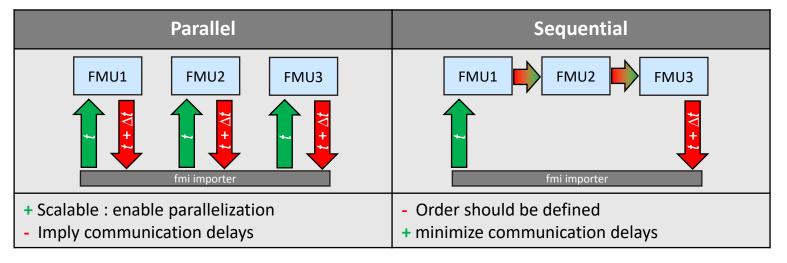
VS.

Execution of simulation

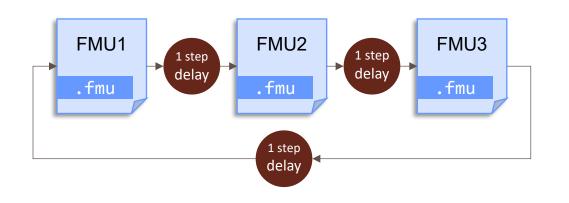


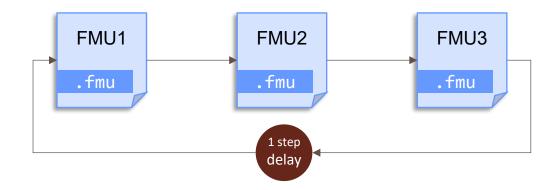
2 STRATEGIES FOR EXECUTION





IMPLIED DELAYS BETWEEN FMU

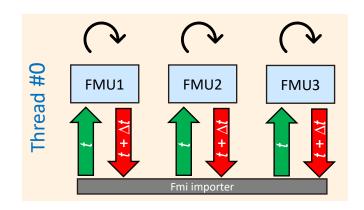




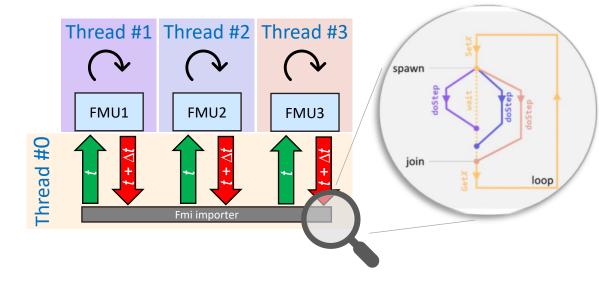


STRATEGY

Operating system will spread the threads across CPU cores







USE CASE

Potential benefits grow when simulate in parallel FMU's which eat approximately the same amount of CPU cycles.

In this example, speed up will be limited



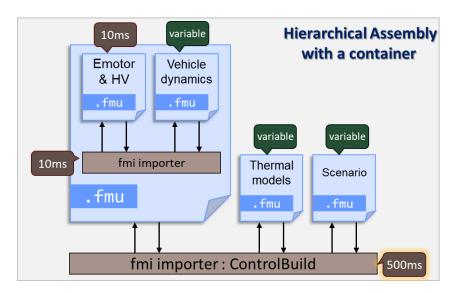
RT Ratio: 1.68 (simulation is FASTER than reality)

Vehicle dynamics

RT Ratio: 106.38 (simulation is FASTER than reality)

Mutli-thread and multi-level container

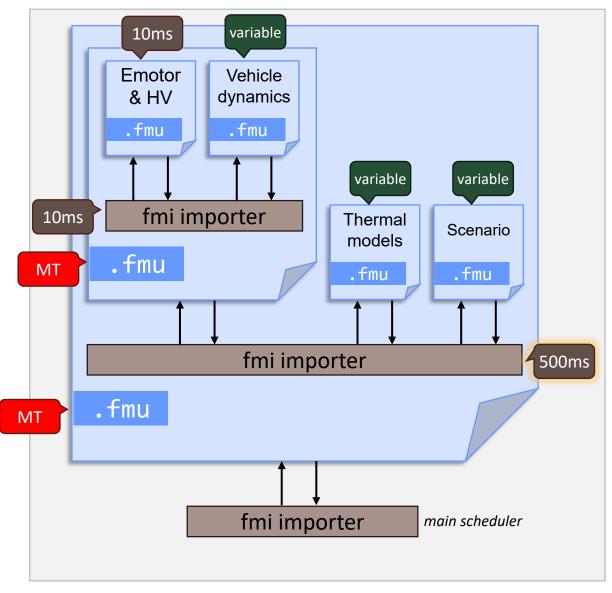








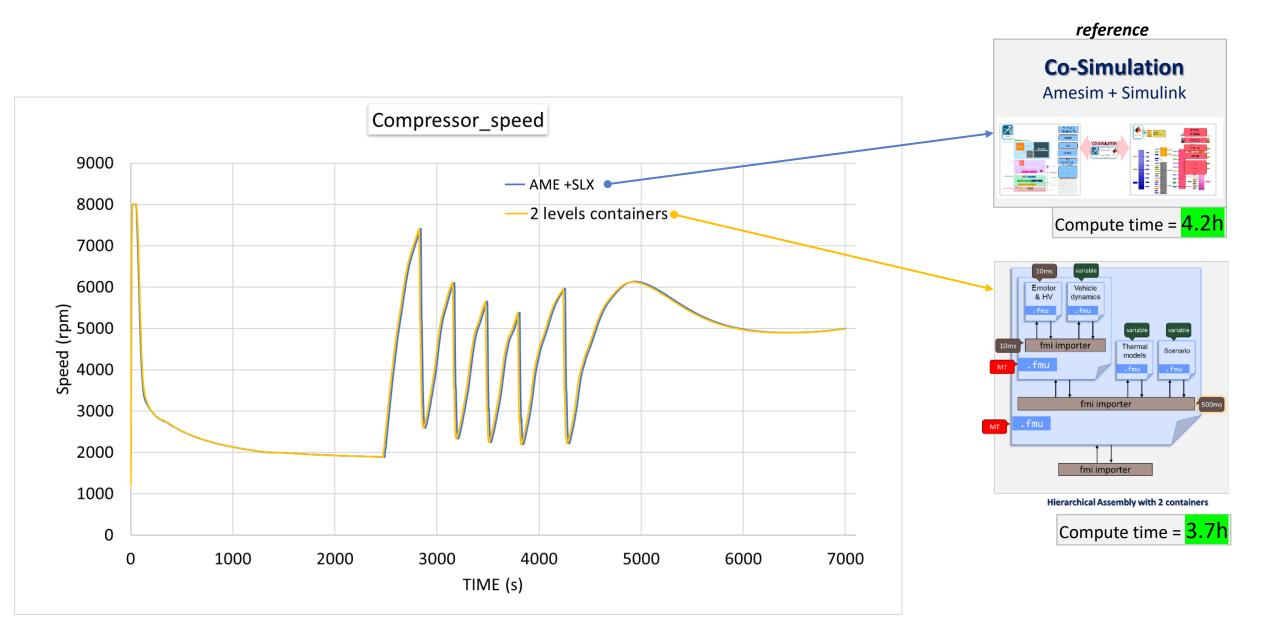
Enable muti-thread for all FMUs with a second level of containers



Hierarchical Assembly with 2 containers

Mutli-thread and multi-level container: results compared to reference



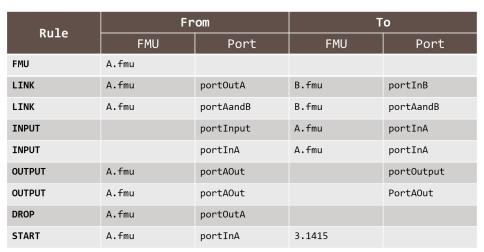


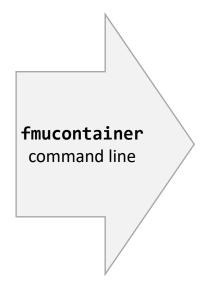
Containers made easy with











INPUT

A

OUTPUT

LINK

OUTPUT

LINK

FMU

FMU

Container

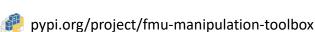
Routing file



json or **SSρ** files can be used to define a multi-level container and build it in one step.



- Link with MBSI (Catia Magic)
- FMI-3.0 portage
- Layered standards support



github.com/grouperenault/fmu_manipulation_toolbox



BSD-2-Clause license



