

# Engine Tuning with Msqdev

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# 1 Introduction

The Megasquirt (Bowling & Grippo, 2011b) engine controller allows for the control of nearly every possible parameter of a running engine. But this wide spectrum of parameters also makes it difficult to tune. The typical tuning method (Bowling & Grippo, 2011a) is based on rules of thumb and imprecise judgements of performance. The Msqdev system (Mahler, 2011) was created to provide a methodical method of tuning with provable metrics of performance.

The design of Msqdev consists of various parts. In general small robust programs are preferred over large all encompassing ones. The `msqdev` daemon creates the interface to the ecu. It monitors a directory of files which describe the settings and communicates over the serial port to the Megasquirt ecu when these files are changed or need to be updated. There are utilities such as `msq-ve_tuner` for automatically tuning the fuel mixture and `msq-accel_tuner` for performing acceleration tuning as well as many others. The utilities are small since they only read and write files and it is easy to create new ones. Plotting and analysis of captured data is most often done using R (R Development Core Team, 2011) scripts.

## 1.1 Installation

This project is still in early development and the installation described here allows for updates to be easily performed.

The first step is to retrieve a copy of the current project. The best way is by using Git (Torvalds, 2011) with the command below. If Git is not available the package can be downloaded and unpacked directly. The recommended placement is in the users directory (`~/msqdev`) which is the default if the git clone command is run in the home directory.

```
git clone https://github.com/jmahler/msqdev.git
```

After the Msqdev package has been successfully retrieved and unpacked it is necessary to compile the `msqdev` daemon. This is done by changing to the `msqdev/src/` directory and typing `make`. If all goes correctly the `msqdev` executable will be produced.

In order to access the binaries from any location it is necessary to configure the users `PATH`. The recommended way is to add the `~/bin` to the `PATH` environment variable and then to create symbolic links from inside `bin` directory to those in `msqdev`.

```
jeri@bishop ~$ ls ~/bin | grep msq
msq-accel_tuner
msq-afr_table
msqdev
msq-point_values
msq-rtmonitor
msq-speed_tuner
msq-table_points
msq-ve_tuner
jeri@bishop ~$ grep PATH ~/.bashrc
export PATH="$HOME/bin:$PATH"
jeri@bishop ~$ env | grep PATH
PATH=/home/jeri/bin:/usr/local/bin:/usr/bin:/bin
ri/QuizMaker/bin:/home/jeri/QuizMaker/bin
```

The final step is to verify that `msqdev` works. The following is an example of the steps used on one system.

```
jeri@bishop ~$ mkdir tmp-msqdev
jeri@bishop ~$ cd tmp-msqdev
```

```
jeri@bishop tmp-msqdev$ ls # directory is empty
jeri@bishop tmp-msqdev$ msqdev /dev/ttyUSB0
Mon Jul 4 16:34:17 2011: start
Mon Jul 4 16:34:31 2011: updating files from ecu
^Cjeri@bishop tmp-msqdev$ # quit by Ctrl-C
jeri@bishop tmp-msqdev$ ls # msqdev created files
advanceTable1 afrTable1 pid rtdata veTable1
```

## 2 Steady State Tuning

Steady state tuning is done when the engine rpms are stable such as at idle. Its use under heavier load conditions is possible but it is difficult to balance load exactly to the power output.

Steady state tuning is performed by altering variables and then measuring the new steady state. As an example consider varying the fuel mixture at idle to maximize rpm. In a range around the current mixture each setting has a corresponding rpm (see Figure 1). The setting closest to the maximum is the best setting.

The order in which the variables are varied can be helpful in detecting if there is any error caused by acceleration. Suppose, for example that the engine rpms were decelerating. If the variables were varied from one boundary to the other it would have decreasing slope. If instead the variables were varied from the center to one boundary and then back to the center to the other boundary the center point will be separated if there was any acceleration (Figure 2).

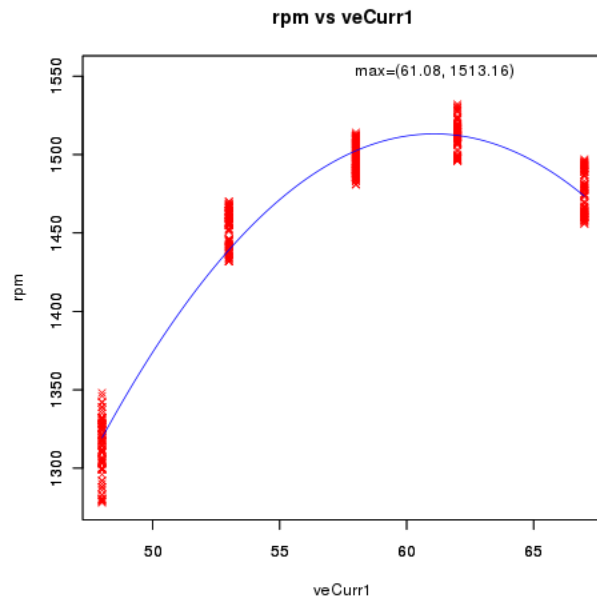


Figure 1: Steady State Tuning by varying veCurr1 vs rpm at idle.

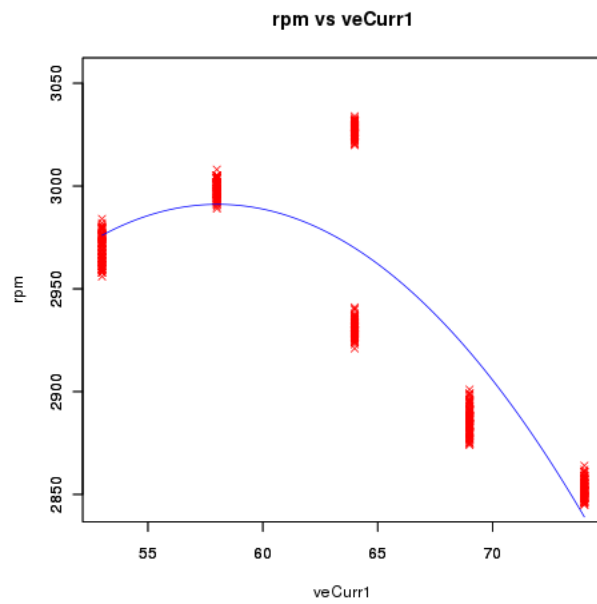


Figure 2: Steady state tuning with a large deceleration error indicated by the gap in the center..

### 3 Acceleration Tuning

In contrast to Steady State Tuning (Section 2), Acceleration Tuning is done when the engine rpms are increasing or decreasing. This method is more useful than Steady State Tuning because it can be applied to far more situations and does not depend on balanced conditions.

One source of error with acceleration tuning is with the throttle position. A human operator is quite imprecise and can easily allow significant throttle movement without their knowledge. To reduce this error a throttle stop can be used. The throttle stop is a fixed length object such as a piece of tubing which can be placed underneath the gas pedal to limit its travel. Support in the tuning program can be provided to start/stop recording so that a trial is only recording while the pedal is against the stop.

### 4 Air Fuel Ratio

The fuel mixture is crucial in determining how well an engine runs. If it is too rich or too lean the engine will lack power. To minimize emissions the stoichiometric mixture is best. To maximize power a richer than stoichiometric mixture is best. To maximize fuel economy a leaner than stoichiometric mixture is best. Obviously only one of these can be maximized at a time for a given point on the map. In general the goal of any of these is to achieve a specific fuel mixture for specific operating conditions.

The desired air fuel ratio can be found by incrementally adjusting values while the engine is running until the desired value is achieved. This procedure also results in many data samples of settings and their resulting air fuel ratios. To go beyond merely achieving a single desired air fuel ratio, this data can be used to build a function which predicts what the air fuel ratio will be. This has the added benefit of being able to instantly set the air fuel ratio to any desired value.

#### 4.1 Predicting The Air Fuel Ratio

The first step in building a function which can predict the air fuel ratio is to record data. This is accomplished in the Msqdev system using `msq-ve_tuner` utility. This utility will attempt to adjust the current ve values to achieve a specific air fuel ratio. The engine should be run through various rpm ranges and various load values. Whether the desired air fuel ratio is achieved is not important, rather data samples of the air fuel ratio for a given setting are what matter.

Once an adequate data sample has been recorded it can be processed using the R script `afr_predict.R` (Appendix A) which performs a least squares fit to find the coefficients which define the linear function. These coefficients can then be used with the Msqdev utility `msq-afr_table` to build tables with any desired air fuel ratio.

#### 4.2 Finding The Air Fuel Ratio For Max Power

Once the function which predicts the air fuel ratio has been found (Section 4.1) the values can be varied to find which one produces the maximum power (maximum acceleration). In the Msqdev system this is accomplished using the utility `msq-accel_tuner` for performing acceleration tuning (Section 3).

### A `afr_predict.R`

```

# This script is used to perform a least squares fit of the data
# related to veTable1 to find the function that predicts the
# air fuel ratio.

# To run this script start R and source this file
#
# bash$ R
# > source("afr_predict.R")
# Loading required package: MASS
#
# Call: rlm(formula = afr1 ~ veCurr1 + fuelload + rpm, maxit = 40)
# Residuals:
#      Min       1Q   Median       3Q      Max
# -4.1269 -0.4980 -0.1448  0.5697  3.0852
#
# Coefficients:
#              Value      Std. Error t value
# (Intercept)  17.9873      0.0925   194.3936
# veCurr1      -0.1399      0.0023  -61.2773
# fuelload      0.0525      0.0016   33.8201
# rpm           0.0004      0.0000   25.2164
#
# Residual standard error: 0.7837 on 12986 degrees of freedom
# >

# Once the coefficients are found a table can be built using
# the command below (with different values).
#
# bash$ msq-afr_table -afr 16.5 -a -0.1399 -b 0.0525 -c 0.0004 -d 17.9873

# Choose the file with the recorded data from msq-ve_tuner
#f1 <- "20110626-ve_tuner/msq-ve_tuner-20110626-16:47:48" # ok
f1 <- "20110626-ve_tuner/msq-ve_tuner-20110626-16:59:22" # good
#f1 <- "20110626-ve_tuner/msq-ve_tuner-20110626-17:12:36" # ok

d1 <- read.csv(file=f1, head=TRUE, sep=",")

# Filter the data to remove invalid extreme values.

# Remove invalid extreme air fuel ratios
filt0 <- d1$afr1 > 10 & d1$afr1 < 16

# remove invalid idle and deceleration values
filt0 <- filt0 & d1$tps > 1

# remove near idle rpms
filt0 <- filt0 & d1$rpm > 2600

veCurr1 <- d1$veCurr1[filt0] # x

```

```

afr1    <- d1$afr1[filt0]    # y
fuelload <- d1$fuelload[filt0] # z
rpm     <- d1$rpm[filt0]

# account for delay in afr1
#dX <- 0
#dX <- 10 # ok
dX <- 20 # ok
#dX <- 40
#dX <- 60 # too far
# shift forward
afr1 <- afr1[(dX + 1):length(afr1)]
# shift back
veCurri <- veCurri[1:(length(veCurri) - dX)]
fuelload <- fuelload[1:(length(fuelload) - dX)]
rpm <- rpm[1:(length(rpm) - dX)]

#lmfit1 <- lm(formula = afr1 ~ veCurri + fuelload + rpm)
require(MASS) # rlm
lmfit1 <- rlm(formula = afr1 ~ veCurri + fuelload + rpm, maxit=40)

print(summary(lmfit1))

```

## References

- Bowling, B. & Grippo, A. (2011a). Megamanual. <http://www.megamanual.com>.
- Bowling, B. & Grippo, A. (2011b). Megasquirt. <http://www.bgsflex.com/megasquirt.html>.
- Mahler, J. (2011). Msqdev: Megasquirt development system. <https://github.com/jmahler/msqdev>.
- R Development Core Team (2011). *R: A Language and Environment for Statistical Computing*. Vienna, Austria: R Foundation for Statistical Computing. ISBN 3-900051-07-0.
- Torvalds, L. (2011). Git. <http://git.scm.com>.