



# MMÜ753 – Vehicle Control Systems

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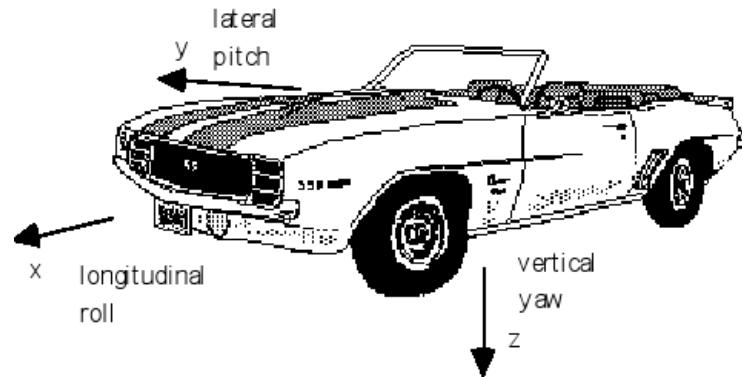
Mechanical Engineering Department



# CHAPTER - III

## VEHICLE LATERAL DYNAMICS

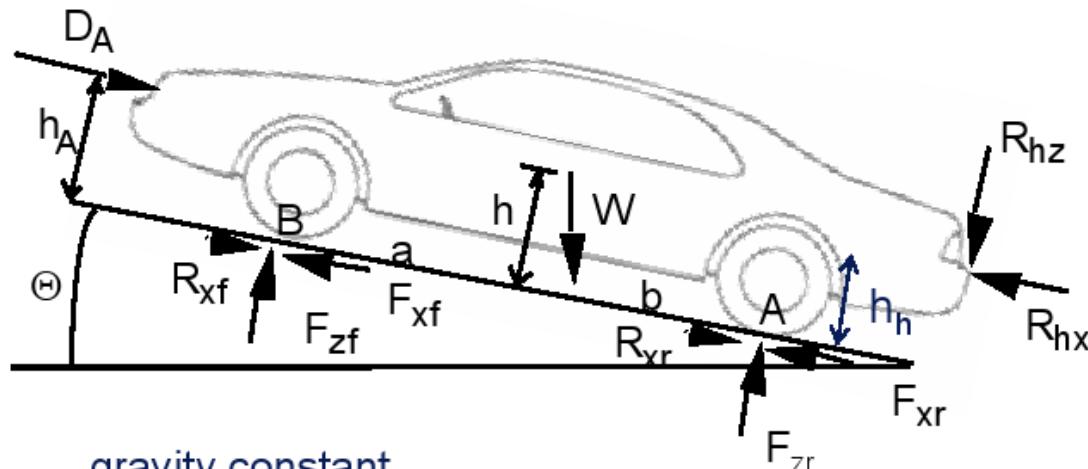
# SAE Vehicle-Fixed Coordinate System: Symbols and Definitions



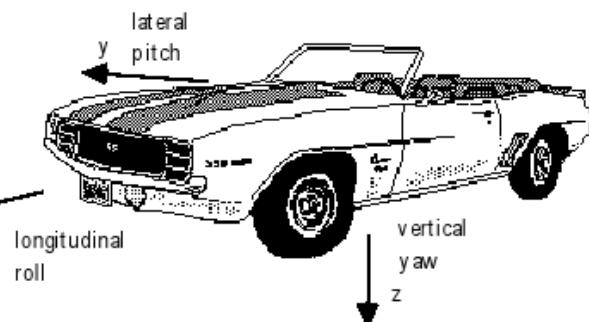
- Pitch angle: The angle between x-axis and the horizontal plane
- Roll angle: The angle between y-axis and the horizontal plane.
- Yaw angle: The angle between  $\hat{x}$ -axis and the  $\hat{x}$ -axis of inertial frame

Axis	Translational Velocity	Angular Displacement	Angular Velocity	Force Component	Moment Component
x	u (forward)	$\phi$	p or $\dot{\phi}$ (roll)	Fx	Mx
y	v (lateral)	$\theta$	q or $\dot{\theta}$ (pitch)	Fy	My
z	w (vertical)	$\psi$	r or $\dot{\psi}$ (yaw)	Fz	Mz

# Longitudinal Vehicle Motion



- $g$ : gravity constant
- $D_A$ : aerodynamic drag force
- $R_h$ : drawbar force
- $W$ : weight of the vehicle ( $= mg$ )
- $F_x$ : tractive force
- $F_z$ : tire normal force
- $R_x$ : rolling resistance force
- $ma_x$ : inertial force



# Vehicle Lateral Models

Lateral

$$\sum F_x = m\ddot{u}$$

$$\sum F_y = m(\dot{v} + ru_o)$$

$$\sum F_z = m(\dot{w} - qu_o)$$

Roll

$$\sum M_x = I_{xx}\dot{p} - I_{xz}\dot{r}$$

$$\sum M_y = I_{yy}\dot{q}$$

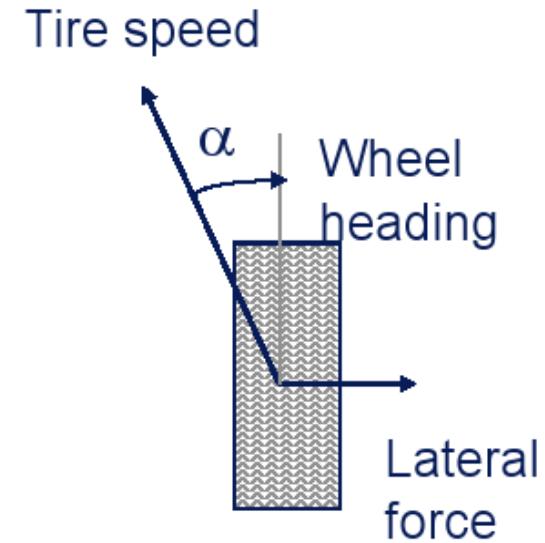
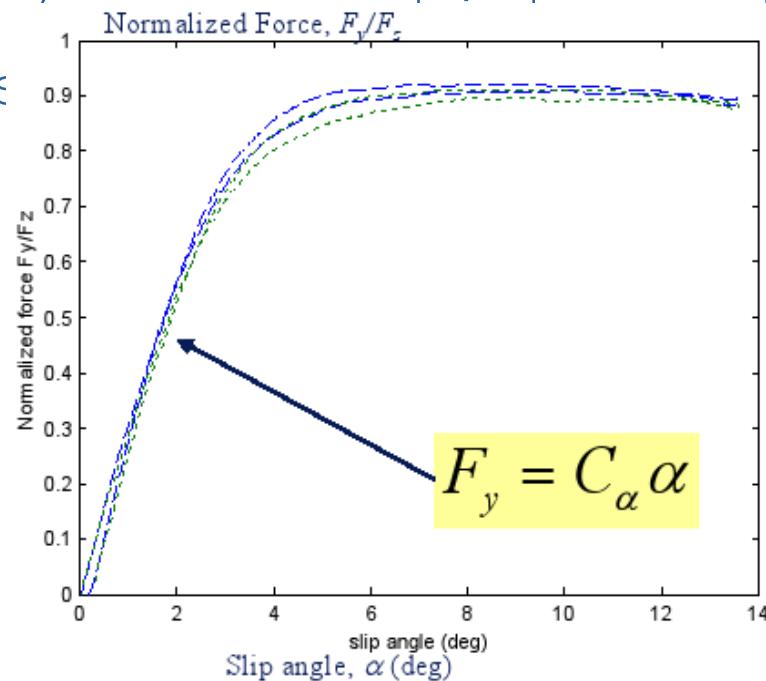
Yaw

$$\sum M_z = -I_{xz}\dot{p} + I_{zz}\dot{r}$$

- Two popular types of models:
  - Lateral/Yaw (2DOF Handling, Lateral/Yaw)
  - Lateral/Yaw/Roll (3DOF Lateral/Yaw/Roll)

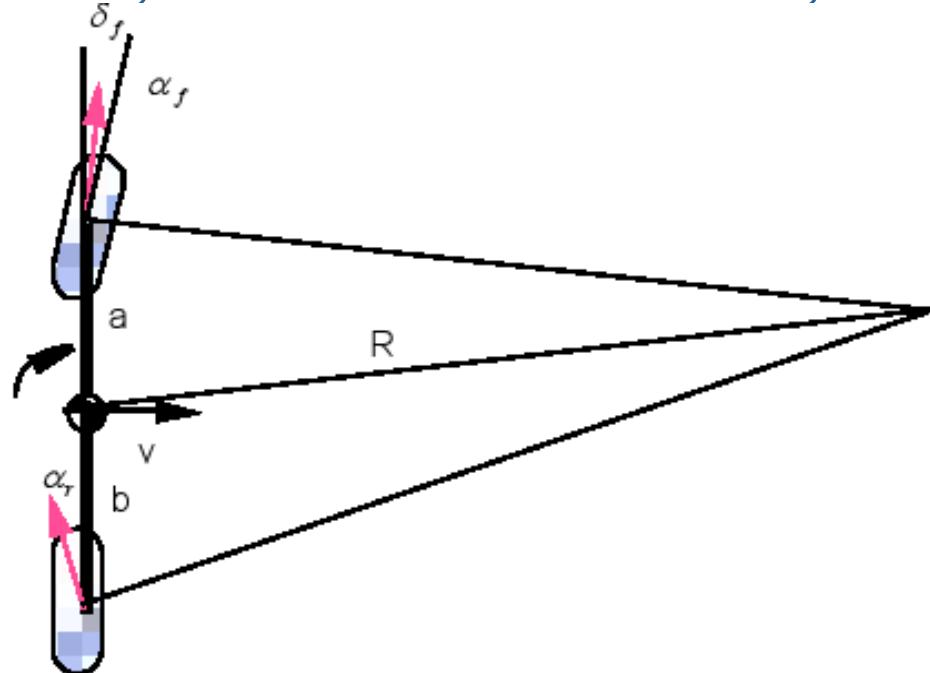
# Vehicle Lateral Dynamics

- Lateral and yaw (i.e., need to find equations for  $\dot{v}$  and  $\dot{r}$ )
- Critical step is to link input (steering) with tire lateral dynamics



# The 2 DOF “Bicycle Model”

- Relationship between (front axle) steering angle and side angles



$$\alpha_f = \delta_f - \tan^{-1}\left(\frac{v + ar}{u}\right) \approx \delta_f - \frac{v + ar}{u}$$

$$\alpha_r = \delta_r - \tan^{-1}\left(\frac{v - br}{u}\right) \approx -\frac{v - br}{u}$$

# The 2 DOF “Bicycle Model”

- $u$ : forward speed
- $v$ : lateral speed
- $r$ : yaw rate
- $R$ : Turning radius  
( $u/r$ )
- $L = a + b$ : Wheel base

- Ackerman Angle:

$$\delta_f = \frac{L}{R} + \alpha_f - \alpha_r$$

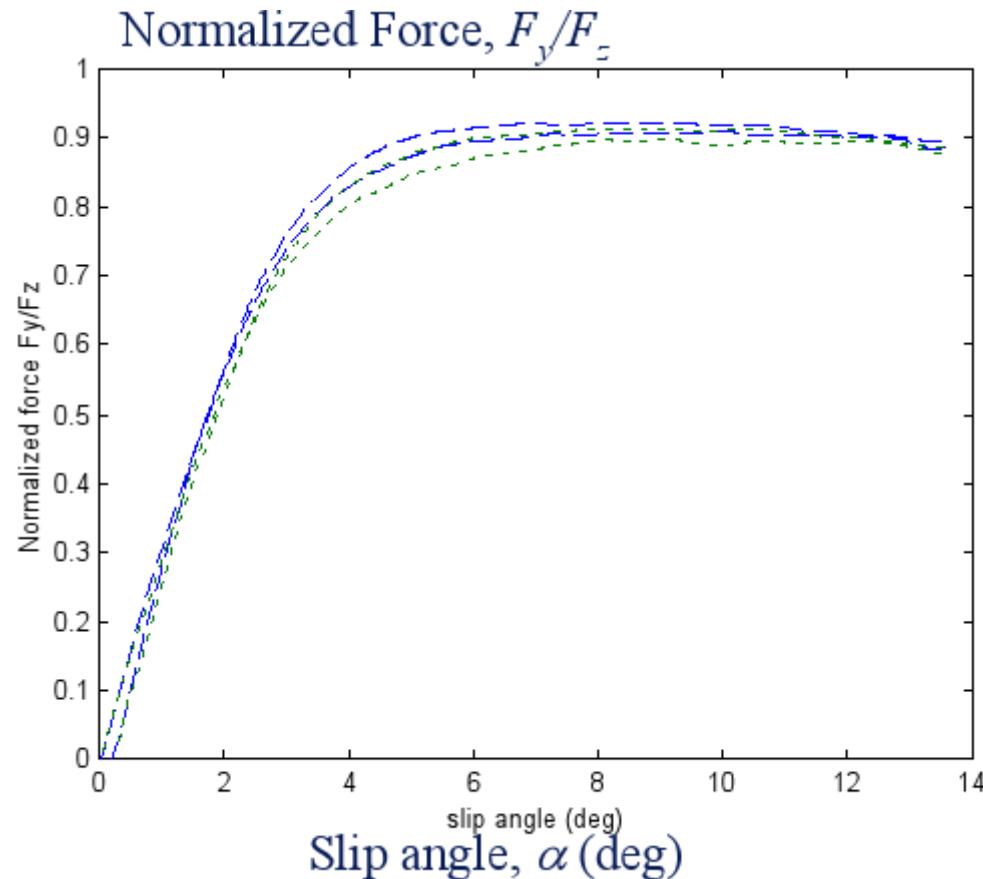
# Oversteer/Understeer/Neutral Steer

- If the front slip angle is larger than the rear slip angle, this condition is termed “understeer”
- This implies that the steering angle must be larger than the Ackerman angle to maintain a constant radius turn at non-zero speed
- Roughly, this means if the front tires are more deformable or soft (e.g., low tire pressure, cheap tires), the vehicle  $\alpha_f > \alpha_r$       **understeer**

$\alpha_f < \alpha_r$       **oversteer**

$\alpha_f = \alpha_r$       **neutral steer**

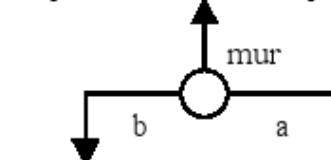
# Tire Lateral Forces



- Tire lateral forces depend on normal force, are a nonlinear function of tire slip, and depend on tire design (e.g., radial, bias-ply) and inflation pressure
- Small  $\alpha$ :  $F_y = C_\alpha \alpha$  e:

# Force Balance Under Steady-State Turning

Top View (horizontal plane)

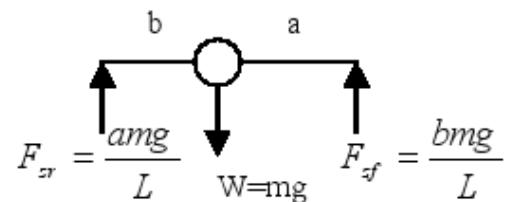


$$F_{yr} = \frac{amur}{L} \quad F_{yf} = \frac{bmur}{L}$$

$$\dot{v} = \dot{r} = 0$$

$$\begin{aligned} mur &= F_{yf} + F_{yr} \\ 0 &= F_{yf} \cdot a - F_{yr} \cdot b \end{aligned} \longrightarrow F_{yf} = \frac{b}{L} mur \quad F_{yr} = \frac{a}{L} mur$$

Side View (vertical plane)



$$\frac{F_{yf}}{F_{zf}} = \frac{F_{yr}}{F_{zr}} = \frac{ur}{g}$$

$$\begin{aligned} mg &= F_{zf} + F_{zr} \\ 0 &= F_{zf} \cdot a - F_{zr} \cdot b \end{aligned} \longrightarrow F_{zf} = \frac{b}{L} mg \quad F_{zr} = \frac{a}{L} mg$$

# Understeer Coefficient

$$\delta_f = \frac{L}{R} + \alpha_f - \alpha_r$$

$$= \frac{L}{R} + mur \cdot \frac{b}{L} \frac{1}{C_{af}} - mur \cdot \frac{a}{L} \frac{1}{C_{ar}}$$

$$= \frac{L}{R} + \left( \frac{mb}{LC_{af}} - \frac{ma}{LC_{ar}} \right) \frac{u^2}{R}$$

***K<sub>us</sub>***   rad/(m/s<sup>2</sup>)

$$\delta_f = \frac{L}{R} + K_{us} a_y$$

$$= \frac{L}{R} + \left( \frac{F_{\perp f}}{C_{af}} - \frac{F_{\perp r}}{C_{ar}} \right) \frac{u^2}{Rg}$$

***K'<sub>us</sub>***   rad/g

Nondimensional lateral acceleration in g's

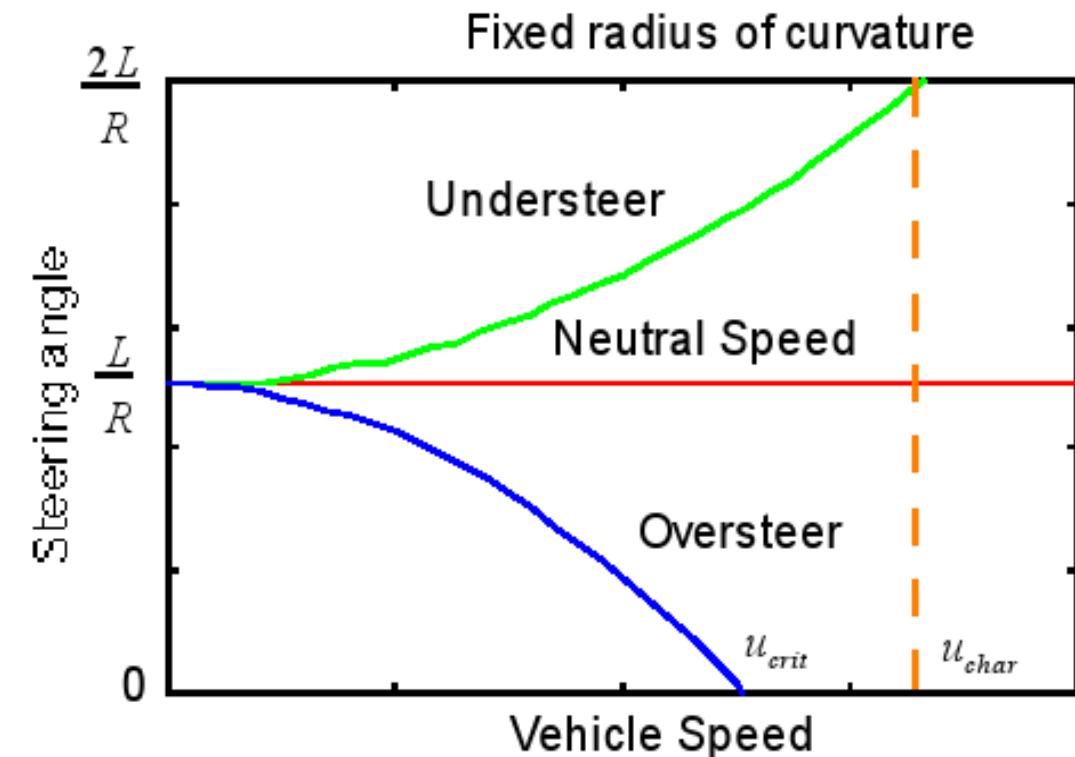
# Characteristic Speed and Critical Speed

- The characteristic speed (of an understeer vehicle) is defined as the speed at which the steer angle is twice the Ackerman angle:

$$u_{char} = \sqrt{\frac{L}{K_{us}}}$$

- The critical speed (of an oversteer vehicle) is defined as the speed at which the steer angle is zero.

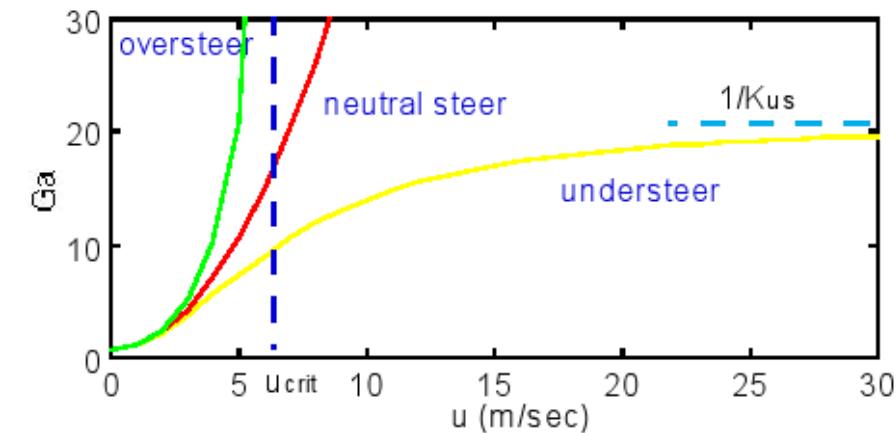
$$u_{crit} = \sqrt{\frac{-L}{K_{us}}}$$



# Vehicle Handling Gains

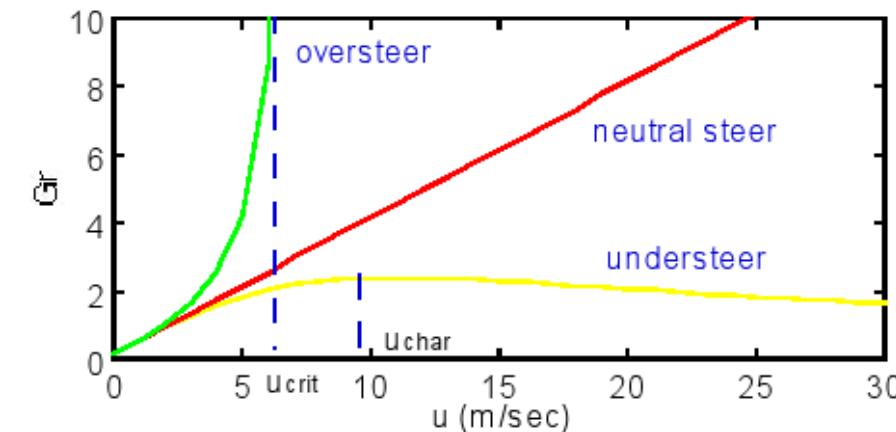
- Lateral Acceleration Gain

$$G_a = \frac{a_y}{\delta_f} = \frac{\frac{u^2}{R}}{\delta_f} = \frac{\frac{u^2}{L}}{\delta_f \cdot \frac{R}{L}} = \frac{\frac{u^2}{L}}{1 + K_{us} \frac{u^2}{L}} = \frac{u^2}{L + K_{us} u^2}$$



- Yaw rate gain

$$G_r = \frac{r}{\delta_f} = \frac{\frac{u}{R}}{\delta_f} = \frac{u}{L + K_{us} u^2}$$



# Effect of Tractive Forces on $K_{us}$

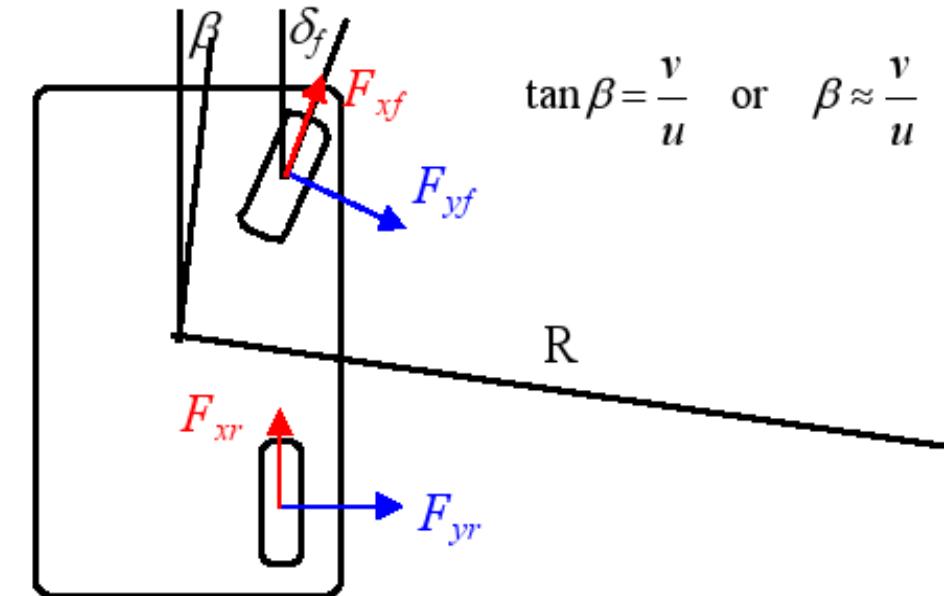
- For the vehicle in a steady turn, apply Newton's 2<sup>nd</sup> law in the y direction at each

$$F_{yf} \cos(\delta_f - \beta) + F_{xf} \sin(\delta_f - \beta) = F_{yf} \cos\left(\frac{a}{R} + \alpha_f\right) + F_{xf} \sin\left(\frac{a}{R} + \alpha_f\right) = m \frac{b}{L} \frac{u^2}{R}$$

$$F_{yr} \cos(\beta) - F_{xr} \sin(\beta) = F_{yr} \cos\left(\frac{b}{R} - \alpha_r\right) - F_{xr} \sin\left(\frac{b}{R} - \alpha_r\right) = m \frac{a}{L} \frac{u^2}{R}$$

Small angle assumption:  $\sin(\theta) \approx \theta, \cos(\theta) \approx 1$

Linear tire:  $F_{yf} \approx C_{af} \alpha_f, F_{yr} \approx C_{ar} \alpha_r$



# Effect of Tractive Forces on $K_{us}$ (cont.)

$$F_{yf} \cos\left(\frac{a}{R} + \alpha_f\right) + F_{xf} \sin\left(\frac{a}{R} + \alpha_f\right) \approx F_{yf} + F_{xf}\left(\frac{a}{R} + \alpha_f\right) = m \frac{b}{L} \frac{u^2}{R}$$



$$C_{\alpha f} \alpha_f + F_{xf}\left(\frac{a}{R} + \alpha_f\right)$$

$$F_{yr} \cos\left(\frac{b}{R} - \alpha_r\right) - F_{xr} \sin\left(\frac{b}{R} - \alpha_r\right) \approx F_{yr} - F_{xr}\left(\frac{b}{R} - \alpha_r\right) = m \frac{a}{L} \frac{u^2}{R}$$



$$C_{\alpha r} \alpha_r - F_{xr}\left(\frac{b}{R} - \alpha_r\right)$$



$$\alpha_f = \frac{m \frac{b}{L} \frac{u_o^2}{R} - F_{xf} \frac{a}{R}}{C_{\alpha f} + F_{xf}}$$

$$\alpha_r = \frac{m \frac{a}{L} \frac{u_o^2}{R} + F_{xr} \frac{b}{R}}{C_{\alpha r} + F_{xr}}$$

# Effect of Tractive Forces on K<sub>us</sub>

$$\delta_f = \frac{L}{R} + (\alpha_f - \alpha_r) = \frac{L}{R} + \frac{m \frac{b}{L} \frac{u^2}{R} - F_{xf} \frac{a}{R}}{C_{\alpha f} + F_{xf}} - \frac{m \frac{a}{L} \frac{u^2}{R} + F_{xr} \frac{b}{R}}{C_{\alpha r} + F_{xr}}$$

$$= \underbrace{\frac{L}{R} - \frac{F_{xf}}{C_{\alpha f} + F_{xf}} \frac{a}{R} - \frac{F_{xr}}{C_{\alpha r} + F_{xr}} \frac{b}{R}}_{\text{The new Ackermann angle}} + \underbrace{\left[ \frac{mb}{L(C_{\alpha r} + F_{xr})} - \frac{ma}{L(C_{\alpha f} + F_{xf})} \right] \frac{u^2}{R}}_{\text{The new Kus}}$$

- Front wheel drive: More understeer? More oversteer?

# 2DOF Vehicle Transient Model

$$\sum F_x = m\ddot{u}'$$

$$\sum F_y = m(\dot{v} + ru_o)$$

$$\sum F_z = m(\dot{w} - qu_o)$$

$$\sum M_x = I_{xx}\dot{p} - I_{xz}\dot{r}$$

$$\sum M_y = I_{yy}\dot{q}$$

$$\sum M_z = -I_{xz}\dot{p} + I_{zz}\dot{r}$$

Figure out the tire forces  
and corresponding yaw moment

Keep the model linear

- small angle assumption
- linear tire approximation

# 2DOF Vehicle Transient Model

- Slip Angles:

$$\alpha_f = \delta_f - \tan^{-1} \left( \frac{v + ar}{u} \right) \approx \delta_f - \frac{v + ar}{u}$$

$$\alpha_r = \delta_r - \tan^{-1} \left( \frac{v - br}{u} \right) \approx -\frac{v - br}{u}$$

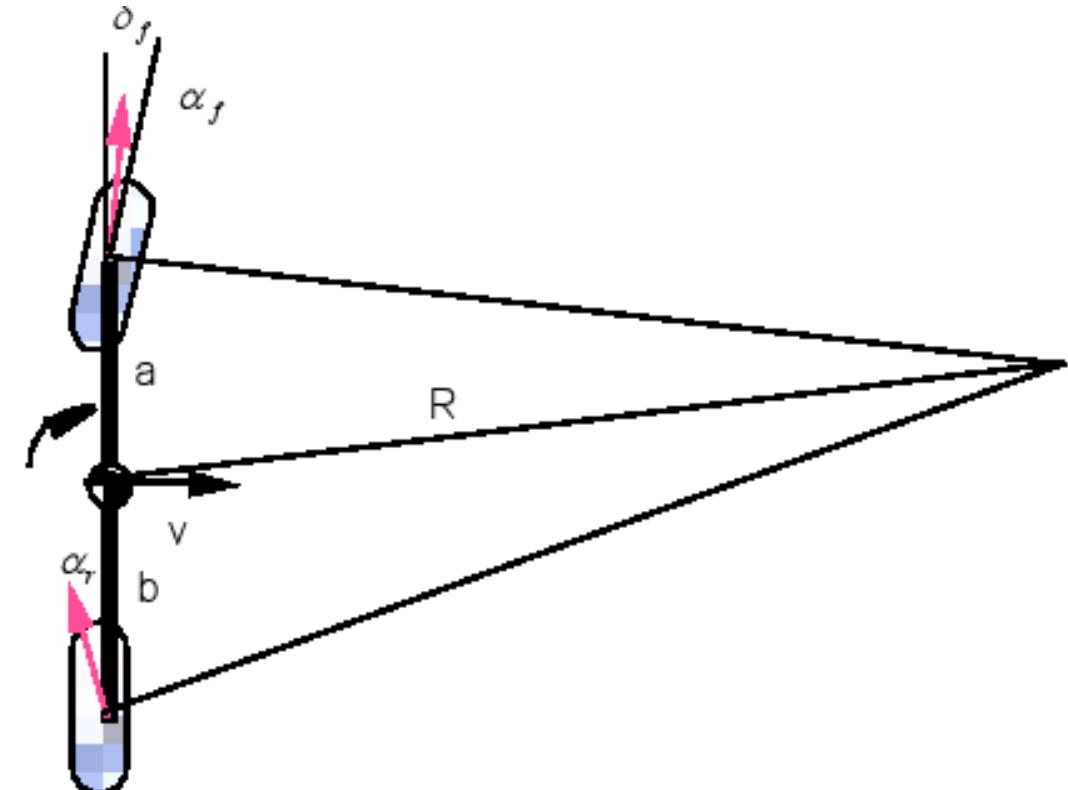
- Lateral Tire Force:  $F_y = C_\alpha \alpha$

$\sum F_y = m(\dot{v} + u_0 r)$ :

$$C_{\alpha f} \left[ \delta_f - \frac{v + ar}{u_0} \right] + C_{\alpha r} \left[ -\frac{v - br}{u_0} \right] = m(\dot{v} + u_0 r)$$

$\sum M_z = I_z \dot{r}$ :

$$C_{\alpha f} \left[ \delta_f - \frac{v + ar}{u_0} \right] a - C_{\alpha r} \left[ -\frac{v - br}{u_0} \right] b = I_z \dot{r}$$



# State Space Form of the 2DOF Model

$$\frac{d}{dt} \begin{bmatrix} v \\ r \end{bmatrix} = \begin{bmatrix} -(C_{\alpha f} + C_{\alpha r}) & bC_{\alpha r} - aC_{\alpha f} \\ mu_o & -(a^2C_{\alpha f} + b^2C_{\alpha r}) \\ bC_{\alpha r} - aC_{\alpha f} & I_z u_o \end{bmatrix} \begin{bmatrix} v \\ r \end{bmatrix} + \begin{bmatrix} \frac{C_{\alpha f}}{m} \\ \frac{aC_{\alpha f}}{I_z} \end{bmatrix} \delta_f$$

Or equivalently, since  $\tan \beta = \frac{v}{u_0}$  or  $v \approx \beta u_0$

$$\begin{bmatrix} \dot{\beta} \\ \dot{r} \end{bmatrix} = \begin{bmatrix} -(\frac{C_{\alpha f} + C_{\alpha r}}{mu_o}) & -(\frac{aC_{\alpha f} - bC_{\alpha r}}{mu_o^2}) - 1 \\ -(\frac{aC_{\alpha f} - bC_{\alpha r}}{I_z}) & -(\frac{C_{\alpha f}a^2 + C_{\alpha r}b^2}{I_z u_o}) \end{bmatrix} \begin{bmatrix} \beta \\ r \end{bmatrix} + \begin{bmatrix} \frac{C_{\alpha f}}{mu_o} \\ \frac{aC_{\alpha f}}{I_z} \end{bmatrix} \delta_f$$

# State Space Form of the 2DOF Model

```
% Ex3_6a.m
% 2DOF model vehicle parameters
a = 1.14; % distance c.g. to front axle (m)
L = 2.54; % wheel base (m)
m = 1500; % mass (kg)
Iz = 2420.0; % yaw moment of inertia (kg-m^2)
Caf = 44000*2; % cornering stiffness--front axle (N/rad)
Car = 47000*2; % cornering stiffness-- rear axle (N/rad)
b=L-a; g=9.81;
Kus = m*b/(L*Caf) - m*a/(L*Car); % (rad/(m/sec^2))
u=20.0; % forward speed in m/sec
A=[-(Caf+Car)/(m*u), (b*Car-a*Caf)/(m*u)-u
   (b*Car-a*Caf)/(Iz*u), -(a^2*Caf+b^2*Car)/(Iz*u)];
B=[Caf/m; a*Caf/Iz];
C_lat = [1 0]; D_lat = 0; % Lateral speed
C_yaw = [0 1]; D_yaw = 0; % Yaw rate
C_acc=A(1,:)+u*[0,1];
D_acc = B(1); % Lateral acceleration
C = [C_lat; C_yaw; C_acc];
D = [D_lat; D_yaw; D_acc];
t=[0:0.01:6];
U=0.5*pi/180*sin(1/3*2*pi*t);
```

```
Y=lsim(A,B,C,D,U,t);

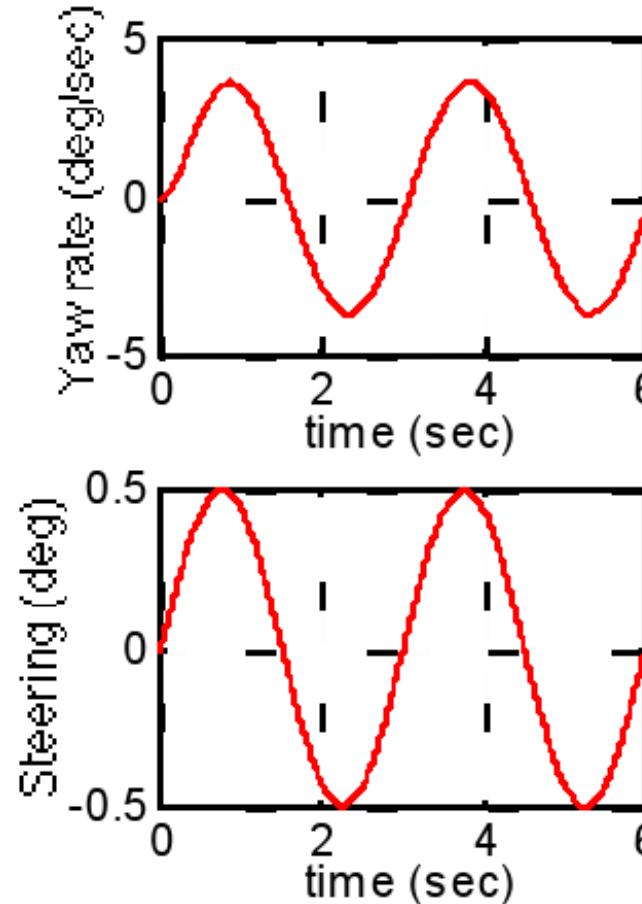
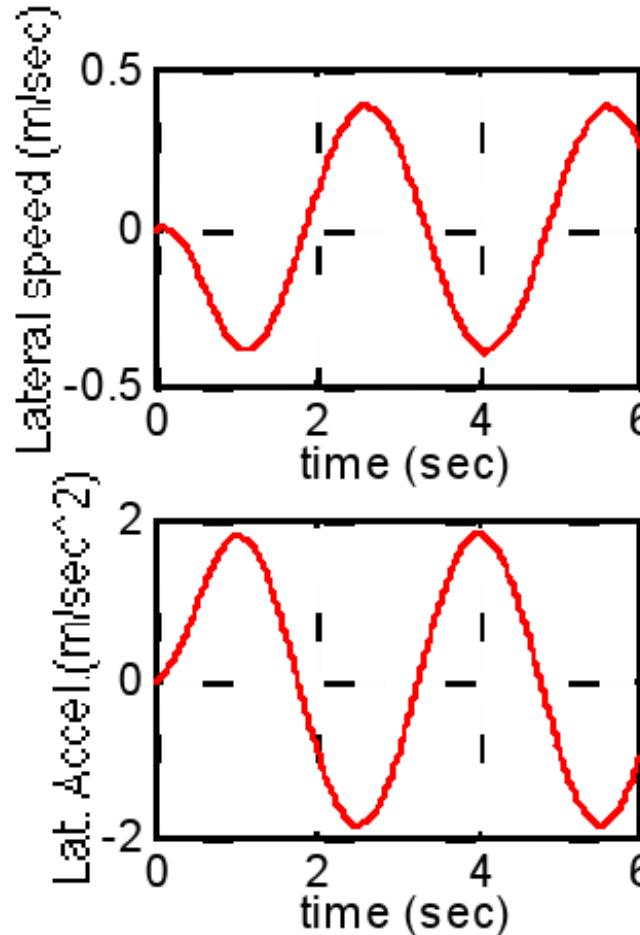
Subplot, subplot(221)
plot(t,Y(:,1),'r'); grid
xlabel('time (sec)')
ylabel('Lateral speed (m/sec)')

subplot(222)
plot(t,Y(:,2)*180/pi,'r'); grid
xlabel('time (sec)')
ylabel('Yaw rate (deg/sec)')

subplot(223)
plot(t,Y(:,3),'r'); grid
xlabel('time (sec)')
ylabel('Lat. Accel.(m/sec^2)')

subplot(224)
plot(t,U*180/pi,'r'); grid
xlabel('time (sec)')
ylabel('Steering (deg)')
```

# State Space Form of the 2DOF Model



```
Subplot, subplot(221)
plot(t, Y(:,1),'r'); grid
xlabel('time (sec)')
ylabel('Lateral speed (m/sec)')
```

```
subplot(222)
plot(t, Y(:,2)*180/pi,'r'); grid
xlabel('time (sec)')
ylabel('Yaw rate (deg/sec)')
```

```
subplot(223)
plot(t, Y(:,3),'r'); grid
xlabel('time (sec)')
ylabel('Lat. Accel.(m/sec^2)')
```

```
subplot(224)
plot(t,U*180/pi,'r'); grid
xlabel('time (sec)')
ylabel('Steering (deg)')
```

# Three Degree of Freedom Model

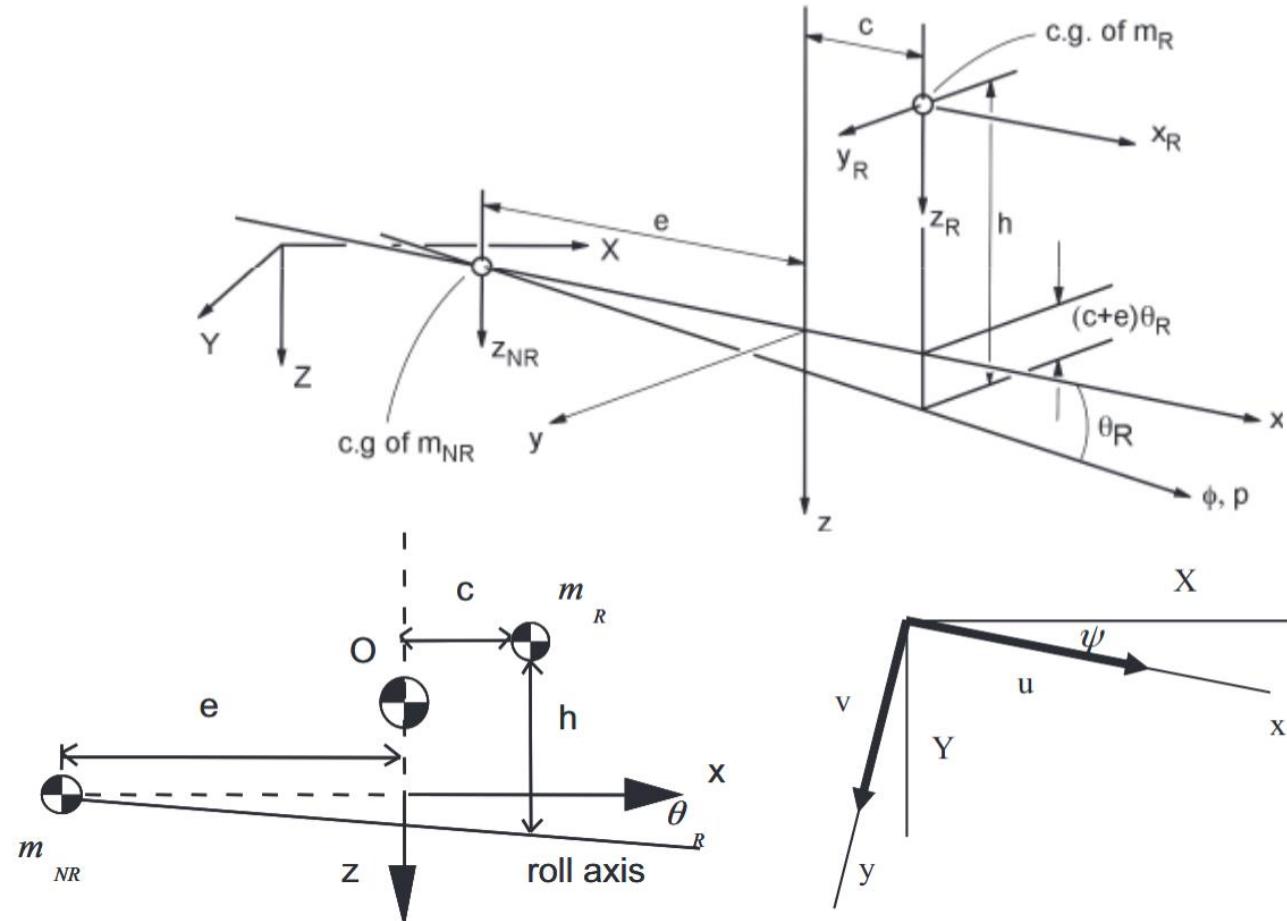


Figure 4.12. Schematic of the three-DOF model.

# Three Degree of Freedom Model

- The 3DOF model includes the roll mode ( $p$  and  $\varphi$ )
- 3DOF requires 4 states ( $\beta$  or  $v$ ,  $r$ ,  $p$  and  $\varphi$ )
- Steering compliance and camber effects included
- The idea is to make the handling model more realistic
- The coefficients  $Y_\beta, Y_r, Y_\varphi, Y_\delta, N_\beta, N_r, N_\varphi, N_\delta, L_r, L_\varphi$  are termed stability derivatives

$$\begin{bmatrix} mu_o & 0 & m_R h & 0 \\ 0 & I_z & I_{xz} & 0 \\ m_R h u_o & I_{xz} & I_x & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} \dot{\beta} \\ \dot{r} \\ \dot{p} \\ \dot{\varphi} \end{bmatrix} + \begin{bmatrix} -Y_\beta & mu_o - Y_r & 0 & -Y_\phi \\ -N_\beta & -N_r & 0 & -N_\phi \\ 0 & m_R h u_o & -L_p & -L_\phi \\ 0 & 0 & -1 & 0 \end{bmatrix} \begin{bmatrix} \beta \\ r \\ p \\ \varphi \end{bmatrix} = \begin{bmatrix} Y_\delta \\ N_\delta \\ 0 \\ 0 \end{bmatrix} \delta_f$$

# MATLAB/SIMULINK Revisited

## (Yaw roll.m)

```
% Example MATLAB/SIMULINK simulation programs
% Yaw/Roll Model example
% Work with the following two files:
%   Yaw_roll_model_sfun.m    (the S- function)
%   example_3dof.mdl (the MATLAB function)
u=20;                                % forward speed (m/sec)
t=[0:0.01:6];
steer=30*sin(1/3*2*pi*t);  % in deg!!!, not in rad

OPTIONS = simset('Solver','ode45','MaxStep',1e-2, ...
                  'RelTol',1e-3,'AbsTol',1e-3);
sim('example_3dof',[0:0.01:6],OPTIONS);

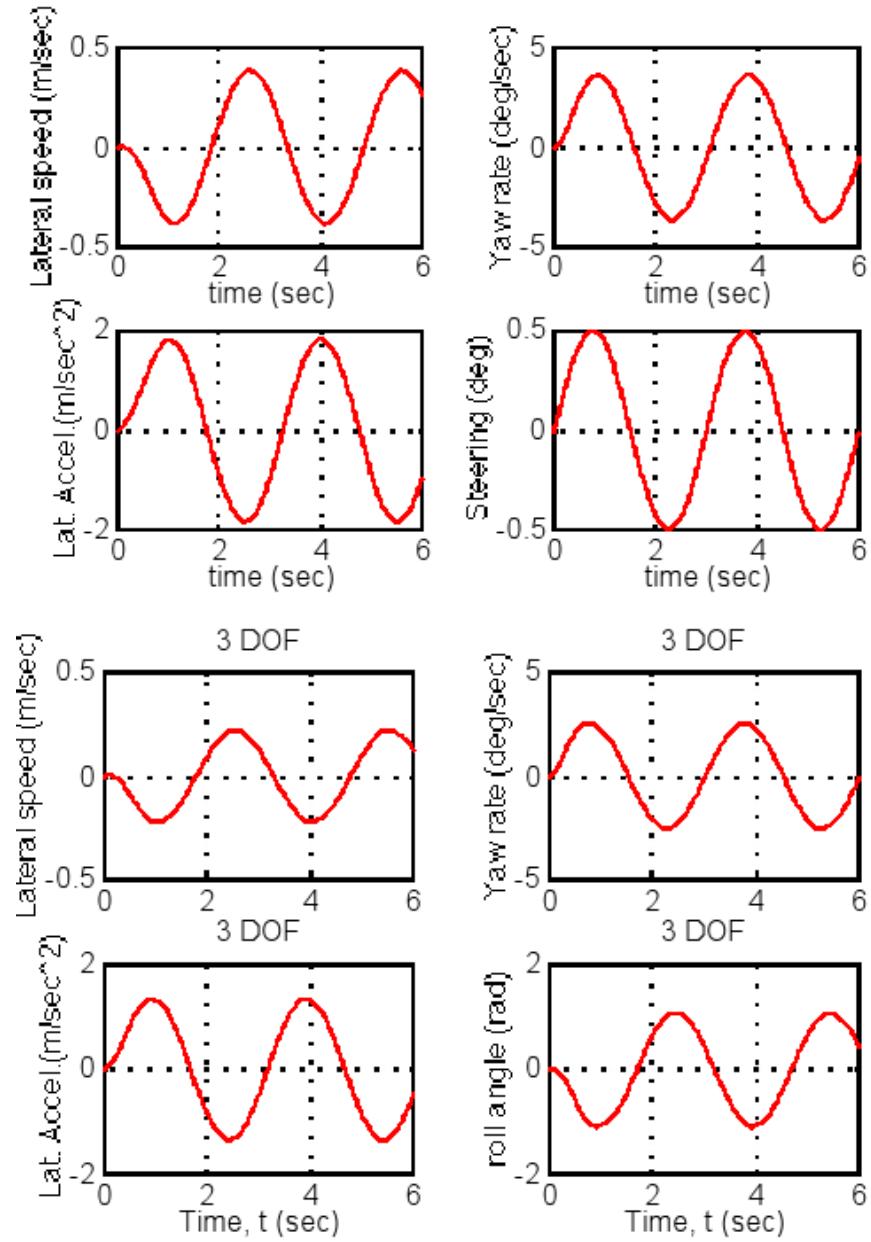
Subplot, subplot(221)
plot(t,v,'r'); grid
xlabel('time (sec)')
ylabel('Lateral speed (m/sec)')
```

## Ex. 3.6 – 2 DOF vs 3 DOF Simulation

3DOF model also includes roll degree of freedom (p and  $\varphi$ )

3DOF requires at least 4 states ( $\beta$  or v, r, p and  $\varphi$ ) or 6 including y and  $\psi$

Steering compliance and camber effects included





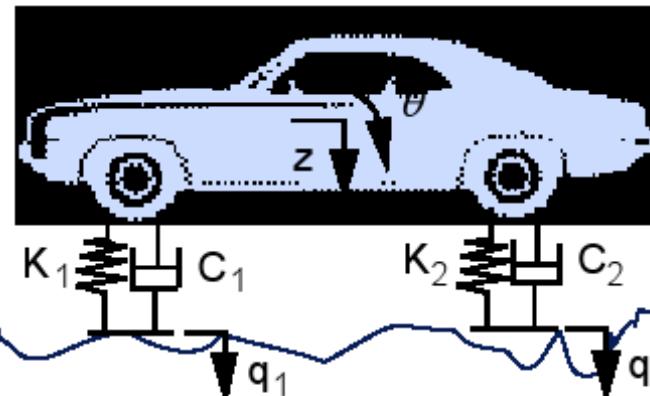
# CHAPTER – IV

## VEHICLE VERTICAL DYNAMICS

# Vehicle Vertical Dynamics



Human ride  
perception

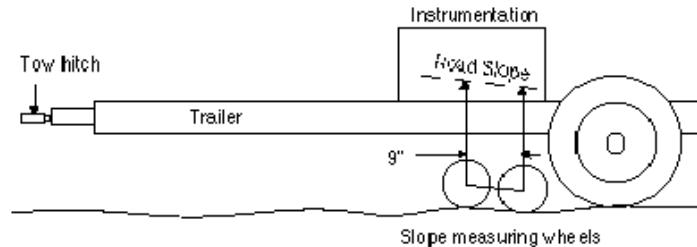


Vehicle dynamics

Road excitation

# Road Excitation Generation

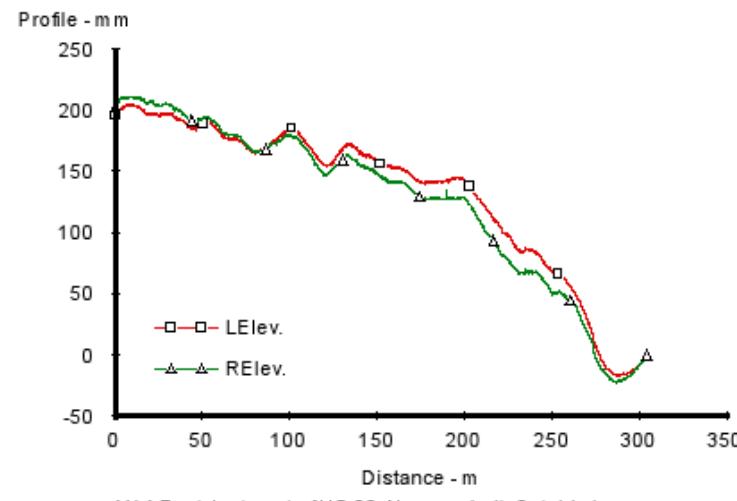
Alternative 1: Measure road file and use it directly.



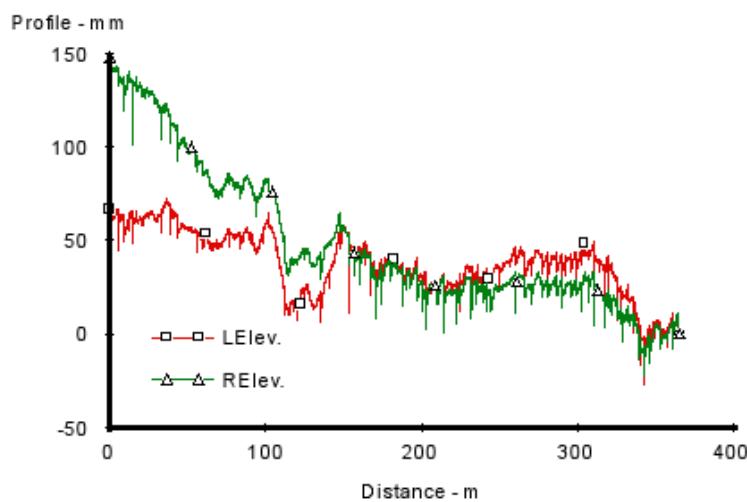
<http://www.umtri.umich.edu/erd/roughness/>

Fig. 6 Illustration of the CHLOE

Example road profile files:



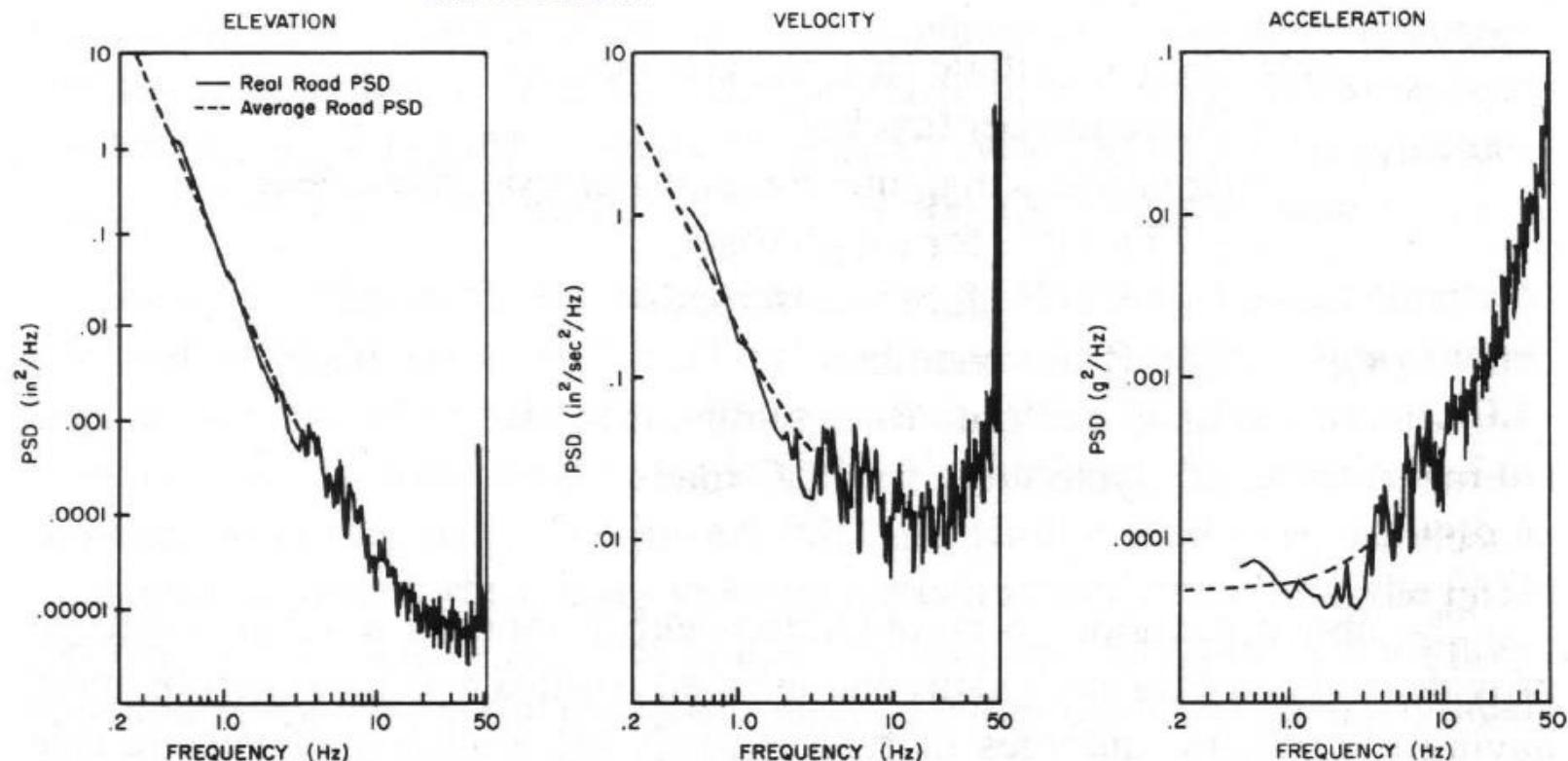
M14 East. just east of US 23. New asphalt. Outside lane.



M14 Fast at Mile Post 11 Radiv Faulted PCC. Outside lane

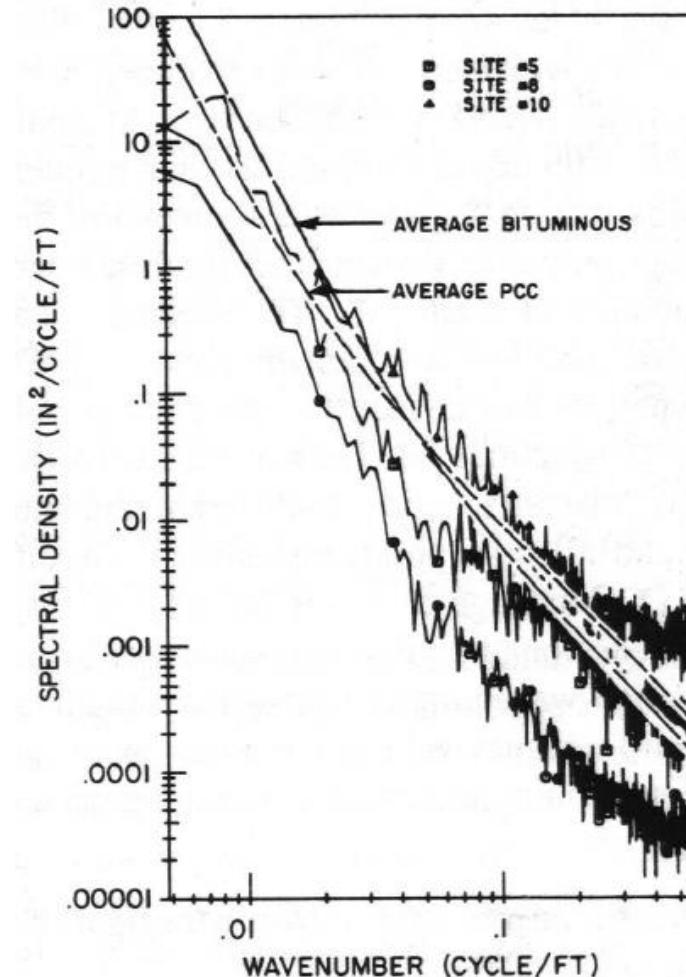
# Road Excitation Generation (cont.)

Alternative 2: Use a statistical **model** to represent road excitation.



# Model Road Input as a Random Variable

- The road unevenness is stochastic in nature:
  - Described as a random process
  - Characterized by its statistical features



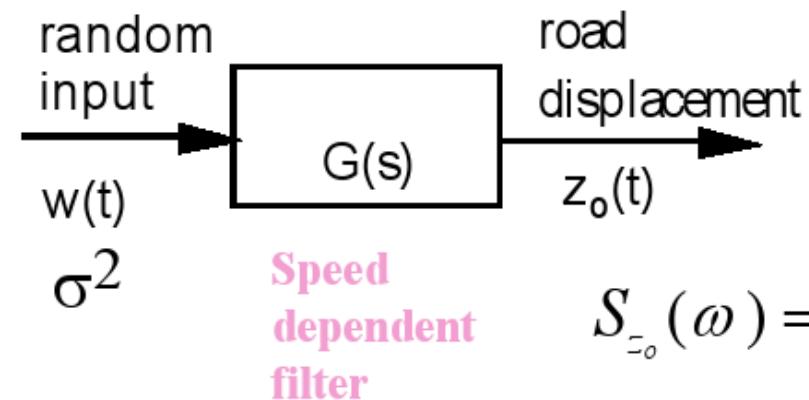
# Two Common Road Models

- Model the road velocity profile  $\dot{z}_o(t) = w(t)$  as white noise

```

sigma = 0.3;           % standard deviation in (in/sec)
t = 0:0.001:1;         % time horizon
zo_dot = sigma * randn(size(t));      % (in/sec)
    
```

- Model the road displacement  $z_o(t)$  as colored noise



$$S_{z_o}(\omega) = |G(\omega)|^2 \frac{\sigma^2}{2\pi}$$

# Colored-Noise Road Displacement Model

- Assume a simple first order  $f$
- $$G(s) = \frac{\omega_o}{s + \omega_o}$$

$$|G(j\omega)|^2 = \frac{\omega_o^2}{\omega^2 + \omega_o^2} = \frac{(\omega_o / \omega)^2}{(\omega_o / \omega)^2 + 1}$$

- Define spatial frequency for constant

$$\omega' = \frac{\omega}{u_o} \quad (\text{rad/m}) \quad f' = \frac{f}{u_o} \quad (\text{cycle/m})$$

$$\omega' = \frac{\omega}{u_o} \quad (\text{rad/ft}) \quad f' = \frac{f}{u_o} \quad (\text{cycle/ft})$$

$$S_{z_o}(f') = 2\pi(\sigma_o')^2 \frac{\frac{1}{2\pi f'^2}}{1 + \left(\frac{f_o}{f'}\right)^2}$$

$S_o$

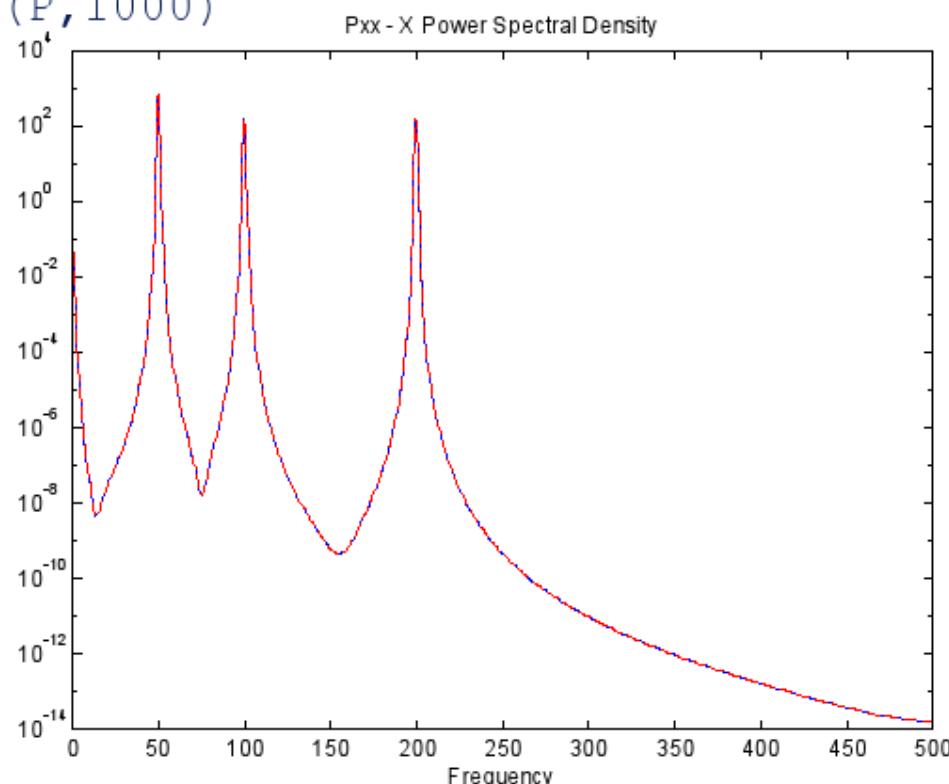


$S_0$  : roughness magnitude parameter  
 (1.25E-5 ft for rough roads  
 1.25E-6 ft for smooth roads)

$f_0$  : cutoff spatial frequency  
 (0.05 cycles/ft for bituminous roads  
 0.02 cycles/ft for Portland cement concrete roads)

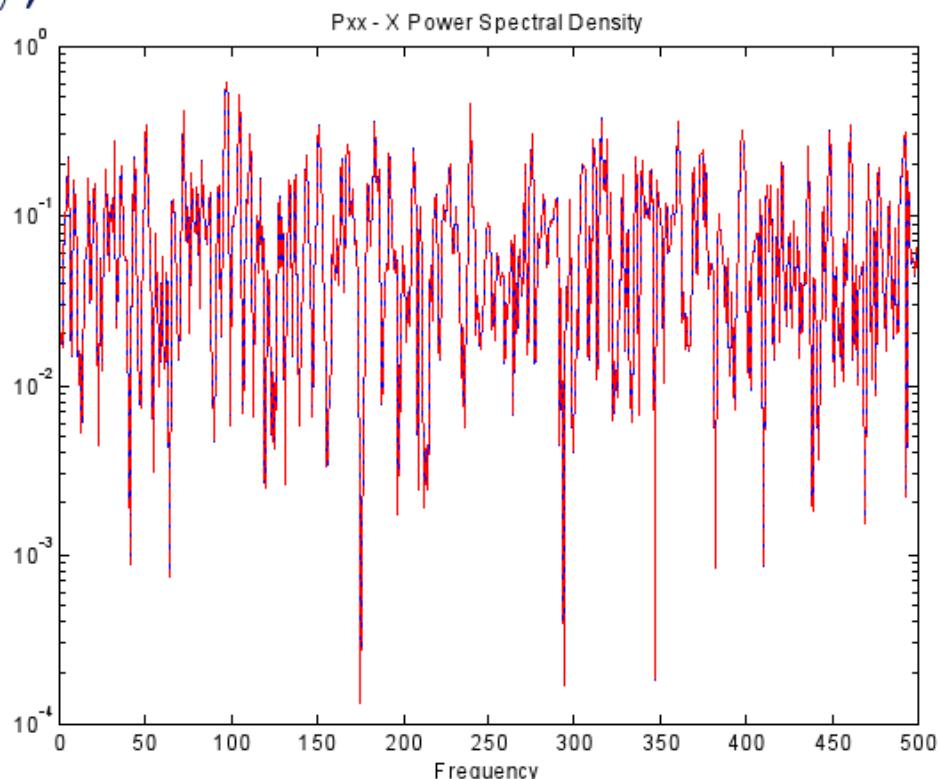
# Spectrum() & specplot()

```
t = 0:0.001:1.023;  
y = 2*sin(100*pi*t) + sin(200*pi*t)+ sin(400*pi*t);  
P=spectrum(y,1024);  
specplot(P,1000)
```



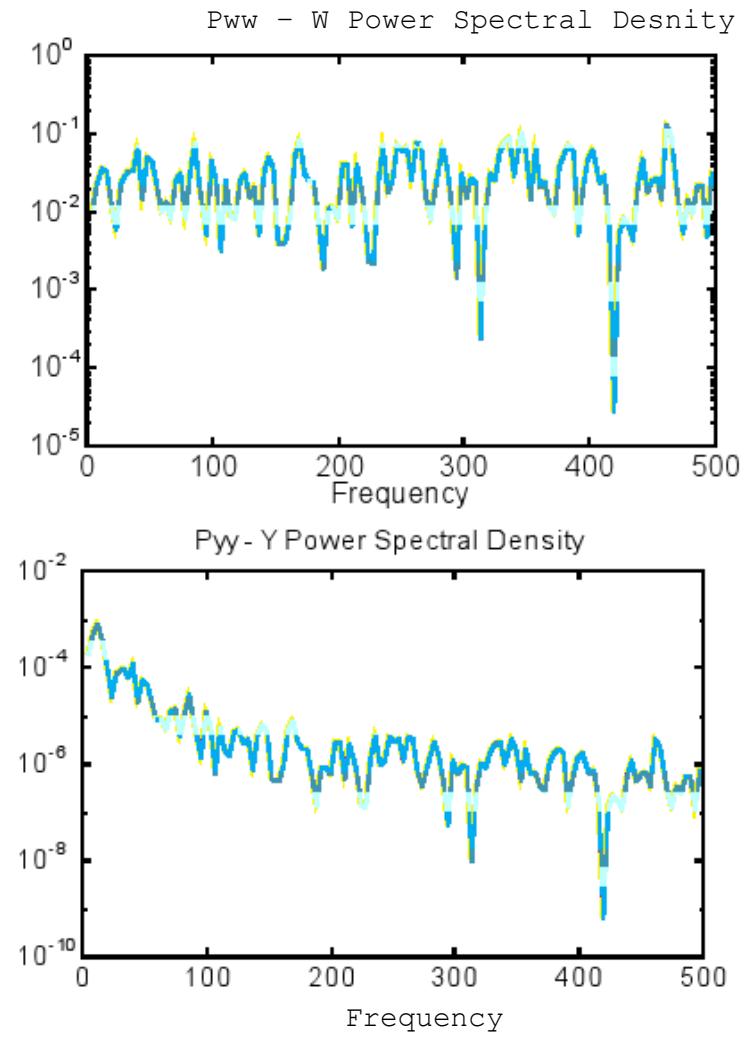
# Spectrum() & specplot() - Random Data

```
t = 0:0.001:1.023;  
y2=rand(size(t));  
P2=spectrum(y2,1024);  
specplot(P2,1000)
```



# Ex 3.7 Road Profile Generation

```
% Ex3_7.m
w=zeros(256,1);
Vel=80; % ft/sec
w0 = 2.*pi*Vel*0.02;
% PCC road surface
S0 = 1.25e-5; % rough road
sigma = (2*pi*Vel*sqrt(S0))/w0;
w = sigma*randn(size(w));
% Define the filter
T = 0.001; Fs = 1/T;
B = [1-exp(-w0*T)];
A = [1 -exp(-w0*T)];
y=filter(B,A,w);
% Determine the power spectrum
% for y and w
P = spectrum(w,y,256);
specplot(P,Fs)
```



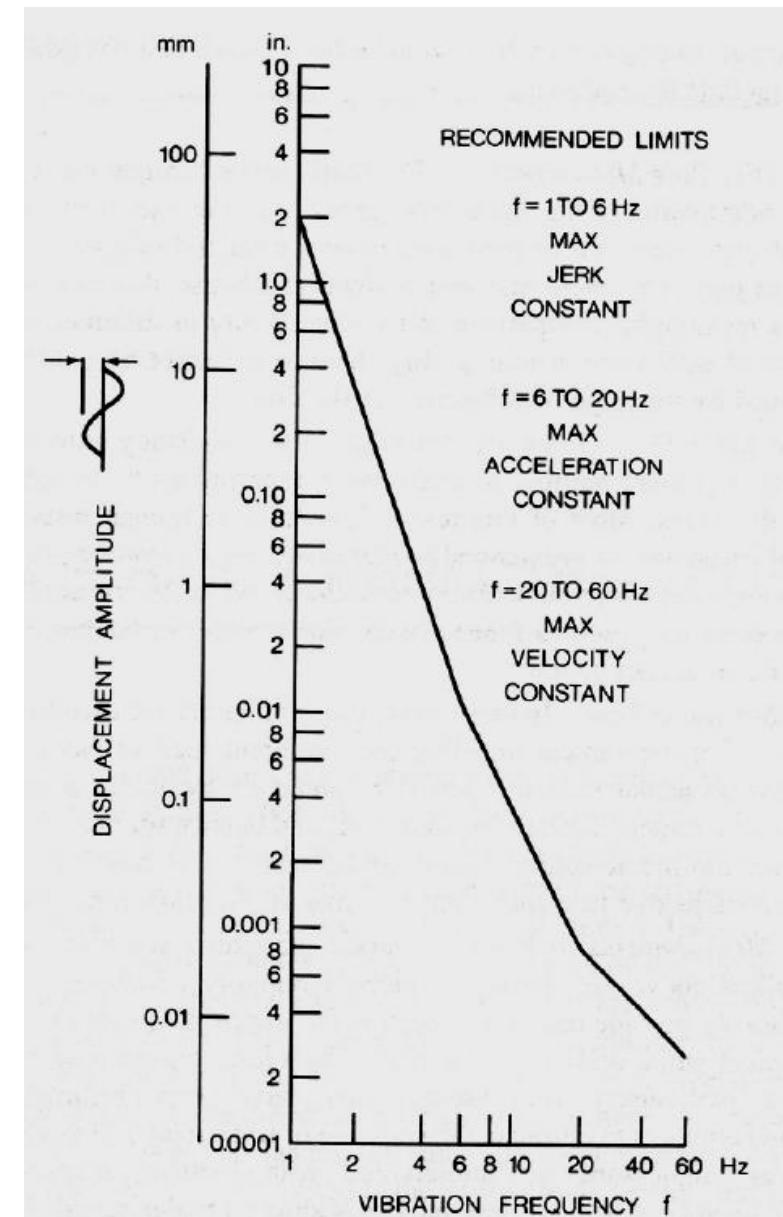
# Ride Quality

Subjective in nature and this is difficult to have a universal standard.

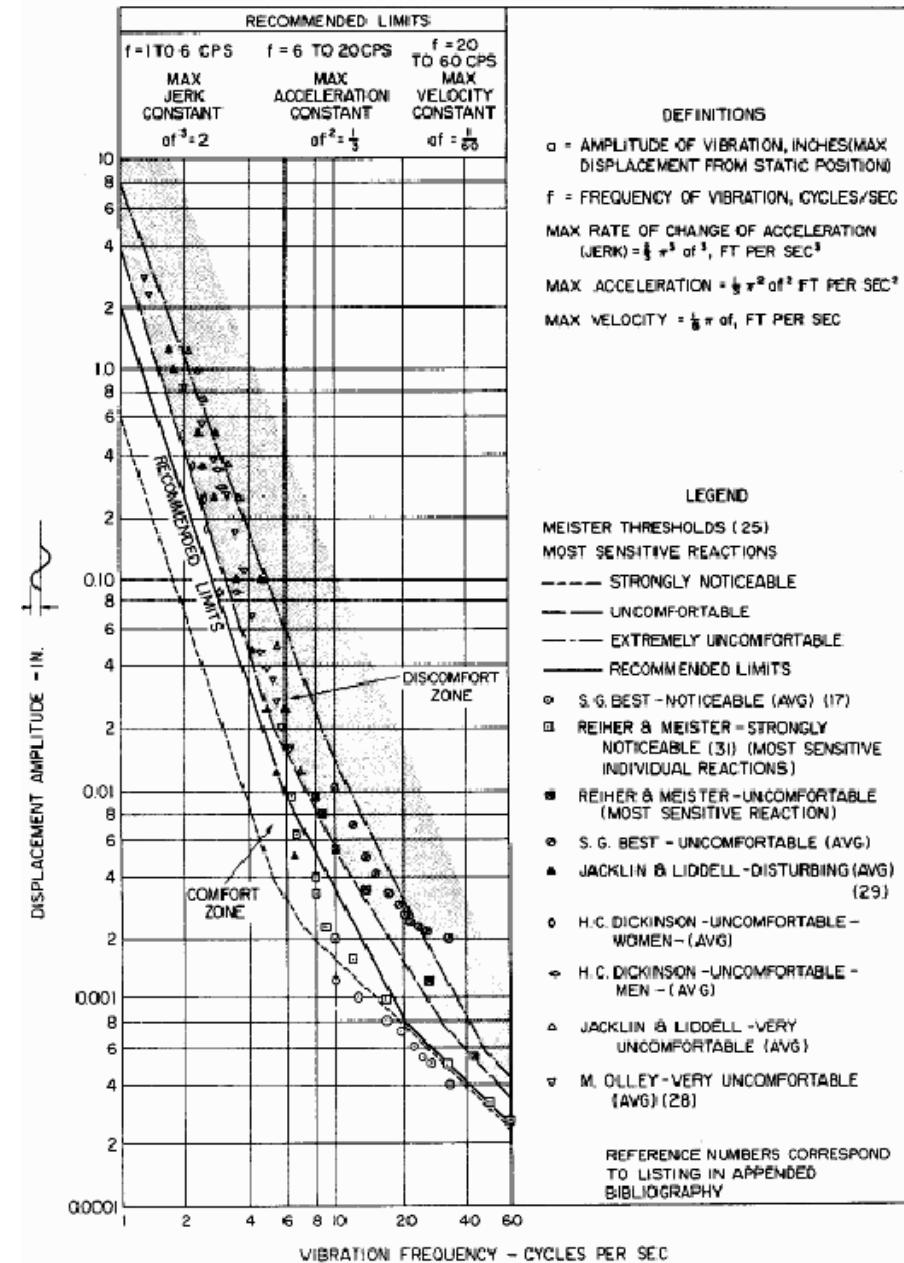
To quantify ride quality -> correlate physical signals (e.g., suspension acceleration) with subjective passenger perception.

Janeway's comfort criterion (SAE Ride and Vibration Data Manual J6a) is a popular formula

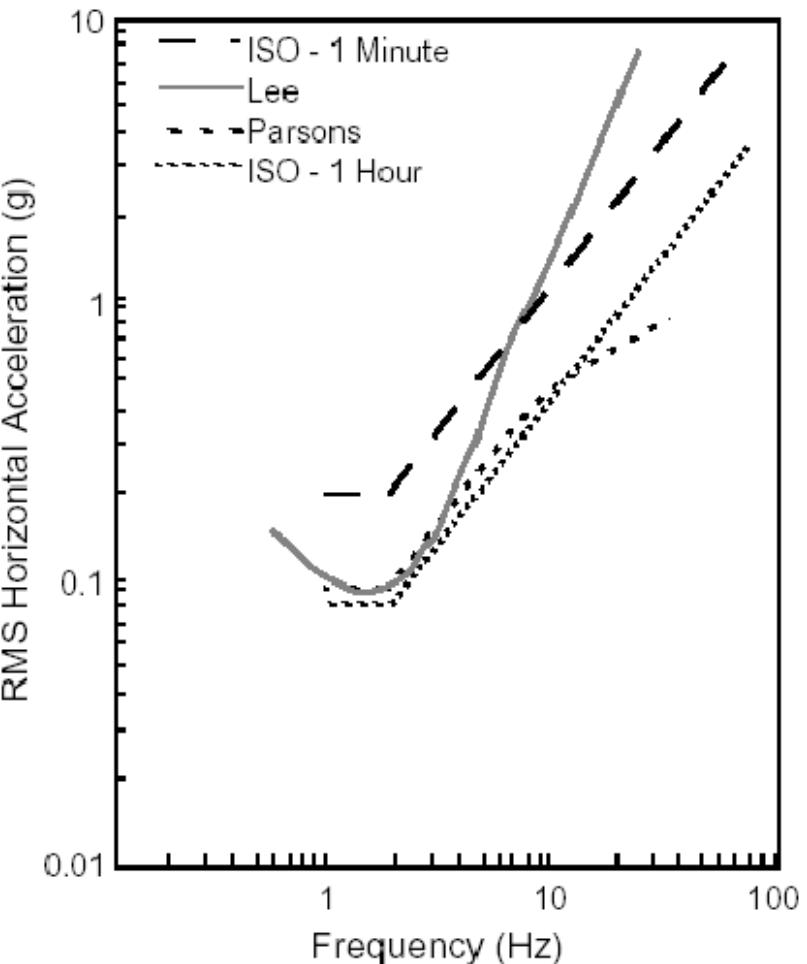
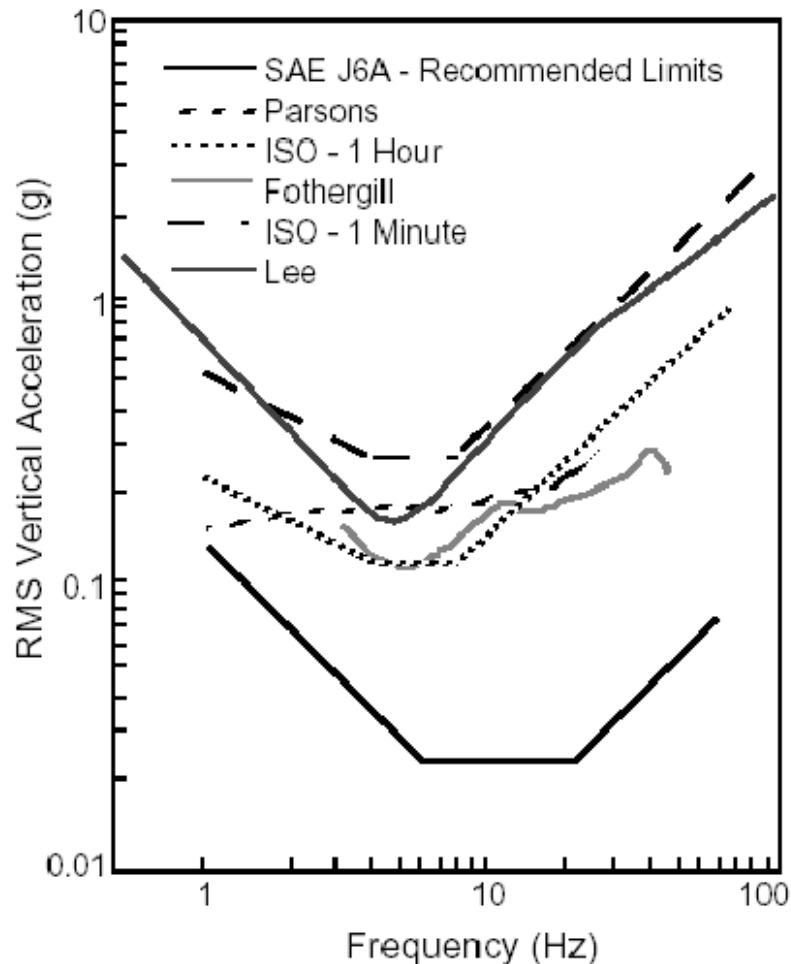
Maximum Allowable road displacement magnitude for single frequency excitations with frequency between 1 and 60 Hz



# Ride Quality (cont.)

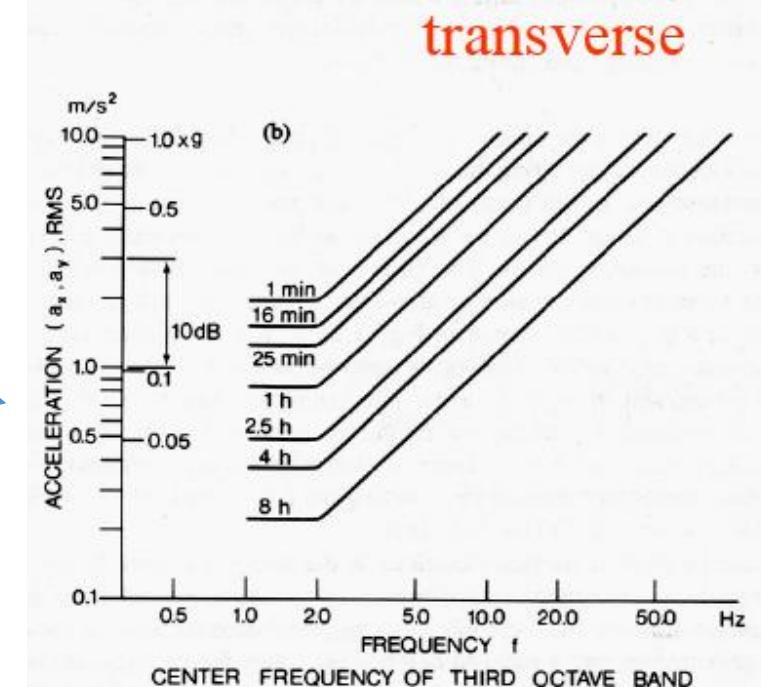
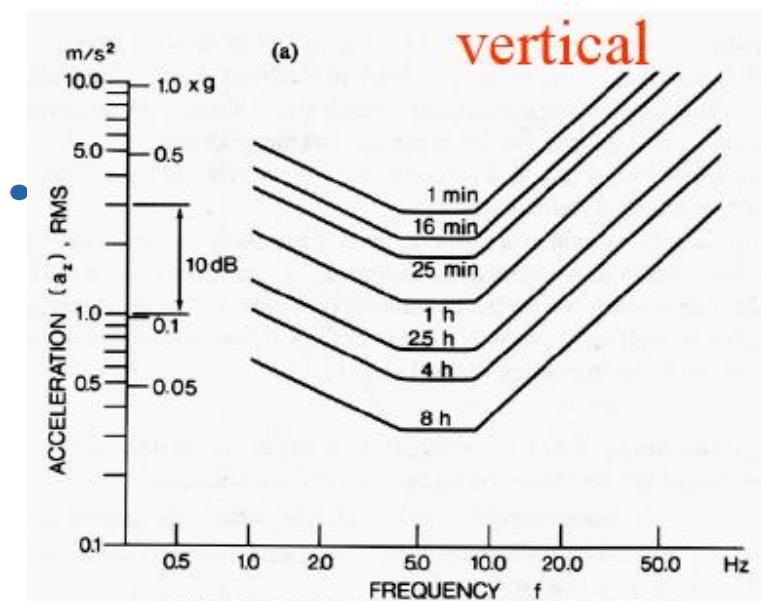


# Other Standards



# Ride Quality (cont.)

- ISO 2631 Criterion
  - Presents three limits for vibrations (both vertical and transverse) :
    - Safety Limit, Fatigue Limit, and Comfort Limit
  - Fatigue (decreased proficiency) limit
    - The safety limit is 6 dB higher, and comfort limit is 10 dB lower than the fatigue limit

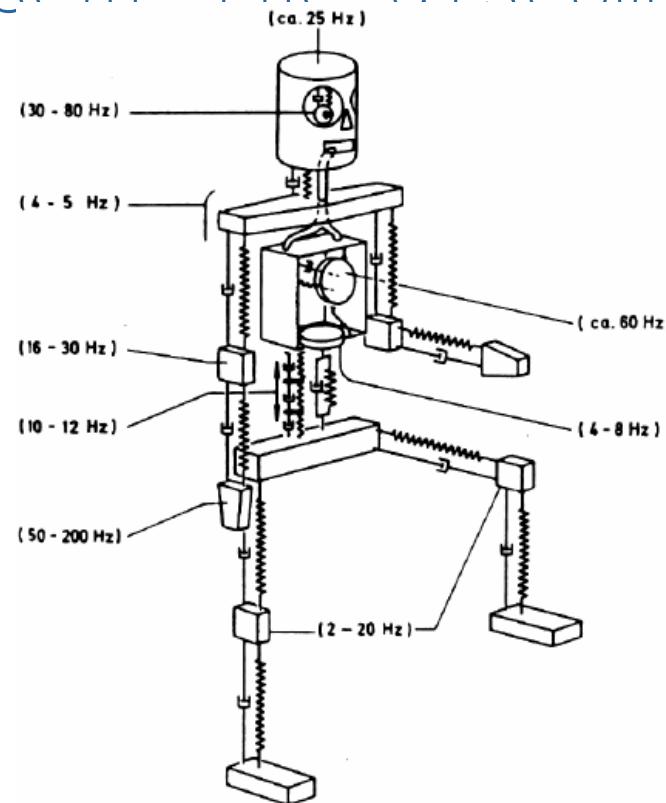
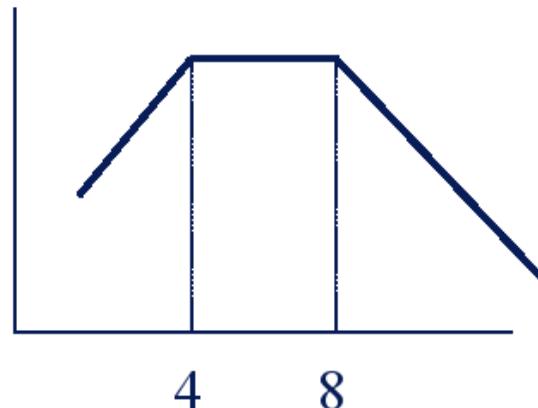


# Ride Quality - ISO 2631

## Weighting Criterion

- A frequency dependent weighting criterion for acceleration signal to represent the discomfort level.

$$H_{iso}(f) = \begin{cases} 0.5\sqrt{f} & 1 \leq f < 4 \\ 1.0 & 4 \leq f < 8 \\ 8/f & 8 \leq f \leq 80 \end{cases}$$

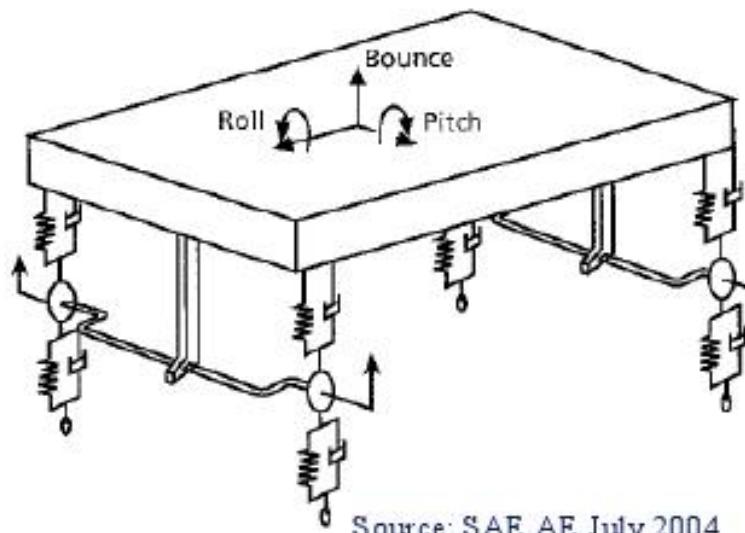


# Ride Suspension Models

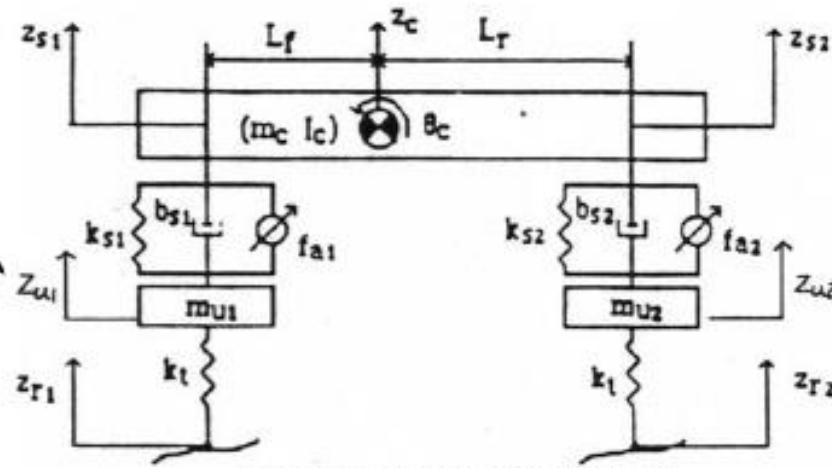
- Various models have been developed to study passenger car ride quality.
  - For a full-car model, we usually have 7DOF.
- Simplified models are more commonly used.
  - Half-car models only include vertical and pitch (bounce and pitch) motions (4DOF)
  - Quarter-car models only represent the motions of a corner of the car and could be 1DOF (sprung mass only) or 2DOF (spring and unsprung mass vertical motions).

# Ride Suspension Models

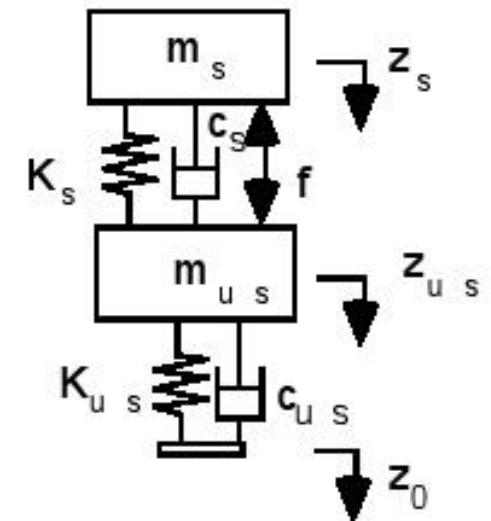
## Full-car



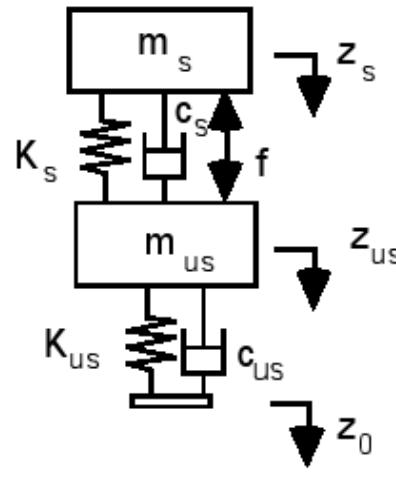
## Half-car



## Quarter-car



# Quarter-Car Suspension Models (2DOF)



$m_s$  sprung mass  
 $m_{us}$  unsprung mass  
 $K_s$  suspension spring  
 $c_s$  susp. damping  
 $K_{us}$  tire spring  
 $z_0$  road profile  
 $c_{us}$  tire damping

$$m_s \ddot{z}_s + c_s (\dot{z}_s - \dot{z}_{us}) + k_s (z_s - z_{us}) = -f$$

$$m_{us} \ddot{z}_{us} + c_s (\dot{z}_{us} - \dot{z}_s) + k_s (z_{us} - z_s) + c_{us} (\dot{z}_{us} - \dot{z}_0) + k_{us} (z_{us} - z_0) = f$$

$$\frac{d}{dt} \begin{bmatrix} z_{us} - z_0 \\ \dot{z}_{us} \\ z_s - z_{us} \\ \dot{z}_s \end{bmatrix} = \begin{bmatrix} 0 & 1 & 0 & 0 \\ -\frac{k_{us}}{m_{us}} & -\frac{(c_s + c_{us})}{m_{us}} & \frac{k_s}{m_{us}} & \frac{c_s}{m_{us}} \\ 0 & -1 & 0 & 1 \\ 0 & \frac{c_s}{m_s} & -\frac{k_s}{m_s} & -\frac{c_s}{m_s} \end{bmatrix} \begin{bmatrix} z_{us} - z_0 \\ \dot{z}_{us} \\ z_s - z_{us} \\ \dot{z}_s \end{bmatrix} + \begin{bmatrix} 0 \\ \frac{f}{m_{us}} \\ \frac{f}{m_s} \\ -1 \end{bmatrix} \Rightarrow \dot{\underline{x}} = A\underline{x} + Bu + Gw$$

# Normalized State Equation

$$\frac{d}{dt} \begin{bmatrix} z_{us} - z_0 \\ \dot{z}_{us} \\ z_s - z_{us} \\ \dot{z}_s \end{bmatrix} = \begin{bmatrix} 0 & -\frac{k_{us}}{m_{us}} & 0 & 0 \\ -\frac{k_{us}}{m_{us}} & -\frac{(c_s + c_{us})}{m_{us}} & \frac{k_s}{m_{us}} & \frac{c_s}{m_{us}} \\ 0 & -1 & 0 & 1 \\ 0 & \frac{c_s}{m_s} & -\frac{k_s}{m_s} & -\frac{c_s}{m_s} \end{bmatrix} \begin{bmatrix} z_{us} - z_0 \\ \dot{z}_{us} \\ z_s - z_{us} \\ \dot{z}_s \end{bmatrix} + \begin{bmatrix} 0 \\ \frac{m_s}{m_{us}} \\ 0 \\ -1 \end{bmatrix} \frac{f}{m_s} + \begin{bmatrix} -1 \\ \frac{c_{us}}{m_{us}} \\ 0 \\ 0 \end{bmatrix} \dot{z}_0$$

$A = \begin{bmatrix} 0 & 1 & 0 & 0 \\ -\omega_1^2 & -2(\rho\zeta_2\omega_2 + \zeta_1\omega_1) & \rho\omega_2^2 & 2\rho\zeta_2\omega_2 \\ 0 & -1 & 0 & 1 \\ 0 & 2\zeta_2\omega_2 & -\omega_2^2 & -2\zeta_2\omega_2 \end{bmatrix}$ 
 $B = \begin{bmatrix} 0 \\ \rho \\ 0 \\ -1 \end{bmatrix}$ 
 $G = \begin{bmatrix} -1 \\ 2\zeta_1\omega_1 \\ 0 \\ 0 \end{bmatrix}$

Wheel hop mode

$$\rho = \frac{m_s}{m_{us}} \quad \omega_1 = \sqrt{\frac{k_{us}}{m_{us}}} \quad \zeta_1 = \frac{c_{us}}{2m_{us}\omega_1}$$

Sprung mass mode

$$\omega_2 = \sqrt{\frac{k_s}{m_s}} \quad \zeta_2 = \frac{c_s}{2m_s\omega_2}$$

# Ex 3.8 Quarter-Car Model

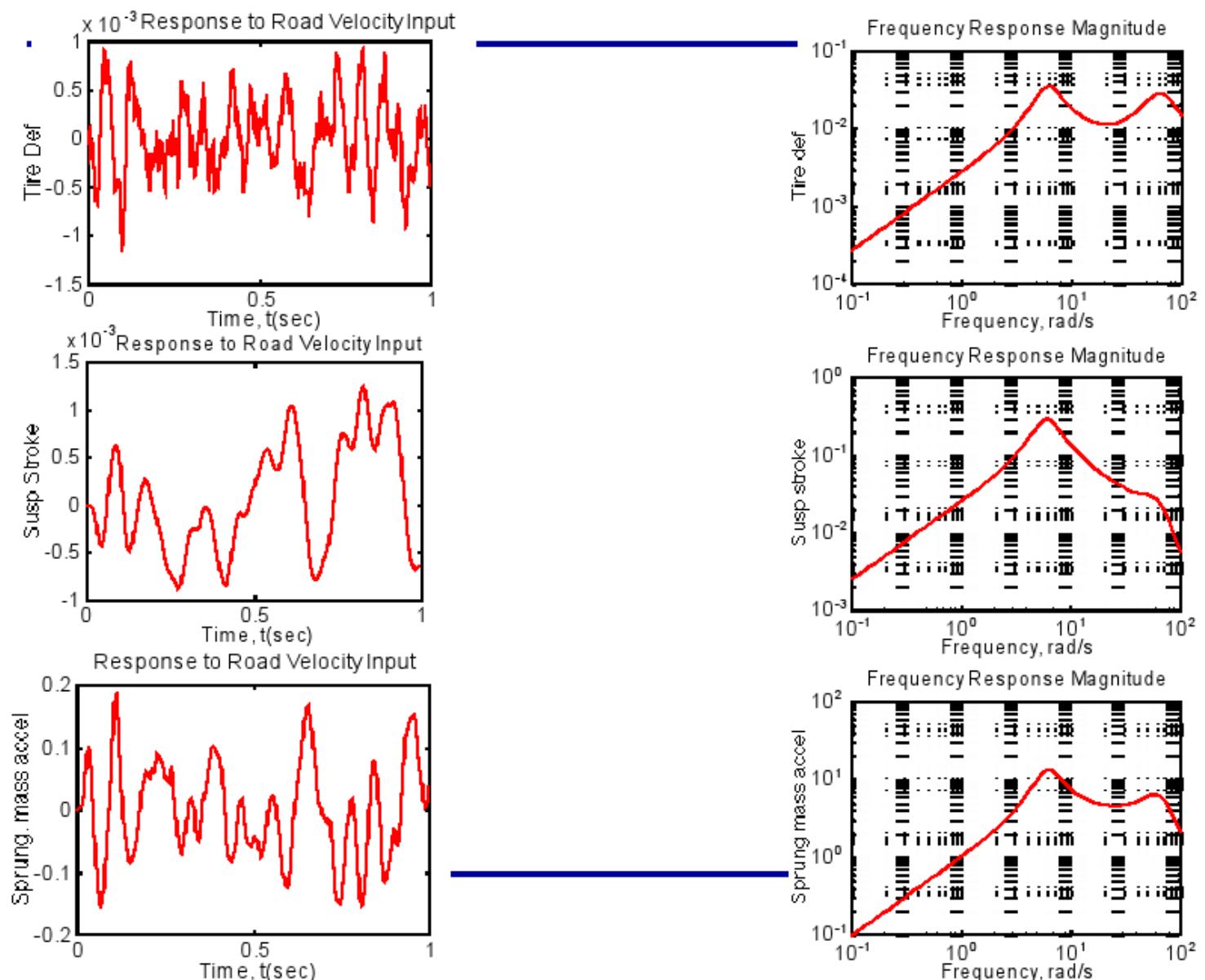
```
% Ex3_8.m
w1 = 20*pi; % w1 = sqrt(kus/mus)
w2 = 2.0*pi; % w2 = sqrt(ks/ms)
z1 = 0.0; % z1 = cus/(2*mus*w1)
z2 = 0.3; % z2 = cs/(2*ms*w2)
rho = 10.; % rho = ms/mus
% Open loop system equations:
A=[0 1 0 0
   -w1^2 -2*(z2*w2*rho+z1*w1)
   rho*w2^2 -2*z2*w2*rho
   0 -1 0 1
   0 2*z2*w2 -w2^2 -2*z2*w2];
B=[0 rho 0 -1]';
G=[-1 2*z1*w1 0 0]';
%
% Define outputs of interest:
C1=[1 0 0 0]; D1= 0.0;
% output=tire deflection
[num1, den1]=ss2tf(A,G,C1,D1,1);
C2=[0 0 1 0]; D2= 0.0;
% output=suspension stroke
[num2, den2]=ss2tf(A,G,C2,D2,1);
C3=[A(4,:)]; D3= 0.0;
% output=sprung mass accel.
[num3, den3]=ss2tf(A,G,C3,D3,1);

% Generate the white noise input w(t)
t=[0:0.001:1];
Amp=1.65E-5;
Vel=80; sigma=sqrt(2.*pi*Amp*Vel);
w=sigma*randn(size(t));
%
% Simulate the response of interest:
y1=lsim(num1,den1,w,t);
y2=lsim(num2,den2,w,t);
y3=lsim(num3,den3,w,t);

freq=logspace(-1,2,100);
[mag1, phase1]=bode(num1,den1,freq);
loglog(freq,mag1,'r');
title('Frequency Response Magnitude');
xlabel('Frequency, rad/s');
ylabel('Tire def');
grid; pause
[mag2, phase2]=bode(num2,den2,freq);
loglog(freq,mag2,'r');
title('Frequency Response Magnitude');
xlabel('Frequency, rad/s');
ylabel('Susp stroke');
grid; pause
[mag3, phase3]=bode(num3,den3,freq);
loglog(freq,mag3,'r');
```

# Ex 3.8

## Quarter-Car Model



# Invariant Properties of Quarter-Car Models

- By assuming zero tire damping, and summing the two eqr<sup>c</sup>

$$m_s \ddot{z}_s + m_{us} \ddot{z}_{us} + k_{us} (z_{us} - z_0) = 0 \quad \rightarrow \quad \text{invariant equation}$$

- Independent of suspension designs (passive, active)

$$H_A(s) \equiv \frac{\ddot{Y}(s)}{\dot{Y}(s)} \quad H_{RS}(s) \equiv \frac{z_s(s) - z_{us}(s)}{\dot{z}_0(s)} \quad H_{TD}(s) \equiv \frac{z_{us}(s) - z_0(s)}{\dot{z}_0(s)}$$

- In their paper Hedrick and Butsuen [1988] have shown that because of this invariance property, a force (from a passive or active suspension) acting between the spring and unsprung masses cannot independently affect all the three transfer functions above.

# What Invariant Properties Mean

- Specifically, Hedrick and Butsuen (1988) show that (at certain frequencies near the wheel hop frequency) only one of these transfer function can be independently specified.
- However, Levitt and Zorka [1991] include non-zero tire damping ( $C_{us}$ ) and point out that this invariance property can be significantly altered, even for small tire damping values.
- They argue that  $C_{us}$  should be included in suspension design

# What Invariant Properties Mean

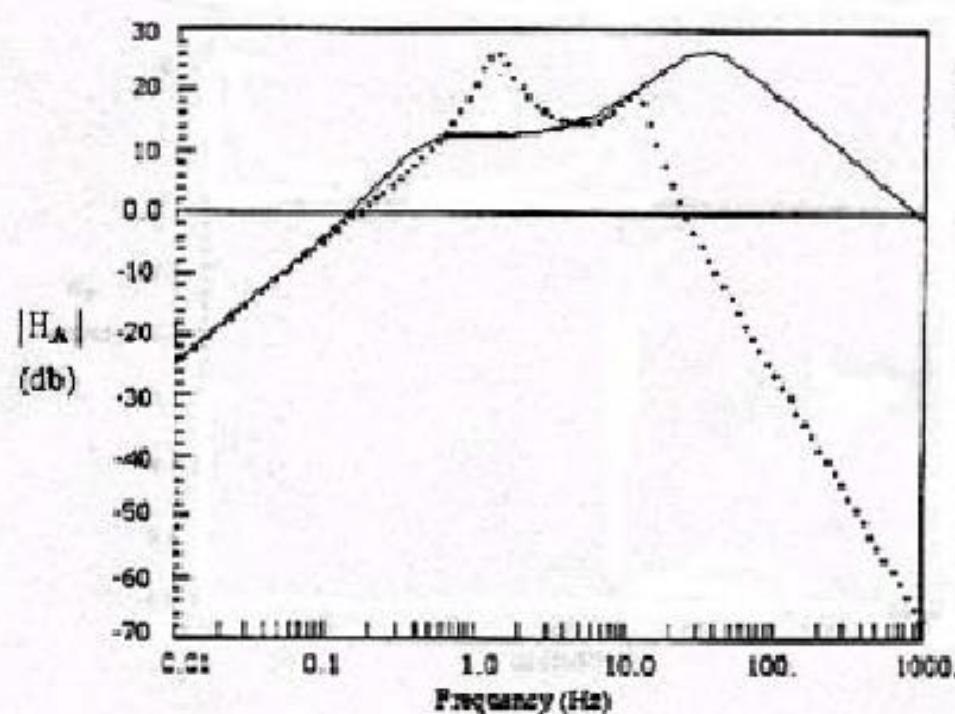


Fig 3a Acceleration transfer functions

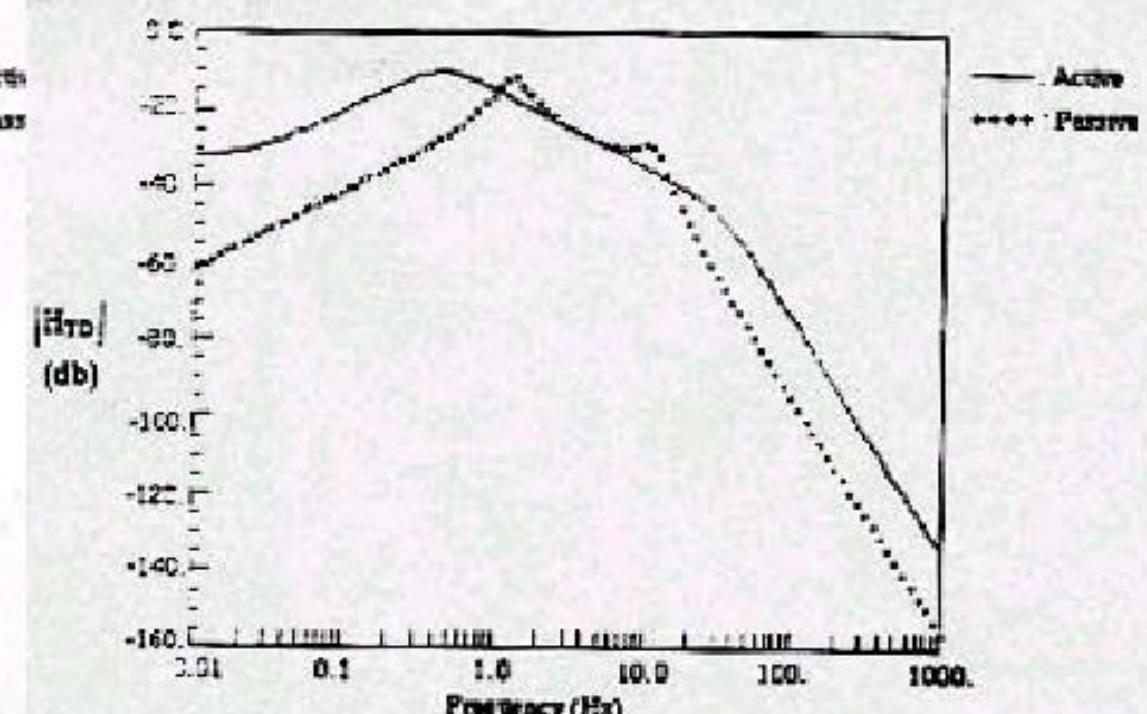


Fig 6 Rattle space transfer function