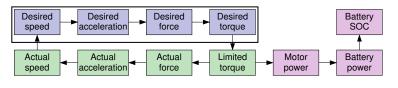
Considering motor and powertrain limits



You have learned how to compute desired torque vs. time to match a desired speed vs. time profile



Now, time to place limits on achieved torque based on motor, powertrain limitations



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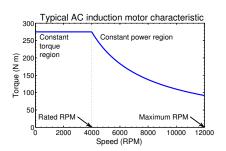
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2.5.3: Adding practical limits to model vehicle dynamics

Limiting acceleration torque



- Available torque based on model of ideal three-phase AC induction motor
- When positive torque (acceleration) demanded
 - ☐ If prior actual motor speed is less than rated motor speed, then maximum available torque equals rated maximum available torque
 - □ Otherwise, maximum available torque is computed as (rated maximum available torque [N m]) × (rated motor speed [RPM]) / (prior actual motor speed [RPM])



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2.5.3: Adding practical limits to model vehicle dynamics

Limiting deceleration torque



- When negative torque (deceleration) desired, torque demand split between friction brakes (assume infinitely strong), motor
- Energy recovered from motor replaces energy depleted from battery (less inefficiency losses) via "regeneration"
- Maximum (unsigned) motor torque available for regeneration calculated as minimum of maximum available torque for acceleration and a "regen fraction" times rated maximum available torque
- (Unsigned) limited torque at motor is lesser of demanded motor torque and maximum available torque



Computing actual acceleration



- Now that motor torque limits have been established, can compute actual acceleration force that is available, actual acceleration, and actual velocity
- Compute actual acceleration force $[N] = [kg m s^{-2}]$ and actual acceleration $[m s^{-2}]$ actual acceleration force = limited torque at motor [N m] ×

N [u/I]/wheel radius [m] — aerodynamic force [N] rolling force [N] — grade force [N] — brake drag [N]

actual acceleration = actual acceleration force [N]/equivalent mass [kg]

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2.5.3: Adding practical limits to model vehicle dynamics

Limit motor speed



- Actual acceleration as just calculated may cause motor to spin at a higher angular velocity than it is rated for
- Therefore, cannot compute actual speed as simply as actual speed [m s⁻¹] = prior actual speed [m s⁻¹] + actual acceleration [m s⁻²] \times 1 s
- Instead, we must compute a motor RPM first, then limit that RPM, and then compute the actual vehicle speed

test speed [m s⁻¹] = prior actual speed [m s⁻¹] + actual acceleration [m s⁻²] \times 1 s $\text{motor speed [RPM]} = \text{test speed [m s}^{-1}] \times N \left[\text{u/I} \right] \times \frac{60 \left[\text{s min}^{-1} \right]}{2\pi \left[\text{rev}^{-1} \right] \times \text{wheel radius [m]}}$

Limit motor speed by max. rated motor speed to make limited motor speed [RPM]

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2.5.3: Adding practical limits to model vehicle dynamics

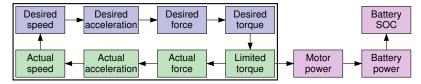
Compute actual vehicle speed



Finally, now that we have calculated limited motor speed, actual vehicle speed is computed as

actual speed [m s⁻¹] = limited motor speed [RPM] $\times 2\pi$ [rev⁻¹] \times wheel radius [m]/(60 [s min⁻¹] $\times N$ [u/l])

The full circuit from desired to actual speed has now been described



Summary



- You now know how to put limits on desired torque to produce actual speed
 - □ Apply torque limits due to motor design
 - □ Apply speed limits due to motor design
 - □ Compute actual acceleration
 - □ Compute actual speed
- Now ready to compute impact of power demand on battery

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2.5.3: Adding practical limits to model vehicle dynamics

Credits



Credits for photos in this lesson

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