

Documentation Parkassist

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Contents

Acronyms	I
List of Figures	II
List of Tables	III
Listings	IV
1 Introduction	1
2 D1: Time estimate based on three point estimation	2
3 D2: Feasibility study	4
3.1 Simulink model	4
3.2 Test scenario	5
3.3 Results	6
4 D3: Analysis of human velocity profile	8
4.1 Import the measurement data	8
4.2 Data preparation	8
4.3 Extracting negative acceleration	11
4.4 Separating breaking sequences	11
4.5 Results	14
4.6 Development of $p(t)$	14
5 D4*: Consideration of uneven parking spaces	17
6 D5: Discussion of inaccuracies in velocity measurement	18
7 D6: Implementation of pulse signal in Simulink	19
7.1 Computation of pulse signal frequency	19
7.2 Pulse signal generation	20
7.3 Integration into car model	21
7.4 Signal demonstration	21
8 D7: Transfer of Simulink model to ASCET	23
9 D8: Implementation of pulse signal in ASCET	25
10 D9: Implementation of unit tests for ASCET model parts	27
10.1 Unit tests for ParkAssistControl	27
10.2 Unit tests for pulse signal frequency generation	27

10.3 Unit tests for pulse signal	28
11 D10: Development and implementation of a system test environment for ASCET simulation	29
12 D11*: Plausibility check comparing measured velocities and distances	30
13 D13*: Impact of inaccuracies	31
14 D14*: Reflection	33

Acronyms

NaN Not a Number

List of Figures

3.1	Simulink model of the differential equations	5
3.2	Simulation results of feasibility study	7
4.1	Impact of applying a moving average filter on the cars acceleration	10
4.2	Extracted human velocity profile	10
4.3	Human velocity profile extracted individual braking manoeuvres	12
4.4	Human velocity profile extracted braking manoeuvre 1	13
4.5	Human velocity profile extracted braking manoeuvre 2	13
4.6	Simulation without braking	14
4.7	Simulation without braking	15
4.8	Simulation extension with $p(t)$	15
7.1	Simulink model of the frequency computation subsystem	20
7.2	Simulink model of the pulse generation subsystem	21
7.3	Simulink model of the car including the pulse signal	21
7.4	Demonstration of pulse signal	22
8.1	ASCET Blockdiagramm of car	23
8.2	ASCET Blockdiagramm of driving model	23
8.3	ASCET Blockdiagramm of park assist controller	24
8.4	ASCET Blockdiagramm of park assist controller class	24
9.1	ASCET Blockdiagramm of frequency computation	25
9.2	ASCET Blockdiagramm of frequency computation class	26
9.3	ASCET Blockdiagramm of pulse signal class	26
11.1	ASCET Blockdiagramm of settings	29
11.2	ASCET Blockdiagramm of stopwatch	29
13.1	Ultrasonic sensor limits	31
13.2	Ultrasonic sensor limits	31

List of Tables

2.1	Three point estimation of effort for meeting requirements	2
4.1	Determined $p(t)$ parameters	15
10.1	Equivalence classes for unit testing pulse signal frequency generation . . .	27
10.2	Unit test test cases pulse signal frequency generation	28
10.3	Equivalence classes for unit testing pulse signal	28
10.4	Pulse signal test cases	28

Listings

3.1	Execution of the feasibility test	5
4.1	Import measurement data in Matlab	8
4.2	Preprocessing measurement data	9
4.3	Extracting negative acceleration	11
4.4	Separating breaking sequences	11

1 Introduction

In this project Matlab version R2019b and ASCET version 7.4 have been used. The Matlab and Simulink code is in the Matlab subfolder and the ASCET project is in the ASCET subfolder. The report is structured by devoting one chapter to each requirement.

2 D1: Time estimate based on three point estimation

For the three point estimation we use the formuals from the lecture. The expected effort is computed using a weighted mean formula:

$$< T > = \frac{optimistic + 4 * likely + pessimistic}{6} \quad (2.1)$$

To compute the standard deviation we use the following equation:

$$\sigma = \frac{pessimistic - optimistic}{6} \quad (2.2)$$

In the following the time unit is hours.

Table 2.1 contains our effort estimates for the tasks at hand, the expected value, computed standard deviation and the actually needed time.

Table 2.1: Three point estimation of effort for meeting requirements

Requirement	Optimistic	Likely	Pessimistic	<T>	σ^2	Actual
D1	0.75	1	1.5	1.0417	0.0156	0.75
D2	0.5	1	1.5	1	0.02778	1.25
D3	1.5	2	3	2.08333	0.0625	4
D4	2	3	4	3	0.11111	2
D5	2	3	4	3	0.11111	3
D6	2	2.5	3	2.5	0.02778	5
D7	3	4	5	4	0.11111	3
D8	1.5	2.5	3	0.0625	0.25	1
D9	4	4.5	5	4.5	0.02778	2
D10	3	3.5	4	3.5	0.02778	2.5
D11	1	1.5	2	1.5	0.02778	2
D12	6	7	8	7	0.11111	7
D13	1	1.5	2	1.5	0.02778	1
D14	1.5	2	2.5	2	0.02778	2
Total	29,75	39	48,5	39,04167	0.77951	36.5

The estimation of the 95 % estimate of the total duration is computed as:

$$\sum < T > + 2 * \sqrt{\sum \sigma(T)^2} \quad (2.3)$$

This results in a 95 % estimate of 40.8 hours.

The total actually needed time is slightly less than the expected value of 39 hours. Some tasks, like D3 (human velocity profile extraction) and D6 (pulse signal in Simulink) took significantly longer than expected.

-other tasks less time

Nonetheless the acutally needed time is well within 95 % confidence interval.

3 D2: Feasibility study

The aim of the feasibility study is to analyse whether it is possible to realise smooth braking with the introduced model and parameters based on the given formulas

$$\frac{\partial v}{\partial t} = -c - b * p \quad (3.1)$$

$$\frac{\partial x}{\partial t} = v \quad (3.2)$$

with $c = 1.5 \text{ m/s}^2$ and $b = 10 \text{ m/s}^2$. For that, in the next section a Simulink model is created, based on the equations above. After that, a test scenario to test the feasibility is described and in section 3.3 the results of the study are outlined.

3.1 Simulink model

Figure 3.1 shows the simulink model representing the differential equations above. The parameter p is configured on execution of the simulation in Matlab. The initial velocity v_0 is set to 10 km/h and the initial car position x_0 is set to 0, corresponding to the scenario, that should be tested. Since the output of the first integrator is in m/s, v_0 needs to be divided by 3.6 to convert v_0 from km/h to m/s. The minimal velocity of 0.29 km/h from requirement R5 has been included in the model. Otherwise, the car would not come to a full stop because the velocity would become negative eventually. R5 is realised with a switch, that sets velocity to zero if the computed velocity is below 0.29 km/h, which corresponds to approximately 0.0806 m/s. The velocity is integrated to compute the location, following the second differential equation. The output parameters acceleration (a), velocity (v) and travelled distance (s) are output using the out block. Input parameters are input as constants. In this preliminary test a constant p is used, which is not time-dependent.

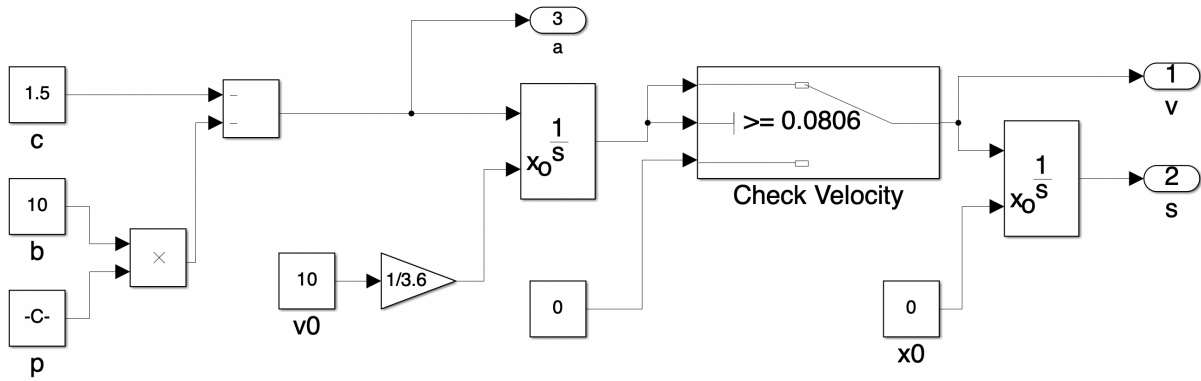


Figure 3.1: Simulink model of the differential equations

3.2 Test scenario

The goal of this scenario is to check whether it is possible, with the given model, to realize a smooth stop with a stopping location < 2 m. The idea is to demonstrate, that a full stop before 2 m can be realised with a reasonable brake pedal pressure and a reasonable deceleration. If, for example a stop before 2 m could only be realised with 100 % brake pressure, that would mean that a smooth stop can not be realised.

It is not necessary to implement a human-like smooth stop, but to show that this is possible. Therefore the proposed test scenario is to run the model and find a reasonable small brake pressure where the car comes to a full stop with a location < 2 m. This would show the feasibility of the task. Creating a human-like brake profile where the brake parameter p can be adjusted over time is not an objective of this feasibility study, this will be covered at a later stage.

The execution of this scenario is automated using a Matlab script, which parametrizes the model and displays the outputs. Listing 3.1 shows the script that executes the simulation and stores the results. The code to create the result plots has been excluded. In lines one to eight the simulation is parametrized. A stop time of 2 seconds is chosen because the car will come to a stop before.

todo solver begründen

The constant brake pressure is set to 5 %. This value results in a stop before the car traveled 2 meters of distance and is also reasonably small.

```

1 %% Parametrize Model
2 set_param('D2', 'StopTime', '2');
3 %set solver
4 set_param('D2', 'Solver', ['ode', sprintf('%d', 8)]);
5 %set simulation step size
6 set_param('D2', 'FixedStep', sprintf('%f', 0.01));
7 %set brake pressure parameter

```

```
8 set_param('D2/p','value',sprintf('%f',0.05));
9
10
11 %% Simulate and get output
12 res = sim('D2','SaveOutput','on','SaveState','on');
13 t = res.tout;
14 v = res.yout{1}.Values.Data;
15 s = res.yout{2}.Values.Data;
16 a = res.yout{3}.Values.Data;
17 %convert velocity to km/h
18 v = v*3.6;
```

Listing 3.1: Execution of the feasibility test

3.3 Results

The following figure 3.2 shows the simulation results with a constant brake pressure of 5%. This results in a constant deceleration of -2 m/s^2 . Setting the velocity to zero, when reaching the minimal velocity, has no impact on the computed acceleration. This is the reason, why the acceleration still remains the same, even though the car is not moving anymore.

The velocity linearly decreases from $v_0 = 10 \text{ km/h}$ to zero (except the decrease from minimal velocity to zero, which was expected). The third subplot shows the covered distance of the car, which is clearly under the 2 m mark. Therefore, with a constant brake pressure of 5 % the car can be stopped before reaching 2 m travelled distance with an acceptable deceleration of 2 m/s^2 . In the cruise control project we have discussed that an acceleration of less than 4 m/s^2 is not uncomfortable.

These simulation results demonstrate that it should be possible, with variation of the brake pressure over time, to realise a smooth stop with a human-like brake profile.



Figure 3.2: Simulation results of feasibility study

4 D3: Analysis of human velocity profile

In this section the provided human velocity profile is analysed in order to find a pattern that can be abstracted as a human-like brake profile. This pattern will be used in the following sections and will be adapted to the braking function of the ParkAssist. For the analysis Matlab functions are used, as demanded by requirement D3.

4.1 Import the measurement data

The human velocity profile contains a time dimension and the four wheel velocities. The following listing shows how the measurement data is imported in Matlab. A Matlab library function is used for the import of the textfile. This results in a standard numeric matrix.

```
1 %import velocity data
2 velocity_data = importdata('MeasuredVelocities.txt');
```

Listing 4.1: Import measurement data in Matlab

4.2 Data preparation

Before analysing the data it is necessary to preprocess it. The aim is to make conclusions on a brake profile. Since the brake pressure has a linear influence on the acceleration (model formula) it would be desirable to extract an acceleration curve from the human velocity profile, from which to make deductions on the brake profile. For that, a car acceleration and in consequence car velocity is needed. Therefore a car velocity has to be extracted from the four wheel velocities.

Listing 4.2 shows the matlab script, that does the preprocessing. As a first step, the four wheel velocities are extracted from the measurement data and a mean velocity is calculated (lines 2 and 3) with the following equation:

$$v_{car} = (v_{w1} + v_{w2} + v_{w3} + v_{w4})/4 \quad (4.1)$$

This mean velocity serves as an estimate for the car velocity. It is only an estimate, because friction losses, other physical influences and cornering are not considered. The mean velocity is converted to [m/s] for further calculations in line 4. For analysing the braking behaviour the acceleration can be calculated by differentiating the mean velocity. As can be seen in figure 4.1 in the upper subplot the calculated acceleration is noisy because of noise in the measured velocity. Due to the noise it would be harder to analyse the braking behaviour. Therefore, we used a moving average filter to smoothen the data (line 8). A moving average filter is calculating a mean value of neighbouring elements within a sliding window of a predefined size. Applying a moving average filter results into a filtered graph that can be seen in the lower subplot in figure 4.1. However, applying a moving average filter distorts the acceleration values because the exact value is replaced by the average of the neighbouring elements. This reduces the difference between the values of neighbouring elements. As a result the differentiation of the velocity results in an acceleration that is in our case approximately 10 times smaller than the non-filtered results. Although the values of the acceleration are smaller the relation of the acceleration is not changed. Therefore the filtered data is not used to extract exact acceleration values, but to get an understanding of the acceleration curve during braking.

The moving average filter is applied in line 8. The sliding window has a size of 200 neighbouring elements. This means that for each data point the 200 neighbour points surrounding that point are used in the filtered value computation. The factor 200 is chosen because it is big enough to reduce noise but is also small enough to maintain the general course of the graph. In line 11 and 12 the velocity is differentiated.

```
1 %compute mean velocity of all 4 wheels
2 velocity_per_wheel = velocity_data(:,2:5);
3 mean_velocity = mean(velocity_per_wheel,2);
4 mean_velocity = mean_velocity/3.6;      %convert velocity from km/h to m/s
5 raw_mean_velocity = mean_velocity;      %for demonstration purposes
6
7 %apply moving average filter to smoothen the data
8 mean_velocity = movmean(mean_velocity, 200);
9
10 %differentiate velocity to get acceleration
11 acceleration = diff(mean_velocity);
12 raw_acceleration = diff(raw_mean_velocity);      %for demonstration purposes
```

Listing 4.2: Preprocessing measurement data

Figure 4.1 shows the impact of the moving average filter on the car velocity. The course of the graph still the same, even though the absolute values are smaller than the unfiltered acceleration because of the before mentioned reasons.

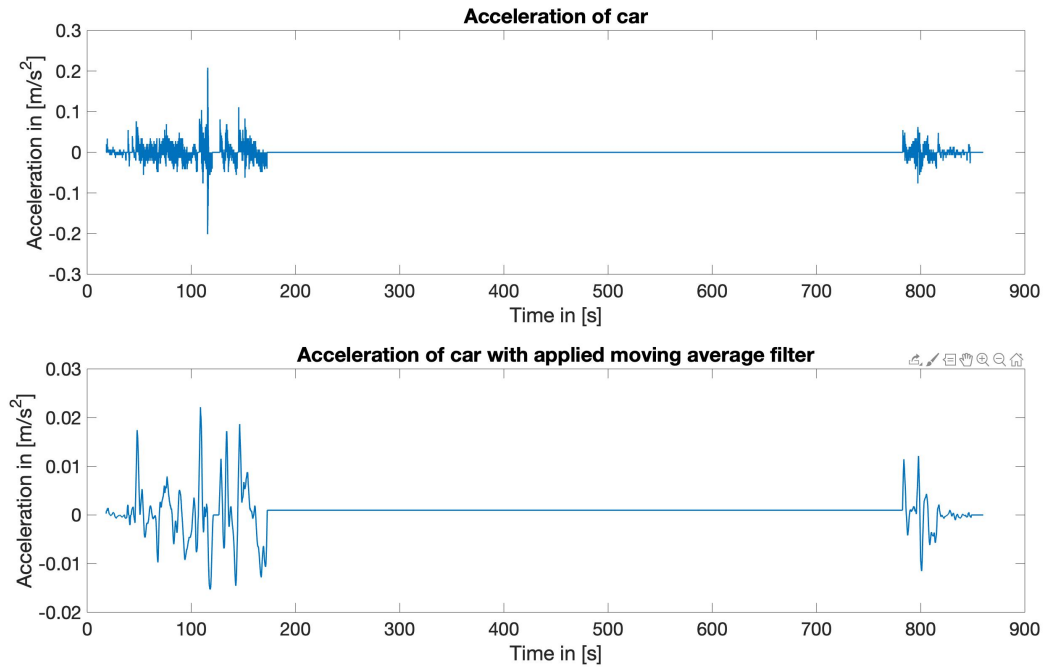


Figure 4.1: Impact of applying a moving average filter on the cars acceleration

Figure 4.2 shows the smoothed extracted mean velocity of the car as well as the corresponding acceleration of the car over time.

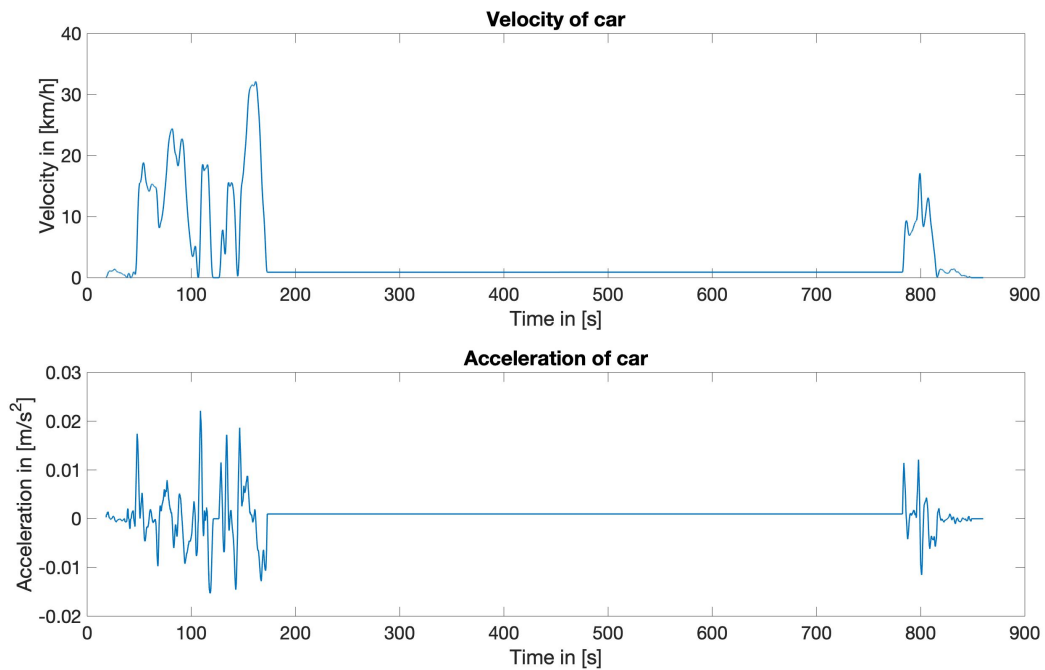


Figure 4.2: Extracted human velocity profile

4.3 Extracting negative acceleration

As the goal is to analyse the braking behaviour only the negative acceleration is relevant and is thus being extracted from the overall acceleration (line 5). Also, all velocities that are based on a positive acceleration are not considered anymore (line 6). We decided to set those values to Not a Number (NaN) because this way we are still able to plot the velocity and the acceleration over time without cut-outs. The result can be seen in plot REF. todo create plot

```

1 %search for negative acceleration and set positive acceleration to NaN
2 %set all velocities that have a positive acceleration to NaN
3 neg_acceleration = acceleration;
4 decreasing_velocity = mean_velocity;
5 neg_acceleration(neg_acceleration>0) = nan;
6 decreasing_velocity(isnan(neg_acceleration)) = nan;

```

Listing 4.3: Extracting negative acceleration

4.4 Separating breaking sequences

For improved visualisation the individual breaking sequences that can be seen in plot 4.3 are stored separately. One breaking sequence consists of multiple consequent velocities. This means that the breaking sequences can be separated by searching for a gap in the velocities. Therefore, the indices of all velocities that are set not NaN are extracted (line 2) and differentiated (line 3). Considered the differentiation, every differentiation that is greater than 1 marks a gap between velocities because indices of one braking sequence are consequent (differentiation equals 1). Furthermore, small breaking sequences are not considered because they are most likely not relevant for recognizing a breaking pattern (line 13). Two individual breaking sequences can be seen in plot 4.4 and plot 4.8.

```

1 %find individual breaking sequences
2 notNaN_velocity = find(~isnan(decreasing_velocity)); % find index of every velocity
               that is not NaN -> one breaking sequence has consequent time steps -> one breaking
               sequence has consequent indices
3 diff_notNaN_velocity = diff(notNaN_velocity); % differentiate indices -> if
               indices are not consequent (unequal 1), a new breaking sequence has begun
4 n = 1; % set start values
5 start = 1;
6
7 %seperate breaking sequences with previous findings
8 for i=1:length(diff_notNaN_velocity)
9     %for every index check if indices are consequent -> equals 1
10     if diff_notNaN_velocity(i) > 1
11         %if not check if a breaking sequence consists of min 500 time
12         %steps, this way small breaking sequences are sorted out
13         if (i-start) > 500
14             %add breaking sequence to section

```

```

15         %i is end of sequence
16         section{n} = notNaN_velocity(start:i);
17         %start for new sequence is end of old sequence + 1
18         start = i+1;
19         %increment n
20         n = n+1;
21     else
22         %if breaking sequence is to small, set start for new sequence
23         %to end of old sequence + 1 anyway
24         start = i+1;
25     end
26 end
27 end

```

Listing 4.4: Separating breaking sequences

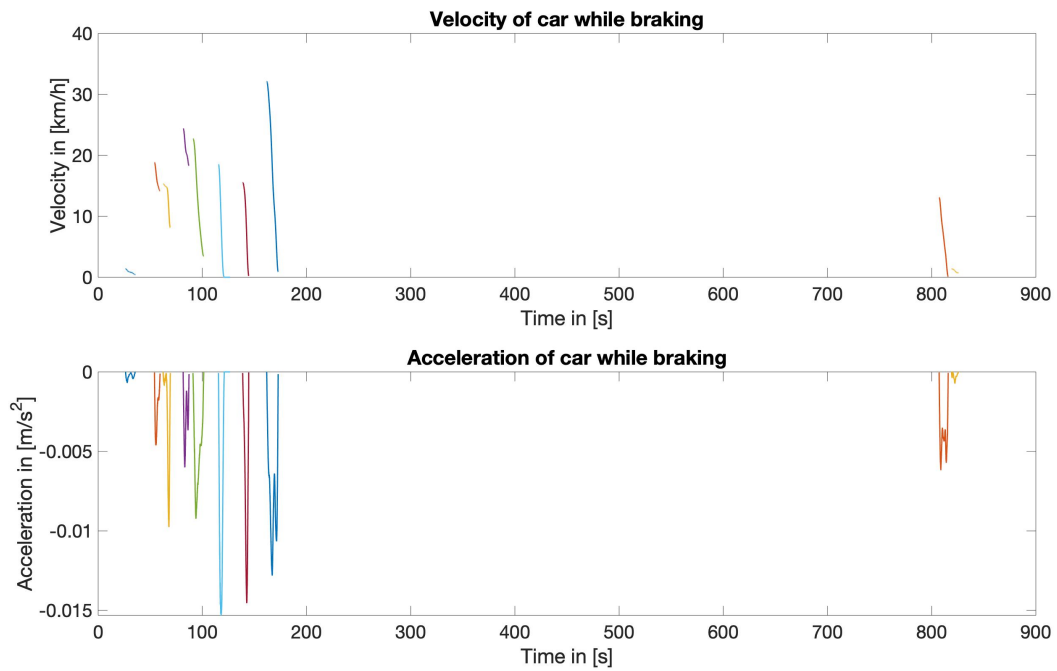


Figure 4.3: Human velocity profile extracted individual braking manoeuvres

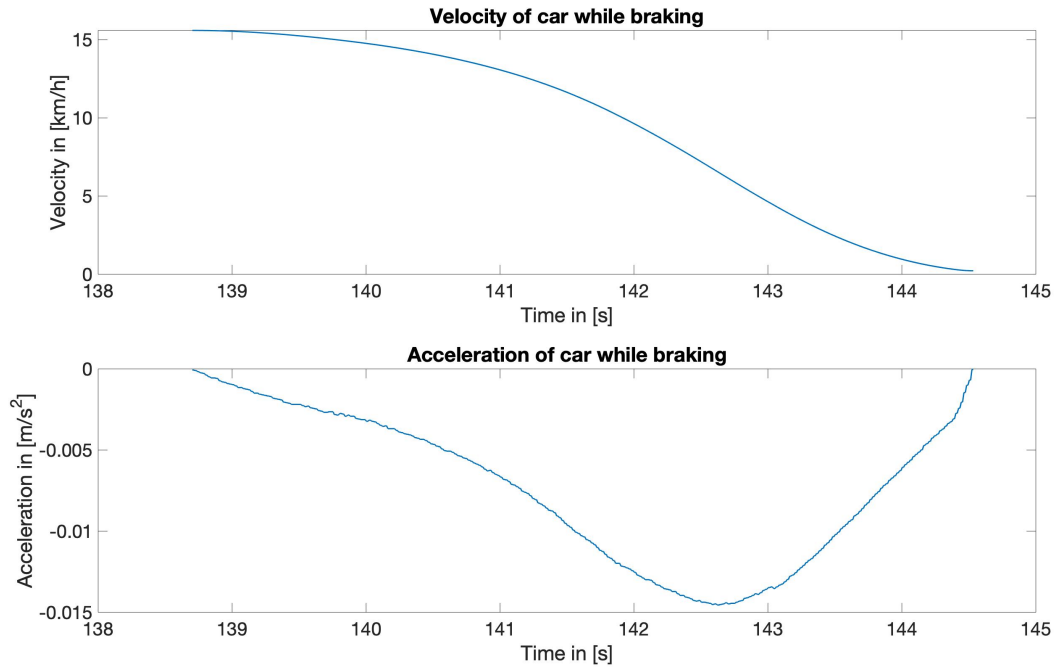


Figure 4.4: Human velocity profile extracted braking manoeuvre 1

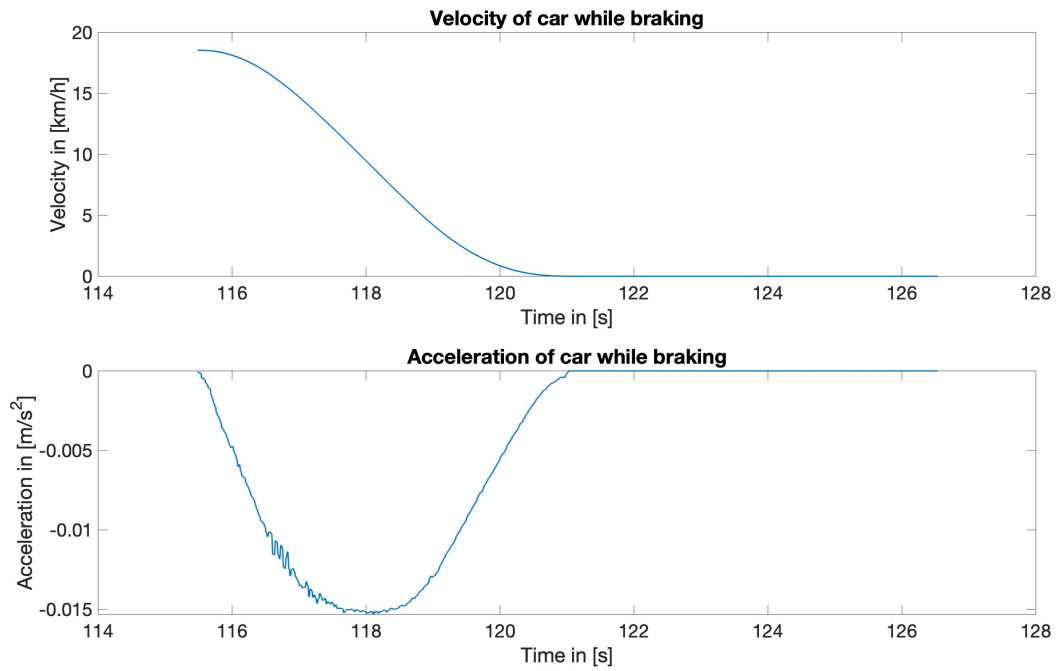


Figure 4.5: Human velocity profile extracted braking manoeuvre 2

4.5 Results

Considering Figures REF, REF and REF, it can be seen that the acceleration is approximately in the shape of a parable with the minimal turning point at XX. For further implementation of the ParkAssist, we will start the breaking process with an acceleration and increase it until we reach approximately REF and will then decrease it.

4.6 Development of $p(t)$

with no brake: -model from D2 -stopped after 1.8s, at approx 2.6m

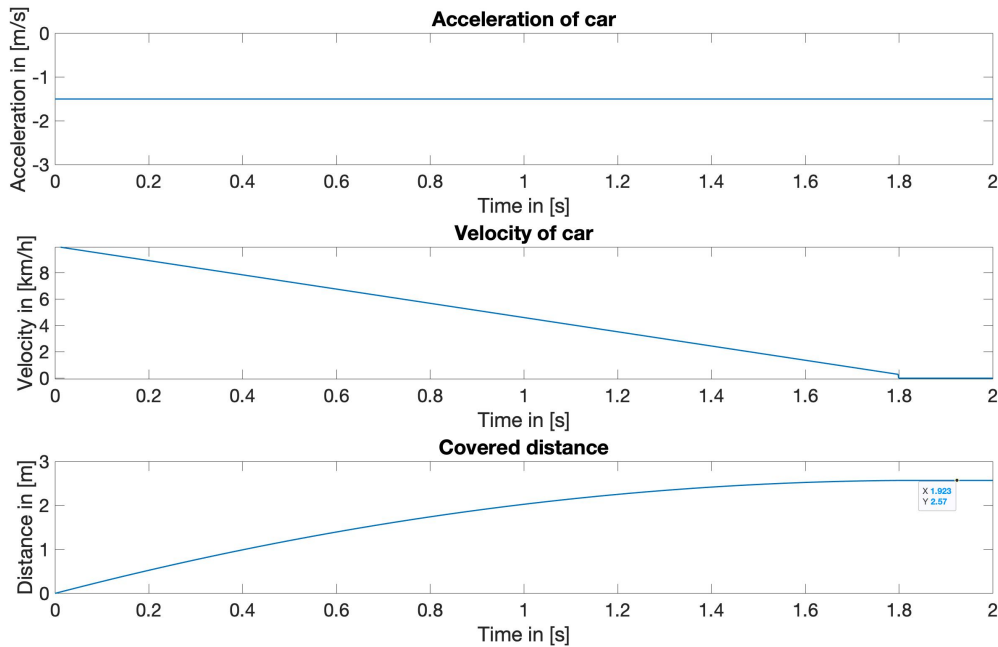


Figure 4.6: Simulation without braking

Now goal $-p(t)$ time dependant -with acceleration curve similar to extracted above -start pressing brake increasing from start of brake maneuver and releasing pedal after half of maneuver

To simulate a time dependant brake pressure the before developed Simulink model has been extended with a lookup-table that contains the brake pressure parameters. The integrator that integrates the constant 1 provides the time input to the lookup table.

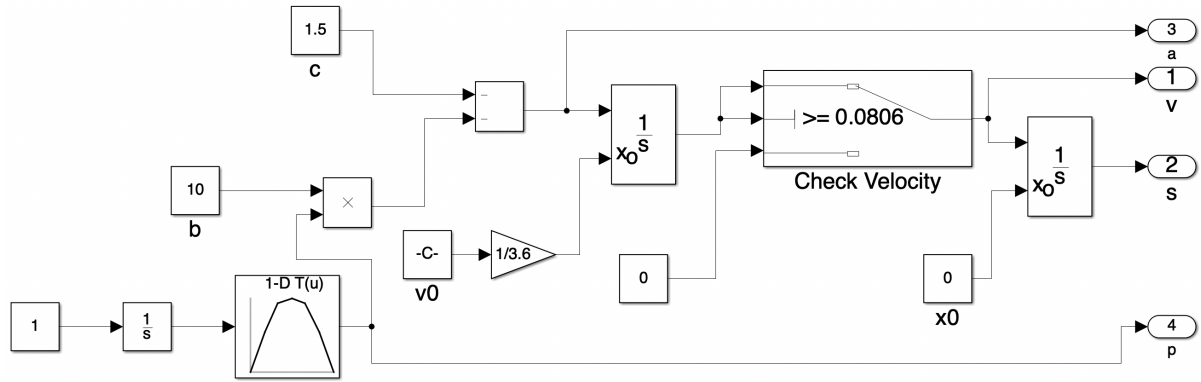


Figure 4.7: Simulation without braking

Table 4.1: Determined $p(t)$ parameters

Time in [s]	Brake pressure
0	0
0.2	0.043
0.4	0.073
0.6	0.078
0.8	0.043
1	0.043
1.2	0

- v_0 10 km/h -Stop at circa 1.92 meters -leave margin for inaccurate v_0 , which will be analysed in chapter 6 todo check -Acceleration curve similar to human profile -let go of brake before coming to a stop, let friction do the rest -

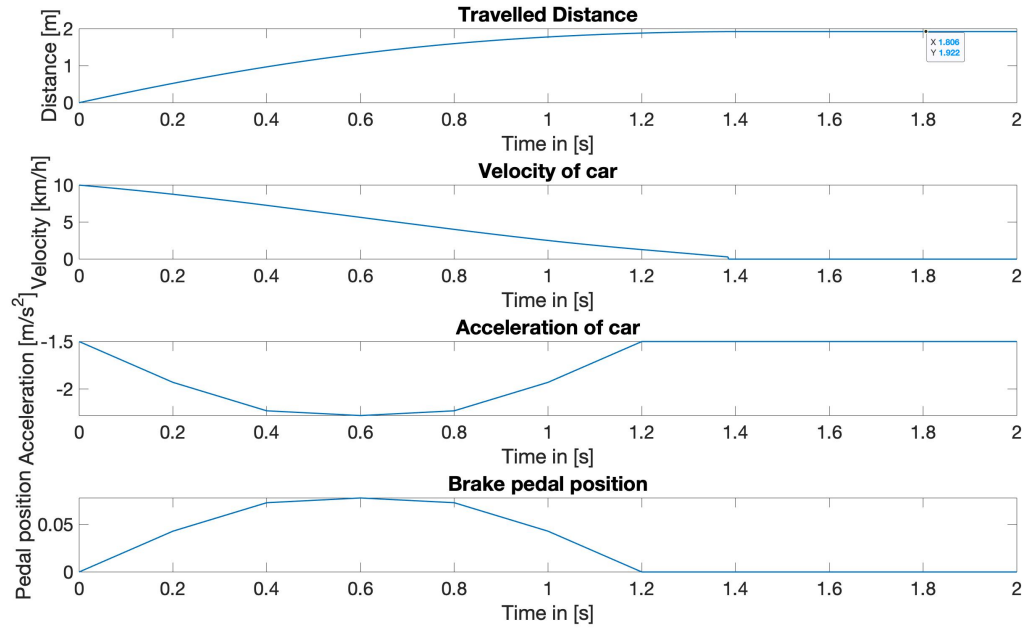


Figure 4.8: Simulation results with $p(t)$

5 D4*: Consideration of uneven parking spaces

-diagram

-forces need to be considered (Hangabtriebskraft)

A negative slope would increase stopping time and position. Whereas a positive slope would make stopping time shorter. A negative slope critical since collision could occur.

-therefore brake power would have to be increased or decreased

-physical borders need to be considered

Also when the car is stopped it should not start to roll forwards or backwards. On a plain surface, the brake can be released, after the car is stopped. That might not be the case on an uneven parking space and the car could start rolling. To prevent that the handbrake would have to be engaged. A brake assist on a positive or negative slope would need to keep holding the brake or engaging the handbrake.

In the model without a minimum velocity, the velocity would become negative on braking instead of the car coming to a full stop.

6 D5: Discussion of inaccuracies in velocity measurement

The velocity information of the car has an inaccuracy of velocity ± 0.1 km/h. Also the minimal velocity is 0.29 km/h which is not realistic, because velocity does not drop from 0.29 km/h to zero in one step. The brake pedal function is not dependant on the velocity, therefore inaccuracies in the velocity measurement during the braking procedure do not influence the braking procedure. This has one exception. Considering the velocity measurement inaccuracy, the initial velocity could be in a range of $9.9 \text{ km/h} \leq v \leq 10.1 \text{ km/h}$. This would certainly influence the braking behaviour of the car. It would be dangerous if the initial velocity would be higher than expected, because the car would travel further than expected because of that. This might cause an accident. If it would be lower, the car might stop earlier but that would not lead to an accident.

A simulation is used to evaluate the danger of the initial velocity being higher than expected. The, highest initial velocity that is possible with R5 is 10.1 km/h.

As can be seen from the results of the simulation a The brake pedal function must be able, even if the initial velocity would be 10.1 km/h, to come to a stop before travelling 2 m. Uncertainties in the measured velocity also influence the computed travelled distance. The velocity is needed to compute the travelled distance. The travelled distance is computed as the integral of the velocity. Therefore errors in the velocity carry into computed travelled distance.

-in human velocity profile 4 tire velocities recorded -mean used to compute car velocity
-because of inaccuracy in velocity computed acceleration also has inaccuracy -car driving around corner validate findings by numbers from simulation

Findings: -leave safety margin

7 D6: Implementation of pulse signal in Simulink

In D6 a pulsing information signal is described. This chapter documents the implementation of that signal. Both signals are needed for the frequency computation. The pulsing signal should only be present if the nonzero velocity of the car is ≤ 1 m/s and the position of the car is between 1 and 2 meters. From a frequency of 1 Hz at 1 meter it should rise up to 9 Hz at 1.9 meters. If the traveled distance is greater than 1.9 meters, the signal should become continuous.

This requirement can be divided into two separate components with separate responsibilities.

In the first component it is determined in which state the signal is (off, pulsing, continuous) and in the case of a pulsing signal the frequency of that pulse is computed.

The second component is responsible for outputting the pulse signal corresponding to the output of the first component.

The components are implemented using simulink subsystems which enables re-usability, encapsulation and also creates a better overview when looking at the main simulink model.

7.1 Computation of pulse signal frequency

Figure 7.1 shows the simulink subsystem for the computation of the frequency of the pulse signal. The inputs are the velocity and position of the car. The if-condition determines in which state the signal is.

In the first case the nonzero car velocity is ≤ 1 m/s and the position of the car is > 1.9 meters. In this case, the pulsing signal should provide a continuous output as demanded by requirement D6. The subsystem outputs a value of 10 in that case. This value is the indication for a continuous signal.

In the second case of the if condition the nonzero car velocity is also ≤ 1 m/s but the position of the car is between 1 and 1.9 meters. In this case the frequency of the pulsing signal should be between 1 and 9 Hz depending on the location. For that a lookup table is used, that provides an output frequency that linearly increases from 1 to 9 Hz depending on the position from 1 to 1.9 meters. A linear increase is used, because then the driver

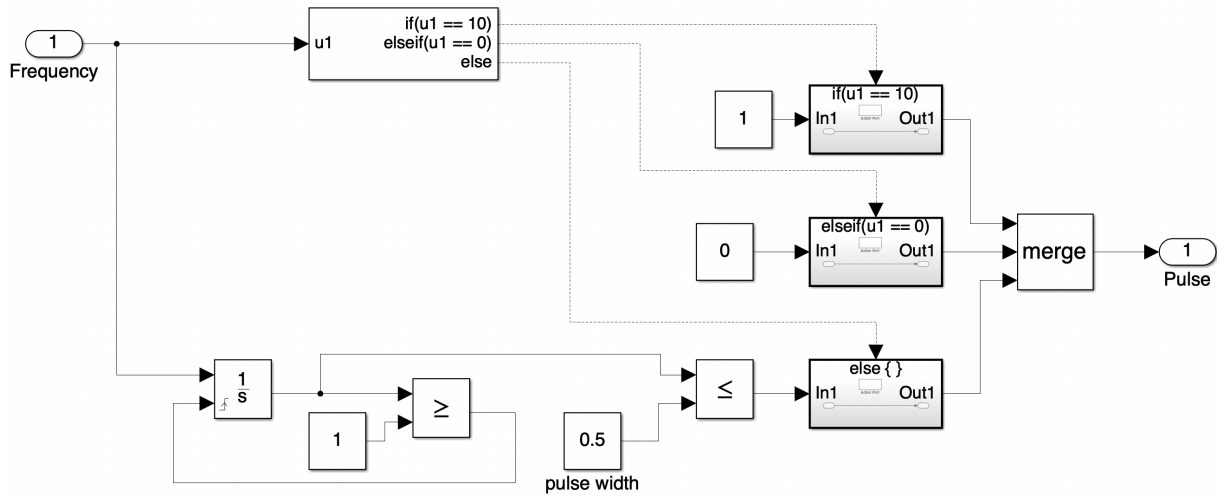


Figure 7.2: Simulink model of the pulse generation subsystem

7.3 Integration into car model

Using subsystems for the developed components makes it easy to include into and extend the existing model, which can be seen in figure 7.3.

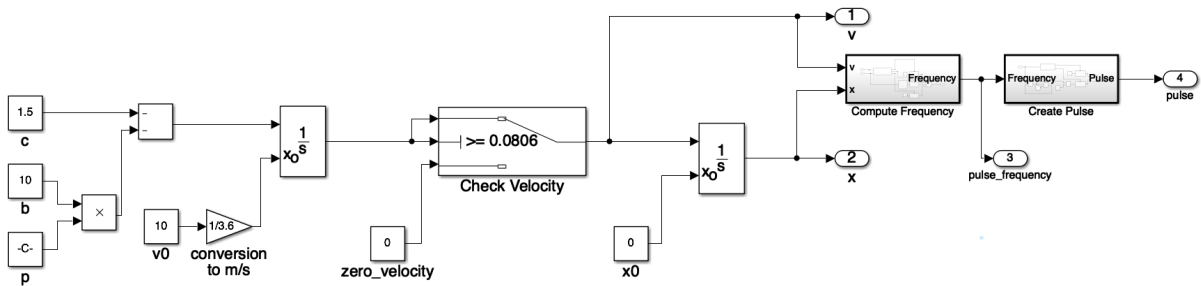


Figure 7.3: Simulink model of the car including the pulse signal

7.4 Signal demonstration

Figure 7.4 shows a demonstration of the implemented pulse signal. The Simulink car model is initialised with a constant brake pressure of 5 %. The frequency computation functionality can be seen in subplot 3. The frequency rises from zero, when the car reaches a velocity of 1 m/s (and also the distance is greater than 1m). Then the frequency increases as the car moves closer to 2 m. At 1.9 m traveled distance, the frequency rises to 10, which indicates a continuous pulse. When the car comes to a full stop at approximately 1.4 seconds the frequency goes back to zero, which indicates no pulse. The fourth subplot shows the output pulse signal. It starts when the frequency rises from zero, and the period

of the pulses gets shorter with the time increasing. When the frequency starts to indicate a continuous pulse (from approximately 1.25 s) the pulse signal outputs a continuous high signal until the car comes to a stop. When the car stops, the continuous pulse stops and no pulse is output.

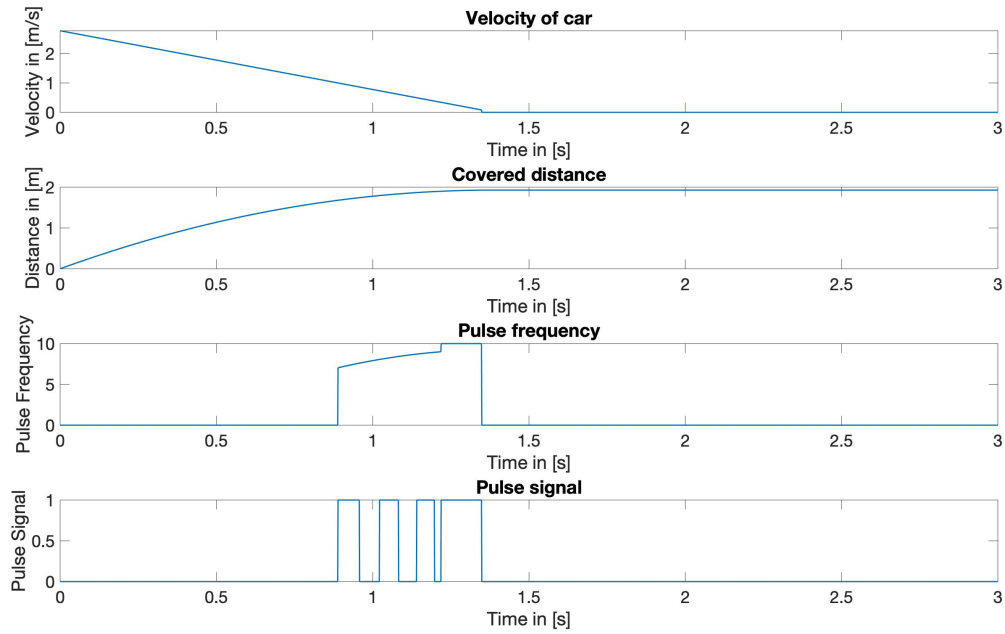


Figure 7.4: Demonstration of pulse signal

8 D7: Transfer of Simulink model to ASCET

- integration block as combination of multiplication and addition

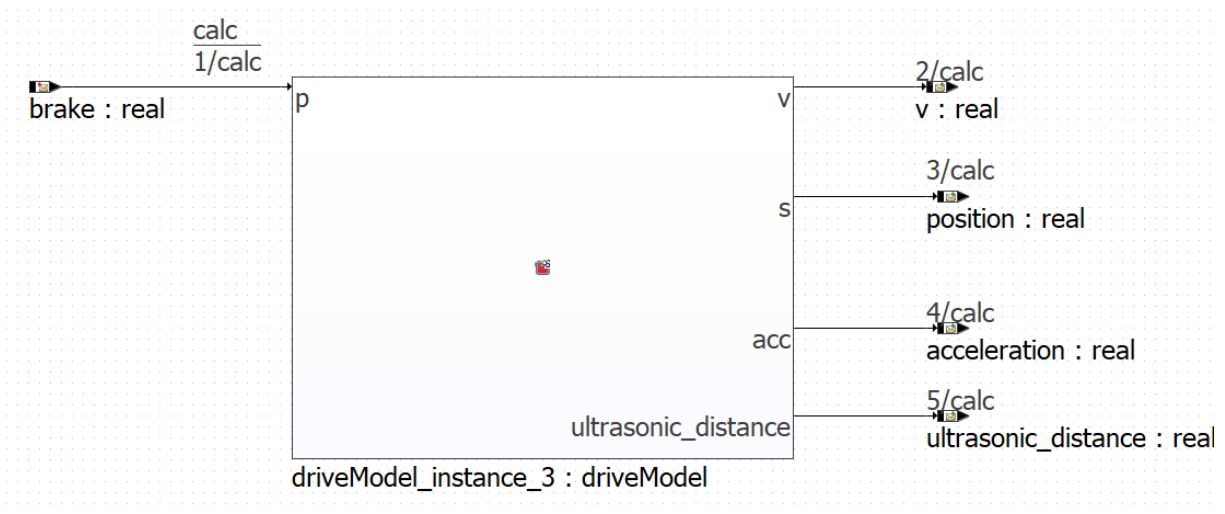


Figure 8.1: ASCET Blockdiagramm of car

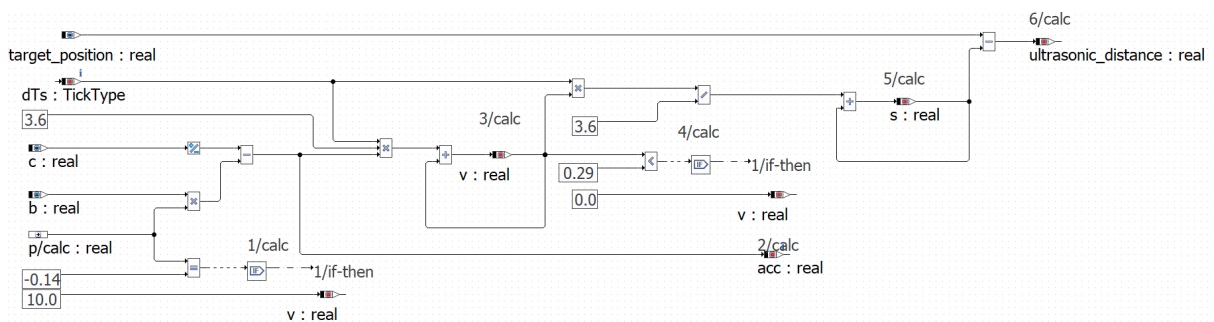


Figure 8.2: ASCET Blockdiagramm of driving model

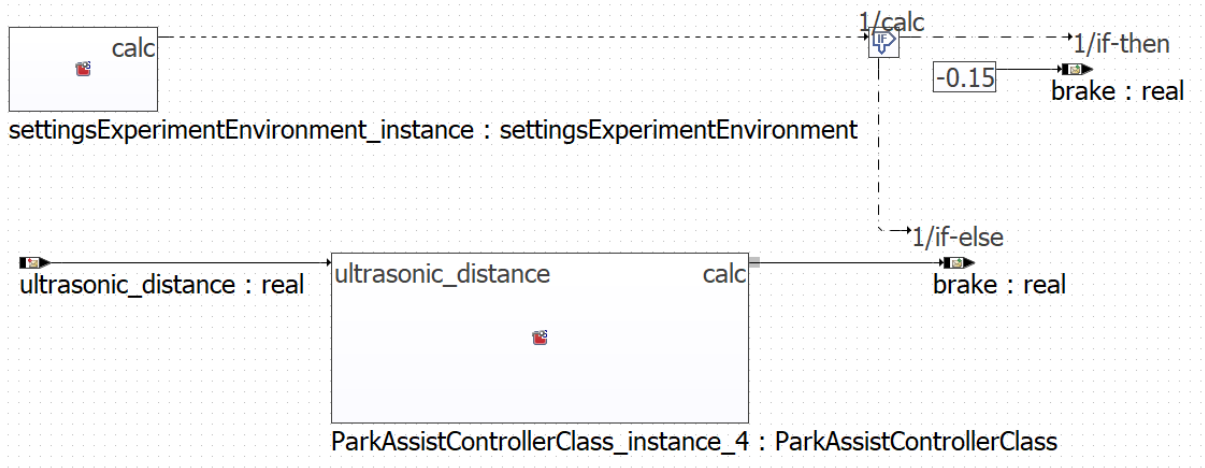


Figure 8.3: ASCET Blockdiagramm of park assist controller

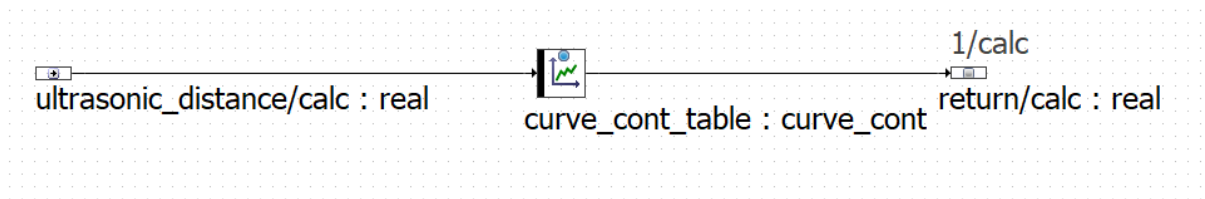


Figure 8.4: ASCET Blockdiagramm of park assist controller class

9 D8: Implementation of pulse signal in ASCET

- consists of two classes, one class calculates frequency, second class generates pulse signal
- frequency computation class connects two classes, passes calculated frequency to generate pulse signal
- input: velocity and position, dTs
- output: intern output: frequency, pulse signal

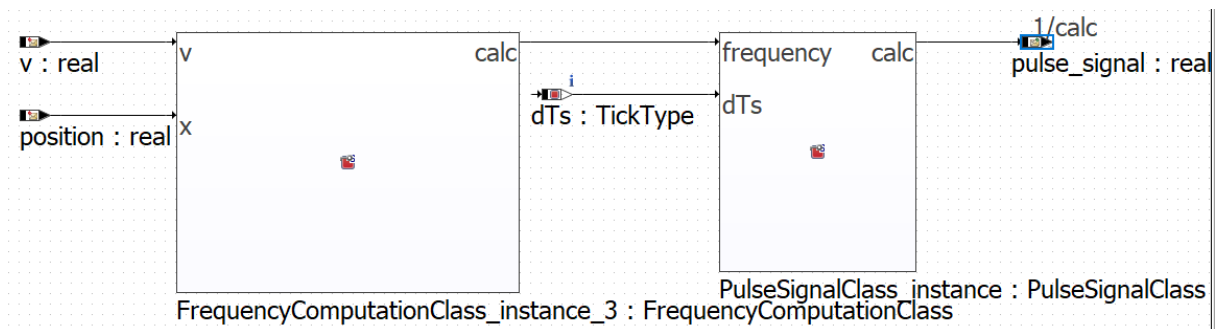


Figure 9.1: ASCET Blockdiagramm of frequency computation

- important: sequencing
- input: velocity and position, if velocity greater zero and less or equal than 1 and if position greater than 1.9 meters return 10 for continuous pulse, else: check if position greater than 1, then frequency lookup table, else: return zero

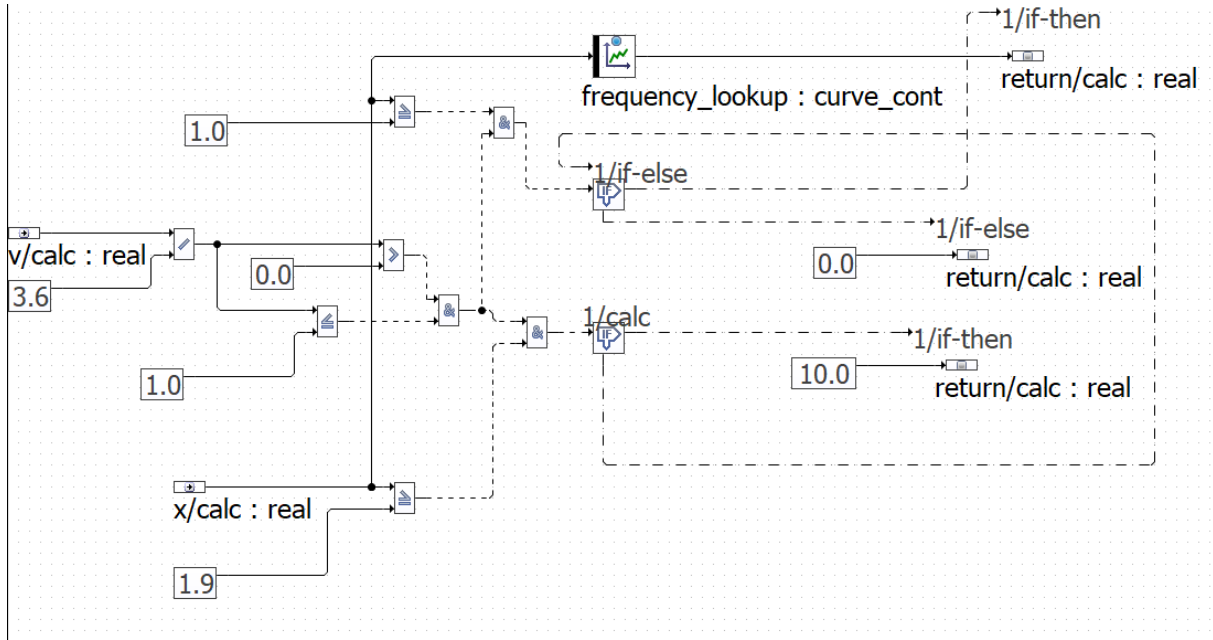


Figure 9.2: ASCET Blockdiagram of frequency computation class

- if frequency zero, return 1, else: if frequency 0 return 0, else: integrate frequency, if integrated frequency greater than 0.5 (pulse width changes by changing this parameter, now half of period) return 1 else 0 so half of period signal high, other half low, reset integration if integrated frequency greater than 1 beziehungsweise if periode is over

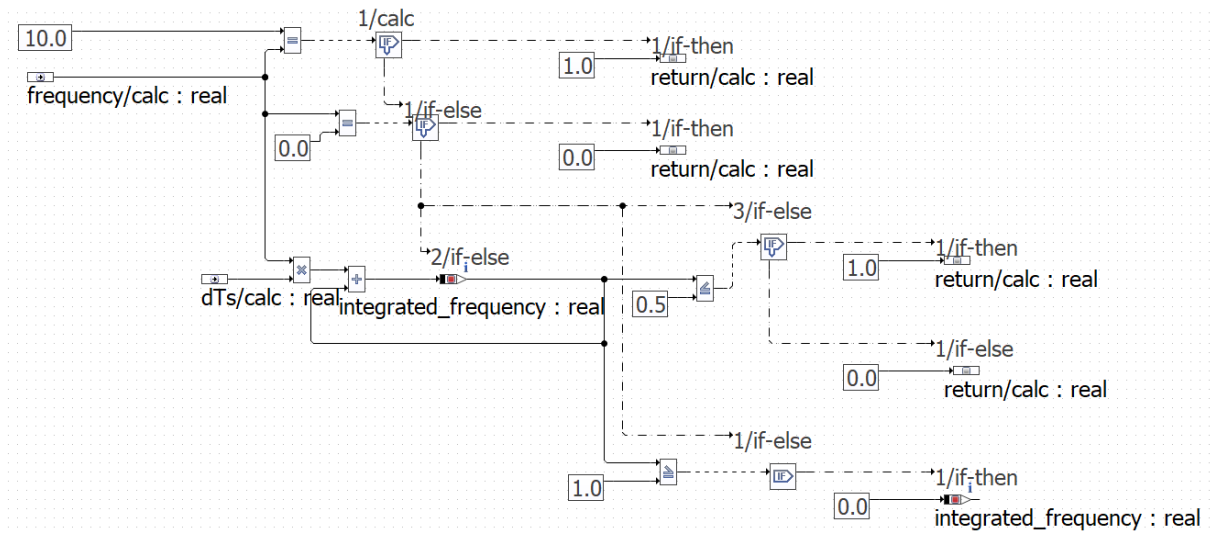


Figure 9.3: ASCET Blockdiagram of pulse signal class

10 D9: Implementation of unit tests for ASCET model parts

This section covers the unit tests of all components of the ASCET model. The components were designed in a modular way to allow easy unit testing. Also wrapper classes, passing messages into the components, are used to make it possible to unit test the components. This is the only functionality the wrapper classes include. That is necessary to make sure that no new bugs are introduced by the wrapper classes, because they can not be unit tested.

The unit tests are bundled in a package called *test* in the ASCET project. The `assertLib` is imported for the assertions that are used in the unit tests. The unit tests are grouped by component with a static test class for each component. One test case corresponds to one method within the unit test classes.

Test cases are derived by analysing the requirements and finding equivalence classes. The goal of the test case coverage is to cover equivalence class and in addition to that select values that might result in errors based on experience.s

- pulse signal, drive model not possible to unit test because of time component - Messages erklären

10.1 Unit tests for ParkAssistControl

10.2 Unit tests for pulse signal frequency generation

Table 10.1: Equivalence classes for unit testing pulse signal frequency generation

Position	Velocity	Output
irrelevant	$v = 0\text{m/s}$ or $v > 1\text{m/s}$	Zero
$1\text{ m} \leq s \leq 1.9\text{ m}$	$0\text{ m/s} < v \leq 1\text{ m/s}$	$f(s) = -7.889\text{ Hz} + 8.889 * s\text{ Hz}$
$1.9\text{ m} < s \leq 2\text{ m}$	$0\text{ m/s} < v \leq 1\text{ m/s}$	Continuous (10)

Table 10.2 shows the test cases derived from the equivalence classes above.

Table 10.2: Unit test test cases pulse signal frequency generation

Test case name	Velocity [m/s]	Position [m]	Expected frequency
continuousPulse	0.5	1.91	10
noFrequencyBecauseVelocityHigh	1.5	1	1
noFrequencyBecauseVelocityZero	0	1.8	0
noFrequencyBecausPosition	0.9	0.9	0
noFrequencyBecauseVelocityAndPosition	1.1	0.9	0
frequencyLow	1.0	1.0	1
frequencyHigh	1.0	1.9	9
frequencyMid	1.0	1.5	$5.44 < \text{result} < 5.45$

10.3 Unit tests for pulse signal

The table below shows the equivalence classes for the pulse signal.

Table 10.3: Equivalence classes for unit testing pulse signal

Position	Velocity	Pulse Signal
irrelevant	$V = 0\text{m/s}$ oder $V > 1\text{m/s}$	Zero
$1\text{m} \leq X \leq 1.9\text{m}$	$0\text{m/s} < V \leq 1\text{m/s}$	Alternating 0,1
$1.9\text{m} < X \leq 2\text{m}$	$0\text{m/s} < V \leq 1\text{m/s}$	Continuous

-test cases

Table 10.4: Pulse signal test cases

Frequency	dt	Expected result
0	1	0
10	1	1

- Alternating pulse signal not possible to test because dependant of time

11 D10: Development and implementation of a system test environment for ASCET simulation

- wait 5 seconds until starting because ascet experiment environment does not display the first seconds
- in first 5 seconds brake = -0.15 to counter c and b, $v = 0$
- after five seconds set v to 10 km/h and start experiment

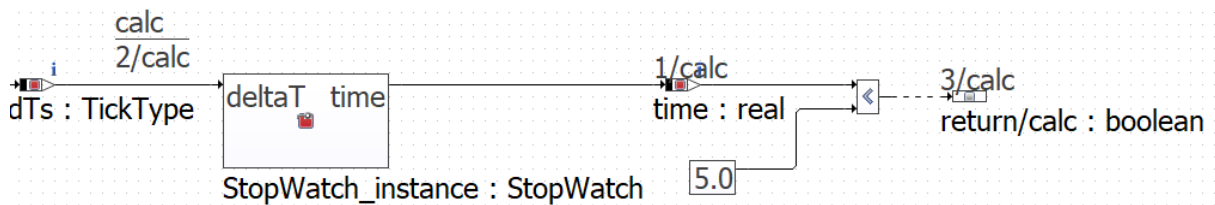


Figure 11.1: ASCET Blockdiagramm of settings

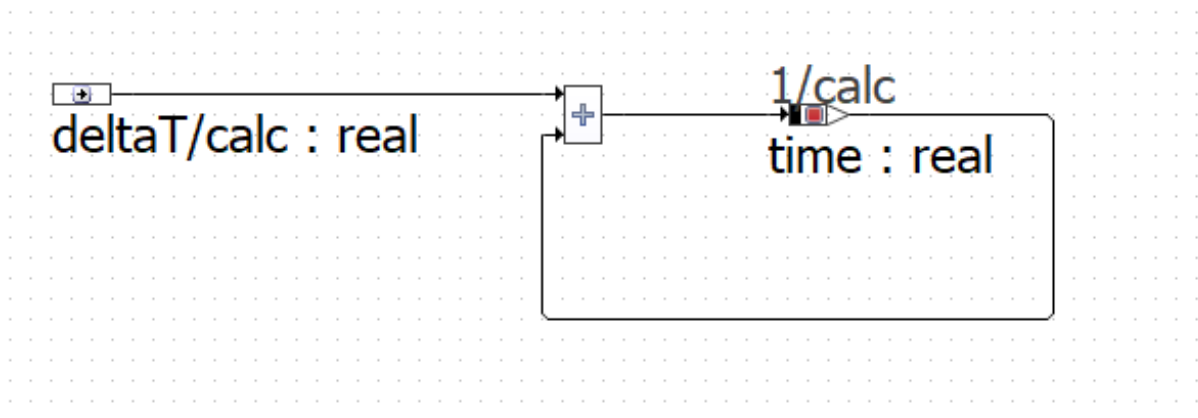


Figure 11.2: ASCET Blockdiagramm of stopwatch

12 D11*: Plausibility check comparing measured velocities and distances

The distance signal from the ultrasonic sensor (in case there is a non-moving object in front of it) and the measured car velocity are two measurements that provide independent measurement of travelled distance.

In the given scenario it is known that a non-moving object is 2 m in front of the car. So the ultrasonic sensor can be used to compute travelled distance by comparing distance measurements.

Integrating the velocity also provides a measurement of the travelled distance. These two measurements provide a redundancy in measuring travelled distance. If these measurements would be significantly different, one of the measurements must be inaccurate.

The distance signal from the ultrasonic sensor and the measured velocity. -statistically independent ultrasonic distance and velocity -if distance to next object for ultrasonic sensor is known

13 D13*: Impact of inaccuracies

Ultrasonic sensor: Using one ultrasonic sensor has limits when measuring distance to objects when parking. Several scenarios can be imagined, in which a distance measurement from one ultrasonic sensor does not provide enough information to securely park without causing an accident. The scenario in [13.1](#) shows the limits of a ultrasound sensor. One ultrasonic sensor in the middle of the front of the car might not be able to detect the two poles. In this case parking based on the information of the ultrasonic sensor might result in an accident. Using multiple ultrasonic distributed over the front of the vehicle might be able to resolve such an issue.

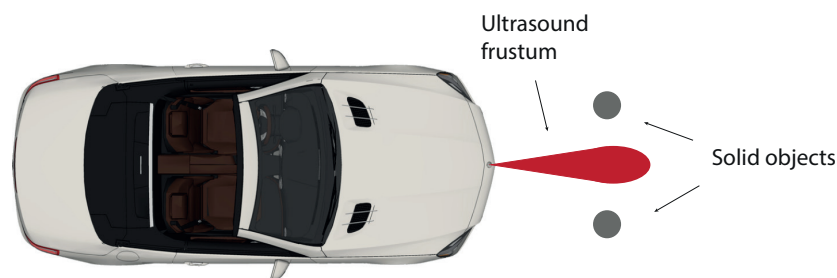


Figure 13.1: Ultrasonic sensor limits

With one ultrasonic sensor blind spot over ultrasonic sensor -can be seen in figure [13.2](#)



Figure 13.2: Ultrasonic sensor limits

pictures poles, round object.

a countermeasure for that could be to use multiple ultrasonic sensors -ultrasonic measurement: what if object is round? - -also above and below measurement

-velocity measurement -different wheel velocities

14 D14*: Reflection

-only 2 meter stop considered -no feedback -model not realistic