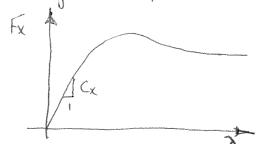
Longitudinal Time Forces

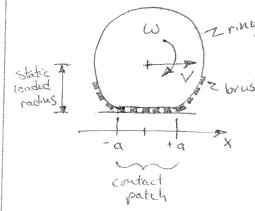
Forces that accelerate or brake the car must also go through the time contact patches. Just as the lateral I time forces are coupled to the slip angle, the longitudinal forces have a related longitudinal slip

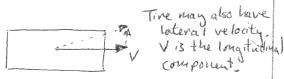


(If this looks like something you've seen before, you are correct)

V is the component of the Wheel center velocity over ground along the time's longitudical axis.

For longitudinal slip, & to exist, the wheel must rotate at a different speed than a solid disc model (with V=Rw) would imply. This may sound strange but then so did the idea of a slip augh at first. This is just the longitudinal equivalent and can be explained in terms of the brush and ring model.



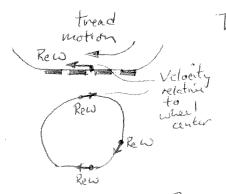


For now, consider the case where the time has zero slip angle.

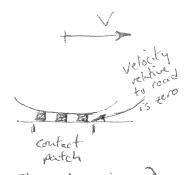
The tive has two main parts: (1) An inextensible ring (like the steel belts)

(2) Flexible brushes (the time tread)

First look at the time in a free rolling condition with no applied wheel torques or longitudinal forces.



The velocity of a point on the ring must be Rew for some effective radius since the ring is not able to change its circumference. The effective radius is not the time outside radius or the static loaded radius but more closely the radius of the steel belts. We define it in terms of pure rolling St Vat



If the time is originally stuck to the road! the velocity of the Eread relative to the road is zero, The velocity of the wheel center relative to the road is V. The velocity of the brush tips relative to the wheel center is there fore V

SINCE V= Re W The slip is

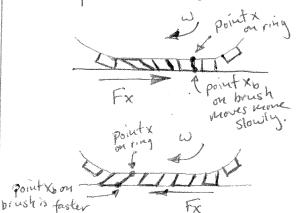
In other words, we define this free rolling condition as having zero slip and define the radius accordingly.



Another way to look at this is 'that the brush elements do not deform since Vr=Vb

Vr=Rew = V=Vb

When braking or accelerating, the picture changes. For positive longitudical forces, the brushes are deflected towards the front of the time. The velocity of a point on the ring is higher than that of the corresponding point on a brush.



The deformation in the brushes starts at zero and increases as the brush moves through the contact patch. The deflection drops to zero when the brush leaves the contact Patch.

Brating is just the opposite direction for deformation. The Velocity of a point on the brush is higher than the ring.

The deflection in the brushes is the difference between the x-axis position of the corresponding points on the brush and ring.

 $U(x) = X_b - X$

Assuming that no stiding occurs, after a time At in the contact potch $X = a - ReW \Delta t$ $\Delta t = \frac{(a-k)}{Re 40}$

 $X_b = a - V_{\Delta}t$

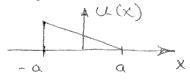
So
$$u(x) = a - V\Delta t - a + Re \omega \Delta t$$

$$= \left[Re \omega - V \right] \Delta t$$

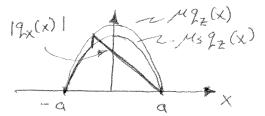
$$= \left[\frac{Re \omega - V}{Re \omega} \right] (a - x) \quad \text{This looks sort of like}$$

$$= (a - x) \left(\frac{\lambda}{1 + \lambda^{-}} \right)$$

We get a picture very much like the lateral direction



u(x) > 0 for x > 0, $f_x > 0$ u(x) < 0 for x < 0, $f_x < 0$



Defining a stiffness for the brushes, cpx:

$$\mathcal{L}_{x}(x) = C_{px} u(x) = (a-x)_{C_{px}} \left(\frac{\lambda}{1+\lambda}\right)$$

We start sliding when we reach xse at which

$$|2x(X_{x})| = M2_{z}(X_{se})$$

$$(a-x)C_{px} \left| \frac{\lambda}{1+\lambda} \right| = \frac{3Mf_{z}}{4a} \left(\frac{a^{2}-X_{se}^{2}}{a^{2}} \right)$$
or $X_{se} = \frac{4C_{px}a^{3}\left| \frac{\lambda}{1+\lambda} \right|}{3Mf_{z}} - a$

So our total longitudical force is

$$F_{X} = \int_{\text{ad Lesion}} q_{X}(x) dx + \int_{\text{soliton}} q_{X}(x) dx$$

$$= \int_{\text{xsl}} C_{pX}(\alpha - X) \left(\frac{\pi}{1 + \lambda}\right) dx + \int_{\alpha}^{x_{sl}} \frac{3 H_{s} f_{z}}{4a} \left(\frac{\alpha^{2} - x^{2}}{a^{2}}\right) sgn\left(\frac{\pi}{1 + \lambda}\right)$$

For the lateral direction, we had $Fy = -S cpy (a-x) tand dx - S \frac{3MsF_z}{4a} \left(\frac{a^2-x^2}{a^2}\right) sgn(\alpha)$ $Xse = \frac{4cpy a^3 |tana|}{3MF_z} - a$

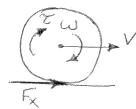
=> Same form of equation, just change sign and replace
(1) Cpy with Cpx (2) tand with 1+9

So defining $C_X = 2C_{pX}\alpha^2$ $F_X = C_X \left(\frac{\lambda}{1+\lambda}\right) - \frac{C_X^2}{3\mu F_t} \left(2 - \frac{\mu_s}{\mu}\right) \left(\frac{\lambda}{1+\lambda}\right) \left(\frac{\lambda}{1+\lambda}\right) \left(\frac{\lambda}{1+\lambda}\right) \left(\frac{\lambda}{1+\lambda}\right) \left(1 - \frac{2\mu_s}{3\mu}\right)$

This expression is valid up to total sliding which occurs at $\frac{\lambda s_L}{1+\lambda s_L} = \frac{3\mu f_Z}{Cx} \quad \text{then } f_X = M_S f_Z \, \text{Sgn}(\lambda)$

Although this expression is in terms of Ask keep in mind that Ask is small before we reach total sliding on the order of a few percent. Thus qualitatively, you can think of longitudinal force being a function of slip (aka) alone.

To use these expressions for the longitudinal forces, we need to know the slip, +2. This means we need both the wheel speed and the longitudinal velocity of the wheel center over ground. The latter we can easily get from the planar model; the former requires adding new states for wheel speeds. The differential equations are:



E-ReFx = Jww

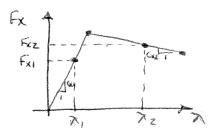
Where Jw is the polar moment of mertia of the wheel and Z is the applied torque. An engine torque would be positive, a brake torque regative.

Dynamics of Braking

The longitudinal forces are governed by the wheel slips. $n = \frac{\text{Rew-V}}{\text{N}}$

which in turn depends upon the wheel speed dynamics

These dynamics can be particularly challenging during braking. To see why, consider a very simple bilinear model of the time curve:



In braking, 2<0, 6<0, 7<0

Consider two points where point I is before the peak of the time curve and point Z is after the peak.

At equilibrium 1, Z = Rfx1, 7 = 7, and W= W,

Generally, $\Delta \omega_i = \omega - \omega_i$, $\Delta \dot{\omega}_i = \dot{\omega} - \dot{\omega}_i = \dot{\omega}$

て=て,+ムて, カ=カナムカ,

AR, = Rew, -V - Rew, -V = Re DW,

 $F_X = F_{X_1} + C_{X_1} \Delta \lambda_1$

Substituting into the equation of motion

JW DW, = T, + DT, - Re[FX, + CX, AN,] = T, - RFX, + DT, - RCX, (P DW)

JU DÜ, = AT, - Reach DW,

$$\frac{\Delta \omega_{i}(s)}{\Delta \tau_{i}(s)} = \frac{1}{J_{\omega}s + \frac{Re^{2}Cx_{1}}{V}}$$

& Stable first order dynamics

=> Small perturbations in the torque produce stable responses in the rotational speed of the wheel.

We can do the same thing at equilibrium 2, everything is the same except the slope of the force-stop cure

So
$$F_{X} = F_{XZ} + C_{XZ} \Delta \lambda_{Z}$$

=> $J_{\omega} \Delta \hat{\omega}_{z} = \Delta T_{z} + R_{e} C_{XZ} \left(\frac{R_{e}}{V} \Delta \hat{\omega}_{z} \right)$

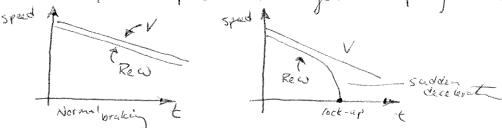
= $\Delta T_{z} + \frac{R_{e}^{z} C_{XZ}}{V} \Delta \hat{\omega}_{z}$
 $\frac{\Delta \hat{\omega}_{z}(s)}{\Delta T_{z}(s)} = \frac{1}{J_{\omega} s - \frac{R_{e}^{z} C_{XZ}}{V}}$
 $C_{uustable} \text{ first order dynames!}$

So after the peak of the time curve, the wheel speed response is unstable. Any slight perturbation in torque will result in a dramatic charge in wheel speed.

Physically, this is the challenge of wheel lock-up. At points past the peak of the time curve, any brake torque of greater magnitude than equilibrium will cause the slip to go to -1. This corresponds to a locked wheel.

The locked wheel is just like a sliding block of rubber Not only does this take away the peak force capability but the ligh longitudial sliding velocity takes away lateral force capability as well. This is particularly problematic when the rear wheel locks up - with insufficient rear force laterally, the car will spin.

Anti-lock brake systems modulate brake pressure to prevent this from happening. Because speed over ground (V) is not an available measurement, cars can only do a rough estimate of stip. Instead, ABS systems look primarily at wheel deceleration since with the low merta of the wheels, wheel speed can change more rapidly than vehicle speed.



Wheel spin can be an issue with excessive positive longitudical force (burnouts). However this requires a car with sufficient drive torque and horsepower. All cars can brake at the mainly, few can drue at the mainly on dry pavement