# Basic Dynamic Modeling in 2D

Course 1, Module 4, Lesson 3



### **Dynamic Modeling**

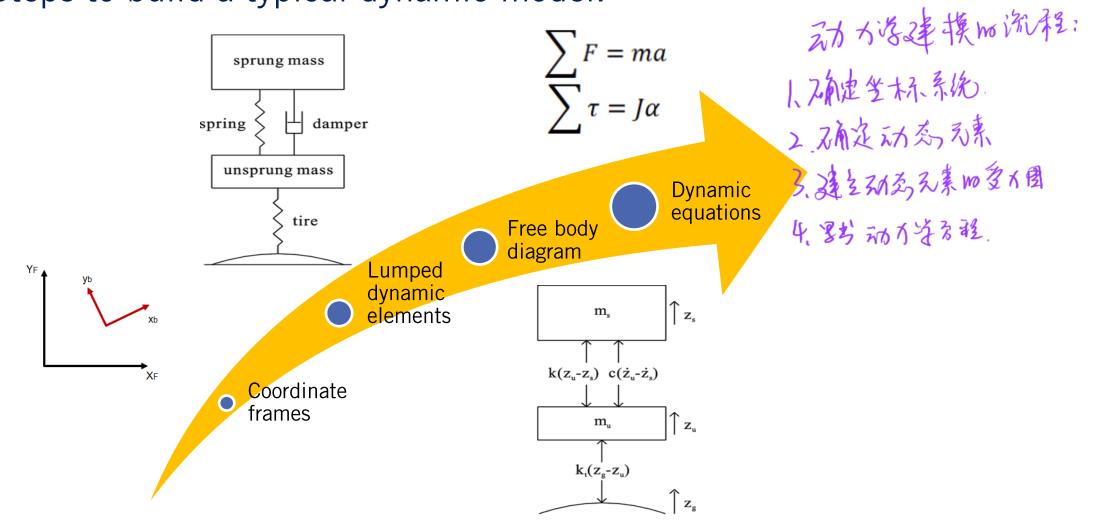
- Why Dynamic Modeling is Important?
  - At higher speed and slippery roads, vehicles do not satisfy no slip condition
  - Forces such as drag, road friction govern required throttle inputs





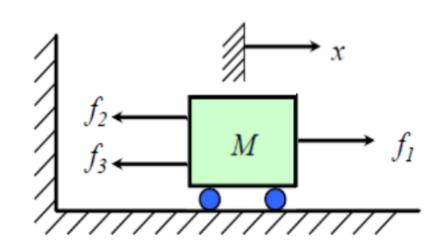
# **Dynamic Modeling**

• Steps to build a typical dynamic model:



### **Dynamic Modeling - Translational System**

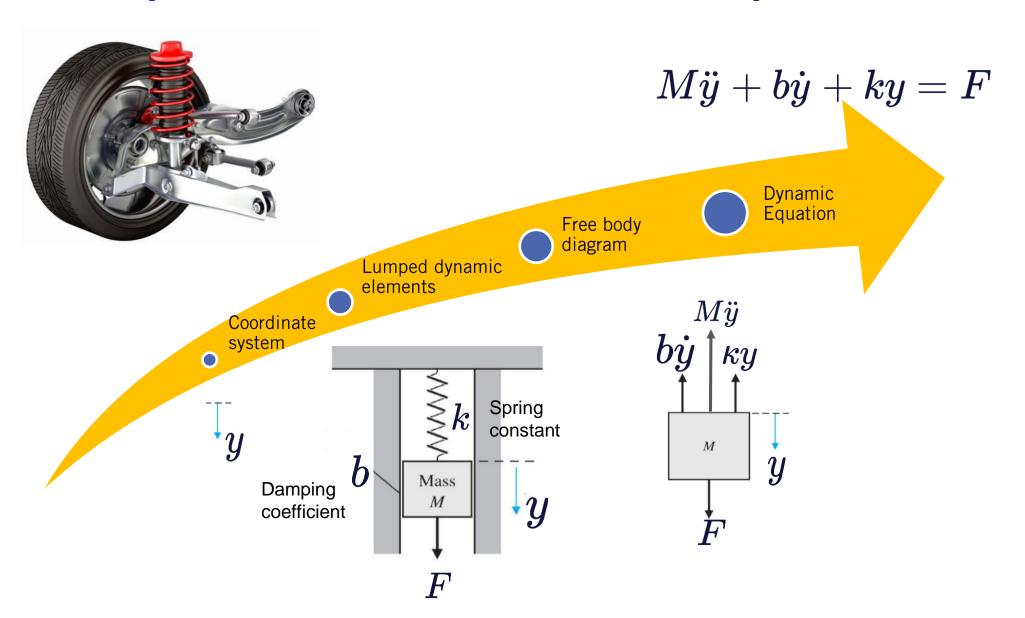
- Deals with forces and torques
- Roughly, need to equate all forces
- Governed by Newton's second law



$$Ma = \sum F$$

$$M\ddot{x} = f_1 - f_2 - f_3$$

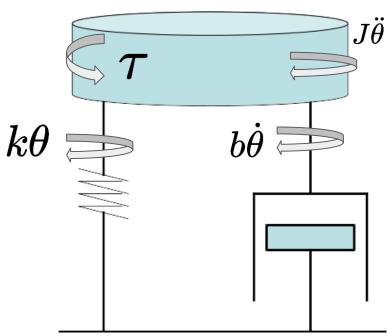
### **Example - Vehicle Shock Absorber (Suspension)**



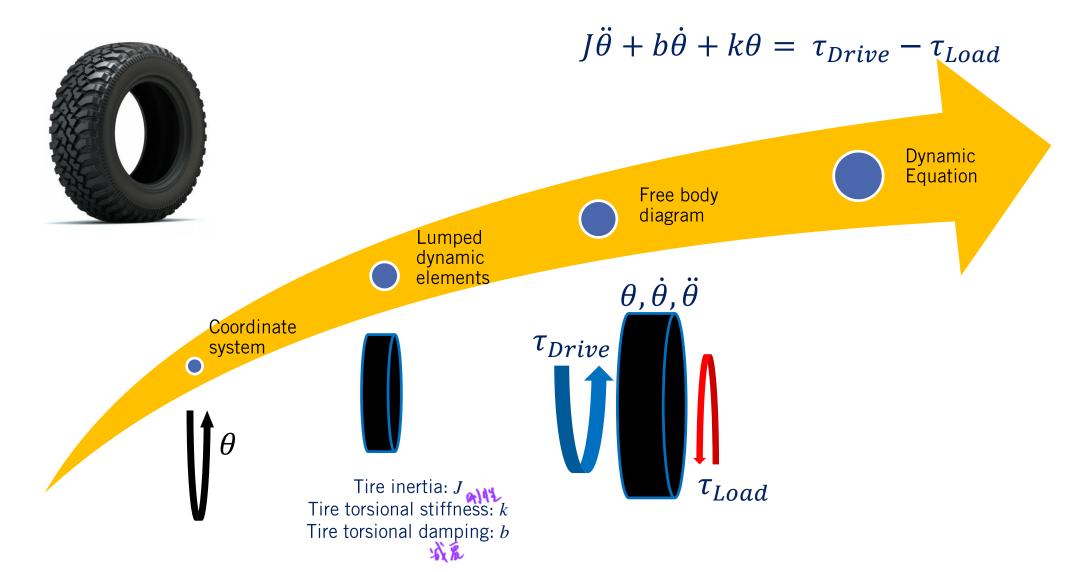
### **Dynamic Modeling - Rotational Systems**

#### 根性

- Inertia,  $J_{\text{MMM}}$  Torsional force, au
- Forces resisting that torsional force
  - o Spring force
  - o Damping force
  - o Inertia force



## **Example - Tire Model**



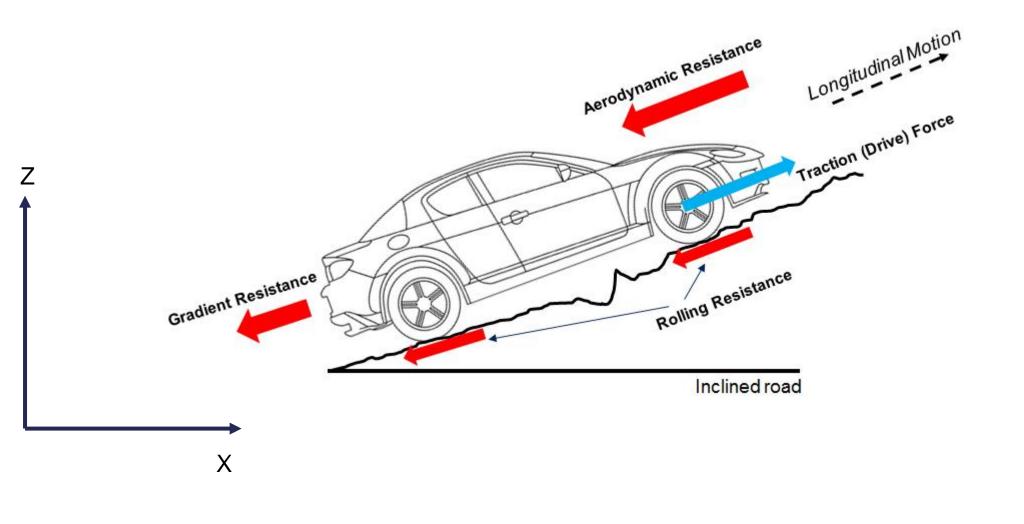
### **Full Vehicle Modeling**

- All components, forces and moments in 3D
  - o Pitch, roll, normal forces
  - o Suspension, drivetrain, component models

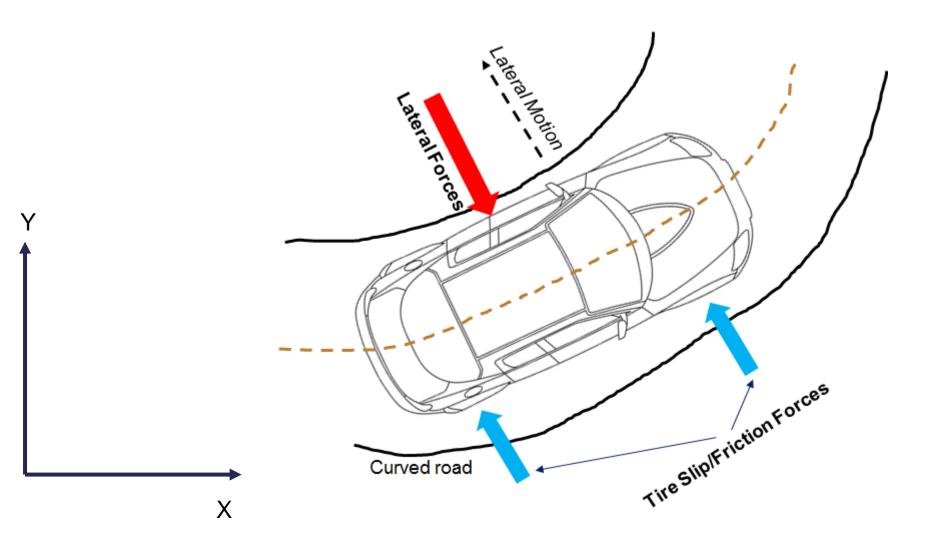


Project Chrono

# **2D Dynamics - Vehicle Longitudinal Motion**



# 2D Dynamics - Vehicle Lateral Motion



### **Summary**

- What we have learned from this lesson?
  - Basics of 2D dynamic and how to start modeling a dynamical system, along with some application in automotive.
- What is next?
  - We will take a look at the vehicle longitudinal dynamics and drivetrain system

