

### **FYP Presentation**

presented by

**Tran Trong Tri** 

School of Mechanical & Aerospace Engineering

08/05/2007

Project: A168

### Design And Development Of A Vehicle Motion Feedback System For A Vehicle

Supervisor:

A/P Yap Fook Fah

Student:

Tran Trong Tri



### Contents

- Introduction
- Project's Objective
- Project Overview
- Matlab Modelling
- Steering Control System
- Rear Wheel Control System
- Pedalling Power Measuring System
- 6 DOF Motion Platform
- Vega Virtual Environment
- Conclusion



### Introduction

- Many simulators have been developed for many purposes:
  - Training
  - Testing
  - Learning
  - Entertainment
- Some popular simulators:
  - Flight simulator
  - Car simulator
  - Motorcycle simulator
- However, Bicycle Simulation has not been paid high attention.



# **Project's Objective**

- Many projects have been done.
- Each previous project carried out with individual parts.
- Main objective of this project:
  - Combining all of the previous individual parts so that the system can work properly.
  - Modifying to improve the system performance.



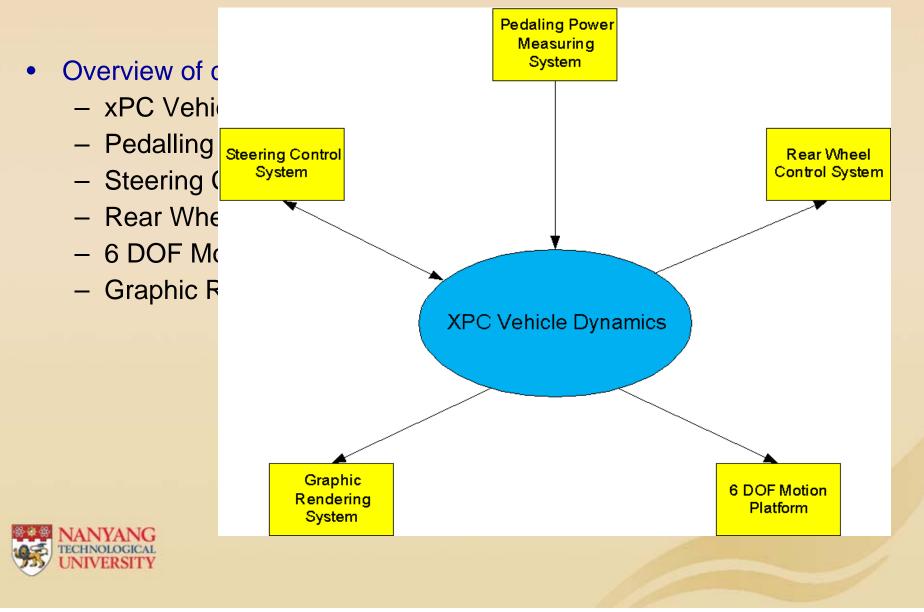
### Literature Review

- Some of Bicycle simulators:
  - By CyberGear and Tectrix
  - The Fortius system by Tac
  - KAIST Interactive Bicycle
  - Virtual Bicycle by VRAC
- Previous work
  - True Bicycle Simulator ha Research Centre of Nany;

**MIST** 

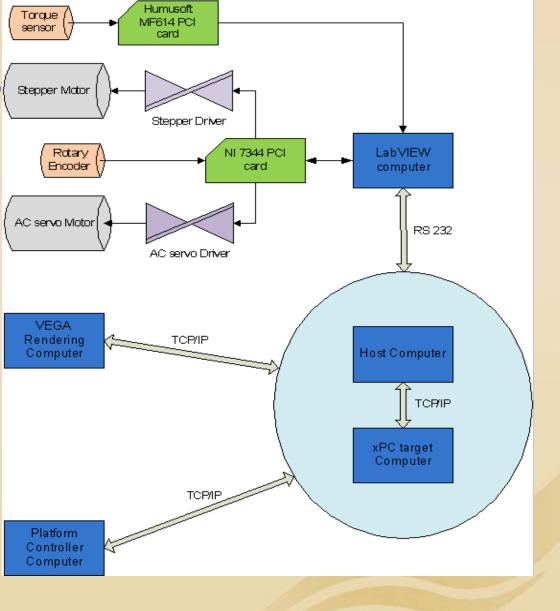


### **Overview**



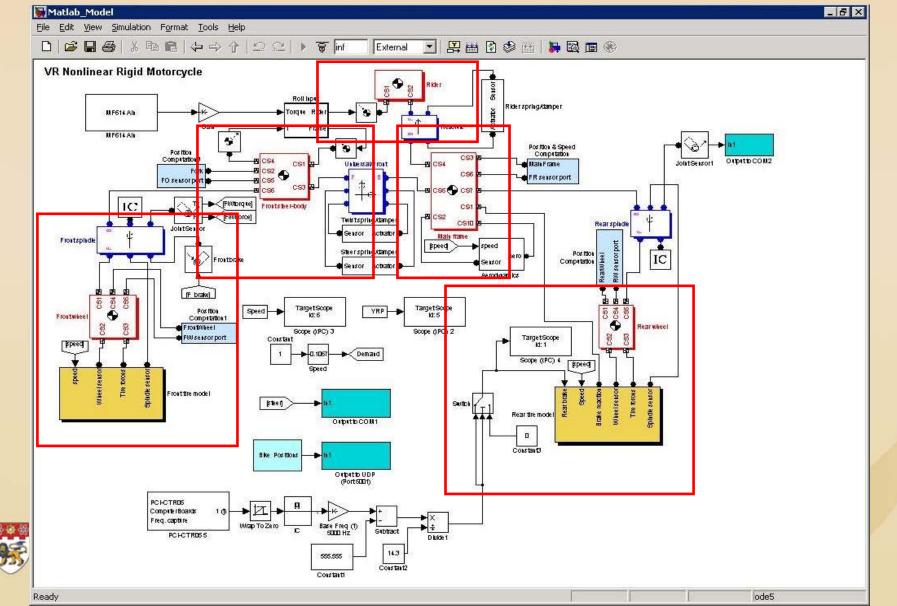
### **Overview**

The connection layout o
 stepper Matter





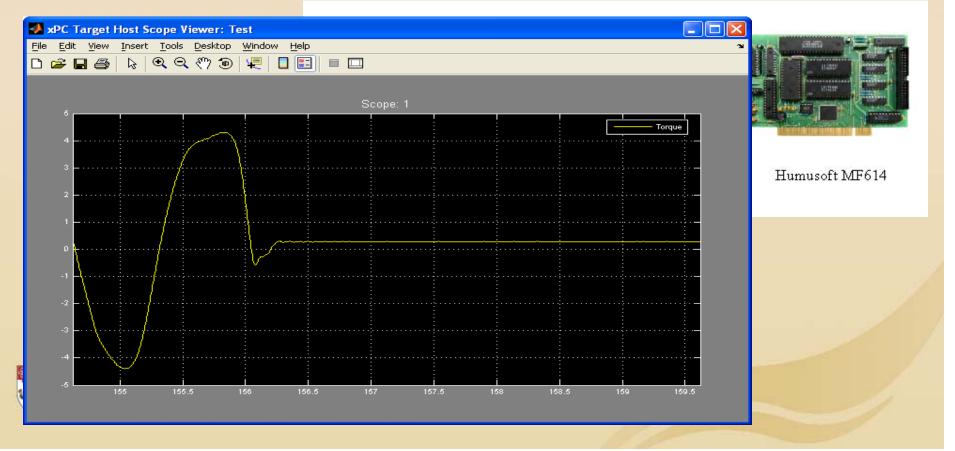
### Matlab Model



### **Steering Control System**

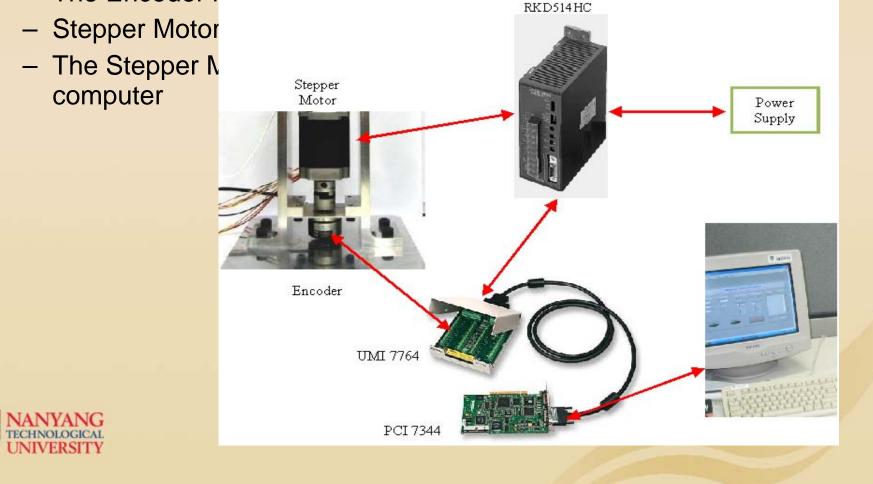
#### • Torque sensor:

- Used to obtain the torque at the steer.
- The measured torque is tranferred to the xPC computer.



### **Steering Control System**

- Stepper Motor and the Incremental Optical Rotary Encoder:
  - The Encoder is used to measure the position of the hike's steer



### **Rear Wheel Control System**

• The AC servo Motor at the Rear Wheel:



### Pedalling Power Measuring System

TorqueReadBluetooth_Complete v3.vi Front Panel	
File Edit Operate Tools Browse Window Help 수 & ම	2
Waveform Chart       Torque       S         1.2       1.1       1<	Serial Settings UDP Settings     Port to Read Delay Time (millisec) $\frac{1}{\sqrt{0006}}$ 10 $\frac{1}{\sqrt{0006}}$ 10 $\frac{1}{\sqrt{000}}$ $\frac{1}{\sqrt{10}}$ $\frac{1}{\sqrt{000}}$ $\frac{1}{\sqrt{10}}$ $\frac{1}{\sqrt{000}}$ $\frac{1}{\sqrt{10}}$ $\frac{1}{\sqrt{000}}$ $\frac{1}{\sqrt{10}}$ $\frac{1}{\sqrt{000}}$ $\frac{1}{\sqrt{10}}$ $\frac{1}{\sqrt{1000}}$ $\frac{1}{\sqrt{10}}$ read buffer TORQUE=0.00Nm read buffer TORQUE=0.00Nm error out at Serial Port source <

### **6 DOF Motion Platform**

- The 6 DOF platform is used to simulate the reaction of the bicycle:
  - Linear movements: according to x, y, z axis
  - Non-linear mov





Path to MAIN	G:\Program Files\M	vlotionbase Utilitie	es\mb_move\Mai	n.out	Browse
latform Parameter File	G:\Program Files\Motionbase Utilities\mb_move\610-300-16-12\platfor				Browse
osition Parameter File	G:\Program Files\Motionbase Utilities\mb_move\610-300-16-12\Dof\D				Browse
Filter Parameter File	eter File G:\Program Files\Motionbase Utilities\mb_move\610-300-16-12\Dof\hr				
		Start	1		Г <u>ПК</u>
atus	n moving	Start			<u> </u>
	n moving	Start	0	0	<u> </u>

### **VEGA Virtual Environment**

• Vega Lynx is use for graphic rendering and displaying of the Bicycle simulator.





## Conclusion

- The Bicycle Simulator is built for researching and studying the dynamic behaviors of a realististic bicycle in a virtual environment.
- A real bicycle model has been built and simulated successfully in Matlab using Simulink toolbox.
- Besides the hardware developing, software parts also be built and tested so that the system can perform accurately in real-time.
- However, some modifications can be carried out in future to prefect the system:
  - Modify so that there is not necessary to recompile the model when the IP address of one of the computers is changed.
  - Simplify the system, therefore only one computer is required to simulate the whole system.



## Thank you for your attention



# **Q & A**

