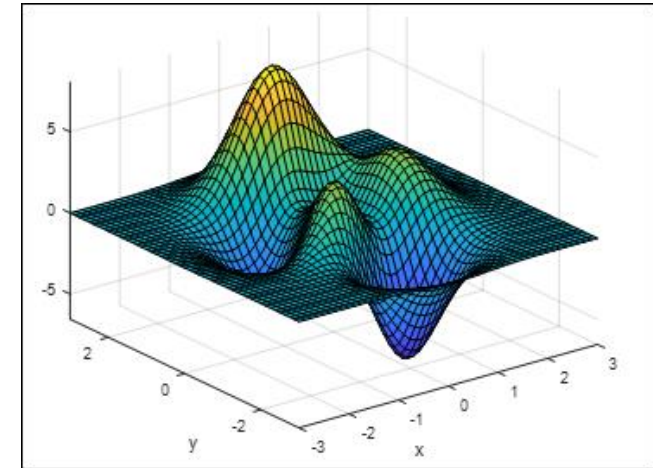
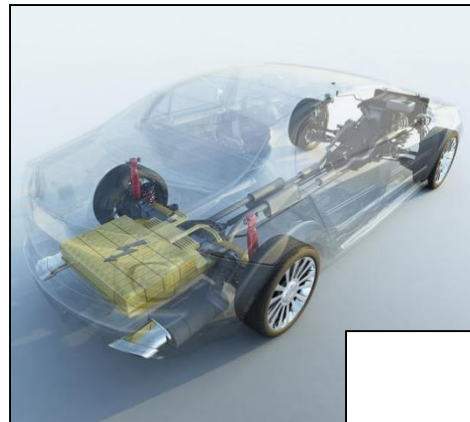


# Objective Drivability Calibration

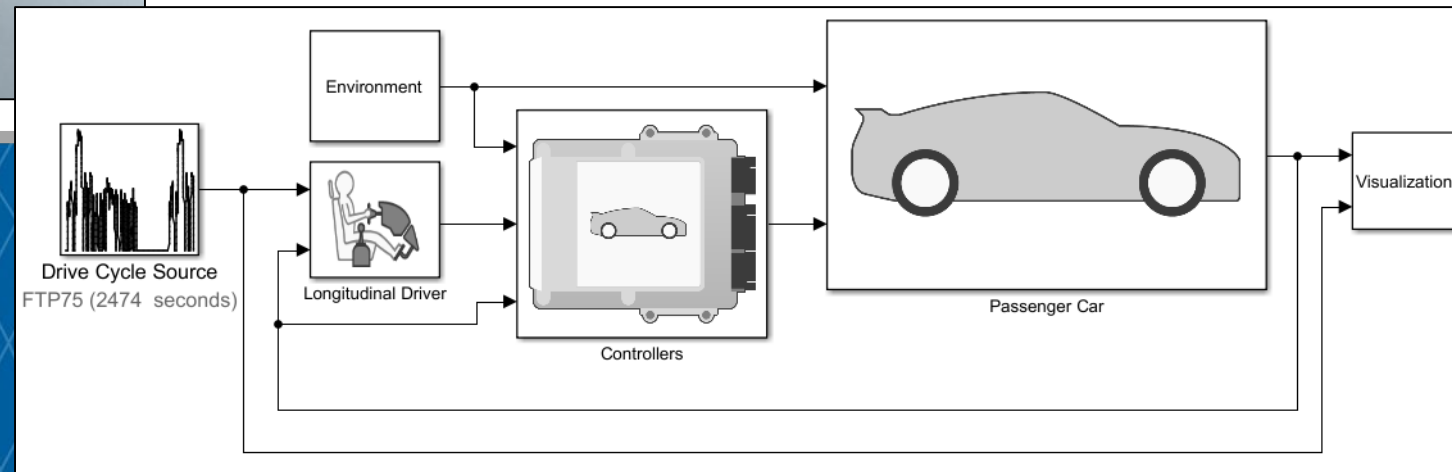
MathWorks Automotive Conference

April 11<sup>th</sup>, 2019



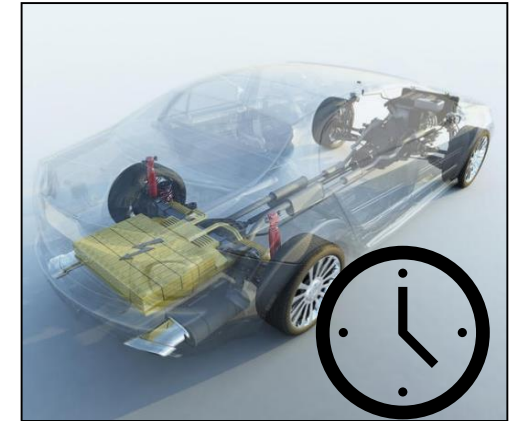
Co-Authors:  
Jason Rodgers &  
Jan Janse van Rensburg\*

MathWorks

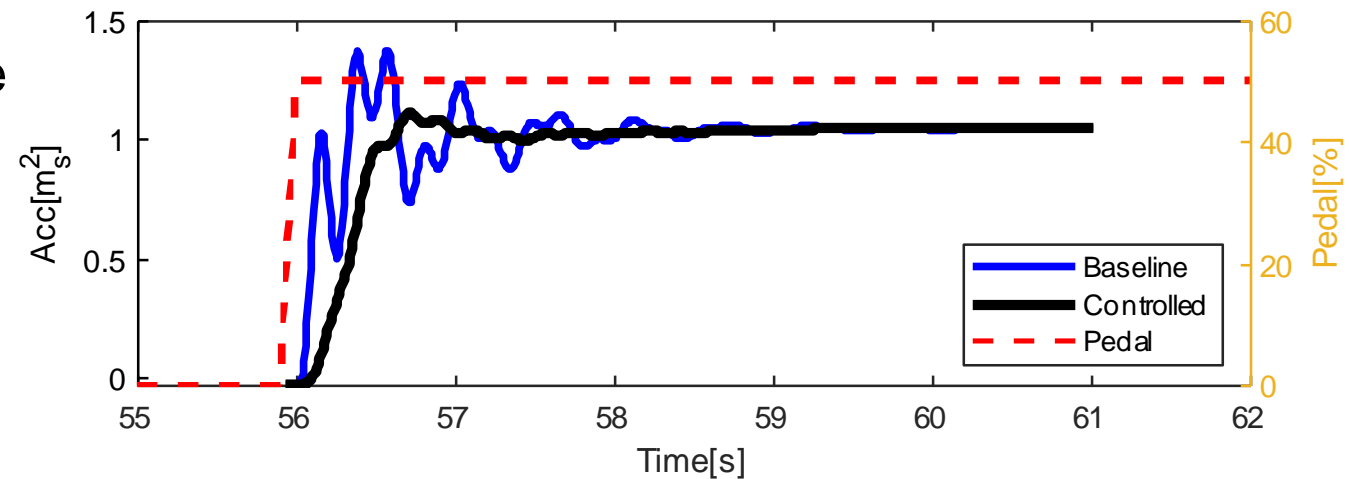


# Problem Statement

- What is the problem?
  - ECU can have dramatic effect on drivability
  - Manual calibration is time sink
  - Ratings are defined by experienced but subjective drivers

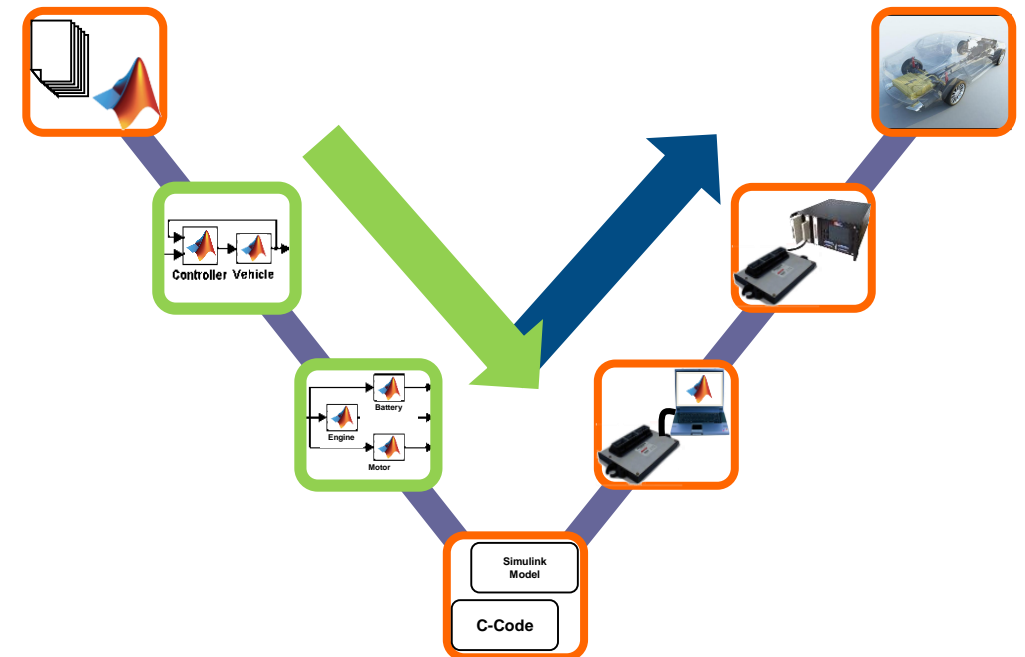
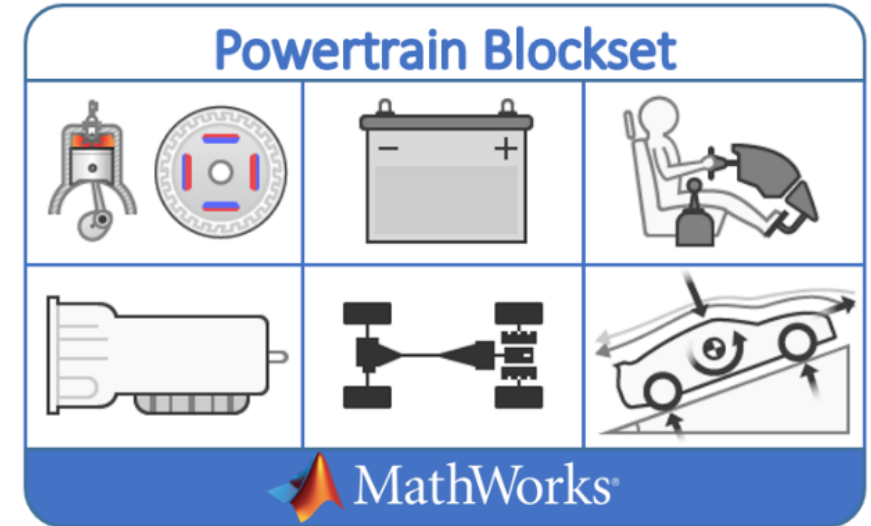


- How to solve the problem?
  - Use objective based approach to tune ECU calibration parameters
    - I. Requirements driven
    - II. Repeatable and automated
    - III. Objective based

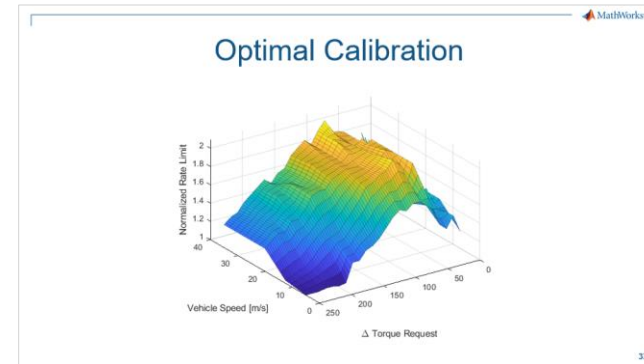
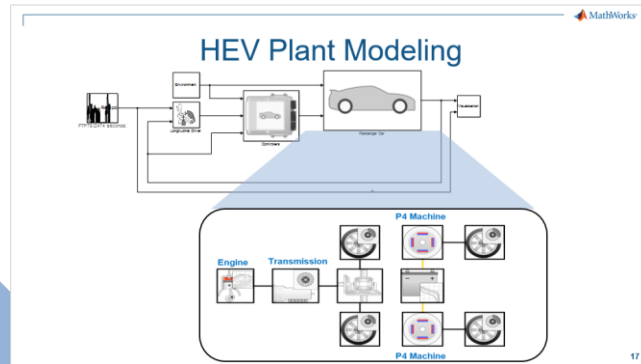
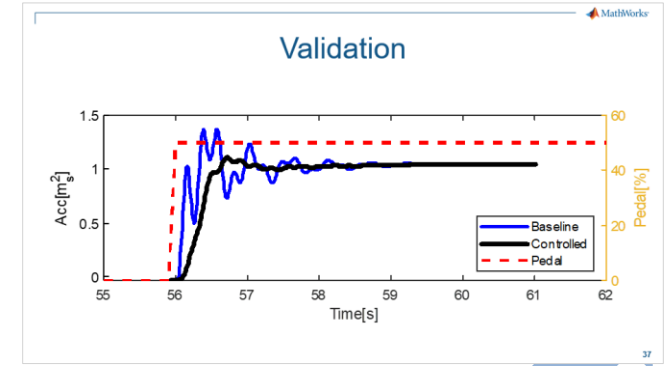
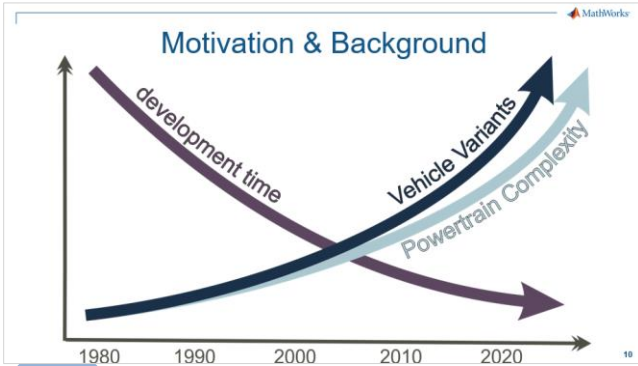


# Key Takeaways

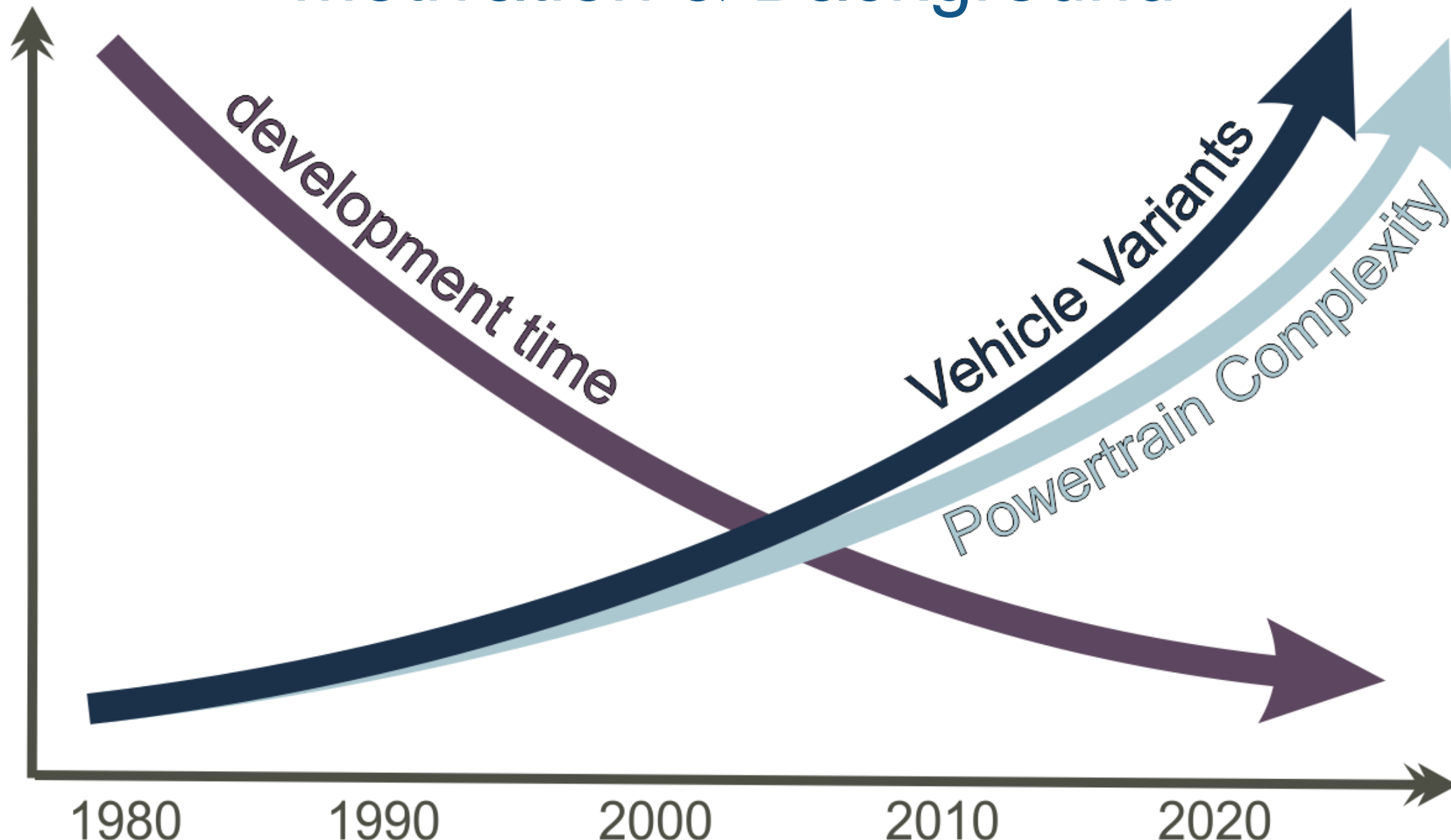
- Powertrain Blockset is capable of simulating some low frequency **drivability** behavior
  
- **Model re-use** from early planning phase can be used to jumpstart **calibration** efforts
  
- Objective-based calibration can:
  - **Improve** calibration time
  - Account for performance **trade-offs**
  - Trace back to **requirements**
  - **Objective** and not subjective



# Agenda



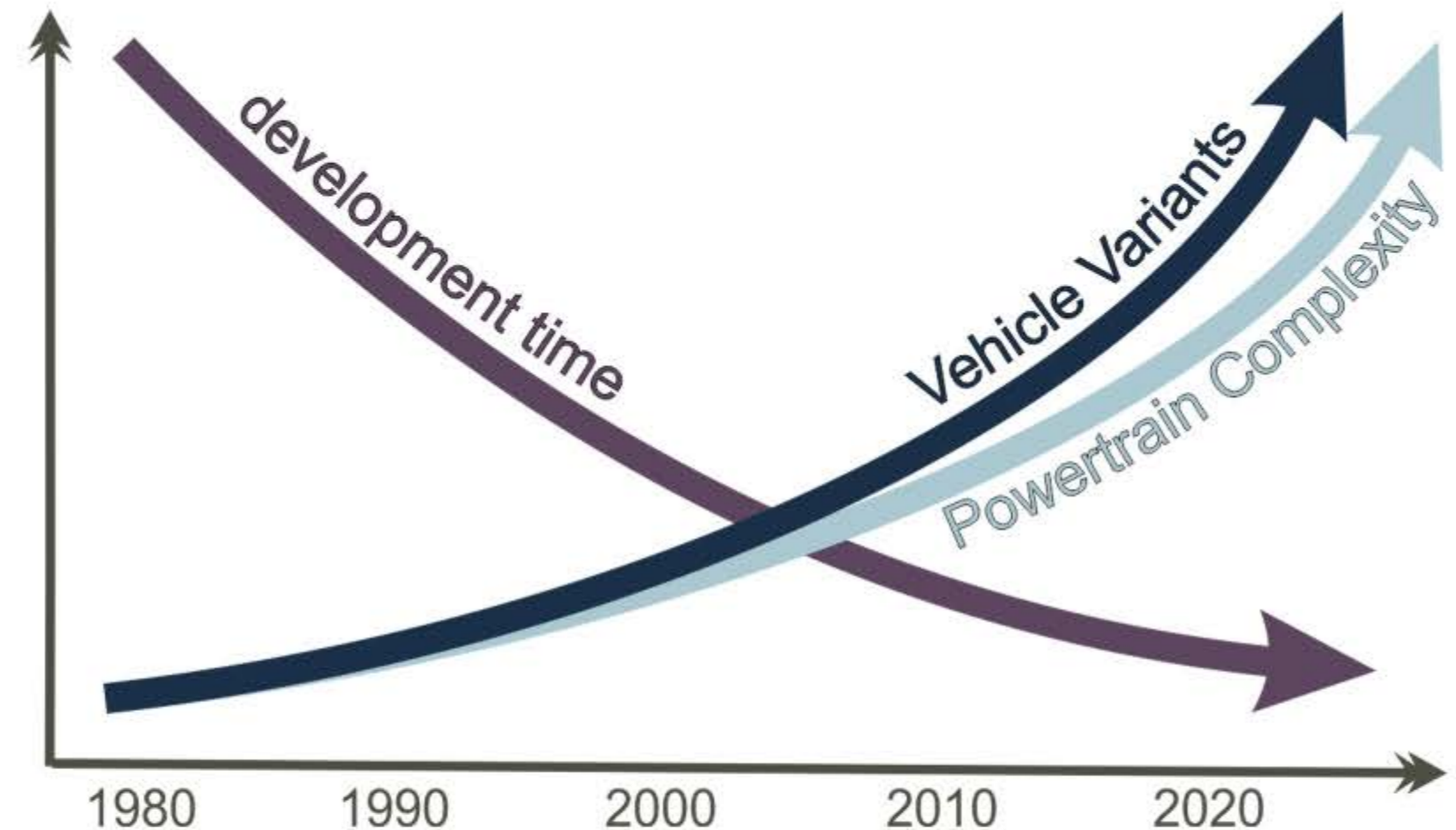
# Motivation & Background





# Motivation

- **Current OEM Requirements**
  - Reduce overall operating costs
  - Improvement of vehicle quality for higher customer satisfaction
  - Develop Brand-Specific performance
- **Current OEM Constraints**
  - Decreased development time
  - Increased Powertrain complexity
  - Increasing number of vehicle variants



# Motivation

- Current OEM Requirements

- Reduce overall cost
- Improvement of vehicle performance
- Develop Brand-Specific

**How to juggle requirements and constraints?**

- Current OEM Constraints

- Decreased development time
- Increased Powertrain complexity
- Increasing number of vehicle variants

**Increase efficiency during the early development process!**

development time

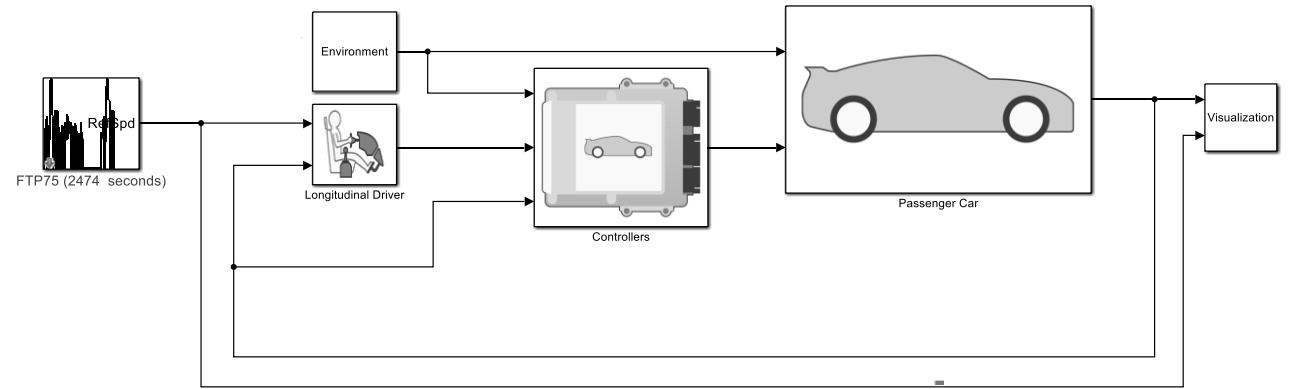
Vehicle Variants

Powertrain Complexity

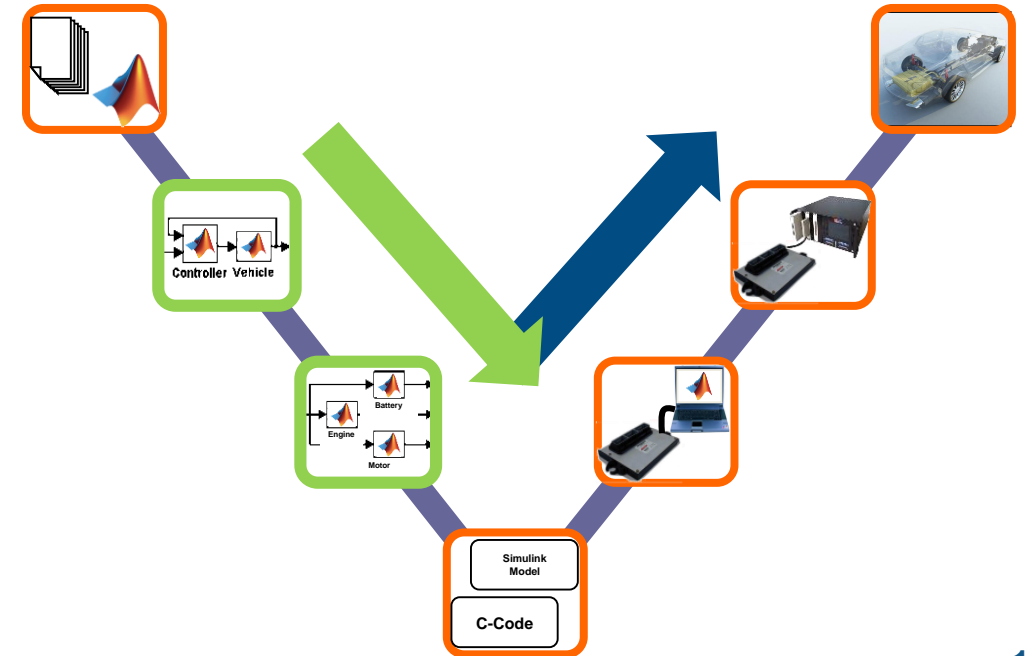
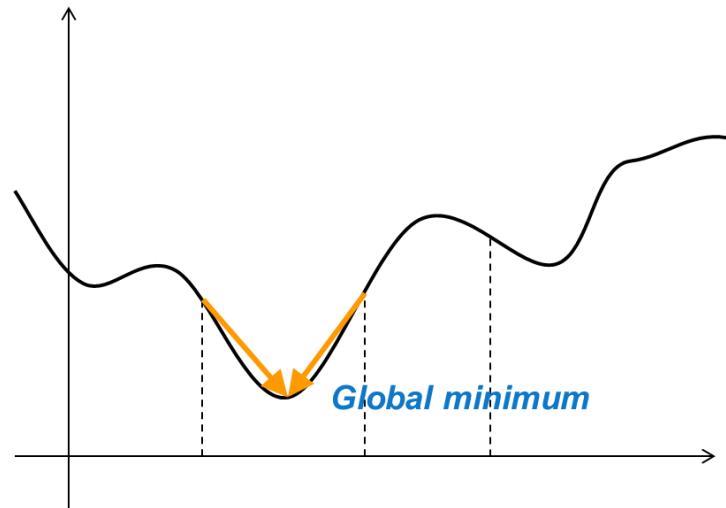
2020

# Motivation

## Efficiency Improvements



- Model-Based Development (Process Virtualization)
- Model Reuse
- Objective-Based Calibration Process

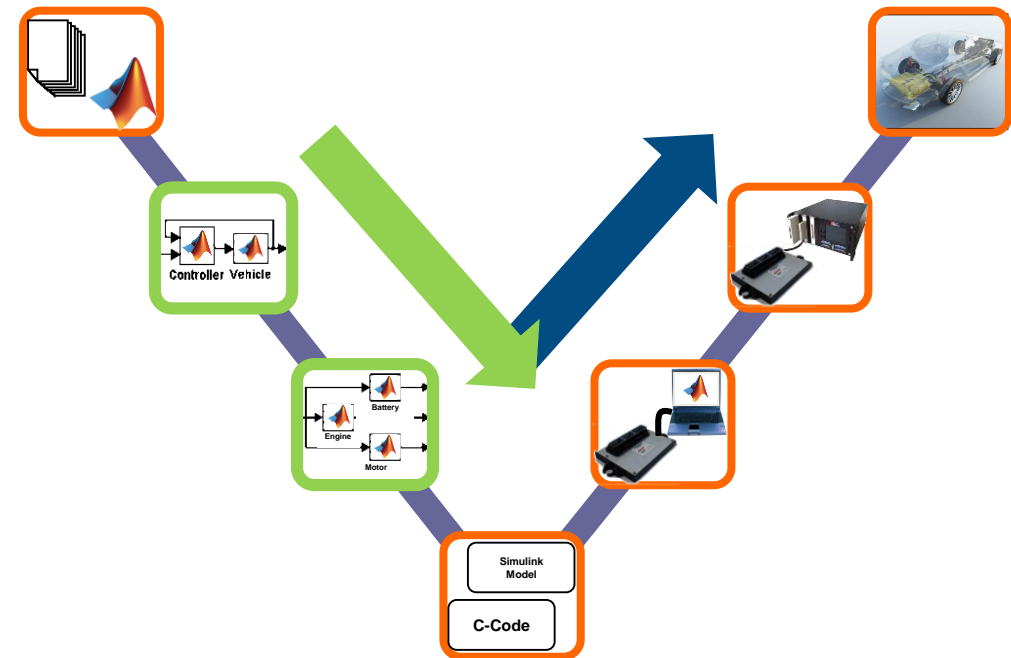




# Motivation

## Efficiency Improvements

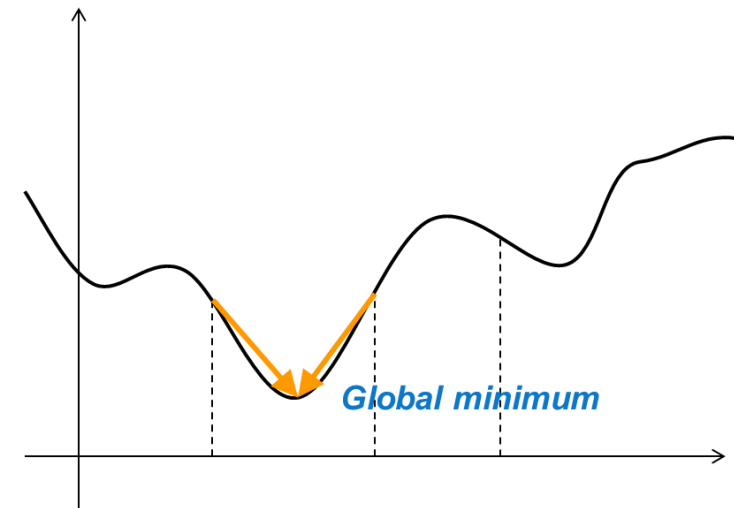
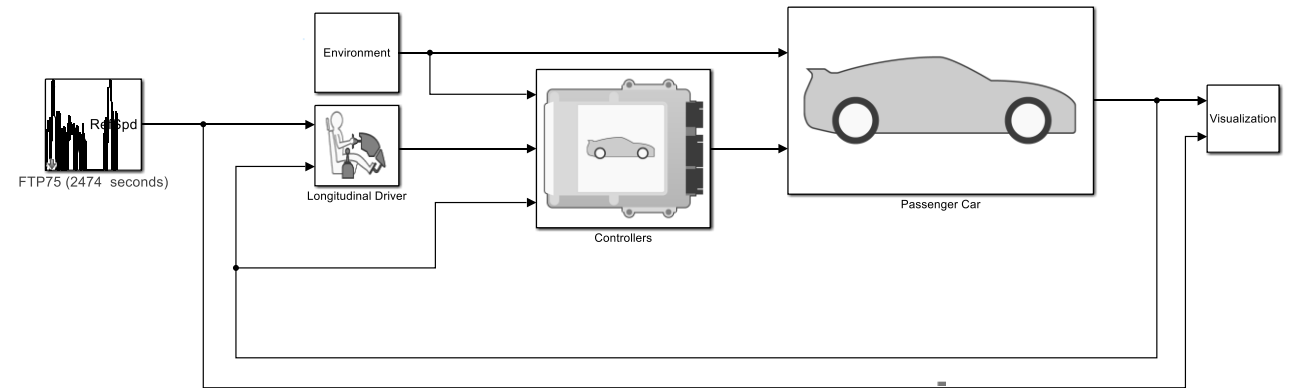
- Model-Based Development (Process Virtualization)
  - Front-Loading Development Process
  - Virtual Calibration
  - Check new controller designs
  - Early detection of design deficiencies
  - Reduced number of prototypes
  - Etc.



# Motivation

## Efficiency Improvements

- Model Reuse
  - FE/Acceleration models for tip-in
  - Early calibration
- Objective-Based Calibration Process
  - Requirements driven
  - Traceable
  - Repeatable
  - Automated
  - Optimal



# Background

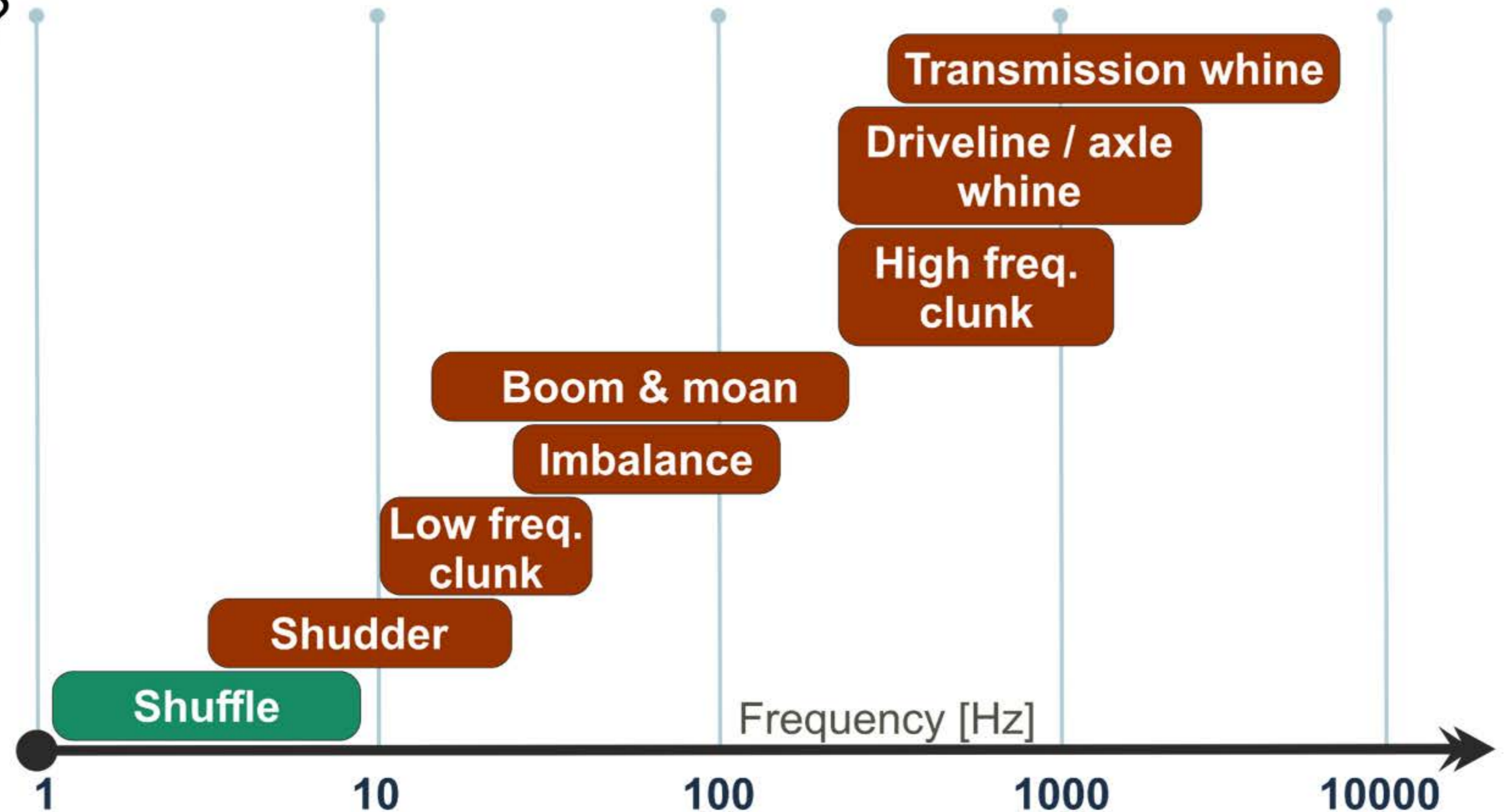
## What is drivability?

- Response characteristic of the vehicle to driver inputs under different driving conditions
- Want the driver to be as comfortable as possible
  - Hesitation
  - Sluggish
  - Hard start
  - Noise/Oscillations
- Drivability is affected by many sources
  - Gear shifts
  - Engine Idle
  - Braking
  - Acceleration
  - Etc.



# Background

What are we focusing on?



Wellmann, T., Govindswamy, K., Braun, E., and Wolff, K., "Aspects of Driveline Integration for Optimized Vehicle NVH Characteristics," SAE Technical Paper 2007-01-2246, 2007

Atabay, O., Ötkür, M., & M Ereke, İ. (2018). Model based predictive engine torque control for improved drivability. *Proceedings of the Institution of Mechanical Engineers, Part D: Journal of Automobile Engineering*, 232(12), 1654–1666. <https://doi.org/10.1177/0954407017733867>

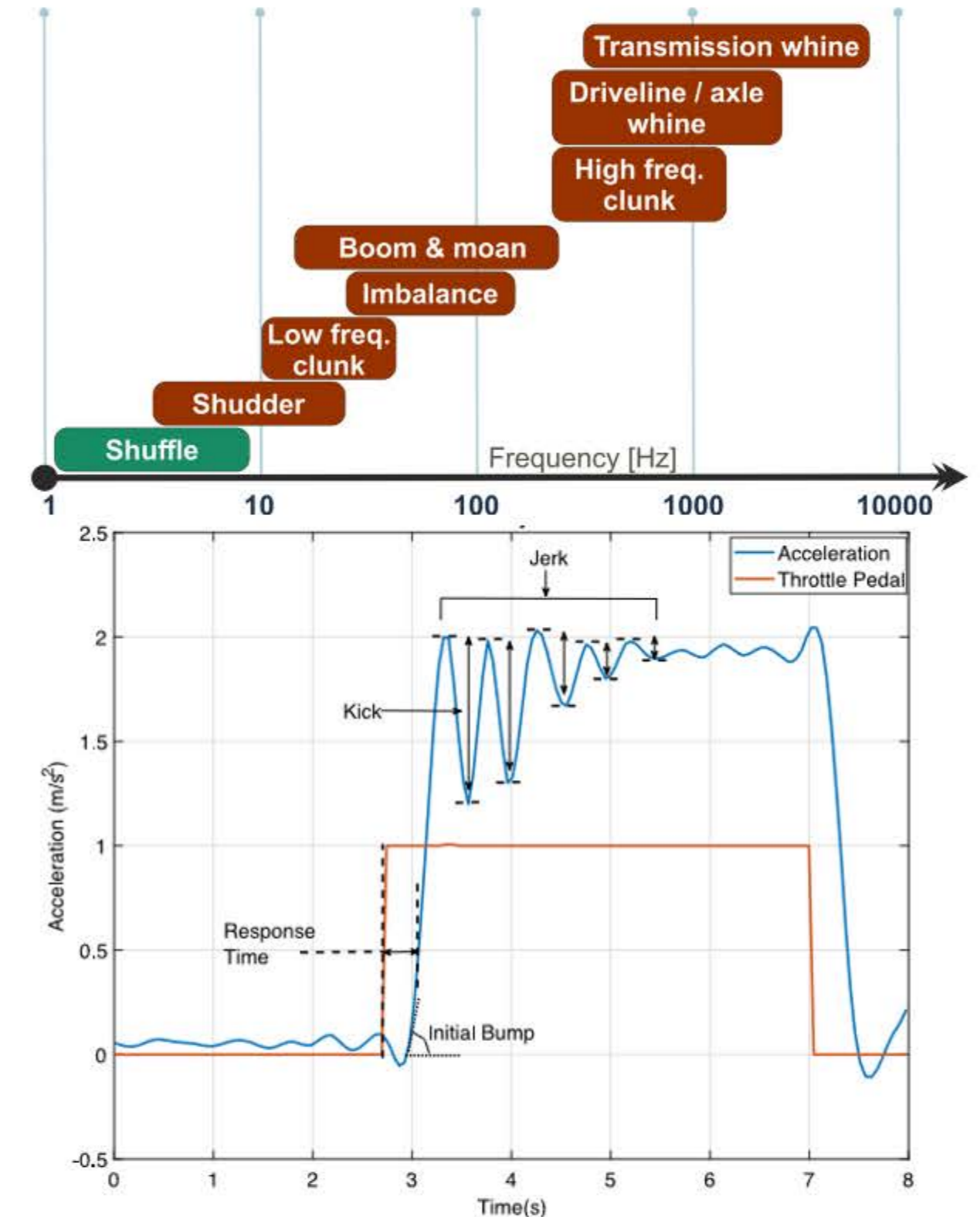
Jauch, C.; Tamarasari, S.; Bovee, K.; Guvenc, L.; Rizzoni, G. Modeling for drivability and drivability improving control of HEV. *Control Eng. Pract.* 2018, 70, 50–62. [CrossRef] **16**



# Background

## What are we focusing on?

- Shuffle related to tip in
  - NVH longitudinal effect caused by sudden changes in the drive torque
  - Some room to optimize hardware but controller is more cost effective
  - 2-8 Hz depending on the gear
- Not considering shift shock, clunk, or higher order modes
- <5hz – human feel threshold
- Acceleration is measured at CG

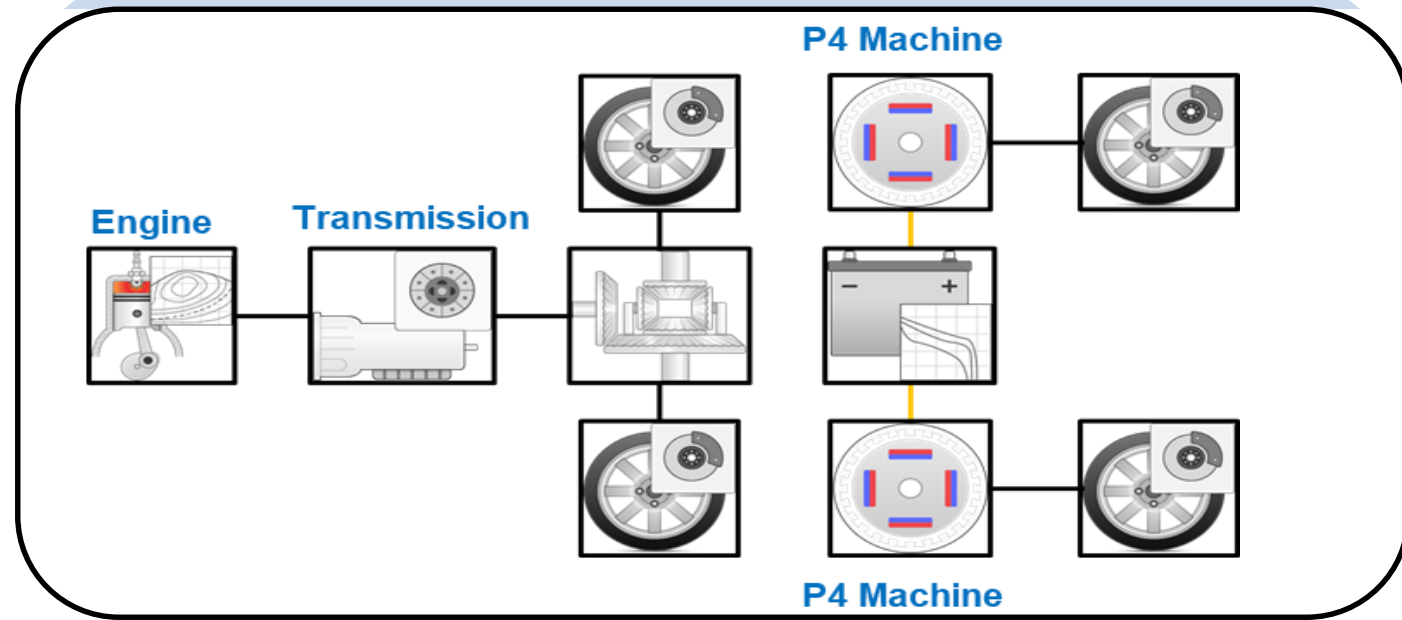
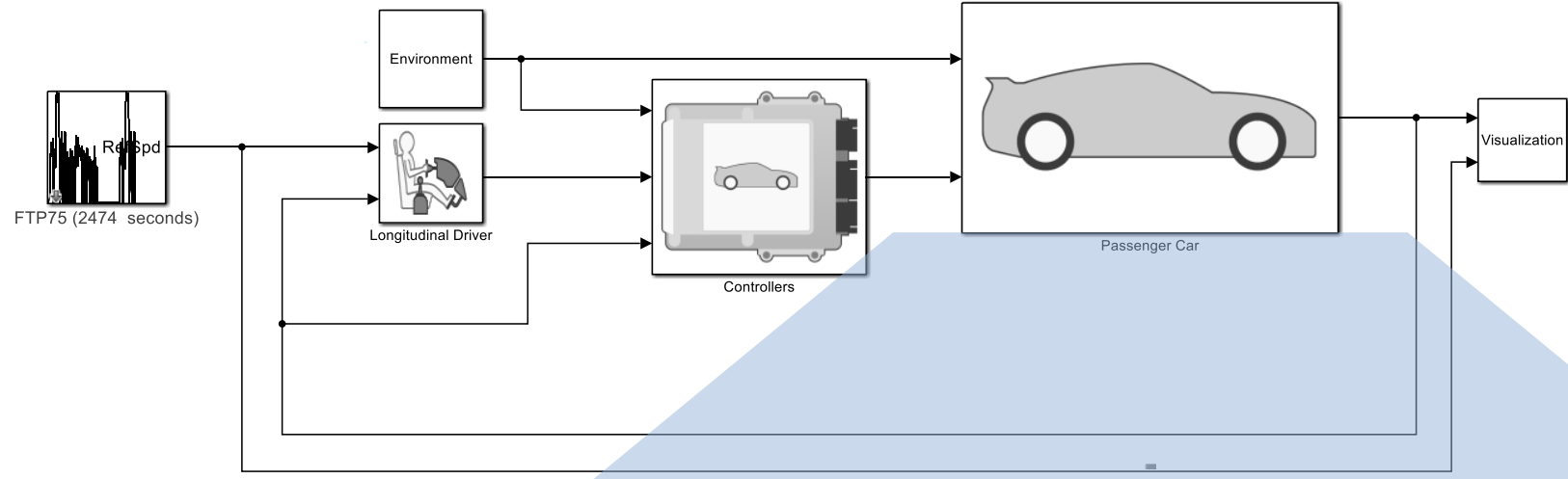


Wellmann, T., Govindswamy, K., Braun, E., and Wolff, K., "Aspects of Driveline Integration for Optimized Vehicle NVH Characteristics," SAE Technical Paper 2007-01-2246, 2007

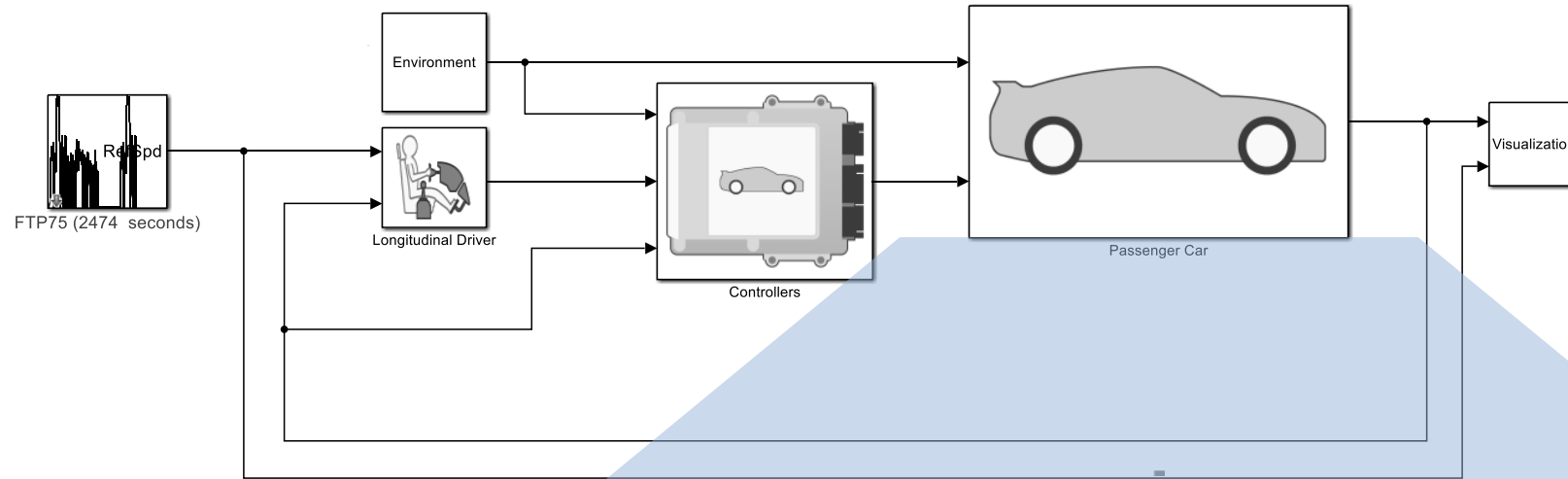
Atabay, O., Ötkür, M., & M Ereke, İ. (2018). Model based predictive engine torque control for improved drivability. *Proceedings of the Institution of Mechanical Engineers, Part D: Journal of Automobile Engineering*, 232(12), 1654–1666. <https://doi.org/10.1177/0954407017733867>

Jauch, C.; Tamarasari, S.; Bovee, K.; Guvenc, L.; Rizzoni, G. Modeling for drivability and drivability improving control of HEV. *Control Eng. Pract.* 2018, 70, 50–62. [CrossRef] **16**

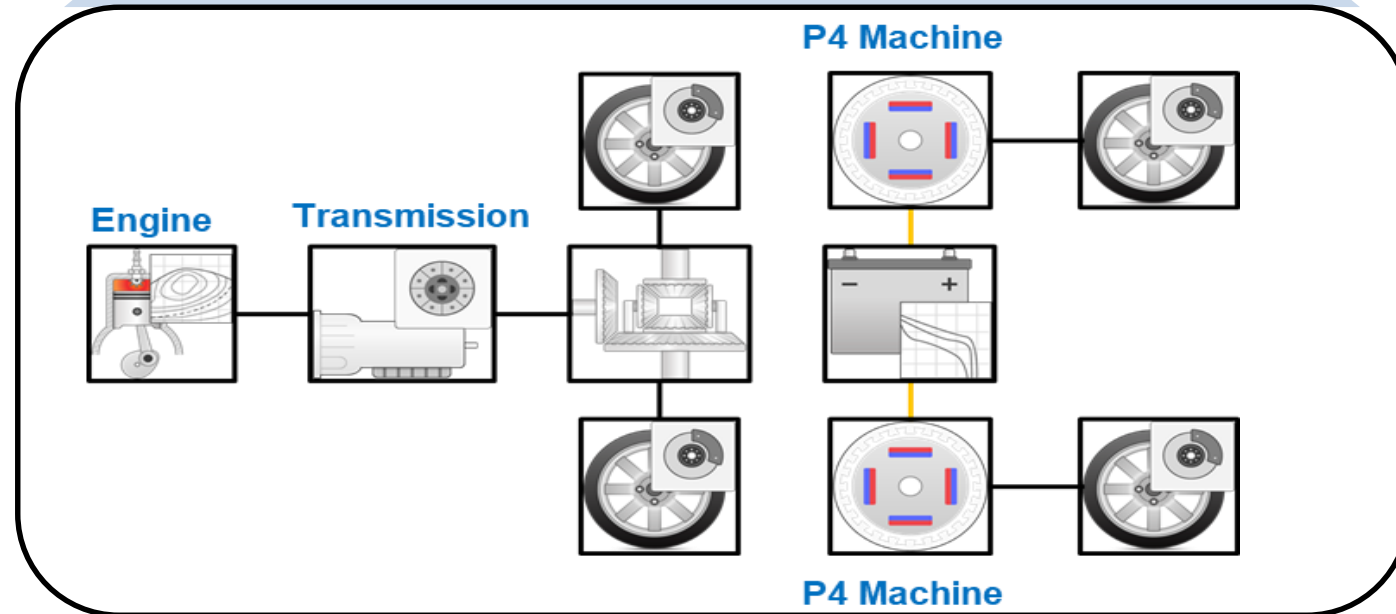
# HEV Plant Modeling



# Powertrain Blockset – P4 HEV Model



## P4 HEV Architecture

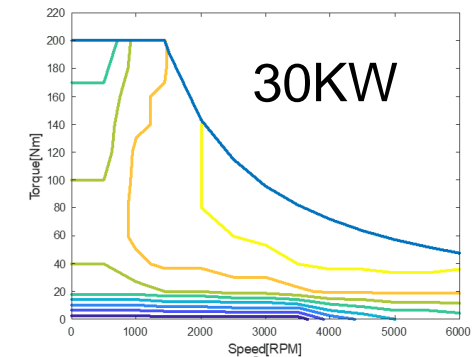
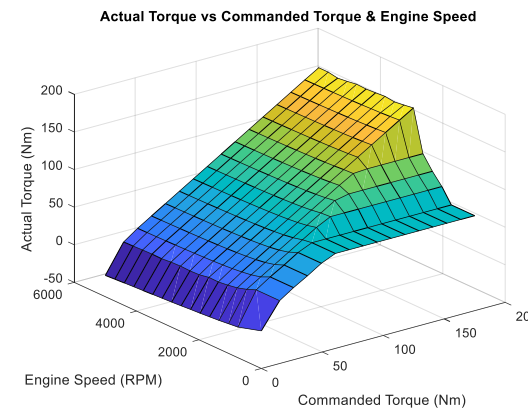
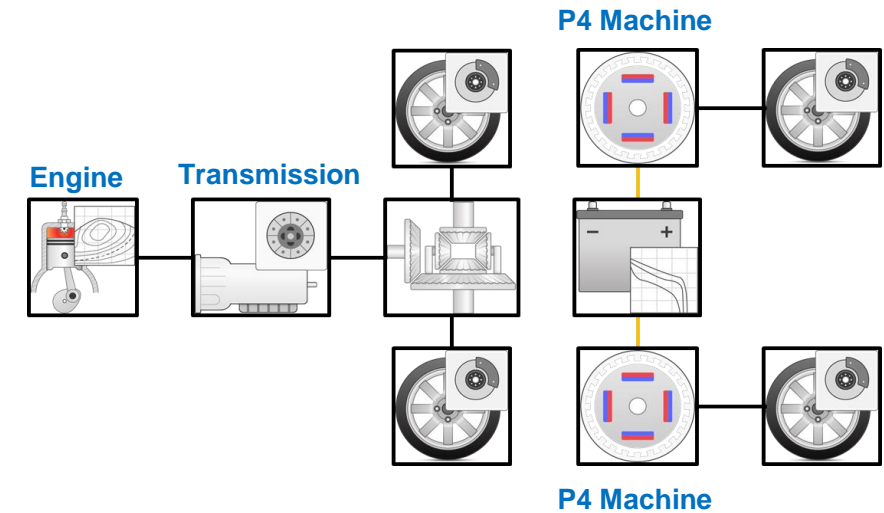


### Various Component Modeling Types

- First Principles
- Data-driven
- Balance between accuracy and speed

# Powertrain Blockset – P4 HEV Model

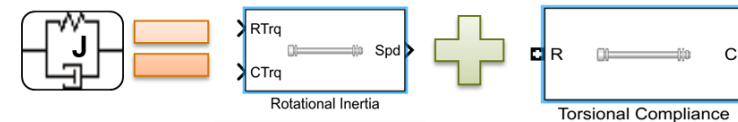
- P4 HEV Powertrain model
  - Started from reference application and modified for testing and added tip-in controller
  - Model fidelity is typical for FE and acceleration studies
- Engine
  - 1.5L L4 95kW(126hp) @5500RPM
  - Map-based Model
- 2 P4 30kW Motors
  - Map Based Model
- 1.3 kWh Battery
  - Map-Based Model





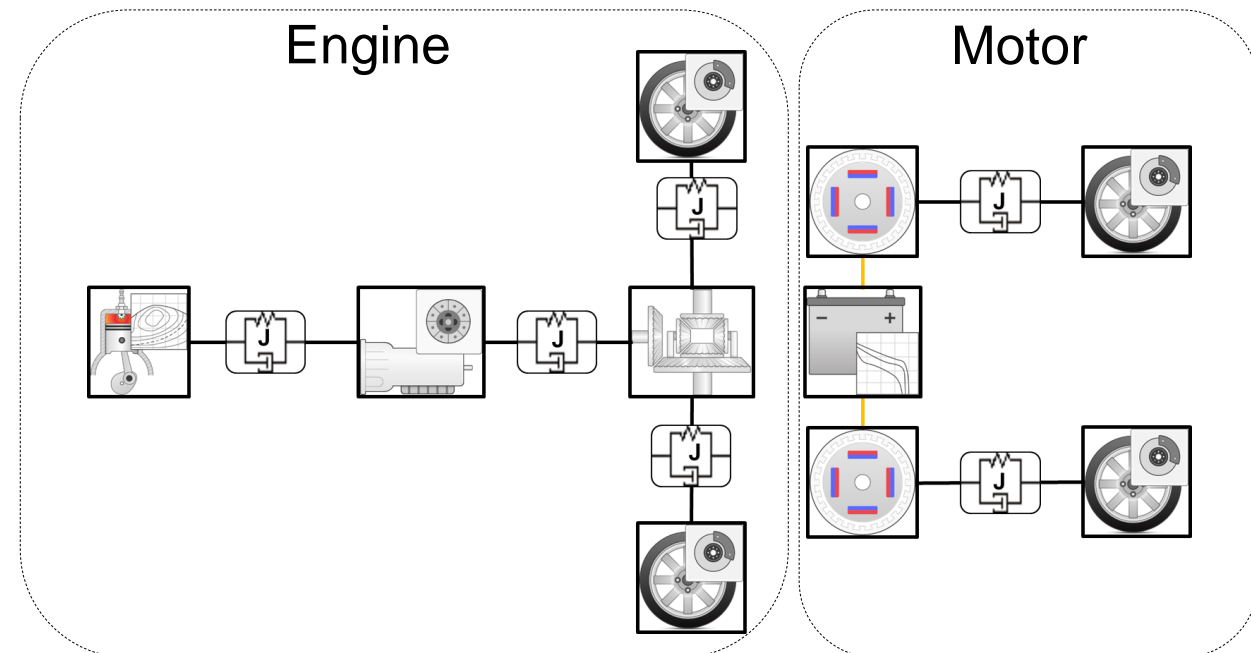
# P4 Component Modeling

- Driveline oscillations are captured by rotational inertia and compliance blocks that exist in reference model



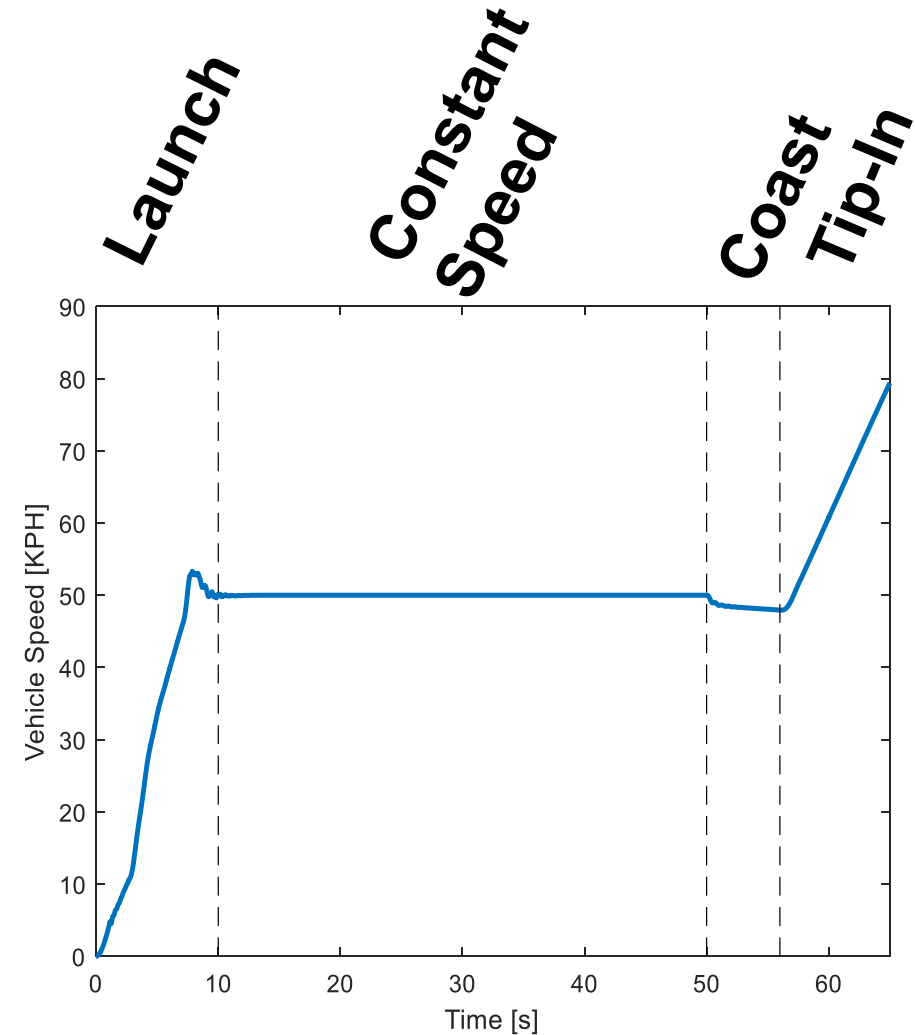
- Linear damping and stiffness
  - Openness of model allows for replacing K/B with nonlinear terms

- 2 Torque Paths
  - Engine
  - Motor



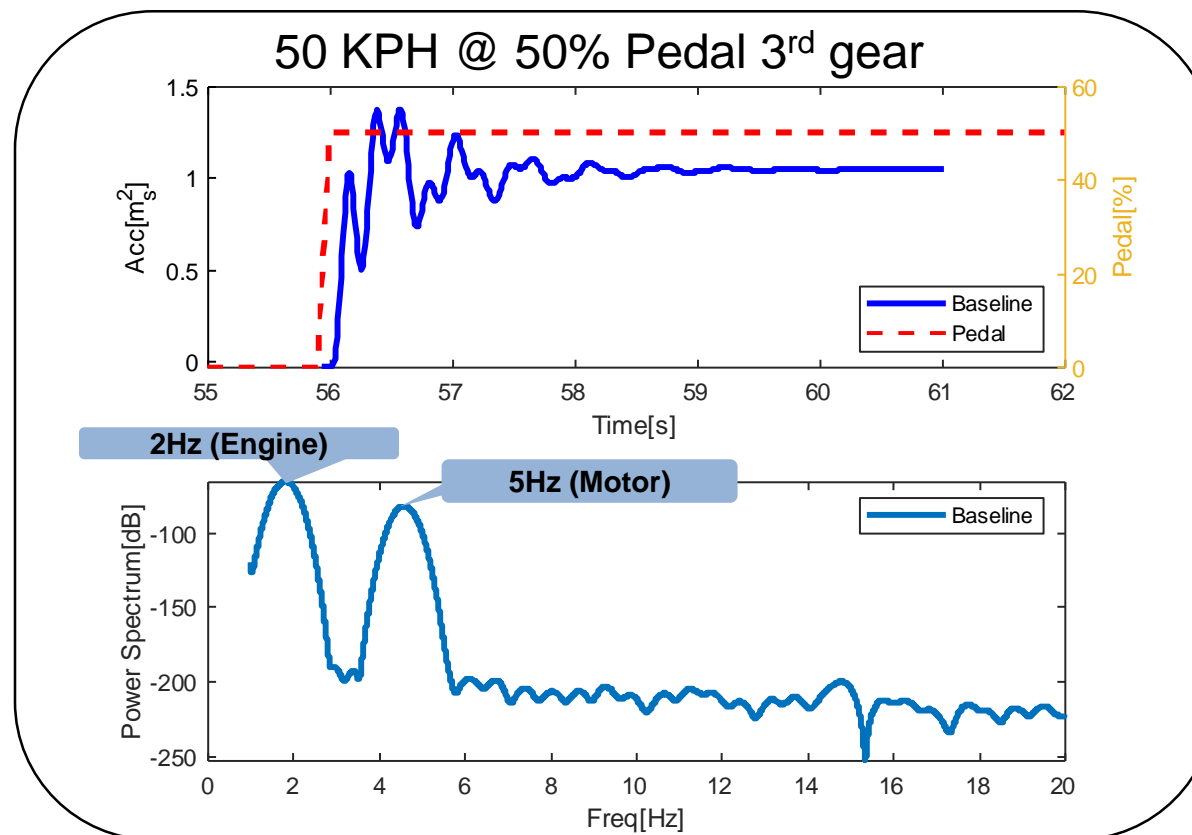
# Driving Scenario

- What scenario are we using?
  1. Accelerate to Constant Speed
  2. Hold Speed and shift to desired gear. Allow transients to subside.
  3. Let off pedal
  4. Apply pedal step input



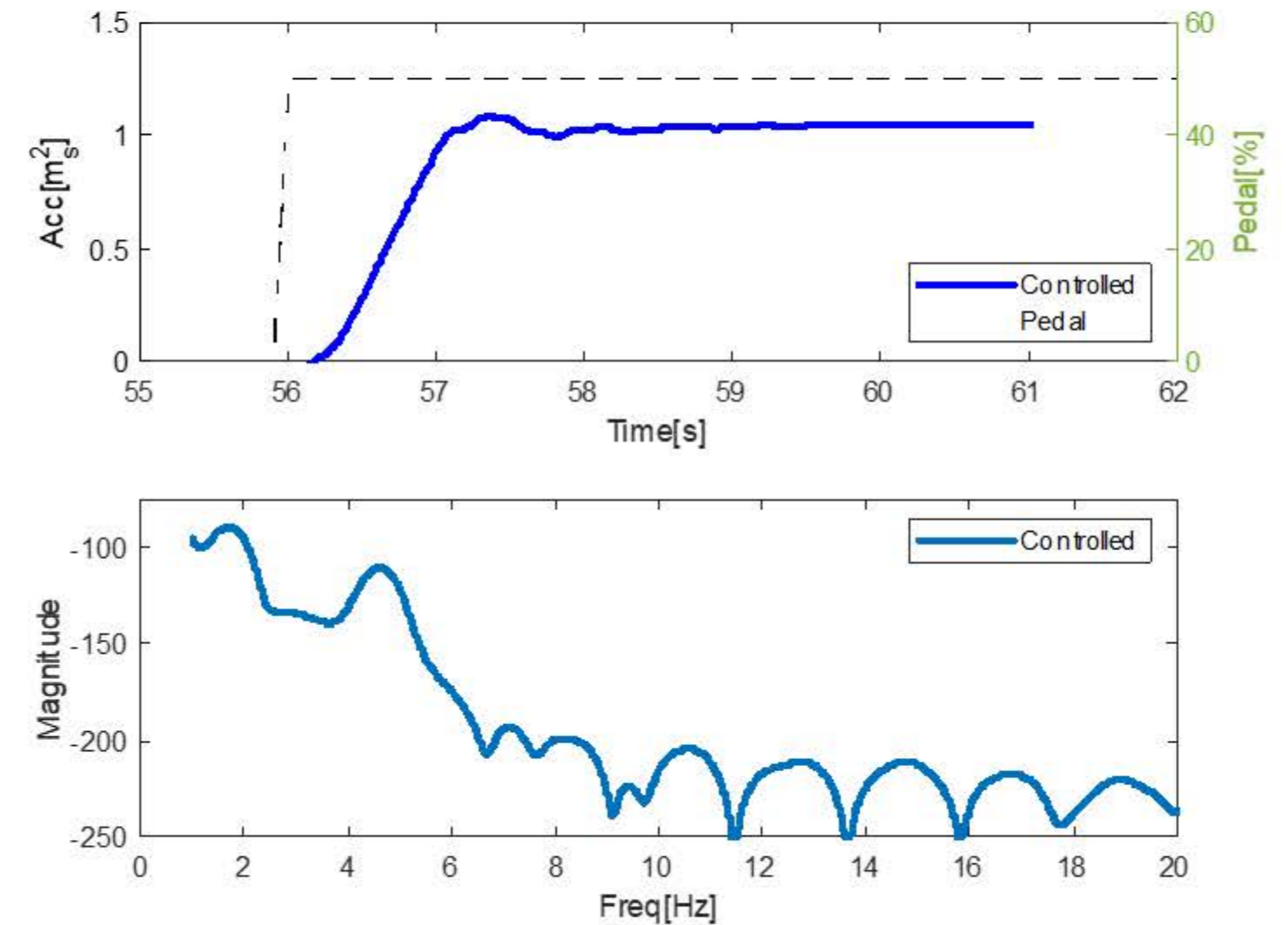
# Tip-In Acceleration Response

- Initial response has large amounts of shuffle oscillations
  - Model is able to capture the first mode (shuffle) for both torque paths
  - Response attenuation is required to improve drivability



# Tip-In Acceleration Response

- How to improve?
  - Spark Control (on engine side only)
  - Fixed Rate Limit on torque request or pedal input
  - Scheduled Rate Limit
  - Optimal Control – e.g. Model Predictive Control
  
- Scheduled Rate Limit can be tuned for each case by engineer-> long manual process (weeks)
- Reduced oscillations but response is slow
- How to balance responsiveness and oscillations

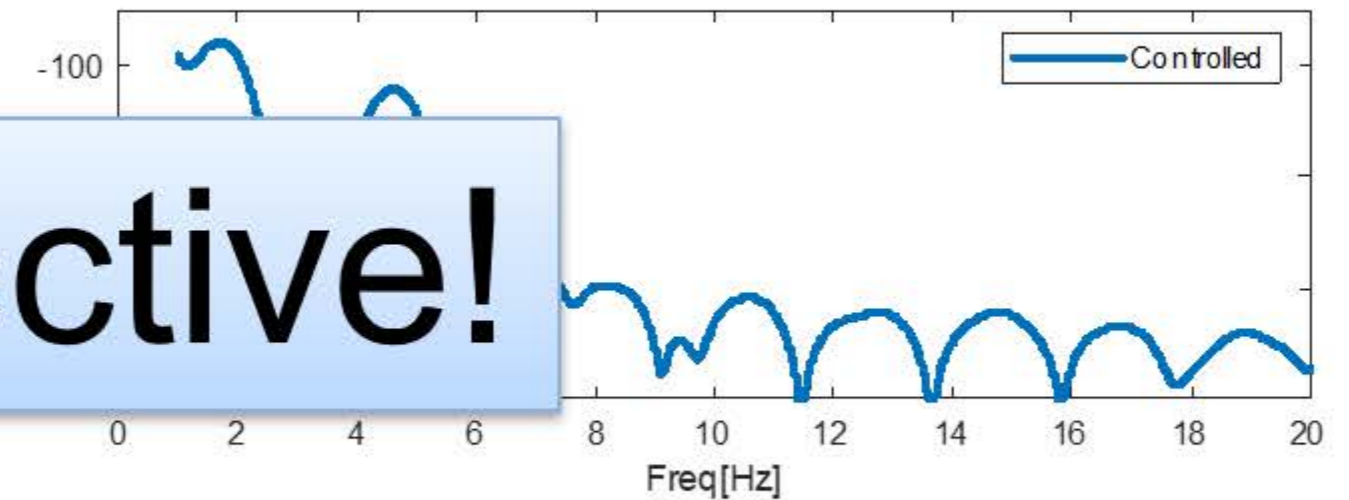
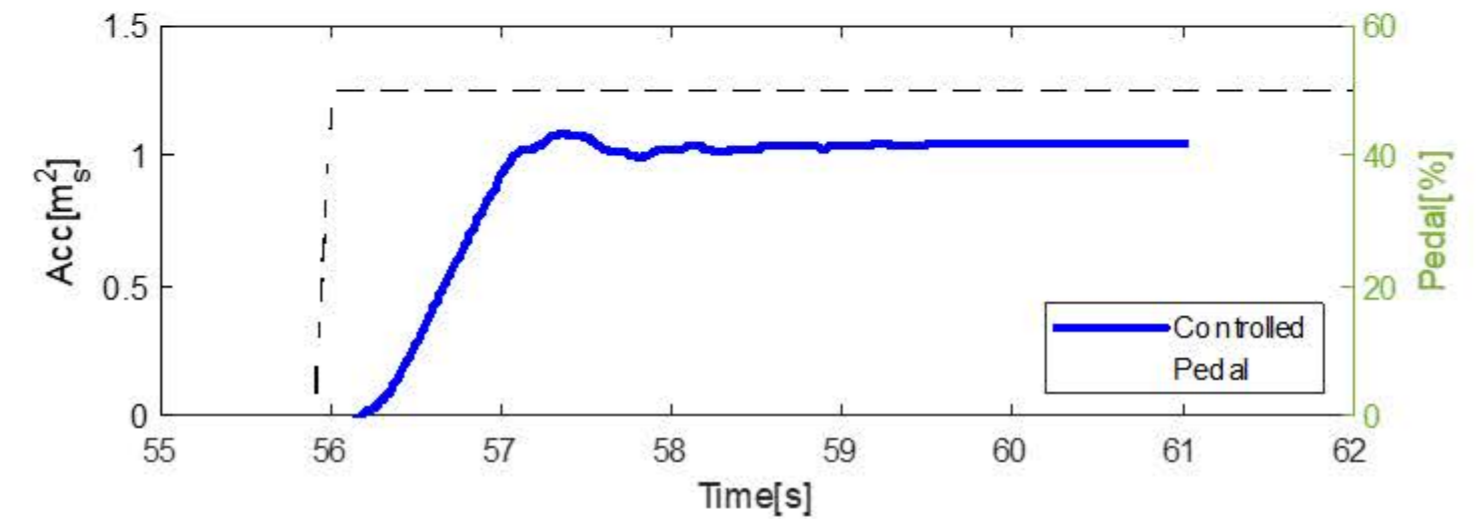




## Tip-In Acceleration Response

- How to improve?
  - Spark Control (on engine side only)
  - Fixed Rate Limit on torque request or pedal input
  - Scheduled Rate Limit
  - Optimal Control

**Define an objective!**



- Scheduled Rate Limit can be tuned for each case by engineer -> long manual process (weeks)
- Reduced oscillations but response is slow
- How to balance responsiveness and oscillations

# Defining an Objective Function



What are my choices?

What are my goals?

What restricts my choices?

# Optimization Introduction

- **Objective function** – What you are trying to achieve?
  - Minimize measured signal
- **Design variables** – What parameters need to be adjusted?
  - Physical model parameters
  - Controller gains
- **Constraints** – What are the bounds or constraints of the design variables?
  - Min/Max values
  - Parameter dependencies

*Minimizing (or maximizing) objective function(s) subject to a set of constraints*

## Objective Function

$$\min_x f(x)$$

Linear or nonlinear

Design variables  
(discrete or integer)

### Linear constraints

$$Ax \leq b$$

$$A_{eq}x = b_{eq}$$

$$l \leq x \leq u$$

### Nonlinear constraints

$$c(x) \leq 0$$

$$c_{eq}(x) = 0$$

# Formulating an Optimization Problem for Objective Drivability

## Variables

What are my choices?

- Rate limit
  - Gear
  - $\Delta$ Torque Request
  - Vehicle speed

## Objective

What are my goals?

- Minimize oscillations
- Minimize response time

## Constraints

What restricts my choices?

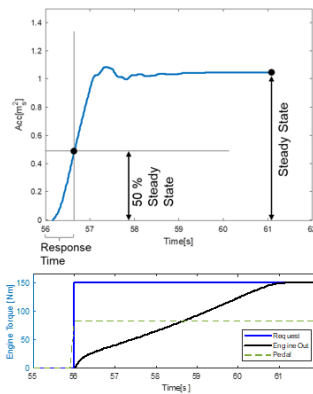
- Response Time
- Jerk
- Etc.

# Objective Function

$$\min_{RL^*} J = 0.5(t_{resp}^* + jerk_{max}^*) + 0.5(VDV^*) + constraints$$

## Cost Function Metrics

- Response Time
  - $t_{resp}$  = time to reach 50% steady state acceleration
  - Normalized by the slowest desired response time (1s)
  - Defined this way to account for edge cases where motor or engine cannot provide enough torque



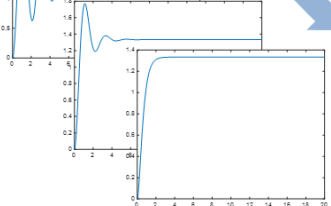
Example: Low engine speed with high torque request



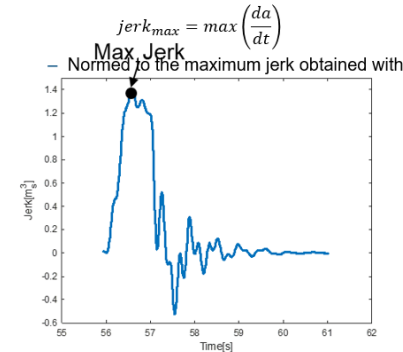
## Cost Function Metrics

- Vibration Dose Value (VDV)
  - $VDV = \left( \int_0^T a^4(t) dt \right)^{1/4}$

peaks in the acceleration response with no decreasing VDV

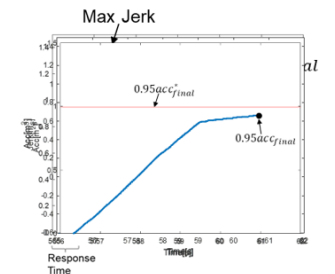


- Maximum Jerk
  - $jerk_{max} = \max \left( \frac{da}{dt} \right)$
  - Normed to the maximum jerk obtained with no rate limit



## Cost Function Constraints

- Response Time  $\leq 1$ sec
- Maximum Jerk  $\leq 2 \frac{m}{s^3}$
- $acc_{final} \geq 0.95 acc_{final}^*$ 
  - $acc_{final}^*$  is the steady state acceleration with no rate limit
  - useful for edge cases

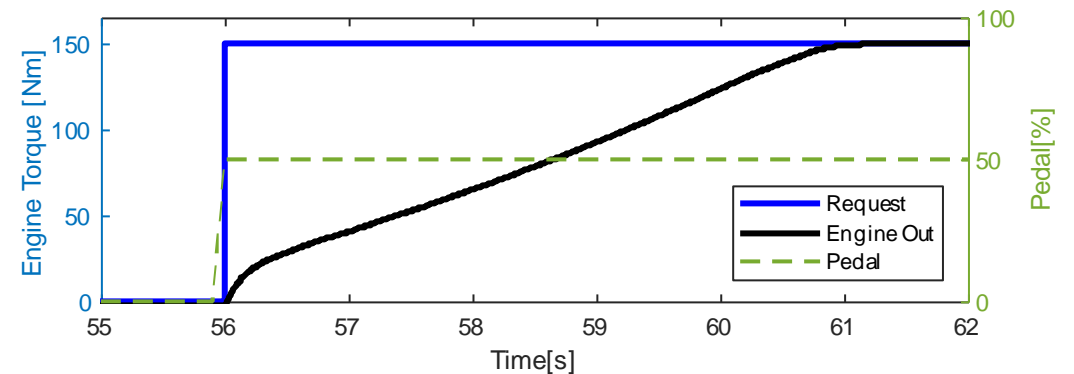
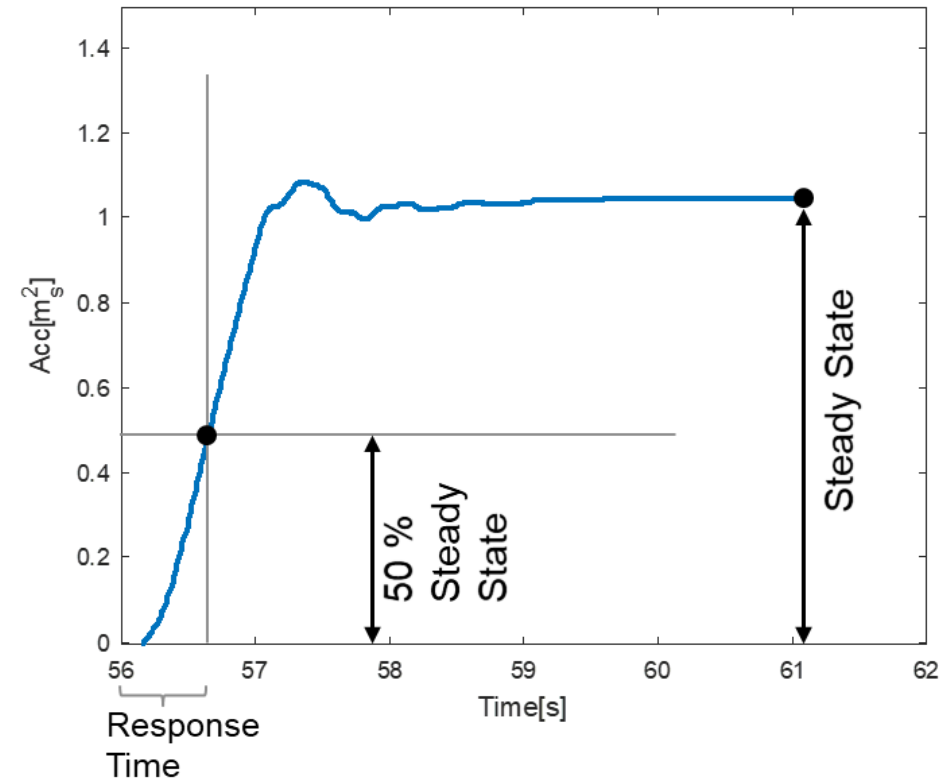
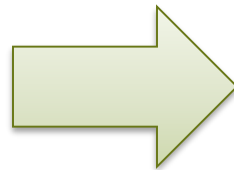




# Cost Function Metrics

- Response Time
  - $t_{resp}$  = time to reach 50% steady state acceleration
  - Normalized by the slowest desired response time (1s)
  - Defined this way to account for edge cases where motor or engine cannot provide enough torque

Example: Low engine speed with high torque request

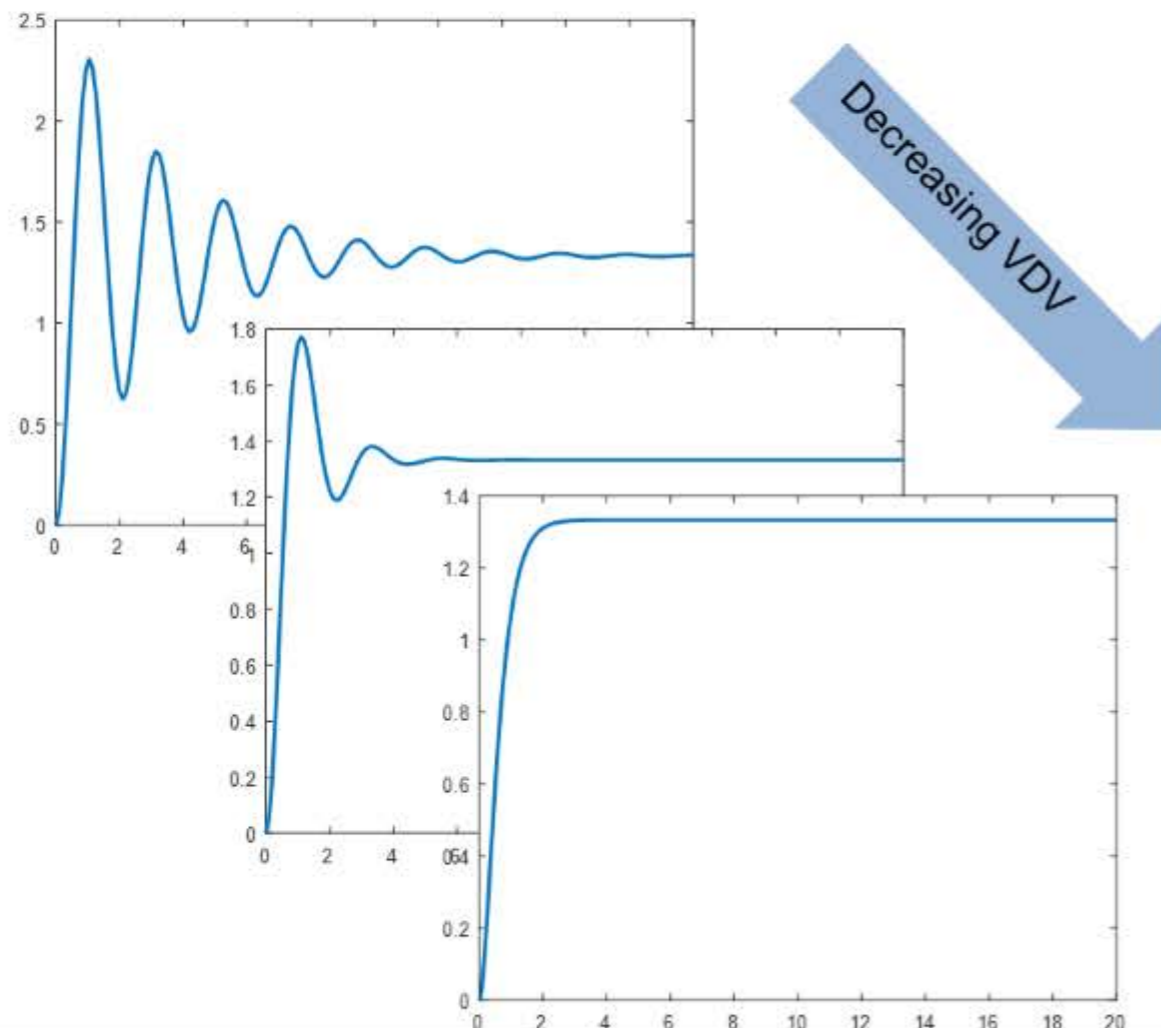


# Cost Function Metrics

- Vibration Dose Value (VDV)

$$VDV = \left( \int_0^T a^4(t) dt \right)^{1/4}$$

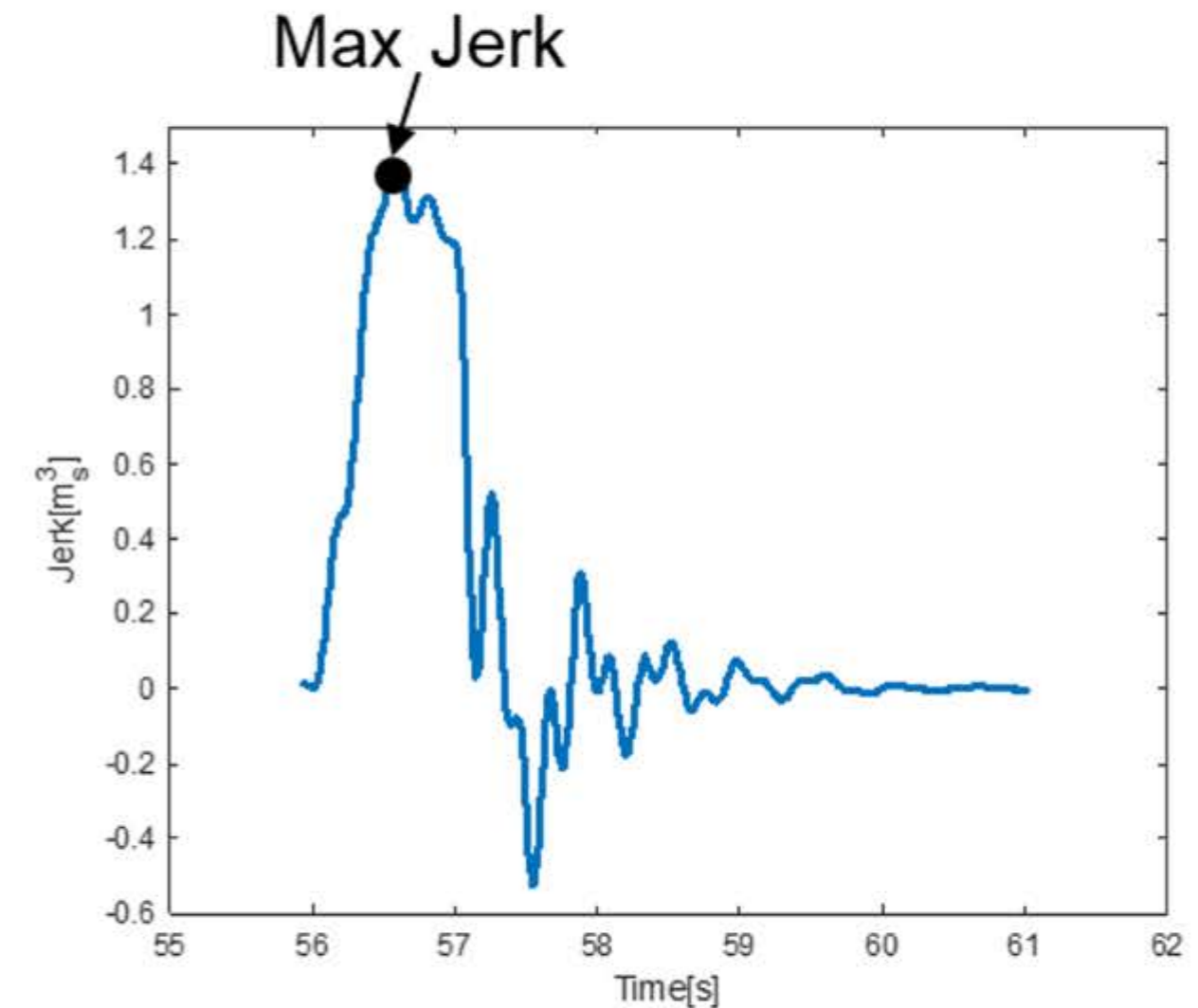
- VDV is sensitive to the peaks in the acceleration.
- Normed to the maximum response with no rate limit



- Maximum Jerk

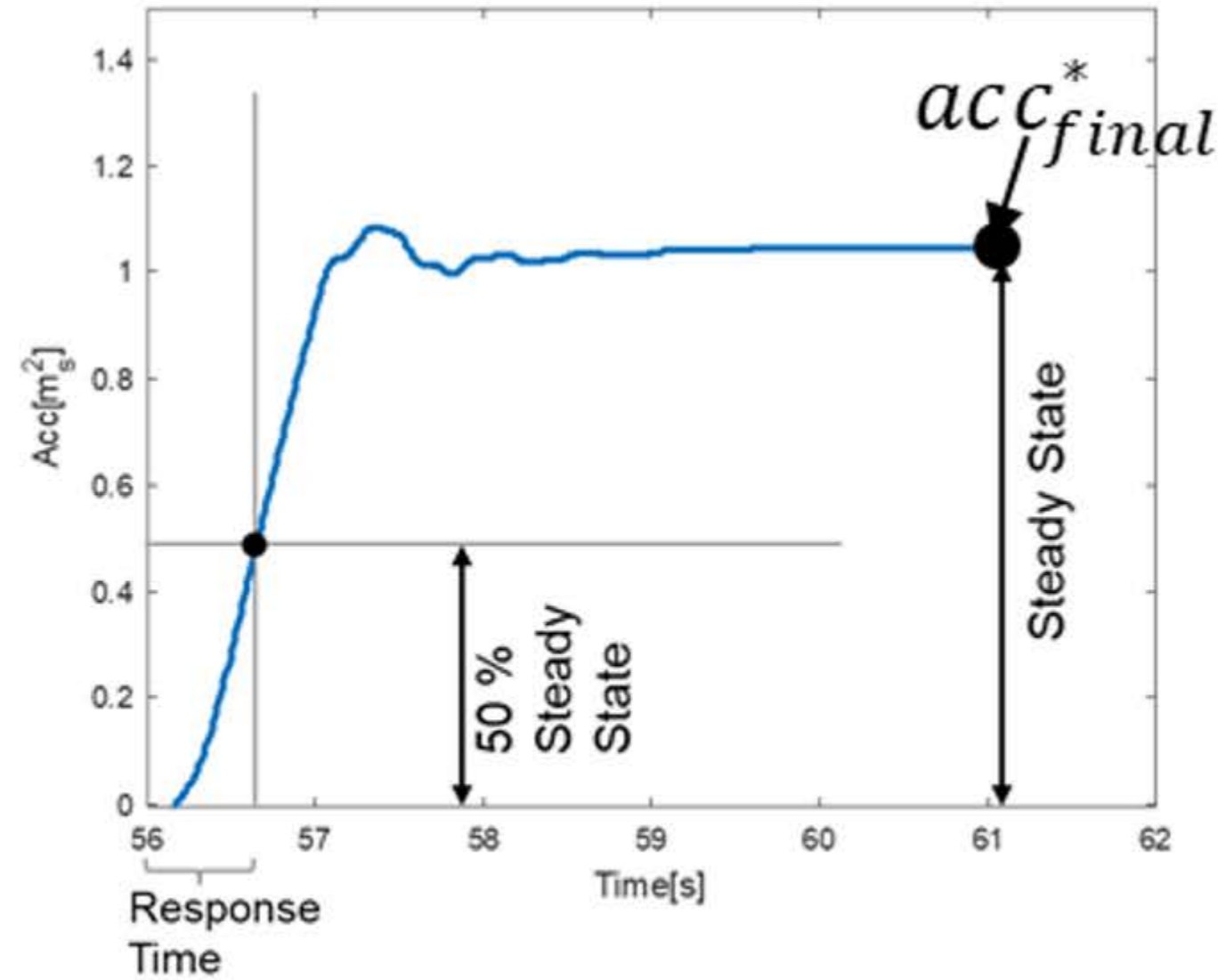
$$jerk_{max} = \max \left( \frac{da}{dt} \right)$$

- Normed to the maximum jerk obtained with no rate limit



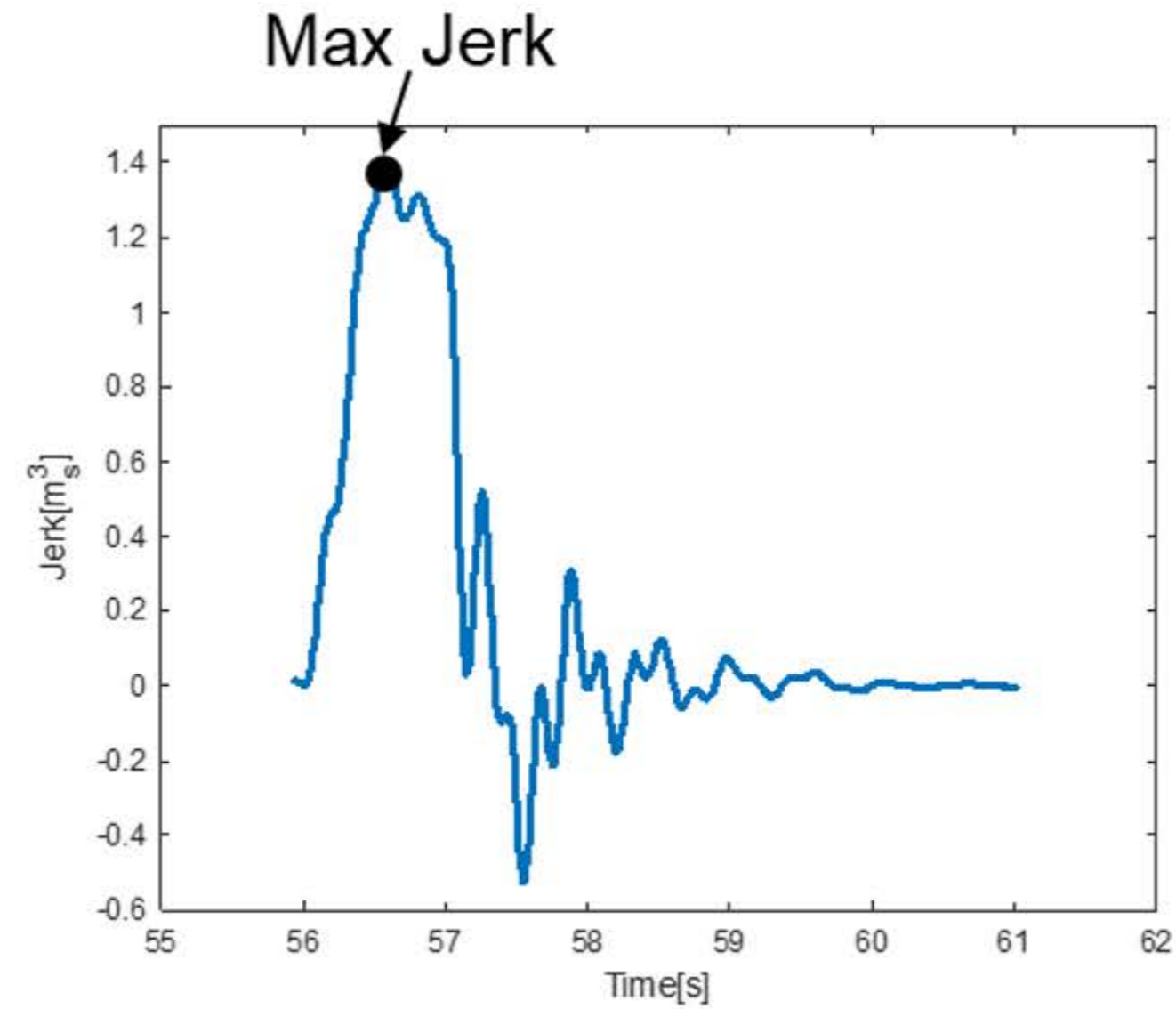
# Cost Function Constraints

- Response Time  $\leq 1$ sec



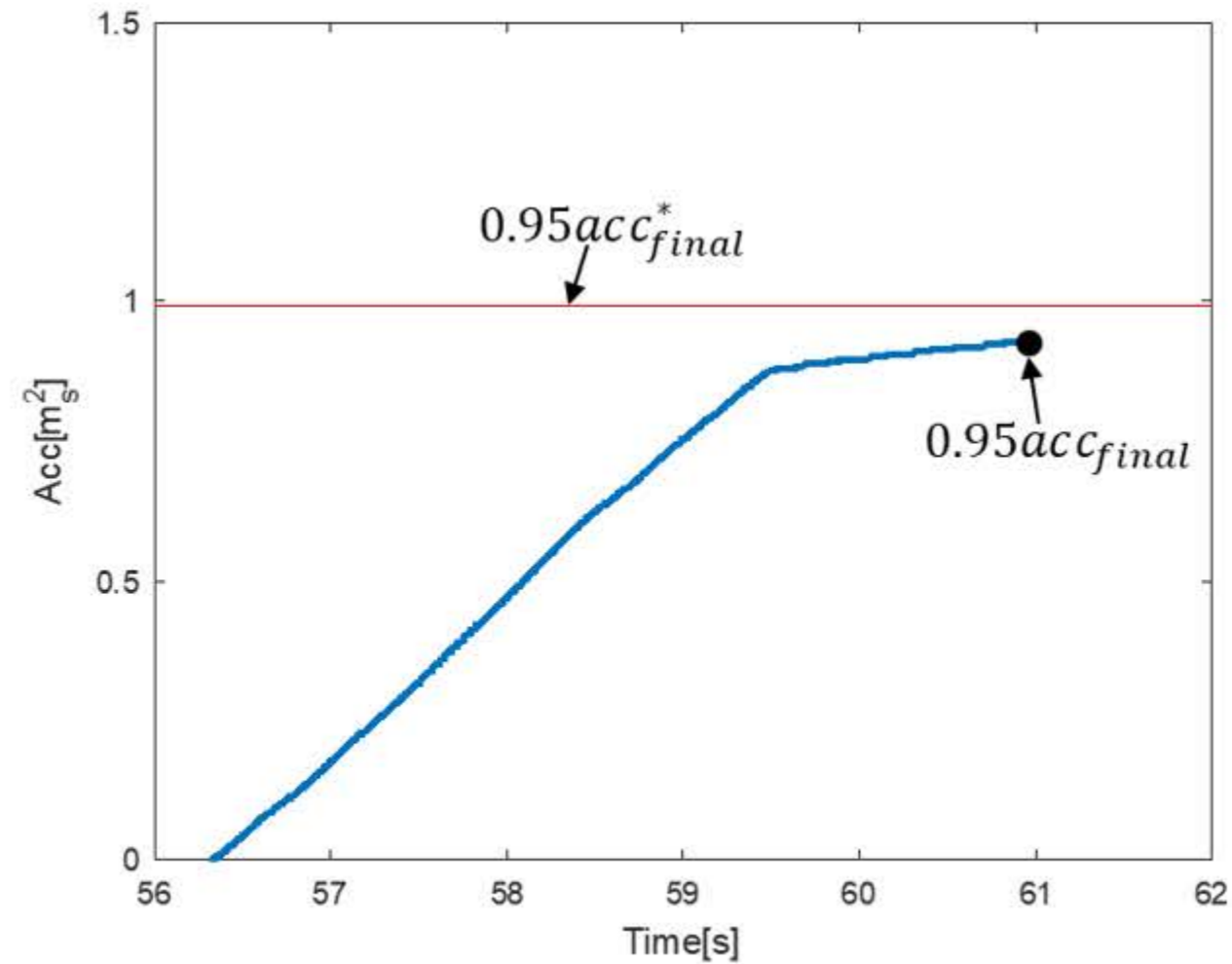
# Cost Function Constraints

- Response Time  $\leq 1\text{sec}$
- Maximum Jerk  $\leq 2\frac{m}{s^3}$



# Cost Function Constraints

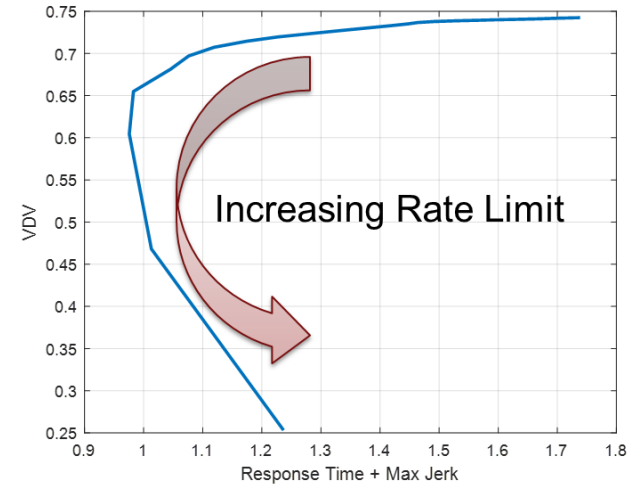
- Response Time  $\leq 1$ sec
- Maximum Jerk  $\leq 2\frac{m}{s^3}$
- $acc_{final} \geq 0.95acc_{final}^*$ 
  - $acc_{final}^*$  is the steady state acceleration with no rate limit
  - useful for edge cases





# Objective Function

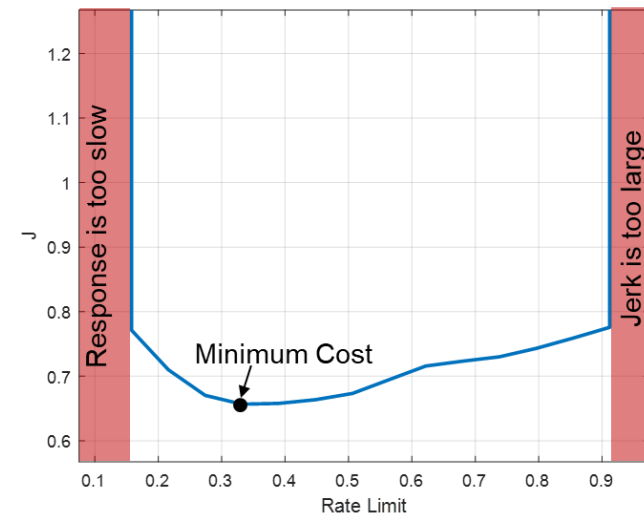
- Pareto curve exists between oscillations and response time – the faster the response, the more oscillations



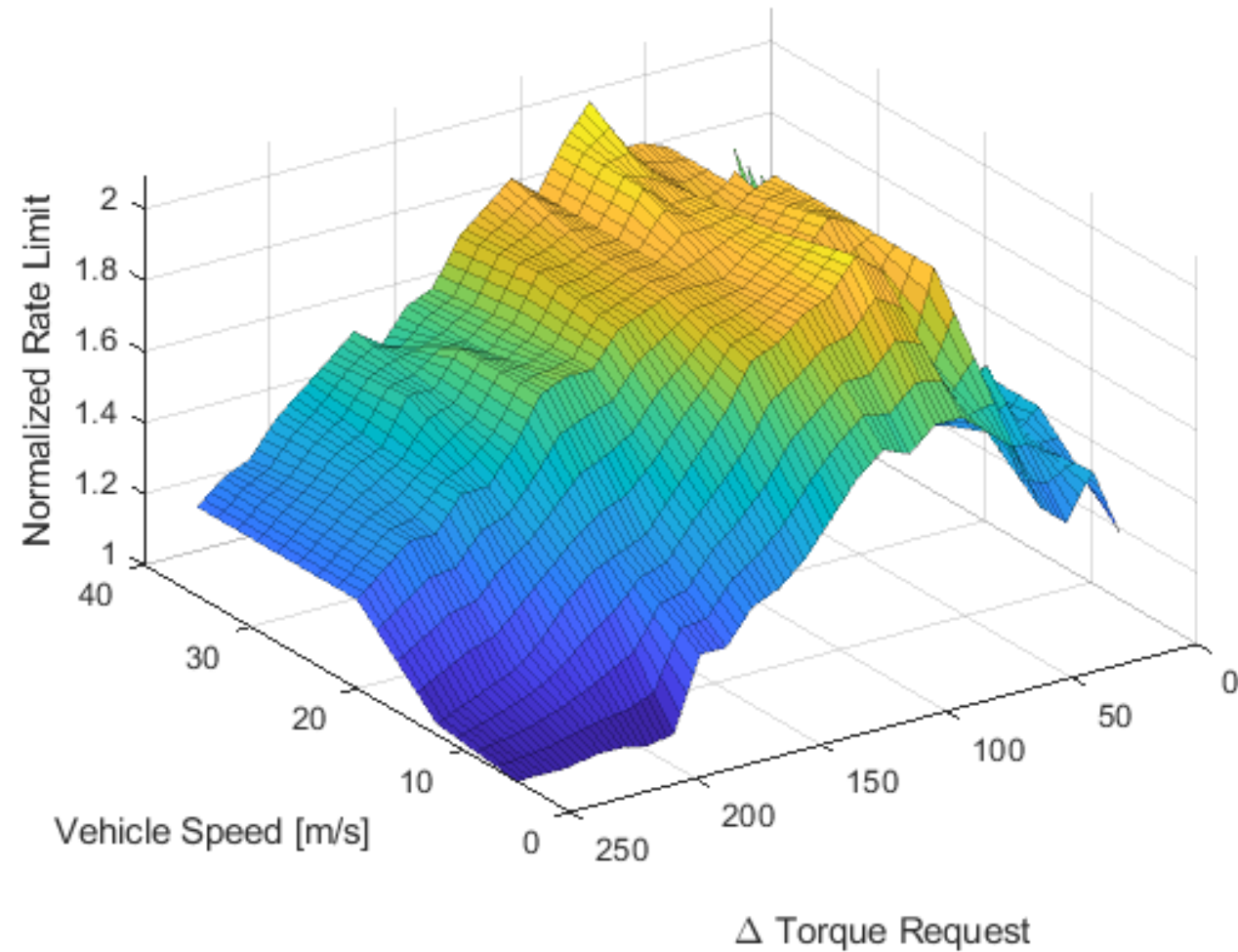
- $\min_{RL^*} J = 0.5(t_{resp}^* + jerk_{max}^*) + 0.5(VDV^*) + constraints$

$$\text{With, } constraints = \begin{cases} 10^6 & \text{if violated} \\ 0 & \text{otherwise} \end{cases}$$

- Objective function can be:
  - non-smooth
  - can have multiple minima

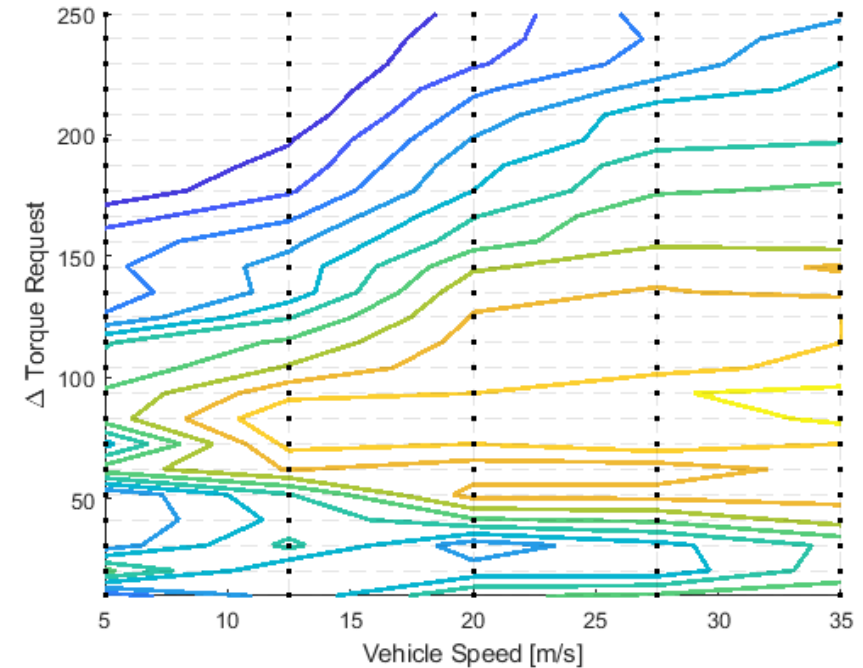


# Optimal Calibration



# Calibration Process

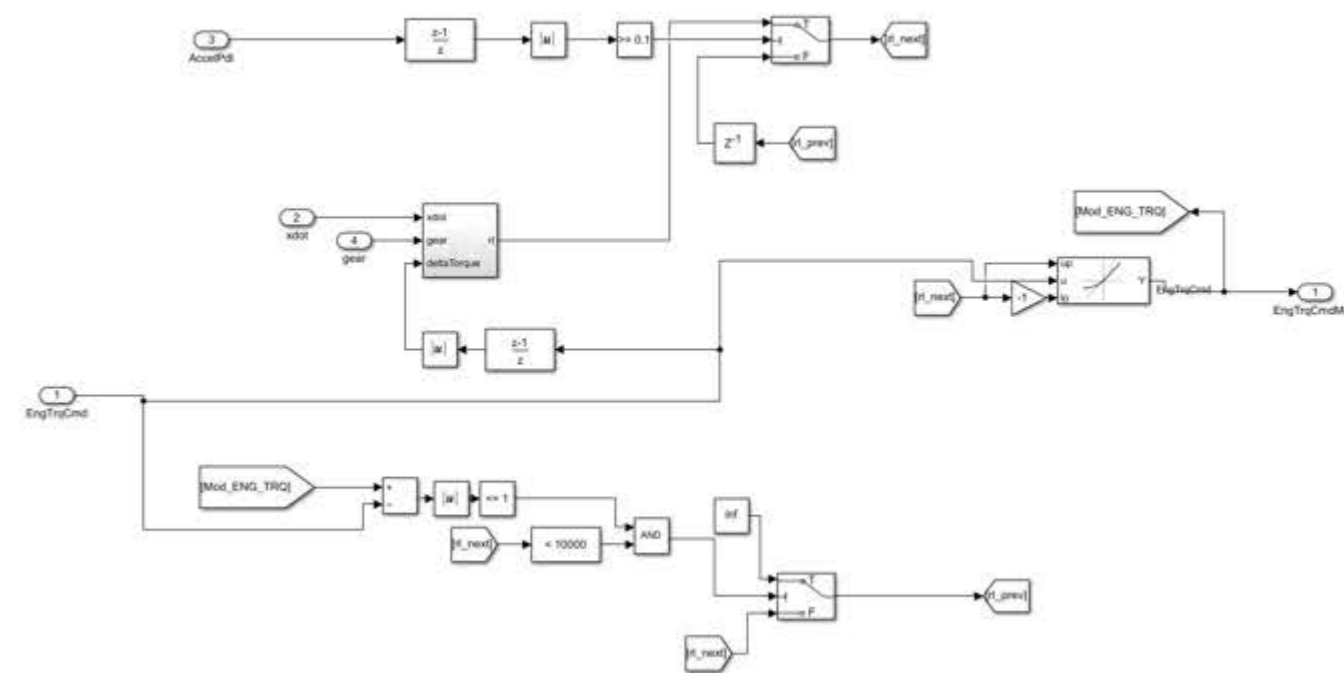
- Intel Xeon E5 processor – 3.6GHz, 6 cores
- 64GB RAM
- 1806 speed, torque change points
  - 7 total maps (6 for engine, 1 for motor)
  - 24  $\Delta$ torque breakpoints
  - 5 speed breakpoints
  
- Traditionally, this process could take days or **weeks** for **manual calibration**
- **10 hours** to **automatically** calibrate using pattern search global optimization algorithm



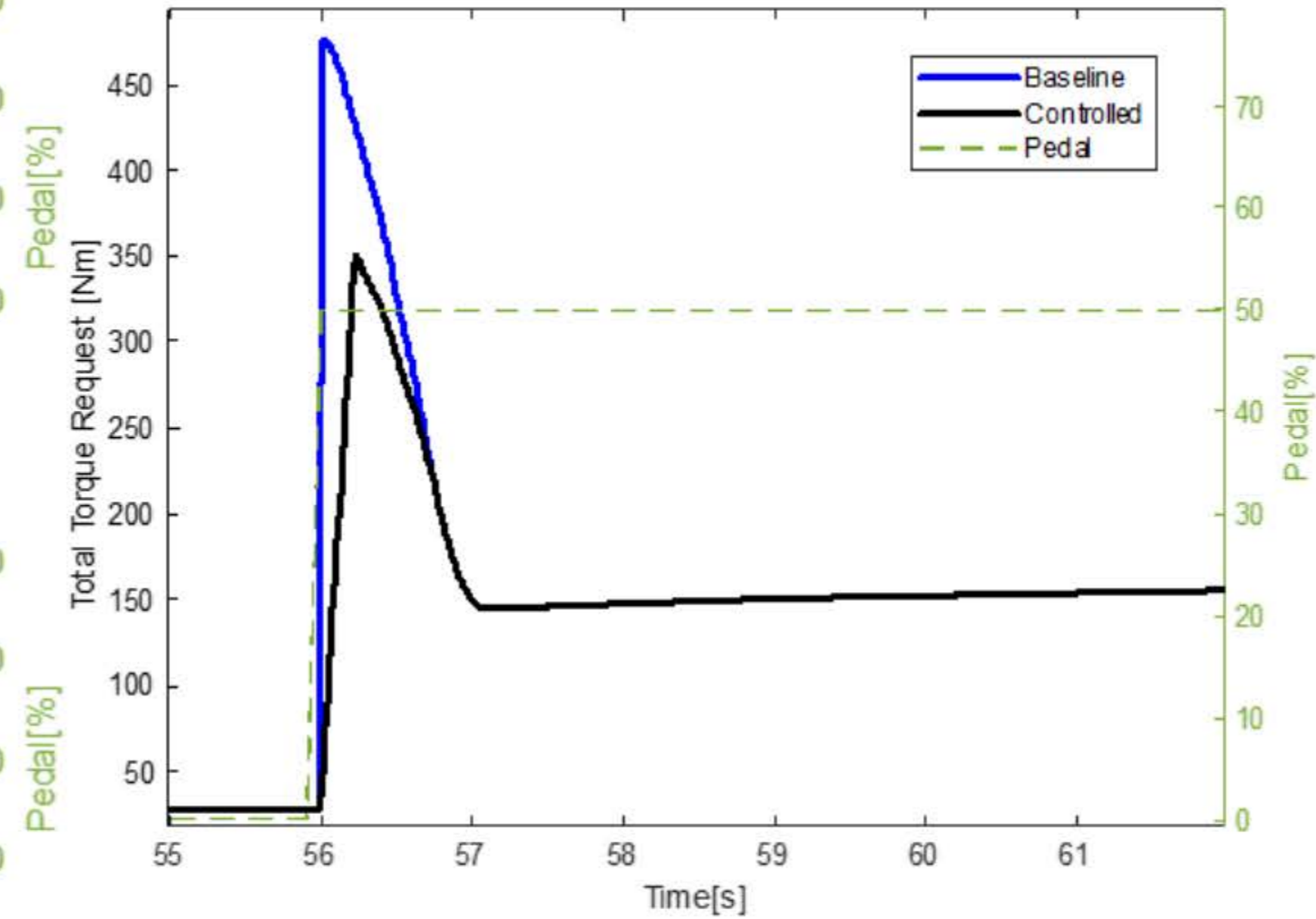
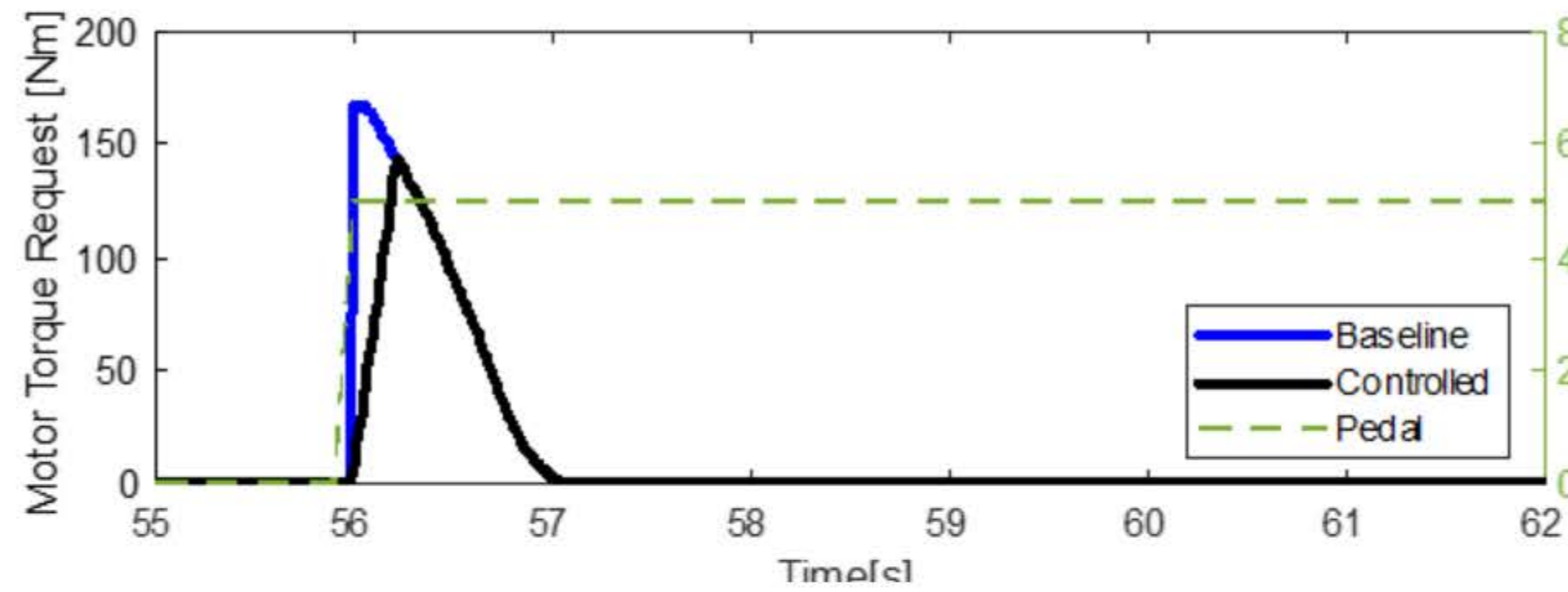
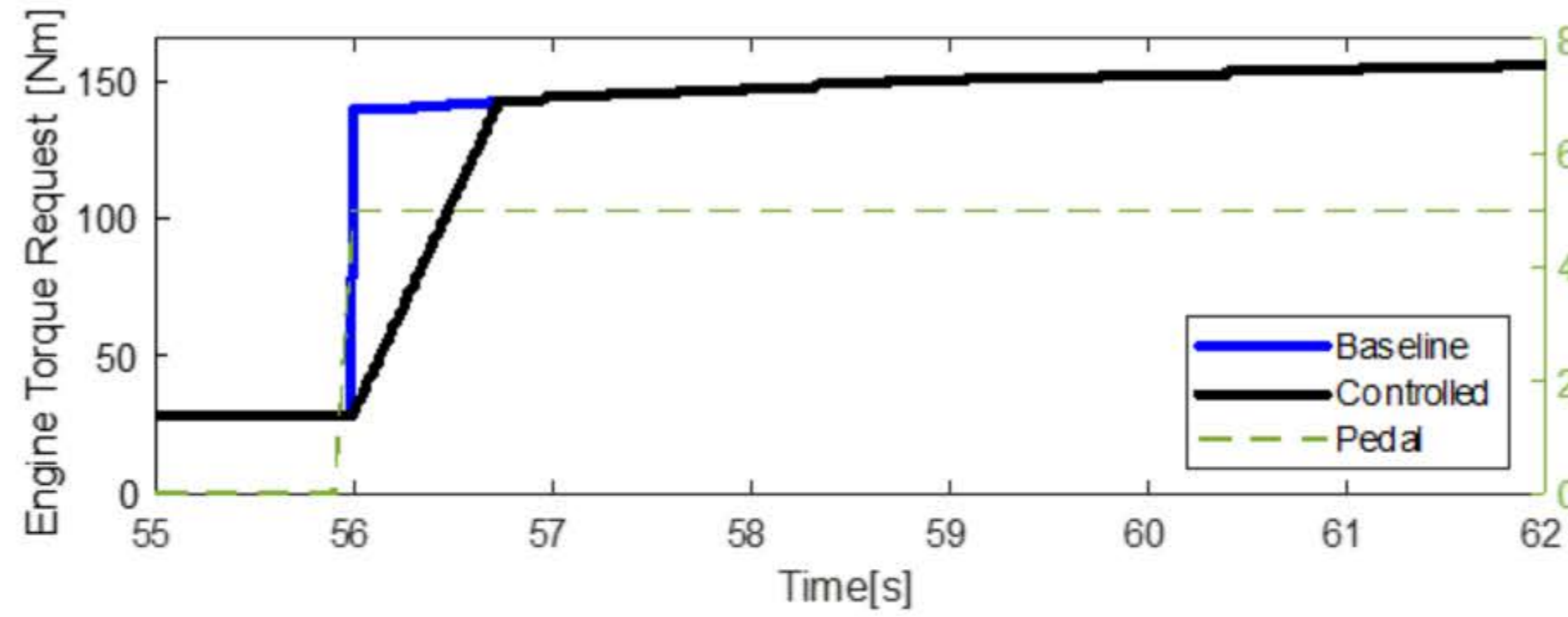
Search Algorithm	Time	Solution Found
fmincon	1.5minutes	✘
Particle Swarm	5 minutes	✔ +
Pattern Search	1.5minutes	✔

# Tip-In Controller

- Rate limit is calculated as a function of  $|\Delta\text{Torque request}|$ , vehicle speed, and Gear (engine side only)
- Rate limit is applied when judged a tip in response
  - $|\Delta\text{Torque request}| > 10\text{Nm}$
  - Vehicle Speed  $> 2\text{ MPH}$
- Rate limit held until modified torque is near final desired torque value.



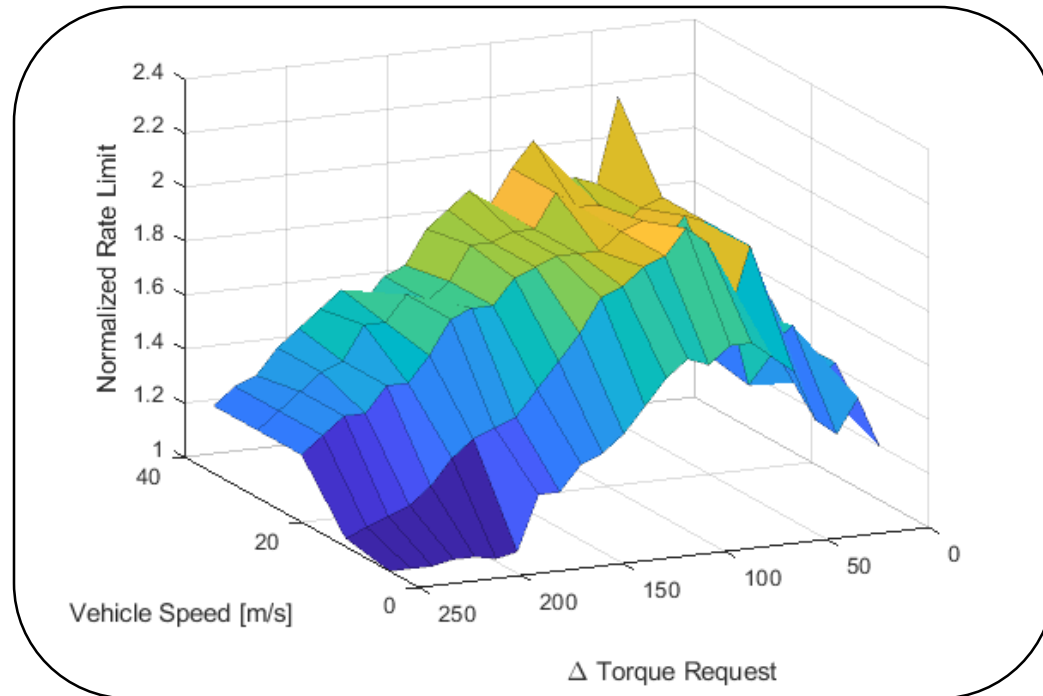
# Tip-In Controller



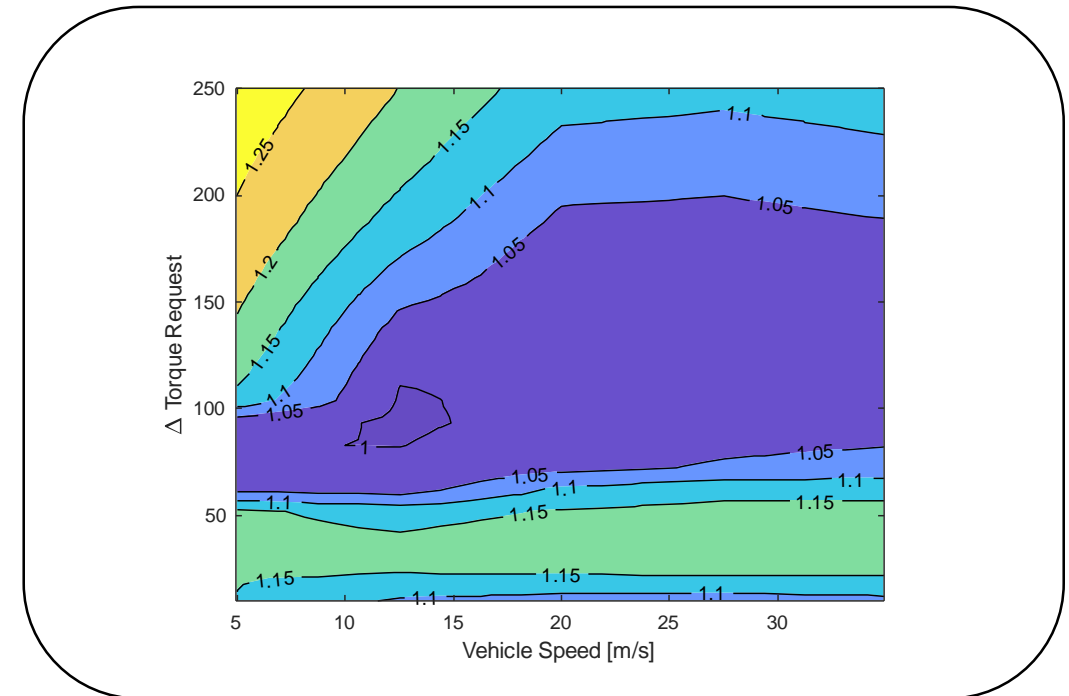


# Calibration Tables

- Areas of high sensitivity in the objective function can be used to redefine map breakpoints
- Example results for 5<sup>th</sup> gear

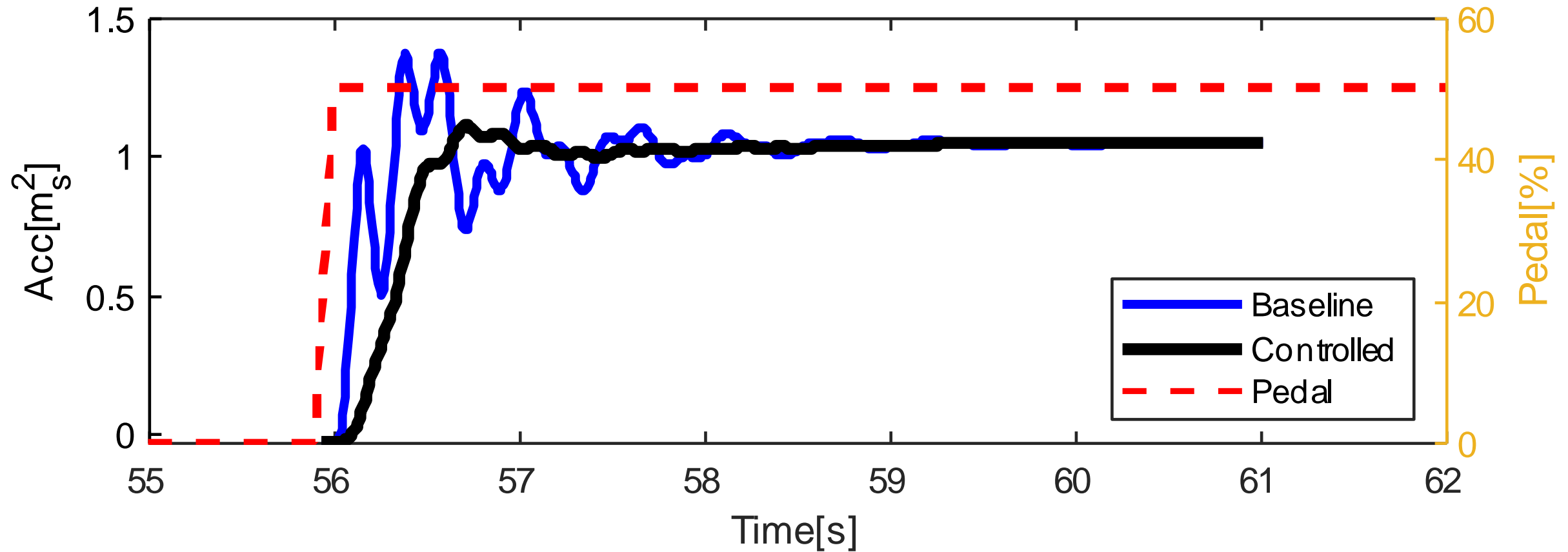


Calibration Map



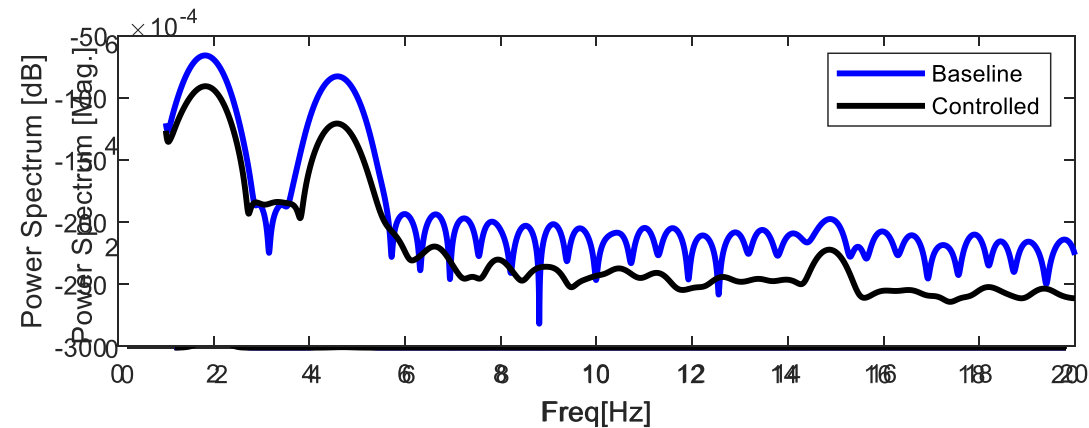
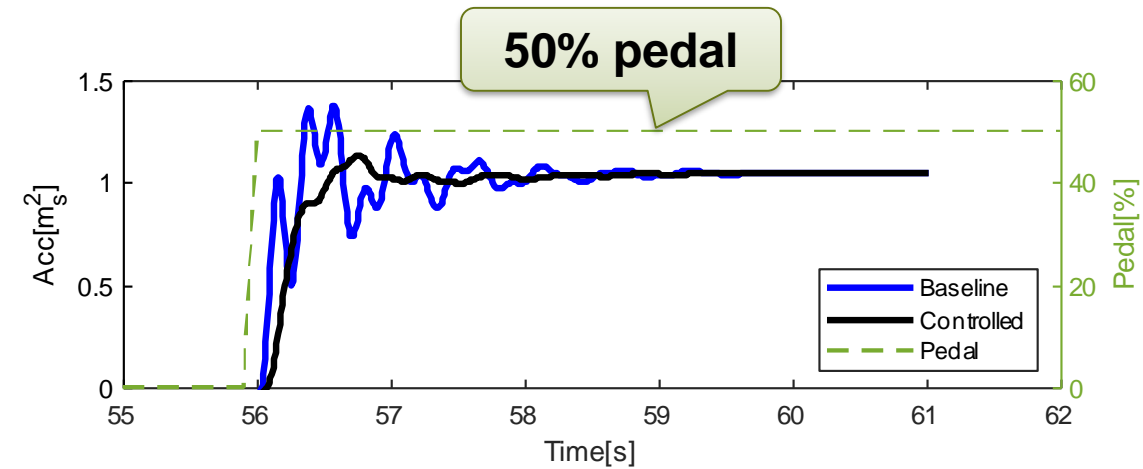
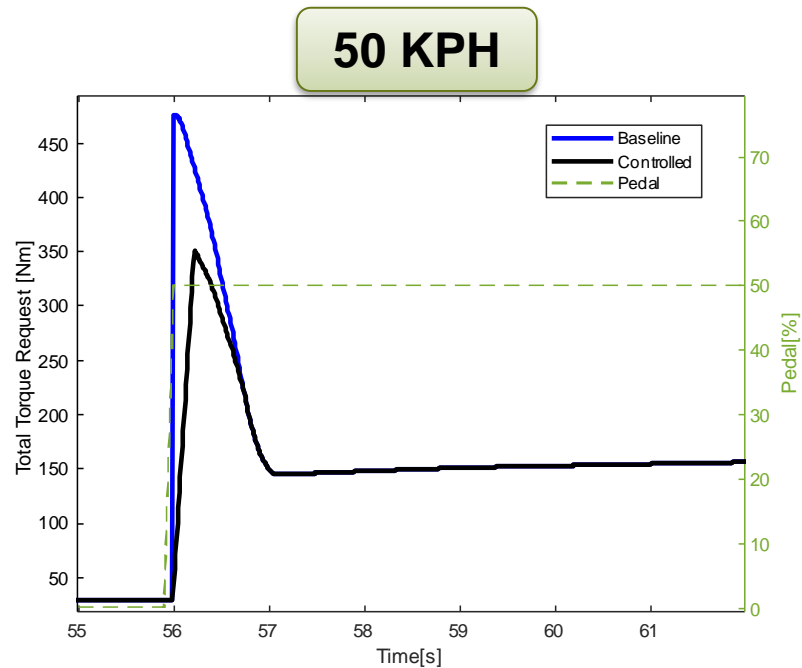
Objective Function

# Validation



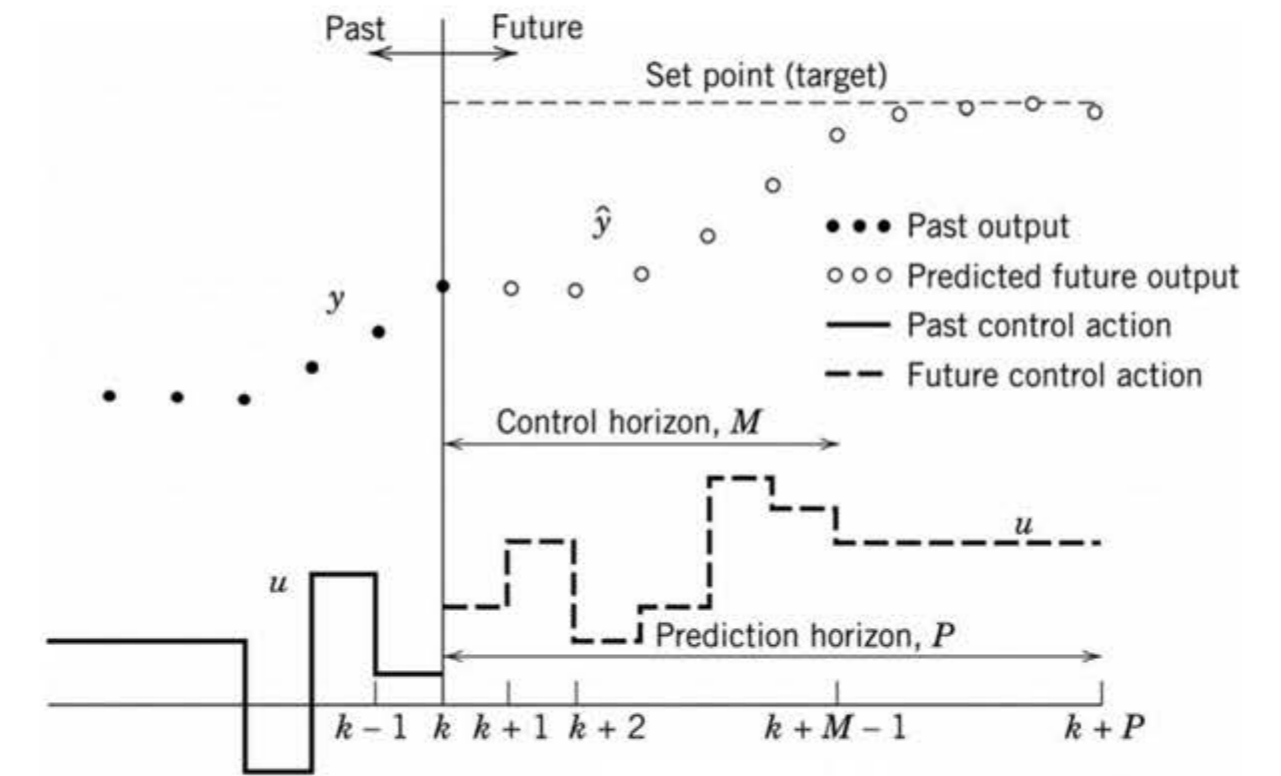
# Tip-In Results

- First engine and motor modes have decreased greatly (~50dB)
- Fast Tip-In response – 0.5s



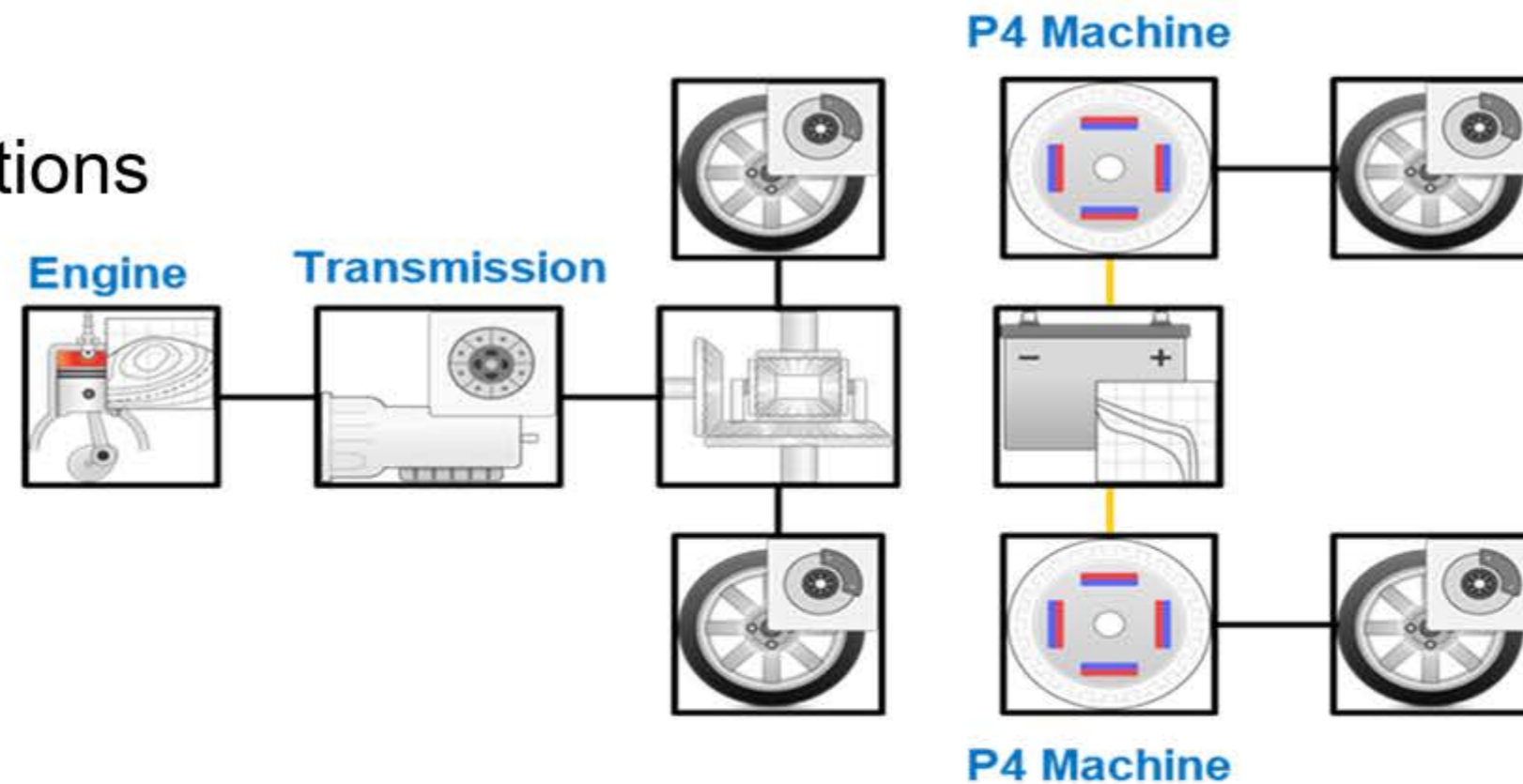
# Next Steps

- What are possible next steps?
  - Investigate other control types
    - Model Predictive Control with consideration for FE for example.



# Next Steps

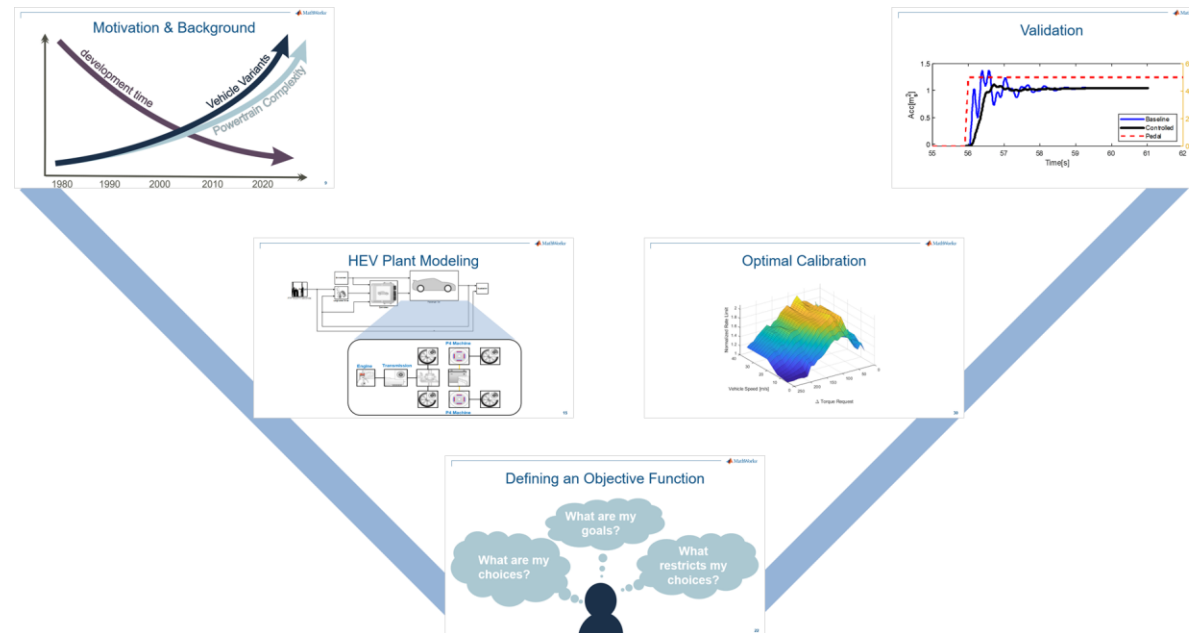
- What are possible next steps?
  - Investigate other control types
    - Model Predictive Control with consideration for FE for example.
  - Process can be reused as model fidelity increases
    - GT Engine model
    - Simscape driveline
  - Utilize process for other calibrations





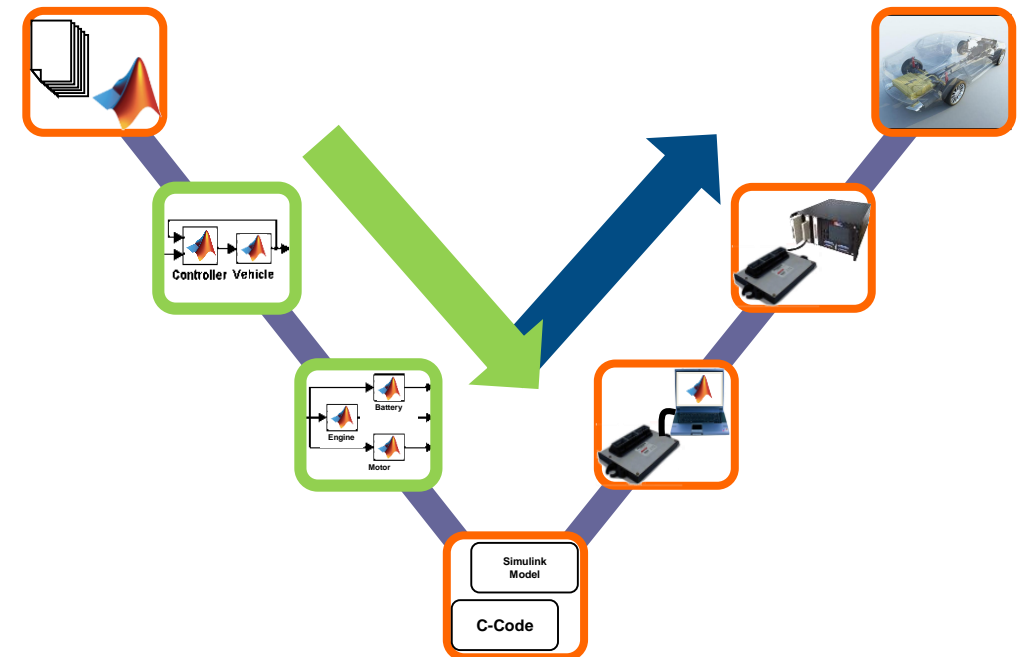
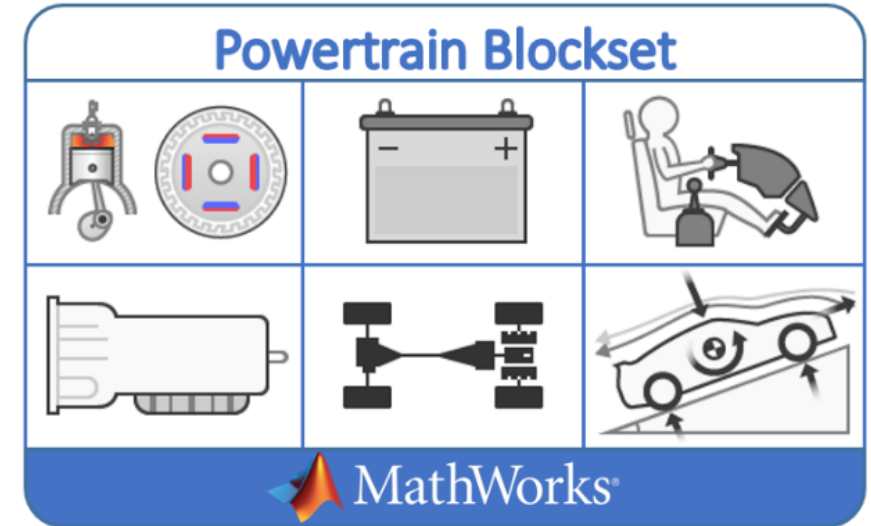
# Summary

- A process for using objectives to automate and improve shuffle response was shown
- Virtual calibration allowed process to be done in hours instead of weeks
- Along with FE and Acceleration characteristics, can also start to consider some drivability metrics during early phase planning



# Key Takeaways

- Powertrain Blockset is capable of simulating some low frequency **drivability** behavior
- **Model re-use** from early planning phase can be used to jumpstart **calibration** efforts
- Objective-based calibration can:
  - **Improve** calibration time
  - Account for performance **trade-offs**
  - Trace back to **requirements**



Q&A

# Questions?