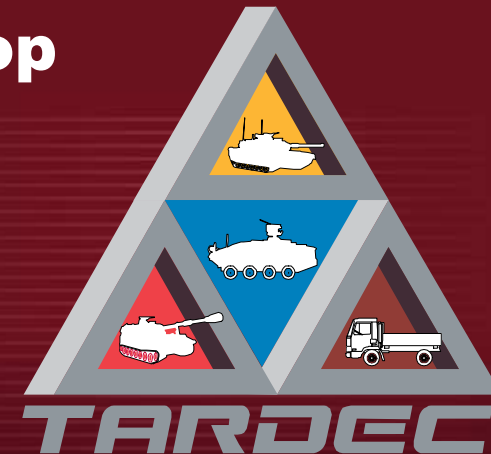




# Integration of Hardware-in-the-loop Facilities Over the Internet

Hardware-in-the-loop User Group  
Meeting  
April 15, 2009



***TECHNOLOGY DRIVEN. WARFIGHTER FOCUSED.***

Mark J. Brudnak, Ph.D., U.S. Army RDECOM-TARDEC

Wilford Smith, SAIC

Jarrett Goodell, SAIC

Report Documentation Page				Form Approved OMB No. 0704-0188	
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14. ABSTRACT					
15. SUBJECT TERMS					
16. SECURITY CLASSIFICATION OF:			17. LIMITATION OF ABSTRACT <b>SAR</b>	18. NUMBER OF PAGES <b>57</b>	19a. NAME OF RESPONSIBLE PERSON
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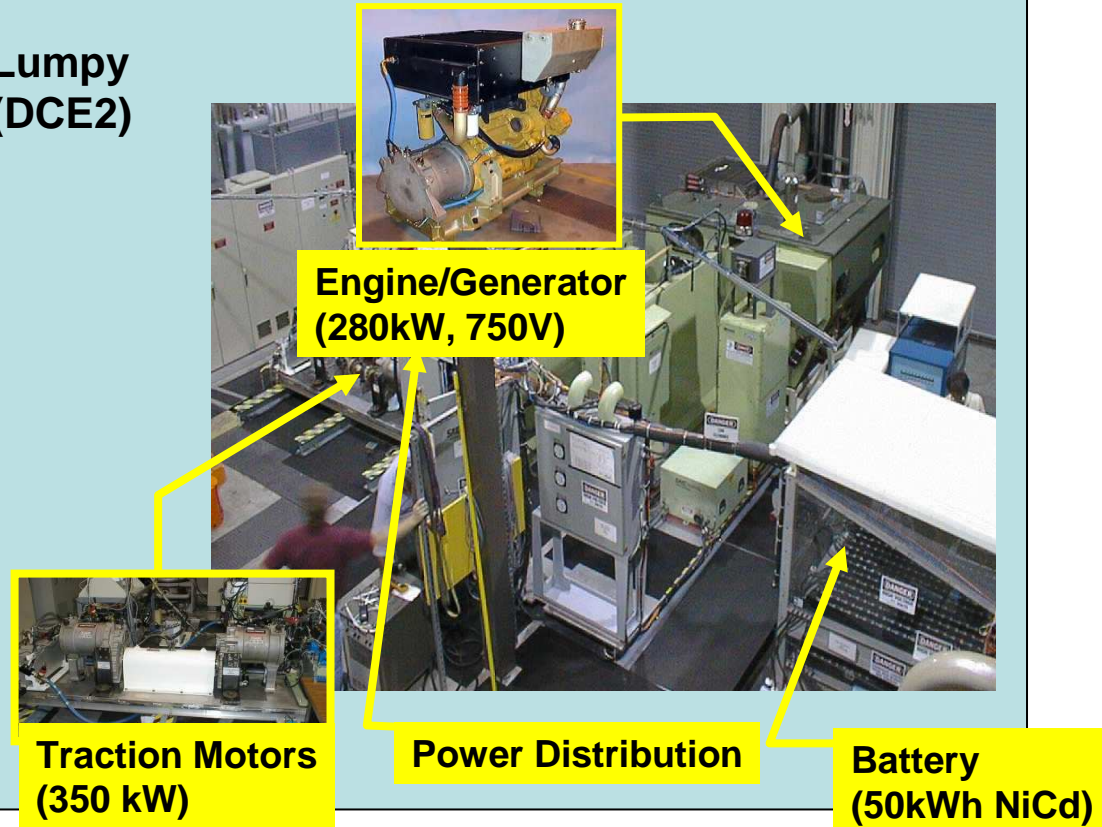
# Power & Energy SIL

*TECHNOLOGY DRIVEN. WARFIGHTER FOCUSED.*

- Series Hybrid-electric power system
- Laboratory based evaluation of design alternatives
- Driven by automated controller
- Requires a-priori duty cycle



**Lumpy  
(DCE2)**

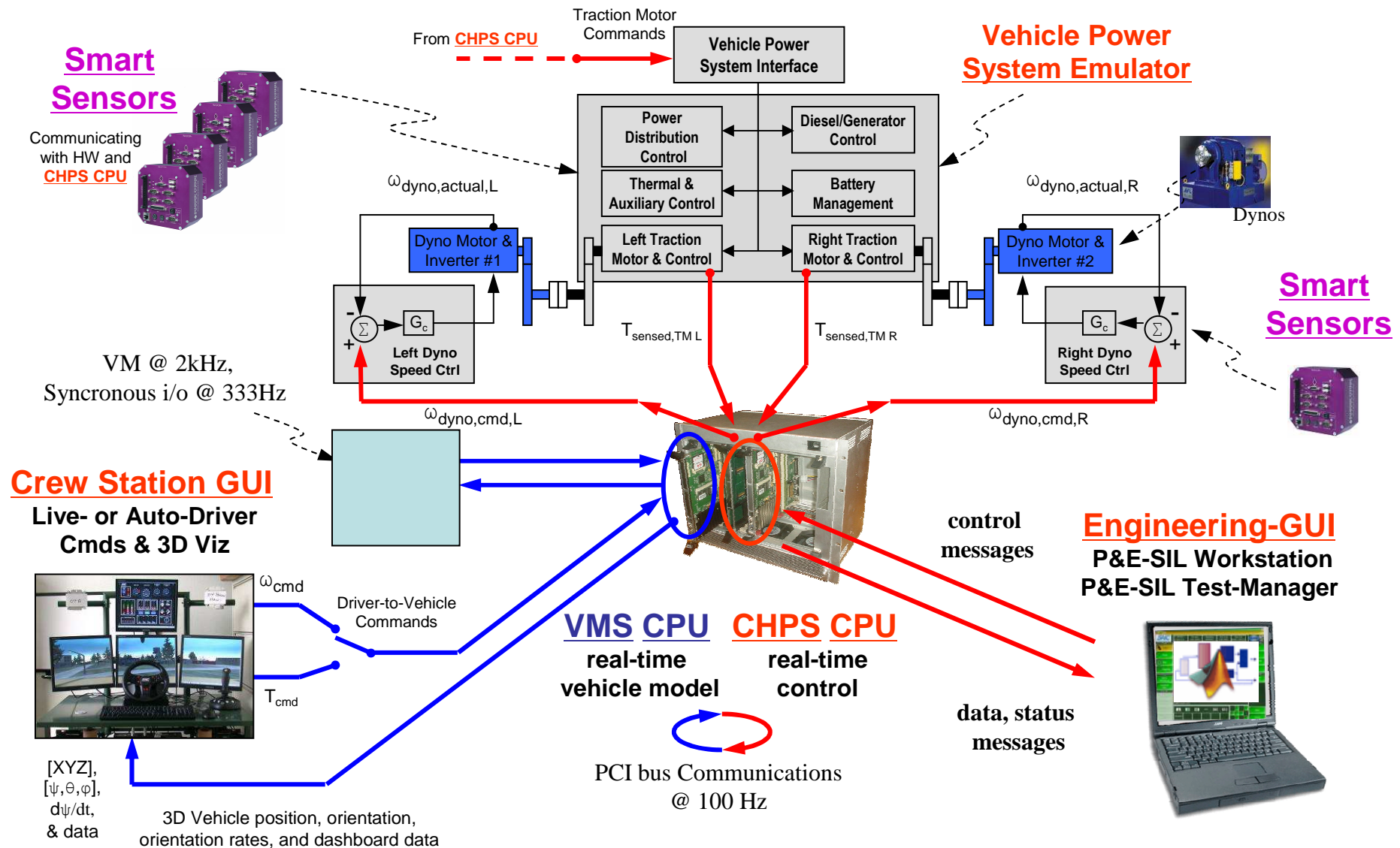


**Hermit  
(DCE3)**





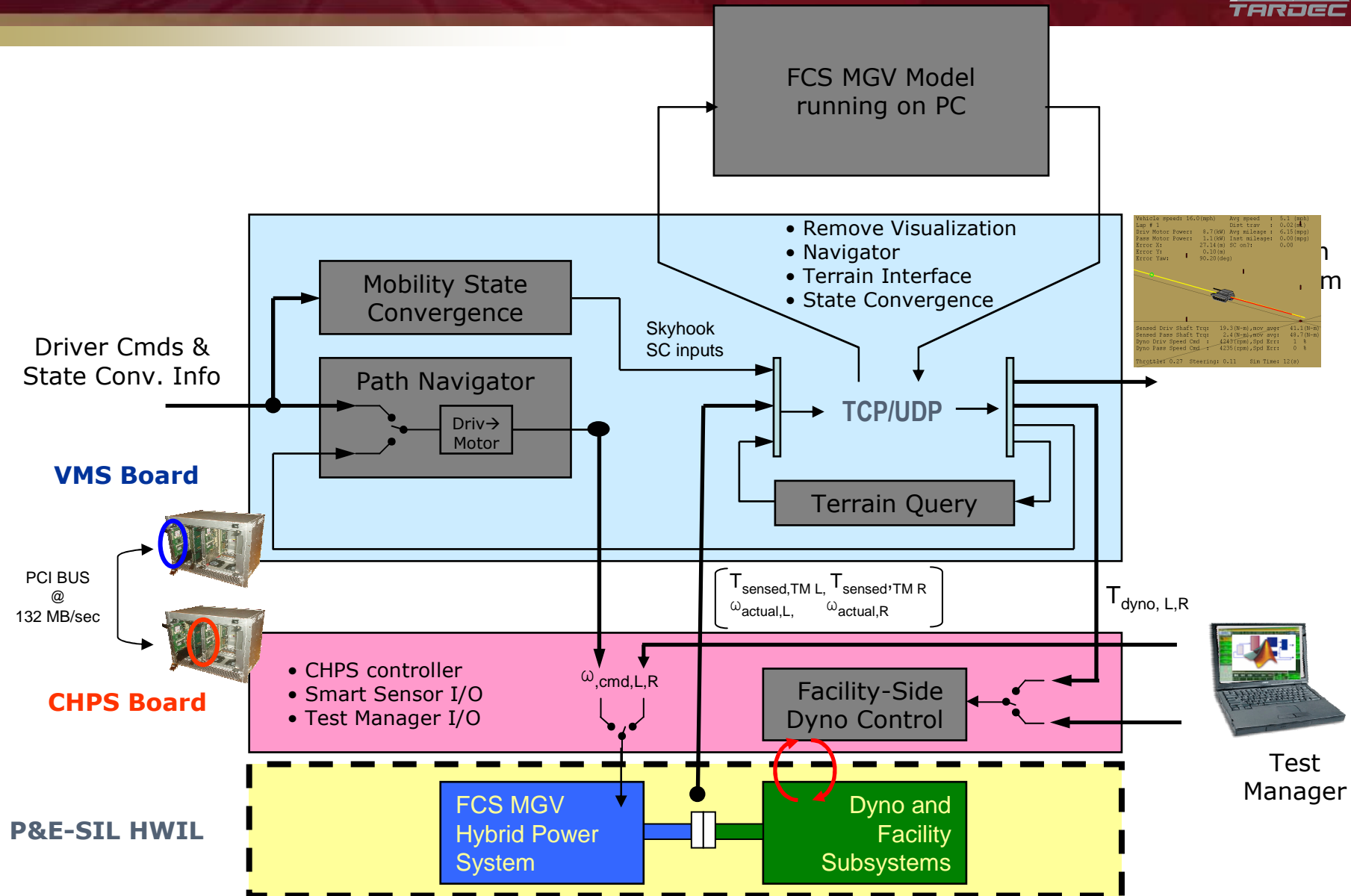
# SIL HWIL and Driver-in-the-Loop Layout



TECHNOLOGY DRIVEN. WARFIGHTER FOCUSED.



# P&E-SIL Architecture



TECHNOLOGY DRIVEN. WARFIGHTER FOCUSED.

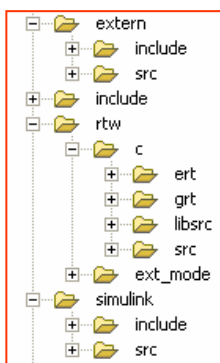
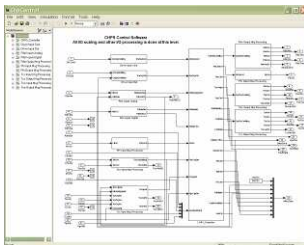




# P&E-SIL – Automation of Code Generation and Integration

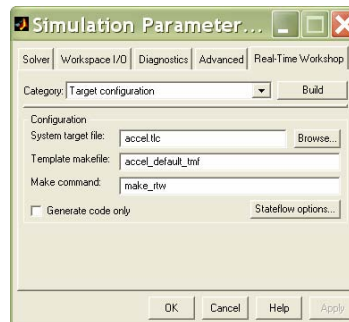


Graphical code



compiled libraries

Conversion to Real-time



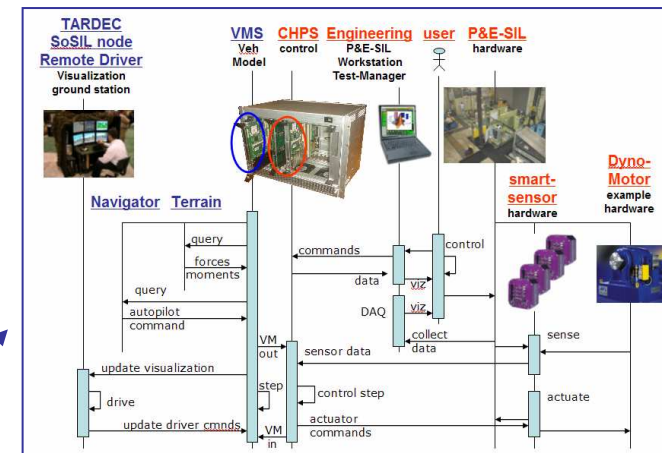
embedded hardware

Embedded C/C++ code

```
void ChpControl_Enable_State(real_T fu0, real_T FaultCad,
rtB_ChpControl_Enable_State *localB, rtP_ChpControl_Enable_State *localP)
{
    if (fu0 > 0.0) {
        /* Gain: '<S186>/Gain1'
        * Regarding '<S186>/Gain1':
        * Gain value: localP->Gain1_Gain
        */
        localB->Gain1 = FaultCad * localP->Gain1_Gain;
    }

    /* Output and update for trigger system:
    * '<S215>/Subsystem3'
    * Regarding '<S215>/Subsystem3':
    * Constant: '<S220>/clear'
    * Constant: '<S220>/set'
    */
    void ChpControl_Subsystem3(real_T fu0, real_T reset, rtB_ChpControl_Subsystem3
*localB, rtP_ChpControl_Subsystem3 *localP, rtZC_ChpControl_Subsystem3
*localZC)
    {
        if (rt_ZCfcn(RISING_ZERO_CROSSING, &(localZC->Subsystem3_ZCE), fu0)) {
            /* Switch: '<S220>/Switch, incorporates:
            * Constant: '<S220>/clear'
            * Constant: '<S220>/set'
            */
            if (reset == localP->Switch_Threshold) {
                localB->Switch = localP->clear_Value;
            } else {
                localB->Switch = localP->set_Value;
            }
        }
    }

    /* Model step function */
    void ChpControl_step(void)
    {
        /* local block i/o variables */
        real_T rtb_All_Battery_Switches_Open;
        real_T rtb_Unit_Delay_a;
        real_T rtb_Rounding_Function_a;
        real_T rtb_Math_Function_a;
        real_T rtb_Math_Function_b;
        real_T rtb_Unit_Delay_a(6);
        real_T rtb_Logical_Operator1_a;
        real_T rtb_Logical_Operator0_a;
    }
}
```



OS-interface code

```
template<class T>
void SAICrtw<T>::rt_OneStep(void)
{
    static int missedFrameCounter=0;

    // Check and see if base step time is too fast *
    // by an overrun or by the generated code.
    if (OverrunFlag++)
    {
        rtmSetErrorStatus(RT_MDL, "Overrun");
        missedFrameCounter++;
        printf("choking on OVERRUNFLAG: %i\n", missedFrameCounter);
        //return;
    }

    // Check and see if an error status has been set *
    // by an overrun or by the generated code.
    if (rtmGetErrorStatus( RT_MDL ) != NULL )
    {
        printf("\n rt_OneStep() :: overrun problems \n");
        return;
    }

    // *****
    // * Step model *
    // *****
    MODEL_STEP();

    // Decrement overrun flag *
    OverrunFlag--;

    return;
} /* rt_OneStep */
```

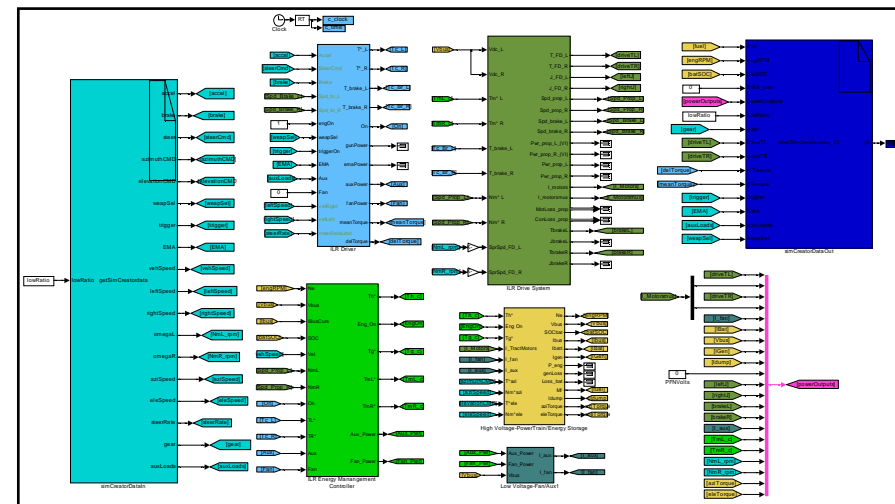
TECHNOLOGY DRIVEN. WARFIGHTER FOCUSED.



# Simulation Design – Power System



- Model: GVSL
  - Assumptions: SS torque transfer in gear train,
  - Current Power Systems: 420kW Engine, 410kW Generator, 500kW Battery (consistent with 24-ton FCS-like vehicle)
- Blocks:
  - Input
    - Inputs from the Vehicle
  - Output
    - Outputs to the Vehicle
  - High Voltage Powertrain & Energy Storage
    - CHPSPerf- Engine, Generator, & Battery
    - 420kW Turbo-Diesel Engine/ 410kW Generator
    - Li-Ion Battery direct connected to 510V Bus
    - Dump Resistor
    - Turret Azimuth & Gun Elevation Motors
  - Drive System
    - Independent Left/Right Motors (ILR), transmission, & brakes
    - Gears include Coulombic, Viscous, and Mesh gear losses
  - Energy Management
    - Power Generation and Motor controllers (translates commanded torques to machine torques)
  - Driver
    - Speed-based mobility control (throttle/steer commands to torque commands) for low vehicle speeds
    - Torque-based mobility control for high vehicle speeds
    - Blended mobility control for mid vehicle speeds
  - Low Voltage (Fan/Aux)
- Input File *gvsl\_Input.m* defines input parameters



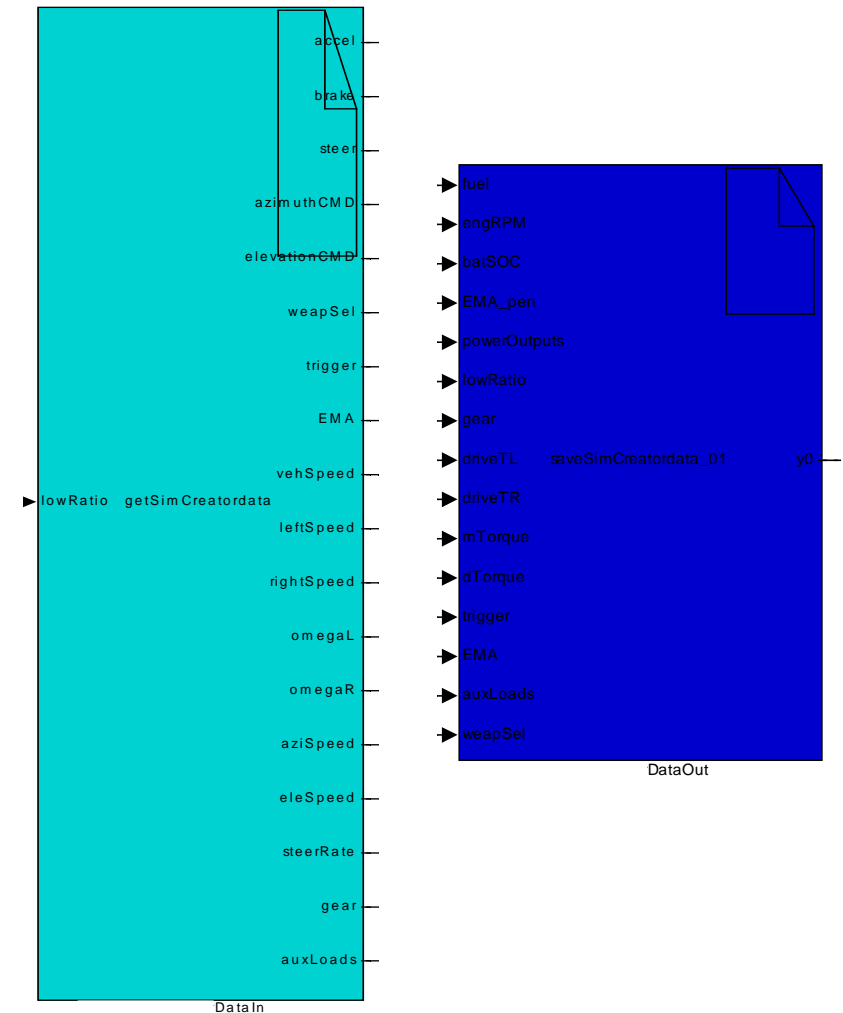




## Simulation Design: Power System/SimCreator Interface



- Links with shared workspace with the vehicle module
- Input Block:
  - Commands/States from vehicle model: *accel, brake, steer, gun azimuth/elevation, gun trigger, EMA, speeds/rates (vehicle, track, sprocket, turret azimuth/elevation, steer), gear, aux. loads*
  - Includes speed sign management for neutral and reverse
- Output Block:
  - Power outputs (*propulsion & turret motor torques, sprocket & brake torques, mean & delta torque, fan/battery current & voltage, generator & dump resistor current, PFN voltage, Aux system current*), *fuel, engine speed, battery SOC, EMA/gun readiness, Left & Right MOIs, gear.*
  - Includes torque sign management for neutral and reverse





RemoteLink Internet ICD,  
v1.11

GVSL  
Warren  
MI



VehModelFaults > 0 for Inf or NaN  
trapped on inputs/outputs, max speed  
or Euler angle exceeded

## GVSL\_out

52 floats, 208 bytes

Net QOS	38	sim_time_gvsl (s)
	39	sim_time_sil (s)
	40	round trip delay gvsl (s)
	41	round trip delay sil (s)
	42	GVSL_out update rate at SIL (Hz)
	43	SIL_out update rate at GVSL (Hz)
Health Status	50	Veh_dynamics_up (0/1)
	51	Power_system_SC_up (0/1)
	52	ESS_up (0/1)

Initiate SIL HW shutdown  
if any below are TRUE:

- GVSL\_Veh\_Dyn\_up == 0
- GVSL\_Pwr\_Sys\_SC\_up == 0
- GVSL\_ESS\_up == 0
- Net\_data\_delay > 10s == 1

udp ports 5100, 5101

udp ports 5115, 5116

SIL  
San Jose  
Ca



## SIL\_out

104 floats, 116 bytes

Net QOS	87	sim_time_gvsl (s)
	88	sim_time_sil (s)
	89	round trip delay gvsl (s)
	90	round trip delay sil (s)
	91	GVSL_out update rate at SIL (Hz)
	92	SIL_out update rate at GVSL (Hz)
Health Status	102	VMS/veh dyn Status (0/1)
	103	HWIL Status (0/1)
	104	SC Status (0/1)

Signal SIL HW health with:

- SIL\_Veh\_Dyn\_Faults == 0
- SIL\_HWIL\_Faults == 0
- SIL\_SC\_Faults == 0



# Motion Base Simulators

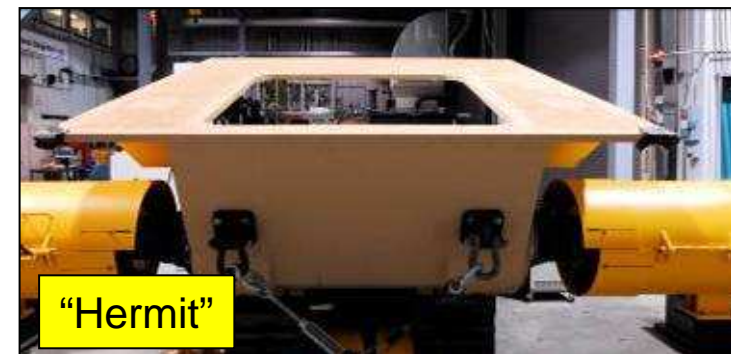
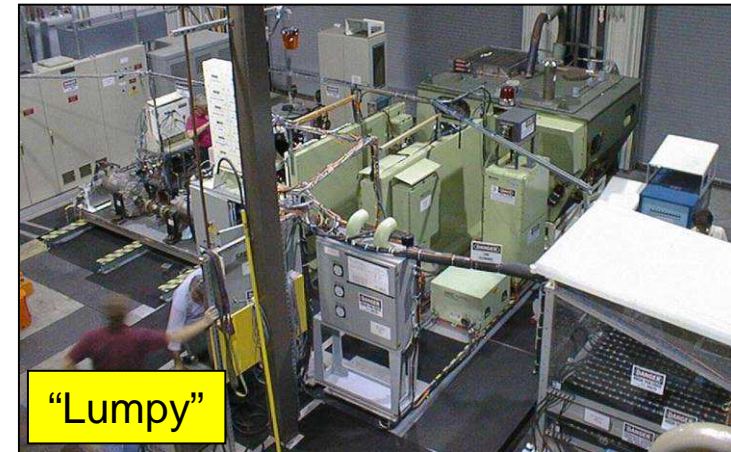


- Man-rated motion base simulator
- Integrated immersive simulation environment
- Real-time vehicle model
- Integrated CAT Crewstation
- Ideal facility for capturing soldier behavior (i.e. duty cycles)



**TECHNOLOGY DRIVEN. WARFIGHTER FOCUSED.**

- The Power & Energy SIL in Santa Clara, CA.
  - Series hybrid electric power system
  - Mobility loads:
    - Traction drive motors
  - Non-mobility loads:
    - Constant on/off loads
    - Time varying loads
    - Pulse power loads
- Non-mobility and mobility loads need to share the available power.
- What is the impact of power management choices?
- How should components be sized?
- Simple drive cycles were inadequate.
- → Need a relevant *Duty Cycle*







# Duty Cycle Experiment 2



- 12 trained Army driver/gunner subjects
- 13 km route
- Avg 42 minutes driving
- Grades greater than 30%
- 7 engagements with OneSAF opposition force infantry and vehicles

RMS

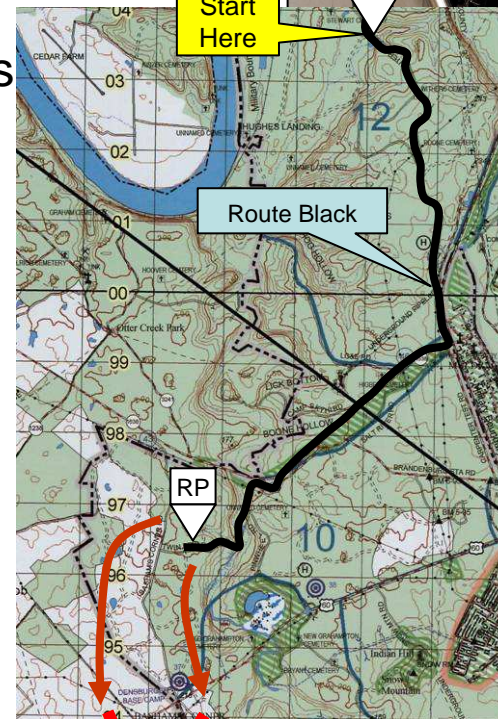


Start Here

SP

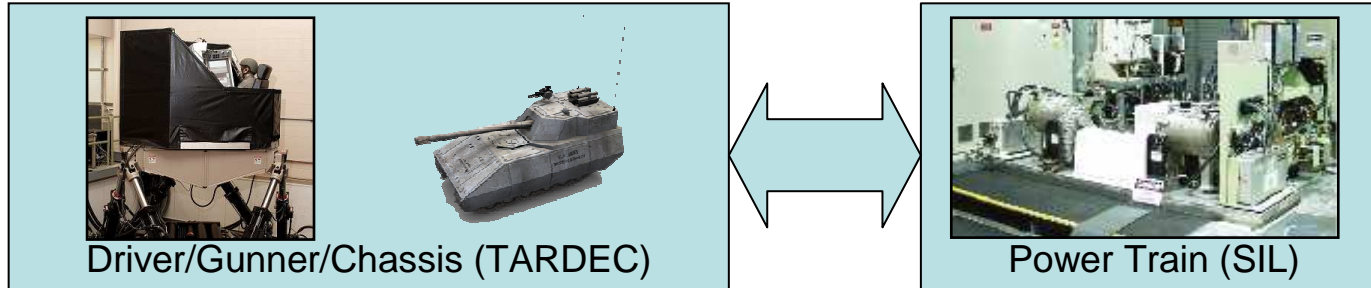
Route Black

RP

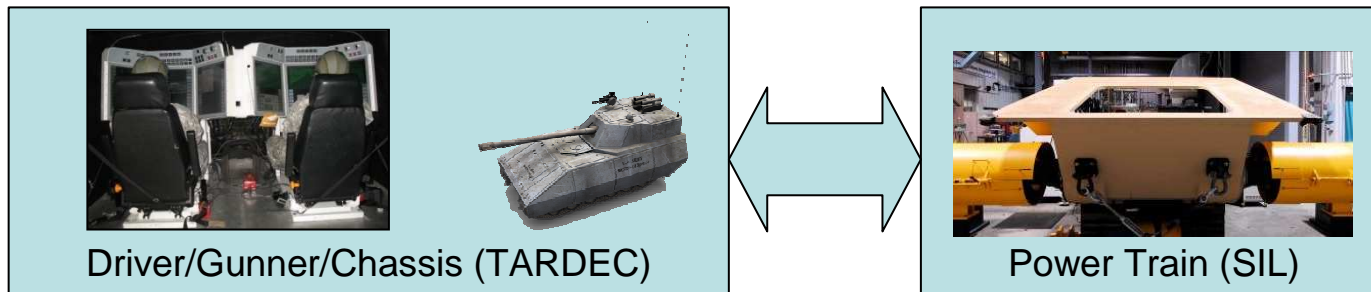


WARFIGHTER FOCUSED.

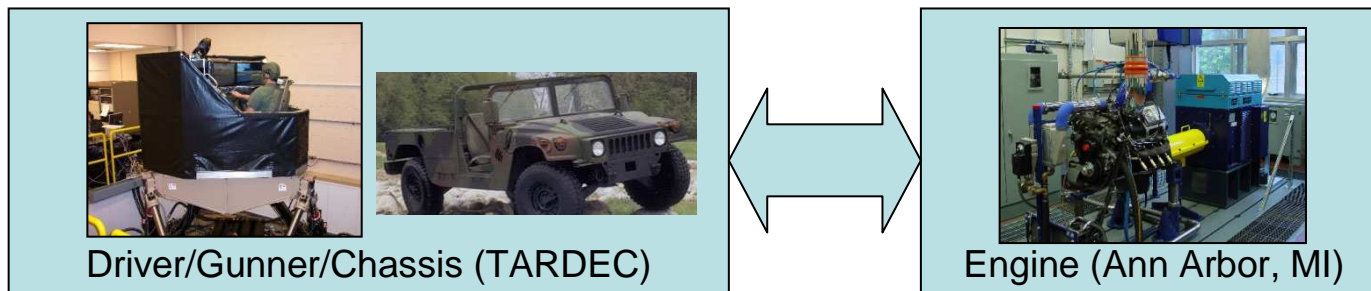
- Duty Cycle Experiment 2 (DCE2): June 2006



- Duty Cycle Experiment 3 (DCE3): June 2007



- ILIR: FY08



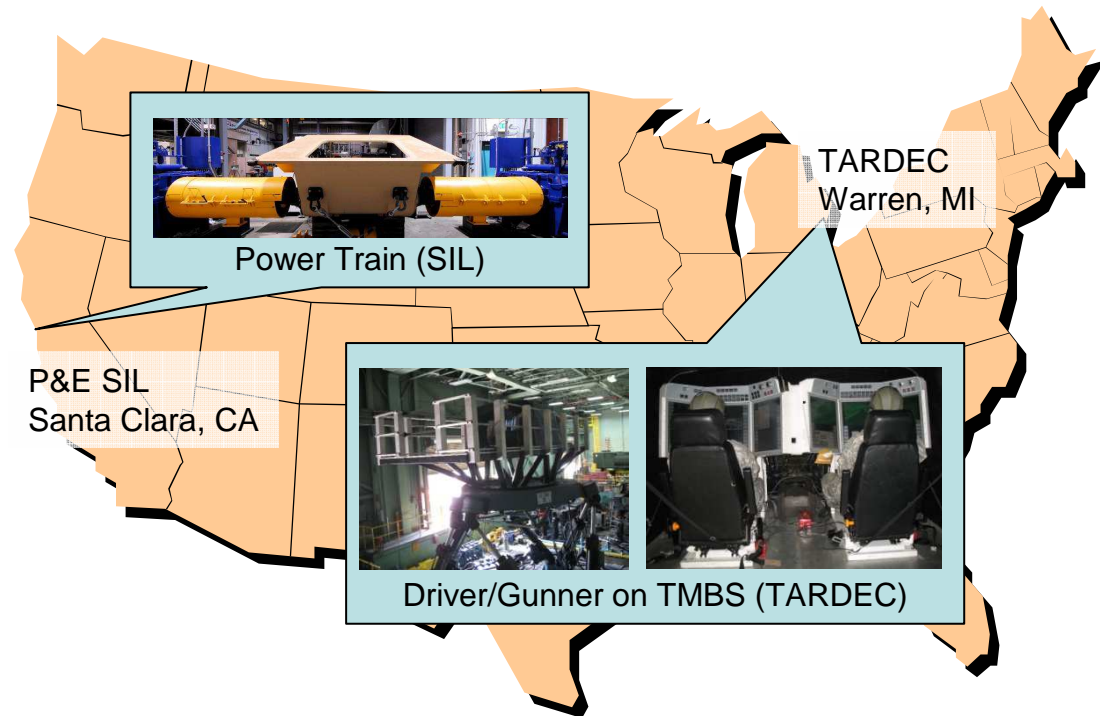




# Long Haul Motivation



- Geographically disbursed.
- High-fidelity.
- Integration improves fidelity of experiments.
- Dynamical systems, the RMS and P&E SIL like tight loops. Substantial delays introduce instabilities.

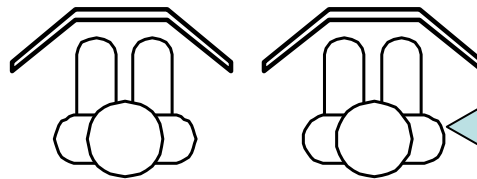
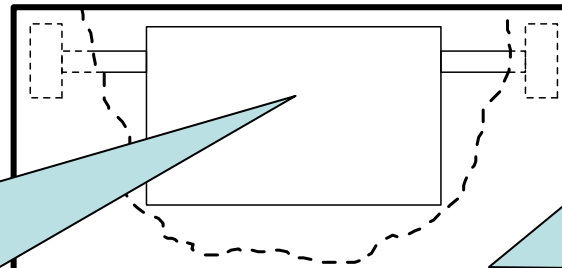


**2,450 Miles by Roads**  
**2,080 Miles by Direct Route**

**TECHNOLOGY DRIVEN. WARFIGHTER FOCUSED.**



Power Train (SIL)



Notional Combat Vehicle



Vehicle Dynamics and Terrain (TARDEC)

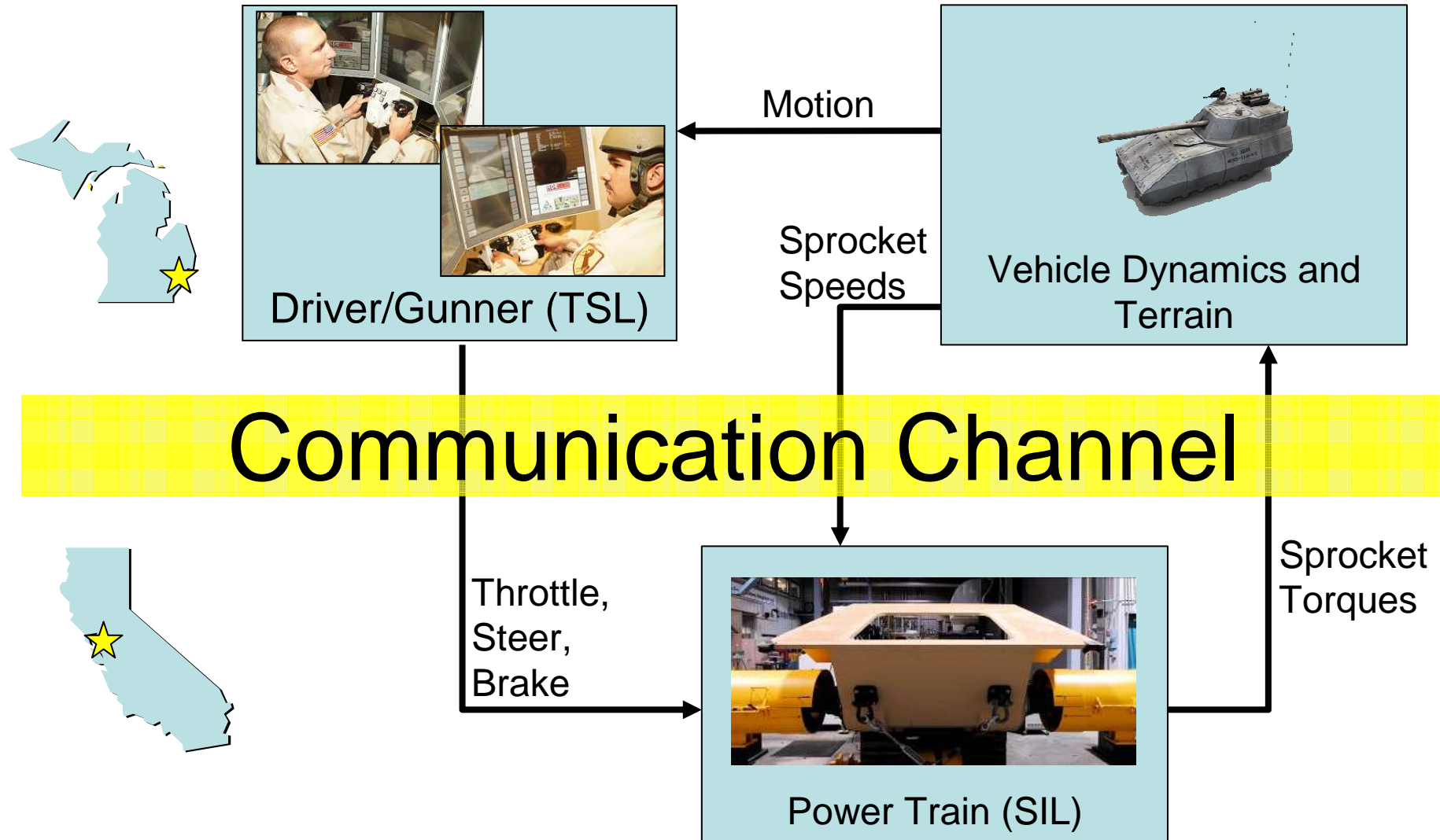


Driver/Gunner (TARDEC)

- Remote location of power system is transparent to the operators.



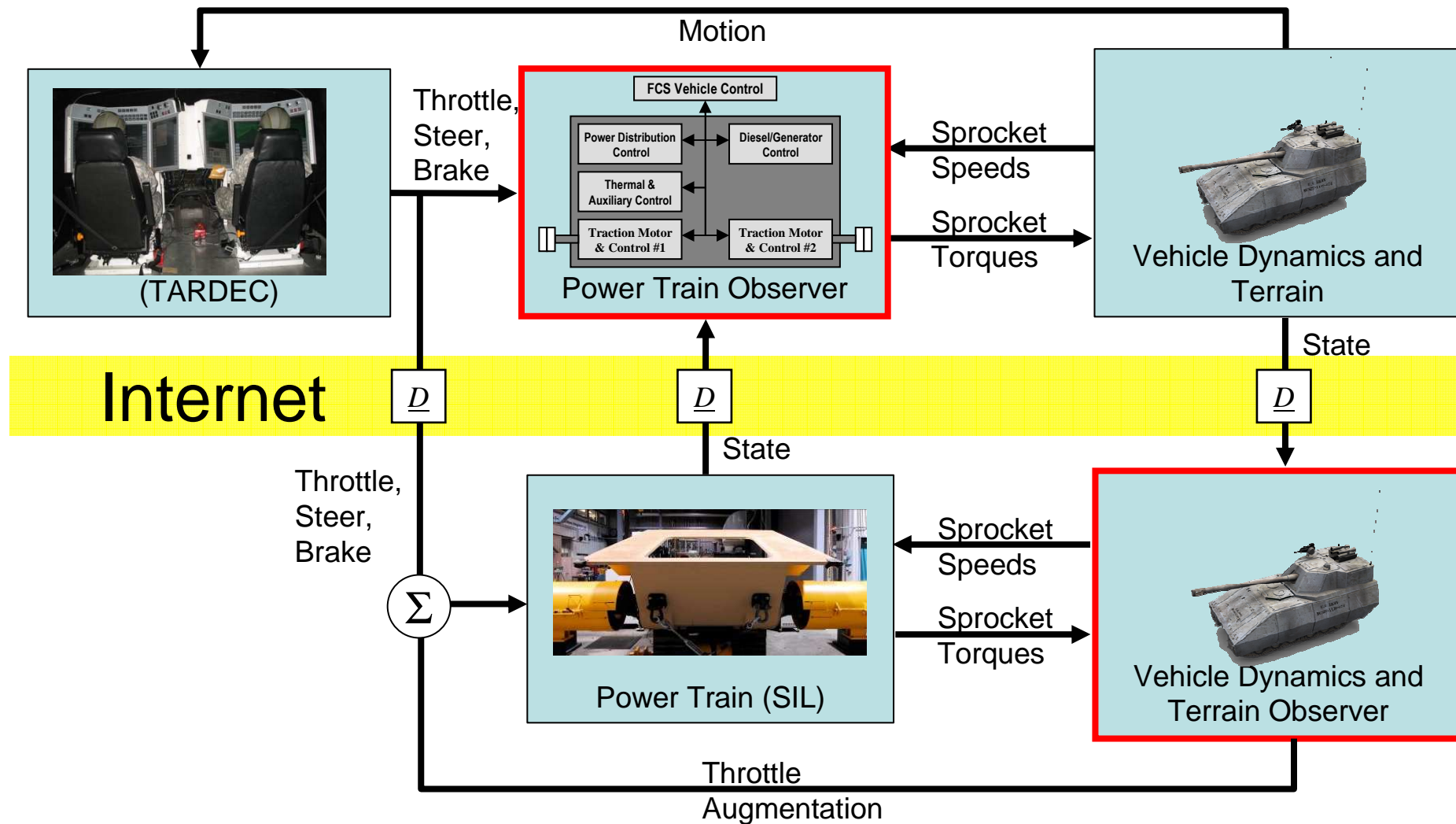
# Interconnections



**TECHNOLOGY DRIVEN. WARFIGHTER FOCUSED.**



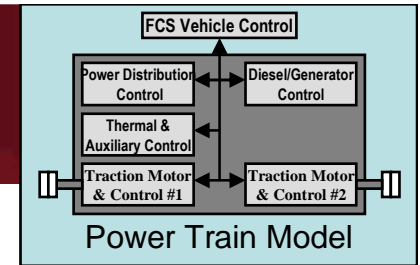
# End Design



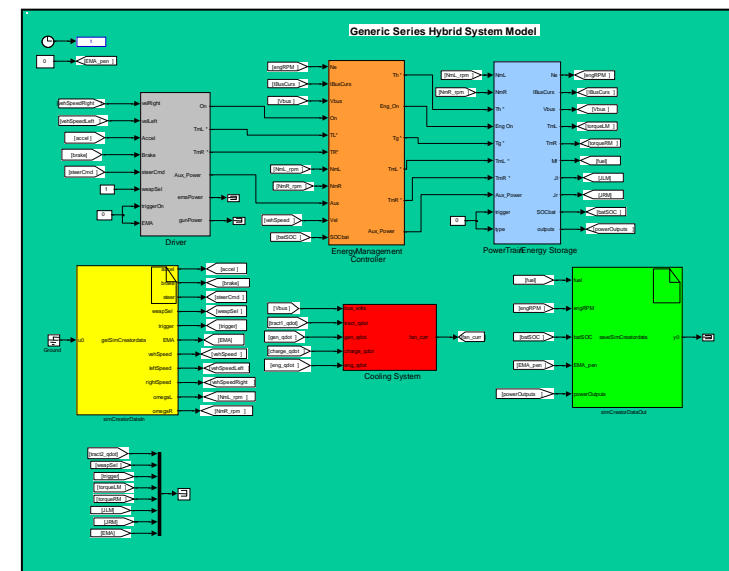
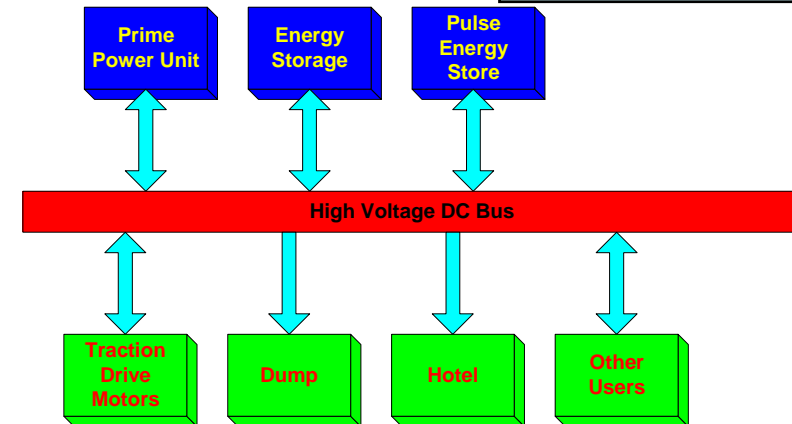
**TECHNOLOGY DRIVEN. WARFIGHTER FOCUSED.**



# Power System Model



- Series Hybrid Power System for MCS
- Independent Left/Right
- Diesel Engine/Generator
- 600 V bus w/Battery
- Two 300kW traction motors.
- Includes thermal model
- Implemented in graphical modeling tool and converted to real-time code.



**TECHNOLOGY DRIVEN. WARFIGHTER FOCUSED.**

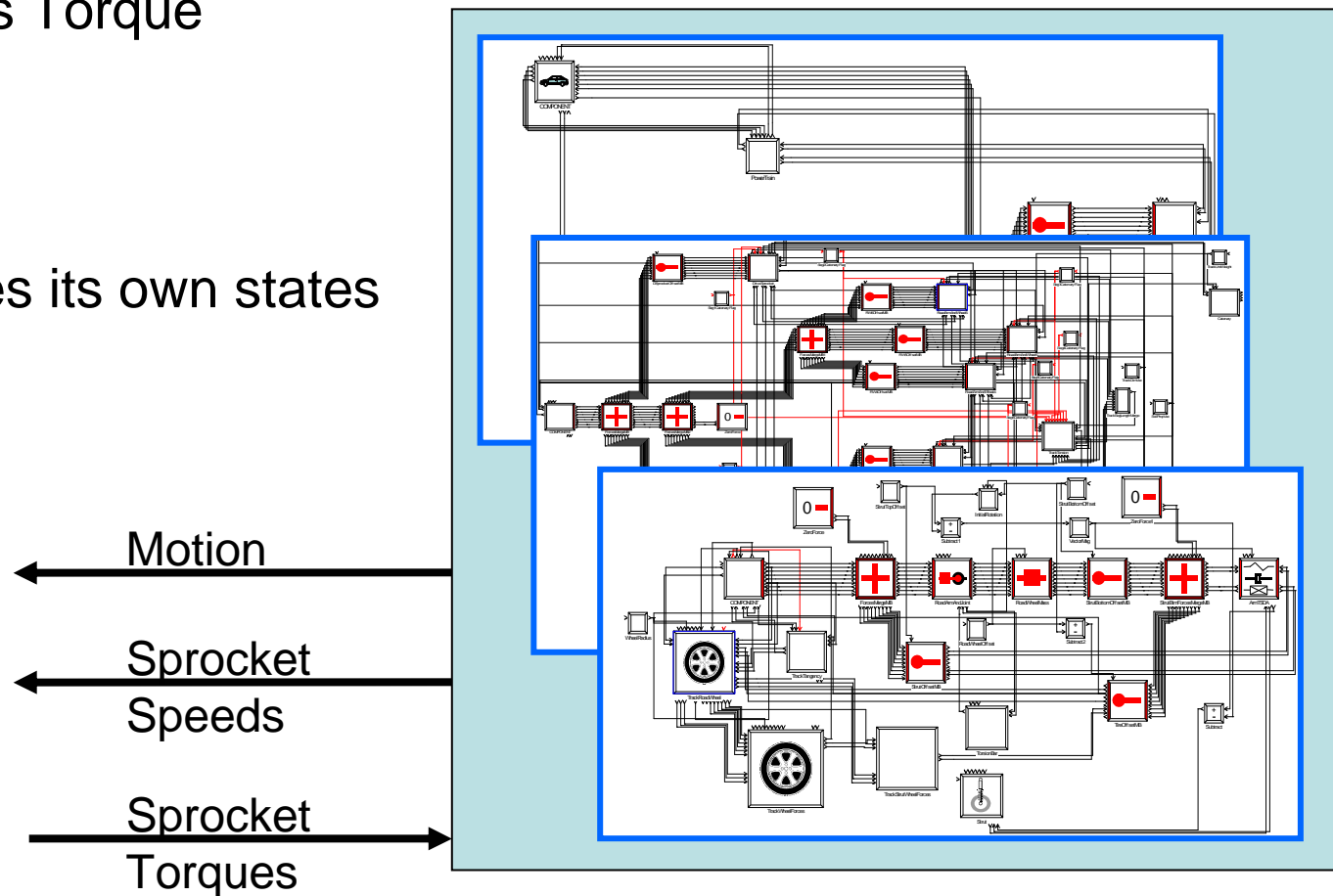


# Vehicle Dynamics and Terrain



Vehicle Dynamics and  
Terrain

- Implemented in Dynamics Modeling Tool
- Receives Torque
- Outputs
  - Speed
  - Motion
- Integrates its own states



**TECHNOLOGY DRIVEN. WARFIGHTER FOCUSED.**



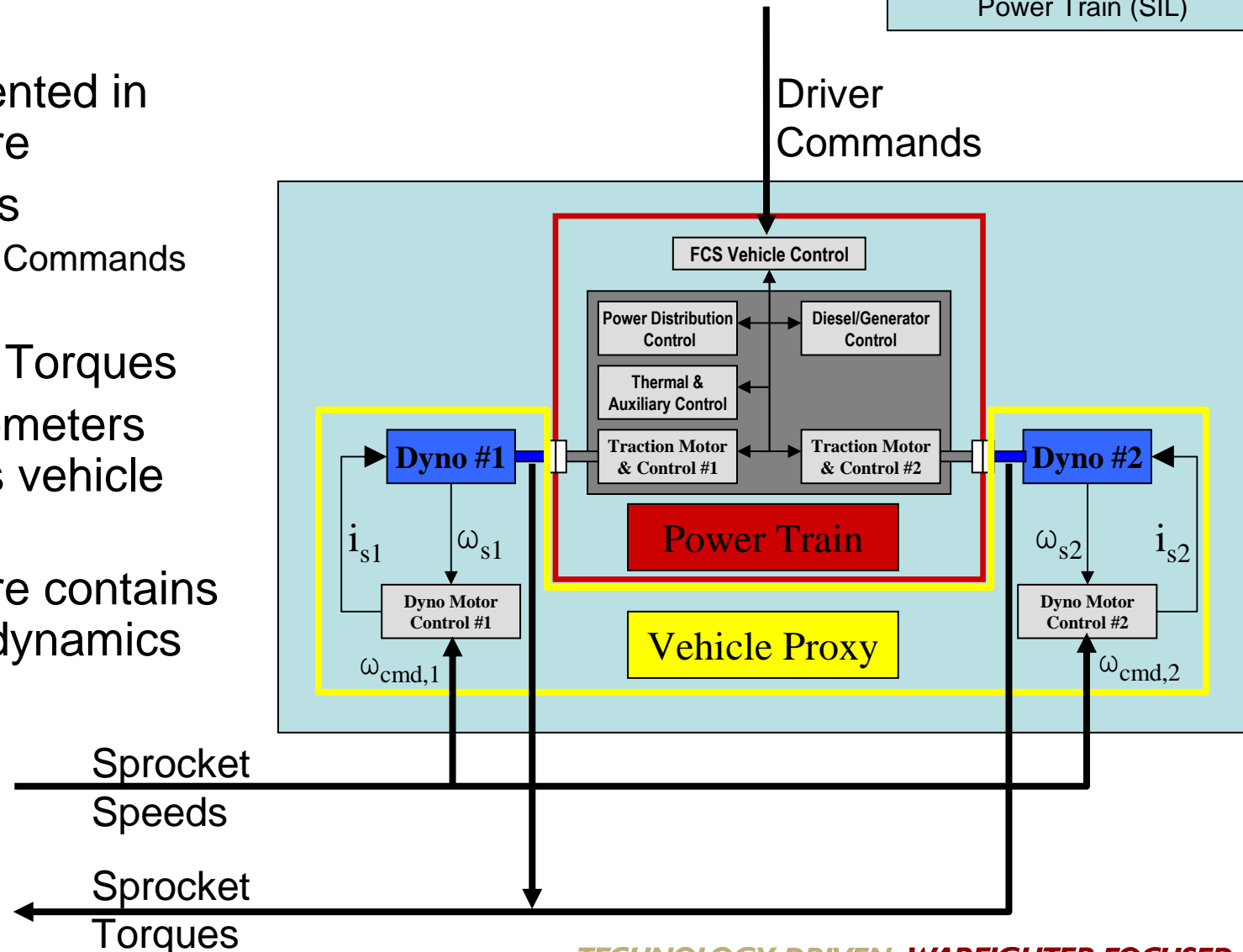


# Power Train



Power Train (SIL)

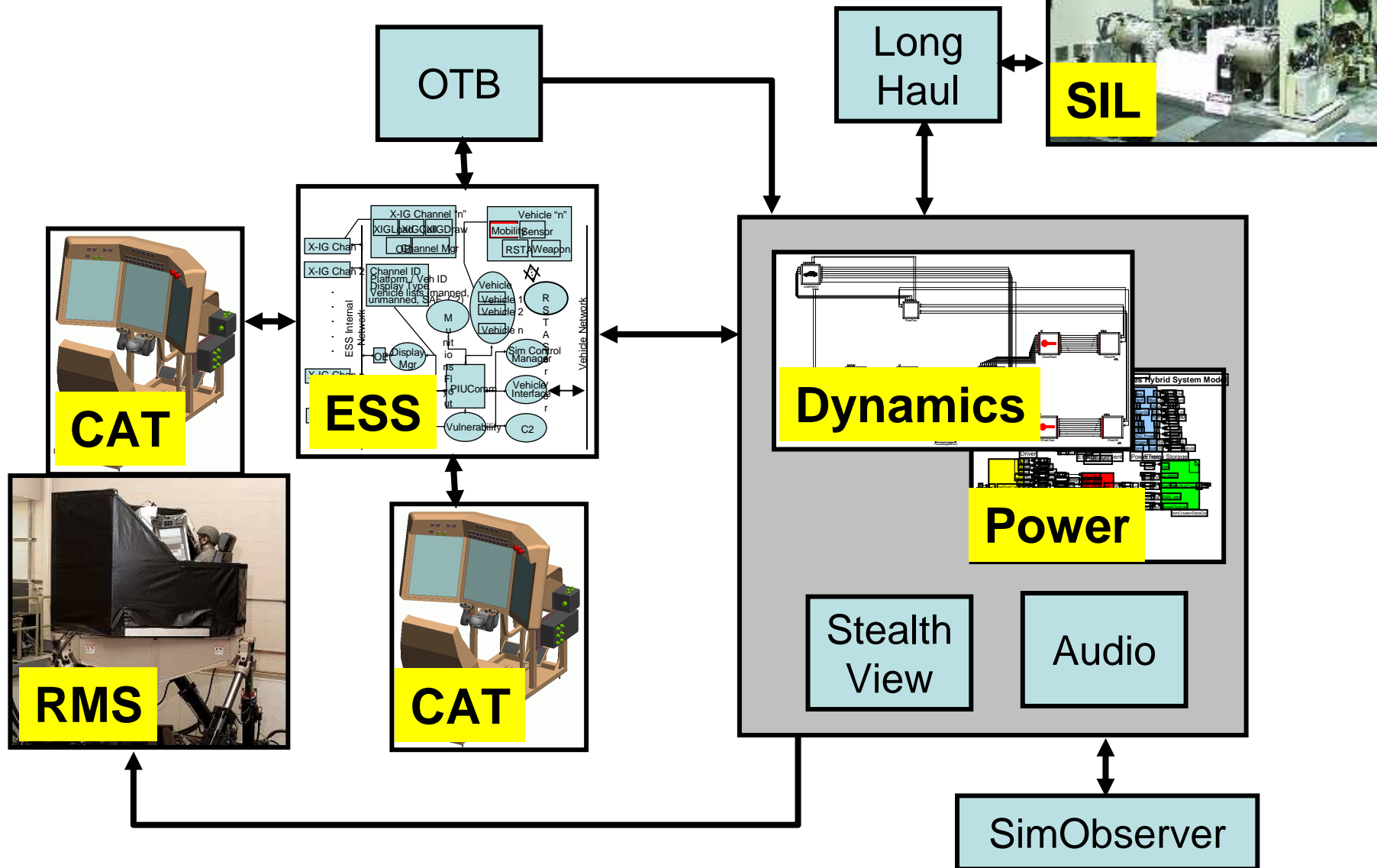
- Implemented in Hardware
- Receives
  - Driver Commands
  - Speed
- Outputs Torques
- Dynamometers serve as vehicle proxy
- Hardware contains implicit dynamics



**TECHNOLOGY DRIVEN. WARFIGHTER FOCUSED.**



# DCE Top Level Design



TECHNOLOGY DRIVEN. WARFIGHTER FOCUSED.



# Communication Channel Choice



## Modem (56k bps)

- Analog/Digital
- Dedicated channel
- Connection-based
- Reliable
- No firewall
- Noise-based corruption
- ~350 ms round trip
- 1.4% loss rate

## Internet

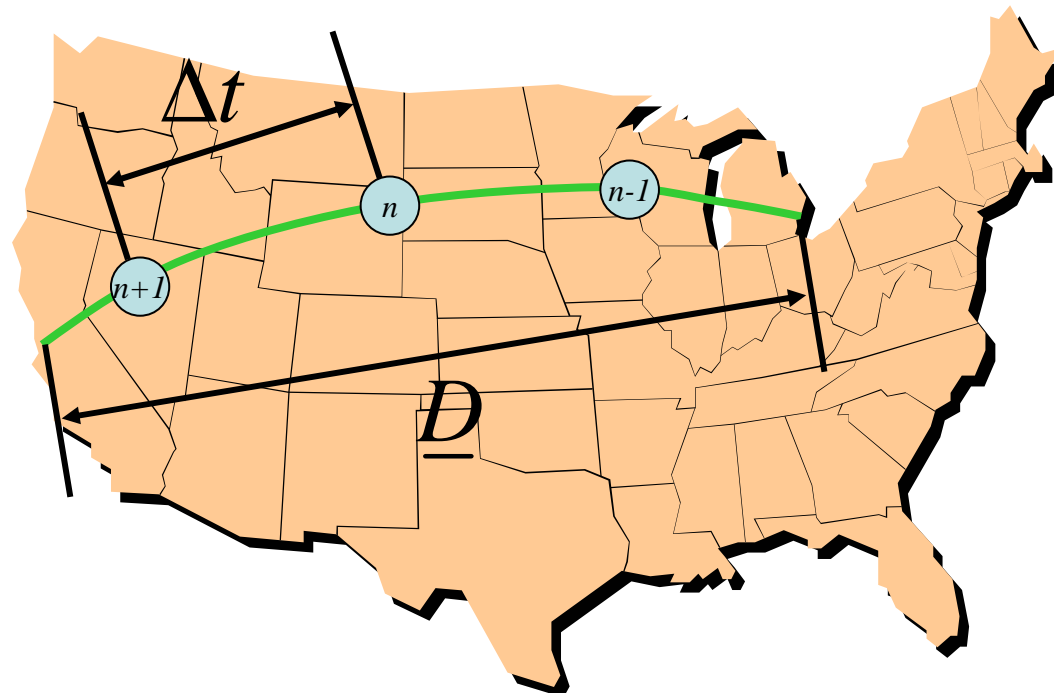
- Digital
- No dedicated channel
- Packet-based
- Moderately Reliable
- Firewall configuration required
- Dropped packets
- ~94 ms round trip
- 0.1% loss rate

TCP  $\Delta t ? \underline{D}$

- (Virtual) Connection
- Stream
- Reliable

UDP  $\Delta t = \underline{D}$

- Connectionless
- Packet
- Unreliable





# UDP Performance

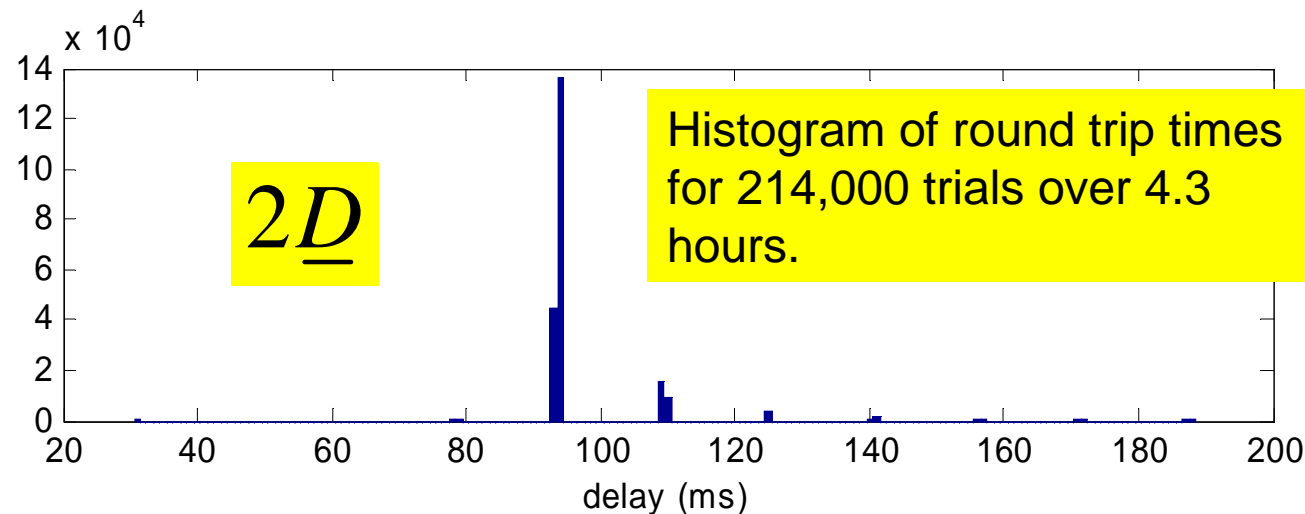


- Round trip times
  - 78 ms to 188 ms
  - Most at 94 ms
  - Limit 26 ms
- 209 packets dropped
- Vehicle dynamics ~2 ms
- SIL ~10 ms

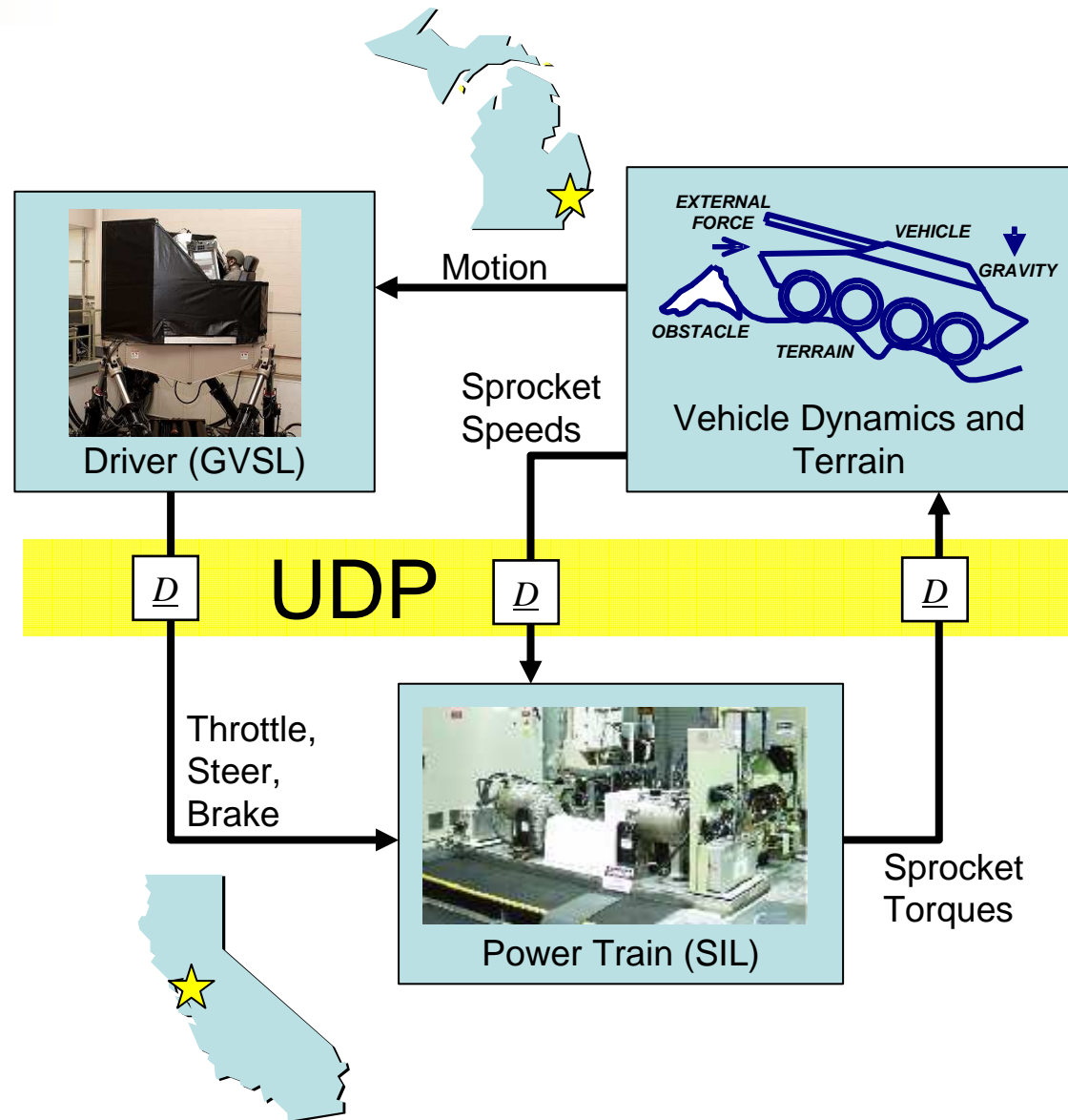
- Problems
  - Substantial delay
  - Delay jitter
  - Data loss

➔ System Instability

$\underline{D}$  is a random variable



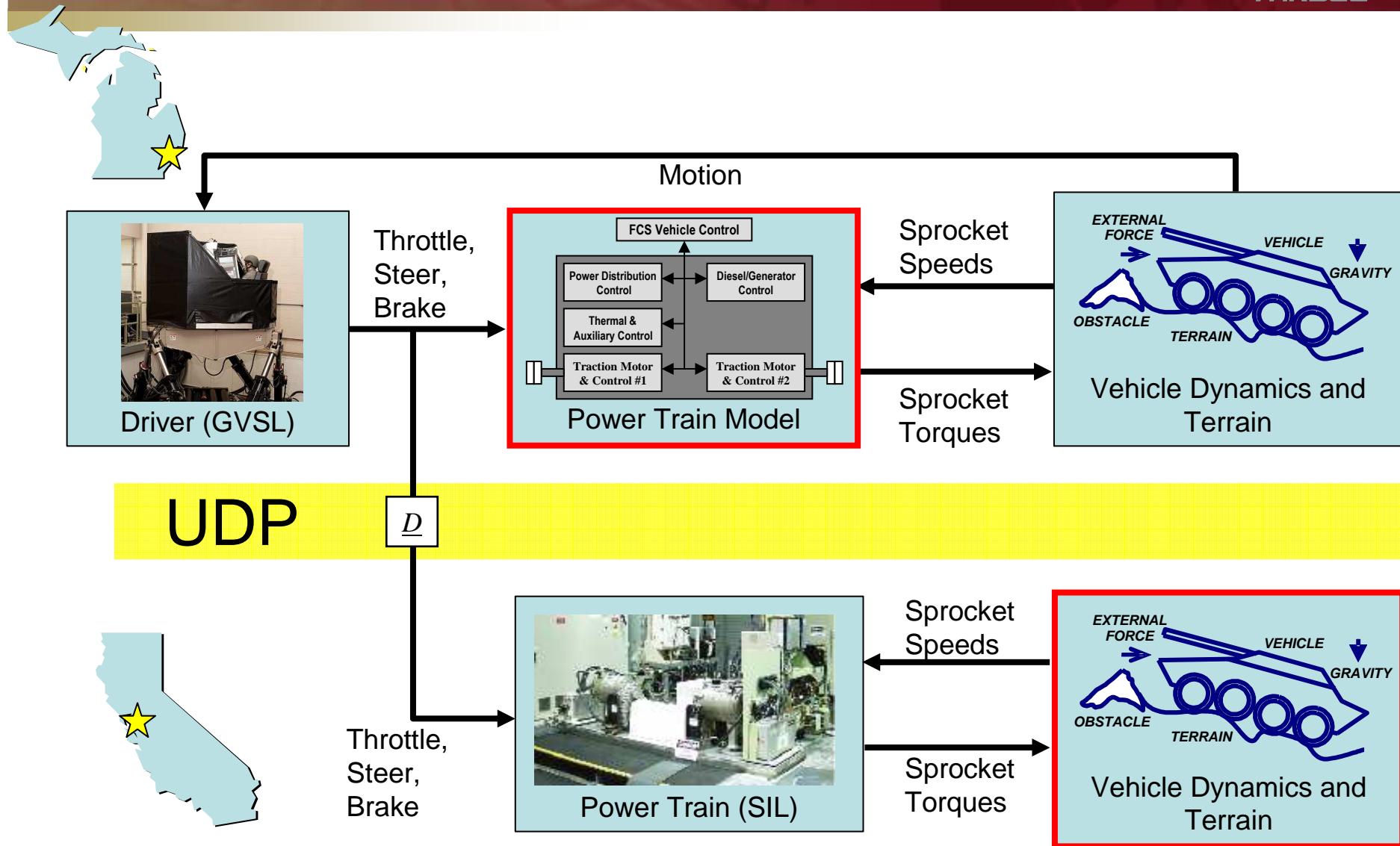
- Delay > Dynamics
- Delay > SIL
- Simulator response
  - Driver → Motion
  - Increased by  $2D$
- Safety risk to driver
- Damage risk to SIL
- Experimental quality degraded
- Potential instabilities







# Design B – Parallel Simulations

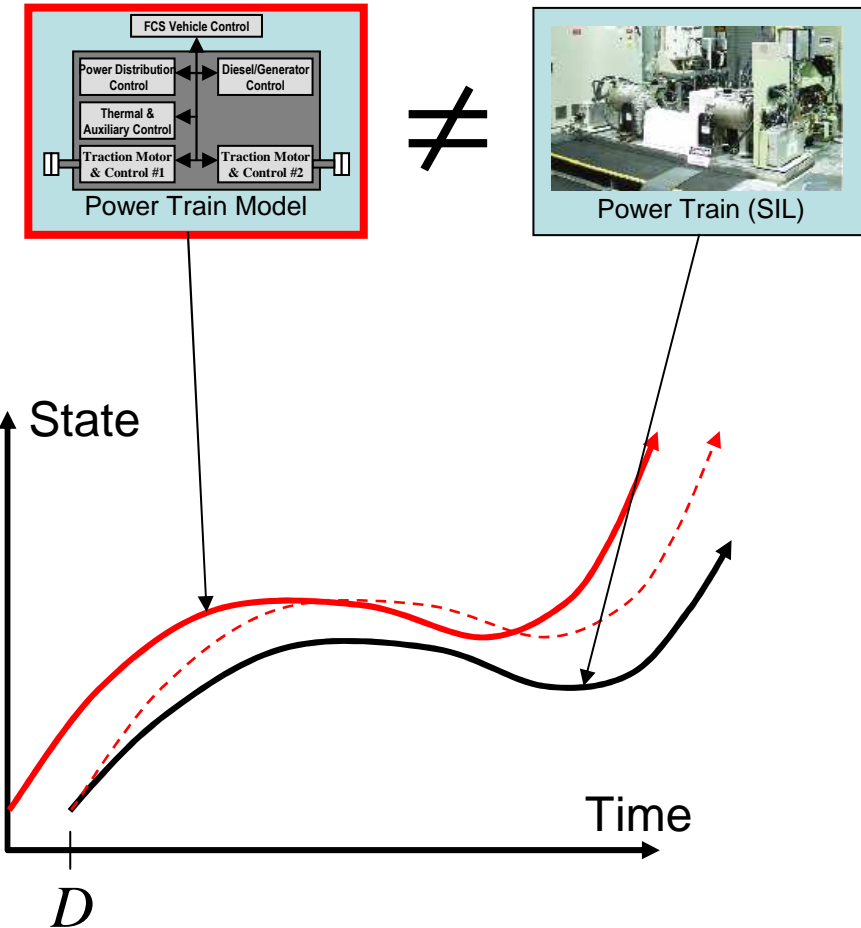


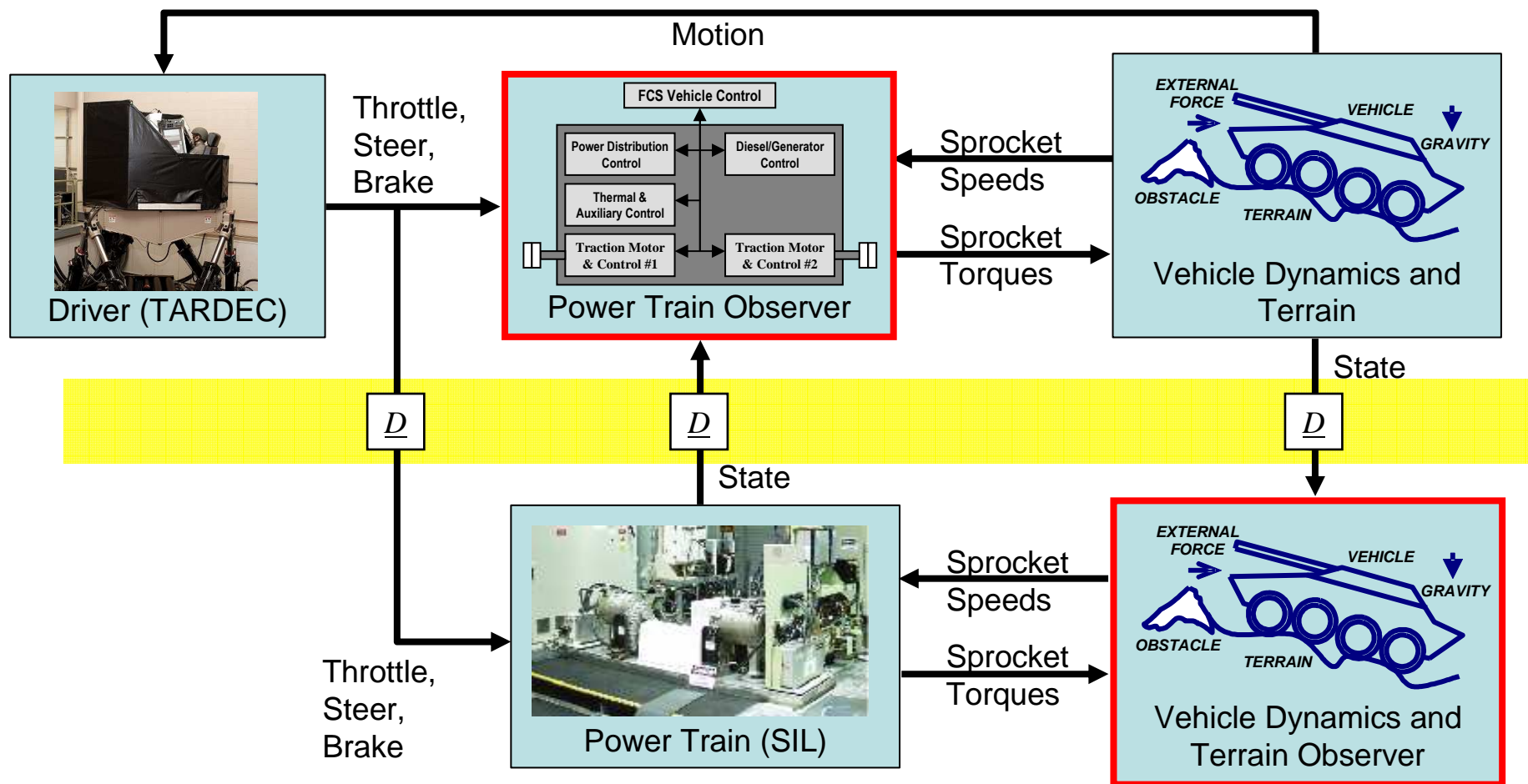
## Pros

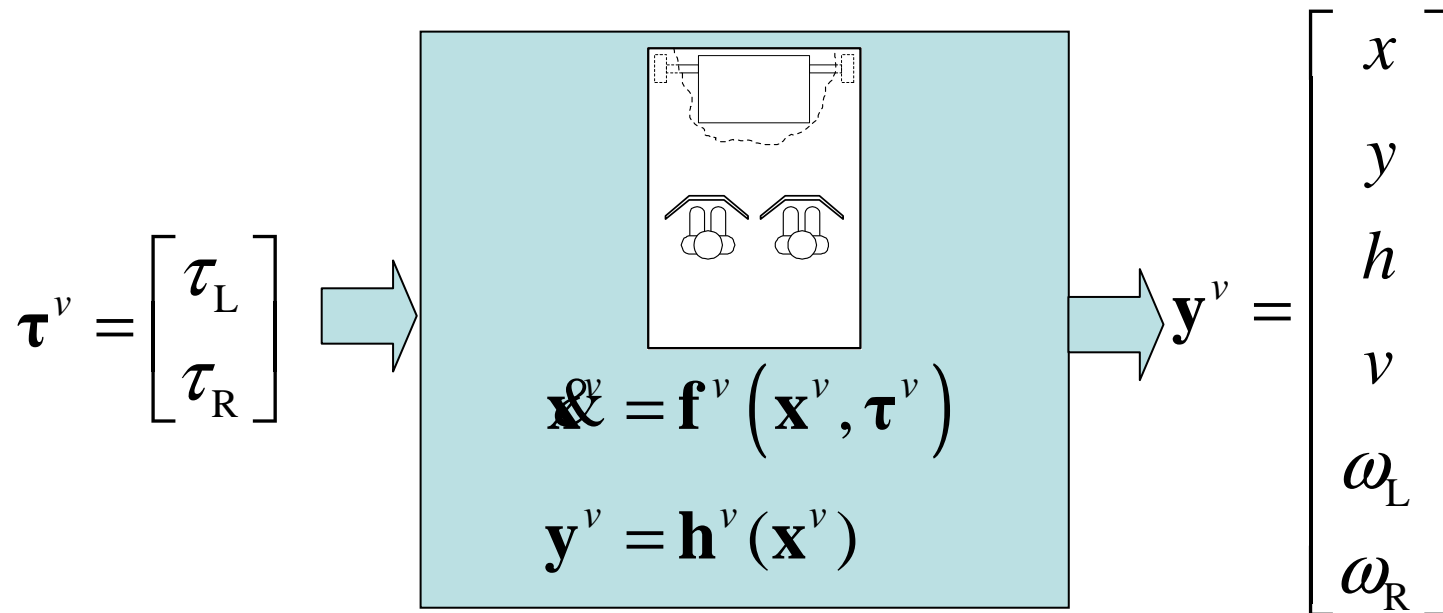
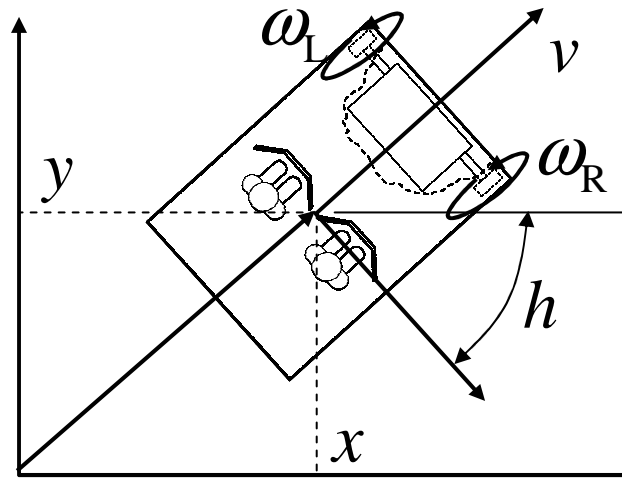
- SIL will receive proper commands delayed by  $D$
- Immediate response
- The GVSL and SIL are not coupled

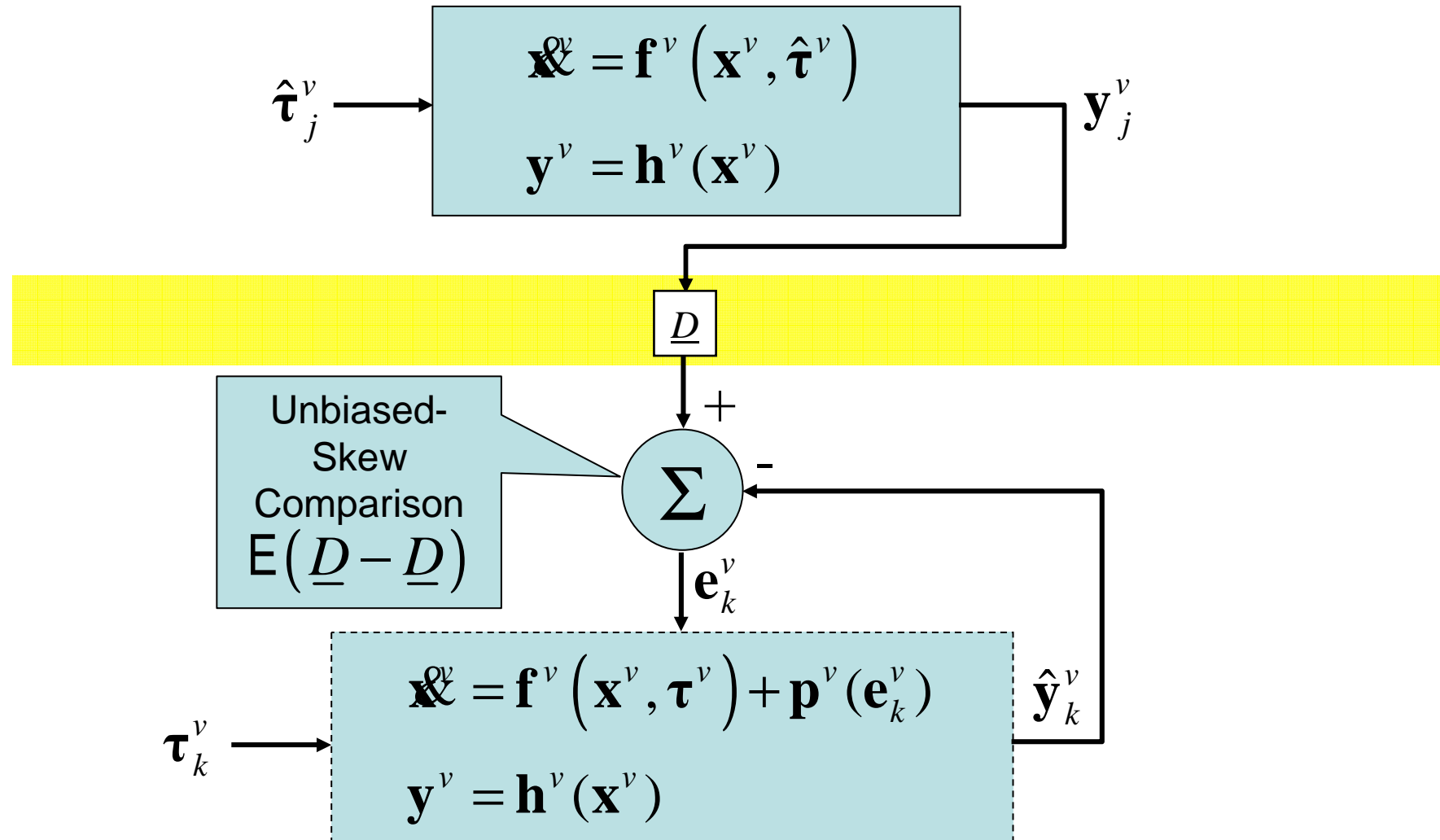
## Cons

- The power train model does not exactly match the SIL
- The GVSL and the SIL will tend to drift apart over time.

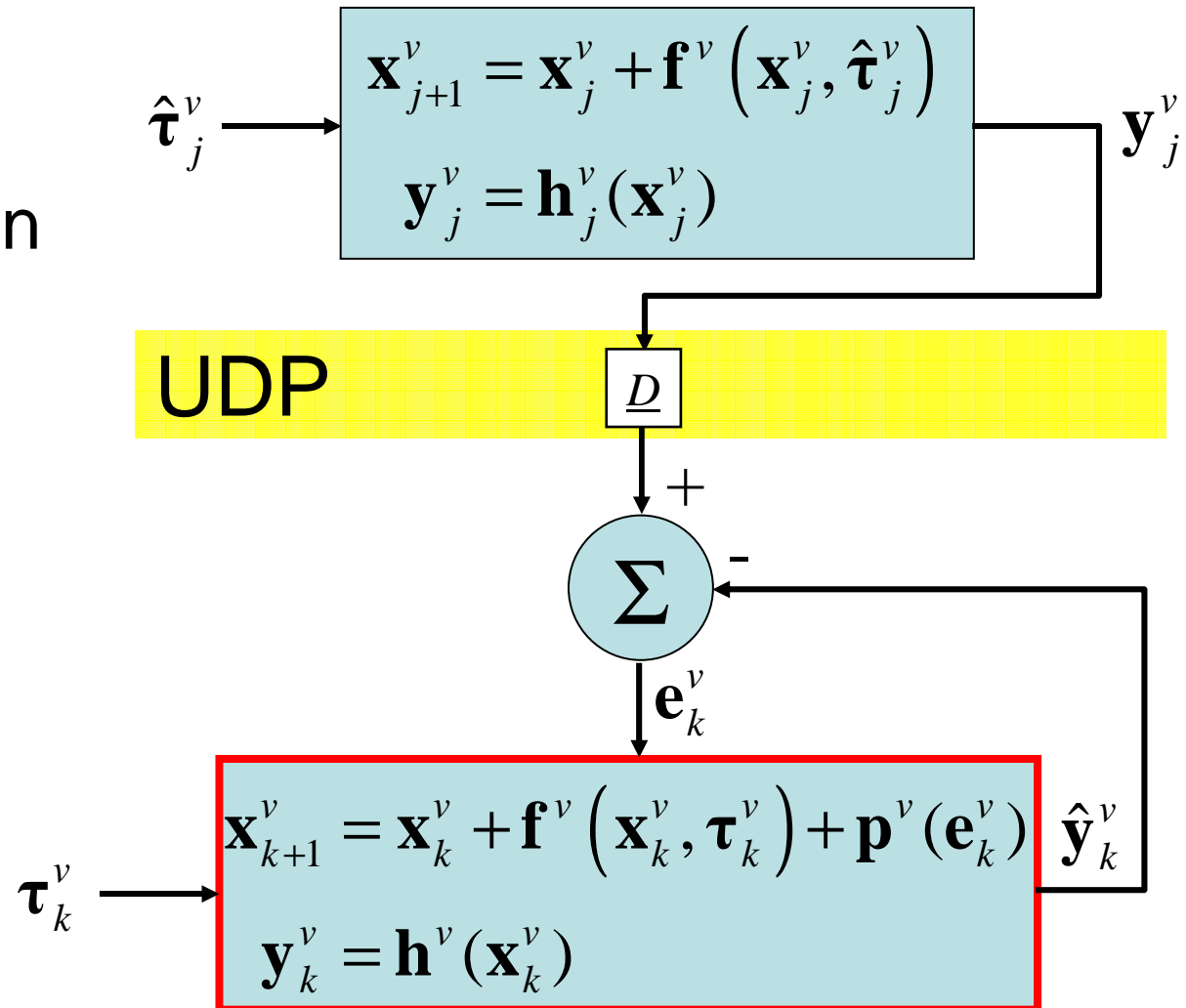




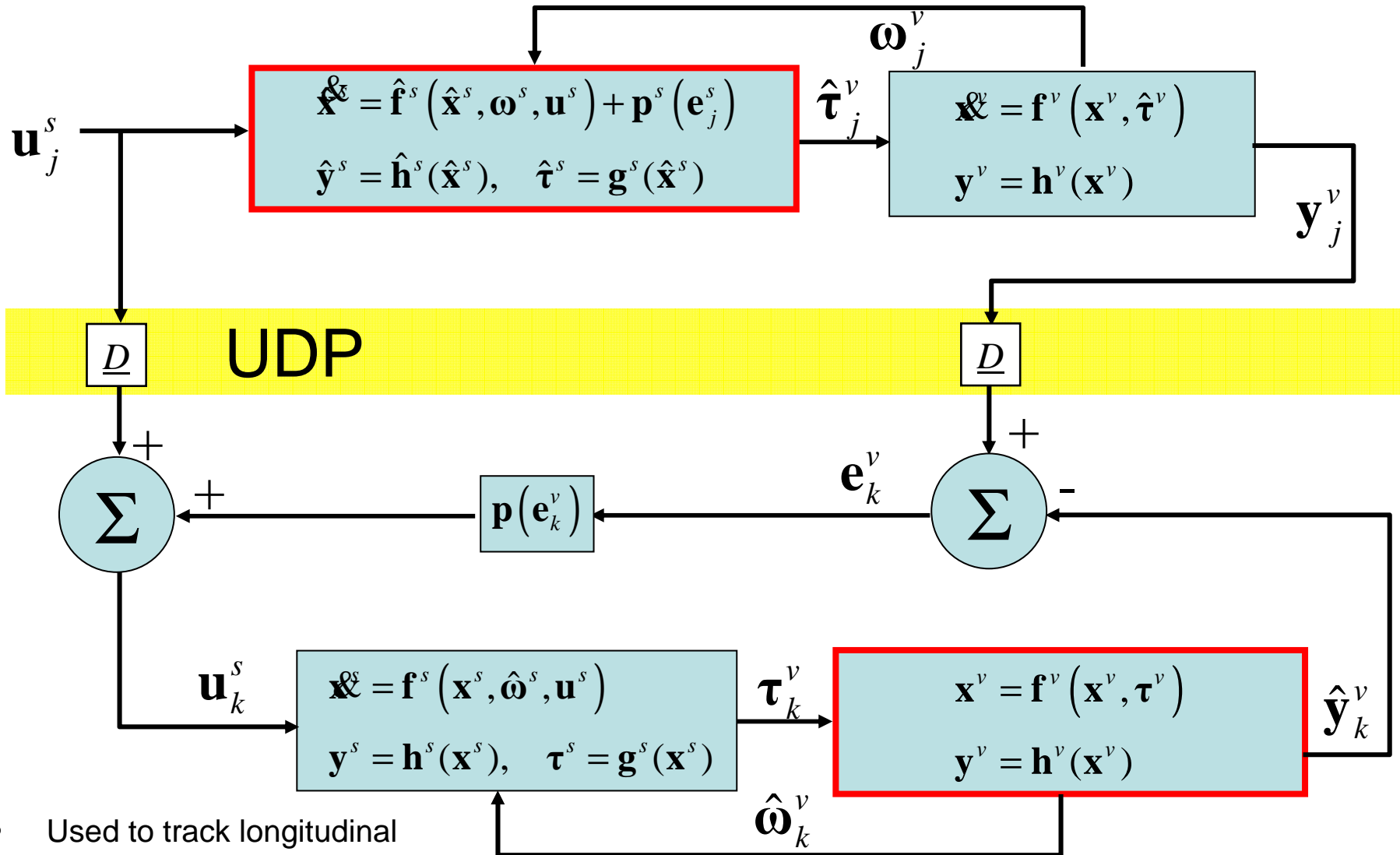




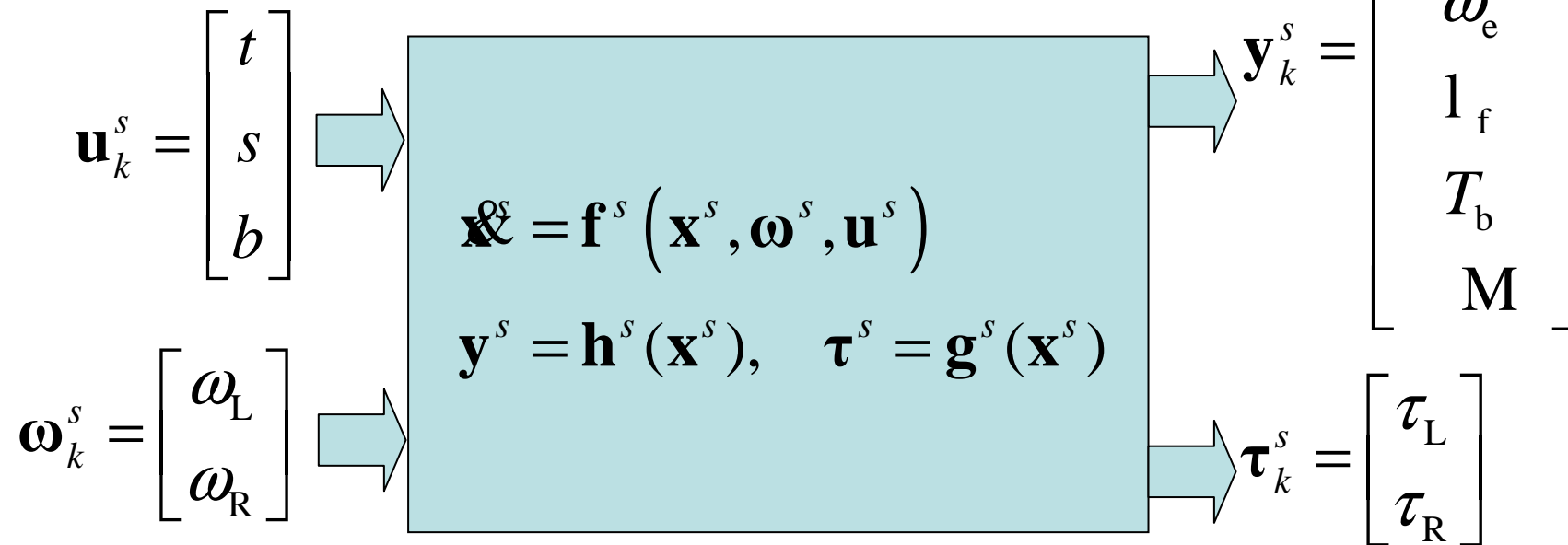
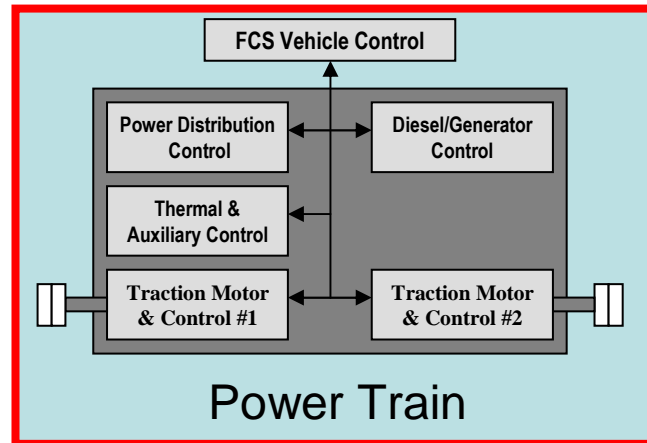
- Imposes an artificial force on the vehicle
- Used to track
  - Lateral position
  - Heading
  - Sprocket speed

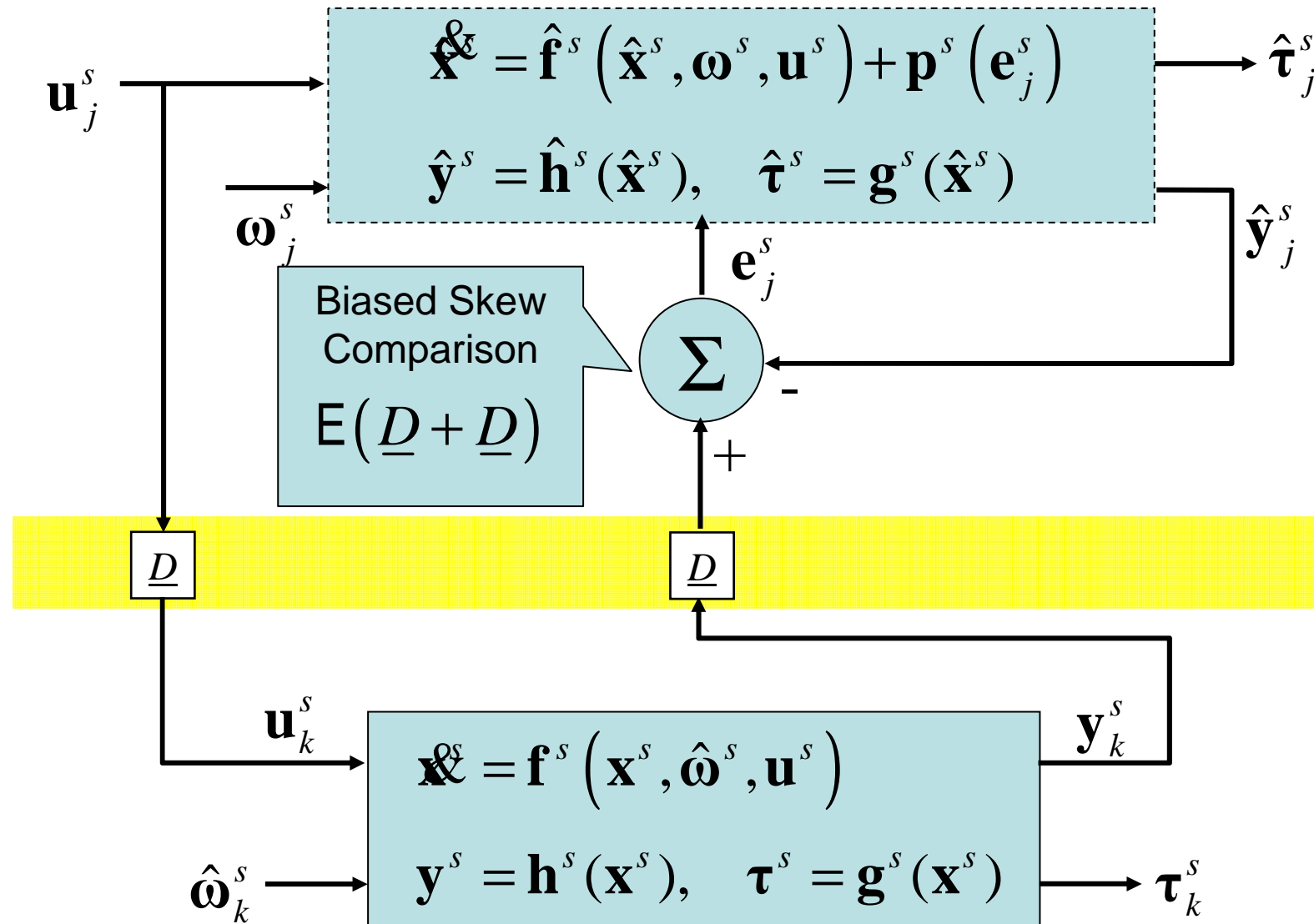






- Used to track longitudinal position



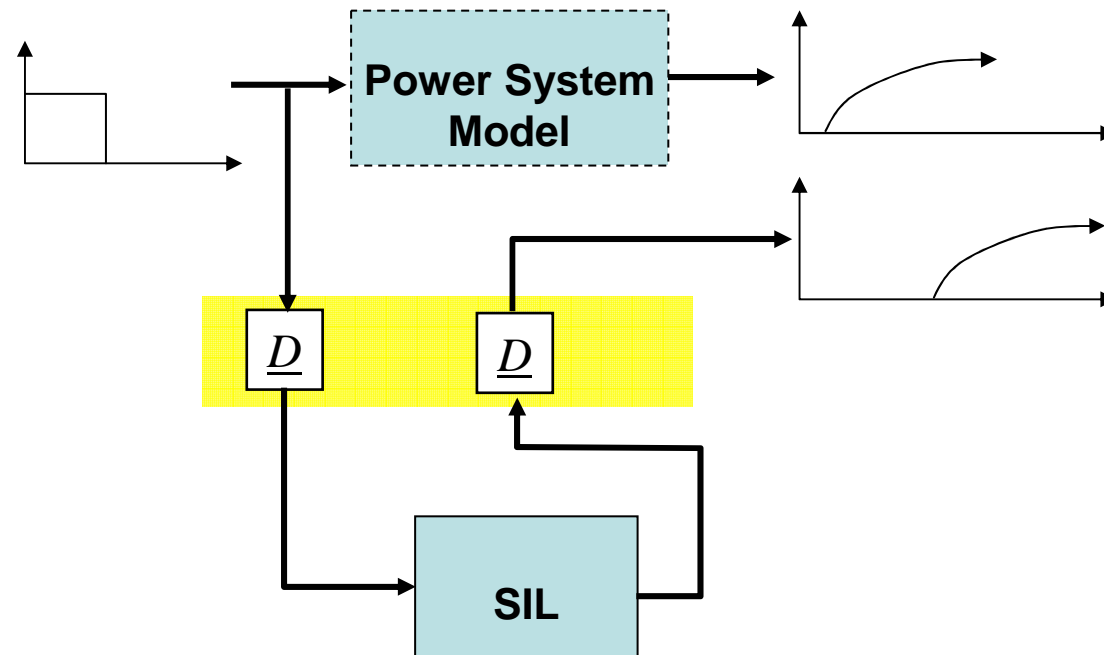


## Pros

- States should track
- Delay is approximately negated in vehicle error

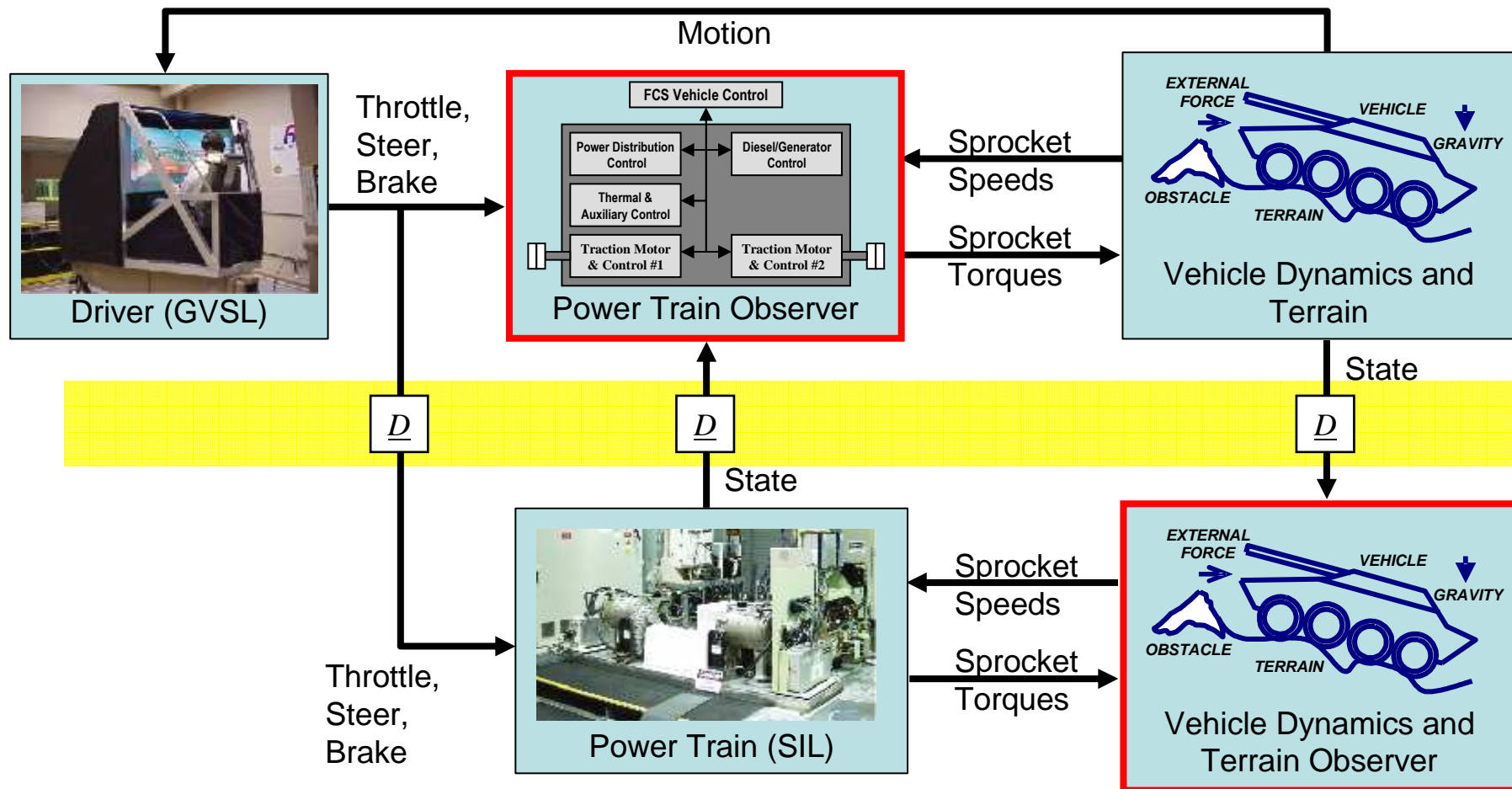
## Cons

- Delay is approximately doubled in power train error
- Error contains time skew

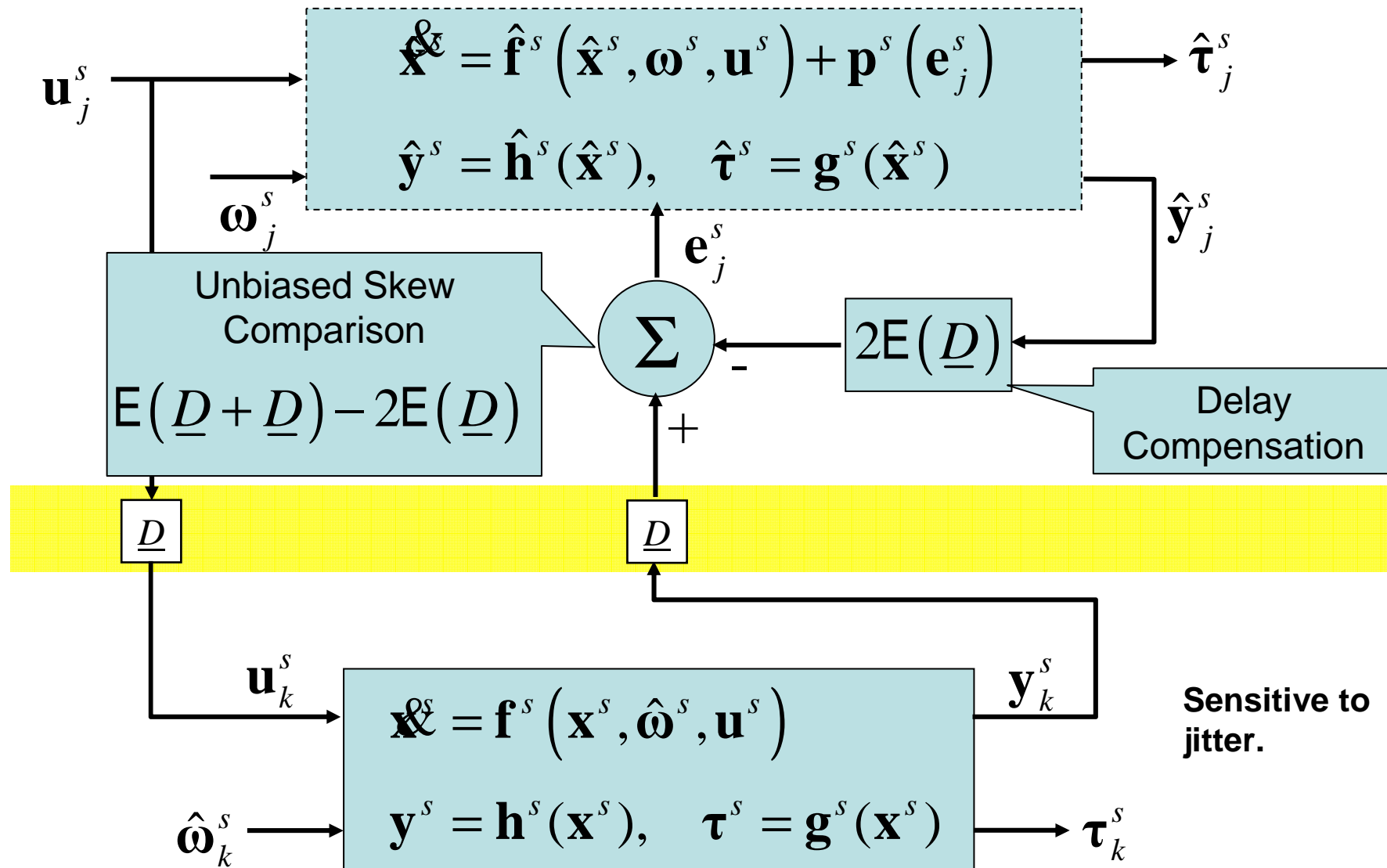




# Design D – Delay Compensation





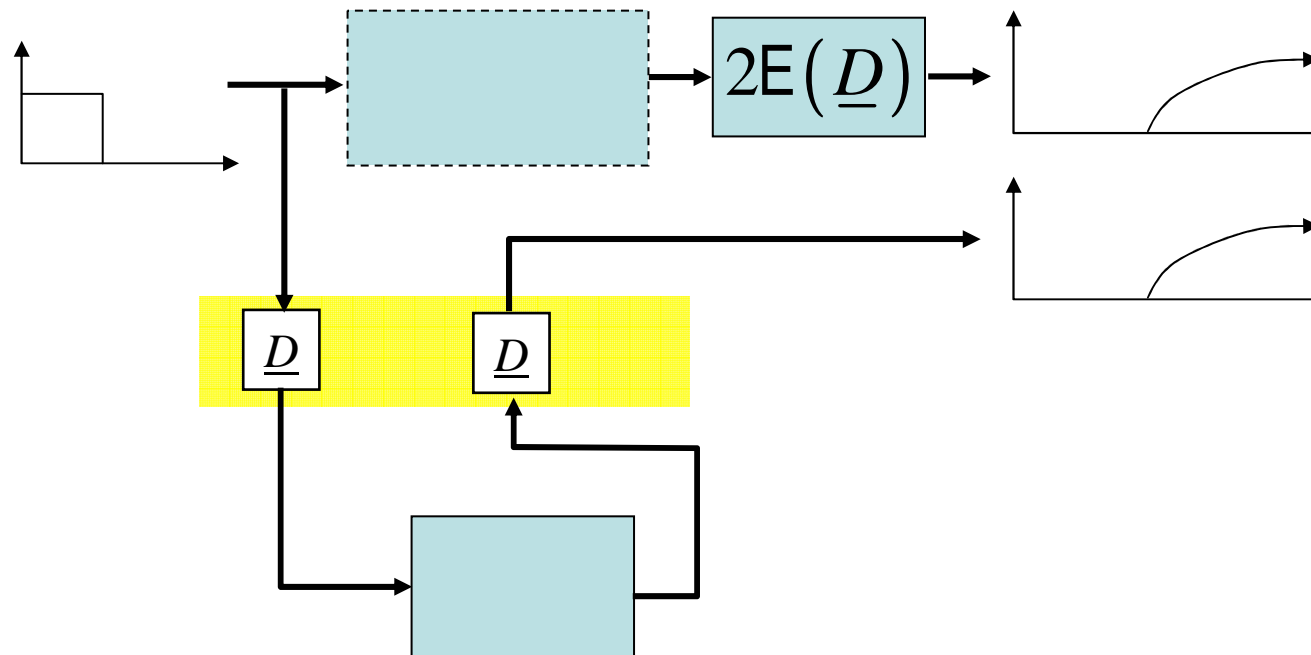


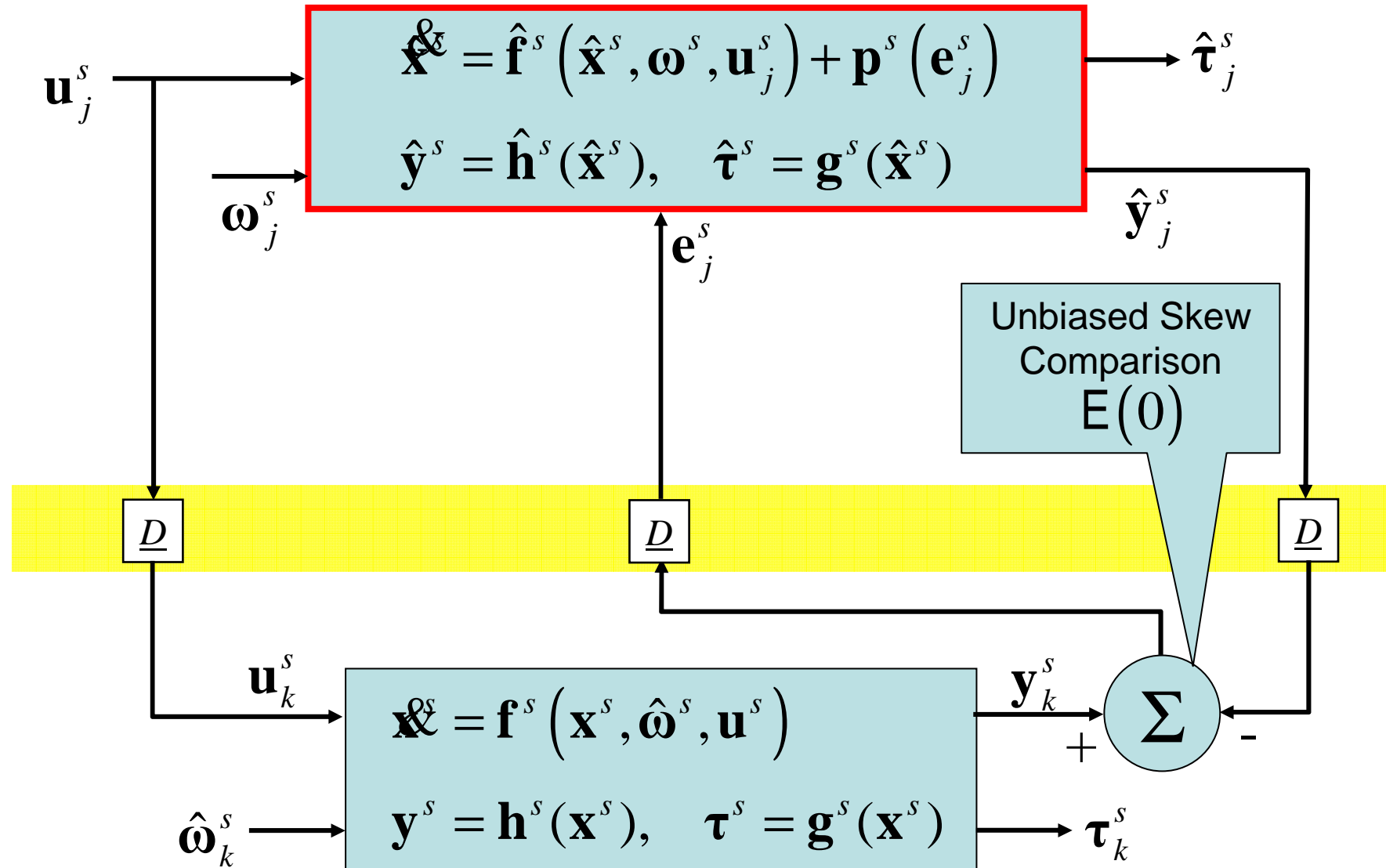
## Pros

- Unbiased estimate of the error

## Cons

- Does not account for variance in delay (jitter).
- Does not account for data loss.



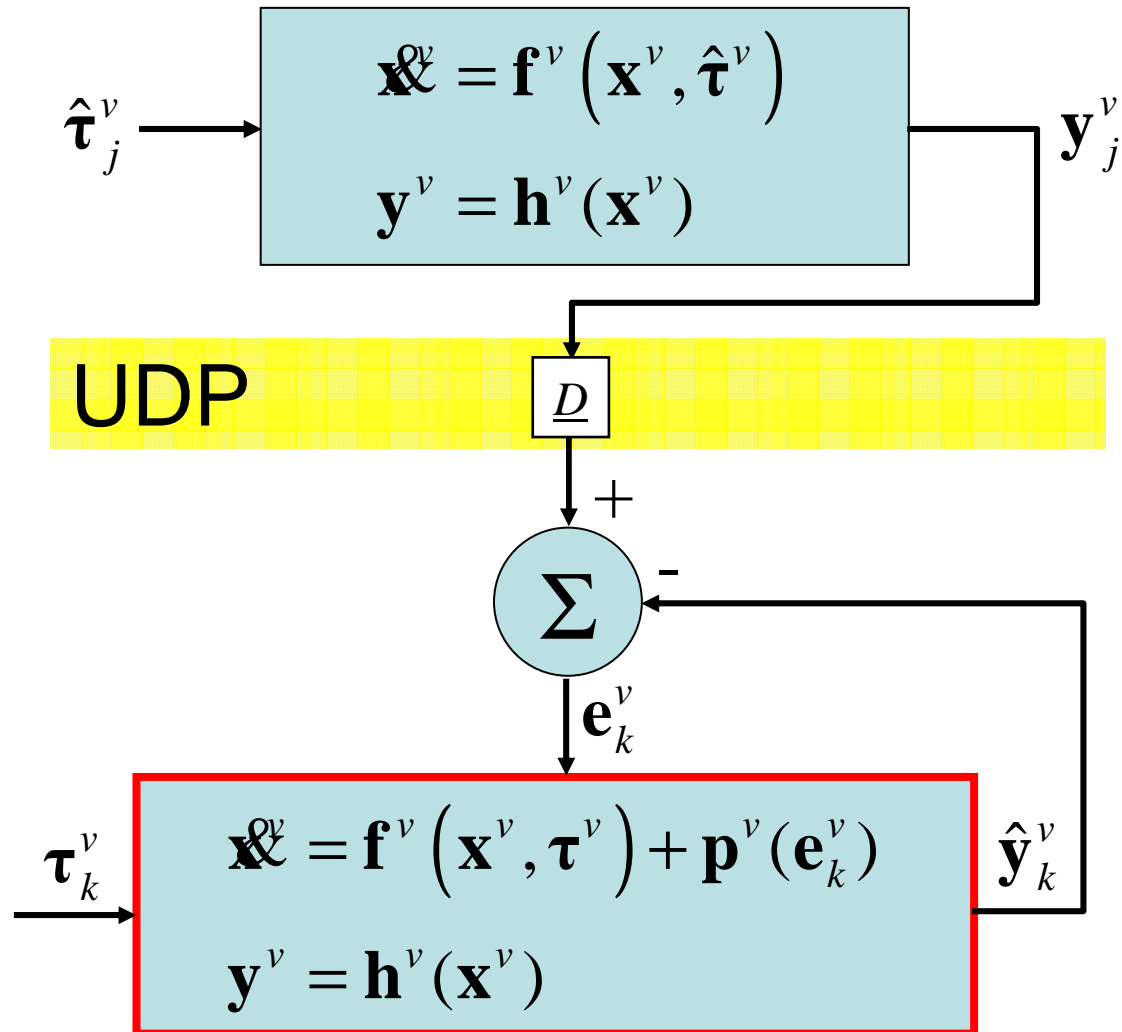


- Ideas from sliding mode control were used to define the correction term.
- We used the sliding surface

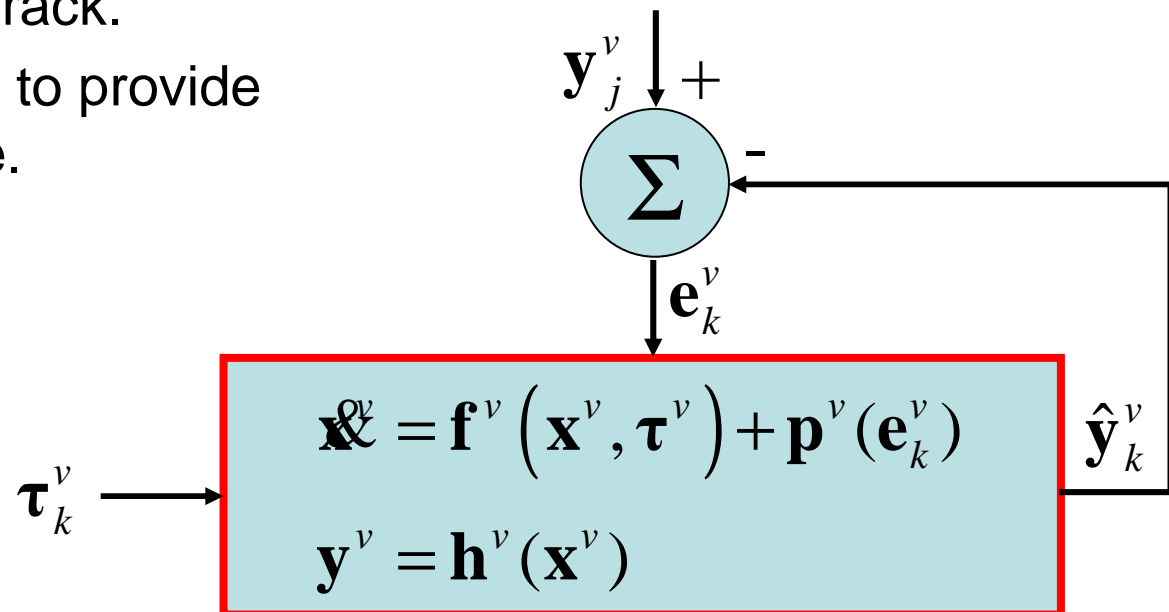
$$s = \left( \frac{d}{dt} + \lambda \right) e$$

for some degree of freedom .

- We then devise a controller to drive  $s$  to 0.
- Our control action targets the acceleration terms of  $\mathbf{x}$
- We use the “robust” term of the SMC with a transition region to avoid chattering.



- $\mathbf{p}^v(\mathbf{e}_k^v)$  directly affects state rates.
- States are fully accessible (via rates).
- If allowed, may directly manipulate states.
- It is best to manipulate states in a rational way (i.e., IAW non-holonomic constraints)
- It is best to allow the correction term to gently keep system on track.
- Allow forward dynamics to provide instantaneous response.

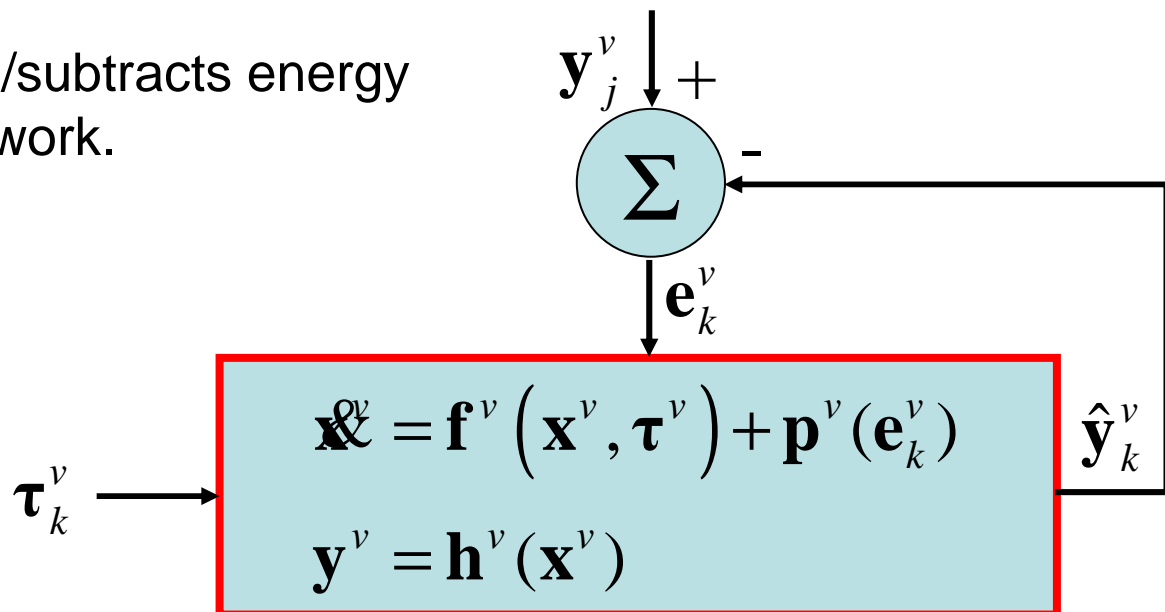




- $\mathbf{p}^v(\mathbf{e}_k^v)$  imposes an artificial “force” on the vehicle
- It affects the location and velocity.
- Ideally  $\mathbf{f}^v(\mathbf{x}^v, \boldsymbol{\tau}^v) = \mathbf{p}^v(\mathbf{e}_k^v)$
- If  $\mathbf{p}^v$  affects only acceleration terms then  $\mathbf{v}^T \mathbf{p}^v$  is an energy like term (normalized to unit mass).
- The correction term adds/subtracts energy from the system; it does work.
- We use

$$\int_0^t \mathbf{v}^T \mathbf{p}^v d\tau$$

to measure the accuracy of the observer.





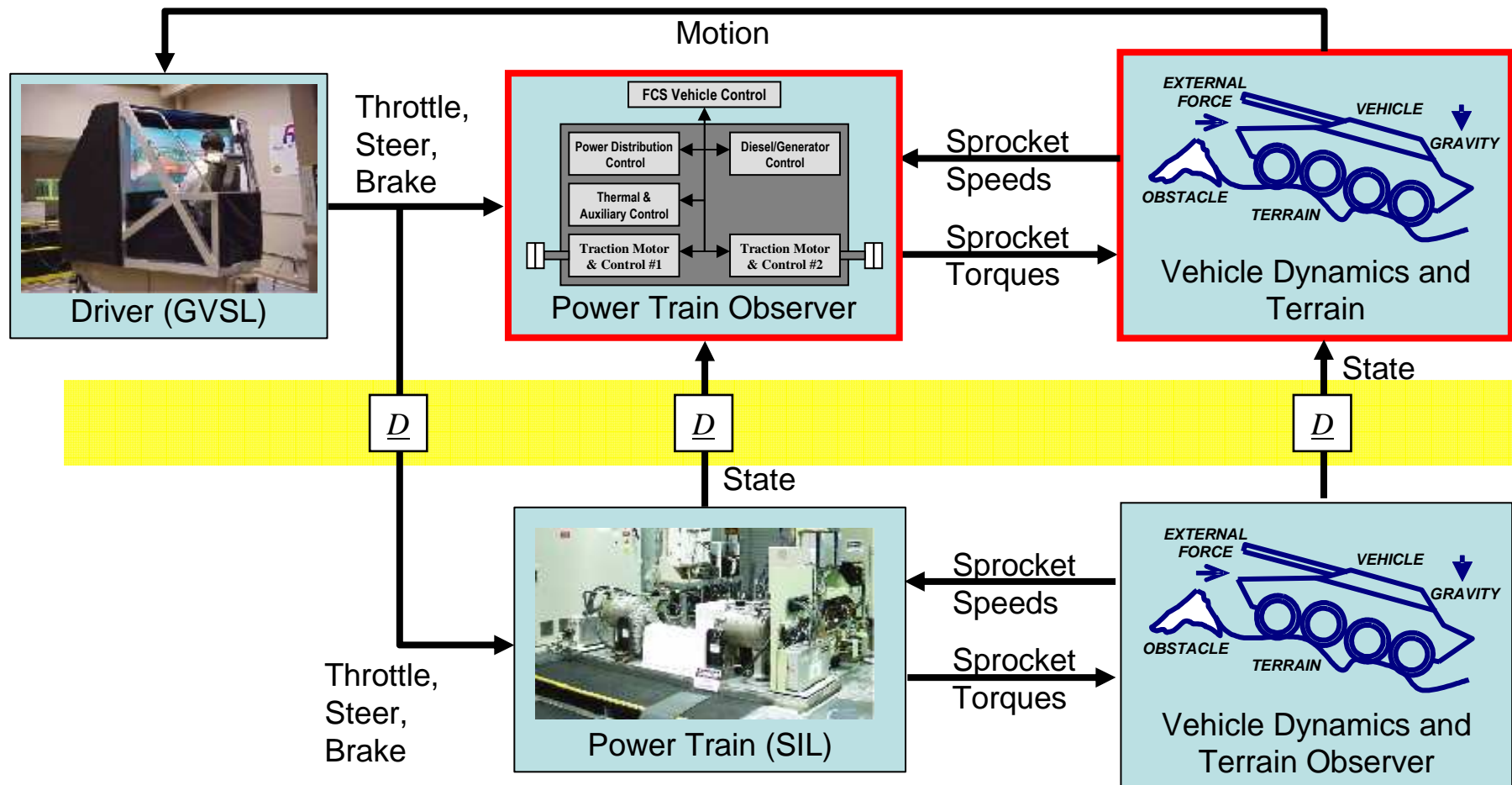
## Safety Robustness



- Both TARDEC and SIL have parallel simulations running.
- Only TARDEC has human operator.
- Both sides set thresholds on state convergence error.
- If threshold is exceeded, the SIL is dropped off line and TARDEC continues.
- Additionally, health flags are sent back and forth regarding major system readiness.

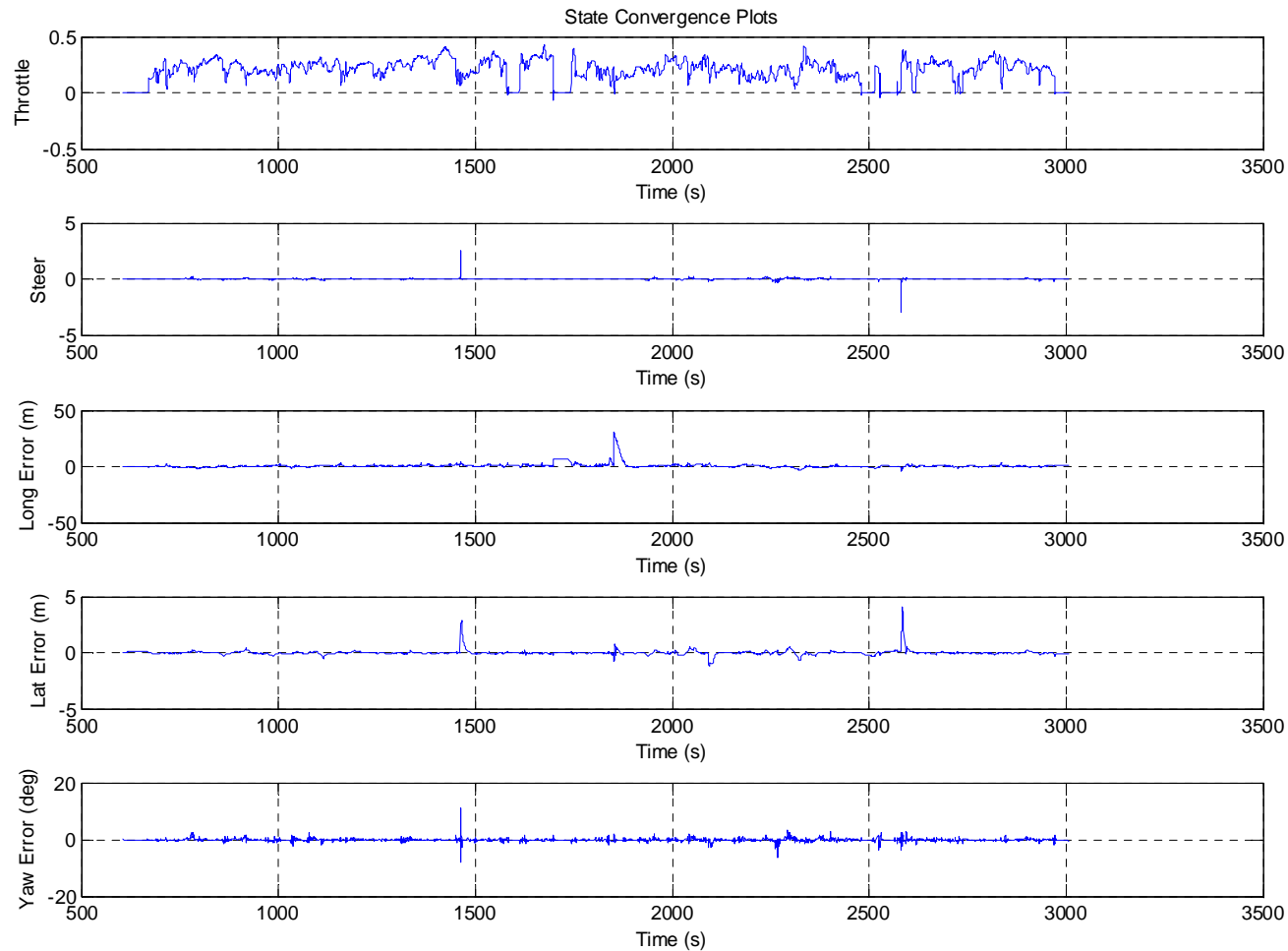


# Design E – Local Observers





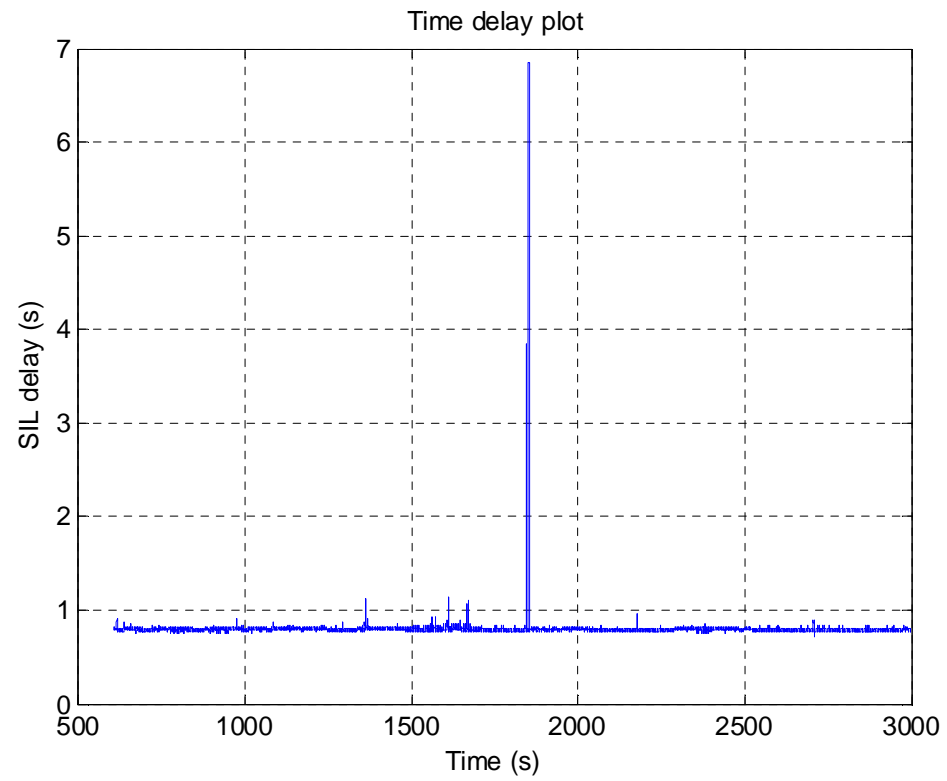
# Driver commands and SC errors



**TECHNOLOGY DRIVEN. WARFIGHTER FOCUSED.**



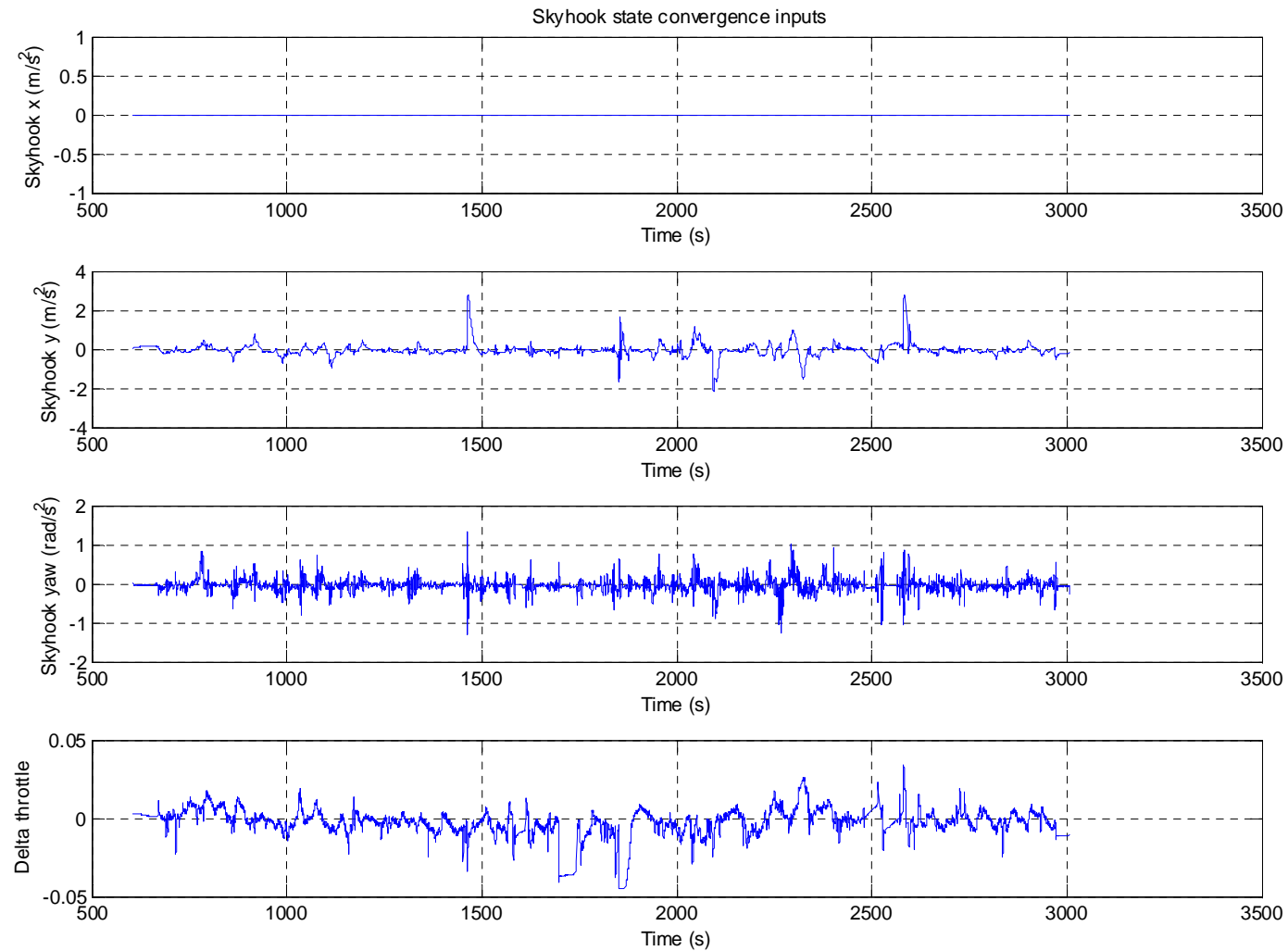
# Time Delay



**TECHNOLOGY DRIVEN. WARFIGHTER FOCUSED.**



# Artificial inputs

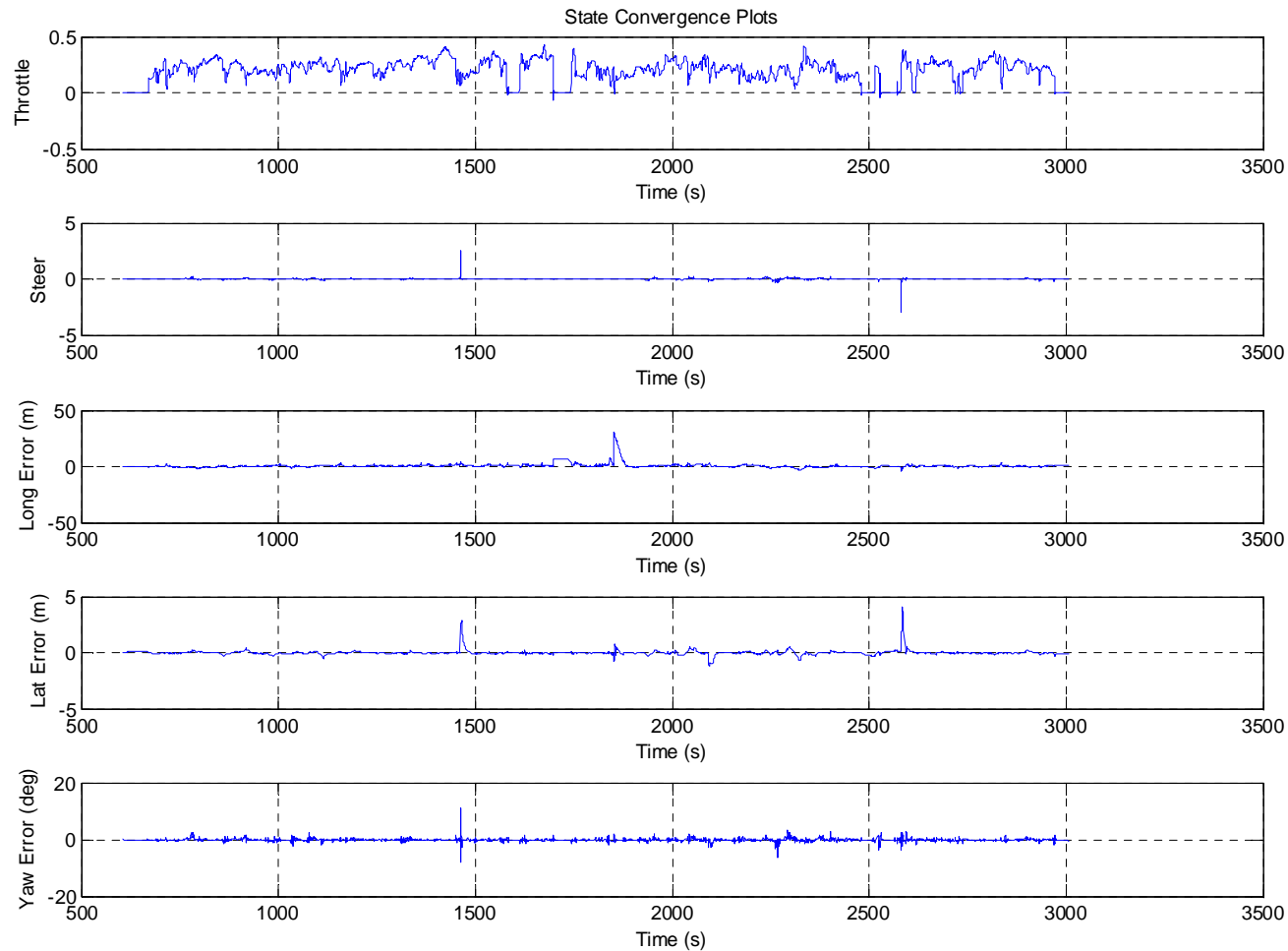


**TECHNOLOGY DRIVEN. WARFIGHTER FOCUSED.**





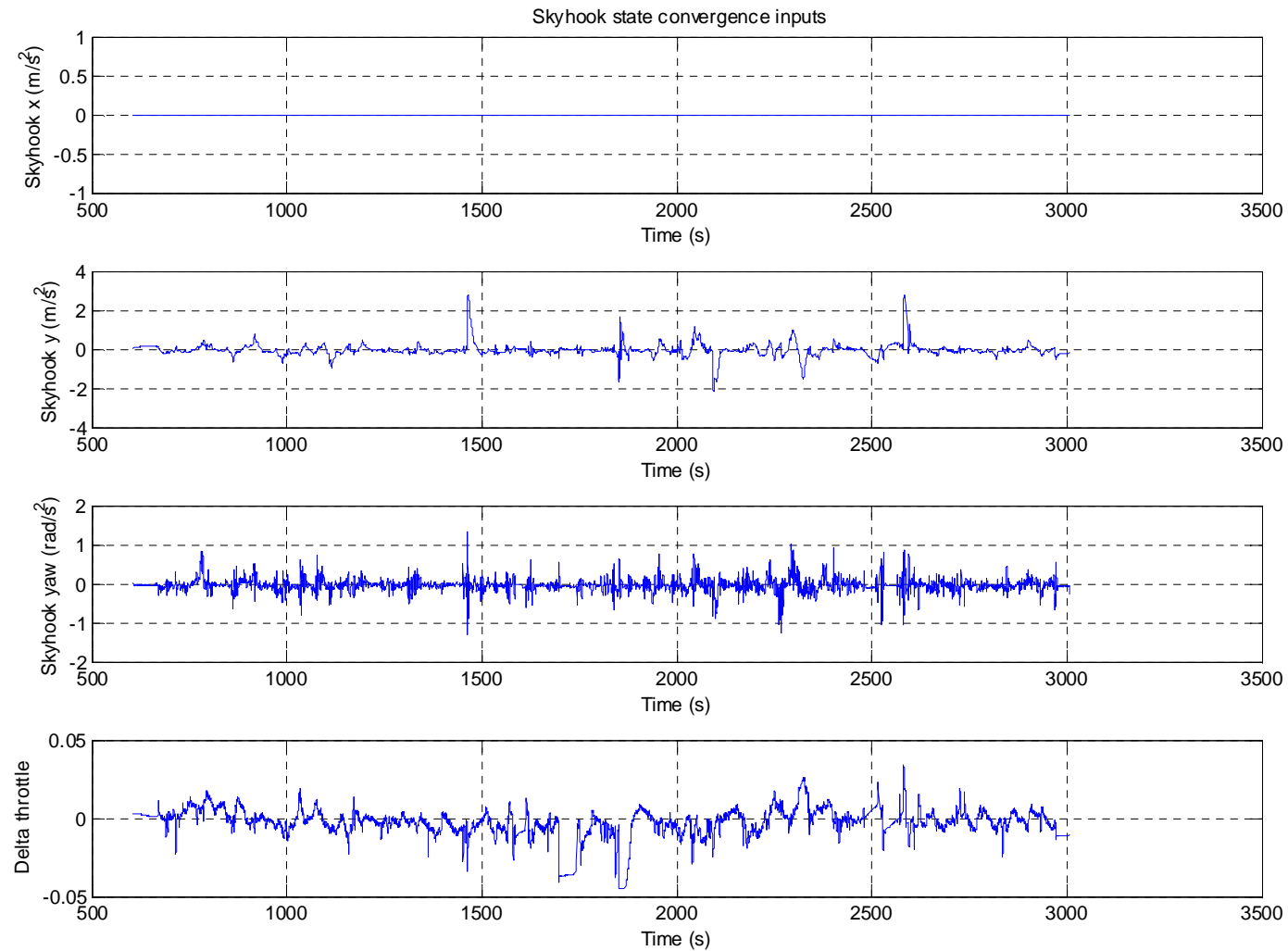
# Driver commands and SC errors



**TECHNOLOGY DRIVEN. WARFIGHTER FOCUSED.**



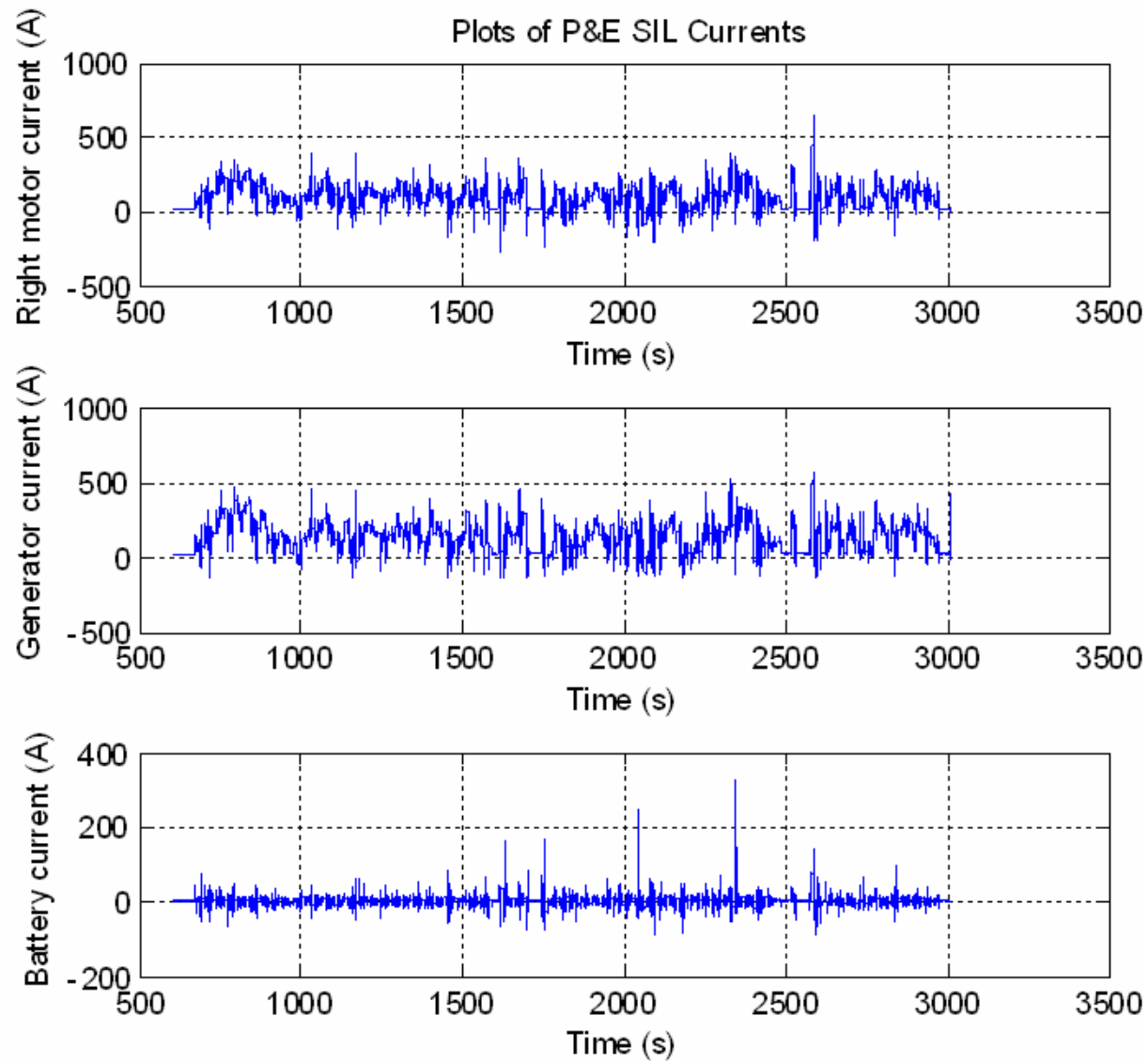
# Artificial inputs



**TECHNOLOGY DRIVEN. WARFIGHTER FOCUSED.**



# SIL Performance



**TECHNOLOGY DRIVEN. WARFIGHTER FOCUSED.**



## Main Results



The only large state convergence errors occurred during either a significant time delay or an extreme driving event.

Leaked mobility energy: Less than 3% of total input energy

Leaked powertrain energy: Less than 2% of total input energy

Turret/Gun errors: Less than 10 degrees

Bus voltage errors: Less than 80 volts

Driver didn't notice any SC-induced oscillations



# Continuing Work



Engine/Dynamometer

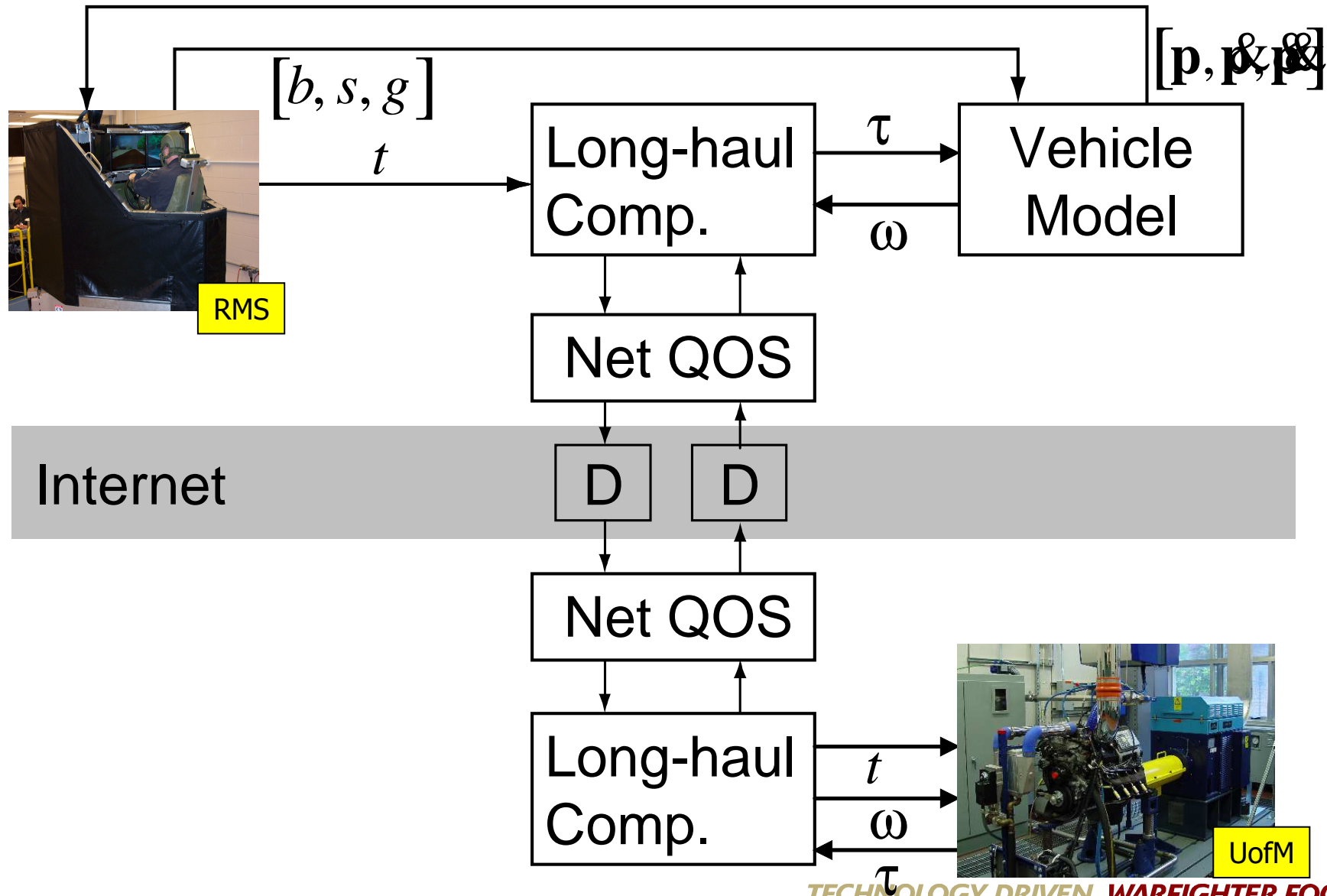


RMS/Dynamics

Map Courtesy of Google™ Maps

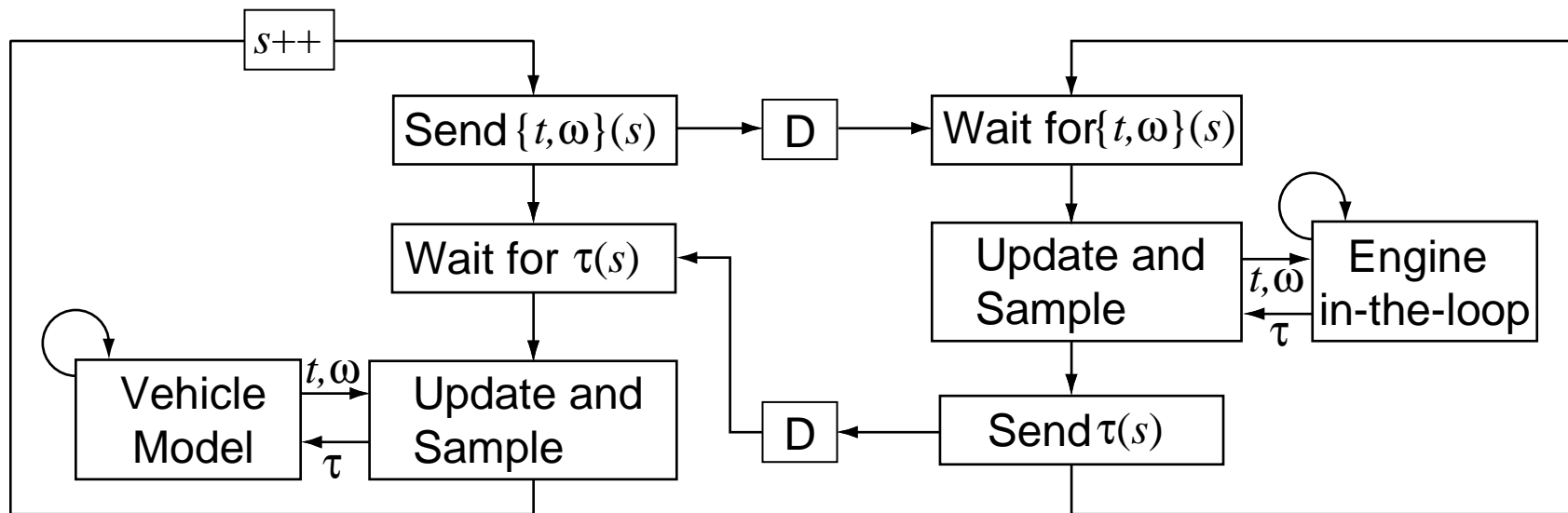
**TECHNOLOGY DRIVEN. WARFIGHTER FOCUSED.**







- Each lab executes its respective real-time thread
  - Real-time thread executes in the time domain,  $t$
  - Non-blocking communications initiate events in the sample domain,  $s$
- Do not allow data to accumulate in queue.
- Events are driven by sending and arrival of packets.
- Each update has a limited effect with regard to time.



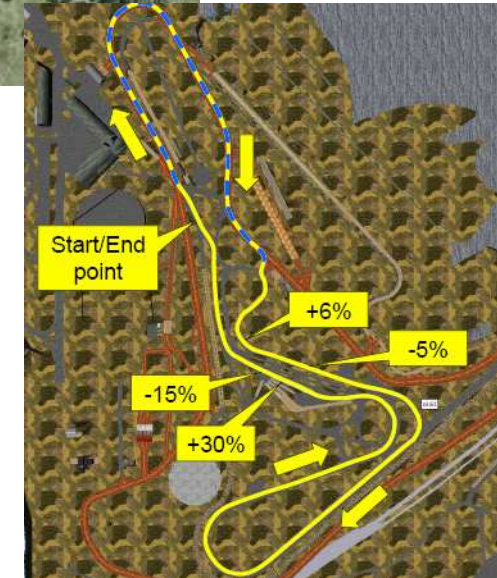
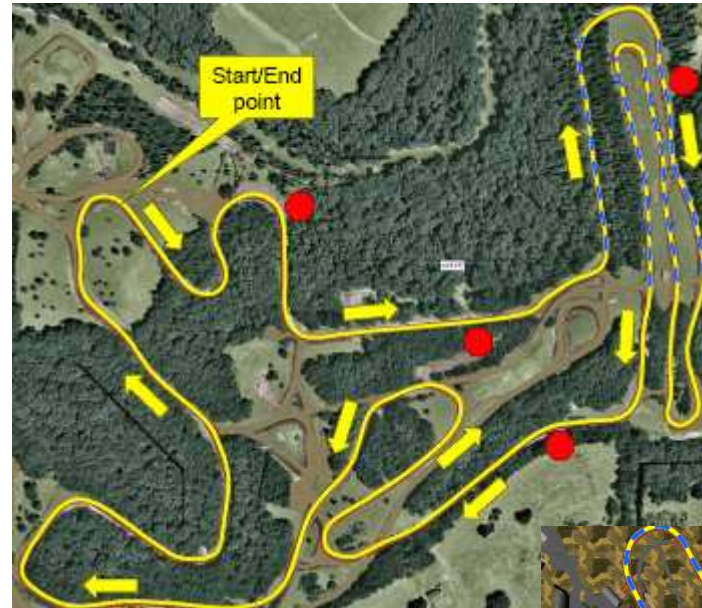


## Description: Development plan



- Model-based internet integration with the actual engine
  - Preview added to driver model
- Replace internet model with LAN
- Replace LAN with internet
- Replace VESIM vehicle with TARDEC vehicle
  - Increased transmission damping ( $\zeta \approx 0.014$ )
  - Scaled engine by 50%
  - Redesigned driveline
  - Increased delay (up to 5x)
- Bring in the Motion Simulator

- 4 different drivers
- 2 different delay conditions
  - 25 ms
  - 125 ms
- 2 different closed courses at Aberdeen
  - Munson SFC
  - Churchville B





# Results: Internet Delay Benchmark

