

Matlab Modelling At Sydac

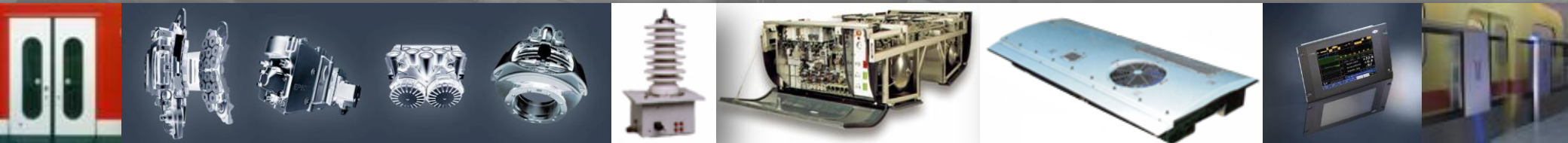
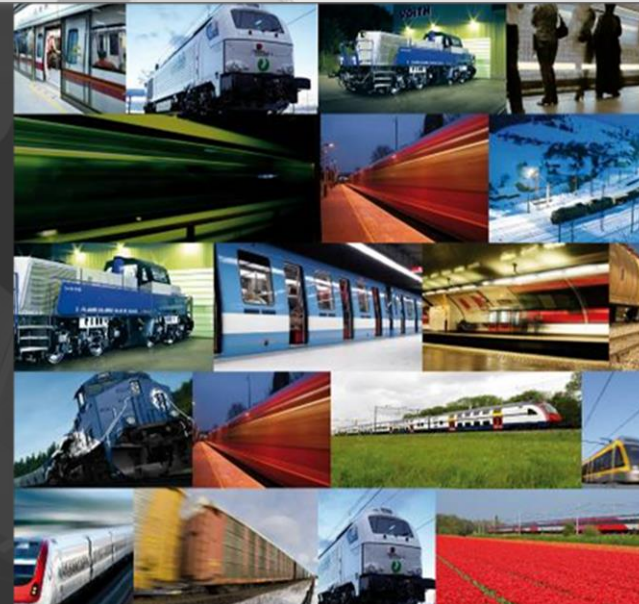
Duncan Ward

May 2017

Corporate Overview (Knorr-Bremse)



Founded	1905
Experience	100 years of Innovation
Independence	Family owned
Employees	18.143*
Sales	4,2 Mrd. EUR*
R&D expenses	4,9 % of turnover*
Investments	159 Mio. EUR**



Corporate Overview (Knorr-Bremse)





Origins

- Headquarters in Australia, with worldwide offices
- Supporting the rail/road industry since **1995**
- **One of the largest** rail/road simulator supplier



Markets

- Core business in **rail/road transport simulation**
- **Over 150 employees** working on simulation
- Expertise in **passenger & freight rail simulation**



Products

- **Simulator systems**, e.g. full cab, console..
- Knowledge and situation based **eLearning tools**
- **System maintenance and upgrades**



Light Rail

- › Yarra Trams (biggest LRV network in the world)
- › VB Karlsruhe (1st Tram-Train network in the world)
- › SND Tram Co

Metro/Commuter

- › London Underground (prime supplier with 9 simulators)
- › Shanghai Metro (biggest metro network in the world)
- › RailCorp

Operation Control Centre

- › Jernbaneverket (combined operation of train driving & signalling simulators)

Freight

- › Rio Tinto (including LEADER®)

Worldwide Sales & Production Offices





Driver Cab

- High fidelity immersive training environment
- Practise/Development of **psychomotor skills**
- Driving skills demonstrated more **fairly & realistically**



Driver Desk

- High fidelity driver controls at lower procurement costs
- **Smaller footprint & easily transportable** (flight case)
- Allows group of trainees to interact simultaneously



Driver Console

- Associated with medium to low fidelity devices
- Used to **increase training throughput** at low cost
- Can be configured as **multi-purposes**



Computer Generated Imagery

“The quality of the Computer Generated Images as seen by the trainee driver is one of the key criteria to their successful engagement in the training process and has a significant impact on their ability to learn from the training experience.”

- Leading provider of simulation and 3D visualisation technologies
- Highly realistic and dynamic simulation environment (AAA vision processing engine)
- Advanced HDR rendering & special effects (volumetric light, shadow and cloud effects..)

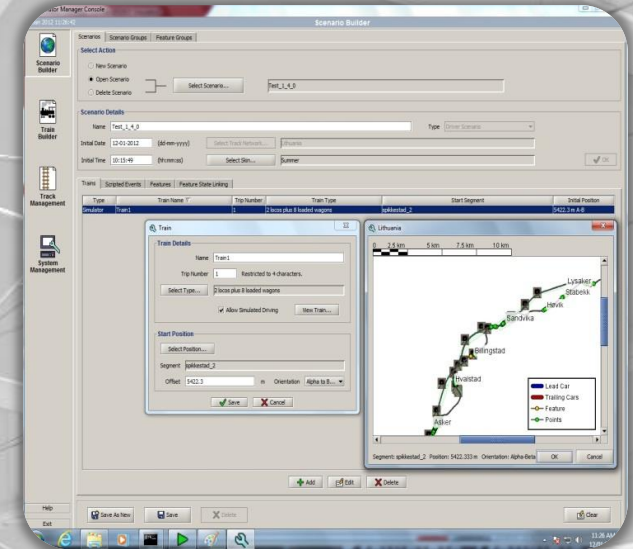
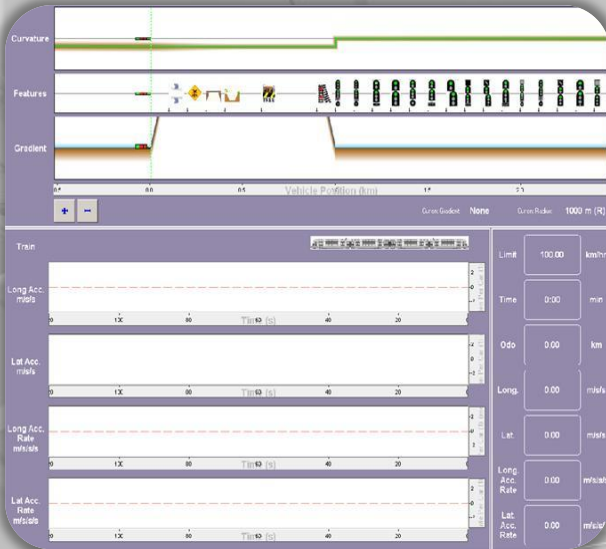


Motion Sensing Vision

Generates a virtual window matching the real window, using non-intrusive tracking device (Microsoft Kinect motion sensing camera) to identify the trainee's viewing point

Benefits

- Improved perception of 3D visualisation
- Unbounded Field Of View
- High Brightness and depth perception



Session Evaluation

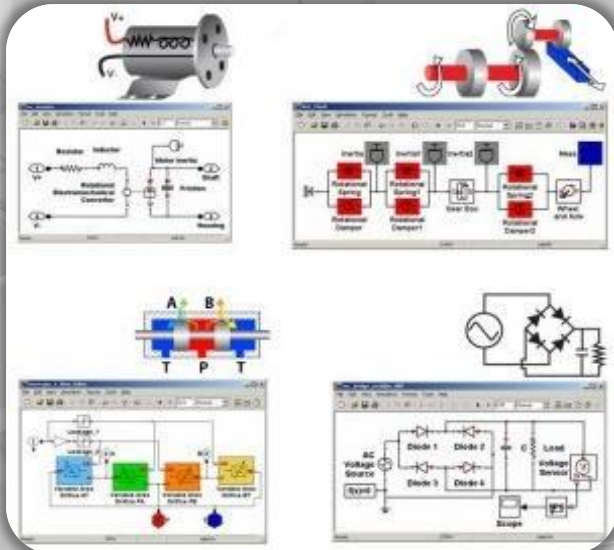
Scenery Control

Session Control

- Configurable competence assessment tools
 - Video surveillance
 - Automatic scoring
 - End of run report
 - Full replay

- Graphic interface based on 3D view of the virtual world
- Integrated with Artificial Intelligence, avatar control, traffic management, sound control..

- Windows based point & click graphic interfaces
- Create & edit training programs
- Run, control, save & replay simulation sessions



Vehicle Model



Assets



World Model

- Models shown to be over **99% accurate** to OTR data
- **White-box 1:1 modelling** of vehicle & infrastructure
- Built using the **OEM schematics, data..**

3D models (**Rocketbox Studio**) of pedestrians, passengers, road vehicles, civil engineering assets, animals, rail/road workers, objects..

Allow customers to create & edit their own world/track **independently of the simulator supplier**



Vehicle Model

Rocketbox Libraries



World Model



Core Platform

- Avoidance of proprietary software technology
- Recognised industry standard software development tools
- Core simulation platform developed using high-level programming languages

Benefits

- Ongoing support without the risk of obsolescence
- Customer is free to maintain and further develop the simulator



Modular Computer Architecture on Ethernet Network

- Avoidance of proprietary hardware technology
- Distributed, modular and expandable IO modules interfaced via a 100Mb/s Ethernet network
- SuperMicro Intel® Core i7 PCs, NVIDIA graphic cards, Logitech sound system, Samsung LCDs..

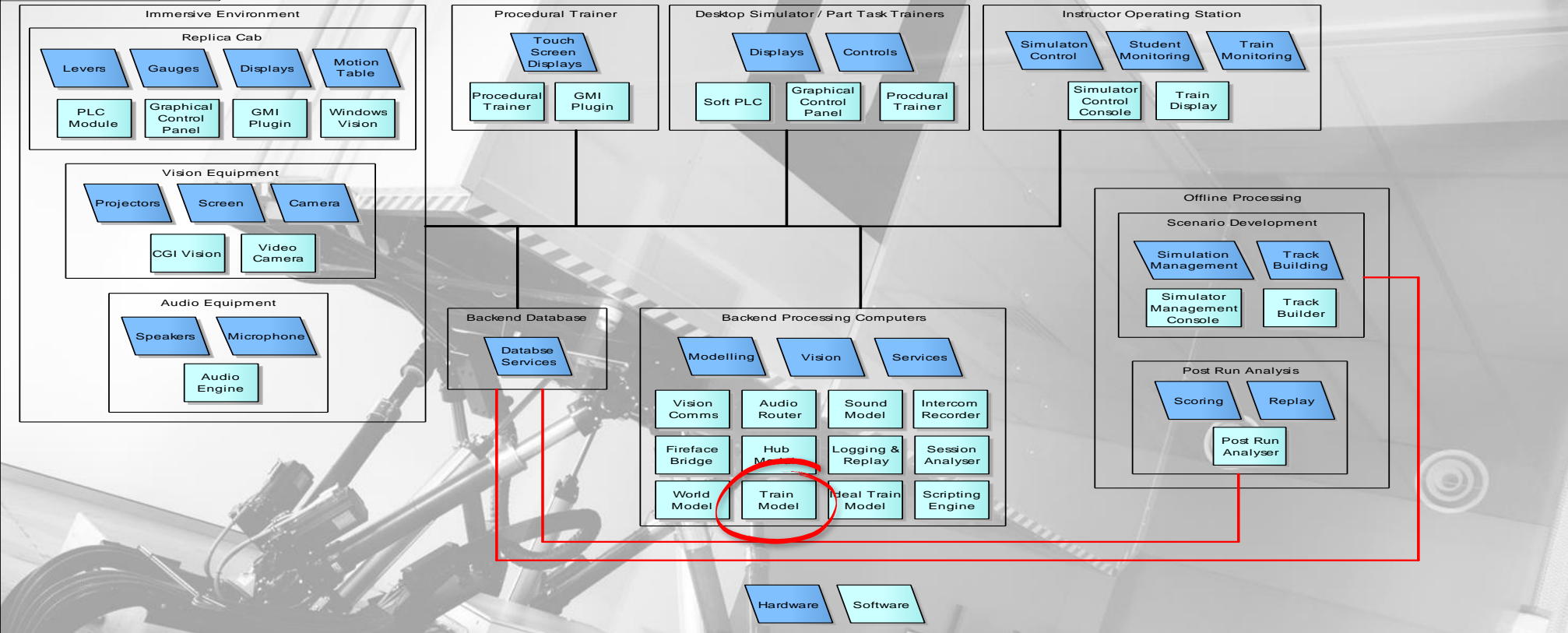
Benefits

- Ongoing support without the risk of obsolescence
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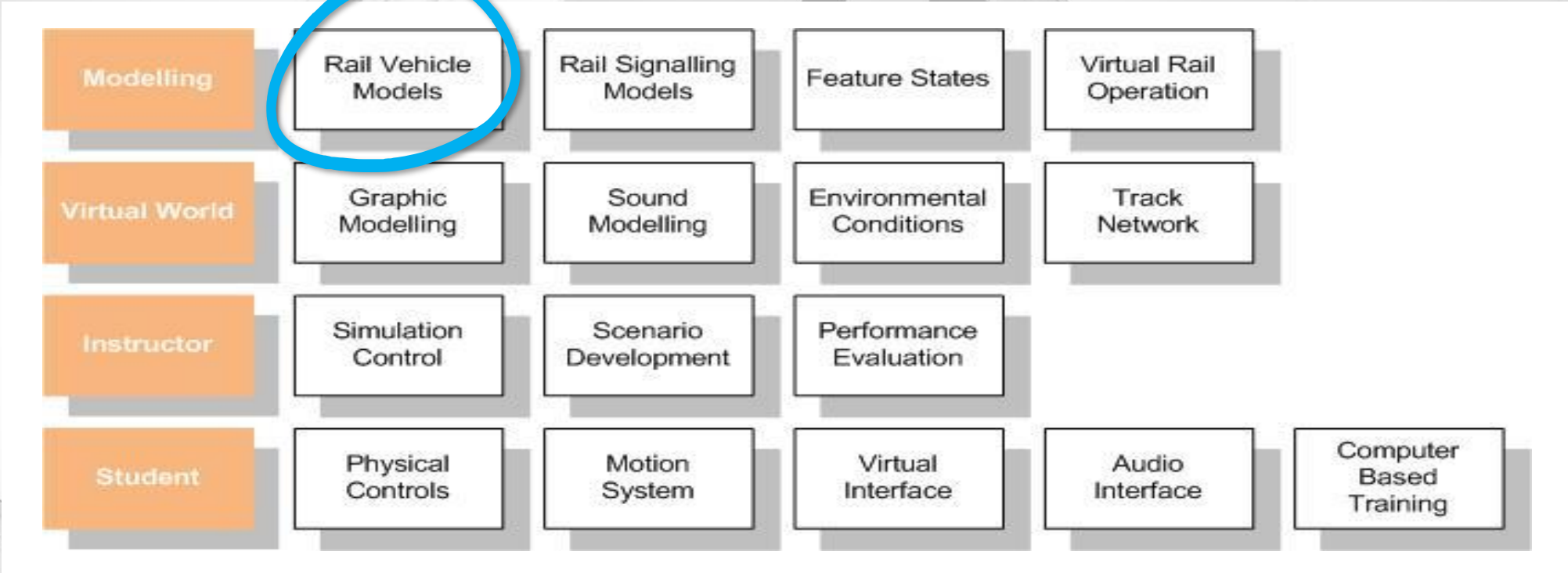
Anatomy of a Train Simulator



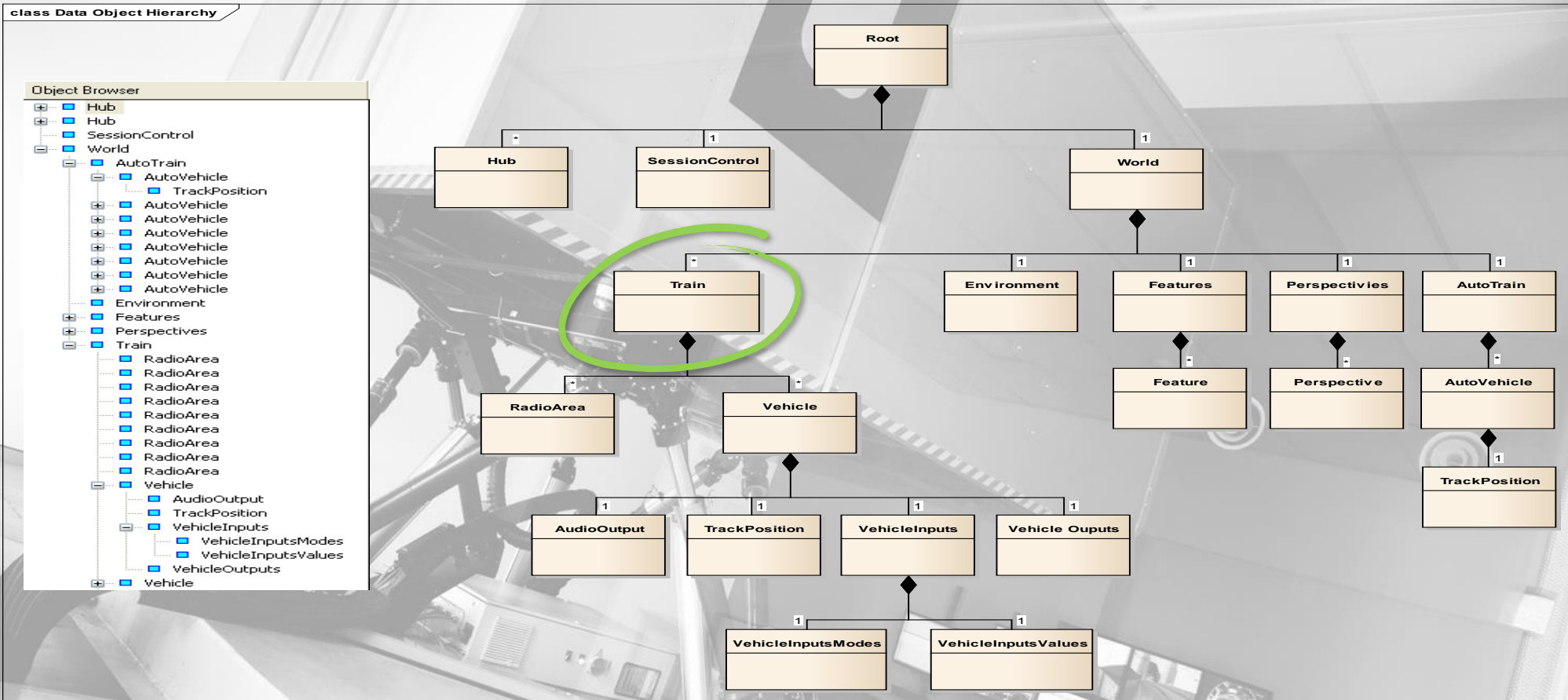
flow chart Simulator Hardware



Anatomy of a Train Simulator



Anatomy of a Train Simulator



- **Dynamic Model**

- Coupling
- Rolling resistance
- Gravitational forces
- Rail adhesion forces
- Braking and tractive forces

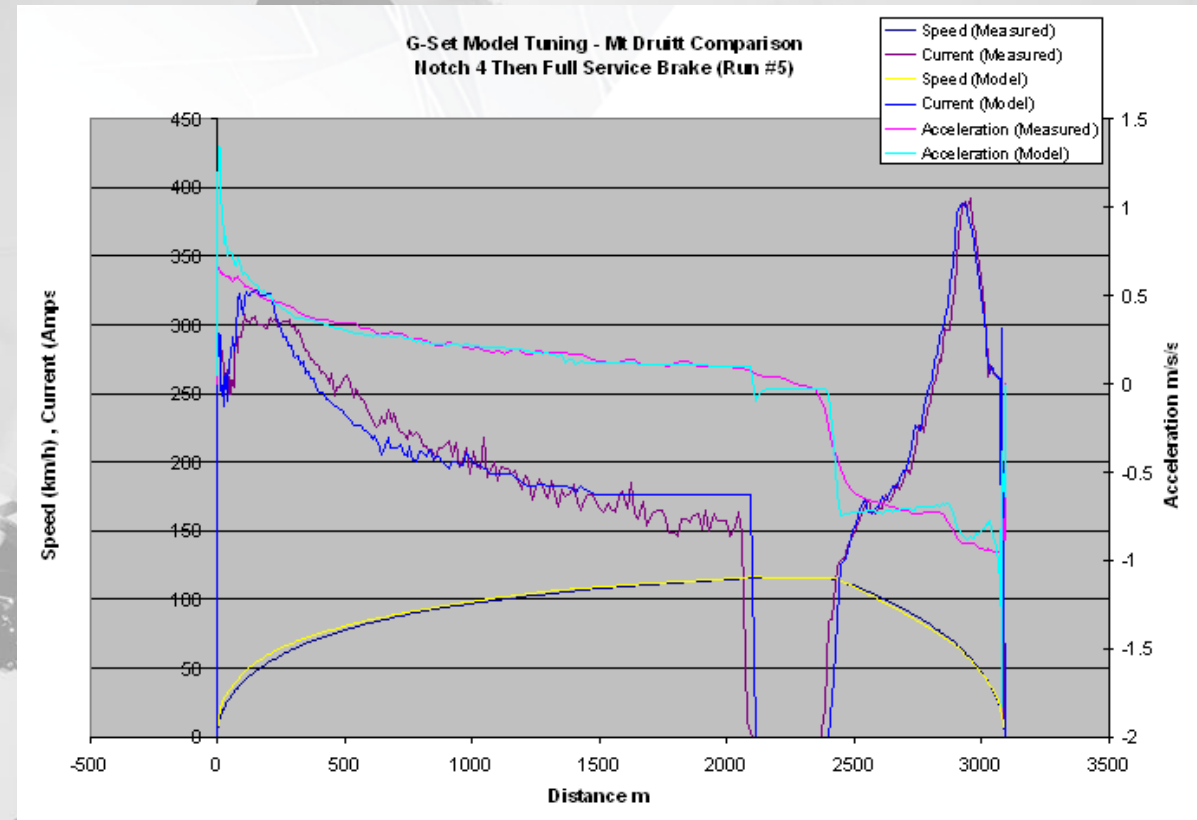
- **Brake system model**

- Brake controller
- Brake piping system
- Trailer car brake system

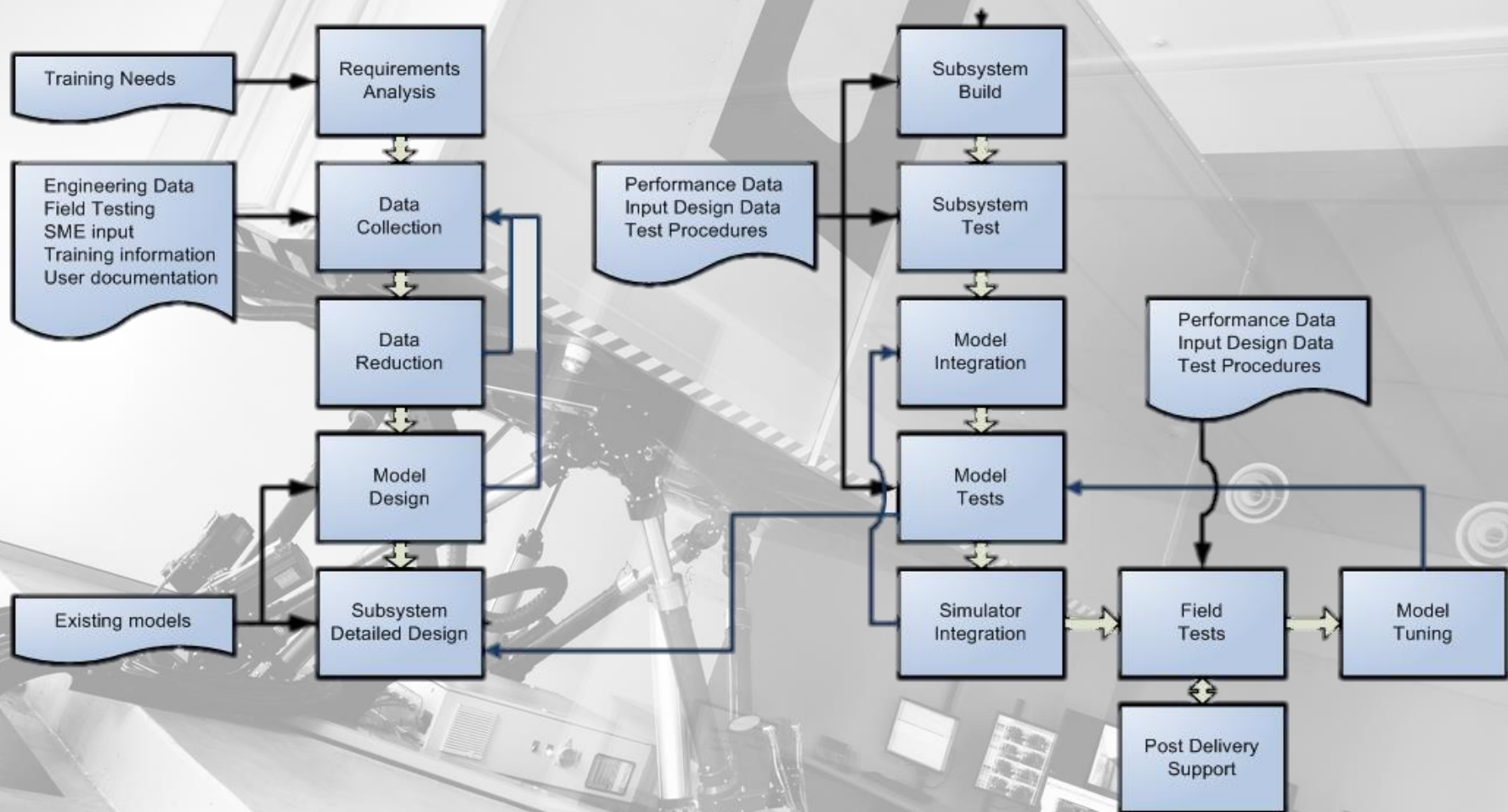
- **Traction system model**

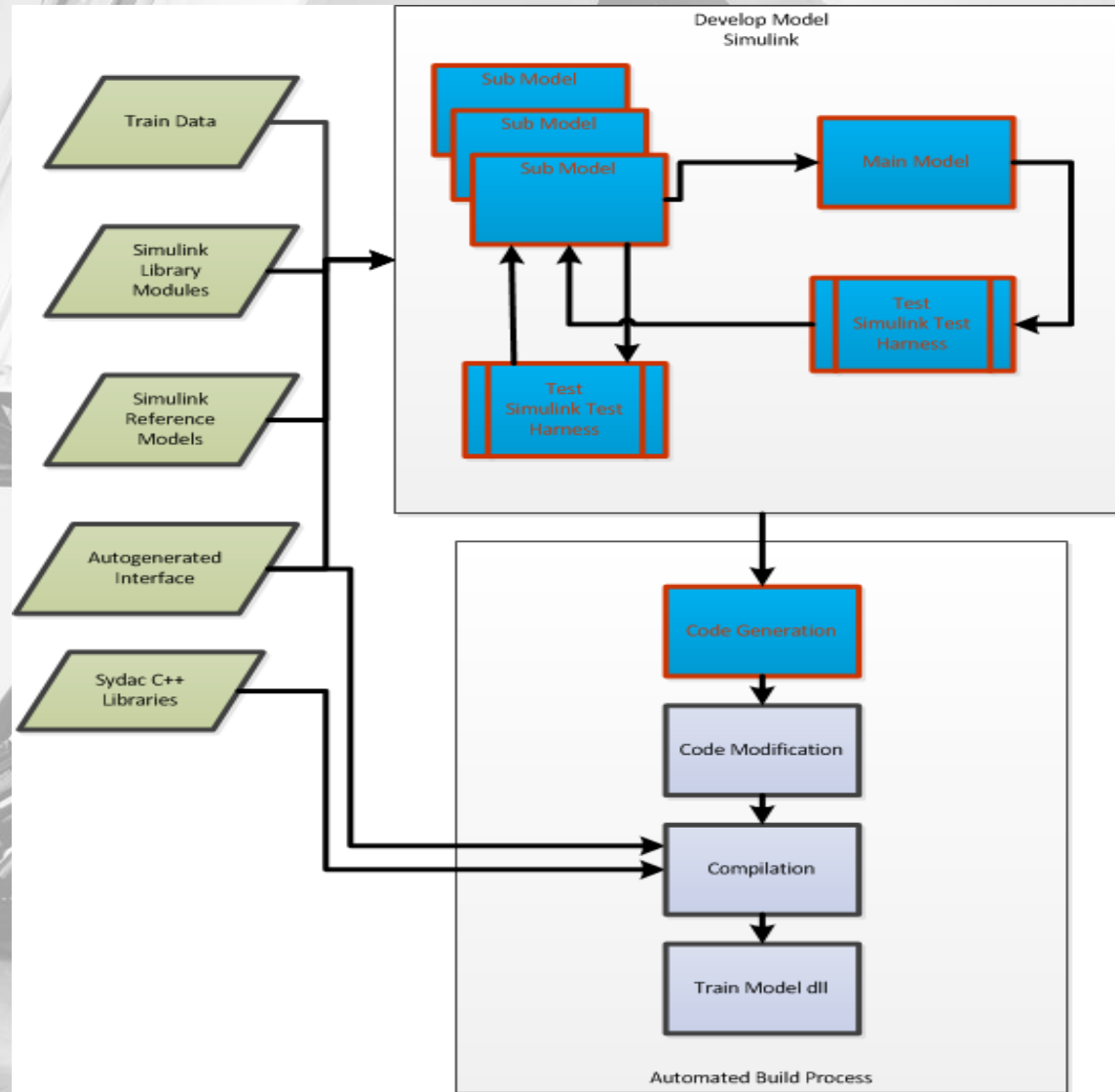
- **Train Control & Management System model**

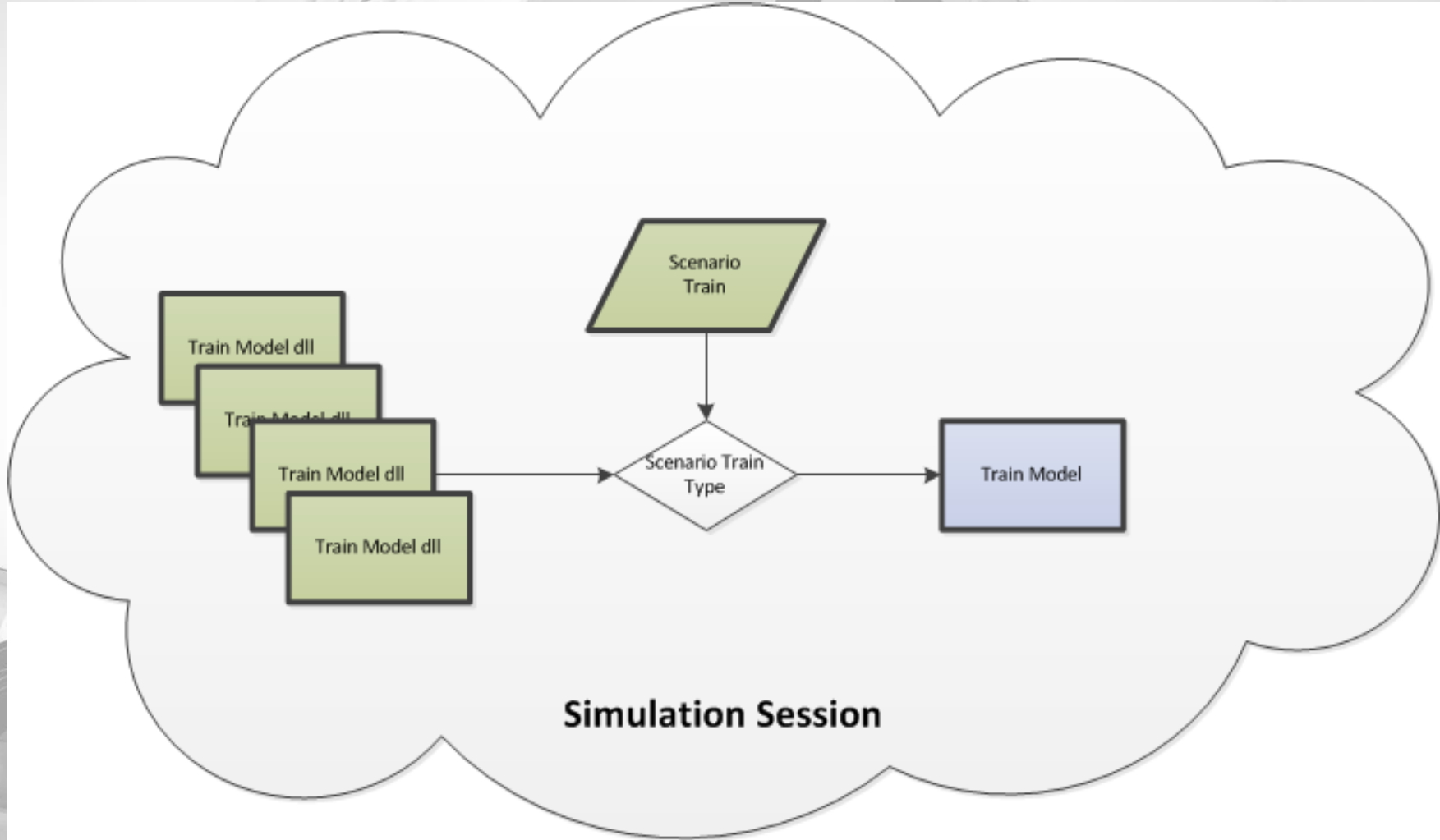
- **Suspension model**



Train Model Development Process







Key Matlab Components



Matlab

Mathscript

Data Reduction

Data Visualisation

Simulink

Subsystems

Reference Models

Libraries

For Each Subsystems

Bus and Vector of Busses

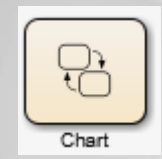
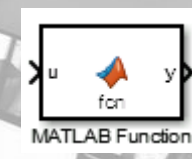
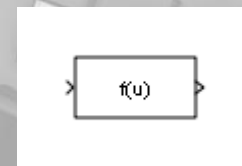
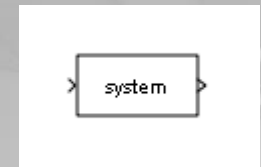
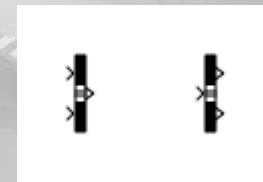
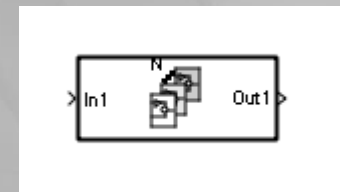
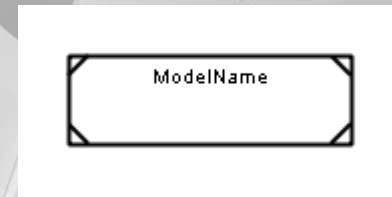
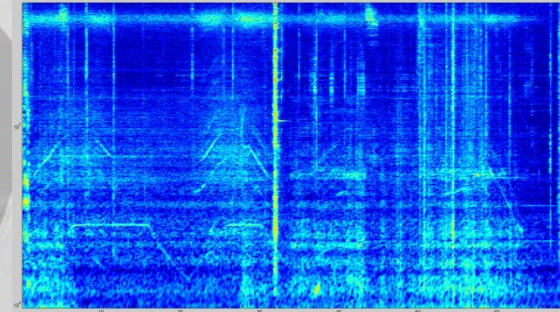
S-Functions

Simulink Project

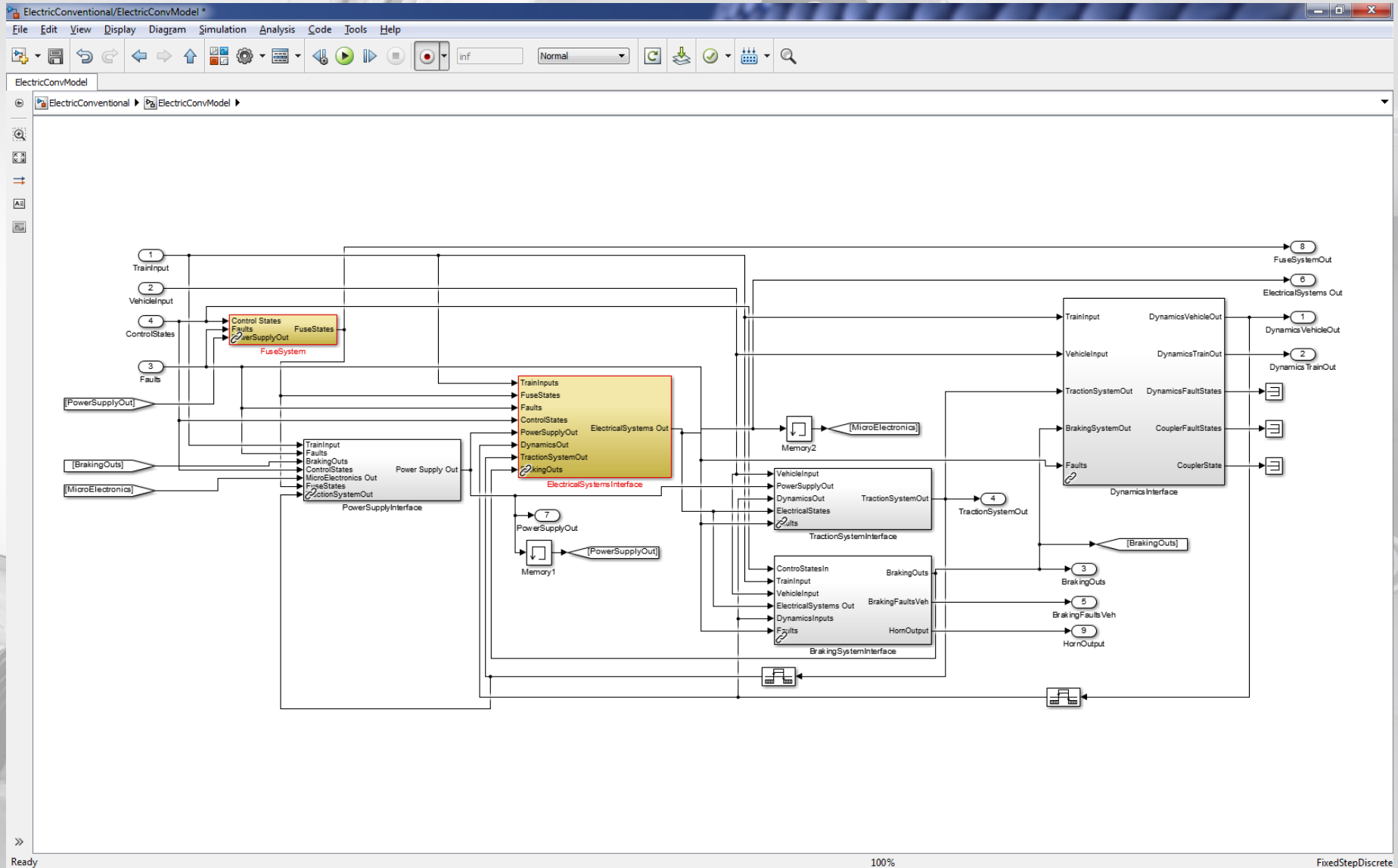
Matlab / Simulink Coder

CAPI

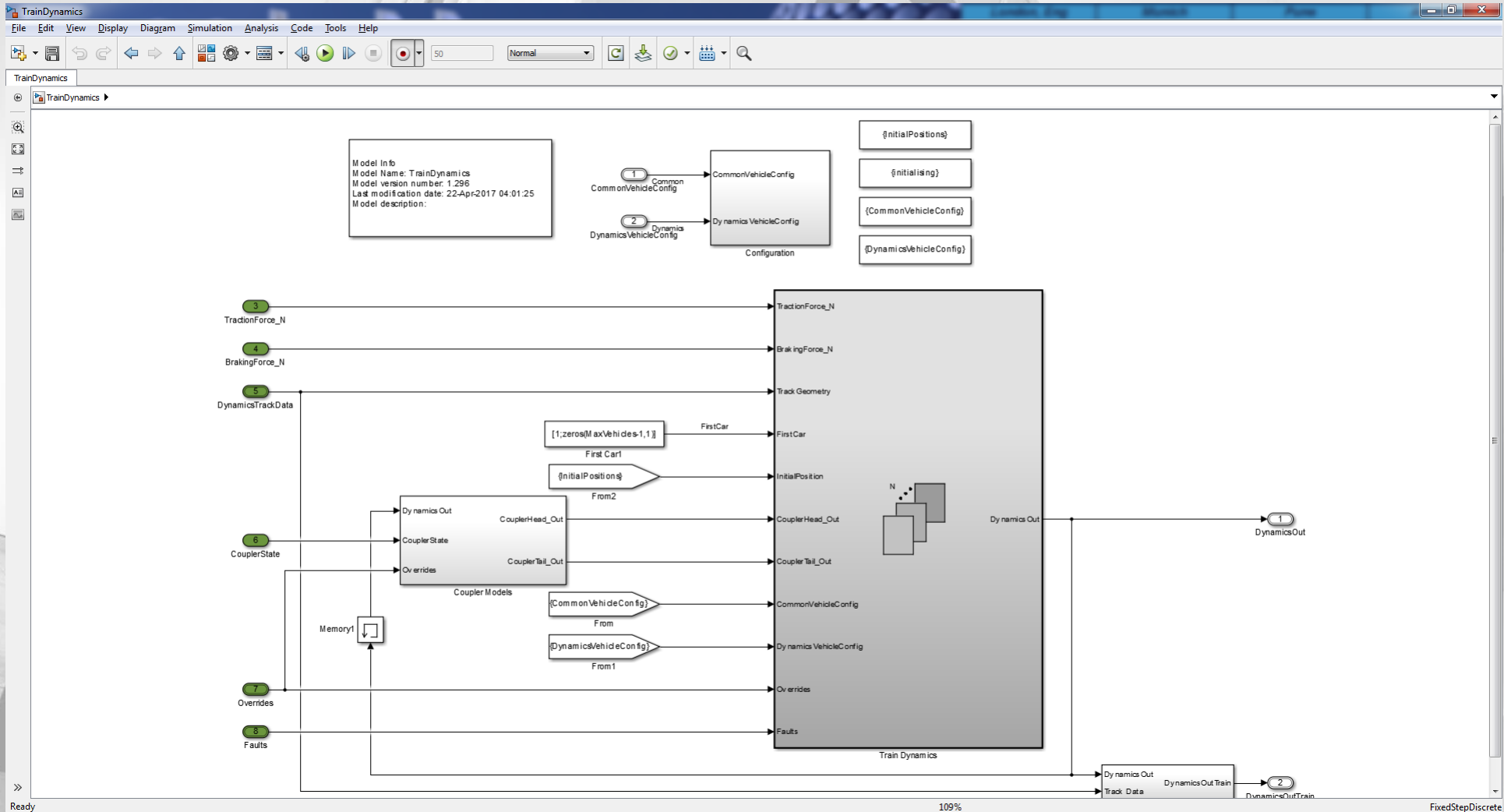
Stateflow



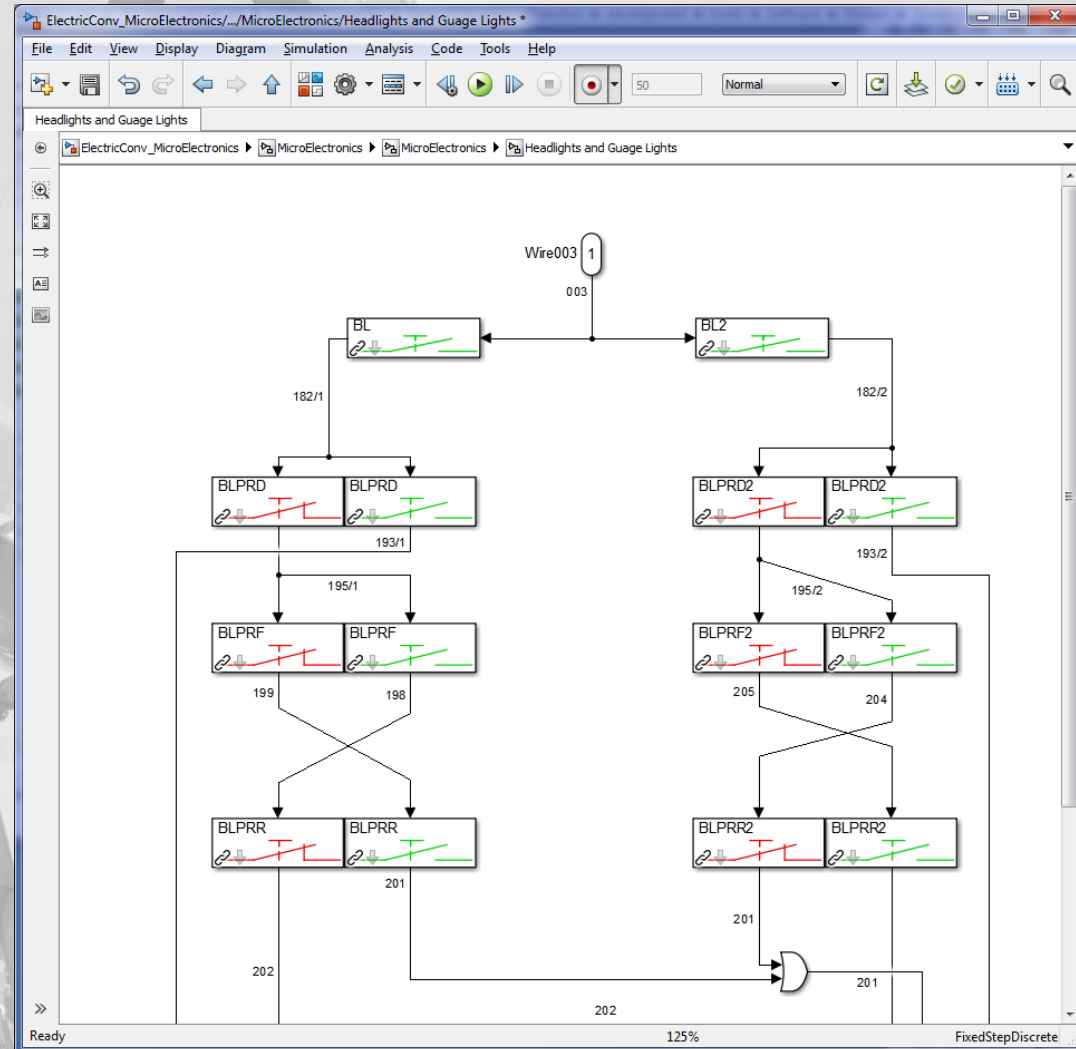
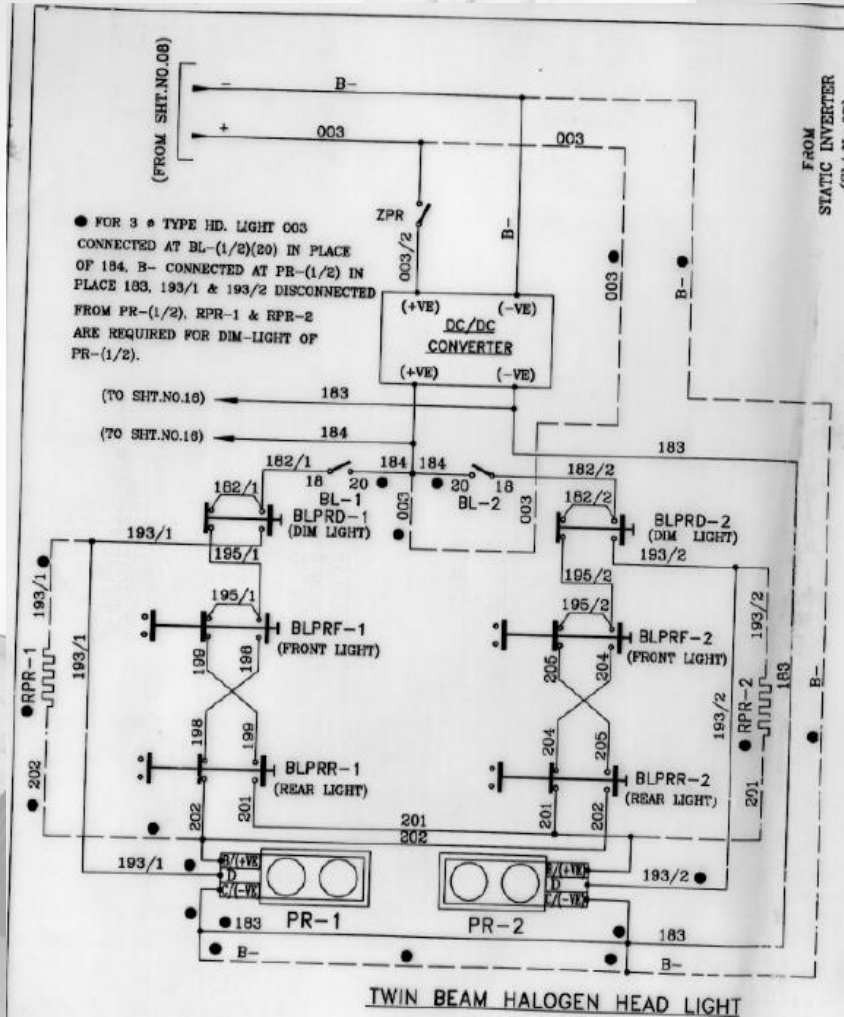
Model Examples – Top Level



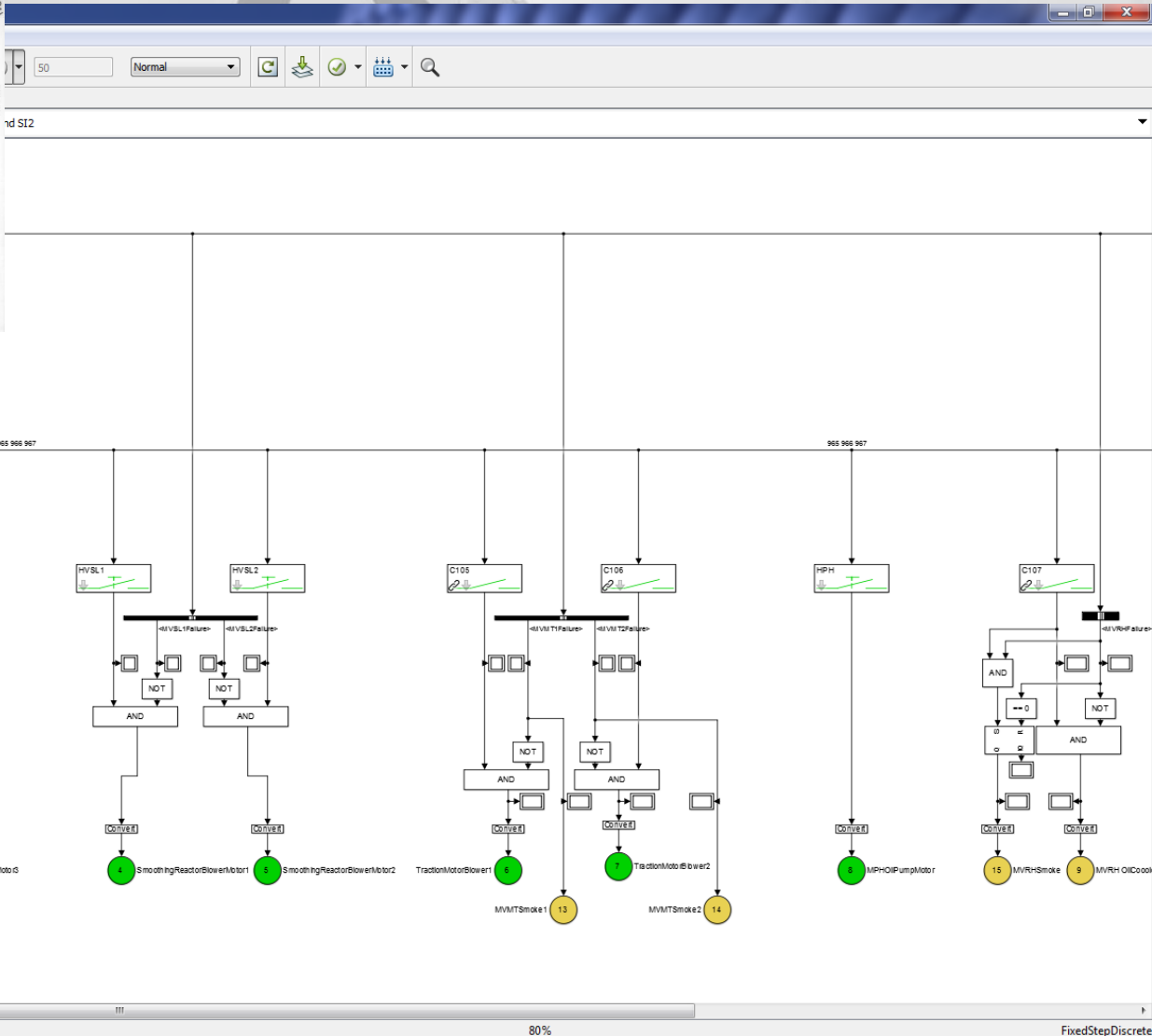
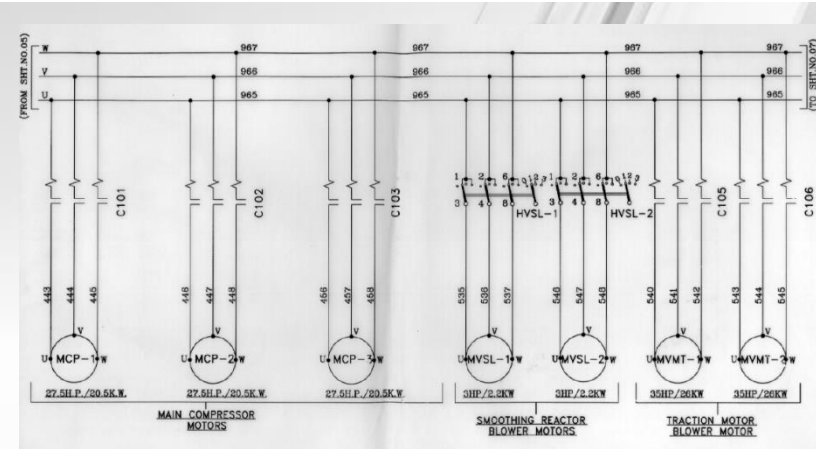
Model Examples - Dynamics



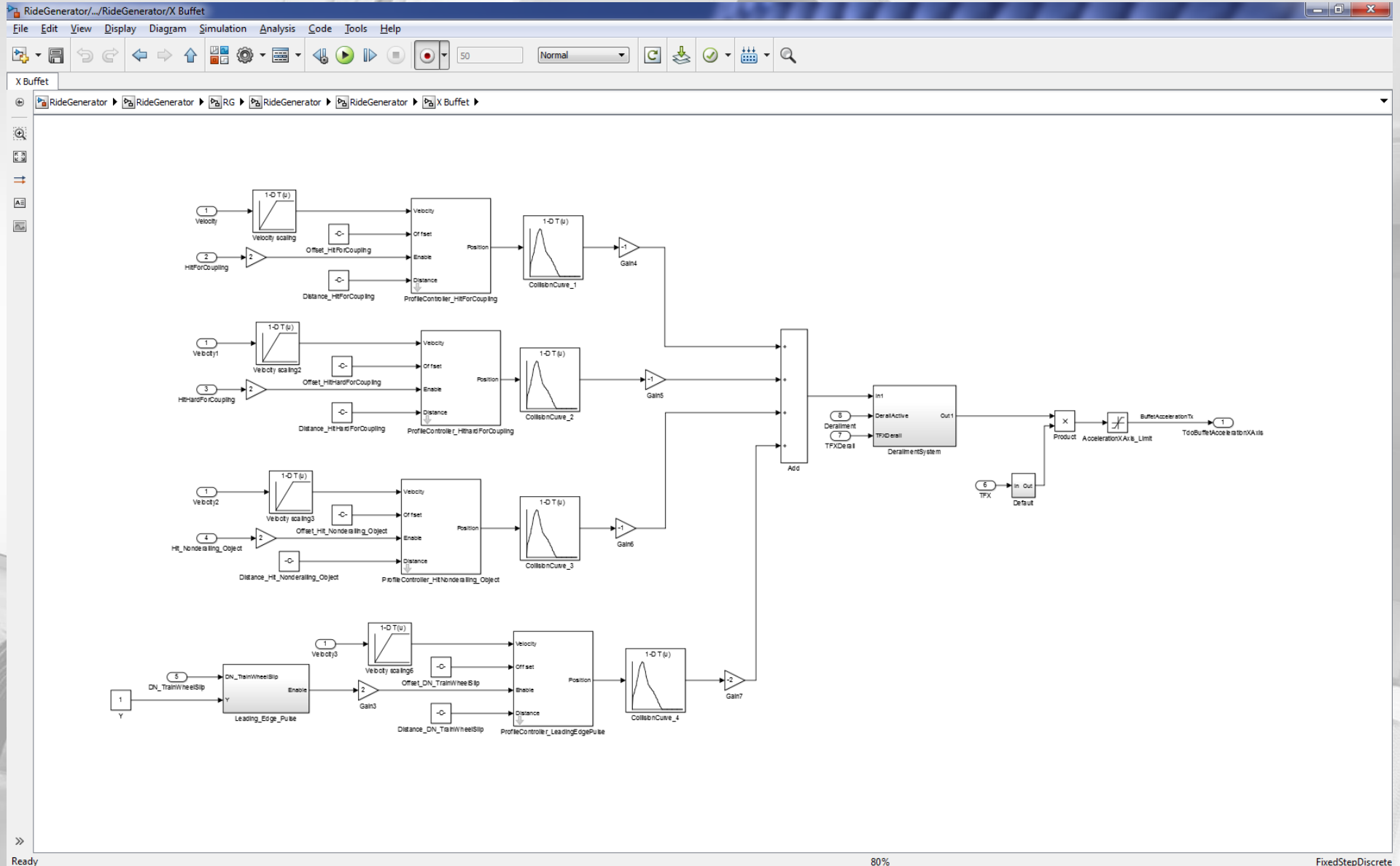
Model Examples - Headlights



Model Examples – Motor Control



Model Examples – Ride Generator

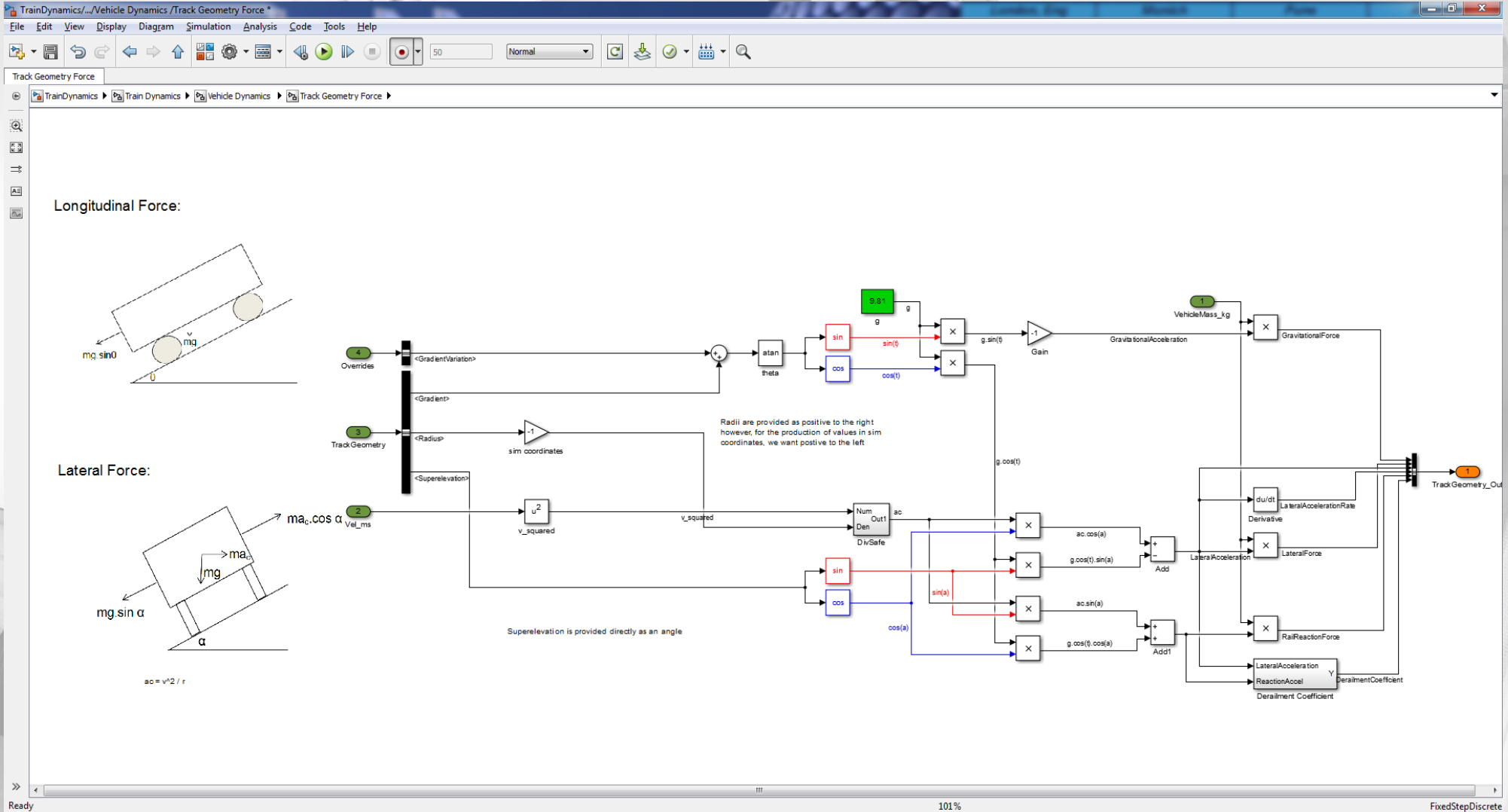


Ready

80%

FixedStepDiscrete





- **Graphical modeling environment – modelers do not need to be programmers**
- **Code-Generation – automated model deployment**
- **Rich tool set**
- **Mature user interface**
- **Simulation and debugging environment**
- **Large user base – resource availability**

