

# DriSMi Driving Simulator Lab

ITECNICO MILANO 1863









## DriSMi: Dynamic Driving Simulator of Politecnico di Milano

- Innovative cable-driven DiM400 Dynamic Driving Simulator engineered by VI-Grade
- Used for performance studies of vehicles and subsystems related to:
  - New Material & Component Design
  - Ride & Handling
  - Active Safety Systems (ADAS)
  - Automated and Connected Vehicles
- The laboratory was created thanks to a substantial investment from the Government of the Lombardy Region
- The project has been promoted by the Lombardy Mobility Cluster



#### A cable-driven dynamic driving simulator

- DIM400 is mid-size dynamic driving simulator: the platform is 6x6 m
- It is based on a patented new technology allowing the movement of the diskframe through cables
- This solution allows for **more workspace** with respect to conventional solutions (electricactuators)
- In addition, translations and rotation of the diskframe are decoupled throughout the platform





#### **Performances of DriSMi**



- The architecture allows increased workspace, meaning **larger accelerations:** up to **1.5 g** in longitudinal/lateral direction, **2.5 g** in vertical direction.
- Less tilt coordination and better perception of lateral sliding
- Bigger heave (z: ± 280mm) for a better vertical feel
- Manouvers like double lane change can be simulated in 1:1 scale
- Overall latency ≈ 20 ms



#### DriSMi main features: diskframe movements



horizontal surface: 3 DOFs, bandwith  $\sim$ 3 Hz.

Thanks to **3 airpads**, the diskframe slides over the platform





#### DriSMi main features: hexalift and ICS



Hexalift moving with the diskframe adding further 6 dofs to the cockpit; bandwith ~30 Hz.

8 on-board shakers (bandwith ~200 Hz) to reproduce vibration coming from the engine or road irregulartities





#### DriSMi main features: realism and immersivity



- Active belts/active seat mimic the effects of sustained longitudinal/lateral accelerations
- Provided with active steering for a realistic feedback and simulate active steering control systems
- Provided with active brake to reproduce the proper pedal feeling and the effect of active controls like ABS
- **5 speakers** inside the cockpit reproduce the noise sources inside and outside the vehicle



## Cueing algorithm

The cueing algorithm receives inputs from the simulated vehicle and applies filters to the degrees of freedom (DOFs) to generate outputs, which correspond to the simulator's movements.

It reproduces the accelerations according to the workspace available.





Large motion from the virtual world



Simulator motion

#### DriSMi additional sensors: Instrumented Steering Wheel

- Real-time acquisition of forces, moments and grip force at each hand
- Specifically
  designed at
  Politecnico di
  Milano
- Can be adapted and improved for specific projects









## Simulation environment

- Racetrack
- Urban
- Highway
- Every weather condition









## Projects: HL4IT

Interaction of Humans with Level 4 automated vehicles in an Italian environment analysis of the Takeover Request



## Roundabout with roadworks



Highway viaduct with wind gust



Suburban road with fog

## Projects: Hydroplaning

Application of an active control strategy to improve vehicle behaviour during hydroplaning condition





## **Projects**: Al@EDGE

Analysis of **mixed** traffic condition

(autonomous and human driven vehicles) in a roundabout scenario with **smart** infrastructures and artificial intelligence



**Real world** 





#### Virtual world

## Thanks your attention



**BIG LAB** 



#### Contatti

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