The Study of Three-Dimensional Tank Dynamics

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ABSTRACT

This thesis develops the mathematical models of tank motion for the applications of real-time simulation. Three dimensional models including hull, turret and barrel are deduced by the Euler-Lagrange equations in quasi-velocity. The contact points between the road wheel and the road surface are computed. To reduce the load of real-time computation, all the forces from the ground are assumed to concentrate on the tracks under the ground wheels. The normal force and frictional force at these contact points are computed to simulate the tractive and braking behavior of the tank dynamics. The model developed is verified in a case of computer simulations. The symbolical mathematical software MAPLE is used to derive the equations of motion. The different computation simulations are given to test the applicability of the dynamical model. Some of the simulation results are compared and verified with those from ADAMS.

Keywords: Tank; contact force; quasi-velocity; real-time simulation

Table of Contents

第一章 緒論 ...................................................1
1.1前言 ...........................................................1
1.2文獻回顧 ...................................................2
1.3研究目的與本文架構 ...........................................6

第二章 三維坦克車輛系統數學模式 ...................................9
2.1坦克車輛系統簡介 ...........................................9
2.2運動方程式推導 ...........................................12
2.2.1座標系統轉換矩陣之定義 ...................................12
2.2.2八自由度數學模式推導 ...................................18
2.2.3七自由度數學模式推導 ...................................25
2.3地輪接觸點位置與作用力推導 ...................................27
2.3.1地輪接觸平面分析 ...........................................28
2.3.2承載系統幾何關係 ...........................................30
2.3.3接觸平面判斷 ...........................................33
2.4坦克車輛行駛作用力之計算 ...................................35
2.4.1地輪與履帶簡化模式 ...........................................36
2.4.2地輪與地面接觸力之推導 ...................................38

第三章 坦克車輛之數值模擬 ...................................41
3.1程式架構 ...................................................42
3.2數值模擬與驗證 ...........................................44
3.3三維路面資料庫之建立 ...........................................49
3.4接觸作用驗證 ...................................................52

第四章 坦克車輛電腦模型建立 ...................................57
4.1質量特性與參數定義 ...........................................57
4.2運動條件設定 ...................................................59
4.2.1設定限制條件 ...........................................59
4.2.2地輪承載系統參數建立與設定 ...................................60
4.2.3 地輪與路面接觸碰撞力之設定 ...................................62
4.3地輪單一承載系統模型 ...........................................65

第五章 模擬結果分析與驗證 ...................................67
5.1數學模型與電腦模型之數值模擬驗證 ...................................67
5.2不同路面之直線行駛加速度與減速 ...................................72
5.3坦克車輛行駛於上下坡地形 ...................................79
5.4轉向彎行 ...................................................85
5.5砲彈射擊 ...................................................91

第六章 結論 ...................................................97

參考文獻 ...................................................99

附錄A 三維坦克車輛系統之物理量 ...................................103
附錄B 三維坦克車輛系統運動方程式推導之MAPLE程式 ...................105

REFERENCES


