

車輛定速線傳控制與硬體迴路模擬設計技術整合之研究

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摘要

本研究主旨為運用物件導向電腦程式軟體，建構車輛線傳控制定速行駛模擬系統。針對電子節氣門作線傳控制，並依據電子節氣門對應輸入及輸出之實驗數據，運用系統識別理論與方法找出符合電子節氣門動態特性之數學模型。為完成整體控制架構，須建立車輛動態系統模型，本研究將實測引擎輸出扭力數據，配合車輛動力學之理論模式，建立一套車輛動態模擬系統。此動態模擬程式可針對各旋轉剛性元件對相關參數如彈簧剛性係數、阻尼係數及轉動慣量之設定加以改變，模擬產生引擎轉速與車速之車輛性能。運用擷取測試儀器取得實測引擎及車速行駛動態之訊號後進行相互比較，可預測及分析車輛動態之性能。本研究利用模糊邏輯控制器以達到定速控制之目的，因模糊理論可應用在複雜非線性車輛傳動系統中，偏重人類經驗及對問題特性的掌握程度，不需繁雜的數學分析及模型即可解決問題。電子節氣門模型結合車輛動態模型，駕駛者可對車輛設定車速控制指令後，根據車輛行駛狀況並經由設計之模糊控制器進行計算，運用硬體迴路控制技術，將軟體控制信號轉換成實際輸出之控制信號，配合車速回饋訊號，可幫助駕駛者精確地修改電子節氣門的位置，電子節氣門會以更有效之模式配合車輛動態模擬系統以達到定速行駛之設計要求。本研究所建立之車輛動態行駛模擬系統及硬體迴路模擬控制技術，可用於計算分析及評估車輛動態之性能及對國內開發相關線傳控制亦可提供相關之經驗，以及提供學校與研究機關迅速掌握建立車輛動態系統模組間之相關性。此研究方法之建立可協助設計工程師在開發及評估動態系統性能時，可縮短研發試誤時辰及研發成本。

關鍵詞：智慧型定速控制系統，硬體迴路，系統識別，車輛動態系統，線傳控制系統

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