

汽油引擎噴油控制器設計與製作之研究

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摘要

本研究之主旨為建立汽油引擎噴油控制器設計與製作，運用物件導向程式，針對汽油引擎噴油控制系統，建立動態模擬技術與控制參數設定評估系統性能之圖控程式。並使用模糊邏輯噴油控制器模型，修正噴油量以保持空燃比維持在設定之目標值。本研究將針對一汽油引擎進行噴油控制器開發，模擬控制汽油引擎之噴油量，使其空燃比不因負載與轉速改變，維持在設定之空燃比附近，以降低油耗與排放之廢氣污染。另以適當模糊邏輯控制器，依據含氧感知器所輸出之排氣中含氧濃度或狀態變數加以修正，以構成一閉迴路系統之回饋控制。利用所建立之汽油引擎空燃比預測模型，配合控制器之環境中，修改模糊邏輯控制器之參數，達到所需的性能，再將控制器利用硬體實現，搭配汽油引擎使用。在定轉速、三種不同的節氣門開度下測試，其模擬與實際硬體輸出之空燃比能控制在合理的誤差範圍內，燃油噴射量降低5%~15%，且引擎輸出扭力不因空燃比變化而下降。本研究所建立的引擎空燃比預測模型，於開發汽油引擎噴油控制器時，可將所需參數設定後輸入模型中執行，產生一組適合的噴油策略，快速將噴油控制器成型，使相關研究人員縮短研發時間與成本。

關鍵詞：汽油引擎噴油控制；模糊邏輯控制器；空燃比控制

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