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Usersubs for Model Validation

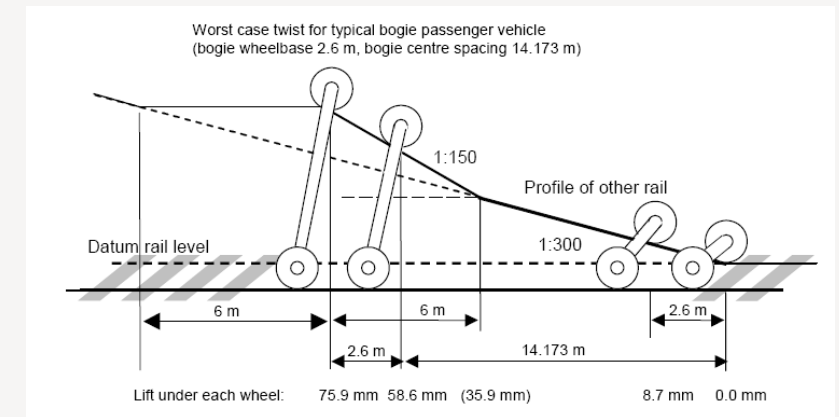
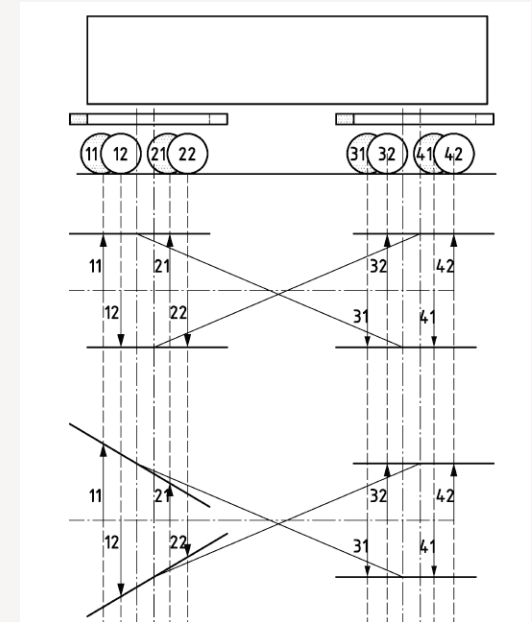
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Quasi-static model matching

- Model validation is an important stage of producing Vampire vehicle models
- Often includes matching to quasi-static tests:
 - *Wheel unloading ($\Delta Q/Q$)*
 - *Bogie rotation (X-factor)*
 - *Sway tests*
- Most simply done using a *STATIC analysis



*STATIC analysis

- Static analysis works by finding equilibrium at every step
- Works well for more linear models
 - *Typically passenger vehicles*
- Does not always work well with:
 - *Friction*
 - *Abrupt changes in stiffness*
- Typically works less well with freight or on-track machine models
- Does not include velocity dependent effects, such as yaw dampers

*STATIC	
STEPS	1000
AL0	0.7525
DQ	0.00001
STAGE 1	
T01T	0.000
T01Z	0.000
T02T	0.000
T02Z	0.000
T03T	28.908
T03Z	21.750
T04T	37.218
T04Z	28.000



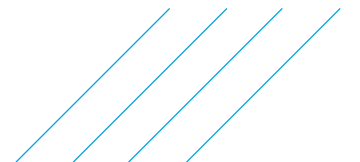
*TRANSIENT analysis with User Subroutine (Usersub)

- Usersubs allow users to write additional analysis code, which runs during a Transient analysis
- Code written in FORTRAN or C
- Allows users to:
 - *Model the behaviour of active and other novel suspensions*
 - *Implement simplified creep laws to model specific wheel/rail behaviour*
 - *Model specific vehicle conditions including worn or failed components*
 - *Calculate more complex outputs during the simulation*
 - *Accurately simulate acceptance tests*



Usersubs for quasi-static tests

- Makes use of “VTEUModifyTrackPos()” or “VTEUModifyTrackPosName()”
- Allows the user to change track position at any wheelset during the run
- Can simulate $\Delta Q/Q$, X-factor or sway inputs
- Different wheelsets can see different inputs
- Use *USER section in run file to specify information, for example:
 - *Which wheelsets to lift*
 - *What values of maximum lift to apply*
- First method is to vary inputs depending on elapsed time in the run
- Example next slide...



Usersubs for quasi-static test – method 1 example (extract)

```
IF ((DIST .GT. DIST1) .AND. (DIST .LE. DIST2)) THEN
C Calculate the XL input based slowly increasing input between s = DIST1 and s = DIST2...
  FACTOR = (DIST-DIST1)/(DIST2-DIST1)

C TTP is XL over gauge - in radians...
  TTP1 = MAXTTP1*FACTOR

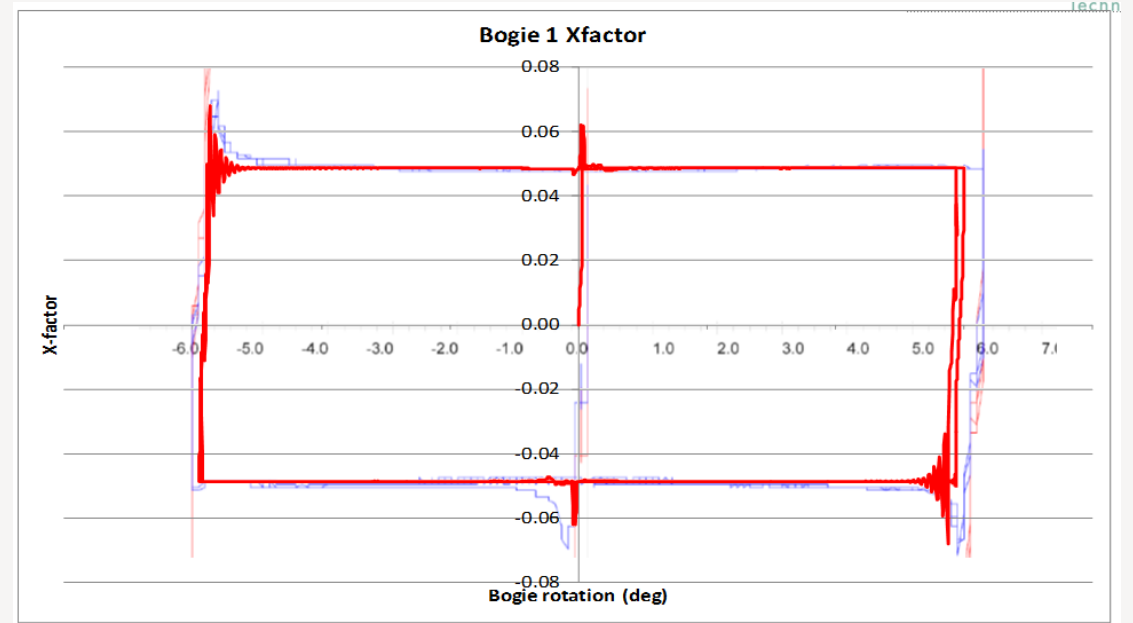
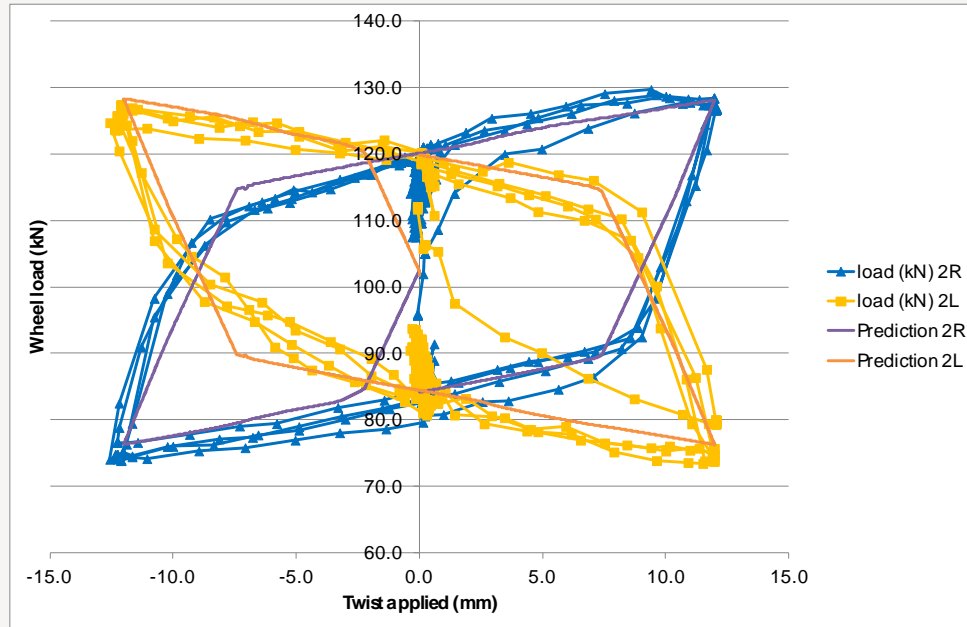
C Vertical is XL over 2...
  ZTP1 = MAXZTP1*FACTOR

C Apply the movements to Wheelsets...
  CALL VTEUModifyTrackPos(IWHL1,0.0,ZTP1, TTP1,0.0,0.0,IERR)
ENDIF
```



Usersubs for quasi-static test – method 1 limitations (1)

- Step based Usersub method works well when test inputs are applied as per spec:

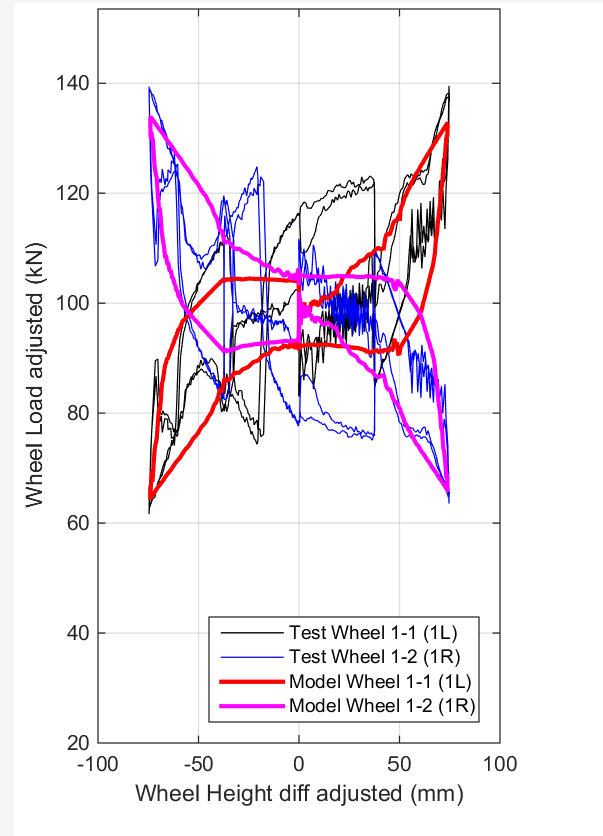
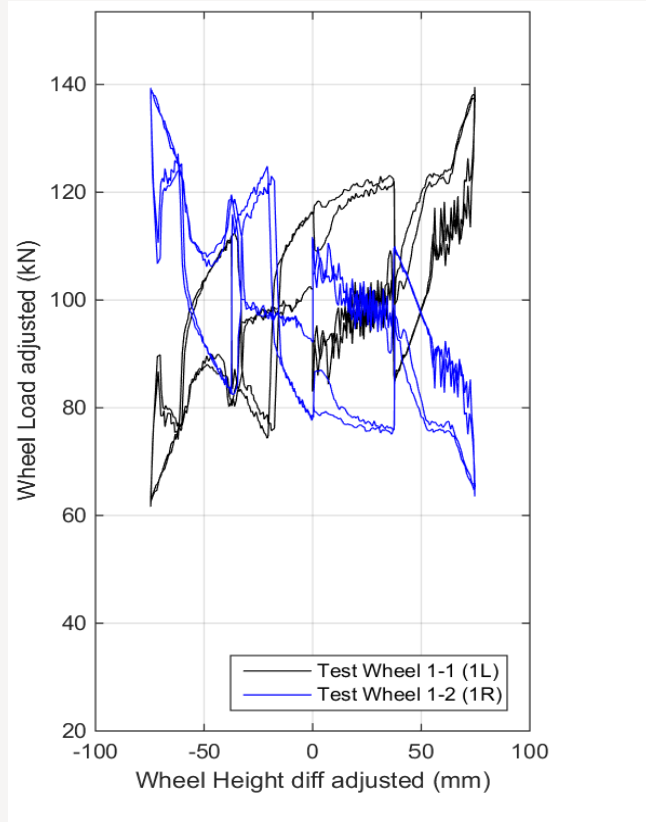


- Not very flexible, as Usersub code must be changed for a different input



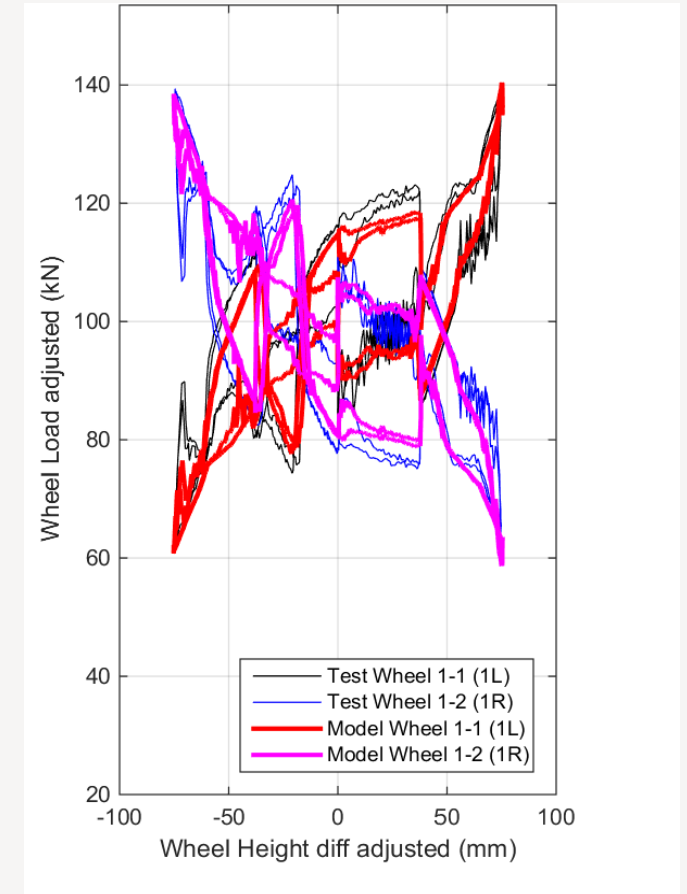
Usersubs for quasi-static test – method 1 limitations (2)

- Doesn't work well on 'messy' test results:



Usersubs for quasi-static test – method 2

- More flexible Usersub approach
- Uses force file as an input file to replicate real test
 - *With displacements rather than forces*
 - *Avoids writing code to read an additional input file*
- Uses VTEUReadForceFile() and VTEUGetForce()
- VTEUModifyTrackPos() used as for method 1 to apply the inputs
- Allows real test displacements to be conveniently reproduced
 - *Including ‘messy’ test results*
- Including $\Delta Q/Q$ and X-factor tests



Usersubs for quasi-static test – method 2 example (1)

- Displacement inputs using forcing file (fixed format .dat version)
- Actually a time based file, but we are reading it as though distance based

FORCE

DIST	LIFTWS1L	LIFTWS1R	LIFTWS2L	LIFTWS2R	LIFTWS3L	LIFTWS3R	(Distance in m, LIFT in mm)
0	0.0	0.0	0.0	0.0	0.0	0.0	
100	6.74	-6.74	0.0	0.0	-6.74	6.74	
200	0.0	0.0	0.0	0.0	0.0	0.0	



Usersubs for quasi-static test – method 2 example (2)

- In USERSTART (at the start of the analysis):

```
CALL VTEUReadForceFile(LIFTSBG1, LEN(LIFTSBG1), I, I, IERR)
```

- In USERSUB (called every timestep):

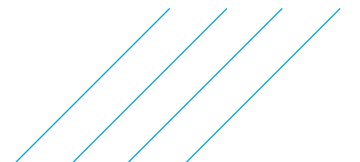
```
LIFT1L = VTEUGetForce(1,DIST,IERR)  
LIFT1R = VTEUGetForce(2,DIST,IERR)
```

```
IF (IERR .NE. 0) GOTO 9999
```

```
LIFT1L = LIFT1L*0.000001  
LIFT1R = LIFT1R*0.000001  
TTP1 = (LIFT1L-LIFT1R)/CONTACT  
ZTP1 = -(LIFT1R+LIFT1L)/2
```

C Apply the movements to Wheelsets...

```
CALL VTEUModifyTrackPos( NWHL1, 0.0, ZTP1, TTP1, 0.0, 0.0, IERR)
```



Future steps?

- Possible new Vampire development:
 - *Provide Usersub “ModifyTrackPos” functionality without coding*
 - *Could use new input file type*
 - *Could use transient analysis without wheel/rail contact*



Q & A



Thank you

*Our values are the essence of our company's identity.
They represent how we act, speak and behave together,
and how we engage with our clients and stakeholders.*

S~~A~~*F*~~E~~*T*~~Y~~

We put safety at the heart of everything we do, to safeguard people, assets and the environment.

I~~N~~T~~E~~G~~R~~I~~T~~Y~~~~~~~~~~~~~~~~

We do the right thing, no matter what, and are accountable for our actions.

C~~O~~*L*~~L~~*A*B*~~O~~*R*~~A~~*T*~~I~~*O*N***

We work together and embrace each other's unique contribution to deliver amazing results for all.

I~~N~~N~~O~~*V*~~A~~*T*~~I~~O~~*N*~~~~~~

We redefine engineering by thinking boldly, proudly and differently.

