

Ford

WELCOME

Model-Based Agility

with

FASST 

*Ford Automated System
Simulation Toolchain*



Robert ter Waarbeek
Raghu Baskaran
Steven Foster
Nick Adams
Nate Rolfes

...and the Global FASST team !

VIRTUAL VEHICLE built in MINUTES instead of MONTHS

AGENDA

- **Why & What is FASST** Robert ter Waarbeek
- **How does it work** Raghu Baskaran
- **Creating full Vehicle Simulation** Steven Foster
- **Scaling to production** Nick Adams
- **Inner Sourcing for Model Development** Nate Rolfes
- **Closing Statement** Robert ter Waarbeek

WHAT IS FASST? WHY DO WE NEED IT?



ROBERT TER WAARBEEK

WHY DO WE NEED FASST?

“Software and digital systems provide tremendous power in building complex systems not previously possible.

But this increase in power comes with a price – large software systems are fiendishly difficult to get correct.

The difficulty of building such software is often underestimated by engineers.”

– Nancy Leveson, Professor of Aeronautics and Astronautics at MIT

Widely recognized as a preeminent expert in system and software safety



Automotive Vehicles are extremely complex mass produced mechatronics systems

with rising complexity its is essential to detect system issues early in development.

THE CHALLENGE OF FULL VEHICLE SIMULATION

ADAS Feature

EESE

Matlab 2012a 32bit
In-house + Supplier C

Status Q1-2017

Steering controls

Chassis

Matlab 2011b 32bit +target link
Supplier A + In-house

Vehicle Dynamics Models

VehDyn CAE

ADAMS

converted into:

CarSim

Dspace ASM

IPG-Carmaker

Mathworks-VDBS

Powertrain Models

Powertrain

Matlab 2015b 64bit + MBD
In-house

Brake Controls

Chassis

Matlab 2014b 32bit
Supplier B + In-house

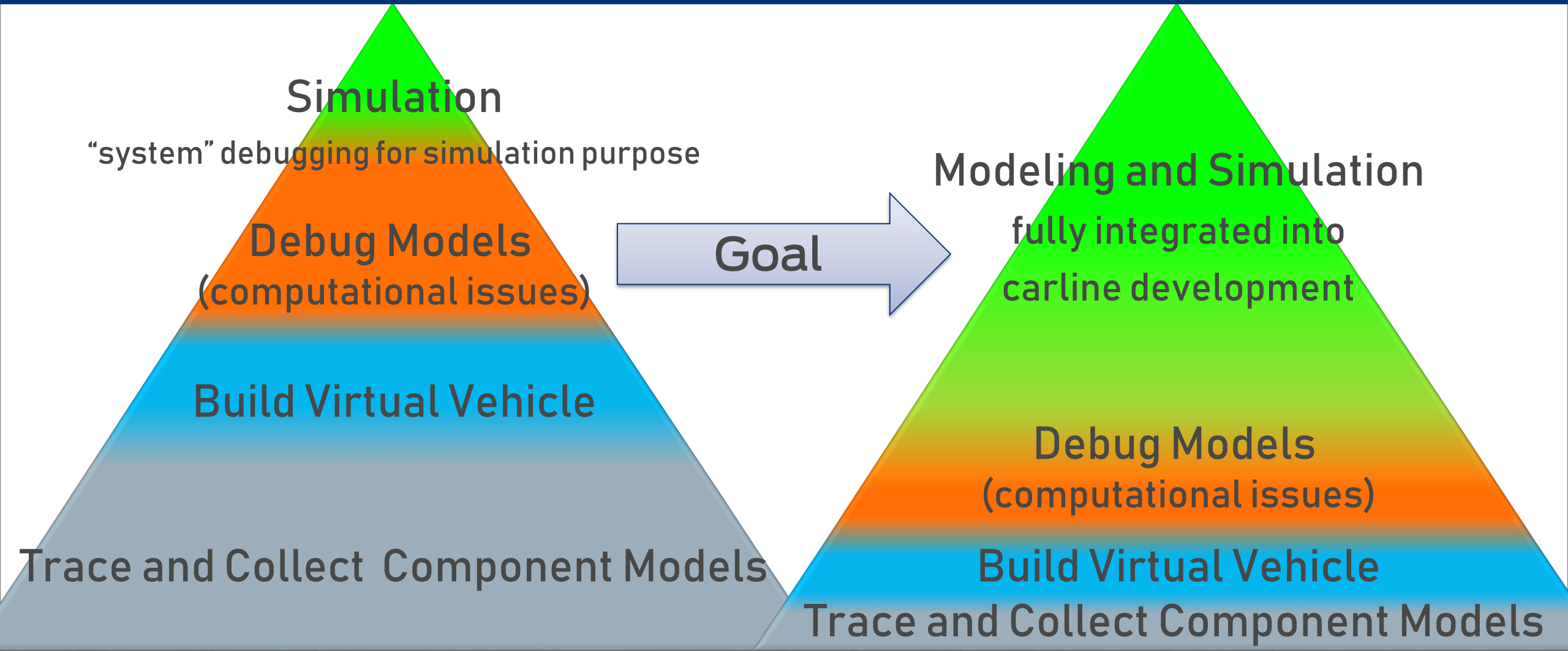
ADAS

Sensor
Models
EESE

CarSim
Carmaker
Unreal

For virtual development of distributed systems all teams have to work together

SIMULATION INEFFICIENCY



Initial State

Desired State

FORD AUTOMATED SYSTEM SIMULATION TOOLCHAIN (FASST)

GitHub

40 million+ Global Users

Ford: 10,000+ Users

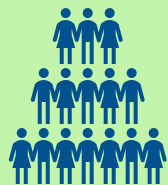


Most widely used source control management tool

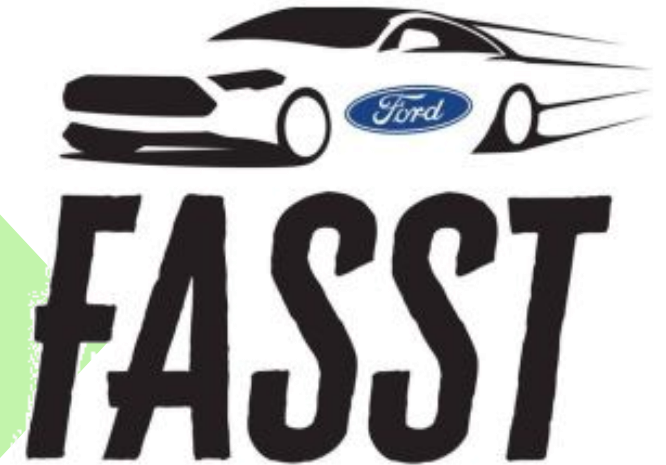
MATLAB® & SIMULINK®

3 million+ Global Users / 4,500 Employees / 31 Offices Globally

Ford: 7,000+ Matlab / 4,000+ Simulink Users



A Smart Cross Organizational team



500+ Members / Passive Users
100+ Active Users
~30 Members on "DevOps" Team

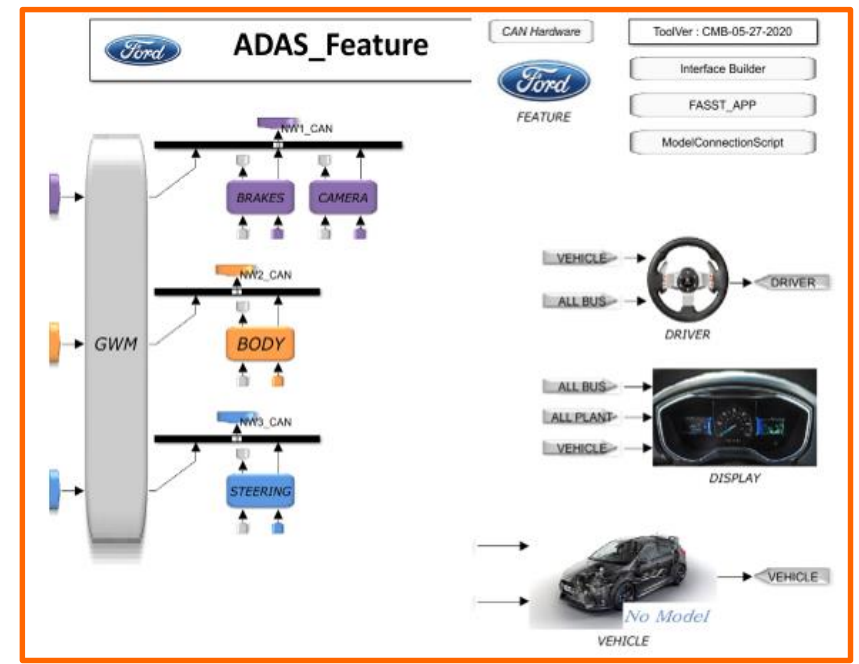
FASST: BUILDING THE SKELETON MODEL



Program_Name	ADAS	
Feature_Name	Feature	
Variant_Name		
Model Parts	GitHub Organization and Repository	Branch/Tag
BRAKES	FASST/BRAKES	BehvM
CAMERA	FASST/CAMERA	BehvM
BODY	FASST/BODY	SkellM
STEERING	FASST/STEERING	BehvM
FEATURE	FASST/FEATURE	Feature1
DISPLAY	FASST/DISPLAY	Display1
DRIVER	FASST/DRIVER	Driver1



Program_Name	ADAS
Feature_Name	Feature
Variant_Name	
Model Parts	GitHub Organization and Repository
BRAKES	FASST/BRAKES
CAMERA	FASST/CAMERA
BODY	FASST/BODY
STEERING	FASST/STEERING
FEATURE	FASST/FEATURE
DISPLAY	FASST/DISPLAY
DRIVER	FASST/DRIVER



Vehicle controls architecture

Bill Of Models

Skeleton/System Model

FASST: CREATING A VEHICLE MODEL

GitHub

MODEL REPOSITORY
Populate ECU contents from functional software model developers

Brakes

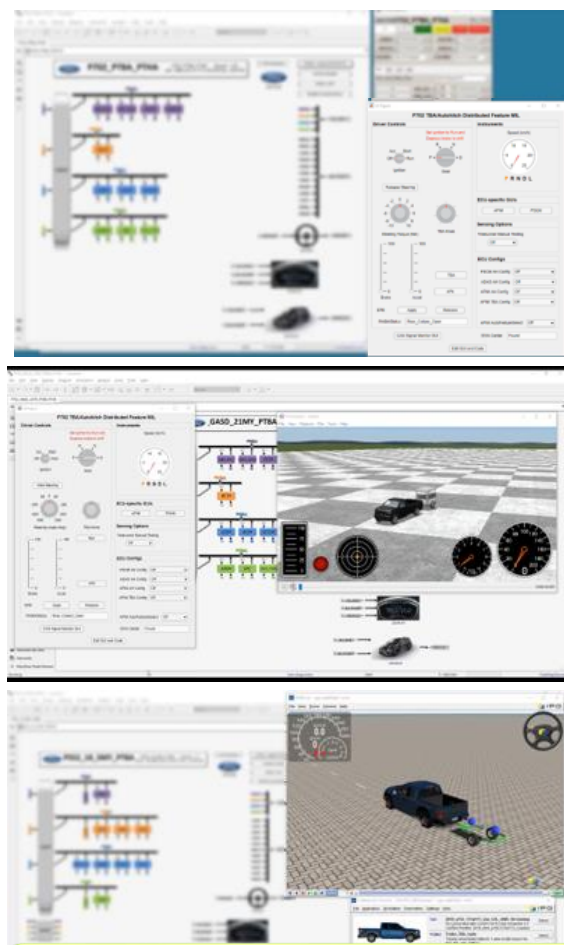
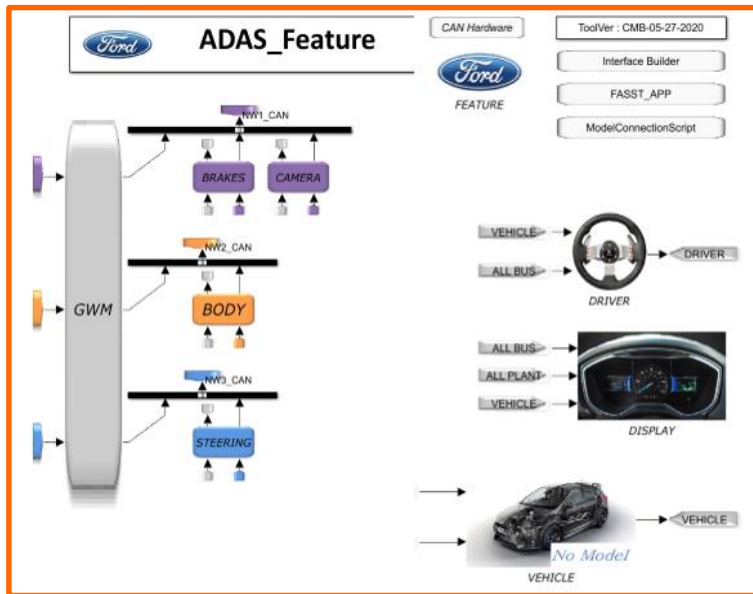
Camera

Steering

...

VEHICLE

- **VDBS**
- **CarSim**
- **Carmaker**
- ...



Skeleton/System Model

Component Models

Vehicle models

FASST: VIRTUAL DEVELOPMENT



There is no single virtual vehicle




DVM,DVP
with metrics

or

Explorative
testing

Test Plan



Virtual
development

FORD AUTOMATED SYSTEM SIMULATION TOOLCHAIN (FASST)

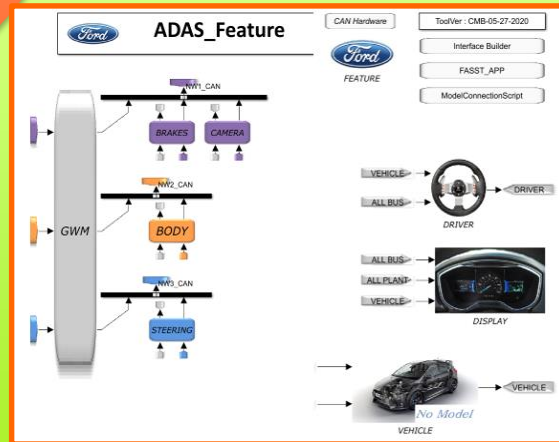
Vehicle controls architecture

Feature model BOM (Bill Of Models)



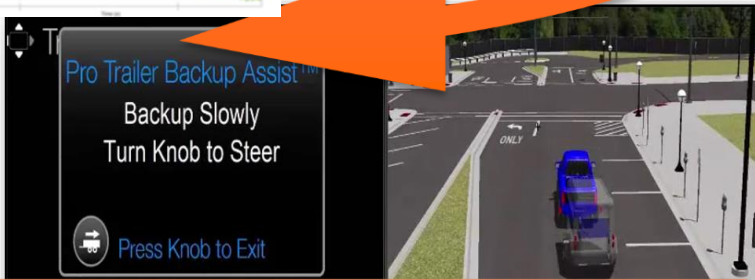
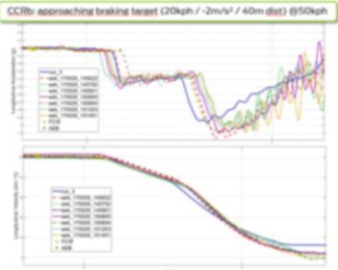
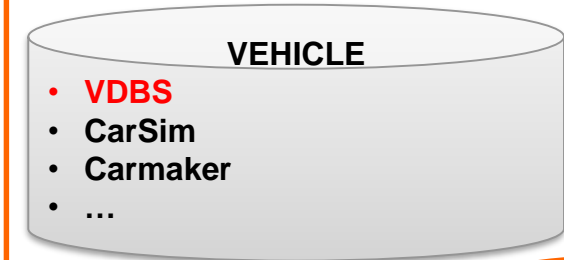
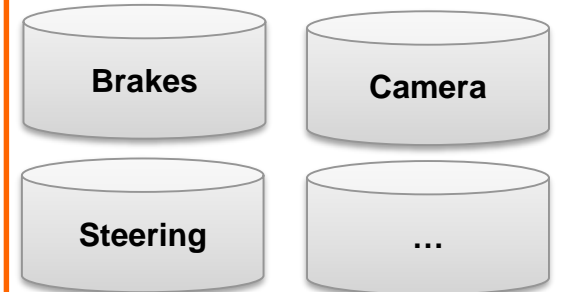
FASST

Build system/skeleton model & Include components



GitHub

MODEL REPOSITORY
Populate ECU contents from functional software model developers



Virtual development & Verification

FASST reduced virtual vehicle build from months into minutes

HOW DOES IT WORK?

THE MECHANICS OF BUILDING A FASST MODEL

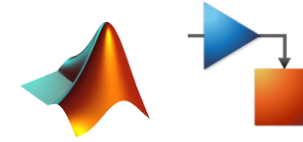


RAGHU BASKARAN

WHAT DO WE NEED TO BUILD A FASST MODEL?

GitHub

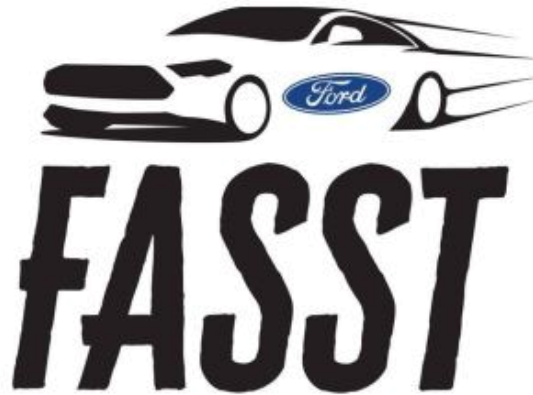
Cloud-Based
Distributed
Version Control



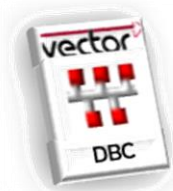
ECU Models &
Components



Model
BOM



Vehicle Plant
Models



ECU Architecture
(DBC)

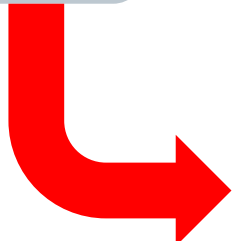


Plant Interface
Sheet

IT ALL STARTS WITH THE BILL OF MODELS



Model BOM*



<metadata>		
Program_Name	ADAS	
Feature_Name	Feature	
Variant_Name		
Model Parts	GitHub Organization and Repository	Branch/Tag
<components>		
BRAKES	FASST/BRAKES	BehvM
CAMERA	FASST/CAMERA	BehvM
BODY	FASST/BODY	SkelM
STEERING	FASST/STEERING	ReqM
FEATURE	FASST/FEATURE	Feature1
DISPLAY	FASST/DISPLAY	Display1
DRIVER	FASST/DRIVER	Driver1
</components>		
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Vehicle	FASST/Vehicle	BehvM
CarSim		
CarMaker		
VDBS	FASST/VDBS	BehvM
Ford_PowerTrain		
ADAMS		
</vehicle>		
<network>		
DBC	FASST/DBC	Latest_Architecture

Program Name
Feature Name
Variant Name

ECU Component
Models

Location in GitHub

Model Fidelity or
Release Tag

Vehicle Dynamics
Model Selection

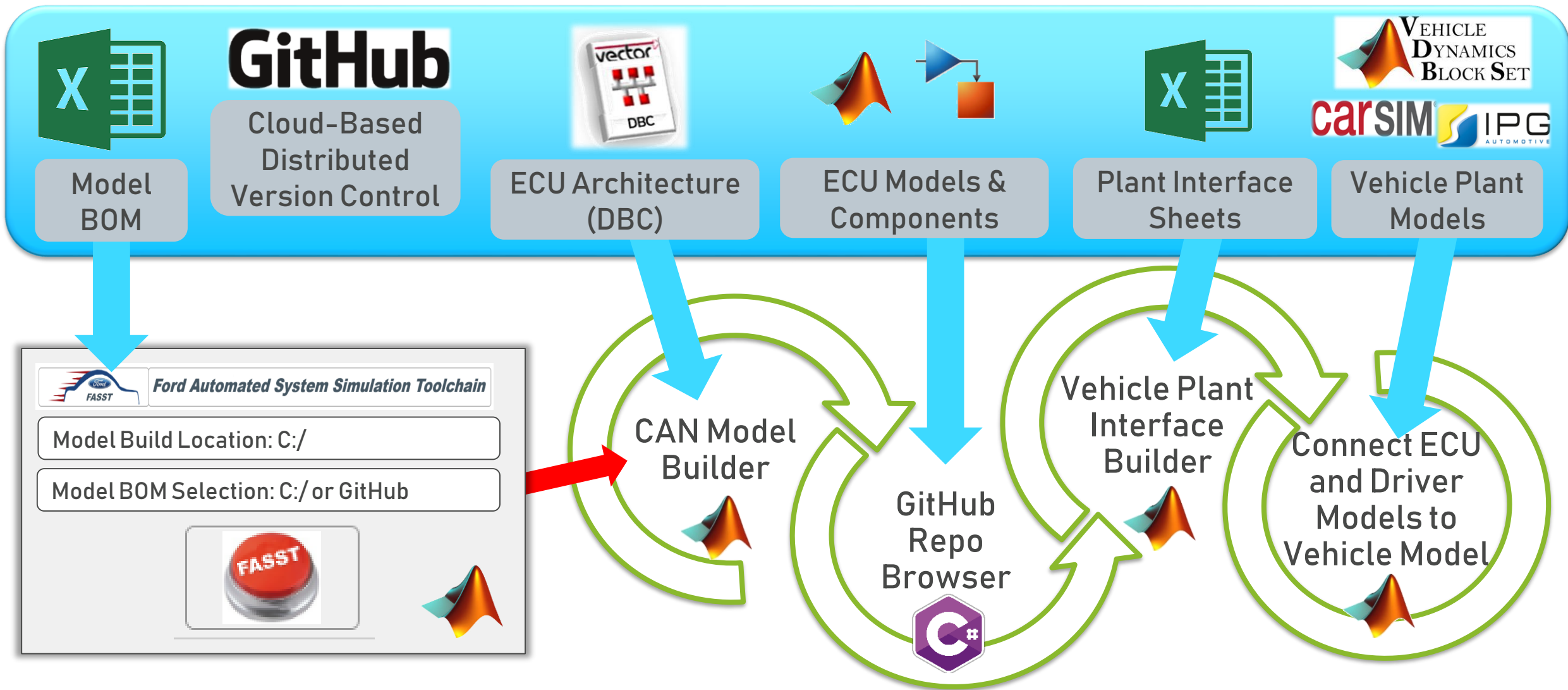
Network / ECU
Architecture

*Additional sections

(not shown) for:

- Build Options
- System Model
- Test Procedures
- Optional Tools
- Documentation
- Test Results
- Miscellaneous

THE FASST "ONE CLICK" SYSTEM MODEL BUILD



FASST is an automation wrapper for several linked tools that builds the full system vehicle model from components in the GitHub cloud

FASST DEMONSTRATION VIDEO



ANATOMY OF A FASST MODEL


Program & Feature Name



ADAS_Feature

ADAS_Feature Version: 1.4
 ed: Thu May 28 01:35:27 2020 by RBASKA

CAN Hardware



FEATURE

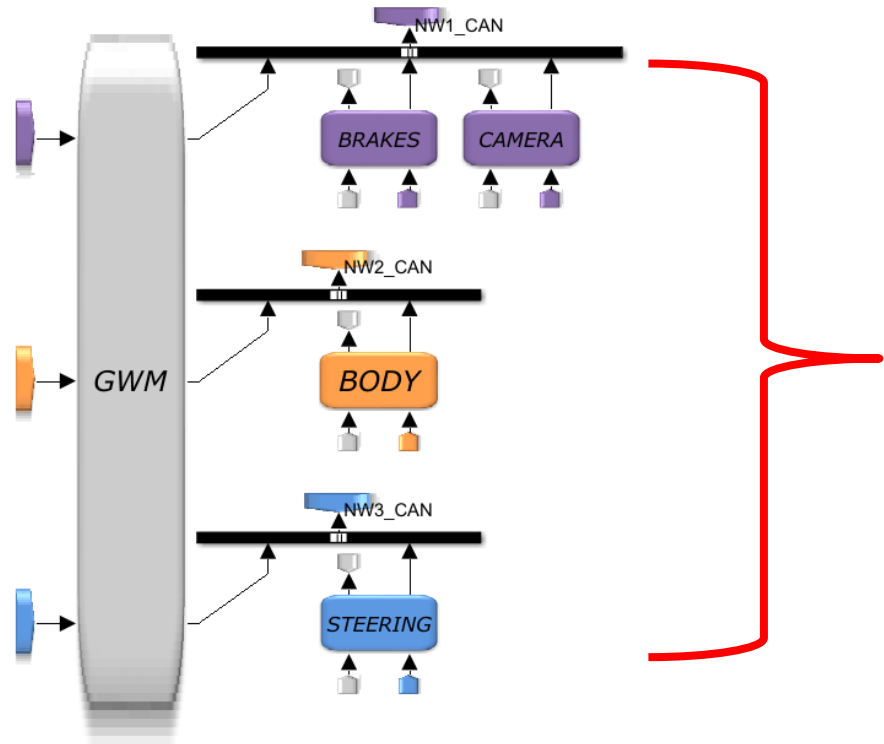
ToolVer : CMB-05-27-2020

Interface Builder

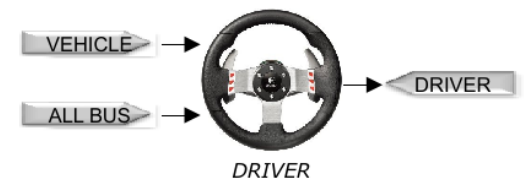
FASST_APP

ModelConnectionScript

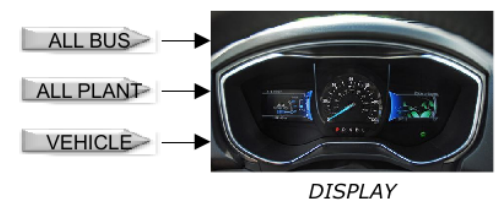
Shortcut Buttons to FASST Tools



Virtual ECU
"Breadboard"
MIL, SIL, & HIL
Ready



Driver Model



Signal Monitors Displays



Vehicle Model

FASST generates an ECU framework model that can accept "plug and play" components to capture as many use cases as possible


ANATOMY OF A FASST MODEL

Program & Feature Name


ADAS_Feature

ADAS_Feature Version: 1.4
ed: Thu May 28 01:35:27 2020 by RBASKA

CAN Hardware


 FEATURE

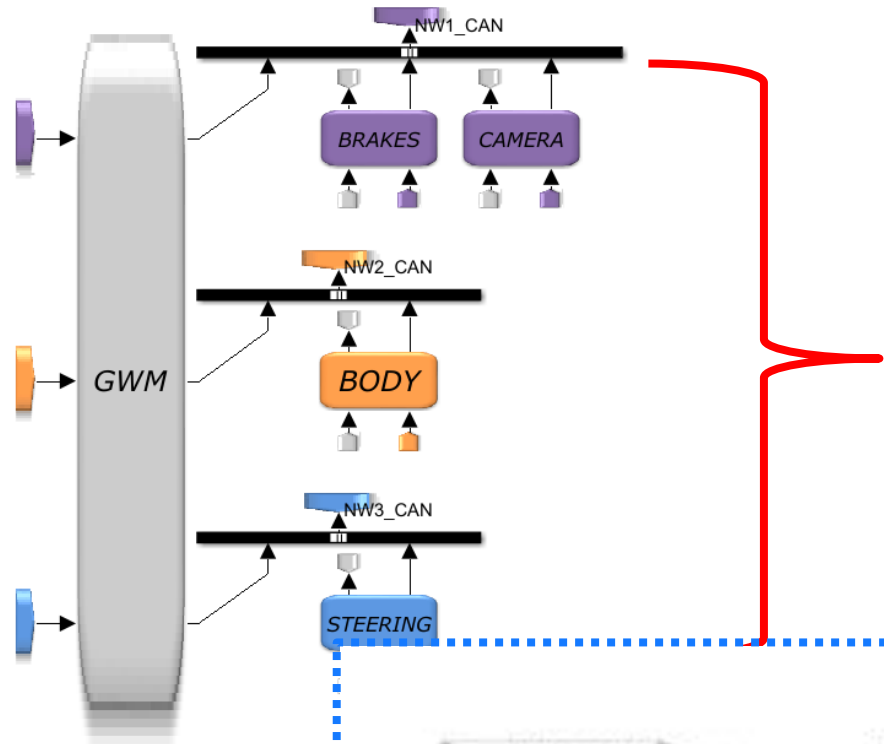
ToolVer : CMB-05-27-2020

Interface Builder

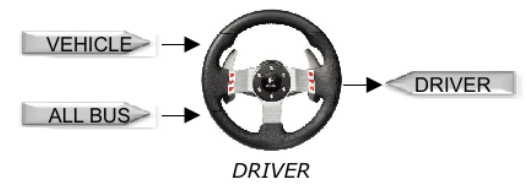
FASST_APP

ModelConnectionScript

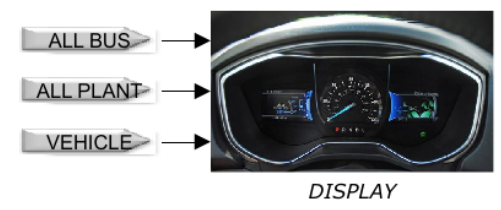
Shortcut Buttons to FASST Tools



Virtual ECU "Breadboard" MIL, SIL, & HIL Ready



Driver Model



Signal Monitors Displays



Vehicle Model

CREATING FULL VEHICLE SIMULATION: CONNECTING SYSTEM COMPONENTS TO THE VEHICLE MODEL



STEVEN FOSTER

VEHICLE PLANT MODEL FLEXIBILITY IS CRITICAL

Why Support Multiple Vehicle Plant Models?

Simulation Speed

Licensing Cost / Availability

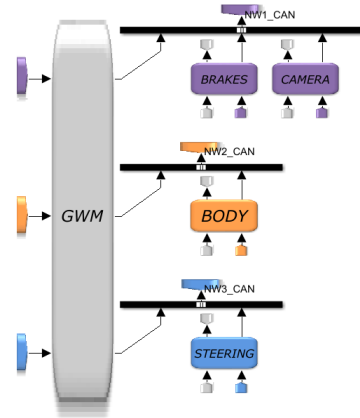
User Experience

Department Preference

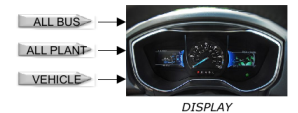
Model Fidelity

Ford **ADAS_Feature** ADAS_Feature Version: 1.4
ed: Thu May 28 01:35:27 2020 by RBASKI

CAN Hardware
ToolVer: CMB-05-27-2020
Interface Builder
FASST_APP
ModelConnectionScript



FASST with Vehicle Dynamic Blockset



SIMULINK



VDBS



NO MODEL



CARMAKER



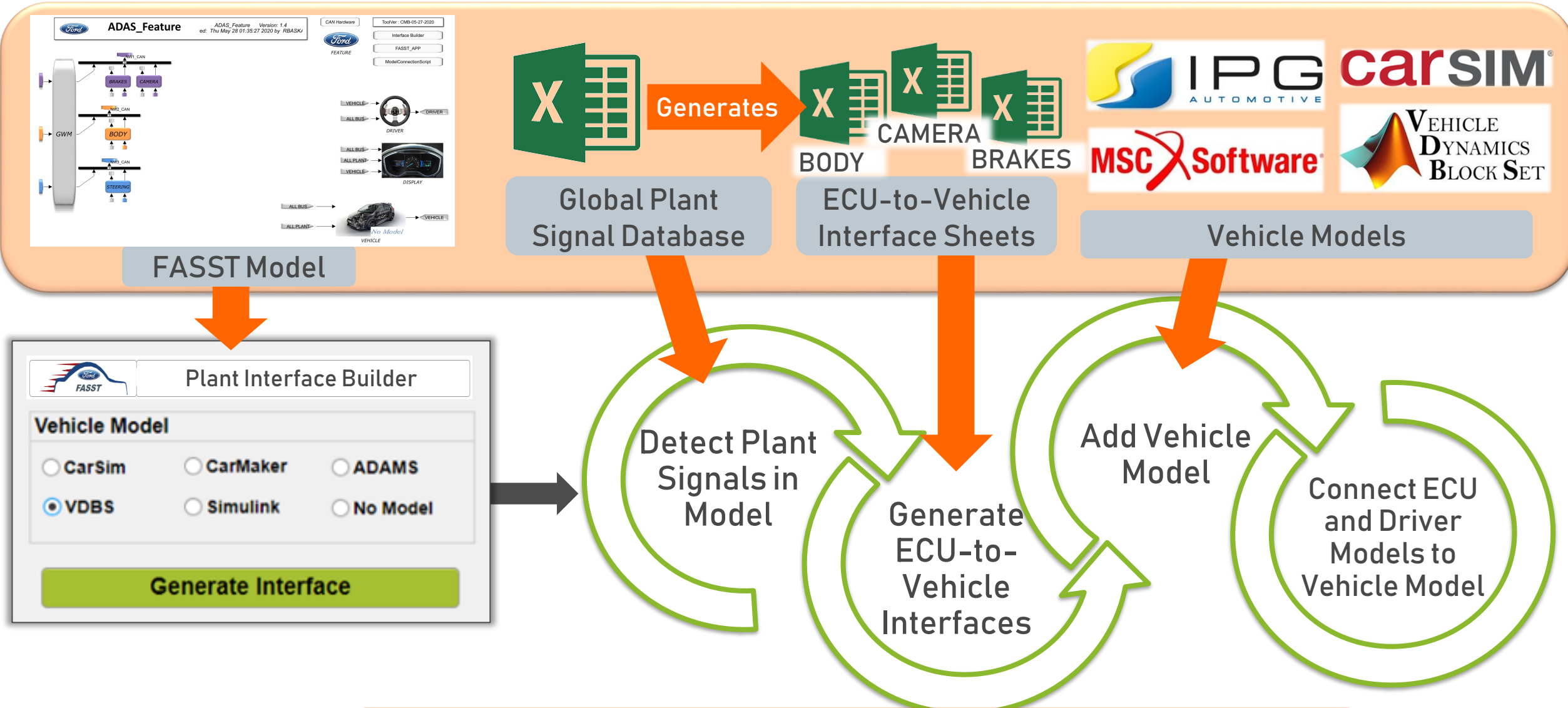
ADAMS



CARSIM

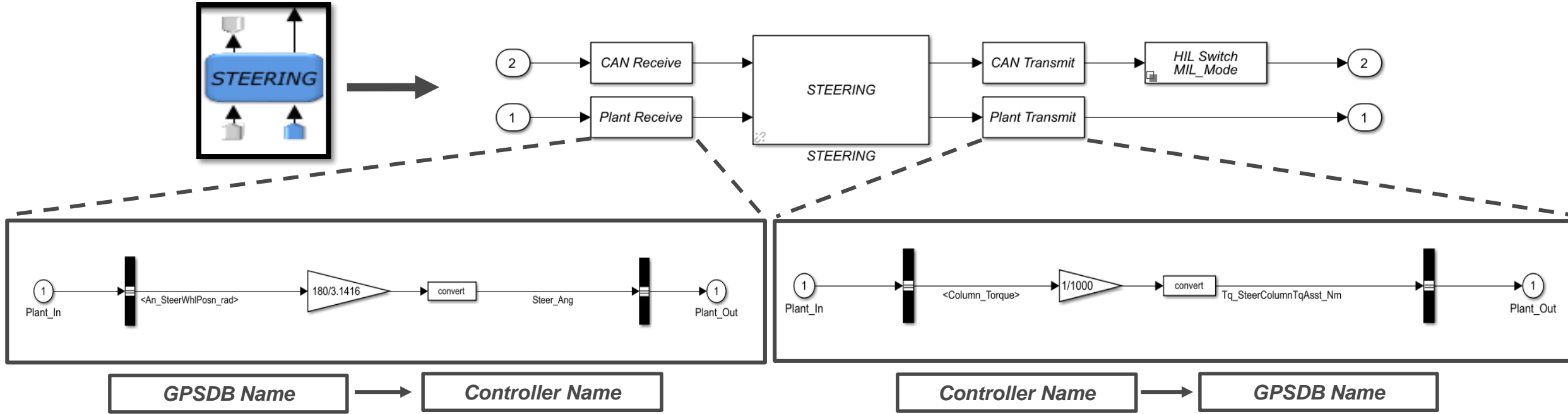
Vehicle Plant Option Flexibility

THE FASST PLANT VEHICLE BUILD PROCESS



The Plant Interface Builder automates the connections within FASST

THE VEHICLE PLANT TO ECU CONNECTION INTERFACE



STEERING

ECU-to-Vehicle Interface Sheets

Interface	GPSDB Name	Controller Name	Unit Gain (GPSDB -> Controller)	Unit Gain (Controller -> GPSDB)	VDBS Name	Unit Gain (GPSDB -> VDBS)	Unit Gain (VDBS -> GPSDB)
Receive from Plant	An_SteerWhlPosn_rad	Steer_Ang	$180/\pi$ (rad to deg)	$\pi/180$ (rad to deg)	AngIn	1 (rad to rad)	1 (rad to rad)
Transmit to Plant	Tq_SteerColumnTqAsst_Nm	Column_Torque	1000 (Nm to Nmm)	1/1000 (Nmm to Nm)	TrqIn	1 (Nm to Nm)	1 (Nm to Nm)



Global Plant Signal Database



ECU Models & Components



VEHICLE DYNAMICS BLOCK SET



Go Further

ADAS_FEATURE - Simulink

SIMULATION | DEBUG | MODELLING | FORMAT | APPS

FILE | LIBRARY | PREPARE | SIMULATE | REVIEW RESULTS


MBO_Utilities | ADAS_FEATURE

Hide/Show Explorer Bar | ADAS_FEATURE

Zoom | Fit to View | Sample Time | Annotation | Image | Area

Viewmark this View | Viewmarks | Hide/Show Model Browser

Ready | View 1 warning | 114% | FixedStepDiscrete | 7:34 AM 6/3/2020




ADAS_FEATURE


ADAS_FEATURE Version: 1.6
 red: Tue Jun 02 12:27:05 2020 by SFOSTE

CAN Hardware


ToolVer: CMB-04-27-2020



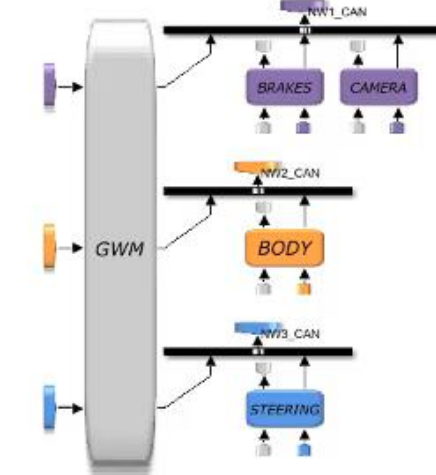
Interface Builder




FASST_APP



ModelConnectionScript





Interface Builder Demo

SCALING TO PRODUCTION:

UNLEASHING THE POWER OF CONTINUOUS INTEGRATION(CI)

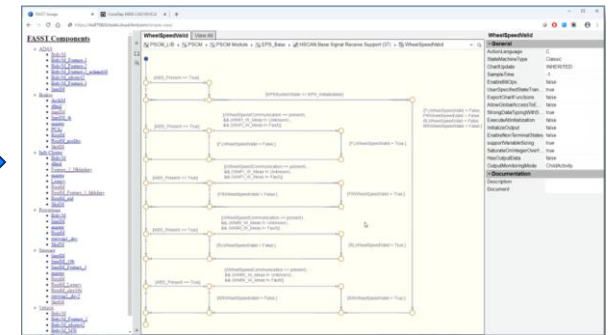
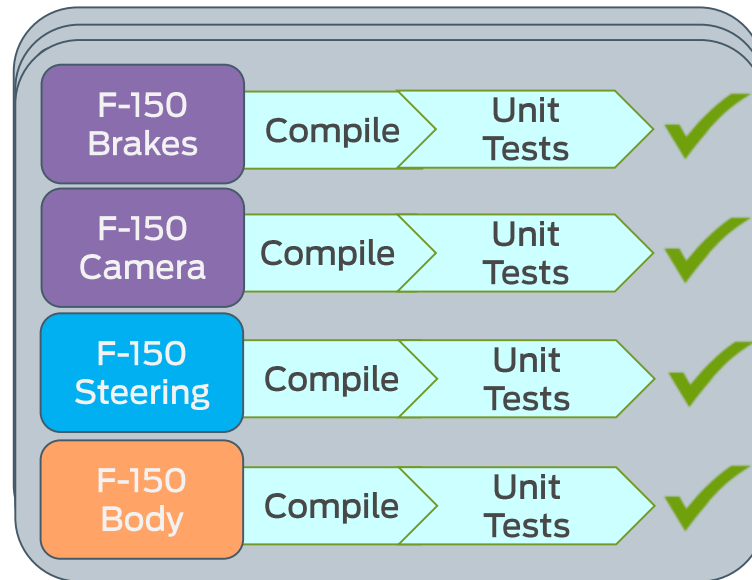
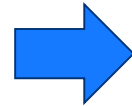
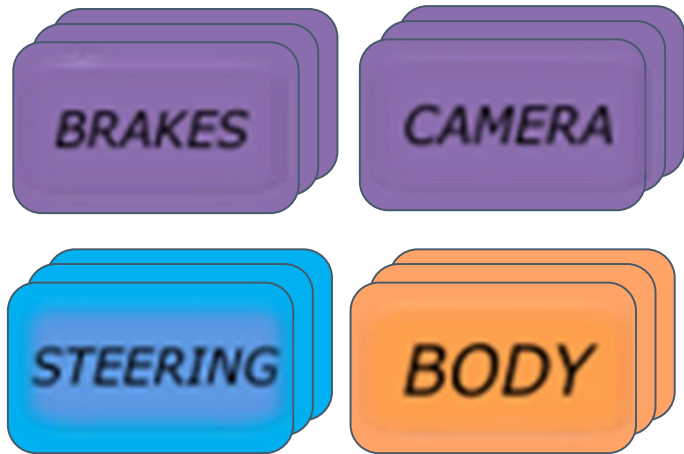


NICK ADAMS

CONTINUOUS INTEGRATION: JENKINS TO VALIDATE COMPONENTS



Component ECU Repos



250+ tested models are viewable from a browser

At least 10 carlines × 30 ECUs
Tests run nightly

THE FASST GARAGE TO BROWSE COMPONENTS

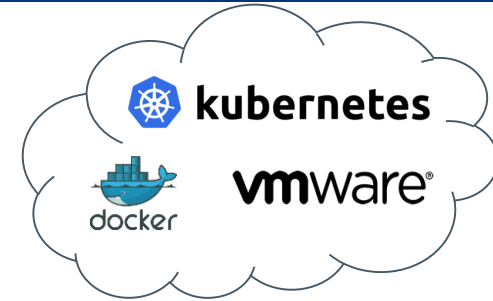
The screenshot displays the FASST Garage application interface. On the left, a tree view titled "FASST Components" lists various modules under categories like ADAS, Brakes, Info Cluster, Powertrain, Steering, and Vehicle. The main area shows a state machine diagram for the "WheelSpeedValid" component. The diagram consists of several states and transitions. Transitions are labeled with conditions such as "[ABS_Present == True]" and "[EPSSystemState == EPS_Initialization]". States are labeled with conditions like "{FLWheelSpeedValid = False;}" and "{FLWheelSpeedValid = True;}" for the front left wheel, and similar for front right, rear left, and rear right wheels. The right-hand panel shows the configuration properties for "WheelSpeedValid", including "General" settings like ActionLanguage (C), StateMachineType (Classic), and "Documentation" settings.

FASST Garage is the enabler for finding the right model based on the use case and user's needs

CONTINUOUS INTEGRATION: JENKINS TO AUTOMATE VEHICLE BUILDS



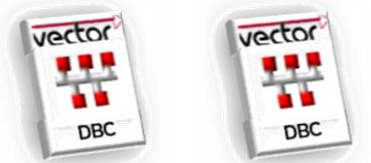
Jenkins



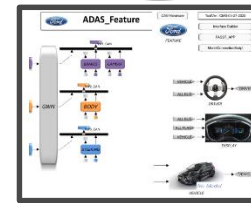
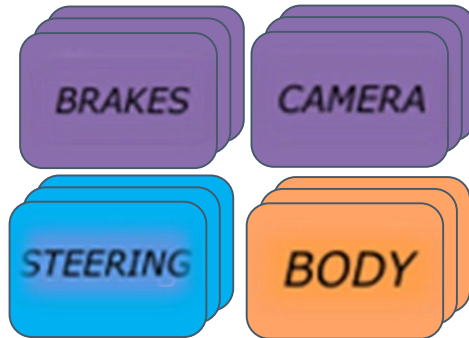
Bill of Models Library



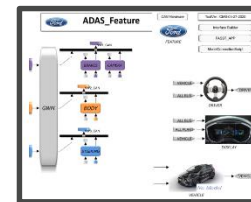
ECU Network (DBC)



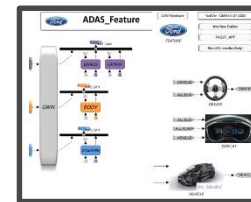
Component ECU Repositories



F-150 Lane Assist



F-150 Park Assist



F-150 Trailer Assist



Dozens of BOMs are built and tested in parallel for a combined total of 40+ hours each day

One pipeline takes between 10 min to over an hour

INNER SOURCING FOR MODEL DEVELOPMENT



NATE ROLFES

**“All Models Are Wrong...
Some are Useful”**

- George E.P. Box

FASST AND THE POWER OF INNER SOURCING

Inner Source

is the adoption of **open source software development** best practices and establishment of **open source culture within an enterprise.**

Collaboration

Maximize the pool of engineering brainpower for advancing a project, meeting user needs, or finding and fixing bugs. **Never start from scratch, always build upon others work!**

Communication

Transparent, self-documenting, and “searchable” problem solving and decision-making creates trust & alignment in the goals and **makes it easy for new users to get on-board and start contributing!**

Egalitarian

Users are Developers & Developers are Users leads to a culture void of “politics” as recognition is inherently merit-based. Can work around organizational barriers and **provide everyone the opportunity to influence the project direction and success!**

The “Plausible Promise”

“Your program can be crude, buggy, incomplete, and poorly documented. What it must not fail to do is (a) run, and (b) convince potential co-developers that it **can be evolved into something really neat in the foreseeable future.**”

- Eric S. Raymond, The Cathedral and the Bazaar

Establishing standard interfaces, terminology, and metrics around model types & capabilities is critical to gain traction for inner source

MODEL FIDELITY: SIMPLIFIED AND FUNCTIONAL MODELS

Skeleton Model

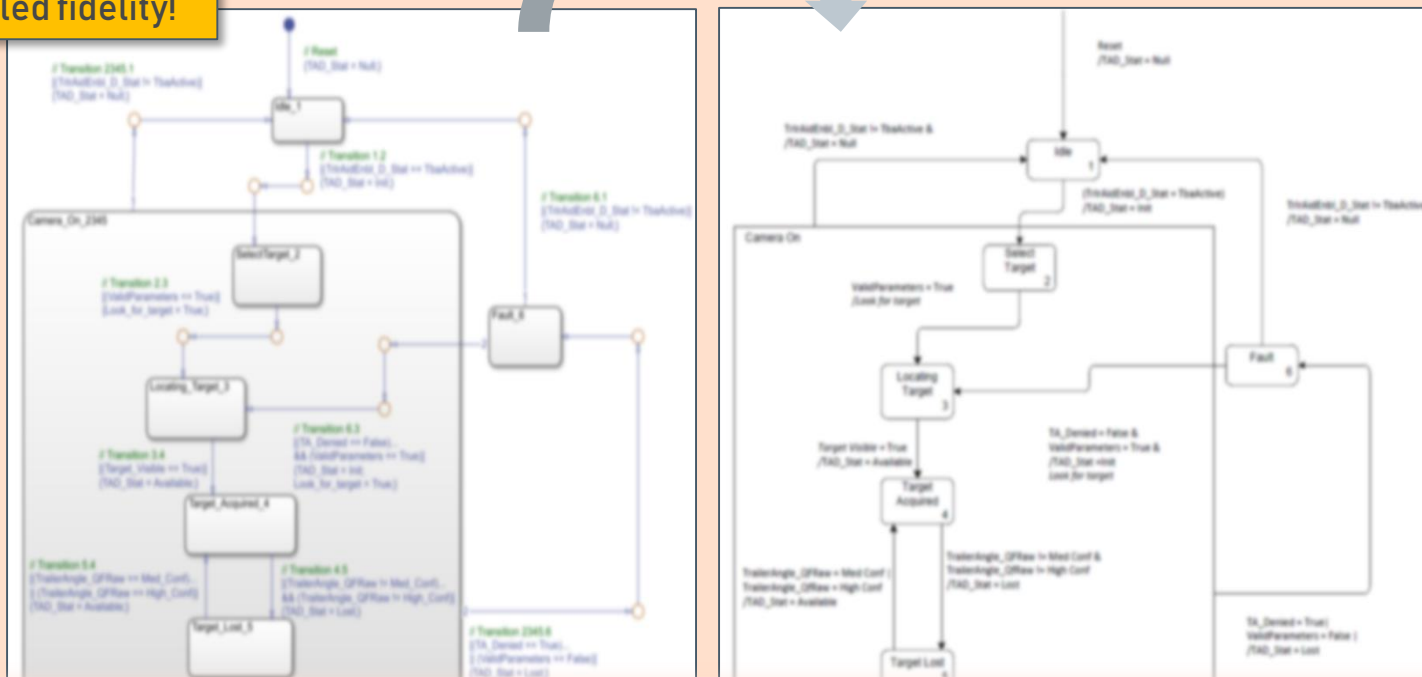
Interfaces (I/O) with Changeable Outputs (No behavior or logic)



The three diagrams are for the same model to demonstrate scaled fidelity!

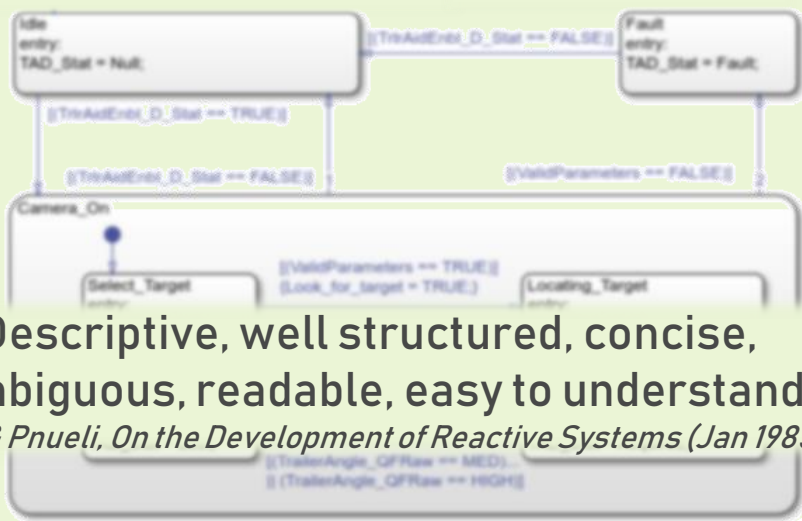
Requirement Model

Executable representation of functional design requirements and specifications



Behavior Model

Design Intent Behavior



“Descriptive, well structured, concise, unambiguous, readable, easy to understand.”
Harel & Pnueli, *On the Development of Reactive Systems* (Jan 1985)

“Capture the functional requirement in a clear and executable manner.”

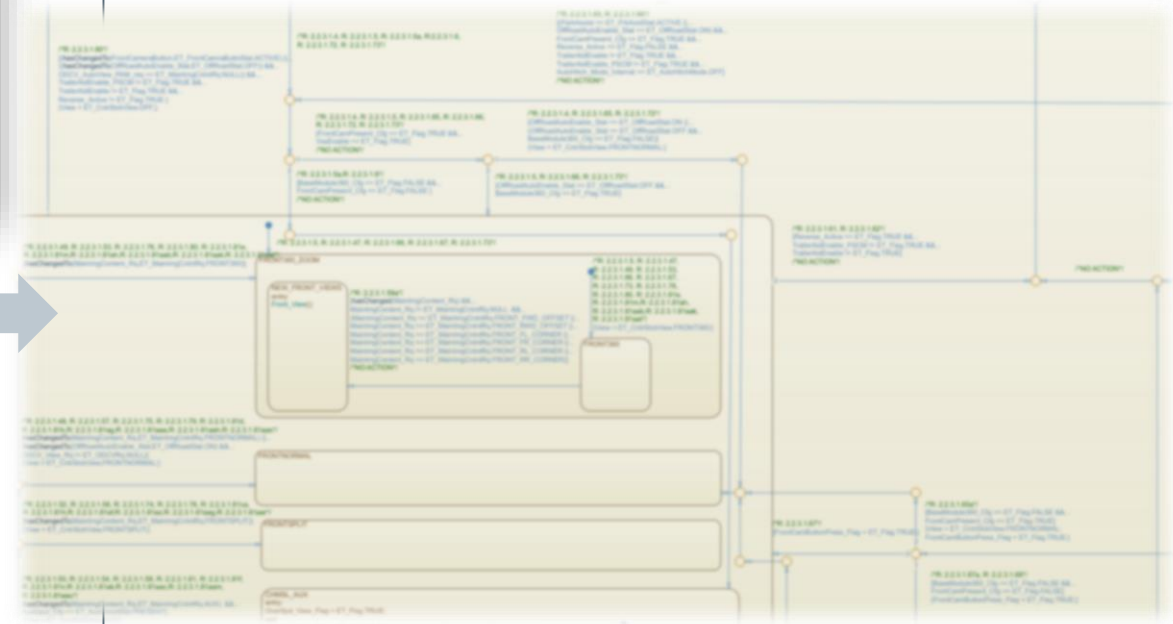
Lee & Friedman, Requirements Modeling & Automated Requirements-Based Test Generation (2014)

Evidence indicates that over 60% of System software issues emerge from these three phases!

MODEL FIDELITY: THE PRODUCTION IMPLEMENTATION MODEL

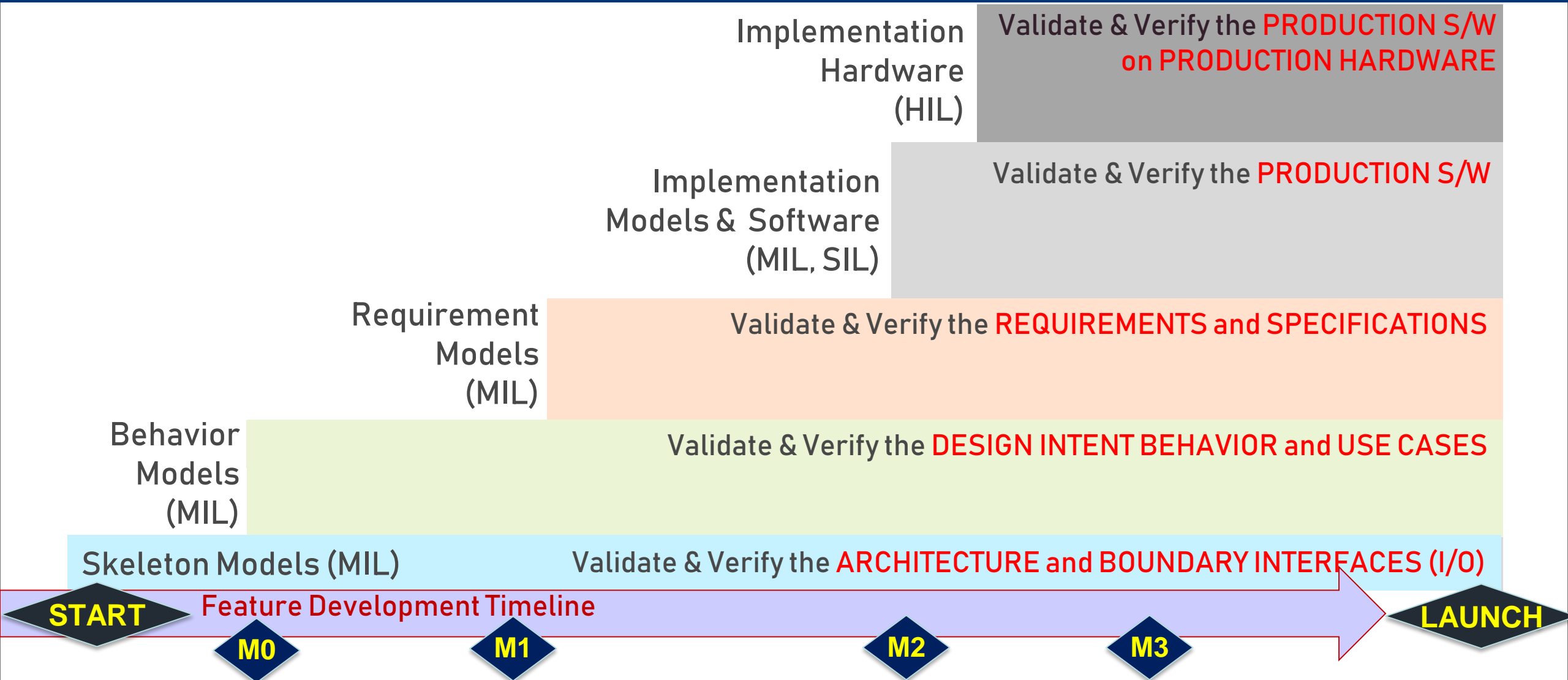
Implementation Model / Production Code

Model-Based Implementation of the production code model.
Typically only available for in-house model-based code.
Difficult to obtain for supplier written code (use HIL instead).



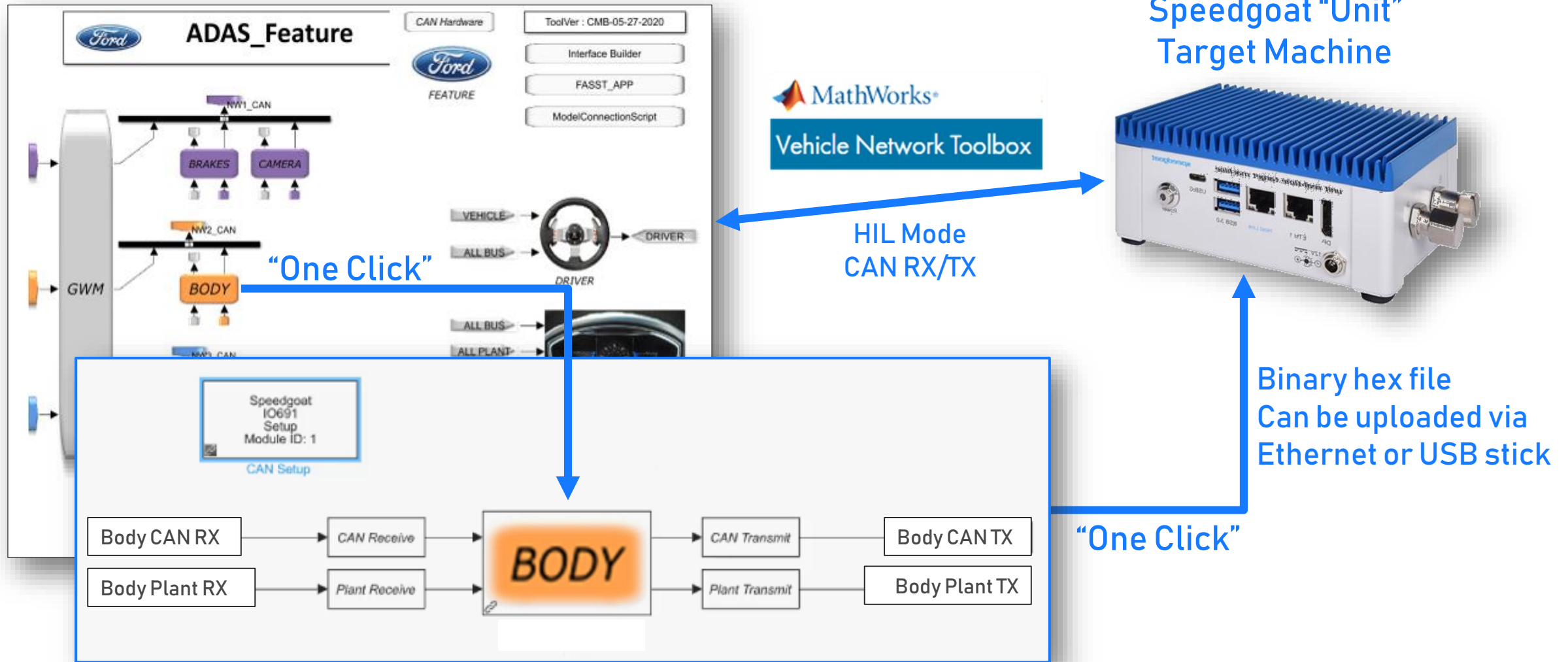
System simulations which utilize Implementation Models can take dozens of minutes to compile and don't simulate at real-time speeds!

THE IMPLEMENTATION MODEL CLIFF! vs the MODEL FIDELITY STAIRSTEP



Continuous Modeling Integration using scaled modeling fidelities is critical to ensure the systems work correctly the first time!

FASST "TO GO": QUICK DEPLOYMENT TO SPEEDGOAT



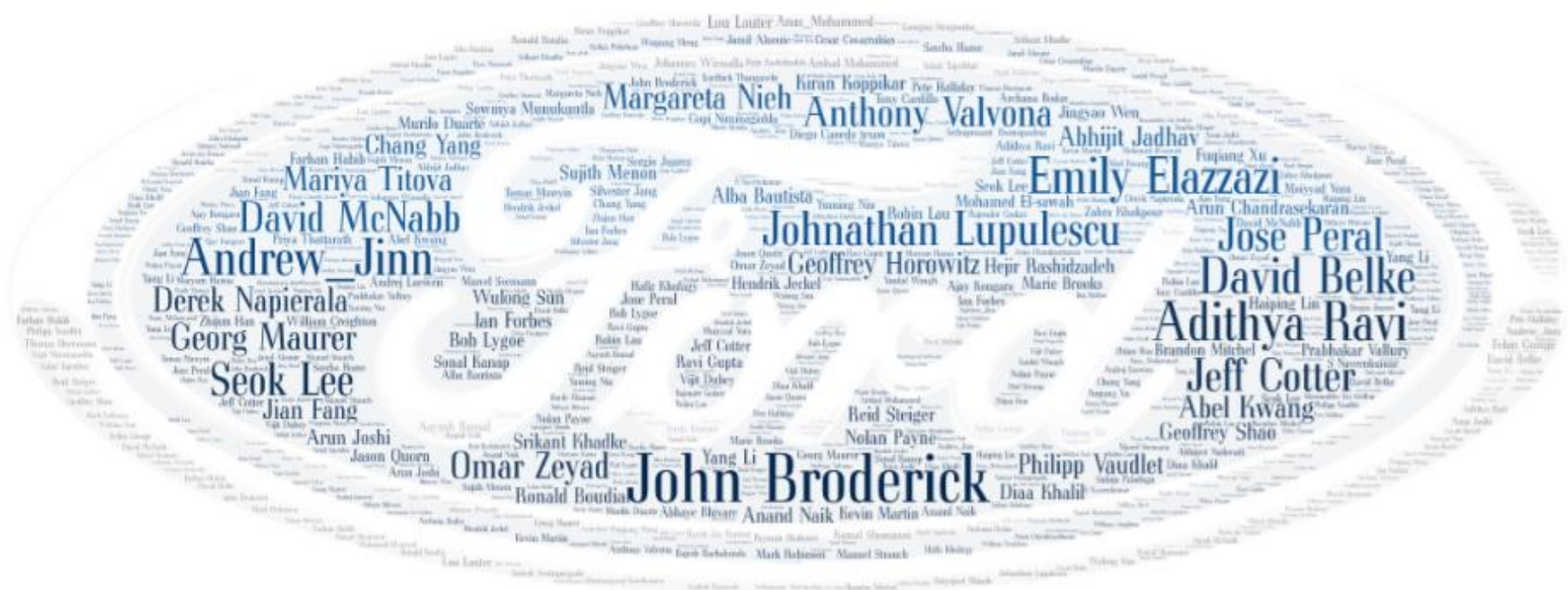
FASST "To Go" Provides flexible options for offloading model components to real-time hardware as well as an easy method to pass protected binary files to breadboard teams and suppliers

Summary

- FASST toolchain...
 - ... is developed in collaborative, modern, inner source and agile fashion, together with the MathWorks
 - ... helps to detect system Issues through out the development
 - ... reduced Virtual Vehicle build time from months to minutes
 - ... the automated processes eliminate modeling mistakes
 - ... in combination with CI enables scaling up modeling and simulation to enterprise level.
- The challenge of “*All models are wrong, but some of them are useful*” will always stay
- “Plug and Play” components are a critical key to success

FASST doesn't solve all the issues,
but makes the daily life of an engineer more effective and enabled
Cross Organizational Collaboration

With special thanks to the entire FASST team:





THANK YOU

Ford

YHV 810