BETA CAE Systems SA Pre- & post-processing tools in ANSA & µETA for Pedestrian Safety simulation

Introduction

Regulations

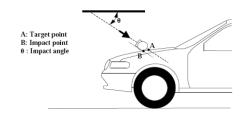
European regulations, for pedestrian safety, were introduced in the 90s to meet the goal of enhancing the pedestrian protection and reducing the number of pedestrian fatalities.

Since then, pedestrian friendly design has changed the styling and the engineering of the vehicle fronts. The aim was the protection of the pedestrians, a trade-off between safety and other vehicle performance requirements (i.e. aerodynamics).

Several regulations were introduced for the pedestrian safety, with most prevailing the EC Regulation and the EuroNCAP protocol.

The **EC regulation** sets out the basic requirements for the protection of pedestrians and other vulnerable road users in the form of test procedures and test limit values. These regulations are specific to the type of vehicle (i.e. size, platform) and for the frontal protection systems (i.e. bumper, bonnet) individually.

EuroNcap aims to encourage the improvement of vehicle performance, concerning the pedestrian safety, through leg-form, upper leg-form and child / adult head-form testing.



ANSA Pedestrian tool

The Pedestrian Tool of ANSA pre-processor enables the user to set up a complete simulation scenario of a pedestrian protection test, according to the EC Regulation and EuroNcap protocols.



The ANSA Pedestrian Tool goes through the following steps:

- Creation of the Reference Lines
- Determination of Target Points
- **Positioning** of the Headform on the Target Points

The above steps can be applied both on FE-mesh and unmeshed geometric data.

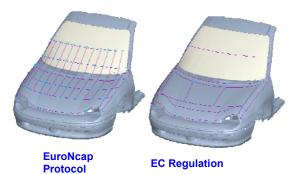
Creation of Reference Lines

Reference Lines

In the Reference Lines tab of the Pedestrian Tool window, the user selects the protocol type (EuroNCAP, EC), selects the part of the vehicle (bonnet, bumper or both) where the lines will be created and defines the height of the ground and the resolution of the curves for the creation of the respective WAD lines.

		×
Target Points	Positioning	
EuroNCAP Z	Apply on:	Bonnet 🗵
1	Windscreen:	2
-		_
10.	Step Size:	50
WAD Line	Conv2Beams	Undo All
	EuroNCAP /	EuroNCAP Apply on: 1 Windscreen: 10. Step Size:

The EuroNCAP and EC Regulation propose slightly different ways of dividing the front area of the vehicle in crucial sub areas. The difference occurs in the distances that the WAD lines have from the ground in each case.



Target Points Determination

The creation of the WAD lines leads the user to the determination of the Target Points. These points illustrate the exact endangered positions for a pedestrian through a crash. The Target Points tab of the Pedestrian Tool window enables the user to determine these points in two different ways: by creating a Raster of Target Points or by direct determination of Critical Target Points. The Critical Target Points are determined by providing a set of entities with the "Hard Parts" such as engine block, battery tray etc.

edestrian Test			
Reference Lines	Target Points	Positioning	
Raster of Target	Points - Head1	form Testing	
Length:		Test Zone:	Adult 🛛 🗹
Side Tol:		Windscreen:	
		Cre	ate Raster
Critical Target Hard Parts:	Points - Headfo	orm Testing	Child Z
	50.		
Search Step:	50.	Impact Angle:	60.
Points:	1	Impact Angle: Distance:	
		Distance:	60.

The position of the Raster and the Critical Target Points depends on the selection of the test zone: Child or Adult. The determined positions can be output in ASCII file and the user can use them directly in the post-processing phase with μ ETA post processor.





Positioning of Headform

After the determination of the Target Points, the next step is to place the Headform on these locations. The user selects the impact angle of the Headform, picks the target position from screen and executes the function.

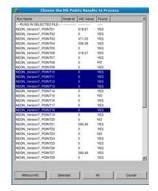
Pedestrian Test			×
Reference Lines	Target Points	Positioning	
Position: Headfo	orm 🗹		
Headform:	4 Bonnet:	1	
CID:	1 Move Bac	:k: 0.	
Angle: 6	0.		
Target Point	🔵 Contact Poir	nt 🔾 Test Poi	nt
X, Y, Z:	-3959.1106	-21.03923	831.904
		1	Position Item



Hit Points Post-Processing

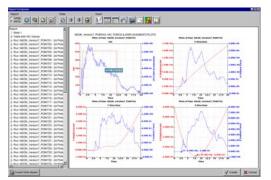
Selection of Hit Points for post-processing

µETA post-processor offers a user-toolbar specially developed to facilitate the post-processing of pedestrian analysis. All available results are automatically traced and listed in an interface that allows their selection.



2D Post-Processing

The calculation of the HIC criterion of all hit points results files is offered. Then, the software automatically creates an HTML & PPTX report with a summary table and 2d plots of HIC values, displacements and contact forces for each hit point.



3D Post-Processing

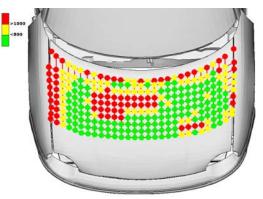
Through the 3D post-processing, it is possible to have bonnet deformation visualized according to the maximum deformation from all hit points results, and to append to the generated report a table with the maximum displacements of head and bonnet. Additionally, .gif videos of the area around each hit during the impact can be generated.



Creation of Annotations

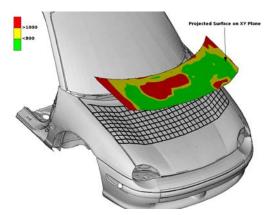
Annotations with HIC values

The user can create value-based colored annotations for the hit points, by reading the ASCII file containing stored results of the 2D post-processing analysis.



Interpolation & Projected Surface

The HIC values can be interpolated on the bonnet model. A projection of the impacted area is automatically created.



The area above a threshold HIC value is calculated, using the created projected area. μ ETA variables are also created to store the relevant values.

Total Visible Area: 611430.014		
Visible Area above 1000: 153410.515		
Visible Area above 1000: 25.09 %		
execution finished		

Conclusions - Benefits

ANSA & µETA suite offers powerful and unique functionality that allows pedestrian safety simulation model setup and analysis under a single roof.

For more information contact BETA CAE Systems S.A. Email: <u>ansa@beta-cae.gr</u>