

ACTIVE SAFETY 3.0



Prof. Kompaß, VP Fahrzeugsicherheit, 14. April 2016

**BMW
GROUP**

THE NEXT
100 YEARS 



Rolls-Royce
Motor Cars Limited

THE NEW BMW 7 SERIES DRIVER ASSISTANCE PROVIDES COMFORT AND SAFETY AT THE HIGHEST LEVEL.

Crossing traffic warning rear / front

Distance information

Night Vision

Lane keeping assistant with active side collision protection

Speed Limit Device

Active cruise control with Stop&Go function

Lateral parking aid

Rear collision prevention

Lane departure warning

Steering and lane control assistant

Speed limit and No Pass information

Panorama View

3D View

Top View

Lane change warning

Speed Limit Assist

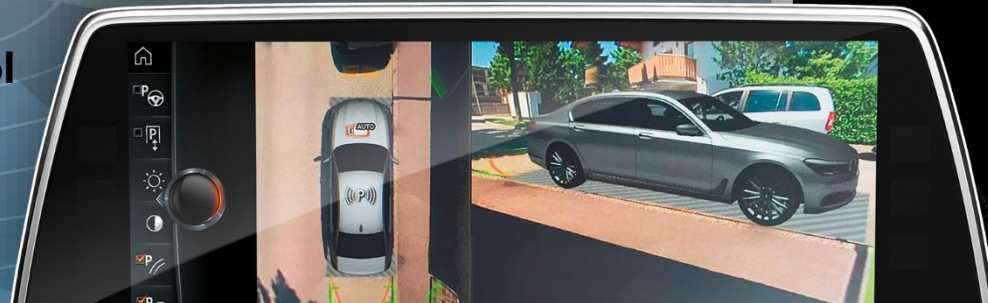
Parking assistant

Approach control warning with braking function

Active Park Distance Control

BMW Selective Beam

Remote Control Parking



ACTIVE SAFETY 3.0 – CUSTOMER BENEFIT AS THE FOCAL POINT.

Delegation

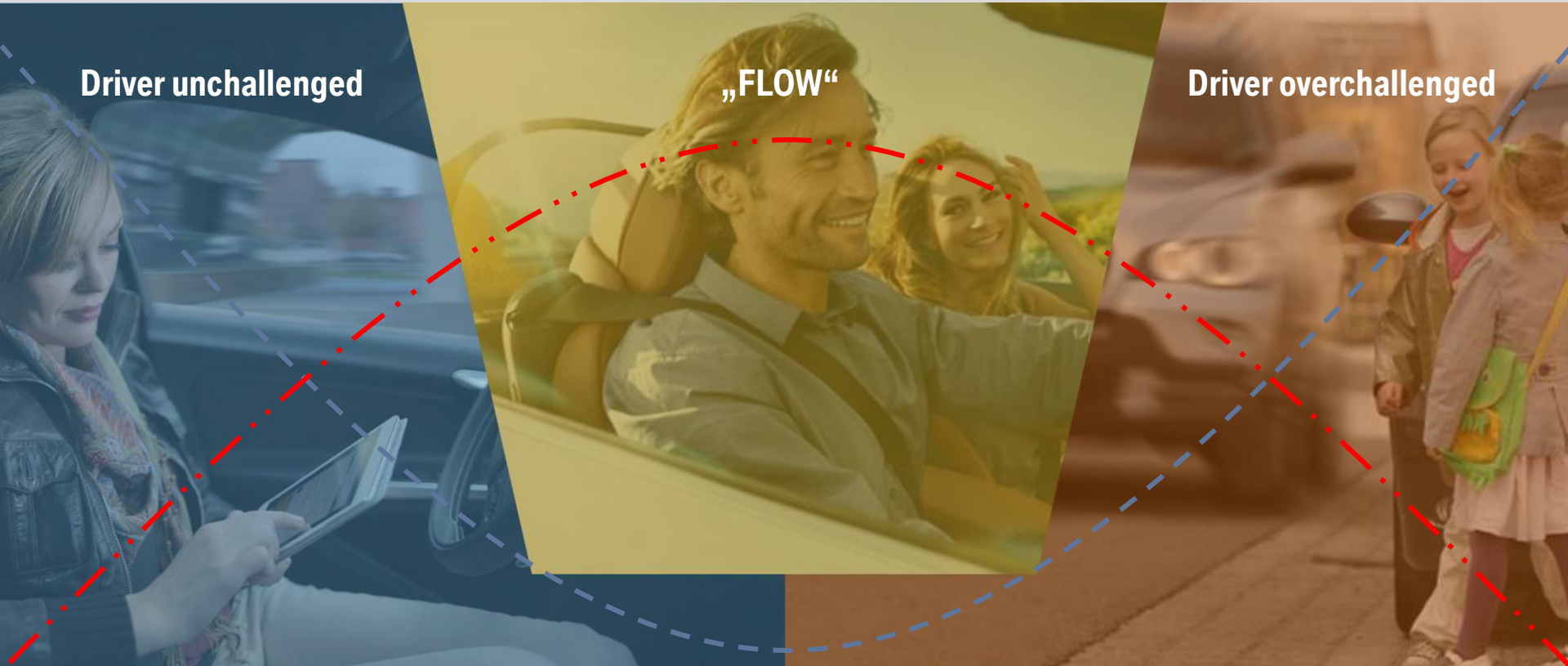
Ability

Safety

Driver unchallenged

„FLOW“

Driver overchallenged



— . . . — . . . Driver's performance

- - - - - Need for automation of driving tasks

ACTIVE SAFETY 3.0 – THE INTEGRATED APPROACH OF VEHICLE SAFETY.



Object Detection

– Camera

Driver Warning

–Acoustic Acute Warning

–Active Brake Assist



Pedestrian Protection

- Head Impact
- Upper-Leg
- Lower-Leg

Double-Stage System Reaction:

1. Optical and acoustic warning to the driver including pre-conditioning of brake system.
2. Automatic brake reaction when driver reaction is late, weak or absence.

Automatic Emergency Braking (AEB)

Only passive protection
Mitigating consequences by passive safety.

Accident is accepted.

Driver in the Loop
Support of driver's own accident avoidance capabilities

Collision unavoidable
Driver is no longer able to avoid an accident

Fail-Safe Operation
Default: Basis protection by passive safety.

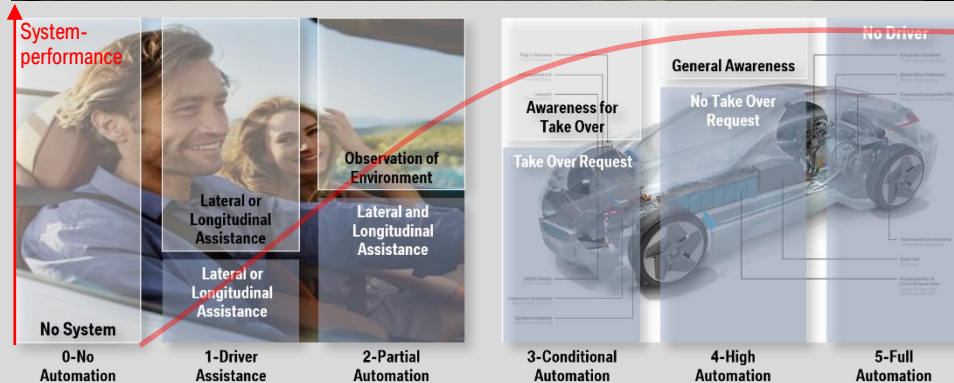
Aim is to avoid the accident!

ACTIVE SAFETY 3.0 – SYSTEM DESIGN BASED ON ANALYSIS OF SAFETY.

Requirements on automated systems
from a driver's point of view.

A driver should always ...

- ...be aware of the actual system status.
- ... know the limits of the system and is able to identify these limits at an early stage.
- ... pay adequate attention to traffic and the automated system or
- ... have reasonable time to take over the control of the vehicle.



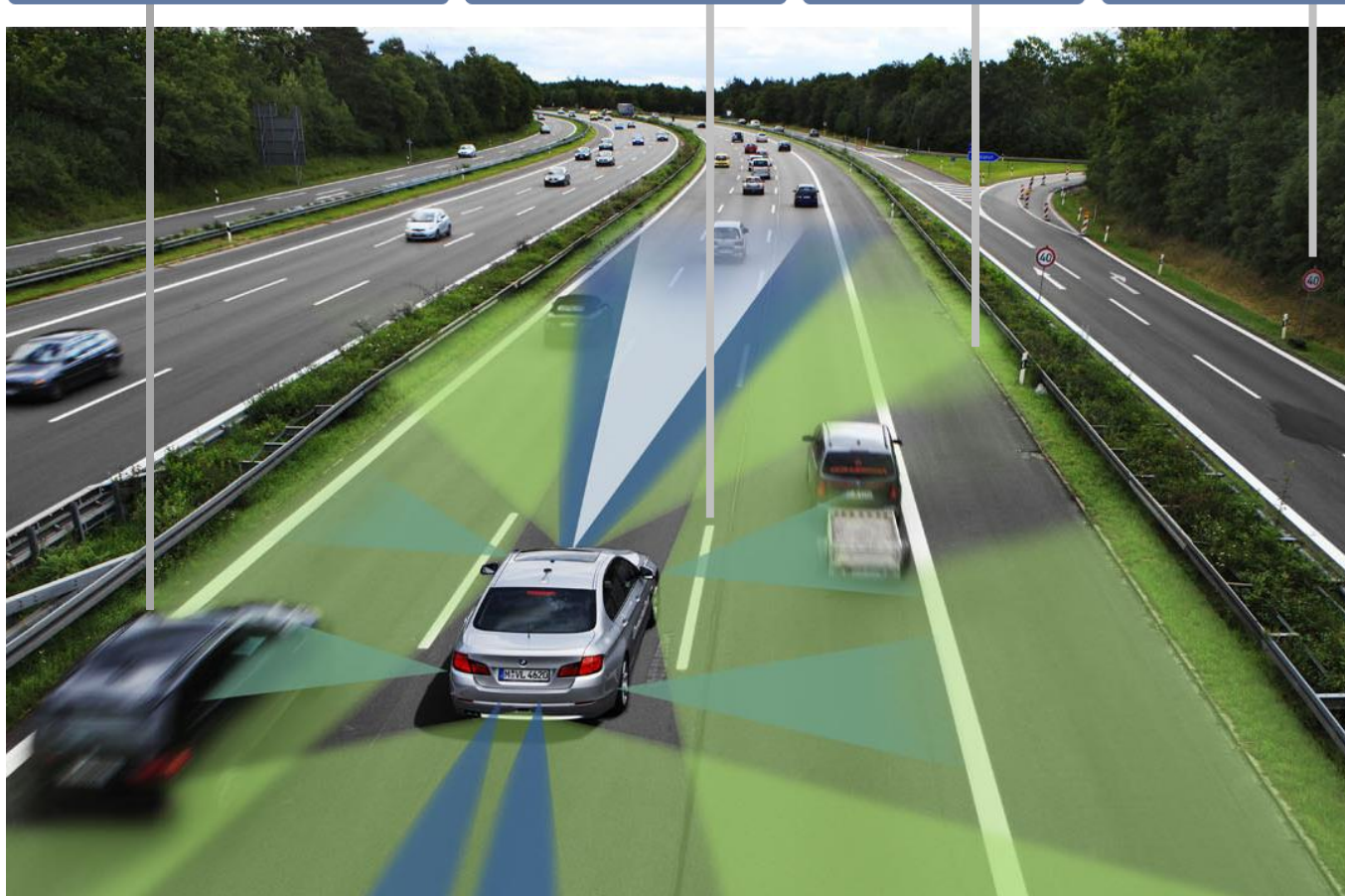
ACTIVE SAFETY 3.0 – EXTENSION TO BROAD ENVIRONMENT PERCEPTION.

Dynamic objects
(vehicles, pedestrians)

Lane markings

Crash barriers,
shoulders

Traffic signs



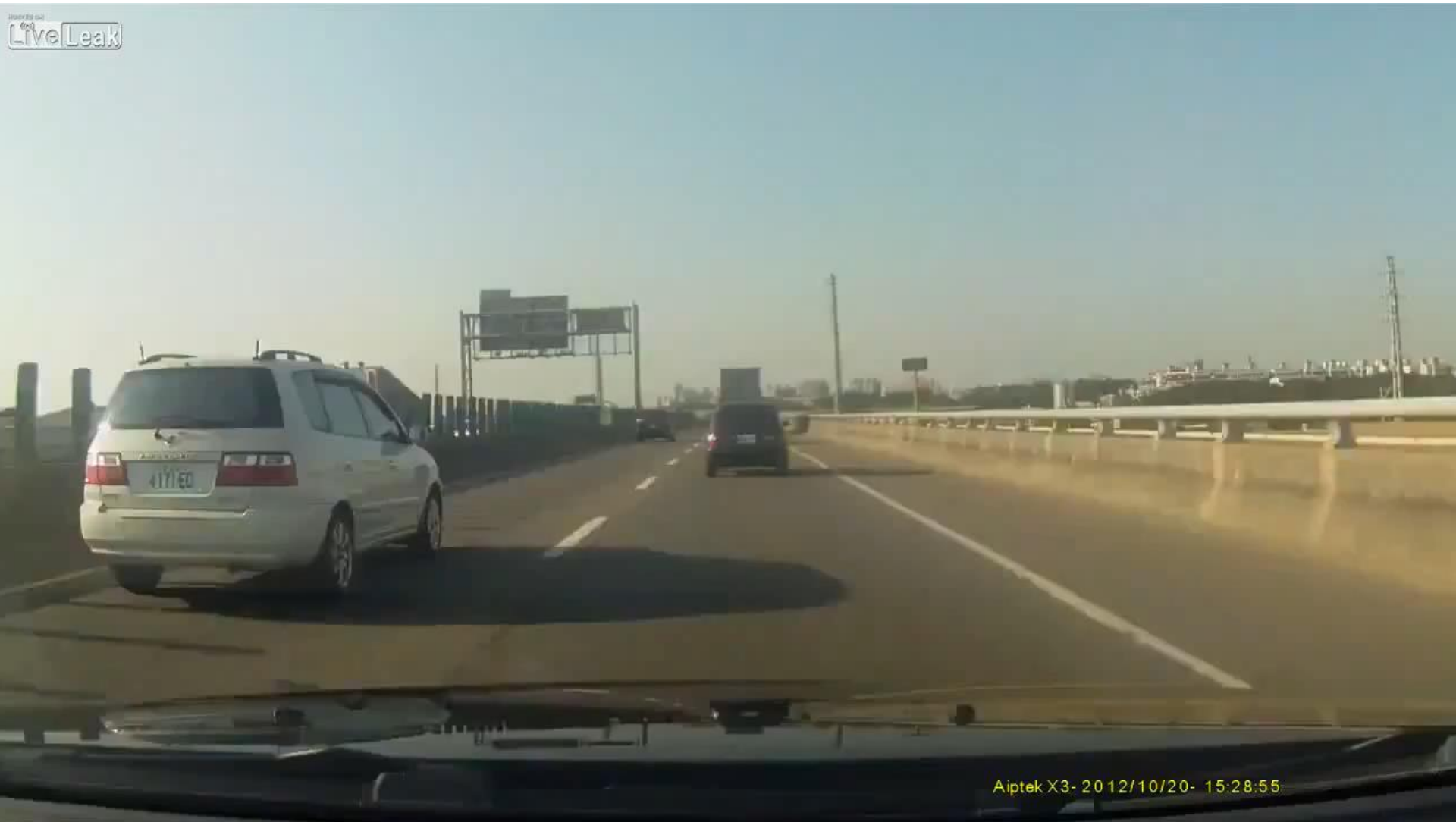
Sensors

- Mono / stereo camera
- Surround-view cameras
- FIR-camera
- Ultrasonic sensors
- Radar sensors
- Lidar sensors

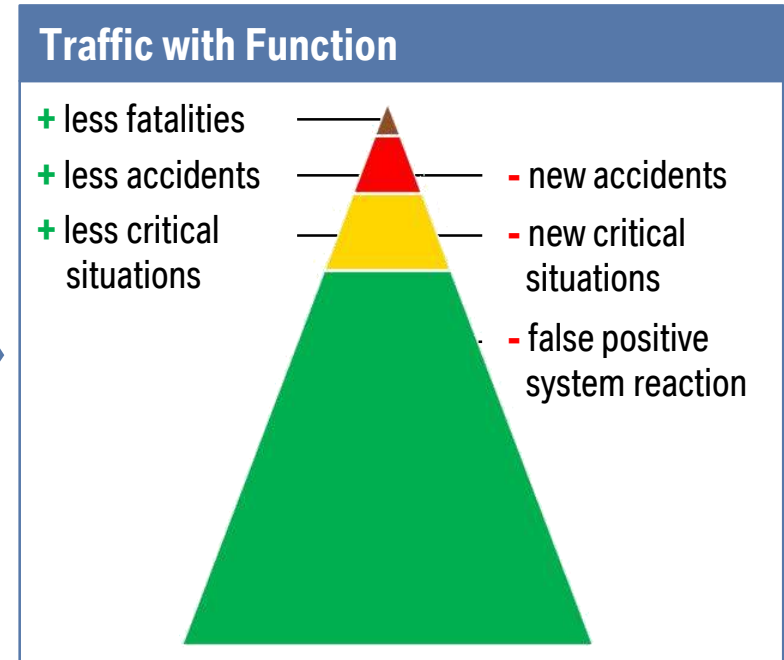
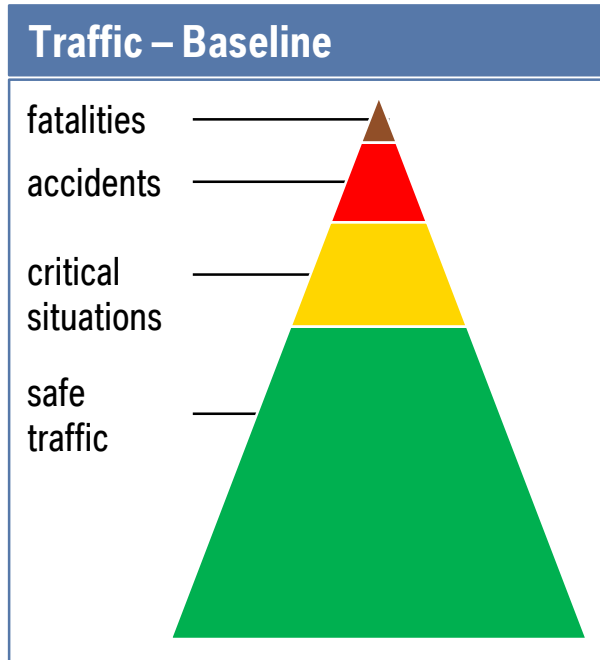
- High accurate positioning / accurate maps

- Cooperative perception: Backend as a sensor / data provisioning

ACTIVE SAFETY 3.0 – CONTROLLABILITY / DRIVER AWARENESS.



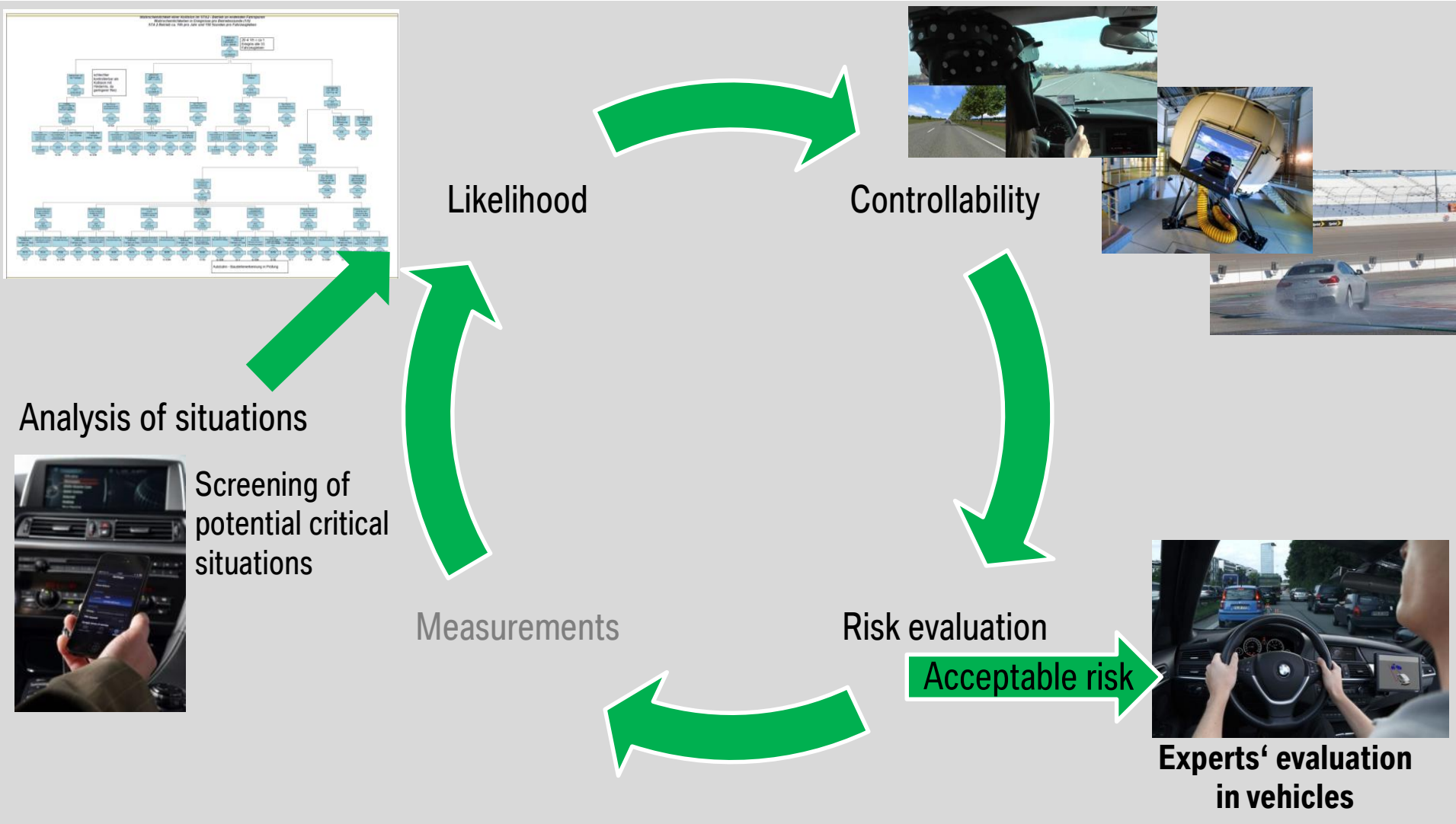
ACTIVE SAFETY 3.0 – EVALUATION OF SAFETY EFFECTS IS ESSENTIAL.



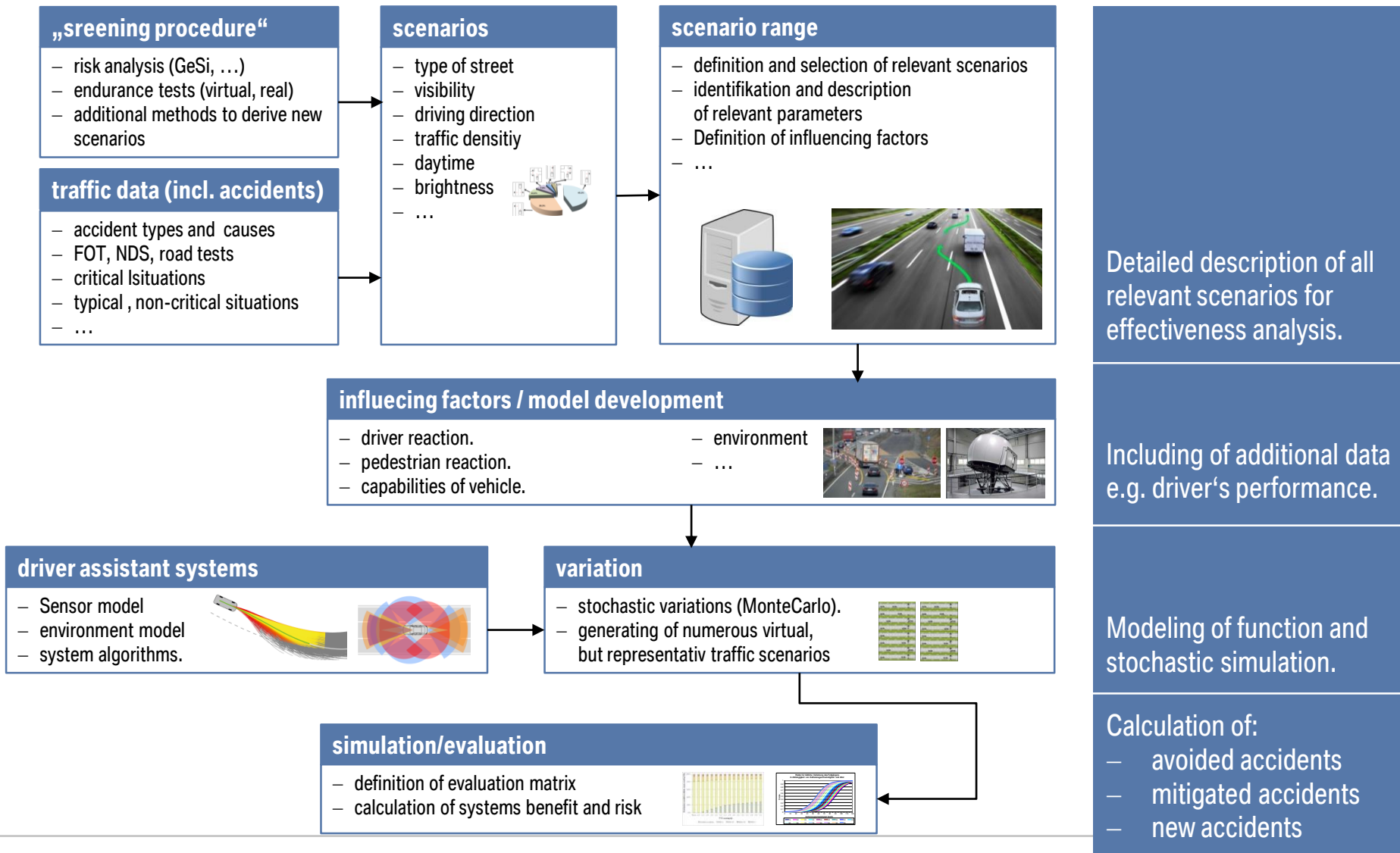
The overall safety evaluation shall...

- ... consider varying boundary conditions.
- ... quantify positive effects as well as possible undesirable effects.
- ... be able to illustrate complex results .

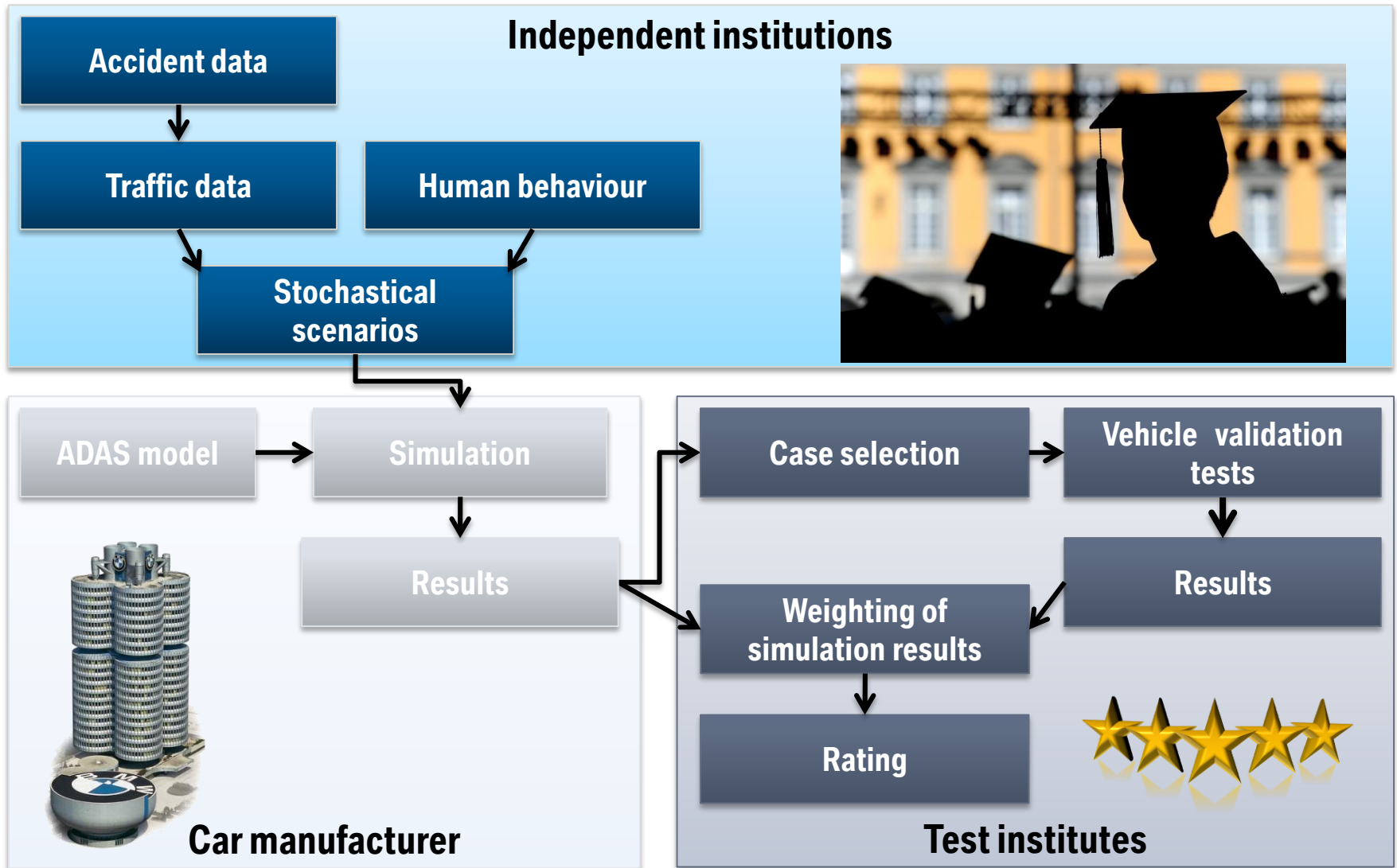
ACTIVE SAFETY 3.0 – PROCESS OF ANALYSIS OF SAFETY.



ACTIVE SAFETY 3.0 – EFFECTIVENESS ANALYSIS – GENERAL APPROACH.



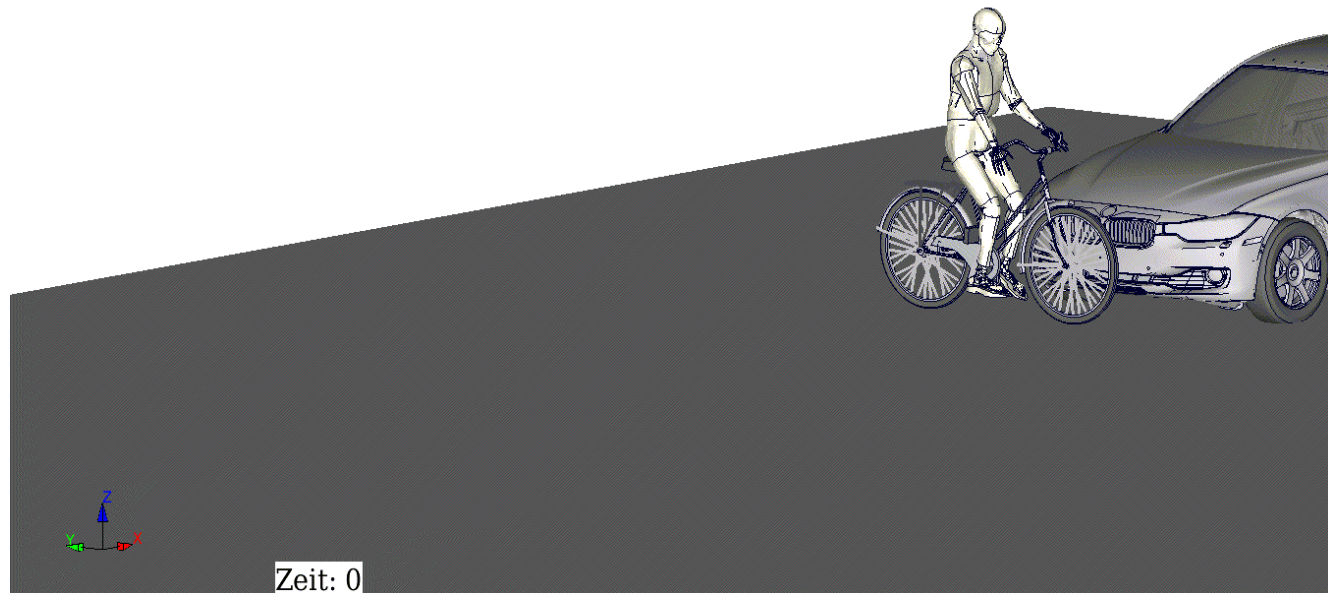
ACTIVE SAFETY 3.0 – STAKEHOLDER EFFECTIVENESS EVALUATION.



ACTIVE SAFETY 3.0 – SIMULATION OF ACCIDENT BETWEEN CAR AND CYCLIST.

Basic scenario:

- car is driving straight, cyclist is crossing from near side
- impact position / overlap 10 %
- vehicle speed 40 kph, no braking → impact speed 40 kph
- bicycle speed 20 kph



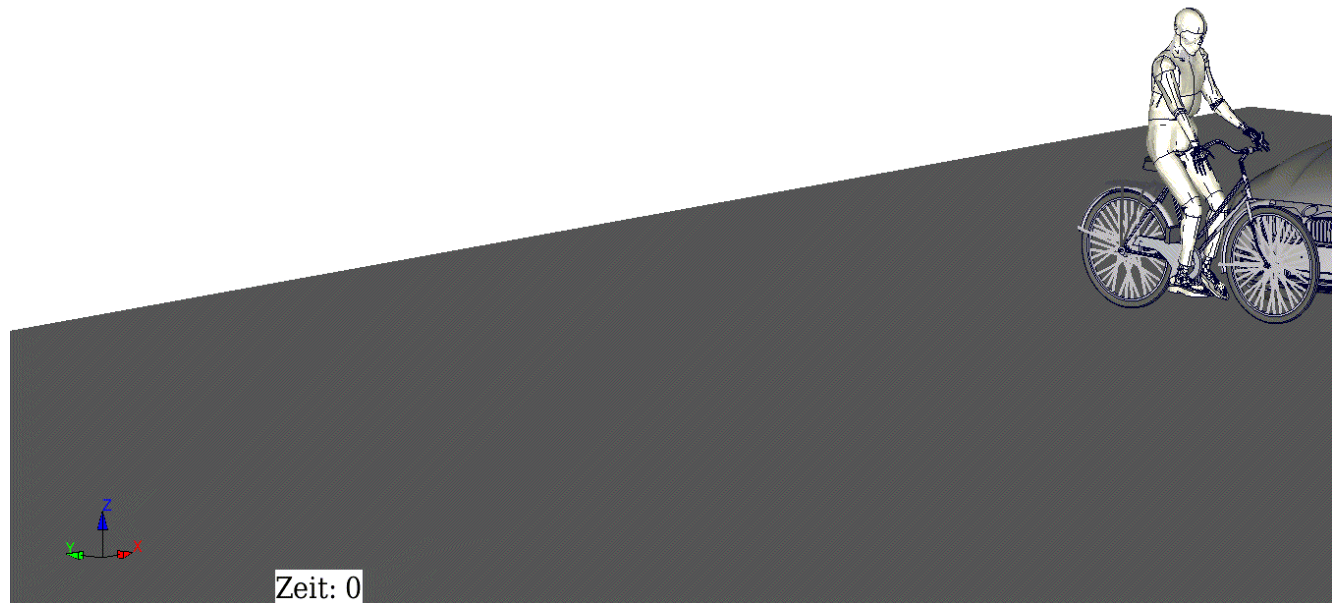
Scenario is not realistic →

it can be expected, that driver will start braking
latest after the collision

ACTIVE SAFETY 3.0 – SIMULATION OF ACCIDENT BETWEEN CAR AND CYCLIST.

Braking scenario:

- car is driving straight, cyclist is crossing from near side
- impact position / overlap 10 %
- vehicle speed 40 kph, **braking after impact** → impact speed 40 kph
- bicycle speed 20 kph

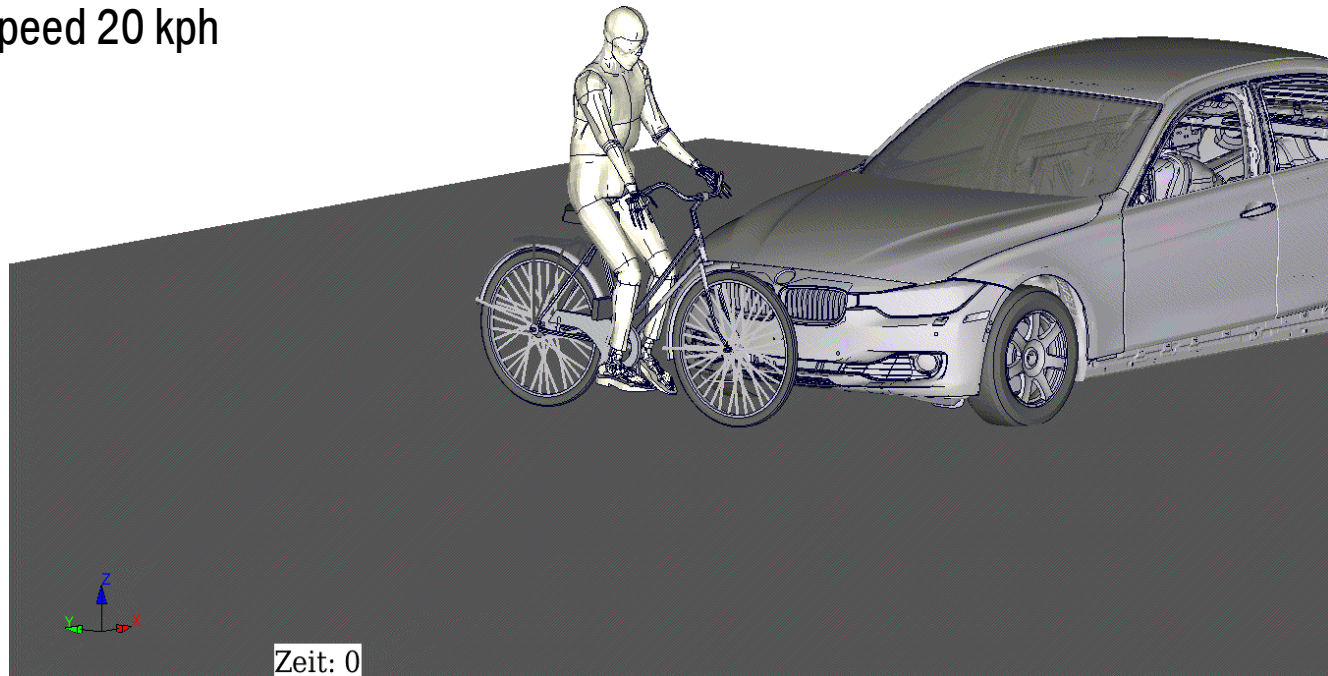


- head impact on windscreen, high resulting HIC-value
- second head impact on street with higher HIC-value than on windscreen

ACTIVE SAFETY 3.0 – SIMULATION OF ACCIDENT BETWEEN CAR AND CYCLIST.

Anticipated AEB scenario:

- car is driving straight, cyclist is crossing from near side
- impact position / overlap 10 %
- vehicle speed 40 kph, **braking before impact** → **impact speed 20 kph**
- bicycle speed 20 kph

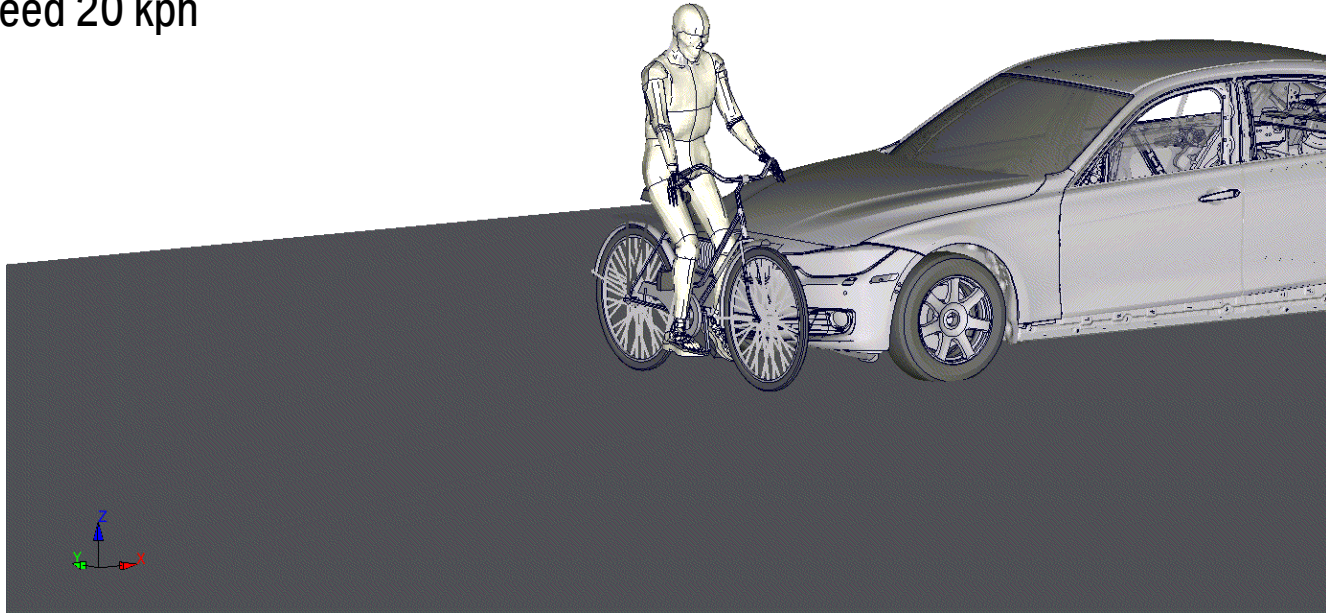


- head impact on bonnet, very low resulting HIC-value
- second head impact on street also with higher HIC-value than on bonnet but as well on low level

ACTIVE SAFETY 3.0 – SIMULATION OF ACCIDENT BETWEEN CAR AND CYCLIST.

High overlap scenario:

- car is driving straight, cyclist is crossing from near side
- **impact position / overlap 50 %**
- vehicle speed 40 kph, braking after impact → impact speed 40 kph
- bicycle speed 20 kph

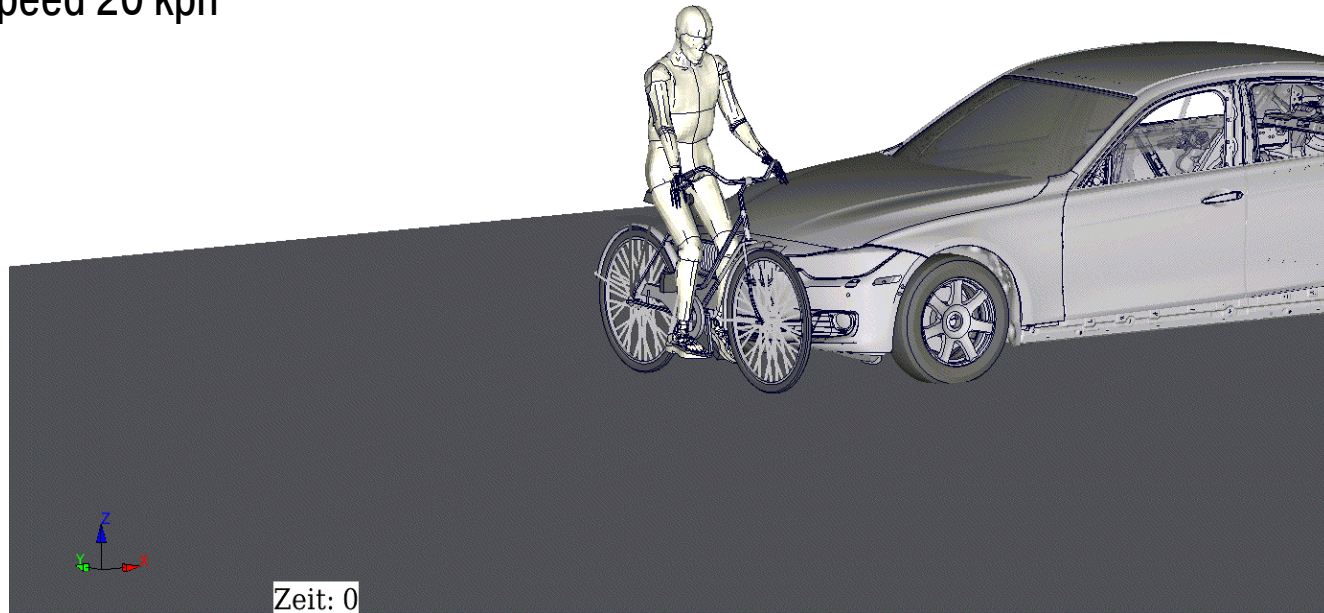


- no head impact on the vehicle
 - in comparable scenarios a lot of cyclists will not have a head impact on the vehicle
- **Passive safety systems would have a rather low effect!**

ACTIVE SAFETY 3.0 – SIMULATION OF ACCIDENT BETWEEN CAR AND CYCLIST.

High overlap scenario with AEB-system:

- car is driving straight, cyclist is crossing from near side
- **impact position / overlap 50 %**
- vehicle speed 40 kph, **braking before impact** → **impact speed 20 kph**
- bicycle speed 20 kph



- no head impact on the vehicle
- in comparable scenarios a lot of cyclists will not have a head impact on the vehicle
- **Limited effect of passive safety, speed reduction has positive effect!**

THANK YOU FOR YOUR ATTENTION.

