

## **Faculty of Engineering**

### **Summer Research Program 2023-2024**

Project Title: Vehicle-in-the-Loop Simulation for eBikes

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### **Objective**

The aim of this project is to further the development of a tool that enables real eBikes to be embedded into large-scale, simulated, road traffic scenarios. If time permits, the tool will then be used to validate and demonstrate a simple eBike collision avoidance or leader-follower algorithm.

### **Project Details**

Vehicle-in-the-loop simulation refers to when a real vehicle is embedded in an emulation of a road traffic scenario. Vehicle-in-the-loop simulation is useful for observing a real person's/vehicle's behaviours when they interact with a new technology or application, while still providing a relatively safe and controlled environment (supposing the real person/vehicle only interacts with simulated entities). The tool to be developed in this project will comprise of:

- an eBike equipped with a Bosch Active Line Plus drive unit and a Bosch SmartphoneHub
- an Android smartphone (docked in the SmartphoneHub on the eBike) with the Bosch COBI.Bike app. installed, which utilises the Bosch COBI.Bike [DevKit](#)
- a module for the COBI.Bike app. (to be developed by the student) that sends/receives information to/from the simulation
- a road traffic simulation (to be developed by the student) built using the [SUMO](#) package and potentially a 3D graphics engine such as Unreal Engine

### **Prerequisites**

The successful student should enjoy and have experience at writing code (e.g., Python, Java, Javascript), and have excellent written English skills.

### **Additional Information**

Applicants may be required to attend an interview.