

PRINCIPLES OF FLIGHT SIMULATION

David Allerton

*Department of Automatic Control and Systems Engineering
The University of Sheffield*



A John Wiley and Sons, Ltd., Publication

Contents

About the Author	xiii
Preface	xv
Glossary	xvii
1 Introduction	1
1.1 Historical Perspective	1
1.1.1 <i>The First 40 Years of Flight 1905–1945</i>	1
1.1.2 <i>Analogue Computing, 1945–1965</i>	3
1.1.3 <i>Digital Computing, 1965–1985</i>	5
1.1.4 <i>The Microelectronics Revolution, 1985–present</i>	6
1.2 The Case for Simulation	9
1.2.1 <i>Safety</i>	9
1.2.2 <i>Financial Benefits</i>	10
1.2.3 <i>Training Transfer</i>	11
1.2.4 <i>Engineering Flight Simulation</i>	13
1.3 The Changing Role of Simulation	14
1.4 The Organization of a Flight Simulator	16
1.4.1 <i>Equations of Motion</i>	16
1.4.2 <i>Aerodynamic Model</i>	17
1.4.3 <i>Engine Model</i>	18
1.4.4 <i>Data Acquisition</i>	18
1.4.5 <i>Gear Model</i>	19
1.4.6 <i>Weather Model</i>	19
1.4.7 <i>Visual System</i>	20
1.4.8 <i>Sound System</i>	21
1.4.9 <i>Motion System</i>	21
1.4.10 <i>Control Loading</i>	22
1.4.11 <i>Instrument Displays</i>	23
1.4.12 <i>Navigation Systems</i>	23
1.4.13 <i>Maintenance</i>	24
1.5 The Concept of Real-time Simulation	24
1.6 Pilot Cues	27
1.6.1 <i>Visual Cueing</i>	28
1.6.2 <i>Motion Cueing</i>	29
1.7 Training versus Simulation	30
1.8 Examples of Simulation	32
1.8.1 <i>Commercial Flight Training</i>	32

1.8.2	<i>Military Flight Training</i>	34
1.8.3	<i>Ab Initio Flight Training</i>	34
1.8.4	<i>Land Vehicle Simulators</i>	34
1.8.5	<i>Engineering Flight Simulators</i>	35
1.8.6	<i>Aptitude Testing</i>	36
1.8.7	<i>Computer-based Training</i>	36
1.8.8	<i>Maintenance Training</i>	37
	References	37
2	Principles of Modelling	41
2.1	Modelling Concepts	41
2.2	Newtonian Mechanics	43
2.3	Axes Systems	51
2.4	Differential Equations	53
2.5	Numerical Integration	56
2.5.1	<i>Approximation Methods</i>	56
2.5.2	<i>First-order Methods</i>	58
2.5.3	<i>Higher-order Methods</i>	59
2.6	Real-time Computing	63
2.7	Data Acquisition	67
2.7.1	<i>Data Transmission</i>	67
2.7.2	<i>Data Acquisition</i>	69
2.8	Flight Data	74
2.9	Interpolation	77
2.10	Distributed Systems	82
2.11	A Real-time Protocol	91
2.12	Problems in Modelling	92
	References	96
3	Aircraft Dynamics	97
3.1	Principles of Flight Modelling	97
3.2	The Atmosphere	98
3.3	Forces	100
3.3.1	<i>Aerodynamic Lift</i>	100
3.3.2	<i>Aerodynamic Side force</i>	104
3.3.3	<i>Aerodynamic Drag</i>	105
3.3.4	<i>Propulsive Forces</i>	106
3.3.5	<i>Gravitational Force</i>	107
3.4	Moments	107
3.4.1	<i>Static Stability</i>	109
3.4.2	<i>Aerodynamic Moments</i>	111
3.4.3	<i>Aerodynamic Derivatives</i>	113
3.5	Axes Systems	114
3.5.1	<i>The Body Frame</i>	115
3.5.2	<i>Stability Axes</i>	117
3.5.3	<i>Wind Axes</i>	117
3.5.4	<i>Inertial Axes</i>	118
3.5.5	<i>Transformation between Axes</i>	118
3.5.6	<i>Earth-centred Earth-fixed (ECEF) Frame</i>	119
3.5.7	<i>Latitude and Longitude</i>	122
3.6	Quaternions	122

3.7	Equations of Motion	124
3.8	Propulsion	127
3.8.1	<i>Piston Engines</i>	128
3.8.2	<i>Jet Engines</i>	136
3.9	The Landing Gear	138
3.10	The Equations Collected	143
3.11	The Equations Revisited – Long Range Navigation	148
3.11.1	<i>Coriolis Acceleration</i>	150
	References	154
4	Simulation of Flight Control Systems	157
4.1	The Laplace Transform	157
4.2	Simulation of Transfer Functions	161
4.3	PID Control Systems	163
4.4	Trimming	169
4.5	Aircraft Flight Control Systems	171
4.6	The Turn Coordinator and the Yaw Damper	172
4.7	The Auto-throttle	176
4.8	Vertical Speed Management	179
4.9	Altitude Hold	182
4.10	Heading Hold	185
4.11	Localizer Tracking	189
4.12	Auto-land Systems	191
4.13	Flight Management Systems	195
	References	201
5	Aircraft Displays	203
5.1	Principles of Display Systems	203
5.2	Line Drawing	205
5.3	Character Generation	211
5.4	2D Graphics Operations	214
5.5	Textures	216
5.6	OpenGL®	219
5.7	Simulation of Aircraft Instruments	227
5.8	Simulation of EFIS Displays	235
5.8.1	<i>Attitude Indicator</i>	237
5.8.2	<i>Altimeter</i>	239
5.8.3	<i>Airspeed Indicator</i>	240
5.8.4	<i>Compass Card</i>	241
5.9	Head-up Displays	242
	References	246
6	Simulation of Aircraft Navigation Systems	247
6.1	Principles of Navigation	247
6.2	Navigation Computations	250
6.3	Map Projections	252
6.4	Primary Flight Information	254
6.4.1	<i>Attitude Indicator</i>	254
6.4.2	<i>Altimeter</i>	255
6.4.3	<i>Airspeed Indicator</i>	255

6.4.4	<i>Compass</i>	255
6.4.5	<i>Vertical Speed Indicator</i>	255
6.4.6	<i>Turn Indicator</i>	255
6.4.7	<i>Slip Ball</i>	255
6.5	Automatic Direction Finding (ADF)	255
6.6	VHF Omnidirectional Range (VOR)	257
6.7	Distance Measuring Equipment (DME)	258
6.8	Instrument Landing Systems (ILS)	259
6.9	The Flight Director	260
6.10	Inertial Navigation Systems	263
6.10.1	<i>Axes</i>	264
6.10.2	<i>INS Equations</i>	264
6.10.3	<i>INS Error Model</i>	268
6.10.4	<i>Validation of the INS Model</i>	272
6.11	Global Positioning Systems	274
	References	282
	Further Reading	283
7	Model Validation	285
7.1	Simulator Qualification and Approval	285
7.2	Model Validation Methods	288
7.2.1	<i>Cockpit Geometry</i>	291
7.2.2	<i>Static Tests</i>	291
7.2.3	<i>Open-loop Tests</i>	294
7.2.4	<i>Closed-loop Tests</i>	294
7.3	Latency	298
7.4	Performance Analysis	305
7.5	Longitudinal Dynamics	312
7.6	Lateral Dynamics	323
7.7	Model Validation in Perspective	328
	References	329
8	Visual Systems	331
8.1	Background	331
8.2	The Visual System Pipeline	332
8.3	3D Graphics Operations	336
8.4	Real-time Image Generation	343
8.4.1	<i>A Rudimentary Real-time Wire Frame IG System</i>	343
8.4.2	<i>An OpenGL Real-time IG System</i>	347
8.4.3	<i>An OpenGL Real-time Textured IG System</i>	350
8.4.4	<i>An OpenSceneGraph IG System</i>	352
8.5	Visual Database Management	364
8.6	Projection Systems	370
8.7	Problems in Visual Systems	374
	References	376
9	The Instructor Station	377
9.1	Education, Training and Instruction	377
9.2	Part-task Training and Computer-based Training	378
9.3	The Role of the Instructor	379

9.4	Designing the User Interface	380
9.4.1	<i>Human Factors</i>	382
9.4.2	<i>Classification of User Operations</i>	383
9.4.3	<i>Structure of the User Interface</i>	384
9.4.4	<i>User Input Selections</i>	388
9.4.5	<i>Instructor Commands</i>	394
9.5	Real-time Interaction	398
9.6	Map Displays	404
9.7	Flight Data Recording	409
9.8	Scripting	413
	References	421
10	Motion Systems	423
10.1	Motion or No Motion?	423
10.2	Physiological Aspects of Motion	425
10.3	Actuator Configurations	428
10.4	Equations of Motion	432
10.5	Implementation of a Motion System	436
10.6	Hydraulic Actuation	443
10.7	Modelling Hydraulic Actuators	447
10.8	Limitations of Motion Systems	451
10.9	Future Motion Systems	453
	References	454
Index		457