START THINKING ABOUT WHAT’S NEXT

- Interaction
- Collaboration
- Data-sharing
- Proposals
- Workshop #2
- .
- .
- .
- (The Money $$)

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ARTEMIS – A CASE STUDY IN COLLABORATION
ARTEMIS MODELING STEPS

1. Preprocessor: Define Terrain, Soil Regions, Soil Properties, and Wheel Properties
2. User - Define Model
3. Adams/View - Simulate Model
4. Adams/Solver (Via Adams/View) - Review Results
5. Adams/Postprocessor (Via Adams/View) - Review Results
6. DFS File (Terrain, Soil Params, wheel config)
7. Adams Model
8. Results
9. Animations, Reports
MODELS OF INTERACTION

- **Players**
  - Design engineers
  - Control engineers
  - Operations / Drivers
  - Principle Investigators
  - Mechanics Modelers
  - Model / Software Development
  - Software Simulation
  - Experiments – Validation & Parameter Determination
  - (Project Managers)

**MODES of Interaction**

- Long-term Research and Development
- Short-term Tactical Planning, Coordination with Operations and Science

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SOME POSSIBILITES

- So many methods, how will they all play together?
  - Separate components in a “Tool-box”?
  - Tiered, Integrated, “Multi-scale” Software?
    - Higher-fidelity models called as needed by higher-level models
    - What is the flow of data and experiments?
  - Independent sub-models that correlate and validate each other?
MODELS OF INTERACTION

Takeaway: This is a blank slate!

- Design engineers
- Control engineers
- Operations / Drivers
- Mechanics / Physics Modelers
- Model / Software Development
- Experiments
- Software Simulation
- Principle Investigators

sample relationships shown

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