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Nota di contenuto	<p>""Title Page""; ""Preface""; ""List of Contributors""; ""Contents"";</p> <p>""Chapter 1. Vehicle Dynamics and System Design - History and Future Directions""; ""Historic Aspects and Future Research Directions in Vehicle Dynamics and System Design""; ""Past, Present and Future of Control Theory Applied to Autonomous Agents""; ""Chapter 2. Severe Environmental Conditions and Situations""; ""Experimental and Modeling Terramechanics Studies""; ""Terrorist Threats, Agile Vehicle Trajectory Deviation and Critical Reposition in Interaction with Environment""</p> <p>""Chapter 3. Vehicle Agility Fundamentals and Applications in Severe Driving Conditions""""Agility in Vehicle Dynamics and Relaxation Time Constants""; ""Modeling of Agile Stochastic Terrain Friction/Resistance Properties in Correlation with Terrain Geometry""; ""Fundamentals of Agile Terrain Mobility Evaluation of Unmanned Ground Vehicles"";</p> <p>""Chapter 4. Vehicle Mobility and Energy Efficiency""; ""Wheel - Vehicle - Step Obstacle Interaction""; ""Estimation of Soil Damage""; ""Vehicle Terrain Mobility Enhancement and Minimization of Energy Consumption""</p> <p>""A Method of a Wheel Power Distribution and Its Application to Vehicles""""Chapter 5. Inverse Vehicle Dynamics and Operational Fusion of Vehicle System Dynamics""; ""Inverse Dynamics Problems in Vehicle</p>

Applications"; "Passive and Active Operational Fusion of Vehicle System Dynamics (Coupled and Interactive Dynamics)"; "Chapter 6. Mathematical and Computational Techniques and Software Products"; "Treatment of Uncertainties in Multibody Dynamic Systems Using a Generalized Polynomial Chaos Approach; Case Study on a Full Vehicle" "Application of the Generalized Polynomial Chaos to the LQR Control Problem with Uncertain Parameters in the Formulation" "Multibody Dynamics Techniques for Real-Time Parameter Estimation"; "The Use of Multibody Systems in Vehicle Modelling Simulation"; "Chapter 7."; "New Methods and Techniques in Online Control and Learning"; "Introduction on Reinforcement Learning, and Game Theory"; "Optimal Control"; "Optimal Control with Saturations"; "Event-Triggered Optimal Control"; "H-Infinity Control and Zero Sum Games"; "Multi-Player Non-Zero Sum Games"; "Graphical Games" "Conclusion and Future Work" "Chapter 8."; "Mechatronics of Vehicle Control and Self-Powered Systems"; "Introduction to Mechatronics"; "Mechatronic Systems: Dynamic Models and Physical Component Topology"; "Control Performance in Agile Vehicles and Cyber Physical Systems"; "Self-Powered Dynamic Systems for Energy Efficiency"; "Mechatronic Design"; "Chapter 9. Tyre Modelling in Vehicle Dynamics"; "An Introduction to Tire Modelling"; "Tire Force and Moment Characteristics"; "Tire Modelling"; "Chapter 10. Vehicle Design and Analysis for Ride, Handling and Durability" "The Role of the Suspension System"
