

# Production benefits of Longer Range, NLOS Collision avoidance.

Presented by

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### Greek Goddess Theia

 The Greek goddess of sight and vision, and by extension the goddess who endowed gold, silver, and gems with their brilliance and intrinsic value.



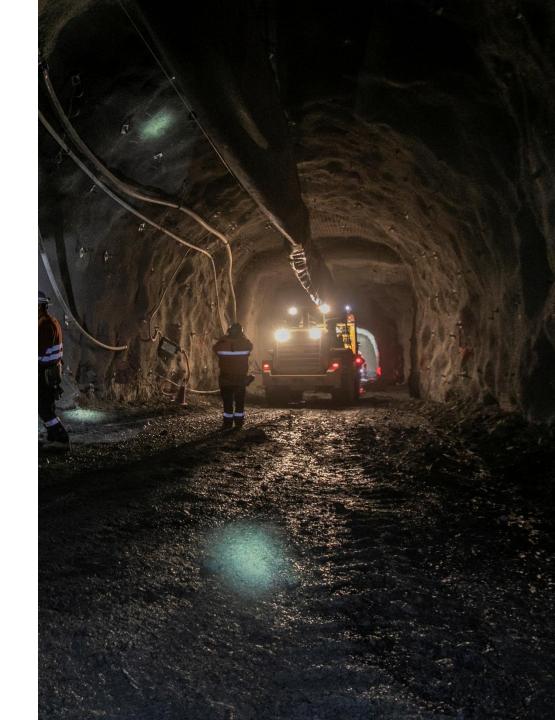
## Mining is Foundational

- Infrastructure
- Technology
- Industry



### NLOS Collision Awareness & Productivity

- Hazard
- Technology
- Productivity



### Underground Mining Safety Challenge

- Mobile equipment interactions underground as most hazardous.
- 30%-40% of industry deaths are attributable to failures of vehicle-to-vehicle (V2V) or Vehicle to Personnel (V2P) interaction controls.
- It is crucial to understand the positioning of vehicles to vehicles and to pedestrians.
- **GNSS** deprived environments represents a huge challenge in that aspect.
- It cannot be assumed that surface CAS technology can work the same way or be as effective underground



# Introducing VisionV2X ?

• VisionV2X is a Safety System developed for underground mining.

 VisionV2X delivers, by way of V2X technology, ranging & positioning data even in GNSS-denied environments

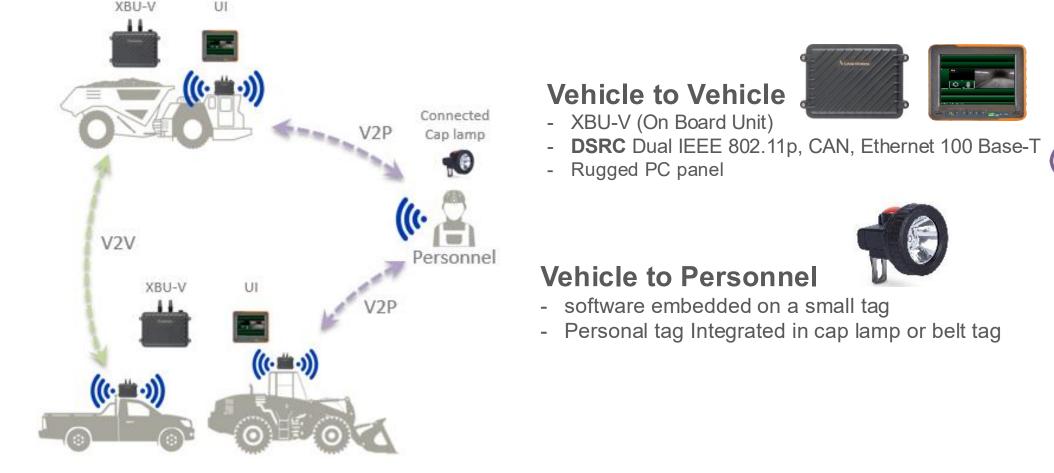
 VisionV2X is an existing solution with a major deployment as a reference with almost 2 million operational testing hours

With VisionV2X, Maptek is actively engaged in EMESRT process and associated initiatives



# VisionV2X - How does it work?

#### Working Principle - designed to deliver detection without the need for infrastructure





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T<sub>FF</sub> Margin

#### Scenario

- V1 slows down and comes to a stop at the intersection
- V2 continues through the intersection

#### Assumptions

- > No infrastructure
- > No GNSS
- > Intersection with No line of sight
- Distance of first detection assessed per ISO 21815 - 3:2023(E)

50 Metres Pseudo Standard? Why?

 $T_{CD}$  = 2.74s, 1.5s recognition, 1.24s action, ISO 21815 – 3:2023(E) Deceleration = 2.75 m/s<sup>2</sup>, ISO 19296:2018

 $D_{DE}$  = 4 m, 2m error + 2m safety

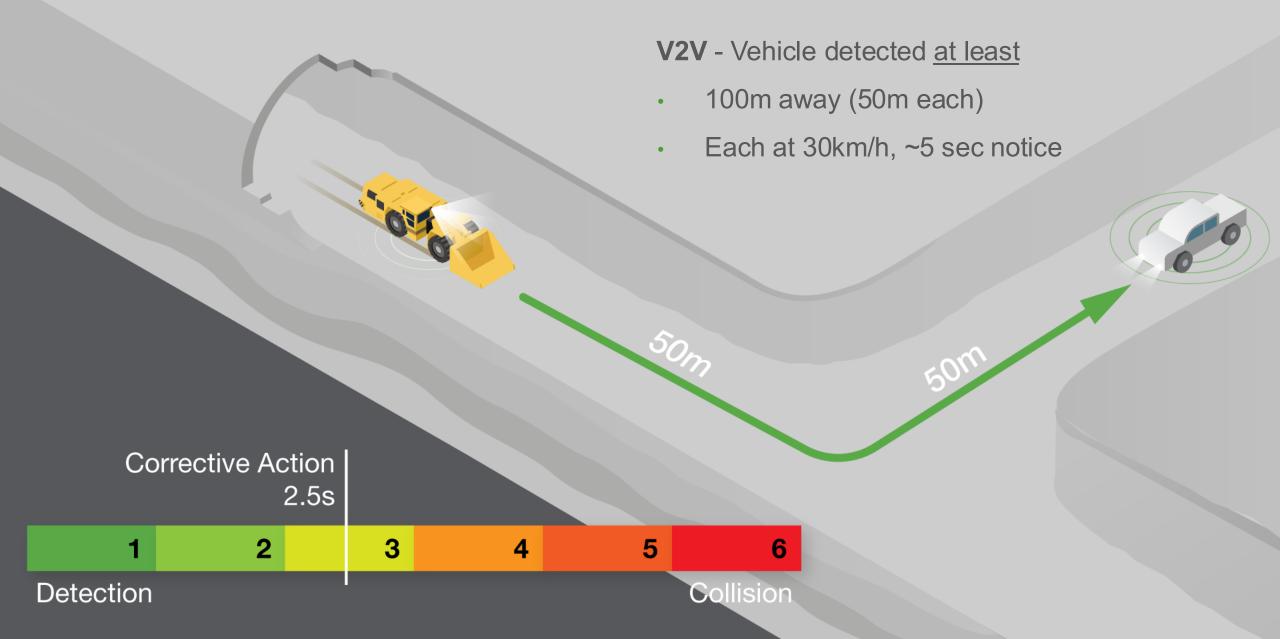
### NLOS – Detection distance at speed

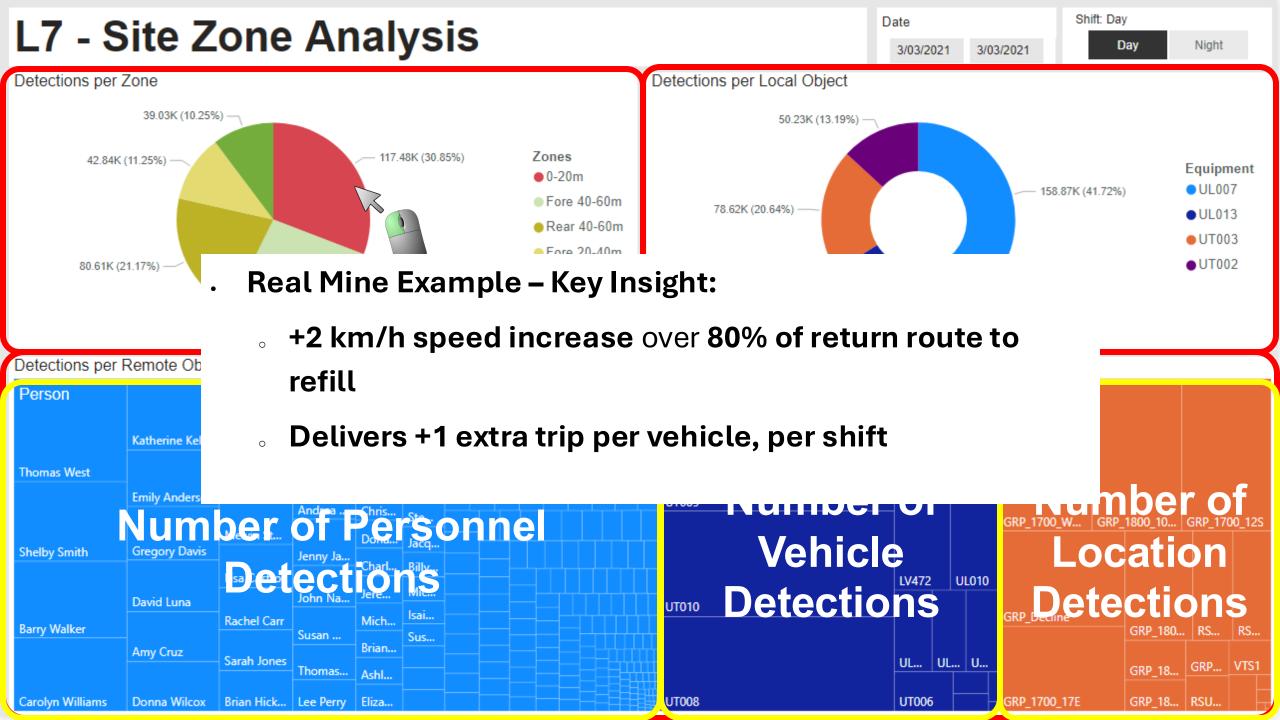
Speed [km/hr]	Total Distance [m]	Vehicle 1 Distance [m] *	Vehicle 2 Distance [m] *
30	122	55	67
25	98	45	53
20	76	35	41
13.5**	50	24	26
10	38	18	20
5	22	11	11

\* Distances are rounded to the nearest m

\* \* 50m NLOS is often requested by clients

## VisionV2X in the underground environment





### Conclusions

- Scenario and vehicles
- Data collected
- Conclusion





# www.*maptek*.com



### **Questions?**