



**THE FULLY
NETWORKED
CAR**

Wai Chen

Chief Scientist and Director
Applied Research, Telcordia Technologies, Inc.

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Geneva, 4-5 March 2009



Architecture and Technology for Adaptive Multi-hop V2V Networking in Dynamic Environments

Wai Chen*, Taek-Jin Kwon*, Marcus Pang*, Ryokichi Onishi**, Rama
Vuyyuru**

*Telcordia Technologies

**Toyota InfoTechnology Center

Social Requirements on Automotive and Transportation Systems

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o Driving Safety

- US: over 40,000 (casualty) & 3 million (injuries)

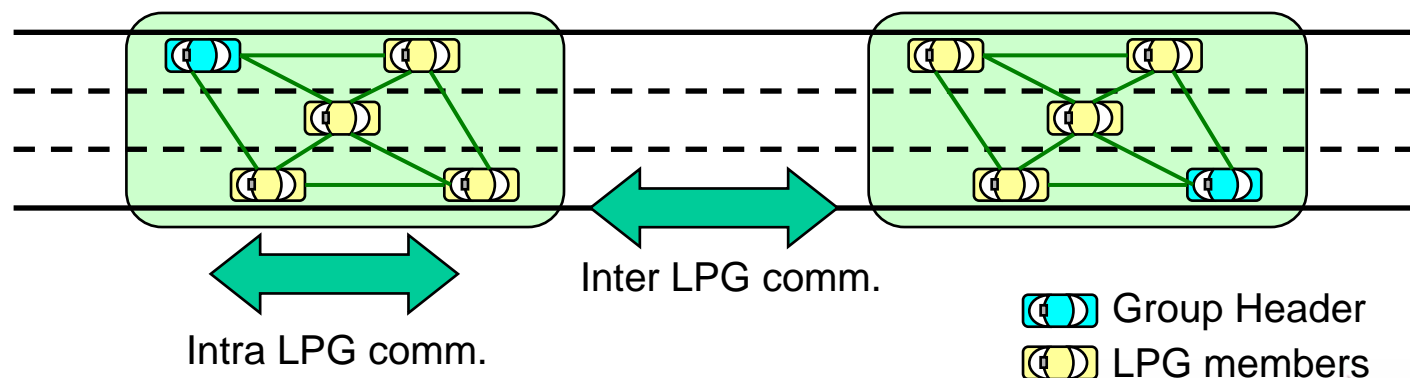
o Traffic efficiency

- Less congestion
- Less energy consumption
- Clear air
 - US: ~ 3B gallons of fuel wasted on congestion per year
 - Highway congestion accounts for ~50% of CO₂ emissions

o Comfort and convenience

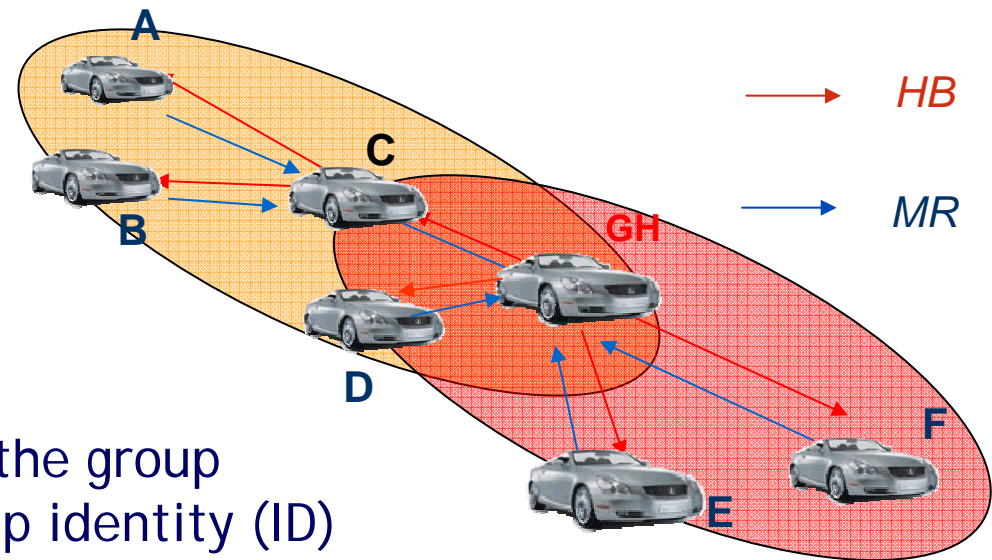
Local Peer Group Communication

- Local Peer Group Communication (LPG)
 - Group formation and maintenance
 - Intra LPG communication
 - Tight coordination of vehicles in the immediate vicinity
 - Inter LPG communication
 - Loose coordination among inter-connected LPGs
 - Cross-layer design
 - Channel assignment & usage
 - Dissemination (topology- or position-based)



Dynamic Vehicle Group Organization

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o Group Header (GH)

- A node elected to manage the group
- Creates and maintains group identity (ID)
- Handles changes in group membership
- Periodically broadcasts HeartBeat (HB) with group ID, GH info and member list

o Group Node (GN)

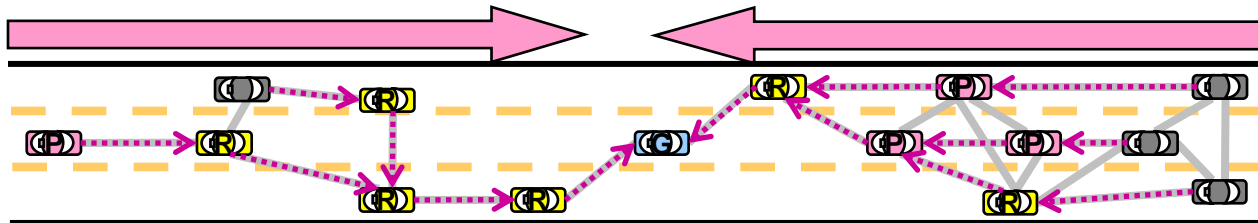
- Node in group which is not a group header
- Responds to the HB with a Membership Report (MR) to maintain membership in group
- Can become a GH if current GH disappears (GH timeouts)

Dynamic Vehicle Group Multicast

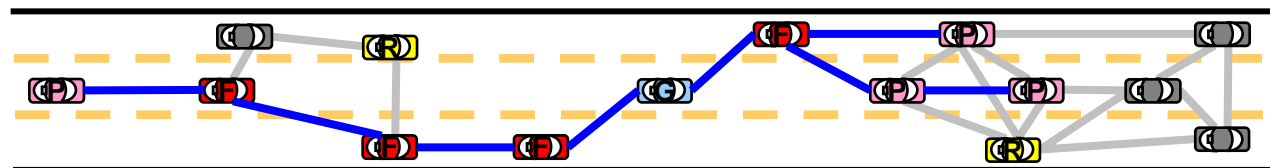
- o Multicast protocol (GHM)
 - HB/MR messages for tree formation and maintenance; use of light suppression to control multicast forwarding




Multicast participants join the multicast tree via their MR messages.




Membership Report (MR)



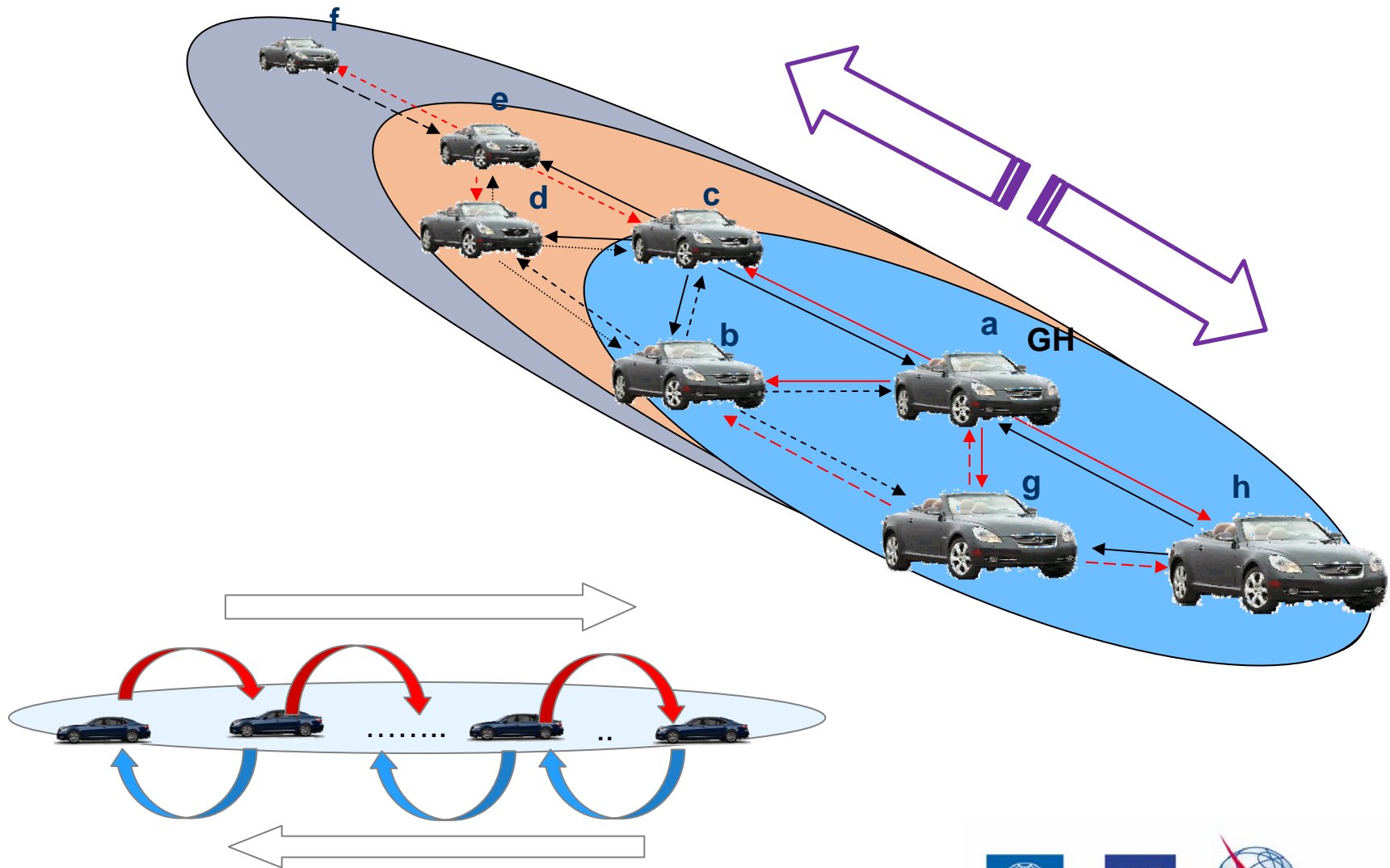
MR takes the reverse paths of HB toward the GH; a multicast tree is formed accordingly.



 Group Header node
 Member node
 Membership Report

 Multicast participant node
 Multicast forwarding node
 Multicast message tree

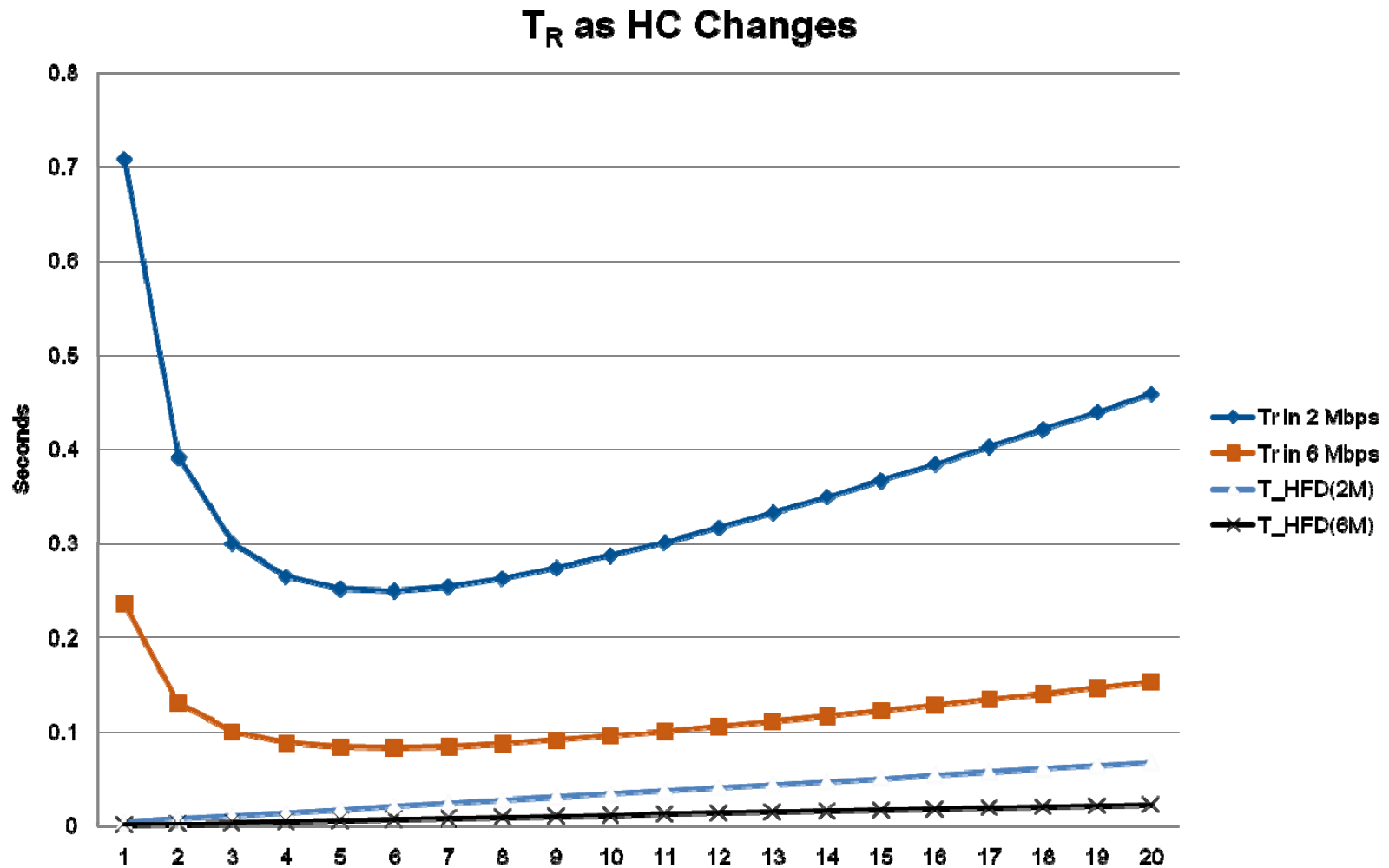
Dynamic Vehicle Group Size Control



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T_R as HC Changes ($N=100, p = 10^{-4}$)

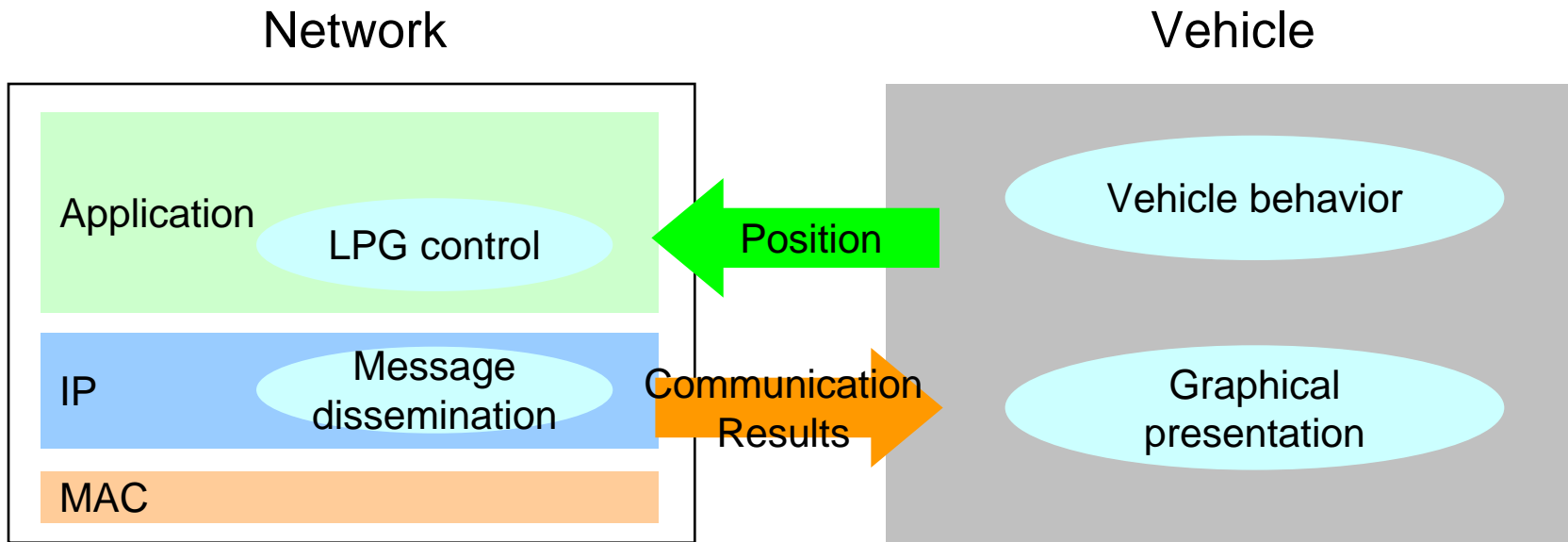


Simulation Implementation

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o Integrated simulator

- Network simulator
 - LPG control and message dissemination
- Vehicle simulator
 - Vehicle behavior calculation and graphical presentation



o Vehicle dynamics

- Vehicle size: 5m length x 2m width
- Human driver reaction
 - Tracking behavior
 - Driver reaction time of 1 second
 - Maximum deceleration on 4.5m/s^2
- Electronic brake
 - Tracking behavior
 - Activation upon warning message reception
 - Maximum deceleration of 7.0m/s^2

o Tracking behavior

- Acceleration/deceleration computed from minimal distance

o Demonstration

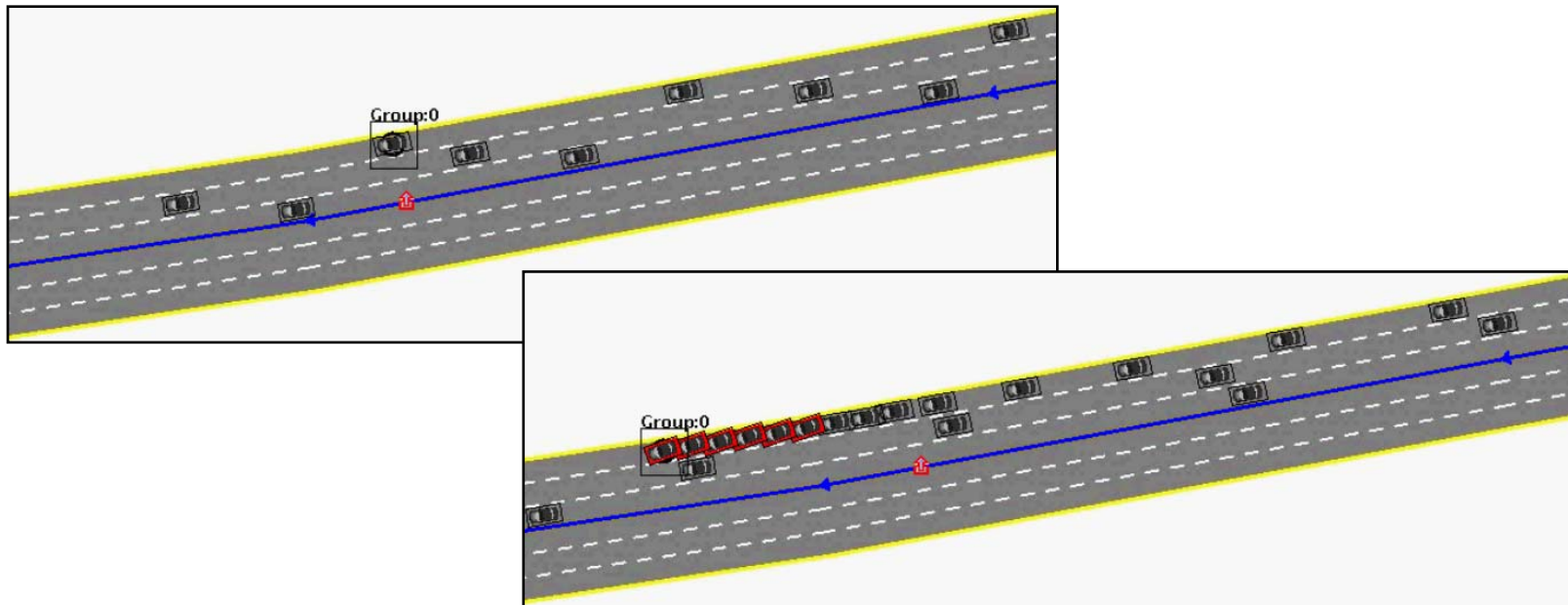
- Comparison of electronic braking with LPG support
 - In contrast to human controlled braking
- 3 lane mobility scenario
 - 20 nodes in each lane (60 total)
 - Initial vehicle spacing is 20m
 - Initial vehicle speed is 35m/s, i.e. 78mph
 - 802.11a radio with 100m range and 6Mbps effective
- LPG
 - Size of 10 hops; One second HB sending cycle
- Warning message
 - Sent once by designated vehicle at emergency point
 - 128 bytes size
- Background traffic
 - 8 streams distributed in the network

Simulation Demonstration

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o Demonstration

- Human controlled braking (no communication)
 - No warning about the emergency event is sent.
 - Multiple collisions occur since human reaction does not allow for braking early enough.



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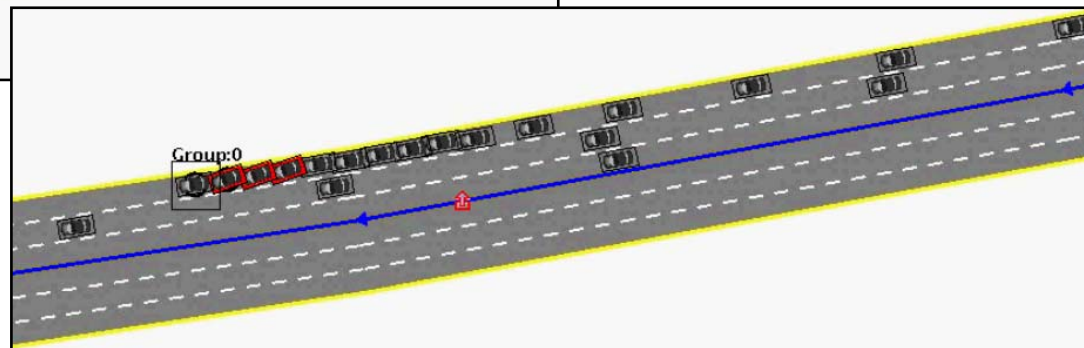
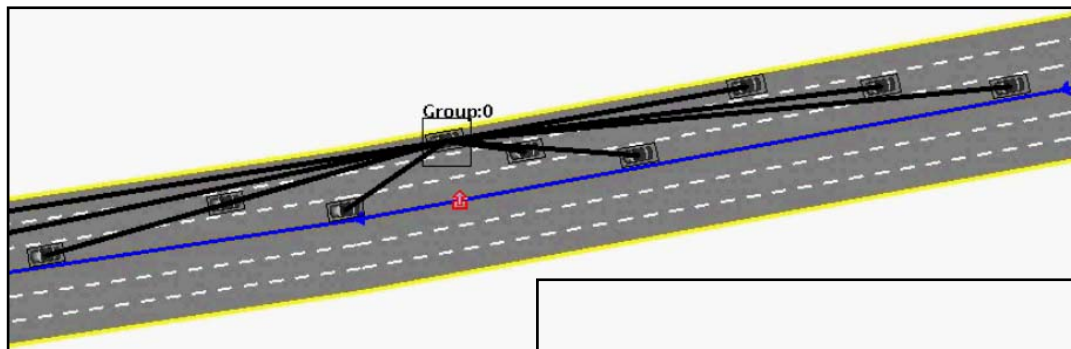


Simulation Demonstration

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o Demonstration

- Electronic braking with simple flooding support
 - The lead vehicle sends warning to the following vehicles.
 - The warning message does not go beyond the first hop due to interference.
 - Vehicle in the first hop stopped but there are still collisions.



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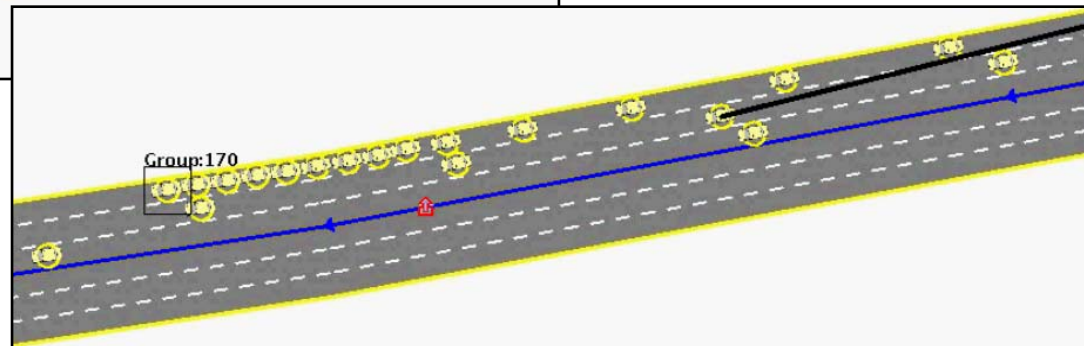
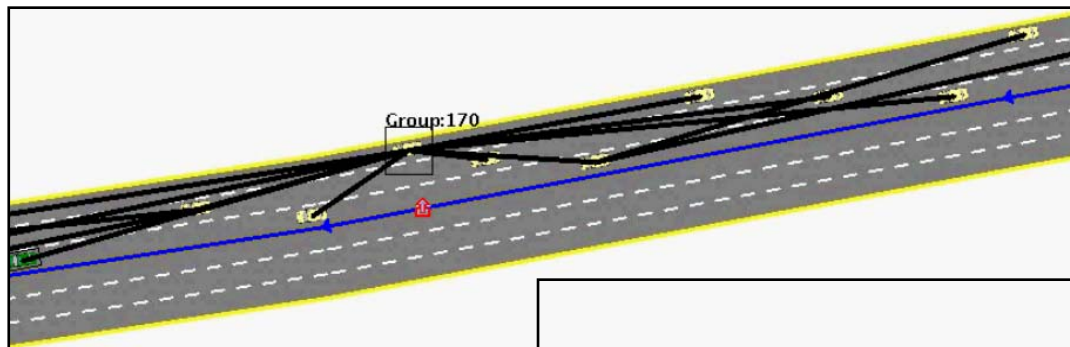


Simulation Demonstration

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o Demonstration

- Cars using LPG to distribute the warning message
 - All vehicles can use electronic brake to stop in time.
 - The demo showed the capability of LPG approach to provide fast reliable multicast communications for safety applications.



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