

### **Cooperative V2X communication**

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### **Overall goals**

#### V2X message set definition

#### V2X for cooperative manoeuvring

Coordination of driving manoeuvres Enhanced safety and traffic efficiency



V2X for cooperative perception Info exchange about perceived environment Expand on-board sensors capabilities



#### V2X message compression

Reduction of channel load and improvement of V2X reliability



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#### V2X message set definition

- Definition of V2X messages:
  - Support of TransAID Traffic Management Measures.
  - Cooperative perception and Cooperative manoeuvring.
- Standard-compliant, backward compatibility and interoperability.



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- V2V decentralized maneuver coordination concept (under discussion at ETSI):
  - Vehicles periodically broadcast MCM (Maneuver Coordination Message).
  - Planned trajectory: current planned trajectory for the next 5-10 seconds.
  - Desired trajectory: trajectory vehicles want to do but cannot due to right of way.
  - Implicit coordination via exchange of trajectories.



- Proposal of a novel V2I-aided maneuver coordination approach:
  - Enables the road infrastructure to support maneuver coordination.
  - Allows the execution of Traffic Management measures at transition areas.
  - Presented to ETSI and currently under discussion (ETSI TR 103 578).





- MCM generation rules (V2I-aided approach):
  - TransAID has defined an exter
    MCMs sent in specific location
    No significant contribution to
    MCM generation rules
    have not been yet
    discussed at ETSI
- MCM generation rules (V2V approach):
  - MCMs need to be sent to inform other vehicles about planned/desired trajectories.
  - Should enable the coordination of cooperative automated vehicles.
  - But should efficiently use the communications channel.



- Proposed V2V MCM generation rules based on *risk*:
  - Vehicles periodically check if a potential risk is detected.
  - Transmission of MCMs when potential risk is detected.
  - Risk depends on time to a potential collision.

Example: grey vehicle transmits MCMs if time to collision with red vehicle is lower than a threshold.

 This approach generates MCM at high frequency to maintain updated info of all vehicles in risk.





- Proposed MCM generation rules based on *tracking trajectories*:
  - Transmission of MCM when the planned trajectory of ego vehicle has significantly changed compared with its previously transmitted trajectory.

Example: green vehicle immediately transmits an MCM when it plans to change lane but transmits MCMs less frequently if it just drives straight.



 This approach transmits small updates assuming that vehicles follow the trajectories transmitted and are reliable.



- ETSI is defining the Collective Perception Service (CPS).
  - Tx/Rx CPM messages: position, speed and other info about detected objects.
  - CPM generation rules mainly depend on the mobility of the object.
- We have conducted an in-depth evaluation of ETSI CPS.

Obtained results are part of ETSI TR 103 562.

- Different traffic densities, sensors and penetration rates.
- Improved perception capabilities with CPM, but high level of redundancy.







- Evolution of CPM generation rules: *look-ahead* mechanism (ETSI TR 103 562):
  - Group detected objects to avoid transmission of high number of small CPMs.
  - Transmit in current CPM objects that will need to be transmitted in the near future.



- Reduce number of messages: reduce headers and info about ego vehicle ( $\approx$ 200 bytes).
- Proposal reduces the channel load 10%-15% and improves the object perception 6%-7%.



- Evolution of CPM generation rules: redundancy mitigation (ETSI TR 103 562):
  - Avoid transmission of unnecessary info (e.g. too frequent updates about each object).
  - If info about an object has been recently received  $\Rightarrow$  don't transmit it.
  - Proposal reduces the load 30%-40% info while maintaining perception up to 200 m.



- Look-ahead + redundancy mitigation:
  - Combination of standalone algorithms increases performance.
  - Lower load (40%-50%) and improved object perception (up to 7%).



- ETSI Decentralized Congestion Control (DCC):
  - DCC Access: maintain the channel load under control based on message flow control.
  - DCC Facilities: share the available resources among different applications (or messages).
- DCC Access can maintain the load under control:
  - Improvement of object perception capabilities up to 14%.
  - But packet transmissions can be delayed due to queuing with DCC Access.
  - Increase of information age up to 400 ms can be critical for cooperative perception.
- DCC Facilities can control the CPM generation rate and reduce queuing:
  - Reduction of the information age below 15 ms.
  - Improvement of object perception capabilities up to 30%.



- Conventional congestion control mechanisms adapt tx parameters:
  - Reduce message rate, transmission power, etc.
  - Reduce channel load but decrease the amount of information exchanged.
- V2X message compression as an alternative:
  - Potential to reduce the load without reducing the amount of information exchanged.
  - Evaluation with standard-compliant messages extracted from real-world experiments.
  - CAM, CPM and MCM can be compressed up to 40%-50%.
  - Channel load can be reduced between -18% and -26%.
  - Significant increase of awareness range (up to 200% increase of distance for PDR=0.7).



#### **Summary**

- V2X for cooperative manoeuvring:
  - Definition of V2I-aided approach and MCM generation rules.
- V2X for cooperative sensing:
  - Evolution of CPM generation rules and DCC analysis.
- V2X message set definition:
  - Extensions of existing messages and proposal of MCM format.
- V2X message compression.

Contributed to ETSI standards on cooperative maneuvering and sensing

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### **Related publications**

- G. Thandavarayan, M. Sepulcre, J. Gozalvez, "Redundancy Mitigation in Cooperative Perception for Connected and Automated Vehicles", Proc. IEEE Vehicular Technology Conference (VTC2020-Spring), Antwerp, Belgium, 25-28 May 2020.
- M. Sepulcre, J. Mira, G. Thandavarayan, J. Gozalvez, "Is Packet Dropping a Suitable Congestion Control Mechanism for Vehicular Networks?", Proc. IEEE Vehicular Technology Conference (VTC2020-Spring), Antwerp, Belgium, 25-28 May 2020.
  - Source code of DCC Access for ns3: <u>https://github.com/msepulcre/DCC-ns3</u>
- G. Thandavarayan, M. Sepulcre and J. Gozalvez, "Analysis of Message Generation Rules for Collective Perception in Connected and Automated Driving", Proc. IEEE Intelligent Vehicle Symposium, Paris (France), June 2019.
- A. Correa, R. Alms, J. Gozalvez, M. Sepulcre, M. Rondinone, R. Blokpoel, L. Lücken, and G. Thandavarayan, "Infrastructure Support for Cooperative Maneuvers in Connected and Automated Driving", Proc. IEEE Intelligent Vehicle Symposium, Paris (France), June 2019.
- M. Sepulcre, P. Tercero, J. Gozalvez, "Can Beacons be Compressed to Reduce the Channel Load in Vehicular Networks?", Proceedings of the IEEE Vehicular Networking Conference (VNC 2018), 5-7 December, 2018, Taipei, Taiwan.
- G. Thandavarayan, M. Sepulcre, J. Gozalvez, "Cooperative Perception for Connected and Automated Vehicles: Evaluation and Impact of Congestion Control", IEEE Access (under review)
- M. Sepulcre, J. Gozalvez, G. Thandavarayan, B. Coll-Perales, J. Schindler, M. Rondinone, "On the Potential of V2X Message Compression for Vehicular Networks", IEEE Access (under review)





# **Questions? Let's stay in touch!**

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• Proposal for MCM message format:





• Proposal for MCM message format:

MCM	ItsPduHeader				
		GenerationDeltaTime			
	ManeuverCoordination		BasicContainer (RefPos + StationType)		
		Maneuver Coordinatic MCMParameters	ManeuverContainer = CHOICE	VehicleManeuverContainer	
			S OR RsuManeuver]	RsuManeuverContainer	





#### V2X message set

- Extensions of CAM:
  - New AutomatedVehicleContainer

	ltsPduHeader		
Extended CAM			GenerationDeltaTime
	CoopAwareness	Coopawareness CAMParameters	BasicContainer
			HighFrequency Container = BasicVehicleContainerHighFrequency
			LowFrequencyContainer = BasicVehicleContainerLowFrequency
			SpecialVehicleContainer = AutomatedVehicleContainer

	<b>CurrentAutomationLevel</b>			
	distanceToPreceedingVehicle			
	distanceToFollowingVehicle			
er	RouteAtIntersection			
tain	IntersectionsRoute			
Con	DesiredSpeedRange			
icle(	AccelerationCapabilities			
Veh	PlannedPath			
ted	PlannedLane			
toma	PlatoonID			
Au	PlatoonFollowers			
	PlatoonVehicleState			
	Platoon FormingState			



#### V2X message set

- Extensions of DENM:
  - New ADrestrictionContainer

Extended DENM	ItsPduHeader		
		ManagementContainer	
	DENM	Situation Container	
		LocationContainer	
		AlaCarteContainer	

	laneID
	areaStartPoint
	areaEndPoint
e	allowedADIevel
tain	closedLanes
Con	speedLimit
ion(	startingPointSpeedLimit
trict	endPointSpeedLimit
Ires	startingPointClosedLanes
AC	end PointClosed Lanes
<b>→</b>	trafficFlowRule
	referenceDenms



• Evolution of CPM generation rules: look-ahead mechanism





• Evolution of CPM generation rules: look-ahead mechanism

Traffic Density	Policy	Highway	Urban
	ETSI	27.56 %	13.96 %
Low	Proposal	24.89 %	11.20 %
	Difference	-9.6 %	-19.77 %
	ETSI	45.10 %	19.0 %
High	Proposal	38.33 %	16.55 %
	Difference	-15.0 %	-12.89 %





• Redundancy mitigation mechanism:





• DCC Access:





• DCC Access + DCC Facilities:







1) RSU sends a DENM with the alert information about the queue and the end of the queue position. The RSU also sends a MAPEM message including the section of the emergency lane opened for queueing and the new speed limits applicables at each segment and lane of the scenario.

2) Upon reception of the information about the section of the emergency lane opened, CAVs that want to exit the road will plan the lane change to the emergency lane and they will send a new MCM with the new planned trajectory.



## **Cooperative manoeuvring**

• Time to risk of collision:





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max d

Distance between trajectories:

## **Cooperative maneuvring**

MCM generation rules: 



Threshold: 30, 60, 90 cm

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Threshold: 500ms, 1000ms or 1500ms

10

• Compression gain





• Average CBR (Channel Busy Ratio)

Comprossion	Traffic density			
Compression	Low	Medium	High	
None	41.80%	61.80%	73.31%	
Gzip	42.54% (+1.8%)	62.08% (+0.5%)	73.43% (+0.2%)	
Compress	41.45% (-0.8%)	60.98% (-1.3%)	72.46% (-1.2%)	
sf16	39.80% (-4.8%)	59.51% (-3.7%)	71.18% (-2.9%)	
sf256	35.70% (-14.6%)	54.64% (-11.6%)	66.61% (-9.1%)	
sf4096	30.61% (-26.8%)	48.31% (-21.8%)	60.36% (-17.7%)	



PDR (Packet Delivery Ratio) with and without compression. 



#### 180 veh/km

