



Quick and Autonomous Platoon Maintenance in Vehicle Dynamics For Distributed Vehicle Platoon Networks

Ankur Sarker[†], Chenxi Qiu[‡], and Haiying Shen[†]

[†]Department of Computer Science, University of Virginia

[‡]Information Science & Technology, Pennsylvania State University

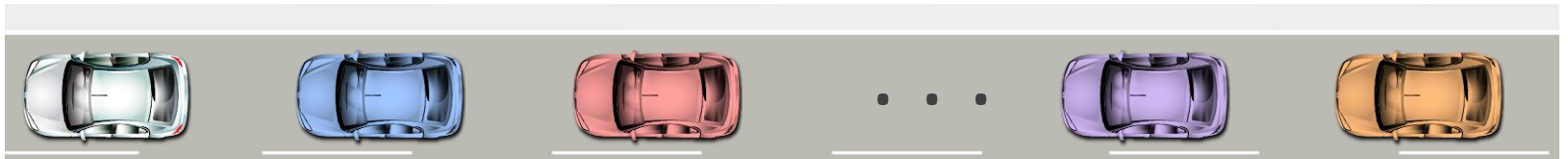
Outline

- Introduction
- System Design
- Performance Evaluation
- Conclusion

Introduction

Platoon system

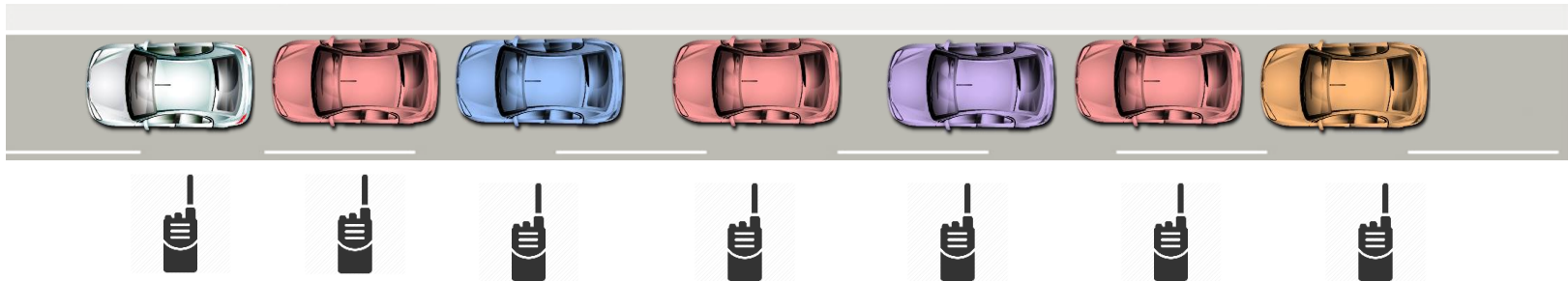
In a platoon, one leader vehicle and several follower vehicles drive in a single lane, maintaining a safety inter-vehicle distance



Introduction

Solution: Distributed CACC system

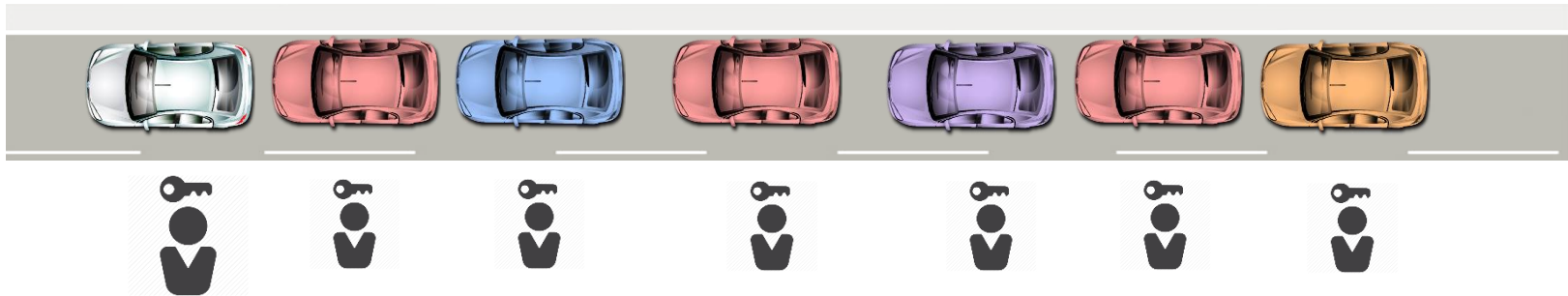
1. Vehicles have short range communication devices
2. Guarantee vehicles' safety
3. Increase the number of vehicles
4. Dynamic formation of platoon



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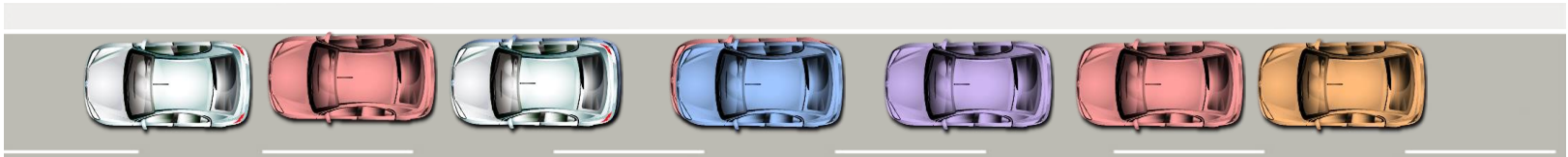
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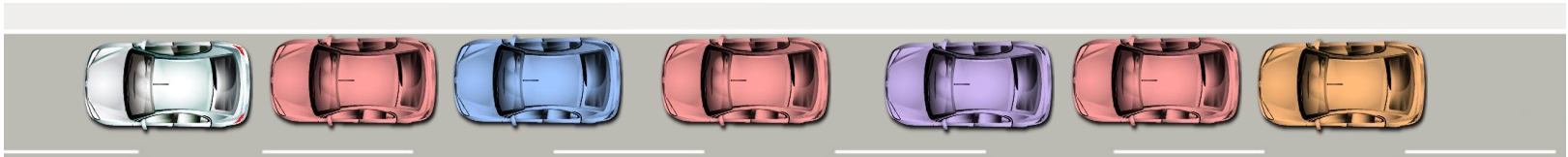
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Introduction

Challenge of distributed platoon system

- Platoon maintenance in dynamic environment
- Without any communication
- without any accurate distance information



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Challenge of distributed platoon system

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Our method: Autonomous platoon maintenance

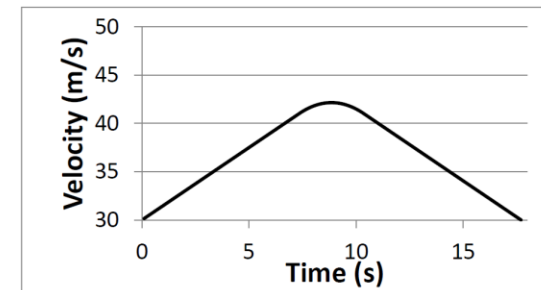
1. Study velocity profiles
 - Analyze velocity profiles for different scenarios
2. Stored velocity profiles
 - Based on different inter-mediate distances and velocities, stored different profiles
3. Adaptive platoon maintenance
 - Use mainly two set of profiles for creating or recovering holes inside platoon

System Design

Velocity profiling

Study velocity profiles for two cases:

- ❑ Vehicle leaving: Following vehicles must accelerate gradually maintaining safety and comfort.



Vehicle leaving

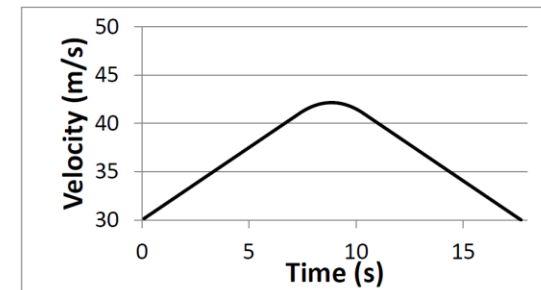
System Design

Velocity profiling

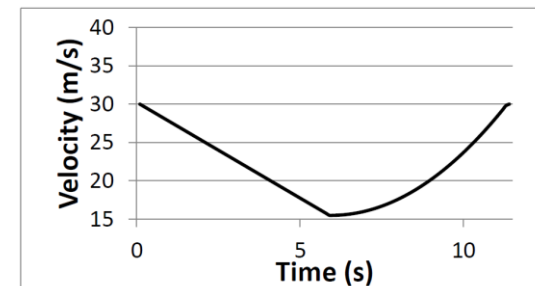
Study velocity profiles for two cases:

- ❑ Vehicle leaving: Following vehicles must accelerate gradually maintaining safety and comfort.

- ❑ Vehicle entering: Following vehicles must deaccelerate gradually maintaining safety and comfort.



Vehicle leaving



Vehicle entering

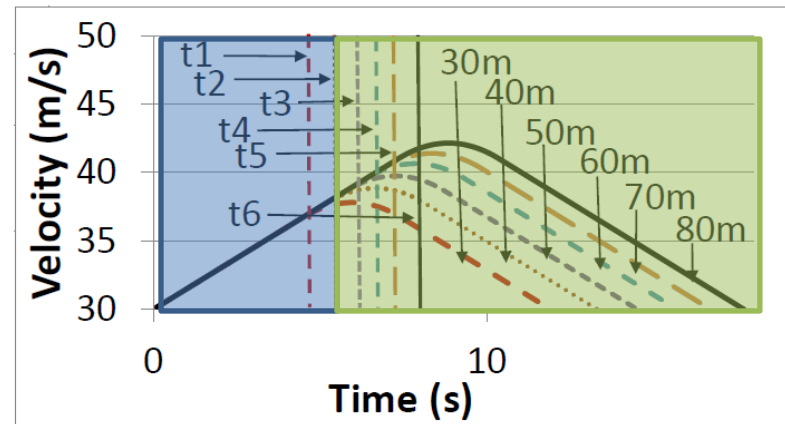
System Design

Velocity profiling

Then, study velocity profiles wrt distances and velocities:

- ❑ Initial velocity changes are similar due to deceleration/acceleration limits.

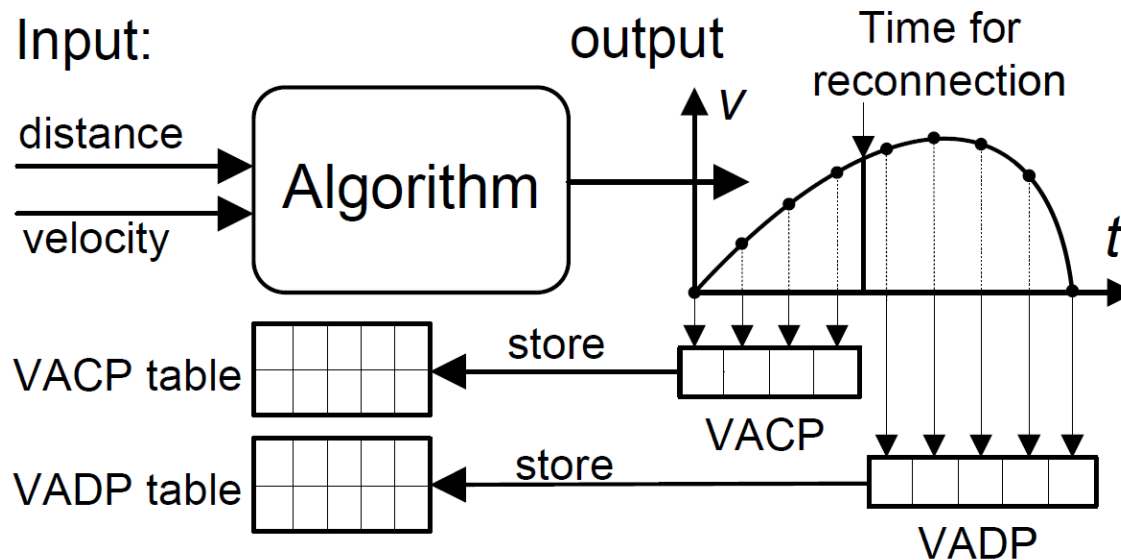
- ❑ Thus, store mainly two different velocity profiles considering different scenarios.



Changes of velocity wrt different distances

System Design

Overview



VACP: Vehicle Accelerating Profile

VADP: Vehicle ADjusting Profile

v : velocity

t : time

Experiment

Simulation settings

1. One leader vehicle and thirty follower vehicles
 - Velocities are changed from 8m/s to 30m/s
 - The vehicular inter-mediate distance varies from 47.5m to 80m
 - Velocities are changed at every 0.1 second (if necessary)
2. 3 scenarios-
 - Platoon maintenance
 - Vehicle joining
 - Vehicle leaving

Compared methods

1. Kyongsu Yi and Young Do Kwon. 2001. Vehicle-to-vehicle distance and speed control using an electronic-vacuum booster. JSAE review 22, 4 (2001), 403–412

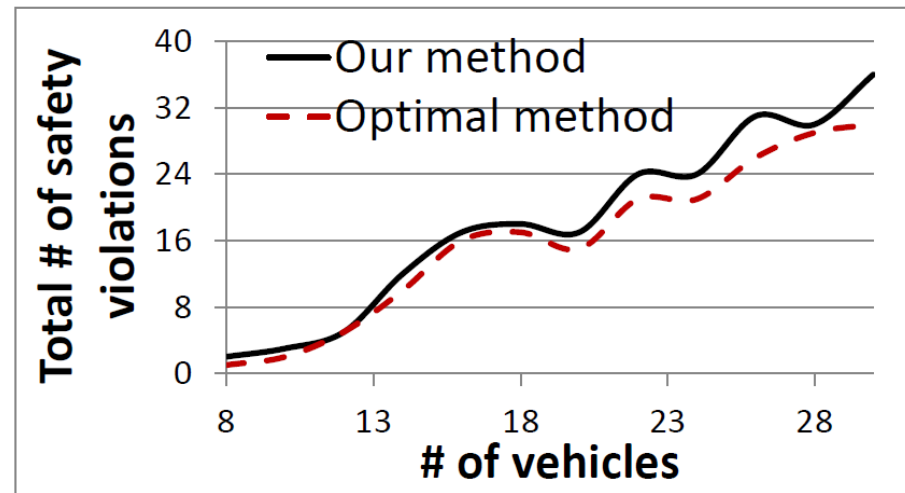
Experiment

Platoon maintenance

Metric: Safety violation (inter-vehicular distance < safety distance)

Observation: Safety violations of two methods are almost similar

Reason: The stored velocity profiles are very similar to the optimal velocity profile



Safety violations

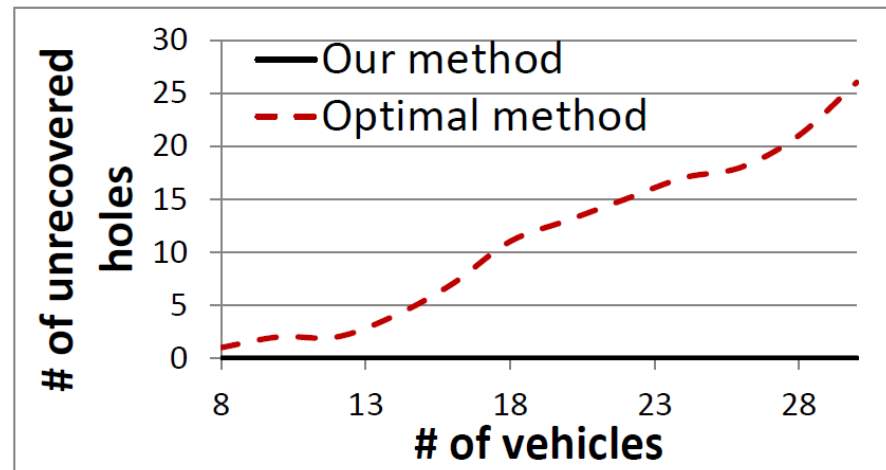
Experiment

Platoon maintenance

Metric: Recovering hole (distance information is unavailable)

Observation: Optimal method causes more unrecovered holes

Reason: Optimal method needs neighbor vehicles' information



Recovering hole

Conclusions

1. We proposed a decentralized platoon maintenance mechanism
2. We conducted velocity profiling study
3. We devised autonomous vehicular control strategy

Future work

1. Consider complex road structures
2. More practical experiments in different traffic conditions

Thank you!
Questions & Comments?

Ankur Sarker

as4mz@Virginia.edu

Ph.D. Candidate

Pervasive Communication Laboratory

University of Virginia