

#### **MEC-Assisted Collective Perception**

Introduction, modelling and initial simulation results

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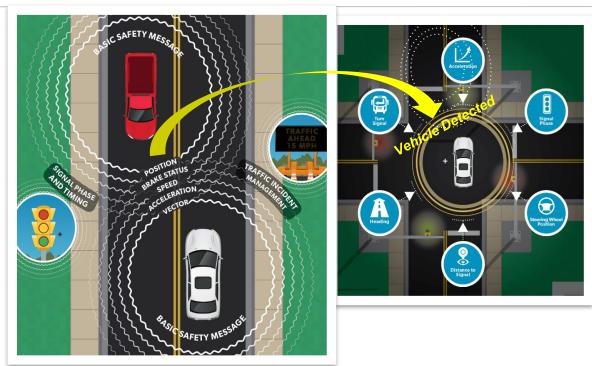


# Introduction



### THE VISION OF V2X/C-V2X: CRASH PREVENTION AND ADVANCED INFORMATION PROVISION

- Vehicle-to-Everything (V2X) communications are transformative for vehicle crashes/fatalities/injuries and improve overall mobility
- Cellular Vehicle-to-Everything (C-V2X) for 4G/5G and beyond cellular infrastructures
- Wide scale of applications
  - safer, more efficient, and green transportation for connected, cooperative, and automated vehicle environments.







#### (11. 2D 11 Local perception CAM + CPMdatabase CAM 11 (11- 200 **ED** 177 •))) Local perception database

#### **COLLECTIVE PERCEPTION**

The number of perceivable objects grows using V2X:

Case 1: no V2X used, ego vehicle relies only on proprietary sensors

 $\sim$ 1/2 of the vehicles detected

Case 2: state information and perceived object data shared via V2X

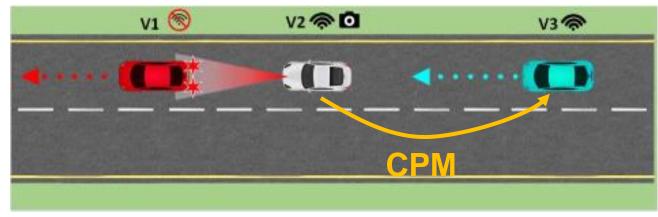
All vehicles detected in the scenario



### **Use cases**



- Emergency Electronic Brake Light (EEBL)
- Intersection Movement Assist (IMA)
- Left Turn Assist (LTA)
- Blind Spot Warning (BSW)

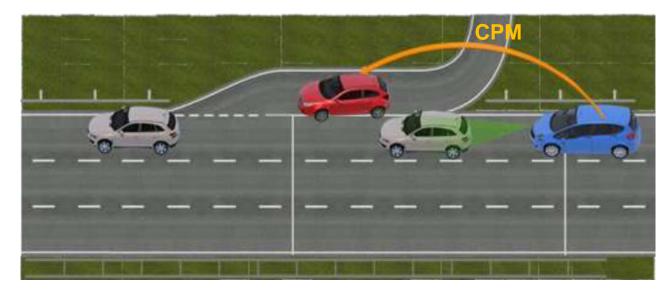


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#### **ADVANCED USE CASES: COOPERATIVE MERGING**

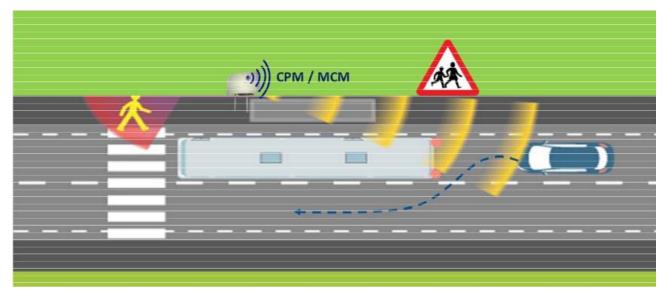
 Highway scenario, the environmental model of a connected car can be completed with information propagated through CPMs



https://www.car-2-car.org/fileadmin/documents/General\_Documents/C2CCC\_WP\_2072\_RoadmapDay2AndBeyond.pdf



The pedestrian is detected by fixed cameras/sensors and perception data is broadcasted by an RSU to nearby vehicles.



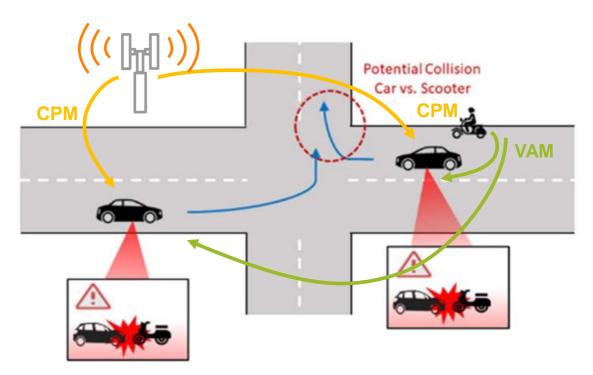
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#### PASSIVE + ACTIVE VRU PROTECTION WITH SENSOR FUSION

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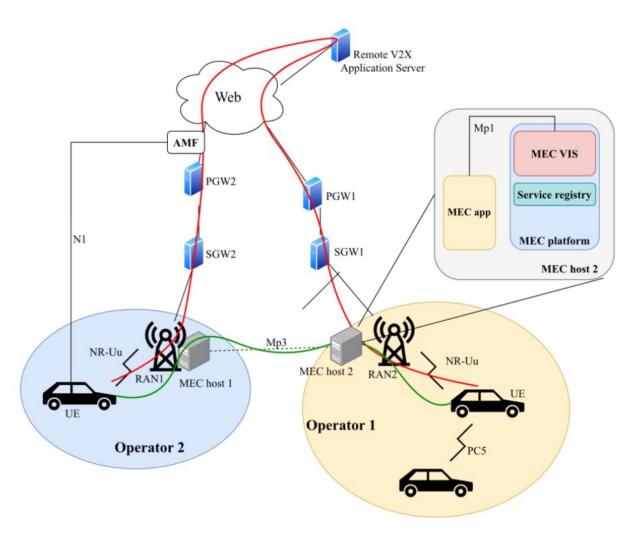
The scooter (or the rider's mobile device) actively sends CPMs to nearby vehicles, warning them about a potential collision.



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#### **MEC-ASSISTED V2X: ETSI V2X INFORMATION SERVICE**



ETSI GS MEC 030 V3.1.1 (2023-03)

- Gathering of PC5 V2X-related information from the 3GPP network
  - authorized UEs, subscription info, configuration parameters
- Exposure of this information to MEC apps
- Enablement of secure communication between MEC apps and the logical functions in the core network
- Enablement of secure communication between MEC apps in different MEC systems
- Gather and process information available in other MEC APIs to predict RAN congestion and notify UEs
  - e.g., journey-specific QoS prediction



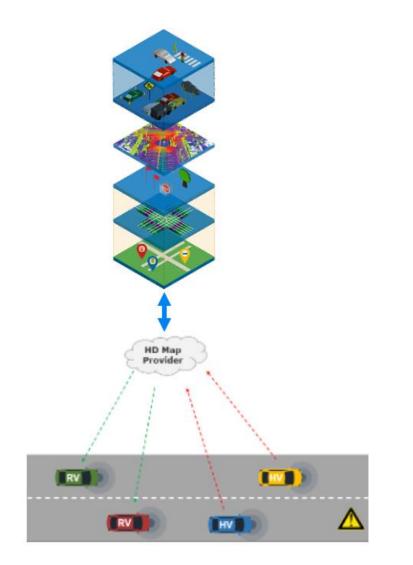
Collects higher-level applications enabling more optimized traffic and a safer driver experience. Not only sensory data is transmitted, but also intentions for various maneuvers and pre-calculated trajectories

- Cooperative Collision Avoidance (CoCA)
  - Collision avoidance system based on CAM, CPM, and MEC-based sensors fusion in case of fully autonomous vehicles
- 3D video composition for V2X scenario
  - Based on a video feed and processed object data (via CPM) from traffic participants a 3D model can be established
  - Could help law enforcement personnel in the assessment of traffic accidents in an urban area



#### **MEC USE CASES 2: EXTENDED SENSORS**

- HAD MAP rendering
  - V2X information feed instances of a HD map rendering application deployed on MEC servers
    - ensures lower latency and offers more computational resources
- Multiple data sources data fusion
  - continuous maintenance of a much broader view/model of the environment
  - tracking the detected objects as they move around





### The simulation framework



### **THE INTEGRATED SIMULATION COMPONENTS 1/2**

- OMNeT++
  - extensible, modular, component-based C++ simulation library and framework, primarily for building network simulators



- <u>https://omnetpp.org/</u>
- INET
  - an open-source model library for the Internet stack, wired and wireless protocols, applications, etc.
  - https://inet.omnetpp.org/
- SUMO
  - microscopic multi-modal traffic simulation package including road vehicles, public transport, and pedestrians
  - https://www.eclipse.org/sumo/
- Vanetza
  - open-source implementation of the ETSI C-ITS protocol suite
  - <u>https://www.vanetza.org/</u>



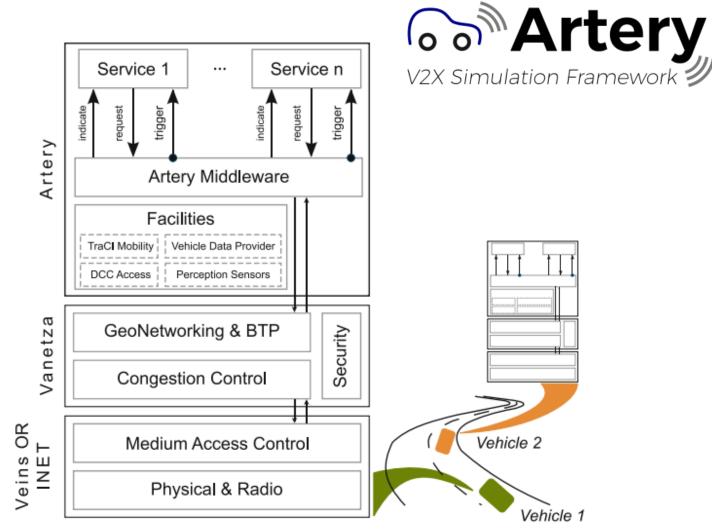






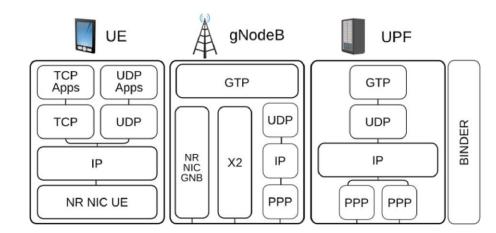
**THE INTEGRATED SIMULATION COMPONENTS 2/2** 

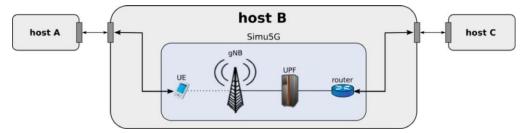
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https://link.springer.com/chapter/10.1007/978-3-030-12842-5\_12







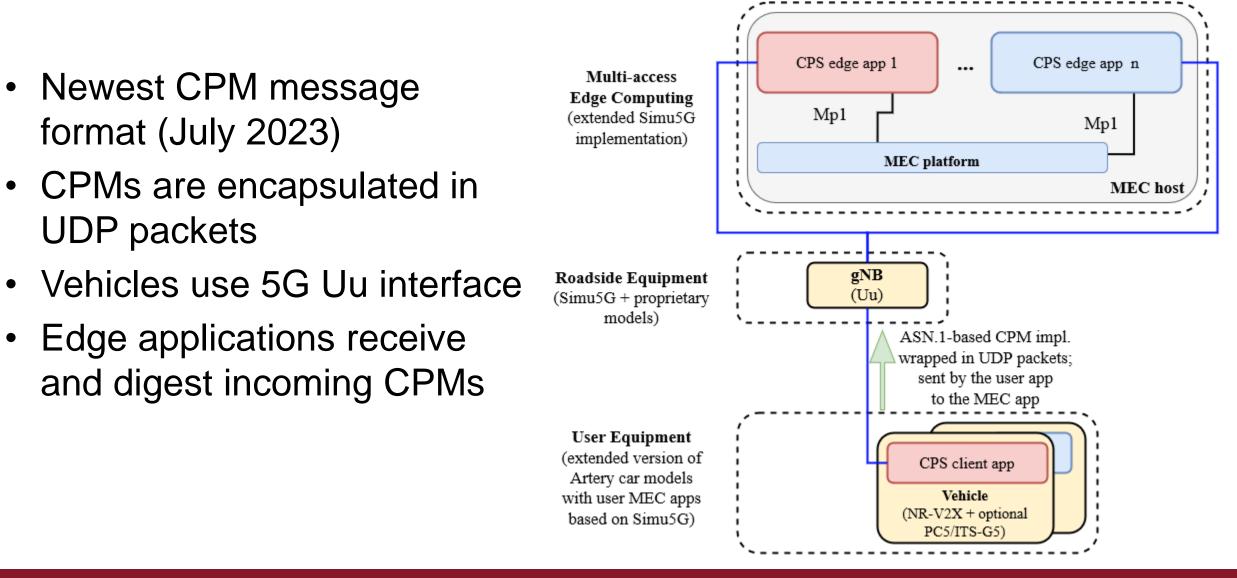
https://doi.org/10.1016/j.simpat.2022.102700



- Extending the build system with the Simu5G library
- Integrating model components into an existing Artery scenario
  - Replacing network components, setting up the 5G network
  - Integrating the model of the MEC infrastructure
- Implementing a new MEC application
  - Client side (car) app
    - collects Collective Perception Messages (CPM) from the V2X stack running on the car
    - Sends them to the app instance running in the MEC
  - MEC app
    - Digests incoming CPM messages

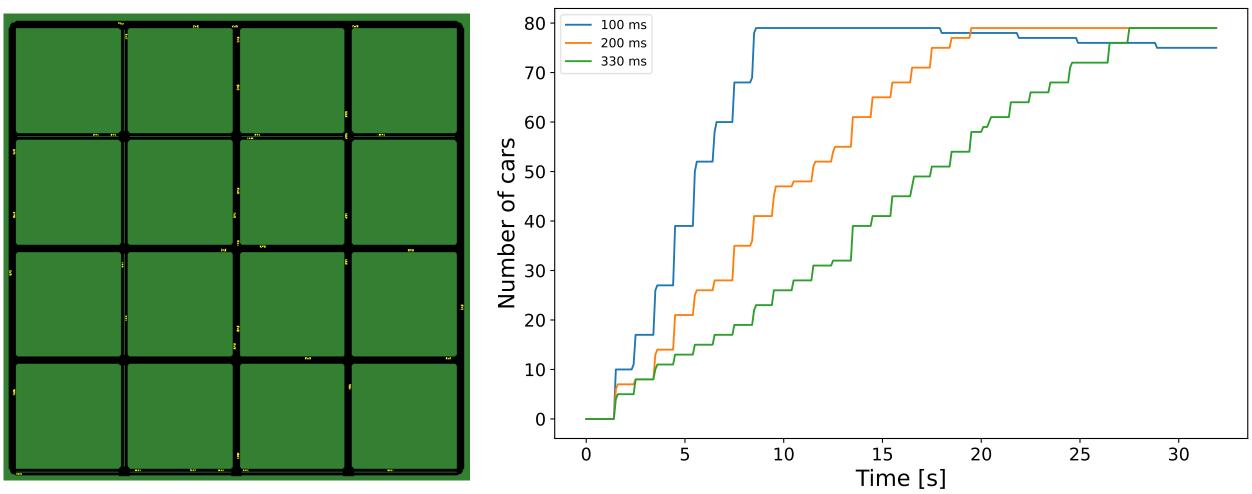


ARCHITECTURE





#### SIMULATION SCENARIOS



Grid map with different traffic flows



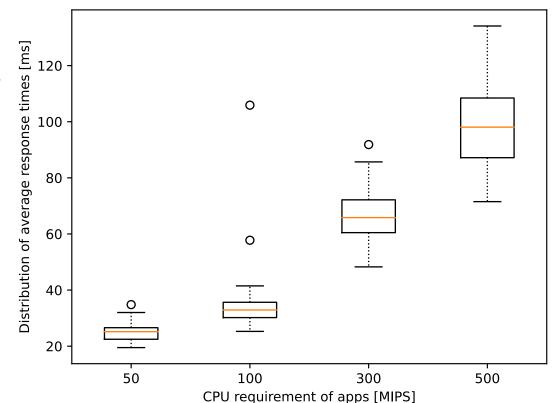
#### SIMULATION PARAMETERS: STATIC

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| MEC Host<br>Capability [MIPS] | MEC App CPU<br>Requirement [MIPS] | Average End-to-End<br>Latency<br>[ms] | Average Response<br>Time [ms] |
|-------------------------------|-----------------------------------|---------------------------------------|-------------------------------|
| 400,000                       | 50                                | 11.4                                  | 25.0                          |
| 400,000                       | 100                               | 12.5                                  | 34.1                          |
| 400,000                       | 300                               | 12.0                                  | 66.0                          |
| 400,000                       | 500                               | 11.8                                  | 97.5                          |

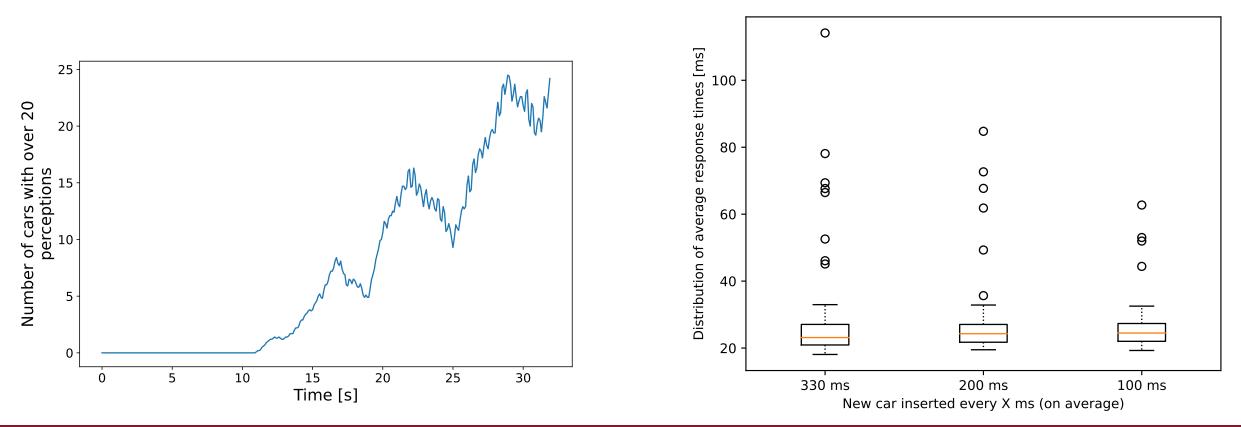
Response time model:  $resp = d_{UL} + t_{process} + d_{DL}$ 

- Scenarios with fixed CPU requirements per MEC app
  - To simulate the processing time of each CPM
- End-to-end latency was measured to test the network load
- Processing time had a greater role in the overall response time





- Different traffic densities as before
- Sensors configured to capture most of the nearby vehicles
- Dynamic required processing time based on the number of detected objects





# **Conclusions and future work**



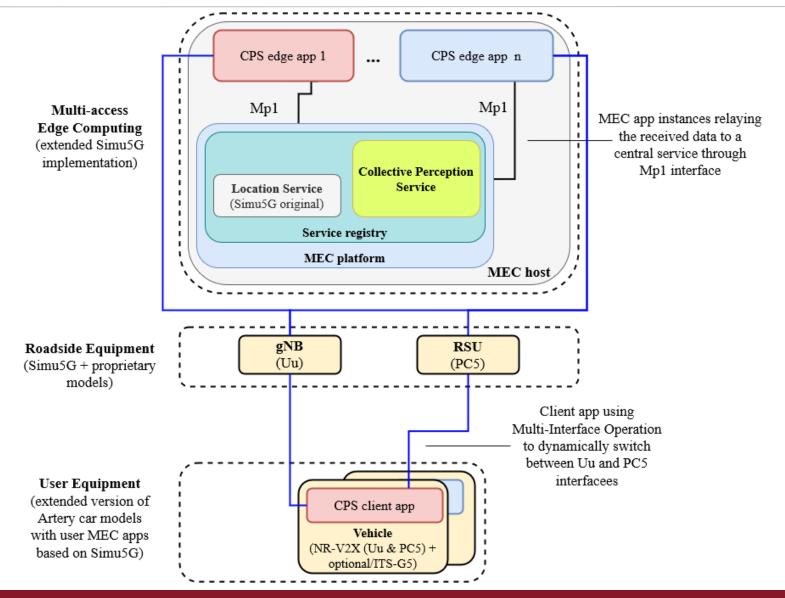
CONCLUSION

- The integrated simulation framework can model 5G + MEC-assisted V2X applications
  - 5G radio/ aspects and MEC performance can also be studied
- The out-of-the-box MEC implementation responds adequately to data in the CPMs
  - Fixed requirement scenarios show the limitations of the MEC model
  - Dynamic scenarios show how the environment model can affect MEC performance
- The overall QoS is within acceptable boundaries



#### **FUTURE PLANS**

- Central CPS MEC service to consume and aggregate all incoming CPMs
  - E.g., sensor fusion
- NR V2X PC5 Mode 2
- Multi-interface hybrid
  V2X (Uu + PC5)
- Realistic sensor suites

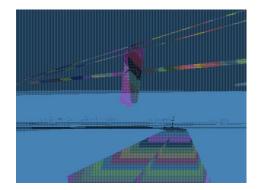


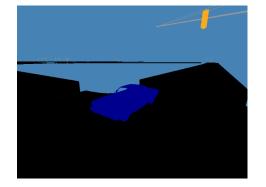


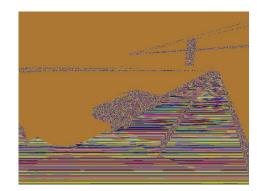
#### THE HOLY GRAIL: ARTERY + CARLA + ROS INTEGRATION

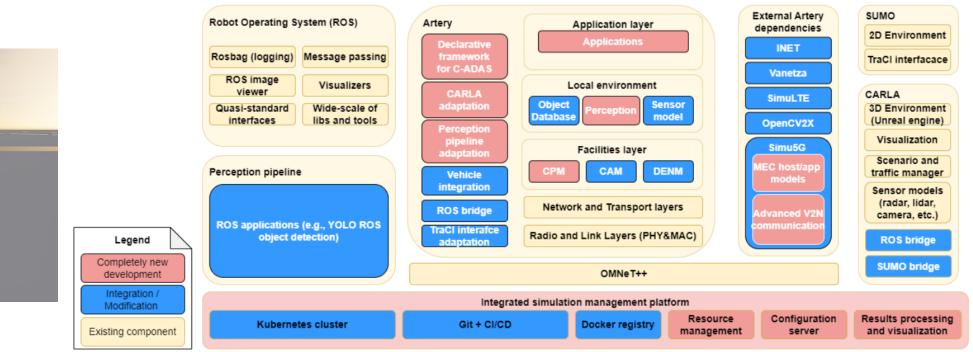
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