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Distributed Consensus-Based Cooperative Highway On-Ramp Merging Using V2X Communications

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Content of the Presentation

- Introduction and background
- System architecture and assumptions
- Proposed system methodology
- Simulation study
- Conclusions and future work



Introduction and Background



Wasted Time and Wasted Fuel

- In 2016, Los Angeles tops the global ranking with 104 hour/commuter spent in traffic congestion
- In 2014, 3.1 billion gallons of energy were wasted worldwide due to traffic congestion
- In 2013, fuel waste and time lost in traffic congestion cost \$124 billion in the U.S.





Automated Vehicle Technology





Definition of automated vehicles

At least some aspects of a safety-critical control function (e.g., steering, acceleration, or braking) occur without direct driver input

Sensing techniques

Radar, Lidar, GPS, odometry, computer vision, etc.



Connected Vehicle Technology

• **Definition of connected vehicles** Vehicles that are equipped with Internet access, and usually also with a wireless local area network

Communication flow

-Based primarily on dedicated short-range communications (DSRC)

-Between vehicles (V2V), or vehicles and infrastructure (V2I/I2V)





Merging of Connectivity and Automation





System Architecture and Assumptions



System Assumptions

- All vehicles can get their precise information by equipped sensors
- All vehicles are CAVs with V2V and V2I communications
- Only the longitudinal control is considered in this study



Cooperative Highway On-Ramp Merging System





Proposed System Methodology



Proposed System Methodology

1. Vehicle sequencing protocol

Arrange vehicles with a predefined sequence to merge

2. Distributed consensus-based cooperative merging protocol Propose longitudinal control model for vehicles







Maximum reachable speed



If on-ramp vehicles cannot accelerate to highway speed limit, the maximum reachable speed of on-ramp vehicles is

$$v_{rm_max} = \sqrt{v_{rs_avg}^2 + 2a_{max}s_r}$$



Maximum reachable speed



If on-ramp vehicles can accelerate to highway speed limit, the maximum reachable speed of on-ramp vehicles is

$$v_{rm_max} = v_{lim}$$



Estimated Arrival Time

If
$$v_{hs_avg} \leq v_{rm_max}$$
, then $v_m = v_{hs_avg}$

$$t_{h_i} = \frac{s_h}{v_{hs_i}}$$

$$t_{r_j} = \frac{2a_{max}s_r + (v_{hs_avg} - v_{rs_j})^2}{2a_{max}v_{hs_avg}}$$



Estimated Arrival Time

If
$$v_{hs-avg} > v_{rm-max}$$
, then $v_m = v_{rm-max}$

$$t_{h_{i}} = \frac{2a_{max}(s_{h}-s_{r}) - (v_{hs_{i}}^{2} + v_{rs_{avg}}^{2}) + 2v_{hs_{i}}\sqrt{v_{rs_{avg}}^{2} + 2a_{max}s_{r}}}{2a_{max}\sqrt{v_{rs_{avg}}^{2} + 2a_{max}s_{r}}}$$
$$t_{r_{j}} = \frac{-v_{rs_{j}} + \sqrt{v_{rs_{j}}^{2} + 2a_{max}s_{r}}}{a_{max}}$$



Vehicle Sequence Identification

Estimated arrival time of every vehicle is sent to the infrastructure with V2I communication area

The infrastructure sorts vehicles in the network in order of time

Vehicles are assigned with consecutive SIDs



Input: estimated arrival time and SID of vehicle $k(T_k, n_k)$ and other vehicles in communication range Output: acceleration of vehicle k if a vehicle p with SID $(n_p = n_k - 1)$ has its estimated arrival time satisfy $(T_k - t_{head V2V} \le T_p \le T_k)$ if vehicle p is on the same lane with vehicle kVehicle *p* becomes the physical predecessor of vehicle *k*; Acceleration of vehicle k is calculated by *Algorithm 1*; else Vehicle *p* becomes the "ghost" predecessor of vehicle *k*; Acceleration of vehicle k is calculated by *Algorithm 2*; end else Acceleration of vehicle k is calculated by the default car following model; end



 v_{rs_avg}, v_{rs_j}

Algorithm 1. Distributed consensus algorithm for **physical** predecessor-follower.

$$a_k = -\delta[(s_k - s_p + s_{head}) + \gamma(v_k - v_p)]$$





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$$a_k = -\delta[(s_k - s_p + s_{head}) + \gamma(v_k - v_p)]$$







Distributed Consensus-Based Cooperative Merging Protocol $v_{hs,evg}, v_{hs,l}$ $v_{hs,evg}, v_{hs,l}$

Algorithm 2. Distributed consensus algorithm for <u>"ghost"</u> predecessor-follower.

$$a_{k} = -\alpha \delta [(s_{k} - s_{p} + v_{m}t_{head_safe}) + \gamma (v_{k} - v_{p})] - \beta (v_{k} - v_{m})$$









Algorithm 2. Distributed consensus algorithm for <u>"ghost"</u> predecessor-follower.

$$a_{k} = -\alpha \delta [(s_{k} - s_{p} + v_{m}t_{head_safe}) + \gamma (v_{k} - v_{p})] - \beta (v_{k} - v_{m})$$







Simulation Study



Simulation Network





Simulation Results

Lower Traffic Flow





Simulation Results

Higher Traffic Flow





Simulation Results

	Travel Time (s)	Speed (m/s)	CO (g)	NOx (g)	$\begin{array}{c} CO_2 \\ (g) \end{array}$	Energy (KJ)
Baseline	42.77	29.02	1.37	0.32	270.36	3759.39
Proposed Protocol	40.49	30.02	1.36	0.31	269.99	3746.20
Improved	5.33%	3.44%	0.73%	3.13%	0.51%	0.36%

Higher Traffic Flow

Lower Traffic Flow

	Travel	Speed	CO	NOx	CO ₂	Energy
	Time (s)	(m/s)	(g)	(g)	(g)	(KJ)
Baseline	43.50	27.86	1.34	0.31	260.67	3624.72
Proposed Protocol	38.92	29.95	1.30	0.29	258.91	3600.31
Improved	10.50%	7.50%	2.99%	6.46%	0.67%	0.67%



Conclusions and Future Work



Conclusions

- A distributed consensus-based cooperative methodology for highway on-ramp merging has been proposed
- The vehicle sequencing protocol has been developed to assign SIDs to different vehicles based on their estimated arrival time
- A comprehensive simulation study has been conducted based on the traffic network near UCR campus area



Future Work

- The study of the effect on the entire highway corridor by applying the proposed protocol
- More realistic factors of the traffic simulation network can considered, e.g., road grade, communication delay
- No existing transportation system can guarantee all vehicles are connected and automated, i.e., mixed traffic should be studied



City of Riverside Innovation Corridor

- All traffic signal controllers are being updated to be compatible with SAE connectivity standards
- UC Riverside is providing the Dedicated Short Range Communication modems in each traffic signal





Integrate with Signalized Corridors



SAE INTERNATIONAL



Contributors of the Study







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Thank you

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