



Vehicles as Sensors for Cooperative Systems



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Cooperative SAFESPOT Networks







Centralised Node Architecture





Moving Platform's State

- In-vehicle data sources for platform state
 - Vehicle dynamics systems
 - Body management
 - Occupant safety systems
 - Navigation systems
- External sensors: camera, laser scanner, radar etc.
- Communication: Safespot messages (+ external applications)
- Vehicle positioning will be improved wrt GPS alone by new technologies (SP3)
- LDM database will store and provide (filtered and fused) state data to clients

Multi-layered Environment Representations

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- Raising of level in general by • finding *relations* (wrt space, time, attributes)
- Scope usually increases with level, whereas resolution decreases
- Sensor systems, **sources often** provide data on different levels
- Data fusion levels grouped in ٠
 - Object Refinement
 - Situation Refinement

- Reconstruct the traffic scenario around the vehicle thanks to the data collected from several sources of information (on-board sensors and communication)
- Object Refinement:
 - spatial properties: position, orientation, velocity
 - attributes: identification, classification.
- Situation Refinement: relationships between objects, e.g. lane association
- Affects and is affected by LDM object modelling and application interface
- Results are stored in LDM

- LDM is more than just a storage device
- Unique representation of environment not copy of other LDMs
- Moving "horizon" of static information, e.g. road network, landmarks
- Dynamic contents governed by Data Fusion process
- Does not only provide data, but access functions for data projection, selection, filtering, join, grouping, sorting, etc.
- Event-triggered notification can provide extra functionality

Hardware Architecture

- SAFESPOT's cooperative ad-hoc networks will be *decentralized*
 - nodes *individually* recognise and warn
 - nodes are multiple actors in parallel use cases
- Platform architecture will be centralized
 - database server: local dynamic map (LDM)
 - clients: node's individual applications & common message generation
- Applications' situation recognition emerges by finding relations between objects in the LDM
 - platforms support this by serving queries and subscriptions to notifications
- Platform will not just be a mobile sensor but a mobile server of multi-level environmental information

