

Contents

Title	i
Approval	ii
Statement of Originality	iii
Foreword	iv
Glossary and List of Acronyms	vi
Abstract	ix
Contents	x
List of Figures	xv
List of Tables	xviii
Listings	xx
1 Introduction	1
1.1 Background	1
1.2 Problem Formulation	2
1.3 Objectives	2
1.4 Boundaries	2
1.5 Contributions	3
1.6 Outline	3
2 State of the Art	5

2.1	Utilisation of Vehicle-to-X Communication in Vehicular Traffic Density Estimation	5
2.2	Vehicular Traffic Level of Service	11
2.2.1	Volume-to-Capacity Ratio	12
2.2.2	Traffic Density and Vehicle Classification	13
2.3	Research Gap	14
3	Research Design	15
3.1	Model Design	15
3.2	Model Testing	16
3.3	Result Analysis, Documentation and Publication	17
3.3.1	Measurements and Parameters of Performance	17
3.3.2	Evaluation Scenario	17
3.3.3	Evaluation Methods	18
3.3.3.1	Evaluation Steps	19
3.3.3.2	Hypotheses of The Statistical Tests	19
3.4	Volume-to-Capacity Ratio Threshold	21
4	Proposed Models	22
4.1	Foundations	22
4.1.1	Traveler Information System	22
4.1.2	Vehicular Ad hoc Network	23
4.2	Basic Application Model	25
4.2.1	Requirements for the Basic Application	25
4.2.2	Basic Model UML Diagrams	26
4.2.2.1	Basic Application Model Use Case Diagram	26
4.2.2.2	Basic Application Model Activity Diagram	28
4.2.2.3	Basic Application Model Class Diagram	29
4.3	Advanced Application Model	32
4.3.1	Requirements for the Advanced Application Model	32
4.3.2	Advanced Model UML Diagrams	34

4.3.2.1	Advanced Application Model Use Case Diagram .	34
4.3.2.2	Advanced Application Model Activity Diagram .	35
4.3.2.3	Advanced Application Model Class Diagram	36
5	Model Validation	39
5.1	Basic Application Model	39
5.1.1	Adjusting the Basic Application Model with the Simulation Environment	39
5.1.1.1	Simulated WAVE Short Message (WSM) Format .	39
5.1.1.2	Incoming Beacon Handler	40
5.1.2	Validating the Basic Application Model through Computer Simulation	40
5.1.2.1	Simulation Scenario	40
5.1.2.2	Simulation Result	41
5.1.2.3	Summary of the Basic Model Validation	48
5.2	Advanced Application Model	49
5.2.1	Adjusting the Advanced Application Model with the Simulation Environment	49
5.2.1.1	Emergency Message	49
5.2.1.2	Vehicle Reroute	49
5.2.1.3	VCR Handler	49
5.2.2	Validating the Advanced Application Model through Computer Simulation	50
5.2.2.1	Simulation Scenario	50
5.2.2.2	Simulation Result	54
5.2.2.3	Summary of the Advanced Model Validation	57
6	Evaluation	59
6.1	Simulation Scenario and Datasets of Results	59
6.2	Traffic Density and Road Occupancy Rate	60
6.2.1	Distribution Normality Test	61

6.2.1.1	Histogram and Density Plot	61
6.2.1.2	Shapiro-Wilk Test	63
6.2.1.3	Result of Distribution Normality Tests	64
6.2.2	Kruskal-Wallis Test	64
6.2.3	Wilcoxon Rank Sum Test	65
6.2.4	Summary on Traffic Density and Road Occupancy Rate Evaluation	67
6.3	Travel Time	68
6.3.1	Distribution Normality Test	69
6.3.1.1	Histogram and Density Plot	69
6.3.1.2	Shapiro-Wilk Test	70
6.3.1.3	Result of Distribution Normality Test	71
6.3.2	Kruskal-Wallis Test	71
6.3.3	Wilcoxon Rank Sum Test	71
6.3.4	Summary on Travel Time Evaluation	72
6.4	Speed	73
6.4.1	Data Normality Test	74
6.4.1.1	Histogram and Density Plot	74
6.4.1.2	Shapiro-Wilk Test	75
6.4.1.3	Result of Distribution Normality Test	75
6.4.2	Kruskal-Wallis Test	76
6.4.3	Wilcoxon Rank Sum Test	76
6.4.4	Summary on Speed Evaluation	77
6.5	Evaluation Summary	78
7	Conclusion and Future Works	80
7.1	Conclusion	80
7.2	Future Works	81
	Bibliography	82

A	Propagation Issue	A-1
A.1	Basic Model Simulation	A-1
A.2	Advanced Model Simulation	A-2
B	Network Simulation Tools	A-4
B.1	Objective Modular Network Testbed in C++	A-4
B.2	Vehicle in Simulation	A-6
B.2.1	Vehicle in Simulation (Veins) and MiXiM	A-6
B.2.2	Veins: A Bidirectionally Coupled Simulation Framework for Wireless Communication in Vehicular Environment . . .	A-6
B.2.3	Simple Pathloss Model in MiXiM and Veins	A-7
C	Source Codes	A-9
C.1	Source Codes for Basic Model	A-9
C.2	Source Codes for the Advanced Model	A-26
C.3	SUMO Traffic Simulation Description Files	A-49
C.3.1	Road Network and Vehicle Definition for Basic Model Val- idation	A-49
C.3.2	Road Network and Vehicle Definition for Basic Model Val- idation	A-50
C.3.2.1	Nodes Definitions	A-50
C.3.2.2	Edges and Connections Definitions	A-52
C.3.2.3	Additional Files for Result Recording Definitions	A-54
C.3.2.4	Routes and Vehicle Types Distribution	A-55
C.4	R Processing Script	A-57