



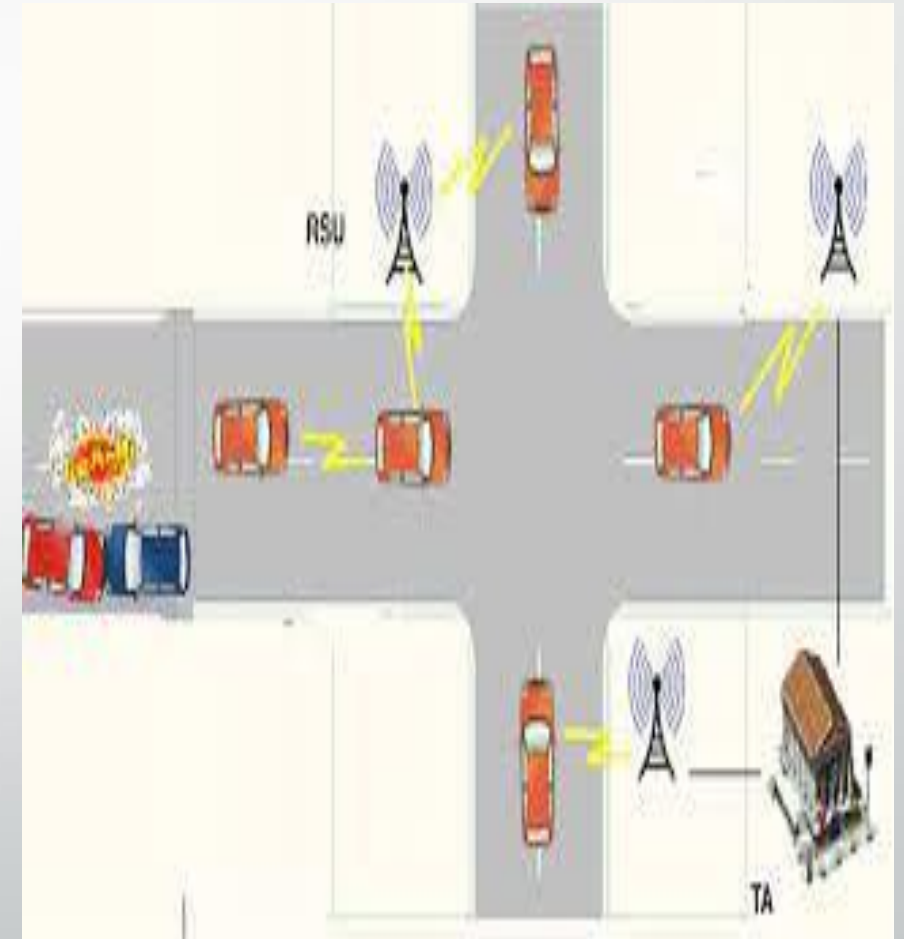
Implement Improved blockchain to provide secure storage and communication of messages in Vehicular Networks

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WiMAX/3G/4G  
Base Station

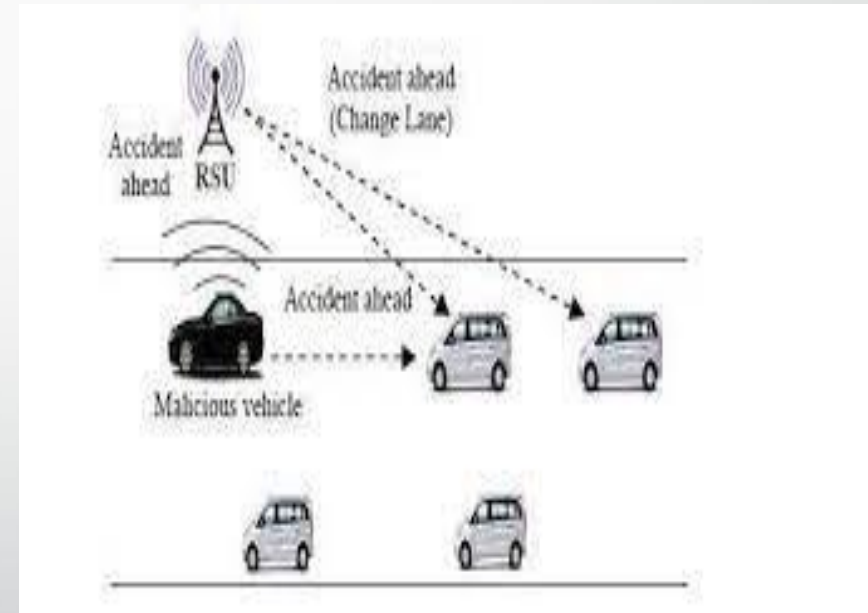
# Introduction

- Recently increase in vehicles leads to:
  - Increase in accidents
  - Traffic jams
  - Wastage of time
- What we require to do:
  - Reduce these life threatening events
  - Securely channelizing the info to peer vehicles
  - Overall reduce accidents and time



# Problem Statement

- Provide secure communication of messages among vehicles
- More focus on trustworthiness of messages, as:
  - Malicious vehicles can be present
  - They provide false info
  - Imp messages cannot be send accurately in real time
- Provide all this info in dynamic VANET environment and in presence of malicious vehicles



# Objective



- To reduce life threatening events in dynamic VANET environment along with malicious nodes
- Create a blockchain for message exchange among vehicles within a country

# Improvised Blockchain in VANET

Traditional Blockchain	Our Proposed Blockchain
Deal with cryptocurrency & Transactions	Deals with Vehicles & Safety messages
Maintain info of all nodes/ users in world	Need not connect countries which are geographically not connected

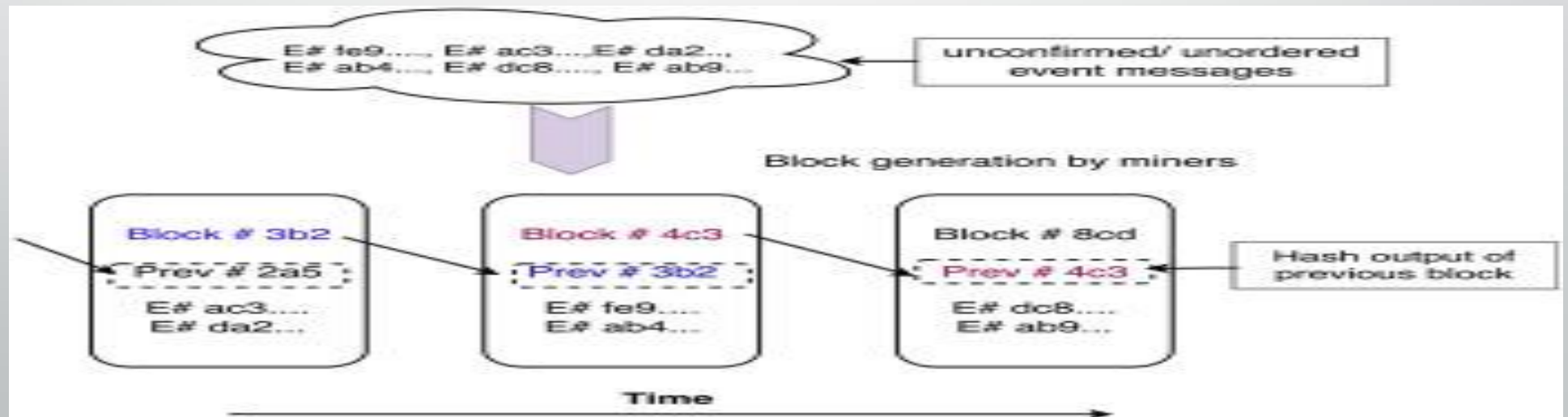
# What exactly in a Block

- Starting block called Genesis block
- Each block has:
  - Data
  - Its own hash
  - Hash of previous block, through which they are linked
  - Timestamp at which that block last updated



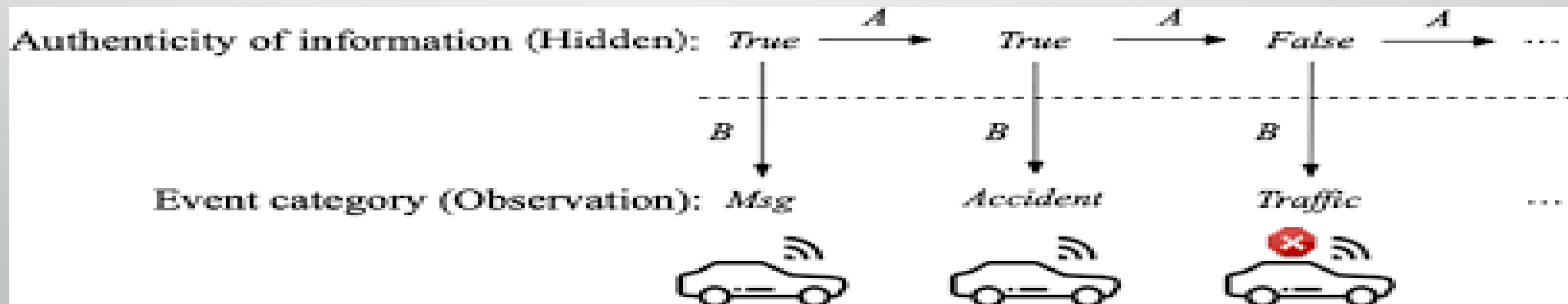
# Blockchain Implementation in VANET

- Blockchain:
  - Chain of blocks
  - Each block knows the hash of previous block
  - Hashes of all blocks are chained together in sequential (linked list) fashion to build a blockchain
  - Hash of a block calculated by aggregating the contents of that block



# How to know the trustworthiness of a message

- Sender sends message
- In range vehicles transmit further depending on trueness of sender vehicle
- If information is correct:
  - Trueness of Sender Incremented -> Message transmitted to other vehicles
- Else if information is wrong:
  - Trueness of Sender Decremented -> Message not transmitted

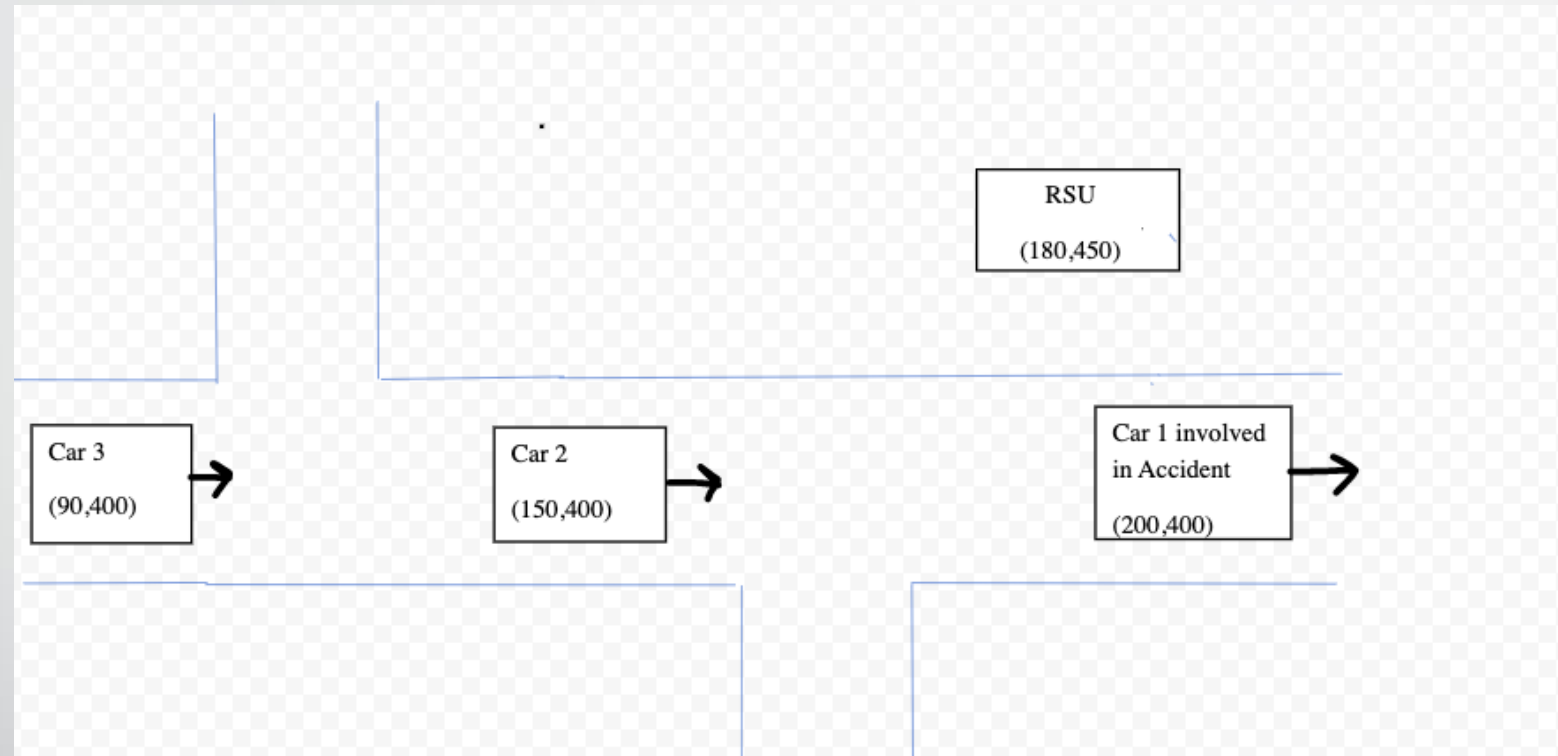




# Tools used for Coding

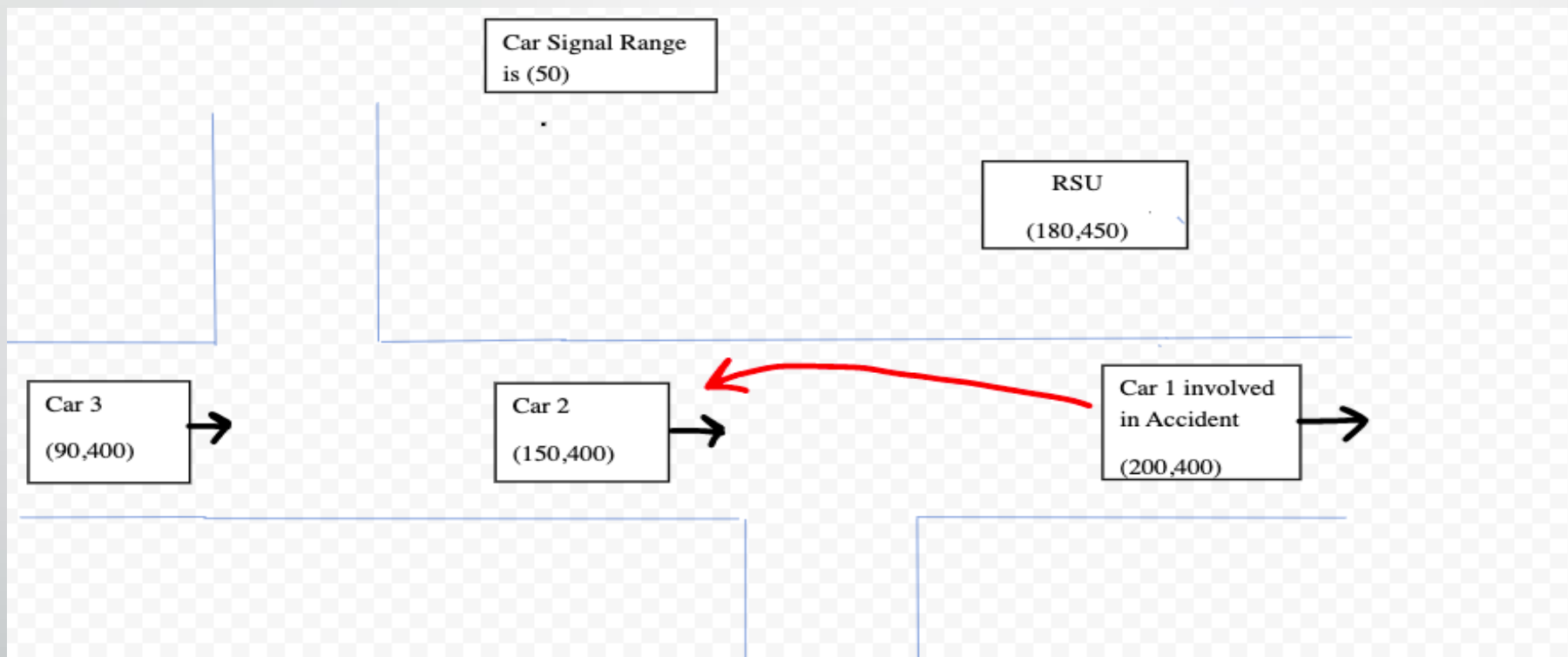
- Java Language for Implementation
- Object Oriented Programming Concepts

# Scenario Explanation-1



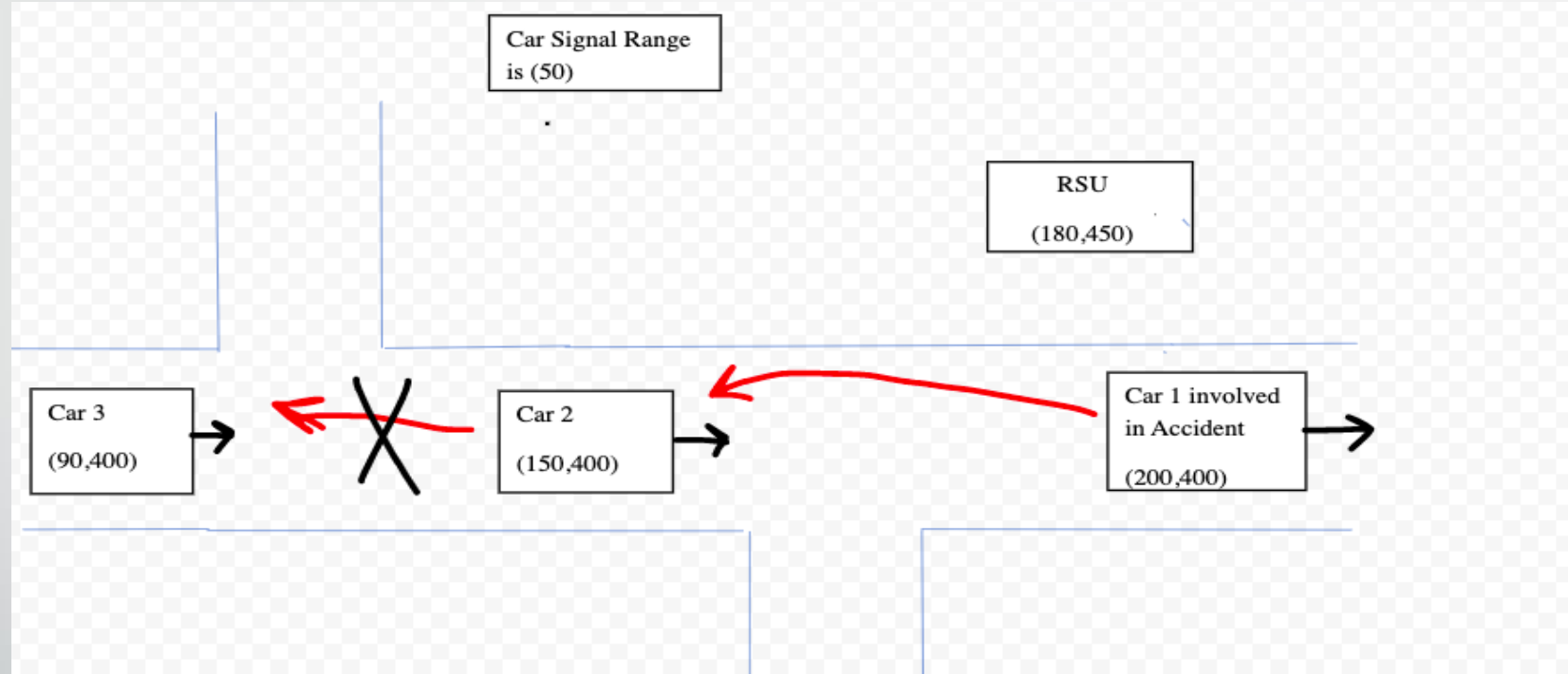
Initial Scenario with Car 1 involved in accident

## Scenario Explanation-2



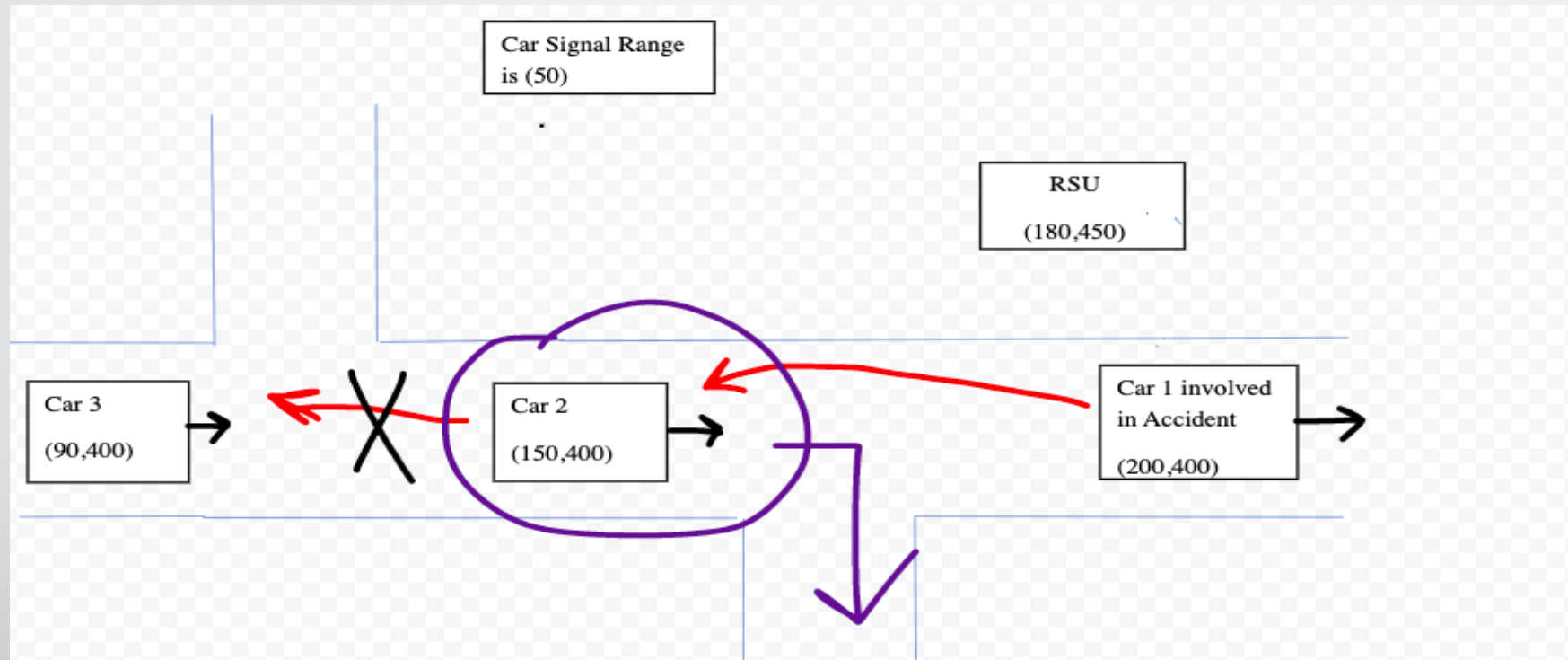
Car 1 sends V2V signal to Car 2 only, as Car 2 is in range (50) of Car 1

## Scenario Explanation-3



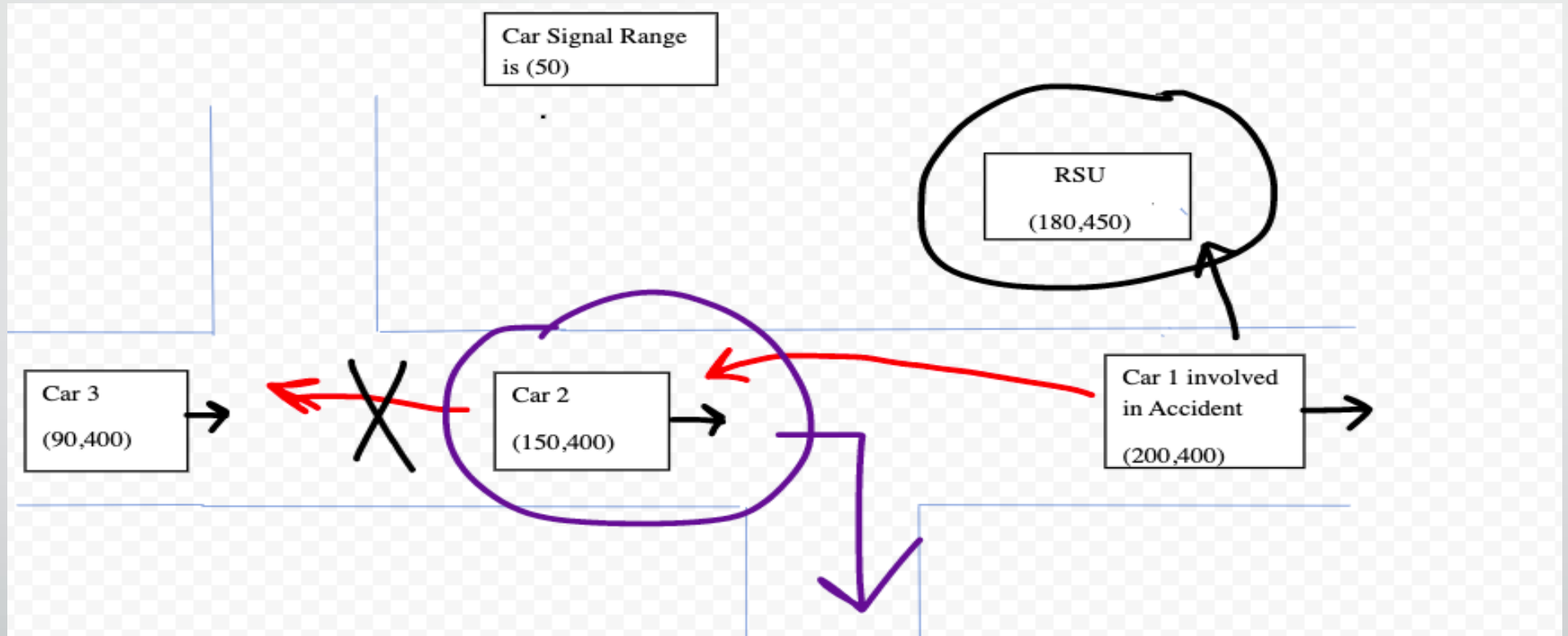
Car 2 cannot send V2V signal to Car 3, as dis b/w car2 and car3 > 50

## Scenario Explanation-4



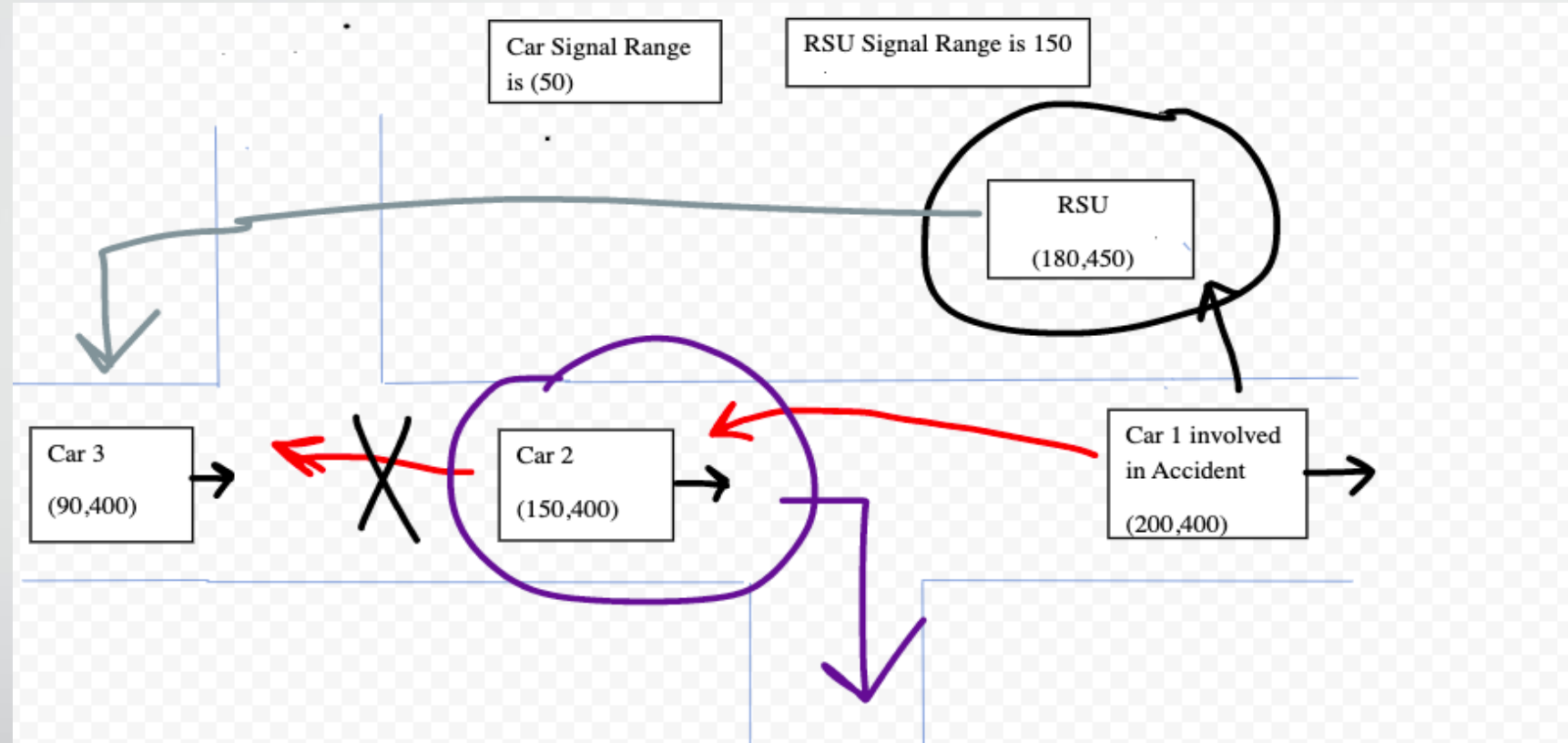
Car 3 cannot send to anyone & Car 2 changes direction to avoid congestion

## Scenario Explanation-5



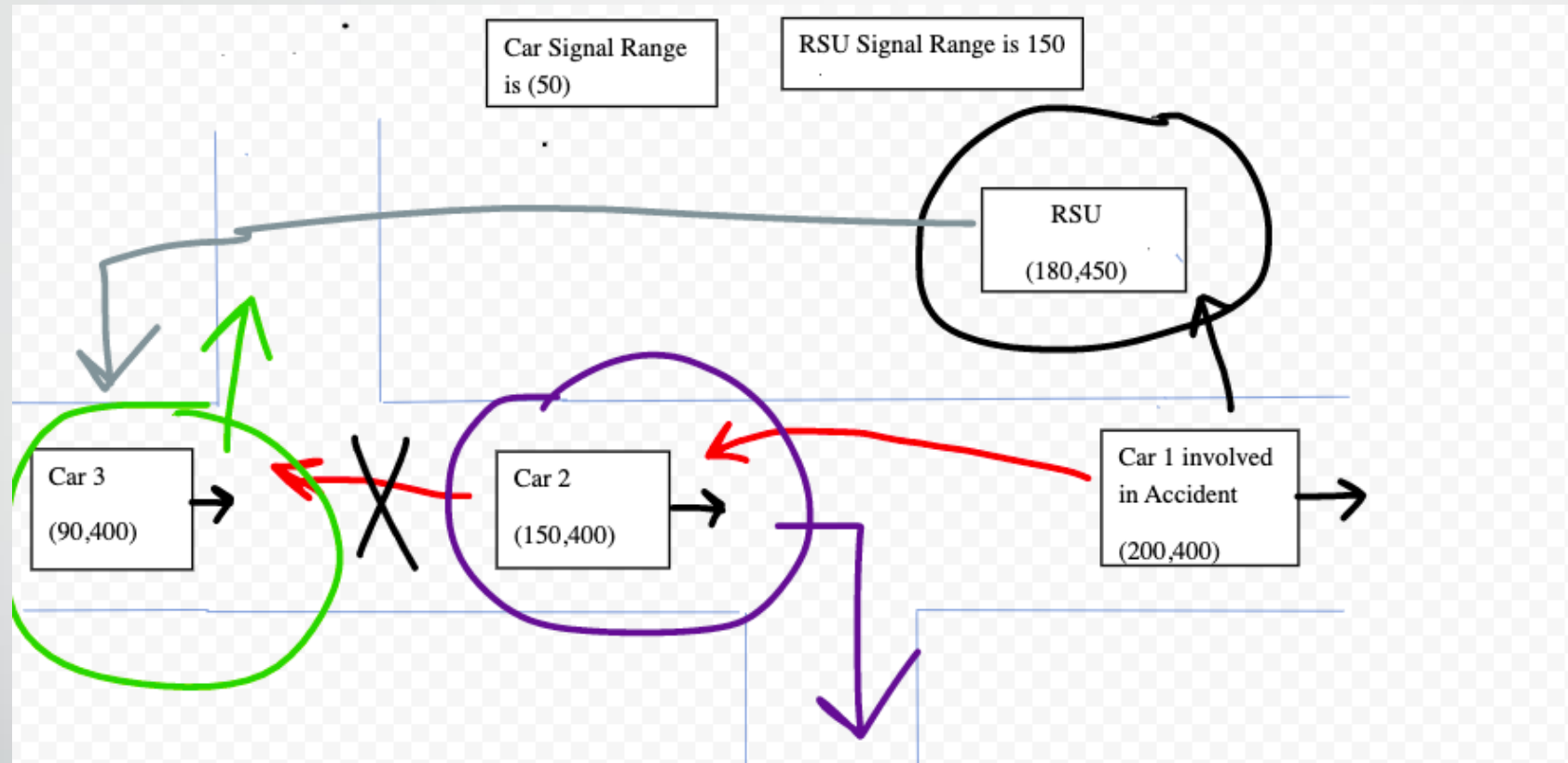
Car 1 sends to RSU, as it is inside its range

## Scenario Explanation-6



RSU sends to Car 2 & Car 3, but Car2 already got V2V from Car 1, so it avoid

## Scenario Explanation-7



Car 3 changes its direction to avoid congestion



# Code Implementation-1

```
// Making our Block
class Block
{
    // This is the data of our block
    private String data;
    // This is hash of previous block
    public String previousHash;
    // This is hash of current block
    public String hash;
    // This indicates when a block last updated
    private long timeStamp;

    private double trueness;

    // Initializing all our members of Block
    public Block(String data, String previousHash, double trueness)
    {
        this.data = data;
        this.previousHash = previousHash;
        this.timeStamp = new Date().getTime();
        this.trueness=trueness;
    }
}
```

Making Chain of Blocks representing Vehicles  
Trueness indicates trust level of each Vehicle

# Code Implementation-2

```
// Calculatuing hash of current block
public String current_block_hash_calculate()
{
    // Hash of current block is calculated as the aggregate of all the members present in that block
    String current_hash = Sha_256(previousHash + Long.toString(timestamp) + data);
    return current_hash;
}

//Applying Sha256 algorithm to input string and getting the hash of that block
public static String Sha_256(String input)
{
    // Wrapping it inside try-catch as it is comes under checked exception
    try
    {
        // Taking the Instance of SHA-256
        MessageDigest md = MessageDigest.getInstance("SHA-256");

        // Get our input in bytes
        byte[] hash_in_bytes = md.digest(input.getBytes("UTF-8"));

        // Representing our hash in hexadecimal
        StringBuilder hash_in_hex = new StringBuilder();

        for (int i = 0; i < hash_in_bytes.length; i++)
        {
            // This make sure our input is in Hex form only
            String hex = Integer.toHexString(0xff & hash_in_bytes[i]);
            hash_in_hex.append(hex);
        }

        return hash_in_hex.toString();
    }
}
```

Finding Hash of each block using SHA-256

## Code Implementation-3

```
// Making our class
class Car
{
    private int Xcoordinate;
    private int Ycoordinate;

    Car(int x, int y)
    {
        Xcoordinate=x;
        Ycoordinate=y;
    }

    public int getXcoordinate()
    {
        return Xcoordinate;
    }

    public int getYcoordinate()
    {
        return Ycoordinate;
    }
}
```

Car class to keep track of coordinates of Car

## Code Implementation-4

```
class RSU
{
    private int Xcoordinate;
    private int Ycoordinate;
    private String message;

    RSU(int x, int y, String msg)
    {
        Xcoordinate=x;
        Ycoordinate=y;
        message=msg;
    }

    public int getXcoordinate()
    {
        return Xcoordinate;
    }

    public int getYcoordinate()
    {
        return Ycoordinate;
    }
}
```

RSU class to keep track of coordinates of RSU

## Code Implementation-5

```
// Driver class
public class Main {

    // Driver method
    public static void main(String[] args) {

        Random rdm = new Random();

        double val=Math.random();

        int xcord=rdm.nextInt(101)+200;
        int ycord=rdm.nextInt(101)+200;

        double tv1=Math.random(); // b/w 0 and 1
        double tv2=Math.random();
        double tv3=Math.random();

        String message;
```

Taking Random coordinates & Random Trueness value of each 3 Cars

## Code Implementation-6

```
// accident-> val>=0.5
// traffic jam-> val<0.5

// Case 1
if(GenesisBlock.getTruthValue()>=0.5 && val>=0.5)
{
    message="Accident happened at coordinate (" +xcord+", "+ycord+") of Car 1";
    System.out.println(message);
    GenesisBlock.setTruthValue(1); // (prev truth value+1)/2
}

// Case 2
else if(GenesisBlock.getTruthValue()<0.5 && val>=0.5)
{
    message="False Accident message send by Car 1";
    System.out.println(message);
    GenesisBlock.setTruthValue(-1); // (prev truth value-1)/2
    return;
}
```

Case 1: Accident happened & information is True (+1 trueness)

Case 2: Accident happened but it's a False info transmitted (-1 trueness)

## Code Implementation-7

```
// Case 3
else if(GenesisBlock.getTruthValue()>=0.5 && val<0.5)
{
    message="Traffic Jam happened at coordinate (" +xcord+", "+ycord+") of Car 1 ";
    System.out.println(message);
    GenesisBlock.setTruthValue(1);
}

// Case 4
else
{
    message="False Traffic Jam message send by Car 1";
    System.out.println(message);
    GenesisBlock.setTruthValue(-1);
    return;
}
```

Case 3: Traffic Jam happened & information is True (+1 trueness)

Case 4: Traffic Jam happened but it's a False info transmitted (-1 trueness)

## Code Implementation-8

```
public static void V2Vcommunication(Car[]arrayofcar, boolean[]visited, int carnumber)
{

    if(carnumber==3)
        return;

    int q=carnumber;
    for(;q<arrayofcar.length-1;q++)
    {
        int val1=Math.abs(arrayofcar[q].getXcoordinate()-arrayofcar[q+1].getXcoordinate());
        int val2=Math.abs(arrayofcar[q].getYcoordinate()-arrayofcar[q+1].getYcoordinate());

        double reach=Math.sqrt((val1*val1)+(val2*val2));
    }
}
```

V2V Communication b/w vehicles by finding out which vehicles are in reach of one another using Euclidean Distance, ( $\leq 50$  (in reach) else not)



## Code Implementation-9

```
if(visited[q+1]==false)
{
    if(reach<=50)
    {
        visited[q+1]=true;
        System.out.println("Incident information passed from Car "+q+" to Car "+(q+1));

        int xcord=arrayofcar[q+1].getXcoordinate();
        int ycord=arrayofcar[q+1].getYcoordinate();

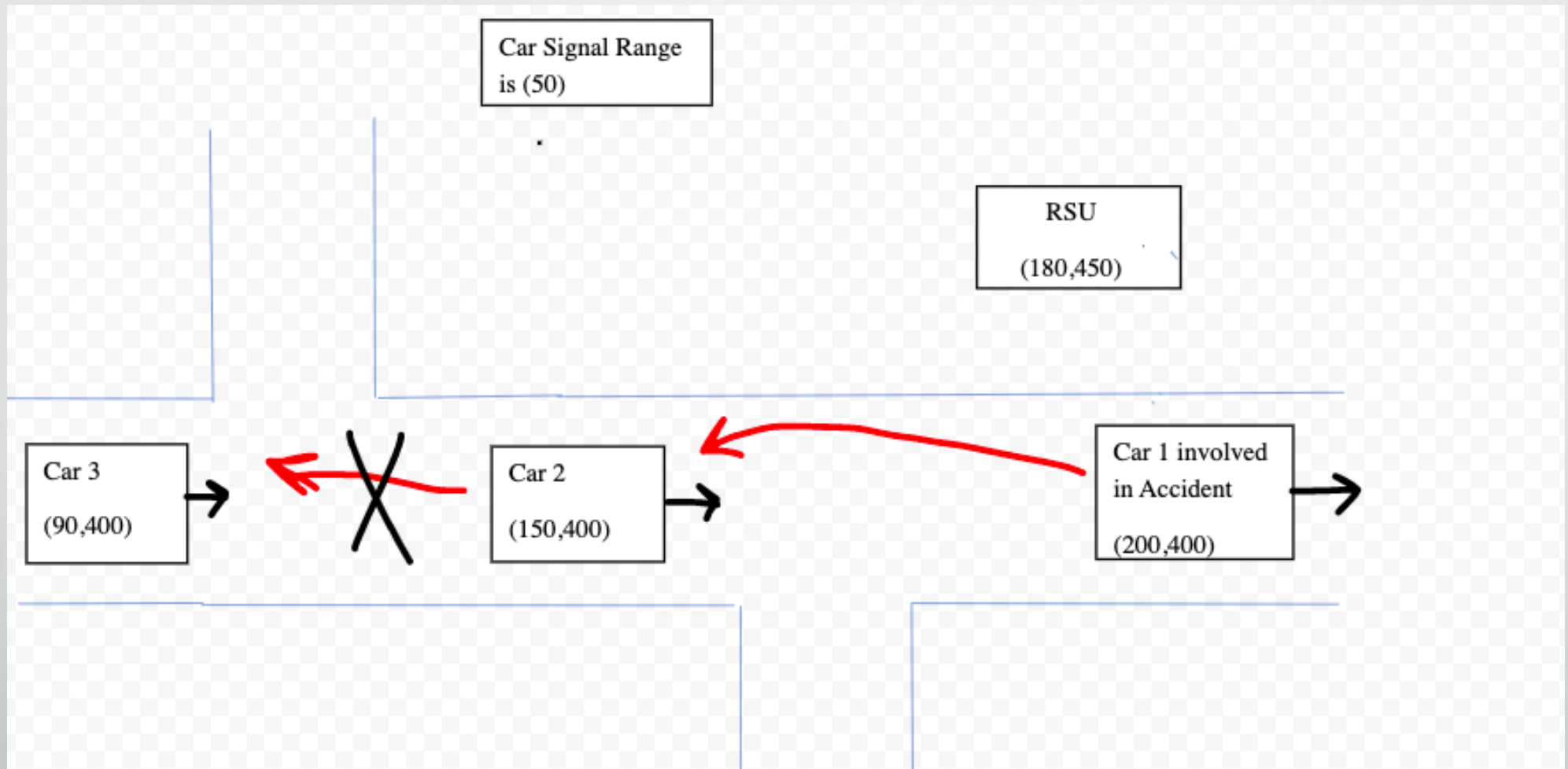
        V2Vcommunication(arrayofcar, visited, carnumber+1);

        System.out.println("Car "+(q+1)+" moves to Right from coordinate ("+xcord+", "+ycord+")");
        arrayOfcar[q+1].setXcoordinate(xcord+25);
        arrayOfcar[q+1].setYcoordinate(ycord-25);

        break;
    }
}
```

Sending V2V signal only if  $dis \leq 50$  & that vehicle is not yet explored

## Code Implementation-9



Car 1 send to Car 2 but not to Car 3, similarly Car 2 cannot send to Car 3  
Also, Car 2 cannot send to Car 1 since it is already explored (avoid loop)

## Code Implementation-10

```
public static void V2Rcommunication(Car[] arrayofcar, boolean[] visited, RSU rsu)
{
    System.out.println("Incident information passed from Car 1 to RSU ");

    for(int q=2;q<arrayofcar.length;q++)
    {
        int val1=Math.abs(rsu.getXcoordinate()-arrayofcar[q].getXcoordinate());
        int val2=Math.abs(rsu.getYcoordinate()-arrayofcar[q].getYcoordinate());

        double reach=Math.sqrt((val1*val1)+(val2*val2));
    }
}
```

V2R Communication b/w vehicle & RSU by finding out which vehicles are in reach of RSU by using Euclidean Distance, ( $\leq 150$  (in reach) else not)

## Code Implementation-11

```
if(reach<=150)
{
    if(visited[q]==true)
        System.out.println("Car "+q+" is in reach of RSU but it already gets V2V communication from

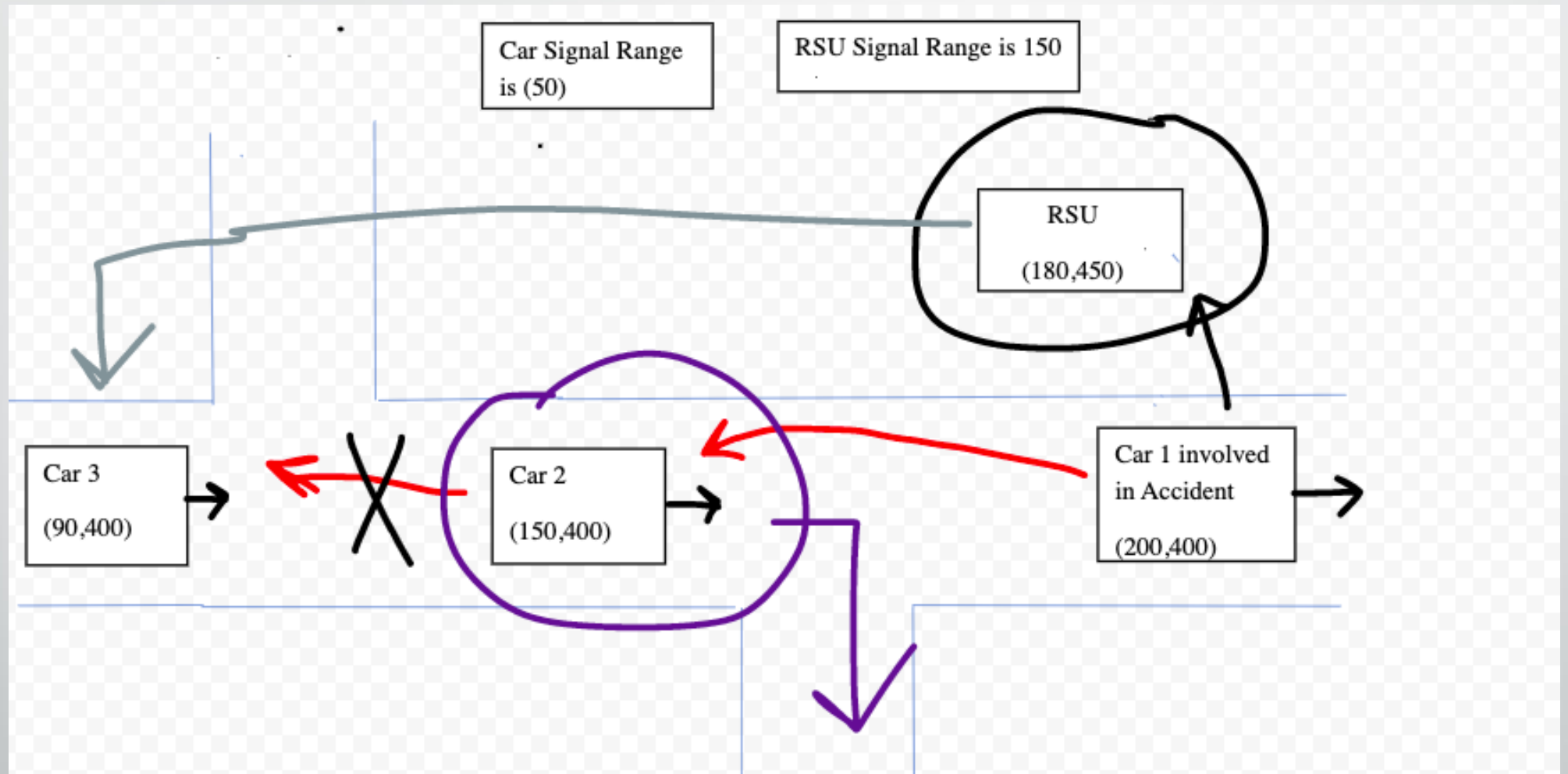
    else
    {
        System.out.println("Incident information passed from RSU to Car "+q);
        int xcord=arrayofcar[q].getXcoordinate();
        int ycord=arrayofcar[q].getYcoordinate();

        System.out.println("Car "+q+" moves to Left from coordinate ("+xcord+", "+ycord+") to coordinate
        arrayOfcar[q].setXcoordinate(xcord+25);
        arrayOfcar[q].setYcoordinate(ycord+25);

    }
}
```

Sending V2R signal only if  $dis \leq 150$  & that vehicle is not yet explored

# Code Implementation-11



RSU send to Car 2 & Car 3, but Car 2 already explored. So, only R3 recieve

# Output 1 (Info is True & Traffic Jam happened)

```
-----Initial Coordinates of Cars-----  
Initial Coordinates of Car 1 are (263,225)  
Initial Coordinates of Car 2 are (213,225)  
Initial Coordinates of Car 3 are (153,225)  
  
-----HAPPENING OF EVENT-----  
EVENT HAPPENED IS: Traffic Jam happened at coordinate (263,225) of Car 1  
  
-----HAPPENING OF V2V Communication-----  
Incident information passed from Car 1 to Car 2  
Incident information cannot be passed from Car 2 to Car 3 because Car 3 is not in a range of Car 2  
No other Car is in reach of Car 2  
Car 2 moves to Right from coordinate (213,225) to coordinate (238,200)  
No other Car is in reach of Car 3  
  
-----HAPPENING OF V2R Communication-----  
Coordinates of RSU are (263,275)  
Incident information passed from Car 1 to RSU  
Car 2 is in reach of RSU but it already gets V2V communication from Car 1  
Incident information passed from RSU to Car 3  
Car 3 moves to Left from coordinate (153,225) to coordinate (178,250)  
No other Car is in reach of RSU  
  
-----Final Coordinates of Cars-----  
Final Coordinates of Car 1 are (263,225) ##### UNCHANGED  
Final Coordinates of Car 2 are (238,200) ##### CHANGED  
Final Coordinates of Car 3 are (178,250) ##### CHANGED
```

## Output 2 (Info is True & Accident happened)

```
-----Initial Coordinates of Cars-----  
Initial Coordinates of Car 1 are (225,290)  
Initial Coordinates of Car 2 are (175,290)  
Initial Coordinates of Car 3 are (115,290)  
  
-----HAPPENING OF EVENT-----  
EVENT HAPPENED IS: Accident happened at coordinate (225,290) of Car 1  
  
-----HAPPENING OF V2V Communication-----  
Incident information passed from Car 1 to Car 2  
Incident information cannot be passed from Car 2 to Car 3 because Car 3 is not in a range of Car 2  
No other Car is in reach of Car 2  
Car 2 moves to Right from coordinate (175,290) to coordinate (200,265)  
No other Car is in reach of Car 3  
  
-----HAPPENING OF V2R Communication-----  
Coordinates of RSU are (225,340)  
Incident information passed from Car 1 to RSU  
Car 2 is in reach of RSU but it already gets V2V communication from Car 1  
Incident information passed from RSU to Car 3  
Car 3 moves to Left from coordinate (115,290) to coordinate (140,315)  
No other Car is in reach of RSU  
  
-----Final Coordinates of Cars-----  
Final Coordinates of Car 1 are (225,290) ##### UNCHANGED  
Final Coordinates of Car 2 are (200,265) ##### CHANGED  
Final Coordinates of Car 3 are (140,315) ##### CHANGED
```

## Output 3 (Accident happened but Info is False)

```
-----Initial Coordinates of Cars-----  
  
Initial Coordinates of Car 1 are (284,263)  
Initial Coordinates of Car 2 are (234,263)  
Initial Coordinates of Car 3 are (174,263)  
  
-----HAPPENING OF EVENT-----  
  
EVENT HAPPENED IS: False Accident message send by Car 1
```



## Output 4 (Traffic Jam happened but Info is False)

```
-----Initial Coordinates of Cars-----  
  
Initial Coordinates of Car 1 are (218,229)  
Initial Coordinates of Car 2 are (168,229)  
Initial Coordinates of Car 3 are (108,229)  
  
-----HAPPENING OF EVENT-----  
  
EVENT HAPPENED IS: False Traffic Jam message send by Car 1
```

# Code Links

## Blockchain Implementation:

- [https://github.com/rajat123456/Blockchain-Implementation-in-5G-Vehicular-Networks/blob/main/Blockchain\\_Implementation.java](https://github.com/rajat123456/Blockchain-Implementation-in-5G-Vehicular-Networks/blob/main/Blockchain_Implementation.java)

## Complete Code:

- [https://github.com/rajat123456/Blockchain-Implementation-in-5G-Vehicular-Networks/blob/main/Final\\_Code.java](https://github.com/rajat123456/Blockchain-Implementation-in-5G-Vehicular-Networks/blob/main/Final_Code.java)

## References

- <https://medium.com/programmers-blockchain/create-simple-blockchain-java-tutorial-from-scratch-6eed3cb03fa>