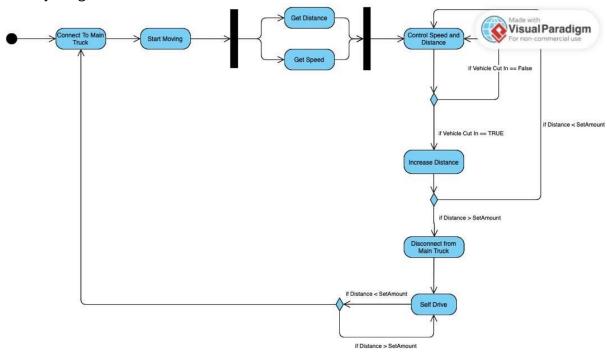
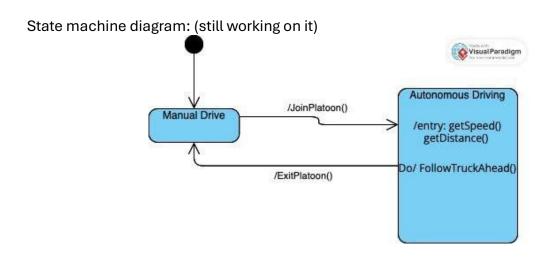
# DPS PROJECT GROUP ONE

First let's look at the diagrams that we prepared initially:

# **Activity Diagram:**





# Task 1: Identify Data/Signals/Events and Specify a Protocol

# **Step 1: Identify Required Data/Signals/Events**

For the trucks in a platoon to interact and communicate effectively, the following types of data and events are necessary:

#### 1. Vehicle Data (from each truck):

- Speed: Current speed of the truck.
- Acceleration/Deceleration: Rate of speed change.
- o **Position**: GPS coordinates or relative position in the platoon.
- Direction: Current direction of travel.
- Fuel/Battery Level: Status to ensure the truck can continue in the platoon.

# 2. Control Signals:

- Distance to Preceding Truck: To maintain a safe gap.
- Braking Commands: Emergency or routine.
- Lane Change Requests: For overtaking or exiting the platoon.
- Join/Leave Platoon Request: Signaling intent to join or leave.

#### 3. Events for Communication:

- Heartbeat Signals: Periodic messages to ensure active communication.
- o **Failure Notifications**: Alerts in case of sensor or communication issues.
- o **Synchronization Signals**: For starting or ending specific maneuvers.

# **Step 2: Specify an Appropriate Protocol**

The communication protocol must be:

- Robust: Handle failures gracefully.
- **Real-time**: Ensure low latency for critical commands.
- Efficient: Minimize bandwidth use.

#### **Suggested Protocol:**

# 1. Protocol Layers:

- Application Layer: Defines the types of messages (e.g., speed update, join request).
- Transport Layer: Use UDP for real-time communication with a reliability mechanism added for critical data.
- Network Layer: IP-based routing for inter-truck communication.

# 2. Message Types:

- Data Update Messages: Periodically transmit speed, acceleration, and position.
- Control Commands: Transmit braking, lane change, or joining requests.
- o **Acknowledgments**: Confirm receipt of critical commands.
- 3. **Structure of a Message**: Each message could have fields such as:
  - Message Type: Identifies the purpose (e.g., SPEED\_UPDATE, EMERGENCY\_BRAKE).
  - o **Sender ID**: Unique identifier for the truck sending the message.
  - Target ID: Specifies the intended recipient(s).
  - o **Timestamp**: Ensures events are processed in order.

- o **Payload**: Contains the actual data (e.g., speed value).
- o Checksum: Validates the integrity of the message.

#### 4. Communication Framework:

- Broadcast for Regular Updates:
  - Trucks broadcast their speed, position, and distance to neighbors.
- o Unicast for Specific Commands:
  - E.g., Lane change requests sent directly to the preceding and following trucks.
- Failure Recovery Mechanism:
  - On heartbeat timeout, initiate a fail-safe mode (e.g., increase distance or slow down).

# **Step 3: Model Using State Machines**

Use **State Machines** to represent the behavior of the system. A high-level representation could include:

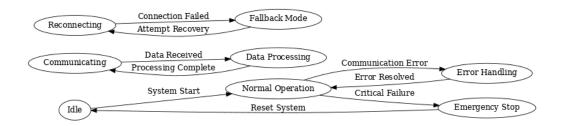
#### 1. States:

- o **Normal Operation**: Trucks communicate and maintain safe distances.
- o **Adjusting Distance**: Adapting to speed changes of the leading truck.
- o **Error Recovery**: Handling communication failure or system faults.
- o **Joining Platoon**: A new truck joins the platoon.
- Exiting Platoon: A truck exits safely.

#### 2. Transitions:

- Event: SPEED UPDATE -> Transition to Adjusting Distance.
- Event: FAILURE\_NOTIFICATION -> Transition to Error Recovery.
- Event: JOIN REQUEST -> Transition to Joining Platoon.
- Event: EXIT\_REQUEST -> Transition to Exiting Platoon.

#### **UML DESIGN FOR TASK 1:**



# Task 2: Identify Control Behavior for Trucks

This task focuses on ensuring that the trucks in the platoon maintain safe distances and handle failures gracefully. Below is a detailed, simplified explanation:

## **Step 1: Control Behavior for Maintaining Distance**

**Objective**: Ensure the distance between trucks is maintained dynamically, based on speed and real-time data.

#### How it works:

- **Sensors and Data**: Each truck is equipped with sensors (e.g., LiDAR, radar) to measure the distance to the truck ahead.
- **Dynamic Adjustment**: Trucks adjust their speed using acceleration or braking to maintain a safe following distance.

#### Formula for Safe Distance:

Safe Distance=Reaction Time \* Speed+Braking Distance Safe Distance = Reaction Time \* Speed+Braking Distance

- Reaction Time: Delay for processing signals.
- Braking Distance: Depends on speed and road conditions.

# **Implementation Logic:**

#### 1. Data Collection:

- Measure the distance to the preceding truck.
- Receive speed and acceleration data via communication protocols.

# 2. Decision Making:

- o If the distance is less than the safe threshold, apply braking or reduce speed.
- If the distance is too large, accelerate to close the gap.

#### 3. Feedback Loop:

Continuously monitor and adjust based on real-time data.

#### Step 2: Robustness Against Failures

**Objective**: Ensure the system remains stable during communication or sensor failures.

#### Types of Failures:

# 1. Communication Failures:

- Missing data or delayed updates.
- No heartbeat signals from the preceding truck.

#### 2. Sensor Failures:

o Faulty distance measurement.

#### 3. Control Failures:

Trucks unable to execute braking or acceleration commands.

#### **Strategies for Robustness:**

# 1. Fallback Mechanisms:

- In case of communication failure:
  - Increase distance automatically.
  - Switch to sensor-only mode.
- If a sensor fails:
  - Use averaged data from preceding communications.

# 2. Fail-Safe States:

o If critical failures occur, reduce speed to a minimum and alert the driver.

# 3. Redundancy:

Use multiple sensors and communication channels to ensure reliability.

#### **Step 3: Model-Based Specification Using State Machines**

Use **UML State Machines** to describe control behavior.

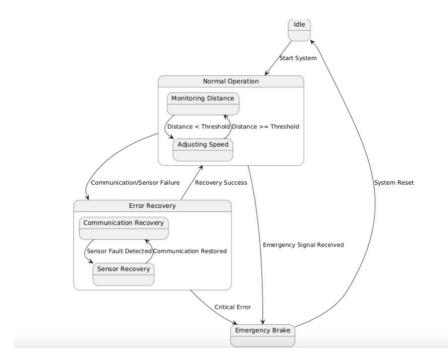
#### States:

- 1. Normal Operation: Trucks communicate and maintain safe distances.
- 2. Adjusting Distance: Adapting to changes in the lead truck's speed.
- 3. **Error Recovery**: Handling communication or sensor failures.
- 4. Emergency Brake: Triggered by sudden stops or critical errors.
- 5. Idle: Waiting state when a truck is parked or disconnected.

#### **Transitions:**

- **Distance Warning**: Transition from Normal Operation to Adjusting Distance when safe distance is breached.
- Communication Failure: Transition to Error Recovery if heartbeat signals are lost.
- Critical Error: Transition to Emergency Brake if control systems fail.

Step 4: UML Diagram Code



# **Explanation of UML DIAGRAM**

# 1. Nested States in Normal Operation

- Monitoring Distance: Continuously measures the distance from the preceding truck.
- Adjusting Speed: Engages when the distance breaches a threshold. This modular separation clarifies that monitoring and adjusting are tightly coupled but logically distinct activities.

# 2. Error Recovery Substates

- **Communication Recovery**: Dedicated state to attempt re-establishing communication, such as resending packets or switching to fallback channels.
- **Sensor Recovery**: Handles sensor faults, potentially using redundant sensors or estimating data from historical patterns.

This breakdown ensures that error recovery processes are modular and easier to debug.

#### 3. Transitions Between Substates

 Specific conditions for moving between states (e.g., resolving a sensor failure after a communication failure) make the system robust and better aligned with real-world scenarios.

#### 4. Emergency Brake as an Isolated State

- The emergency brake is separated to emphasize that it's a critical state triggered by high-priority events like:
  - Sudden stops by the lead truck.
  - o Multiple subsystem failures (e.g., communication and sensor).
- The system resets only after resolving the cause.

#### 5. Idle State for Initialization and Reset

- Idle acts as the default state for the system, allowing:
  - o Initialization of subsystems before entering normal operation.
  - Safe reset after resolving emergencies.