SPP IoT Brainstorm

# Real map

## Simulation on different scales

* Different structure of origins and destinations

### City level

* Fewer vehicles
* Tall buildings as obstacles
* One origin (highway exits), many destinations (individual households)

### Bay Area level

* More vehicles
* Regions around airports as obstacles
* Few origins (cities), few destinations (cities)

## Interpretation of SPP

* Almost straight trajectories to the destination in space-time but with a difference in starting times

## Comparison with platooning

* (future work, but keep this in mind?)

# Focus of paper

* Space-time separation and buffer region (so that only one vehicle has to avoid intruder)
* Visualization
* Communication between vehicles