

GCDC16 Local Message Set

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Version: 0.1 First draft
0.2 Revised CAM and added DENM

1 Introduction

This document presents the local message set (LMS) to be used for GCDC16. LMS will be used by the sensor fusion system to generate CAM messages, and by the scenario control models to generate DENM/iGAME messages.

The communication stack includes a vehicle adapter that will receive these messages and use them to create proper CAM/DENM/iGAME messages that will be forwarded to other vehicles. The LMS follows the ETSI specification as closely as possible, but makes some changes to make it possible to create the messages in Simulink.

Different network ports will be used for CAM/DENM/iGAME messages in order to distinguish them.

All data is in network byte order, which is identical to big endian.

2 CAM

CAM consists of a single large message that is sent to the communication stack periodically. The communication stack will pick up the message and make a decision on what parts of the message to forward to other vehicles. The message should contain the specified data, in the specified order. Data marked as N/A should be all zeroes.

Bytes:	Data:	Notes
1	header	More details?
4	GenerationDeltaTime	See D3.2
0	Station ID	Handled by communication SW
1	Station Type	See D3.2
1	Vehicle Role	See D3.2
2	Vehicle Length	See D3.2
2	Vehicle Width	See D3.2
0	Reference position	See D3.2
4	Latitude	See D3.2
4	Longitude	See D3.2
?	Position Confidence Ellipse 95%	Need more details
?	Altitude	Not in D3.2?
2	Heading	See D3.2
1	Heading confidence 95%	See D3.2
2	Speed	See D3.2
1	Speed Confidence 95%	See D3.2
2	Yaw Rate	See D3.2
1	Yaw Rate Confidence 95%	See D3.2
2	Longitudinal vehicle acceleration	See D3.2
1	Longitudinal vehicle acceleration confidence 95%	See D3.2

3 DENM

DENM messages are sent on-demand. D3.2 describes four different DENM messages, but due to how DENM messages are structured with several data containers in every message, it turns out that there are only two distinct messages.

The LMS for DENM messages follows the specification very loosely as it's not worth the time to implement the full standard when only two distinct messages are used.

The first message is used to notify the vehicles in scenario one that there are roadworks ahead, and what lanes is blocked because of that. The second message is used to notify the vehicles in scenario three that there's an emergency vehicle coming, and what lane it is requesting.

DENM messages.

- Should station ID be added to messages?

- Maybe better for the communication box to handle this?

DENM Message:	Data:	Bytes:	Notes::
Roadworks	Message ID	1	= 38
	Reference Time	8	
	Event Type	0	
	Cause Code	1	
	Sub Cause Code	1	
	Closed Lanes	0	
	Driving Lane Status	1	
Emergency Vehicle	Message ID	1	= 40
	Reference Time	8	
	Event Type	1	
	Cause Code	1	
	Sub Cause Code	1	
	Lane Position	1	

4 iGAME

The iGAME message set is still under proposal. Details on this set will be presented in a future release of this document. As it looks now the structure is very similar to DENM, but the details on how these are to be transmitted is unclear.