

Observations on OMNeT++ Real-Time Behaviour

Christina Obermaier, Christian Facchi · 7. September 2017

Outline



1. Inter Vehicle Communication
2. HIL Testing with OMNeT++
3. Timing Observations
4. Conclusion
5. Further Work



Inter Vehicle Communication

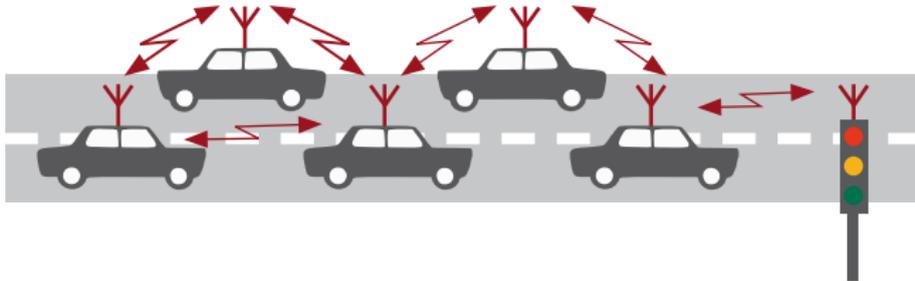
Inter Vehicle Communication

Overview



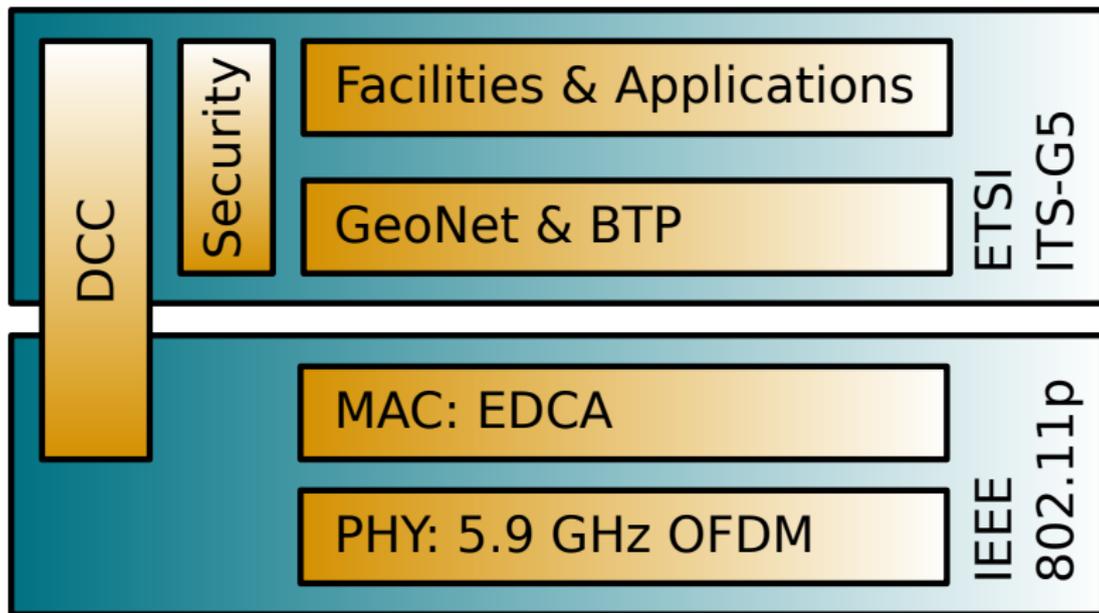
Features

- Communication between vehicles as well as road side units
- Acts like a 360 degree (bidirectional) sensor
- Enhances traffic flow and traffic safety



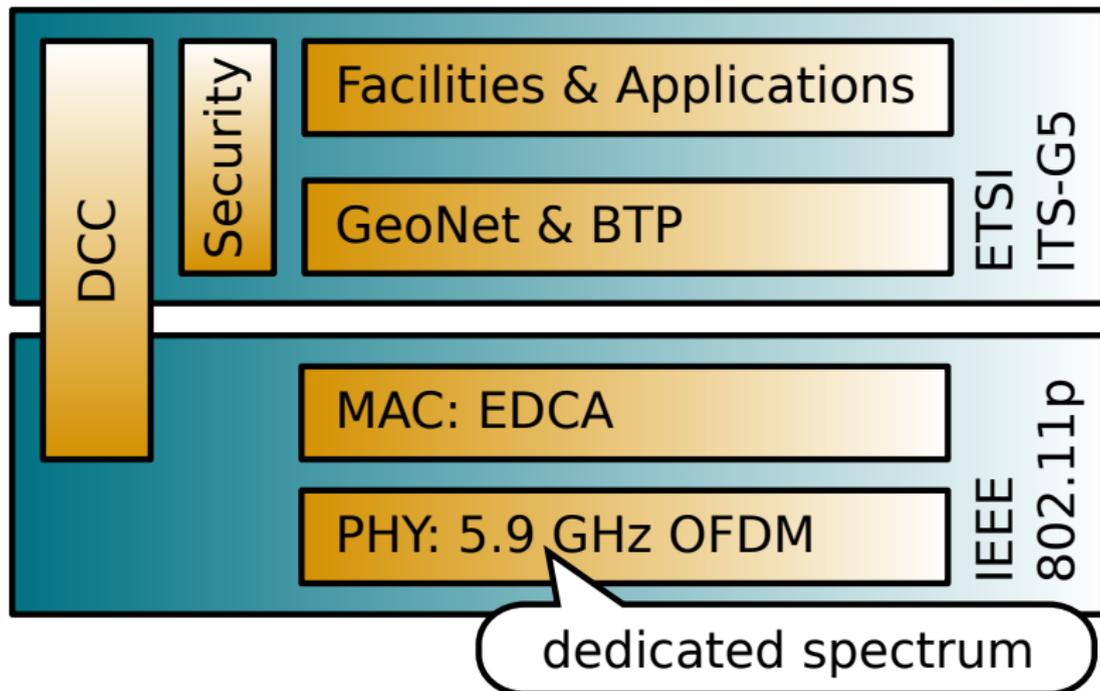
Inter Vehicle Communication

ETSI ITS-G5 Protocol Stack



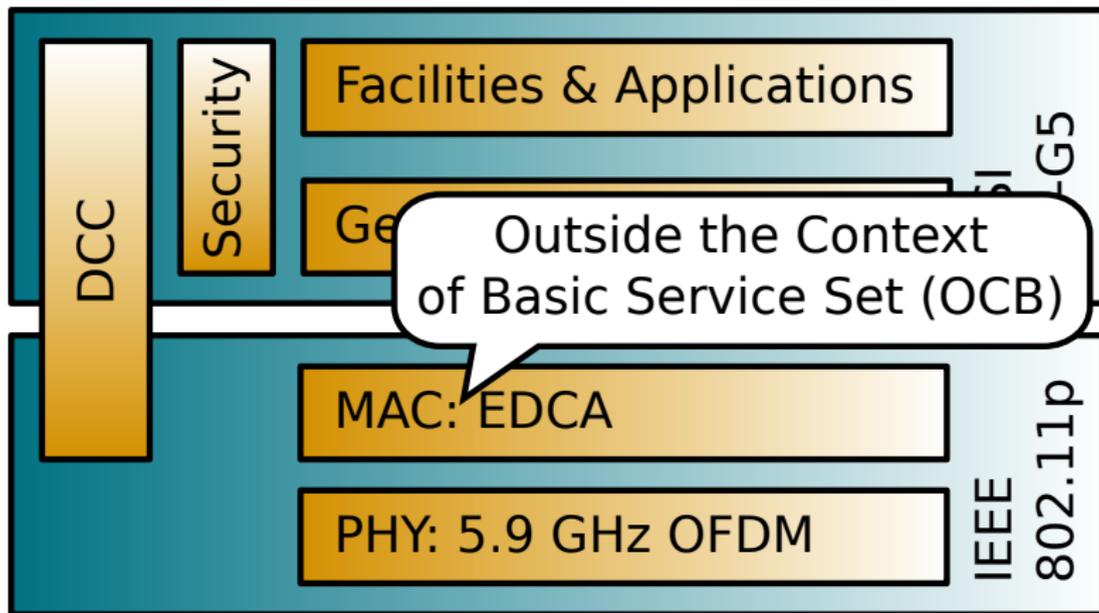
Inter Vehicle Communication

ETSI ITS-G5 Protocol Stack



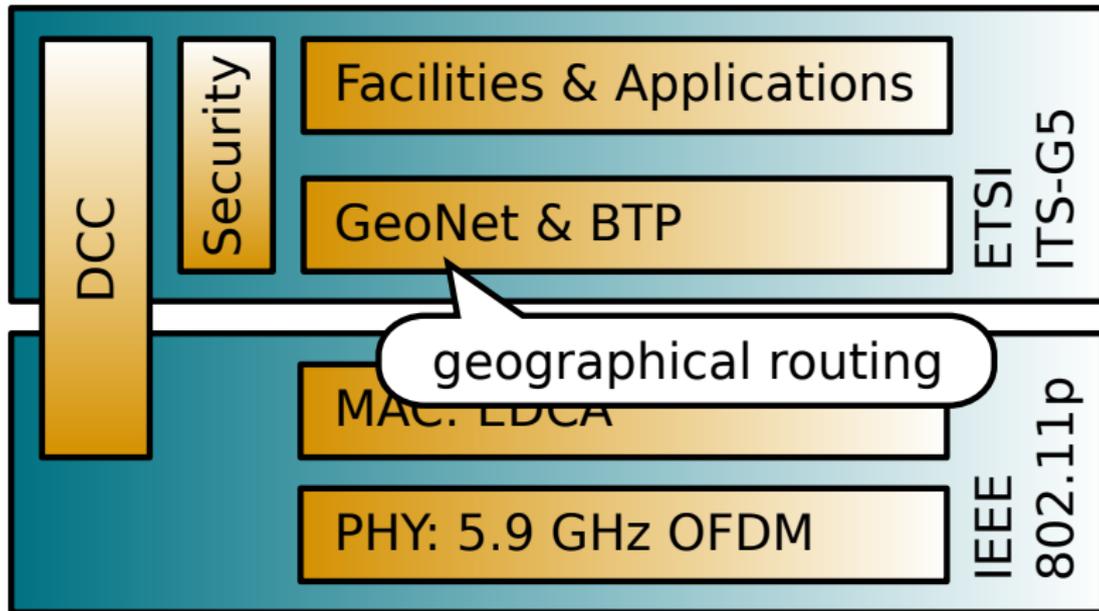
Inter Vehicle Communication

ETSI ITS-G5 Protocol Stack



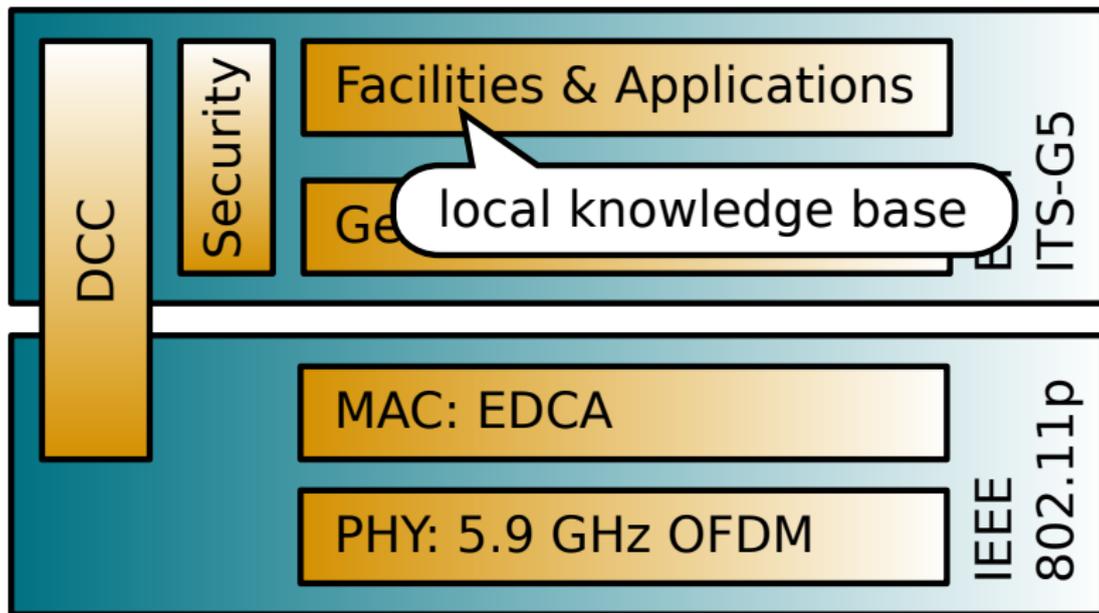
Inter Vehicle Communication

ETSI ITS-G5 Protocol Stack



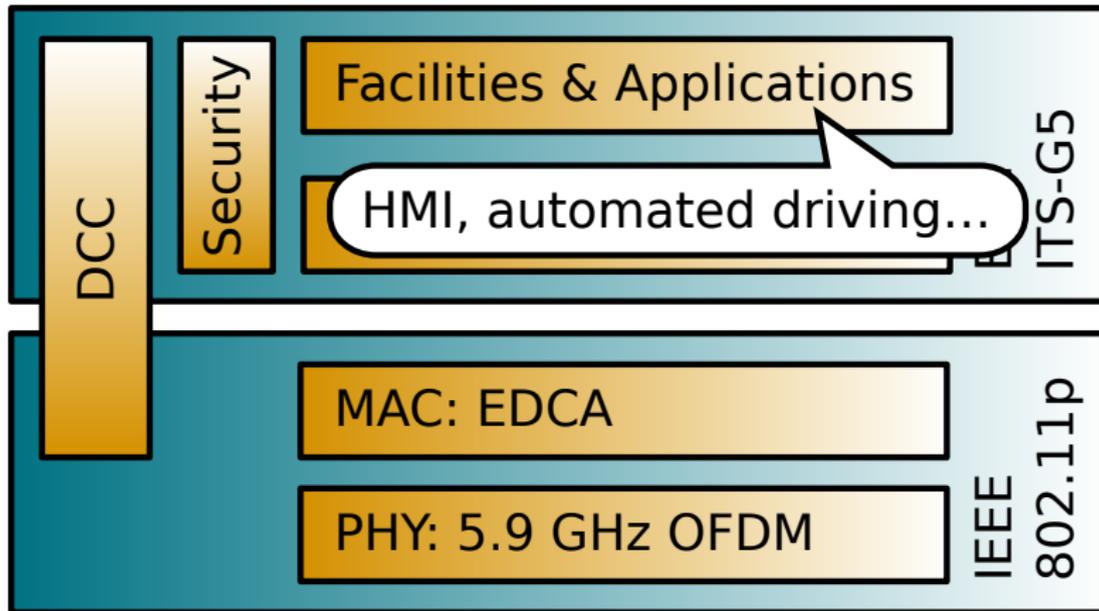
Inter Vehicle Communication

ETSI ITS-G5 Protocol Stack



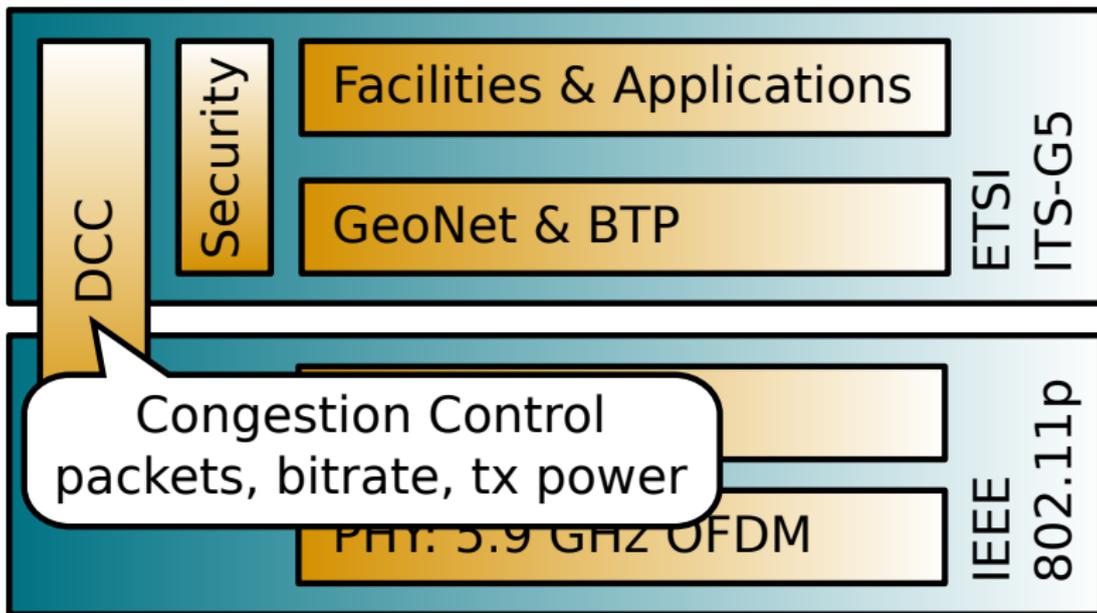
Inter Vehicle Communication

ETSI ITS-G5 Protocol Stack



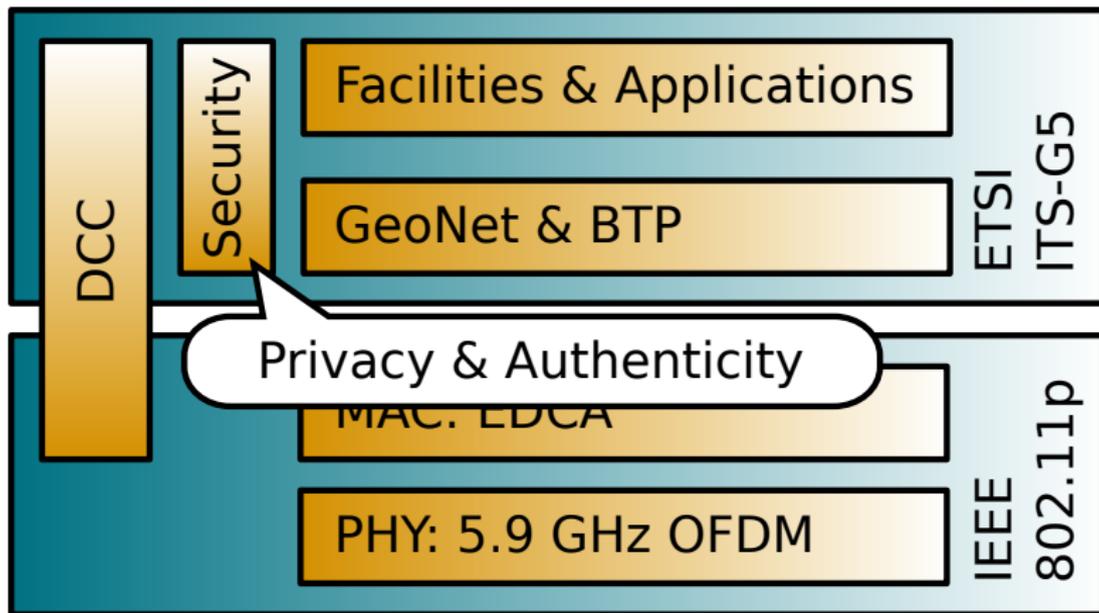
Inter Vehicle Communication

ETSI ITS-G5 Protocol Stack



Inter Vehicle Communication

ETSI ITS-G5 Protocol Stack

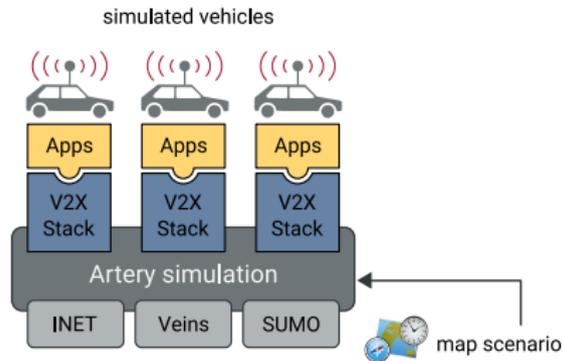
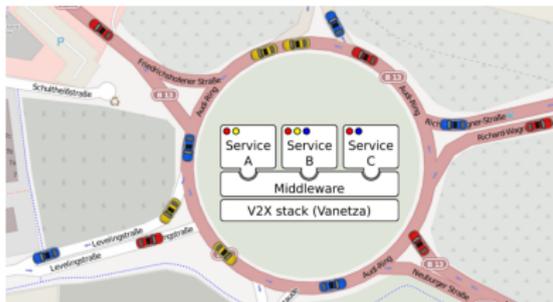


Simulation Tools

VANET simulation tools by THI Research Centre



- open-source ITS-G5 stack
- standard compliant packets
- integrated in Artery

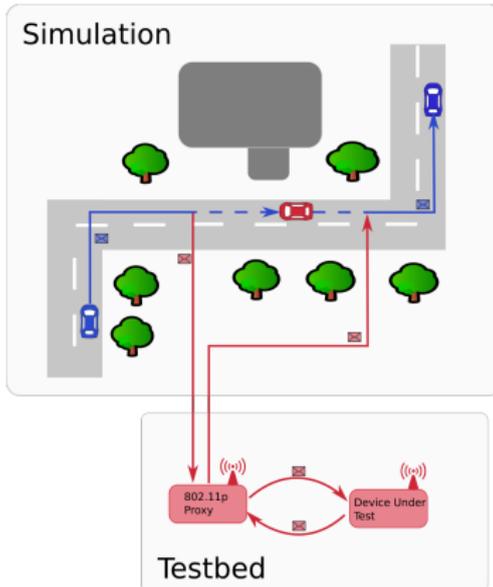


- variable application sets
- suitable for rapid prototyping
- soon: radar sensors

Available at <https://github.com/riebl/{artery, vanetza}>



HIL Testing with OMNeT++



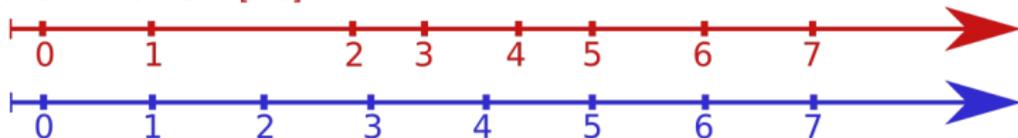
HIL Overview

- Simulated environment vehicles (blue)
- Physical twin vehicle with stripped down functionality (red)
- 802.11p proxy (USRP RIO)
- Message forwarding
- Simulated packets are sent over the air

Timing Problems

- OMNeT++ is running too fast
- OMNeT++ is running too slow
- Running too slow is not recognized

Simulation timeline in [ms]



Realtime timeline in [ms]

*cEvent** RealTimeScheduler::takeNextEvent pseudocode

Result: next cEvent

```
currentRealTimeMiss = simTime - wallClockTime;
```

```
if (currentRealTimeMiss * -1) > realTimeMissThreshold then
```

```
    // simulation unacceptable slow  
    stop simulation;
```

```
else
```

```
    eventDuration = wallClockTime - eventStartTime;
```

```
    log currentRealTimeMiss and eventDuration and nextEventIdentifier;
```

```
    while SimTime < wallClockTime do
```

```
        // simulation faster than real time  
        wait;
```

```
    end
```

```
    set nextEventIdentifier;
```

```
    set eventStartTime;
```

```
    return nextEvent;
```

```
end
```



- Duplicate packet detection
- GPS timestamp
- Replay attack detection
- DENM validity
- Long range communication using MAC layer unicasts



Timing Observations



Hardware

Component	Laptop Computer	Simulation Cluster
CPU	Intel Core i5-6300U @ 2.40GHz	Intel Xeon E7-8867 v4 @ 2.40GHz
Cores	1 x 4	4 x 18
RAM	16GB	3TB
Hard Drive	256GB SSD	450GB SAS SSD RAID 1

Scenario

- Three vehicles on highway
- Five vehicles on highway

Real-Time Observations

Event List



ID	Event name	# Events "3 vehicles"	# Events "5 vehicles"
1	TraCI Connect	1	1
2	TraCI Step	322	370
3	GeoNet packet	3870	11298
4	GeoNet data frame	3870	11298
5	txStart-0	3	5
6	endIFS	661	1189
7	configureRadioMode	1322	2378
8	transmissionTimer	661	1189
9	remove non Interfering Transmission	661	1188
10	report CL	928	1650
11	middleware update	925	1645
12	txStart-1	658	1184
13	GeoNet radio frame	1274	4460
14	reception Timer	1274	4460
	Overall events	16430	42315

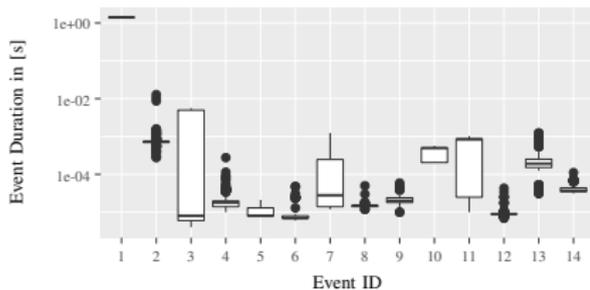


Figure: Event times cluster

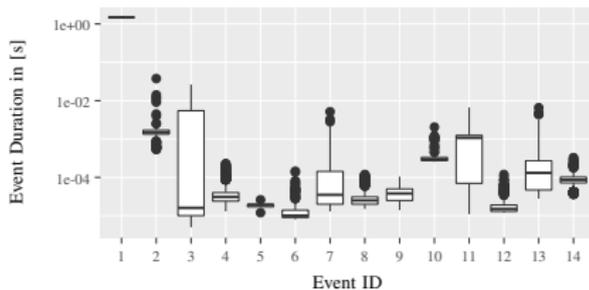
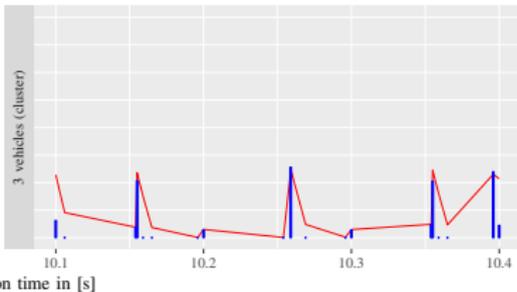
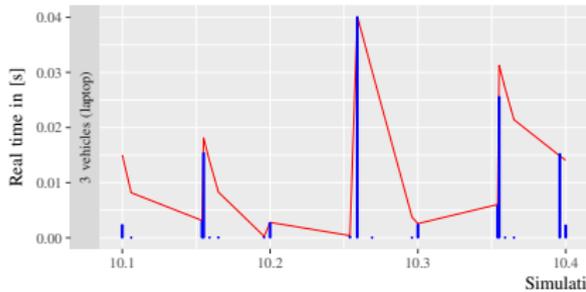


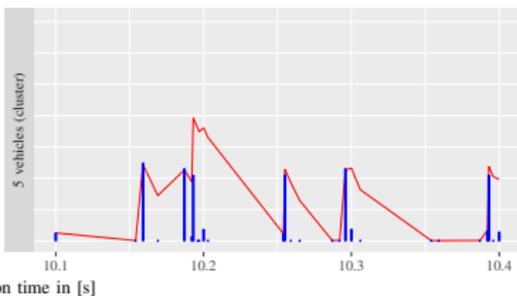
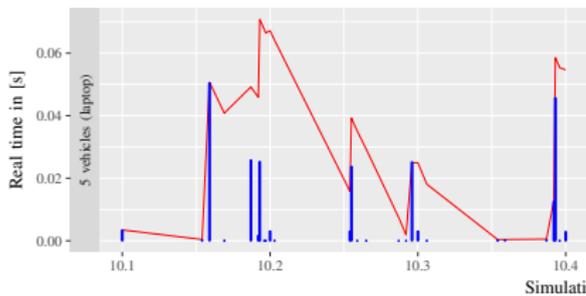
Figure: Event times laptop

Real-Time Observation

Real-Time Flow



instant event durations
real time delay



instant event durations
real time delay

Real-Time Observation

Simulation Run Overview

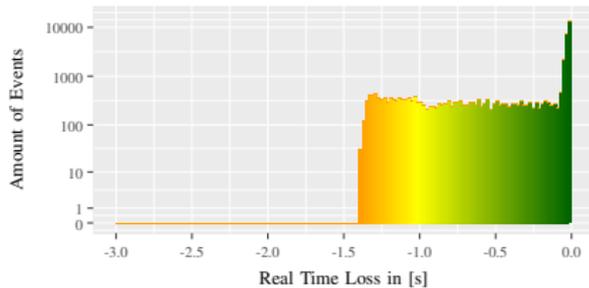
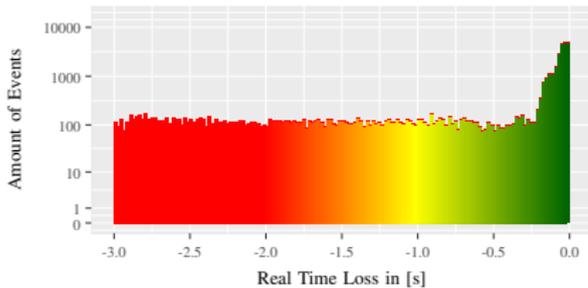
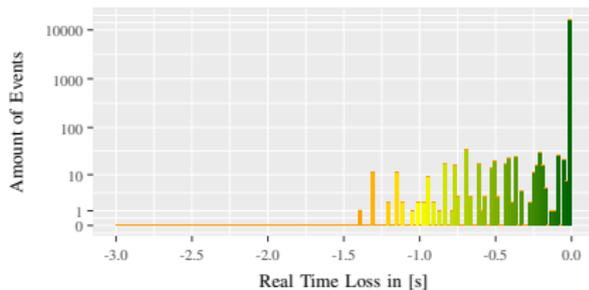
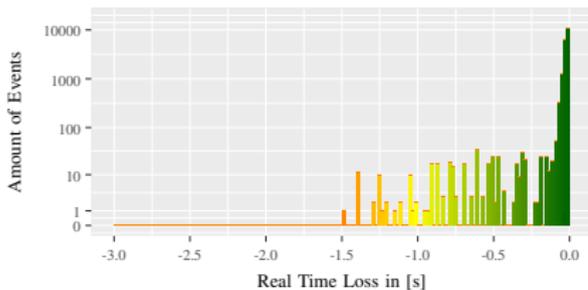


Figure: Laptop

Figure: Cluster



Conclusion

Conclusion

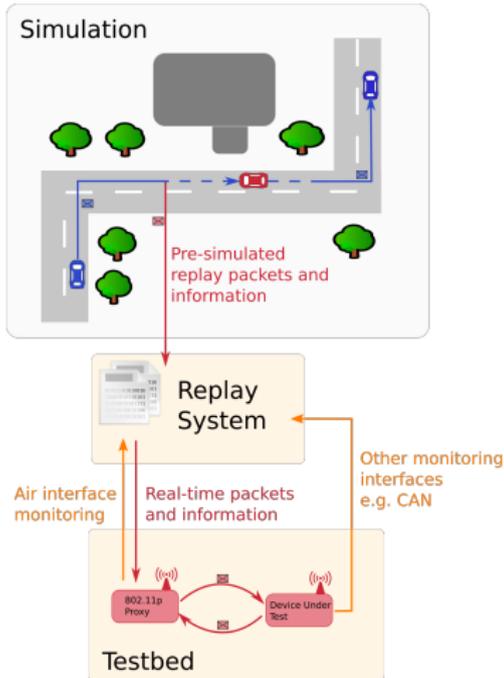
Which Parts can be Tested Properly?

- Duplicate packet detection
- GPS timestamp
- Replay attack detection
- DENM validity
- Long range communication using MAC layer unicasts



Further Work

Further Work



- Tweak simulation performance
- Add some parallelism
- Replay simulated test data

Thank You For Your Attention
Any Questions?

