International Journal of ChemTech Research
CODEN (USA): IJCRGG, ISSN: 0974-4290, ISSN(Online):2455-9555
Vol.10 No.14, pp 375-380, 2017

End to end latency in vehicular platooning using tactile internet

R.Brindha*, P.Bowya, S.Chitara, T.Dhivyalakshmi, M.Rubini

Department of ECE,K S Rangasamy College of Technology, Namakkal, Tamil Nadu, India

Abstract : Today's wireless communication is designed for transporting content. The breakthrough lying before us is to enable wireless steering of our environment by enabling the Tactile Internet. The Tactile Internet allows one to transmit data in real-time. The Tactile Internet will need to be ultra-reliable and have sufficient capacity to allow large numbers of devices to communicate with each other. It will also need to support very low end-to-end latencies. The fifth generation (5G) mobile communication systems will underpin Tactile Internet at the wireless edge. Fully automated driving and platooning of vehicles is a new step in mobility within the context of 5G. The time needed for collision avoidance in today's applications for vehicle safety below 10ms. The Vehicle-to-Vehicle communication is the wireless exchange of data among neighbour vehicles that offers the opportunity for significant safety improvements, vehicle-based data regarding position, speed, and location. The system is composed of two vehicles capable of moving in forward, reverse, left, and right directions. The vehicles are wirelessly networked using ZigBee which allows them to communicate information such as direction of travel.

Index Terms : Tactile Internet, Internet of Things, Arduino, LCD display, Latency.

R.Brindha *et al* /International Journal of ChemTech Research**,** 2017,10(14): 375-380.

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