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(54) **METHOD AND APPARATUS FOR MULTI-VEHICLE COMMUNICATION**

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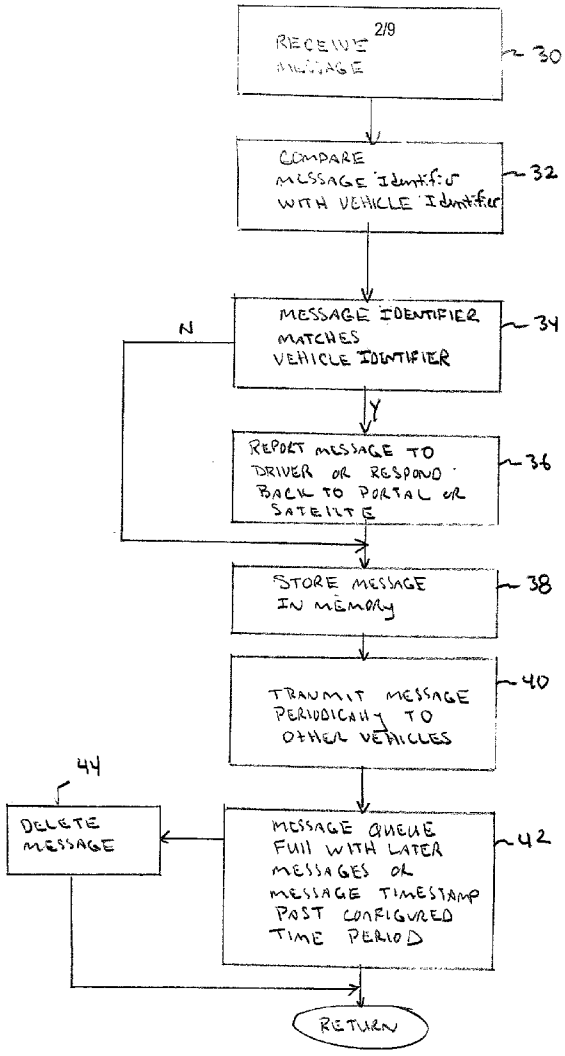
(52) **U.S. Cl.** **701/209**; 701/200

(57) **ABSTRACT**

A massage containing a message identifier is received in a vehicle. The message identifier is compared with information associated with the vehicle. If message identifier and the vehicle information correspond in some manner, the message is reported to a vehicle operator and may be relayed to other vehicles.



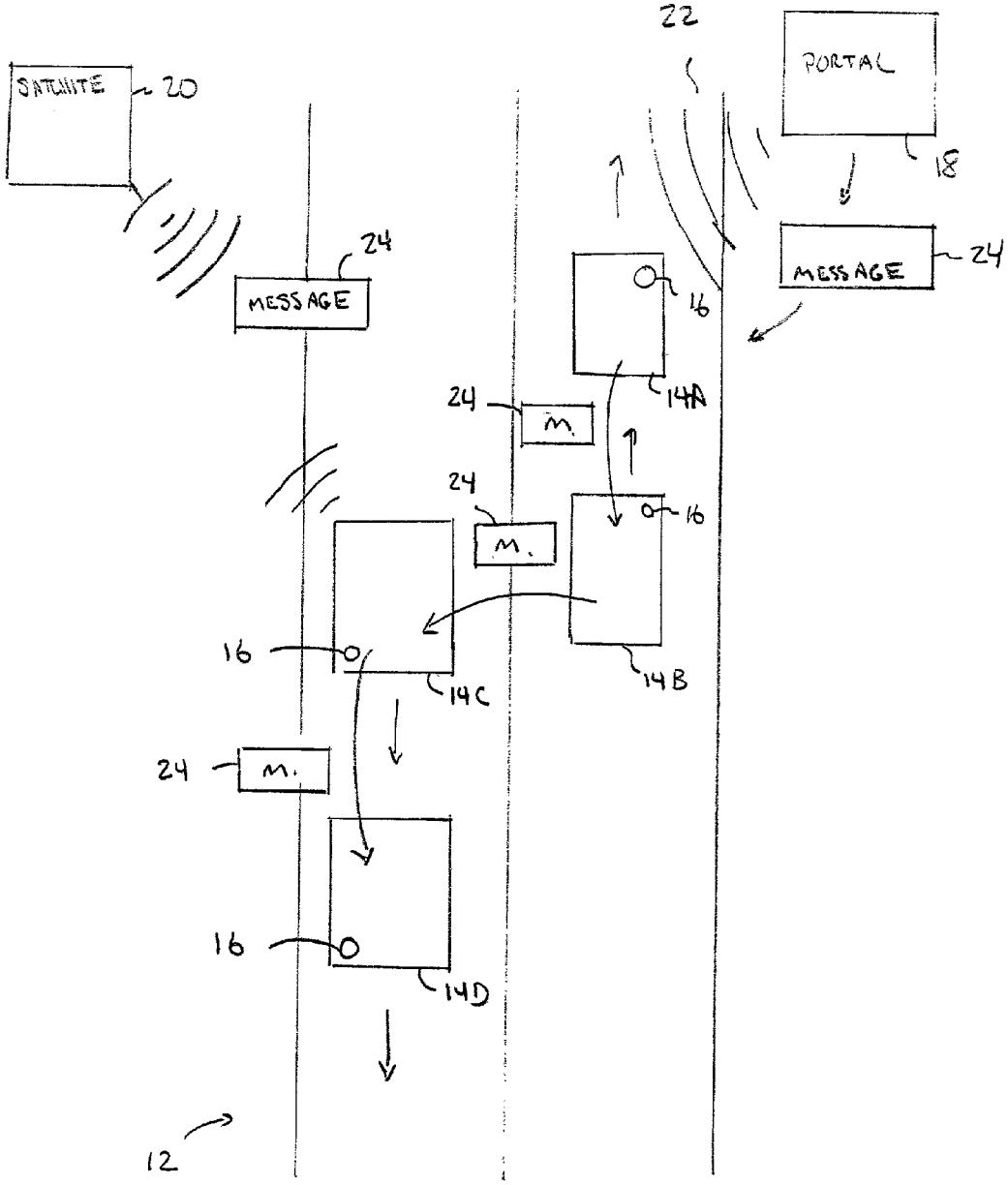

22
PORTAL
18
SATELLITE
20
24
MESSAGE
24
MESSAGE
16
14A
24
M.
24
M.
16
16
14C
14B
24
M.
16
14D
12

FIG. 1

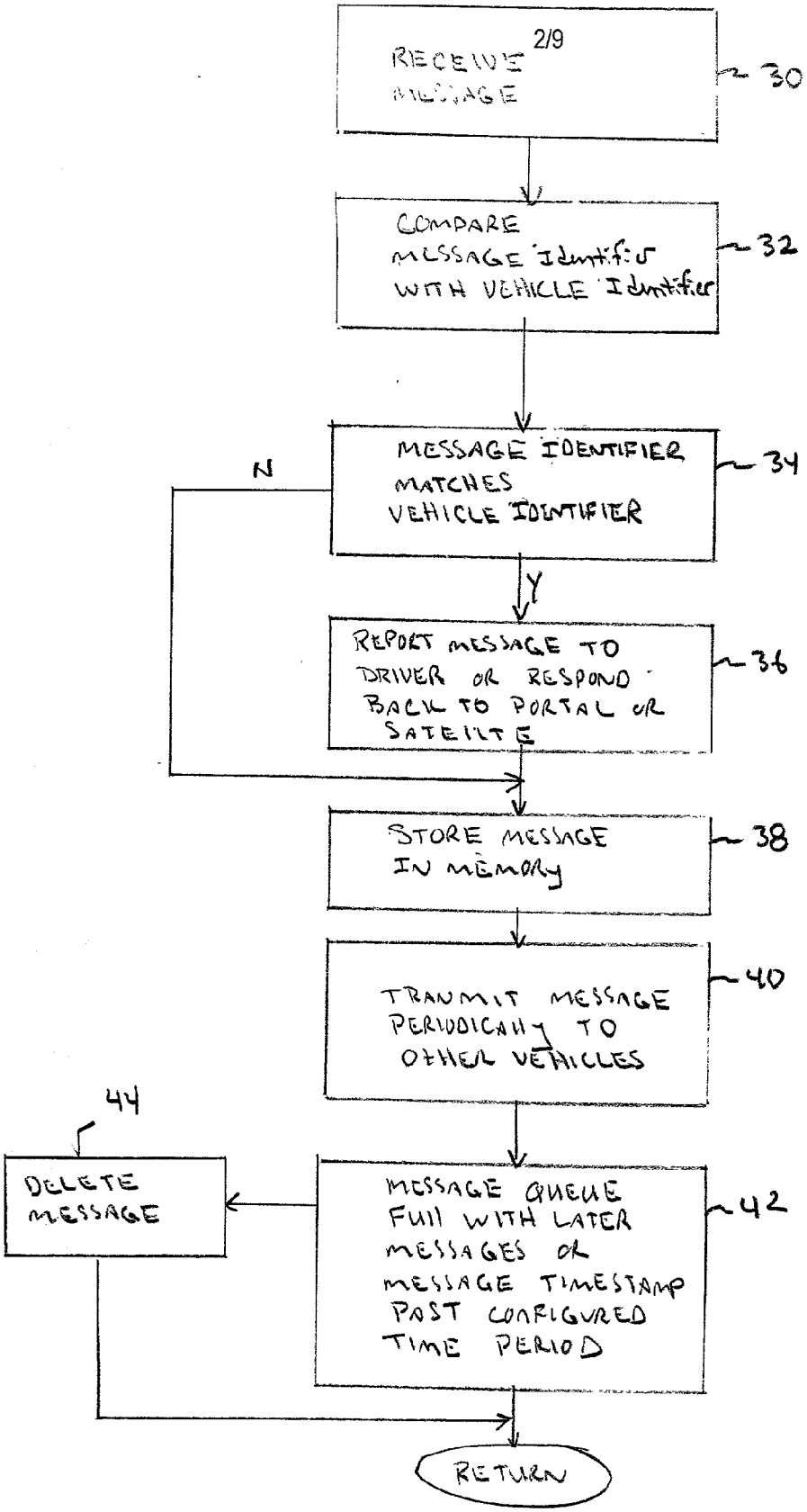

2/9
RECEIVE MESSAGE
30
COMPARE MESSAGE Identifier WITH VEHICLE Identifier
32
MESSAGE IDENTIFIER MATCHES VEHICLE IDENTIFIER
34
N
Y
REPORT MESSAGE TO DRIVER OR RESPOND BACK TO PORTAL OR SATELITE
36
STORE MESSAGE IN MEMORY
38
TRANMIT MESSAGE PERIODICALLY TO OTHER VEHICLES
40
MESSAGE QUEUE FULL WITH LATER MESSAGES OR MESSAGE TIMESTAMP PAST CONFIGURED TIME PERIOD
42
44
DELETE MESSAGE
RETURN

FIG. 2

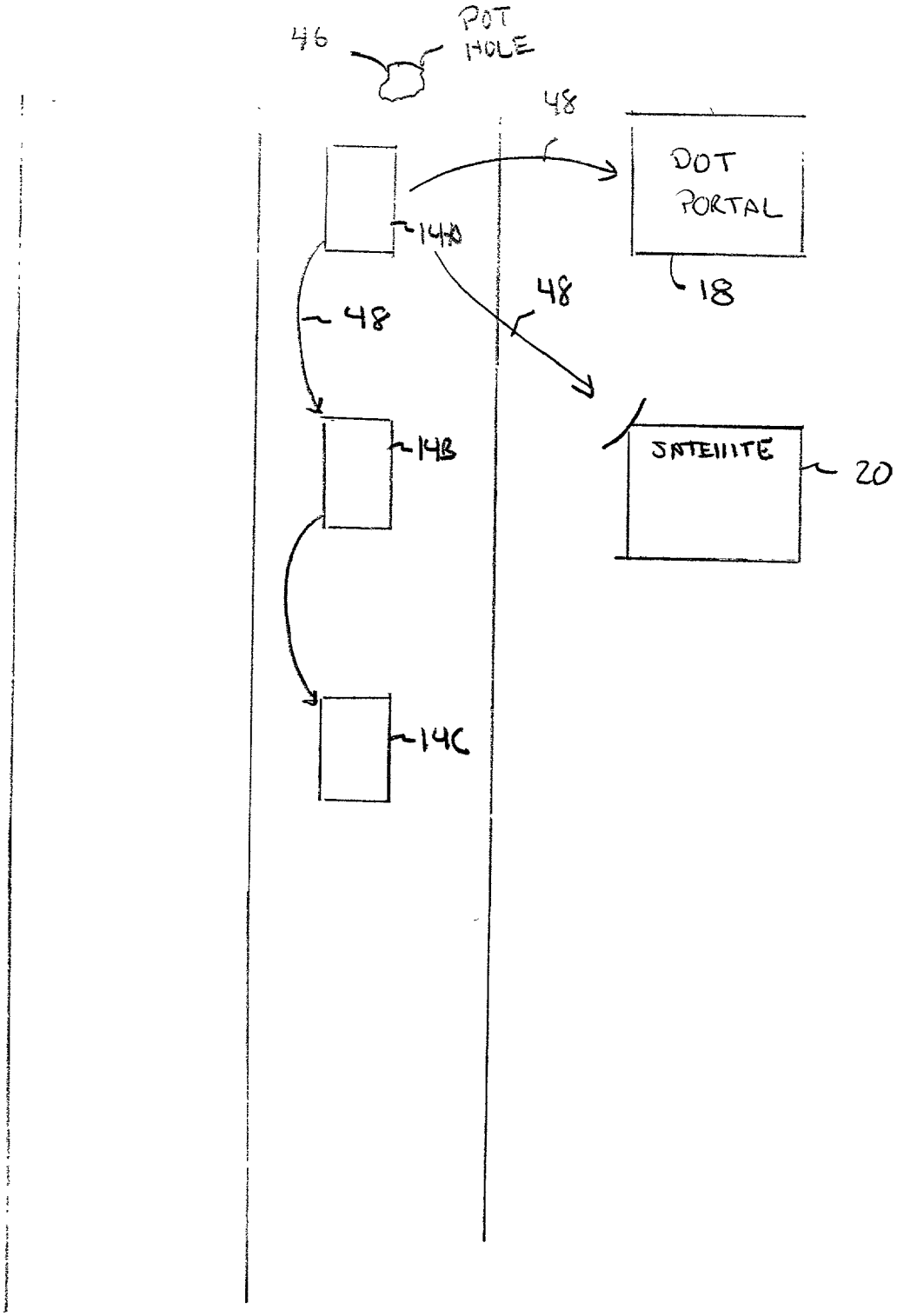


FIG. 3

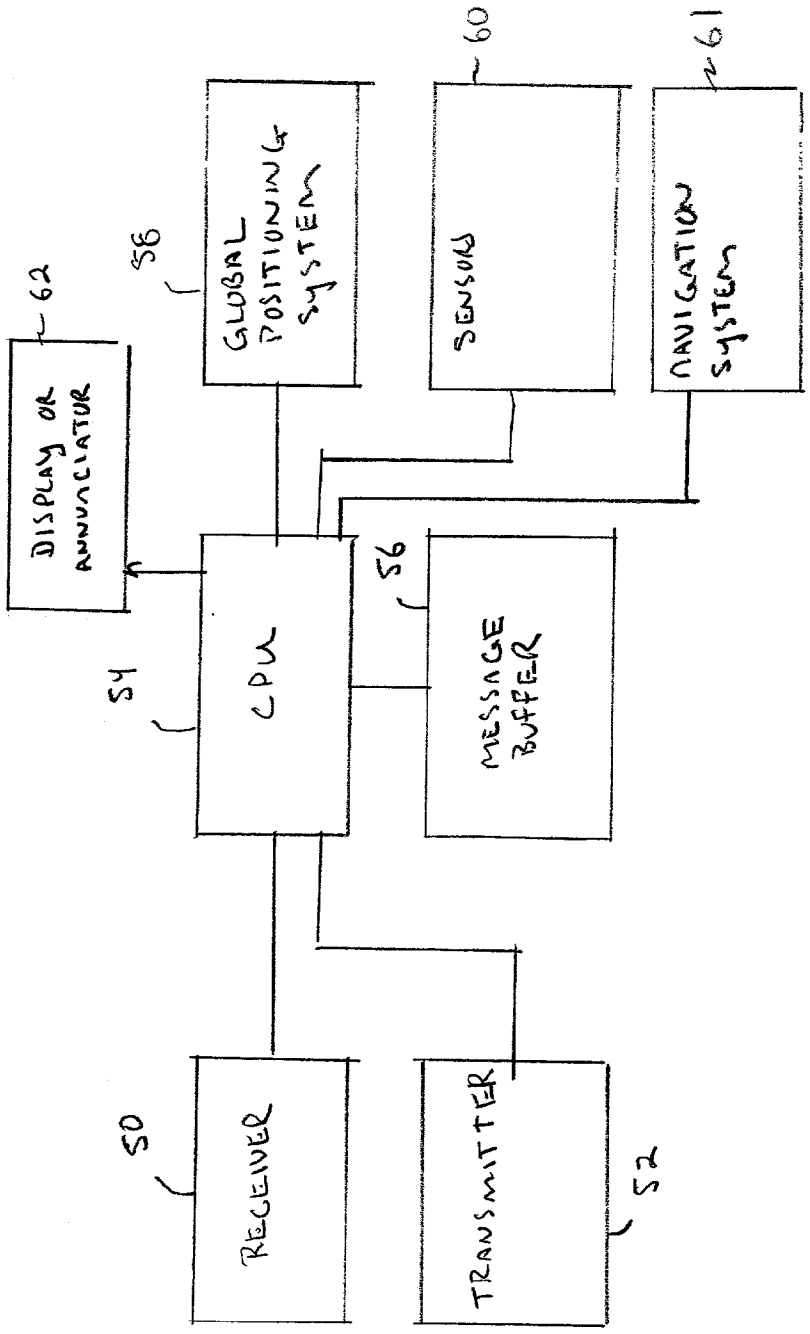

60
61
58
62
GLOBAL POSITIONING SYSTEM
SENSORS
NAVIGATION SYSTEMS
DISPLAY OR ANNUNCIATOR
54
CPU
56
MESSAGE BUFFER
50
RECEIVER
TRANSMITTER
52

FIG. 4

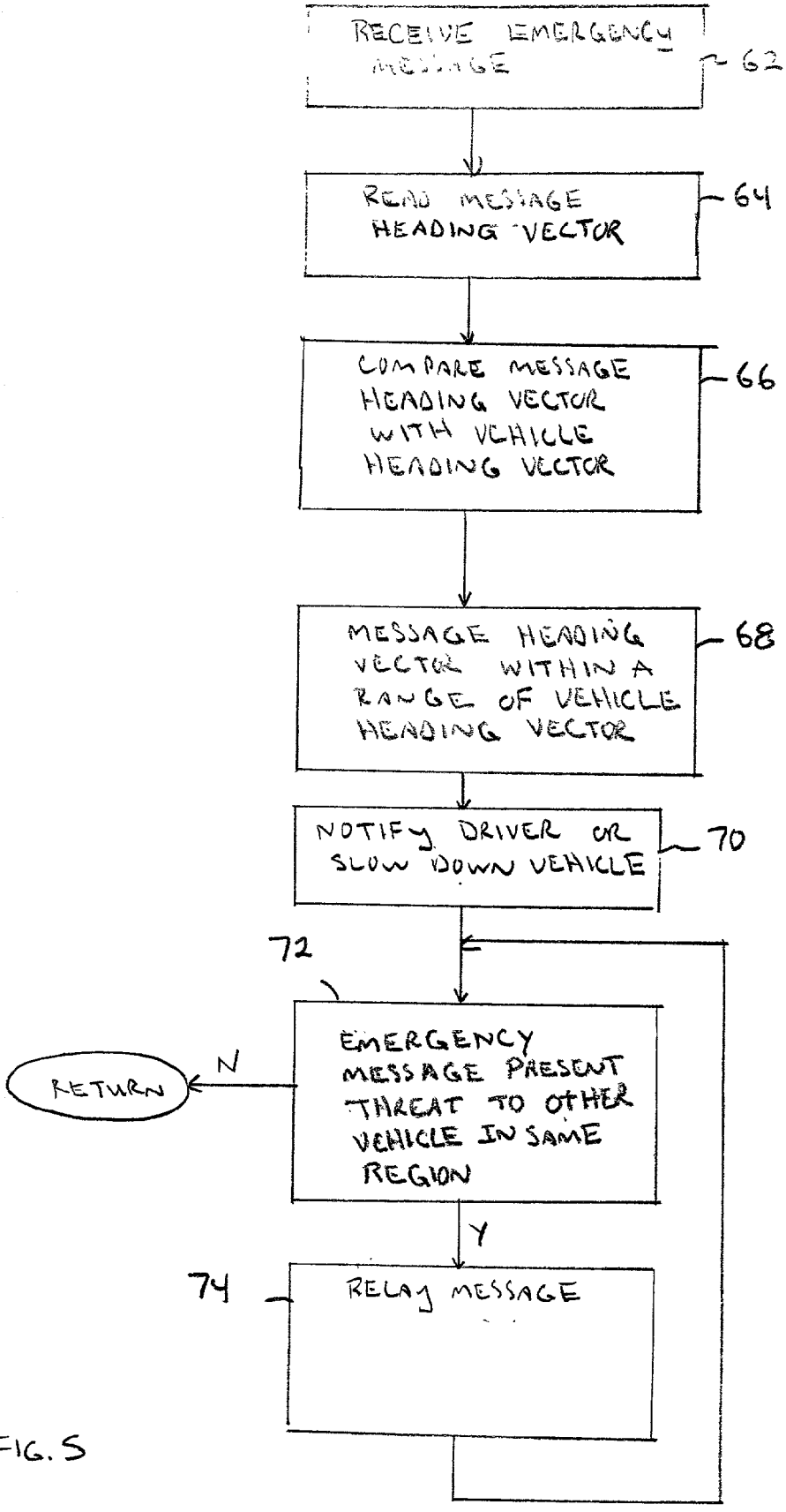

RECEIVE EMERGENCY MESSAGE
62
READ MESSAGE HEADING VECTOR
64
COMPARE MESSAGE HEADING VECTOR WITH VEHICLE HEADING VECTOR
66
MESSAGE HEADING VECTOR WITHIN A RANGE OF VEHICLE HEADING VECTOR
68
NOTIFY DRIVER OR SLOW DOWN VEHICLE
70
72
EMERGENCY MESSAGE PRESENT THREAT TO OTHER VEHICLE IN SAME REGION
N
RETURN
Y
74
RELAY MESSAGE

FIG. 5

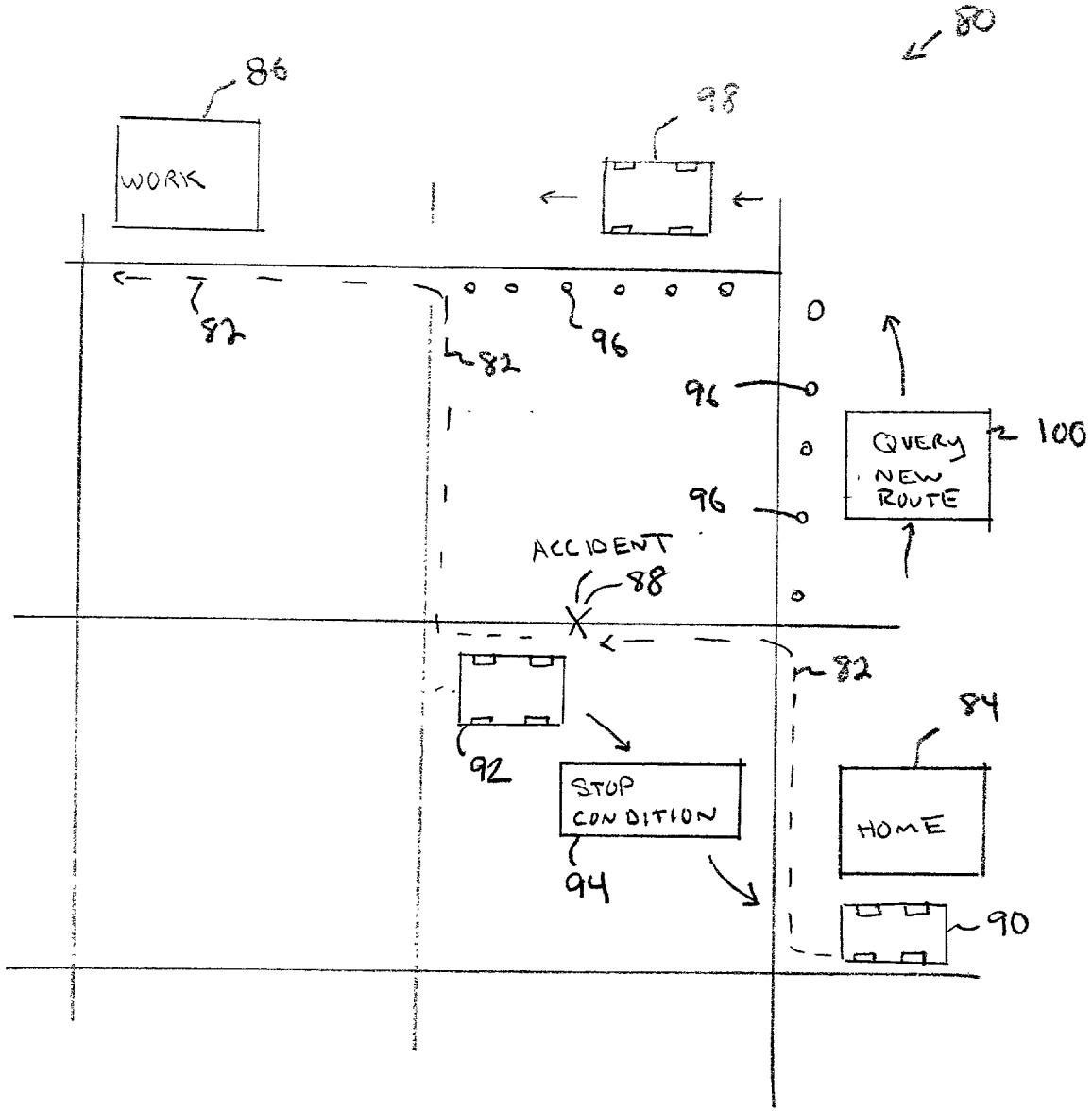

80
86
WORK
98
82
96
82
96
96
QUERY NEW ROUTE
100
ACCIDENT
88
82
92
STOP CONDITION
94
84
HOME
90

FIG. 6

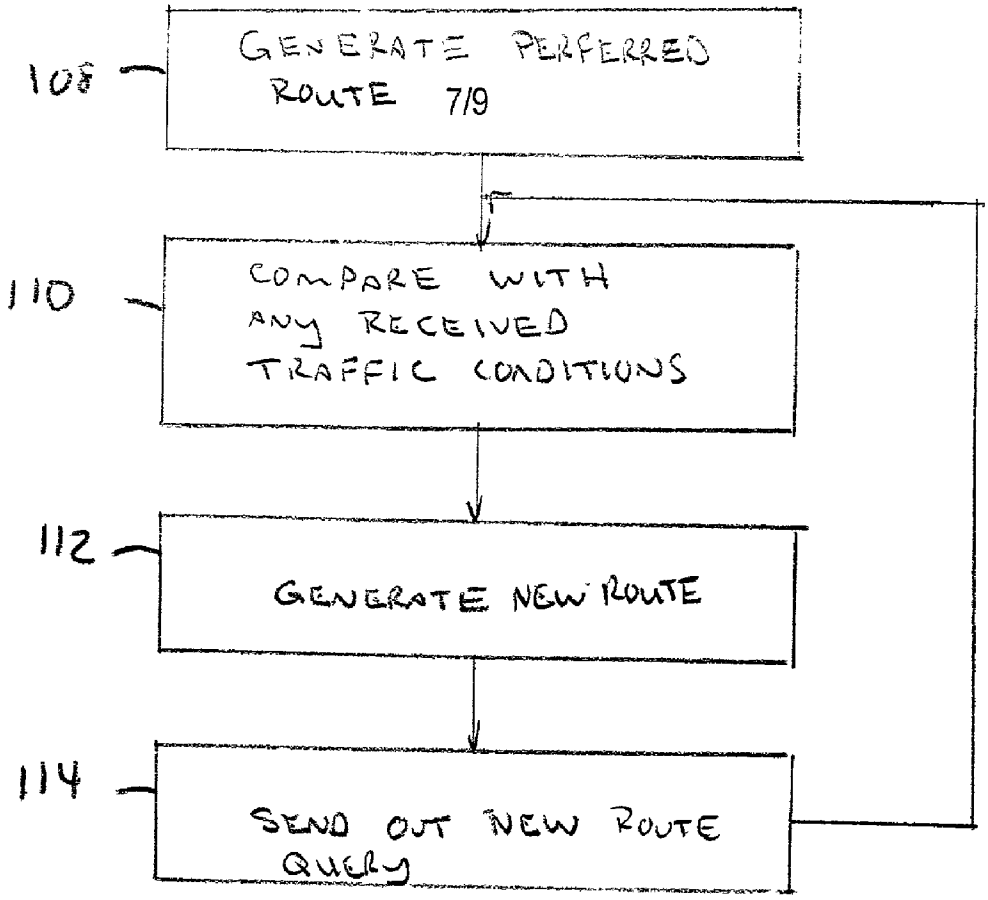

108
GENERATE PERFERRED ROUTE 7/9
110
COMPARE WITH ANY RECEIVED TRAFFIC CONDITIONS
112
GENERATE NEW ROUTE
114
SEND OUT NEW ROUTE QUERY

FIG. 7

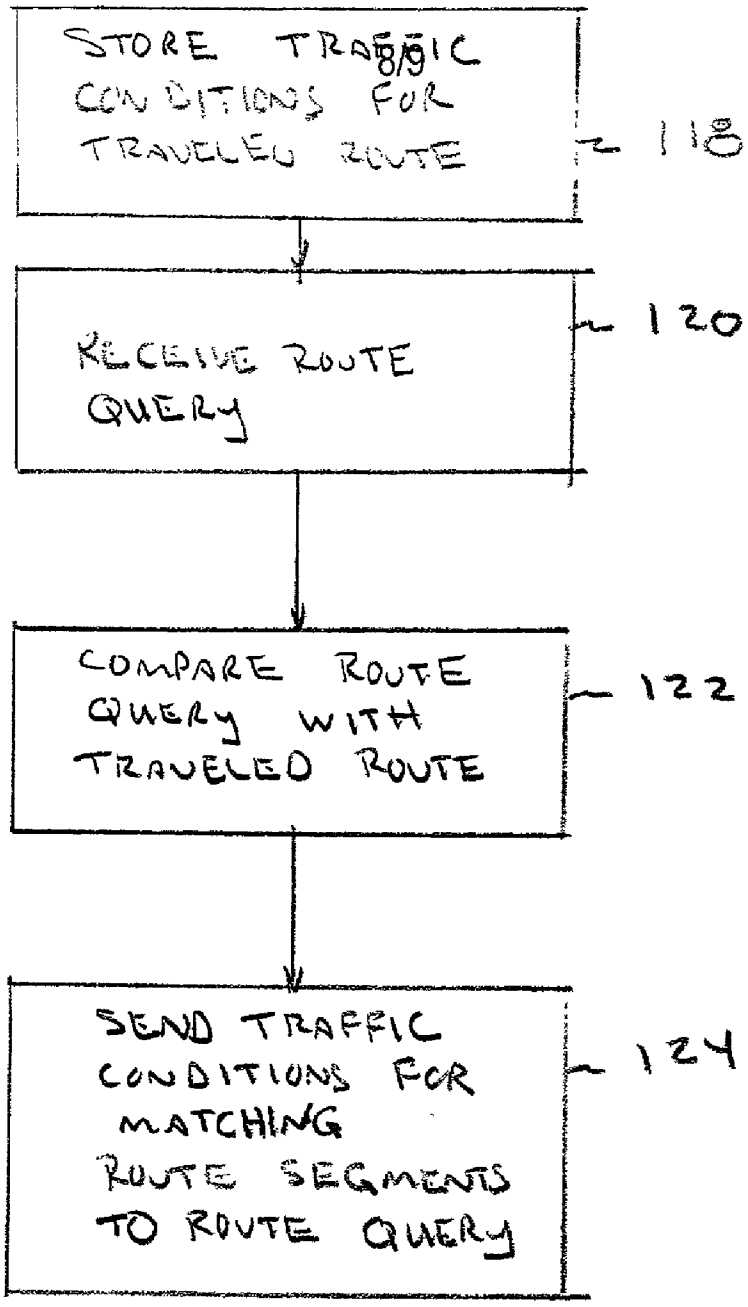

STORE TRAFFIC CONDITIONS FOR TRAVELED ROUTE
118
RECEIVE ROUTE QUERY
120
COMPARE ROUTE QUERY WITH TRAVELED ROUTE
122
SEND TRAFFIC CONDITIONS FOR MATCHING ROUTE SEGMENTS TO ROUTE QUERY
124

FIG. 8

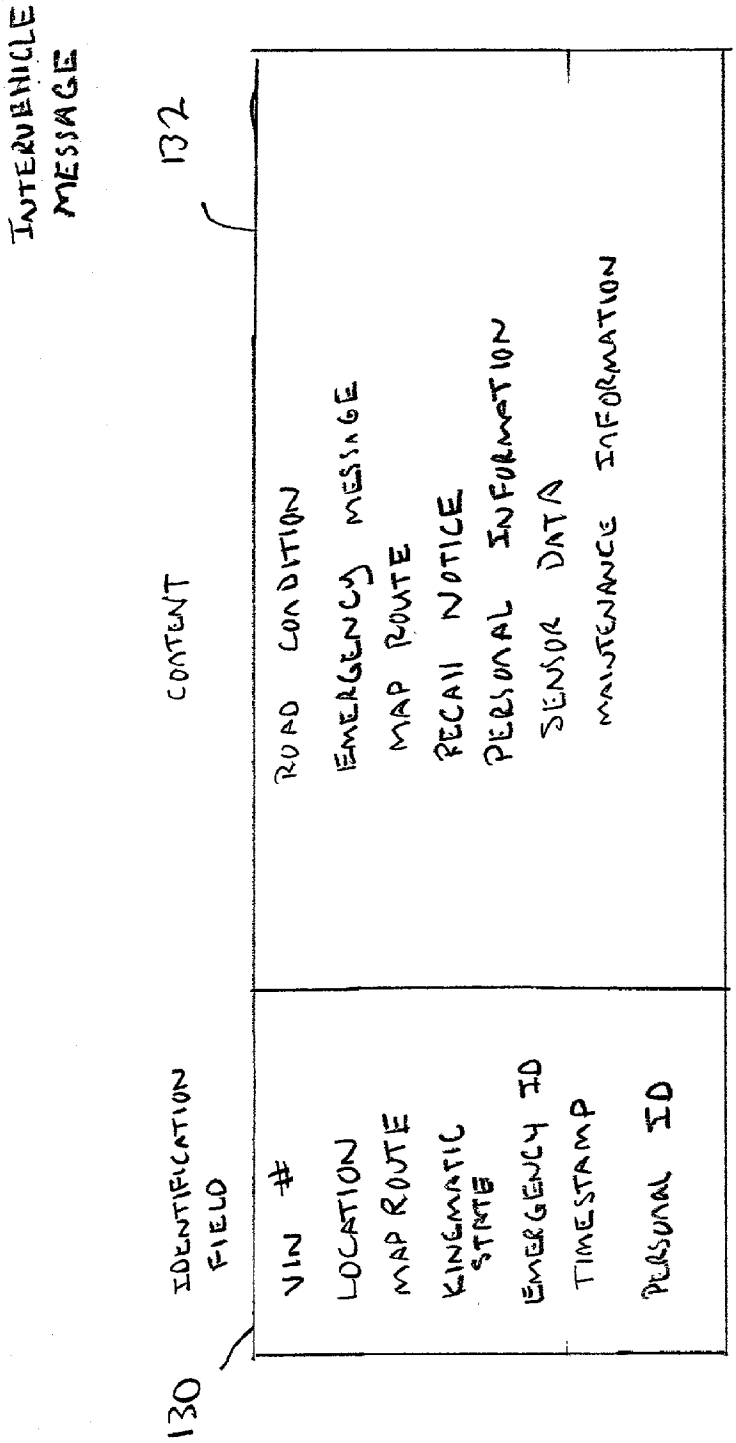

INTERVEHICLE MESSAGE
130
IDENTIFICATION FIELD
VIN #
LOCATION
MAP ROUTE
KINEMATIC STATE
EMERGENCY ID
TIMESTAMP
PERSONAL ID
132
CONTENT
ROAD CONDITION
EMERGENCY MESSAGE
MAP ROUTE
RECALL NOTICE
PERSONAL INFORMATION
SENSOR DATA
MAINTENANCE INFORMATION

FIG. 9

METHOD AND APPARATUS FOR MULTI-VEHICLE COMMUNICATION

RELATED APPLICATION DATA

[0001] This application is a continuation-in-part of copending U.S. patent application, Ser. No. 09/892,333, filed Jun. 26, 2001, entitled: METHOD AND APPARATUS FOR TRANSFERRING INFORMATION BETWEEN VEHICLES.

BACKGROUND

[0002] Information needs to be transferred between different vehicles. However, there may not be a communication infrastructure available in certain geographic areas for transmitting information between vehicles. For example, a vehicle traveling through the badlands of South Dakota may be outside of any cellular communication coverage. Even if there were wireless cellular or satellite communication coverage in these geographic regions, each vehicle would have to pay a monthly service fee for the cellular or satellite communication service.

[0003] Digital maps are used by vehicles to help navigate to desired locations. The problem is that these maps may not give the best route for arriving at a desired location. For example, there may be traffic accidents or road construction along the route specified in the digital map.

[0004] The present invention addresses this and other problems associated with the prior art.

SUMMARY OF THE INVENTION

[0005] A massage containing a message identifier is received in a vehicle. The message identifier is compared with information associated with the vehicle. If message identifier and the vehicle information correspond in some manner, the message is reported to a vehicle operator and may be relayed to other vehicles.

[0006] The present invention addresses this and other problems associated with the prior art.

BRIEF DESCRIPTION OF THE DRAWINGS

[0007] **FIG. 1** is a diagram showing a multi-vehicle communication system.

[0008] **FIG. 2** is a flow diagram showing how messages are relayed in the communication system shown in **FIG. 1**.

[0009] **FIG. 3** is a diagram showing how road condition information is relayed to different vehicles.

[0010] **FIG. 4** is a block diagram of a communication controller located in a vehicle.

[0011] **FIG. 5** is a flow diagram showing how messages are processed in different vehicles according to kinematic state information associated with the message.

[0012] **FIG. 6** is a diagram showing how map routes are automatically updated for different road conditions.

[0013] **FIG. 7** is a flow diagram showing in more detail how map reroutes are automatically updated.

[0014] **FIG. 8** is a flow diagram showing how route status is transmitted from a vehicle.

[0015] **FIG. 9** is a diagram showing some of the information sent in inter-vehicle messages.

DETAILED DESCRIPTION

[0016] **FIG. 1** shows multiple vehicles **14A-14D** that are traveling along a roadway **12**. Vehicles **14A** and **14B** are traveling in a northbound lane of traffic and vehicles **14C** and **14D** are traveling along a southbound lane of traffic. A portal **18** transmits messages to any one of the vehicles **14A-14D** that happens to be within a reception range **22**.

[0017] In this example, vehicle **14A** is within range for receiving message (M) **24** transmitted by portal **18**. Vehicle **14A** receives the message **24** and then possibly relays the message to other vehicles **14B-14D**. The message **24** continues to be relayed by vehicles receiving the message **24**. This allows message **24** to be propagated directly point-to-point to multiple vehicles along roadway **12** without having to use a cellular or satellite communication infrastructure.

[0018] The portal **18** can be any communication system that transmits messages to vehicles **14A-14D**. In one example, the portal **18** includes a computer system and wireless transmitter at a car dealership or vehicle service station to send out recall messages or other messages associated with certain vehicles. In another example, the portal **18** is a computer and transmitter at a state or federal transportation agency that sends road condition messages to vehicles **14A-14D**. In yet another example, the portal **18** may be a satellite transmitter **20**. The portal **18** may be associated with any organization and can be located anywhere information needs to be transmitted to vehicles.

[0019] The portal **18** may be coupled through the Internet to a server that initiates the transmission of message **24** from one or more portals **18** at the same time. In the vehicle dealership example, a central server (not shown) may send a recall notice through the Internet to servers located at different car dealerships. Transmitters at the car dealerships then transmit the recall notice wirelessly in message **24** to any vehicles **14A-12D** that can receive the transmission. The vehicles receiving the message **24** then spread the message **24** to other vehicles.

[0020] **FIG. 2** shows in more detail how the messages **24** are relayed between vehicles **14A-14D**. A vehicle receives a message from a portal or another vehicle in block **30**. In the car dealership example described above, the message may include a Vehicle Identification Number (VIN number) that identifies specific vehicles associated with the message. However, any vehicle identifier or user identifier can be used. A processor (see **FIG. 4**) compares a stored vehicle identifier with the identifier contained in the received message in block **32**.

[0021] If the message identifier matches the vehicle identifier, the message is reported to a vehicle operator or a reply message is sent back in block **36**. The message could be reported to a vehicle operator by displaying the message on a display screen located somewhere on the vehicle dashboard. If the message is associated with some emergency condition, a warning light or audible warning annunciator may be activated in block **36**. If the message identifier does not match some stored identifier associated with the vehicle, the message is either discarded or stored in a message buffer in block **38**.

[0022] The vehicle processor periodically retransmits any stored messages to other vehicles in block **40**. When the message buffer becomes fall or a timestamp associated with the message exceeds some preconfigured time period, then the message is automatically deleted from the message buffer in block **44**. This same process is performed in a similar manner in other vehicles.

[0023] **FIG. 3** shows another example where a message is initiated by a vehicle **14**A and then sent to other vehicles **14**B and **14**C and may also be sent to the portal **18** or through a satellite **20** to a message center. The vehicle **14**A may have on-board sensors that detect a specific road condition **46**. For example, an infra-red sensor may identify an icy road condition. In another example, a vibration sensor may identify a pothole or a speed sensor may identify a traffic stoppage condition.

[0024] A message **48** contains information regarding the road condition. The message **48** also contains a location identifier identifying where the road condition is located. The vehicle **14**A broadcasts the message **48** to any vehicle or portal within the same vicinity. For example, the message **48** may be received by a Department of Transportation (DOT) portal **18** and also received by a following vehicle **14**B. The DOT portal **18** can send maintenance or emergency personnel to the location identified in the message **48**. Vehicle **14**B may use the message **48** to provide a warning to the vehicle operator and may also relay the message **48** to other portals or other vehicles, such as vehicle **14**C.

[0025] Processors in the vehicles receiving the message may compare the location identifier in the message with a current position and direction of the vehicle receiving the message. If the vehicle direction and location do not appear likely to convergence with the road condition identified in the message **48**, then message **48** may be discarded. For example, if the vehicle receiving the message **48** has already passed the road condition **46**, then the message is discarded.

[0026] If the direction and location of the vehicle receiving the message **48** appears to be on a collision course with the location of road condition **46**, then consists of message **48** may be displayed or a warning signal annunciated to the vehicle operator. For example, a message may be output on a display screen on the vehicle dashboard indicating the type of road condition **46** and the location or distance to the road condition **46**.

[0027] **FIG. 4** shows some of the different functional elements in a vehicle used for relaying messages point-to-point between different vehicles. A wireless receiver **50** receives messages transmitted from portals and other vehicles. A wireless transmitter **52** is used to transmit and relay messages to portals and other vehicles. Any frequency can be used for modulating the messages. For example, the messages can be sent and received on a citizen band frequency or other frequencies used for message communications. In one implementation, the receiver **50** and transmitter **52** also receive and transmit messages over a frequency used for satellite communications.

[0028] A message buffer **56** stores messages either generated locally by a Central Processing Unit (CPU) **54** or messages received over receiver **50**. A global positioning system **58** is used to identify a current location of the vehicle. Sensors **60** are used for identifying road conditions. The sensor data is converted into messages and transmitted over transmitter **52**. A navigation system **61** contains electronic maps for geographic areas where the vehicle is traveling and generates routes based on selected destination points. A display and/or enunciator device **62** is used for notifying a vehicle operator of relevant road conditions identified in received messages.

[0029] The CPU **54** determines what messages are displayed or annunciated over the display or annunciation unit **62**. The CPU **54** also identifies different road conditions from the sensors **60** and converts the road condition information into messages. The CPU **54** also determines which messages are stored and deleted in buffer **56** and transmitted from transmitter **52**.

[0030] **FIG. 5** shows how the multi-vehicle communication system processes and relays messages according to geographic and kinematic state information. The example described below is used for notification of emergency situations, however, the system can be used for any type of messaging. An emergency message is received by a vehicle in block **62**. One example of an emergency message may be a message from a police vehicle or an ambulance that it will be traveling along a particular roadway.

[0031] The emergency message contains kinematic state information relating to the current location and the direction of travel of the emergency vehicle. The emergency message may also include a route map indicating the intended course of travel for the emergency vehicle. The kinematic state may include position, velocity vector, acceleration vector, range, angle, and heading information. The kinematic state information is described in copending U.S. patent application Ser. No. 09/892,333, filed Jun. 26, 2001, entitled: METHOD AND APPARATUS FOR TRANSFERRING INFORMATION BETWEEN VEHICLES which is herein incorporated by reference.

[0032] Any vehicles receiving the emergency message in block **62** first reads a heading vector for the emergency message in block **64**. The CPU in the vehicle receiving the message then compares the heading vector with its own heading vector in block **66**. If the CPU in block **68** determines that the two heading vectors are in a same general region, or appear to be approaching the same region, a warning message is sent to the vehicle operator in block **70**. In an alternative implementation, the CPU will automatically slow down and, if necessary, stop the vehicle if the heading vector comparison determines that the two vehicles are on a collision course.

[0033] In block **72**, the CPU for the vehicle receiving the emergency message may or may not relay that emergency message to other vehicles. If the heading vector for the emergency vehicle is too far away from the vehicle receiving the message, the vehicle CPU may decide that the emergency message does not present a threat to itself or any other vehicles in the immediate area. In this situation, the emergency message may not be relayed to other vehicles. If the heading vector in the emergency message does present a possible threat, the CPU relays the emergency message in block **74** to any other vehicles in the same vicinity.

[0034] Map-based Message Relaying

[0035] Referring to **FIG. 6**, most electronic maps lay out a most direct route **82** from one starting point **84** to a

destination point **86**. However, a real time event, such as an accident **88**, may happen along path **82** that requires a vehicle **90** to take an alternate route.

[**0036**] Another vehicle **92** that is actually traveling along route **82** may detect the event **88** either using vision sensors that detect a collision or using speed and velocity sensors that detect vehicle **92** in a stop or slow down condition. The event detected by vehicle **92** is transmitted in a message **94** to vehicle **90**.

[**0037**] Referring to **FIGS. 6 and 7**, a navigation system **61** **(FIG. 4)** initially generates the preferred route **82** for vehicle **90** in block **108**. The navigation system in block **110** compares the route with any messages, such as message **94**, received from other vehicles. If the messages **94** indicate a traffic stoppage event **88** along the original route **82**, the navigation system generates a new route **96** **(FIG. 6)** for vehicle **90** around the event **88** in block **112**.

[**0038**] One report from stopped vehicle **92** may not be enough to cause the navigation system in vehicle **90** to generate a reroute **96**. However, if the navigation system receives messages **94** from multiple vehicles, each identifying a traffic stoppage in the same general area around event **88**, then the new route **96** is generated.

[**0039**] In another aspect of the map-based messaging system, the navigation system in vehicle **90** **(FIG. 6)** sends out a query **100** in block **114** for the original one for the new route **96**. Any vehicles, such as vehicle **98** in **FIG. 6**, traveling along the route contained in query message **100** may respond. If there is no response to the query message **100**, or the responses do not indicate a traffic stoppage event, the navigation system in vehicle **90** displays the new route **96** to the vehicle operator on a display screen.

[**0040**] **FIG. 8** shows how the vehicles traveling along a route store and relay route information. For example, vehicle **98** in **FIG. 6** stores traffic events for traveled route **96** in block **118**. The traffic events may include average speed of travel for the vehicle over some period of time or for a particular segment along path **96**. The speed, direction and other sensor information from the vehicle is combined with global positioning information to generate the traffic. The vehicle **98** receives a route query in block **120**.

[**0041**] The route query may include all or a subset of route segments for route **96**. The route segments identified in the query **100** **(FIG. 6)** are compared in block **122** with the segments of route **96** that have actually been traveled by vehicle **98**. If any of the segments are the same, the vehicle **98** transmits traffic events for those matching route segments in block **124**. Any vehicles receiving the query request, but not having matching route segments, simply ignore the query request.

[**0042**] The vehicle **90** may receive responses back from multiple vehicles. The navigation system for vehicle **90** selects the best responses before selecting a route. For example, one response may indicate no traffic stoppage along route **82** and another response may indicate a traffic stoppage along route **82**. The navigation system in vehicle **90** may generate a route based on the message with the most recent timestamp.

[**0043**] Alternatively, the navigation system in vehicle **90** may generate the route according to which responses cover a largest portion of the route identified in the query **100** **(FIG. 6)**. In another implementation, the navigation system may receive many responses indicating a traffic stoppage and only one or two responses indicating no stoppage. In this situation, the navigation system generates a route based on the traffic condition that is reported most often by the vehicles traveling along the identified route.

[**0044**] **FIG. 9** shows some examples of the types of information that may be contained in the inter-vehicle messages. An identification field **130** contains some indicator of a type of message. The identification field **130** is used by the receiving vehicle to determine an appropriate action. Some examples may include a vehicle identification number, location information for a detected event, a map route for a vehicle, kinematic state information for a vehicle, an emergency identification number, a timestamp or a personal identification number that is associated with a particular vehicle or vehicle operator.

[**0045**] Content information **132** can include road conditions, emergency messaging, map routes, recall notices, sensor data, vehicle maintenance information, or personal information, such as a text message or audio message. Of course, any other type of information not listed above, can also be transmitted.

[**0046**] The system described above can use dedicated processor systems, micro controllers, programmable logic devices, or microprocessors that perform some or all of the operations. Some of the operations described above may be implemented in software and other operations may be implemented in hardware.

[**0047**] For the sake of convenience, the operations are described as various interconnected functional blocks or distinct software modules. This is not necessary, however, and there may be cases where these functional blocks or modules are equivalently aggregated into a single logic device, program or operation with unclear boundaries. In any event, the functional blocks and software modules or described features can be implemented by themselves, or in combination with other operations in either hardware or software.

[**0048**] Having described and illustrated the principles of the invention in a preferred embodiment thereof, it should be apparent that the invention may be modified in arrangement and detail without departing from such principles. Claim is made to all modifications and variation coming within the spirit and scope of the following claims.

1. A method for processing messages in a vehicle, comprising:

receiving a message containing a message identifier;

comparing the message identifier to an vehicle identifier; and

processing the message according to the comparison between the message identifier and the vehicle identifier.

2. A method according to claim 1 including using a vehicle identification number for the message identifier and the vehicle identifier.

3. A method according to claim 2 wherein the message contains vehicle recall information associated with the vehicle identification number.

4. A method according to claim 1 including using a location of a detected event as the message identifier and using a location of the vehicle as the vehicle identifier.

5. A method according to claim 4 including sending road condition information in the message and outputting the road condition information to a vehicle operator according to how close the location of the detected event is to the location of the vehicle.

6. A method according to claim 5 including relaying the message to other vehicles according to how close the location of the detected event is to the location of the vehicle.

7. A method according to claim 1 including storing the message in memory located in the vehicle and periodically transmitting the stored message from the vehicle to other vehicles.

8. A method according to claim 7 including deleting the message from memory according to when the message was received in the vehicle.

9. A method according to claim 1 including;

receiving emergency information in the message from an emergency vehicle;

identifying a route for the emergency vehicle from the message identifier;

identifying a route for the vehicle; and

displaying the message to a vehicle operator according to a comparison of the emergency vehicle route and the vehicle route.

10. A method according to claim 9 including automatically slowing down or stopping the vehicle according to the comparison of the emergency vehicle route and the vehicle route.

11. A method according to claim 9 including relaying the emergency information to other vehicles according to the comparison of the emergency vehicle route and the vehicle route.

12. A method for using an electronic map, comprising:

identifying an original route using the electronic map;

receiving messages identifying events associated with the original route; and

identifying a new route according to the identified events.

13. A method according to claim 12 including receiving the messages from vehicles traveling along the original route.

14. A method according to claim 12 including:

sending out queries for events associated with the original route;

receiving messages identifying events associated with the original route; and

selecting the new route according to the identified events for the original route.

15. A method according to claim 12 wherein the events include speed information or collision information from vehicles traveling along the original route.

16. A method according to claim 12 including:

receiving messages from different vehicles traveling over the original route; and

selecting the new route according to the messages from the different vehicles most recently traveling the original route.

17. A method according to claim 12 including;

tracking a traveled route for the vehicle;

recording events associated with the traveled route

receiving a route query from another vehicle containing a proposed route;

comparing the traveled route to the proposed route; and

sending the recorded events to the vehicle sending the route query for segments of the traveled route matching the proposed route.

18. A vehicle communication system, comprising:

a receiver receiving messages containing events detected by other vehicles or portals; and

a processor responding to the messages according to a message identifier.

19. A vehicle communication system according to claim 18 including a navigation system that generates vehicle routes according to road conditions identified in the received messages.

20. A vehicle communication system according to claim 18 including a transmitter that automatically relays received messages to other vehicles.

21. A vehicle communication system according to claim 18 including a global positioning system that tracks a position for the vehicle, the processor comparing position information in the message identifier with the tracked position of the vehicle and responding to the message according to the comparison.

22. A vehicle communication system according to claim 18 including a memory that stores the received messages, the processor periodically transmitting the stored messages to other vehicles.

23. A vehicle communication system according to claim 22 including deleting the stored messages according to available space in the memory and according to when the messages were received.

* * * * *