Contents

1 Introduction **1**
- 1.1 Motivation . . . 1
- 1.2 Challenges and Research Questions . . . 2
- 1.3 Objectives . . . 4
- 1.4 Structure of the Thesis . . . 5

2 Background **7**
- 2.1 Mobile Ad hoc NETwork (MANET) . . . 7
  - 2.1.1 Overview . . . 7
  - 2.1.2 MAC Layer Issues . . . 9
  - 2.1.3 IEEE 802.11 MAC . . . 10
  - 2.1.4 Alternative Solutions to the IEEE 802.11 Standard . . . 13
- 2.2 Vehicular Ad hoc NETwork (VANET) . . . 15
  - 2.2.1 Overview . . . 15
  - 2.2.2 IEEE 802.11p MAC . . . 19
  - 2.2.3 Alternative Solutions to the IEEE 802.11p . . . 21
- 2.3 Simulation Tools . . . 24
  - 2.3.1 Network Simulation Tools . . . 24
    - 2.3.1.1 OMNeT++ . . . 24
    - 2.3.1.2 Network Simulator 2/3 (NS-2/NS-3) . . . 26
    - 2.3.1.3 Other Network Simulators . . . 26
  - 2.3.2 Traffic Simulation Tools . . . 26
    - 2.3.2.1 SUMO . . . 27
    - 2.3.2.2 VanetMobiSim . . . 28
  - 2.3.3 Interlinking Tools . . . 28
    - 2.3.3.1 Veins . . . 28
    - 2.3.3.2 Other Interlinking Tools . . . 29
  - 2.3.4 VANET-Specific Simulation Tools . . . 29

3 IEEE 802.11-based MAC Protocols **31**
- 3.1 Introduction . . . 31
- 3.2 IEEE 802.11-based MAC Protocol for MANETs . . . 31
  - 3.2.1 First Solution: HBCWC . . . 32
  - 3.2.2 Second Solution: DDCWC . . . 33
- 3.3 IEEE 802.11p-based MAC Protocol for VANETs . . . 34

3.3.1 Initialization . . . 34
3.3.2 The Channel State Vector . . . 35
3.3.3 Changing the Contention Window Size . . . 35
3.4 Performance Evaluation . . . 36
3.4.1 Simulation Settings and Results for DDCWC and HBCWC 36
3.4.2 Simulation Settings and Results for DBM-ACW . . . 41
3.4.2.1 Urban Scenarios . . . 42
3.4.2.2 Highway Scenarios . . . 46
3.5 Conclusions . . . 48

4 Token-Based MAC Protocol for VANETs 51
4.1 Introduction . . . 51
4.2 Dynamic Token-Based MAC Protocol . . . 51
4.2.1 Joining Process . . . 53
4.2.2 Ring Management . . . 55
4.2.3 Ring Operation . . . 56
4.2.4 Ring Refresh Process . . . 57
4.3 Performance Evaluation . . . 57
4.3.1 Simulation Settings . . . 57
4.3.2 Simulation Results and Analysis . . . 60
4.3.2.1 Highway Scenario . . . 60
4.3.2.2 Urban Scenario . . . 64
4.4 Conclusions . . . 69

5 Token-Based MAC Protocol for Platooning Applications 71
5.1 Introduction . . . 71
5.2 Token-Based MAC Protocol . . . 71
5.2.1 Token Passing Operation . . . 72
5.2.2 Ring Coordination . . . 73
5.2.3 Integration of Event-Driven Messages . . . 76
5.2.4 Multi-Hop Dissemination Method . . . 77
5.3 Performance Evaluation . . . 78
5.3.1 Analytical Analysis . . . 78
5.3.1.1 Modeling Inter-Beacon Time (Without Event-Driven Traffic) . . . 78
5.3.1.2 Modelling Channel Access Delay for Event-Driven Messages . . . 78
5.3.2 Simulation Settings . . . 80
5.3.3 Simulation Results and Analysis . . . 81
5.3.4 Single-Hop Broadcasting . . . 81
5.3.5 Multi-Hop Broadcasting . . . 87
5.4 Conclusions . . . 90

6 Conclusions, Publications and Future Work **91**
6.1 Conclusions 91
6.2 Publications Related to the Thesis 92
6.2.1 Book Chapters 92
6.2.2 Journal Publications 93
6.2.3 International Conferences 94
6.2.4 Other Publications 95
6.3 Future work 95

Acronyms **110**