

OpenEnergySim: an International Collaboration Platform for Green ITS (Intelligent Transport Systems)

Principal Investigator:
Helmut Prendinger

Project Manager:
Arturo Nakasone



Collaborating Institutions:



東北大学
TOHOKU UNIVERSITY



How can **OpenEnergySim** contribute to Green ITS?

In Japan, about 19% of CO₂ emissions are attributed to transport (incl. 90% for road traffic)

Japan for Sustainability (JFS) Newsletter No. 95, July 2010

- **Intelligent Transport System (ITS)** strategies can significantly reduce CO₂ emissions of vehicles.

However, it is not yet achieved because:

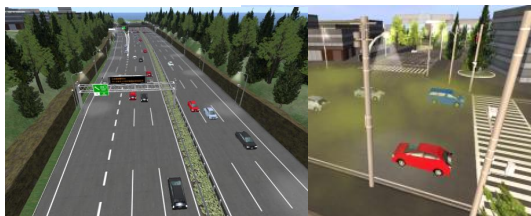
- The impact of ITS is highly dependent on driver acceptance/compliance rates
- No low-cost yet effective method to investigate the impact of energy-saving ITS on driver behavior
- No convenient collaboration platform to compare results of “green” ITS at an international level

Novel
Platform

We propose **OpenEnergySim**, an online multi-user three-dimensional (3D) simulation space for **Green ITS** based on the emerging 3D Internet

OpenEnergySim serves 3 key functions in one single online environment:

- ① Simulation of traffic and CO₂ emission
► Intuitive understanding of sources of CO₂ emission



- ② Multi-user immersive driving in simulated traffic network
► Large-scale data collection for Green ITS at low cost
► Eco-driving education



Investigation of inter-driver interaction becomes possible!

- ③ Int'l collaboration space based on shared sources
► Easy comparison of effects of ITS on CO₂ emission reduction



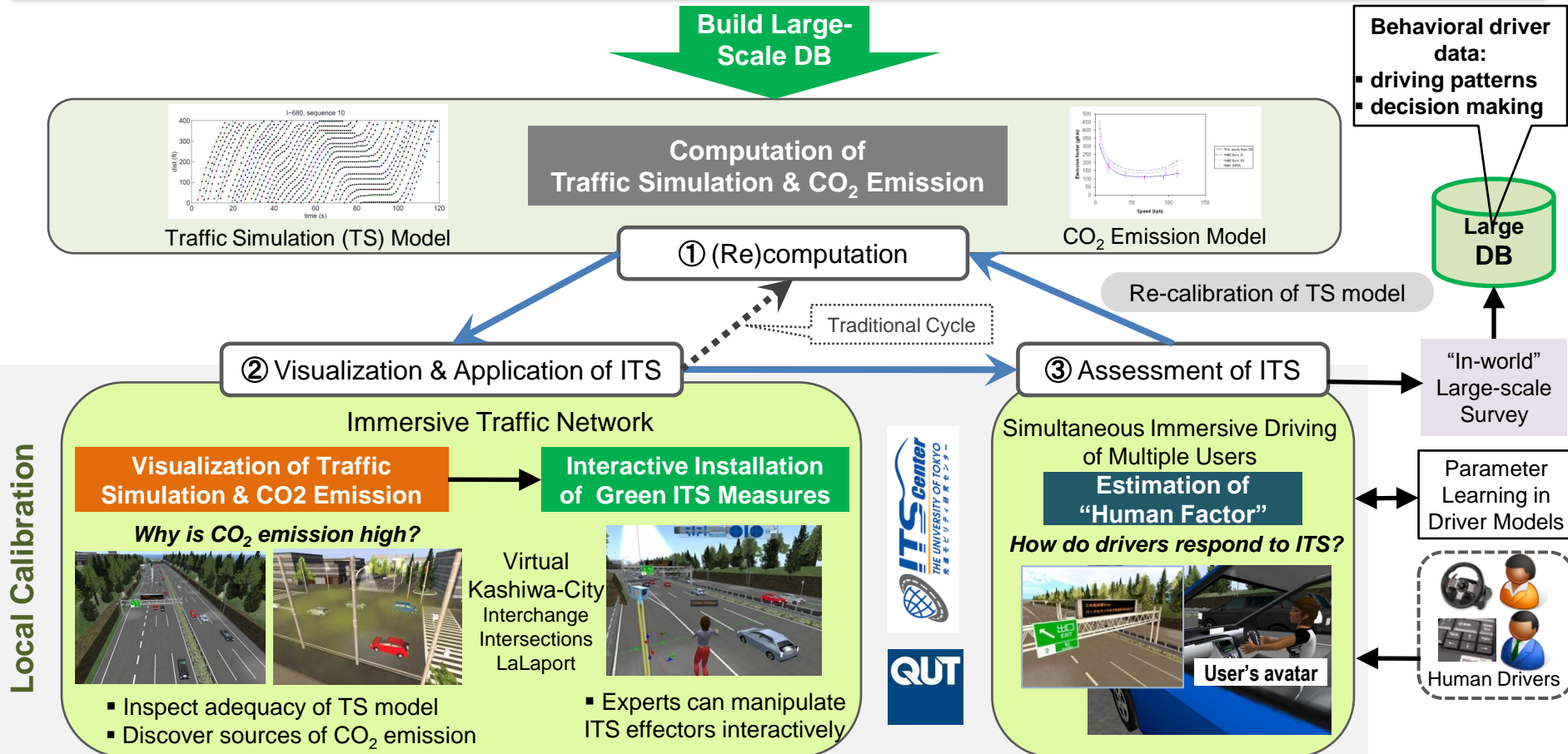
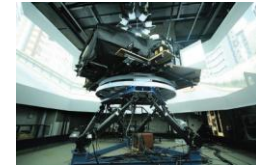
Reliable Estimation of Impact of ITS on CO₂ Emission

Local calibration of TS & Creation of Behavioral Database for Green ITS

“Human Factor” is key problem: do drivers comply to ITS measures (e.g. route information)?

Available methods for “human factor” are insufficient:

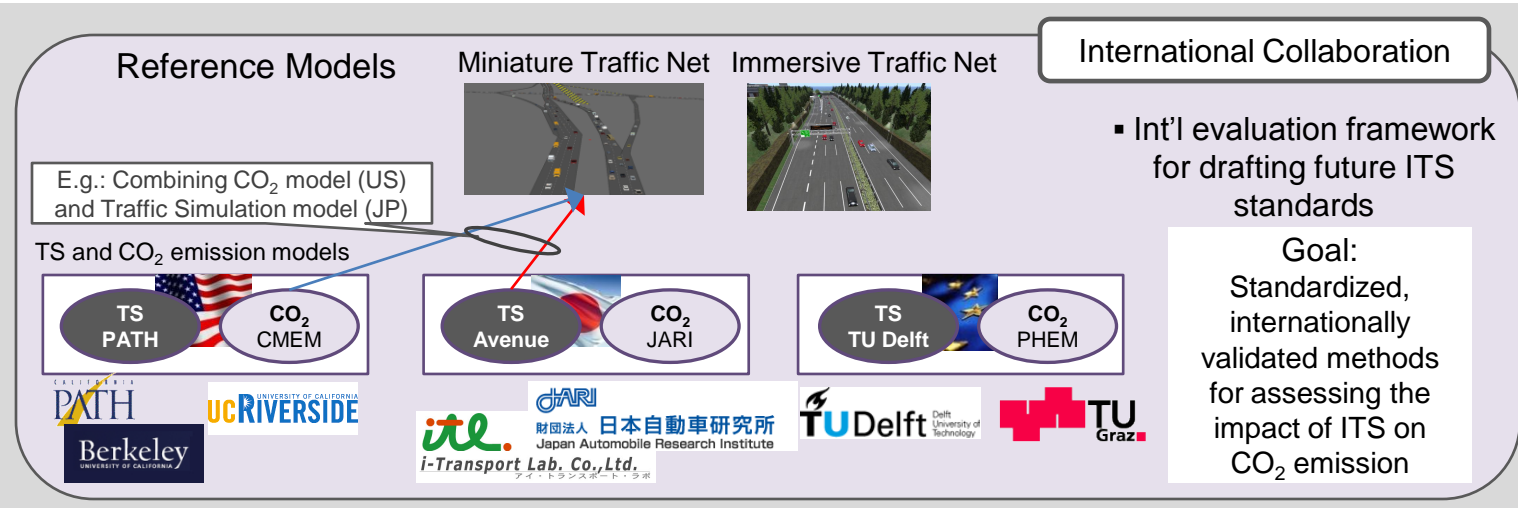
- Web-based survey methods (text or 2D picture based) have low validity
- Driving simulator cockpits are prohibitively expensive & only one driver possible



Comparative Validation of Impact of ITS on CO₂ Emission

OpenEnergySim as international standardization framework (JP, EU, USA)

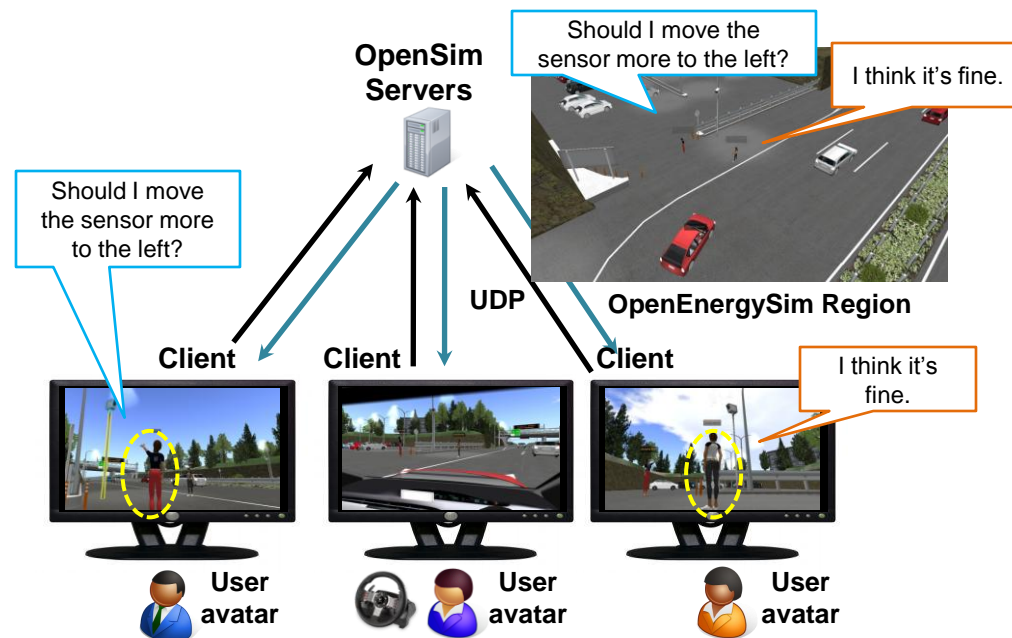
International Validation



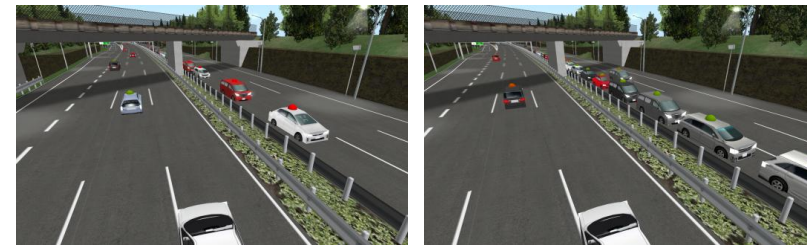
Low Requirement Level:

- Internet connection
- Viewer (free software)
- Game wheel controller (optional)

● Real-time communication based on shared sources



● Comparing the effect of ITS and different TS & CO₂ emission models side-by-side



Towards Optimal Carbon Trading Scheme

For effective carbon trading >> participants have to trust the measurements of others (Prisoner's dilemma) >> OpenEnergySim guarantees measurement transparency >> mutual trust

Kashiwa-City as Testbed for Social Experiment, Education & Collaboration

- **Social Experiment:** test compliance rates of drivers to ITS measures and its effect on CO₂ emission at intersection and LaLaport
Validation of high-level decision making through large sample size
- **Eco-driving Education:** EneMeter (“Energy Meter”) teaches green driving to next generation of drivers



Will drivers comply to the “Park & Ride” Variable Message Sign (VMS) at the Interchange?



Pedestrian participation in LaLaport



How will traffic induced by the “Park & Ride” VMS affect CO₂ emission at the intersection?

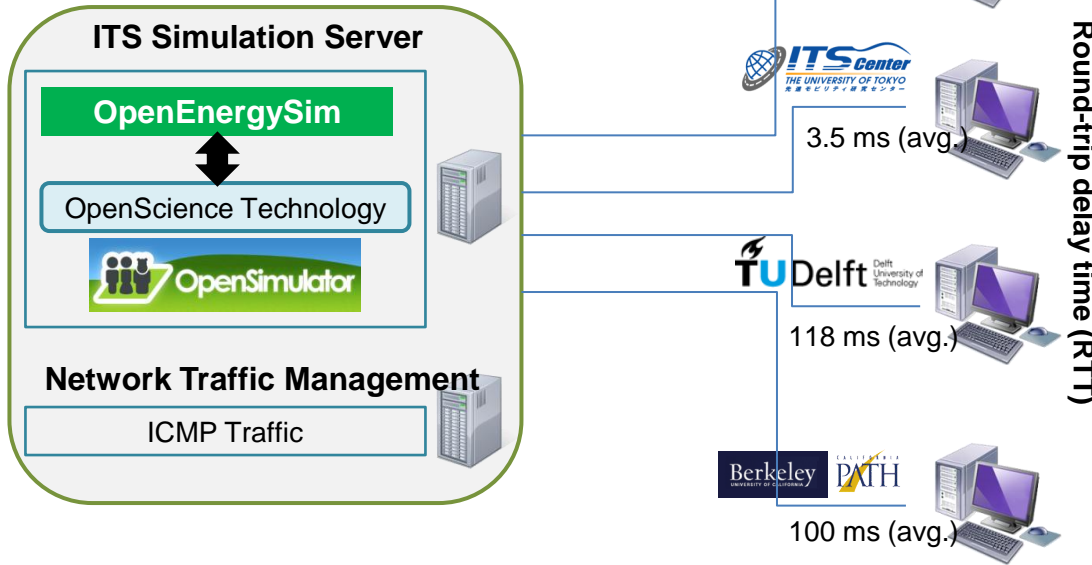
How will the increased traffic in LaLaport affect CO₂ emission, bus schedules, and pedestrian security?

Multi-Continent Immersive Driving & “Car Following” Study

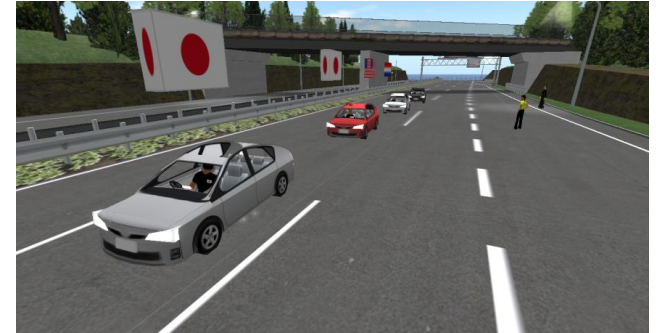
Feasibility of large-scale data collection

Low Requirement Level:

- Internet connection & Viewer (free software)
- Game wheel controller (optional)



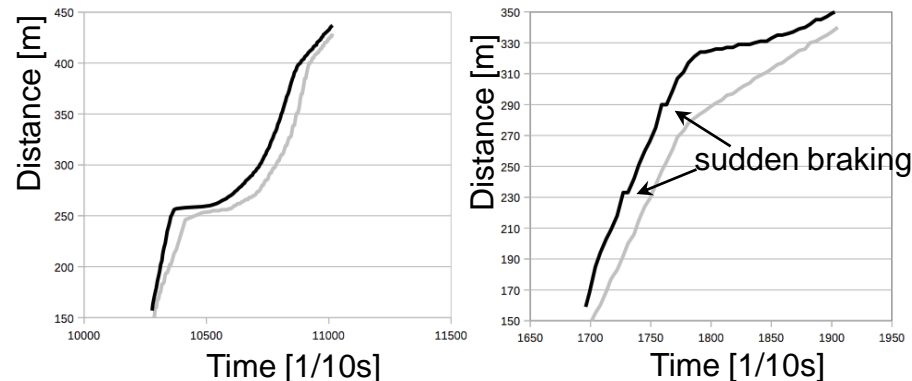
“Car Following” experiment (8/2010):
Feasibility study for global behavioral
data collection



- Drivers from 3 continents could follow each other without serious delays
- Validation of micro-level driving behavior (e.g. “car following”) by comparison to real-world data

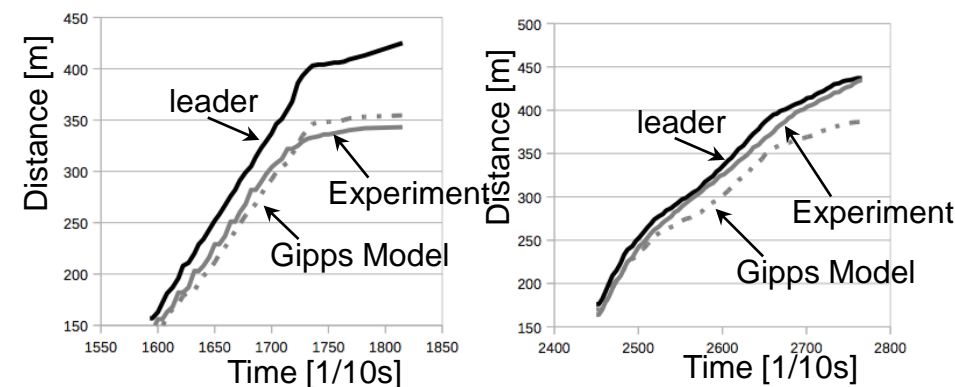
“Car following” study (domestic setup)

- Emergency braking due to drake-down on Interstate 80



Smooth following behavior in VW – increase in headway when breaking

- Comparison to Gipps’ model for driving behavior



Similar trajectories, but headway too small

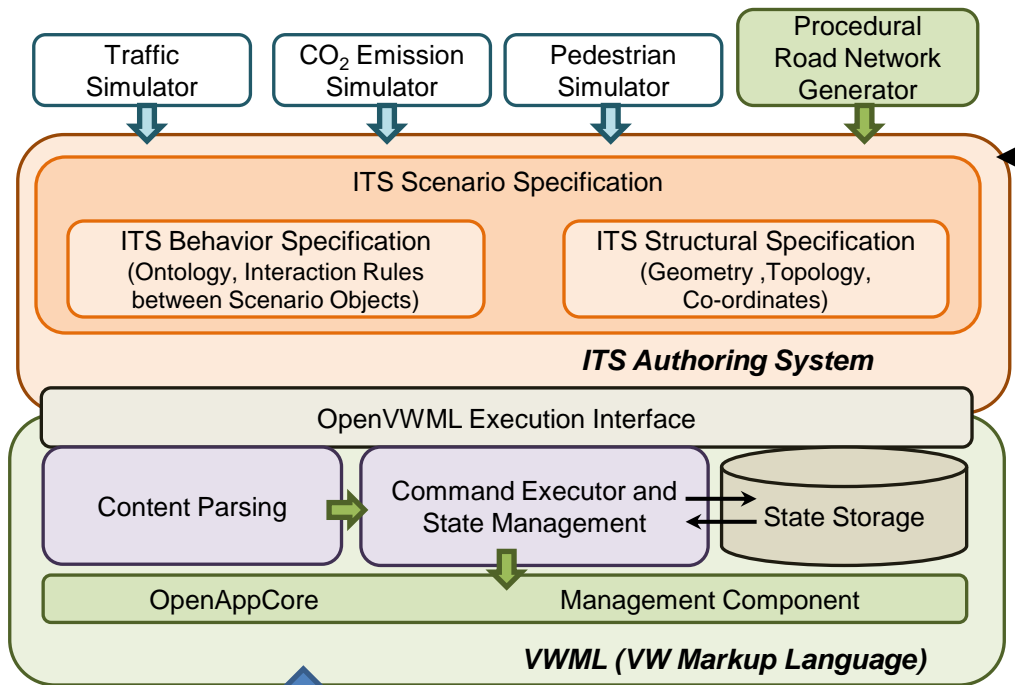
Easy Scenario Authoring for Green ITS



Maps
(Topographic,
Land Use, etc)

Example of OpenITSML

Planned



```
<OpenITSML>
<RoadSegment RSId = "RC24" Type = " Highway"
  <VWStartPosition X = 10 Y = 45 Z = 20 > </VWStartPosition >
  < NoOfLanes > 4 </NoOfLanes>
</RoadSegment>
<Building Bld = "B1200" Type = "Admin" >
  <VWLocation X = 100 Y = 200 Z = 20 > </VWLocation>
</Building>
<TrafficLight TLId = "TS126" Type = "IntersectionSignal">
  <VWLocation X = 120 Y = 245 Z = 20 > </VWLocation>
  < LightTimingLength > 60 Secs </LightTimingLength >
  <CurrentState > RedLight </CurrentState >
</TrafficLight>
<Sensor SId = "S78" Type = " CO2 Sensor">
  <VWPosition X = 150 Y = 145 Z = 20 > </VWPosition >
  <CurrentReading> 5 ppm/v </CurrentReading>
  <FunctioningState> Active </FunctioningState >
</Sensor>
<ComputerControlledCar CCarId = "CC123" >
  <Model Color = " Red" > Toyota Hybrid </Model>
  <CurrentState> FreeDriving </CurrentState>
  <CurrentVelocity> 50 Km/H </CurrentVelocity >
  <CO2EmmisionLevel> 0.0005 ppm/v <CO2EmmisionLevel>
</ComputerControlledCar>
<UserControlledCar UCarId = "UC145" >
  <Model Color = " Blue" > Benz E Class </Model>
  <OwnerAvatar FirstName=" K." LastName=" Gajan"> </Owner Avatar >
  <CurrentState> WaitAtSignal </CurrentState>
  <CurrentVelocity> 0 Km/H </CurrentVelocity >
  <CO2EmmisionLevel> 0.00001 ppm/v <CO2EmmisionLevel>
</UserControlledCar>
< Pedestrian Pid = "P120" FirstName = "T." LastName = "Imbart">
  <AssignedTask>Walk to LaLaport</ AssignedTask >
  <StartLocation> LalaPort Crossing </StartLocation>
  <EndLocation> LalaPort SubwayStation </EndLocation>
</Pedestrian >
</OpenITSML>
```

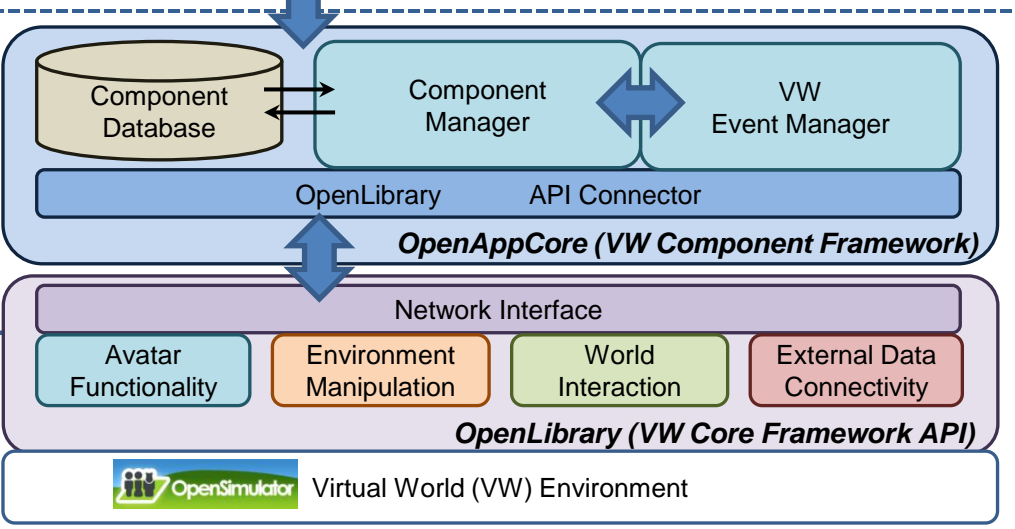
Road Infrastructure
(Roads, Buildings, Vegetation)

ITS Installment
(Traffic light, VMS, Sensor)

Computer-Controlled Traffic
(Car, Pedestrian)

User-Controlled Entities
(Car, Pedestrian Avatar, Bike)

Implemented



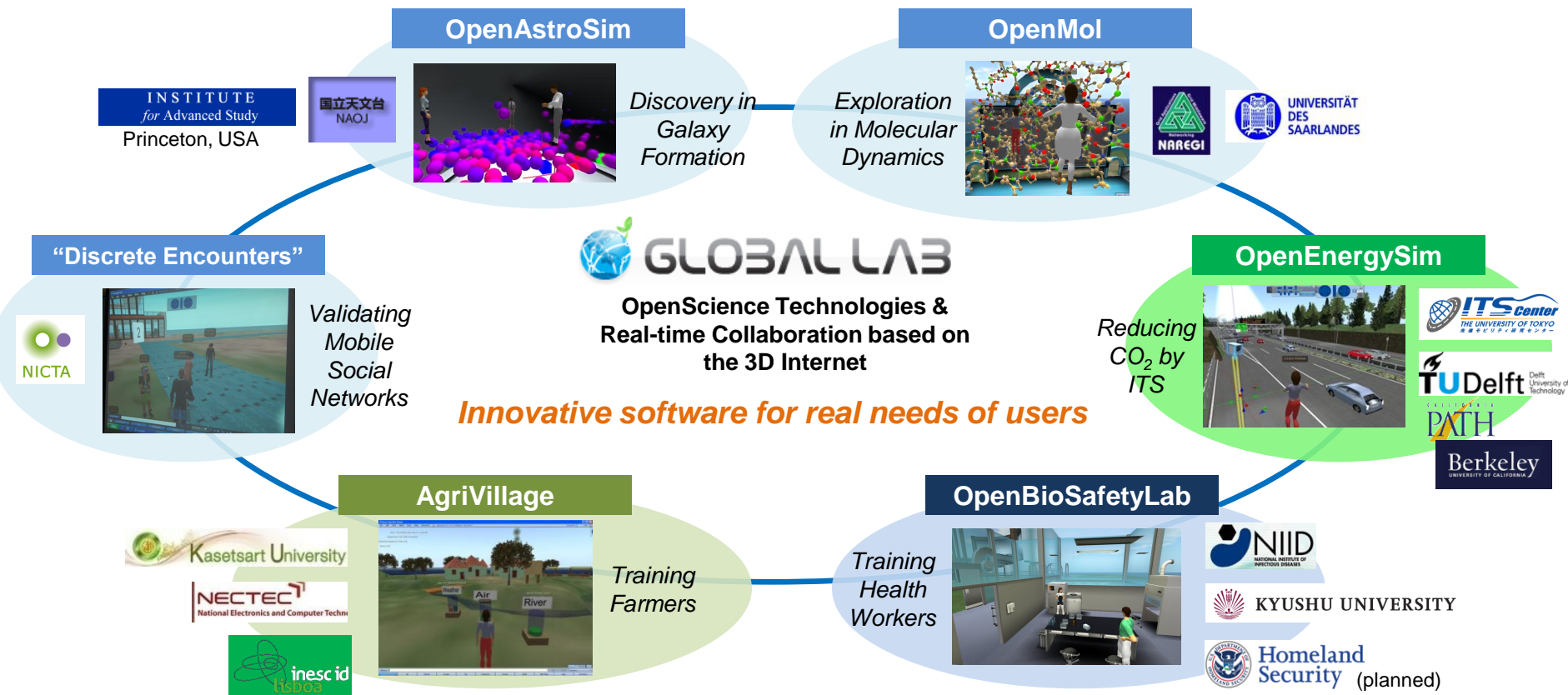
Global Lab NII Grand Challenge Project (FY2008–FY2010)

Establishment of collaborative cyber science for eco-friendly society based on the 3D Internet

- 35 partners (domestic & int'l), 100+ people
- 5+ successful production-level applications
- Several science/eng. communities created

- Software users: 20 inst. & 1,000+ general
- 10,000+ views on YouTube video platform
- 60+ peer-reviewed papers in int'l jour/conf

Seminal papers: *Trans of VR Soc of Japan (2009), IEEE CG & A (2009), Presence (MIT Press, 2009), IEEE Trans on Visualization and CG (2010), Int'l Jour of Human-Computer Studies (2010), ACM Multimedia (2010), etc.*



Vision of Global Lab Project

*Pioneering Shared, Real-time Collaborative 3D Environments
as a Novel Research Infrastructure & Methodology*

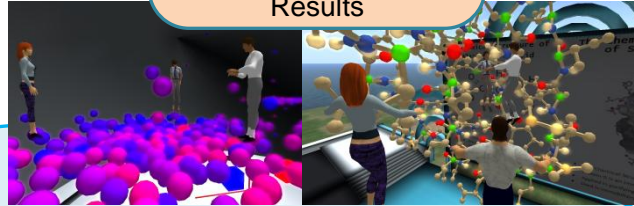
Remote collaborators can define
research questions naturally in
Face-to-Face communication

Formulate Research
Challenge

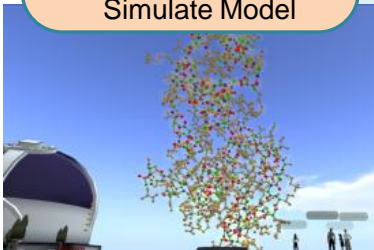


A **paradigm change** from publishing scientific papers to
**publishing persistent, interactive, immersive
experiences of science & engineering**

Publish & Share
Results



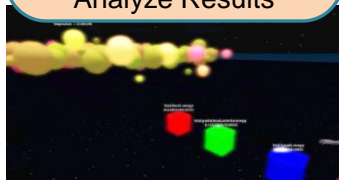
Develop Experiment &
Simulate Model



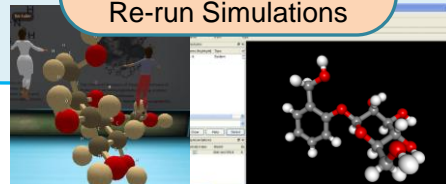
Informal Discussion
of Results



Measure Data &
Analyze Results



Visualize Data &
Re-run Simulations



Using a **plug-in interface**, scientists can
easily contribute their own algorithms,
e.g. for potential/kinetic energy calculation

Integration to major scientific modeling and
simulation tools. Right: BALLView molecular
modeling/visualization app (Saarland Univ.)

Astrophysics

Exploration and Discovery in Stellar Dynamics and Galaxy Formation

State of the art



Dome Theater of Four-Dimensional Digital Universe (4D2U) project

High-quality visualization **but**

➤ “Mitaka” software does not provide support for collaboration

➤ For real-time collaboration, experts have to go to Mitaka

IEEE CG&A
2009

Collaboration with
INSTITUTE
for Advanced Study

Princeton

国立天文台
NAOJ

► Real-time collaboration and interactive experience of astrophysics becomes possible!

OpenAstroSim

The world's first real-time remote collaboration space in astrophysics

I think we are close to cluster collision state now

Real-time Collaboration

Yes, more and more red stars

Right, the stars are changing color because of higher velocity



Flexible Simulation Operation

Commands issued through chat interface

Operations:

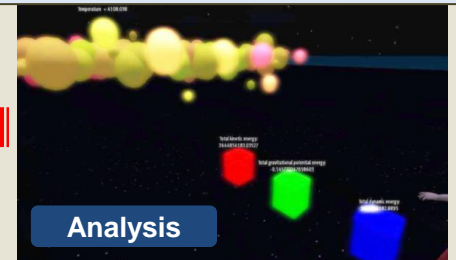
- Request NAREGI simulation
- Play
- Rewind

1. Galaxy Formation
2. N-Body Problem

Operation

Dynamic Value Display

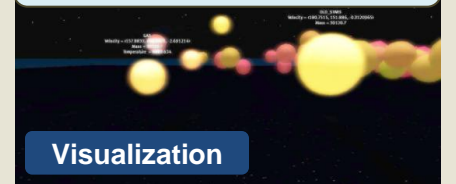
Real-time display of kin./pot. energy



Analysis

Interactive Feature Display

Interactive selection and display



Visualization

Validated by:

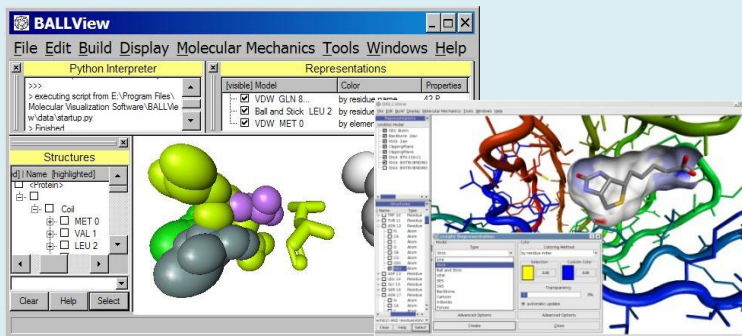
- Astronomers from Princeton, Caltech, MIT
- KIRA group
- MICA group

Bio-Molecular Science

Remote Collaboration in Molecular Modeling and Molecular Dynamics (MD)

State of the art

BALLView
Stand-alone
molecular modeling
& visualization
software (developed
at Saarland Univ.)



High-quality visualization and
rich modeling functionality **but**

➤ No support for remote collaboration
in molecular modeling

Smart
Graphics 2010

Collaboration with



Center for
Bioinformatics

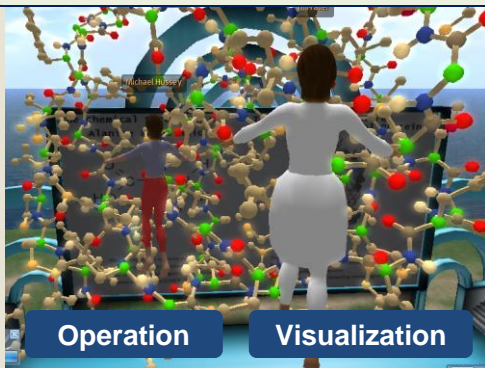
► We can do MD and molecular modeling by remote collaboration in real-time!

OpenMol

The world's first integrated environment for
single-user and collaborative molecular
modeling and dynamics

Flexible Simulation Operation

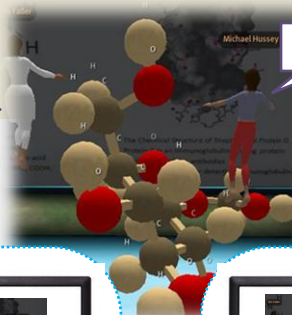
Commands issued through chat interface



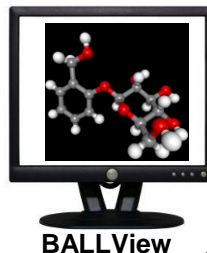
Collaborative modeling

I will show you
how to transform
Salicin to Aspirin

Sure



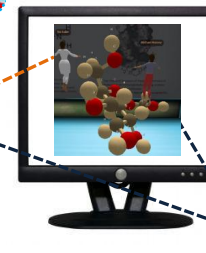
Single-user modeling



BALLView

Collaborator

Single-user modeling



BALLView

Collaborator

Tested by:
• Bioinformatics experts
from Saarland Univ.

Training the Next Generation of Farmers in OpenScienceSim

Wisdom sharing / Decision making



Real-time Data Visualization



"In-world" control of real sensor



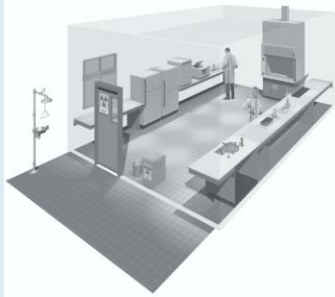
Increasing environmental awareness through an agricultural game



Bio-Safety Lab

Training Health Workers in Realistic Virtual Environments

State of the art



Left: Textbook
A typical Bio-safety Level 1 Lab (Graphics by CUH2A, Princeton, NJ, USA)

Right: Real BSL
A Bio-safety Level 1 Lab in Japan



Current training methods suffer from severe **limitations**

- Textbooks: Not effective since students receive no vivid impression of hazardous situations
- Real BSL: Expensive to maintain and mostly unavailable

J Japanese
Assoc Infectious
Diseases 2010 (A)

Collaboration with



National Institute
for Infectious
Diseases
&
Kyushu University

► Immersive, cost-effective, and easily accessible space for basic infectious disease education!

OpenBSLab

A unique training environment for handling hazardous substances

Initial tests by:
• Medical students from
Kyushu Univ.

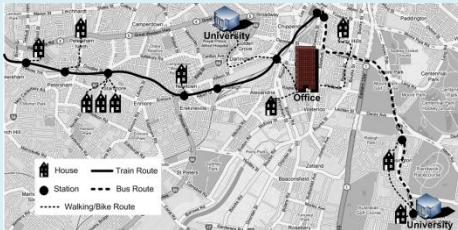


Novel Method for Validation in Mobile Computing

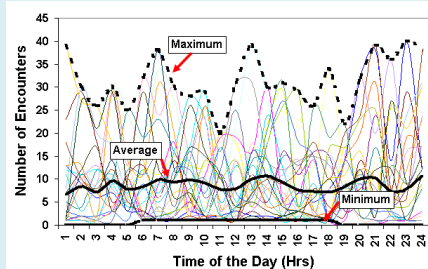
Validating Content Dissemination Algorithms for Mobile Social Networks

IEEE ICC 2010

State of the art



Real-world experiment



Mathematical models
(encounter-based, time-variant, etc)

Current validation methods are often **impractical**

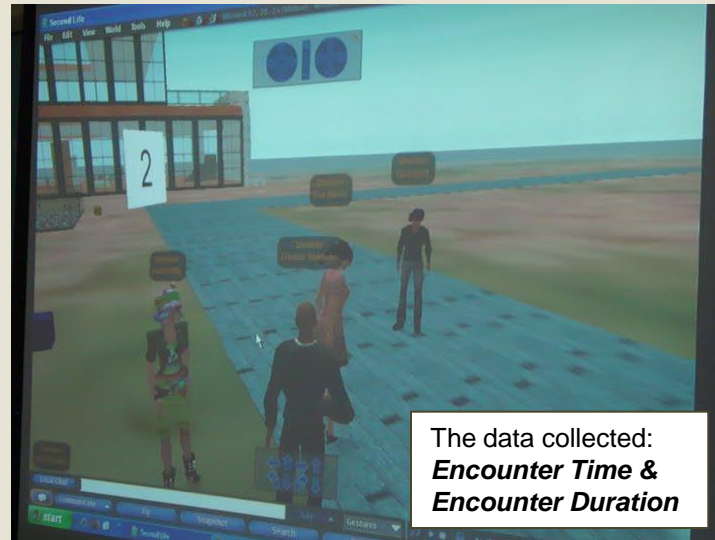
- Real-world experiment: prohibitively expensive
- Mathematical models: real life movement patterns are difficult to model mathematically

Collaboration with

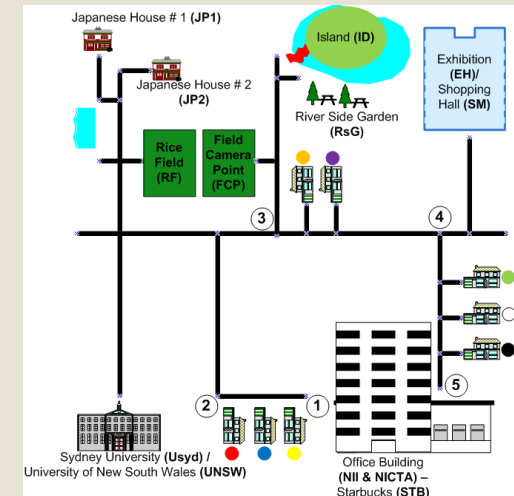


National Univ. of
Science &
Technology (NUST),
Pakistan

➤ **Our virtual environment provides a realistic and cheap alternative – by using a game to engage real people where they follow real-life movement patterns!**



Testing algorithms while users enjoy a game



Tested by:

- Students from NUST, Pakistan

**GLOBAL LAB**

Participatory science in virtual worlds for implementing an eco-friendly society

HOME

ABOUT

TECHNOLOGY

PROJECTS

OUTREACH

CONTACT US

**Welcome to the website of the Global Lab NII Grand Challenge project!**

The Global Lab project aims to develop the infrastructure for advanced communication, collaboration. Immersive virtual worlds, or the 3D Internet, refer to online three-dimensional world-like environments where users can interact naturally and intuitively with each other and with virtual objects. The 3D Internet is manifest in the form of an open source world simulator.

The Global Lab infrastructure contributes to the vision of an eco-friendly society by replacing mobile social communication. In the project, we target real-time collaboration in science and engineering. It also increases awareness of environmental issues by allowing anyone to experience the consequences of their actions in a virtual world.

Project website:<http://www.prendingerlab.net/globallab/>**Homepage:**<http://research.nii.ac.jp/~prendinger/>**E-mail:**helmut@nii.ac.jp**What's New**2010/04/09 [Welcome](#)[View more](#)**Latest Videos**