## ABSTRACT

Problem: The challenge of infrastructure-less communication model in vehicular ad-hoc networks.
Contribution: Employing Floating Content (FC) parametrization by mapping traffic mobility features into the proposed model (Random Waypoint extension).
Results: Analysis and simulations proved the feasibility of the FC paradigm in realistic urban settings over a wide range of traffic conditions.

## FLOATING CONTENT BASICS

Probabilistic content storing in geographically constrained conditions ${ }^{[1]}$


- Success Probability,
the probability for a node entering the AZ to get the content item during its sojourn in the AZ.
Availability,
the fraction of users inside the AZ holding a copy of that content item.


## MODELING OF FC IN VEHICULAR

 SETTINGMobility features mapping into RWP with pause model


## NUMERICAL EVALUATION

Boston park scenario


- Arrival rate $=0.1 / \mathrm{s}$
- AZ radius $=50 \mathrm{~m}$
- Simulation time $=2 h$
- Node speed $=1 \mathrm{~m} / \mathrm{s}$
- Stopping time $=1 \mathrm{~s}, 4 \mathrm{~s}, 11 \mathrm{~s}$
- Moving time =9s



Although (i) clustering of nodes with content and (ii) border effects are not included in the model, the simulations show a good model's accuracy.

Luxembourg SUMO traffic scenario ${ }^{[2]}$



Industrial; City center; Residential; Simulation time 3h, AZ radius=250m
Even in scenarios with realistic mobility patterns, simulation results are in good agreement with analytical values of success probability.

## PRACTICAL APPLICATIONS

GPS estimation through other vehicles


AZ dynamic reshape


Indoor localization


