

STUDY OF THE AUTONOMOUS VEHICLE USERS' BEHAVIOR IN DRIVING SIMULATION

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OPAL-RT
TECHNOLOGIES



**ARTS
ET MÉTIERS**
ParisTech



Evolution of driving mode

- Traffic fluidity
- Other possible activities

BUT change in human-vehicle interaction and accident conditions (Subit et al., 2017)

- New patterns
- Absence of driver
- More reactivity
- Out Of Position



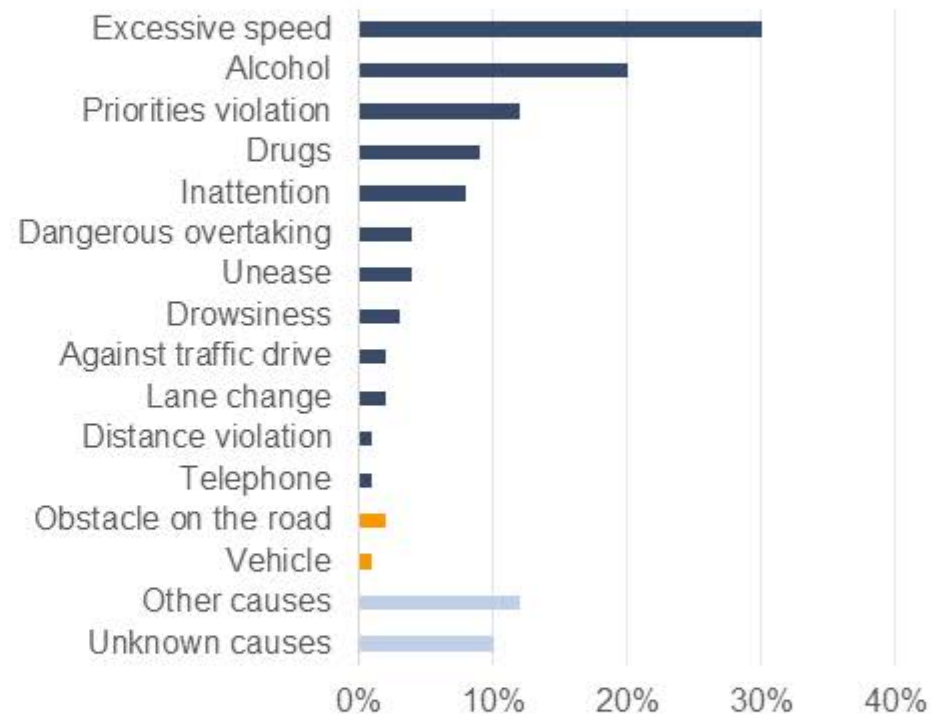
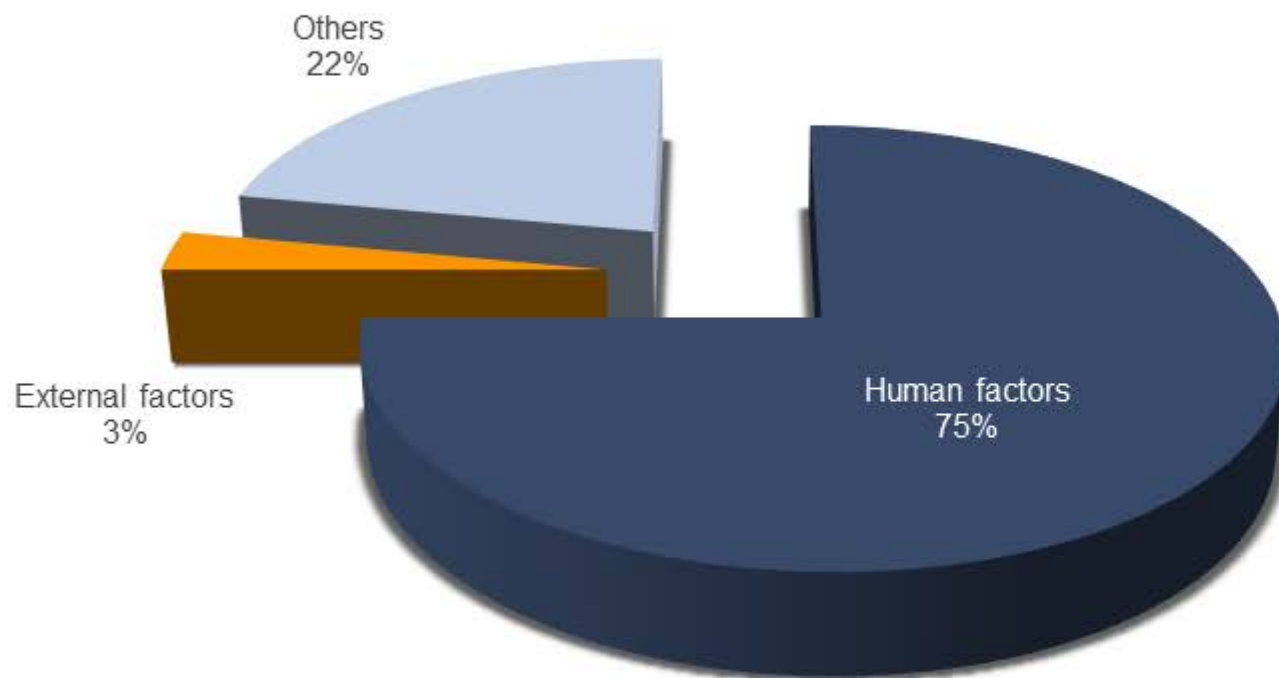
Influence on human behavior?



From le moniteur automobile

CONTEXT

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Source: File of alleged perpetrators of fatal accidents, 2014-2017,
ONISR (France)

Simulation: ideal tool

- Safety – controlled environments
- Repeatability
- Reliability
- Portability
- Used by all car manufacturers and many labs



Simulation: not as simple



Motion
restitution



Interaction



Validity



Latency



Environment
rendering



Perception



Simulator
sickness



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Motion
restitution



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Perception



Simulator
sickness

Work on the simulator itself

- Development of motion cueing algorithms (e.g., (adaptive) MPC-based, using NN) (Rengifo et al., 2019)
- Compensation of the latency
- Development of appropriate human-vehicle interaction modalities (Guo et al. 2019)
- Appropriate environment rendering (Mestre et al., 2016)

Take into account the driver/occupant

- Ensure distance/speed perception (Kemeny & Panerai, 2001)
- Alleviate simulator sickness (Chardonnet et al., 2017)
- Integrate drivers'/occupants' characteristics

Validity (Yannis et al., 2016)

- Absolute validity
- Relative validity

ISSUES

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Simulation: measuring driving behavior

- Performance measurements: reaction time, brake response time, longitudinal and lateral controls (e.g., steering control)
- Physiological measurements: eye movements, heart rate, skin conductance, respiration
- Subjective measurements: NASA-TLX, Driving Activity Load Index, SSQ, presence

Can be intrusive

Online/offline measurements

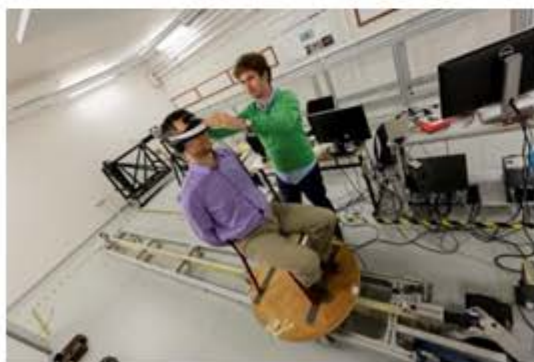


ILLUSTRATION

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Sandoz et al., 2018



Personalized cognitive assessment of autonomous vehicles occupants' safety, study of the interactions between virtual reality and real dynamic events

Collaboration between a VR lab (LISPEN) and a biomechanics lab (IBHGC)

C. Di Loreto, J-R. Chardonnet, B. Sandoz, F. Merienne
Arts et Métiers LISPEN/IBHGC

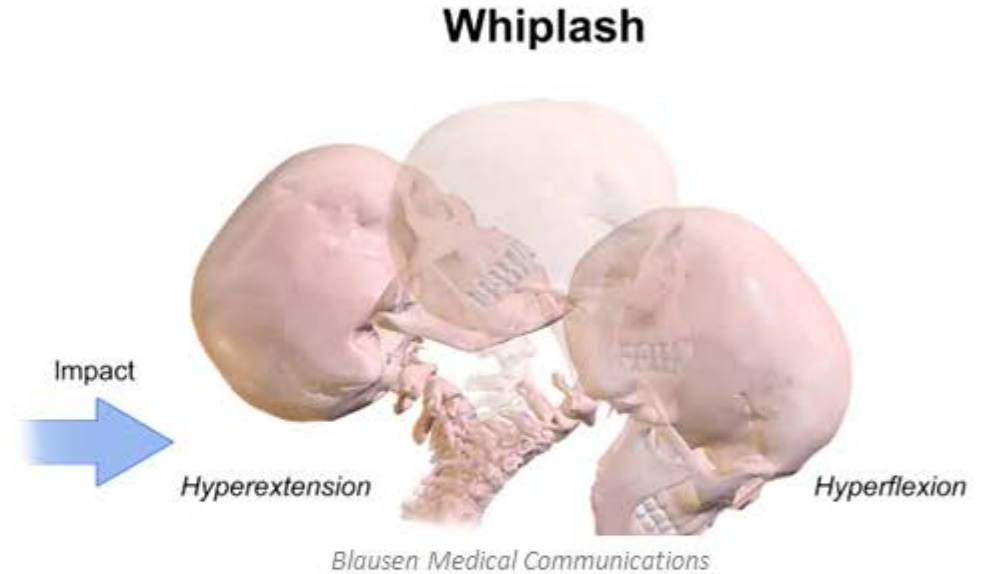


75.000 whiplashes/year in France

- 20 billion €/year in EU *European Transport Safety Council 2017*
- 25% of long term injuries *Bella et al. 1982,1988*
- Skull hyper flexion/extension
- Still not fully understood *Chen et al. 2009*

Prevalence likely to increase *Subit et al. 2017*

- ADAS and autonomous car
- Out Of Position (OOP)
- Less energy involved



How to better understand head stabilization strategies and prevent injuries?



In vivo tests
Dynamic solicitation
Virtual reality

Cognition

PERSONALIZED COGNITIVE ASSESSMENT OF AUTONOMOUS VEHICLES OCCUPANTS' SAFETY

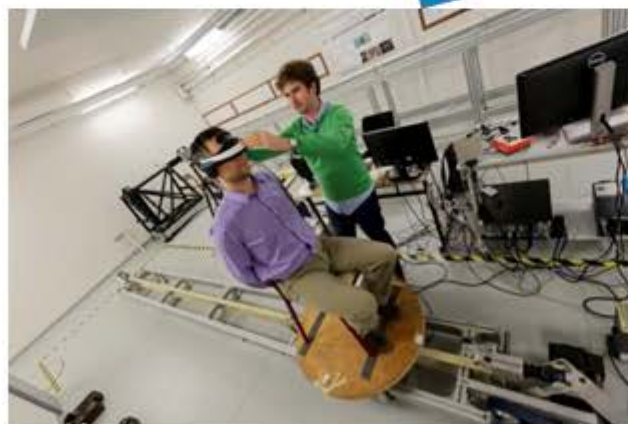
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Real situation



In progress

Simulated situation

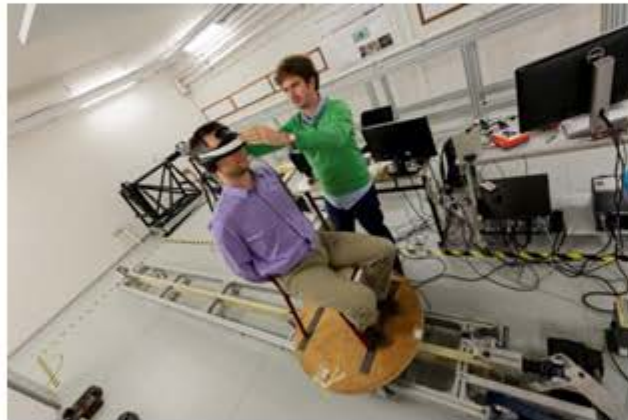


SLED (IBHGC)



SAAM (LISPEN)

1



Influence of the emotional state on the dynamic response using VR

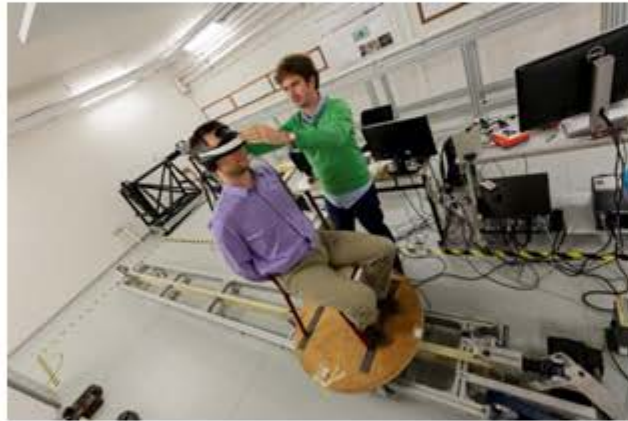
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In progress



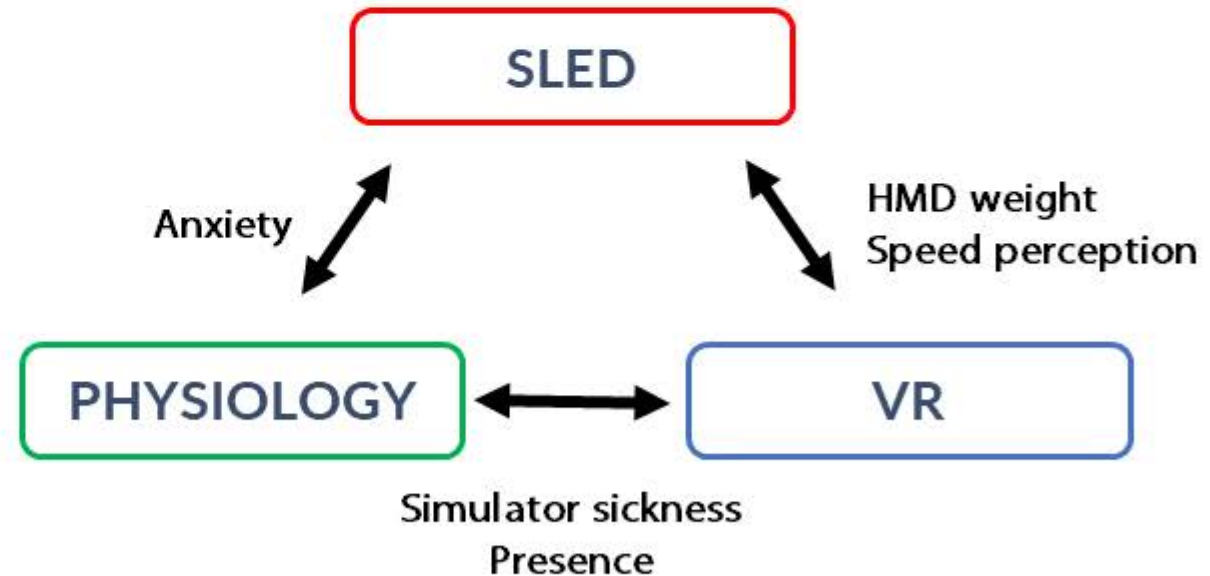
Comparison real-simulated

1



Influence of the emotional state on the dynamic response using VR

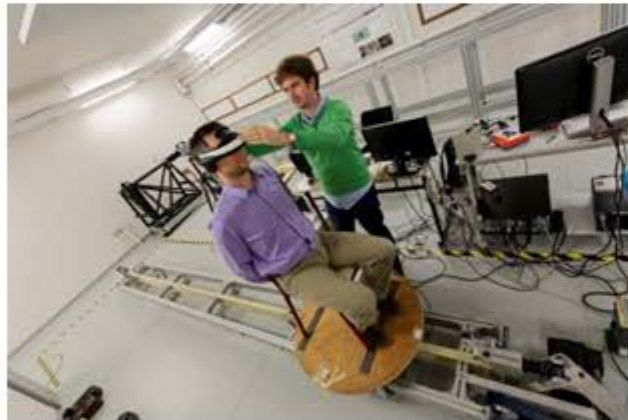
Influence of cognitive parameters on head movements studied in in vivo tests (Blouin et al., 2006; Vibert et al., 2001; Kumar et al., 2003; Siegmund et al., 2003)



1

SLED

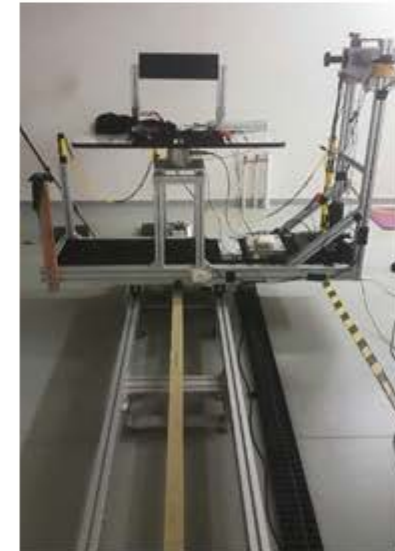
- ✓ Travel distance: 5 m
- ✓ Acceleration : 0.5 g (empty operation: max 10 g)
- ✓ Labview control



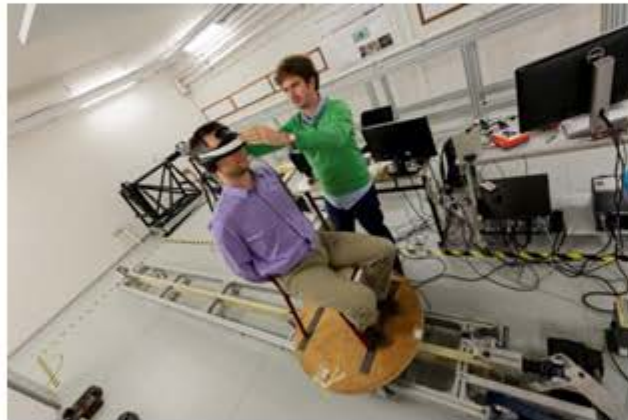
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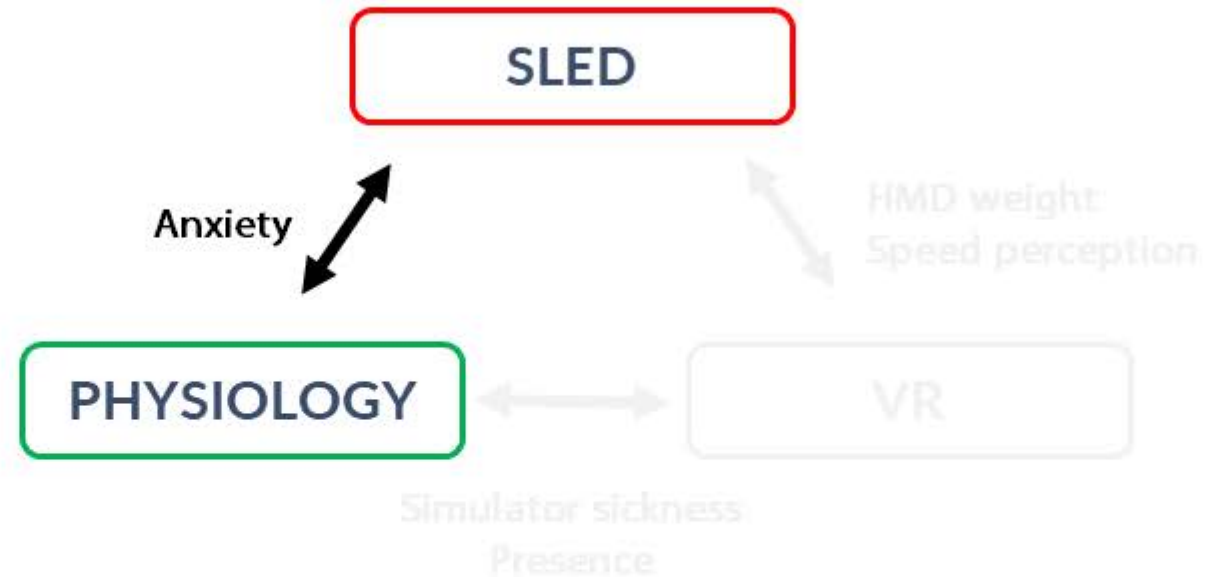
Kumar et al. 2003



1

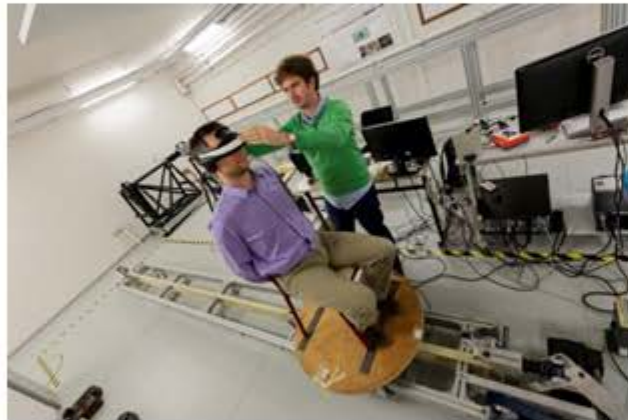


Influence of the emotional state on the dynamic response using VR

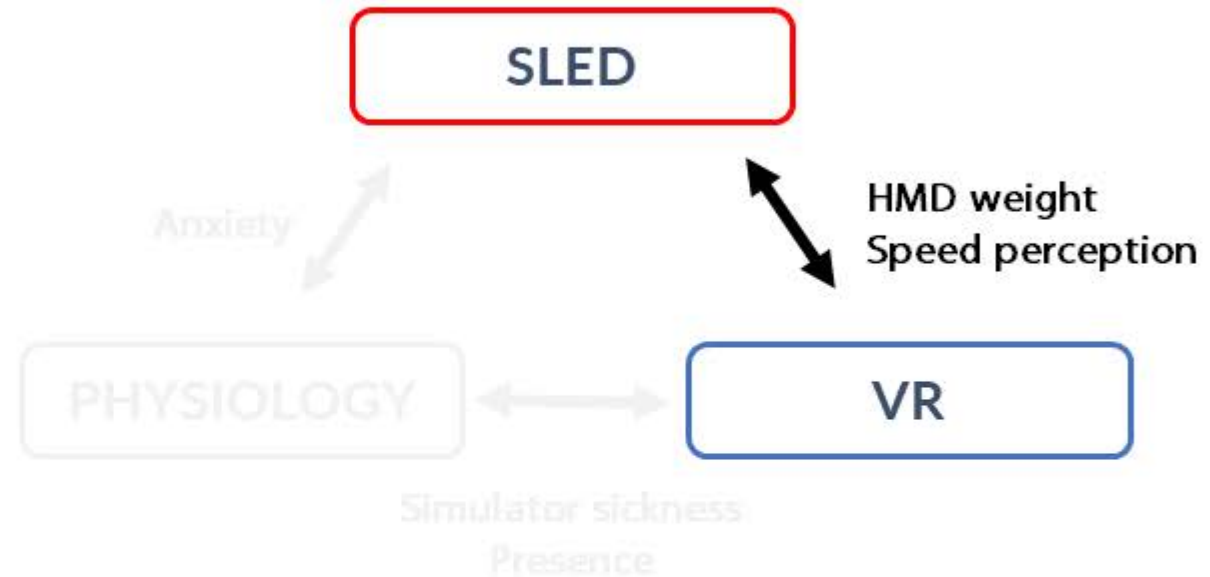


Observed significant differences on ROM

1



Influence of the emotional state on the dynamic response using VR



HMD weight

- Subjects seem to compensate too much
- HMD may have a significant influence on behavior

Speed perception

- No significant difference but change in stabilization strategy
- Incorrectness of simulated environments rendering may have an influence on behavior

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Comparison real-simulated
Collaboration with CASR (Australia)

10 male subjects:

- Height: 179 ± 4 cm
- Weight: 77 ± 3 kg
- Age: 35 ± 13 yo

Physically comparable
Ethics committee

For each subject:

- ROM recording
- 36 trials, 12 conditions:
 - 8 or 15 km/h
 - 3 positions
 - AEB or « human » braking

Forward



Discussion



Phone

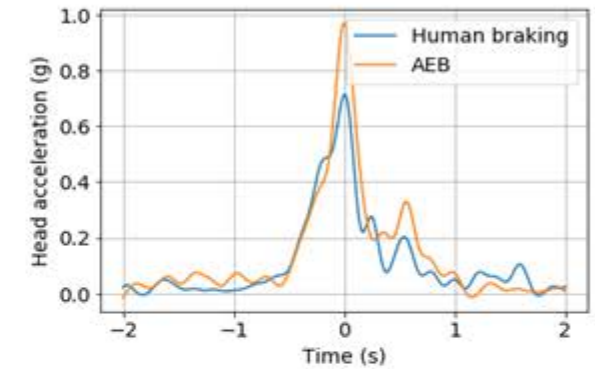


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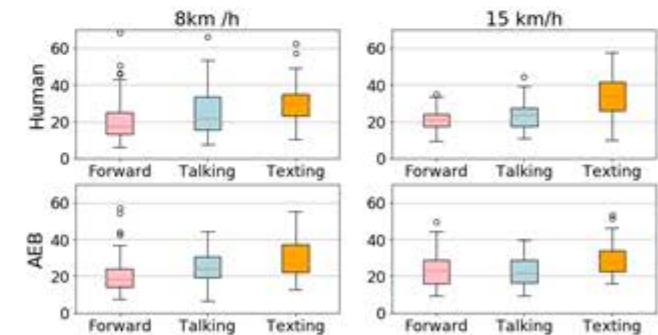


Comparison real-simulated
Collaboration with CASR (Australia)

- ✓ Head acceleration significantly affected by the breaking modality and not by the speed



- ✓ ROM significantly affected by the position



(Di Loreto et al., 2019)

2

To be presented
at DSC 2019



Comparison real-simulated
Collaboration with CASR (Australia)



Institut Image's SAAM driving simulator

Degree of Freedom	Displacement Comb. Motion	Displacement Single DOF	Velocity	Acceleration
Pitch	+25/-23 deg	±22 deg	±30 deg/s	±500 deg/s ²
Roll	±22 deg	±21 deg	±30 deg/s	±500 deg/s ²
Yaw	±23 deg	±22 deg	±40 deg/s	±400 deg/s ²
Heave	±0.18 m (±7.0 in)	±0.18 m (±7.0 in)	±0.30 m/s (±11.8 in/s)	+0.5 g
Surge	±0.27 m (±11.1 in)	±0.25 m (+102/9.5 in)	±0.50 m/s (±19.7 in/s)	±0.6 g
Sway	±0.26 m (±11.7 in)	±0.25 m (±10.2 in)	±0.50 m/s (±19.7 in/s)	±0.6 g

CONCLUSION

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Study of driver's behavior

- Complex to achieve (consider many parameters – hardware, software, psycho-physiology)
- Work on driving simulator (hardware): achieve real time (motion restitution, image), consider OOP situations (360°)
- Better integrate the driver in the loop (system customization – use of AI tools –, appropriate HMIs)



From le moniteur automobile



From Renault

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