

# Driving the Future: AI in Mobility Ecosystem

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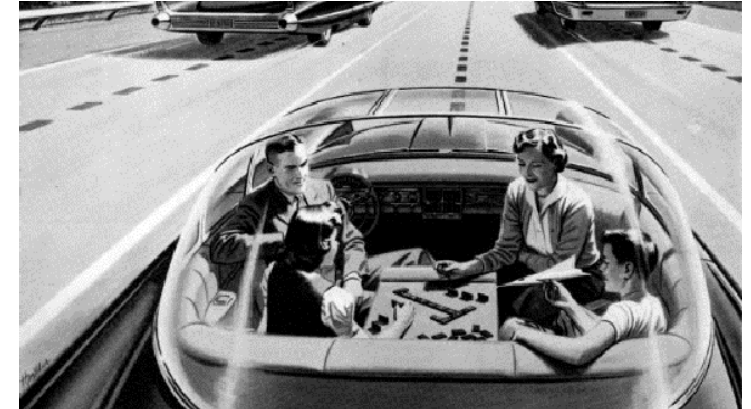
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# From Manual to Autonomous Driving

- More time for in-car entertainment
- Ownership of AVs may change
- Higher margins for driving services
- More safety & fuel efficiency



Design by Han Cheng, Li Auto



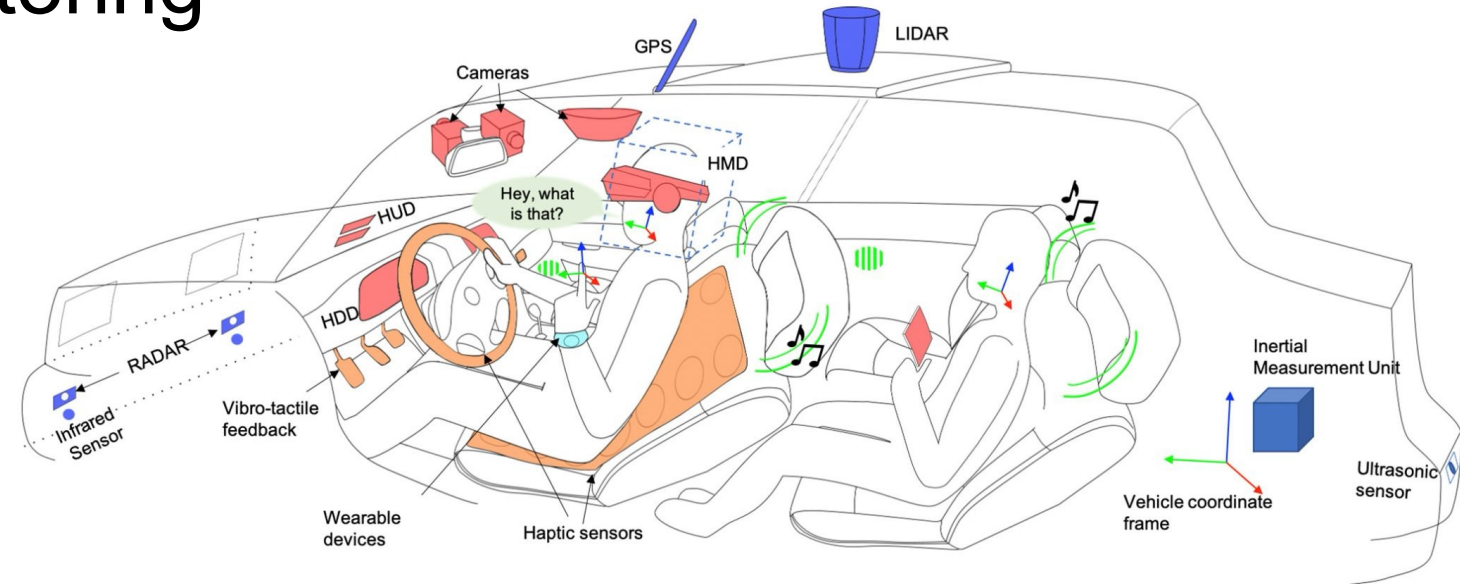
# AI for Vehicles

- Driver/Passenger Monitoring

- Trust in Automation

- Scene Perception

- Ethical Considerations

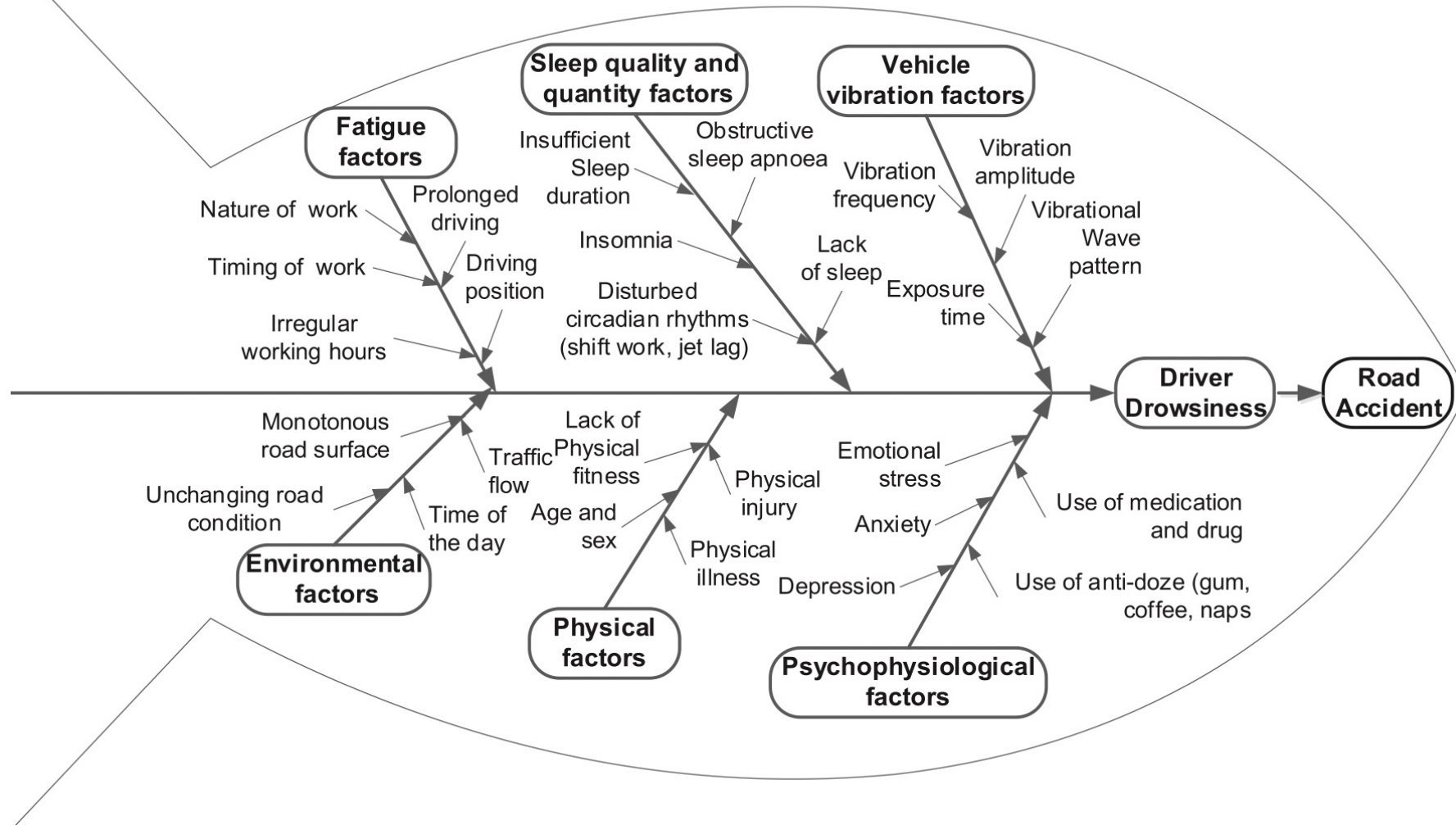




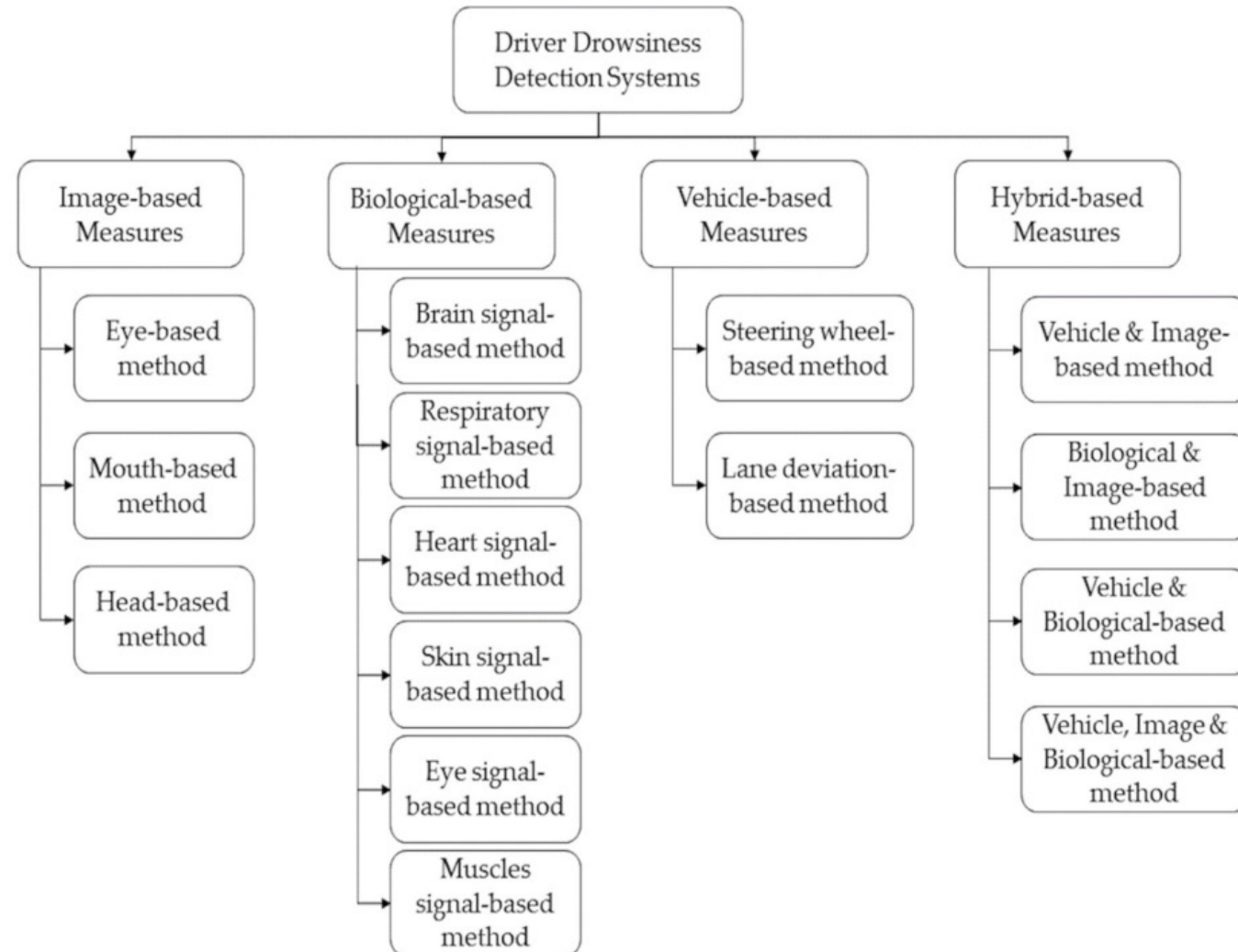
# Challenge of Driver Monitoring



# Drowsiness Factors



# Drowsiness Measurements using AI

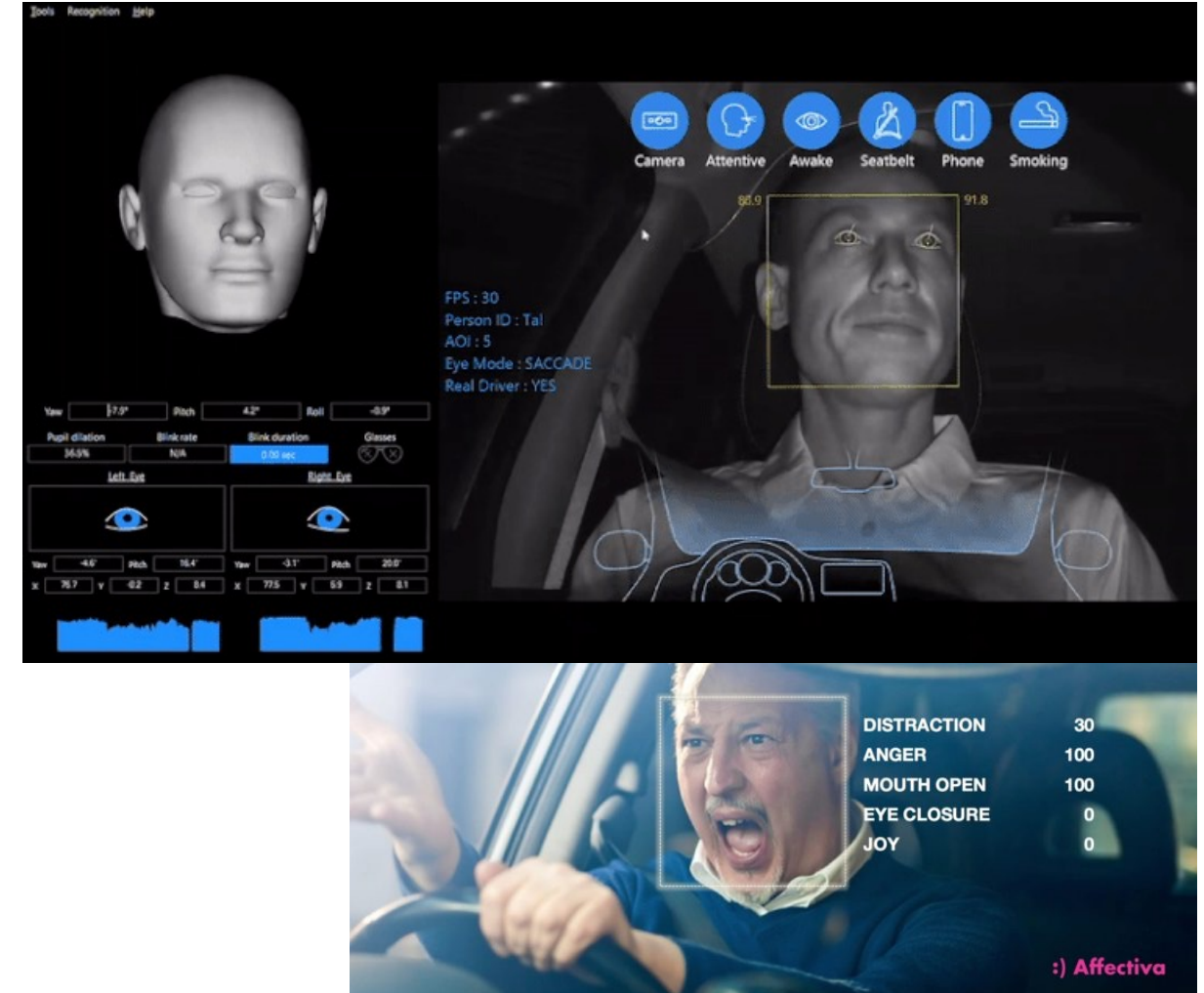




# Image-based Methods

- Non-intrusive
- Facial expressions:
  - Eyes
    - Gaze points & directions
    - Blinking, eyelid openness/closure
  - Mouth & breath
    - Yawning, breathing
  - Head
    - Nodding
    - Movements, position
- Task (awareness detection)
  - Smoking, talking/singing
  - Phone interactions
- Emotions (low accuracy)
  - Happy, neutral, angry, sad

System by Cipia (uses AI), <https://www.youtube.com/watch?v=Qp5mAKQ7KiQ>



# Biological Measures

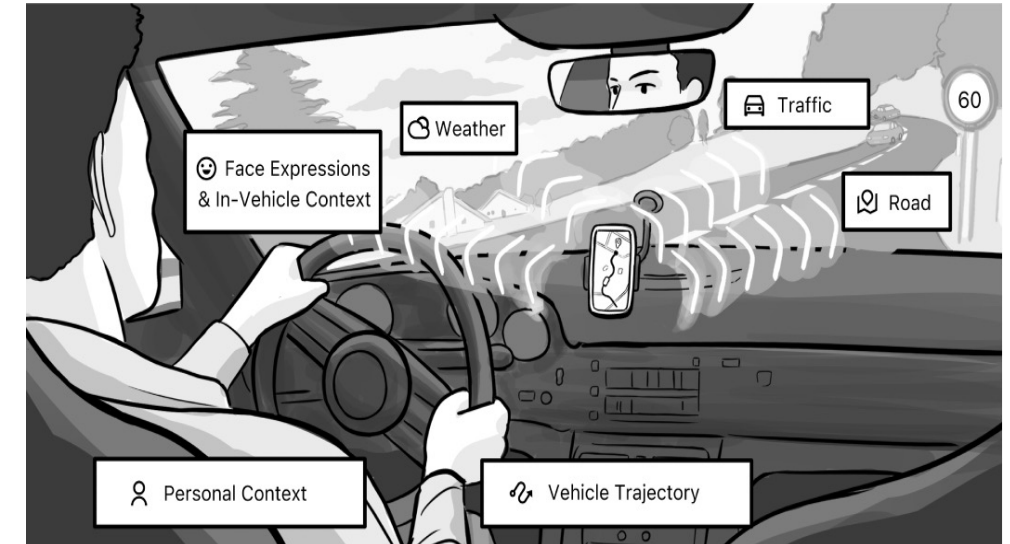
- Brain activity
  - Heart rate
  - Heart rate variability
  - Pulse
  - Body temperature
  - Sweat
  - Breathing
- 
- Partly more accurate
  - Early indicators
  - Appear before physical signs





# Vehicle-based Measures

- Tracing & analyzing driving patterns
- Often combined with image- and biological measures (hybrid)
- Steering wheel angle (SWA)
- Lane departure
- Lateral distance
- Number of times the steering wheel is held steady (NMRHOLD)
- Proportion of the time that the steering wheel remains stationary (PNS)
- Accuracy ranges from 70% to 98%



# Driving Patterns

- Driving patterns change after alcohol intake
- Lane position maintenance (50.75%)
- Speed control problems (45.70%)
- Vigilance & judgement problems
- Strong indicator for drunk driving
- Study under real driving tests
- Detected with smartphone

	Abnormal Curvilinear Movements	Problems of Speed Control
FN Rate (%)	0	0
FP Rate (%)	0.49	2.39
FN Rate (%) (Phone Slides)	14.28	0
FP Rate (%) (Phone Slides)	1.09	2.72

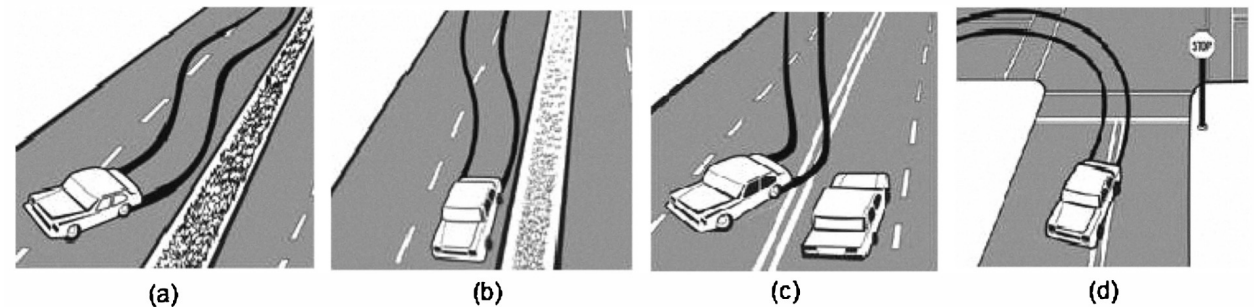


Fig. 1. Problems in maintaining the lane position : (a) weaving, (b) drifting, (c) swerving, (d) turning with a wide radius [5].

# Challenge of Trust in Autonomous Driving

60 km/h

How can we build trust  
in automated driving functions?





# Definition and Factors of Trust

*"Expectations in regard to the behavior of another entity"*

## ■ Dispositional

- Cultural
- Personal

## ■ Situational

- Situational influences
- Individual influences

## ■ Learned

- Knowledge of the system
- System performance
- Design

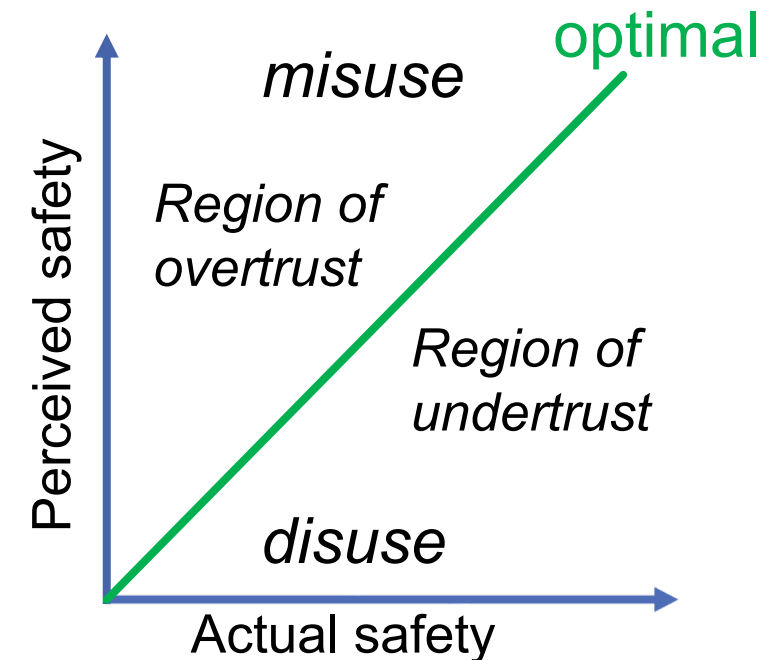
## ■ System reliability

- Functional
- System response

User-related  
(internal)

System-related  
(external)

Trust balance:



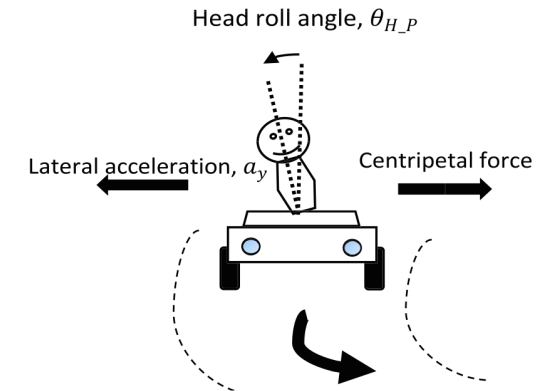
# Calibration of Trust: Transparent AI

- Dynamic mental process shaped by experiences
- **Optimal when expectations meet capabilities of AV**
- With every new occurring situation trust is recalibrated
- Calibration is continuous
- Dynamic balance between trust & automation capabilities
- Since errors may occur:
  - Trust recovery is an integral part of trust
- Trust calibration can differ depending on the driving situation
- Displaying driving intentions can gain trust

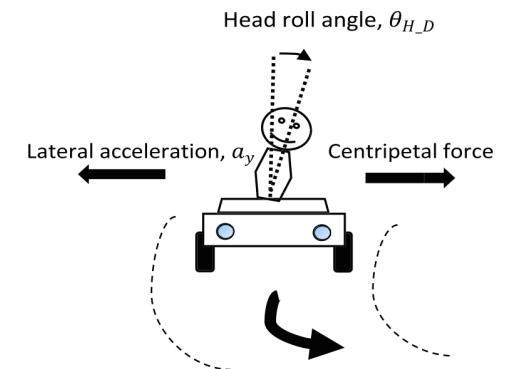


# Natural Trajectory Planning

- Passengers and drivers react differently to driving maneuvers
- Drivers know their trajectories, passengers simply experience forces
- AV's can track head movements and adjust turns
- Reduced Motion Sickness
- Enhanced User Experience
- Higher trust in automation
- Further feedback loops with biological data possible



(a) Passenger



(b) Driver



# Challenge in Scene Perception



## ■ The driver should see:

- A potential risk for collisions, why? Memory!

### ■ Declarative memory (explicit):

*Learned situational behavior e.g. in driver school*

#### ■ Episodic memory:

*Memories of past situations*

#### ■ Semantic memory:

*Facts, interrelations in abstract form*

### ■ Procedural memory (implicit):

- How to drive a car

## ■ The autonomous vehicle (AV) sees:

- Sensory information analog & digital, geoposition
- AI detects “Street with parked cars and a ball”
- A “database entry” for emergency braking?
- AI, indicating “immediate danger” with 83%
- A V2X message indicating a hidden pedestrian

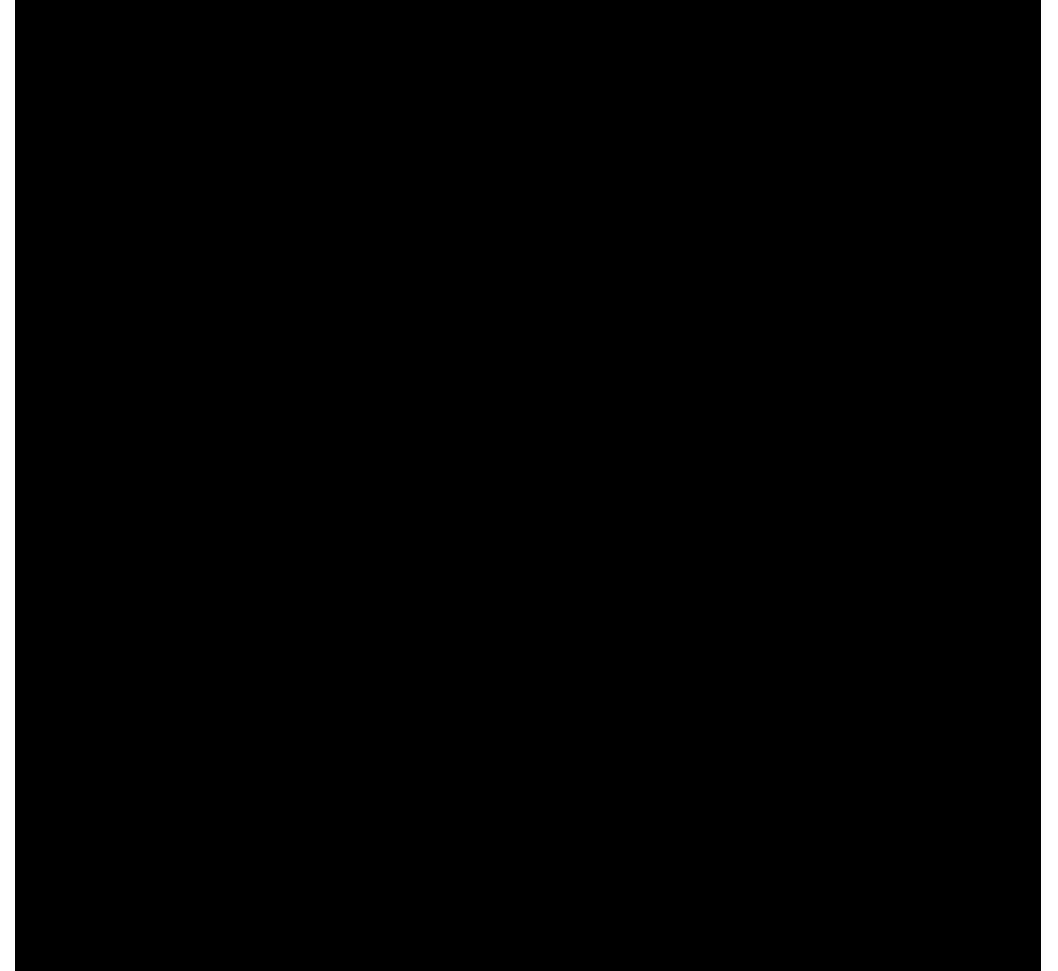
# Manual Driving Example

- Requires high attention
- Reaction time delay
  - Decision:  $>350\text{ms}$
  - Braking:  $> 550\text{ms}$
- „Result“ affected by:
  - Health (phys. & mental)
  - Daytime
  - Reaction of others
  - ...



# (Partial) Autonomous Driving

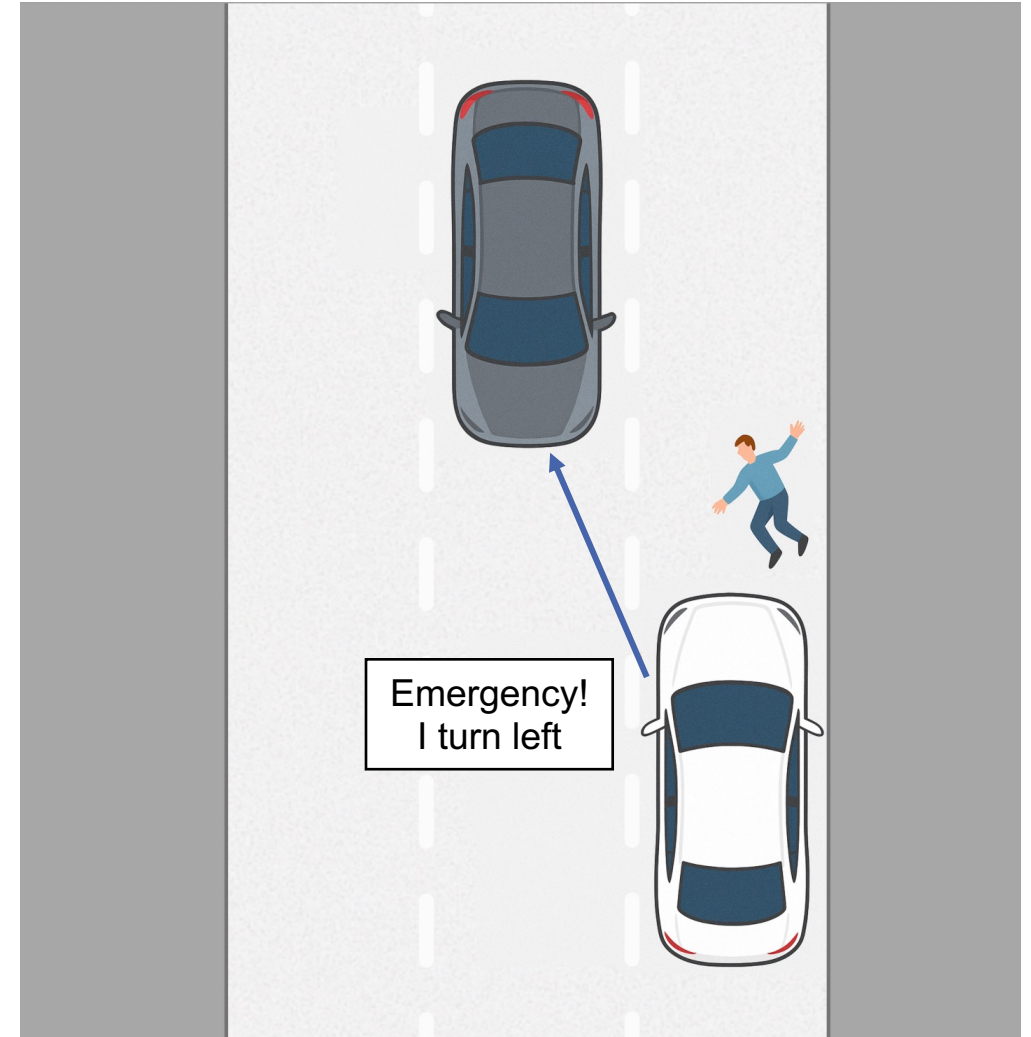
- Requires complex processing
- Reaction time delay
  - Decision: <100ms
  - Braking: <300ms
- „Result“ affected by:
  - Developer of decision-making system
  - Sensor accuracy in environment
  - Reaction of others
  - ...



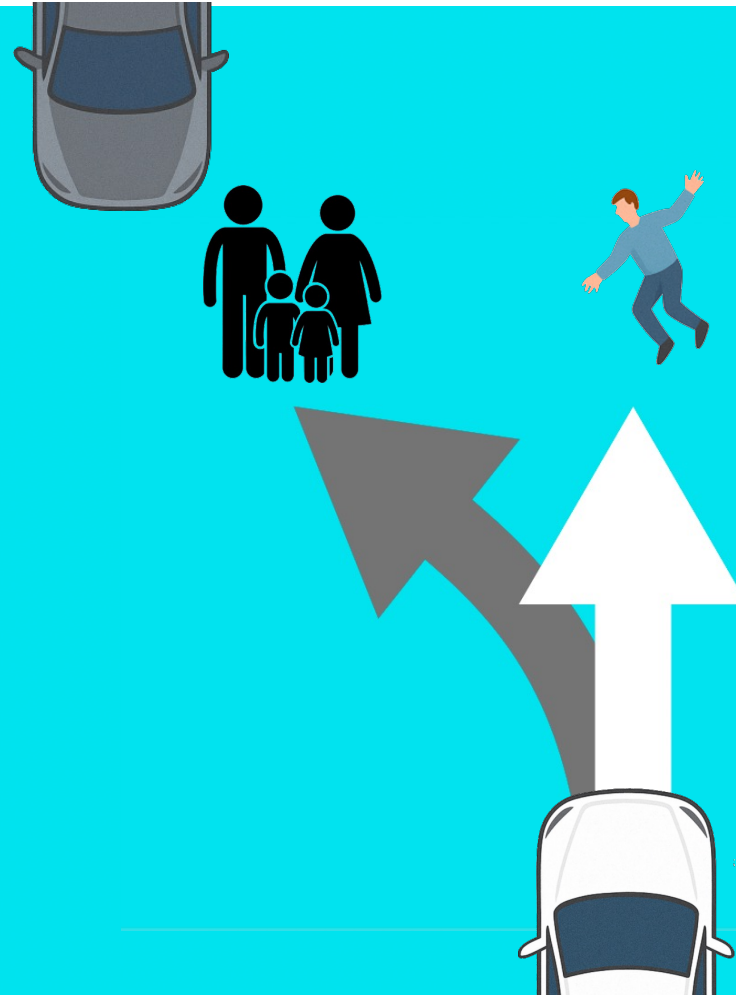


# V2X Communication: Ethical Gamechanger?

- Cars communicate their intentions
  - White car transmits intention over V2X
  - Grey car processes received info
  - Grey car initiates emergency braking
- 
- Reaction time delay for grey car
    - Decision: <20ms
- 
- **Result: Overall harm is reduced**
    - How is „harm“ estimated?*
    - Is the solution ethically compliant?*



# Dilemmas of Ethical Decision Making in AI



**How should an AV decide?**

# Ethical Decision Making for AVs

- Study MIT 2016:
  - 1928 surveyed US citizens
  - ***Kill passengers or 10 pedestrians?***
    - 76% decide to kill car passengers
  - ***Buy AV with sacrifice ability?***
    - 19% agreed
  - ***Acceptance for utilitarian regulations?***
    - 21% agreed



@BobbaFett312 7 months ago (edited)

Heroically? Audi driver could have been killed. Tesla needs to fix their cars ai, this is super dangerous



8   Reply

*Perspectives change with age & relationship of passengers*

***Ethical perspectives are different!***



# Ethical Approaches

## ■ Rational

- Deontological Rule (i.e. Asimov's laws)
  - Easy to implement in AV's
- Consequentialism
  - Evaluate the consequences of decisions
  - Difficult to define realistic consequences

## ■ Artificial Intelligence

- Learn human behavior in dilemma situations

## ■ Hybrid Approaches

- Combine rational & AI human behavior
- Multi-Layer implementation

**All ethical systems are incomplete!**

### Robotics "Asimov's Three Laws"

- A robot may not injure a human being, or, through inaction, allow a human being to come to harm.
- A robot must obey the orders given it by human beings except where such orders would conflict with the First Law.
- A robot must protect its own existence as long as such protection does not conflict with the First or Second Laws.



### Deontological Rule for Autonomous Vehicles

- An automated vehicle should not collide with a pedestrian or cyclist.
- An automated vehicle should not collide with another vehicle, except where avoiding such a collision would conflict with the First Law.
- An automated vehicle should not collide with any other object in the environment, except where avoiding such a collision would conflict with the First or Second Law.

# Edge Cases

- Traffic is highly complex
- Unknown situations occur
- Example:
  - Bread on the road
  - Birds may stop the car
- Potential Misuse:
  - Stop car for robbery



***Interacting with AVs requires a general set of rules.***

# Conclusion

- AI can potentially transform mobility through
  - *automation*
  - *personalization*
  - *enhanced safety & efficiency*
- Driver/Passenger monitoring is key factor for experience & safety
- Trust in automation is an integral part for safety and acceptance
- Scenes and actions of other road users require appropriate understanding
- Ethical dilemmas remain unsolved

***Trust, ethics, & human-AI collaboration are essential in the mobility ecosystem.***

# Thank you for your attention!