

HIRAOKA LAB.

[Design Methodology of Human-Centered Systems]



Encourage behavioral change

= Decrease target risk level

Vehicle Dynamic Control and Strategy of Automated Driving

Human-Machine Systems

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One of the most representative human-machine systems in daily life is a driver-vehicle system. To achieve a safer, more comfortable, and more efficient traffic environment, we have to optimize the whole system including driver-vehicle-road in addition to improving vehicle performance. Consequently, my current research goal is to establish a design methodology of the driver-vehicle system to improve QOM (Quality Of Moving).

Offline

4 Driving skill evaluation

Vehicle Dynamic Control

- Control System Design Robust to Disturbances and Modeling Errors
 - Automatic Path Tracking Control for Four-Wheel Steering Vehicle
 - Active Four-Wheel Steering Control
 - Active Pitch Control by Driving/Braking Force Distribution

HMS (Human-Machine System)

- Advanced Driver-Assistance System (ADAS)
 - Eco-Driving Support System
 - Safe Driving Evaluation System
 - Wakefulness-Keeping Support System
 - Smooth Driving Assist System
 - Expressway Driving Game
- Analysis of Interaction between Driver and AD (Automated Driving)/ADAS
- Modeling of Trust Generation Mechanism for AD/ADAS
- Impact of Trust in AD/ADAS on Driving Behavior
- Countermeasures to prevent over-trust in AD/ADAS
- Haptic Shared Control
- Direct HSC (D-HSC)
- Indirect HSC (I-HSC)
- Collision Risk Indices
- Deceleration for Collision Avoidance (DCA)
- Lateral Acceleration for Collision (LACA)

Safe

Aim for high level integration

Design to prevent Online over-trust and dependence **HMI** Control **2** Haptic guidance **3 Automatic avoidance** 1 Information provision Audio-visual + Haptic information (Deceleration + Steering) (Preparation for deceleration) (Guidance for deceleration Preceding vehicle Following vehicle **Danger** Safe

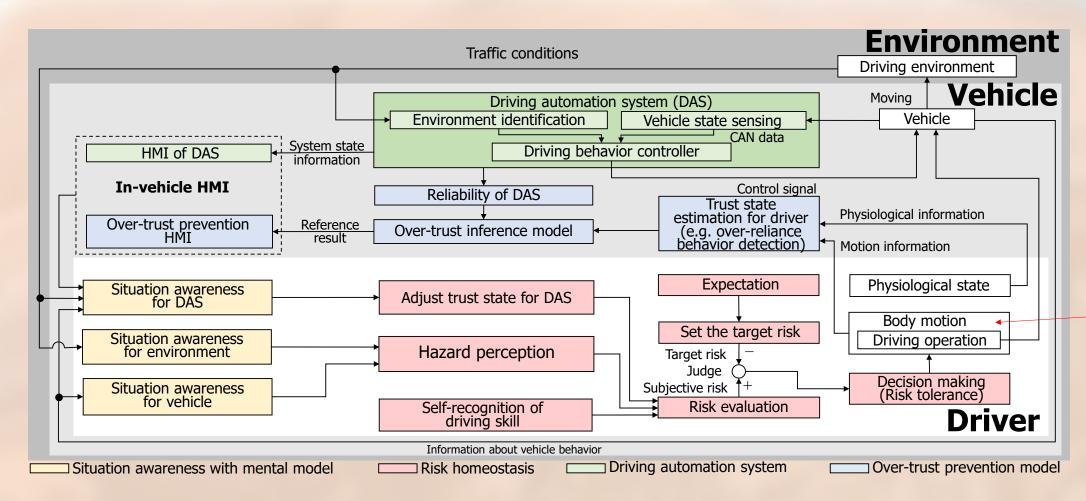
ADAS concept to encourage spontaneous behavioral change

Smart Drive
for better QOM

(Quality Of Moving)

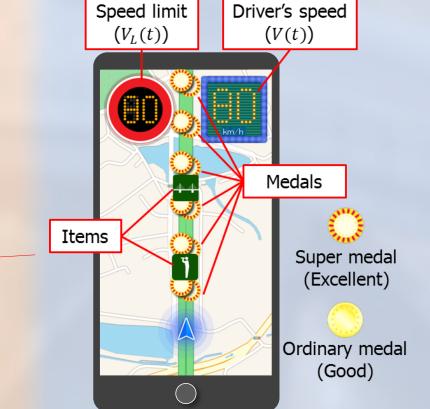
Smooth flow

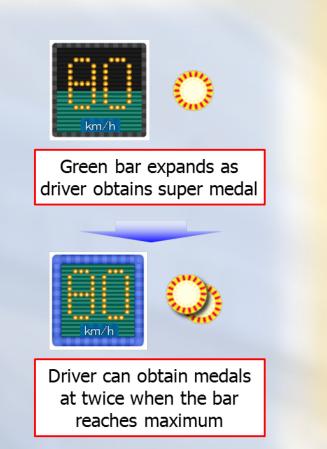




Trust generation mechanism model for AD/ADAS

Green







Haptic Seat (example of I-HSC)

Upper: to encourage deceleration

Lower: to encourage collision avoidance steering

Expressway Driving Game

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