

Accounting for Fatigue in Systems Design and Operations: Issues and Opportunities



Introduction of the Panel at the:
Fatigue Management Conference
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1:30-3:00pm

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Technology Impacts

- New and innovative technologies are revolutionizing mobility and the way we conduct work.
 - Redefining our work and our transportation systems
 - Changing the nature of driving – and also many jobs
- These innovations are making significant improvements in usability, safety, efficiency, and productivity.
- But they are also bringing potential issues -- some associated with operator behavior, attention, and alertness.
- As a result, it is important that designers account for human strengths and limitations in system design.



Today's Panel

For Example . . .

- Technology has increased driver comfort, and reduced physical stress and aversive stimulation
- Drivers now enjoy (from Fletcher et al. (2005)):
 - Improved climate control to maintain a constant temperature regardless of weather
 - Improved suspensions, designed to minimize repetitive skeletal strain injury
 - Better sound damping, to reduce road and traffic noise
 - Power-assisted steering and braking
 - Augmented sensing with the ability to “see” more than the driver otherwise would
 - Cruise control to reduce the muscle strain of accelerator-control over long periods
 - Better roadways -- smooth low-curvature divided roads – as well as multiple lanes or overtaking zones to reduce the stress of waiting behind slower vehicles or use of an oncoming traffic lane for overtaking and passing traffic
- Some argue that these advances can insulate drivers from the road and have the potential to reduce engagement with driving
- And, with the integration of automation – drivers will have the ability to transfer additional elements of the driving task to the vehicle

Periods of Low Stimulation & Engagement-- Can Perhaps Affect the Driver's State

Underload,

Boredom,

Lower Arousal, &

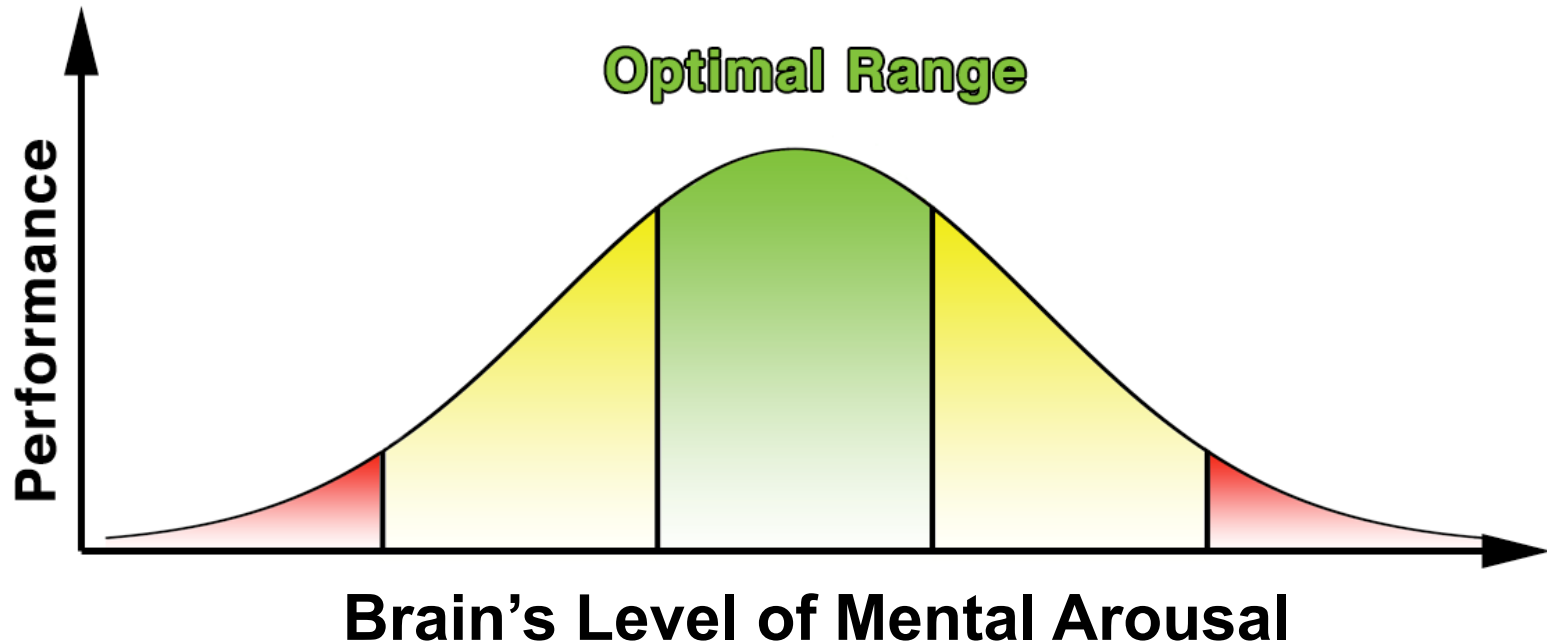
Drowsiness??



Thinking About Mental Arousal & Performance

Yerkes-Dodson Law

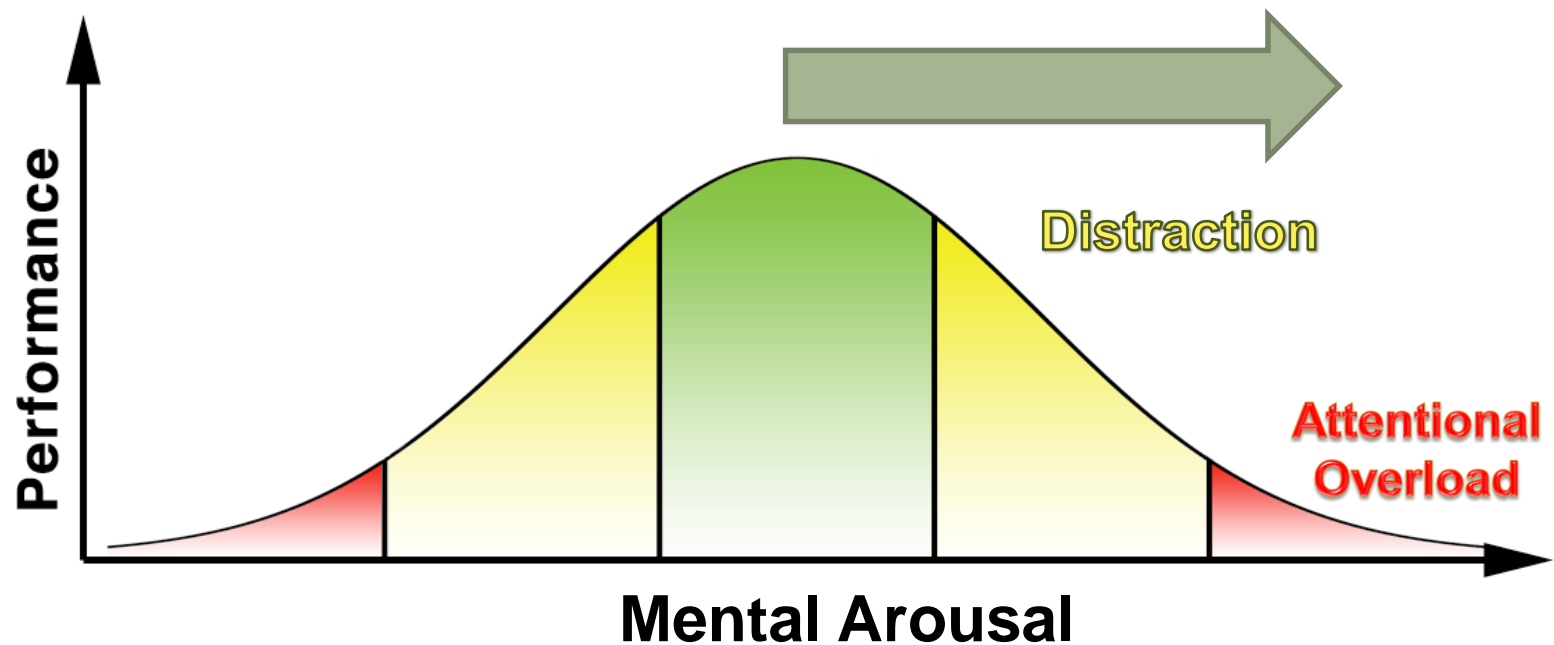
The relationship between
physiological or mental arousal – and performance



Adapted From:

Too Much -- *Interrupted Focus*

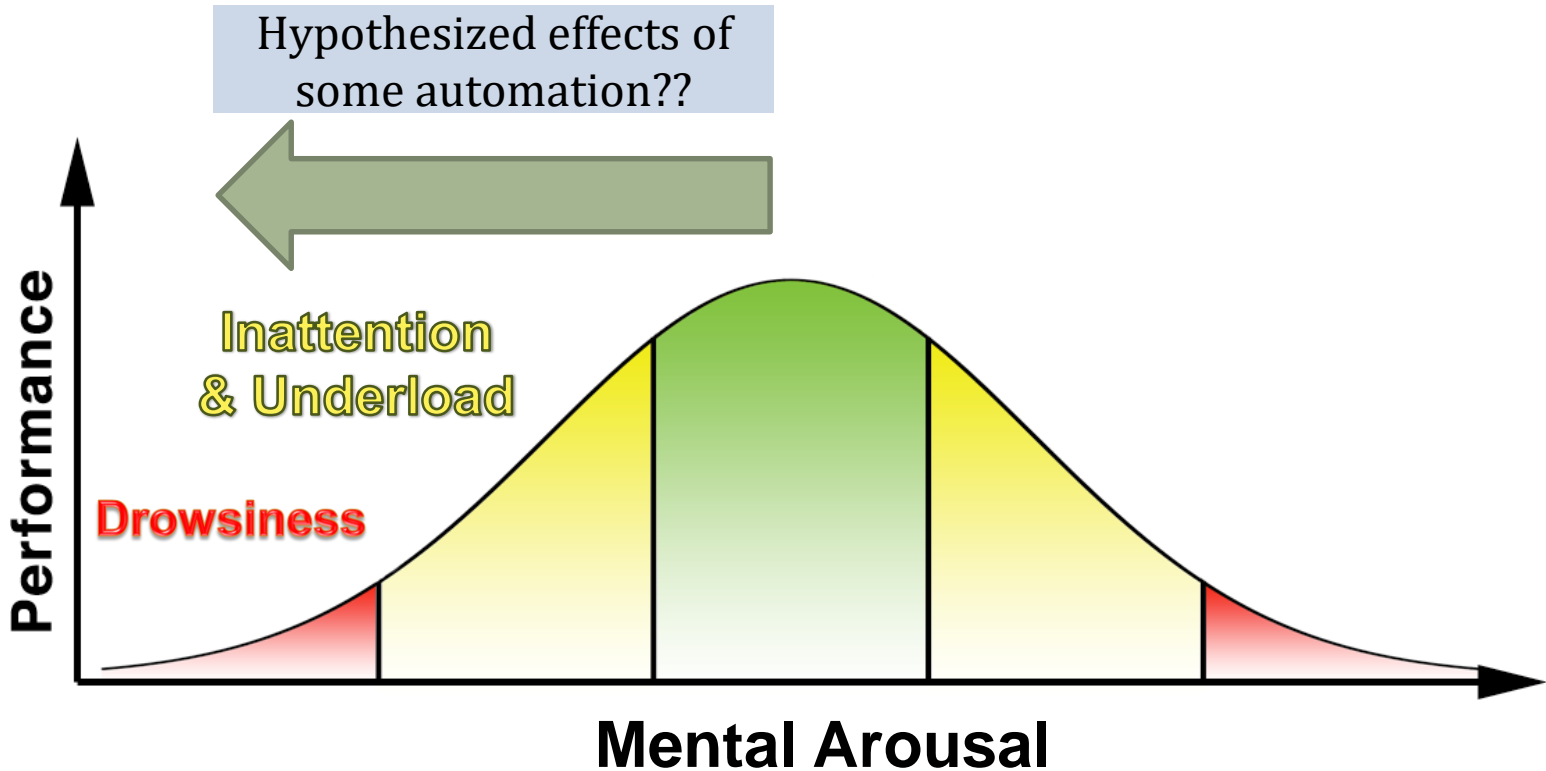
When the driver receives an *excessive amount* of stimulation, performance degrades as capabilities are overloaded



Adapted From:

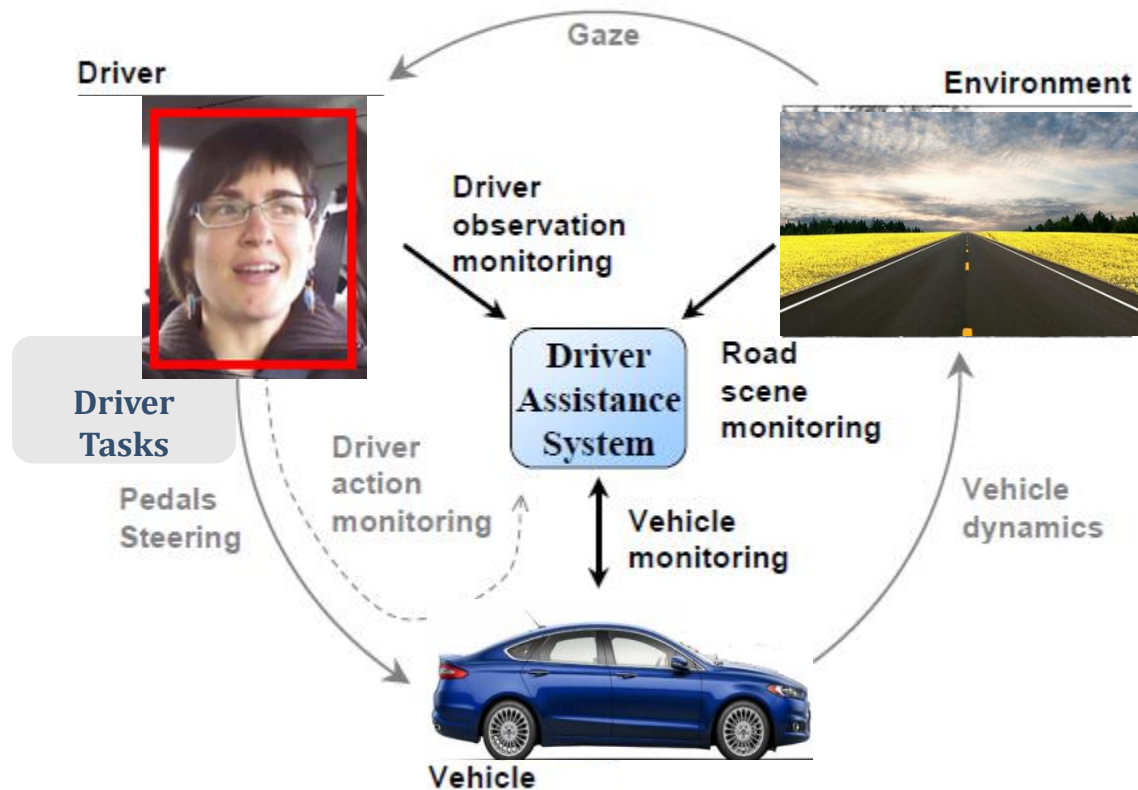
Too Little -- *Inattention*

When the driver receives too little input, performance may degrade as inattention develops, and then drowsiness



Adapted From:

Systems Thinking is Critical For Managing These Issues

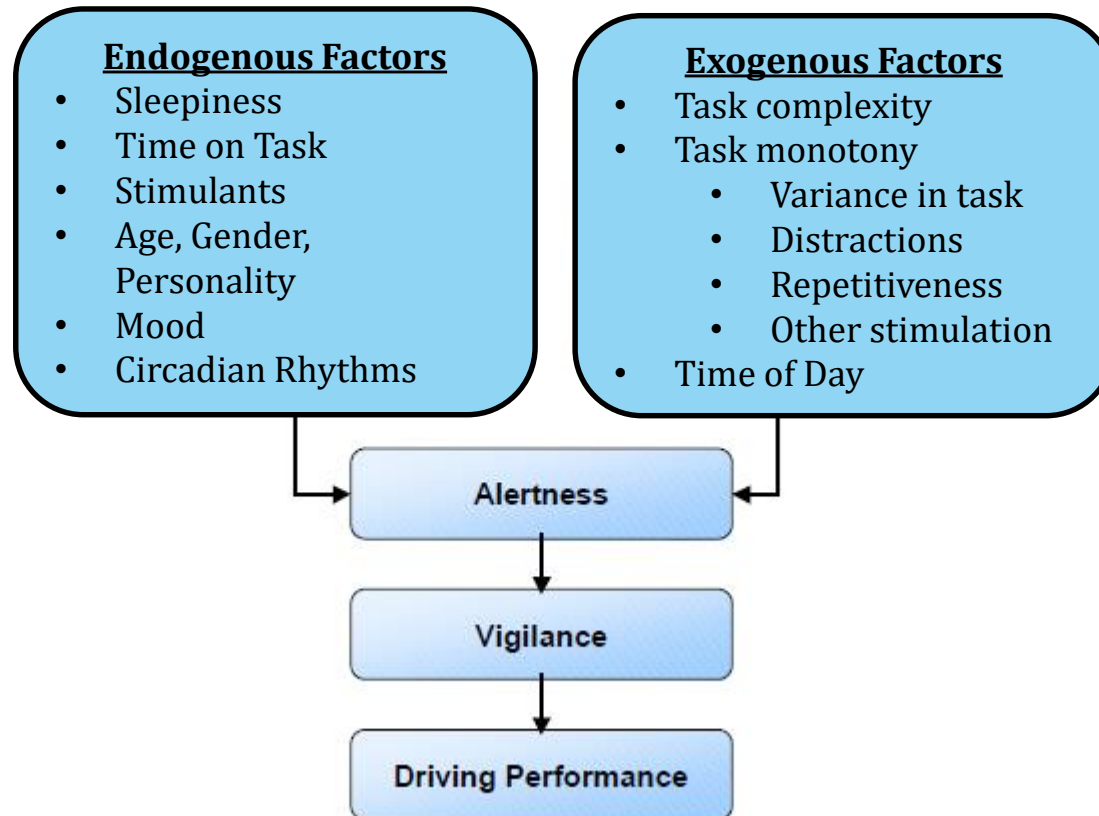


Adapted From: Fletcher, Petersson, Zelinsky (2005)

The Driver



Factors both inside & outside the driver contribute to fatigue



From: Fletcher, Petersson, Zelinsky (2005)

Monitoring the Driver

Eye Closure
Blink Rate
Blink Duration

Body Posture
Body Movement
Head Position
Head Nods



Biometrics
Body Temp
Heart Rate
Respiration Rate

Educating/Informing/Coaching the **Driver?**



**Should I try to
drive?
I'm exhausted.**

Do drivers understand enough about fatigue – and its potential impacts on driving and performance?

The Environment

- One possibility: Monitoring the environment for detection of road scene monotony



- Scene processing (e.g., using computer vision) to provide context awareness

[e.g., detection of road scene monotony can perhaps be used to give context awareness to fatigue detection tools in order to increase accuracy]

The Vehicle/System & Its Performance



- Vehicle-based technologies offer many opportunities (though these technologies require rigorous testing and validation)
- There are many sensors on the vehicle which can feed information into fatigue detection and diagnostic methods (using “data fusion” with algorithms, machine learning, deep learning, or other advanced methods). *Examples:*
 - Roadway Type (Straight, Curved, Intersection, . . .)
 - Roadway Geometry (Straight, Curved)
 - Road Surface/Friction
 - Traffic Density
 - Etc.
 - Traffic Density
 - Time of Day
 - Temperature
 - Precipitation
- Also, information about system performance (lateral and longitudinal control, stability) can sometimes be input into fatigue detection as well

Developing Management Strategies (Countermeasures)

- There are many types of approaches
- **And management strategies** will perhaps include both:
 - ❖ **Prevention strategies**
(e.g., identifying conditions of monotony or conditions of underload *before* they develop into drowsiness)
 - ❖ **Mitigation approaches**
(e.g., approaches that might be taken if performance becomes adversely affected, or advanced fatigue and even episodes of sleep are detected)
- And may well vary in terms where in the fatigue timeline they are implemented

What *Are* the Opportunities to Intervene With Prevention/Mitigation??

Before
underload
occurs – and/or
when context is
monotonous??

Can actions at all these
points be effective?
Or just some?

When arousal is
dropping, but
drowsiness has
not yet begun??

At later points??
When drowsiness
or sleepiness is
significant??

Timeline of fatigue/drowsiness development



Many Issues and Opportunities To Be Explored

Today's Panel will discuss issues that are involved in addressing operator fatigue and alertness in design – as well as safety impacts of driver stress, workload, and fatigue.

Our speakers are:

- ❖ **Maureen Short:** General Motors
- ❖ **Steve Boyd:** Peloton Technology
- ❖ **Gerald Matthews:** U. of Central Florida