Augmented Driving

Brett King,Andy Lark,Alex Lightman,JP Rangaswami

Virtual and Augmented Reality for Automobile Industry: Innovation Vision and Applications Aboul Ella Hassanien,Deepak Gupta,Ashish Khanna,Adam Slowik,2022-02-24 This book presents the augmented reality (AR) and virtual reality (VR) automotive applications. It unites automobile with a leading technology i.e. augmented and virtual reality and uses the advantages of the latter to solve the problems faced by the former. The book highlights the reasons for the growing abundance and complexity in this sector. Virtual and augmented reality presents a powerful engineering tool that finds application in various engineering fields. It brings new possibilities that result is increasing of productivity and reliability of production, quality of products and processes. The book further illustrates the possible challenges in its applications and suggests ways to overcome them. The book includes nine chapters focusing on automobile collision avoidance, self-driving cars, autonomous vehicles, navigation systems, and many more applications.

Lane-Precise Localization with Production Vehicle Sensors and Application to Augmented Reality Navigation Rabe, Johannes,2019-01-10 This works describes an approach to lane-precise localization on current digital maps. A particle filter fuses data from production vehicle sensors, such as GPS, radar, and camera. Performance evaluations on more than 200 km of data show that the proposed algorithm can reliably determine the current lane. Furthermore, a possible architecture for an intuitive route guidance system based on Augmented Reality is proposed together with a lane-change recommendation for unclear situations.

Augmented Brett King,Andy Lark,Alex Lightman,JP Rangaswami,2016-05-15 The Internet and smartphone are just the latest in a 250-year- long cycle of disruption that has continuously changed the way we live, the way we work and the way we interact. The coming Augmented Age, however, promises a level

of disruption, behavioural shifts and changes that are unparalleled. While consumers today are camping outside of an Apple store waiting to be one of the first to score a new Apple Watch or iPhone, the next generation of wearables will be able to predict if we're likely to have a heart attack and recommend a course of action. We watch news of Google's self-driving cars, but don't likely realise this means progressive cities will have to ban human drivers in the next decade because us humans are too risky. Following on from the Industrial or machine age, the space age and the digital age, the Augmented Age will be based on four key disruptive themes—Artificial Intelligence, Experience Design, Smart Infrastructure, and HealthTech. Historically the previous 'ages' bought significant disruption and changes, but on a net basis jobs were created, wealth was enhanced, and the health and security of society improved. What will the Augmented Age bring? Will robots take our jobs, and AI's subsume us as inferior intelligences, or will this usher in a new age of abundance? Augmented is a book on future history, but more than that, it is a story about how you will live your life in a world that will change more in the next 20 years than it has in the last 250 years. Are you ready to adapt? Because if history proves anything, you don't have much of a choice.

   Driving in Virtual Reality Björn Blissing,2020-09-02 In the last decades, there has been a substantial increase in the development of complex active safety systems for automotive vehicles. These systems need to be tested for verification and validation to ensure that the system intervenes in the correct situations using the correct measures. There are multiple methods available to perform such testing. Software-in-the-loop and hardware-in-the-loop testing offer effective driverless testing. Other methods increase the fidelity by including human drivers, such as driving simulators and experiments performed at test tracks. This thesis examines vehicle-in-the-loop testing, an innovative method where the driver of a real vehicle wears a head-

mounted display that displays virtual targets. This method combines the benefits of driving simulators with the benefits of using a real vehicle on a test track. Driving simulators offer repeatability, safety, and the possibility of complex interactions between actors. In contrast, the real vehicle provides the correct vehicle dynamics and motion feedback. There is a need to know how the technology behind the method might influence the results from vehicle-in-the-loop testing. Two techniques for vehicle-in-the-loop systems are studied. The first involves video-see through head-mounted displays, where the focus of the research is on the effects of visual latency on driving behavior. The results show that lateral driving behavior changes with added latency, but longitudinal behavior appears unaffected. The second system uses an opaque head-mounted display in an entirely virtual world. The research shows that this solution changes speed perception and results in a significant degradation in performance of tasks dependent on visual acuity. This research presents results that are relevant to consider when developing vehicle-in-the-loop platforms. The results are also applicable when choosing scenarios for this test method. Dagens fordon innehåller fler och fler säkerhetssystem. Vissa av dessa system ger varningar i potentiellt kritiska trafiksituationer. Det finns också mer komplexa system som tillfälligt kan ta kontroll över fordonet för att förhindra en olycka eller åtminstone mildra effekterna. Komplexiteten hos dessa system innebär att man måste genomföra omfattande tester. Både för att se att systemen reagerar vid rätt tidpunkt, men också för att se att valet av åtgärd är korrekt. Det finns många olika sätt att testa dessa system. Man börjar vanligtvis med simuleringar av programvara och hårdvara. Därefter kan systemet introduceras i ett fordon för att se vilka effekter systemet har när det interagerar med en riktig förare. Att utföra tester med förare ställer dock höga säkerhetskrav, och det är ofta svårt att samordna komplexa trafiksituationer på en testbana. Traditionellt har körsimulatorer varit ett naturligt alternativ eftersom de kan

utföra komplexa scenarier i en säker miljö. Denna avhandling undersöker en testmetod där man utrustar föraren med en virtual reality-display. Genom att presentera omvärlden med hjälp av virtual reality, så kan man genomföra scenarion som tidigare varit omöjliga på en testbana. Det kan dock finnas inbyggda begränsningar i virtual reality tekniken som kan påverka körbeteendet. Det är därför viktigt att hitta och kvantifiera dessa effekter för att kunna lita på resultaten från testmetoden. Att känna till dessa effekter på körbeteendet dessutom kan hjälpa till att avgöra vilka typer av scenarier som är lämpade för denna testmetod. Det är också viktig information för att avgöra var man bör fokusera den tekniska utvecklingen av testutrustningen.

User Experience Design in the Era of Automated Driving Andreas Riener,Myounghoon Jeon,Ignacio Alvarez,2022-01-01 This book is dedicated to user experience design for automated driving to address humane aspects of automated driving, e.g., workload, safety, trust, ethics, and acceptance. Automated driving has experienced a major development boost in recent years. However, most of the research and implementation has been technology-driven, rather than human-centered. The levels of automated driving have been poorly defined and inconsistently used. A variety of application scenarios and restrictions has been ambiguous. Also, it deals with human factors, design practices and methods, as well as applications, such as multimodal infotainment, virtual reality, augmented reality, and interactions in and outside users. This book aims at 1) providing engineers, designers, and practitioners with a broad overview of the state-of-the-art user experience research in automated driving to speed-up the implementation of automated vehicles and 2) helping researchers and students benefit from various perspectives and approaches to generate new research ideas and conduct more integrated research.

Deep Learning-Powered Technologies Khaled Salah Mohamed,2023-06-23 This book covers various, leading-edge deep

learning technologies. The author discusses new applications of deep learning and gives insight into the integration of deep learning with various application domains, such as autonomous driving, augmented reality, AIOT, 5G and beyond.

Lane-Precise Localization With Production Vehicle Sensors and Application to Augmented Reality Navigation Johannes Rabe,2020-10-09 This works describes an approach to lane-precise localization on current digital maps. A particle filter fuses data from production vehicle sensors, such as GPS, radar, and camera. Performance evaluations on more than 200 km of data show that the proposed algorithm can reliably determine the current lane. Furthermore, a possible architecture for an intuitive route guidance system based on Augmented Reality is proposed together with a lane-change recommendation for unclear situations. This work was published by Saint Philip Street Press pursuant to a Creative Commons license permitting commercial use. All rights not granted by the work's license are retained by the author or authors.

Virtual & Augmented Reality For Dummies Paul Mealy,2018-07-11 An easy-to-understand primer on Virtual Reality and Augmented Reality Virtual Reality (VR) and Augmented Reality (AR) are driving the next technological revolution. If you want to get in on the action, this book helps you understand what these technologies are, their history, how they're being used, and how they'll affect consumers both personally and professionally in the very near future. With VR and AR poised to become mainstream within the next few years, an accessible book to bring users up to speed on the subject is sorely needed—and that's where this handy reference comes in! Rather than focusing on a specific piece of hardware (HTC Vive, Oculus Rift, iOS ARKit) or software (Unity, Unreal Engine), Virtual & Augmented Reality For Dummies offers a broad look at both VR and AR, giving you a bird's eye view of what you can expect as they continue to take the world by storm. * Keeps you up-to-date on the pulse of this fast-changing

technology * Explores the many ways AR/VR are being used in fields such as healthcare, education, and entertainment * Includes interviews with designers, developers, and technologists currently working in the fields of VR and AR Perfect for both potential content creators and content consumers, this book will change the way you approach and contribute to these emerging technologies.

Augmented Reality Greg Kipper,Joseph Rampolla,2012-12-31 With the explosive growth in mobile phone usage and rapid rise in search engine technologies over the last decade, augmented reality (AR) is poised to be one of this decade's most disruptive technologies, as the information that is constantly flowing around us is brought into view, in real-time, through augmented reality. In this cutting-edge book, the authors outline and discuss never-before-published information about augmented reality and its capabilities. With coverage of mobile, desktop, developers, security, challenges, and gaming, this book gives you a comprehensive understanding of what augmented reality is, what it can do, what is in store for the future and most importantly: how to benefit from using AR in our lives and careers. Educates readers how best to use augmented reality regardless of industry Provides an in-depth understanding of AR and ideas ranging from new business applications to new crime fighting methods Includes actual examples and case studies from both private and government application

Driver Reactions to Automated Vehicles Alexander Eriksson,Neville A. Stanton,2018-07-04 Driver Reactions to Automated Vehicles focuses on the design and evaluation of the handover to and from driver and the automobile. The authors present evidence from studies in driving simulators and on the open roads to show that handover times are much longer than anticipated by previous research. In the course of the studies, Eriksson and Stanton develop compelling evidence to support the use of driving simulators for the study of handovers. They also develop guidelines for the design of handover strategies and show

how this improves driver takeover of vehicle control. Features Provides a history of automobile automation Offers a contemporary analysis of the state of automobile automation Includes novel approaches in examining driver-automation interaction Presents studies of automation in driving simulators Includes on-road studies of driver automation Covers guidelines for design of vehicle automation

Vehicles, Drivers, and Safety John Hansen,Kazuya Takeda,Gerhard Schmidt,Huseyin Abut,2020-05-05 This book presents works from world-class experts from academia, industry, and national agencies representing countries from across the world focused on automotive fields for in-vehicle signal processing and safety. These include cutting-edge studies on safety, driver behavior, infrastructure, and human-to-vehicle interfaces. Vehicle Systems, Driver Modeling and Safety is appropriate for researchers, engineers, and professionals working in signal processing for vehicle systems, next generation system design from driver-assisted through fully autonomous vehicles.

Advances in Computer Entertainment Technology Adrian David Cheok,Masahiko Inami,Teresa Romão,2018-03-02 This book constitutes the refereed conference proceedings of the 14th International Conference on Advances in Computer Entertainment Technology, ACE 2017, held in London, UK, in December 2017. The 59 full papers presented were selected from a total of 229 submissions. ACE is by nature a multi-disciplinary conference, therefore attracting people across a wide spectrum of interests and disciplines including computer science, design, arts, sociology, anthropology, psychology, and marketing. The main goal is to stimulate discussion in the development of new and compelling entertainment computing and interactive art concepts and applications. The chapter 'eSport vs irlSport' is open access under a CC BY 4.0 license via link.springer.com.

Getting Rid of Cybersickness Andras Kemeny,Jean-Rémy Chardonnet,Florent Colombet,2020-10-19 This book provides a

concise overview of VR systems and their cybersickness effects, giving a description of possible reasons and existing solutions to reduce or avoid them. Moreover, the book explores the impact that understanding how efficiently our brains are producing a coherent and rich representation of the perceived outside world would have on helping VR technics to be more efficient and friendly to use. Getting Rid of Cybersickness will help readers to understand the underlying technics and social stakes involved, from engineering design to autonomous vehicle motion sickness to video games, with the hope of providing an insight of VR sickness induced by the emerging immersive technologies. This book will therefore be of interest to academics, researchers and designers within the field of VR, as well as industrial users of VR and driving simulators.

Handbook of Driving Simulation for Engineering, Medicine, and Psychology Donald L. Fisher,Matthew Rizzo,Jeffrey Caird,John D. Lee,2011-04-25 Effective use of driving simulators requires considerable technical and methodological skill along with considerable background knowledge. Acquiring the requisite knowledge and skills can be extraordinarily time consuming, yet there has been no single convenient and comprehensive source of information on the driving simulation research being conducted around the world. A how-to-do-it resource for researchers and professionals, Handbook of Driving Simulation for Engineering, Medicine, and Psychology brings together discussions of technical issues in driving simulation with broad areas in which driving simulation is now playing a role. The chapters explore technical considerations, methodological issues, special and impaired populations, evaluation of in-vehicle and nomadic devices, and infrastructure evaluations. It examines hardware and software selection, visual database and scenario development, independent subject variables and dependent vehicle, environmental, and psychological variables, statistical and biostatistical analysis, different types of drivers, existing and

future key-in vehicle devises, and validation of research. A compilation of the research from more than 100 of the world's top thinkers and practitioners, the book covers basic and advanced technical topics and provides a comprehensive review of the issues related to driving simulation. It describes literally hundreds of different simulation scenarios, provides color photographs of those scenarios, and makes available select videos of the scenarios on an accompanying web site, all of which should prove essential for seasoned researchers and for individuals new to driving simulation.

Autonomous Vehicles and Virtual Reality Andras Kemeny,2023-10-28 This book concisely describes the technologies, human perception, and cognition issues relevant to autonomous vehicles. It also gives an insight in the changes bring about our future everyday lives. Autonomous vehicles are the future of the automobile industry. Automated driving (AD), also called self-driving, raises however several multiple questions, among them those of user safety and acceptation. Comprehensive HMI system design, with windshield display technics, will be necessary to deal with driving task delegations, bringing the use of VR or augmented reality (AR) technologies. In addition, the use of VR for all the vehicle interiors will progressively be proposed for entertainment, online business activities and for modified visual motion perception to alleviate car sickness, a form of motion sickness. Indeed, car sickness is already well known for many passengers, especially when reading or operating smartphones or other display devices. It is called to increase significantly with the introduction of autonomous vehicles where all users will be for long periods in various sitting positions. These two new trends, AD and VR, are already modifying our relationship with the world and the society. All together, they will change our way of life forever. The book will be of interest to professionals in the auto industry, researchers in automotive engineering and computer science and all those interested in the future of transport.

Driver Behaviour and Training Dr Lisa Dorn,2012-10-01
Research on driver behaviour over the past two decades has
clearly demonstrated that the goals and motivations a driver
brings to the driving task are important determinants for driver
behaviour. The objective of the Driver Behaviour and Training
volumes, and of the conference on which they are based, is to
describe and discuss recent advances in the study of this
important area. It bridges the gap between practitioners in road
safety and theoreticians investigating driving behaviour, from a
number of different perspectives and related disciplines. Educating
drivers to be safe for life means a shift in focus from simply
developing vehicle-handling skills towards ensuring that drivers
are aware of how goals and motivations can influence decision-
making throughout their driving career. A major focus within this
fourth volume is to consider how driver training needs to be
adapted in order to raise awareness of how human factors
contribute to unsafe driving behaviour. From this it goes on to
promote the development of driver education that considers all
the skills that are essential for road safety. The readership will
include road safety researchers from a variety of different
academic backgrounds, senior practitioners in the field of driver
training from regulatory authorities and professional driver training
organisations such as the police service, and private and public
sector personnel.

Intelligent Vehicles David Fernández-Llorca,Ignacio Parra
Alonso,Iván García Daza,Noelia Hernández Parra,2020-11-24 This
book presents the results of the successful Sensors Special Issue
on Intelligent Vehicles that received submissions between March
2019 and May 2020. The Guest Editors of this Special Issue are Dr.
David Fernández-Llorca, Dr. Ignacio Parra-Alonso, Dr. Iván García-
Daza and Dr. Noelia Parra-Alonso, all from the Computer
Engineering Department at the University of Alcalá (Madrid,
Spain). A total of 32 manuscripts were finally accepted between
2019 and 2020, presented by top researchers from all over the

world. The reader will find a well-representative set of current research and developments related to sensors and sensing for intelligent vehicles. The topics of the published manuscripts can be grouped into seven main categories: (1) assistance systems and automatic vehicle operation, (2) vehicle positioning and localization, (3) fault diagnosis and fail-x systems, (4) perception and scene understanding, (5) smart regenerative braking systems for electric vehicles, (6) driver behavior modeling and (7) intelligent sensing. We, the Guest Editors, hope that the readers will find this book to contain interesting papers for their research, papers that they will enjoy reading as much as we have enjoyed organizing this Special Issue

   HCI in Mobility, Transport, and Automotive Systems. Automated Driving and In-Vehicle Experience Design Heidi Krömker,2020-07-10 This two-volume set LNCS 12212 and 12213 constitutes the refereed proceedings of the Second International Conference on HCI in Mobility, Transport, and Automotive Systems, MobiTAS 2020, held as part of the 22nd International Conference on Human-Computer Interaction, HCII 2020, in Copenhagen, Denmark, in July, 2020.* A total of 1439 full papers and 238 posters have been carefully reviewed and accepted for publication in HCII 2020. The papers cover the entire field of human-computer interaction, addressing major advances in knowledge and effective use of computers in a variety of application areas. MobiTAS 2020 includes a total of 59 papers and they are organized in the following topical sections: Part I, Automated Driving and In-Vehicle Experience Design: UX topics in automated driving, and designing in-vehicle experiences. Part II, Driving Behavior, Urban and Smart Mobility: studies on driving behavior, and urban and smart mobility. *The conference was held virtually due to the COVID-19 pandemic.

   Comparing Route Learning in Drivers Using Conventional Navigation Assistance Devices and a Hypothetical Augmented Reality System Zachary Franklin

Yount,2020 Current trends point towards the development and implementation of augmented reality (AR) navigation assistance systems for drivers. Previous research has found augmented reality can benefit driving performance, but the impact of AR on route learning (spatial knowledge acquisition) has received less attention. The current study used simulated driving scenarios to determine how the type of navigation aid device used (i.e., paper map, electronic map, and AR system) affected driving performance and route learning. Route learning was examined at landmark, route, and survey levels. The hypotheses tested were that AR would improve driving performance, but diminish route learning compared to paper map use; that AR would outperform electronic map use in both driving performance and route learning; and that experts and novices would be affected differently. Paper map use resulted in poorer driving performance and greater route learning, but map recognition may be a confounding factor in higher level spatial knowledge acquisition with paper map use. Driving performance and route learning were similar for drivers using the electronic map and AR, but there were differences that suggest drivers have reduced uncertainty and hesitation while using AR to navigate in unfamiliar areas. Differences between expert and novice drivers were not found.

Cognitive mechanisms for safe road traffic systems
Giovanni Vecchiato,Lewis L. Chuang,Christer Ahlström,2022-12-16

The book delves into Augmented Driving. Augmented Driving is an essential topic that needs to be grasped by everyone, ranging from students and scholars to the general public. The book will furnish comprehensive and in-depth insights into Augmented Driving, encompassing both the fundamentals and more intricate discussions.

1. The book is structured into several chapters, namely:

- Chapter 1: Introduction to Augmented Driving
- Chapter 2: Essential Elements of Augmented Driving
- Chapter 3: Augmented Driving in Everyday Life
- Chapter 4: Augmented Driving in Specific Contexts
- Chapter 5: Conclusion

2. In chapter 1, the author will provide an overview of Augmented Driving. The first chapter will explore what Augmented Driving is, why Augmented Driving is vital, and how to effectively learn about Augmented Driving.
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4. In chapter 3, this book will examine the practical applications of Augmented Driving in daily life. This chapter will showcase real-world examples of how Augmented Driving can be effectively utilized in everyday scenarios.
5. In chapter 4, this book will scrutinize the relevance of Augmented Driving in specific contexts. This chapter will explore how Augmented Driving is applied in specialized fields, such as education, business, and technology.
6. In chapter 5, the author will draw a conclusion about Augmented Driving. This chapter will summarize the key points that have been discussed throughout the book.
   The book is crafted in an easy-to-understand language and is complemented by engaging illustrations. This book is highly recommended for anyone seeking to gain a comprehensive understanding of Augmented Driving.

Table of Contents Augmented Driving

1. Understanding the eBook Augmented Driving

- The Rise of Digital Reading

Augmented Driving Introduction

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