### Pedestrians' time-to-collision estimation and roadcrossing judgments differ between electric and conventional vehicles

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#### Hearing for safe mobility

- **Avoiding collisions** in a traffic situation:
  - Are there any vehicles near me? *detection*
  - Is the vehicle on a collision course with me? *collision detection*





Acceleration

#### **Street-crossing decisions**

- Can I reach the other side before the car arrives?
  - Estimation of the time-to-collision (TTC) required
  - TTC > crossing time:



TTC < crossing time:</p>



- Motion-related acoustic cues to TTC
  - dynamic intensity cues
  - dynamic binaural cues
  - dynamic spectral cues
- Vehicle-noise cues
  - tire sound (~ speed)
  - powertrain noise (~ engine rotational speed and load)
  - aerodynamic noise (~ speed)



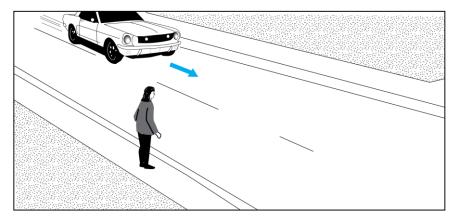
Auditory perception in road- VR system crossing scenarios

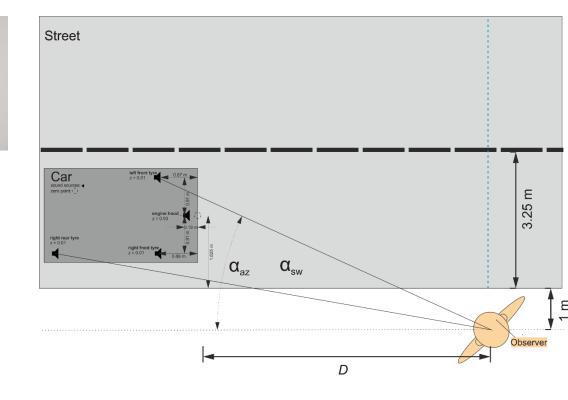
Vehicle loudness

Acceleration

Summary &

perspectives





#### Audiovisual VR simulation of approaching vehicles

- **Source-based** simulation approach
  - 4 microphones mounted on the chassis
  - Driving profiles: constant speed (10-60 km/h) / constant acceleration

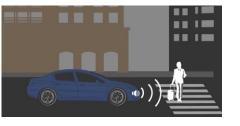


 EV: Kia eNiro 2019 (UNECE R138 Acoustic Vehicle Alerting System inactive or active < 28 km/h)</li>

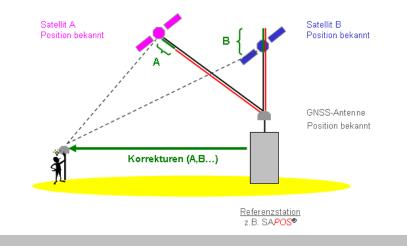


ICEV: Kia Rio









■ High-precision **GPS tracking** 



Auditory perception in roadcrossing scenarios

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#### **Audiovisual VR system**

#### Vehicle recordings

#### **Acoustic simulation**

#### virtual acoustic environment time line (b) geometry processing TASCAR point receiver reflectors (d) rendering subsystem sources (c) acoustic model (a) physical audio decoding reproduction player system diffuse sound fields diffuse sound field model

Rendering

2D Ambisonics & 3D VBAP

http://tascar.org/ Grimm, Luberadzka, & Hohmann (2019, Acta Acustica)

Visual VR

- Source signals: real vehicle sounds
- Distance-dependence of the sound level and sound spectrum
- Dynamic *binaural auditory localization information* (interaural time and level differences)
- Reflections/absorption by ground surface / houses -> comb-filter effects etc.
- Propagation time (-> Doppler)
- Stereoscopic presentation of the visual 3D scene, interactive



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#### Exp. 1: Effects of vehicle loudness on TTC estimation

- Previous studies: *Louder* sound source appears to arrive **earlier** than a *softer* sound source with the same actual TTC (DeLucia, Preddy, & Oberfeld, 2016, *Multisens. Res.*; Keshavarz, DeLucia, Campos, & Oberfeld, 2018, *Att. Percept.* & *Psychophy.*)
  - BUT: artificial sounds, no spatial rendering
- Simulated traffic scenario: Car approaches a pedestrian at a constant speed (10, 30, 50 km/h)
- TTC estimation ("prediction-motion task"; Schiff & Detwiler, 1979)

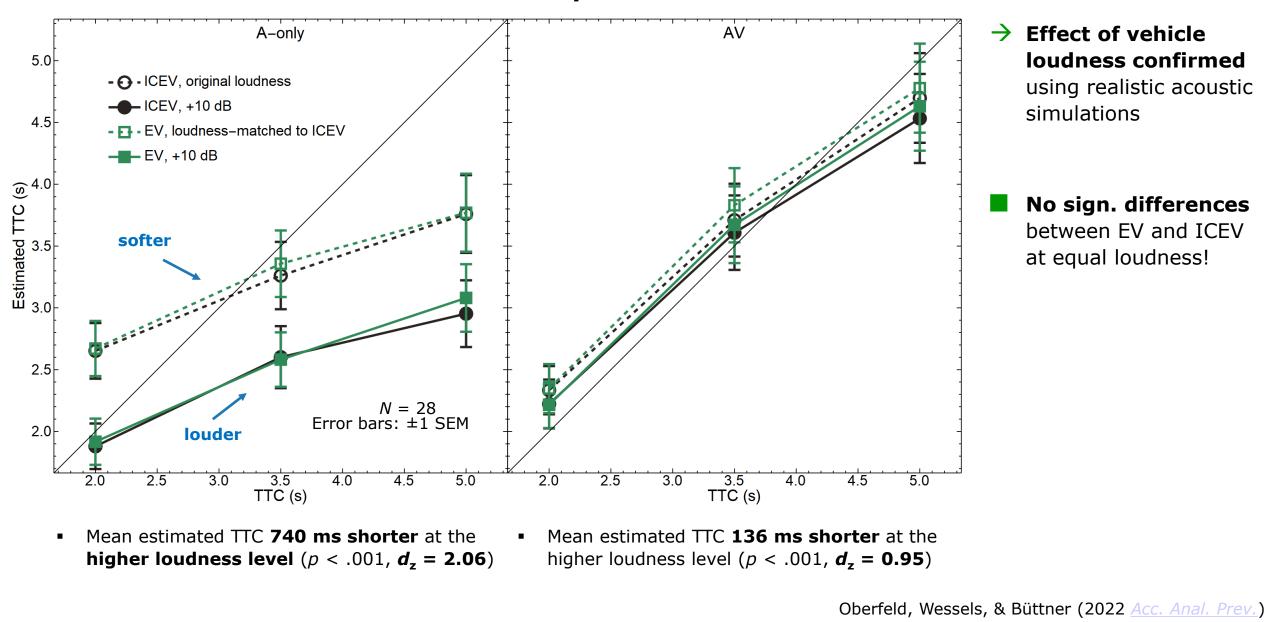


#### Two vehicle loudness levels:

- 1. Lower: ICEV (as recorded) and loudness-matched EV
- 2. Higher: ICEV and loudness-matched EV +10 dB
- Auditory-only (A; car invisible) and audiovisual condition (AV; car visible) Oberfeld, Wessels, & Büttner (2022 Acc. Anal. Prev.)



**Exp. 1: Results** 





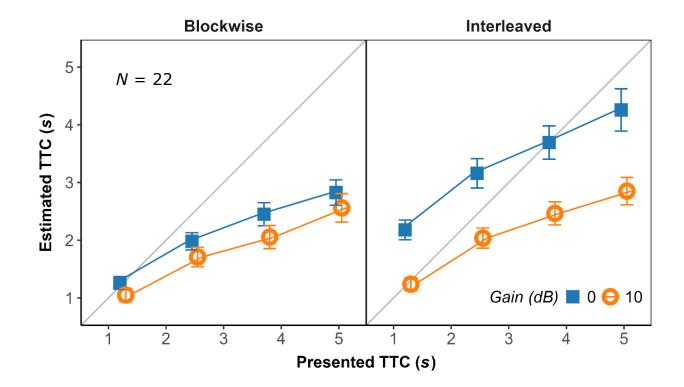
Auditory perception in road- VR system crossing scenarios

Vehicle loudness

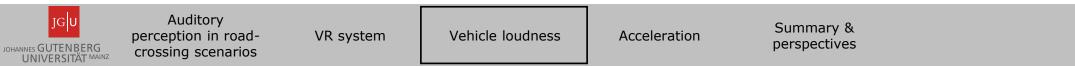
Acceleration

#### **Exp. 2: Blockwise loudness variation**

- E.g., block 1 lower loudness level, block 2 higher loudness level, block 3 interleaved
- A-only, ICEV sound



■ Significant effect of vehicle loudness in **both regimes**, but stronger in the interleaved condition



#### Exp. 3: Effects of vehicle loudness on street-crossing decisions

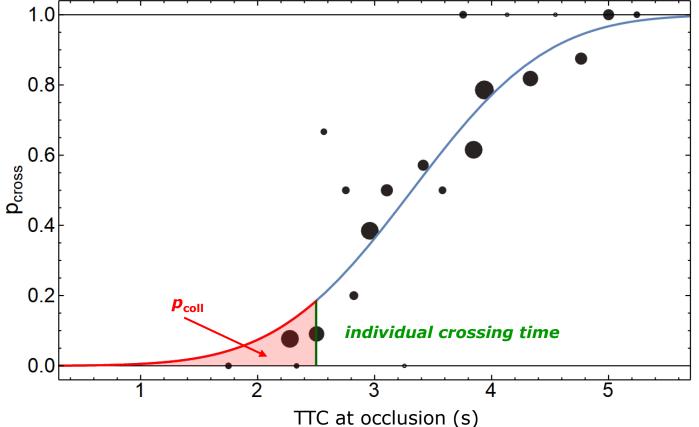
- Auditory-only and audiovisual presentation, occlusion paradigm
  - Vehicle approaches for 6 s, then it disappears
  - Task: At the moment of occlusion, could I have crossed the road in my normal walking pace? -> "Yes"/"No"
  - TTC at occlusion varied by an adaptive procedure -> measurement of the psychometric function relating the probability of a positive street-crossing decision ("gap acceptance") to the presented TTC at occlusion





#### Exp. 3: Collision probability

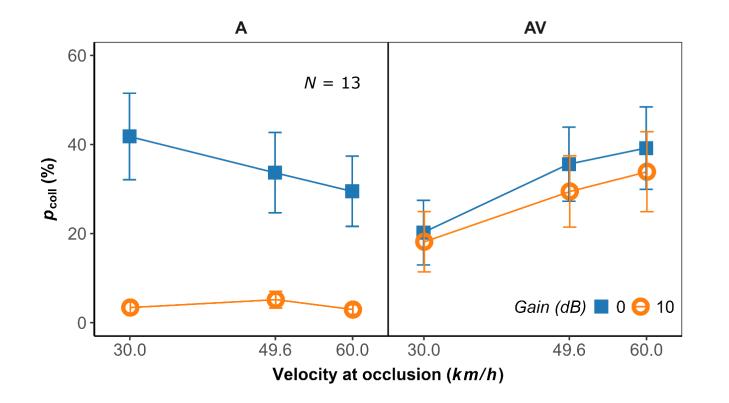
■ If the vehicle does not brake: **collision** if the participant decides to cross when the *TTC at occlusion* is **shorter** than the *crossing time* 



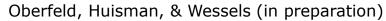
Collision probability p<sub>coll</sub>: probability of a positive crossing decision when the TTC at occlusion is shorter than the individual crossing time

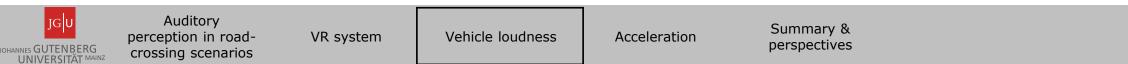


Exp. 3: Results



- Large effect of vehicle loudness in the **A-only** condition -> loudness seems to be a dominant cue
- Significant effect of vehicle loudness also in the AV condition -> riskier crossing decisions in interaction with quieter vehicles





#### TTC estimation for accelerating objects

- Visual TTC estimation: insufficient consideration of TTC acceleration (e.g., Lee *et al.*, 1983, *JEP:HPP*) Estimation 60 Acc. onset Trial onset Arrival 50 Participants should do this: Speed [km/h] 05 05  $TTC(t) = \frac{-v(t) + \sqrt{2a} D(t) + v^2(t)}{a}, a > 0$ 20 10 But they seem to do that:  $v_0 = 10 \text{ km/h}, a = 2 \text{ m/s}^2$  $TTC_1(t) = \frac{\mathbf{D}(t)}{\mathbf{v}(t)} = TTC(t) + \frac{\mathbf{a} \cdot TTC^2(t)}{2 \cdot \mathbf{v}(t)}$ 7.5 0 2 5 Time [s]
  - "First-order estimation": as if the object maintained the instantaneous velocity shown at the moment of estimation
  - Results in **overestimated** TTC

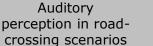


Vehicle loudness

Acceleration

#### Accelerating vehicles: acoustic acceleration information

- **ICE vehicles** provide salient **acoustic information** about their state of acceleration
- **E-vehicles**: the acoustic signal is **less salient**
- E-vehicle with AVAS: Does this again provide better acoustic acceleration information?

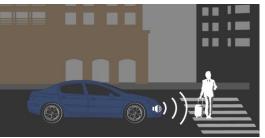


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IOHANNES GUTENBERG UNIVERSITÄT MAINZ Vehicle loudness

Acceleration







#### Exp. 4: Visual-only vs. audiovisual TTC estimation for accelerating ICEVs

- V-only: 1<sup>st</sup>-order pattern
- AV: 1st-order pattern removed/reduced -> audiovisual benefit

9  $TTC_1(t) = \frac{D(t)}{v(t)}$  $\mathbf{S}$ estimated TTC 5 - - 1st-order estimation 3 ••• presented TTC N = 25Error bars: ±1 SEM 3 9 5 TTC (s)





Auditory perception in roadcrossing scenarios

VR system

Vehicle loudness

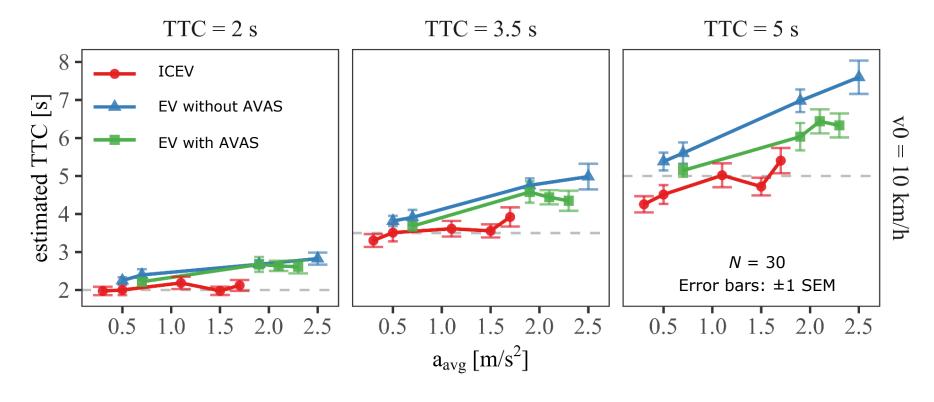
Acceleration

Summary &

perspectives

a = 2 m/s² v<sub>0</sub> = 10 km/h

#### **Exp. 5: Electric versus conventional vehicles**



$$TTC_1(t) = \frac{D(t)}{v(t)} = TTC(t) + \frac{a \cdot TTC^2(t)}{2 \cdot v(t)}$$

Audiovisual presentation

**ICEV:** no substantial effect of the acceleration rate on the estimated TTC

# EV without AVAS and EV with AVAS:

- As the acceleration rate increases, the TTC is increasingly
  overestimated (1storder pattern)
- Effect reduced when the AVAS was activated, but judgments still less precise than for the ICEV

Oberfeld & Wessels (2022, <u>UDV Forschungsbericht 76</u>) Wessels, Kröling, & Oberfeld (*2022, <u>Transport Res. F</u>*)



Auditory perception in roadcrossing scenarios

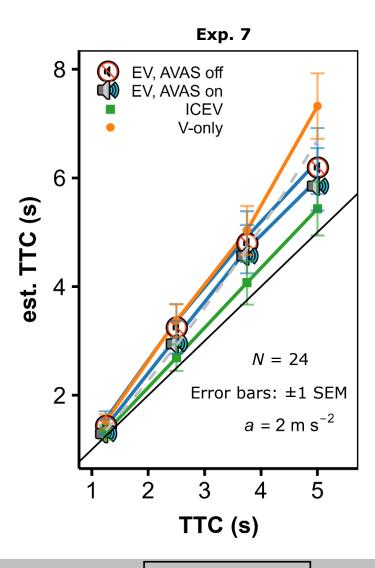
VR system

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Acceleration

#### Exp. 6+7: Confirmation of the reduced audiovisual benefit for EV

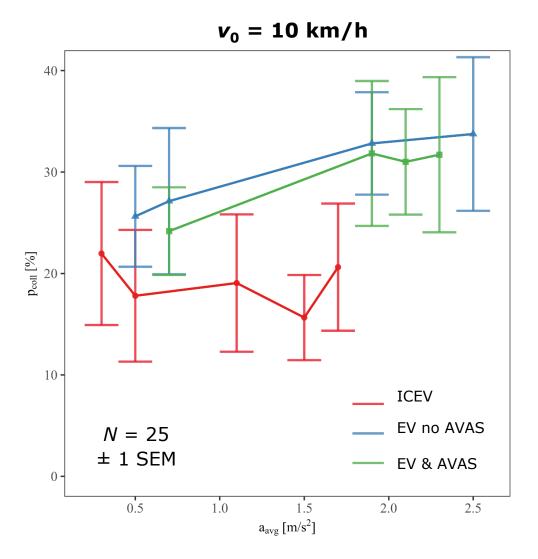
■ Recorded vehicle source signals as in Exp. 5, but **identical simulated motion** for all vehicles types





Vehicle loudness Acceleration

#### Exp. 8: Street-crossing decisions in interaction with accelerating vehicles



Audiovisual presentation

■ **ICEV:** no systematic effect of the acceleration rate on *p*<sub>coll</sub>

# EV without AVAS and EV with AVAS:

- *p<sub>coll</sub>* higher than for the ICEV, increasing with the acceleration rate
- *p<sub>coll</sub>* slightly lower with AVAS than without AVAS

Oberfeld & Wessels (2022, <u>UDV Forschungsbericht 76</u>) Wessels & Oberfeld (*in preparation*)

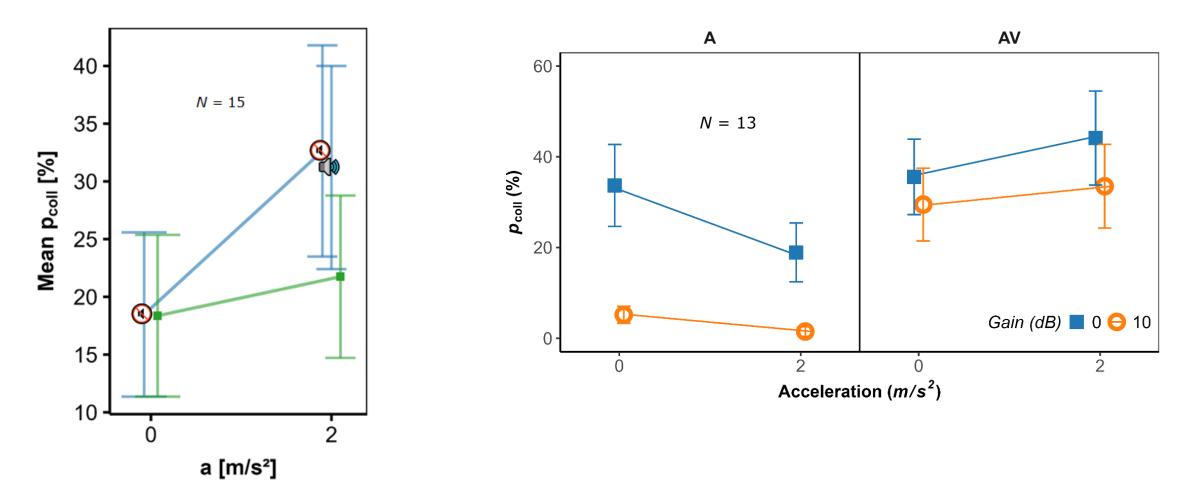


Vehicle loudness

Acceleration

Street-crossing decisions (2)

 Exp. 9: Simulated motion identical for all vehicle types (AV condition) ■ Exp. 10: A-only versus AV + loudness varied (ICEV)





Auditory perception in roadcrossing scenarios

VR system

Vehicle loudness

Acceleration

#### Summary & discussion

#### 1. Longer estimated TTCs and riskier crossing decisions observed for quieter vehicles

Strong effects in A-only condition, significant but relatively weak when visual information is available

#### 2. Clear **benefit** provided by the **sound of accelerating ICEVs**

 $\Rightarrow$  Largely accurate TTC estimation and safe street-crossing decisions

- 3. This benefit is **significantly reduced** for **EVs** with and without AVAS
  - Overestimated TTCs, riskier crossing decisions

#### The vehicle sound is not only important for detection, but also for street crossing!

- Limitations:
  - Recordings available for only one ICEV and one EV so far
  - Relatively small set of driving profiles



Auditory perception in road- VR system crossing scenarios

Vehicle loudness

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#### **Perspectives (1)**

- What are the **cognitive mechanisms** and **psychoacoustic cues** underlying the benefit provided by the sound of accelerating ICEVs?
  - Correction mechanism triggered by the vehicle-noise cues to acceleration, or direction of attention to the second-order motion cues?
  - Which acceleration-related vehicle-noise changes are most important (loudness, pitch, roughness)?

- Improvement of **AVAS technologies:** How to enable better judgments of accelerating e-vehicles?
  - Speed-pitch scaling
  - Active speed range
  - Sound changes linked directly to acceleration
- **Training**: Can pedestrians **learn** to use the AVAS sounds better?



### **Perspectives (2)**

- Persons with impaired hearing -> To which extent can they use auditory TTC information?
  - reduced auditory localization abilities, distorted dynamic cues (hearing aid algorithms)
  - A-only and AV TTC estimation in CI users (with Tobias Weißgerber, Audiology Uni Frankfurt)
- Persons with impaired vision (AMD) -> increased importance of auditory information?
  - with Pat DeLucia (PI; Rice Houston), Joe Kearney (Uni Iowa), Robin Baurès (CNRS Toulouse)



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## Looking forward to your comments!

Unfallforschung

der Versicherer

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Vehicle loudness

Acceleration

GDV

