## REINFORCEMENT LEARNING FOR SWITCHING CONTROL OF SEMI-AUTOMATED VEHICLES WITH DRIVER FATIGUE



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#### BACKGROUND

Automated driving technology is growing rapidly

MEDIATOR will develop a safe mediating system for drivers in automated vehicles



Markov Decision Process (MDP): discrete-time stochastic control process to model decision-making problems



Reinforcement Learning (RL): training of machine learning models to make a sequence of decisions



### GOAL

Determine the optimal actions to guarantee driving safety and driver comfort in decision logic for specific use case of fatigue

#### METHOD

- Build an MDP model for the problem
- Use existing RL algorithms to evaluate the performance
- Compare with the baseline policy

### MDP FORMULATION

#### **1 - FATIGUE REPRESENTATION**

KSS is used to quantify the sleepiness level - Alert (KSS =  $1 \sim 4$ )

- Neither alert nor sleepy (KSS = 5)
- Signs of sleepiness (KSS =  $6 \sim 7$ )
- Sleepy (KSS =  $8 \sim 9$ )

#### 2 - ACTIONS

Do Correct Suggest Shift Shift to Emergency Nothing Fatigue Automation Automation Stop



#### **EVALUATION**

- OpenAl Baselines algorithms: DQN, A2C, TRPO
- 3 different metrics to evaluate
- Driving safety
- Driving comfort
- Decision efficiency

#### RESULTS

Algo	$\mathbf{rithms}$	Unsafe Actions (%)	DHFL (s)	Fixed Scenarios (%)
bas	eline	3.80	1.34	36.53
D	QN	3.22	1.29	87.53
A	2C	23.06	2.58	16.97
TF	PO	3.21	1.30	67.16

Table 1: Driving Safety Metrics

Algorithms	Duration of Being in Fatigue (%)
baseline	2.74
DQN	1.58
A2C	5.89
TRPO	1.49

#### Table 2: Driving Comfort Metrics

Algorithms	Time to Solve Critical Scenario (s)
baseline	2.80
DQN	2.67
A2C	1.63
TRPO	2.64

Table 3: Decision Efficiency Metrics

#### CONCLUSION

- DQN and TRPO outperforms other algorithms
- A2C is the worst algorithm
- More successful algorithms than baseline policy
- Further improvements by trying more algorithms









Action Distribution by Fatigue Levels - DQN

# REFERENCES

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