



CAPSTONE







INTRODUCTION

Drowsiness Detection

# Drowsiness Detection

General Assembly DSI 31  
Khoo Qi Xiang



 CAPSTONE	INTRODUCTION	Drowsiness Detection		
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# 01

## INTRODUCTION

Contents:

1. Problem Statement
2. Methodology





# INTRODUCTION

**singaporeans rank among the world's sleepest people. (in 2022)**

**In fact, Singapore ranks first among the 43 cities evaluated in a recent survey for having the least amount of sleep.**

**Drowsy driving is a factor in 1 in 4 auto accidents, and 1 in 25 adult drivers say they have dozed off behind the wheel in the previous 30 days. ( US Study)**





# Problem Statement

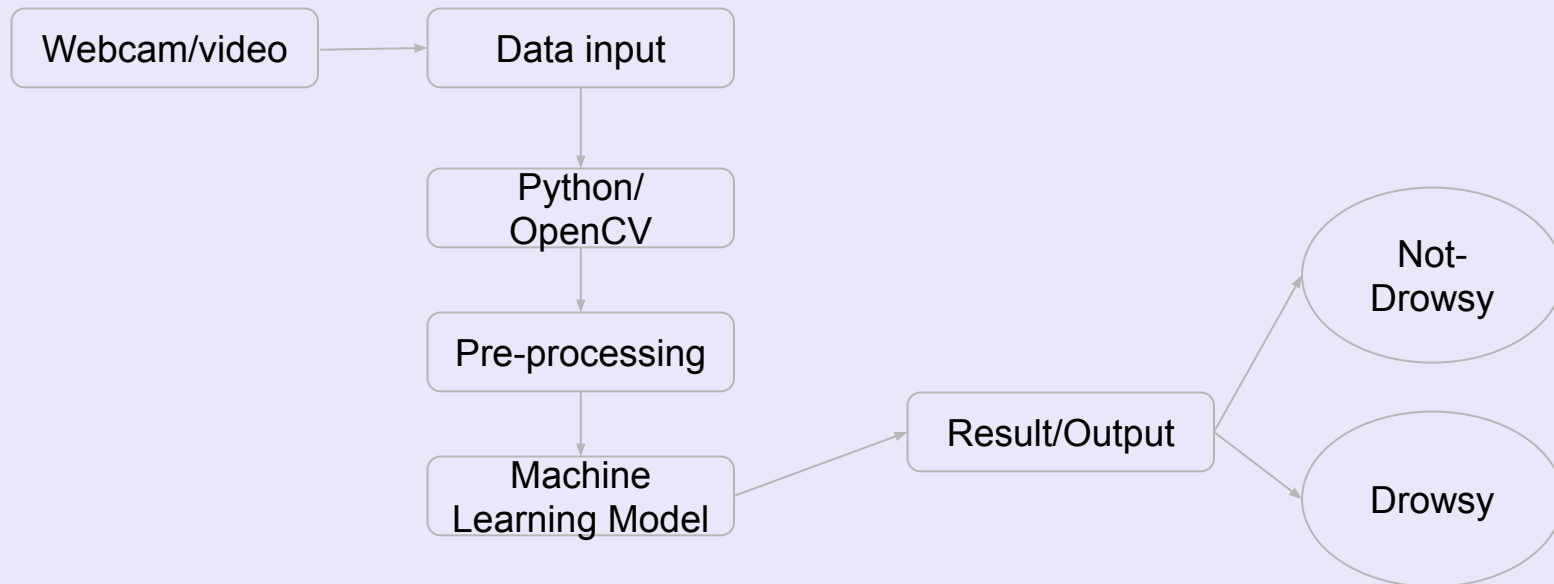


- To develop a prototype drowsiness detection system that can correctly and instantly track whether a driver is drowsy or not based on some of the facial features. As attempting to identify signs of drowsiness early on will help reduce the incidence of accidents if the driver is informed of them.





# Methodology





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Dataset

Drowsiness Detection



# 02

## Dataset

Contents:

1. Data Cleaning
2. Feature Engineering
3. EDA





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Dataset

Drowsiness Detection

# Dataset



The dataset consists of around 30 hours of videos of 61 unique participants including myself.

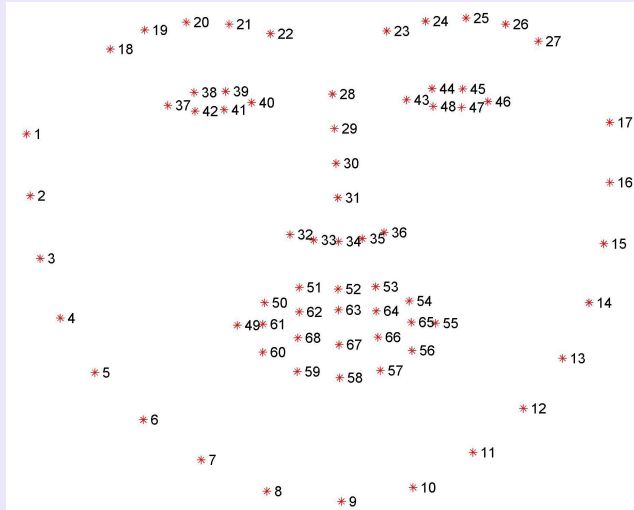
Using openCV , was able to extract facial landmarks from 45 videos of 23 participants







# Predefined Functions



## Dlib:

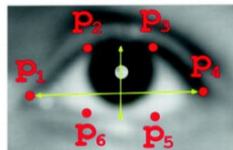
- It's a landmark's facial detector with pre-trained models.
- Dlib is used to estimate the location of 68 coordinates (x,y) that map the facial points on a person's face.



# Predefined Functions

## Eye Aspect Ratio (EAR):

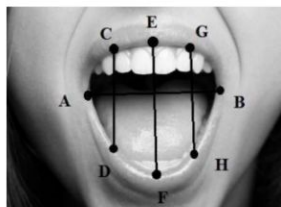
- The proportion of eye length to eye width.
- Two separate vertical lines are averaged across the eyes to determine their length



$$EAR = \frac{\|p_2 - p_6\| + \|p_3 - p_5\|}{2\|p_1 - p_4\|}$$

## Mouth Aspect Ratio (MAR):

- The proportion of mouth length to mouth width.
- Similar to EAR, two separate vertical lines are averaged across the mouth to determine their length



$$MAR = \frac{|EF|}{|AB|}$$





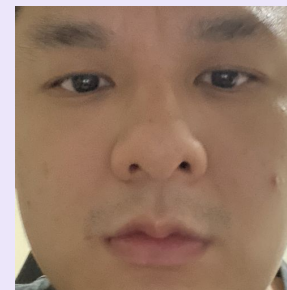
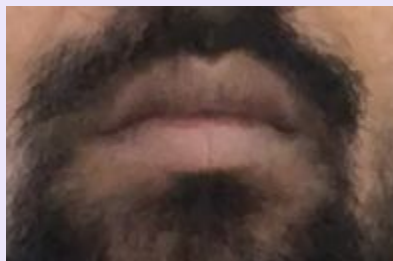
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Dataset

Drowsiness Detection

# Data-Cleaning

Eyes open





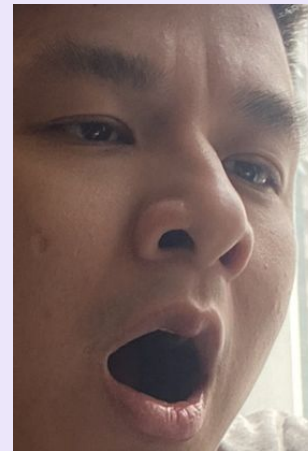
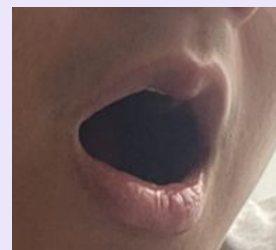
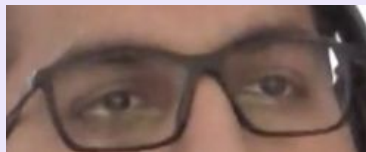
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Dataset

Drowsiness Detection

# Data-Cleaning

Eyes slightly  
close





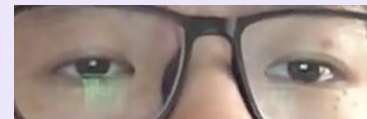
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Dataset

Drowsiness Detection

# Data-Cleaning

Challenges





# EDA



- Each individual has different core features in their default alert state.



- Different lighting conditions may disrupt the detection performance



- EAR will be small while MAR will be big





# Feature Engineering

MAR / EAR (MOE):

- Simply the ratio of the MAR to the EAR.
- More responsive to changes than EAR and MAR

Pupil Circularity (PUC):

- A measure complementary to EAR but it places a greater emphasis on the pupil instead of the entire eye.
- Similar to EAR, it was hypothesized that tiredness would result in a decrease in a person's pupil circularity.

$$MOE = \frac{MAR}{EAR}$$

Mouth Over Eye Ratio (MOE)

$$Circularity = \frac{4 * \pi * Area}{perimeter^2} \quad Area = \left( \frac{Distance(p2, p5)}{2} \right)^2 * \pi$$

$$Perimeter = Distance(p1, p2) + Distance(p2, p3) + Distance(p3, p4) + Distance(p4, p5) + Distance(p5, p6) + Distance(p6, p1)$$





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Model

Drowsiness Detection

# 03

## Model

Contents:

1. Model
2. Live Demo
3. Evaluation







## Models used

1. Logistic Regression
2. Naive Bayes
3. KNN (K-Nearest Neighbors)
4. MLP
5. Decision Tree
6. Random Forest
7. CNN (Convolutional Neural Network)
8. XG Boost





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Model

Drowsiness Detection

# Results

Models / Metrics	Accuracy
Logistic Regression	58.8%
Naive Bayes	54.6%
KNN	77.2%
MLP	72.4%
Decision Tree	74.4%
Random Forest	70.2%
CNN	71.0%
XG Boost	72.2%










 CAPSTONE	Model	Drowsiness Detection		
Results ( After normalising)				
Models / Metrics	Accuracy	F1 Score	ROC	
Logistic Regression	0.888	0.904	0.933	
Naive Bayes	0.865	0.886	0.930	
KNN	0.877	0.892	0.936	
MLP	0.881	0.895	0.941	
Decision Tree	0.900	0.913	0.938	
Random Forest	0.890	0.902	0.959	
CNN	0.879	0.894	0.50	
XG Boost	0.940	0.948	0.975	
				  



## Further dive in

Models / Metrics	Accuracy	F1 Score	ROC
Logistic Regression	0.888	0.904	0.933
KNN	0.877	0.892	0.936
CNN	0.879	0.894	0.50
XG Boost	0.940	0.948	0.975



 CAPSTONE		Model	Drowsiness Detection		
Final Model					
<div>K-Nearest Neighbor</div> <div></div> <div>89% Recall</div>		Features	Random Forest	XGBoost	
		MOE_N	31.21%	37.16%	
		MOE	11.30%	14.24%	
		MAR_N	18.14%	13.55%	
		MAR	8.10%	8.72%	
		EAR_N	12.85%	7.52%	
		EAR	9.78%	8.21%	
		Circularity_N	3.70%	5.77%	
			Circularity	4.87%	
					



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Conclusions

Drowsiness Detection



# 04

## CONCLUSION

Contents:

1. Conclusion
2. Limitations
3. Future Enhancement





# Conclusion

## Model Complexity



When performing tasks, less complicated models can be just as effective as more complex ones. But ultimately, it is better to employ the more sophisticated model with a lower false-negative rate than a simpler model.

## Feature Importance



We understood that everyone's baseline for the eye and mouth aspect ratios is different which was why normalization was crucial to our performance.

## Flexibility of the system



System permits different models to predict the outcome, which could be useful because we could use different models to predict certain attributes based on the system's accuracy.





# Limitation



## More different training data

For the models, more diverse images taken in a range of seating arrangements and lighting conditions would have been desirable.



## Environment

There cannot be any reflective materials behind the driver, which is another limitation. The system becomes more reliable as the background becomes more uniform.







# Future Enhancement

## More Complex Models



When performing tasks, less complicated models can be just as effective as more complex ones. But ultimately, it is better to employ the more sophisticated model with a lower false-negative rate than a simpler model.

## Behavior feature



Like sudden head movements, hand motions, head tilting (posture), or even monitoring eye movements, these are new, distinct signs of tiredness.

## Fine-tune Model



How the false-negative rate for kNN and other straightforward models can be reduced.





THANK YOU

THANK YOU

THANK YOU

THANK YOU

THANK YOU

THANK YOU!





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Annex

Drowsiness Detection

# Annex



CELEBRATING



CAMERA DAY



CELEBRATING



CAMERA DAY





# Annex

## VENUS

Venus is the second planet from the Sun



1825



## SATURN

Saturn is a gas giant and has several rings

1936

1948



## MARS

Despite being red, Mars is a cold place

## JUPITER

It's the biggest planet in the Solar System



1990

2004



## NEPTUNE

It's the farthest planet from the Sun





# References

## VENUS

Venus is the second planet from the Sun



1825



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Saturn is a gas giant and has several rings

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2004



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# TIPS FOR USING YOUR CAMERA



## MERCURY

Mercury is the closest planet to the Sun



## VENUS

Venus is the second planet from the Sun



## JUPITER

Jupiter is the biggest planet of them all



## SATURN

Saturn is a gas giant and has several rings



## MARS

Despite being red, Mars is a cold place

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[HOME](#)[INTRODUCTION](#)[ABOUT CAMERAS](#)[ABOUT THE DAY](#)[ACTIVITIES](#)

# LIST OF ACTIVITIES FOR THE DAY

## MARS

- insert an activity
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## VENUS

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## MERCURY

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