

AutoDrive Project Weekly Report - February 15th

1. Fails of the week

- None to report

2. Successes of the week

- Narrowing in on idea to investigate user risk-taking behavior/preferences/expectations into autonomous vehicle behavior — would involve soliciting feedback on current simulator behavior and then training different driving “personas” based on inputs by different groups of “users” — for example, video game players versus non-video game players, younger versus older, male versus female

3. Difficulties this week

- Persistent processing speed and algorithm bottleneck issues

4. Goals for next week

- Resolve persistent processing speed and algorithm bottleneck issues
- Identify classes of user groups to investigate differences between and their effects on algorithm implementation
 - Develop personas for these user subgroups
- Research, research, research.