

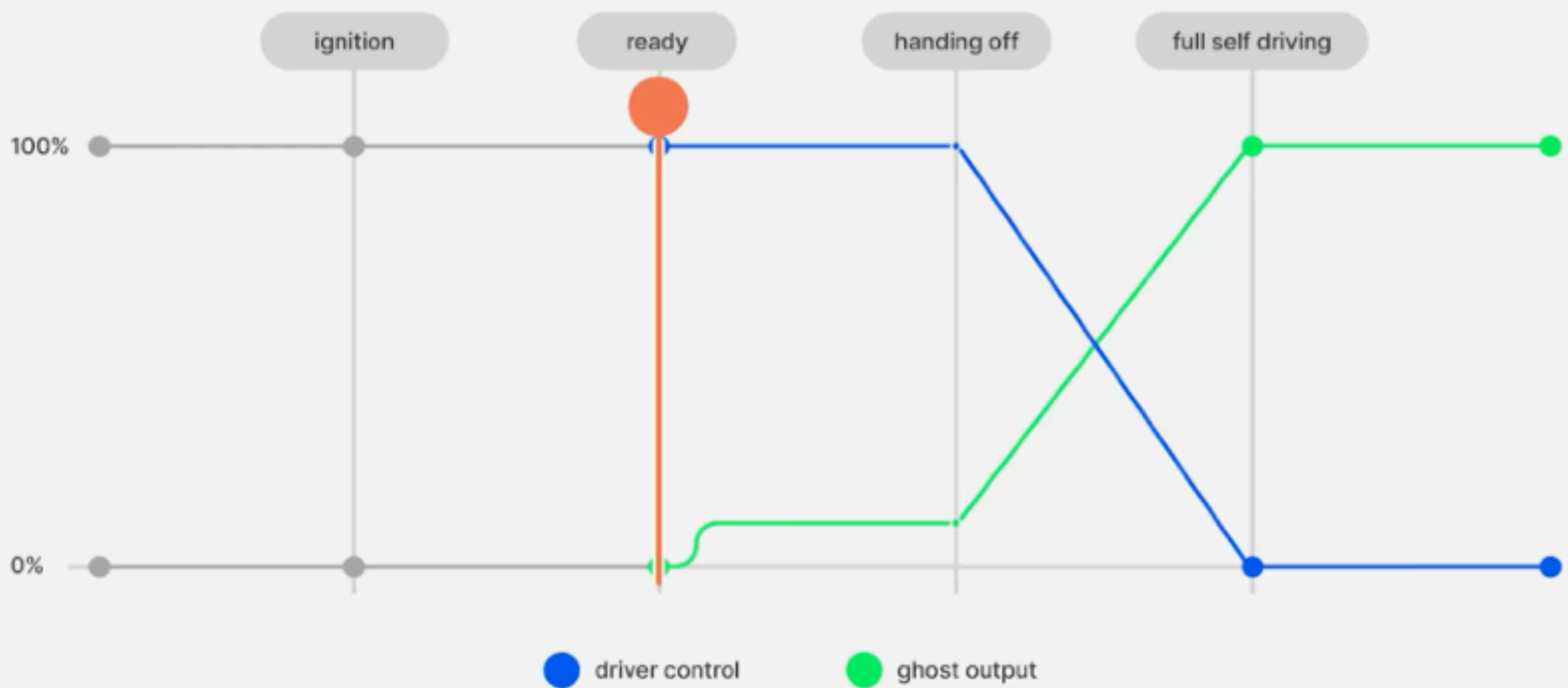
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Step 3: Refining the Craft of a Handover

Humans are always predicting the next few steps of our experience. We're always using the trajectories of everything that's happening in the world to predict the next few steps of emotion.

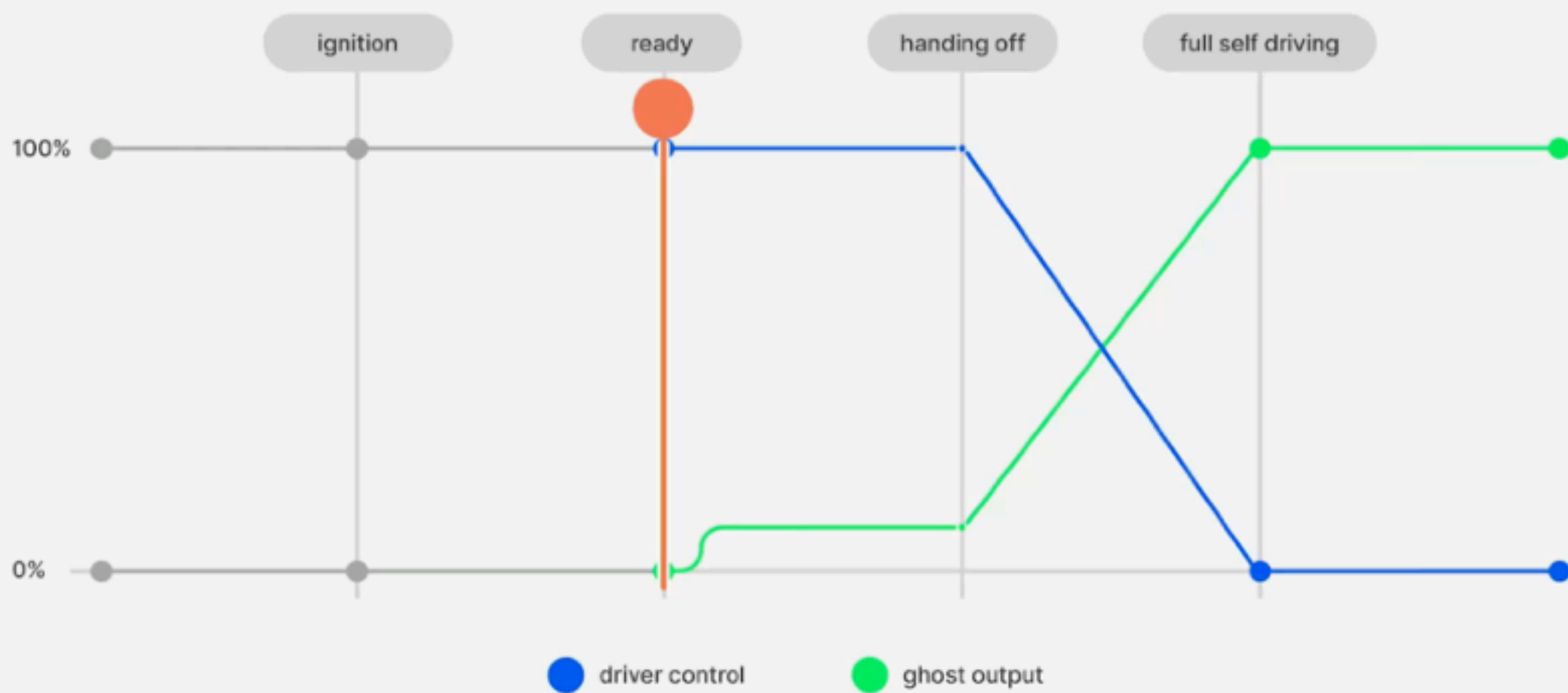
Ghost was designed to fit in line with this model and precisely increase its presence as you give up control.

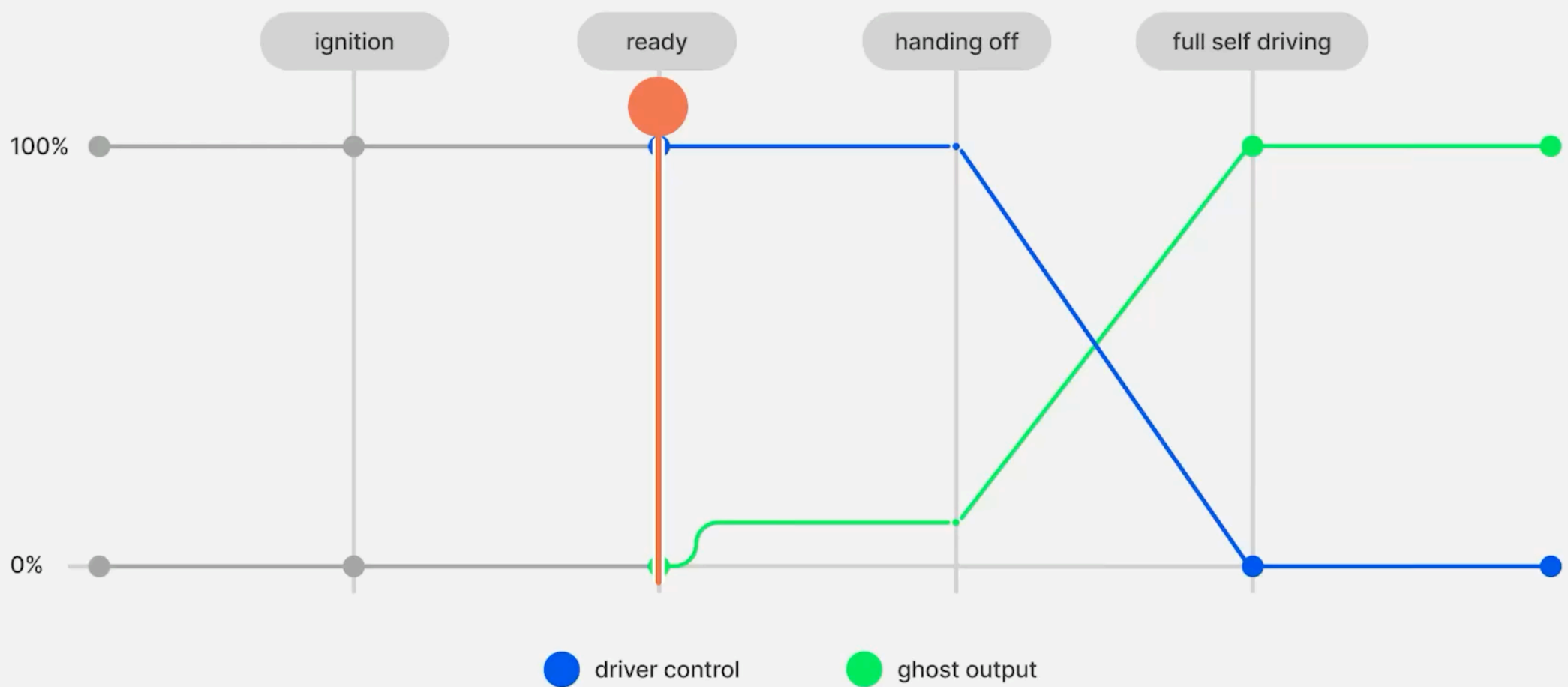
The Process: In the Real World





Appendix: Case Studies | Flow Drive



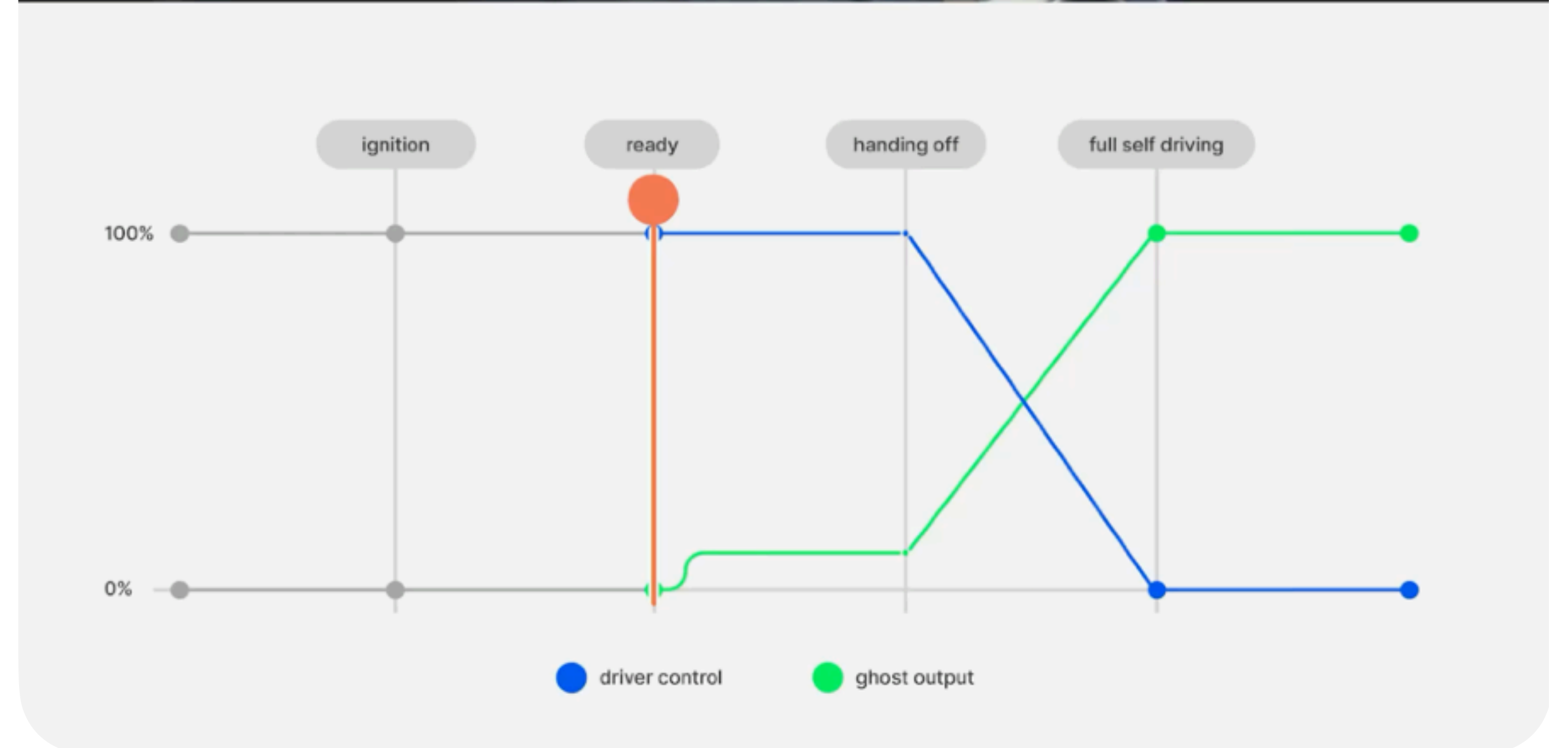


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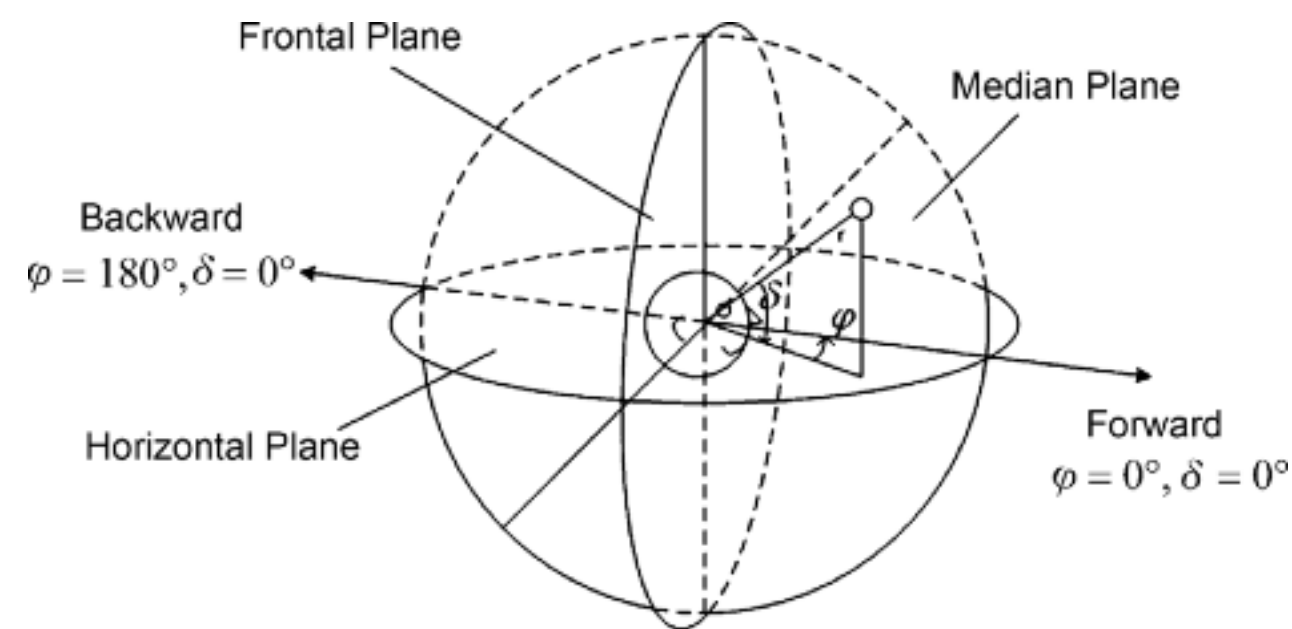
The Data Behind the Experience: The More Data the Better

Ghost used a **maximalist approach to data processing**, sending the driving computer data about the car, driver, and environment simultaneously.

This method allows the computer to understand as much about the driver across a period of time to generate a profile of energy and momentum contained within the gestures the make.

If Ghost thinks you are not paying attention, even for a split second, it will begin to increase it's control of the vehicle. Attention cannot be determined by the steering wheel alone, so we took on the ability to understand attention through a holistic multimodal model.

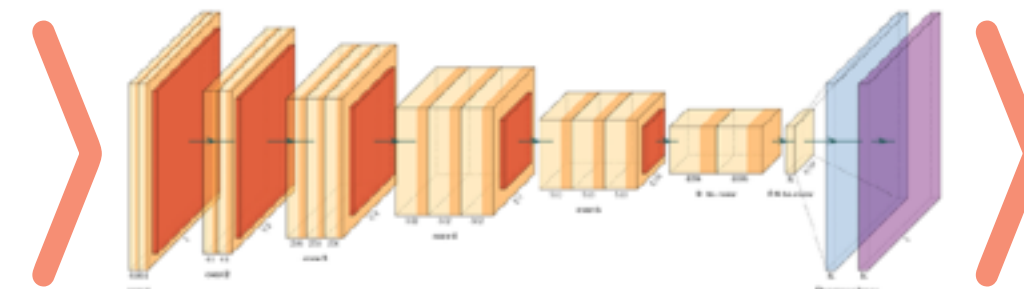
I proposed and led the development of a software architecture and implementation that can understand what a driver is paying attention to by capturing facial geometry to be reasoned by the driving computer.



By calibrating a driver's head position in space...



...and calibrating a neural network to classify where a driver is looking...



...our method allows computing at the edge inject more real time data into the decision engine.