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Unveiling driving behavior patterns during a naturalistic driving experiment

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▶▶ UHASSELT

The i-DREAMS project

➤ 13 Project partners:

- [National Technical University of Athens](#)

[Universiteit Hasselt](#), [Loughborough University](#), [Technische Universität München](#), [Kuratorium für Verkehrssicherheit](#), [Delft University of Technology](#), [University of Maribor](#), [OSeven Telematics](#), [DriveSimSolutions](#), [CardioID Technologies](#), [European Transport Safety Council](#), [POLIS Network](#), [Barraqueiro Transportes S.A.](#)

➤ Duration of the project:

- 48 months (May 2019 – April 2023)

➤ Framework Program:

- [Horizon 2020](#) - The EU Union Framework Programme for Research and Innovation - Mobility for Growth



Introduction

- The primary cause of road crashes is attributed to **driving behavior** factors
- **Risky driving factors** include speeding, aggressive or impaired driving, distraction etc.
- **Naturalistic driving studies** have been extensively documented, as effective and accurate means of assessing driving behavior
- Automotive **telematics** and driver monitoring systems leverage technology for safety interventions and driver feedback



Objectives

- The provision of a detailed overview of **driving behavior indicators** during the implementation of the i-DREAMS safety interventions in Greece
- The identification of safe or dangerous **driving behavior patterns** exploiting indicators such as speeding events, harsh braking and accelerating events, and distraction events



Experiment Phases

- i-DREAMS aims to setup a framework for the definition, development and validation of a context-aware '**Safety Tolerance Zone (STZ)**' for driving
- The STZ includes **3 different severity levels**: 'normal driving', 'danger' and 'avoidable crash' level
- The fundamental goal is to **keep the driver in the normal driving** level for as long as possible
- The experimental design of the on-road study consists of **4 Phases** during which real-time and post-trip interventions are provided to the drivers

Phase 1 -Baseline-

- Intervention: No
- Duration: 4 weeks

Phase 2

- Intervention: Real-time
- Duration: 4 weeks

Phase 3

- Intervention: Real-time + Post-trip
- Duration: 4 weeks

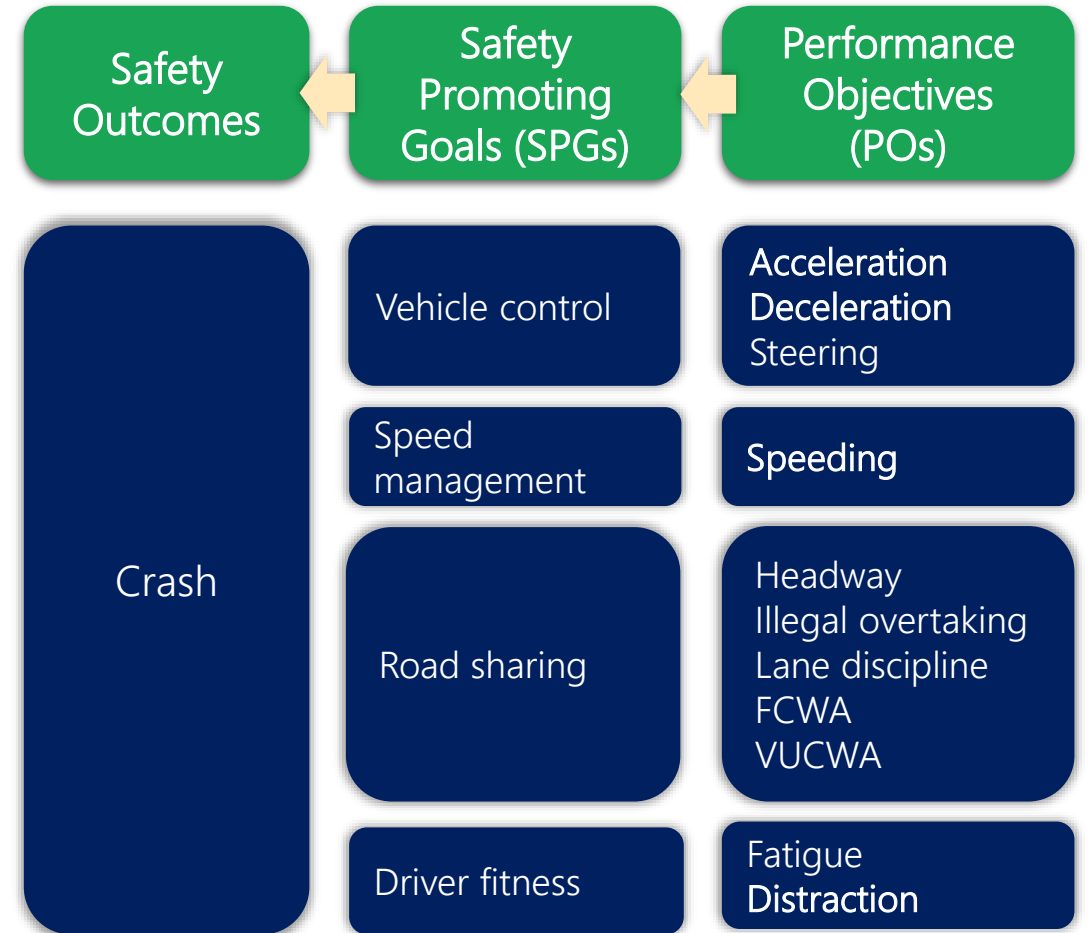
Phase 4

- Intervention: Real-time + Post-trip + Gamification
- Duration: 6 weeks



Data Description

- The collected data concern a variety of factors about:
 - **Safety Promoting Goals (SPGs)** which encompass driving behaviors linked to safety outcomes
 - **Performance Objectives (POs)** which are specific actions or behavioral parameters necessary to achieve the SPGs
- For each PO, events were detected **categorized** as 'low', 'medium', 'high'.
 - **'low' crash risk:** the crash risk is minimal
 - **'medium' crash risk:** the crash risk increases as internal/external events occur
 - **'high' crash risk:** the crash risk is further increased if no preventative action taken by driver
- **This research investigates** 'medium' and 'high' risk events related to harsh acceleration, harsh deceleration, speeding, and driver distraction (mobile-phone use)



Methodological Overview

- A **naturalistic driving experiment** was carried out involving **56 car drivers** from Greece
- The design of the experiment in Greece **consisted of 3 Phases**
- **11,731 trips** was collected and analyzed
- **Data was cleaned:**
 - removing trips that were 'outside phase'
 - excluding drivers who did not have trip data in all phases
 - removing the trips that were outliers (defined as the mean +/- 3 STD)
 - excluding the trips with less than 1 km
- The analysis utilized a **K-Means clustering** approach to identify clusters based on safe or dangerous driving behavior
- The **Silhouette method** is used to determine the optimal number of clusters beforehand



Descriptive Analysis

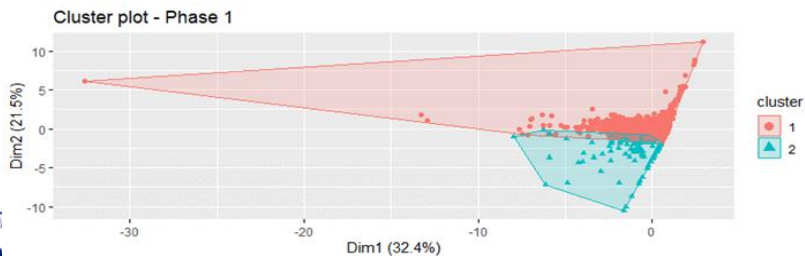
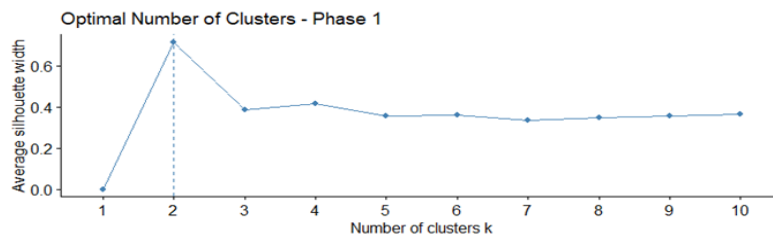
- The mean frequency of high risk and medium risk events per 100 km showed a **declining trend** from the baseline phase to the final phase, accompanied by a decrease in STD
- High risk speeding events, and mobile phone use have the **highest occurrence rates** compared to other event types
- All types of events, especially distraction events, showed notable variation, revealing **diverse driving behaviors** that were most pronounced during the **baseline phase**

Safety Promoting Goals	Performance Objectives	Severity Level	Events per 100 km							
			Baseline Phase		➔	Post-trip Phase		➔	Post-trip & Gamification Phase	
			Mean	STD		Mean	STD		Mean	STD
Speed Management	Speeding	Medium	7	15	➔	6	14	➔	6	13
		High	25	33		24	32		21	29
Vehicle Control	Acceleration	Medium	3	10	➔	4	13	➔	2	9
		High	2	11		2	9		2	9
	Deceleration	Medium	6	15	➔	6	14	➔	5	13
		High	3	11		3	11		3	9
Driver Fitness	Distraction	n/a	23	60	➔	23	57	➔	17	48
	Distance (km) per trip	n/a	9	15		8	15		10	18
	Duration (min) per trip	n/a	17	15		17	14		18	15

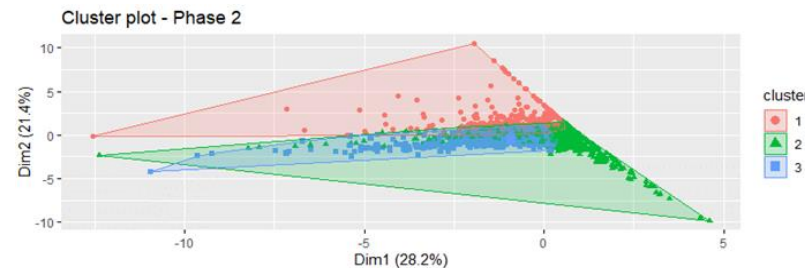
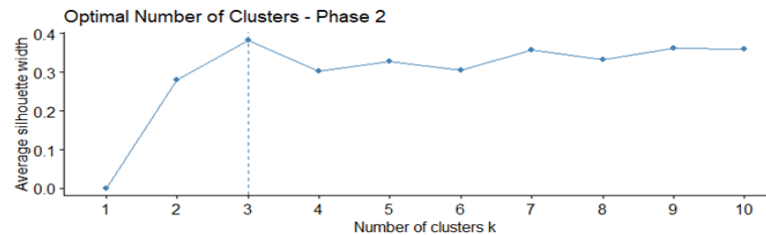


- The analysis considers the **total of "medium" and "high" risk events** per trip
- Based on the **Silhouette method**, the optimal number of clusters is:
 - **2 clusters** for "Baseline" Phase & "Post-trip interventions & Gamification" Phase
 - **3 clusters** for "Post-trip interventions" Phase
- The overall **models' quality** is considered good (average Silhouette width > 0.4)

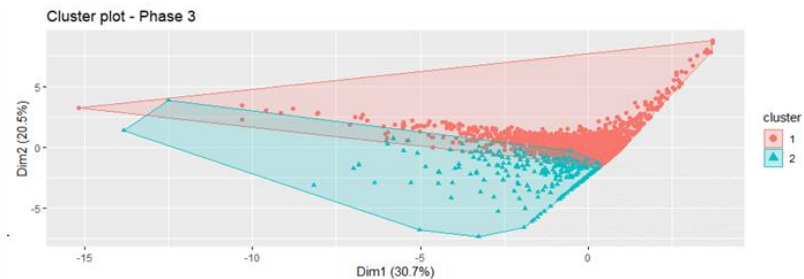
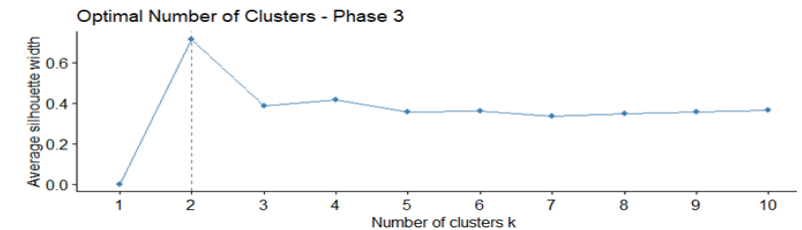
Baseline Phase



Post-trip interventions Phase



Post-trip interventions & Gamification Phase



Centroid Centers

Baseline Phase

- Cluster 1: was characterized by mostly moderate driving behavior within longer trip distances
- Cluster 2: displayed distracted driving behavior during shorter trips

Post-trip interventions Phase

- Cluster 1: displayed distracted driving behavior, yet mobile phone use showed a reduction from the Baseline Phase
- Cluster 2: displayed improved driving behavior with fewer risky events, accounting for the majority of trips
- Cluster 3: defined by trips inclined towards higher frequencies of speeding

Post-trip interventions & Gamification Phase

- Cluster 1: displayed moderate driving behavior with fewer risky events from the Baseline Phase, and accounting for the majority of trips
- Cluster 2: displayed distracted driving; however, the frequency of mobile phone use declined compared to earlier phases

Cluster	Trip Distance km	Events per 100 km				Cluster Size		
		Speeding medium + high	Acceleration medium + high	Deceleration medium + high	Distraction mobile phone use	Trips	%	
Nr Behavior		Baseline Phase						
1	moderate	9	33	4	9	12	2,827	95%
2	distracted	3	24	11	11	231	143	5%
		Post-trip interventions Phase						
1	distracted	4	27	8	11	179	310	8%
2	low risk	10	16	3	7	10	2,822	69%
3	speeding	7	79	10	14	17	964	24%
		Post-trip interventions & Gamification Phase						
1	moderate	11	30	4	8	10	4,334	93%
2	distracted	4	32	9	12	160	331	7%



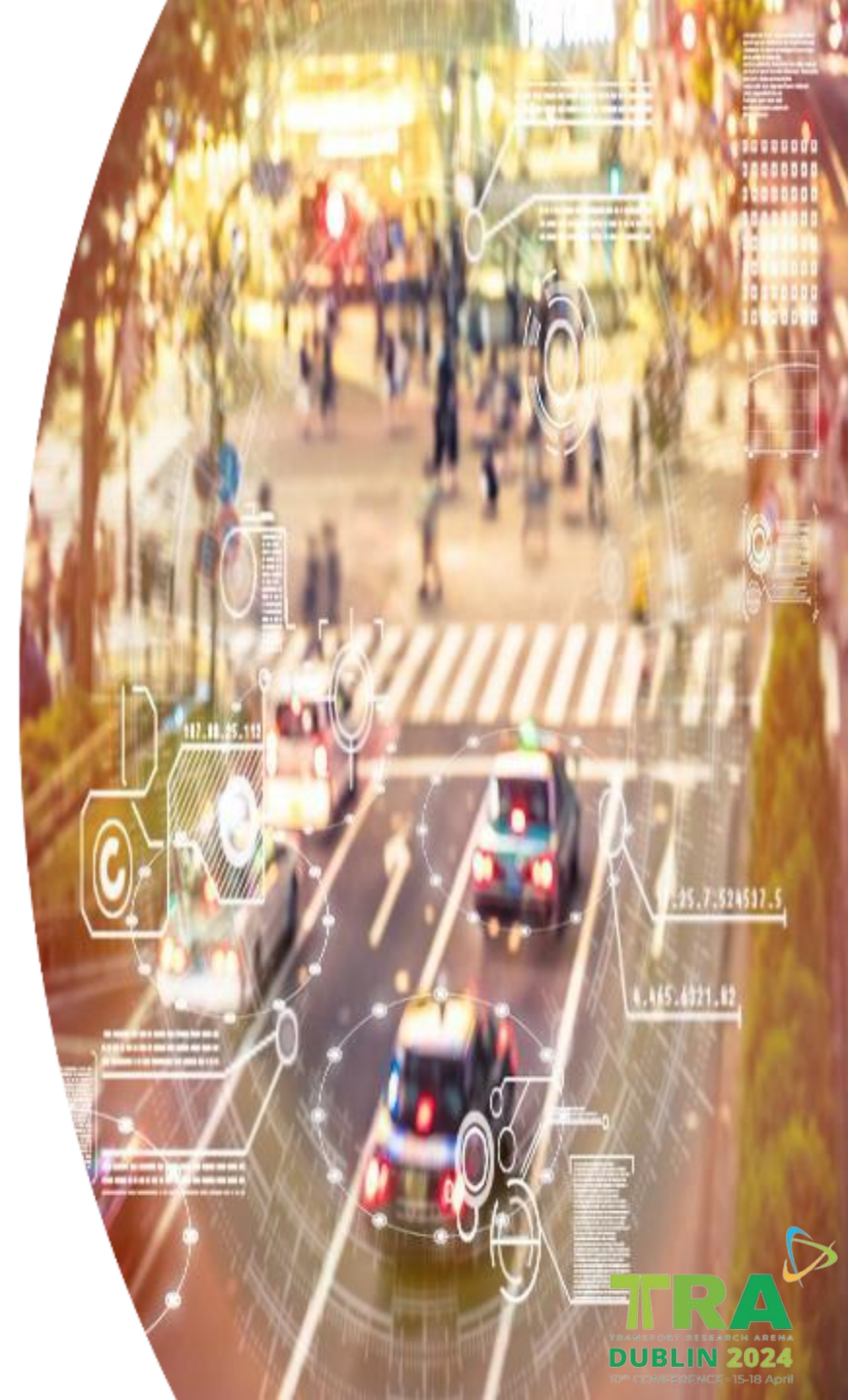
Discussion

- Cluster analysis revealed the 4 driving behaviors during trips: “Distracted”, “Speeding”, “Low Risk” and, “Moderate”
- During the Baseline and final Phases, **two driver profiles** emerged:
 - one with **moderate driving** behavior on longer trips
 - one showing **distraction** on shorter trips
- However, the **gamification and post trip interventions** showed a decrease in risky driving behaviors, with a significant drop in mobile phone use
- **Post-trip interventions** resulted:
 - **in a low-risk driving pattern**, showing the lowest frequency of risky events and representing most trips
 - **in a new cluster with speeding** tendencies
- **Throughout all Phases**, distracted driving behavior was consistently observed, with notably high frequency of mobile phone use



Conclusions

- **Understanding driving behaviors** is essential for improving safety and more generally for promoting sustainable mobility
- High-risk **speeding**, and **mobile phone use** are crucial focal points for immediate safety measures in Greece
- The i-DREAMS interventions in Greece have contributed to a notable improvement in driving behavior, resulting in progressively **safer trips**
- Post-trip interventions result in a **low-risk driving behavior cluster**, showing the lowest frequency of risky events across Phases
- Post-trip interventions, when combined with gamification features, positively influence driving behavior, especially in reducing speeding and distraction events, **though not as markedly as the initial post-trip safety interventions**
- Overall, these findings emphasize **the efficacy of specific safety intervention schemes** and highlight the importance of addressing multiple risk indicators simultaneously to enhance driver behavior





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