

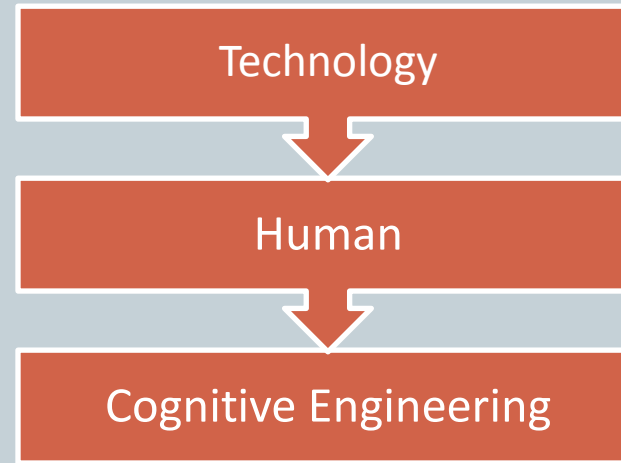
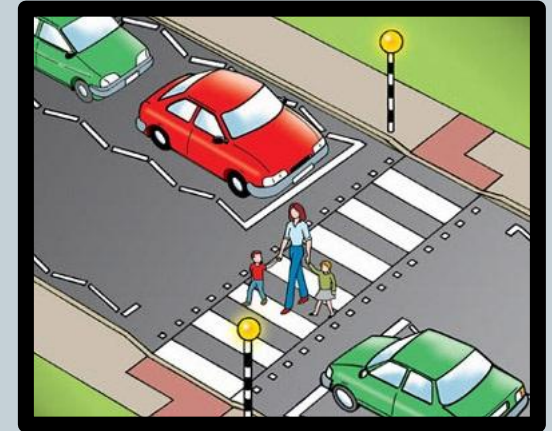
# COGNITIVE PERSPECTIVES ON ROAD SAFETY: A PROPOSAL

**Krishna Prasad Miyapuram**

**Cognitive Science & Computer Science**

**Indian Institute of Technology Gandhinagar**

# Behaviour at the Cross Roads



# Inter-connecting Cognition & Safety

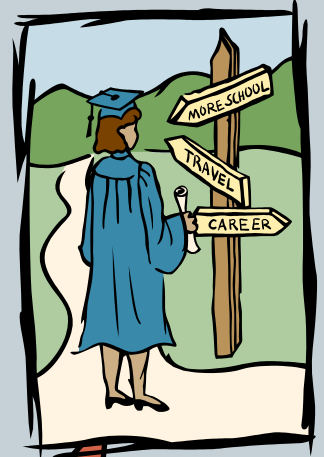
- Heterogenous traffic
  - Density
  - Conveyance
- Rule violations
  - Parking
  - Crossings
- Infrastructure
  - Congestions
  - Climatic conditions



Understanding Human Behaviour for better Solutions !!



# Cognitive Processes

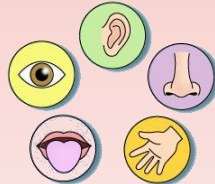


Decision making

Top-Down Effects

Bottom-Up Effects

Learning



# Learning



- **Learning** is defined as a change in behavior
  - is essential for survival in an uncertain environment.
  - An adaptive organism must learn to predict the upcoming stimuli in order to prepare behavioural

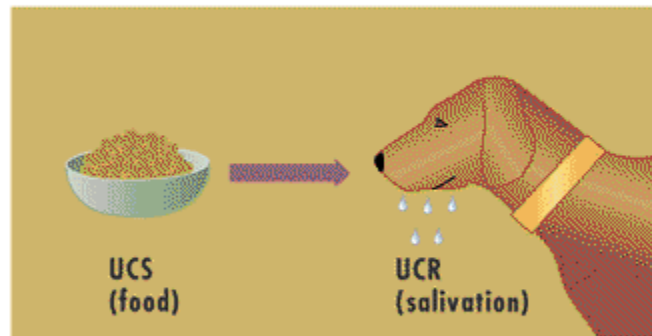


# Associative Learning



## Example of classical conditioning

Before Conditioning



An unconditioned stimulus (UCS) produces an unconditioned response (UCR).

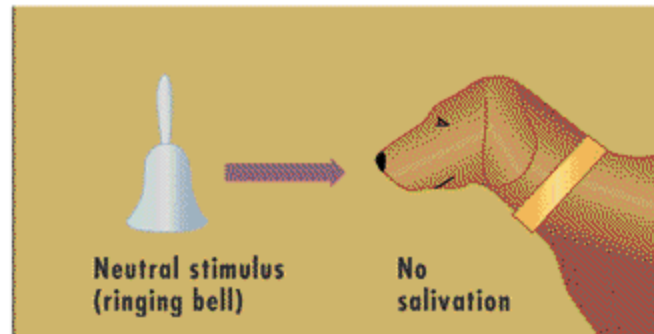
← 1 of 4 →

# Associative Learning



## Example of classical conditioning

Before Conditioning



A neutral stimulus produces no response.

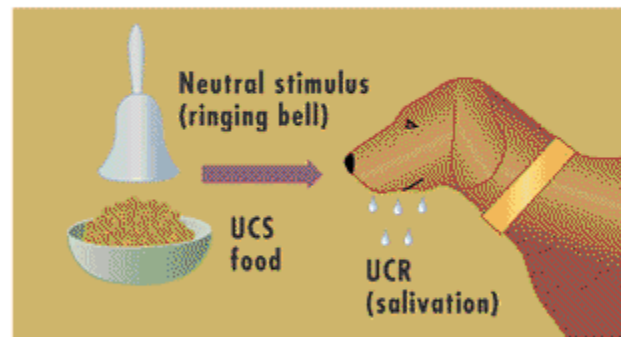


# Associative Learning



## Example of classical conditioning

During Conditioning



The unconditioned stimulus is presented just after a neutral stimulus. The unconditioned stimulus continues to produce an unconditioned response.

← 3 of 4 →

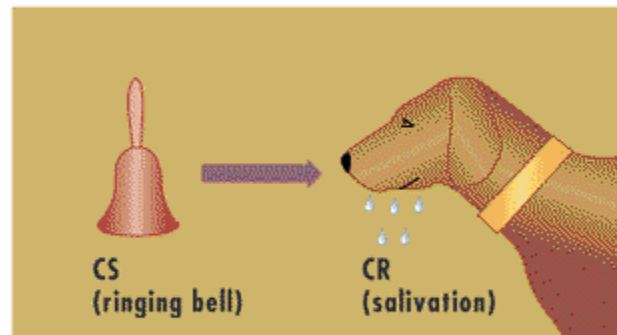


# Associative Learning



## Example of classical conditioning

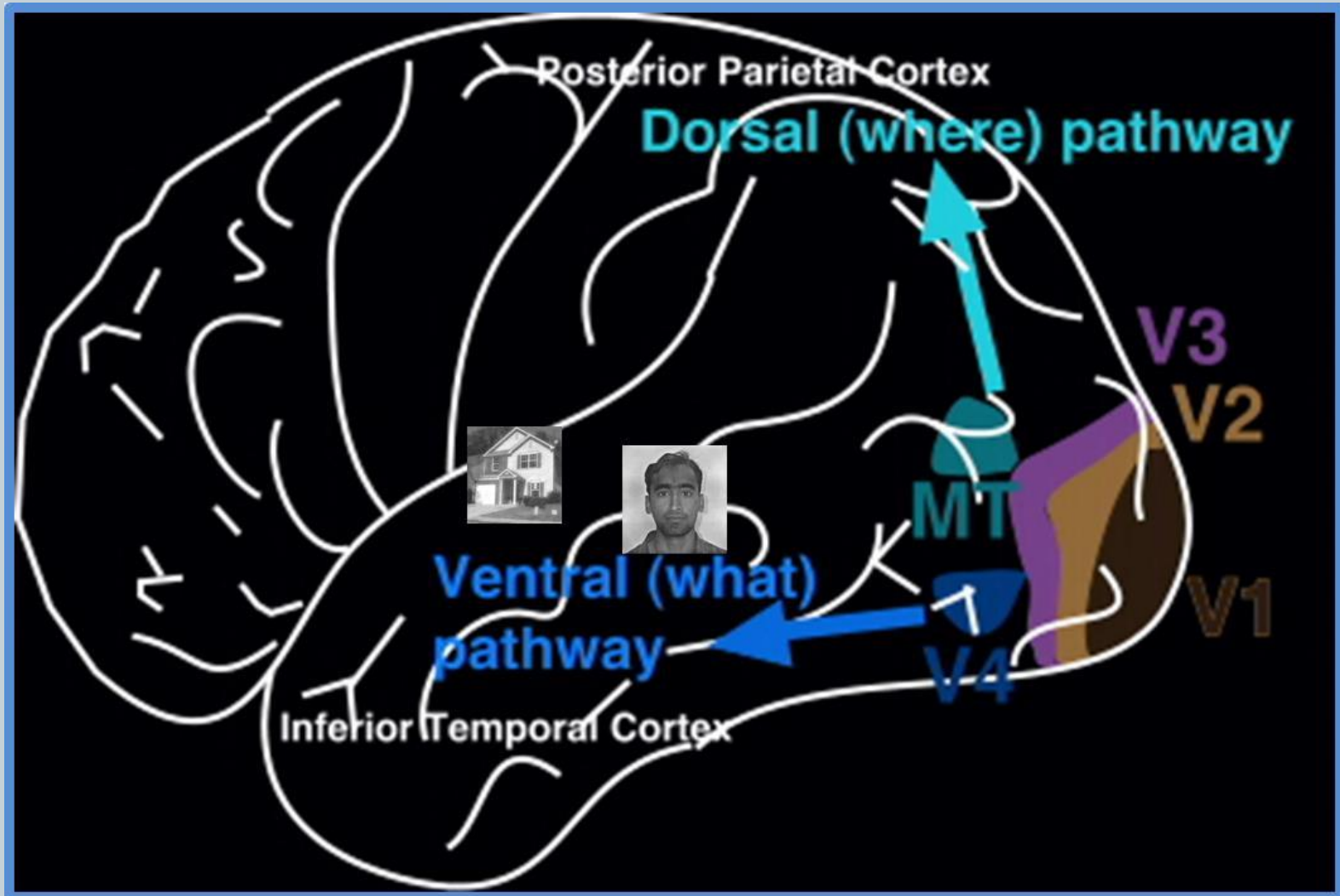
After Conditioning



The neutral stimulus becomes a conditioned stimulus (CS), now producing a conditioned response (CR).

← 4 of 4 →

# What and Where



# Stages of Learning

- Skill Learning progresses from
- an early, slow and deliberate stage
- to a late, fast, and automatic stage



Spatial coordinates

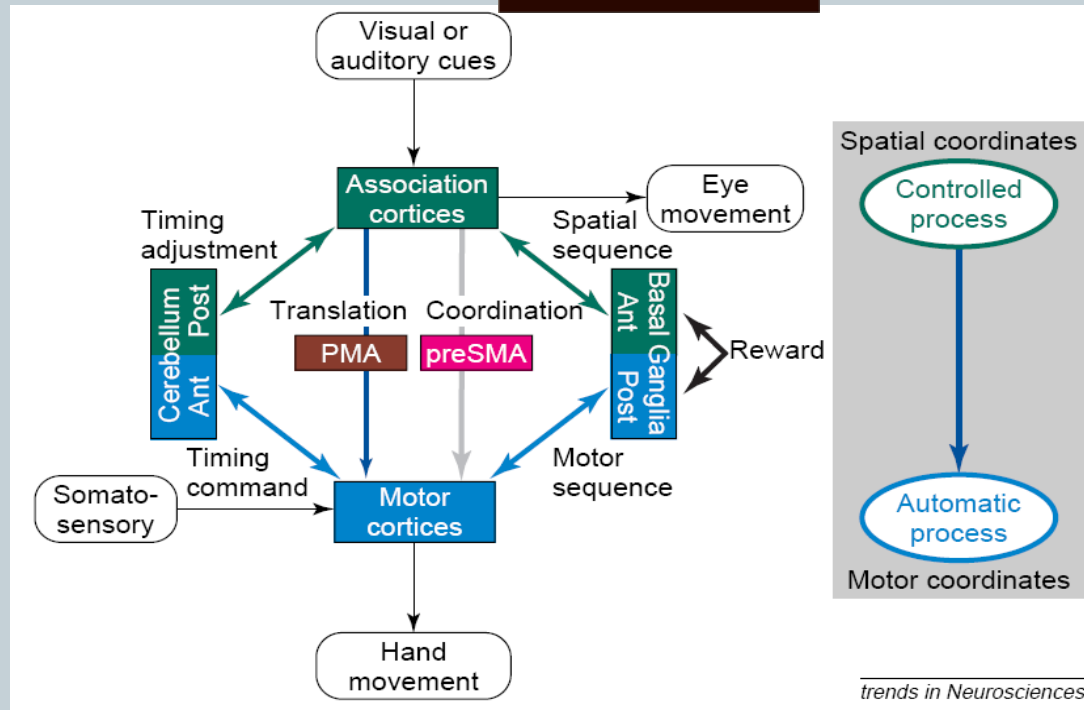
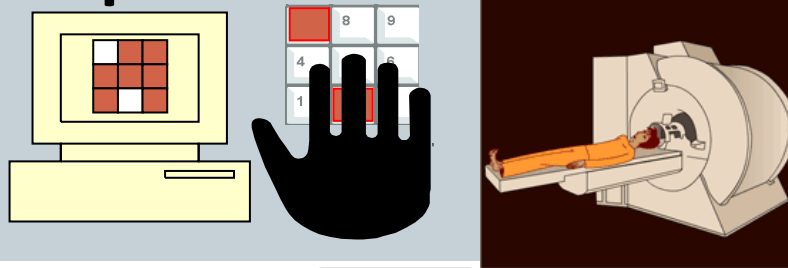
Controlled  
process



Automatic  
process

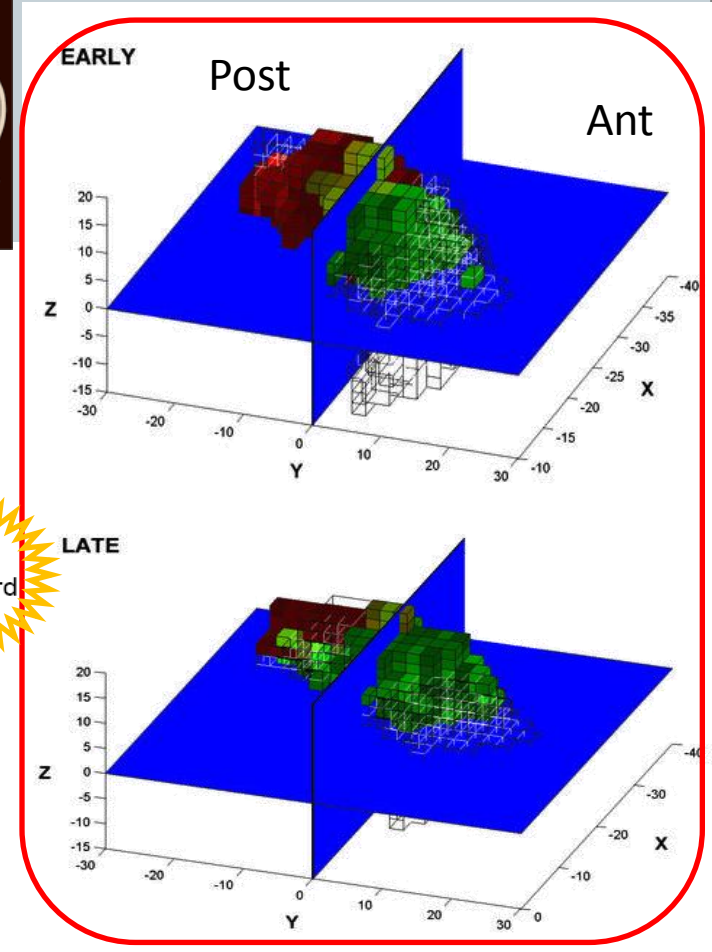
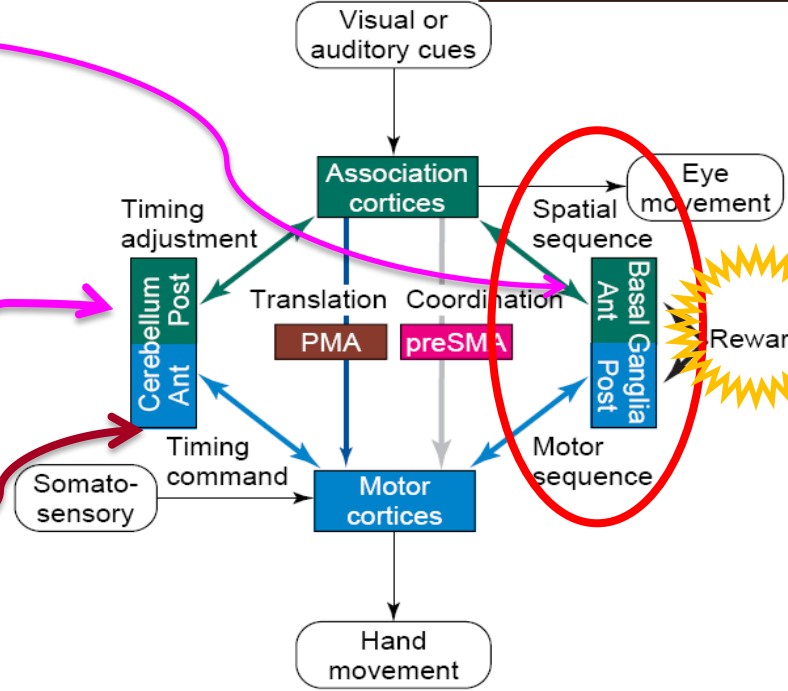
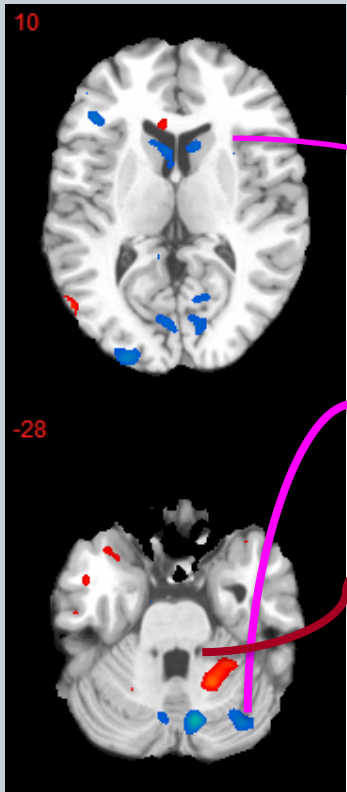
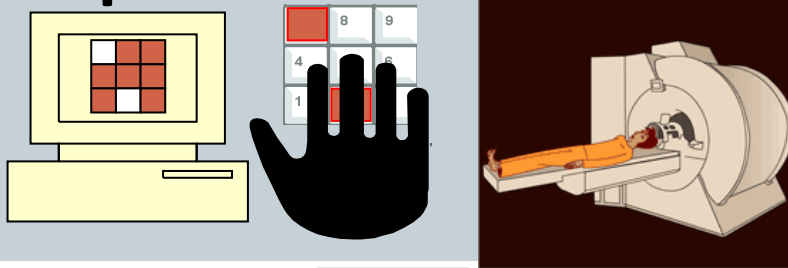
Motor coordinates

# Sequence representations



Hikosaka et al., 1999

# Sequence representations

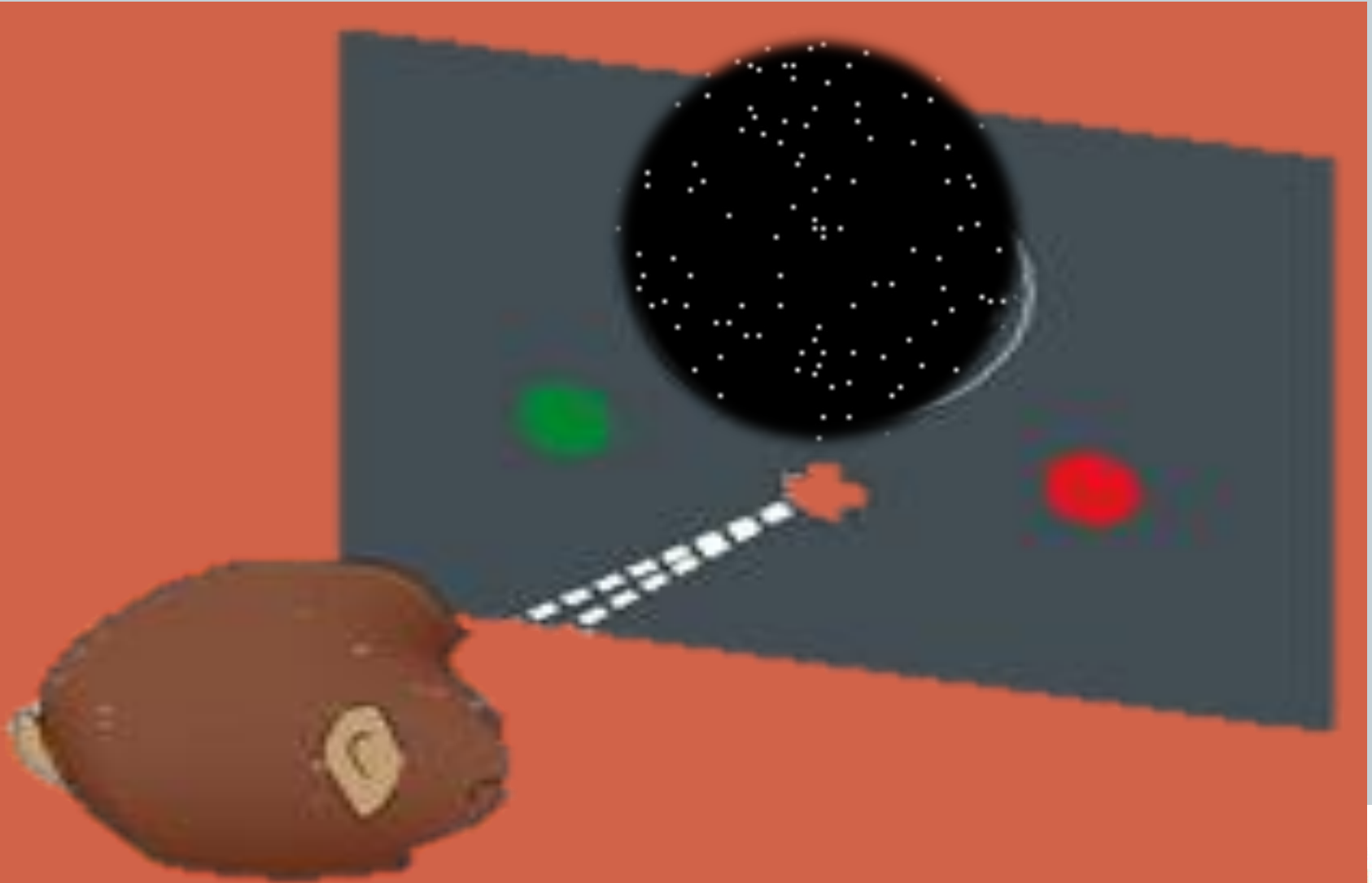


Miyapuram et al., in prep

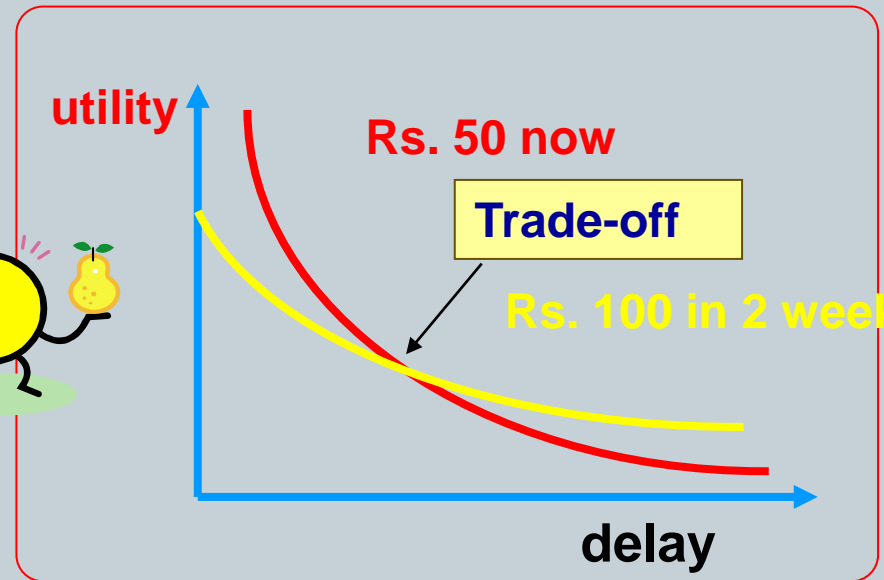
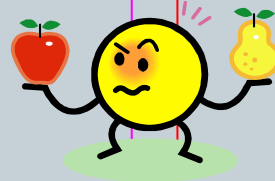
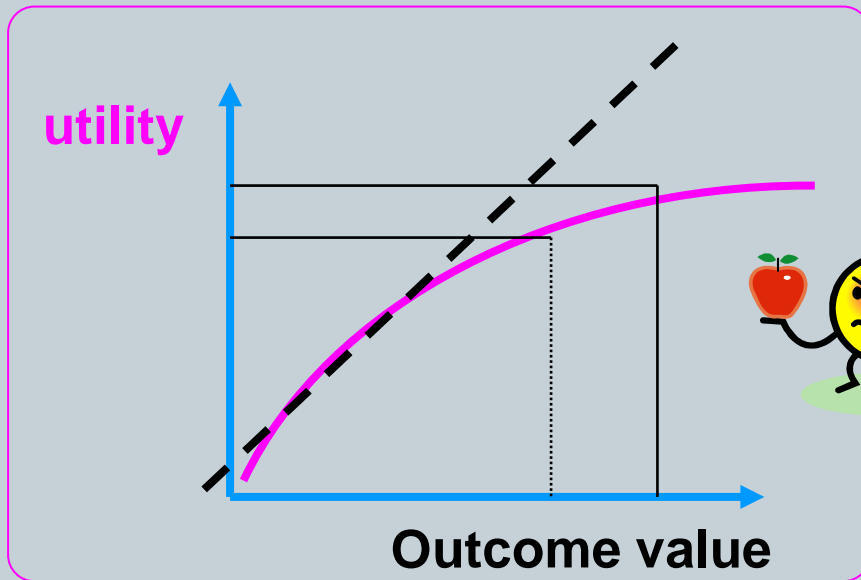
Hikosaka et al., 1999

Bapi et al., 2006

# Decision making

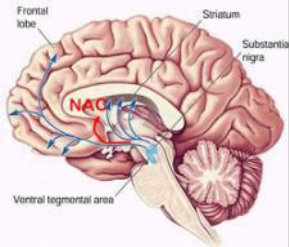


# Microeconomics

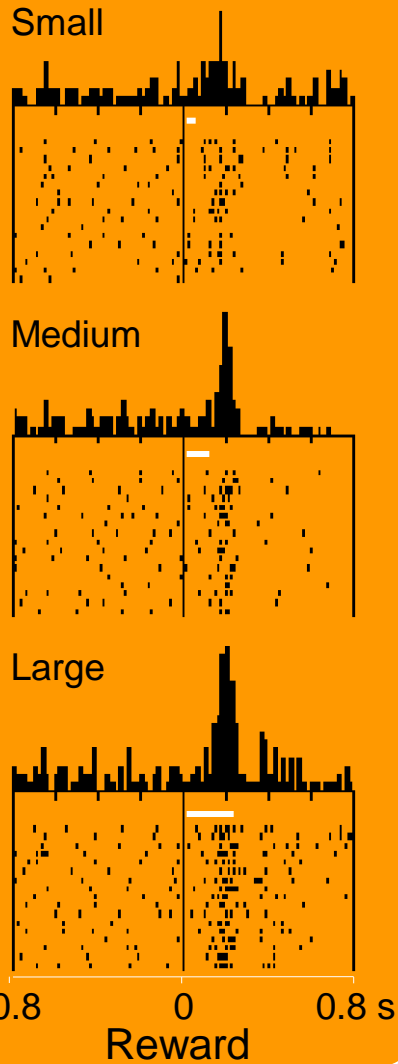


Rule Violations:  
Frequent Short – term gain Vs. Infrequent Penalty



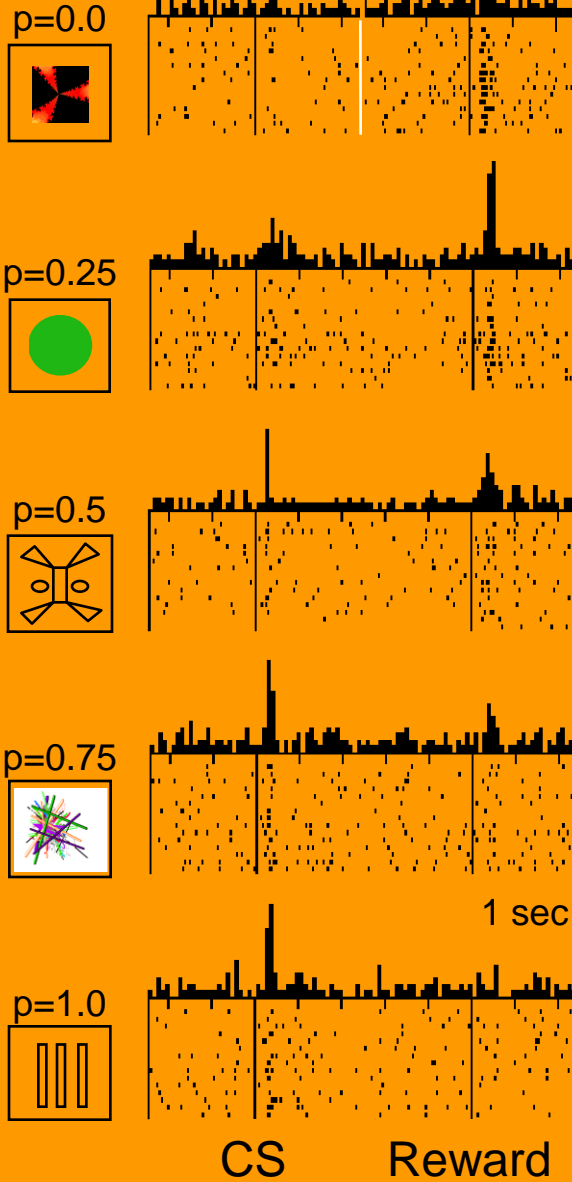


# magnitude



Tobler, Fiorillo & Schultz, 2005

# probability



Fiorillo, Tobler & Schultz 2003

0.0 ml  $m \times p$



CS

0.025 ml



CS

$p=0.5 \times 0.05$  ml

0.075 ml



CS

$p=0.5 \times 0.15$  ml

0.15 ml



CS

$p=1.0 \times 0.15$  ml

0.25 ml



CS

$p=0.5 \times 0.5$  ml





500 ms



# The Power of Simulation

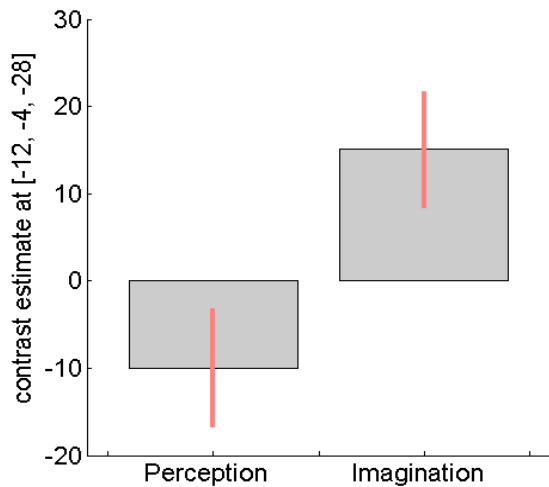
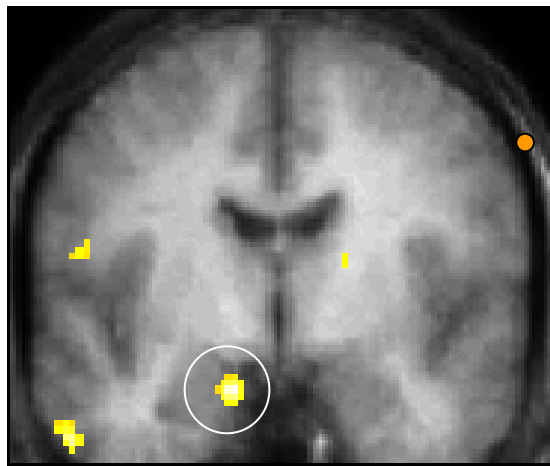


- Imagery: Mental States like those that arise during perception but occur in the absence of immediate sensory input.

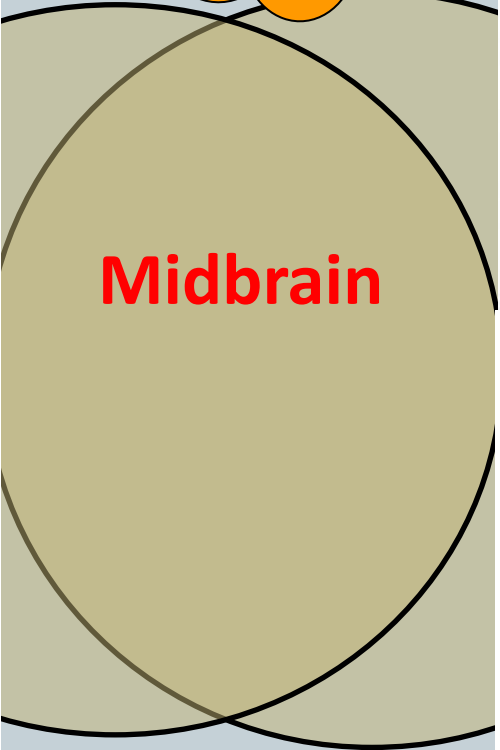
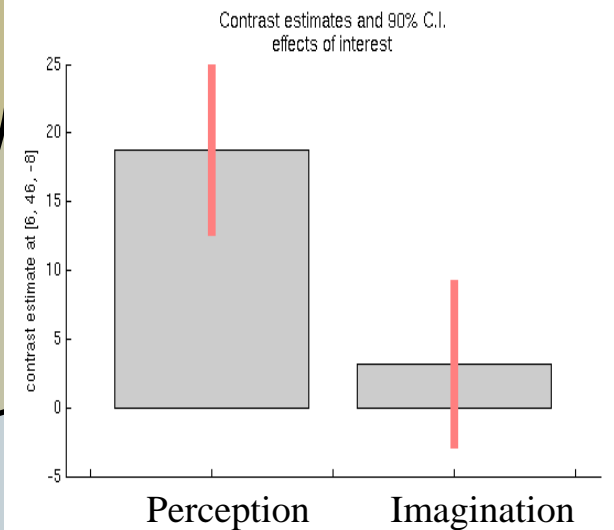
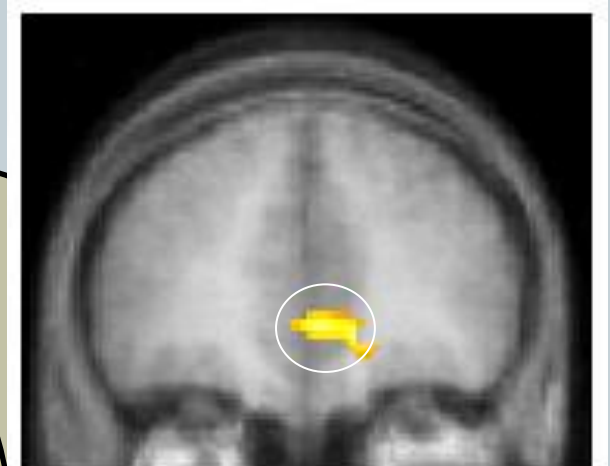
	Perception	Imagination
Reward		
No Reward		

# Imagination

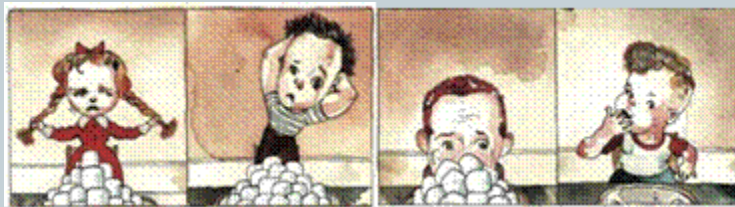
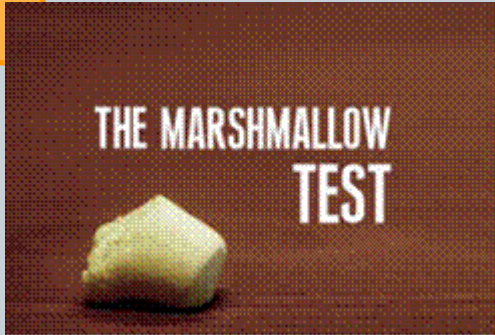
Parahippocampal gyrus



medial orbitofrontal cortex



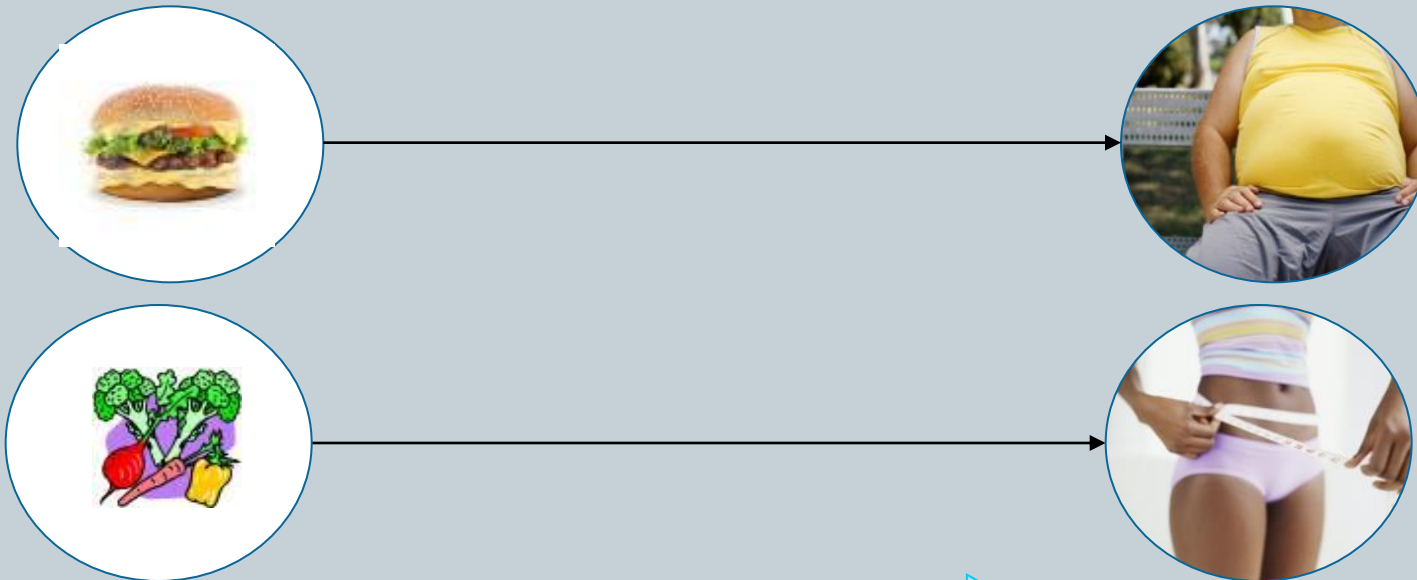
# Delayed Gratification



**Children who are able to pass the marshmallow test enjoy greater success as adults.**

# Price elasticity of calories

High-fat highly liked product now (immediate reward = taste)  
OR  
Still being slim in 6 months (delayed reward = health benefit)



Now

Time

Later

# Thank you

## Cognitive Engineering

- Think from the Human perspective when we have multiple Technology Solutions

