



Reality Check

What can we expect from our drivers?

What can we do about it?


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Many advocates envy European spaces



You are not the Netherlands



A vibrant night scene on a canal, likely in Austin, Texas. A teal boat with red and white lights is moving down the water. The banks are lined with outdoor dining areas featuring red, white, and blue umbrellas with stars. People are seated at tables, and the scene is illuminated by warm streetlights and festive string lights. A bridge is visible in the background.

You have
places like
theirs



They have
places like yours

You are Texas



August 24, 2023

Reality Check: TTI Pedestrian Safety



opped on
horseback

~6 mile range

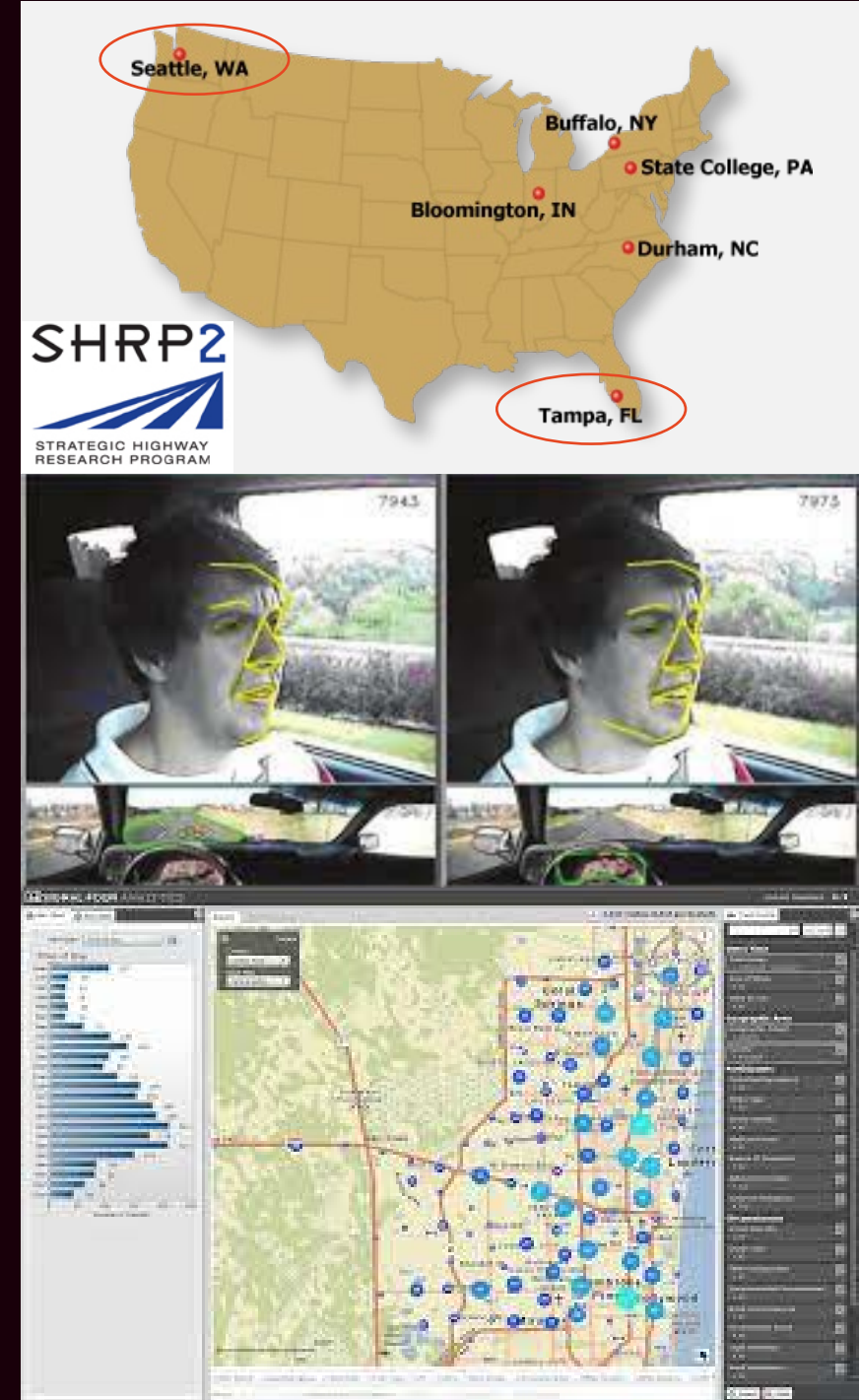
A photograph of a city street. On the left, there is a row of red brick buildings with white columns and a black metal railing in the foreground. The street is lined with green trees. In the background, a street sign for 'ANTHONY PL' is visible. The sky is blue with some clouds.

Urban environments get different behaviors

Why?

4 years of driver behavior, in the wild

- SHRP2 NDS Video Tabulations
- SHRP2 Speed, acceleration, jerk
- Pre/post crash analysis
- Visual preference surveys



The Surprise Takeaway:

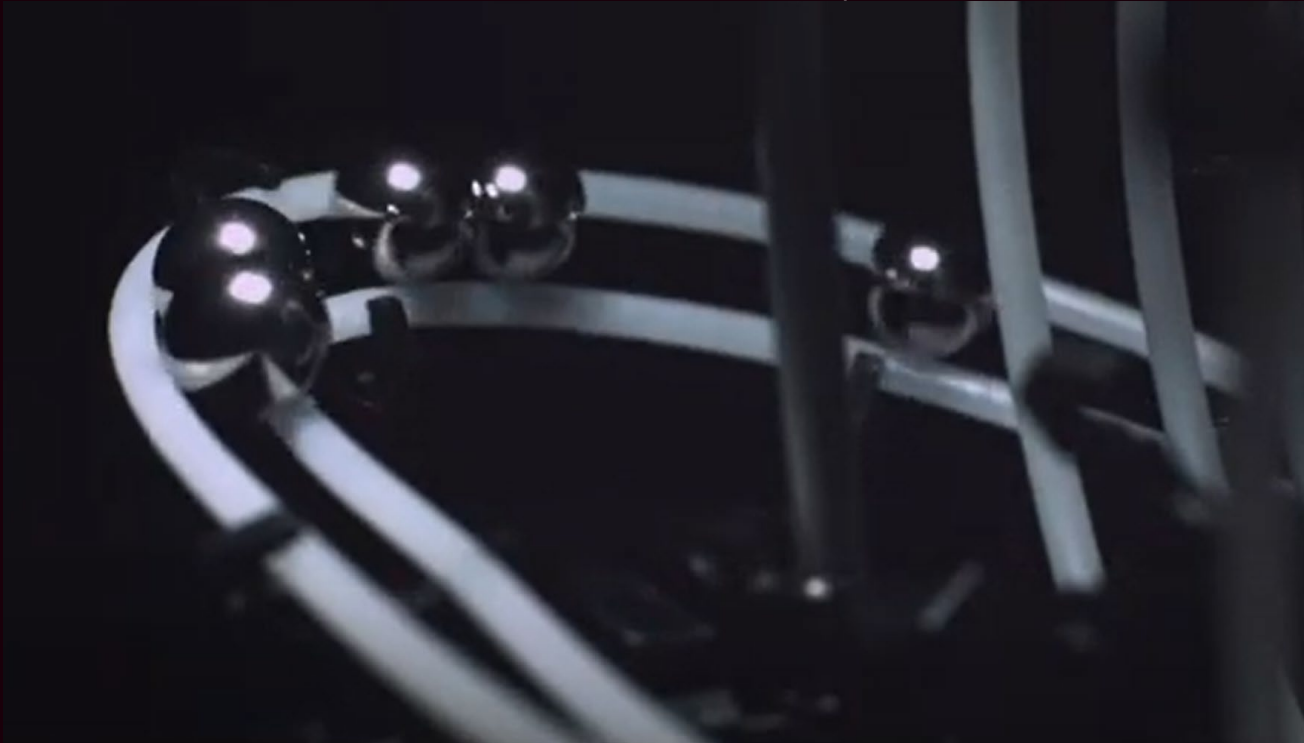
I wanted a magic bullet I could build...

It was never about what we build.

It's all about seeing people.



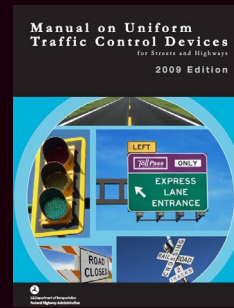
Roads: Point Mass Physics



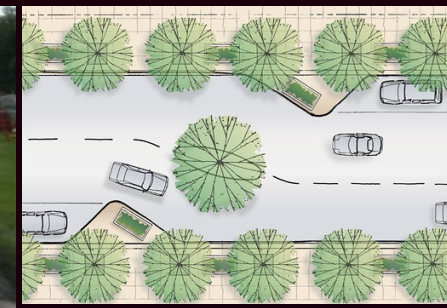
Streets: Social Psychology



Adjusted for Human Factors



Adjusted with physics if needed





System 2: Slow

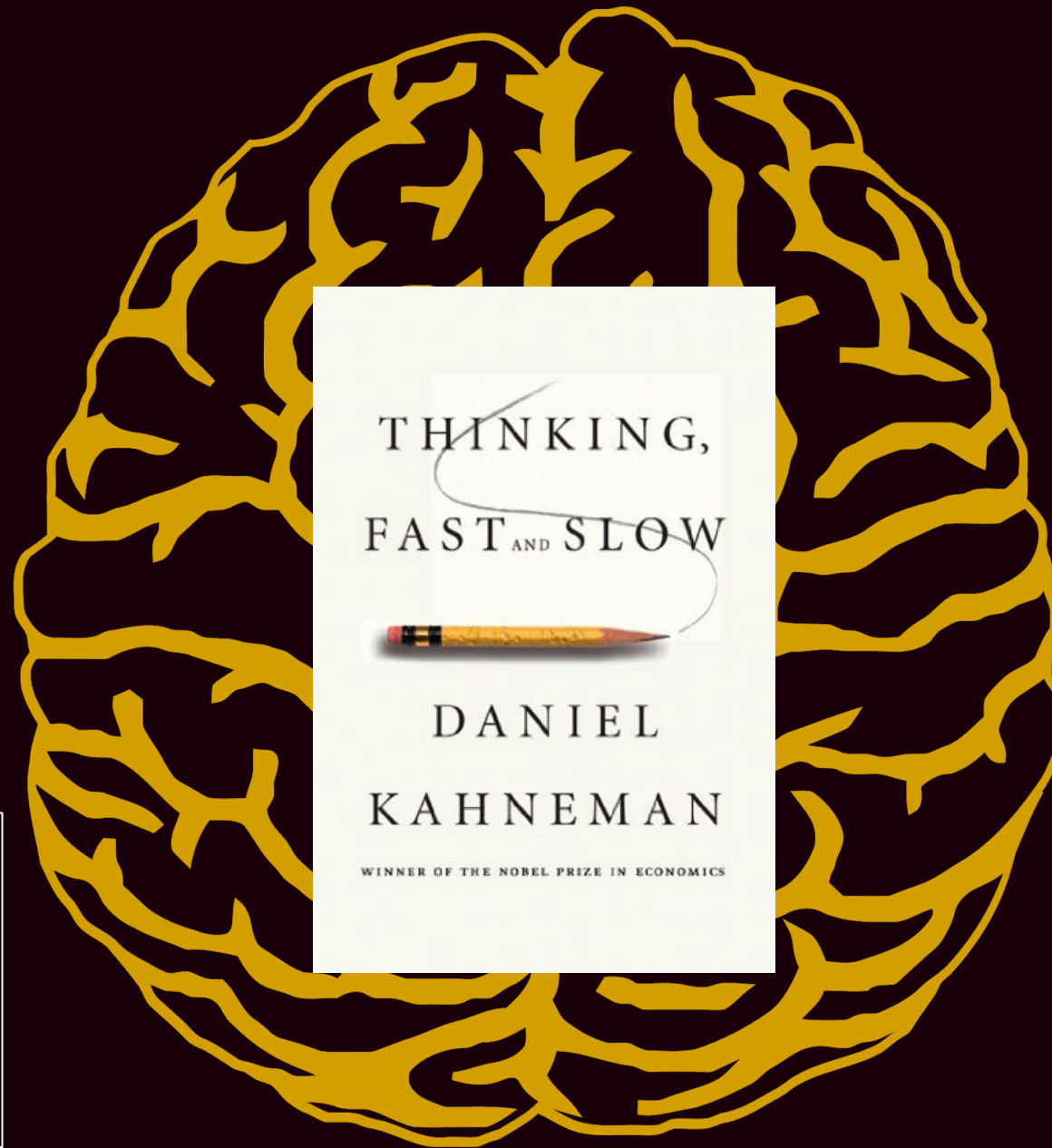
Trained by learning
and conversing

Logical, Sequential

Verbal

Understanding

This is one
that takes
tests



System 1: Fast

Trained by
experience

Probabilistic

Monitoring

Self-preservation

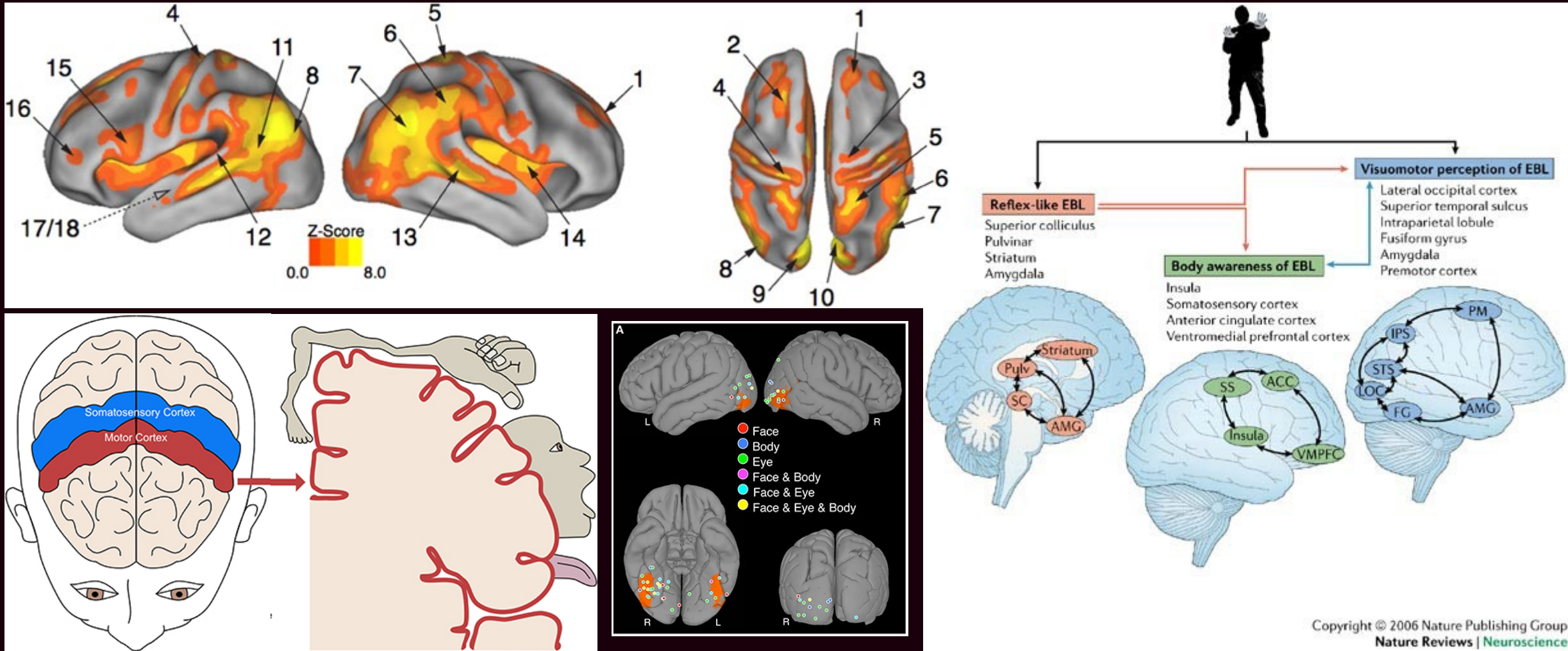
This is one
you want
driving

DWA: Driving Without Awareness

- Once we learn, we quit watching ourselves drive
- **We are conscious, just not very...**
- **System 1 can see people**



People on the brain



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Limitations:

150-300 feet
Body movement

135 feet
Extreme expressions

90 feet
All expressions

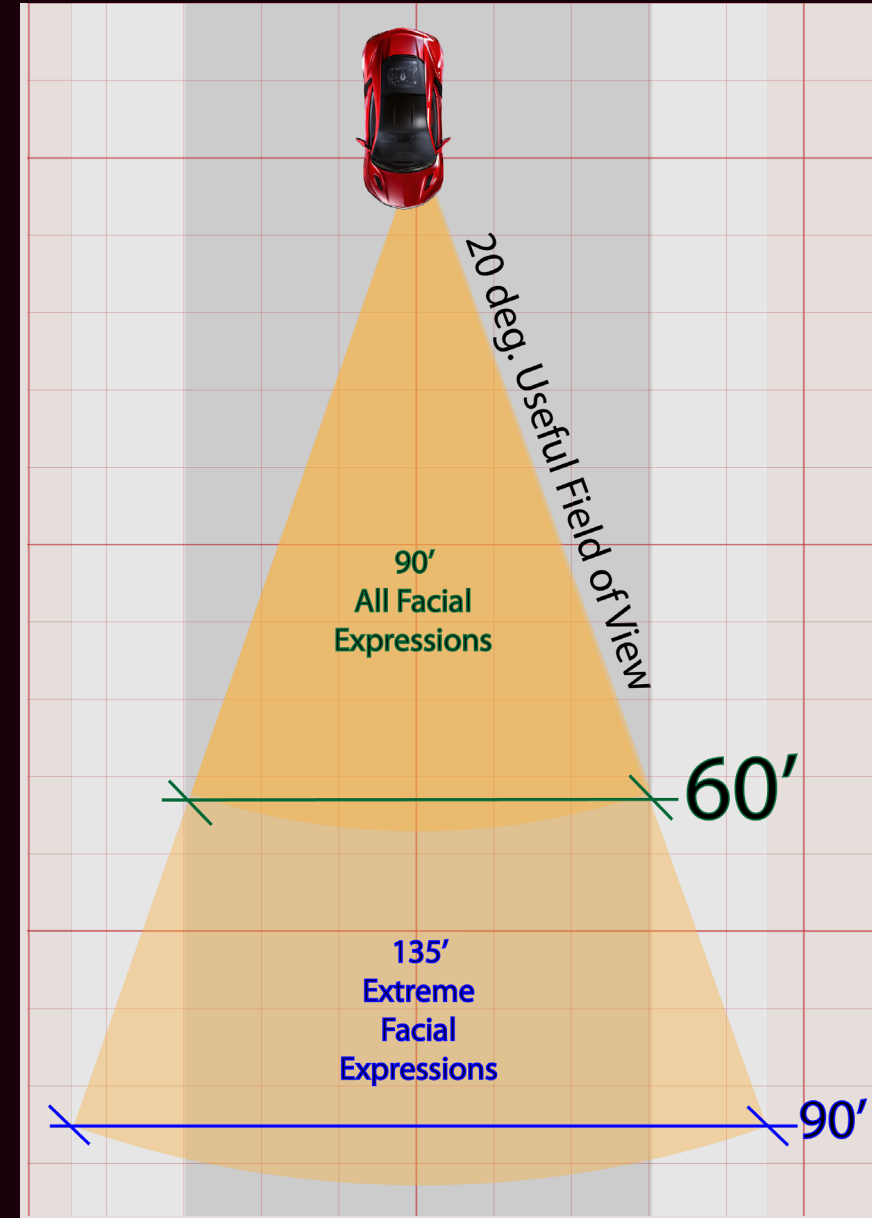
20 degrees
from center

3. Person Perception

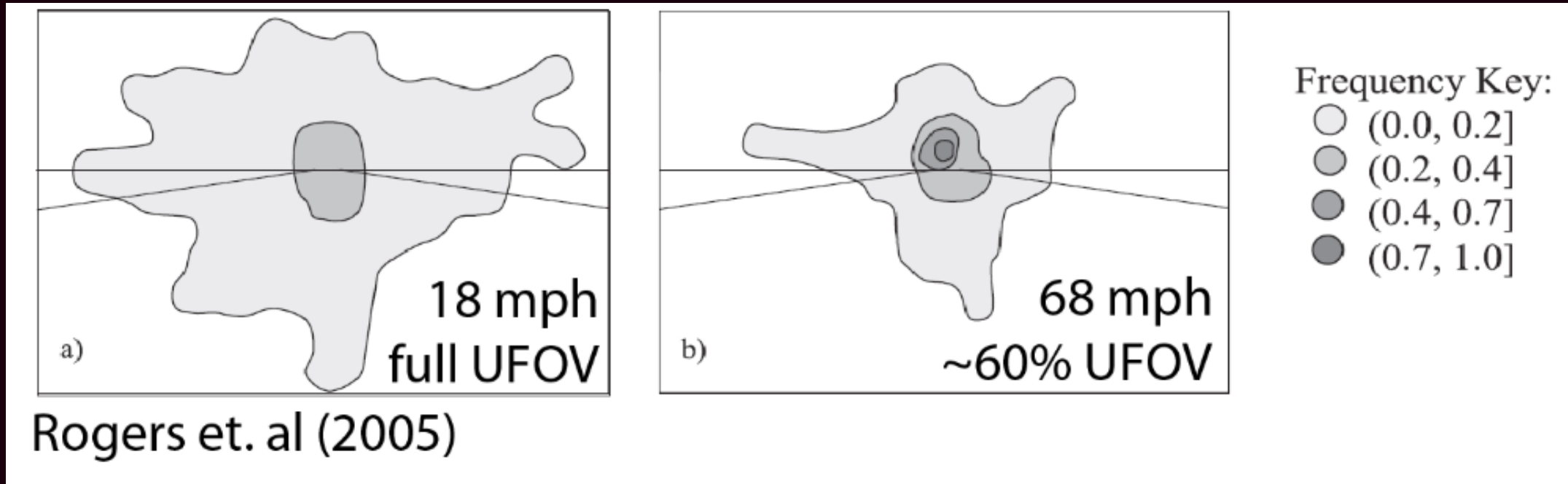
Plan view:

- Interaction Possibilities:
 - 90-135 feet
- Driver uses a 20 degree view

➤ Yields a 60-90' wide corridor



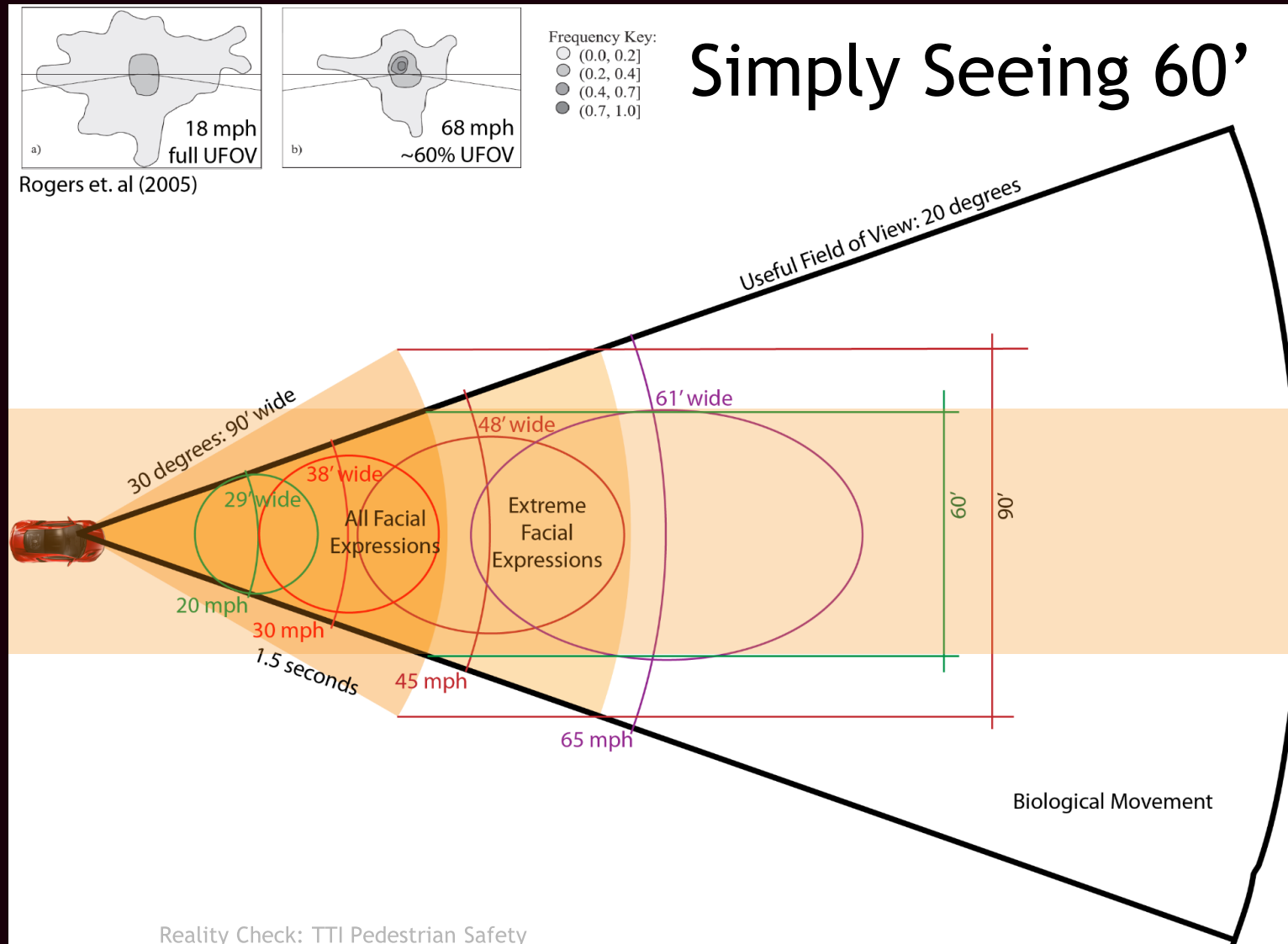
What about speed and Perceptual Narrowing?



How far ahead are you looking?



Perceptual Narrowing

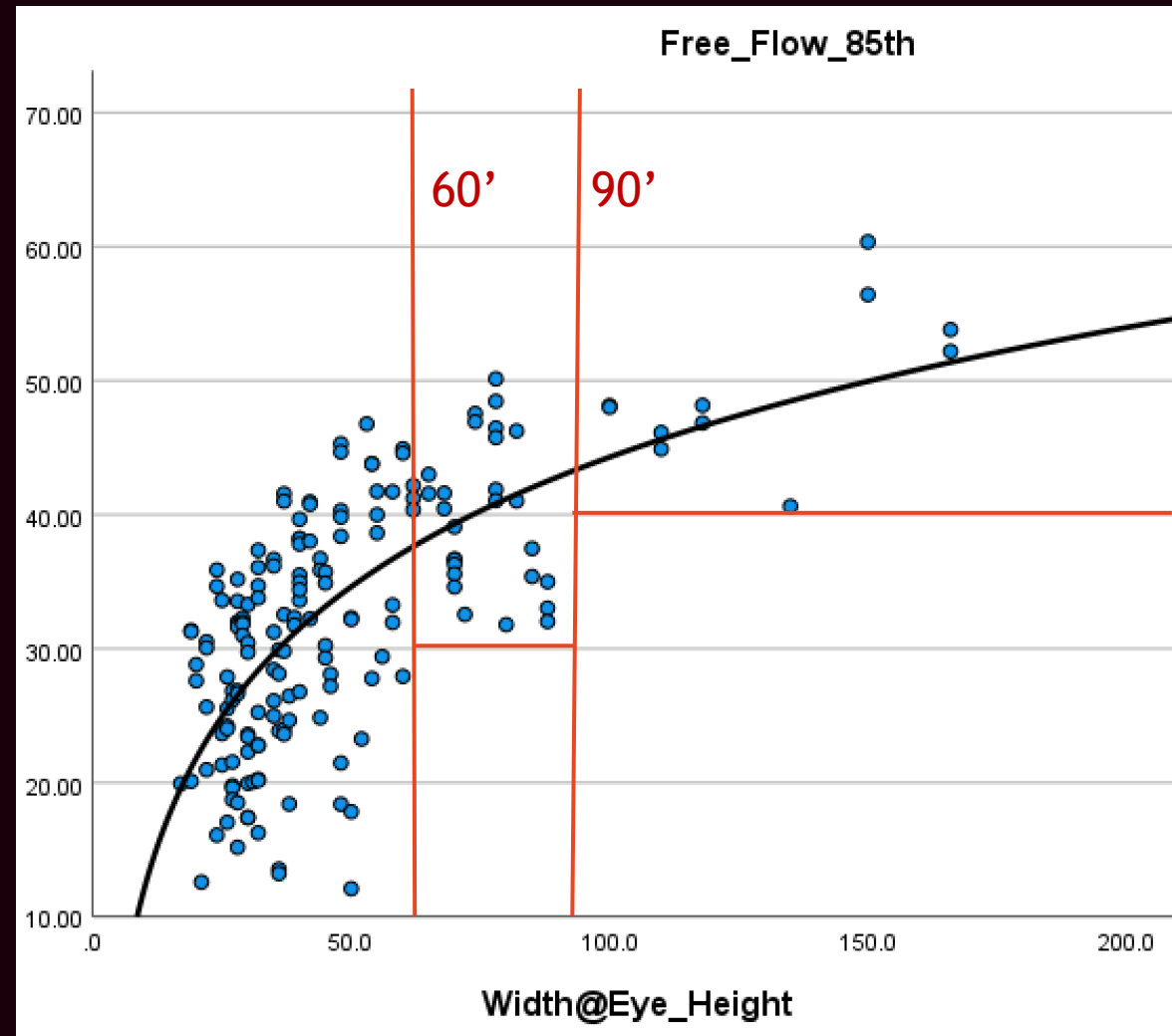


3. Person Perception

Width at eye height Visual Width of the Corridor

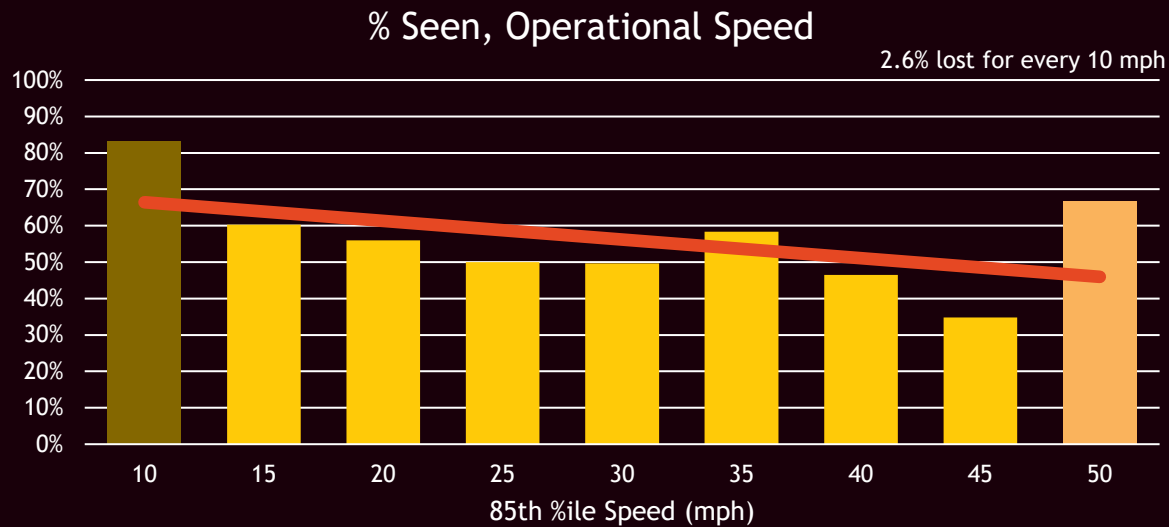


Visual Corridor Width



Processing Limitations:

- Speed
 - Too fast and there's not enough time to process someone is there



4. Person Potential

Where am I more likely to see people?



A photograph of a city street during the day. On the left, there is a brick building with large glass windows and a sidewalk with a bicycle rack and a tree. In the center, a paved road with a storm drain in the foreground leads towards a bridge in the distance. On the right, there are modern multi-story buildings with balconies and a few cars parked along the street.

KEEPING THEIR ATTENTION

Maintaining attention requires
novelty and change over time

Interruptions require
reorienting

3 Factors: 1. People



2. Close enough

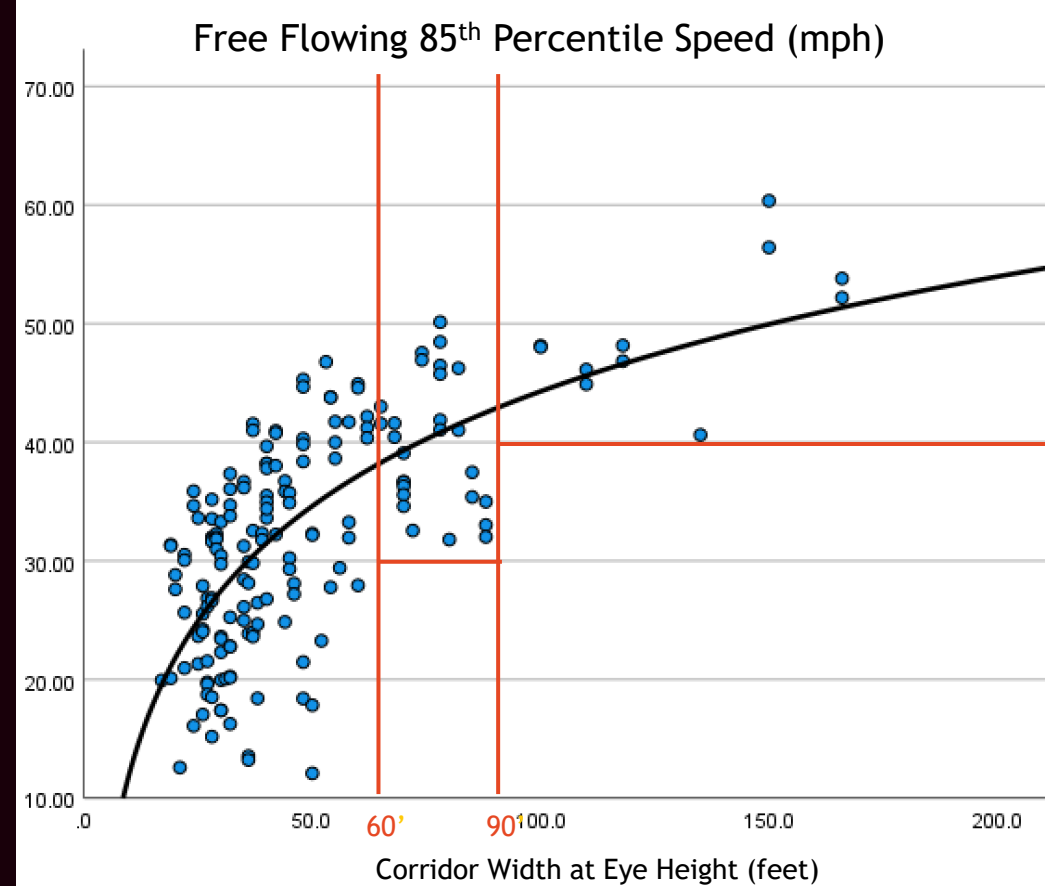


3. Frequent change



Speed Prediction:

- Corridor width: visual width at eye height
 - Can use building face width (different equation)
- People: Doorways per 100 feet
- Interruptions: Block Length



85th Percentile Speed in mph: ($R^2=0.615$)

-5.26

+ 9.9 Ln(Corridor Width at Eye Height)

- 1.58 (Doors/100')

+ 0.0068 (Block Length)

SD: 6.3 mph

6. Workload dictates speed

Necessary but not sufficient:

38' width at eye height



6. Workload dictates speed

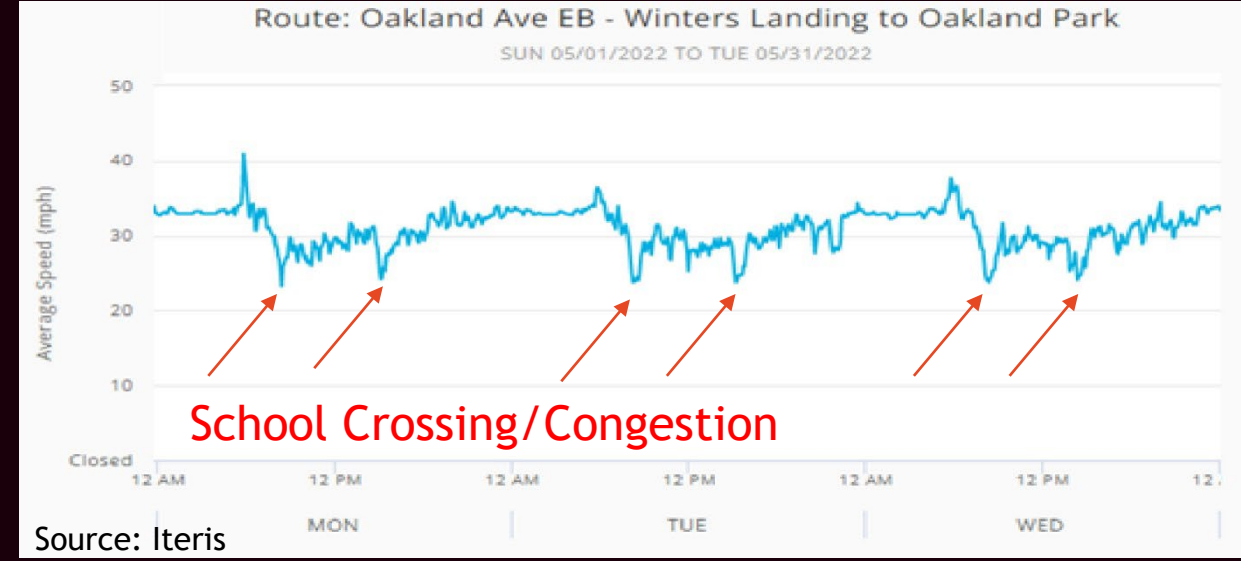
People

vs.

none

Prediction with all variables

Prediction w/o doorway density



Access Management

- Speed Management: 202
 - Losing a block means doubling the block length
 - You'll add 10 mph going from 660' to ½ mile

TXDOT Access Management:

Table 1-2: Access Points and Free Flow Speed

Access Points and Free Flow Speed	
Access points per mile	Reduction in free flow speed, mph
0	0.0
10	2.5
20	5.0
30	7.5
40 or more	10

Think Context