

UX and QoE aspects of remote control operations using a laboratory platform (work in progress):

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Introduction

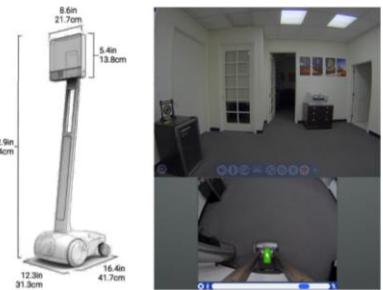
- Telepresence / Remote operating
- Augmented Telepresence
- Needs
 - Improve personal safety
 - Improve working environment



Enabled Teleoperated driving in industries



- Mine
- Robotics
- Constructions equipment
- Logging industries
- Cargo ships
- Remote airports



Teleoperated driving

Real-time video streaming

2



Real-time video streaming

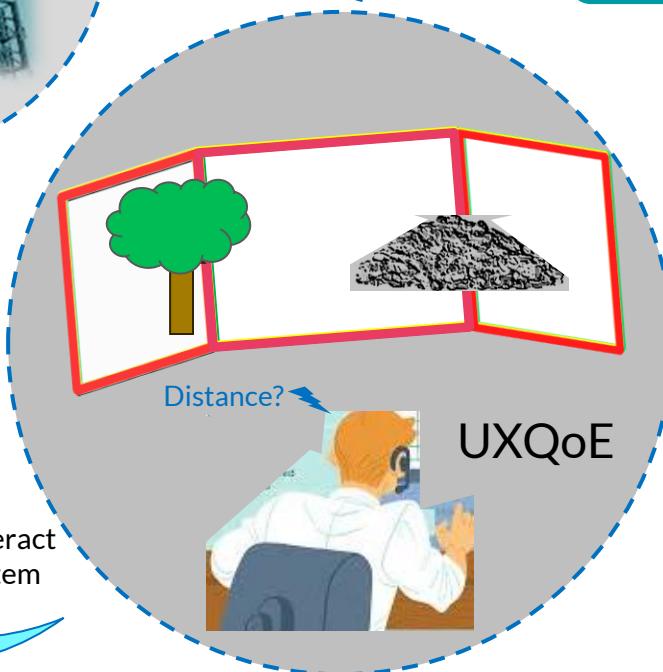
Challenges:

1



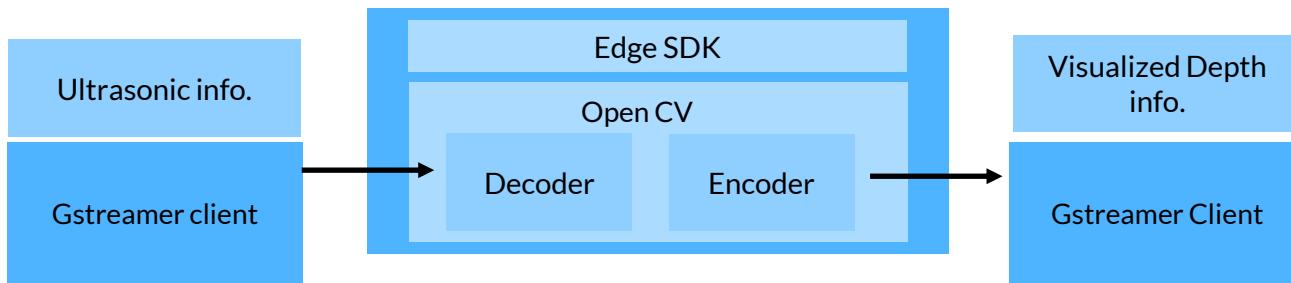
Human Visual Interact
improve the system

RI.
SE



3

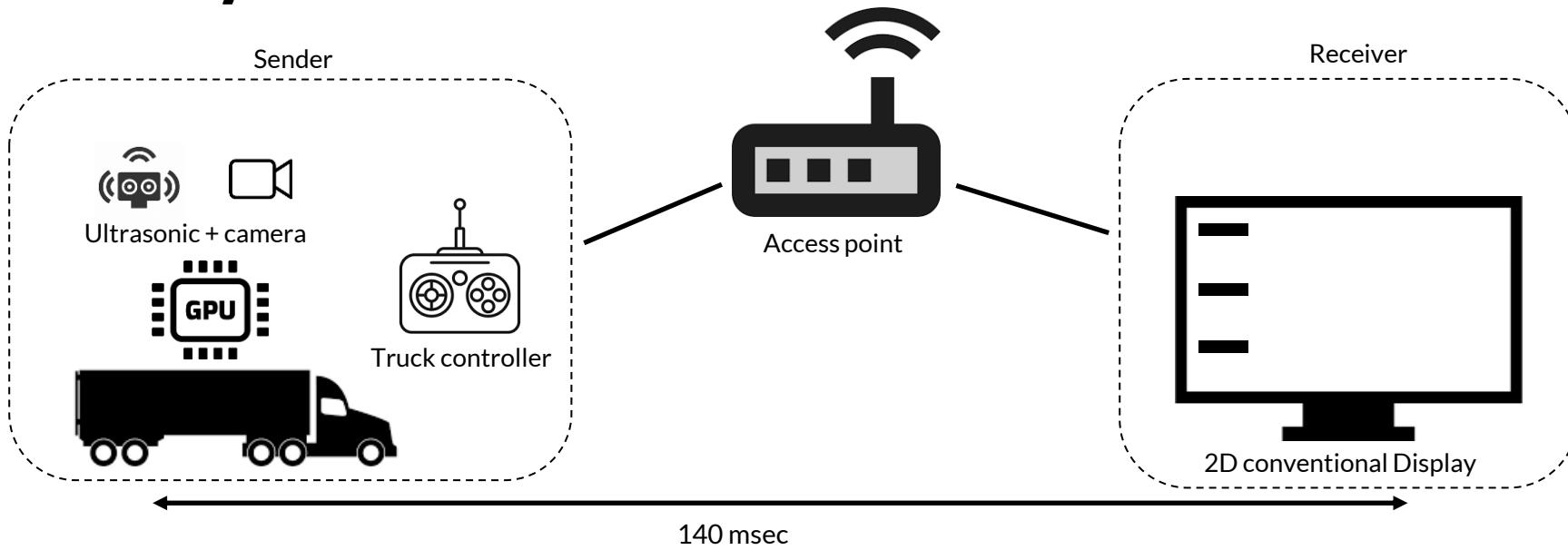
Test set up



Test set up



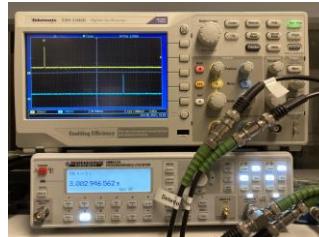
Latency measurement



Method1:



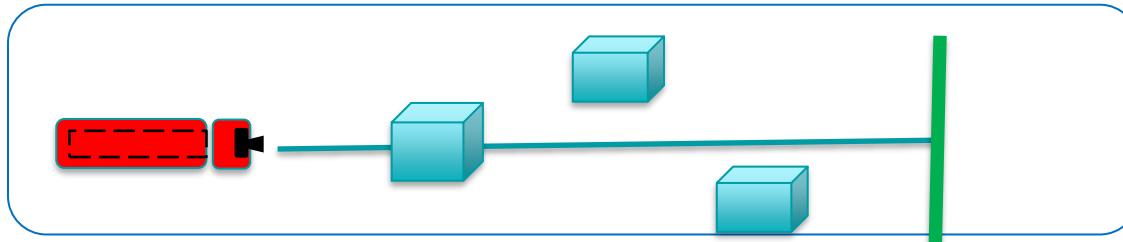
Method2:



Pilot test. impairments and test environment:

Aim : Depth perception in Teleoperated driving

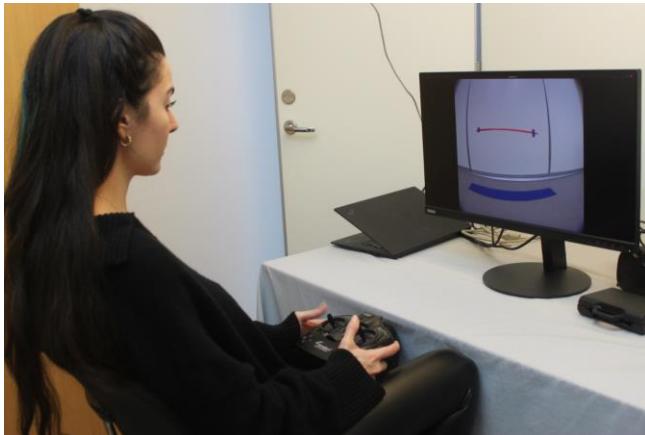
- Video Quality:
 - Resolutions: 720*640 – 640*480 – 480*320
 - Frame rate: 7fps – 30fps
- Field of view: 120 degree – 90 degree
- Latency: base latency (140 msec) + intermediate latency (300msec) + long latency (500msec)



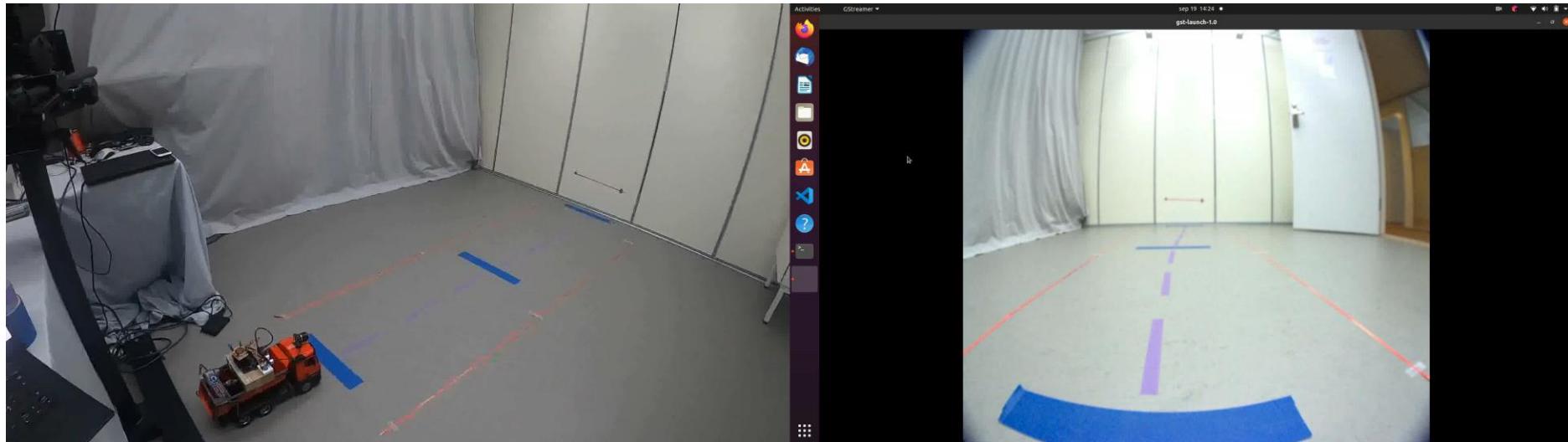
Remote control applications: Lab platform



- Lab platform developed for remote control
- Platform tech
 - Based on NVIDIA Jetson Nano
 - Gstreamer video streaming (latency about 100 ms)
 - Radio controlled miniature truck
- Experiment plan
 - Study parameters: Field of View, Video Quality, Latency and Display type
 - Pilot study almost ready to go (4-8 participants)
 - Main study early 2023



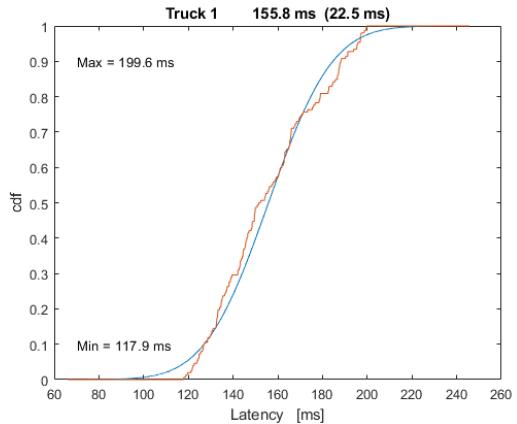
Remote control applications: Lab platform video example



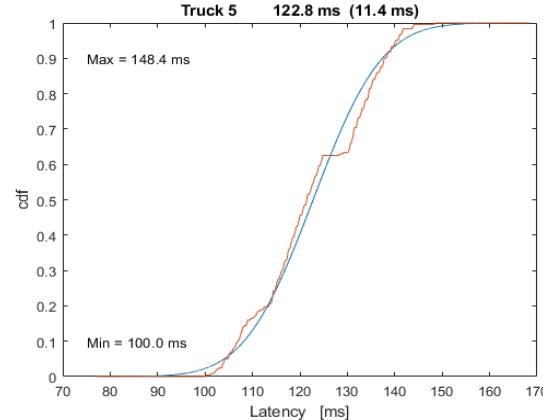
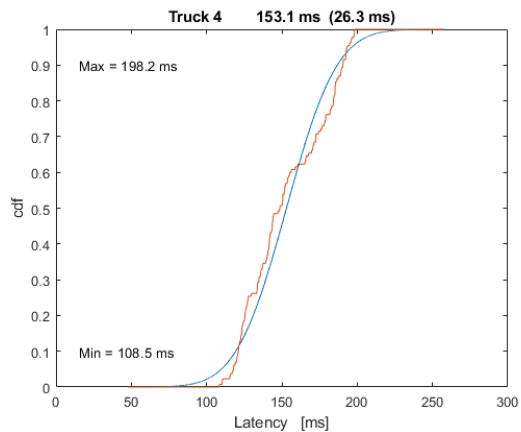
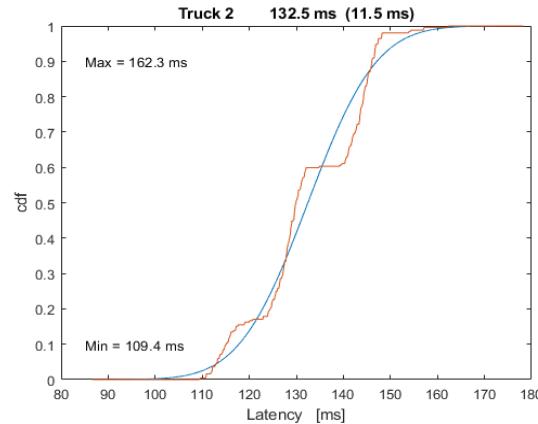
R.
I.
S.E

Latency results:

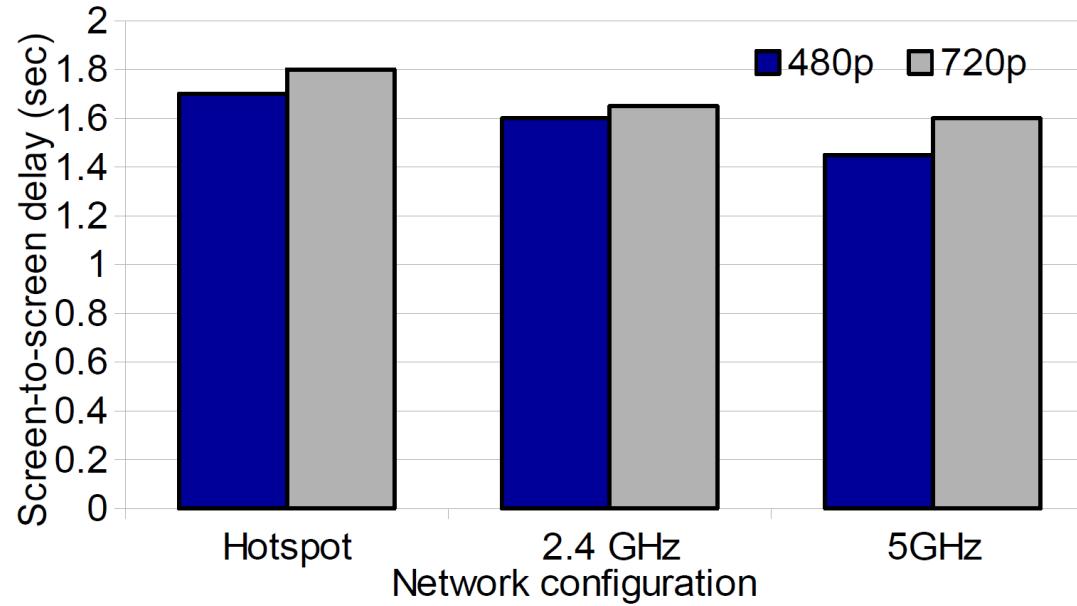
Resolution: 640*480



Resolution: 480*320



Latency results:



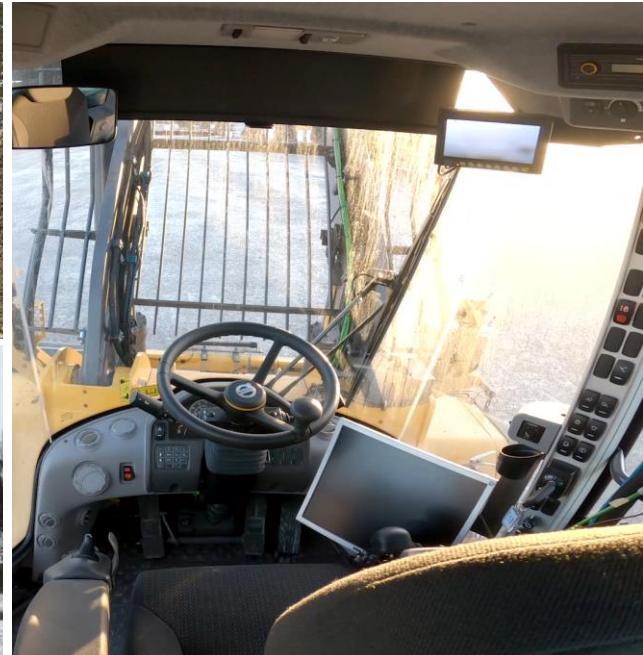
On-going work: Collaboration with Volvo CE: Remote control of heavy machines

Investigating video manipulating
impacts on drivers performance

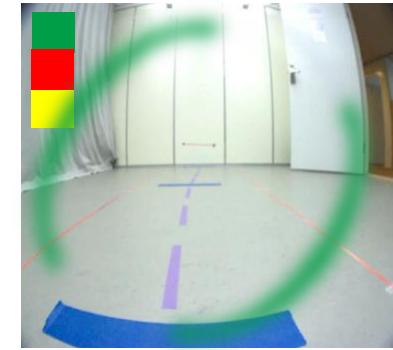
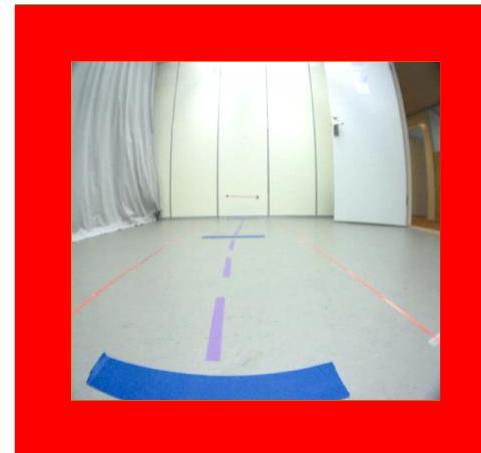
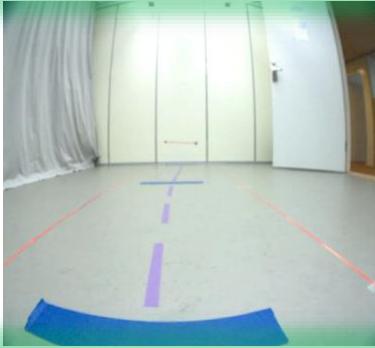
Plan developed for a field test

Study to be performed in early 2023

Study latency impacts



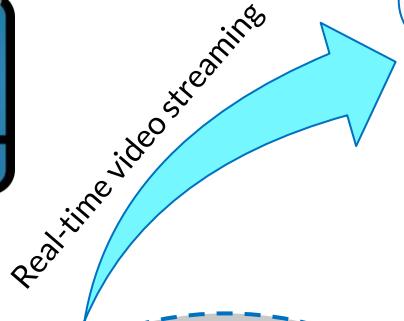
Augmentations helpfulness



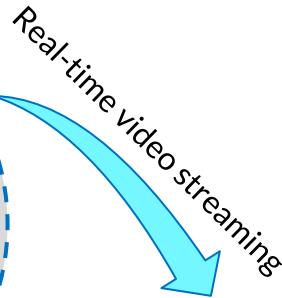
Other consideration



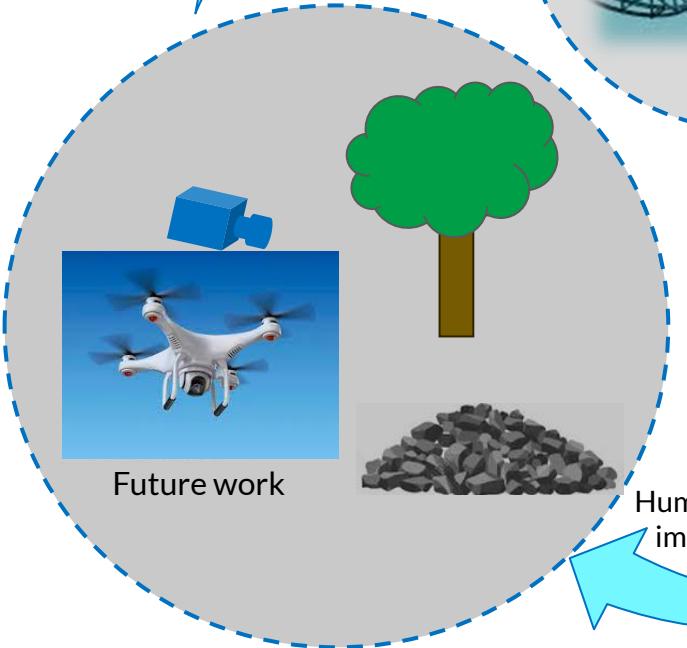
Wire-shark



2



1



Future work

Human Visual Interact
improve the system

VQEG_Fall 2022_IMG_228



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