

Modeling Self-Interruption in a Dual-Task Setting

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Navy Relevance: Future Watchstanding

Future combat information centers (DD(X), CG(X), LCS)

- Net-centric warfare concepts
- Substantial reductions in crew size

New watchstanding paradigm

- Significantly increased visual display space
- Task optimizations and automated decision support
- Multiple systems supervised by a single operator

Risk: reduced situation awareness due to:

- Informational complexity
- Task load
- Concurrency
- Interruptions
- Communications
- Divided visual attention

The Solution?



Dual task test bed

Left task window

Assess or confirm colored radar blips as hostile or neutral



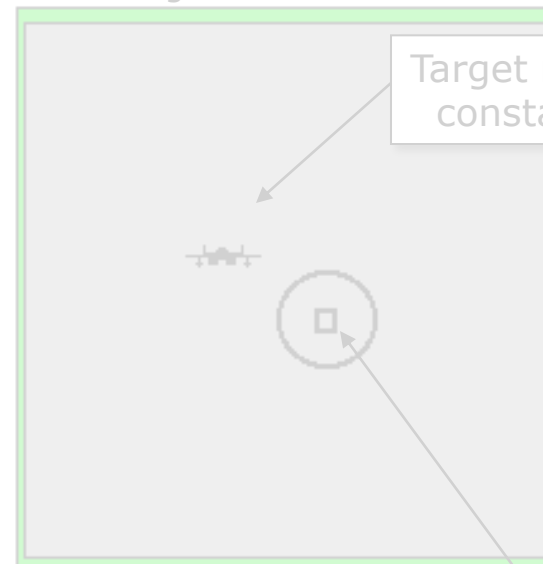
Tactical task
(**secondary**, intermittent)



Tactical decisions are entered on numeric keypad with left hand

Right task window

Target moves constantly

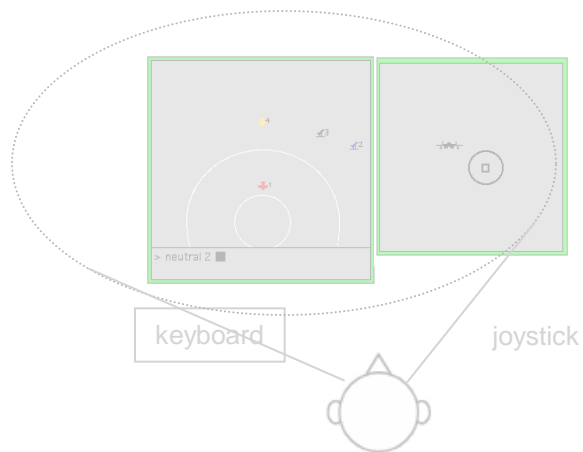


Tracking task
(**primary**, continuous, very demanding)

Right-handed joystick controls circular reticle



Split-screen Configuration: Modeling issues



EPIC did not support head movements

Could we reproduce observed benefits from auditory cues?

How do users decide when to switch between tasks?



Observed Data (2002)

Number of Head Turns

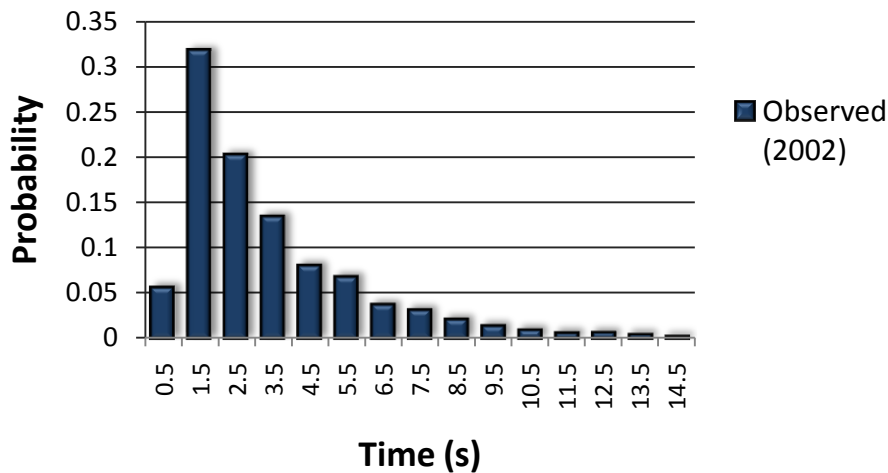
Distribution of Dwell Times

Reaction Times

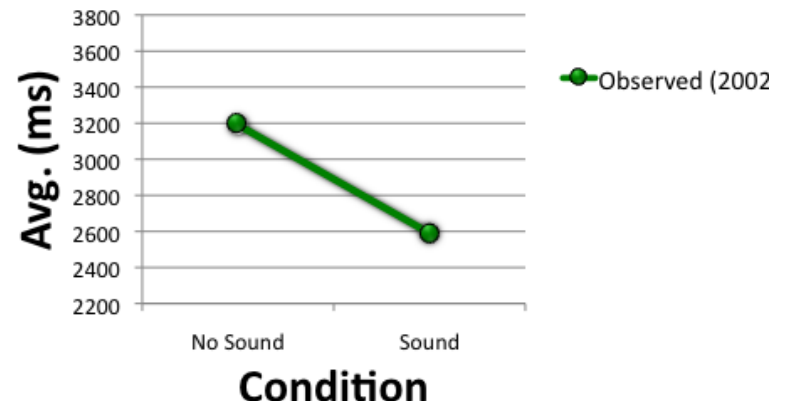
No-sound: Mean Counts of Attention Shifts: Observed 2002

(shift from)	Tracking	Tactical	Keybd	
Tracking to		174	7	180
Tactical to	170		27	197
Keybd to	10	23		34
	180	197	34	411

Distribution of Tracking Dwell Times (No Sound)



Radar Task Response Times





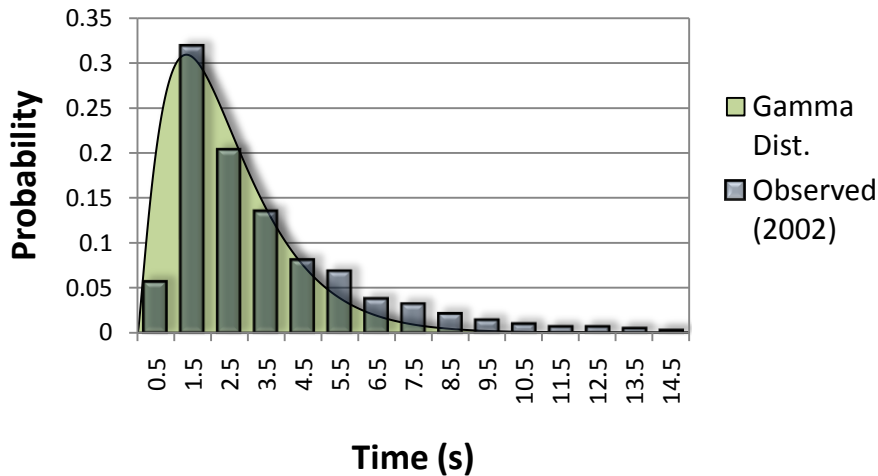
Stochastic Model and Results

Number of Head Turns
 Distribution of Dwell Times
 Reaction Times

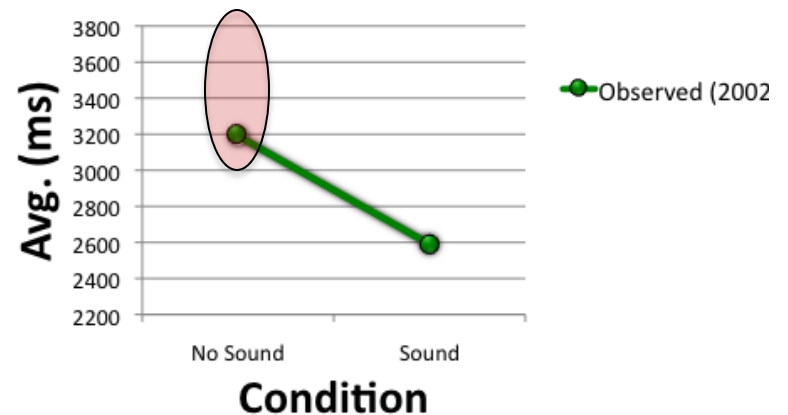
No-sound: Mean Counts of Attention Shifts: model (obs.)

(shift from)	Tracking	Tactical	Keybd	
Tracking to		174 (174)	0 (7)	174 (180)
Tactical to	168 (170)		25 (27)	193 (197)
Keybd to	7 (10)	18 (23)		25 (34)
	175 (180)	192 (197)	25 (34)	392 (411)

Distribution of Tracking Dwell Times (No Sound)



Radar Task Response Times



Modeling Urgency

Stochastic Model

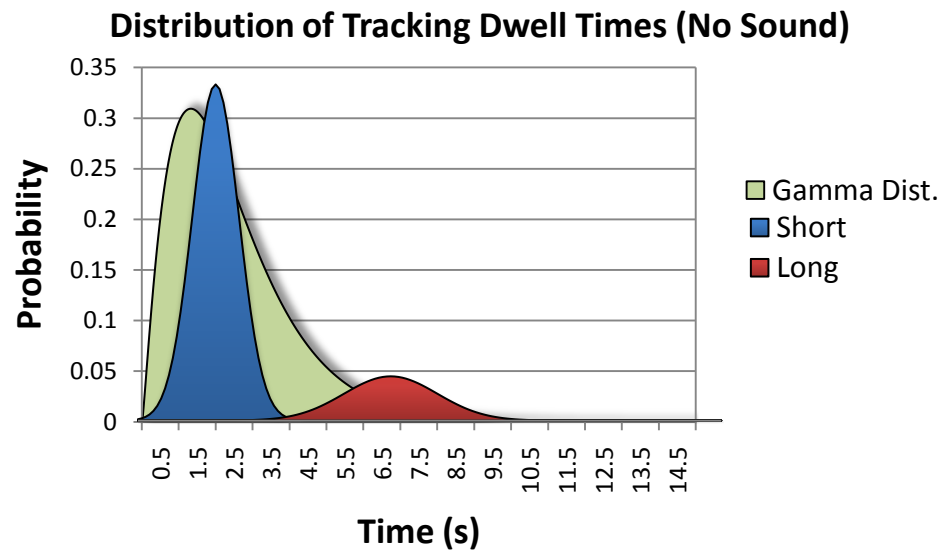
Always polls from the same distribution

Does not capture human reasoning

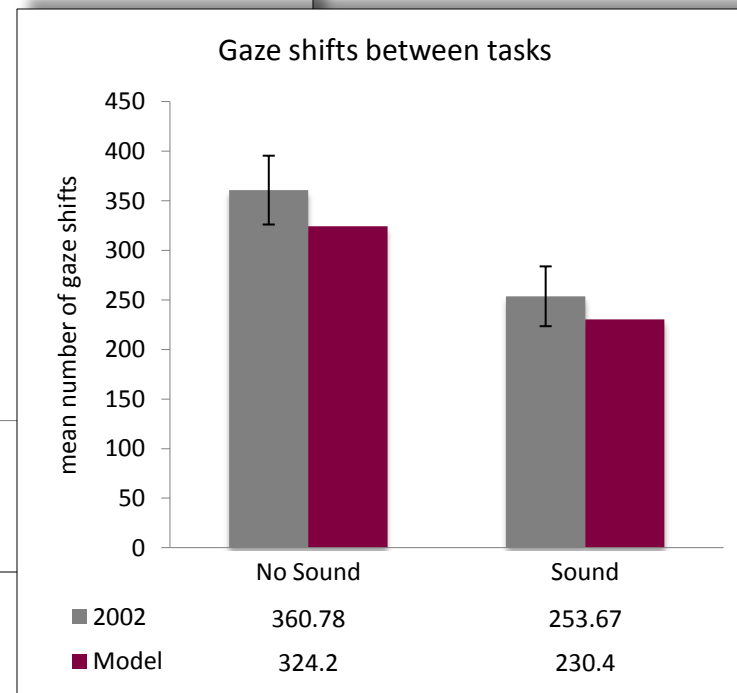
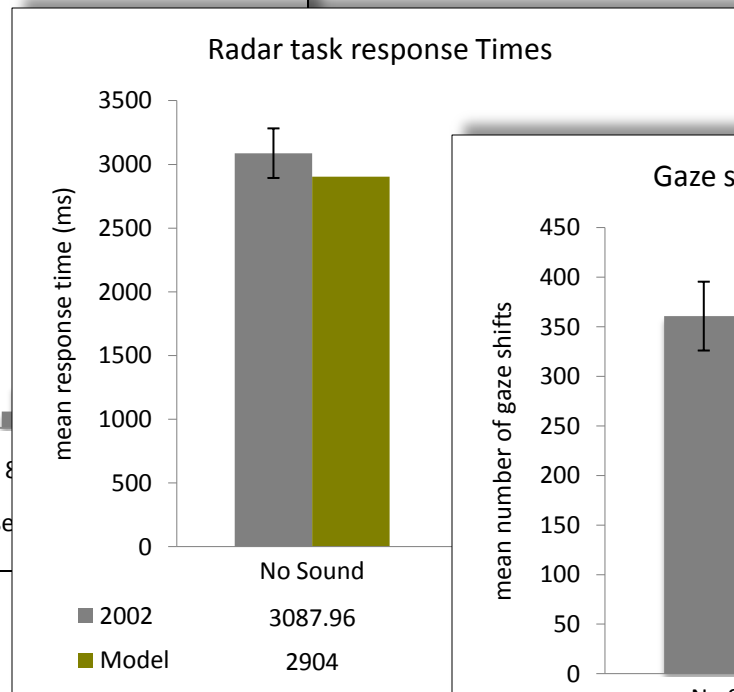
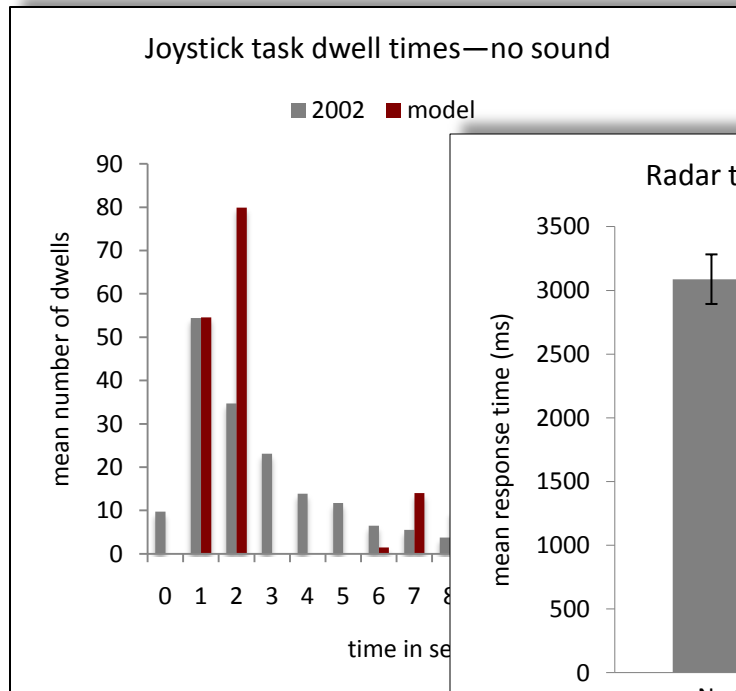
Urgency Model

Uses Taatjen Timing rather than Gamma Distribution

Simplistic, binary model of urgency



Urgency Model Results



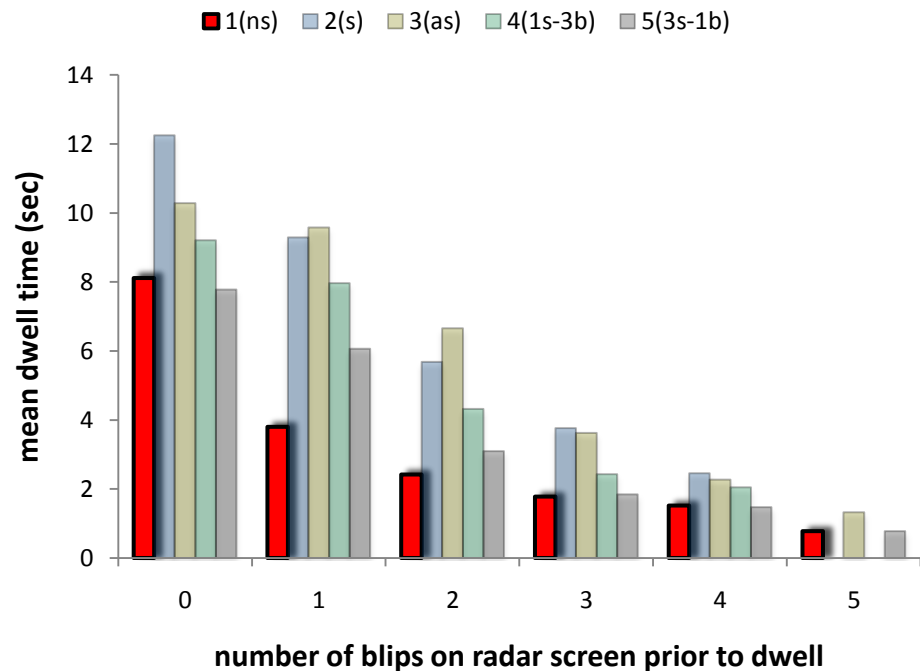


New NRL Dual-task Study: Preliminary Results

New Head-tracking Data

- Improve accuracy of observed data
- Associate individual head turns with state of radar task
- Measure reaction times to auditory cues

Joystick task—mean dwell time per prior number of blips on radar screen (pilot data)





Future Work

Data Analysis

- Compare new data with 2002
- Examine possible measures of urgency
- Determine what additional features are available
- How is urgency acquired?

New Modeling

- Model more complex levels of urgency
- Model differences in No-Sound and Sound
- Generalize aspects of our models

New Testbed

- New research incorporates different tasks
- More flexible, modular



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