

Cognitive Load Study on English Interface Design in Autonomous Driving System —— Experimental Analysis Based on Eye Tracking

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Abstract: *This study employs eye-tracking technology to systematically analyze cognitive load mechanisms in autonomous driving L4-level English interface design. Through a 3×3×3 experimental matrix, it reveals the impacts of three factors on cognitive efficiency: term density (increasing when >35%), menu hierarchy (optimal at four levels), and cross-cultural differences. The research proposes the "Clarity-Consistency-Cultural Sensitivity" (3C) design principles, providing scientific evidence for optimizing human-machine interaction in intelligent vehicles.*

Keywords: *Autonomous Driving; English Interface Design; Cognitive Load; Eye Tracking; Cross-Cultural Adaptation*

1. Introduction

The commercialization of L4 autonomous driving is accelerating the evolution of human-machine co-driving modes. As a critical safety system, in-vehicle interfaces face significant language barriers (with non-native speakers showing 37% lower accuracy). Current research remains constrained by limitations such as inadequate cross-cultural adaptation mechanisms and insufficient dynamic cognitive models. Through eye-tracking experiments, this study constructs a three-dimensional dynamic cognitive load model incorporating term density, menu hierarchy, and cultural adaptation. We propose a quantified evaluation method based on neural-behavioral mapping to provide cross-cultural adaptation solutions for autonomous driving interface design.

2. Research Background and Innovative Value

2.1 Research Background and Core Issues

The commercialization of L4 autonomous driving has established human-machine co-pilot as the core operational model, with in-vehicle interfaces evolving into critical safety systems (1.1.1). By 2025, 82% of global smart vehicles will feature English interfaces, yet non-native speakers face a 37% lower accuracy rate in comprehension, creating a significant language gap (1.1.2). Current research faces three major limitations: absence of cross-cultural adaptation mechanisms, lack of dynamic cognitive models, and weak neural mechanism correlations (2.4.1). This study focuses on the core question of "how English interfaces affect cognitive load," breaking it down into three sub-problems: the nonlinear relationship between term density and extrinsic load, the inverted U-shaped curve of menu hierarchy and search efficiency, and cross-cultural differences in user load (1.2.1)^[2].

2.2 Research Objectives and Innovative Value

The objectives are to build a 3D dynamic cognitive load model (task stage/user status/environmental interference) and develop an eye-tracking quantitative evaluation method (1.2.2).^[1] The innovation points are as follows:

Theoretical level: The cognitive load entropy model (ICE critical value 3.2) and the neural-behavior mapping mechanism (fMRI-eyeball correlation $r=0.78$) were proposed

Method level: We will optimize the I-VT algorithm to achieve a signal-to-noise ratio of 92% and develop dynamic AOI tracking technology.

Application Level: We will establish the "3C Design Principles" (Clarity, Consistency, Cultural Sensitivity).

Chapter 2 Theoretical Framework

3. Interface language and model

3.1 Three-dimensional analysis of interface language features

We will construct a Language-Cognition-Design Triangular Framework based on Systemic Functional Linguistics (SFL 3.4.1) to achieve dynamic synergy among the three elements.

(1) Terminology system: imbalance between technical professionalism and user cognition matching (external load index increases when density > 35%)

(2) Grammar structure: The proportion of material processes affected the expectation of action, and the reaction time of declarative sentences was shorter than that of imperative sentences by 180ms

(3) Cultural adaptation: Collectivist users pay more attention to group safety prompts, and high-context culture relies on implicit interaction logic

3.2 Dynamic cognitive load assessment model

We will break through traditional static evaluation paradigms to establish a complexity quantification system containing three-tier indicators (3.2.2).

First-level indicators: information density (term concentration) and interaction level (menu depth)

Secondary indicators: visual salience (the difference of fixation point density reached $4.7/\text{dm}^2$) and cultural adaptation index (CAI adjustment effect $\beta=0.45$)

Level 3 indicators: dynamic eye movement characteristics (scanning path length variation coefficient 0.32)

Chapter 3 Methodology

4. System Acquisition and Data Analysis

4.1 Multimodal data acquisition system

We will integrate Tobii Pro Glasses 3 eye-tracking system (120Hz sampling rate, HDR scene capture) with STISIM Drive simulator (98% force feedback accuracy) to develop automated experimental scripts for $3 \times 3 \times 3$ condition matrix control (4.3.2).

Dynamic calibration program (head motion compensation accuracy 92%)

The PTPv2 protocol implements μs level data synchronization (eye simulator timestamp alignment)

4.2 Cross-modal data analysis paradigm

We will construct a three-dimensional data cube encompassing time-mode-scale dimensions (4.5.2) to achieve structured integration and dynamic analysis of multidimensional data.

(1) Timeline (0-60s task cycle): covers the whole process of pre-taking over, taking over and post-taking over

(2) Modalities: eye movements (density of fixation points), physiology (pupillary diameter variation), and behavior (error rate)

(3) Scale axis: Microscopic observation (DBSCAN clustering) and macroscopic tasks (operation path association)

5. Data Analysis and Testing

5.1 Core findings: Quantitative impact of interface elements

When the term density is $>35\%$, the external load index increases ($CL=2.1TD^2-1.8TD+0.7$), and the decoding speed of non-native groups is 1.7 times slower

Menu level: The search efficiency is optimal at 4 levels ($\mu=92.3\%$), and the error rate increases by 8.3% for each additional layer

Icon design: the recognition rate of concrete icons is 91.2%, while that of abstract icons is only 58.7% (the sensitivity of Middle East users is 1.8 times that of European and American users)

5.2 Dynamic evolution of cognitive load

The emergency takeover scenario presents three stages:

(1) Alarm trigger period (0-5s): Pupil diameter expands 1.8mm, eye jump distance increases to 15.2°^[5]

(2) Decision implementation period (5-30s): The activation intensity of the prefrontal cortex was positively correlated with interface complexity (BOLD signal +17%)

(3) Recovery period (30-60s): Significant cultural differences, and the load of Asian users shows a bimodal distribution (t-SNE analysis)

5.3 Data acquisition tools

5.3.1 Tobii Pro Glasses 3 Eye tracker parameter setting

(1) Hardware configuration optimization

We configure the sampling rate at 120Hz (device maximum 200Hz) to balance data accuracy and system storage efficiency; the system enables HDR mode on scene camera (dynamic range 120dB) to ensure high-contrast scene capture under extreme lighting conditions; Eye motion camera uses infrared pulse illumination (850nm) to avoid visible light interference for driving tasks.

(2) Innovation of calibration process

We will develop a dynamic calibration program tailored for driving scenarios, featuring three key capabilities:

1) Static Calibration: Complete 5-point static calibration in parked state (angular error $<0.5^\circ$)

2) Dynamic Tracking: Execute random-point dynamic tracking during 30km/h constant-speed driving (calibration point appearance duration $<200\text{ms}$)

3) Adaptive Accuracy: Improve head motion compensation accuracy to 92% through machine learning-based adaptive calibration algorithms

(3) Data synchronization mechanism

The PTPv2 protocol is employed to achieve μs -level timestamp synchronization between eye-tracking data and simulator data. Hardware-triggered signals are inserted at critical operational nodes (e.g., alarm activation) for event tagging. Through coordinate transformation matrices, the eye-tracking coordinate system (device coordinate system) and the simulator coordinate system (world coordinate system) are unified for data fusion.

5.3.2 System integration of the driving simulator (STISIM Drive)

1) Hardware interface development

The CAN bus is integrated through the Vector VL3500 interface card, and the communication protocol is the same as that of real vehicles; a force feedback algorithm based on Simulink is developed to achieve 98% simulation accuracy of steering wheel torque; a 7.1.4 channel spatial audio system is configured to realize sound positioning with azimuth error $<5^\circ$.

2) Software architecture design

The distributed system is built using ROS 2 middleware, in which the Unity engine is responsible for the graphical rendering of the scene rendering node (locked at 90fps); CarSim RT is responsible for the calculation of the vehicle motion state of the vehicle dynamics node; and Tobii Pro SDK is responsible for the real-time parsing of the eye data flow of the eye data processing node.

3) Experimental process control

Below is our automated experiment script developed based on Python:

```
python
class ExperimentFlow:
def __init__(self):
self.scenario_queue = deque(['highway_sunny', 'city_rain', 'rural_fog'])[3]
self.interface_conditions = {'TD': [0.15, 0.3, 0.45], 'ML': [2,4,6]}

def run_trial(self):
while self.scenario_queue:
current_scenario = self.scenario_queue.popleft()
for td in self.interface_conditions['TD']:
for ml in self.interface_conditions['ML']:
self.configure_interface(td, ml)
self.start_recording()
self.trigger_scenario(current_scenario)
self.wait_for_completion()
self.save_data()
```

5.4 Data analysis methods

5.4.1 Eye movement data preprocessing process

1) Noise filtering

Adopt the improved I-VT algorithm:

We implement the enhanced I-VT algorithm with dynamic velocity threshold configuration (50°/s to 150°/s) to enable adaptive matching of eye movement speeds across diverse driving scenarios. Key parameter specifications include:

Static Scenarios: Lower threshold limit at 50°/s

Dynamic Scenarios: Upper threshold limit at 150°/s

Transitional Scenarios: Linear interpolation adjustment (step size 10°/s)

Blinking detection: invalid data segments are marked by the rate of change of pupil area (70% contraction)

Saccade detection: Principal component analysis (PCA) was used to identify REM

2) Feature extraction

We develop a visual saliency analysis tool based on OpenCV, featuring:

Spatial Clustering: DBSCAN algorithm implementation (eps=1°, min_samples=5) for automatic identification of Areas of Interest (AOIs)

Saccade Path Analysis: Quantification of saccade amplitude (°), duration (ms), and peak velocity (°/s)

Adaptive Thresholding: Dynamic optimization of DBSCAN parameters (eps range: 0.8°-1.2°)

based on scene complexity

Pupil diameter correction: Luce's formula is used to eliminate the influence of light variation:

$$D_{corrected} = D_{raw} \times L_{current} / L_{reference}$$

3) Data quality assessment

Effective data rate: requires $\geq 95\%$ (improved by repeated measurements)

Spatial accuracy: the average error after calibration is $< 0.6^\circ$

Time accuracy: event tag delay $< 8\text{ms}$

5.4.2 Statistical methods

1) Repeated measures ANOVA

Use of a three-factor mixed design:

Internal factors of subjects: interface conditions (3×3)

Inter-subject factors: cultural background (Western/Eastern/Asian/Middle Eastern)

Co-variables: Driving experience (novice/expert)

2) Structural Equation Model (SEM)

We construct a path model containing seven latent variables.

Exogenous variables: term density (TD), menu hierarchy (ML), icon abstraction (IA)

Endogenous variables: cognitive load (CL), task performance (TP), and user satisfaction (US)

Path coefficient: The standardized regression weights were calculated by AMOS 28.0

3) Machine learning assisted analysis

Training the random forest model to predict cognitive load levels:

Feature set: eye movement index (12 dimensions) + physiological signal (8 dimensions) + behavioral data (5 dimensions)

Validation method: 10-fold cross validation (accuracy = 89.7%, F1-score = 0.87)

5.5 Innovation methodology

5.5.1 Dynamic Area of Interest (Dynamic AOI) tracking

We develop an AOI (Area of Interest) tracking system utilizing SLAM (Simultaneous Localization and Mapping) algorithm, featuring:

Scene reconstruction: 3D point cloud map is built by RGB-D camera

Interface element recognition: YOLOv7 is used to detect dashboard, navigation screen and other areas

Gaze point mapping: Project 2D eye movement coordinates to 3D scene space

5.5.2 Cross-modal data fusion

We construct a multimodal data cube with the following dimensional structure:

Dimension 1: Time series (task cycle 0-60s)

X-axis: 0-60 seconds task cycle, covering the whole process of pre-takeover, takeover and post-takeover

Y-axis: simultaneous acquisition of three modes of data: eye movement (0), physiology (1) and behavior (2)

Z-axis: double-level analysis of micro gaze (0) and macro task (1)

Dimension 2: Data modalities (eye movements/physiological/behavioral)

The rainbow color spectrum was used to distinguish different time windows (blue to red)

corresponds to 0 to 60 seconds), and the fixed point size was 50 pixels to ensure legible legend, with transparency of 0.8 for micro scale points and 0.4 for macro scale points.

Dimension 3: Analysis scale (microscopic focus/macroscale task)

The orange dotted line frame marks the typical data flow path (e.g., eye movement, physiology and behavior synchronization acquisition at 20 seconds), and the purple arrow indicates the direction of cross-modal data fusion (microscopic fixation → macroscale task)^[4].

6. Reconstruction and Path

6.1 Theoretical contribution reconstruction

The "three-dimensional dynamic cognitive load model" is proposed to correct the applicable boundary of traditional theory in the vehicle scene:

Spatial dimension: The load fluctuation during the transition period was 2.1-4.7 times

Cultural dimension: The language background adjustment effect made the difference of term density influence coefficient 63% ($\beta=0.62$ vs 0.38)

Neural dimension: The correlation coefficient between the activation intensity of the prefrontal lobe and the task error rate was $r=0.78$

6.2 Practical optimization path

This ISO 17387 supplementary standard establishes performance criteria for automotive HMI systems, aiming to:

Terminator density $\leq 35\%$ (threshold exceeded to trigger voice compensation)

The menu hierarchy follows the "3-second principle" (secondary menu ≤ 7 items)

The cultural adaptation index CAI is greater than or equal to 0.75 (right-hand steering models are arranged from right to left)

7. Inspiration and Reflection

This study established a scientific evaluation framework for autonomous driving English interface design through eye-tracking (gaze density analysis), multimodal fusion (data cube), and cross-cultural validation (GLOC system). Future work should expand real-world road scenario verification (6.3.1) and explore brain-computer interface + AI cognitive state monitoring (7.3.1), ultimately achieving a four-dimensional design paradigm transformation characterized by "transparency, controllability, adaptability, and evolution".

Optimization notes:

Consolidate cognate items: integrate original sections 1.1.1 through 1.1.3 into a progressive narrative encompassing background, problem statement, and innovation.

Reinforce logical coherence: establish a continuous chain from theoretical framework (language characteristics → evaluation model) through methodology (data collection → analytical techniques) to results (element influence → dynamic patterns) to establish conceptual continuity.

Explicitly demarcate innovation points: highlight theoretical/methodological/applied breakthroughs at strategic junctures within each chapter.

Data visualization integration: thermal maps, scanning paths and other results are integrated into dynamic model description

Standard connection: the research results are clearly connected with ISO standards and GLOC system to enhance practical guidance

It is suggested to supplement the cross-chapter glossary and unify the definitions of core concepts such as "cognitive load entropy" and "cultural adaptation index" to further improve the coordination of the whole text.

8. Conclusion

This study addresses the core challenges in English interface design for autonomous vehicles by establishing a comprehensive research framework spanning theoretical development and practical implementation. Through systematic integration of eye-tracking technology, driving simulation experiments, and multimodal data analysis methods, it quantitatively reveals the relationship between interface design elements and user cognitive load. The research proposes the cross-cultural applicable "3C Design Principles", providing scientific foundations for human-machine interaction optimization in the intelligent vehicle era.

References

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