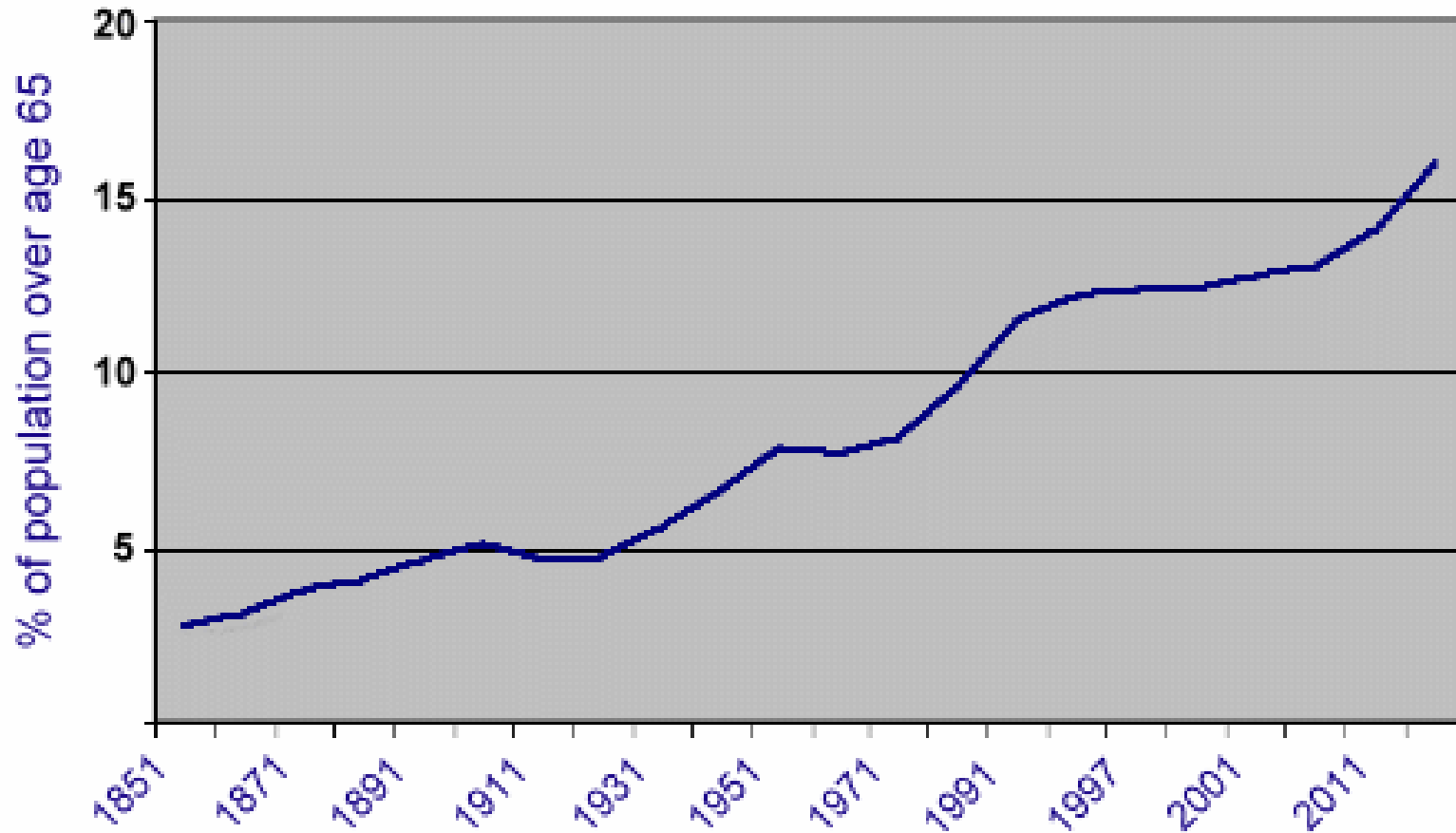


An Automated System to Assist Elderly Persons with Memory Deficiencies

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Joint work with Jennifer Boger, Alex
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Geoff Fernie and Szymon Wartak

Aging Canadian Population



Institute for Research and Innovation in Sustainability

Aging Population

- Older population suffers from
 - Dementia (e.g., Alzheimer's disease)
 - Deterioration of intellectual faculties
 - Memory deficiencies
- This results in
 - Lack of autonomy
 - Inability to carry out simple daily tasks
 - Washing, toileting, eating, dressing, taking medication, etc.

Elder care

- In home caregiver
 - Time consuming (if family member)
 - Expensive (if hired professional)
- Long-term care facility
 - Unfamiliar environment for patient
- Monitoring devices
 - E.g., help button, bracelet
 - Often obtrusive
 - Inadequate for emergencies or advanced dementia



Intelligent Assistive Technology

- Technology
 - To assist in activities of daily living
 - Non-obtrusive, yet pervasive
 - Adaptable
- Benefits:
 - Relieve caregiver burden
 - Cost effective
 - Facilitates aging at home
 - Improved autonomy
 - Feeling of independence

Outline

- COACH: an automated prompting system to help elderly persons wash their hands
- Reasoning under uncertainty for assistive technology
- Video clips
- Preliminary study
- Future work

COACH project

- Collaborators: Alex Mihailidis, Jennifer Boger, Jesse Hoey, Craig Boutilier, Geoff Fernie and Szymon Wartak



System Overview

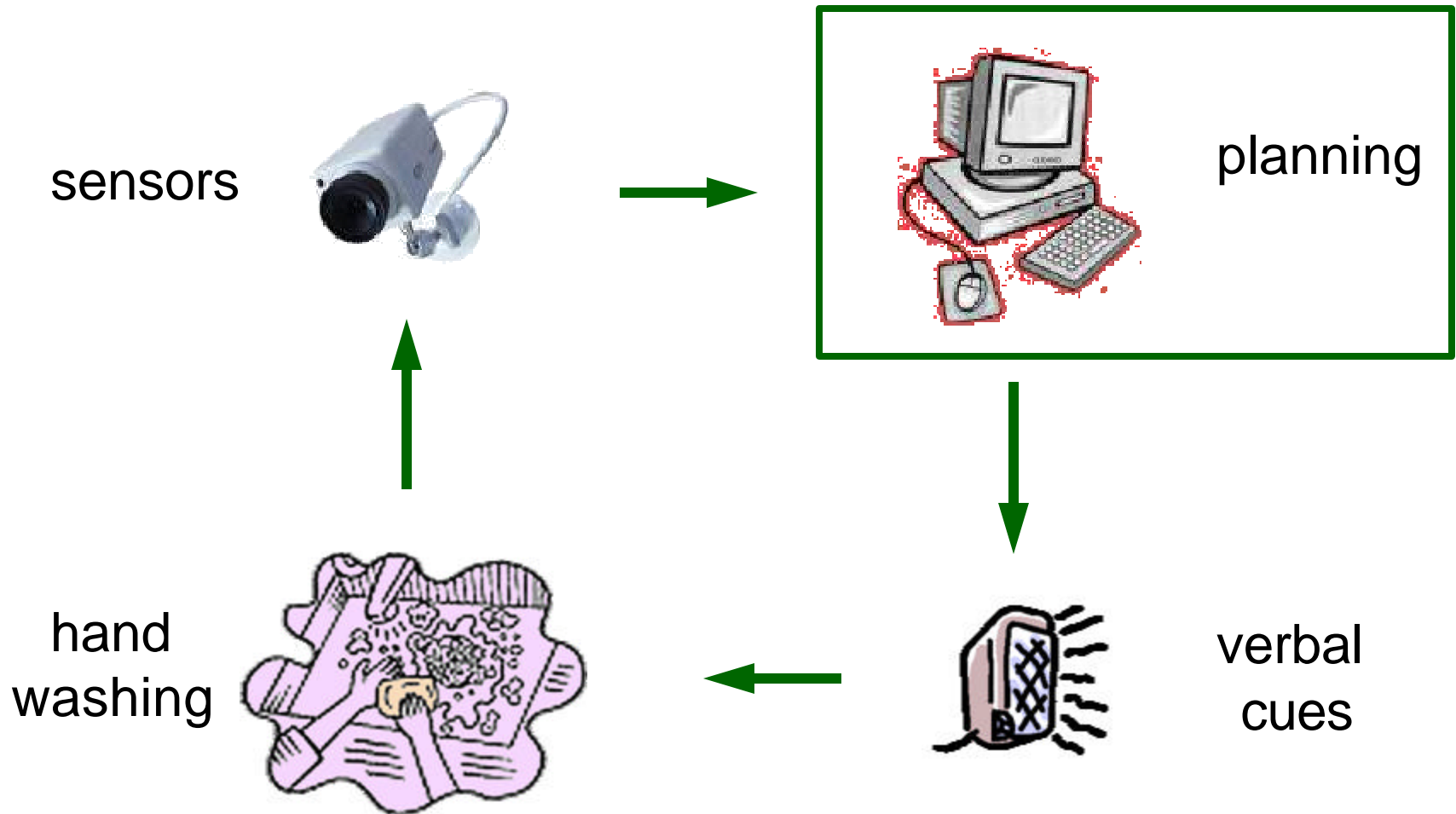
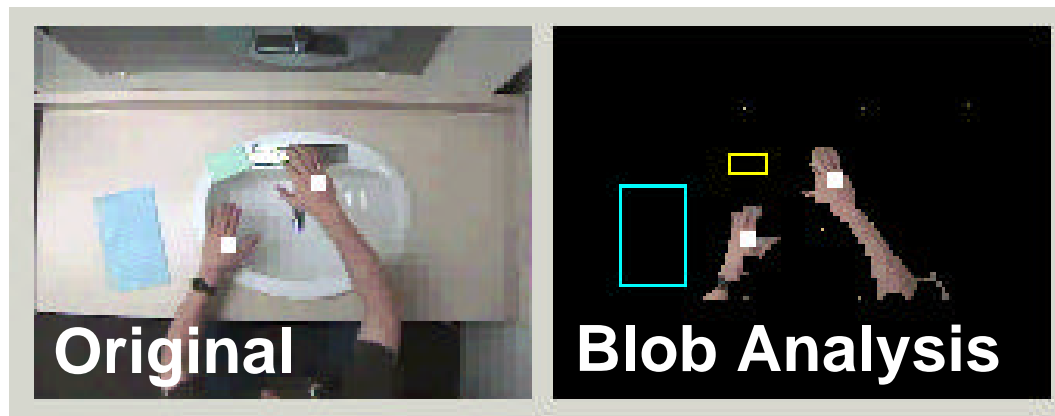
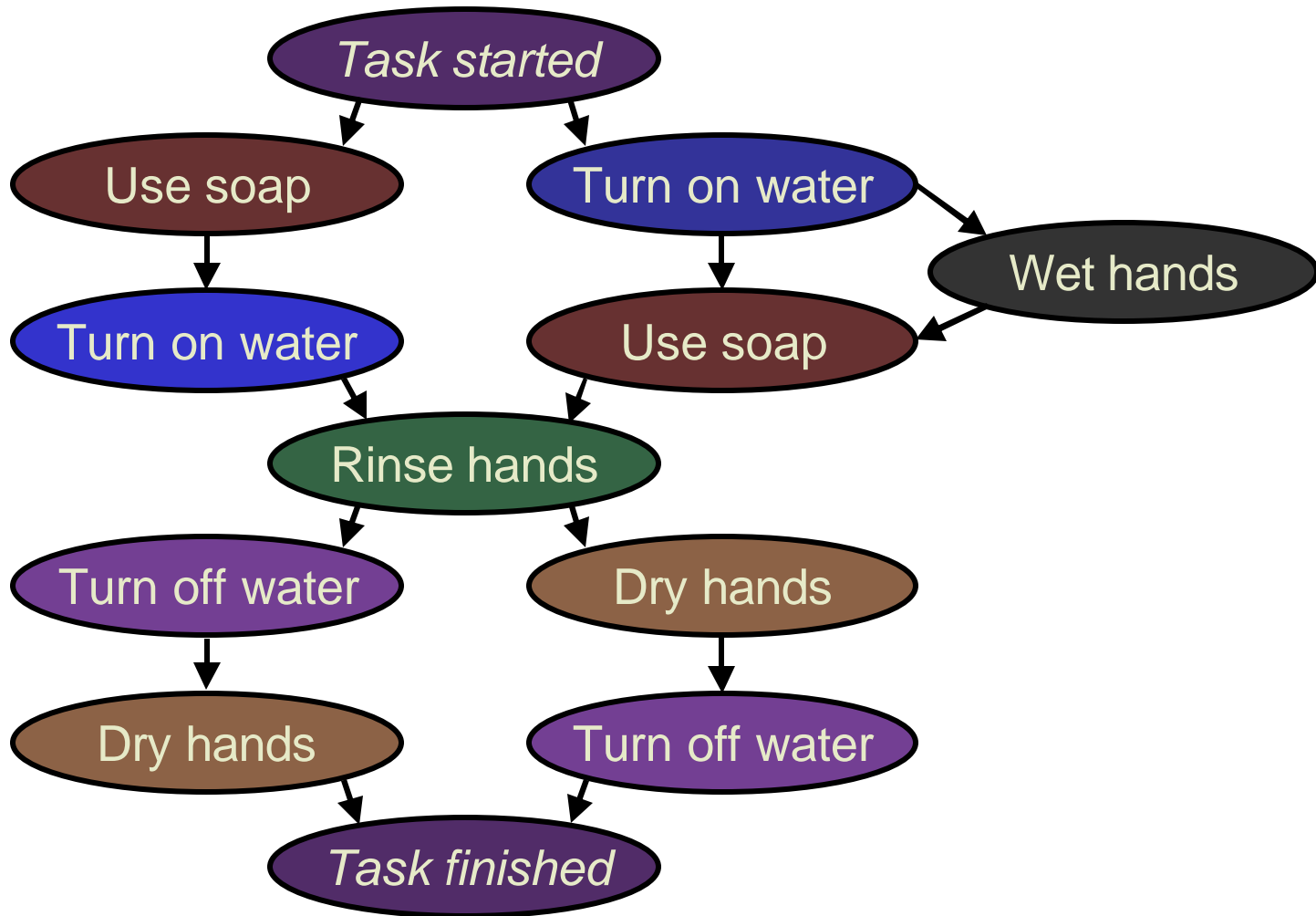


Image analysis

- Off the shelf software
 - Skin tracking
 - Background subtraction



Steps of Handwashing



Prompting Strategy

- Sequential decision problem
 - Sequence of prompts
- Noisy sensors & imprecise actuators
 - Noisy image processing, uncertain prompt effects
- Partially unknown environment
 - Unknown user habits, preferences and abilities
- Tradeoff between complex concurrent goals
 - Rapid task completion vs greater autonomy
- Approach: Partially Observable Markov Decision Processes (POMDPs)

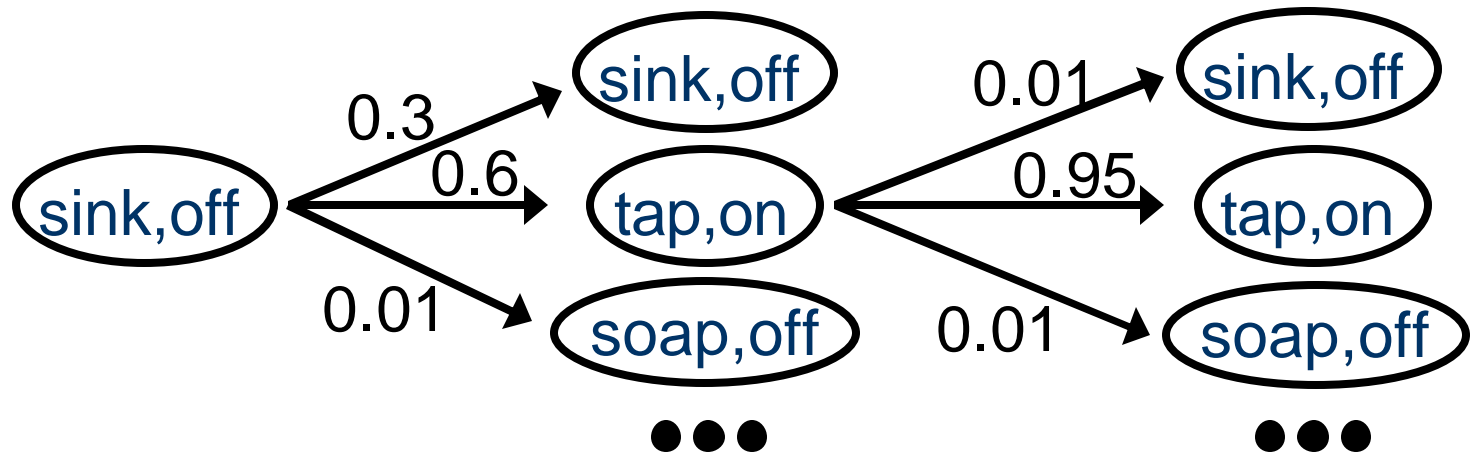
POMDP components

- **State set \mathbf{S}** = $\text{dom}(\text{HL}) \times \text{dom}(\text{WF}) \times \text{dom}(\text{D}) \times \dots$
 - Hand Location $\in \{\text{tap}, \text{water}, \text{soap}, \text{towel}, \text{sink}, \text{away}, \dots\}$
 - Water Flow $\in \{\text{on}, \text{off}\}$,
 - Dementia $\in \{\text{high}, \text{low}\}$, etc.
- **Observation set \mathbf{Z}** = $\text{dom}(\text{C}) \times \text{dom}(\text{FS})$
 - Camera $\in \{\text{handsAtTap}, \text{handsAtTowel}, \dots\}$
 - Faucet sensor $\in \{\text{waterOn}, \text{waterOff}\}$
- **Action set \mathbf{A}**
 - DoNothing, CallCaregiver, Prompt $\in \{\text{turnOnWater}, \text{rinseHands}, \text{useSoap}, \dots\}$

POMDP components

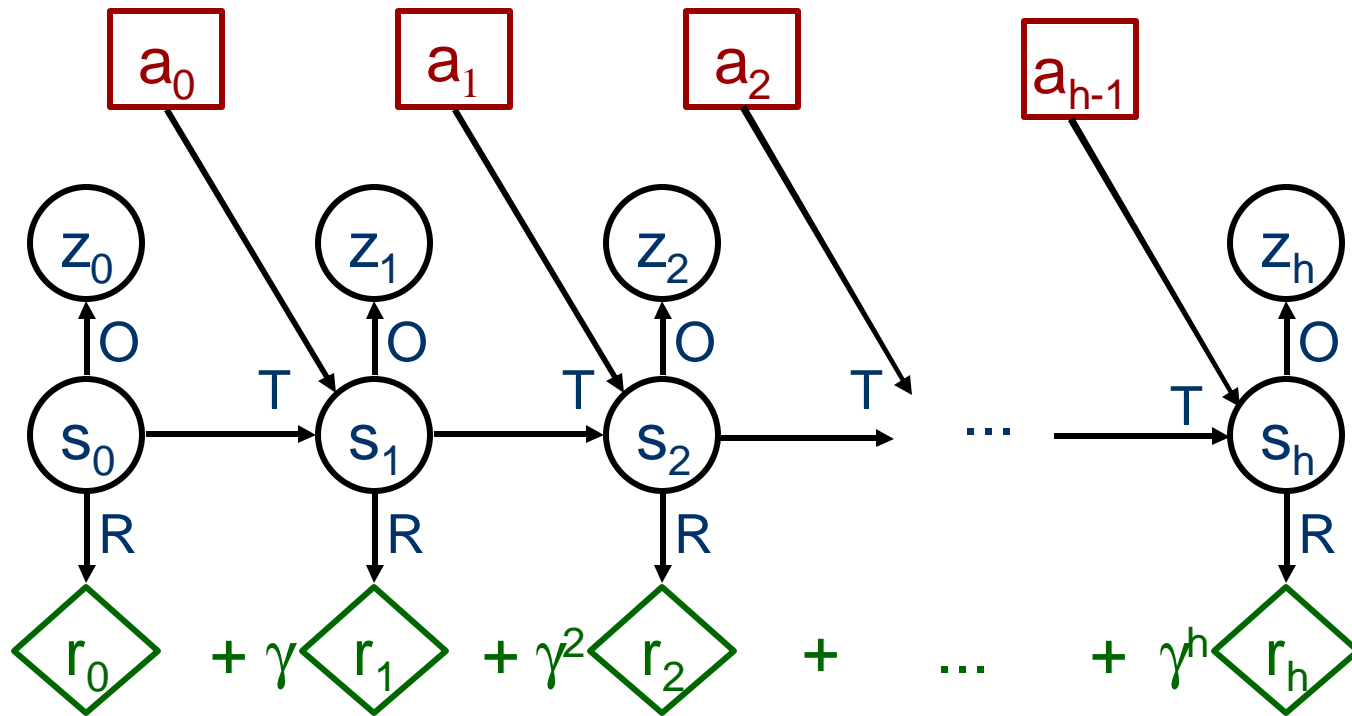
- Transition function
 $T(\mathbf{s}, \mathbf{a}, \mathbf{s}') = \Pr(\mathbf{s}' | \mathbf{s}, \mathbf{a})$

- Observation function
 $O(\mathbf{s}', \mathbf{z}) = \Pr(\mathbf{z} | \mathbf{s}')$



- Reward function $R(\mathbf{s}, \mathbf{a})$
 - Task completed $\rightarrow +100$
 - Call caregiver $\rightarrow -30$
 - Each prompt $\rightarrow -1, -2$ or -3

Graphical Representation



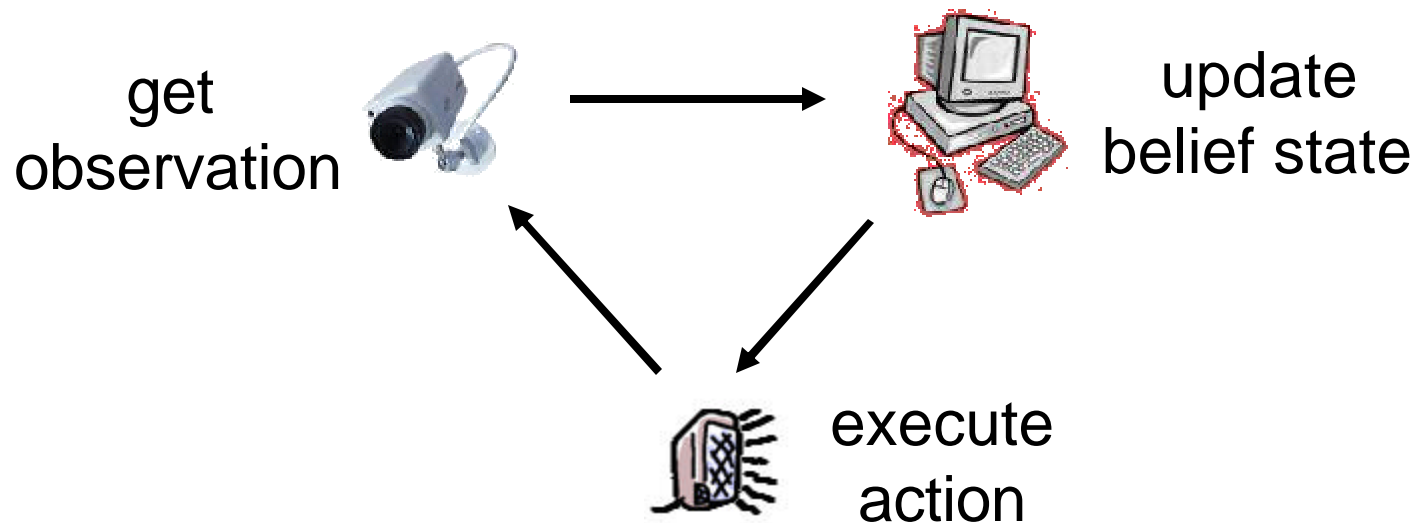
Solution: **policy** π maximizes expected total rewards

Policies

- Policy $\pi : B \rightarrow A$
 - Mapping from belief states to actions
- Belief state b
 - probability distribution over states
 - summarizes all past actions and observations
$$b_t = \langle \dots, a_{t-3}, z_{t-2}, a_{t-2}, z_{t-1}, a_{t-1}, z_t \rangle$$
 - Belief update using Bayes theorem:
$$b_t(s') = k \sum_{s \in S} b_{t-1}(s) \Pr(s'|s, a_{t-1}) \Pr(z_t|a_{t-1}, s')$$

Policies

- Offline policy optimization
 - Symbolic point-based value iteration
 - A form of dynamic programming
- Online policy execution (real-time)



Preliminary Study

- Evaluation
 - Planning module only
 - Reduced model (fully observable MDP)
- Set up
 - Patient: actor
 - Prompts:
 - Decided by caregiver or MDP
 - Always given by the same person
 - Evaluation: by professional caregivers

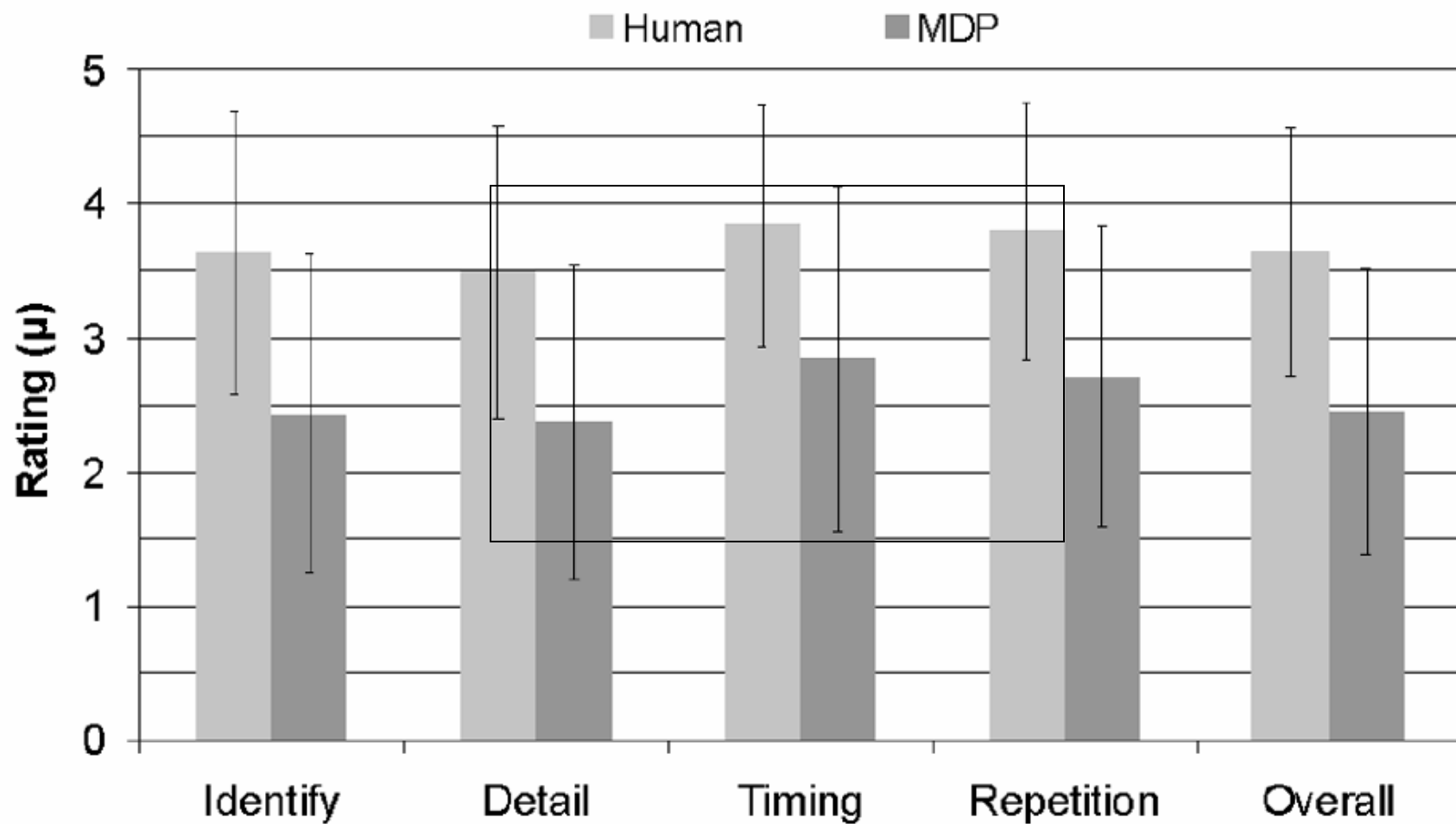
Video Clip #1



Video Clip #2



Efficacy Study



Overall Evaluation

- 150 Ratings (by professional caregivers)
 - MDP better than caregiver (11)
 - MDP and caregiver equally good (17)
 - Caregiver better than MDP (122)
- Overall:
 - MDP not as good as caregiver
 - However, MDP policy is credible
 - Is it good enough to be installed in a home?

Conclusion

- COACH system:
 - Automated task monitoring
 - Automated prompting system
 - Non-obtrusive
 - Technology that adapts to people
- Take home message:
 - Intelligent assistive technology possible
 - We can robustly handle uncertainty

Future Research Directions

- Short term
 - Clinical trials this month
 - Agitation monitoring
 - Natural language processing
- Vision: smart assistive house
 - Monitor people's activities
 - Assist in simple daily tasks
 - Toileting, eating, taking medication

My research interests

- General themes:
 - Reasoning under uncertainty
 - Machine learning
- Health informatics related interests
 - Ubiquitous systems
 - Adaptive systems
 - User modelling
 - Preference elicitation
 - Data analysis