

## Developing Solutions to Identify and Treat Nocturnal Disorientation in Dementia Patients

#### Juan Luis Pérez Díez

Department of Software Engineering and Artificial Intelligence Complutense University of Madrid, Madrid, Spain ¡lpdiez@ucm.es





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#### **Initial state**

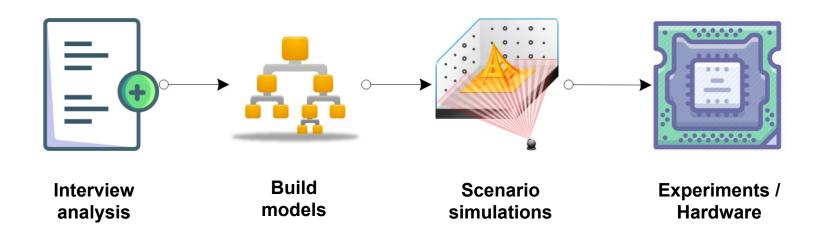
#### The tools for the job

- **Twenty interviews** to dementia patients:
  - Alzheimer's disease, vascular dementia, lewy bodies...
  - Various degrees of disease evolution.
  - Multiple ages and socioeconomic statuses.
- **AIDE A**mbient **I**ntelligence **D**evelopment **E**nvironment:
  - \* Virtual Living Lab \*
    - INGENME ⇒ SociAALML: Graphical editor to model agents, environments and their behaviour.
    - PHAT Framework: Transforms the models of SociAALML into 3D

simulations

### Workflow

#### From interviews to solutions



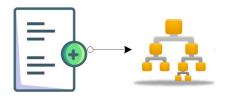
## **Interview Analysis**

Lots of reading, underlining and note taking.

- Key aspects of focus:
  - Sociodemographic data
  - Everyday problems and difficulties
  - Technological discussion
  - Day to day **activities** ⇒ Simulations



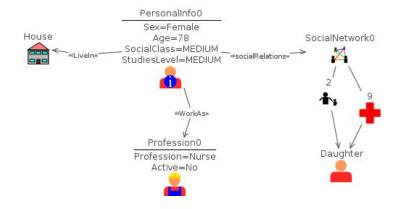
# **Build models SociAALML Editor**



First step: Replicate the information given in the interview through the use of the SociAALML Editor's entity-relationship diagrams

- Social and Human diagrams model age, profession and social relationships for all agents involved
- ADL, Activity and Sequential Tasks diagrams constitute the behaviour of agents. These can be associated to specific times of the day and can have different conditions applied to them
- **Disease Spec**, **Symptom Evolution** and **Filter** diagrams model specific problems, their evolution throughout the day and effects on the agents
- Building, Floor, Room, Devices, etc... make up the diagrams of the scenario in which the simulations will take place
- Simulation diagrams tie everything together

#### Agent info and social profile

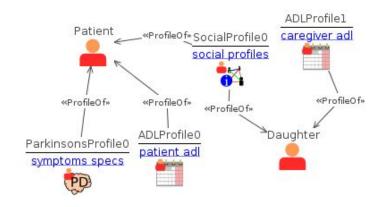


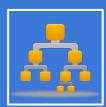
#### HumanProfileSpecDiagrams:

- Associate each agent to their daily activities.
- Specify symptom diagrams.

#### SocialSpecDiagrams:

- Personal and professional info.
- Social relationships.

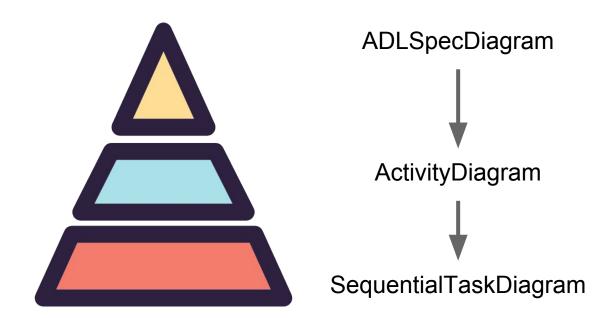




#### Agent planning and environment interaction

From the more general planning to the specifics of each task. Conditional planning can be performed.



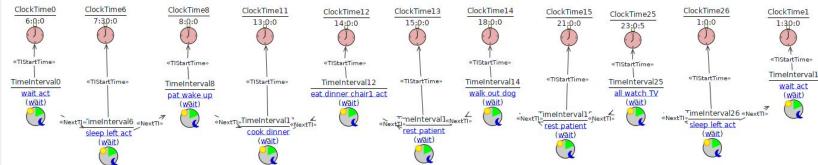


#### Agent planning and environment interaction

#### ADLSpecDiagram:

Assign **activity sequences** to **times of the day**.



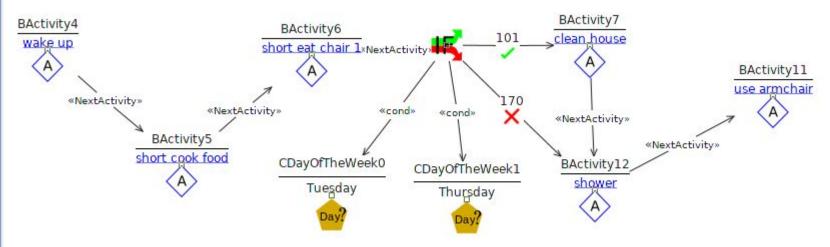


#### Agent planning and environment interaction

#### **ActivityDiagram:**

They contain **sequences of tasks** which can be **conditionally executed**.



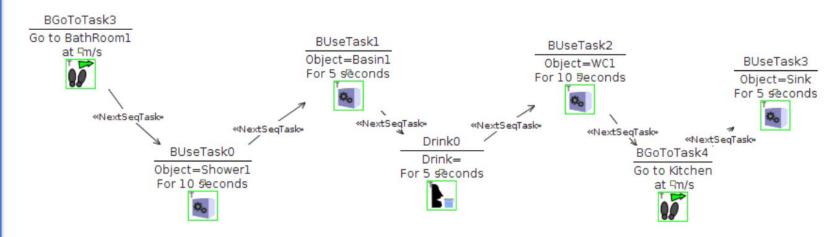


#### Agent planning and environment interaction

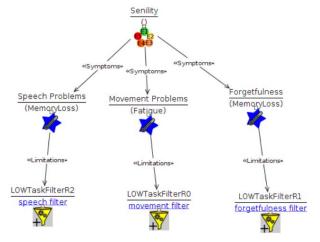
#### SequentialTaskDiagram:

Specifics of every activity. They contain info on **duration** and **object** of interaction.





# **SociAALML Editor** Illness specifics



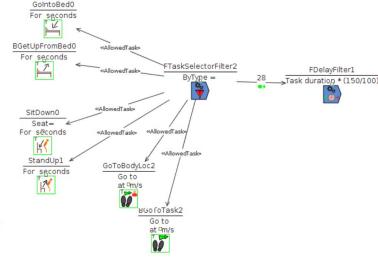
#### **DiseaseSpecDiagram**:

Tree of **symptoms** with **filters** applied to them. Can also contain the **symptom evolution** across time or while taking/not taking medication.

#### FilterDiagram:

Model the way in which **planning is modified** when under a symptom. Can also contain **conditionals.** 





#### **Preparing simulations**

For each interview various simulations are prepared.

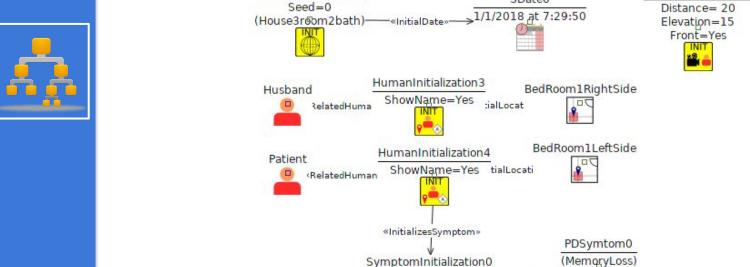
WorldInitialization0

**Symptoms** can be isolated or combined, **environment** can be changed. **Starting time** and date can vary along with **camera position** and other various features.

SDate0

itializedSympto

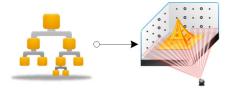
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MEDIUM



## Simulate Scenarios PHAT Simulator



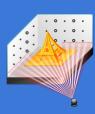
Once we have modeled the interview within the tool, we can **run simulations**:

- Enable, disable or mix symptoms
- Attach virtual sensors to gather data

For this project we made complete **24-hour simulations** of a patient's day with varying symptoms.

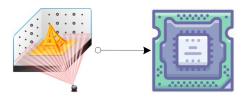
#### **PHAT Simulator**





### **Experimenting**

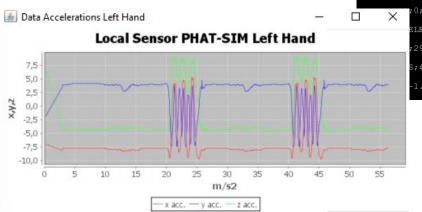
#### Gathering data from virtual sensors



We can attach **virtual hardware** to the scene, **view** and **collect** its **data**.

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- Door sensors (Hall-effect)
- Presence sensors
- Accelerometers
- Cameras
- Even Android phones!





## **PoC Hardware Development**

### Helping caregivers rest at night

#### **Problem:**

- It is reported by many caregivers that they have trouble resting at night because they have to be aware of the patients waking up to go to the bathroom.
- These patients disorient rather frequently and may be unable to turn on the light or find their destination.
- Adding to these they are usually elderly people with mobility problems who are prone to falling.

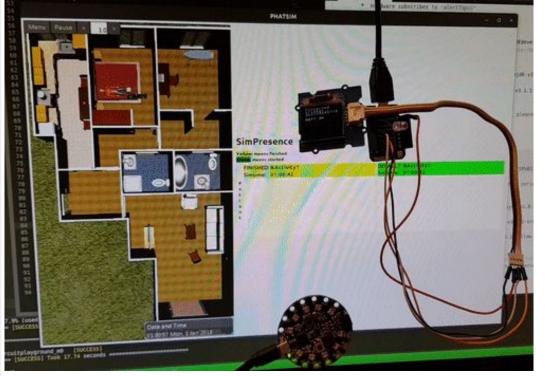
This could be **solved** with various **technological solutions** depending on the **level of the symptoms**.

- Presence-activated lights.
- Presence detection which lights the path to the bathroom.
- Caregiver warning system ⇒



### **PoC Hardware Development**

#### **Caregiver warning system**



The system **detects** when the patient wakes up at night and **alerts** the caregiver.

- One movement sensor is located in the patient's room. In this case it's a virtual sensor.
- One device is used to warn the caregiver by the use of lights and a speaking voice.
- Other device is located outside the house to warn of an emergency which the caregiver did not attend.



## Thank you!

Main project page

http://grasiagroup.fdi.ucm.es/aidendd

**Github projects** 

https://github.com/Melkoroth/AIDEdevelopment

https://github.com/Melkoroth/AIDEdevelopmentHardware

<u>ilpdiez</u>,@ucm.es

