

Project 1

Blood Glucose (BG) Prediction and Control in Diabetes

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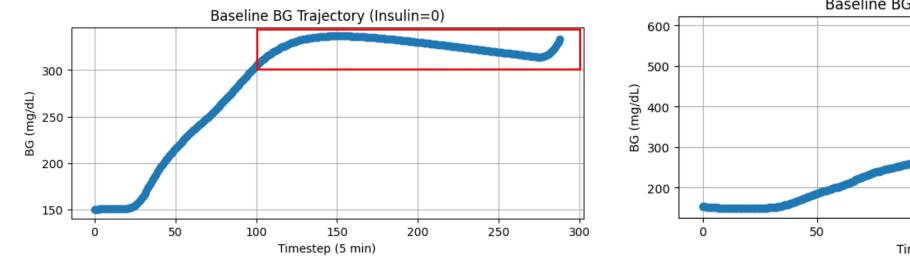


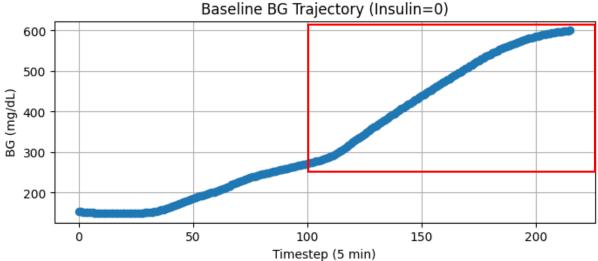
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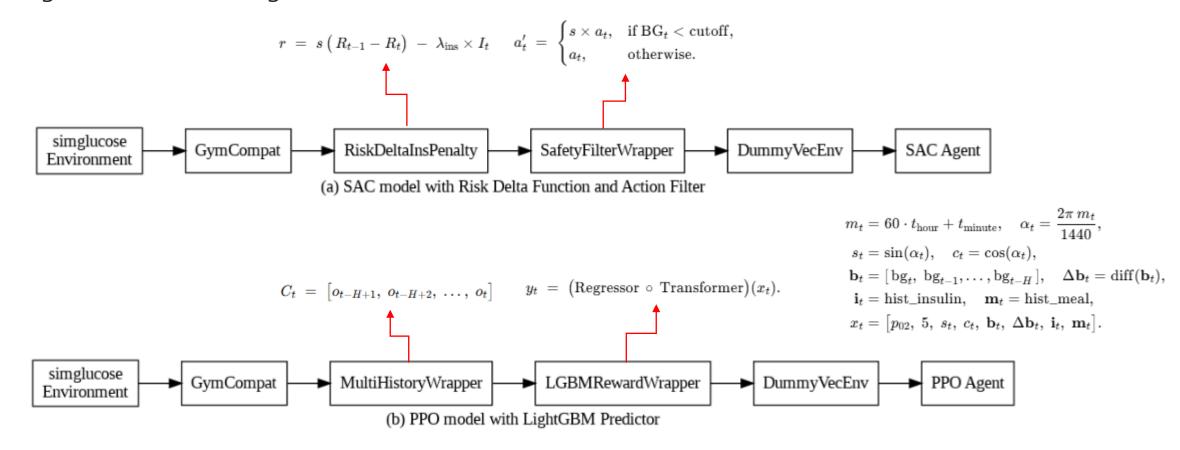
- 1. Problem Statement.
- Prediction and Control of Blood Glucose in Type 1 Diabetes Patients
- 2. Simulation Environments.
- Glucose-Insulin system (Sim-glucose with OpenAI Gym framework)
- Activity and Energy intake patterns changing each time for the same patient.





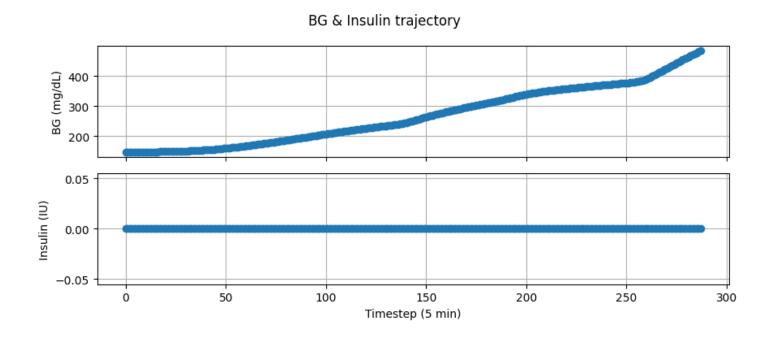


- 3. Summary of Models.
- 3.1. SAC with Filter, PPO with LGBM.
- Using SAC model with Risk Delta Function and Action Filter.
- Using PPO model with LightGBM Predictor.



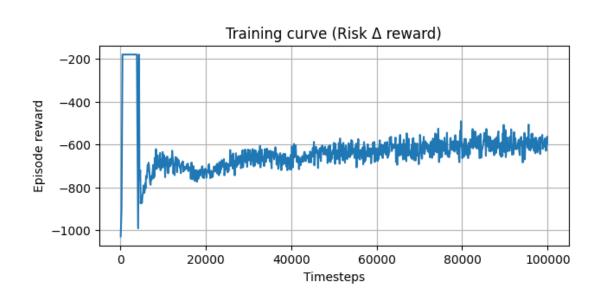


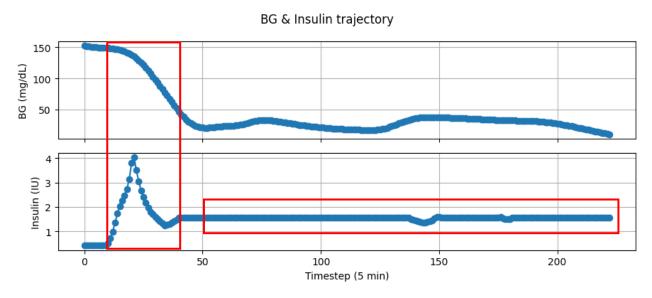
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- 1) Navie SAC
- → No insulin administration.





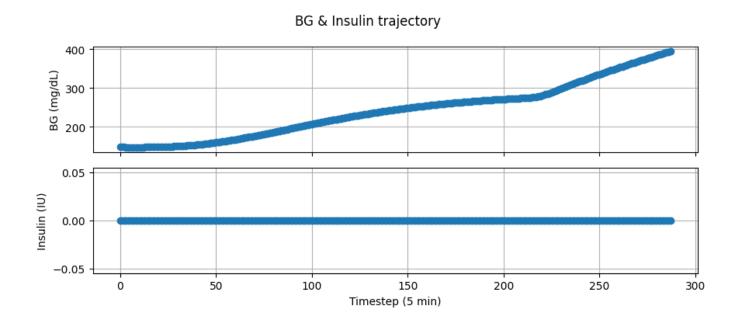
- 3. Summary of Models.
- 3.1. SAC with Filter, PPO with LGBM.
- 2) SAC with Filter
- → Adjusting insulin dosage, but using too much dose.
- → Risk Delta works well, but Action Filter does not work.





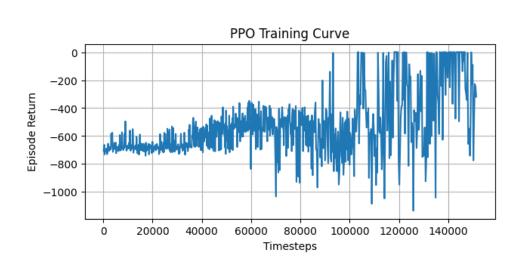


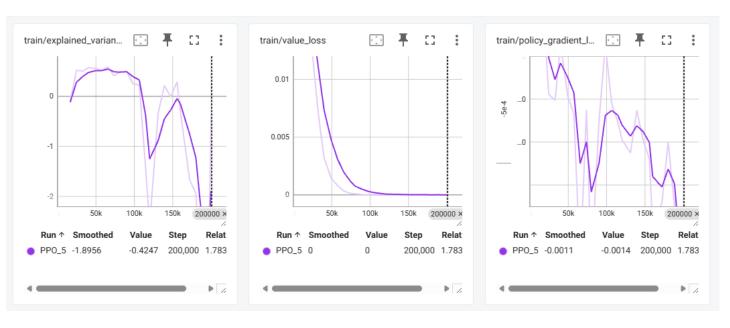
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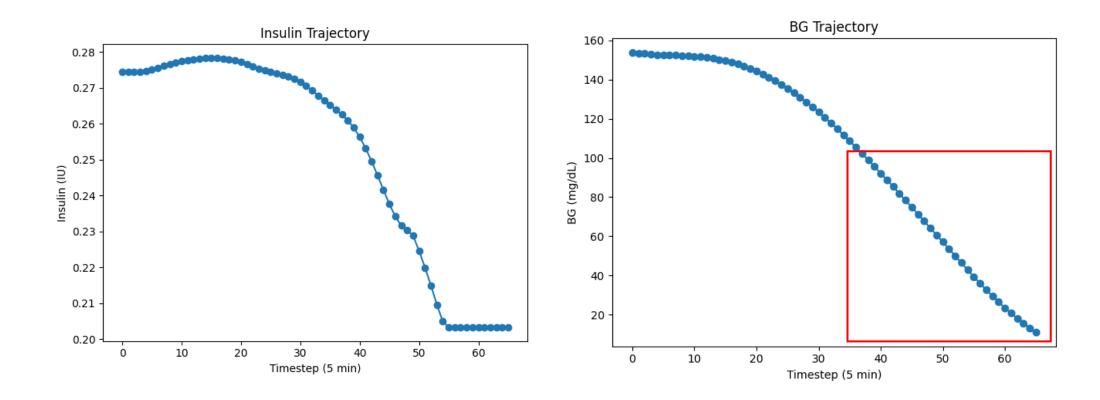
- 3. Summary of Models.
- 3.1. SAC with Filter, PPO with LGBM.
- 4) PPO with LGBM
- → The RL model does not predict future BG.
- → Using LightGBM as the BG predictor with the Kaggle 1st solution.







- 3. Summary of Models.
- 3.1. SAC with Filter, PPO with LGBM.
- 4) PPO with LGBM
- → Insulin administration is more delicate.
- → It could replace Filter in SAC, but still has 'low BG control' problem (High LGBI).



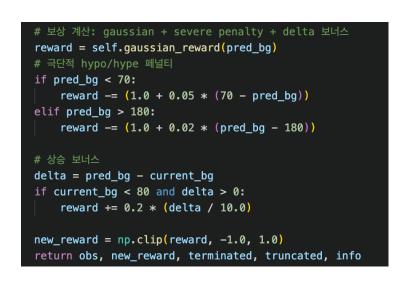


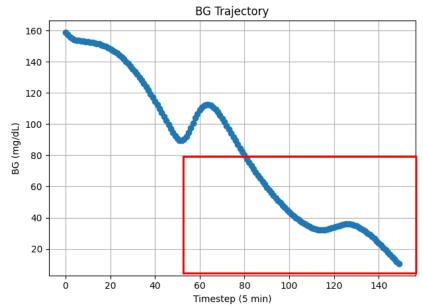
- 3. Summary of Models.
- 3.1. SAC with Filter, PPO with LGBM.
- 5) Result Summary
- Applying Filter in SAC, it improved TIR from 23.30 \rightarrow 61.09 and HBGI 33.12 \rightarrow 1.94.
- Applying LGBM in PPO, it improved TIR from 22.72 \rightarrow 60.76 and HGBI 33.39 \rightarrow 2.73.
- Applying Custom Reward, it improved TIR from $60.76 \rightarrow 67.93$ and LBGI from $41.45 \rightarrow 28.39$.

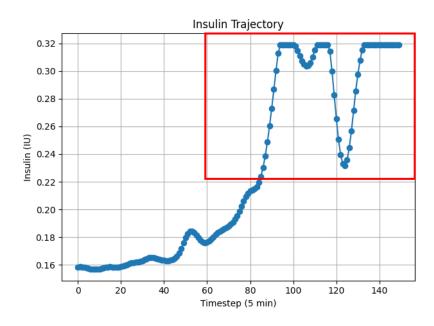
Method	Time-in-Range (%)	LBGI (mean)	HBGI (mean)
SAC	23.30	0.00	33.12
SAC + Filter	61.09	52.39	1.94
PPO	22.72	0.00	33.39
PPO + LGBM	60.76	41.45	2.73
PPO + LGBM + Custom Reward	67.93	28.39	4.61



- 3. Summary of Models.
- 3.2. PPO with LGBM High LBGI.
- To reduce high LBGI in PPO with LGBM, explored a new reward function.
- After apply step function and cliping, the model seemed to contorl BG, but the problem reoccurs again.
- → It's because LGBM is trained to predict after 1 hour of BG,
- → but the RL agent might make a mis-trajectory of BG.
- → So, the simulator BG value and predicted BG value are very different for big timestep.









4. Benchmark Study.

Dual PPO[1] (2025, SOTA), it is very good compared with our study

- → But it improved PPO, and our study is orthogonal to it.
- e.g.) Using Beta Distribution Policy. (Our study uses MLP Policy with Gaussian, as default.)

Time-in-Range (%)	LBGI (mean)	HBGI (mean)
87.45	0	5

5. Discussion.

- The filtering method using Rule Base has limitations.
- The performance is better even if just attach Tree-Model.
- However, 'low BG control' problem is still necessary.

6. Future Work.

- Pre-Train LGBM using simulation data.
- Attempt using Dual PPO model. (Cannot be done because the source code is not disclosed.)



Summary Our Works

- 1. BG Prediction (Midterm)
- → LightGBM Tree-Based Model
- 2. BG Control (Final)
- → SAC RL Model with Filter
- → PPO RL Model with LightGBM Predictor



Appendix A. Dual PPO

1. Policy Entropy Bonus Adjustment

- The entropy coefficient is increased to strengthen initial exploration, and then gradually reduced to induce convergence.

2. Gradient Clipping

- To prevent gradient runaway, we set the maximum norm (max_norm) to ensure stable parameter updates.

3. State Normalization

- By mean-variance normalizing the input CGM values, we reduce instability caused by differences in data range during neural network training.

4. Advantage Normalization

- Scale the episode-wise advantage to have mean 0 and variance 1 to improve learning efficiency.

5. Reward Scalling

- Adjust Clarke risk index-based rewards to an appropriate size to mitigate learning bottlenecks caused by being too small or too large.

6. Use Beta Policy

- Instead of restricting actions to the range [0,1], we use the Beta distribution to naturally clip and smooth out actions near the boundaries.

7. Learning Rate Decay

- Set the initial learning rate high and then decrease it linearly or exponentially to ensure convergence stability.

8. Value Clipping

- Similar to PPO clipping, we also apply clipping ranges to value function updates to suppress unstable updates.

9. Orthogonal Initialization

- Initialize neural network weights as orthonormal matrices to reduce gradient vanishing and runaway problems that occur in the early stage of training.

10. Mini-batch Shuffling

- At each epoch, the mini-batches are randomly shuffled to reduce correlation and mitigate overfitting.