

# Hydration Monitoring System for Everyday Use

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# Motivation

- Hydration is important to overall well-being
- Easy to forget to hydrate throughout the day
- Hydration reminders are useful to ensure that people are drinking enough water, especially during/after:
  - Working in extreme temperatures for a long period of time
  - Vigorous physical activity for a long period of time

# Prior Work - Academic

- AutoHydrate: mobile application connected to a wearable throat microphone to track hydration and a watch to track physical activity
- Utilizing physiological signals to estimate hydration levels:
  - Classifying hydration level based on PPG signals from videos of a person's fingertip
  - Classifying volume depletion/dehydration based on ECG signals
- Detecting drinking gestures from smartwatch

## Prior Work: Commercial



HidrateSpark water bottle

# Project Scope

- iOS application to track hydration and physical activity
- Goal: remind users to drink water periodically based on a variety of factors, including:
  - Intensity of physical activity
  - Ambient temperature
  - Time since last hydration event
- Hydration tracking: drinking gesture detection using inertial data
- Physical activity tracking: activity recognition using inertial data

# Implementation - Hardware

Arduino Nano



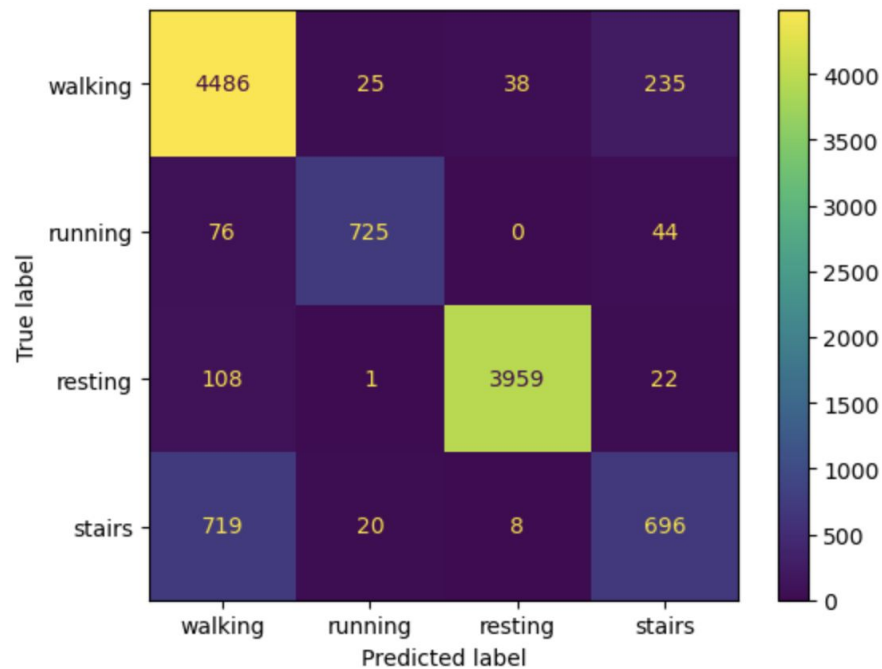
iPhone with  
custom iOS app

# Implementation - Activity Recognition Model

- Four-class classification between: resting, walking, climbing stairs, and running
- Collected accelerometer and gyroscope data from 8 participants while they performed some or all of these activities
- Features extracted (per frame): mean, variance, energy, RMS from each axis of accelerometer data

# Activity Recognition Model - Results

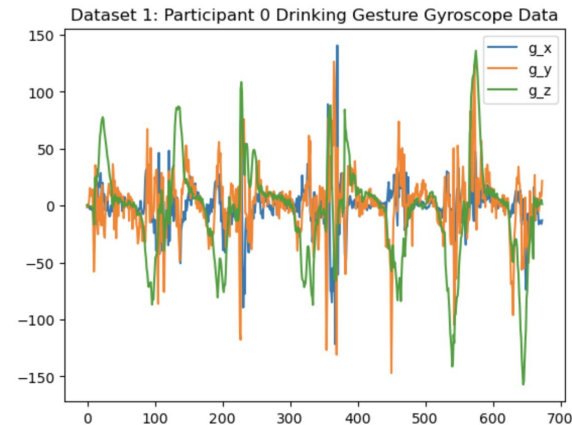
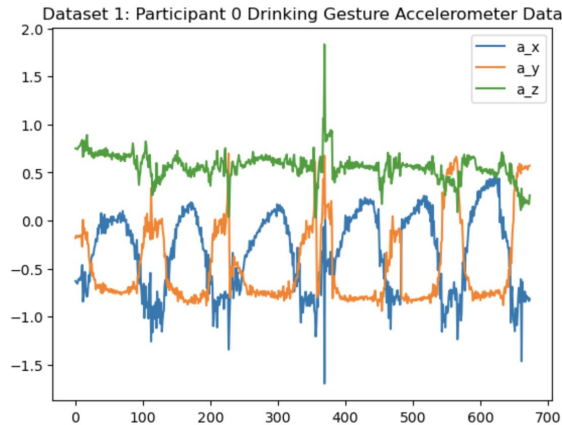
- Random Forest model, 100 trees
- Accuracy: ~88.4%
- Precision: ~87.3%
- Recall: ~87.6%





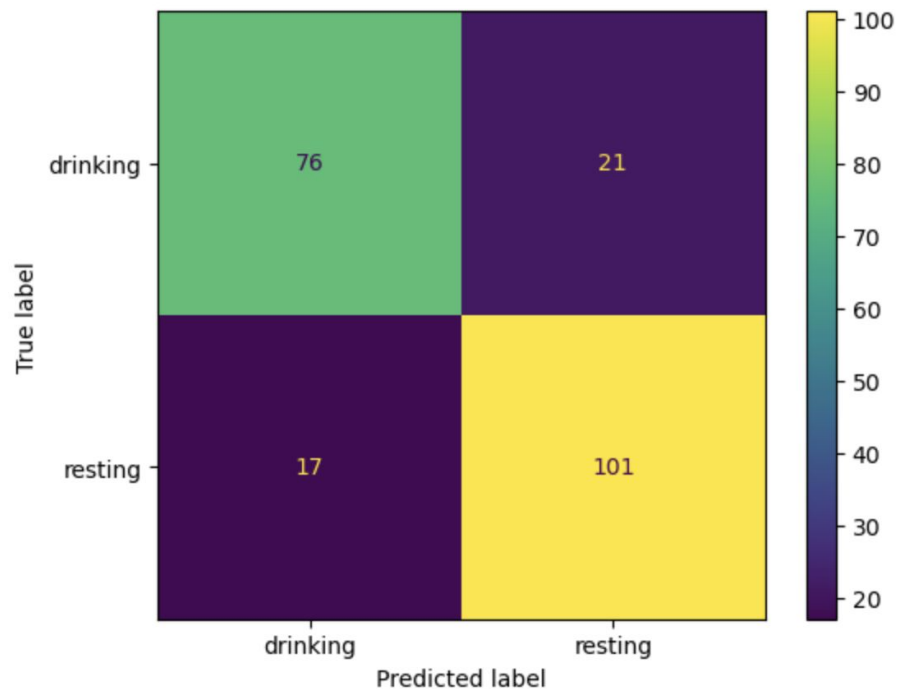
# Implementation - Gesture Recognition Model: Strategy 1

- Binary classification between drinking and non-drinking gestures
- Collected accelerometer and gyroscope data from 7 participants
- Features extracted (per frame): mean, variance, energy, RMS from each axis of accelerometer data



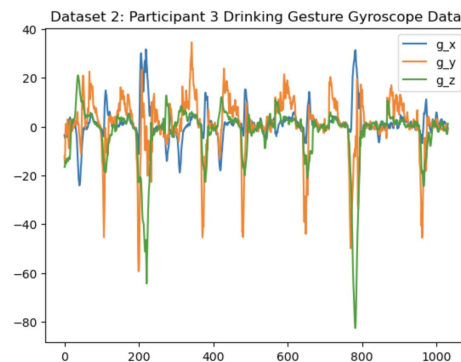
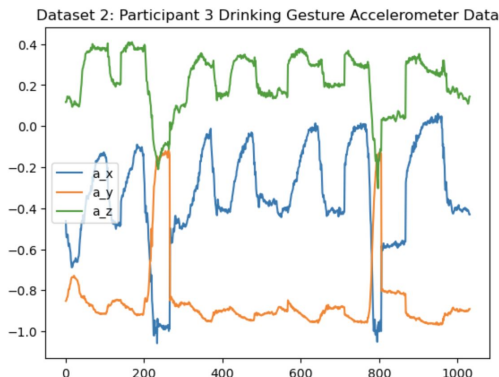
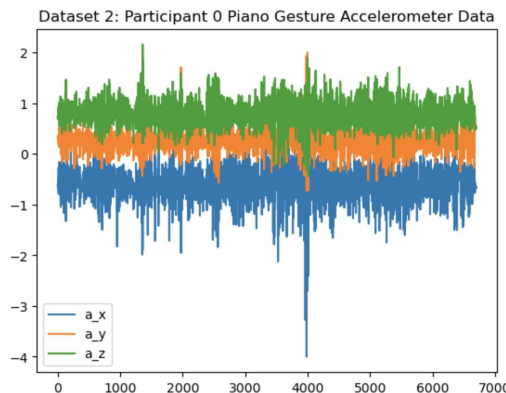
# Strategy 1 Results

- Random Forest model, 100 trees
- Accuracy: ~85.1%
- Precision: ~84.1%
- Recall: ~83.7%



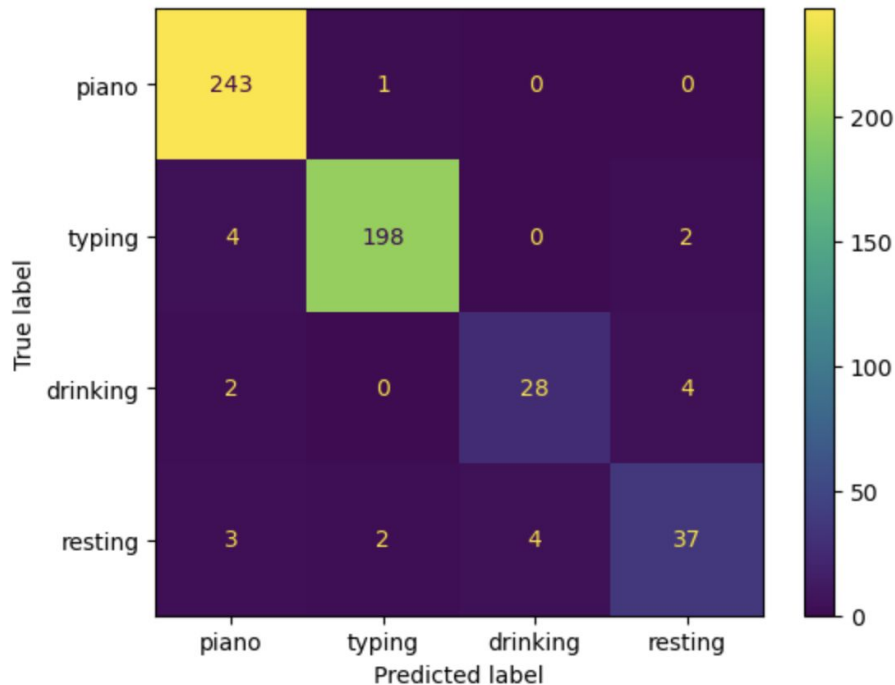
# Implementation - Gesture Recognition Model: Strategy 2

- Four class classification between playing piano, typing, drinking, and resting gestures
- Collected accelerometer and gyroscope data from 5 participants
- Features extracted (per frame): mean, variance, energy, RMS from each axis of accelerometer data



# Strategy 2 Results

- Random Forest model, 100 trees
- Accuracy: ~96.2%
- Precision: ~97.3%
- Recall: ~97.2%



# Key Takeaways

- Multi-class drinking gesture recognition model performs better than that of the binary-class model
- Key learning: exposure to the entire process of data collection, preprocessing, feature engineering, and model training

# Future Directions

- Tracking volume of water consumed
- Training activity/drinking gesture recognition models on more relevant data classes
- In-the-wild testing of app

Thank You!

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# References

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- Amft, Oliver, et al. "Towards wearable sensing-based assessment of fluid intake." *2010 8th IEEE International Conference on Pervasive Computing and Communications Workshops (PERCOM Workshops)*. IEEE, 2010.