# An assistive handwashing system with emotional intelligence

Luyuan Lin

University of Waterloo

Supervisor: Jesse Hoey

July 21, 2014

#### Overview

- Problem Statement
  - Motivation
  - Objectives
- 2 Basic Concepts
  - Affect Control Theory (ACT)
  - Partially Observable Markov Decision Process (POMDP)
  - The BayesACT Framework
- 3 Solution: System Design and Implementation
  - Components
  - Coordination between components
- Experimental Results
- Discussion
  - Contribution
  - Future Work

#### The COACH system

- is an assistive system helping with an elder's daily activities
- monitors a user washing his/her hands
- detects when the user has lost track of what he/she is doing
- displays a prerecorded assistive prompt when needed
- works well for some persons, but not as well for others

#### The COACH system

- is an assistive system helping with an elder's daily activities
- monitors a user washing his/her hands
- detects when the user has lost track of what he/she is doing
- displays a prerecorded assistive prompt when needed
- works well for some persons, but not as well for others

#### The COACH system

- is an assistive system helping with an elder's daily activities
- monitors a user washing his/her hands
- detects when the user has lost track of what he/she is doing
- displays a prerecorded assistive prompt when needed
- works well for some persons, but not as well for others

#### Using Emotional Intelligence in Assitive Systems

recognization of affective states

#### The COACH system

- is an assistive system helping with an elder's daily activities
- monitors a user washing his/her hands
- detects when the user has lost track of what he/she is doing
- displays a prerecorded assistive prompt when needed
- works well for some persons, but not as well for others

- recognization of affective states
- generation of affective signals

#### The COACH system

- is an assistive system helping with an elder's daily activities
- monitors a user washing his/her hands
- detects when the user has lost track of what he/she is doing
- displays a prerecorded assistive prompt when needed
- works well for some persons, but not as well for others

- recognization of affective states
- generation of affective signals
- study of human emotions

#### The COACH system

- is an assistive system helping with an elder's daily activities
- monitors a user washing his/her hands
- detects when the user has lost track of what he/she is doing
- displays a prerecorded assistive prompt when needed
- works well for some persons, but not as well for others

- recognization of affective states
- generation of affective signals
- study of human emotions
- computationally modelling affective HCIs

To augment the COACH system with an emotional reasoning engine based on BayesACT so that the augmented system:

• is designed in a portable and extensible way

- is designed in a portable and extensible way
- runs in real-time from the perspective of the user group

- is designed in a portable and extensible way
- runs in real-time from the perspective of the user group
- provides at least a level of functional assistance of as high quality as the COACH

- is designed in a portable and extensible way
- runs in real-time from the perspective of the user group
- provides at least a level of functional assistance of as high quality as the COACH
- is able to tune the prompts in some way according to the emotional state of a user

To augment the COACH system with an emotional reasoning engine based on BayesACT so that the augmented system:

- is designed in a portable and extensible way
- runs in real-time from the perspective of the user group
- provides at least a level of functional assistance of as high quality as the COACH
- is able to tune the prompts in some way according to the emotional state of a user

Note: The last objective is ill-defined, as the question of how exactly tuning prompts to users will be most effective is not clear at this point.

#### Affect Control Theory (ACT)

represents emotions as vectors that represent evaluation (E), potency
 (P), and activity (A) respectively

#### Affect Control Theory (ACT)

- represents emotions as vectors that represent evaluation (E), potency (P), and activity (A) respectively
- describes social events by an Actor-Behaviour-Object (ABO) grammar

#### Affect Control Theory (ACT)

- represents emotions as vectors that represent evaluation (E), potency (P), and activity (A) respectively
- describes social events by an Actor-Behaviour-Object (ABO) grammar
- "fundamentals" of identities and behaviours; shared between people within a same culture

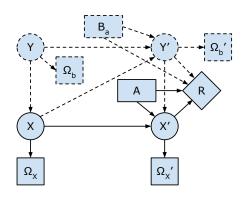
#### Affect Control Theory (ACT)

- represents emotions as vectors that represent evaluation (E), potency
  (P), and activity (A) respectively
- describes social events by an Actor-Behaviour-Object (ABO) grammar
- "fundamentals" of identities and behaviours; shared between people within a same culture
- "transient impressions": emotional feelings of people evoked by a specific event

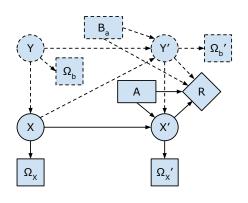
#### The ACT Principal

Actors work to experience transient impressions that are consistent with their fundamental sentiments.

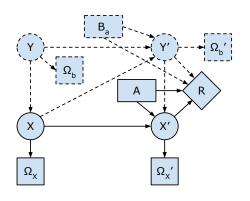
Partially Observable Markov Decision Process (POMDP)



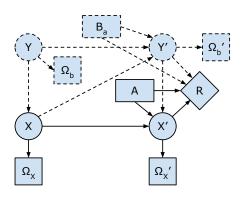
 A timeslice of a POMDP process (solid lines)



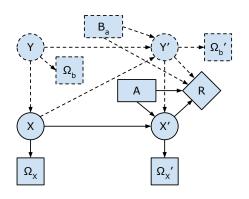
- A timeslice of a POMDP process (solid lines)
- Variables:  $\{X, A, \Omega_X\}$



- A timeslice of a POMDP process (solid lines)
- ullet Variables:  $\{X, A, \Omega_X\}$
- $Pr: X \to \Delta(\Omega_X)$ ,  $Pr: X \times A \to \Delta(X)$



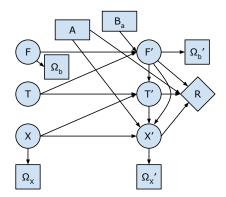
- A timeslice of a POMDP process (solid lines)
- ullet Variables:  $\{X, A, \Omega_X\}$
- $Pr: X \to \Delta(\Omega_X)$ ,  $Pr: X \times A \to \Delta(X)$
- Reward Function: R(A, X')



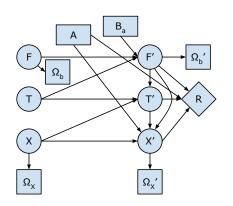
- A timeslice of a POMDP process (solid lines)
- ullet Variables:  $\{X, A, \Omega_X\}$
- $Pr: X \to \Delta(\Omega_X)$ ,  $Pr: X \times A \to \Delta(X)$
- Reward Function: R(A, X')
- Augmented with affective states (dotted lines)

- A Bayesian version of the ACT theory
- Combines the ACT with POMDP model so that can learn an interactant's identity

- A Bayesian version of the ACT theory
- Combines the ACT with POMDP model so that can learn an interactant's identity

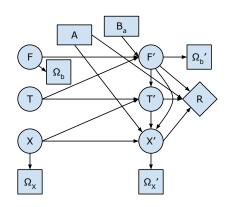


- A Bayesian version of the ACT theory
- Combines the ACT with POMDP model so that can learn an interactant's identity



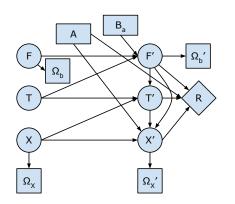
• States  $S = \{F, T, X\}$ , where  $F = \{F_{ij}\}, T = \{T_{ij}\}, i \in \{a, b, c\}, j \in \{e, p, a\}$ 

- A Bayesian version of the ACT theory
- Combines the ACT with POMDP model so that can learn an interactant's identity



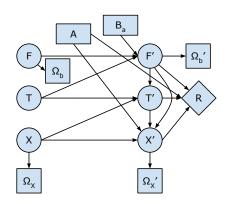
- States  $S = \{F, T, X\}$ , where  $F = \{F_{ij}\}, T = \{T_{ij}\}, i \in \{a, b, c\}, j \in \{e, p, a\}$
- Observations  $\Omega = \{\Omega_X, \Omega_b\}$

- A Bayesian version of the ACT theory
- Combines the ACT with POMDP model so that can learn an interactant's identity



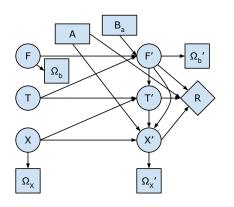
- States  $S = \{F, T, X\}$ , where  $F = \{F_{ij}\}, T = \{T_{ij}\}, i \in \{a, b, c\}, j \in \{e, p, a\}$
- Observations  $\Omega = \{\Omega_X, \Omega_b\}$
- Actions  $\{A, B_a\}$

- A Bayesian version of the ACT theory
- Combines the ACT with POMDP model so that can learn an interactant's identity



- States  $S = \{F, T, X\}$ , where  $F = \{F_{ij}\}, T = \{T_{ij}\}, i \in \{a, b, c\}, j \in \{e, p, a\}$
- Observations  $\Omega = \{\Omega_X, \Omega_b\}$
- Actions  $\{A, B_a\}$
- By updating F, the probability distribution of the client's identity  $F_c$  is learned

- A Bayesian version of the ACT theory
- Combines the ACT with POMDP model so that can learn an interactant's identity



- States  $S = \{F, T, X\}$ , where  $F = \{F_{ij}\}, T = \{T_{ij}\}, i \in \{a, b, c\}, j \in \{e, p, a\}$
- Observations  $\Omega = \{\Omega_X, \Omega_b\}$
- Actions  $\{A, B_a\}$
- By updating F, the probability distribution of the client's identity  $F_c$  is learned
- Calculate  $\{A, B_a\}$  basing on  $\{F, T, X\}$

Updates F and Calculates  $\{A, B_a\}$  basing on  $\{F, T, X\}$ 

8 / 28

Updates F and Calculates  $\{A, B_a\}$  basing on  $\{F, T, X\}$ 

• The deflection  $\phi(F, T)$  between F and T:

$$\phi(f,t) \propto e^{-(f'-t')\Sigma^{-1}(f-t)} \tag{1}$$

Updates F and Calculates  $\{A, B_a\}$  basing on  $\{F, T, X\}$ 

• The deflection  $\phi(F, T)$  between F and T:

$$\phi(f,t) \propto e^{-(f'-t')\Sigma^{-1}(f-t)} \tag{1}$$

• The probability of a post-action fundamental sentiment f':

$$Pr(f'|f,t,x,b_a,\phi) \propto e^{-\phi(f',t')-\xi(f',f,b_a,x)}$$
 (2)

where t' can be computed from  $\{f', t, x\}$  by empirically derived prediction equations of ACT.

Updates F and Calculates  $\{A, B_a\}$  basing on  $\{F, T, X\}$ 

• The deflection  $\phi(F, T)$  between F and T:

$$\phi(f,t) \propto e^{-(f'-t')\Sigma^{-1}(f-t)} \tag{1}$$

• The probability of a post-action fundamental sentiment f':

$$Pr(f'|f,t,x,b_a,\phi) \propto e^{-\phi(f',t')-\xi(f',f,b_a,x)}$$
 (2)

where t' can be computed from  $\{f', t, x\}$  by empirically derived prediction equations of ACT.

• Pr(x'|x, f', t', a): how the application progresses

Updates F and Calculates  $\{A, B_a\}$  basing on  $\{F, T, X\}$ 

• The deflection  $\phi(F, T)$  between F and T:

$$\phi(f,t) \propto e^{-(f'-t')\Sigma^{-1}(f-t)} \tag{1}$$

• The probability of a post-action fundamental sentiment f':

$$Pr(f'|f,t,x,b_a,\phi) \propto e^{-\phi(f',t')-\xi(f',f,b_a,x)}$$
 (2)

where t' can be computed from  $\{f', t, x\}$  by empirically derived prediction equations of ACT.

- Pr(x'|x, f', t', a): how the application progresses
- $Pr(\omega_b|f)$  and  $Pr(\omega_x|x)$ : observation functions for the client behaviour sentiment and system state

### Solution - Overview

### Solution - the Planstep and Emotion Updater

Solution - the Planstep and Emotion Updater cont.

Solution - the Planstep and Emotion Updater cont.

# Solution - the EPA-Calculator

#### Solution - the Observer

# Solution - the Output Part

#### Solution - the Buffer

#### Experiments - Variables and Parameters

\* table defining all the parameters - explain the meanings of all the parameters

Experiments - Variables and Parameters cont.

# Experiments - Test #1

Experiments -  $\overline{\mathsf{Test}}\ \#1\ \mathsf{cont.}$ 

# Experiments - Test #2

Experiments -  $\overline{\text{Test } \# 2 \text{ cont.}}$ 

# **Experiments - Conclusion**

#### Discussion - Contribution

#### Discussion - Future Work

25 / 28

#### References

- [1] The bayesact paper
- [2] The tracker paper.
- [3] The survey paper.

# Acknowledgement

Jesse Hoey James Tung and Peter van Beek Xiao Yang, Chengbo Li and Enxun Wei

#### The end

# Thank you!

- Questions?
- Comments?