

# Learning and Using Contextual Information in the Control of Assistive Devices

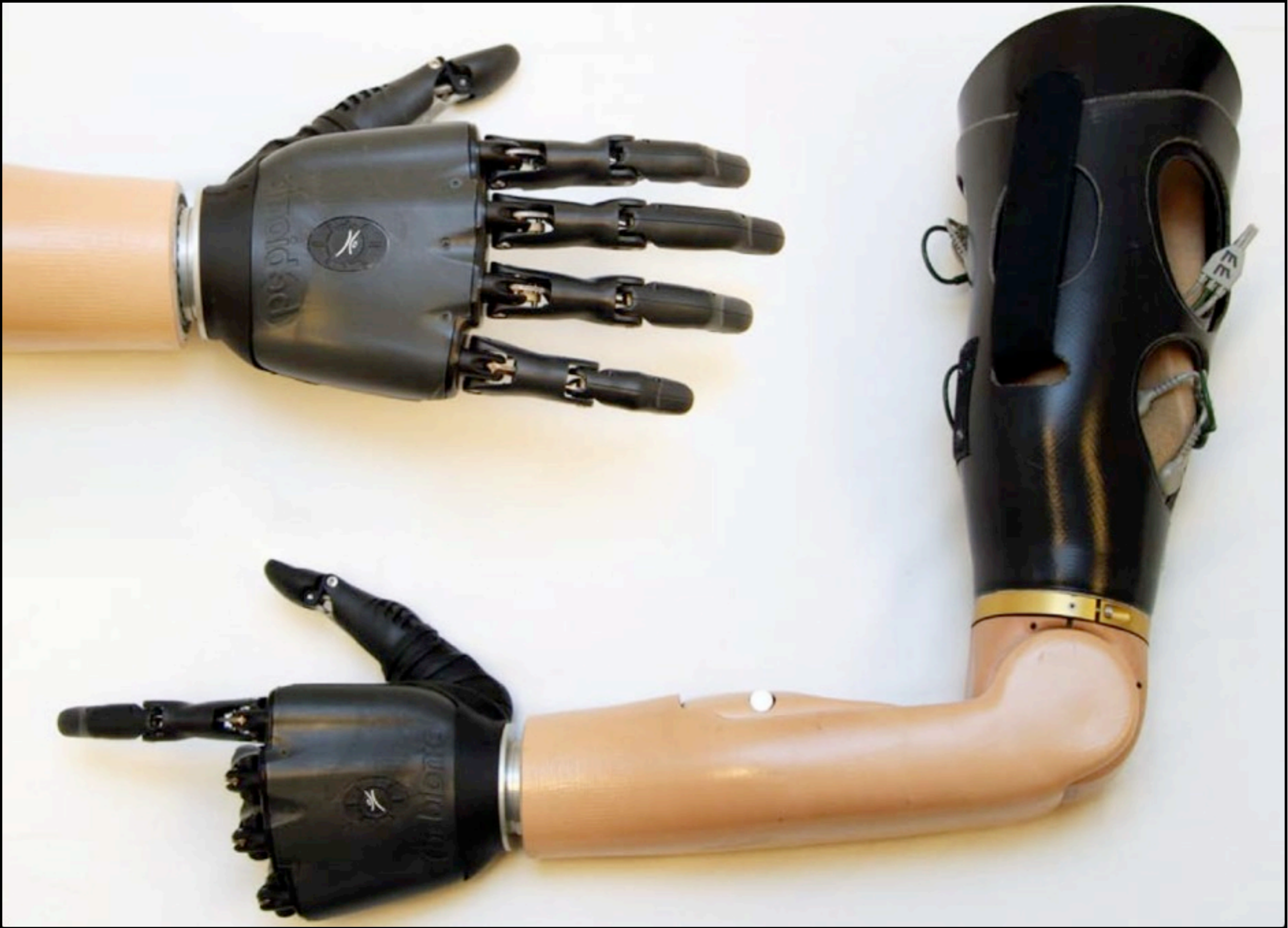
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DEPARTMENT OF COMPUTING SCIENCE





# Known Barriers

“Three main problems were mentioned as reasons that amputees stop using their ME prostheses: *nonintuitive control*, *lack of sufficient feedback*, and *insufficient functionality*.”

— Peerdeman et al., JRRD, 2011.

*Also: cost!*

# Adaptation & Scalability

“**Supervised adaptation** should be considered for incorporation into any clinically viable pattern recognition controller, and **unsupervised adaptation** should receive renewed interest in order to provide transparent adaptation.”

— Sensinger et al., 2009.

“Completely stable, unsupervised [adaptation] has yet to be realized but is of **great clinical interest.**”

— Scheme and Englehart, 2011.

# Adaptive Prosthetics Project

## Algorithm 1 Learning General Value Functions with TD( $\lambda$ )

```
1: initialize:  $w, e, s, x$ 
2: repeat:
3:   observe  $s$ 
4:    $x' \leftarrow \text{approx}(s)$ 
5:   for all joints  $j$  do
6:     observe joint activity signal  $r_j$ 
7:      $\delta \leftarrow r_j + \gamma w_j^T x' - w_j^T x$ 
8:      $e_j \leftarrow \min(\lambda e_j + \delta, 1)$ 
9:      $w_j \leftarrow w_j + \alpha \delta e_j$ 
10:     $x \leftarrow x'$ 
```



The prediction of future joint activity  $p_j$  at any given time is sampled using the linear combination:  $p_j \leftarrow w_j^T x$



- Develop **new machine learning methods** to improve human-machine interaction.
- **Translate** these techniques to preliminary use by amputee and non-amputee subjects.
- **Demonstrate clinical impact** in studies with amputee participants.

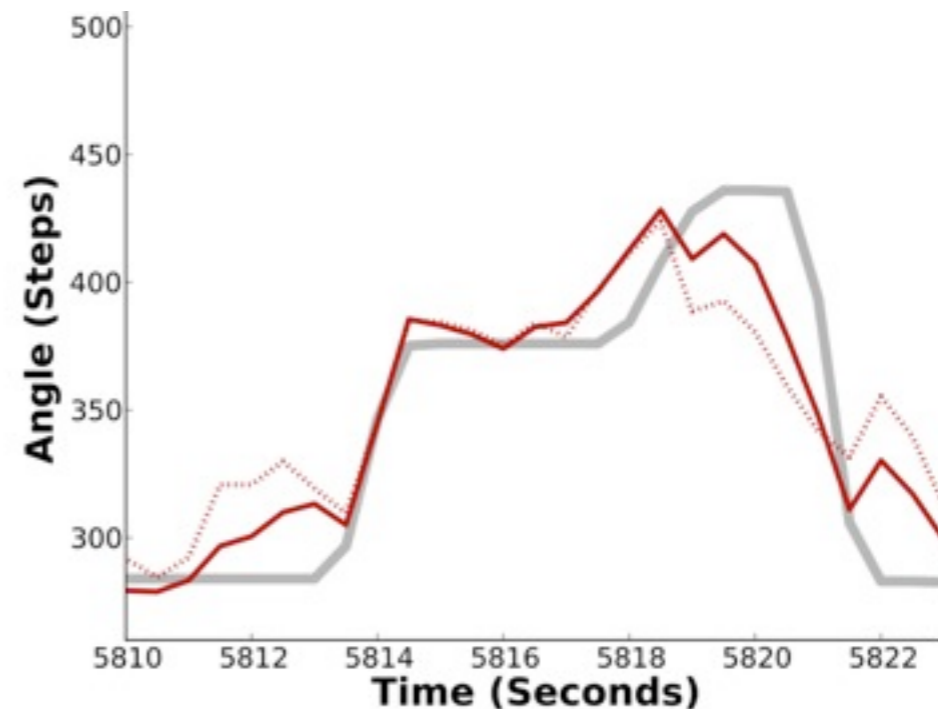
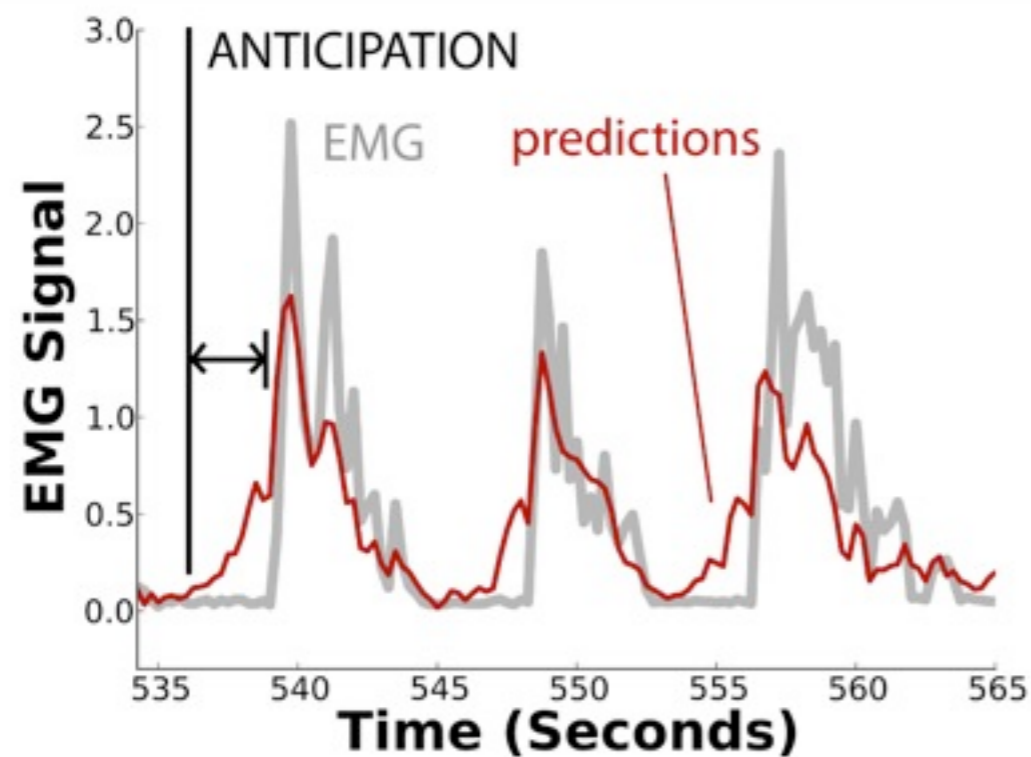
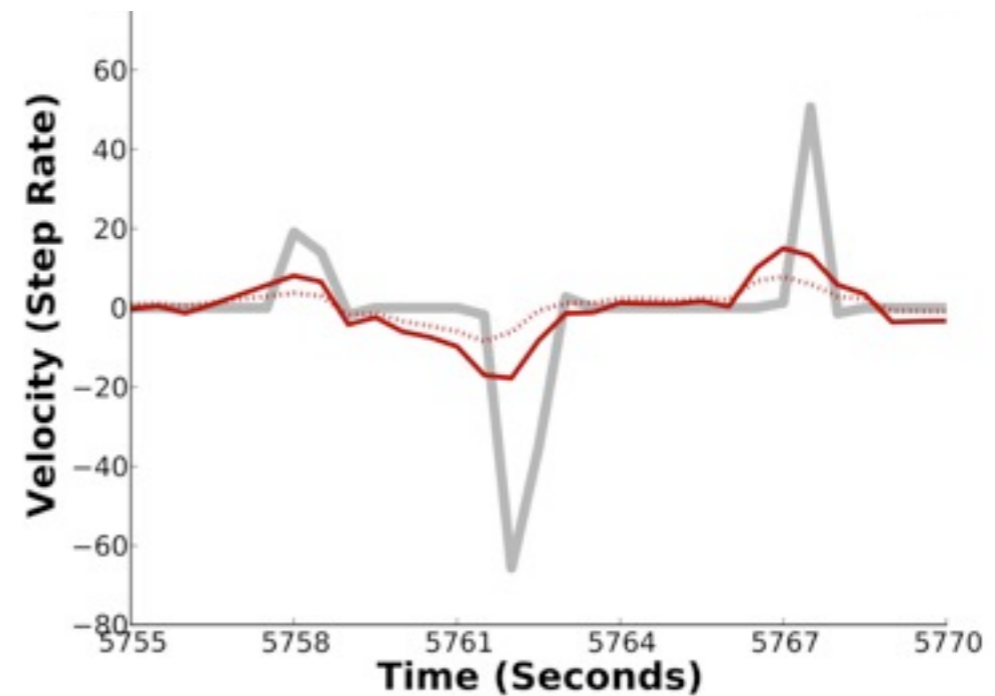
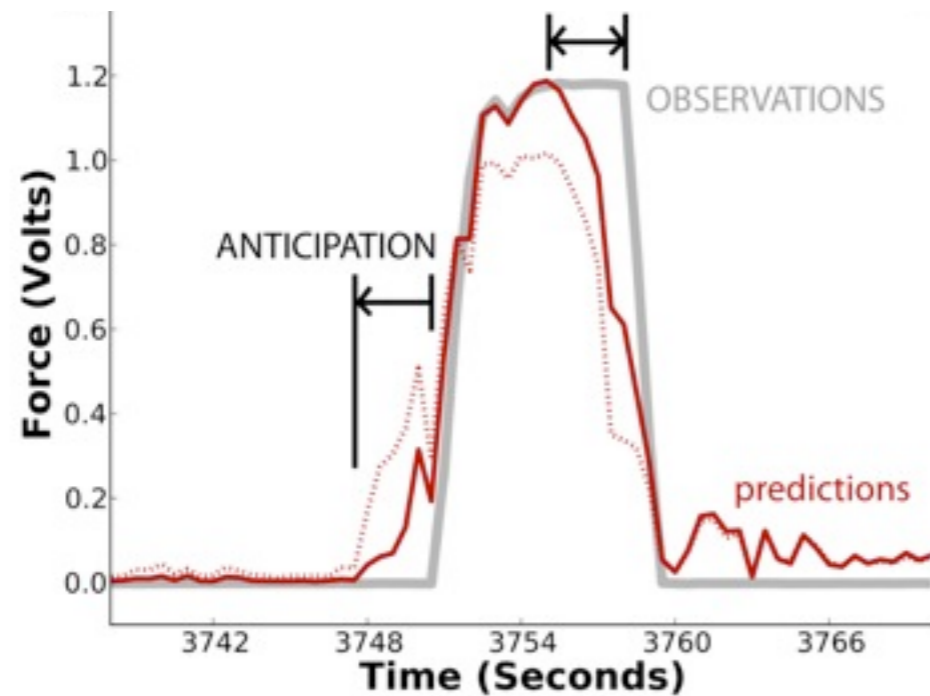
# Our Ongoing Approaches

- **Real-time control learning** without *a priori* information about a user or device.
- **Prediction and anticipation** of signals during amputee-device interaction.
- **Collaborative algorithms** for the online human improvement of limb controllers.

# KEY IDEA

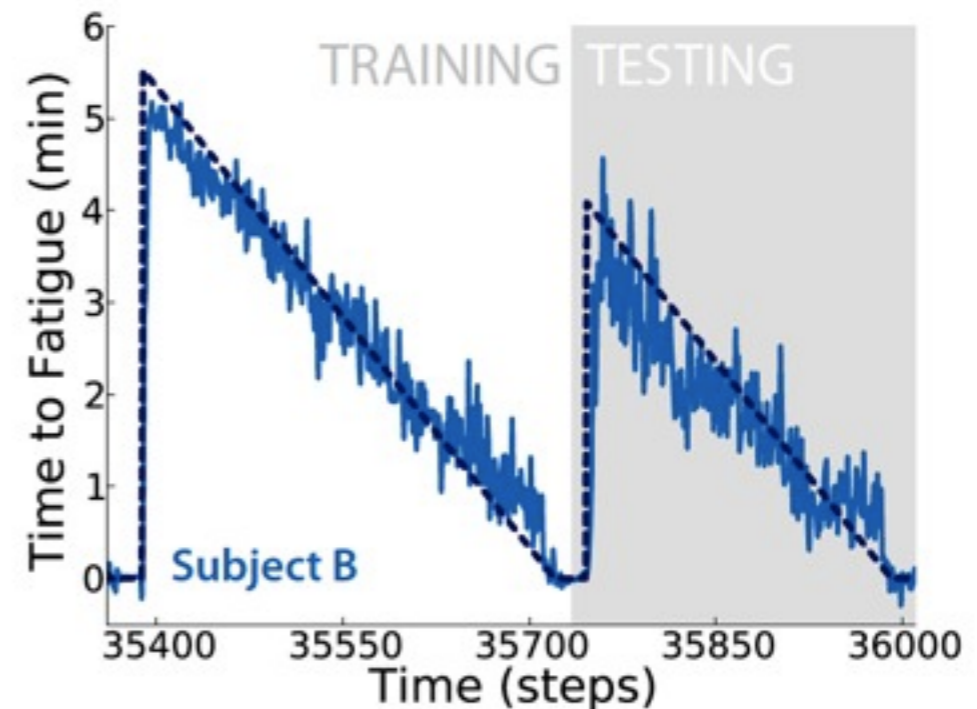
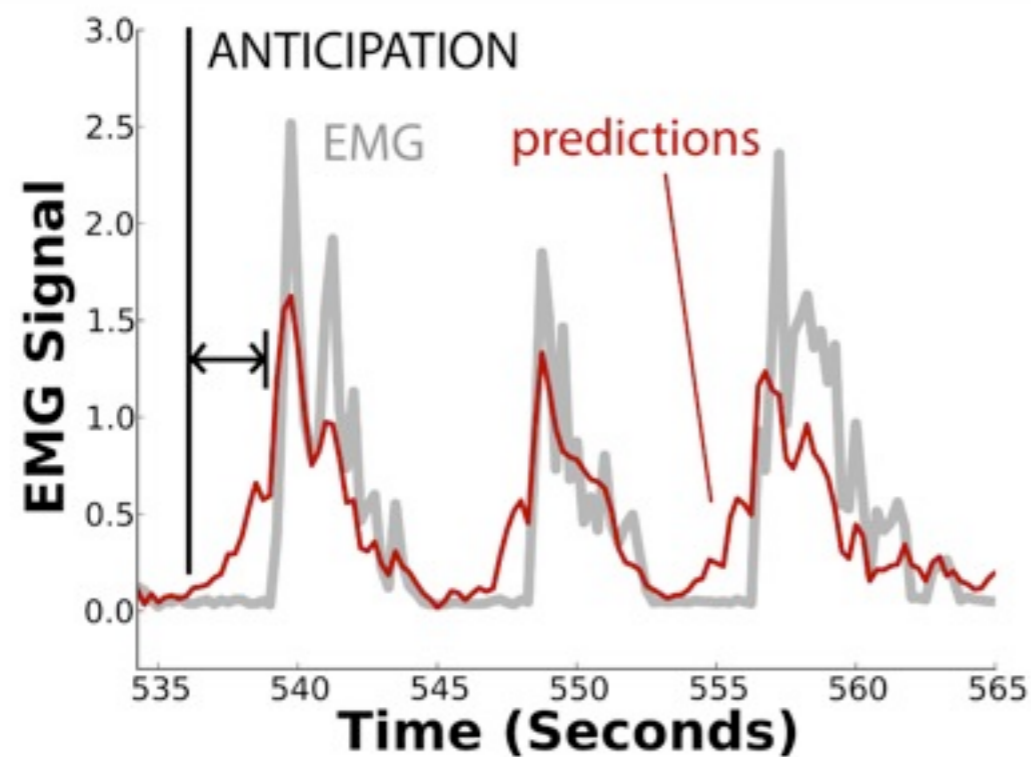
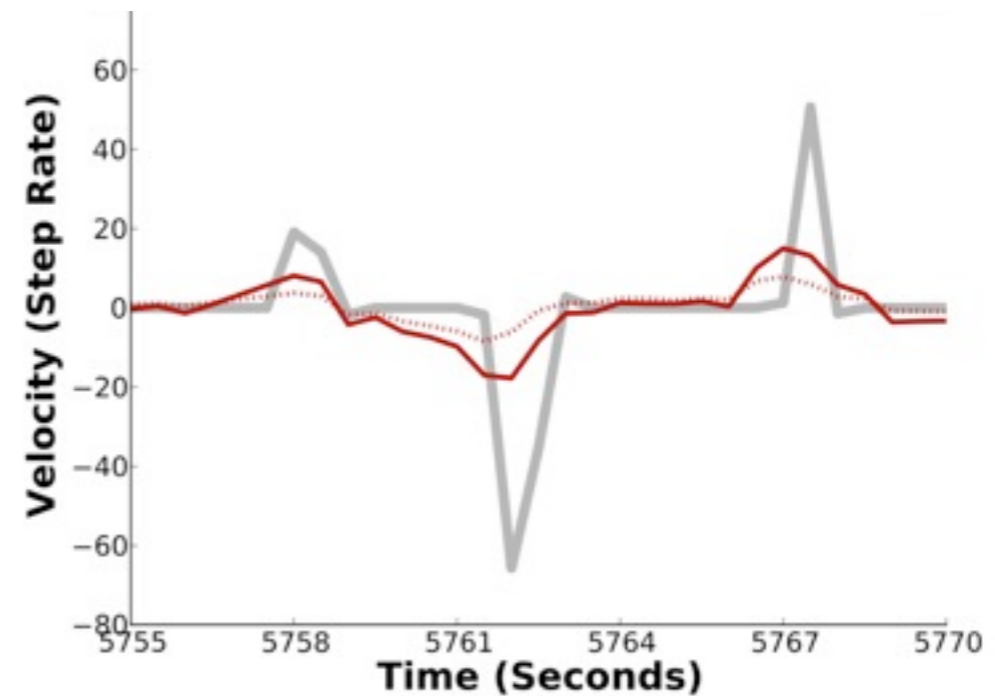
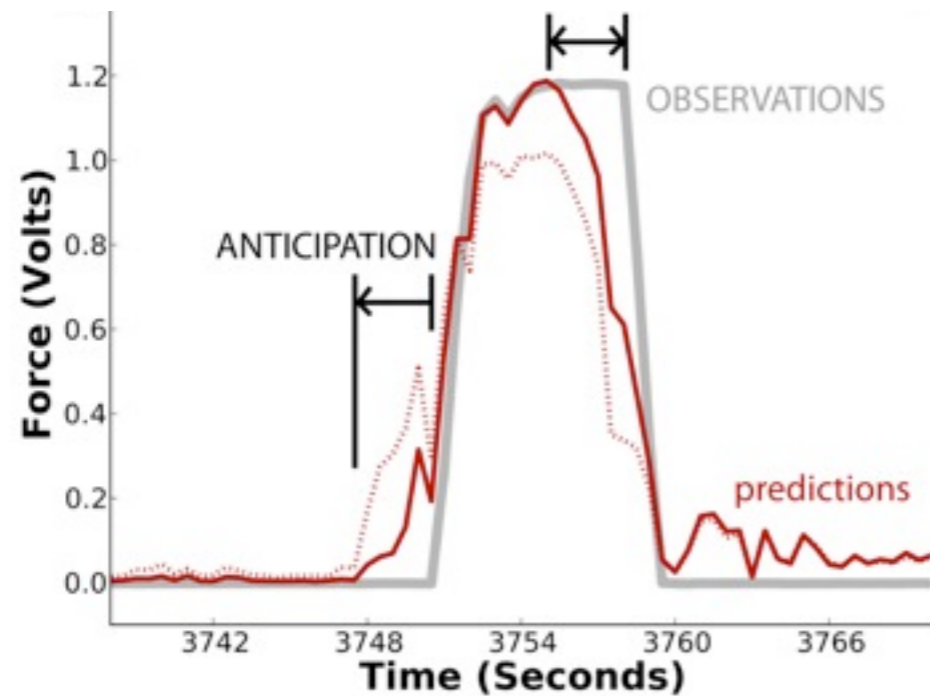
**Temporally Extended Predictions** are important for improving and adapting control systems.

# Anticipating Human and Robot Dynamics





# Anticipating Human and Robot Dynamics

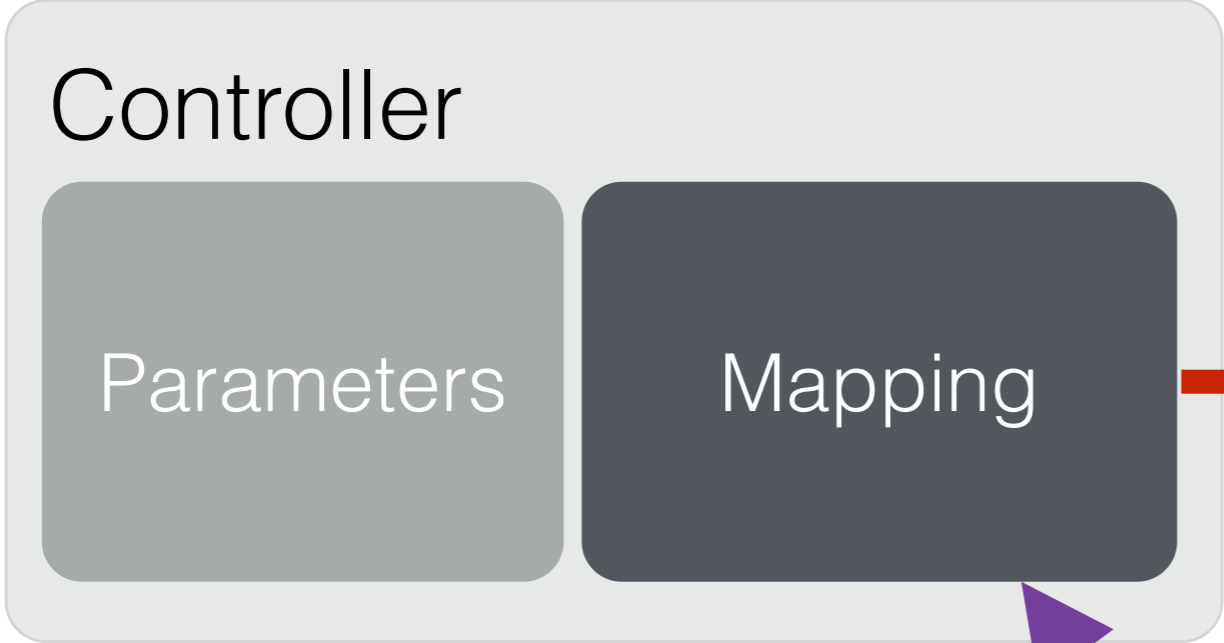


# Prediction Learning with General Value Functions

- Thousands of accurate predictions can be made and learned in real time (i.e., 100Hz)
- A single stream of data be used to accurately predict many different sensors at many different time scales.
- Rapid learning that is non-episodic and that continue indefinitely (incremental learning).

*Multi-timescale Nexting in a Reinforcement Learning Robot, Modayil, White, and Sutton, 2012.*

*Sutton et al., AAMAS, 2011.*



Control Actions

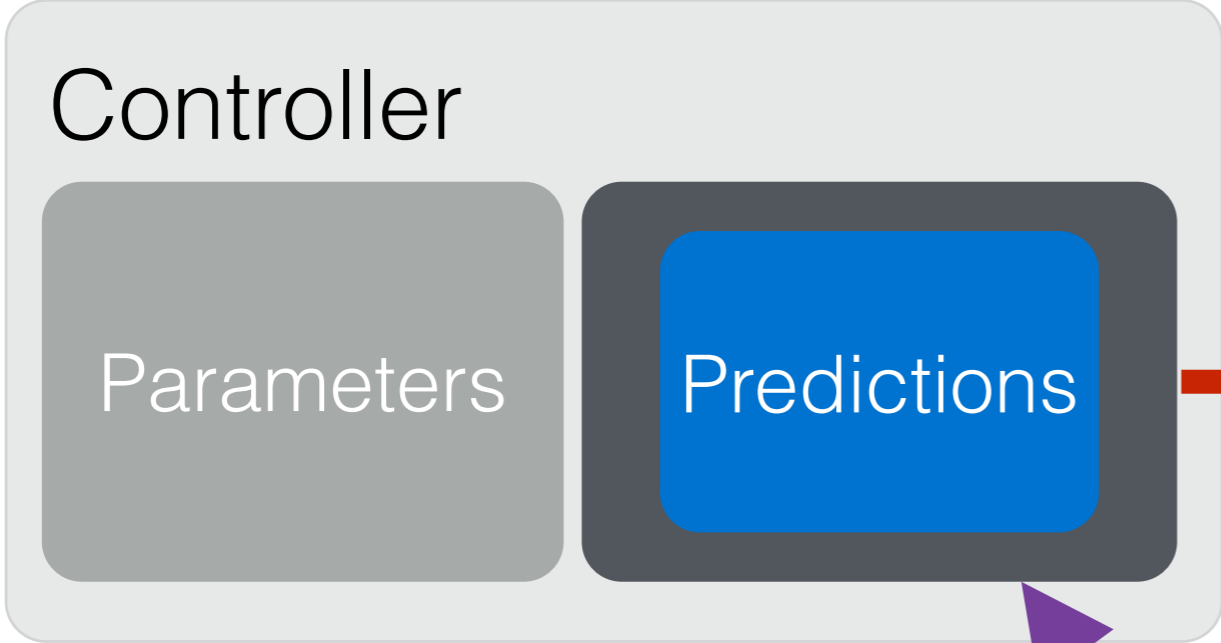
A red arrow points from the right side of the 'Mapping' block to the robot hand.



State Information

A purple arrow curves from the bottom of the robot hand back to the 'Mapping' block.

State Information



Control Actions



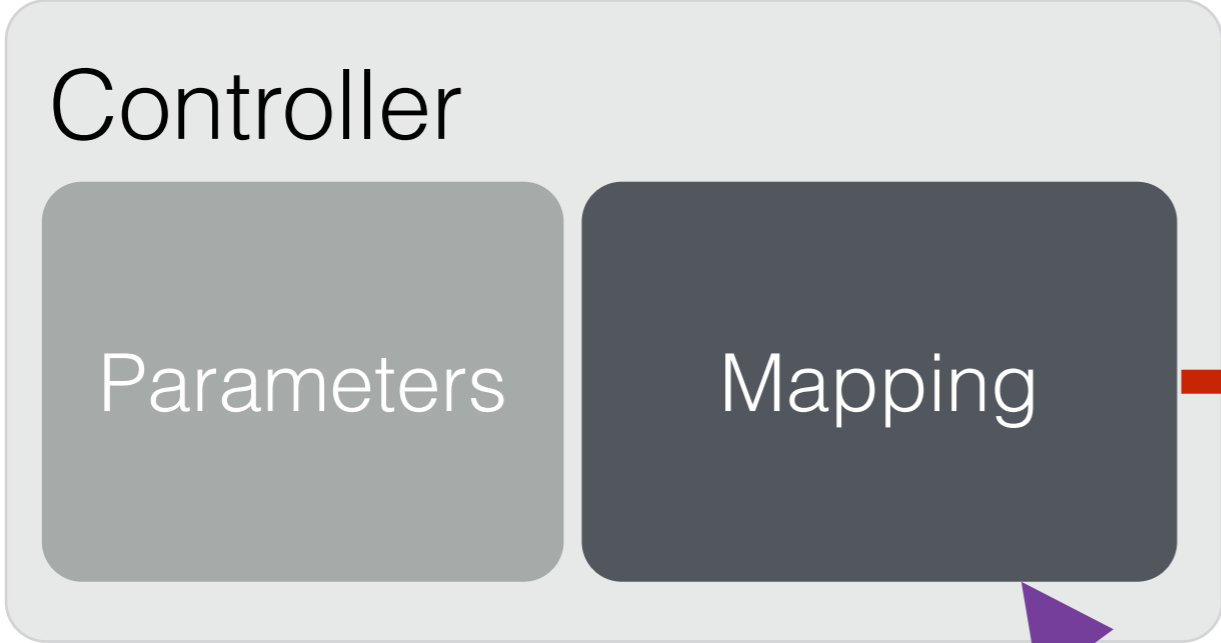
A red arrow points from the "Predictions" box in the controller to the robot hand.



State Information

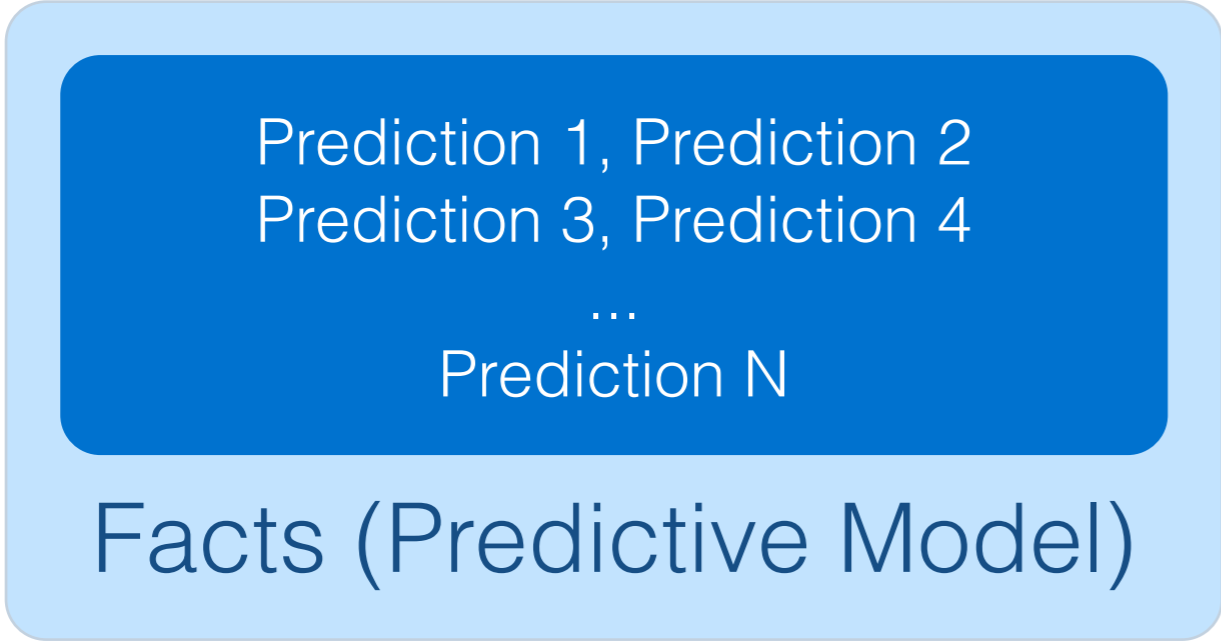


A purple arrow curves from the bottom of the robot hand back to the "Predictions" box in the controller.



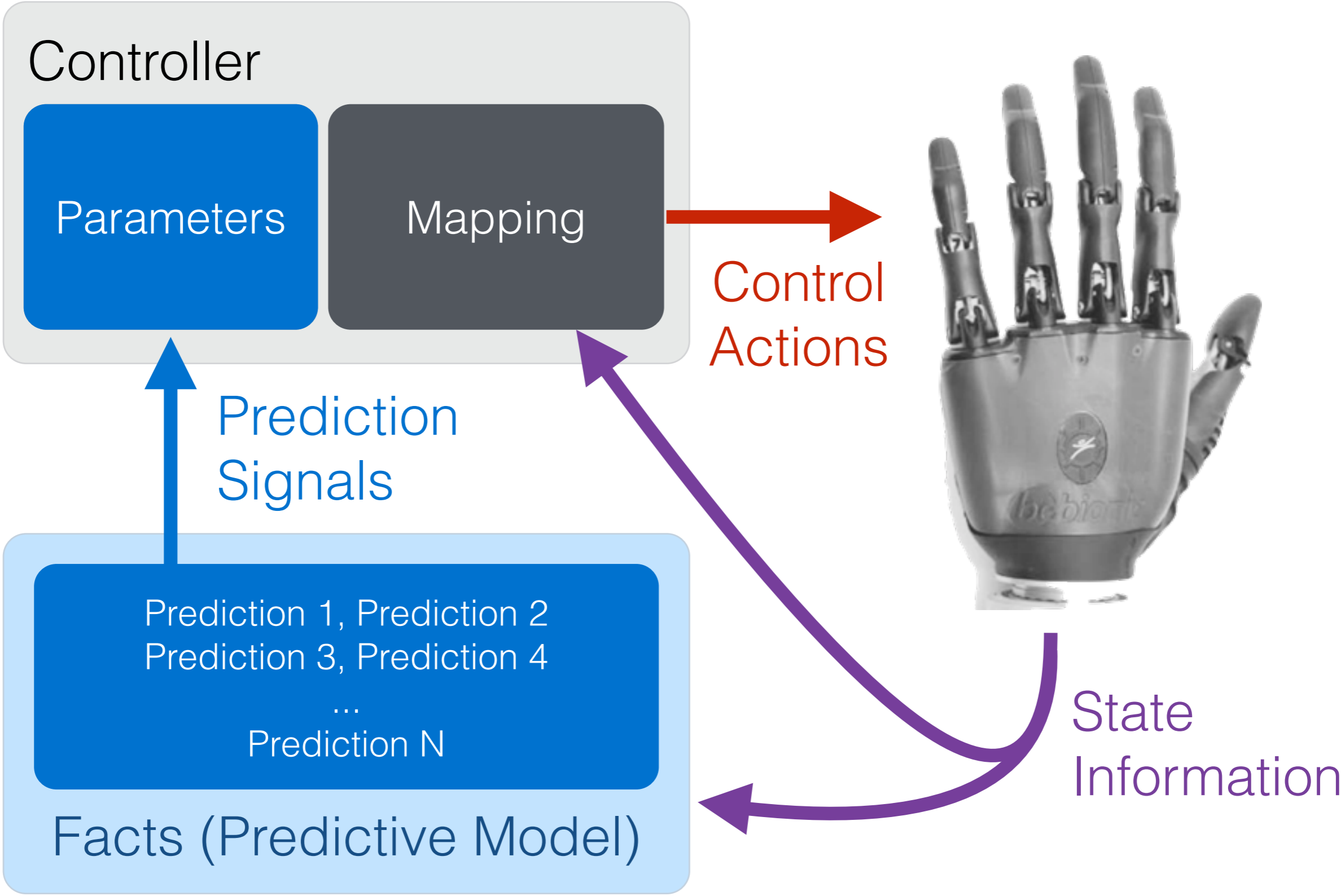
Control Actions

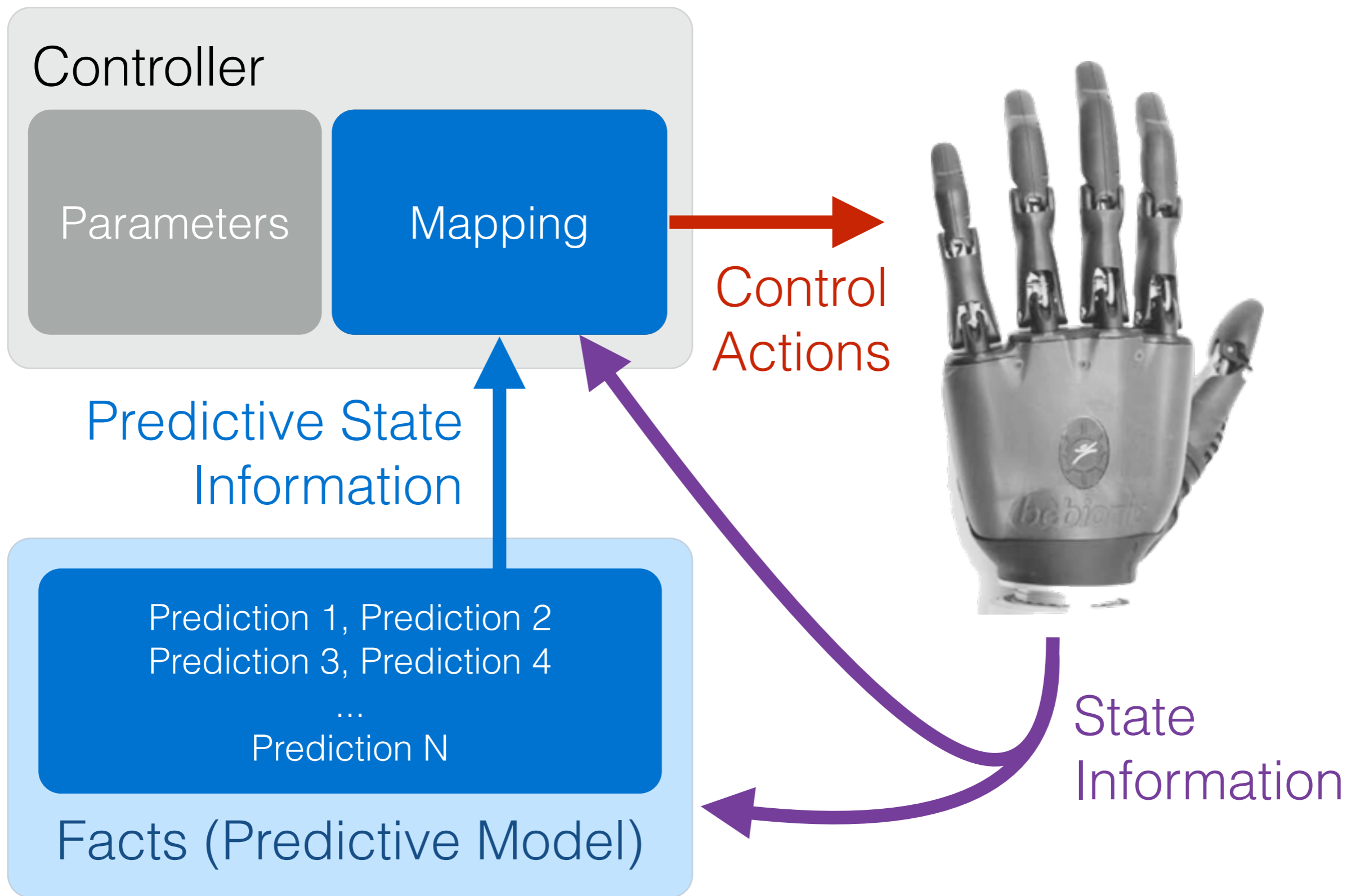
A red arrow points from the right side of the Mapping block to the robot hand.

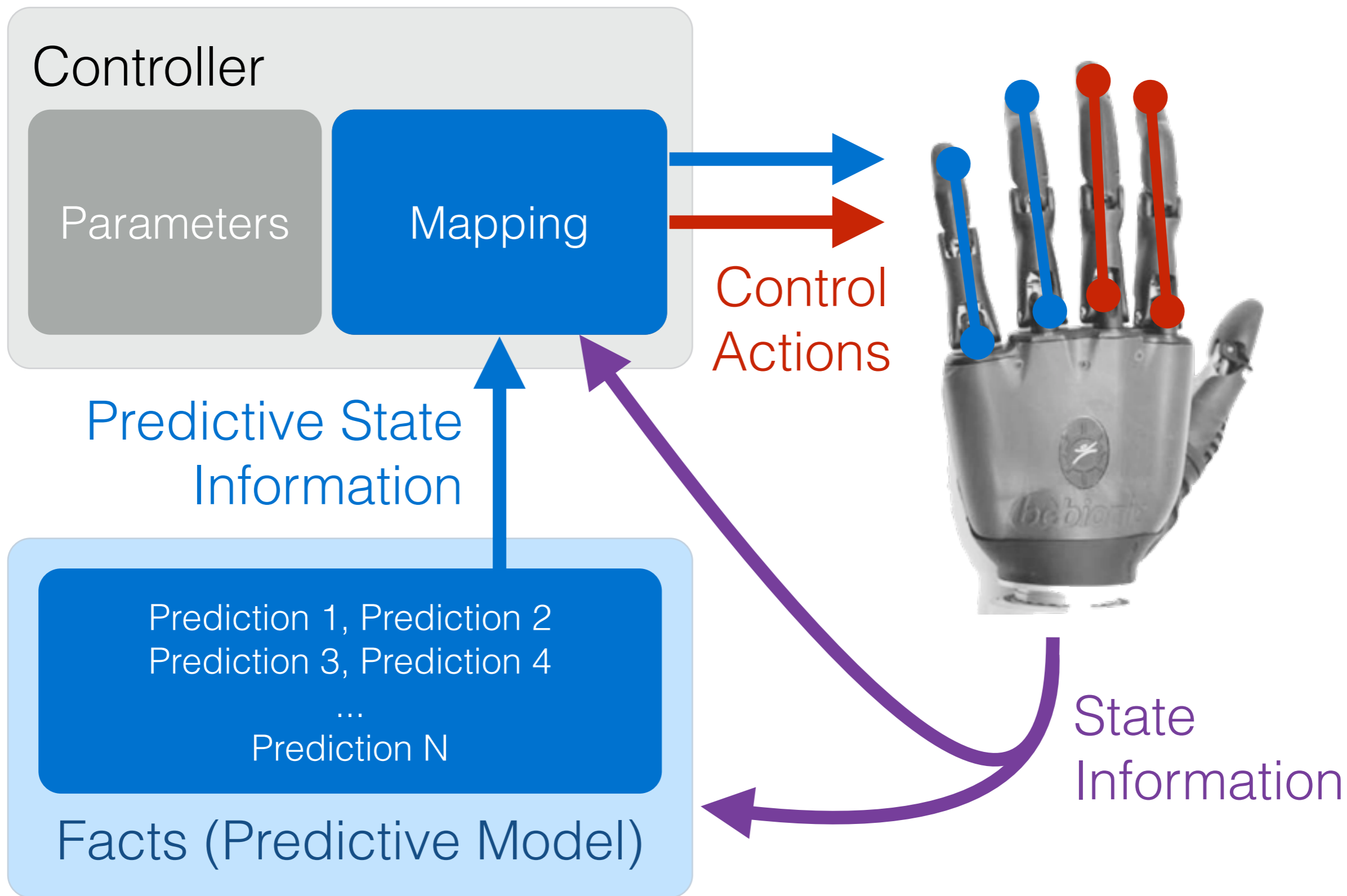


State Information

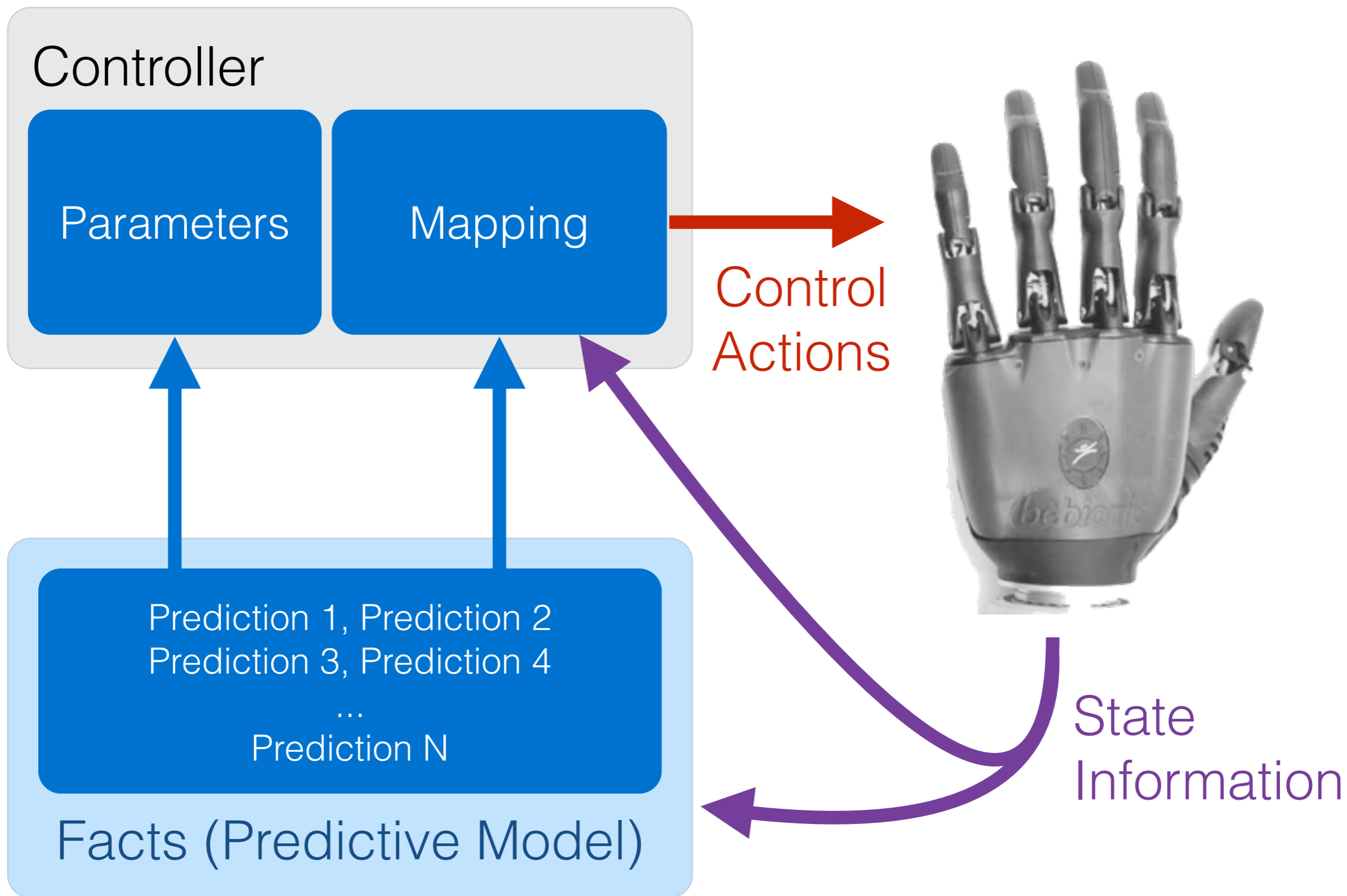
A purple arrow points from the robot hand back to the Facts (Predictive Model) block.

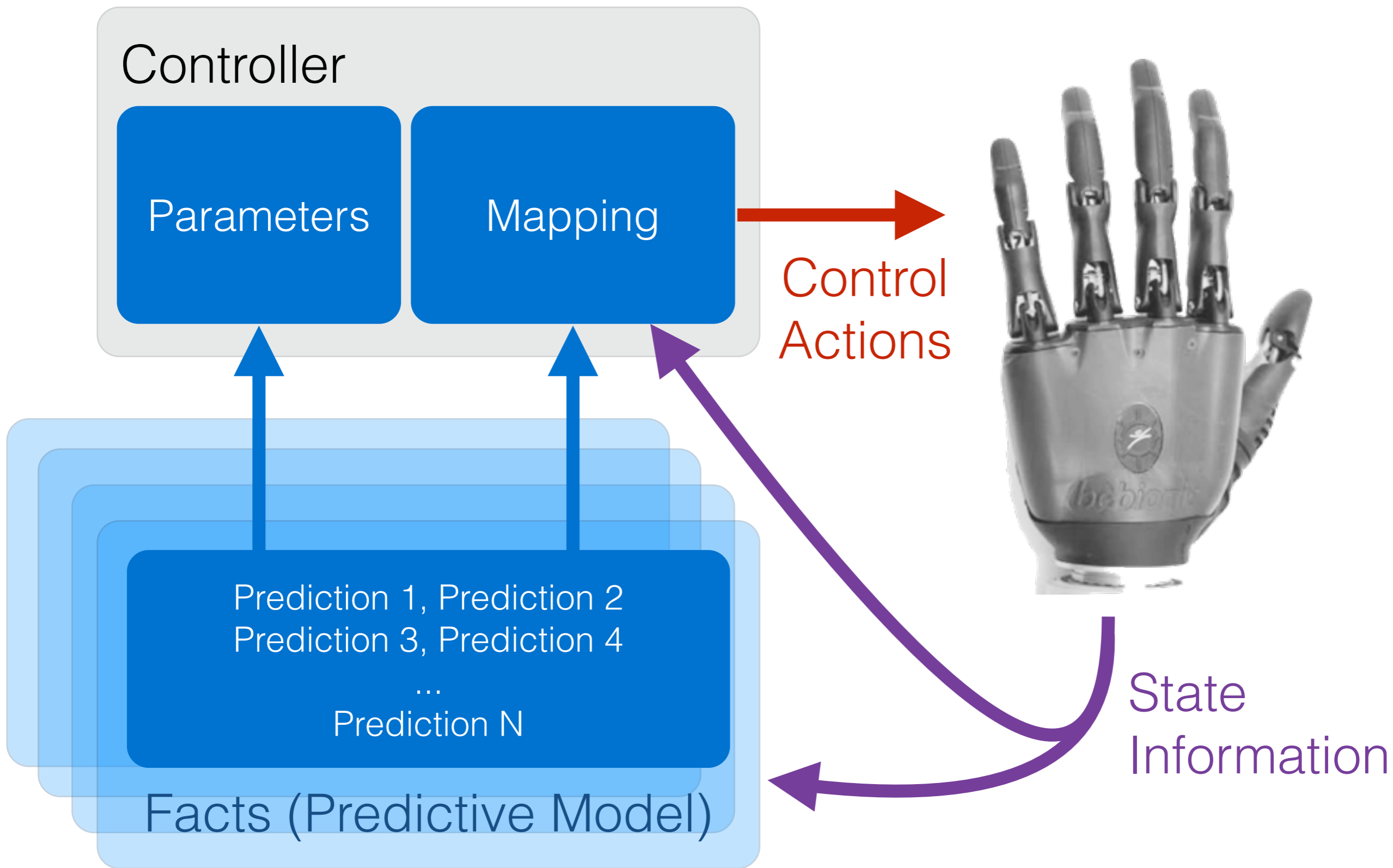










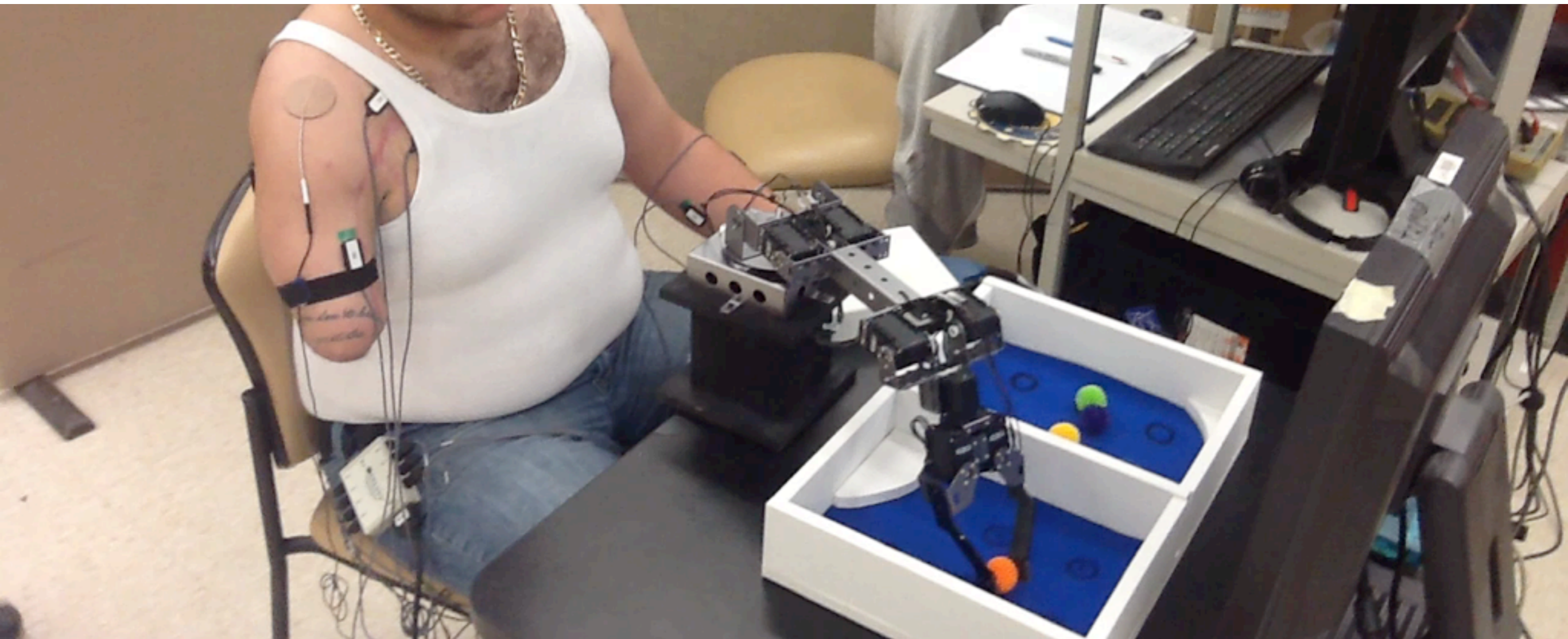


Learning and Blending Multiple Contexts

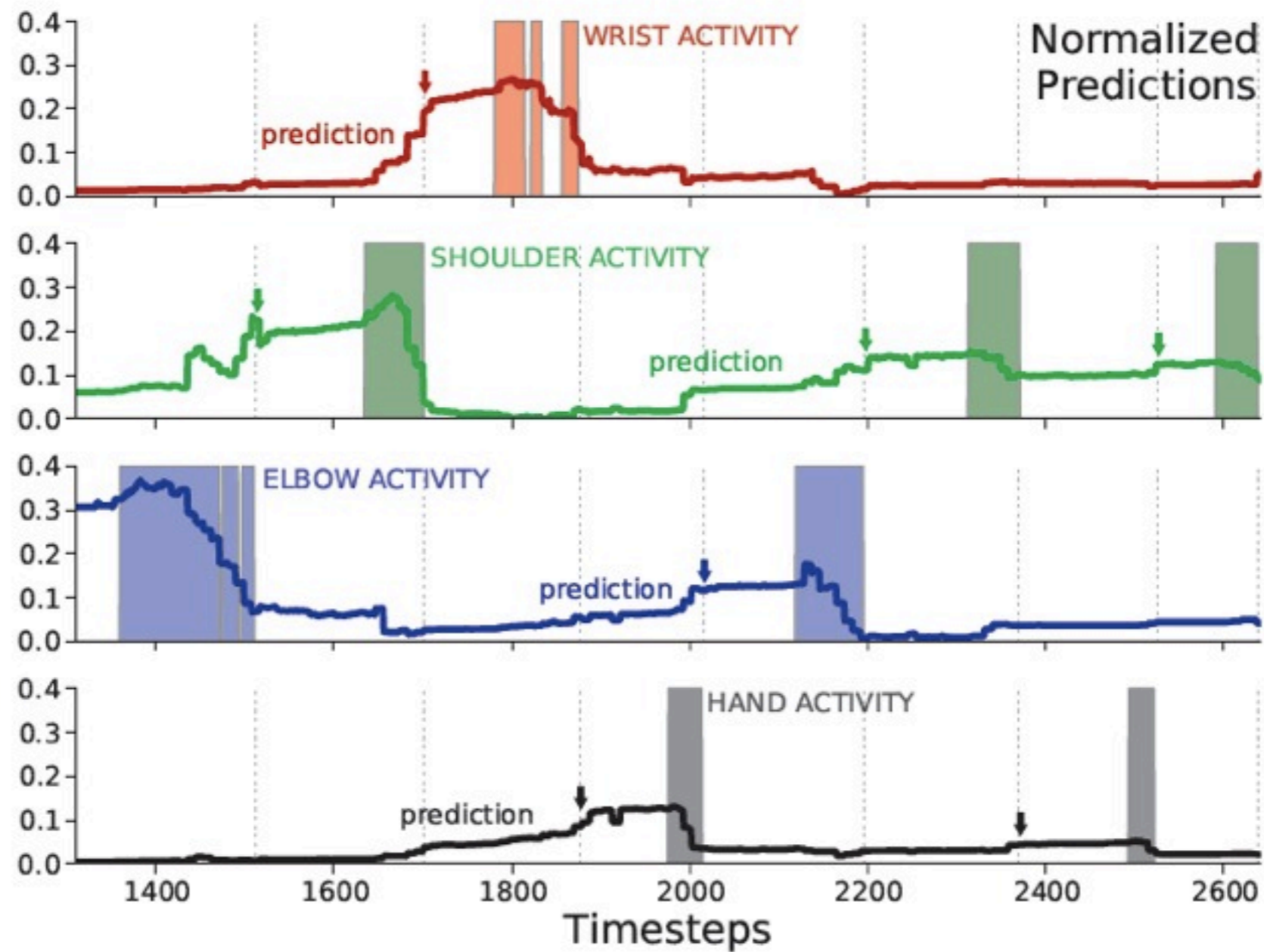
# **Example I:**

Prediction to Enhance Conventional  
Control Systems

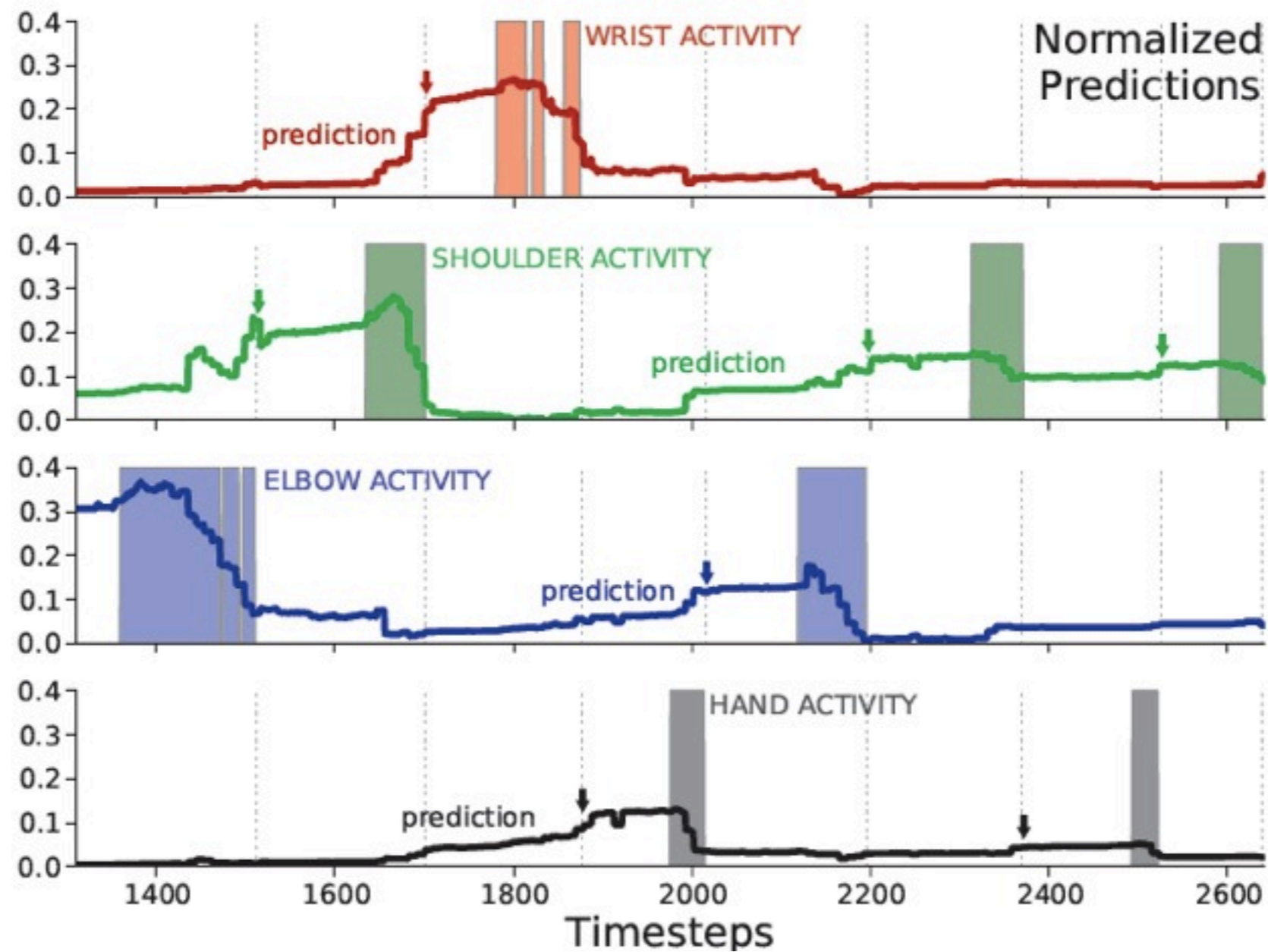
# Prediction-based Improvement of a Switched Control Interface



# Predicting what a user wants ...

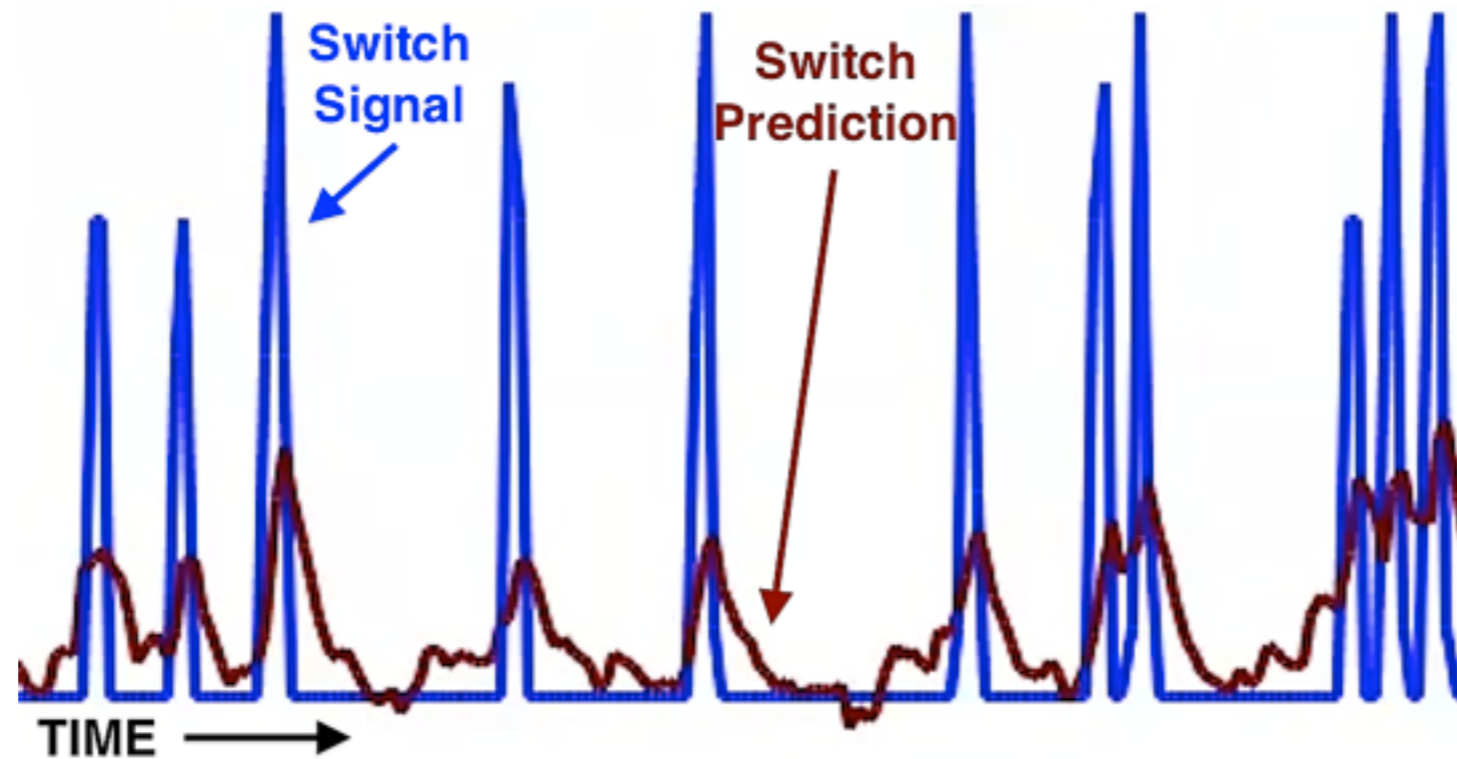


# Predicting what a user wants ...

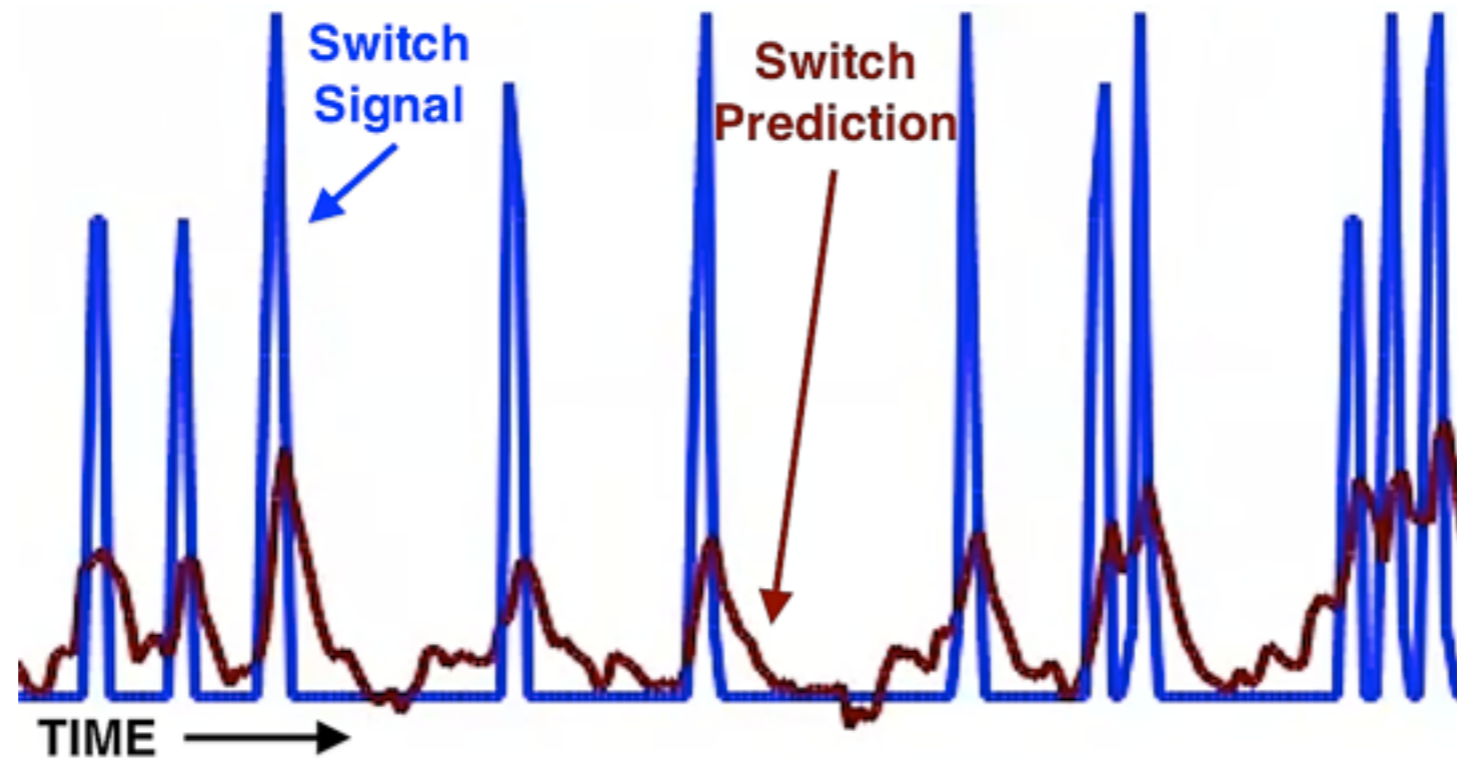


Increased ideal switching suggestions (+23%)  
Decreased switching overhead (-%14)

... and when they want it.



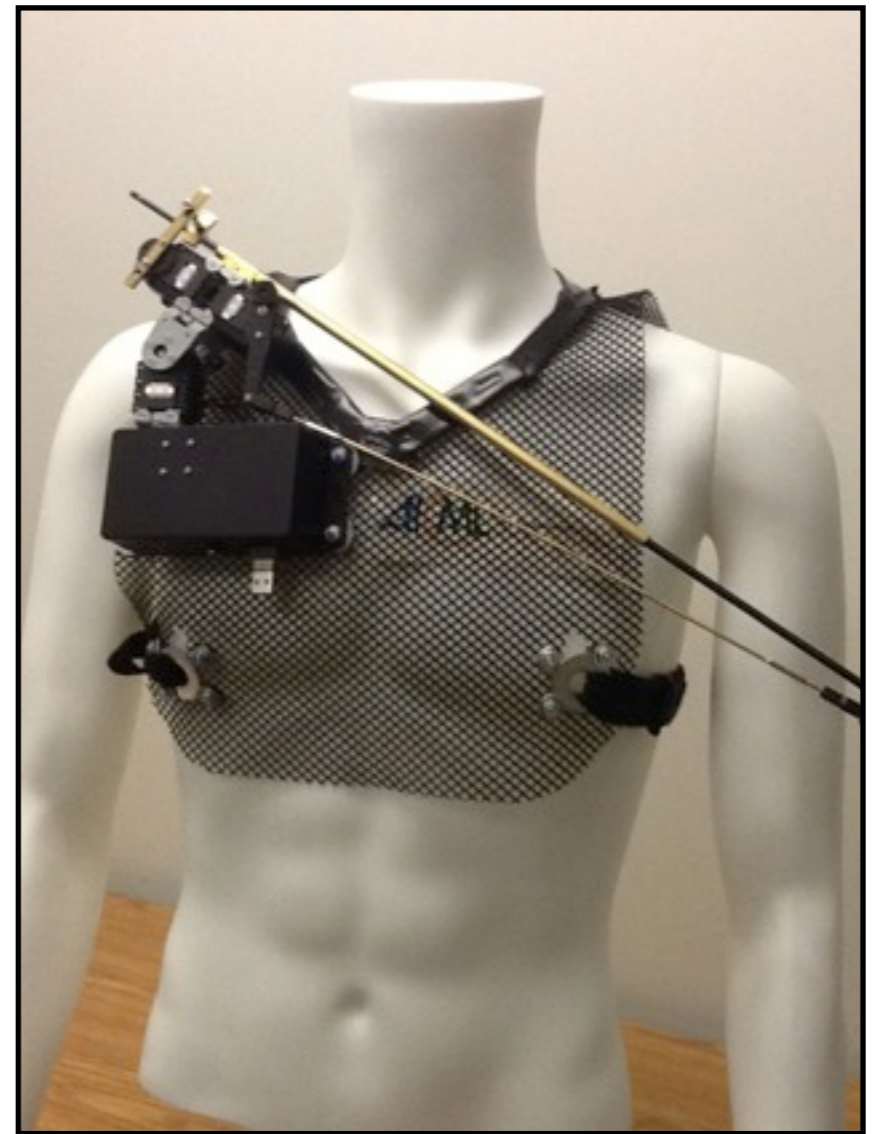
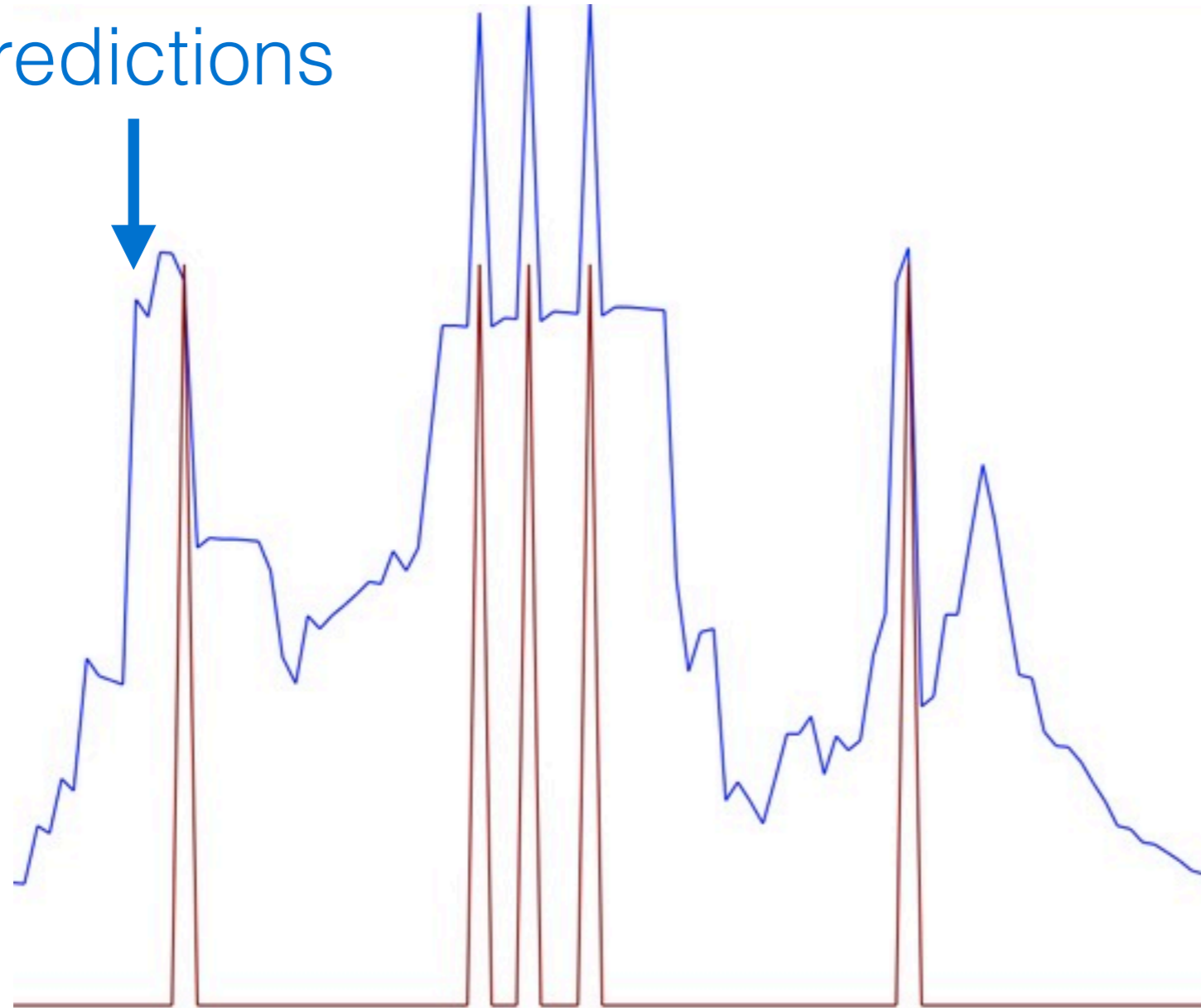
... and when they want it.





# ... and when they want it.

Un-normalized Predictions

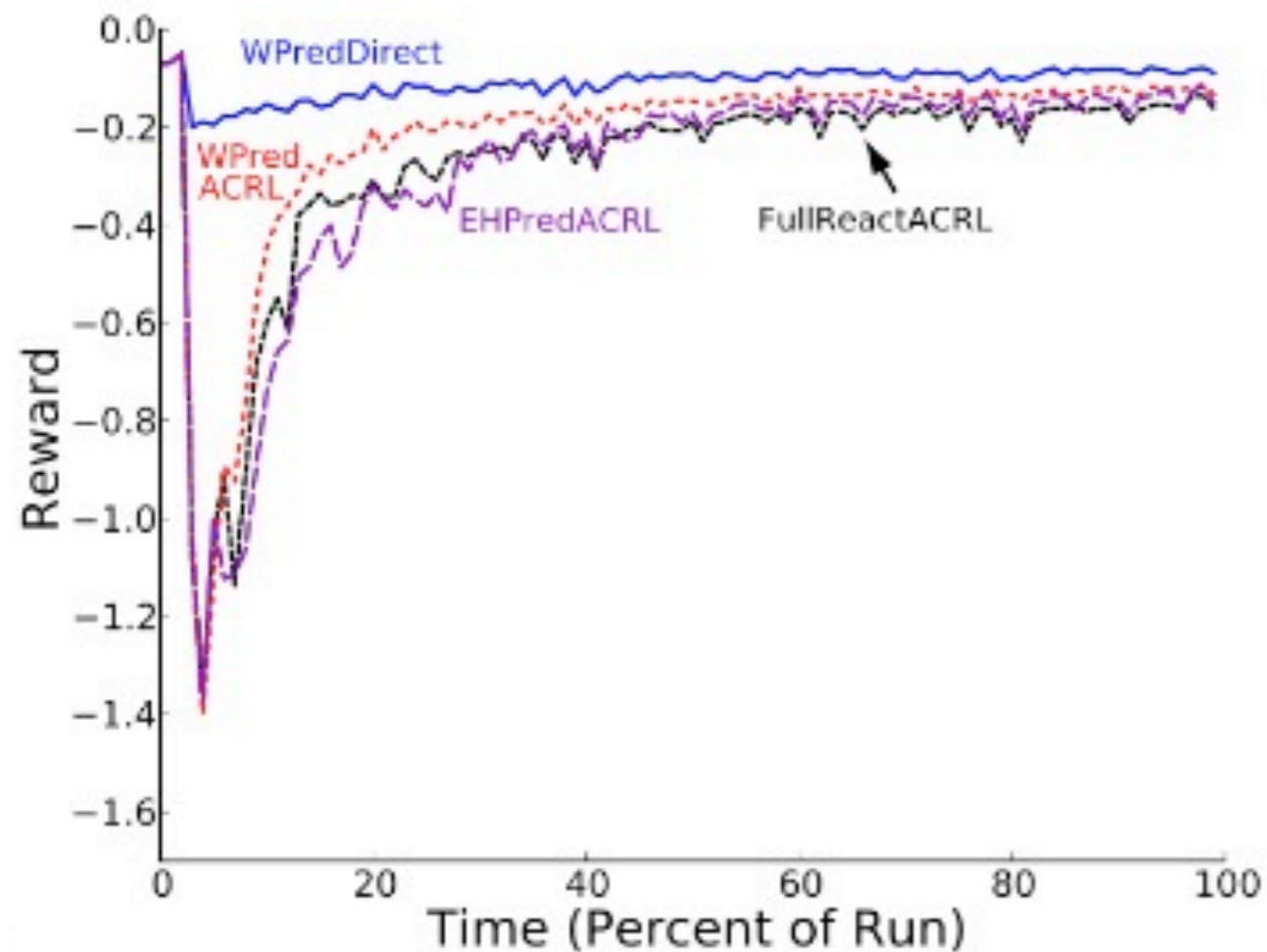


Switching Signal from User

# **Example 2:**

Using Predictions as State Information  
(Predictive Representations of State)

# Coupled Prediction and Control Learning



Direct W-Predictive Control (0.25x Speed)

Simultaneous, anticipatory myoelectric control of multiple actuators.

# Coupled Prediction and Control Learning

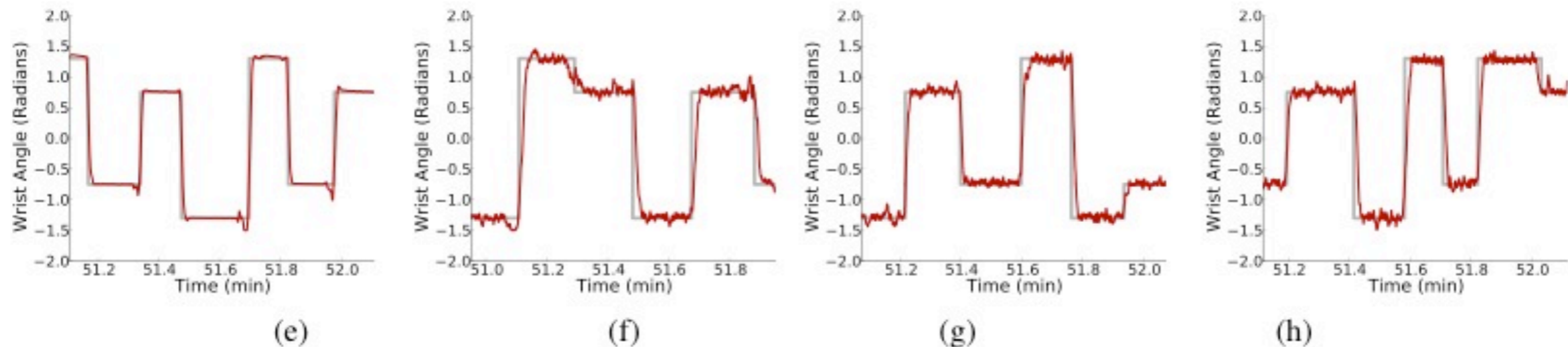
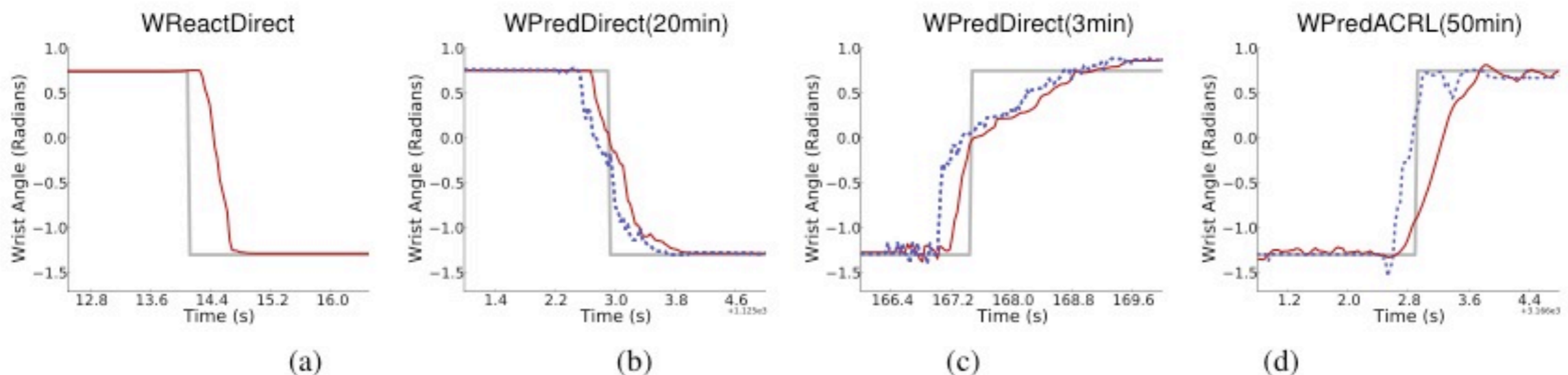


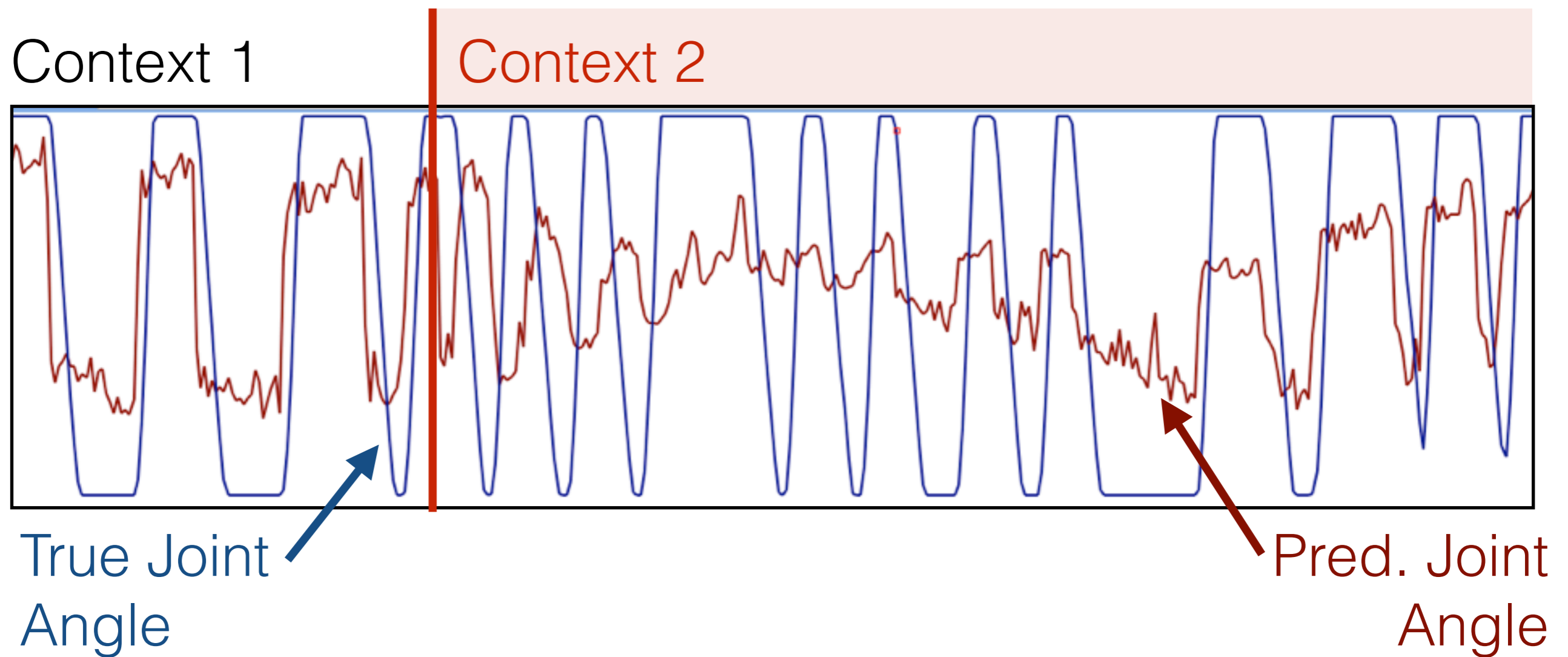
Fig. 5. Comparison of target (grey line) and achieved (red line) wrist trajectories after (a–d)  $\sim 20$ min of online learning and (e–h)  $\sim 50$ min of offline learning. Shown for (a/e) Direct W-Predictive control, (b/f) Full-Reactive ACRL, (c/g) W-Predictive ACRL, and (d/h) EH-Predictive ACRL.



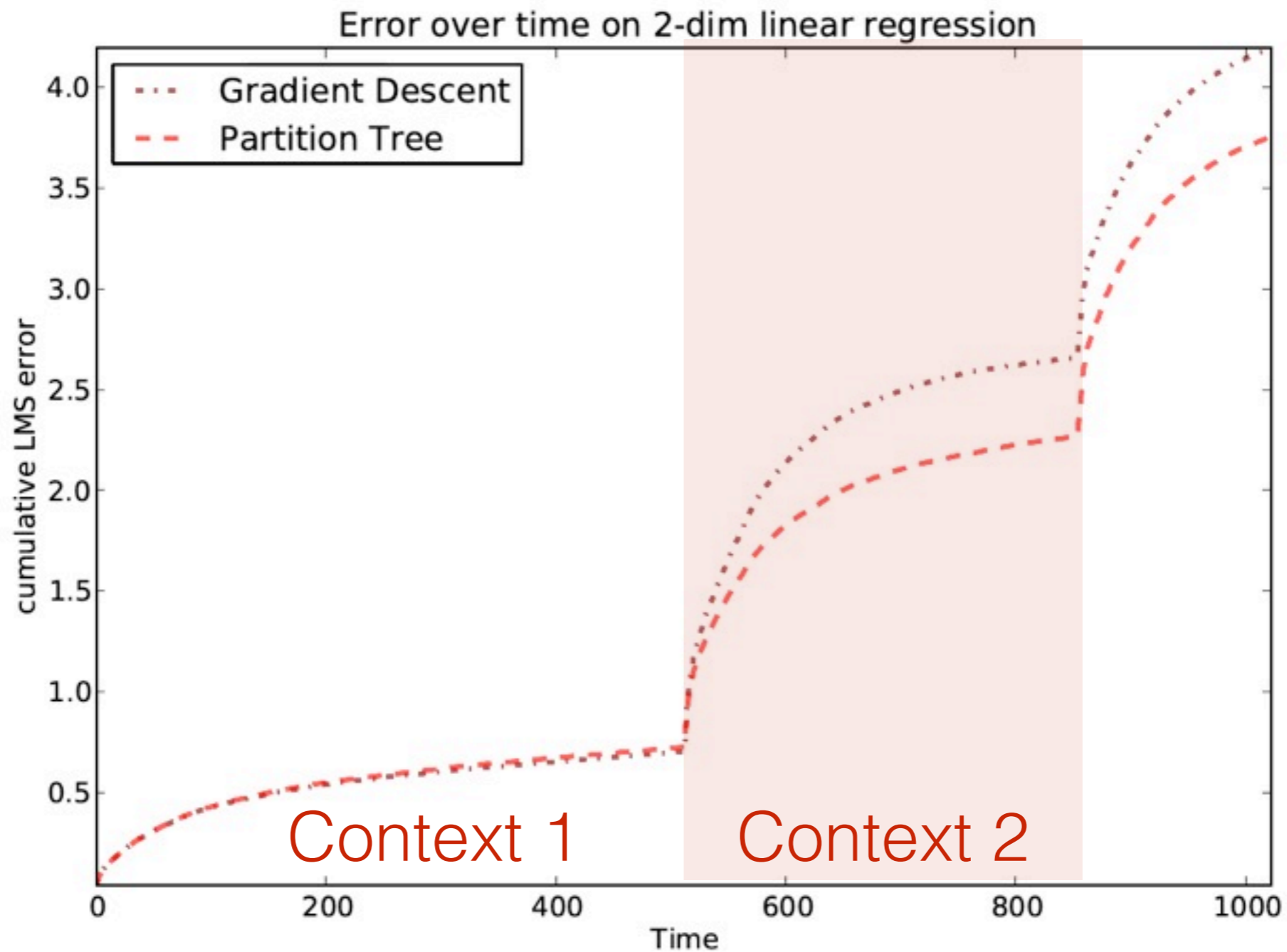
# **Example 3:**

Detecting and Using Context  
During Learning and Control

# Learning during Contextual Shifts



# Learning during Contextual Shifts



# Conclusions



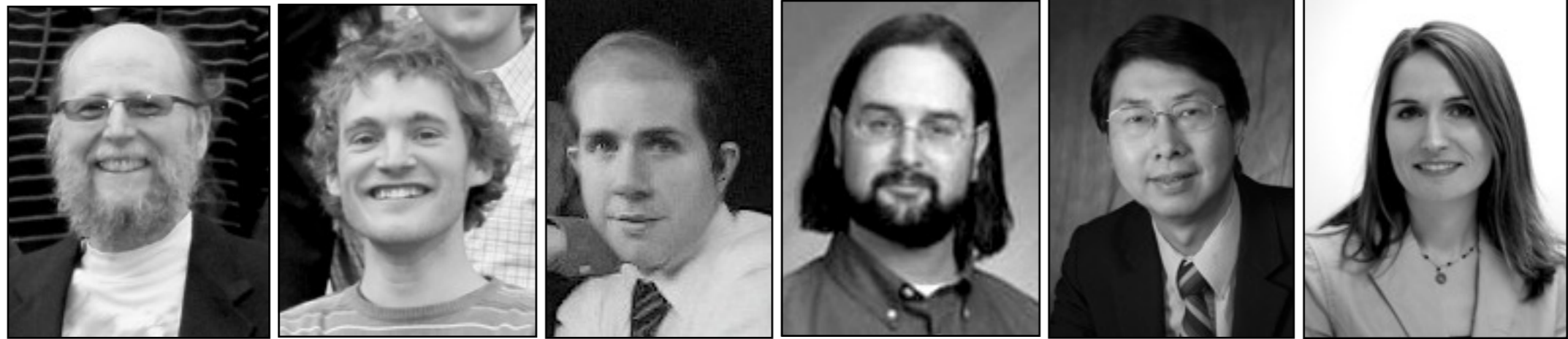
# Potential Utility for Extended Predictions

- **Maintain consistency** in controller or control interface for the user (as in Carmena et al.; Mataric et al.) ...
- ... yet **adapt quickly** to things that are impossible or challenging for a user to learn about or model.
- Recognize context or different use domains (**situation aware controllers** and predictions).
- **Avenues discussed here:** controller enhancement, state enhancement, control learning, contextual learning.

# Summary

- Learning and using temporally extended predictions (**sensorimotor knowledge**) is a promising area for enhancing assistive devices.
- Strong preliminary results to show **unsupervised adaptation**, facilitation of simultaneous **multi-joint control**, and **streamlining HMI**s that use switching.
- **Big picture:** a move toward more **advanced, persistent machine intelligence** in NiPNS-HMI

*Also: general value functions with TD-learning are a practical way to build up and maintain a diverse predictive model during the real-time operation of a system.*



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# QUESTIONS

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