

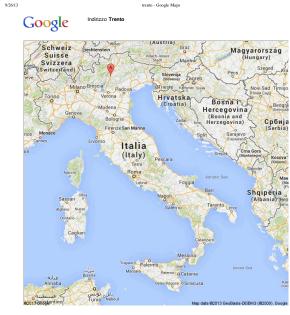
The DALi Project: A special walker for seniors with cognitive impairments

Heraklion, September 26th, 2013

REACTION Clustering Event

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DALi: Devices for Assisted Living

PROJECT OVERVIEW



DALi: Consortium





















DALi's goal

Support people with moderate sensory and cognitive impairments for navigating in un-structured or semistructured environments





Why?

- Reduced mobility is a major worry for older adults
- The inability to go autonomously to shops is a clear indicator of decline
- Extending autonomous life of older adults
 - Beneficial from a socio-economic perspective
 - Positive action against the the negative effects of aging
 - Higher degree of acceptability and efficacy than other solutions (e.g., smart Homes) that
 - create a cacoon of safety around the person
 - could discourage her/him from executing the daily duties



How?

- By a Cognitive Navigation Prosthesis (CNP) meeting the following requirements
 - Autonomous Sensing and Cognitive abilities
 - Acquire information on the environment
 - Identify and classify entities
 - Anticipate the intent of human targets
 - Decide a course of actions
 - Flexibility
 - Operate in a configuration of sensing and actuation mandated by the specific needs of the Assisted Person
 - Adapt to the evolving needs of the Assisted Person
 - Non-intrusive role





What?

 We will reinvent the paradigm of the walking assistant, endowing it with cognitive abilities

 The cWalker will assist the Assisted Person in her navigation (very much as a care—giver would do)

 The Assisted Person's remains in charge of the motion

 The cWalker gently guides her through





Where?

- The c-Walker will be applied in semistructured environments where:
 - The topology of the place is known upfront
 - There can be external sensors providing information (the "cloud")
 - The illumination condition are relatively const simplifying the use of visual sensor



but...

- The regularity of the environment can challenge the Assisted Person sense of direction
- The number of people and the variability create stress and potentially confusion





Sensing apparatus



Stereo Camera Pair

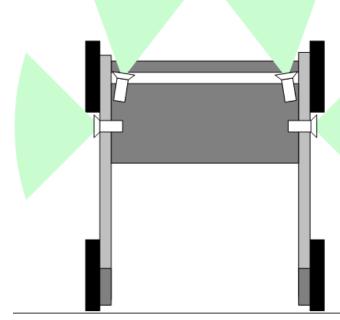
- 3D perception of the environment
- Smart OCR for real world text recognition
- Localization
- KinectTM Sensors
 - One used for monitoring the user
 - Second is used for the 3D perception of the environment (short range)
- Low Res Side Cameras
 - Improved localization
- Encoders + RFID and IMU for localization



Camera positions





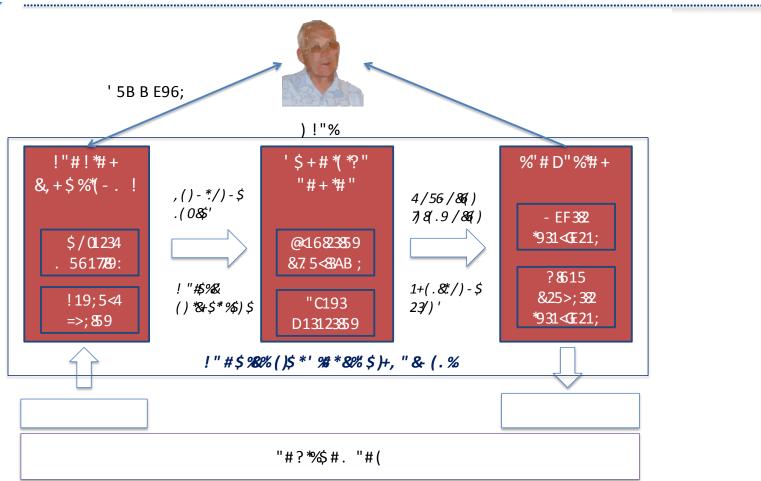








The system as a whole





DALi: Devices for Assisted Living

USE CASE





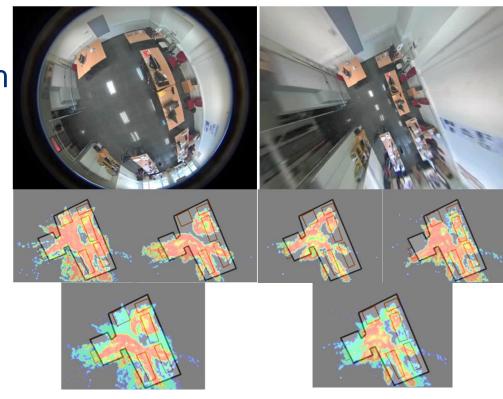
- Anna is 76 years old
- She wants to go shopping
- She goes to her favourite mall
- She chooses her shopping list





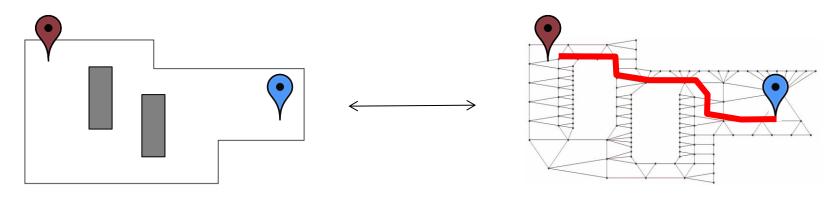


- The c-Walker plans a route in the environment
- Compute shortest path from start position to goal
- Can take into account weights to adapt to needs
- For example, it avoids potentially stressful or dangerous places: "heat maps" with the crowdedness information and detected anomalies





- Shortest path can take into account (weights):
 - Heat maps
 - Road blocks
 - Assisted Person preferences
 - ...
- Provided almost "for free" using a spatial database
 - Need to format proper SQL queries. E.g., routing node 1 to 20:
 select * from waylines_net where nodefrom = 1 AND nodeto=20



Map

Connectivity graph



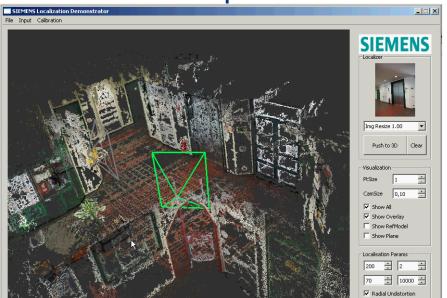
- Anna starts travelling across the mall
- The display shows her the direction to take
- The localization module detects her position inside the mall





Localization Module - 1

- Localization is based on two sensing sources:
 - An inertial platform (gyroscope + accelerometers);
 - cWalker Encoders.
- When available, mapped visual cues are used for an additional input to the localization module



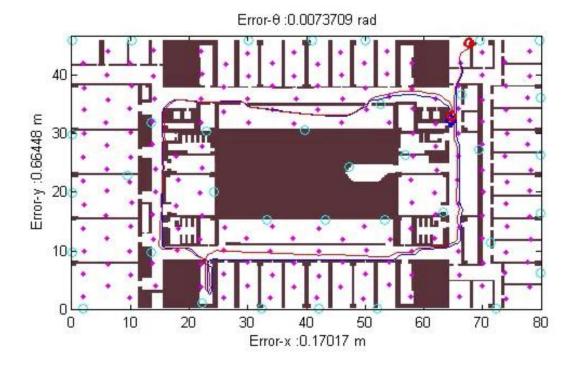


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Localization Module - 2

 Additionally, RFID tags are used for an additional input to the localization module







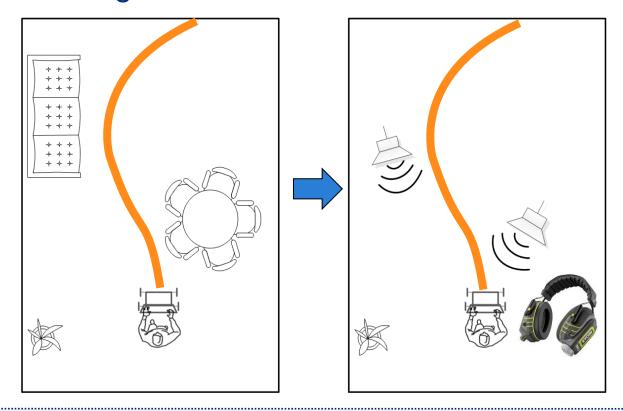
 Moving obstacles and humans are detected by the cWalker







 A 3D modulated sound in the headphone notifies fixed and moving obstacles

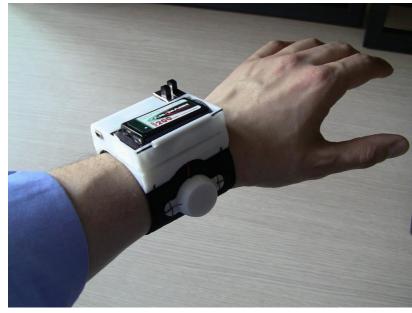






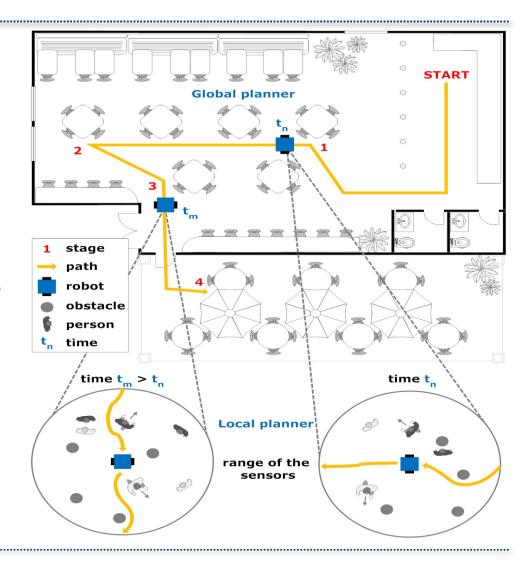
 In addition to the display and the headphone, the haptic handles and/or the bracelet start vibrating to suggest the right direction





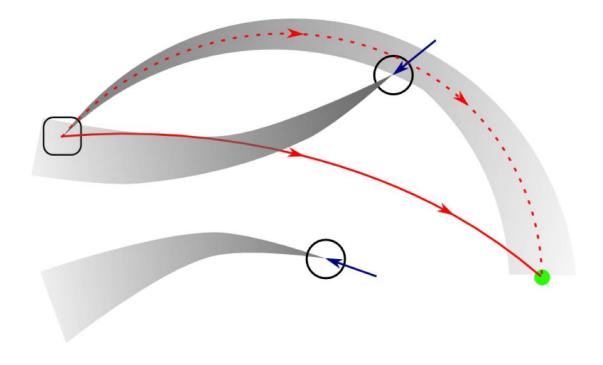


- Anna encounters a group of bystanders on her way
- The cognitive engine modifies the global plan by locally re-planning the trajectory





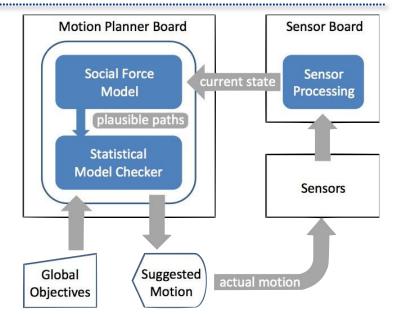
 The cognitive engine predicts the motion of the people, and decides a deviation from the route





Re-planning Algorithm

- Combines:
 - Statistical Model Checking (SMC)
 - Social Force Model (SFM)



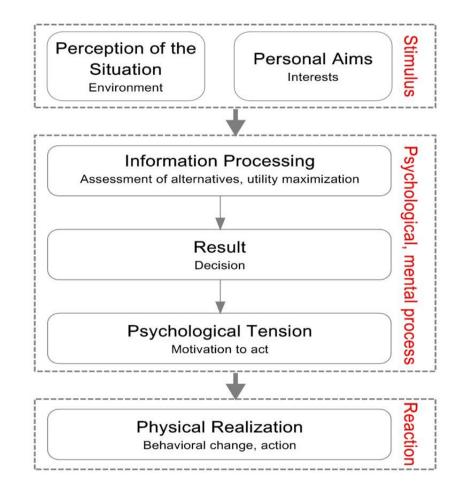
- SFM generates simulations to be verified against global objectives using SMC
- Motion planner periodically suggest a course of action to the user (assumed to be compliant)





Social Force Model

- Models human behavior
- The SFM models groups of people having goals, using repulsive and attractive social forces



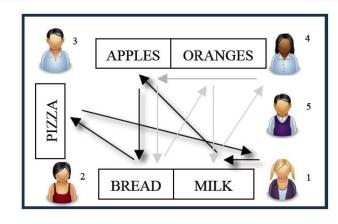




Beyond the SFM

- Real life data emulating a market place
- Results show the complexity of human interactions

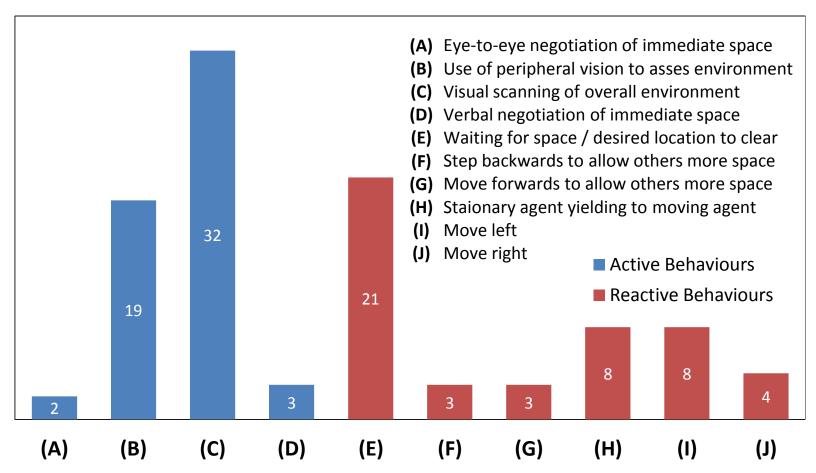






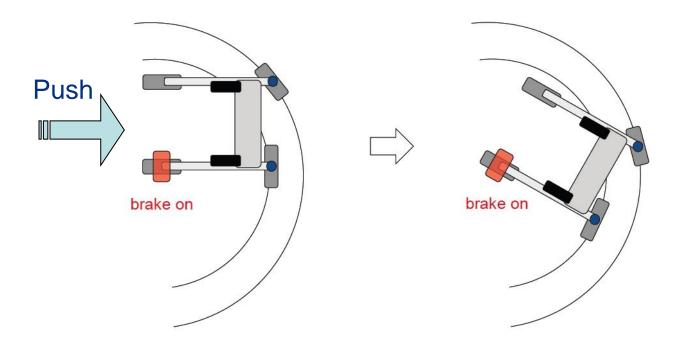


Beyond the SFM

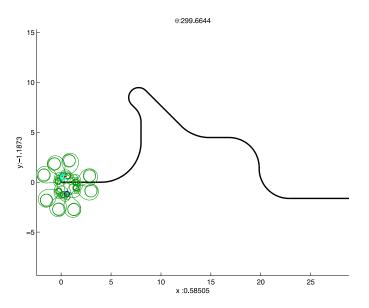




 Hence, the automated brakes gently correct her motion if the drifts away from the planned path

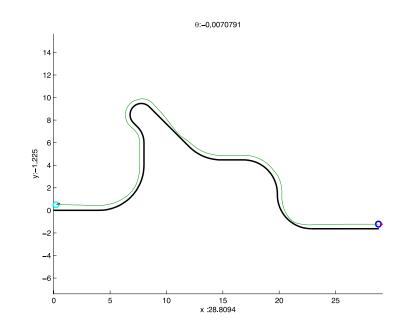






Brakes Off

Brakes On





The system detects a stress condition in the facial expression of Anna

Kinect is at the bottom position





 In a stressful situation, the cWalker suggests to proceed to the nearest sitting place or to the nearest mall employee or policeman_____









Conclusion

- The cWalker may comprise all the devices previously presented
- The design of the cWalker is modular, hence it can be tailored on the user needs
- The overall system has been conceived taking into account the user perspectives
- At the moment we are working on the integration of the different components into a single prototype



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