



SMART DIASPORA 2023

User Trust in Ambient Assisted Living Systems

Prof. Adina Magda Florea & AI-MAS members

Department of Computer Science

Center of Excellence in Artificial Intelligence @ UPB

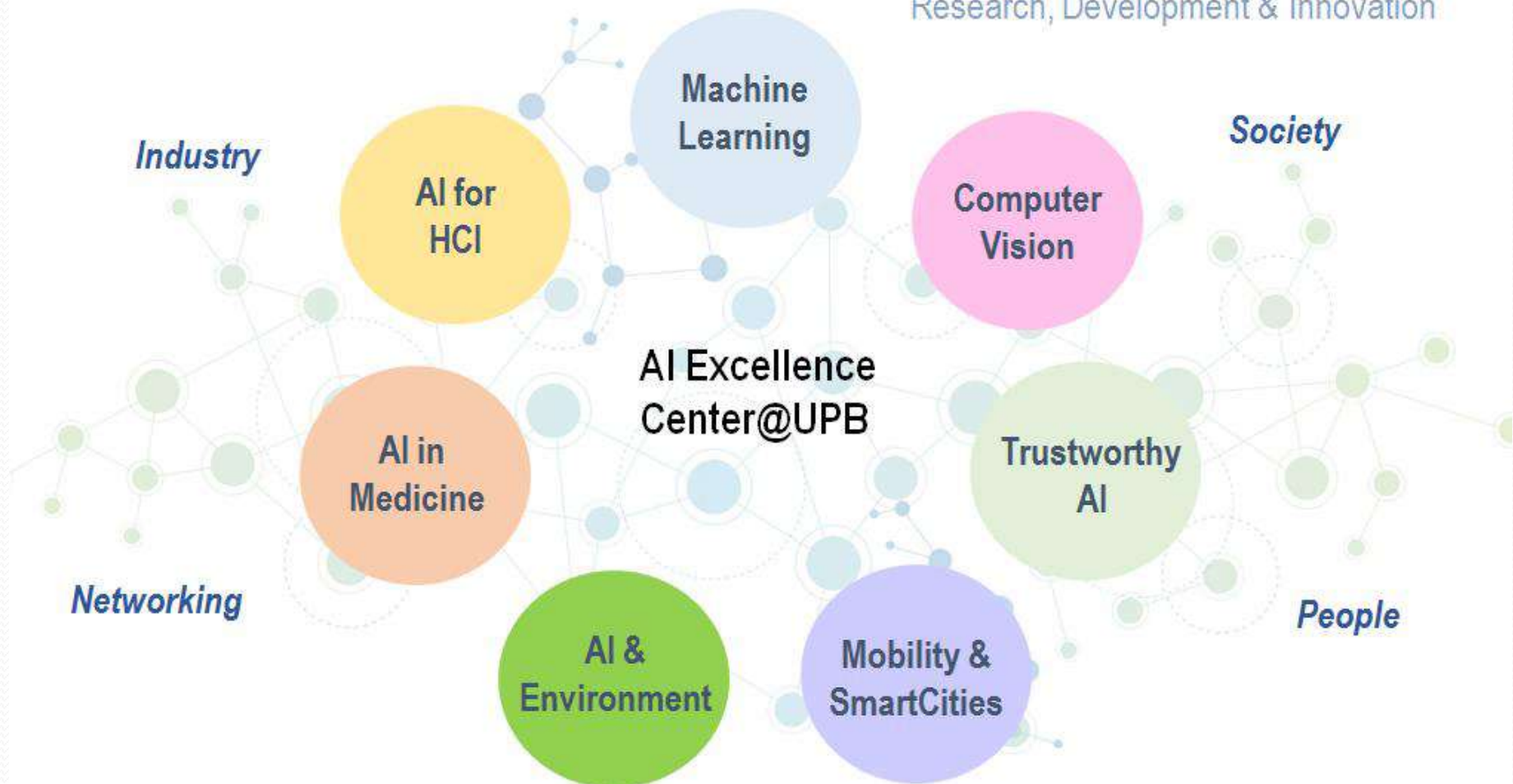
University POLITEHNICA of Bucharest

Workshop Trust-AI, 10-13 April 2023, Timișoara

Center of Excellence in Artificial Intelligence @ UPB



Research, Development & Innovation



Center of Excellence in Artificial Intelligence @ UPB

AI-MAS Laboratory

AAL, eHealth, HAR, Autnomous Driving & Pedestrian tracking, Wellbeing, MAS , Context aware computing



<https://aimas.cs.pub.ro/>

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AI-MAS

AIM AS high as you can!

Artificial Intelligence and Multi-Agent Systems Laboratory

AIMAS Team



Alexandru Sorici



Irina Mocanu



Mihai Trăscău



Ștefania Ghiță



Mihai Nan



Andrei Olaru



Alex Awada



Dan Novischi



David Iancu



Andrei Nica



Teodor Poncu



Vlad Florea



Florin Dumitrescu



Bogdan Ceachi



Andrei Mihalea

Shall we Trust AI?



About TRUST

Trust

Trust serves as a mechanism for reducing complexity. When we make a decision to trust, we are managing the uncertainty of an interaction partner's future actions by limiting the number of potential outcomes.

N. Luhmann, (1979) Defining the Problem: Social Complexity

Trust is generally regarded as a psychological mechanism for reducing uncertainty and increasing the likelihood of a successful interaction (e.g., safe, pleasant, satisfactory) with entities in the environment. When we trust someone, we use less cognitive, physiological, and economic resources dealing with this entity

Yamagishi, T. (2011). Trust: The evolutionary game of mind and society

About TRUST

Trust in AI

Tendency to take a meaningful risk while believing in a high chance of positive outcome

Glikson, E., & Woolley, A. W. (2020). Human trust in artificial intelligence: Review of empirical research

If H (human) perceives that M (AI model) is trustworthy to contract C, and accepts vulnerability to M's actions, then H trusts M contractually to C

Jacovi, A., Marasović, A., Miller, T., & Goldberg, Y. (2021). Formalizing trust in artificial intelligence: Prerequisites, causes and goals of human trust in AI

About TRUST

Trust in AI

- Human agency and oversight
- Technical robustness and safety
- Privacy and data governance
- Transparency
- Diversity, non-discrimination and fairness
- Societal and environmental well-being
- Accountability

Ethics guidelines for trustworthy AI, (2019), European Commission

Ambient (Active) Assisted Living

- Development of innovative technology and the innovative use of existing technology towards a happier, more independent way of living for elderly people and people with special needs
- Innovative utilization of ICT, new ways of user interaction or new types of value chains for independent living services

Active and Assisted Living

- Health monitoring & support
 - Daily activity support
 - Activity recognition
 - Companionship
-
- Sensors, wearable technology
 - Social assistive robots
 - AI

AI-MAS Laboratory

One of research directions - AAL

- Health monitoring
- Activity recognition and support
- Companionship

- Programming social assistive robots
- Integration of sensors and wearable technology

AMIRO System



AMIRO Platform (S. Ghita et.al., 2019,2021)

- Available integrated on Pepper robot
- Available on mobile devices, without robot facilities

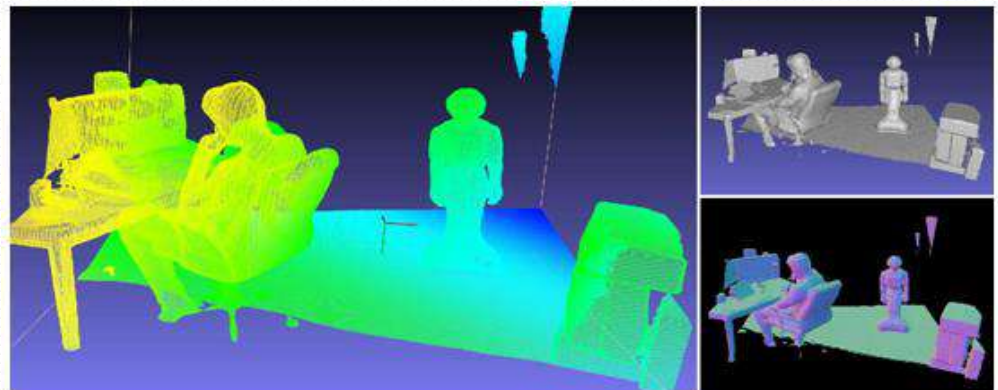
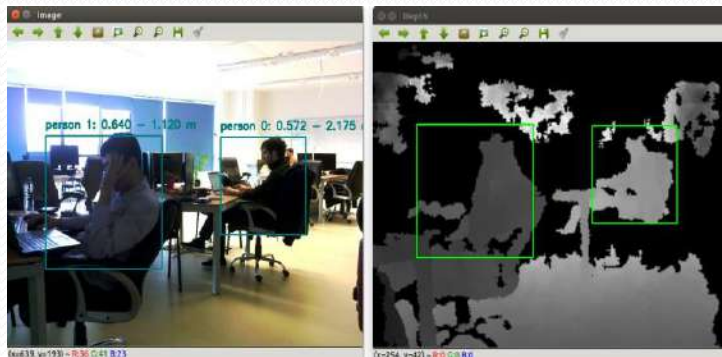


AMIRO

- **Robot navigation** in the environment
- **Visual interpretation** of people, objects in the environment
 - Recognize and track people
 - Recognize objects
- Interacts with people
 - Natural language **dialogs** between users and robot
 - Issuing alerts
- Support for user **physical exercises**
- Integration with **body sensors** and **interpretation of data measurements**
- Integration with **environmental sensors** and **interpretation of data measurements**

AMIRO

- Pepper functionalities – several limitations identified
- **Developed our own solution** for
 - ***people detection*** - the robot needs to know where the person is in the room
 - ***people recognition*** - recognize the person so as to provide the information specific to the user, by accessing this information in the CAMI cloud
 - ***navigation in the environment*** - navigate to approach the person -> do a mapping of the environment



Pepper in AMIRO

Pepper acts as assistant for elderly people

- Efficiently **looks for and finds a particular person**
- **Notifies** the person **regarding personal health or well-being issues**, e.g., take medication, take blood pressure, perform physical exercises, call friend, etc.
- **Follows a person in the room**

Pepper in AMIRO

- Communicates with the user with a **vocal/touch interface**
- **Collects data** regarding sensors
- Is able to **receieve and execute commands** for domotic devices
- Instructs users to **perform exercices** and **corrects him/her**

Body sensor measurements

- **Weight measurement analysis** - informs caregiver and user with different messages if there are any increase/decrease from the current weight by 2kg.
- **Steps data analysis**- Done once per day (based on the number of steps that user has taken) - informs caregiver or user with different messages
- **Analyzing health parameters** (like pulse) - generates a notification to user and caregiver if the pulse measurement is outside the normal range
- **Generation of various kind of reminders** for notifying user or caregiver - for example taking the blood pressure measurement or taking medicine at a given time

Multimodal interface (A. Awada et. al., 2019, 2020)

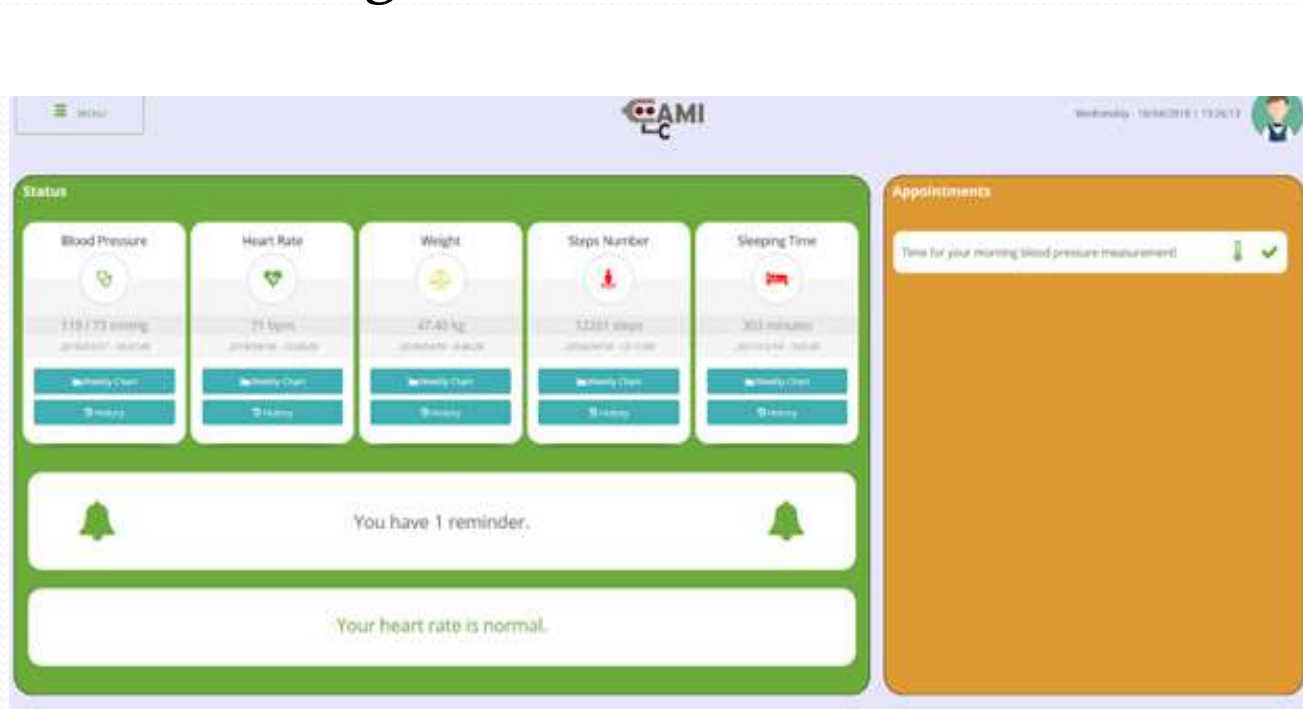
The interface adapts to the:

- × preferences of the user
- × status of the user (e.g. medical condition, emotional status)
- × environment condition + user activity
- × system configuration (e.g. presence/absence of modules)



Multimodal interface

- The interface is multilingual and supports multimodal interactions
 - × voice interactions
 - × touch-based gestures
 - × touch-free gestures



Field trials

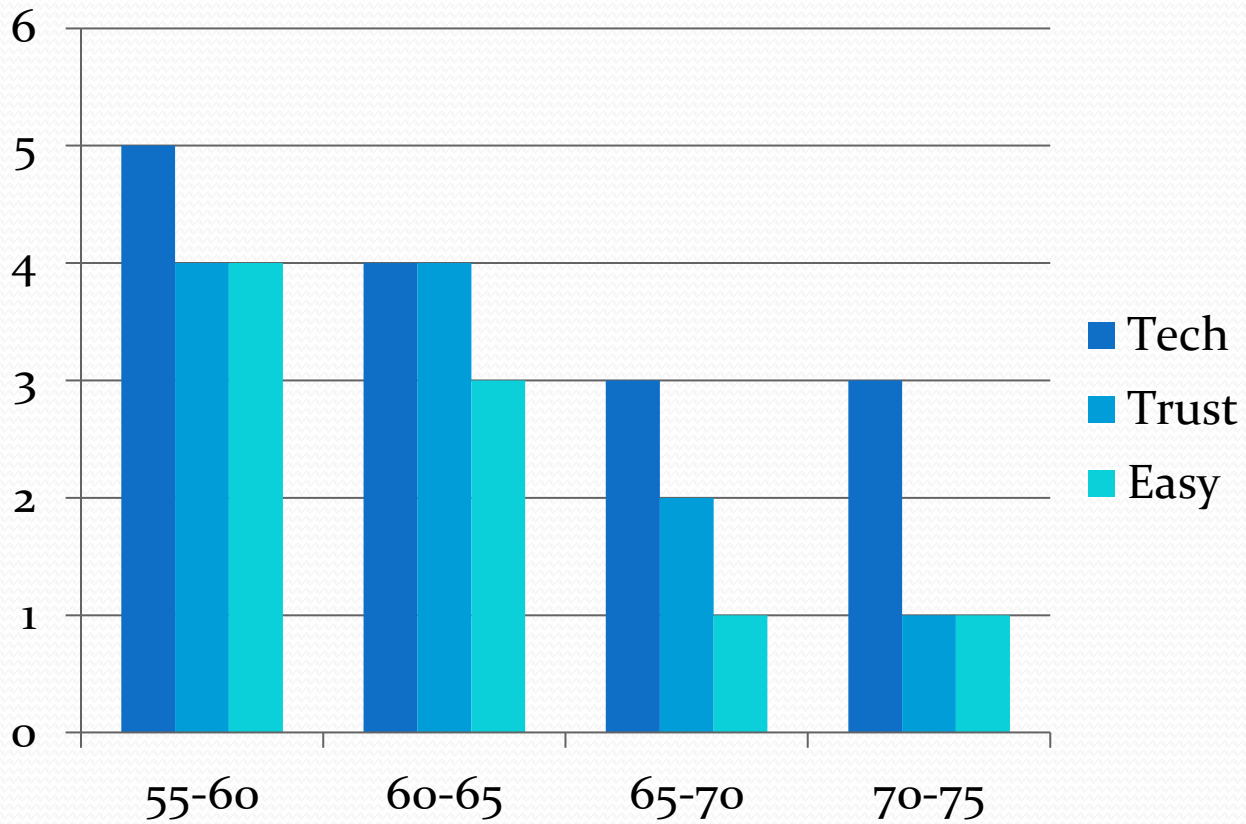
- 105 primary end-users from Romania, Poland and Denmark
- 58 secondary end-users

The primary users were between 55 and 75 years old, which was the only eligibility criterion applied in their selection

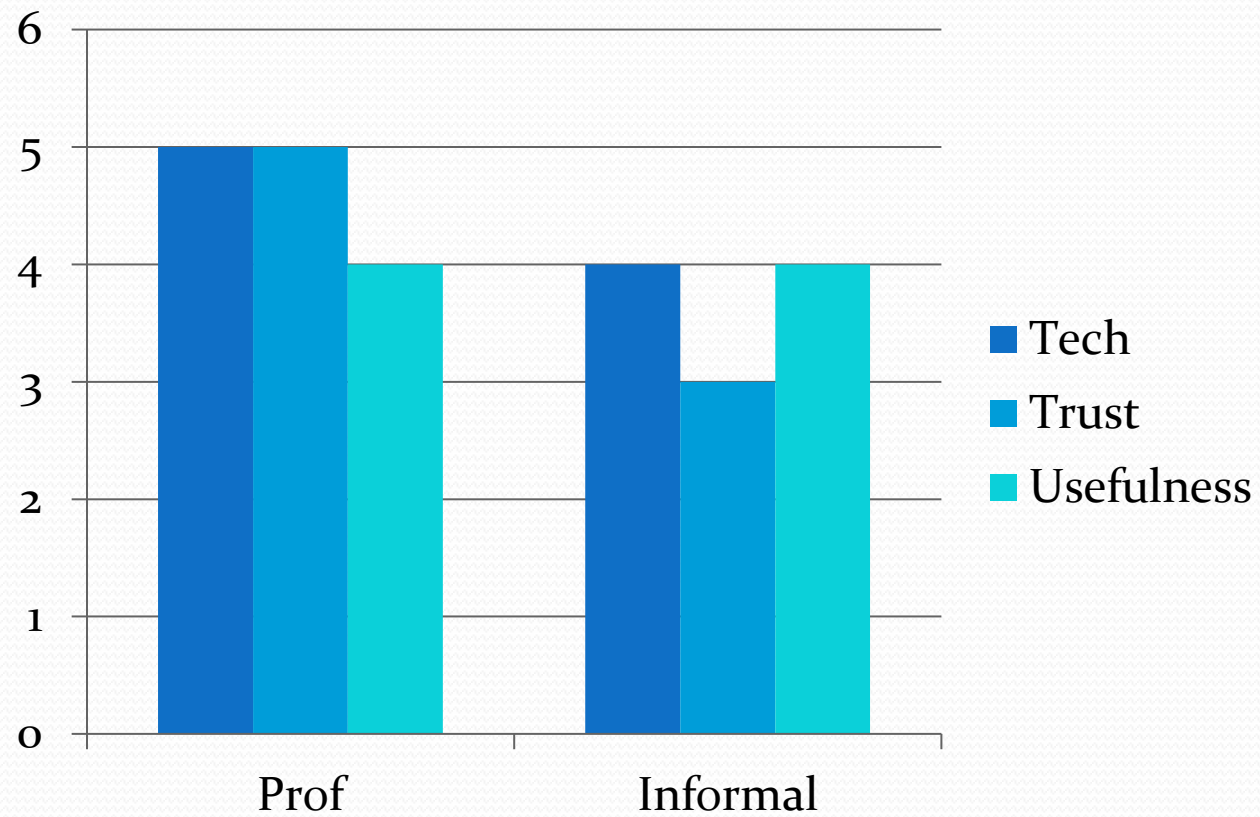
The second users consisted of 22 professional (37.9%) and 36 informal (62.1 %) caregivers

- Appreciate technologies
- Trust technology
- Easyness of use

Primary end-users



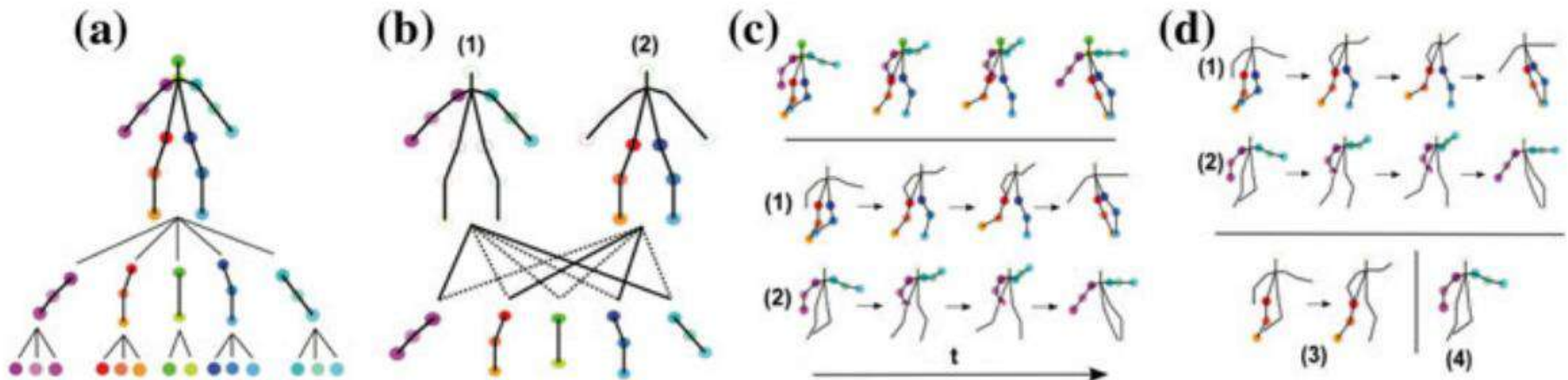
Secondary end-users



Understanding user actions (M. Trascau

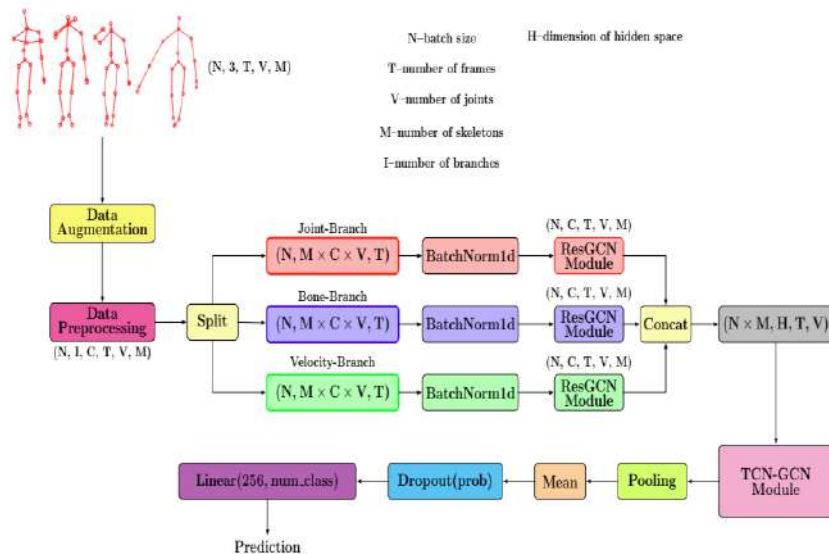
et.al., 2020)

- Basic human skeleton representation was first introduced by Johanson in 1973, demonstrating that a small number of points can effectively represent the behavior and characteristics of the human body
- The coordinates of the points that make up the skeleton can model relationships between joints and codify the whole body configuration using a very small amount of information



Human action recognition from video sequences

- Skeleton input data – Kinect & synthesised from RGB
- Use original TCN and GCN architectures - reduced number of parameters and increased speed
- Recognizes 120 different human actions
- Validated by integration into the AMIRO robotic platform (original)



- typing on a keyboard



- pointing at something



- sneeze/cough



- touch chest (stomachache/heart pain)



Understanding user actions (M. Nan et.al., 2022)

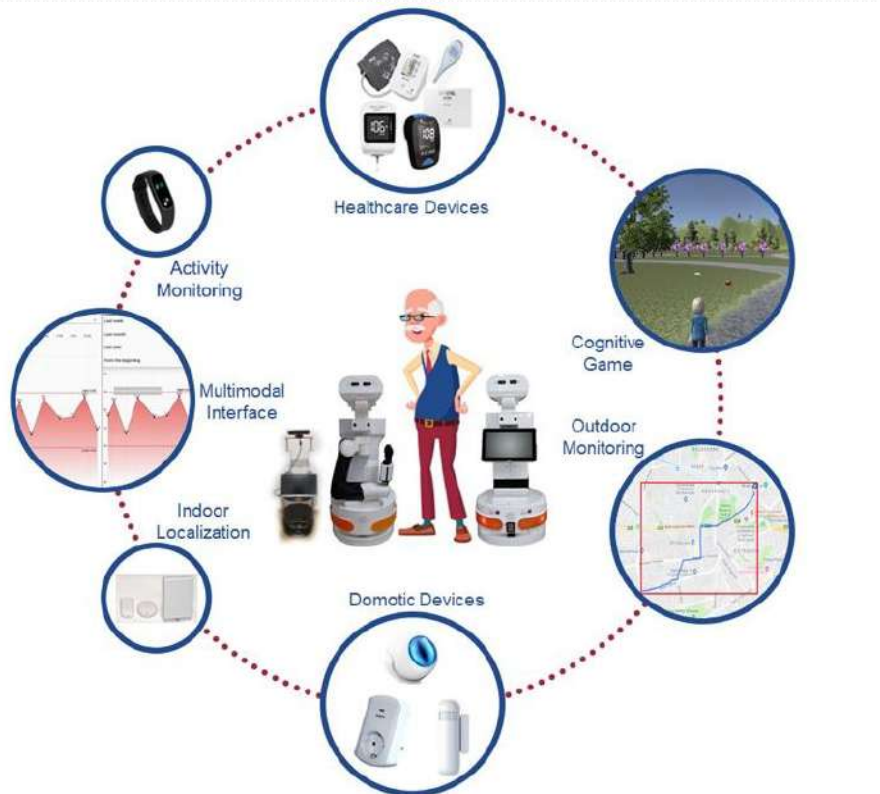
- Explainability - explain why an action was recognized based on skeletons

Spatio-Temporal Neural Network with Handcrafted Features for Skeleton-based Action Recognition



INCARE (Irina Mocanu & team)

INCARE is a digital platform connected to sensors and devices that allow users to monitor different health, activity and cognitive parameters, keeping them physically active and engaged with their peers



INCARE (Irina Mocanu & team)

Health & activity monitoring

Indoor and outdoor localization and fall detection

Cognitive games: to stimulate attention, memory, reaction speed, logical problem-solving

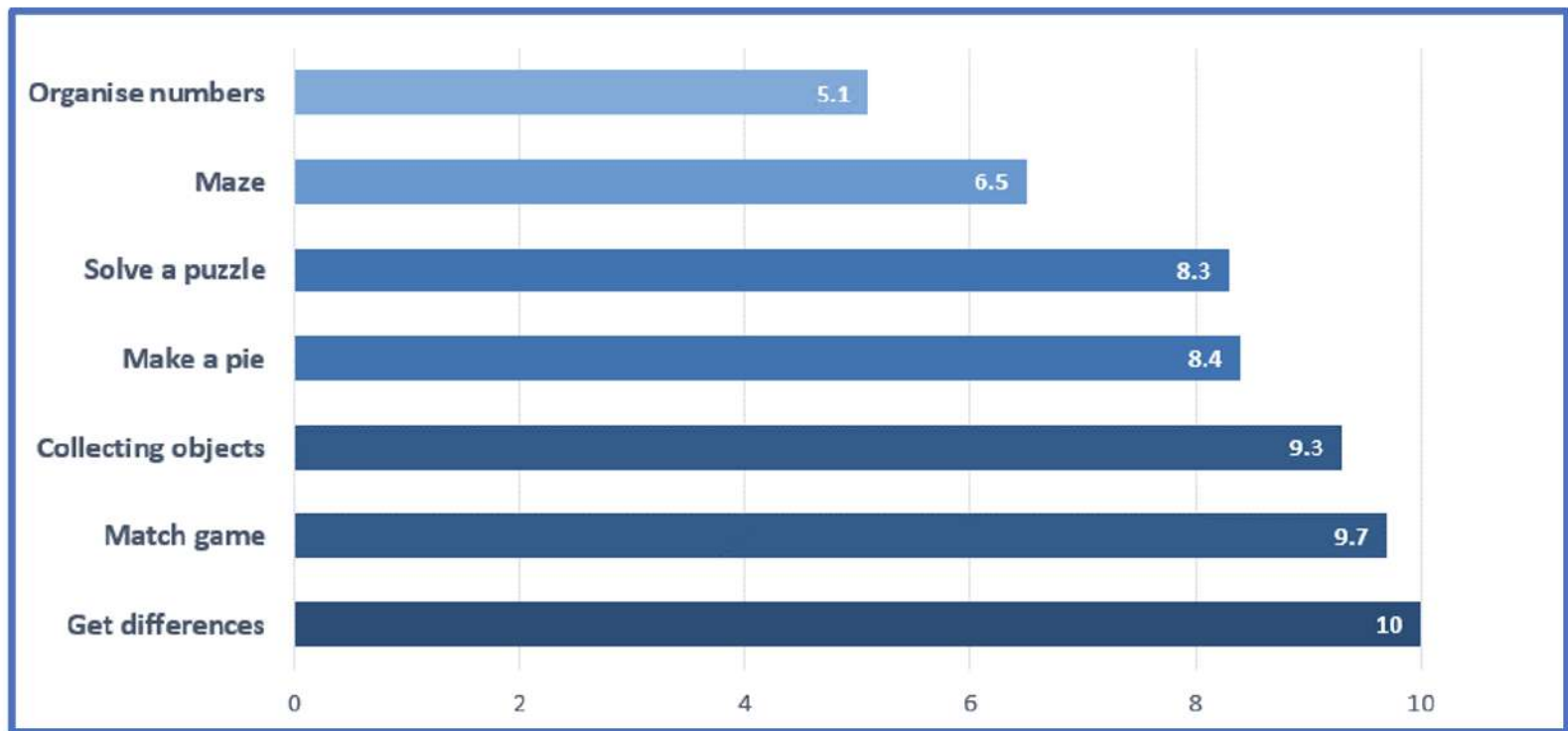
Object manipulation (TIAGo robot)

Multimodal interface (touch and voice-based commands)

Home monitoring

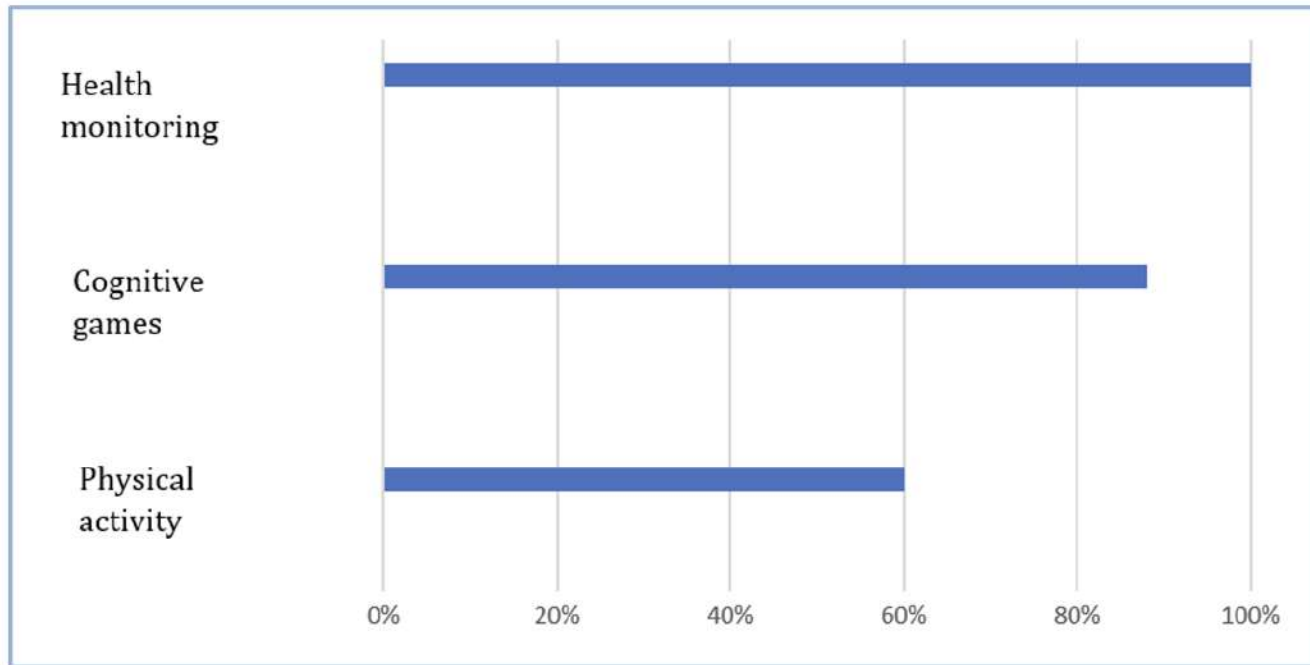


Games evaluation: average level of satisfaction ranked on a 1-10 scale



100 elderly users participated in the test

Impact of INCARE solution on seniors' health practices/routines



AI-MAS - Projects to start



**CNCC - Centrul Național
de Competență în
domeniul Cancerului**



Kick-off meeting CNCC

31 ianuarie 2023, 13:00 - 15:00

**Bulevardul Eroii Sanitari 8,
București**



Horizon Europe

ENFIELD: European Lighthouse to Manifest Trustworthy and Green AI

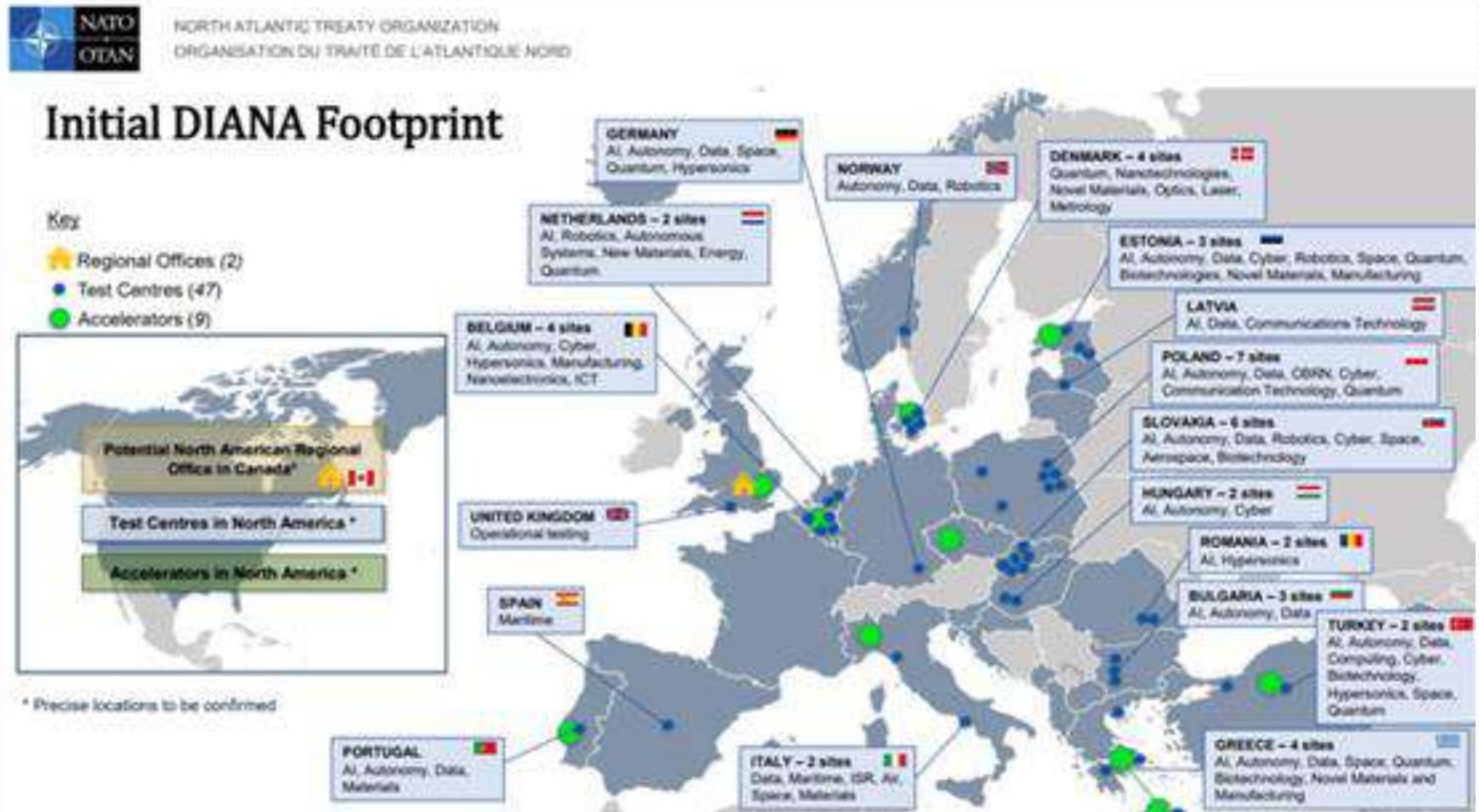
ENFIELD will create a unique European Centre of Excellence that excels the fundamental research in the scientific pillars of Adaptive, Green, Human-Centric and Trustworthy AI

Human-Centric AI pillar – TUE & UPB

ENFIELD aims at designing novel techniques aimed at enhancing the explainability of AI systems, providing a comprehensible description of the internal procedures used while the model is trained or makes decisions, providing context-aware explanations for different stakeholders with different user profiles.

AI-MAS - Projects to start

Member of the Defence Innovation Accelerator for the North Atlantic – DIANA - Test Centres Network



Testing Center facilities

- Ambient Assisted Living testing facilities
- Imitation learning simulator for autonomous driving, based on real data
- Own collected data sets to be used in testing and validation
- First set of tools for ExAI for object recognition and HAR