

Data-driven Stroke Rehabilitation Using Machine Learning

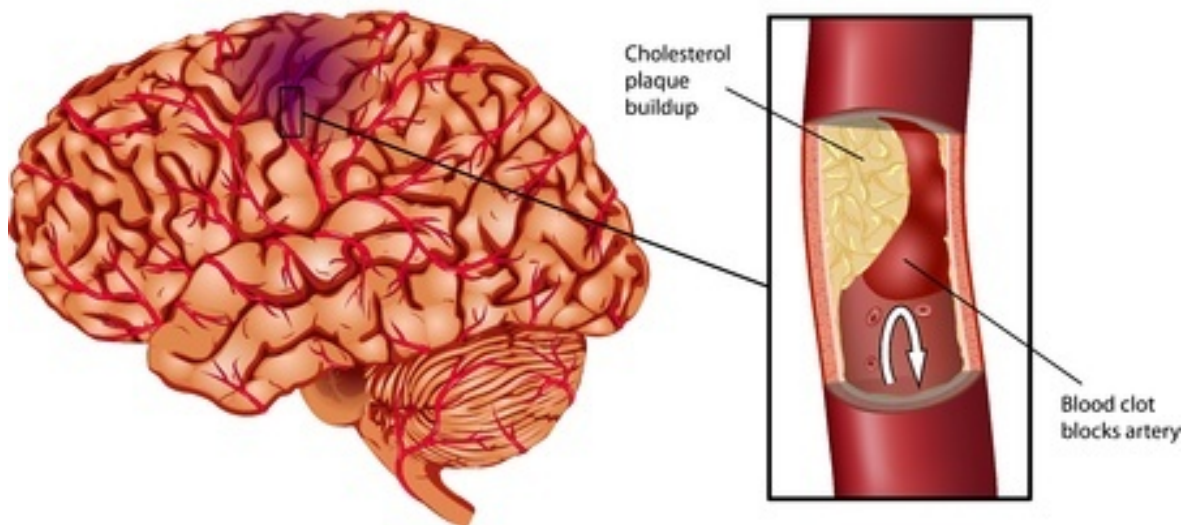
Carlos Fernandez-Granda
(NYU Courant Institute and Center for Data Science)

Joint work with Aakash Kaku (NYU Center for Data Science),
Avinash Parnandi, Heidi Schambra, Anita Venkatesan
(NYU School of Medicine)

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Stroke and the brain

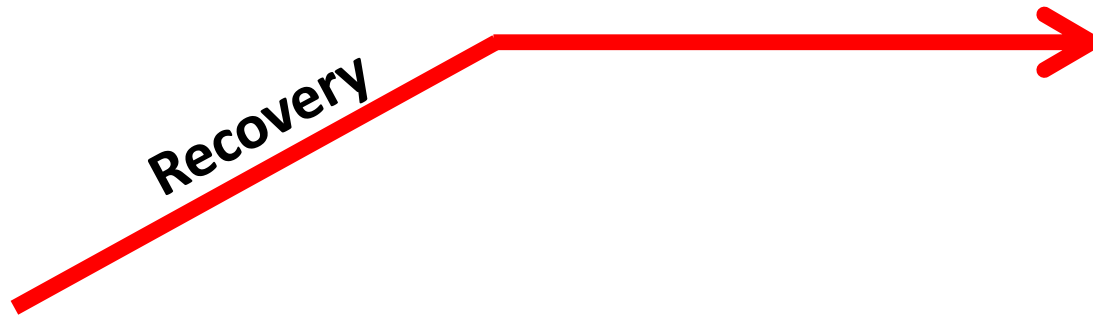
Ischemic Stroke



Post-stroke recovery



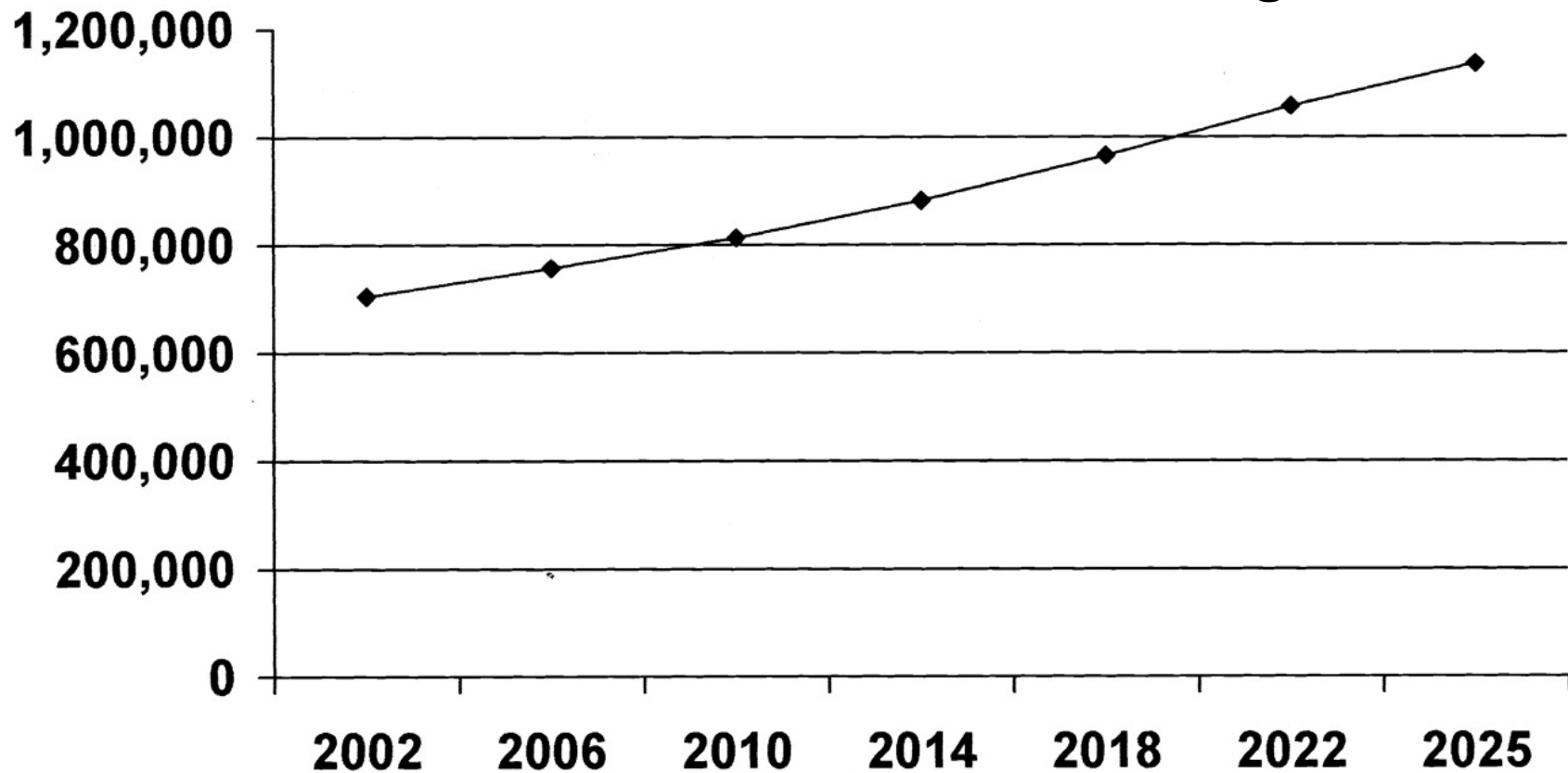
Pre-stroke function



Time after stroke 

Stroke is the **LEADING CAUSE** of disability in the US

Number of strokes is increasing

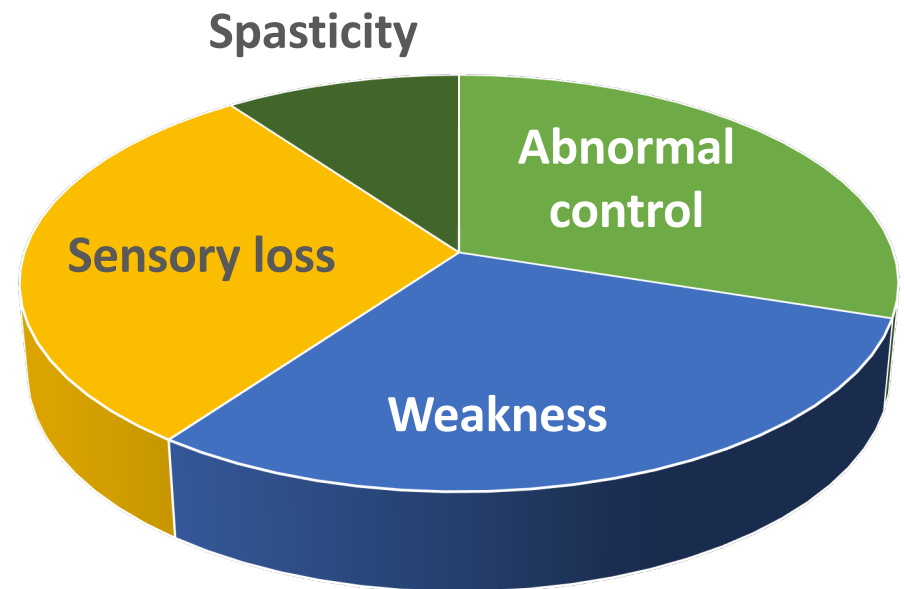


Stroke and the arm

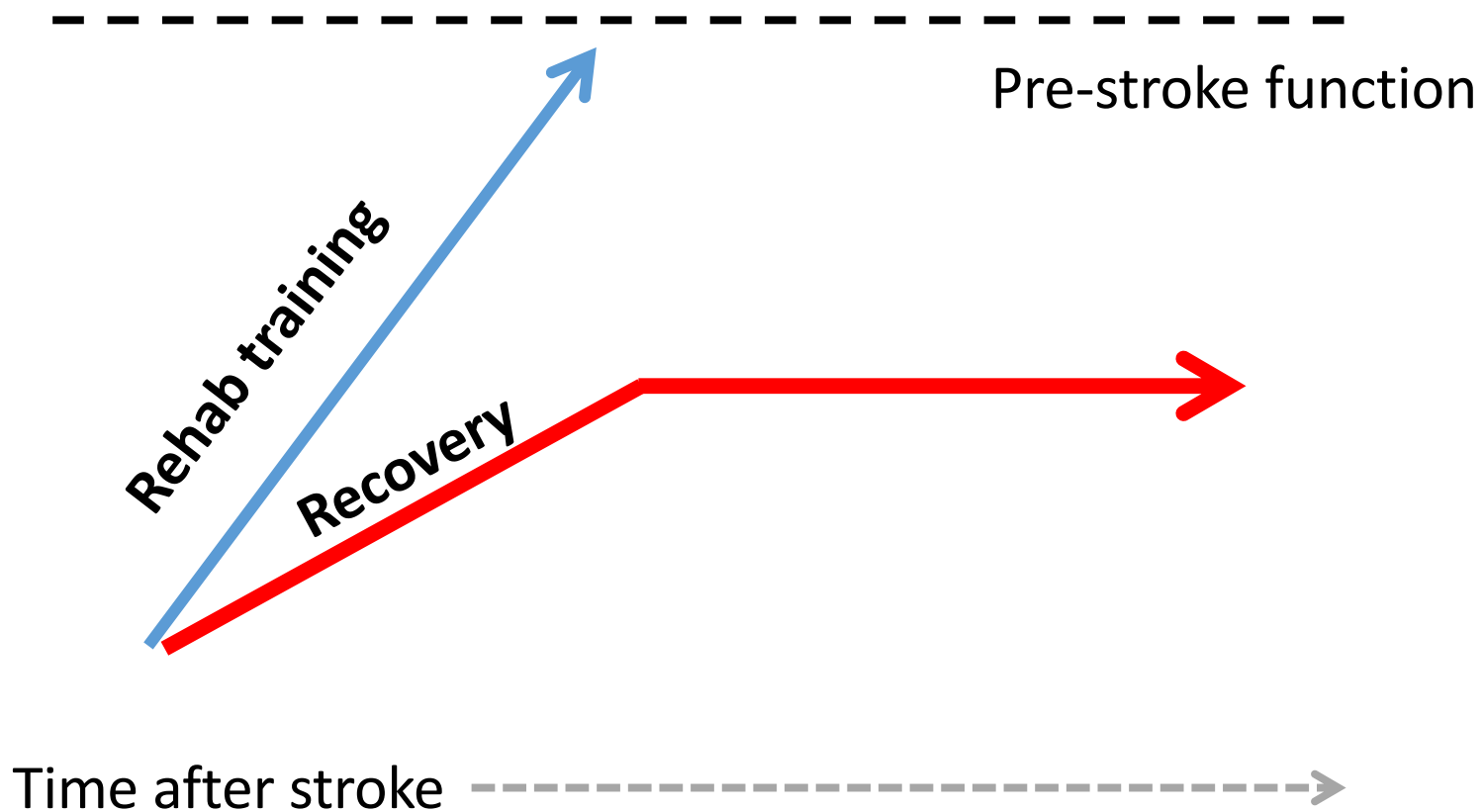
Stroke affects the arm
in **77% of patients**

At 6 months, motor
impairment still limits
activities in **80% of
patients**

Motor Impairment



Approaches to improving recovery



Primary role of upper extremities in humans: act on objects

Functional UE movements have 4 components:

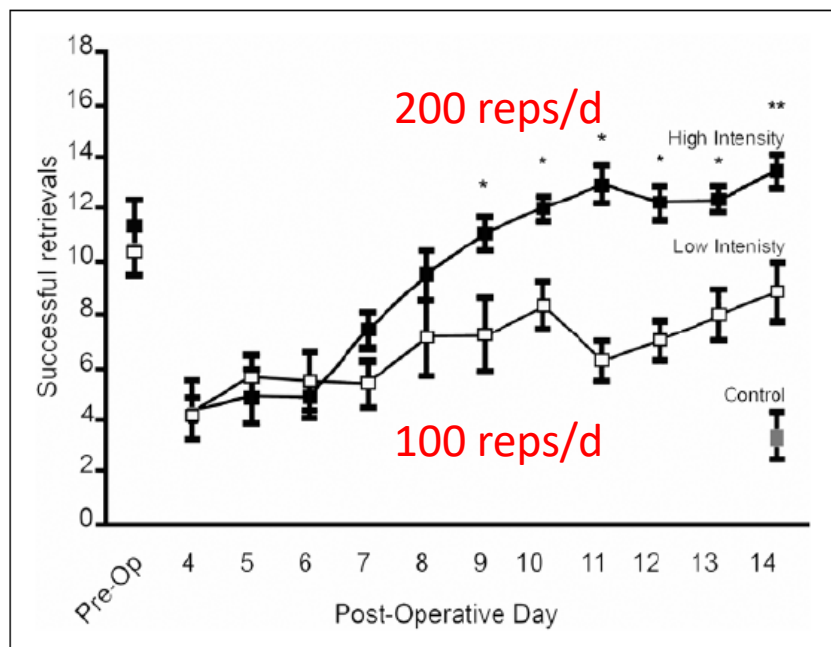
1. Reach
2. Contact (grasp/touch)
3. Object-specific action
4. Release



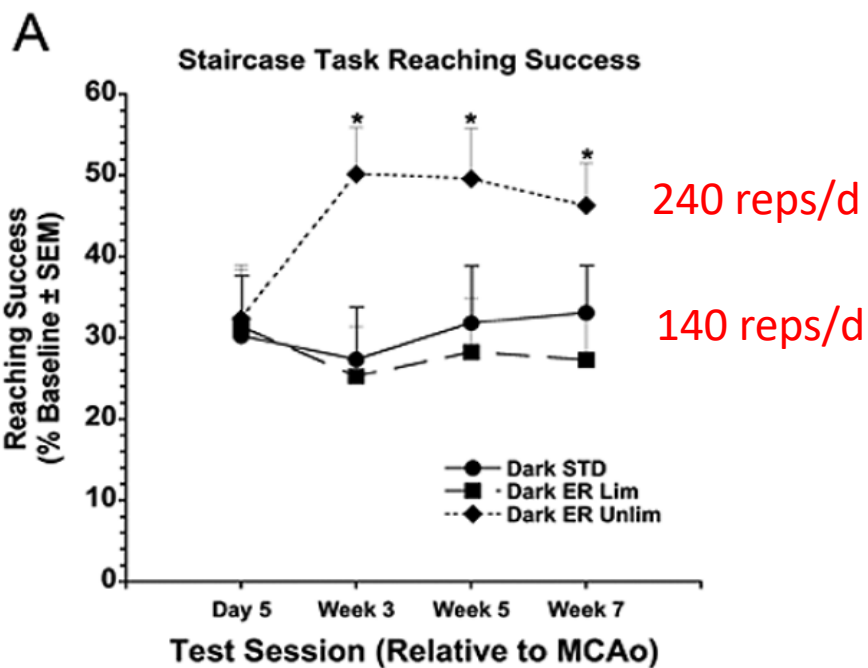


How much should we be dosing our patients?

Animals require 200-1000 reps/day to recover

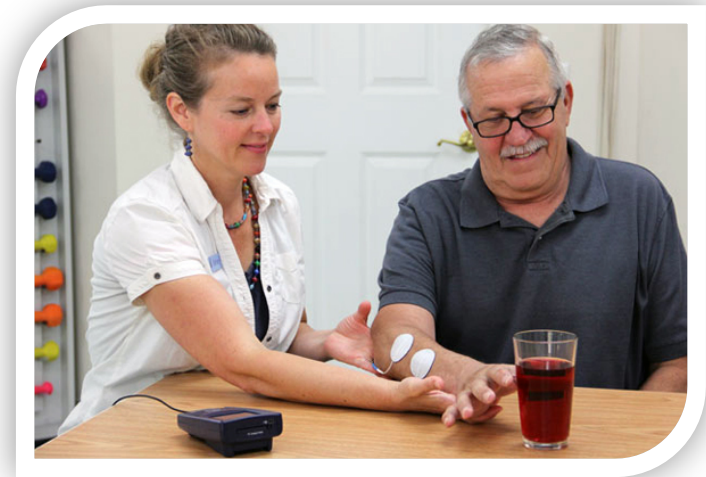


Bell 2015 NNR



MacLellan 2011 NNR

What actually happens in stroke rehab?



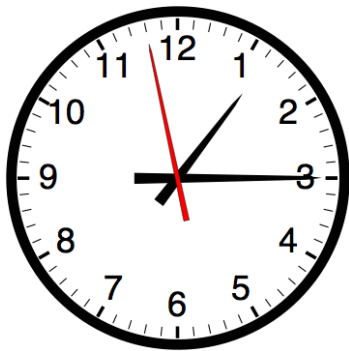
Functional arm movements

- In only 51% of therapy sessions
- In these, 32 reps/session (range 1-420)

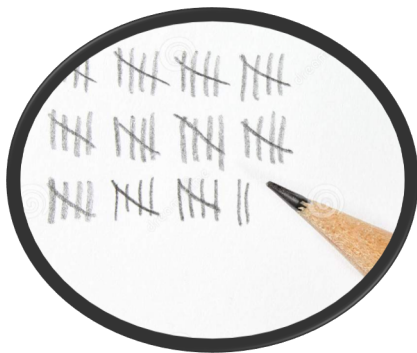
We are likely under-dosing our patients by 10x

Measuring training dose is tough

Time



Hand tally



Motion capture systems



Activity monitors



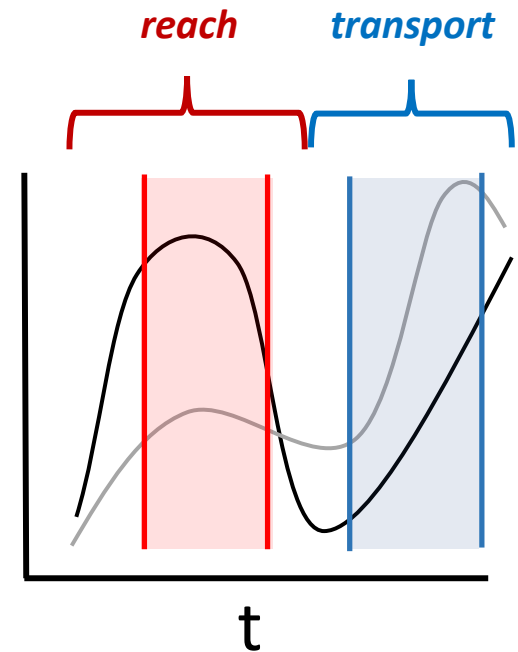
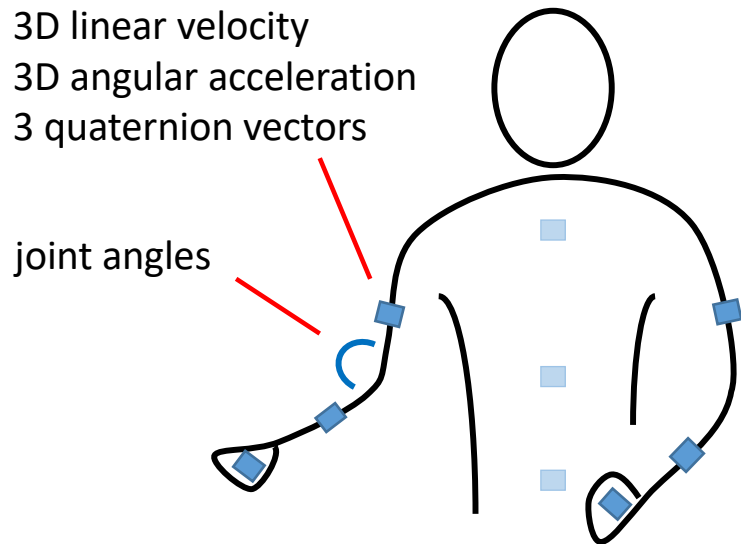
Automatic identification

3D motion capture with wearable sensors

+

Machine learning

Automatic identification



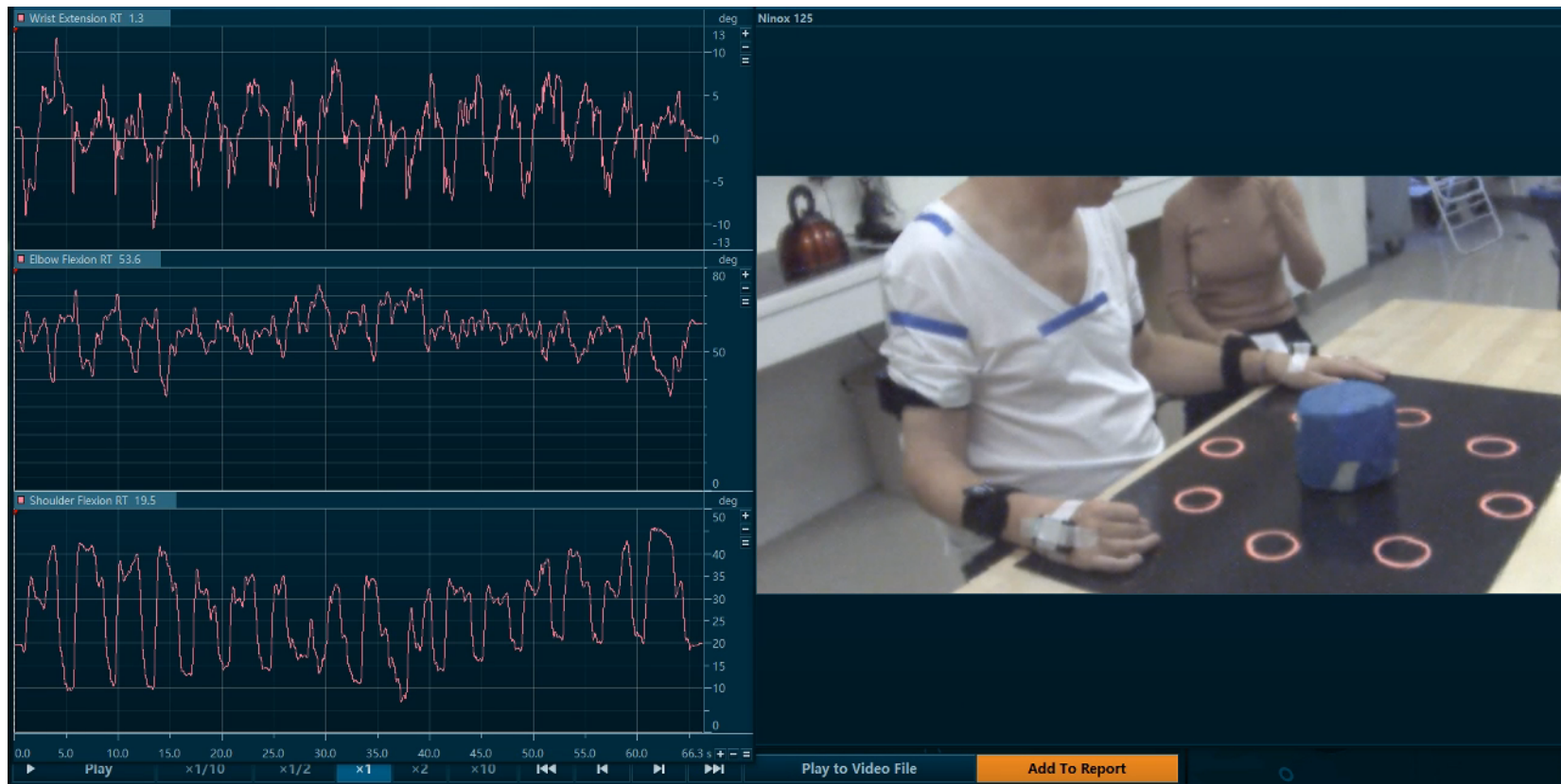
Motion capture: inertial measurement units (IMUs)



3D linear and angular motion
High precision
Easy to wear
No occlusion

- 100 Hz capture
- Record up to 10 h
- Transmit up to 150 m

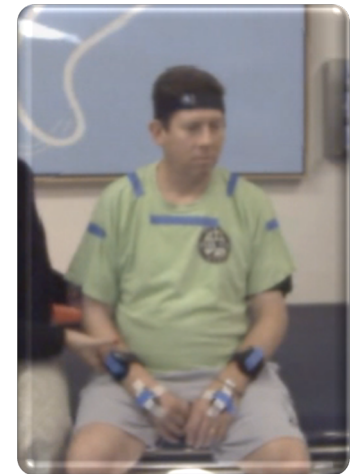
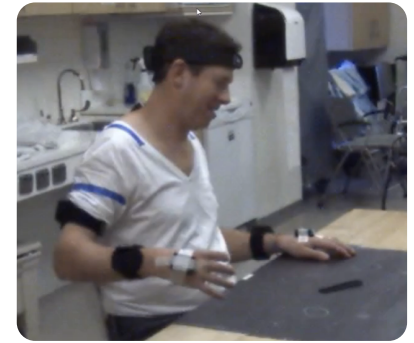
Motion capture in reality



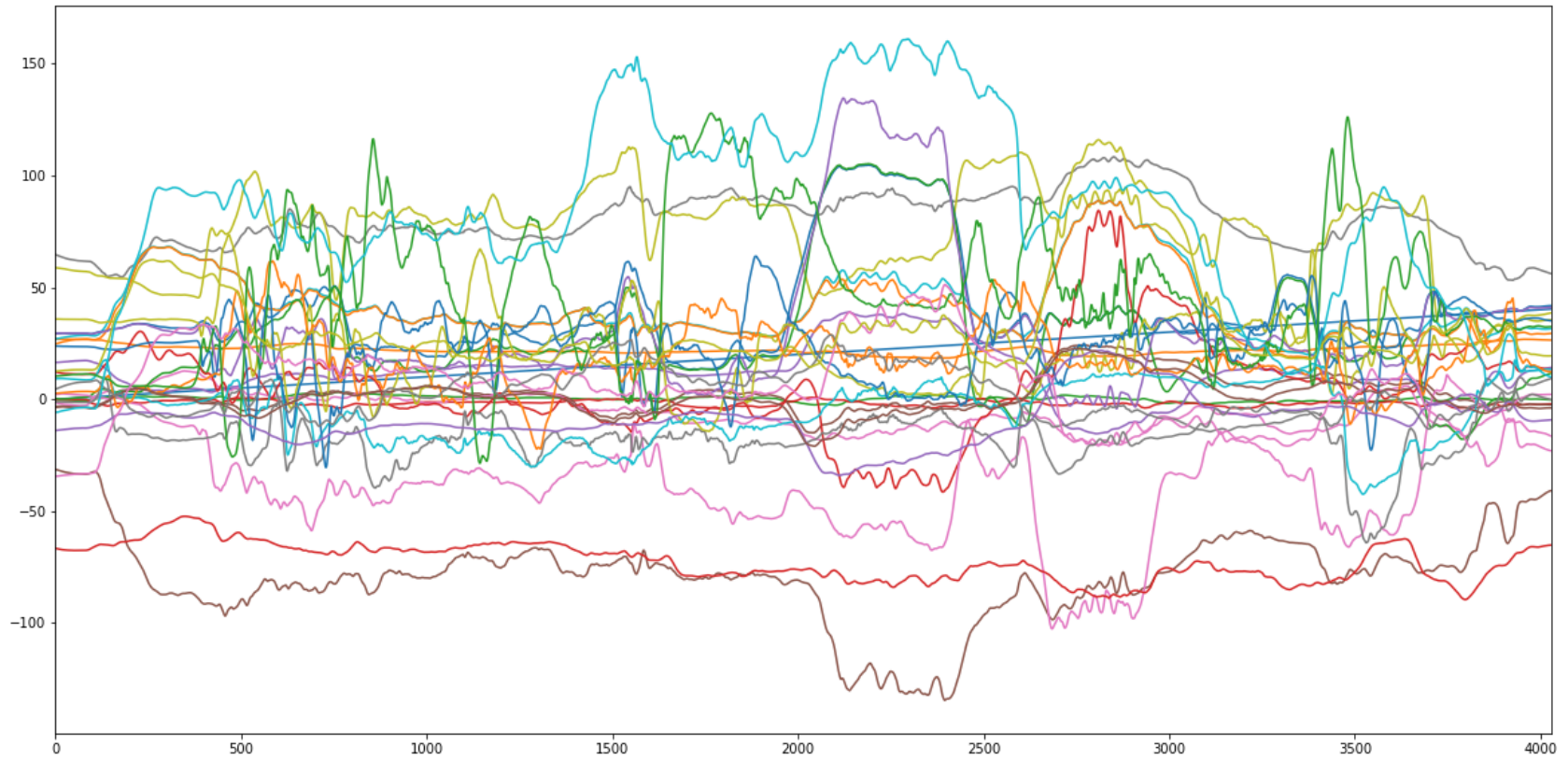
Machine learning

1. Gather data
2. Label the data
3. Build a model mapping data to labels
4. Apply the model on new data

Gather data



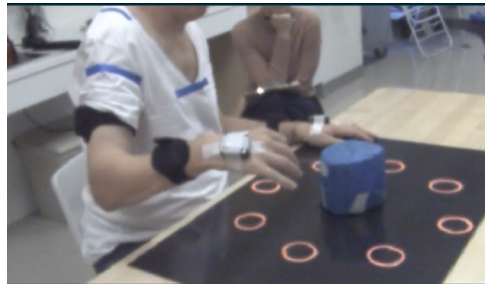
Data



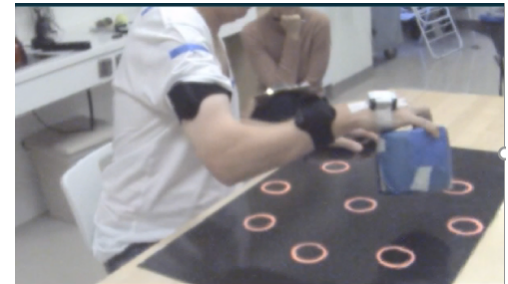
Label data



“rest”



“reach”



“transport”

1 min video = 1 hour labeling

Build a model

A model is a function that maps data to labels

How do we build the function?

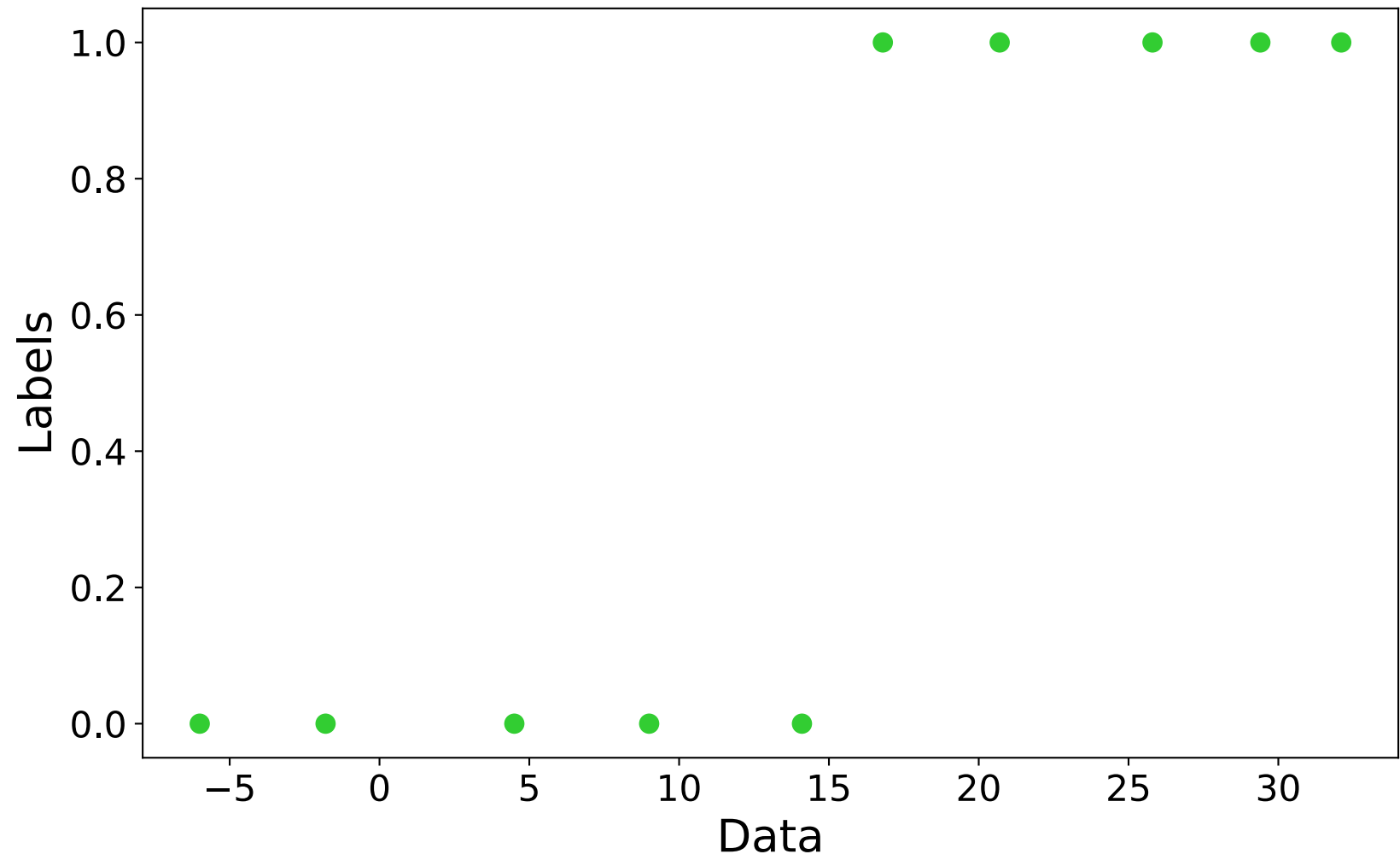
Change it until the error is small

Toy example

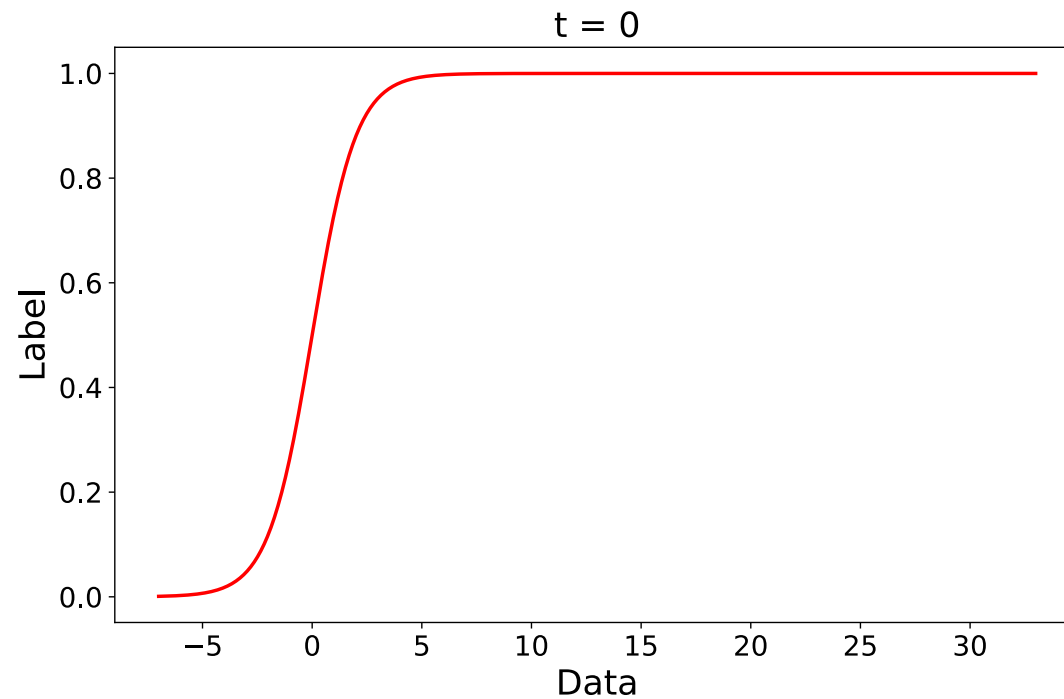
Data: Real numbers

Labels: 0 or 1

Data

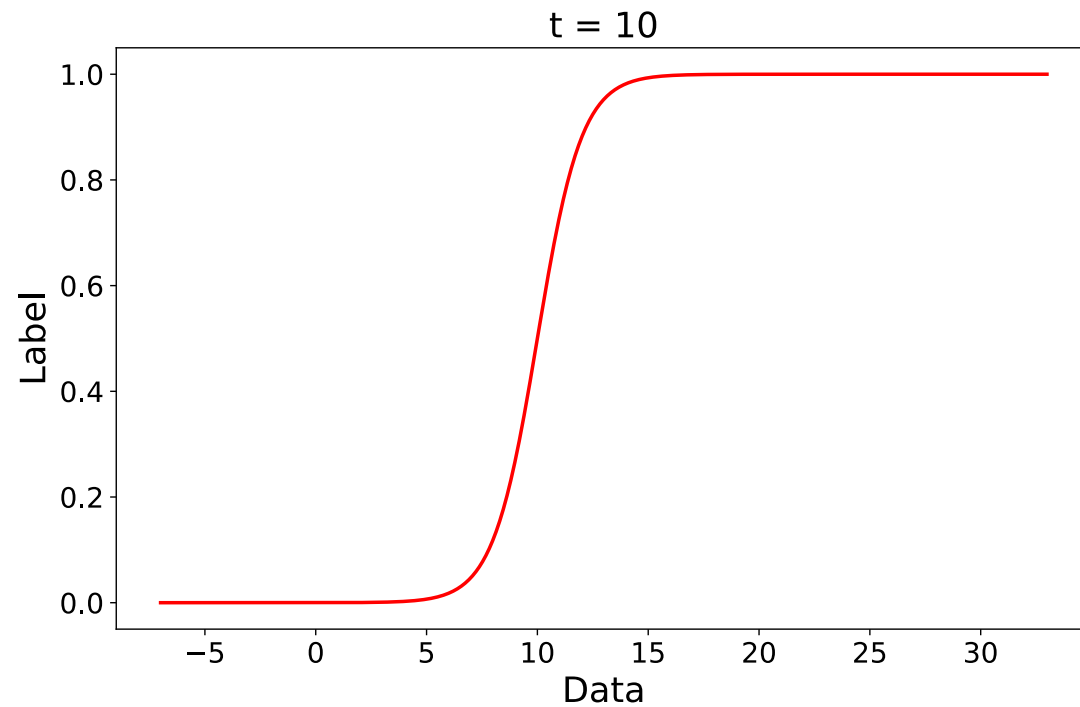


Model



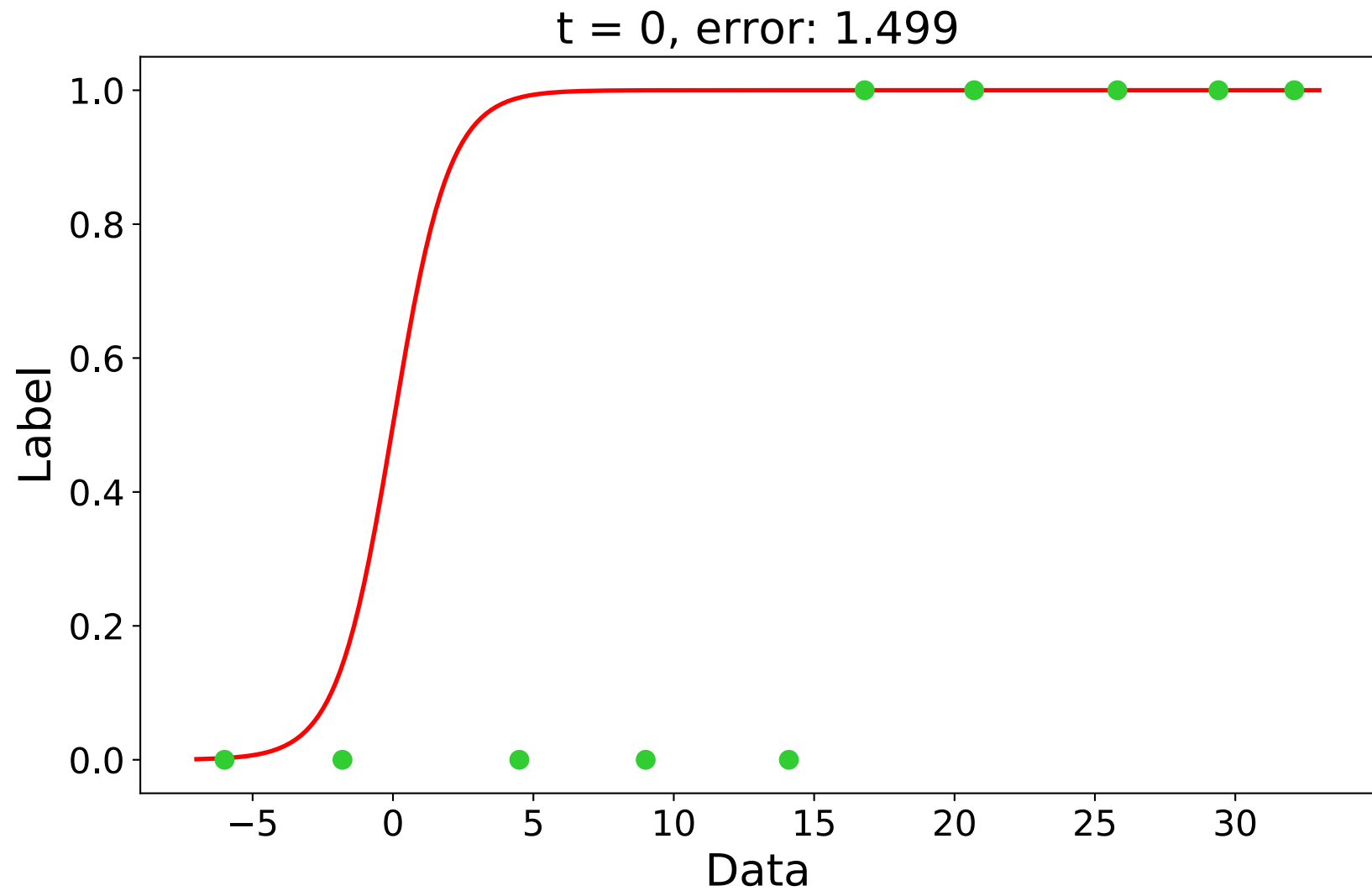
Logistic function shifted by t

Model

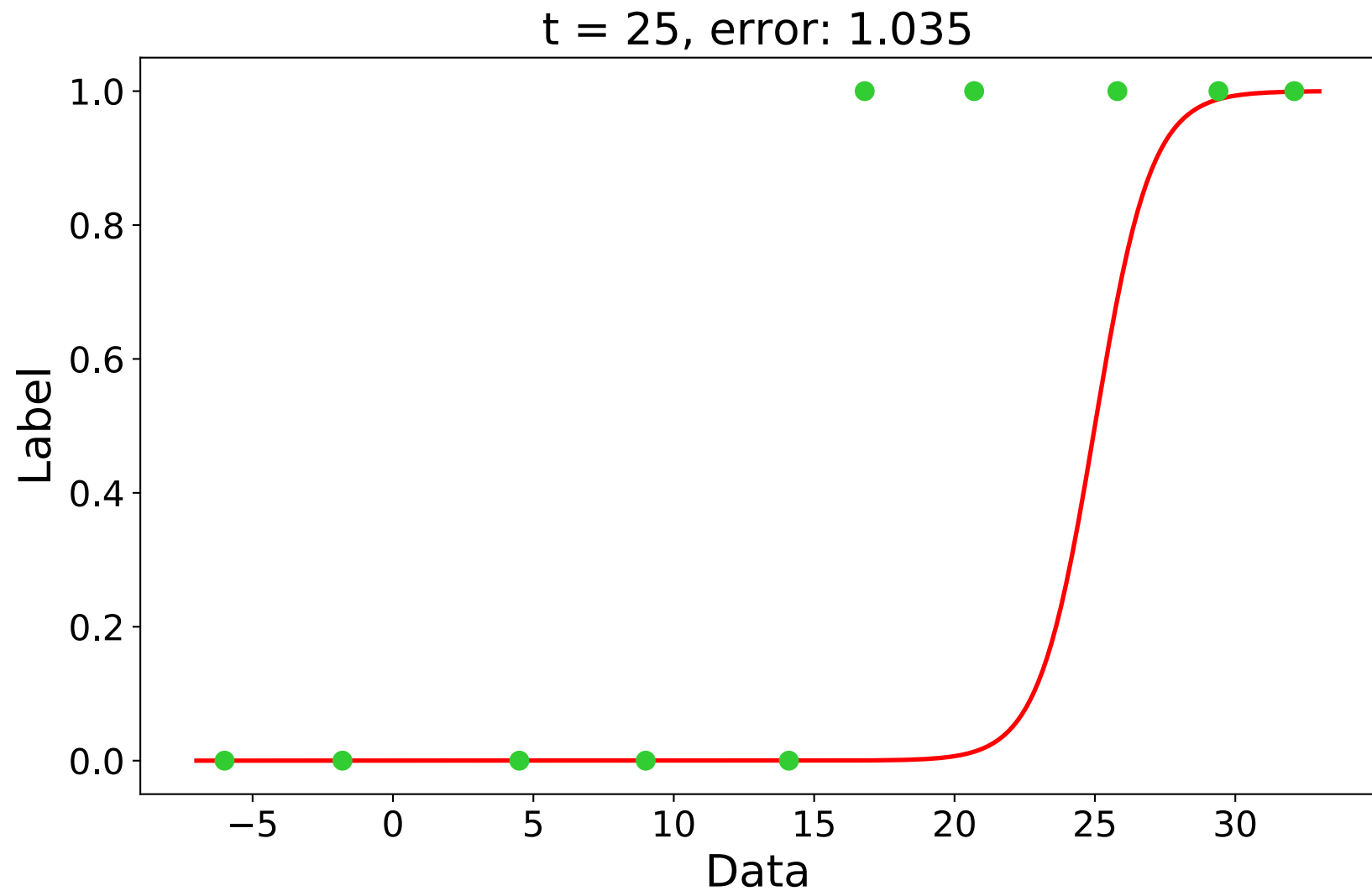


Logistic function shifted by t

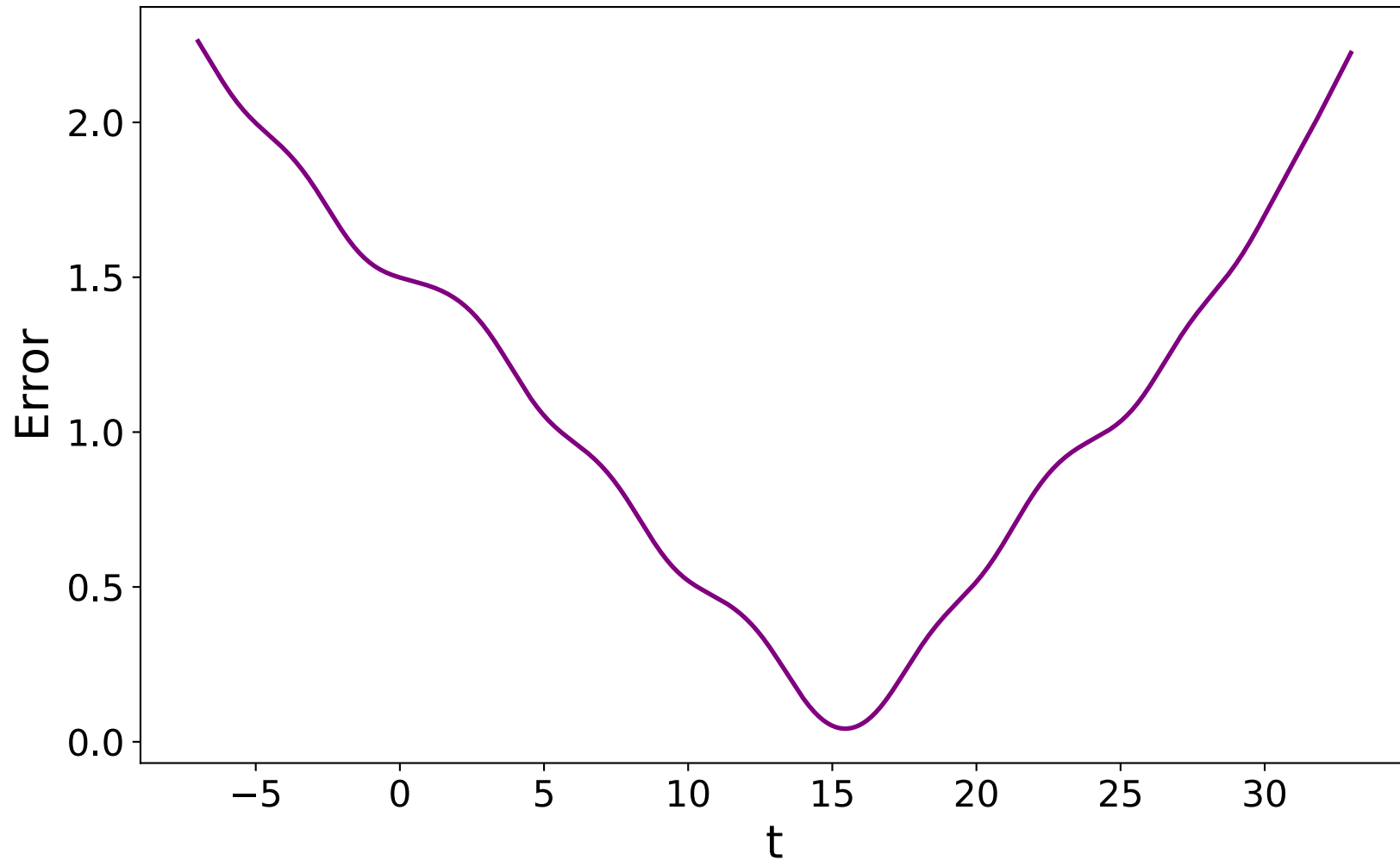
Problem: How to choose t?



Problem: How to choose t?



Error as a function of t



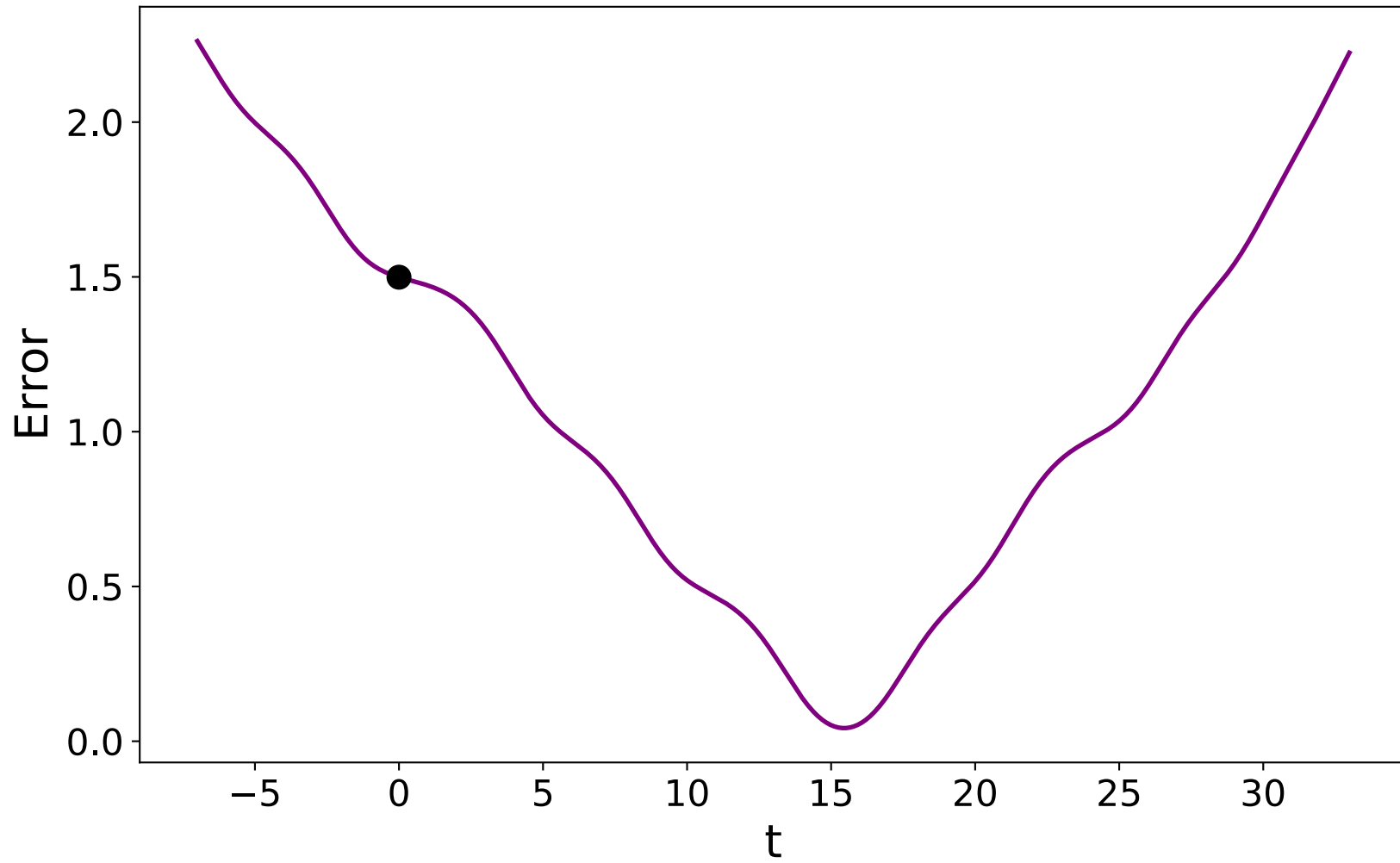
How to get to minimum

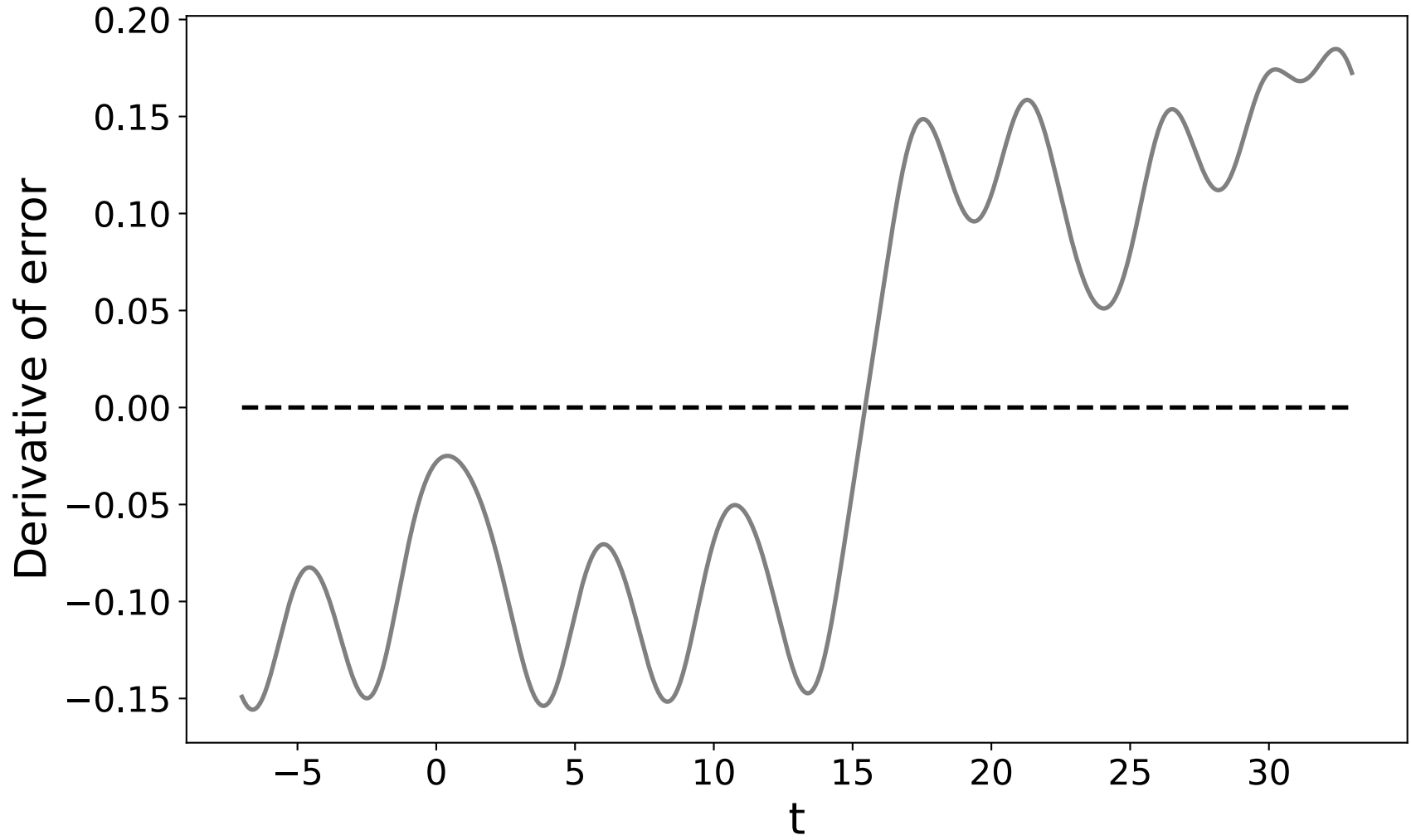
In real problems, we need to fit many parameters
(not just one)

Data are multidimensional (not 1D)

Computing error for all possible values of the
data is impossible!

How can we make progress?





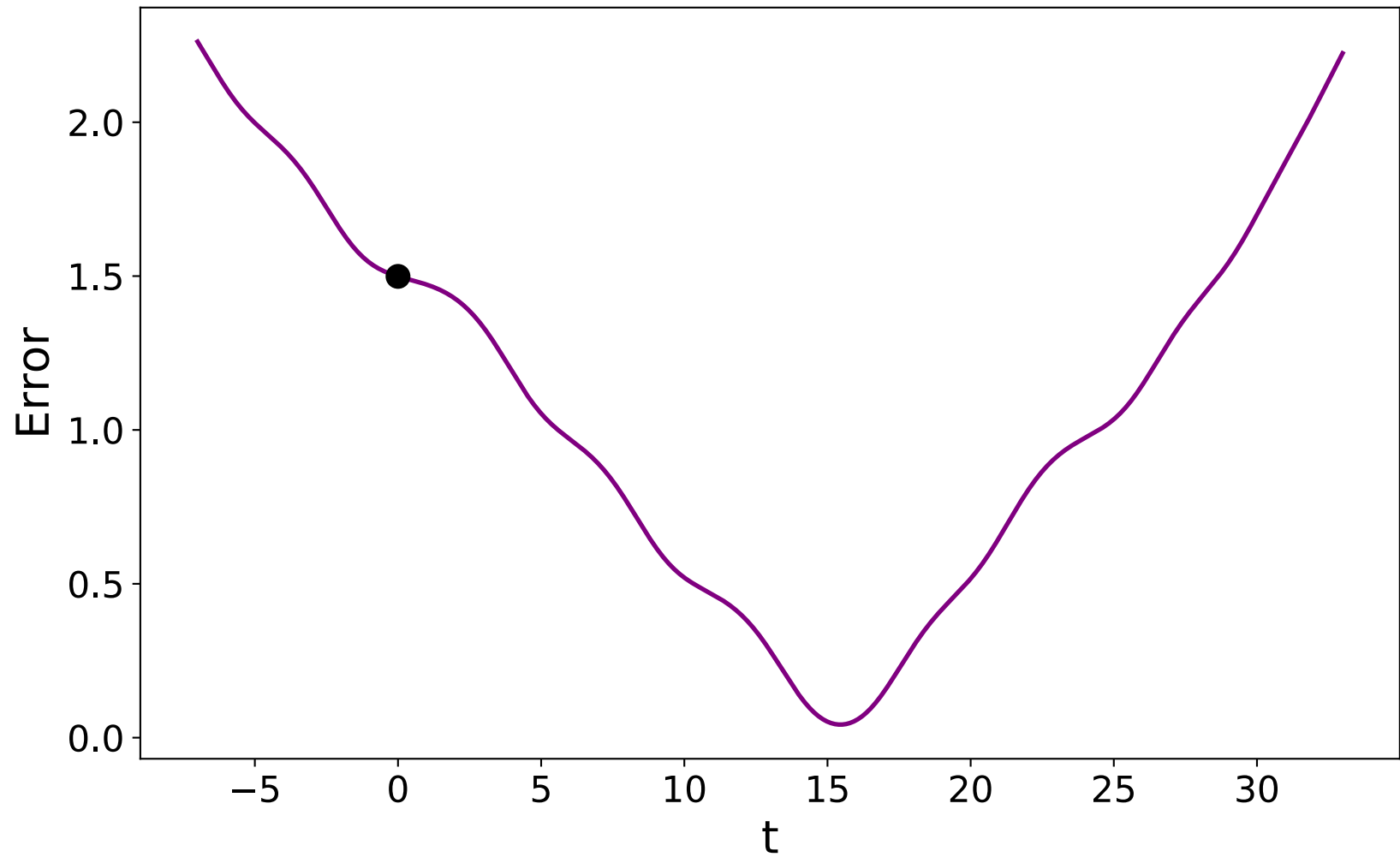
Descent method

Move in the direction opposite to the derivative until it's zero

$$\text{New } t = \text{old } t - \text{constant} * \text{derivative at } t$$

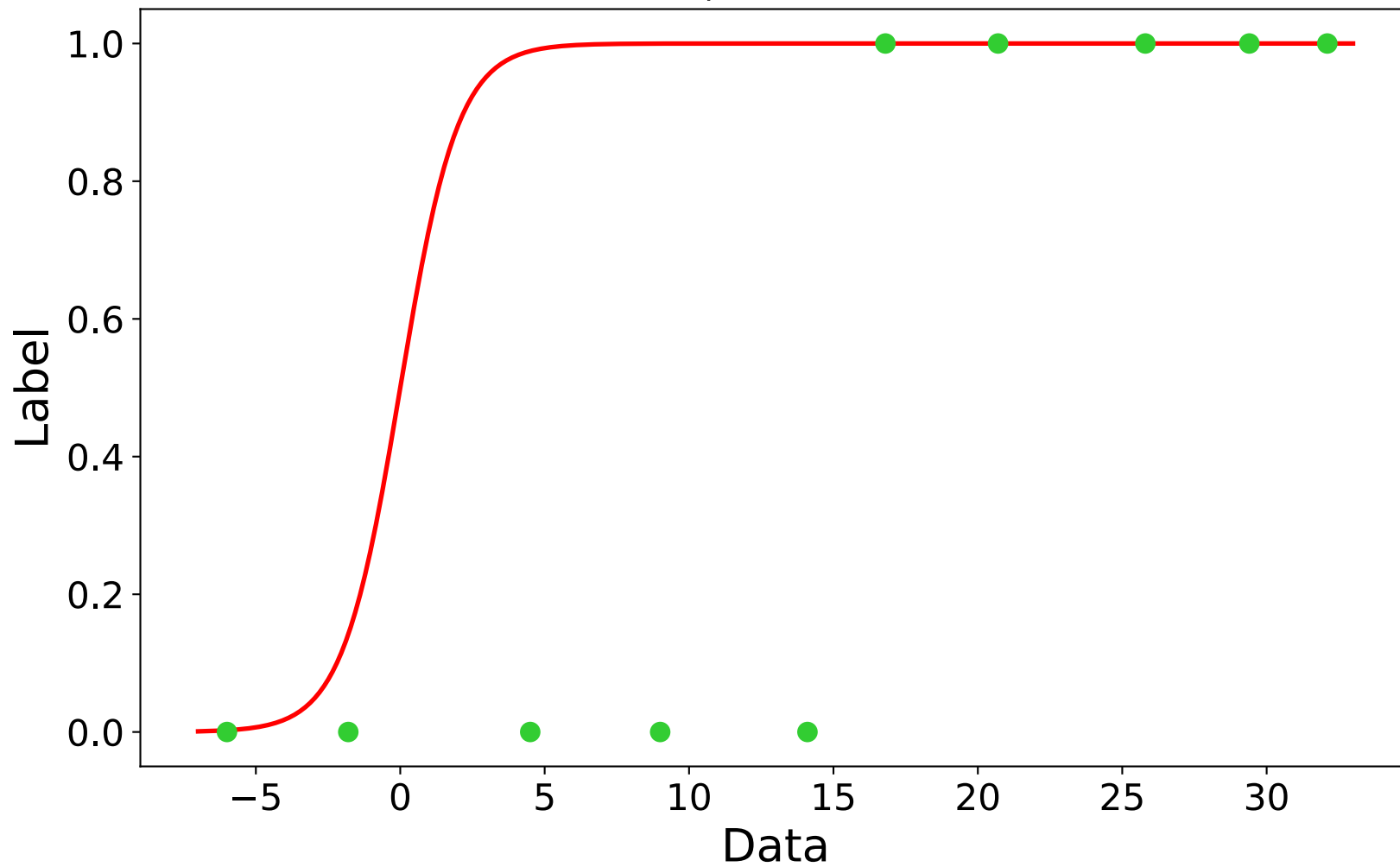
Constant controls how fast we move

Step 0

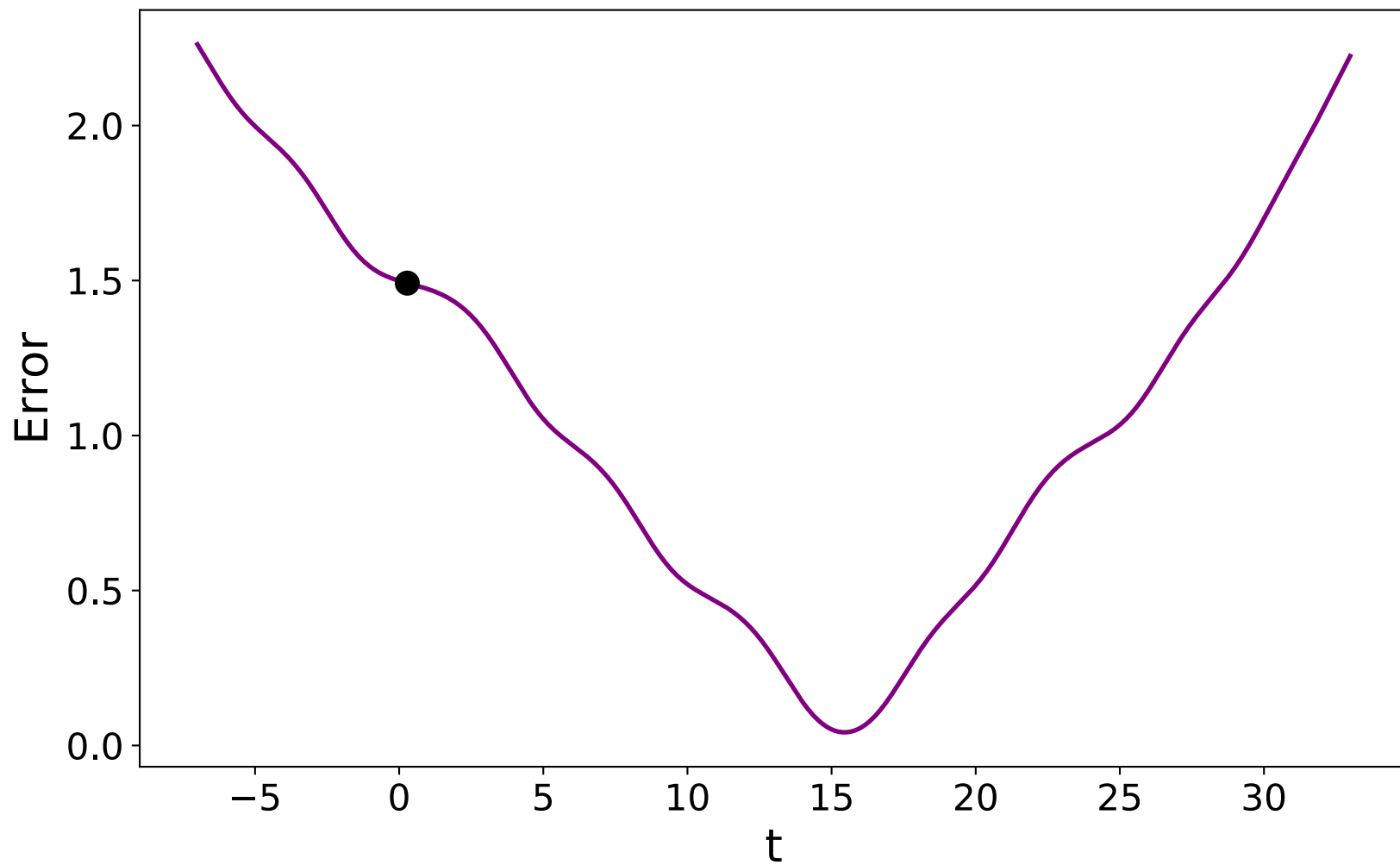


Step 0

t = 0.0, error: 1.499

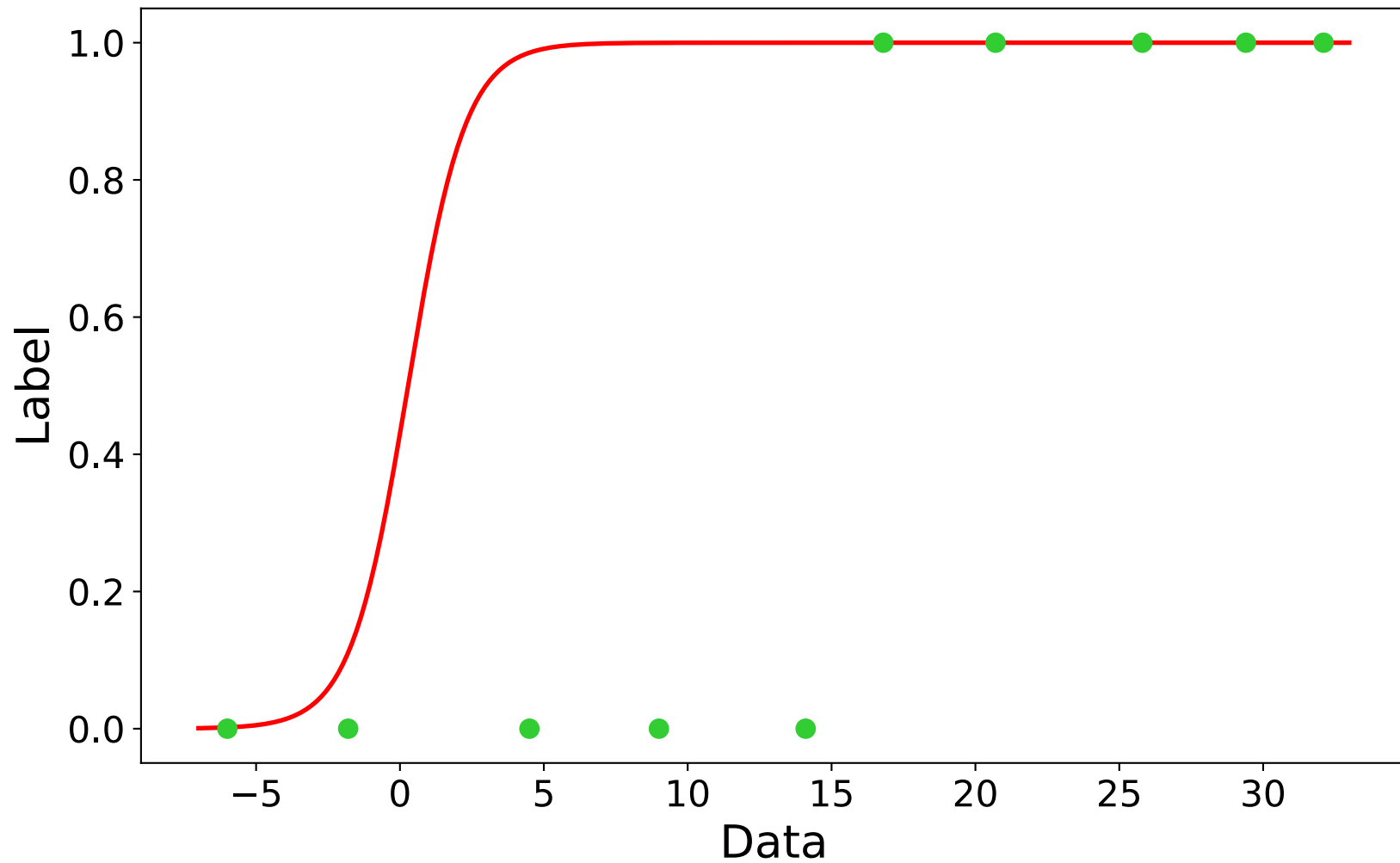


Step 1

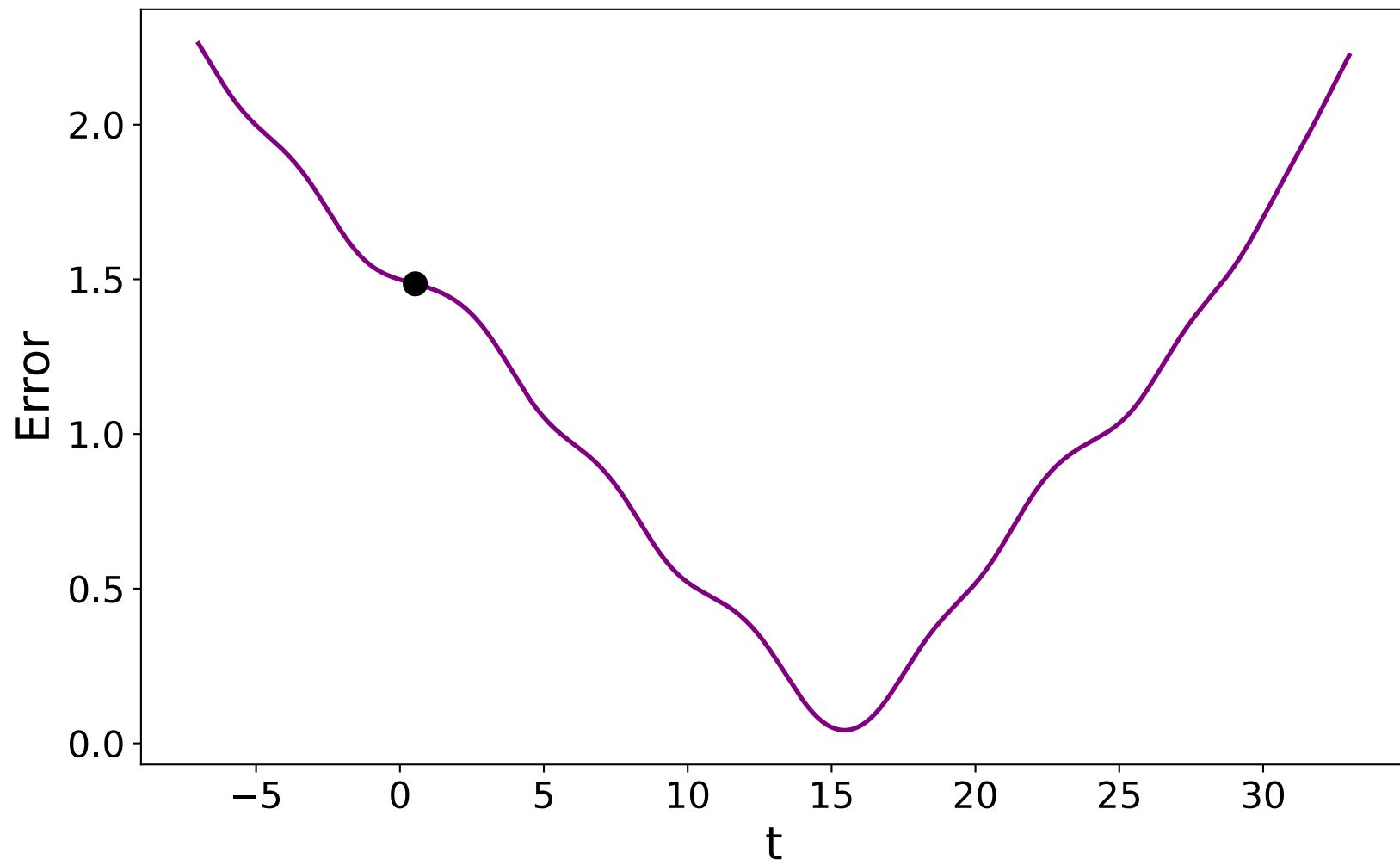


Step 1

t = 0.3, error: 1.492

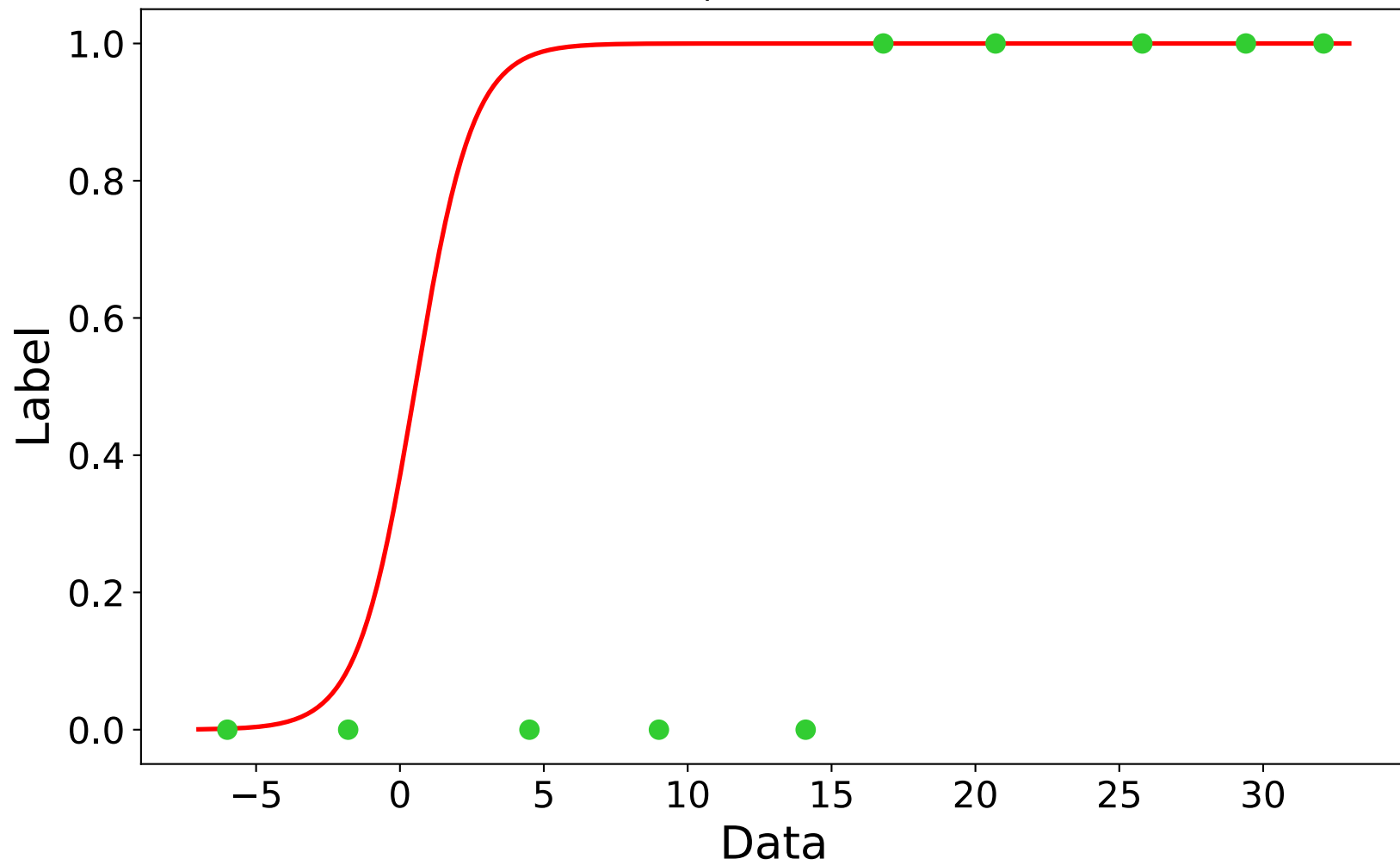


Step 2

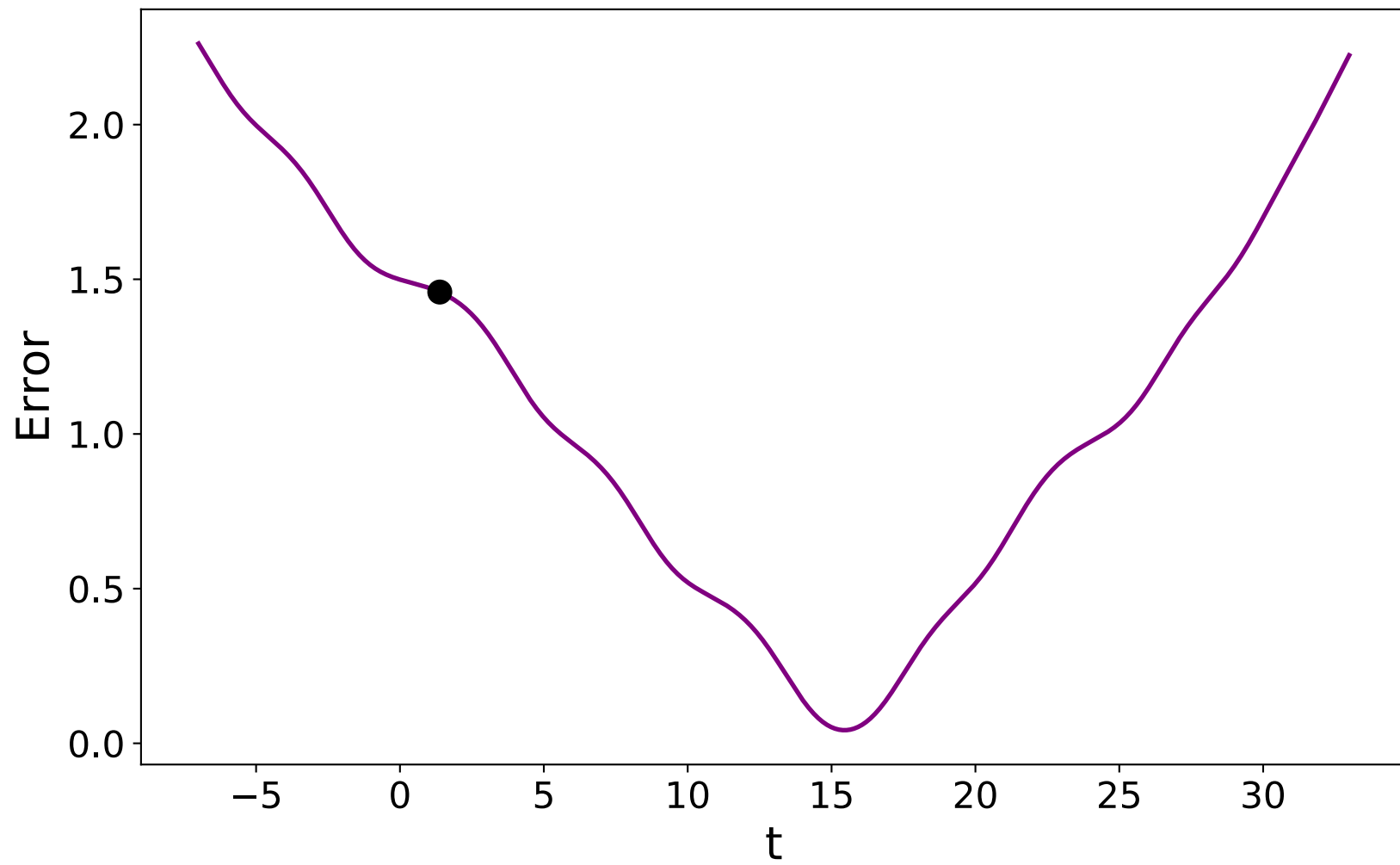


Step 2

t = 0.5, error: 1.485

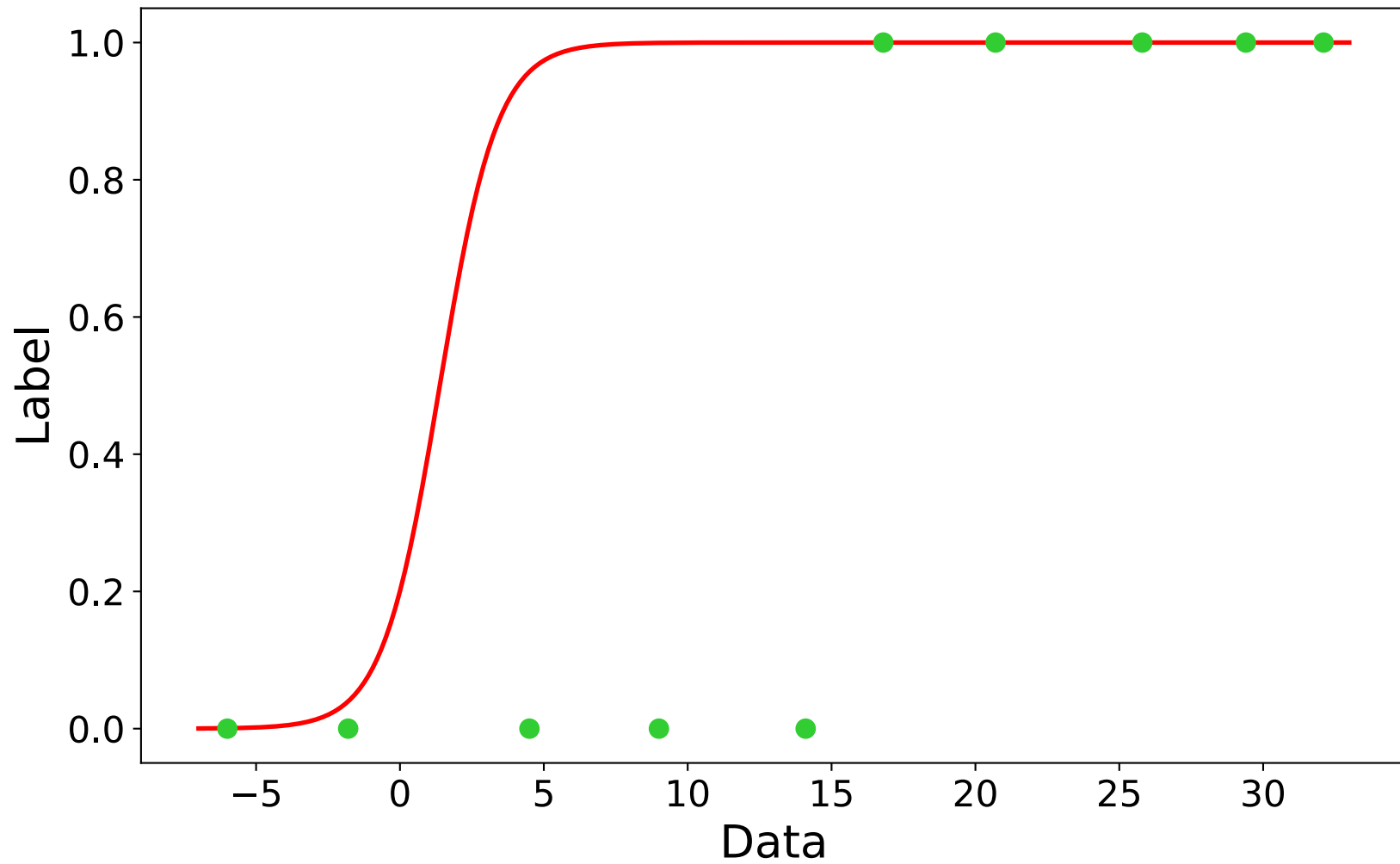


Step 5

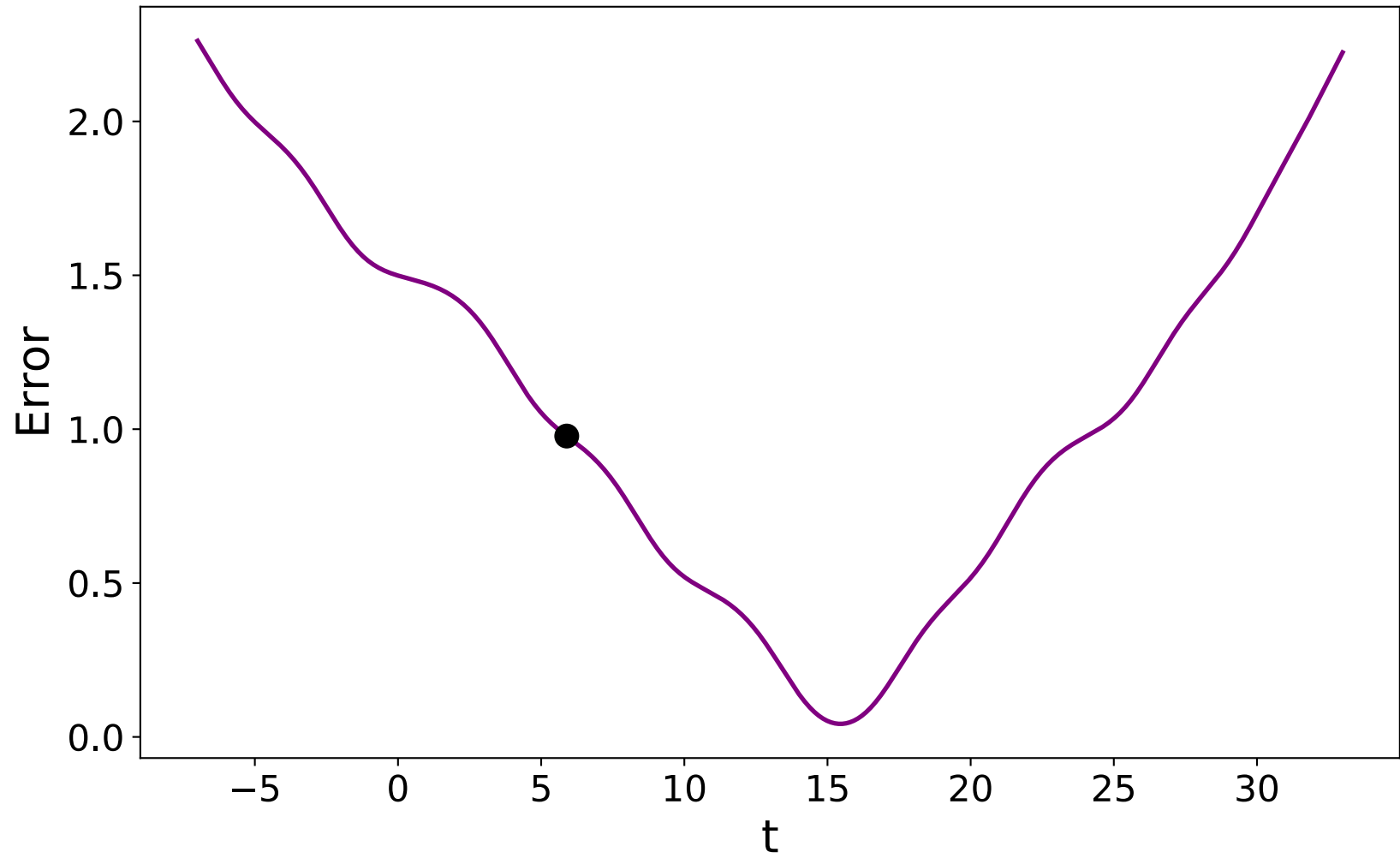


Step 5

t = 1.4, error: 1.459

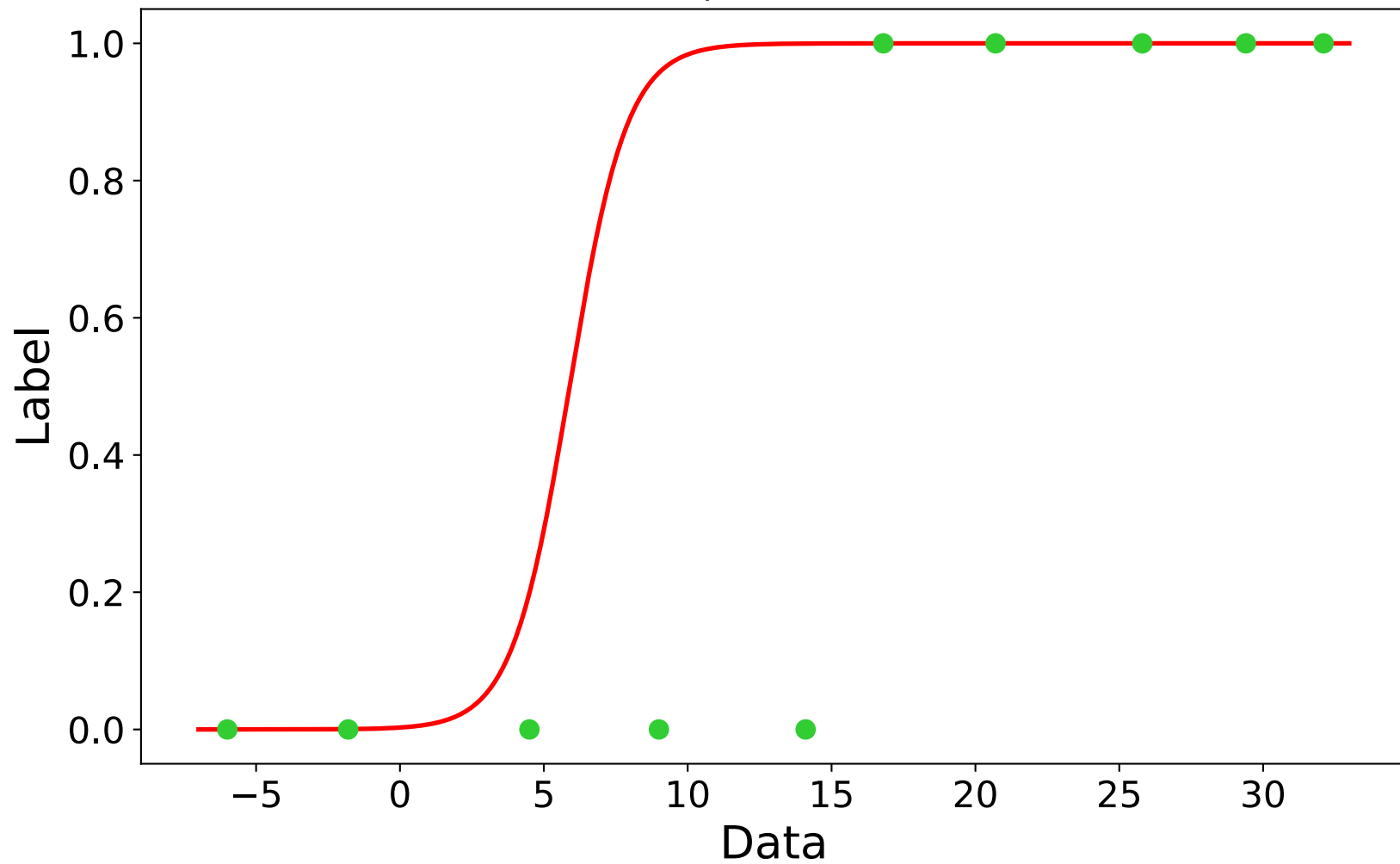


Step 10

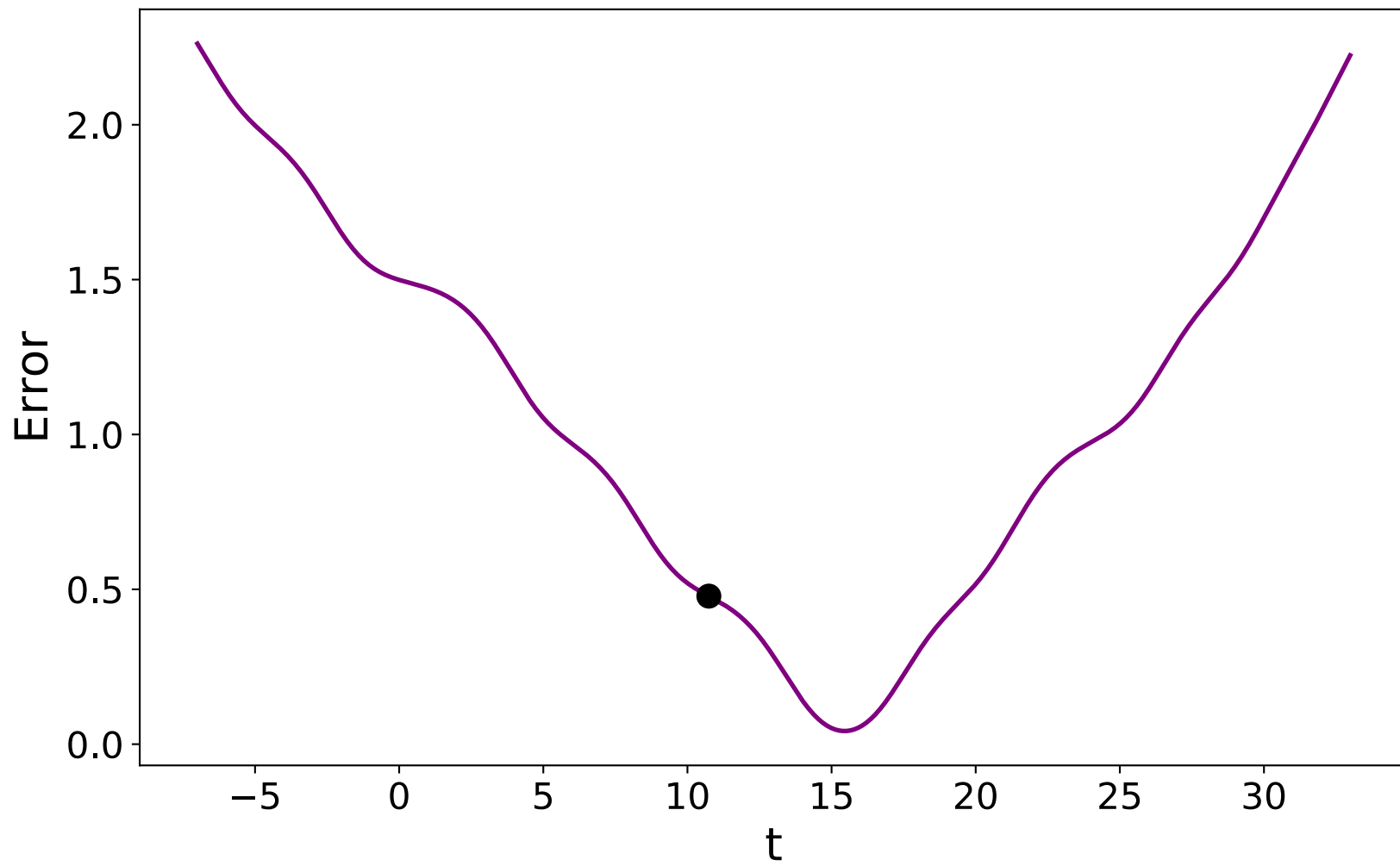


Step 10

t = 5.9, error: 0.978

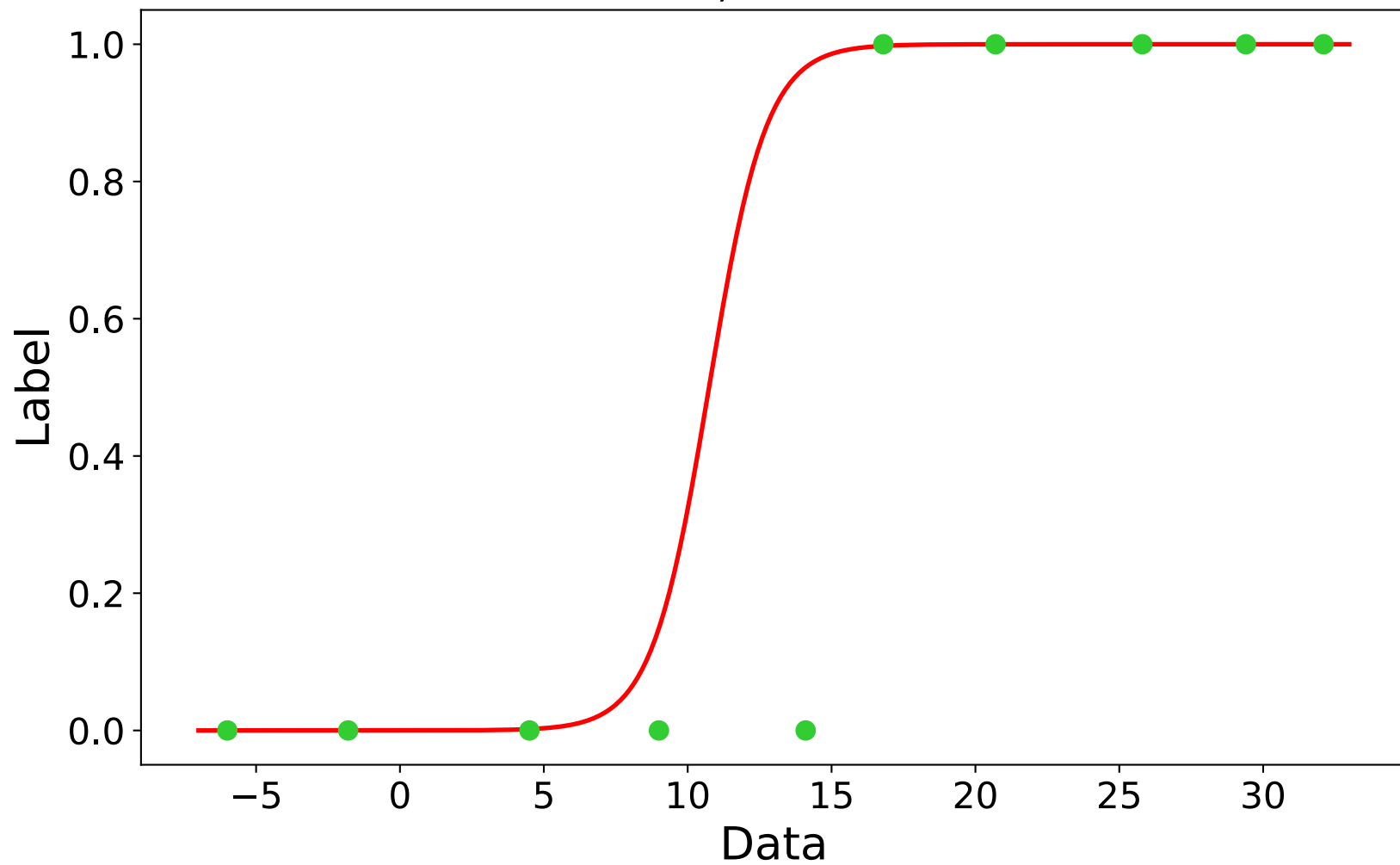


Step 15

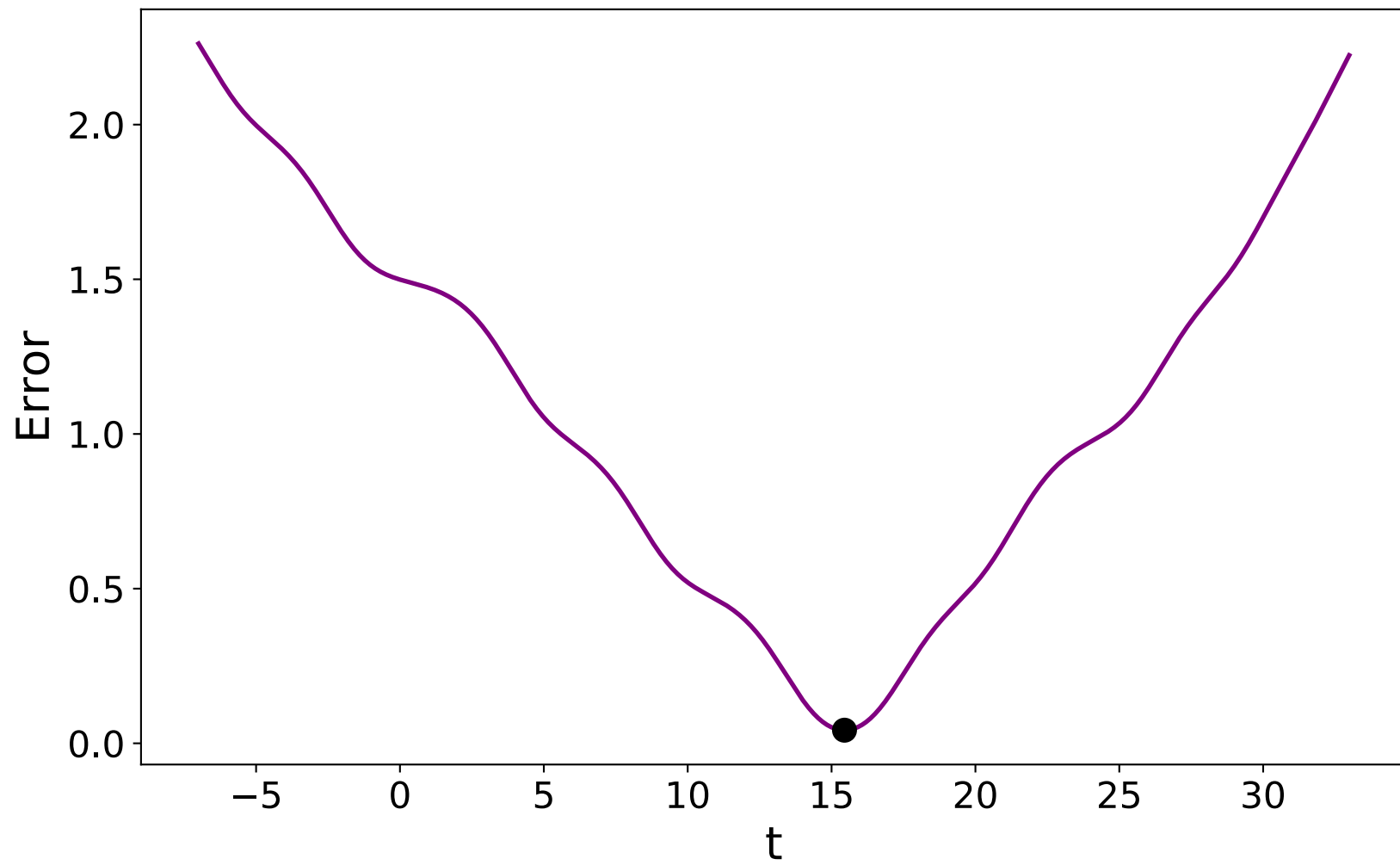


Step 15

t = 10.7, error: 0.478



Step 25



Step 25

t = 15.4, error: 0.042

