



# HUMAN-MACHINE LEARNING INTERACTIONS

ADAM S.R. PARKER: PH.D. STUDENT, REHABILITATION SCIENCE

DR. PATRICK M. PILARSKI: SUPERVISOR

# HUMANS AND COMPUTING

- Increasingly, humans are interacting with machine learning
- Increasing need to think about human and machine-learning interactions



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# REHABILITATION MEDICINE

- Human-human interaction
- Human-machine interaction
- Person first <sup>[1]</sup>
  - Language
  - Treatment



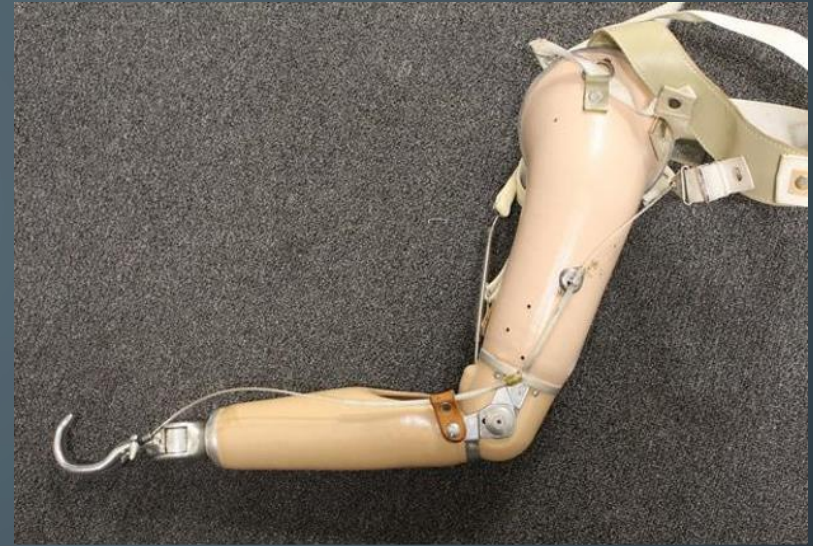
<https://cloudfront.ualberta.ca/-/media/rehabilitation/faculty-site/research/research-images/navigation-4.jpg>

[1] Darrah, J., Loomis, J., Manns, P., Norton, B., & May, L. (2006). Role of conceptual models in a physical therapy curriculum: Application of an integrated model of theory, research, and clinical practice. *Physiotherapy Theory and Practice*, 22(5), 239–250. <https://doi.org/10.1080/09593980600927765>

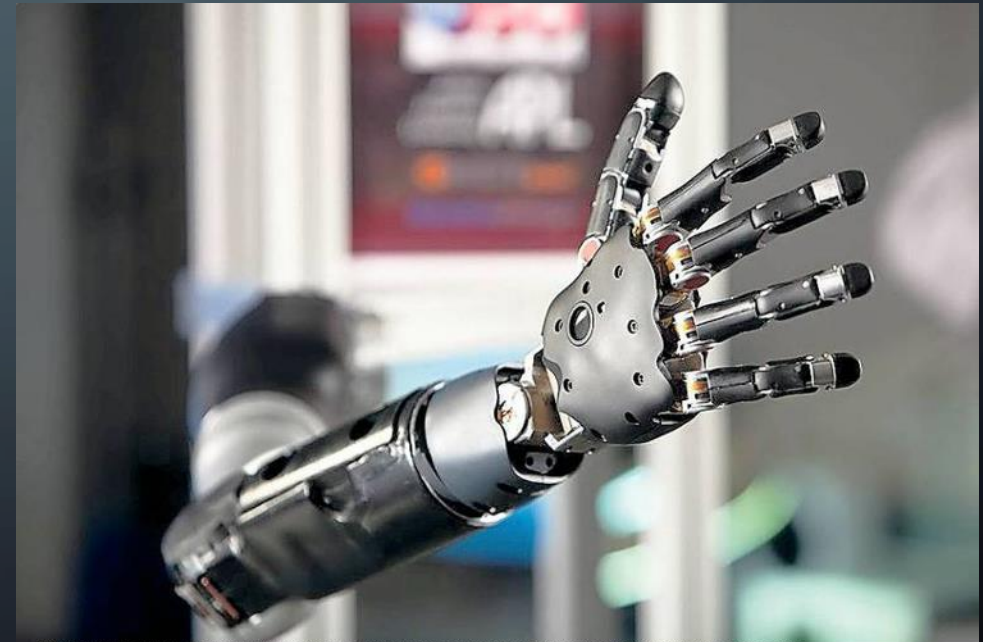


# PROSTHETIC LIMBS

- Artificial limb
- Specific rehabilitation robot
  - intended to live closely with user
- Users of prosthetic arms tend to use physical systems over myoelectric <sup>[1]</sup>



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<https://www.tagesspiegel.de/images/heprodimagesfotos87120150822roboticarm-jpg/12219146/2-format43.jpg>

[1] . Peerdeman, D. Boere, H. Witteveen, R. Huis in 't Veld, H. Hermens, S. Stramigioli, H. Rietman, P. Veltink, and S. Misra, "Myoelectric forearm prostheses: State of the art from a user-centered perspective," J. Rehab. Res. Dev., vol. 48, no. 6, pp. 719–738, 2011.

# MACHINE LEARNING AND PROSTHETICS

- Prediction
  - Dynamic/adaptive switching<sup>[1]</sup>
- Representation
  - Selective Kanerva coding<sup>[2]</sup>
- Control
  - Surface EMG classification for hands<sup>[3]</sup>



[1] Edwards, A. L., Dawson, M. R., Hebert, J. S., Sherstan, C., Sutton, R. S., Chan, K. M., & Pilarski, P. M. (2016). Application of real-time machine learning to myoelectric prosthesis control: A case series in adaptive switching. *Prosthetics and orthotics international*, 40(5), 573-581.

[2] Travnik, J. B., & Pilarski, P. M. (2017, July). Representing high-dimensional data to intelligent prostheses and other wearable assistive robots: A first comparison of tile coding and selective Kanerva coding. In *2017 International Conference on Rehabilitation Robotics (ICORR)* (pp. 1443-1450). IEEE.

[3] Castellini, C., Gruppioni, E., Davalli, A., & Sandini, G. (2009). Fine detection of grasp force and posture by amputees via surface electromyography. *Journal of Physiology-Paris*, 103(3-5), 255-262.



<https://manofmany.com/wp-content/uploads/2016/07/deusex2.jpg>

## PERSPECTIVES

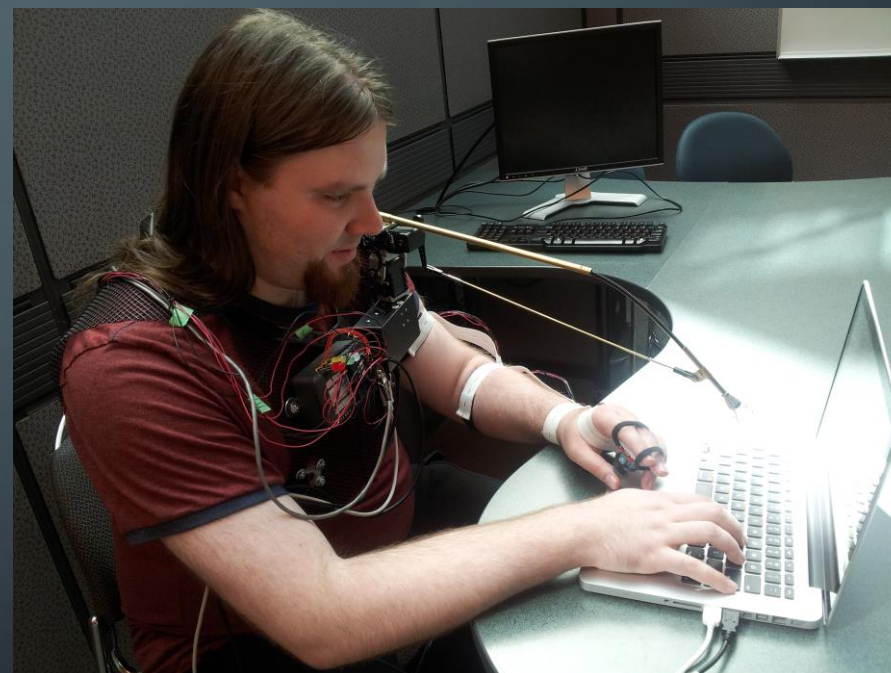
- Machine-learning agent can't move robot
  - Has a goal
  - Has a human

# PERSPECTIVES





# PERSPECTIVES





# JOINT ACTION AND EMERGENT COMMUNICATION

- Two machine agents develop an arbitrary vocabulary<sup>[1]</sup>
- Prediction another agent<sup>[2]</sup>
- Non-verbal communication<sup>[3]</sup>



<https://i.pinimg.com/originals/1b/6e/b2/1b6eb2e475ce39634e43a1f7ac55450e.png>

[1] Lazaridou, A., Peysakhovich, A., & Baroni, M. (2016). Multi-agent cooperation and the emergence of (natural) language. *arXiv preprint arXiv:1612.07182*.

[2] Sebanz, N., & Knoblich, G. (2009). Prediction in Joint Action: What, When, and Where. *Topics in Cognitive Science*, 1(2), 353–367. <https://doi.org/10.1111/j.1756-8765.2009.01024.x>

[3] Brennan, A. A., & Enns, J. T. (2015). What's in a friendship? Partner visibility supports cognitive collaboration between friends. *PLoS one*, 10(11), e0143469.

# MOVING FORWARD

- Capacity for adaptation of machine learning could be of great value to rehabilitation
- Studying human-ML interactions could provide insight into human-human interaction



<https://images.theconversation.com/files/214559/original/file-20180412-549-7ljgm5.jpg?ixlib=rb-1.1.0&q=45&auto=format&w=754&fit=clip>



# CONCLUSION

- The world contains humans
- Communicating is an action
- Collaboration

THANK YOU

QUESTIONS?



**BLINC**

BIONIC LIMBS FOR IMPROVED NATURAL CONTROL



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