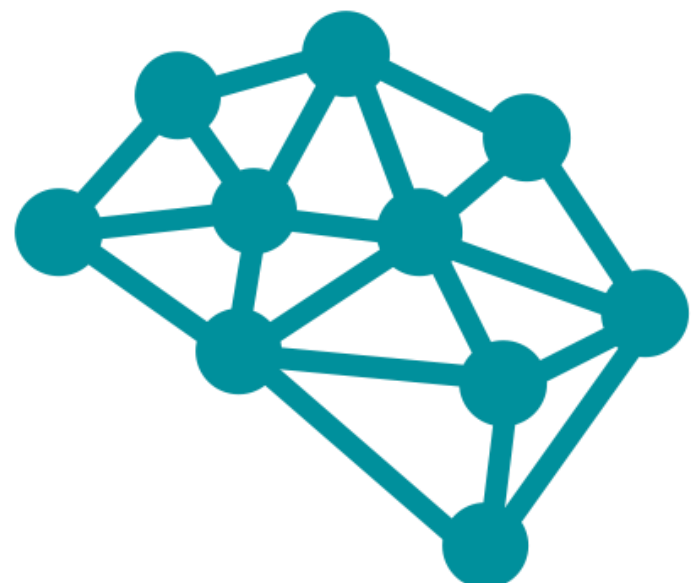


# Classification of Cognitive Load and Expertise for Adaptive Simulation using Deep Multitask Learning

Authors

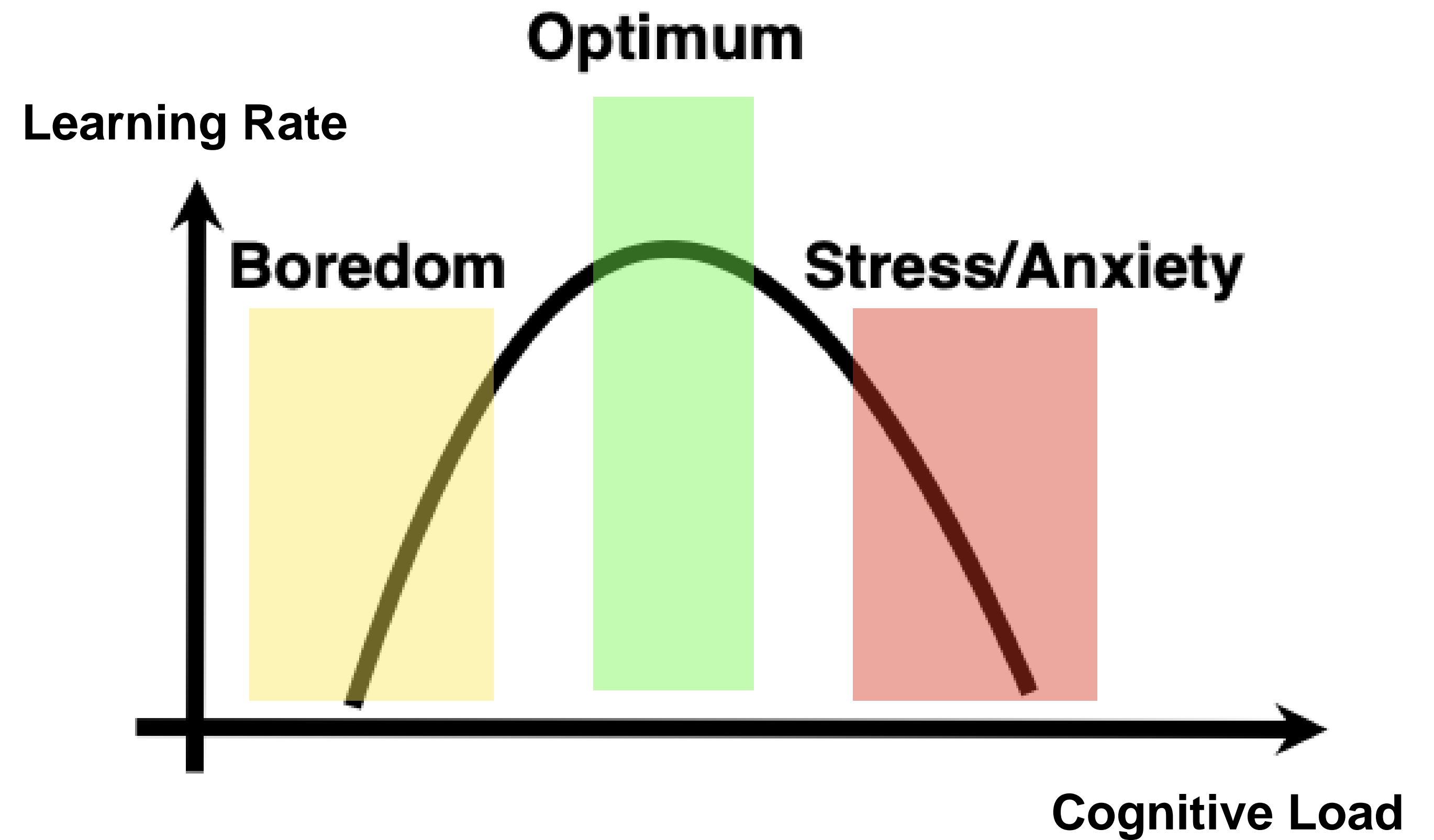
**Pritam Sarkar**, Kyle Ross, Aaron J. Ruberto, Dirk Rodenburg, Paul Hungler, Ali Etemad



Ambient Intelligence and  
Interactive Machines (Aiim) Lab

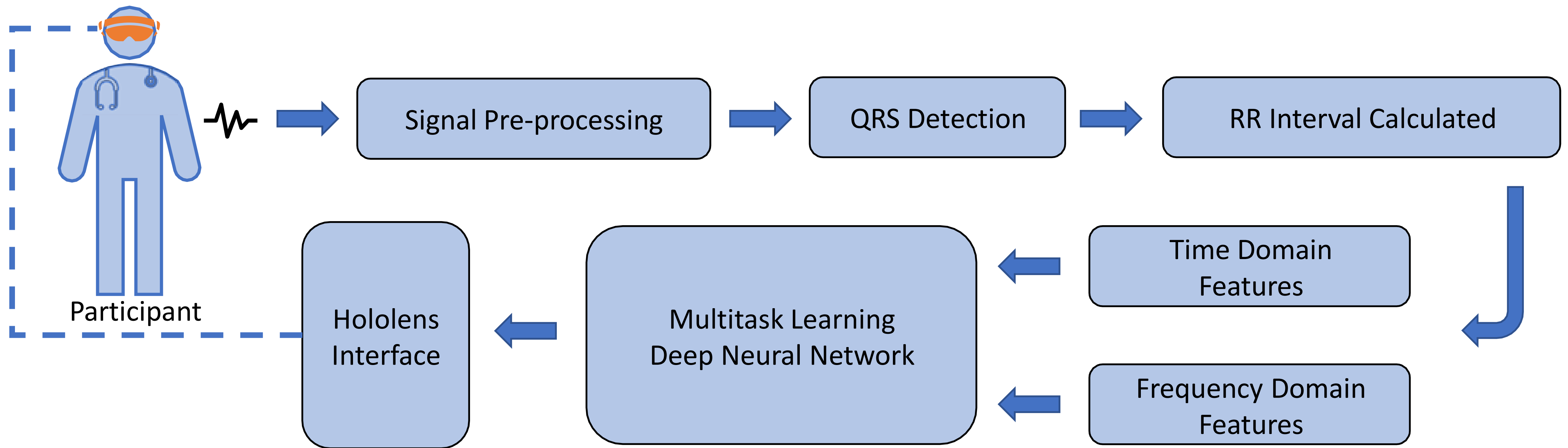


# Motivation



## Problem Statement

- Current learning systems like simulations are ***one size fits all***
- Different people learn at ***different rates*** and showing different learning patterns.
- ***Goal:*** to develop a system that personalizes training plans based on individuals



## Our Proposed Framework

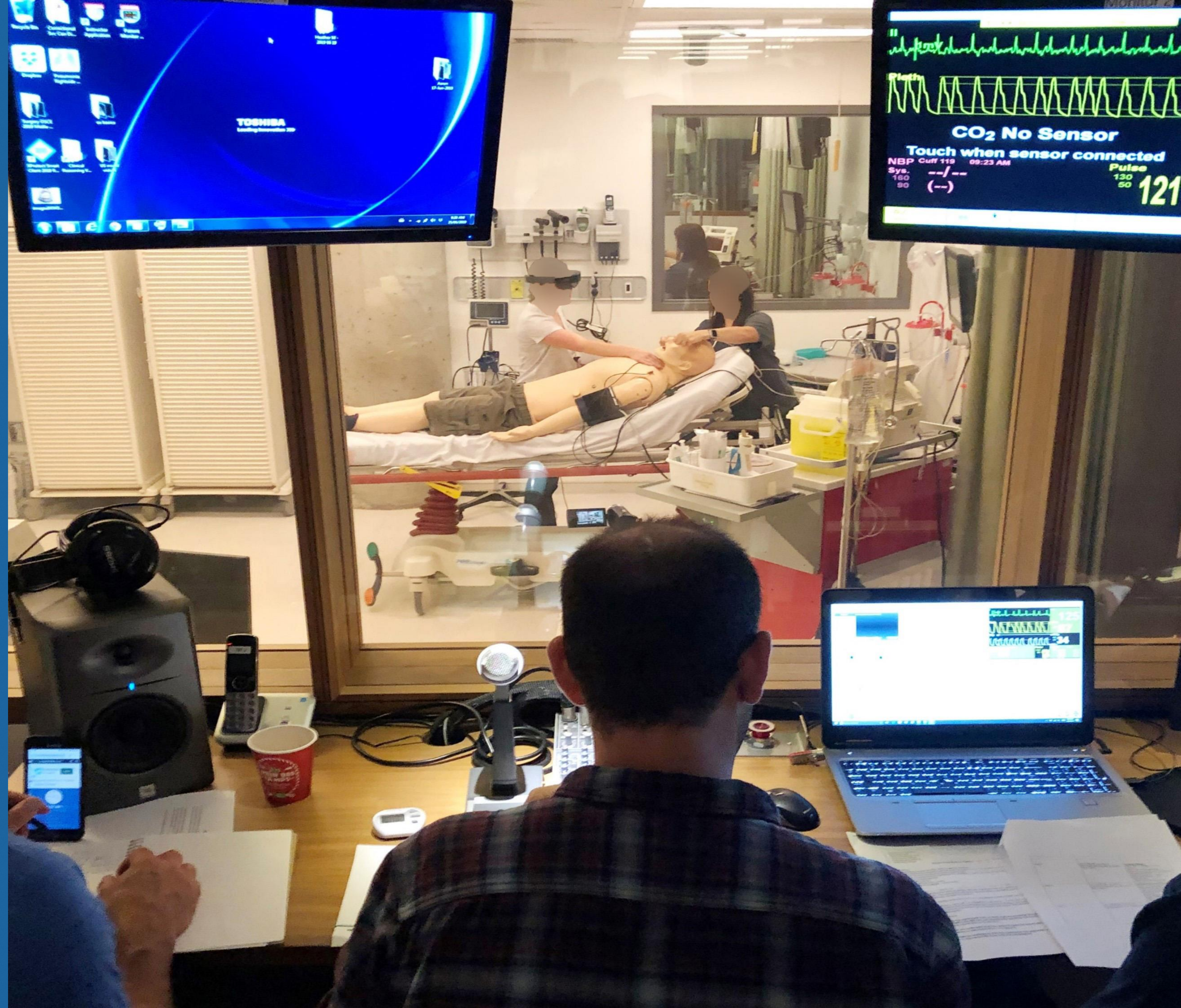


# Experiment Setup





# Experiment Setup



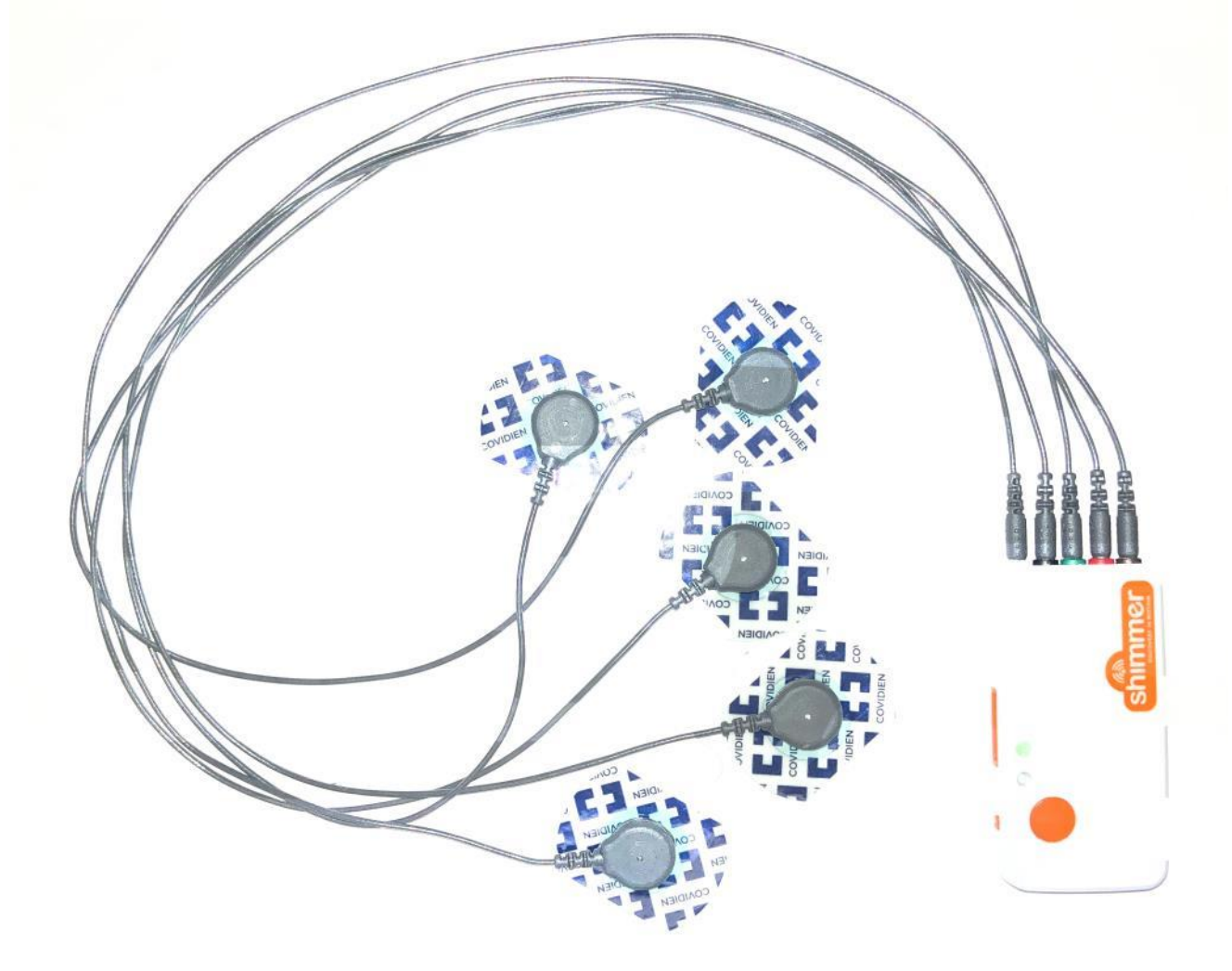




# Data Collection



Microsoft HoloLens for placing augmented reality objects and capturing first person video.



Shimmer Sensor for collecting ECG

|  |   |
|--|---|
| Total Participants                             | 9 |
| Expert (Physicians)                            | 5 |
| Novice (4 <sup>th</sup> Year medical students) | 4 |

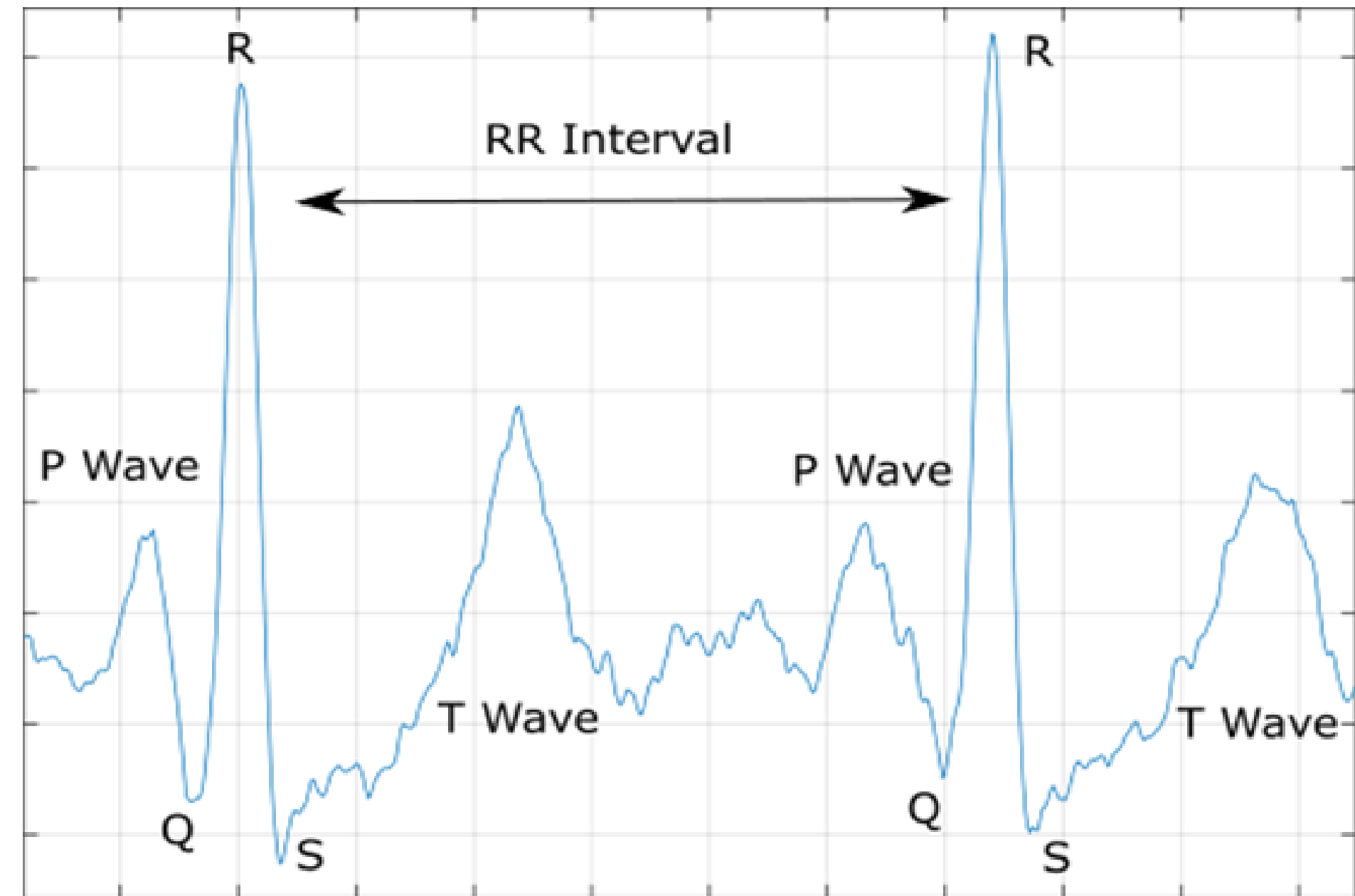


# Data Collection

There are three stages of data collection:

1. Baseline Data
2. Simulation Data
3. Ground Truth

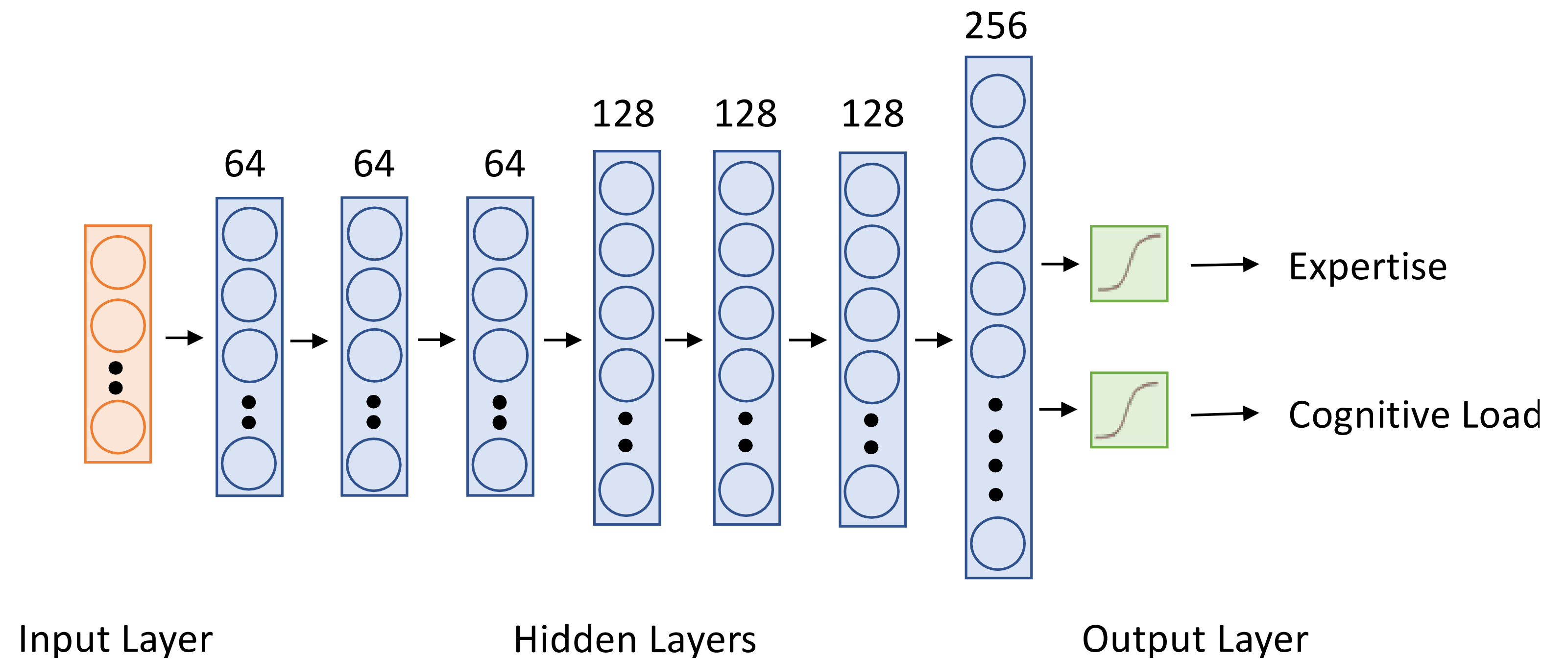
# Data Pre-processing & Feature Extraction



1. Filter ECG signals
2. Segment into 10 seconds window with 50% overlap
3. Used Pan Tompkins algorithm for R-R peaks detection
4. RR intervals were calculated.
5. Time domain and Frequency domain features extracted.
6. Features were normalized using baseline data



# Deep Multitask Learning



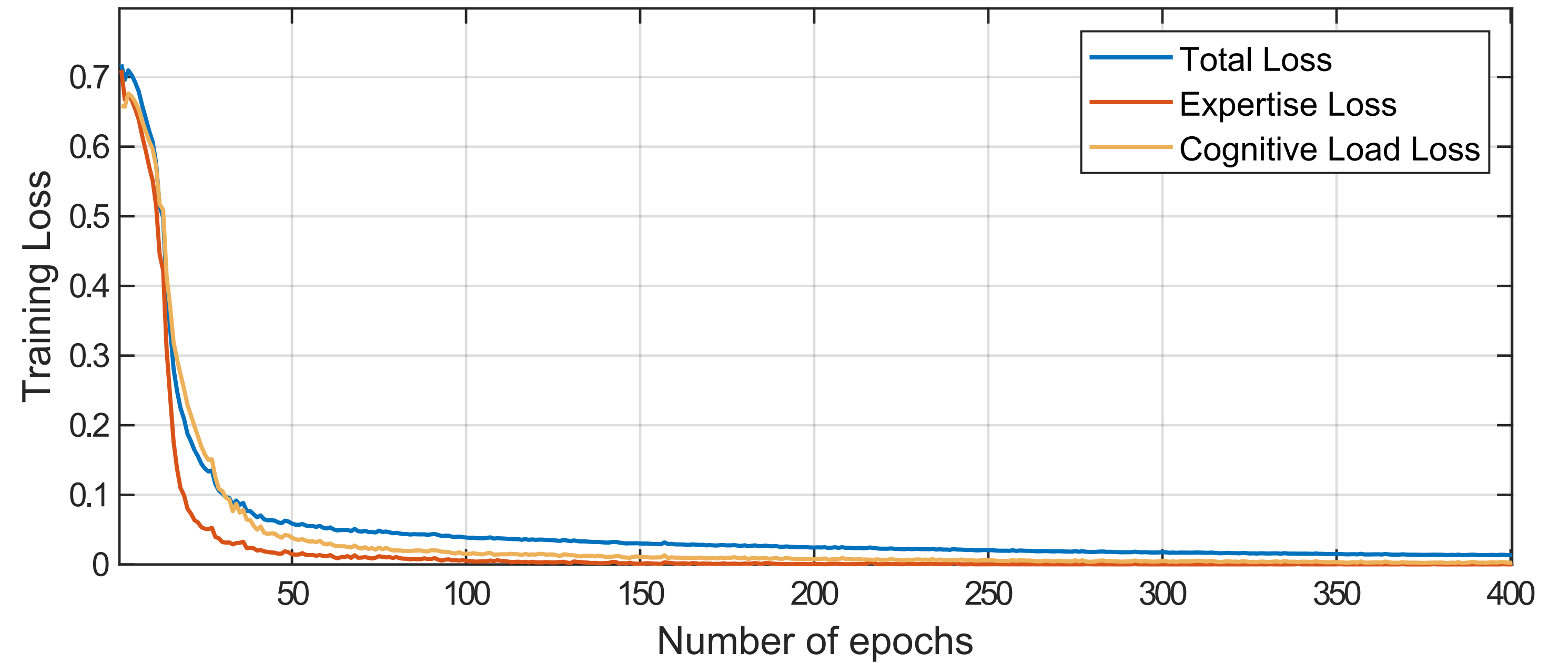
Cross entropy loss:

$$L = -\frac{1}{N} \sum_{i=1}^N [y_i \log P(y_i) + (1 - y_i) \log (1 - P(y_i))]$$

Final Loss

$$L_{total} = L_{expertise} + L_{cognitive\ load}$$

# Result



|           | Accuracy | Precision | Recall | NPV  | F1-score |
|-----------|----------|-----------|--------|------|----------|
| Expertise | 96.6     | 97.7      | 95.4   | 95.6 | 0.965    |
| Cog. Load | 89.4     | 95.7      | 81.8   | 85.0 | 0.882    |

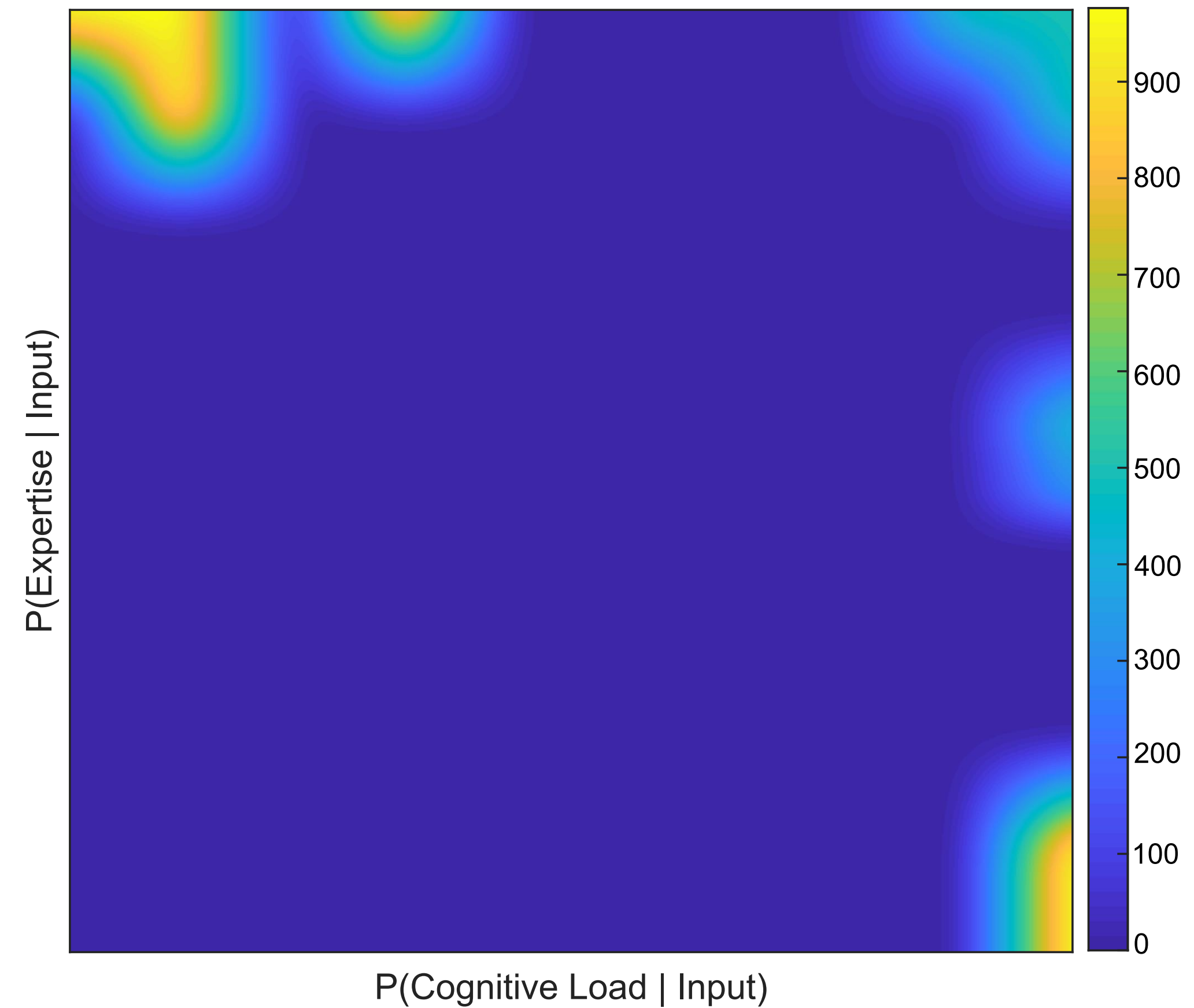


# Result Comparison

| Ref.        | Task                | Attribute              | Signals             | Method      | Acc.  |
|-------------|---------------------|------------------------|---------------------|-------------|-------|
| [30]        | Mental Task         | Cog. Load              | ECG, EMG, GSR, Temp | <i>k</i> NN | 50.4% |
|             |                     |                        |                     | NB          | 56.3% |
|             |                     |                        |                     | RF          | 57.8% |
| [18]        | Computer Game       | Anxiety                | ECG, GSR, Temp      | <i>k</i> NN | 80.4% |
|             |                     |                        |                     | BN          | 80.6% |
|             |                     |                        |                     | RT          | 80.4% |
|             |                     |                        |                     | SVM         | 88.9% |
| [17]        | Driving task        | Stress                 | ECG, EMG, GSR       | LDA         | 97.3% |
| [44]        | Arithmetic Task     | Stress                 | GSR                 | SVM         | 81.3% |
|             |                     |                        |                     | LDA         | 82.8% |
| <b>Ours</b> | Training Simulation | Expertise<br>Cog. Load | ECG                 | DMNN        | 96.6% |
|             |                     |                        |                     |             | 89.4% |

Note: All the references are same as original manuscript.

# Analysis

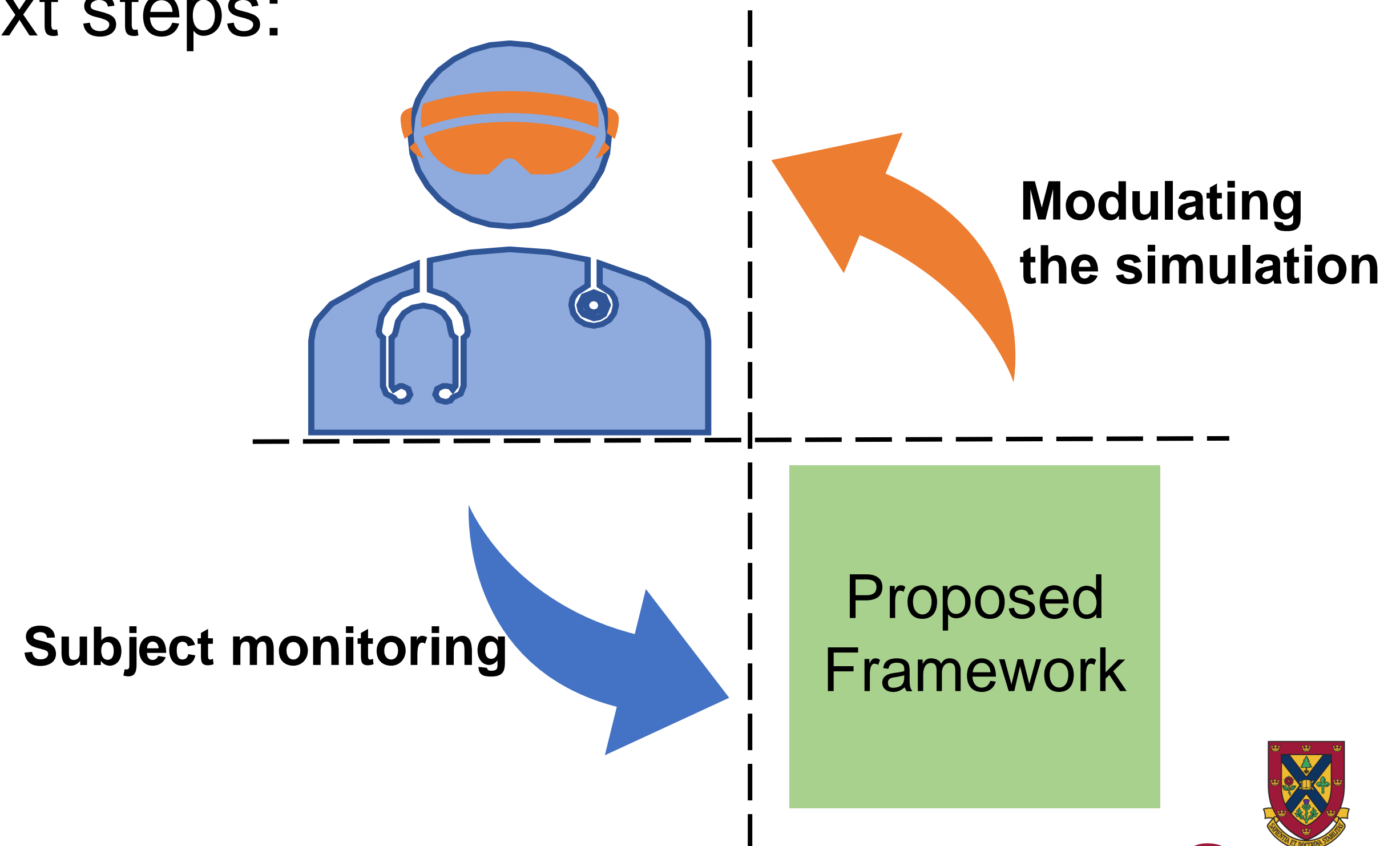


Brighter areas indicate larger number of produced outputs. A relatively inverse relationship is observed. The color bar indicates the concentration of the data points.



## Conclusion and Future Work

- We proposed a framework for adaptive simulation.
- We were able to accurately estimate cognitive load and expertise.
- Next steps:



# Thank you!

Question?

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