



Sleep Sensing

Distributed Systems Seminar FS 2015 (D-INFK)

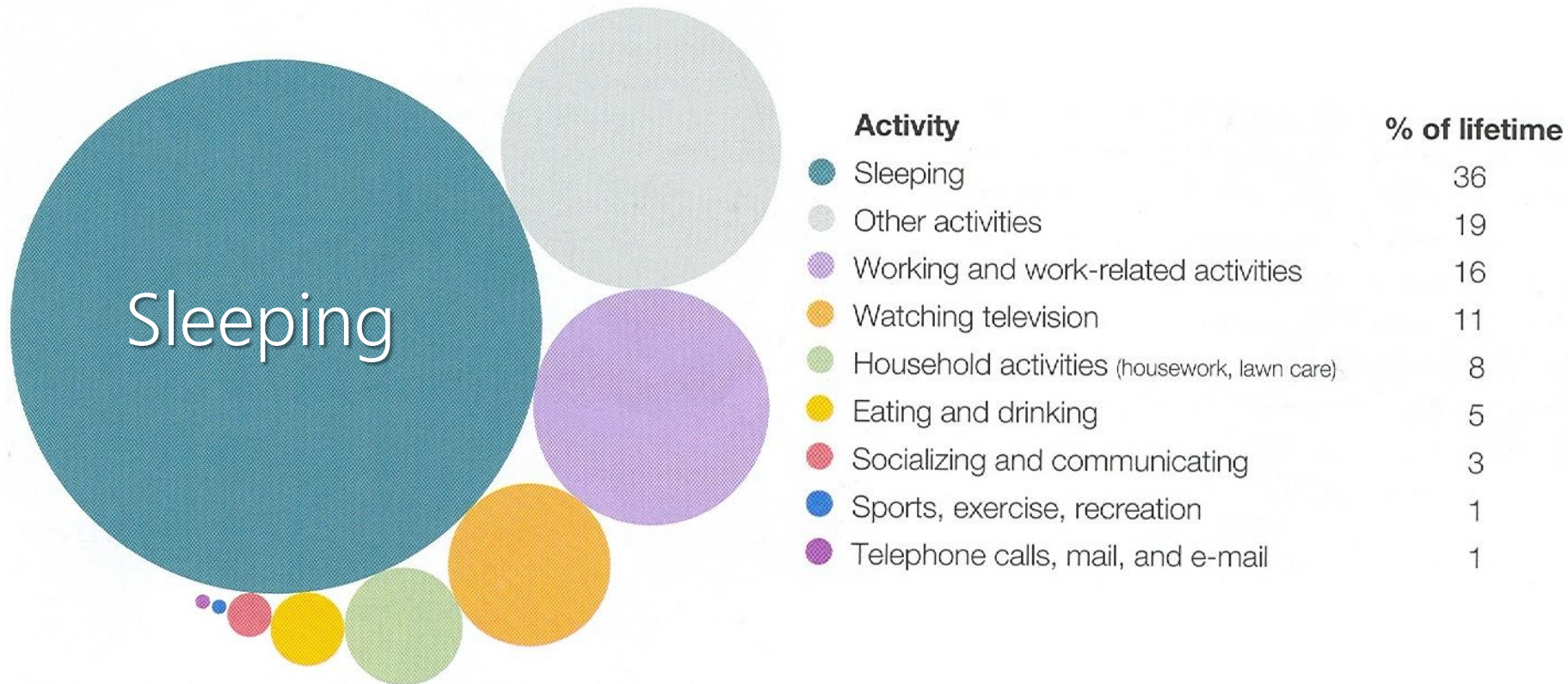
Speaker Dominik Kovacs

Supervisor Jara Uitto

Motivation

The Hours of Our Lives

How much time do we sleep during a lifetime, compared with other activities?

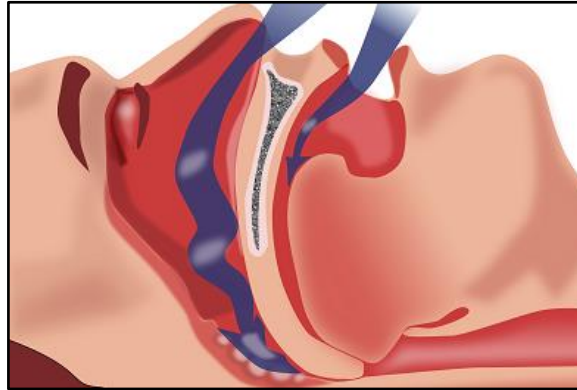


Source: American Time Use Survey, Bureau of Labor Statistics, 2007 annual averages. Calculations based on U.S. life expectancy of 77.8 years, per National Center for Health Statistics, which includes an average 243,362 hours of sleeping.

Why Sleep Sensing?



Dyssomnia



Apnea



Improve Sleep Quality



Restless Leg Syndrome

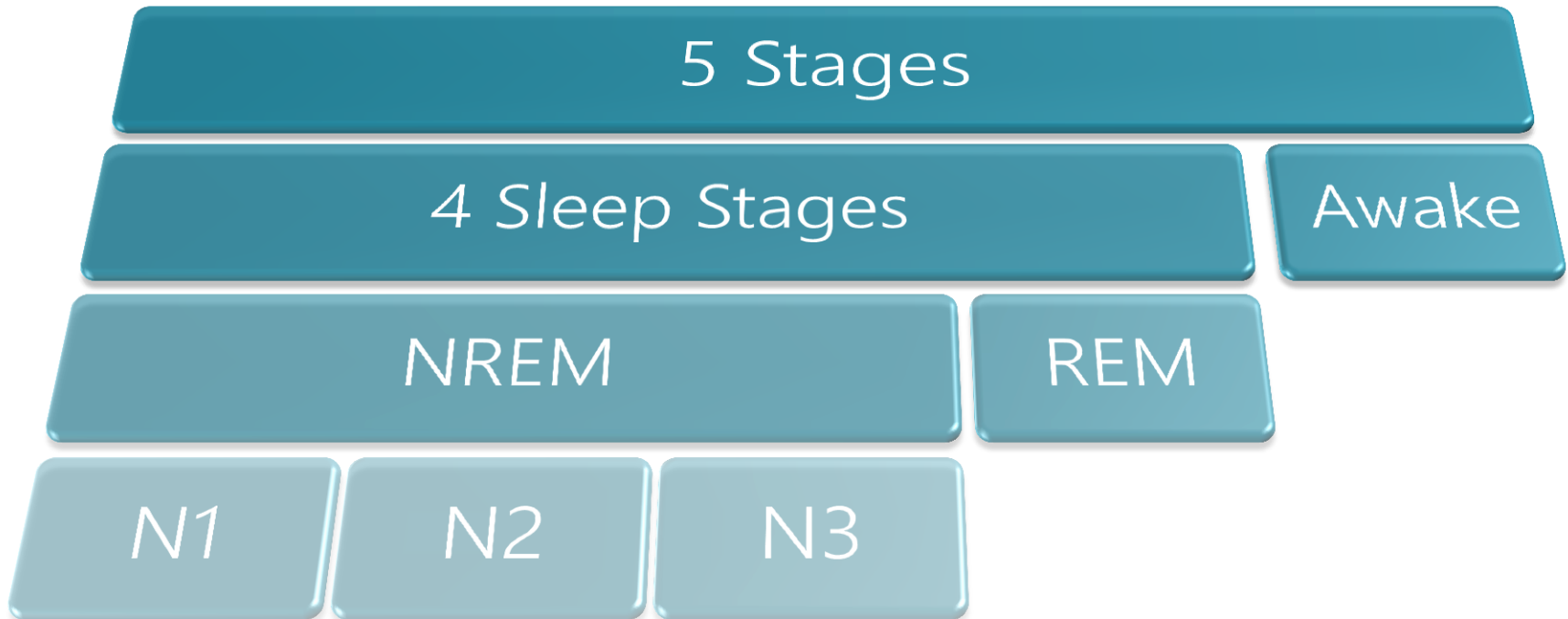


Narcolepsy

Sleep Theory

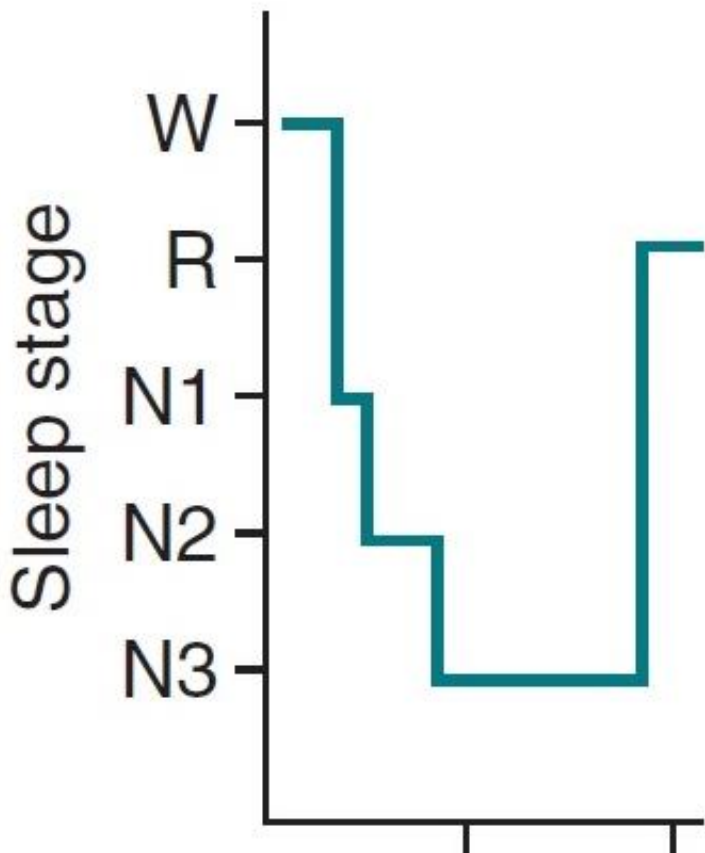
$$\begin{aligned}TST &= REM + N1 + N2 + N3 \\ &= TRT - WAI\end{aligned}$$

American Academy of Sleep Medicine (AASM) 2007



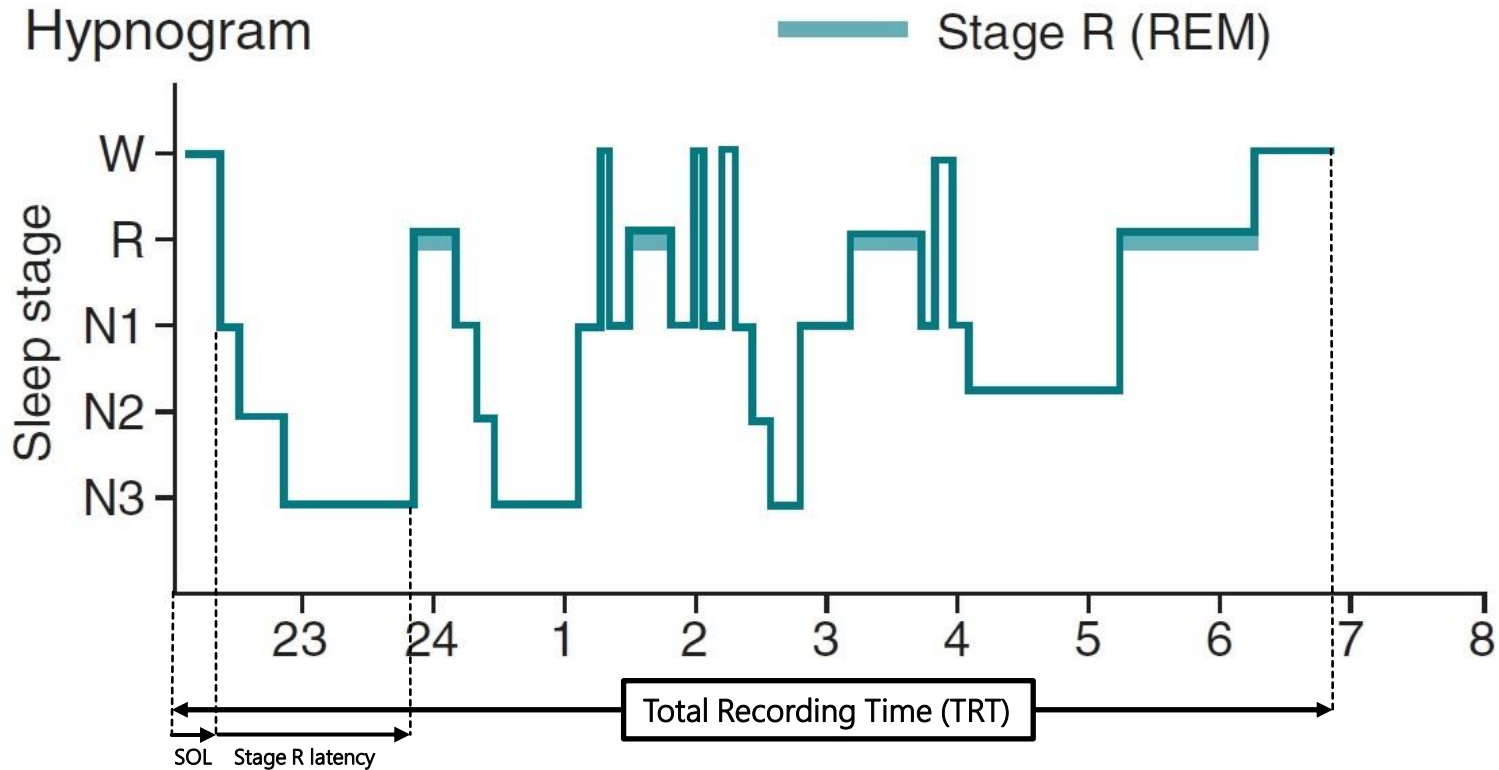
Sleep Cycle and its Sleep Stages

Hypnogram



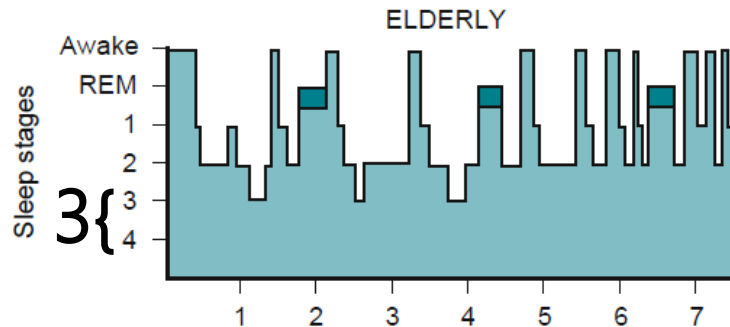
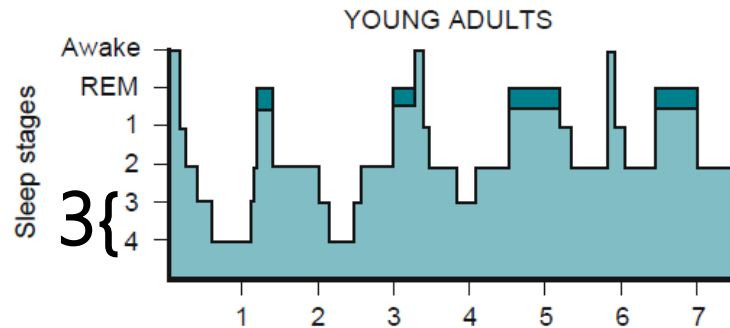
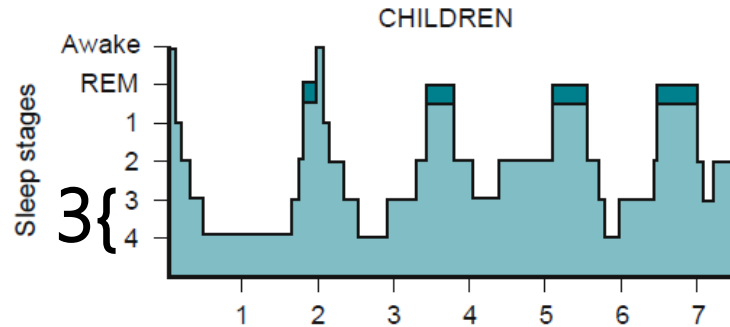
- N1 (Light Sleep)
 - Can be awakened easily
 - Slow eye movements and muscle activity
 - Sudden muscle contractions followed by a sensation of falling
- N2 (Light Sleep)
 - Eye movement stops
 - Brain waves become slower
- N3 (Deep Sleep)
 - Extremely slow brain waves (delta waves)
 - Difficult to be awakened
 - No eye movement or muscle activity
- REM (Rapid Eye Movements)
 - Rapid and irregular breathing, increasing heart rate
 - Skeletal muscles paralyzed
 - Dreaming

American Academy of Sleep Medicine (AASM) 2007



- Total sleep time $TST = T_R + T_{N1} + T_{N2} + T_{N3} = TRT - T_W$
- Sleep efficiency: $\frac{TST}{TRT} \cdot 100$
- Wakefulness after sleep onset $WASO = T_W - SOL$

Change of Hypnogram over the age



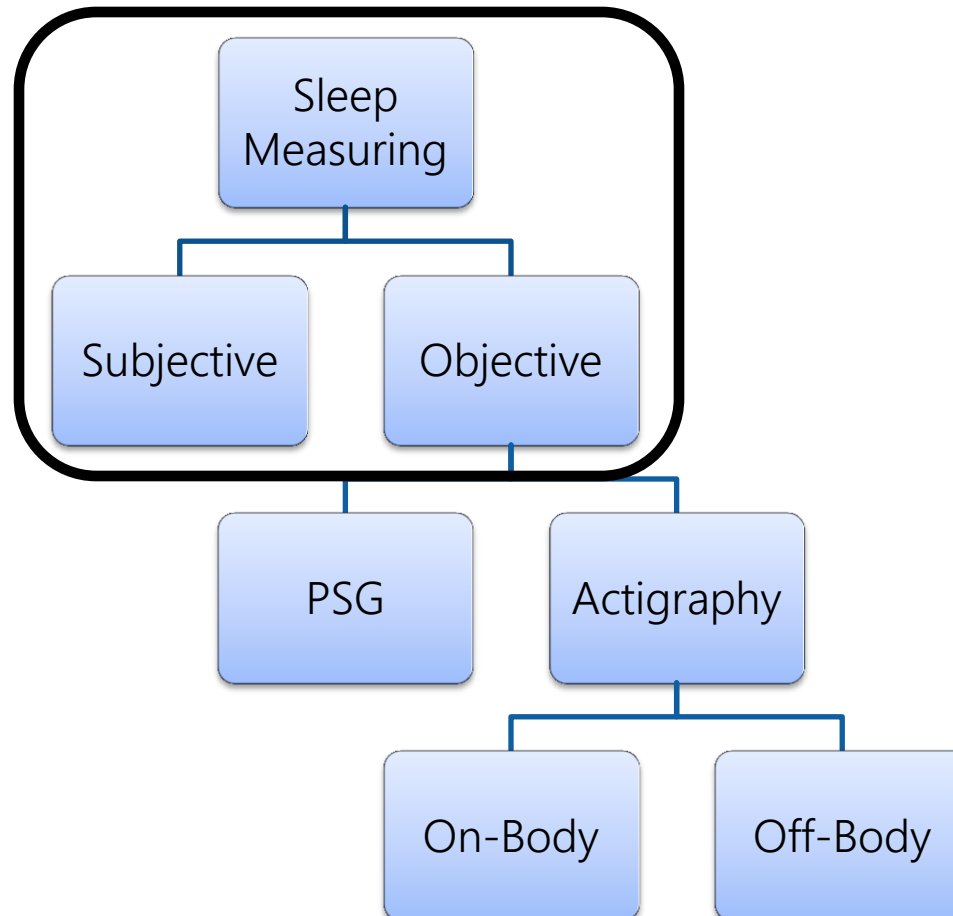
Hours of sleep

- Increase in #awakenings
- Decrease in REM sleep
- Decrease in N3 (deep) sleep

Sleep Sensing



Ways of Measuring Sleep



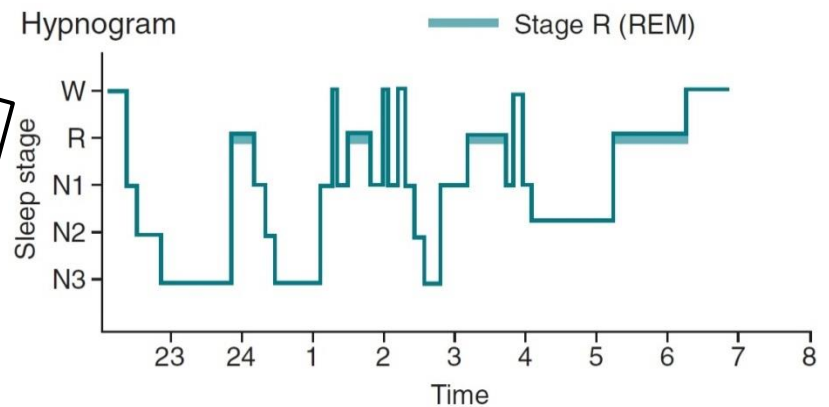
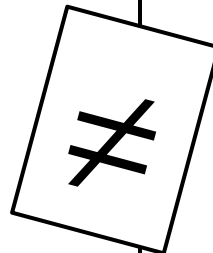
Ways of Measuring Sleep

Subjective vs Objective

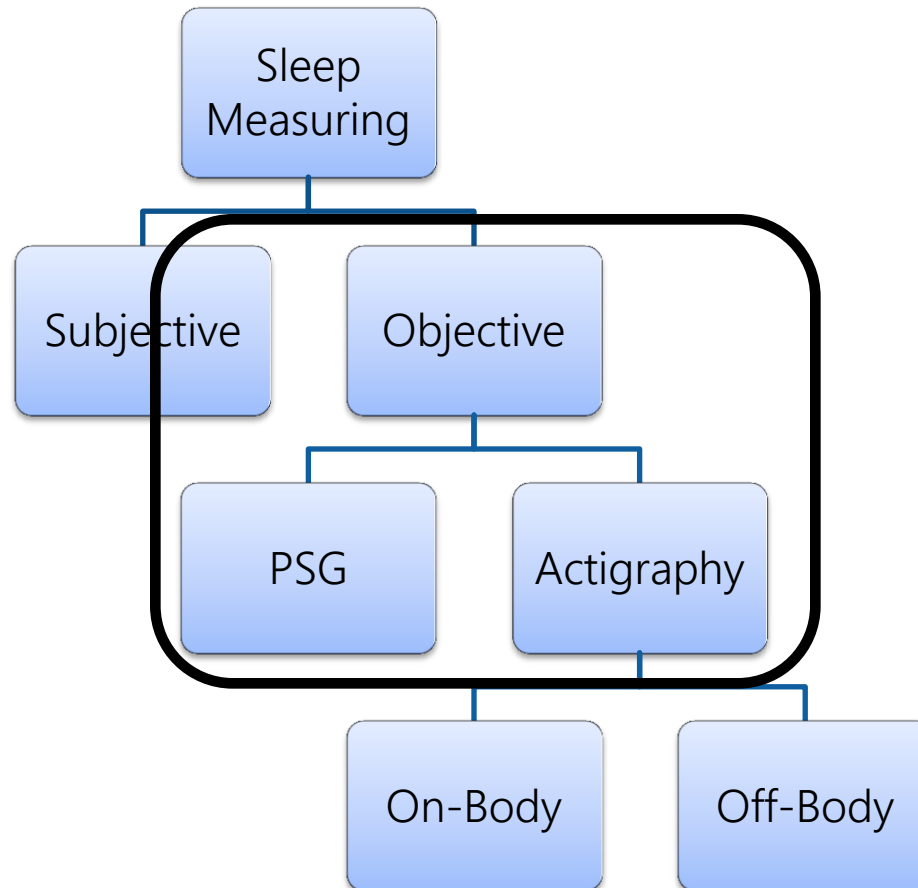
- Subjective (Questionnaire)
 - Falling asleep
 - Overall sleep quality
 - Number of awakenings
 - Feeling after wakeup



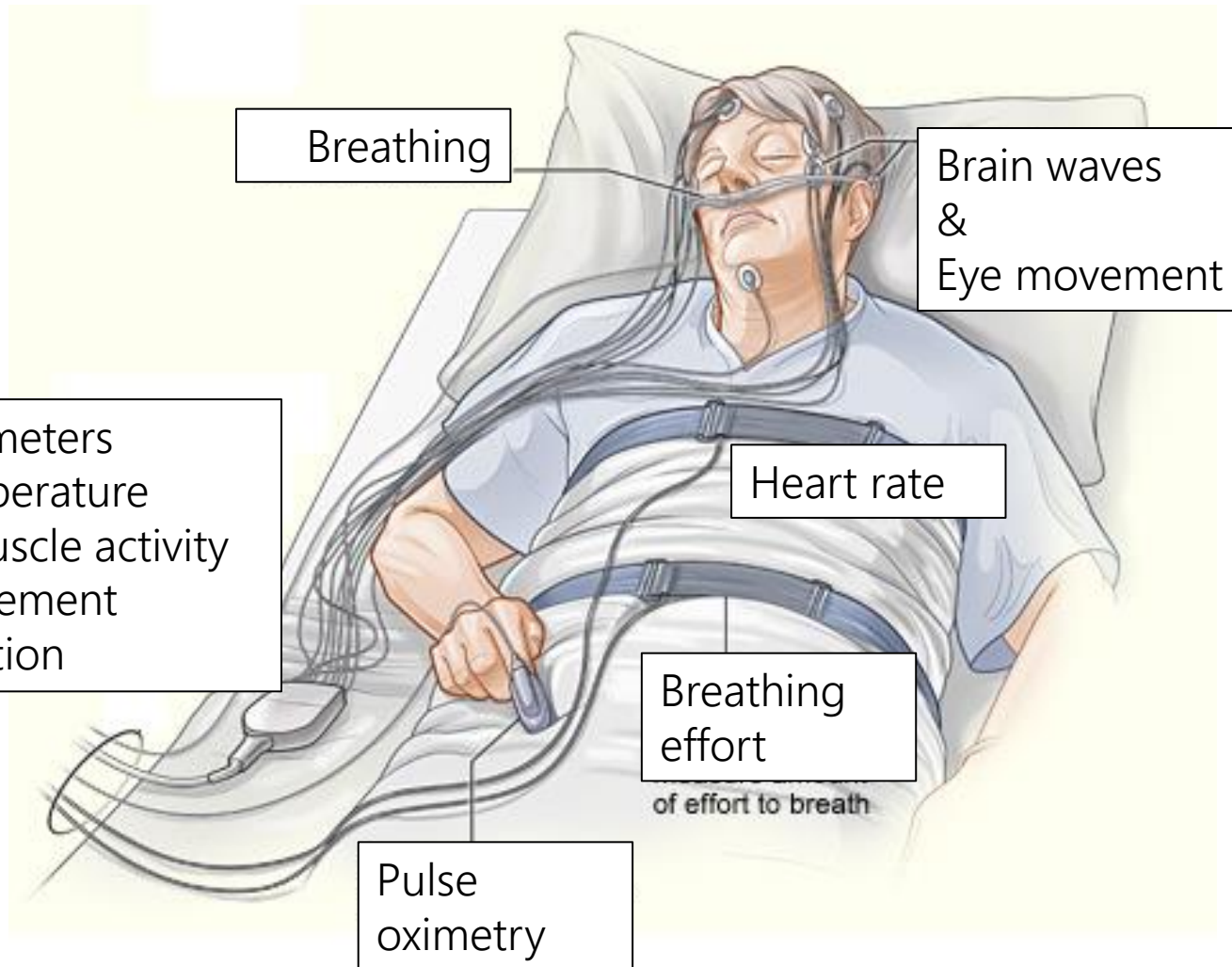
- Objective
 - Sleep onset latency (SOL)
 - Number of movements
 - Number of awakenings
 - Total time in REM sleep



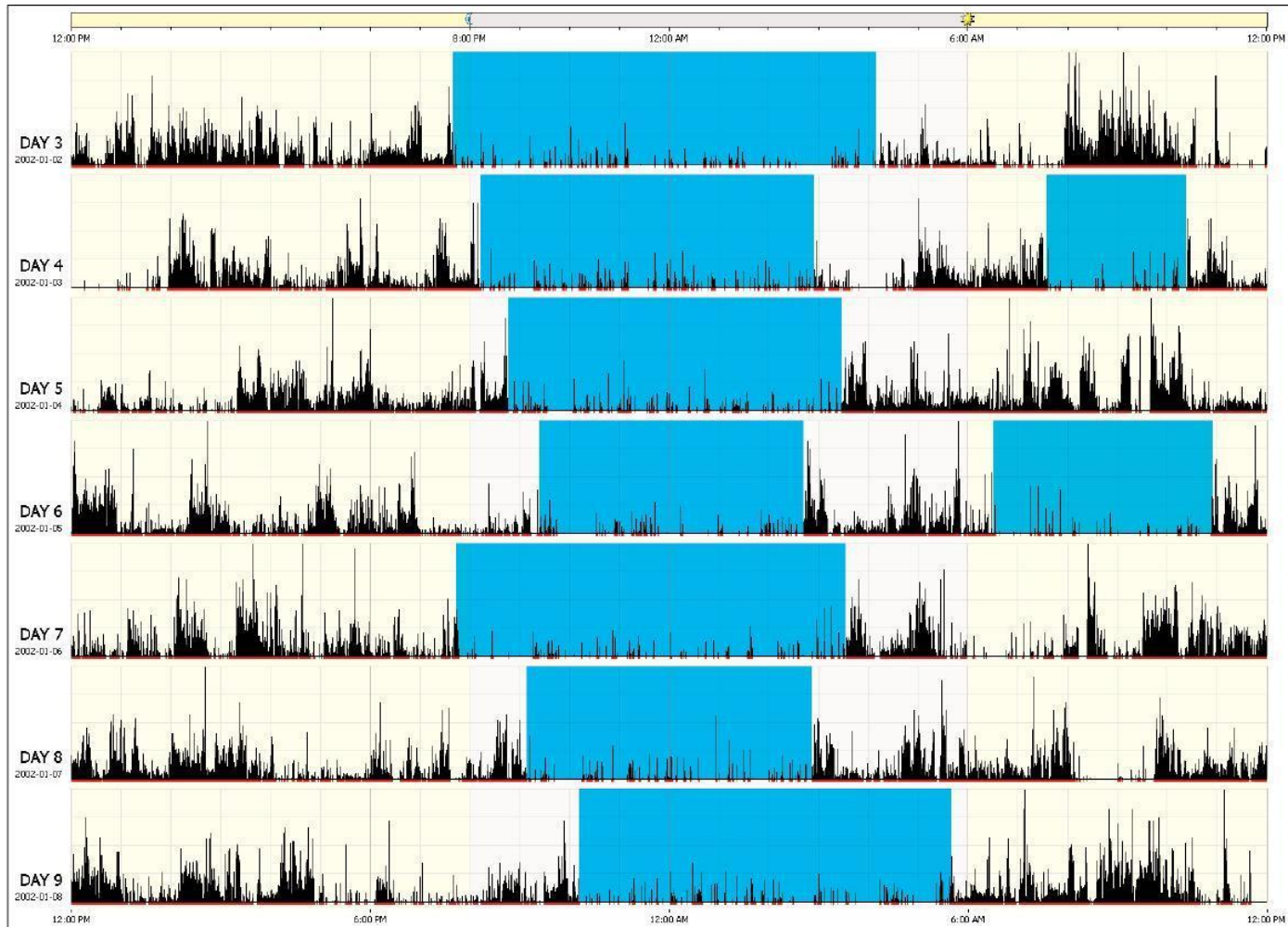
Ways of Measuring Sleep



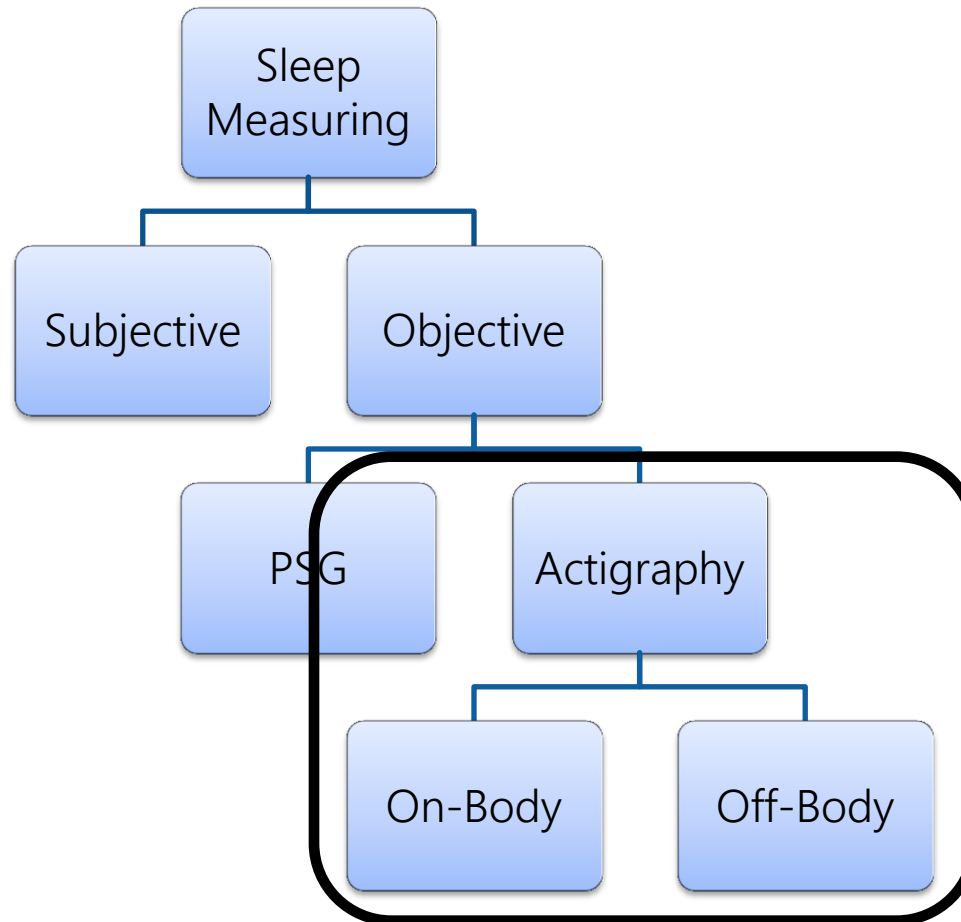
Polysomnography (PSG)



Actigraphy

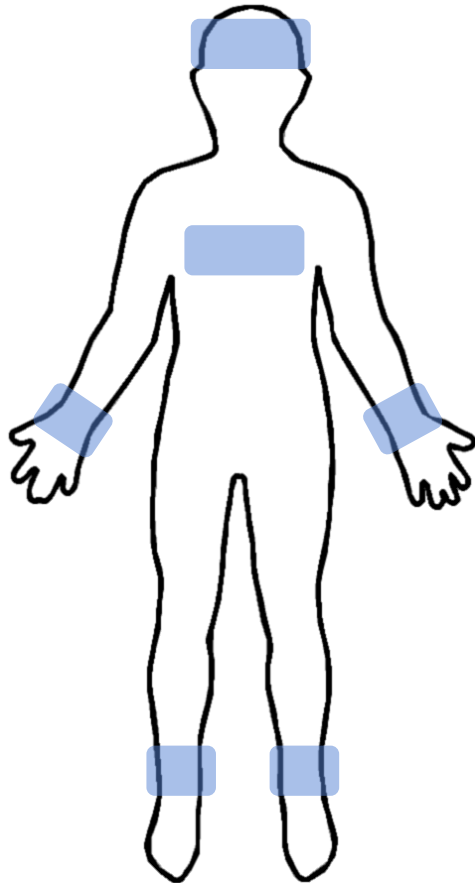


Ways of Measuring Sleep



Actigraphy Placements

On-Body



Off-Body



Objective Sleep Measurements

PSG vs Actigraphy

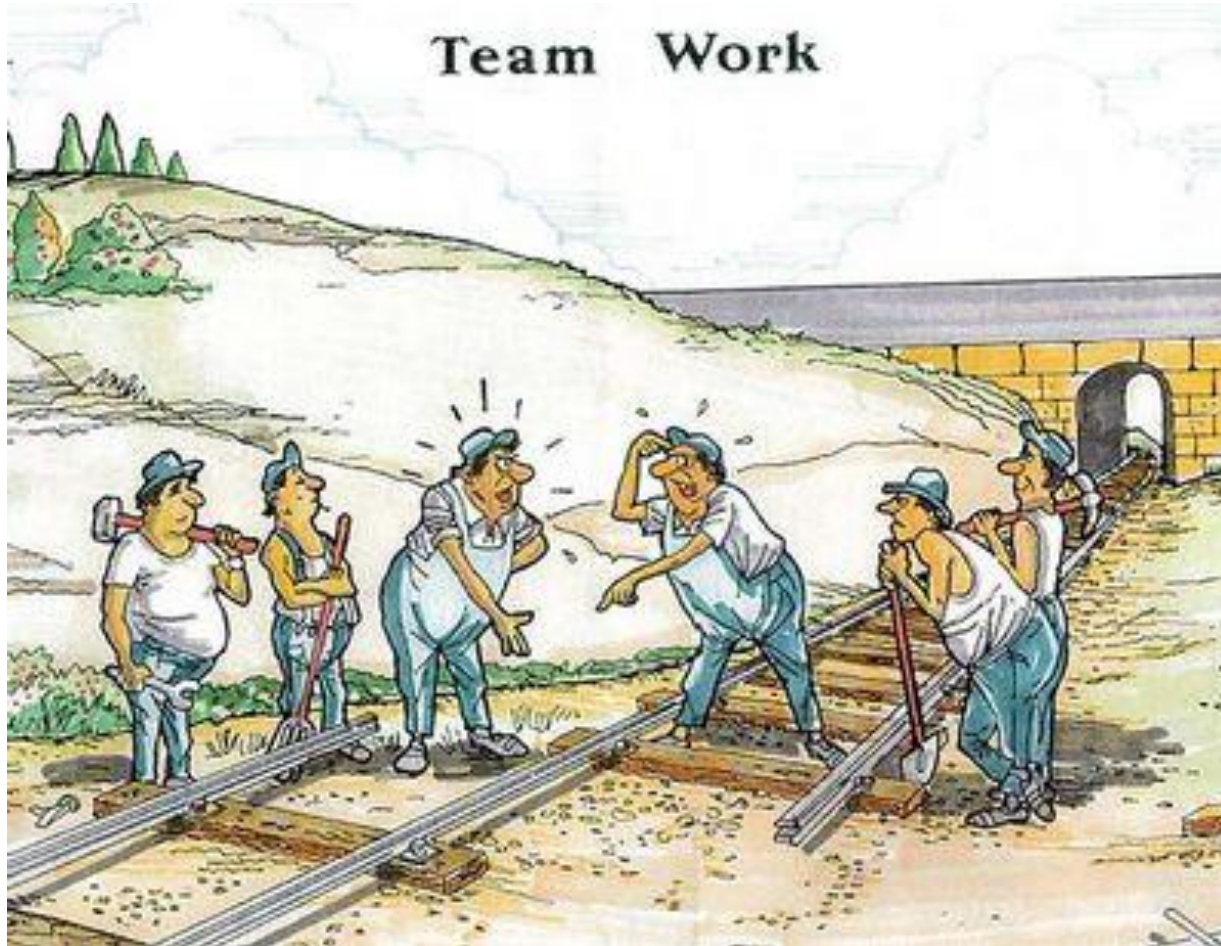


[wikimedia.org]



[<http://www.healthcare.philips.com/main/homehealth/sleep/actiwatch/default.wpd>]

Building a sleep sensing App



How to measure sleep with your smartphone

Accelerometer

Microphone

Light Sensor



Gyroscope

Magnetic Field

Pressure

Ambient Temperature

Relative Humidity

Common sleep-related smartphone tasks

Task	How?	Difficulty?
Detect snoring	On-board microphone	Easy
Detect sleep talking	On-board microphone	Easy
Detect sleep walking	Accelerometer/Gyroscope	Easy
Offer Smart Alarm	Accelerometer, Timer	Medium
Measure Sleep Quality	Accelerometer, Timer	Medium
Detect Sleep Stages	<i>[Intentionally left blank]</i>	Hard



DEER HUNTING

You're doing it wrong...

Sleep Hunter

[Weixi Gu et al. 2014 Intelligent Sleep Stage Mining Service with Smartphones]

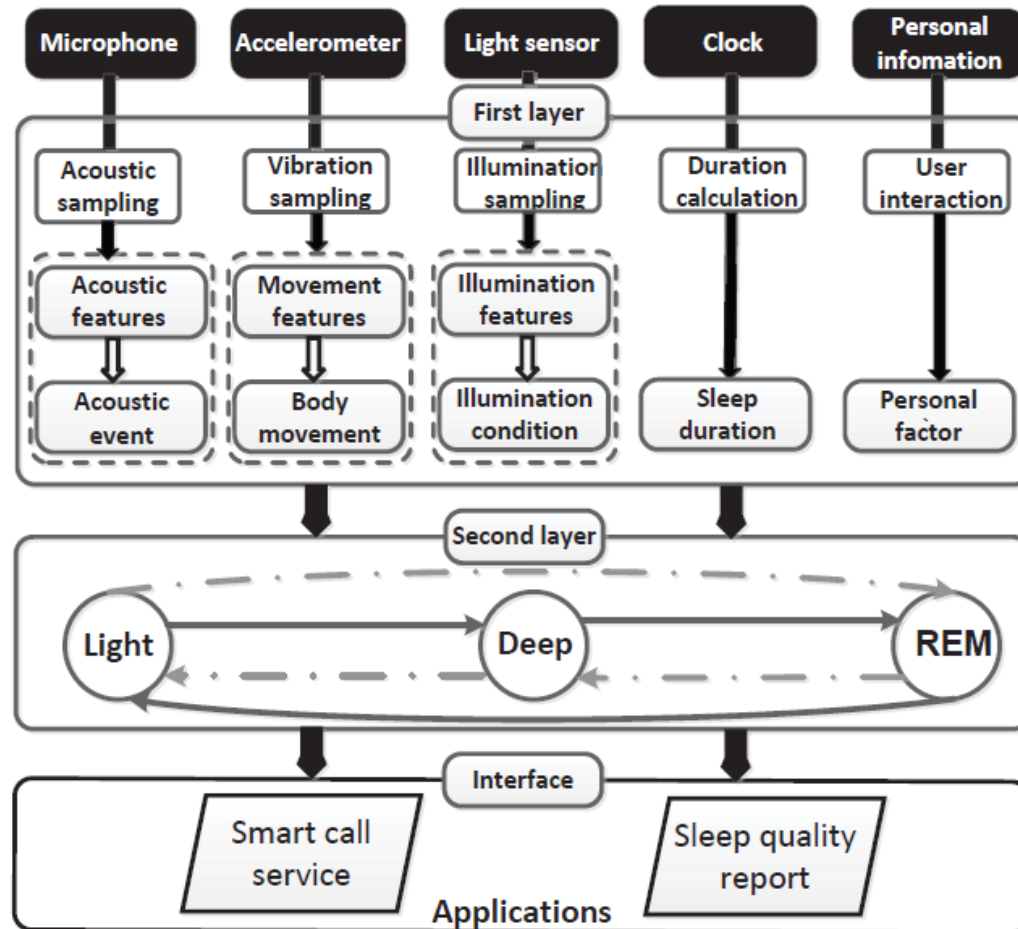


Figure 2. The architecture of Sleep Hunter

Smart Alarm / Smart Call Service

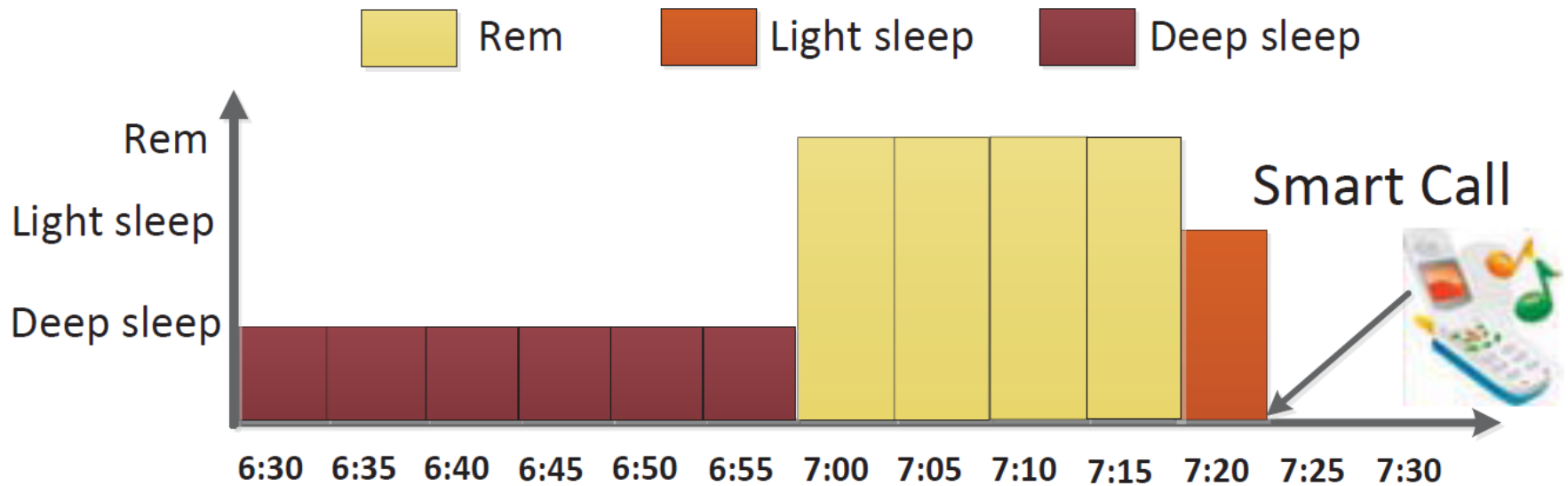


Figure 15. Smart call service

Sleep Hunter

[Weixi Gu et al. 2014 Intelligent Sleep Stage Mining Service with Smartphones]

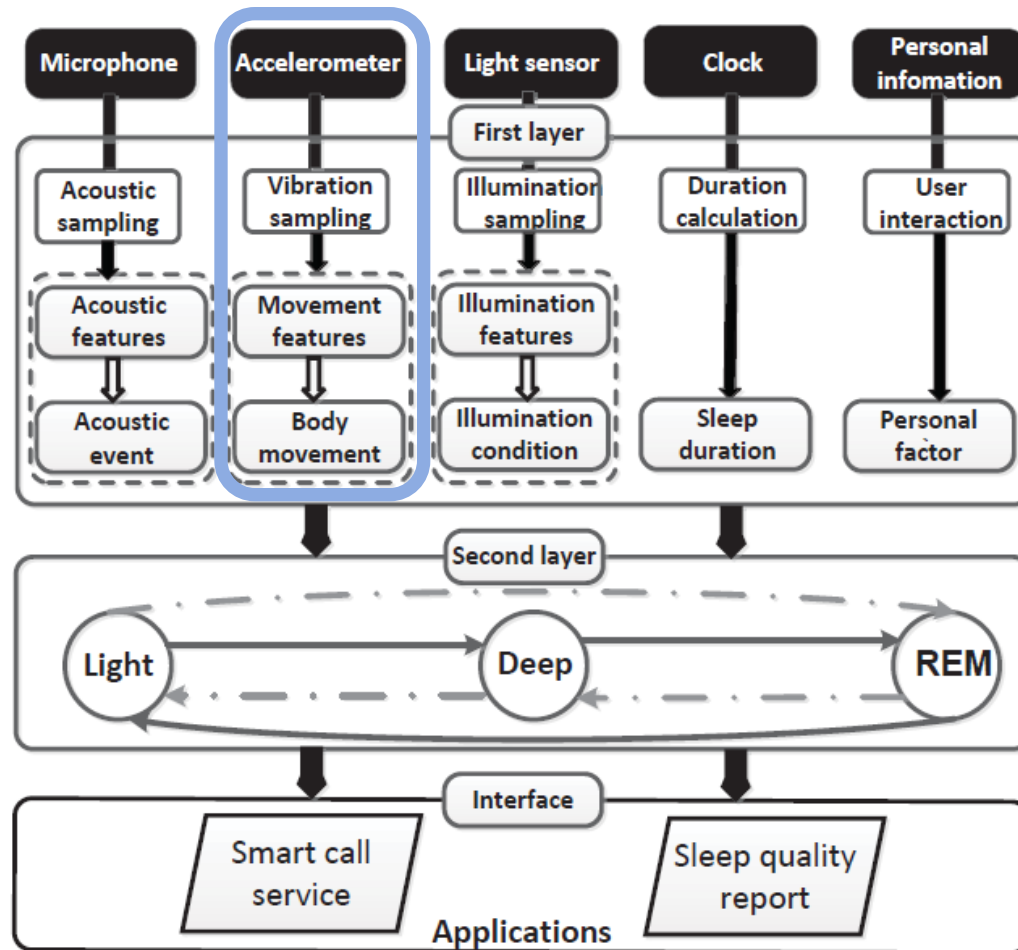


Figure 2. The architecture of Sleep Hunter

Body Movement Detection

Vibration Sampling

- Raw Acceleration Data

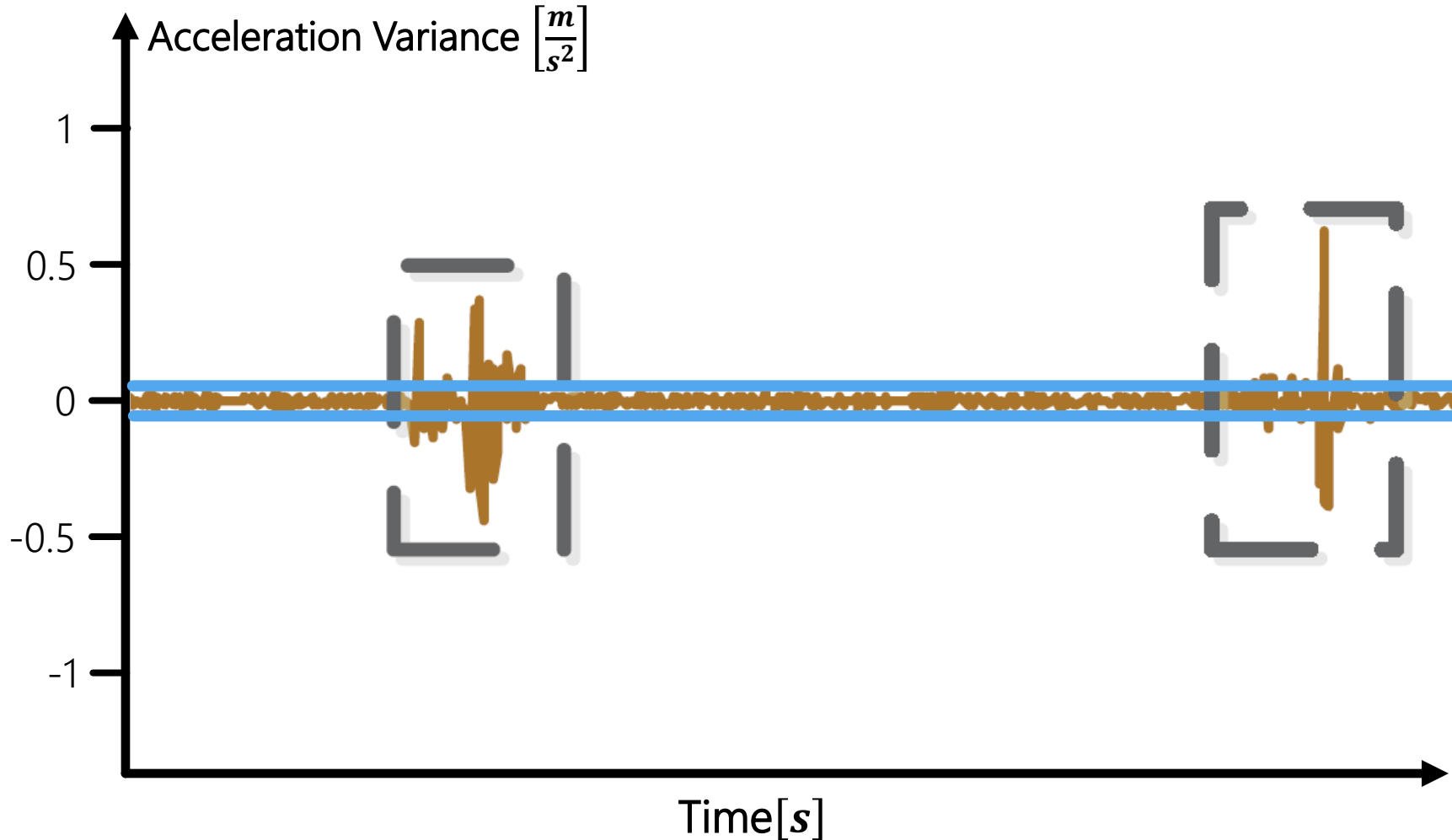


$$\left. \begin{array}{l} a_x(i) \\ a_y(i) \\ a_z(i) \end{array} \right\} a(i) = \sqrt{a_x(i)^2 + a_y(i)^2 + a_z(i)^2}$$

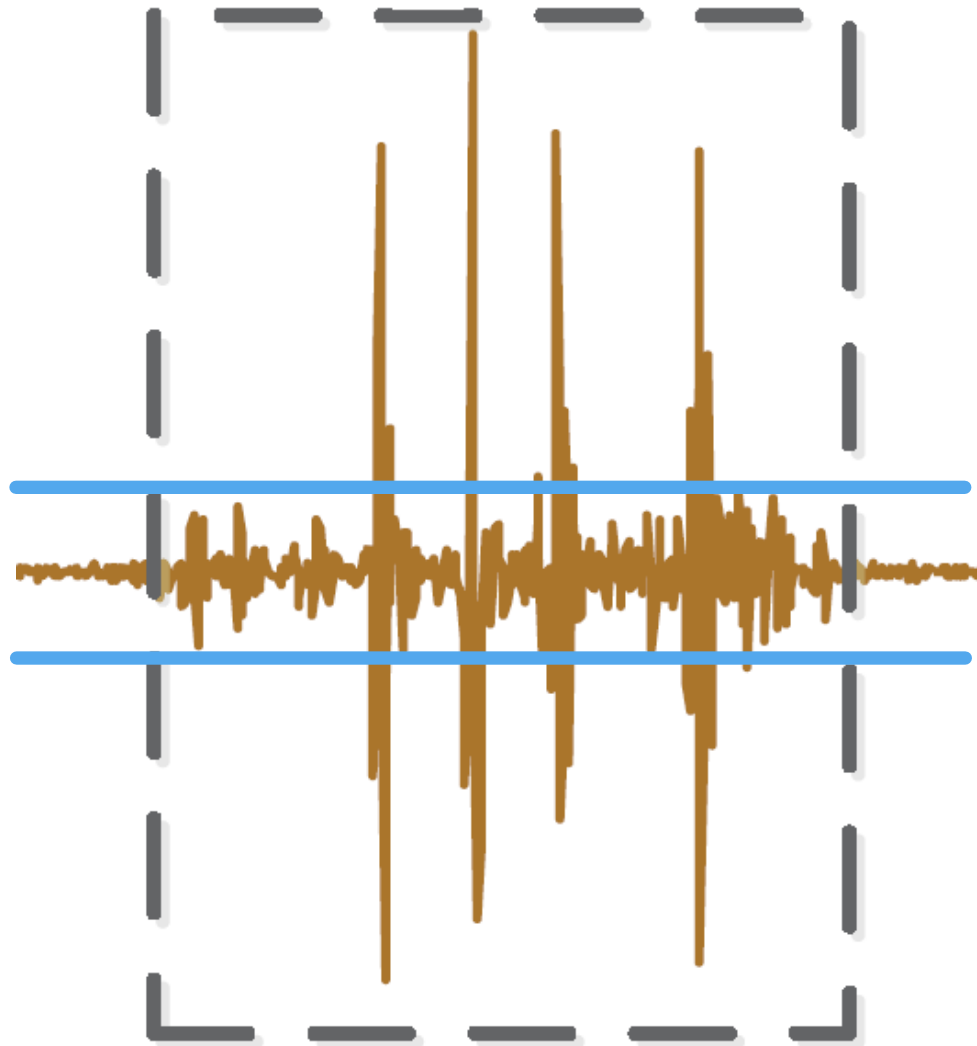
- Acceleration Variance

$$V(i) := a(i) - a(i - 1)$$

Body Movement Detection Noise Elimination



Body Movement Detection Noise Elimination



Body Movement Detection Classification

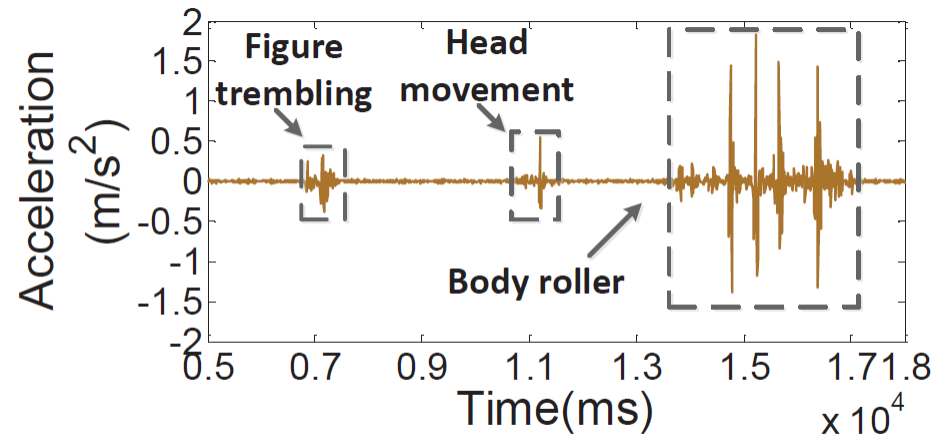
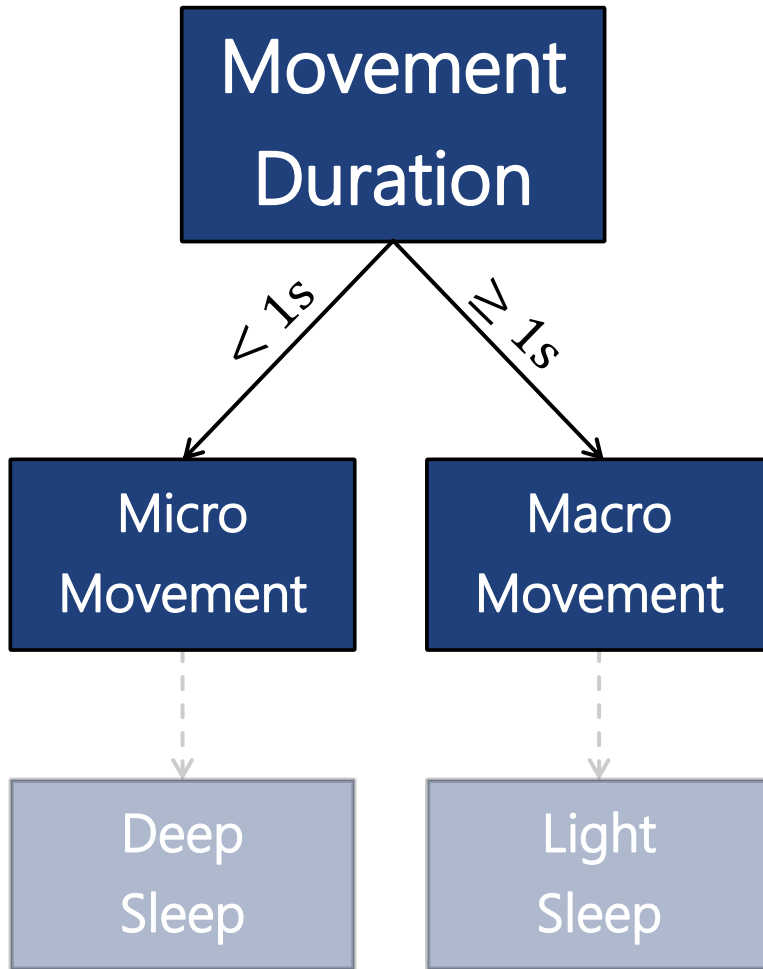


Figure 3. Acceleration trace of body movement

Naive Bayes classifier

Example

- Given Macro movements, which sleep stage to classify?
 - $P(\text{Light}|\text{Macro})$, $P(\text{REM}|\text{Macro})$, $P(\text{Deep}|\text{Macro})$
- Bayes Rule

- $$P(\text{Light}|\text{Macro}) = \frac{P(\text{Macro}|\text{Light}) \cdot P(\text{Light})}{P(\text{Macro})}$$

- $$P(\text{Light}|\text{Macro}) = \frac{\frac{8}{10} \cdot \frac{1}{3}}{\frac{1}{2}} = \frac{\frac{8}{30}}{\frac{1}{2}} = \frac{16}{30} = \frac{8}{15}$$

- $$P(\text{REM}|\text{Macro}) = \frac{\frac{1}{10} \cdot \frac{1}{3}}{\frac{1}{2}} = \frac{\frac{1}{30}}{\frac{1}{2}} = \frac{2}{30} = \frac{1}{15}$$

- $$P(\text{Deep}|\text{Macro}) = \frac{\frac{1}{10} \cdot \frac{1}{3}}{\frac{1}{2}} = \frac{\frac{1}{30}}{\frac{1}{2}} = \frac{2}{30} = \frac{1}{15}$$

Sleep Hunter

[Weixi Gu et al. 2014 Intelligent Sleep Stage Mining Service with Smartphones]

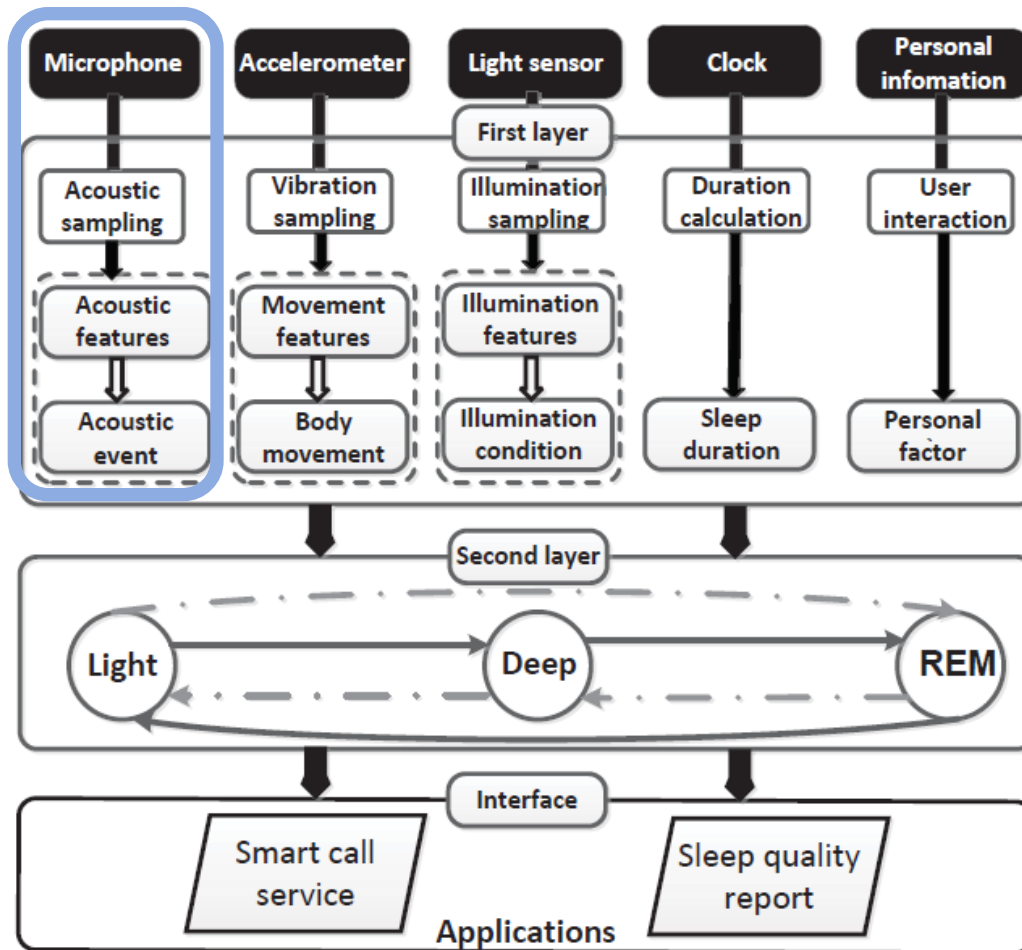
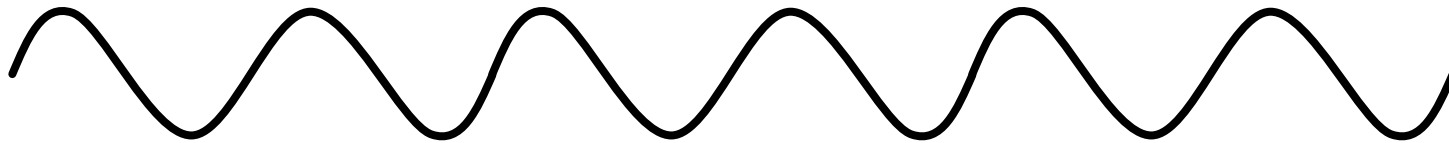


Figure 2. The architecture of Sleep Hunter

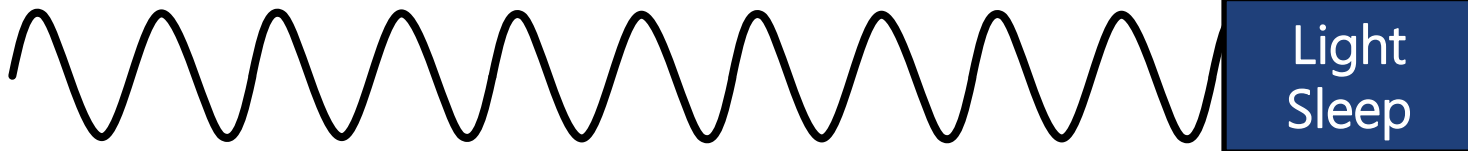
Acoustic Event Detection

Common acoustic events

- Normal breathing: 12-20 breaths per minute



- Rapid (tachypneic) breathing: >20 breaths per minute



- Abnormal (apneustic) breathing



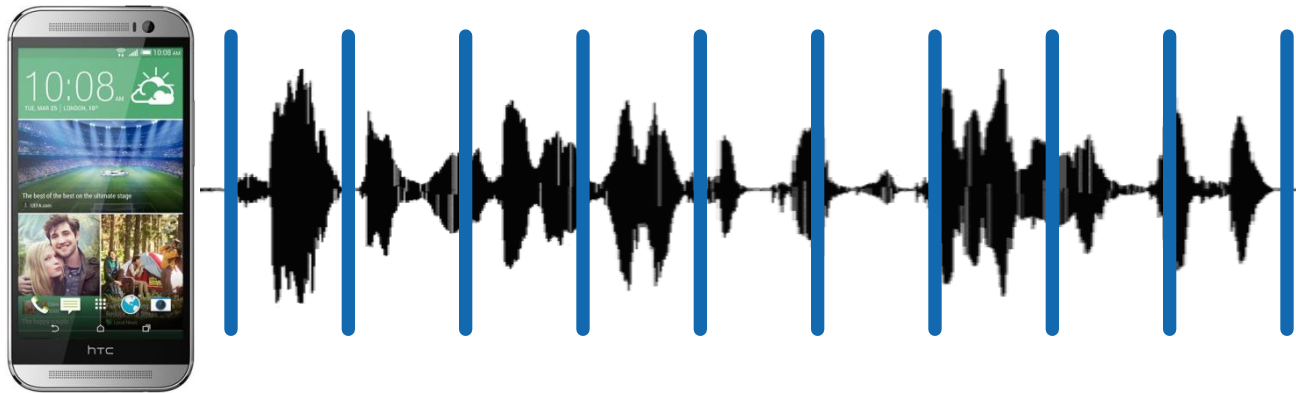
- Sleep talking (Somniloquy)



Acoustic Event Detection

Acoustic Sampling

- Microphone



- Divide audio stream into equally long frames
 - Assign frames to acoustic events
 - Analyze frequency domain of each frame

Acoustic Event Detection

Noise Elimination

Typical acoustic noise	How to detect it
Ambient noise	Root-mean-square (RMS) error $< Th_{rms}$ (see Slide 34) Spectral entropy $> Th_{entropy}$ (see Slide 37)
Body movement	Body movement
Traffic noise	Specific acoustic features (see Slide 41)

Acoustic Event Detection

Root-Mean-Square (RMS)

- RMS over a set of discrete values x_i where $1 \leq i \leq n$

$$x_{rms} = \sqrt{\frac{1}{n} (x_1^2 + x_2^2 + \dots + x_n^2)}$$

- RMS over a continuous function $f(t)$ over the interval $T_1 \leq t \leq T_2$

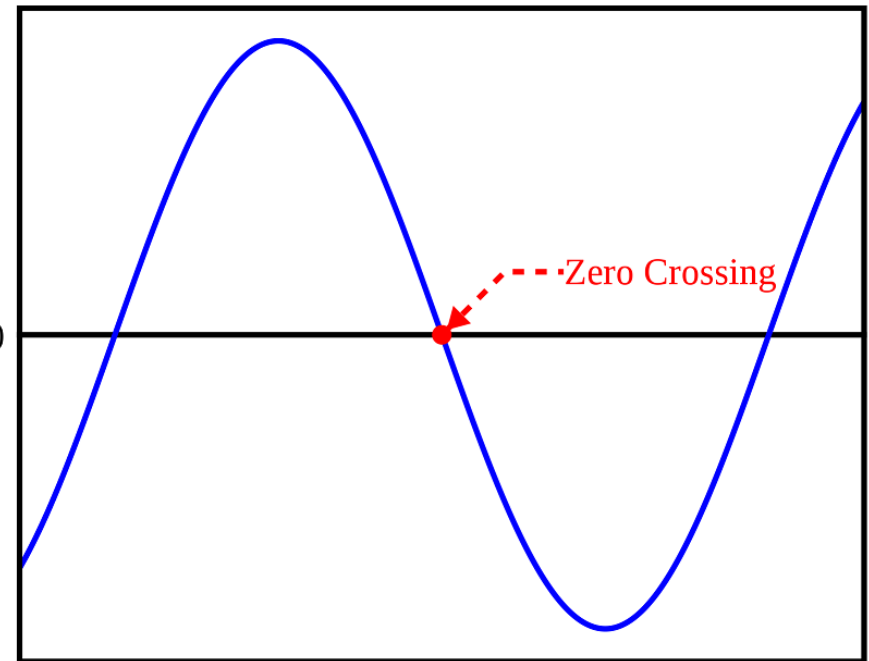
$$f_{rms} = \sqrt{\frac{1}{T_2 - T_1} \int_{T_1}^{T_2} [f(t)]^2 dt}$$

Acoustic Event Detection

Time-domain Feature Selection

- Zero Crossing Rate (ZCR)
(Indicator)

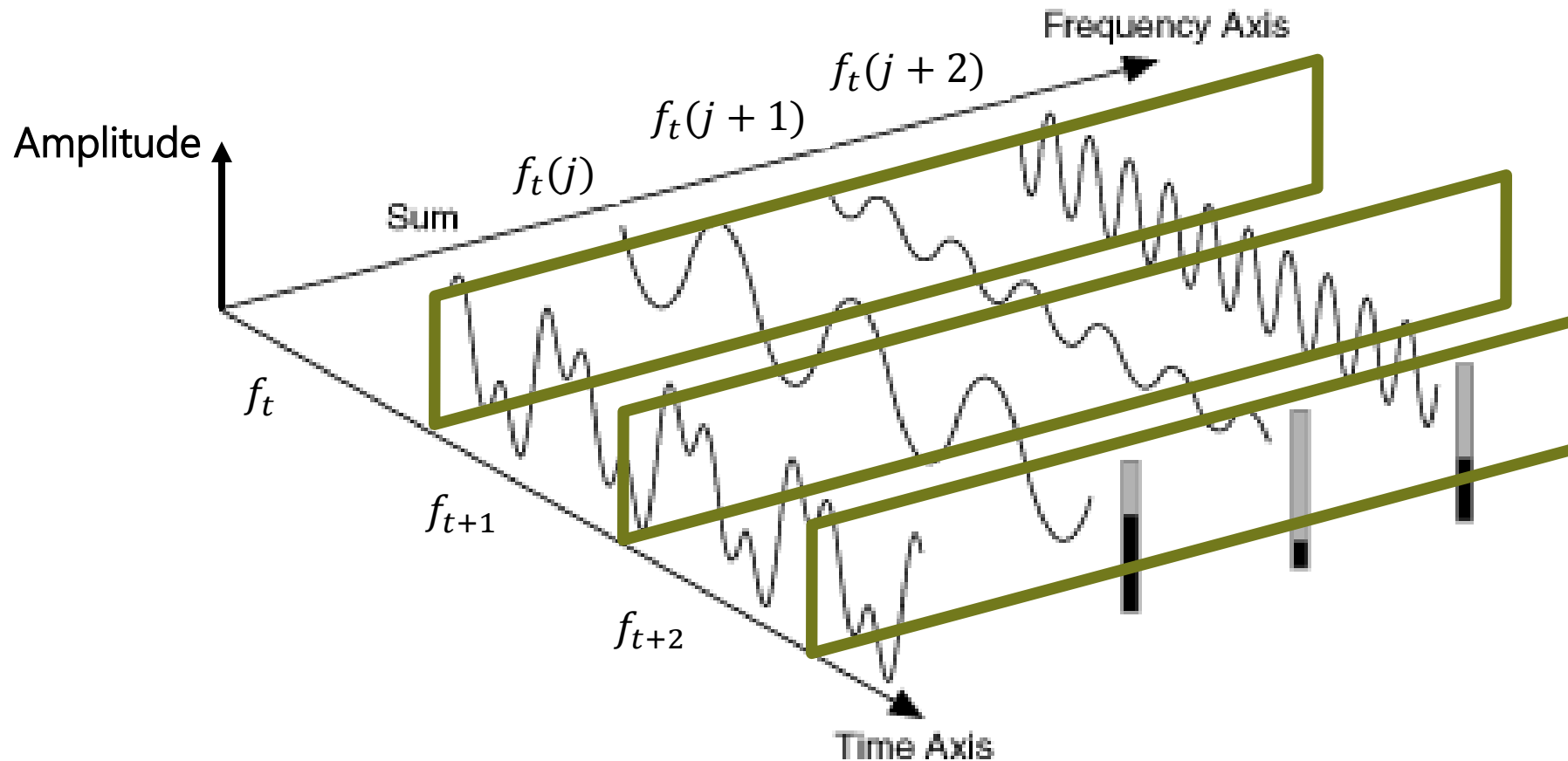
$$\frac{1}{2} \sum_{j=1}^m |\text{sign}(s_j) - \text{sign}(s_{j-1})|$$
$$= \frac{1}{2} (\dots + 0 + 2 + 0 + \dots)$$



Time

Signal Processing

Time domain and Frequency domain



Acoustic Event Detection

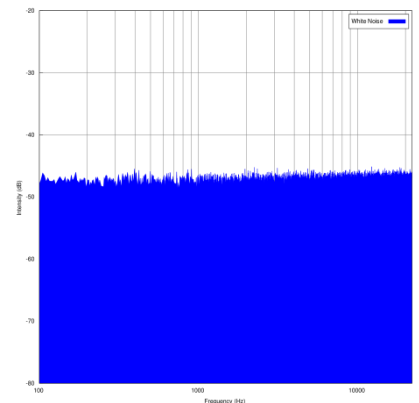
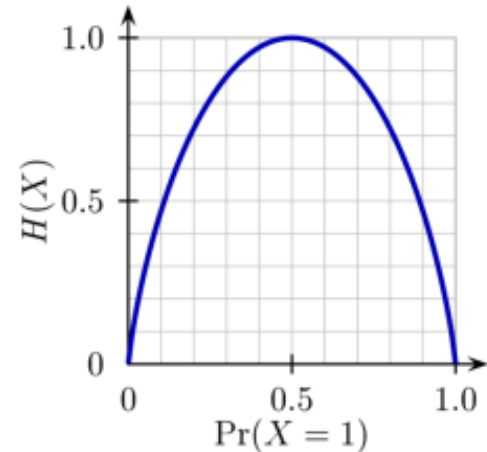
Frequency-domain Feature Selection: Spectral Entropy

- Entropy of a discrete random variable X with possible values $\{x_1, \dots, x_n\}$ and probability mass function $P(X)$
 - Information of X

$$-\sum_i P(x_i) \cdot \log P(x_i)$$

- Spectral entropy of $f_t(j)$ the magnitude of the j th frequency in the spectrum of frame f_t
 - Flatness of the frequency spectrum, noise-likeness

$$-\sum_{j=1}^N f_t(j) \cdot \log f_t(j)$$



Acoustic Event Detection

Frequency-domain Feature Selection

- Spectral Centroid
 - Balancing point of the power spectral distribution

$$Cen_t = \frac{\sum_{j=1}^N j \cdot |f_t(j)|}{\sum_{j=1}^N |f_t(j)|}$$

Example of first centroid:

$$Cen_1 = \frac{100\text{Hz} \cdot 8 + 200\text{Hz} \cdot 6 + 300\text{Hz} \cdot 4 + 400\text{Hz} \cdot 2}{8 + 6 + 4 + 2} = 200\text{Hz}$$

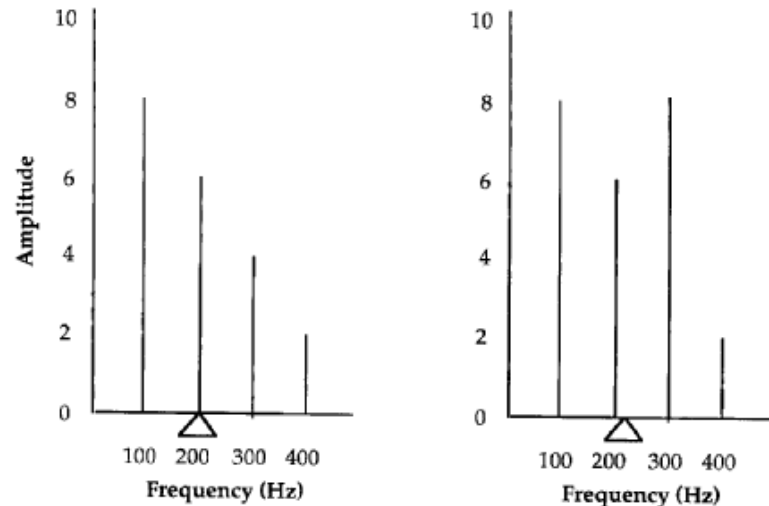


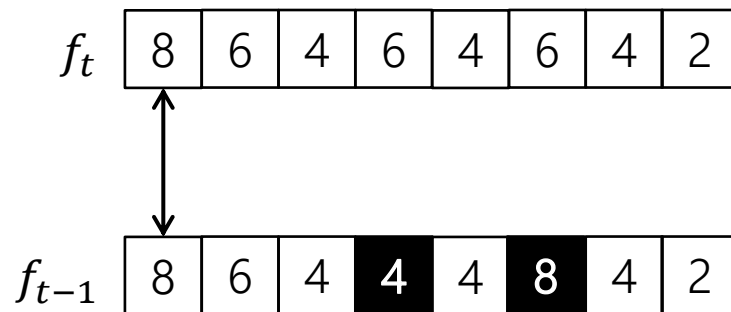
Figure 40. Two spectra with different centroids, the first at 200 Hz., the second at 216.7 Hz.

Acoustic Event Detection

Frequency-domain Feature Selection

- Spectral Flux
 - Stability of acoustic events
 - Comparison with previous frame f_{t-1}

$$-\sum_{j=1}^N (f_t(j) - f_{t-1}(j))^2$$



$$= -(\dots + (6 - 4)^2 + (4 - 4)^2 + (6 - 8)^2 + \dots)$$

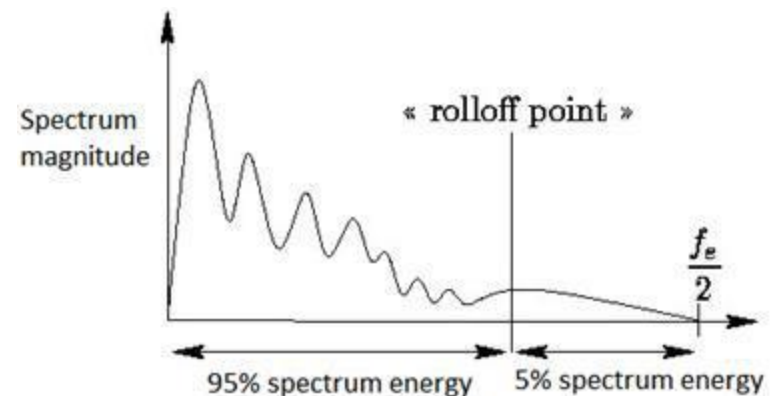
$$= -8$$

Acoustic Event Detection

Frequency-domain Feature Selection

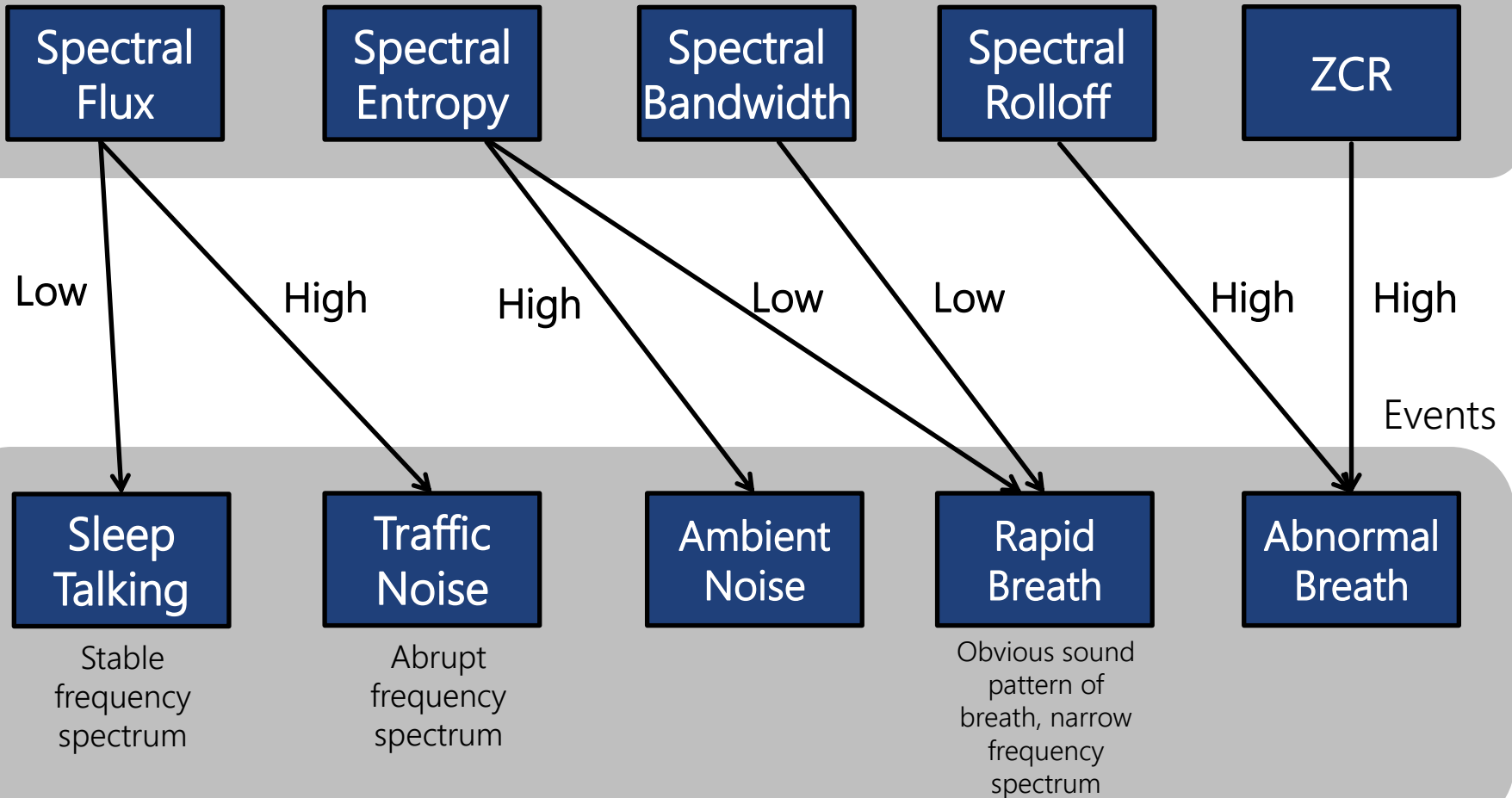
- Bandwidth
 - Highest frequency minus lowest frequency
- Spectral Rolloff
 - Indicates the percentage frequency bin below a predefined threshold, which is usually set to be 95%
 - Reflects the skewness of the spectral distribution

$$\max \left(h \left| \sum_{j=1}^h f_t(j) < \textit{threshold} \right. \right)$$



Acoustic Event Detection Feature Selection

Features



Sleep Hunter

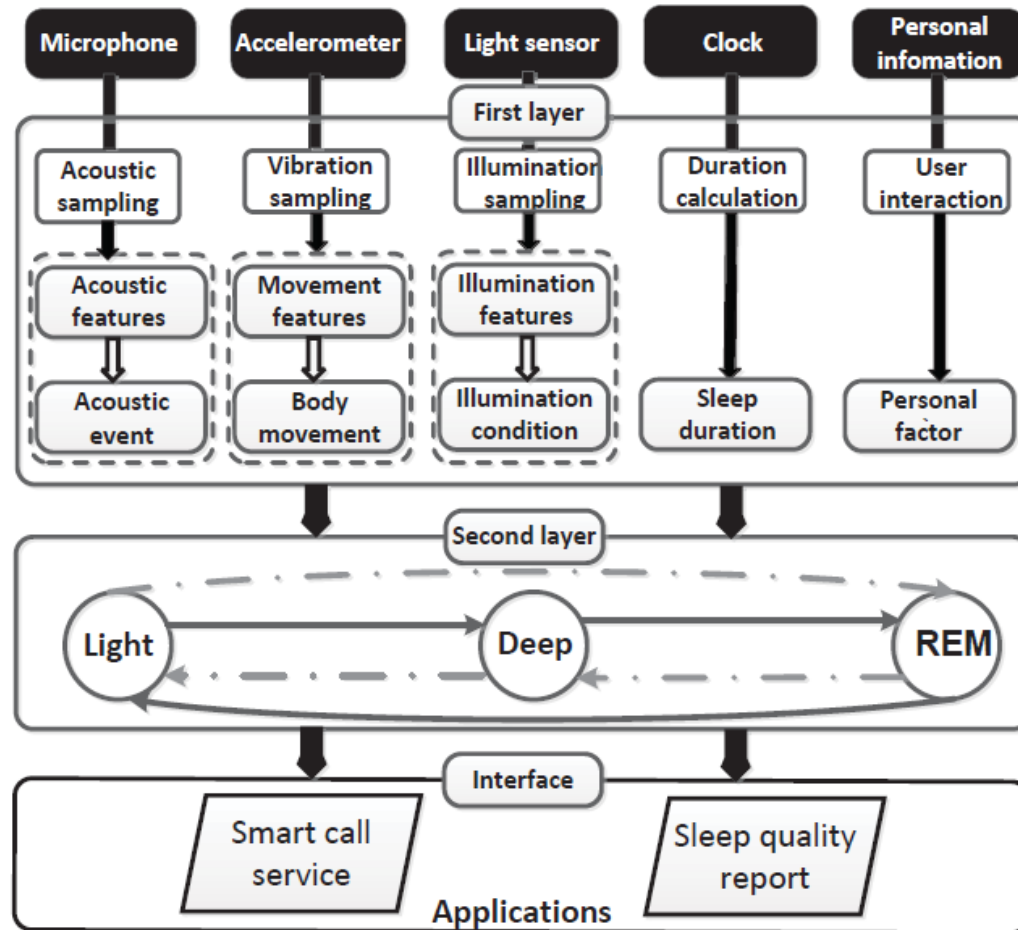
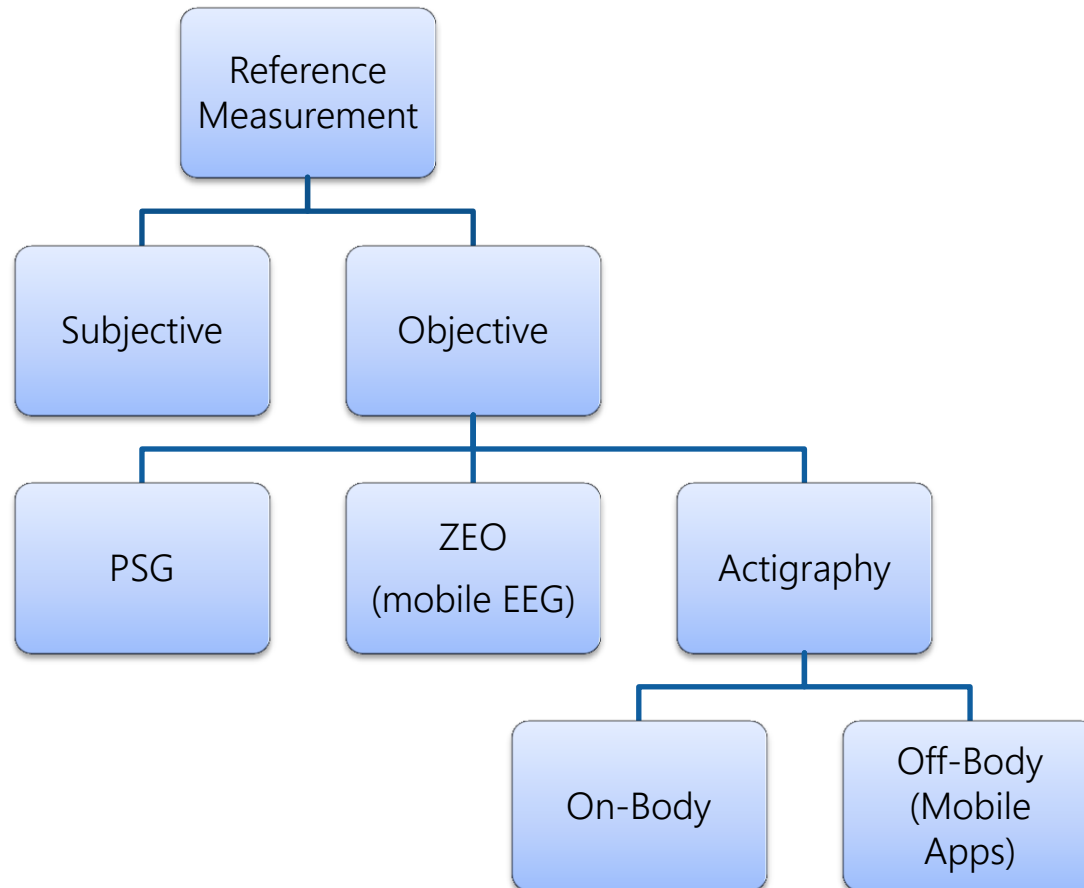


Figure 2. The architecture of Sleep Hunter

Reference Model



Performance Analysis Datasets

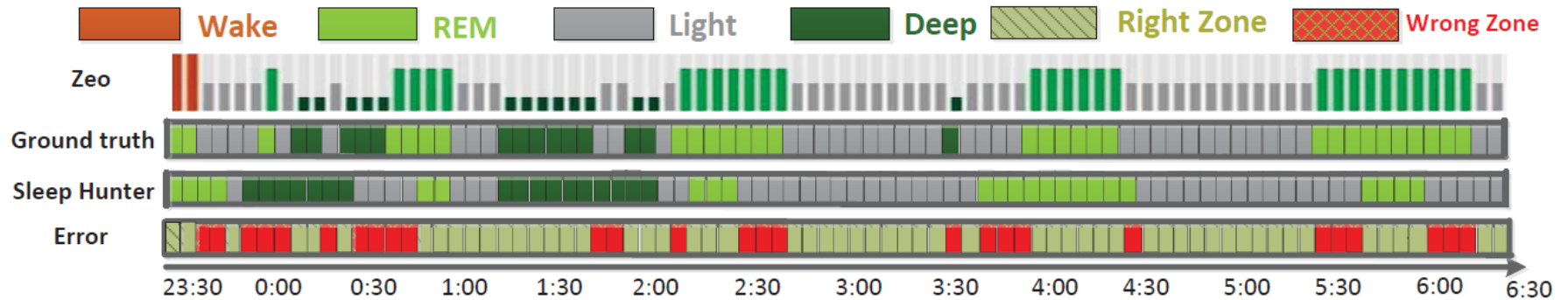


Figure 12. Sleep stage tracking of one user during a night

Performance Analysis

Confusion Matrix

Ground Truth	Predictions				
	REM	Light Sleep	Deep Sleep		
REM	538	206	39	68.71%	Recall
Light Sleep	246	630	77	66.11%	
Deep Sleep	61	108	174	50.73%	
	63.67%	66.74%	60.00%	64.55%	Accuracy
	Precision				

Recall: $TPR_i = \frac{TP_i}{P_i}$ E.g. $TPR_{REM} = \frac{538}{538+206+39} = .687$

Precision: $PPV_i = \frac{TP_i}{TP_i+FP_i}$ E.g. $PPV_{REM} = \frac{538}{538+246+61} = .6367$

Accuracy: $ACC = \frac{TP+TN}{P+N} = \frac{538+630+174}{538+206+39+246+630+77+61+108+174} = .6455$

Performance Analysis

Comparison to other Actigraphs

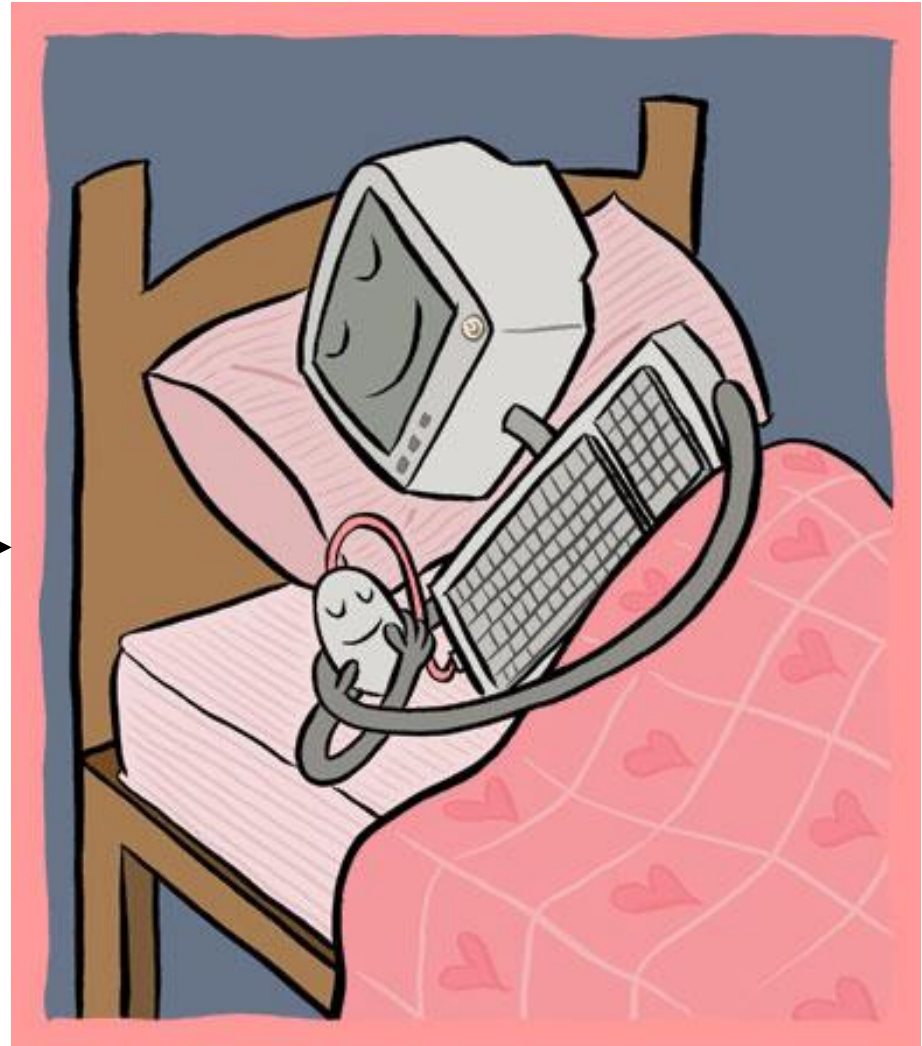
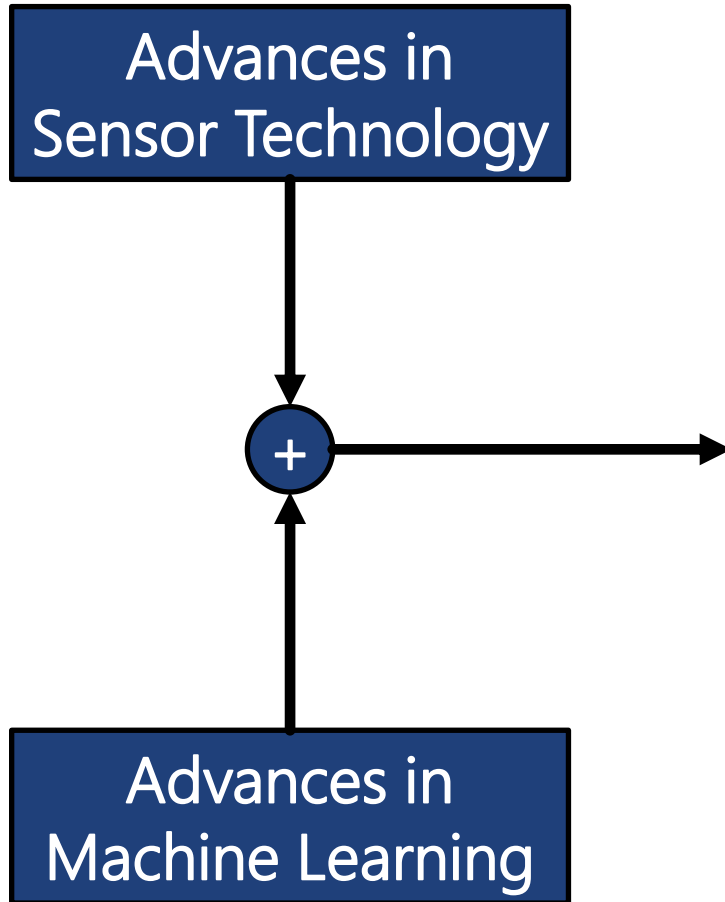
Device \ Stage	Light Sleep		Deep Sleep	
	Precision	Recall	Precision	Recall
Sleep Hunter	66.74%	66.11%	60.00%	50.73%
Jawbone UP	37.74%	65.14%	34.62%	29.03%
Sleep As Android	25.71%	32.14%	36.36%	49.61%

Figure 13. Performance comparison

Features	REM		Light Sleep		Deep Sleep	
	Precision	Recall	Precision	Recall	Precision	Recall
BM	39.62%	34.91%	37.84%	47.11%	30.12%	28.27%
BM+AE	45.41%	39.67%	47.83%	49.31%	38.34%	33.27%
BM+AE+IC	46.13%	41.81%	49.10%	52.27%	42.91%	35.84%
BM+AE+IC+SD	60.89%	67.99%	63.36%	59.15%	57.96%	46.53%
BM+AE+IC+SD+PF	63.67%	68.71%	66.74%	66.11%	60.00%	50.73%

Table 3. Evaluation of sleep-related features

Conclusion



Q&A



[clipartpal.com]