A Robot to Provide Support in Stigmatizing Patient-Caregiver Relationships

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Abstract

This paper introduces a computational model and action-selection mechanism that allow for a robot to support healthier interactions between Parkinson's patients and their caregivers. Patients' caregivers will sometimes stigmatize the patients because of a condition known as an expressive mask. Our computational model identifies problematic states in the patient-caregiver relationship. After the problematic relationship dynamics have been identified, the robot action-selection mechanism chooses an intervention to help to ameliorate the highest-priority relationship issue.

Introduction

Early-stage Parkinson's disease patients are often afflicted with a condition known as an "expressive mask", which limits their ability to be expressive across all nonverbal communication channels (Tickle-Degnen and Lyons, 2004; Tickle-Degnen, Zebrowitz and Ma, 2011). This lack of nonverbal expressivity leads even experienced caregivers to make negative attributions about patients, seeing them as more depressed, less extroverted and less cognitively competent when compared to patients without masking.

Our lab has previously proposed that a robot could help to support healthier interactions between Parkinson's patients and caregivers (e.g. Pettinati and Arkin, 2015). This paper formalizes Parkinson's patient-caregiver relationship dynamics and enumerates problematic relationship states where patients are at risk of indignity. It introduces a computational model that identifies these states and an action-selection mechanism that allows for a robot to choose interventions that support the amelioration of these states.

The following section gives a brief overview of robotics research related to enhancing human-human relationships

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and a relationship-focused mediation framework that provides the foundation for the computational model and action-selection mechanism. The third section explicates the computational model and action-selection mechanism.

Related Work

There has been limited research into how robots can help the functioning of human groups and dyads. Jung (2016) found that the same socio-emotional dynamics that predict lasting marriages predict success for engineering teams completing class projects. Teams that balanced the positive and negative affect they expressed and voiced little hostility during fifteen-minute conflict interactions were successful in producing quality final products (Jung, 2016). Jung suggested that a robot could help balance positive and negative affect and repair hostility to better group functioning.

Jung et al. (2015) showed that a robot that verbally responded to a confederate's insult aimed at a participant during a group task could repair the negative feelings the participant had for the confederate. Hoffman et al. (2015) showed a peripheral robotic lamp could use nonverbal cues to limit the hostility displayed by arguing married couples.

These studies show the potential for robots to change the emotional dynamics within human-human relationships during strained interactions. We want to recognize dynamics in patient-caregiver relationships that undermine patient strength and have a robot act to preserve patient dignity. We can employ insights from Transformative Mediation, a relationship-focused practice, to guide the identification of problematic dynamics and to choose interventions.

Bush and Folger (2010a) describe the theoretical underpinnings of this framework. Negative conflict is conceptualized as an interaction where both parties experience a weakened self (shame) and alienation from the other (a lack of recognition or empathy for the other). Transformative mediators support empowerment shifts within the individuals and recognition shifts between the individuals.

Weakness is characterized by a lack of clarity and/or feelings of inadequacy when it comes to handling the situation. An individual who is alienated from the other sends messages that say he/she does not understand and/or does not want to understand the other (Bush and Folger, 2010b).

We formalize these problematic relationship states in the following section. We introduce a computational model that recognizes situations when a robot should support the relationship. An action-selection mechanism picks an appropriate intervention using the active relationship states.

Computational Model

The patient-caregiver relationship is a hierarchical relationship. The patient entrusts the caregiver with her physical wellbeing; the patient has to trust that the caregiver will act in her best interests. The caregiver is in a higher-power position (H), while the patient is in a lower-power position (L). Our robot (R) is interested in intervening in the relationship when the patient's dignity is threatened; otherwise, the relationship should be allowed to develop naturally. The robot is playing a supportive role

The relationship has three actors, $A = \{H, L, R\}$, where H is the high-power dyad member (caregiver), L is the low-power dyad member (patient), and R is the robot. H and L give each other direct attention, while R's presence is acknowledged at the interaction's periphery with passing glances. When intervening, R is attentive. See Figure 1.

We consider a partial theory of mind of each human actor that allows us to enumerate problematic relationship states in the following subsection. The mental states of both human actors and the robot's representation of these mental states are defined in Table 1. Whether or not a problematic relationship state is active depends on the robot's representation of the mental states. As described below, problematic relationship states are mapped onto by percept values that are indicative of active mental states in one or both human parties that threaten L's dignity.

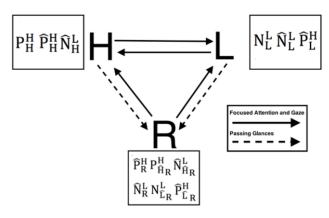


Figure 1: Actors' relationships and representations

The following subsection enumerates the relationship state space and presents a computational model through which a robot can recognize states of dissatisfaction. The second subsection enumerates behaviors that address each relationship state and an action-selection mechanism that supports a healthier relationship. An overview of the computational model appears in Algorithm 1. Each term and function used in Algorithm 1 is elaborated in the subsections. Note the enacted intervention (m_{ik}) could be to do nothing. The relationship may not require agent support.

	$\left\{P_{H}^{H},\widehat{P}_{H}^{H},\widehat{N}_{H}^{L}\right\}$
H's Mental State	P _H - H's positive responsiveness toward L of which she is
	consciously aware (attention and uplift)
	\widehat{P}_{H}^{H} - H's estimate of how she is conveying these positive emotions.
	\widehat{N}_{H}^{L} - H's estimate of L's negative response toward herself (signs of
	disengagement and desire to withdraw).
	$\left\{N_{L}^{L},\widehat{N}_{L}^{L},\widehat{P}_{L}^{H}\right\}$
	N _L ^L - L's negative thoughts toward the self of which she is
L's Mental State	consciously aware.
	\widehat{N}_{L}^{L} - L's estimate of how she is conveying these negative
	emotions.
	\widehat{P}_L^H - L's estimate of H's positive emotions toward her.
R's Representation of Mental States	$\left\{\widehat{\mathbf{P}}_{\mathrm{R}}^{\mathrm{H}}, \mathbf{P}_{\mathrm{fl}_{\mathrm{R}}}^{\mathrm{H}}, \widehat{\mathbf{N}}_{\mathrm{fl}_{\mathrm{R}}}^{\mathrm{L}}, \widehat{\mathbf{N}}_{\mathrm{L}}^{\mathrm{L}}, \widehat{\mathbf{P}}_{\mathrm{L}_{\mathrm{R}}}^{\mathrm{L}}, \widehat{\mathbf{P}}_{\mathrm{L}_{\mathrm{R}}}^{\mathrm{H}}\right\}$
	\widehat{P}_{R}^{H} – R's estimate of H's displayed positive affect.
	$P_{H_R}^H$ - R's estimate of H's conscious positive affect.
	$\widehat{N}_{H_R}^L$ - R's estimate of H's responsiveness to L's negative emotions.
	NR- R's estimate of L's displayed negative affect.
	$N_{L_R}^L$ - R's estimate of L's conscious negative affect.
	$\widehat{P}_{L_R}^H$ - R's estimate of L's responsiveness to H's positive affect

Table 1: Definitions of Actors' Representations

```
Intervention Algorithm
 Define: Percept-Generating Functions F <f1,..., fm
          Set Active States Function g
          Behaviors B <\beta_{empathy}, ...
          Coordination Function C
 Input: Pointers to Sensor Objects S <s1,...,sn
        Pointers to Percepts P <p_1,...,p_m>
         Pointers to State Vector X
 //Step 1: Identify Active Relationship States
1. For each s_i \in \langle s_1, ..., s_n \rangle
        s<sub>i</sub>->start()
3. For each f_i \in \langle f_1, ..., f_n \rangle
        Spawn thread f_i(S, p_i) //f_i(S) \rightarrow p_i continually
 5. Spawn thread g(P, X) //g(P) \rightarrow X continually
6. While TRUE
       //Step 2: Choose Intervention - note that the chosen
                   intervention could be to do nothing
        //Given the active states, set possible interventions
      Initialize M //Potential behavioral manifestations
      For each state x_i \in X
         If x_i == 1 //is active
             M.i = \overset{\cdot}{\beta_i}(x_i) //a predefined set of behavioral
10.
                          // manifestations to ameliorate state i
11.
         Else
12.
             M.i = \emptyset
         End If
13.
14.
         //Choose specific intervention (mik)
       //Step 3: Carryout Intervention
       Enact mik //The intervention mik could be to do nothing
17. End While
```

Algorithm 1: Overview of the Intervention Algorithm

Identifying Problematic Relationship States

H and L's relationship may be in an acceptable state (where mutual satisfaction exists) or in one or more states of dissatisfaction. Let X be the relationship state space.

Dissatisfaction exists if H has little positive affect for the other, i.e. H is inattentive (e.g. averts her gaze) or demonstrates aggression (e.g. raises her voice) toward L (x_{insensitivi}tv). The relationship is also strained if L is experiencing strong negative affect, i.e. is withdrawn from the other (e.g. uses few utterances) or aggressively pushes H away (e.g. glares at H) $(x_{negativity})$. It is problematic if H inappropriatelv expresses her positive affect (x_{intraperson-} al_discordance_high_positive) or if L inaptly presents her negative affect (x_{intrapersonal discordance low negative}). H or L may have conflicting affect cues or fully curtail expression.

The dyad members need to be responsive to each other's mental states with respect to these emotions. Therefore, the relationship is in a state of dissatisfaction if L is not receptive to H's positive affect toward her ($x_{interpersonal_discordance_log_nositive$) or if H does not respond to L's negativity ($x_{interpersonal_discordance_low_negative$). If H is attentive and uplifts L, L is not overly negative, each member of the dyad is expressing herself accurately, and the dyad members are responsive toward one another, then the relationship is said to be in an acceptable or satisfactory state ($x_{acceptable}$). Each state is binary, either present or not.

```
\textbf{X} = \{\textbf{x}_{insensitivity}, \textbf{x}_{negativity}, \\ \textbf{X}_{intrapersonal\_discordance\_high\_positive}, \textbf{X}_{intrapersonal\_discordance\_low\_negative}, \\ \textbf{X}_{interpersonal\_discordance\_high\_positive}, \textbf{X}_{interpersonal\_discordance\_low\_negative}, \\ \textbf{X}_{acceptable}\}
```

R must be able to identify which states are active at a particular time t. Let S be a vector of n sensors that allow R to interface with the environment, and let P be a vector of m percepts, abstractions of sensor readings, that indicate the presence of certain states. Let $F = \{f_1, ..., f_m\}$ be a set of functions such that $f_i(S) \rightarrow p_i$. Each function f_i in the set F maps a sensor's or sensors' readings that fall within a specified sliding window of time to a specific percept p_i where p_i is one of the m total percepts. Algorithm 2 shows the implementation of a function f_i .

```
Function f<sub>i</sub>
Input: Pointers to Sensor Objects S < s_1^*,...,s_n^* >
Pointer to Percept i < p_1^* >

1. Initialize D //Holds raw data
2. While TRUE
3. For each sensor s<sub>i</sub> associated with percept p<sub>i</sub>
4. Spawn thread
5. D.s<sub>i</sub> = s<sub>i</sub>->read_buffer()
6. End For
7. Wait For each s<sub>i</sub> read
8. p<sub>i</sub>->write(y<sub>i</sub>(D)) //y<sub>i</sub> - predefined mapping from D to p<sub>i</sub>
9. End While
```

Algorithm 2: Mapping Sensor Data to Percepts

We also define a function $g(P) \rightarrow X$, which maps the entire percept vector, which contains the current percept values at time t, to the state space (X). Algorithm 3 shows the implementation for g. Figure 2 (top) shows the data flow from the sensors to a vector that indicates active states.

```
Function g

Input: Pointer to Percept Vector P*
Pointer to State Vector X*

1. While TRUE
2. Initialize activeStates = {1,1,1,1,1,1,1} //All states active
3. For each state x,∈ X
4. For each percept p₁ ∈ P related to state x₁
//conditions_met() - lookup table - can state be
//active given percept value
5. If conditions_met(x₁, p₁) == FALSE
6. activeStates.x₁ = 0
7. End If
8. End For
9. End For
10. X->write(activeStates)
11. End While
```

Algorithm 3: Mapping Percepts to Active States

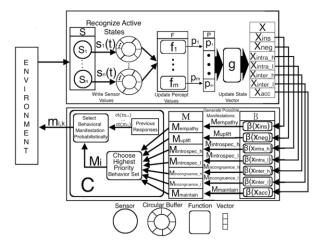


Figure 2: Data Flow from Sensors to Intervention

Interventions to Ameliorate Relationship States

Each state in the computational model is addressed by a certain robot behavior. R must encourage empathy if percept values indicate H is inattentive or aggressive. If L is overly negative, R must act to uplift L. When H or L's expression lacks or includes conflicting affective cues, R must encourage introspection. If a dyad member's response to the other's affective expression is incongruent with the other's mental state, R must reduce this incongruity. These behaviors are summarized in Table 2 (next page).

B is a vector that contains R's available behaviors. Let β_i be a single behavior in the vector B. Each of R's behaviors can manifest in numerous ways. Let M be a vector that contains the sets of possible manifestations for each behavior. The set M_i is one set in the vector of sets M; this set

contains the potential manifestations for the corresponding behavior (β_i) . That is, $\beta_i(x_i) \rightarrow M_i$. The set $M_i = \{m_{i1}, \dots, m_{ij}\}$ where m_{ik} is specific manifestation of behavior i that addresses the state x_i .

R chooses one behavioral manifestation (m_{ik}) from the possible ways of responding to current situation. C denotes a coordination function such that $C(M) \rightarrow \{m_{ik}\}$. The coordination function maps the possible behavioral manifestations at the current time (M) to a single behavioral manifestation (the response at that time). Algorithm 4 shows the selection process. The algorithm chooses the most important behavior to enact given the active states. It selects a single manifestation of this behavior using a weighted roulette wheel. It updates the weights and returns the intervention. The bottom of Figure 2 shows the data flow from when the set M is determined to when the robot intervenes.

Relationship State	Associated Robot Behavior	
H is Insensitive (Inattentive or Intimidating/Aggressive) toward L (x _{ins})	Encourage Empathy in H	
Pronounced Negativity (Withdrawal or Aggressiveness) in L (x _{neg})	Uplift L	
Internal Discordance in H (x _{intra h})	Encourage Introspection in H	
Internal Discordance in L (x _{intra l})	Encourage Introspection in L	
Incongruence Between H's Positive Affect Toward L and L's Responsiveness (x _{inter_h})	Reduce the Incongruity Between H's Positive Affect Toward L and L's Responsiveness	
Incongruence Between L's Negativity and H's Responsiveness (x _{inter_l})	Reduce the Incongruity Between L's Negativity and H's Responsiveness	
Acceptable (x _{acc})	Maintain Relationship	

Table 2: Robotic Behaviors to Ameliorate Problematic States

Function C			
Input: Potential Behavioral Manifestations M			
Output: Behavioral Manifestation to Enact m _{ik}			
//Step 1: Choose highest priority behavior set			
1. maxPriority = 0 //Initialize maximum priority			
2. maxSet = M.1 //Max priority behavior set			
3. For each set $M.i \in M$ //where $M_i = \{m_{i1},,m_{iN}\}$			
4. If priority(M.i) > maxPriority //a predefined lookup table			
5. maxPriority = priority(M.i)			
6. maxSet = M.i			
7. End If			
8. End For			
//Step 2: Choose specific behavioral manifestation			
9. Initialize weight = {0,,0}			
10. For each $m_{ij} \in M$.i			
11. weight.m _{ij} = probability(m _{ij}) //lookup table - probability			
//Choose intervention using weighted roulette wheel			
13. m _{ik} = weighted_roulette_wheel(weight)			
13. mik – weighted_roulette_wheel(weight)			
//Step 3: Update probability lookup table values			
14. count(m_{ik}) = count(m_{ik}) + 1 //times m_{ik} has been enacted			
15. For each m _{ij} ∈ M.i			
//update values in lookup table with predefined			
//probability distribution, $p(m_{ij} count(m_{i1}),,count(m_{ij}))$			
16. probability(m_{ij}) = $p(m_{ij} count(m_{i1}),,count(m_{ij}))$			
17. End For			
//Step 4: Return Intervention			
18. Return m _{ik}			

Algorithm 4: Coordination Function to Choose Intervention

Conclusion and Future Work

This paper introduced a computational model and actionselection mechanism that allow for a robot to preserve the dignity of patients when they are involved in stigmatizing interactions with their caregivers. The states identified in our computational model as well as the behaviors that address these states are rooted in literature from transformative mediation. We are in the process of setting up and executing a study to help validate this model.

This is a two-stage study. The first stage involves validating the model's relationship states. We are gathering a corpus of data where the relationship states are identifiable to human coders. We will show that an artificial intelligence is able to identify these states with high precision and recall when treating the human labeled data as ground truth. In the second stage of the experiment, we will have an autonomous robot identifying the states and intervening to ameliorate the states. We expect the robot to support more open, clear, and positive communication in the dyad.

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