### eButton: A Wearable Computer for Evaluation of Diet, Physical Activity and Lifestyle

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-dVices 4 Food

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# Overweight and Obesity

- ~65% of American adults are overweight (body mass index (BMI) ≥25 kg/m<sup>2</sup>)
- ~ 20% of the US population are obese (BMI ≥30 kg/m<sup>2</sup>)
- Obesity has become an increasing public health problem for almost all developed countries and many developing countries









# What causes obesity

- Energy imbalance over a long time
- Energy in > Energy out
- Too much calories
- Too less physical activity



Despite the rapid advances in technology, diet and physical activity evaluation still relies on self-reporting instruments (e.g., 24-hour recalls and FFQ)





# **Problems of Self-Reporting**

- Limited memory of recalling consumed foods
- Inaccurate portion size recall and estimate bias
- Unwillingness in reporting
- High respondent burden

## We need an objective device for the assessment that does not fully depend on subjects' words





Record meals to be eaten using cell phones





Lenore Arab et al., Eur J Clin Nutr, 2011, 65(10):1156-1162

L Gemming, et al., Eur J Clin Nutr, 2013, 67, 1095-1099

# Dietary assessment based on digital pictures

- Taking pictures before meal (and after meal if there is a left-over)
- Providing an electronic memory
- Low cost (when subject has a cell phone)
- Allowing portion size estimate
- Nutrient and calorie analysis is difficult

## iPhone app "Mealsnap" by Daily Burn

"Use Mechanical Turk to identify the foods at anywhere from \$0.02-\$0.05 per picture and then use the data returned from Mechanical Turk to search for calorie information in a database of food"

http://www.quora.com/How-does-Daily-Burns-Meal-Snap-applicationwork



# Physical activity assessment based on accelerometer









# Problems

- Accelerometer based devices cannot monitor diet
- They are very limited in behavioral monitoring

# Our Approach: Wearable Device

# We built a wearable computer eButton to document lifestyle and events



# Sensors within eButton

- Video camera(s) to look around (e.g., food)
- **GPS** to find the wearer's location
- 3-axis accelerometer to study motion
- Daylight/UV sensor to detect indoor or outdoor
- 3-axis gyroscope to measure body orientation
- Barometer to determine body position/floor level

## eButton vs. smartphone

- can look around by itself
- is much smaller and lighter
- can be worn naturally on the chest
- lasts longer between recharging
- supports flexible designs for specific healthcare applications

## What can Button evaluate?

Objective assessments of:

- Food intake (in kcal)
- Physical activity (in kcal)
- Living and built environments (descriptive)
- Diet and PA related behavior (descriptive)
- Lifestyle (descriptive)

## **Typical Videos**









## eButton Application 1: Diet Assessment

How does eButton evaluate diet?







# Food volume estimation based on virtual reality (VR)



## A study on food volume estimation

- Participants wore an eButton during their lunch
- Images of 100 food samples (fifty Western and fifty Asian foods) were collected
- The volume of food in each eButton picture was calculated using our software
- The actual volume was determined by physical measurement using seed displacement















### Measurement results - lunch



**50 Asian foods** 

## eButton Application 2: Physical Activity Assessment

## Methods to measure calorie expenditure

Method 1: based on accelerometer

Calculate from the magnitude of the accelerometer output





http://www.eightsandweights.com/2013/11/j awbone-up-vs-fitbit-flex.html

#### Method 2: based on images

Manually recognize physical activity(PA) event from images, and then use a table look up (PA Compendium) to get MET value



Physical activity	MET
Light intensity activities	< 3
sleeping	0.9
watching television	1.0
writing, desk work, typing	1.8
walking, 1.7 mph (2.7 km/h), level ground, strolling, very slow	2.3
walking, 2.5 mph (4 km/h)	2.9
Moderate intensity activities	3 to 6
bicycling, stationary, 50 watts, very light effort	3.0
walking 3.0 mph (4.8 km/h)	3.3
calisthenics, home exercise, light or moderate effort, general	3.5
walking 3.4 mph (5.5 km/h)	3.6
bicycling, <10 mph (16 km/h), leisure, to work or for pleasure	4.0
bicycling, stationary, 100 watts, light effort	5.5
Vigorous intensity activities	> 6
jogging, general	7.0
calisthenics (e.g. pushups, situps, pullups, jumping jacks), heavy, vigorous effort	8.0
running jogging, in place	8.0
rope jumping	10.0

#### MET: Metabolic Equivalent

https://sites.google.com/site/compendiumofphysicalactivities/

## eButton Application 3: Lifestyle Assessment

## Automatic event segmentation

#### Input Image Sequence



## Manual categorization of daily events



## Categorization of activities

### **Indoor Activities**

- Sedentary activities
- Light activities
- Moderate to vigorous activities

**Outdoor Activities** 

- Sedentary activities
- Light activities
- Moderate to vigorous activities



## Lifestyle summary (one week)



## Summary



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# **Our Website**

#### • <a>www.lcn.pitt.edu/eButton</a>



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