

Computational Tools to Improve Healthy and Pleasurable Eating in Young Children

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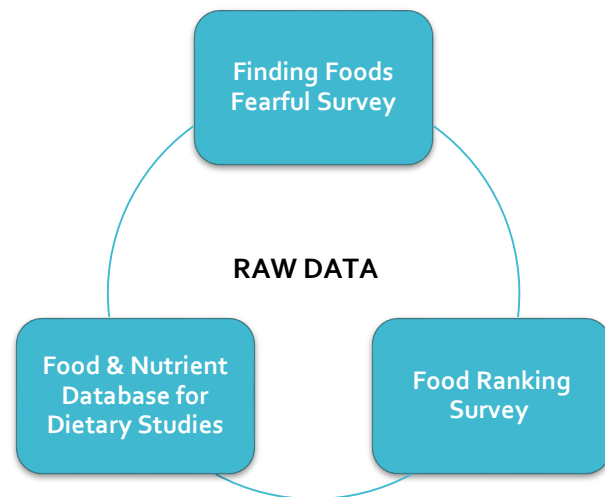
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Introduction

Avoidant Restrictive Food Intake Disorder (ARFID), colloquially understood as “extreme picky eating,” is an eating disorder characterized by highly selective eating habits, disturbed feeding patterns, or both. Because ARFID is such a new and broad diagnosis, not much is understood about its diverse manifestations or the most effective methods of diagnosis and treatment.



Screening

- Identify most predictive variables of ARFID
- Explore both clinical and food related variables
- Streamline existing **screening tool**

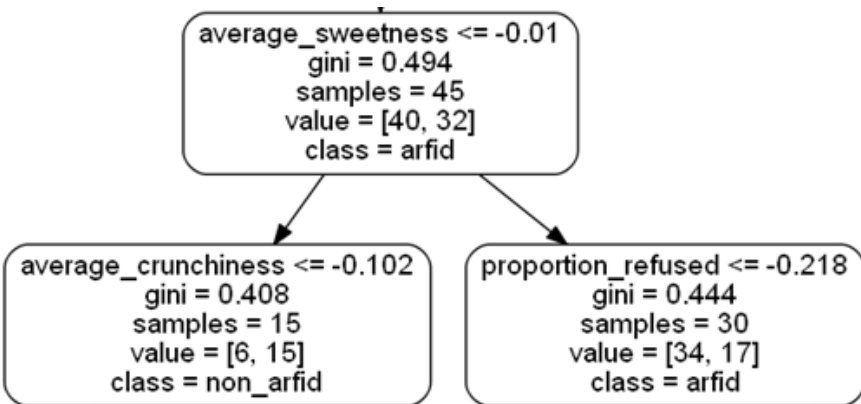
Treatment

- Create **food recommendation system**
- Incorporate data on sensory qualities, willingness to try, and nutrition for each food
- Project foods into two-dimensional space

ARFID Screening

Random Forest

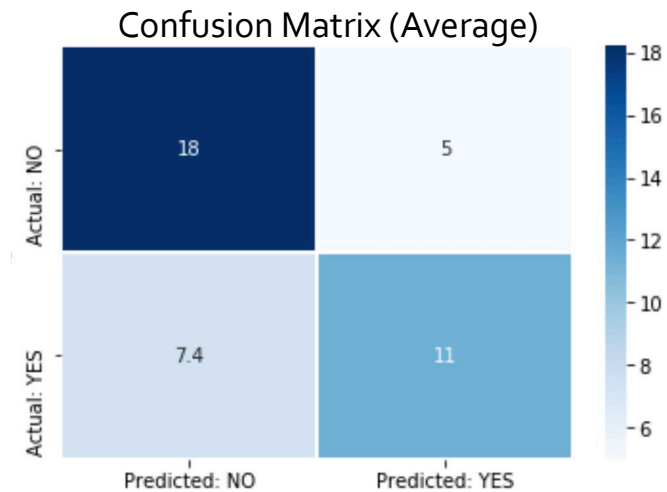
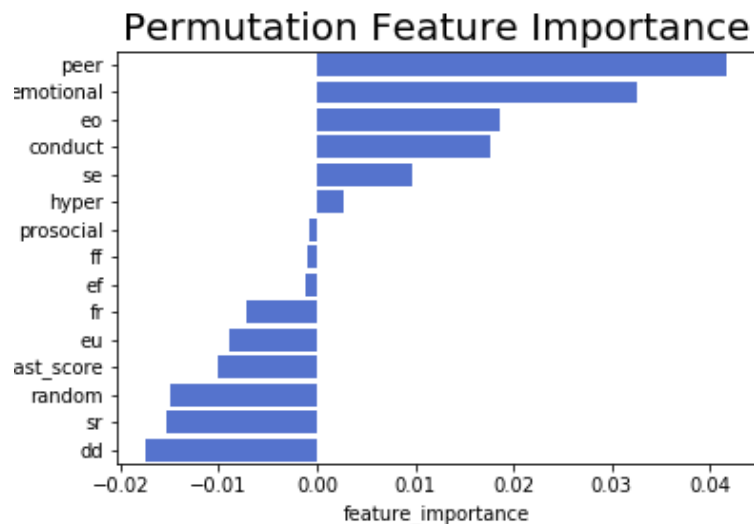
- Goal: Identify the best variable predictors of ARFID
 - Clinical and behavioral subscales (CAST, CEBQ, PFQ, SDQ)
 - Various food preferences



Future Work

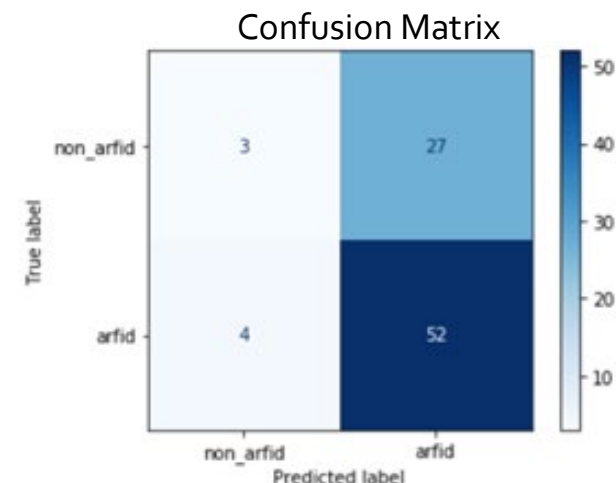
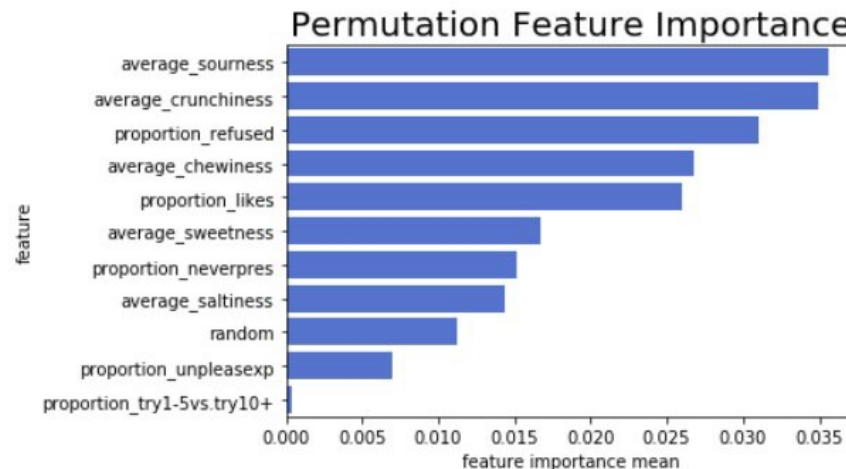
- Create faster and more streamlined screening process for ARFID doctor consultation
- Improve accuracy

Clinical and Behavioral Scales, model accuracy = 70%



Recall = 0.688, precision = 0.698, f1 = 0.688

Food Preferences, model accuracy = 64%



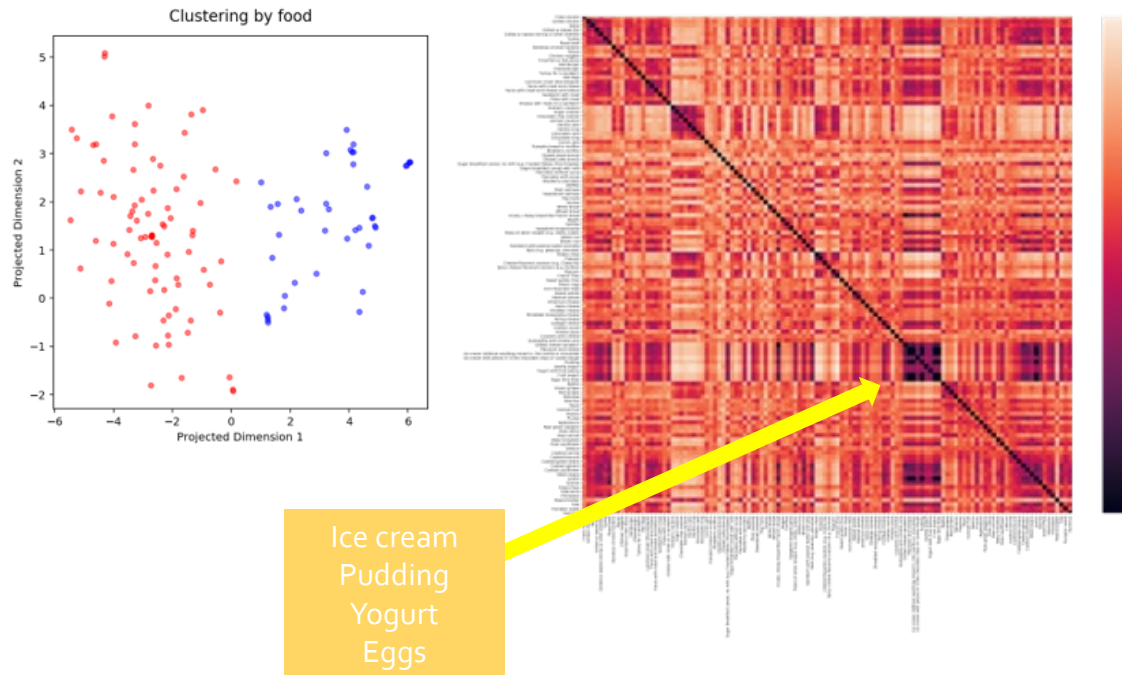
Macro-Average: Recall = 0.51, precision = 0.54, f1 = 0.47

ARFID Treatment

Goal: Recommend new foods to children based on “similar picky children” eat.

Recommendation system

- Categorizing Methods
 - perception, human behavior, nutrition
- Clustering
 - Dimension reduction: PCA, t-SNE
 - Clustering methods: K-means, GMM, SOM
- Heat Map
 - Distance between food based on experience of trying



Food Exploration Tool

- Each point on the scatterplot represents a food
 - Positioned based on picky eaters’ ratings of how sweet, sour, salty, chewy, and crunchy the food is
- Highlight points by category
- Options to display nutrition information and/or show food recommendations



Link: <http://my-food-exploration.s3-website-us-west-1.amazonaws.com/>

Future Work

- Create a mobile application for more convenient use of the food exploration system



	variable	description
0	average_sweetness	average level of sweetness for all foods that the participant likes
1	average_crunchiness	average level of crunchiness for all foods that the participant likes
2	average_chewiness	average level of chewiness for all foods that the participant likes
3	average_sourness	average level of sourness for all foods that the participant likes
4	average_saltiness	average level of saltiness of all foods that the participant likes
5	proportion_likes	proportion of foods in the survey that the participant likes
6	proportion_unpleasexp	proportion of foods in the survey that the participant recorded having an unpleasant eating experience with
7	proportion_refused	proportion of foods in the survey that the participant has refused to eat
8	proportion_neverpres	proportion of foods in the dataset that the participant has never been presented with to try eating
9	proportion_try1-5vs.try10+	ratio of the number of foods from the survey that the participant has tried eating between 1 to 5 times over the number of foods from the survey that the participant has tried eating more than 10 times

Food Preference Variable Index