

Background



Sumber: Government of Western Australia, 2024, "Mum's Mission to Highlight Early Warning Signs After 'Surviving Deadly Sepsis Infection'"



Sumber: WHO, 2024, "Sepsis"



Sumber: 410Medical, 2020, "Case Write-Up: 8-Year-Old Male with Sepsis and Pneumonia Resuscitated with LifeFlow"



Sumber: The Independent, 2023, "I Thought It Was a Bad Cold" – I Ended in Intensive Care with Sepsis"

Sepsis

• Sepsis Prevalence



- **48,9 million** cases/year
- Mortality up to 11 million (**≈ 20% of global deaths**)



- **Prevalence: 30,29%**
- **Mortality rate: 22,5 – 52%**



- Accounts for **40,1%** of all **ICU patients**
 - **25,2% sepsis** (without shock)
 - **15,0%** present **with shock**
- Mortality in **septic shock** is **significantly higher** (68,3% vs 37,7%)

• Progressivity: Sepsis → Septic Shock

Septic shock: sepsis + tissue perfusion abnormalities and persistent hypotension despite adequate fluid resuscitation



30,5%
sepsis
↓
septic shock



62,9%
were already in
septic shock
upon ICU
admission



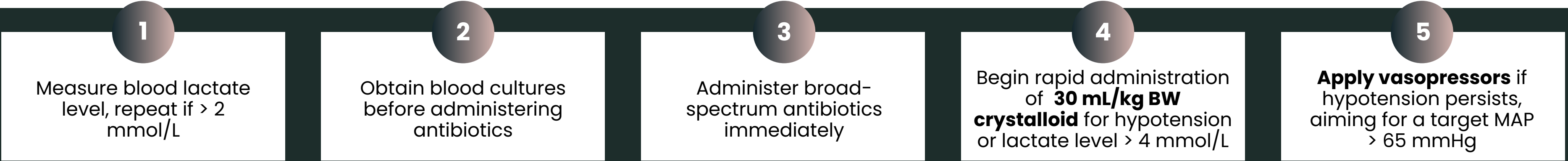
8,9%
deteriorated
during
treatment

Bottomline :

- **Septic shock** is a progressive consequence that often **becomes unavoidable** when sepsis is **not optimally managed**
- **Early and appropriate management** of sepsis is essential to reduce mortality and improve patient prognosis

Common Handling Implementation Order

One-Hour Sepsis Bundle in “Surviving Sepsis Campaign (SSC)”



Intravenous Fluid Resuscitation (IV fluids)

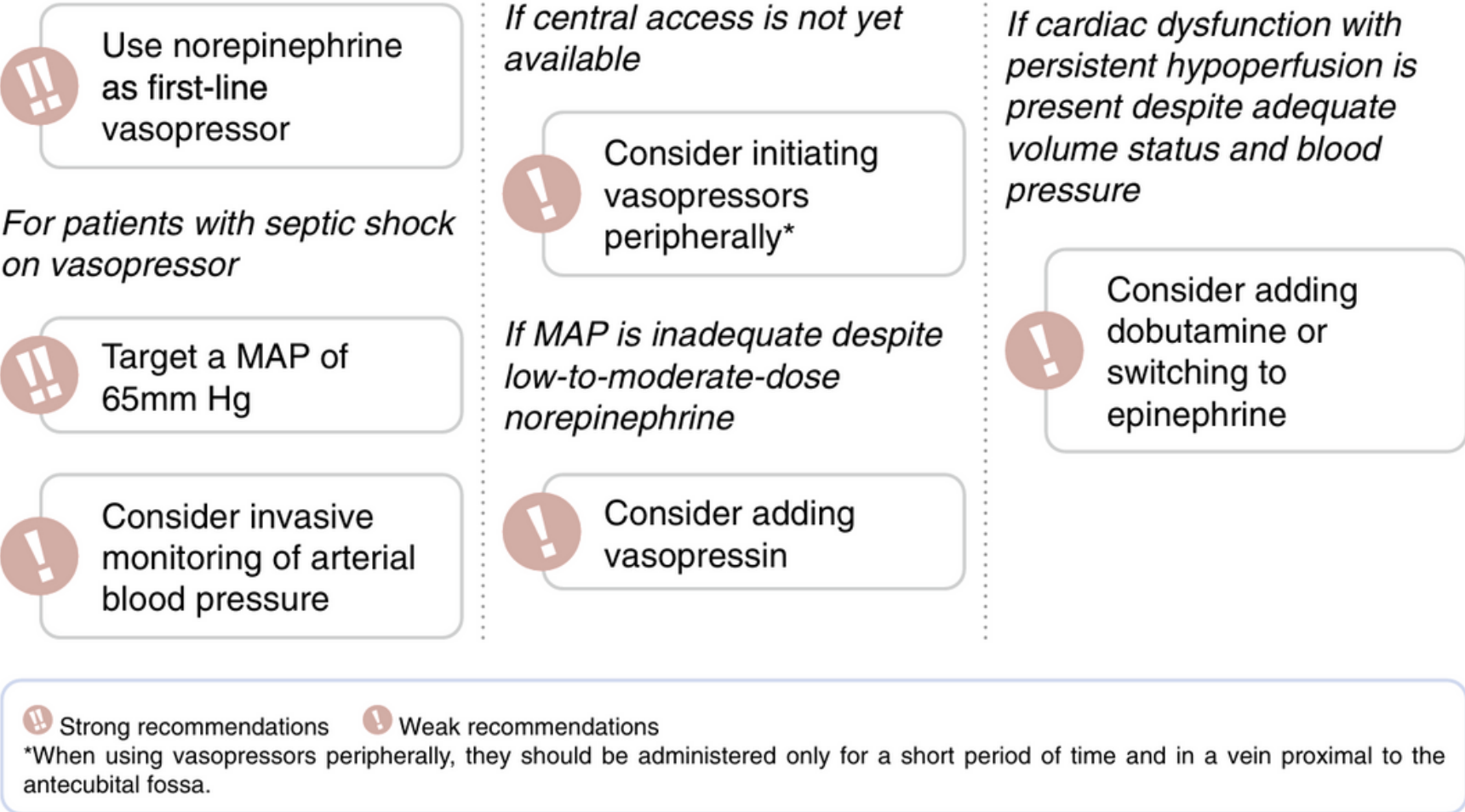
Types of fluids are divided into two groups:

- **Crystalloids** → small-molecule solutions, inexpensive, readily available, rapidly increase intravascular volume
- **Colloids** → large molecules, faster intravascular volume expansion, more expensive, and have risks of certain side effects

The Surviving Sepsis Campaign (SSC) **recommends crystalloids** as the primary choice for initial resuscitation due to a better safety profile and wide accessibility

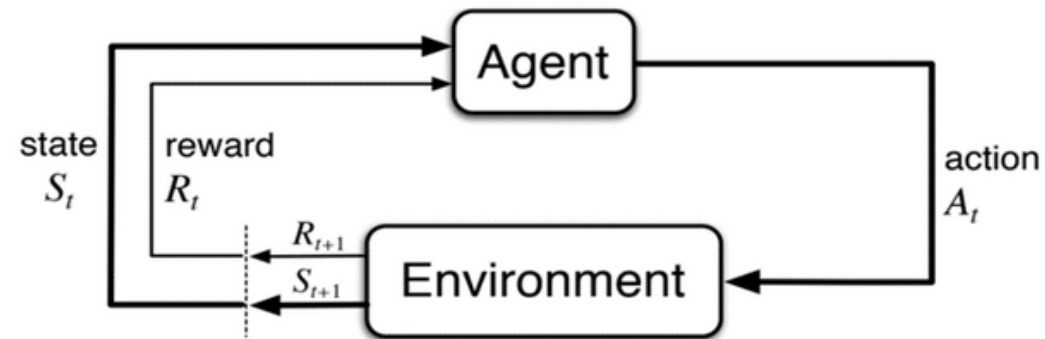
Colloids (e.g., Human Albumin Solution / HAS) may be considered if crystalloid resuscitation **is insufficient** or in specific conditions

Vasopressor Management Recommendations



Dueling DDQN

Markov Decision Process (MDP)



- **MDP** → a mathematical framework of Reinforcement Learning that formalizes the agent's and environment's interaction at each discrete time-step $t = 0, 1, 2, \dots$ in the following sequence :

$$S_0, A_0, R_1, S_1, A_1, R_2, S_2, A_2, R_3, \dots$$

- **Policy** is agent's strategy for choosing actions based on the state, defined as :

$$\pi(a \mid s) = P[A_t = a \mid S_t = s]$$

- **Value** is the expected accumulated long-term reward (return) when the agent follows a specific policy.
 - **Return** is defined as :

$$G_t = R_{t+1} + R_{t+2} + R_{t+3} + \dots + R_T$$

- **Action-value function (Q)** → the expected return from a specific action in a specific state :

$$q_\pi(s, a) = \mathbb{E}_\pi [G_t \mid S_t = s, A_t = a] = \mathbb{E}_\pi \left[\sum_{k=0}^{\infty} \gamma^k R_{t+k+1} \mid S_t = s, A_t = a \right]$$

- in the form of the **recursive Bellman equation** :

$$q_\pi(s, a) = \sum_{s', r} p(s', r \mid s, a) \left[r + \gamma \sum_{a'} \pi(a' \mid s') q_\pi(s', a') \right]$$

Legends:

$q_\pi(s, a)$	: the expected long-term return from taking action a in state s while following policy π
γ	: the discount factor that determines how much future rewards are taken into account ($0 < \gamma \leq 1$)
R_{t+k+1}	: the reward received at time $t + k + 1$
$p(s', r \mid s, a)$	: the probability of transitioning from state s to state s' and receiving reward r , after the agent takes action a in state s
$\pi(a' \mid s')$	: the probability that the agent will choose action a' in state s' according to policy π

