

making more sense of touch



Systemes haptiques et dispositifs médicaux,
l'expérience Force Dimension – EPFL

Charles Baur, PhD

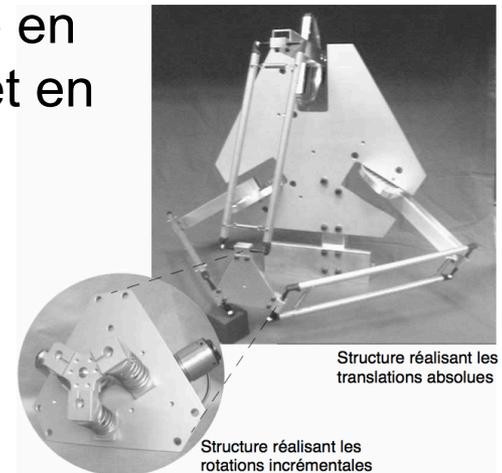
Un peu d'histoire

Thèse EPFL Lorenzo Flueckiger (1998):
***Interface pour le pilotage et l'analyse des robots
basée sur un générateur de cinématiques***

Proposition d'un *Syntaxeur* basé sur cinématique *Delta*

Début systèmes haptiques **Force Dimension** (fondé en 2001, siège à Nyon, bureaux en Amérique du Nord et en Asie, production en Suisse)

Expertise multidisciplinaire:
mécanique, électronique,
contrôle, modélisation et
logiciel



human perception

Qu'est ce que le haptique?

Interaction physique via le sens du touché

(du grec *haptesthai* – saisir)

Lateral Motion
(Texture)



Pressure
(Hardness)



Static Contact
(Temperature)



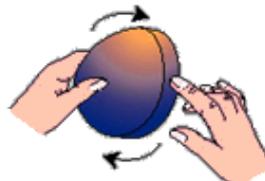
Unsupported Holding
(Weight)



Enclosure
(Global Shape)
(Volume)



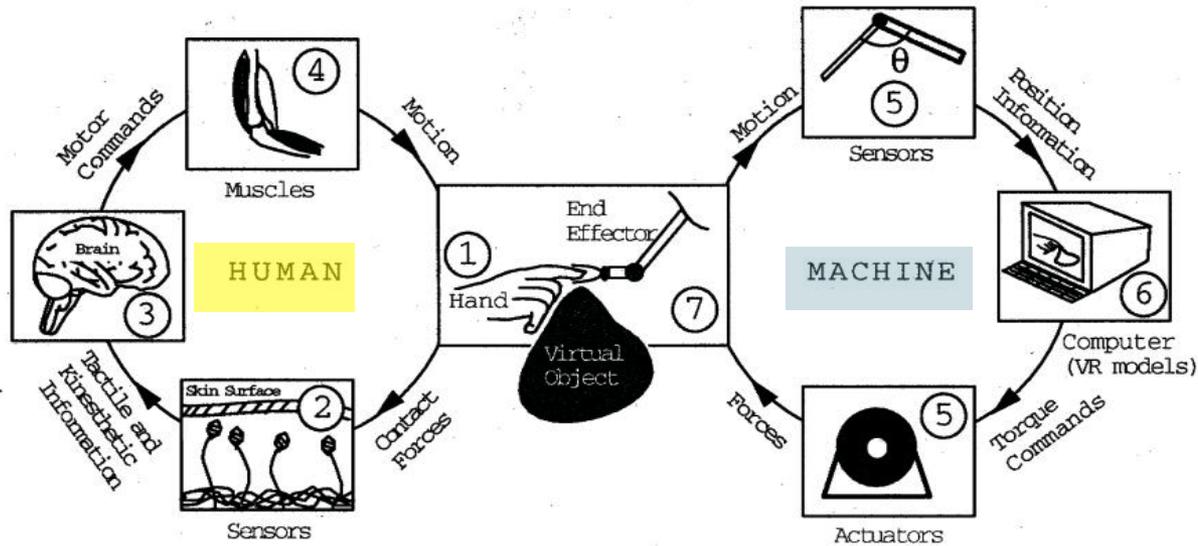
Contour Following
(Global Shape)
(Exact Shape)



Susan Lederman and Roberta Klatzky

human perception

haptic interaction control loop



Mandayam Srinivasan, MIT

impedance model

human perception

creating the illusion of continuity



graphics rendering

25 Hz



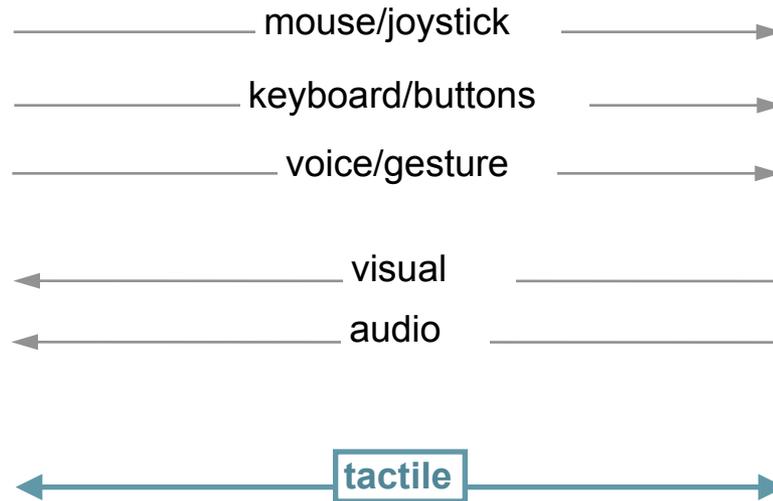
haptics feedback

1000 Hz

technology

why use haptics?

to allow real-time co-operation between man and machine



human in the loop !

haptic interfaces

omega.3

3 translations

based on the delta kinematics

High forces

12 N continuous

desktop workspace

cylinder $\varnothing 160 \times 110$ mm

software API

Windows, Linux, Apple, QNX

USB 2.0

runs on a laptop



haptic interfaces

omega.6 extension

3 rotations

passive structure

natural range of motion

optimal wrist design

decoupled from translations

hand-centered



haptic interfaces

omega.7 extension

3 rotations

passive structure

natural range of motion

optimal wrist design

decoupled from translations

hand-centered

active grasping



haptic interfaces

delta.3

3 translations
based on the delta kinematics

High forces
25 N

Large workspace
Cylinder $\varnothing 400 \times 260$ mm

USB 2.0



haptic interfaces

delta.6

3 translations

based on the delta kinematics

3 rotations

proprietary wrist structure

easy clip-on technology

center of rotation inside the hand

High forces, high torques

25 N, 200 mNm continuous

Large workspace

cylinder $\varnothing 400 \times 260$ mm

USB 2.0



haptic interfaces

sigma.7



fully active on 7 degrees of freedom

3 translations

3 rotations

1 grasping

haptic interfaces

sigma.7

fully active on 7 degrees of freedom

3 translations

3 rotations

1 grasping

high forces, high torques

20 N, 400 mNm continuous

intermediate sized workspace

cylinder $\varnothing 190 \times 130$ mm

large angular motion ranges

235° / 140° / 200°

software API

Windows, Linux, Apple, QNX

USB 2.0



haptic interfaces

dual sigma.7 console



haptic interfaces

Novint Falcon

Force dimension technology
licensed to Novint Technologies

Designed for entertainment
robust enough to resist excitement
performance suitable for video games
cost effective
manufactured in China

USB 1.0

Force dimension SDK

Windows, Linux, Apple
QNX, INtime



software

chai3D.org

Simulation framework

- C++ libraries
- open source
- multi-platform

Capabilities

- 3D graphic rendering (OpenGL)
- haptic force simulation
- modeling of dynamic bodies
- real-time deformable structures
- volumetric models
- force control systems

Industry and academic partners

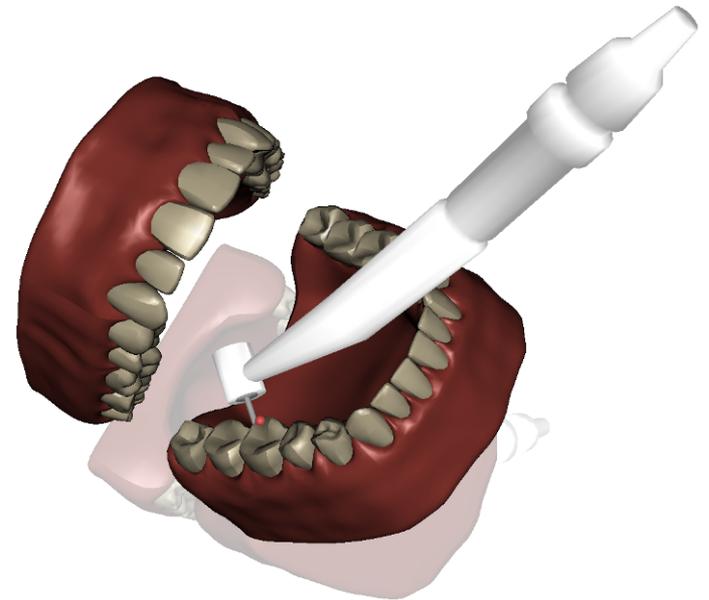
- Stanford University
- EPFL
- Hansen Medical
- Force Dimension



software

advanced collision engine

- based on 3D meshed objects (from CAD)
 - same model for graphics and haptics rendering
 - allows for high ratio between local detail and overall size
 - well-suited for rendering shells and thin curved sheets
 - inherent distance calculation between objects
 - collision intrusion avoidance
- unique performance
 - high refresh rates
 - high resolution
 - high haptics rendering quality
 - compatible with under-actuated interfaces



software

dynamics simulation engine

Dynamics

- multi-body dynamics
- articulated systems
- contact detection and resolution
- modeling of complex robotic systems

Haptics

- haptic force simulation
- multi-device control
- multi-point contact interaction
- friction and texture rendering

Graphics

- stereo displays supported
- OpenGL version 4.2

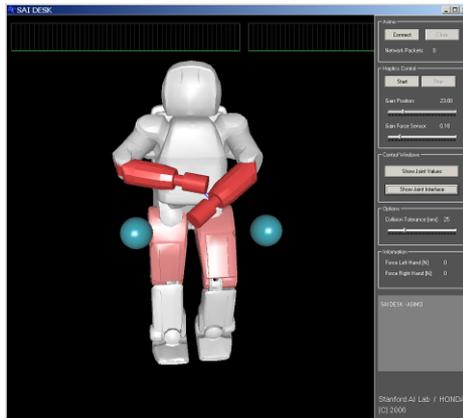


applications

3 types

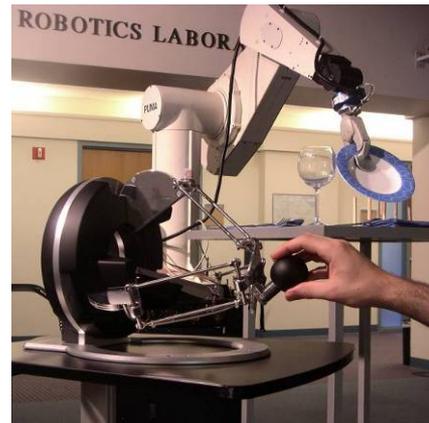
Simulation

learning, training
assessment, certification
psychophysics
experimentation
planning
design
virtual realities
virtual environments



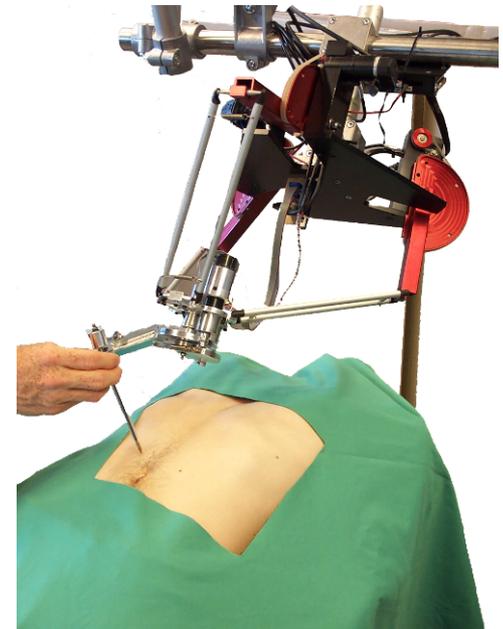
Tele-operation

remotely control a
slave robot or camera
tele-presence
augmented reality
force feedback from any
sensor or model

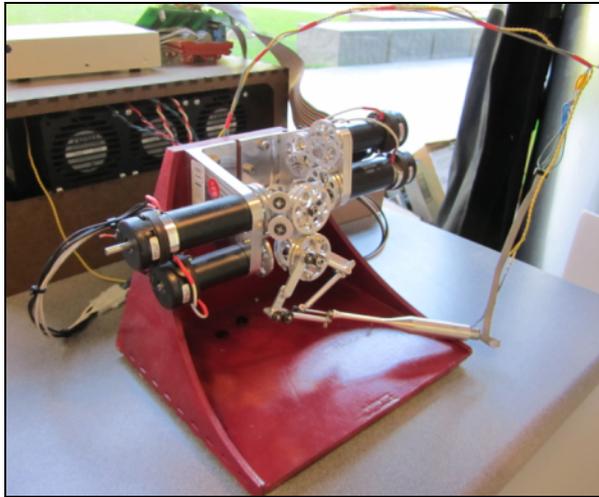


Gesture guidance

collaborative haptic fixture
smart tool-holder
haptically augmented reality



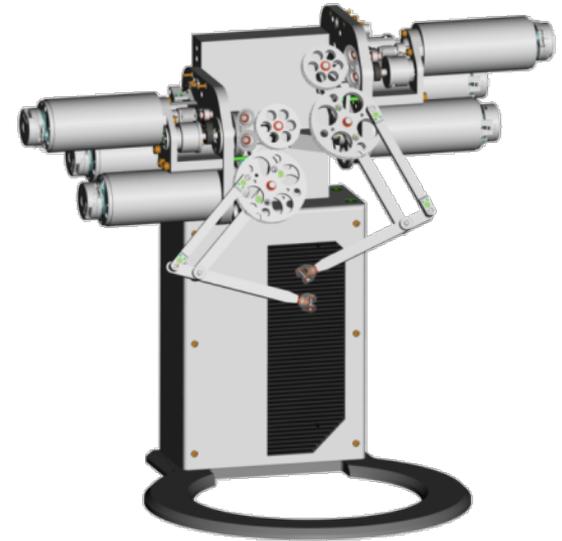
Stanford Micro Haptic Device



μ -HD1



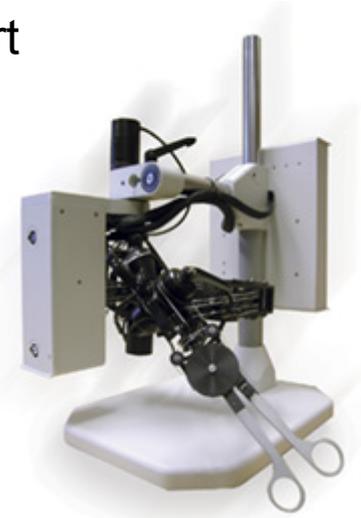
μ -HD2



μ -HD3



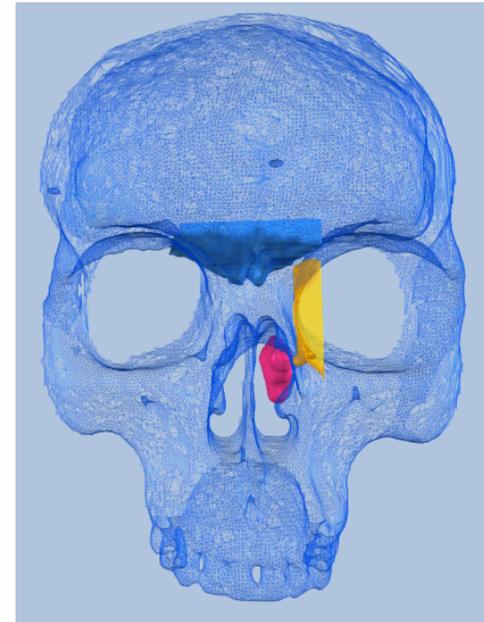
Etat de l'art



*Intelligent tool holder for neurosurgery
(tool, actuator and proximal & distal sensor design)*



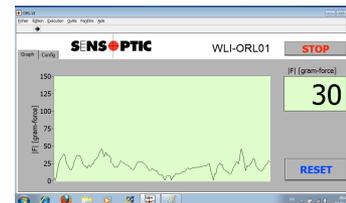
*3D model for planning and navigation
(HMI)*



- Expertise in tooling design (hardware & software) as well as HMI modules (hardware & software)



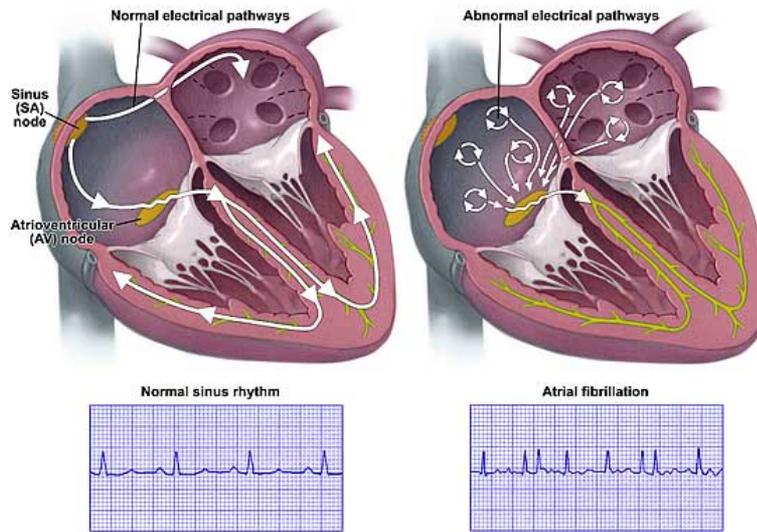
Miniature force sensor integrated in the Pick 45°, 16 mm 2,5 mm hook from the surgical tool's company Karl Storz used today by surgeons
 Tri-axial sensor technology using optical fibers and micromechanical flexible structures for accurate force measurement at the tip of the instrument
 Optical measurement: no electrical signals, no EM-interference, no heating
 Measuring range between 0 and 1.5 N (0 to 150 gram-force)
 3 % accuracy, 1 gram resolution and 22 Hz measuring bandwidth
 Continuous recording and visualization of force in a computer display
 Three adjustable force ranges in three colors for security alarm purpose
 Force indication also by audio signal of the three adjustable ranges
 Sterilisable instrument for use in operation room



medical (Hansen Medical)

Atrial Fibrillation

- | electrical activity of the heart's atria is irregular
- | may lead to congestive heart failure, stroke, and more



why would a robot help?

Low level control of tools

- | increase stability due to continuous servoing

User interface

- | more intuitive control of DOFs (e.g. Cartesian space)
- | automated control of $n > 3$ DOFs allows for more capable tools
- | kinesthetic feedback can be reproduced
- | tele-operation allows for reduced x-Ray exposure

Visualization

- | visual and tool reference frames can match
- | pre-operative simulation and intra-operative planning

software

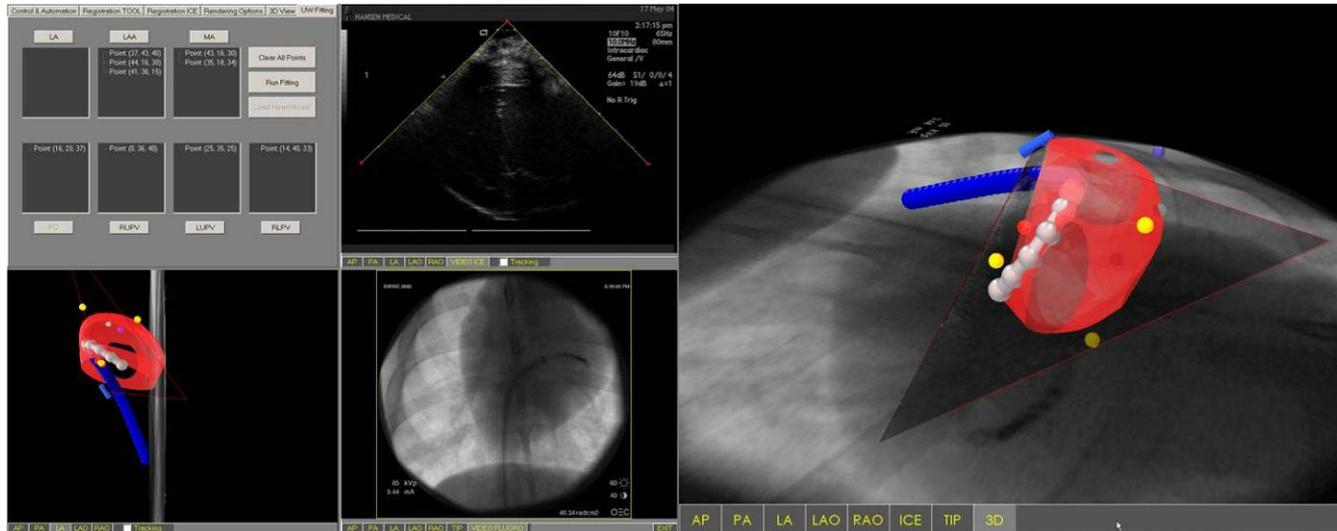
chai3D.org - application development

Application user interface development

GUI, HUI

simulation of hardware components

Rapid development of proof-of-concept



medical (Hansen Medical)

radiofrequency catheter ablation



medical (Hansen Medical)

precise navigation & haptics feedback



OUTER GUIDE

INNER GUIDE



Proximal Bend
Max 20°



Distal Bend
Max 90°

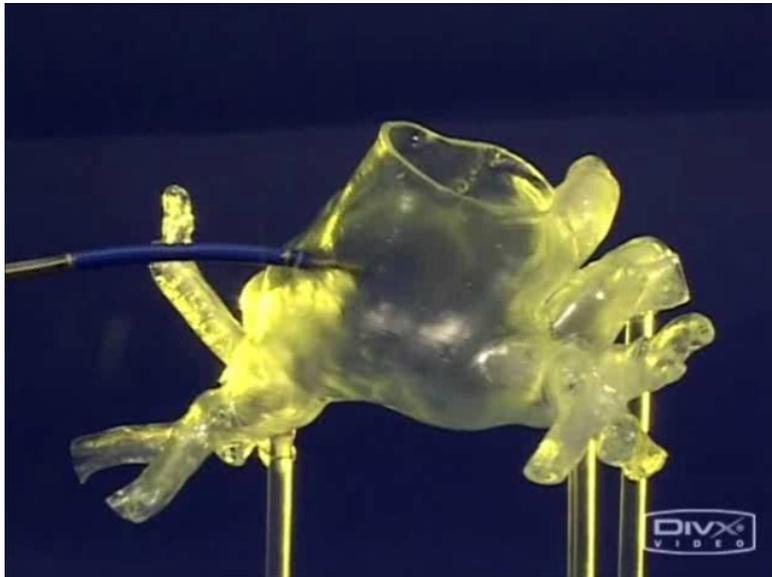


Enhanced Deflection
in Any Direction

stability



instinctive cartesian control



force |
dimension |

simulation

MedaPhor ScanTrainer



force |
dimension |

simulation

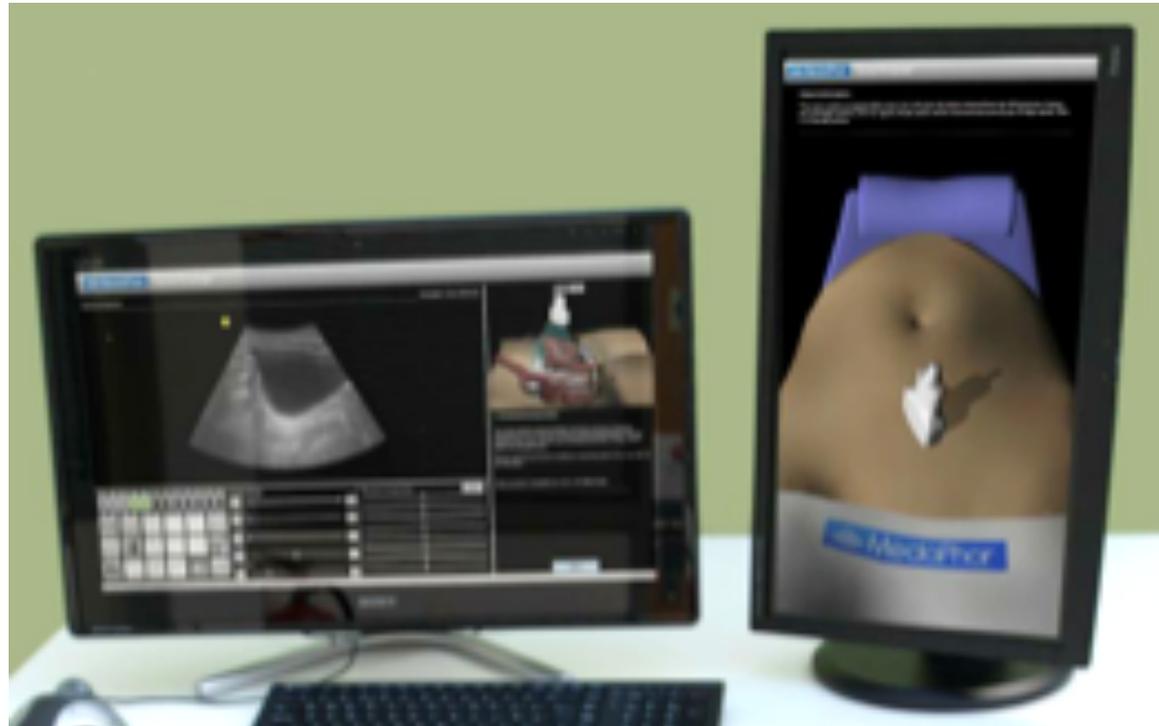
MedaPhor ScanTrainer



simulation

MedaPhor ScanTrainer

Software application
describes the environment and task



force |
dimension |

simulation

MedaPhor ScanTrainer

Custom haptic device

workspace size and force matches real application

Custom end-effector

replicate the simulated tool

