



# Towards the design of simulators of medico-surgical gestures

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## An instrumental childbirth delivery simulator



**Florence Zara**

Associate Professor  
Université Lyon 1, LIRIS  
Villeurbanne, France.

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# Context of medical training

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- Learning from the patient poses ethical problems due to risks linking to the training
- So currently, the medical training is based on the observation rather than practice
- But the dexterity of surgical instruments requires practice!

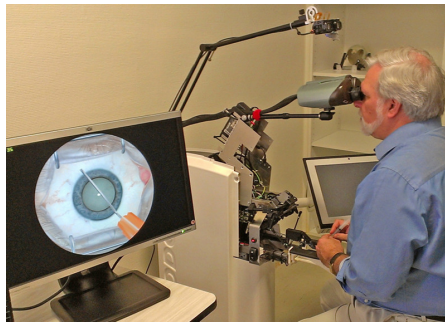
**Question: How learning medical gestures efficiently without any risk for the patient?**

# Contribution of new technologies

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**One solution is to propose new learning simulators based on Virtual Reality, combining:**

- A **numerical simulation** reproducing the behavior of organs during their interactions with each other and with medical instruments
- A **haptic device** reproducing the sensations perceived during the gesture
- A **didactic software** offering adapted scenarios for learning (notion of scores, progression, evaluation)



HelpMeSee - cataract



HRV - dental



Lap Mentor - laparoscopy

*Comparable approach to simulators for airplane pilots*

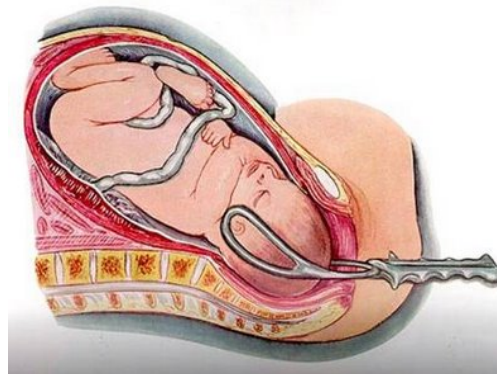
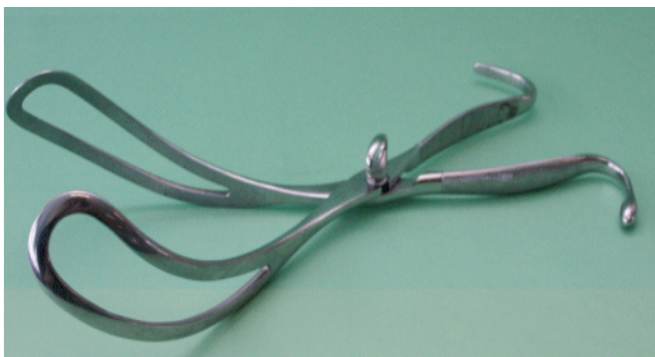
# Interests of medical learning simulators based on Virtual Reality

- **Learning without risk for the patient:**
  - "Never the first time on the patient" – French High Authority of Health (HAS) - 2012 report
- **Multiplication and targeting of situations encountered**
  - Usual situations, rare situations
- Improvement of the knowledge of the gesture to be made
- Improvement of the reasoning to be done during the gesture
  - **to better understand / acquire / own it**
- **Acquiring the necessary dexterity** to handle the instruments before the first time on the patient

# Context of medical training at gestures of childbirth

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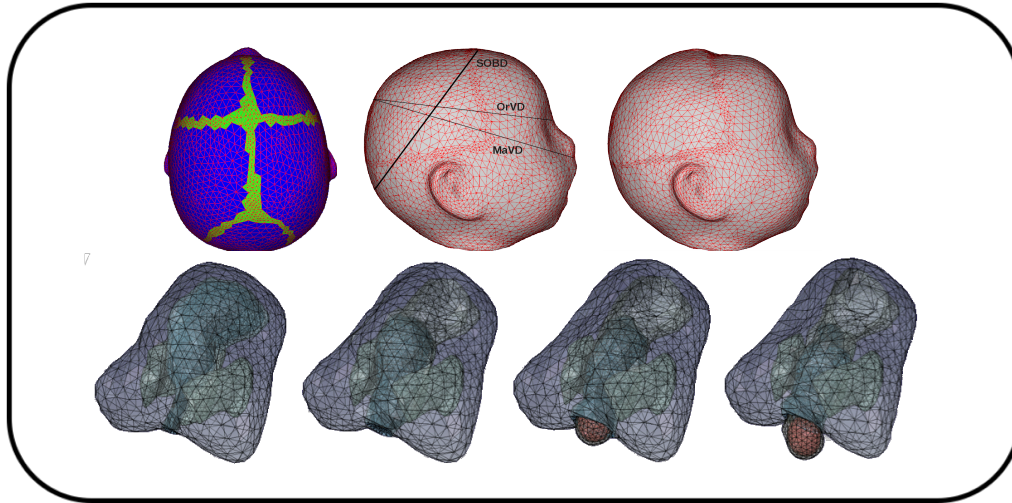
- **Acquire the right gestures for forceps extraction during childbirth**
  - Understanding of the gesture to be made
  - Do not damage the tissues of the parturient and the fetus
- **Dare to do this to limit caesareans**
- **Delicate context**
  - where the parturient is conscious, where the husband is present



# A childbirth simulator based on VR

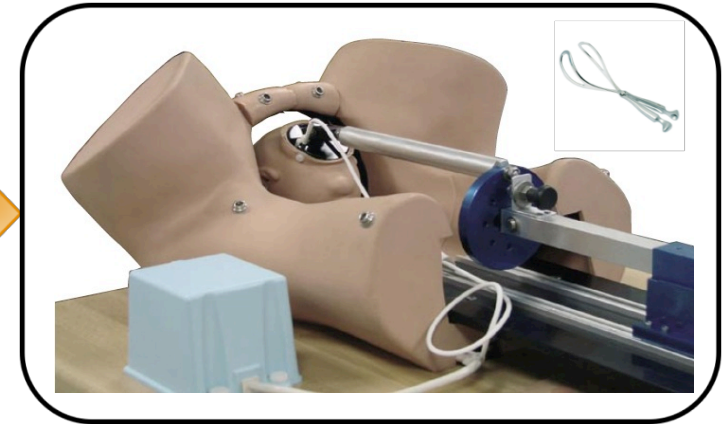
[SAGA project (ANR-12-MONU-0006)]

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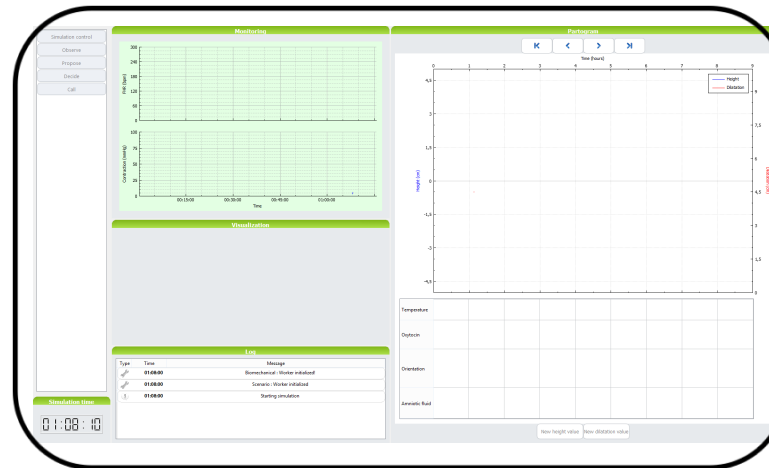
LIRIS, lab. TIMC-IMAG, CAOR ARMINES

**A 3D simulation in real time**



Lab. Ampère, CAOR ARMINES

**Haptic device**



All4Tech, HRV, LSE, Lyon Sud maternity, midwifery school of Grenoble (France)

**Didactic software**

# A necessary multidisciplinary approach

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1- To analyze and understand the gesture and its learning to highlight the relevant components of the simulator



To develop a numerical simulation reproducing the behavior of the organs during the gesture in real time



2- To develop relevant and progressive scenarios for learning

3 – To evaluate the contribution of the simulator for learning

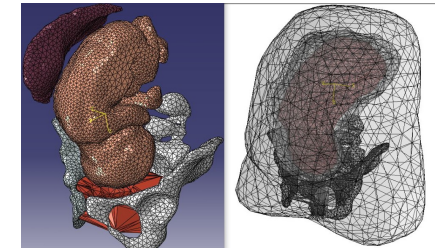
Didactic

Computer Science

Development of simulators for medical training

Medical

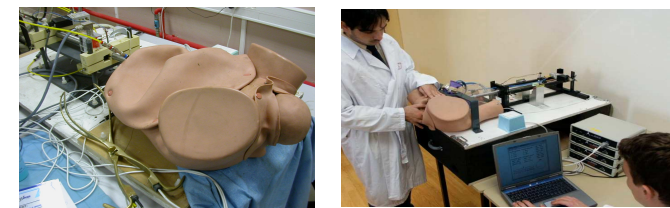
Robotic



To validate the different parts of the simulator



To elaborate a haptic device restituting the real sensations of the gesture



- **Simulate and visualize behavior of organs in real time**
  - Simplify the models (geometric / biomechanical) while ensuring an adequate realism for the training
  - Evaluate errors related to the approximation of the numerical model (comparison with the real is difficult)
- Propose an **adequate haptic device** rendering tactile sensations
  - Felt tested by obstetricians
- Ensure the **stability of the complete solution**
  - Numerical model, haptic interface, interaction between components

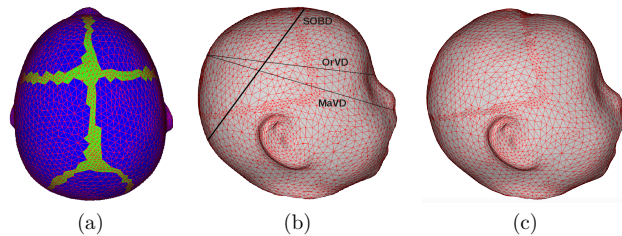


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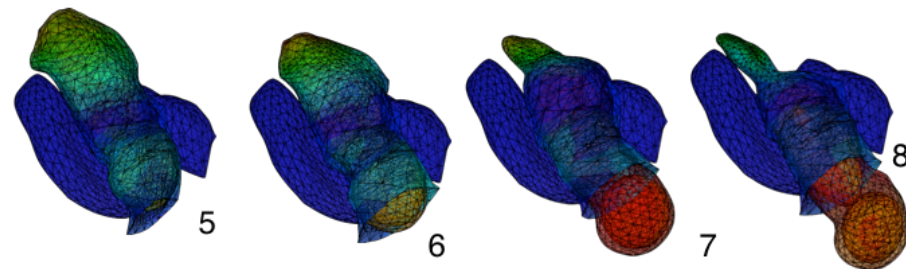
# Goal of the numerical simulation

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- To simulate the descent of the fetus during childbirth
- To simulate the deformation of the head due to uterine pressions / forceps

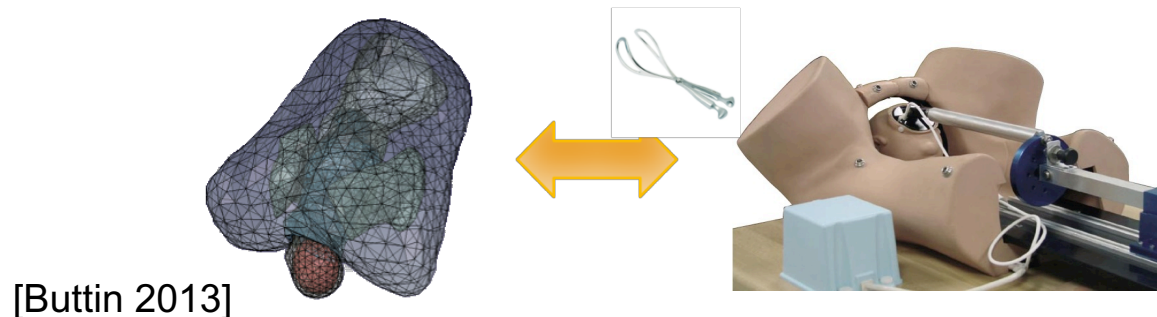


[Bailet 2013]



[Buttin 2013]

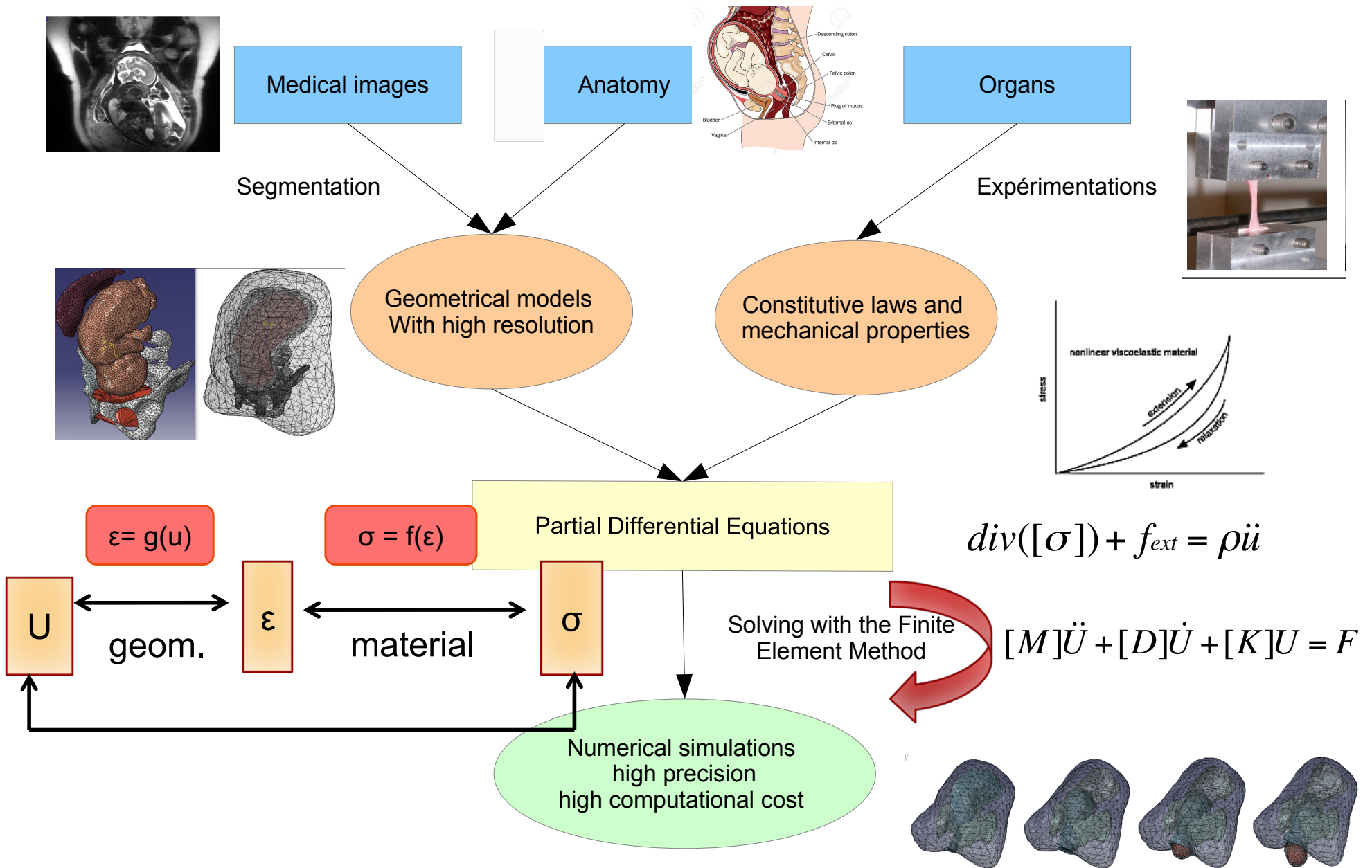
**The goal is to communicate the forces applied on the head and its position to the haptic device... and reciprocally...**



[Buttin 2013]

BirthSim, Ampère lab.

# The pipeline for medical simulations



# Challenges for training simulators

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- We have:
  - **to be fast!** (and stable...) for interaction with haptic device
  - **to be enough accurate** to reproduce realist physical behavior

*We have to find the adequate compromise between accuracy and execution time*

A lot of simplifications

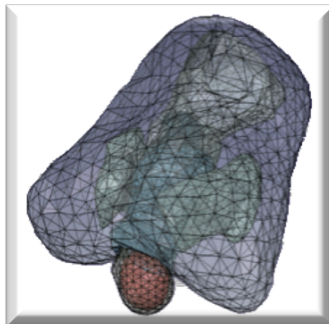
*accuracy of biomechanical behavior*

Complex simulations

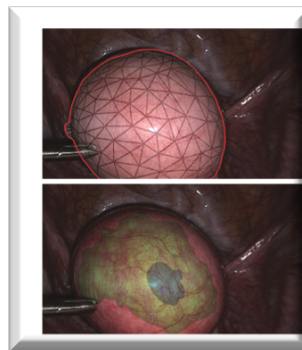
Training simulator

Planification of operations

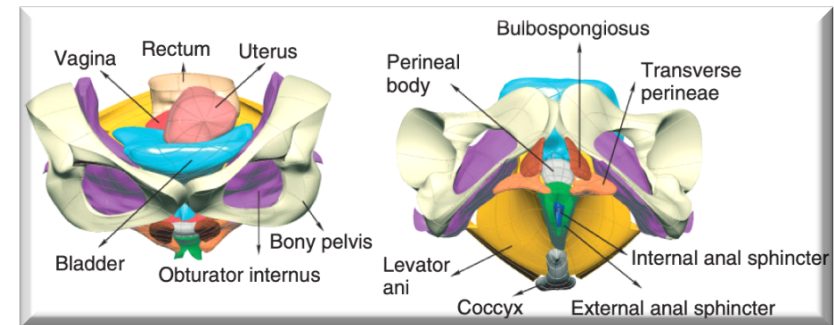
Physiological acknowledgement



[Buttin 2013]



[Collins 2014]



[Li 2008]

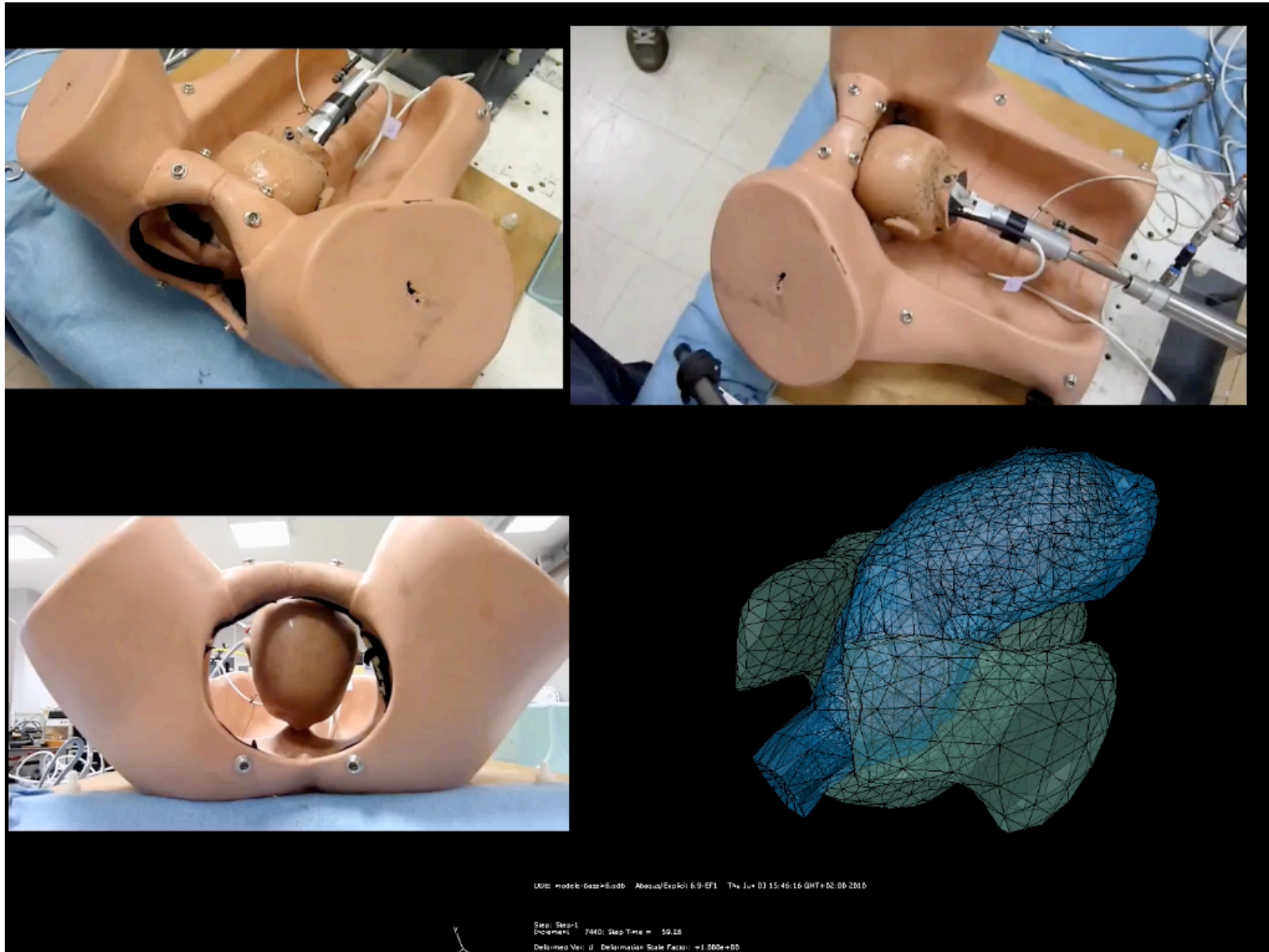
Real time

*execution time*

Several hours of computation

# The complete childbirth simulator

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[SAGA project (ANR-12-MONU-0006)]

# Difficulties and limits

- The difficulty lies in the fact that one should not learn to do the intervention on the simulator / to use the simulator
- But the simulator must allow **to learn the "real gesture"**
- We must succeed in making sure that the simulator helps
  - to appropriate the gesture
  - to analyze the situations encountered
  - to acquire the dexterity of the gesture

*"We have to learn how to operate a real patient  
and not to operate the simulator."*

## ■ **At shorter terms for medical simulators: "specific patient"**

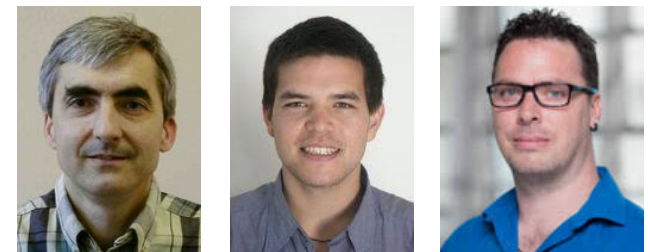
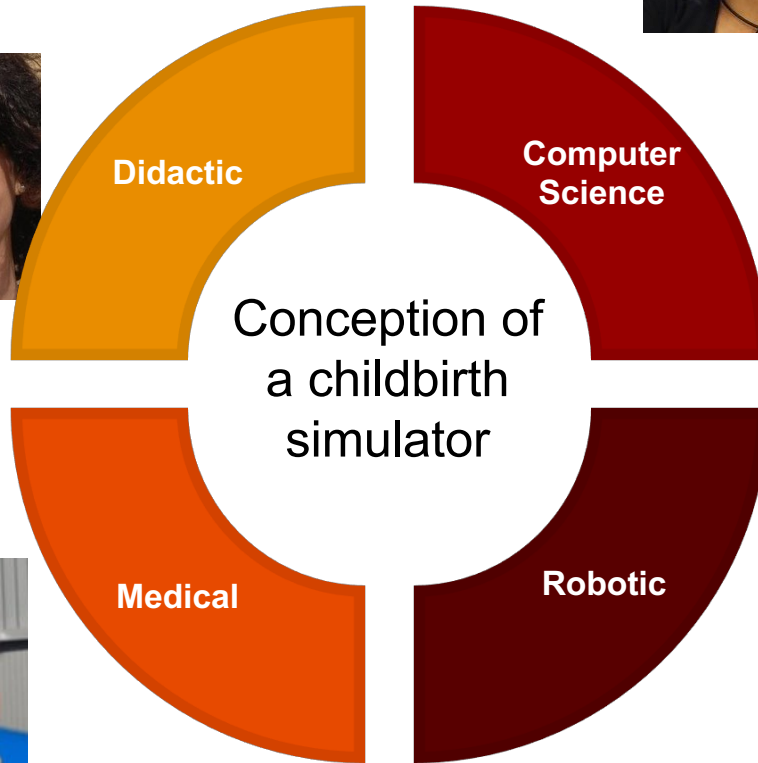
- Training before risky operations
- Pre-operative diagnosis / prediction to assess risks
- Help during the intervention

## ■ **Case of the childbirth simulator**

- Better understanding of the forces involved during childbirth
- Limitation of the number of caesareans by daring to use forceps
- Prediction of risky delivery in terms of damage for the parturient
- Improvement of the medical care of prolapse

## ■ **Expected interests of such simulators**

- Acceleration of the learning process
- Improvement of physiological knowledge
- Implementation of new methods of gesture evaluation
- Setting up new gestures



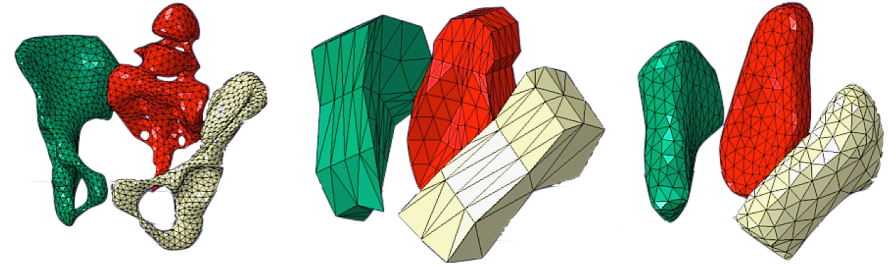
# SAGA project's team



# Our approach to obtain real time

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- Simplification of the meshes (less nodes)



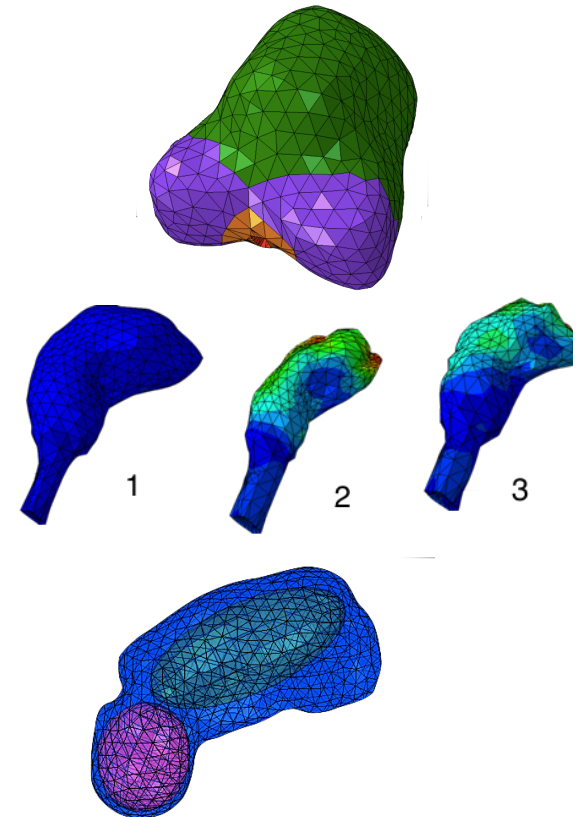
- Simplification of the constitutive law of organs

- **Pelvis:** Hooke -  $E = 23 \text{ Mpa}$ ,  $\nu = 0.3$ ,  $\rho = 1\,000 \text{ kg/m}^3$

- **Abdomen:** Néo-Hooke -  $C10 = 5\text{kPa}$ ,  $\rho = 2\,500 \text{ kg/m}^3$

- **Uterus:** Néo-Hooke -  $C10 = 30\text{kPa}$ ,  $\rho = 950 \text{ kg/m}^3$

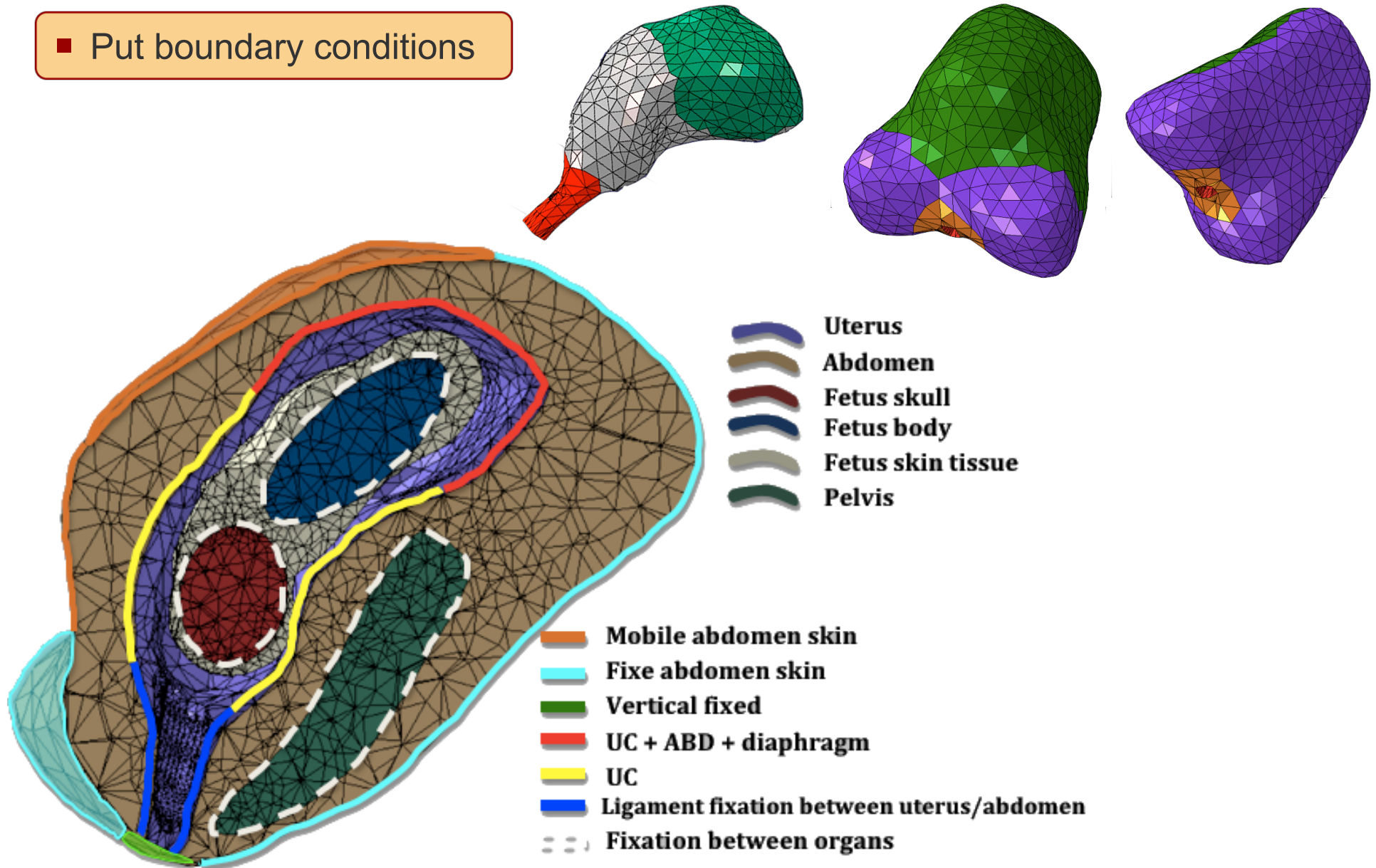
- **Fetus:** Néo-Hooke
  - Skin:  $C10 = 130 \text{ kPa}$ ,  $\rho = 400 \text{ kg/m}^3$
  - Skull:  $C10 = 75 \text{ kPa}$ ,  $\rho = 950 \text{ kg/m}^3$
  - Body:  $C10 = 70 \text{ kPa}$ ,  $\rho = 950 \text{ kg/m}^3$



# Our approach to obtain real time

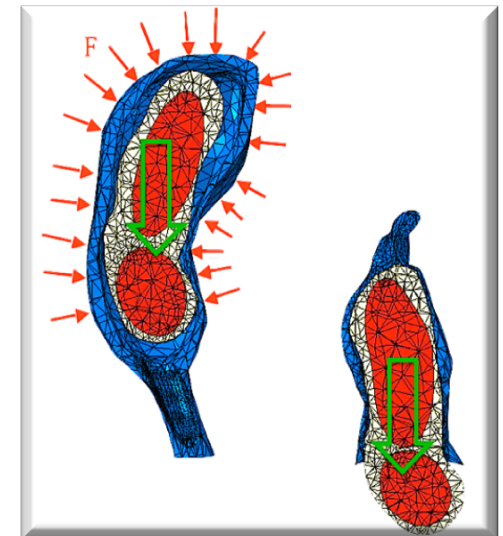
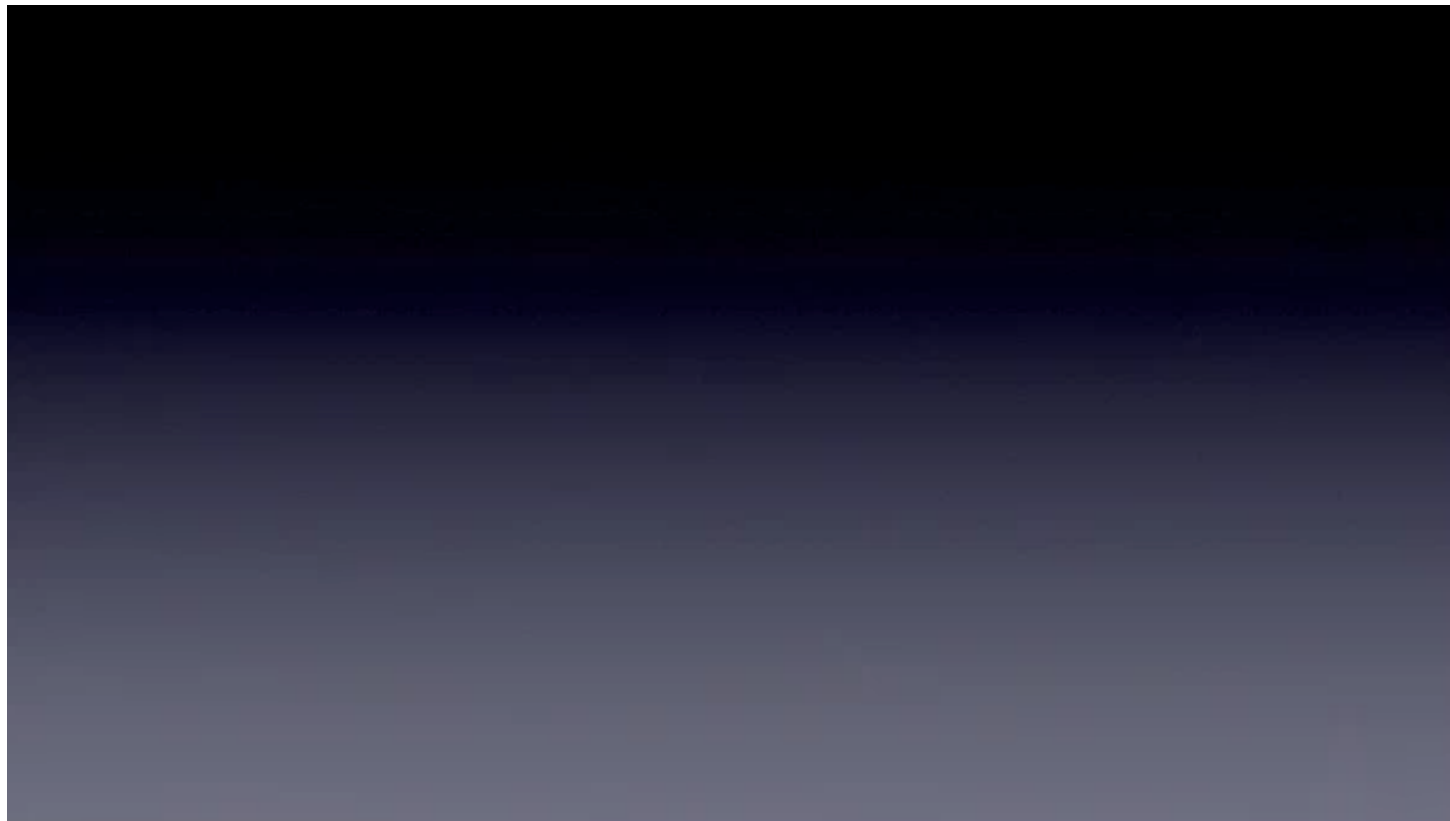
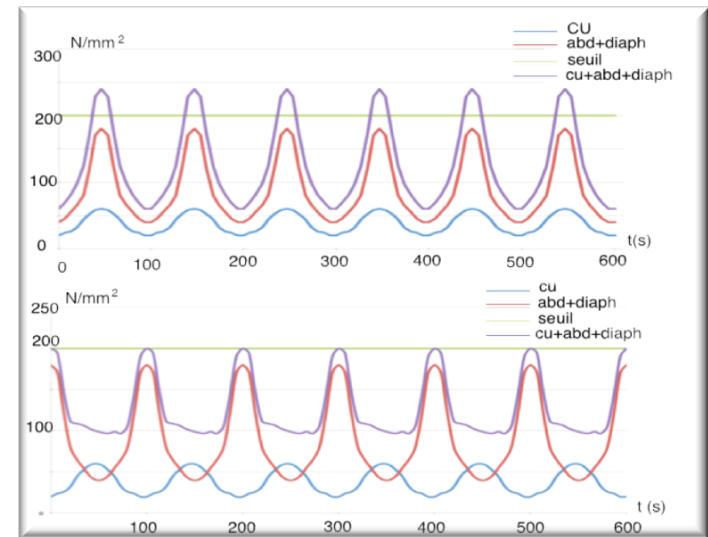
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- Put boundary conditions



# Simulation of fetal descent in real time

The descent of the fetus is involved by forces (abdominal, uterine contractions) applied on the uterus



[Buttin 2013]