

Haptic and Tactile Feedback

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Haptics

■ Haptic :

Relating to or based on the sense of touch.

Force feedback } Haptic feedback
Tactile feedback }

- Surgical simulation as haptic interaction with virtual surgical environments

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Research Issues in Haptic Interfacing to Virtual Environments

- Haptic interface devices
- Stability of haptic interaction with virtual environments
- Simulation of stiff walls
- Haptic rendering of surface texture
- Haptic interaction with deformable bodies
- Realistic modeling of tool-tissue interaction
 - Cutting, suturing, needle insertion
- Tactile sensing and display

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Force Feedback Haptic Devices

Commercial Systems:

- Phantom
 - 3 DOF and 6 DOF versions
- Immersion
 - Impulse Engine
 - CathSim AccuTouch
 - » Endovascular
 - » Bronchoscopy
 - Laparoscopic Interface
- Freedom 6S
 - 6 DOF force feedback



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Generation of Force Feedback

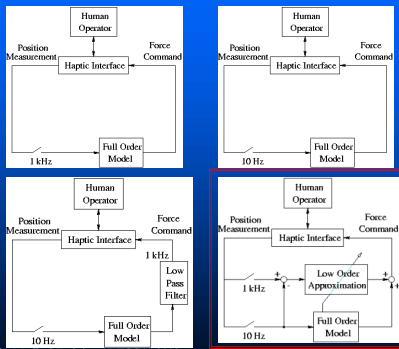
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Haptic Interaction with Deformable Bodies in VE's

- Deformable bodies are simulated with very high order dynamical models
- Haptic interaction require bandwidth of ~1kHz, but these high order models can only be simulated at ~10Hz
- This affects the stability and fidelity of interaction

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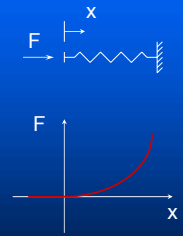
Simulation Schemes



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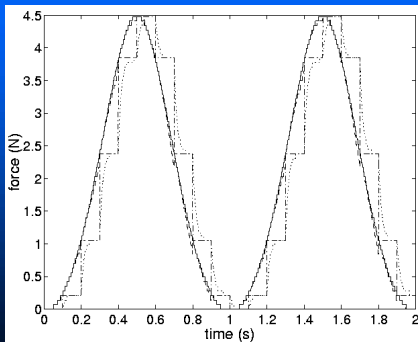
Demonstration of the Problem

- Interaction with a nonlinear spring in one dimension
 - 10 Hz model update
 - 1 kHz haptic update



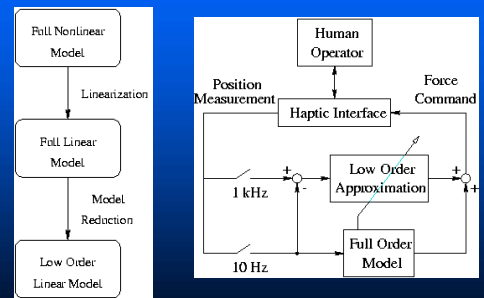
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Demonstration of the Problem



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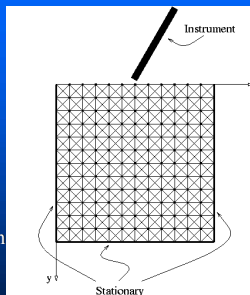
Low Order Linear Approximation to Model Intersample Behavior



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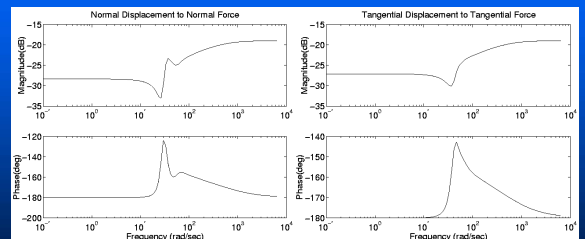
Model Reduction

- 12x12 2-D lumped element model
 - 2 input 2 output dynamical system
 - 524th order dynamics
- Balanced model reduction
 - 10th order approximation with less than 1% error



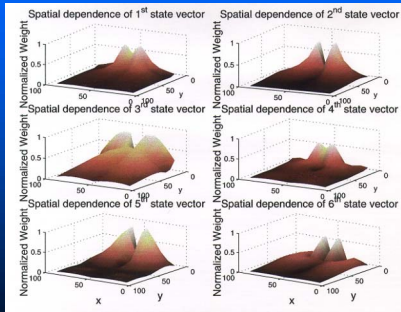
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Model Reduction



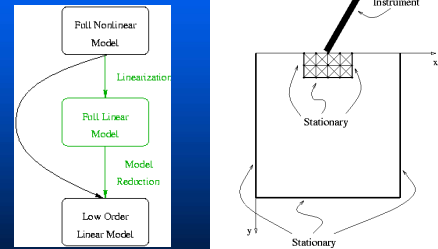
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Reduced Order Model Is a Local Approximation



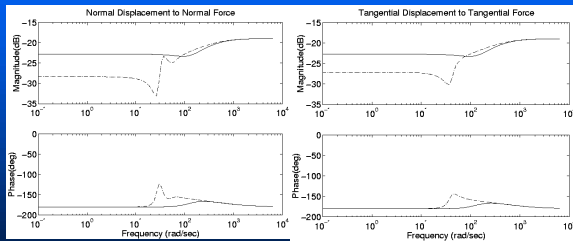
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Constructing a Local Model in Real Time



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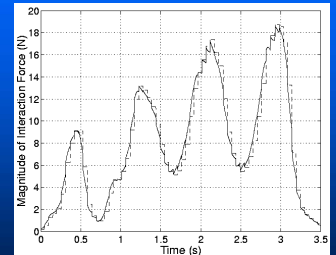
Constructing a Local Model in Real Time



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Implementation

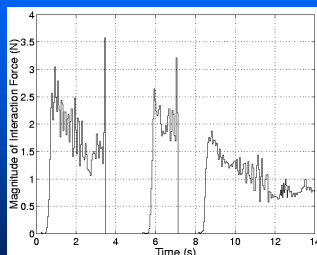
- 6x6x6 3-D model
- Simulation run on a dual processor SGI octane
- C++, OpenGL
- Phantom™ v1.5 as the haptic interface
- 20 Hz model update
- 1 kHz haptic update



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Stability Implications

- Update rate of simulation is a critical factor for stability of interaction.
- 1 kHz haptic simulation instead of 10 Hz improves stability.
- Oscillatory behavior present in low frequency simulation is not observed.



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Discussion

- This method is applicable only if the local modes are dominant.
- Interaction stability is improved significantly.
- It is informative to study other local models.

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Other Methods for Generation of Haptic Feedback

- Constraint-Based Methods
(Zilles and Salisbury 1995)
- Planar and Spherical Local Approximations
(d'Aulignac et al. 2000)
- Norton Equivalent Models
(Astley and Hayward 1998)
- Force Fields
(Montgomery et al. 2002)

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Modeling of Needle Insertion

Coming up in the Tissue Modeling section of the tutorial !

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Human Factors for Enhanced Force Feedback in MIS

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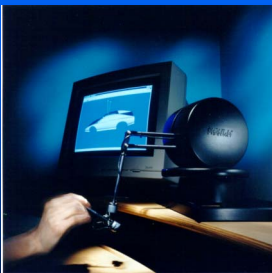
Simulated Surface Compliance Discrimination

- Psychophysics literature on compliance has measured difference thresholds
- Surgeons often need to detect spatial variation in surface compliance, e.g. to detect embedded lesion
- Two tasks:
 - spatial variation in compliance
 - temporal oscillation in force



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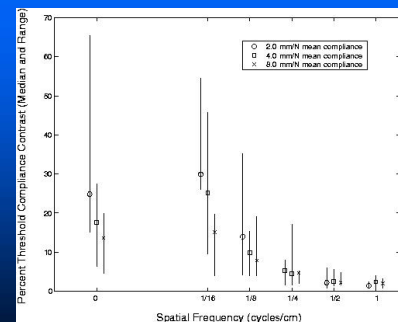
Methods



- Phantom 1.5 haptic interface
- Adaptive 2-down 1-up procedure (corresponds to 71% accuracy)
- 8 subjects
- 3 mean compliance levels: 2, 4, and 8 mm/N
- 3 mean force levels: 0.5, 1, and 2 N

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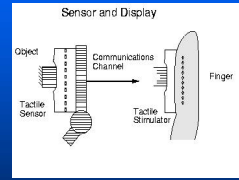
Compliance Discrimination and Contrast Sensitivity



Simulation for Medical Training – MICCAI 2003 Experimental Results from Dhruv and Tendick (2000)

Tactile Sensing and Display

Tactile Sensing and Display



8x8 1mm² Tactile Sensor Array

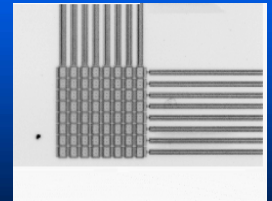
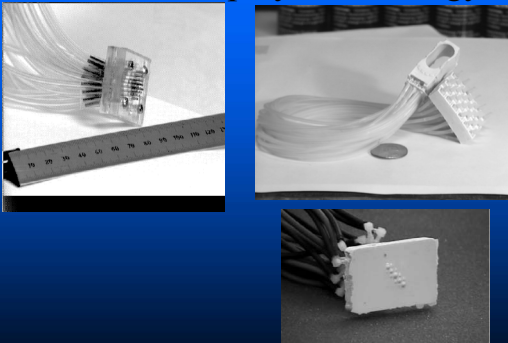


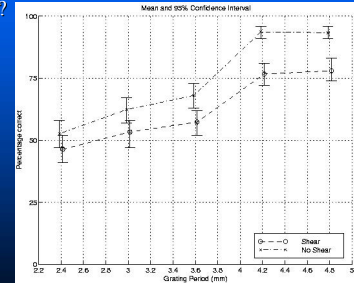
Image courtesy of Gray and Fearing

Tactile Display Technology



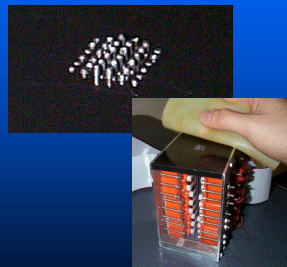
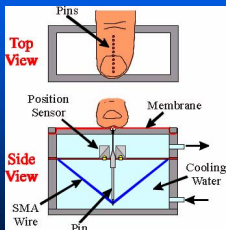
Human Factors in Tactile Sensing and Display

- Do we need a tactile display capable of displaying shear stress ?



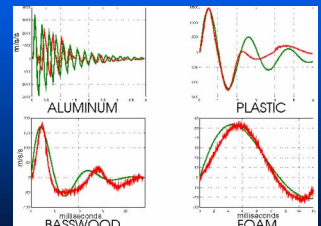
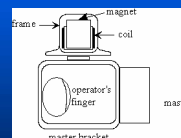
Tactile Feedback

- SMA based tactile display
- DC servomotor based tactile display



Tactile Feedback

- Vibrotactile Feedback



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