Medical Robots, Constrained Robot Motion Control, and "Virtual Fixtures"

Russell H. Taylor 601.455/655

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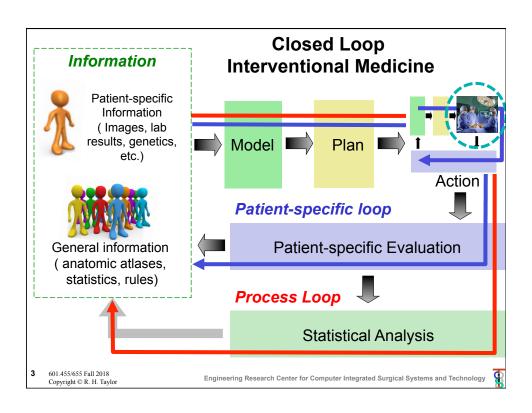


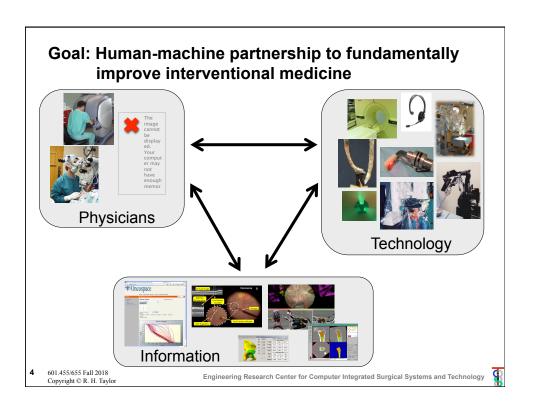
Disclosures & Acknowledgments

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Complementary Capabilities

Humans

- Excellent judgment & reasoning
- Excellent optical vision
- · Cannot see through tissue
- Do not tolerate ionizing radiation
- · Limited precision, hand tremor
- No stereotactic accuracy
- Moderately strong
- High dexterity ("human" scale)
- · Big hands and bodies
- Reasonable force sensitivity
- Must rely on memory of preoperative plans and data

Robots

- No judgment
- Limited vision processing
- Can use x-rays, other sensors
- · Do not mind radiation
- High precision
- High stereotactic accuracy
- · Variable strength
- Dexterity at different scales
- · Variable sizes
- Can sense very small forces
- Can be programmed to use preoperative plans and data

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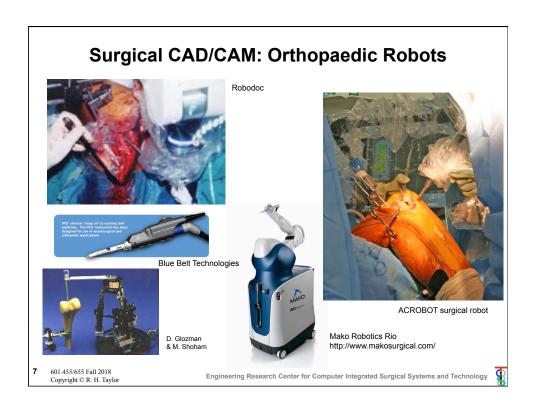


Common classes of medical robots

- Surgical "CAD/CAM" systems
 - Goal is accurate execution of surgical plans
 - Typically based on medical images
 - Planning may be "online" or "offline"
 - Execution is often at least semi-autonomous but may still involve interaction with humans
 - Examples: Orthopaedic robots, needle placement robots, radiation therapy robots
- Surgical "assistant" systems
 - Emphasis is on interactive control by human
 - Human input may be through hand controllers (e.g., da Vinci), hand-over-hand (e.g., Mako, JHU "steady hand" robots)
 - Typically augmenting or supplementing human ability
 - Common applications include MIS, microsurgery
- Note that the distinction is really somewhat arbitrary
 - Most real systems have aspects of both.

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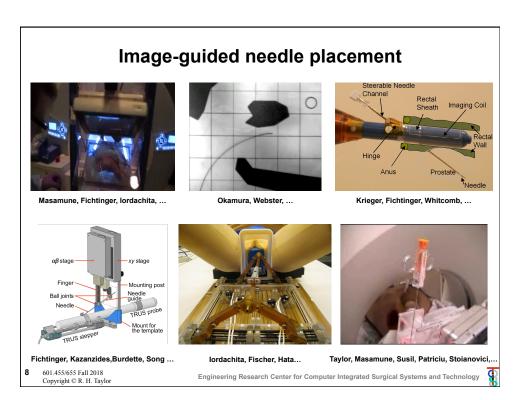
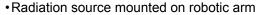


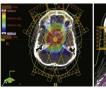
Image Guided Radiotherapy



- Automatic segmentation of targets
- Automated planning radiation beam path
- Image guide patient motion compensation for more accurate radiation targeting



^vherknife





Slide credit: Howie Choset + RHT



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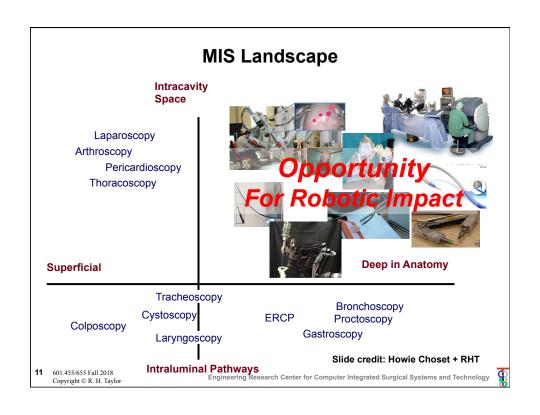


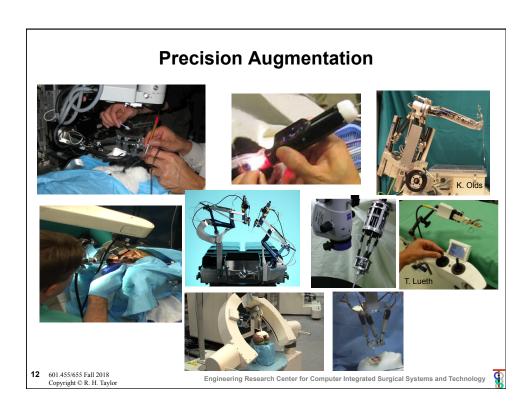
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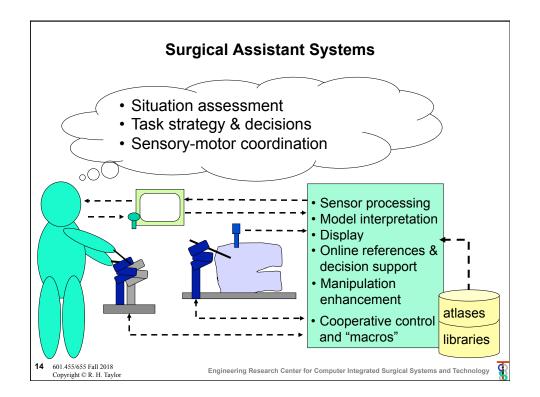


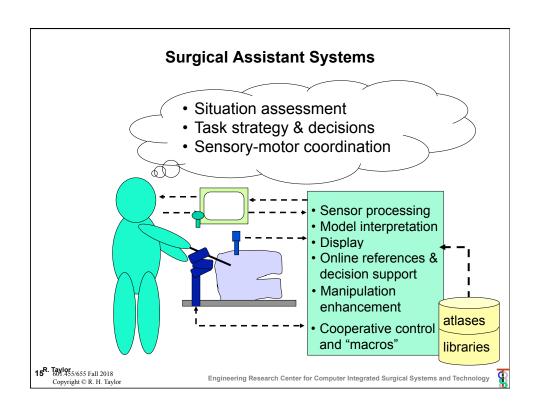


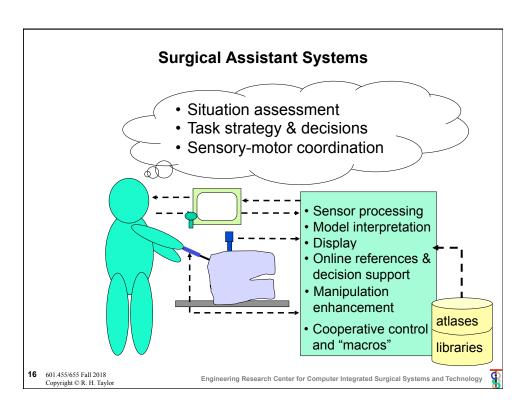
Common classes of medical robots

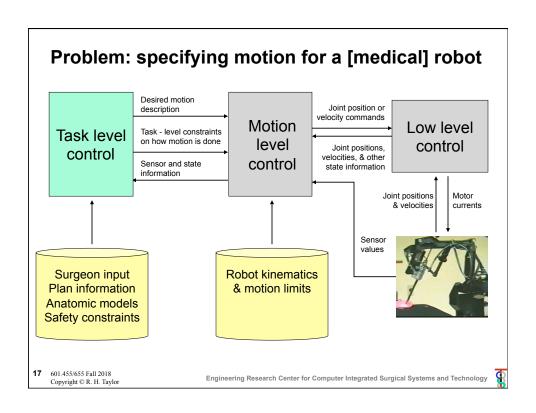
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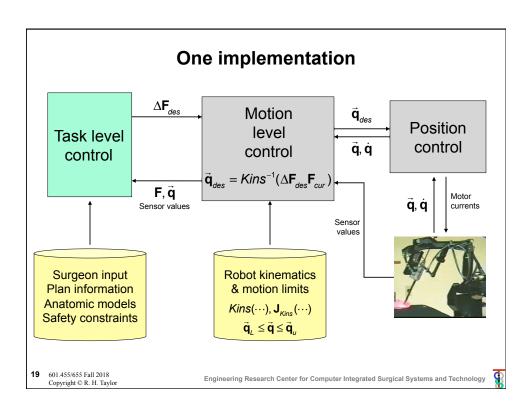












Background: Jacobean Robot Motion Control

Let $\mathbf{F}=[\mathbf{R}, \vec{\mathbf{p}}]$ be the current pose of a robot end effector and $\vec{\mathbf{q}}=[q_1,\cdots,q_N]$ be the current joint position values corresponding to \mathbf{F} . I.e., $\mathbf{F}=Kins(\vec{\mathbf{q}})$, where $Kins(\cdots)$ is a function computing the "forward kinematics" of the robot.



Pose
$$\mathbf{F}(\vec{\mathbf{q}} + \Delta \vec{\mathbf{q}}) = kins(\vec{\mathbf{q}} + \Delta \vec{\mathbf{q}})$$

 $\Delta \mathbf{F} \cdot \mathbf{F} = kins(\vec{\mathbf{q}} + \Delta \vec{\mathbf{q}})$
 $\Delta \mathbf{F} = kins(\vec{\mathbf{q}} + \Delta \vec{\mathbf{q}})kins(\vec{\mathbf{q}})^{-1}$

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For small $\Delta \vec{\mathbf{q}}$, we can write the following expression for $\Delta \mathbf{F} = [Rot(\vec{\alpha}), \vec{\epsilon}]$

$$\Delta \mathbf{F} = Kins(\mathbf{\vec{q}} + \Delta \mathbf{\vec{q}})Kins(\mathbf{\vec{q}})^{-1}$$

which we typically linearize as

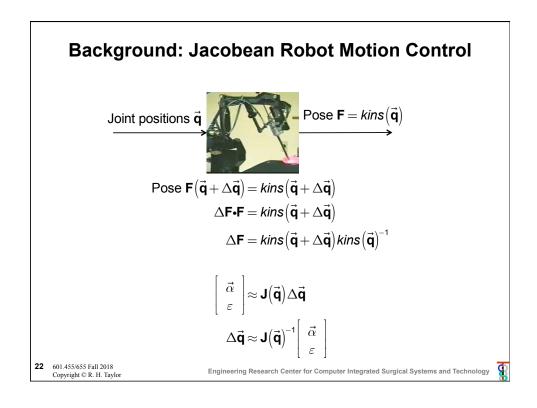
$$\Delta \vec{\mathbf{x}} = \left[\begin{array}{c} \vec{\alpha} \\ \vec{\varepsilon} \end{array} \right] \ \approx \mathbf{J}_{\mathit{Kins}}(\vec{\mathbf{q}}) \Delta \vec{\mathbf{q}}$$

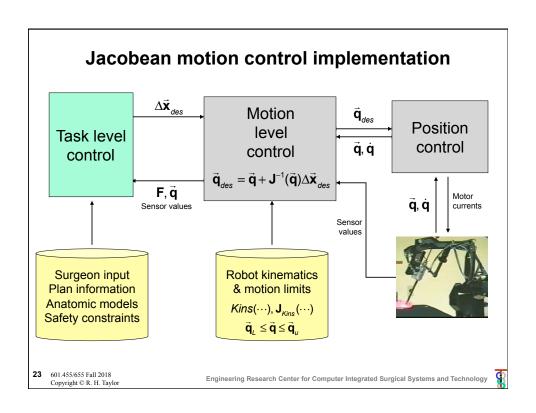


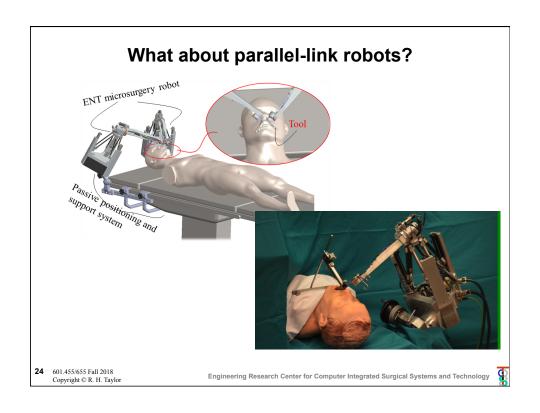
Note that here we are computing $\Delta \mathbf{F}$ in the base frame of the robot. If we want to compute $\Delta \mathbf{F}$ in the end effector frame, so that $\mathbf{F} \bullet \Delta \mathbf{F} = Kins(\vec{\mathbf{q}} + \Delta \vec{\mathbf{q}}), \text{ then we will get a slightly different expression for } \mathbf{J}_{Kins}(\vec{\mathbf{q}}), \text{ though the flavor will be the same}$

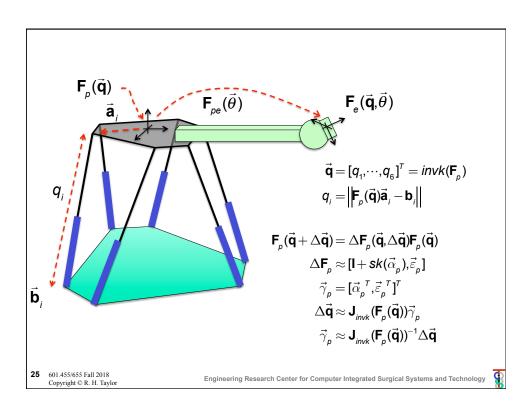
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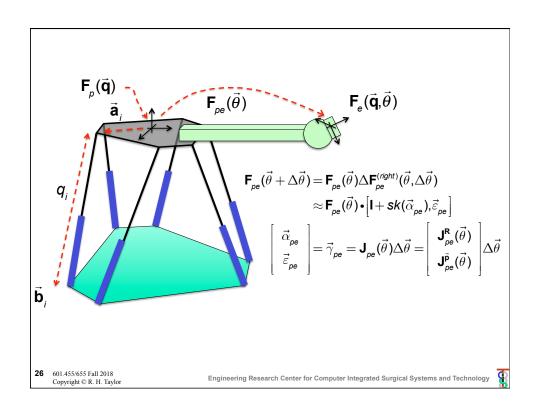


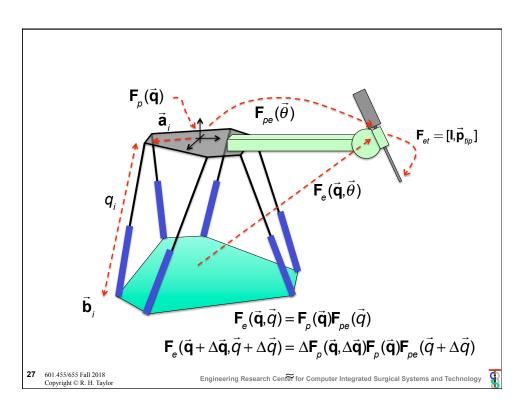


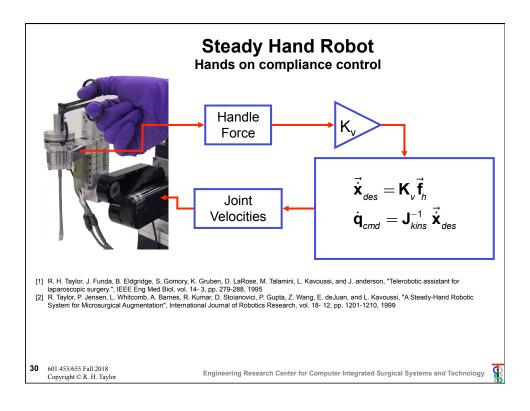


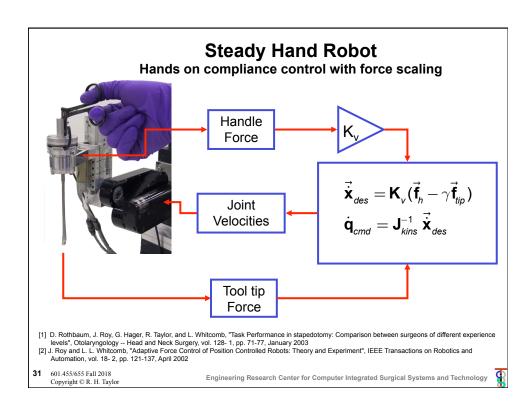


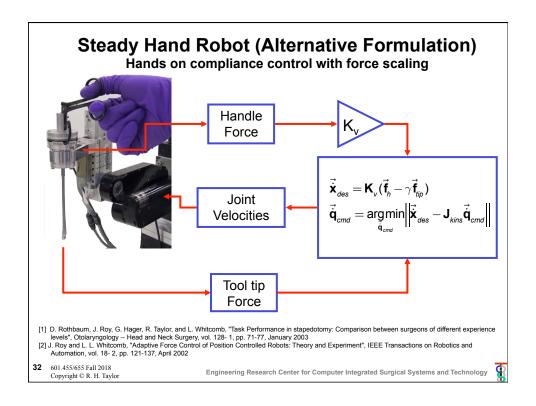




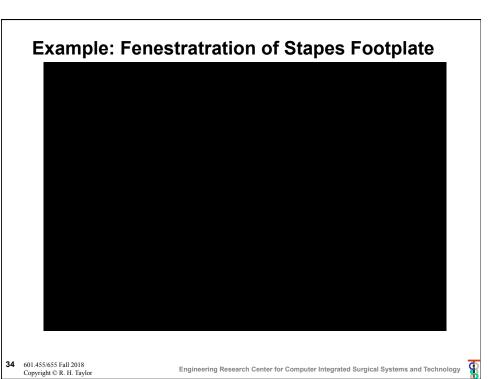












Virtual Fixtures

- Bridge the gap between autonomous robots and direct human control.
- Assist the human operator in safer, faster, and more accurate task completion.



- · Broadly Categorized
 - · Guidance VF
 - Forbidden Region VF
- · Different implementation
 - · Tele-manipulation
 - Cooperative Control

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Background: Virtual Fixtures

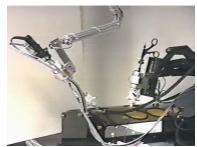
- First proposed for complex telerobotic tasks, but draw upon rich prior research in robot assembly and other manufacturing automation applications
- · Many authors, e.g.,
 - L. B. Rosenberg, "Virtual Fixtures: Perceptual Tools for Telerobotic Manipulation," Proc. IEEE Virtual Reality International Symposium, 1993.
 - B. Davies, S. Harris, M. Jakopec, K. Fan, and J. cobb, "Intraoperative application of a robotic knee surgery system", MICCAI 1999.
 - S. Park, R. D. Howe, and D. F. Torchiana, "Virtual Fixtures for Robotic Cardiac Surgery", MICCAI 2001.
 - S. Payandeh and Z. Stanisic, "On Application of Virtual Fixtures as an Aid for Telemanipulation and Training," Symposium on Haptic Interfaces for Virtual Environment and Teleoperator Systems, 2002.
- Discussion that follows draws upon work at IBM Research and within the CISST ERC at JHU. E.g.,
 - Funda, R. Taylor, B. Eldridge, S. Gomory, and K. Gruben, "Constrained Cartesian motion control for teleoperated surgical robots," *IEEE Transactions on Robotics and Automation*, vol. 12, pp. 453-466, 1996.
 - R. Kumar, An Augmented Steady Hand System for Precise Micromanipulation, Ph.D thesis in Computer Science, The Johns Hopkins University, Baltimore, 2001.
 - M. Li, M. Ishii, and R. H. Taylor, "Spatial Motion Constraints in Medical Robot Using Virtual Fixtures Generated by Anatomy," *IEEE Transactions on Robotics*, vol. 2, pp. 1270-1275, 2006.
 - A. Kapoor, M. Li, and R. H. Taylor "Constrained Control for Surgical Assistant Robots," in IEEE Int. Conference on Robotics and Automation, Orlando, 2006, pp. 231-236.
 - A. Kapoor and R. Taylor, "A Constrained Optimization Approach to Virtual Fixtures for Multi-Handed Tasks," in IEEE International Conference on Robotics and Automation (ICRA), Pasadena, 2008, pp. 3401-3406.
 - M. Li, Intelligent Robotic Surgical Assistance for Sinus Surgery, PhD Thesis in Computer Science Baltimore, Maryland: The Johns Hopkins University, 2005.
 - Ankur Kapoor, Motion Constrained Control of Robots for Dexterous Surgical Tasks, Ph.D. Thesis in Computer Science, The Johns Hopkins University, Baltimore, September 2007
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Original Motivation for IBM Work

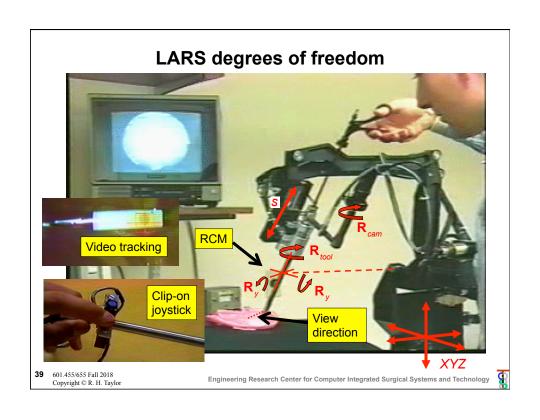
- Kinematic control of robots for MIS
- · E.g., LARS and HISAR robots
- LARS and other IBM robots were kinematically redundant
 - Typically 7-9 actuated joints
- But tasks often imposed kinematic constraints
 - E.g., no lateral motion at trocar
- Some robots (e.g., IBM/JHU HISAR and CMI's AESOP) had passive joints
- · General goals
 - Exploit redundancy in best way possible
 - Come as close as possible to providing desired motion subject to robot and task limits
- Our approach: view this as a constrained optimization problem





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LARS Video

Motion Specification Problem

Requirements

- The tool shaft must pass within a specified distance of the entry port into the patient's body
- The individual joint limits may not be exceeded

Goals

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- Aim the camera as close as possible at a target
 - or move view in direction indicated by clip-on pointing device
 - or move to track a video target on an instrument
 - or aim the working channel of the endoscope at a target
 - or something else (maybe a combination of goals)
- Keep the view as "upright" as possible
- Tool should pass as close as possible to entry port center
- Keep joints far away from their limits, to preserve options for future motion
- Minimize motion of XYZ joints
- Et

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Our approach: view as an optimization problem

- Currently formulate problem as constrained least squares problem
- · Express goals in the objective function
- If multiple goals, objective function is a weighted sum of individual elements
- · Add constraints for requirements
- Express constraints and objective function terms in whatever coordinate system is convenient
- · Use Jacobean formulation to transform to joint space
- · Solve for joint motion

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Example: keep tool tip near a point

$$\begin{split} \vec{D}(\Delta\vec{\mathbf{x}}) &= \Delta \mathbf{F}(\vec{\mathbf{q}}, \Delta\vec{\mathbf{q}}) \bullet \mathbf{F} \bullet \mathbf{p}_{tip} - \vec{\mathbf{p}}_{goal} \\ &= \vec{\alpha} \times \vec{\mathbf{t}} + \vec{\varepsilon} + \vec{\mathbf{t}} - \vec{\mathbf{p}}_{goal} \quad \text{where } \vec{\mathbf{t}} = \mathbf{F} \bullet \mathbf{p}_{tip} \\ \vec{\alpha} &= \mathbf{J}_{\vec{\alpha}}(\vec{\mathbf{q}}) \Delta \vec{\mathbf{q}} \\ \vec{\varepsilon} &= \mathbf{J}_{\vec{\varepsilon}}(\vec{\mathbf{q}}) \Delta \vec{\mathbf{q}} \end{split}$$

Suppose we want to stay as close as possible while never going beyond 3mm from goal and also obeying joint limits

$$\Delta \mathbf{q}_{\textit{des}} = \underset{\Delta \bar{\mathbf{q}}}{\text{argmin}} \ \left\| \vec{\mathbf{D}} (\Delta \bar{\mathbf{x}}) \right\|^2 = \left\| \vec{\alpha} \times \bar{\mathbf{t}} + \vec{\epsilon} + \bar{\mathbf{t}} - \bar{\mathbf{p}}_{\textit{goal}} \right\|^2$$

Subject to

$$\vec{\alpha} = \mathbf{J}_{\vec{\alpha}}(\vec{\mathbf{q}}) \Delta \vec{\mathbf{q}}$$

$$\vec{\varepsilon} = \mathbf{J}_{\vec{\varepsilon}}(\vec{\mathbf{q}}) \Delta \vec{\mathbf{q}}$$

$$\|\vec{\alpha} \times \vec{\mathbf{t}} + \vec{\varepsilon} + \vec{\mathbf{t}} - \vec{\mathbf{p}}_{goal}\| \le 3$$

$$\vec{\mathbf{q}}_{L} - \vec{\mathbf{q}} \le \Delta \vec{\mathbf{q}} \le \vec{\mathbf{q}}_{U} - \vec{\mathbf{q}}$$

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Example: keep tool tip near a point

Suppose we want to stay as close as possible while never going beyond 3mm from goal and also obeying joint limits, but we also want to minimize the change in direction of the tool shaft

$$\vec{p}_{tip}$$

$$\vec{p}_{goal}$$
 $\vec{D}(\Delta \vec{x})$

Subject to

 $\Delta \mathbf{q}_{des} = \underset{\Delta \bar{\mathbf{q}}}{\operatorname{arg\,min}} \left. \zeta \left\| \vec{\mathbf{D}} (\Delta \vec{\mathbf{x}}) \right\|^2 + \eta \cdot \left\| \alpha \times \mathbf{R} \bullet \vec{\mathbf{z}} \right\|^2$

 $\vec{\mathbf{x}} = \mathbf{F} \cdot \vec{\mathbf{p}}_{tin}$

 $\vec{D}(\Delta \vec{x}) = \vec{\alpha} \times \vec{t} + \vec{\varepsilon} + \vec{x} - \vec{p}_{anal}$

 $\vec{\alpha} = \mathbf{J}_{\vec{\alpha}}(\vec{\mathbf{q}}) \Delta \vec{\mathbf{q}} \; ; \; \vec{\varepsilon} = \mathbf{J}_{\vec{\varepsilon}}(\vec{\mathbf{q}}) \Delta \vec{\mathbf{q}}$

 $\|\vec{\mathsf{D}}(\Delta\vec{\mathsf{x}})\| \leq 3$

 $\vec{q}_{i} - \vec{q} \le \Delta \vec{q} \le \vec{q}_{ij} - \vec{q}$

Note weighting factors

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Solving the optimization problem

- **Constrained linear least squares**
 - Combine constraints and goals from task and robot control
 - Linearize and constrained least squares problem

$$\Delta \vec{\mathbf{q}}_{\textit{des}} = \underset{\Delta \tilde{\mathbf{q}}}{\text{argmin}} \left\| \mathbf{E}_{\textit{task}} \Delta \vec{\mathbf{x}} - \vec{\mathbf{f}}_{\textit{task}} \right\|^2 + \left\| \mathbf{E}_{\tilde{\mathbf{q}}} \Delta \vec{\mathbf{x}} - \vec{\mathbf{f}}_{\tilde{\mathbf{q}}} \right\|^2$$

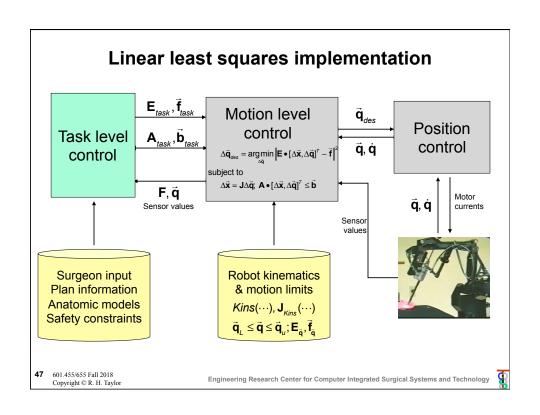
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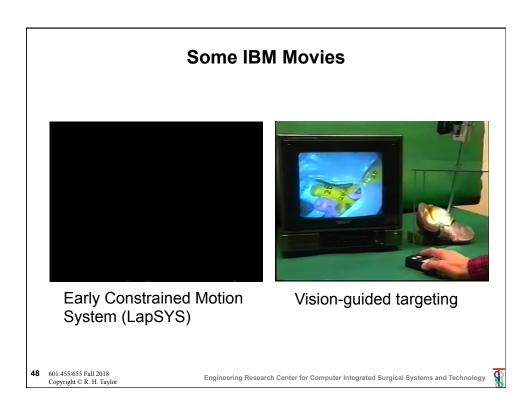
$$\Delta \vec{\mathbf{x}} = \mathbf{J} \Delta \vec{\mathbf{q}}; \ \mathbf{A}_{task} \Delta \vec{\mathbf{x}} \leq \vec{\mathbf{b}}_{task} \ ; \ \mathbf{A}_{\ddot{\mathbf{a}}} \Delta \vec{\mathbf{q}} \leq \vec{\mathbf{b}}_{\ddot{\mathbf{a}}}$$

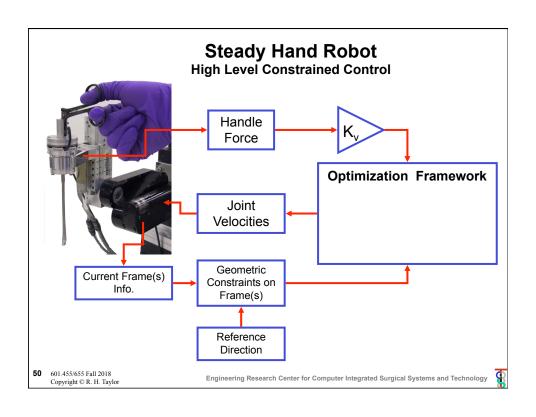
- E.g., using "non-negative least squares" methods developed by Lawson and Hanson
- Approach used in our IBM work and in Kumar, Li, Kapoor theses
- Constrained nonlinear least squares
 - Approach explored by Kapoor (discuss later)
- Can also minimize other objective functions
 - E.g., minimize an L1 norm (linear programming problem)

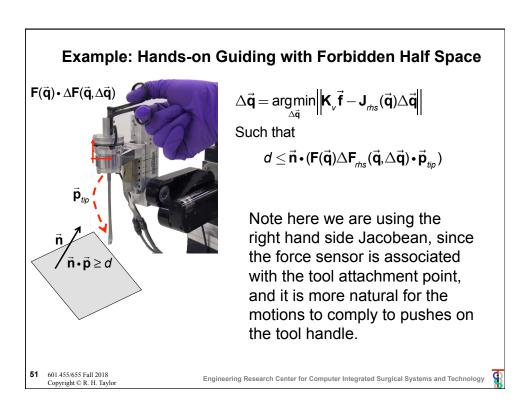
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LHS versus RHS Jacobeans

$$\Delta F(J_{kins}(\vec{q})\Delta \vec{q}) \cdot F(\vec{q}) = F(\vec{q}) \cdot \Delta F(J_{nhs}(\vec{q})\Delta \vec{q})$$
$$\Delta R(J_{kins}(\vec{q})\Delta \vec{q}) \cdot R(\vec{q}) = R(\vec{q}) \cdot \Delta R(J_{nhs}(\vec{q})\Delta \vec{q})$$

Define

$$\mathbf{J}_{\mathit{kins}} = \left[\begin{array}{c} \mathbf{J}_{\mathit{kins}}^{\alpha} \\ \mathbf{J}_{\mathit{kins}}^{\varepsilon} \end{array} \right] \quad \vec{\alpha}_{\mathit{kins}} = \mathbf{J}_{\mathit{kins}}^{\alpha} \Delta \vec{\mathbf{q}} \quad \mathbf{J}_{\mathit{ths}} = \left[\begin{array}{c} \mathbf{J}_{\mathit{rhs}}^{\alpha} \\ \mathbf{J}_{\mathit{rhs}}^{\varepsilon} \end{array} \right] \quad \vec{\alpha}_{\mathit{ths}} = \mathbf{J}_{\mathit{rhs}}^{\alpha} \Delta \vec{\mathbf{q}}$$

SC

$$\begin{split} \Delta \mathbf{R}(\mathbf{J}_{rhs}(\vec{\mathbf{q}})\Delta \vec{\mathbf{q}}) &= \mathbf{R}(\vec{\mathbf{q}})^{-1} \Delta \mathbf{R}(\mathbf{J}_{kins}\Delta \vec{\mathbf{q}}) \cdot \mathbf{R}(\vec{\mathbf{q}}) \\ \mathbf{I} + sk(\alpha_{rhs}) &= \mathbf{I} + \mathbf{R}^{-1} sk(\vec{\alpha}_{kins}) \mathbf{R} \\ sk(\vec{\alpha}_{rhs}) &= sk(\mathbf{R}^{-1} \vec{\alpha}_{kins}) \\ \mathbf{J}_{rhs}^{\alpha} &= \mathbf{R}^{-1} \mathbf{J}_{kins}^{\alpha} \end{split}$$

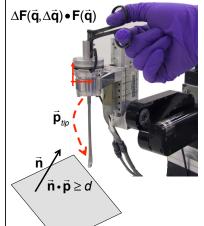
and one can do something similar for the $\Delta \vec{p}$ parts (exercise).

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Example: Hands-on Guiding with Forbidden Half Space



$$\Delta \vec{\mathbf{q}} = \underset{\Delta \vec{\mathbf{q}}}{\operatorname{argmin}} \left| \left| \mathbf{K}_{_{V}} \vec{\mathbf{f}} - \mathbf{J}_{\textit{ms}}(\vec{\mathbf{q}}) \Delta \vec{\mathbf{q}} \right| \right|$$

Such that

$$\begin{bmatrix} \vec{\alpha} \\ \vec{\varepsilon} \end{bmatrix} = \mathbf{J}_{rhs}(\vec{\mathbf{q}}) \Delta \vec{\mathbf{q}}$$
$$\mathbf{d} \leq \vec{\mathbf{n}} \cdot \left(\mathbf{F}(\vec{\mathbf{q}}) \cdot (\vec{\alpha} \times \vec{\mathbf{p}}_{tip} + \vec{\varepsilon} + \vec{\mathbf{p}}_{tip}) \right)$$

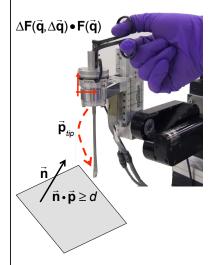
I.e.

$$\begin{bmatrix} \vec{\alpha} \\ \vec{\varepsilon} \end{bmatrix} = \mathbf{J}_{hs}(\vec{\mathbf{q}}) \Delta \vec{\mathbf{q}}$$
$$d \leq \vec{\mathbf{n}} \cdot (\mathbf{R}(\vec{\mathbf{q}}) \cdot (\vec{\alpha} \times \vec{\mathbf{p}}_{tip} + \vec{\varepsilon} + \vec{\mathbf{p}}_{tip}) + \vec{\mathbf{p}}_{kins})$$

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Example: Hands-on Guiding with Forbidden Half Space



$$\Delta \vec{\mathbf{q}} = \underset{\Delta \vec{\mathbf{q}}}{\operatorname{argmin}} \left\| \mathbf{K}_{_{V}} \vec{\mathbf{f}} - \mathbf{J}_{_{\!\dot{m}S}}(\vec{\mathbf{q}}) \Delta \vec{\mathbf{q}} \right\|^2$$
 Such that

$$\begin{bmatrix} \vec{\alpha} \\ \vec{\varepsilon} \end{bmatrix} = \mathbf{J}_{\textit{ths}}(\vec{\mathbf{q}}) \Delta \vec{\mathbf{q}}$$

$$d - \vec{\mathbf{n}} \cdot \vec{\mathbf{x}} \leq \vec{\mathbf{n}} \cdot \left(\mathbf{R}(\vec{\mathbf{q}}) \cdot (\vec{\alpha} \times \vec{\mathbf{p}}_{\textit{tip}} + \vec{\varepsilon}) \right)$$

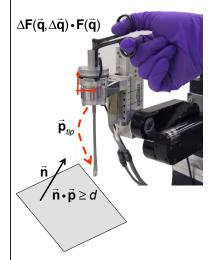
$$\vec{\mathbf{x}} = \mathbf{F}(\vec{\mathbf{q}}) \vec{\mathbf{p}}_{\textit{tip}}$$

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Example: Hands-on Guiding with Forbidden Half Space



$$\Delta \vec{\mathbf{q}} = \underset{\Delta \vec{\mathbf{q}}}{\operatorname{argmin}} \left\| \mathbf{K}_{v} \vec{\mathbf{f}} - \mathbf{J}_{kins} (\vec{\mathbf{q}}) \Delta \vec{\mathbf{q}} \right\|^{2}$$
Such that

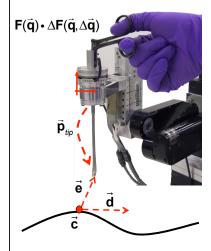
$$d \leq \vec{\mathsf{n}} \bullet (\Delta \mathsf{F}(\vec{\mathsf{q}}, \Delta \vec{\mathsf{q}}) \bullet \mathsf{F}(\vec{\mathsf{q}}) \bullet \vec{\mathsf{p}}_{tip})$$

If we use the LHS Jacobean, we get something similar. Note however that in this case the gain matrix will likely be pose dependent, since the it is more natural for the surgeon's hand to follow the tool. So it is useful to be able to make the conversion ...

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Example: Hands-on Guiding to Follow a Path



$$\Delta \vec{\mathbf{q}} = \underset{\Delta \vec{\mathbf{q}}}{\operatorname{argmin}} \left| \mathbf{K}_{v} \vec{\mathbf{f}} - \mathbf{J}_{ms}(\vec{\mathbf{q}}) \Delta \vec{\mathbf{q}} \right|$$

Such that

$$\vec{\mathbf{e}} = (\mathbf{F}(\vec{\mathbf{q}}) \triangle \mathbf{F}_{ms}(\vec{\mathbf{q}}, \triangle \vec{\mathbf{q}}) \bullet \vec{\mathbf{p}}_{tip}) - \vec{\mathbf{c}}$$

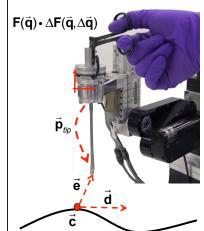
$$\delta \ge \left| |\vec{\mathbf{e}} - (\vec{\mathbf{d}} \cdot \vec{\mathbf{e}}) \vec{\mathbf{d}} \right|$$

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Example: Hands-on Guiding to Follow a Path



$$\Delta \vec{\mathbf{q}} = \underset{\Delta \vec{\mathbf{q}}}{\operatorname{argmin}} \left| \mathbf{K}_{v} \vec{\mathbf{f}} - \mathbf{J}_{\textit{rhs}} (\vec{\mathbf{q}}) \Delta \vec{\mathbf{q}} \right|^{2}$$

Such that

$$\vec{\mathbf{e}} = (\mathbf{F}(\vec{\mathbf{q}}) \left(\vec{\alpha} \times \vec{\mathbf{p}}_{\mathit{tip}} + \vec{\varepsilon} + \vec{\mathbf{p}}_{\mathit{tip}} \right)) - \vec{\mathbf{c}}$$

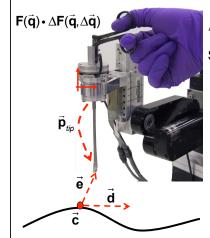
$$\begin{bmatrix} \vec{\alpha} \\ \vec{\varepsilon} \end{bmatrix} = \mathbf{J}_{ms}(\vec{\mathbf{q}}) \Delta \vec{\mathbf{q}}$$

$$\delta \geq \left| |\vec{\mathbf{e}} - (\vec{\mathbf{d}} \cdot \vec{\mathbf{e}}) \vec{\mathbf{d}}| \right|$$

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$$\Delta \vec{\mathbf{q}} = \underset{\Delta \vec{\mathbf{q}}}{\operatorname{argmin}} \left\| \mathbf{K}_{v} \vec{\mathbf{f}} - \mathbf{J}_{ms}(\vec{\mathbf{q}}) \Delta \vec{\mathbf{q}} \right\|^{2}$$

Such that

$$\vec{\mathbf{e}} = \mathbf{R}(\vec{\mathbf{q}}) \left(\vec{\alpha} \times \vec{\mathbf{p}}_{tip} + \vec{\varepsilon} + \vec{\mathbf{p}}_{tip} \right) + \vec{\mathbf{p}}(\vec{\mathbf{q}}) - \vec{\mathbf{c}}$$

$$\begin{bmatrix} \vec{\alpha} \\ \vec{\varepsilon} \end{bmatrix} = \mathbf{J}_{ms}(\vec{\mathbf{q}}) \Delta \vec{\mathbf{q}}$$

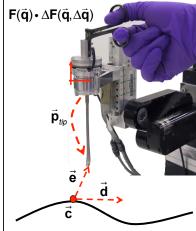
$$\delta \geq \left| \vec{\mathbf{e}} - \left(\vec{\mathbf{d}} \cdot \vec{\mathbf{e}} \right) \vec{\mathbf{d}} \right|$$

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Example: Hands-on Guiding to Follow a Path



 $\Delta \vec{\mathbf{q}} = \underset{\Delta \vec{\mathbf{q}}}{\operatorname{argmin}} \left| \mathbf{K}_{v} \vec{\mathbf{f}} - \mathbf{J}_{\dot{m}s}(\vec{\mathbf{q}}) \Delta \vec{\mathbf{q}} \right|^{2}$

Such that

$$\vec{\mathbf{e}} = \vec{\mathbf{p}}(\vec{\mathbf{q}}) + \mathbf{R}(\vec{\mathbf{q}})\vec{\mathbf{p}}_{tip} + \mathbf{R}(\vec{\mathbf{q}})\vec{\varepsilon} - \mathbf{R}(\vec{\mathbf{q}})sk(\vec{\mathbf{p}}_{tip})\vec{\alpha}$$

$$\begin{bmatrix} \vec{\alpha} \\ \vec{\varepsilon} \end{bmatrix} = \mathbf{J}_{rhs}(\vec{\mathbf{q}}) \Delta \vec{\mathbf{q}}$$
$$\delta \ge \left\| \vec{\mathbf{e}} - \left(\vec{\mathbf{d}} \cdot \vec{\mathbf{e}} \right) \vec{\mathbf{d}} \right\|$$

Approximate this by

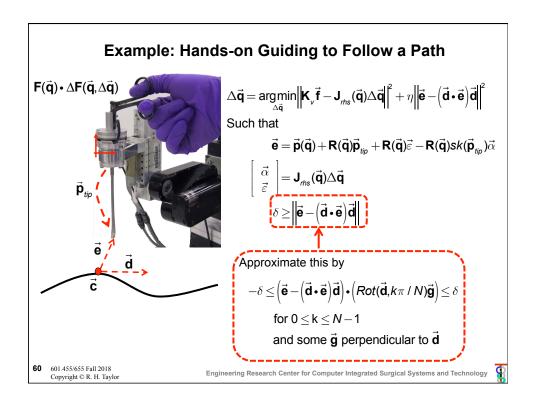
$$-\delta \leq \left(\vec{\mathbf{e}} - \left(\vec{\mathbf{d}} \cdot \vec{\mathbf{e}}\right) \vec{\mathbf{d}}\right) \cdot \left(Rot(\vec{\mathbf{d}}, k\pi / N)\vec{\mathbf{g}}\right) \leq \delta$$

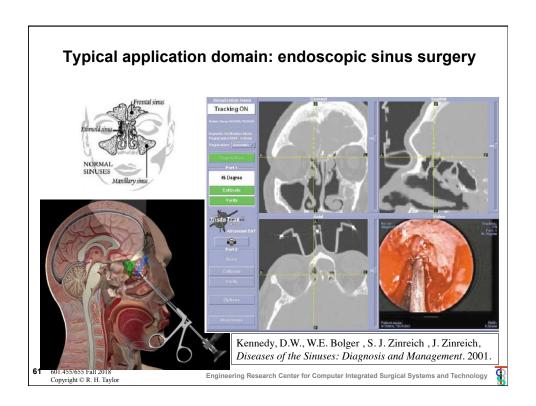
for $0 \le k \le N-1$

and some $\vec{\mathbf{g}}$ perpendicular to $\vec{\mathbf{d}}$

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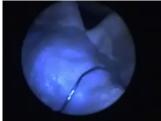




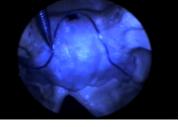


Sample task: steady hand path tracing









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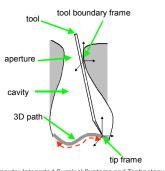
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Goal: robotically-assisted sinus surgery

- Difficulties with conventional approach
 - Complicated geometry
 - Safety-critical structures
 - Limited work space
 - Awkward tools
- · Our approach
 - Cooperatively controlled "Steady hand" robot
 - Registered to CT models
 - "Virtual fixtures" automatically derived from models

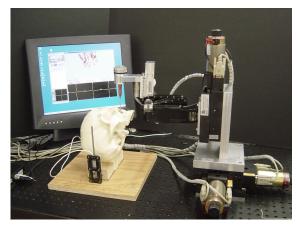


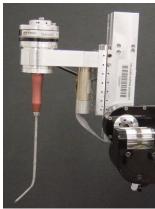


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Experiment Setup





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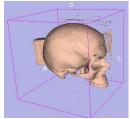


Experimental setup

- · Plastic Skull Phantom
 - Target path defined by embedded wire
 - Radioopaque fiducials implanted on skull for registration
- · Computer model
 - Extracted from CT scan using standard software (Slicer)
- 3D tracking of tools, etc. using Northern Digital Optotrak[®]
- Co-register model, robot, and optical tracker using standard techniques



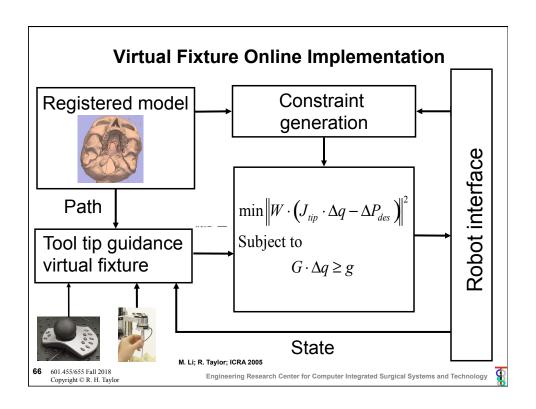




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Boundary Constraints Generation

- Anatomy triangulated surface models
 - Patient-specific model of nose & sinus derived from CT
 - High complexity: 182,000 triangles & 99,000 vertices
- Tool shaft -- cylinder
- The boundary constraint generation requires us to find close-point pairs between boundary surface model & tool shaft



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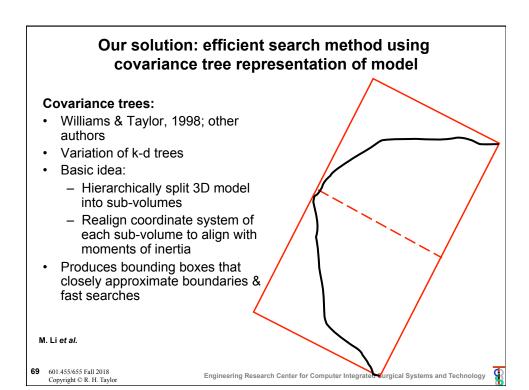
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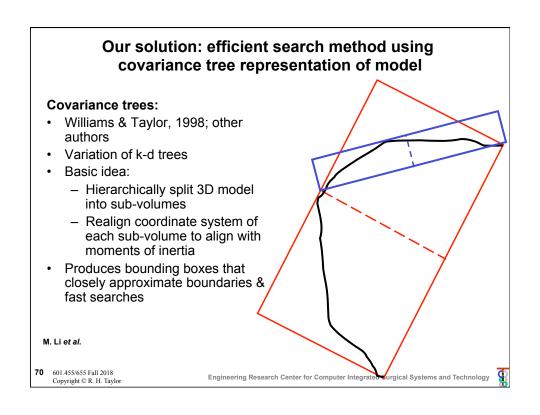
Boundary Constraints Generation

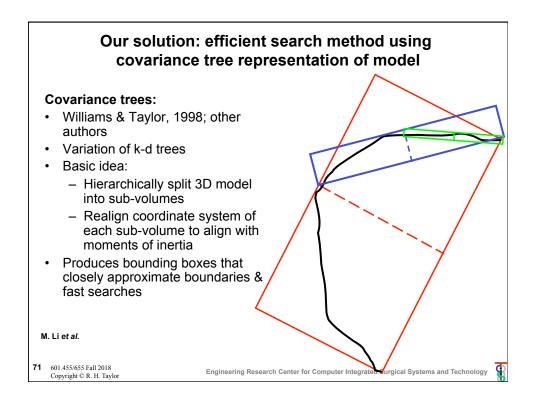
- Anatomy triangulated surface models
 - Patient-specific model of nose & sinus derived from CT
 - High complexity: 182,000 triangles & 99,000 vertices
- Tool shaft -- cylinder
- The boundary constraint generation requires us to find close-point pairs between boundary surface model & tool shaft
- Problem: How can we generate the right constraints in real time???

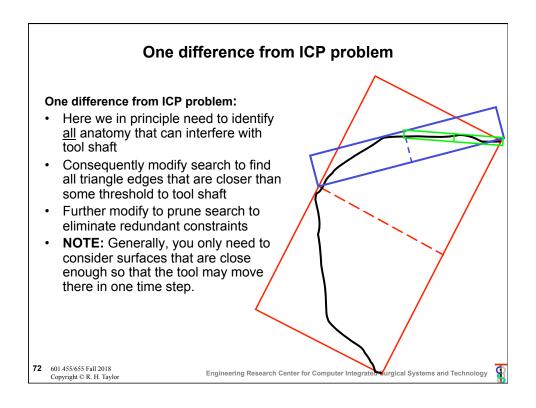
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Control Implementation

- · Formulate constrained least squares problem
- Constraints & objective function include terms for desired tip motion, joint limits, boundary constraints

$$\zeta = \min_{\Delta q} \begin{bmatrix} W_{tip} & & \\ & W_k & \\ & & W_{jo\,\text{int}\,s} \end{bmatrix} \cdot \begin{bmatrix} J_{tip}\left(q\right) \\ J_k\left(q\right) \\ I \end{bmatrix} \Delta q - \begin{bmatrix} \Delta P_{tip-des} \\ 0 \\ 0 \end{bmatrix} \end{bmatrix}$$
 subject to
$$\begin{bmatrix} H_{tip} & & \\ & H_{jo\,\text{int}\,s} \end{bmatrix} \cdot \begin{bmatrix} J_{tip}\left(q\right) \\ J_k\left(q\right) \\ J_k\left(q\right) \end{bmatrix} (\Delta q) \geq \begin{bmatrix} h_{tip} \\ h_k \\ h_{jo\,\text{int}\,s} \end{bmatrix}$$
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Control Implementation

• Tip frame
$$\Delta P_{tip} = J_{tip}(q) \cdot \Delta q$$

$$\begin{split} \left\| \Delta P_{iip} - \Delta P_{tip-des} \right\| & \qquad \text{min} \qquad \qquad \zeta_{tip} = \left\| W_{tip} \cdot \left(J_{tip} \left(q \right) \Delta q - \Delta P_{tip-des} \right) \right\| \\ \Delta P_{tip_d}^{\quad T} \cdot \Delta P_{tip} \geq THD & \qquad \text{subject to } H_{tip-des} J_{tip} \left(q \right) \Delta q \geq h_{tip} \end{split}$$

 Boundary constraint $\Delta P_{k} = J_{k}(q) \cdot \Delta q$

$$\begin{split} \|W_k \cdot \Delta P_k\| & \text{min} \qquad \qquad \zeta_k = \|W_k J_k(q) \Delta q\| \\ n_b^T \cdot (P_k + \Delta P_k - P_b) \ge d & \text{subject to} \quad H_k J_k(q) \Delta q \ge h_k \end{split}$$

Joints limitation

 $W_{jo\, {
m int}} \cdot \Delta q$

$$\begin{split} & \left\| W_{_{jo\,\text{int}}} \cdot \Delta q \right\| & \text{min} & \zeta_{_{jo\,\text{int}\,s}} = \left\| W_{_{jo\,\text{int}\,s}} \Delta q \right\| \\ & q_{_{\min}} - q \leq \Delta q \leq q_{_{\max}} - q & \text{subject to} & H_{_{jo\,\text{int}\,s}} \Delta q \geq h_{_{jo\,\text{int}\,s}} \end{split}$$

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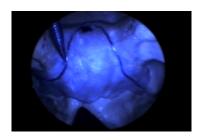
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Control implementation

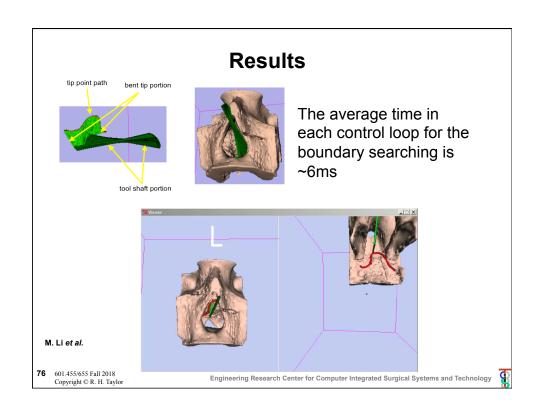
- · Solve problem numerically with standard methods (Lawson & Hanson, 1974)
- · Performance:
 - 6 ms/iteration on 2GHz Pentium 4 PC
 - Typically 20 to 39 constraints

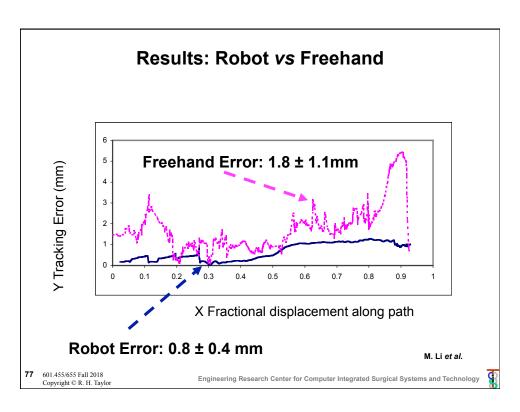




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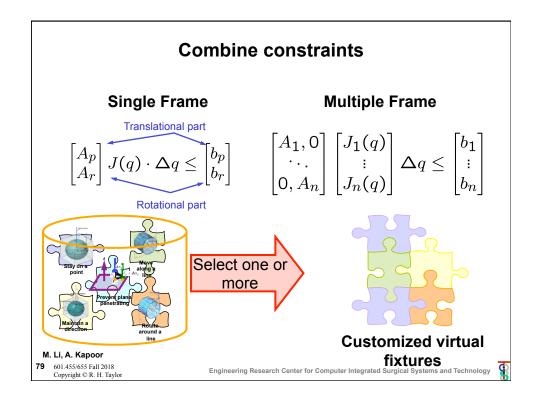


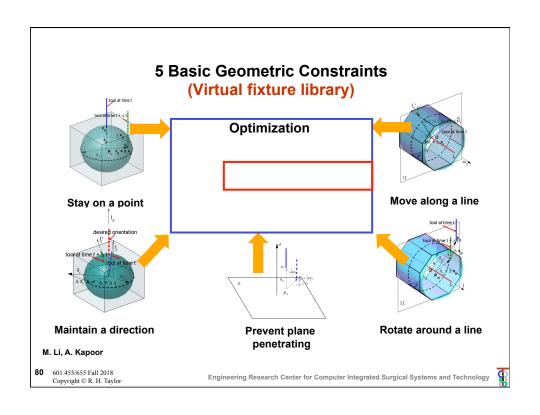
Results:	Robot vs	Freehand
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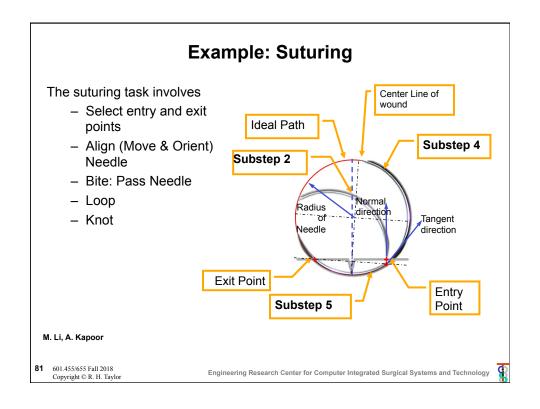
Trial#	Free hand		Robot Guidance	
	Average	Average	Average	Average
	Error	Time	Error	Time
	(mm)	(s)	(mm)	(s)
1	1.785	26.354	0.736	18.972
2	1.632	29.358	0.757	15.275
3	1.796	27.372	0.765	16.29
4	2.061	25.436	0.779	19.439
5	2.119	24.533	0.777	16.209
avg	1.819	26.611	0.763	17.237
std	1.126	1.863	0.395	1.848
		7		

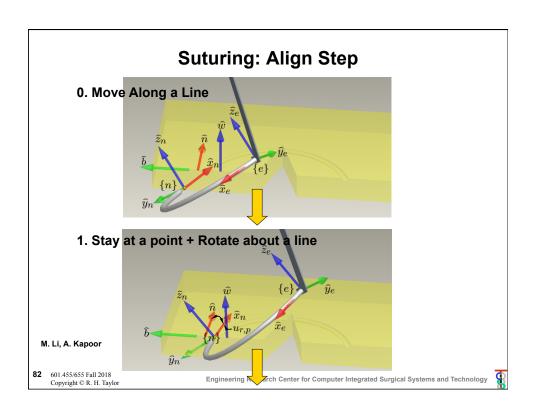
Approx 1.5:1 improvement in time!

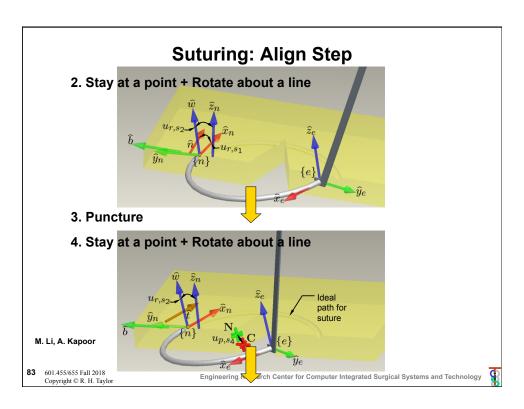
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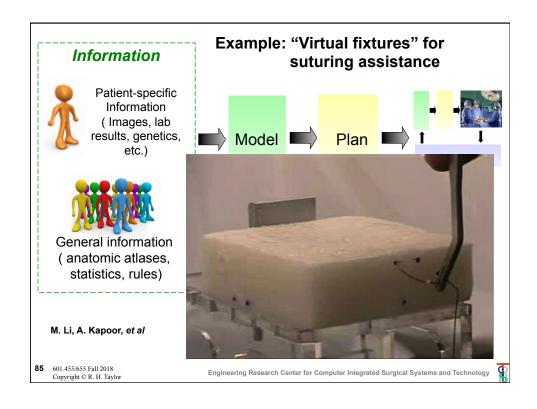












Suturing: Results

The average error (mm) in ideal and actual points as measured by OptoTrak®

Preliminary data collected from 4 users 5 trials each.

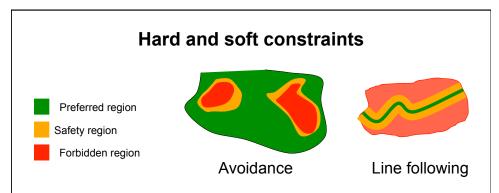
Error	Entry (mm) Exit (mm)	
Robot	0.6375; σ = 0.12	0.7742; σ = 0.37
Manual		2.1; σ = 1.2

- Suturing task using VF showed significant improvement in performance over freehand.
 - Can be performed at awkward angles
 - Avoids multiple trials and large undesirable movements inside tissue.

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- Constraints on the task can be "hard" or "soft"
- The relative sizes depend on the procedure, ranging from micros to tenths of millimeter.
- Soft constraints allow the controller to accommodate uncertainties inherent in surgical procedures.

Thanks: A. Kapoor

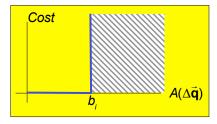
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"Soft" constraint implementation

Suppose that we have a problem of the form

$$\Delta \vec{\mathbf{q}}_{\text{des}} = \operatorname{arg\,min} \ \left\| \mathsf{E}(\Delta \vec{\mathbf{q}}) \right\|^2$$
 subject to a constraint of the form $A_i(\Delta \vec{\mathbf{q}}) \leq b_i$



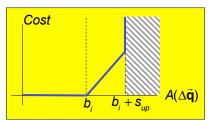
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"Soft" constraint implementation

But suppose we want to make the barrier "soft". I.e., allow the robot to go beyond the barrier at increasing cost until it hits a harder barrier later



Add an explicit slack s, and add a penalty term to the objective function

$$\Delta \vec{\mathbf{q}}_{\text{des}} = \operatorname{arg\,min} \left\| \mathbf{E} (\Delta \vec{\mathbf{q}}) \right\|^2 + \eta_i s_i^2$$

subject to a constraint of the form

$$A_i(\Delta \vec{\mathbf{q}}) - s_i \leq b_i$$

$$0 \le s_i \le s_{up,i}$$

This process can be repeated several times to produce progressively steeper costs

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Example: Stay near a point

Target Position: \vec{x}_0

Tool at time t + Δt

Tool at time t

After incremental motion

$$\vec{x}_p + \Delta \vec{x}_p$$
 close to \vec{x}_0

We want...

$$A(\vec{x}, s) = \|\vec{\delta}_p + \Delta \vec{x}_p\|^2 - s \le \epsilon_1$$

where $\vec{\delta}_p = \vec{x}_p - \vec{x}_0$

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Using Linear Constrained Quadratic Optimization

Matrix representation

$$A\cdot\Delta\vec{x}-s\leq b$$

Use Constrained Least Squares to solve

$$\arg\min_{\Delta\vec{q}} \ \|\Delta\vec{x} - \Delta\vec{x}^d\|^2$$

$$s.t \quad A\cdot\Delta\vec{x} - s < b$$

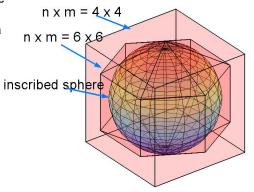
Tool at time t + Δt Tool at time t \vec{x}_p $\vec{\delta}_p$ $\vec{\delta}_p$

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Linear approximation for constraints

- n x m increase
 - Polyhedron approaches the inscribed sphere
 - Linearized conditions are a better approximation
 - More constraints require more time to solve the optimization problem
- · Symmetrical polyhedron
 - nxm = 4x4
- · Bounded polyhedron
 - nxm = 3x3



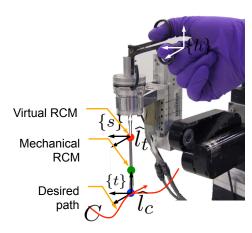
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Example Task

- Constraint 1: Tip to move along curve C
- Constraint 2: Origin of {s} to move along
- Objective: Handle to follow user input

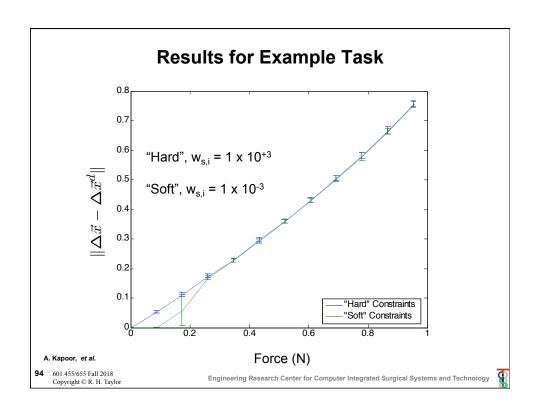


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Nonlinear Optimization

- One problem with linearized least squares is the proliferation of constraints to approximate the real constraints
- Consequently, it is worth considering alternatives that can handle more general formulas "directly"

$$\begin{split} \Delta \vec{\mathbf{q}}_{_{des}} &= \underset{_{\Delta \vec{\mathbf{q}}}}{\text{argmin}} \ C(\Delta \vec{\mathbf{x}}, \Delta \vec{\mathbf{q}}, \vec{\mathbf{s}}) \\ \text{subject to} \\ \Delta \vec{\mathbf{x}} &= \mathbf{J} \Delta \vec{\mathbf{q}} \\ \mathbf{A}(\Delta \vec{\mathbf{x}}, \Delta \vec{\mathbf{q}}, \vec{\mathbf{s}}) \leq \vec{\mathbf{b}} \end{split}$$

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Using Non-Linear Constrained Optimization

- · Use Sequential Quadratic Program* method
- · SQP solves the following problem iteratively

$$\mathbf{d}^{(k)} = \arg\min_{\mathbf{d}^{(k)}} \quad \nabla C(\mathbf{x}(\mathbf{q} + \Delta \mathbf{q}^{(k)}), \mathbf{s}^{(k)}, \mathbf{x}^d)^T \mathbf{d}^{(k)} + \frac{1}{2} \mathbf{d}^{(k)^T} \mathbf{B}^{(k)} \mathbf{d}^{(k)}$$
s. t.
$$\nabla A_j(\mathbf{x}(\mathbf{q} + \Delta \mathbf{q}^{(k)}), \mathbf{s}^{(k)})^T \mathbf{d}^{(k)} \le b_j; \quad j \in \mathcal{A}_k$$

- Start with a solution [Δq^k, s^k]^t
- Descent direction along with step size determine next solution [Δq^{k+1}, s^{k+1}]^t

*P. Spellucci, Math. Prog., '98

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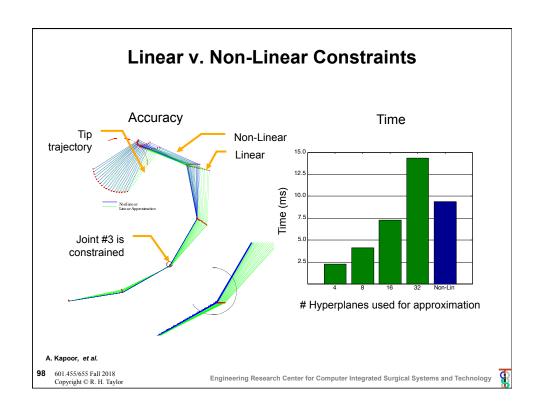
Remarks: Non-Linear Constraints

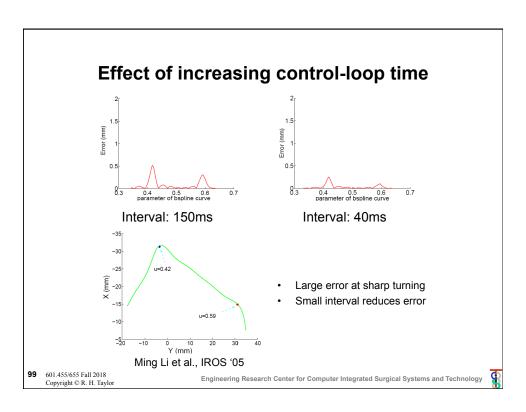
- Current incremental motion can be used as starting guess for next motion
- Worst case number of constraints n times m, n = # variables, m = # nonlinear constraints
- · Analytical gradient increases speed

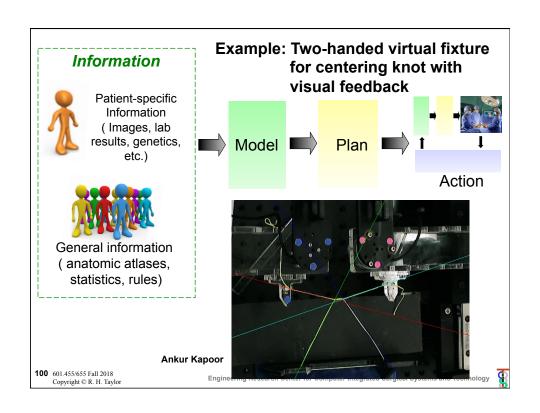
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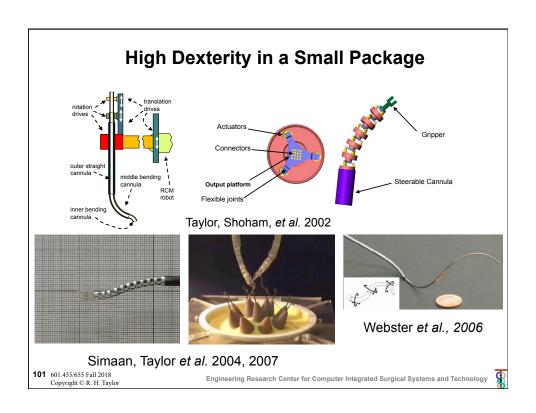
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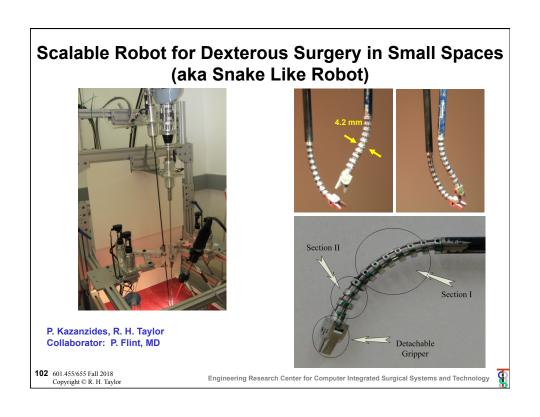


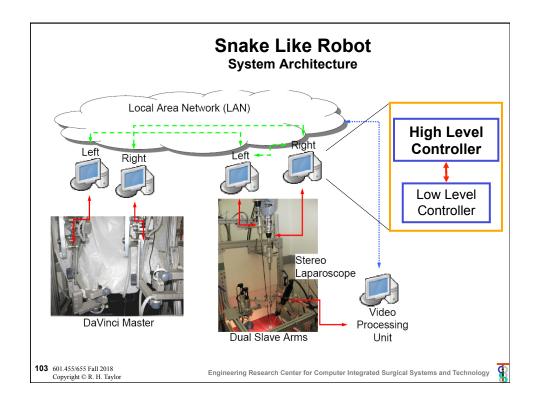


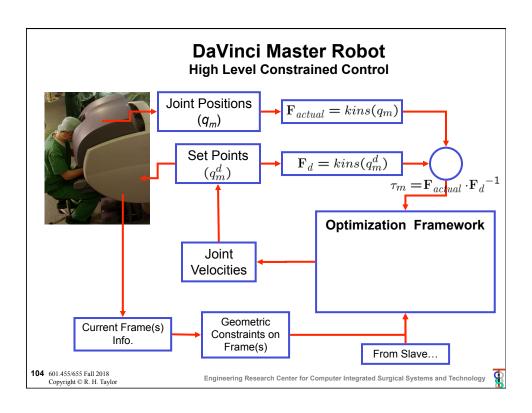




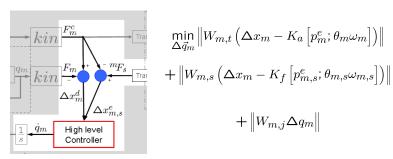








Master Side High-Level Controller

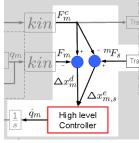


· Objectives:

- Minimize error between desired motion and actual motion
- Oppose motion that increases master-slave tracking error
- Minimize the extraneous motion of the joints, and
- Avoid large incremental joint motions that could occur near singularities

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Master Side High-Level Controller



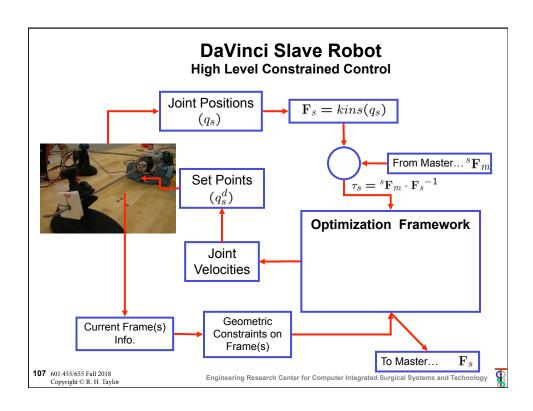
$$H_m \Delta q_m \geq h_m$$
 that is
$$\begin{bmatrix} I \\ -I \\ I \\ -I \end{bmatrix} \Delta q_m \geq \begin{bmatrix} q_{m,L} - q_m \\ q_m - q_{m,U} \\ \dot{q}_{m,U} \cdot \Delta t \\ \dot{q}_{m,U} \cdot \Delta t \end{bmatrix}$$

Constraints:

- General form: $H_{m,j}$ +Δ q_m ≥ $h_{m,j}$
- Not allow motion outside joint range
- Not allow motion that exceeds joint velocity limits
- Additional constraints can be added from the VF Library

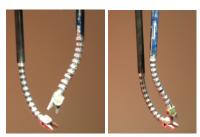
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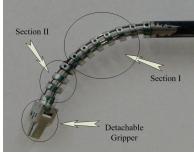




Slave-Side Snakes

- Actual snake section bends are a fairly complicated function of the linear displacements of the individual tubes and wires in the bending parts. But these displacements can be computed from the desired bending angles.
- Therefore, create pseudo-"joints" q_{sec1} and q_{sec2} corresponding to the bending angles in the two bend sections.
- Solve the optimization problem for q_{sec1} and q_{sec2} and the other joint angles of the slave robot. Then compute linear displacements from q_{sec1} and q_{sec2}. This also involves some calculations for redundancy resolution that can be done with a similar optimization method or can be done analytically.



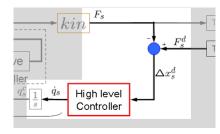


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Slave Side High-Level Controller



$$\min_{\Delta \vec{q}_s} \left\| W_{s,t} \left(\Delta x_s - K_a \left[p_s^e; \theta_s \omega_s \right] \right) \right\|$$

$$+ \left\| W_{s,j}(q) \Delta q_s \right\|$$

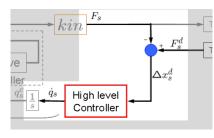
$$+ \left\| W_{s,s} s \right\|$$

- Objectives:
 - Minimize error between desired motion and actual motion
 - Minimize the extraneous motion of the joints, and
 - Avoid large incremental joint motions that could occur near singularities

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Slave Side High-Level Controller



such that
$$\begin{bmatrix} I \\ -I \\ I \\ -I \end{bmatrix} \Delta q_s \geq \begin{bmatrix} q_{s,L} - q_s \\ q_s - q_{s,U} \\ \dot{q}_{s,U} \cdot \Delta t \\ \dot{q}_{s,U} \cdot \Delta t \end{bmatrix}$$

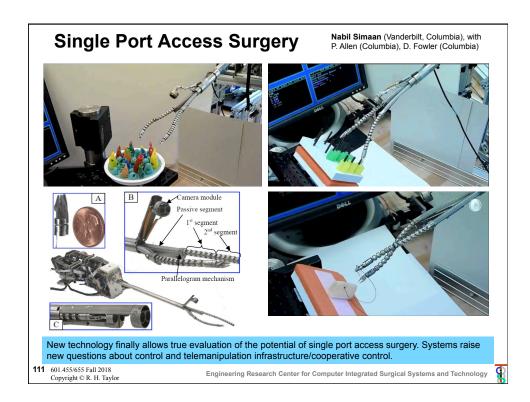
and
$$\begin{split} \|\vec{d}\| + \Delta x_b \cdot \hat{d} \\ + \vec{v} \cdot \hat{d} + s \geq d_{safe} \\ 0 \leq s \leq s_{lim} \end{split}$$

Constraints:

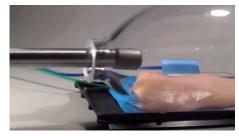
- Not allow motion outside joint range
- Not allow motion that exceeds joint velocity limits
- Collision avoidance between slaves
- More constraints can be added from the VF Library

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Single Port Access Robotic Surgery



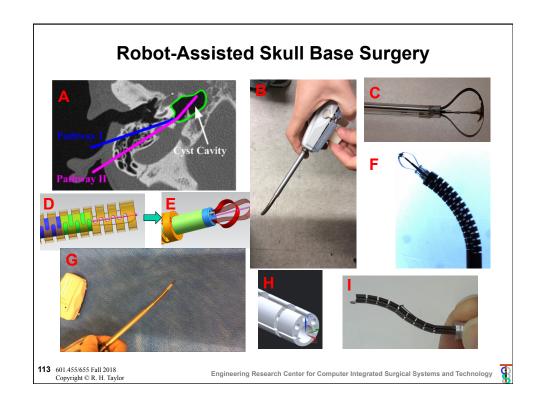




Intuitive Surgical Sp https://www.youtube.com/watch?v=-jm63JdTrp4

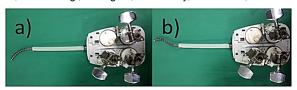
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Integration of a Snake-like Dexterous Manipulator for Head and Neck Surgery with the da Vinci Research

S. Coemert, F. Alambeigi, A. Deguet, J. P. Carey, M. Armand, T. C. Lueth, R. H. Taylor



Handheld actuation concept: a) C-shaped b) S-shaped



Overview of the DVRK system [5]

Video: Actuation of the SDM attached to DVRK

S. Coemert, F. Alambeigi, A. Deguet, J. P. Carey, M. Armand, T. C. Lueth, and R. H. Taylor, "Integration of a Snake-like Dexterous Manipulator for Head and Neck Surgery with the da Vinci Research Kit", in *Hamlyn Symposium on Medical Robotics*, London, June 26-27, 2016. pp. 58-59.

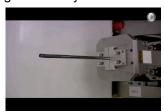
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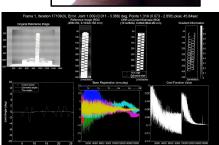
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APL Large Lumen, Dexterous Snake for MIS

- · Joint project with JHU APL
- Innovative fabrication process completely isolates drive cables
- Current prototypes
 - 2 DoF (C-bend) and 4DoF (S-bend)
 - Nitinol structure with high stiffness
 - 6 mm OD; Large 4 mm lumen allows insertion of surgical instruments
- Initial application: Minimally-invasive curettage of osteolytic lesions

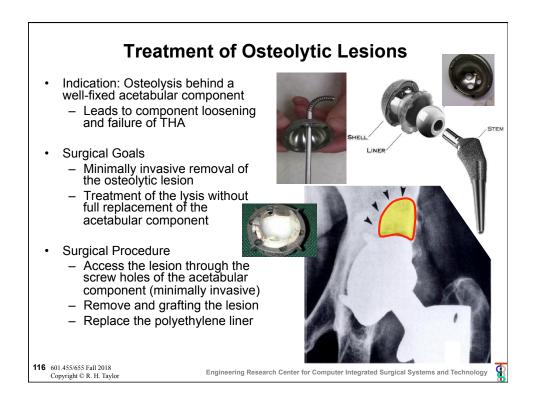


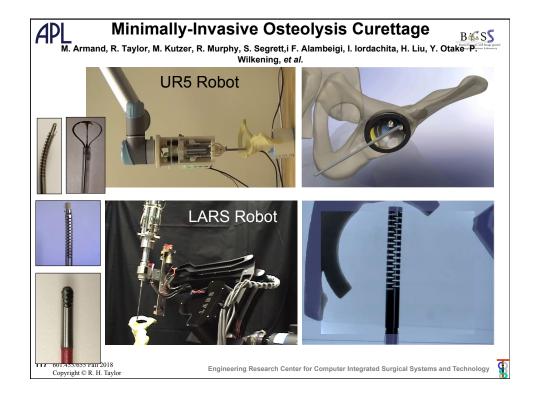


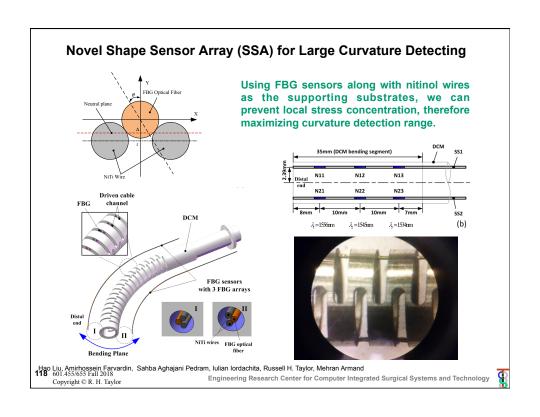
M. Armand, R. Taylor, M. Kutzer, R. Murphy, S. Segrett, i F. Alambeigi, I. Iordachita, H. Liu, Y. Otake et al.

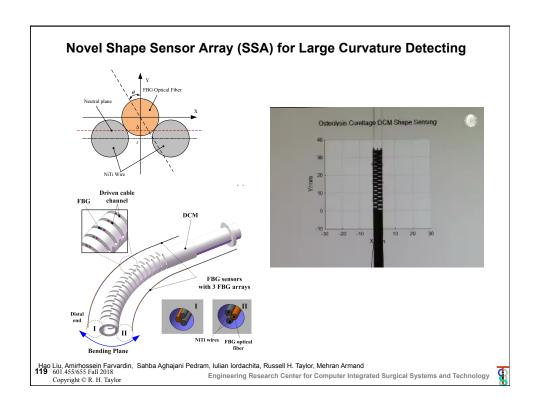
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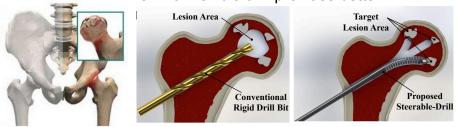




Curved Drilling of the Femoral Head

Alambeigi, et al.

- · Osteonecrosis of the femoral head
 - More than 20,000 patients per year
 - To reduce the pressure in the femoral head, core decompression was developed more than three decades ago.
- Steerable "spake" with flexible drill provides better



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Farshid Alambeigi, Yu Wang, Shahriar Sefati, Ryan. J. Murphy, Iulian Iordachita, Russell H. Taylor, Harpal Khanuja, and Mehran Armand, "Curved-Drilling Approach in Core Decompression of the Remogal Head Osteonecrosis, Using a Gentinuum Manipulator of Recently 1984.

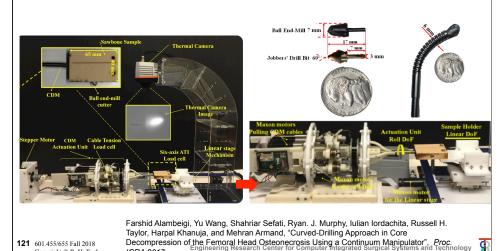


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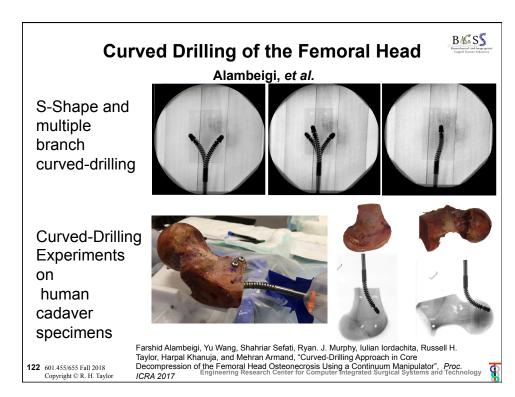
Curved Drilling of the Femoral Head

Alambeigi, et al.

- Sample Holder Mechanism: feeding motion and 6DOF force se
- Thermal Camera: "Real-time" tracking of the cutter



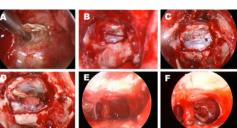
58



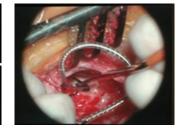
Challenges in Precise Minimally Invasive Headand Neck Surgery

- · Long (25cm) instruments
 - amplify hand tremor
 - reduce precision
- Tight spaces near sensitive anatomy
- Limited working area









The Robotic ENT Microsurgery System (REMS)

User interface:

- · Hands-on control, surgeon "in the game"
- · Foot pedal-controlled gain

Technical specs:

- Up to 0.025 mm precision on-demand
- · 6 degrees of freedom
- 125x125x125mm work volume
- Calibrated accuracy ~50-150µm

Control modes:

- · Free hand
- · Remote center of motion
- · Virtual fixture avoidance
- Teleoperation

K. Olds, Robotic Assistant Systems for Otolaryngology-Head and Neck Surgery, PhD thesis in Biomedical Engineering, Johns Hopkins University, Baltimore, March 2015.

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Playing the "Operation Game" with Long Instruments

Microlaryngeal Phonosurgery "Operation" Game Demo

K. Olds, *Robotic Assistant Systems for Otolaryngology-Head and Neck Surgery,* PhD thesis in Biomedical Engineering, Johns Hopkins University, Baltimore, March 2015.

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REMS Typical Applications



Laryngeal / Vocal Cord



Open Microsurgery



Image-guided sinus surgery
with virtual fixtures
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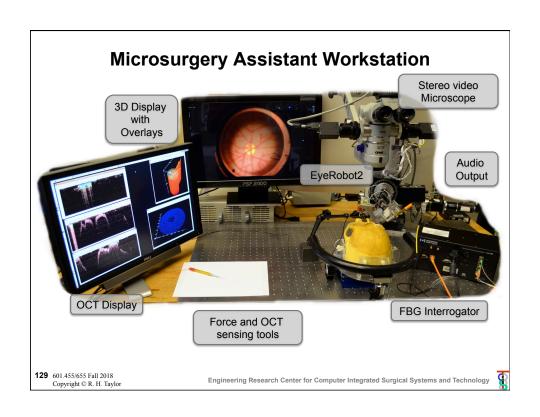
Other applications include:

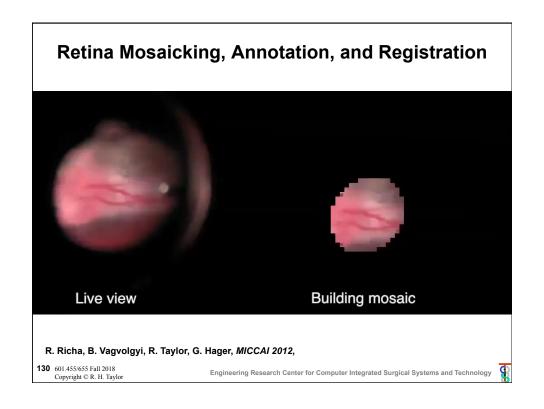
- Otology
 - Stapes surgery
 - Mastoidectomy
 - · Cochlear implant
- Craniotomy
- Spine
- Hand
- ...

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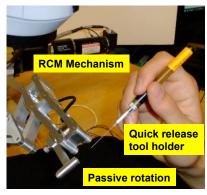
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Vitreoretinal Microsurgery British Journal of Ophthalmology 2004 - Akifumi Ueno et al Alcon Vitreosurgery Instrument Copyright © R. H. Taylor Copyright © R. H. Taylor Copyright © R. H. Taylor Copyright © R. H. Taylor





JHU Steady Hand "Eye Robot" Russell Taylor, Iulian Iordachita, D. Gierlach, D. Roppenocker, et al.





- · Highly precise robot
- · Hands-on cooperative control or teleoperation
- · Several generations in lab
- Precise, stable platform for developing "smart" surgical instruments and sensors
- · Virtual fixtures and advanced control

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Retinal Microsurgery - in vivo experiments

- Overall System Performance
- System Ergonomics
- Collect Data
 - Robot / Force / OCT
 - Video / Audio



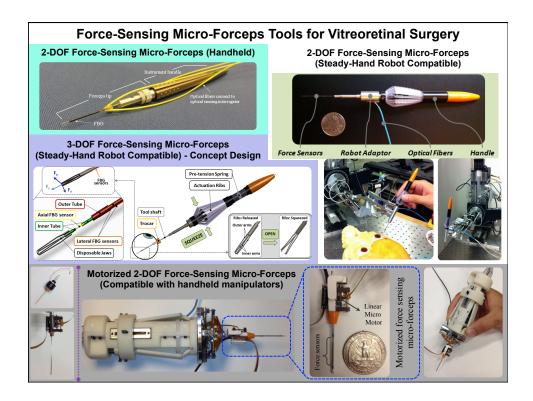


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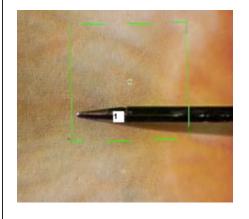
In-vivo experiments

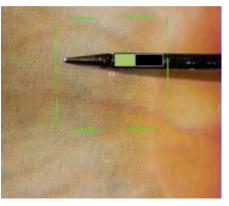
- Test the force sensing micro-forceps in-vivo using rabbit in the operating room
- Force measurements, stereo microscopic video, and surgeon's voice annotation were recorded with timestamps for synchronization and analysis



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Video overlay of tool tip forces





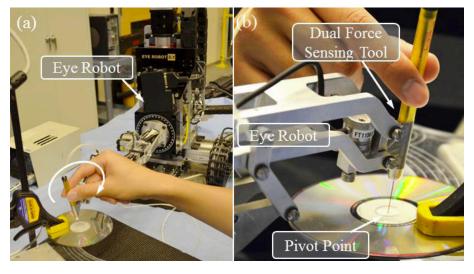
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Voice commands and annotation Auditory sensory substitution Example Audio Response to Force Input Audio 1 3.5 7.5 Force (mN) M. Balicki, et al. 136 601.455/655 Fall 2018 Copyright © R. H. Taylor Engineering Research Center for Computer Integrated Surgical Systems and Technology





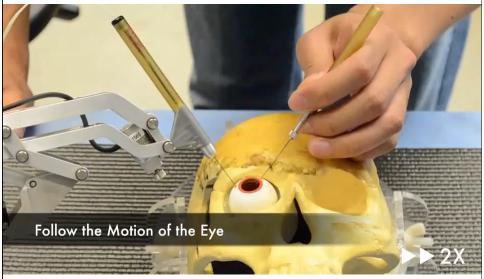
X. He, Marcin Balicki, P. Gehlbach, J. Handa, R. Taylo, and I. Iordachita, "Variable Admittance Robot Control with A New Dual Force Sensing Instrument for Retinal Microsurgery", in IEEE Int. Conf. Rob. Automat, Hong Kong, May 31-June 5, 2014...

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Dual Force Sensor



X. He, Marcin Balicki, P. Gehlbach, J. Handa, R. Taylo, and I. Iordachita, "Variable Admittance Robot Control with A New Dual Force Sensing Instrument for Retinal Microsurgery", in IEEE Int. Conf. Rob. Automat, Hong Kong, May 31-June 5, 2014...

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μForce Scaling Cooperative Control

Cooperative Control

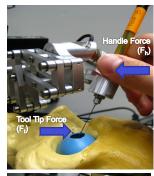
Velocity at the tool (V) is proportional to (α gain) the user's input force at the handle (F_h)

$$\dot{\mathbf{x}} = \alpha F_{h}$$

µForce Scaling

Amplifies (Υ gain) the human-imperceptible forces sensed at the tool tip (F_t) to handle interaction forces (F_n) by modulating robot velocity.

$$\dot{\mathbf{x}} = \alpha \left(\mathbf{F}_{h} - \gamma \mathbf{F}_{t} \right), \quad \text{e.g., } \gamma = 500$$





Kumar et al (ICRA' 00); Balicki et al. (MICCAl'10); Uneri et al., BioRob 2010

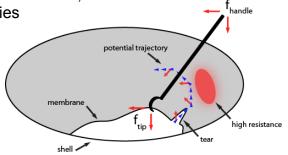
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μForce Guided Cooperative Control

- User fights against ever increasing resistance
- ✓ Ensure safety tip force limits
- User interaction is limited at high-resistance regions
- ✓ Try to avoid those regions for later peeling
- User gets "stuck", gives up, tries re-approach
- Ensure continuous user motion, even at the boundaries



Uneri et al., BioRob 2010

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μForce Guided Cooperative Control

- Global Limiting
 - Task-specific tip force limit
 - User controlled limit distribution
- Continuous motion at the constraint boundaries
- Virtual spring construct to ensure stability

$$f_{lim} = f_{max} \frac{|f_h|}{\|f_h\|}$$

 $\dot{x}_{lim} = \dot{x} \left(\frac{f_{lim} - |f_t|}{f_{spring}} \right)$

Local Force Minimization

•Guiding user towards direction of minimum resistance

•Sensitivity variable allows user override

•Haptically intuitive response

·Avoids / postpones reaching limits

Uneri et al., BioRob 2010

 $\dot{x}_{min} = k_p \left(1 - s \right)$

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Experimental Platform

Focusing on:

- •Properties of the tissue we interact with
- •The method of interaction, i.e. performance of our algorithms

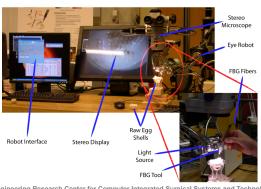
Performed on:

- Inner shell membrane of raw eggs
- Surrogate tissue for epiretinal membrane peeling



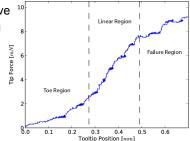
Uneri et al., BioRob 2010

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Experiment:Tissue Force Characterization

- · A corrected position allows us to observe tissue strain
- Controlled constant force application
 - Incremented by 1mN, with 10s delay, over a range of 1-10mN
- Characteristic curve obtained reveals a similar pattern to those seen in fibrous tissue tearing
 - Toe region: Safe
 - Linear region: Predictive ¹⁰
 - Failure region: Peeling



Uneri et al., BioRob 2010

Uneri et al., BioRob 2010

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resembles commonly used

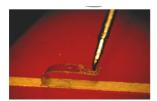
capsulorhexis technique

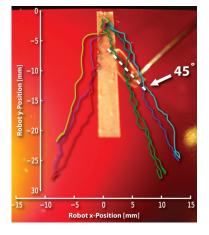
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Enhanced Cooperative Control Peeling Algorithm The algorithm biases operator-robot interaction towards the direction of least tissue resistance while limiting forces. Inner Egg Shell Membrane Peeling Inner Egg Shell Membrane Peeling Peeling angles converge to 45° Resulting motion pattern

Experiment: µForce Guided Cooperative Control

- <u>Task:</u> delaminate PVC strip with acrylic adhesive from a wax surface.
- Strip is peeled at an average of 45°
- User was guided away from the centerline in the direction of lowest resistance





Uneri et al., BioRob 2010

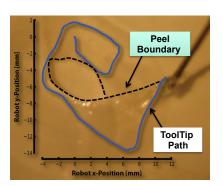
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Experiment: µForce Guided Cooperative Control

- Goal: Remove a section of egg inner shell membrane
- Circular trajectory consistent with the results from the strip peeling experiment
- Magnify the perception of tip forces lateral to direction of desired motion
- Results in a peel pattern seen Capsulorhexis maneuver

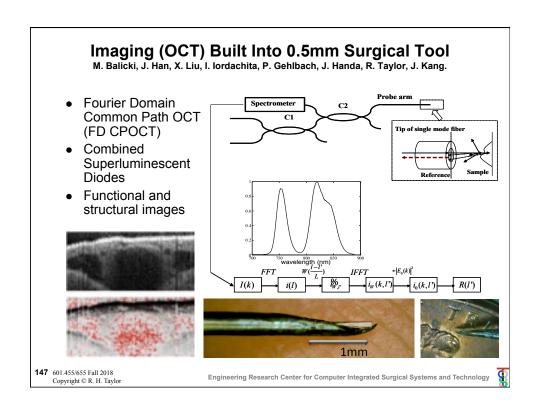


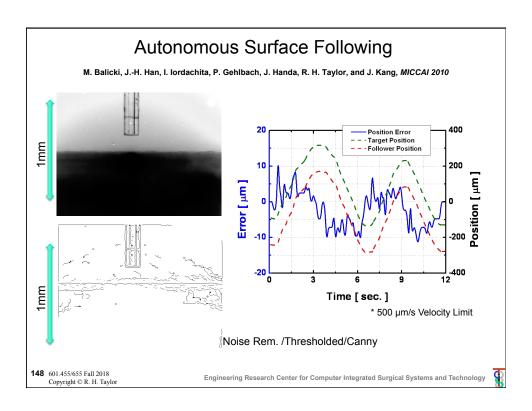
Peeling Inner Egg Shell Membrane

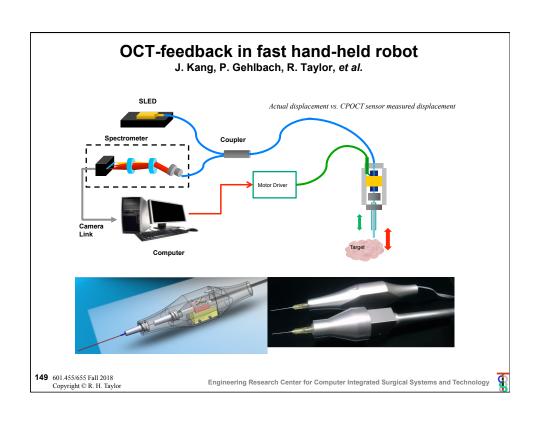
Uneri et al., BioRob 2010

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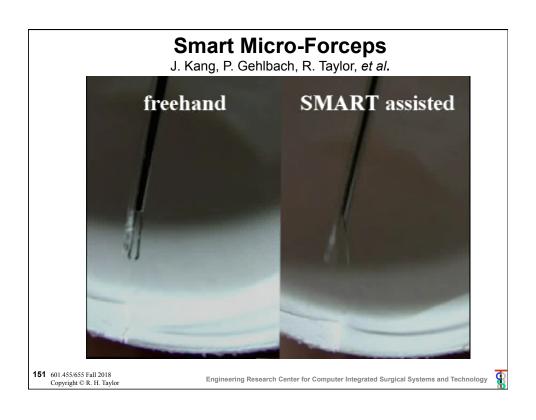


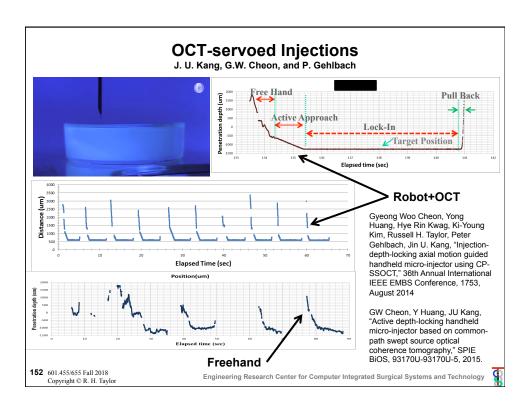






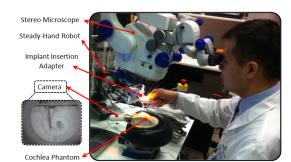






Robotically-Assisted Insertion of Cochlear Implants

- Setup
 - Phantom cochlea
 - Stiffer stylet
- Surgeon and novice inserted implants into phantom using three methods:
 - Manual insertion
 - Robot-assisted insertion
 - Robot-assisted insertion with virtual fixtures enacted

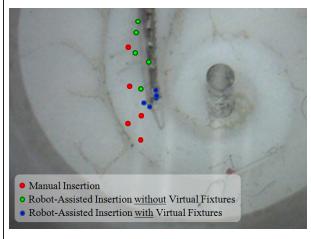




P. Wilkening, W. Chien, B. Gonenc, J. Niparko, J. U. Kang, I. Iordachita, and R. H. Taylor, "Evaluation of Virtual Fixtures for Robot-Assisted Cochlear Implant Insertion", in *IEEE Biomedical Robotics and Biomechanics (BioRob)*, Sao Paulo, 12-15 Aug, 2014. pp. 332-338. 153 601.455/655 Fall 2018 Copyright © R. H. Taylor

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Robotically-Assisted Insertion of Cochlear Implants



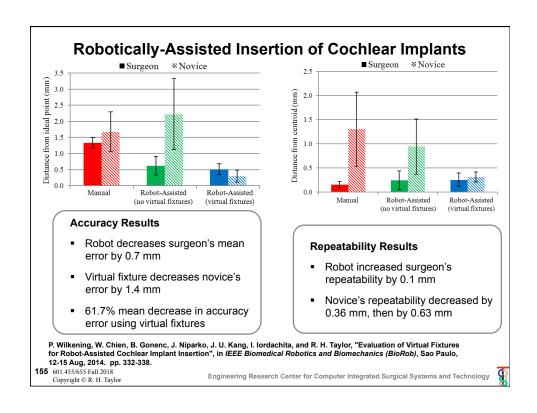
Novice's deployment points

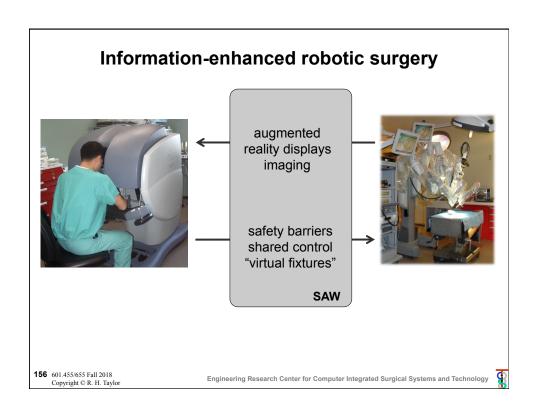
- Each point represents the deployment point reached using one of the insertion methods
- Manual spread very far, not very accurate
- Robot-assisted also spread far, closer to center
- Robot-assisted with virtual fixtures closely clustered and highly accurate

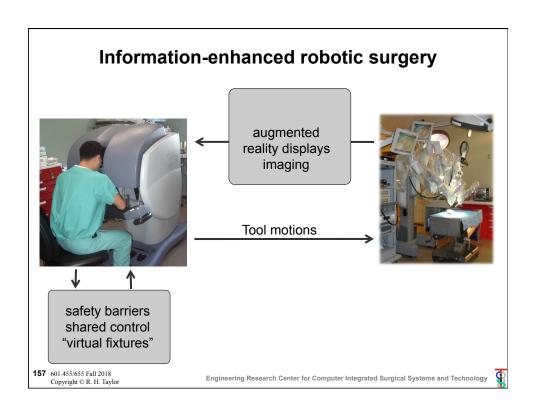
P. Wilkening, W. Chien, B. Gonenc, J. Niparko, J. U. Kang, I. Iordachita, and R. H. Taylor, "Evaluation of Virtual Fixtures for Robot-Assisted Cochlear Implant Insertion", in *IEEE Biomedical Robotics and Biomechanics (BioRob)*, Sao Paulo, 12-15 Aug, 2014. pp. 332-338.

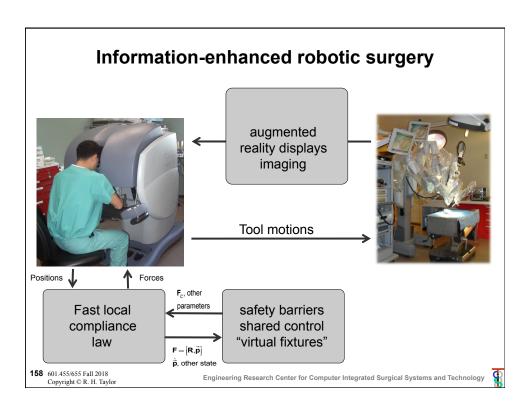
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Virtual Fixture "Hook" in DaVinci API

- Experimental interface not in any clinical or commercial product.
- Specification developed jointly by JHU and Intuitive to support research
- Prototyped at JHU by Tian Xia and Russ Taylor
- Current version implemented in DaVinci "S" model by Lawton Verner at ISI, with "hooks" in a proprietary ISI Application Program Interface
- · Accessed through cisst/SAW libraries



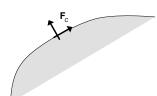


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Compliance virtual fixtures



$$\mathbf{F} = [\mathbf{R}, \vec{\mathbf{p}}] = \text{current pose}; \ \dot{\mathbf{p}} = \text{current velocity}$$

 $\mathbf{F}_{c} = [\mathbf{R}_{c}, \vec{\mathbf{p}}_{c}] = \text{ position compliance frame}$

 $\vec{\mathbf{k}}^{\scriptscriptstyle{(+)}}, \vec{\mathbf{k}}^{\scriptscriptstyle{(-)}} = \text{ position stiffness factors}$

 $\vec{\mathbf{b}}^{\scriptscriptstyle (+)}, \vec{\mathbf{b}}^{\scriptscriptstyle (-)} = \text{ damping factors}$

 $\vec{\boldsymbol{g}}^{\scriptscriptstyle (+)}, \vec{\boldsymbol{g}}^{\scriptscriptstyle (-)} = \text{ force bias terms}$

 $\mathbf{R}_{o}=$ orientation compliance frame

 $\vec{\mathbf{k}}_{a}^{(+)}, \vec{\mathbf{k}}_{a}^{(-)} = \text{orientation stiffness factors}$

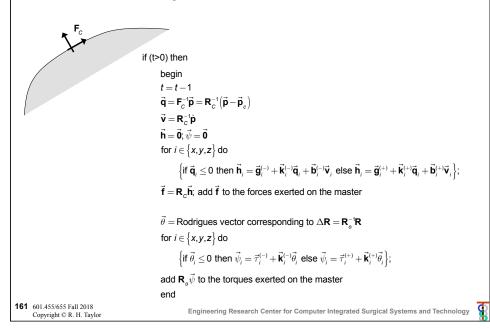
 $\vec{ au}^{\scriptscriptstyle (+)}, \vec{ au}^{\scriptscriptstyle (-)} = {
m torque} \; {
m bias} \; {
m terms}$

t =time remaining on timeout counter

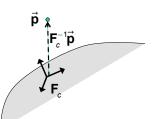
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Compliance virtual fixtures



Surface following virtual fixture



Goal: Stay on a surface; bias force drawing toward the surface; spring force resisting penetration

 $\vec{\mathbf{p}}_c = \text{closest point on surface}$ $\mathbf{R}_c \vec{\mathbf{z}} = \text{surface normal at } \vec{\mathbf{p}}_c$

$$\vec{\mathbf{k}}^{(-)} = [0,0,-s \textit{tiffness}]$$
 $\vec{\mathbf{g}}^{(+)} = [0,0,-b \textit{ias}]$ $Others = 0$

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Limitation and Extensions

- The specific abstraction just presented has some limitations. In particular, it separates the position and orientation compliance in a way that makes coupling of orientations and translations non-trivial.
- This can be gotten around to some extent by continually updating the virtual fixture compliance parameters.
- There are several obvious extensions that may be tried. For example, one can provide fuller matrices for virtual fixture force/torque generation. For example:

Compute $\vec{\mathbf{q}}, \vec{\mathbf{v}}, \vec{\theta}, \vec{\phi}$ from \mathbf{F}_c and \mathbf{R}_c , where $(\vec{\phi} = d\vec{\theta} / dt)$

Compute a region i of local configuration space from $\vec{\mathbf{q}}$ and $\vec{\theta}$

$$\left[\begin{array}{c} \vec{\mathbf{h}} \\ \vec{\psi} \end{array} \right] = \mathbf{K}_i \bullet \left[\begin{array}{c} \vec{\mathbf{q}} \\ \vec{\theta} \end{array} \right] + \mathbf{B}_i \bullet \left[\begin{array}{c} \vec{\mathbf{v}} \\ \vec{\phi} \end{array} \right] + \left[\begin{array}{c} \vec{\mathbf{g}}_i \\ \vec{\tau}_i \end{array} \right]$$

Add $\mathbf{R}_{c}\vec{\mathbf{h}}$ to master forces and $\mathbf{R}_{o}\vec{\psi}$ to master torques

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