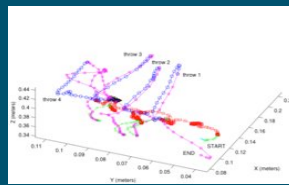
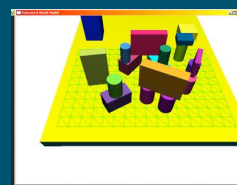


Quantitative Endoscopy



Language of Surgery



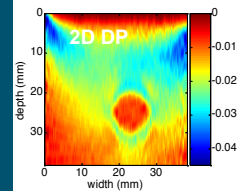
Scene Analysis and Manipulation



Human-Machine Collaborative Systems



Similarity Learning



Interventional Ultrasound

The **Computational Interaction and Robotics Laboratory (CIRL)** is devoted to the study of problems that involve dynamic, spatial interaction at the intersection of imaging, robotics, and human-computer interaction.

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SCHOOL OF  
ENGINEERING**  
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100 YEARS  
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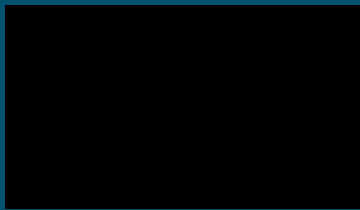
## Human-Machine Collaborative Systems

Gregory D. Hager  
Professor and Chair  
Department of Computer Science

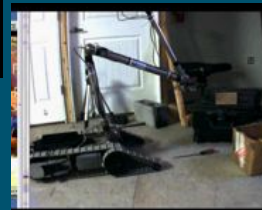
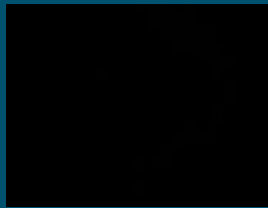


## What Is HMCS?

Augmentation of human **physical capability** by rendering **context appropriate** physical assistance to a user within a **recognized task**



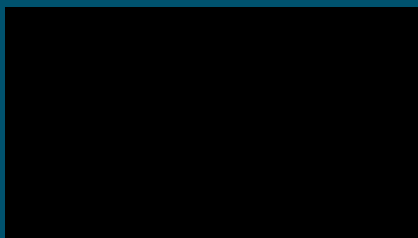
Courtesy Spirit Aerosystems



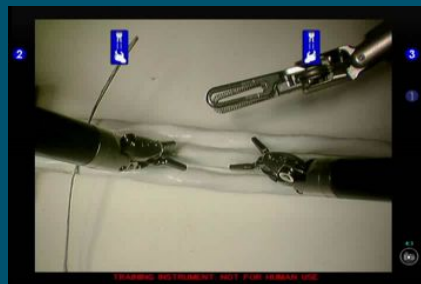
Courtesy Autonomous Solutions

## What Is HMCS?

Augmentation of human **physical capability** by rendering **context appropriate** physical assistance to a user within a **recognized task**

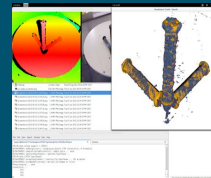


Courtesy Spirit Aerosystems



## The Plan

- Human-Machine Collaborative Systems in surgery
- Human-Machine Collaborative Systems in VR
- Human-Machine Collaborative Systems for telemanipulation

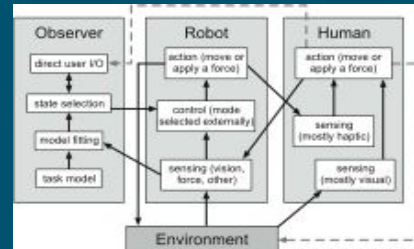


## Why HMCS

- Increase skill and safety
- Reduce injury/improve ergonomics
- Extend working life
- Create new applications/opportunities for people and robotics

## Major HMCS Problems:

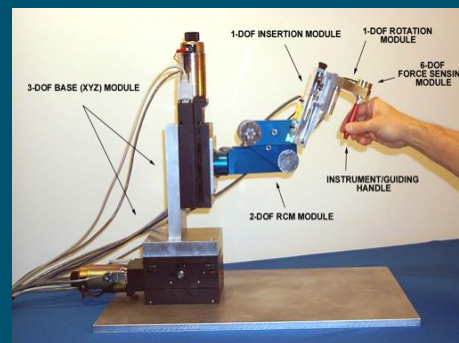
- Recognition: What is going on?
  - Sensing and learning
- Differentiating stylistic and consequential variation
  - Latent variable analysis
- Contextual Assistance: What to do to help
  - Virtual fixtures
  - Information augmentation/sensor substitution
  - Training/feedback



## A Beginning: Retinal Surgery

S. Hundtofte, A. Okamura, and G. Hager. Building a task language for segmentation and recognition of user input to cooperative manipulation systems. In *Proc. 10th Int. Symp. on Haptic Interfaces for Virtual Environment and Teleoperator Systems*, pages 225-230, 2002

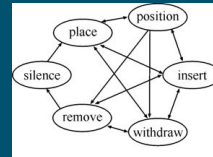
- Used SHR
  - All DOF except Z base stage
- Data recorded
  - $F_x, F_y, F_z$
  - $T_x, T_y, T_z$
  - $||\text{translation}||$
- Users pushed foot pedal to signal transitions for training HMMs



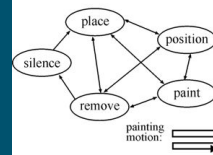
Copyright GD Hager, 2010

## Recognizing Action from Kinematics

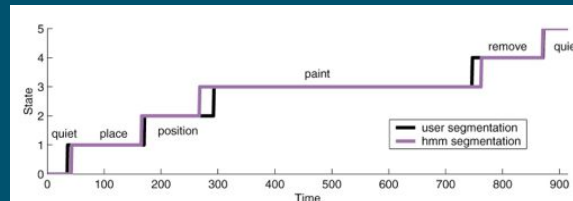
- Peg-in-hole
  - Place, Position, Insert, Withdraw, Remove
  - Model of cannulation
- “Painting”
  - Place, Position, Paint, Remove
  - Model of membrane removal
- 5-state HMM trained for each gesture
- Fully connected HMM for testing



(a) Peg-in-hole task



(b) Painting scheme



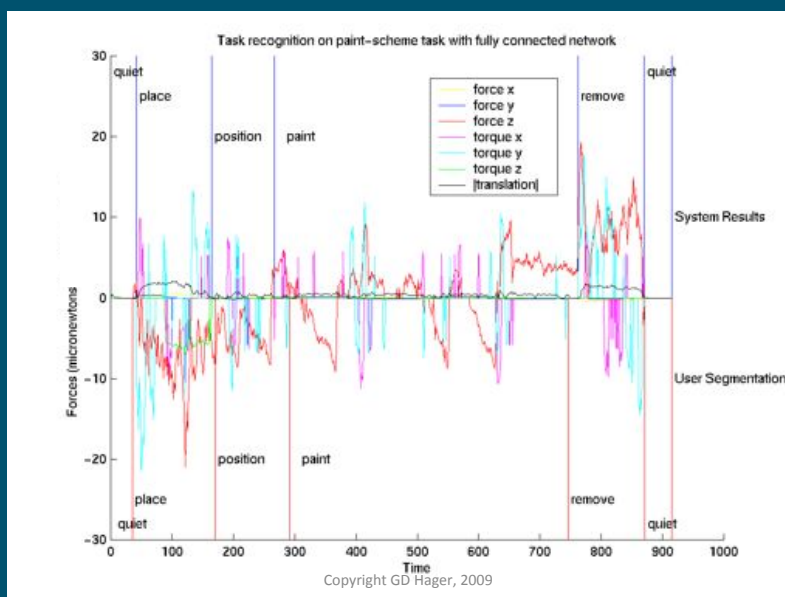
## What is an HMM?

- Draw on the board Greg!

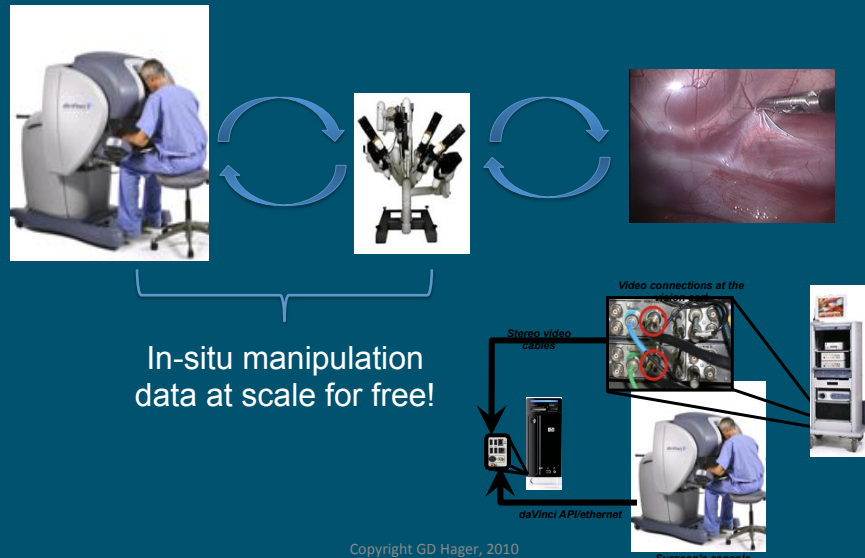
## What is an HMM?

- Draw on the board Greg!
- What is a Markov model?
- What is a hidden Markov model?
- What are the two problems
  - Modeling
  - Inference

## Recognition Results



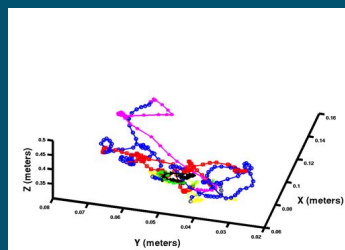
## Acquiring Motion Data at Scale



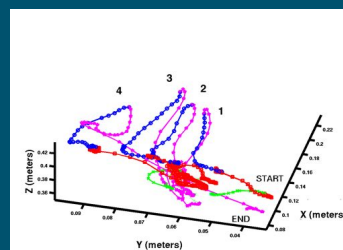
Copyright GD Hager, 2010

## HMCS-Language Of Surgery: Objectives

1. Develop models for regularity of **manipulative** motion during surgery without reference to style, skill, or user.
2. Understanding the underpinning of skill -- system skill vs manipulative skill
3. Reflect models of skill back to improve training and performance.



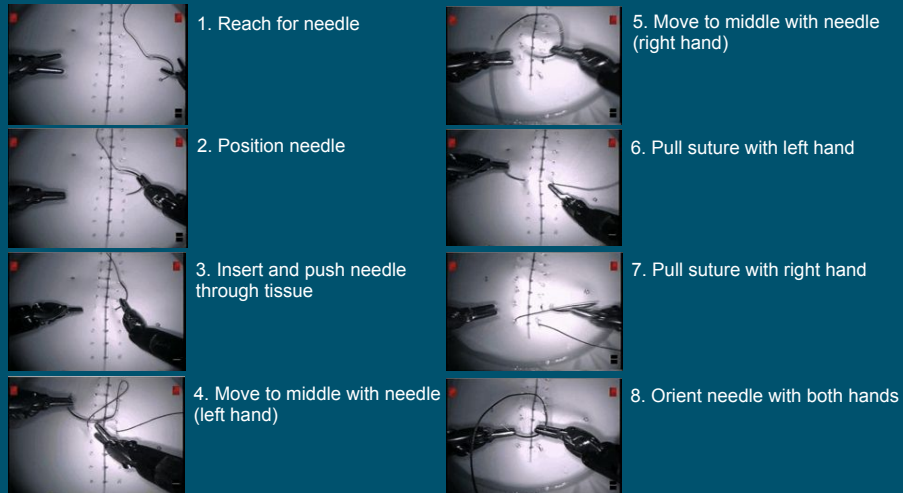
Intermediate Surgeon - trial 22



Expert Surgeon - trial 4

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## Suturing Gesture Vocabulary

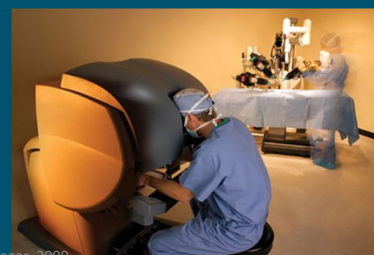
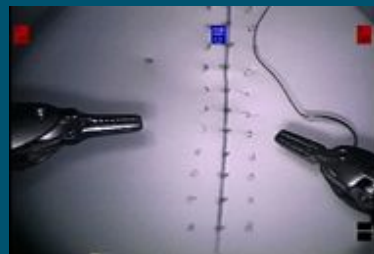


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## Early da VinciExperiments

### Corpus

- 4-throw suturing task
- 72 motion variables
- 15 expert trials
- 8-motion vocabulary



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# Classifier vs Manual Segmentation

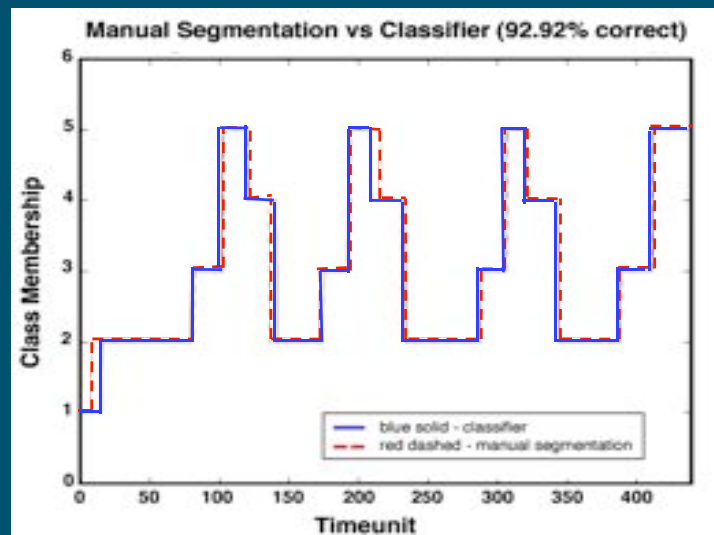
Expectation Maximization + Bayes Classifier

n	Number of labeled classes	LDA output dimensions	% correct
1	6	3	91.26
2	6	4	91.46
3	6	5	91.14
4	5	3	91.06
5	5	4	91.34
6	5	3	92.09
7	5	4	91.92
8	4	3	91.88

Copyright GD Hager, 2009

Henry Lin

# Classifier vs Segmentation



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## Second Data Collection At Intuitive Surgical

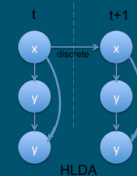
Subject ID	Medical Background	Da Vinci Training	Hours?
A	-	-	<1
B	-	-	10-15
C	-	-	100+
D	X	X	100+
E	X	X	100+
F	-	X	100+
G	-	X	<10
H	-	X	<10
I	-	-	<1

Each subject performs  $\geq 5$  reps of 3 tasks

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## Results of Recognition State Labeling

LDA Dimension	Setup I	Setup II	Setup III
10	83%	82%	<b>73%</b>
15	86%	82%	71%
20	<b>87%</b>	<b>83%</b>	70%



- Setup I: Good trials; mixing of subjects with training
- Setup II: Trials with errors; mixing of subjects while training
- Setup III: Train on one subject, test against the rest

Data-Derived Models for Segmentation with Application to Surgical Assessment and Training, B Varadarajan, Carol Reiley, H Lin, S Khudanpur, G Hager, Proc. MICCAI 2009

Copyright GD Hager, 2010

## How Do We Recognize Skill?

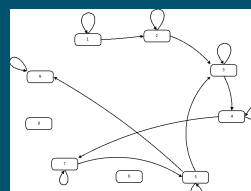
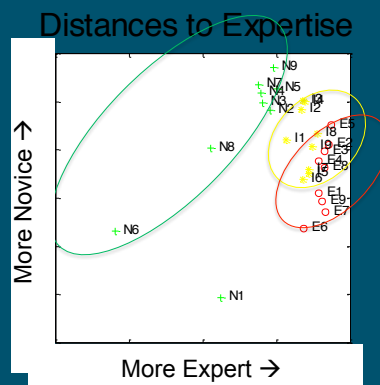
- 1: the ability to use one's knowledge effectively and readily in execution or performance
- 2: dexterity or coordination especially in the execution of learned physical tasks
- 3 : a learned power of doing something competently : a developed aptitude or ability



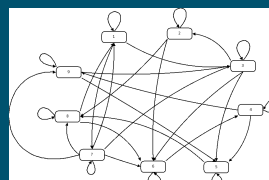
Copyright GD Hager, 2010

## Data-Driven Assessment

Task versus Subtask Surgical Skill Evaluation of Robotic Minimally Invasive Surgery Carol E. Reiley and Gregory D. Hager, Proc. MICCAI 2009



Expert



Novice

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## Expert-Expert



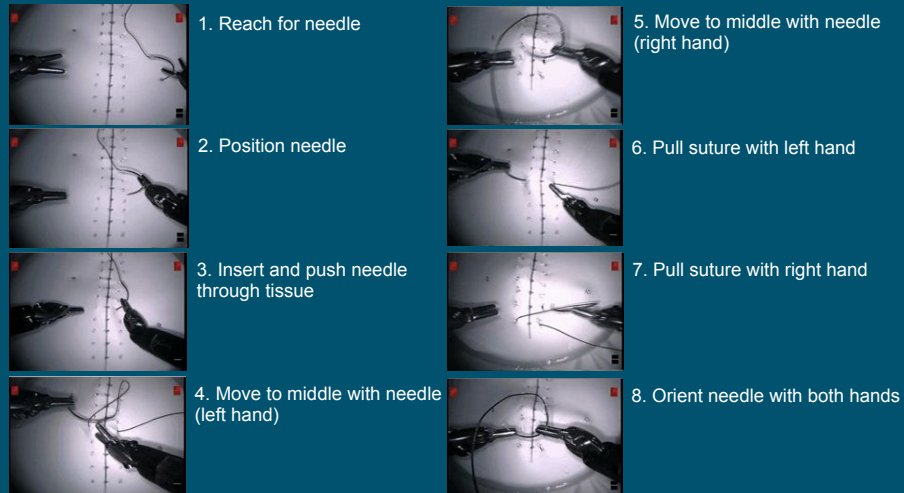
Copyright GD Hager, 2010

## Expert-Novice



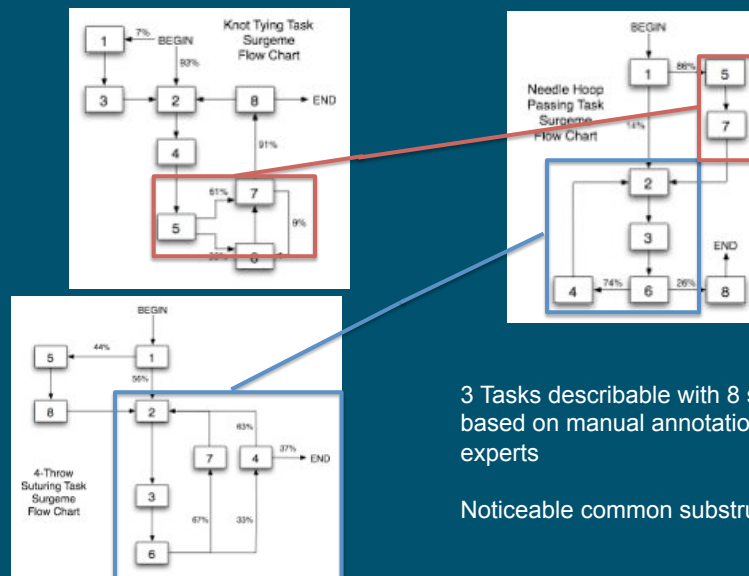
Copyright GD Hager, 2010

## Recall the Language of Motion Idea



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## Recall the Language of Motion Idea



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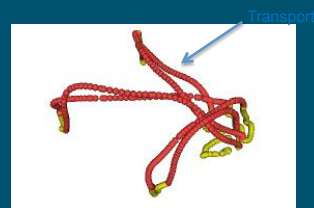
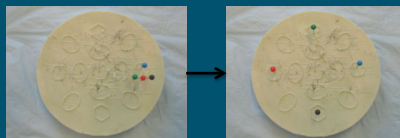
## HMMs

- Composed of a sequence of “hidden” states (gestures)
- Observe something correlated with the hidden state (in our case motion)
- See [http://videolectures.net/hltss2010\\_eisner\\_plm/video/2/](http://videolectures.net/hltss2010_eisner_plm/video/2/)

## Learned Human-Machine Performance

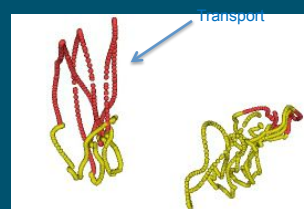
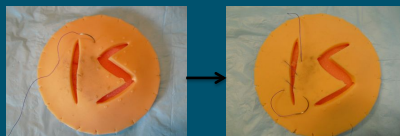
(Nicolas Padoy)

Pin Task



PSM Trajectory

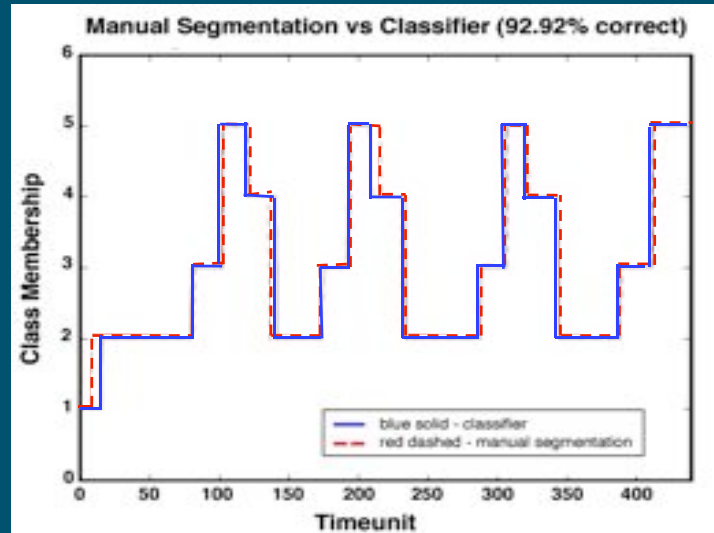
Suturing Task



PSM Trajectories

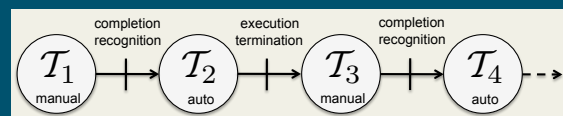
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## Classifier vs Segmentation



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## Augmentation Using a Task Model



Pin Task

#	Name	#	Name
1	Grab <i>pin1</i> from East	7	Pin <i>pin2</i>
2*	Move <i>pin1</i> to North	8*	Move tool back to East
3	Pin <i>pin1</i>	9	Grab <i>pin3</i>
4*	Move tool back to East	10*	Move <i>pin3</i> to South
5	Grab <i>pin2</i>	11	Pin <i>pin3</i>
6*	Move <i>pin2</i> to West	12*	Move tool back to East

\* = automated

Suturing Task

#	Name
1	Grasp needle (RT) from pod, move to 1st suture point (RT), Insert needle (RT), grasp it (LT)
2*	Pull thread out (LT), move back to 2nd suture point (LT)
3	Grasp needle (RT) from (LT), Insert needle (RT), grasp it (LT)
4*	Pull thread out (LT), move back to 3rd suture point (LT)
5	Grasp needle (RT) from (LT), Insert needle (RT), grasp it (LT)
6*	Pull thread out (LT), move back to pod end point (LT)

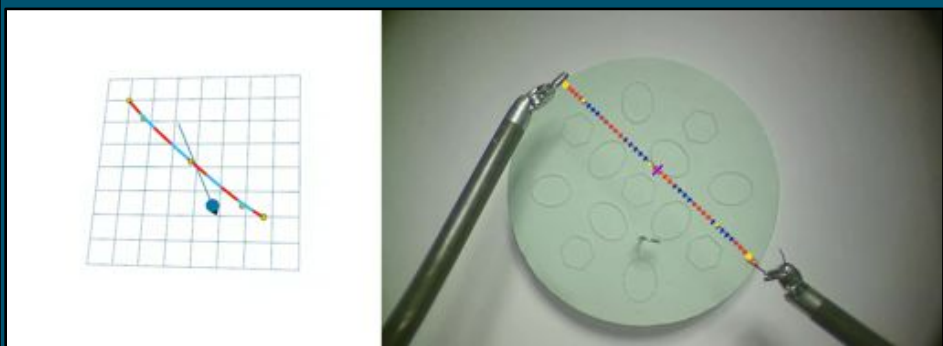
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## Two Examples



## Adding Context

36



(Padoy, Hager - Patent pending; To appear, BMVC'12)



## Adding Context



(Bodenstedt, Padoy, Hager – To appear, AIFS)

## Combining Perception with Tasks: Transatlantic Telemanipulation



- > ¼ second time delay
  - Limited perception
  - Complex manipulation
- } Look and move strategy

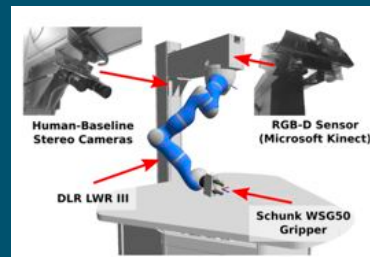
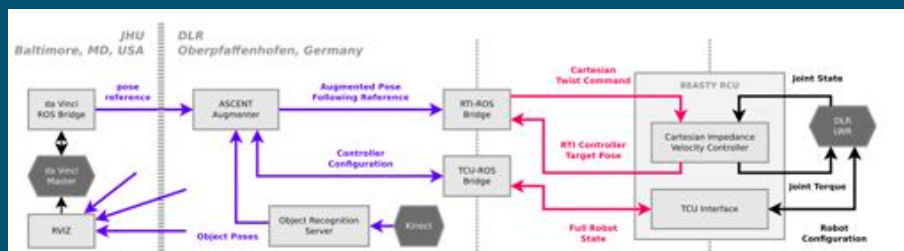
How do we solve this problem?

## Combining Perception with Tasks: Transatlantic Telemanipulation

- Ground action in perception of objects
- Define canonical manipulation trajectories
- Detect intent relative to plan



## Combining Perception with Tasks



## In Action

## HMCS: New Platforms

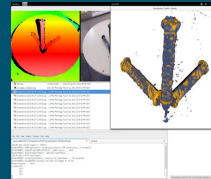
- Raven II™ was funded by a NSF equipment grant to build an open source surgical robotics platform for use in a research setting.
- Intuitive Surgical Skills Simulator is a key ingredient to next steps in developing active learning and assistive technologies for surgery



## HMCS Projects/Collaborations

- DLR-LiveTime-JHU transatlantic telemanipulation

Burschka, Haddadin, Amir, Whitcomb, Bohren



- Balaor interactive wall with JHU library

Guerin, Choudhury

- NRI Collaborations

Okamura, Blake, Abbeel, Goldberg, Rosen  
Howe, Pfister



- Autonomous Solutions SBIR

## Summary

- Robotics is about more than autonomous execution of rudimentary tasks
- Robots will interact with people – they will have to understand and react to them
- CS will be at the core of this effort – it will be about the software, not the hardware!

<http://www.cccb.org/2012/08/24/what-computer-science-can-teach-us-about-robotics/#more-8941>

## Summary

Rethink Robotics just announced today!



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ENGINEERING