

Towards Functional Exoskeleton Control

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Discipline: Mechanical Engineering, Robotics

Sponsor: Army

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►ART



GT Georgia
Tech.

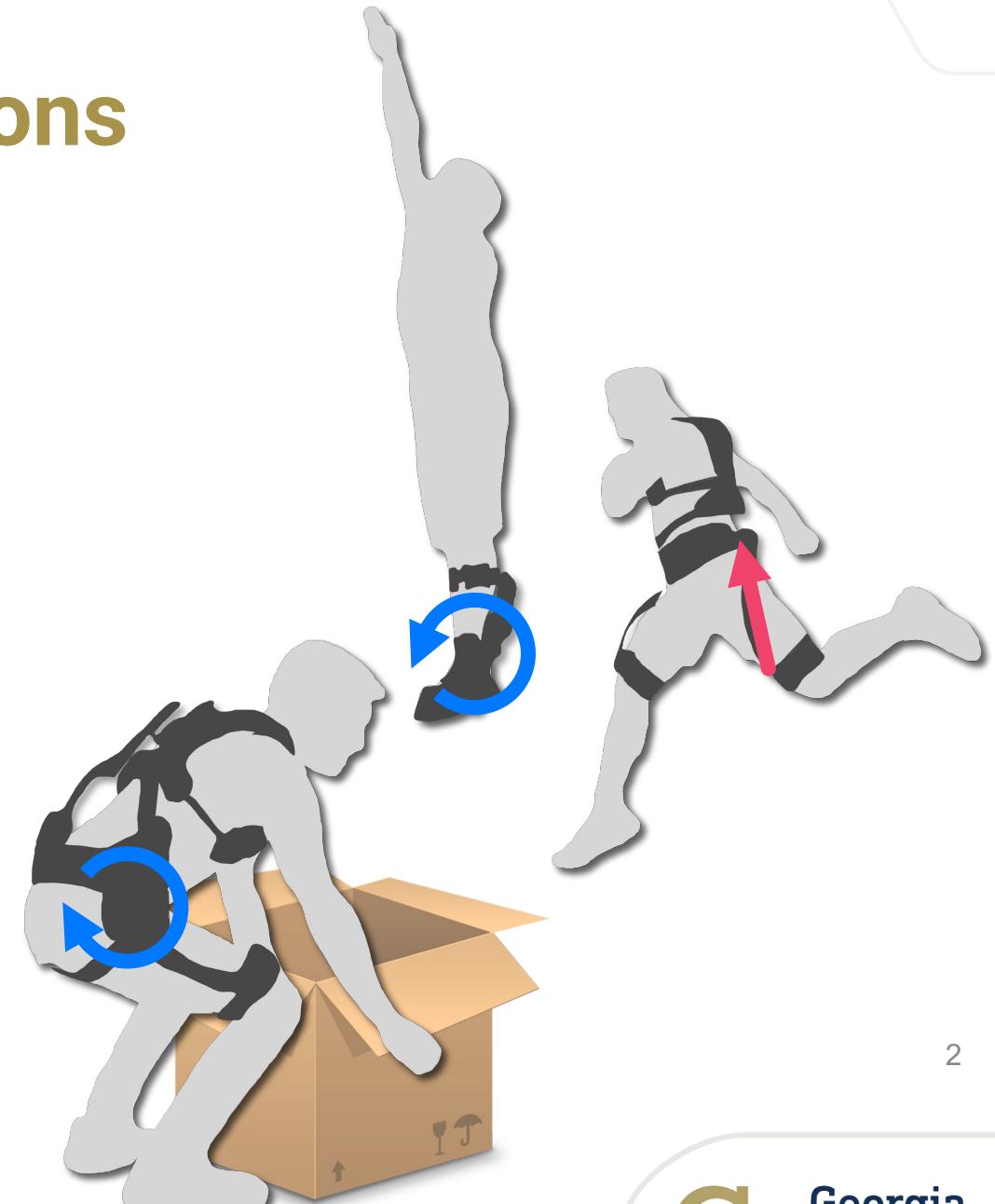
State of Lower Limb Exoskeletons

Active wearable exoskeletons

assist by applying **torques** or
forces in parallel with human
joints or **muscles**

Benefits:

- Reduced energetic cost
- Increased performance
- Higher endurance



Common Criticisms

Comfort

“It feels a little heavy.”

“It’s digging into my thigh.”

Convenience

“It takes too long to put on.”

“I have to charge it after 2 hours of use.”

Utility

“But can it help me jump higher?”

“Is it going to help me get to work?”

Quality of Assistance

“It feels out of phase when I walk.”

“It doesn’t feel like it’s helping me lift.”

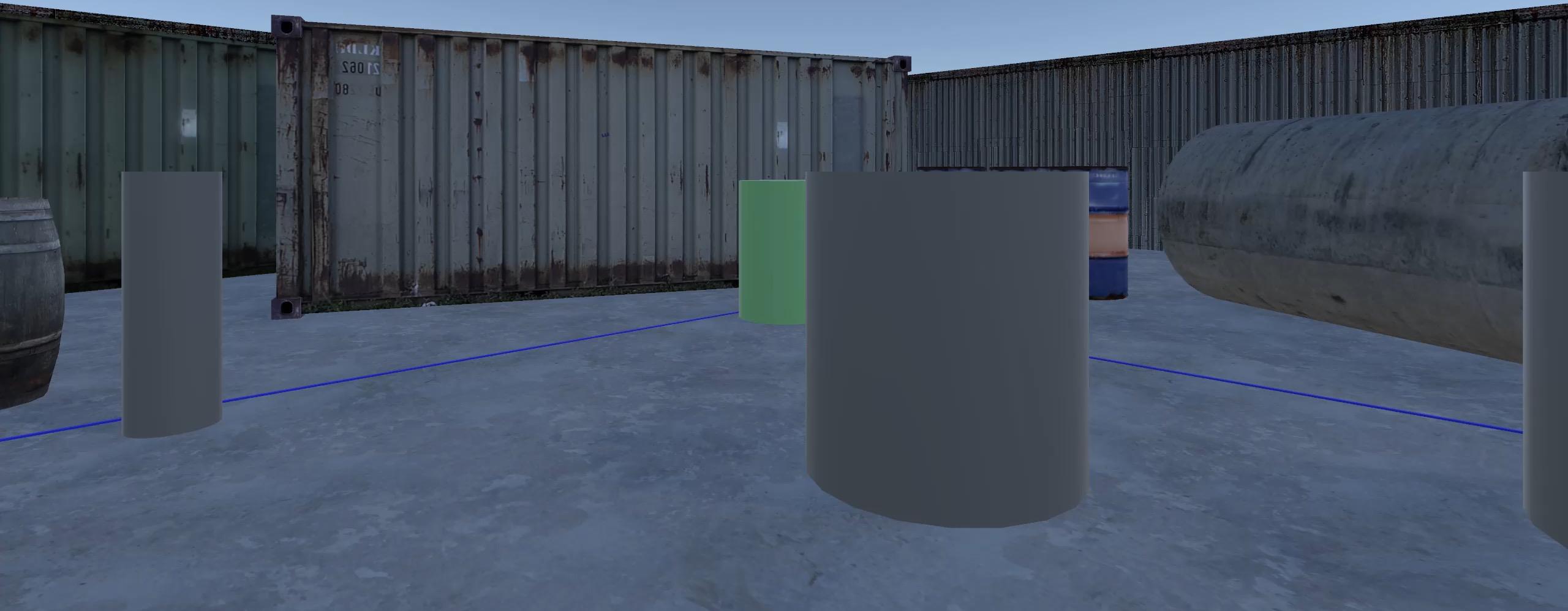
Agenda

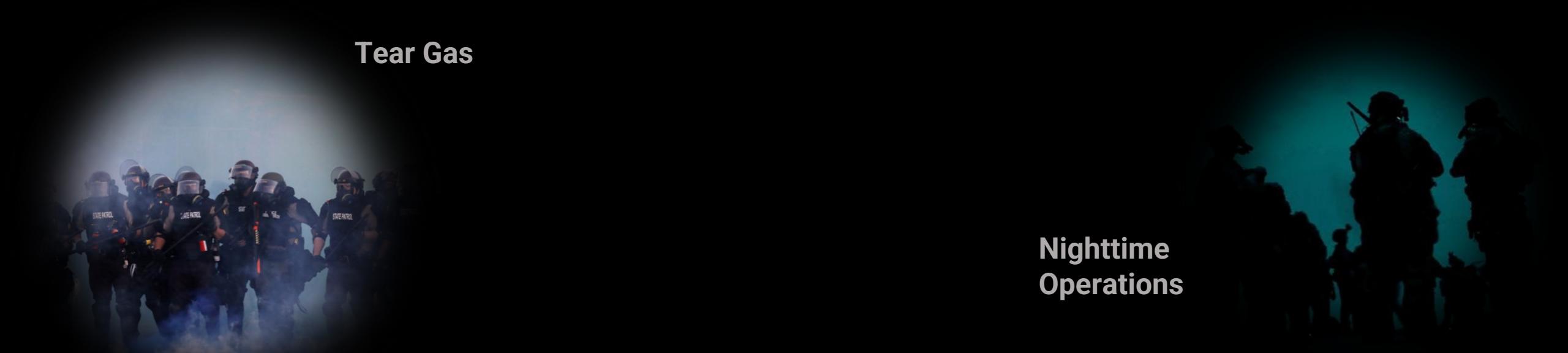


Utility: Enhancing Blind Navigation
using Feedback from a Lower-Limb
Exoskeleton

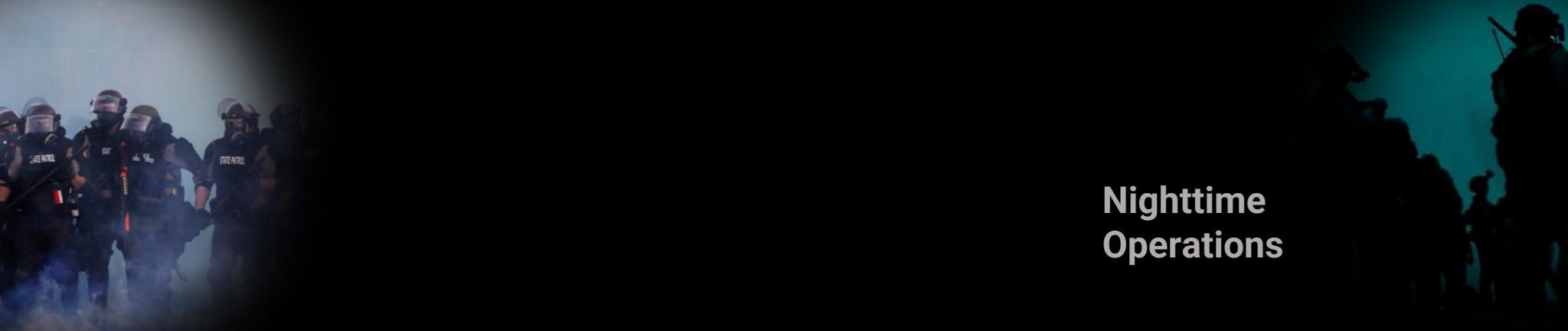


Quality of Assistance: Towards
Energetically Optimal Exoskeleton
Assistance





Tear Gas

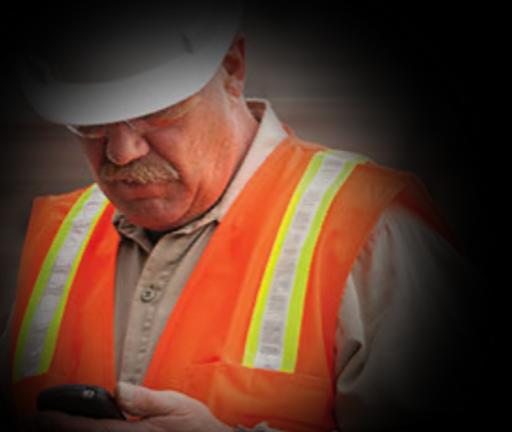


Nighttime
Operations

But what happens if you can't see?



Heavy Smoke

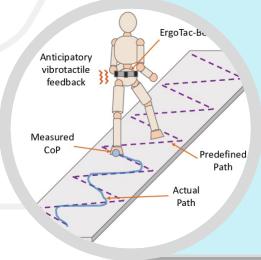


Distractions



Blindness

Previous Work



Vibrotactile
Devices



Handheld Tactile
Devices



Series Force-
Feedback



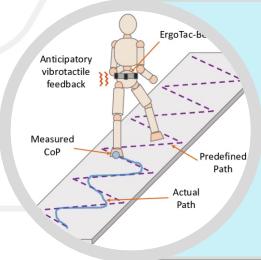
Co-Robots

Proposed Work

Parallel Force-Feedback using an active wearable exoskeleton.



Previous Work



Vibrotactile Devices



Handheld Tactile Devices



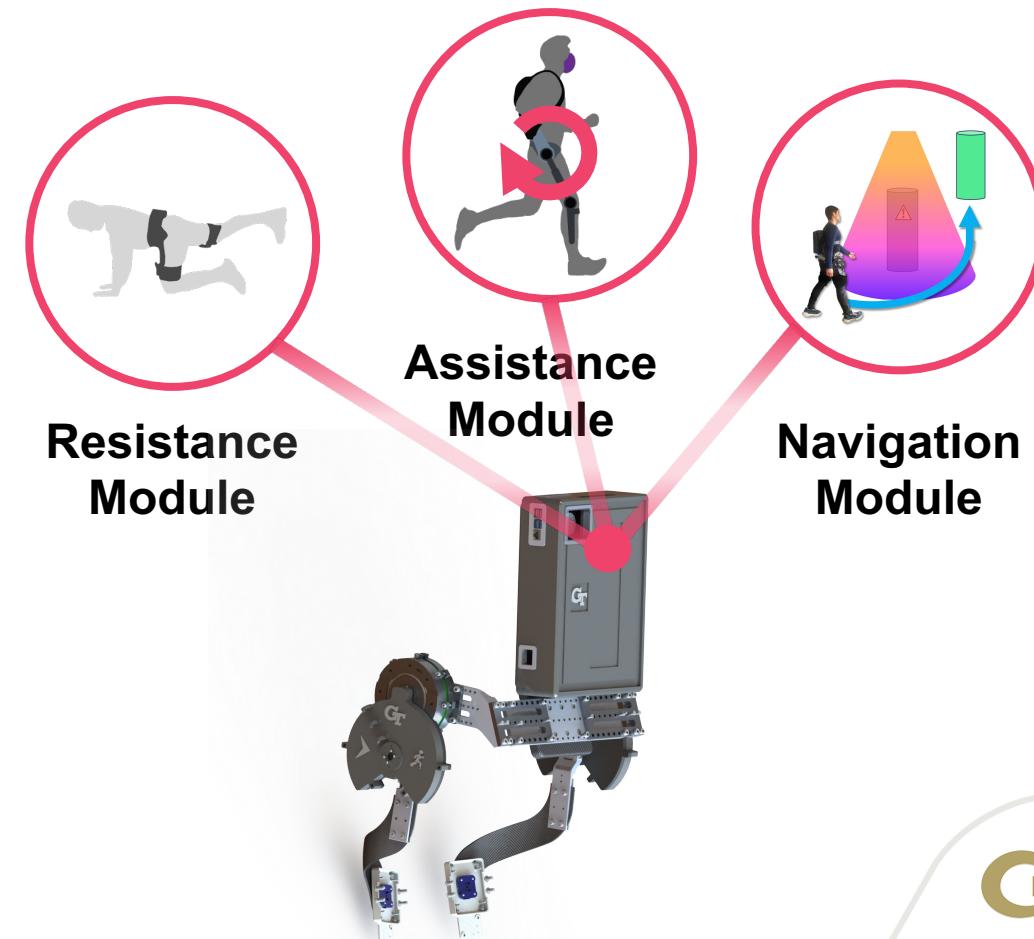
Series Force-Feedback



Co-Robots

Proposed Work

Parallel Force-Feedback using an active wearable exoskeleton.

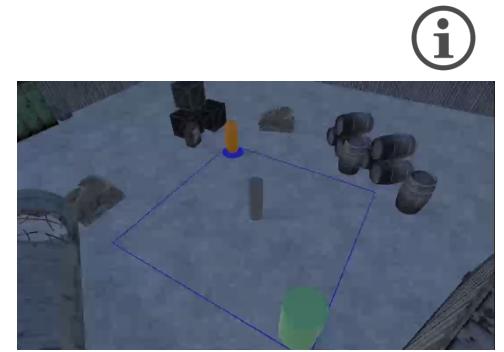
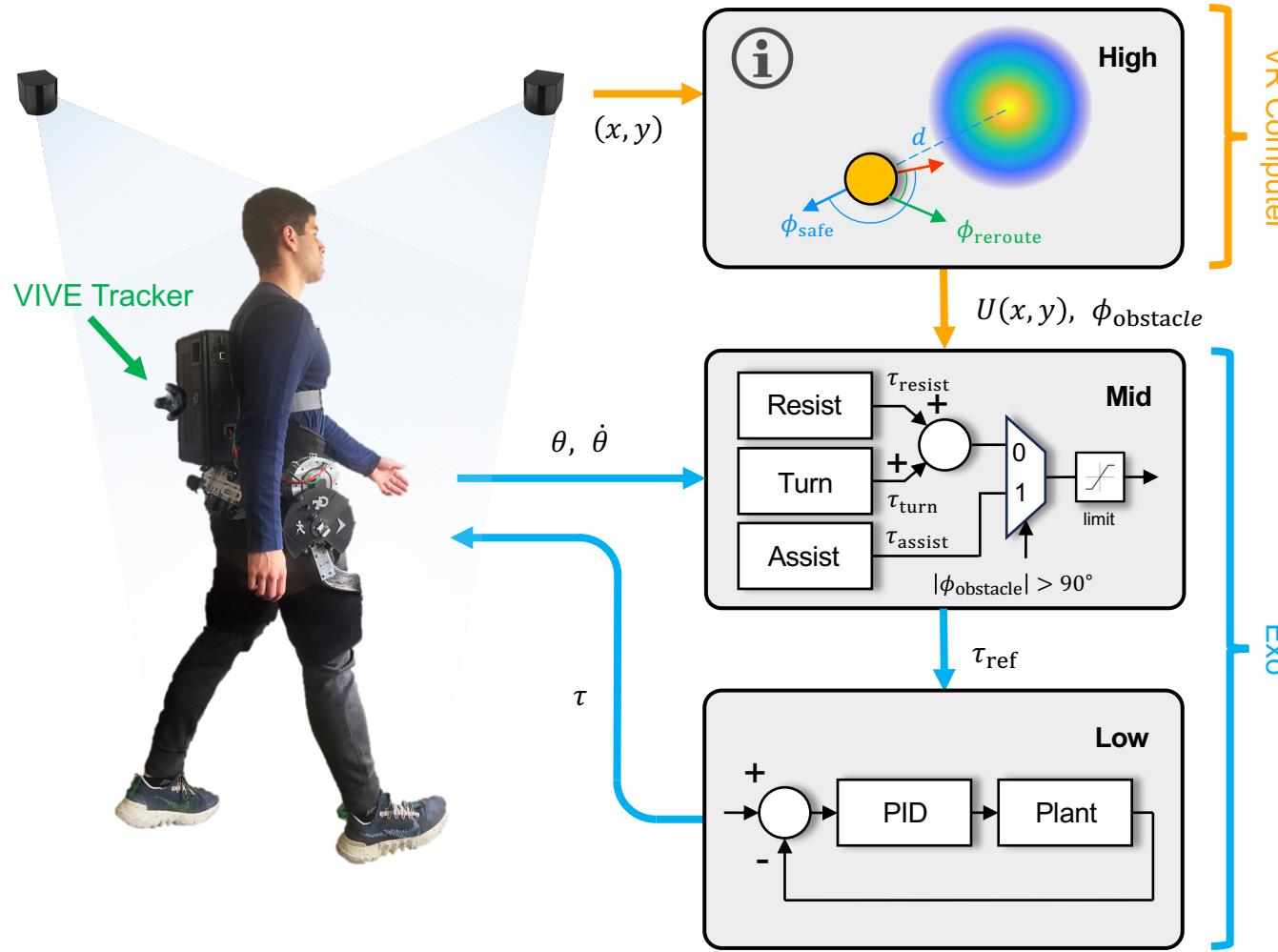


Turning



Resistive
assitive

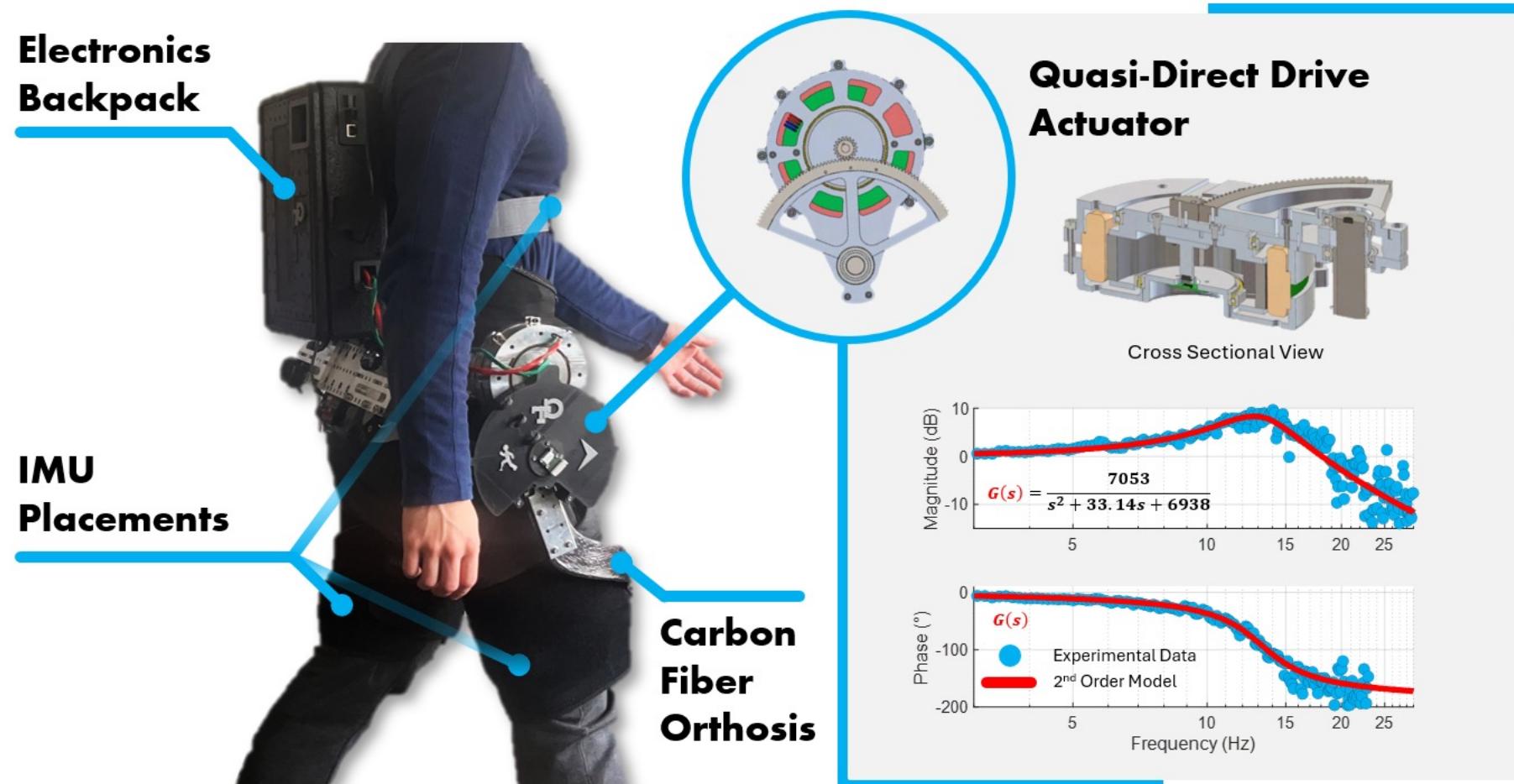
Control Hierarchy



i

10

Exoskeleton Platform





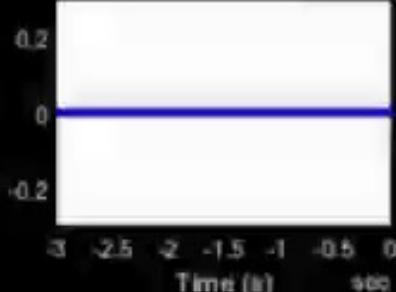
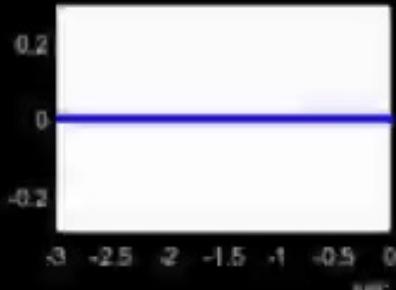
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Blind, Exo On: Level 45

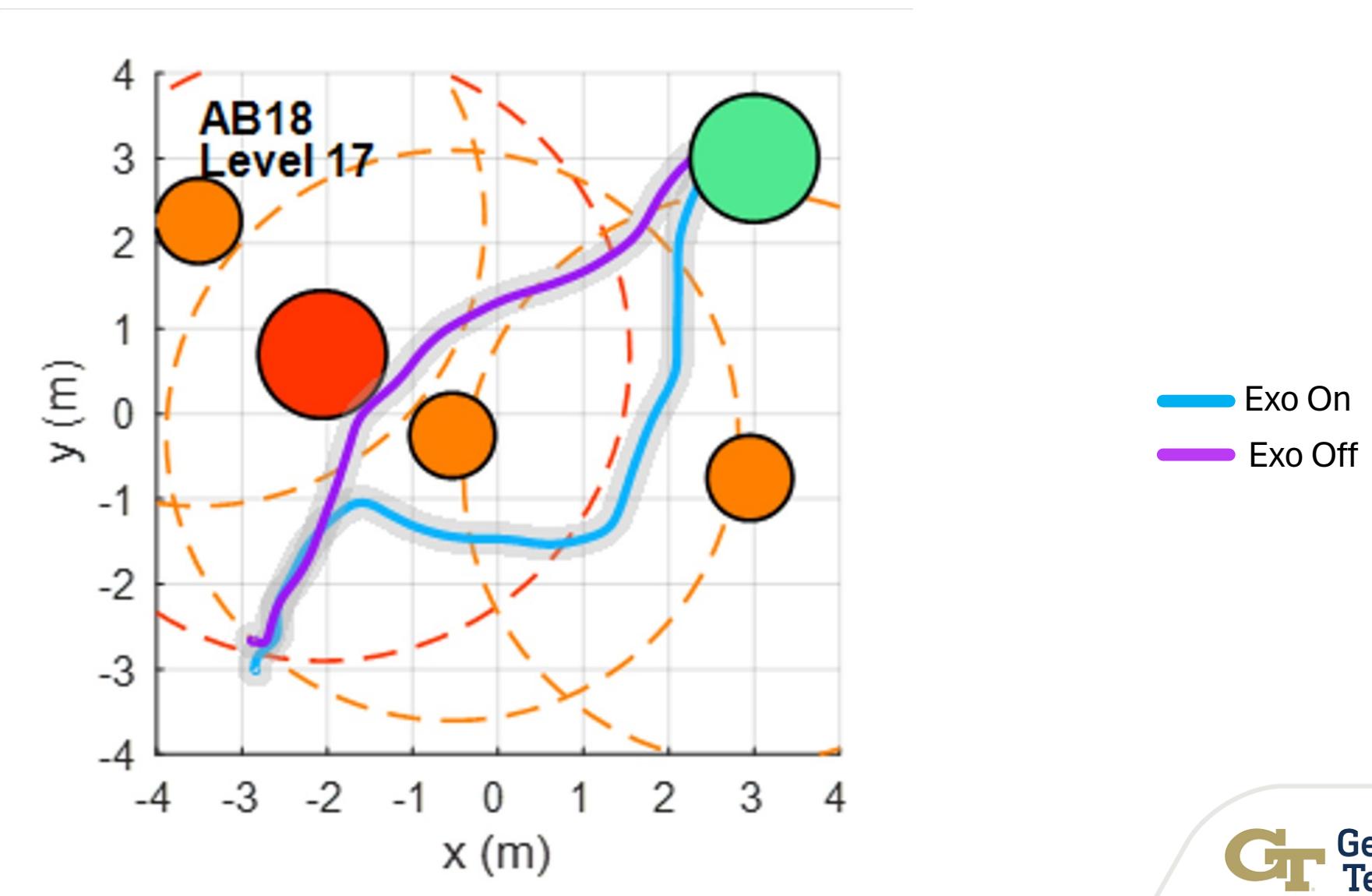


Level ?

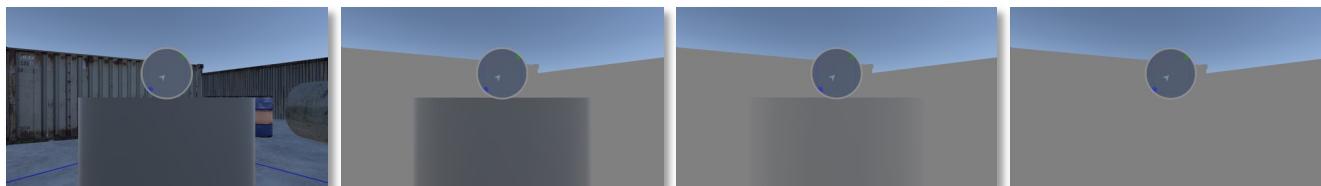
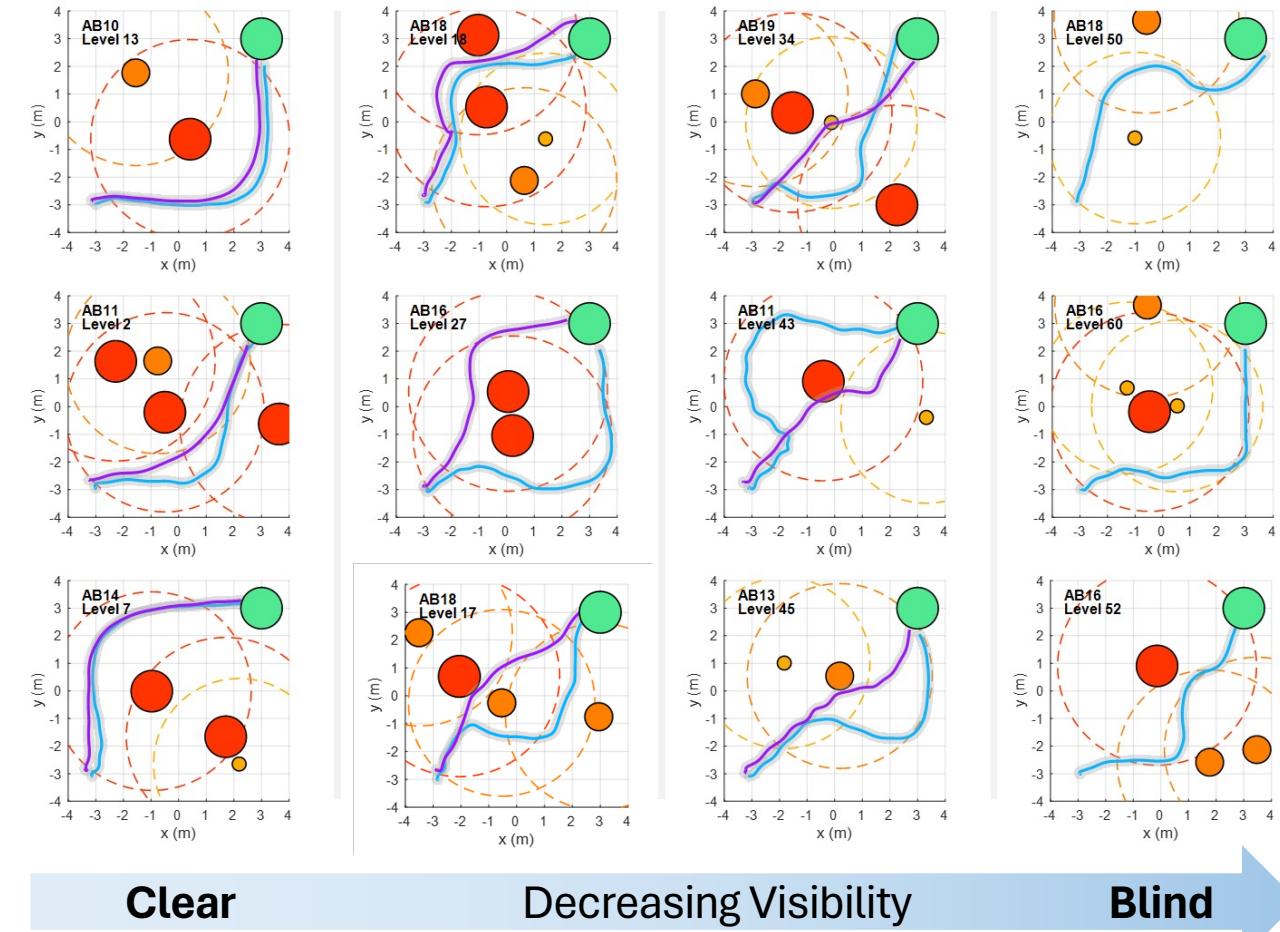
Assist + Turn + Resist = Output



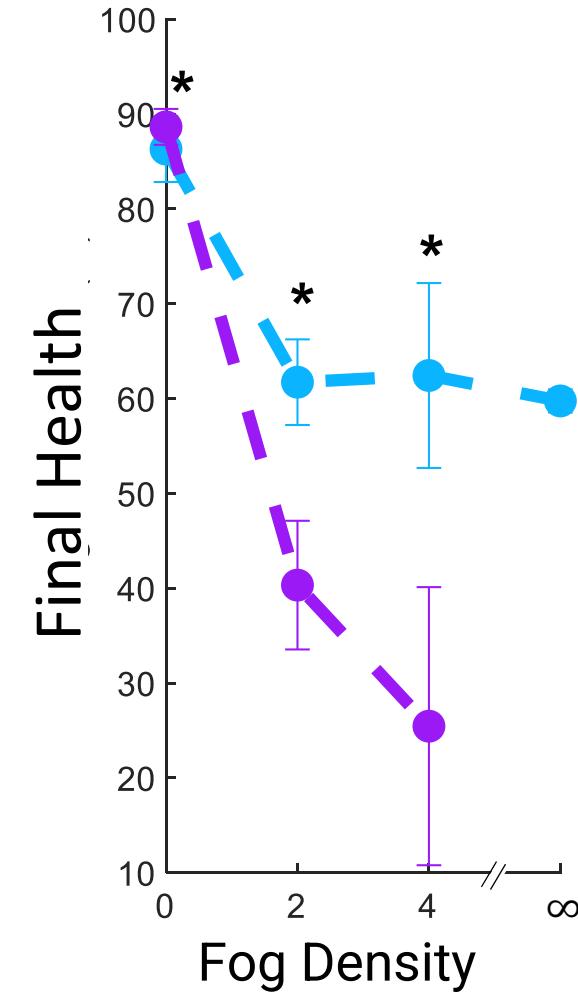
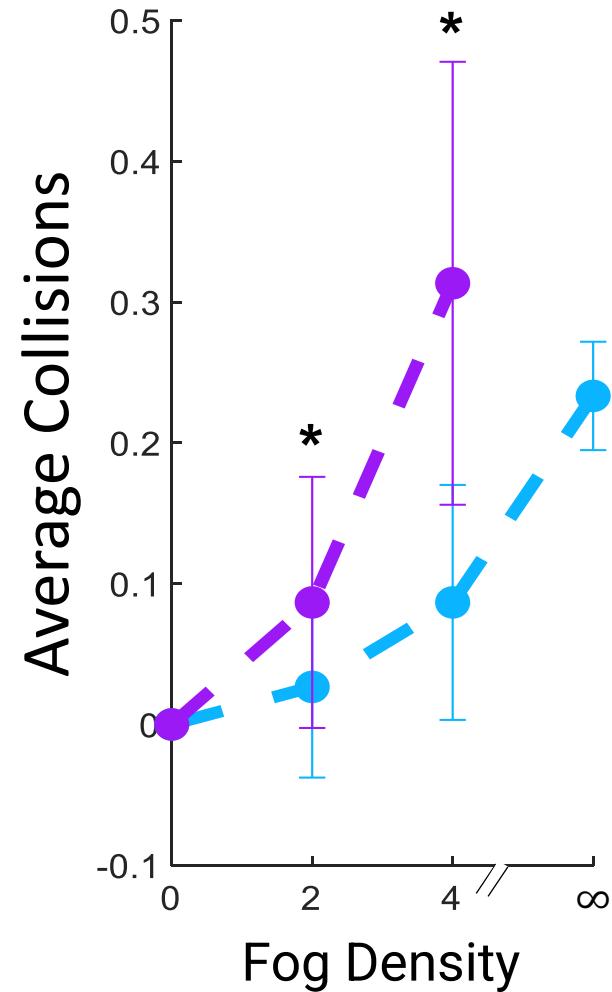
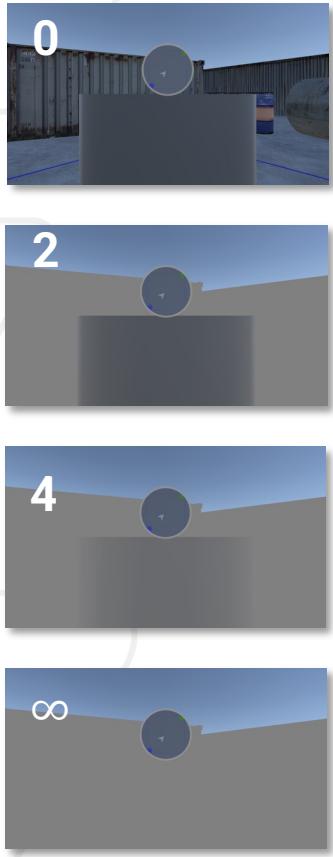
Sample Obstacle Map Trajectory



Sample Obstacle Map Trajectories



Results



Adding Onboard Sensing

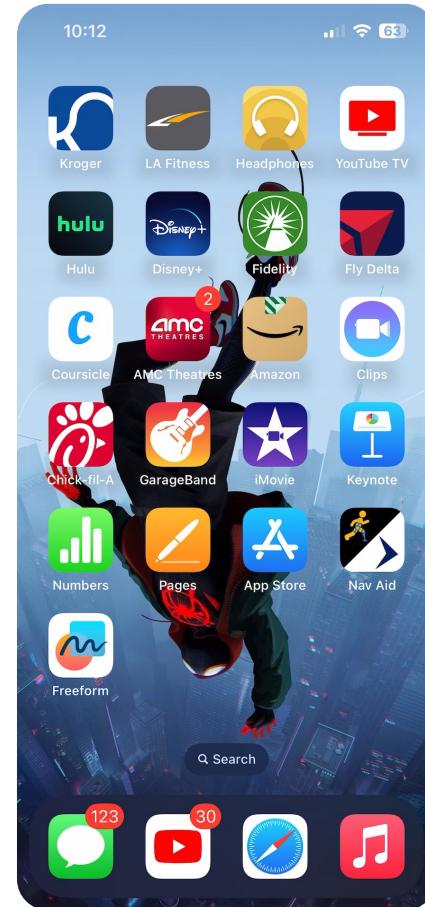
We can use **INS+GPS** to help a user **navigate to a waypoint** while using **LiDAR** to **avoid obstacles**



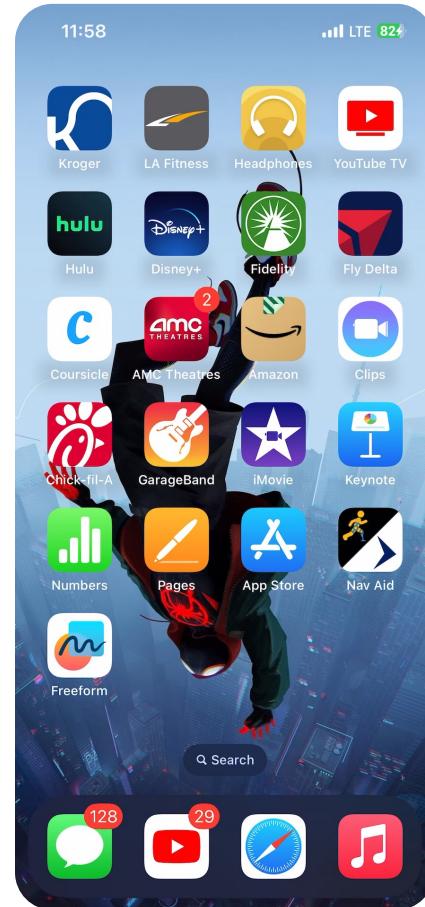
17

Local and Global Planners

We can use **INS+GPS** to help a user **navigate to a waypoint** while using **LiDAR** to **avoid obstacles**



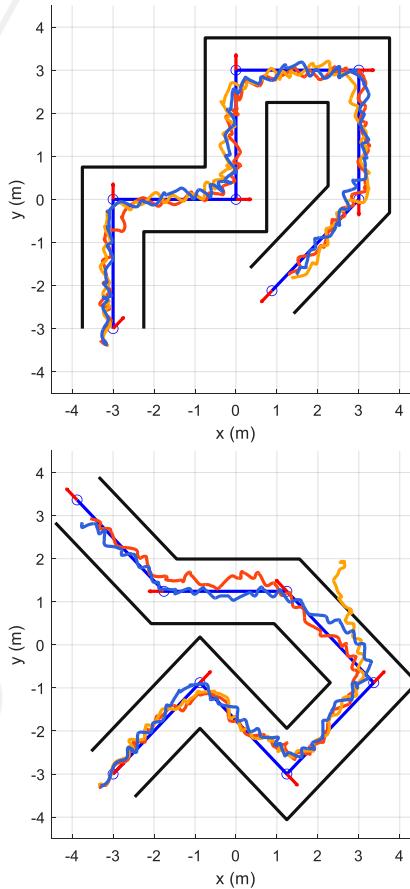
Local Planner



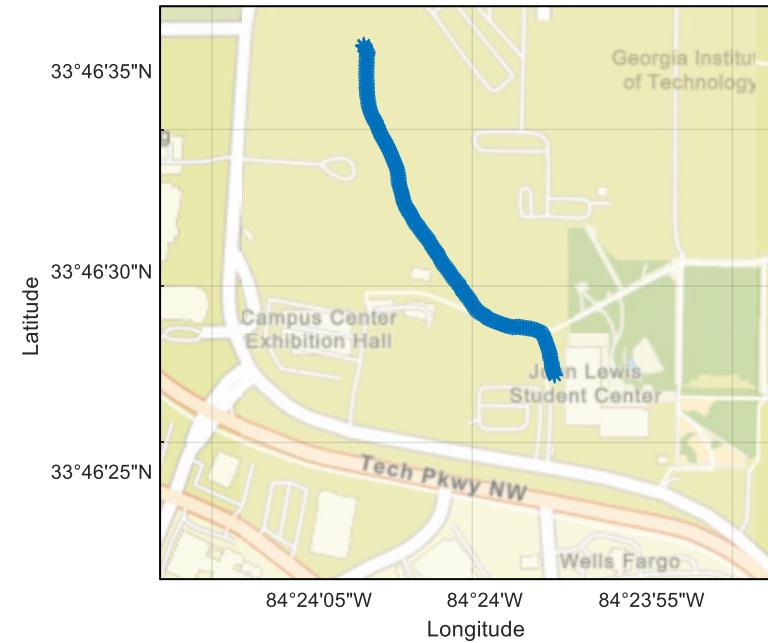
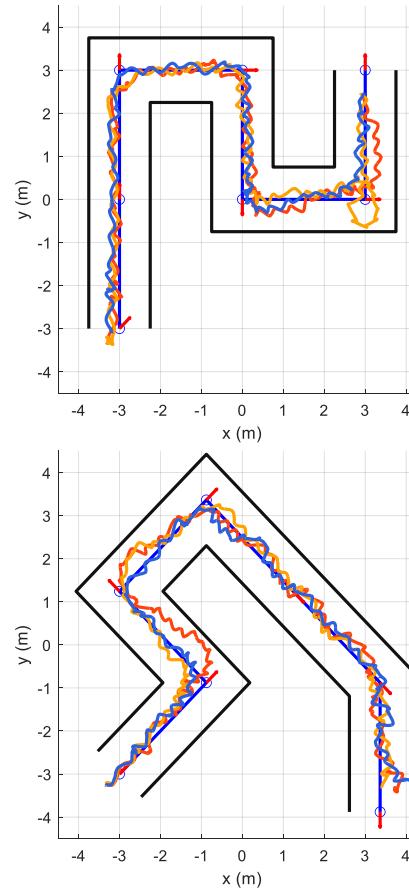
Global Planner

Note: Left and right footage are from separate collections.

Local and Global Planner Tests



Local Planner



Global Planner

Agenda



Utility: Enhancing Blind Navigation
using Feedback from a Lower-Limb
Exoskeleton



Quality of Assistance: Towards
Energetically Optimal Exoskeleton
Assistance

Skip >

20

What is Exoskeleton Control?

Specifically regarding **active wearable exoskeletons**, we aim to answer the following question:

How do we command actuators in a way that is most beneficial to a human?



How do we command actuators in a way that reduces the metabolic cost of a human?

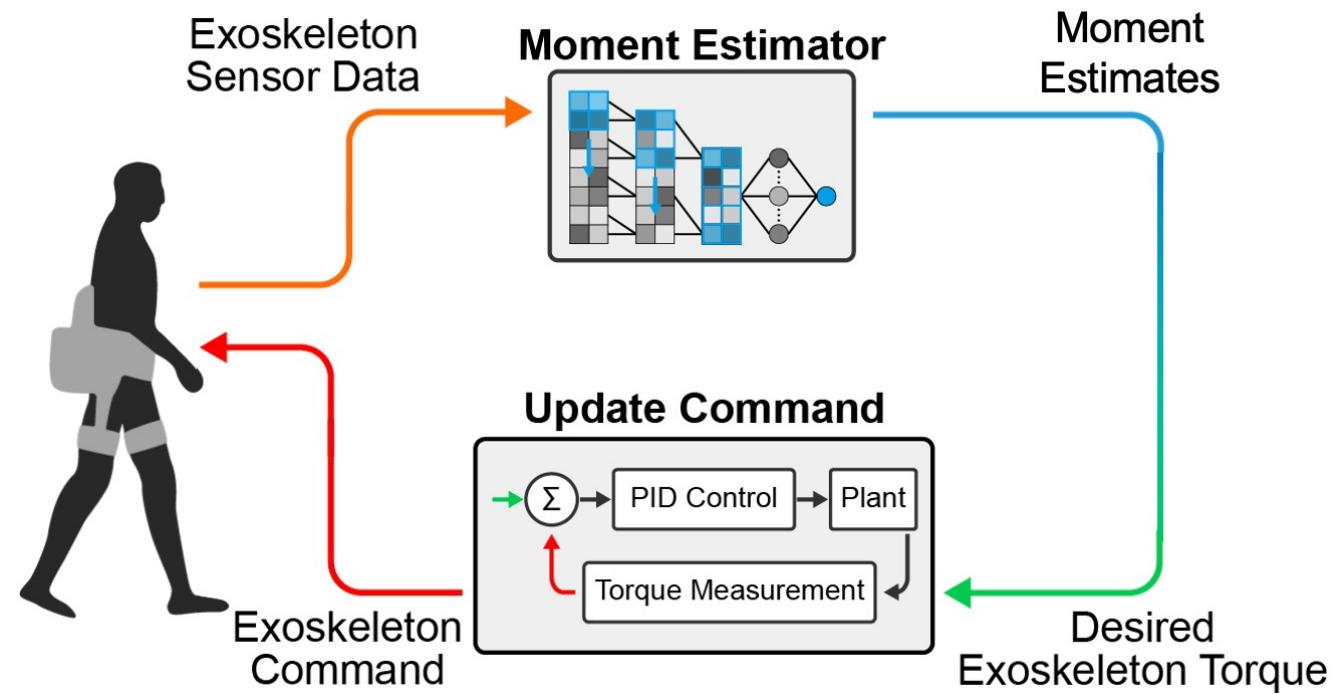
Naïve Approach

Just do what the joints are doing!

Biological
Torque
Controller

Steps:

1. Estimate joint torque
2. Apply it



Inspired by
Molinaro *et al.*, 2024

Naïve Approach

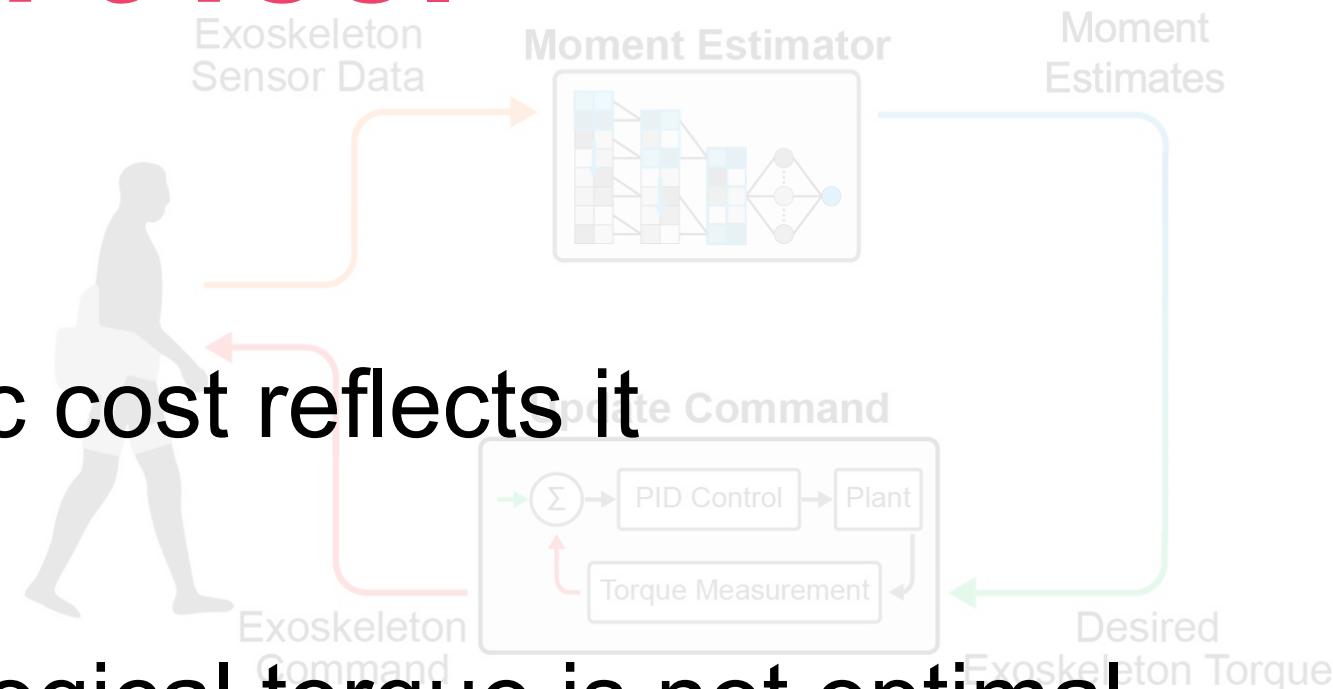
Just do what the joints are doing!

it... doesn't feel

Steps:

1. Estimate joint torque
2. Apply it

and the metabolic cost reflects it

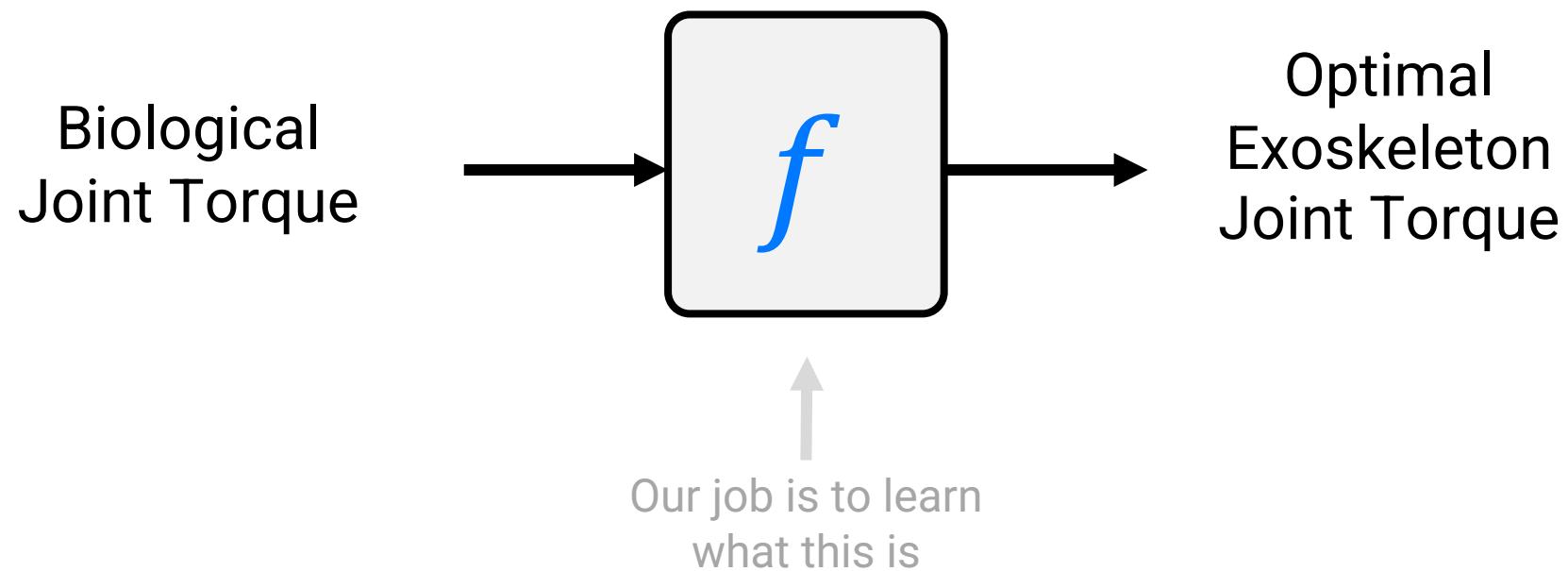


Realization: biological torque is not optimal

Inspired by
Molinaro et al., 2024

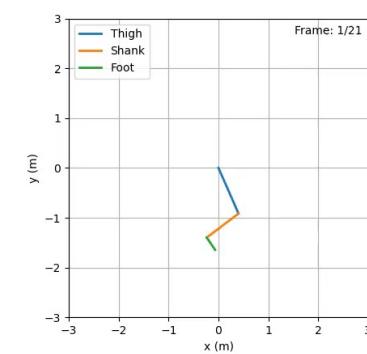
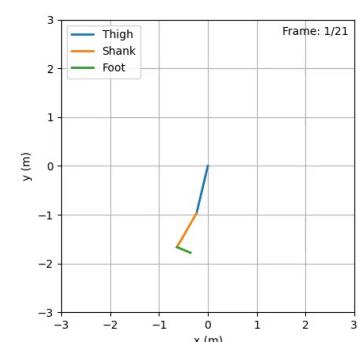
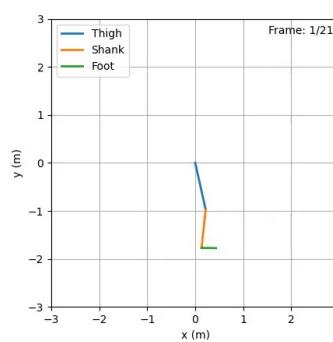
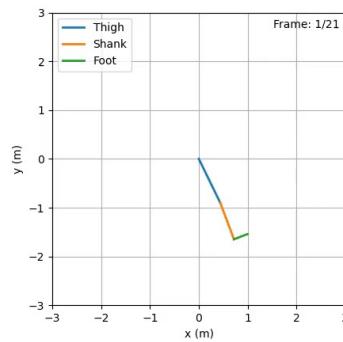
Research Question

- **Field's Hypothesis:** The optimal exoskeleton torque is some **transformation** of biological joint torque.



Hypothesis

The transformation depends on the **kinematics** and **dynamics** of a movement.

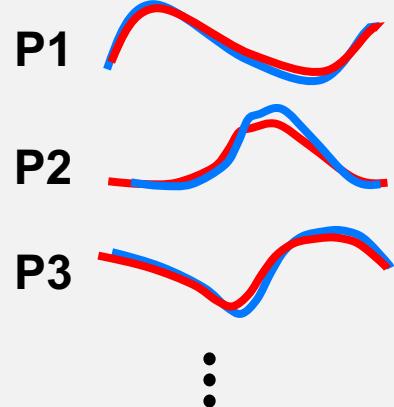


Idea: If we can optimize **motion primitives** individually, we can combine them to get an approximately optimal controller.

Proposed Plan to Obtain Optimal Torque Profiles

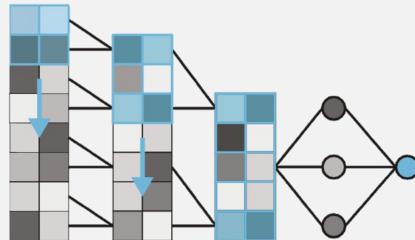
1

Learn
motion primitives



2

Classify
primitives in real time



3

Optimize
each primitive
independently using
human-in-the-loop
optimization

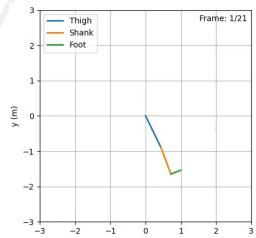


26

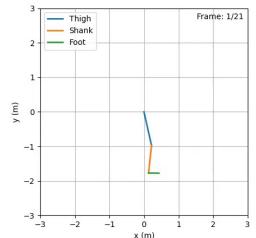
Compare against baseline
Biological Torque Controller

Primitive Library: Level Ground Walking Analysis

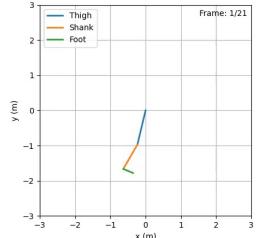
C0



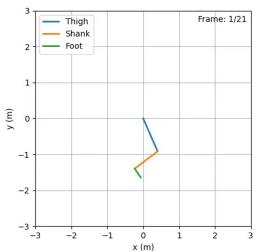
C1



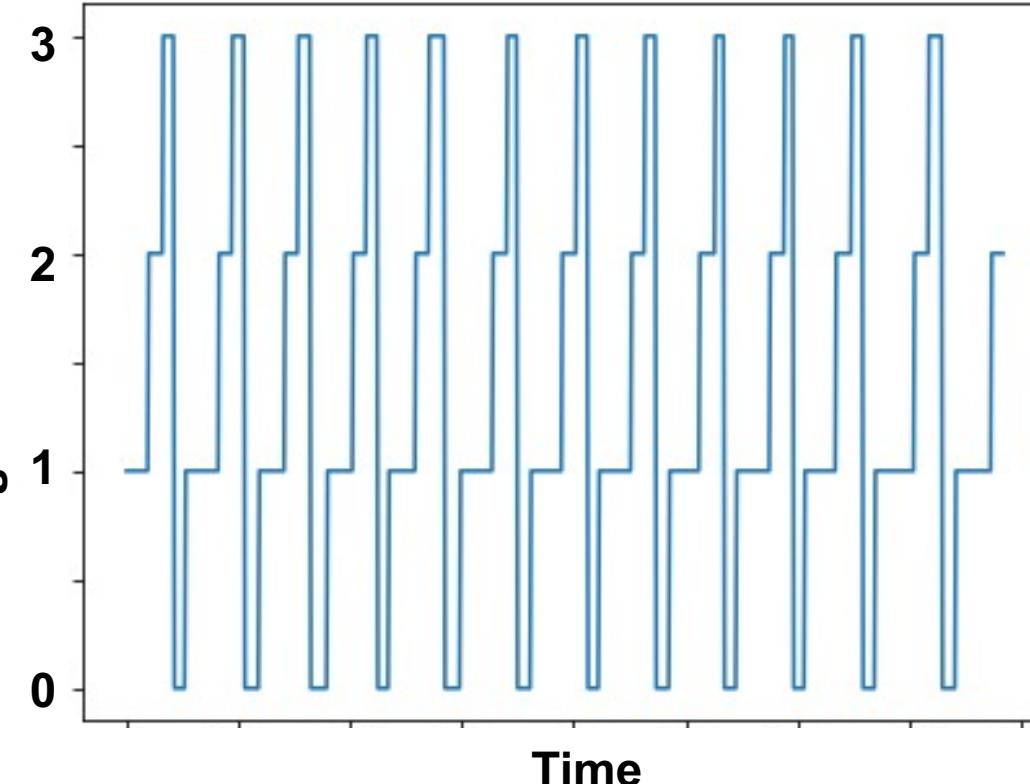
C2



C3



Assigned Primitives



Joint Variational Auto-Encoder used to create primitive library. Each discrete dimension is a primitive.

Collaborators

Advisors



Dr. Anirban Mazumdar
Advisor



Dr. Aaron Young
Co-Advisor



Dr. Lena Ting
Project Advisor



Kinsey Herrin
Senior Research
Scientist

Graduate Students



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NDSEG Fellow,
Mentor



Divya Iyengar
MS Thesis



Dr. Joshua Fernandez
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Mentor

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Lab Mates

EPIC Lab

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- Keaton Scherpereel
- Jairo Maldonado
- Christoph Nuesslein
- Dongho Park
- Sixu Zhou
- Ethan Schonhaut
- Hanjun Kim
- Sidd Nathella
- Yash Mhaskar
- Kyle Kaveny
- Justine Powell

DART Lab

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- Samuel Deal
- Joshua Fernandez
- Bharat Kanwar
- Haley Hilborn
- Matthew Burg
- Matthew Connelly
- Ryan Casey
- Trevor Matteson
- Mikhail Bagadion
- Joshua Woodford
- Alexander Gross
- Seth Golembeski
- Keith Gibson
- Ethan Tse

Funding



Undergraduate Students

- Nour Badros
- Connor Bossard
- Killian Collins
- David Claffey
- Elise He
- Fardeen Khimani
- Jason Lei
- Christopher Semali
- Grace Shao
- Ryan Vo
- Eddy Wang

Other

- Marilyn Braojos

And thank you for listening!

Appendix