

Enhancing human navigation ability using an active wearable exoskeleton



Scan for a video demo

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Goal of This Project

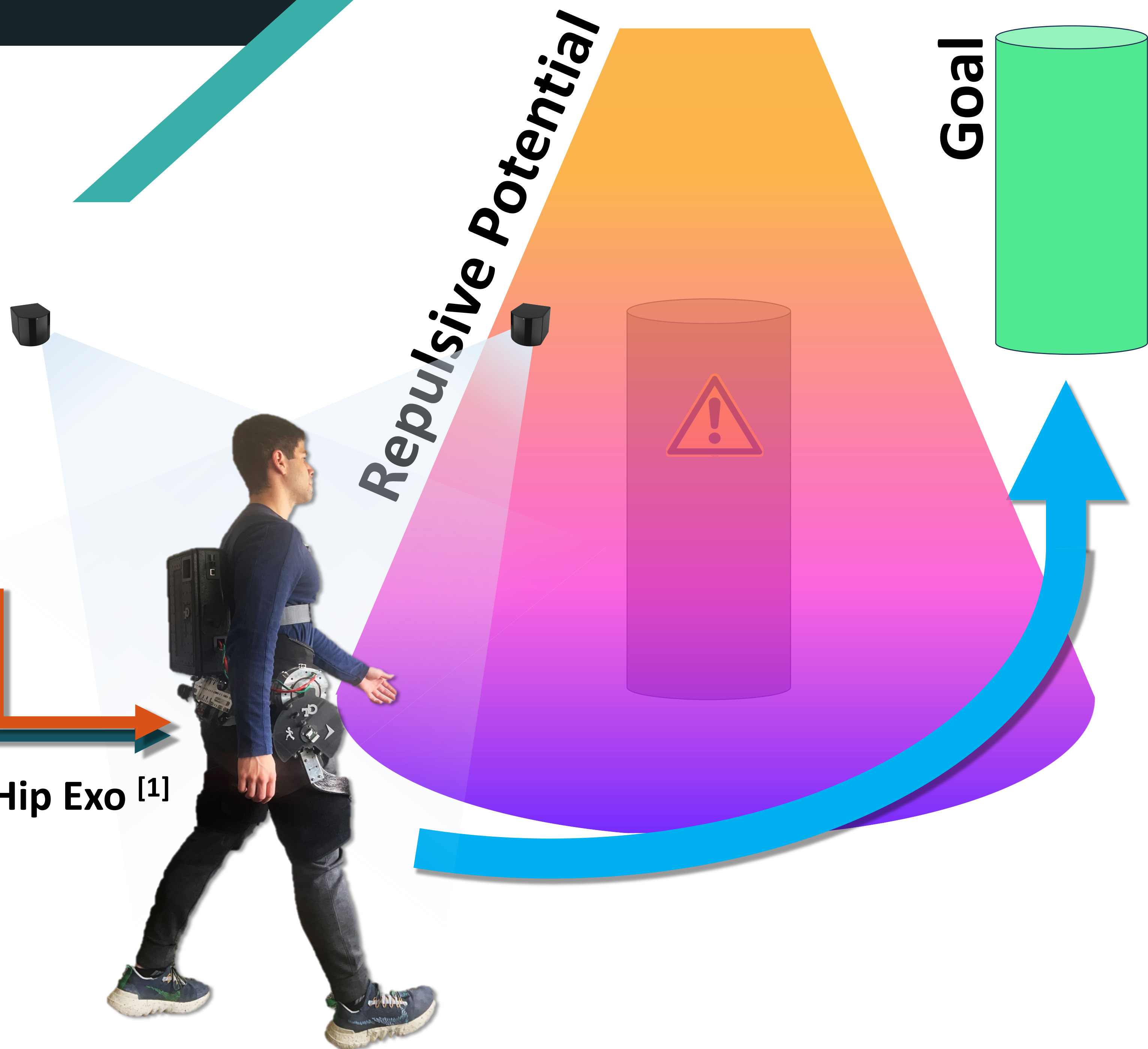
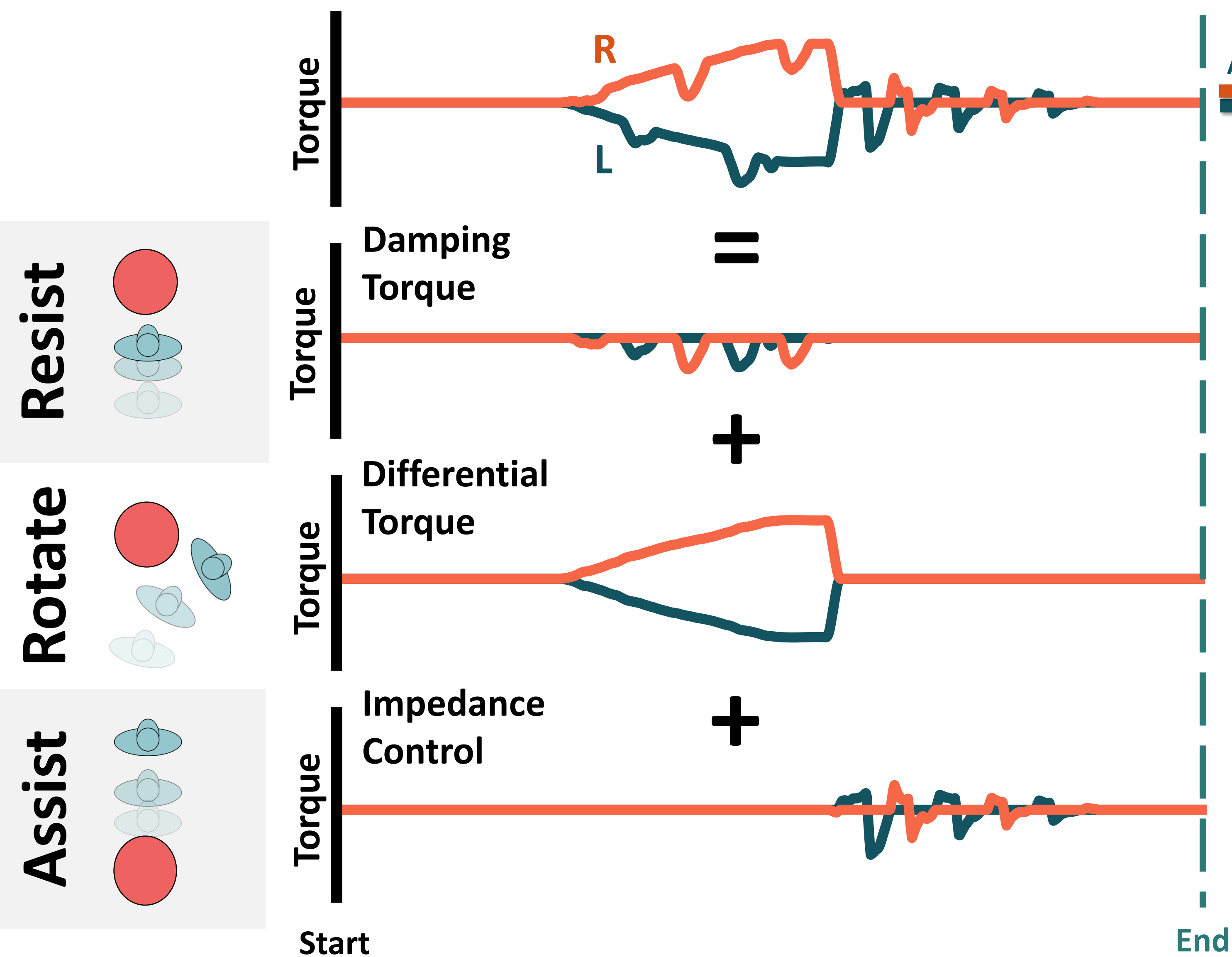
How can we promote **safe navigation** when visibility is low?

- Visibility may be impaired by dust, smoke, dense fog, or poor eyesight.
- Existing tactile and auditory devices require single-purpose hardware.

Hypothesis: Tactile feedback from an active exoskeletons can improve navigation ability compared to vision alone.



How the Controller Works



Experiment

- N=10
- Performed in **virtual reality**
- 7 conditions, 16 levels/condition
- 3 obstacle danger levels, d

	Exo On	Exo Off
Clear		
⋮		
Blind		

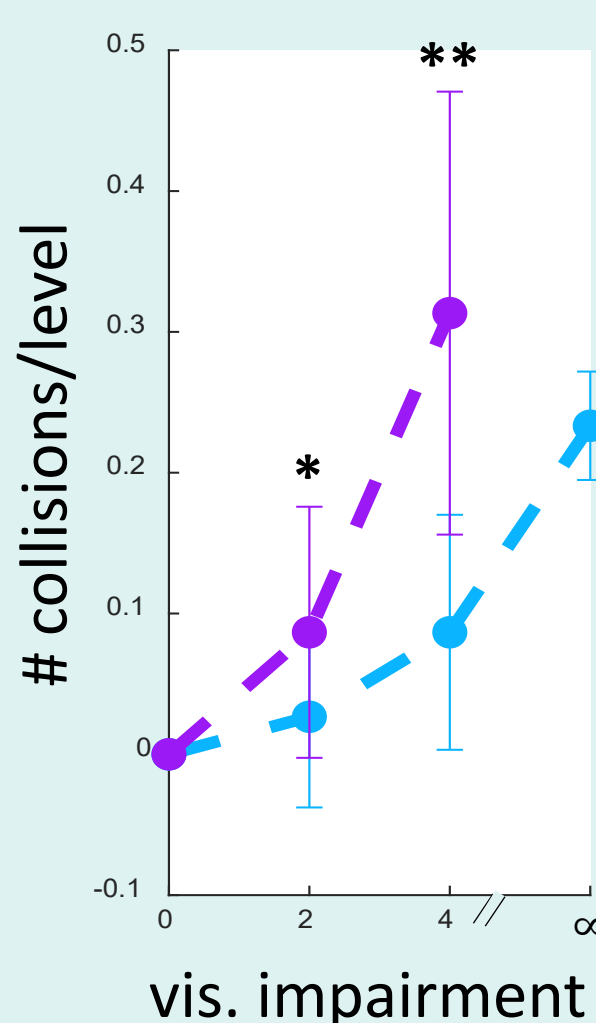


Results

Collisions

Collisions were significantly reduced with exo in all visibilities except clear.

- exo on
- exo off

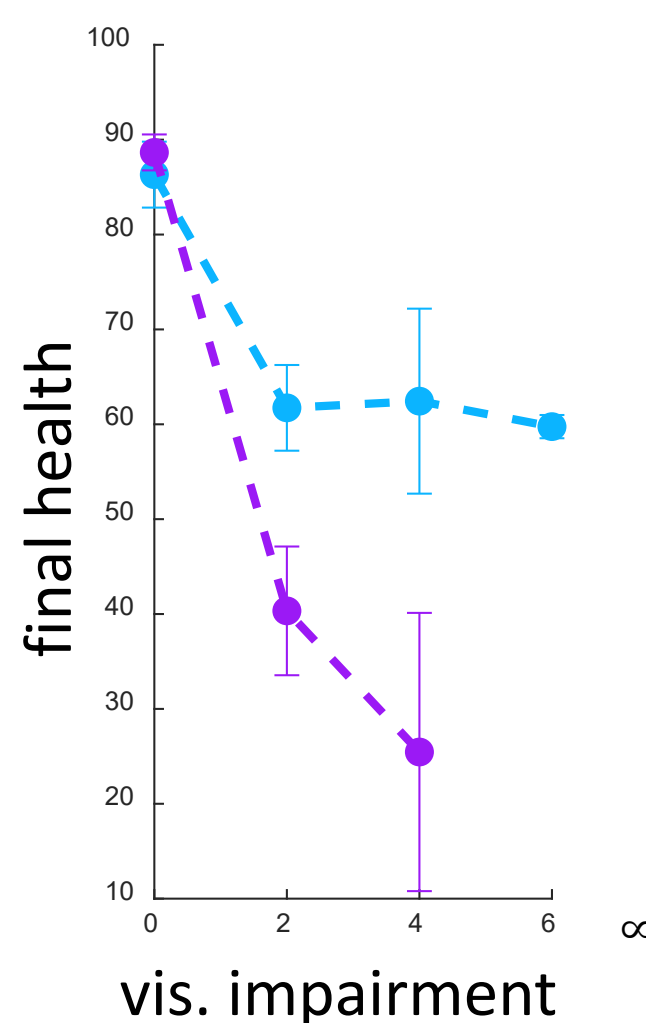


Health Metric

Performance with exo on was significantly better in all visibilities except clear.

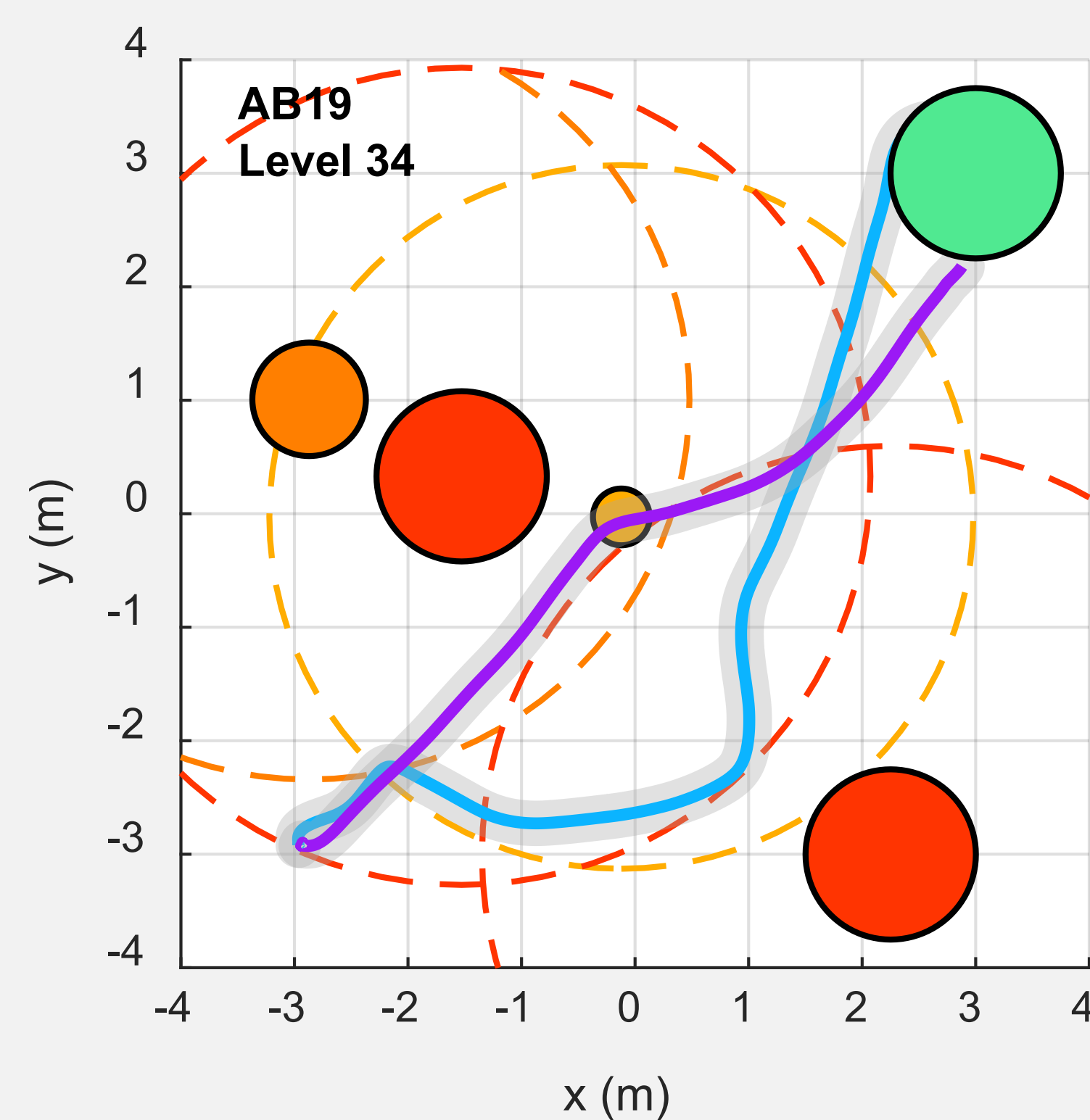
$$h_0 = 100$$
$$h_{i+1} = h_i - G \sum_{k=1}^{\# \text{obstacles}} d_k \frac{1}{r_k^2}$$

damage gain
radius/danger level of obstacle k
distance to obstacle k

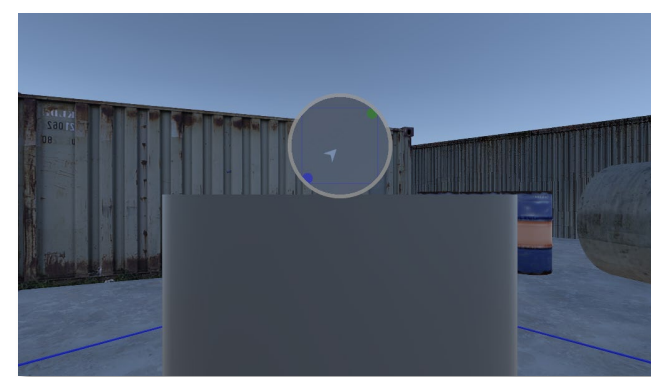
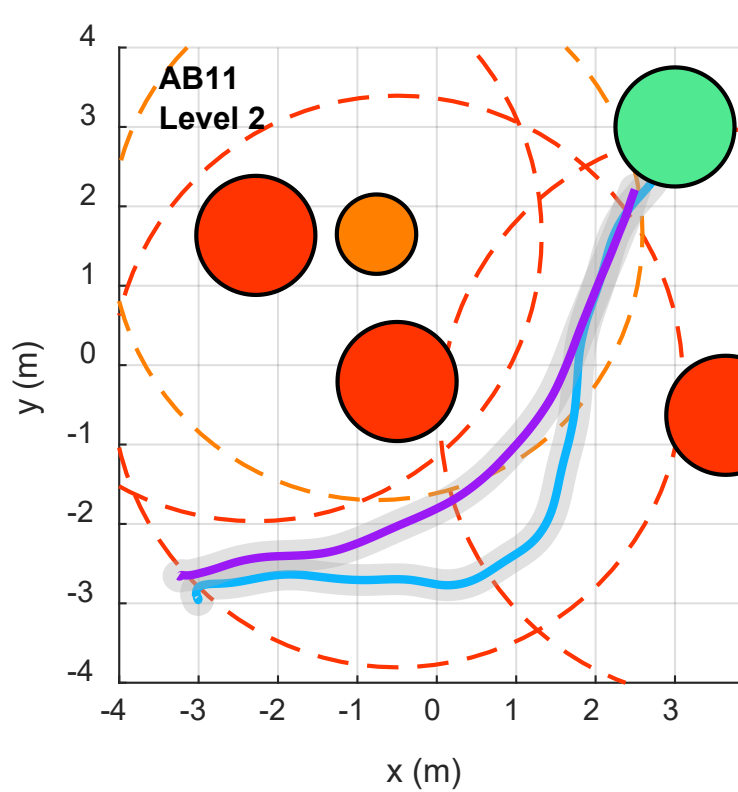
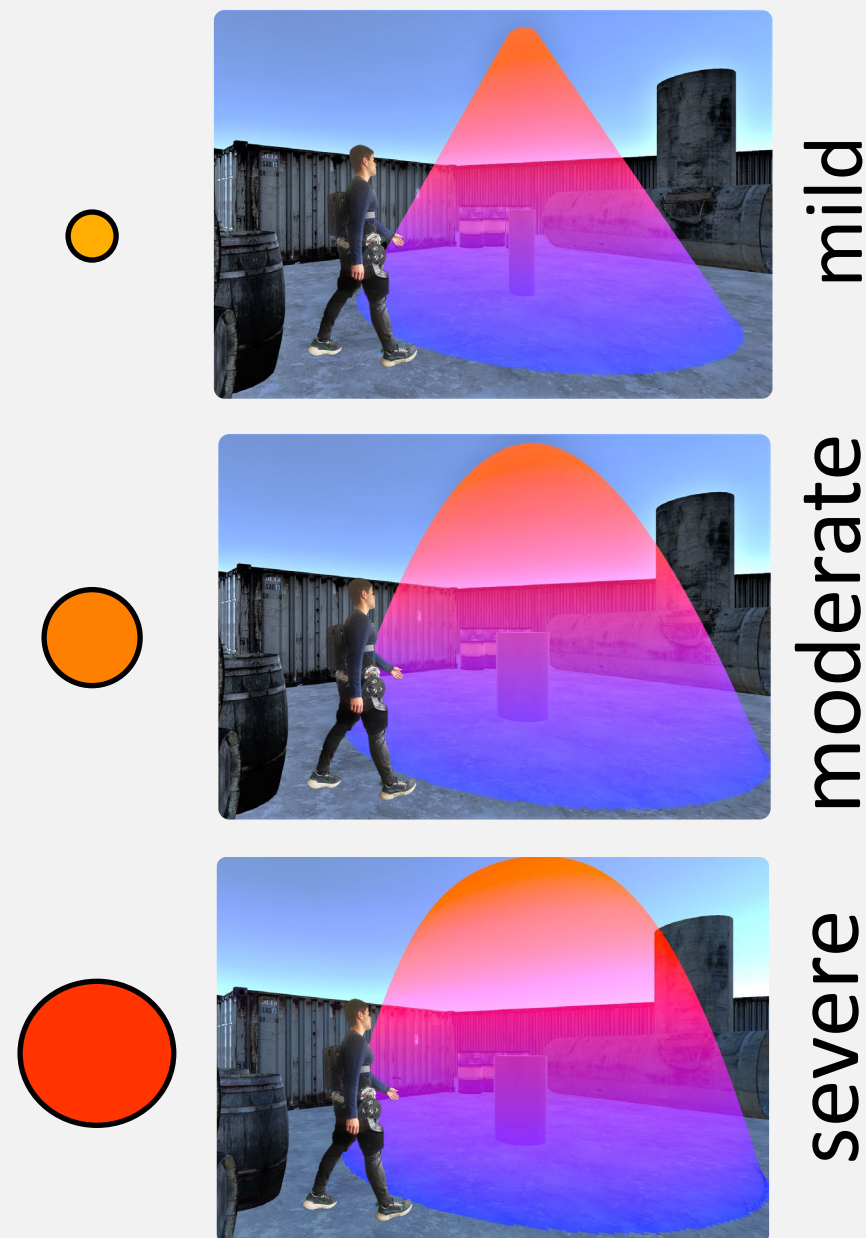


Sample Trials

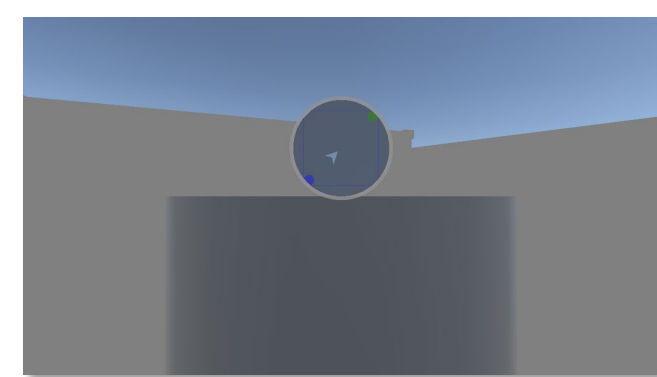
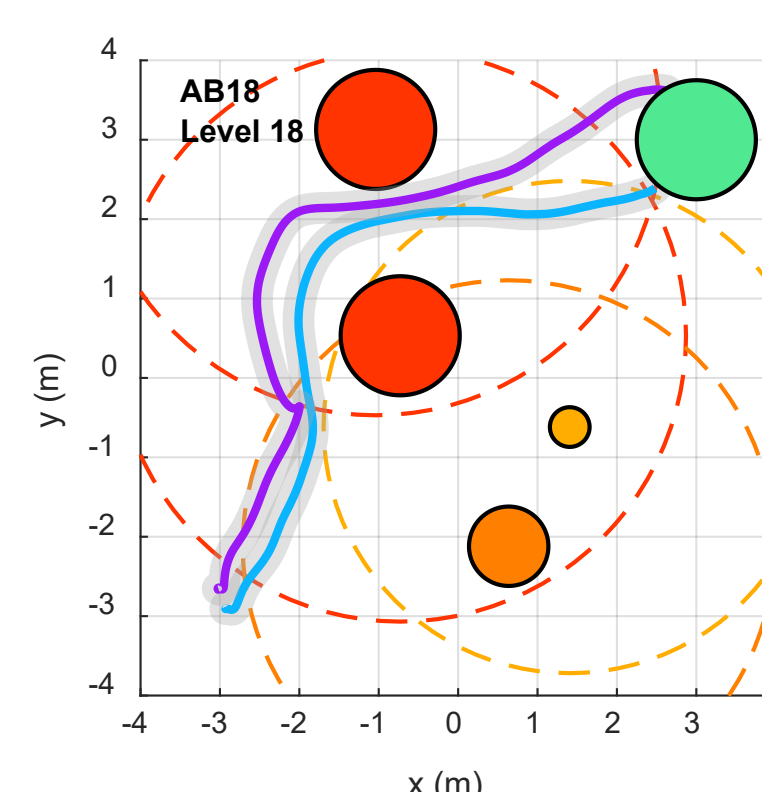
- exo on
- exo off



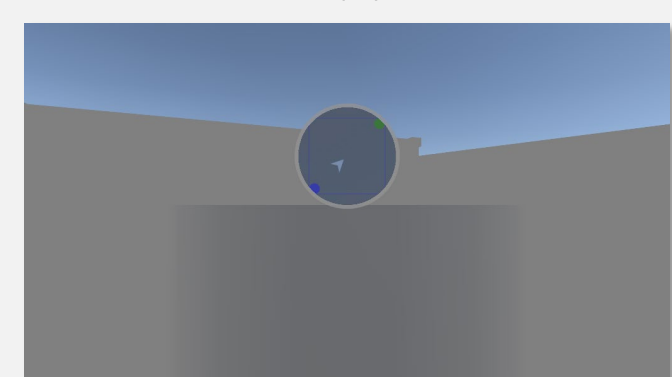
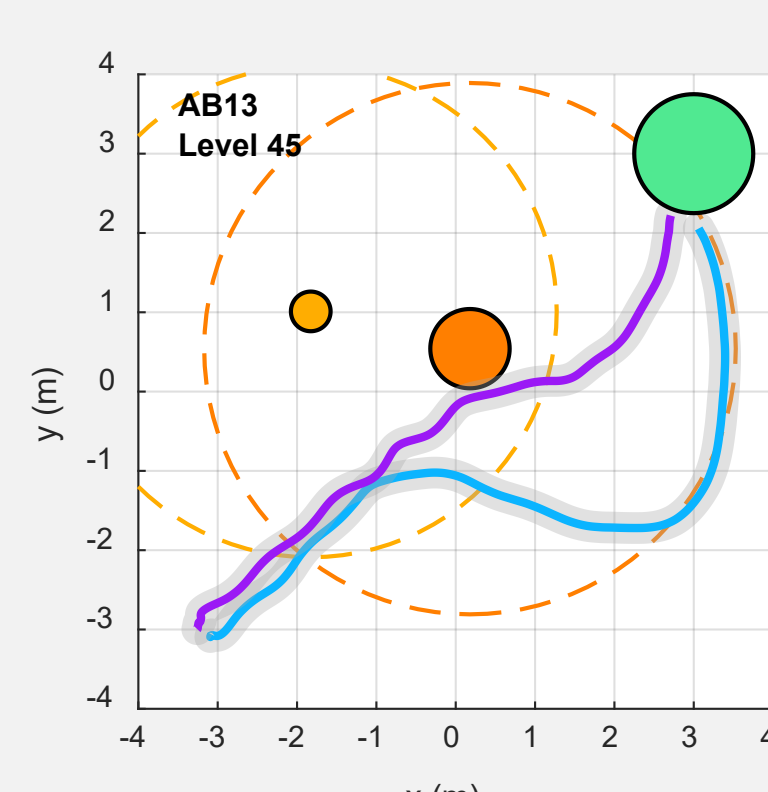
Obstacle Danger Levels



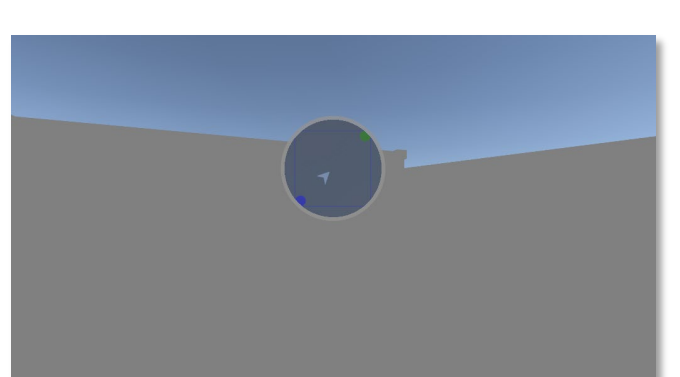
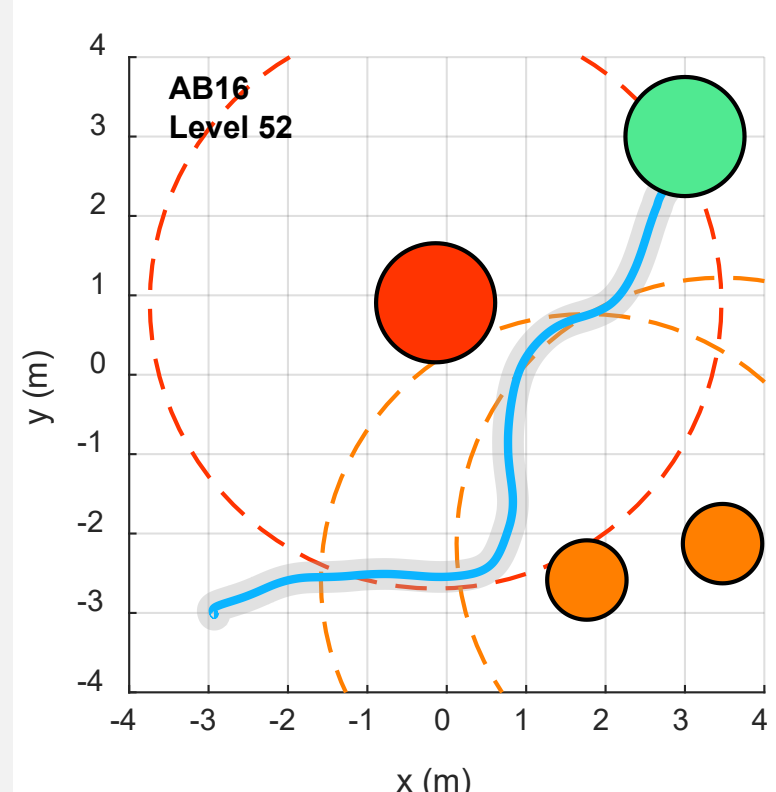
Clear



Decreased Visibility



Blind



References & Acknowledgements

This work is supported in part by an NSSEG fellowship sponsored by the Army Research Office. The authors would like to thank Joshua Fernandez, Connor Bossard, and Marilyn Braojos for their contributions to the ideation, development, and guidance of this project.

[1] A. Bajpai *et al.*, "Design and Validation of a Versatile High Torque Quasi-Direct Drive Hip Exoskeleton," 2023.

