



## A VISUO-HAPTIC FEEDBACK SURGICAL

# SIMULATOR FOR TWIN-TO-TWIN TRANSFUSION SYNDROME



MICHAEL KASMAN, TRISTAN ALKIS, DR. KENNETH J. MOISE JR., DR. MICHAEL BEBBINGTON, AND PROF. ANN MAJEWICZ FEY



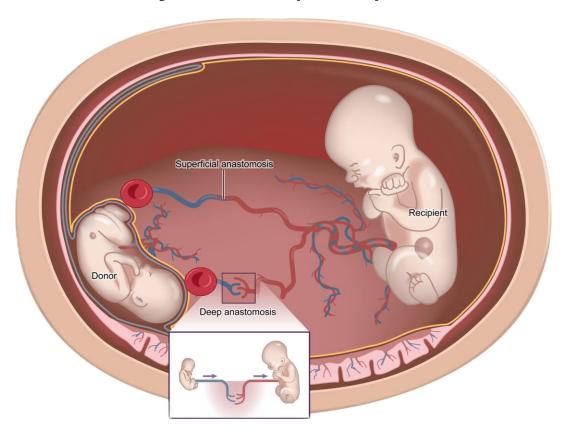






### What is Twin-to-Twin Transfusion Syndrome (TTTS)?

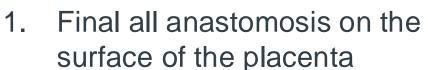
- Approximately 10-15% of monochorionic twin pregnancies
- Life-threatening pregnancy complication where there is unequal distribution of blood between the twins
- The recipient twin develops excessively, and the donor is at high risk of cardiac failure
- Left untreated, can lead to the death of one or both twins
- Rare condition, incredibly difficult procedure, and hard to train





### Fetoscopic Laser Photocoagulation (FLP)

The goal is to identify anastomoses and ablate vessels to decouple the twins' vascular system



- Ablate each anastomosis site
- "Solomon method" create a laser path connecting each ablation site











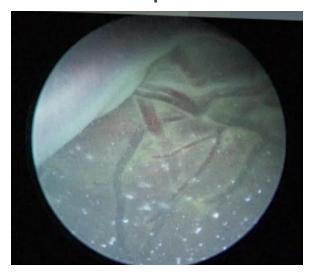




# **Improving Proprioception**

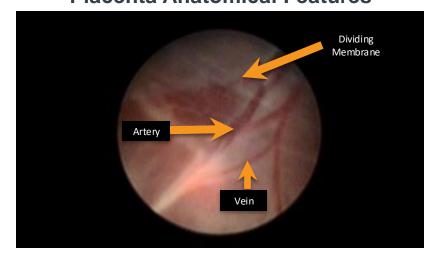
Where are the surgeons in the workspace relative to the identified anastomoses?

#### **Real Fetoscopic Procedure**



Challenging to maintain an accurate sense of position in relation to identified anastomoses

#### **Placenta Anatomical Features**

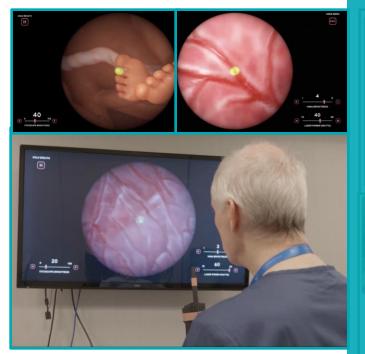


Difficult to remember vein and artery patterns



# Type of TTTS Simulators

Virtual



#### **ADVANTAGES**

- Simulates the baby and placenta
- Custom fetoscope interface attached to an abdomen model
- Fetoscope settings (brightness, laser power, etc.)
- UI/UX

#### **DISADVANTAGES**

- Absence of camera noise, unrealistic textures, laser effect lacks differentiation between vessels and tissue
- Placental vessels are flat
- No haptic or visual feedback

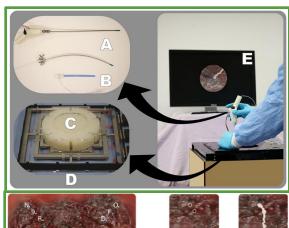


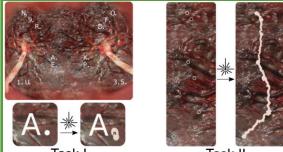
# Type of TTTS Simulators

#### **ADVANTAGES**

- Feels realistic and functional
- Can render placental image for anterior and posterior locations
- Able to add visual indicators to the placenta
- EM tracker at tip for motion analysis

### Mixed-Reality





### DISADVANTAGES

- Does not render essential elements: twins, fluid, particles, laser effects, etc.
- Placenta is a planar rendering
- No haptic feedback



# **Type of TTTS Simulators**

#### **ADVANTAGES**

- High fidelity
- Placental vasculature injected with dye to differentiate between veins and arteries

### DISADVANTAGES

- Utility is post-delivery, limited placenta availability
- Does not simulate floating twins and amniotic particles
- Very expensive



### Real Environment

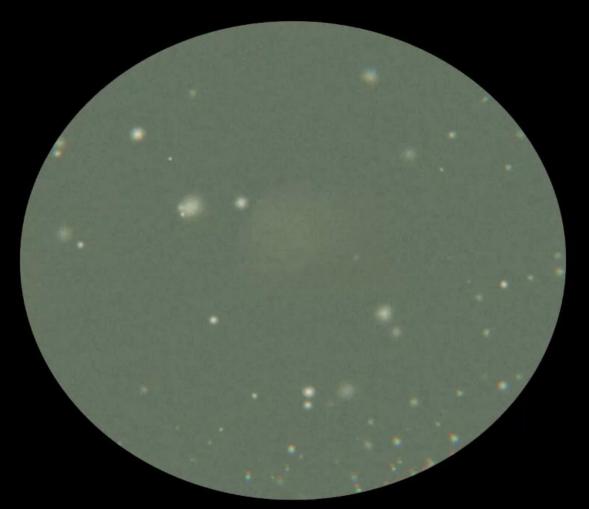






## **Contributions of This Work**

- 1. The development of a hyper-realistic simulator with all essential elements of TTTS that fetal surgeons will use
- 2. The improvement of surgical education with visuo-haptic feedback and assistance
- 3. Proof of concept of assistance features for real surgery



No Assistance

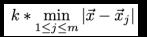
Visual Guidance

Haptic Guidance

User

Target





Mini-Map Guidance

**Combined Guidance** 

HoloLens Guidance





# **Experimental Setup**

- Participants: 30 novices, 1 expert surgeon
  - 5 novices for each assistance case
- Age (years old)

Expert: 68

- No Assistance:  $23 \pm 5$ 

- Haptic Guidance:  $32 \pm 17$ 

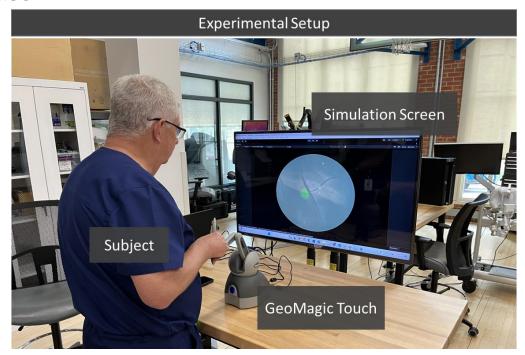
- Visual Guidance:  $32 \pm 17$ 

- Mini-Map Guidance:  $26 \pm 4$ 

- Combined Guidance:  $24 \pm 4$ 

- HoloLens Guidance:  $24 \pm 4$ 

 Anastomosis waypoints and trajectory of laser ablation task are collected for analysis





# **Experimental Task**

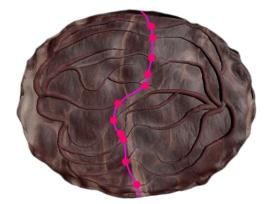
Participants repeated these tasks 2 times: first trial (no assistance) and second

trial (assistance)

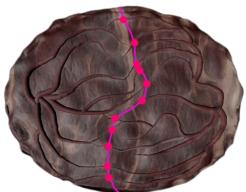
1. Identify anastomosis sites

2. Laser ablation of anastomosis sites

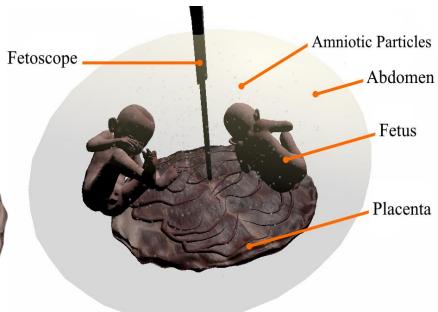
3. Create a laser path



(a) Optimal Placenta Path



(b) Reversed Placenta Path





# **Experimental Design**





## Metrics

### 1. Waypoints Placed

$$\sum_{i=1}^{k} \sum_{j=1}^{n} |\vec{x}_i - \vec{x}_j|^2 \qquad \text{(Eq. 1)}$$
$$(x_i - x_{i+1})/x_i < 0.2 \qquad \text{(Eq. 2)}$$

$$(x_i - x_{i+1})/x_i < 0.2$$
 (Eq. 2)

### 2. Laser Path Deviation

$$\frac{1}{n} \sum_{i=1}^{n} \min_{1 \le j \le m} |\vec{x}_i - \vec{x}_j|$$
 (Eq. 3)

### 3. Velocity, Acceleration, Jerk

$$v_{\text{avg}} = \frac{1}{n} \sum_{i=1}^{n-1} \frac{|\vec{x}_{i+1} - \vec{x}_i|}{\Delta t_i}$$
 (Eq. 4)

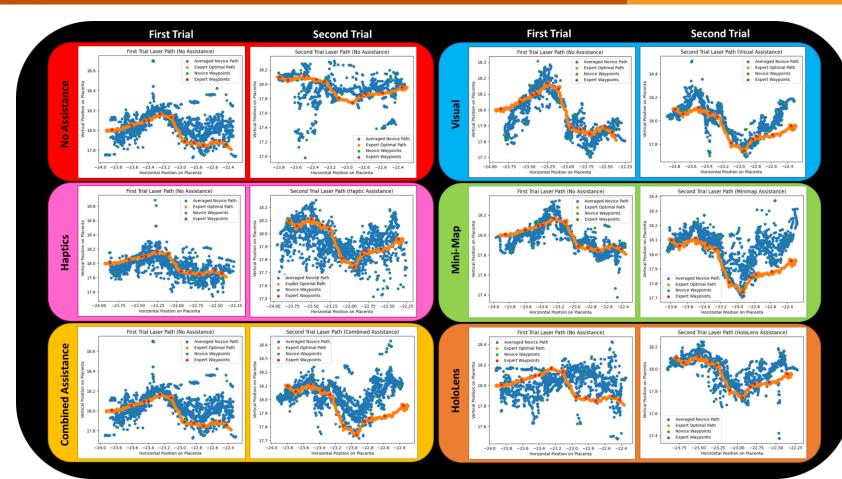
### 4. Efficiency

$$\frac{1}{\text{Task Completion Time}} \quad (Eq. 5)$$

### 5. Waypoint and Laser Error

Same computation as Eq. 3 except comparing using the novices' waypoints to the expert's waypoints and the novices' laser ablation path to the expert's path.







### Result – Difference Between Groups

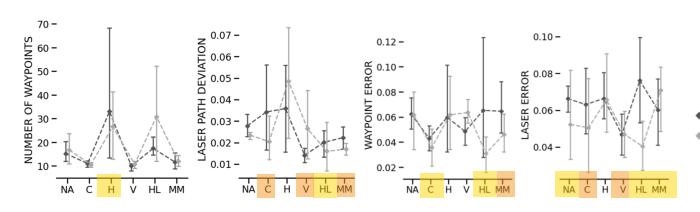
- Kruskall-Wallis test does not show a significant difference between groups
- However, individual p-value compared between specific groups show statistical significance

using post-hoc Dunn test

- Number of Waypoints Placed
- Laser Path Deviation
- Waypoint Error
- Laser Error

		Session	Guidance Cases				
Metrics	p	post-hoc comparisons	p	post-hoc comparisons			
Waypoints Placed	0.926	(Trial One < Trial Two)	0.133	(C < V < MM < NA) < H < (HL)			
Laser Path Deviation	0.345	(Trial Two < Trial One)	0.202	HL < (MM < C < V) < NA < H			
Waypoint Error	0.449	(Trial Two < Trial One)	0.100	HL < C < (MM < H = NA) < V			
Laser Error	0.092	(Trial Two < Trial One)	0.184	HL < (V < C) < NA < (H) < MM			

Asterisk \* represents significant differences between groups p < 0.05. Round bracket denotes no significance between the pairs of group levels.



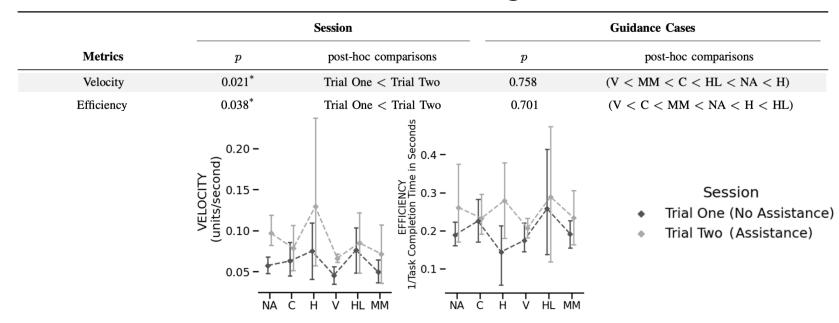
#### Session

- Trial One (No Assistance)
- Trial Two (Assistance)



### Result – Task Efficiency and Velocity

 Efficiency and Velocity: Significant differences between trial one and trial two; task is becoming easier to do



 $\mathbf{C}$ 



### **User Feedback**

NASA TLX

Q1:	How mentally demanding was the task?		60 (30)	86 (21)	74 (22)	58 (10)	70 (6)	70 (20)
Q2:	How physically demanding was the task?		59 (39)	21 (29)	60 (26)	30 (18)	33 (19)	31 (22)
Q3:	How hurried or rushed was the pace of the task?		28 (26)	23 (25)	35 (16)	33 (19)	37 (18)	17 (8)
Q4:	How successful were you in accomplishing what you were asked to do?		62 (20)	56 (33)	44 (18)	37 (13)	65 (13)	43 (22)
Q5:	How hard did you have to work to accomplish your level of performance?		64 (21)	83 (21)	72 (13)	52 (15)	64 (19)	72 (10)
Q6:	How insecure, discouraged, irritated, stressed, and annoyed were you?	25	51 (35)	60 (31)	51 (35)	33 (24)	58 (21)	41 (39)
Q7:	The simulator looks realistic		76 (17)	80 (16)	85 (10)	75 (10)	76 (17)	84 (17)
Q8:	The simulator feels realistic		80 (20)	88 (11)	84 (9)	85 (10)	84 (17)	76 (22)
Q9:	The content of the simulation is relevant to the surgical procedure		92 (11)	100 (0)	85 (19)	85 (19)	80 (14)	96 (9)
Q10:	The simulation was fun to complete		76 (33)	84 (17)	64 (17)	95 (10)	76 (22)	68 (30)
Q11:	I was anxious during the task		56 (41)	60 (20)	48 (23)	55 (34)	52 (27)	84 (17)
Q12:	The task was difficult to complete		80 (24)	76 (22)	84 (9)	75 (10)	80 (14)	68 (18)
Q13:	Age		23 (5)	32 (17)	26 (4)	24 (4)	32 (17)	24 (4)
Q14:	Experience with human/machine interactive devices	1	2.8 (1.1)	1.8 (1.3)	2.4 (0.9)	2.8 (1.1)	2.2 (1.1)	3.2 (0.9)

Е

N

V

MM

HL

Н

Pre-Exp Survey

Data is shown as mean (standard deviation). Q1-6 are NASA TLX questions. For Q1-4,6: 0 is very low and 100 is very high. For Q5: 0 is perfect and 100 is failure. For Q7-10,12: 0 is strongly disagree and 100 is strongly agree. For Q11: 100 is not anxious at all while 0 is very anxious. For Q14: 0 is none and 4 extensive. E=Surgeon. Assistance cases: N=None, V=Visual, MM=Minimap, HL=HoloLens, H=Haptic, C=Combined.



# **Expert Surgeon Feedback**

TABLE II: Post-Experiment Survey: Surgeon-Specific Questions

Q1:	The simulator resembles real-life surgery	4
Q2:	The simulator can differentiate between different performance levels (e.g. novice vs expert)	4
Q3:	The simulator can accurately assess the skill level of the user	4
Q4:	This simulator is better than others or expected	4
Q5:	This simulator gives results consistent with other tests for the same skill	4
Q6:	The performance in the simulator would translate to a similar performance in a real-life procedure	3
Q7:	A surgeon who performs well in the simulation will perform well in a real surgery	3
Q8:	Another evaluator would assess a surgeon's performance on the simulator similar to yours	4
Q9:	If you were to repeat the test at a different time you would achieve a similar result	5
Q10:	This simulator is good for learning	4
Q11:	I would recommend this simulator to a peer	5
Q12:	Confirm position of placenta, fetuses, and cord insertions	3
Q13:	Identification of intertwin dividing membrane	3
Q14:	Mapping of placental surface and vascular equator	4
Q15:	Use of selective laser techniques (only coagulation of anastomoses)	4
Q16:	Use of Solomon technique	4
Q17:	Identify and record number and type of anastomosis sites coagulated	5

1-11 are rated strongly agree or strongly disagree, 5 and 0 respectively. 12-17 are rated as how accurate, from perfect to not at all, 5 and 0 respectively.



### **Limitations and Future Work**

- Lack of situational haptics for user interface
- Overall improve laser depth perception
- Combining a physical model with the virtual simulation
- Mimic the energy loss when the laser is not angled at approximately 0°
- Intrauterine bleeding onto the placenta
- A viscous field between points that directs you back to the path that connects the identified anastomoses



## Conclusion

- In this work we introduce a novel hyper-realistic TTTS simulator
- Through a human subject study, our simulator could improve performance of laser ablation path accuracy
- Significant difference between certain assistance cases cases
- Significant difference between task efficiency and laser ablation velocity from trial one to trial two
- The results of our simulator could improve surgical training and inform the development of novel robotic systems for TTTS



# Thank you! Any Questions?