

A Project on

Performance Enhancement of Myoelectric Prosthetic Arm



Submitted by :

Richa Jaiswal (2021031057)

Shubham Yadav (2021031075)

Aman Dubey (2021031011)

Esha Kumari (2021031033)

Vagisha Singh (2021031084)

Supervisor :

Prof. V. K. Giri

ELECTRICAL ENGINEERING DEPARTMENT
MADAN MOHAN MALAVIYA UNIVERSITY OF TECHNOLOGY

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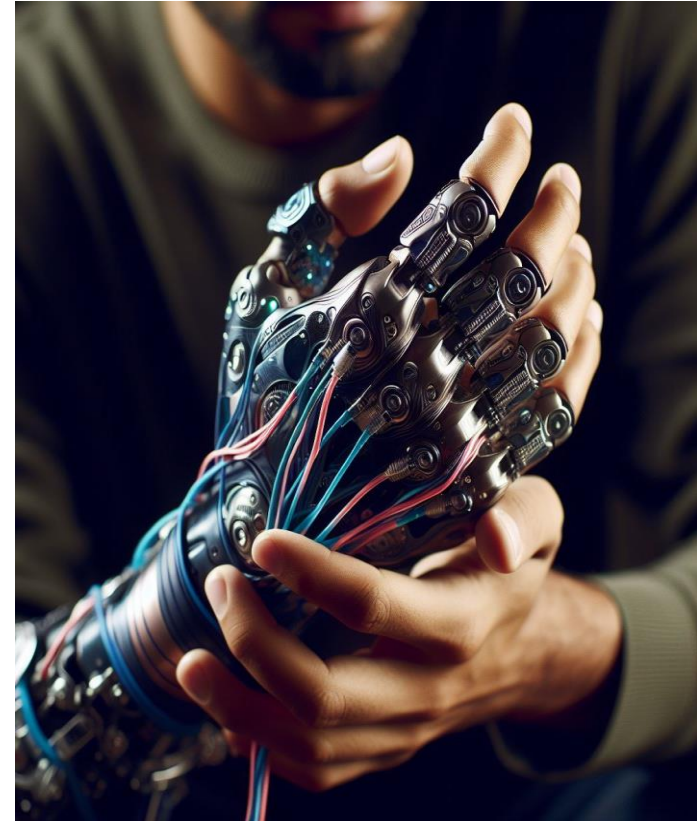
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INTRODUCTION

- Myoelectric = utilizing electricity generated in muscles

Prosthetic Arm = Artificial Arm

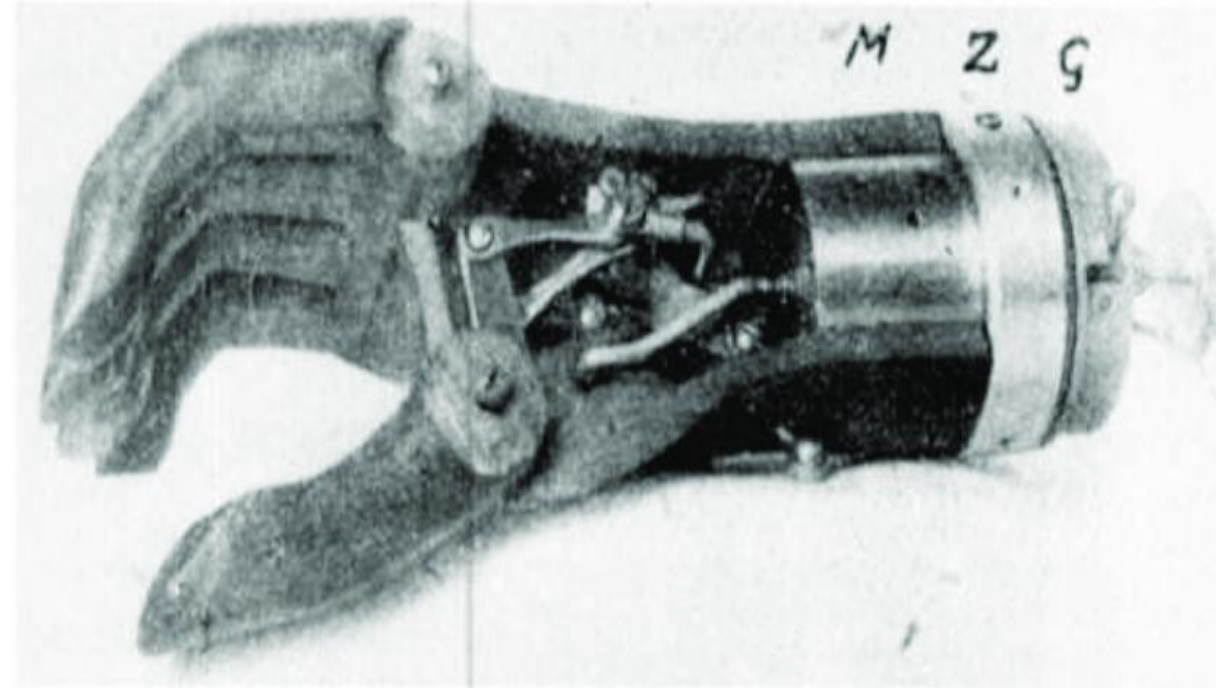
- Myoelectric prosthetic arm uses muscle signals from the **amputees' residual limb** to control movement.



Myoelectric Prosthetic Arm

HISTORY

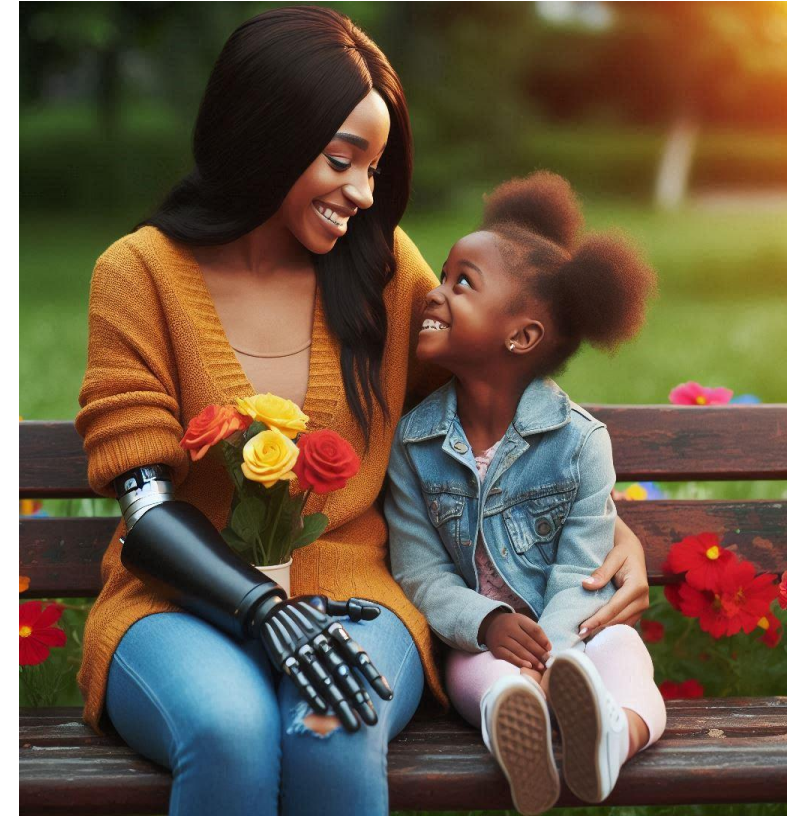
- In the 1940s, the concept of using electrical signals from muscles for prosthetic control emerged.
- **Reinhold Reiter** developed the first myoelectric prosthesis in Germany.
- The Russian scientist Alexander Kobrinski developed the first commercially available myoelectric arm.



Photograph of the first electric-powered myoelectric prosthetic hand used by the inventor Reinhold Reiter (Circa 1943)

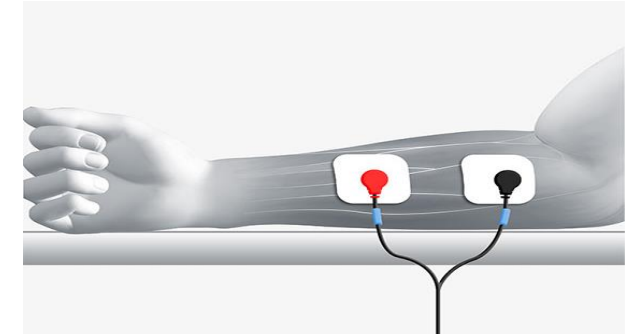
OBJECTIVE

- According to a survey by the World Health Organization, the estimated number of amputees in the developing world is **40 million**. In India, as per the 2011 census, the population of persons with disabilities was approximately 2.68 crore, which accounts for **2.22% of India's population**.
- The prosthetic arm aims to replicate the functions of a human arm as closely as possible.
- This project aims to make a prosthetic arm controlled by the user's brain and perform actions like **holding, pulling, pushing, pinching, pointing, and movement of different combinations of fingers**.



EMG Sensors & Operating Frequency

- 1. Surface EMG Sensors:** Surface EMG sensors are non-invasive and **placed on the skin surface**. sEMG signals fall within the range of **20 Hz to 500 Hz**. They detect electrical activity from superficial muscles.
- 2. Intramuscular EMG Sensors:** Intramuscular EMG sensors are invasive and **inserted directly into the muscle tissue**. They provide more accurate recordings from deep muscles. iEMG signals cover a broader range, typically from **20 Hz to 10 kHz**.
- 3. Wireless EMG Sensors:** Wireless EMG sensors eliminate the need for cables. They transmit data wirelessly to a receiver or mobile device. Wireless EMG signals operate within the **20 Hz to 500 Hz range**.



sEMG



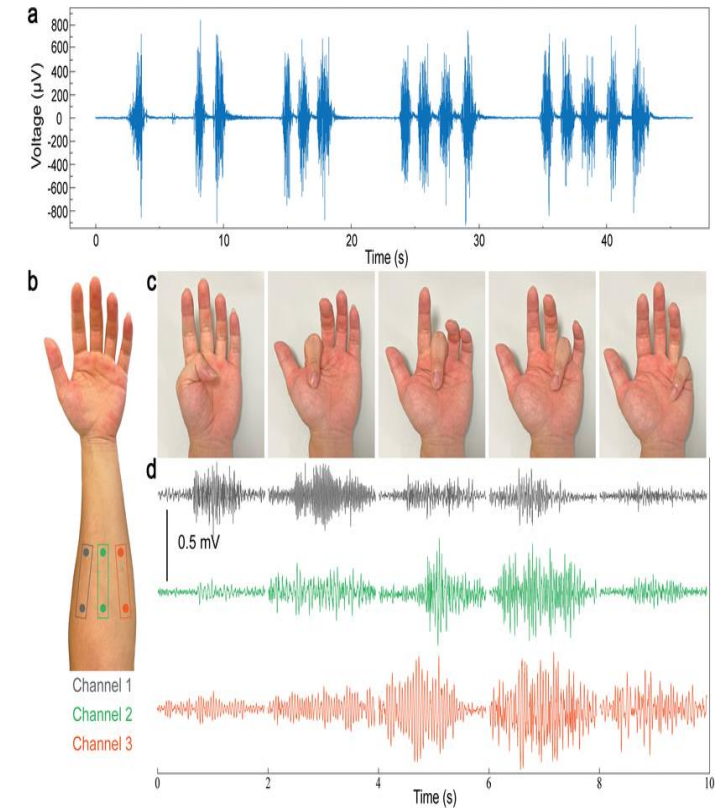
iEMG



Wireless EMG

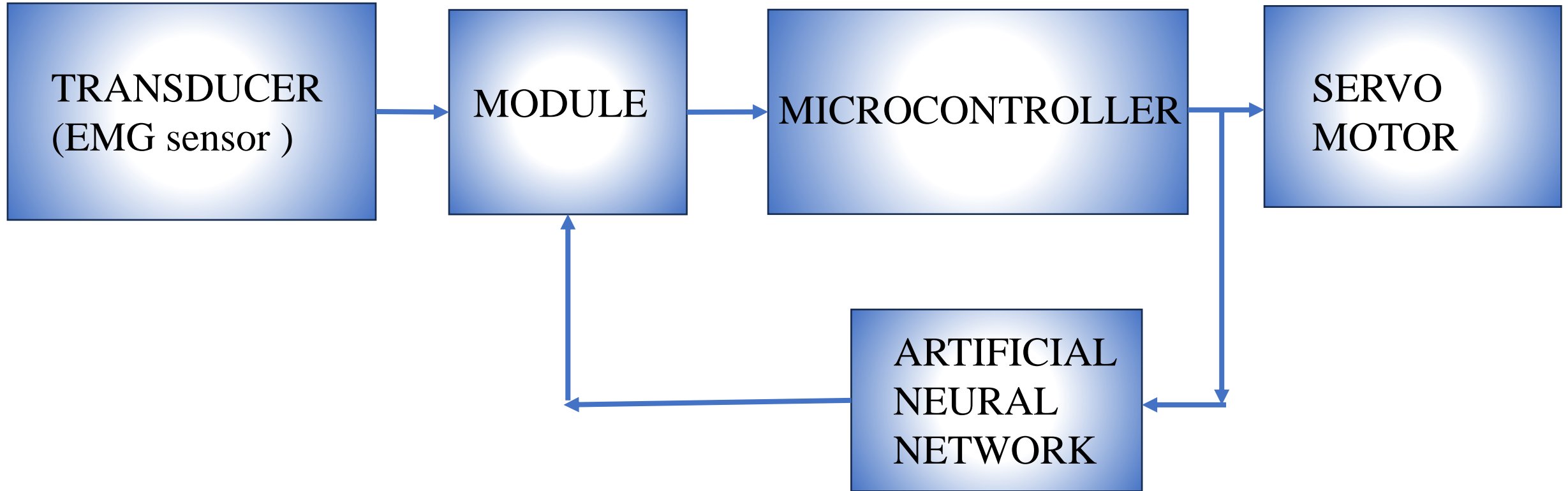
Recording of EMG Signals

- Recording an electromyography (EMG) signal involves measuring the electrical activity produced by skeletal muscles.
- Clean the skin where the electrodes will be placed to reduce impedance.
- Place EMG sensors over the muscle of interest.
- Connect the surface or needle electrodes to the EMG amplifier.
- Ensure the EMG amplifier is correctly calibrated.
- Connect the amplifier to the data acquisition system.



EMG Signal Recording

METHODOLOGY



1. Electromyogram sensor

- Electromyogram (EMG) sensors are devices used to detect and measure electrical activity produced by skeletal muscles.
- When a muscle contracts, it generates an electrical signal that can be detected by EMG sensors, which are typically placed on the skin's surface or inserted into the muscle tissue.



**Electromyogram sensor
(Surface EMG type)**

2.EMG Module

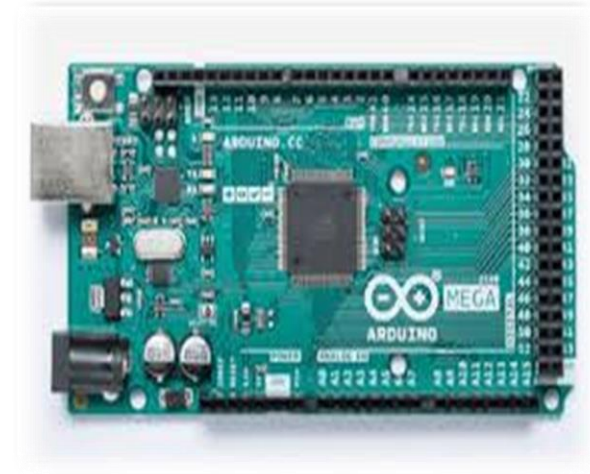
- It is a device which performs signal conditioning .
- It consists of an amplifier to amplify the signal received from the muscles .
- Filter is used to remove noise from the collected signal .
- It makes the output of EMG sensor compatible with the microcontroller .
- Power source to drive the sensor is connected here.



EMG Sensor Module

3. Microcontroller

- The microcontroller processes the EMG signals and translates them into control commands for the prosthetic hand.
- The microcontroller sets a threshold value based on the maximum and minimum muscle sensor readings.
- **If the user relaxes his muscle (signal below the threshold), the microcontroller opens the prosthetic hand.**
- **If the user contracts his muscle (signal above the threshold), the microcontroller closes the hand.**



**Microcontroller
(Arduino UNO)**

4. Servo Motor

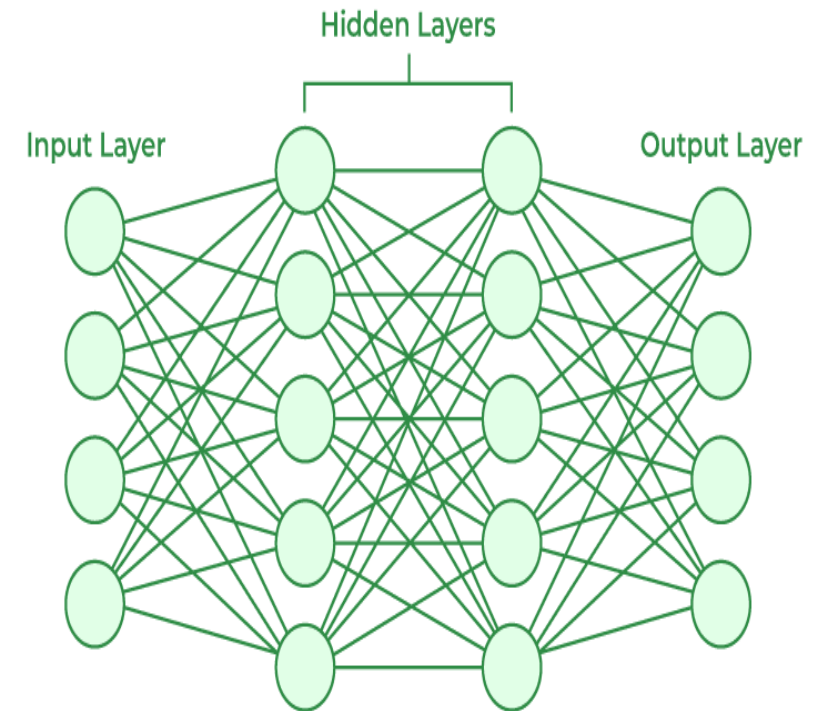
- A servomotor is an actuator that facilitates the control of position, velocity, and acceleration.
- The servomotor works on closed-loop servomechanism i.e., the shaft motion and final position is determined based upon the present position which is given as the feedback.
- In this model, the **servomotor is interfaced with the fingers' arrangements.**
- The control signal to the servomotor is issued by the microcontroller



**Servo Motor
(MG996R)**

5. Artificial neural network

- Artificial Neural Networks (ANNs) are computational models inspired by the structure and functioning of the human brain.
- They consist of interconnected nodes, often referred to as neurons or units, organized in layers.
- In this project, ANN will be used to train the hand to perform actions like holding, grabbing, throwing, push and pull . Taking feedback about current position from the servo motor , decisions will be taken by ANN to make the movment of hand accurate and seamless.



3-D Printing of the Model using PLA thermoplastic

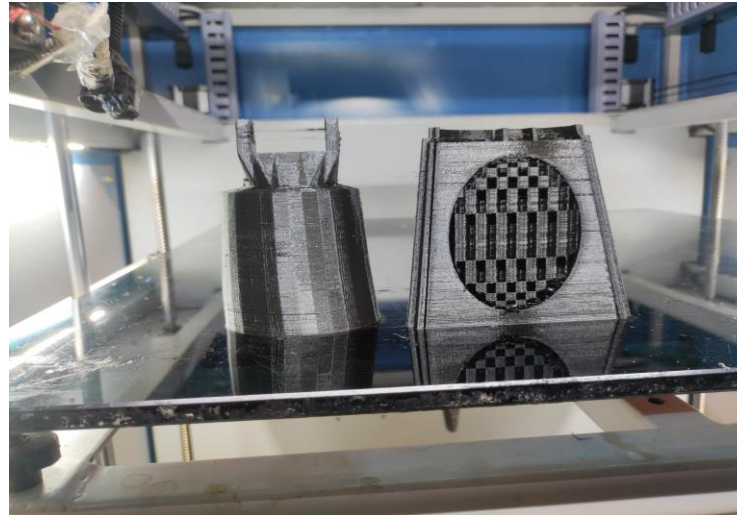
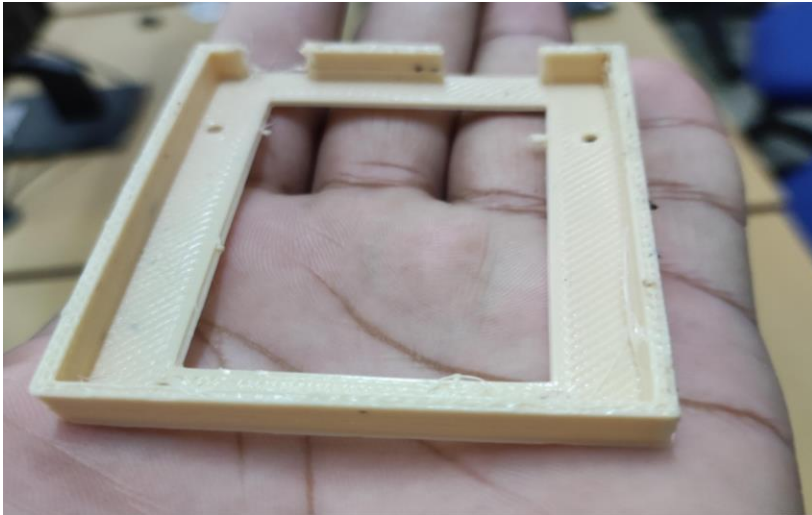
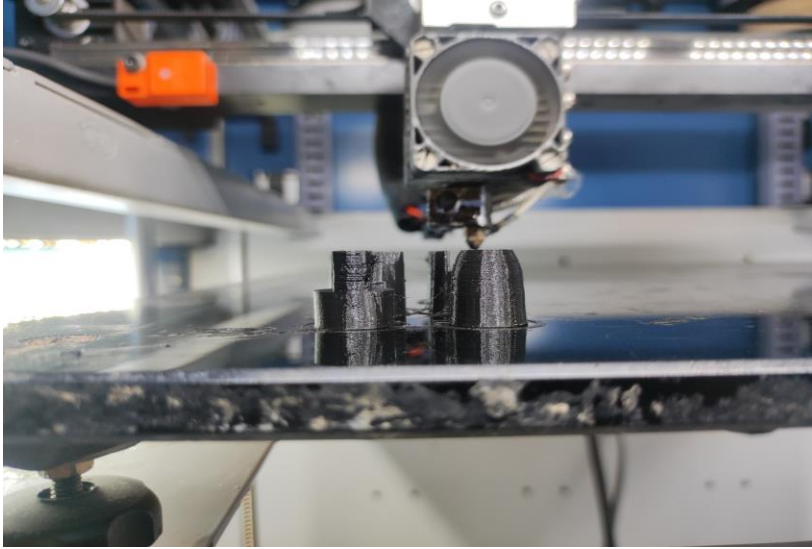


PLA thermoplastic (polylactic acid)



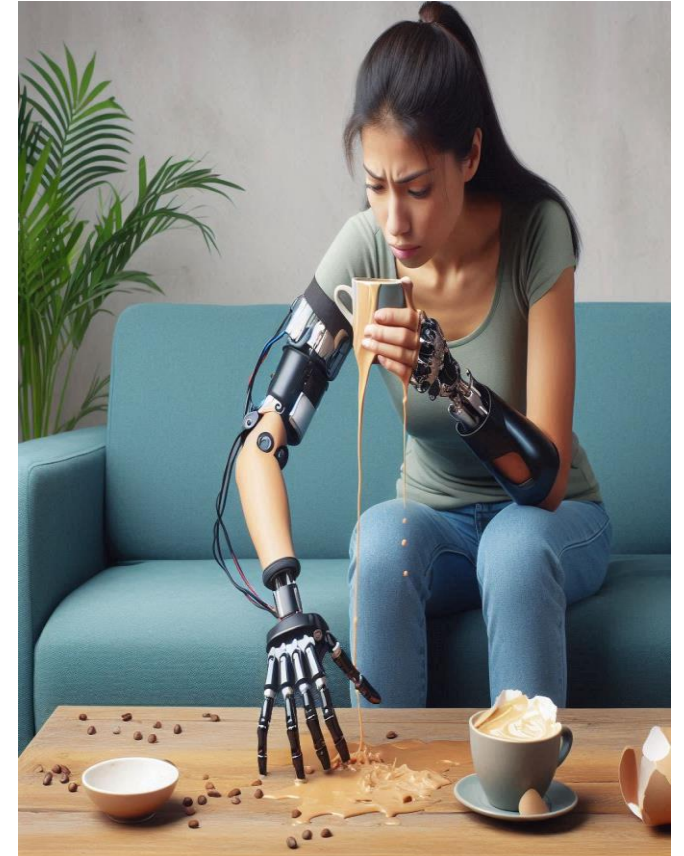
3-D Printer

Images Captured During 3-D printing of the Prosthetic Arm



Challenges and Limitations

- **High Price:** Myoelectric prosthetic arms are often expensive; the high price can make them inaccessible for many patients.
- **Limited Battery Life:** Myoelectric prosthetic arms rely on batteries for power, which can run out quickly, especially with frequent or intensive use.
- **Weight:** Batteries add weight to the prosthesis, potentially making it heavier and less comfortable for the user
- **User Training:** Significant training is required for users to effectively control the prosthesis using their muscle signals.



Untrained user using
Myoelectric Arm

Conclusion

- Myoelectric prosthetics represent a remarkable fusion of biomechanics, electronics, and neuroscience.
- These devices offer lifelike alternatives to amputees.
- Proper training is essential for users to maximize the benefits of myoelectric prosthetics.
- It also increases self-confidence and a sense of normalcy for amputees.
- Innovations like pattern recognition algorithms and machine learning contribute to more intuitive control of prosthetic movements.

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THANK YOU!