

# *Toward Head-Neck Rehabilitation Using Wearable Robots*

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# Problem – Head Drop



<http://practicalneurology.com/videos.asp?f=video23>

## Current Care



# Problem – Head Drop



<http://practicalneurology.com/videos.asp?f=video23>

## Unmet Needs

- Improve posture and restore motion
- Enable social participation

- Design of wearable robots for head drop
  - Engineering developments
  - Clinical evaluations
- New research horizon
  - Converging themes
  - Prior work
  - Potential directions

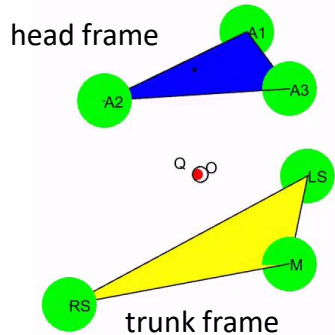
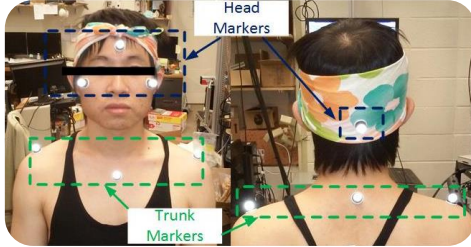
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A wearable machine that is

- Biomechanically compatible
  - Meet structural and motion characteristics
  - Allow large ranges of rotation
- Easy and safe to use
  - Lightweight and easy to don/doff
  - Intuitive and safe control interfaces







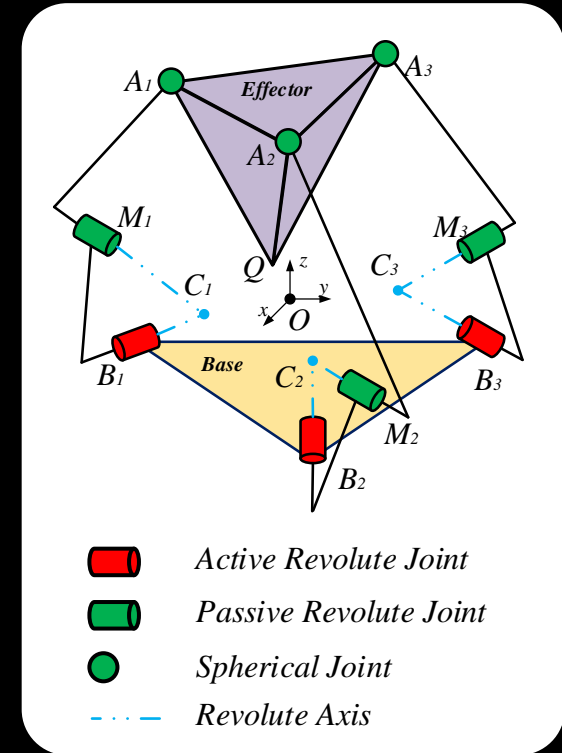
## Step 1 – Characterize Head-Neck Motion

- Vicon MoCap system with 10 cameras
- Measure head rotation relative to shoulders
- Four types of head-neck movements
  - Sagittal plane flexion-extension
  - Frontal plane lateral bending
  - Transverse plane axial rotation
  - Combined motion
- Head-neck motion is predominantly rotations, with small translations.

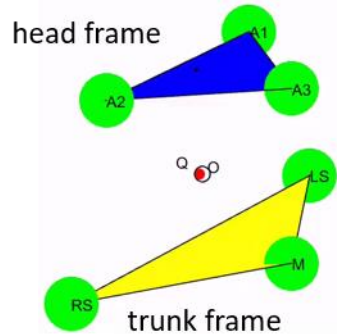
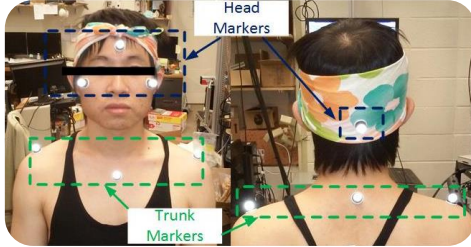
# Mechanical Design

## Step 2 – Choose a mechanical structure

- 3-DOF closed-chain structure with revolute joints
  - Closed-chain – Low moving inertia
  - 3-DOF – Large rotation with small translation
  - Revolute joints – Easy to fabricate
- 3-RRS mechanism with special axes alignments
  - Revolute joints within a chain intersect at a point
  - Easy to assemble
  - Coupled rotation and translation



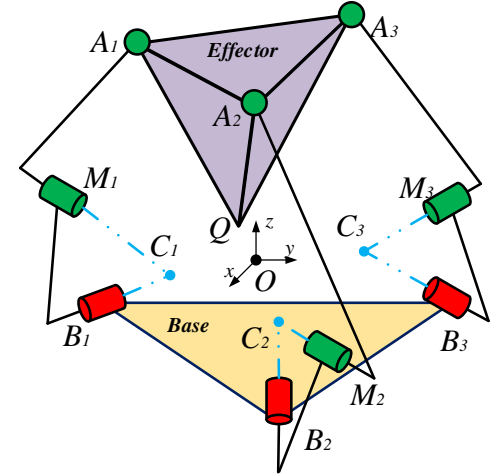








## Step 3 – Optimization

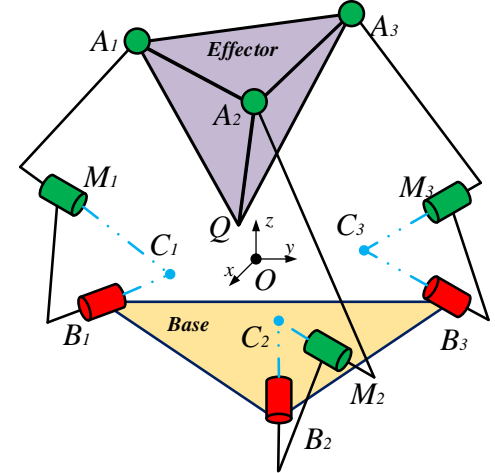
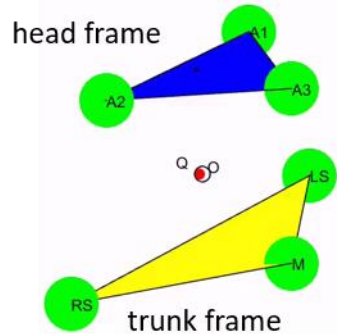
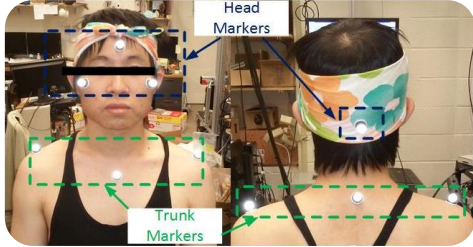
Choose parameters to meet the biomechanical data.





- Hierarchical random search
- Parameter space – geometric parameters of the structure.
- Multiple objectives – Maximize rotational range of motion and minimize error in translation.



-  *Active Revolute Joint*
-  *Passive Revolute Joint*
-  *Spherical Joint*
-  *Revolute Axis*

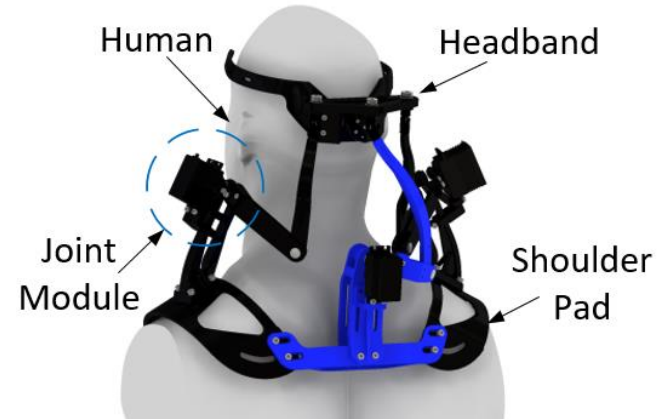
# Mechanical Design



-  Active Revolute Joint
-  Passive Revolute Joint
-  Spherical Joint
-  Revolute Axis

# Realization – 1<sup>st</sup> Generation

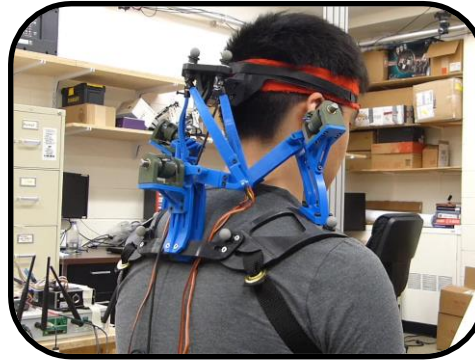
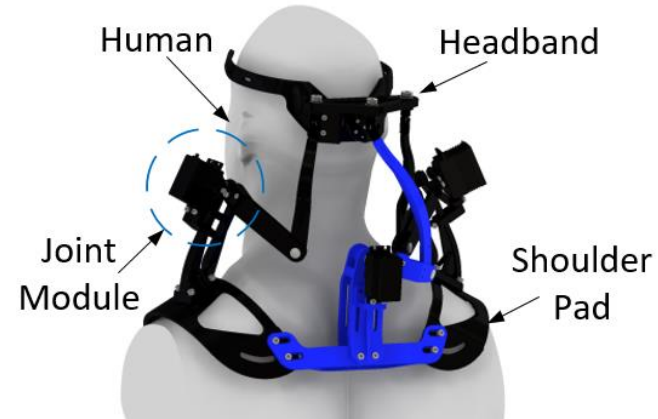
- Can be integrated with other sensors, e.g., EMG, virtual reality, eye-tracker, ...
- Modular design for different usages
  - Measurement (potentiometers)
  - Passive support (springs)
  - Active intervention (servomotors)



	Measurement Brace	Spring-Loaded Brace	Motorized Brace
Functionality	Measure real-time head angles in three-dimensions	Support the head in various static configurations	Apply controllable force and motion to the head
Key Features	<ul style="list-style-type: none"><li>• Spatial angle recording</li><li>• Large range of motion</li></ul>	<ul style="list-style-type: none"><li>• Quick adjustment</li><li>• Compliance</li></ul>	<ul style="list-style-type: none"><li>• Active interaction</li><li>• Force/position control</li></ul>
Weight	0.5 kg	0.9 kg	1.2 kg

# Realization – 1<sup>st</sup> Generation

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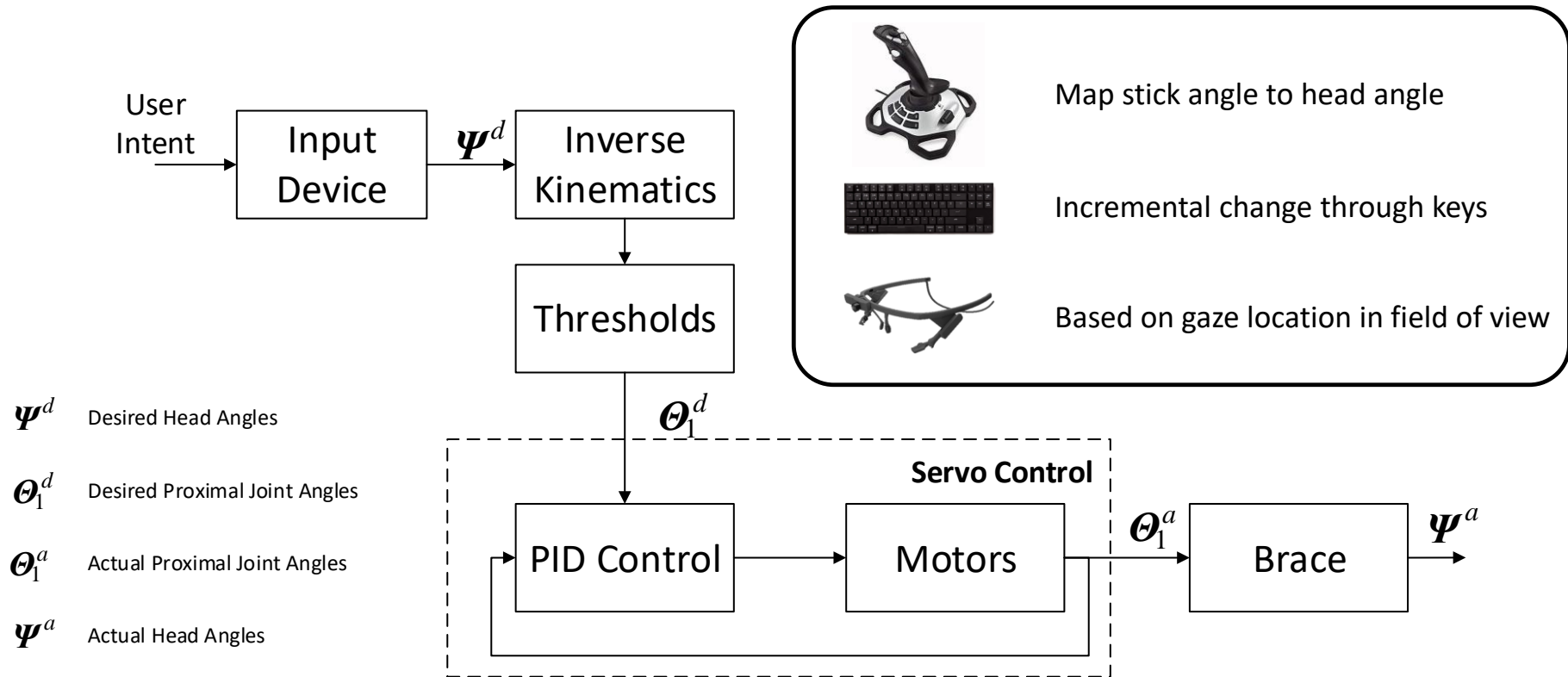


# Realization – 2<sup>nd</sup> Generation

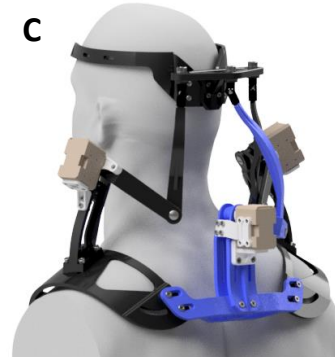
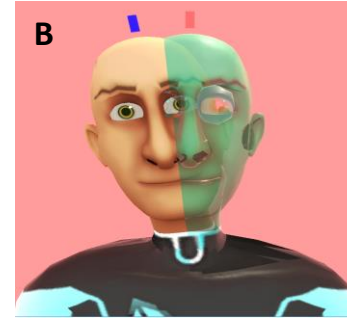
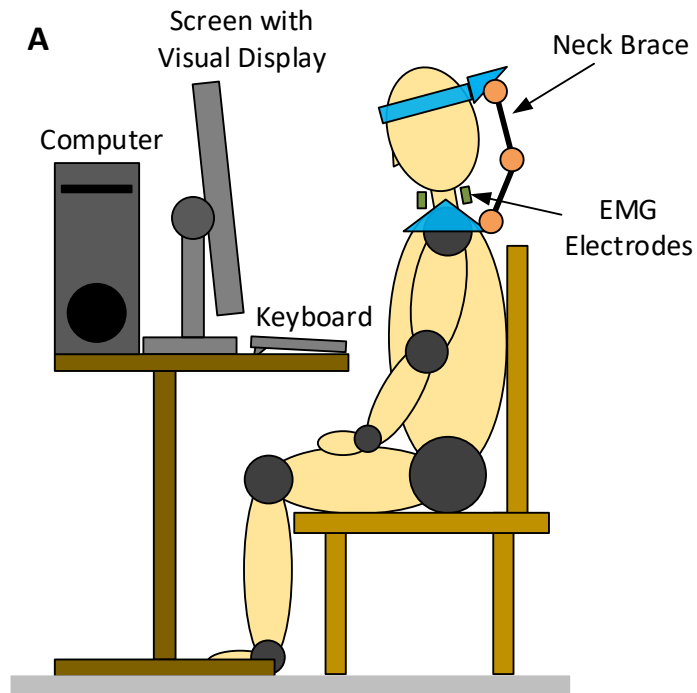
- One joint module – Dynamixel servo units
  - High backdrivability – Transparency
  - Encoders – Position feedback
  - Current sensors – Low-cost force feedback
- Advantages
  - More compact and easier to use
  - Mode change can be achieved in software
  - Can be used for training (force modulation)



# Control Interface – Motion Assistance



# Evaluation with ALS Patients



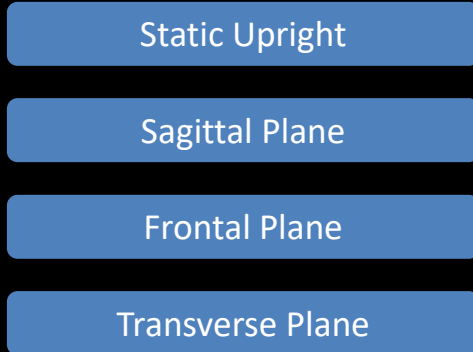


# Evaluation with ALS Patients

## Characteristics of five enrolled subjects

ID	Gender	Age	Height (cm)	Weight (kg)
001	M	55	195	91
002	M	33	185	116
003	F	56	169	73
004	M	76	166	69
005	M	39	183	110

### Without Assistance (*Baseline*)



### With Assistance (*Assist*)



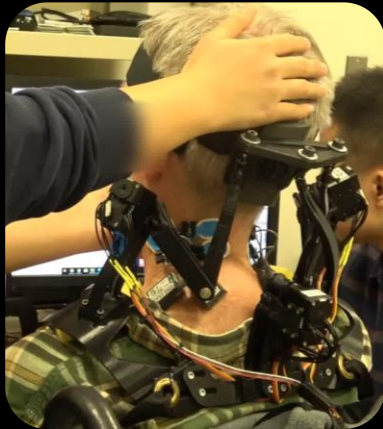
# Evaluation with ALS Patients

## Movement functions with respect to time<sup>1</sup>

Motion Tasks	Functions (Units: SI)
Sagittal Plane Flexion-Extension	$x_{(t)} = 15^\circ \sin(0.2\pi t + 0.73) - 10^\circ$
Coronal Plane Lateral Bending	$x_{(t)} = 20^\circ \sin(0.2\pi t)$
Transversal Plane Axial Rotation	$x_{(t)} = 25^\circ \sin(0.2\pi t)$

Notes: 1 – Each motion is repeated 5 times, with the middle three cycles recorded for data analysis.

Without Assistance (*Baseline*)



With Assistance (*Assist*)



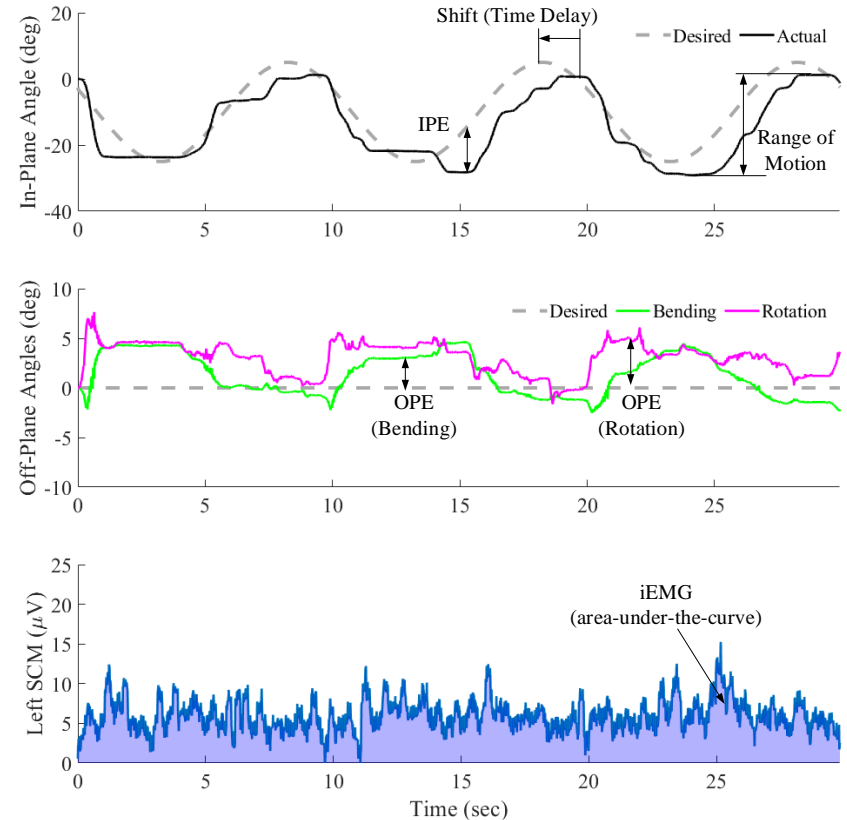
# Evaluation with ALS Patients

## Independent Variables

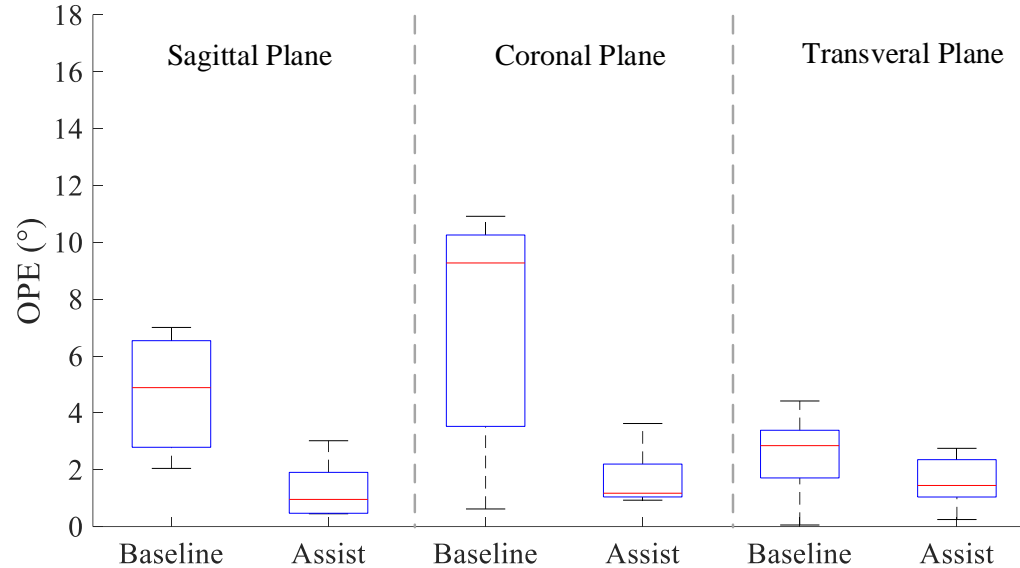
- Experimental Conditions: *without assistance* vs. *with assistance*
- Movement Planes: *Sagittal*, *Frontal*, and *Transverse*
- Muscle sites: *left / right SCM* and *SC*

## Dependent Variables

- In-plane tracking error (*IPE*)
- Out-of-plane error (*OPE*)
- Range-of-motion error (*RME*)
- Integrated EMG (*iEMG*)

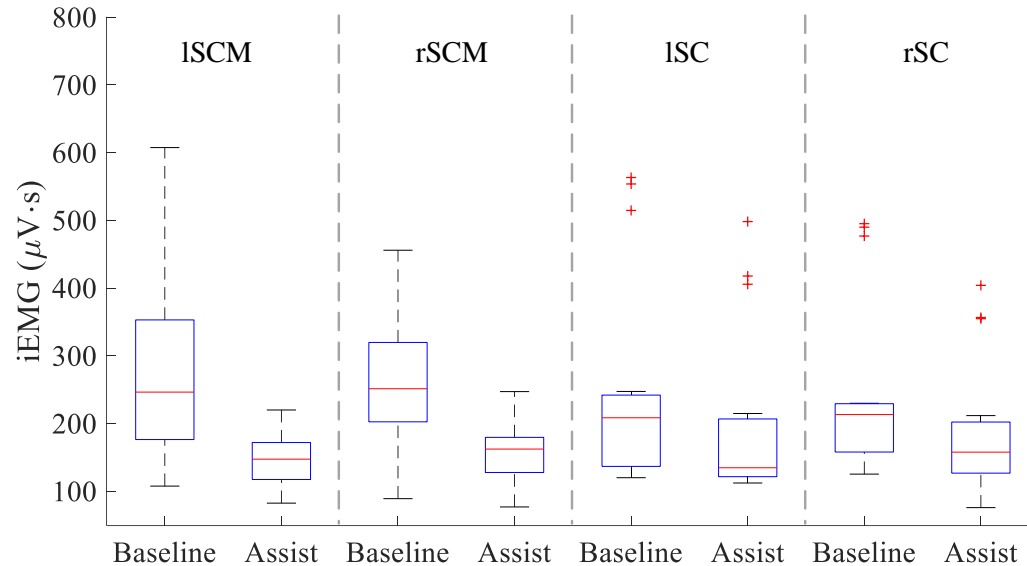


# Key Results – Movement Accuracy



- *Without Assistance* the error is higher than *With Assistance*
- Movement planes do not influence the result of *OPE*

# Key Results – Muscle Activity



- *Without Assistance* the muscle activation is higher than *With Assistance*
- Different muscles have a similar effect on *iEMG*

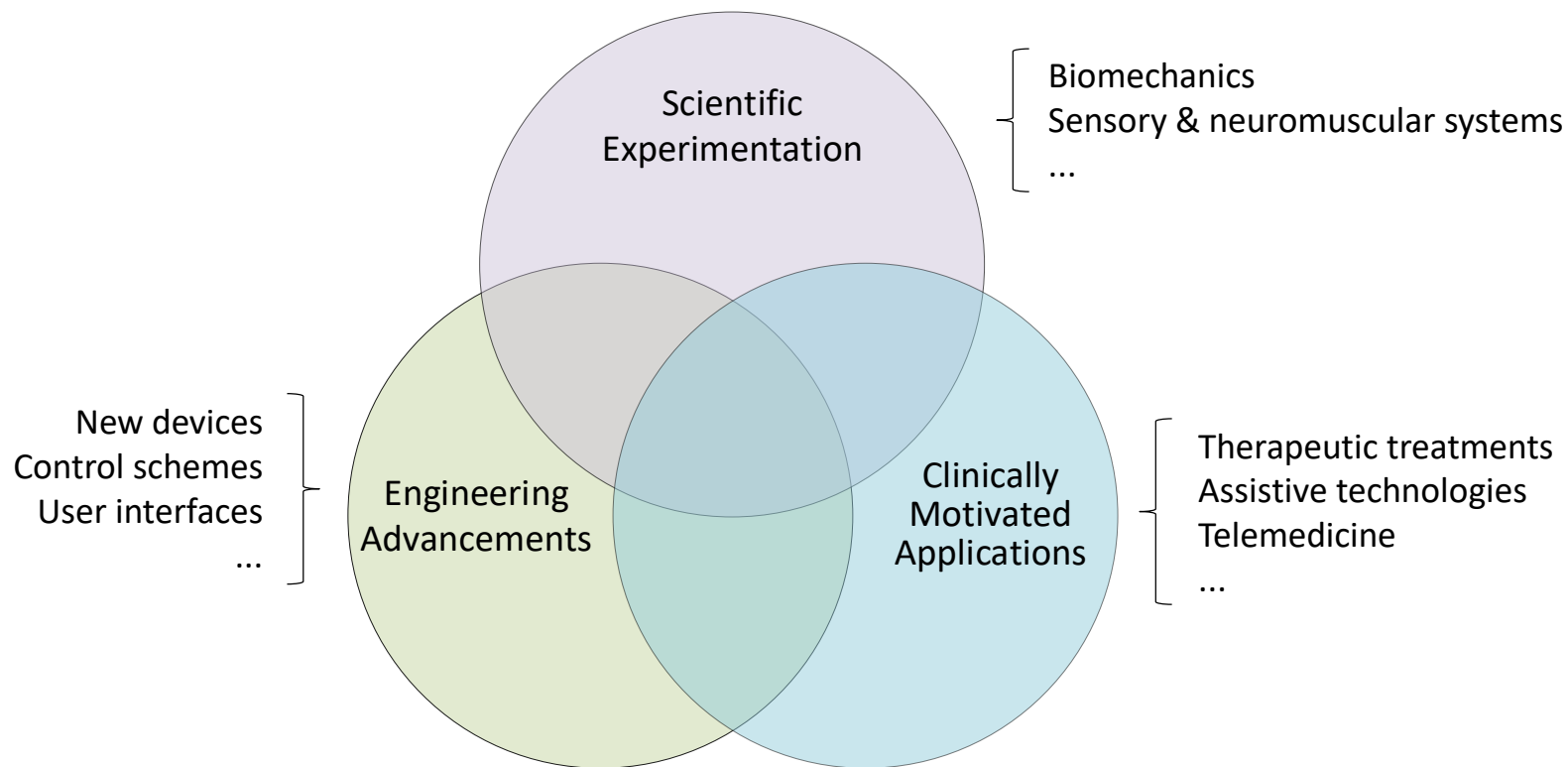
# Conclusions

- The powered robotic brace
  - Is wearable and safe to use
  - Improves the movement quality
  - Reduces the muscle activation
- The user interface may be upgraded to accommodate more users, especially those with low upper limb strength and poor finger control.

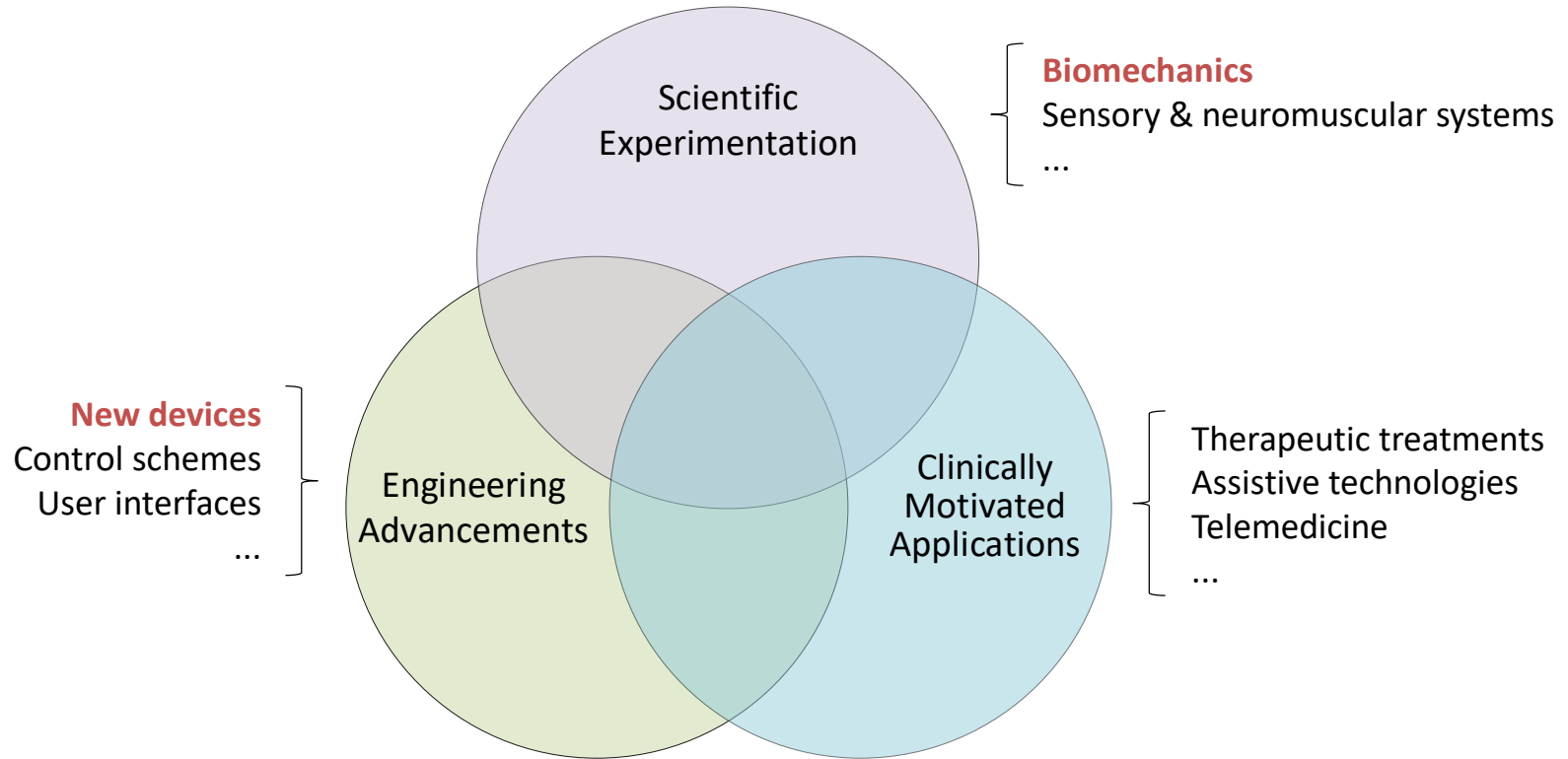
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# Converging Research Themes

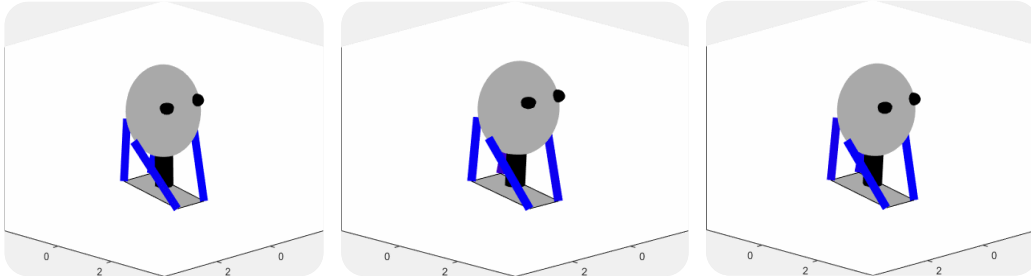


# Converging Research Themes



# Prior Work – Movement

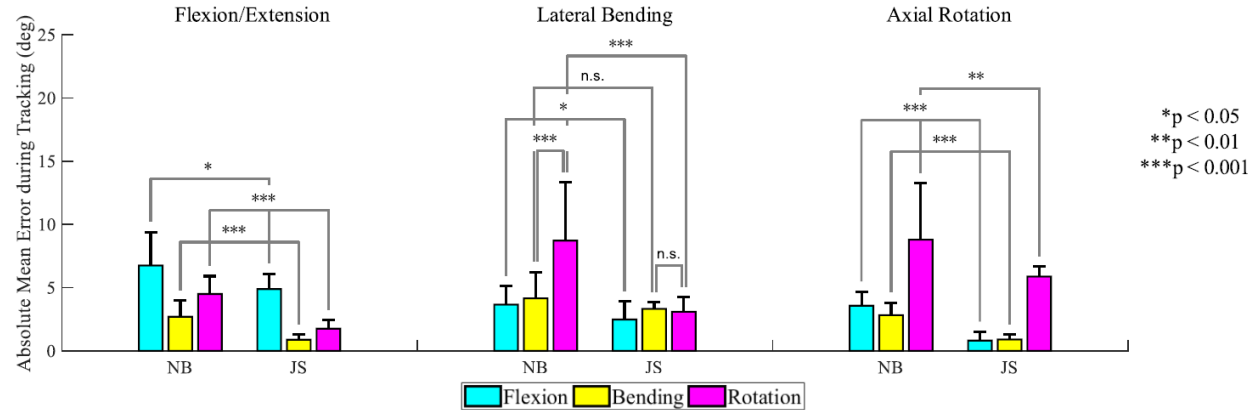
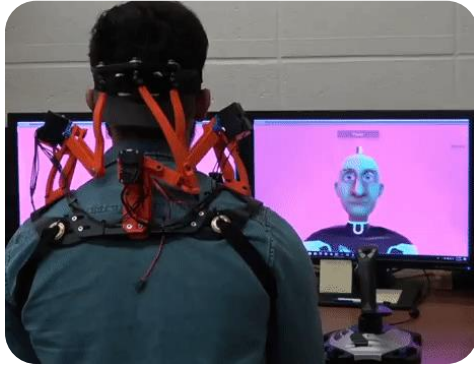
## Rope model to explain muscle-movement pattern of head-neck



- Head-neck movement in healthy can be explained by a four-rope model.
- These ropes work in pairs to actuate a specific head rotation.

Zhang et al., *Annals of Clinical and Translational Neurology* (2019)

## How well does head-neck command orientations?

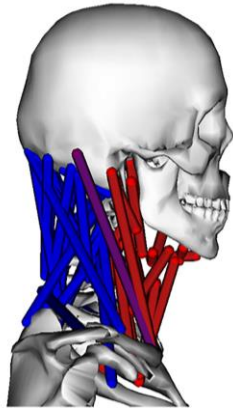


- The head-neck can command orientation;
- But the head-neck commits more tracking errors and time delays than the hand-wrist.

Zhang et al., *IEEE Transaction on Neural System and Rehabilitation Engineering* (2019)

## Computational biomechanics

- Predictive simulation models
- Infer design of wearable robots



Mortensen, Vasavada, and Merryweather, *Plos One* (2018)

## New devices

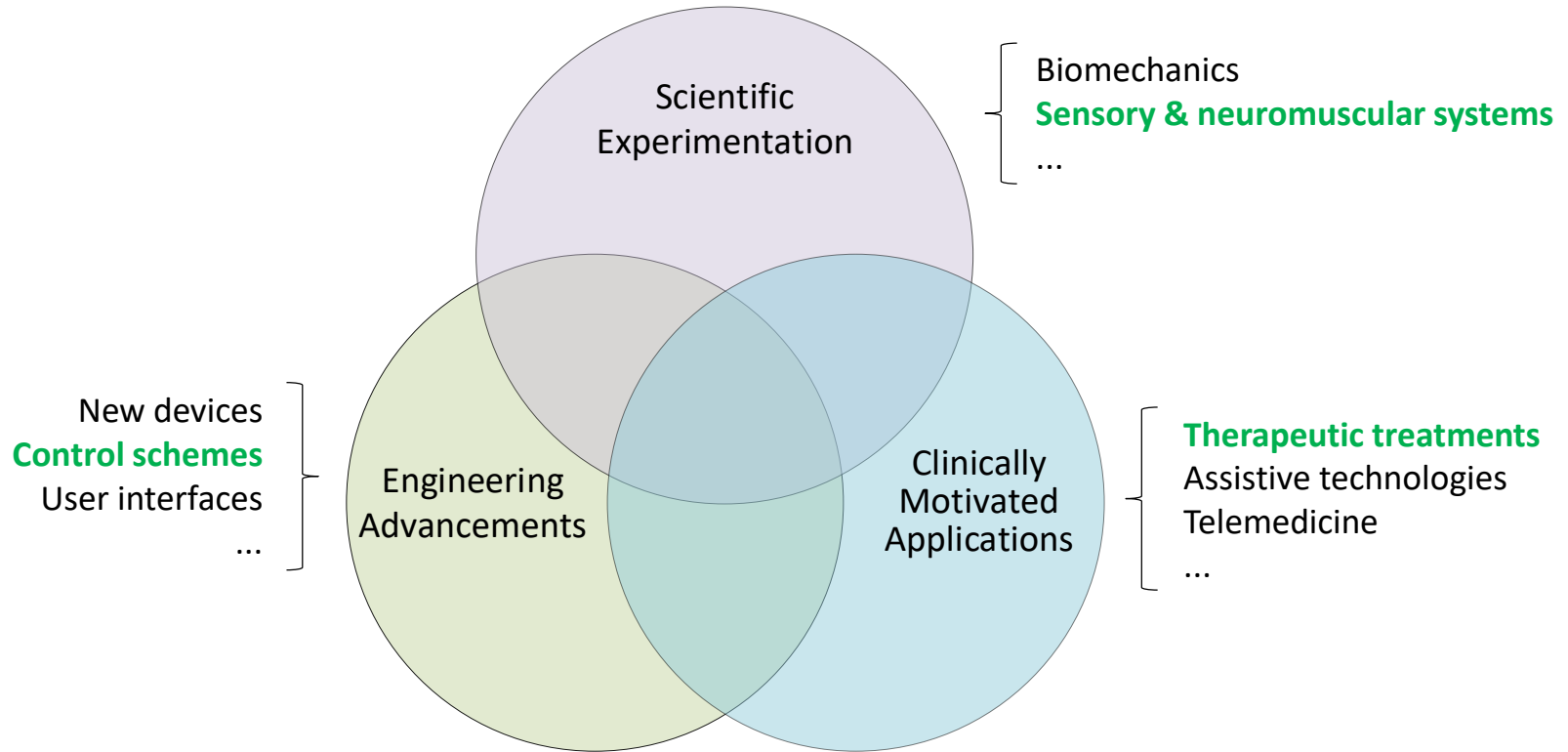


[https://www.youtube.com/watch?v=\\_VCLX5MD\\_LA](https://www.youtube.com/watch?v=_VCLX5MD_LA)

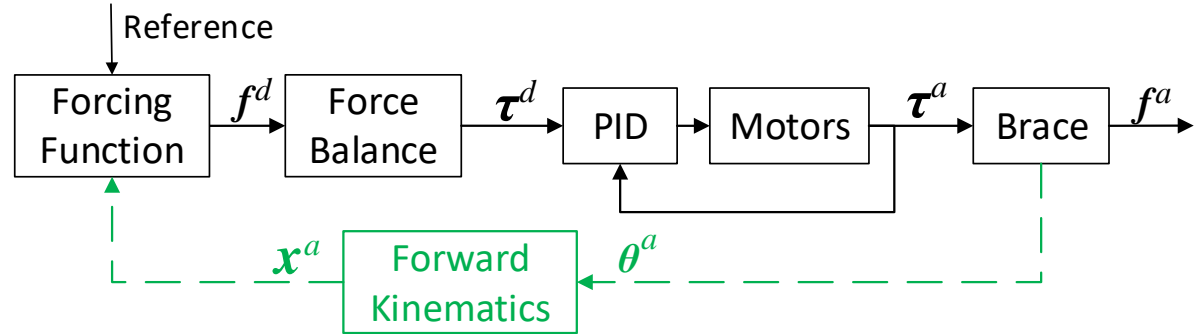
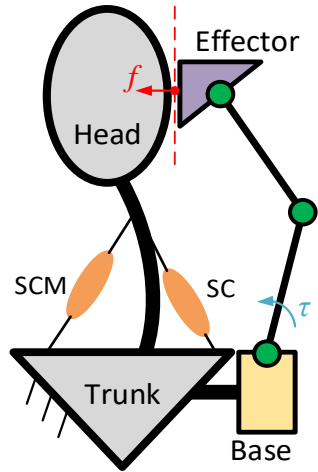


<https://en.wikipedia.org/wiki/Quadcopter>

# Converging Research Themes

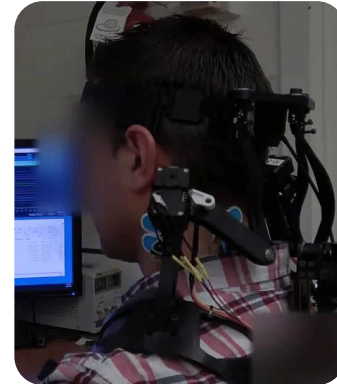
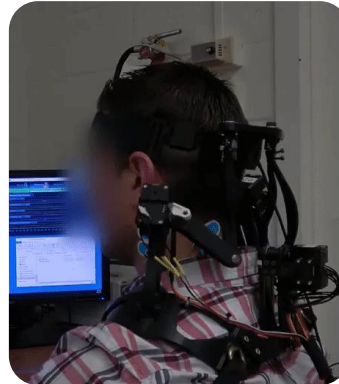


# Prior Work – Force Control



$f^d$  can be a function of

- Time
- Head orientation

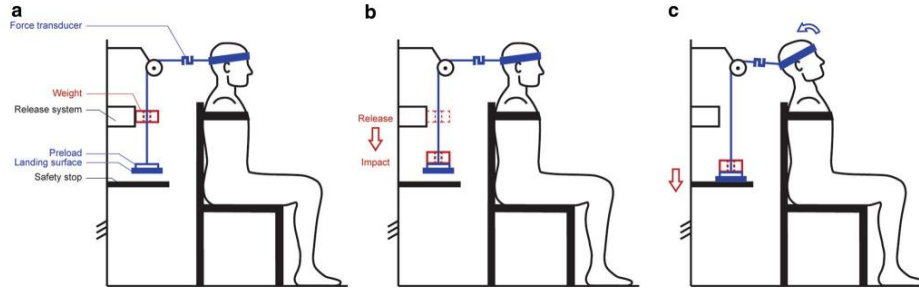


Zhang et al., *IROS* (2020)



# Potential Research

- Study neuromuscular response to perturbation



Le Flao, Brughelli, Hume, and King, *Sports Medicine* (2018)

- Render forces (g-force, impact, etc.)



<https://www.cxcsimulations.com/>

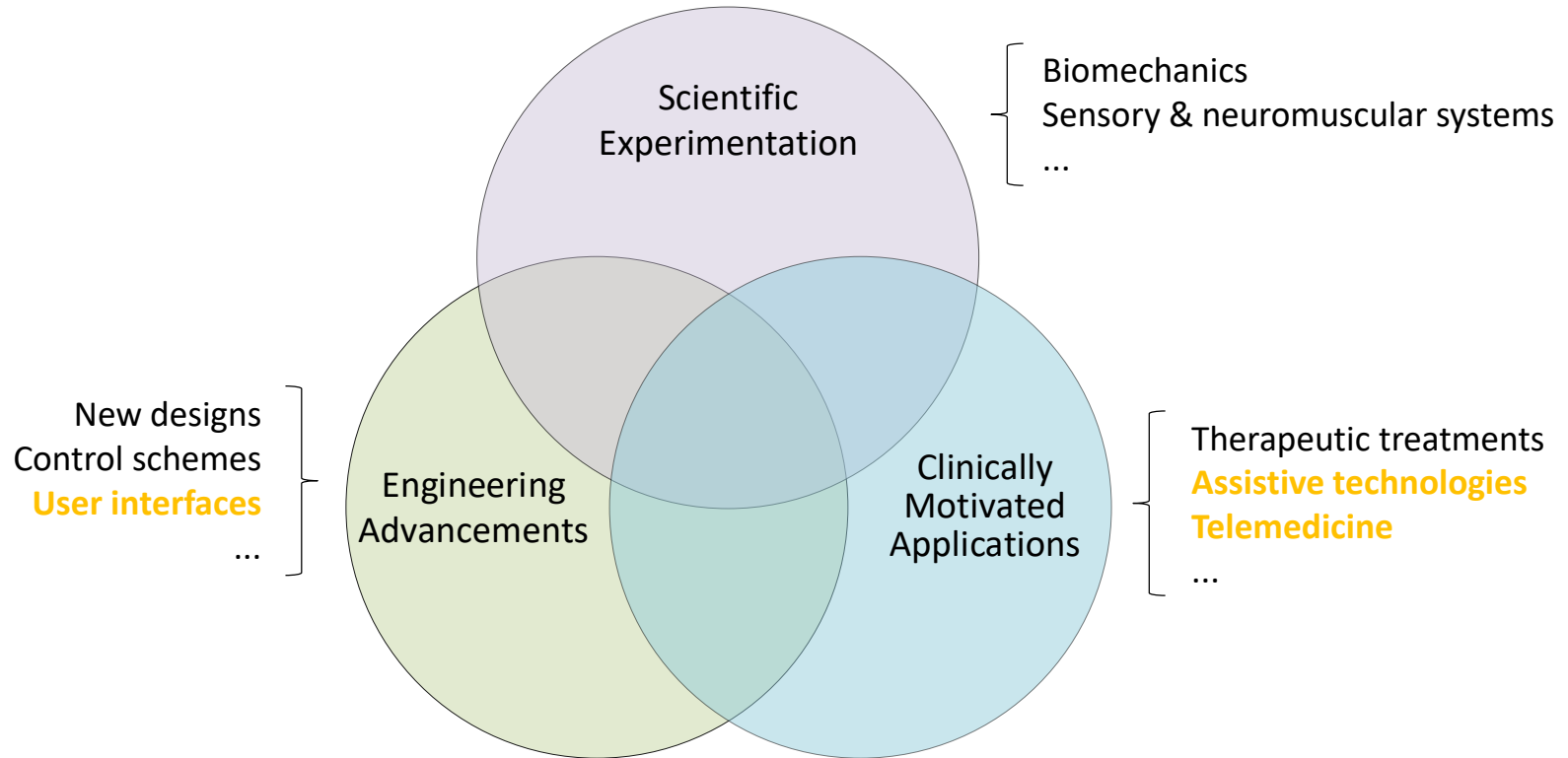


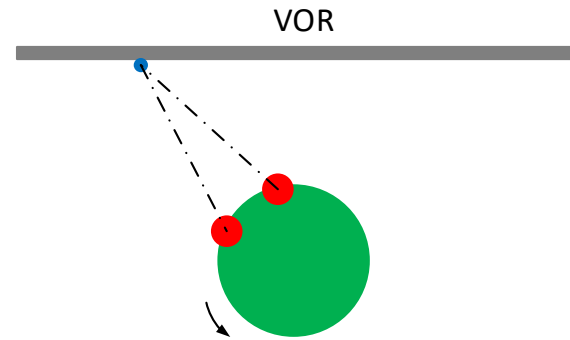
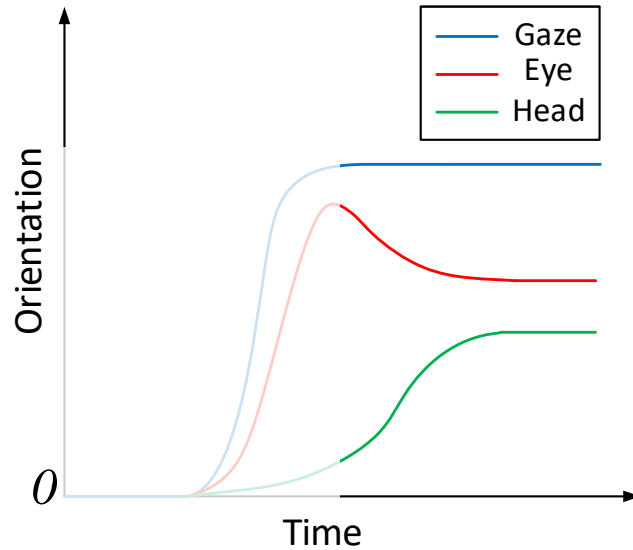
[https://en.wikipedia.org/wiki/Flight\\_simulator](https://en.wikipedia.org/wiki/Flight_simulator)

- Training/evaluating motor functions



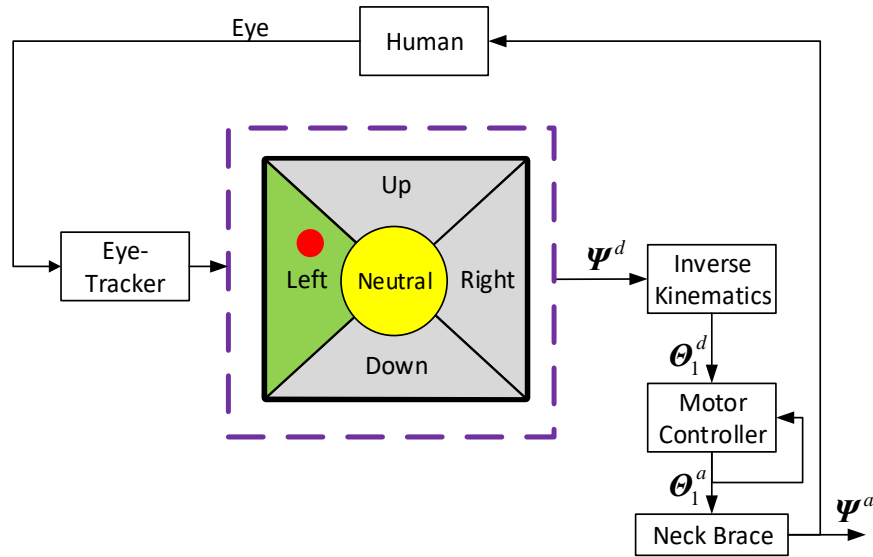
# Converging Research Themes



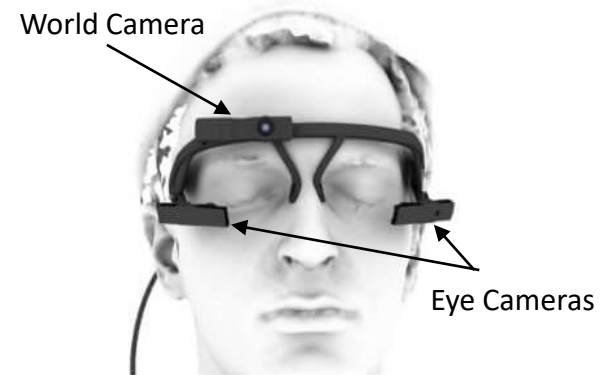


Head-eye response to a target in the field of view

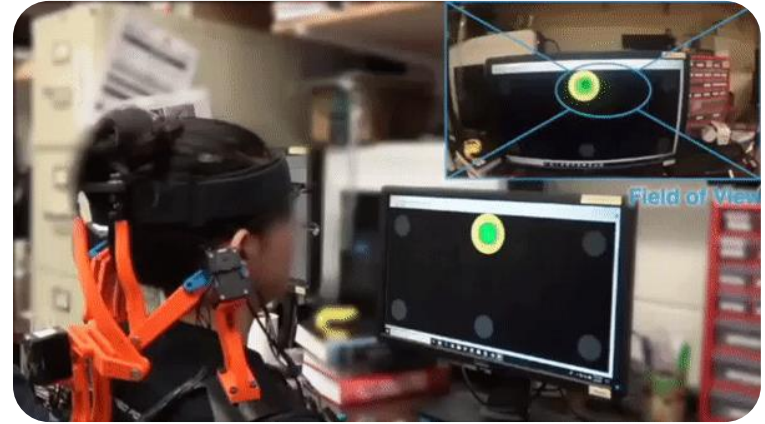
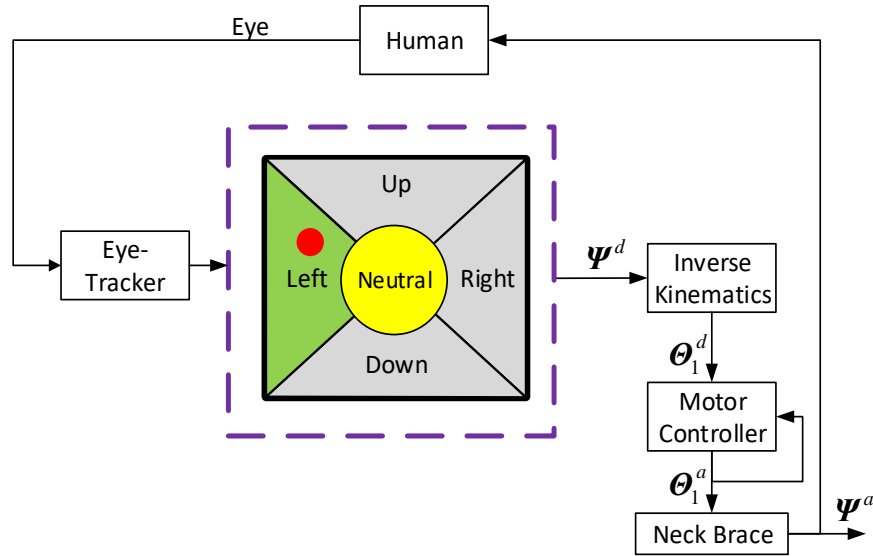
# Prior Work – Bioinspired Eye Control



Chang, Zhang, and Agrawal, *BioRob* (2020)



# Prior Work – Bioinspired Eye Control

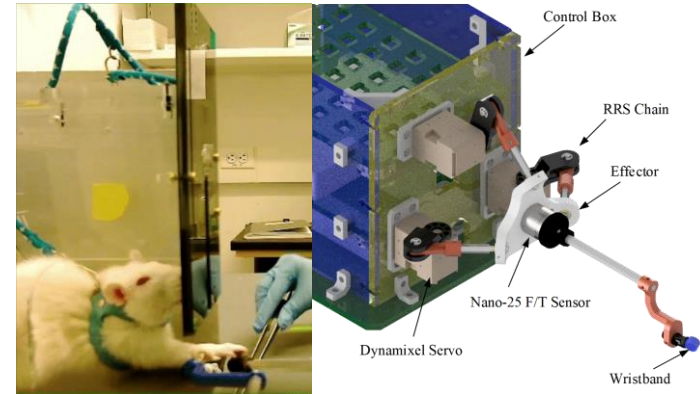
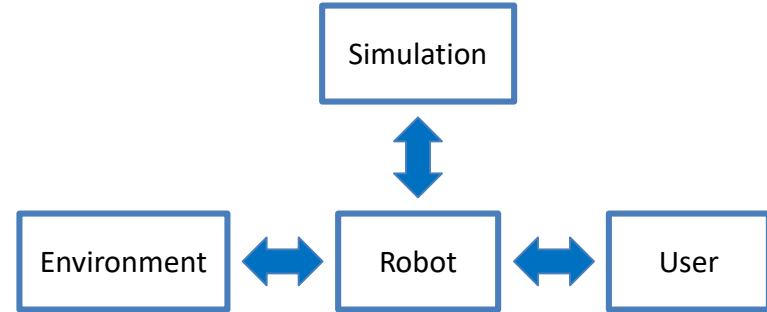
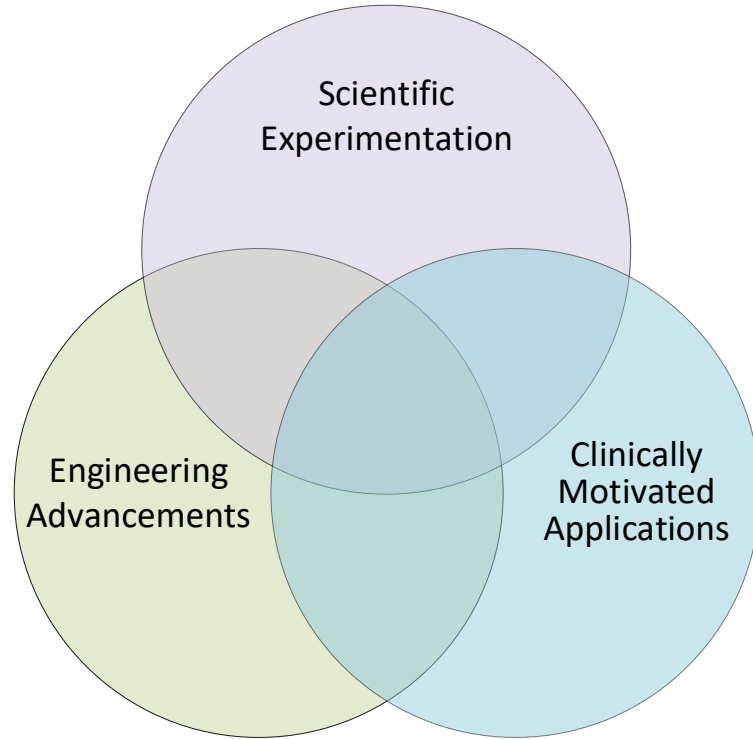


- This controller is proved to be correct;
- But, this rule-based controller is not intuitive and intelligent enough.
  - Data-driven approach
  - Adaptive control
  - End-to-end learning

# Takeaways

- A wearable robotic neck brace has been developed for head drop, but has promising potential to also contribute to other clinically or scientifically motivated research.
- Head-neck rehabilitation using robotics is a new but exciting field. The research topic is multi-disciplinary and diverse, calling for experts in many fields to contribute.

# Takeaways



Zhang et al., *Journal of Mechanism and Robotics* (2021)



# Acknowledgements

## Advisor



## Funding



## Students



## Collaborators





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# THANK YOU!