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# **TactiBelt:** Integrating spatial cognition models into the design of assistive devices for VIP

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- **Assistive device** for VIP
- **Navigate autonomously**
- Perceiving the **topography** of their environment
  - **Indoor** and **outdoor**

Sensory Substitution

ICT

Neurocognitive models

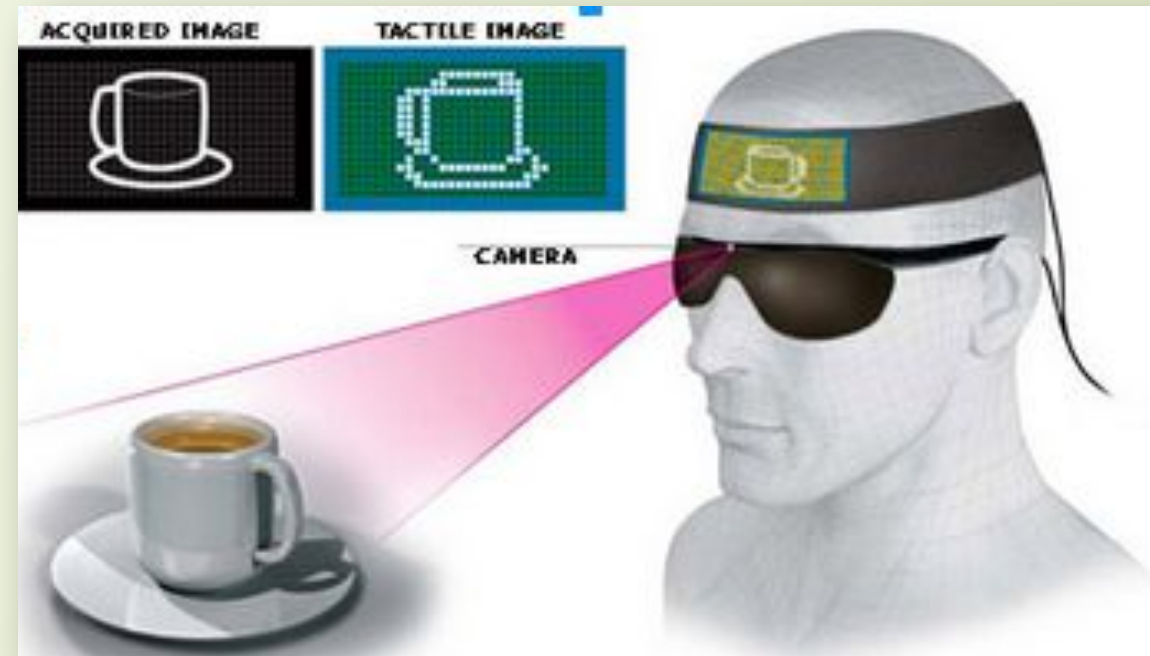
## Introduction: sensory substitution

- Sensory Substitution:
  - Convey **no longer accessible** information through an “**unusual**” **sensory channel**.
- Sensory Substitution Device (SSD):

Sensors

Actuators

Algorithms



## Introduction: motivation

- Many **mobility assistive devices** focus on locomotion

**Autonomous  
Navigation**

=

**Locomotion**

+

**Orientation**

- Provide **large-scale “map”** of their surroundings

**Where they  
are**

**Where they  
want to go**

**Where they  
can go**

- Construct a **mental representation** of their surroundings

**Autonomy**

**Safety**

## Introduction: challenges

1. **Tactile & audio sensory channels** → smaller than vision
  - Synthesize
2. **Geographic map format** → complex, made for the sighted
  - **Adapt** (task, substitution channel, impairment)



- **Simplified substitute representation** of a map
  - Provide a minimal yet sufficient set of features
  - Intuitively represent the topography of the VIP's surroundings



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# I. Spatial substitution

# I. Spatial substitution: idea

- **Neurocognitive processes & specialized brain areas** dedicated to **process spatial information**:
  - Specific environmental cues
  - Extrapolate spatial topography (mental map from minimal data)
  - Those process are amodal
- **Provide the right cues → leverage those processes**
  - Information they have evolved to process
  - fMRI studies → tactile and audio cues activate occipital cortex
- **Facilitating plasticity** and learning



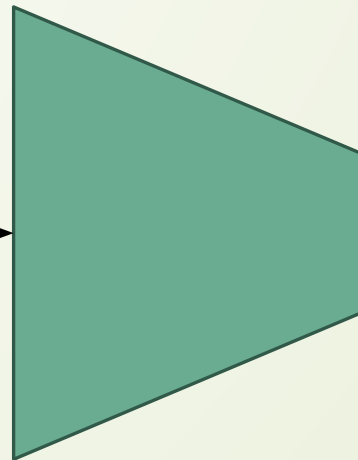
# I. Information selection: spatial gist

## Spatial gist



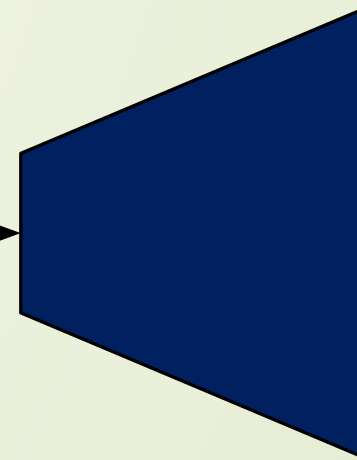
**Information to convey**

Gathered by the SSD's sensors



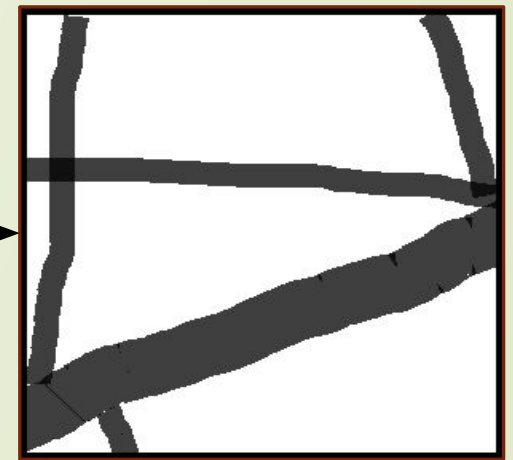
**Adaptation & Synthesis**

Match the information "expected"



**Extrapolation**

Existing spatial cognition processes



**Mental representation**

Close enough to the initial information



# I. Information selection: spatial cognition

## Spatial Cognition

Integrate  
multisensory  
information

Extract  
relevant  
features

Build mental  
representation


Which **information humans use to orient themselves ?**

Which rely on vision → substitute them → Spatial gist

**Hierarchical models of navigation** (E. Spelke)

# I. Information selection: spatial substitution

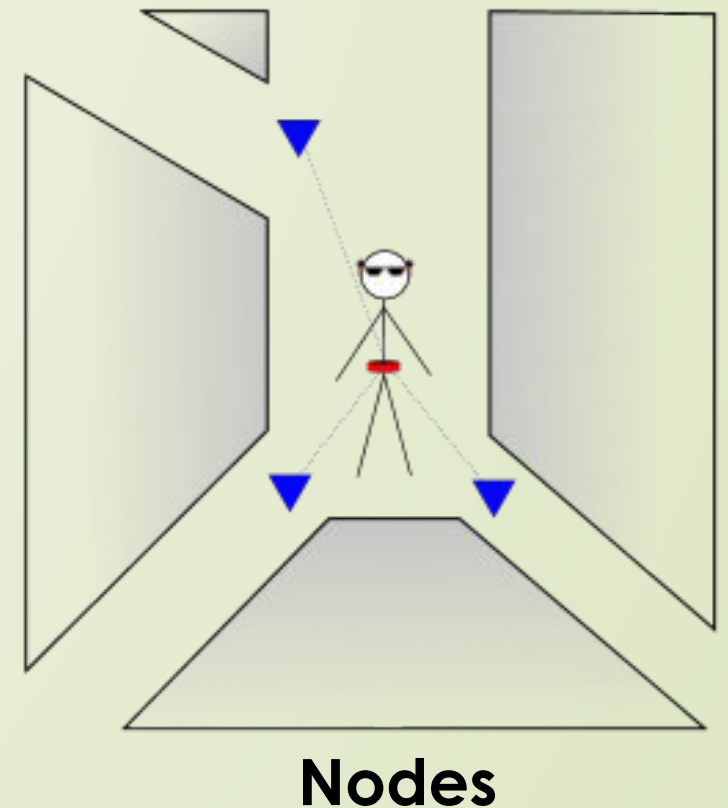
## Hierarchical models of navigation

Spatial cognition model	Information needed	Substitute (spatial gist)
<b>Path integration</b>	Proprioceptive	
(Oriented) <b>Visual place recognition</b>	(Vision) <b>Memorized scene features</b>	<b>Points of Interest</b> (landmarks)
<b>Topographical reorientation</b>	(Vision) <b>Layout</b> (room, street)	<b>Path possibilities</b> ("nodes") <b>Destination</b>

# I. Information selection: spatial gist

## Spatial gist

- **Obstacles** (small-scale)
- **Nodes** (medium-scale)
- **Points of Interest** (large-scale)
- **Destination** (large scale)



# I. Information selection: spatial gist

## Hypothesis:

**Spatial gist**

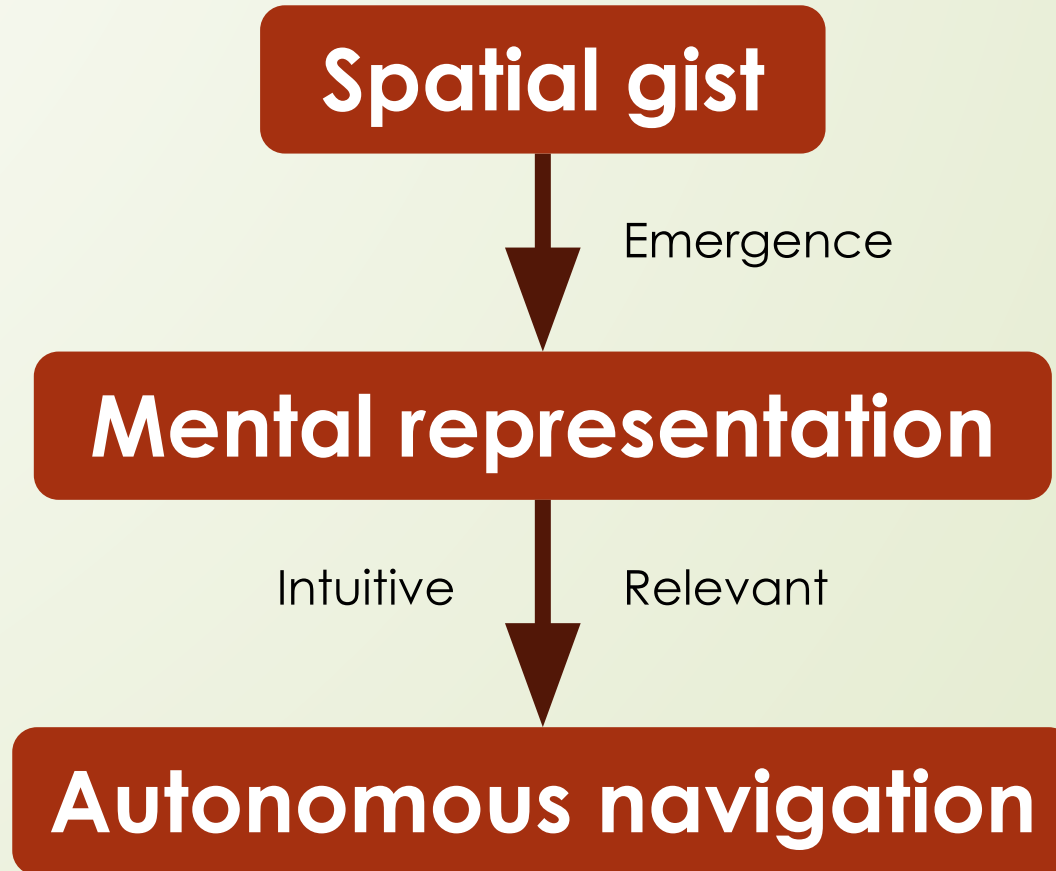
Emergence

**Mental representation**

Intuitive

Relevant

**Autonomous navigation**





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## II. TactiBelt design

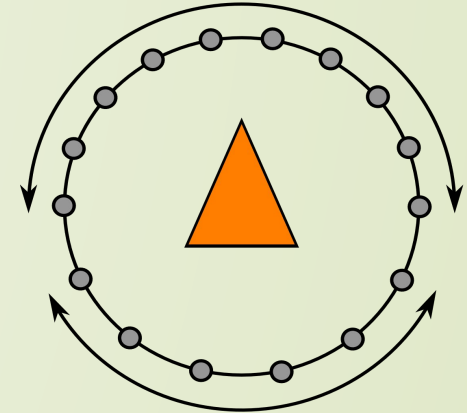
## II. Interface design: TactiBelt

### TactiBelt

Waistband fitted vibrators

- Java interface → Arduino mega → Vibrators (LRA)

front: 10 motors



rear: 6 motors



## II. Interface design: vibration code

- **Features' position → ego-centered referential :**
  - Orientation → orientation of active vibrator
  - Distance → pulse intensity
- **Distinguish features → type of vibration (signature)**
  - One type of vibration at a time, rotating between all 4 types
  - Max of 5 vibrations simultaneously (cognitive load)
- **Audio feedback** (on demand) for landmarks (Pol) identity





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## III. Conclusion & future work

## III. Conclusion

### To summarize :

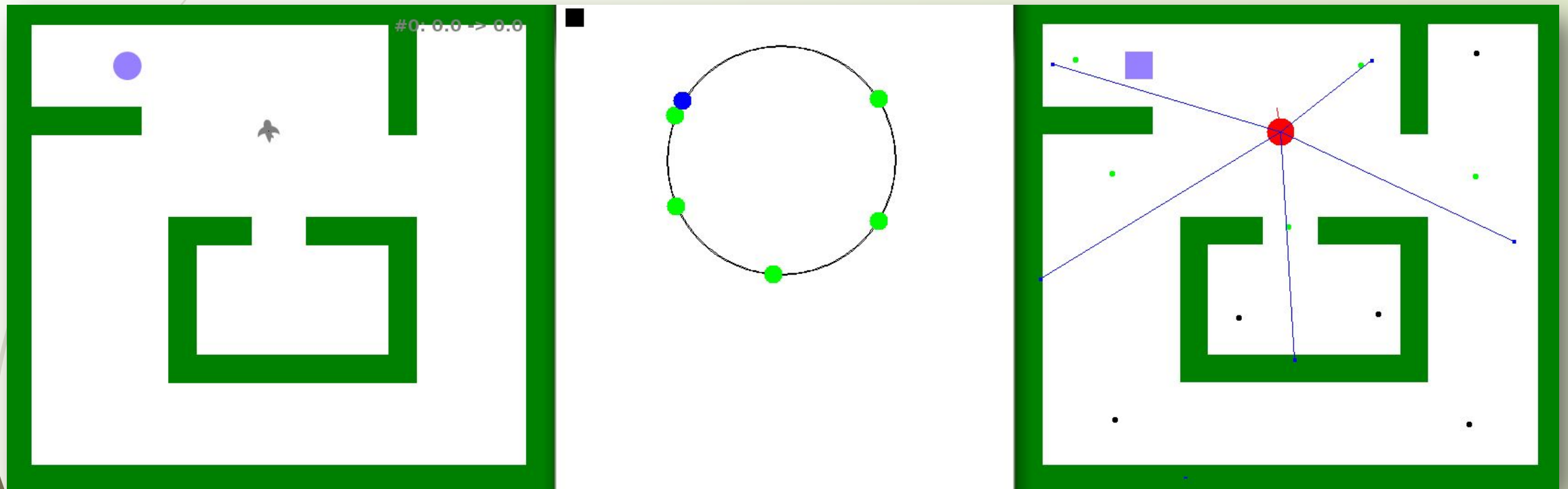
- Integrate human spatial cognition models → design of our SSD : TactiBelt
- Spatial information → spatial gist → leverage existing processes
- Ego-centered code → TactiBelt
- Mentally represent their surrounding's topography
- By knowing where they are, where they want to go & how to get there

### Will allow :

- Intuitive learning & use (low cognitive load)
- Efficient assistance in navigation tasks
- Acceptability

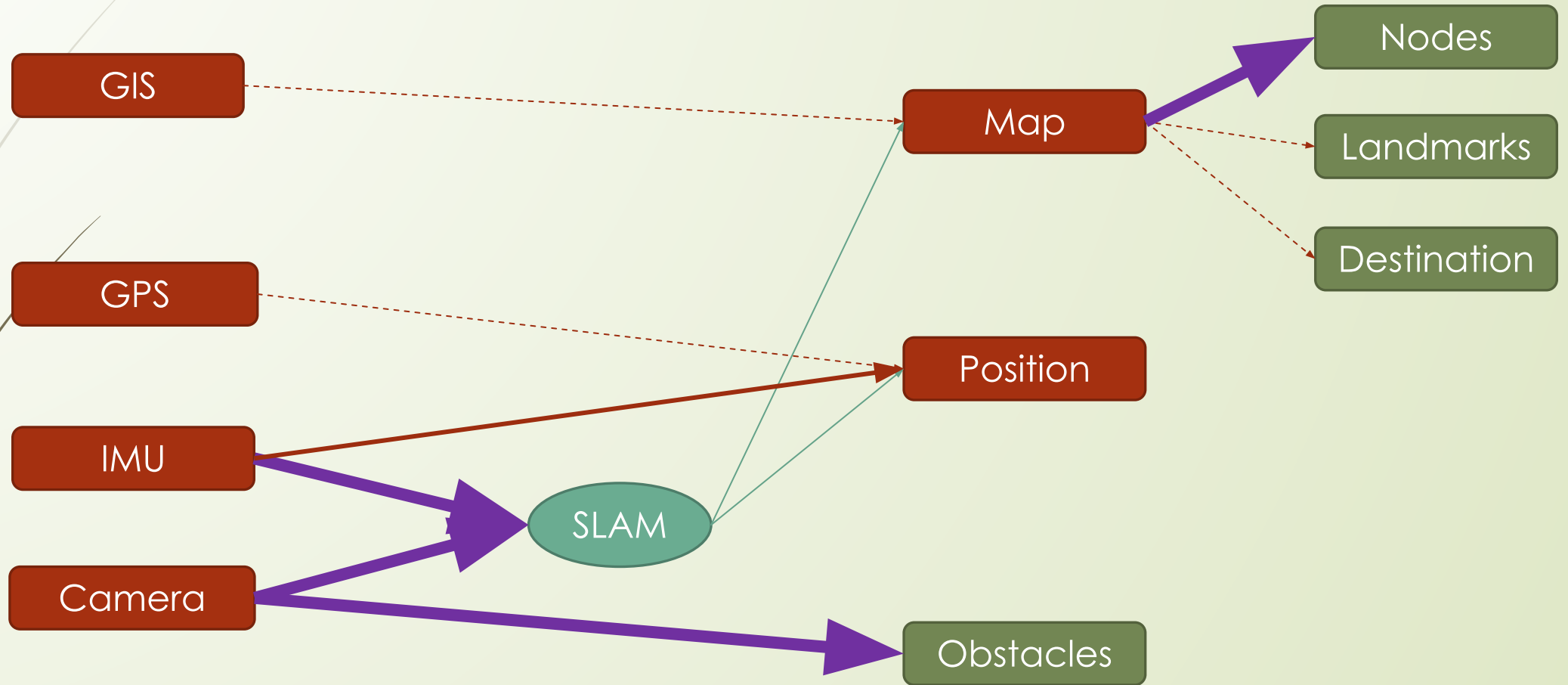
### III. Future work: evaluation

First evaluations: virtual environment



1. Relevance of the provided spatial features
2. Intuitiveness of the interface and tactile code use

### III. Future work: environment sensing





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# Thank you

To all our partners