



Assistive robotics and mobility aids: Compensation, rehabilitation and interaction

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Mobility assistance: needs and trends

Mobility deficiency: a worldwide challenge

- 110 to 190 millions of adults with mobility difficulties
- Mobility aids as an answer
- Limitation of use due to visual/cognitive deficiencies

Designing assistive technologies should...

- Enhance mobility capacities
- Compensate impairments
- Match individual needs

... but should not

- Increase cognitive workload
- Lower capacities or overcompensate
- Do tasks in place of the user



Creation and innovation

User-centered conception for people with disabilities

- > Enhancing mobility performances
- > Increasing motivation for rehabilitation
- > Improving and securing rehabilitation processes



Rennes : multidisciplinary teams and projects

- > Computer science, Robotics, Electroniques, Mechanics, Virtual reality
- > Biomechanics, psychology
- > Physical medicine and rehabilitation



A truly useful and used device: methodology

Co-design with medical staffs

- to guarantee the acceptance of the solution
- to prevent from a mismatch between user expectations and final design

Iterative and pragmatic process

- regular clinical trials
- continuous integration of hardware and software components



Enhancing the mobility: contributions

Achieving effective navigation

- Robotics and **shared control**
- **Navigation assistance**: smart power wheelchair, smart walker...
- **Social navigation and interaction**: respect of social conventions for an inclusive mobility

For an augmented navigation experience

- Creation and fabrication of the **next generation of physical human-robot-environment interfaces**
 - > provide **multiple sensations**
 - > improve the performance of navigation tasks

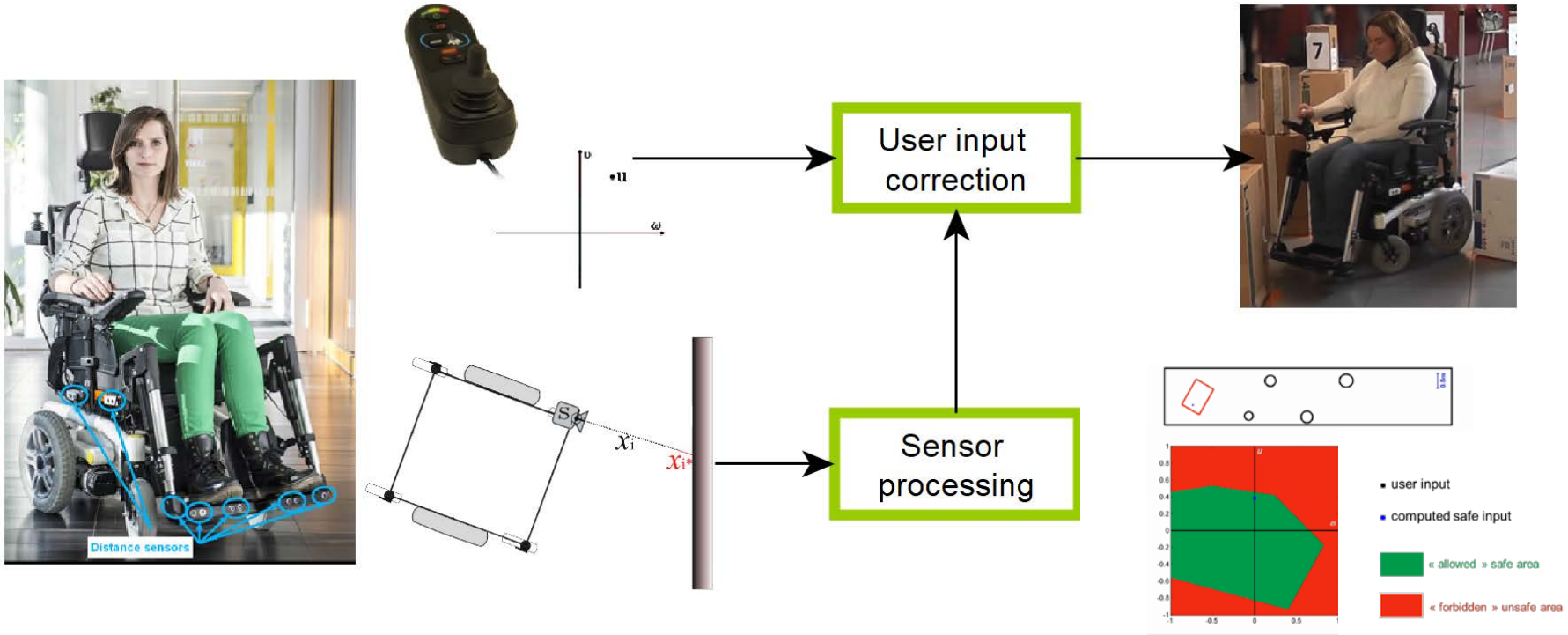
Simulation and Virtual Reality

- Design of **an immersive simulator** for assisted power wheelchair driving: towards training and rehabilitation applications

Trajectory correction and obstacle avoidance

Shared control: principles [ICORR2017][IROS 2016]

- Sensor-based servoing and user intention detection



Trajectory correction and obstacle avoidance

Case study – Indoor navigation

- Patient from Pôle Saint Hélier – cognitive and visual deficiencies
 - > First time driving with a power wheelchair



Navigation in corridor



Navigation in cluttered environment



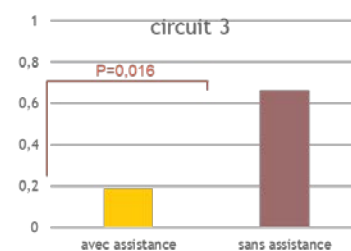
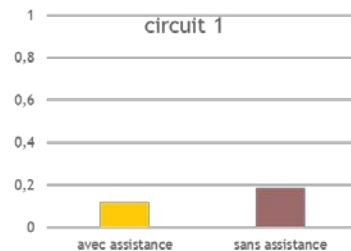
Elevator entrance

- > Navigation without collision
- > Enhance motivation for rehabilitation
- > Positive feedback from clinicians

SWADAPT 1

Clinical trials on standardized courses

- Tests in Rehab center Pôle Saint Hélier (Rennes) in June 2019
- 30 patients with neurological disorders, **regular** power wheelchair drivers
- Increase of driving performances (less collisions, smoothness...)



SWADAPT 2

Clinical trials on standardized courses

- Tests in INSA (Rennes) in July 2020
- 8 patients **experiencing driving difficulties** and/or not allowed to have a power wheelchair
- Illustrative trial : patient with cerebellar syndrome and visual impairment



Without assistance
27 collisions
8 emergency stops

SWADAPT2
clinical trials - July 2020

With assistance
no collision



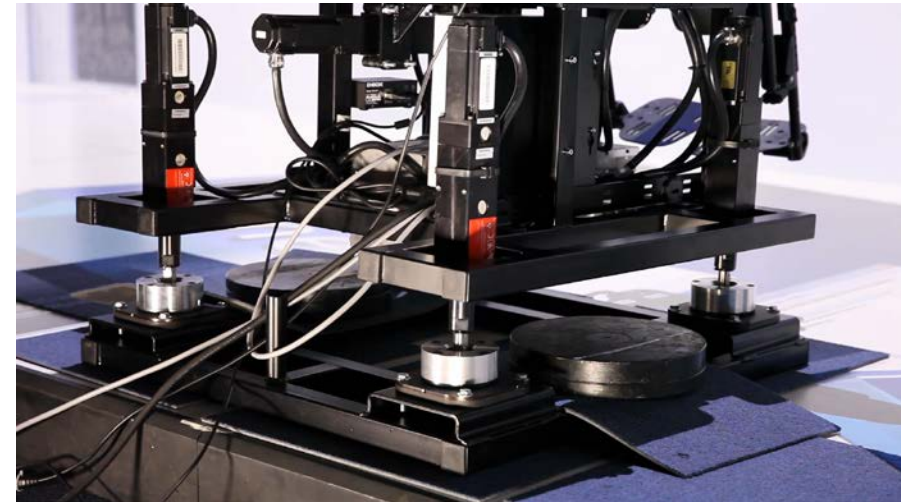
Immersive driving simulator [ICORR2019]

Objectives

- Training (first-time users, people experiencing driving difficulties...)
- Rehabilitation
- Evaluation of shared control solutions for research purposes

Driving virtual and immersive experience challenges

- Virtual Reality
 - > Multisensory simulator
 - > Motion platform: reproducing wheelchair motion cues and physical interaction with Virtual Environment
 - > Visual, haptic, auditory feedbacks



Various scenarios and display modalities

Indoor navigation – Immersia (large immersive room)



SIMADAPT1

[[ICORR2019]][SOFMER2019]][HRI2020]

Real PWC vs simulator

- Evaluation of the quality and impression of driving with the INSA simulator



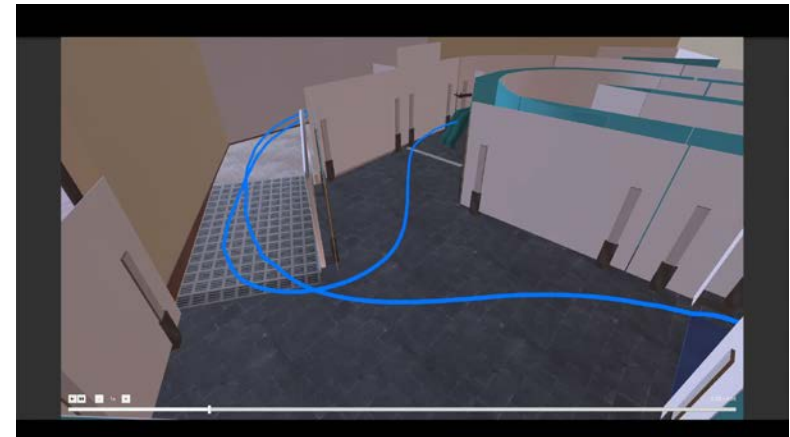
SIMADAPT1

High Sense of presence

- Personal presence: sense of being in the virtual environment
 - > Driving on a ramp: realistic “emptiness”
 - > Approaching an obstacle
- Environmental presence: feel motion reaction of the platform

Limited cybersickness

- Big difference between with and without motion platform!



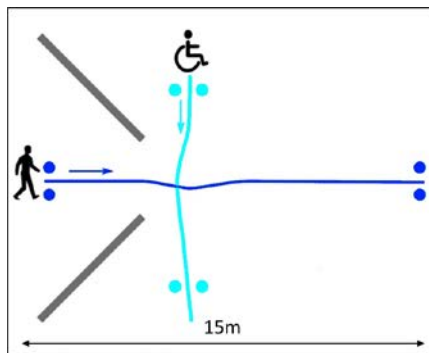
Social interaction for efficient virtual/real navigation

Objectives

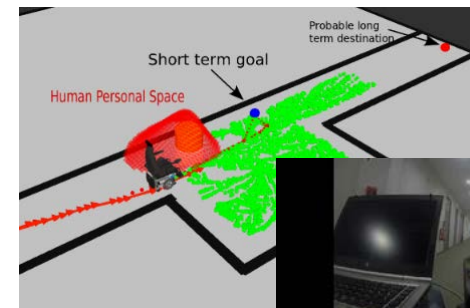
- Defining smart assistance and efficient path-planning strategy
- Defining realistic behavior of virtual humans in case of interaction with wheelchair driver

Understanding social convention and interactions

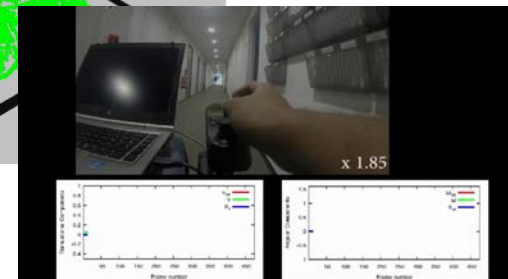
- Walker / power wheelchair driver interaction: asymmetrical physical risk inducing differences in the walker's behavior in comparison to walker-walker situations.
- Adaptation of the personal space model



[SOFPEL 2019]



[IROS 2016]



Enhancing navigation comfort

Path planning and trajectory curvature [ongoing...]

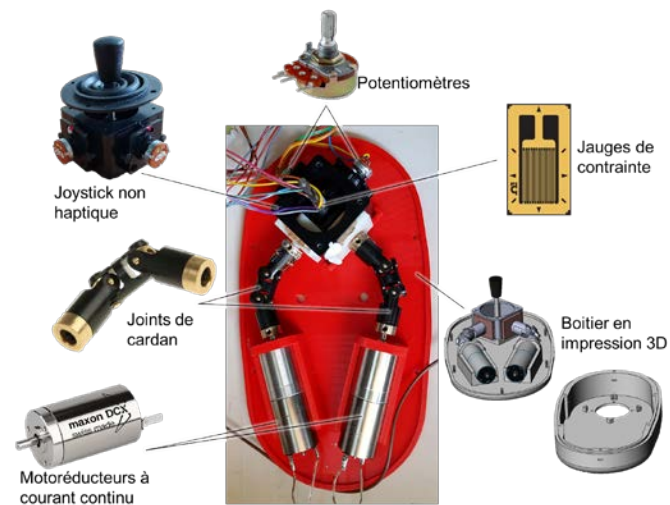
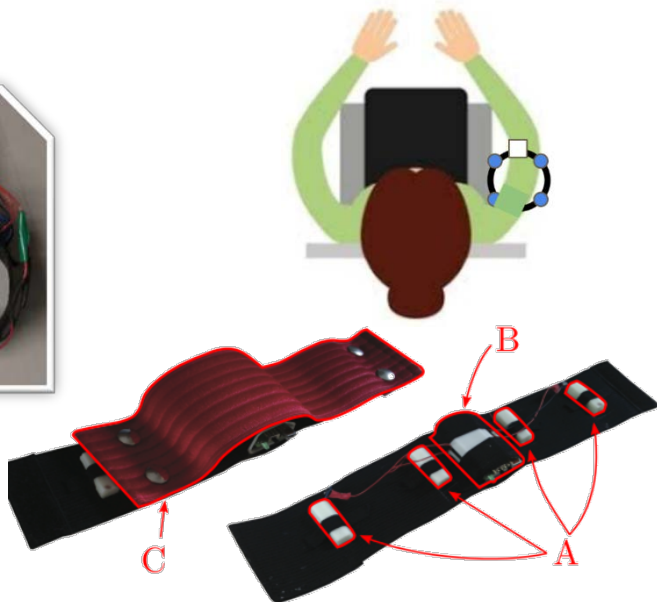
- Trajectory curvature directly linked to feasibility and comfort
- Cubic Bézier based RRT* version

RRT* vs CBB-RRT*
in a complex environment

Enriching perception

Haptic tools [SMC 2018, IEEE TH 2020] – Inria Associated team ISI4NaVE

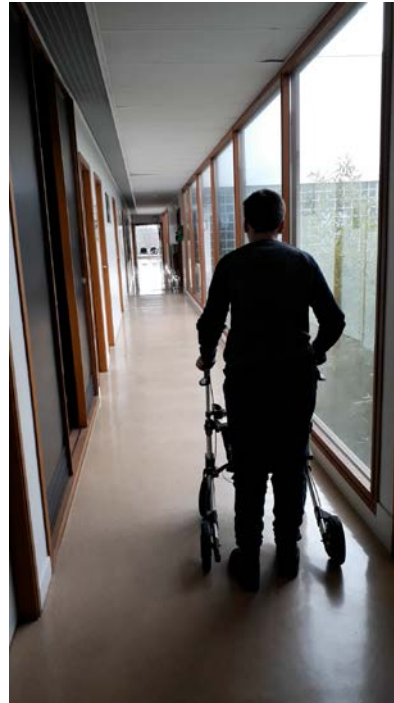
- Analysis of physical Human-Robot Interaction
- Innovative multisensory physical interfaces
 - > Compensate both sensorimotor disabilities and cognitive impairments
 - > Definition of control strategies for warning and for rehabilitation
 - > Haptic joystick, haptic bracelet, tactile metaphors...



Interaction and assistance

Smart walker - Co-creation with the pediatric center Rey-Leroux

- Haptic feedback to help a blind boy (with severe cerebellar syndrome) to navigate safely
 - > not able to walk alone
 - > same sensors mounted onto the walker
 - > vibrating motors in the handles



Conclusion

Enhancing the mobility: a multidisciplinary question

- Assisting to increase accessibility and independence
- Co-creation as a key of success

Need of people at the interface of clinical and scientific worlds

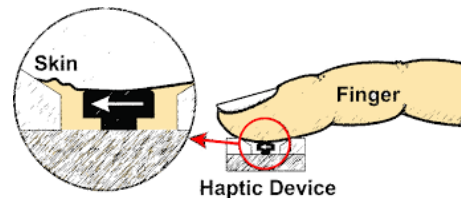
- > 1 PhD in robotics (Louise Devigne) co-supervised by Marie Babel (INSA) and Philippe Gallien (medical doctor PSH) – 2015/2018
- > 1 medical doctor (Emilie Leblong) will realize a PhD work with Marie Babel and Anne-Hélène Olivier (M2S) – 2020/2024



Next steps, new ideas, future projects...

Multimodal haptics, shared control, social interaction...

- **Inria Challenge Dornell:** A multimodal, shapeable haptic handle for mobility assistance of people with disabilities
- **Collaboration with CEA-List / Clinatec:** human-robot shared control through motor neuroprostheses (BCI) and multisensory feedback for severe motor disabilities
 - > wheelchair driving assistance
 - > upper-limb reach-to-grasp assistance
- **Collaboration M2S/Pôle Saint Hélier/ University of Laval (Quebec):** Integrating social Interaction in a Virtual Reality powered wheelchair simulator: Improving learning for inclusive mobility



Thanks!



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