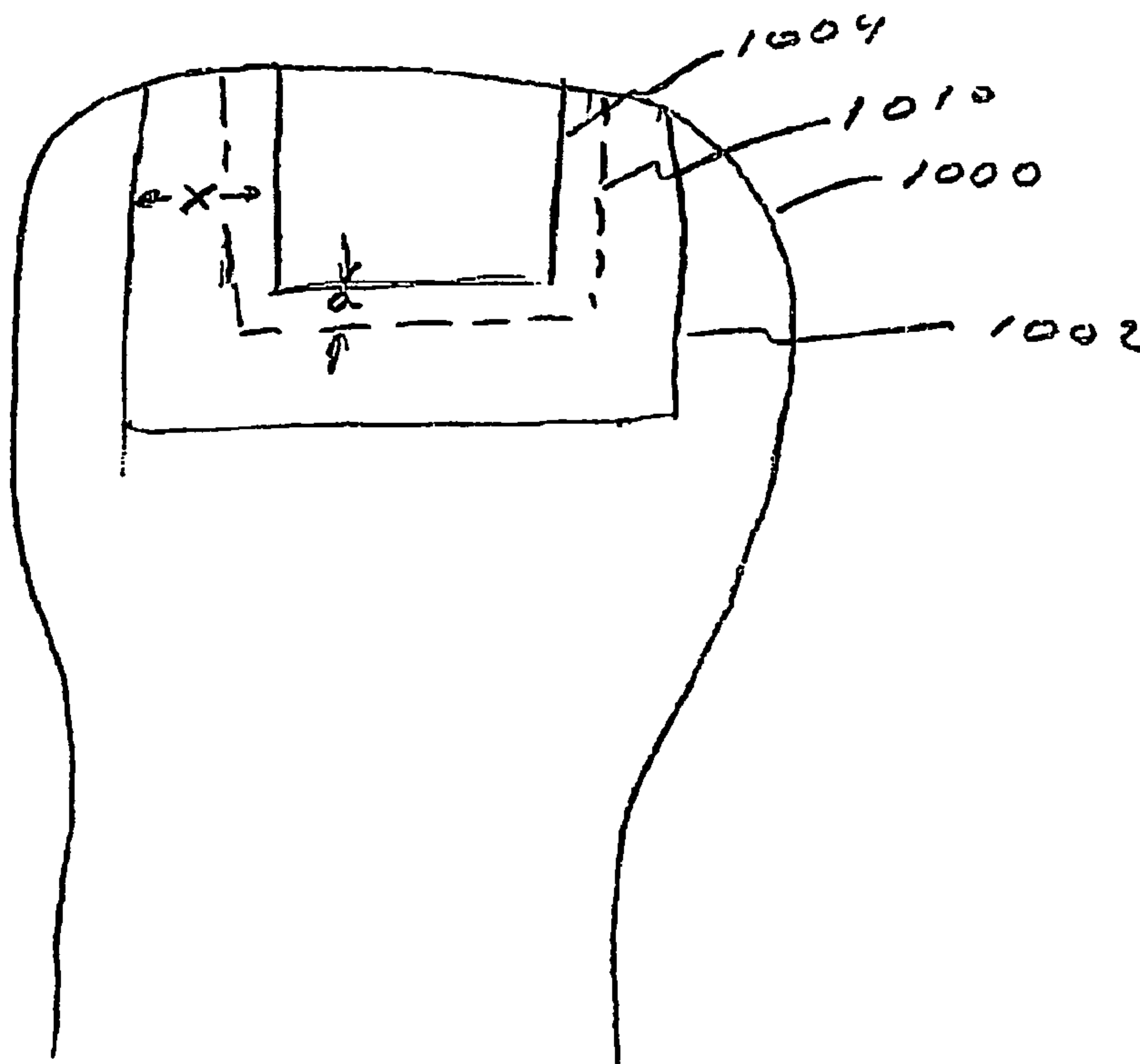




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 (54) Title: APPARATUS AND METHOD FOR HAPTIC RENDERING



(57) Abrégé/Abstract:

In one aspect, the invention relates to a method for generating a haptic penalty force, including in one embodiment, the steps of: defining a primary proxy position; defining a secondary proxy position; defining a HIP position; generating a first force in response to the primary proxy position and the HIP position and generating a second force in response to the secondary proxy position and the HIP position.

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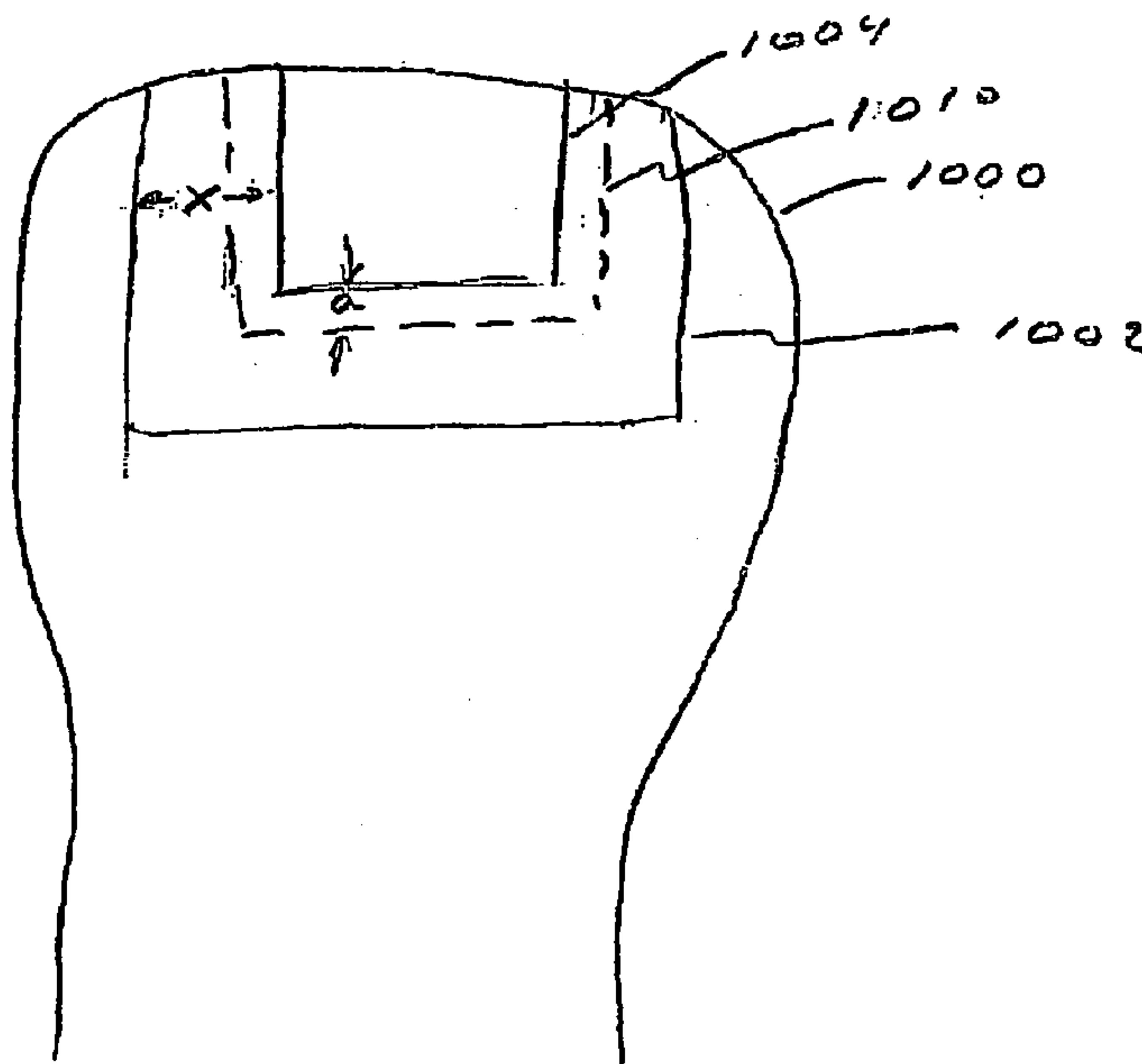
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(54) Title: APPARATUS AND METHOD FOR HAPTIC RENDERING



(57) Abstract: In one aspect, the invention relates to a method for generating a haptic penalty force, including in one embodiment, the steps of: defining a primary proxy position; defining a secondary proxy position; defining a HIP position; generating a first force in response to the primary proxy position and the HIP position and generating a second force in response to the secondary proxy position and the HIP position.

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APPARATUS AND METHOD FOR HAPTIC RENDERING

Field of the Invention

5 [0001] The invention relates to a rendering in a robotic system and, more particularly, to rendering in a haptic system.

Related Applications

[0002] This application is a continuation-in-part of U.S. patent application Serial No. 11/357,197, filed Feb. 21, 2006, published Jun. 29, 2006; the 11/357,197
10 application is a continuation-in-part of U.S. patent application Serial No. 10/384,072, filed Mar. 6, 2003, published Feb. 5, 2004; a continuation-in-part of U.S. patent application Serial No. 10/384,077, filed Mar. 6, 2003, published Feb. 19, 2004; and a continuation-in-part of U.S. patent application Serial No. 10/384,194, filed Mar. 6, 2003, published Feb. 19, 2004, each of which claims priority from U.S.
15 Provisional Patent Application No. 60/362,368, filed Mar. 6, 2002. The 11/357,197 application is also a continuation-in-part of U.S. patent application Serial No. 10/621,119, filed Jul. 16, 2003, published Jun. 3, 2004, which is a continuation-in-part of U.S. patent application Serial No. 10/384,078, filed Mar. 6, 2003, published Feb. 19, 2004, which claims priority from U.S. Provisional Patent Application Serial
20 No. 60/362,368, filed Mar. 6, 2002. The 11/357,197 application further claims priority from U.S. Provisional Patent Application Serial No. 60/655,642, filed Feb. 22, 2005, and U.S. Provisional Patent Application Serial No. 60/759,186, filed Jan. 17, 2006. Each of the above-referenced published applications is incorporated by reference herein in its entirety.

Background

[0003] Haptic interfaces permit a user to experience a sense of touch in a virtual or haptic environment. Such interfaces are finding acceptance in virtual reality games and in performing tasks that are virtually imaged. One area which uses
5 virtual images to help a user perform a task is computer aided surgery.

[0004] In computer aided surgery, a haptic interface can be used to provide haptic guidance to a surgeon. For example, as the surgeon moves a surgical instrument in real space, constraints may be imposed on the surgeon through the haptic interface that limit his ability to manipulate the surgical instrument. The
10 constraints may be based, for example, upon a desired relationship between a virtual instrument and a haptic object in virtual space. In operation, the surgeon manipulates the surgical instrument robotically using the haptic interface. Constraint feedback is provided to the surgeon through the haptic interface, which imposes a force on the surgeon sufficient to maintain the desired relationship
15 between the virtual instrument and the haptic object.

[0005] For example, the haptic object may be a virtual protective boundary for an anatomic structure. The virtual boundary is registered (or correlated) to the anatomy of a patient, and the virtual instrument is registered (or correlated) to the actual surgical instrument. To enable the surgeon to interact with the virtual
20 environment via the haptic interface, a haptic rendering algorithm is employed. Haptic rendering is the process of computing and applying forces in response to user interactions with virtual objects. Using the haptic rendering algorithm, the haptic interface may be configured so that as the virtual instrument approaches the virtual boundary, the force experienced by the surgeon increases. This increasing force
25 provides a warning to the surgeon that he is near the structure of interest and

therefore should proceed with caution in order to prevent unwanted penetration into and damage to the structure (for example preventing a drill bit from entering too deeply into a bone).

[0006] The present invention addresses this need for an improved haptic rendering process.

Summary of the Invention

[0007] In one aspect, the invention relates to a method for generating a haptic penalty force. In one embodiment, the method includes the steps of: defining a primary proxy position; defining a secondary proxy position; defining a HIP position; generating a first force in response to the primary proxy position and the HIP position when a HIP is positioned at a penetration depth less than or equal to a predetermined value from the primary proxy position; and generating a second force in response to the secondary proxy position and the HIP position when the secondary proxy position is located at a penetration depth greater than the predetermined value from the primary proxy position. In one embodiment, the predetermined value is a desired haptic offset. In another embodiment, the first force is zero. In yet another embodiment, the second force is a function of a distance between the secondary proxy position and the HIP position. In still yet another embodiment, the first force is a function of a distance between the primary proxy position and the HIP position. In another embodiment, the second proxy position is determined in response, at least in part, to interactions between the HIP and a virtual haptic object. In another embodiment, the penetration depth is a distance between the primary proxy position and the HIP position.

[0008] In another aspect, the invention relates to an apparatus for generating a haptic force. In one embodiment, the apparatus includes: a primary proxy position locator for defining a primary proxy position; a secondary proxy position locator for defining a secondary proxy position; a HIP position locator for defining a HIP position; and a force generator for generating a first force in response to the primary proxy position and the HIP position when a HIP is positioned at a penetration depth less than or equal to a predetermined value from the primary proxy position, and generating a second force in response to the secondary proxy position and the HIP position when the secondary proxy position is located at a penetration depth greater than the predetermined value from the primary proxy position. In another embodiment, the second force is a function of a distance between the secondary proxy position and the HIP position. In yet another embodiment, the first force is a function of a distance between the primary proxy position and the HIP position. In still yet another embodiment, the second proxy position is determined, at least in part, in response to interactions between the HIP and a virtual haptic object.

[0009] Yet another aspect of the invention is a method for mapping a location in haptic space. In one embodiment, the method includes the steps of: a) defining a voxel space comprising a plurality of voxel elements; b) defining a polygonal space comprising a plurality of polygonal rendering elements; c) generating a data structure of each of the voxel elements and its respective polygonal rendering elements; d) locating a point in haptic space; e) mapping that point to a corresponding voxel element; and f) selecting, in the data structure, at least one polygonal rendering element.

[0010] In one embodiment, the polygonal rendering element is triangular. In another embodiment, each voxel element is an axis aligned box. In yet another embodiment, the data structure is a lookup table.

[0011] In yet another aspect, the invention relates to a method for increasing
5 haptic stability in a system having a plurality of transmission mechanisms and a plurality of joints. In one embodiment, the method includes the steps of: calculating a spring force in response to the distance between a proxy position and a HIP position; calculating a joint space spring torque in response to the spring force; calculating a joint space damping torque in response to a joint velocity; and adding
10 the joint space damping torque and the joint space spring torque.

[0012] In another embodiment, the spring force is calculated in Cartesian coordinates. In yet another embodiment, the spring force is a function of a difference between the proxy position and the HIP position. In still yet another embodiment, the joint space spring torque is calculated from a Jacobian transpose of
15 the spring force. In another embodiment, the joint space damping torque is a function of the joint velocity. In yet another embodiment, the joint space damping torque is linearly proportional to the joint velocity and a constant of proportionality is calculated in response to diagonal terms of a joint space damping gain matrix. Another aspect of the invention relates to a method of forming a uniphase haptic
20 wall, including the steps of determining from which position a HIP is approaching a boundary and permitting the HIP to pass through the boundary from a first direction and not to pass through the boundary from a second direction.

Brief Description of the Drawings

[0013] Reference to the figures herein is intended to provide a better understanding of the methods and apparatus of the invention but is not intended to limit the scope of the invention to the specifically depicted embodiments. The drawings are not necessarily to scale, emphasis instead being placed upon illustrating the principles of the invention. Like reference characters in the respective figures typically indicate corresponding parts.

[0014] Fig. 1 is a perspective view of an embodiment of a surgical system according to the present invention;

10 [0015] Fig. 2 is a block diagram of an embodiment of a haptic rendering process according to the present invention;

[0016] Fig. 3 is a representation of an embodiment of a 3D geometric haptic object according to the present invention;

15 [0017] Fig. 4 is a representation of multiple haptic objects that are superimposed;

[0018] Fig. 5 is a flow diagram of an embodiment of a polygon based haptic rendering process according to the present invention;

[0019] Fig. 6 is a representation of an embodiment of a polygon surface object according to the present invention;

20 [0020] Fig. 7 is a representation of an embodiment of a voxel map according to the present invention;

[0021] Fig. 8 is a representation of an embodiment of a voxel lookup table according to the present invention;

- [0022] Fig. 9 is a representation of an embodiment of a polygon lookup table according to the present invention;
- [0023] Fig. 10 illustrates an implementation of an embodiment of a virtual guide line according to the present invention;
- 5 [0024] Fig. 11 is a graphical illustration of a coordinate transformation;
- [0025] Fig. 12 is an illustration of a virtual proxy point location;
- [0026] Fig. 13 is an illustration of a virtual proxy point location;
- [0027] Fig. 14 is a flow diagram of an embodiment of a haptic rendering algorithm according to the present invention;
- 10 [0028] Fig. 15 is a pictorial representation of multiple polygons with HIP projection;
- [0029] Fig. 15a is a pictorial representation of an active polygon priority behavior;
- [0030] Fig. 16 is a pictorial representation of an On-Polygon priority behavior;
- 15 [0031] Fig. 17 is a pictorial representation of a continuous surface priority behavior;
- [0032] Fig. 18 is a pictorial representation of a minimum force priority behavior;
- [0033] Fig. 19 is a pictorial representation of an x-y view of an augmenting
20 concave corner behavior;
- [0034] Fig. 20 is a pictorial representation of a y-z view of an augmenting concave corner behavior;
- [0035] Fig. 21 is a diagram of an embodiment of a dual proxy haptic rendering applied to a bone; and

[0036] Fig. 21a is a diagram of the force vector on a HIP.

Detailed Description

[0037] In brief overview, Fig. 1 shows an embodiment of a surgical system 10 according to the present invention. The surgical system 10 includes a computing system 20, a haptic robotic device 30, and a tracking (or localizing) system 40. In operation, the surgical system 10 enables comprehensive, intraoperative surgical planning. The surgical system 10 also provides haptic guidance to a user (e.g., a surgeon) and/or limits the user's manipulation of the haptic device 30 as the user performs a surgical procedure.

10 [0038] The computing system 20 includes hardware and software for operation and control of the surgical system 10. As shown in Fig. 1, the computing system 20 includes a computer 21, a display device 23, and an input device 25.

[0039] The computer 21 may be any known computing system, but is preferably a programmable, processor-based system. For example, the computer 21 may include a microprocessor, a hard drive, random access memory (RAM), read only memory (ROM), input/output (I/O) circuitry, and any other well-known computer component. The computer 21 is preferably adapted for use with various types of storage devices (persistent and removable), such as, for example, a portable drive, magnetic storage (e.g., a floppy disk), solid state storage (e.g., a flash memory card), optical storage (e.g., a compact disc or CD), and/or network/Internet storage. The computer 21 may include one or more independent or networked computers, including, for example, a personal computer (e.g., an IBM-PC compatible computer) or a workstation (e.g., a SUN or Silicon Graphics workstation) operating under a Windows, MS-DOS, UNIX, or other suitable operating system and preferably

including a graphical user interface (GUI). In one embodiment, the computer 21 includes a Navigation Module available from MAKO SURGICAL CORP™, Fort Lauderdale, Florida.

[0040] The display device 23 is a visual interface between the computing system 20 and the user. The display device 23 is connected to the computer 21 and may be any device suitable for displaying text, images, graphics, and/or other visual output. For example, the display device 23 may include a standard display screen (e.g., LCD, CRT, plasma, etc.), a touch screen, a wearable display (e.g., eyewear such as glasses or goggles), a projection display, a head-mounted display, a holographic display, and/or any other visual output device. The display device 23 may be disposed on or near the computer 21 or may be remote from the computer 21 at any location well-suited for ease of viewing by the user. The display device 23 may be used to display any information useful for a medical procedure, including but not limited to, images of anatomy generated from an image data set obtained using conventional imaging techniques, graphical models (e.g., CAD models of implants, instruments, anatomy, etc.), graphical representations of a tracked object (e.g., anatomy, tools, implants, etc.), digital or video images, registration information, calibration information, patient data, user data, measurement data, software menus, selection buttons, status information, and the like.

[0041] In addition to the display device 23, the computing system 20 may include an acoustic device (not shown) for providing audible feedback to the user. The acoustic device is connected to the computer 21 and may be any device for producing sound. For example, the acoustic device may include speakers and a sound card, a motherboard with integrated audio support, and/or an external sound

controller. In operation, the acoustic device may be adapted to convey information to the user. For example, the computer 21 may be programmed to signal the acoustic device to produce a sound, such as a voice synthesized verbal indication "DONE," to indicate that a step of a surgical procedure is complete. Similarly, the acoustic device may be used to alert the user to a sensitive condition, such as producing a beep to indicate that a surgical cutting tool is nearing a critical portion of soft tissue.

[0042] The input device 25 of the computing system 20 enables the user to communicate with the surgical system 10. The input device 25 is connected to the computer 21 and may include any device enabling a user to provide input to a computer. For example, the input device 25 can be a known input device, such as a keyboard, a mouse, a trackball, a touch screen, a touch pad, voice recognition hardware, dials, switches, buttons, a trackable probe, a foot pedal, a remote control device, a scanner, a camera, a microphone, and/or a joystick.

[0043] The computing system 20 is adapted to enable the surgical system 10 to perform various functions related to surgical planning, navigation, image guidance, and/or haptic guidance. For example, the computer 21 may include algorithms, programming, and software utilities related to general operation, data storage and retrieval, computer aided surgery (CAS), applications, haptic control, and/or any other suitable functionality. In one embodiment, the computing system 20 includes software used in a Navigation Module.

[0044] Utilities related to general operation are configured to provide basic computing functions that enable and support overall operation of the surgical system 10. General operation utilities may include, for example, well known features such

as functions for fast graphics processing, functions for supporting input/output (I/O) devices, functions for connecting to a hospital network, functions for managing database libraries (e.g., implant and instrument databases), functions for system security (e.g., login features, access restrictions, etc.), and/or any other functionality
5 useful for supporting overall operation of the surgical system 10.

[0045] Utilities related to data storage and retrieval are configured to enable storage of and access to various forms of data, such as image data (e.g., two- or three-dimensional image data sets obtained using any suitable imaging modality, such as, for example, x-ray, computed tomography (CT), magnetic resonance (MR),
10 positron emission tomography (PET), single photon emission computed tomography (SPECT), ultrasound, etc.), application data, implant data, instrument data, anatomical model data, patient data, user preference data, and the like. The data storage and retrieval utilities may include any functionality appropriate for storing and handling relevant data.

[0046] Utilities related to computer aided surgery are configured to enable surgical planning, navigation, and basic image guided surgery capabilities. For example, as is well known, the CAS utilities may include functions for generating and displaying images from image data sets, functions for determining a position of a tip and an orientation of an axis of a surgical instrument, and functions for
20 registering a patient and an image data set to a coordinate frame of the tracking system 40. These functions enable, for example, the computing system 20 to display on the display device 23 a virtual representation of a tracked surgical instrument overlaid on one or more images of a patient's anatomy and to update the virtual representation of the tracked instrument in real time during a surgical procedure.

Images generated from the image data set may be two-dimensional or, in the case of a three-dimensional image data set, a three-dimensional reconstruction based, for example, on segmentation of the image data set. When more than one image is shown on the display device 23, the computing system 20 preferably coordinates the representation of the tracked instrument among the different images. In addition to or in lieu of images generated from image data sets, the computing system 20 may use anatomical models (e.g., based on CAD models, line art, sketches, cartoons, artist renderings, generic or morphed data sets, etc.).

[0047] Utilities related to applications of the surgical system 10 include application specific programs configured to assist the user with surgical planning and navigation. Programs associated with the application utilities may be configured for use in various medical procedures and/or may be customized for a specific procedure. For example, the application utilities may include programs related to one or more orthopedic procedures, such as, for example, total knee replacement, partial knee replacement, hip replacement, shoulder replacement, elbow replacement, wrist replacement, ankle replacement, spinal surgery, and/or installation of orthopedic and/or musculoskeletal implants, including implants of conventional materials and more exotic implants, such as orthobiologics, drug delivery implants, and cell delivery implants. The application utilities may be directed to various aspects of surgical planning and navigation, including pre-operative, intra-operative, and post-operative activities. For example, the application utilities may include programs or processes directed to planning and set up, such as, for example, system initialization processes, planning processes, visualization processes, diagnostic imaging processes, registration processes, and

calibration processes. The application utilities may also include programs or processes directed to object tracking and system control, such as, for example, coordinate transform processes, interpolation processes, tool and power control processes, anatomy positioning processes, mode control processes, safety processes, 5 occlusion detection algorithms, and forward kinematics algorithms. The application utilities may include programs or processes related to the haptic device 30, such as, for example, haptic force computation processes, haptic force mapping processes, processes for generating haptic objects, and haptic rendering algorithms. The application utilities may also include programs and processes for communicating 10 with the user during a surgical procedure, such as, for example, software for displaying pages or images corresponding to specific steps of a surgical procedure, software for prompting a user to perform a certain task, and software for providing feedback (e.g., visual, audible, tactile, and/or force feedback) to the user.

[0048] Utilities related to haptic control are configured to perform various 15 functions related to control, performance, stability, and/or safety of the haptic device 30. For example, the haptic control utilities may include a real time operating system (RTOS), motion control software, hardware and software for generating high frequency updates for control of the haptic device 30, software for ensuring fail-safe operation of the haptic device 30 (e.g., control of brakes, monitoring of redundant 20 sensors, etc.), and/or any other utility suitable for improving or promoting performance, stability, and/or safety of the haptic device 30. The haptic control utilities may be executed on the computer 21 of the computing system 20 provided the computer 21 has a computing architecture sufficient to support the operating requirements of the haptic control utilities. The computer 21 may be free-standing

or incorporated into the robot stand or arm. For example, processes associated with haptic control typically have higher operational frequency requirements than other processes running on the computer 21. In one embodiment, the haptic control processes operate at a frequency of approximately 2 kHz. In another embodiment, the haptic control processes operate at a frequency in a range of between about 0.1 kHz to about 10 kHz. In yet another embodiment, the haptic control processes operate at a frequency in a range of between about 500 Hz to about 2,400 Hz. In other embodiments, the computer 21 supplies control information suitable for obtaining the operating frequency required by the haptic control processes (e.g., approximately 2 kHz). In a preferred embodiment, the computer 31 is integrated or embedded with the haptic device 30. If the computer 21 does not have an architecture sufficient to support operation of the haptic control processes, the computing system 20 may include a supplemental computer 31 for execution of the haptic control utilities.

15 [0049] The computer 31 (shown in Fig. 1) may be similar to the computer 21, but is preferably configured to satisfy specific operational requirements of the haptic device 30, such as, for example, the need for providing control information at the operating frequencies of the haptic device 30. The computer 31 may further comprise one or more independent or networked computers. In one embodiment, 20 the computer 31 is an Intel compatible x86 3U CompactPCI single-board computer with a processor clock speed of at least 1.6 GHz, at least 2 GByte of non-volatile storage (e.g., hard disk drive, Compact FLASH, etc.), at least 256 MB of RAM, 400 MHz Front Side Bus or faster, at least 1 MByte of Level 2 cache memory, and a real-time operating system. One such commercially available embodiment includes

the ICP-PM-1004-DG-8A computer from Inova Computers GmbH (Kaufbeuren, Germany), used with the QNX 6.1 (or later) operating system from QNX Software Systems Ltd. (Ottawa, Ontario, Canada).

[0050] In addition to the haptic control utilities, the computer 31 may include
5 programs that enable the haptic device 30 to utilize data from the tracking system
40. For example, the tracking system 40 may generate tracked object pose (e.g.,
position and orientation) data periodically. In one embodiment, the object pose data
is generated at approximately 30Hz. In other embodiments, object pose data is
generated more frequently such as, for example, at approximately 500Hz or greater.
10 The object posed data is transferred from the tracking system 40 to the computer 31
(e.g., via an interface 100b) and may be conditioned in any conventional manner
such as, for example, using a noise filter as is well known. Additionally, in
embodiments where the tracking system 40 operates at a lower frequency than the
haptic control processes, the object pose data may be conditioned using an
15 interpolation filter as is well known. The interpolation filter smoothes the object
pose data by populating gaps between discrete data samples to enable the object
pose data to be used in the higher frequency haptic control processes. The computer
31 may also include a coordinate transform process for mapping (or transforming)
coordinates in one space to those in another to achieve spatial alignment or
20 correspondence. For example, the surgical system 10 may use the coordinate
transform process to map positions of tracked objects (e.g., surgical tools, patient
anatomy, etc.) into a coordinate system used by a process running on the computer
31 and/or the computer 21. As is well known, the coordinate transform process may

include any suitable transformation technique, such as, for example, rigid-body transformation, non-rigid transformation, affine transformation, and the like.

[0051] One advantage of including multiple computers (e.g., the computer 21 and the computer 31) in the computing system 20 is that each computer can be
5 independently configured. Thus, the computer 21 can be customized for surgical planning and navigation, and the computer 31 can be customized for controlling performance, stability, and/or safety of the haptic device 30. For example, the computer 31 may include a real time operating system (RTOS) to maintain dependable updates to the haptic control system and a stable operating platform for
10 the haptic device 30. In contrast, the computer 21 may include a non-RTOS because the computing system 20 may not require the same degree of stability as the haptic device 30. Thus, the computer 21 may instead be customized to meet specific requirements of surgical navigation, such as, for example, graphics processing.

[0052] Another advantage of multiple computers having separate computing
15 architectures is that software developers with limited knowledge of haptic systems can create CAS utilities for the computer 21 that can be used in conjunction with a variety of haptic devices. Similarly, software developers with limited knowledge of CAS can create haptic utilities focused on enhancing the performance, stability, and/or safety of a particular haptic device. As an alternative to separate computers,
20 the computing functions of the haptic device 30 and the computing system 20 may be incorporated, for example, into a single computer, into the computing system of an imaging device (e.g., a CT device, an MRI device, a fluoroscopic device, etc.), and/or into a hospital networked computing system.

[0053] As shown in Fig. 1, the computing system 20 is coupled to the haptic device 30 via an interface 100a. The interface 100a includes a physical interface and a software interface. The physical interface may be any known interface such as, for example, a wired interface (e.g., serial, USB, Ethernet, CAN bus, and/or other cable communication interface) and/or a wireless interface (e.g., wireless Ethernet, wireless serial, infrared, and/or other wireless communication system). The software interface may be resident on the computer 21 and/or the computer 31 and enables the computing system 20 to communicate with and control operation of the haptic device 30. In one embodiment, the software interface includes a utility that allows the computing system 20 to issue commands to the haptic device 30. For example, the computer 21 may send a command to the computer 31 requesting the haptic device 30 to enter a specific mode (e.g., approach mode, haptic mode, free mode, input mode, hold mode). In response, the computer 31 may be programmed to check various parameters to verify that entry into the requested mode is safe and otherwise acceptable and to either enter the haptic device 30 into the requested mode or return an appropriate error message.

[0054] The haptic device 30 is a surgical device configured to be manipulated by a user to move a surgical tool 50 to perform a procedure on a patient. During the procedure, the computing system 20 implements control parameters for controlling the haptic device 30 based, for example, on a relationship between an anatomy of the patient and a position, an orientation, a velocity, and/or an acceleration of a portion of the surgical tool 50. In one embodiment, the haptic device 30 is controlled to provide a limit on user manipulation of the device (e.g., by limiting the user's ability to physically manipulate the haptic device 30). In another

embodiment, the haptic device 30 is controlled to provide haptic guidance (i.e., tactile and/or force feedback) to the user. Tactile feedback generally includes tactile sensations such as, for example, vibration, whereas force feedback refers to feedback in the form of force (e.g., resistance to movement) and/or torque (also
5 known as “wrench”). Wrench includes, for example, feedback in the form of force, torque, or a combination of force and torque.

[0055] Guidance from the haptic device 30 coupled with computer aided surgery (CAS) enables a surgeon to actively and accurately control surgical actions (e.g., bone cutting) and delivery of localized therapies (e.g., in the brain). For
10 example, the computing system 20 may be programmed to determine the control parameters based on data representative of a patient’s anatomy (e.g., preoperative CT image data, ultrasound data); a virtual (or haptic) object associated with (or registered to) the anatomy; a parameter relative to the anatomy (e.g., a depth defined with respect to a portion of the anatomy); and/or the anatomy. The computing
15 system 20 can control the haptic device 30 to generate a force, a torque, and/or vibration based on the position of the tool 50 relative to the virtual object, the parameter, and/or the anatomy. For example, the tool 50 may be constrained against penetrating a virtual boundary associated with a representation of the anatomy and/or constrained against exceeding a parameter defined with respect to the
20 representation of the anatomy. Thus, in operation, as a surgeon manipulates the haptic device 30 to move the tool 50, virtual pathways may be used to guide the tool 50 to specific targets, virtual boundaries may be used to define cutting shapes or to prevent the tool 50 from contacting critical tissue, and predefined parameters may be used to limit travel of the tool 50 (e.g., to a predefined depth).

[0056] The computing system 20 may also be programmed to adjust the control parameters in response to movement of the physical anatomy during the procedure (e.g., by monitoring detected movement of the physical anatomy and then adjusting the virtual object in response to the detected movement). In this manner, the surgical system 10 can supplement or replace direct visualization of the surgical site, enhance the surgeon's natural tactile sense and physical dexterity, and facilitate the targeting, repairing, and replacing of various structures in the body through conventionally sized portals (e.g., 12 inches or greater in length) to portals having a diameter as small as approximately 1 mm.

[0057] In orthopedic applications, for example, the haptic device 30 can be applied to the problems of inaccuracy, unpredictability, and non-repeatability in bone preparation by assisting the surgeon with proper sculpting of bone to thereby enable precise, repeatable bone resections while maintaining intimate involvement of the surgeon in the bone preparation process. Moreover, because the haptic device 30 haptically guides the surgeon in the bone cutting operation, the skill level of the surgeon is less critical. As a result, surgeons with varying degrees of skill and experience are able perform accurate, repeatable bone resections. In one embodiment, for example, a surgical tool is coupled to the haptic device 30. The surgeon can operate the tool to sculpt bone by grasping and moving the tool and/or by grasping and manipulating the haptic device 30 to move the tool. As the surgeon performs the cutting operation, the surgical system 10 tracks the location of the tool (with the tracking system 40) and, in most cases, allows the surgeon to freely move the tool in the workspace. When the tool is in proximity to a virtual boundary in registration with the patient, however, the surgical system 10 controls the haptic

device 30 to provide haptic guidance that tends to constrain the surgeon from penetrating the virtual boundary with the tool. For example, the virtual boundary may be defined by a haptic object, and the haptic guidance may comprise an output wrench (i.e., force and/or torque) that is mapped to the haptic object and experienced
5 by the surgeon as resistance to further tool movement in the direction of the virtual boundary. Thus, the surgeon may feel as if the tool has encountered a physical object, such as a wall. In this manner, the virtual boundary functions as a virtual cutting guide. Thus, the haptic device 30 communicates information to the surgeon regarding the location of the tool relative to the virtual boundary and provides
10 physical guidance in the actual cutting process. The haptic device 30 may also be configured to limit the user's ability to manipulate the surgical tool as described, for example, in U.S. Patent Application Serial No. 10/470,314 (Pub. No. US 2004/0128026), which is owned by the assignee of the present invention and is hereby incorporated by reference herein in its entirety.

15 **[0058]** The haptic device 30 may include a mechanical or electro-mechanical device adapted to transmit tactile feedback (e.g., vibration) and/or force feedback (e.g., wrench) to the user. The haptic device 30 may be robotic, non-robotic, or a combination of robotic and non-robotic systems. For example, the haptic device 30 may include a haptic device as described in U.S. Patent Application Serial No.
20 10/384,072, filed March 6, 2003, published February 5, 2004; U.S. Patent Application Serial No. 10/384,077, filed March 6, 2003, published February 19, 2004; U.S. Patent Application Serial No. 10/384,078, filed March 6, 2003, published February 19, 2004; U.S. Patent Application Serial No. 10/384,194, filed March 6, 2003, published February 19, 2004; U.S. Patent Application Serial No. 10/621,119,

filed July 16, 2003, published June 3, 2004; and/or U.S. Provisional Patent Application Serial No. 60/655,642, filed February 22, 2005. Each of the above-referenced published applications is owned by the assignee of the current application and is hereby incorporated by reference herein in its entirety.

5 [0059] In operation, the computing system 20, the haptic device 30, and the tracking system 40 cooperate to enable the surgical system 10 to provide haptic guidance to the user during a surgical procedure. The surgical system 10 provides haptic guidance by simulating the human tactile system using a force feedback haptic interface (i.e., the haptic device 30) to enable the user to interact with a virtual
10 environment. The haptic device 30 generates computer controlled forces to convey to the user a sense of natural feel of the virtual environment and virtual (or haptic) objects within the virtual environment. The computer controlled forces are displayed (i.e., reflected or conveyed) to the user to make him sense the tactile feel of the virtual objects. For example, as the user manipulates the tool 50, the surgical
15 system 10 determines the position and orientation of the tool 50. Collisions between a virtual representation of the tool 50 and virtual objects in the virtual environment are detected. If a collision occurs, the surgical system 10 calculates haptic reaction forces based on a penetration depth of the virtual tool into the virtual object. The calculated reaction forces are mapped over the virtual object surface and appropriate
20 force vectors are fed back to the user through the haptic device 30.

[0060] As used herein, the term "virtual object" (or "haptic object") can be used to refer to different objects. For example, the virtual object may be a representation of a physical object, such as an implant or surgical tool. Alternatively, the virtual object may represent material to be removed from the anatomy, material to be

retained on the anatomy, and/or anatomy (or other objects) with which contact with the tool 50 is to be avoided. The virtual object may also represent a pathway, a guide wire, a boundary, a border, or other limit or demarcation.

[0061] To enable the user to interact with the virtual environment, the surgical system 10 employs a haptic rendering process. Haptic rendering is the process of computing and applying forces in response to user interactions with virtual objects. In one embodiment, the data flow for performing such a process is represented graphically in Fig. 2. In operation, in general, position sensors (block 2502) of the haptic device 30 (block 2500) provide data to a software module, the forward kinematics process (block 2504). Output of the forward kinematics process is input to a coordinate transformation process (block 2506). A haptic rendering algorithm (block 2508) receives data from the coordinate transformation process and provides input to a force mapping process (block 2510). Based on the results of the force mapping process, actuators (block 2512) of the haptic device 30 are actuated to convey an appropriate haptic wrench (i.e., force and/or torque) to the user. The position sensors of block 2502 and the actuators of block 2512 are described above in connection with the arm 33 of the haptic device 30 in Fig. 1. The forward kinematics process of block 2504 and the coordinate transform process of block 2506 are discussed in more detail below in connection with step S708 of Fig. 5. The haptic rendering algorithm of block 2508 and the force mapping process of block 2510 are discussed below..

[0062] The haptic rendering process may include any suitable haptic rendering process, such as, for example, a haptic rendering process as described in U.S. Patent No. 6,111,577; C.B. Zilles & J.K. Salisbury, "A constraint-based god-object method

for haptic display,” Proceedings of the IEEE/RSJ International Conference on Intelligent Robots and Systems, Vol. 3, pp. 146-51, 1995; T.V. Thompson II, D.E. Johnson & E. Cohen, “Direct haptic rendering of sculptured models,” Proceedings of the Symposium on Interactive 3D Graphics, pp. 167-76, 1997; K. Salisbury & C. Tar, “Haptic rendering of surfaces defined by implicit functions,” Proceedings of the ASME Dynamic Systems and Control Division, DSC-Vol. 61, pp. 61-67, 1997; and/or J.E. Colgate, M.C. Stanley & J.M. Brown, “Issues in the haptic display of tool use,” Proceedings of the IEEE/RSJ International Conference on Intelligent Robots and Systems, Vol. 3, pp. 140-45, 1995, each of which is hereby incorporated by reference herein in its entirety.

[0063] The virtual environment created by the haptic rendering process includes virtual (or haptic) objects that interact with a virtual representation of the tool 50. Interaction between the virtual objects and the virtual representation of the tool 50 may be point-based or ray-based. In a preferred embodiment, the surgical system 10 employs point-based haptic interaction where only a virtual point, or haptic interaction point (HIP), interacts with virtual objects in the virtual environment. The HIP corresponds to a physical point on the haptic device 30, such as, for example, a tip of the tool 50. The HIP is coupled to the physical point on the physical haptic device 30 by a virtual spring/damper model. The virtual object with which the HIP interacts may be, for example, a haptic object 705 (shown in Fig. 3) having a surface 707 and a haptic force normal vector F_n . A penetration depth d_i is a distance between the HIP and the nearest point on the surface 707. The penetration depth d_i represents the depth of penetration of the HIP into the haptic object 705 and determines, in part, the force F_n experienced by the user of the haptic device.

[0064] The virtual (or haptic) objects can be modeled, for example, using 3D geometric primitive objects, 3D polygonal objects, mathematical equations, computer models, surface models, and/or voxel arrays. Haptic objects may be static, quasi-static, dynamic, continuous, discontinuous, time varying, and/or existing only at certain times. In one embodiment, the haptic object is modeled using one or more functions of tool position, orientation, velocity, and/or acceleration. Thus, in the case of a surgical bone cutting operation, the haptic rendering process may produce a mapping of output wrench versus tool position. The mapping may be configured so that the output wrench fed back to the user is sufficient to resist further penetration of the virtual tool (or HIP) into the haptic object. In this manner, a virtual cutting boundary is established. This virtual cutting boundary is associated with (e.g., registered to) the physical anatomy of the patient, an image of the anatomy, and/or other coordinate frame of interest. A haptic object rendered by the haptic rendering process may function as a pathway (e.g., a guide wire), may be repulsive (e.g., configured to repel the tool 50 from entering an interior of a haptic object), may function as a container (e.g., to maintain the tool 50 within the interior of the haptic object), and/or may have portions that repel and portions that contain.

[0065] As shown in Fig. 4, multiple haptic objects 701 may be superimposed so that force vectors F from each of the haptic objects 701 are combined to yield a resultant haptic force vector F_v . In one embodiment, the output from each haptic object 701 comprises a Cartesian force vector with respect to an inertial coordinate frame and having linear properties. The maximum number of haptic objects may be determined based on computational costs.

[0066] A haptic object may be customized to include any desired shape, such as, for example, anatomically contoured implant shapes, protective boundaries for sensitive structures (e.g., intra-articular anatomy), image-derived tumor boundaries, and virtual fixtures for in vivo assembly of implant components. In one
5 embodiment, the haptic object may be uniquely contoured to match a disease state of the patient. For example, the haptic object may define a virtual cutting boundary that encompasses only diseased bone. Thus, the haptic object can be used to guide the user in removing the diseased bone while sparing healthy surrounding bone. In this manner, the surgical system 10 enables the user to sculpt bone in a customized
10 manner, including complex geometries and curves that are not possible with conventional cutting jigs and saw guides. As a result, the surgical system 10 facilitates bone sparing surgical procedures and implant designs that are smaller in size and adapted for a patient's unique disease state.

[0067] A haptic object may have an associated spatial or geometric
15 representation that can be graphically represented on the display device 23. The graphical representation may be selected so as to convey useful information to the user. For example, as shown in Fig. 1, a haptic object 300 configured assist the user in guiding the tool 50 to the surgical site may be represented graphically as a funnel shaped volume. As a virtual tool corresponding to the physical tool 50 moves
20 through and interacts with the haptic object 300, haptic forces are reflected to the user so that the tool 50 is guided to the surgical site. Alternatively, a haptic object may be represented graphically as a guide wire. As the virtual tool moves along and interacts with the haptic object, haptic forces are reflected to the user so that the tool 50 is guided directly to the surgical site along the guide wire. In one embodiment, a

haptic object defining a virtual cutting boundary for an implant may be depicted on the display device 23 as a graphical image having a shape that substantially corresponds to a shape of the implant. Thus, a haptic object defining a virtual cutting boundary for a femoral component will have a corresponding graphical representation. Similarly, a haptic object defining a virtual cutting boundary for a tibial component will have a different corresponding graphical representation.

5 [0068] Haptic objects having simple volumes are preferably modeled with a combination of 3D implicit surface objects such as planes, spheres, cones, cylinders, etc. For example, the haptic object 705 shown in Fig. 3 is a sphere. Surfaces of the haptic object 705 are continuously smooth, and solutions to the penetration depth (d_i) and the haptic force vector (F_n) normal to the surface of the object can be obtained at a non-expensive, fixed computational cost from compact mathematical surface functions based on the haptic interaction point (HIP). For more complex objects, polygon based haptic rendering techniques may be used.

15 [0069] Fig. 5 illustrates an embodiment of a polygon based haptic rendering process according to the present invention. In step S702, a virtual environment with which the user can interact is generated using, for example, computer-aided design (CAD) software. The virtual environment may be created, for example, using an explicit surface model. In one embodiment, the virtual environment includes a 3D virtual (or haptic) object comprising multiple polygonal surface objects. As shown in Fig. 6, each surface object is preferably triangular and represented by three nodes (or vertices) v_0 , v_1 , and v_2 and a normal vector n . The virtual object can be re-shaped to compensate for a physical diameter of the tool 50, for example, by offsetting the walls of the virtual object by a radius of the tool 50. To improve

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computational performance, which is important in real-time applications, the polygonal surface objects can be re-meshed, for example, to eliminate polygons smaller than a desired spatial resolution. When the virtual object is a closed cavity, creation of the virtual object using a CAD system may be simplified by generating the virtual object with two surfaces: an outer object surface and an inner cavity surface. Using only the inner cavity surface, however, may advantageously reduce the required volume for rendering and the number of polygonal objects (e.g., triangles, polygons, etc.). Furthermore, a unifaced closed virtual cavity may be generated by creating a virtual solid object using a CAD system, generating the surface meshes and inverting the surface such that the normal vector of each polygonal object faces inward. In one embodiment, the rendering process can support uni-directional entrance behavior to a closed virtual object, where the HIP is permitted to pass through the virtual object only if it is moving from outside to inside.

15 **[0070]** Returning to Fig. 5, in step S704 the haptic rendering process creates a voxel map of the polygonal surface objects in the virtual environment. To create the voxel map, the virtual objects in the virtual environment are spatially partitioned into smaller cells or volume elements (voxels) to reduce the number of polygonal surface objects and avoid unnecessary collision detection checks. As shown in Fig. 7, the virtual objects are segmented into an $n_i \times n_j \times n_k$ grid. The grid may be regularly spaced or may vary in resolution. Each voxel has a pointer to the polygons that occupy or intersect the voxel. Given a set of polygons, a voxel lookup table is constructed by the following steps: retrieve the polygon data (i.e., the xyz components for the vertices v_0 , v_1 , and v_2) for a polygon of interest; create a

bounding box around the polygon; add a unique identity number for the polygon to the voxels that are within the bounding box; and increase the total number of polygons occupying the voxel. These steps are repeated until the last polygon is processed. As shown in Fig. 6 (polygon reference frame) and Fig. 7 (voxel reference frame), a point (p) in the polygon frame is converted into the voxel frame using the formula $v_{ijk} = (\text{int})\text{floor}(p/s)$, where s is voxel size. Examples of voxel and polygon lookup tables are presented in Figs. 8 and 9, respectively.

5 [0071] In step S706 of FIG. 5, the haptic rendering process creates a guide line to a target point or a target region. The guide line functions as a pathway or virtual guide wire that guides the HIP to a particular location. A guide line is useful, for example, to guide the user's movement of the physical tool 50 so that the tool 50 avoids critical anatomy. A guide line is also useful with a closed haptic volume that the user is unable to traverse. Implementation of a guide line is explained with reference to Fig. 10, which illustrates a virtual sphere 720.

15 [0072] The sphere 720 includes an active zone defined by a center 721 and a radius 722 of the sphere 720. When the HIP is outside the active zone, the user can freely move the haptic device 30. When the HIP enters the active zone, the haptic device 30 is placed in an approach mode in which a guiding line segment along a radius 722 is created. The guiding line segment 722 extends, for example, from an entering point (P_e) 723 on a surface of the sphere 720 to a target point (P_t) 721. Normally, the center of the sphere 720 will be coincident with the target point (or at least will be within a target region). When the guiding line segment 722 is activated, the HIP can move freely along the guiding line segment 723. Motion of the HIP that deviates from the guiding line segment 722 (e.g., due to attempted motion

perpendicular to the guiding line segment 722), results in a resisting force that is fed back to the user. As the HIP approaches the target point, a distance from a current location of the HIP to the target point is monitored. When the distance is smaller than a confine radius, the behavior of the HIP is restricted, for example, by
5 implementing a uni-directionally constrained virtual confining sphere 724. A radius of the confining sphere 724 is reduced as the HIP moves closer to the target point. When the distance from the HIP to the target point is smaller than a switch radius (represented in Fig. 10 by a switch sphere 725), haptic rendering of the virtual object begins.

10 **[0073]** In step S708 of Fig. 5, the haptic rendering process maps the physical HIP (e.g., the tip of the tool 50) to virtual space. For example, the forward kinematics process (block 2504) of FIG. 2 computes a Cartesian position of the physical HIP with respect to an inertial reference frame (R_i). The coordinate transformation process (block 2506) of Fig. 2 performs coordinate transformations
15 between the inertial reference frame (R_i), a polygon frame (R_p) (a reference frame attached to a polygonal virtual object), and a voxel frame (R_v) (a reference frame attached to a voxel array) as illustrated in Fig. 11. Once the haptic rendering process has determined the position of the HIP with respect to the polygonal object reference frame (R_p), the haptic rendering process proceeds to step S710 and searches
20 candidate polygonal objects by looking at occupied voxels and neighboring voxels. In step S712, the haptic rendering process checks for a collision (e.g., the HIP has passed through a polygonal object since the last rendering cycle) and determines a virtual proxy point location (e.g., a constrained location of the HIP along a surface of the virtual object) based on desired virtual proxy behaviors (as described below in

connection with Figs. 12, 13). In step S714, desired stiffness and damping matrices that are predefined in tool coordinates are transformed into inertial reference frame coordinates. In step S716, a haptic force to be fed back to the user through the haptic device 30 is computed based on a desired hardness of a virtual surface
5 defined by the virtual spring and damping force that couples the HIP to the haptic device 30. In step S718, the computed haptic force is displayed or reflected to the user through the haptic device 30.

[0074] As shown in Figs. 12 and 13, a location of an initial virtual proxy point may be determined based on a location (HIP(t)) of the HIP at a current time t and a
10 location (HIP(t-1)) of the HIP at a previous time (t-1). For example, when the HIP is outside a virtual object, the haptic rendering process checks for an initial contact between the HIP and a surface of the virtual object by detecting an intersection between the polygonal surface objects that comprise the virtual object and a line
segment (L) extending between the locations HIP(t) and HIP(t-1). A location VP_t of
15 the initial virtual proxy point is computed as the intersecting point of the line segment (L) and the polygonal surface objects.

[0075] FIG. 14 shows a flowchart detailing an embodiment of a haptic rendering algorithm (block 2508 of FIG. 2) based on polygonal surface objects according to the present invention. In step S100, the position of HIP(t) is updated
20 and transformed to the polygon reference frame. In step S101, the algorithm determines whether collisionDetectedFlag(t-1) has a value of 1, that is, whether a collision has been detected. If the collisionDetectedFlag is not set, meaning no collision has been detected at (t-1), in step S103, the algorithm maps the HIP(t) into voxel coordinates. In step S105, the algorithm determines whether the HIP(t) is

inside a voxel bounding box. If not, no collision is presently detected, and the algorithm proceeds to step S115 where the haptic force felt by the user is set to zero, step S117 where collisionDetectedFlag(t) is set to zero, and step S119 where the time advances to $t = t+1$. If step S105 determines that the HIP(t) is inside a voxel bounding box, the algorithm proceeds to step S107 and searches candidate polygons along a line segment of HIP(t) from a voxel lookup table. In step S109, the algorithm retrieves polygonal information from a polygon lookup table. In step S111, the algorithm tests an intersection of the line segment of HIP(t) with the polygons and, in step S113, determines whether an initial collision is detected. If no collision is detected, the algorithm proceeds to steps S115, S117, and S119 as described above. If a collision is detected, the algorithm proceeds to step S132 (described below).

[0076] In contrast, in step S101, if collisionDetectedFlag(t-1) has a value of 1, the algorithm follows the right branch of the flowchart. In step S102, the algorithm maps HIP(t) into voxel coordinates. In step S104, the algorithm searches neighboring polygons at the HIP(t) from a voxel lookup table. In step S106, the algorithm retrieves polygonal information from a polygon lookup table. In step S108, each neighboring polygon is tested to determine whether it is intersected by the line segment from HIP(t-1) to HIP(t). In step S110, the algorithm uses this information to determine whether the HIP(t) has exited the polygons. If so, the HIP is no longer penetrating the haptic object, and the algorithm proceeds to steps S115, S117, and S119 as described above.

[0077] If step S110 determines that the HIP has not exited the polygons, the algorithm proceeds to step S112 where the algorithm projects the HIP(t) on each neighboring polygon along the corresponding surface normal vectors of the polygons. Referring to Fig. 15, if the projected HIP(t) is within a polygon, the algorithm sets the polygon as an On-Polygon and stores the intersecting point. Otherwise, the algorithm finds a point on a boundary of the polygon that is closest to the projected HIP(t) (all within the plane of the polygon) and stores the point. This process is repeated for each neighboring polygon. The algorithm then has decision points based on whether an Active Polygon from the previous time cycle, AP(t-1), was set to be an On-Polygon in step 22 and whether only a single polygon was set to be an On-Polygon in the current cycle. Each case is handled as described below.

[0078] In step S114, the algorithm determines whether a previous active polygon (on which the virtual proxy point was in contact) is still an On-Polygon. If so, in step S124 (ActivePolygonPriority), this polygonal surface has priority to be the active polygon, even if other polygons are identified as On-Polygons. AP(t) is therefore maintained, and VP(t), the virtual proxy point, is set at the closest point on the active polygonal surface. This virtual proxy point (VP(t) at time (t) is determined by drawing a normal to the nearest active polygonal surface from the HIP(t).

[0079] For example, FIG. 15a shows a convex portion of a virtual object defined by two adjoining surfaces 540 and 542. When the HIP at t-1 was at a location 544, the surface 540 is On-Polygon and 542 is not On-Polygon. The virtual proxy point location at (t-1) lies at a location 548. If the HIP moves to a location 546, both of the surfaces 540 and 542 are On-Polygons and locations 550 and 552

are candidates for proxy point location. In this situation, the surface 540 will be selected as an active polygon and the proxy point location will be updated at the location 550. Granting the previous active polygon priority in this way prevents the choice of the location 552 for the proxy point, which would result in an unnatural jump in the proxy point position and the resulting haptic interaction forces experienced by the user. That is, as the HIP moves from its location at HIP(t-1) 544 to HIP(t) 546 the forces felt by the user should be perpendicular to the surface 540 and not change direction discontinuously to become perpendicular to surface 542.

[0080] If step S114 determines that the previous active polygon is not an On-Polygon, the algorithm proceeds to step S116 to determine whether a single On-Polygon is detected. If a single On-Polygon is not detected in step S116, the algorithm checks again in step S120. If a single On-Polygon is detected in step S116, the algorithm proceeds to step S118 and augments the On-Polygons for a concave corner before checking again for a single On-Polygon in step S120. If a single On-Polygon is detected in step S120, the algorithm proceeds to step S126 to update the Active Polygon with a new polygon as described below. If a single On-Polygon is not detected in step S120, the algorithm proceeds to step S122 and determines whether multiple On-Polygons are detected. If multiple On-Polygons are detected, the algorithm proceeds to step S128 to select an Active Polygon based on force vector deviation criteria as described below. Otherwise, the algorithm proceeds to step S130 to select a Active Polygon based on the minimum force criteria as described below.

[0081] In step S126 (OnPolygonPriority), AP(t) is updated with a new On-Polygon and VP(t) is set at the closest point on the active polygonal surface. For example, as shown in FIG. 16, a virtual object has two adjoining surfaces 554 and 556. At a time (t-1), the HIP is at a location 558 and the proxy point is at a location 562. When the HIP crosses over a surface border line 564 as the HIP moves from the location 558 to a location 560, a surface 556 becomes On-Polygon and a location 566 becomes the new proxy point location. Thus, if a new single On-Polygon is detected, then the new single On-Polygon becomes the active polygon.

[0082] In step S128 (ContinuousSurfacePriority), AP(t) is selected based on force vector deviation criteria and VP(t) is set at the closest point on the active polygonal surface. The algorithm detects the multiple new On-Polygons as illustrated in FIG. 17, which shows a convex portion of a virtual object defined by three surfaces, 568, 570, and 572. As the HIP moves from a location 574 to a location 578, the algorithm detects two new On-Polygon surfaces, 570 and 572. Thus, locations 580 and 582 are candidates for a new virtual proxy point location. In this situation, the algorithm computes possible candidates of force vector, excluding a damping component, and compares a force vector deviation from a previous force vector deviation. The algorithm determines the active polygon so as to minimize the following objective function:

$$J_{continuousSurface} = \min_i \|f_{si,t} \cdot f_{t-1}\|$$

where $f_{si,t}$ represents a unit vector of a spring force vector defined by a current location of the HIP and a possible location of the virtual proxy point on the i th polygon and f_{t-1} represents a unit vector of a haptic force displayed at previous

time. In one embodiment, the surface 570 will be the new active polygon and a location 580 will be the new proxy point position.

[0083] In step S130 (MinimumForcePriority), AP(t) is based on minimum force criteria and VP(t) is set at the closest point on the active polygonal surface. As shown in FIG. 18, the HIP lies at position where no On-Polygon can be detected. FIG. 18, illustrates a concave portion of a virtual object defined by three surfaces, 584, 586, and 588. When the HIP moves from a location 590 to a location 594, no surface is On-Polygon. A location 596 is the closest point to the surfaces 586 and 584, a location 598 is the closest point to the surface 588. In this situation, the algorithm computes distances between the current HIP and possible proxy point locations and determines a virtual proxy location to minimize the following objective function:

$$J_{\text{minimumSpringForce}} = \min_i \|x_{\text{hip}} - x_{i,\text{vp}}\|$$

where $x_{i,\text{vp}}$ represents a position of the possible virtual proxy point on the i th polygon and x_{hip} represents a position of the current haptic interface point. In this situation, the algorithm sets either the surface 584 or the surface 586 as the On-Polygon depending on their processing sequence and the location 596 will be the proxy point location.

[0084] In step S132 (ContactPolygonPriority), AP(t) is updated with an intersected polygon and VP(t) is set at the closest point on the active polygonal surface. The algorithm augments the On-Polygon objects when a haptic interface point lies in a concave corner where the algorithm detects one On-Polygonal object and multiple concave surfaces. In this situation, the application sets the concave polygonal surface to On-Polygon so that continuous haptic rendering can happen at

the concave corner. Figs. 19 and 20 show a portion of a concave corner represented by three surfaces, 500, 502, and 504. Fig. 19 is the x-y view of the corner and Fig. 20 is the y-z view of the corner. As the haptic interface point moves from a location 506 (with a proxy point location 508) to a location 510 (Fig. 20), which is into or out of the page in Fig. 19, the surface 504 becomes the only On-Polygonal object. In order to avoid the situation in which the algorithm sets the surface 504 as an active polygonal surface due to On-Polygon priority behavior and selects a location 514 as the proxy point location, the algorithm augments the two concave surfaces 500 and 502 into On-Polygon objects. As a result, a location 512 will be a proxy point location according to continuous surface priority behavior.

[0085] In step S134, stiffness and damping matrices defined in tool coordinates as constant parameters are transformed into an inertial coordinate frame. When the physical haptic system 30 has different transmission devices, such as a cable driven transmission and a direct-driven transmission, isotropic spatial stiffness and damping gains can cause instability because the physical system has different dynamic properties in different directions. For this reason, the spatial stiffness and damping matrices which may be defined with respect to the tool coordinates, need to be transformed into the inertial coordinate frame. The algorithm computes an adjoint transformation matrix based on current rotational and translational matrices and transforms the spatial stiffness and damping matrices. Let ${}^T K_s$ and ${}^I K_s$ denote the stiffness matrices measured in tool frame and inertial frame, respectively. Let Ad_g denote the adjoint transformation matrix given as

$$Ad_g = \begin{bmatrix} R & \hat{p}R \\ 0 & R \end{bmatrix}$$

[0086] Given a vector $\mathbf{p} = (p_x, p_y, p_z)^T$, $\hat{\mathbf{p}}$ denotes a skew-symmetric matrix used for representing a cross product as a matrix-vector product:

$$\hat{\mathbf{p}} = \begin{pmatrix} 0 & -p_x & p_y \\ p_x & 0 & -p_z \\ -p_y & p_z & 0 \end{pmatrix}$$

where \mathbf{R} is the rotational matrix and \mathbf{p} is the translational vector.

5 [0087] The algorithm computes the stiffness matrix in the inertial frame:

$${}^I K_S = Ad_g^T {}^T K_S Ad_g$$

[0088] In step S136, the algorithm computes a spring haptic force vector based on the location of the haptic interface point and the virtual proxy point location according to Hooke's law:

10
$$F_{spring}(t) = {}^I K_S (x_{vp} - x_{hip})$$

where x_{vp} represents a position of a current virtual proxy point, and x_{hip} represents a position of a current haptic interface point.

[0089] In step S138, the algorithm computes a damping haptic force vector based on the relative motion between the haptic interface point and the virtual proxy point:

15

$$F_{damping}(t) = {}^I K_D (\dot{x}_{vp} - \dot{x}_{hip})$$

where \dot{x}_{vp} represents the velocity of the virtual proxy point, \dot{x}_{hip} represents the velocity of the haptic interface point, and ${}^I K_D$ represents the spatial damping matrix in an inertial frame.

20 [0090] In step S140, the sum of the damping force and spring force is sent to the physical haptic device 30 as a desired force output (step S718 of FIG. 5). Prior to controlling the actuators (block 2512 of FIG. 2) of the haptic device 30 to output

force feedback, the force mapping process (block 2510 of FIG. 2) converts the desired force, $F_{desired}$, to joint torque, τ :

$$\tau = J^T F_{desired}$$

where J^T is a Jacobian transpose. The computing system 20 then controls the
5 actuators of the haptic device 30 to output the joint torque, τ .

[0091] In step S142, collisionDetectedFlag(t) is set to 1. In step S144, the time (t) advances to (t + 1).

[0092] In cases where there may be a transmission with compliance, backlash, hysteresis, or nonlinearities between the haptic device drive (e.g., motors) and
10 position outputs (e.g., joints), it is beneficial to include position sensors on both the drive end and load end of the transmission. The load end sensors are used to compute all joint and endpoint positions because they will most accurately reflect the actual values. The drive end sensors are used to compute velocities in any damping computations, such as for $F_{damping}$ above, which helps avoid exciting the
15 transmission dynamics.

[0093] According to one embodiment, the desired force feedback (or output wrench) of the haptic device 30 is determined based on a proximity of a portion of the haptic device 30 (e.g., the tool 50) to a virtual (or haptic) boundary associated with the representation of the anatomy. Thus, if the tool 50 is disposed a sufficient
20 distance from the haptic boundary, a controller commands no haptic forces, and the user is free to move the tool 50 as if exploring empty space.

[0094] However, as the tool 50 approaches or contacts the haptic boundary, the controller commands torques to the motors so as to exert the appropriate wrench on the user's hand. Preferably, a magnitude of the force feedback increases as the tool

50 approaches the virtual boundary and does not present a discontinuous step that may induce oscillation or unwanted vibration. For example, as the tool 50 approaches the haptic boundary, the haptic device 30 may exert a force in a direction opposite a direction of movement of the tool 50 by the user such that the user
5 perceives a repulsive or counteracting force that slows and/or stops movement of the tool 50. In one embodiment, a rate of increase of the force as the tool 50 continues moving toward the haptic boundary may be, for example, in a range of 5 N/mm to 50 N/mm. In another embodiment, the rate of increase of the force may be approximately 20 N/mm. In this manner, the user is constrained to not penetrate the
10 haptic boundary too deeply.

[0095] When the tool 50 contacts the haptic boundary, the force may be such that the user feels as if the tool 50 has collided with a physical object, such as a wall. The magnitude of the force may prevent the user from penetrating the haptic boundary (e.g., a magnitude of approximately 100 N or greater) but is preferably set
15 so that the user may breach the haptic boundary if desired (e.g., a magnitude in a range of approximately 20 N to approximately 60 N). Thus, the computing system 20 may be programmed to permit the user to overcome the force feedback and move the haptic device 30 to a desired location. In this manner, the haptic device 30 constrains the user against inadvertently violating the haptic boundary, but the user
20 has the option to overpower the haptic device 30 and thus retains full control over the surgical procedure.

[0096] In one embodiment, the surgical system 10 includes a haptic tuning feature for customizing a force feedback function of the haptic object for a particular user. Such a feature is advantageous because each user has a unique surgical

technique. Thus, different users may use differing amounts of force when maneuvering the tool 50. For example, users who maneuver the tool 50 with a light touch may sense haptic feedback earlier than users with a heavier touch. Rather than requiring the user with the heavier touch to alter his surgical technique to sufficiently sense the haptic feedback, the haptic tuning feature enables the force feedback function to be adjusted to accommodate each particular user. By adjusting (or tuning) the force feedback function, the user can manipulate the tool 50 with his preferred degree of force and still sufficiently perceive the haptic feedback exerted by the haptic device 30. As a result, the user's ability to maintain the tool within the haptic boundary is improved. For example, a force feedback curve includes a function $F(d)$ that relates force F to distance d . The function $F(d)$, for example, may result from or be a product of the haptic object, a coupling stiffness, or a stiffness function. In one embodiment, F_i is a typical haptic interaction force for a user (or a group of users), and d_i is a penetration depth or distance (e.g., penetration of the tool 50 into the haptic object) where $F_i = F(d_i)$ is true. Shifting or offsetting the function $F(d)$ to the left by, for example, d_i , results in a force feedback function $F(d + d_i)$ that causes the force F to be applied earlier (i.e., beginning at a penetration distance of $-d_i$ rather than at a penetration distance of zero) in a tool's approach to a haptic boundary. Similarly, shifting or offsetting the function $F(d)$ to the right causes the force F to be applied later in the tool's approach to the haptic boundary.

[0097] Thus, for a user with a surgical technique that is forceful, it is advantageous to offset the function $F(d)$ to the left to prevent the user from inadvertently pushing too far into the haptic boundary. Thus, haptic tuning may be accomplished by offsetting a force feedback curve for controlling the haptic device

30 by a desired value. Haptic tuning can also be accomplished by altering a size of a haptic object. For example, a size of a repulsive haptic object can be increased resulting in a haptic object. Similarly, a size of a representation of a surgical tool coupled to the haptic device 30 may be altered. For example, a size of a radius of a tip of a virtual tool that interacts with a haptic object can be increased resulting in a virtual tool. For a haptic object that acts as a container, tuning can be accomplished, for example, by reducing a size of the haptic object.

[0098] Referring to Fig. 21, a bone 1000 is to have a region removed to permit an implant to be cemented in the cavity formed by the bone removal. This cavity is defined by an ideal expected cutting surface 1002 so that the haptic interface generates the appropriate forces as the user removes bone material from the bone 1000. A second surface, termed a primary proxy surface 1004, is defined at a predetermined constant distance (x) from the expected cutting surface 1002.

[0099] Between the expected cutting surface 1002 and the primary proxy surface 1004 is defined a third surface, termed the secondary proxy surface 1010. This secondary proxy surface 1010 is positioned between the expected cutting surface 1002 and the primary proxy surface 1004, at a desired offset distance (a) from the primary proxy surface 1004.

[00100] Referring also to Figs. 21 and 21a, the location within this haptic representation at which the force on the point being generated is the HIP 1020. The position on the primary proxy surface 1004 which corresponds to the position of the HIP 1020 projected perpendicularly onto the primary proxy surface 1004 is termed the primary proxy P_i 1024. The position on the secondary proxy surface 1010 which

corresponds to the position of the HIP 1020 projected perpendicularly onto the secondary proxy surface 1010 is termed the secondary proxy S_i 1026.

[00101] The force applied at the HIP 1020 is determined, in part, by the location of the HIP 1020 relative to the secondary proxy 1026 in the haptic space. If the penetration depth (d) is less than the desired offset distance (a), then the force is directed toward the primary proxy 1024 and is a first function of the distance between the HIP 1020 and the primary proxy 1024. In one embodiment, the force is a constant value, for example 0.

[00102] As bone is removed and the HIP 1020 moves toward the expected cutting surface 1002, the HIP 1020 reaches the location of the secondary proxy surface 1010. At this location, a new force is calculated to replace the original force. This new force is directed toward the secondary proxy 1026 and has a magnitude determined in part by the distance between the HIP 1020 and the secondary proxy 1026. In one embodiment, the force is linearly proportional to the distance between the secondary proxy and the ideal position.

[00103] Thus, the surgeon can remove bone without feeling a resistive force until a predetermined depth into the bone is reached. At this point, a resistive force is generated that gets larger and larger as the tool approaches the expected cutting surface. The steps of the algorithm then become, define the offset (a) and compute the penetration depth (d) as the absolute magnitude between the HIP 1020 and the primary proxy 1024 at the present time.

[00104] $d = \| (P_i - \text{HIP}) \|$

[00105] Next the unit force vector \hat{u} is determined from the expression:

[00106] $\hat{u} = (P_i - \text{HIP}) / \| (P_i - \text{HIP}) \|$

[00107] The secondary proxy (S_i) is then defined by the primary proxy, the force vector and the penetration depth :

$$[00108] \quad S_i = P_i - \hat{u} \cdot d$$

[00109] The spring force applied is determined, in part, by the spring constant
5 (K_p) according to the expression:

$$[00110] \quad F = a \text{ constant e.g. } 0 \text{ if } d < a \text{ and}$$

$$[00111] \quad K_p (S_i - HIP) \text{ otherwise.}$$

[00112] To enable each user to tune the force feedback function, the computing system 20 preferably includes programming to enable a graphical selection interface
10 that can be displayed on the display device 23. For example, the graphical selection interface may be a graphical interface that enables the user to set a tuning value, for example, between 0.0 and 1.0 and/or a graphical interface that enables the user to select, for example, tuning for a "Light," "Medium," or "Heavy" touch. The computing system 20 may also be programmed to store a desired value of a tuning
15 setting and to associate the desired value with a particular user (e.g., using a user ID tied to a user preference data file) so that the user does not have to select the tuning setting prior to each use of the surgical system 10.

[00113] Referring again to Fig. 1, a typical haptic robot as shown includes a number of joints and drives all designed to move an end effector to any point in
20 space and provide tactile feedback to the user. The robot of Fig. 1 has multiple degrees of freedom, including rotation of the base, shoulder joint, elbow joint and wrist joint. Each of the joints is driven by a transmission, which in various embodiments include two cables directed over pulleys or direct drive motors. The force on/at a point in Cartesian haptic space is given by

$$F_{cartesian} = f(x_{hip}, x_{proxy}, K_p, \dot{x}_{hip}, \dot{x}_{proxy}, K_d)$$

Where: x_{hip} is the haptic interaction point; x_{proxy} is the location on the surface corresponding to the HIP location; K_p is the restoring spring force constant; \dot{x}_{hip} is the velocity of the haptic interaction point; \dot{x}_{proxy} is the velocity of the proxy; and K_d is the damping force constant. The torque on a joint necessary to bring a joint to, or maintain a joint, at a position can be calculated by applying the Jacobian Transpose to the force necessary to move the location in Cartesian space:

$$\tau_{joint} = J^T F_{cartesian}$$

[00114] The stability of the haptic feedback, that is, the avoidance of oscillation at the intended position in one embodiment is given by the function:

$$\text{haptic stability} = f(\alpha_1, \alpha_2, \alpha_3, \alpha_4)$$

where α_1 is a function of the sampling time (for example 1KHz); α_2 is a function of the sensor resolution; α_3 is a function of the spring constant K_p and the damping constant K_d for the transmission; and α_4 is a function of the physical damping (for example, friction).

[00115] The damping force (F_d) which is to be applied to the HIP is given by the equations:

$$F_d = K_d (dx/dt_{HIP} - dx/dt_{proxy})$$

$$\text{where } dx/dt = J d\theta/dt$$

and $d\theta/dt = [d\theta_{1c}/dt, d\theta_{2c}/dt, d\theta_{3c}/dt, d\theta_{4c}/dt, d\theta_{5d}/dt]^T$

[00116] where $d\theta_c/dt$ is the joint velocity of a cable driven joint and $d\theta_d/dt$ is the velocity of a direct driven joint. A cable driven joint has transmission compliance. The transmission compliance between the joint and the motor introduces a greater phase-delay in joint velocity computation than a direct driven joint. In a mixed drive system, one with both direct and transmission drives, it is beneficial to implement the damping action in joint space so that the direct-driven joint will not be affected by the phase-delay of the joint velocity computation from any cable driven joints. There are two approaches to doing this, the joint-space spring and damping force method or the Cartesian-space force and Joint-space damping method.

10 [00117] In the Joint-space spring and damping method: first the joint angles of the HIP and the proxy are defined by:

[00118] $\theta_{\text{proxy}} = \text{inverse kinematic}(p_i)$ and

[00119] $\theta_{\text{HIP}} = \text{inverse kinematic}(h_i)$

[00120] where p and h are the proxy positions and HIP positions respectively.

15 [00121] In one embodiment, the joint space stiffness and damping coefficients are then obtained from the diagonals of the Jacobian of θ by the equation:

[00122] $K_{pj} \approx J^T(\theta)K_{px}J(\theta)$

[00123] $K_{dj} \approx J^T(\theta)K_{dx}J(\theta)$

[00124] In other embodiments, the joint space stiffness K_{pj} and the damping coefficient K_{dj} are obtained in other ways, such as setting predetermined fixed values, scheduling, etc.

[00125] Finally, the torque is calculated from the angles and the angular velocity:

[00126] $\tau = K_{pj}(\theta_{\text{proxy}} - \theta_{\text{HIP}}) - K_{dj} d\theta/dt$

[00127] In the Cartesian-space spring and joint-space damping method, the Cartesian spring force is defined by:

$$[00128] \quad F_{\text{spring}} = K_{\text{px}} (p_i - h_i)$$

[00129] where K_{px} is the Cartesian spring force constant and $(p_i - h_i)$ is the distance between the location of the proxy point (p) and the location of the HIP (h).
5 The corresponding joint torque (τ_{spring}) equivalent to the spring force is then:

$$[00130] \quad \tau_{\text{spring}} = J^T F_{\text{spring}}$$

In one embodiment, the damping torque (τ_{damping}) is next calculated. When a user moves along the surface, the joint space damping algorithm causes a dragging force.

10 In order to eliminate this frictional force along the surface, the following procedure is performed:

[00131] First, a wrench vector F_6 , which is a force/moment pair, is formed:

$$[00132] \quad F_6 = \begin{bmatrix} F \\ M \end{bmatrix}$$

[00133] where F_6 is the generalized force(wrench) vector $F_6 \in R^6$, and $F \in R^3$ represents the Cartesian force vector and $M \in R^3$ represents the Cartesian moment vector.

[00134] Next, the wrench direction vector, $u = \frac{F_6}{\|F_6\|}$ is computed.

[00135] The wrench direction vector is mapped into the corresponding joint space vector:

$$20 \quad [00136] \quad v = J^T(\theta)u$$

[00137] The weighting factor, $w = \frac{|v|}{|v|_{\infty}}$, $|v|_{\infty} = \max\{|v|_i\}, i = 1, \dots, n$ is then

computed and

[00138] so is the damping force, according to the equation:

$$\tau_{damping} = \begin{bmatrix} w_1 & 0 & 0 & 0 & 0 & 0 \\ 0 & w_2 & 0 & 0 & 0 & 0 \\ 0 & 0 & w_3 & 0 & 0 & 0 \\ 0 & 0 & 0 & w_4 & 0 & 0 \\ 0 & 0 & 0 & 0 & w_5 & 0 \\ 0 & 0 & 0 & 0 & 0 & w_6 \end{bmatrix} \cdot \begin{bmatrix} K_{dj1} & 0 & 0 & 0 & 0 & 0 \\ 0 & K_{dj2} & 0 & 0 & 0 & 0 \\ 0 & 0 & K_{dj3} & 0 & 0 & 0 \\ 0 & 0 & 0 & K_{dj4} & 0 & 0 \\ 0 & 0 & 0 & 0 & K_{dj5} & 0 \\ 0 & 0 & 0 & 0 & 0 & K_{dj6} \end{bmatrix} \cdot \begin{bmatrix} \dot{\theta}_1 \\ \dot{\theta}_2 \\ \dot{\theta}_3 \\ \dot{\theta}_4 \\ \dot{\theta}_5 \\ \dot{\theta}_6 \end{bmatrix}$$

5

[00139] Finally the two joint torques are combined:

[00140] $\tau = (\tau_{damping}) + (\tau_{spring})$

[00141] The foregoing description of the various embodiments of the invention is provided to enable any person skilled in the art to make and use the invention and
10 its embodiments. Various modifications to these embodiments are possible, and the generic principles presented herein may be applied to other embodiments as well.

[00142] While the invention has been described in terms of certain exemplary preferred embodiments, it will be readily understood and appreciated by one of ordinary skill in the art that it is not so limited and that many additions, deletions
15 and modifications to the preferred embodiments may be made within the scope of the invention as hereinafter claimed. Accordingly, the scope of the invention is limited only by the scope of the appended claims.

[00143] What is claimed is:

Claims

1. A method for generating a haptic penalty force comprising the steps of:
defining a primary proxy position;
defining a secondary proxy position;
5 defining a HIP position;
generating a first force in response to the primary proxy position and
the HIP position when a HIP is positioned at a penetration depth less than or
equal to a predetermined value from the primary proxy position; and
generating a second force in response to the secondary proxy position
10 and the HIP position when the secondary proxy position is located at a
penetration depth greater than the predetermined value from the primary
proxy position.
2. The method of claim 1 wherein the predetermined value is a desired haptic offset.
3. The method of claim 1 wherein the first force is zero.
- 15 4. The method of claim 1 wherein the second force is a function of a distance
between the secondary proxy position and the HIP position.
5. The method of claim 1 wherein the first force is determined in response, at least
in part, to a distance between the primary proxy position and the HIP position.
6. The method of claim 1 wherein the second proxy position is determined in
20 response, at least in part, to interactions between the HIP and a virtual haptic object.
7. The method of claim 1 wherein the penetration depth is a distance between the
primary proxy position and the HIP position.

8. An apparatus for generating a haptic force comprising:
- a primary proxy position locator for defining a primary proxy position;
 - a secondary proxy position locator for defining a secondary proxy position;
 - a HIP position locator for defining a HIP position; and
 - a force generator for generating a first force in response to the primary proxy position and the HIP position when a HIP is positioned at a penetration depth less than or equal to a predetermined value from the primary proxy position, and generating a second force in response to the secondary proxy position and the HIP position when the secondary proxy position is located at a penetration depth greater than the predetermined value from the primary proxy position.
9. The apparatus of claim 8 wherein the second force is determined, at least in part, in response to a distance between the secondary proxy position and the HIP position.
10. The apparatus of claim 8 wherein the first force is determined, at least in part, in response to a distance between the primary proxy position and the HIP position.
11. The apparatus of claim 8 wherein the second proxy position is determined, at least in part, in response to interactions between the HIP and a virtual haptic object.
12. A method for mapping a location in haptic space comprising the steps of:
- a) defining a voxel space comprising a plurality of voxel elements;
 - b) defining a polygonal space comprising a plurality of polygonal rendering elements;
 - c) generating a data structure of each of the voxel elements and its respective polygonal rendering elements;
 - d) locating a point in haptic space;
 - e) mapping that point to a corresponding voxel element; and
 - f) selecting, in the data structure, at least one polygonal rendering element.

13. The method of claim 12 wherein the polygonal rendering element is triangular.
14. The method of claim 12 wherein each voxel element is an axis-aligned box.
15. A method of claim 12 wherein the data structure is a lookup table.
16. The method of claim 12 wherein after mapping the point to a corresponding
5 voxel element searching neighboring polygons at the HIP.
17. A method for increasing haptic stability in a system having a plurality of transmission mechanisms and a plurality of joints, said method comprising the steps of:
- calculating a spring force in response to the distance between a proxy
10 position and a HIP position;
 - calculating a joint space spring torque in response to the spring force;
 - calculating a joint space damping torque in response to a joint velocity; and
 - adding the joint space damping torque and the joint space spring torque.
18. The method of claim 17 wherein the spring force is calculated in Cartesian
15 coordinates.
19. The method of claim 18 wherein the spring force is a function of a difference between the proxy position and the HIP position.
20. The method of claim 17 wherein the joint space spring torque is calculated from a Jacobian transpose of the spring force.
- 20 21. The method of claim 17 wherein the joint space damping torque is a function of the joint velocity.

22. The method of claim 21 wherein the joint space damping torque is linearly proportional to the joint velocity and a constant of proportionality is calculated in response to diagonal terms of a joint space damping gain matrix.

23. A method of forming a uniphase haptic wall comprising determining from
5 which position a HIP is approaching a boundary and permitting the HIP to pass through the boundary from a first direction and not to pass through the boundary from a second direction.

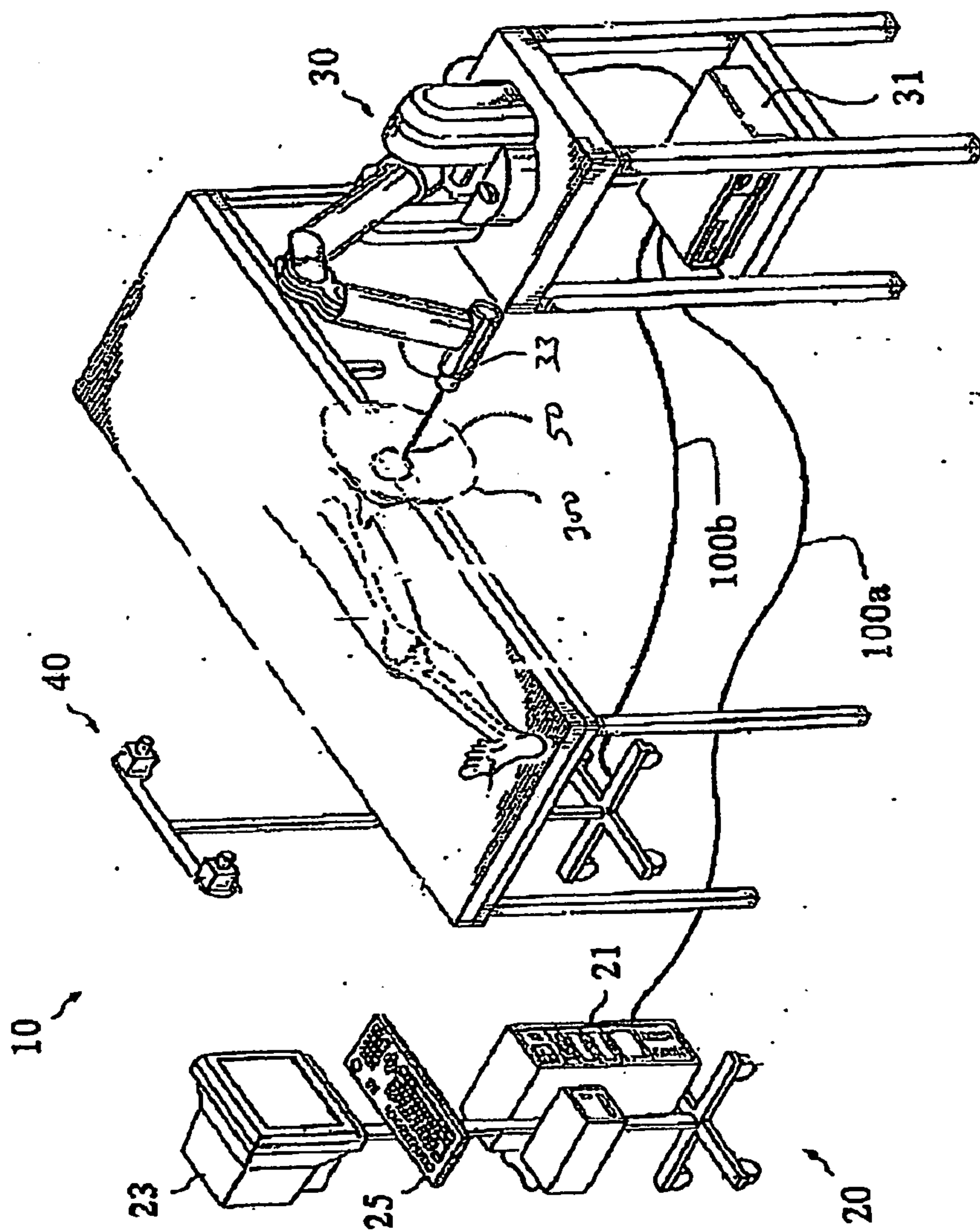


FIG. 1

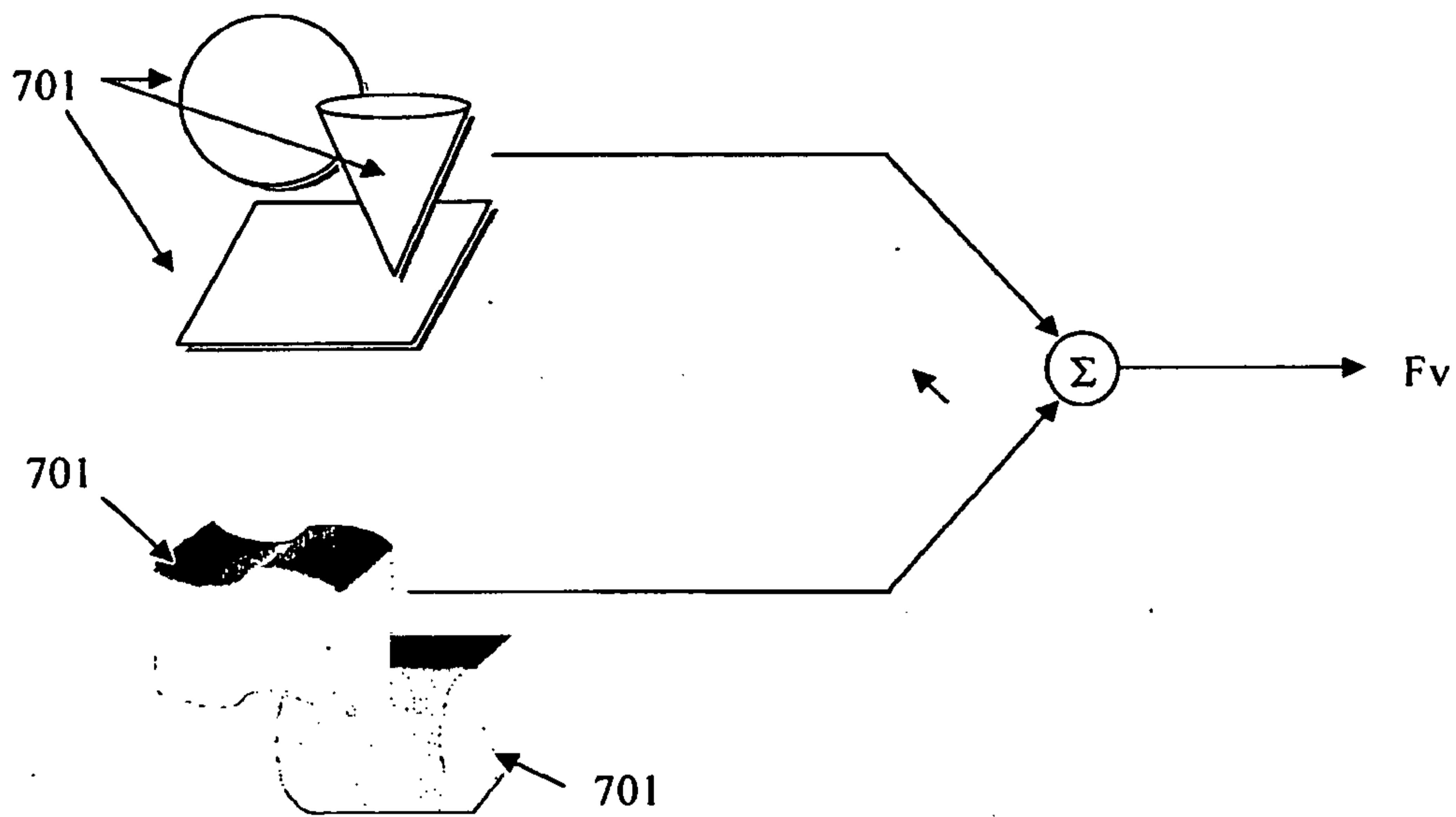


Fig. 4

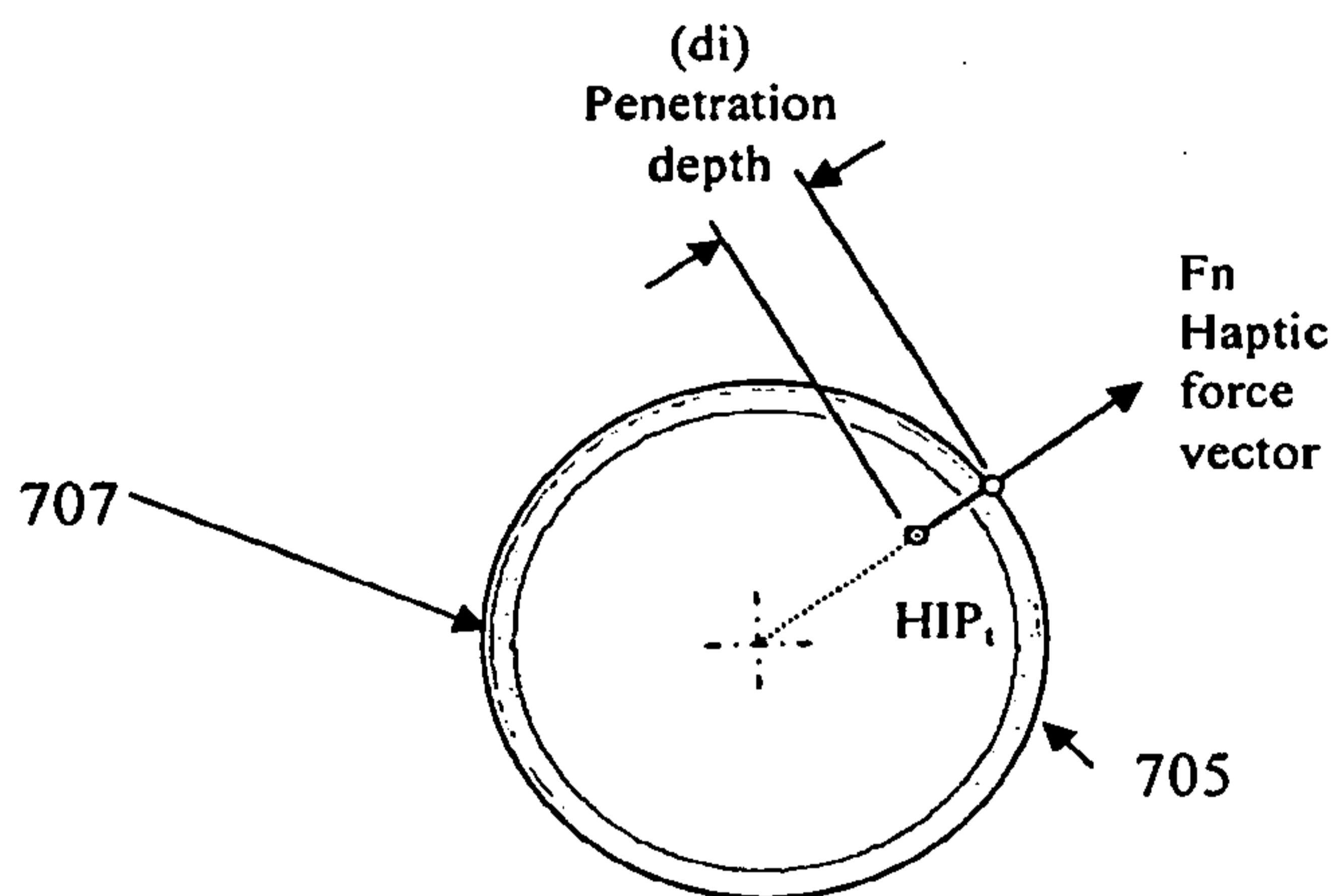


Fig 3

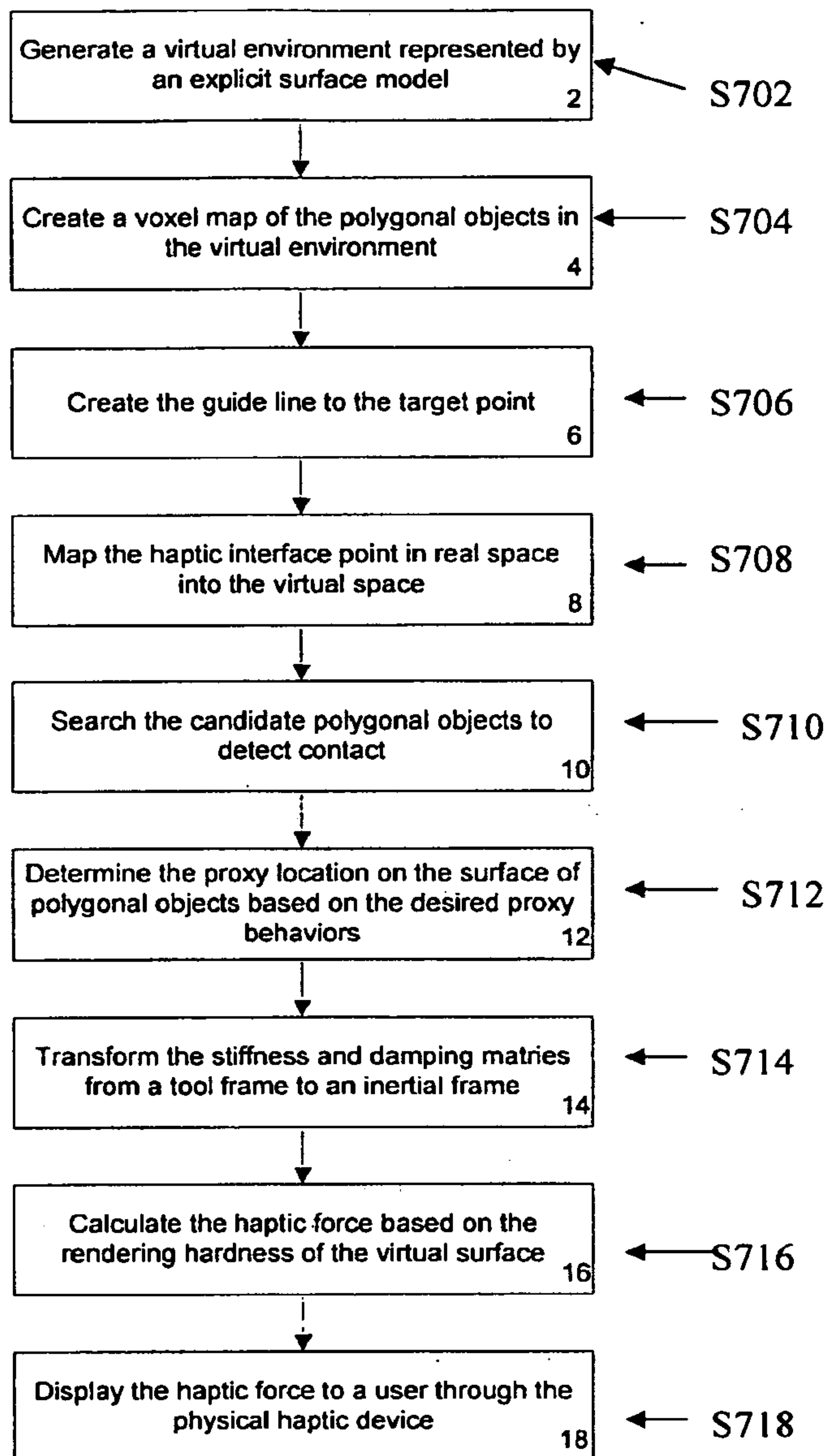


Fig 5.

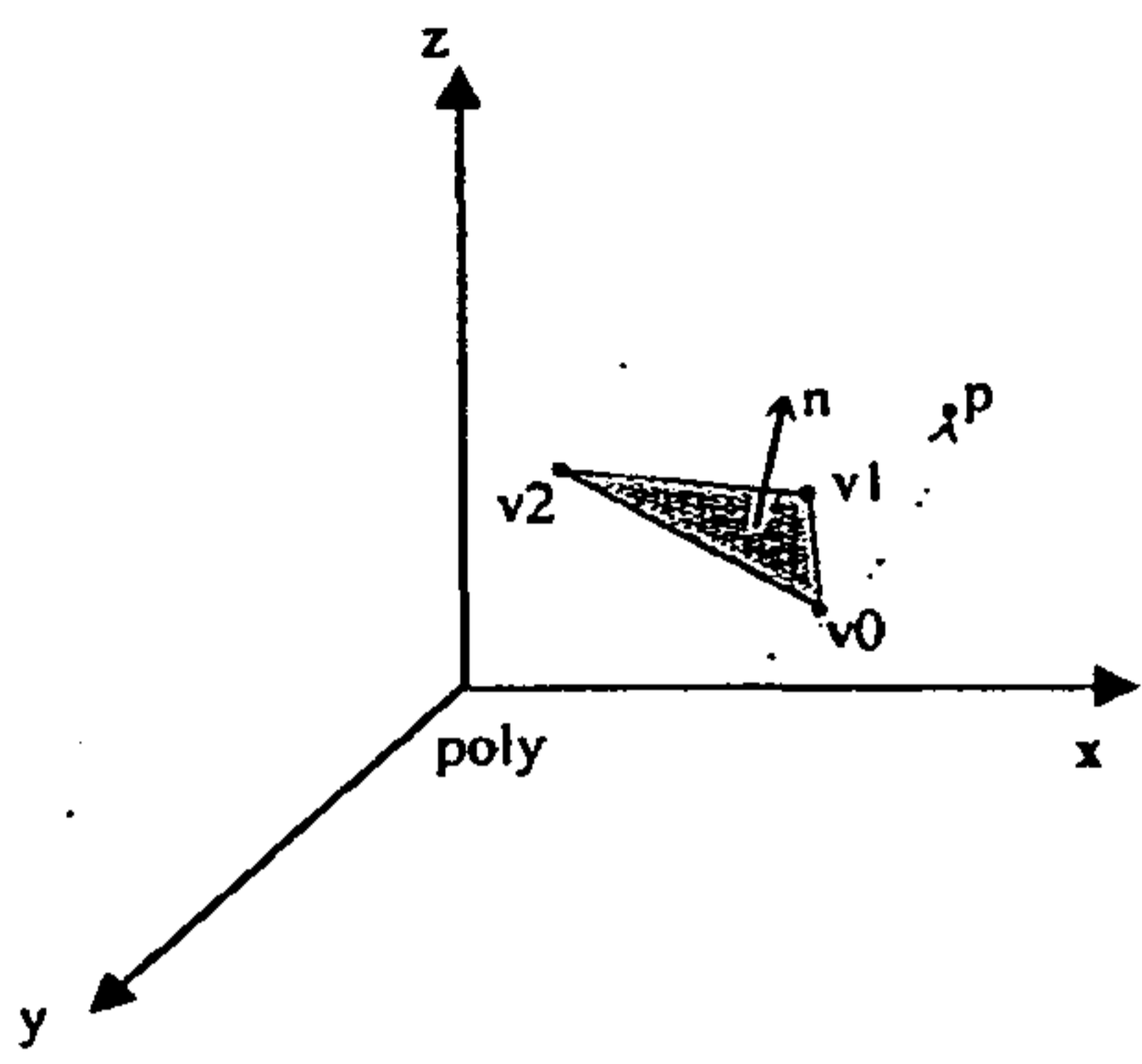


Fig. 6

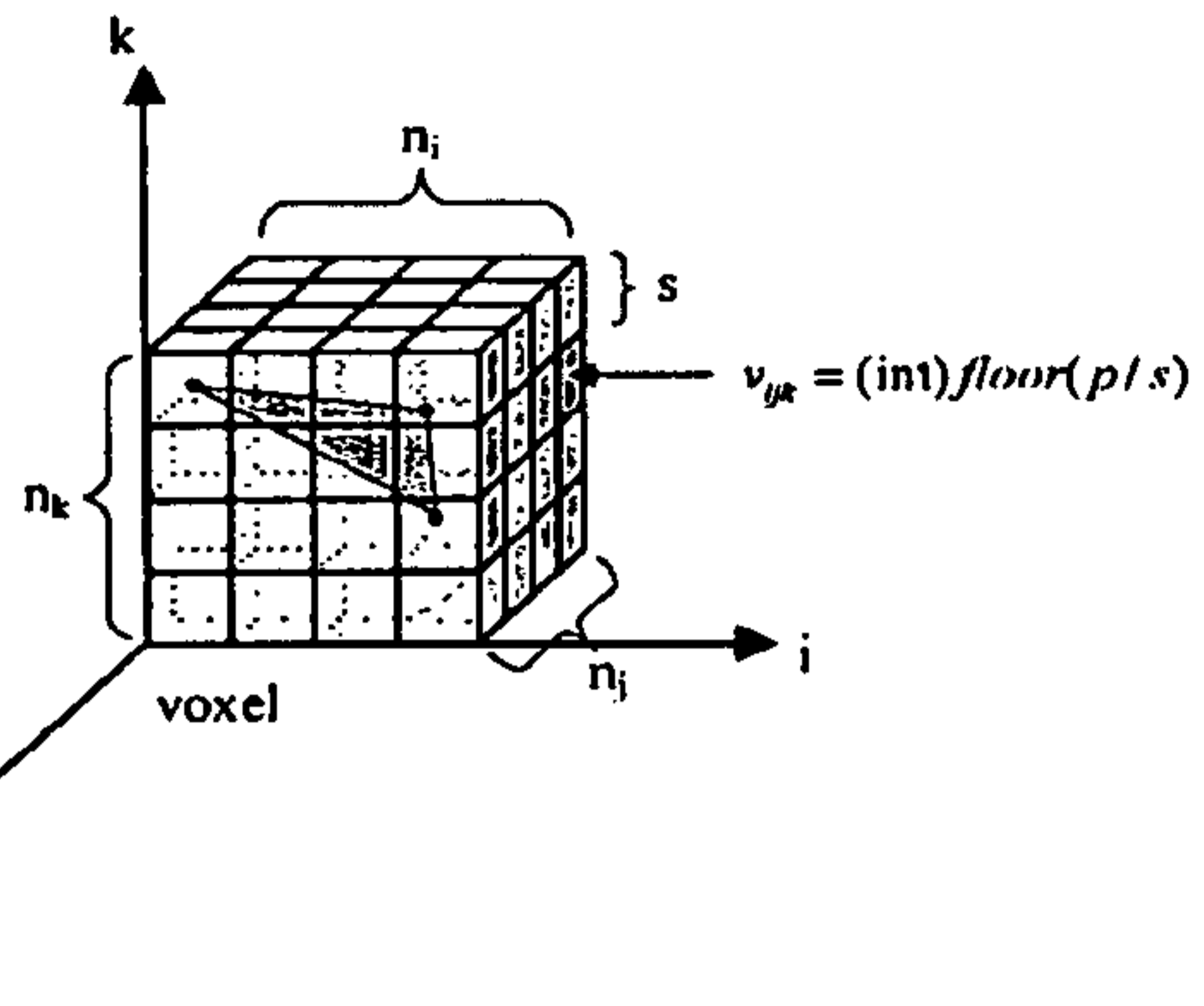


Fig. 7

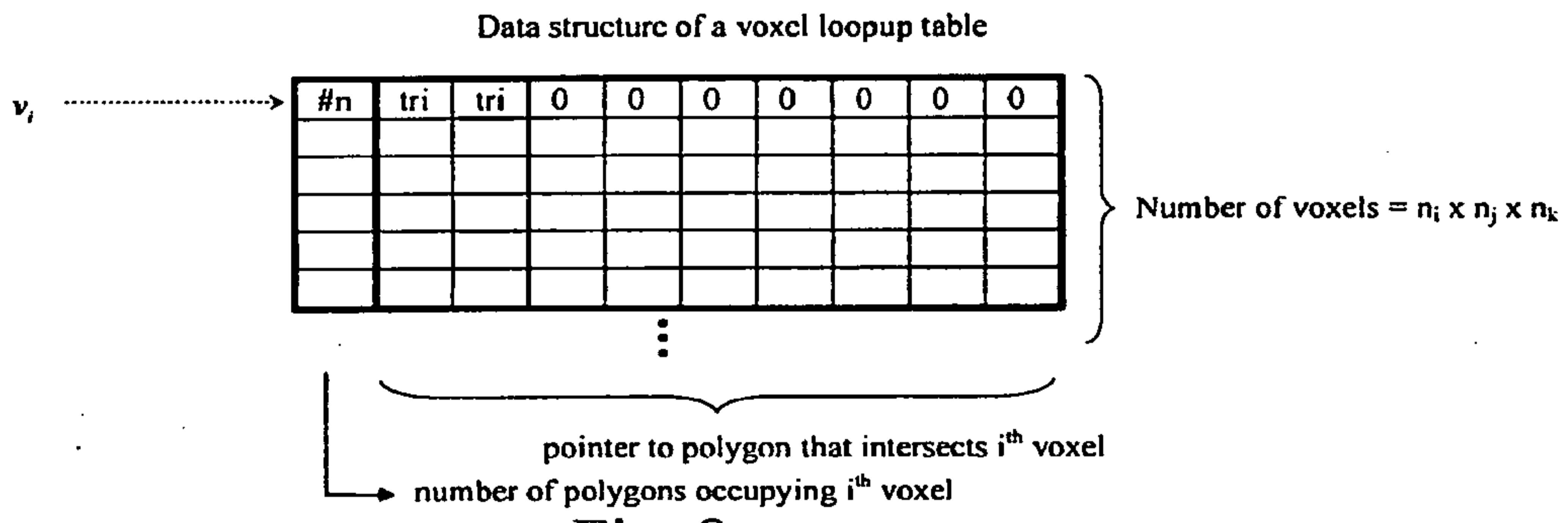


Fig. 8

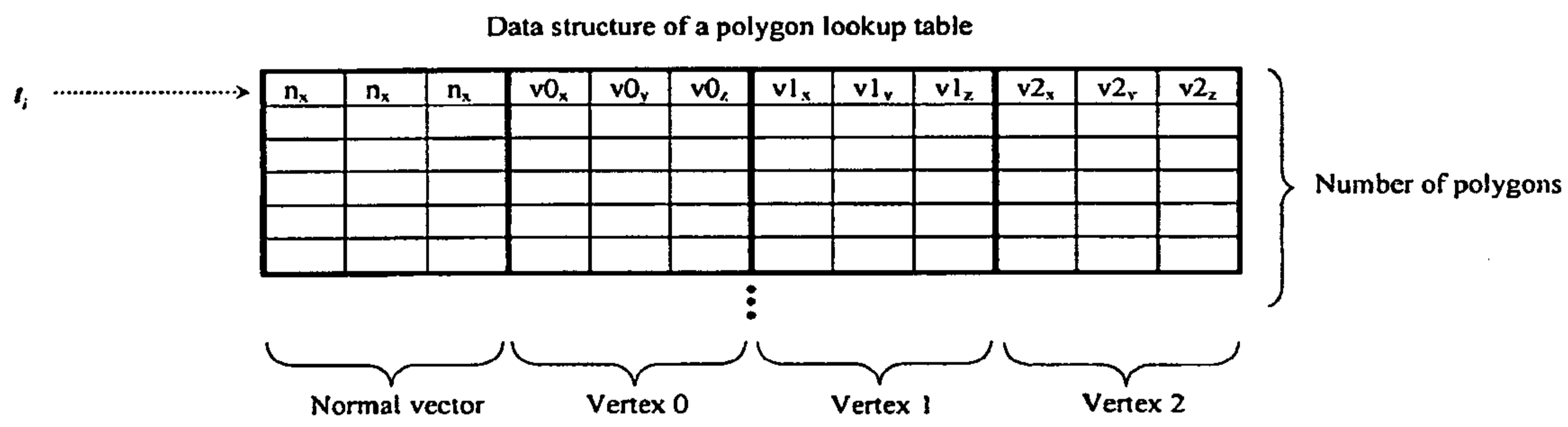


Fig. 9

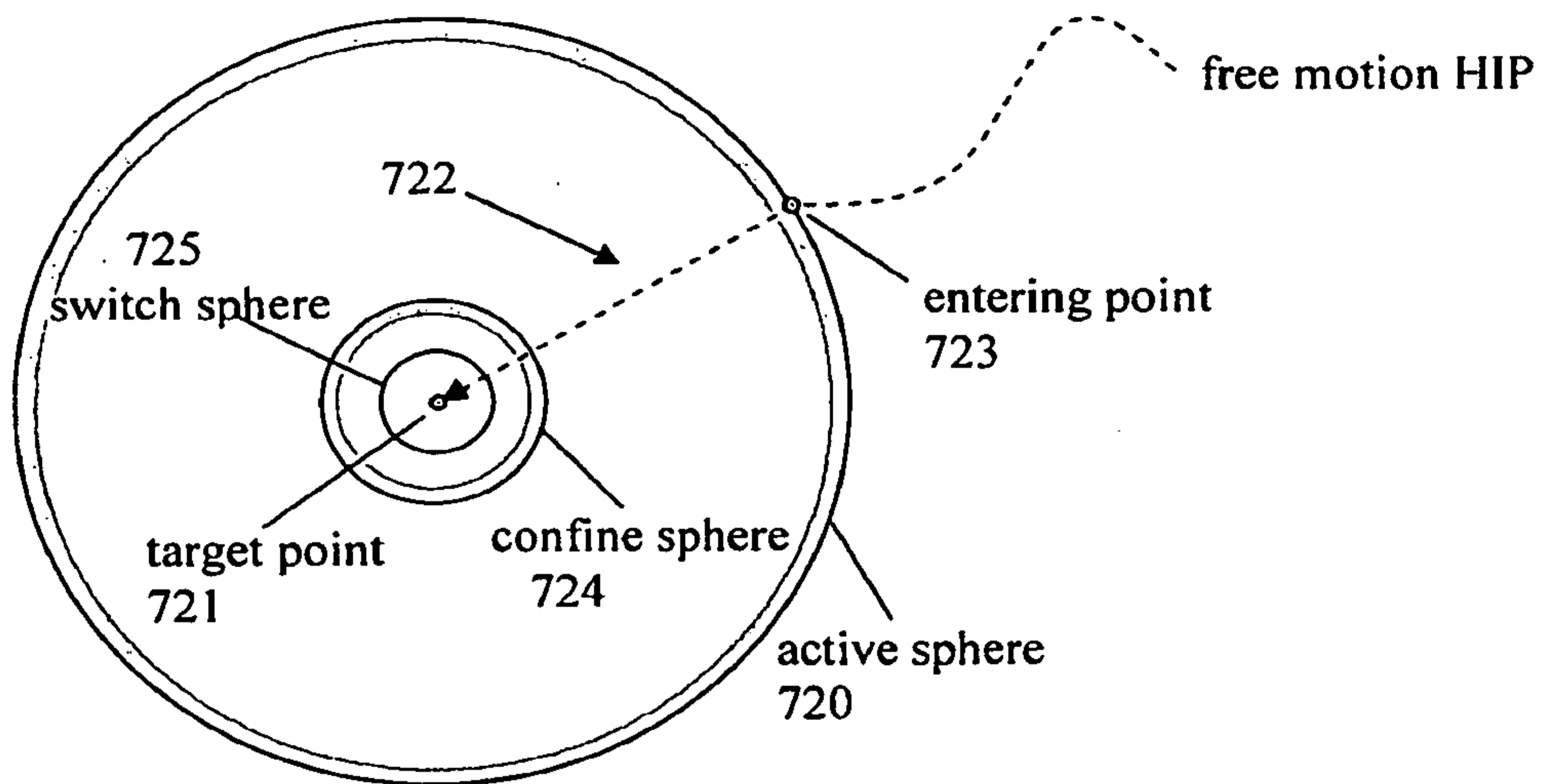


Fig 10

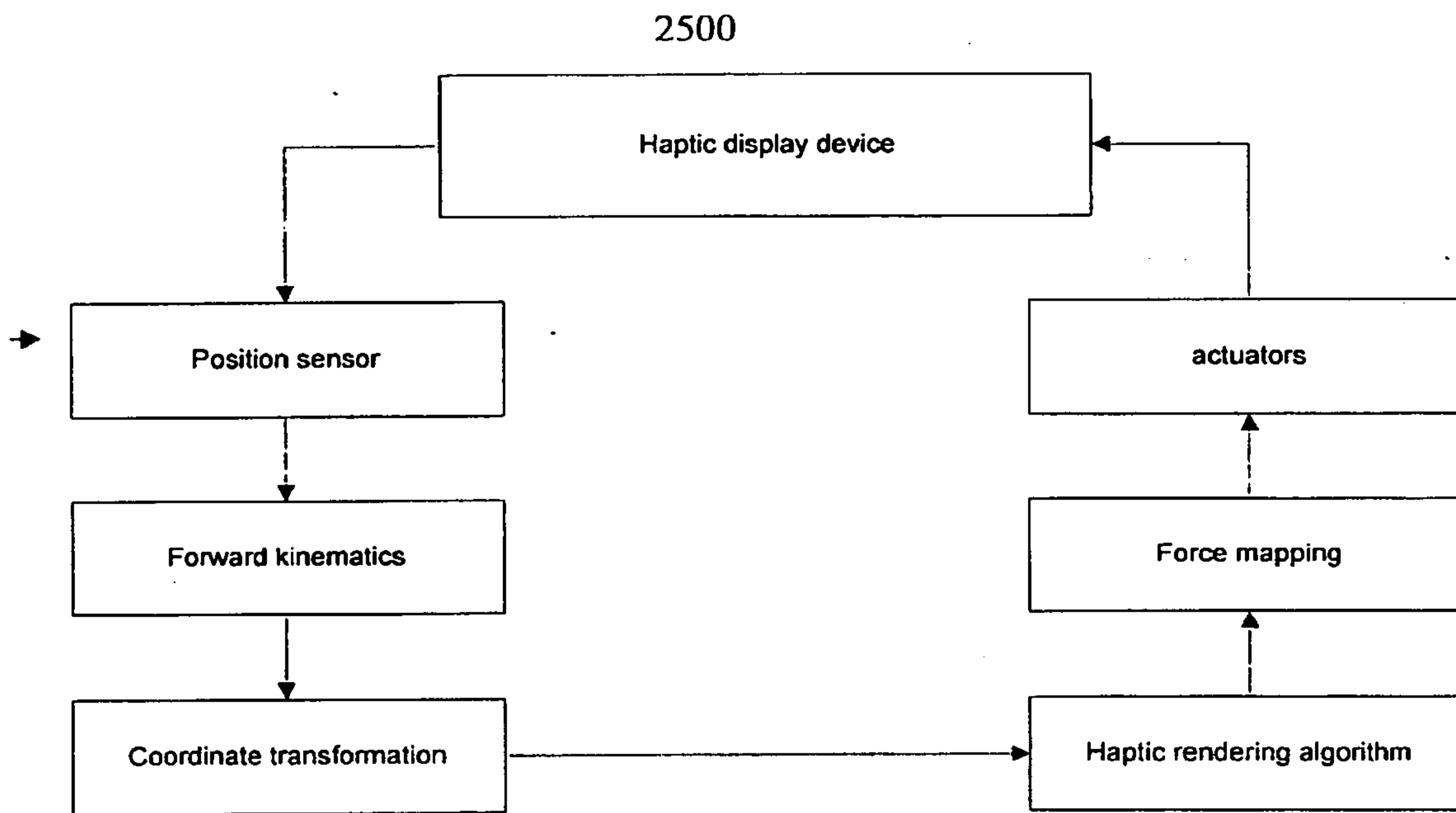


Fig 2

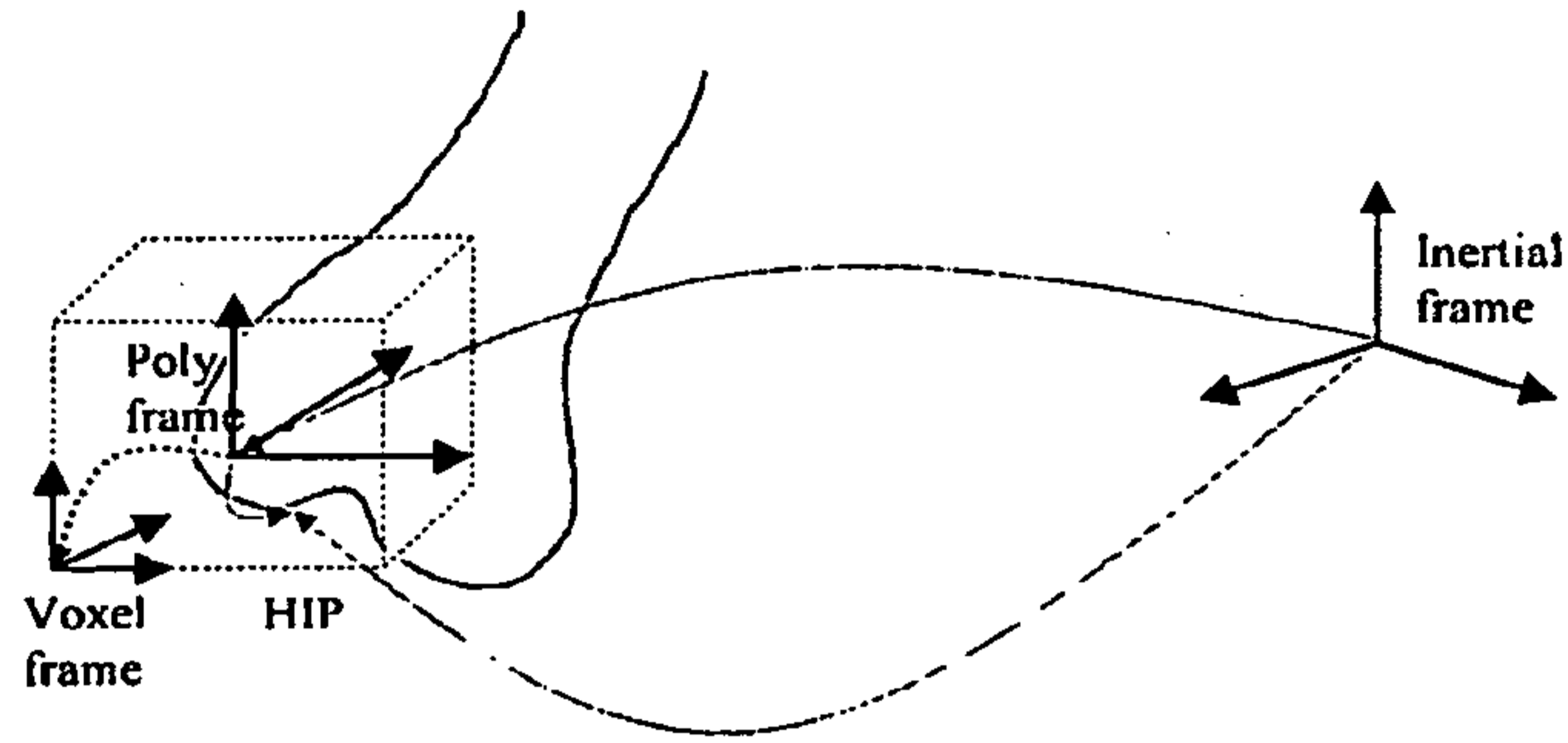


Fig 11

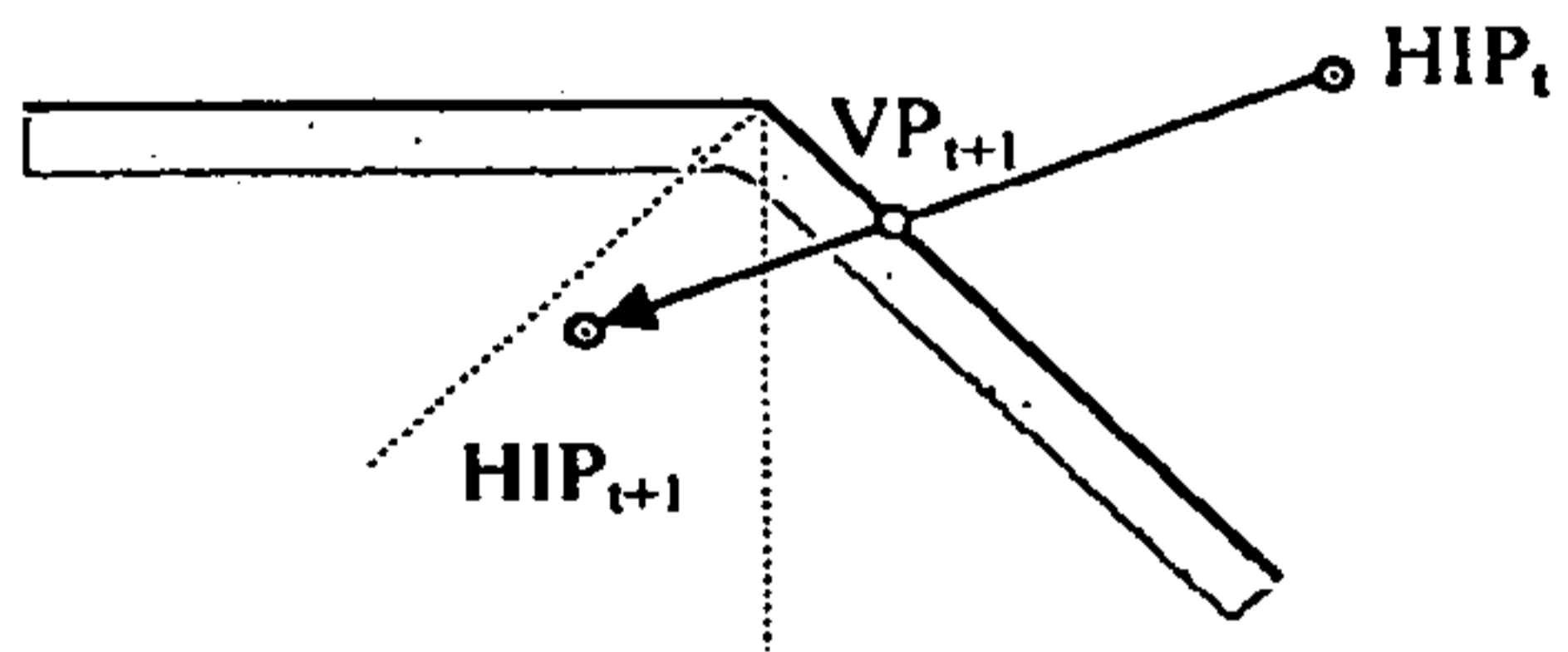


Fig 12

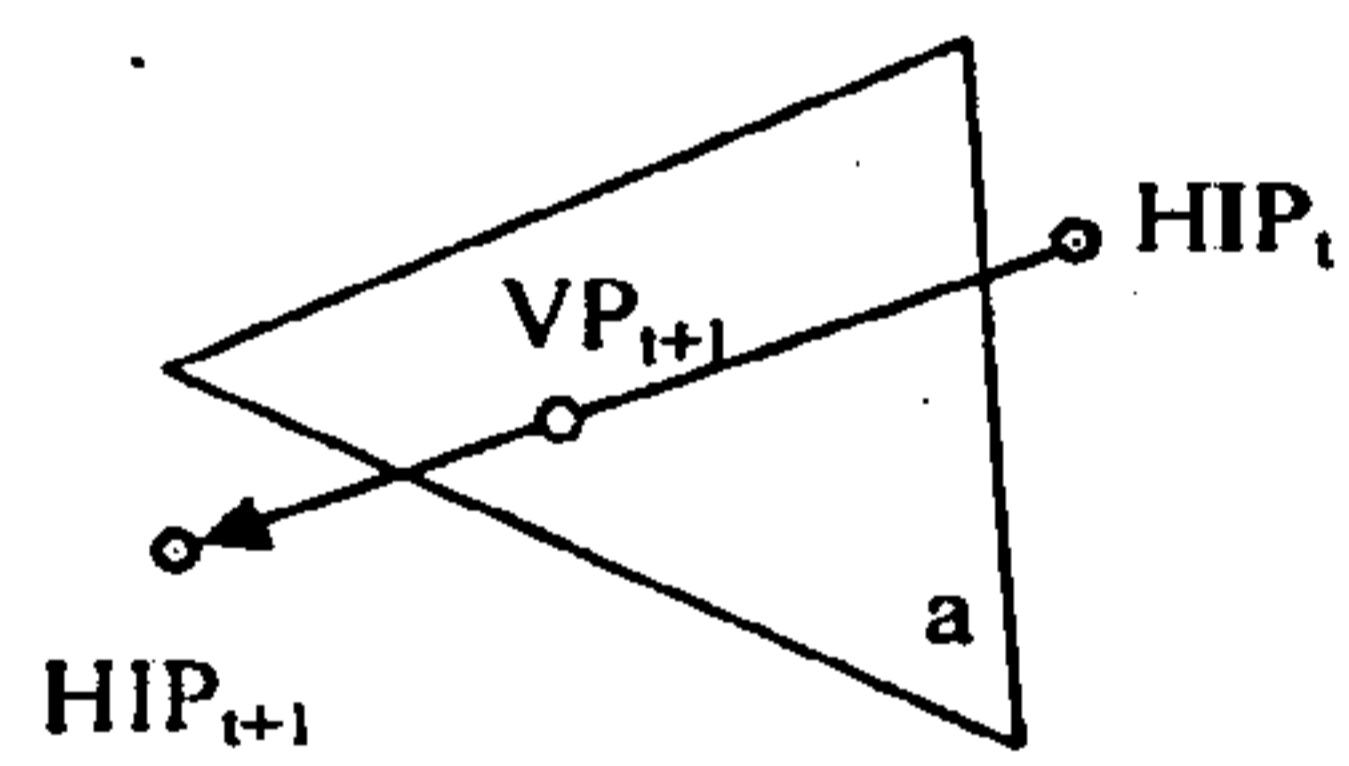


Fig 13

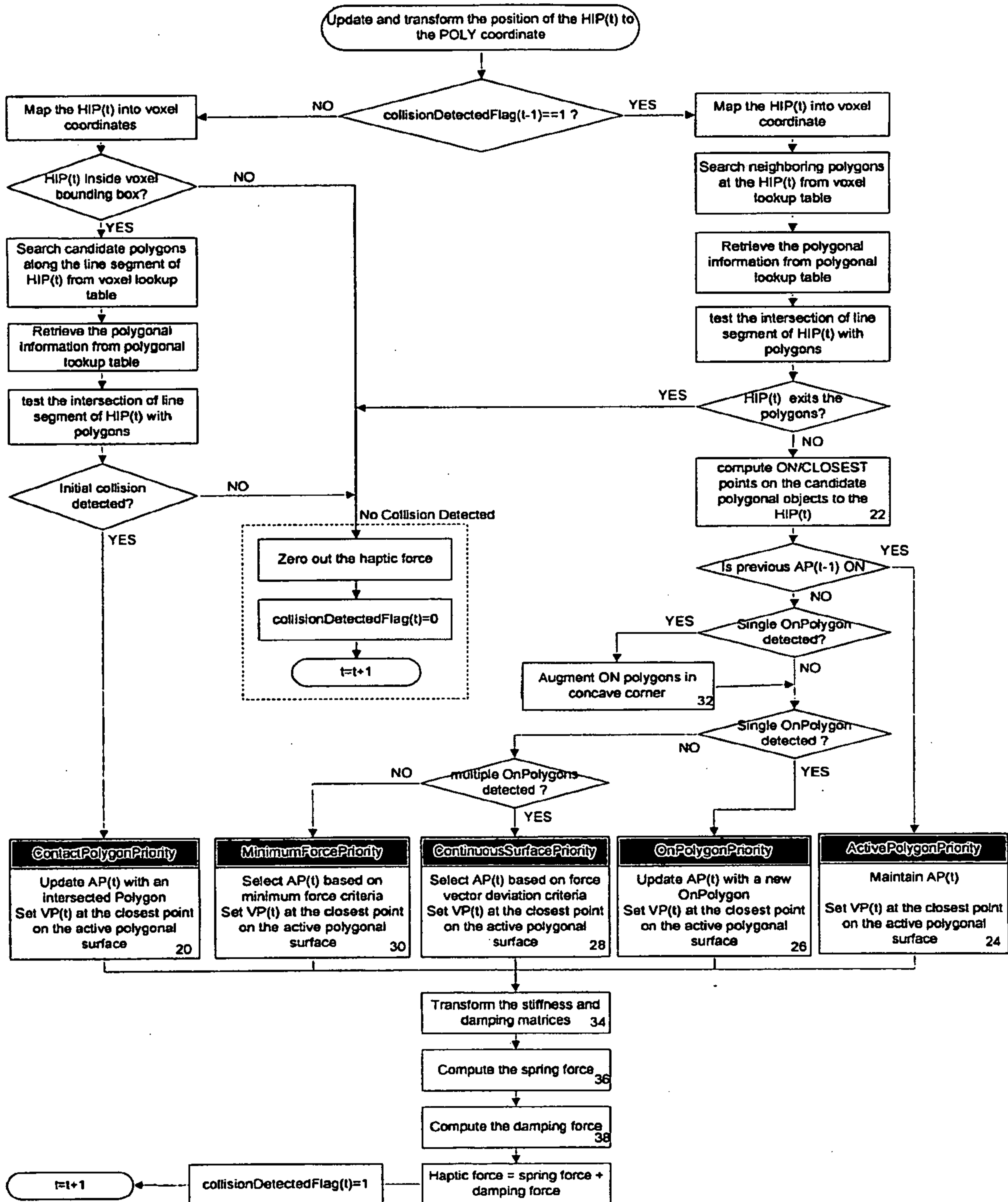


Fig 14

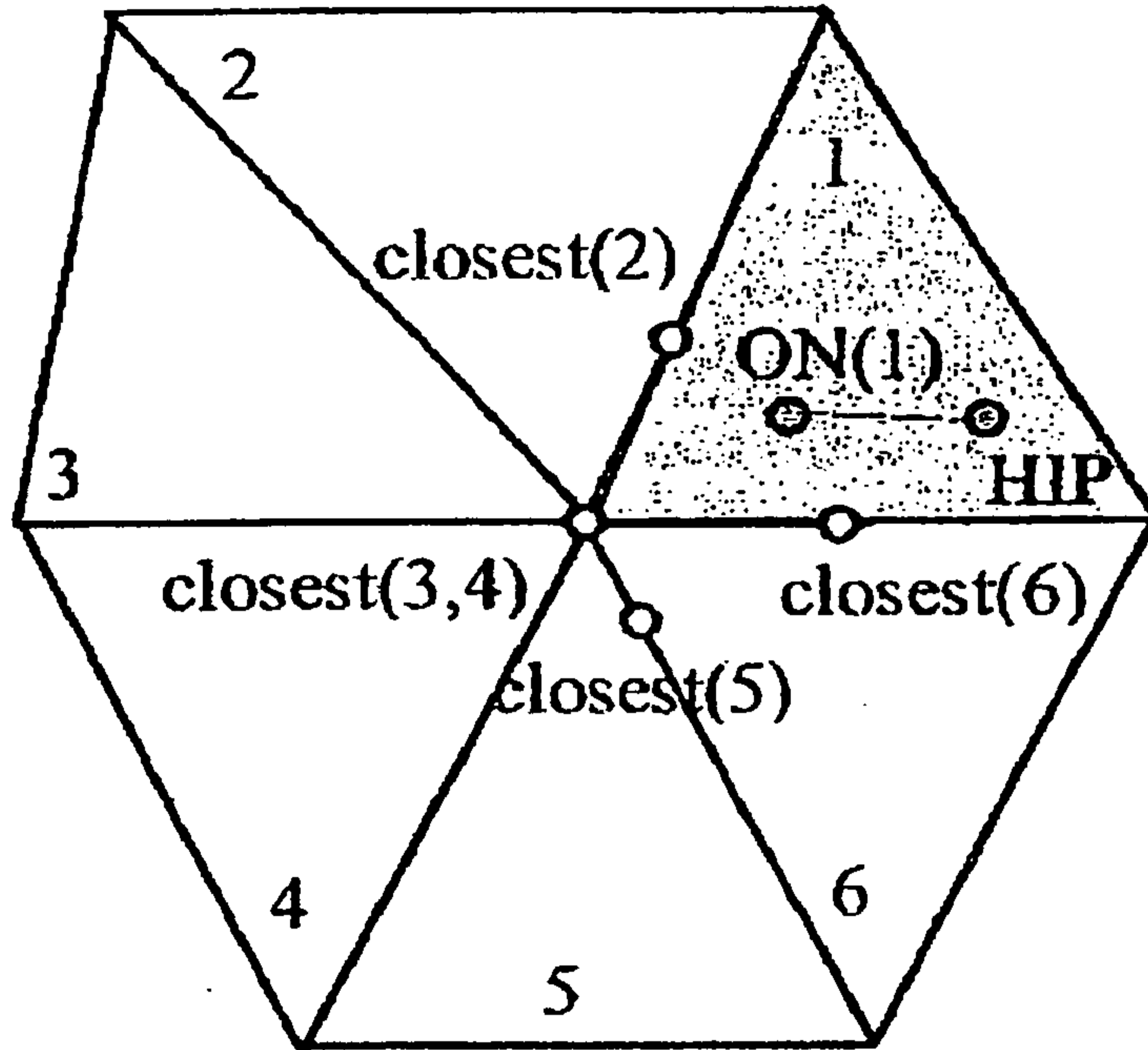


Fig. 15

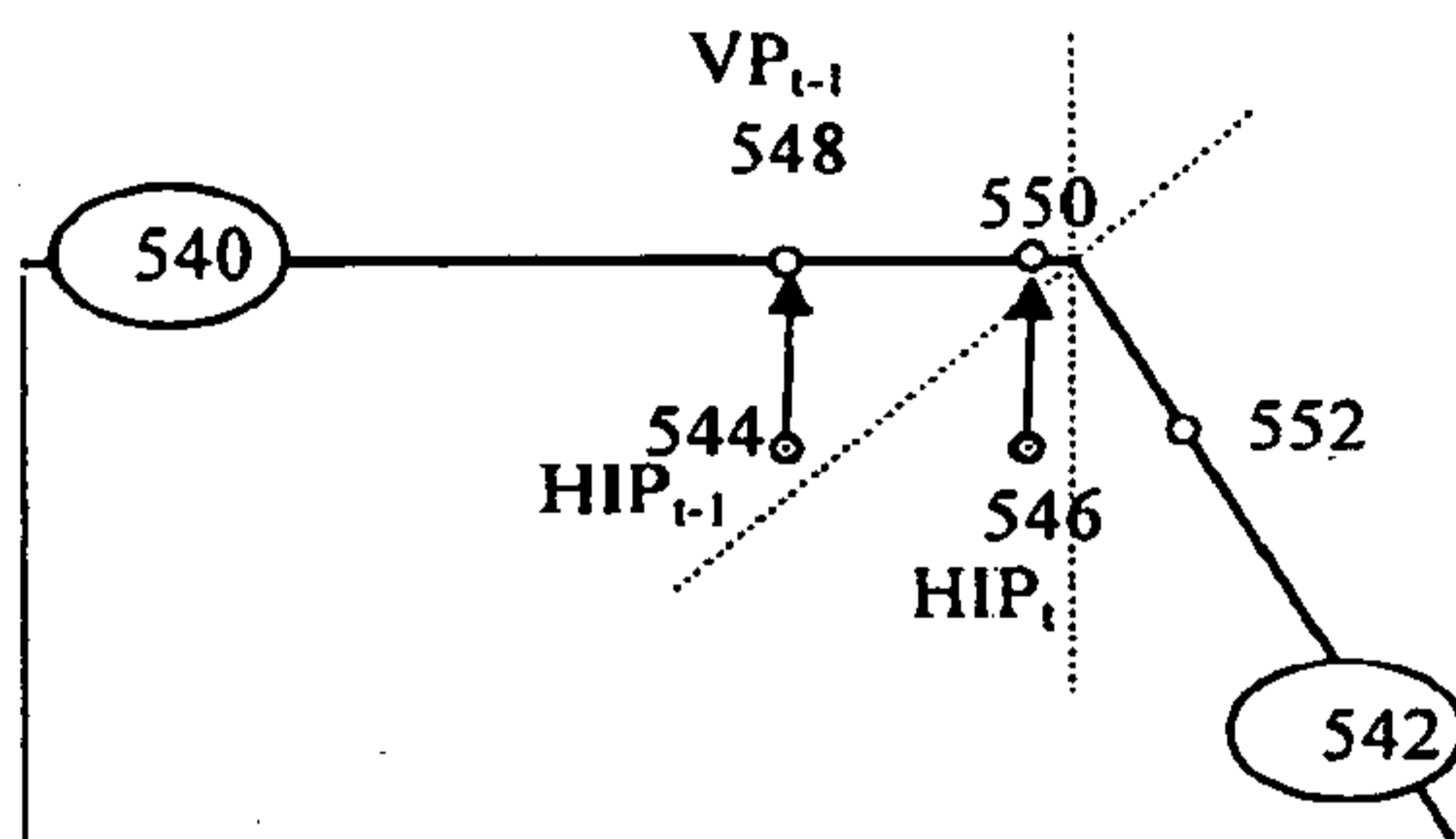


Fig 15a

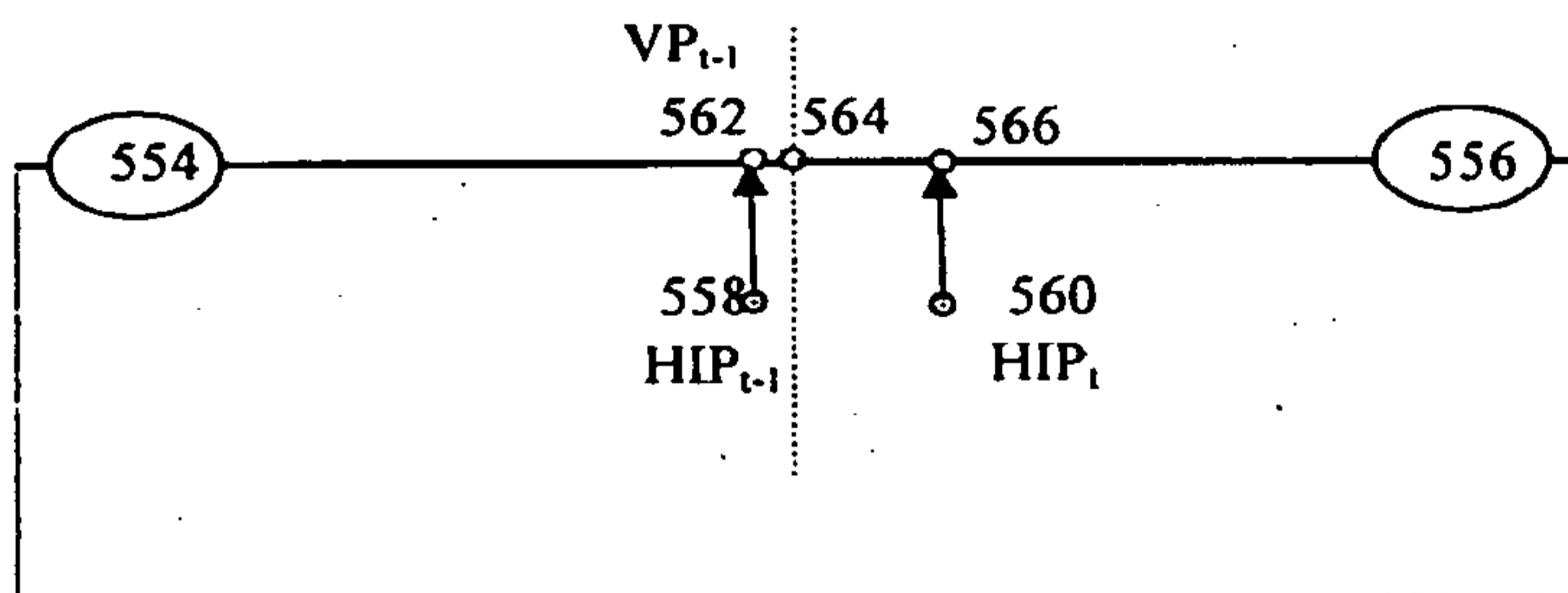


Fig 16

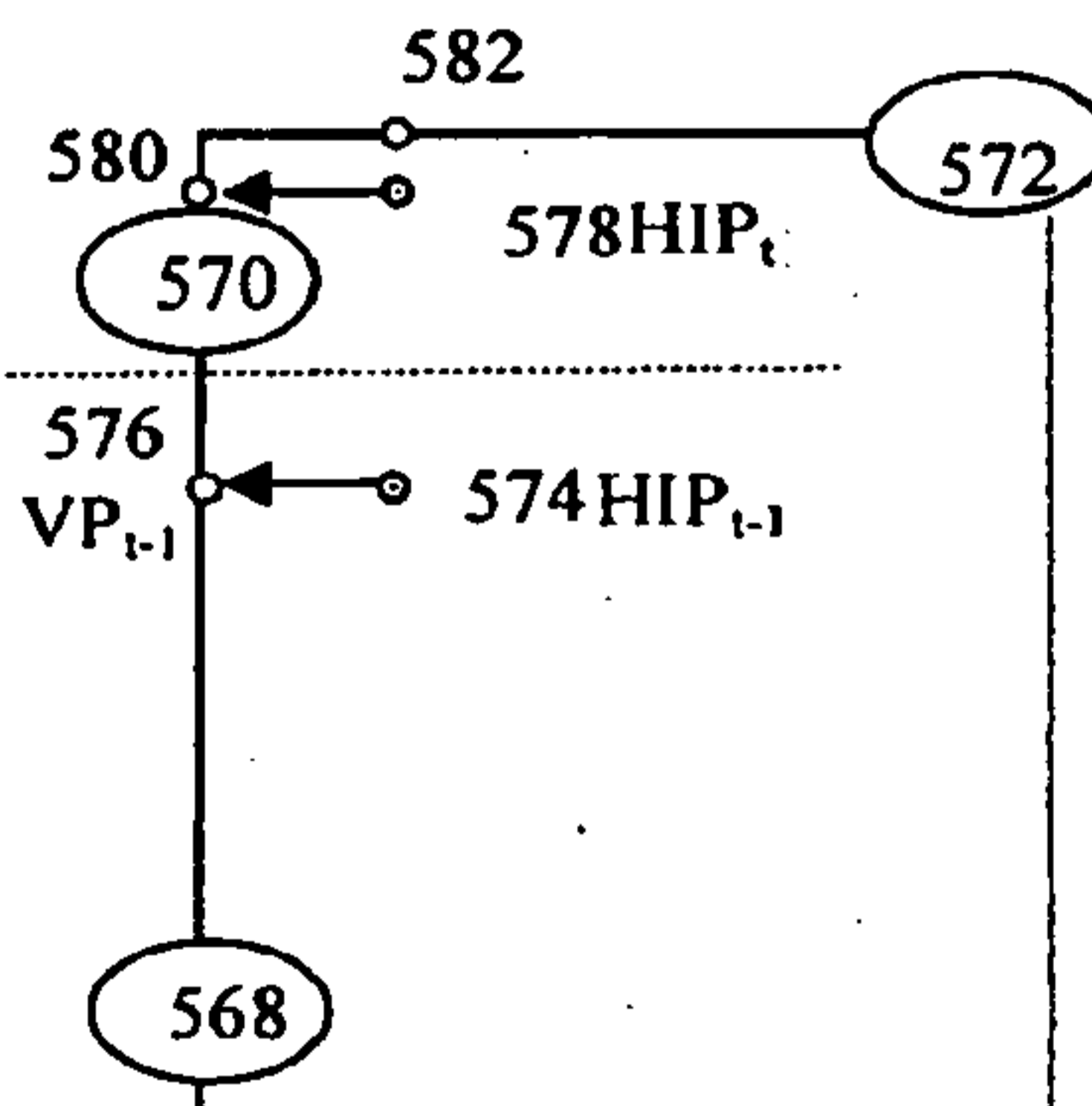


Fig 17

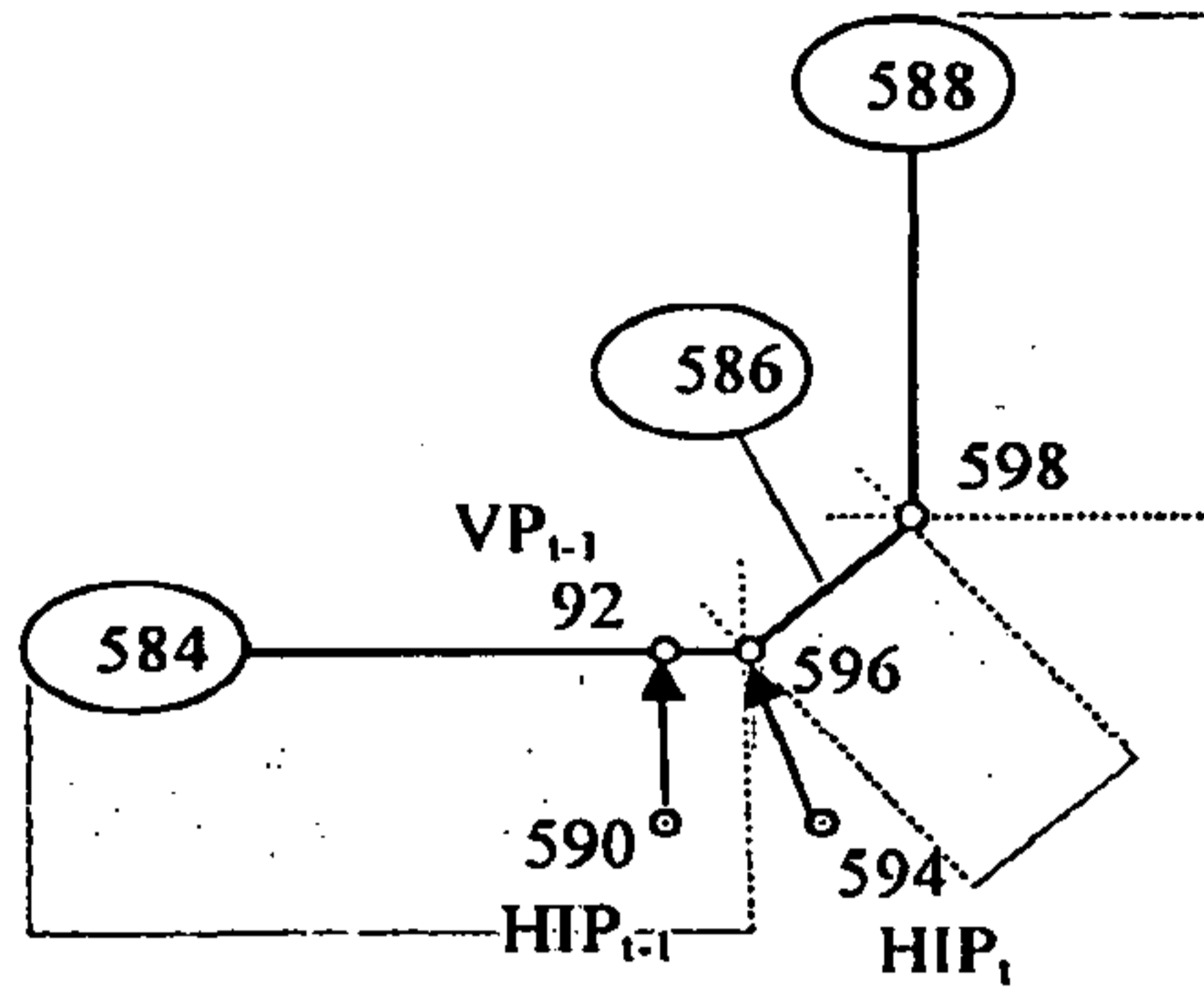


Fig 18

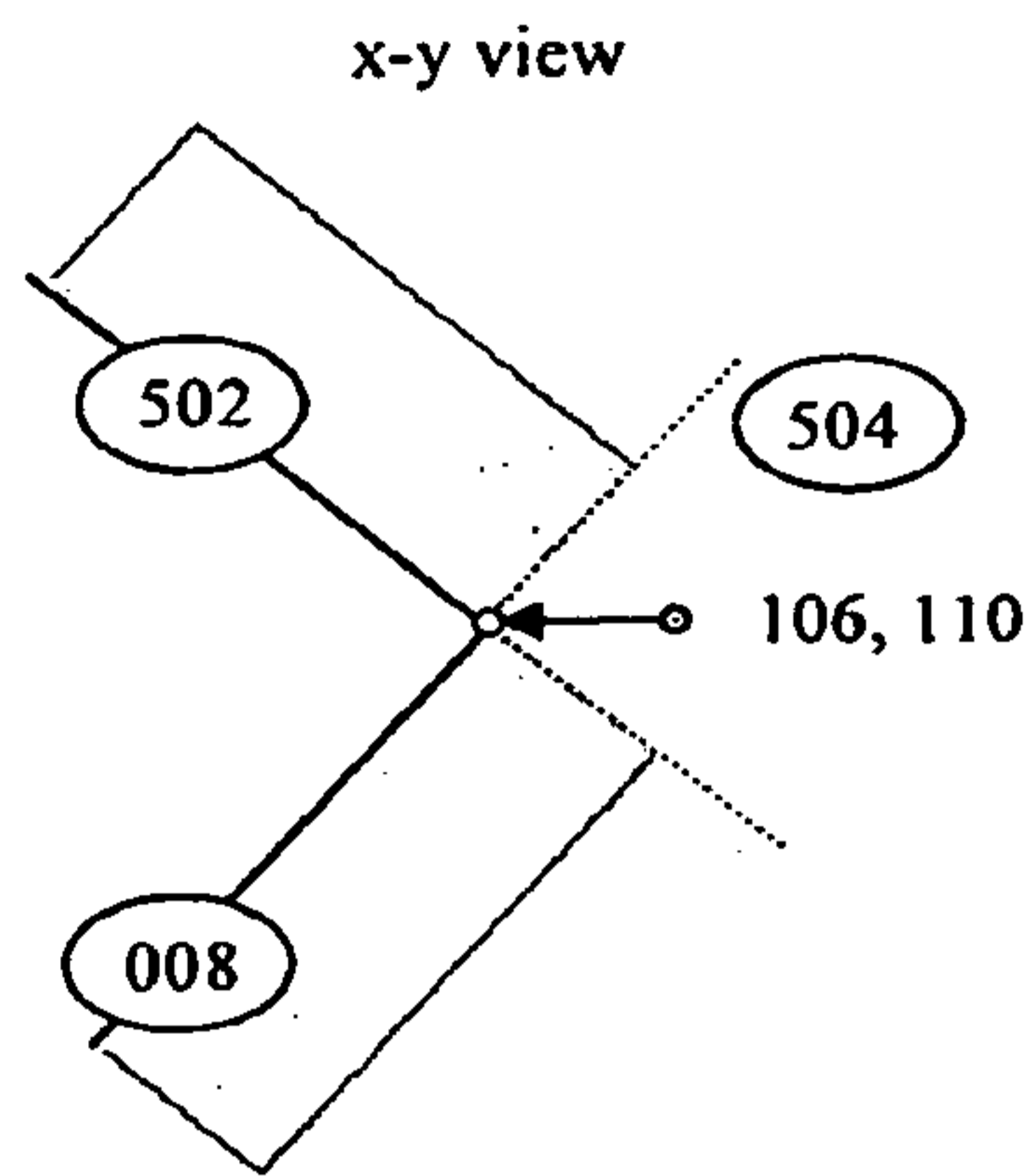


Fig 19

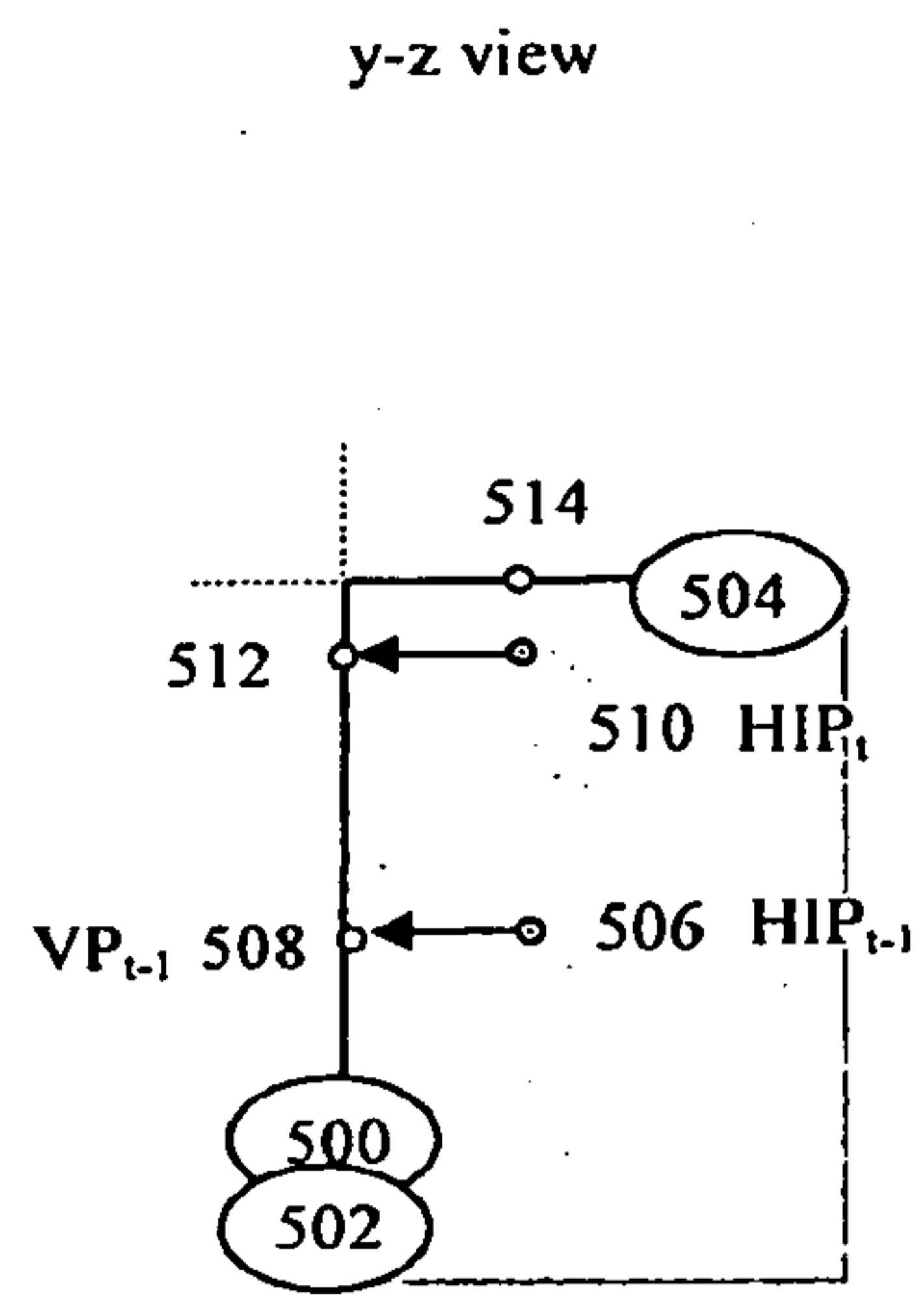


Fig. 20

