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**Rosenberg**

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(54) **PHYSICALLY REALISTIC COMPUTER  
SIMULATION OF MEDICAL PROCEDURES**

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(List continued on next page.)

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(US)

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(21) **Appl. No.:** **09/996,487**

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"3D Immersion Interface Tool," Immersion Probe™, 1993.  
"Immersion Probe-MDT", Immersion Human Interface  
Corporation.

(65) **Prior Publication Data**

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#### Related U.S. Application Data

*Primary Examiner*—Regina Liang

(63) Continuation of application No. 09/276,012, filed on Mar.  
25, 1999, now Pat. No. 6,323,837, which is a continuation  
of application No. 08/833,502, filed on Apr. 7, 1997, now  
Pat. No. 6,037,927, which is a continuation of application  
No. 08/275,120, filed on Jul. 14, 1994, now Pat. No.  
5,623,582.

(57) **ABSTRACT**

(51) **Int. Cl.<sup>7</sup>** ..... **G09G 5/00**  
(52) **U.S. Cl.** ..... **345/156; 345/701; 434/262**  
(58) **Field of Search** ..... **345/156, 161,**  
**345/700, 701, 702; 434/262, 267, 307 R,**  
**365**

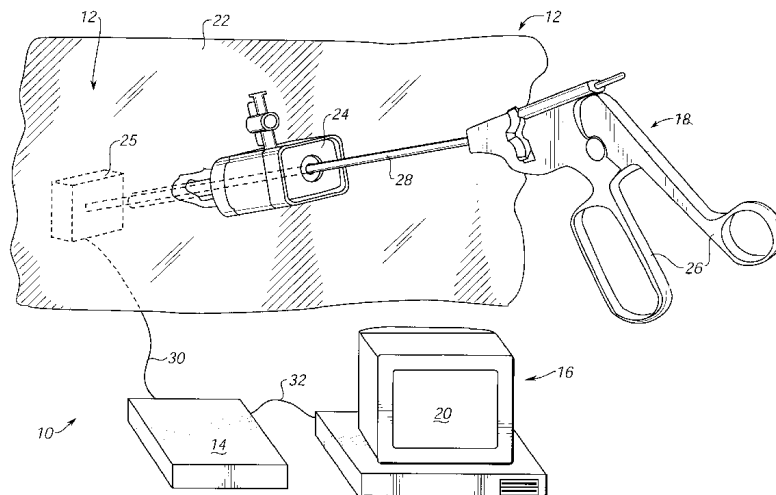
An apparatus for interfacing the movement of a shaft with a  
computer includes a support, a gimbal mechanism having  
two degrees of freedom, and three electromechanical trans-  
ducers. When a shaft is engaged with the gimbal mechanism,  
it can move with three degrees of freedom in a spherical  
coordinate space, where each degree of freedom is sensed by  
one of the three transducers. A fourth transducer can be used  
to sense rotation of the shaft around an axis. The method  
includes the steps of defining an origin in 3-dimensional  
space, physically constraining a shaft in the 3-dimensional  
space such that a portion of the shaft always intersects the  
origin and such that a portion of the shaft extending beyond  
the origin defines a radius in a spherical coordinate system,  
transducing a first electrical signal related to a first angular  
coordinate of the radius with a first transducer, transducing  
a second electrical signal related to a second angular coor-  
dinate with a second transducer, transducing a third electri-  
cal signal related to the length of the radius with a third  
transducer, and coupling the transducers to a computer.

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**32 Claims, 11 Drawing Sheets**



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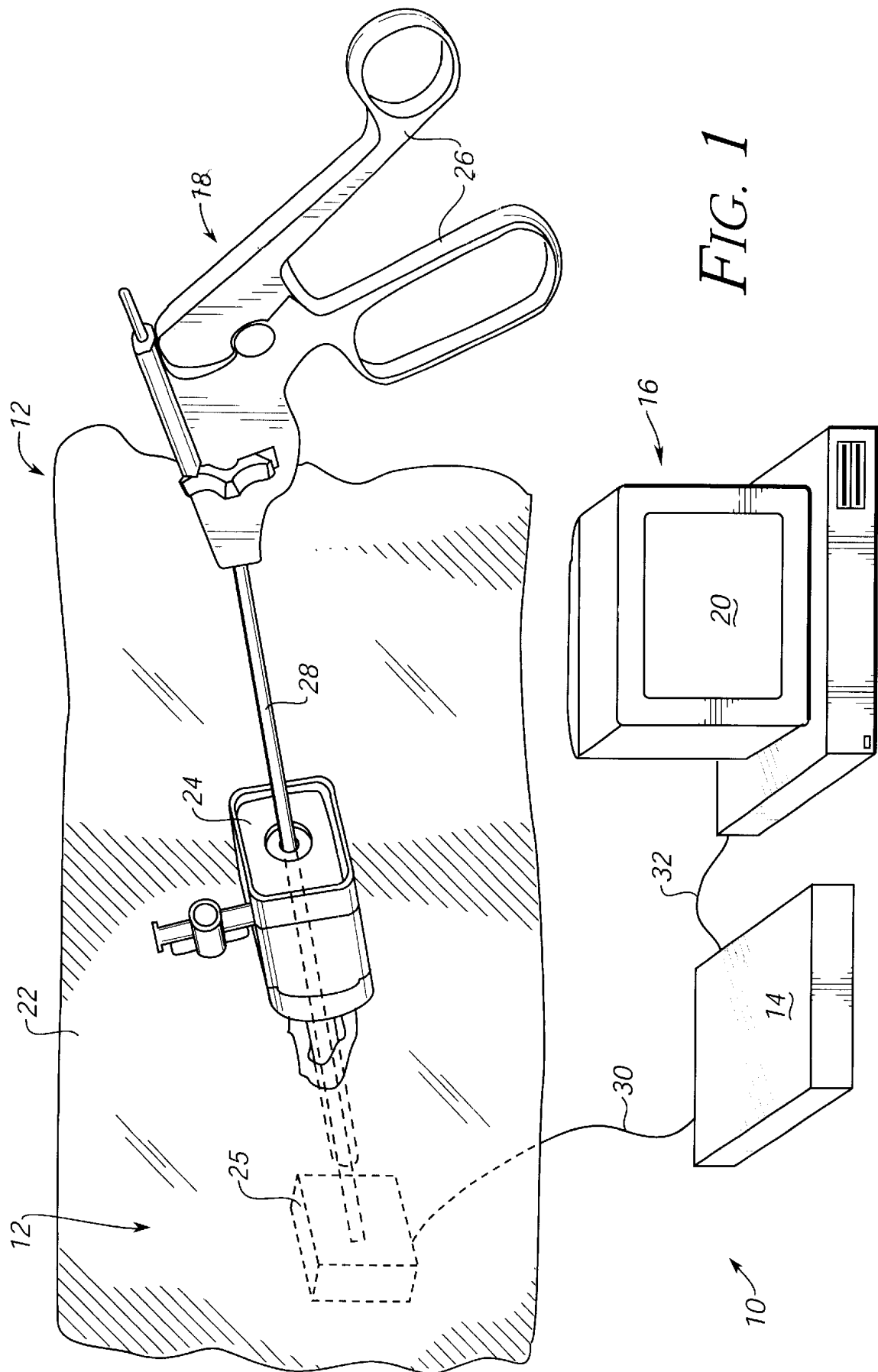
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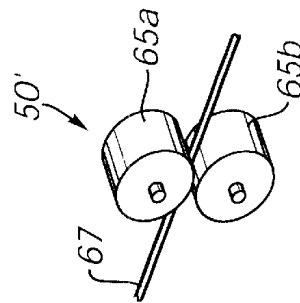
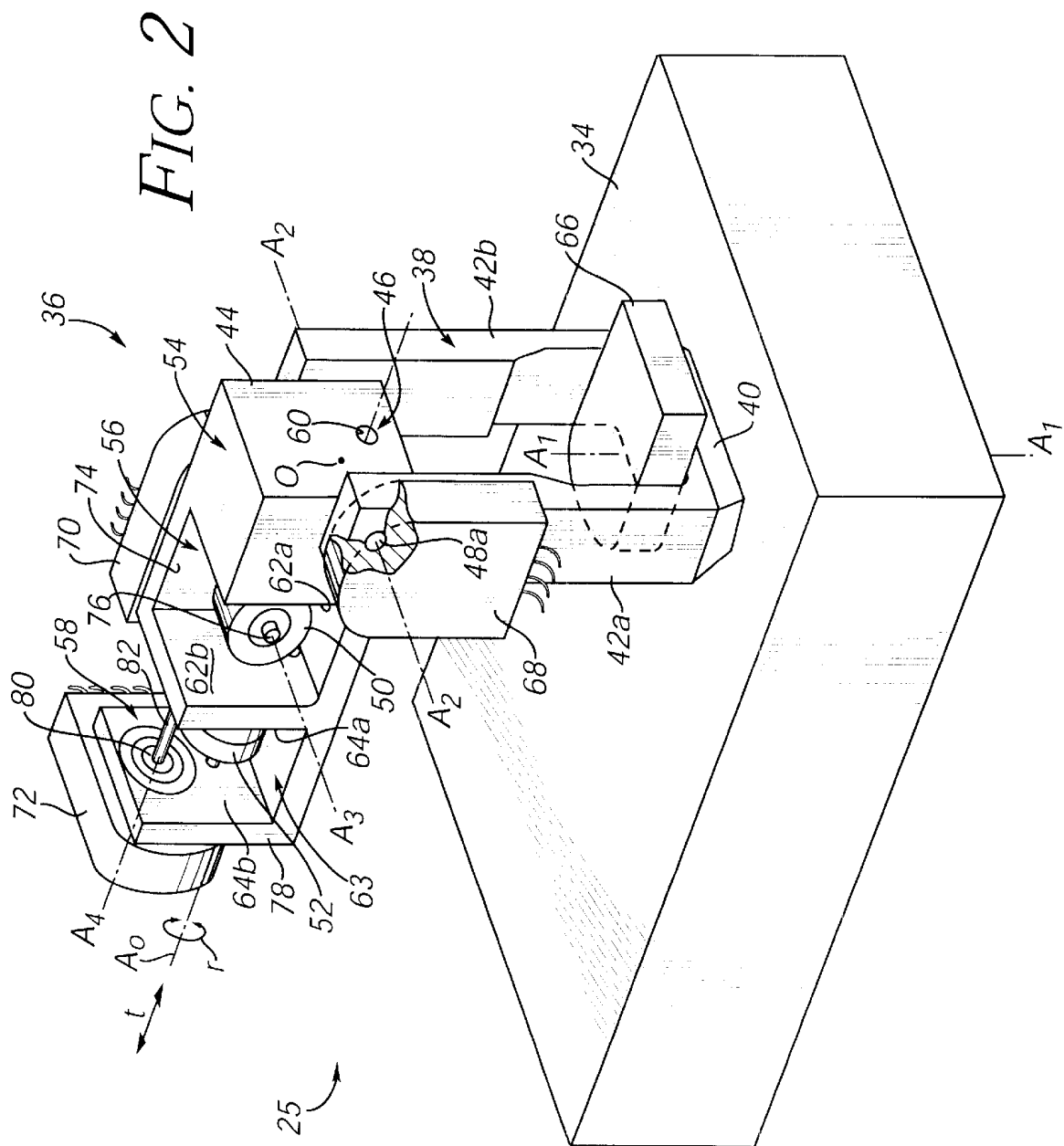
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**FIG. 2a**

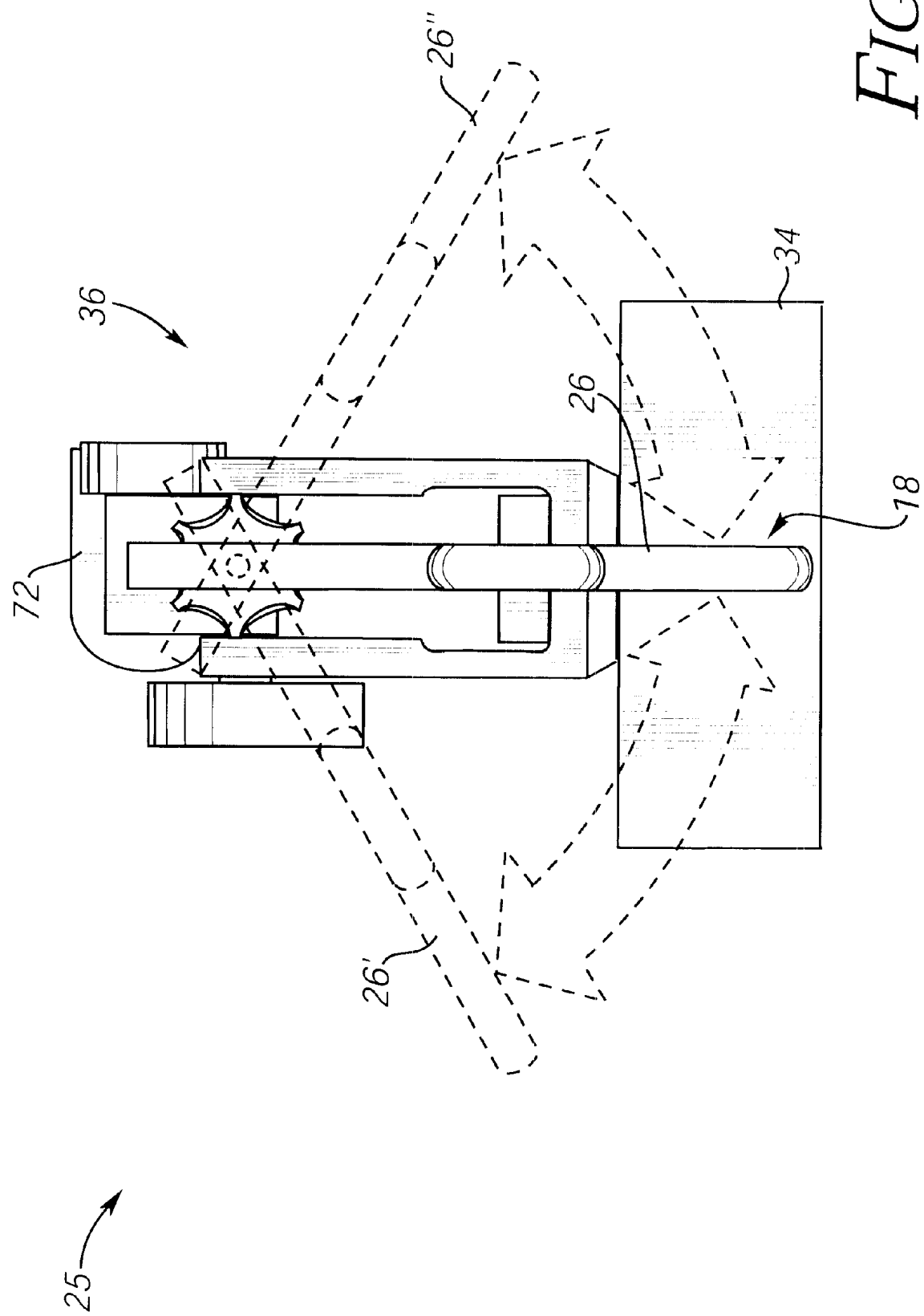
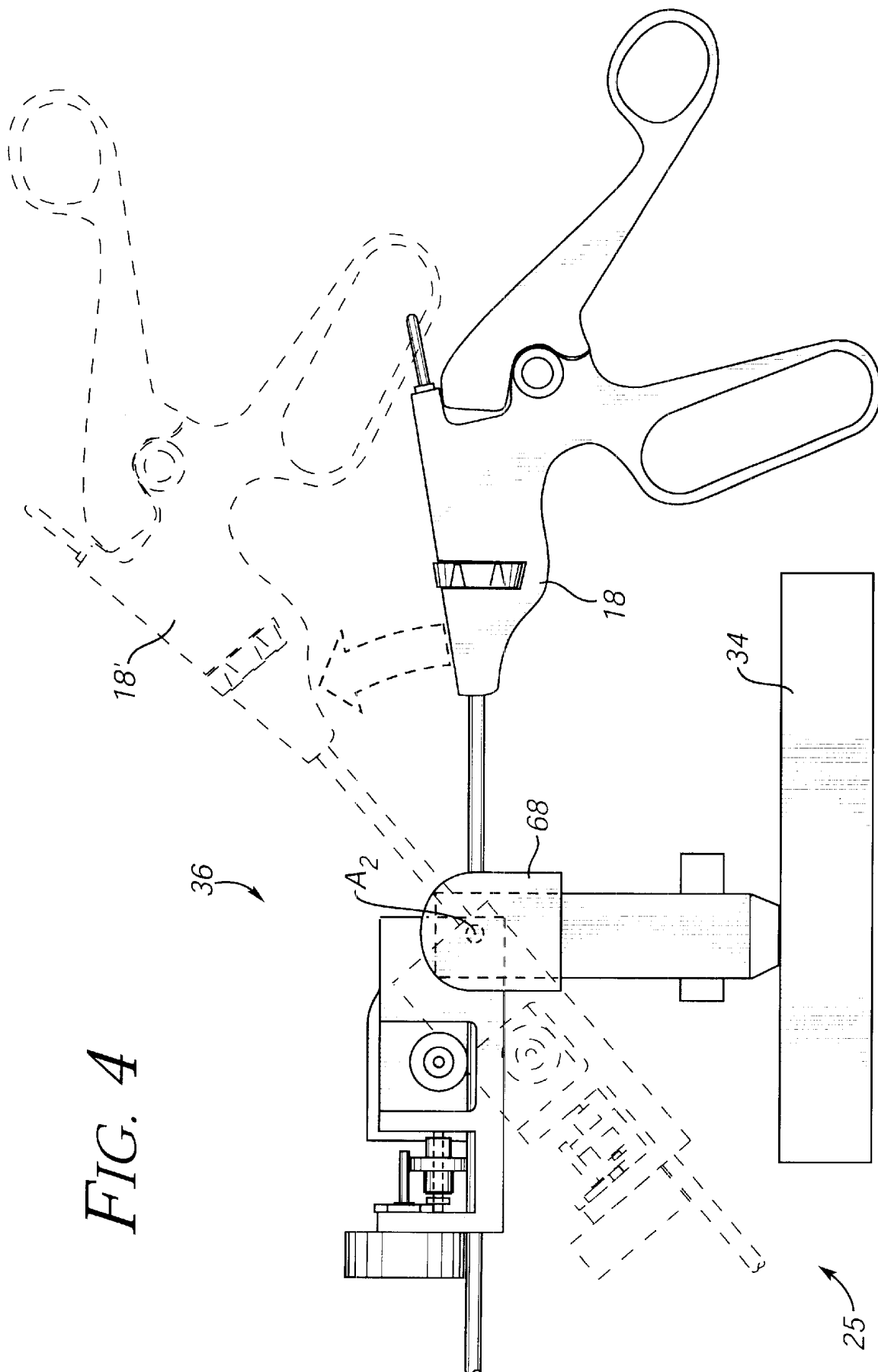
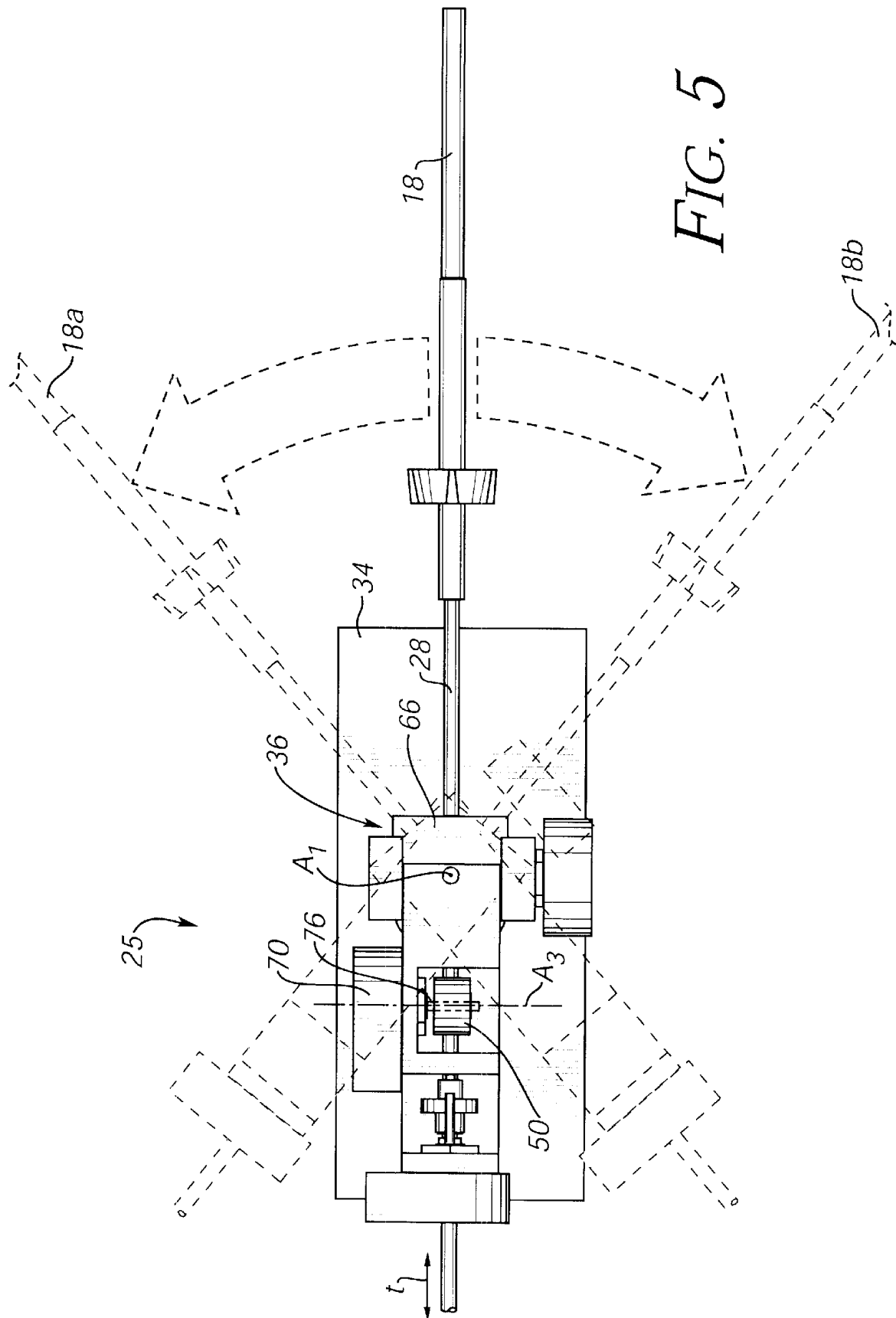


FIG. 3







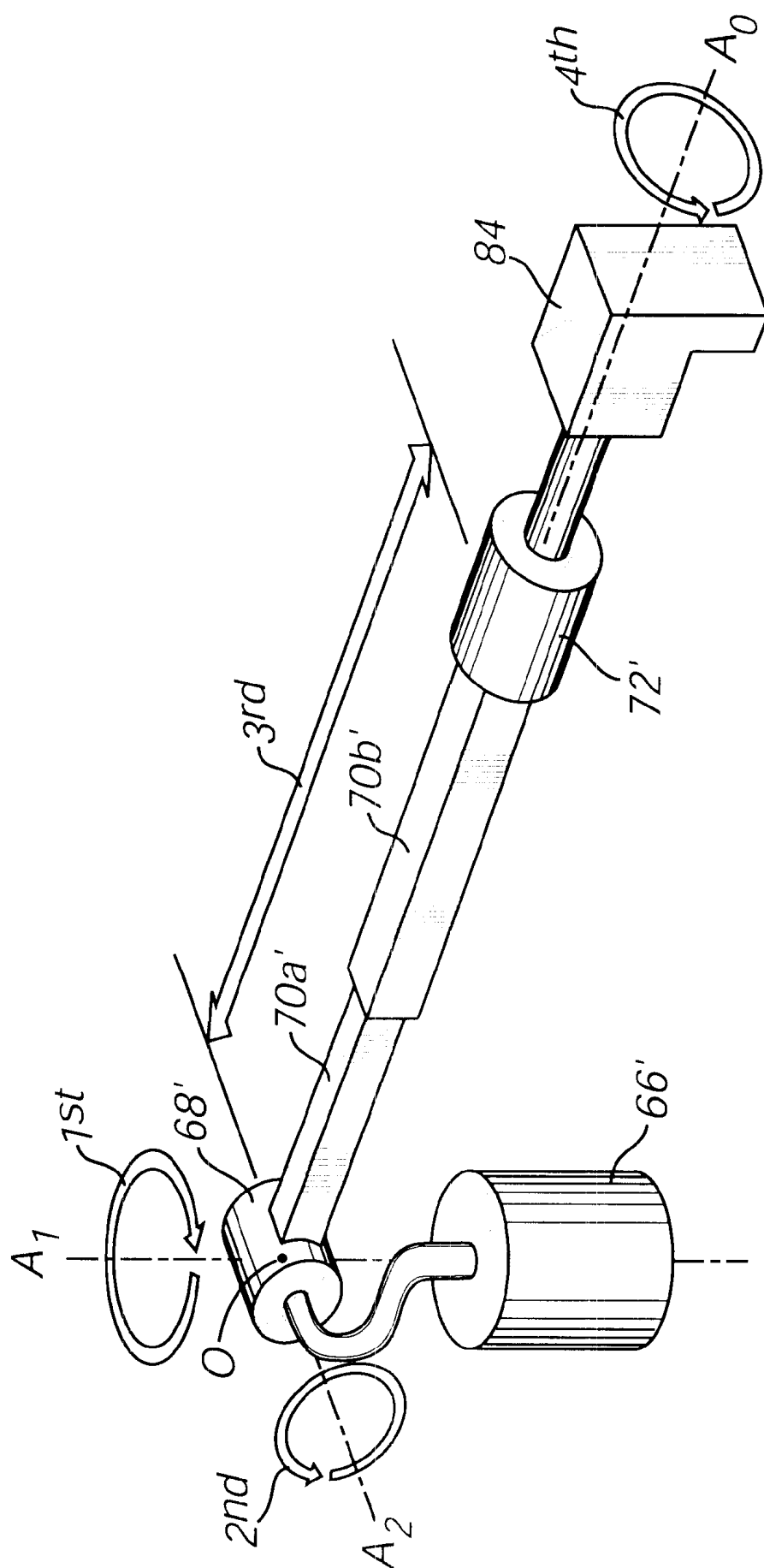


FIG. 6

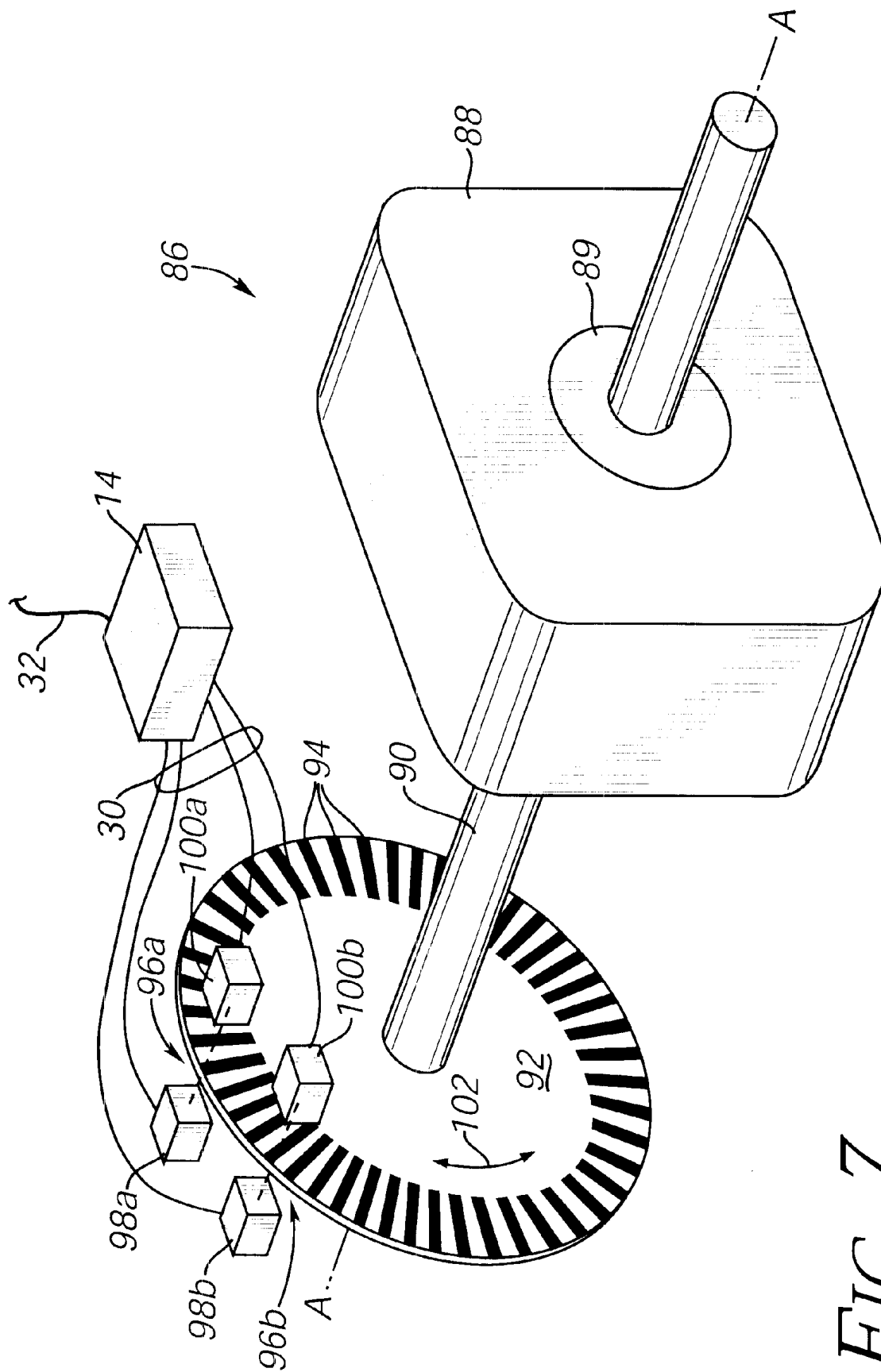
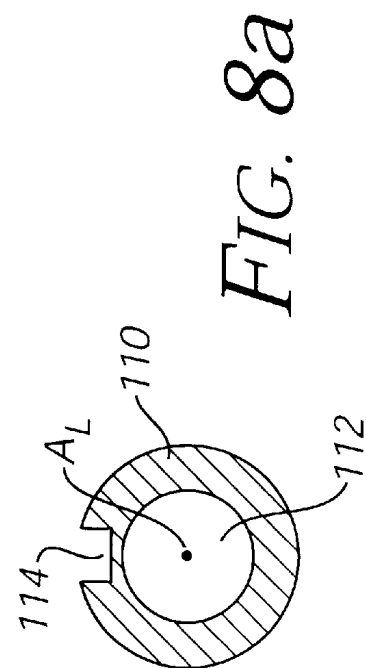
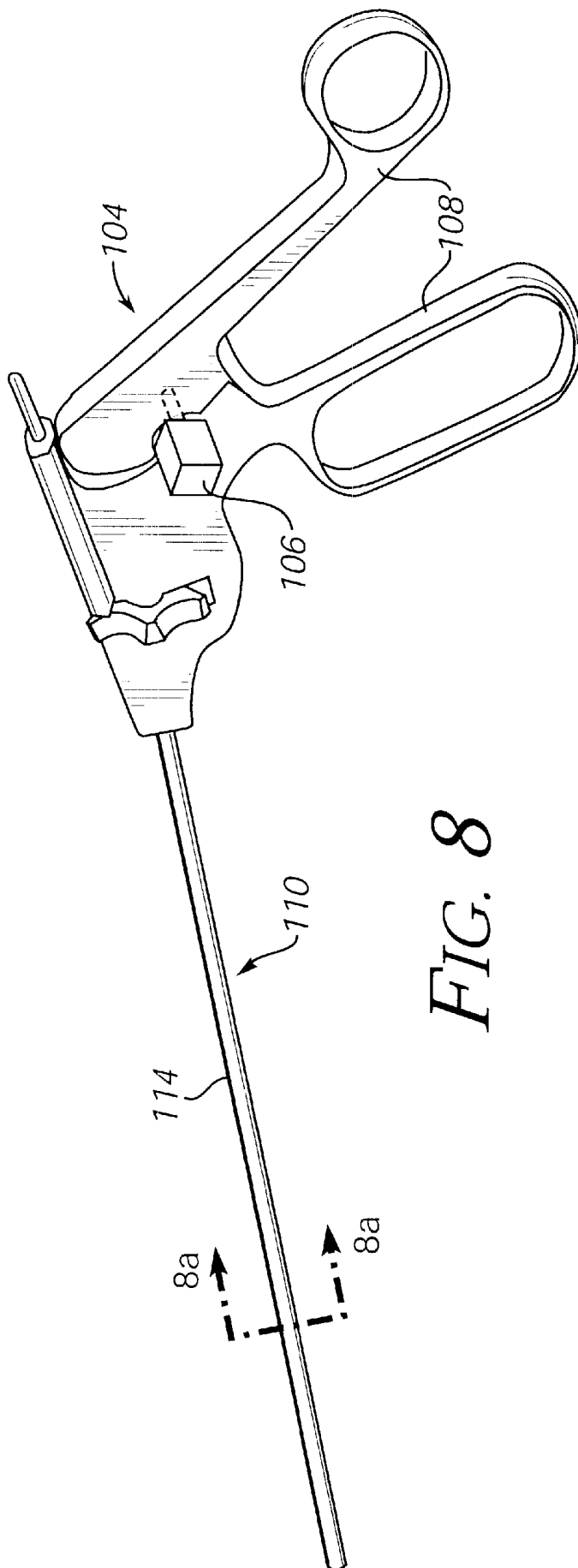


FIG. 7



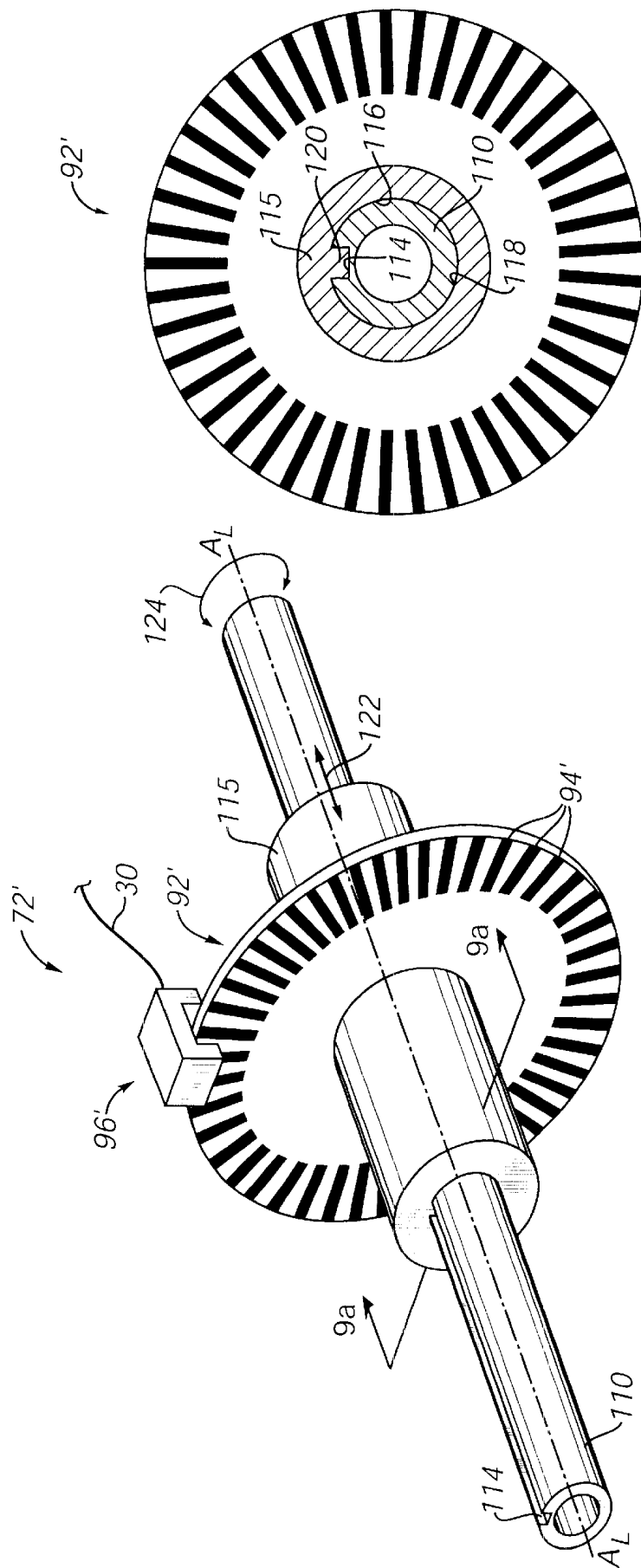


FIG. 9

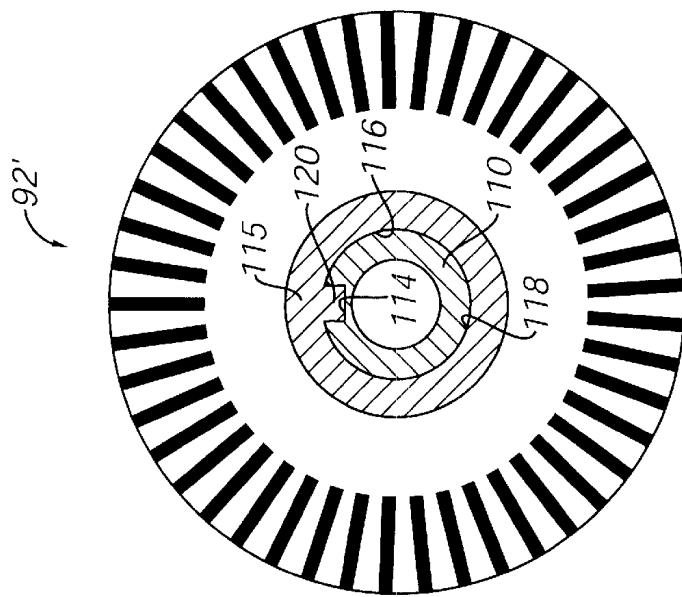


FIG. 9a

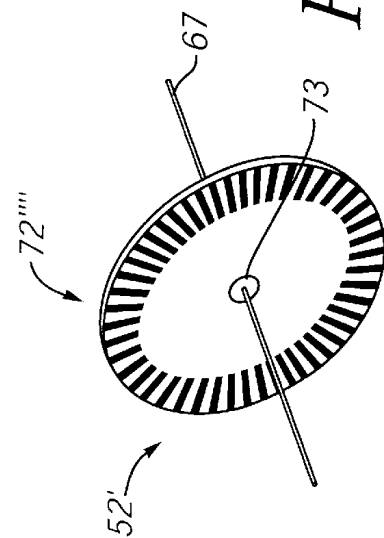


FIG. 9b

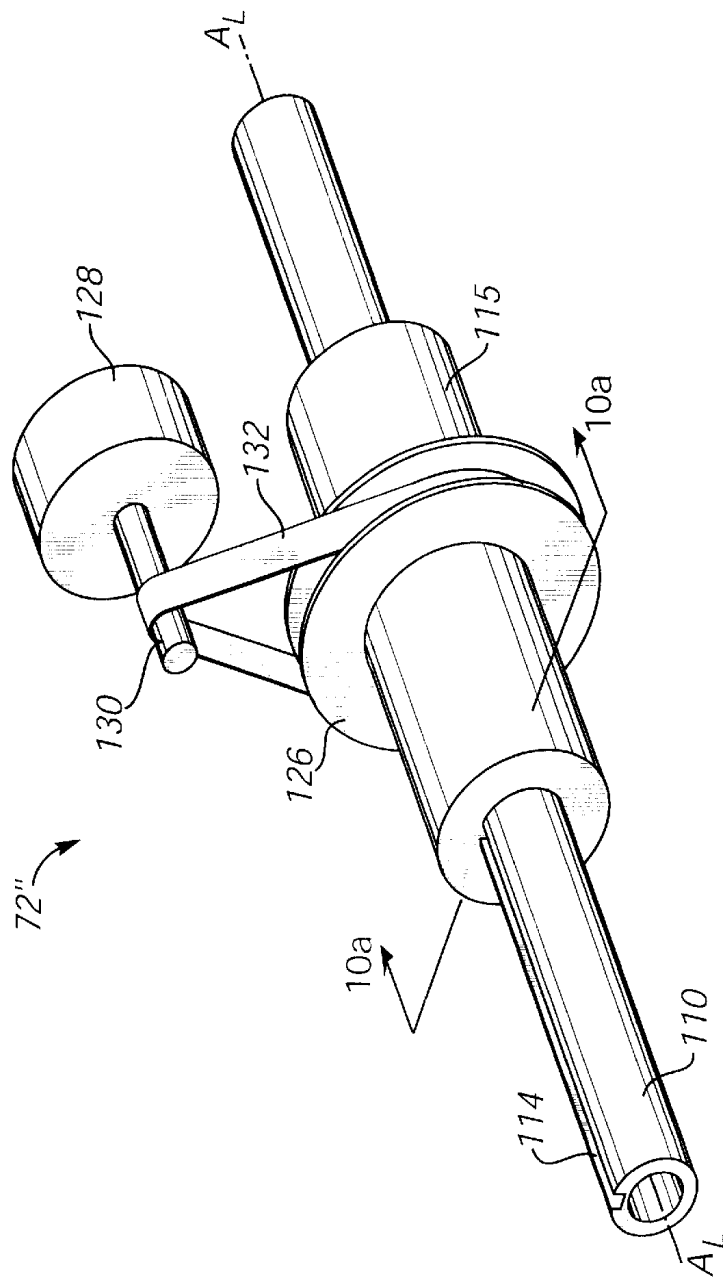


FIG. 10

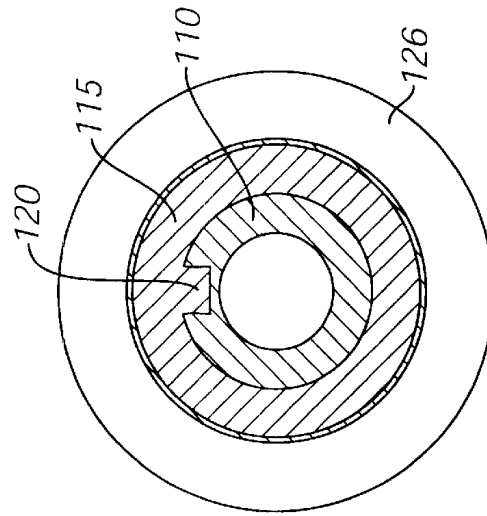


FIG. 10a

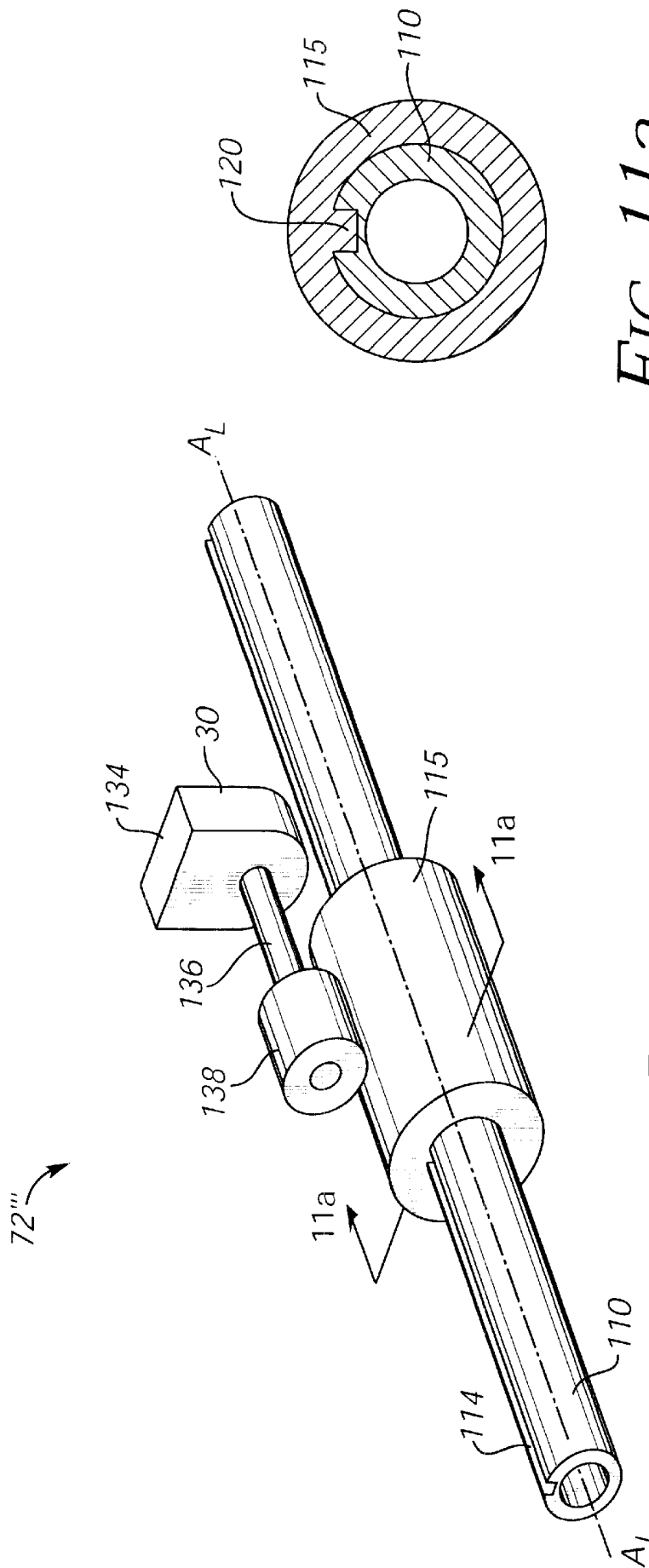


FIG. 11a

FIG. 11

## PHYSICALLY REALISTIC COMPUTER SIMULATION OF MEDICAL PROCEDURES

This application is a continuation of U.S. application Ser. No. 09/276,012, filed Mar. 25, 1999, now U.S. Pat. No. 6,323,837, which is a continuation of application Ser. No. 08/833,502, filed Apr. 7, 1997, now U.S. Pat. No. 6,037,927, which is a continuation of application Ser. No. 08/275,120, filed Jul. 14, 1994, now U.S. Pat. No. 5,623,582, all of which are incorporated herein by reference in their entireties.

### BACKGROUND OF THE INVENTION

This invention relates generally to human/computer interface devices, and more particularly to computer input devices such as mice, trackballs, etc.

Virtual reality computer systems provide users with the illusion that they are part of a "virtual" environment. A virtual reality system will typically include a personal computer or workstation, specialized virtual reality software, and virtual reality I/O devices such as head mounted displays, pointer gloves, 3D pointers, etc.

For example, a virtual reality computer system can allow a doctor-trainee or other human operator or user to "manipulate" a scalpel or probe within a computer-simulated "body", and thereby perform medical procedures on a virtual patient. In this instance, the I/O device is typically a 3D pointer, stylus, or the like. As the "scalpel" or "probe" moves within the body image displayed on the screen of the computer system, results of such movement are updated and displayed so that the operator can gain the experience of such a procedure without practicing on an actual human being or a cadaver.

For virtual reality systems to provide a realistic (and therefore effective) experience for the user, sensory feedback and manual interaction should be as natural as possible. As virtual reality systems become more powerful and as the number of potential applications increases, there is a growing need for specific human/computer interface devices which allow users to interface with computer simulations with tools that realistically emulate the activities being represented within the virtual simulation. Such procedures as laparoscopic surgery, catheter insertion, and epidural analgesia should be realistically simulated with suitable human/computer interface devices if the doctor is to be properly trained.

While the state of the art in virtual simulation and medical imaging provides a rich and realistic visual feedback, there is a great need for new human/computer interface tools which allow users to perform natural manual interactions with the computer simulation. For medical simulation, there is a strong need to provide doctors with a realistic mechanism for performing the manual activities associated with medical procedures while allowing a computer to accurately keep track of their actions.

There are number of devices that are commercially available for interfacing a human with a computer for virtual reality simulations. There are, for example, such 2-dimensional input devices such as mice, trackballs, and digitizing tablets. However, 2-dimensional input devices tend to be awkward and inadequate to the task of interfacing with 3-dimensional virtual reality simulations. In contrast, a 3-dimensional human/computer interface tool sold under the trademark Immersion PROBE™ is marketed by Immersion Human Interface Corporation of Palo Alto, Calif., and allows manual control in 3-dimensional virtual reality computer environments. A pen-like stylus allows for dexterous

3-dimensional manipulation, and the position and orientation of the stylus is communicated to a host computer. The Immersion PROBE has six degrees of freedom which convey spatial coordinates (x, y, z) and orientation (roll, pitch, yaw) of the stylus to the host computer.

While the Immersion PROBE is an excellent 3-dimensional interface tool, it may be inappropriate for certain virtual reality simulation applications. For example, in some of the aforementioned medical simulations three or four degrees of freedom of a 3-dimensional human/computer interface tool is sufficient and, often, more desirable than five or six degrees of freedom because it more accurately mimics the real-life constraints of the actual medical procedure. Therefore, a less complex, more compact, lighter weight, lower inertia and less expensive alternative to six degree of freedom human/computer interface tool is desirable for certain applications.

### SUMMARY OF THE INVENTION

The present invention provides a 3-dimensional human/computer interface tool which is particularly well adapted to virtual reality simulation systems that require fewer degrees of freedom, e.g. two, three, or four degrees of freedom. The present invention therefore tends to be less complex, more compact, lighter weight, less expensive, more reliable and have less inertia than 3-dimensional human/computer interface tools of the prior art having more degrees of freedom.

The present invention is directed to a method and apparatus for providing an interface between a human and a computer. The human end of the interface is preferably a substantially cylindrical object such as a shaft of a surgeon's tool, a catheter, a wire, etc. Alternatively, it can comprise a pool cue, a screw driver shaft, or any other elongated object that is manipulated in 3-dimensional space by a human operator. In certain embodiments of the present invention, the computer develops signals to provide force feedback to the object. For example, a twisting or resisting force can be imparted on the object to provide haptic or force feedback of a medical procedure being performed in a virtual reality simulation.

An apparatus for interfacing with a electrical system includes a support, a gimbal mechanism coupled to the support, and preferably three electromechanical transducers, although certain embodiments (e.g. for use with catheters) may require only two electromechanical transducers. The gimbal mechanism has a base portion which is rotatably coupled to the support to provide a first degree of freedom, and an object receiving portion rotatably coupled to the base portion to provide a second degree of freedom. A first electromechanical transducer is coupled between the support and the base portion, a second electromechanical transducer is coupled between the base portion and the object receiving portion, and a third electromechanical transducer is coupled between the object receiving portion and an intermediate portion of an elongated object that is at least partially disposed within the object receiving portion. The third electromechanical transducer is associated with a third degree of freedom. Therefore, each of the three transducers are associated with a degree of freedom of movement of the object when it is engaged with the object receiving portion of the gimbal mechanism.

More specifically, an apparatus for interfacing an operator manipulable shaft with a computer includes a support, a gimbal mechanism, and four sensors.

The gimbal mechanism preferably includes a U shaped base portion having a base and a pair of substantially parallel



legs extending therefrom, where the base of the U shaped base portion is rotatably coupled to the support, and a shaft receiving portion pivotally coupled between the legs of the base portion. The shaft receiving portion includes a translation interface and a rotation interface that engage the shaft when it is engaged with an aperture of the shaft receiving portion. The base portion rotates around a first axis and the shaft receiving portion rotates around a second axis substantially perpendicular to the first axis, such that an axis of the shaft defines a radius in a spherical coordinate system having an origin at an intersection of the first axis and the second axis. A first sensor is coupled between the support and the U shaped base portion to provide a first output signal, a second sensor is coupled between the U shaped base portion and the shaft receiving portion to produce a second output signal, a third sensor is coupled to the translation interface to produce a third output signal, and a fourth sensor is coupled between the rotation interface and the object to produce a fourth output signal. The output signals are preferably coupled to an input of a computer by an electronic interface.

In an alternative embodiment of the present invention a first actuator is coupled between the support and the U shaped base portion to produce a movement therebetween in response to a first input electrical signal, a second actuator is coupled between the U shaped base portion and the shaft receiving portion to produce a movement therebetween in response to a second input electrical signal, a third actuator is coupled to the translation interface to produce a mechanical movement of the elongated cylindrical object relative to the shaft receiving portion in response to a third input electrical signal, and a fourth actuator is coupled to the rotation interface to produce a mechanical movement of the elongated cylindrical object relative to the shaft receiving portion in response to a fourth input electrical signal.

A method for providing a human/computer interface includes the steps of: (a) defining an origin in a 3-dimensional space; (b) physically constraining a shaft that can be grasped by an operator such that a portion of the object always intersects the origin and such that the portion of the object extending past the origin defines a radius in a spherical coordinate system; (c) transducing a first electrical signal related to a first angular coordinate of the radius in the spherical coordinate system with a first transducer; (d) transducing a second electrical signal related to a second angular coordinate of the radius in the spherical coordinate system with a second transducer; (e) transducing a third electrical signal related to the length of the radius with a third transducer; and (f) electrically coupling the transducers to a computer system to provide a human/computer interface. The method can further include the step of transducing a fourth electrical signal related to a rotation of the shaft around an axis with a fourth transducer. The transducers are either sensors, actuators, or bidirectional transducers which can serve as either input or sensors.

It will therefore be appreciated that a human/computer interface of the present invention includes a support, a gimbal mechanism coupled to the support, and an elongated shaft engaged with the gimbal mechanism and having a grip area that can be grasped by a hand of an operator. The gimbal mechanism has a base portion rotatably coupled to the support, and a shaft receiving portion rotatably coupled to the base. A first sensor is coupled between the support and the base portion, a second sensor is coupled between the base portion and the shaft receiving portion, and a third sensor is coupled between the shaft receiving portion and an intermediate portion of the shaft. The three sensors are

coupled to an input of a computer to provide the human/computer interface. Preferably, the interface further includes a fourth sensor coupled between the shaft receiving portion and an intermediate portion of the shaft, where the third sensor is a translation sensor and the fourth sensor is a rotation sensor.

The advantage of the present invention is that a 3-dimensional human/computer interface tool is provided which has the three or four degrees of freedom available that are desirable for many virtual reality simulation applications. The mechanism of the present invention is relatively straight-forward allowing for low cost production and high reliability. Furthermore, since the human/computer interface tool of the present invention is constrained from movement along at certain degrees of freedom, it can more accurately simulate the use of tools and other elongated mechanical objects which are similarly constrained. Importantly, the present interface is of low inertia since the primary mass of the interface is located at the pivot point. This, along with the light weight of the interface, makes the interface less fatiguing to use.

In another embodiment of the present invention a human/computer interface tool is provided which is provided with only two degrees of freedom. This is particularly advantageous when the shaft is flexible, such as with very thin shafts, wires, catheters, and the like. With, for example, catheters, it is only necessary to provide two degrees of freedom (i.e. in-and-out, and rotation) and, therefore, sensors and/or actuators for the other degrees of freedom do not need to be provided.

These and other advantages of the present invention will become apparent to those skilled in the art upon a reading of the following descriptions of the invention and a study of the several Figures of the drawing.

#### BRIEF DESCRIPTION OF THE DRAWINGS

FIG. 1 is a perspective view of a virtual reality system which employs an apparatus of the present invention to interface a laparoscopic tool handle with a computer system;

FIG. 2 is a perspective view of an apparatus for mechanically interfacing an elongated mechanical object with an electrical system in accordance with the present invention;

FIG. 2a is a perspective view of an alternative translation interface used for wires, catheters, and the like;

FIG. 3 is front elevation view of the apparatus of FIG. 2 illustrating a laparoscopic tool engaged with an object receiving portion of the present invention;

FIG. 4 is a side elevation similarly showing a laparoscopic tool engaged with the object receiving portion of the present invention;

FIG. 5 is a top plan view also illustrating the engagement of a laparoscopic tool with the object receiving portion of the present invention;

FIG. 6 is a pictorial view illustrating the four degrees of freedom enjoyed with the mechanism of the present invention;

FIG. 7 illustrates a first embodiment of an input sensor;

FIG. 8 illustrates a modified laparoscopic tool handle for the use of the present invention;

FIG. 8a is a cross-section taken along line 8a—8a of FIG. 8;

FIG. 9 is a perspective view of a sensor in accordance with the present invention;

FIG. 9a is a sectional view taken along line 9a—9a of FIG. 9;

FIG. 9b is a perspective view of an alternative sensing wheel used for wires, catheters, and the like;

FIG. 10 is a perspective view of an alternative sensor mechanism of the present invention;

FIG. 10a is a cross sectional view taken along line 10a—10a of FIG. 10;

FIG. 11 is a perspective view of another alternative sensor of the present invention; and

FIG. 11a is a sectional view taken along line 11a—11a of FIG. 9;

#### DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENTS

In FIG. 1, a virtual reality system 10 includes a human/computer interface apparatus 12, an electronic interface 14, and a computer 16. The illustrated virtual reality system 10 is directed to a virtual reality simulation of a laparoscopic surgery procedure. The software of the simulation is not a part of this invention and thus will not be discussed in any detail. However, such software is commercially available as, for example, Teleos™ from High Techsplanations of Rockville, Md. Suitable software drivers which interface such simulation software with computer input/output (I/O) devices are available from Immersion Human Interface Corporation of Palo Alto, Calif.

A laparoscopic tool 18 used in conjunction with the present invention is manipulated by an operator and virtual reality images are displayed on a screen of the digital processing system in response to such manipulations. Preferably, the digital processing system is a personal computer or workstation, such as an IBM-PC AT or Macintosh personal computer, or a SUN or Silicon Graphics workstation. Most commonly, the digital processing system is a personal computer which operates under the MS-DOS operating system in conformance with an IBM PC AT standard.

The human/interface apparatus 12 as illustrated herein is used to simulate a laparoscopic medical procedure. In addition to a standard laparoscopic tool 18, the human/interface apparatus 12 includes a barrier 22 and a standard laparoscopic trocar 24. The barrier 22 is used to represent portion of the skin covering the body of a patient. Trocar 24 is inserted into the body of the patient to provide an entry and removal point from the body of the patient for the laparoscopic tool 18, and to allow the manipulation of the laparoscopic tool 18 within the body of the patient while minimizing tissue damage. Laparoscopic tools 18 and trocars 24 are commercially available from sources such as U.S. Surgical of Connecticut. Preferably, the laparoscopic tool 18 is modified such that the end of the tool (such as any cutting edges) are removed, leaving only the handle and the shaft. The end of the laparoscopic tool 18 is not required for the virtual reality simulation, and is removed to prevent any potential damage to persons or property. A gimbal apparatus 25 is shown within the "body" of the patient in phantom lines.

The laparoscopic tool 18 includes a handle or "grip" portion 26 and a shaft portion 28. The shaft portion is an elongated mechanical object and, in particular, is an elongated cylindrical object. The present invention is concerned with tracking the movement of the shaft portion 28 in three-dimensional space, where the movement has been constrained such that the shaft portion 28 has only three or four free degrees of motion. This is a good simulation of the real use of a laparoscopic tool 18 in that once it is inserted into a trocar 24 and through the gimbal apparatus 25, it is limited to about four degrees of freedom. More particularly,

the shaft 28 is constrained at some point of along its length such that it can move with four degrees of freedom within the patient's body.

While the present invention will be discussed with reference to the shaft portion 28 of laparoscopic tool 18, it will be appreciated that a great number of other types of objects can be used with the method and apparatus of the present invention. In fact, the present invention can be used with any elongated mechanical object where it is desirable to provide a human/computer interface with three or four degrees of freedom. Such objects may include catheters, hypodermic needles, wires, fiber optic bundles, screw drivers, pool cues, etc. Furthermore, although the described preferred embodiment of the present invention contemplates the use of an elongated cylindrical mechanical object, other embodiments of the present invention provide a similar human/computer interface for an elongated mechanical objects which are not cylindrical in shape.

The electronic interface 14 is a part of the human/computer interface apparatus 12 and coupled the apparatus 12 to the computer 16. An electronic interface 14 that is particularly well adopted for the present is described in U.S. patent application Ser. No. 08/092,974, filed Jul. 16, 1993, now U.S. Pat. No. 5,576,727, assigned to the assignee of the present invention and incorporated herein by reference in its entirety. The electronic interface described therein was designed for the Immersion PROBE™ 3-D mechanical mouse and has six channels corresponding to the six degrees of freedom of the Immersion PROBE. However, in the context of the present invention, the electronic interface 14 requires the use of only four of the six channels, since the present invention is preferably constrained to no more than four degrees of freedom.

The electronic interface 14 is coupled to a gimbal apparatus 25 of the apparatus 12 by a cable 30 and is coupled to the computer 16 by a cable 32. In some embodiments of the present invention, interface 14 serves solely as an input device for the computer 16. In other embodiments of the present invention, interface 14 serves solely as an output device for the computer 16. In yet other embodiments of the present invention, the interface 14 serves as an input/output (I/O) device for the computer 16.

In the perspective view of FIG. 2, the gimbal apparatus 25 of the present invention is illustrated in some detail. The gimbal apparatus 25 includes a support 34 and a gimbal mechanism 36 rotatably coupled to the support. The gimbal mechanism 36 preferably includes a U shaped base portion 38 including a base 40 and a pair of substantially parallel legs 42a and 42b extending upwardly therefrom. As used herein, "substantially parallel" will mean that two objects or axis are exactly or almost parallel, i.e. are at least within five or ten degrees of parallel, and are preferably within less than one degree of parallel. Similarly, the term "substantially perpendicular" will mean that two objects or axis are exactly or almost perpendicular, i.e. at least within five degrees or ten degrees of perpendicular, or more preferably within less than one degree of perpendicular.

The gimbal mechanism 36 also includes an elongated object (shaft) receiving portion 44 provided with an aperture 46 which extends entirely through the object receiving portion. The aperture 46 defines an object axis A<sub>0</sub> for an elongated cylindrical object, such that the shaft portion 28 of the laparoscopic tool 18 of FIG. 1. The object receiving portion 44 is at least partially disposed between the legs 42a and 42b of the U shaped base portion, and is pivotally coupled thereto such as by a pair of pivots, one of which is

shown as pivot **48a** in leg **42a**. Another pivot **48b** (not shown) is provided in leg **42b**.

The object receiving portion **44** also includes a translation interface **50** and a rotation interface **52**. The object receiving portion **44** includes a bearing section **54**, a translation sensor section **56**, and a rotation sensor section **58**. The bearing section **54** includes a mass of material provided with a cylindrical bore **60** forming a portion of the aperture **46**. The translation sensor section **56** includes a pair of opposing wall surfaces **62a** and **62b**, each of which is provided with a cylindrical bore receptive to the cylindrical object and forming a part of the aperture **46** which extends through the object receiving portion. The translation sensor section **56** includes a pair of opposing wall surfaces **64a** and **64b** of a wall **63** and which are provided with cylindrical bores receptive to the cylindrical object and therefore also forming a part of the aperture **46**. In consequence, when an elongated cylindrical object is inserted into the object receiving portion **44** along axis  $A_0$  it engages the bore **60** of the bearing section **54**, and extends through bores provided in the surfaces **62a**, **62b**, **64a**, and **64b** to extend completely through the object receiving portion **44** along the aperture **46**. In another embodiment of the present invention, wall **63** (and therefore wall surfaces **64a** and **64b**) is eliminated as being superfluous.

Referring briefly to FIG. 2a, an alternative construction for the translation interface **50** of FIG. 2 is shown at **50'**. This alternative translation interface **50'** is well adapted for very thin shafts, wires, catheters, and the like. The problem encountered with the translation interface **50** is that, for example, wires and catheters are flexible and therefore do not engage well with a single friction wheel. Therefore, the translation interface **50'** includes a drive wheel **65a** that is coupled to a sensor and/or actuator, and an idler wheel **65b**. The wire or catheter **67** is pinched between the drive wheel **65a** and the idler wheel **65b** so that there is good frictional engagement between the catheter **67** and the drive wheel **65a**.

The object receiving portion **44** is preferably a unitary mass of material made from aluminum or some other lightweight material such as a plastic. The object receiving portion **44** is preferably cast, molded, and/or machined as a monoblock member having the aforementioned bearing section, translation sensory section, and rotation sensory section. The materials and construction of U shaped base portion **38** preferably match the materials and construction techniques used for the production of object receiving portion **44**.

The gimbal apparatus **25** illustrated in FIG. 2 constrains an object that is engaged with the object receiving portion **44** to four degrees of freedom. This is accomplished by allowing the U shaped base portion **38** to rotate around an axis  $A_1$  relative to the support **34**, by allowing the object receiving portion **44** to rotate around an axis  $A_2$  relative to the U shaped base portion **38**, by allowing the object to translate as illustrated by the arrow **t** along axis  $A_0$  of aperture **46**, and by allowing the object to rotate as indicated by arrow **r** around the axis  $A_0$  of aperture **46**.

Four electromechanical transducers are used in association with these four degrees of freedom. More particularly, a first degree of freedom electromechanical transducer **66** is arranged to transduce motion and/or force between the U shaped base portion **38** and the support **34**, a second degree of freedom electromechanical transducer **68** is arranged to transduce motion and/or force between the U shaped base portion **38** and the object receiving portion **44**, a third degree

of freedom electromechanical transducer **70** is arranged to transduce motion and/or force between the object receiving portion **44** and an object engaged with the object receiving portion **44**, and a fourth degree of freedom transducer **72** is arranged to transduce motion and/or force between the object receiving portion **44** and an object engaged with the object receiving portion **44**.

By "associated with", "related to", or the like, it is meant that the electromechanical transducer is influenced by or influences one of the four degrees of freedom. The electromechanical transducers can be input transducers, in which case they sense motion along a respective degree of freedom and produce an electrical signal corresponding thereto for input into computer **16**. Alternatively, the electromechanical transducers can be output transducers which receive electrical signals from computer **16** that cause the transducers to impart a force on the object in accordance with their respective degrees of freedom. The electromechanical transducers can also be hybrid or bi-directional transducers which operate both as sensors and as actuator devices.

A variety of transducers, readily available in the commercial market are suitable for use in the present invention. For example, if the transducers are input transducers ("sensors"), such sensors can include encoded wheel transducers, potentiometers, etc. Output transducers ("actuators") include stepper motors, servo motors, magnetic particle brakes, friction brakes, pneumatic actuators, etc. Hybrid or bi-directional transducers often pair input and output transducers together, but may also include a purely bi-directional transducer such as a permanent magnet electric motor/generator.

It should be noted that the present invention can utilize both absolute and relative sensors. An absolute sensor is one which the angle of the sensor is known in absolute terms, such as with an analog potentiometer. Relative sensors only provide relative angle information, and thus require some form of calibration step which provide a reference position for the relative angle information. The sensors described herein are primarily relative sensors. In consequence, there is an implied calibration step after system power-up wherein the shaft is placed in a known position within the gimbal mechanism and a calibration signal is provided to the system to provide the reference position mentioned above. All angles provided by the sensors are thereafter relative to that reference position. Such calibration methods are well known to those skilled in the art and, therefore, will not be discussed in any great detail herein.

A preferred input transducer for use of the present invention is an optical encoder model SI marketed by U.S. Digital of Vancouver, Wash. This transducer is an encoded wheel type input transducer. A preferred output transducer for use of the present invention is a d.c. motor model 2434.970-50 produced by Maxon of Fall River, Mass. This type of transducer is a servo motor type output transducer.

There are a number of ways of attaching the transducers to the various members of the gimbal apparatus **25**. In this preferred embodiment, a housing of transducer **66** is attached to the U shaped base portion **38**, and a shaft of the transducer extends through an oversize bore (not shown) in base **40** to engage a press-fit bore (also not shown) in support **34**. Therefore, rotation of the U shaped base portion **38** around axis  $A_1$  will cause a rotation of a shaft of transducer **66**. A housing of transducer **68** is attached to leg **42a** of the U shaped base portion **38** such that its shaft forms pivot **48a**. Therefore rotation of the object receiving portion **44** around axis  $A_2$  will cause a rotation of the shaft of a second

transducer 68. The transducer 70 is attached to object receiving portion 44 and extends through a bore (not shown) in a wall 74 of the translation sensor section 56. The shaft 76 provides an axis about which the translation interface 50 can rotate. The fourth transducer 74 is attached to a wall 78 of rotation sensor section 58 and extends through a bore 80 in that wall 78. The shaft 82 of the transducer 72 engages a circumferential surface of rotation interface 52 and rotates therewith.

Axes  $A_1$  and  $A_2$  are substantially mutually perpendicular and intersect at an origin point O within object receiving portion 44. Axis  $A_0$  also intersects this origin O. Shaft 76 rotates around an axis  $A_3$  which is substantially perpendicular to the axis  $A_0$ . Shaft 58 of transducer 72 rotates around an axis  $A_4$  which is substantially parallel to the axis  $A_0$ .

In FIG. 3, a front view of the gimbal apparatus 25 is used to illustrate one of the degrees of motion of the laparoscopic tool 18. The illustrated degree of freedom is the fourth degree of freedom, i.e. rotation around axis  $A_0$  as illustrated by the arrow r in FIG. 2. This degree of freedom is detected by transducer 72. In this fourth degree of motion, the handle portion 26 of the laparoscopic tool 18 can rotate in a clockwise direction as indicated at 26' and in counter clockwise direction as indicated at 26". Of course, the handle 26 can rotate a full 360° although this would require the release and re-grasping of the handle 26.

In FIG. 4, a second degree of freedom is illustrated. With this degree of freedom, the laparoscopic tool 18 can pivot upwardly as illustrated at 18' or downwardly (not shown). This rotation around  $A_2$  is detected by transducer 68. It should be noted in the present embodiment, the laparoscopic tool 18 cannot rotate 360° around the axis  $A_2$  because it is physically constrained by the support 34, portions of the gimbal mechanism 36, etc. However, in the present embodiment, the laparoscopic tool can achieve approximately 170 degrees of rotation around axis  $A_2$ .

FIG. 5 is top view of the gimbal apparatus 25 and illustrates the first and third degrees of freedom. The first degree of freedom is detected by transducer 66 as the laparoscopic tool 18 is pivoted or rotated around axis  $A_1$  as illustrated at 18a and 18b. The third degree of freedom is detected by transducer 70 as the shaft portion 28 of laparoscopic tool 18 is moved back and fourth as illustrated by the arrow "t." This causes a rotation of translation interface 50 and the shaft 76 of the third transducer 70.

The four degrees of freedom are illustrated graphically in FIG. 6. The cylinder 66' represents the first transducer 66 and allows a first degree of freedom labeled "1st" around axis  $A_1$ . Cylinder 68' represents the sensor 68 and allows a second degree of freedom labeled "2nd" around axis  $A_2$ . Telescoping members 70a' and 70b' represent the third sensor 70 can sense movement along a third degree of freedom labeled "3rd" along axis  $A_0$ . Finally, a cylinder 72' attached to member 70b' represents the fourth transducer 72 and senses a fourth degree of freedom labeled "4th" around axis  $A_0$ . A member 84 is provided to indicate position and rotational direction relative to axis  $A_0$ .

In FIG. 7, a preferred input transducer (sensor) of the present invention is disclosed. Again, an input transducer of this type can be purchased as sensor model SI from U.S. Digital of Vancouver, Wash. The input transducer 86 includes a bearing block 88 having a bearing 89, a rotary shaft 90 supported by the bearing 89, and a sensing wheel 92 supported for rotation by shaft 90. The sensing wheel is preferably made from a clear, plastic material and is provided with a number of dark radial bands 94 near its

circumference, such as by printing or silk screening. A first photodetector pair 96a including a light source 98a and a detector 100a are positioned on opposing sides of the sensing wheel 92 in alignment with the bands 94. Similarly, a second photodetector pair 96b including a light source 98b and a detector 100b are positioned on opposing sides of the sensing wheel 92 in alignment with the bands 94. As the sensing wheel 92 rotates as illustrated at 102 around an axis A, the bands 94 alternatively allow light emanating from light sources 98a and 98b to impinge or not impinge upon the detectors 100a and 100b, respectively. The electronic interface 14, coupled to the photodetector pairs 96a and 96b by cable 30, counts the bands 94 as they pass the photodetector pairs 96a and 96b to provide a signal on cable 32 to the computer 16 indicating the rotational position of the shaft 90 around axis A. The two pairs 96a and 96b are provided to determine the direction of rotation, as is well known to those skilled in the art of sensor design.

FIGS. 8 and 8a illustrate a modified laparoscopic tool 104. More particularly, a sensor 106 has been added to determine when the handle 108 has been squeezed, and the shaft 110 has been grooved or slotted for a purpose to be discussed subsequently. The sensor 106 can be coupled to the computer 16 through electronic interface 14 to provide additional input to the virtual reality system.

With reference to FIG. 8a, the shaft 110 is preferably hollow, having an axial bore 112 which aligns with axis  $A_0$ , and is provided with an elongated groove 114 which is parallel to an axis  $A_z$  of the shaft 110. This elongated groove 114 can be produced by any process including extruding the shaft 110 in the appropriate shape, or cutting the groove 114 with a machine tool, etc.

FIGS. 9 and 9a illustrate an alternate embodiment for transducer 72 which utilizes the shaft 110 and a detector mechanism similar to the one illustrated in FIG. 7. More particularly, the transducer 72' includes a sleeve 114 which is slidably engaged with shaft 110. As seen in the cross sectional view of FIG. 9a, the sleeve 115 is a substantially cylindrical object having a central bore 116 which engages the circumference 118 of the shaft 110. The sleeve 115 has a key 120 which engages the groove 114 of the shaft 110. Therefore, while the sleeve can slide back and forth along the axis  $A_L$  as indicated at 122, but the sleeve 115 rotates with the shaft 110 as indicated at 124 due to the engagement of the key 120 with the groove 114. A sensing wheel 92' is affixed to a circumferential portion of sleeve 115 so that it rotates coaxially with the sleeve 115. A photodetector pair 96' senses the motion of bands 94' and produces an electrical signal on cable 30. The advantage of the embodiment shown in FIGS. 9 and 9a is that rotation of the shaft around axis  $A_z$  is detected without the possibility of slippage. Another advantage of this embodiment is that it is more compact in design.

In FIG. 9b an alternate embodiment for a rotation interface 52' is shown. This alternate embodiment is well adapted for flexible shafts, wires, catheters and the like, such as the aforementioned catheter 67. The rotation interface 52' includes a transducer 72''' that is provided with a resilient grommet 73 having a hole that engages a circumferential portion of the catheter 67. The grommet 73 is preferably a rubber or plastic grommet that causes the catheter 67 to rotate coaxially as the catheter spins or rotates. Preferably, the mass of the transducer 72''' is kept very small so that it only takes a small amount of friction to ensure coaxial rotation of the catheter and transducer without slippage. Because the level of friction is so small, it does not substantially impede translational motion (i.e. in-out motion) of the catheter.

FIGS. 10 and 10a illustrate another embodiment 72" for the transducer 72 of FIG. 2. This embodiment has a number of points of similarity with the embodiment discussed with reference to FIGS. 9 and 9a, and it will be appreciated that elements with like reference numerals operate in a similar fashion. However, the embodiment of FIGS. 10 and 10a include a sheave 126 affixed to the circumference of sleeve 115 in the place of the sensing wheel 92' of FIG. 9 and FIG. 9a. A position sensor 128 has a shaft 130 which is coupled to the sheave 126 by a belt 132. The belt 132 can be any continuous loop structure including a resilient, rubber-type belt, a drive-chain type belt, etc. The shaft 130 of position sensor 128 therefore rotates with the sheave 126. The advantage of using a belt 132 or the like is that a substantial amount of force may be applied to the belt to, again, minimize slippage.

Another embodiment 72'" for the fourth transducer is illustrated in FIGS. 11 and 11a. Again, there are a number of points of similarity between the embodiments of FIGS. 11 and 11a and the previously described embodiments of FIGS. 9 and 9a and FIGS. 10 and 10a. Therefore, like reference numerals will again refer to like elements. In this embodiment, a sensor 134 has a shaft 136 which serves as the axle of a friction wheel 138 which, in turn, engages a circumferential surface of sleeve 115. Therefore, a rotation of the shaft 110 will cause a rotation of the sleeve 115, which will cause a rotation of the wheel 138 and the shaft 136 to create an electrical signal on cable 30.

With reference to all of the figures, and with particular reference to FIGS. 1 and 2, the shaft 28 of a laparoscopic tool 18 is inserted into aperture 46 along axis  $A_0$ , causing the shaft 28 to frictionally engage the translation interface (wheel) 50. In this instance, the translational interface 50 is a friction wheel made out of a rubber-like material. The shaft 28 is also in engagement with the rotation interface 52 which, in the embodiment of FIG. 2, is also a friction wheel made out of a rubber-like material. Rotation of the shaft 28 around the axis  $A_0$  as illustrated by the arrow r will cause a rotation of the friction wheel 50 and therefore the shaft 82 of the sensor 72. A translation of the shaft 28 along axis  $A_0$  will cause a rotation of the friction wheel 50 which rotates the shaft 76 of the transducer 70. A movement up or down of the laparoscopic tool 18 will cause a rotation of the shaft (pivot) 48a of transducer 68, and a side-to-side pivoting of the laparoscopic tool 18 will cause a rotational around axis  $A_1$  which is detected by transducer 66.

To this point, the majority of the discussion has been under the assumption that the transducers are input transducers, i.e. the human/computer interface device is used as an input device to the computer 16. However, it is also been mentioned that the interface device 12 can serve as an output device for the computer 16. When used as an output device, output transducers ("actuators") are used to respond to electrical signals developed by the computer 16 to impart a force upon the shaft 28 of the laparoscopic tool 18. This can provide useful movement and force (haptic) feedback to the doctor/trainee or other user. For example, if the laparoscopic tool encounters dense mass of tissue or a bone in the "virtual" patient, a force can be generated by transducer 70 making it harder for the doctor/trainee to push the shaft 28 further into the gimbal apparatus 25. Likewise, twisting motions can be imparted on the shaft 28 when the shaft encounters an obstacle within the virtual patient.

It should be noted that force applied to the shaft may not result in any movement of the shaft. This is because the shaft may be inhibited from movement by the hand of the operator who is grasping a handle or grip portion of the shaft.

However, the force applied to the shaft may be sensed by the operator as haptic feedback.

With reference to FIG. 2, a method for mechanically interfacing an elongated mechanical object with an electrical system in accordance with the present invention includes first step of defining an origin in 3-dimensional space. This corresponds to the origin O at the intersection of axis  $A_1$  and  $A_2$ . A second step is to physically constrain an elongated object in the 3-dimensional space such that a portion of the object always intersects the origin O and such that a portion of the object extending from the origin O defines a radius in a spherical coordinate system. The elongated object (such as shaft 28 of laparoscopic tool 18) is physically constrained in a 3-dimensional space by the aperture 46 of the object receiving portion 44. The portion of the shaft 28 extending from origin O defines the radius. A third step includes transducing a first electrical signal related to a first angular coordinate of the radius with a first transducer. This corresponds to the operation of transducer 66 which transduces a first electrical signal related to a first angular coordinate of the radius. A fourth step is transducing a second electrical signal related to a second angular coordinate of the radius. This corresponds to the operation of transducer 68 which transduces a second electrical signal. A fifth step is to transduce a third electrical signal related to the length of the radius, which corresponds to the operation of transducer 70. A sixth and final step is to electrically couple the transducers to an electrical system which, in this instance, is preferably a computer 16. An additional, optional step transduces a fourth electrical signal related to a rotation of the object around an object axis which intersects the origin O. This step corresponds to the operation of transducer 72. The transducers can be input transducers, output transducers, or bi-directional transducers.

It will be noted that the electrical system most frequently described in the present invention is a digital processing system or a computer. However, other digital systems, analog systems, and simple electric or electromechanical system can also be utilized with the apparatus and method of the present invention.

It will also be noted that while specific examples of "elongated objects" and "shafts" have been given, that these examples are not meant to be limiting. In general, equivalents of "elongated objects", "elongated cylindrical objects", "shafts", etc. include any object which can be grasped by a human operator to provide an interface between the operator and a computer system. By "grasp", it is meant that operators may releasably engage a grip portion of the object in some fashion, such as by hand, with their fingertips, or even orally in the case of handicapped persons. The "grip" can be a functional grip or handle attached to an elongated portion of the object, or can be a portion of the object itself, such as a portion of the length of a shaft that can be gripped and/or manipulated by the operator.

It should also be noted that flexible shafts, such as wires or catheters, do not always require three or four degrees of freedom. For example, if a human/computer interface for a catheter insertion virtual reality system is desired, only a translation interface (e.g. translation interface 50' of FIG. 2a) and rotation interface (such as rotation interface 52' of FIG. 9c) may be required. This is because a catheter can be moved in and out of a virtual patient (as sensed by translation interface 50') and can be twisted or rotated (as sensed by rotation interface 50'), but cannot be, in any practical manner, moved up or down or from side-to-side due to the flexibility of the catheter. In such applications, therefore, it is desirable to have a human/computer interface with only two degrees of freedom.

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While this invention has been described in terms of several preferred embodiments, it is contemplated that alternatives, modifications, permutations and equivalents thereof will become apparent to those skilled in the art upon a reading of the specification and study of the drawings. It is therefore intended that the following appended claims include all such alternatives, modifications, permutations and equivalents as fall within the true spirit and scope of the present invention.

What is claimed is:

1. A method for enabling a physically realistic computer simulation of medical procedures, said method comprising:

providing a hardware interface interfacing at least a portion of a medical tool with a computer running a graphical simulation of a medical procedure, said graphical simulation displaying simulated patient anatomy and at least a portion of a simulated medical instrument, wherein said hardware interface includes an object representing at least a portion of a physical medical tool for manipulation by a user, said object corresponding to said displayed simulated medical instrument, and wherein said object includes a gripper handle portion that can be opened and closed by said user;

enabling the exchange of data between said hardware interface and said computer running said graphical simulation of said medical procedure, said data enabling said computer to update said graphical simulation in response to said physical manipulation of said object by said user;

enabling a detection of translation of said object with respect to a surface, said detection performed by at least one sensor included in said hardware interface; and

enabling a detection of an open-close motion of said gripper handle portion when squeezed by said user, said detection performed by a gripper sensor.

2. A method as recited in claim 1 further comprising enabling haptic feedback to be output to said user during said simulated medical procedure using one or more actuators, said actuators coupled to said object.

3. A method as recited in claim 2 wherein said exchanged data includes data for commanding said actuator to provide said haptic feedback.

4. A method as recited in claim 2 wherein said haptic feedback corresponds with said displayed simulated medical instrument interacting with said displayed simulated patient anatomy.

5. A method as recited in claim 4 wherein said haptic feedback resists user motion of said object when said displayed simulated medical instrument encounters dense tissue or bone within said graphical simulation.

6. A method as recited in claim 2 wherein said method further comprises enabling the detection of the axial rotation of said object with respect to a surface.

7. A method as recited in claim 2 wherein said method further comprises enabling the detection of the pitch and yaw of said object with respect to a surface using at least one sensor in said hardware interface.

8. A method as recited in claim 1 wherein said object represents a laparoscopic medical tool.

9. A method as recited in claim 1 wherein said object represents a needle.

10. A method for enabling a physically realistic computer simulation of medical procedures, said method comprising:

providing a hardware interface interfacing at least a portion of a medical tool with a computer running a

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graphical simulation of a medical procedure, said graphical simulation displaying simulated patient anatomy and at least a portion of a simulated medical instrument, wherein said hardware interface includes an object representing at least a portion of a physical medical tool for manipulation by a user, said object corresponding to said displayed simulated medical instrument, and wherein said object includes a gripper handle portion that can be opened and closed by said user;

enabling the exchange of data between said hardware interface and said computer running said graphical simulation of said medical procedure, said data enabling said computer to update said graphical simulation in response to said physical manipulation of said object by said user.

enabling a detection of translation of said object with respect to a surface, said detection performed by at least one sensor included in said hardware interface and connected to a friction wheel, said friction wheel engaging said object.

11. A method as recited in claim 10 further comprising enabling haptic feedback to be output to said user during said simulated medical procedure using one or more actuators, said actuators coupled to said object.

12. A method as recited in claim 11 wherein said exchanged data includes data for commanding said actuator to provide said haptic feedback.

13. A method as recited in claim 11 wherein said haptic feedback corresponds with said displayed simulated medical instrument interacting with said displayed simulated patient anatomy.

14. A method as recited in claim 13 wherein said haptic feedback resists user motion of said object when said displayed simulated medical instrument encounters an obstruction within said graphical simulation.

15. A method as recited in claim 11 wherein said method further comprises enabling the detection of the axial rotation of said object with respect to a surface using at least one sensor in said hardware interface.

16. A method as recited in claim 15 wherein said object includes tube within a tube structure to facilitate the simultaneous detection of both translation and rotation of said object.

17. A method as recited in claim 15 wherein said object is passed through a keyed sleeve to facilitate the simultaneous detection of both translation and rotation of said object.

18. A method as recited in claim 10 wherein said object represents a catheter wire.

19. A method as recited in claim 10 wherein said object represents a needle.

20. A method as recited in claim 10 wherein said object includes a groove or flat to facilitate engagement by said friction wheel.

21. An apparatus for enabling a physically realistic computer simulation of medical procedures, wherein a graphical simulation of a medical procedure is run by a computer, said graphical simulation displaying simulated patient anatomy and at least one portion of a simulated medical instrument, said apparatus comprising:

an object representing at least a portion of a physical medical tool for manipulation by a user, said object corresponding to said displayed simulated medical instrument, and wherein said object includes a gripper handle portion that can be opened and closed by said user at least one sensor operative to detect translation of said object with respect to a surface; and

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a gripper sensor operative to detect an open-close motion of said gripper handle portion when squeezed by said user;

wherein an exchange of data occurs between said hardware interface and said computer running said graphical simulation of said medical procedure, said data enabling said computer to update said graphical simulation in response to said physical manipulation of said object by said user.

22. An apparatus as recited in claim 21 wherein said object represents a catheter wire.

23. An apparatus as recited in claim 21 wherein said object represents a needle.

24. A method of simulating a medical procedure, said method comprising:

providing a simulated patient anatomy and at least a portion of a simulated medical instrument;

providing a hardware interface that includes at least a portion of a physical medical instrument comprising a gripper handle portion for manipulation by a user;

enabling a detection of translation of said physical medical instrument with respect to a surface, said detection performed by at least one sensor included in said hardware interface;

detecting an open-close motion of said gripper handle portion when squeezed by said user, said detection being performed by a gripper sensor; and

updating at least one of said simulated patient anatomy and said simulated medical instrument in response to said manipulation of said physical medical instrument by said user.

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25. A method as recited in claim 24 wherein said medical instrument is a catheter wire.

26. A method as recited in claim 24 wherein said medical instrument is a needle.

27. A method as recited in claim 24 further comprising enabling haptic feedback to be output to said user during said simulated medical procedure using one or more actuators, said actuators coupled to said physical medical instrument.

28. A method as recited in claim 27 wherein said exchanged data includes data for commanding said actuator to provide said haptic feedback.

29. A method as recited in claim 27 wherein said haptic feedback corresponds with said displayed simulated medical instrument interacting with said displayed simulated patient anatomy.

30. A method as recited in claim 29 wherein said haptic feedback resists user motion of said physical medical instrument when said displayed simulated medical instrument encounters dense tissue or bone within said graphical simulation.

31. A method as recited in claim 27 wherein said method further comprises enabling the detection of the axial rotation of said physical medical instrument with respect to a surface using at least one sensor in said hardware interface.

32. A method as recited in claim 27 wherein said method further comprises enabling the detection of the pitch and yaw of said physical medical instrument with respect to a surface using at least one sensor in said hardware interface.

\* \* \* \* \*

专利名称(译)	物理逼真的医疗程序的计算机模拟		
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[标]申请(专利权)人(译)	伊梅森公司		
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[标]发明人	ROSENBERG LOUIS B		
发明人	ROSENBERG, LOUIS B.		
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其他公开文献	US20020033802A1		
外部链接	<a href="#">Espacenet</a> <a href="#">USPTO</a>		

#### 摘要(译)

一种用于将轴的运动与计算机接合的装置，包括支撑件，具有两个自由度的万向架机构，以及三个机电换能器。当轴与万向节机构接合时，它可以在球形坐标空间中以三个自由度移动，其中每个自由度由三个换能器中的一个感测。第四换能器可用于感测轴绕轴的旋转。该方法包括以下步骤：在三维空间中限定原点，物理地约束三维空间中的轴，使得轴的一部分总是与原点相交并且使得轴的延伸超过原点的部分限定球面坐标系中的半径，利用第一换能器转换与半径的第一角坐标相关的第一电信号，利用第二换能器转换与第二角坐标相关的第二电信号，转换与第二换能器相关的第三电信号。具有第三传感器的半径长度，并将传感器耦合到计算机。

