

AS015

Flex Force Smart Glove for Measuring Sensorimotor Stimulation

LASARRUS Clinic and Research Center

**Lloyd Emokpae,
Roland Emokpae Jr.,
Brady Emokpae**



Headline Sponsor



Organizer



University Program Sponsor



Sponsors



Distribution Partner



University Program Sponsor

Presentation Outline

ASO15

1. Introduction
2. Motivation
3. Design Block Diagram
4. Design Method
5. Performance Metrics / Goals
6. Conclusion & Future Work

Introduction

ASO15

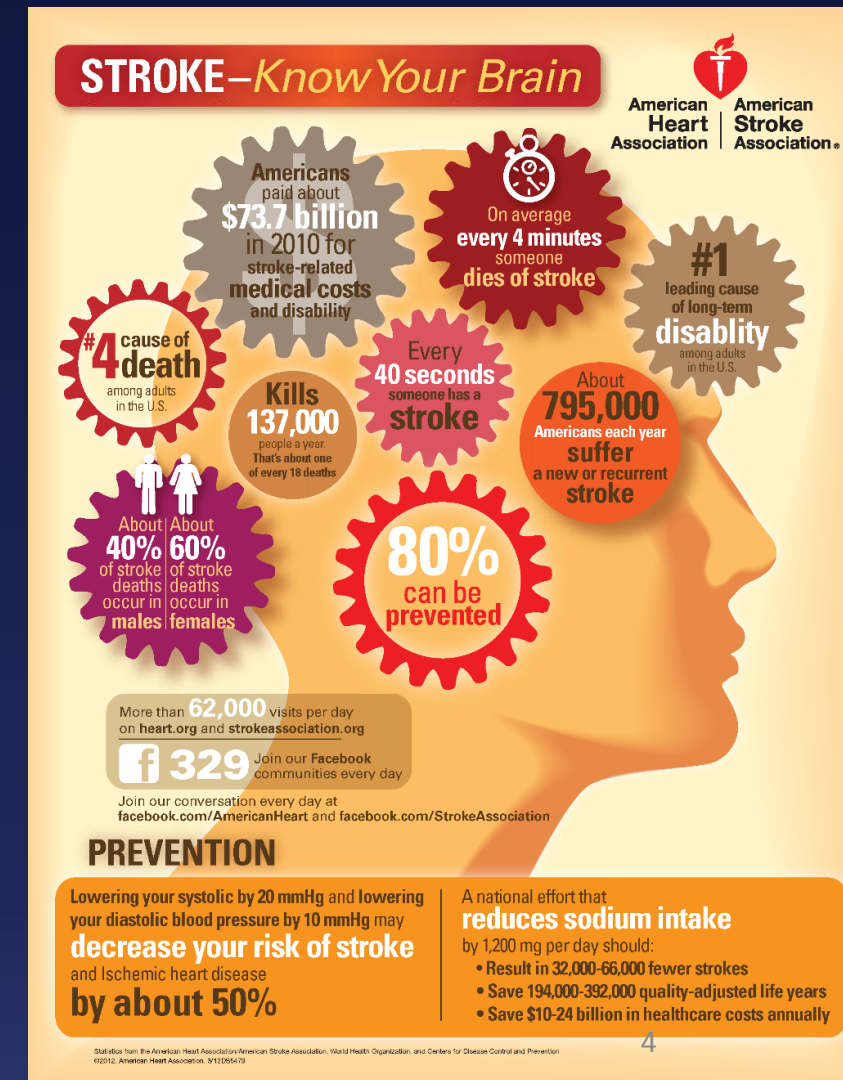
- Goal: Create a nonintrusive and noninvasive smart glove for acquisition and processing of hand sensorimotor information
- Solution: Flex Force Smart Glove Design
 - ✓ Glove that incorporates sensors to measure force and rotation of wrist and fingers.
 - ✓ Acquisition of sensorimotor data
 - ✓ Processing of sensorimotor data
 - ✓ Classification of hand exercises
 - ✓ Improved Physical Therapy Sessions



Motivation

- Each year over 700,000 stroke related disabilities in the U.S.
- Leading cause of permanent disability
- Motivation:
 - ✓ Upper extremity rehabilitation
 - ✓ Improved Physical Therapy with Quantitative feedback

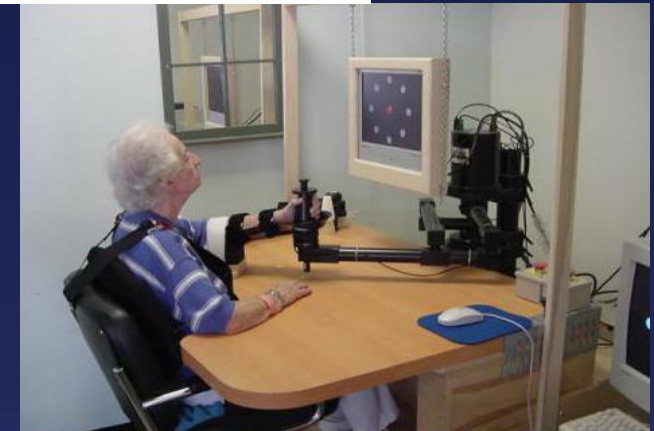
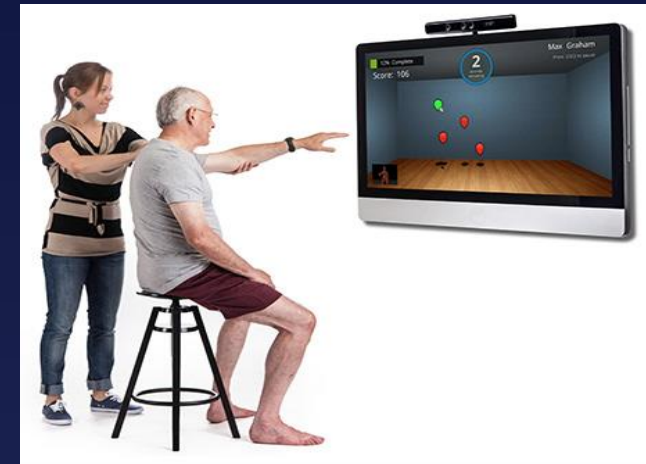
ASO15



Motivation

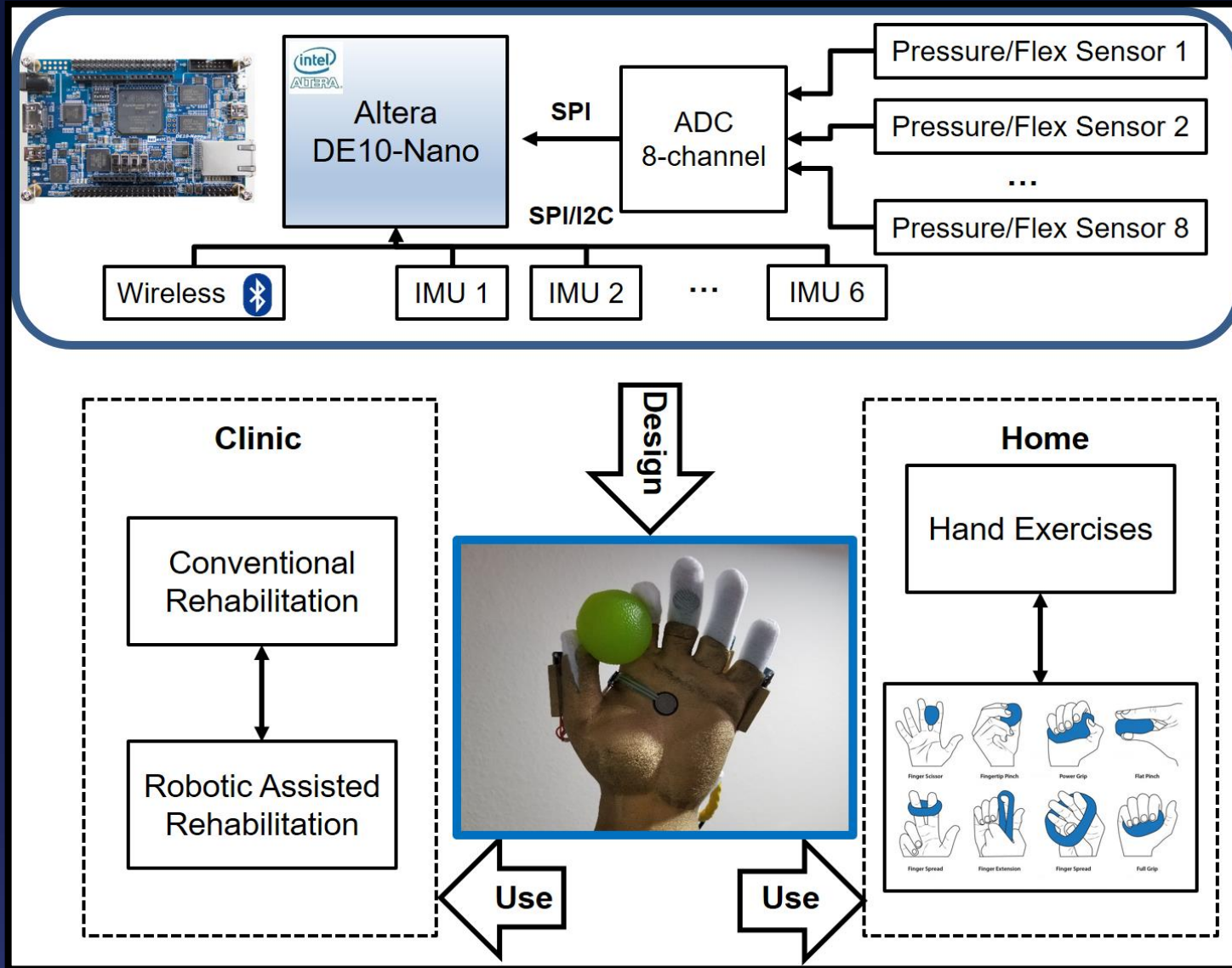
ASO15

- Current Methods for Physical therapy includes:
 - ✓ Conventional: one-to-one
 - ✓ Tele-rehabilitation
 - ✓ Robotic-assisted rehabilitation
- All require patient to be in clinic for progress monitoring
- Smart glove design:
 - Can be used in clinic or home
 - Provides real-time patient's progress



Design Block Diagram

ASO15



- Three resistive pressure sensors
- Five resistive flex sensors for finger angles
- Six IMUs, each with 9 DOF
 - ✓ One IMU/finger
 - ✓ One IMU for wrist
- Acquisition and signal processing on DE10-nano

Design Method

ASO15



Proof of Concept

Glove Design



1st Prototype

Acquisition &
Processing



Real-time Processing:

- ✓ FIR Filters
- ✓ Kalman filters
- ✓ Neural Network classifiers

Data Acquisition

- ✓ Record raw data
- ✓ Record converted data

Client-to-Host

Stream to Host

**Physical Therapy
Session
GUI w/ Feedback**

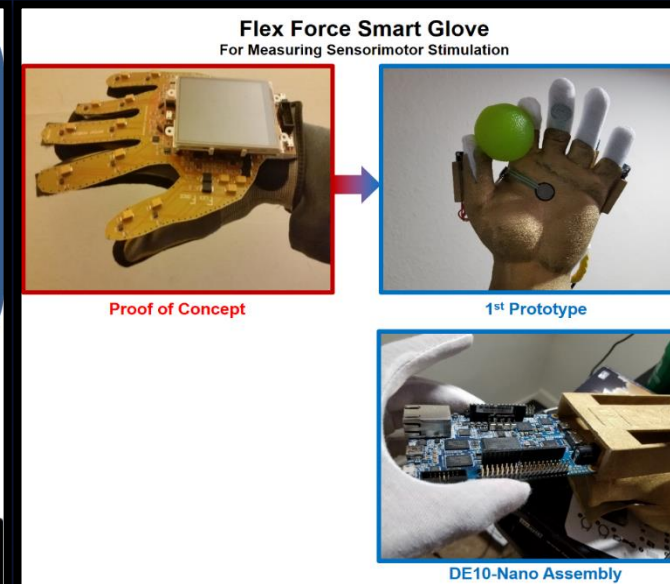
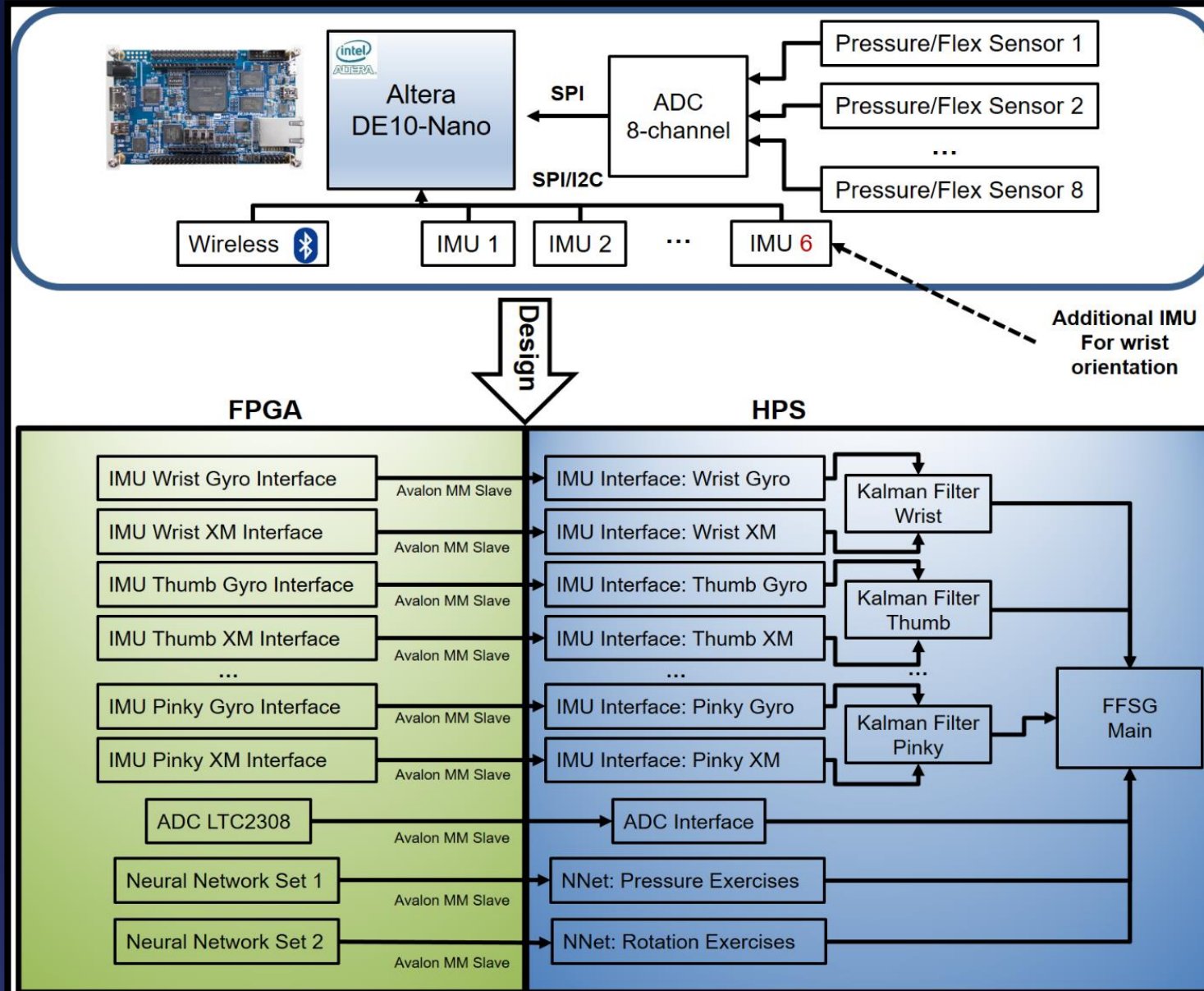
**Real-time
Visualization:**

- ✓ Observe raw and converted data sets
- ✓ Observe results of filters

Exercise sessions

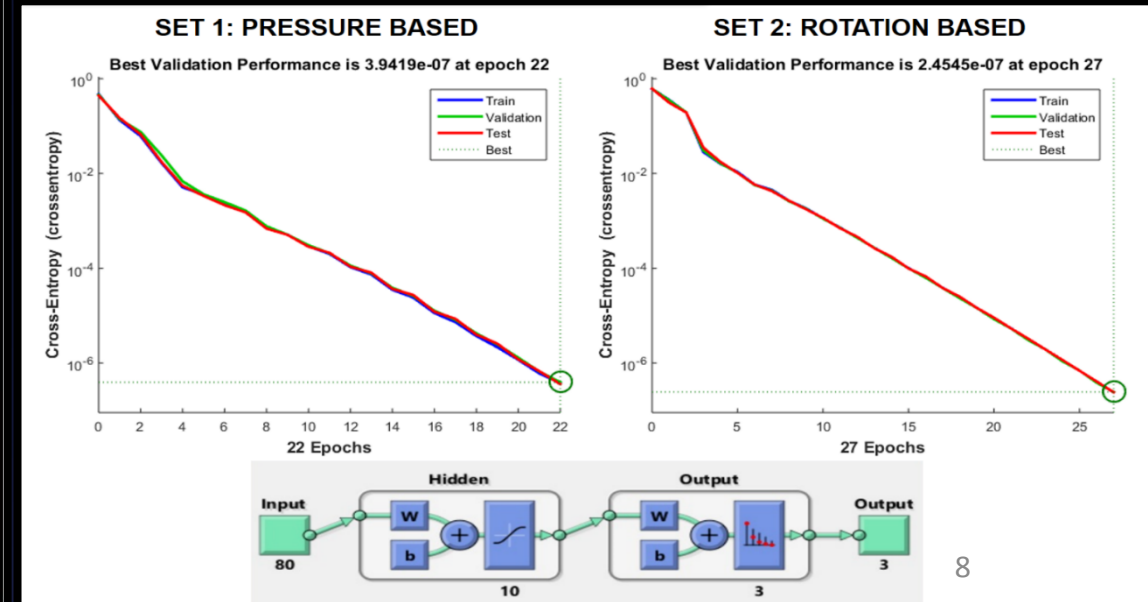
- ✓ Force Exercises
- ✓ Rotation Exercises
- ✓ Hybrid Exercises

Design Method



ASO15

Logic Utilization: 7,438 / 41,910 (18%)
Total registers: 13432
Total pins: 260 / 314 (83%)
Total block memory bits: 1,198,848 / 5,662,720 (21%)
Total DSP Blocks: 1/112 (< 1%)
Total PLLs: 1/6 (17%)
Total DLLs: 1/4 (25%)



Performance Metrics / Goals

ASO15



Proof of Concept

Glove Design



1st Prototype

Acquisition &
Processing



Real-time Processing:

- ✓ FIR Filters
- ✓ Kalman filters
- ✓ Neural Network classifiers

Data Acquisition

- ✓ Record raw data
- ✓ Record converted data

Client-to-Host

Stream to Host

**Physical Therapy
Session
GUI w/ Feedback**

**Real-time
Visualization:**

- ✓ Observe raw and converted data sets
- ✓ Observe results of filters

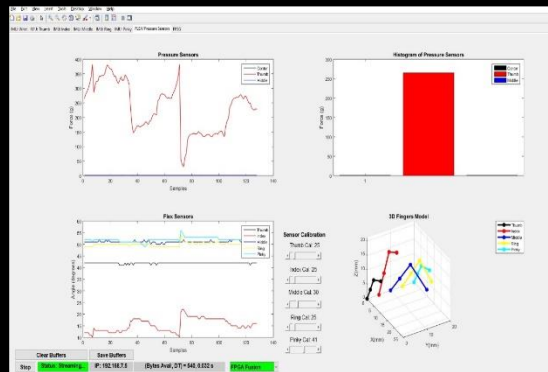
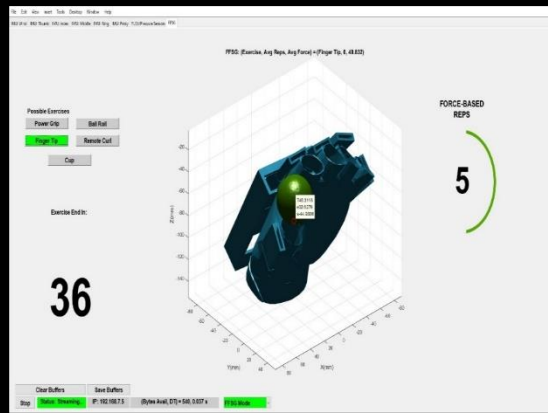
Exercise sessions

- ✓ Force Exercises
- ✓ Rotation Exercises
- ✓ Hybrid Exercises

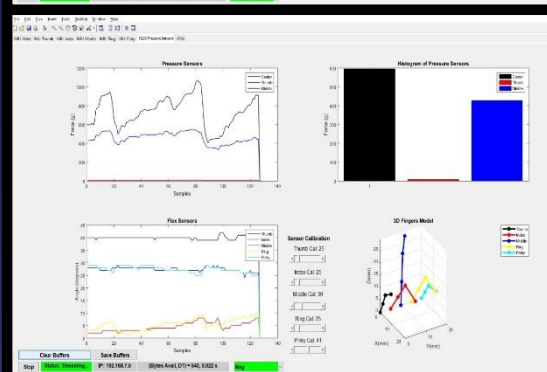
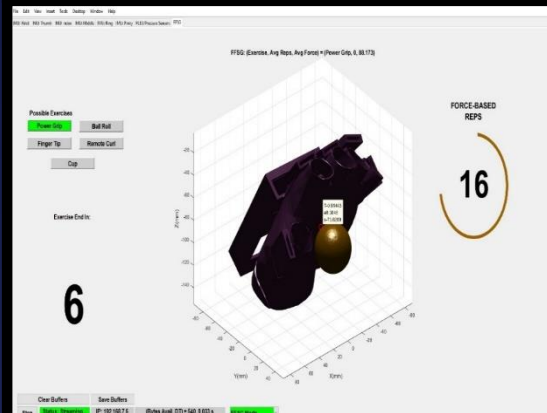
Performance Metrics / Goals

Pressure-based Exercise

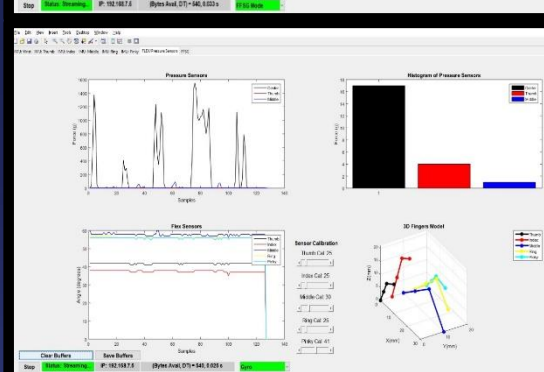
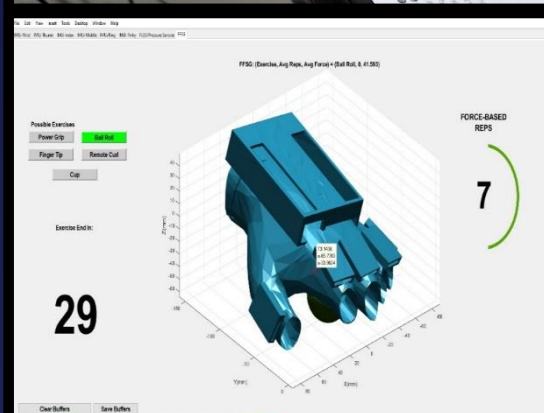
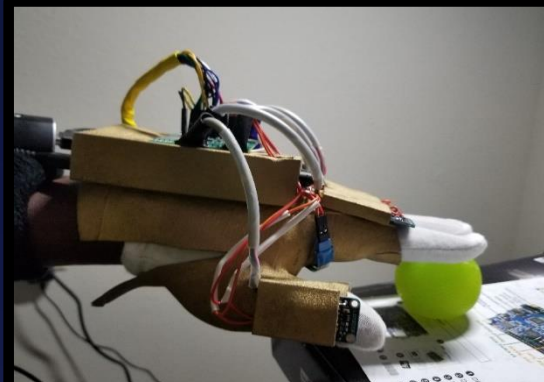
Finger Tip Grip



Power Grip



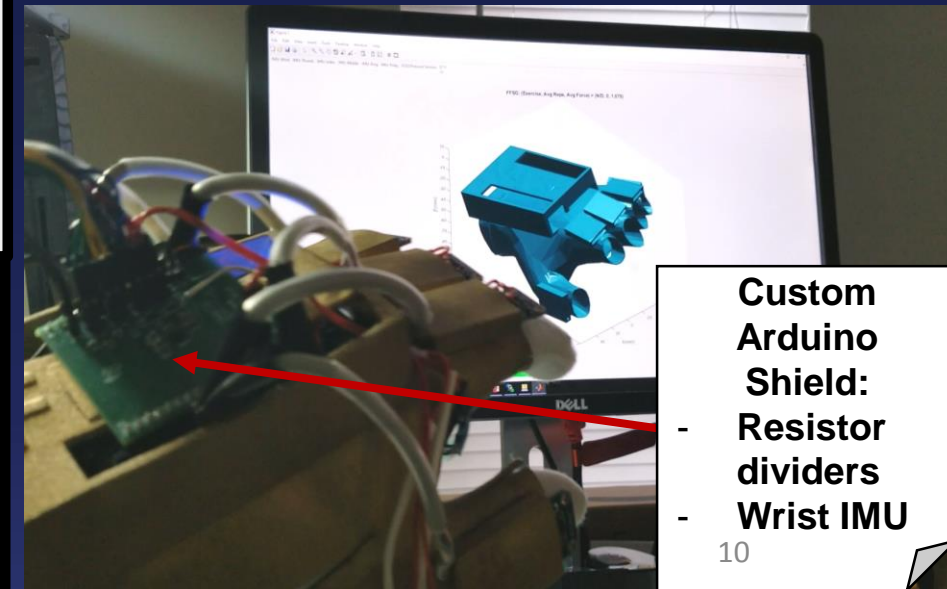
Ball Roll



ASO15

Real-time
Visualization:
Exercise sessions

Physical Therapy
Session
GUI w/ Feedback

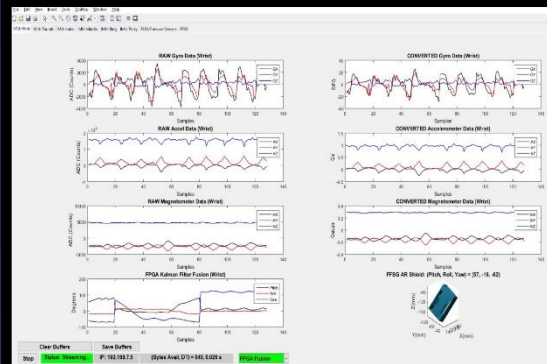
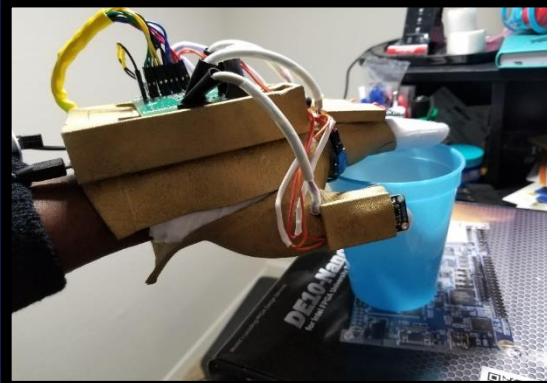


Custom
Arduino
Shield:
- Resistor
dividers
- Wrist IMU

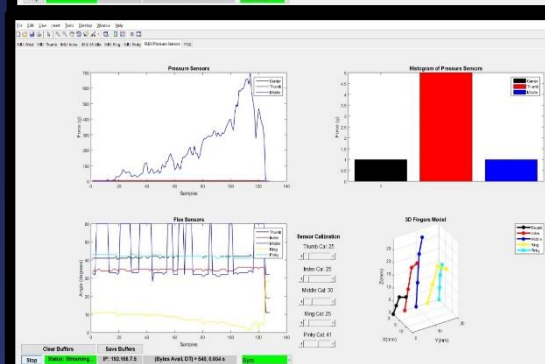
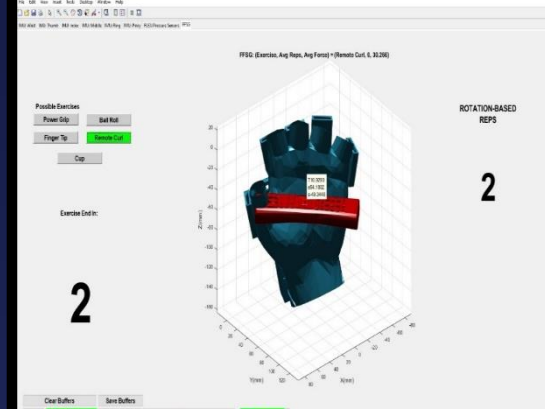
Performance Metrics / Goals

Rotation-based Exercise

Cup



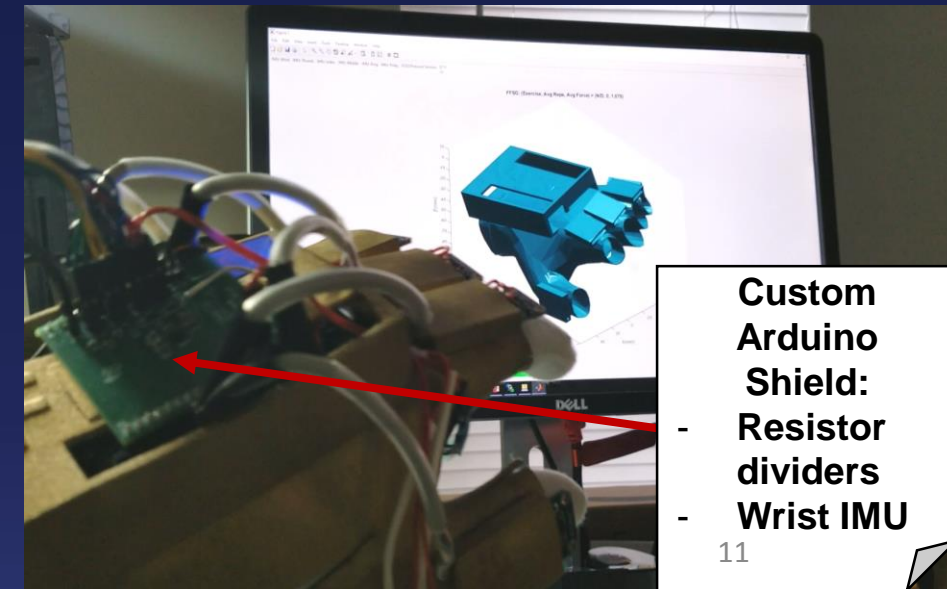
Remote Curl



ASO15

Real-time
Visualization:
Exercise sessions

Physical Therapy
Session
GUI w/ Feedback



Custom
Arduino
Shield:
- Resistor
dividers
- Wrist IMU

Conclusion

ASO15

- Project will help patients suffering from stroke or joint-related injuries
- Can be used to track rehabilitation process
- Fugl-Meyer Assessment scores can be used to assess performance of patient
- Other applications: 3D spatial interfacing, robotics, gaming and sports

Future Work & Goals

ASO15

- Improve and Finalize Glove prototype to prepare for clinical trials
- Extend the FFSG concept to help in the rehabilitation of other sensorimotor functions.
- Use feedback from medical personnel to guide development of game-based exercise sessions.

New Demonstration: Please checkout our demo booth.

Thank You !!



Headline Sponsor



Organizer



University Program Sponsor



Sponsors



Distribution Partner



University Program Sponsor