NRI: INT: COLLAB: Anthropomorphic Robotic Ankle Prosthesis with Programmable Material

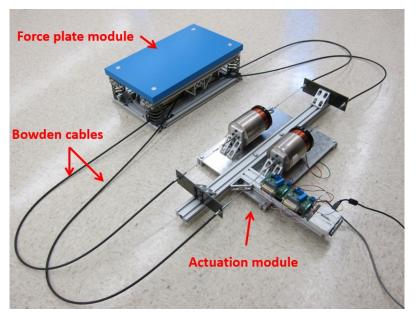
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Goal: To consolidate the impedance control of robotic ankle-foot prosthesis to a mechanical module comprised of programmable material.

- Thrust 1: Estimate 2-DOF ankle impedance during the stance phase in different gait scenarios and implement in the design and control of a 2-DOF prosthesis
- Thrust 2: Equip an existing 2-D ankle-foot prosthesis with a controllable ankle impedance module with programmable material,
- Thrust 3: Evaluate the prosthesis' performance with human users in a comprehensive simulated environment and outdoors.

Thrust 1

- Impedance control of the 2-DOF prosthesis would require
 quantitative knowledge of the time-varying impedance of ankle during the stance phase of gait.
- A 2-DOF vibrating platform was designed and fabricated
 for estimation of the time-varying ankle impedance.
 (Figure 1)
- An estimation method provides ankle impedance in 2DOF
 during the stance phase of gait. (Figure 2)



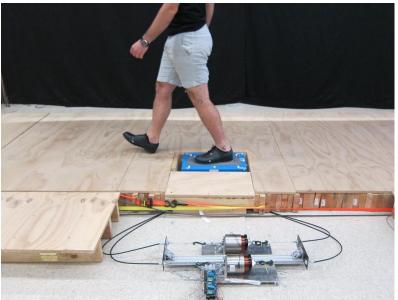


Figure 1. A vibrating platform installed in an instrumented walkway. The platform is used for estimation of the ankle impedance in two DOF.

Figure 2. The magnitude and profile of 2-DOF stiffness (top) and damping (bottom) during stance phases of straight step and step turn (averaged over 5 subjects).

Thrust 2

- To match the impedance of the biological ankle joint, a variable stiffness soft system that utilize multi-material composite is designed
- Antagonistic pairs of unfolding textile based inflatable actuators for each DOF to provide tunable impedance are developed (Figure 3).
- Experimentally found mechanically programmed torque response.

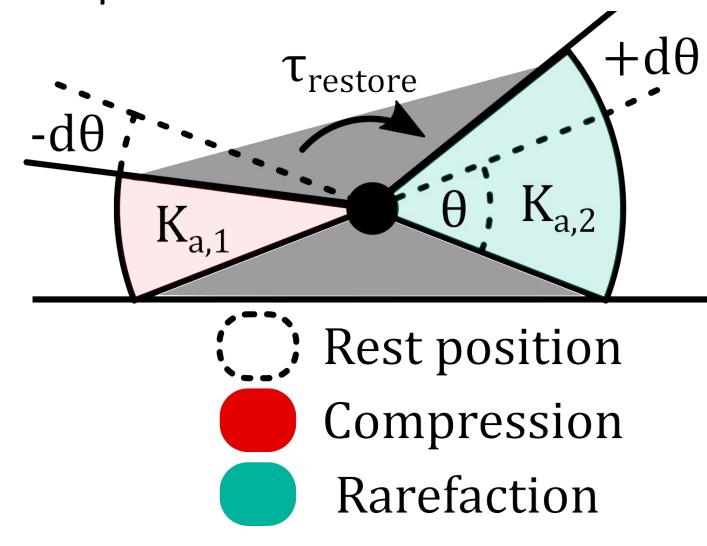


Figure 3 Pair of antagonistic actuator concept being able to deliver torques in either directions.

[1] Unfolding Textile-Based Pneumatic Actuators for Wearable Applications, O'Neill et al, Soft Robotics, 2021

Thrust 3

Understand and quantify stability improvements from the proposed system to the performance of the ankle-foot prosthesis in real-world dynamic environments.



Figure 4. The VST and Oculus Rift experimental platform (left). Mean normalized activation for the GA muscle in the studied conditions: Visual and Physical (VP), Visual Only (VO) and Physical Only (PO) perturbations. (bottom)

Results show that there are predictable and repeatable muscle activation patterns both before and after surface stiffness changes, and these patterns are affected by the perceived visual and proprioceptive feedback [2].

[2] Michael Drolet, Emiliano Quinones Yumbla, Bradley Hobbs and Panagiotis Artemiadis, "On the Effects of Visual Anticipation of Floor Compliance Changes on Human Gait: Towards Model-based Robot-Assisted Rehabilitation," In the Proc. of the 2020 IEEE International Conference on Robotics and Automation (ICRA), pp. 9072-9078, 2020.