

NRI: FND: COLLAB:
**Intuitive, Wearable Haptic Devices
for Communication
with Ubiquitous Robots**

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NSF-1830146



RICE



**Stanford
University**



charmlab

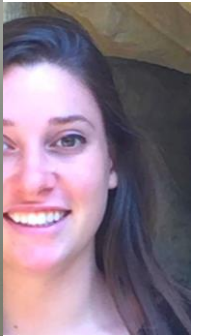
NSF-1830163



Steve
Alexander



Alex
Macklin



Kara
Lunez



Kyle
Yoshida

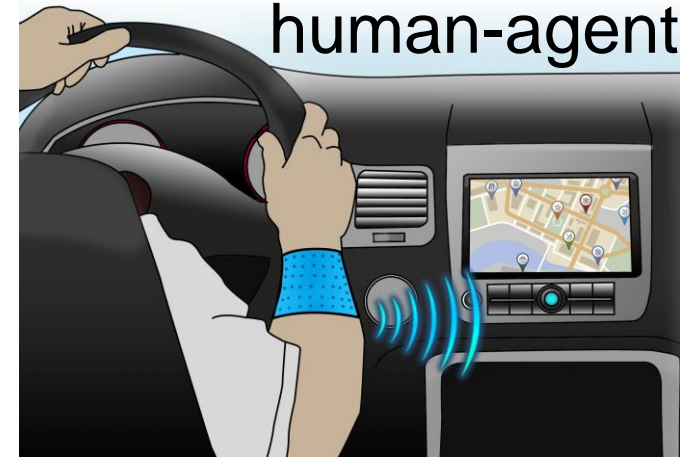
Challenge: How can we make haptic devices intuitive, unobtrusive, and wearable?

human-human

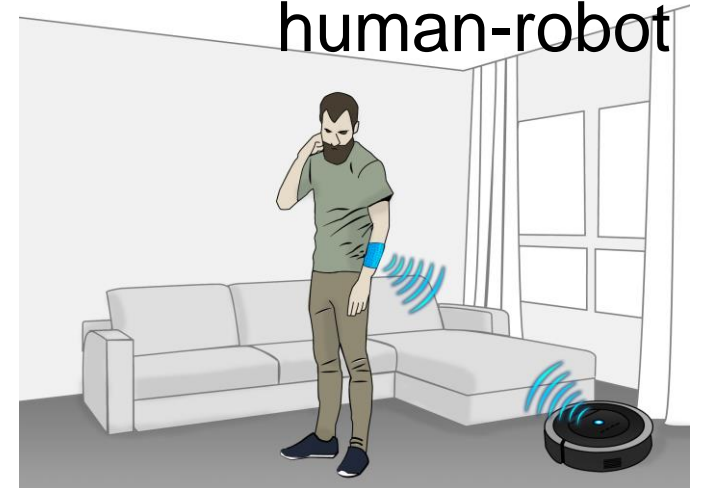


Images courtesy Even Pezent

human-agent



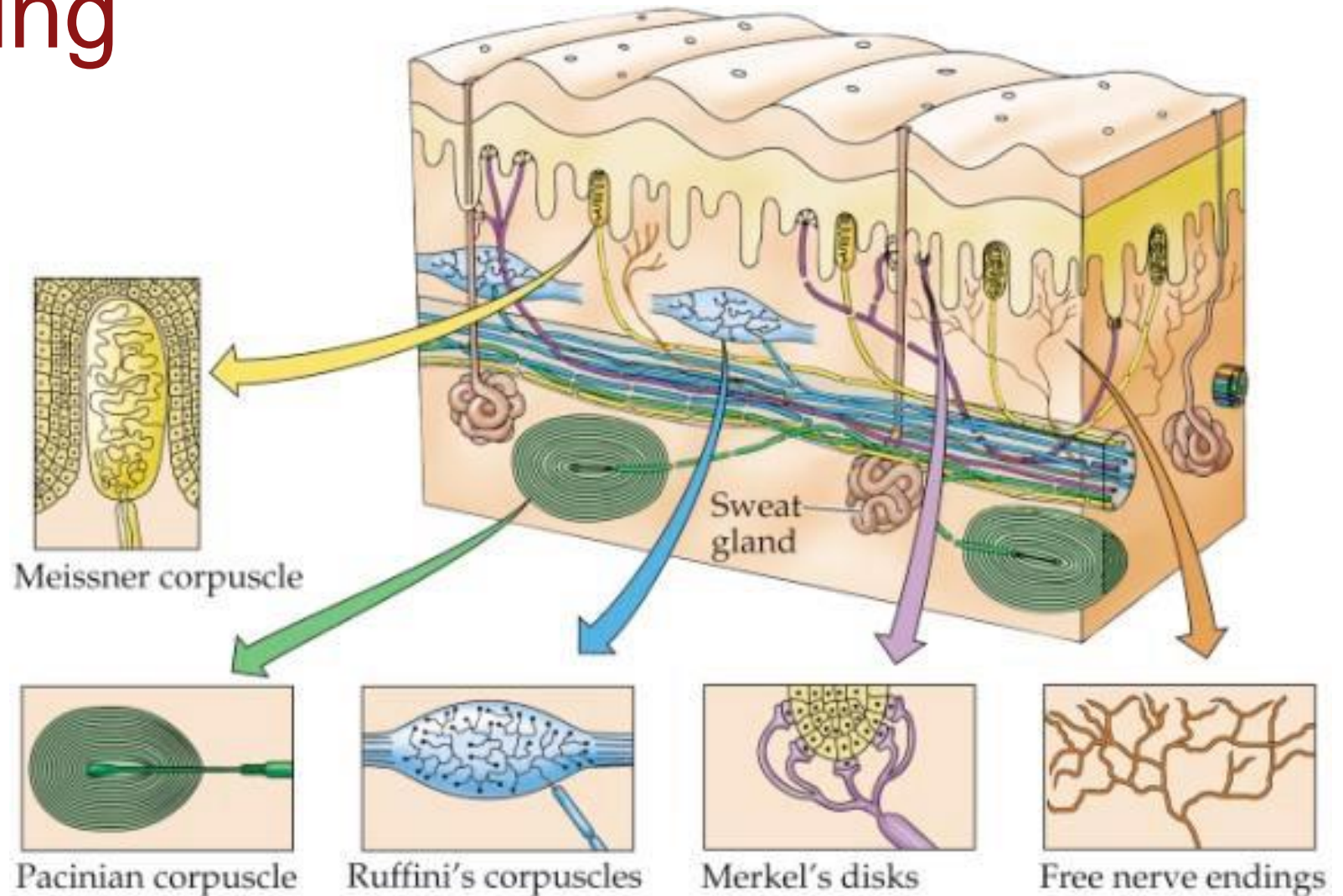
human-robot



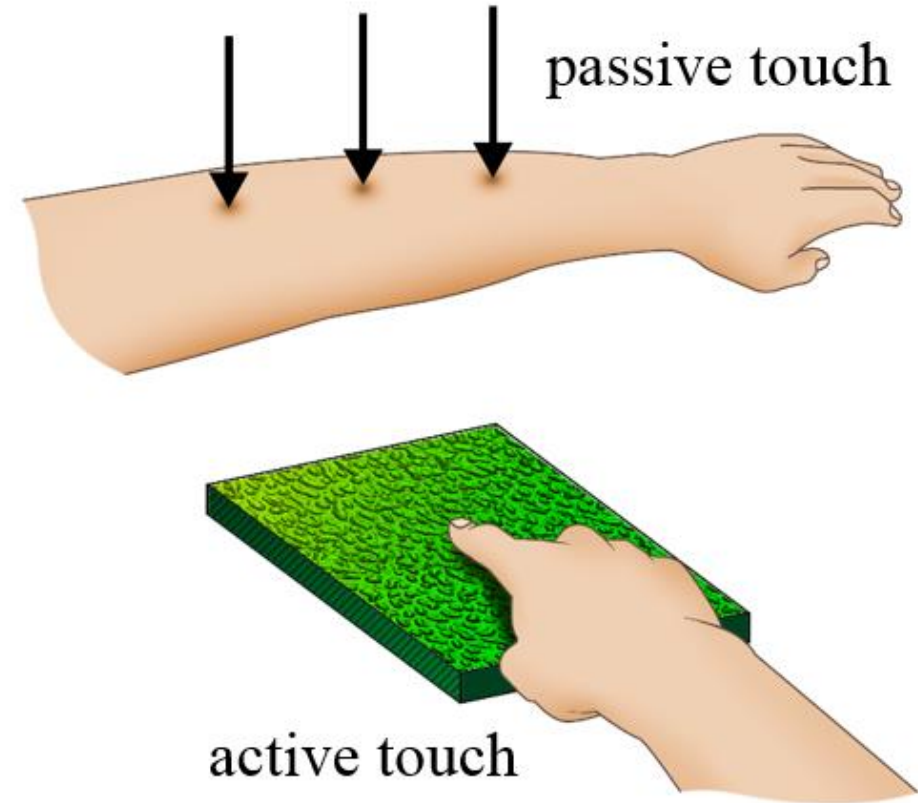
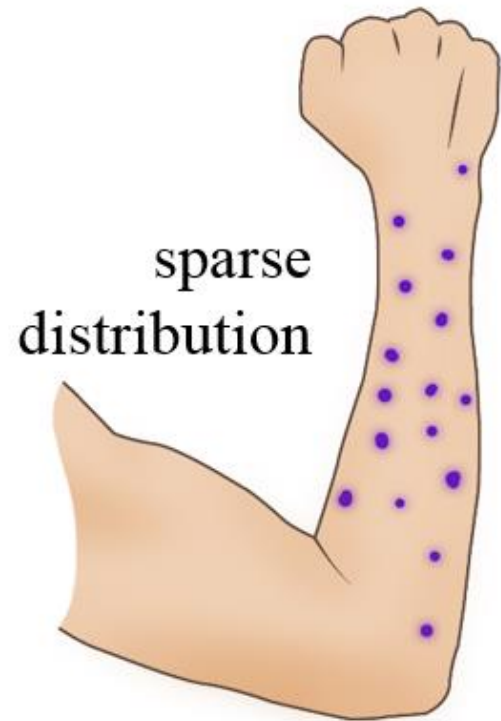
Cutaneous sensing

Mechanoreceptors in the skin vary by:

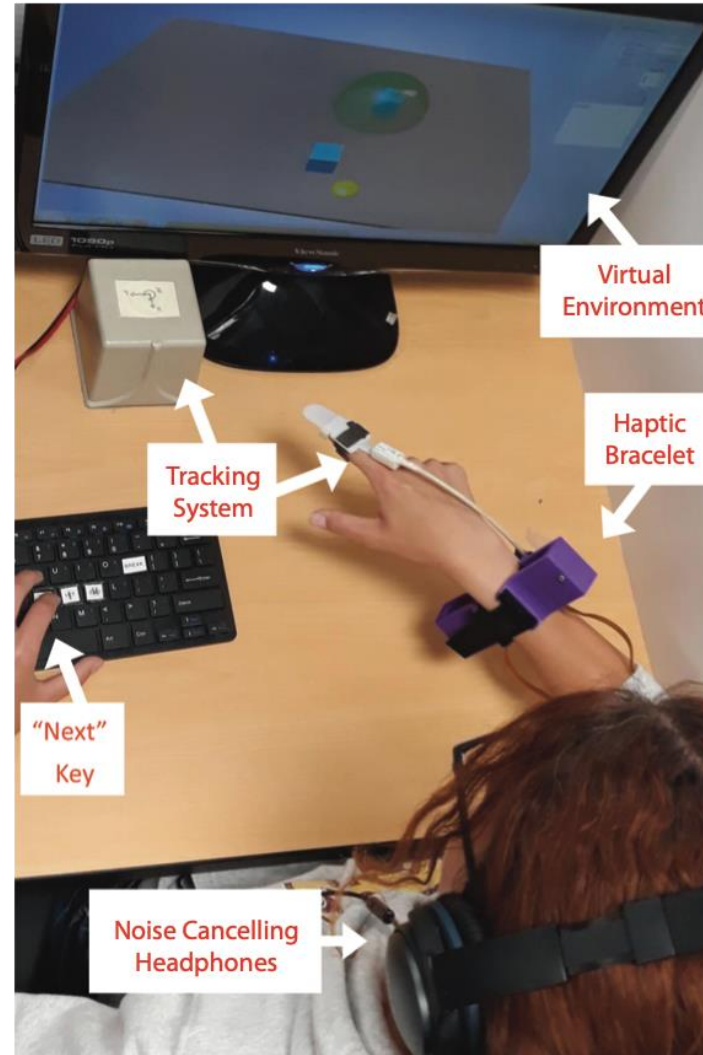
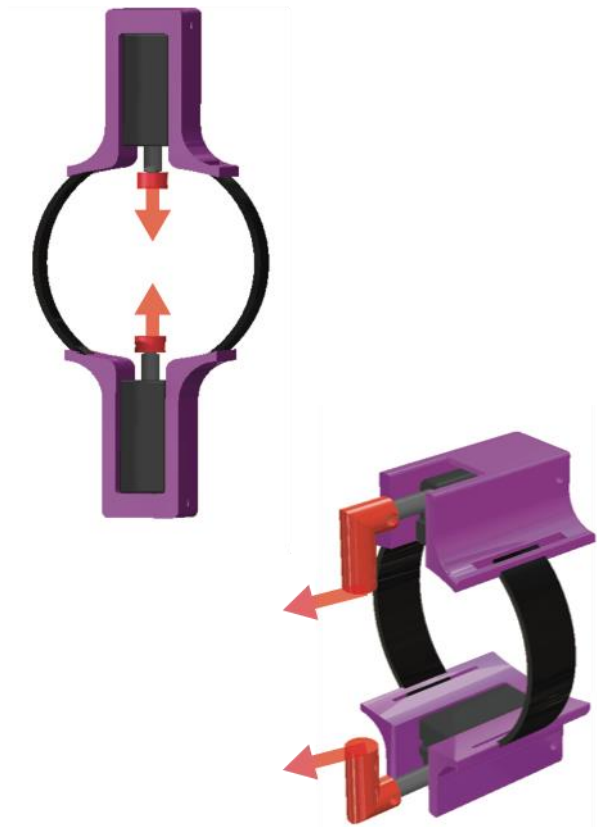
- Density / spatial distribution
- Response to stimuli frequency
- Type of skin (glabrous vs. hairy)



Arms vs. Fingertips



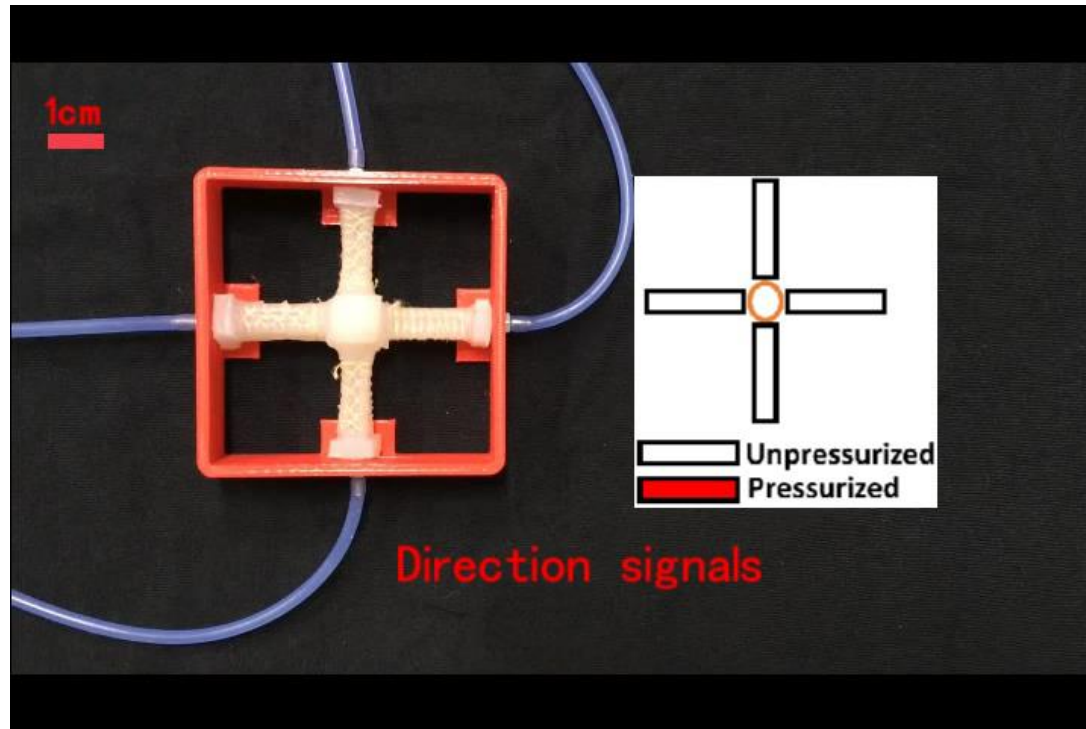
Moving away from the fingertips



Participants can still identify virtual object properties!

Soft wearable haptics

single point, multiple directions



Kanjanappas et al. 2019

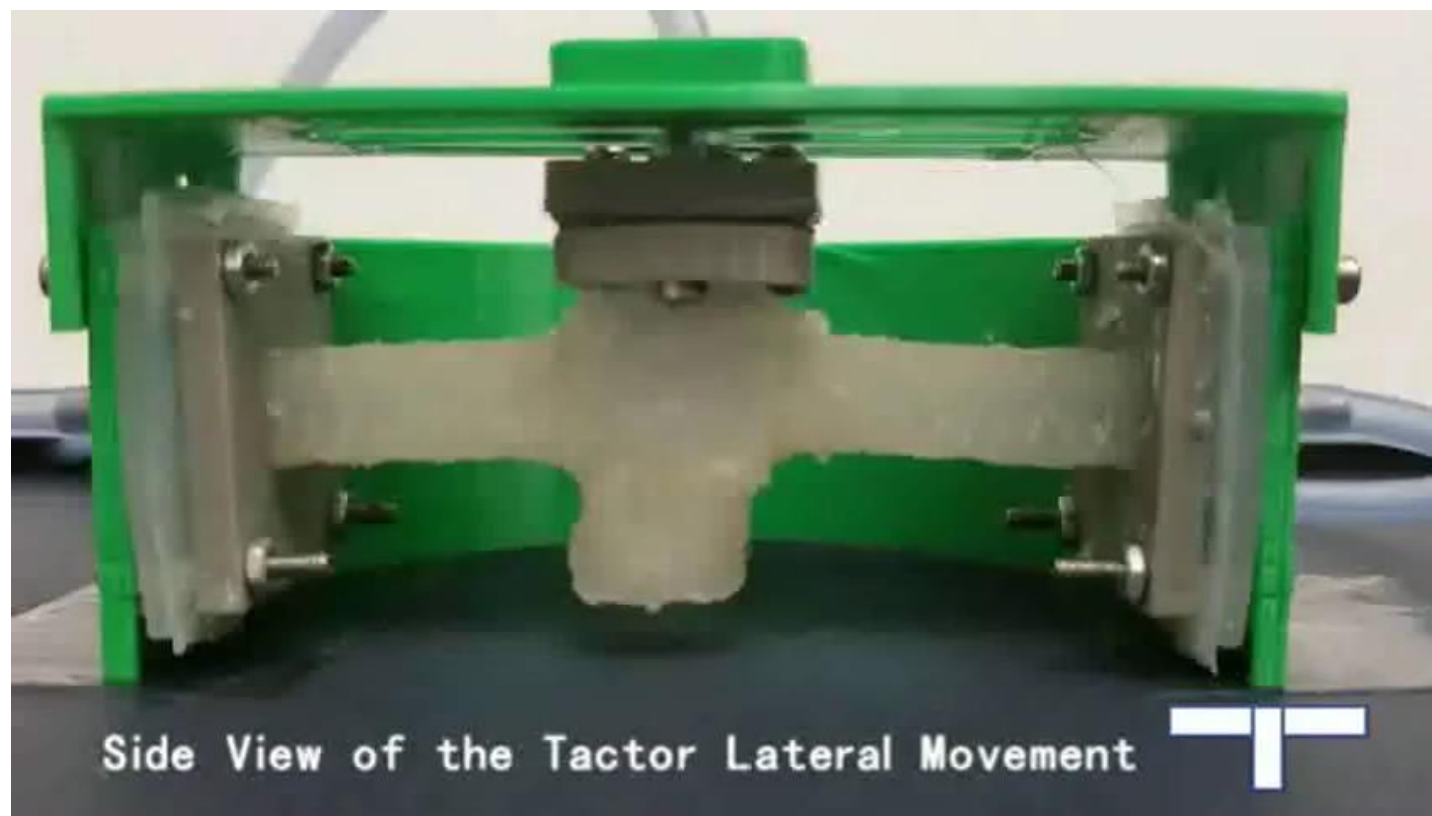
multiple points, single direction



Agharese et al. 2018

Soft Wearable Devices

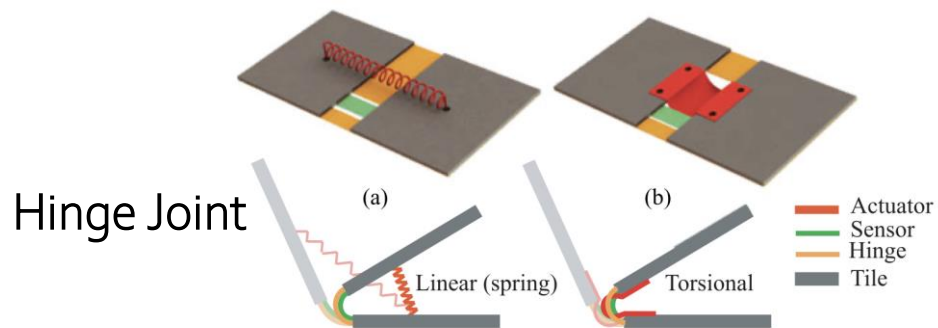
single point, multiple directions



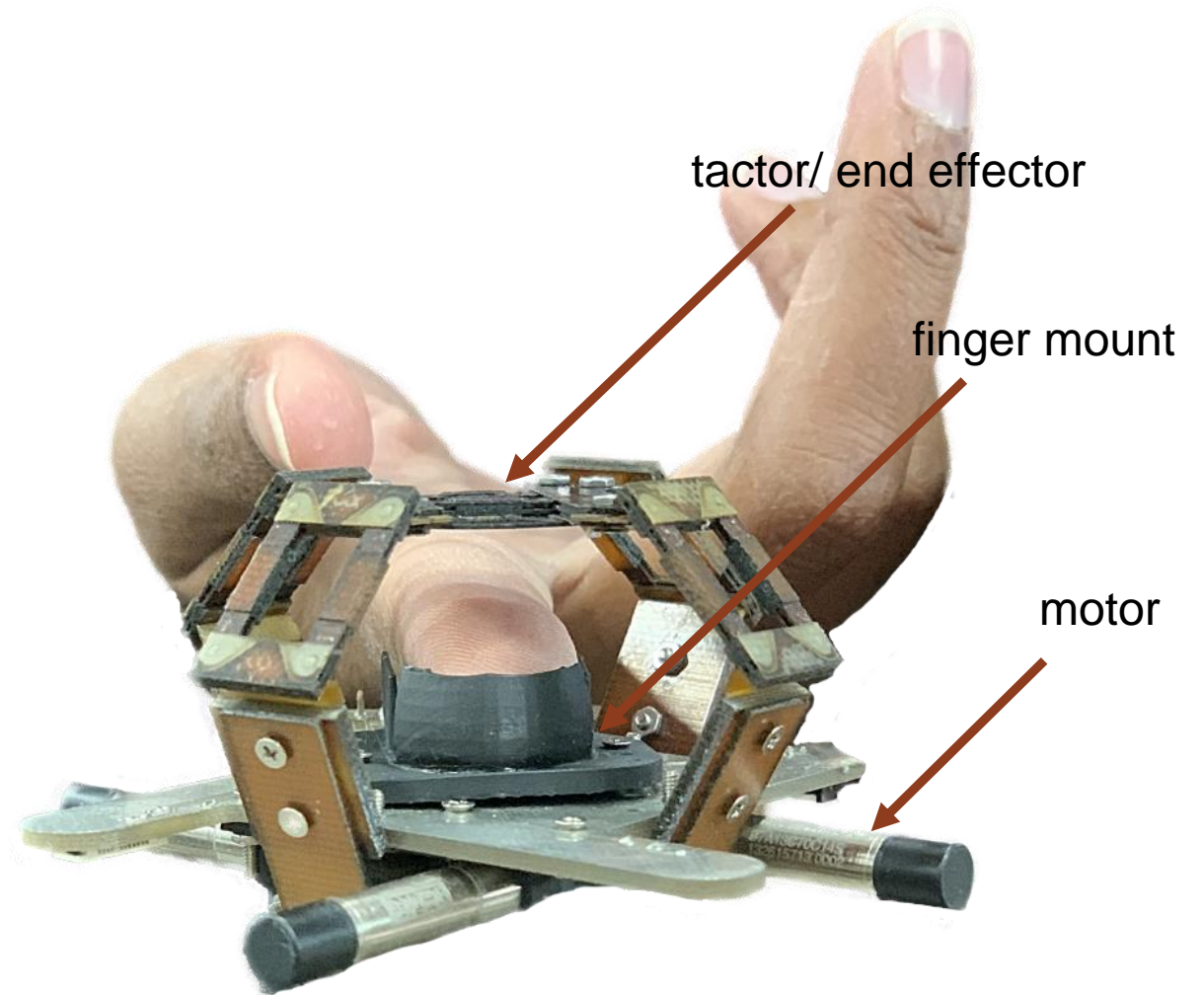
Yoshida, et al. 2019

4-DOF Origami Haptic Device

- Applies normal, shear and torsion feedback
- Layered manufacturing techniques like those in circuit design

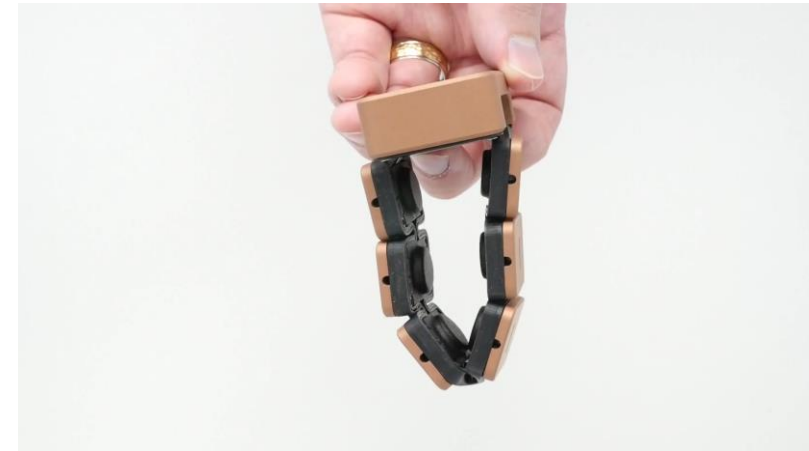


Zhakypov et al. IEEE TRO, 2018



Williams et al. in prep, 2021

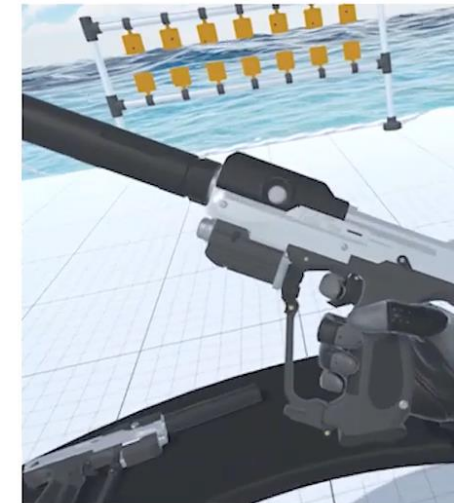
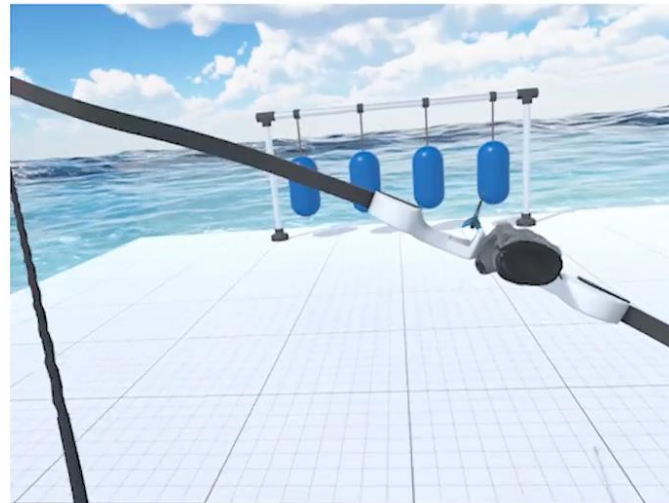
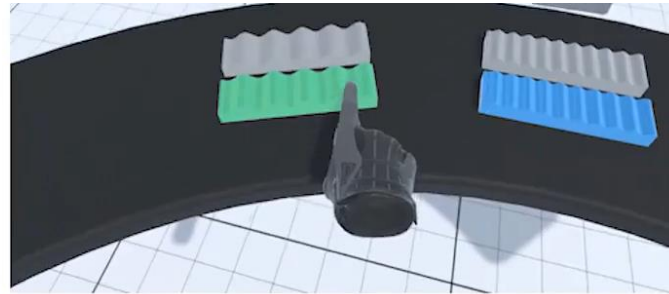
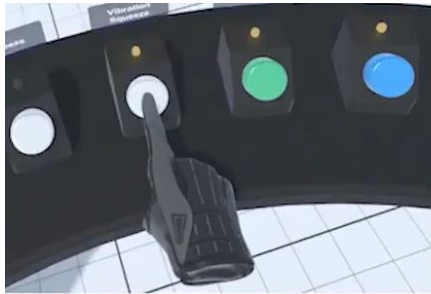
Tasbi: squeeze and vibration for referred haptic feedback



Pezent et al., IEEE WHC 2019
Pezent et al., (in review)

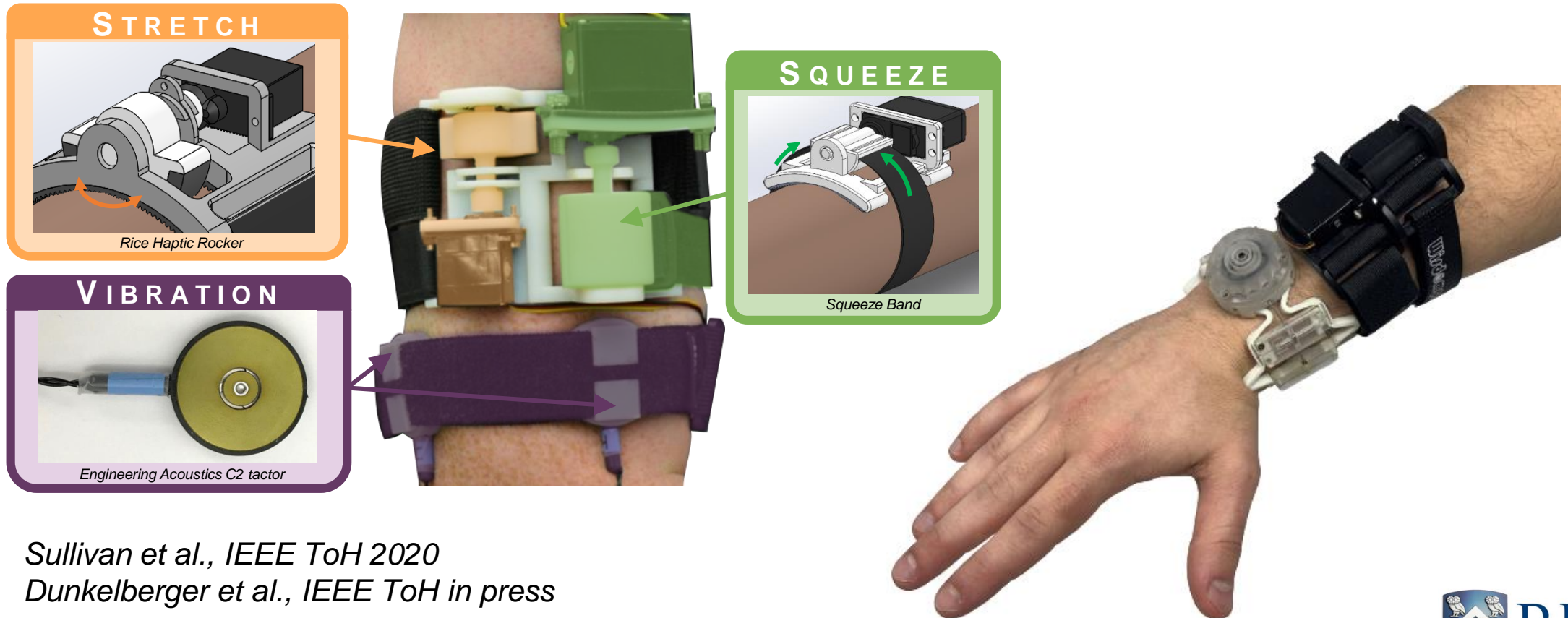


Tasbi: squeeze and vibration for referred haptic feedback



Modular wearable haptic devices

The **MAHI MISSIVE** is a compact actuator system designed to render a variety of **multi-sensory cues** on the upper arm using three haptic modes: lateral skin **stretch**, radial **squeeze**, and **vibration**



Sullivan et al., IEEE ToH 2020

Dunkelberger et al., IEEE ToH in press

Conveying language via haptic phonemes

SQUEEZE OFF

		Top VT			
		B	NG <i>Ring</i>		
		R	H		
		V	W		
Left VT				Right VT	
L	Y			M	J
SH	Z			T	CH
N	DTH <i>The</i>			K	TH <i>Thin</i>
		Bottom VT			
		G			
		D	P		
		S	F		



SQUEEZE ON

		Top VT			
		O <i>Opt</i>			
		U <i>Up</i>	UUH <i>Put</i>		
		OY <i>oil</i>	I <i>It</i>		
Left VT				Right VT	
				ER <i>Earn</i>	OH <i>Open</i>
A <i>Act</i>	OO <i>Ooze</i>			AW <i>Awful</i>	
AY <i>Ate</i>					EE <i>Eel</i>
		Bottom VT			
			E <i>End</i>		
		OW <i>Out</i>			
		IY <i>Ice</i>			

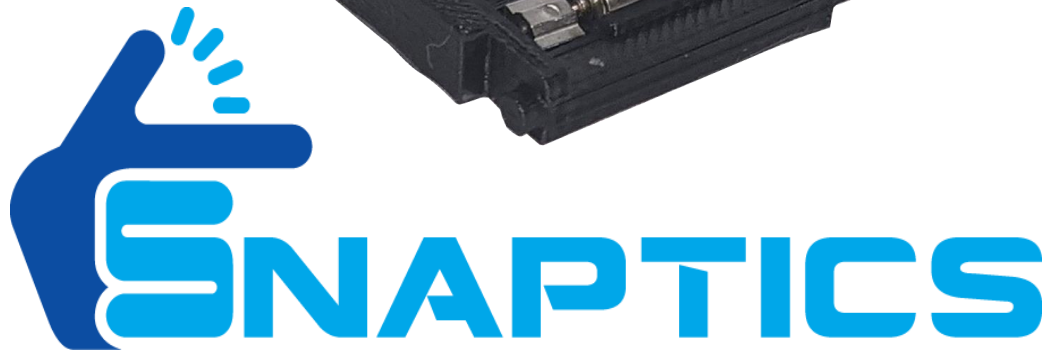
*VT=Vibrotactor



Modular wearable haptic devices



- Open source, low-cost, platform for accessible prototyping of haptic devices
- Modules offer vibration, stretch, and twist cues with untethered, battery-powered operation



snaptics.org

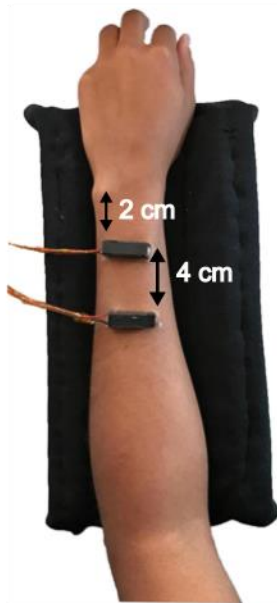
Zook et al., (in review)



Arms vs. Fingertips, revisited



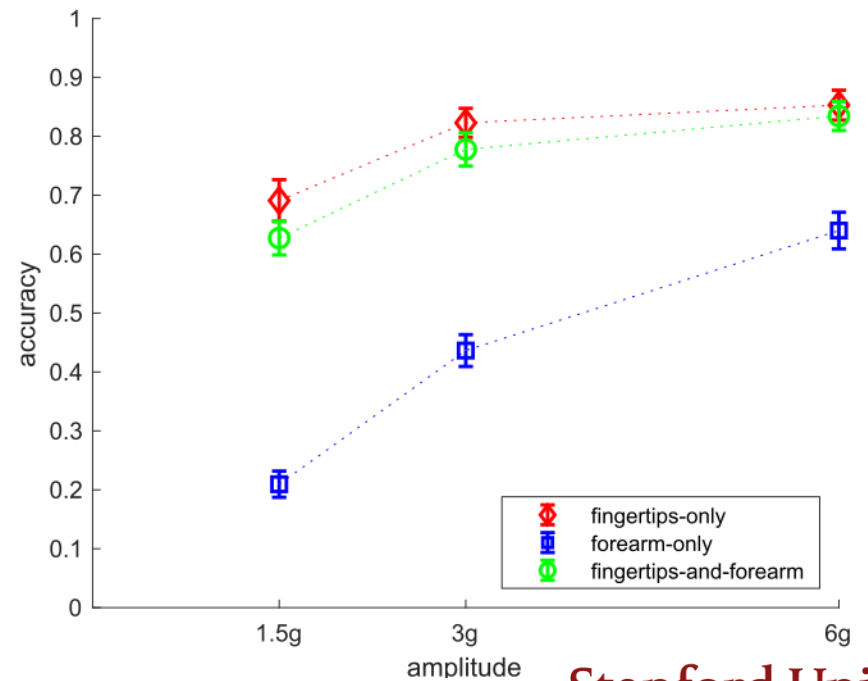
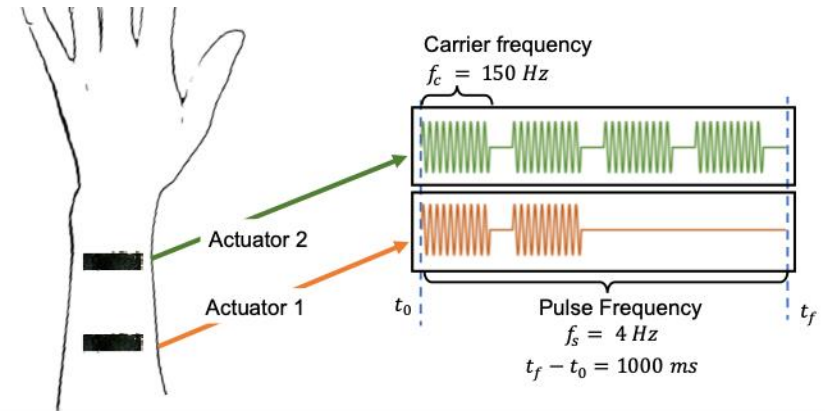
fingertips



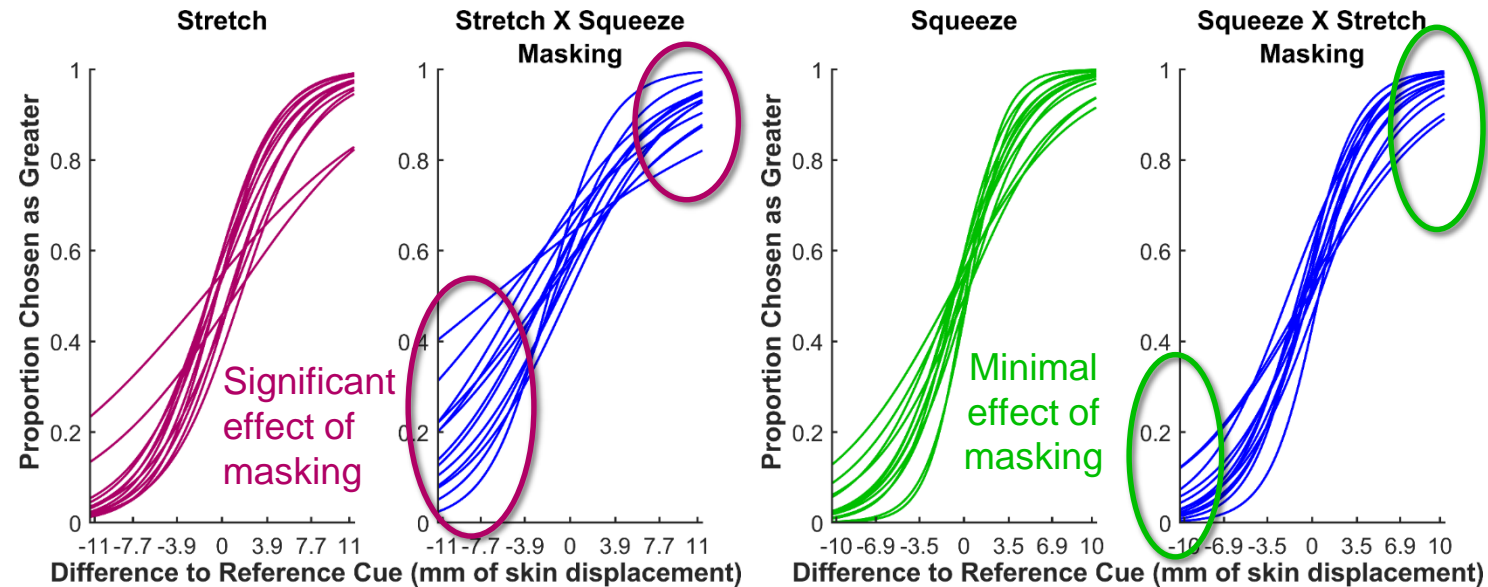
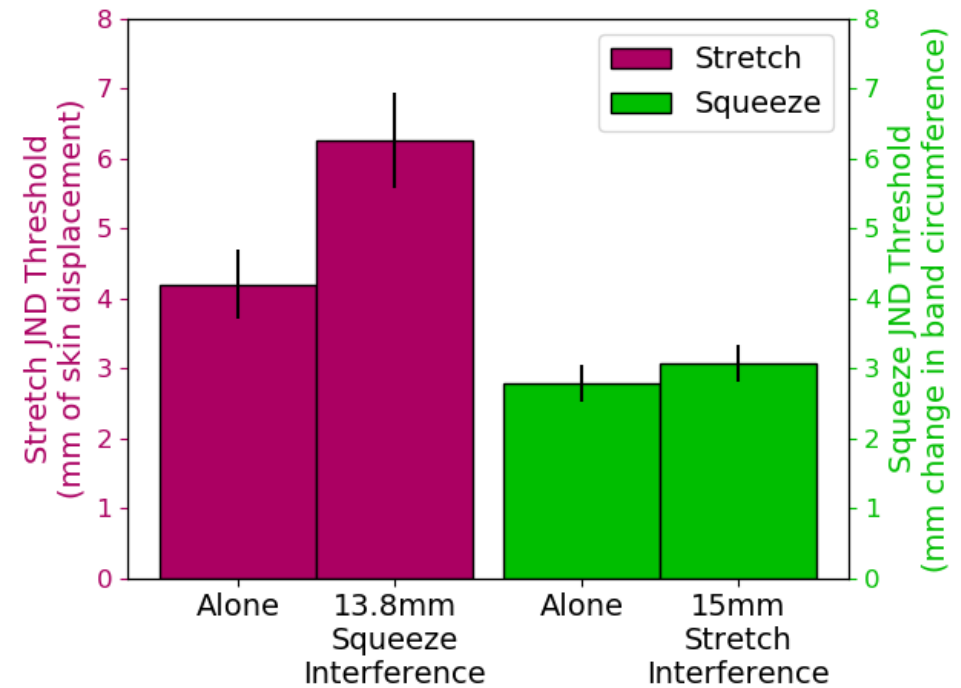
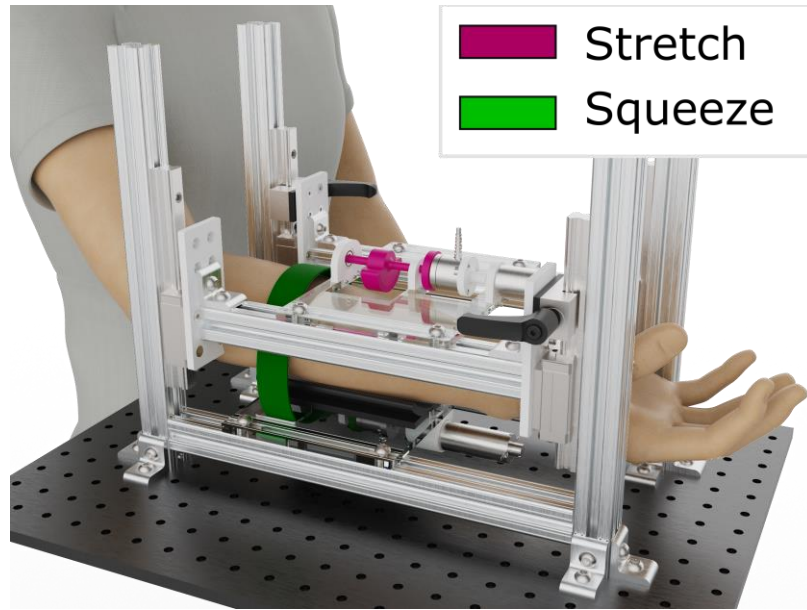
arm



fingertips+arm

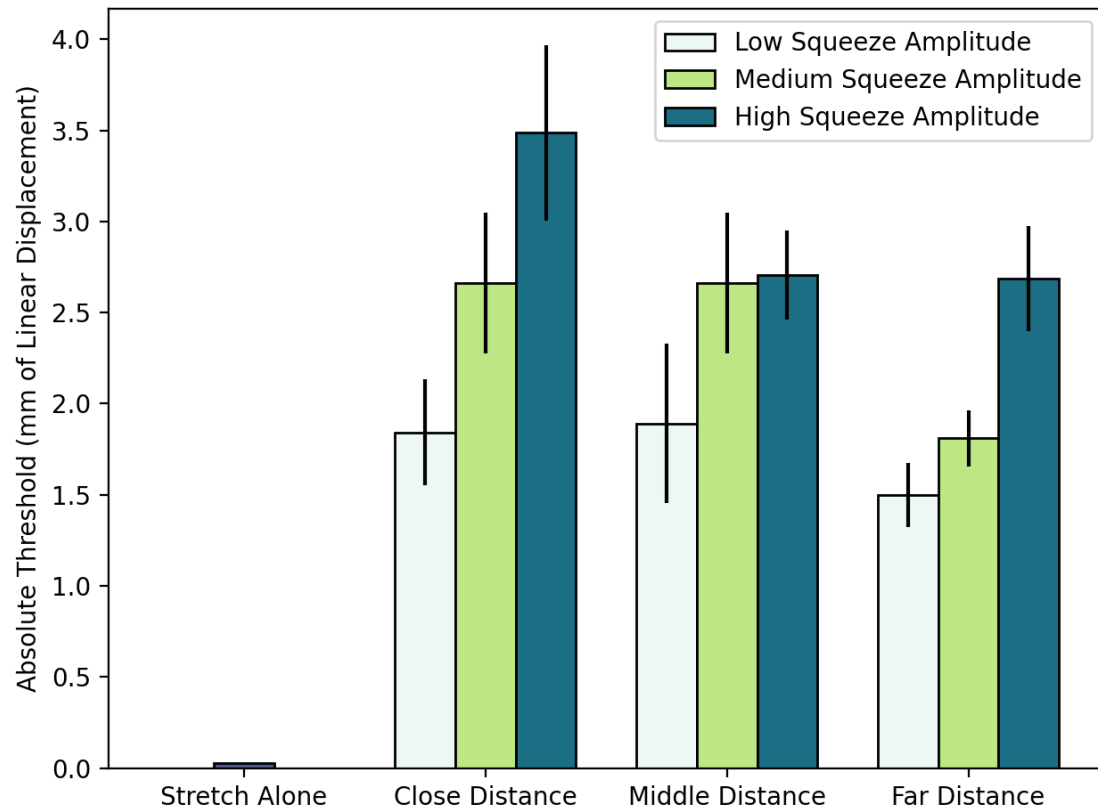


Perception of simultaneously delivered cues

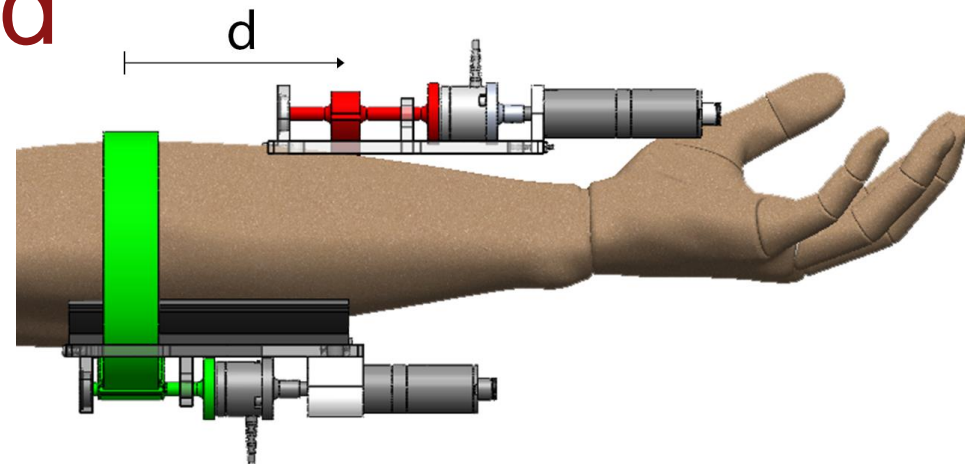


Zook et al., IEEE WHC 2019
 Zook et al., (in review)

Effect of cue amplitude and separation distance



Low et al., (in review)



Without Interference

Stretch Detection



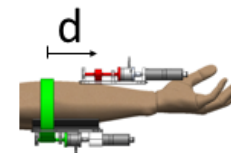
With Interference

Interfering Cue Amplitude



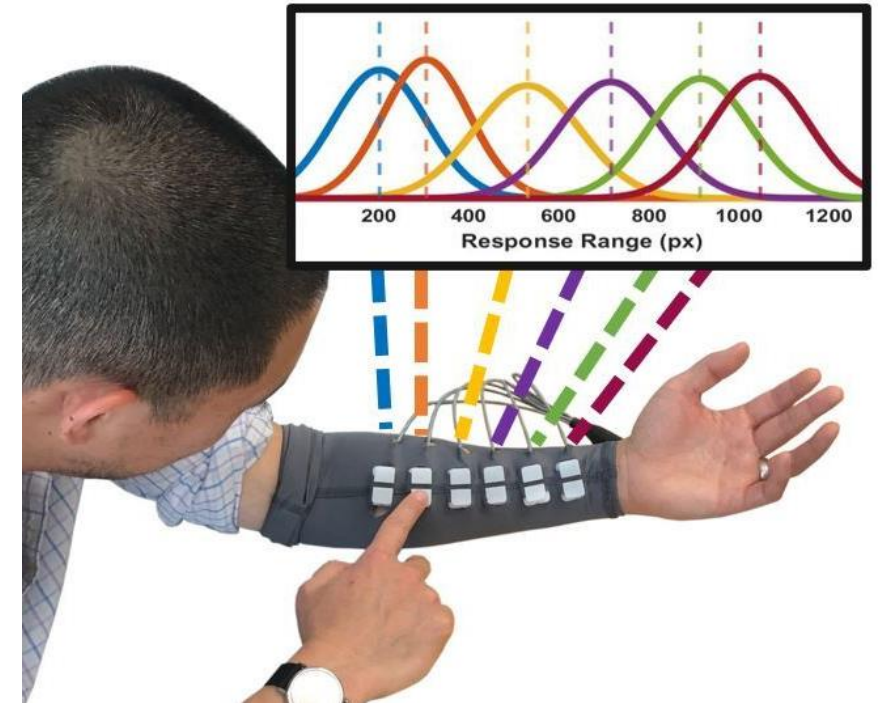
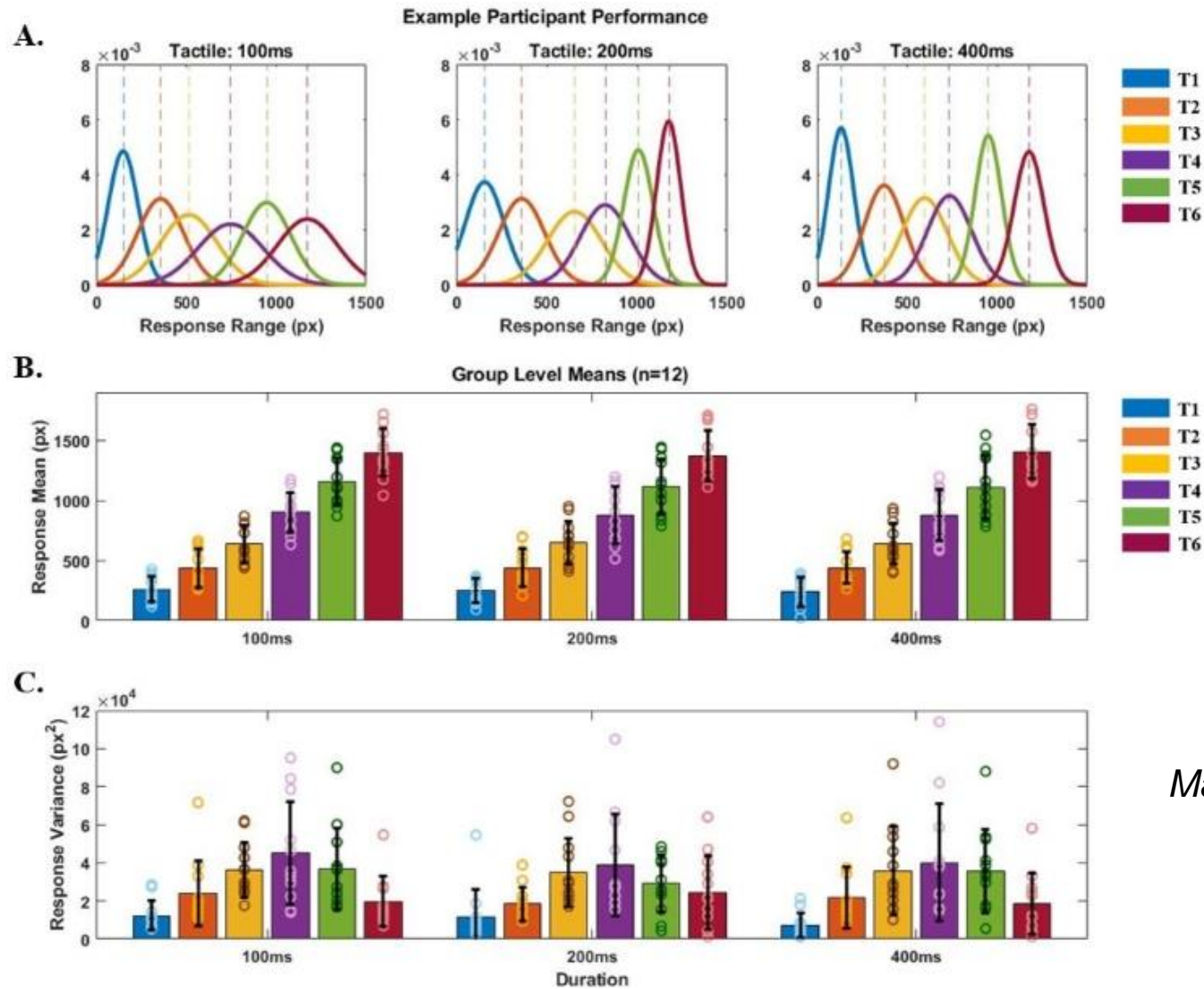
Low, Medium, High

Inter-cue Distance



Close, Middle, Far

Vibrotactile cue localization for associative learning

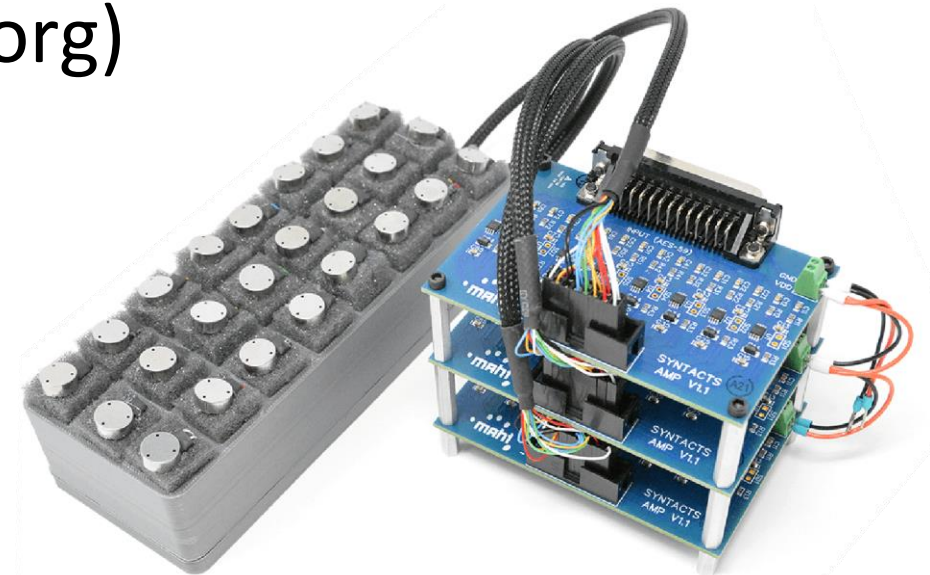


Macklin et al., (in review)

Open-source tools for wearable haptics



Open-sourced software and hardware framework to simplify vibrotactile haptics. Debuted at IROS 2020 tutorial (see syntacts.org)



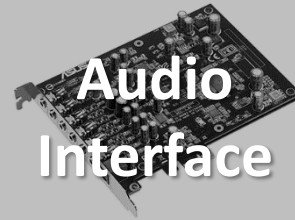
audio driven haptics with syntacts



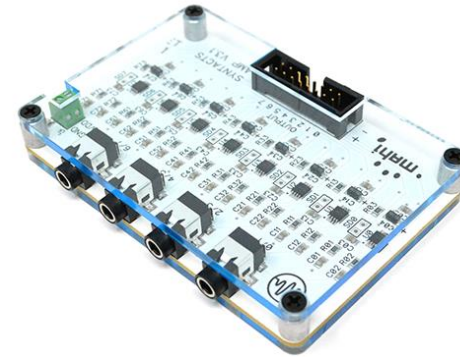
Host PC



Software



Audio Interface



Power Amp



Actuators

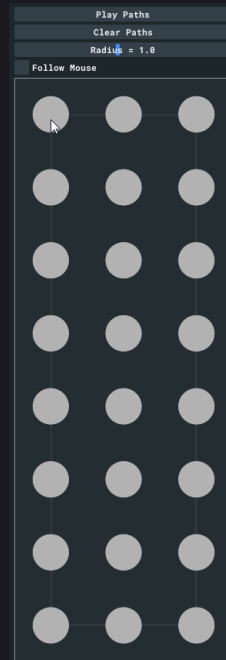
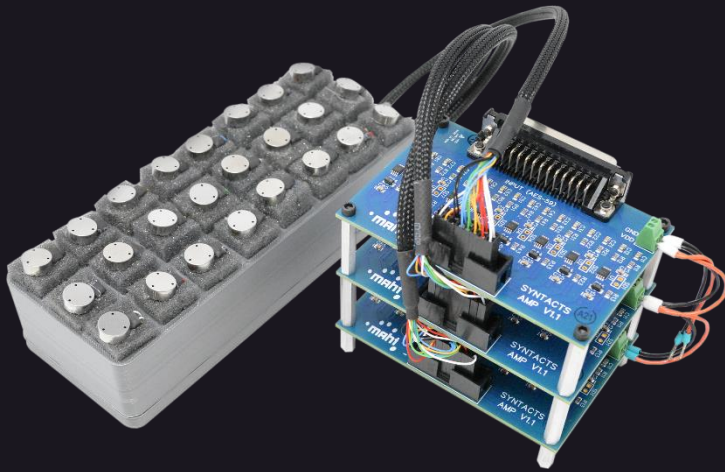
example projects

syntacts array

syntacts.org/tutorials/draw

syntacts bracelet

syntacts.org/tutorials/bracelet





- contact: info@syntacts.org
- tutorials: syntacts.org/tutorials
- software: github.com/mahilab/Syntacts
- amplifiers: syntacts.org/hardware
- devices: syntacts.org/hardware



evan
pezent



brandon
cambio



lianne
johnson



roderico
garcia



ahalya
lettenberger



marcia
o'malley

Plans for our final year

- Integrate improved actuation techniques into our soft haptic device designs
- Characterize whole-body and multi-modal haptic perception and translate results to improved device design
- Explore applications in affective haptics, prosthetics, and haptic communication
- Disseminate our low-cost, open-source wearable haptic hardware and software tools (syntacts and snaptics)



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