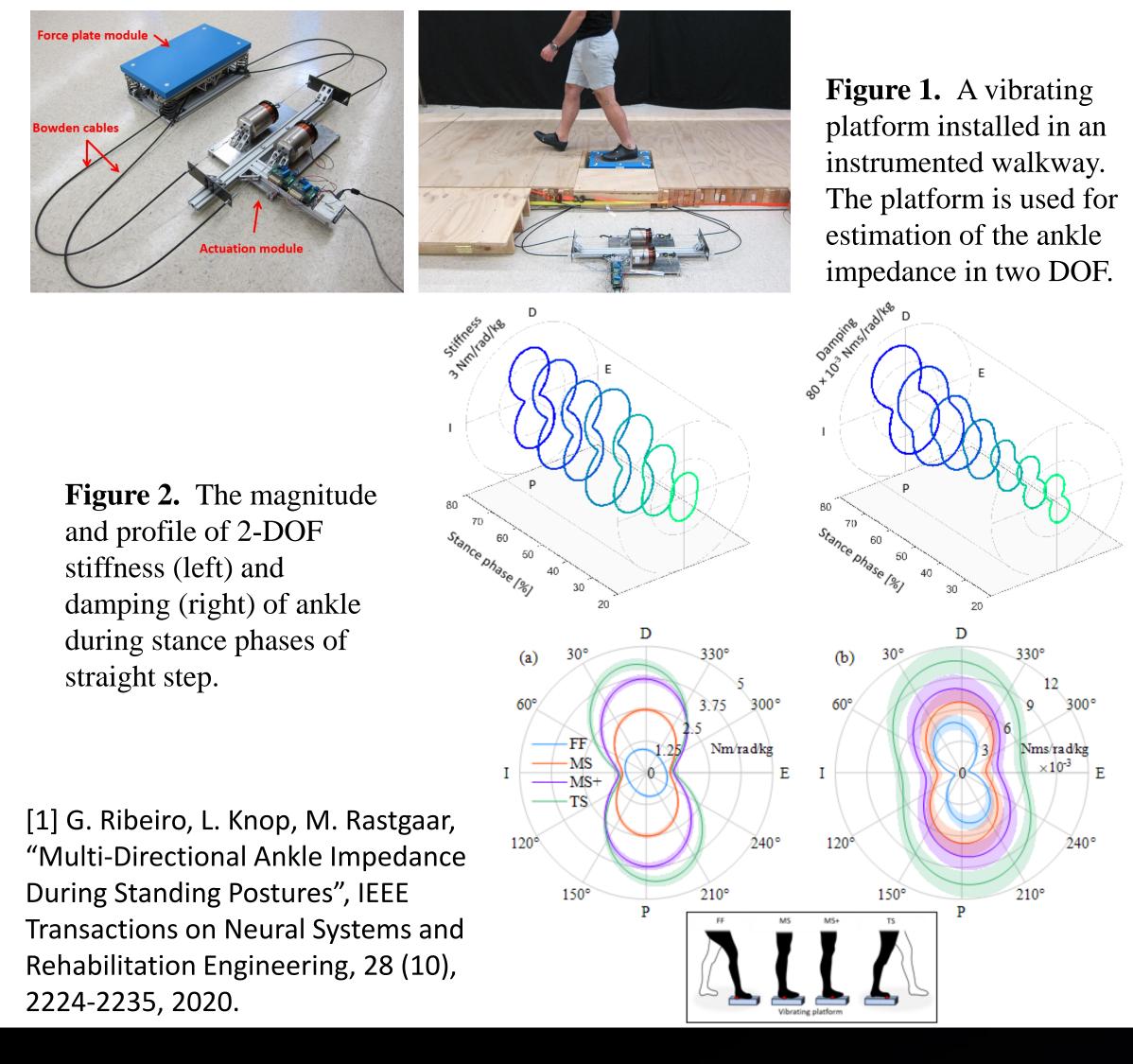
NRI: INT: COLLAB: Anthropomorphic Robotic Ankle Prosthesis with Programmable Material

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.

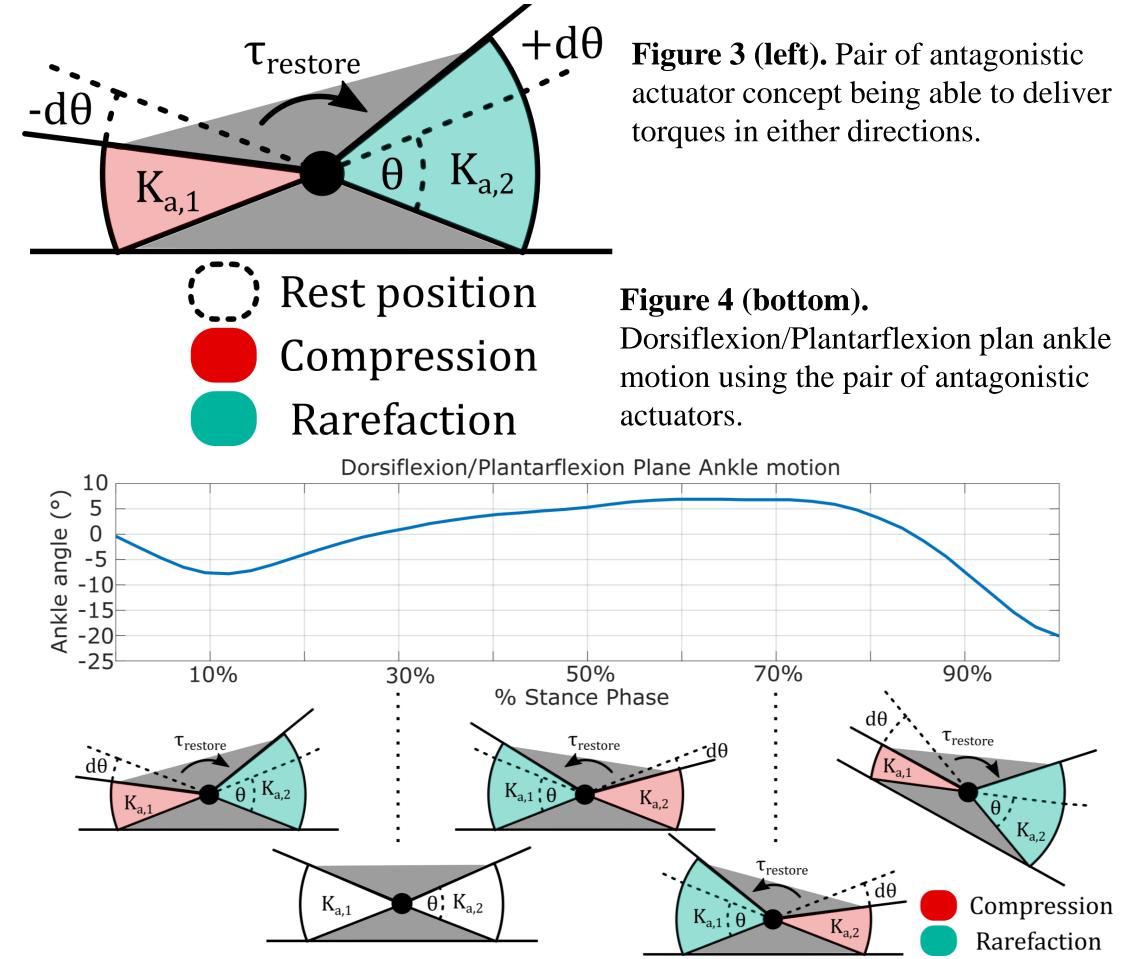
- Thrust 1
- Impedance control of the 2-DOF prostheses would require To match the impedance of the biological ankle joint, a quantitative knowledge of the time-varying impedance of variable stiffness soft system that utilize multi-material ankle during the stance phase of gait. composite is designed that deforms in response to fluid pressurization. A 2-DOF vibrating platform was designed and fabricated for
- estimation of the time-varying ankle impedance. (Figure 1) Antagonistic pairs of unfolding textile based inflatable actuators for each DOF to provide tunable impedance are • An estimation method provides ankle impedance in 2DOF developed (Figure 3). during the stance phase of gait [1]. (Figure 2)
- Experimentally found mechanically programmed torque • A powered 2-DOF ankle-foot prosthesis will be used in this response is shown in Figure 4. study



2021 NRI & FRR Principal Investigators' Meeting March 10-12, 2021

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Thrust 2



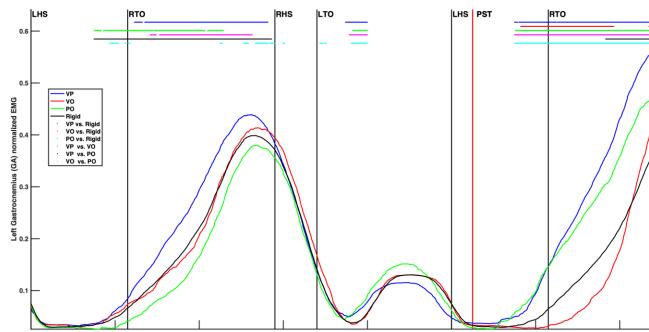
[2] Unfolding Textile-Based Pneumatic Actuators for Wearable Applications, O'Neill et al, Soft Robotics, 2021

Thrust 3

- Understand and quantify stability improvements from the proposed system to the performance of the anklefoot prosthesis in real-world dynamic environments.
- Simulate those environments using experimental platform, the Variable Stiffness Treadmill (VST), which can simulate a wide variety of dynamic and compliant walking surfaces (Figure 5).



Figure 5. 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)



- We have been studying the effect of visual anticipation (using Virtual Reality) of floor compliance changes on human gait, and quantifying those effects with changes on the EMG activity before stepping on the compliant surface.
- 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 [3]. [3] 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.

