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Scuola Superiore
Sant'Anna

A Networked Haptic Embedded Controller

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Haptic Devices

Haptic devices are robotic manipulators providing **force-feedback** to the user:

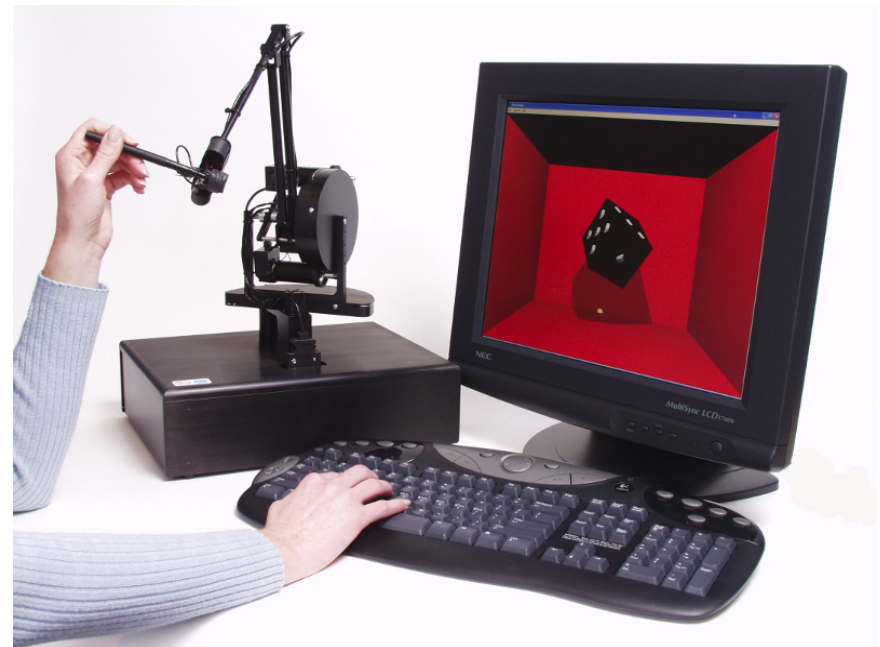
- **Haptic rendering** of virtual/augmented environments
- **Teleoperation** with a second robotic manipulator/haptic device



[ALEx exoskeleton, SSSA]

Typical haptic systems **do not provide** enough **flexibility**:

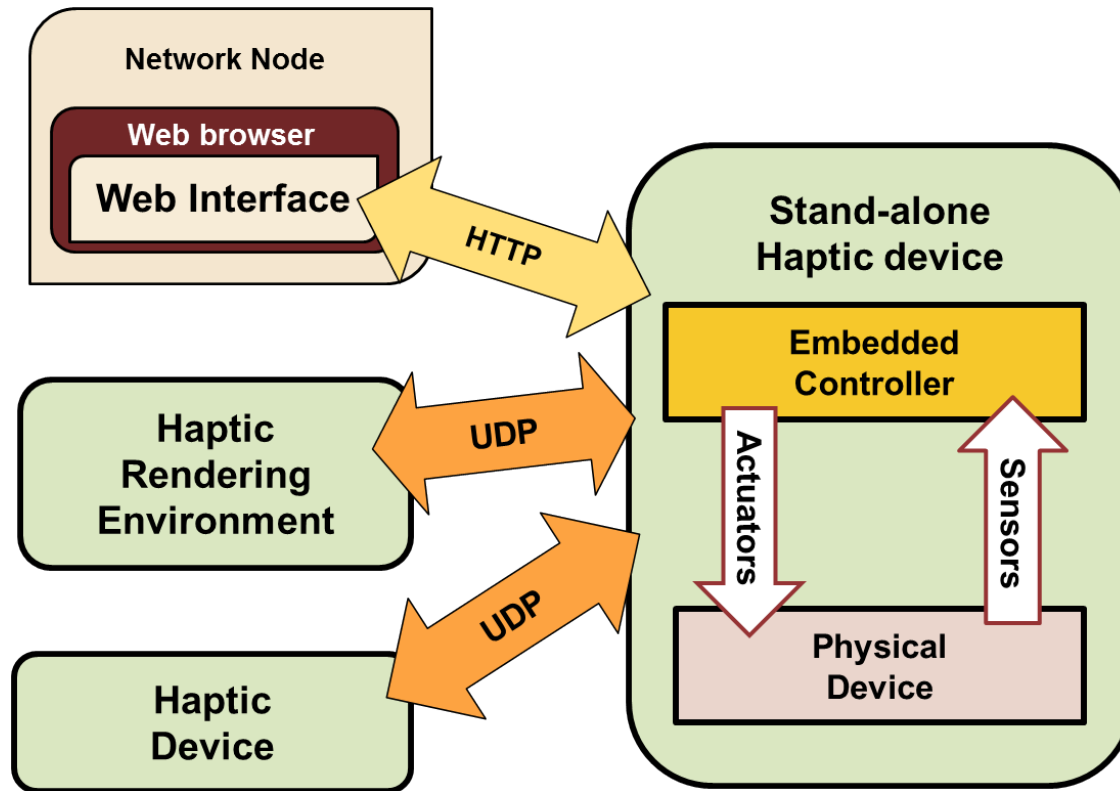
- **Dedicated PC** managing communication and interface with the user
- **Dedicated boards** for control and driving actuators (**1KHz closed-loop required**)
- **Dedicated drivers** per device (**no standards**)



[Phantom, Sensable]

Embedded Haptic Controller

The present work proposes a **stand-alone haptic controller, embedded on a single, low-cost board**, providing both:



Robotic control :

- Sensors/actuators interface
- Control loops and kinematics
- Calibration, safety limits

Communication, interfacing:

- Network accessibility
- User interface with configuration and diagnostics
- Closed-loop haptic feedback with other network nodes

Dual-Subsystem MCU

Texas Instruments Concerto MCU: integrates an ARM Cortex M3 core and a C28 DSP core in a single microcontroller



TI Concerto MCU

C28x 32 bit DSP

- 150 Mhz
- Floating Point Unit
- 256 KB Flash
- 32KB RAM

- 12 PWM modules
- 3 QEP modules
- 12ch 12 bit ADCs

Shared Memory

- 64 KB RAM

ARM Cortex M3

- 125 Mhz
- 32KB RAM
- 32C-ch DMA

- 10/100 Ethernet
- USB
- 4x UART

Experimental Setup

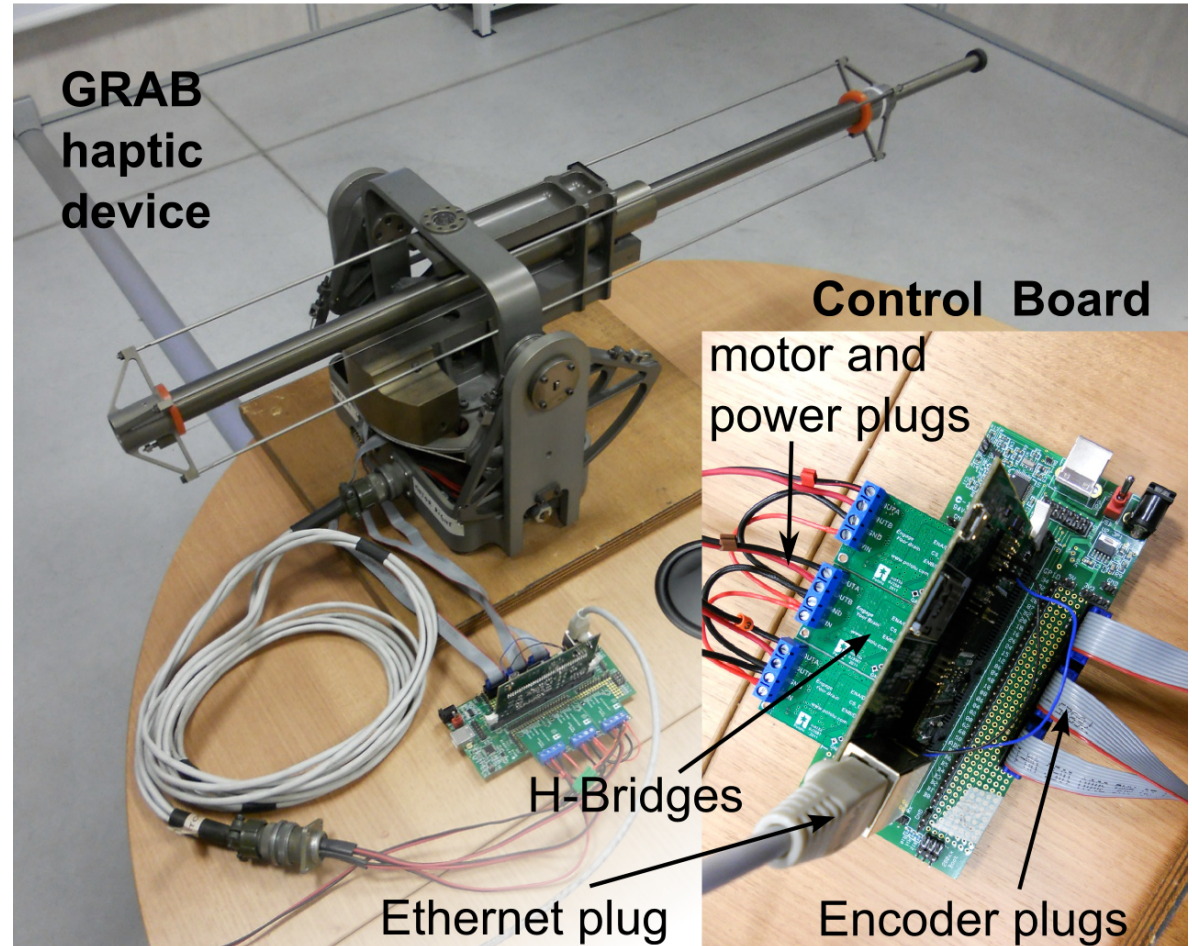
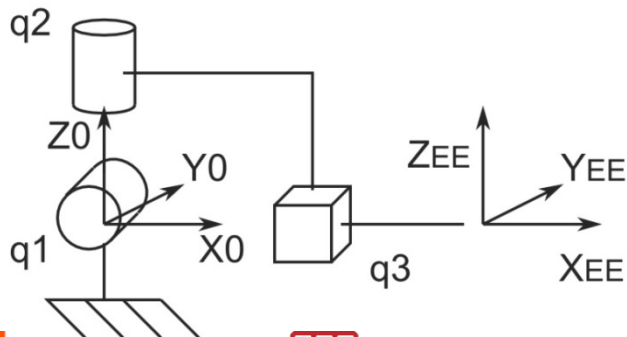
Electronics:

- Texas Instruments Concerto:
- Vishay VNH2SP30 H-Bridge

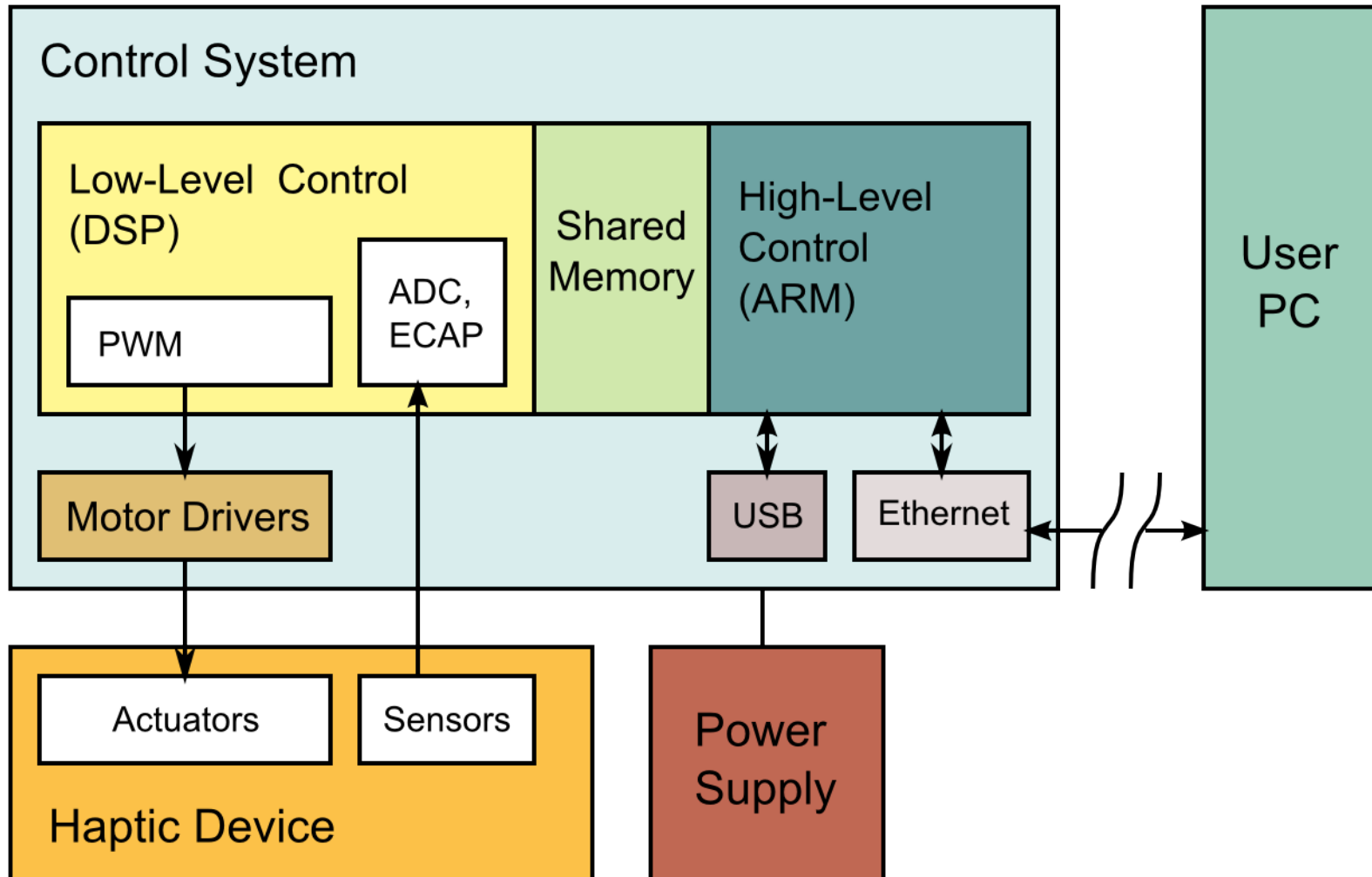
Manipulator:

GRAB (Percro Laboratory)
Haptic device

- 3 DOF, Spherical
- 0.5 mm – 2 mm resolution
- Cable-driven for back-drivability

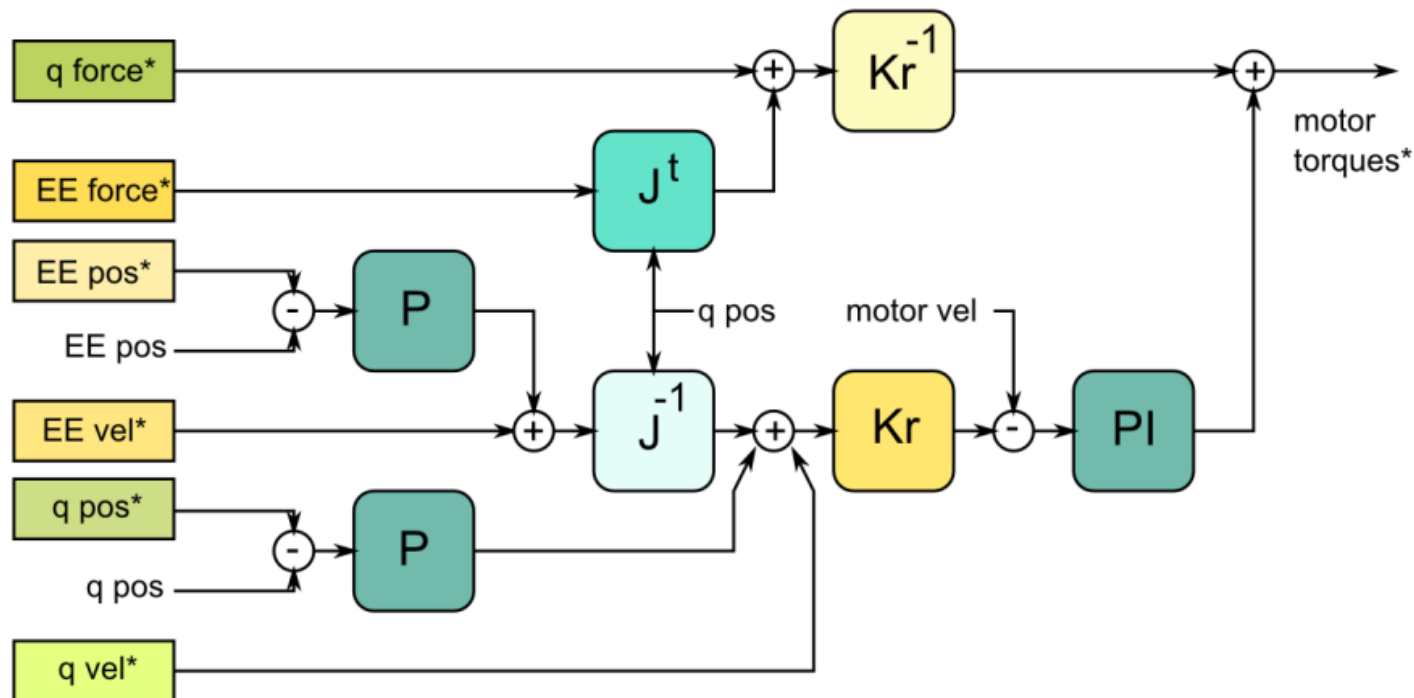


Resources Distribution



Low-Level Control (C28 DSP)

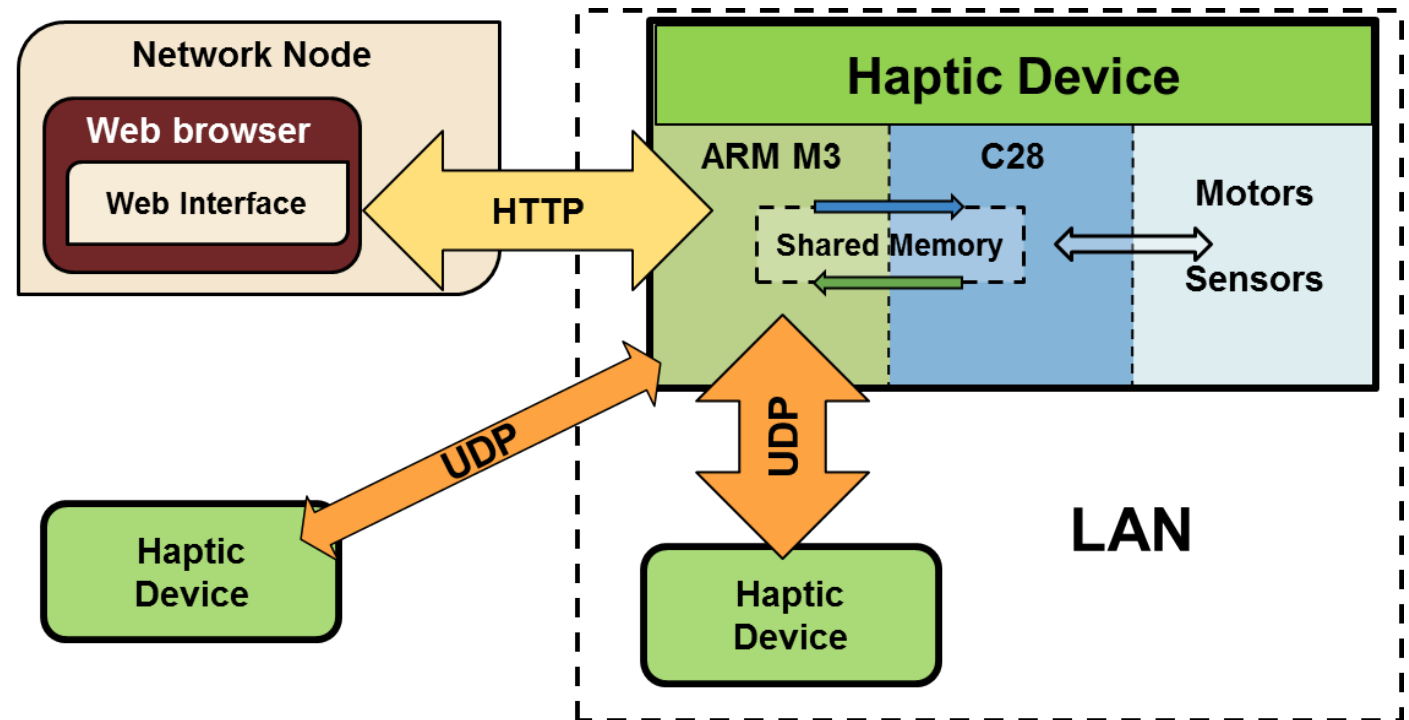
- **Flexible control design** for supporting different modalities: Haptic Rendering, Teleoperation, Robotic assistance/guidance, Calibration
- Safety limits implemented on force, velocity, position at joints and end-effector
- DSP programmed through Matlab Simulink and TI C2000 compiler



High-Level Interface And Networking

- Networking and user interface managed by the ARM Cortex-M3 core, with **basic Web Server functionalities**
 - Network capabilities provided by lwIP
- **Graphic interface accessible** by a **Web browser**, with full access to low-level variables and configuration saved on a SD card.
 - HTTP requests with JSON messages

- **UDP** communication configurable for fast data exchange (force-feedback loops) between nodes



Operative Modalities

Communication protocols for different operative modalities:

Web User Interface (HTTP)

Diagnostics (HTTP):

- Parameters tuning
- Control loop test
- Data record/ graphs

Embedded Haptic Rendering (HTTP):

- Programmed local position-force law
- Embedded position-force loop

Remote Haptic Rendering (UDP) :

- Position-force loop with connected clients

Teleoperation (UDP):

- Position - position loop with second haptic device

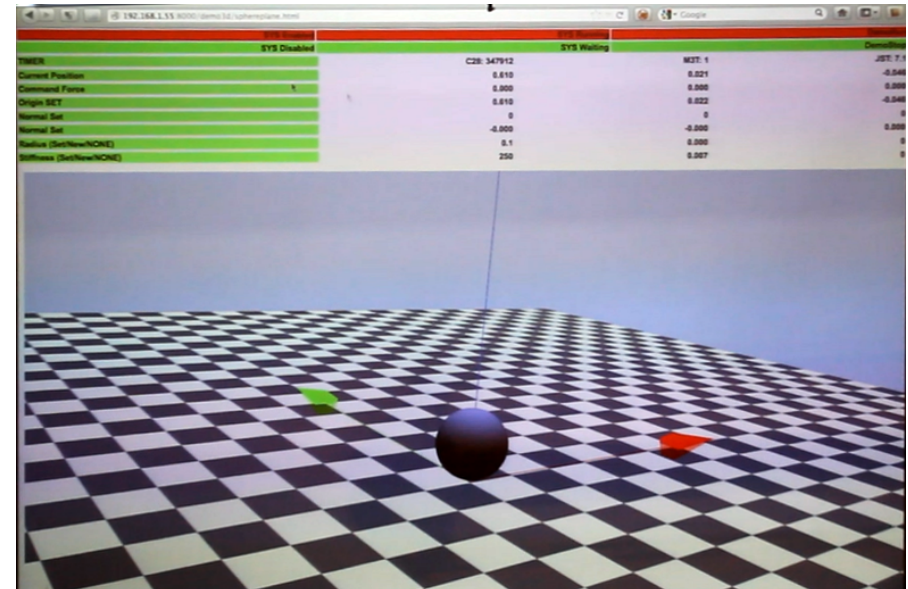
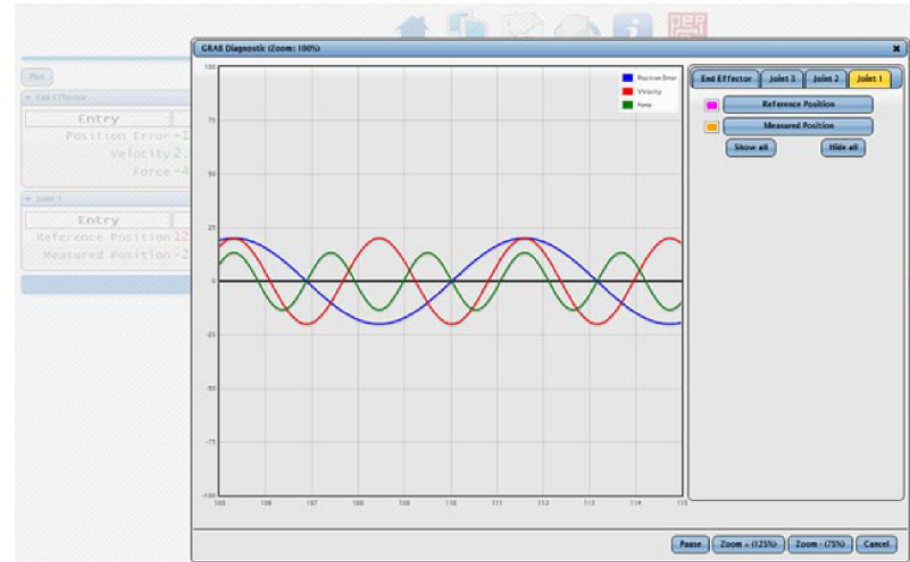
System Evaluation and Performances

HTTP 1.1 services performances:

- 150 Hz serving AJAX requests, 200 bytes max. tested payload
- Tested using the **Web interface**, diagnostics (parameters set and read for **real-time plotting**), **embedded haptic rendering**
- HTTP 1.1 implemented as a customization of lwIP

UDP communication performances:

- 2 KHz roundtrip, 50 bytes payload.
- Tested with **haptic rendering** and **teleoperation**, (position-force **closed-loop** at **1 KHz**).



System Evaluation and Performances

Remote, haptic enhanced web application (physics demo from Box2D library) was implemented using **implicit spring**:

- Physics are computed remotely by the Web browser
- Virtual and real end-effectors connected by an imaginary over-damped spring (this overcomes instability due to latency and low data rate).



[VIDEO](#)

Conclusions

We presented an embedded haptic controller providing the following functionalities

- **Stand alone**, low cost control board (Concerto microcontroller with double DSP ARM core), only power and Ethernet cables needed.
- Implements **full control** of the haptic device, including kinematics, control loops, sensor acquisition and actuator's driving, safety limits.
- Provides **high-level communications** through HTTP and UDP and stand alone networking functionalities (Web Server, web applications)
- **Web accessible user interface**, with diagnostics and system configuration
- **Flexible operative modalities**, including haptic rendering, teleoperation, embedded haptic rendering

Future Work

Possible directions:

- **Support for autodiscovery through mDNS or UPnP**
- Websocket for higher data rates over HTTP
- Implementation of model based rendering on the embedded system with limited computational cost (splines for fixtures or implicit surface rendering)
- Testing in different architecture, e.g. STM32, when no dual-subsystem is present

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Thank you for your attention,
Questions?

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