Switching Scheme between Adaptive Viscosity Control and Stabilization Control by Viscosity in Remote Control System with Haptics

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> Background

- > Previous Work
- > Purpose
- **>** Remote Control System with Haptics
- > Stabilization Control
- > Assessment Method
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Remote control system with haptics in which a user can remotely <u>operate a haptic interface device by using another</u> <u>haptic interface device</u> while watching video

Improvement of the efficiency and accuracy of work because the users can perceive the reaction force

When we use a network that does not guarantee QoS (Quality of Service) like the Internet



Previous Work

Proposed the following three types of control for remote control system with haptics:

- ✓ Adaptive elasticity control^{*1} → Suppress strong force Suppress unstable
- ✓ Adaptive viscosity control^{*1}

✓ Stabilization control by viscosity^{*2} phenomena

Adaptive viscosity control is better than stabilization control by viscosity when the network delay is small, and the latter is superior to the former when the network delay is large^{*3}.

Control which is effective for a wider range of network delay has not been studied so far.

- *1 T. Abe et al., ICCE-TW, pp. 133-134, May 2018.
- *2 L. Wen et al., Record of 2019 Tokai-Section Joint Conference on Electrical, Electronics, Information, and Related Engineering, L1-7, Sep. 2019.
- *3 L. Chen et al., ICCE-TW, Sep. 2020.

Purpose

This work

- Propose a switching scheme that uses the adaptive viscosity control when the network delay is small and employs the stabilization control by viscosity when the network delay is large.
- Illustrate the effectiveness of the switching scheme in terms of the operability of haptic interface device by QoE assessment.

Remote Control Systems with Haptics

Master terminal

Slave terminal



Calculation Method of Reaction Force

Elasticity (spring) Viscosity (damper)

 $(S_{t-1}^{(m)} - M_{t-1}^{(m)}) + K_d (\dot{S}_{t-1}^{(m)} - \dot{M}_{t-1}^{(m)})$

Elasticity is force exerted by a spring, for example, when we push or pull the spring.

 $F_{\star}^{(m)}$

Viscosity is force or resistance exerted by fluids when we move something through the fluids (e.g., water and oil).

$$\begin{split} \boldsymbol{F}_{t}^{(m)} &: \text{Reaction force of master terminal at time } t \ (t \geq 0) \\ \boldsymbol{S}_{t-1}^{(m)}, \boldsymbol{M}_{t-1}^{(m)} &: \text{Position vector of haptic interface device of slave/master terminal at time } t \ (t \geq 0) \\ \dot{\boldsymbol{S}}_{t-1}^{(m)}, \dot{\boldsymbol{M}}_{t-1}^{(m)} &: \text{Velocity of slave/master terminal at time } t \ (t \geq 0) \\ K_{s} &: \text{Elasticity coefficient} \\ K_{d} &: \text{Viscosity coefficient} \\ \end{split}$$



The elasticity coefficient K_s is dynamically changed according to the network delay.

$$K_s = 9/(2D + 90)^{*1}$$

D : One-way network delay between the two terminals

*1 T. Abe *et al.*, ICCE-TW, pp. 133-134, May 2018.

Adaptive Viscosity Control

The viscosity coefficient K_d is dynamically changed according to the network delay and the moving velocity of a haptic interface device.

$$\widehat{K}_{d} = \begin{cases} 1.02 \times 10^{-5}D + 4.2 \times 10^{-5}v - 2.03 \times 10^{-4} \left(D \le D_{\text{peak}} \right) \\ -6.31 \times 10^{-6}D - 2.12 \times 10^{-4}v + 2.99 \times 10^{-3} \left(D > D_{\text{peak}} \right) \end{cases}$$

$$D_{peak} = -20\nu + 228$$

 D_{peak} : Peak value of optimum viscosity coefficient

v : Moving velocity

Stabilization Control by Viscosity

The movement of the haptic interface device at the slave terminal is reduced by a fixed amount in order to produce viscosity.

 \succ The control is carried out only at the slave terminal.

$$K_{d} = 0$$

$$S_{t}^{(s)} = M_{t-1}^{(s)} - C_{d}(M_{t-1}^{(s)} - S_{t-1}^{(s)})$$
*2

 $S_t^{(s)}, M_t^{(s)}$: Position vector of slave/master terminal at time *t* C_d : Coefficient related to viscosity

$$C_d = 0.936^{*2}$$

*2 L. Wen et al., Record of 2019 Tokai-Section Joint Conference on Electrical, Electronics, Information, and Related Engineering, L1-7, Sep. 2019.



Assessment Method

- Two terminals are connected to a network emulator to produce a constant delay (called the *additional delay*) for each packet.
- Work: Move the haptic interface device to right and left (the x-axis) along a line for 30 seconds.
- Additional delay: Changed after 15 seconds in four cases :
 (a) from 50 ms to 200 ms, (b) from 200 ms to 50 ms,
 - (c) from 100 ms to 200 ms, (d) from 200 ms to 100 ms
- Stimuli: Comparison between adaptive viscosity control and switching scheme, and that between stabilization control by viscosity and switching scheme are exerted in random order for each case.
- Judgment: Selected one from among three answers (1: Former is better, 2: Not sure, and 3: Latter is better)
- Subjects: 15 (ages: between 20 and 25)

Assessment Results (1/3) Comparison between adaptive viscosity control and switching scheme



Case (c): From 100 ms to 200 ms

Case (d): From 200 ms to 100 ms

Assessment Results (2/3)

Comparison between stabilization control by viscosity and switching scheme



Stabilization Control Switching Scheme

by Viscosity

40

20

0



Case (b): From 200 ms to 50 ms



Case (c): From 100 ms to 200 ms

Case (d): From 200 ms to 100 ms





(a) Stabilization control by viscosity

(b) Switching scheme

Conclusions and Future Work

Conclusions

- Proposed a switching scheme in remote control system with haptics.
- Illustrated the effectiveness of the switching scheme in terms of the operability of haptic interface device by QoE assessment.

Future Work

Plan to change C_d (coefficient related to viscosity)
 dynamically according to the network delay and the moving velocity of the haptic interface device.