

Simulation Sandbox for the daVinci System

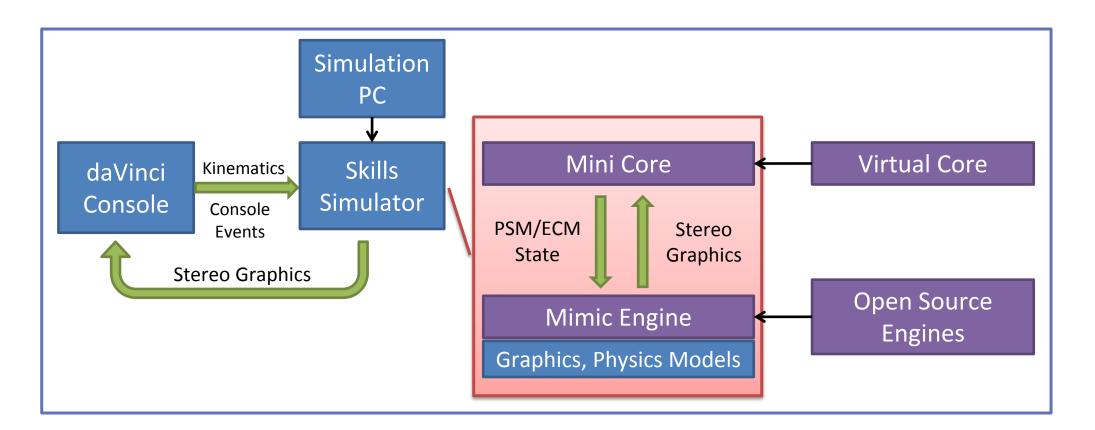
Computer Integrated Surgery II (Spring 2013) Anand Malpani

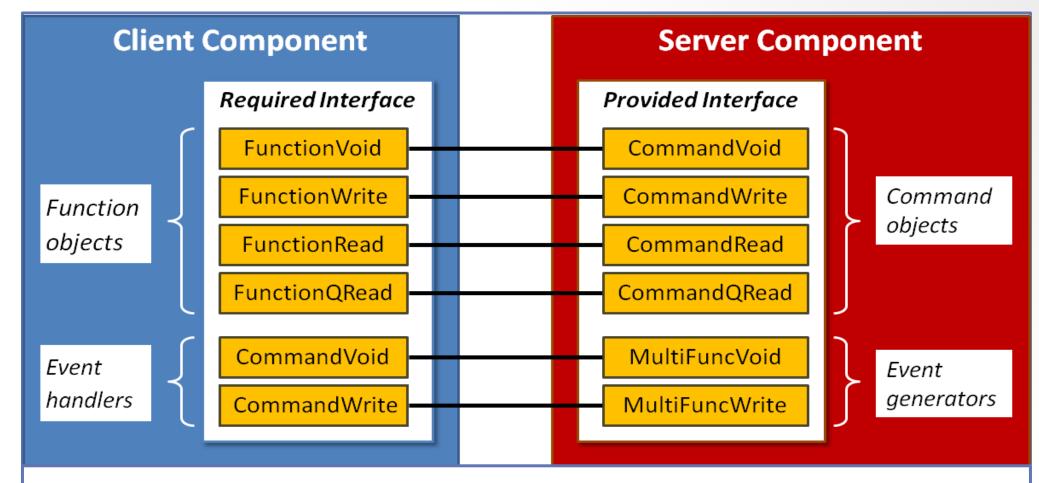


under the guidance of Anton Deguet, Prof. R. H. Taylor, Simon DiMaio, Ashwinram Suresh

Introduction

- Development of a Simulation Sandbox based on Open-source software packages for robotic surgery using the Intuitive Surgical Inc.'s daVinci[®] patient cart and EndoWrist instruments
- Demonstrate use of such a sandbox using the *daVinci* System's surgeon console





CISST Component-Interfaces Framework^[2]

Current Status

- Functioning teleoperation unit to communicate between a master and the virtual slaves
- PID control for simulated tools not functioning

Motivation & Significance

- Currently, simulation (*Mimic Simulation*) on the *daVinci Skills Simulator* is a **black box** with no access to the models and the rendering pipeline
- We aim to create a sandbox application containing a *library* of pre-existing object models and **open** access
- Developers can add new models to the library as well as implement new simulations using the library
- Surgeons can do procedural planning using patient specific anatomical models before the actual case
- Sandbox can be a prototyping platform for testing new procedures, instruments, user interfaces

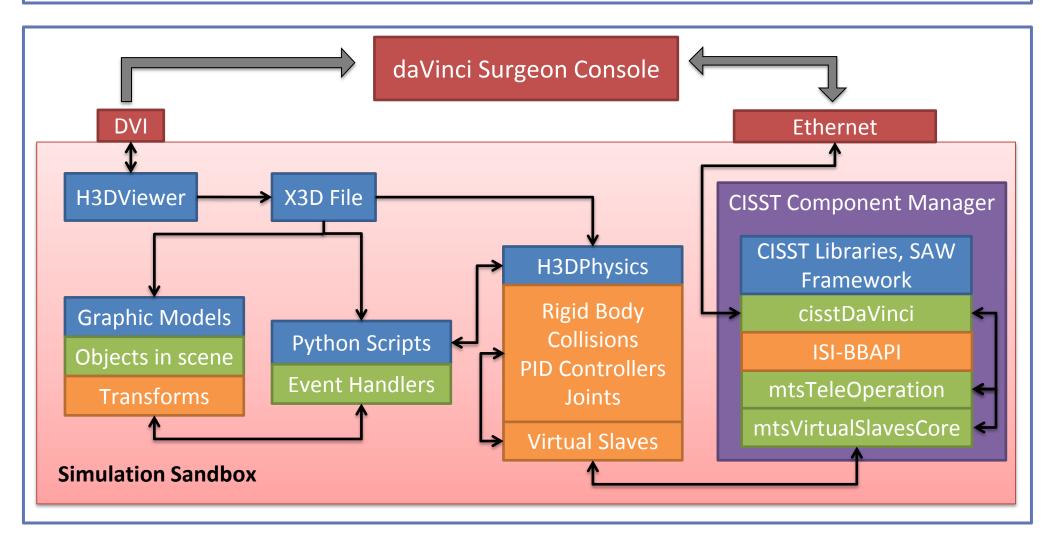
Software Dependencies

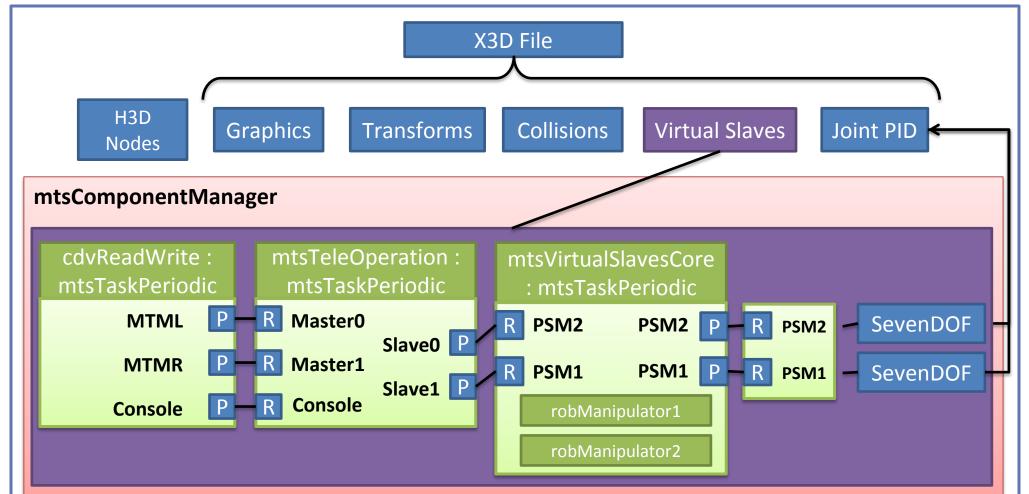
ISI-BBAPI^[1]

Provides read/write access to *daVinci* master console

- CISST-SAW^[2,3]
 - Framework for *computer-assisted* interventions

- Teleoperation supports clutching and follow mode
- Library contains instrument model along with simple objects like rings, cubes, pegs (courtesy Ashwin, ISI)





- Interfaces with computer integrated surgical devices
- Based on a **component-interface** model
- Developed *mtsTeleoperation*, *mtsVirtualSlavesCore* components that pass slave kinematics to H3D nodes
 extended the *cisstDaVinci* component (ISI-BBAPI)

H3DAPI, H3DPhysics

- Scene-graph API for graphics, haptics rendering
- Wrapper for physics engines like *Bullet*, *ODE*
- Interfaced using X3D, Python and/or C++
- *Fields* basic building blocks for data passing
- *Nodes* containers for a group of *fields*
- Developed the *VirtualSlaves* node for connecting to the CISST components

Future Work

- Functioning of the entire system as shown above
- Camera control implementation using virtual fixture
- Add complex object models to library

References

[1] DiMaio et. al. The daVinci Research Interface, SACAI 2008

[2] Deguet et. al. The cisst libraries for computer assisted interventions, SACAI 2008

[3] Vagvolgyi et. al. The Surgical Assistant Workstation, SACAI 2008

Acknowledgments

- Anton Deguet: for advising on the system engineering
- Ashwin, Simon: for the *Skills Simulator* and H3DAPI
- Funded by the Swirnow Family Foundation
- Intuitive Surgical Inc. for the daVinci systems loan



