

Handling Heterogeneity in Collaborative Networked Virtual Surgical Simulators

Seminar of the Ph.D. in Mathematical Engineering

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GIDITIC: Grupo I+D+I en Tecnologías de la Información y las Comunicaciones

Outline

1. **Motivation.**
2. Related Works and Main contributions.
3. Our Approach.
 - Heterogeneity affecting collaborative Performance in CNVSS.
 - Description and implementation of a Context Aware Architecture for CNVSS.
 - Inference Mechanism for Handling Heterogeneity factors in CNVSS.
4. Conclusions and future research.

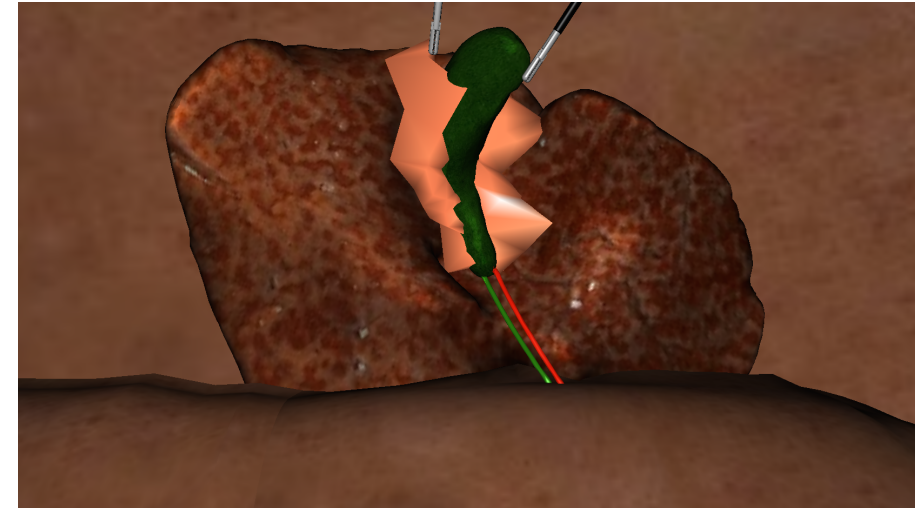
Motivation

Moving from
Traditional training model

“See one,
Do one,
Teach one”



Simulation based model



Risk on the patient, higher surgical cost, no scenario for trial an error

Motivation

Networked Virtual Surgical Simulators

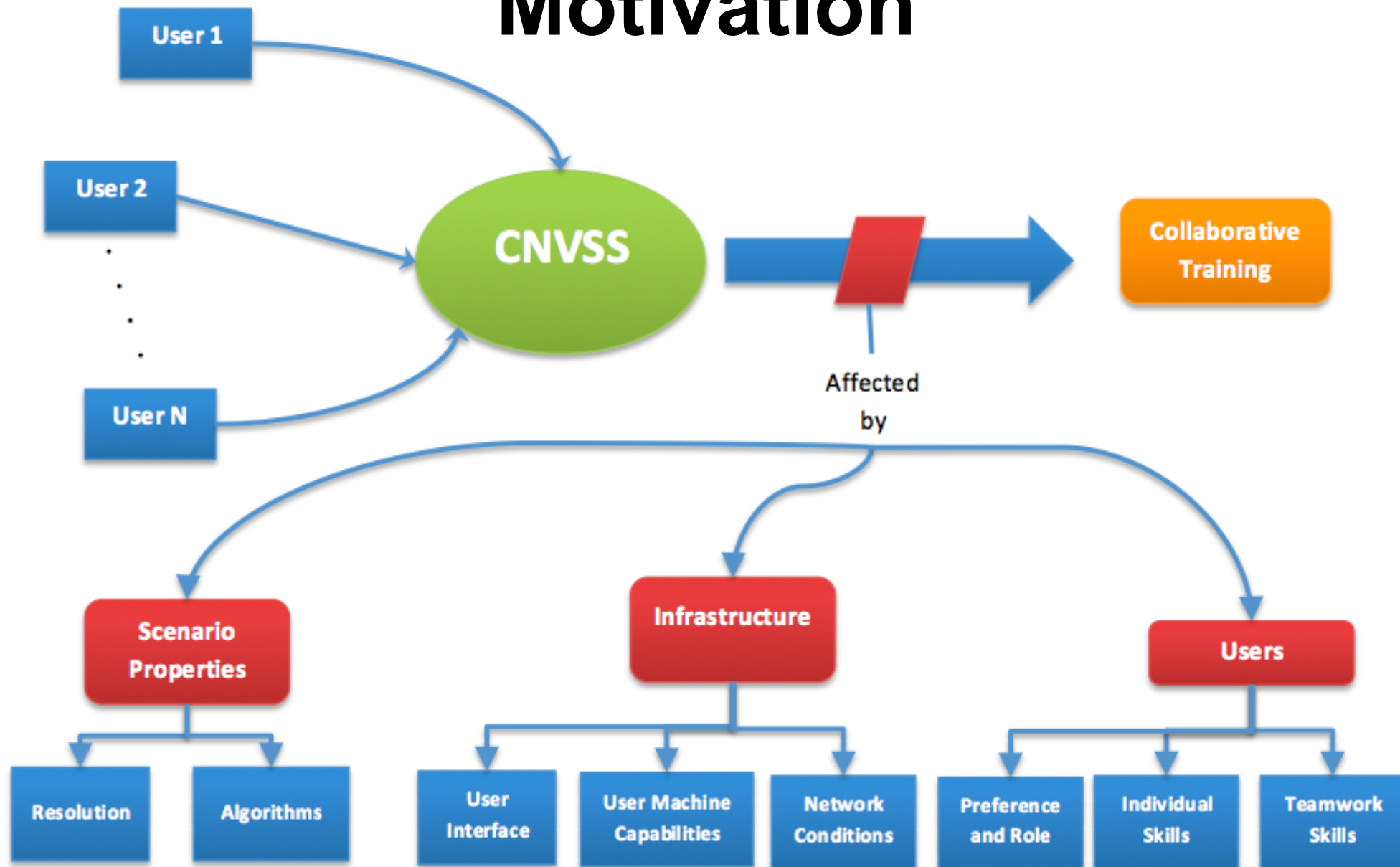


Stand-Alone Virtual Surgical Simulators

Motivation

- Collaborative Networked Virtual Surgical Simulators (CNVSS).
- They are a **CVE** with special features:
 - Tightly coupled **collaboration**.
 - High performance requirements.
 - Users focused on a few virtual objects.
 - Enrichment simulation environment.

Motivation



Motivation

The main goal:

“Propose a strategy to handle the three groups of heterogeneity factors (user, infrastructure and CNVSS), to attain a good collaborative training performance in a CNVSS”

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Related Works and Main Contributions

Network conditions

Author	Jitter (ms)	Delay (ms)	Percentage of Packet Loss (%)
Park et al. 1999	12.53 – 263.58	10 – 200	N/A
Dev et al. 2002	0 – 25	0 – 150	0.0001 – 100
Alhalabi et al. 2003	N/A	0 – 2000	N/A
Souayed et al. 2004	1 – 15	0 – 50	0.1 – 50
Allison et al. 2004	N/A	0-200	N/A
Hamza-Lup et al. 2005	N/A	0 – 50	N/A
Jay et al. 2007	N/A	0 – 400	N/A

Related Works and Main Contributions

Machine Capabilities

Author	Processor Speed (MHz)	RAM Capacity (MB)	Graphic Card	Network Card Speed (Mbs)
Trefftz et al. 2003	400 – 1500	256 – 1024	Intense3D,16 MB - GeForce2,32 MB	N/A
Hamza-Lup et al. 2005	1500 – 2800	512 – 1024	GeForce 4Ti4200 – GeForce 4Ti4600	100
Jay et al. 2007	2000 – 3200	512 – 1024	N/A	N/A

Related Works and Main Contributions

GiPSiNet
Networked Surgical Simulations



Qin 2010



Review

Boulanger et al. 2006

Allard et al. 2007

Gunn 2007

Dev et al. 2008

Qin et al. 2009

Context aware Approaches

Agu et al. 2005

Araujo et al. 2006

Workman et al. 2006

Kuroda et al. 2007

Related Works and Main Contributions

2. A novel architecture for a CNVSS based on context-aware concept is described, developed and evaluated to:

- Measure heterogeneity factors.
- Apply inference mechanism.
- Share the state of the simulation.
- Modify properties of the virtual surgical scenario.

Related Works and Main Contributions

Author	Heterogeneity Factors	Inference Method	Improved Variable
Trefftz et al. 2002	User Preferences, Machine Capabilities	Linear Equations	Infrastructure CVE
Quiroz et al. 2004	User Preferences, Machine Capabilities	Heuristics	Infrastructure
Araujo et al. 2006	User Preferences, Machine Capabilities	Rules based on thresholds	Infrastructure
Fujinoku et al. 2006	Network Capabilities	Rules based on thresholds	Infrastructure
Beggas et al. 2013	User Preferences, Machine Capabilities	Fuzzy Logic	Infrastructure

Handling Heterogeneity mechanisms

Related Works and Main Contributions

3. A mechanism for handling heterogeneity factors involved in a CNVSS.

- Infrastructure heterogeneity factors and user preferences as input.
- Surgical scenario properties and compensation mechanism as output.
- Application of artificial intelligence methods.

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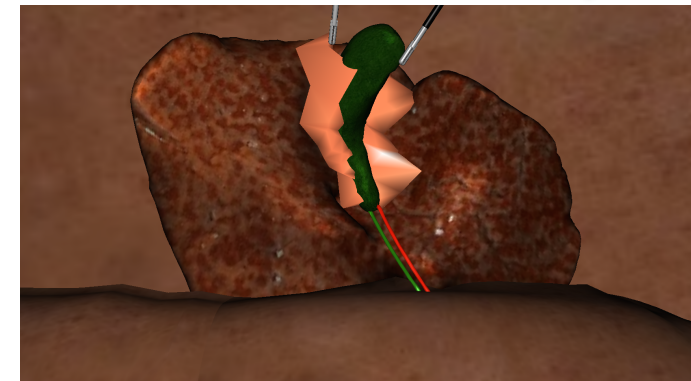
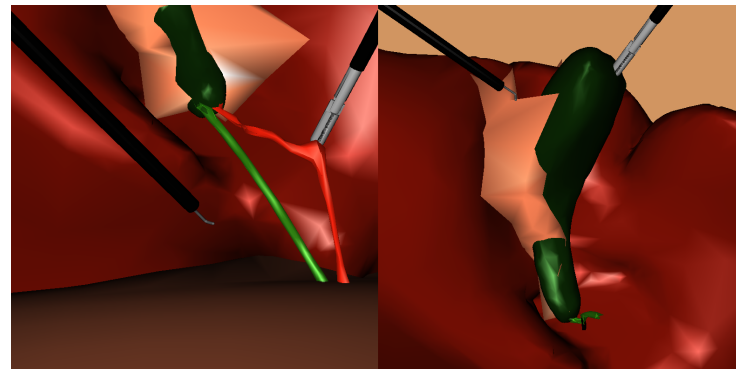
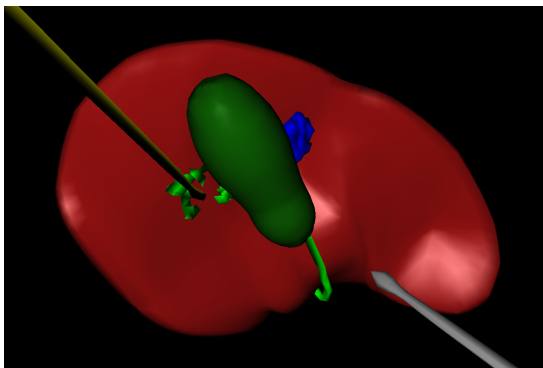
Our Approach



SOFA

Simulation Open Framework Architecture

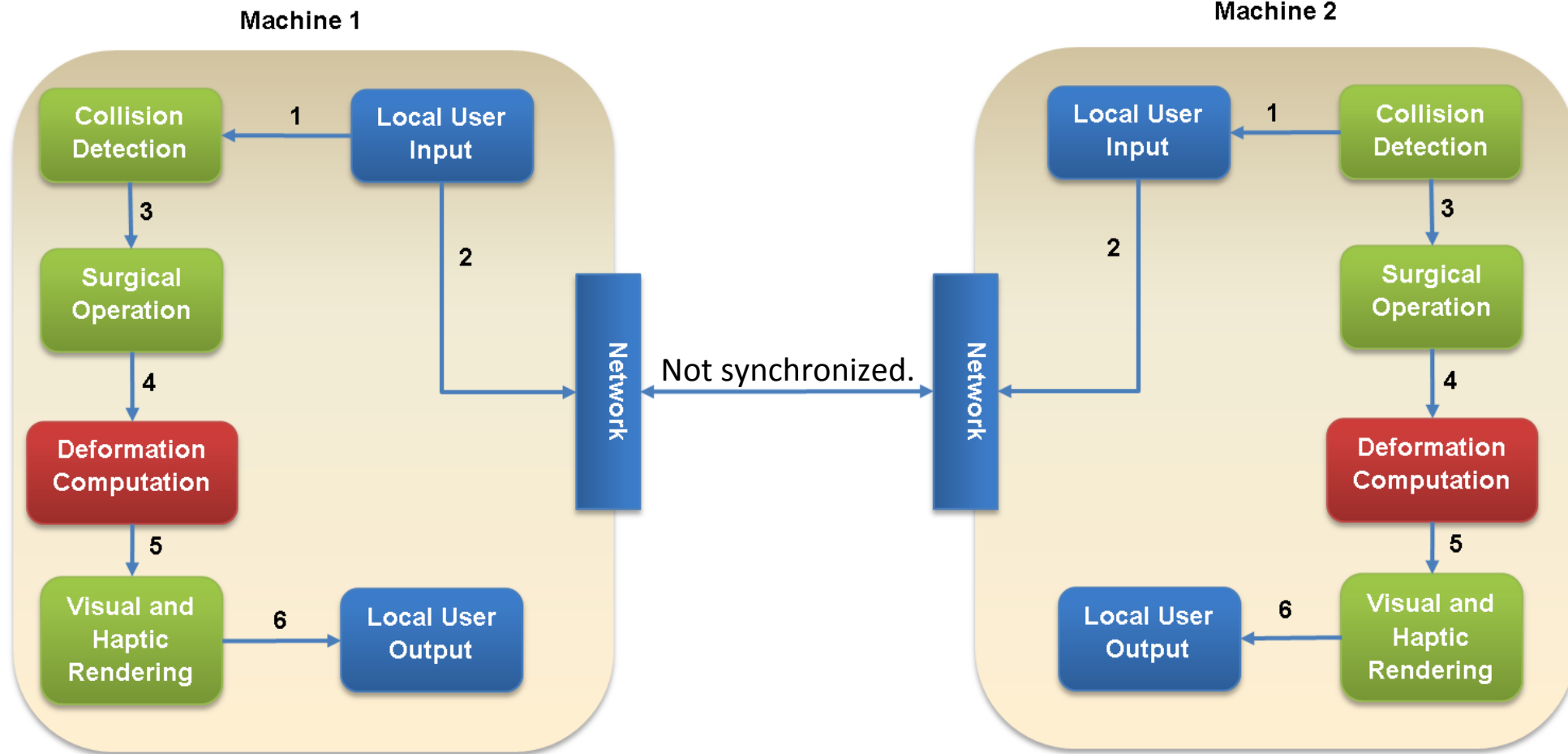
12 components
modified and 7 new
created



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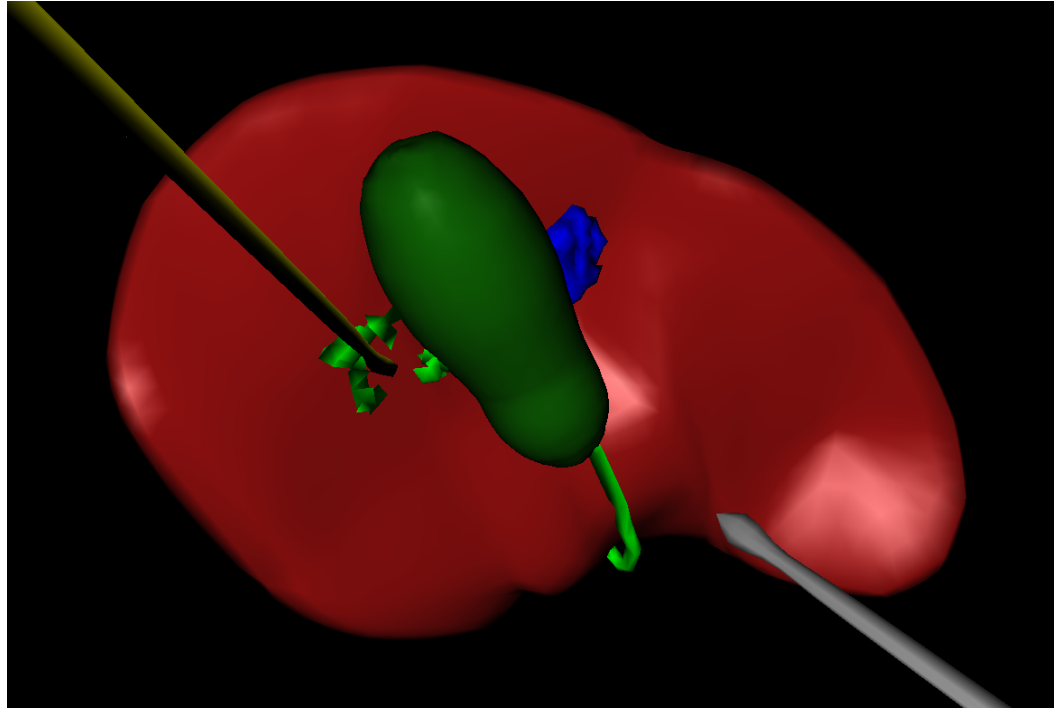
Heterogeneity Factors Affecting Collaboration



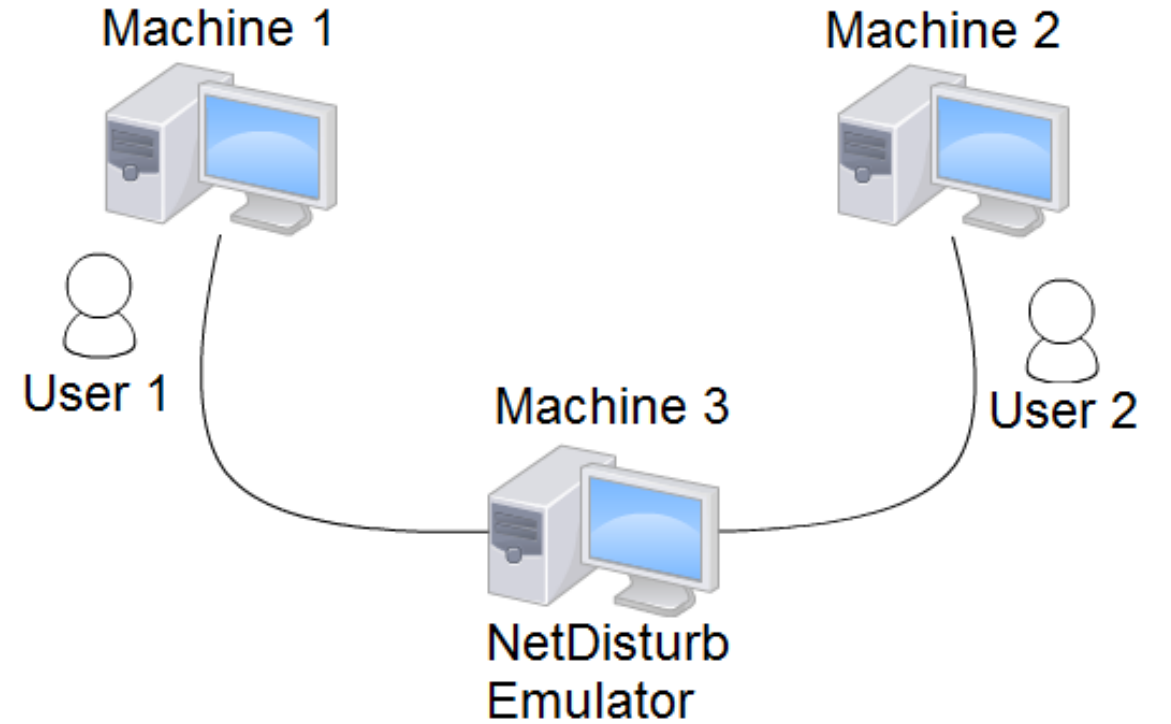
Peer-to-Peer architecture implemented

Heterogeneity Factors Affecting Collaboration

Peer-to-Peer experiment Setup



Surgical Scenario



System Configuration

Heterogeneity Factors Affecting Collaboration

Factor	Lower Level	Higher Level
Delay (ms)	0	300
Packet Loss (%)	0	70
Jitter (ms)	0	50
Bandwidth (Mbps)	100	1000
Processor Speed (GHz)	2.6	3.4
RAM Memory (Gb)	1	2
Network Card Speed (Mbs)	100	1000

Peer-to-Peer experiment Setup.

2^{7-4} Fractional

Factorial DOE

Response variables

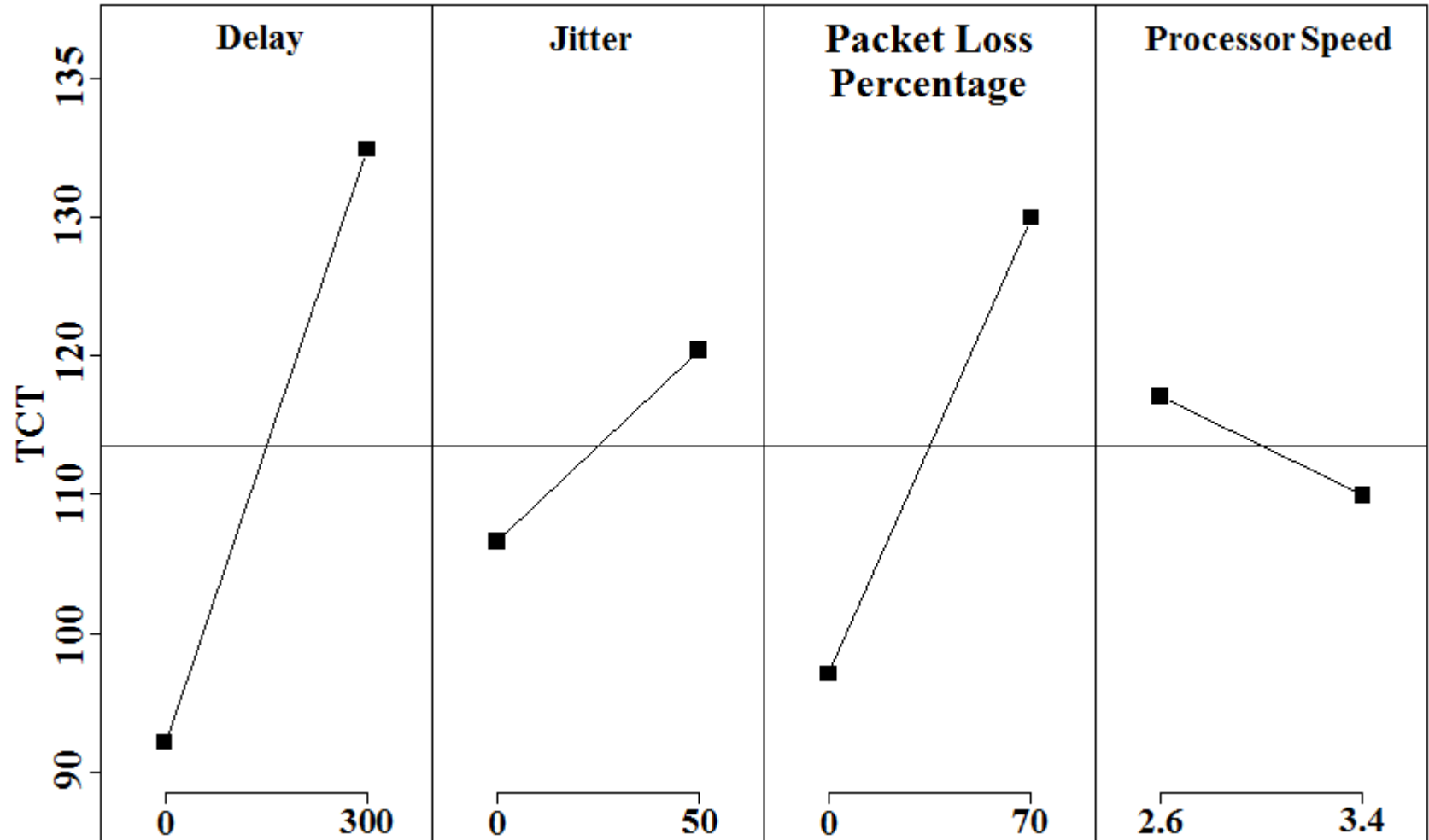
Frames per second (FPS)

Task Completion Time in seconds

(TCT)

Heterogeneity Factors Affecting Collaboration

Main effects plot for TCT

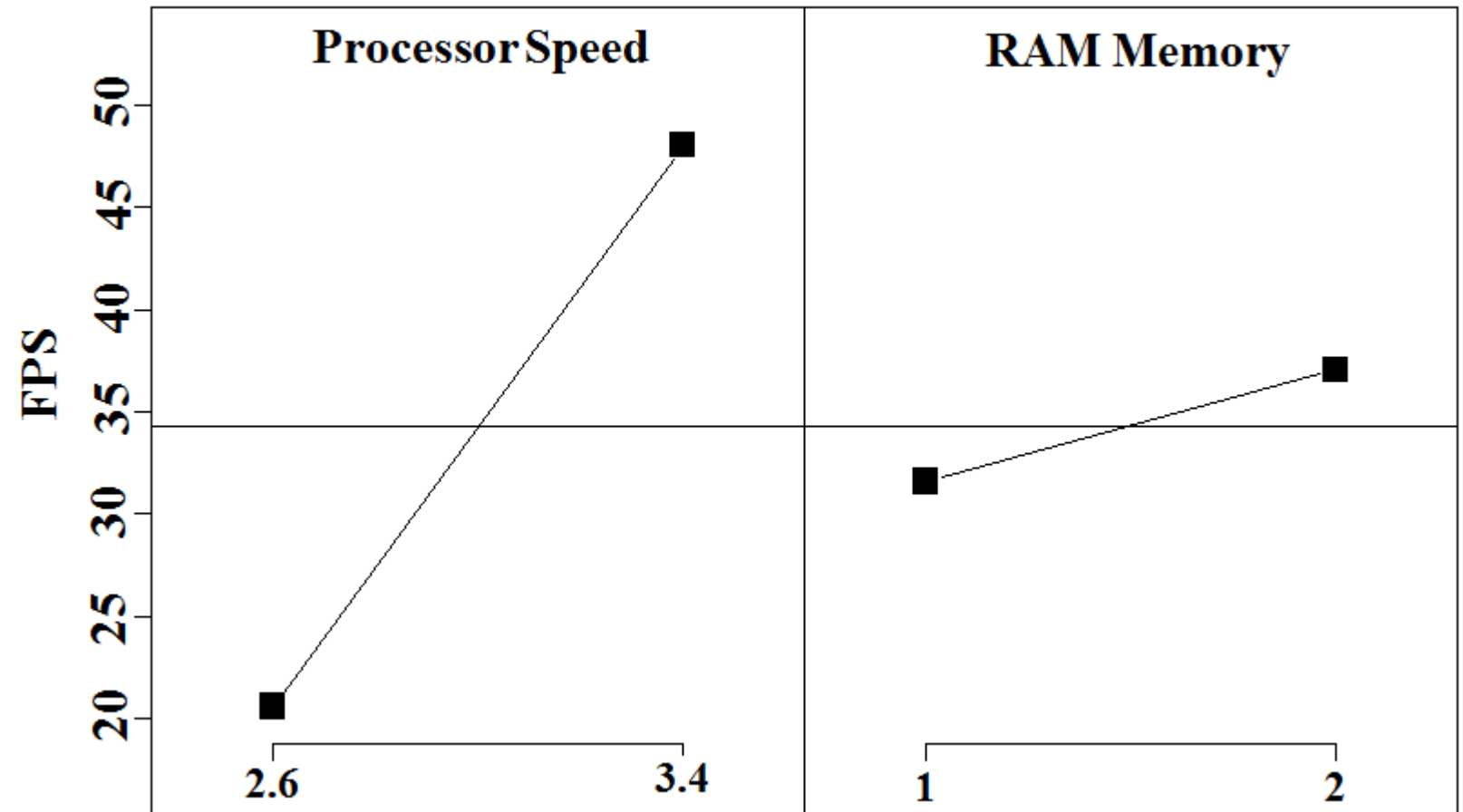


Peer-to-Peer
experiment
Results

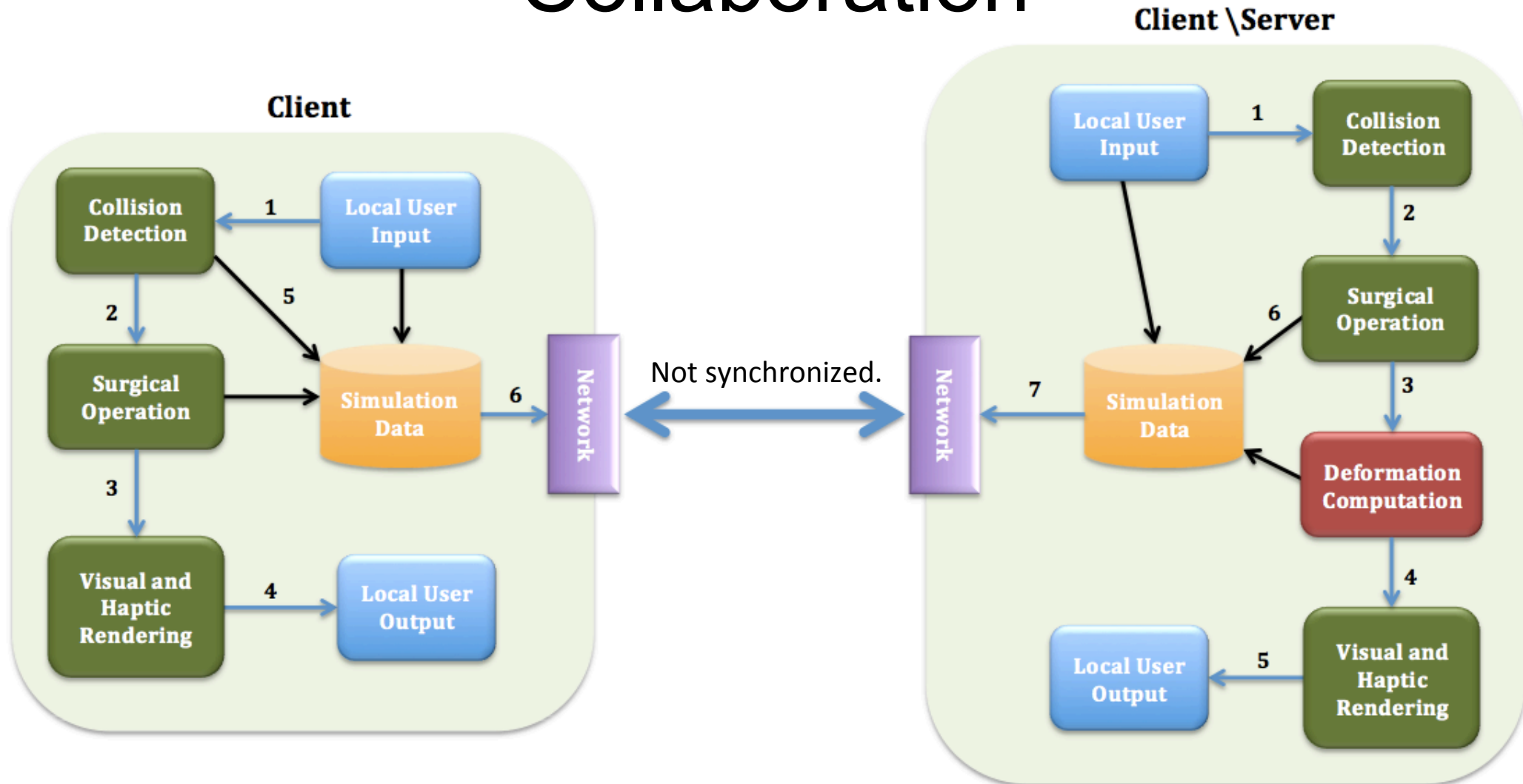
Heterogeneity Factors Affecting Collaboration

Peer-to-Peer
experiment
Results

Main effects plot for FPS



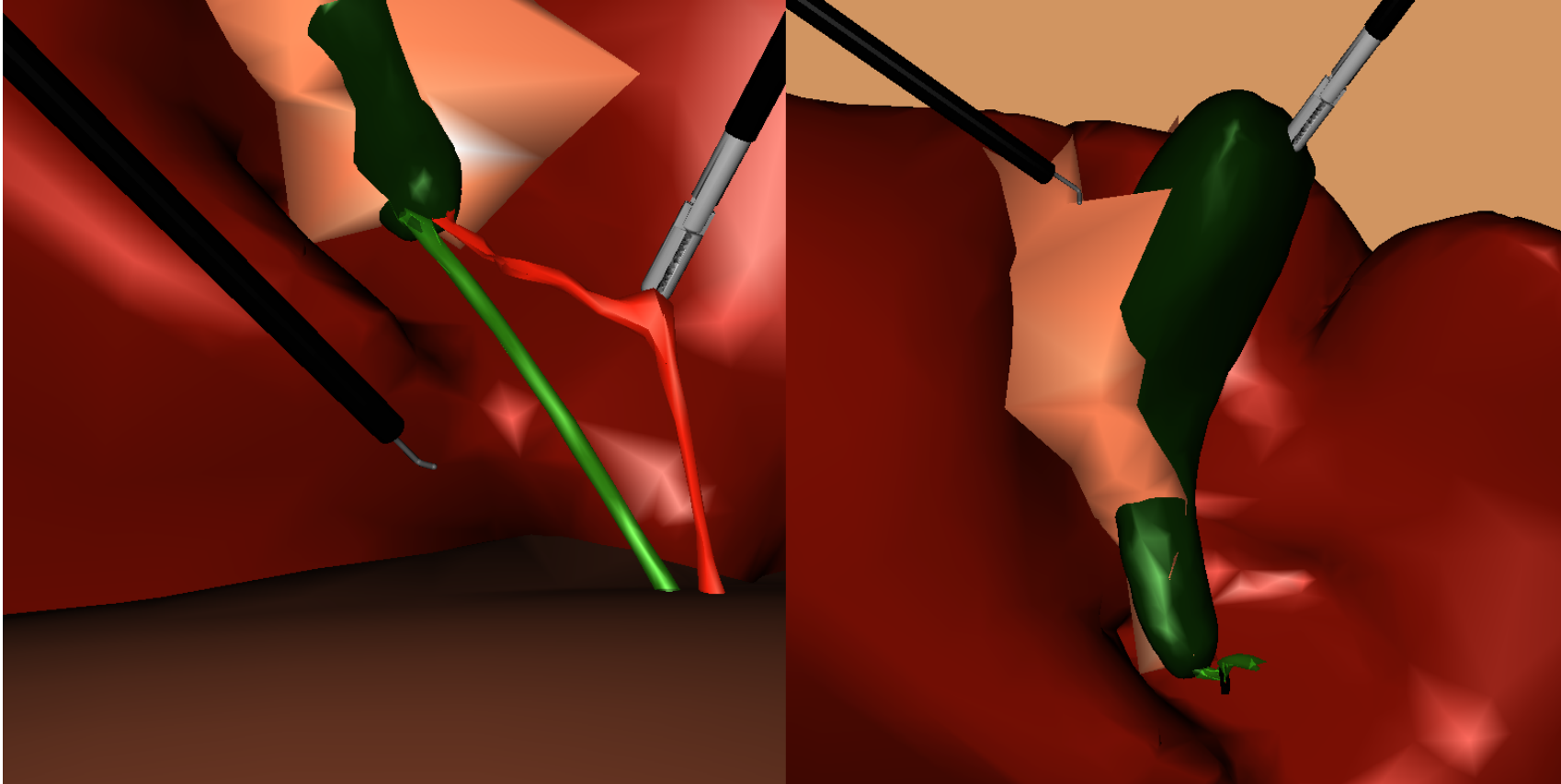
Heterogeneity Factors Affecting Collaboration



Hybrid Client-Server architecture implemented

Heterogeneity Factors Affecting Collaboration

Hybrid Client-Server experiment Setup



Surgical Scenario

Same System
Configuration

Heterogeneity Factors Affecting Collaboration

Hybrid Client-Server experiment Setup

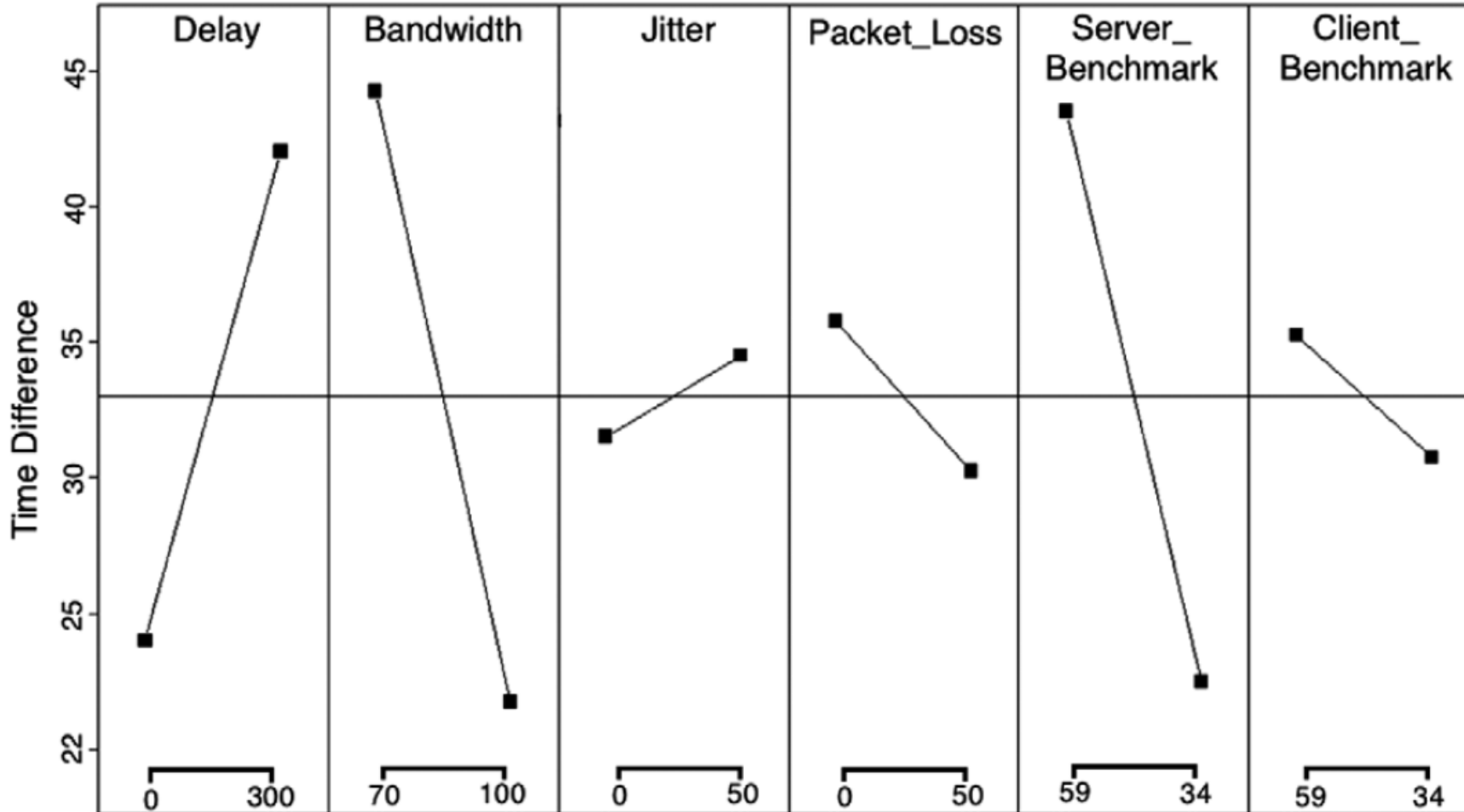
Factor	Lower Level	Higher Level
Delay (ms)	0	300
Packet Loss (%)	0	50
Jitter (ms)	0	50
Bandwidth Available Percentage (%)	70	100
Server and Client Benchmark (ms)	59.47	34.53

2^{6-3} Fractional Factorial DOE

Response variables
 Inconsistency (cm)
 Time Difference (sec)
 Number of errors

Heterogeneity Factors Affecting Collaboration

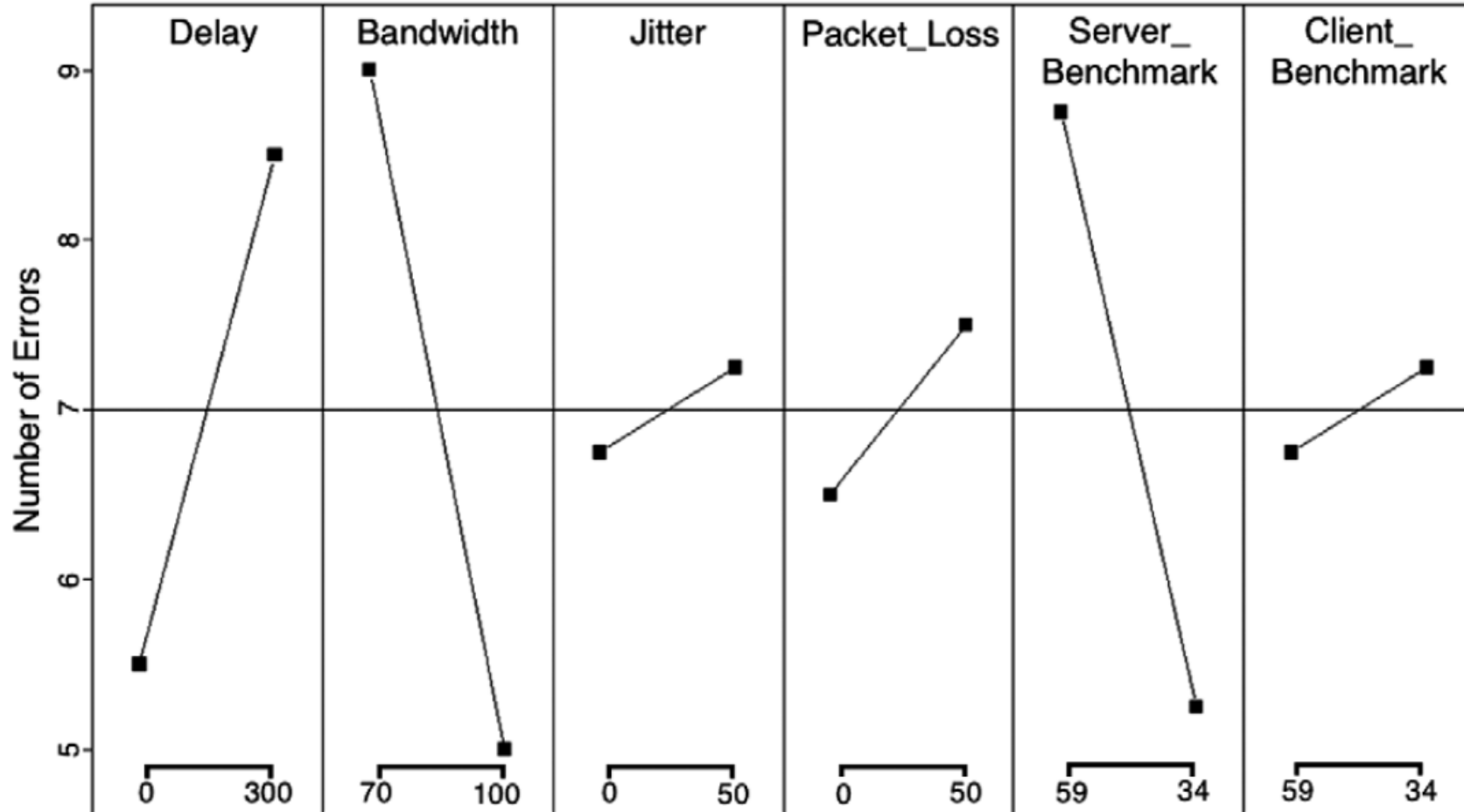
Main Effects Plot for Time Difference



Hybrid Client-Server experiment Results

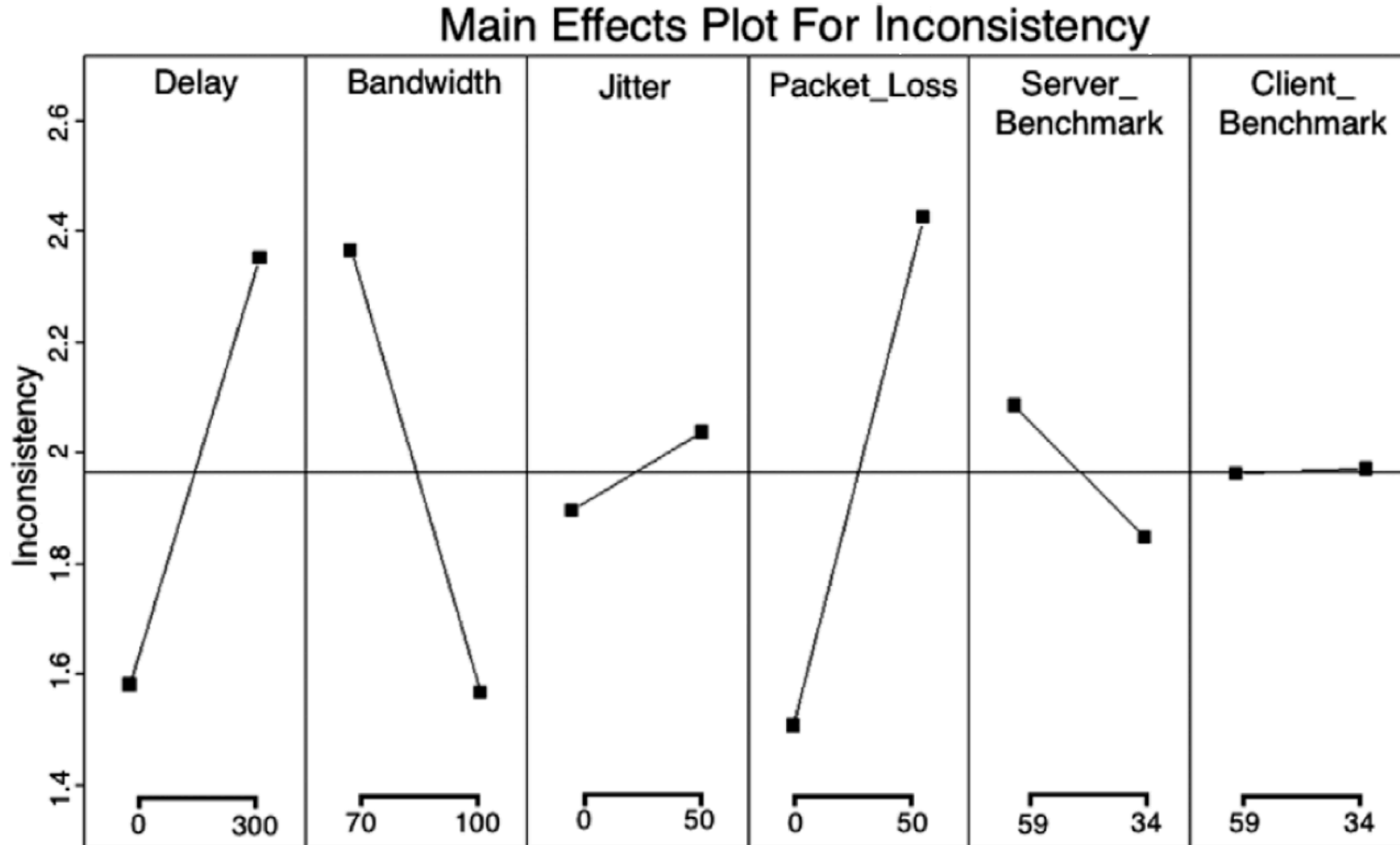
Heterogeneity Factors Affecting Collaboration

Main Effects Plot for Number of Errors



Hybrid Client-Server
experiment Results

Heterogeneity Factors Affecting Collaboration

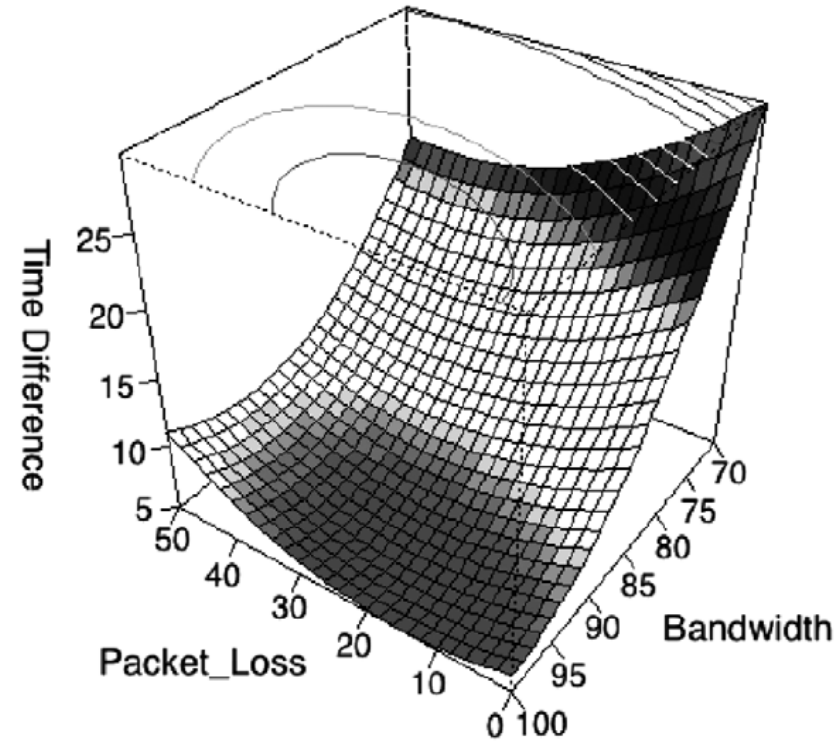


Hybrid Client-Server
experiment Results

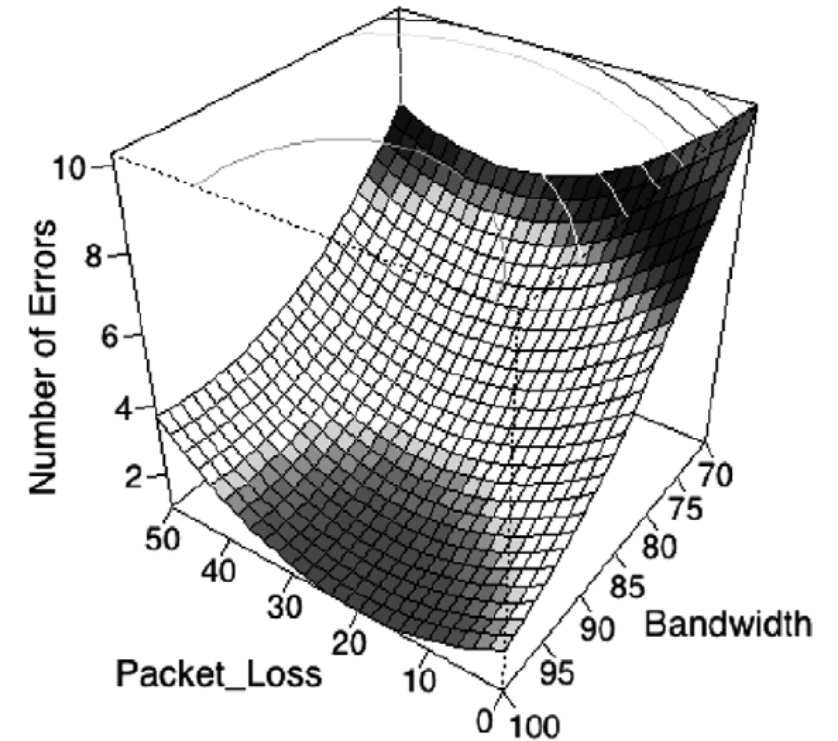
Heterogeneity Factors Affecting Collaboration

Surface Response DOE

- Bandwidth
- Packet Loss
- Delay



Slice at Delay = 150



Slice at Delay = 150

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Context-Aware Architecture for a CNVSS³⁰

Important components for the CA-Architecture:

- Context management.
- Context-aware adaptation.
- Context based-inference machine.

Context-Aware Architecture for a CNVSS

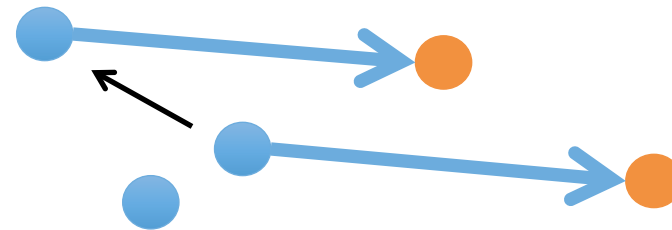
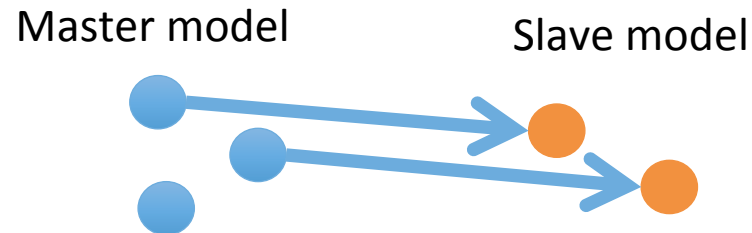
CNVSS context

Entity	Heterogeneity Factors
User	Preferences
	Role
	User skills
	Team skills
Infrastructure	Machine Capabilities
	Bandwidth Available
	Delay
	Jitter
	Packet Loss
CNVSS	Collision detection model resolution and algorithm
	Deformation computation model resolution and algorithm
	Visual and Haptic model resolution and algorithm

Context-Aware Architecture for a CNVSS ³²

Mapping process applied by SOFA:

- Mapping between collision model and deformation model.
- Mapping between deformation model and collision model.
- Mapping between deformation model and visual model.



Context-Aware Architecture for a CNVSS³³

Previous computation:

- Barycenter for each tetrahedron.
- Closest tetrahedron of the master model to each point of the slave model.

Bandwidth Modification Mechanism

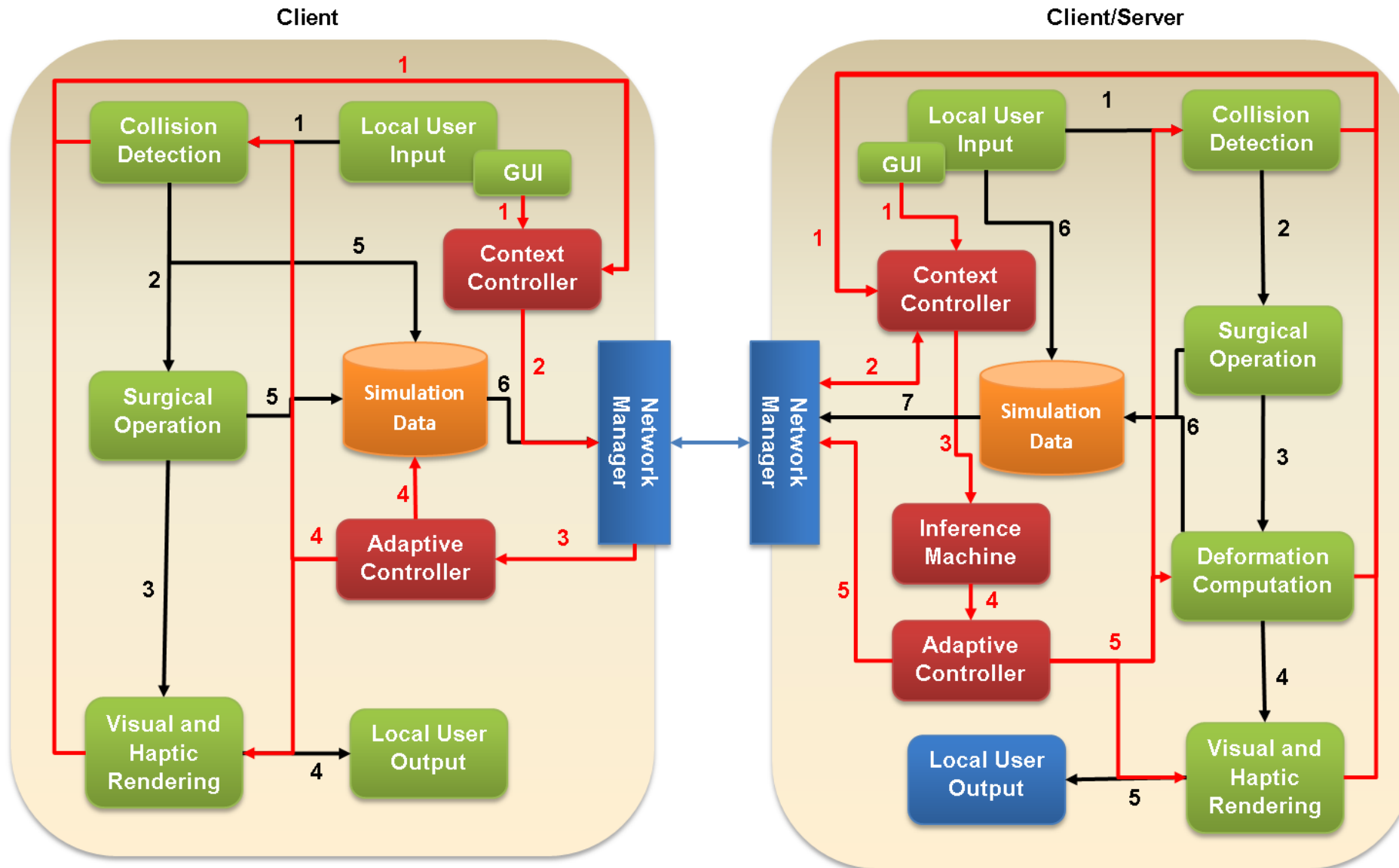
Context-Aware Architecture for a CNVSS³⁴

Cases:

1. Change in deformation model.
2. Change in collision model.

Machine Capabilities Modification Mechanism

Context-Aware Architecture for a CNVSS ³⁵



Red lines:
Context-aware
flow

Black lines:
Hybrid Client-
Server Architecture
Flow.

Context-Aware Architecture for a CNVSS ³⁶



Context-Aware Architecture for a CNVSS ³⁷

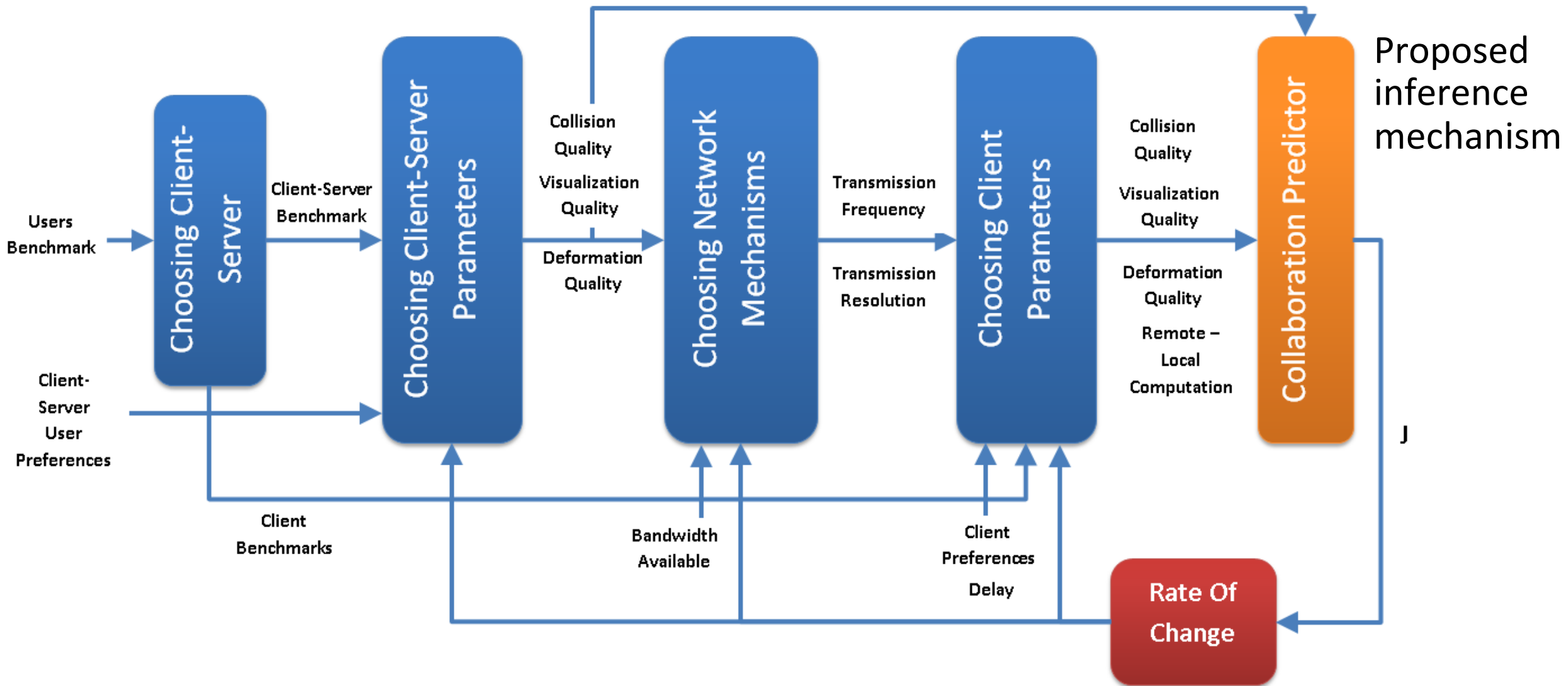
		Simulation Complexity			
		Low	Medium	High	
Context Aware	Client	FPS	60.1	59.7	60.2
		Memory (KB)	107.692	108.564	109.092
	Server	FPS	22.2	26.9	33.5
		Memory (KB)	129.416	132.016	134.532
Non Context Aware	Client	FPS	60.3	59.7	60.2
		Memory (KB)	81.875	98.374	102.235
	Server	FPS	19.2	25.1	31.4
		Memory (KB)	101.036	117.148	12.528

Experiment for evaluating memory and performance

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Inference Mechanism for Handling Heterogeneity



Inference Mechanism for Handling Heterogeneity

Collaboration Predictor and Rate of Change

Parameters	Best case	Average Case	Worst Case
Delay (ms)	0	300	600
Bandwidth available (%)	100	90	80
Server Benchmark (ms)	33	33	66
Client Benchmark (ms)	33	66	66

Number of Data

$J \approx 0$ Best case

$J \approx 2$ Worst case

$$J = \frac{TCT_p}{TCT_{max}} + \frac{NE_p}{NE_{max}}$$

$$TCT_p = TCT_{max}$$

$$NE_p = NE_{max}$$

Inference Mechanism for Handling Heterogeneity

Case	Bandwidth Available	Delay	Client-Server Bench.	Client Bench.	Preferences
1	90	250	28	28	Low, Low-High, High
2	80	500	28	28	Low, Low-High, High
3	90	250	8	8	Low, Low-High, High
4	80	500	8	8	Low, Low-High, High
5	90	250	28	8	Low, Low-High, High
6	80	500	28	8	Low, Low-High, High
7	100	0	38	38	Low, Low-High, High

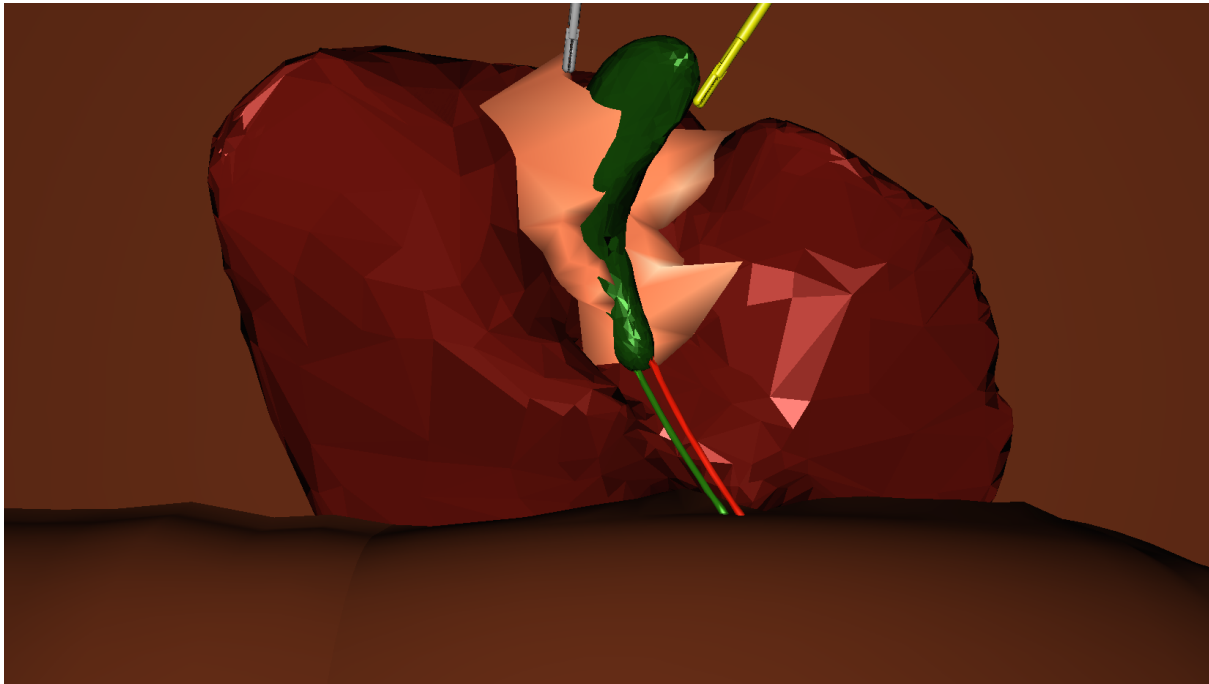
Experimental Setup

Control Group

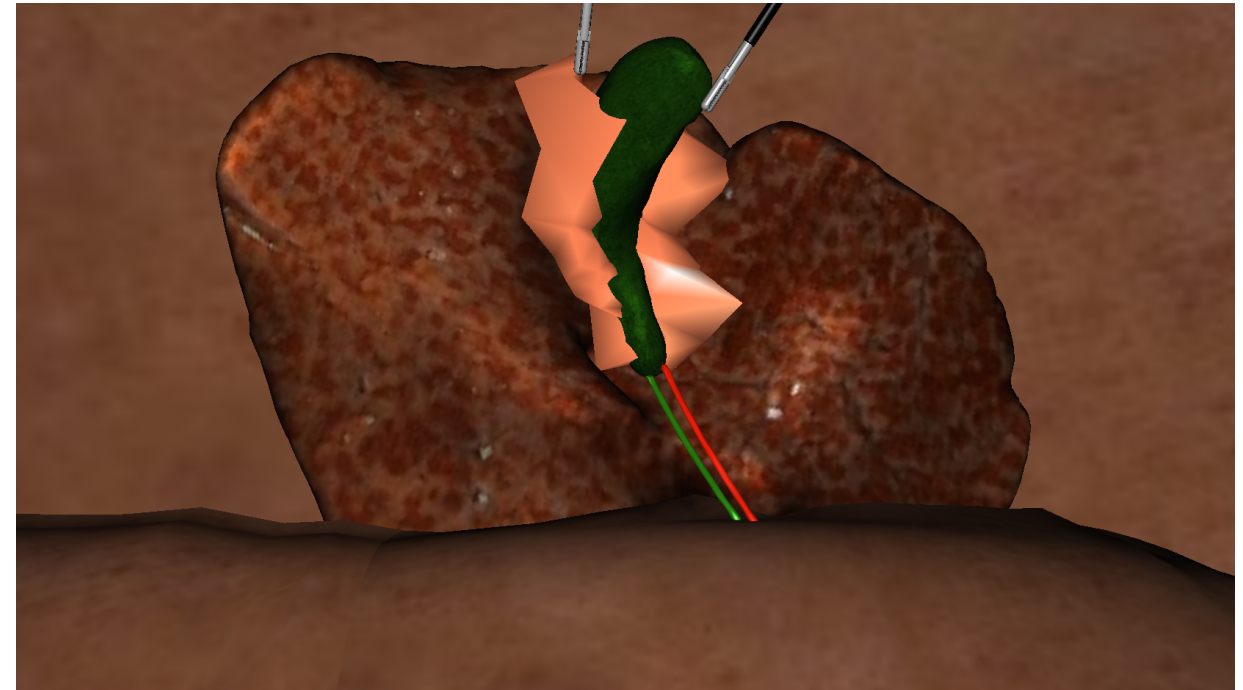
Interventional Group

Inference Mechanism for Handling Heterogeneity

CNVSS handling
heterogeneous conditions



Client-Server Machine



Client Machine

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Conclusions

1. Some infrastructure factors have a more profound impact on collaboration than others.
2. On each architecture the factors that affect the collaboration the most are:
 - For peer-to-peer: Processor speed, RAM memory, jitter, delay and percentage packet loss.
 - For hybrid client-server: bandwidth, server benchmark, delay.

Conclusions

3. The context-aware architecture proved to handle heterogeneity in a proper manner without affecting system performance.
4. The inference mechanism proved to be very successful determining the most appropriate adaptations.
5. The level of collaboration is improved by using the context-aware CNVSS, even under adverse infrastructure conditions.

Future Research

1. Understanding how poor collaboration among users, in a CNVSS, affects the acquisition of skills and dexterities.
2. Extend case studies for implementation and evaluation in the CNVSS: e.g., other surgical roles, additional surgical scenarios, more than two users, etc.
3. Increase the granularity of the simulation qualities in order to fine tune the system.

**Thanks
Questions**

Thank You

- Helmut Trefftz, Ph.D., Advisor.
- Diego Acosta, Ph.D., Design of Experiments.
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