



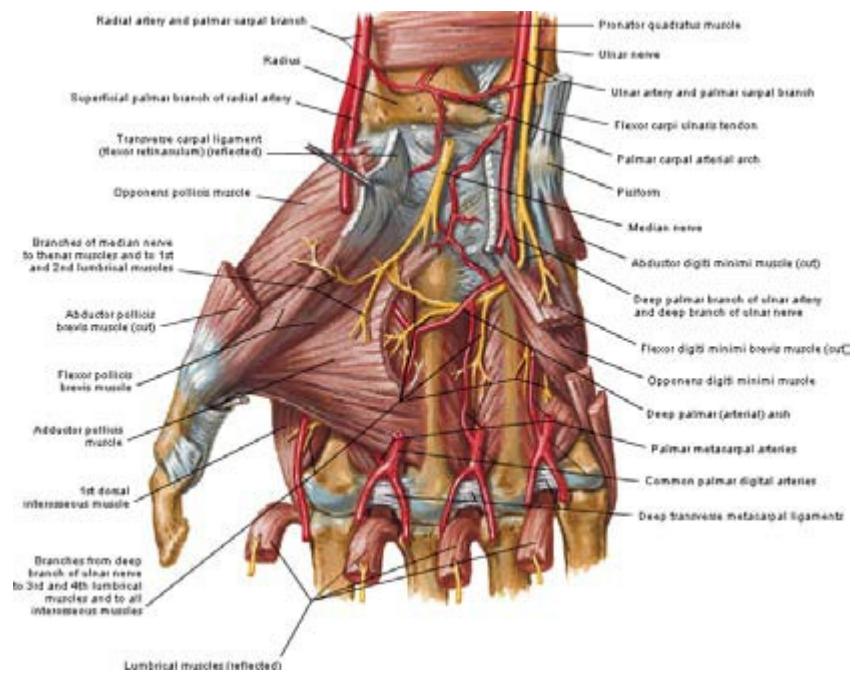
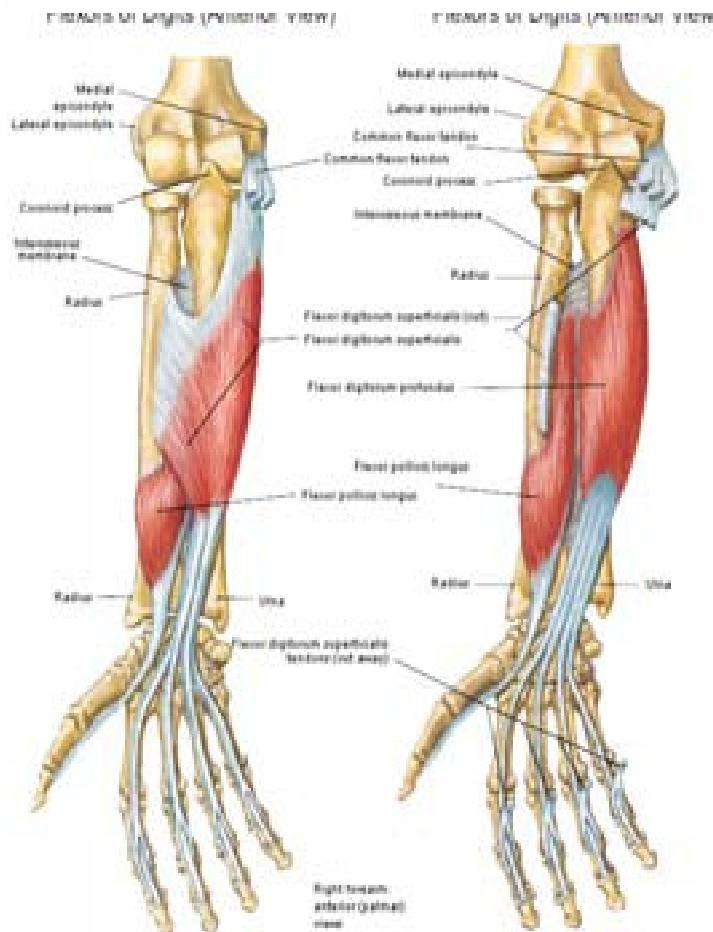
Wrocław University of Technology

# (EMG CONTROLLED) ARTIFICIAL HAND

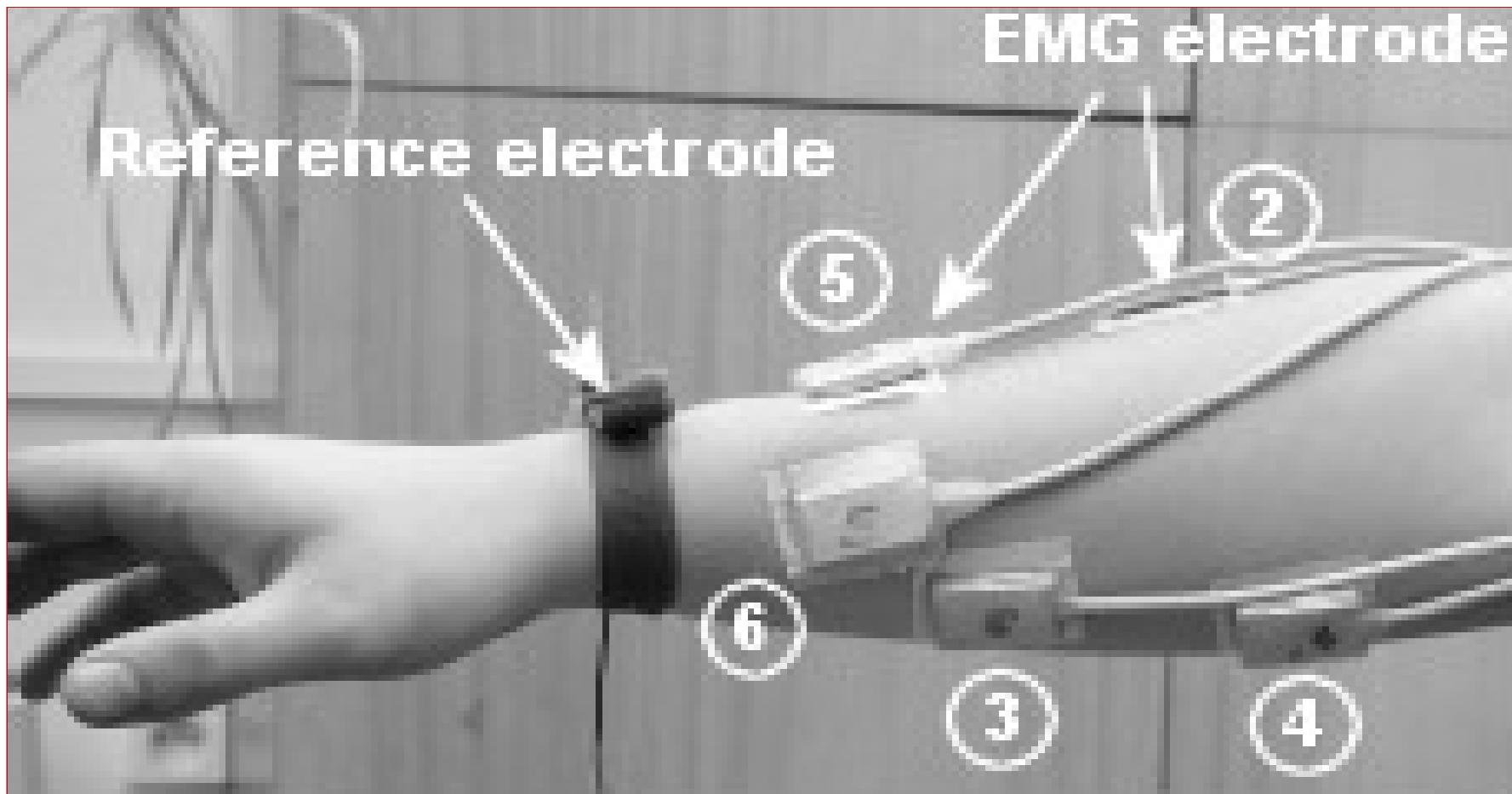
Andrzej Wolczowski  
Przemysław Szecówka  
Janusz Jakubiak

# TARGET

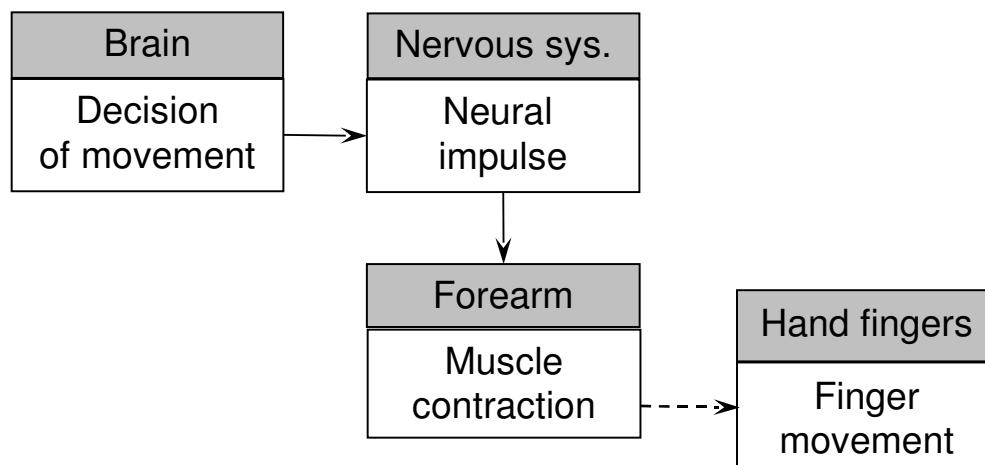
*To make a prosthesis behaving (more or less) like a real hand ...*



# MYOPOTENTIALS (EMG)

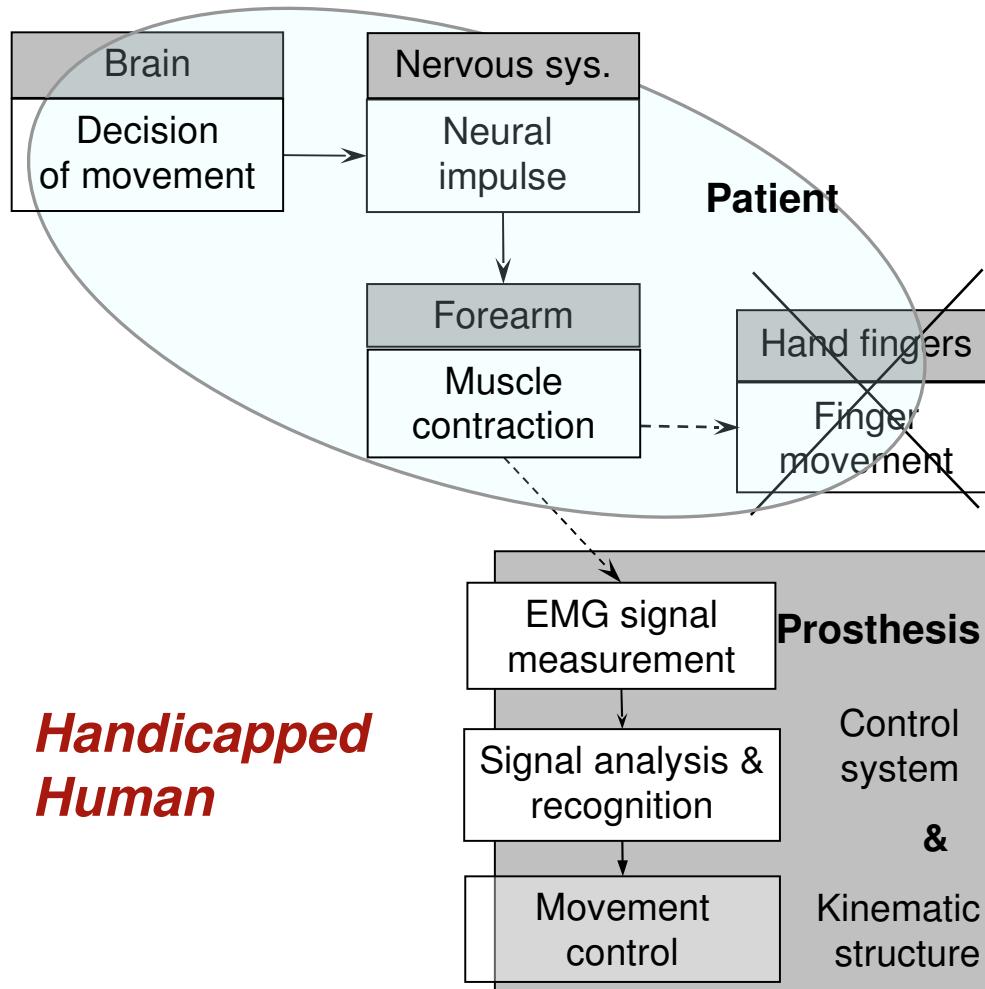


# HOW IT WORKS ...



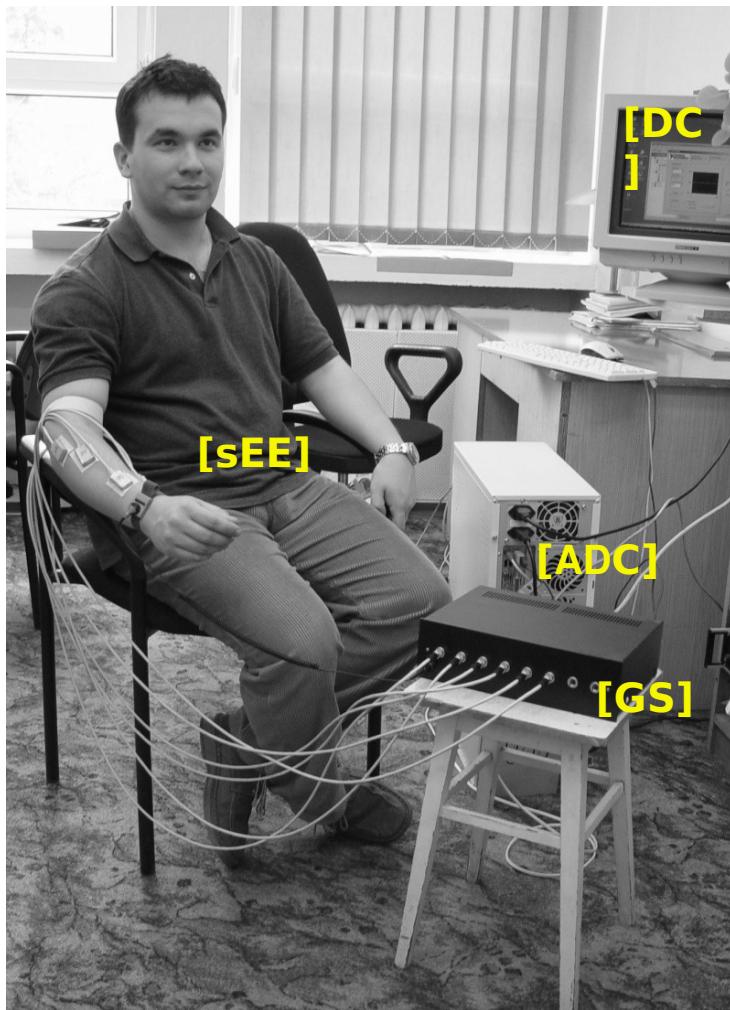
*Regular Human*

# HOW IT WORKS ...



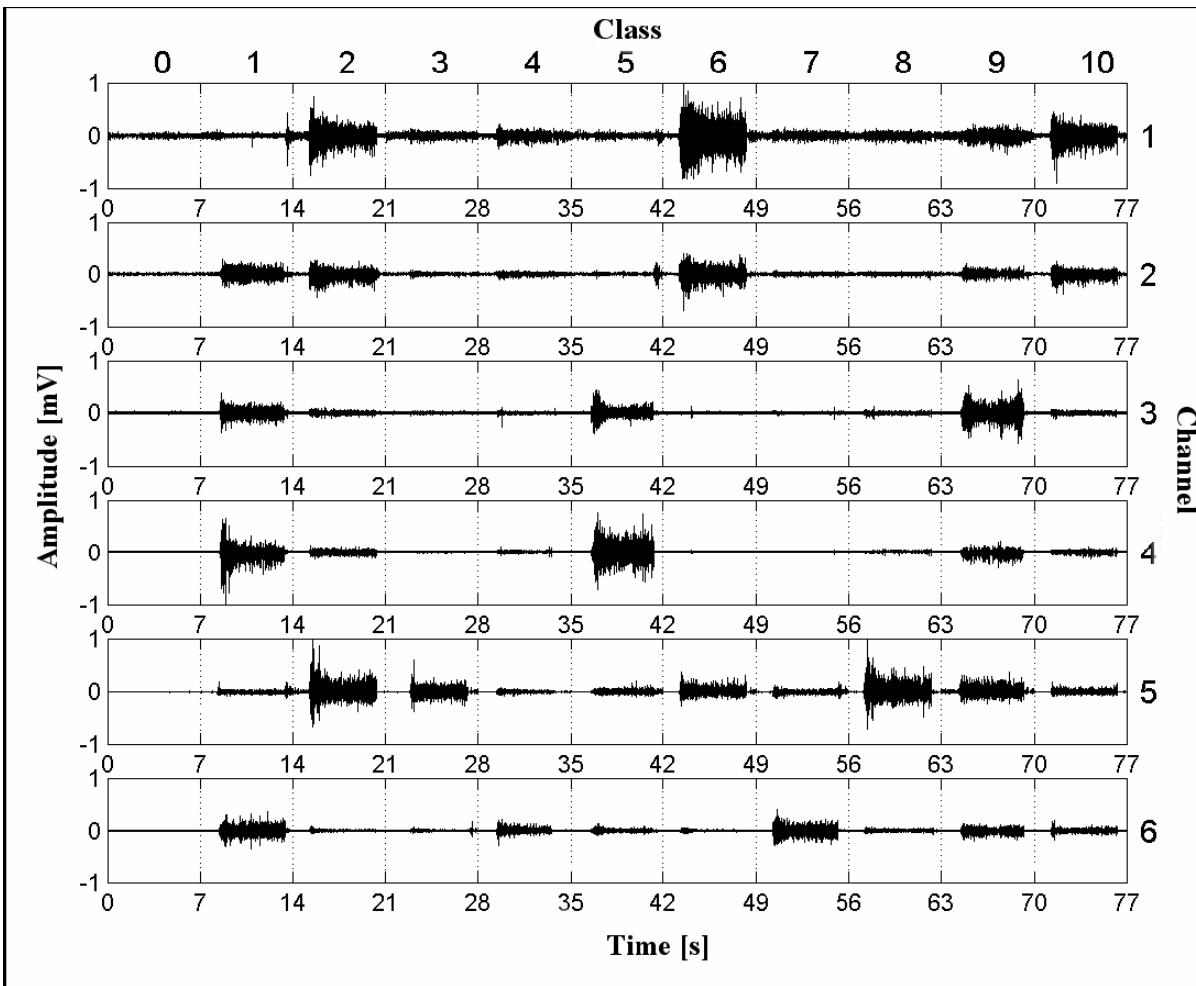
- **ACQUISITION**
- **EXTRACTION**
- **CLASSIFICATION**
- **ACTUATORS CONTROL**
- **MOVE**
- **(FEEDBACK ...)**

# EMG ACQUISITION



- Surface electrode (**sEE**);
- Galvanic Separator(**GS**);
- A/D (**ADC**)
- Digital Camera (**DC**);  
*(or sensoric glove)*

# 10 KINDS OF HAND MOVE - 10 CLASSES





# ALGORITHMS

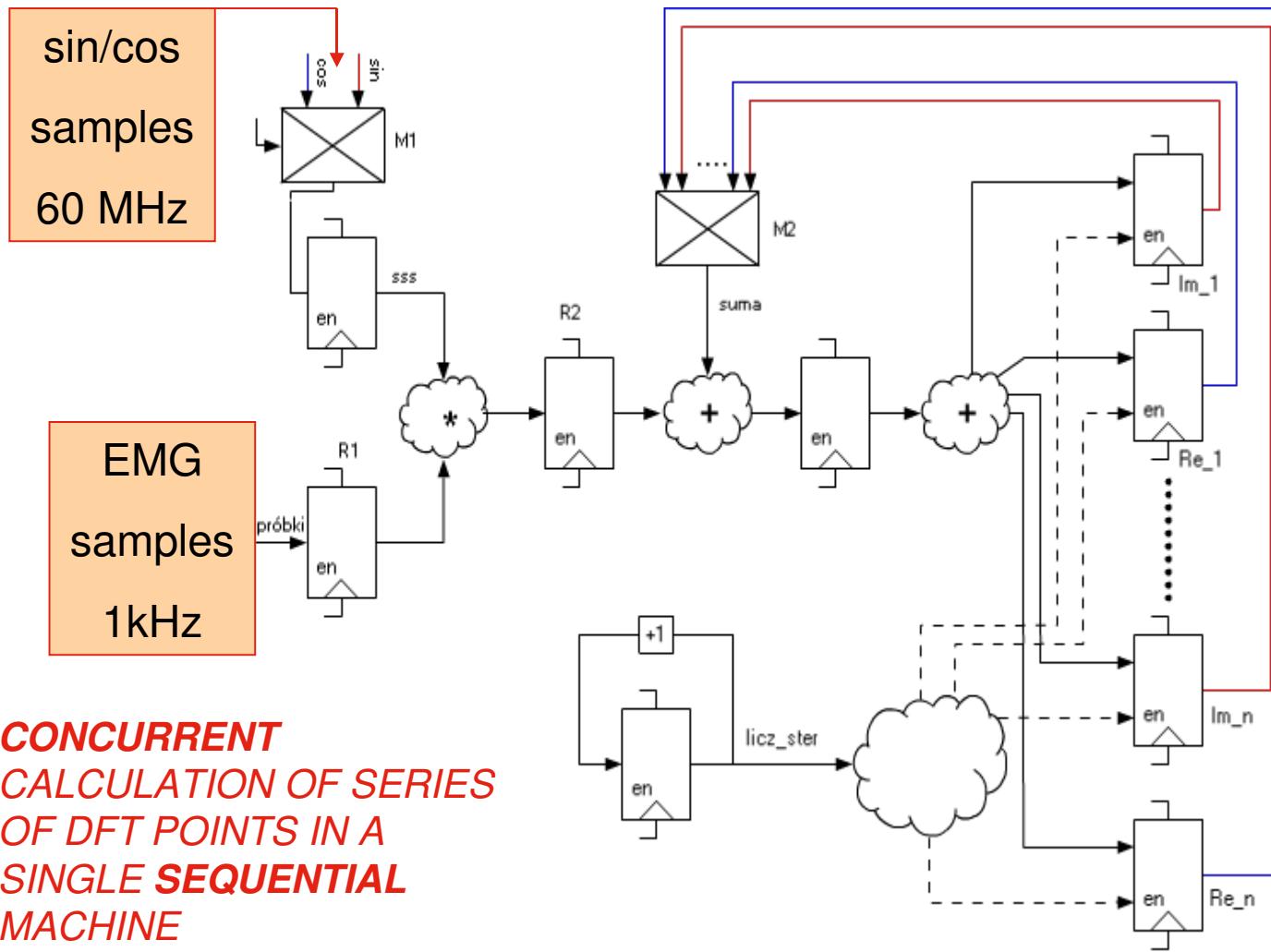
## **EMG signal Feature Extraction**

- FFT
- Partial DFT
- DWT

## **Intention Recognition**

- kNN (Nearest Neighbour)
- LVQ (Kohonen Neural Network)

# ... IMPLEMENTED IN DEDICATED HARDWARE



# FPGA IMPLEMENTATION

Parameter	Non-pipelined design	Pipelined design (12 steps)
Flip-flops (33280)	16403 (49%)	19479 (58%)
Look-Up Tables (33280)	27285 (81%)	23154 (69%)
DSP blocks (84)	16 (19%)	16 (19%)
RAM blocks (84)	2 (2%)	2 (2%)
Maximal clock frequency	18.373 MHz	116.292 MHz
Time of calculations	14.94 µs	3.03 µs

256-point FFT



SPARTAN-3A DSP  
[www.xilinx.com/spartan3adsp](http://www.xilinx.com/spartan3adsp)



# TWO NEURAL NETWORKS

**1. ARTIFICIAL  
(embedded in a hand)**

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**2. NATURAL  
(human - how to think properly ...)**



# RESUME

## We are strong in

- EMG acquisition
- Intention recognition algorithms
- (and implementation)
- Kinematics

## ... and not so strong in

- Mechatronics  
(i.e. *we need a hand* ;)



# THE PLAN, RESULTS, IMPACT

**COMBINE**  
**our electrodes, recognition**  
**and control algorithms**  
**with a hand**

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## **1. PROSTHESIS**

**(our target)**

## **2. REMOTE HAND**

**(new issue: EMG as an alternative for sensoric  
glove)**