

# Acknowledgements

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# **Abstract**

Virtual reality (VR) can be considered as the use of various computer graphics systems in combination with various displays and interface devices to provide the effect of immersion in an interactive three-dimensional computer-generated environment. The interaction between the user and the virtual environment is basically limited to the three sensory modalities of vision, tactile sensing and audio. VR has led to many researches for many years, to improve the technologies especially in medical surgical training simulation.

The main objective of this research project is to develop a simple surgical training simulation on laparoscopic cholecystectomy by using the low end PC-based system. The software system was developed by “WorldToolKit” from Sense 8 Corporation in order to allow a surgeon to perform surgical training. This simulation concerns on the manipulation of the surgical tools to perform the basic techniques such as cutting and grabbing on the cystic duct at the gallbladder. Besides that, collision management also becomes a main concern in this project.

In order to prove the validity of the system, it was tested on the collision detection and collision response between the virtual tools and the skin of the cystic duct. This response includes the visual and audio feedback and message prompt to acknowledge the user regarding the current status of the simulation. Method for grabbing and cutting also had been discussed in this project. Finally, this research also includes the testing on the effect of the complexity of the environment to the smoothness of the tool’s movement. Besides, the comparison between existing cutting method and new method had been analyzed. Conclusion is provided based on the result produced.

Deficiencies and future enhancements of the system also had been discussed to improve the features of virtual surgical environment especially on the complexity of the fulcrum effect and force feedback on the simulation.

## **Abstrak**

*Realiti Maya boleh dikatakan sebagai penggunaan sistem komputer grafik yang mempunyai kombinasi pelbagai paparan dan alat permukaan dalam menghasilkan kesan kerendaman dalam suasana penghasilan komputer tiga dimensi yang interaktif. Pada asasnya, interaksi di antara pengguna dan suasana maya dihadkan kepada tiga model pengesan iaitu visi, persepsi pengesanan dan audio. Penyelidikan realiti maya telah bermula sejak beberapa tahun yang lalu demi mempertingkatkan teknologi terutamanya dalam kursus simulasi pembedahan bagi bidang perubatan.*

*Objektif utama penyelidikan yang dijalankan dalam projek ini adalah untuk membina satu kursus simulasi pembedahan yang mudah terhadap “laparoscopic cholecystectomy” dengan hanya menggunakan sistem komputer yang kurang canggih. Sistem perisian ini dihasilkan melalui “WorldToolKit” daripada Sense 8 Corporation demi membenarkan pembedah melakukan latihan pembedahan. Simulasi ini menitikberatkan manipulasi terhadap alat-alat pembedahan demi menjalankan teknik-teknik asas seperti pemotongan dan gengaman ke atas duktus sista pundi hempedu. Selain daripada itu, projek ini juga memberi tumpuan kepada pengurusan perlanggaran.*

*Demi membuktikan kesahihan sistem tersebut, ia telah diuji ke atas pengesanan perlanggaran dan aksi perlanggaran di antara alat-alat maya dan kulit duktus sista. Aksi ini merangkumi maklum balas dari segi visual dan audio serta prom mesej untuk tanggapan pengguna terhadap keadaan simulasi pada ketika itu. Cara-cara untuk gengaman dan pemotongan juga dibincang dalam projek ini. Akhir sekali, penyelidikan ini juga merangkumi ujian terhadap kesan daripada*

*suasana yang kompleks terhadap kelancaran pergerakan pada peralatan yang digunakan. Selain daripada itu, perbandingan di antara cara permotongan yang setia ada dan cara permotongan yang dicadangkan telah dijalankan. Kesimpulan juga dirumuskan berdasarkan kepada keputusan yang telah dianalisa.*

*Kekebalan dan pembaharuan masa depan terhadap sistem ini juga telah dibincangkan untuk mempertingkatkan ciri-ciri terhadap suasana pembedahan yang maya terutamanya pada kerumitan dalam pengesanan pangsi dan maklum balas tekanan dalam simulasi.*

# **Table of Contents**

## **Chapter 1 Introduction**

|   |   |
|---|---|
| 1.1 Research Background   | 1 |
| 1.2 Statement of research Problem   | 3 |
| 1.2.1 Understanding of procedures involved in laparoscopic cholecystectomy.                         | 3 |
| 1.2.2 Designing an approach to determining collision management and performing simple surgical task | 4 |
| 1.2.3 Development of the system.  | 4 |
| 1.2.4 Evaluation of system design and performance   | 4 |
| 1.3 Objectives of study   | 5 |
| 1.4 Scopes and limitations of the study   | 5 |
| 1.5 Motivation of study   | 6 |
| 1.6 Significance of study   | 7 |
| 1.7 Summary of chapters   | 9 |

## **Chapter 2 Literature Review**

|  |    |
|--|----|
| 2.1 Introduction                                       | 11 |
| 2.2 Minimally Invasive Surgery                         | 11 |
| 2.3 Laparoscopic cholecystectomy                       | 13 |
| 2.3.1 Procedure  | 15 |
| 2.3.2 Benefit  | 19 |
| 2.3.3 Complication                                     | 19 |
| 2.4 Virtual Surgical Training                          | 20 |
| 2.4.1 Components of Surgical Training Simulator        | 21 |
| 2.4.1.1 Display of Organ Properties                    | 21 |
| 2.4.1.2 Interactivity                                  | 22 |
| 2.4.1.3 Visual and Haptic Display                      | 22 |
| 2.4.2 Advantages                                       | 24 |
| 2.4.3 Disadvantages                                    | 26 |
| 2.4.4 Current researches on virtual surgical simulator | 27 |

|  |    |
|--|----|
| 2.5 Surgical Tasks Methods used in Current Research  | 29 |
| 2.5.1 Vertex Manipulation                            | 29 |
| 2.5.2 Tissue Cutting using Auxiliary Surface         | 31 |
| 2.5.3 Virtual Cutting of Anatomical Structures       | 31 |
| 2.6 Collision Management Methods                     | 33 |
| 2.7 Technologies in Virtual Surgical Simulator       | 35 |
| 2.7.1 Laproscopic Cholecystectomy Surgical Simulator | 35 |
| 2.7.2 The LapSim System                              | 37 |
| 2.7.3 Virtual Arthroscopic Knee Surgery Simulator    | 39 |
| 2.7.4 Karlsruhe Endoscopic Surgery Trainer           | 41 |
| 2.8 Development tools                                | 42 |
| 2.8.1 Sense8   | 42 |
| 2.8.1.1 World Tool Kit v10                           | 43 |
| 2.9 Conclusion                                       | 45 |

## **Chapter 3 Methodology**

|  |    |
|--|----|
| 3.1 Introduction   | 47 |
| 3.2 Hardware Configuration   | 48 |
| 3.3 Software Configuration   | 49 |
| 3.3.1 WTK Description  | 50 |
| 3.4 Methods  | 53 |
| 3.4.1 Graphical Objects  | 53 |
| 3.4.2 View Point and Orientation                                   | 54 |
| 3.4.3 Manipulating laparoscopic tools                              | 55 |
| 3.4.3.1 Manipulating of entire surgical tools in simulation window | 56 |
| 3.4.3.2 Manipulation of part of the surgical tools                 | 56 |
| 3.4.3.3 Effects on tool manipulation                               | 58 |
| 3.4.4 Collision Management   | 58 |
| 3.4.4.1 Collision Detection  | 59 |
| 3.4.4.2 Collision Response   | 60 |
| 3.4.4.2.1 Change of blade color                                    | 60 |
| 3.4.4.2.2 Change of Skin Color                                     | 61 |
| 3.4.4.2.3 Message Prompt   | 61 |

|                          |    |
|--------------------------|----|
| 3.4.4.2.4 Audio Response | 61 |
| 3.4.5 Grabbing           | 62 |
| 3.4.6 Cutting            | 66 |
| 3.5 Conclusion           | 70 |

## **Chapter 4 Result and Discussion**

|  |    |
|--|----|
| 4.1 Introduction   | 71 |
| 4.2 Results  | 71 |
| 4.3 Implementation on Graphical Models   | 72 |
| 4.4 Implementation on View Point and Orientation                                   | 74 |
| 4.5 Implementation on Manipulating Laparoscopic tools                              | 76 |
| 4.5.1 Implementation on Manipulating of entire surgical tools in simulation window | 77 |
| 4.5.2 Implementation on Manipulating of part of surgical tools                     | 79 |
| 4.5.3 Effects on tool Manipulation   | 80 |
| 4.6 Implementation on Collision Management   | 82 |
| 4.7 Simulation on Grabbing   | 87 |
| 4.8 Simulation on Cutting  | 91 |
| 4.9 Validation and Testing   | 94 |
| 4.9.1 Performing grabbing and cutting simultaneously                               | 94 |
| 4.9.2 Testing on the accuracy of the new proposed cutting with other method        | 94 |
| 4.9.3 Availability of the User Friendly Environment                                | 97 |
| 4.10 Conclusion  | 99 |

## **Chapter 5 Conclusion and Future Enhancements**

|  |     |
|--|-----|
| 5.1 Conclusion                           | 100 |
| 5.2 Contribution of this system          | 101 |
| 5.3 Future Enhancement                   | 102 |
| 5.3.1 More Comprehensive VR Training     | 102 |
| 5.3.2 Realistic Interaction and Behavior | 103 |
| 5.3.3 Realistic Reaction                 | 103 |



|  |     |
|--|-----|
| 5.3.4 Realistic 3D Models of Human Body/Organs | 104 |
| 5.3.5 Integrating Haptic Feedback              | 105 |
| 5.3.6 Integrating Tactile Feedback             | 105 |
| 5.3.7 Pain Management                          | 105 |

|                     |     |
|---------------------|-----|
| <b>Bibliography</b> | 107 |
|---------------------|-----|

## **Appendix I Laparoscopic Cholecystectomy Procedure**

### **List of Figures**

|      |  |    |
|------|--|----|
| 2.1  | Anatomy of Gallbladder   | 14 |
| 2.2  | Standard four-port will be obtained during insufflations   | 15 |
| 2.3  | Apply grasper clamps for dissection and manipulation   | 16 |
| 2.4  | Triangle of Calot  | 16 |
| 2.5  | A “right angle” clamp use to dissect a short cystic duct   | 17 |
| 2.6  | Clips are applied to the cystic duct   | 18 |
| 2.7  | Hook electrocautery is used to dissect the gallbladder off the liver bed   | 18 |
| 2.8  | The gallbladder is now free and placed into a Pleatman sac for retriever   | 18 |
| 2.9  | Example of haptic devices  | 23 |
|      | (a) Cybergrasp Force feedback Glove (Virtual technologies, Inc.)   |    |
|      | (b) Laparoscopic Impulse Engine (Immersion Corporation)  |    |
| 2.10 | A CSIRO scientist performing virtual gallbladder surgery using a haptic workbench  | 28 |
| 2.11 | (a) Distance of the first level (green) and second level (dark pink) of vertex reduced half from the center vertex during grabbing | 30 |
|      | (b) Side view during grabbing  |    |
| 2.12 | Deformation Templates  | 32 |

|      |   |    |
|------|---|----|
| 2.13 | Deformation Point Movement  | 32 |
| 2.14 | Example of Cutting  | 33 |
| 2.15 | Laparoscopic Cholecystectomy Surgical Simulator   | 36 |
| 2.16 | Laparoscopic choleystectomy simulator showing the user exposing the cystic duct   | 36 |
| 2.17 | The LapSim System   | 37 |
| 2.18 | Lap Sim System Family   | 38 |
| 2.19 | Virtual Arthroscopic Knee Surgery Simulator showing the virtual view of the knee (left), the whole knee(right top) and the captured image from inside a real knee(bottom) | 40 |
| 2.20 | Virtual endoscopic view for Laparoscopic cholecystectomy simulation by FZK  | 42 |
| 2.21 | Example screenshots on applications develop using WTK   | 44 |
|      | (a) Battelle Memorial’s Bomb Disposal Simulation  |    |
|      | (b) ViewTech’s Medview was built using WorldToolKit Technology  |    |
|      | (c) Smith Industries Flight Recorder Simulation   |    |
| 3.1  | Types of functions performed by keyboard  | 49 |
| 3.2  | Data flow diagram for the operation using WTK software  | 51 |
| 3.3  | Default Human Eye Viewpoint   | 54 |
| 3.4  | Architecture of laparoscopic grasper/scissor  | 57 |
| 3.5  | Some example of laparoscopic tools.   | 57 |
|      | (a) Prep Scissor  |    |
|      | (b) Curved Grasper  |    |
| 3.6  | (a) A polygon (green color) of the object intersected with virtual tools.   | 62 |
|      | (b) Sides view before grabbing  |    |
| 3.7  | Determine the vertexes for the polygon intersected  | 63 |
| 3.8  | Finding the center vertex   | 64 |
| 3.9  | Vertexes (1, 2 and 3) are shared in first and second level vertex   | 65 |
| 3.10 | Subdivision of a polygon to three small polygon   | 68 |
| 3.11 | Comparison between existing method and the new method   | 70 |
| 4.1  | Main body of the prototype  | 72 |

|      |   |    |
|------|---|----|
| 4.2  | Command Window  | 73 |
| 4.3  | Gallbladder Display   | 74 |
|      | (a) Original display  |    |
|      | (b) Wire Frame  |    |
| 4.4  | Different viewpoint and Orientation for the gallbladder                         | 75 |
| 4.5  | Sample code for controlling viewpoint by using mouse sensor                     | 75 |
| 4.6  | Zooming on cystic duct  | 76 |
|      | (a) Before zooming  |    |
|      | (b) After zooming   |    |
| 4.7  | Surgical tools involved in laparoscopic cholecystectomy                         | 77 |
| 4.8  | Rotation of surgical tools  | 78 |
|      | (a) Rotate in x-axis  |    |
|      | (b) Rotate in y-axis  |    |
|      | (c) Rotate in z-axis  |    |
| 4.9  | Translation of surgical tools   | 78 |
|      | (a) Move to left  |    |
|      | (b) Move to right   |    |
|      | (c) Move up   |    |
|      | (d) Move down   |    |
| 4.10 | Sample code in creating a scissor   | 79 |
| 4.11 | Manipulation of the tools   | 80 |
|      | (a) Open the blade/gripper of the tools   |    |
|      | (b) Close the blade/gripper of the tools  |    |
| 4.12 | Only surgical tools and gallbladder are loaded into the virtual environment     | 82 |
| 4.13 | Sample code for the creation of gripper with node path that ready for collision | 83 |
| 4.14 | Sample code for collision detection   | 84 |
| 4.15 | Sample code on changing the color for the surgical tools                        | 85 |
| 4.16 | The color of the polygon that intersected by blade is changed to black color    | 86 |
| 4.17 | Collision response on visual feedback   | 86 |
|      | (a) Collision response  |    |

|      |  |    |
|------|--|----|
|      | (b) Response if no collision   |    |
| 4.18 | Collision response through message prompt in command window  | 87 |
| 4.19 | Sample code for sound effect   | 87 |
| 4.20 | Find the middle pivot point with two intersected polygons  | 88 |
| 4.21 | Sample code for saving the intersected polygon and vertex information  | 89 |
| 4.22 | Sample code to set the vertex to the tip position  | 90 |
| 4.23 | Simulation of grabbing on the cystic duct (a), with closer look(b)   | 90 |
| 4.24 | Sample code to set the vertexes back to initial position   | 91 |
| 4.25 | Sample code for finding the centre point of the polygon and the subdivision of the polygon to three small polygons | 92 |
| 4.26 | Sample code to add the new vertex to perform a new polygon   | 92 |
| 4.27 | Sample code to cut the skin  | 93 |
| 4.28 | Simulation of cutting  | 93 |
|      | (a) Before cutting   |    |
|      | (b) After cutting  |    |
| 4.29 | Grabbing and cutting performed on the cystic duct  | 94 |
| 4.30 | Area for the subdivision polygon is 1/3 of the total area p  | 95 |
| 4.31 | Statistic generated based on the comparison of accuracy between existing and new method                            | 97 |
| 4.32 | Sample WTK MFC environment that allow user to input the relevant organs to perform the surgical tasks              | 98 |
| 4.33 | Example environment that used to perform laparoscopic cholecystectomy  | 98 |

## **List of Tables**

|   |    |
|---|----|
| 2.1 Types of visual devices                   | 24 |
| 2.2 Some basic skills in LapSim 2.0           | 39 |
| 3.1 Summary of the movement of surgical tools | 56 |
| 4.1 Comparing frame rate for objects loaded   | 81 |
| 4.2 Results produced by existing method       | 94 |
| 4.3 Results produced by new method            | 94 |