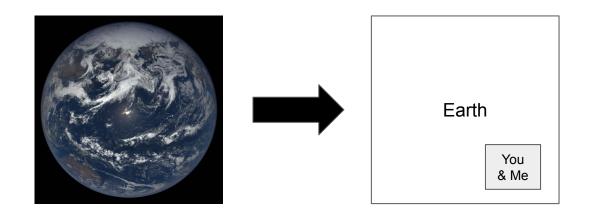
## A Moment on Modeling



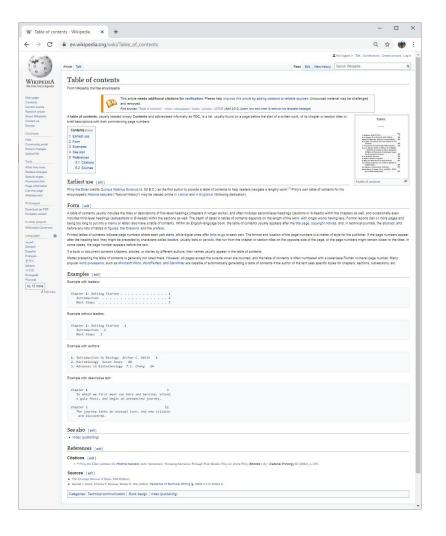
#### Prof. Charlie Kemp

https://charliekemp.com

Associate Professor Biomedical Engineering Georgia Tech

#### A Model for this Talk

- Models are wrong
- Models are useful
- Models are cheap
- Models are plentiful
- A Model Example



# "All models are wrong, but some are useful." George E. P. Box

#### Models of the Natural World are Wrong

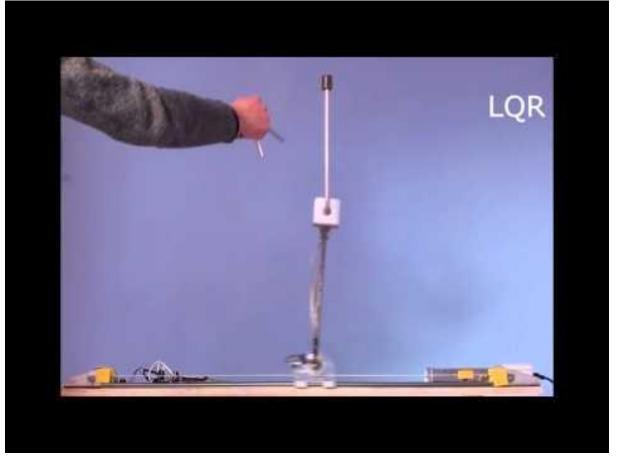
- Imperfect measurements
  - Uncertainty principle
  - Observer effect
- Imperfect predictions
  - Chaotic systems
  - Computational limits
  - Mathematical limits
- Extraordinary complexity
  - ~10^23 atoms in a 1 cm^3 of water
  - Even nothing is complex
    - "... even if all matter could be removed from a volume, it would still not be 'empty' due to vacuum fluctuations, dark energy, transiting gamma rays, cosmic rays, neutrinos, and other phenomena in quantum physics." <a href="https://en.wikipedia.org/wiki/Vacuum">https://en.wikipedia.org/wiki/Vacuum</a>

#### WARNING: Do not confuse a model with the real thing.



Translation: "This is not a pipe."

#### Some Models are Useful



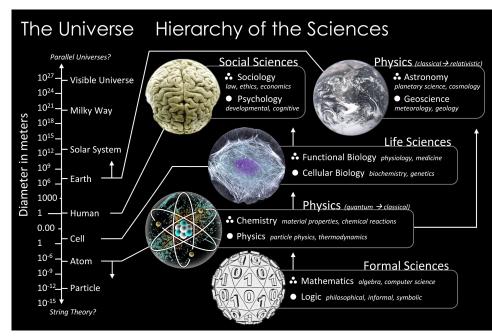
Control of Double Inverted Pendulum, WETI Gdańsk, Mar 13, 2014, https://youtu.be/JpNAhKT7yY4

#### Why are some models useful?

The natural world can be usefully

- Separated
- Approximated
- Idealized
- Abstracted

A model can focus on a particular aspect of the natural world to produce a useful result.



https://en.wikipedia.org/wiki/Branches of science

### Synthetic Systems can Simplify Modeling

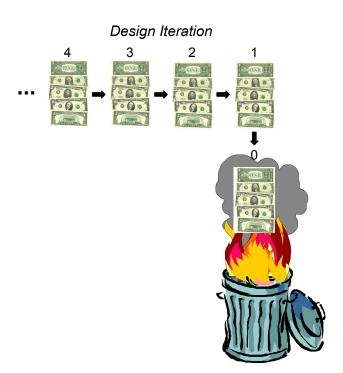
- Mass produced objects with little variation
- Components with simple behavior
  - <u>Linear spring</u>
  - Linear resistor
- LEGO like systems for engineers
  - Analog electronics
  - Fluids (plumbing)
  - O ...
  - Digital systems
  - Synthetic biology
- Often only simplify half of the modeling problem, since synthetic systems interact with the natural world, especially in BME.





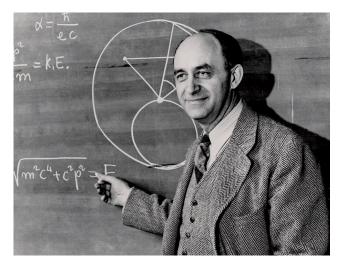
#### Reality is Expensive - Models are Cheap

- Plan for iteration
- Building real things is costly
  - Costs time, money, effort, etc.
  - Manual Labor
  - Real components
  - Tooling for custom parts
  - Risks to real users
- Models can be fast & cheap
  - Pencil and paper
  - Thinking



#### Simple Models are Powerful

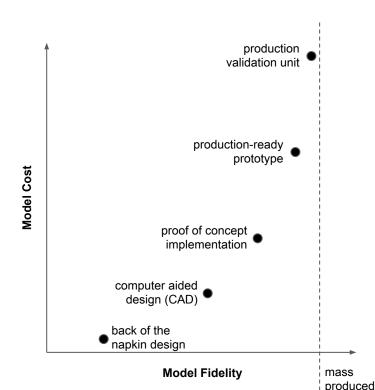
- Give intuition
- Quickly assess feasibility
- Find approximate answers
- Help identify what is important to model
- Stepping stone to more complex models
- Sanity check for more complex models
- Help with communication and collaboration
- Impress your friends and co-workers!



https://en.wikipedia.org/wiki/Fermi problem

#### Models are Plentiful

- Model fidelity and the costs associated with using a model tend to increase together.
- Types of Models
  - Mathematical
  - Computational
  - Physical
- Example of mass produced hardware
  - A long road to product
  - Many models along the way



hardware product

### Examples of Modeling Terminology in BME

- in silico
- in vitro
- in vivo
- model organism

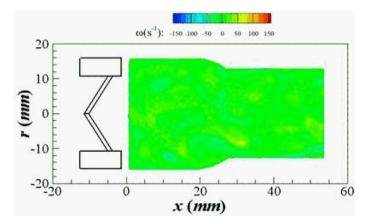


https://en.wikipedia.org/wiki/Model\_organism

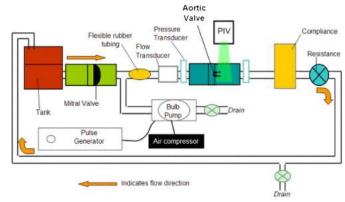
#### Prosthetic Heart Valve Research from Prof. Yoganathan's Lab



Bileaflet Heart Valve



**Computational Model** 



**Physical Model** 

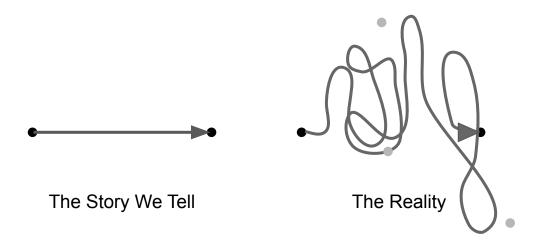
## A Model Example

### **Problem Solving Trajectories**

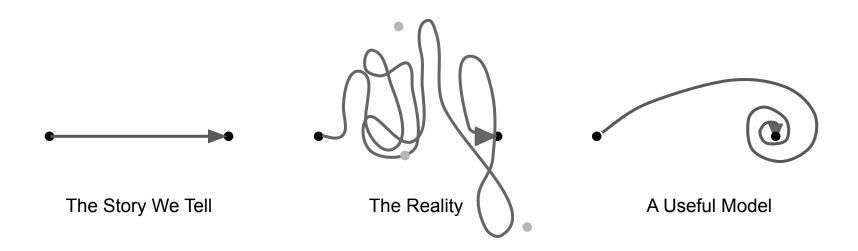


The Story We Tell

## **Problem Solving Trajectories**



## **Problem Solving Trajectories**



#### Most Models Won't Work

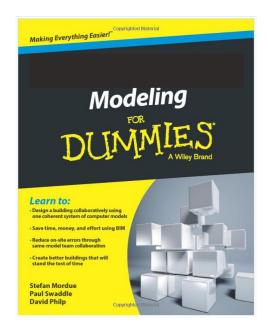
- A model represents a narrow part of the world
- Pick the right tool for the right job
  - o Can the model answer your question?
  - o Do you have the required information?
  - Are the assumptions appropriate?
  - o Is the answer reasonable?
  - Be skeptical!



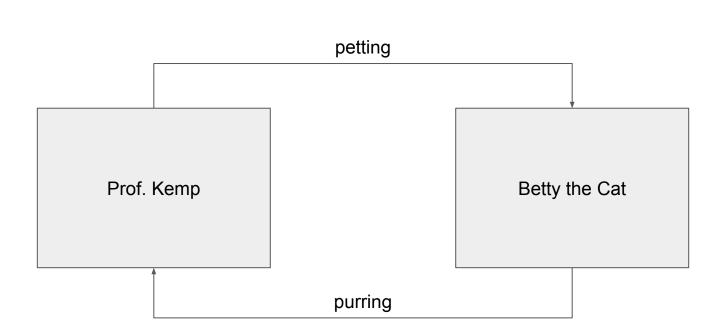
https://en.wikipedia.org/wiki/Spherical cow

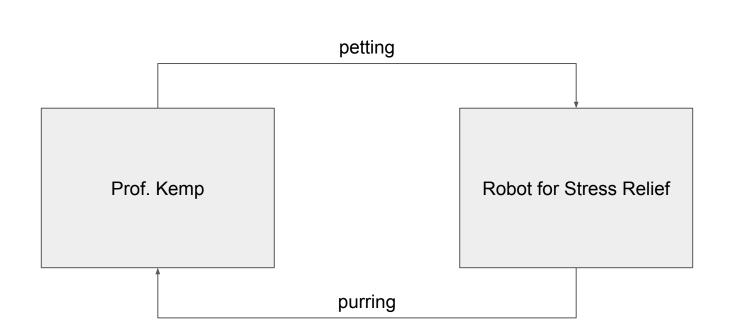
#### A Simple Model of Modeling

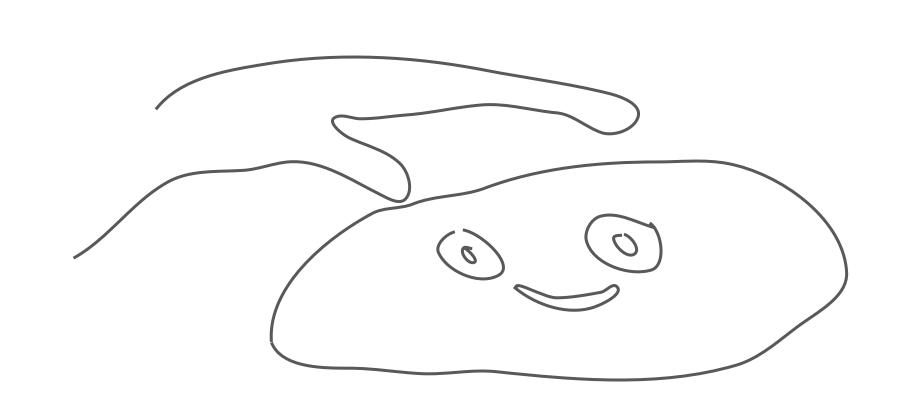
- 1. Draw pictures and diagrams of the system.
- 2. Come up with an important question.
- 3. Guess the answer to your question.
- 4. Use simple models to answer your question.
- 5. **Iterate through models**, increasing complexity as needed.

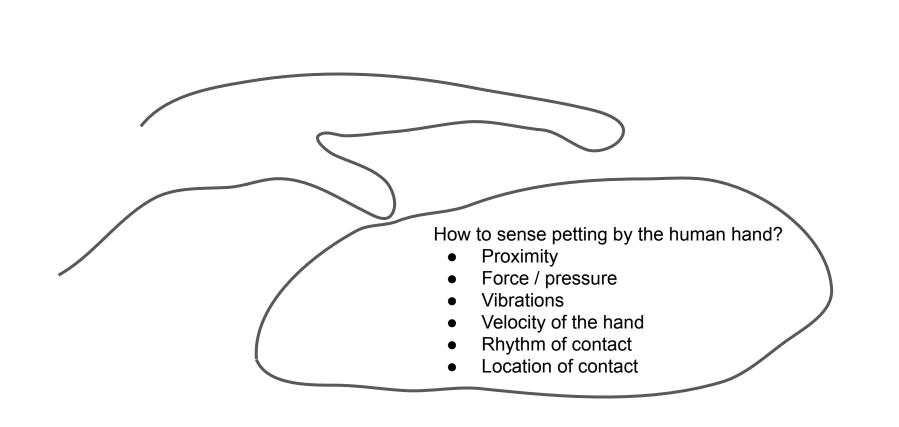






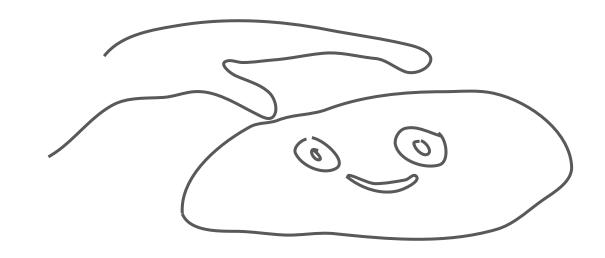


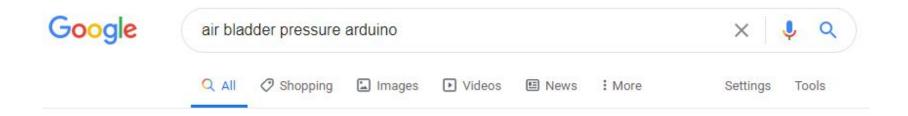




### Sense Petting by a Human Hand

- Proximity
  - < ~1cm to surface, thick fur</p>
  - Capacitive sensing
- Force / pressure
  - < ~2 N = 0.2 kg \* 10 m/s^2 = ma</p>
  - Force sensitive resistors
  - Air pressure
- Vibrations
  - o ? (depends on surface?)
  - Accelerometers
  - Contact microphone
- Other properties
  - Velocity of the hand
    - ~0.1 m/s
  - Rhythm of contact
    - ~1Hz
  - Location of contact
    - Top surface of the robot
    - All surfaces other than the face?





http://pneuduino.org/toolkit/

https://softroboticstoolkit.com/pds/design

https://softroboticstoolkit.com/pds/design/sensor

https://softroboticstoolkit.com/pds



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Resources for Educators Outreach

Gripper for SDM fingers

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Pneumatic Deformation Sensors

Background

Design

Fabrication

Testing

Downloads

Corresponding Author

Contributor

Aidan Leitch

#### Pneumatic Deformation Sensors

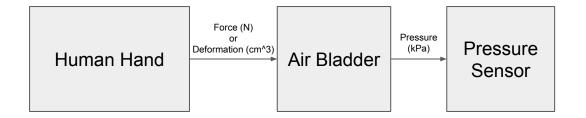
Pneumatic Deformation Sensors (PDS's) are a new type of soft sensor designed for use with soft robots. The sensors are intended to provide feedback on how they deform, hence them being deformation sensors. They can be fitted and utilized in many soft robotic actuators, such as the actuators on the Soft Robotics Toolkit.

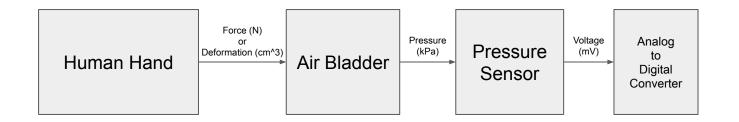


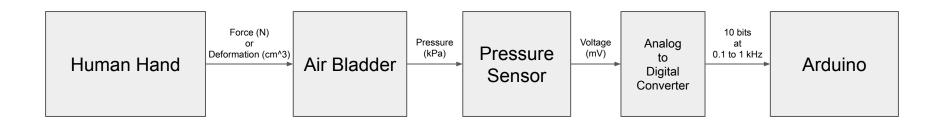


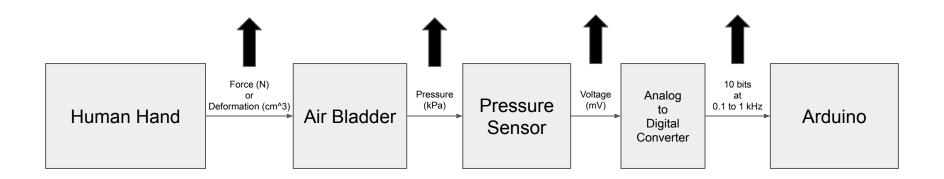
**Human Hand** 

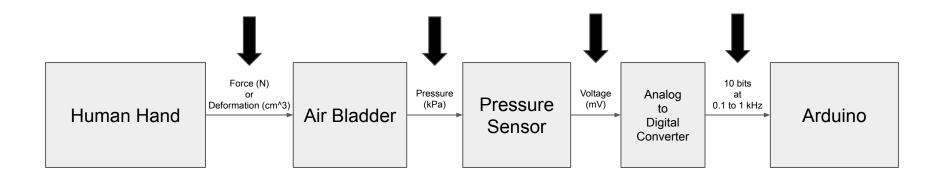


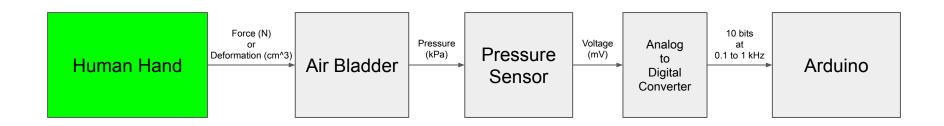










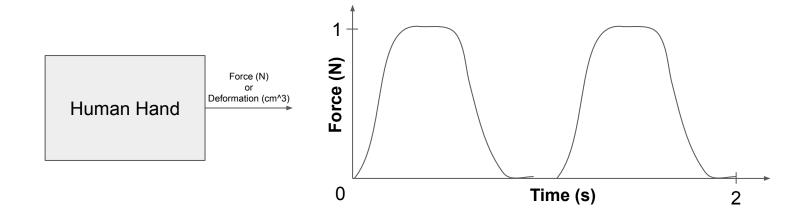


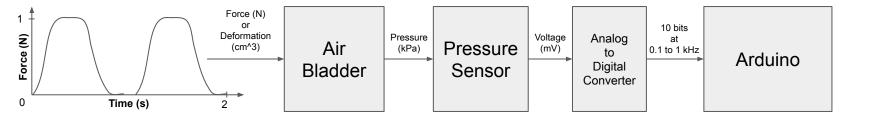
Human Hand

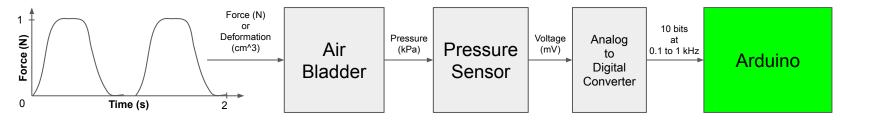
Force (N)
or
Deformation (cm^3)

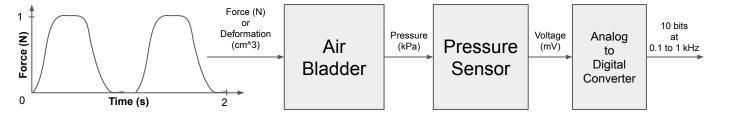
**Human Hand** 

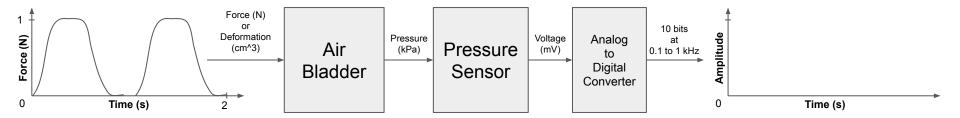
- Force < 2N</li>
- Rhythm ~1Hz

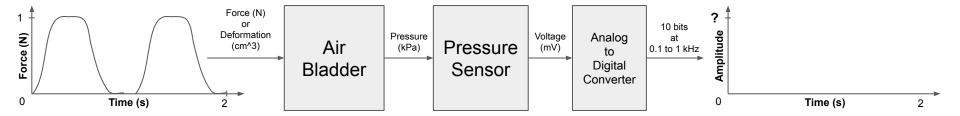


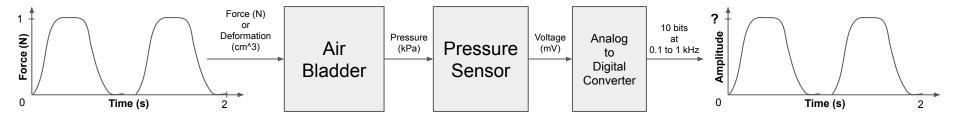


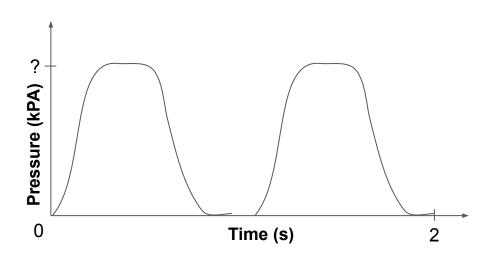


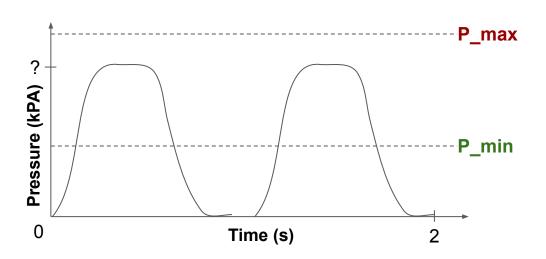


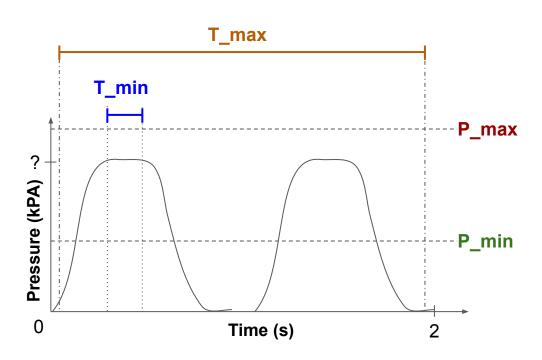


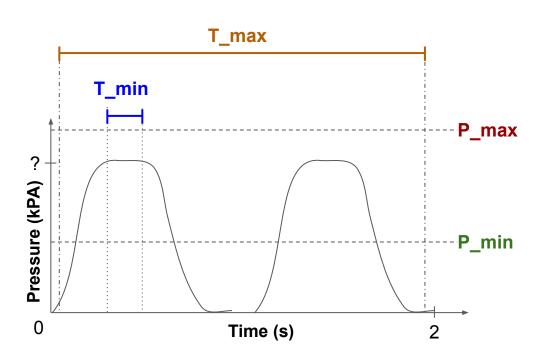




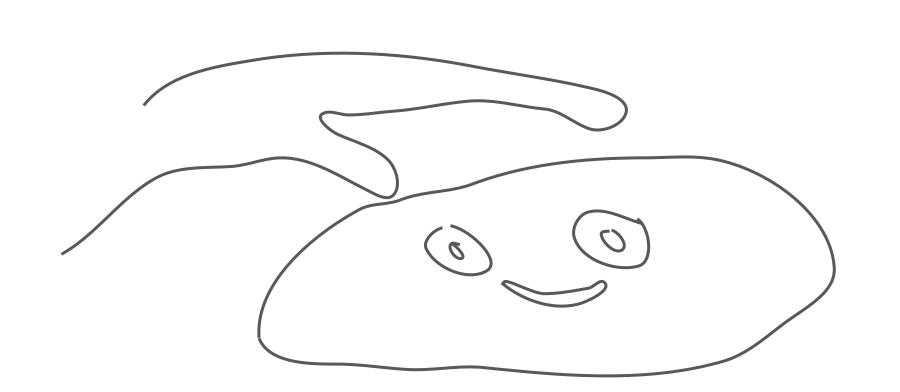


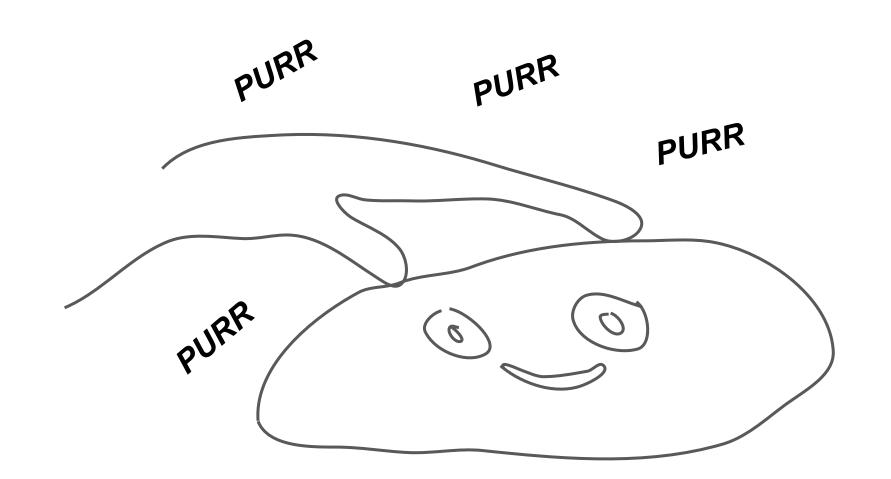






```
petting = False
st.roke = 0
Reset timer
While not petting
    P = New pressure reading
    If P min < P < P max
         Start timer
    Else
         Stop timer
         If T min < timer < T max
             stroke = stroke + 1
         Reset timer
    If st.roke >= 2
        petting = True
Make purring sound
Repeat
```



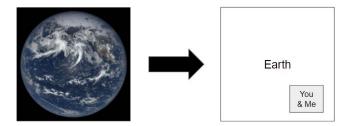




#### Recapitulation

- Models are wrong
- Models are useful
- Models are cheap
- Models are plentiful
- A Model Example

# A Moment on Modeling



Prof. Charlie Kemp

Associate Professor Biomedical Engineering Georgia Tech

#### The natural world is complex... really really complex

You'll never perfectly model the natural world. Embrace imperfection.

"The uncertainty principle implies that it is in general not possible to predict the value of a quantity with arbitrary certainty, even if all initial conditions are specified." - <a href="https://en.wikipedia.org/wiki/Uncertainty">https://en.wikipedia.org/wiki/Uncertainty</a> principle

"Physicists have found that even passive observation of quantum phenomena (by changing the test apparatus and passively 'ruling out' all but one possibility), can actually change the measured result." - <a href="https://en.wikipedia.org/wiki/Observer">https://en.wikipedia.org/wiki/Observer</a> effect (physics)

"In chaotic systems, the uncertainty in a forecast increases exponentially with elapsed time." https://en.wikipedia.org/wiki/Chaos\_theory

"According to modern understanding, even if all matter could be removed from a volume, it would still not be "empty" due to vacuum fluctuations, dark energy, transiting gamma rays, cosmic rays, neutrinos, and other phenomena in quantum physics." - <a href="https://en.wikipedia.org/wiki/Vacuum">https://en.wikipedia.org/wiki/Vacuum</a>

"In computability theory, an undecidable problem is a type of computational problem that requires a yes/no answer, but where there cannot possibly be any computer program that always gives the correct answer; that is, any possible program would sometimes give the wrong answer or run forever without giving any answer." - <a href="https://en.wikipedia.org/wiki/List\_of\_undecidable\_problems">https://en.wikipedia.org/wiki/List\_of\_undecidable\_problems</a>

"Although a solution to an NP-complete problem can be verified "quickly", there is no known way to find a solution quickly. That is, the time required to solve the problem using any currently known algorithm increases rapidly as the size of the problem grows." - <a href="https://en.wikipedia.org/wiki/NP-completeness">https://en.wikipedia.org/wiki/NP-completeness</a>

"Gödel's incompleteness theorems are two theorems of mathematical logic that demonstrate the inherent limitations of every formal axiomatic system capable of modelling basic arithmetic." - <a href="https://en.wikipedia.org/wiki/G%C3%B6del%27s">https://en.wikipedia.org/wiki/G%C3%B6del%27s</a> incompleteness theorems

"Although the Standard Model is believed to be theoretically self-consistent and has demonstrated huge successes in providing experimental predictions, it leaves some phenomena unexplained and falls short of being a complete theory of fundamental interactions." - <a href="https://en.wikipedia.org/wiki/Standard\_Model">https://en.wikipedia.org/wiki/Standard\_Model</a>