



# *Reliable* Neural-Interface Technology

**Jack W. Judy, Ph.D.**

**DARPA MTO**

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# DoD Amputee Challenge

- **Limb loss: big DoD problem**
- **OIF/OEF limb loss:**
  - ~80% lower limb(s)
  - ~20% upper limb(s)
  - ~25% multiple limbs
- **Goal of the patient population**
  - regain function needed to return to duty
  - maintain quality of life (rotation / post service)
- **Requirements of prosthetic technology**
  - high performance, robustness, and reliability

| Soldiers with Limb Loss |         |       |
|-------------------------|---------|-------|
| Civil War               | ~50,000 | 12.0% |
| WW1                     | 2610    | 1.7%  |
| WW2                     | 7489    | 1.2%  |
| Korea                   | 1477    | 1.4%  |
| Vietnam                 | 5283    | 3.4%  |
| OIF/OEF                 | ~1000   | 2.3%  |

# Cpl. Garrett S. Jones



- **Lost leg in Iraq due to an IED (7/23/2007) while with the 2nd Battalion, 7th Marine Regiment, 1st Marine Division**
- **Redeployed with his unit to Afghanistan in early 2008**

# Sgt. James Wright



- **Lost both hands and suffered a severe wound to his leg when his vehicle was struck by a RPG in Iraq's Al Anbar Province (4/7/2004)**
- **Received the Bronze Star with Combat V**
- **Refused to use the best commercially available prosthetic arms:**  
*"I remember when I first came back for rehabilitation, they were touting the myoelectric (battery-powered) hands as the greatest innovation. I was so disappointed."*
- **Began serving as a Martial Arts instructor later in 2004**



# Amputee Medical Care:

## Walter Reed Army Medical Center



- **Largest Amputee Patient Population (~130)**
- **Sports-Medicine Model**
  - immediate adaptation, training, acceptance
- **Extensive Facilities**
  - physical/occupational therapy:
    - track with overhead support, handrails with ramp
    - motion capture, climbing wall, etc.
  - simulators:
    - shooting, driving, skiing/snowboarding, etc.
  - prosthetics (best available):
    - proving grounds, beta testing, stress testing





# WRAMC: Focus on the Goal



- **Return to Active Duty**

- **Physical:**

- running, climbing, throwing

- **Mission:**

- carrying, shooting, driving, ...

- **Timeline:**

- ~1 year (best ~4 months)



- **Civilian Life (VA)**

- **Personal:**

- eating, hygiene, dressing, social, ...

- **Physical and Professional:**

- strength, dexterity, sensitivity, sports, hobbies, ...



# Go/No-Go: Breaking Down and Reassembling a Weapon



m16 assembly

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m16 assembly



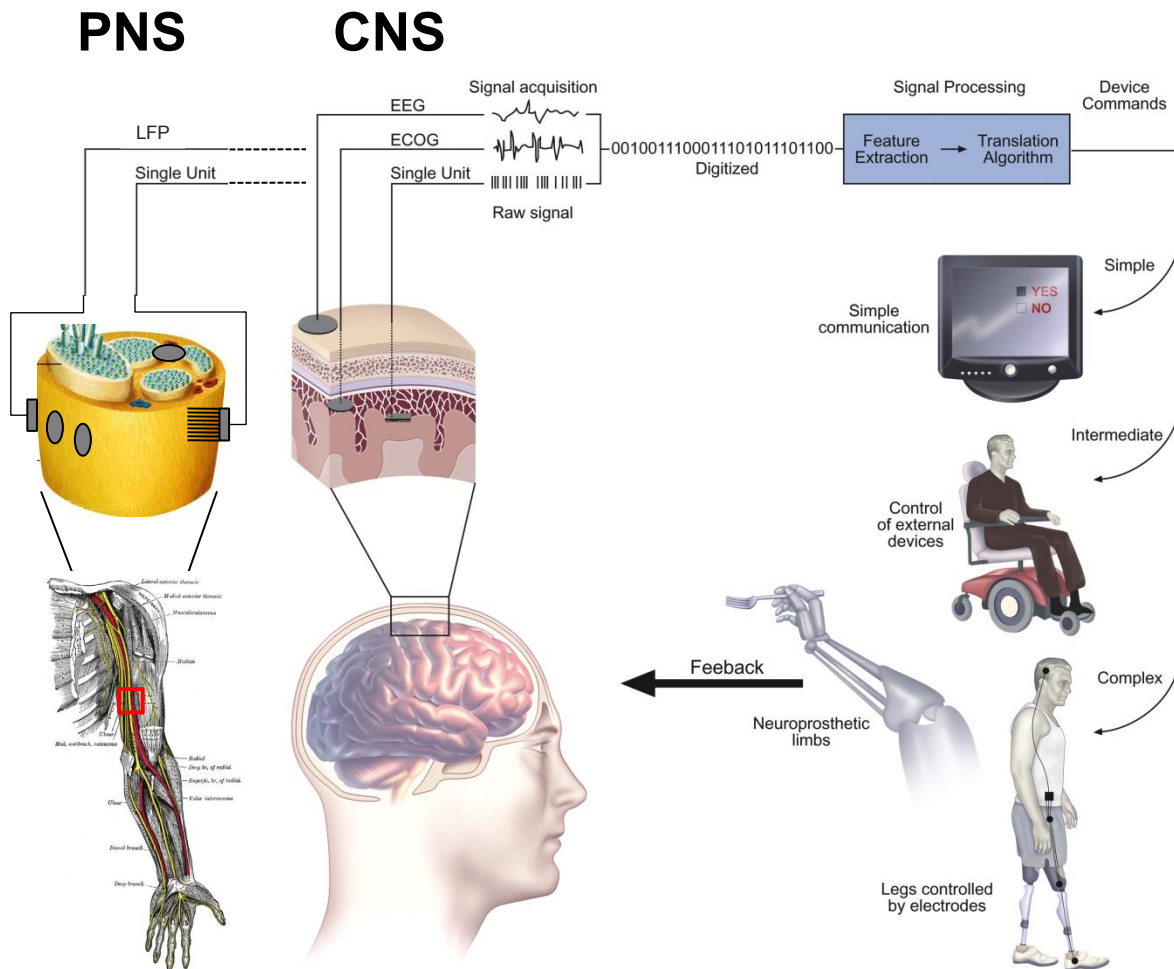
Cpl. Jones



Sgt. Wright



# Brain-Machine Interfaces



- **Current Strategy**
  - record signals of many channels
  - use adaptive algorithms to decode brain activity
  - map activity to control signals for prosthetic machine
  - rely on visual feedback



# Grand Challenge: Reliable Neural-Electronic Interface

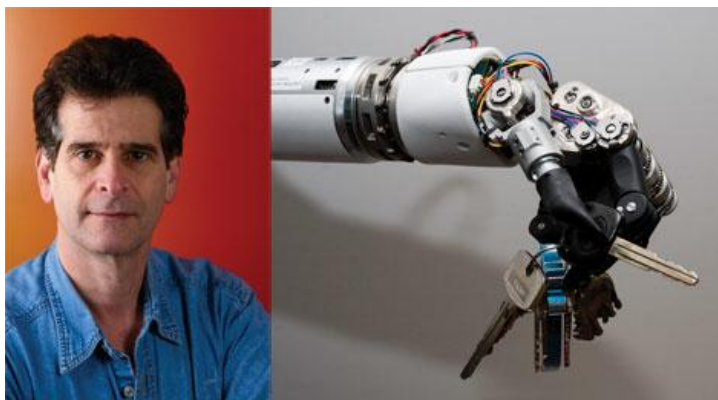


- **The Unfortunate Truth of BMI:**
  - There does not exist a long-term (years) reliable neural-electronic interface or BMI
    - Even a one-bit switch has yet to be controlled reliably
    - Applications that call for high-precision/speed control of many-degree-of-freedom systems are presently out of reach
- **Reliability Challenge 1:**
  - Physical neural-electronic interface
    - Signal-to-noise ratio of single-unit potentials typically decays to zero in < 1 to 2 years (often much sooner)
- **Reliability Challenge 2:**
  - Fast and correct operation (>>99%) required
    - Friend, Friend, Friend, Foe, Friend, Foe, ~~Friend~~, Friend, ...
    - Patient acceptance of prostheses

# DARPA's Investment

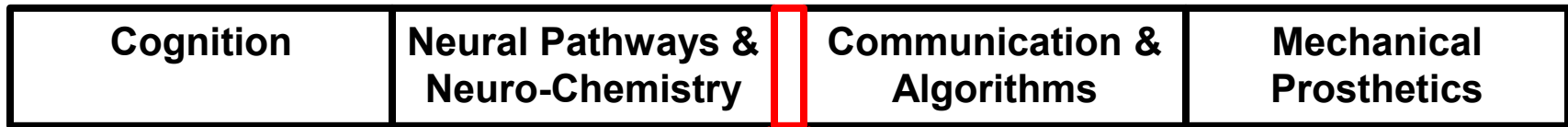


- **COL Geoffrey Ling, M.D., Ph.D.**
  - **Helping the Wounded Warrior**
    - **Human Assisted Neural Devices**
    - **Revolutionizing Prosthetics**



# State of Investment and Research in Neuroscience

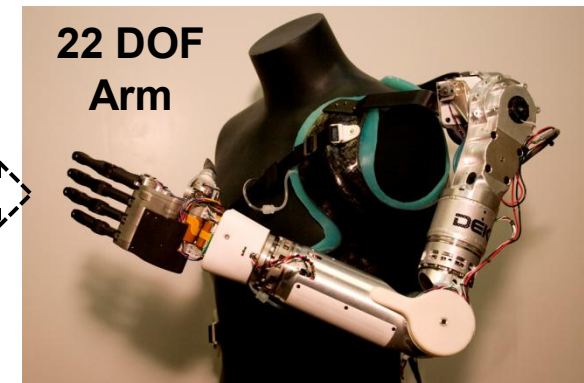
Over the last 15 years, DARPA has heavily invested in technologies to develop prosthetics for wounded warriors. Less than 2% of this investment has gone to the neural interface.



Investments by NIH and NSF in basic neural-interface science...

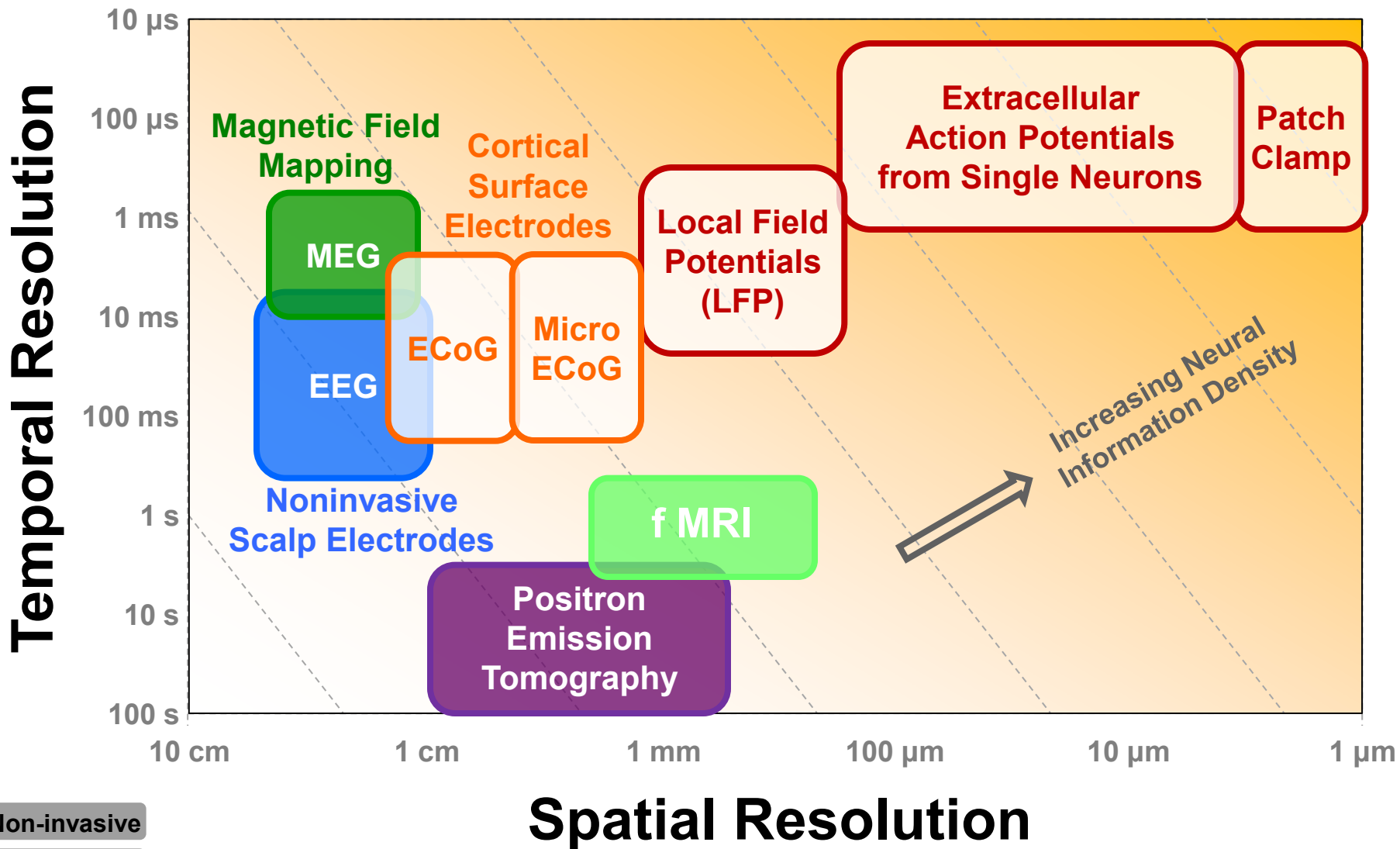


... have not led to clinically viable engineered systems.

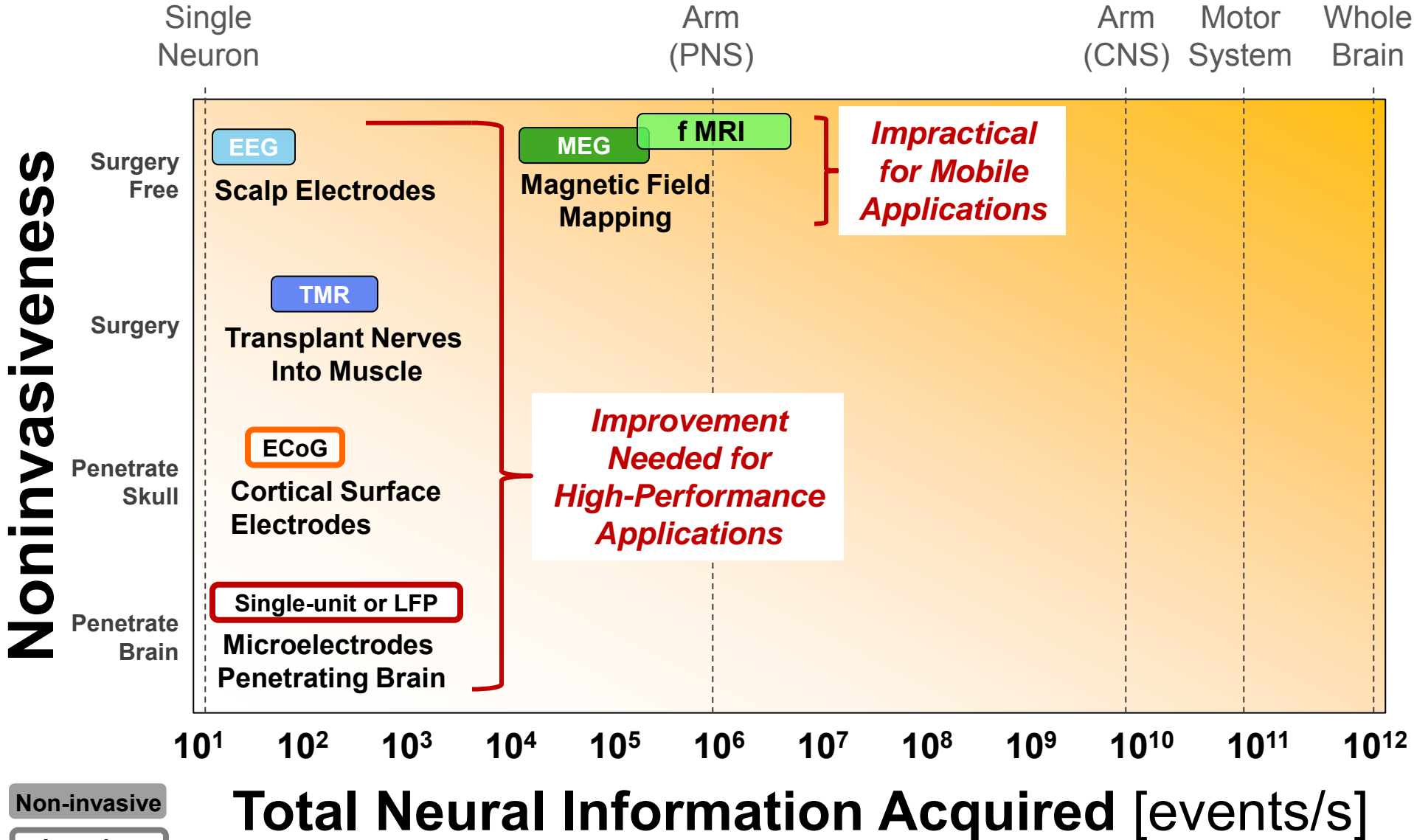


***Advances in prosthesis technology have far exceeded all neural interface technologies.***

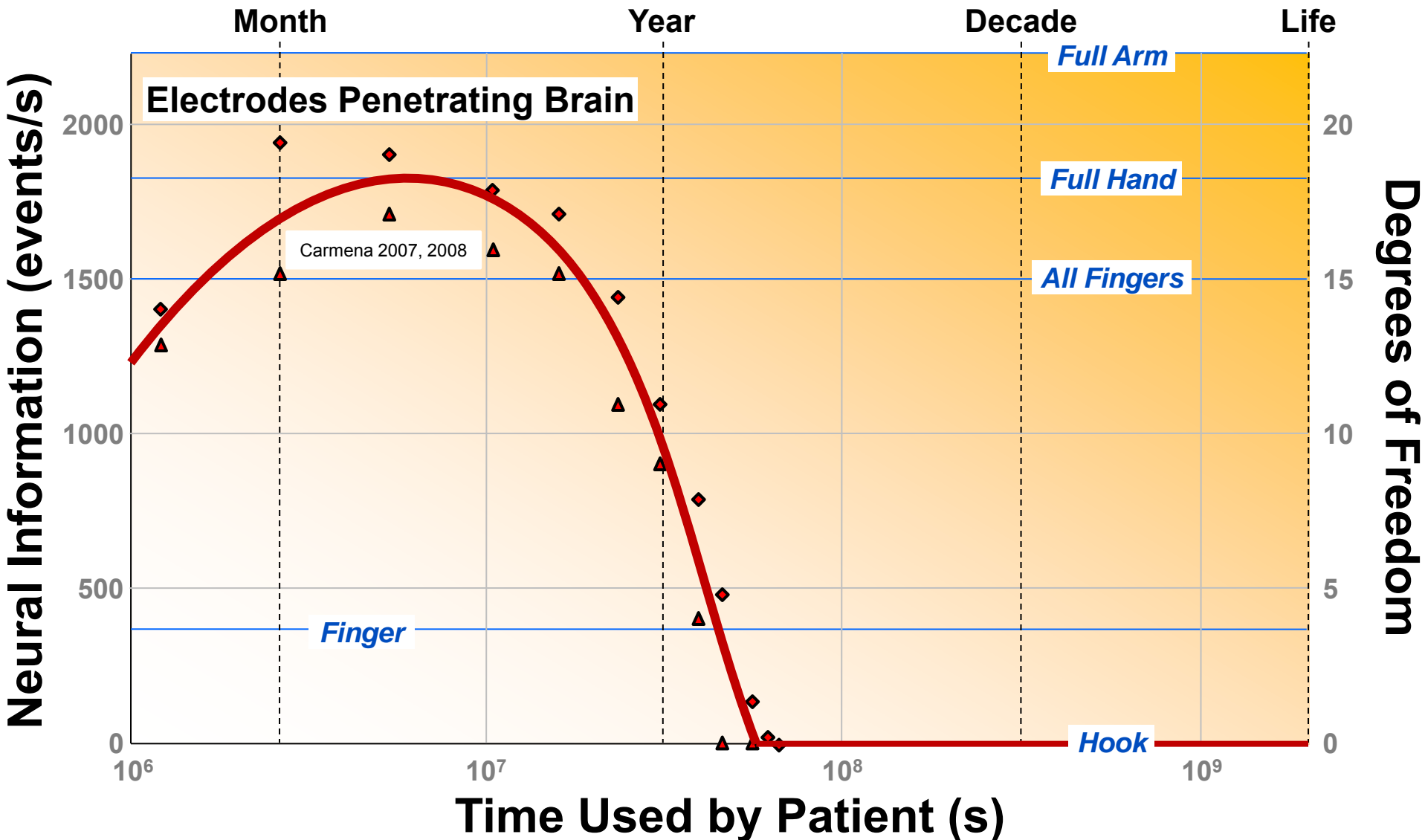
# Observing Neural Activity



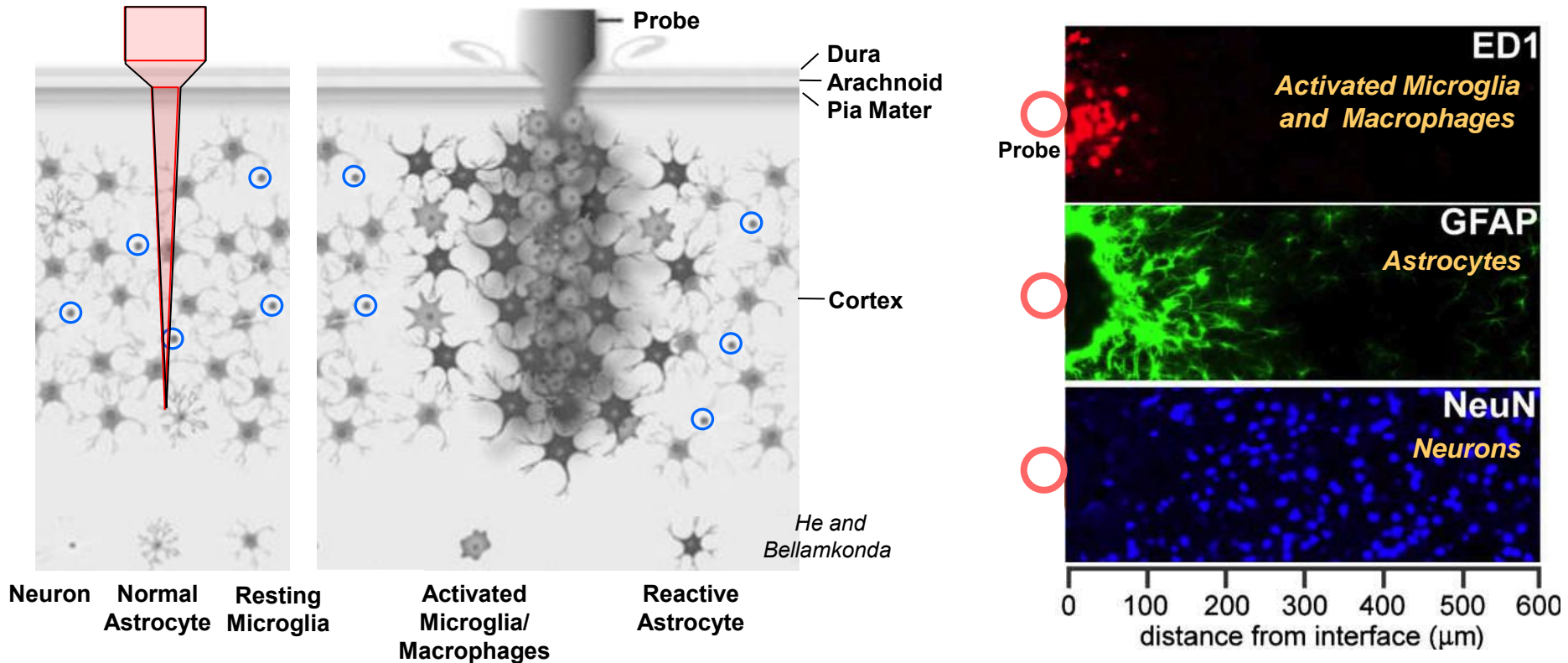
# Mobile High-Performance Neural Monitoring



# Reliability of SOA Cortical Probe Arrays

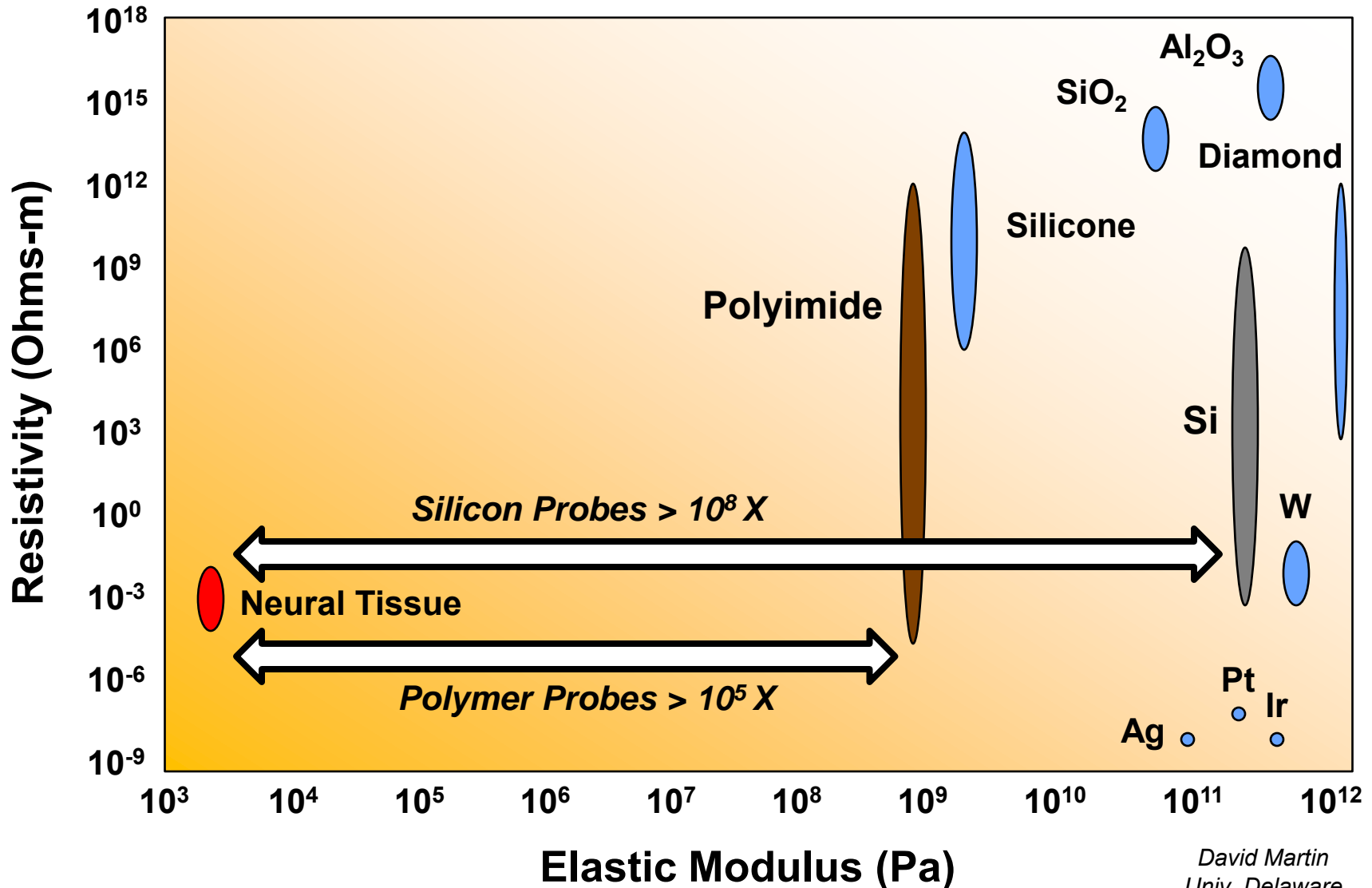


# Tissue Response



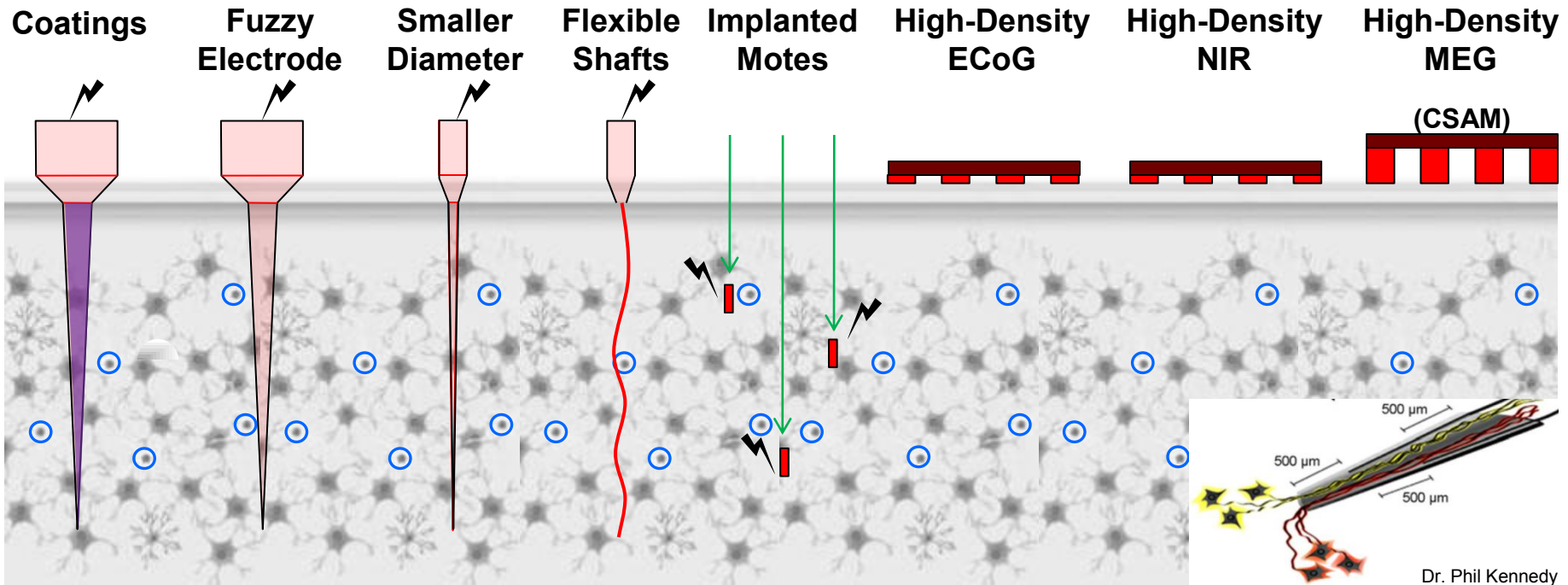
- **Penetrating Microprobe Arrays: Foreign-Body Response**
  - protein absorption, inflammatory reaction
  - increased impedance, decreased neuronal density: SNR ↓
- **Mechanical Stiffness Mismatch**

# CNS Tissue Response: Mechanical Challenges



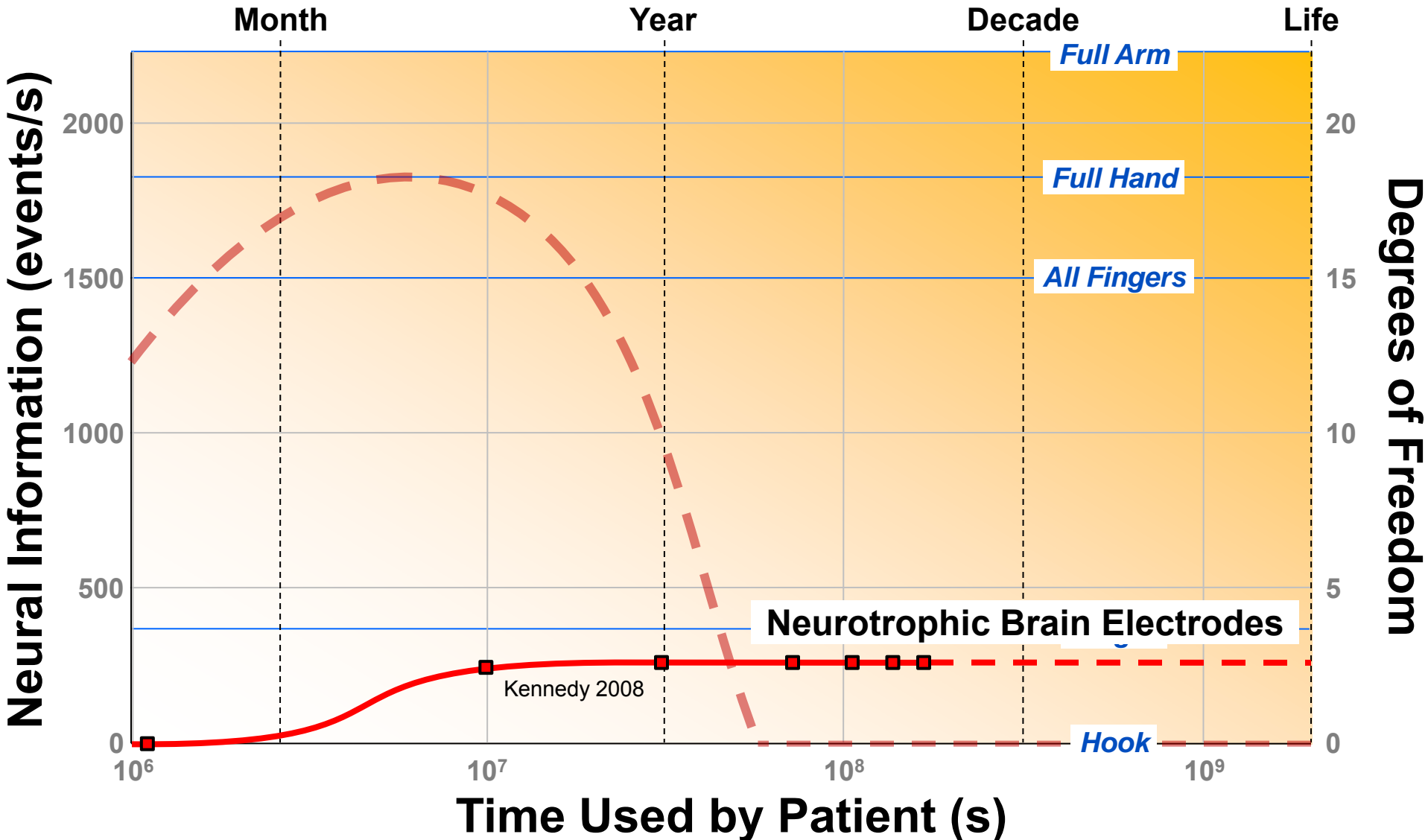


# Approaches for Challenge 1: *Unreliable Physical Interface*

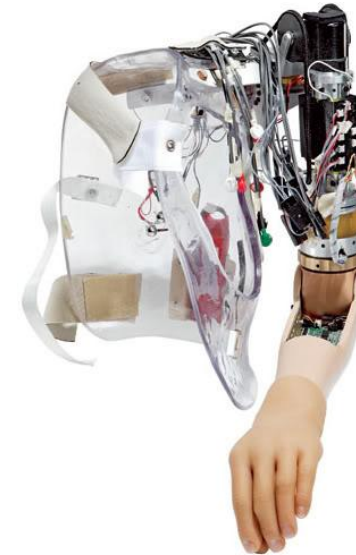
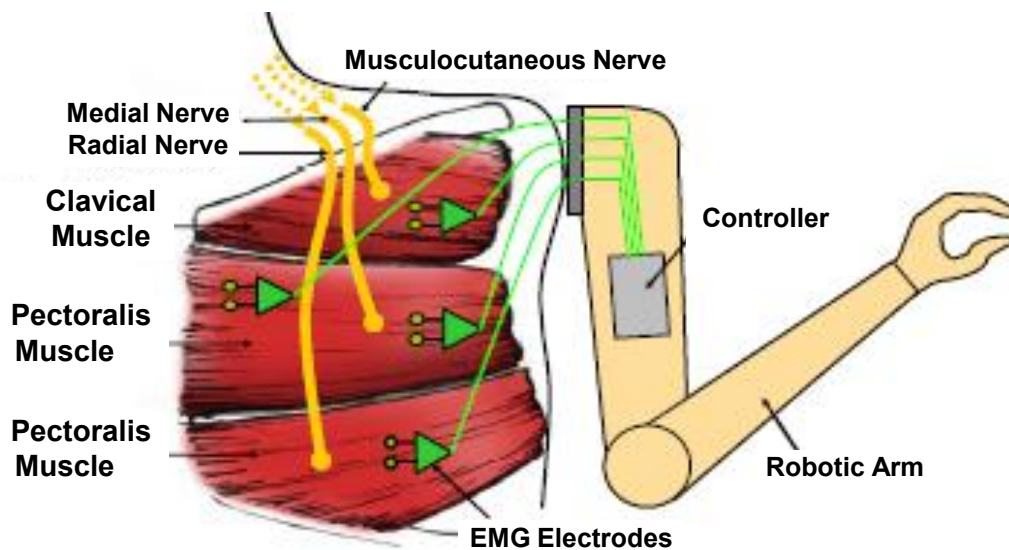


- **Reduce Tissue Response:** coatings, shrink size, flexible
- **Avoid Tissue Response:** high-resolution epidural sensing
- **Overcome Tissue Response:** reach across glial scar

# Reliability of Neurotrophic Probes



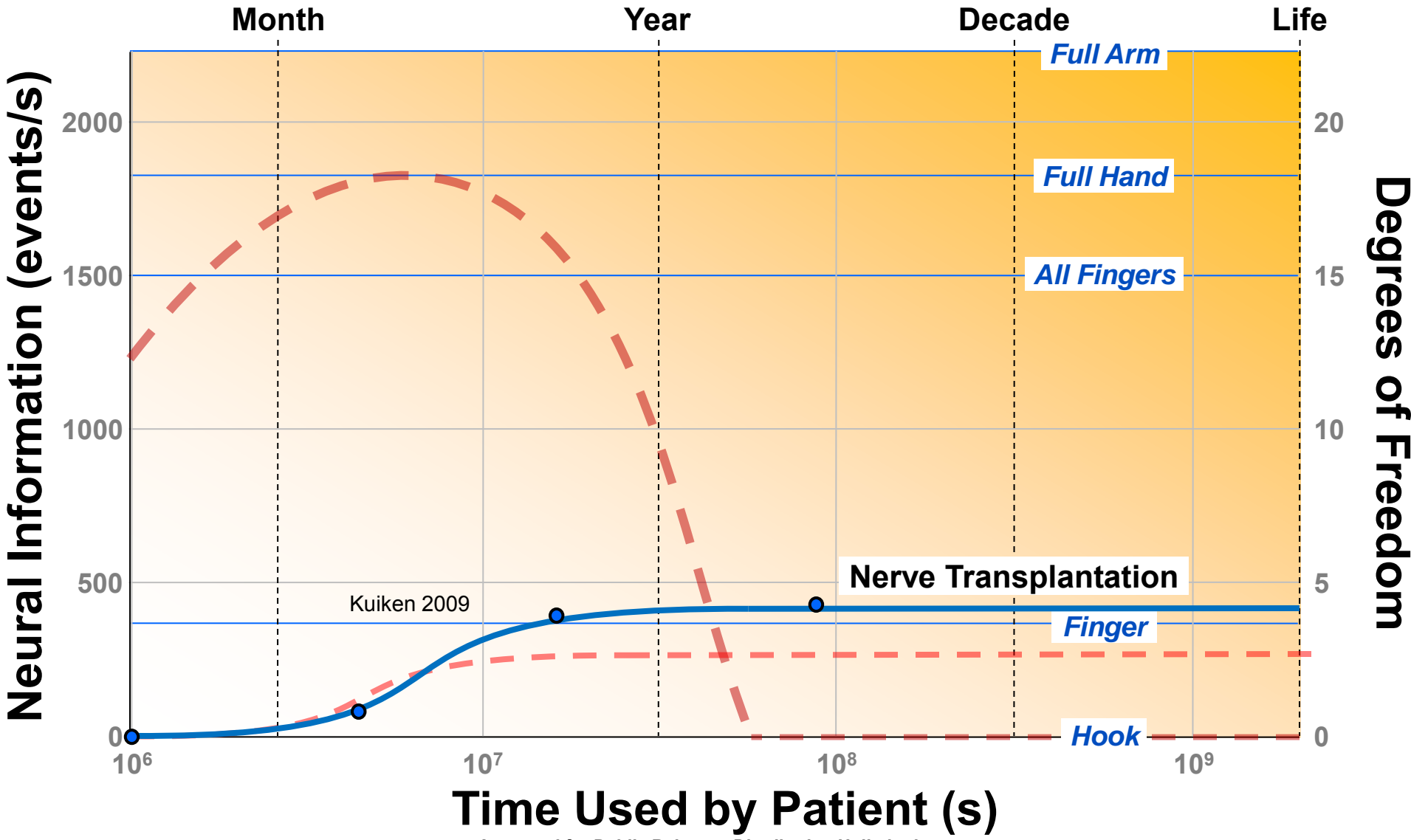
# Targeted Muscle Reinnervation



*Dr. Kuiken (Rehabilitation Institute of Chicago)*

- **Transplant nerves from stump into other muscles**
- **Myoelectric read out allows more direct and natural “thought” control (enables only 4 control signals)**
  - **elbow up, elbow down, hand open, hand closed**

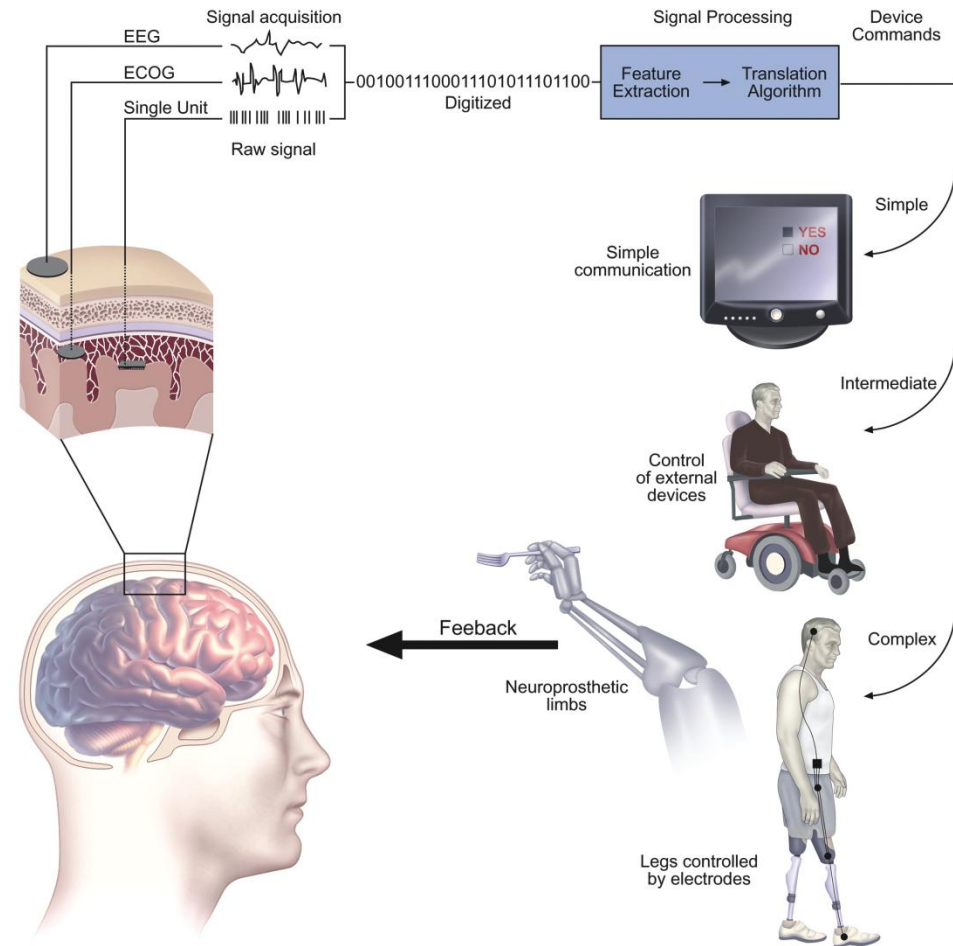
# Targeted Muscle Reinnervation Reliability



# Reliability Challenge:

## Unreliable Brain-Control Algorithm

- **Dominant Approach**
  - use large electrode array
  - correlate neural activity with intended activity or behavior
  - develop adaptive algorithms
  - use output to control machine
- **Problem**
  - algorithms cannot adapt to the ultimate adapter (the brain)
  - approach fights built-in neural plasticity (dominant)
  - no examples of this approach ever being clinical successful
- **Result**
  - machine control is not reliable



# Approach for Challenge: *Unreliable Brain-Control Algorithm*

- **New Approach**

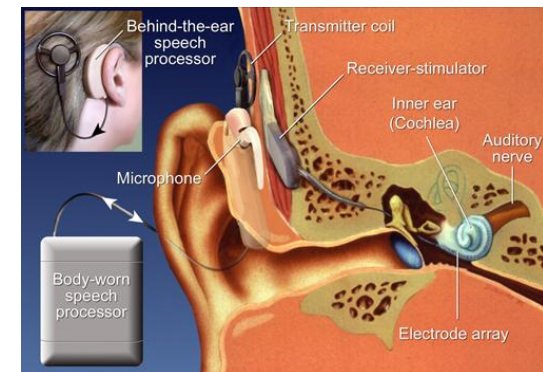
- use electrode array
- no correlation required
- use “fixed” algorithms
- use output to control machine
- do so in field-relevant setting

- **Advantage**

- exploits instead of fights neural plasticity
- brain adapts to new “limb” through trial-and-error process
- many examples of this approach being successful

- **Result**

- reliable machine control
- requires stable interface



# Higher-Performance and Reliable Brain-Controlled Neural Prosthetics



- Need reliability and performance metrics
  - Accelerated in-vivo testing
  - Pre-clinical testing at scale >> University labs
- Need new micromachined interfaces
  - High spatial and temporal resolution
  - Highly biocompatible
- Convenient, low-power, high-data-rate signal processing and wireless telemetry
- Need new system-level approaches with plasticity-enhanced reliable control

# Impact of Reliable Control of More Prosthesis Degrees of Freedom

**0 DOF:** *Passive Hook*

**1 DOF:** *Active Hook*

**2 DOF:** *Claw + Elbow*

SOA

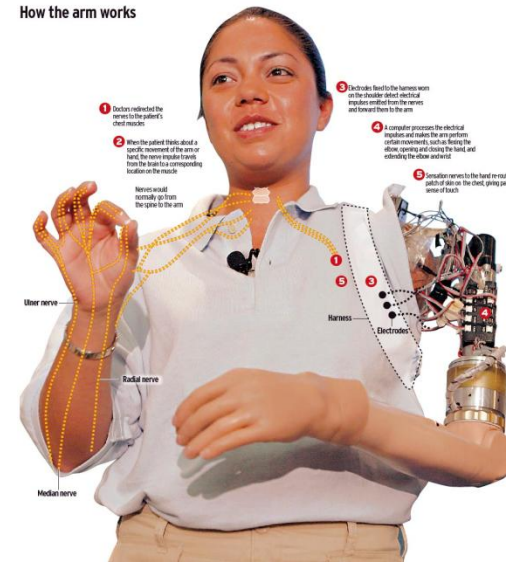
**6 DOF:** *Two Fingers*

**18 DOF:** *Forearm*

**22 DOF:** *Full Arm*



How the arm works



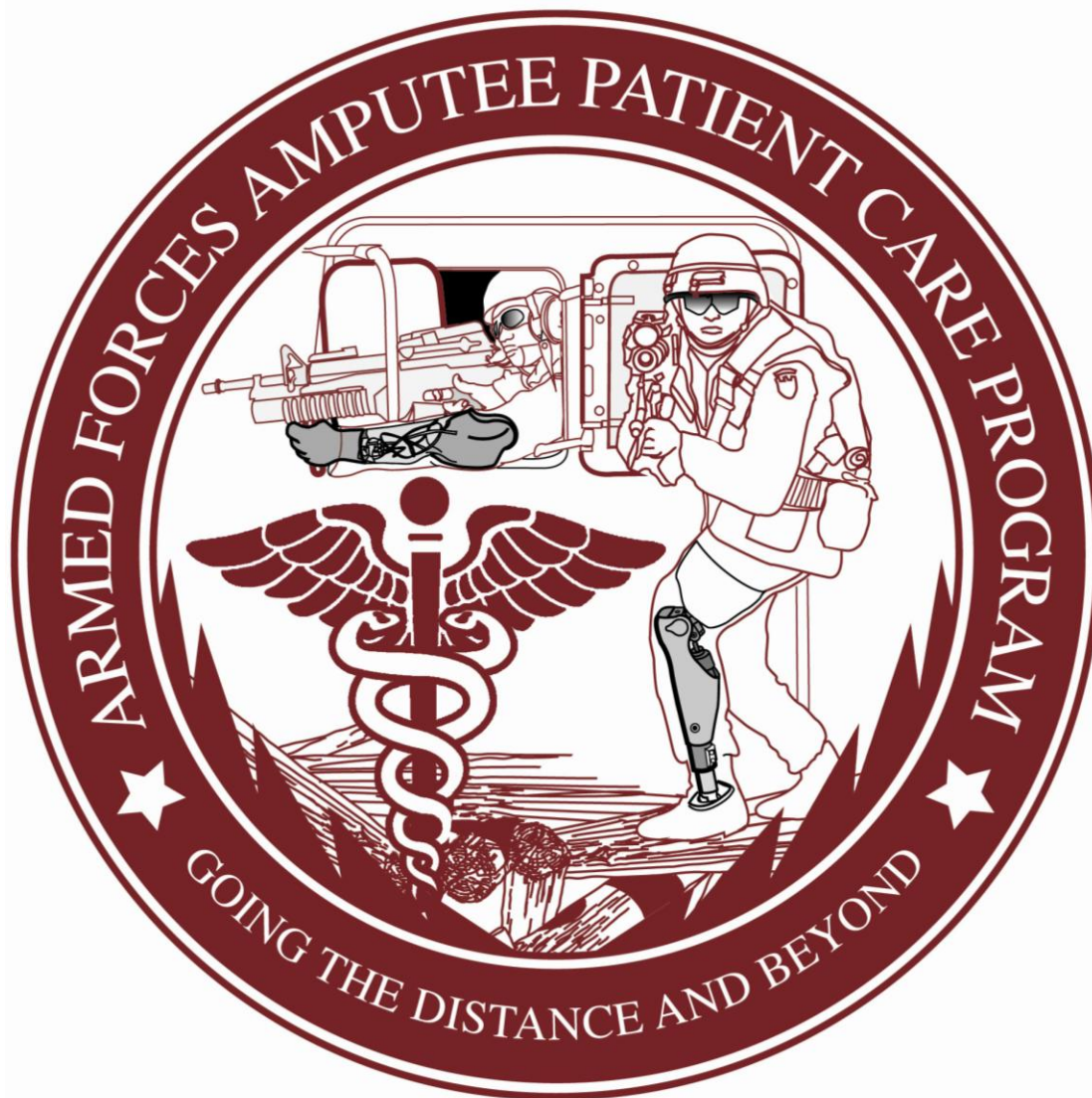


**DARPA**

# Questions?



Jack W. Judy





# What makes DARPA unique...

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Formed in 1958 to **PREVENT** and **CREATE** strategic surprise

**Capabilities, mission focused**

**Finite duration projects**

**Diverse performers**

**Multi-disciplinary approach...from  
basic research to system engineering**

**As the DoD's innovation engine, we  
are committed to the boldest, creative leaps...**



# Creative leaps require...

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finding the...



**Bold, best-in-class technical experts and knowledgeable, lean, adaptable support staff...**

the ability to...



**...who recognize opportunities and are empowered to act rapidly...**

the willingness to...



**...and are unafraid to challenge conventional viewpoints or methods.**

# Conventional Warfare

# Irregular Warfare

# Deny Equalizers

Fill in gaps, increase dynamic range of PE at distance/match to ISR

Optimize for adaptability (training/systems)

**Overmatch: Army, Navy,  
Air Force, Marines**

**Space, Nuclear**

**Human Performance:  
Training/Preparation  
Survivability  
Care/Restoration**

## Examples:

**Take Bio off the table  
Adapt/rapid response**

**Take Cyber off the table  
Bio analogy (detect,  
deter, vaccinate,  
attribute, treat, etc.)**

**Space (Hegemonic vs. GCs)**

**Rogue nukes/decrease  
proliferation**

**Other...**

**Prototyping, system engineering (LMQ1)**






**Edge finding in a globalized world**

**Capture best minds/global mindshare**

**Other...**

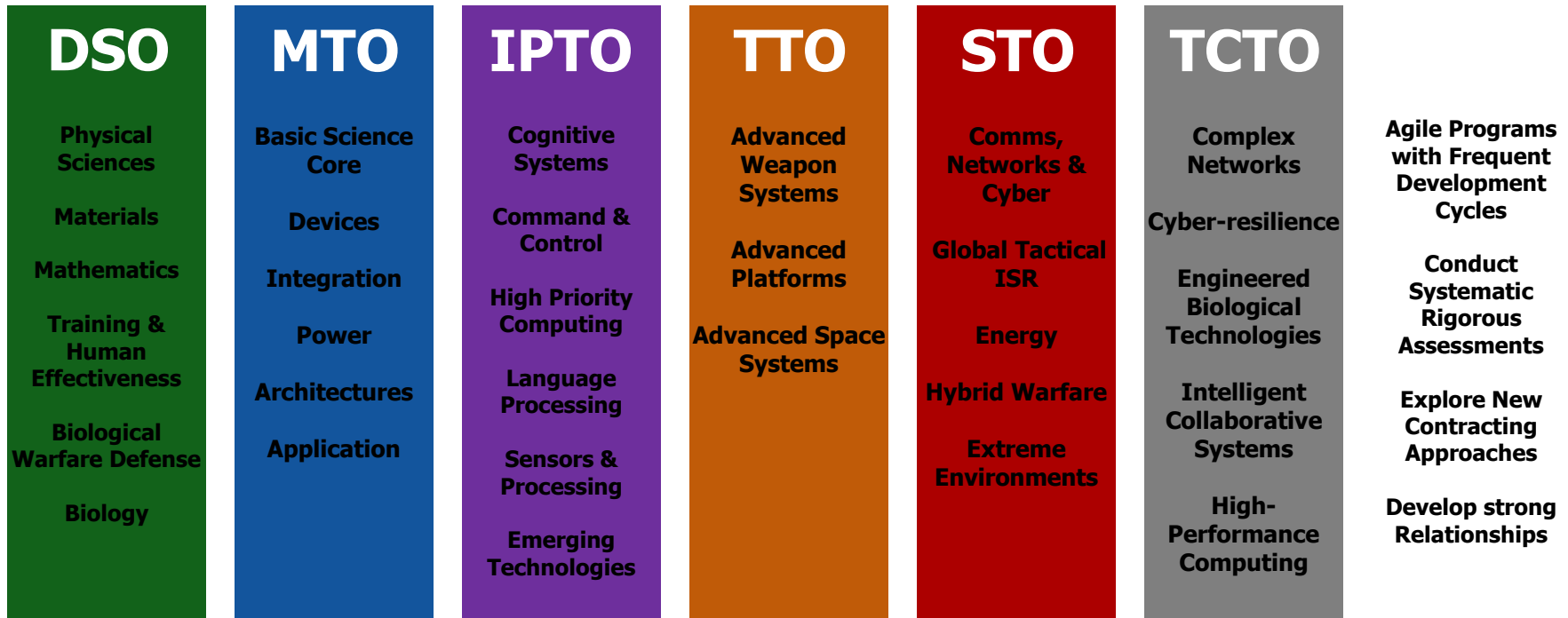
# Doing business with DARPA...

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-  **Become familiar with the challenges and opportunities of National Security.**
-  **Put your ideas in writing. Draft a white paper.**
-  **Approach a program manager; they are the key to working with DARPA.**
-  **Look for Requests for Proposals (RFPs) and Broad Agency Announcement (BAAs) solicitations at [www.darpa.mil](http://www.darpa.mil), [www.darpa.mil/sbir](http://www.darpa.mil/sbir), or [www.fedbizopps.gov](http://www.fedbizopps.gov).**
-  **Think boldly. Embrace risk.**

# Engaging with DARPA...

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**If you have an idea that is high-risk, high-reward and would like to do business with DARPA, please contact the appropriate Office Director or Program Manager.**

[www.darpa.mil](http://www.darpa.mil)