

Mechanical Engineering Seminar (U-Grad)
Special Topics in Mechano-Informatics II (Grad)
“Biomechanics of Human Movement”

Academic Year 2014
Dr. Emel Demircan



Course Information

Instructor:

- Dr. Emel Demircan
Contact: emel@ynl.t.u-tokyo.ac.jp
Office Hours and Location: Friday 16:30-17:30, Engineering Building 2, Room 82D1

Assistants:

- Tianwei Zhang
Contact: zhang@ynl.t.u-tokyo.ac.jp
Office Hours and Location: Tuesday 14:00-15:00, Engineering Building 2, Room 82C1
- Kazunari Takeichi
Contact: takeichi@ynl.t.u-tokyo.ac.jp
Office Hours and Location: Friday 16:30-17:30, Engineering Building 2, Room 82C1

Course Information

Course Grading:

Attendance: 40%

Homeworks: 30%

Final Project Presentation: 30%

Homeworks:

Please submit each homework electronically to emel@ynl.t.u-tokyo.ac.jp by its deadline.

4/25: HW1 out

5/2: HW1 due, 5pm

5/9: HW2 out

5/23: HW2 due, 5pm

6/6: HW 3 out

6/27: HW 3 due, 5pm

Course Information

Final Project:

Students form teams and each team selects one topic from the list below:

- Exoskeleton Robots & Rehabilitation Robotics
- Human Performance Augmentation
- Animation and Simulation
- Human & Humanoid in Aging Society
- Human & Humanoid Skills/Cognition
- Human Motion Tracking
- Gait Analysis & Rehabilitation
- Human Musculoskeletal Modeling
- Socially Assistive Robots
- Natural Motion Generation in Humanoid Robotics
- Motion Analysis for Workspace Ergonomics
- Children Gait and Posture Rehabilitation
- Real-time Feedback Modalities for Motion Training

Schedule

4/18: Introduction

4/25: Spatial Descriptions, Kinematics, Introduction to Biomechanical Simulation

5/2: Skeletal Muscle Structure, Force Generation, Musculoskeletal Geometry

5/9: Production of Movement

5/23: Motion Tracking Techniques

6/6: Inverse Dynamics, Control, Operational Space Formulation

6/27: Human Articulated Body Model, Dynamics, and Motion Control

7/4: Advanced Topics in Human Motion Analysis, Student Presentations

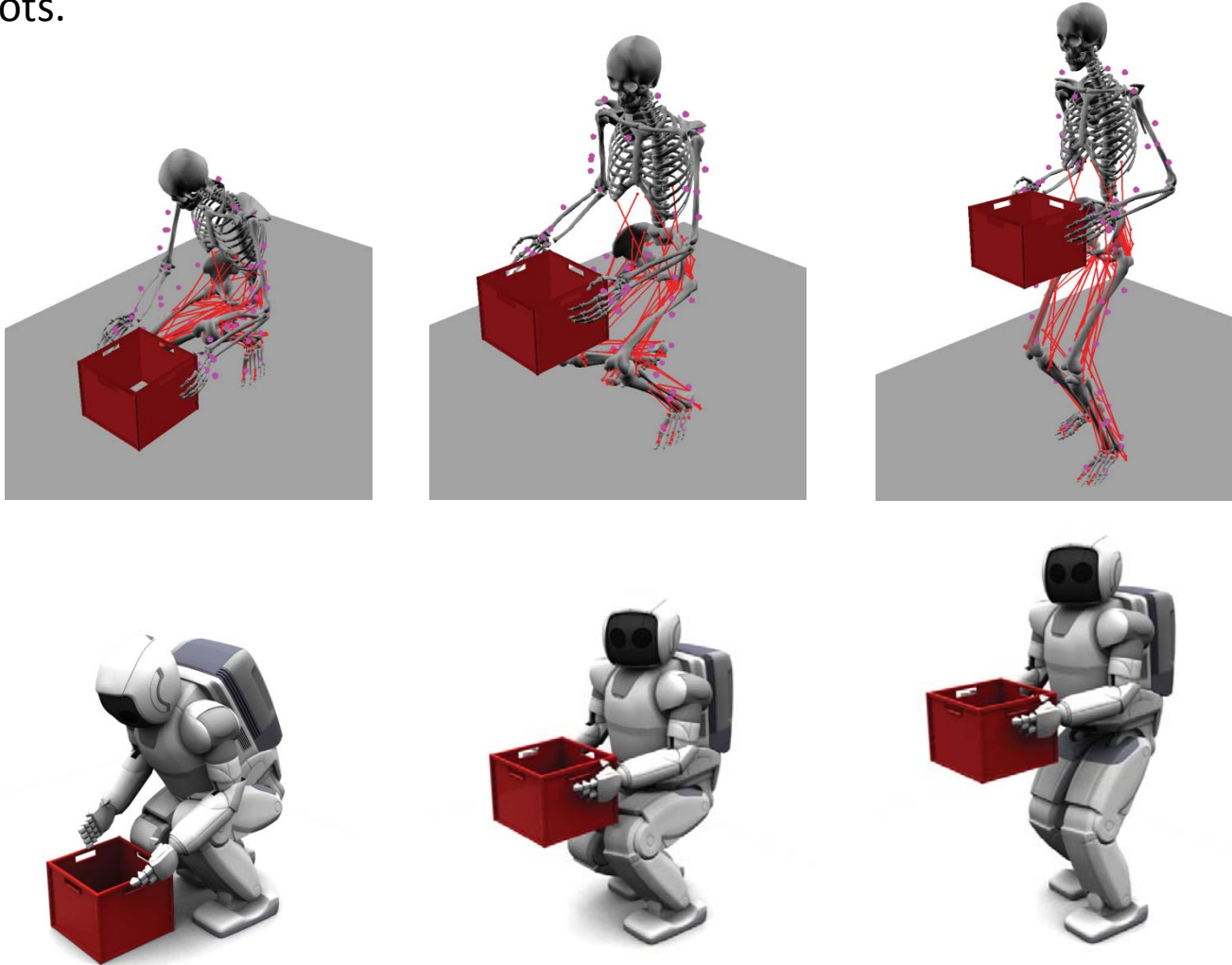
Today

- Why to Study Human Motion?
- How to Study Human Motion? - Multi-Disciplinary Research
- Components and Functions of the Musculoskeletal System
- Examples of Applications

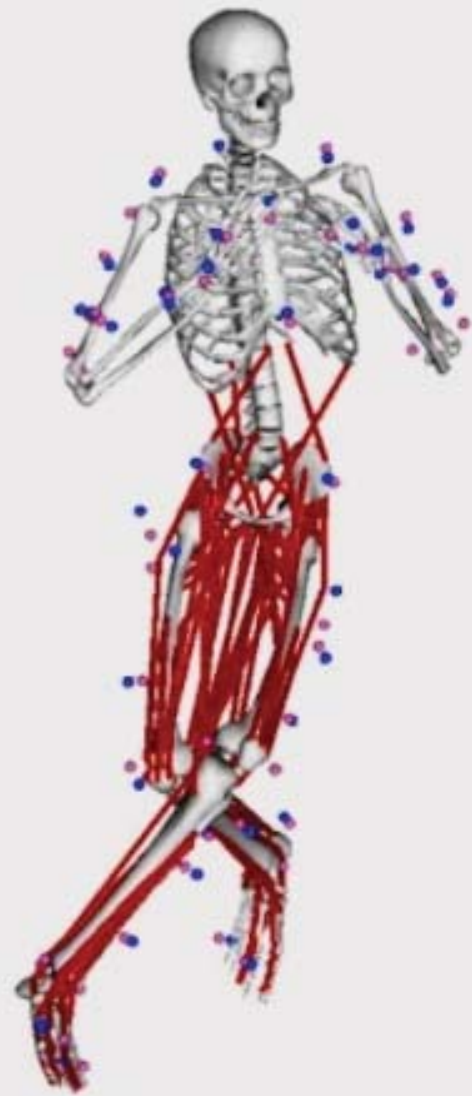


Understanding and Applying Human Motion to Robots

- To observe and understand how humans move. To apply similar strategies to robots.







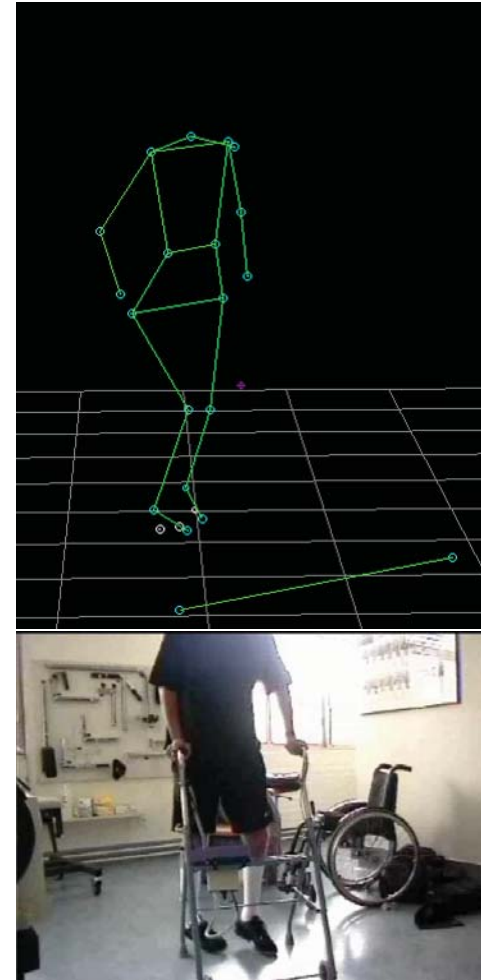
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Why to Study Human Motion?

Synthetic Motions through Simulations

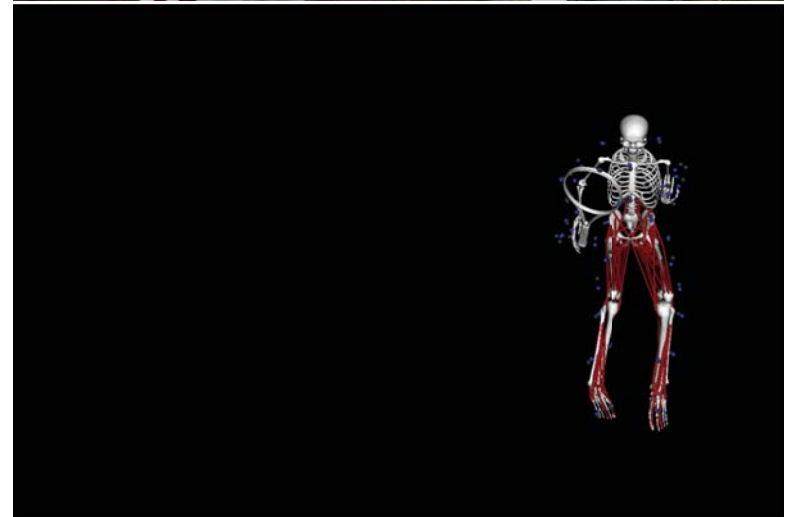
- to design new rehabilitation techniques



Why to Study Human Motion?

Synthetic Motions through Simulations

- to design new rehabilitation techniques
- to evaluate injuries



Why to Study Human Motion?

Synthetic Motions through Simulations

- to design new rehabilitation techniques
- to evaluate injuries
- for ergonomic analysis and design



Why to Study Human Motion?

Synthetic Motions through Simulations

- to design new rehabilitation techniques
- to evaluate injuries
- for ergonomic analysis and design
- to synthesize realistic interactions in computer-simulated environment



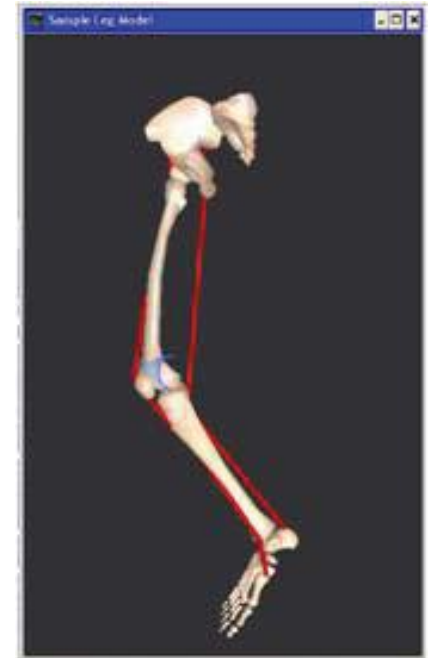
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- **How to Study Human Motion? - Multi-Disciplinary Research**
- Components and Functions of the Musculoskeletal System
- Examples of Applications

Biomechanical Tools

Human Musculoskeletal Models

- Multi-body, rigid, tree-like branching structure
- Upper and lower body models



Human Musculoskeletal Models adapted from: Delp, S.L., Loan, J.P., Hoy, M.G., Zajac, F.E., Topp E.L., Rosen, J.M. An interactive graphics-based model of the lower extremity to study orthopaedic surgical procedures. *IEEE Transactions on Biomedical Engineering*, vol. 37, pp. 757-767, 1990.
and: Holzbaur, K.R.S., Murray, W.M., Delp, S.L. A Model of the Upper Extremity for Simulating Musculoskeletal Surgery and Analyzing Neuromuscular Control. *Annals of Biomedical Engineering*, vol 33, pp 829–840, 2005.

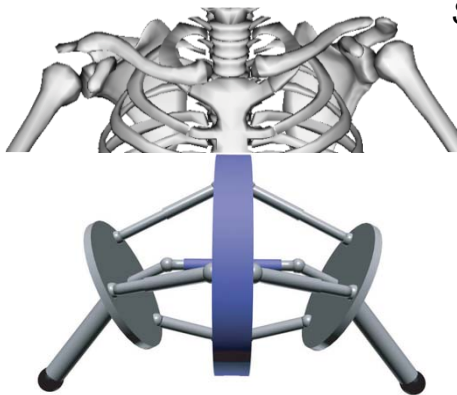
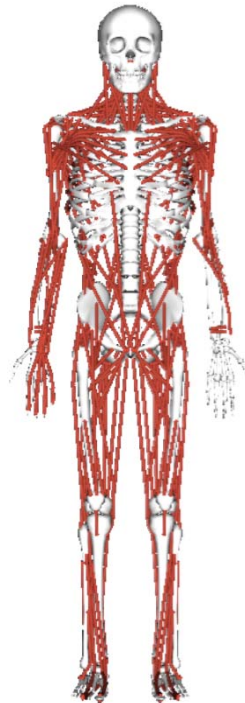
Biomechanical Tools

Human Musculoskeletal Models

- Multi-body, rigid, tree-like branching structure
- Upper and lower body models
- Different levels of complexity



Seth et al.'10



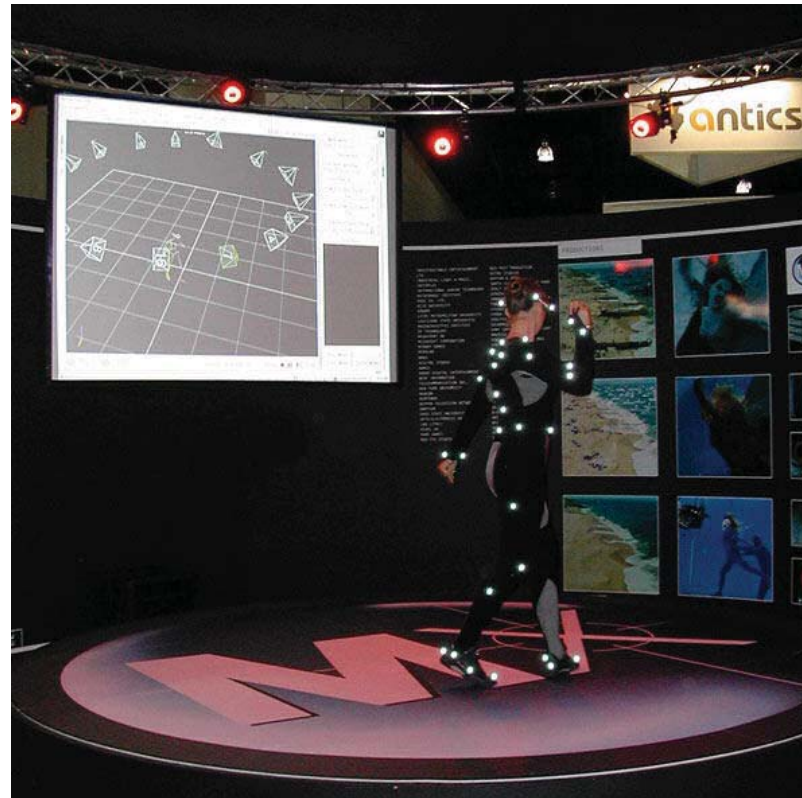
Lenarčič et al.'00
DeSapio et al.'06

Joint	Degree of freedom	Type	Function
Hip	3	Ball and socket	Adduction/abduction Flexion/extension Rotation
Knee	1	Revolute	Flexion/extension
Ankle	1	Revolute	Dorsiflexion/plantar flexion
Subtalar	1	Revolute	Eversion/inversion
Tarsal	1	Revolute	Flexion/extension
Lumbar	3	Ball and socket	Ext./bend./rot.
Shoulder	3	Ball and socket	Adduction/abduction Flexion/extension rotation
Elbow	1	Revolute	Flexion/extension
Wrist	3	Revolute	Flexion/extension Ulnar/radial deviations Pronation/supination

Experimental Tools

Sensing Human Motion

- Accurate 3D position data – Motion Capture (mocap)
- Easy to use, continuous whole-body sensing
- Synchronize with contact force, muscle activity data



History of Human Movement Science

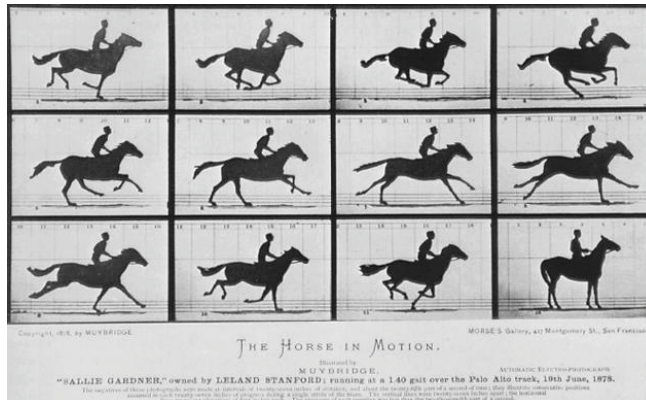
1543: Andreas Vesalius publishes the first illustrated systematic anatomical atlas of the human body.

1877: Muybridge settles the bet with a single photographic plate showing Occident, Stanford's own racehorse, with all feet in the air. By **1878, Muybridge** had successfully photographed a horse in fast motion using a series of twenty-four cameras

1894: Etienne Jules Marey invents the first slow motion camera

1872: former Governor of California **Leland Stanford**, had taken a position on a popularly-debated question of the day: whether all four of a horse's hooves left the ground at the same time during a gallop.

1887: Etienne Jules Marey invents the "chronophotograph"



"No natural phenomenon can be understood without carefully considering how it emerged"
 N. A. Bernstein, "On Dexterity and Its Development", 1996.

Robotics

Dynamics and Control

Balance

Internal Constraints

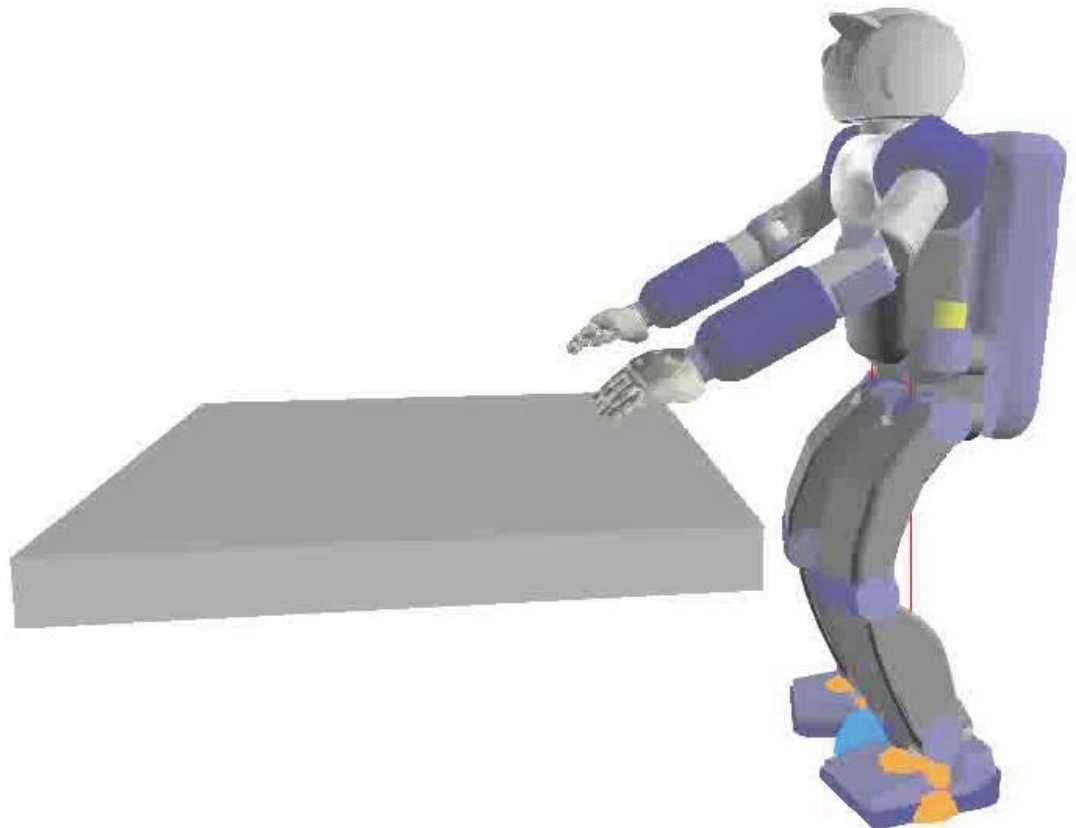
Self Collision

Local Obstacles

Contact

Task

Posture



Robotics

Dynamics and Control

Balance

Internal Constraints

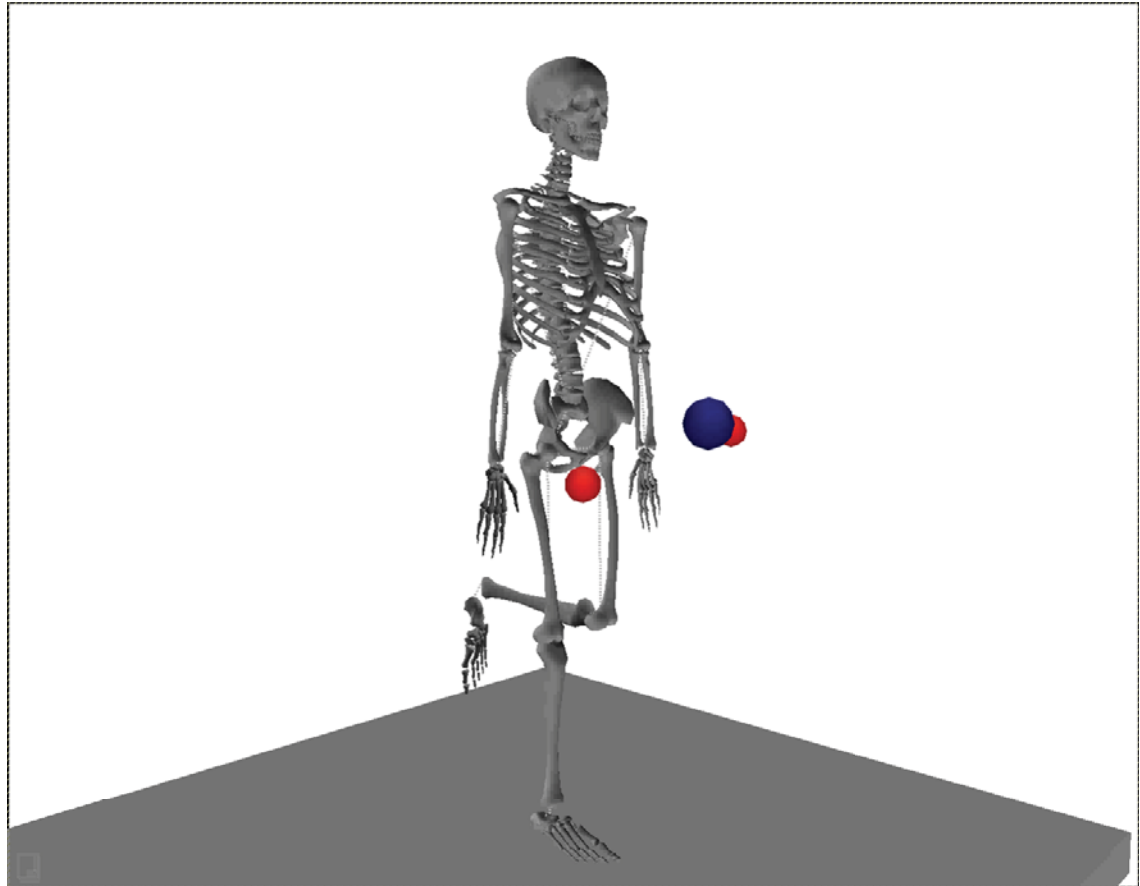
Self Collision

Local Obstacles

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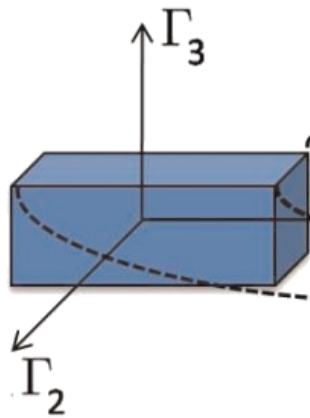


Robotics

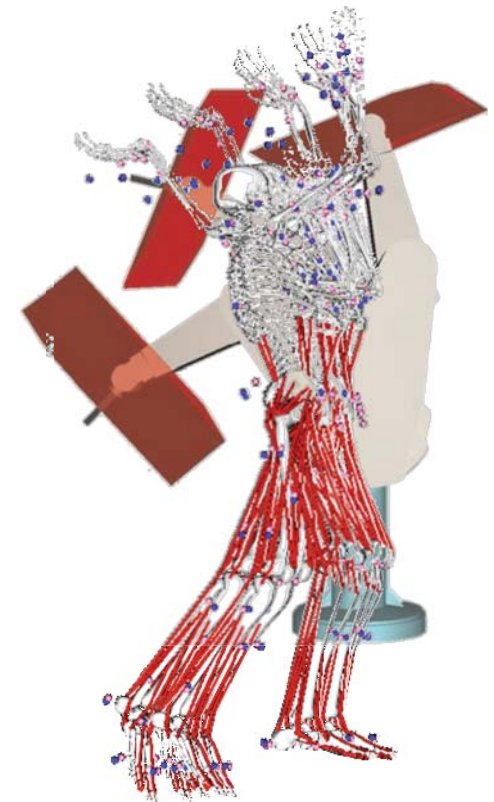
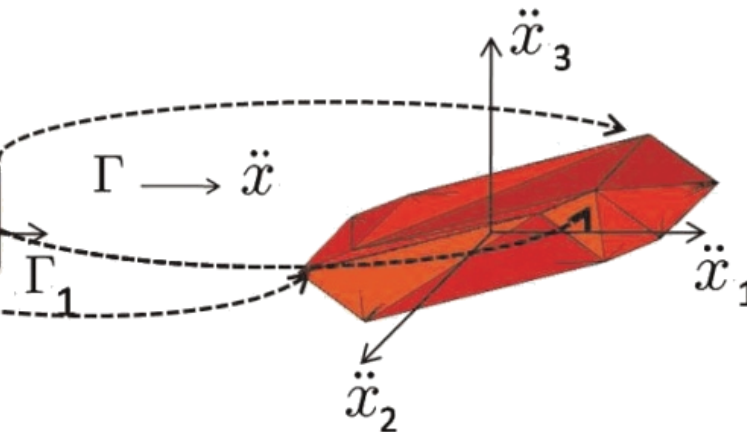
Actuation and Dynamics Characterization Tools

- Robotics provide methods to assess the dynamic performance of multi-degrees of freedom manipulators (Khatib and Burdick, 1987)
- Dynamics can be reflected at the wrist of robotics systems using the feasible set of operational space accelerations

Maximum acceleration point
torques



Bounds on maximum
accelerations



Neuromuscular Library

Multidisciplinary Research

Physiology | Model | Dynamics | Control | Analysis

The screenshot displays the Sai Desktop - V2.0 software interface. The central window shows a 3D model of a human skeleton with red muscles. Surrounding the model are several control and simulation windows:

- Simulation Control:** Contains buttons for 'run', 'stop', and 'next'. It also has input fields for 'Time [seconds]' (0.00) and 'Update Rate [seconds]' (0.02).
- Control Gains Tool Box:** Displays a table of control gains for two operation points (Op Point 0 and Op Point 1) across three joint spaces (D, R, P). It includes input fields for 'Op ID', 'kp', 'Index', and 'kv', along with 'Set Gains', 'Set All', and 'Refresh' buttons.
- DE Controller:** A 'Tools' window with 'Stop', 'Reset', and 'Float' buttons. It has checkboxes for 'Dynamics', 'Smoothing', 'Track Op 1', and 'Track Op 2'.
- human:** A large control panel with 'Starter' and 'Record' buttons. It contains numerous buttons for different simulation scenarios, such as 'test-comp', 'test-no comp', 'test-symmetry', 'test-balance-comp', 'test-balance-no-comp', 'balance-comp', 'no compliance', 'compliance', 'Symmetry', 'fall', 'fall with balance', 'Balance', 'balance with limits', 'friction', 'Muscle Stimulator', 'hands', 'left hand', 'hands wo balance', 'obstacle avoidance', 'self-collision avoidance', 'one foot force control', 'feet force control', 'left hand with limits', 'hands with limits', and 'E-Strips'.

Today

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- How to Study Human Motion? - Multi-Disciplinary Research
- **Components & Functions of the Musculoskeletal System**
- Examples of Applications

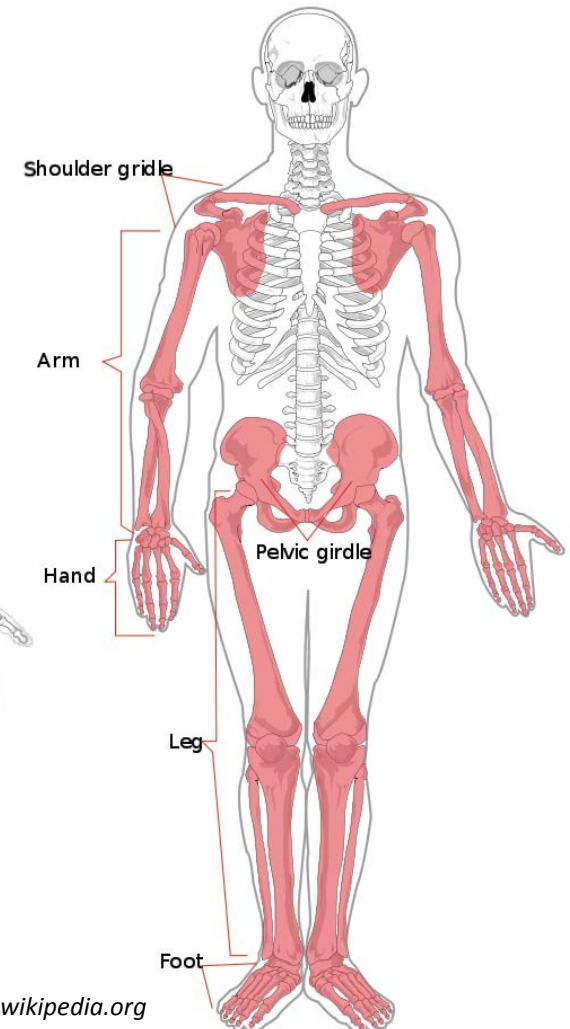
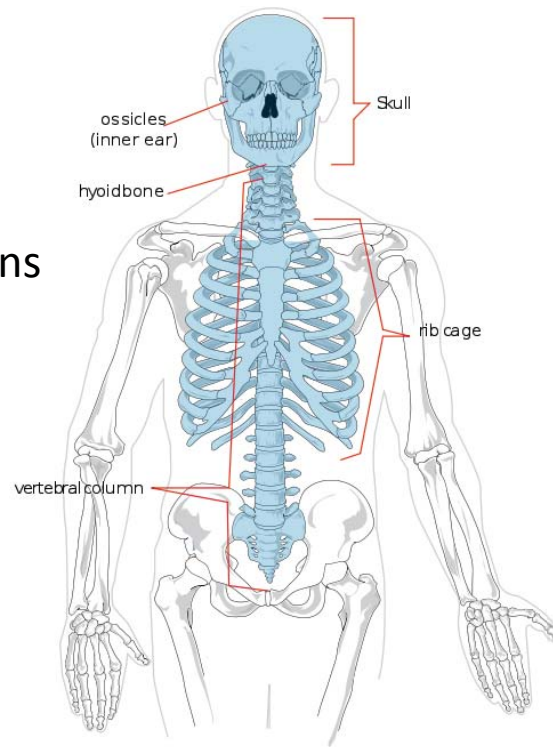
Components of the Musculoskeletal System

- **Skeleton**
 - Appendicular & Axial
 - Mineral Storage
 - Protection of Vital Organs
- **Joints**
 - Linkage
- **Muscles**
 - Force Production
 - Support

Components of the Musculoskeletal System

- **Skeleton**

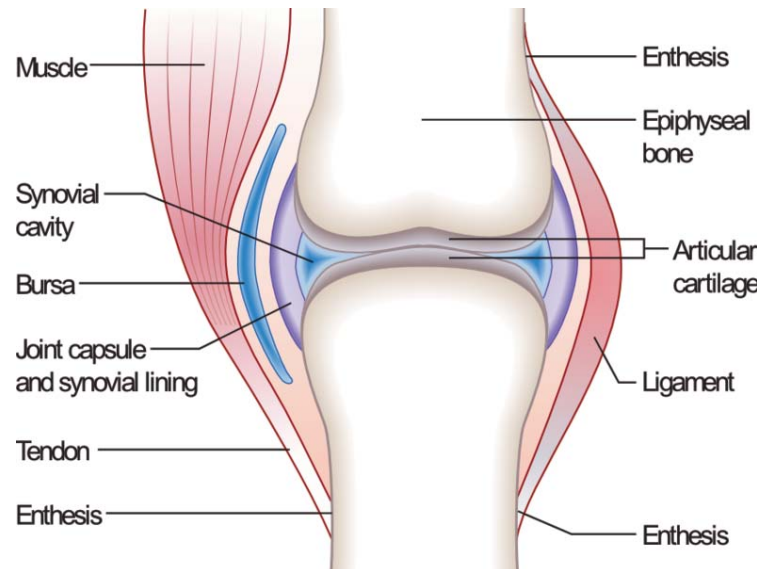
- Appendicular & Axial
- Mineral Storage
- Protection of Vital Organs



Components of the Musculoskeletal System

- Joints

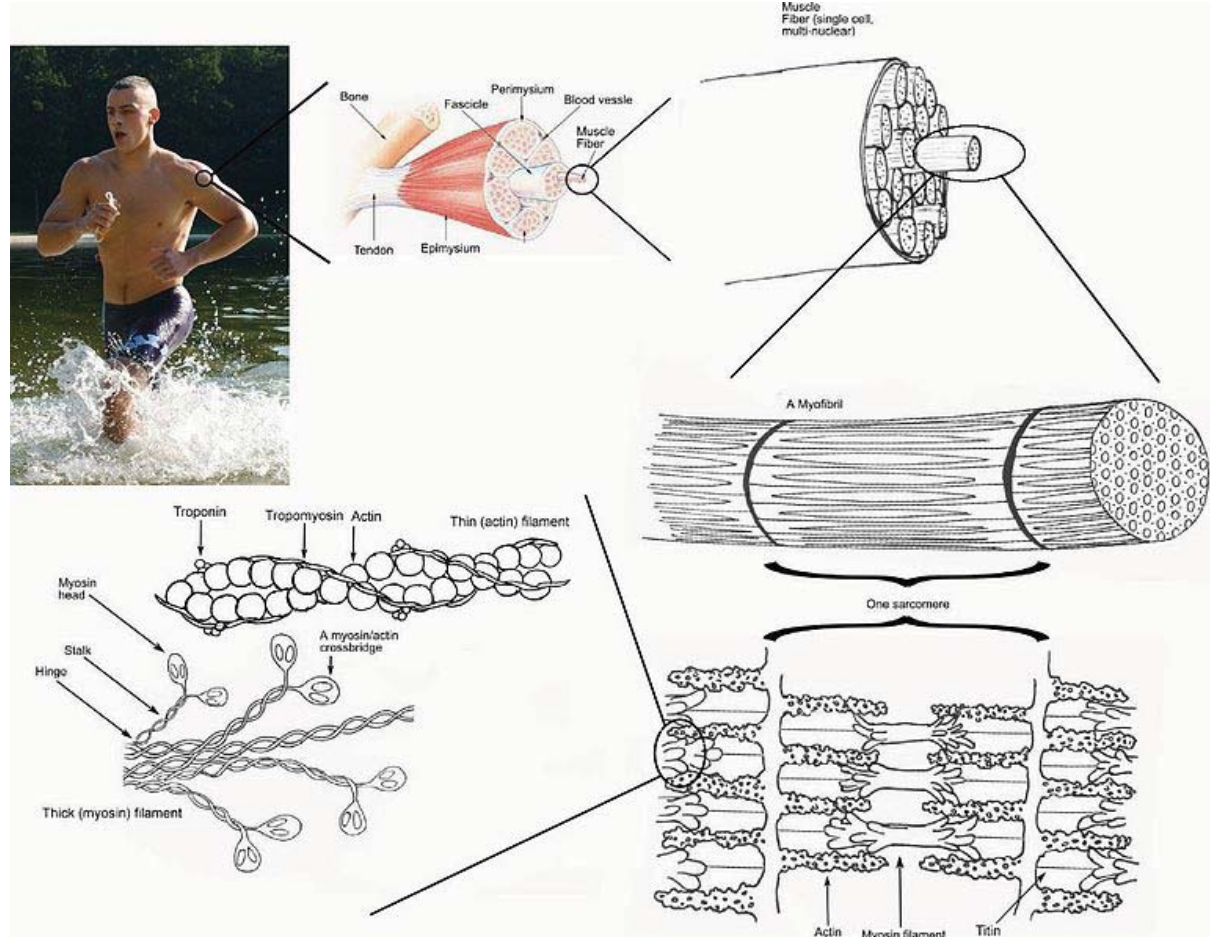
- Provide linkage
- Human Motion involves rotation of body segments about their joint axes
- The force produced by a muscle is coupled with its moment arm to generate torque about the joint that it crosses
- Torques are always determined with respect to a specific axis of rotation



Components of the Musculoskeletal System

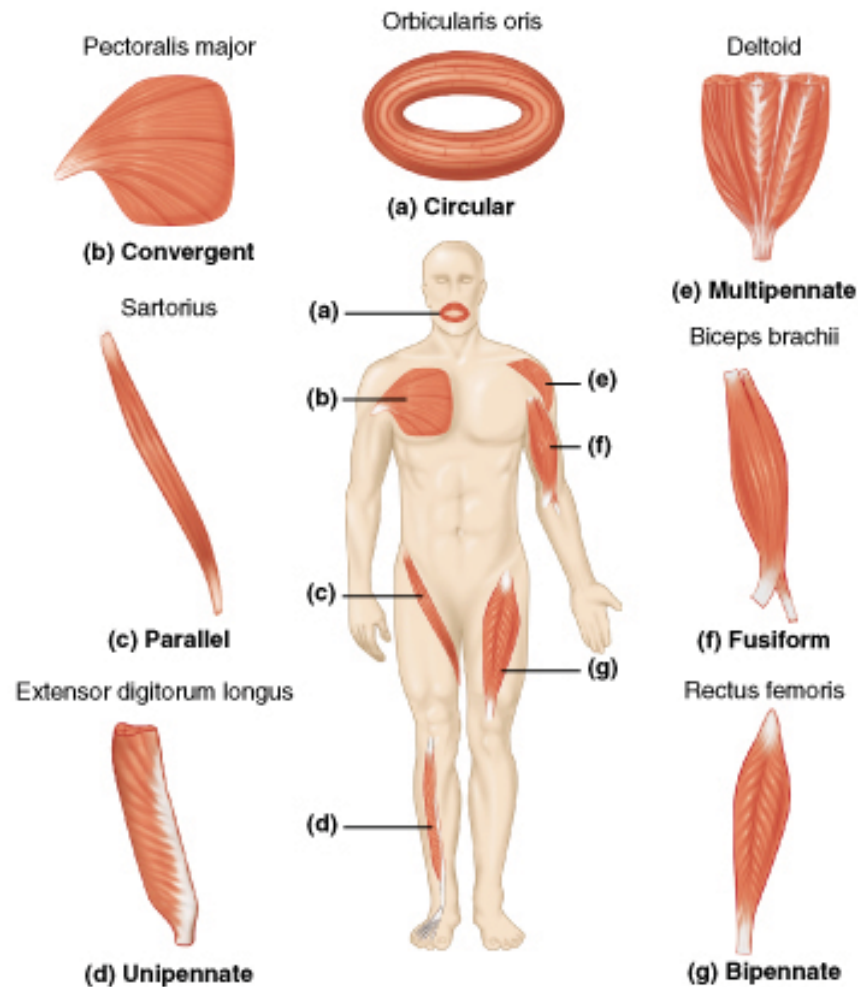
- Muscles

- Force Production
- Support



Components of the Musculoskeletal System

- Muscle Types



Today

- Why to Study Human Motion?
- How to Study Human Motion? - Multi-Disciplinary Research
- Components & Functions of the Musculoskeletal System
- **Examples of Applications**

Biomechanics of Human Movement

Applications

Computer Animation



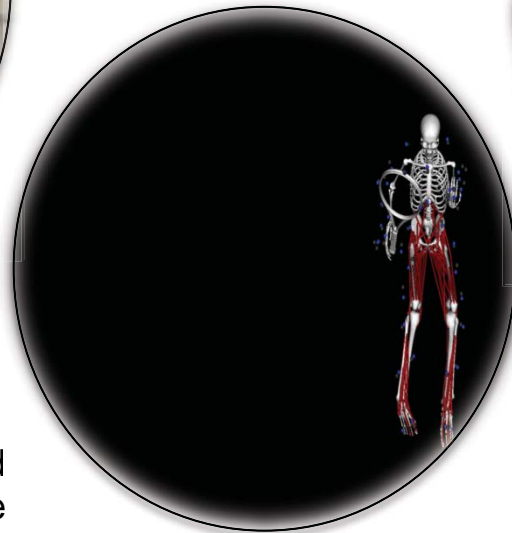
Athletics and
Sports Medicine



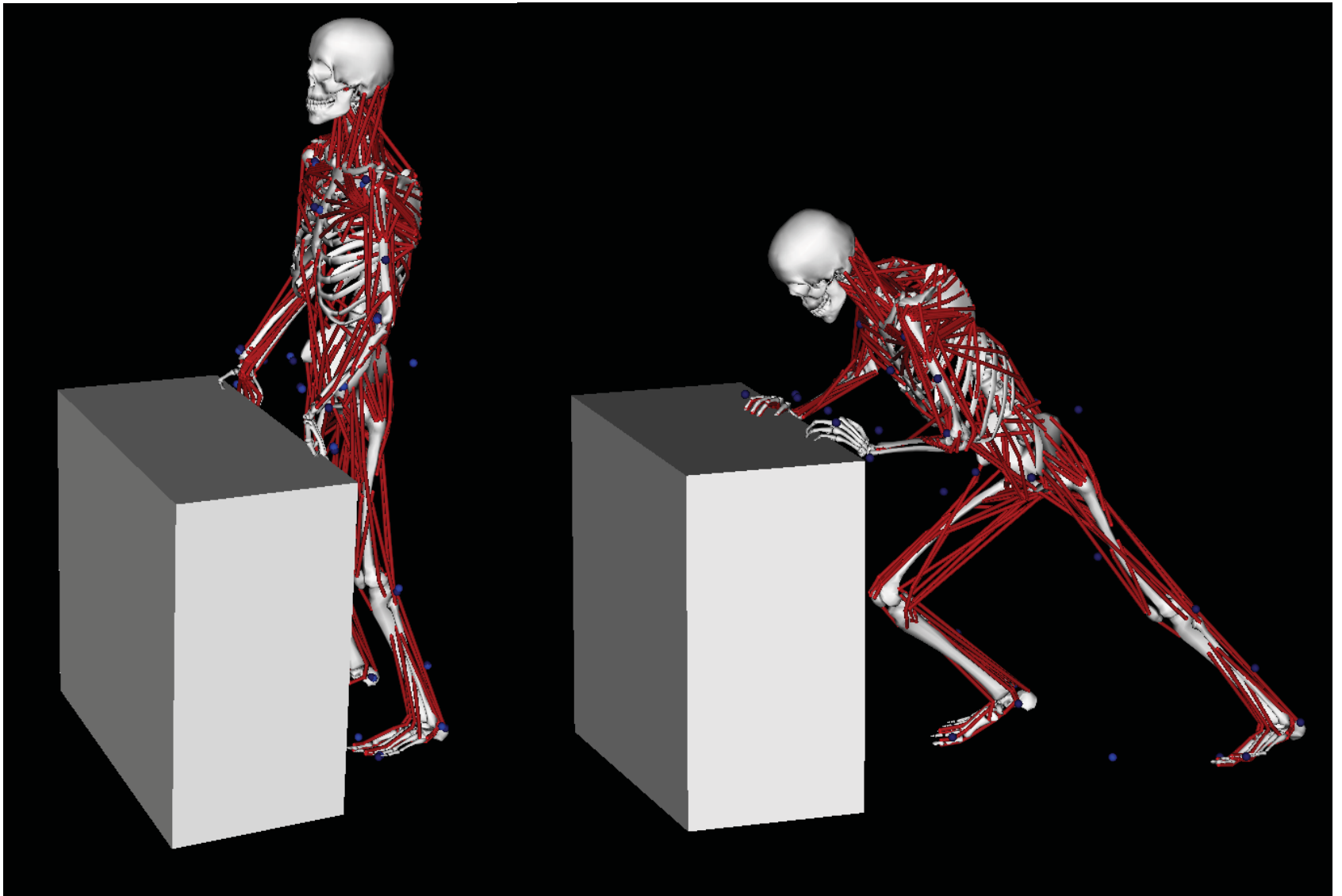
Ergonomics and
Occupational Health



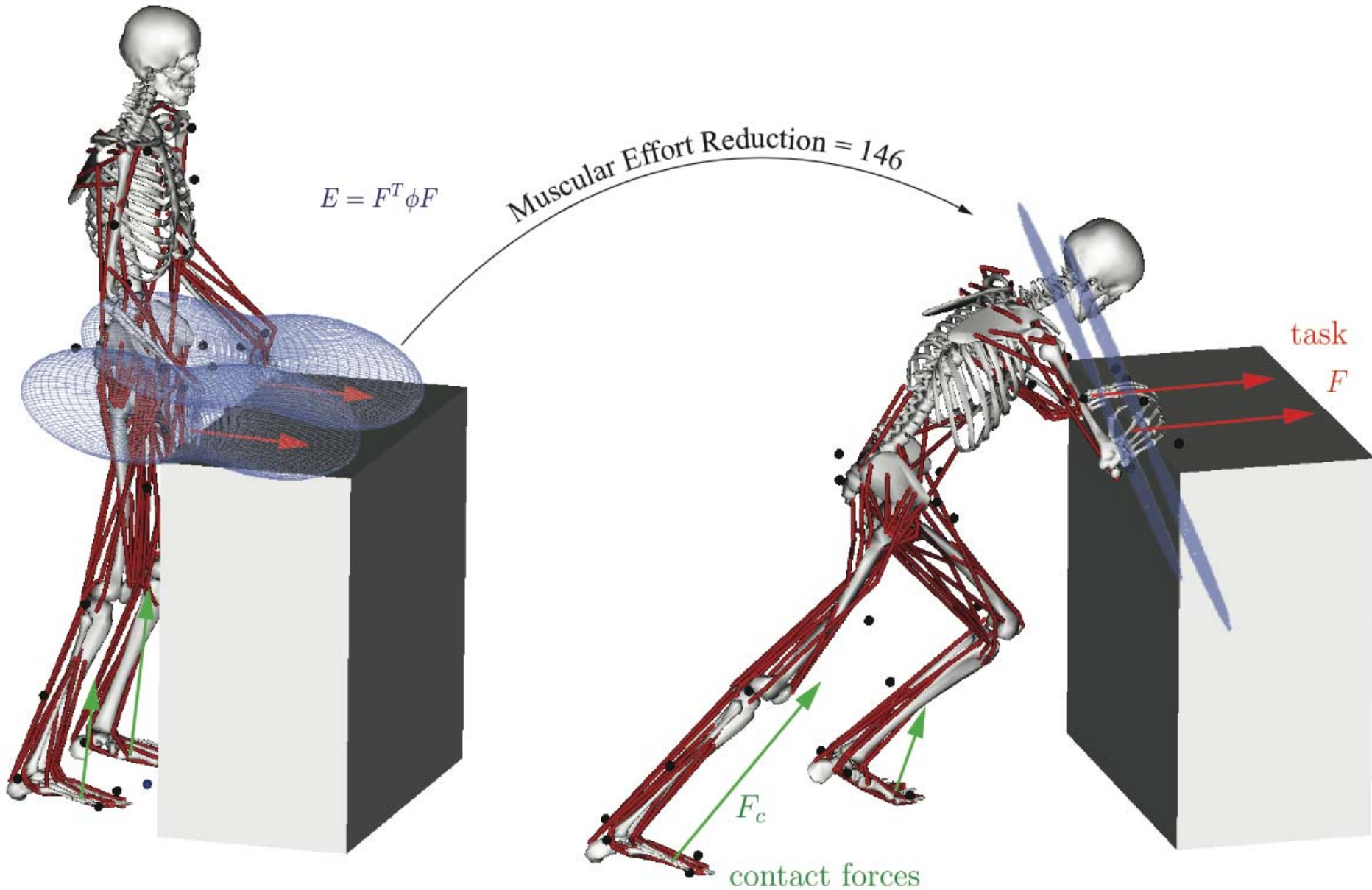
Reeducation of
Neuro-Musculoskeletal
Disorders



Human Motion Characterization



Whole-Body Muscular Effort Physio-Mechanical Advantage

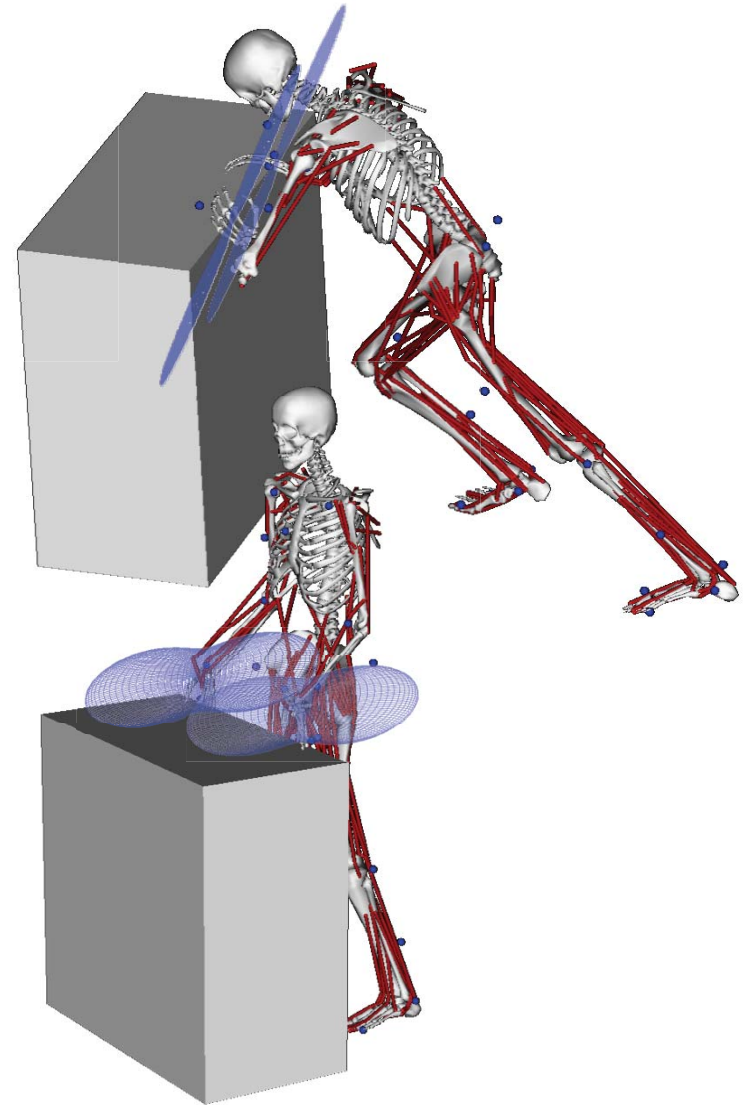


Ergonomics and Occupational Health



AnyBody

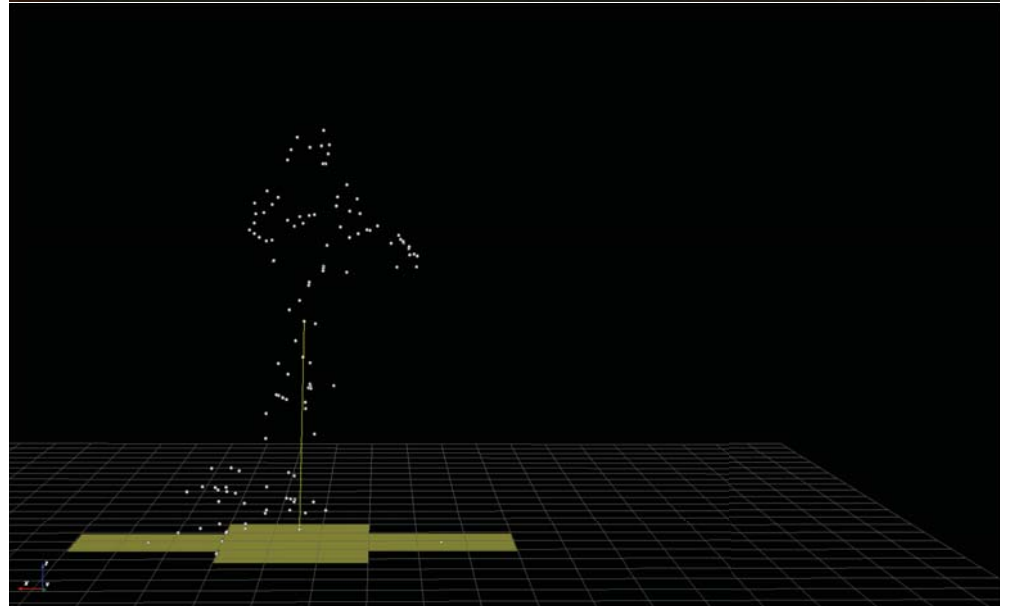
Which handle bar height results in the minimal load on the body?



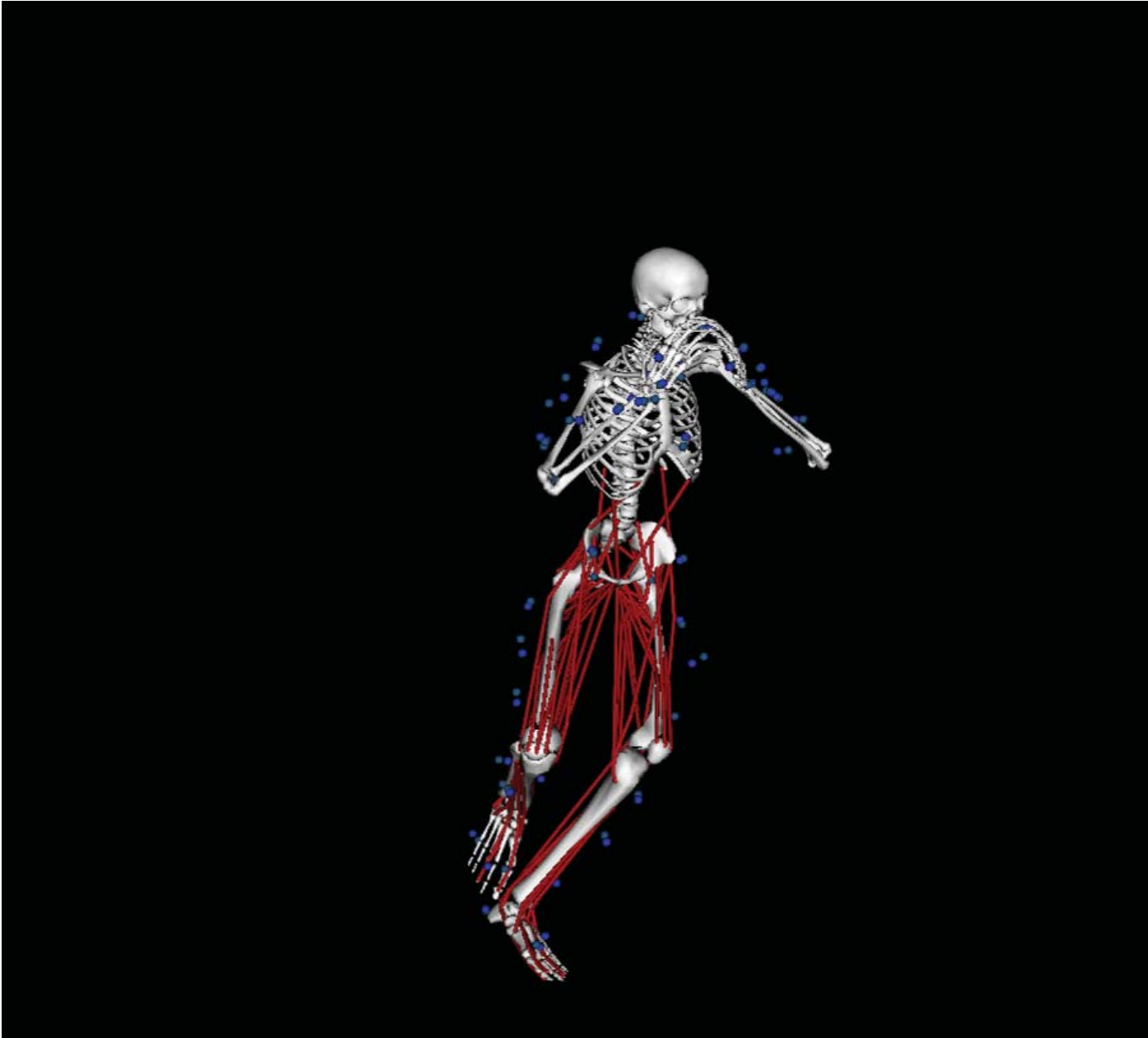
Experiment – Throwing

Professional Football
Player

- Motion Capture
- Force Plate

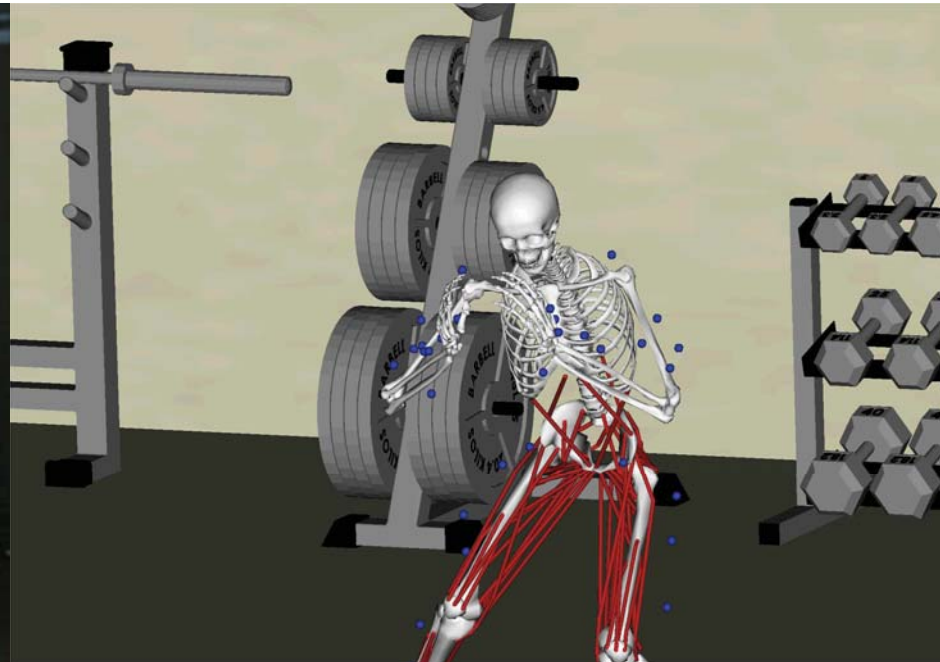


3-D Dynamic Simulation

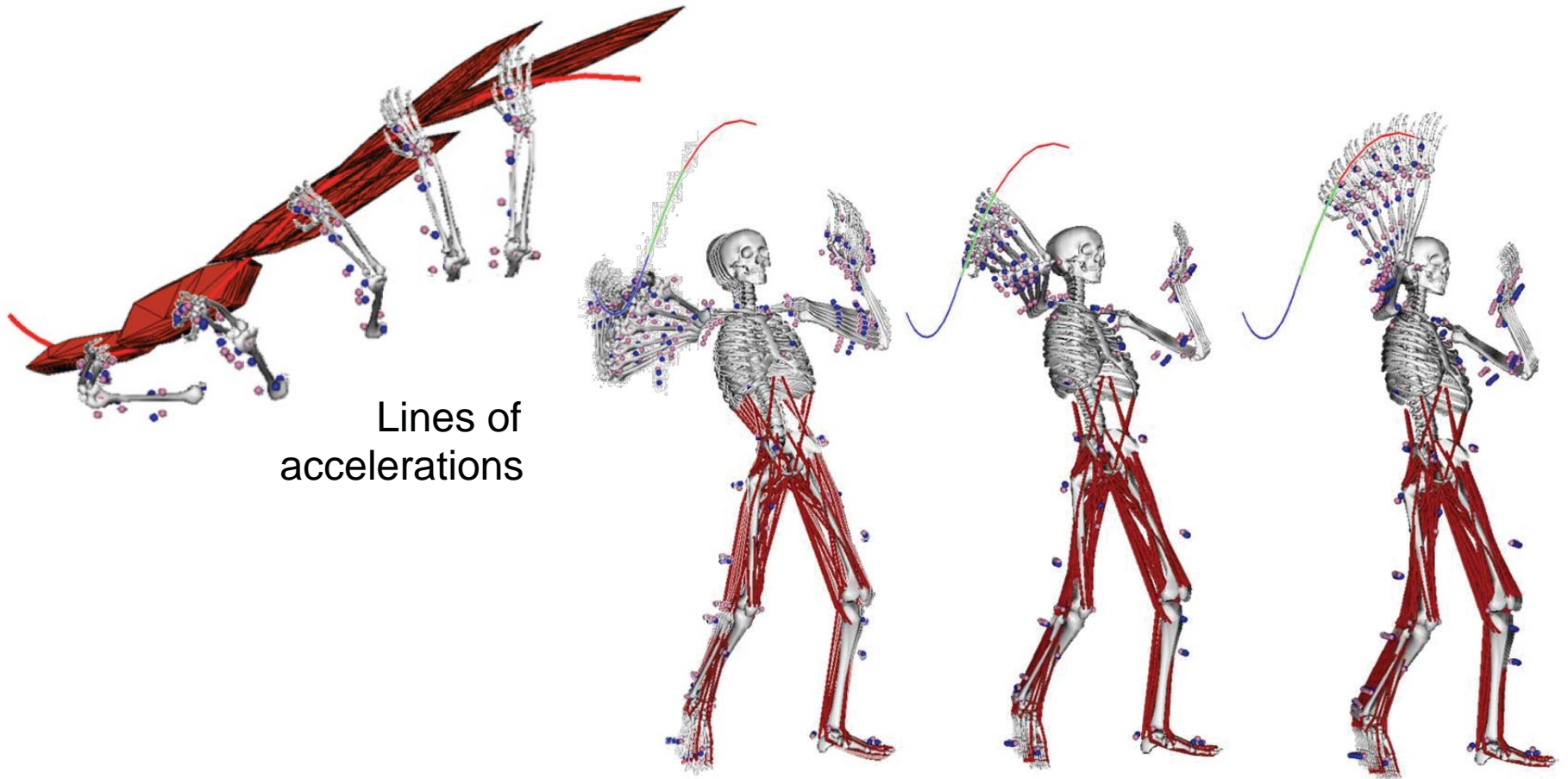


3-D Dynamic Simulation

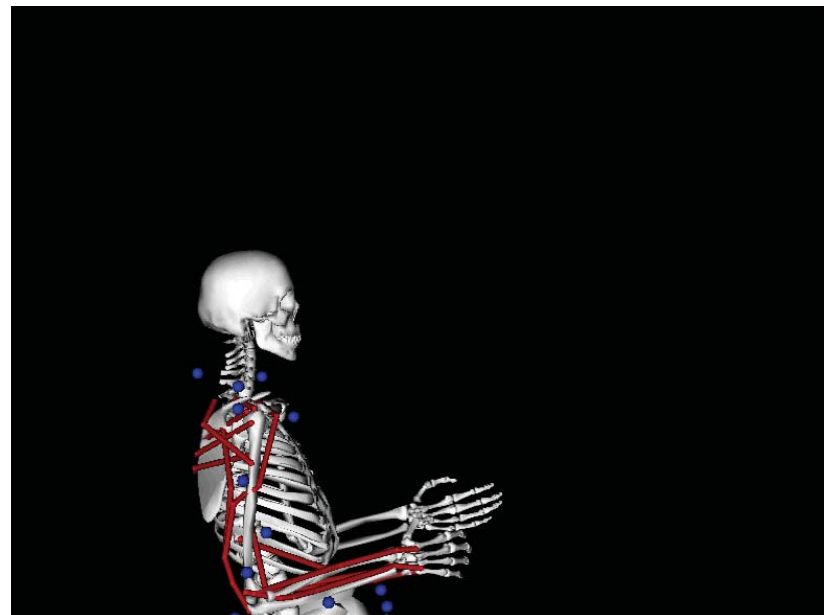
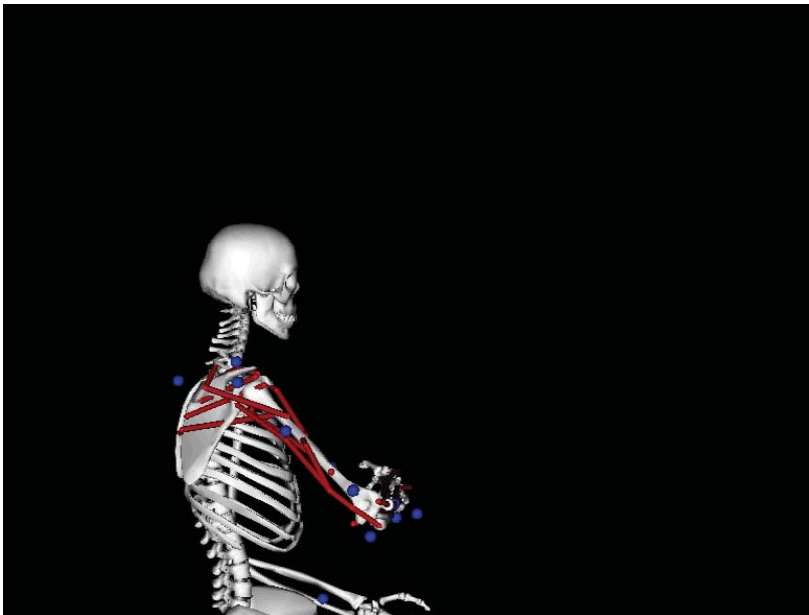
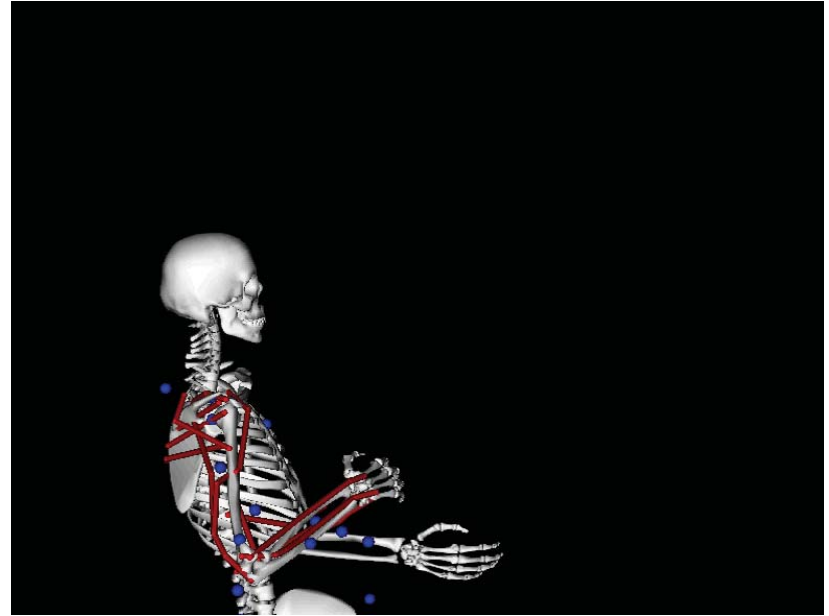
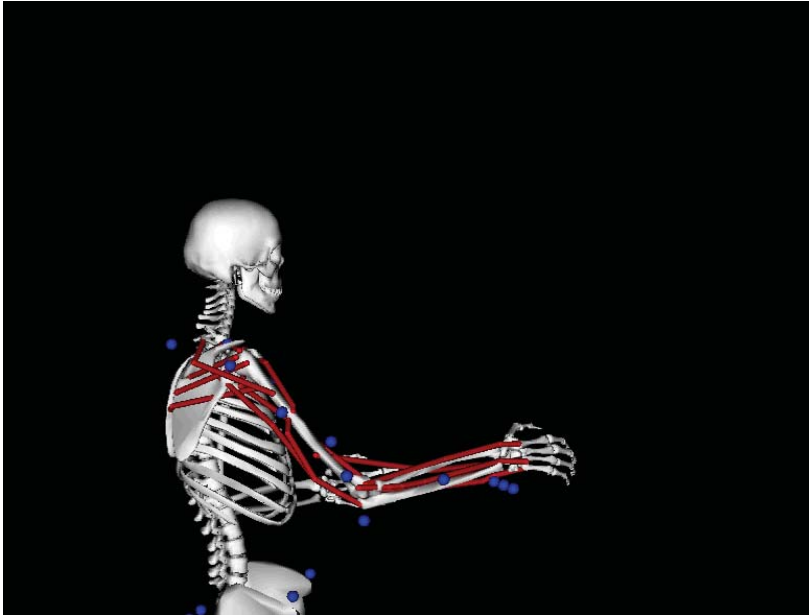
Professional Throwing



Dynamic Motion Analysis



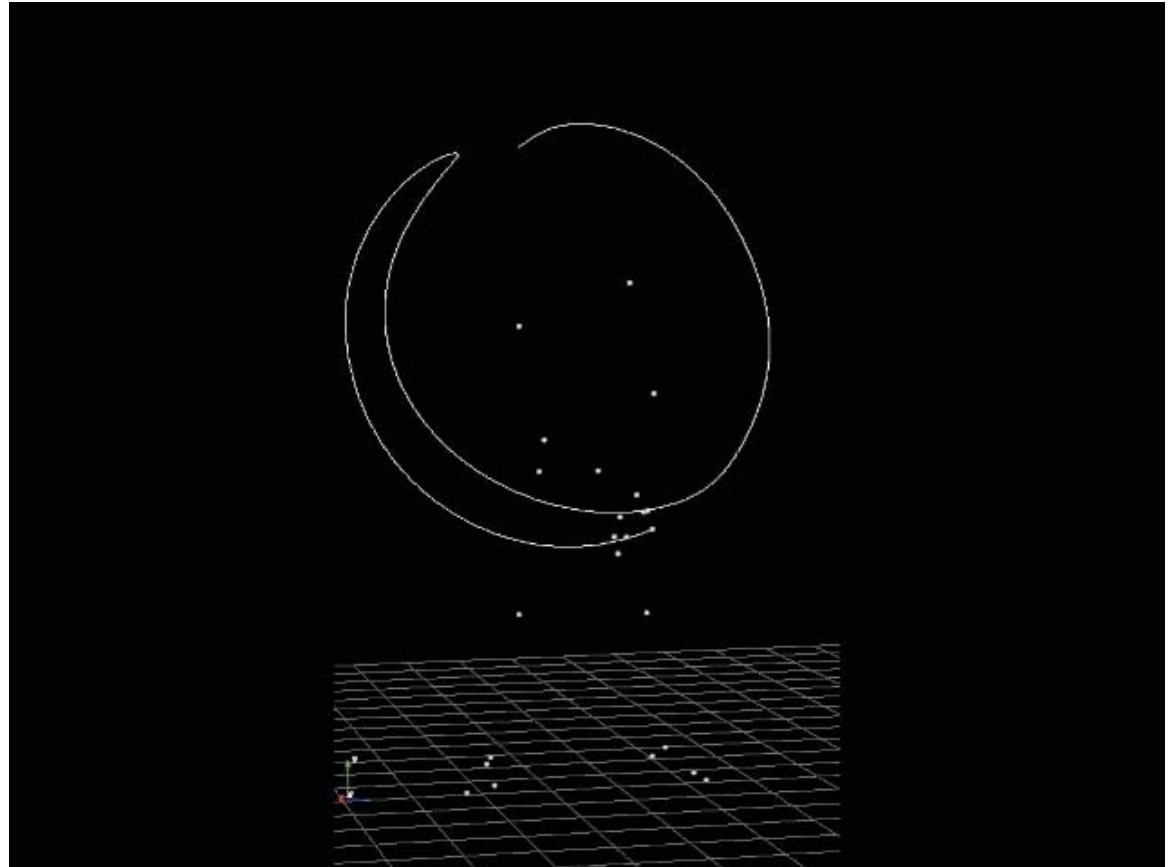
Optimal Throwing?



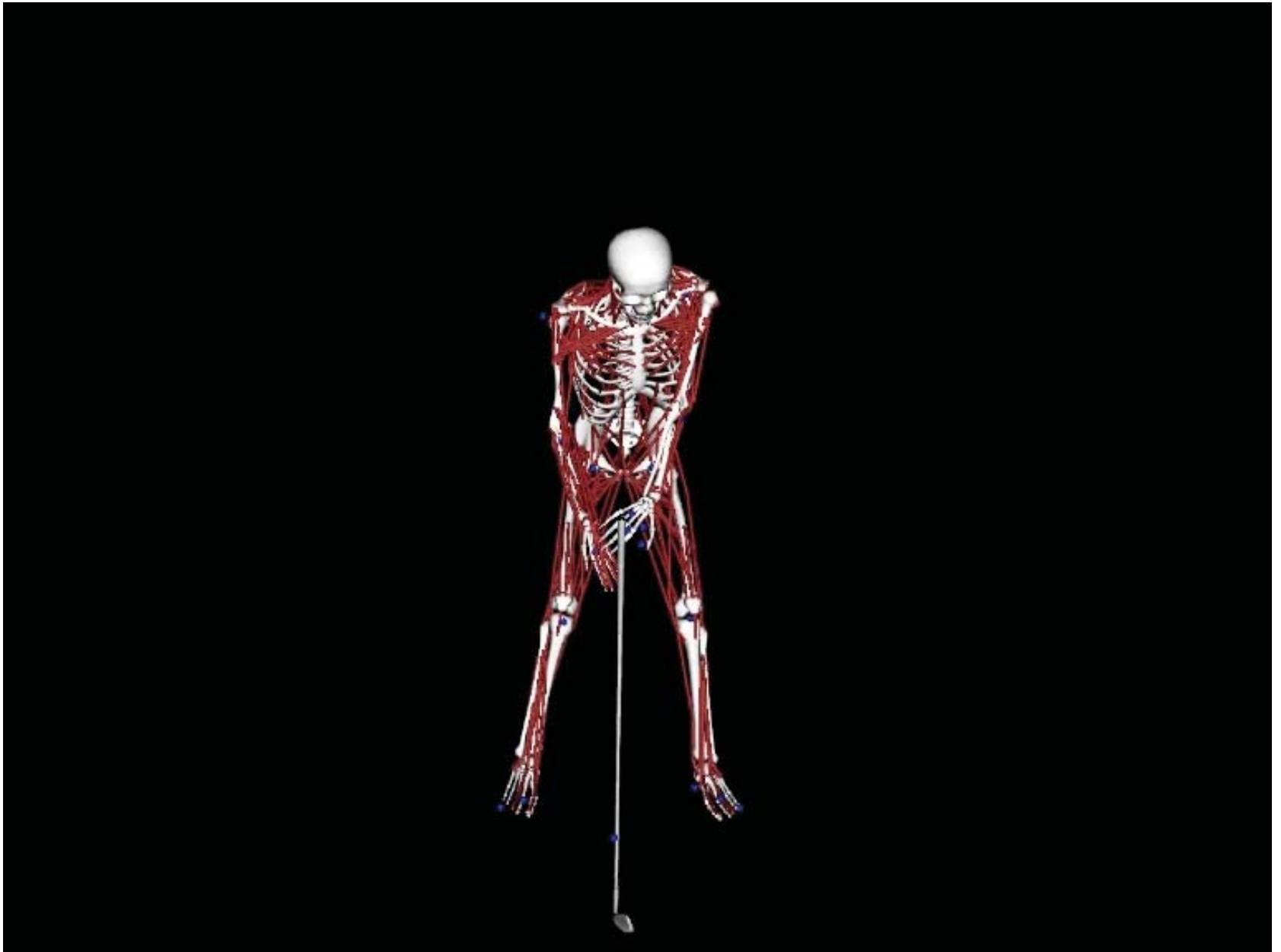
Experiment – Golf Swing

College-level Elite
Golf Player

- Motion Capture
- Force Plate



3-D Dynamic Simulation of Golf Swing



Subject-Specific Motion Analysis

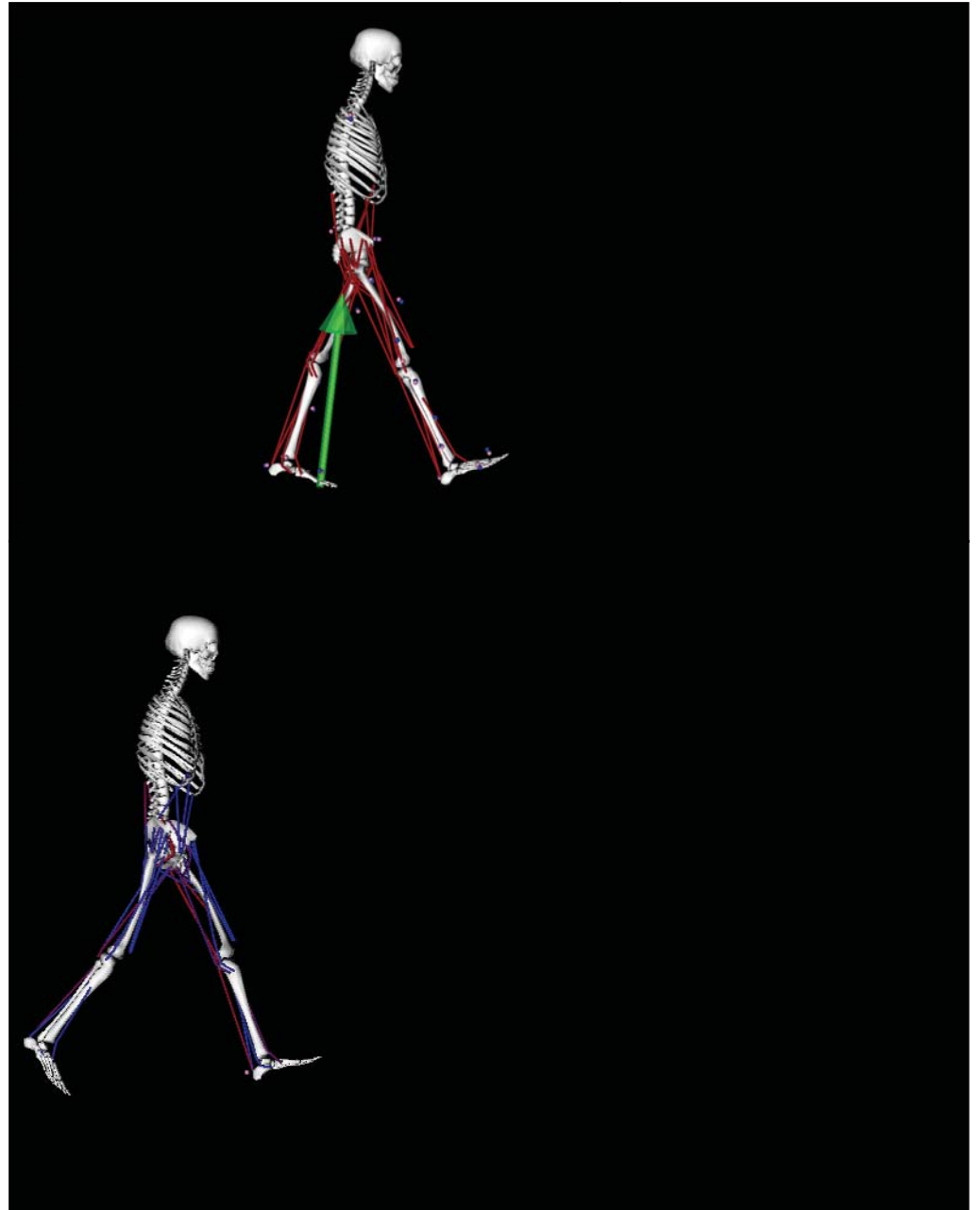


Gait: Experiment and Simulation

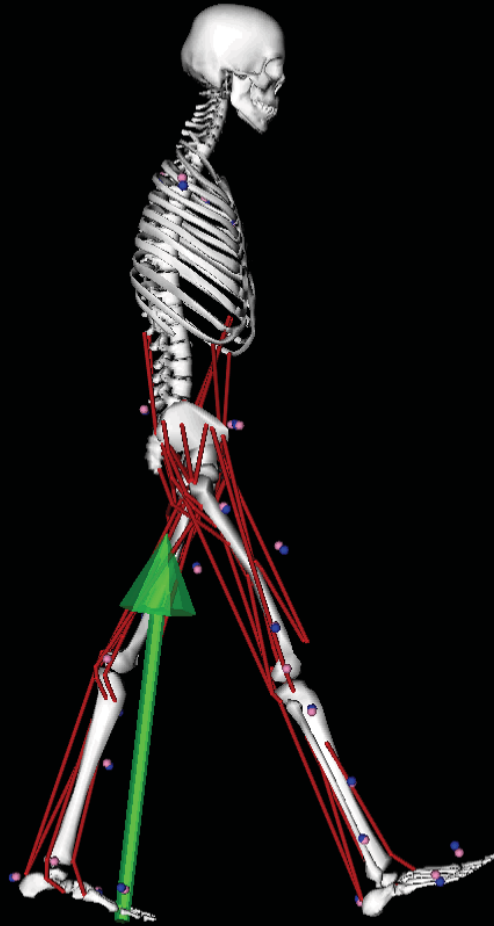
Healthy Male
Free Speed (1.75m/s)

- Motion Capture
- Force Plate
- Electromyography

23DOF actuated by
92 muscle-tendon units



Gait: Experiment and Simulation

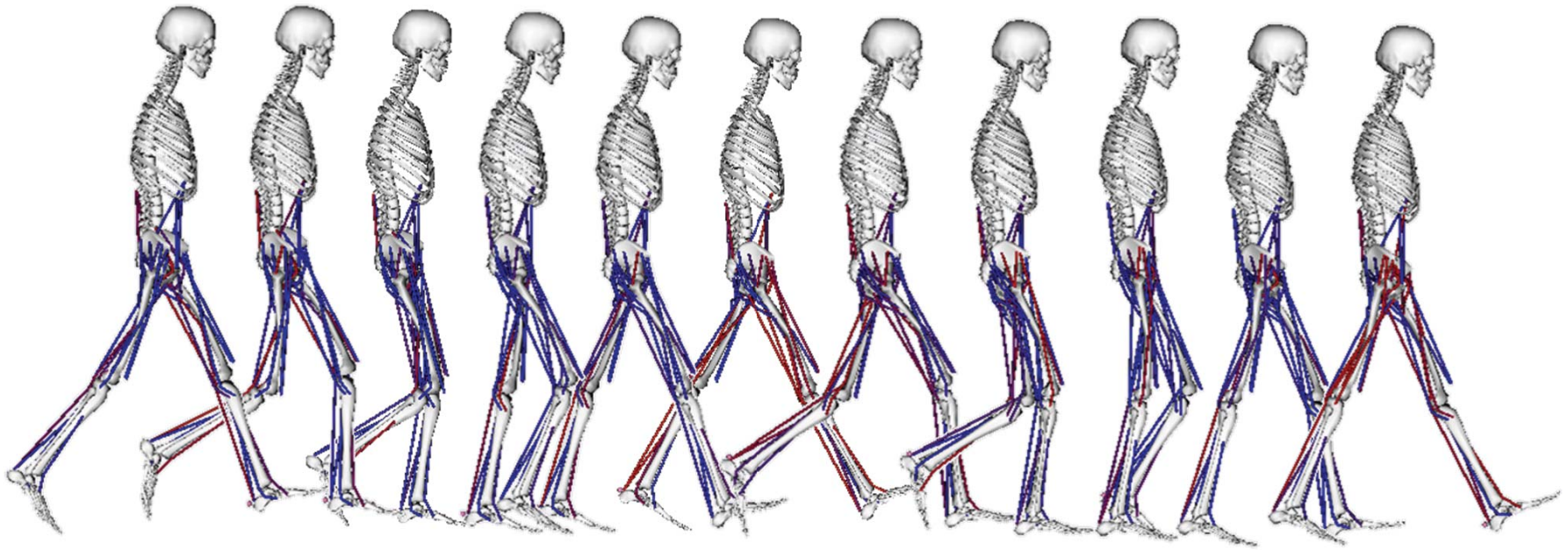


Gait: Experiment and Simulation



Experiment - Gait

- Contact forces were added in the dynamics
- Activation pattern scaled the muscle capacities
- Subject's dynamics was reflected at the center of mass

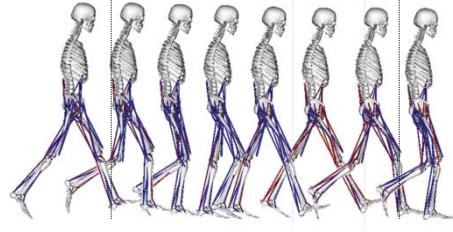
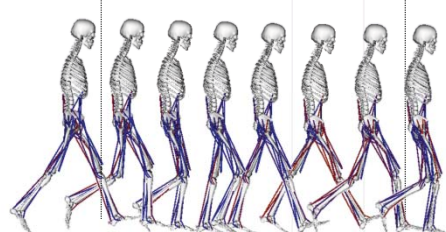
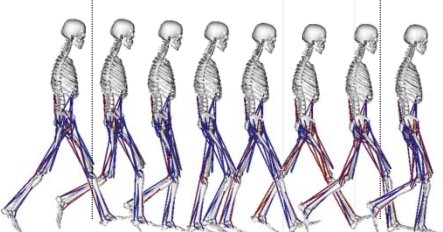
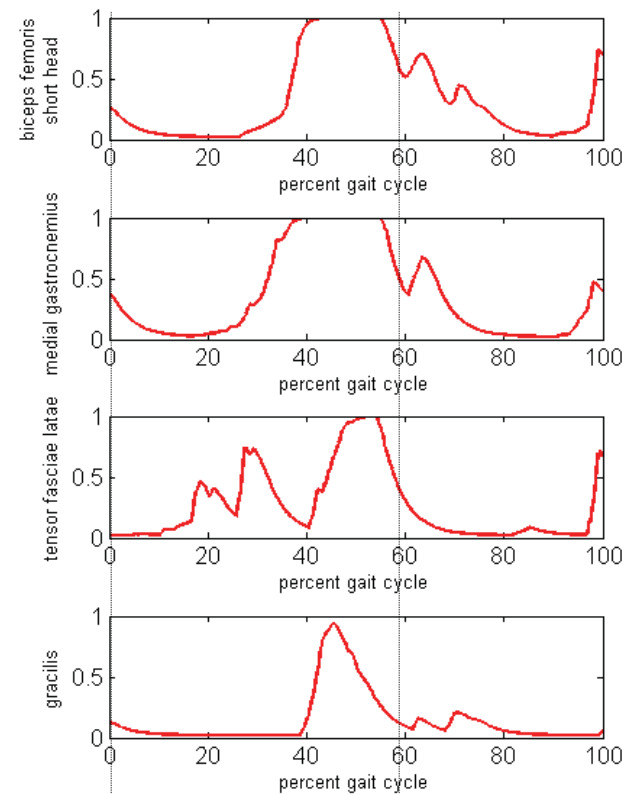
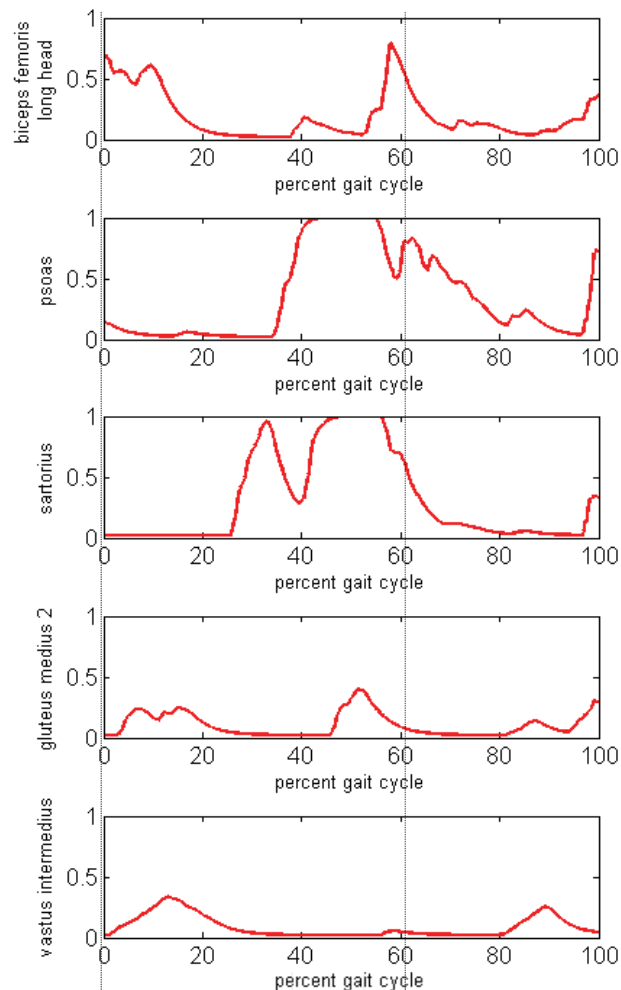
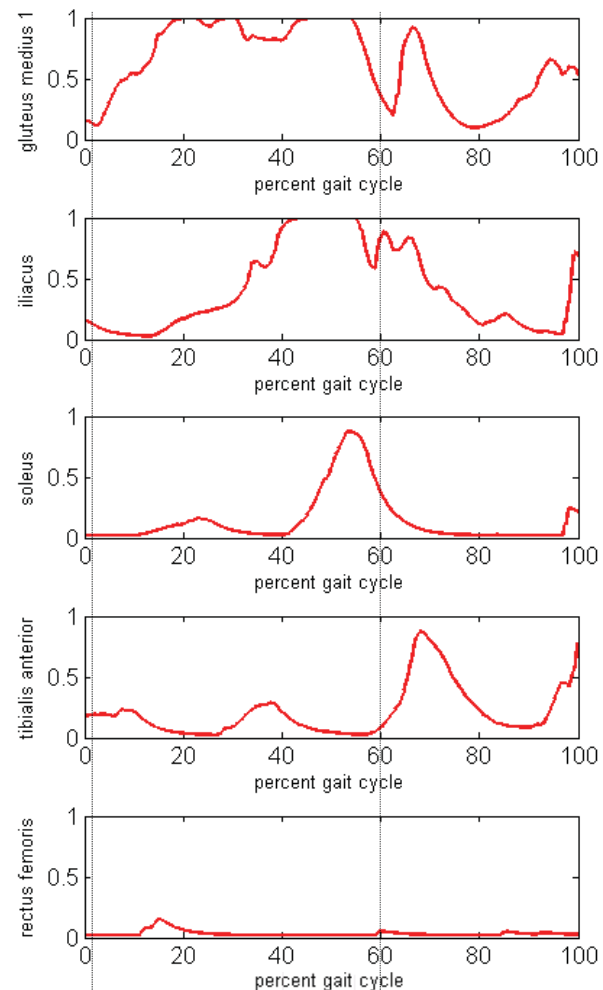


LHS Footstrike

LHS Toe Off

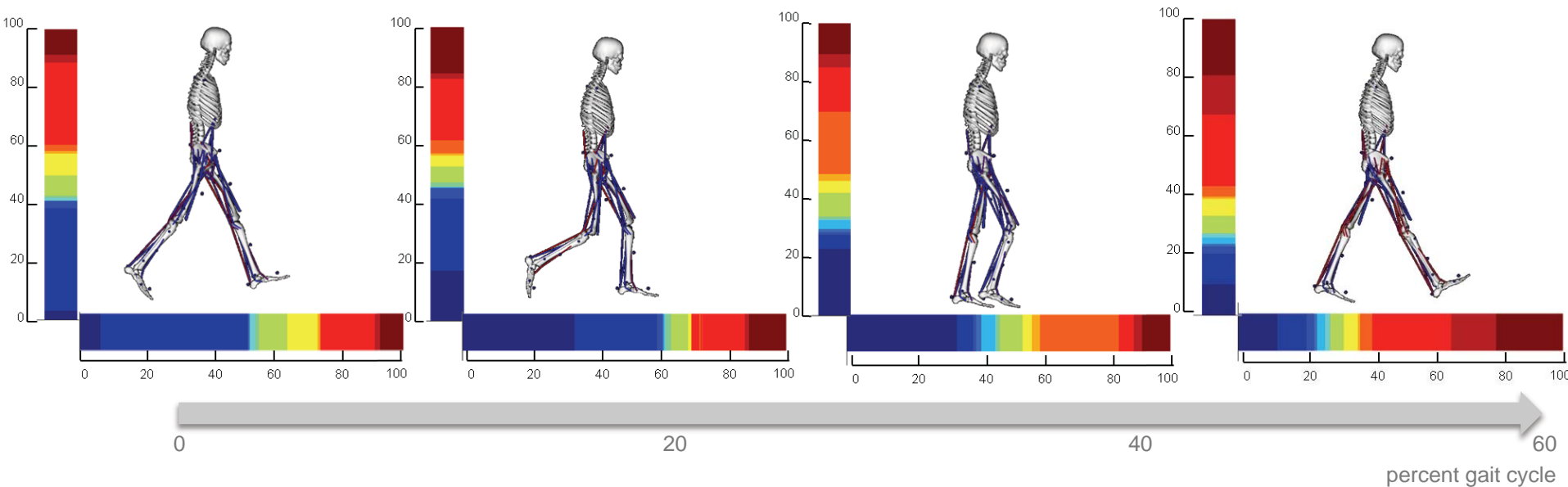
LHS Footstrike

Muscle Activations during Normal Gait (1.75m/s)



Subject-Specific Gait Analysis

$$\ddot{x} = J(q)A(q)^{-1}(L^T m_{max} a - g(q) - J_{c_1}^T F_{ext_1} - J_{c_2}^T F_{ext_2})$$



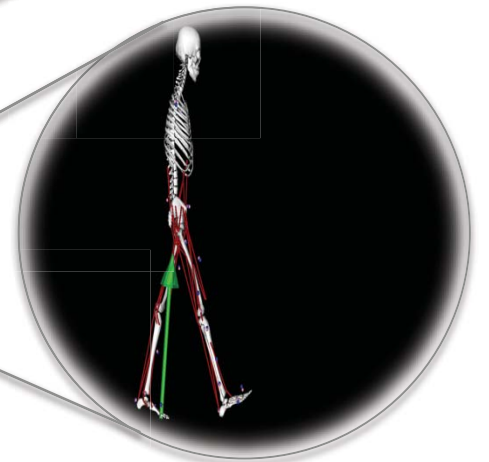
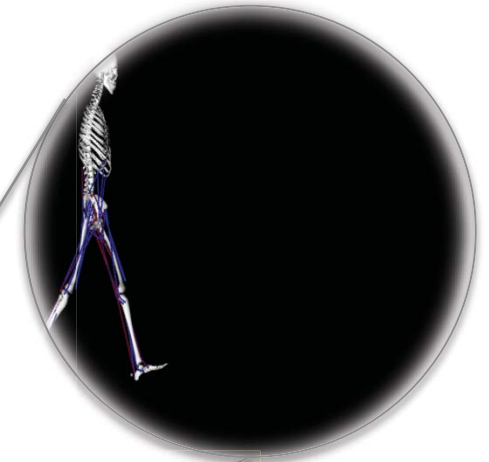
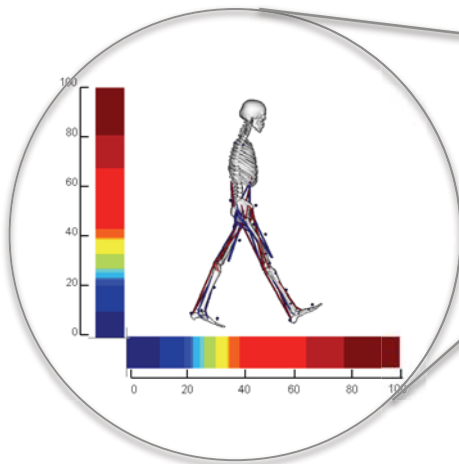
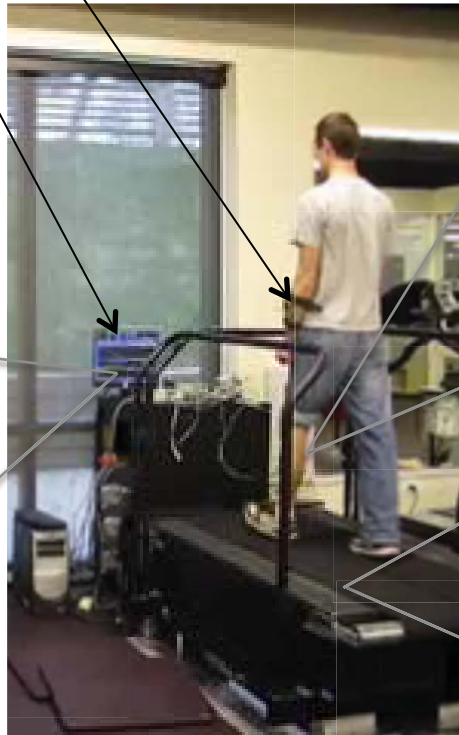
Results	Our findings	Liu et al. 2006	Neptune et al. 2004	Liu et al. 2008
Gluteus medius, vasti, hamstrings, gastrocnemius, soleus and dorsiflexors are important modulators of accelerations	✓	✓	✓	✓



Subject-Specific Motion Analysis

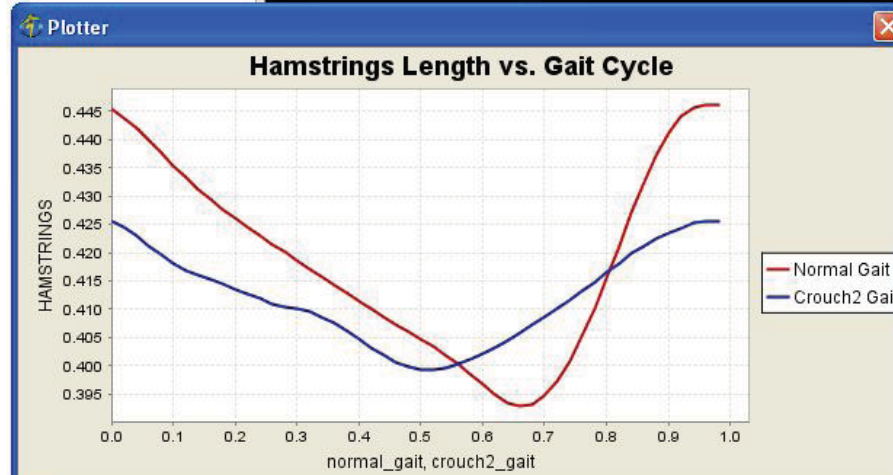
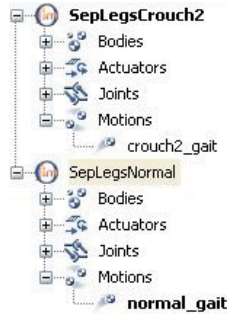
Real-time Motion Dynamics, Task-based

- **Decoupled control** of human motion, postural behaviors, contact and additional constraints
- **Real-time** motion dynamics
- Subject's dynamics at any **operational point**
- Real-time **feedback** (visual, haptic)



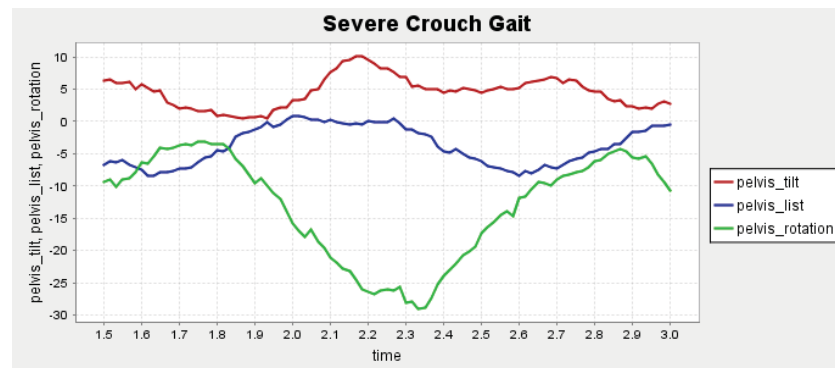
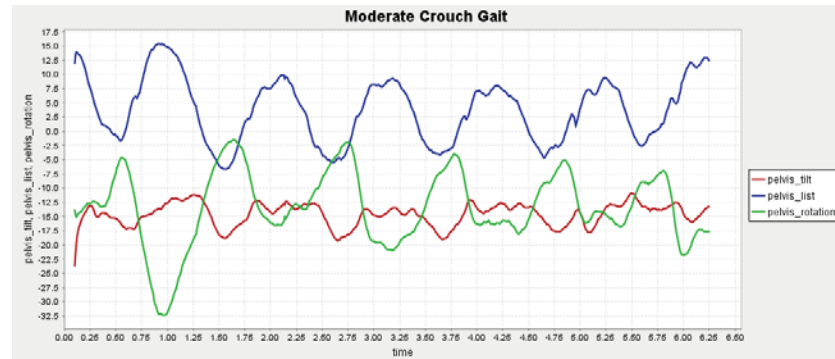
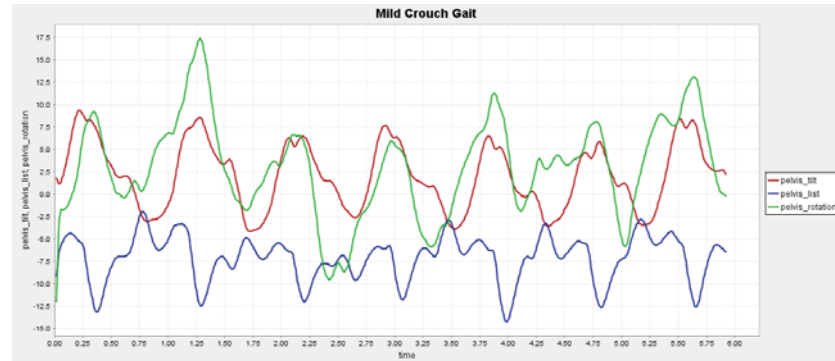
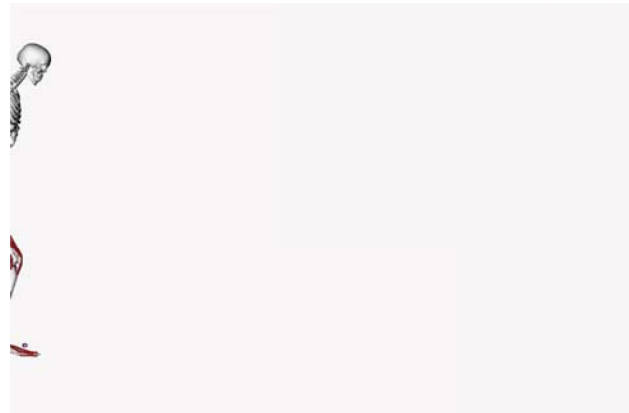
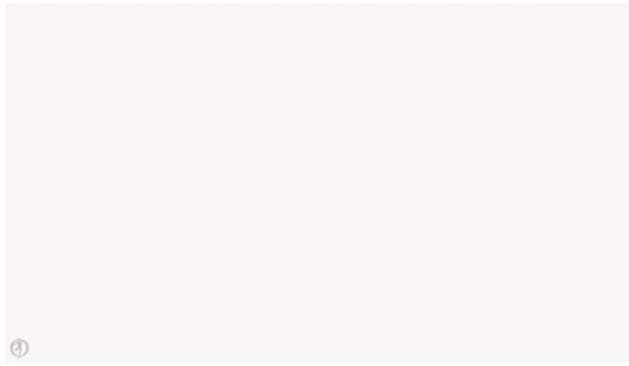
Musculoskeletal Disorders

Crouch vs. Normal Gait



*Professor Scott Delp – Department of Bioengineering
Professor Jessica Rose - Stanford Children Gait Hospital
Department of Orthopaedic Surgery, School of Medicine*

Reeducation of Musculoskeletal Disorders



Reeducation of Stroke Patients

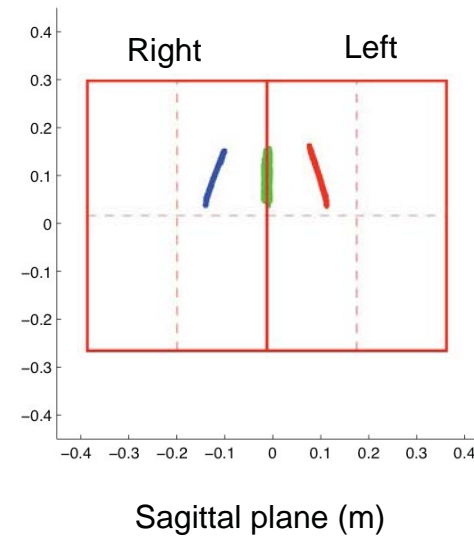
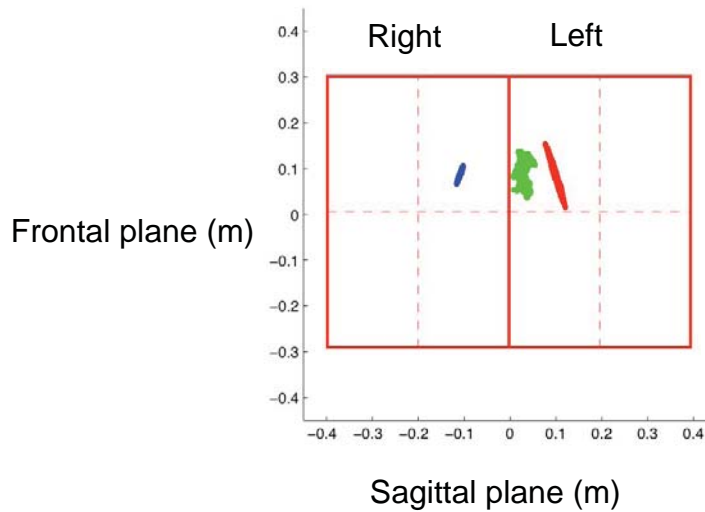


*Universite de Montpellier II
LIRMM, France*

COP

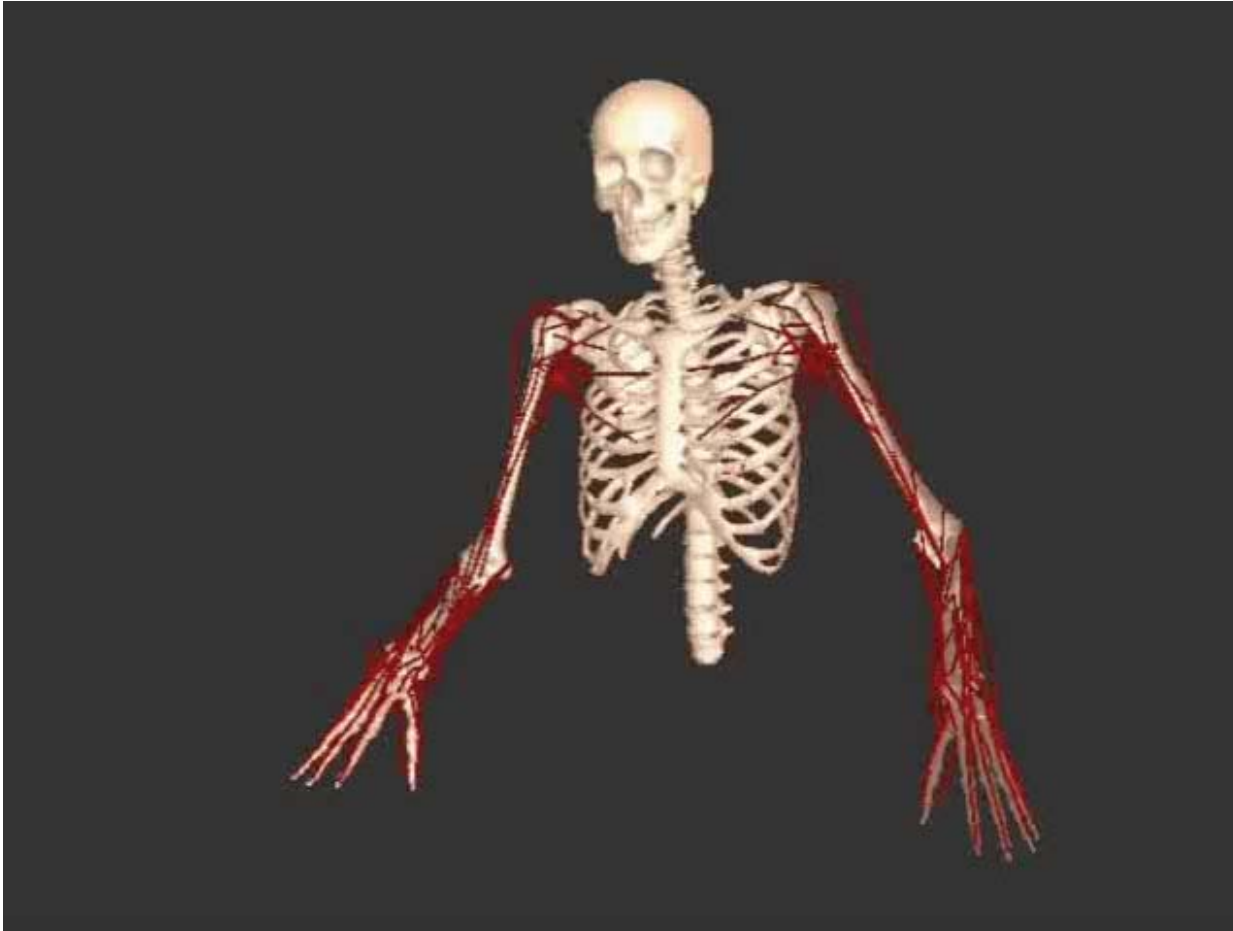
Post-Stroke subject

Healthy subject



Rehabilitation

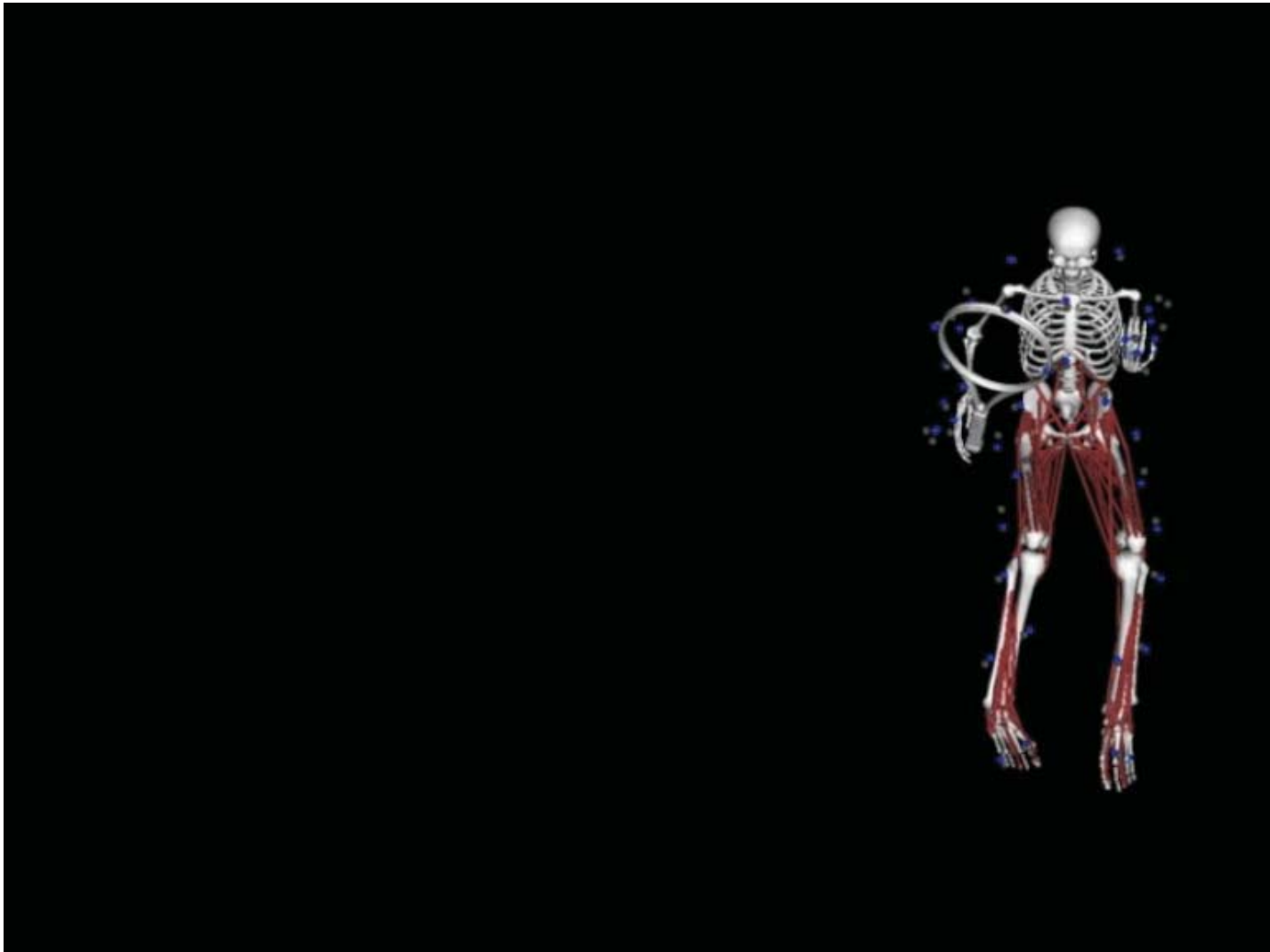
Reaching & Grasping



*Stanford Children Gait Hospital
Department of Orthopaedic Surgery, School of Medicine*

Athletics and Sports Medicine

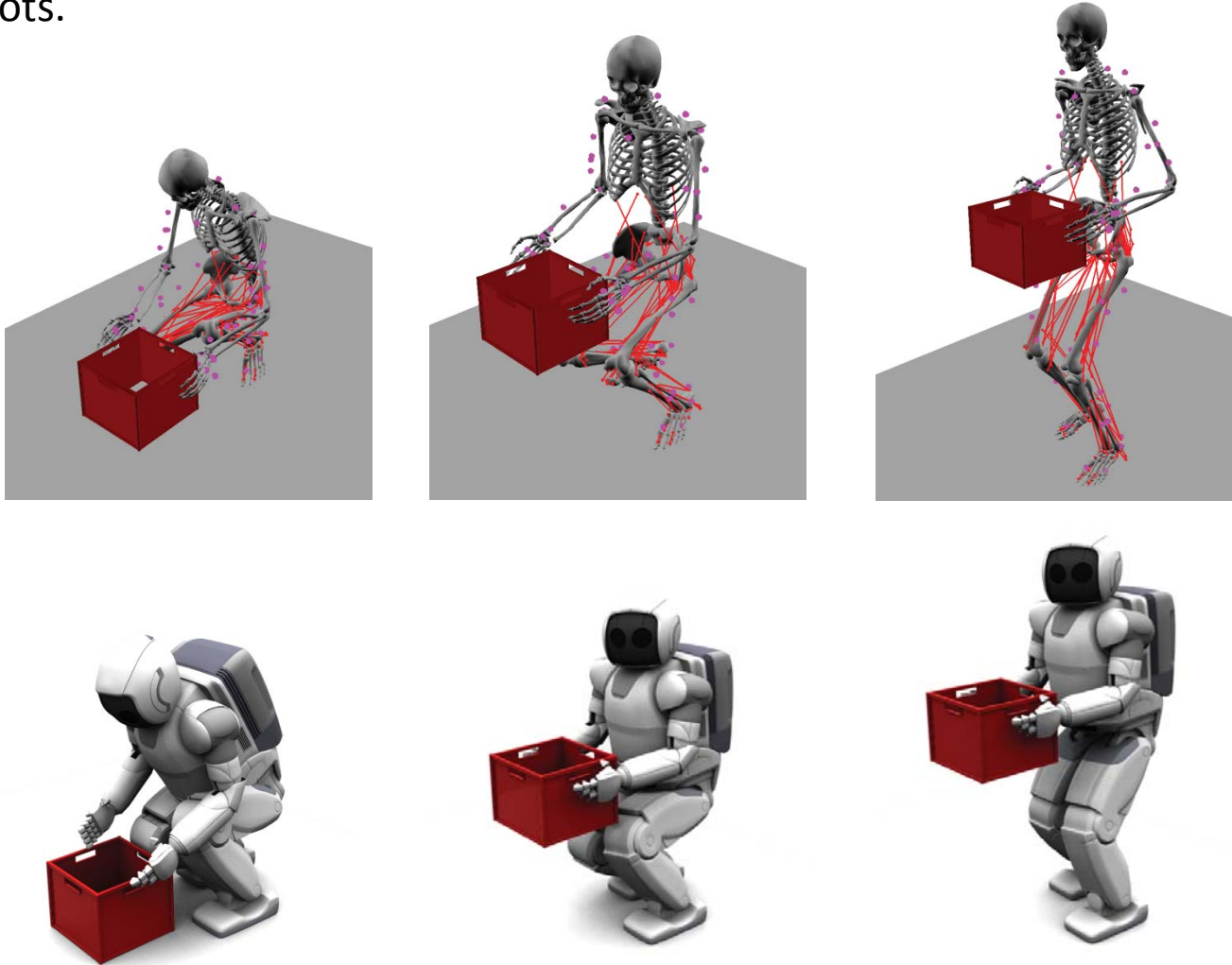
Injury Prevention in Sport



In a Collaboration with: Footwear Technological Institute, INESCOP, Mallorca

Understanding and Applying Human Motion to Robots

- To observe and understand how humans move. To apply similar strategies to robots.



Today

- Why to Study Human Motion?
- How to Study Human Motion? - Multi-Disciplinary Research
- Components and Functions of the Musculoskeletal System
- Examples of Applications

Next Week (4/25)

- Spatial Descriptions, Kinematics, Introduction to Biomechanical Simulation
 - Please bring your laptop (windows)
 - Please download “OpenSim 3.2” with GUI from *simtk.org*
- Project teams & topics selection due (instructor office hour)
- Feel free to contact the instructor and the assistants for your questions
- Have a Nice Weekend!



Symposium on Biomechanics of Human Movement

Graduate Program for Social ICT Global Creative Leaders

JSPS Invitation Fellowship Program for Research in Japan (Short S)

April 19th, Saturday 9.15am-17.30pm

Yayoi Auditorium

<http://www.ynl.t.u-tokyo.ac.jp/~emel/symposium/home.html>