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## BME 271 Biomechanics of Movement

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#### **Question of the Day: Who has run here?**



#### **Outline for Today**

- Objectives of the lecture and assignment
- Why study movement?
- Production and measurement of movement
- What tools are used?
- What can you do with this stuff?
- Prerequisites for movement biomechanics
- Example research topic
- A little different homework assignment
- Answer your questions!

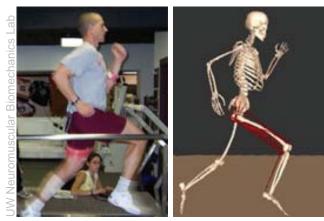
#### **Objectives of the Lecture and Assignment**

- Overview of key challenges in movement biomechanics
- Background in biology needed to understand production of movement
- Experience with engineering tools used to study movement
- Framework for self teaching and research

#### **Other Stuff About the Lecture and Assignment**

- This is some of the info I never had.
- You have a wide range of backgrounds. We would like to provide an assignment that stimulates every student without overwhelming anyone.
- You will need to dig beyond lecture notes for the assignment.
- Have fun! Be interactive!

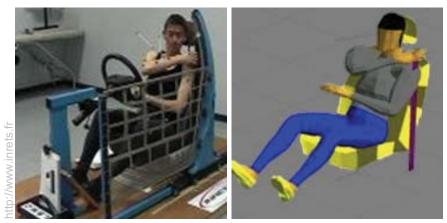
#### **Why Study Movement?**



Analyze and optimize athletic performance



Create human and animal characters

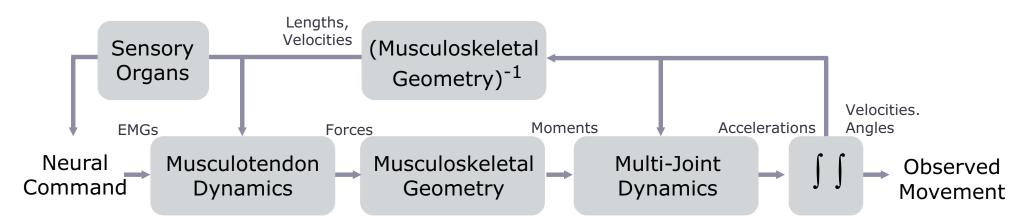


Design ergonomically safe environments

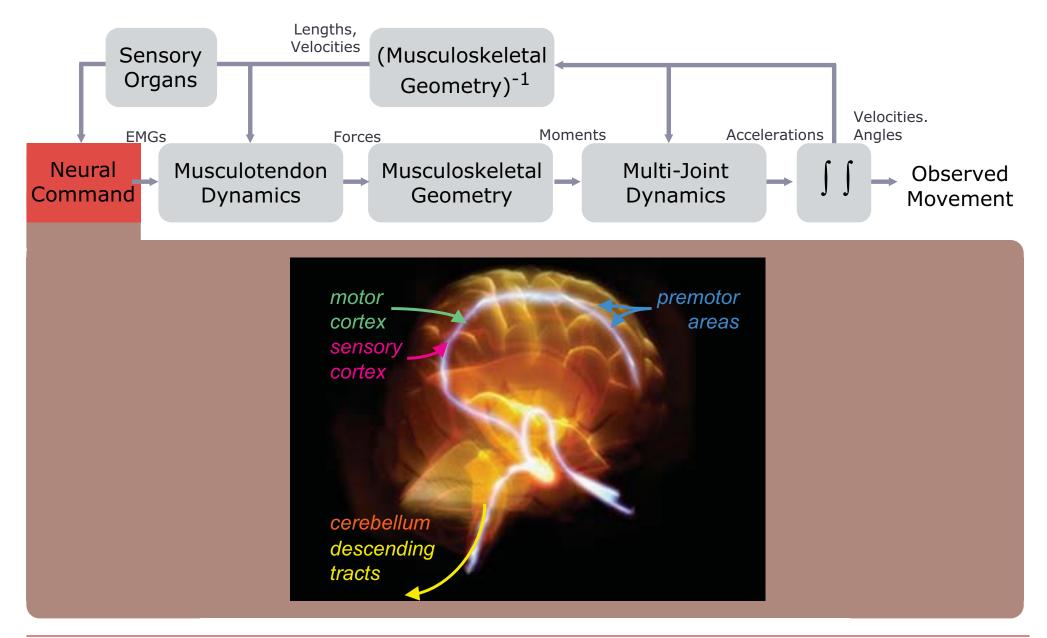


Understand and treat movement disorders

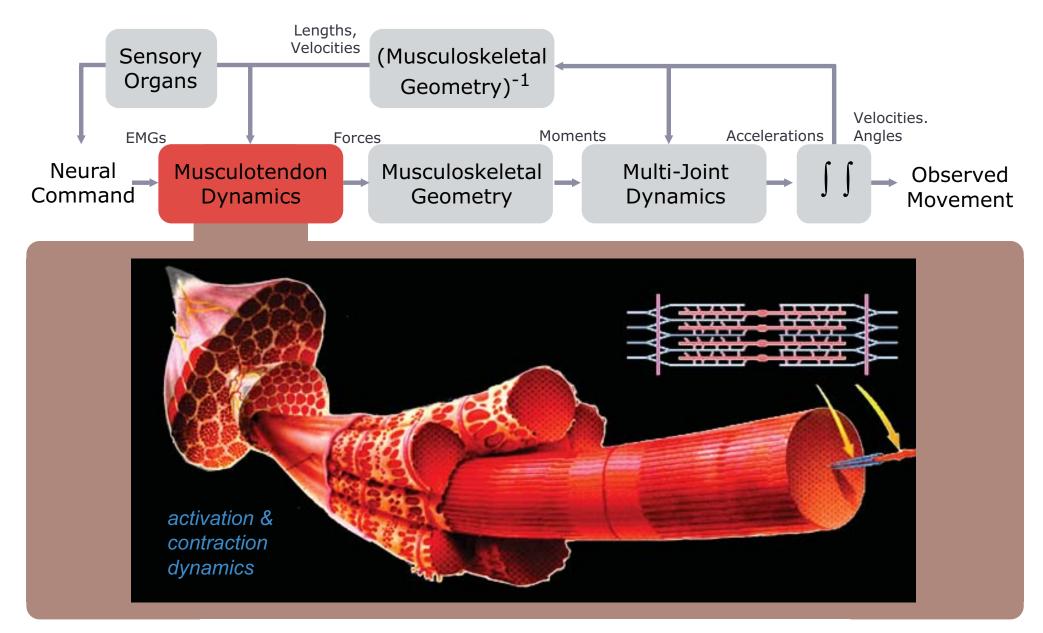
#### **Production of Movement (forward dynamics)**



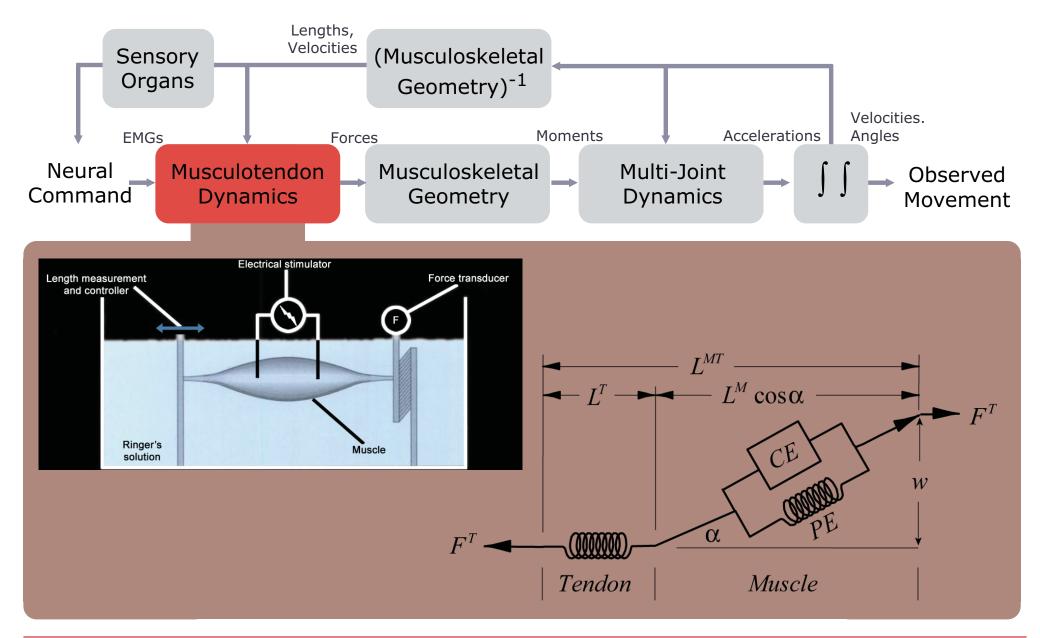
#### **Movement Starts with a Neural Command**



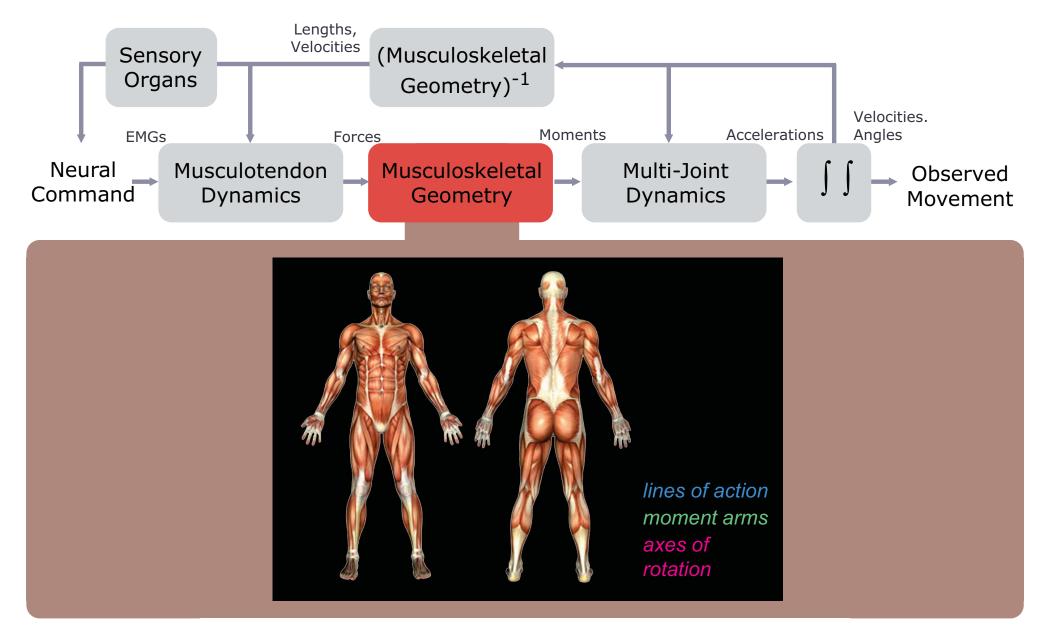
#### **From EMGs to Forces**



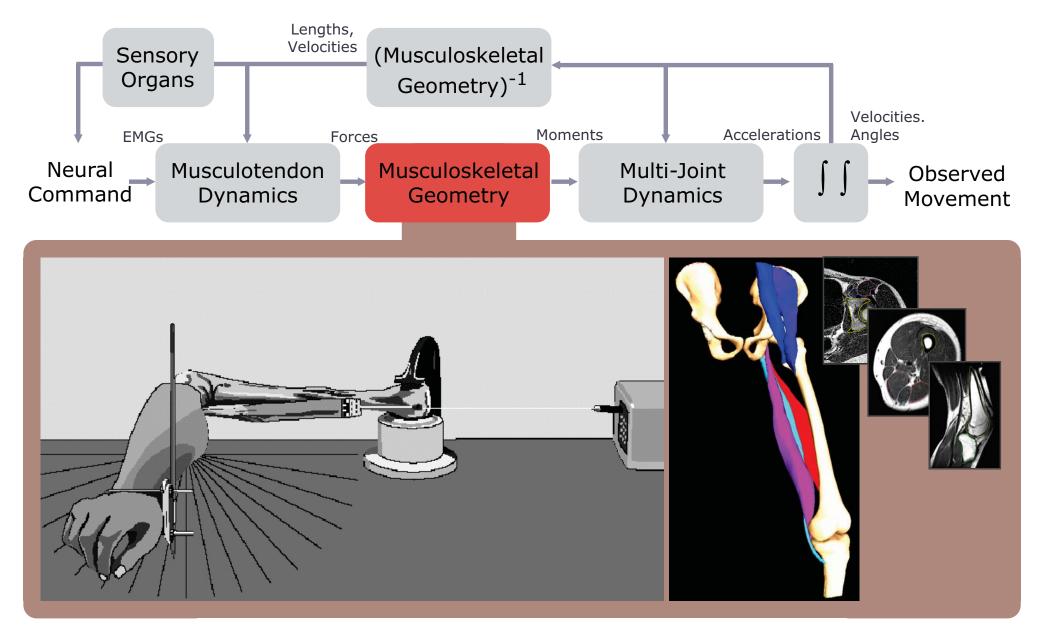
#### **From EMGs to Forces**



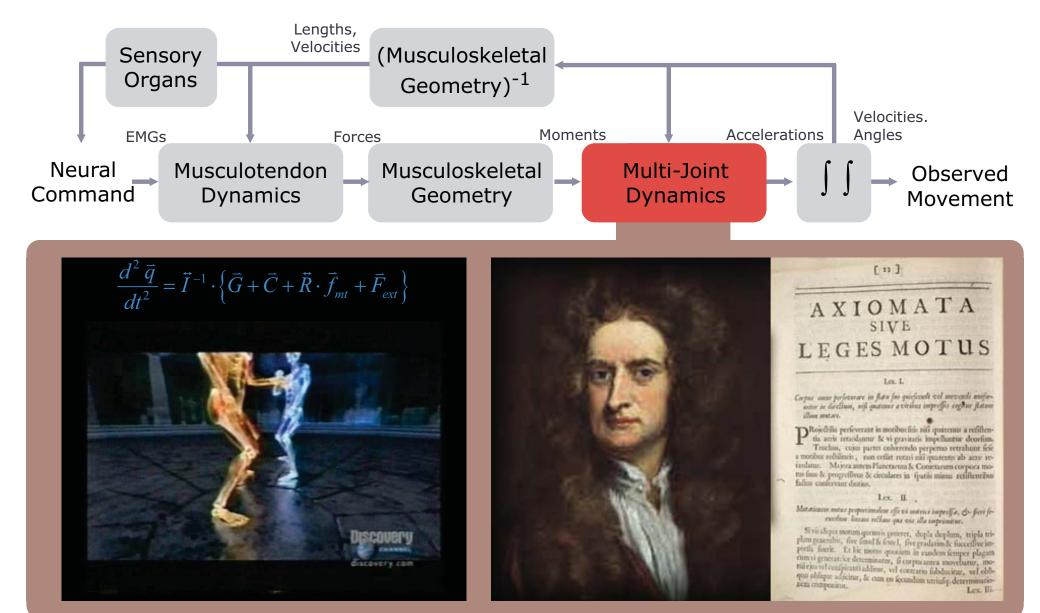
#### **From Forces to Moments**



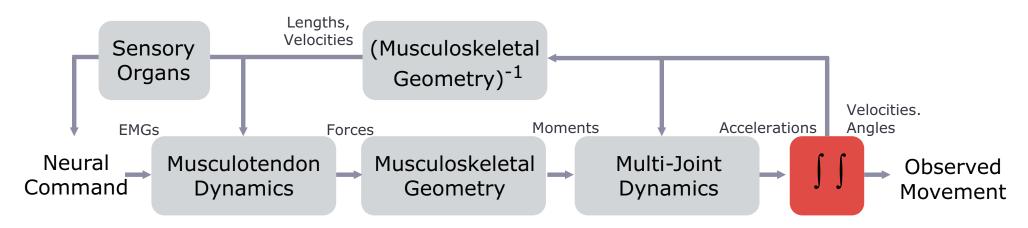
#### **From Forces to Moments**



#### **From Moments to Accelerations**

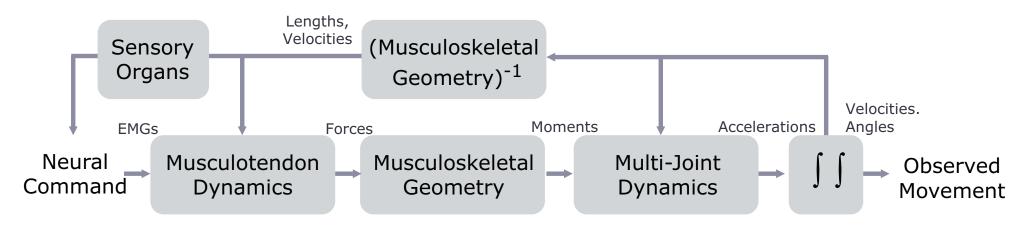


#### From Accelerations to Positions (movement)

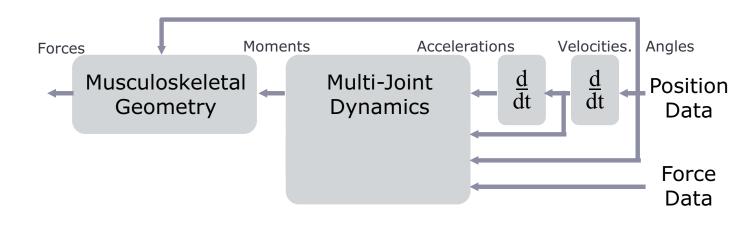


# Integrating equations of motion is generally a straightforward procedure.

#### **Production of Movement (forward dynamics)**

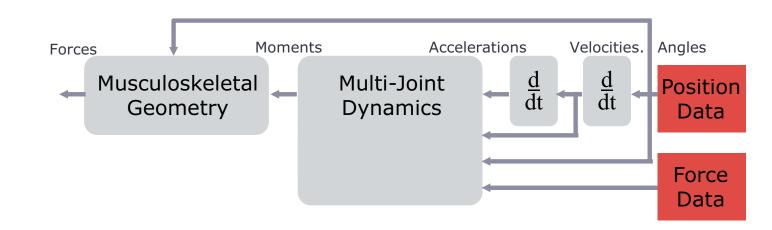


#### **Measurement of Movement (inverse dynamics)**



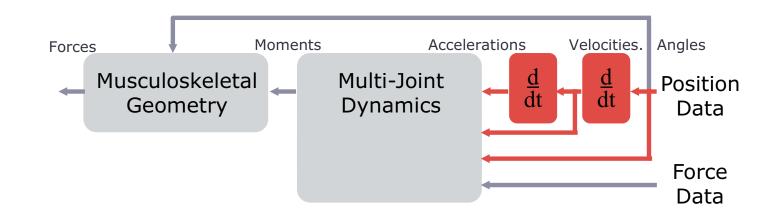
#### **Motion and Force Measurements**

# The first step in an inverse dynamics approach is to measure positions and forces.



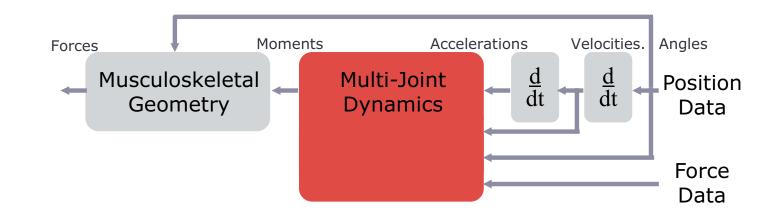
#### **Filtering and Differentiation**

This is an important practical step in experimental analysis.



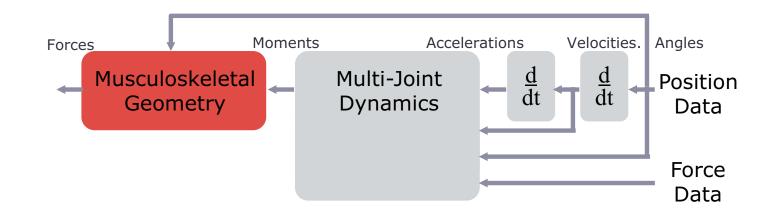
#### **Multi-Joint Dynamics**

# Common to write equations of motion that solve the inverse dynamics problem.

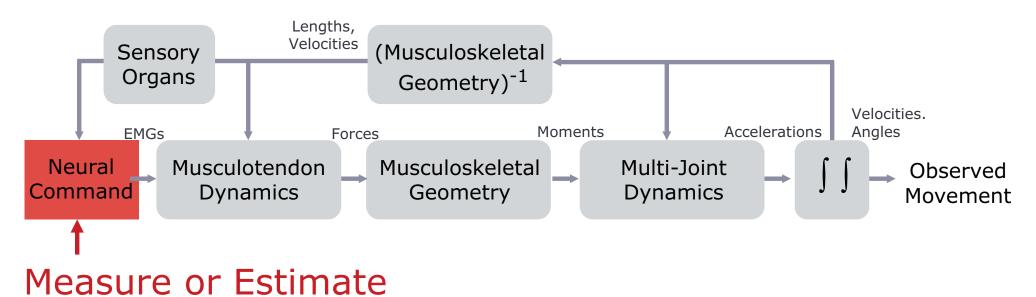


#### **Estimating Muscle Forces**

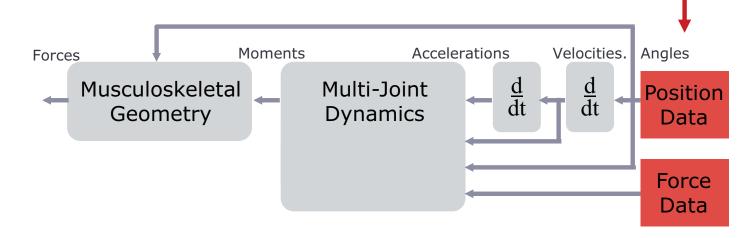
This is one of the basic problems in biomechanics; different methods to solve this problem.



#### **Forward** *vs* **Inverse Dynamics**



Measure



#### **Tools to Study Movement**

Name 'em!

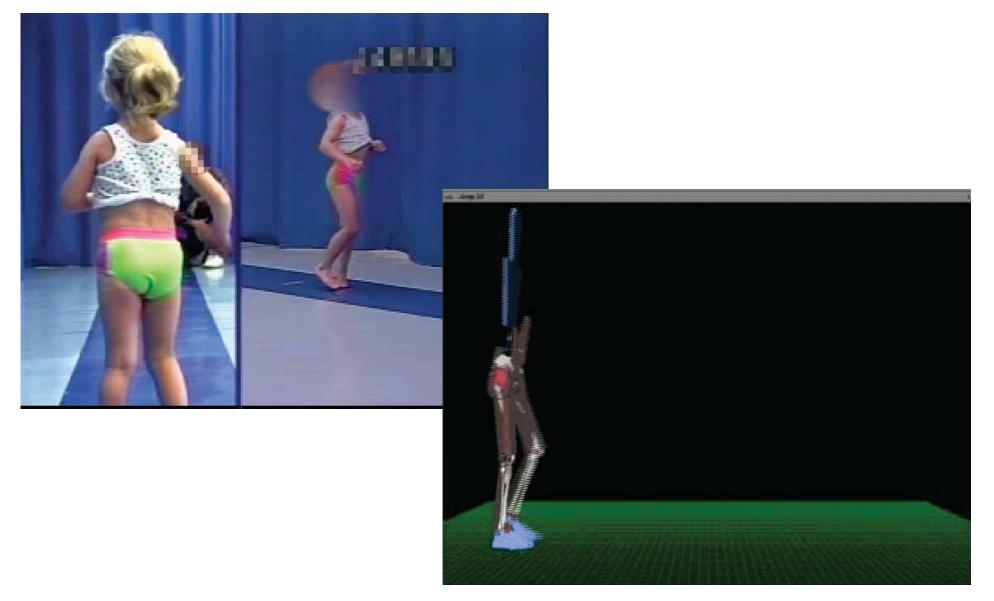
#### **Tools to Study Movement**

- Force plates
- Muscle experiments
- EMG
- Motion capture systems
- Kinematics and dynamics
- Optimal control theory, systems identification, animal studies.....

#### What can you do with this stuff?

- Access the literature and scientific meetings
- Solve important problems in biomechanics
  - o Movement disorders (CP, Parkinsons, stroke)
  - o Musculoskeletal disease (arthritis, osteoporosis)
  - o Sports performance and equipment
  - o Ergonomics
  - o Design of surgical procedures (tendon transfers, total joint replacement)
  - o Realistic computer animations
- Think differently about the world
- Do some good

#### **Biomechanics of Walking**



Movies: Gillette Children's Hospital, Chand John

#### **Biomechanics of the Upper Extremity**



Movies: Terry Sanger and Kate Holzbaur

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#### **Gait Transitions**





Movies: McNeill Alexander, How Animals Move

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#### **Elastic Mechanisms**



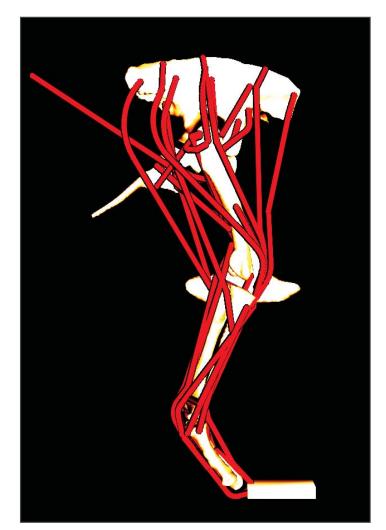
Experience with biological, experimental, and mathematical tools to study movement.



#### **Paleobiology**



#### could the T-rex have run?



Hutchinson et al., 2005

#### **Prerequisites for Movement Biomechanics**

- Basic background in statics and dynamics
- Able to write equations of motion for multijoint systems (draw FBD, F=ma)
- Know basic linear algebra
- Able to solve 1st and 2nd order differential equations
- Read and process a large amounts of experimental and simulation data
- Programming experience (C++, Matlab)

#### **Outline for Today**

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- Why study movement?
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- Example research topic
- A little different homework assignment
- Answer your questions!

#### Who has run here?

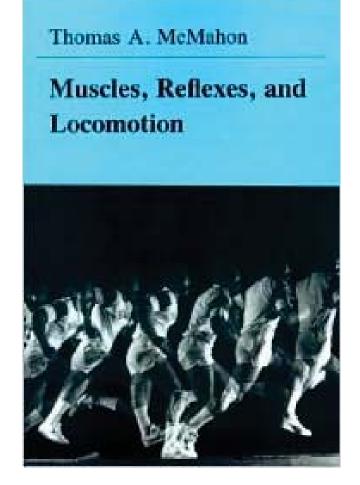


#### **Example Research Topic**

MUSCLES, REFLEXES, AND LOCOMOTION Copyright 1984 by Thomas A. McMahon Published by Princeton University Press

## Design of a "tuned track"

- stiffness, viscosity, and inertia (mechanical impedance)
- equations of motion for a simple system
- fantastic results with a simple model



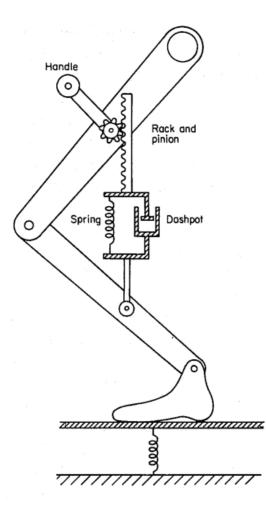
#### **Tuned Track**

- The prevailing wisdom in 1975 was that people ran faster on very hard surfaces
- Goal: increase in running speed and a decrease in the potential for injuries.
- How can a person run faster?
  - Increase stride frequency
  - Increase step length (define speed)
  - Optimize forces
- How can injury rate be decreased?
  - Decrease peak forces

#### **Running Model**

- McMahon proposed a simple model for running
- This model is composed of a rack and pinion mechanism
- The rebound of the runner's leg is set by the dynamics of the spring and dashpot that comprise the spring system

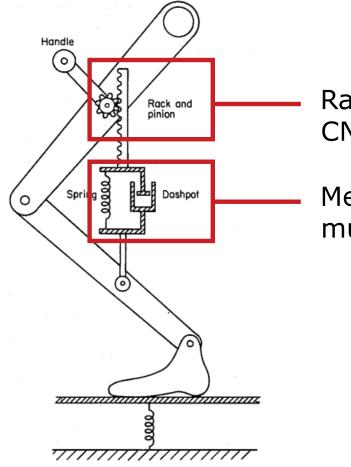
#### The Model



A spring system supports the runner's mass and is comprised of a spring and dashpot in parallel and this system is in series with the track spring.

Figure: T.A. McMahon, Muscles, Reflexes and Locomotion

#### **The Model**



Rack and pinion set by CNS for landing

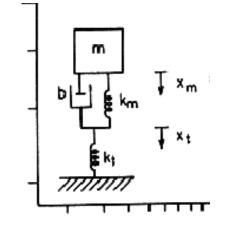
Mechanics of muscle followed by muscle under reflex control

# **Equations of Motion**

Important equations for deriving the equation of motion for the system:

 $F = k\Delta x$  Spring equation

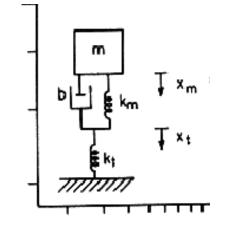
F = bv Dashpot equation



# **Equations of Motion**

Important equations for deriving the equation of motion for the system:

 $F = k\Delta x$ Spring equationF = bvDashpot equation



Derive the equation of motion at point A, where the leg contacts the track:

$$b(v_m - v_t) + k_m (x_m - x_t) - k_t x_t = 0$$
 Eqn. 1

Now describe the motion of the mass:  $ma_m + b(v_m - v_t) + k_m(x_m - x_t) = 0$  Eqn. 2

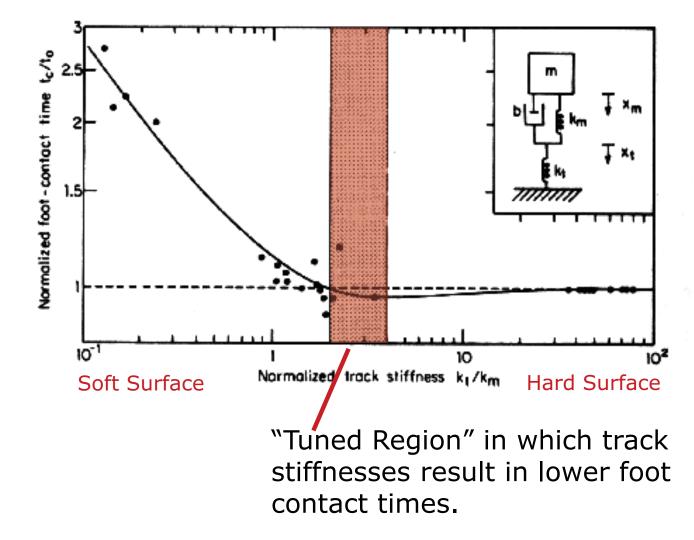


Now that we have described the system dynamics, the damped natural frequency  $(\omega_d)$  of the system can be calculated by assigning values for  $k_m$ ,  $k_t$ , and b.

With the assumption that the foot contact time,  $t_c$ , is equal to the period of oscillation and that  $t_c = \pi/\omega_{d.}$  you can see that by altering the stiffness of the track it is possible to alter the contact time of the foot.

#### Foot Contact Time vs. Track Stiffness

Solution for the equations of motion



# **Stride Length**

Contact time varies with track compliance

Next, find a range for  $k_t$ in which the stride length increases over the stride length on a hard track





Figure: T.A. McMahon

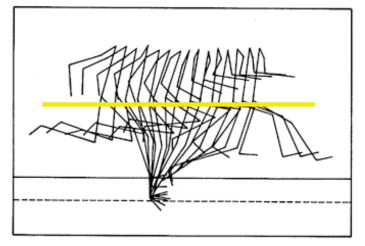
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## **Change of Stride Length w/ Track Compliance**

Stride length is longer on the compliant track.

Contact time is also longer on compliant track (more stick figures). Hard Track

The hip stays pretty level (justifies rack and pinion).



Compliant Track



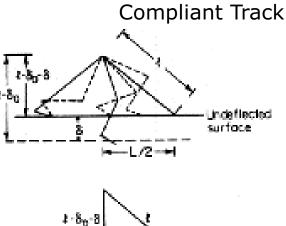
# **Determining Step Length**

Assumption:  $\delta = mg/k_t$ deflection of the track = static deflection)

$$L = 2(\ell^2 - (\ell - \delta_o - \delta)^2)^{1/2} \quad \text{Com}$$
  
$$\delta_o = \ell - (\ell^2 - L_o^2/4)^{1/2} \quad \text{Hard}$$

Hard Track Hard Track ompliant  $I = \delta_0 \int_{L_0/2} I$ 

where L = stride length  $\ell = \text{leg length}$   $k_t = \text{track stiffness}$  $L_o = \text{hard track step length}$ 



## **Determining Step Length**

From the preceding equations, an equation describing the stride length can be determined:

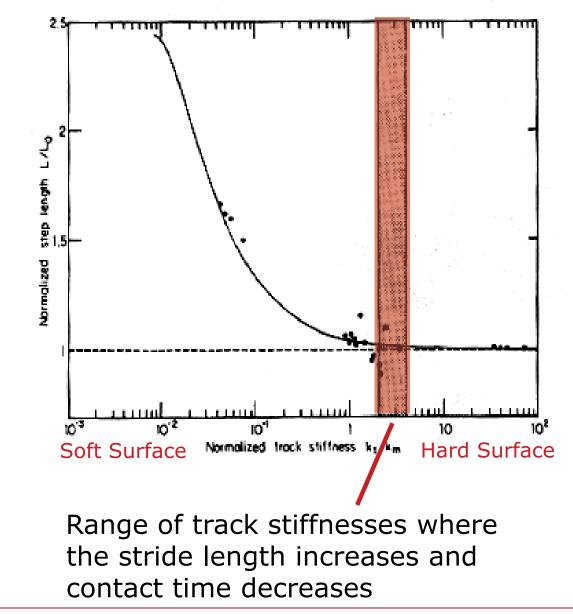
$$L = 2 \left( \ell^2 - (\ell^2 - L_o^2/4)^{1/2} - mg/k_t \right)^{1/2}$$

where L = stride length  $\ell = \text{leg length}$   $k_t = \text{track stiffness}$  $L_o = \text{hard track step length}$ 

## **Track Stiffness and Step Length**

Subjects ran on tracks of varying stiffnesses.

Find stride length given  $\ell$ ,  $k_p$ , and  $L_o$ 



## **The First Tuned Track**

- Harvard's indoor track was built with the compliance in the tuned range.
- The surface was wood coated with polyurathane.
- Runners were able to decrease their times by about 2-3% or about 5 seconds/mile.
- Equally important, there was a 50% decrease in the rate of injuries because the peak forces measured in the tuned, compliant track were much lower than in the stiff track.

### **Tuned Track Extensions**

The tuned track is a great design problem: optimized the way in which humans interact with their environment

 Decrease contact time, increase stride length

Have you ever seen this done anywhere else?

### **Tuned Track Extensions: Shoes**



Reebok DMX: "progressive heel damping"



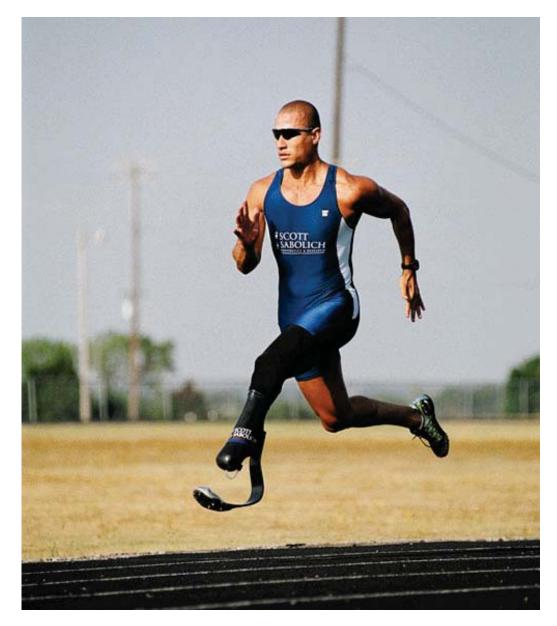
Merrell Flash: chips to tune the firmness of the shoe



Popular Mechanics, Nike

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### How about these springs



## **Be Careful When Tuning Floors**



The old floor in Maples installed in 1969

9 inches of crosshatched wood & air designed for "springy" effect to reduce injuries

Men's b-ball had 13 stress related injuries in last 10 yrs of floor (3x rest of Pac-10)

**Tipoff Press** 

The tuned track is a fantastic example of what you can do with knowledge of biomechanics and a great deal of creativity.

You can do something fantastic in biomechanics. What will it be?

#### **Was George Curious About Biomechanics?**



Movies: McNeill Alexander, How Animals Move

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#### **Athletes of the Week**

Machines that hop and walk. Can you build one that does this?



#### **Athletes of the Week**

#### ... or does this?



#### **Researchers are working on it.**



AI Lab MIT

#### **Main Points of the Example Research Project**

Basic equations for dynamic systems

$$F = ma$$
  $F = k\Delta x$   $F = bv$ 

Use of a simple model for biomechanics

Example of success of biomechanics in action

What can you do for your assignment?

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# **Administrative Details**

• Review the handout



- Assignment due October 10th at 4pm
- Late assignments get lower grade

# **Outline for Today**

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#### For Next Time...

- Start to think about topics for your research project and form teams
- Find out what others have done already
- Continue thinking about your research project
- Complete and turn in your team's assignment

#### Contributors

Tom Buchanan

David Delp

Scott Delp

Kate Holzbaur

Rob Siston

#### Image Credits

McNeill Alexander, How Animals Move

Thomas McMahon, Muscles Reflexes and Locomotion