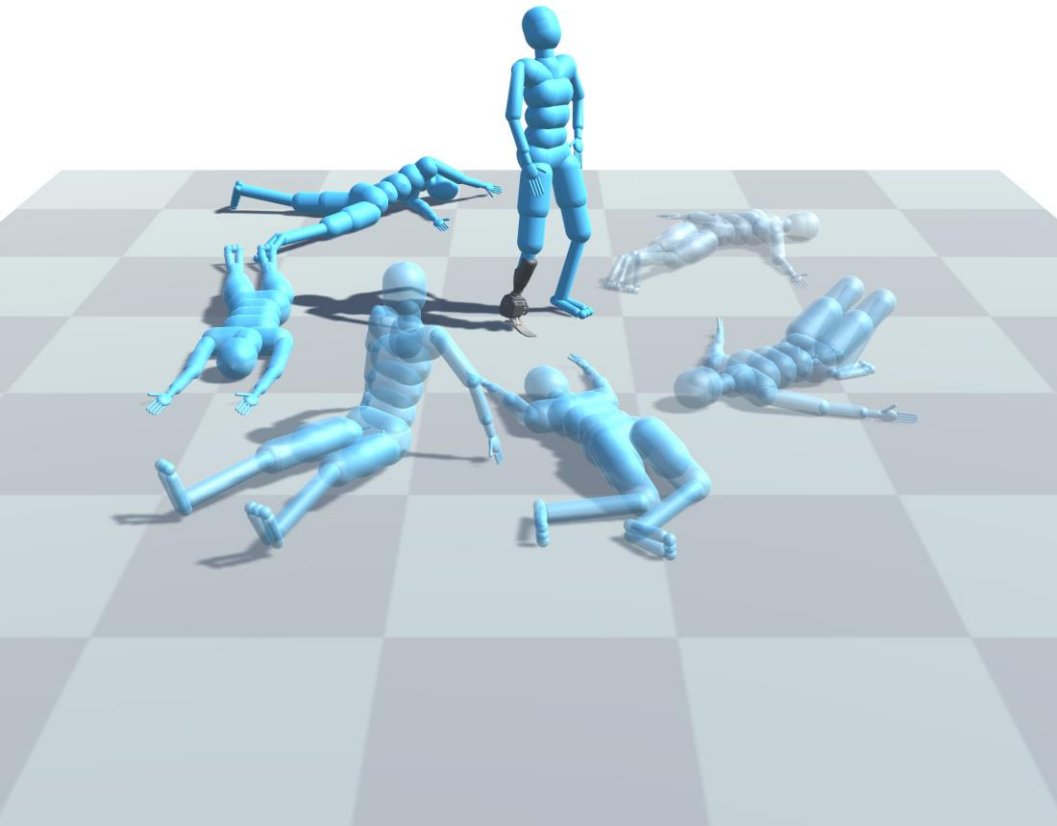


# Just keep trying...

Please get the updated code:

[https://github.com/Balint-H/ssnr\\_sim](https://github.com/Balint-H/ssnr_sim)





SSNR 2024



Organizers: Arnault Caillet, Balint Hodossy



# WS5

# Dynamic Simulation of Assistive Robotics and Human Motion

## Day 1: Inverse Modelling

- Intro to simulation, engines and approaches (forward/inverse). (15 m)
- Neuromechanics basics. (15 m)
- Introduction to OpenSim, musculoskeletal modelling and inverse modelling (1 h)
- Q&A + IT help (30 m)

## Day 2: Simulation and Control

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# What kind of models?

This workshop won't cover small-scale fluid or finite-element simulations.

The focus is on articulated rigid bodies, like robots, or you!



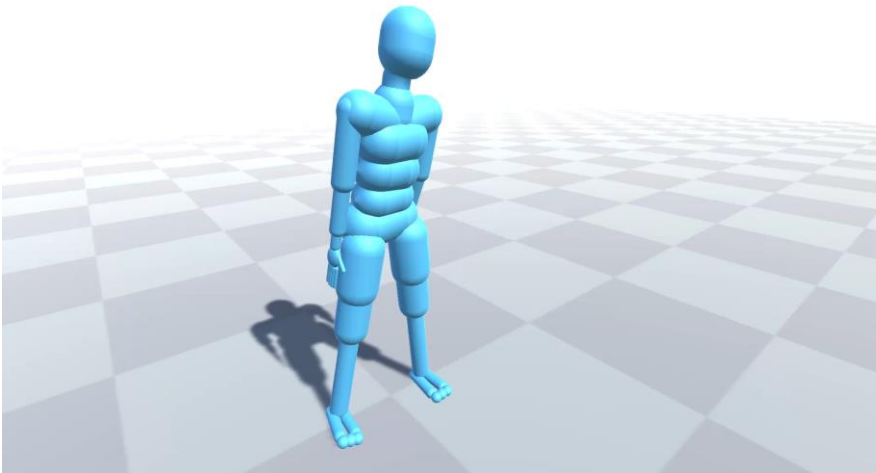
# Why make models?

You want to understand a problem.  
“I know, I’ll simulate it.”  
Now you have two problems.

# Why make models?

- Test understanding
- Design and prototype
- Learn and transfer insights

# Simulate to test understanding

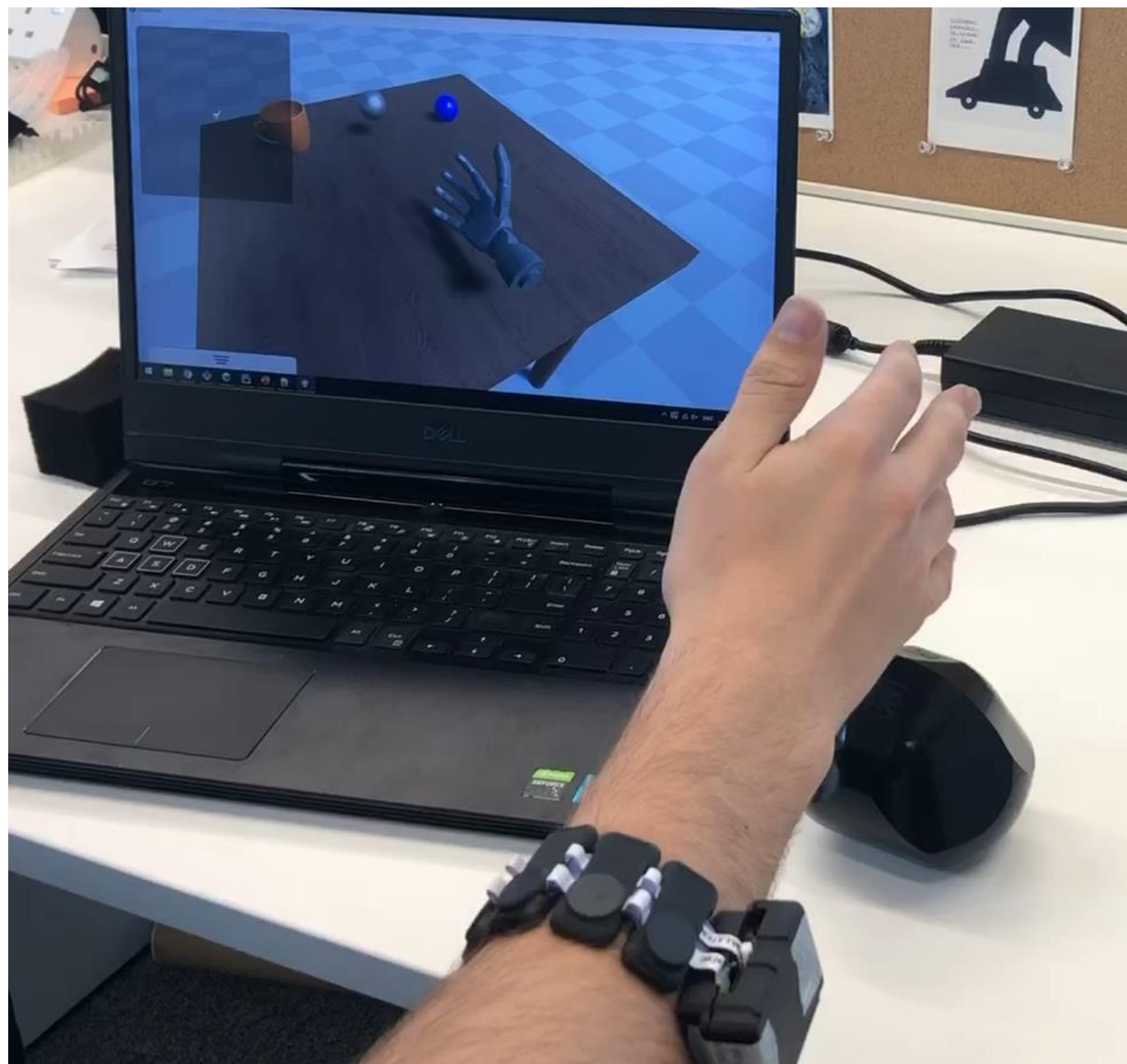


## Pathological Gaits

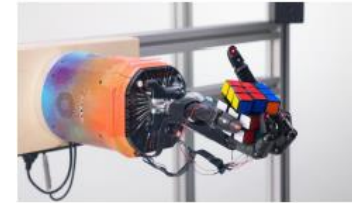
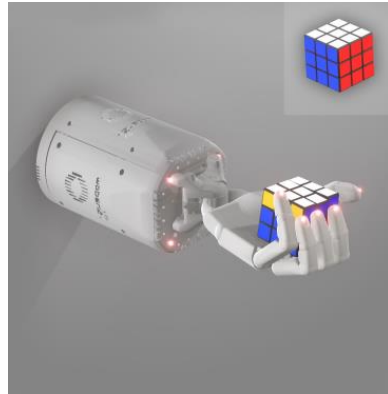
Park, J., Min, S., Chang, P.S., Lee, J., Park, M.S. and Lee, J., 2022, July. Generative gaitnet. In *ACM SIGGRAPH 2022 Conference Proceedings* (pp. 1-9).



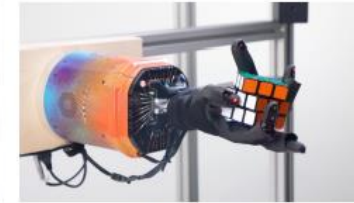
# Prototype controllers and devices



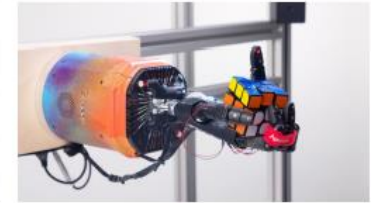
# Simulate to learn



(a) Unperturbed (for reference).



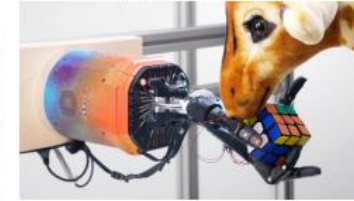
(b) Rubber glove.



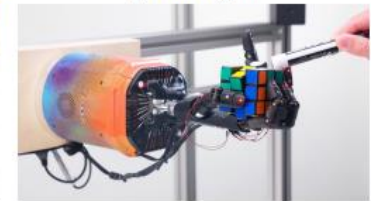
(c) Tied fingers.



(d) Blanket occlusion and perturbation.



(e) Plush giraffe perturbation.<sup>17</sup>



(f) Pen perturbation.

Akkaya, I., Andrychowicz, M., Chociej, M., Litwin, M., McGrew, B., Petron, A., Paino, A., Plappert, M., Powell, G., Ribas, R. and Schneider, J., 2019. Solving rubik's cube with a robot hand.

Hodossy, B. and Farina, D., 2022. Shared Autonomy Locomotion Synthesis with a Virtual Powered Prosthetic Ankle.



What articulated  
body simulators  
are not great at...

- Tissue dynamics, deformability.
- EMG/biosignal generation.
- 1:1 digital twins from patients.

What articulated  
body simulators  
are not great at...

...yet, but new progress is  
being made in these topics

- Tissue dynamics, deformability.
- EMG/biosignal generation.
- 1:1 digital twins from patients.

# Simulators

## Simulation / Development environments



GAZEBO



CoppeliaSim



## Physics Engines



Simbody



HYFYDY



## Renderers



## I/O

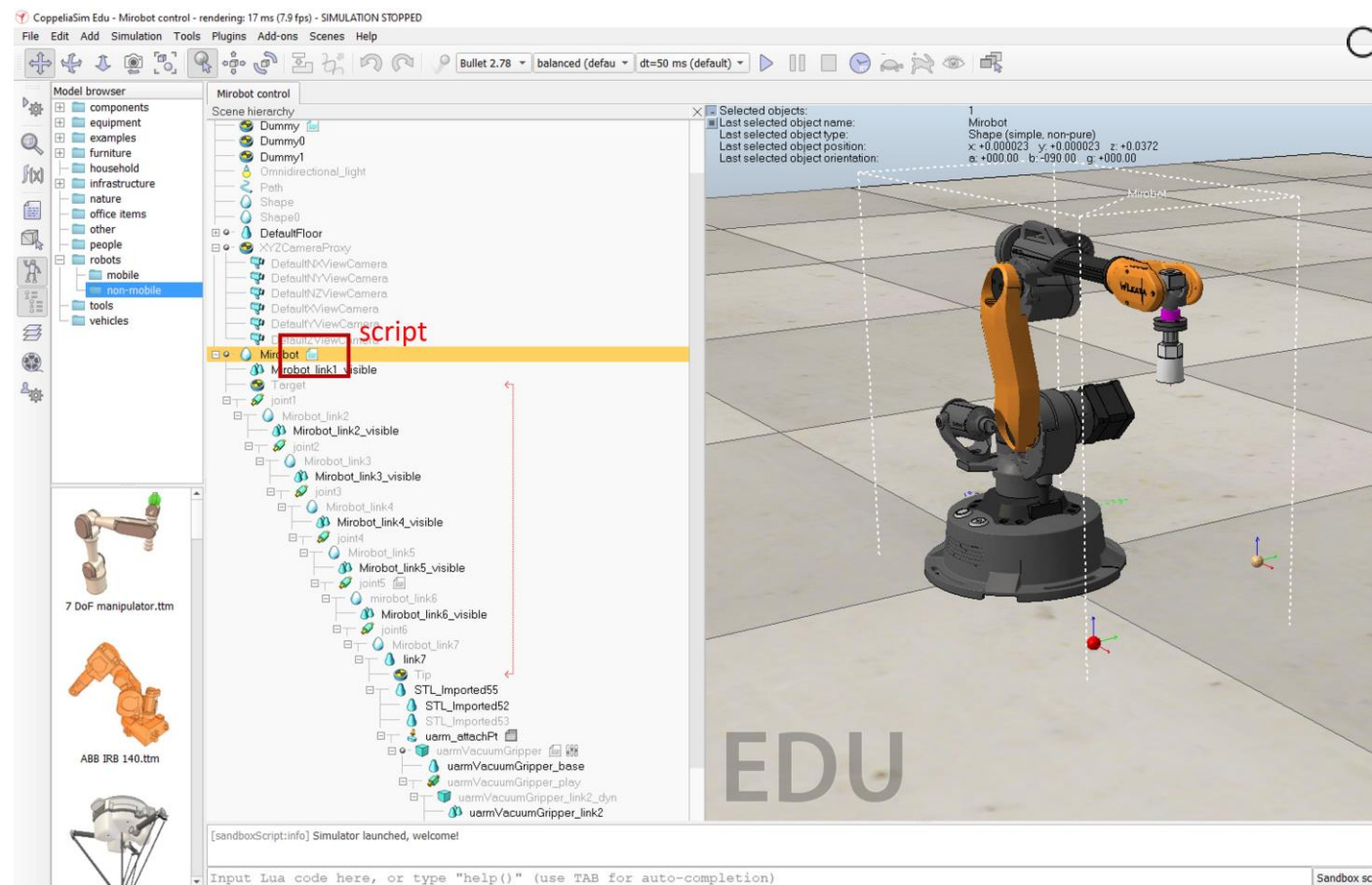




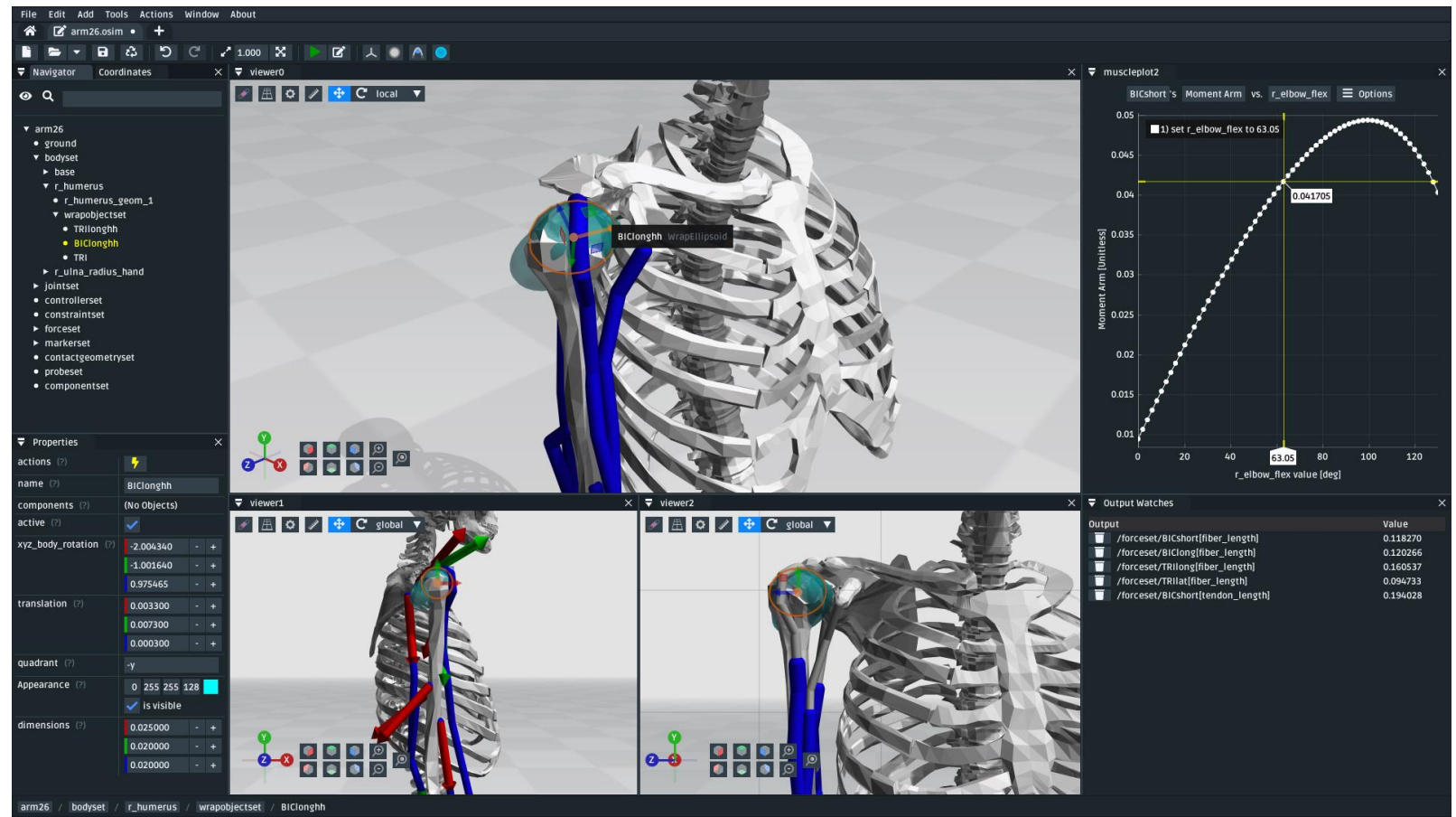
# Simulators - UI



CoppeliaSim

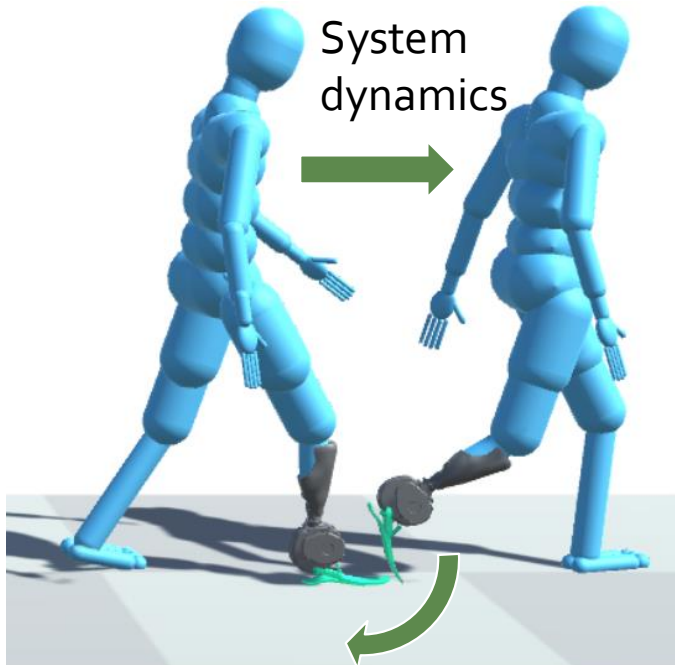


# Simulators – UI



# Forward vs. Inverse modelling

## Forward



Applied forces and torques →  
Observe resulting movement

## Inverse



Observe movement →  
Find forces/torques that explain it

# Files for the workshop

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