

CusToM : a Matlab toolbox for musculoskeletal simulation

Charles Pontonnier, Pierre Puchaud

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Introduction to musculoskeletal analysis

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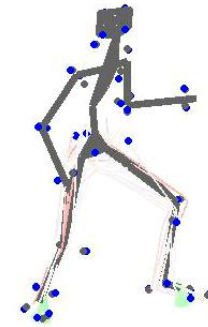
Introduction



[Pouliquen2015]



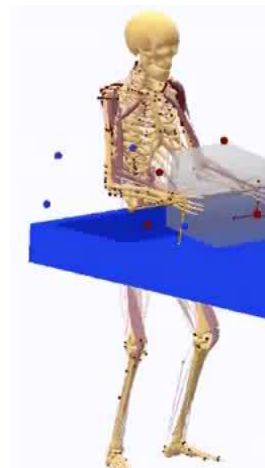
[Murai2010]



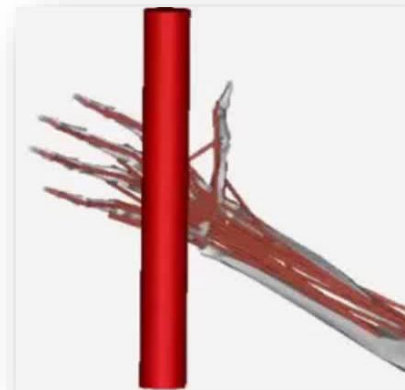
[Plantard2017a]



[Delp2007]

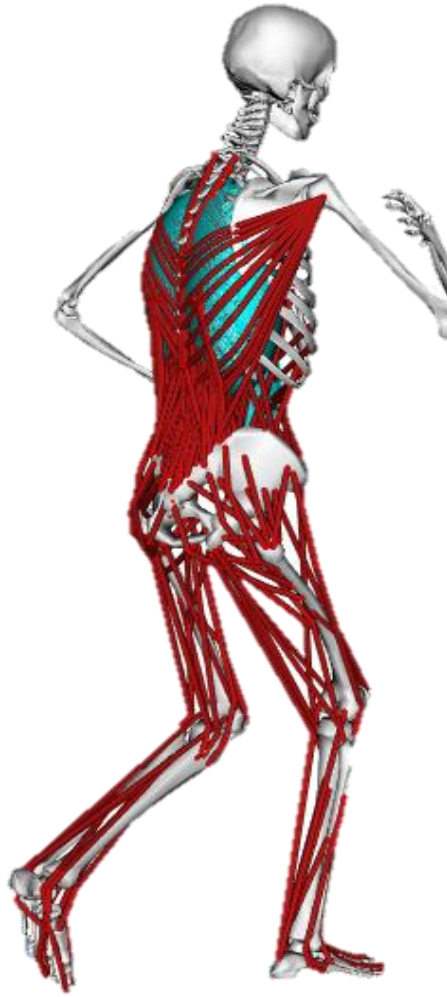


[Damsgaard2006]



[Vignais2014]

Musculoskeletal analysis



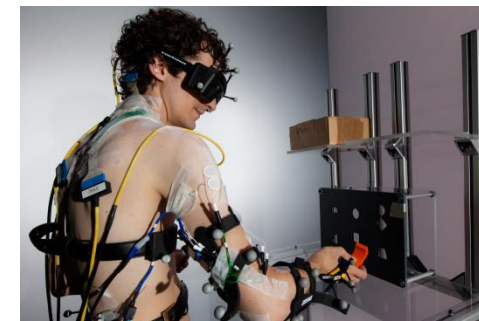
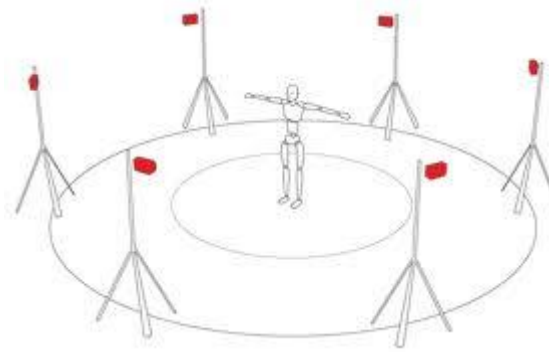
- Angular trajectories
- Joint forces
- Muscle forces

Source : OpenSim

Input data: motion capture (and force platforms)

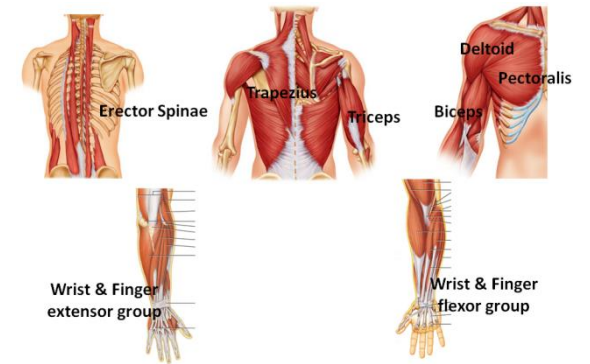


- Reflecting markers
- Infrared cams
- Triangulation



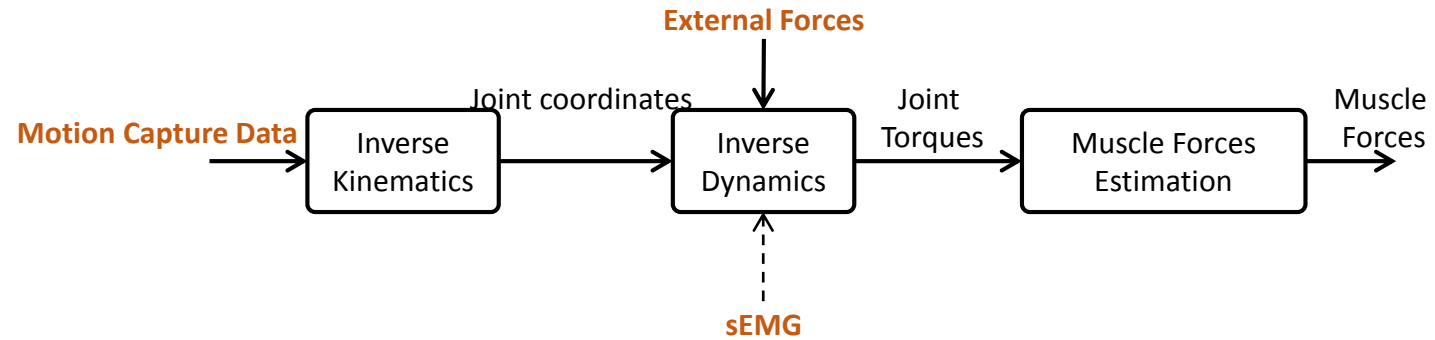
Input data (optional): sEMG

- Measuring electrical activity of muscles
- Classically voltage between two points of the muscle chief (bipolar)

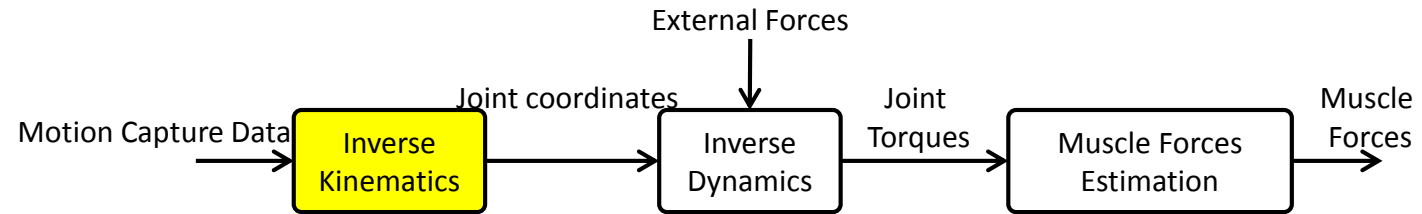


SENIAM, recommendation for electrode placements

Motion analysis (inverse dynamics approach)



Inverse kinematics

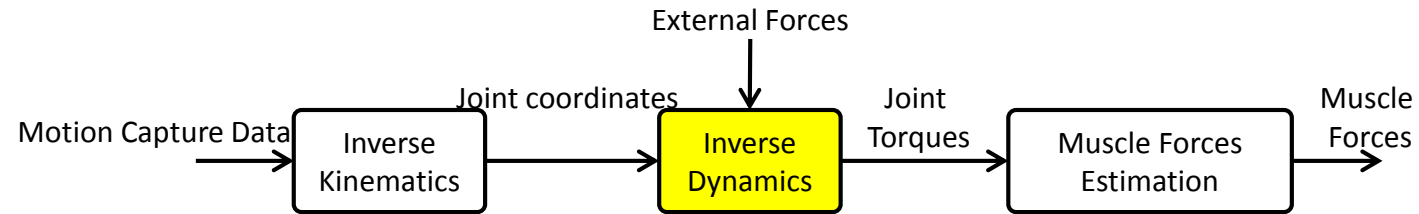


Joint coordinates computation



Classically constrained optimization

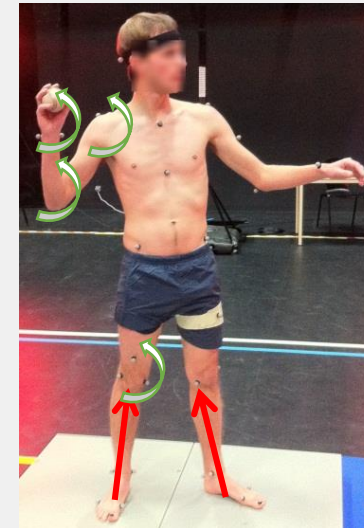
Inverse dynamics



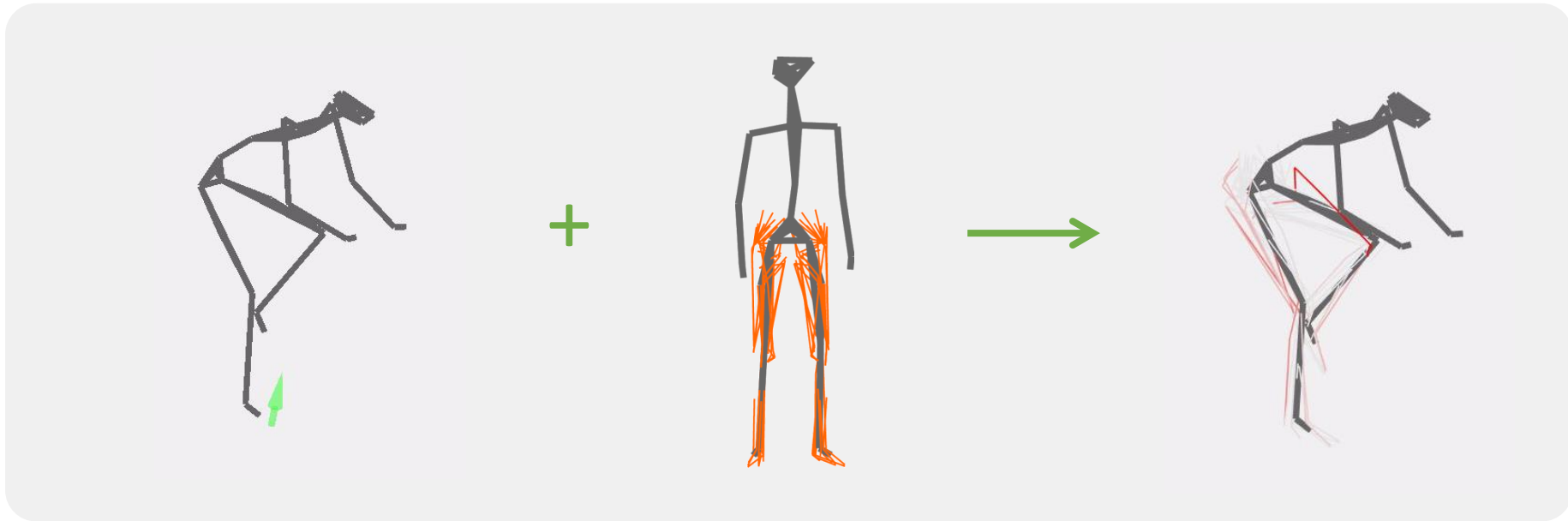
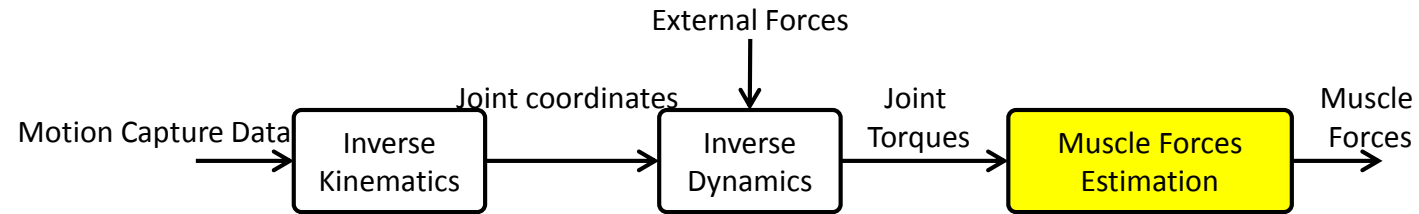
- Joint torques determination
- Classically Newton-Euler algorithm

$$f_i = f_i^B - f_i^x + \sum_{j \in \mu(i)} f_j$$

External forces
measures

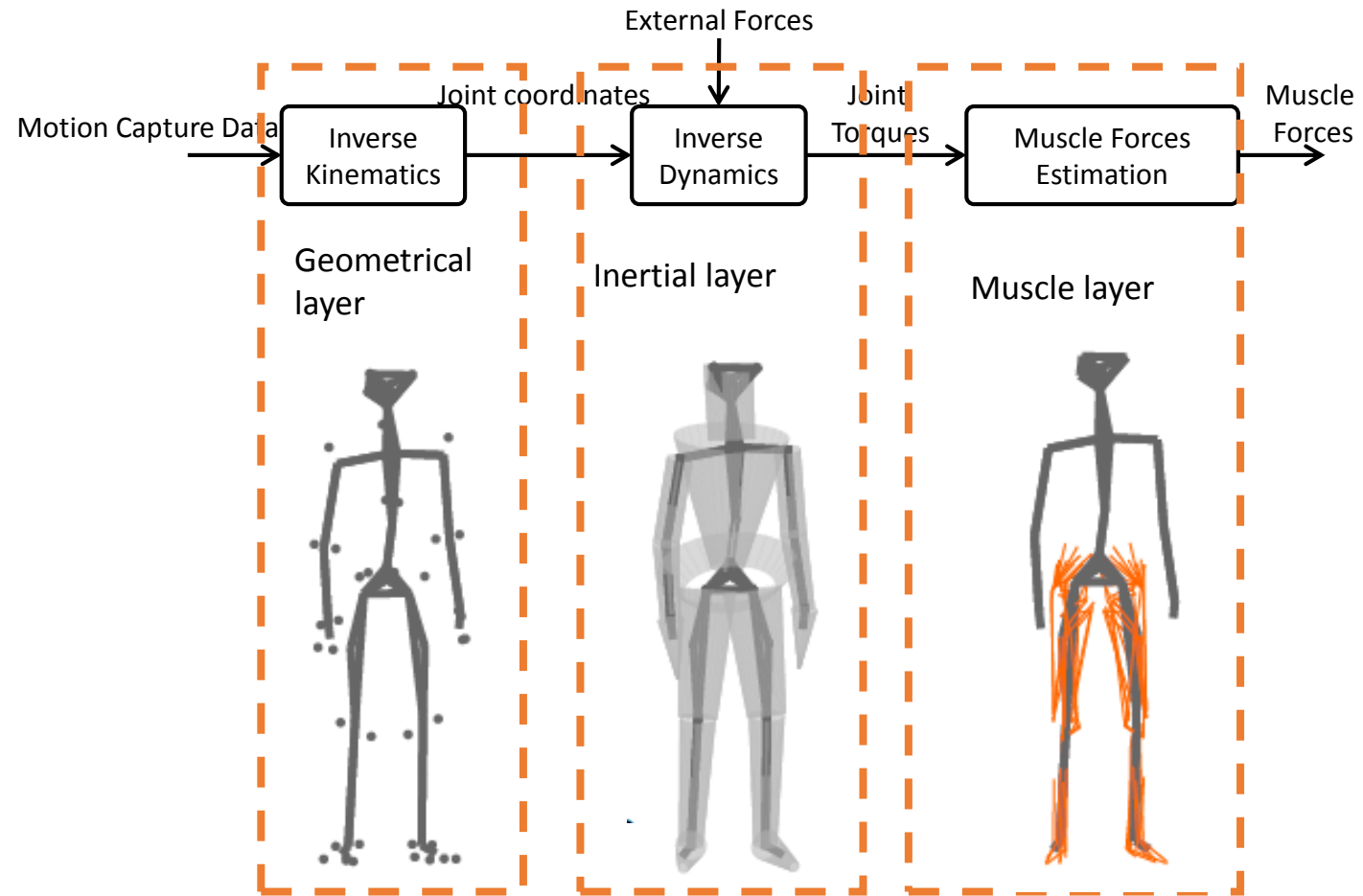


Muscle forces estimation

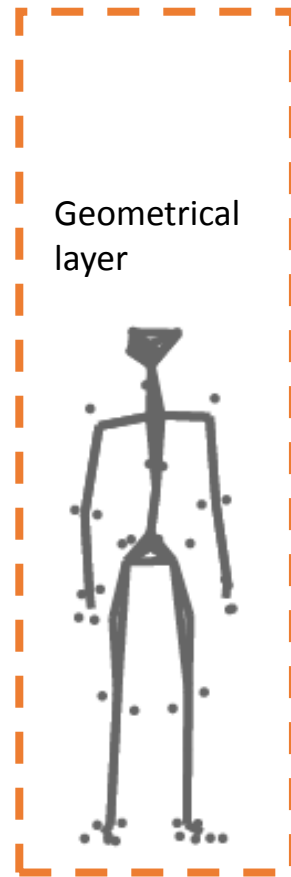


➤ Classically through non-linear constrained optimization

Musculoskeletal model

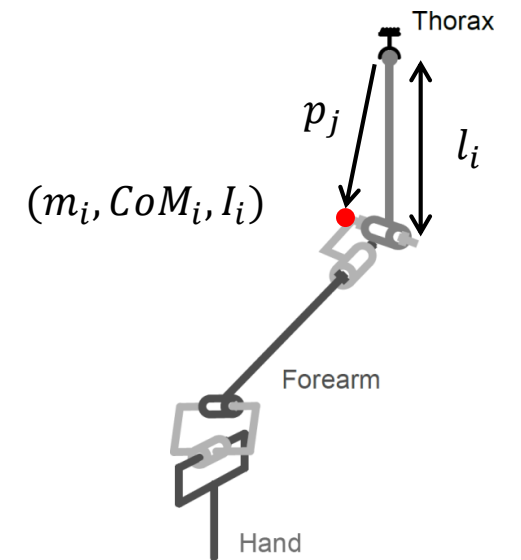


Geometrical layer



Oestoarticular model

- Polyarticulated rigid body system
- Kinematics joints
- Geometrical properties

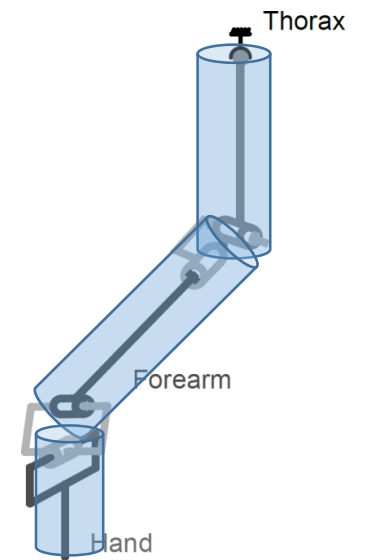


Inertial layer



Oestoarticular model

- Inertial properties (mass, center of mass, inertia matrix)

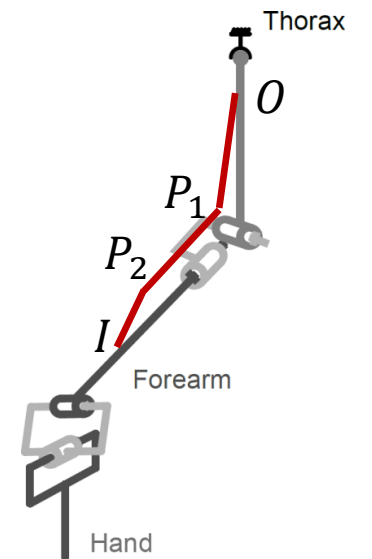


Muscle layer



Muscle model

- Muscular topology



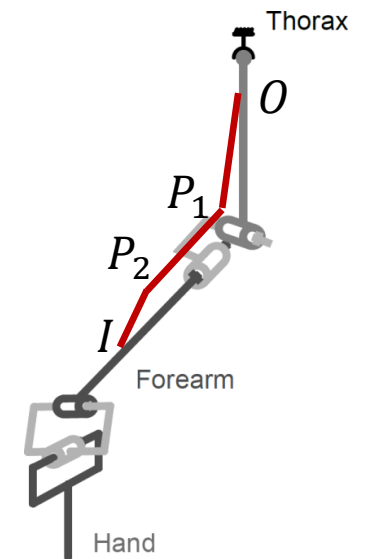
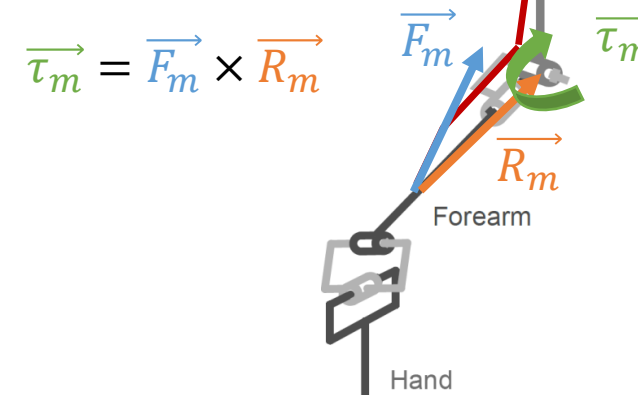
Muscle layer



Muscle model

- Muscular topology

Muscle action ?

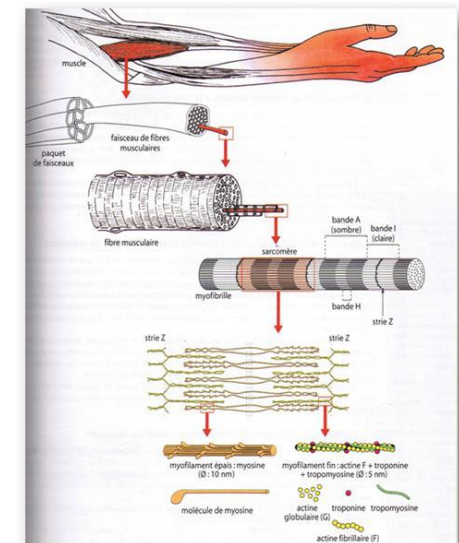
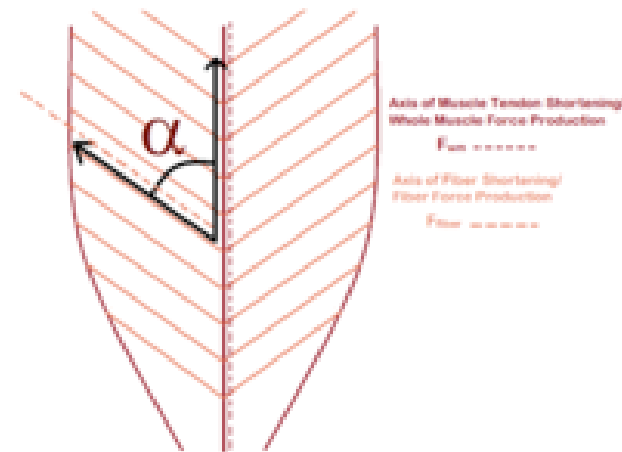


Muscle layer



Muscle model

- Force generation behavior

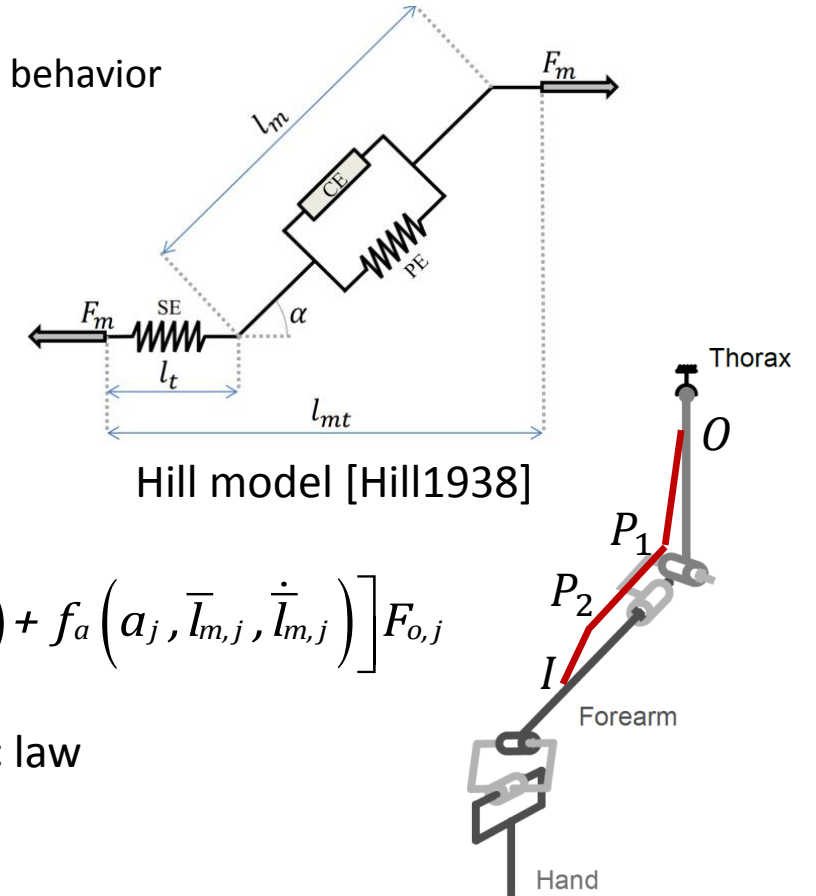


Muscle layer



Muscle model

- Force generation behavior



$$F_{m,j} = \left[f_p(\bar{l}_{m,j}) + f_a(a_j, \bar{l}_{m,j}, \dot{\bar{l}}_{m,j}) \right] F_{o,j}$$

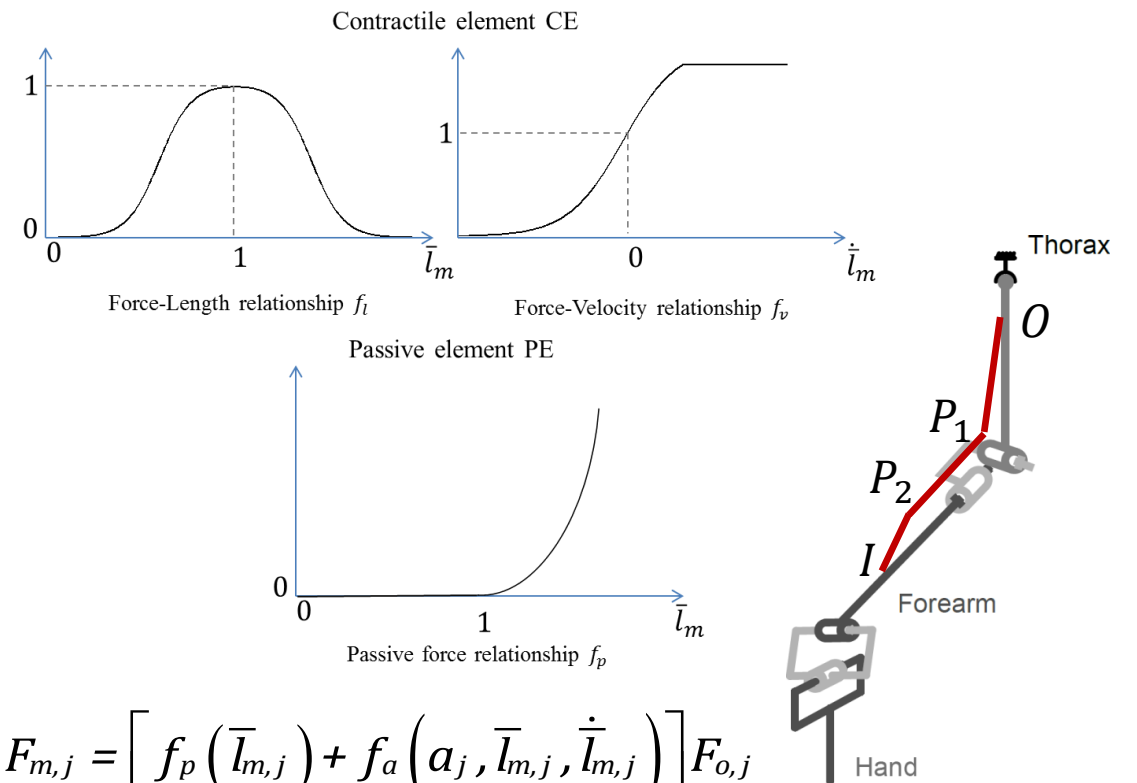
Visco-elastic law

Muscle layer



Muscle model

- Force generation behavior



$$F_{m,j} = \left[f_p(\bar{l}_{m,j}) + f_a(a_j, \bar{l}_{m,j}, \dot{\bar{l}}_{m,j}) \right] F_{o,j}$$

Muscle layer

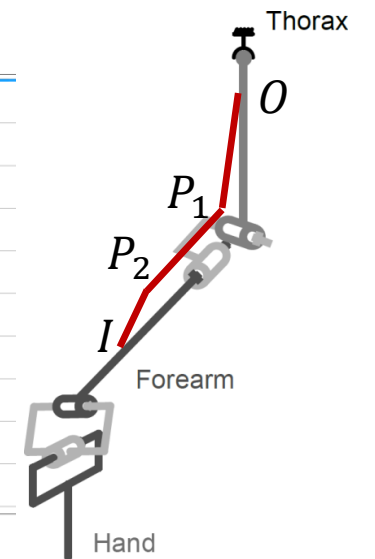
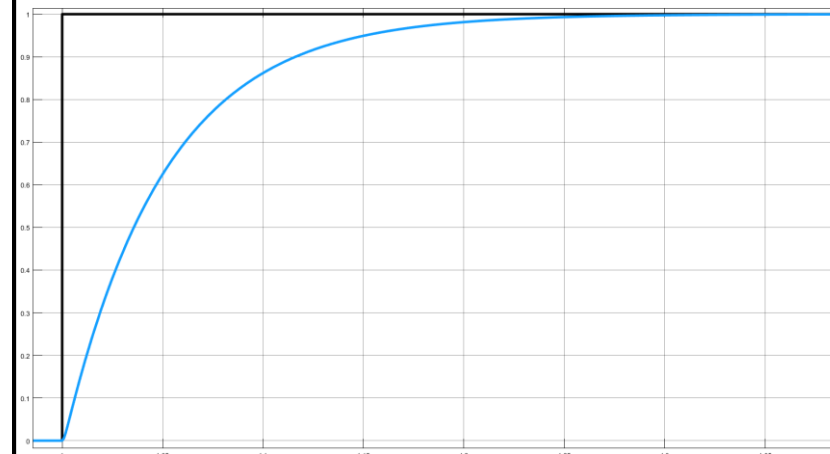


Muscle model

- Activation dynamics

$$\dot{e}_j = (u_j - e_j)/\tau_{ne}$$

$$\dot{a}_j = \begin{cases} (e_j - a_j)/\tau_{act} & , \quad e_j \geq a_j \\ (e_j - a_j)/\tau_{deact} & , \quad e_j < a_j \end{cases}$$

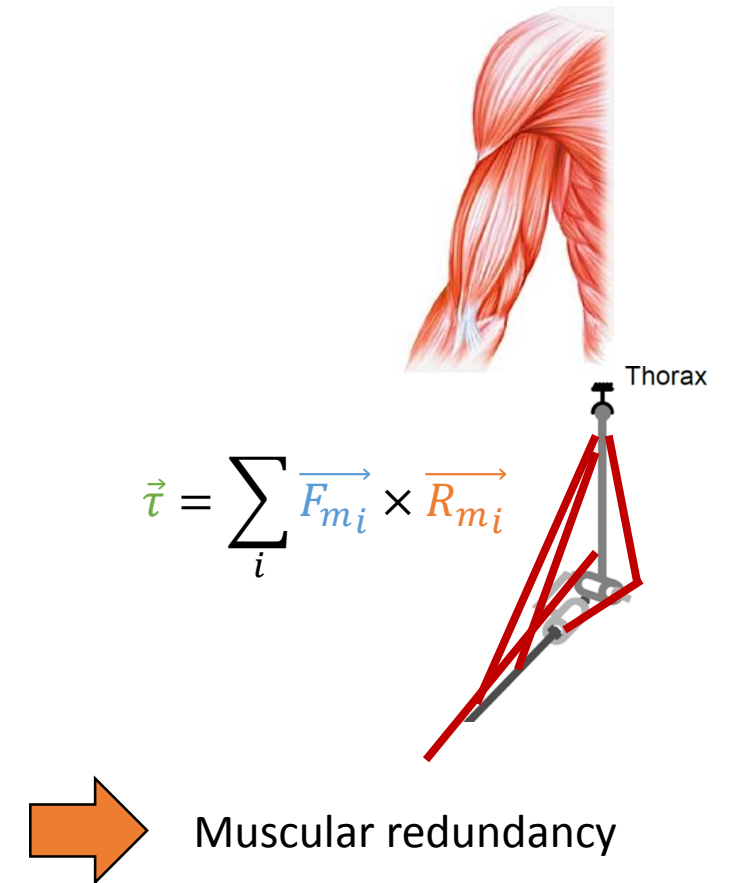


Muscle layer



Muscle model

- Motor control



Muscle layer



Muscle model

- Motor control

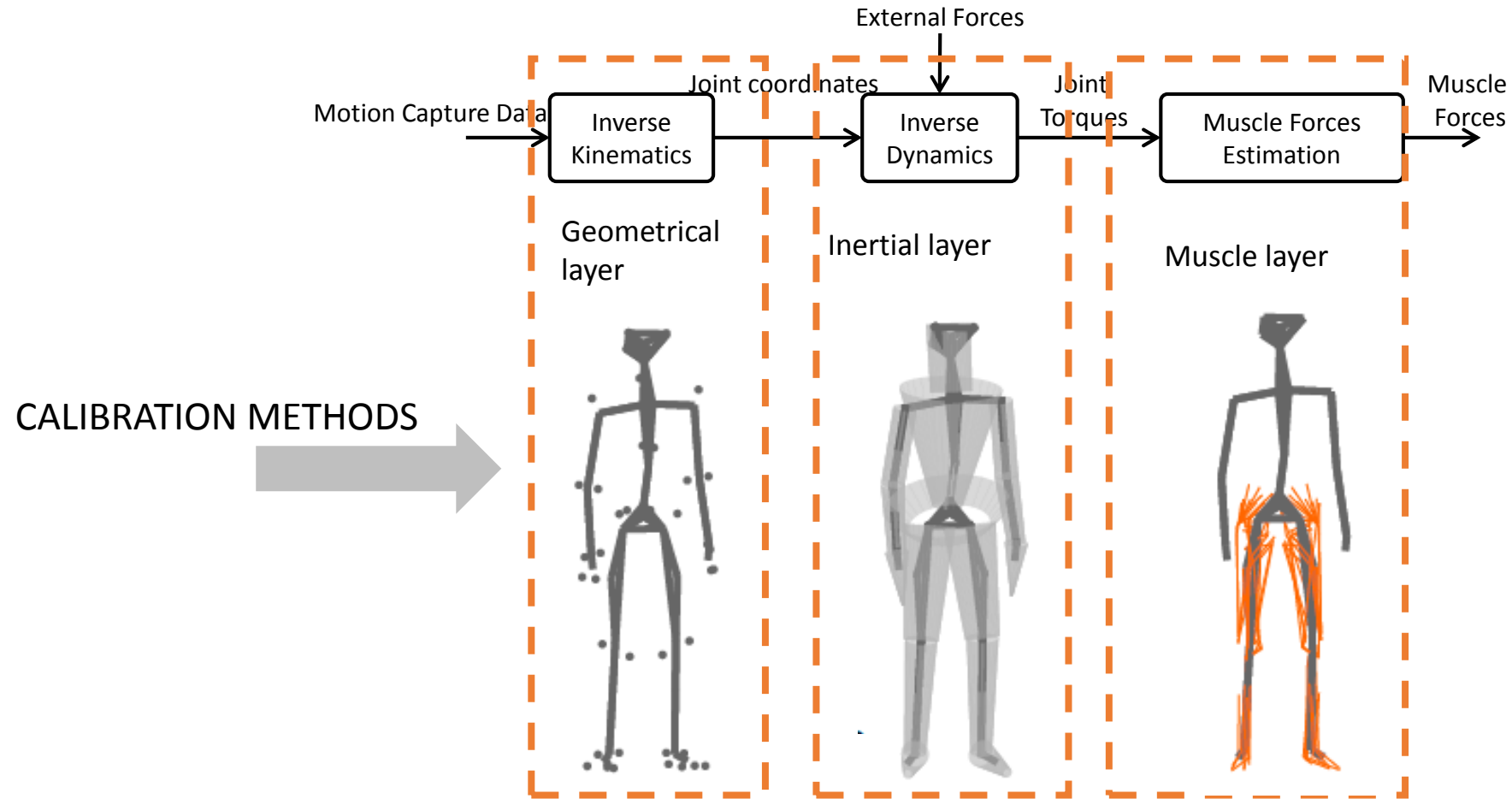
→ minimising a function representing the motor control to define a muscle recruitment law

$$\begin{aligned} \min f(F) &\xrightarrow{\text{classically}} f(F) = \sum_n \left(\frac{F_{m_i}}{F_{max_i}} \right)^p \\ \text{s.t. } \vec{\tau} &= \sum_i \vec{F_{m_i}} \times \vec{R_{m_i}} \\ F_{min_i} &< F_{m_i} < F_{max_i} \end{aligned}$$

The more p is high, the more muscles acts in synergy

The more p is low, the more powerful muscles are preferably activated

Muscle layer



➤ Classically optimization under constraints

Geometrical calibration

Init: Anthropometrics tables [Winter 1955]
Marker-based [AnyBody, OpenSim]

Functional Optimization

$$\min_{k, \Delta p} \sum_f^{N_f} \sum_m^{N_m} ||\{X_{exp,m}(t_f)\} - \{X_{mod,m}^{global}(q(t_f), k, \Delta p)\}||_2^2$$

[Puchaud2018, Muller2015]



Inertial calibration

Init: anthropometrics tables [Dumas 2007, De Leva 1994]

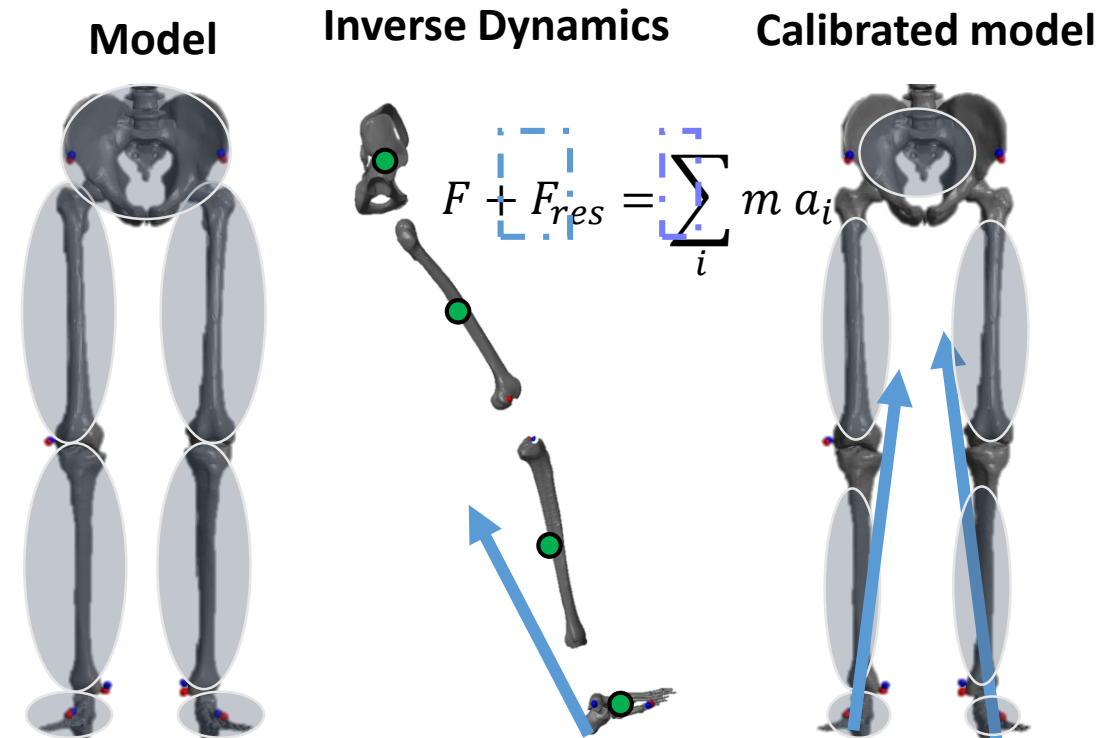
Optimisation

A. Muller 2017

Minimizing dynamics residuals

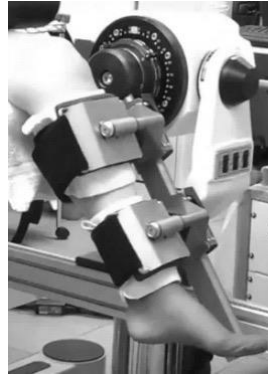
[Muller2017]

$$\min_p \sum_f^{N_f} \sum_i^6 F_{res,i}(t_f)$$



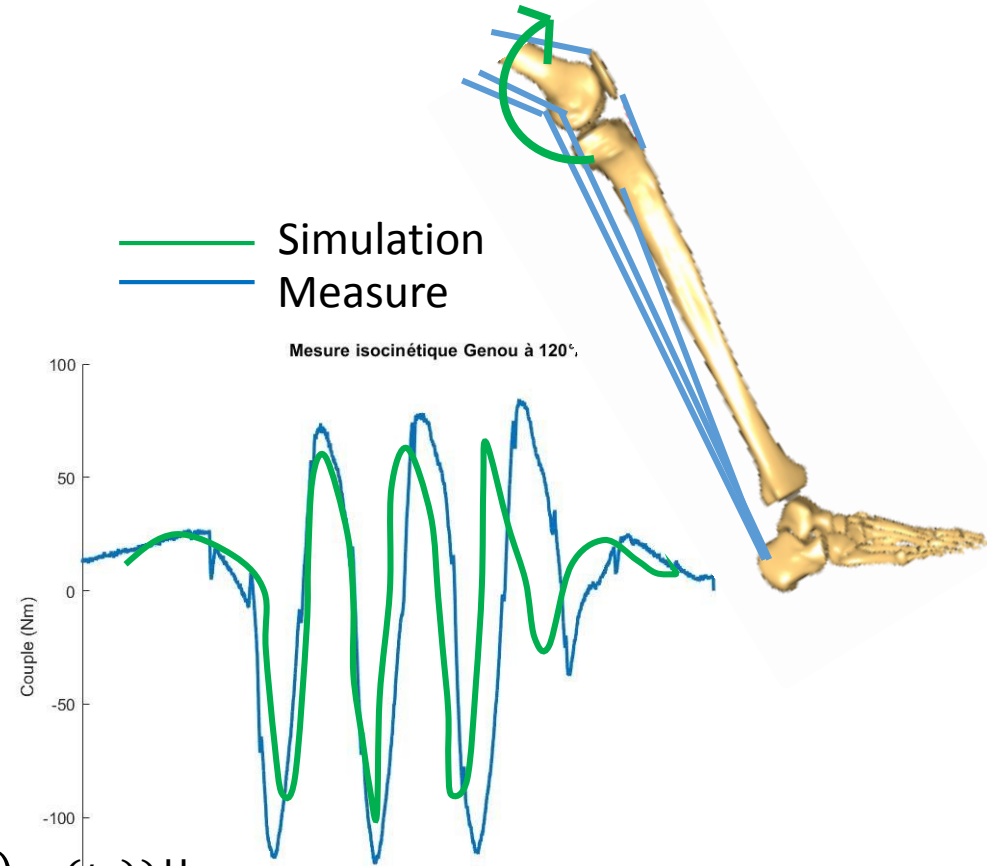
[Muller2017, Haering 2017]

Optimization



Finding muscular parameters that makes the resulting torque fitting the experimental data

$$\min_{P_{muscle}} \sum_f^{N_f} \sum_i^3 ||C_{exp,i}(t_f) - C_{sim,i}(q(t_f), a(t_f))||$$

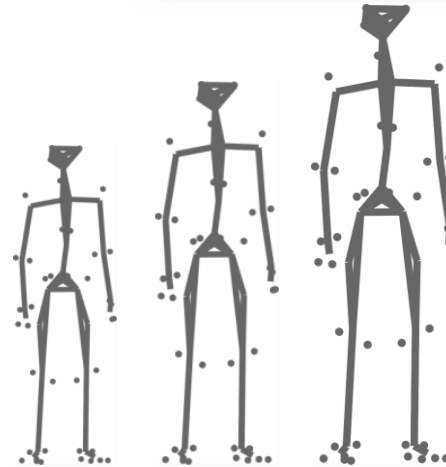
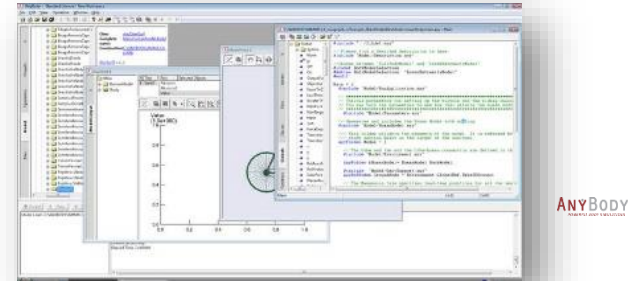


Mains issues

- Computational cost (optimization)
- Editing, assembling models
- Subject specific models
- Running multiple simulations



Heavy, expert software

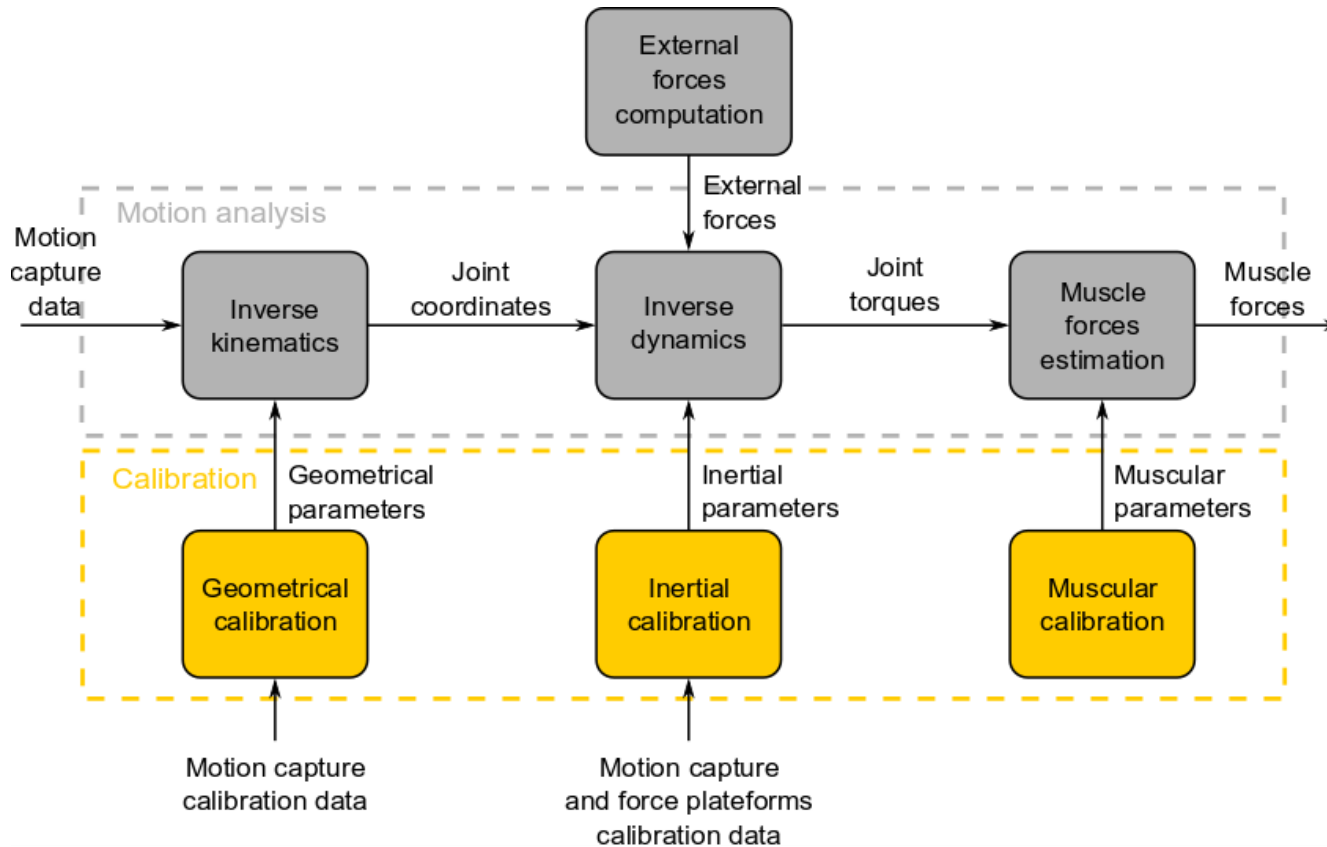


CusToM : a Matlab toolbox for musculoskeletal simulation

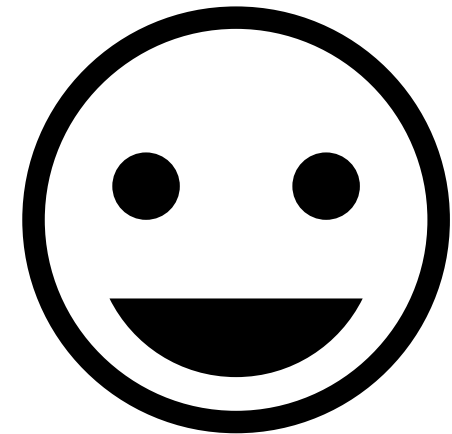
Introduction to CusToM

Charles Pontonnier, Pierre Puchaud

CusToM



<https://github.com/anmuller/CusToM>



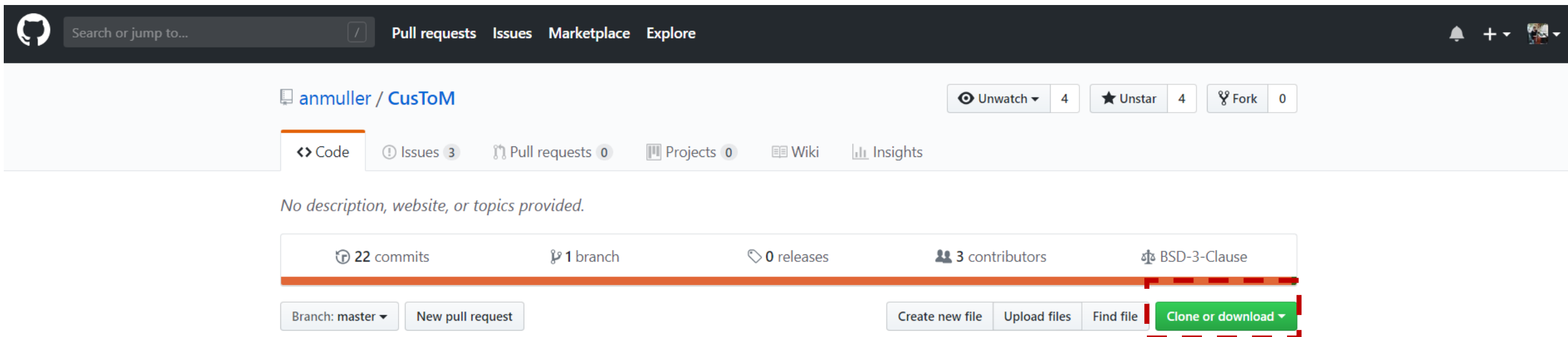
Run on Matlab[®]

Please cite:

Muller, A., Pontonnier, C., Puchaud, P., Dumont, G., (2018). **CusToM : a *Matlab toolbox for musculoskeletal simulation, in review.*** Journal of Open Source Software.

CusToM

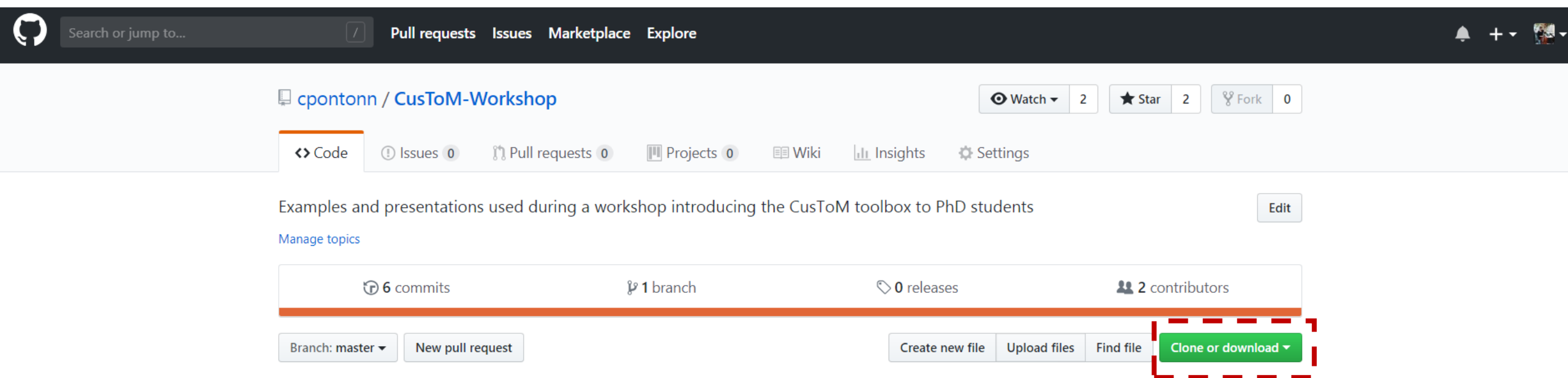
<https://github.com/anmuller/CusToM>



The screenshot displays the GitHub interface for the repository `anmuller / CusToM`. At the top, there is a search bar and navigation links for Pull requests, Issues, Marketplace, and Explore. Below the repository name, there are buttons for Unwatch (4), Unstar (4), and Fork (0). The main navigation bar includes tabs for Code, Issues (3), Pull requests (0), Projects (0), Wiki, and Insights. A message states "No description, website, or topics provided." Below this, a summary bar shows 22 commits, 1 branch, 0 releases, 3 contributors, and the BSD-3-Clause license. At the bottom, there are buttons for Branch: master, New pull request, Create new file, Upload files, Find file, and a green button for Clone or download, which is highlighted with a red dashed box.

And for the workshop...

<https://github.com/cpontonn/CusToM-Workshop>



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cpontonn / CusToM-Workshop

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Examples and presentations used during a workshop introducing the CusToM toolbox to PhD students

Manage topics

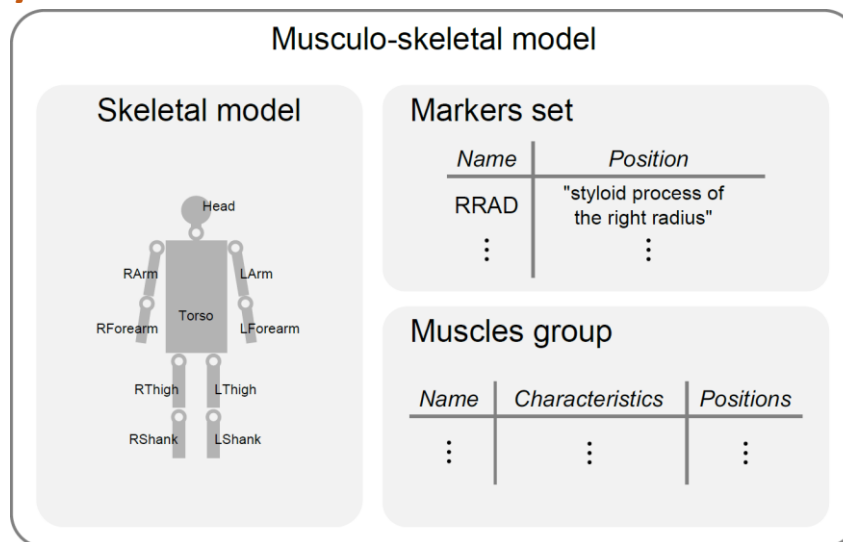
6 commits 1 branch 0 releases 2 contributors

Branch: master New pull request

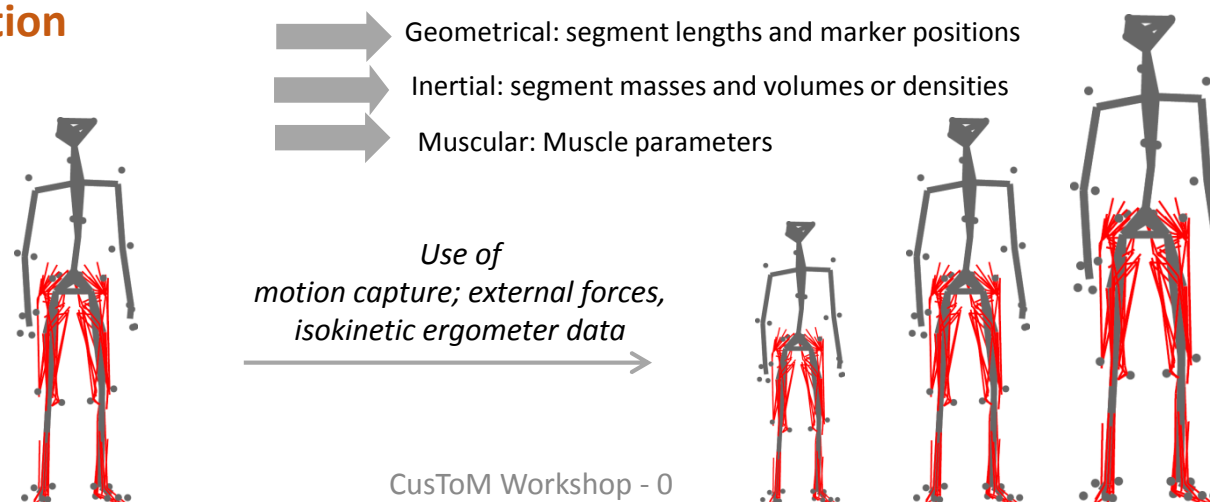
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Until you're done with CusToM

- Modularity



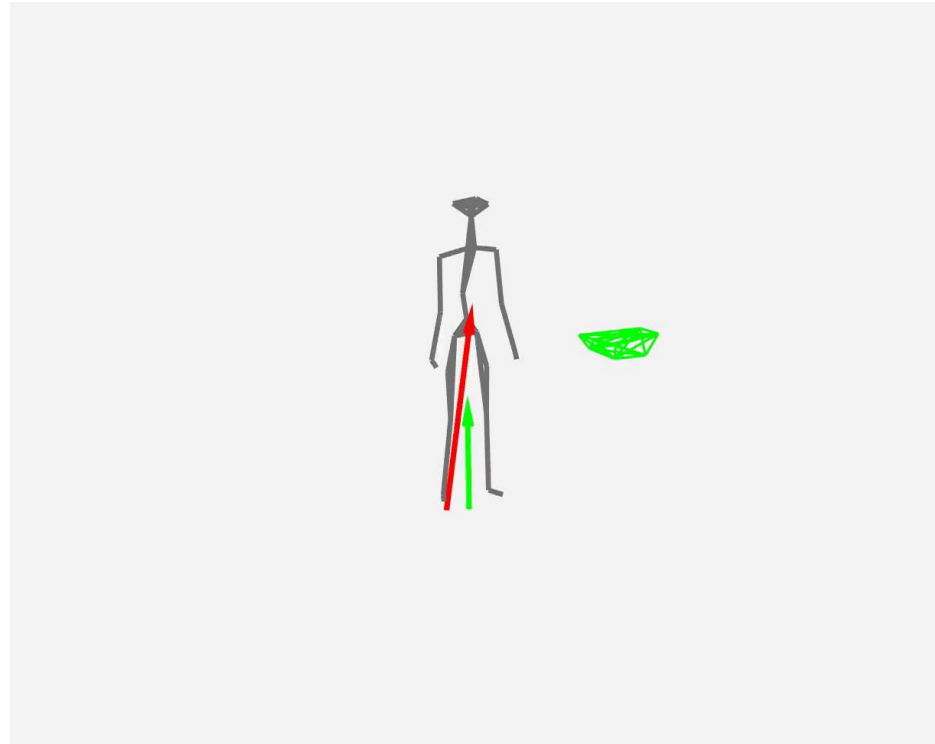
- Model calibration



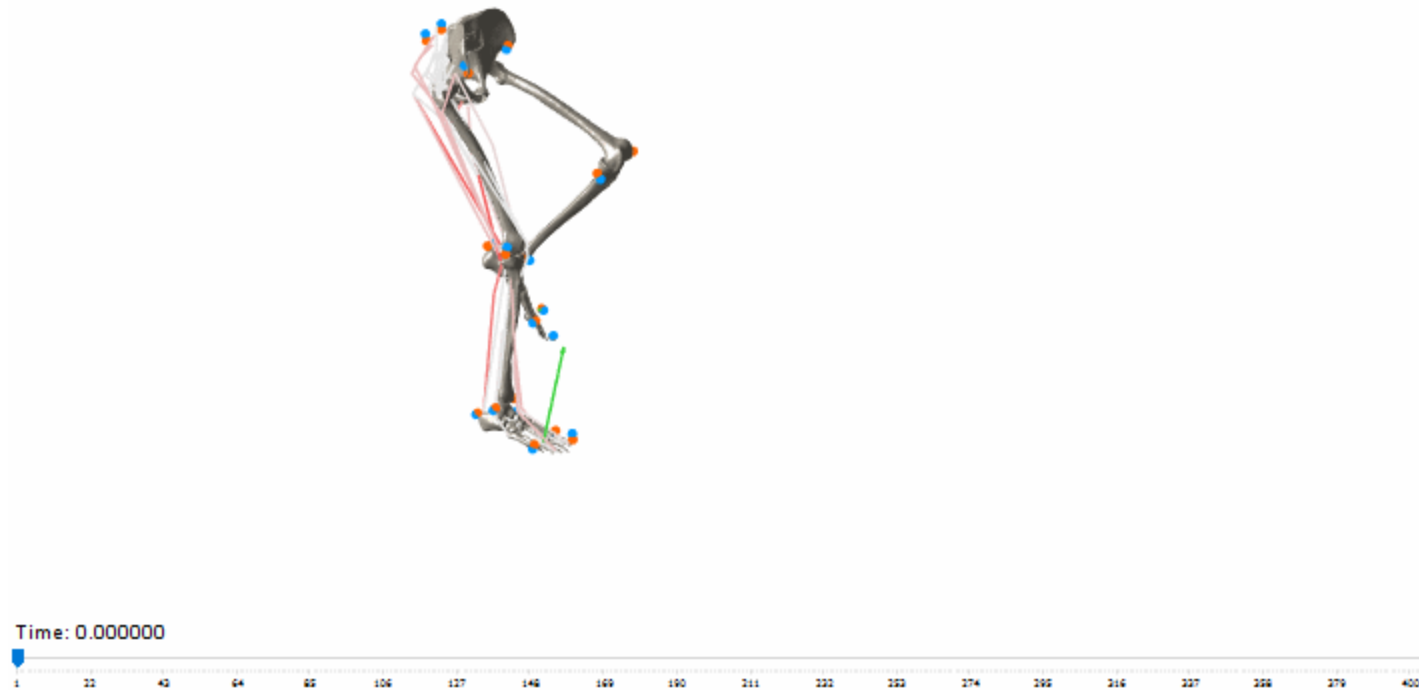
Force prediction

Contact forces prediction

$$\begin{aligned} \min_{(\alpha, \beta, \gamma)} \quad & \sum_{i=1}^{2N_f} (\alpha_i^2 + \beta_i^2 + \gamma_i^2) \\ \text{t.q.} \quad & M_s(q)\ddot{q} + C_s(q, \dot{q}) + G_s(q) + \lambda_s + E_s = 0; \\ & \forall i \in \llbracket 1, 2N_f \rrbracket, (\alpha_i, \beta_i, \gamma_i) \in [-1, 1]^3 \end{aligned}$$



Vizualisation (thanks to GIBBON)



Now, let's learn how it works

Lesson #1: Kinematics and geometrical calibration

Lesson #2: Muscle forces estimation

Lesson #3: Force prediction and post-processing

Lesson #4: XSENS handling and model edition

References (work in and with CusToM)

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