CusToM Workshop

Muscle forces tutorial

Charles Pontonnier, Pierre Puchaud

Pre-work

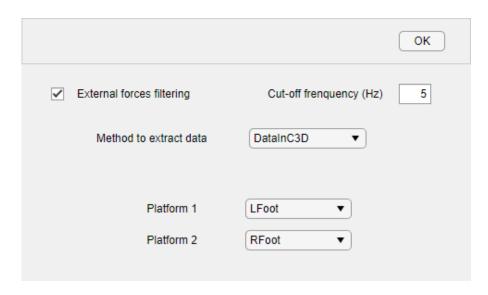
>> Analysis

Generate AnalysisParameters

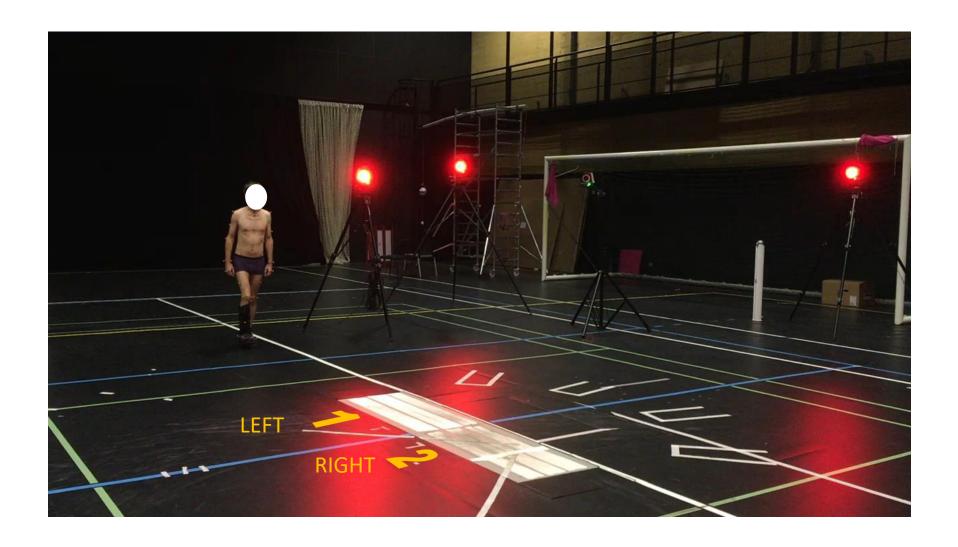
- Open Inverse Dynamics options: enable
- Select « From Experiments » for External forces
- Open Options, select « DataInC3D »
- Select « Lfoot » for Platform 1 and « Rfoot » for Platform 2

This is a priori knowledge that you should know from your own experiments !!!!!

This is the source where external forces applied to the model will be read

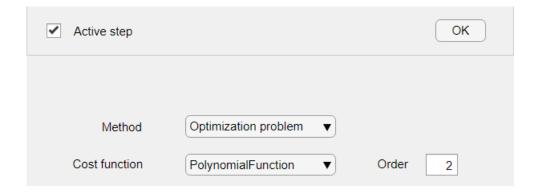


Here it is



Generate Analysis Parameters

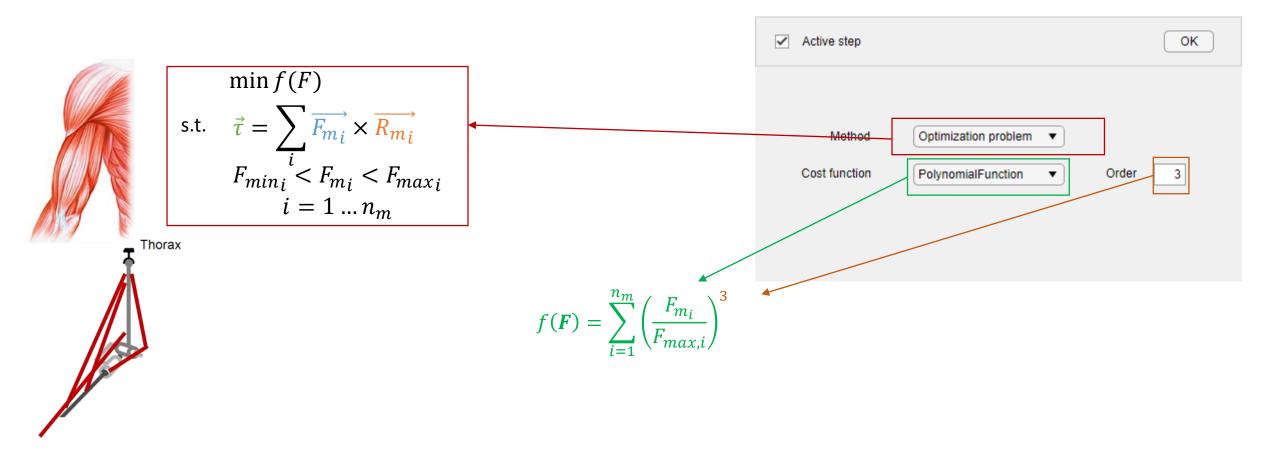
- Open « Muscle forces estimation » Options
- Select Optimization problem, and Polynomial function (order 2)





What does this mean?

The resulting problem to solve for MS forces estimation will be:



Alternatives

Change order to
$$p$$
 $f(\mathbf{F}) = \sum_{i=1}^{n_m} \left(\frac{F_{m_i}}{F_{max,i}}\right)^p$ $f(\mathbf{F}) = \max_{m \in [\![1:n_m]\!]} \left(\frac{F_m}{F_{max,m}}\right)$ Muscle synergy $p \to \infty$ Maximal Synergy

See Rasmussen, J., Damsgaard, M., & Voigt, M. (2001). Muscle recruitment by the min/max criterion—a comparative numerical study. *Journal of biomechanics*, *34*(3), 409-415.

RUN

... Anthropometric Model Generation done Geometrical Calibration ...

... Geometrical Calibration done

Preliminary Computations ...

... Preliminary Computations done

Moment Arms Computation ...

Starting parallel pool (parpool) using the 'local' profile ...

connected to 2 workers.

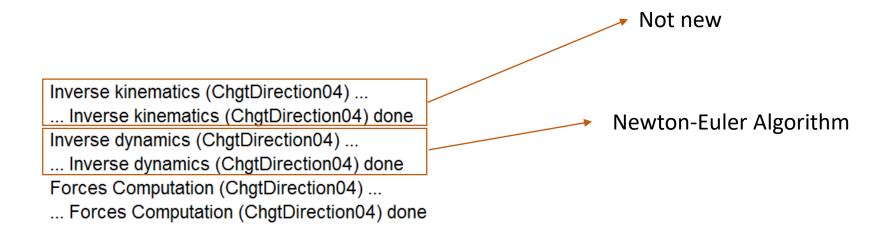
... Moment Arms Computation done

Not new

... Anthropometric Model Generation done Geometrical Calibration ... Not new ... Geometrical Calibration done Preliminary Computations Preliminary Computations done Moment Arms Computation ... Starting parallel pool (parpool) using the 'local' profile ... New connected to 2 workers. ... Moment Arms Computation done Analytical solution computed and gathered as a matlab function

Inverse kinematics (ChgtDirection04) ...
... Inverse kinematics (ChgtDirection04) done
Inverse dynamics (ChgtDirection04) ...
... Inverse dynamics (ChgtDirection04) done
Forces Computation (ChgtDirection04) ...
... Forces Computation (ChgtDirection04) done

Not new



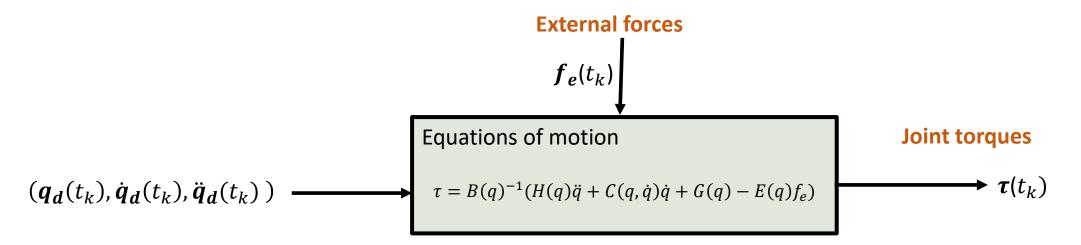
Newton Euler-Algorithm

For more details, see 5_INVERSE-DYNAMICS.pdf

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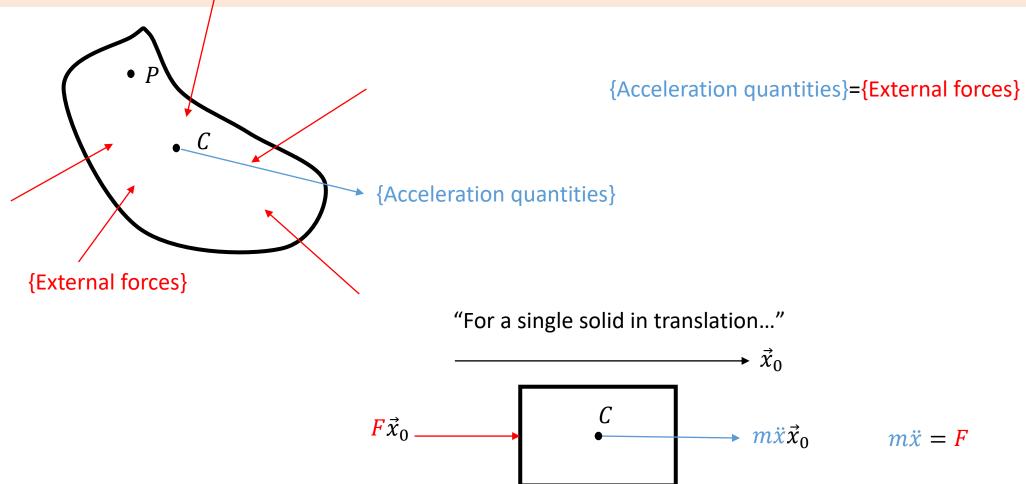
Main issue



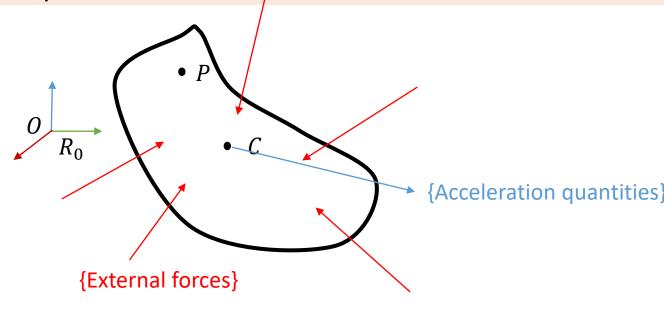


Angles, angular velocities and accelerations

Equilibrium of a solid S



Equilibrium of a solid S

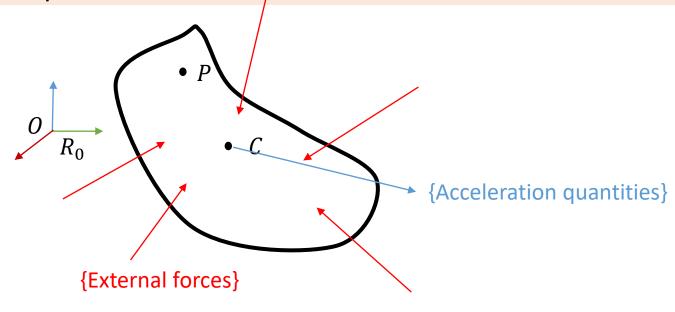


At the center of mass

$$\begin{cases} f = m\ddot{c} \\ \tau^{(c)} = I\dot{\omega} + \omega \times I\omega \end{cases}$$
 (1)

```
m solid mass c center of mass of the solid in R_0 (world) frame a angular velocity of the solid in R_0 inertia matrix of the solid in R_0 torque associated to external forces, expressed in R_0 at the center of mass
```

Equilibrium of ϕ solid S in human motion analysis



At the center of mass

$$\begin{cases} f = m\ddot{c} \\ \tau^{(c)} = I\dot{\omega} + \omega \times I\omega \end{cases}$$
 (1)

```
f external forces \rightarrow known (measured)

m solid mass \rightarrow known (measured/estimated)

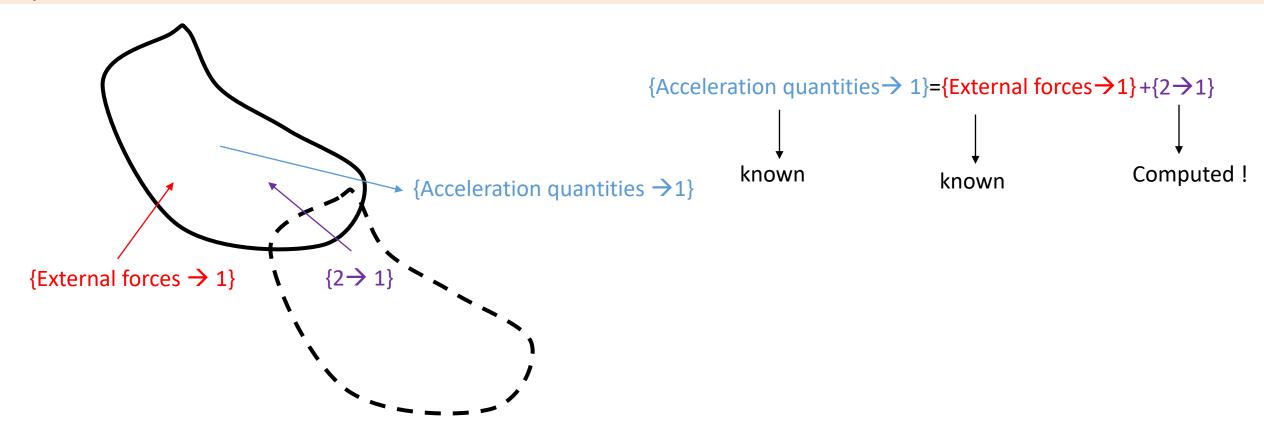
c center of mass of the solid in R_0 (world) frame \rightarrow known (computed from q)

angular velocity of the solid in R_0 \rightarrow known (computed from q)

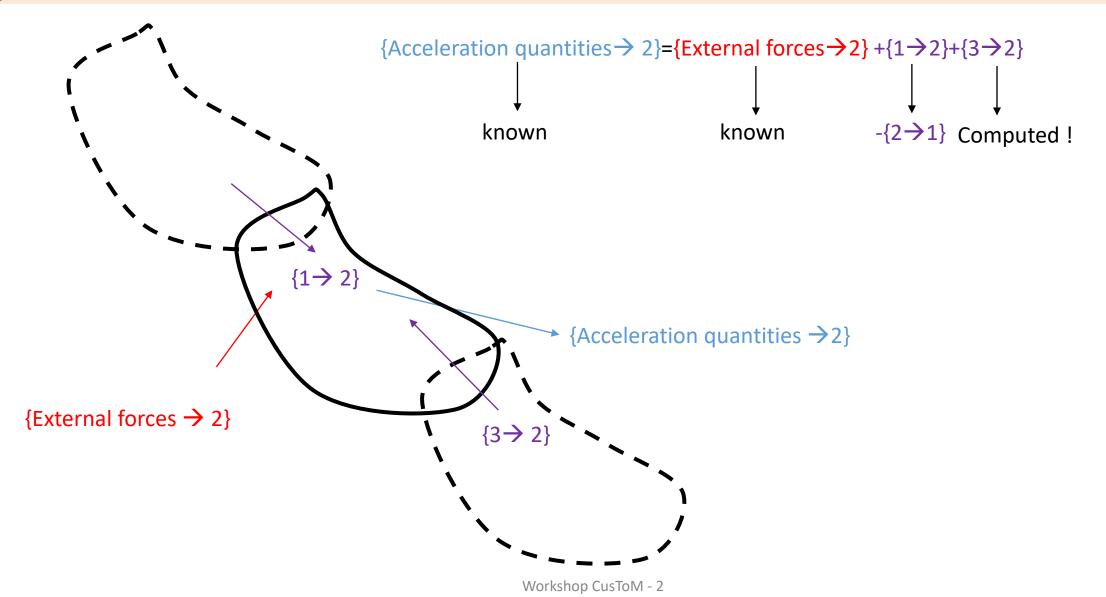
inertia matrix of the solid in R_0 \rightarrow known (measured/estimated)

\tau^{(c)} torque associated to external forces, expressed in R_0 at the center of mass \rightarrow known (measured)
```

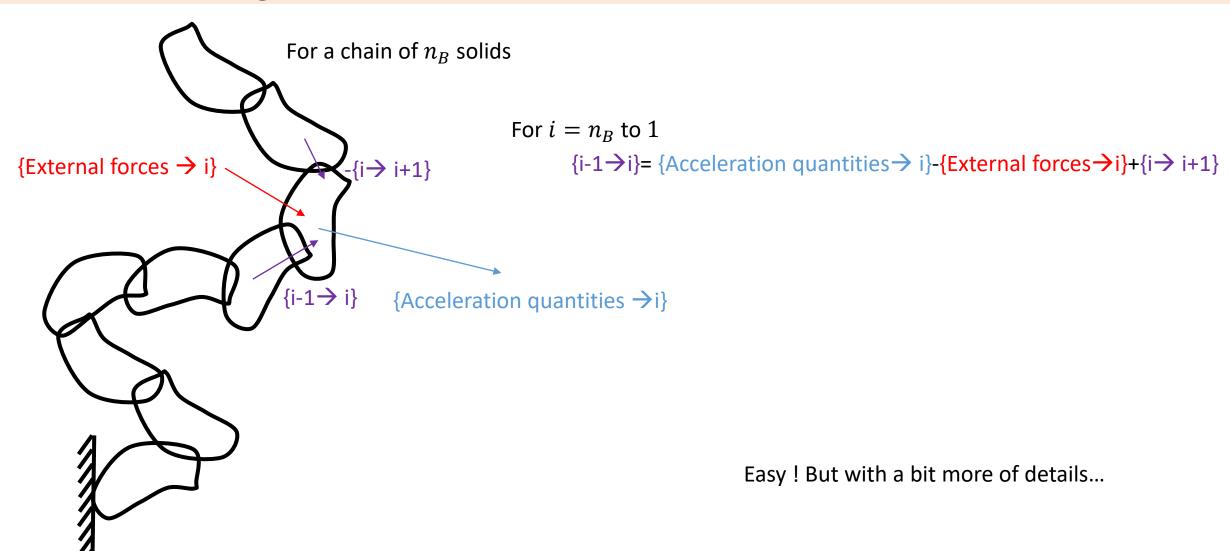
Equilibrium of a chain of solids S

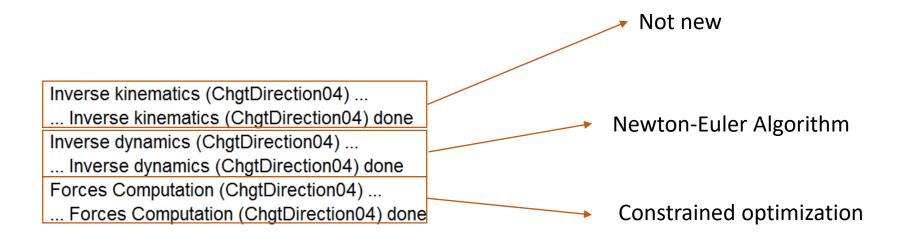


Equilibrium of a chain of solids S



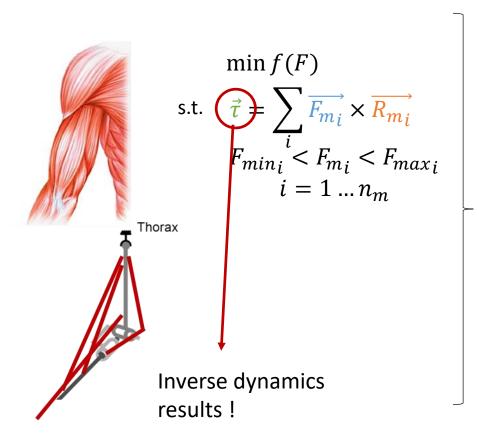
Newton Euler algorithm





Constrained optimization

At each frame, solve



Sequential Quadratic Programming Method

Replaces the cost function by a quadratic approximation and the constraints by linear approximations (and then active-set successive solutions until next step)

Now with the altered gait

First, we need to modify the model

What about the boot?



1kg cylinder (R,L) centered on the {shank+foot} segment of the subject

$$R = 0.06$$
m

$$L = 0.44$$
m

$$\overline{\overline{I}}(G_{shankfoot}, \{\text{shank+foot+boot}\}) = \overline{\overline{I}}(G_{shankfoot}, \{\text{shank+foot}\}) +$$

$$m\frac{R^{2}}{4} + \frac{L^{2}}{12}$$

$$m\frac{R^{2}}{2}$$

$$m(\frac{R^{2}}{4} + \frac{L^{2}}{12})$$

$$m_{shankfoot+boot} = m_{shankfoot} + 1$$

Model modification



$$\bar{\bar{I}}(G_{shankfoot}, \{\text{shank+foot+boot}\}) = \bar{\bar{I}}(G_{shankfoot}, \{\text{shank+foot}\}) + \begin{bmatrix} m(\frac{R^2}{4} + \frac{L^2}{12}) \\ m\frac{R^2}{2} \\ m(\frac{R^2}{4} + \frac{L^2}{12}) \end{bmatrix}$$

$$m_{shankfoot+boot} = m_{shankfoot} + 1$$

Open the biomechanical model

Fields to modidy

BiomechanicalModel.OsteoArticularModel(20).I

BiomechanicalModel.OsteoArticularModel(20).m *

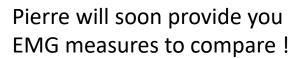
SAVE!

BiomechanicalModel.OsteoArticula

Fields	c h	name
7	'Thorax'	
8	'RClavicle_J1'	
9	'RClavicle_J2'	
10	'RClavicle'	
11	'LClavicle	J1'
12	'LClavicle	J2'
13	'LClavicle'	
14	'ThoraxSk	ull_J1'
15	'ThoraxSk	ull_J2'
16	'Skull'	
17	'RHip_J1'	
18	'RHip_J2'	
19	'RThigh'	
20	'RShankFo	oot'

RUN

Results



Activation of Left and Right GluteusMaximus2

100

Frames

Activation of Left and Right Gastrocnemius

100 120 140 160

Frames

90

50

40 30

100

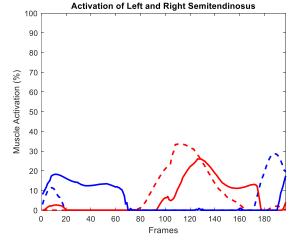
90

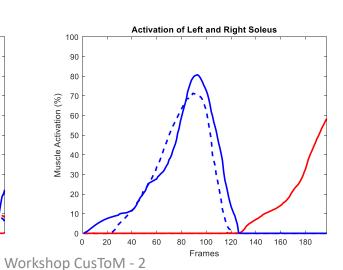
50 40

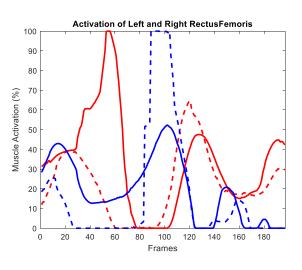
20

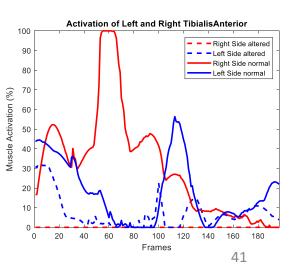
20 40 60

 ${\tt \#SupervisionBullyJoke}$



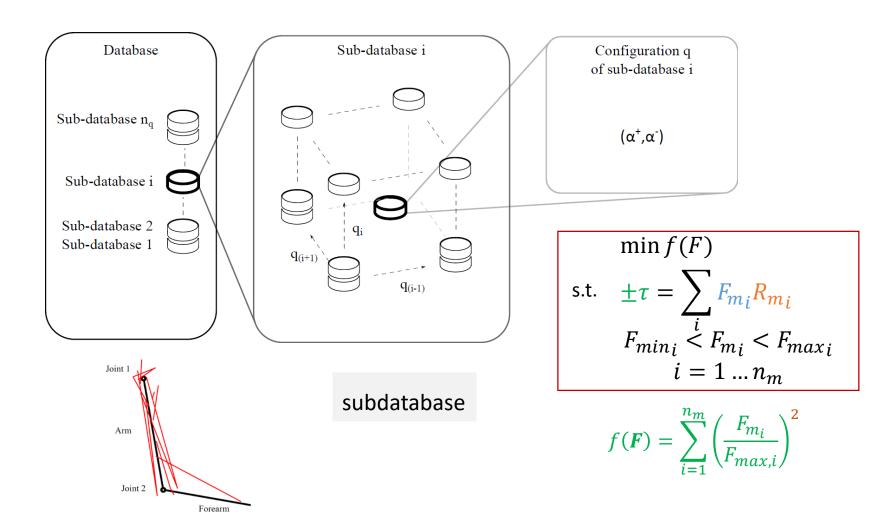






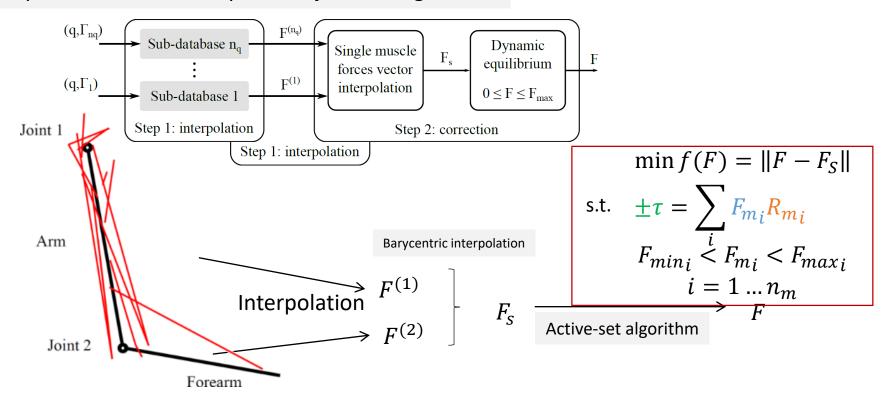
An alternative method: the MuslC method

Database generation



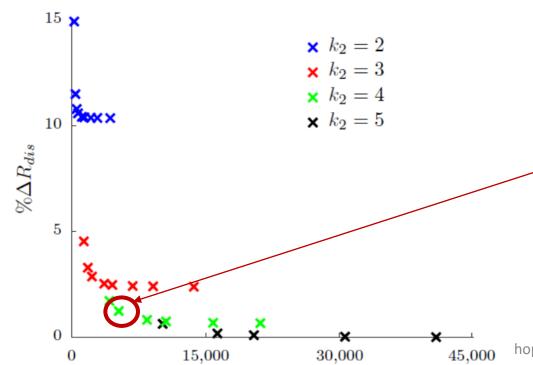
MusIC method

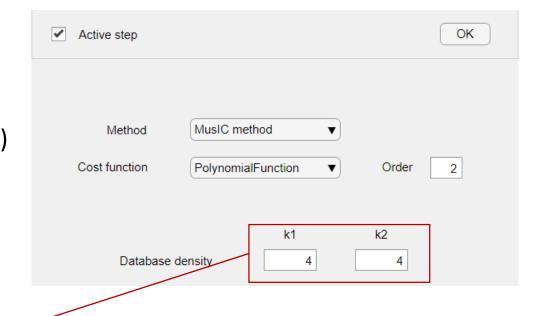
Compute forces from torques and joint configuration



Generate AnalysisParameters

- First load parameters: kinematics and dynamics are ok!
- Open « Muscle forces estimation » Options
- Select MusiC method, and Polynomial function (order 2)
- In database density, select k1,k2 as 4,4





Guaranteeing small error, small computation time

Muller, A., Pontonnier, C., & Dumont, G. (2018). MusIC method enhancement by a sensitivity study of its performance: application to a lower limbs musculoskeletal model. *Computer Methods in Biomechanics and Biomedical Engineering*.

hop CusToM - 2

Anthropometric Model Generation ...

... Anthropometric Model Generation done Geometrical Calibration ...

... Geometrical Calibration done

Preliminary Computations ...

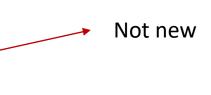
... Preliminary Computations done

Moment Arms Computation ...

... Moment Arms Computation done

MusIC Database Generation ...

... MusIC Database Generation done



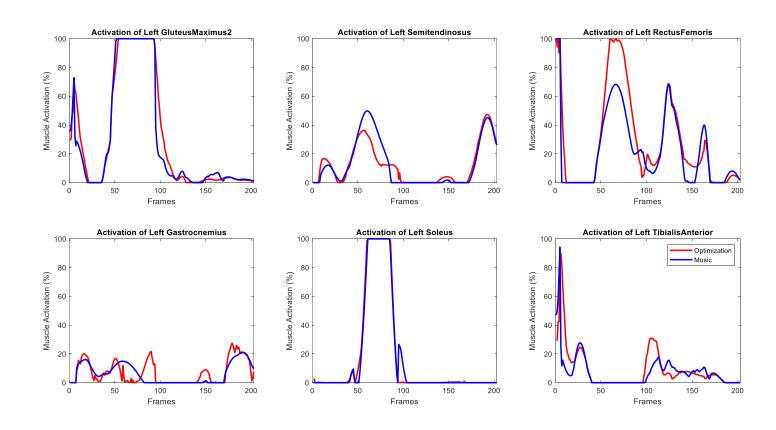
Anthropometric Model Generation ...
... Anthropometric Model Generation done
Geometrical Calibration ...
... Geometrical Calibration done
Preliminary Computations ...
... Preliminary Computations done
Moment Arms Computation ...
... Moment Arms Computation done
MuslC Database Generation ...
... MuslC Database Generation done

Results

>> PostProcessingMuscles2

Maybe (4,4) is not that fine...

Pierre will soon provide you EMG measures to compare! #SupervisionBullyJoke



Conclusion

- Be careful with the choice of the cost function to use in your analysis
- Be careful with the Music method
- A wise choice between offline and online computation (if you have more than 25s of mocap to deal with, it is worth it)
- Choose wisely your model, thus you generate it once whatever the processing you want to run