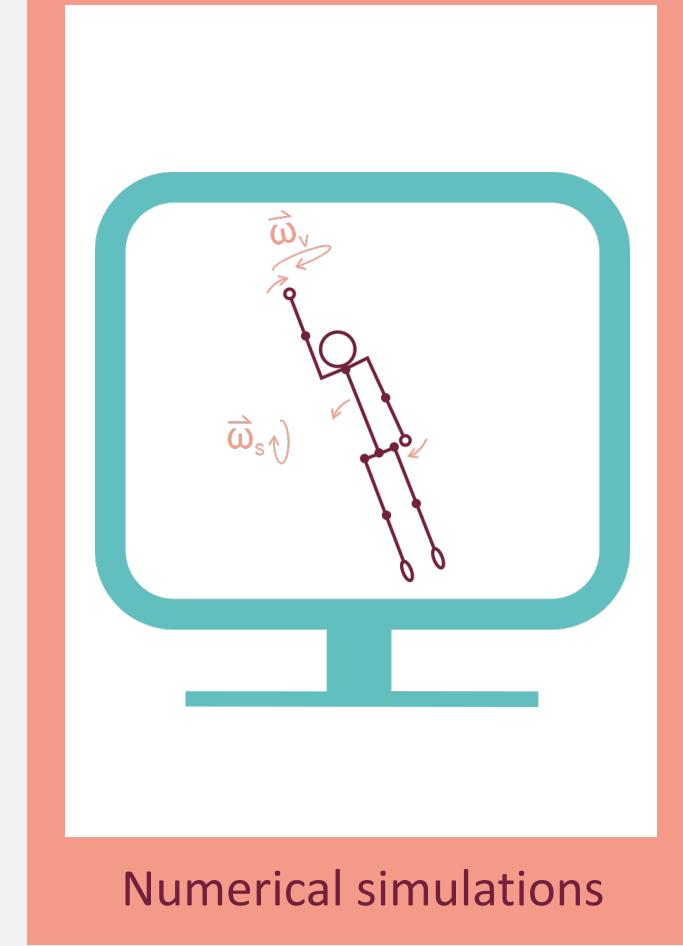
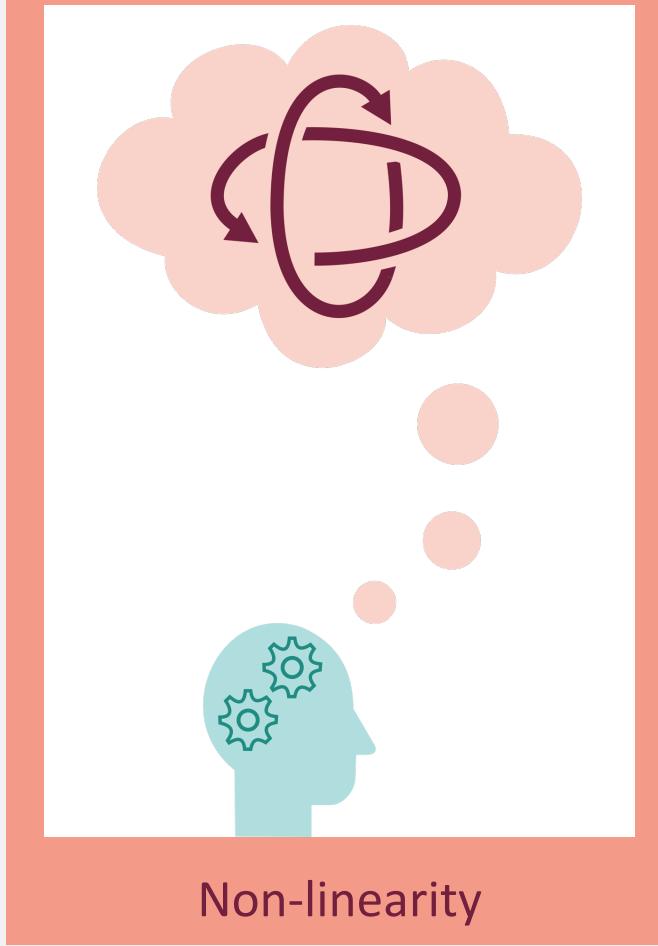


# Exploring biomechanical trampoline strategies through optimal control

Eve Charbonneau\*, François Bailly, Mickaël Begon

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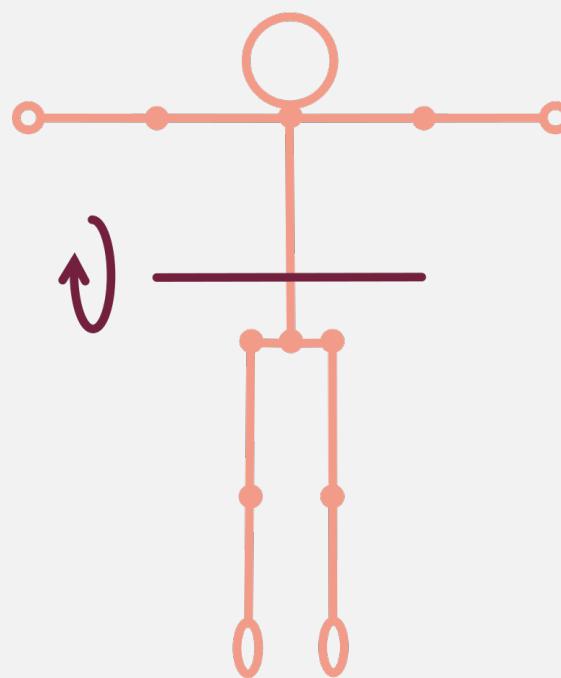


## Objective

Finding innovative twisting somersault techniques through optimal control to extract efficient biomechanical strategies that can be transferred to the field, to help athletes improve their performance.

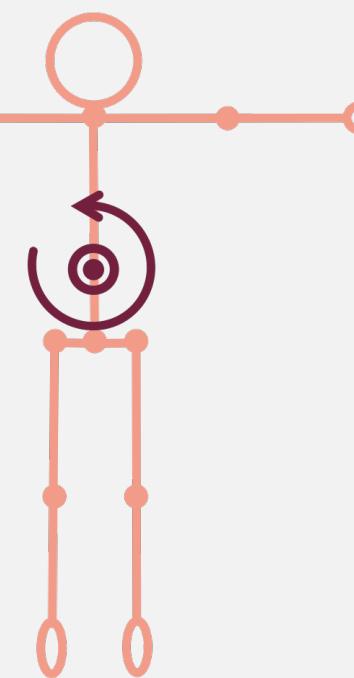
# Rotation axes

Somersault



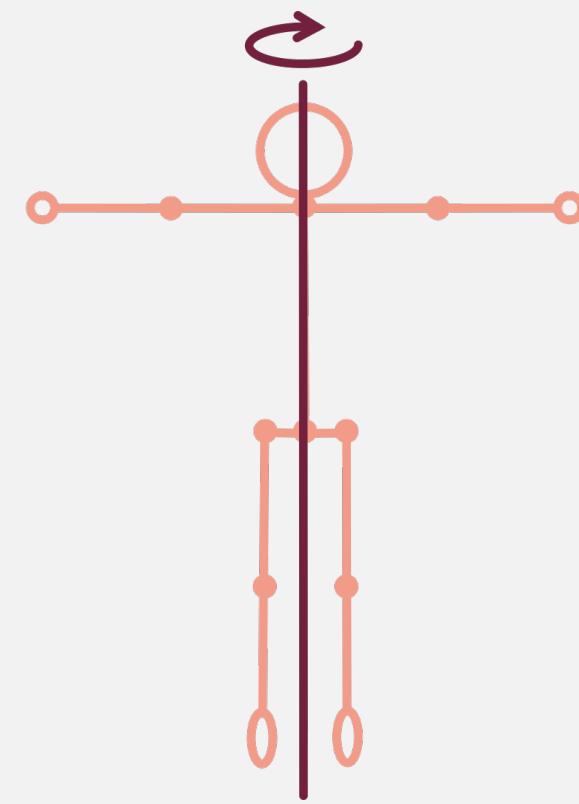
Mediolateral

Tilt



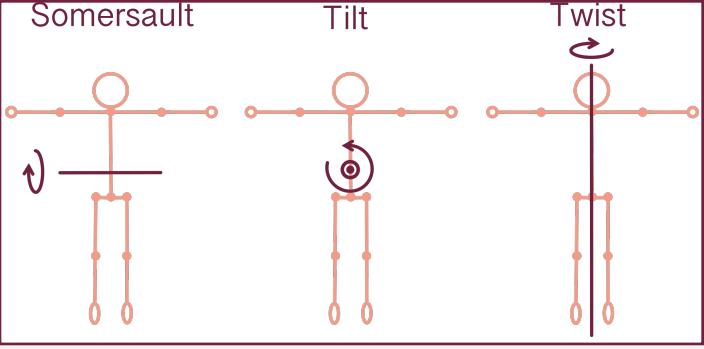
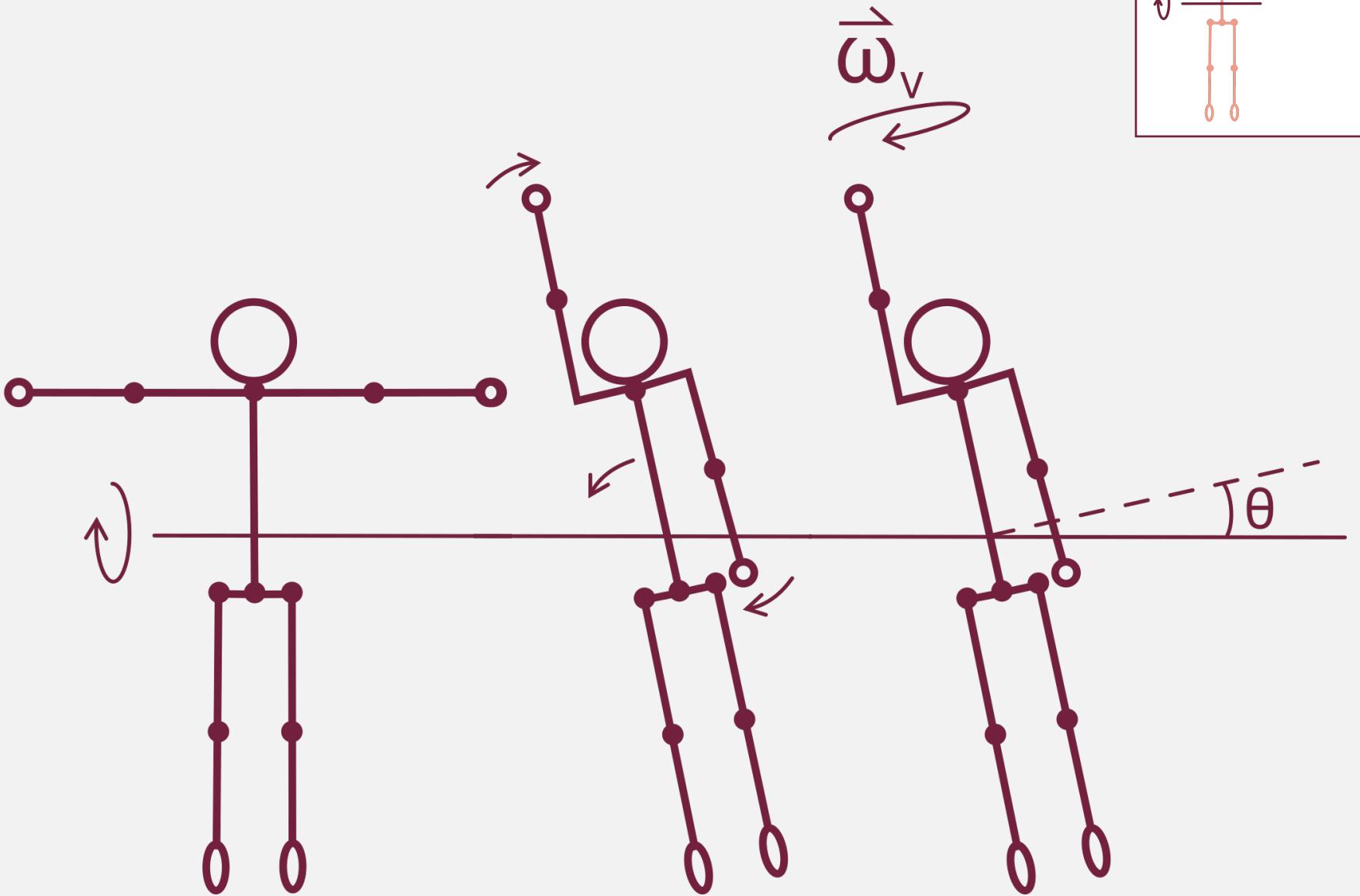
Anteroposterior

Twist

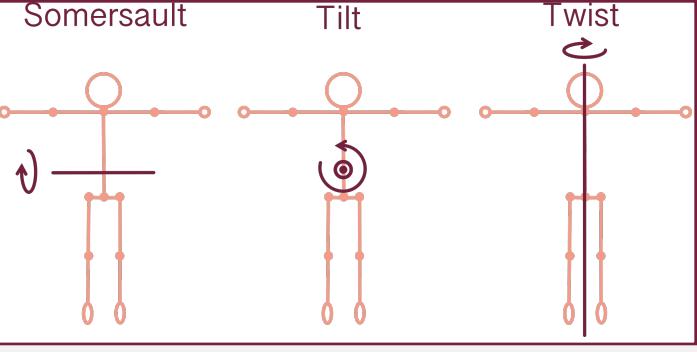
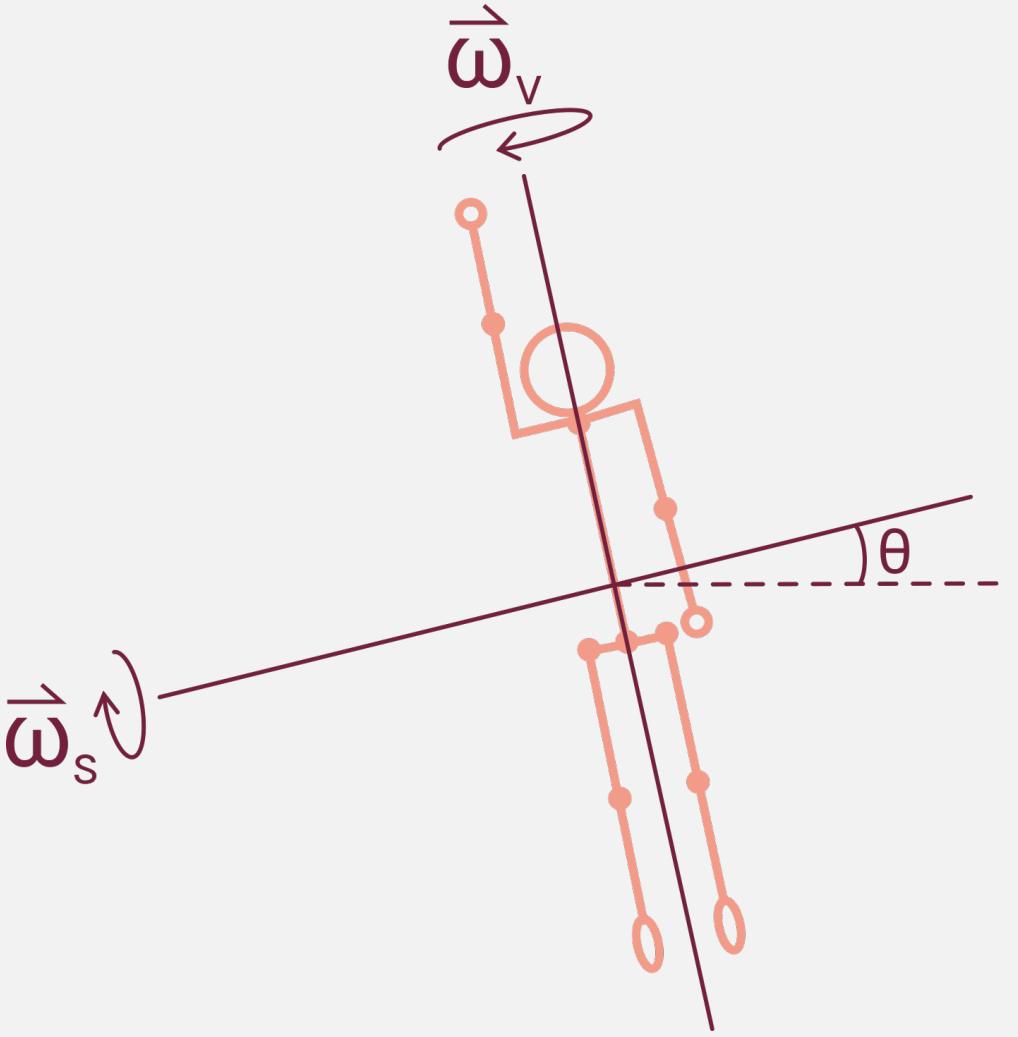


Longitudinal

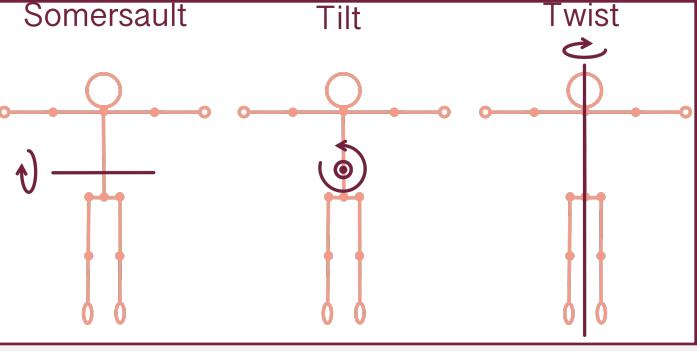
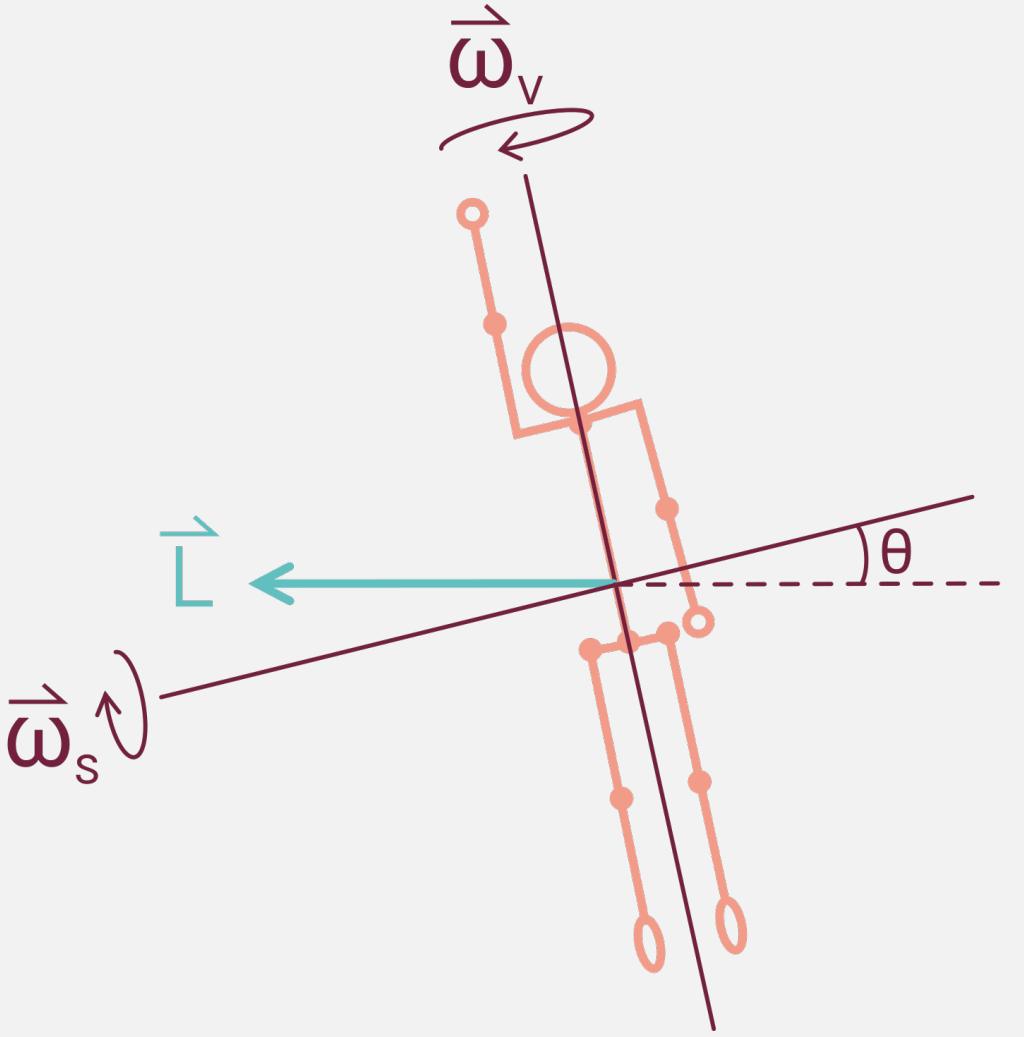
# Aerial twists



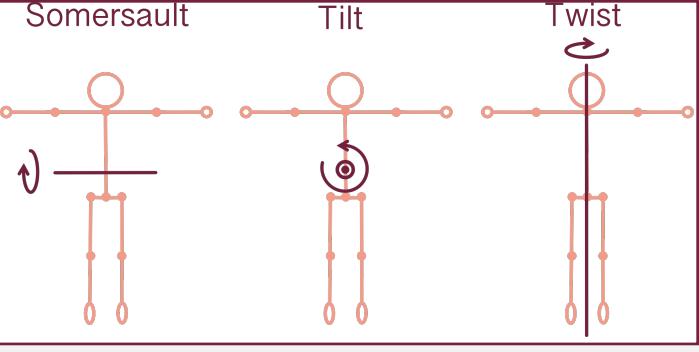
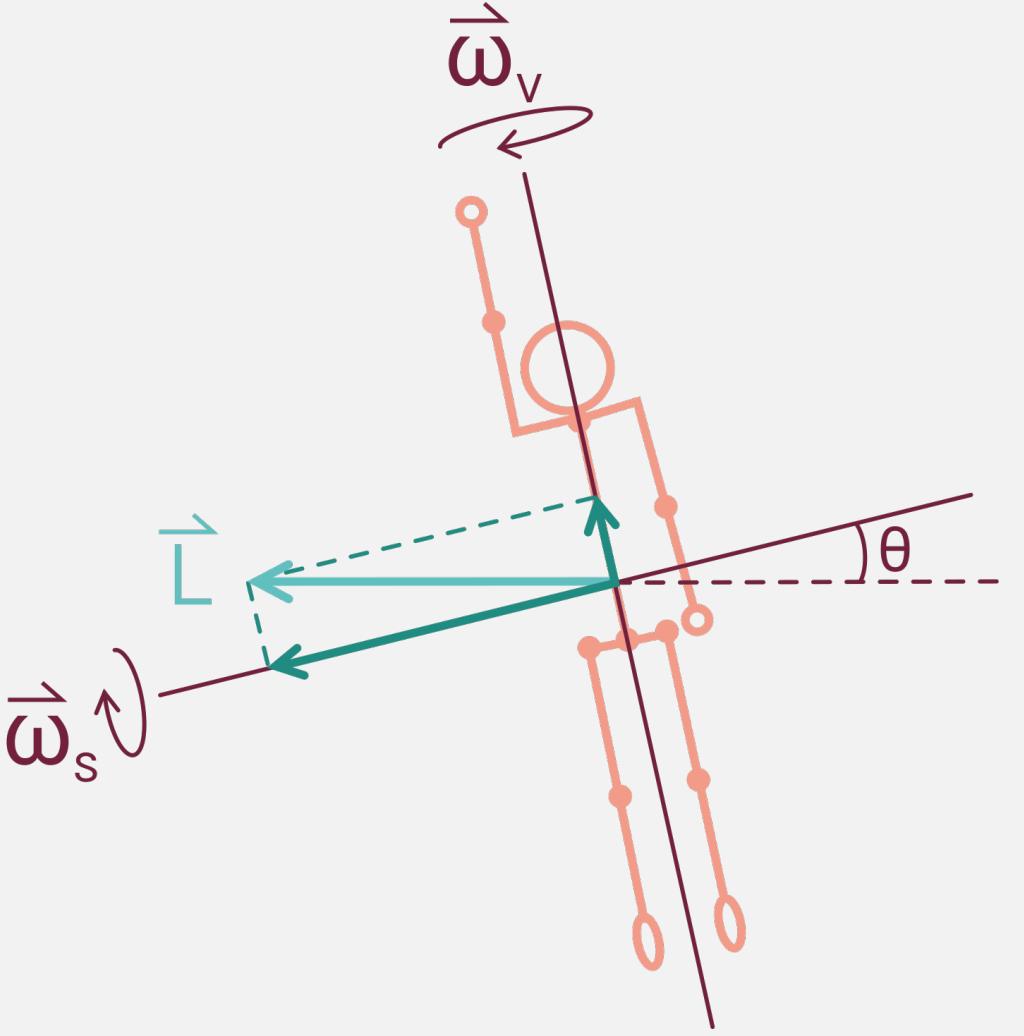
# Aerial twists



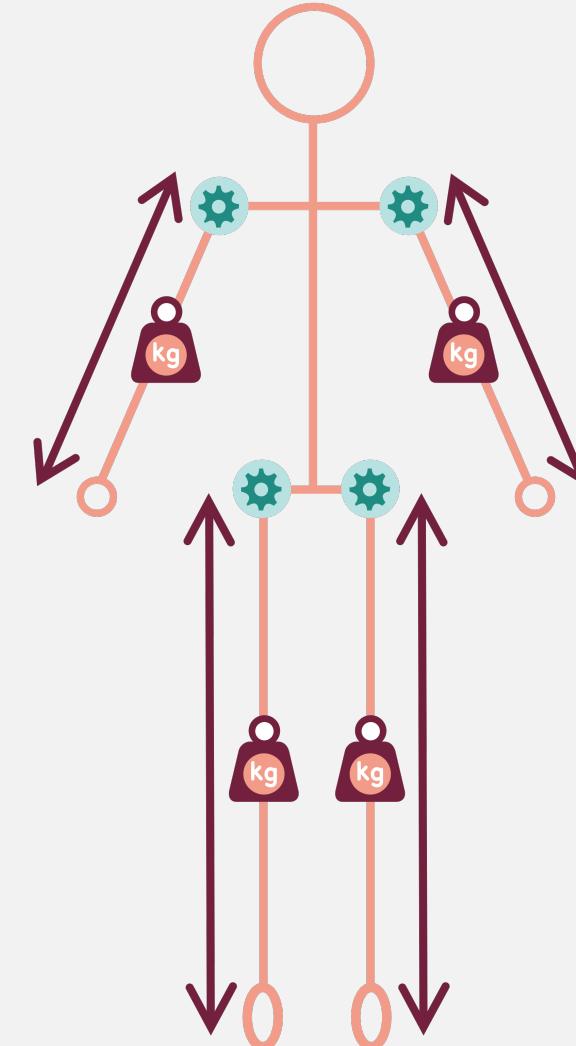
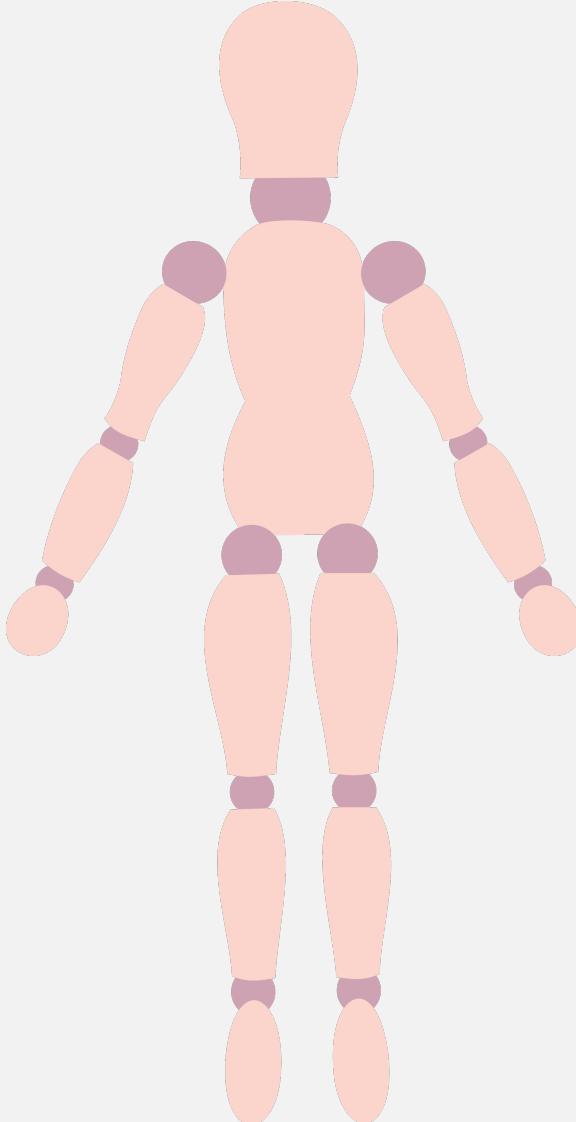
# Aerial twists



# Aerial twists

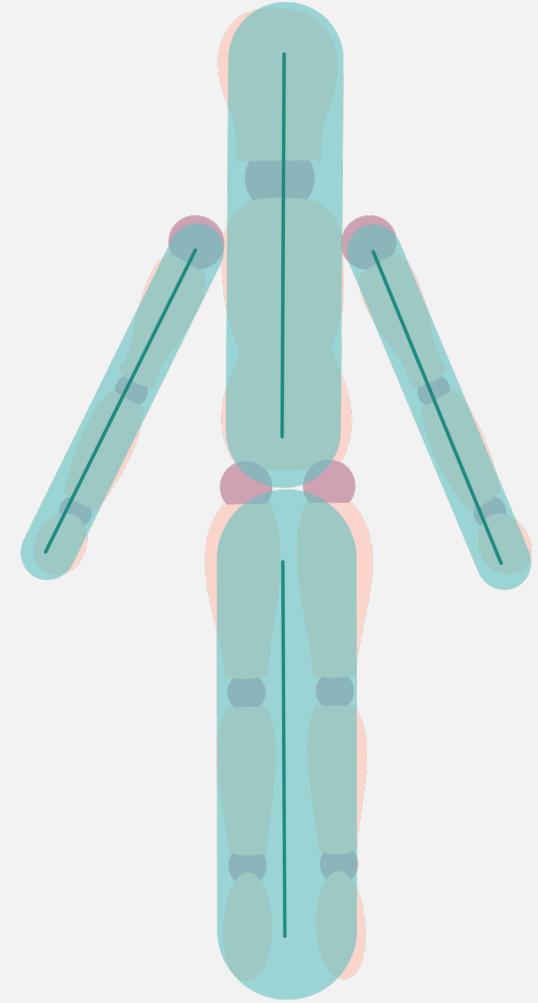
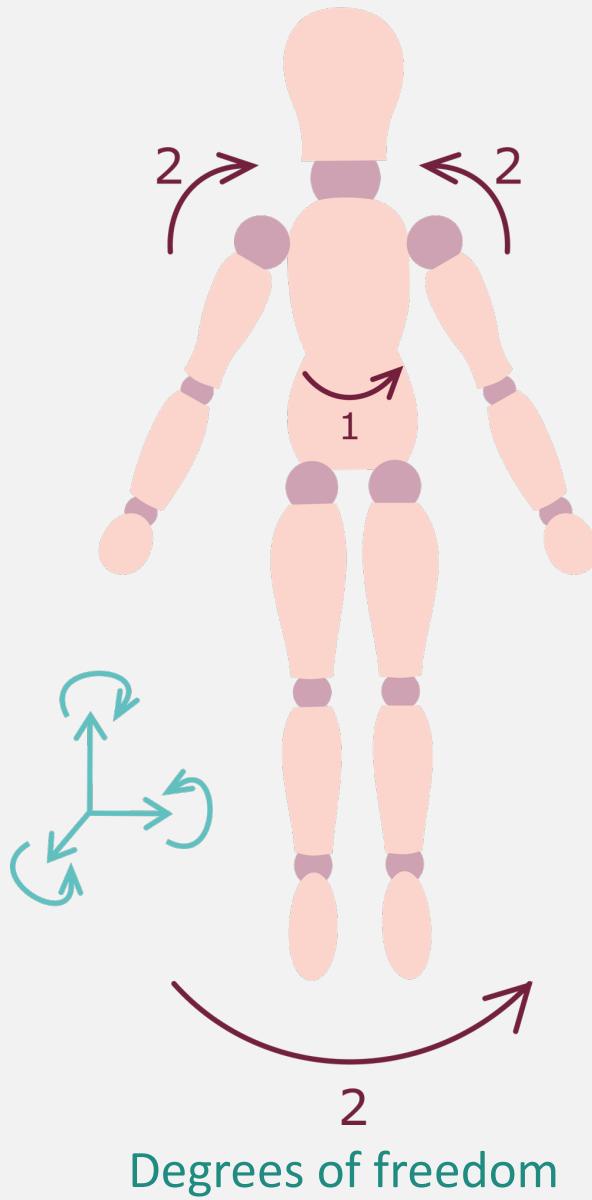


# Modeling



Skeletal model  
Torque actuated

# Our model



Non-collision constraint

# Predictive simulation method

## Optimal control variables

- Duration (parameter)
- Joint position (states)
- Joint velocities (states)
- **Joint torques (controls)**

## Objectives

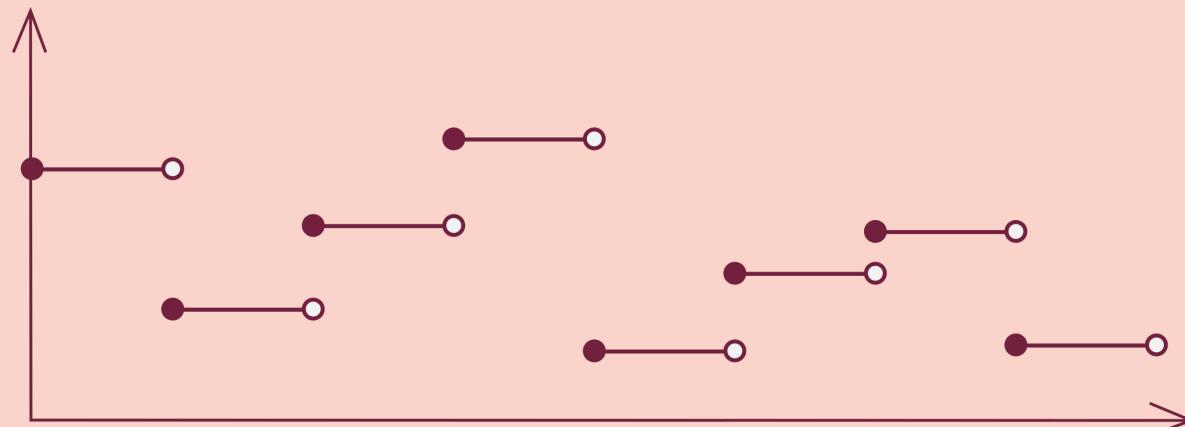
- Maximize twist rotation
- Minimize joint torques
- Minimize hand path

## Constraints

- Non-collision
- Positions bounds enforcing the acrobatic
- Positions bounds enforcing physiological movements

$$\tau = M(q)\ddot{q} + C(q, \dot{q})\dot{q} + g(q)$$

# Predictive simulation method



Piecewise constant controls

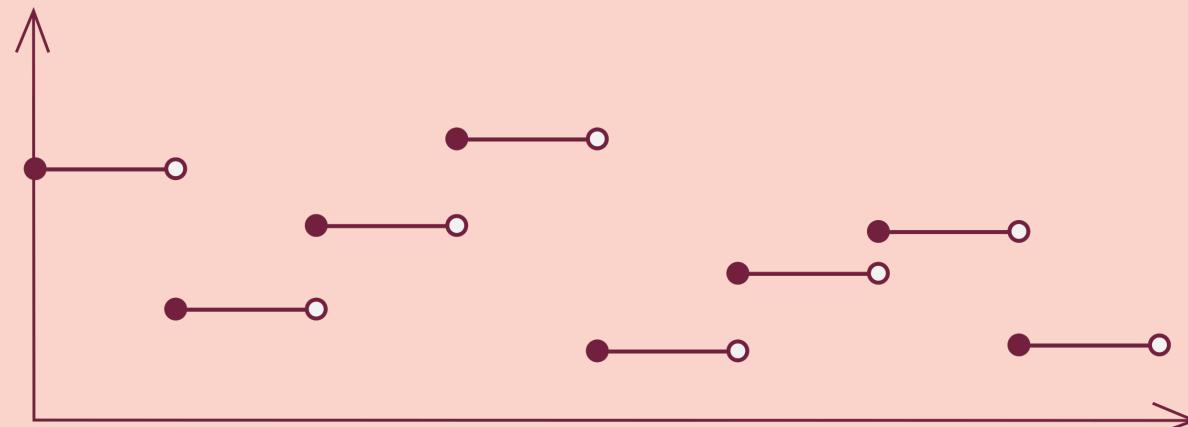


Direct multiple shooting

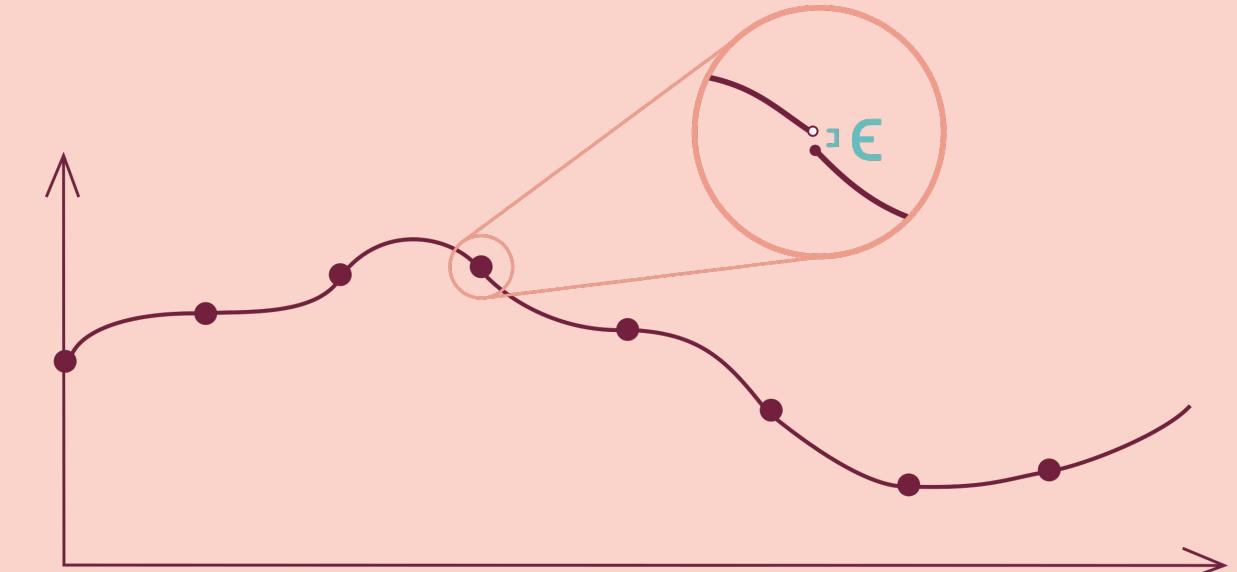


**Bioptim**  
Biomechanical optimal control

# Predictive simulation method



Piecewise constant controls



Direct multiple shooting



**Bioptim**  
Biomechanical optimal control

# Optimal techniques

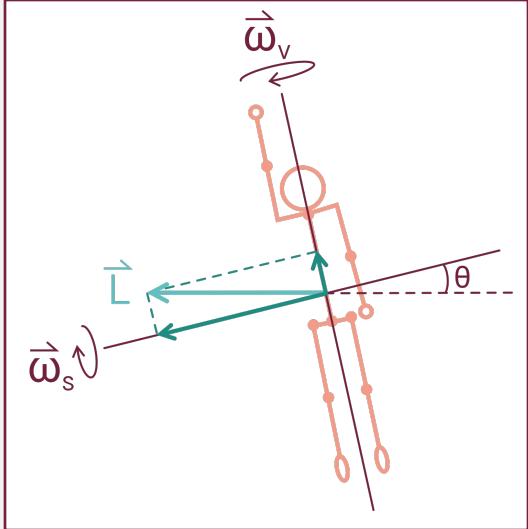


# Optimal techniques showed us that ...

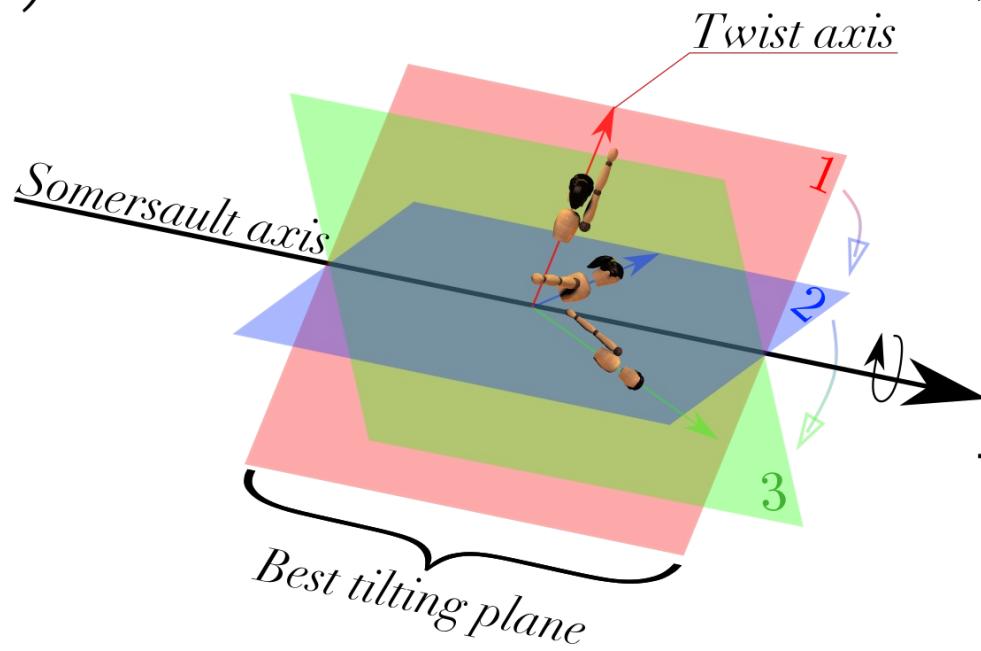
- 1 Moving segments in the best tilting plane allows to twist faster
- 2 Moving segments in phase with the nutation period allows to twist faster
- 3 Adjustments might be needed to transfer from twisting to wobbling mode

1

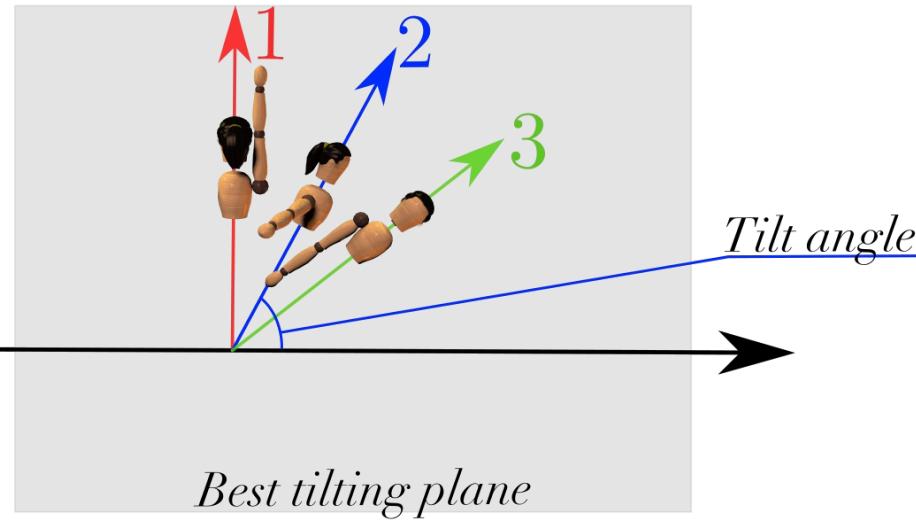
Moving segments in the best tilting plane allows to twist faster



a)

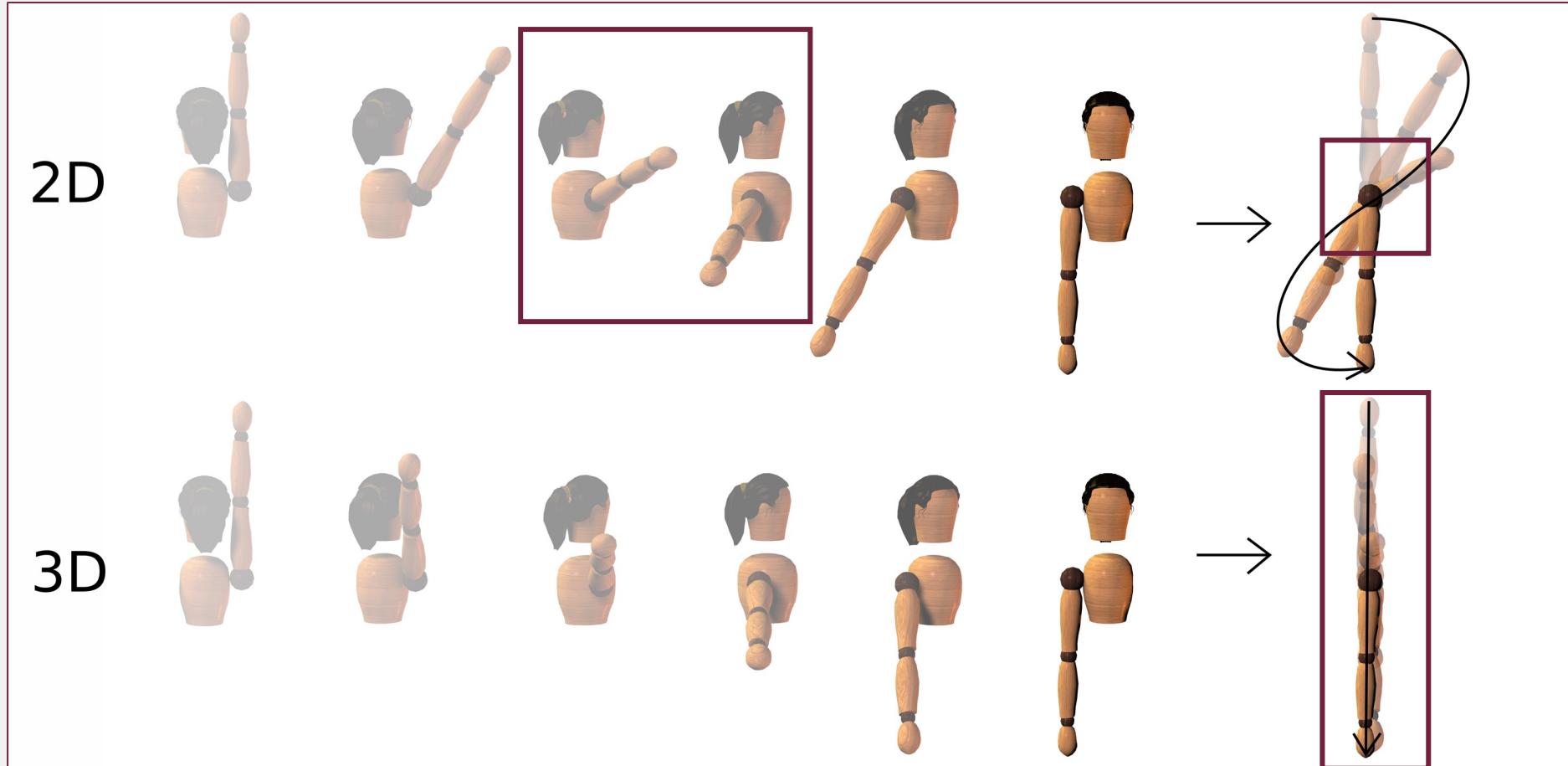


b)



1

Moving segments in the best tilting plane allows to twist faster



1

Moving segments in the best tilting plane allows to twist faster



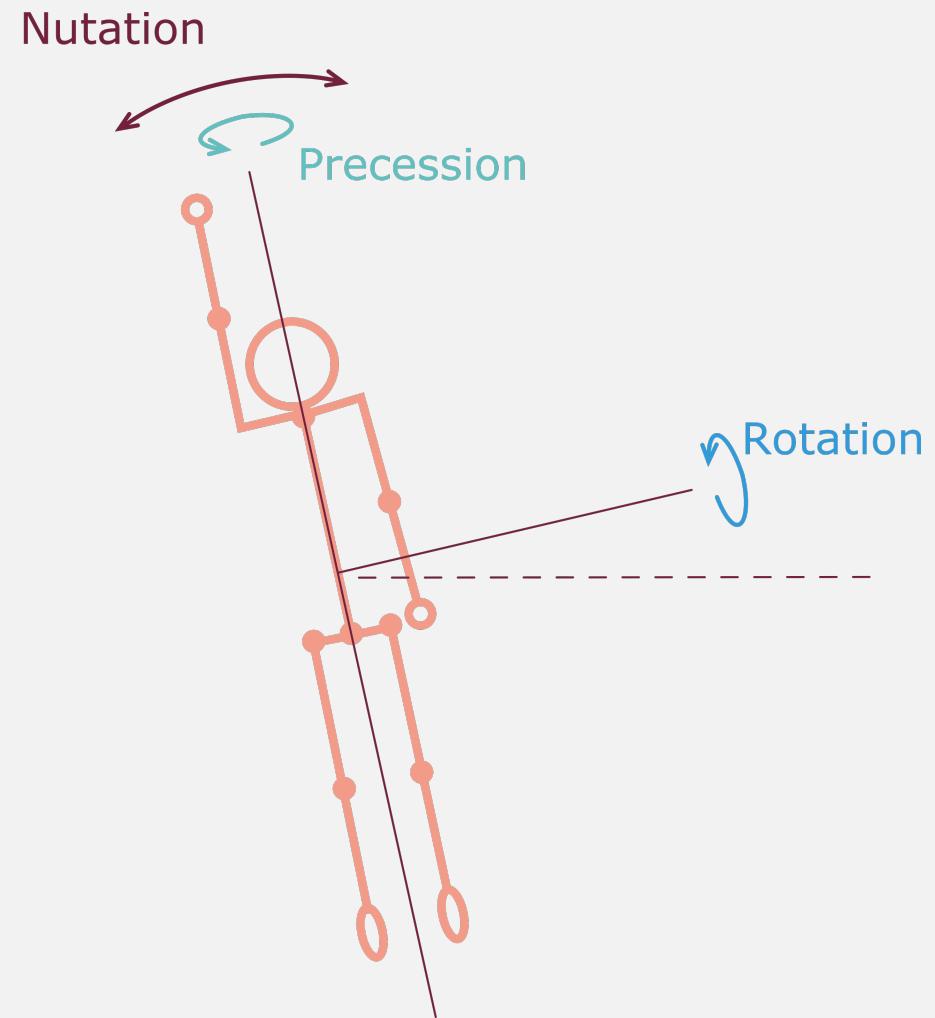
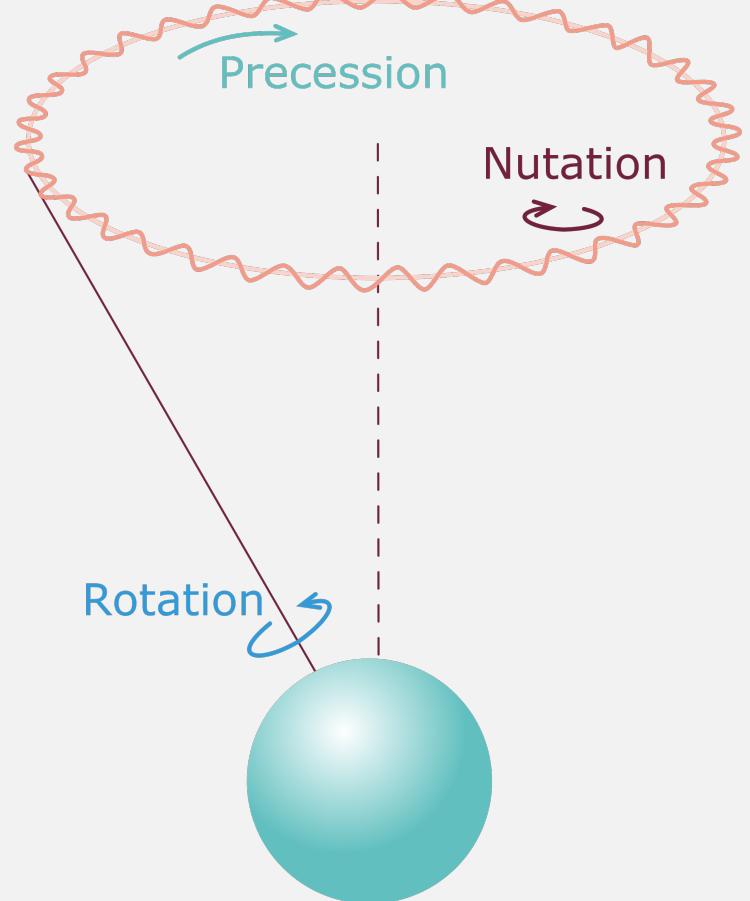
1

Moving segments in the best tilting plane allows to twist faster



2

Moving segments in phase with the nutation period allows to twist faster



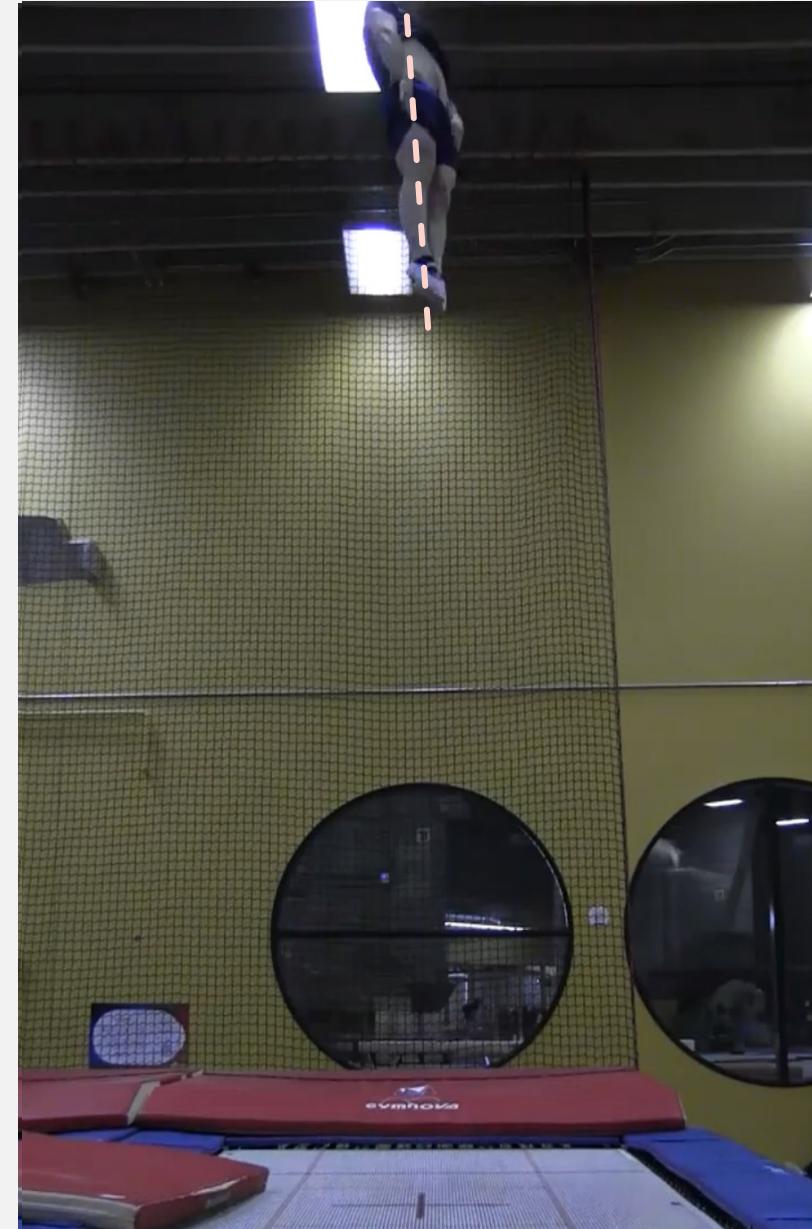
2

Moving segments in phase with the nutation period allows to twist faster



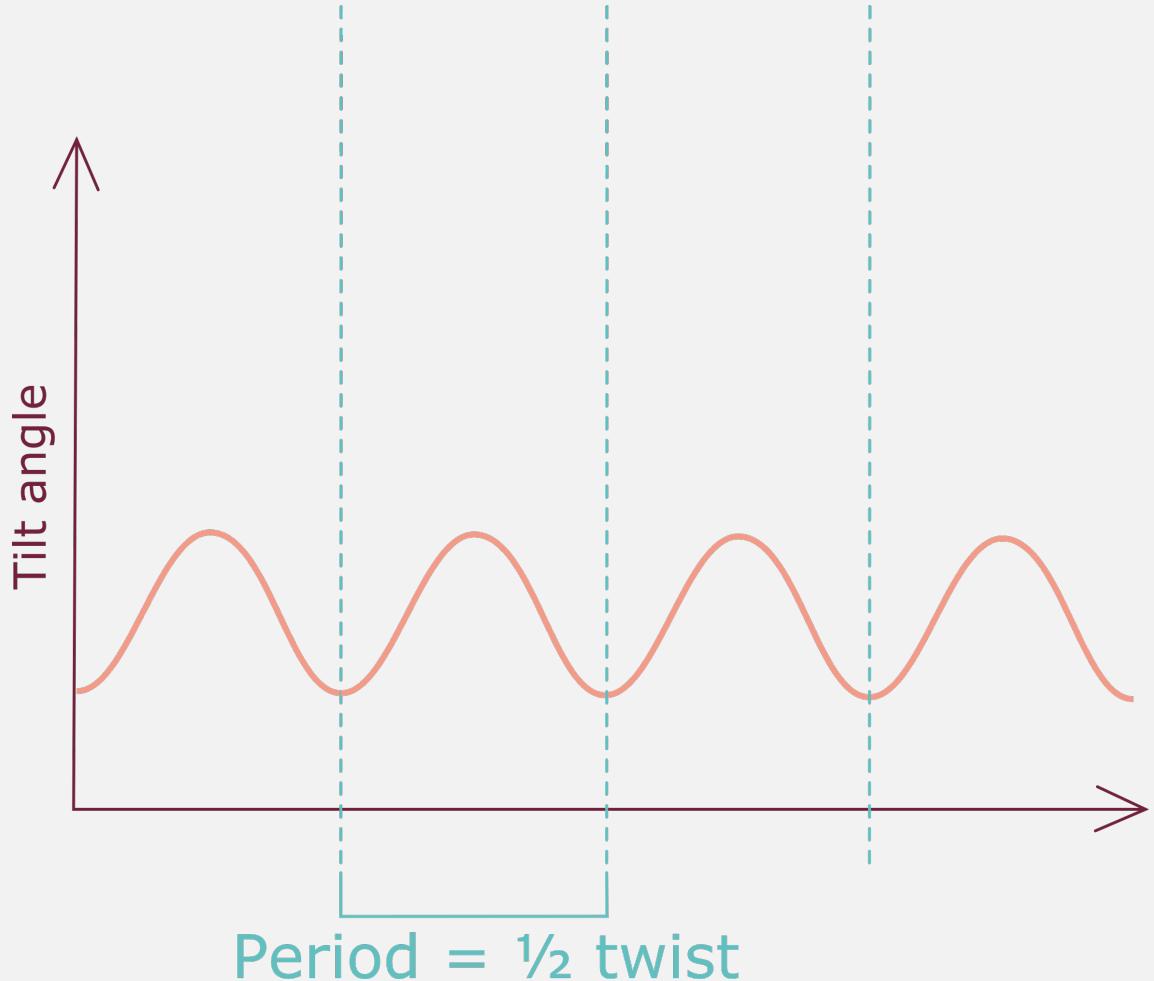
2

Moving segments in phase with the nutation period allows to twist faster



2

Moving segments in phase with the nutation period allows to twist faster

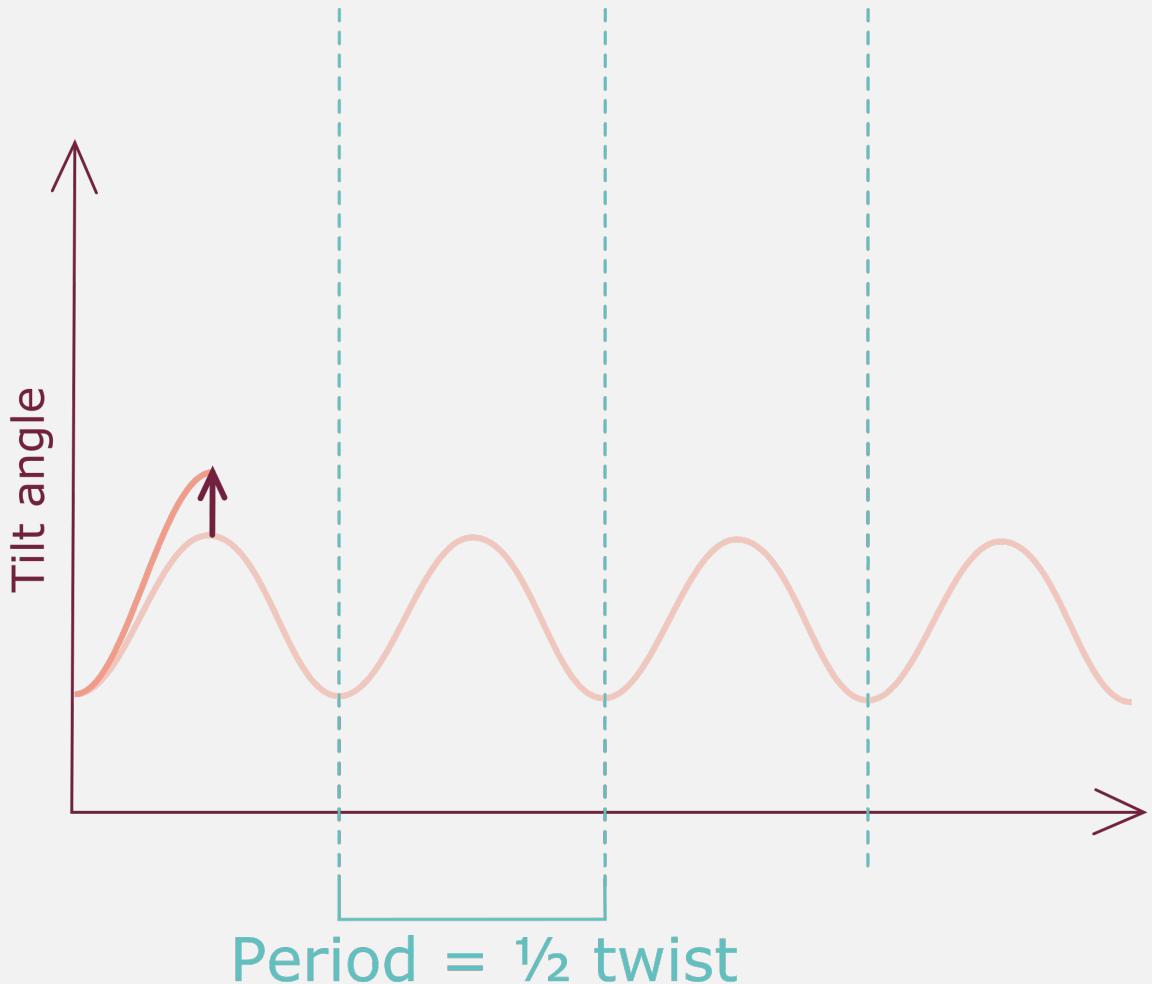


$$\left[1 - \frac{C}{A}\right] \cos^2 \alpha = \left[1 - \frac{C}{B}\right] \cos^2 \beta^{\frac{1}{2}}$$

<sup>1</sup>Yeadon, M. R. (1993). Utilising nutation in twisting somersaults. In *Proceedings of the Fourth International Symposium on Computer Simulation in Biomechanics (BMS3-16, 17)*. Paris: Ecole Nationale Supérieure d'Arts et Métiers.

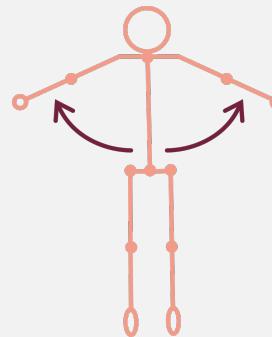
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$$\left[1 - \frac{C}{A}\right] \cos^2 \alpha = \left[1 - \frac{C}{B}\right] \cos^2 \beta^{\frac{1}{2}}$$

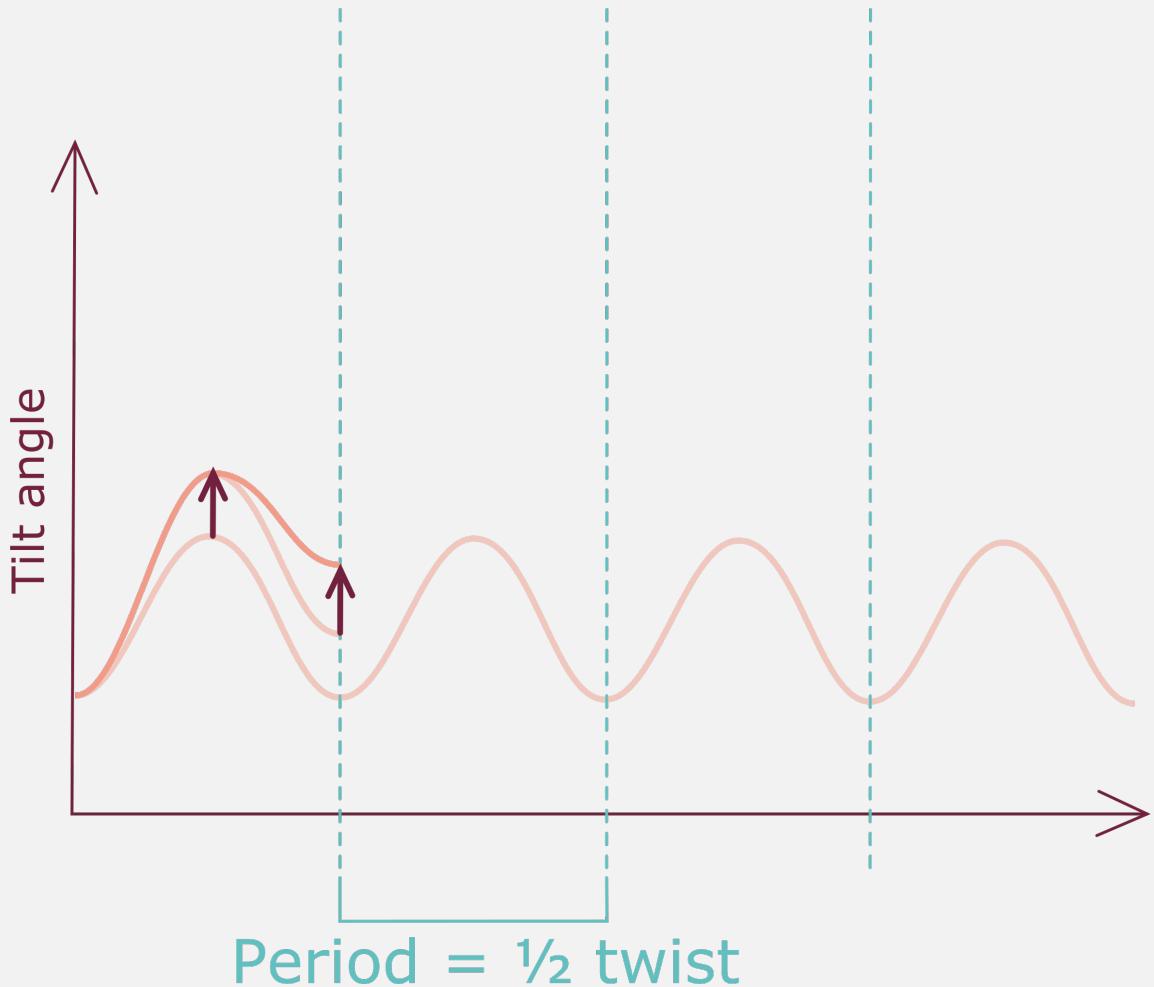
Each  $\frac{1}{2}$  and full twist, the arms can be abducted



<sup>1</sup>Yeadon, M. R. (1993). Utilising nutation in twisting somersaults. In *Proceedings of the Fourth International Symposium on Computer Simulation in Biomechanics (BMS3-16, 17)*. Paris: Ecole Nationale Supérieure d'Arts et Métiers.

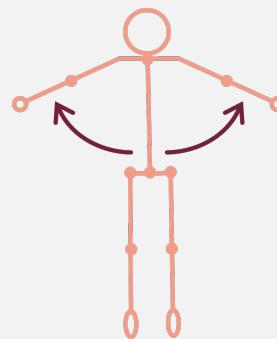
2

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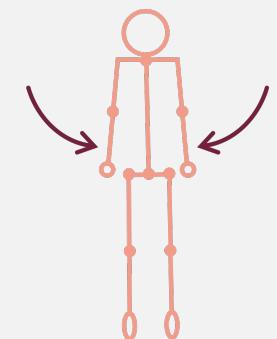


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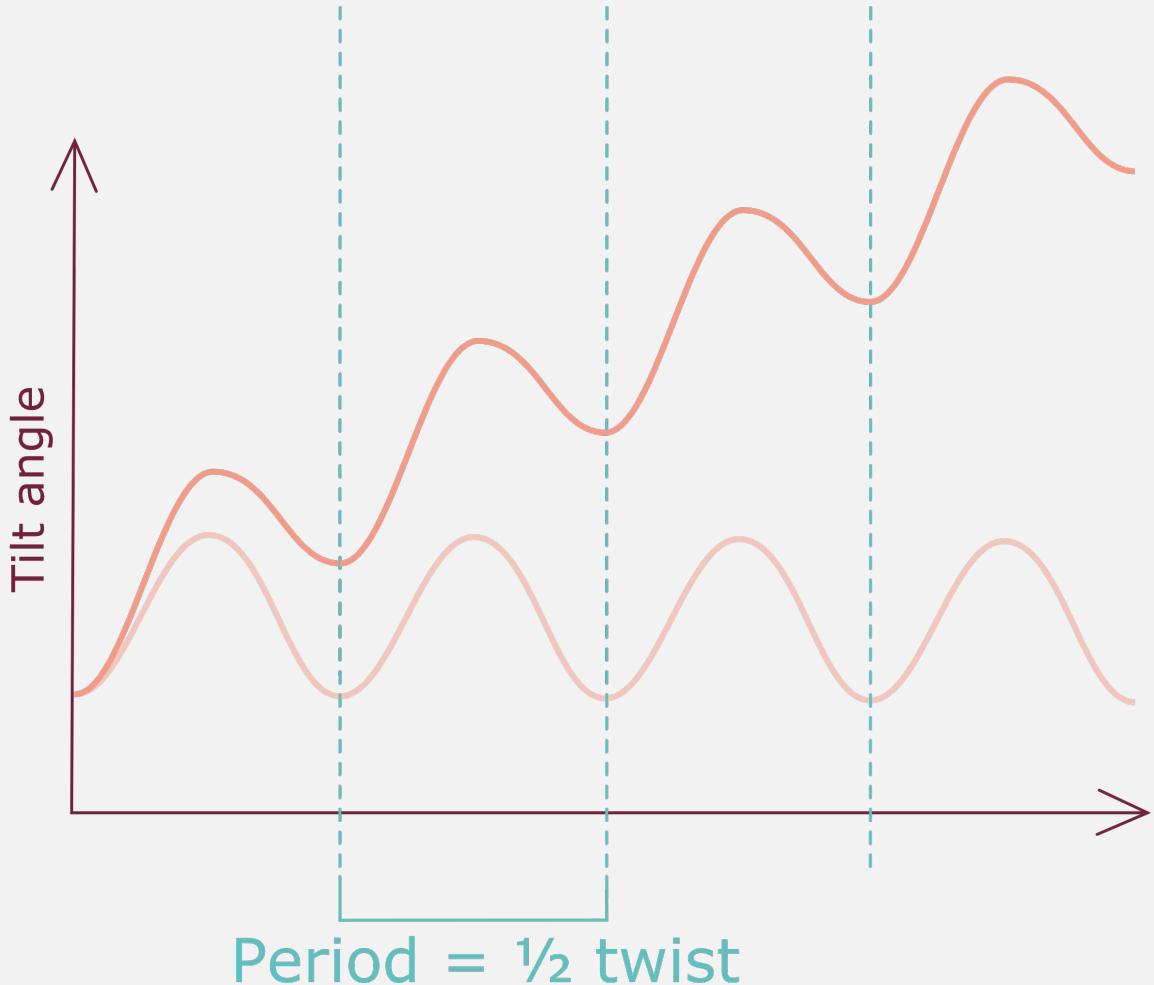
Each  $\frac{1}{4}$  and  $\frac{3}{4}$  twist, arms can be adducted



<sup>1</sup>Yeadon, M. R. (1993). Utilising nutation in twisting somersaults. In *Proceedings of the Fourth International Symposium on Computer Simulation in Biomechanics (BMS3-16, 17)*. Paris: Ecole Nationale Supérieure d'Arts et Métiers.

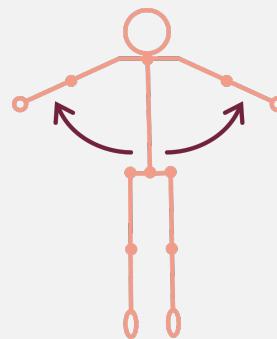
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Moving segments in phase with the nutation period allows to twist faster

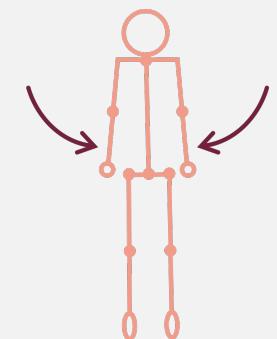


$$\left[1 - \frac{C}{A}\right] \cos^2 \alpha = \left[1 - \frac{C}{B}\right] \cos^2 \beta^{\frac{1}{2}}$$

Each  $\frac{1}{2}$  and full twist, the arms can be abducted



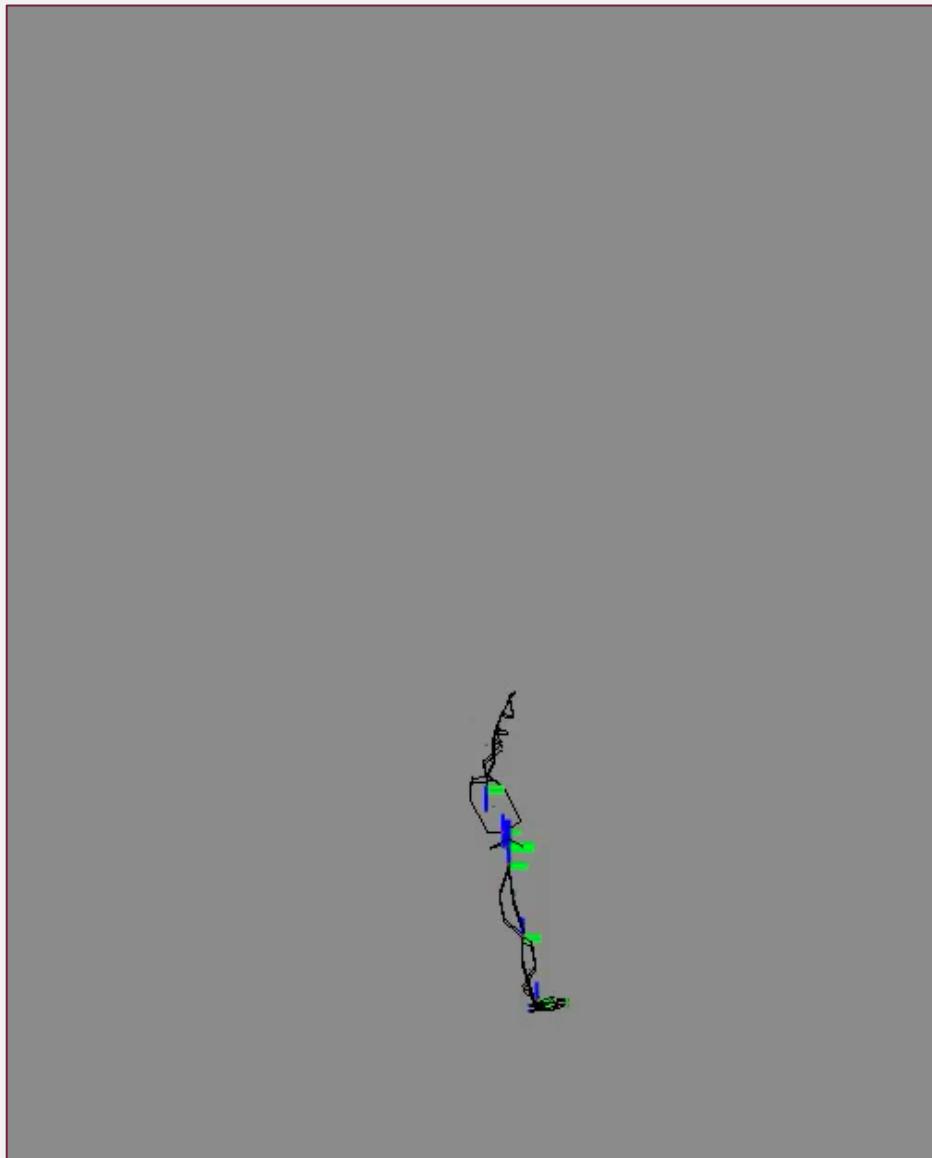
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Moving segments in phase with the nutation period allows to twist faster

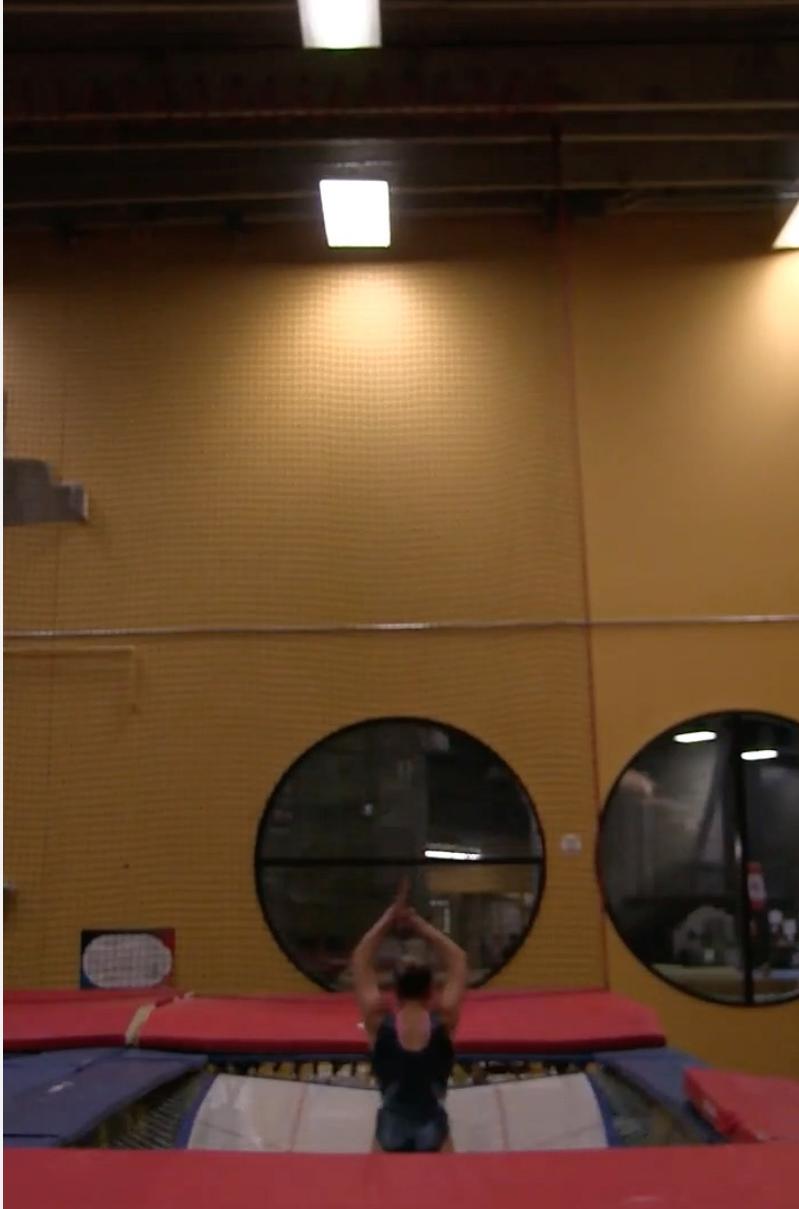


Conclusion:

Movements in the best tilting plane at the  $\frac{1}{4}$  twists

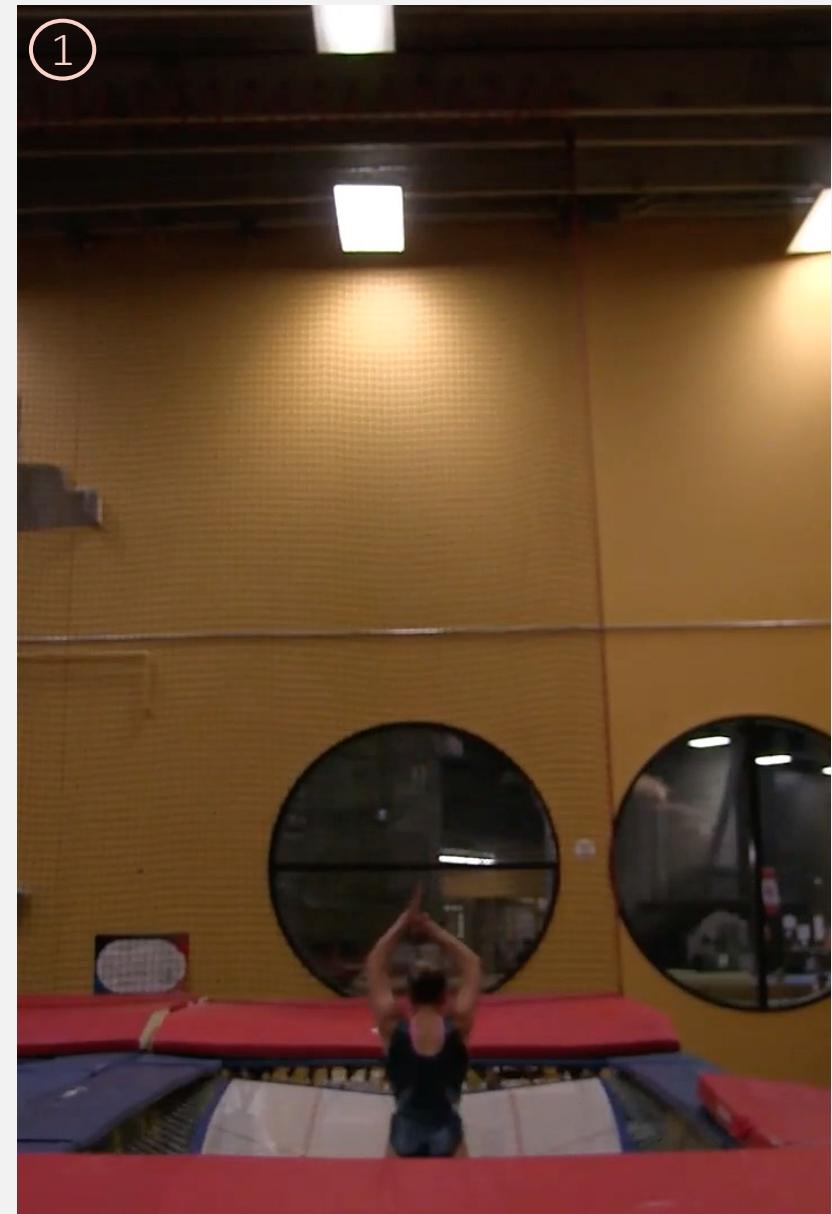
3

Adjustments might be needed to transfer from twisting to wobbling mode



3

Adjustments might be needed to transfer from twisting to wobbling mode



① Twisting phase

Rotation: somersault & twist

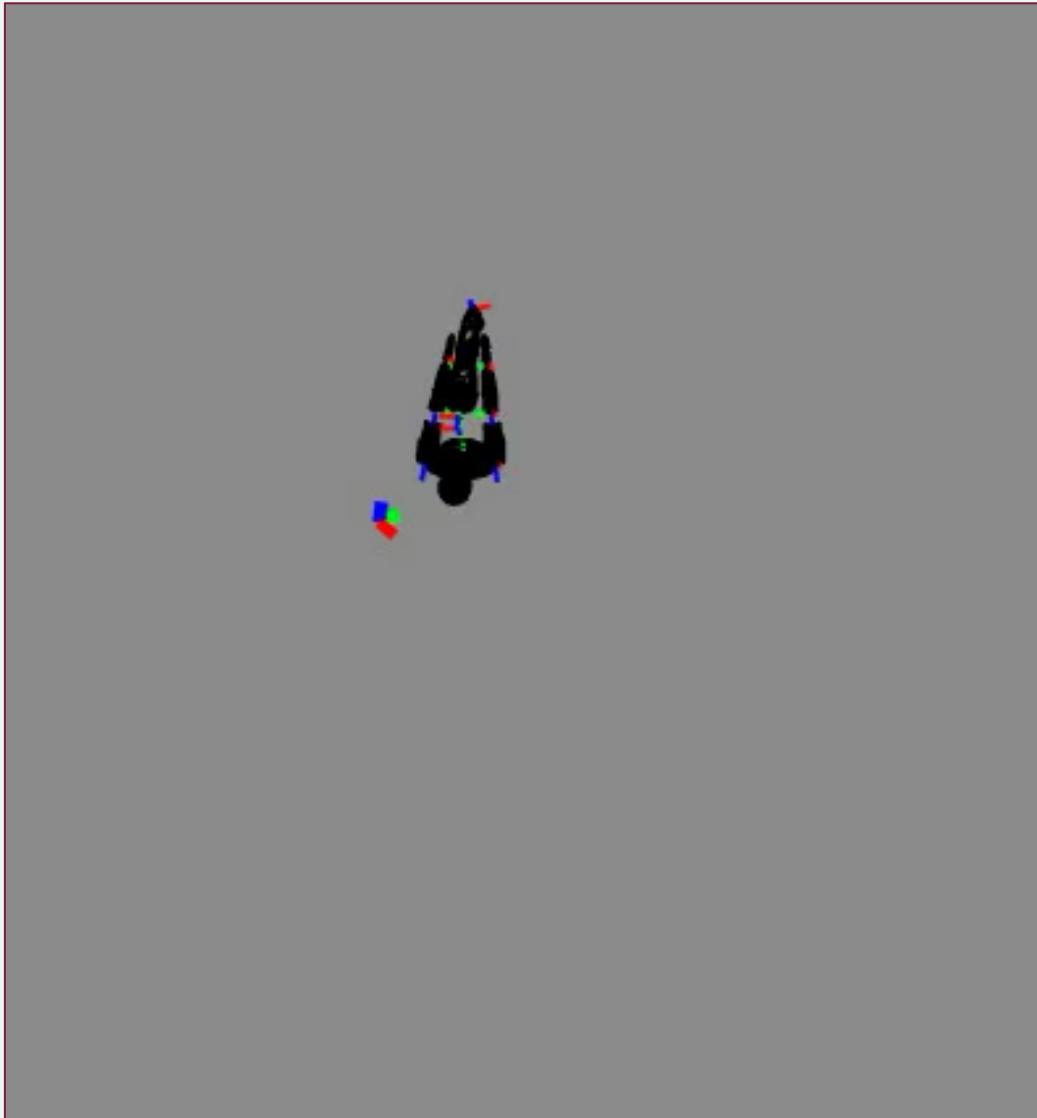
Oscillations: tilt

② Somersaulting phase

Rotation: somersault

Oscillations: tilt & twist

Adjustments might be needed to transfer from twisting to wobbling mode



Why is that problematic ?

Not in line with sport requirements

Harder to keep track of their orientation

How to transfer from twisting to wobbling ?

Rotation velocities

Relative moment of inertia

$$\cos^2 \alpha_0 = A(B - C)/B(A - C)^2$$

3

Adjustments might be needed to transfer from twisting to wobbling mode



① Twisting phase

Straight position

Minimize time to reach 3 twists

② Piking phase

From straight position to pike position

Minimize time to join the hands and lower legs

③ Somersaulting phase

Pike position

Twist angle in  $[-90^\circ, 90^\circ]$

3

Adjustments might be needed to transfer from twisting to wobbling mode



What did we learn from optimization ?

- Transferring from twisting to wobbling mode is not as easy as often thought
- The piking phase is not passive
- It is necessary for athletes to take time to adjust before and during the pike position
- Athletes should not be pushed to twist and pike as fast as possible

Optimal control allowed us to give practical advices to coaches

