

Inverse Kinematics

OpenSim Workshop

Key Concepts

- Model pose and coordinates
- Marker error
- Coordinate error
- Weighted least squares minimization

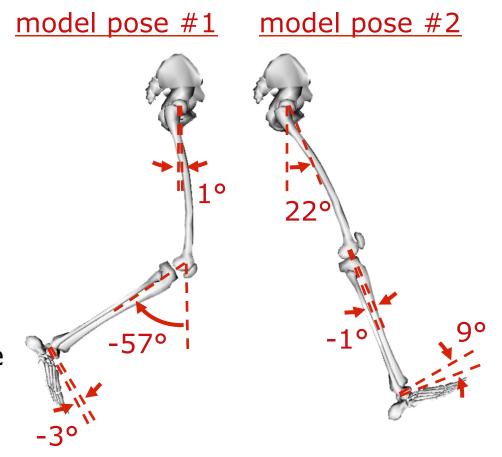
Model Pose and Coordinates

Model Pose

- Orientations and locations of body segments in the model
- Defined by set of model coordinates

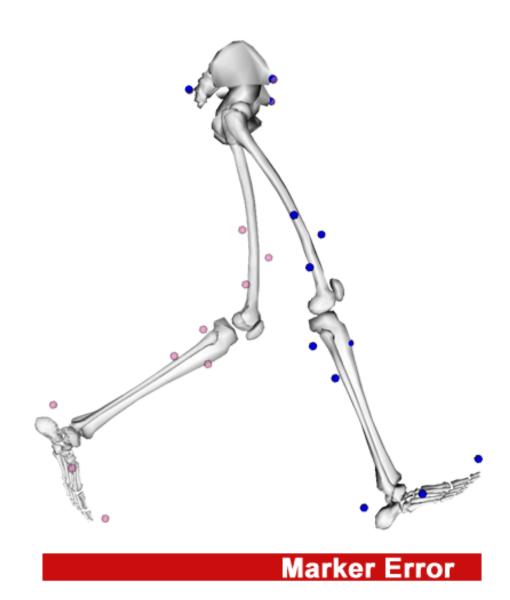
Coordinate

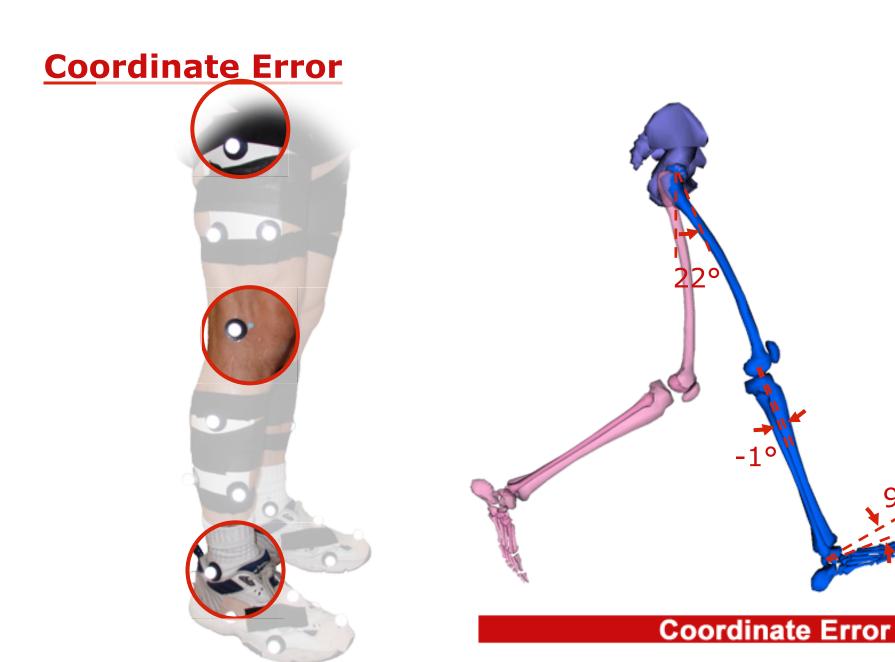
 Joint angle or distance specifying relative orientation or location of two body segments



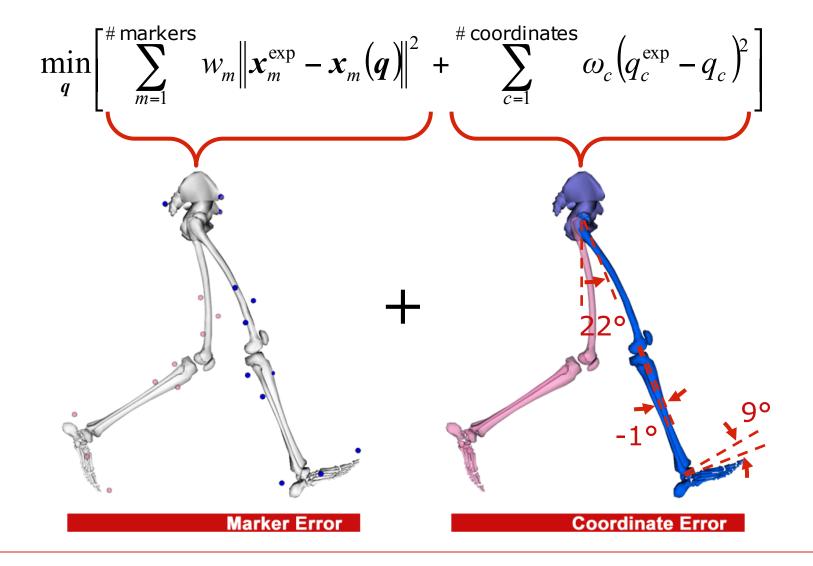
Marker Error







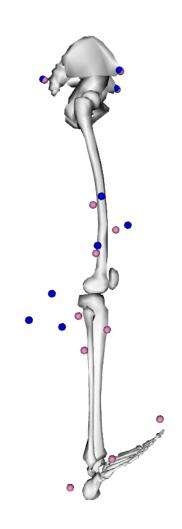
Weighted Least Squares Minimization



Exercise

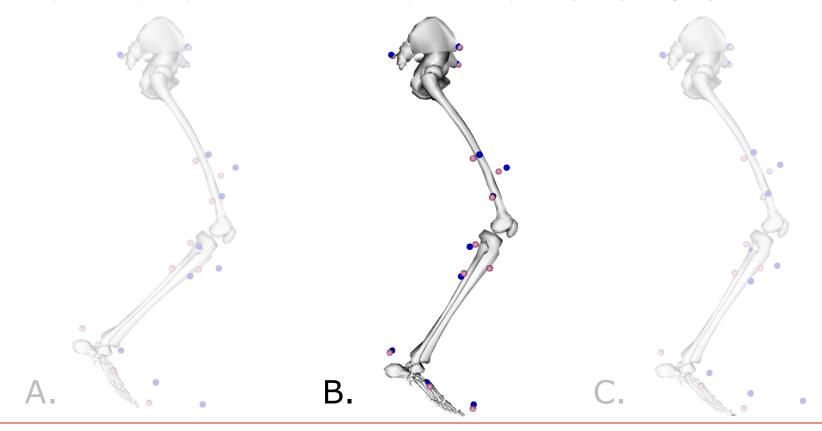
1. For the model shown on the right which coordinate(s) need to be adjusted to create a model pose "best matches" the experimen markers shown at the beginning swing phase?

- A. Hip
- B. Knee
- C. Ankle
- D. Hip and ankle
- E. Knee and ankle



Exercise

2. For the **model poses** and experimental markers shown below, which combination of pose and markers has the **minimum** marker errors?



Exercise

- 3. In theory, experimental markers on the thigh and shank could have more skin movement artifacts compared with the foot markers; which of the following scenarios would be most appropriate for the weighted least squares minimization solved by the Inverse Kinematics Tool?
 - A. Decrease tracking weights on thigh markers
 - B. Decrease tracking weights on shank markers
 - C. Increase tracking weights on foot markers
 - D. All of the above

Inverse Kinematics (IK)



TIPS & TRICKS

Marker weights are relative

Check max and RMS marker errors in messages window

Weight "motion" marker triads on body segments higher than anatomical markers

Max marker error should be < 2 cm with RMS error < 1 cm