

Lecture 8

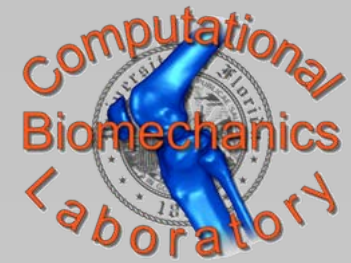
Forward Dynamic Simulations

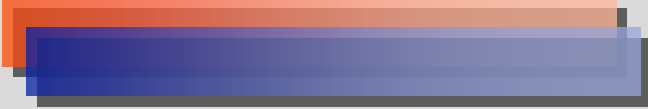
EML 5595

Mechanics of the Human Locomotor System



Outline



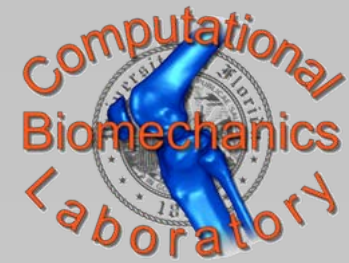
- Numerical Integration
 - Simulation Problems
 - Journal Article Reviews
 - Gilchrist and Winter (1997)
 - Panne and Lamouret (1995)
- 

Outline



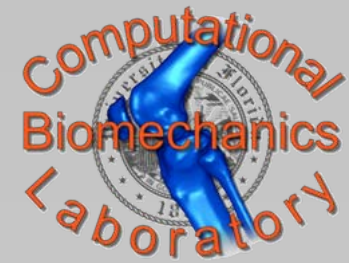
- Numerical Integration

Forward Dynamics Process



- Measure kinematics and ground reactions
- Perform inverse dynamics analysis to estimate joint torques
- Perform optimization analysis to estimate muscle forces
- Define initial positions and velocities and estimated joint torque or muscle force inputs
- Numerically integrate equations of motion to predict new motion

Forward Dynamics Equations



$$\mathbf{M}(\boldsymbol{\theta})\ddot{\boldsymbol{\theta}} = \mathbf{N}(\boldsymbol{\theta})\mathbf{T} + \mathbf{G}(\boldsymbol{\theta}) + \mathbf{V}(\boldsymbol{\theta}, \dot{\boldsymbol{\theta}})$$

$$\mathbf{q} = \boldsymbol{\theta}, \mathbf{u} = \dot{\boldsymbol{\theta}}$$

$$\mathbf{M}(\mathbf{q})\dot{\mathbf{u}} = \mathbf{N}(\mathbf{q})\mathbf{T} + \mathbf{G}(\mathbf{q}) + \mathbf{V}(\mathbf{q}, \mathbf{u})$$

$$\begin{bmatrix} \dot{\mathbf{u}} \\ \dot{\mathbf{q}} \end{bmatrix} = \begin{bmatrix} \mathbf{M}(\mathbf{q})^{-1}(\mathbf{N}(\mathbf{q})\mathbf{T} + \mathbf{G}(\mathbf{q}) + \mathbf{V}(\mathbf{q}, \mathbf{u})) \\ \mathbf{u} \end{bmatrix}$$

$$\mathbf{y} = \begin{bmatrix} \mathbf{u} \\ \mathbf{q} \end{bmatrix}, \dot{\mathbf{y}} = \begin{bmatrix} \dot{\mathbf{u}} \\ \dot{\mathbf{q}} \end{bmatrix}$$

$$\dot{\mathbf{y}} = \mathbf{f}(\mathbf{y})$$

Numerical Integration

Types of Integrators

$$\text{Let } \dot{\mathbf{y}} = f(t, \mathbf{y}), \Delta t = h$$

Explicit Euler Integrator

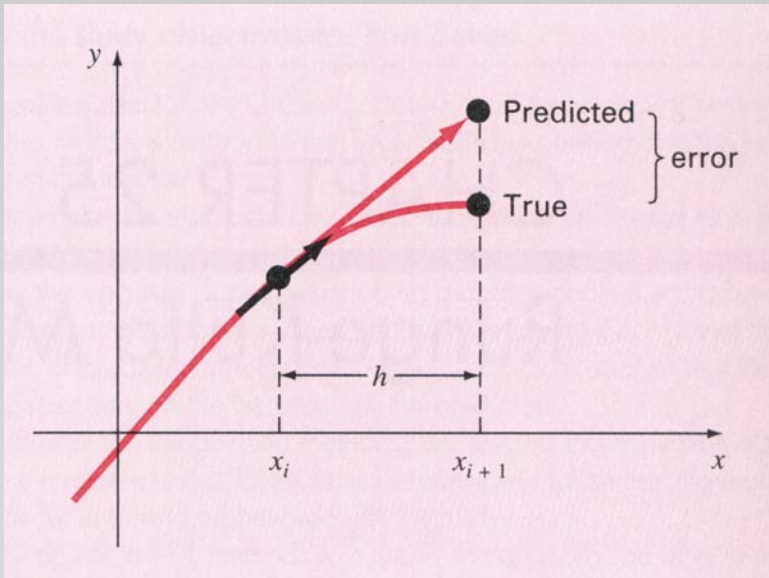
$$\mathbf{y}_{i+1} = \mathbf{y}_i + f(t_i, \mathbf{y}_i)h$$

Explicit equation for \mathbf{y}_{i+1}

Implicit Euler Integrator

$$\mathbf{y}_{i+1} = \mathbf{y}_i + f(t_{i+1}, \mathbf{y}_{i+1})h$$

Implicit equation for \mathbf{y}_{i+1}



Re-write as nonlinear
root-finding problem

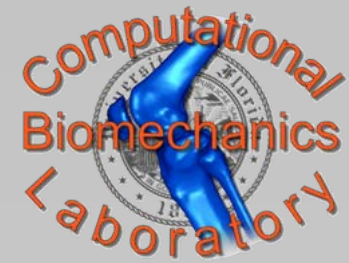
$$\mathbf{y}_{i+1} - \mathbf{y}_i + f(t_{i+1}, \mathbf{y}_{i+1})h = 0$$

Iterate guess of \mathbf{y}_{i+1} until the
equation = 0 to within some tol

When to Use Each Type

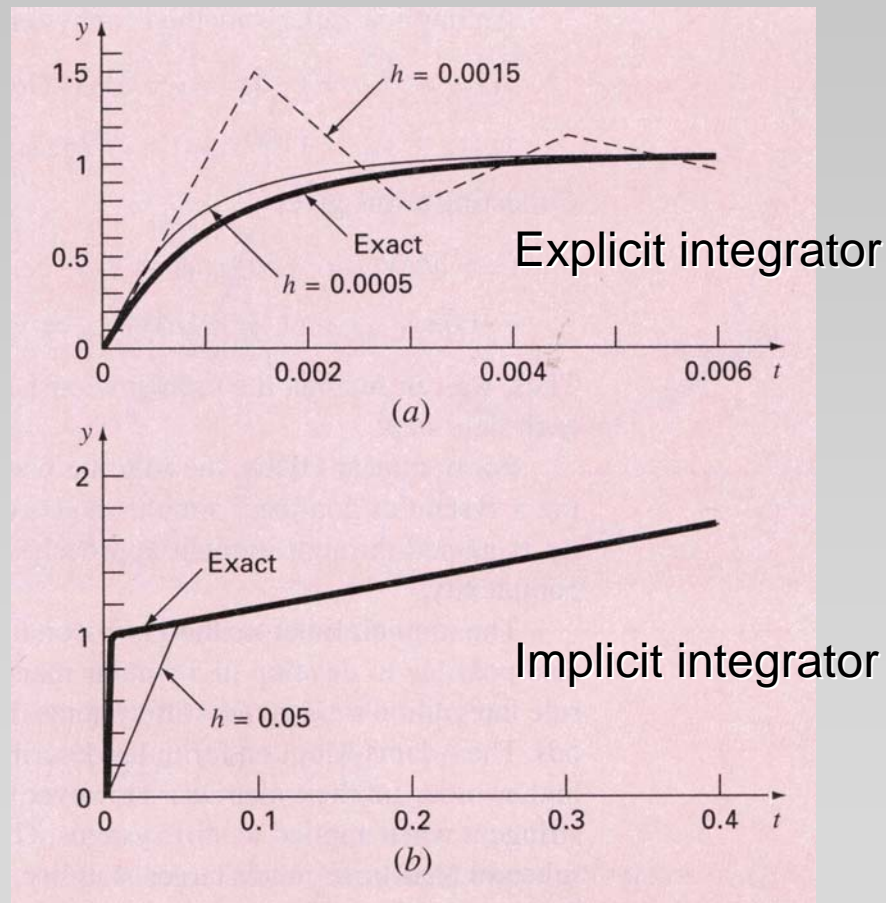
- Try an explicit integrator first – classic example is 4th Order Runge-Kutta integrator
- Try an implicit integrator only if the explicit integrator is slow
- Integration speed is related to number of equations solved and the numerical “stiffness” of the equations

Stiff Systems

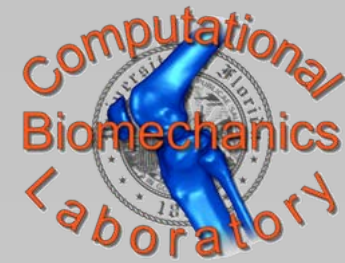


- Stiff systems typically exhibit motions on different time scales (e.g., a rigid body system possessing stiff springs)
- Numerical stiffness is an issue of accuracy and stability
- A stiff system is one that requires an extremely small step size to meet accuracy requirements and remain stable
- Can you think of some examples of stiff systems?

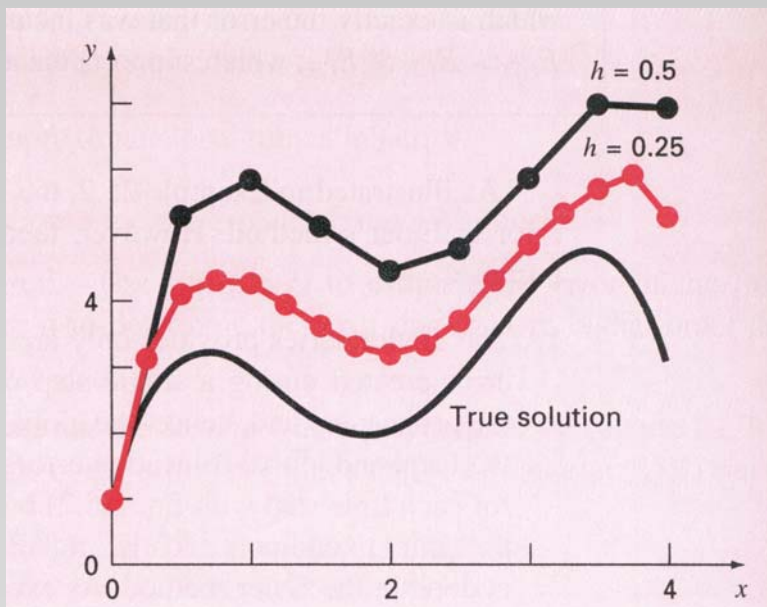
Stiff System Example



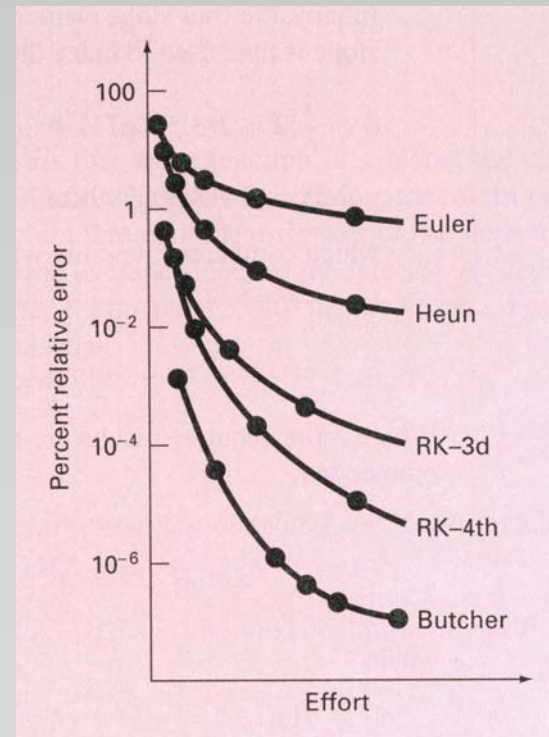
Integration Accuracy



Integration Step Size



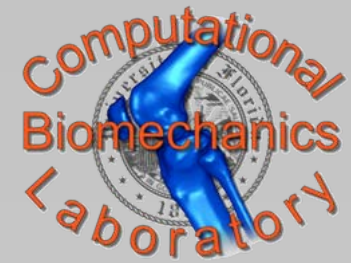
Integrator Order



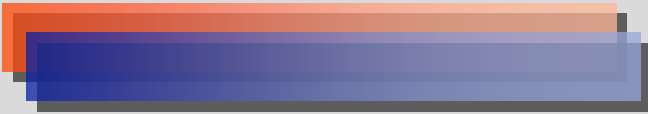
Order
1st
2nd
3rd
4th
5th



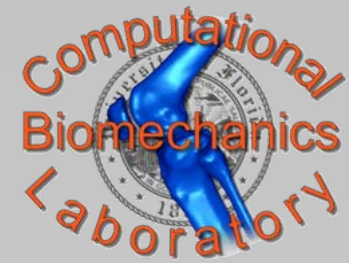
Outline



- Numerical Integration
- **Simulation Problems**



Problems and Solutions



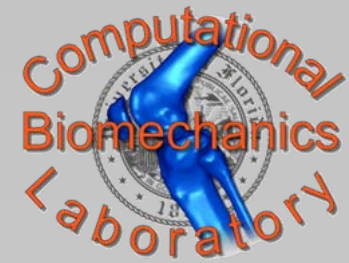
Problem

- Slow integration
- Motion drift
- Motion instability
- Joint hyperextension

Solution

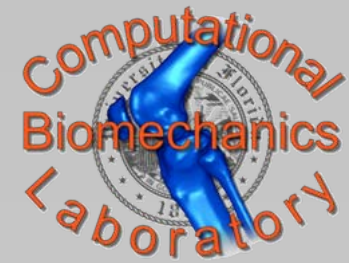
- Implicit integrator
- Smaller time step, higher order integrator, or spline-fit controls
- Feedback control
- Ligament torques

Outline



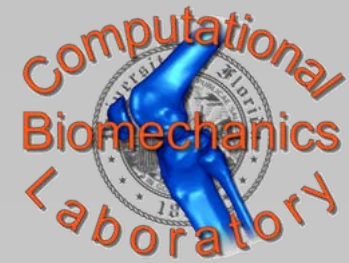
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Simulation Problems 1



- What was the goal of the Gilchrist and Winter paper?
- What problems did they encounter in trying to achieve it?
- What solutions did they attempt to resolve these problems?
- Can you think of additional modifications to get their forward dynamics simulation to reproduce the experimental motion and ground reactions better?

Simulation Problems 2



- What was the goal of the Panne and Lamouret paper?
- Explain the three-step optimization process that they proposed to implement their approach.
- Can you think of a simpler way to drive the HOG torque to zero using one optimization?
- If the HOG torque implementation works so well, why couldn't Gilchrist and Winter get their simulation to work better?

For Next Time



- Download and read the Fregly and Zajac (1996) article.