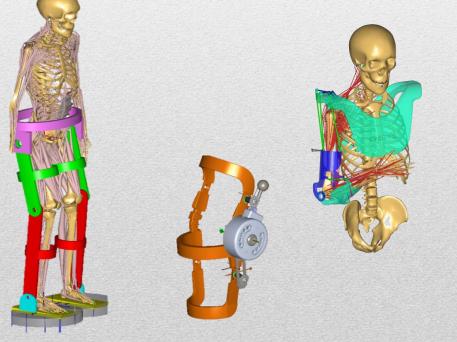
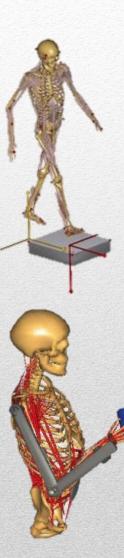
Exoskeletons: Reducing joint and muscle loads while performing difficult tasks



The web cast will start in a few minutes....

Amir Al-Munajjed, Moonki Jung AnyBody Technology





Outline:

- Who & what is AnyBody?
- What means Exoskeletons?
- Overview: Exoskeletons with AnyBody
 - Shoulder, spine, knee
- Example "reducing knee & hip loads"
 - How to import?
 - How to connect?
 - What results available?
- Questions & answers



Moonki Jung (Panelist)

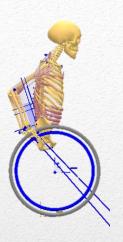






Arne Kiis (Host)

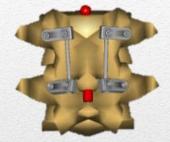






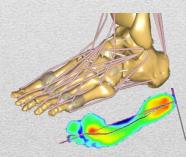
<u>AnyBody Technology</u> (Aalborg, DK; Boston, US)

- AnyBody Modeling System
- Licenses, Training, Support
- Consulting



AnyBody Research Group

- DK: Aalborg University Prof. Rasmussen
 - Biomechanics, Ergonomics, Sport, Automotive
- US: Colorado School of Mines Prof. Patrella
 - Biomechanics, Orthopedics, Sport
- GER: OTH Regensburg Prof. Dendorfer
 - Biomechanics, Orthopedics, Gait





What is AnyBody?

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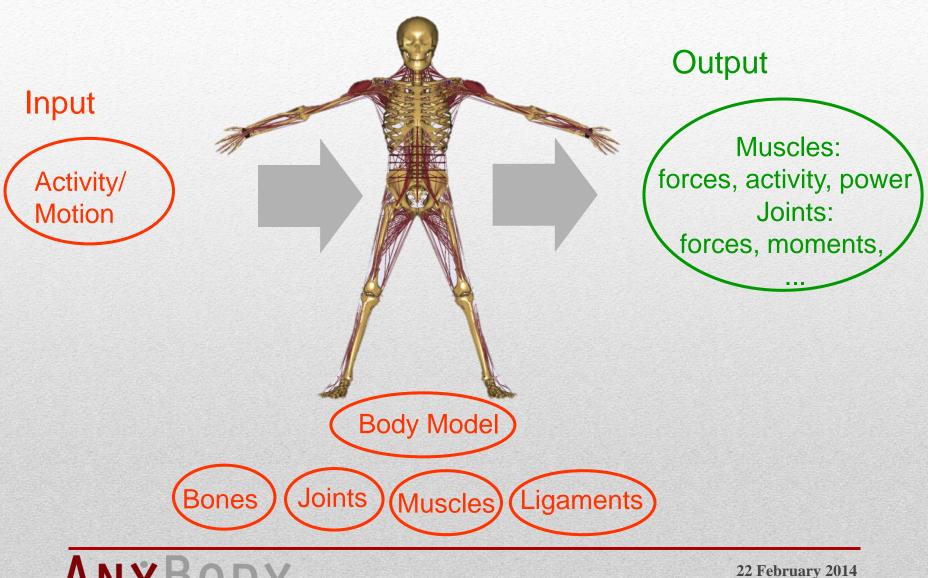
- Software/tool

- Body Model

- Library of applications



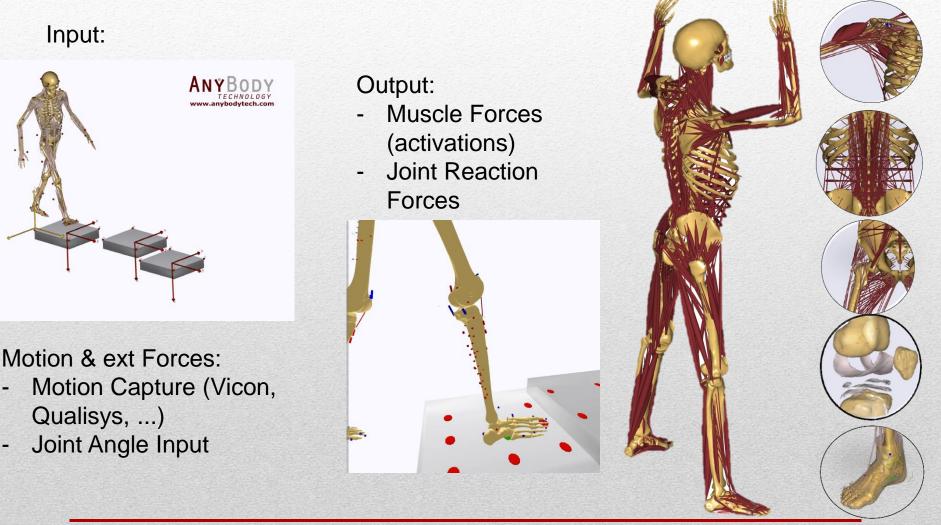
Musculoskeletal Simulation



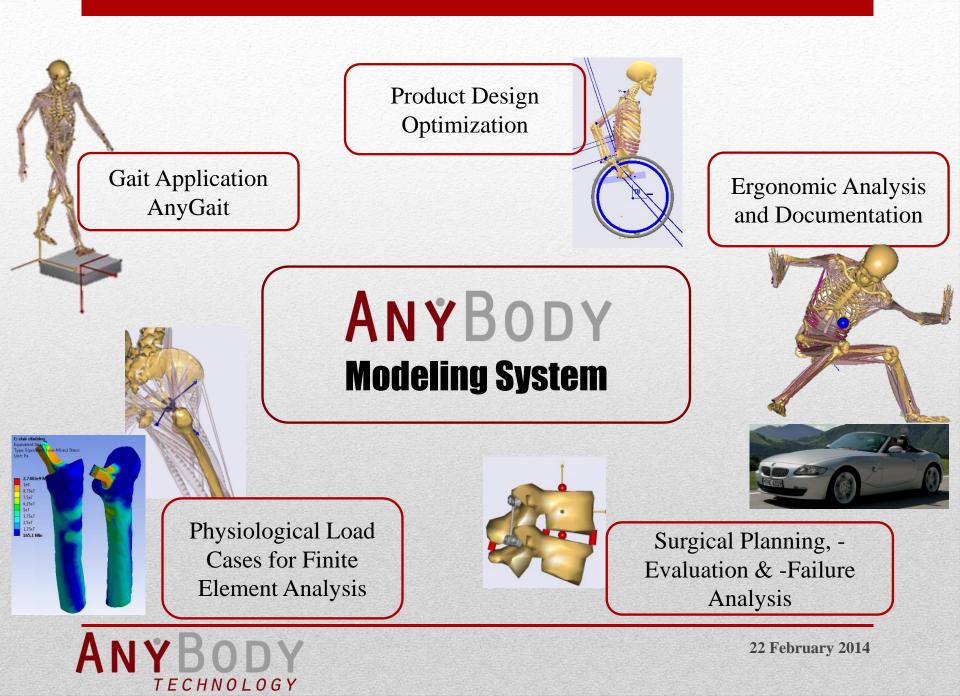
TECHNOLOGY

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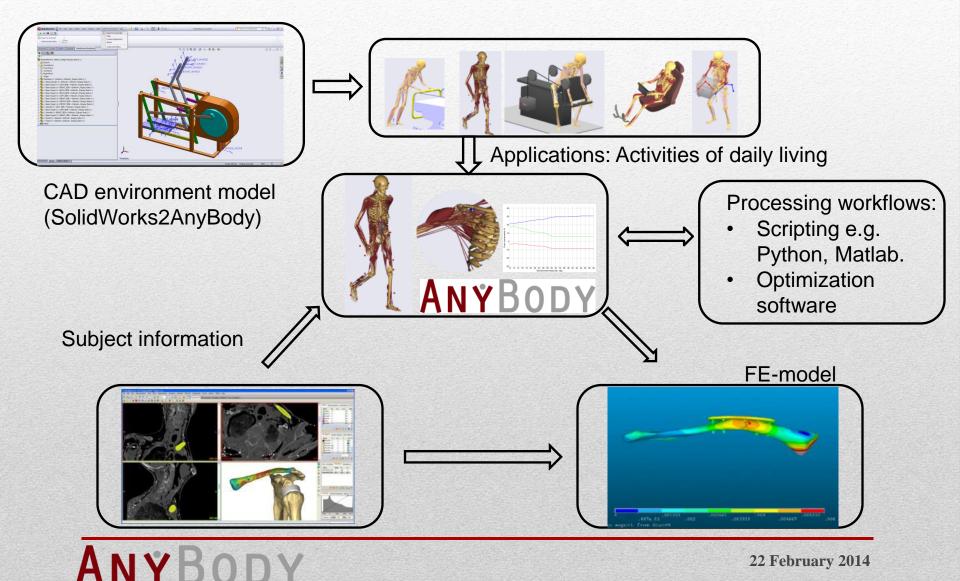
Inverse Dynamic Analysis







Advanced Work flow



TECHNOLOGY

What means Exoskeleton?

An exoskeleton is a wearable robot attached to the human body to influence or assist human motion.

- Motion assistance for patients in rehab.
- Muscular enhancement of industrial workers or soldiers .
- Active engine to provide torque/force for joints.
- Passive stiffness to support/limit body motion.



Exoskeleton in rehab

Patients with no or low functionality in extremities:

- Stroke patients
- Paraplegic patient

Learn to walk again.



ReWalk exoskeleton Argo Medical Technologies



Exoskeleton in work environment

Lift heavy loads, perform difficult tasks while:

- Keep low joint reaction forces.
- Limit muscle activations/ limit muscle fatigue.



Honda HAL 5: CYBERDYNE



Exoskeleton in military

Support soldiers:

- Better endurance
- Carry heavy equipment
- Cover long distances



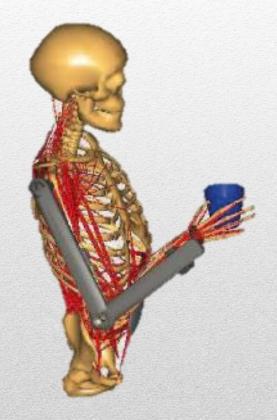
"future soldier" US Army



Exoskeletons and AnyBody

AnyBody simulations help to:

- Find optimal parameters of exoskeleton
 - Torque
 - Power
 - Kinematics
 - Stiffness
 - ...
- Analyze effect of exoskeleton on human
 - Joint loads
 - Muscle activations (injured/non-active)

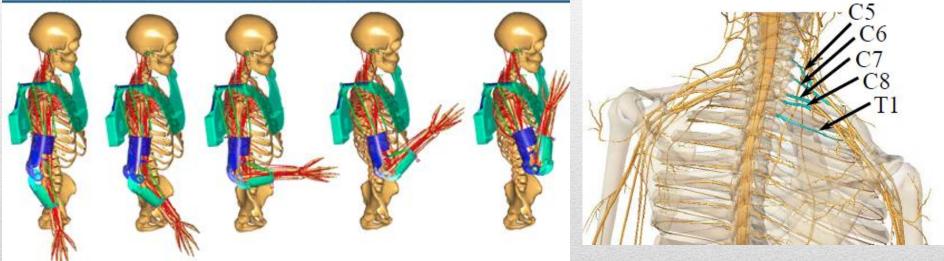


Bai & Rasmussen 2011



Assistive shoulder orthoses for brachial plexus injury

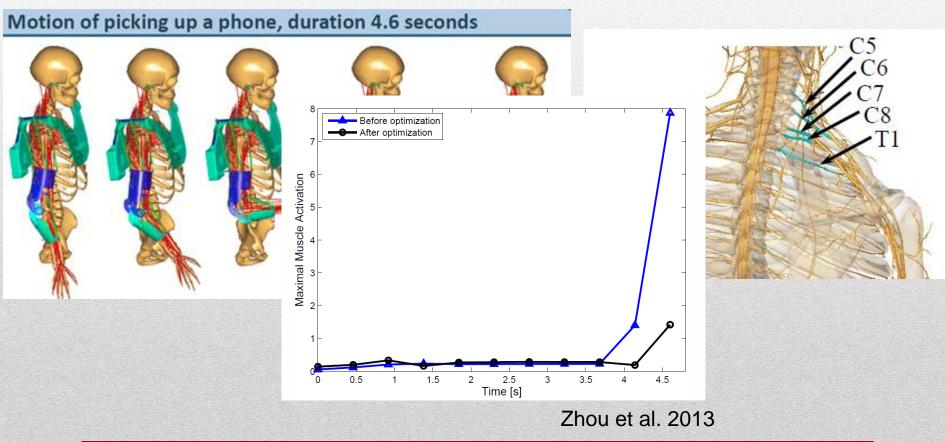
Motion of picking up a phone, duration 4.6 seconds



ANYBODY

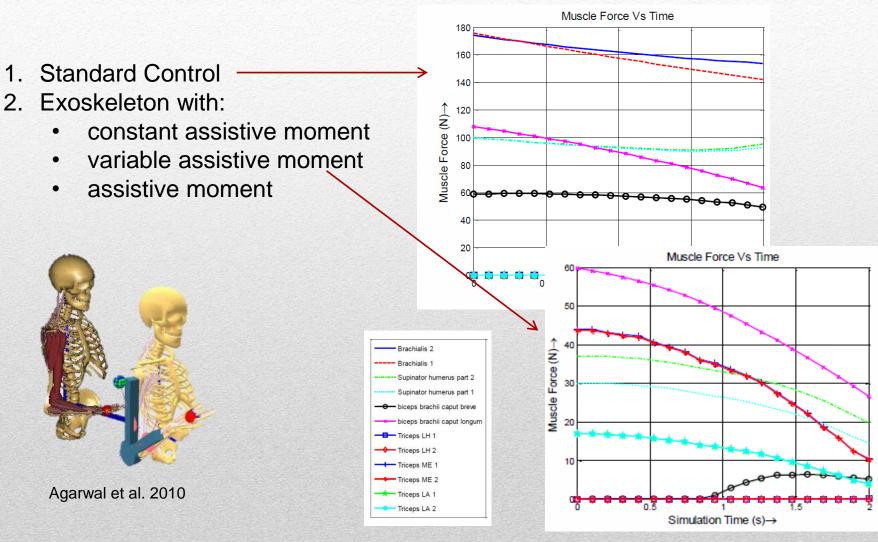
Zhou et al. 2012, AAL Forum 2012

Assistive shoulder orthoses for brachial plexus injury



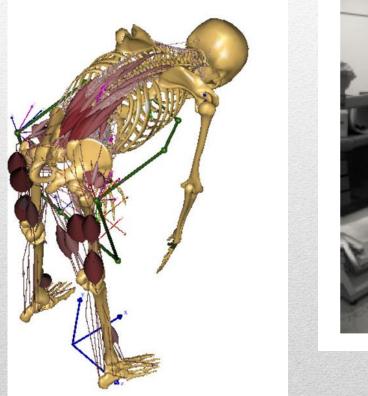


Effect of Actuator Moment on ind. muscles





Stooped posture with a personal weight transfer device



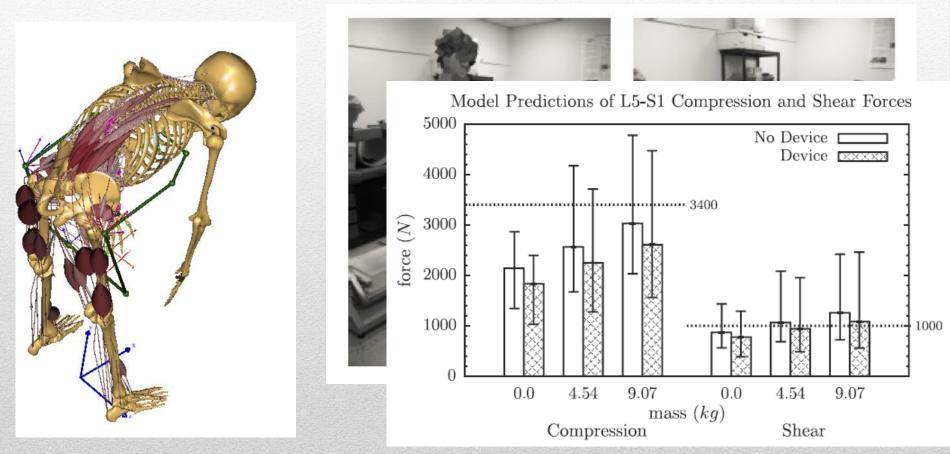




Ulrey & Fathallah 2012, J Electro. Kinesiol



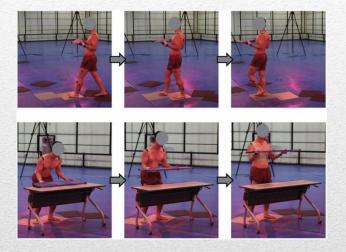
Stooped posture with a personal weight transfer device



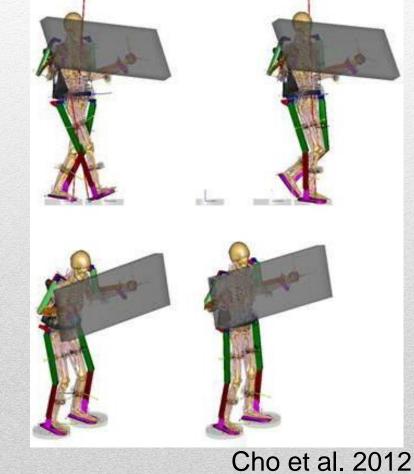
Ulrey & Fathallah 2012, J Electro. Kinesiol



Lifting different weights with a wearable robot using different constraints



How to attach a exoskeleton to the human?





Human-Exoskeleton example

• "I have designed an exoskeleton, how will it affect a human subject?"





22 February 2014

Moonki Jung

SolidWorks to AnyBody

• Translation of your CAD model into AnyBody

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Sensors		
Annotations		
Front Plane		
Top Plane		
Right Plane		
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Mates		
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HINGE_KNEE_RIGHT (THIGH_PART<1>,SHANK_PART<2>)		
HINGE_ANKLE_FLEXION_RIGHT (SHANK_PART<2>,ANKLE_PART<1>)		
HINGE_ANKLE_FLEXION_LEFT (SHANK_PART<1>,ANKLE_PART<2>)		
HINGE_ANKLE_INVERSION_LEFT (ANKLE_PART<2>,FOOT_PART<2>)		
×**		
Model Motion Study 1		
Vorks 2012 x64 Edition	Under Defined	Editing Assembly MKS 🔺 🕐

ANYBODY TECHNOLOGY

SolidWorks to AnyBody

- Geometry
- Weight
- Inertia
- Joints

. . .

Reference nodes

	🚞 Main	A Model View 1	 C:\DOCUMENTS\Company\Webcast\Exoskeleton\CAD\AnyScript\EXO_ROBOT.any - Loaded
Files Model Operations Projects X	OF DROUGHT Origin Origin Origin, Crive, Origin, Orin, Ori		Image: Part of the par
_		Parsing Constructing model tree Linking identifiers Scalating constants Scalating model Loaded succestrully.	



Human-Exoskeleton model

- What actuator in exoskeleton?
 - 6 actuators (hip, knee and ankle)
 - 2 different actuators types (strong and medium)
- How to attach exoskeleton to human?
 - Pelvis, both of thighs, both of shanks



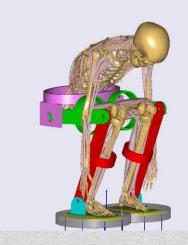


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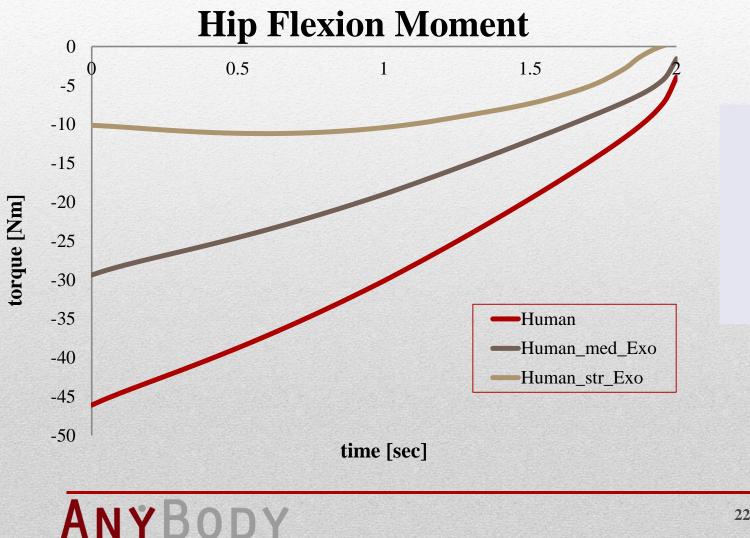
Human-Exoskeleton model



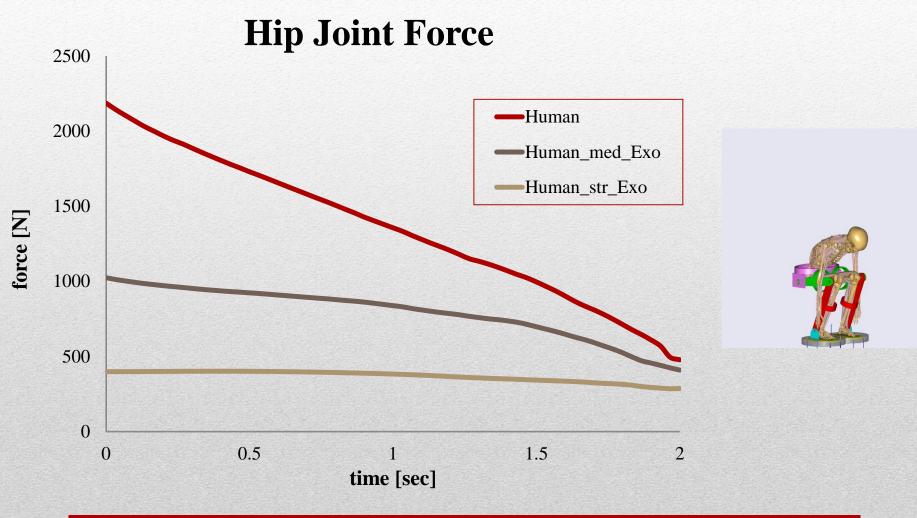


- Definition of motion
 - Parameterized joint angle definition available
- External forces
 - Prediction of ground reaction forces

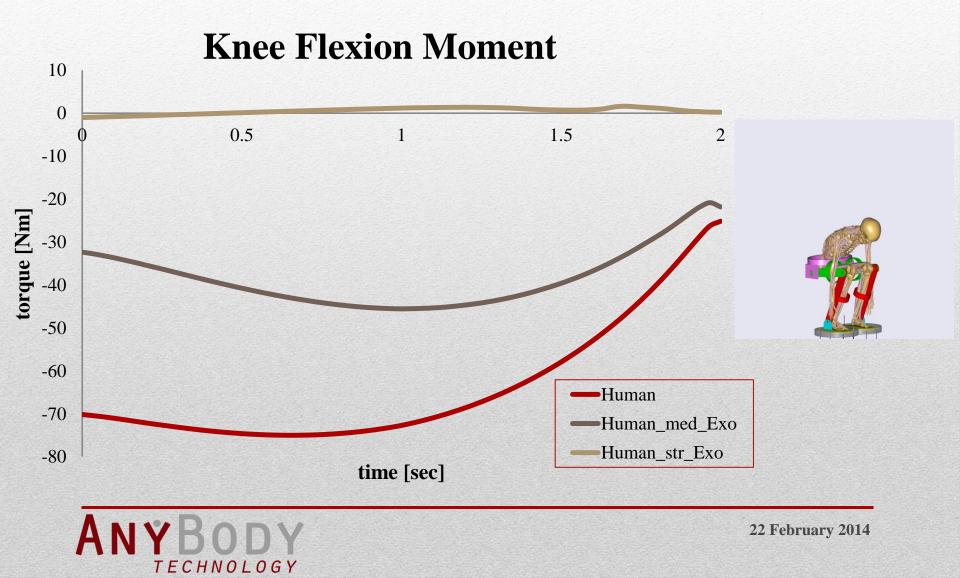


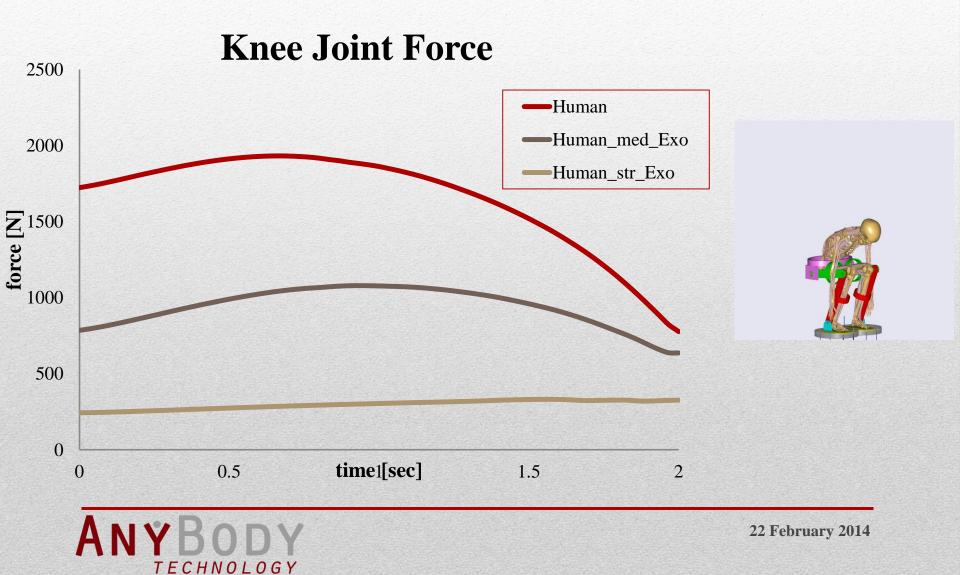


TECHNOLOGY





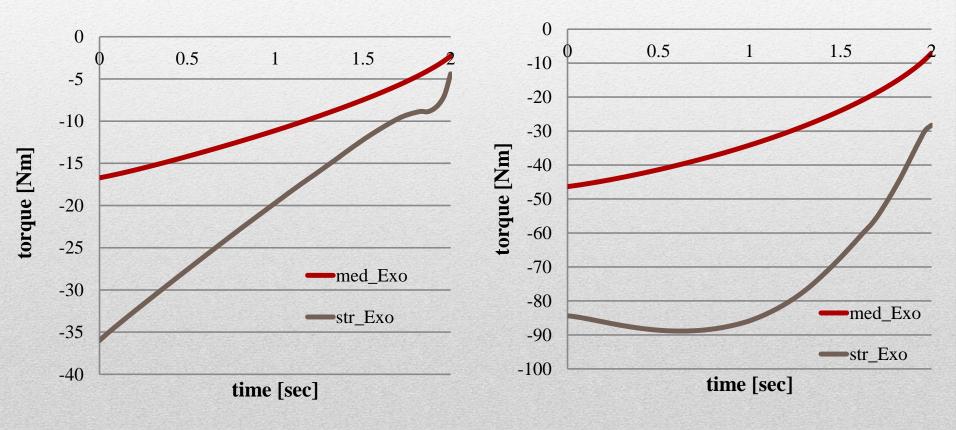




Results in Exoskeleton

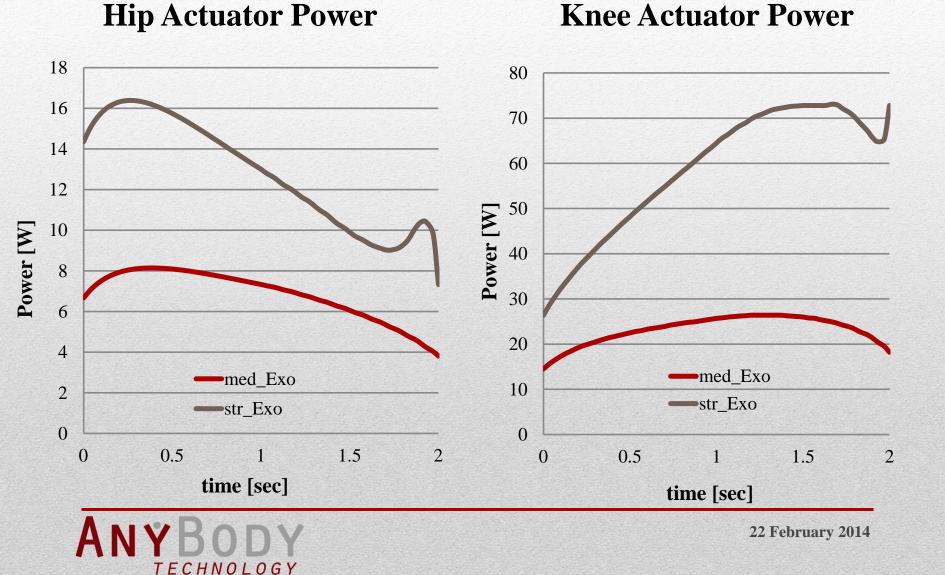
Hip Actuator Moment

Knee Actuator Moment



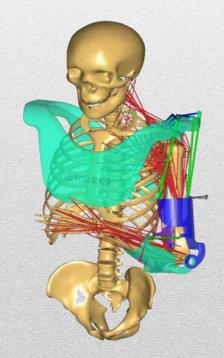
ANYBODY TECHNOLOGY

Results in Exoskeleton



Conclusion

- AnyBody simulation can help during
 - development of exoskeleton (Optimize key parameters)
 - evaluation of exoskeleton (effect on human body)
- How to fix the exoskeleton to human body?
 - Rigid
 - Elastic springs (force dependent kinematics)
- A lot more possibilities:
 - Healthy subjects or Patients
 - Single muscle activations
 - Metabolic / Mechanical Power





• You can write your questions in the Q&A panel.

• Email:

Amir: aa@anybodytech.com Moonki: mj@anybodytech.com

- Meet us at:
 - 11-15 March: ORS/AAOS: New Orleans, USA
 - 2 April: AnyBody Intro Event, Regensburg, Germany
 - 8 April: Webcast lumbar spine
- <u>www.anybodytech.com</u>
 - Events, dates, publication list, ...
- www.anyscript.org
 - Wiki, Forum
- <u>www.youtube.com/anybodytech</u>
 - Videos, help, demos, tips & tricks

