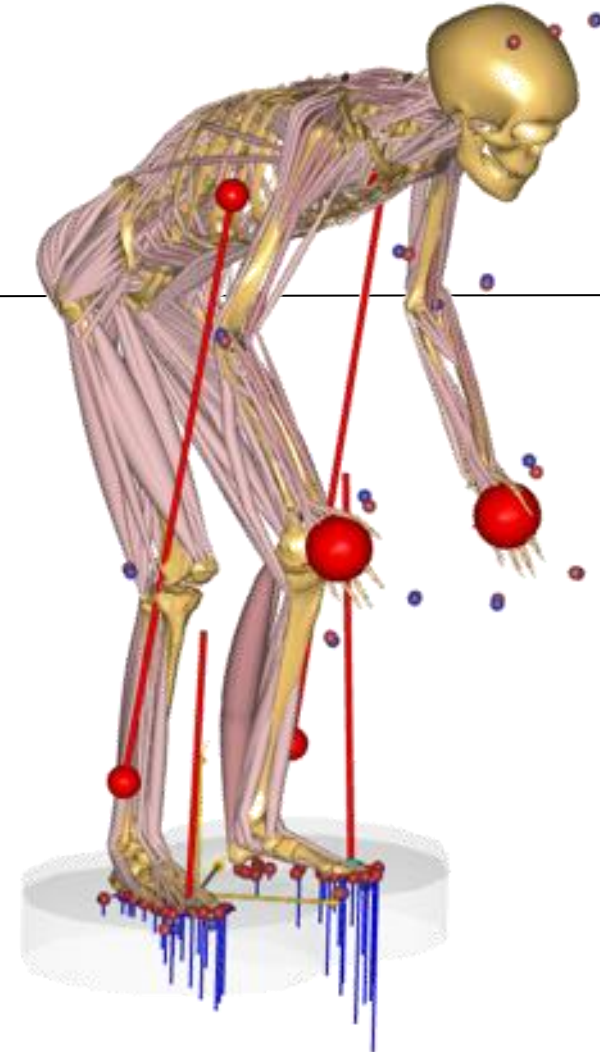


The webcast will begin shortly...

Simulation-Driven Conceptual Design of Exoskeletons

March 28th , 2022



Outline

- General introduction to the AnyBody Modeling System
- Presentation by Prof. John Rasmussen
 - *Simulation-Driven Conceptual Design of Exoskeletons*
- Upcoming events
- Question and answer session



Presenter:

Professor John Rasmussen,

Head of the biomechanics research group - Department of Materials and Production,

Aalborg University, Denmark.



Host(s):

Bjørn Keller Engelund
R&D Engineer

Kristoffer Iversen
Technical Sales Executive

Control Panel

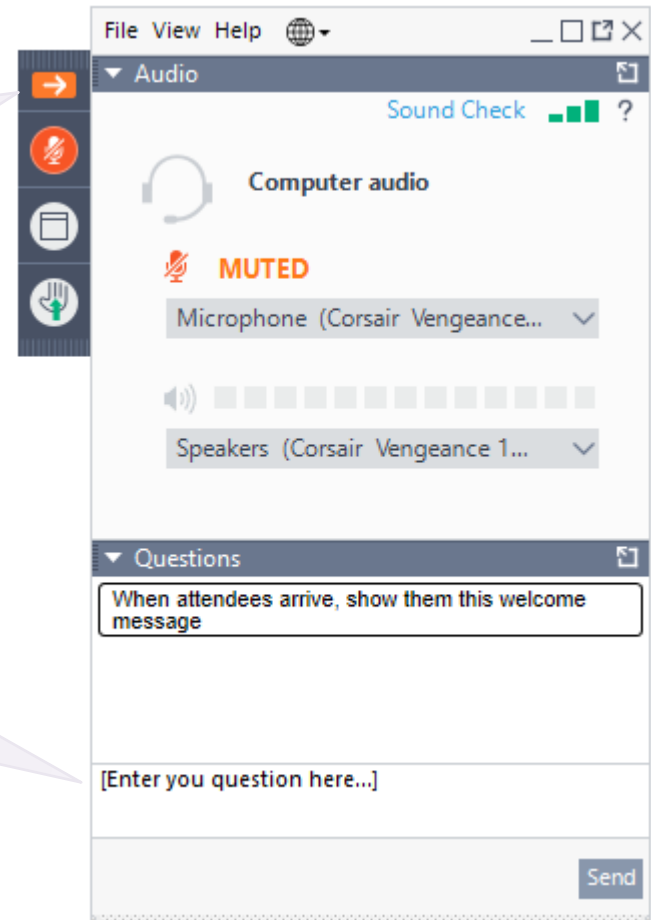
The Control Panel appears on the right side of your screen.

Submit questions and comments via the Questions panel.

Questions will be addressed at the end of the presentation. If your question is not addressed, we will do so by email.

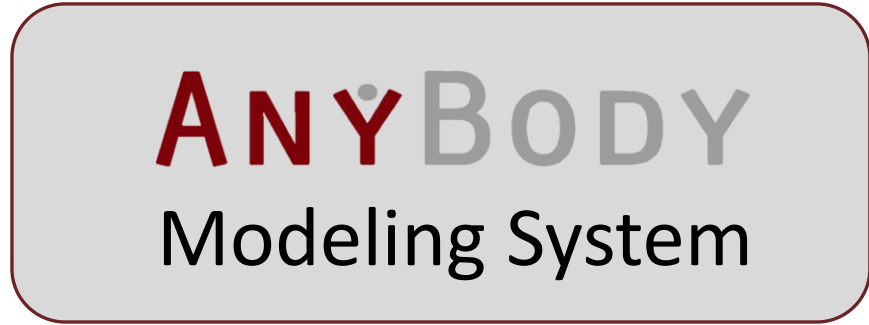
Expand/Collapse the Control Panel

Ask a question during the presentation



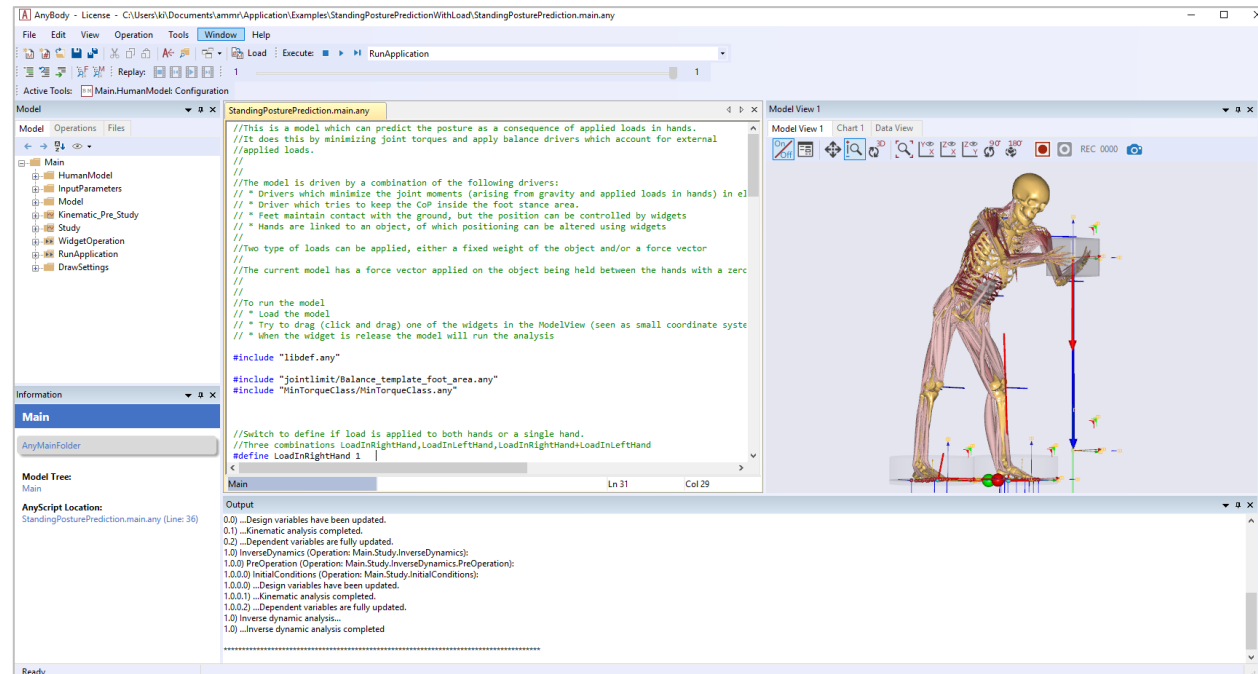
Musculoskeletal Simulation

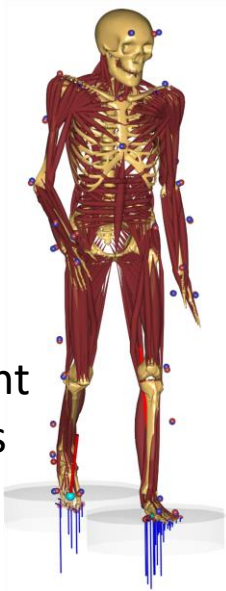
Motion Data
Kinematics and Forces



Body Loads

- Joint moments
- Muscle forces
- Joint reaction forces

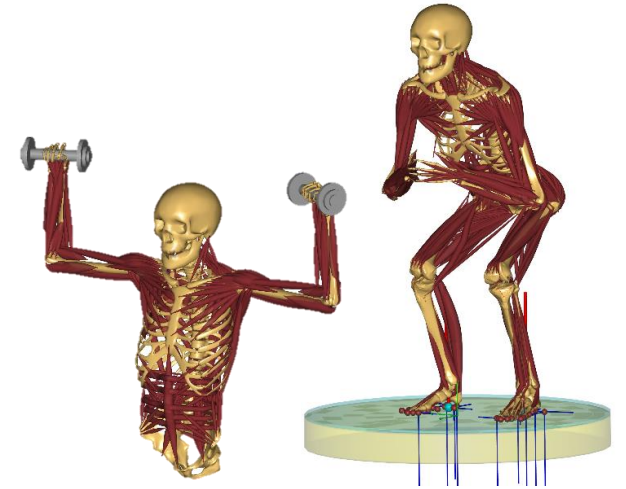




Movement
Analysis



Product optimization design

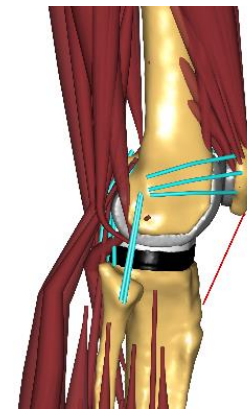
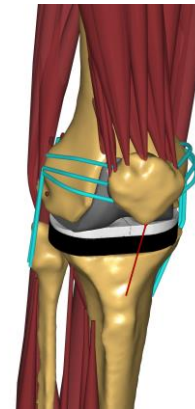
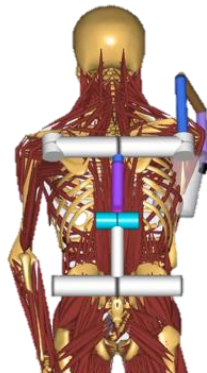


Sports

ANYBODY
Modeling System

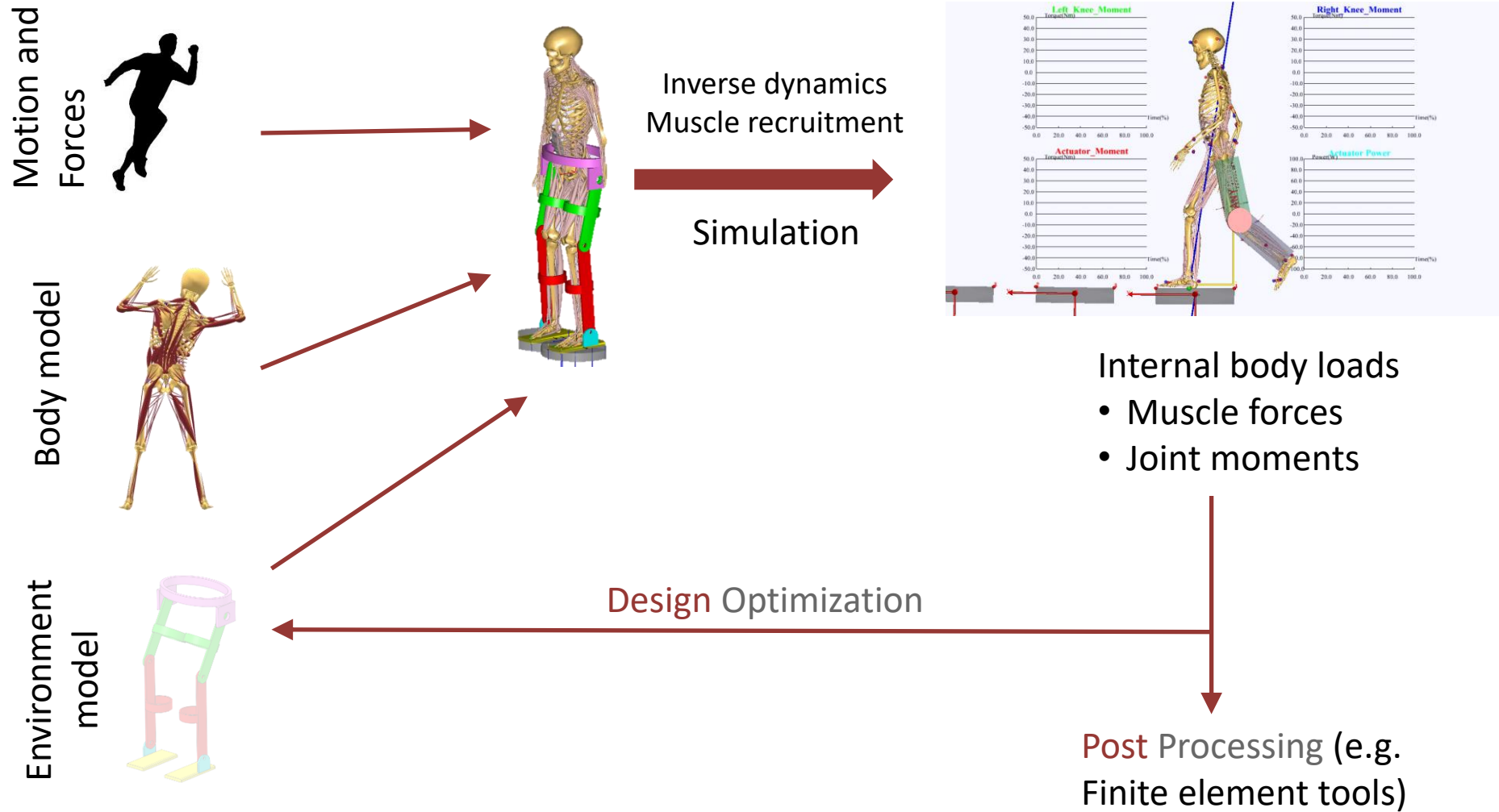


Assistive
Devices



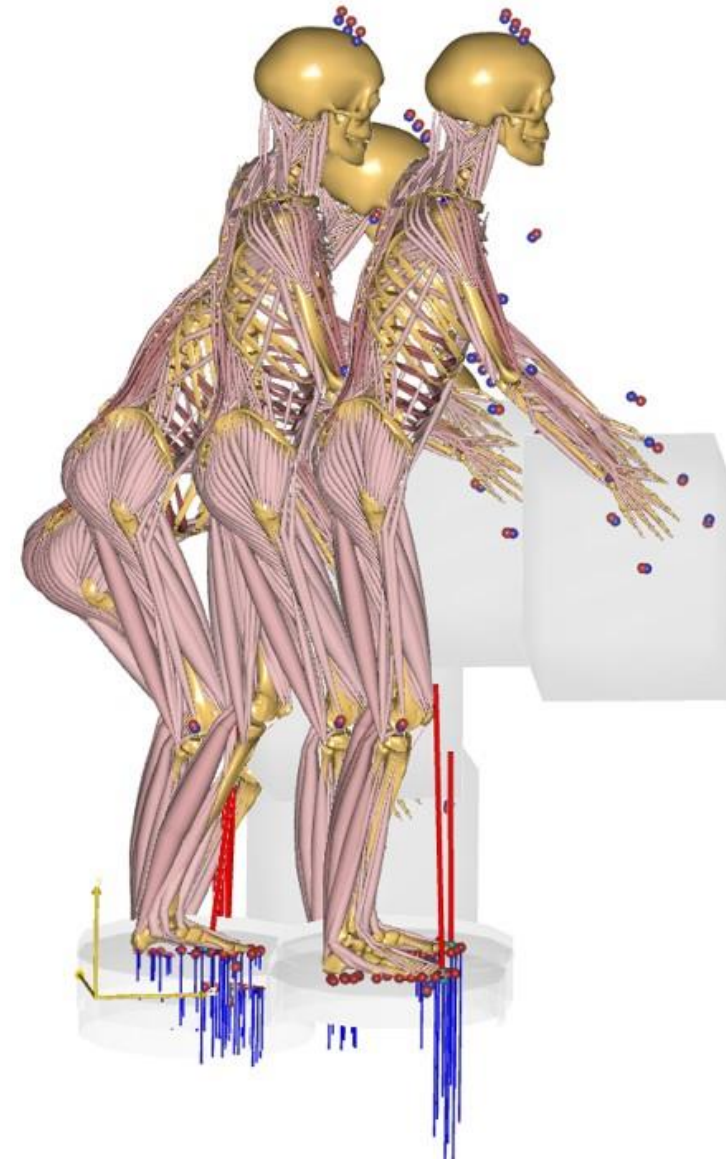
Orthopedics
and rehab

AnyBody Modelling System



Simulation-Driven Conceptual Design of Exoskeletons

Presented by Professor John Rasmussen

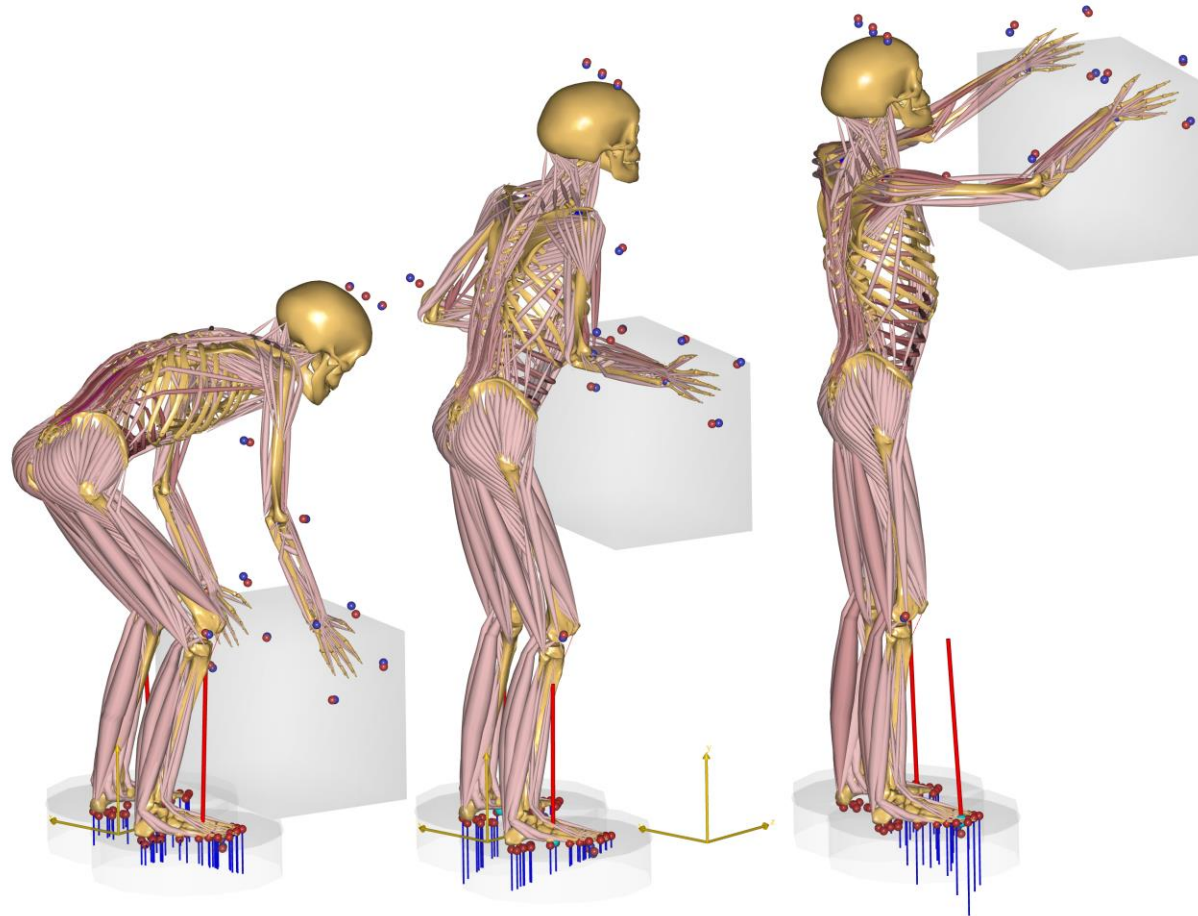


Simulation-based Conceptual Exoskeleton Design

Prof. John Rasmussen

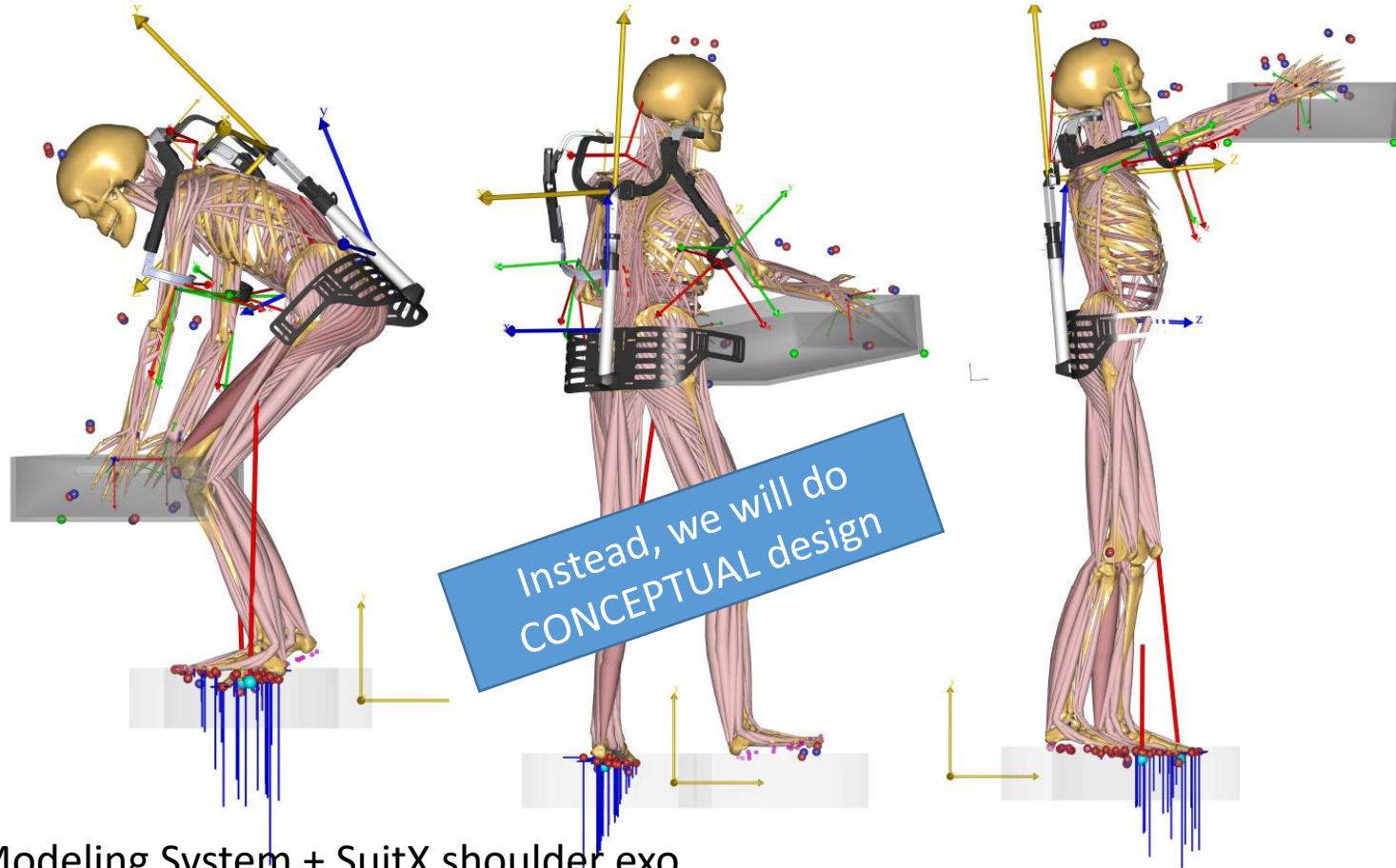
Department of Materials and Production, Aalborg University

Denmark



Part 1/3: Setting the scene

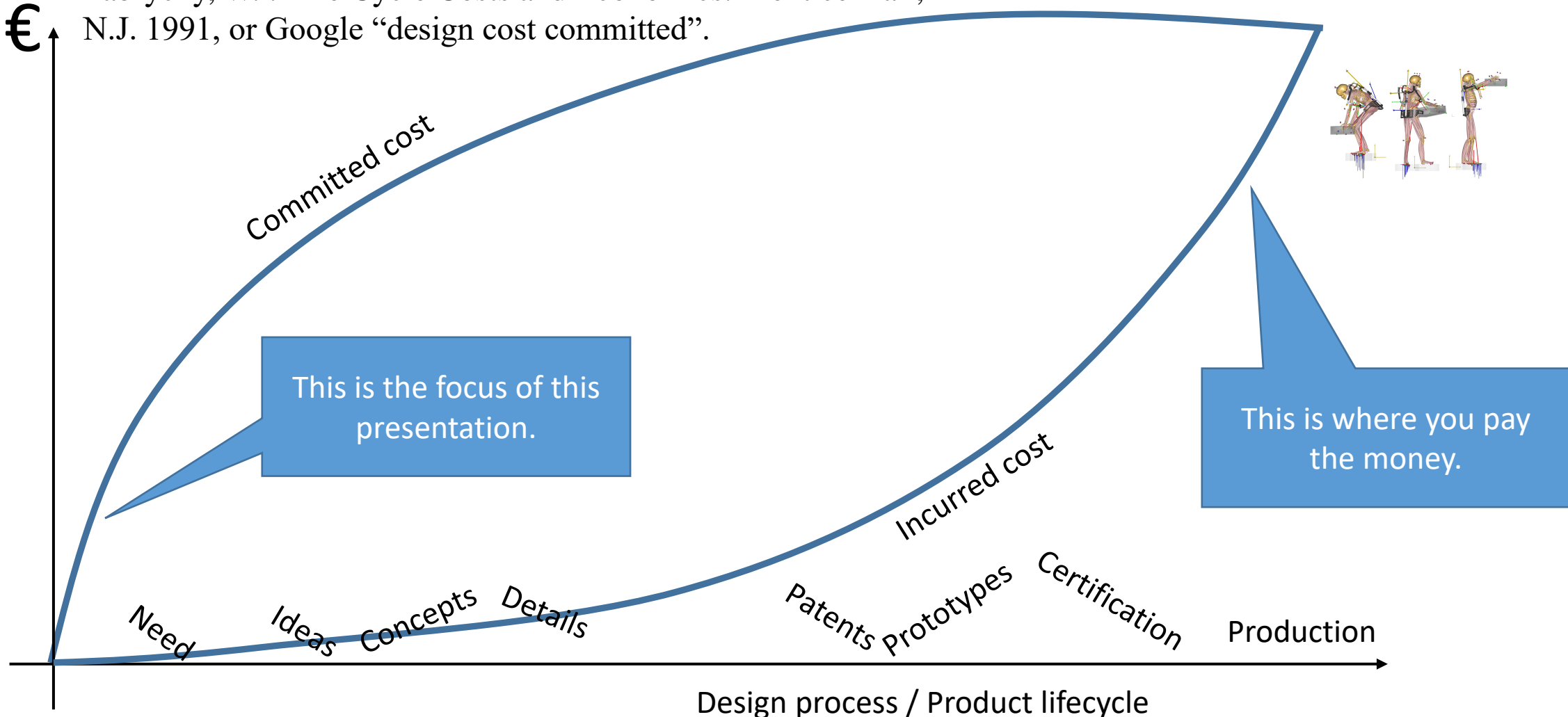
We are not going to do this




The AnyBody Modeling System + SuitX shoulder exo
Seiferheld et al.

Design science folklore

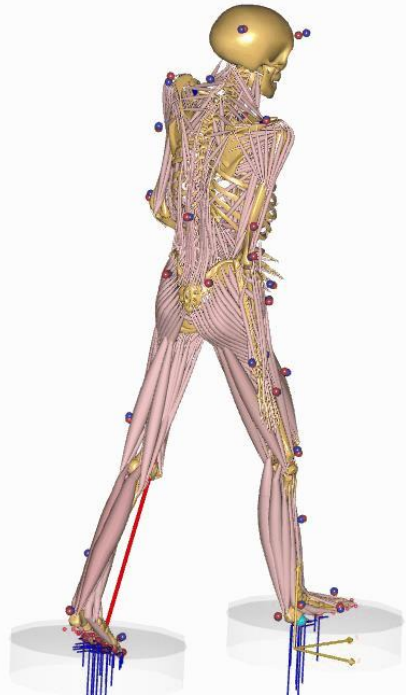
Fabrycky, W. : Life Cycle Costs and Economics. Prentice Hall, N.J. 1991, or Google “design cost committed”.



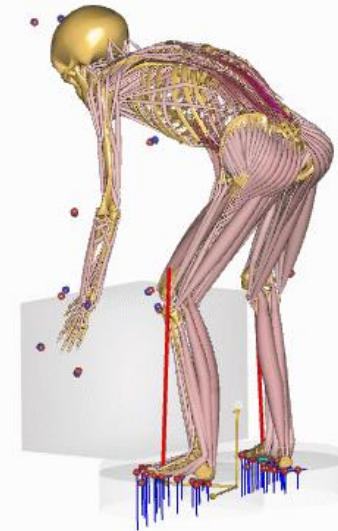


Part 2/3: Load analysis

The two models to compare

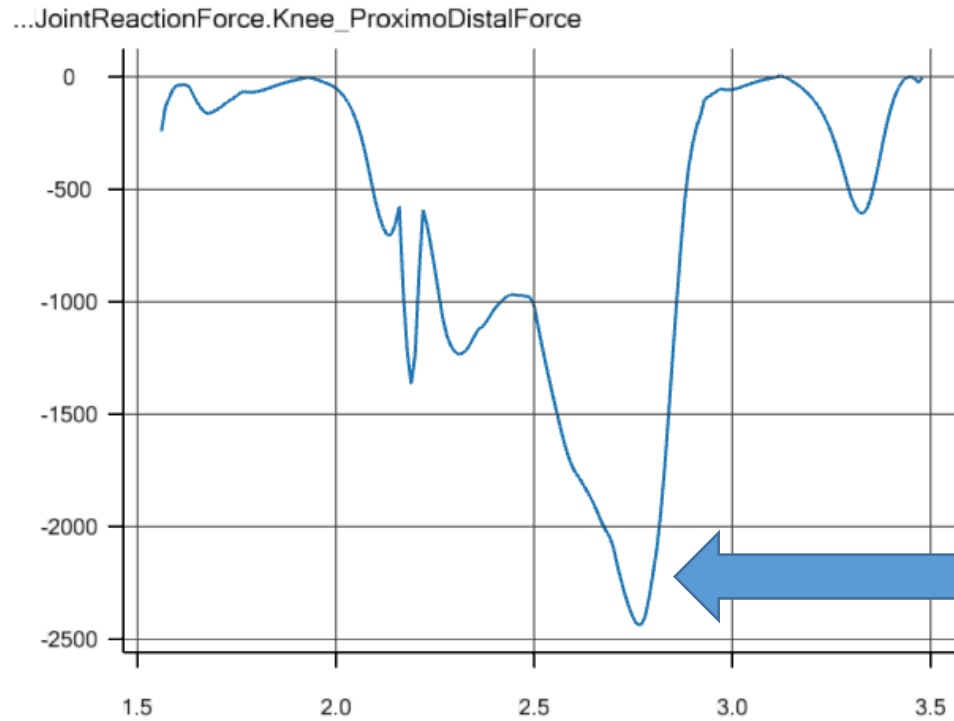


Baseline: Gait

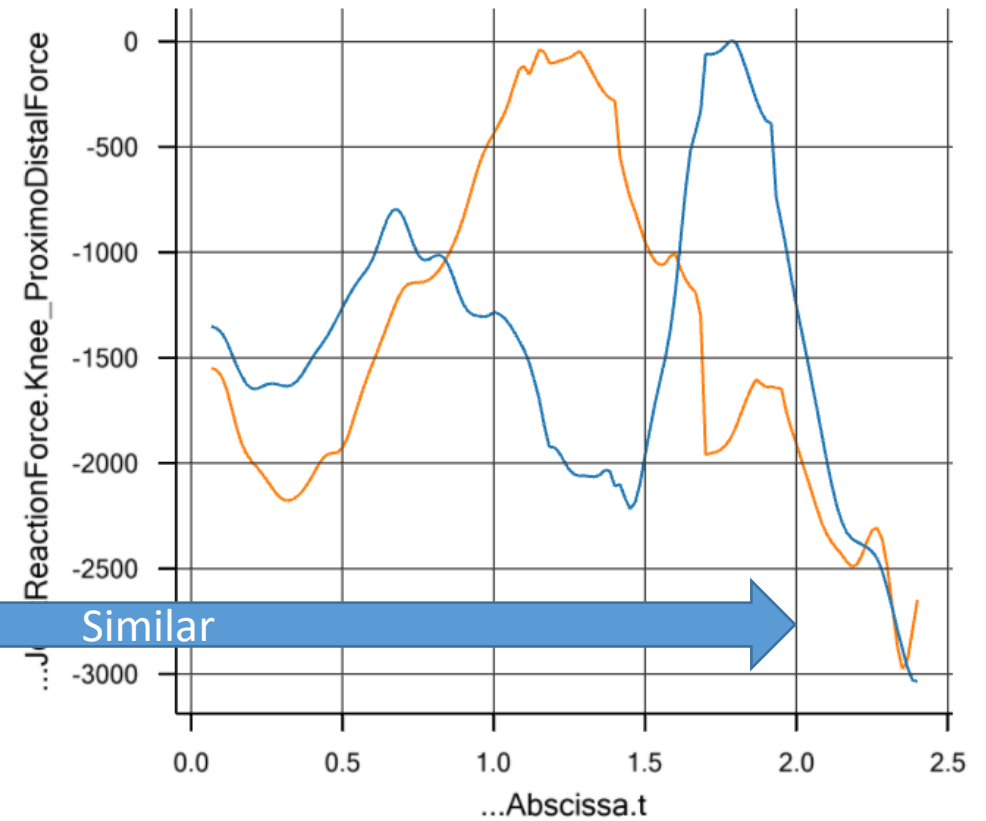


Actual working task

Knee compression force



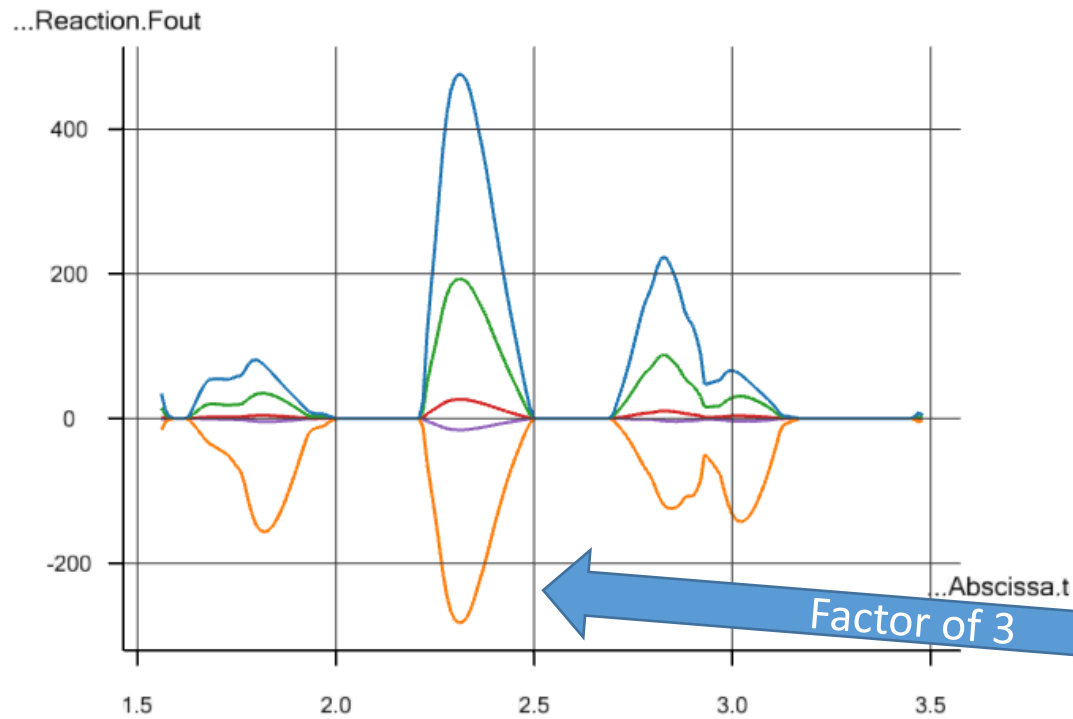
Baseline: Gait



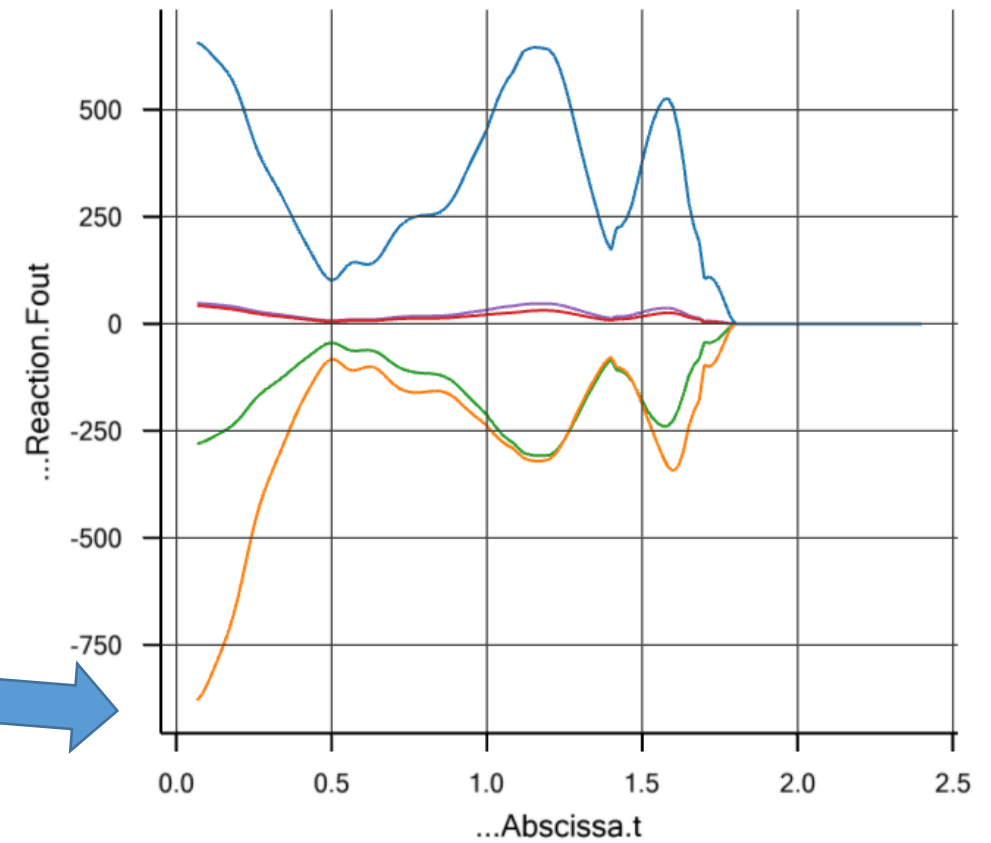
Actual working task

Similar

Patellofemoral reactions

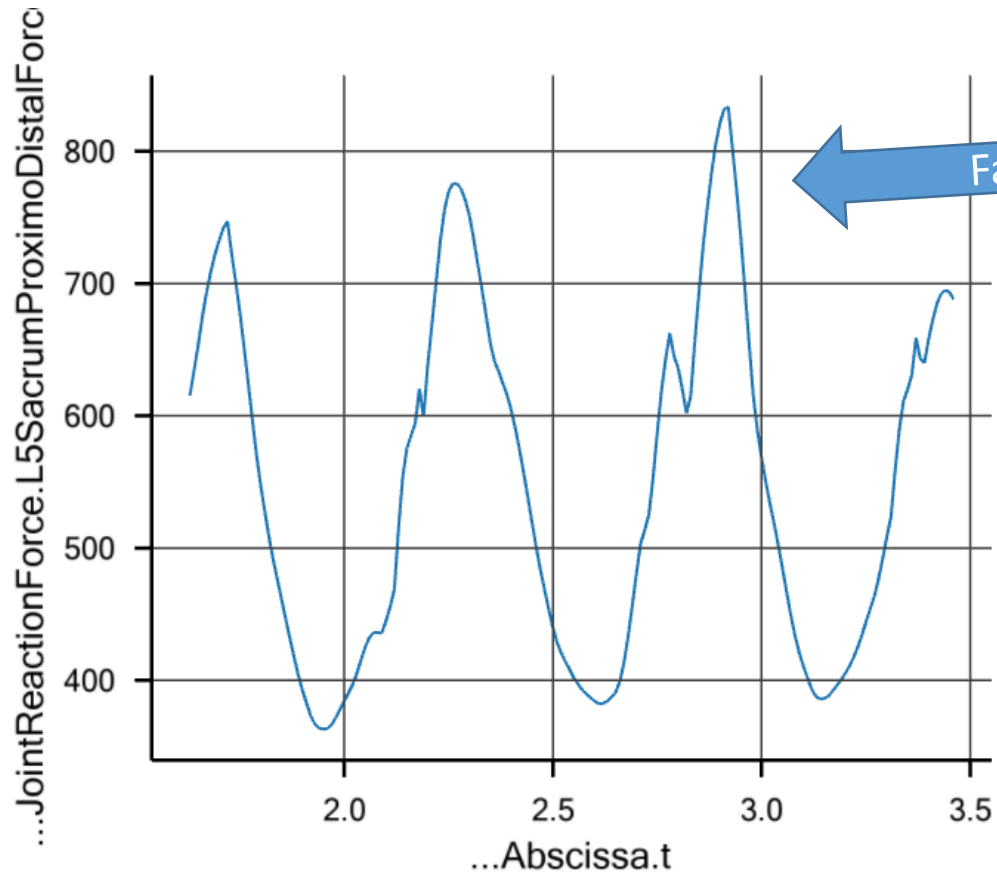


Baseline: Gait

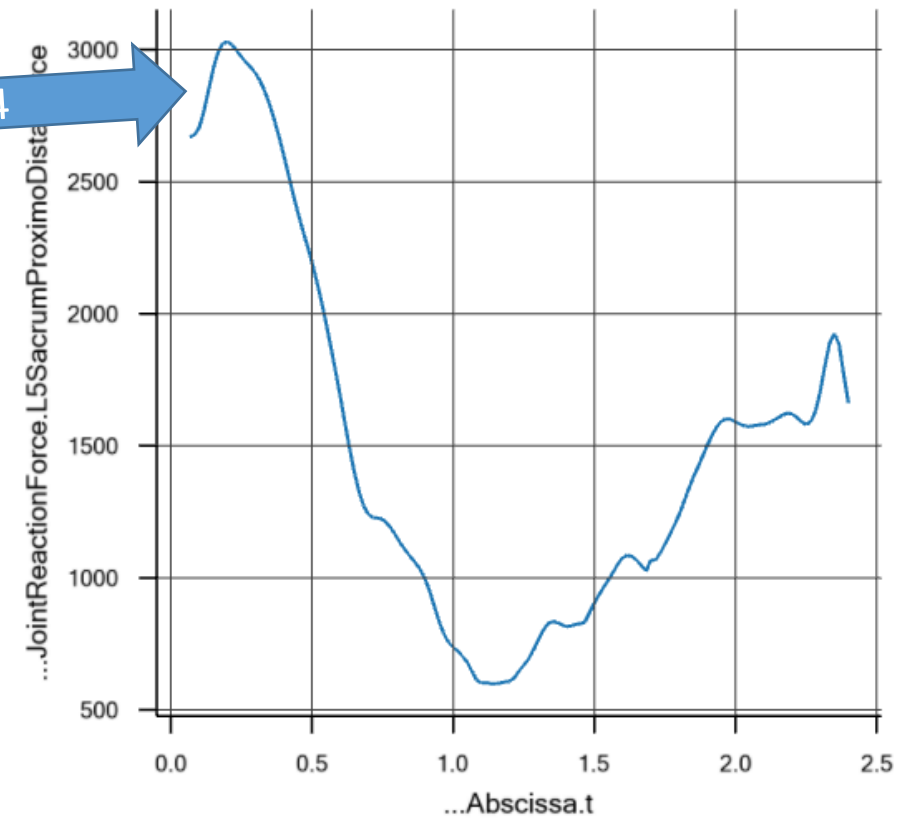


Actual working task

Lumbar spine compression



Baseline: Gait



Actual working task

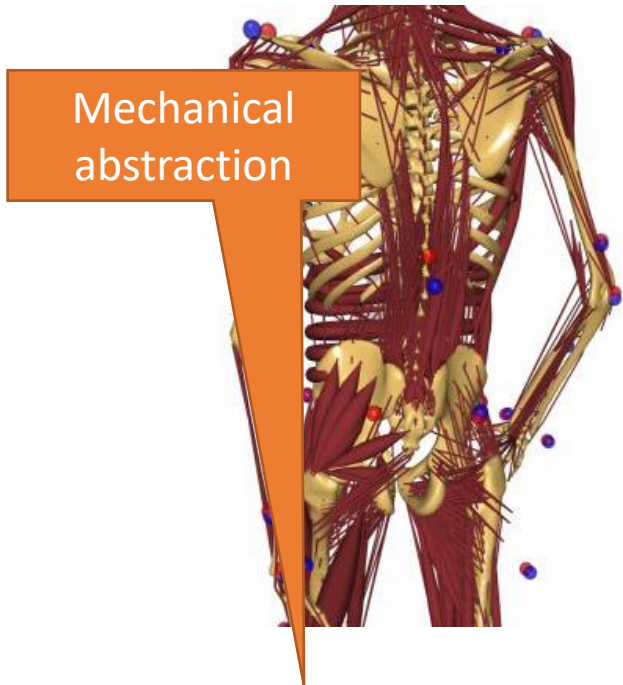
Factor of 4

Part 3/3: Conceptual design

There is a mathematical trick inherent to inverse dynamics that can compute an ideal force anywhere in the system.

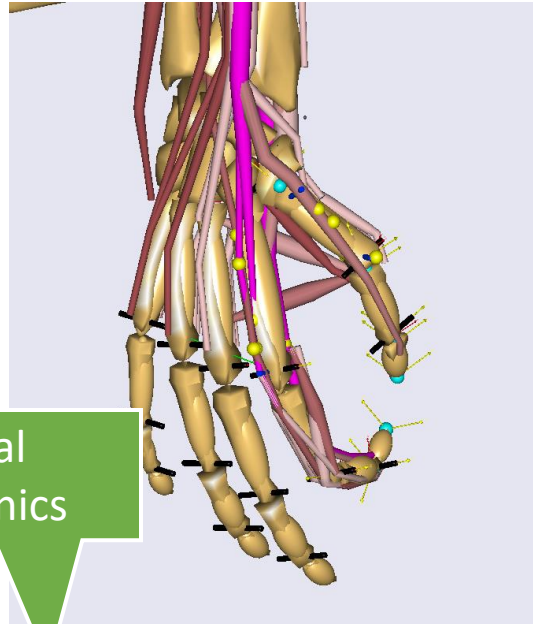


Model constraints



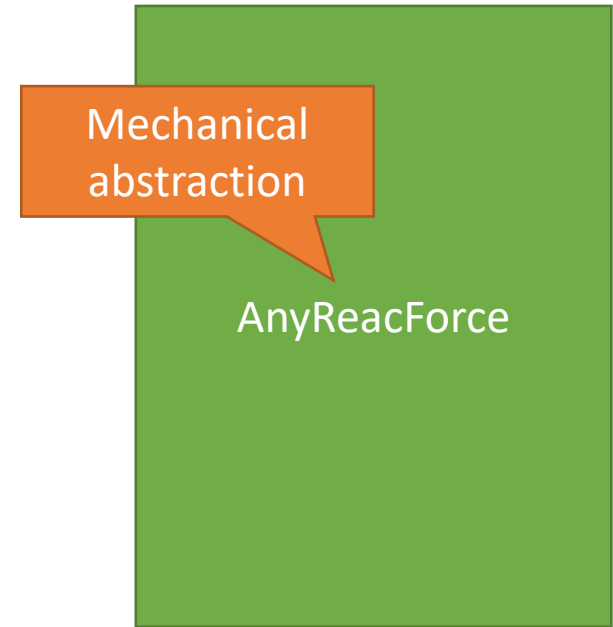
Mechanical abstraction

Mocap markers:
Provide position only



Actual mechanics

Joints:
Provide position and reaction



Mechanical abstraction

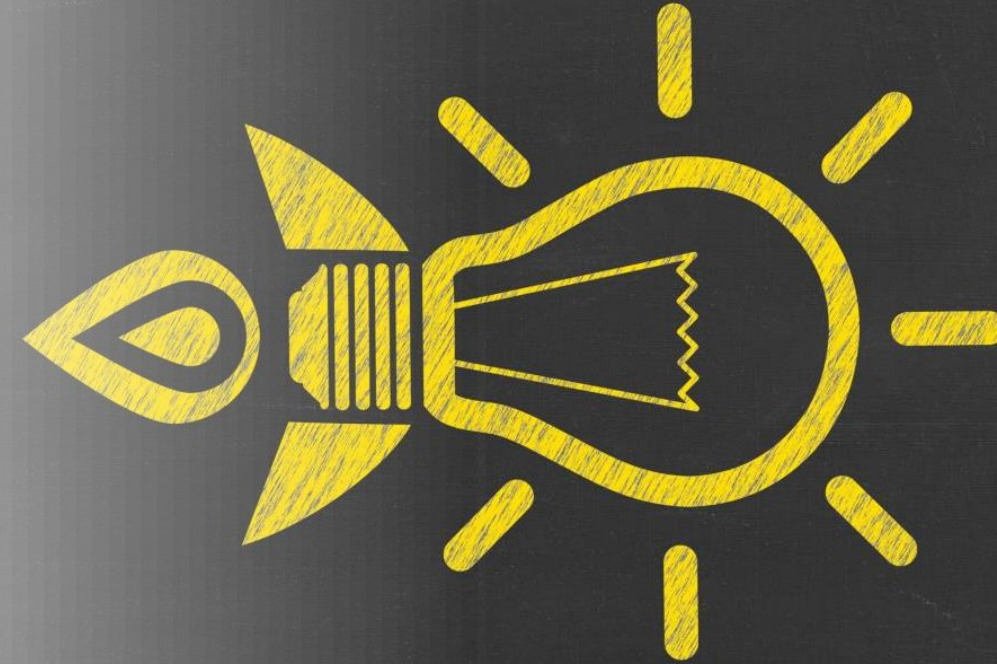
AnyReacForce

AnyReacForce:
Provides reaction only



First idea:

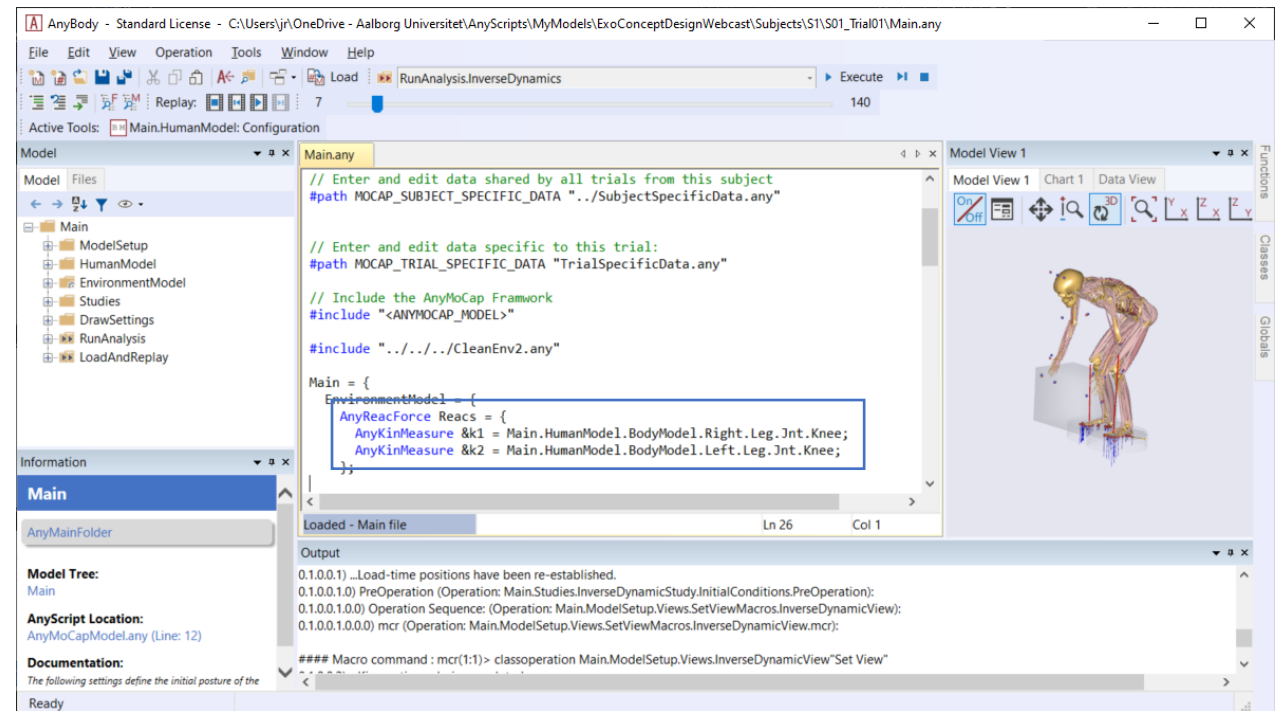
Patella-femoral loads was a problem.
Can we fix this with an exo that helps
extend the knee?



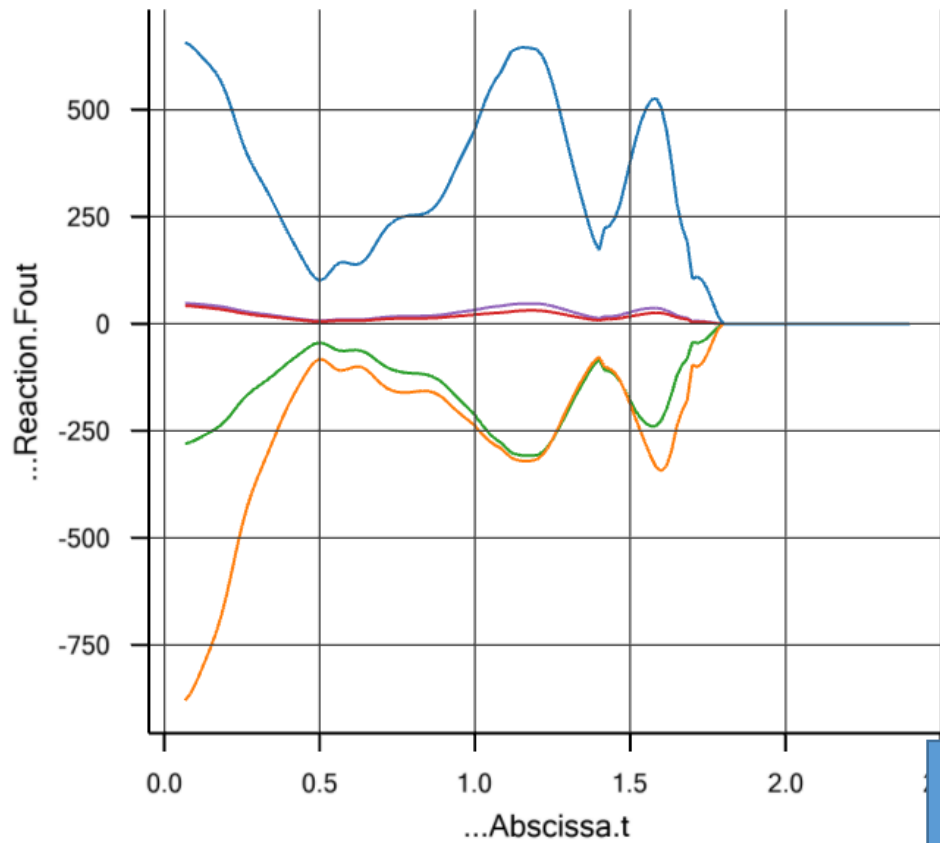
Reaction forces for knee extension

We add the following to the model:

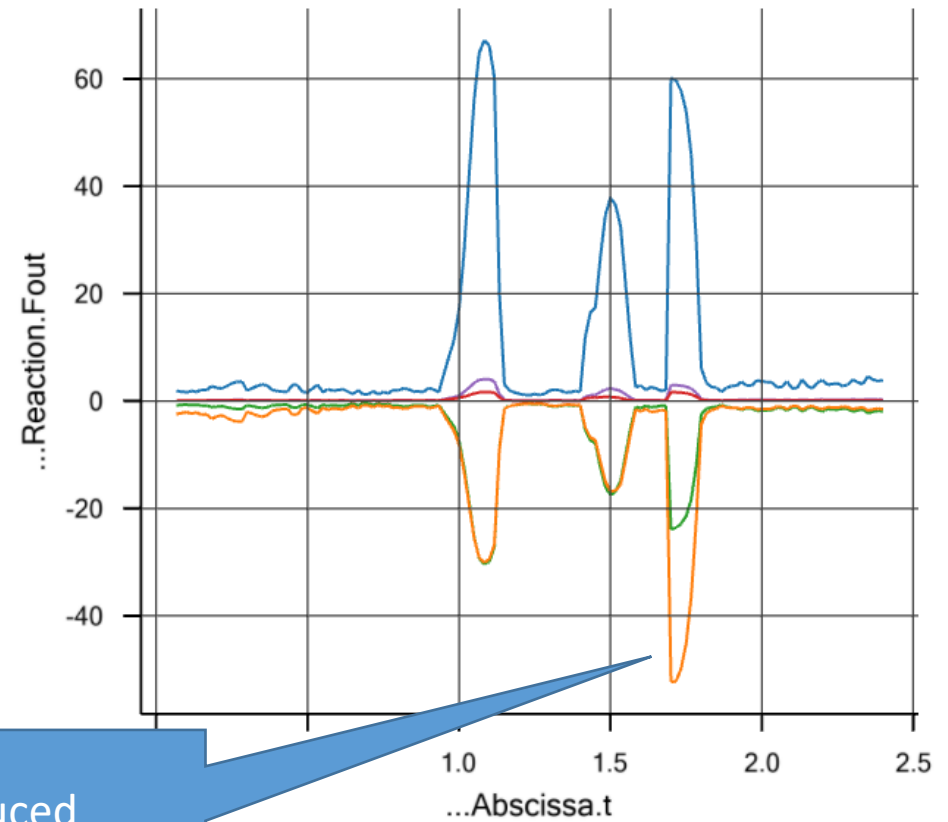
```
AnyReacForce Reacs = {  
    AnyKinMeasure &k1 =  
    Main.HumanModel.BodyModel.Right.Leg.Jnt.Knee;  
  
    AnyKinMeasure &k2 =  
    Main.HumanModel.BodyModel.Left.Leg.Jnt.Knee;  
};
```



Patellofemoral reactions without and with AnyReacForce



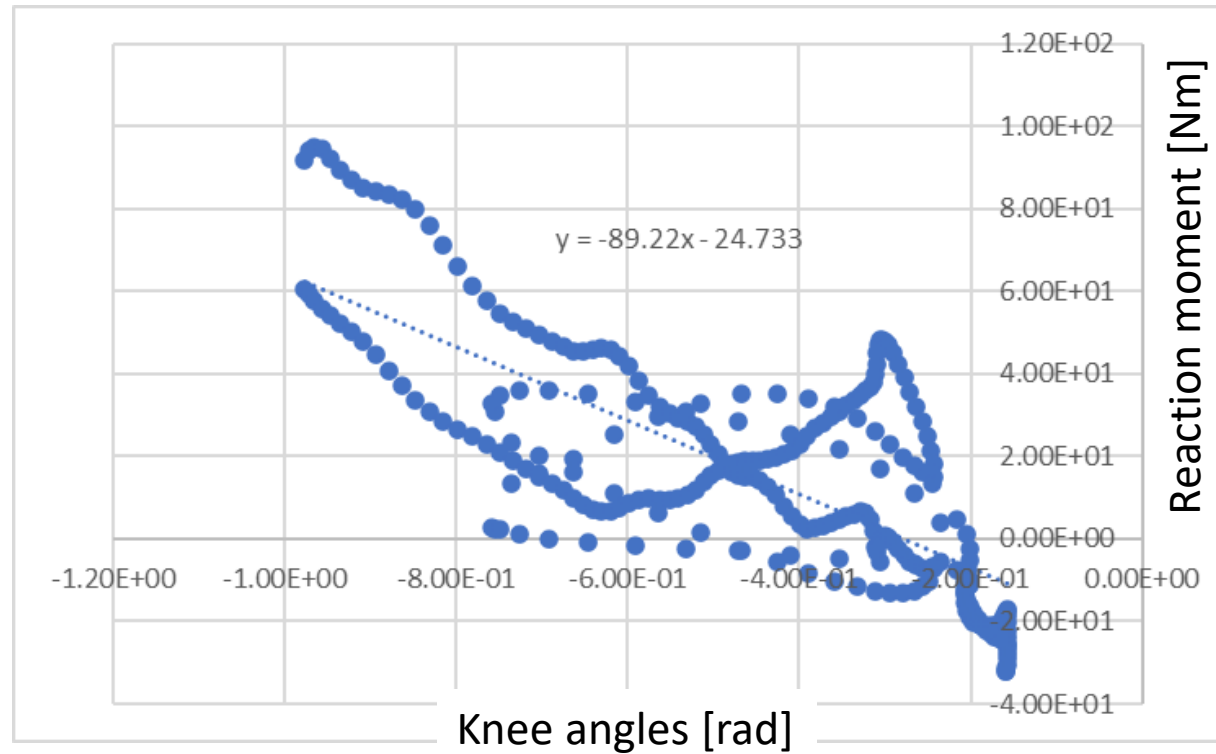
Without exo



With "knee extension" exo

Reduced
(no shit, Sherlock!)

Ideal assistive knee moment as a function of angle

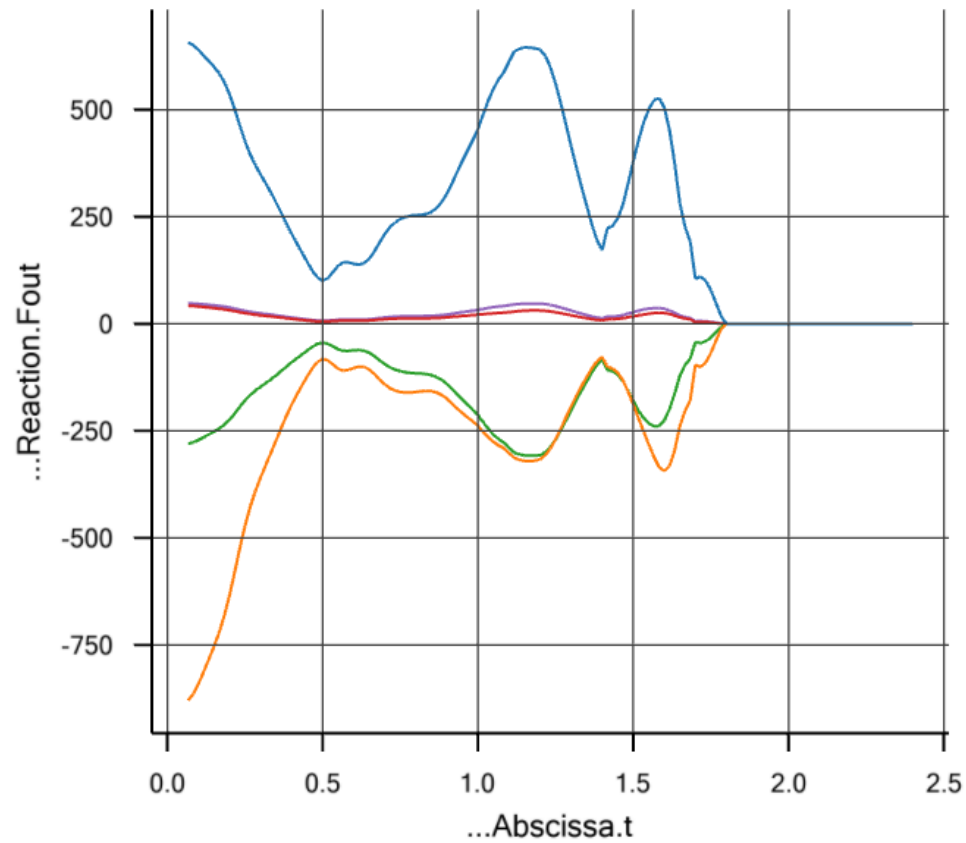


The linear regression is a perfect spring, which we can build into an exo.
If the approximation is good enough, we should get a reduction of patella-femoral force

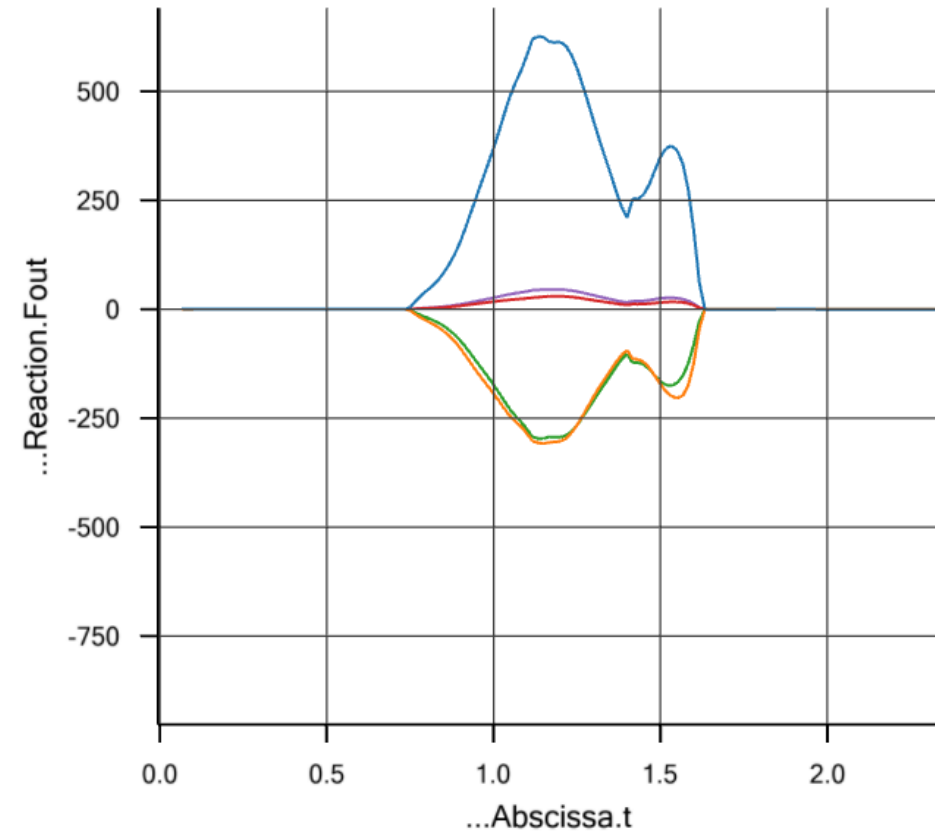
Spring definition

```
AnyVar k = -89.22;
AnyForce rSpring = {
    AnyKinMeasure &k1 = Main.HumanModel.BodyModel.Right.Leg.Jnt.Knee;
    F = .k*k1.Pos-24.73;
};
AnyForce lSpring = {
    AnyKinMeasure &k1 = Main.HumanModel.BodyModel.Left.Leg.Jnt.Knee;
    F = .k*k1.Pos-24.73;
};
```

Patellofemoral reactions without and with imaginary exo springs



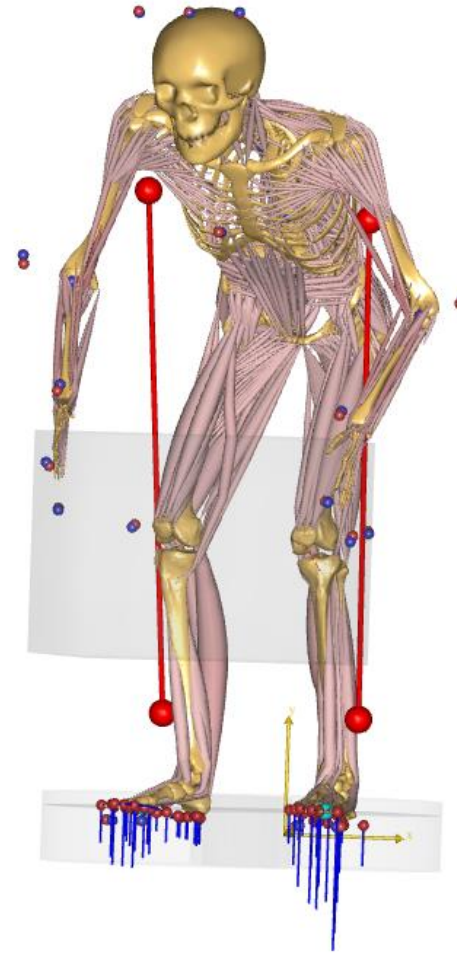
Without exo



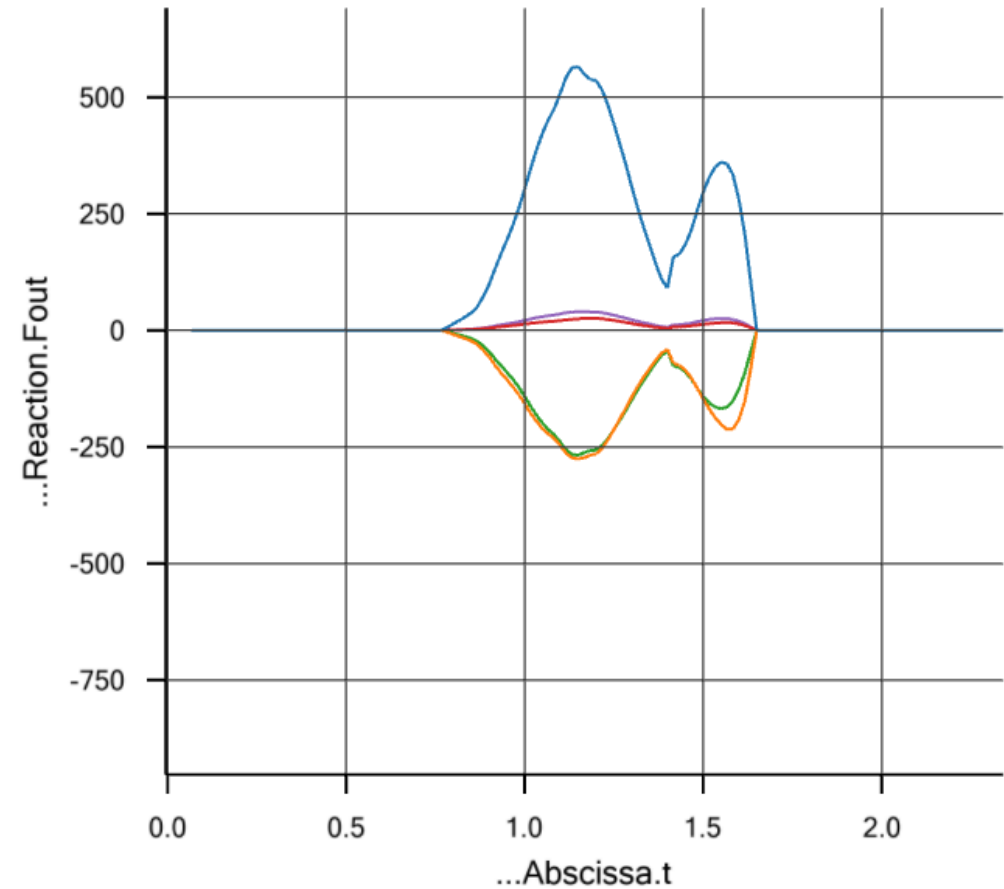
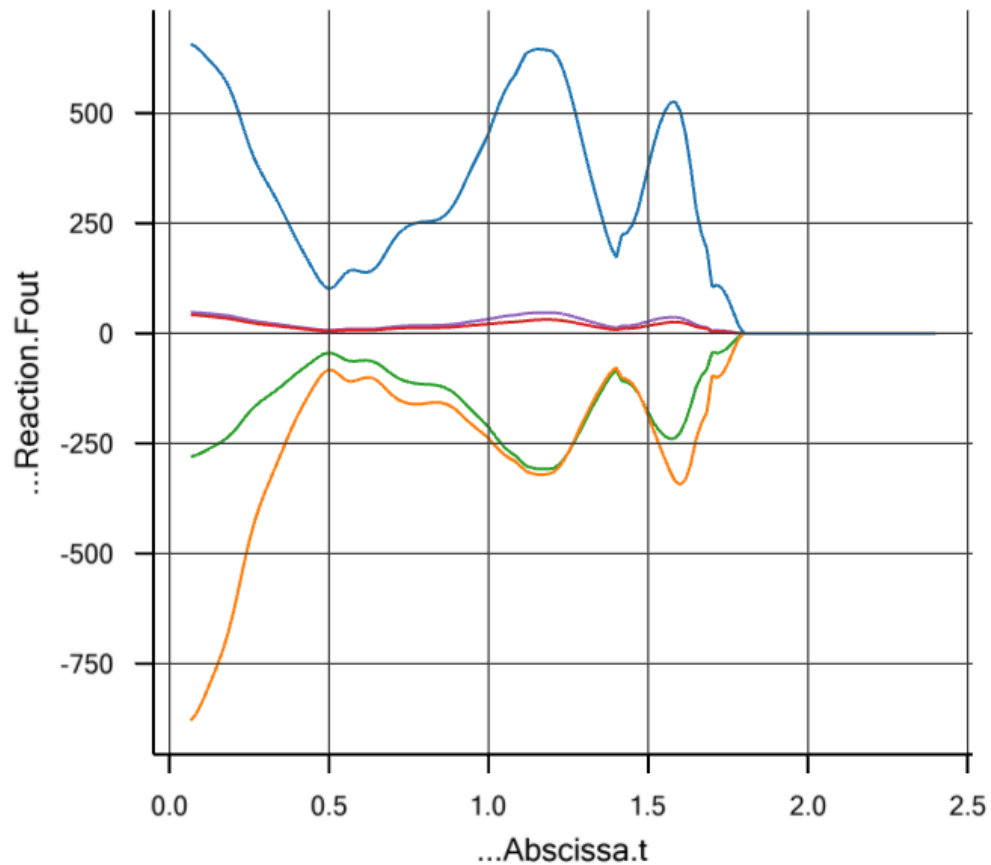
With "knee spring" exo

Second idea

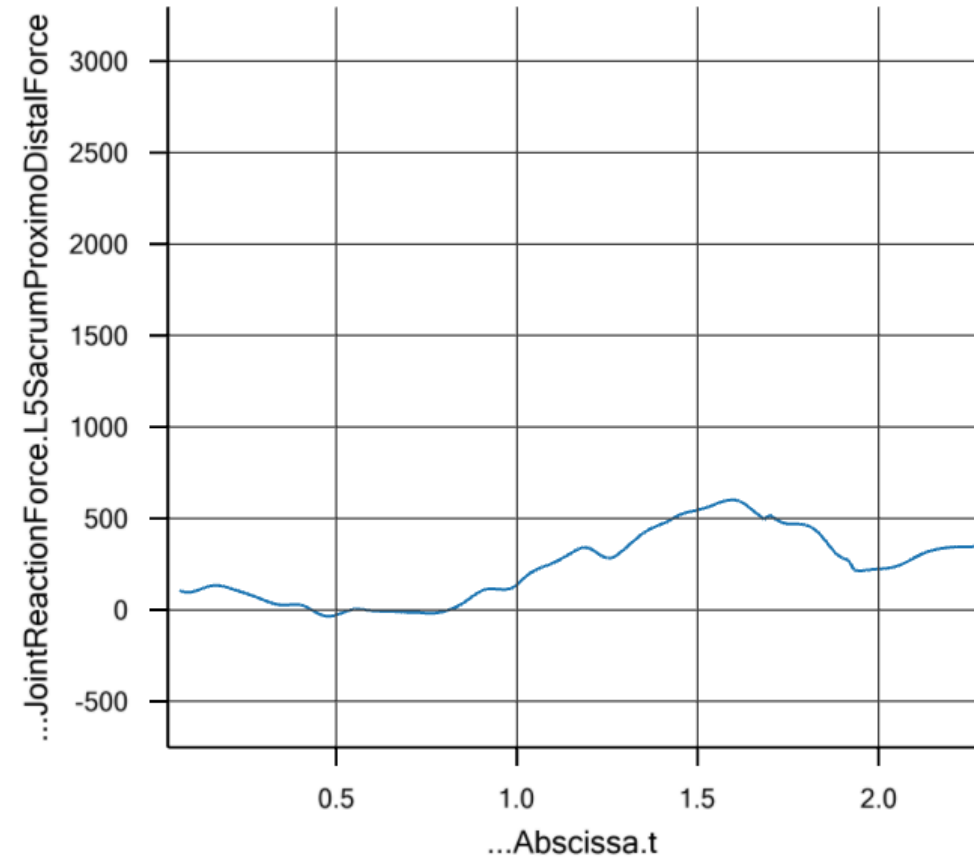
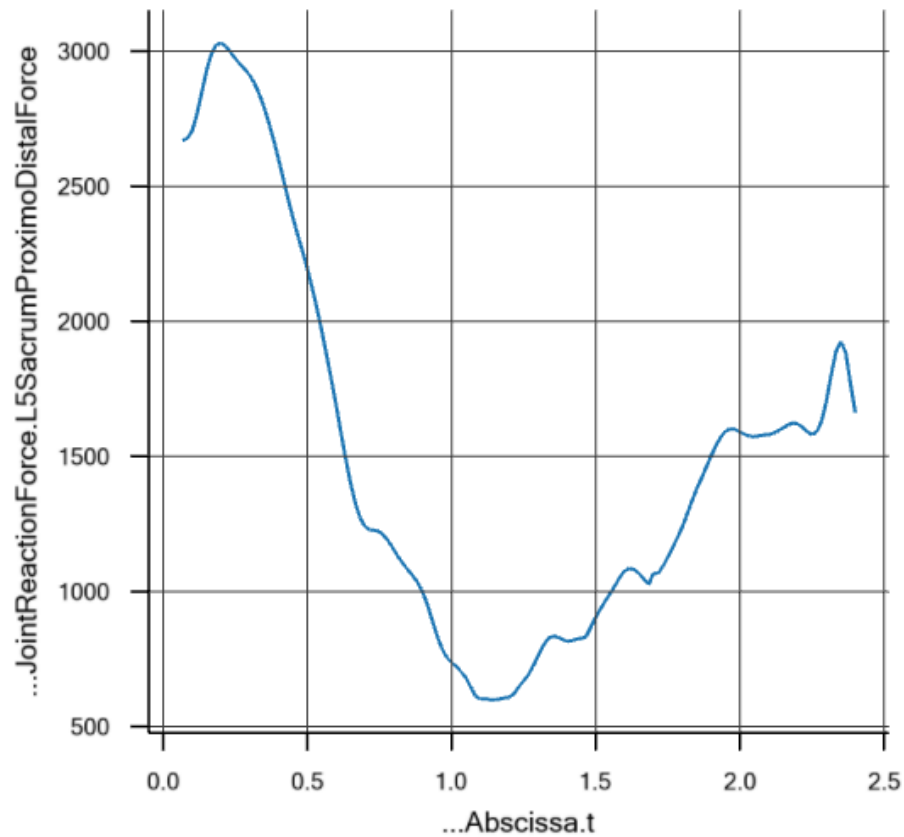
- We define extensible rods crossing the knees, hips and lumbar spine.
- We equip the rods with AnyReacForces to provide ideal but unrealistic support.
- We perform the same investigation as before.



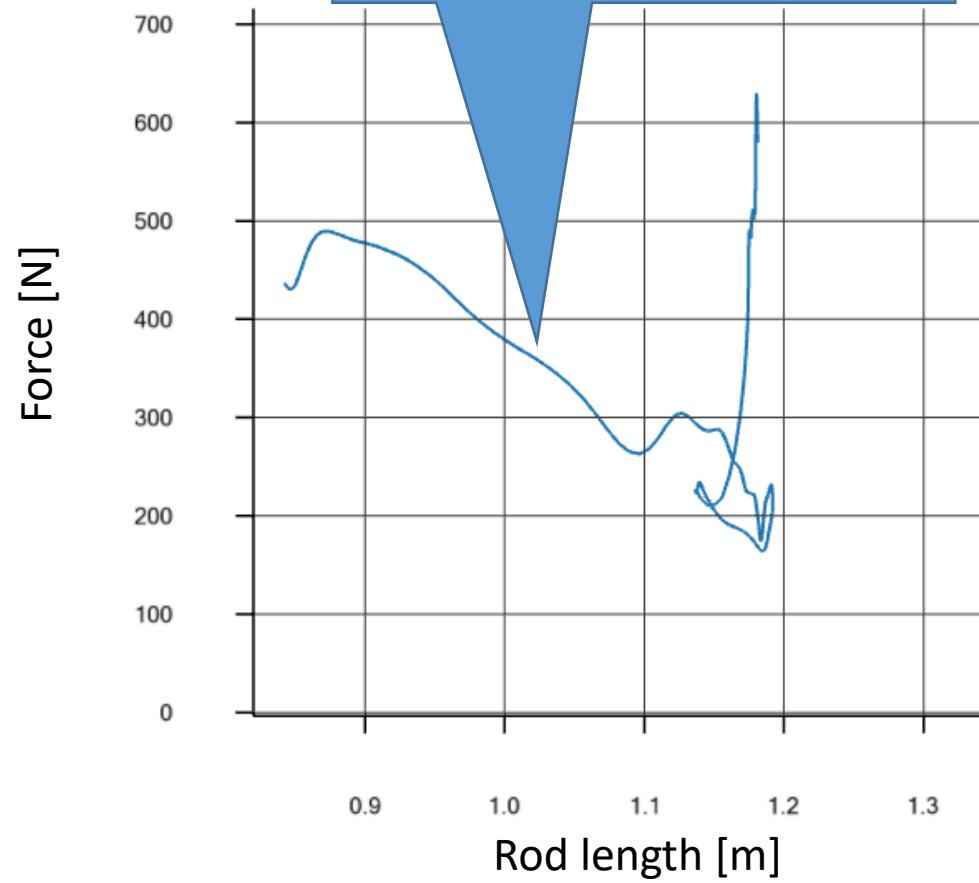
Without and with ideal extension rods (patella-femoral forces)

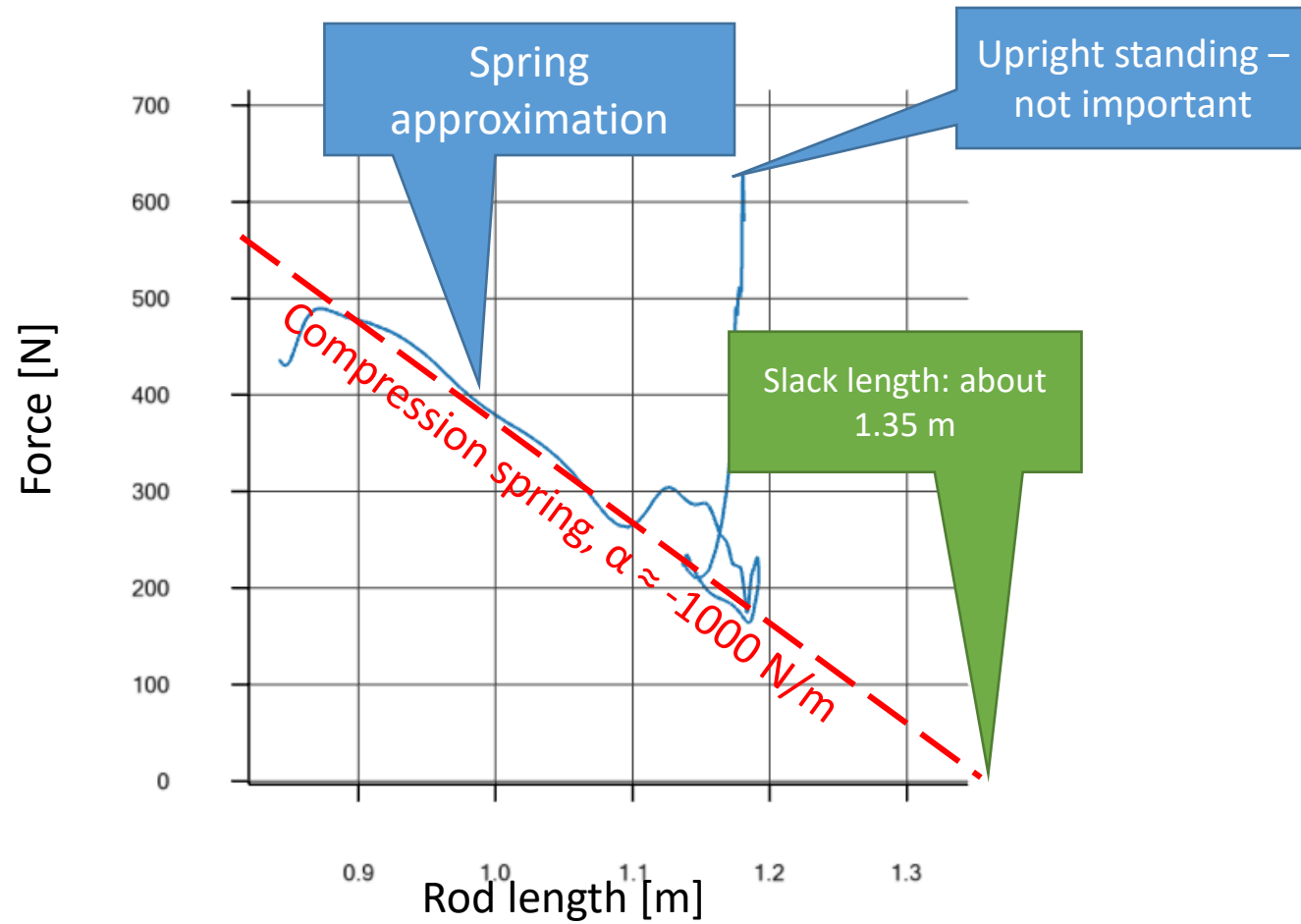


Without and with ideal extension rods (L5-S1 forces)

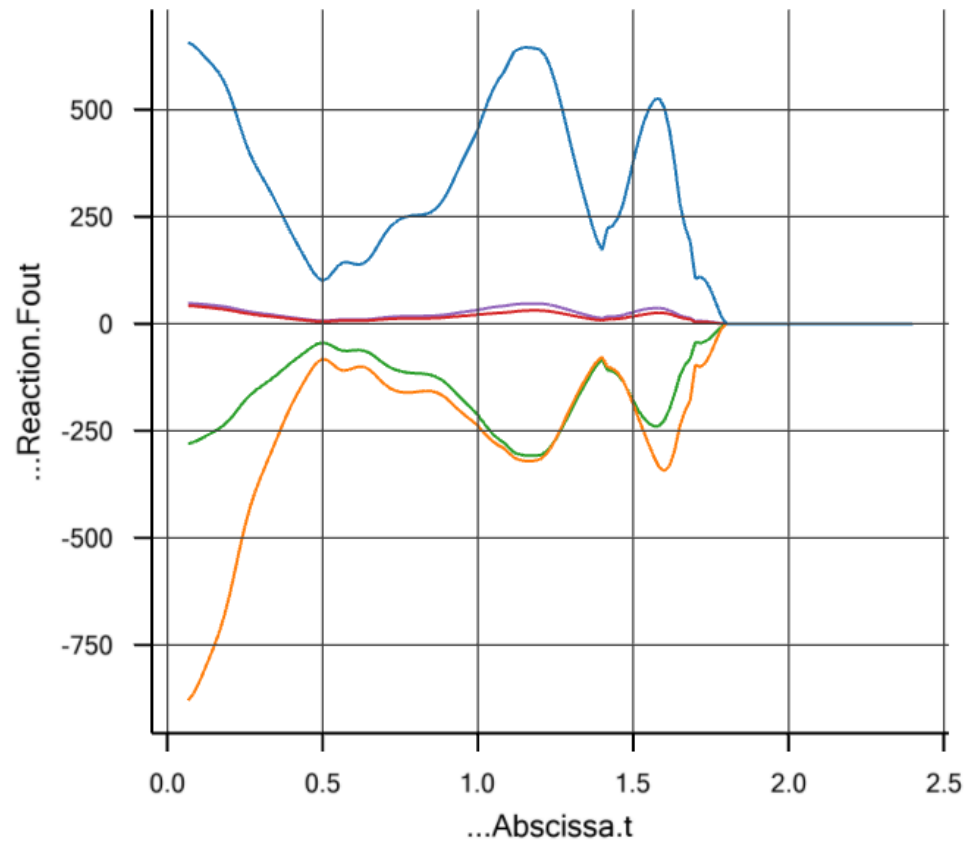


The "ideal" exo that will offload the muscles as much as possible. Less may suffice!

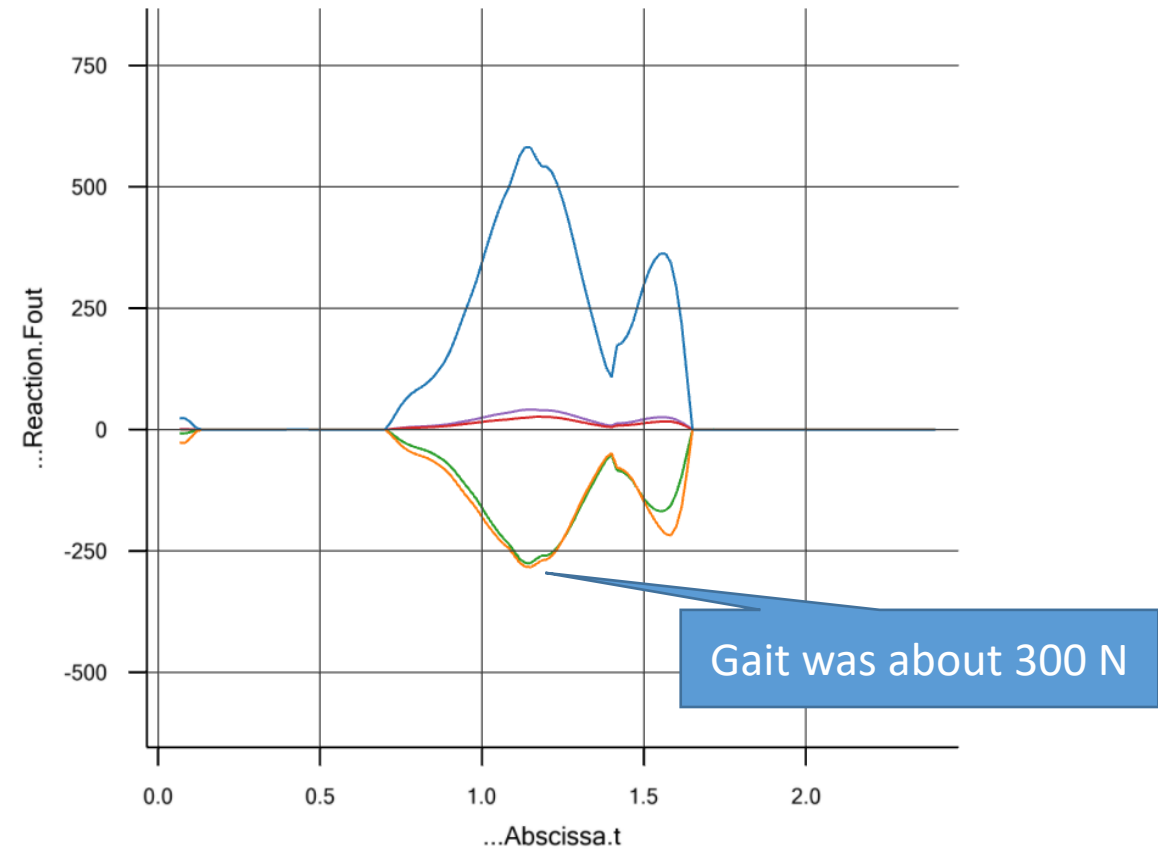




Patella-femoral reactions

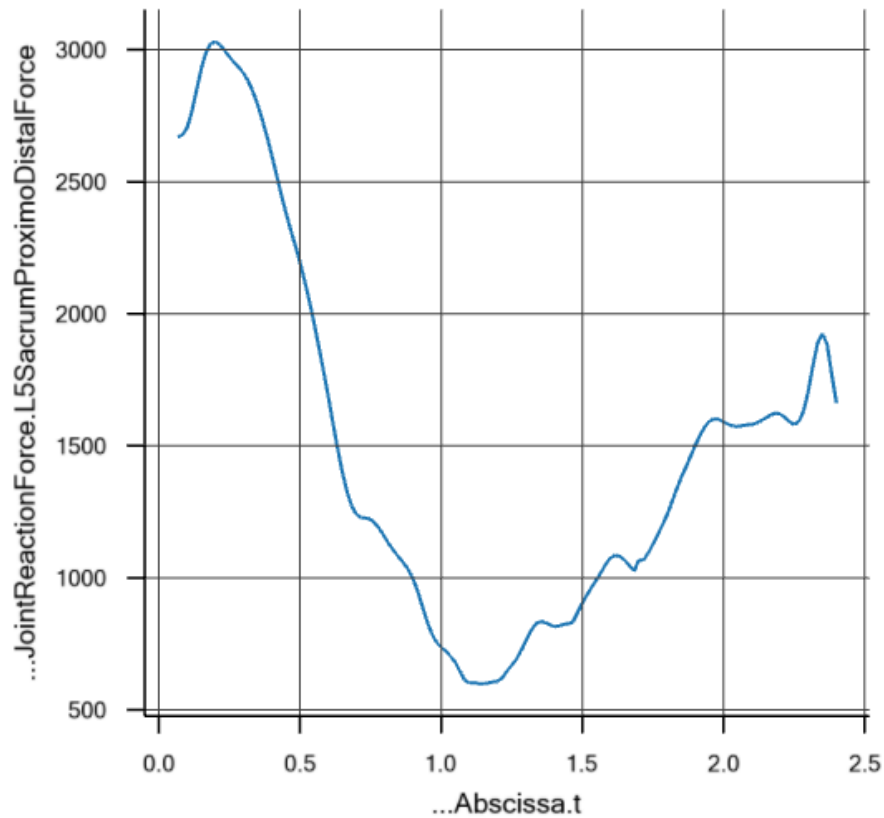


Without exo

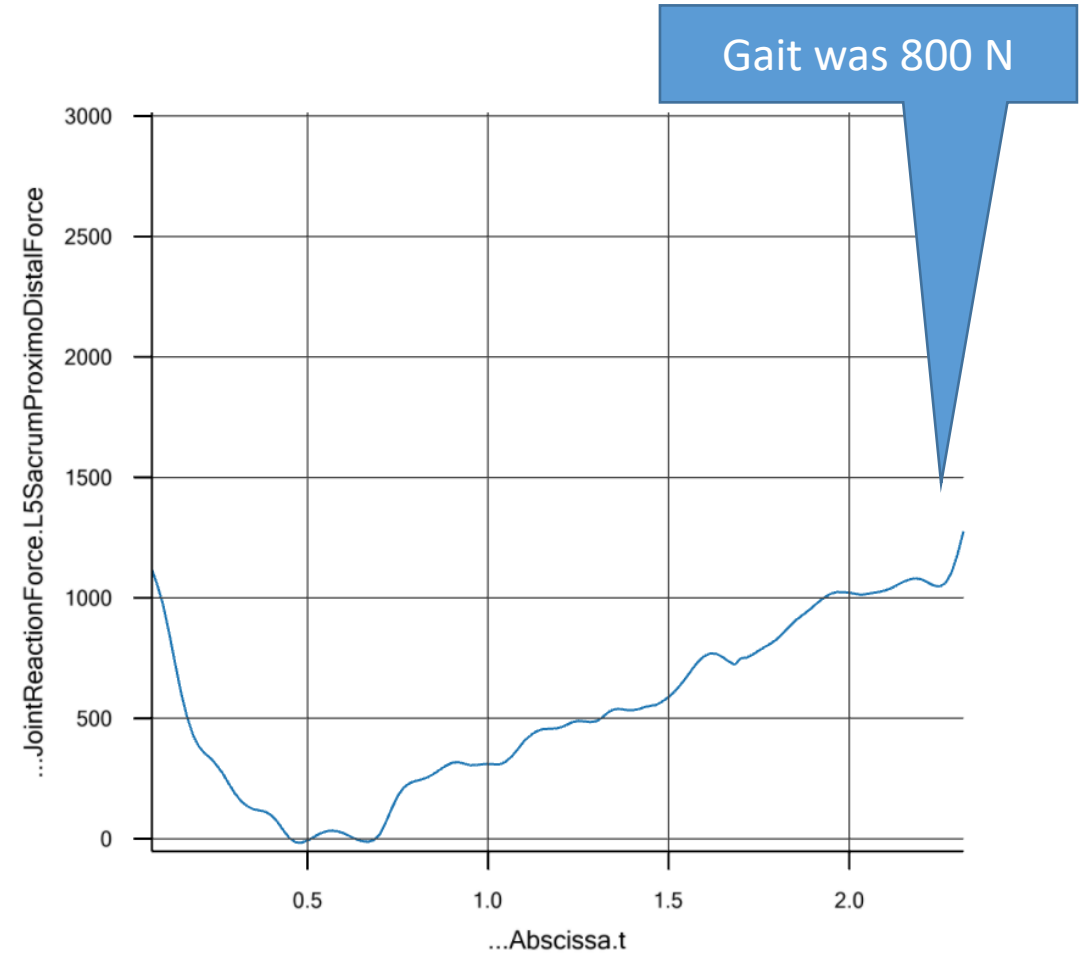


With "spring rod" exo

Lumbar spine compression



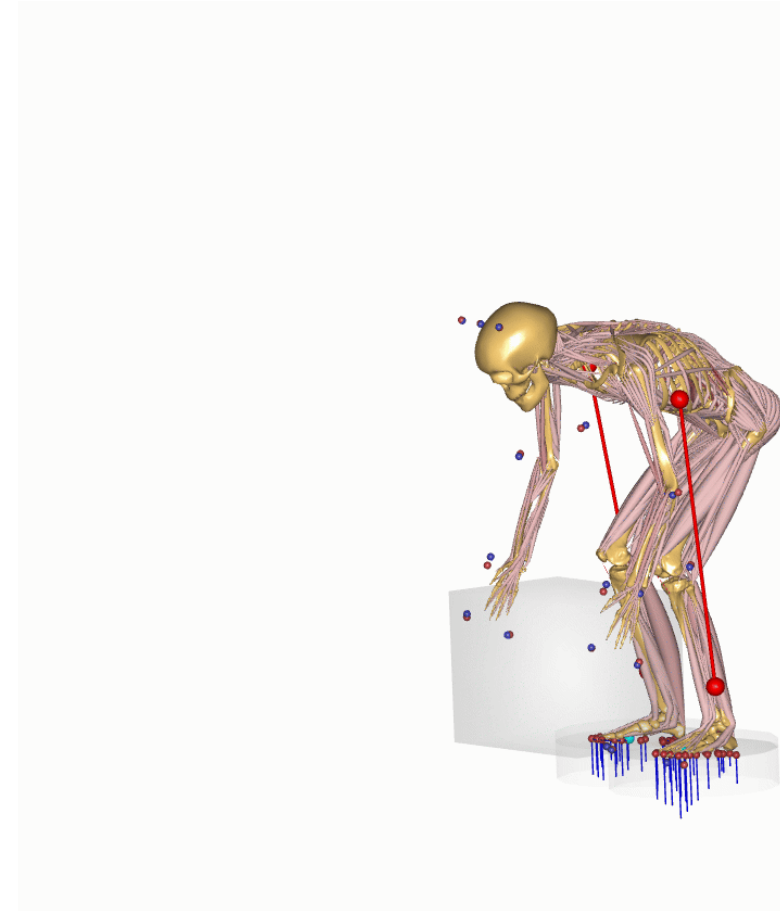
Without exo



With "spring rod" exo

Conclusions

- Simulation-based conceptual design of exoskeletons is possible (with AnyBody).
- In the absence of biomechanical ergonomic guidelines, use a baseline model of a safe activity, e.g., gait.
- Use idealized AnyReacForces to investigate potential of improvement and get parameters for passive actuators.
- You can go a long way with a few iterations.



www.anybodytech.com

- Events, Webcast library, Publication list, ...

www.anyscript.org


- Wiki, Blog, Repositories, Forum

Events

- Let's meet at WearRAcon 2022
 - April 25-26, 2022 - Scottsdale, Arizona



 **Meet us?** Send email to sales@anybodytech.com

 **Want to present?** Send email to ki@anybodytech.com

The screenshot shows the AnyBody Technology website. At the top, there is a navigation bar with links for INDUSTRIES, PRODUCTS, EVENTS, RESOURCES, CONTACT, LOGIN / REGISTER, and social media icons. Below the navigation bar is a dark red header with the text 'AnyBody Technology'. The main content area features a section titled 'Who is AnyBody Technology?' with a sub-section 'wearable robotics association wearRAcon 22' overlaid in large, bold, black text. Below this, there is a section titled 'What do we deliver?' and another titled 'Why Musculoskeletal Modeling?'. At the bottom of the page, there are three buttons: 'Check the Forum', 'Browse the Wiki', and 'Visit GitHub'. A 3D model of a human skeleton is visible in the background of the 'Why Musculoskeletal Modeling?' section.

Thank you for your attention
- Time for questions

