

H-L-2

Introduction to Biomechanics

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Aim



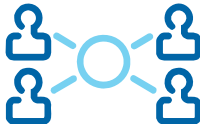
▪ Knowledge

To develop a basic understanding of biomechanics and its applications in product designs



▪ Insight

To demonstrate that such a system might be modeled so as to provide useful data for designs



▪ Communication

To communicate with experts in their professional languages



Contents

- Biomechanics & Design
- Musculoskeletal system
- Body mass segments
- Case study in biomechanics
- Models of human perception

Biomechanics

Biomechanics

Biomechanics is the study of the **structure** and **function** of **biological systems** by means of the methods of **mechanics**.

- Humans
- Animals
- Plants
- Organs and
- Cells



Biomechanics contributes to industrial design

Medesign, TUDelft



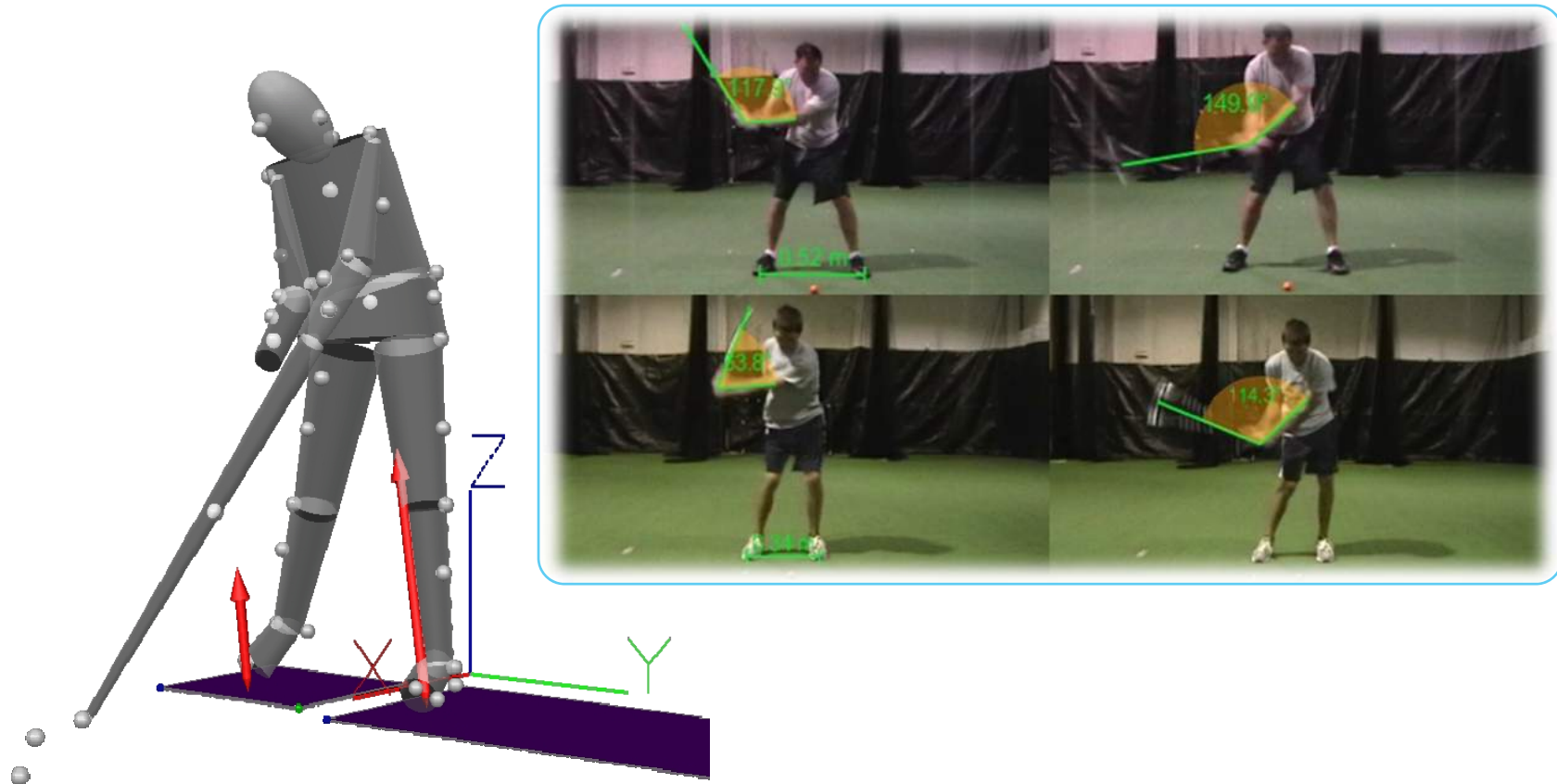
Ergonomics office chair



Vacuum gripper for surgeons,
By Durandus Vonck, TUDelft



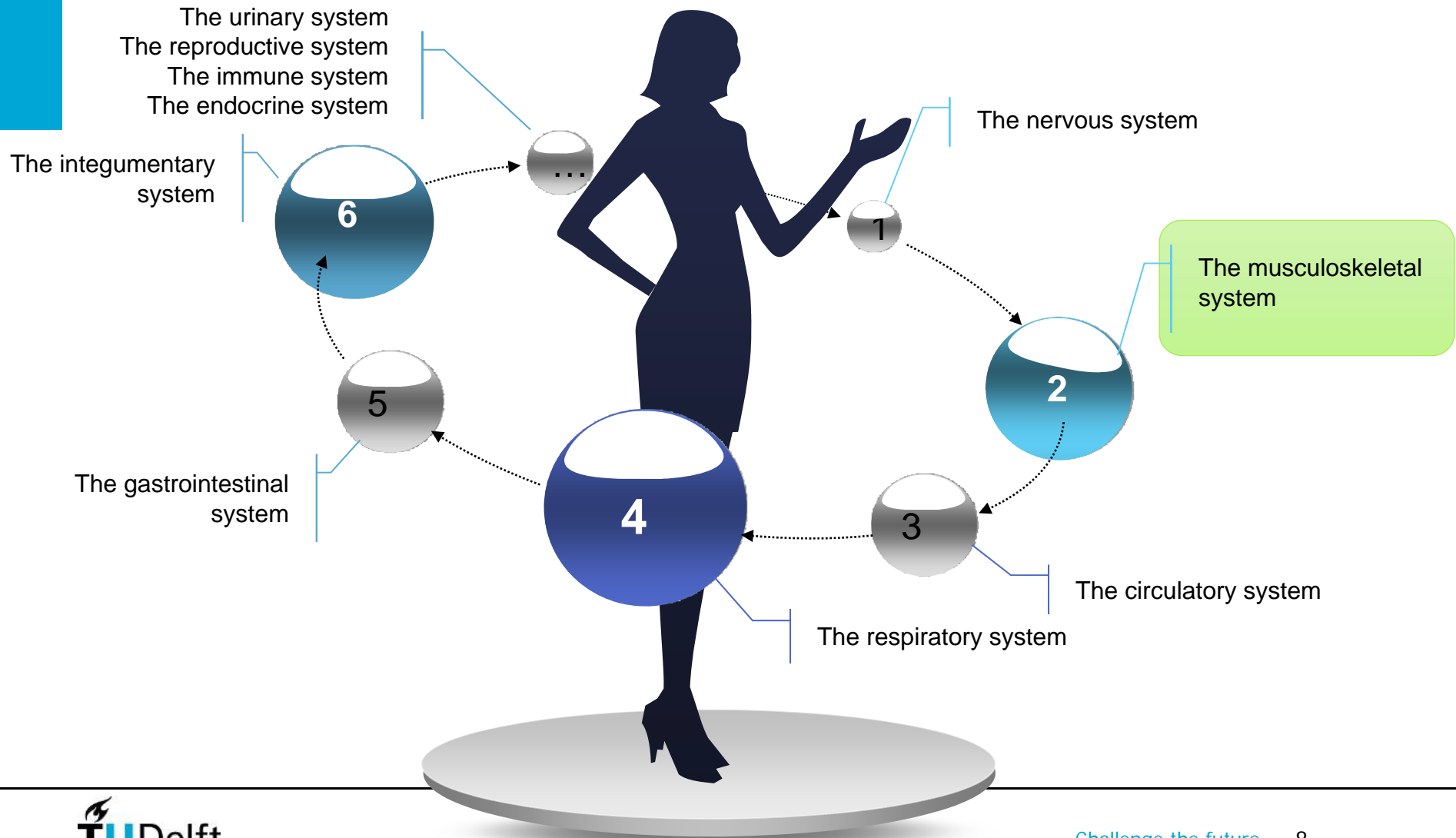
Improving performance from both equipment and user point of views




Courtesy of <http://www.ecu.edu/cs-hhp/exss/SMotion.cfm>

Understanding ourselves

Repeat: Human systems





Anatomy of musculoskeletal system

Skeletal system

The Skeletal System

The Skeletal System

Bones – skeleton

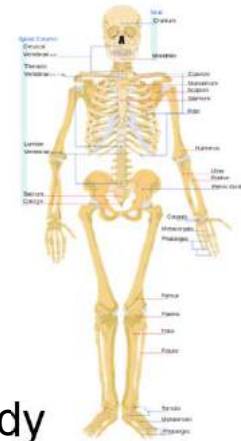
Joints

Cartilages

Ligaments - bone to bone

Tendon - bone to muscle

- Support of the body
- Protection of soft organs
- Movement due to attached skeletal muscles
- Storage of minerals and fats
- Blood cell formation

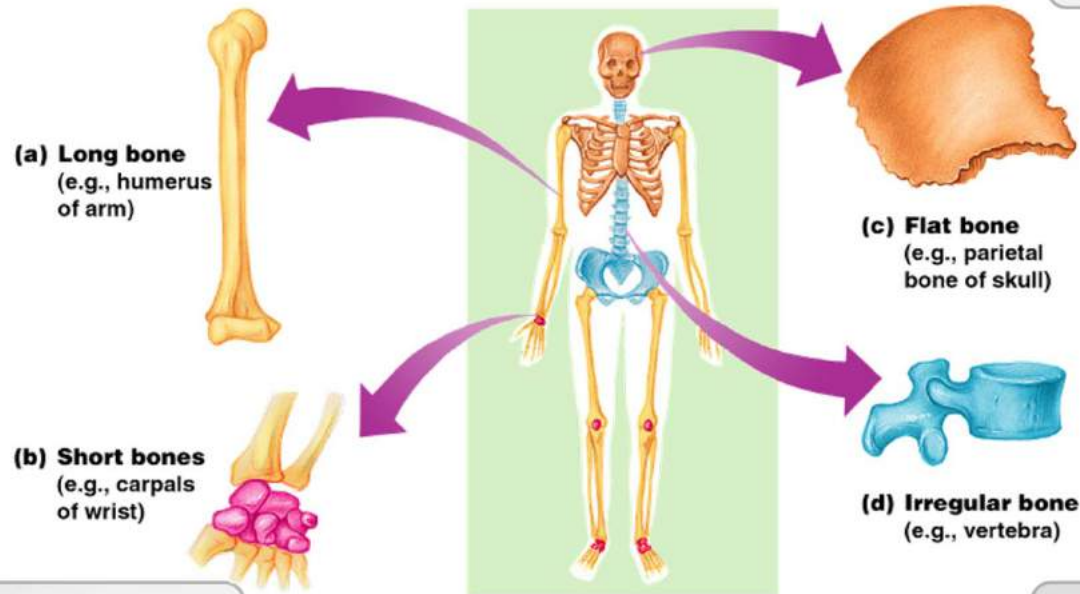


Courtesy of Essentials Of Human Anatomy Physiology 8th Edition, Pearson Education, Inc. publishing as Benjamin Cummings

Classification of Bones on the Basis of Shape

Bones are longer than they are wide (arms, legs)

Flat, curved (skull, Sternum)



(a) Long bone
(e.g., humerus of arm)

(c) Flat bone
(e.g., parietal bone of skull)

(b) Short bones
(e.g., carpals of wrist)

(d) Irregular bone
(e.g., vertebra)

Usually square in shape, cube like (wrist, ankle)

Irregular- odd shapes (vertebrae, pelvis)

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Bones of the Human Body

206

The skeleton has 206 bones

2

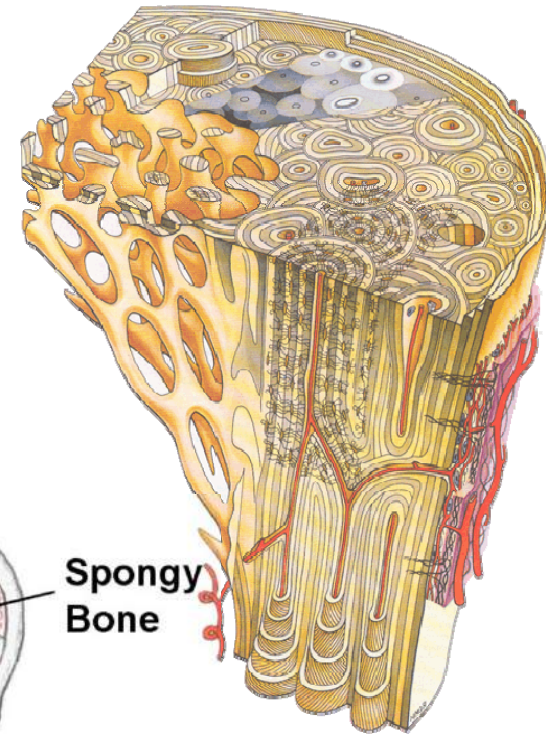
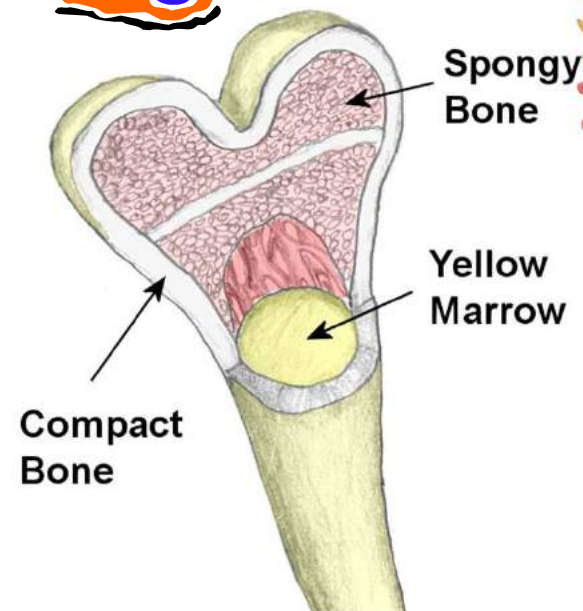
Two basic types of bone tissue

Compact bone

- Homogeneous

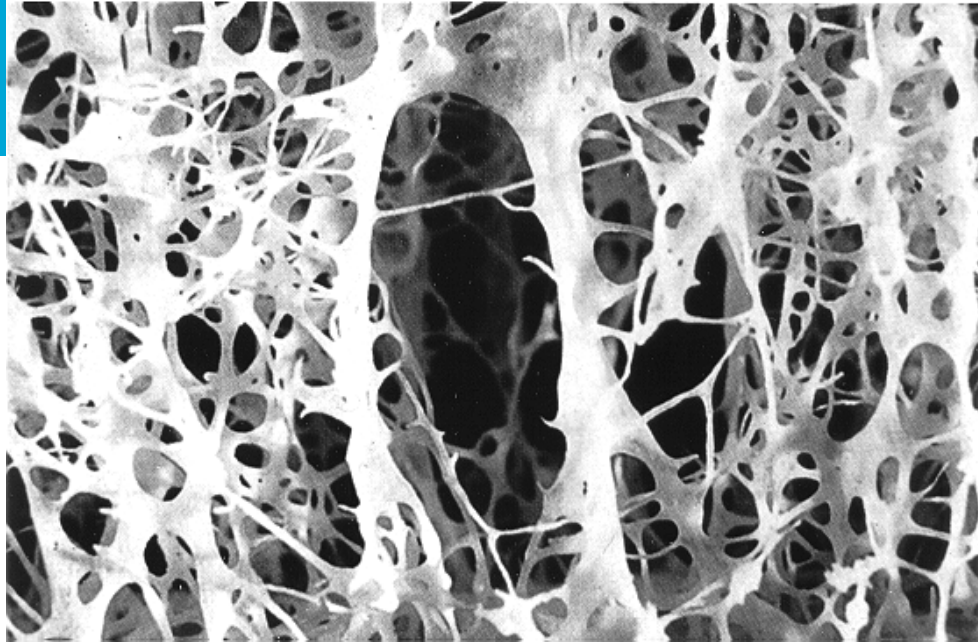
Spongy bone

- Small needle-like pieces of bone
- Many open spaces



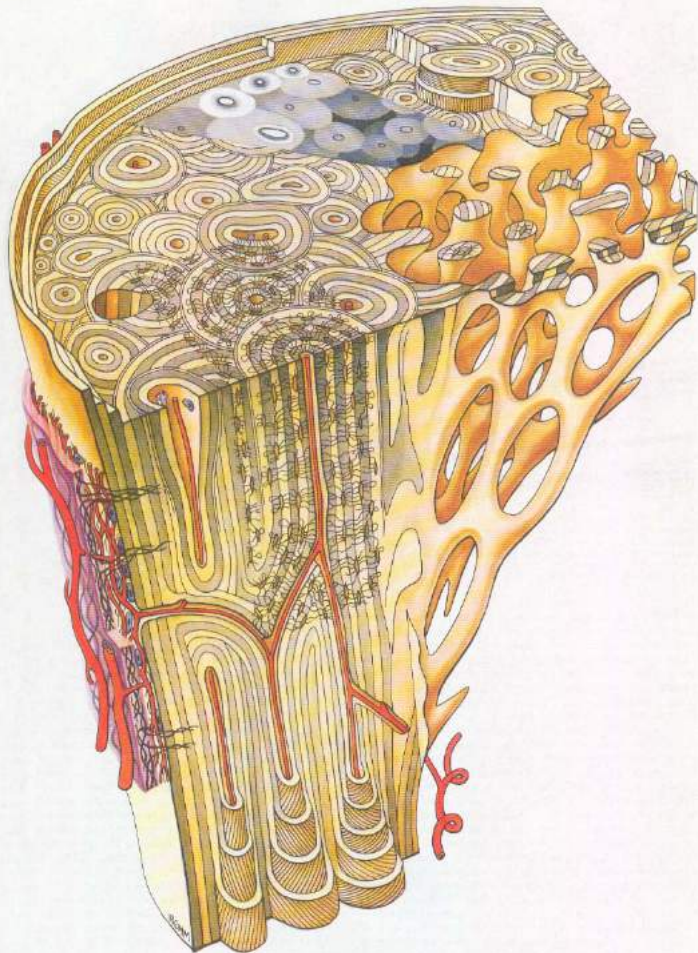
Courtesy of http://www.teachpe.com/anatomy/bone_structure.php

Spongy bone

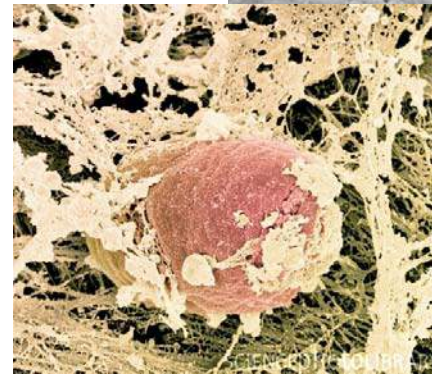
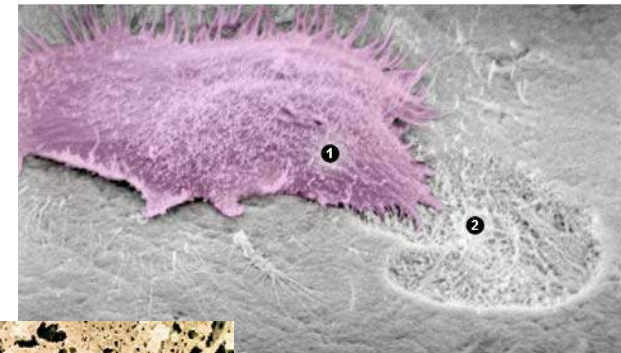


Inside bones

STRUCTURE OF MATURE BONE

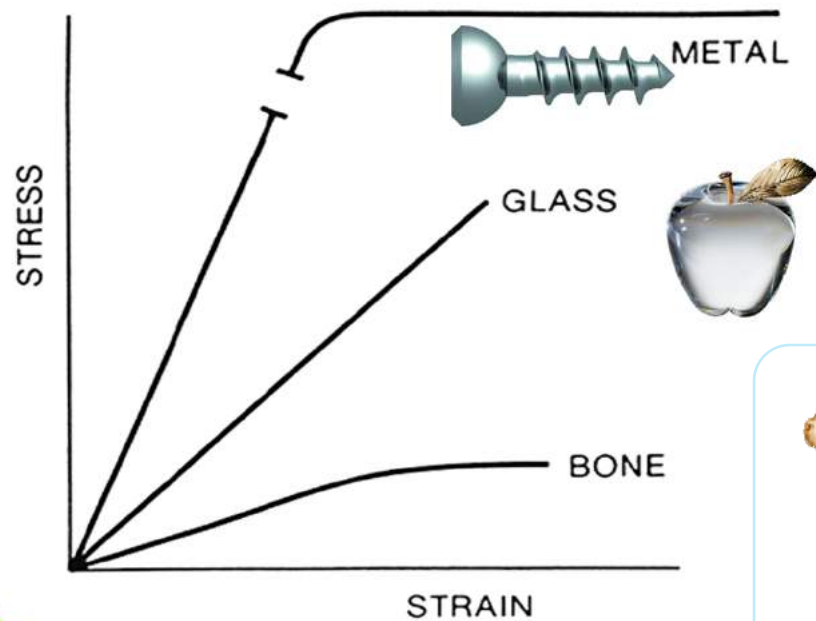


- Osteocytes
- Osteoclasts
- Osteoblasts

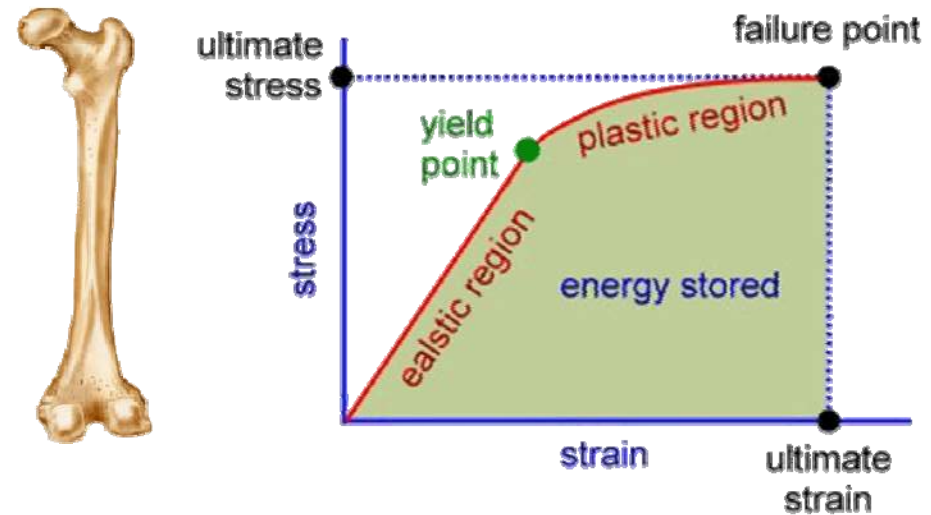


Mechanical properties of bones

Comparing to other materials

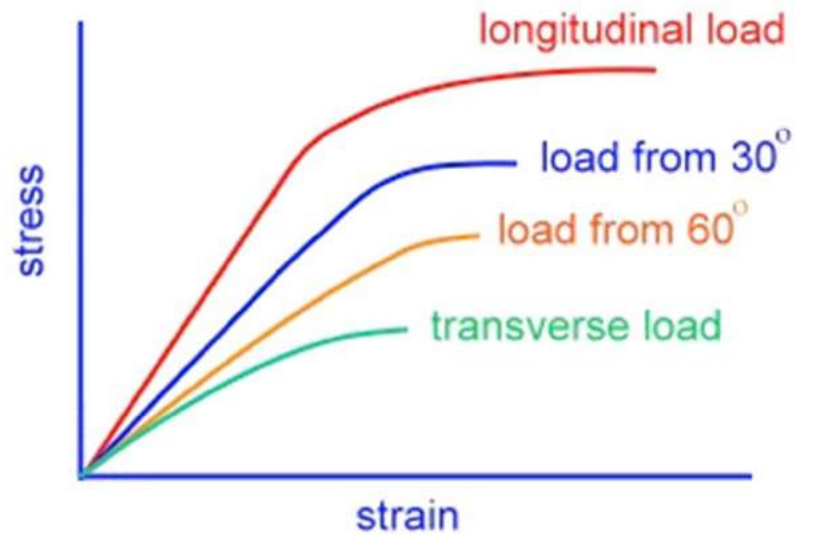


Stress-strain curve of the bone

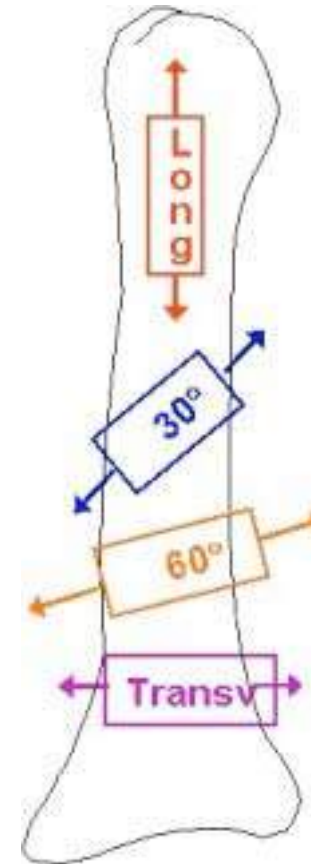


Courtesy of <http://trendsupdates.com/golden-apple-by-steuben-glass-a-perfect-gift-for-christmas/>, http://www.ztmedic.com/Content.aspx?news_prop=C200&id=31159

Anisotropic behavior of bone

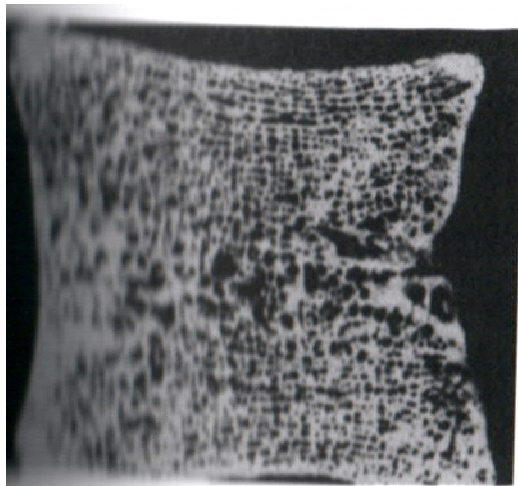
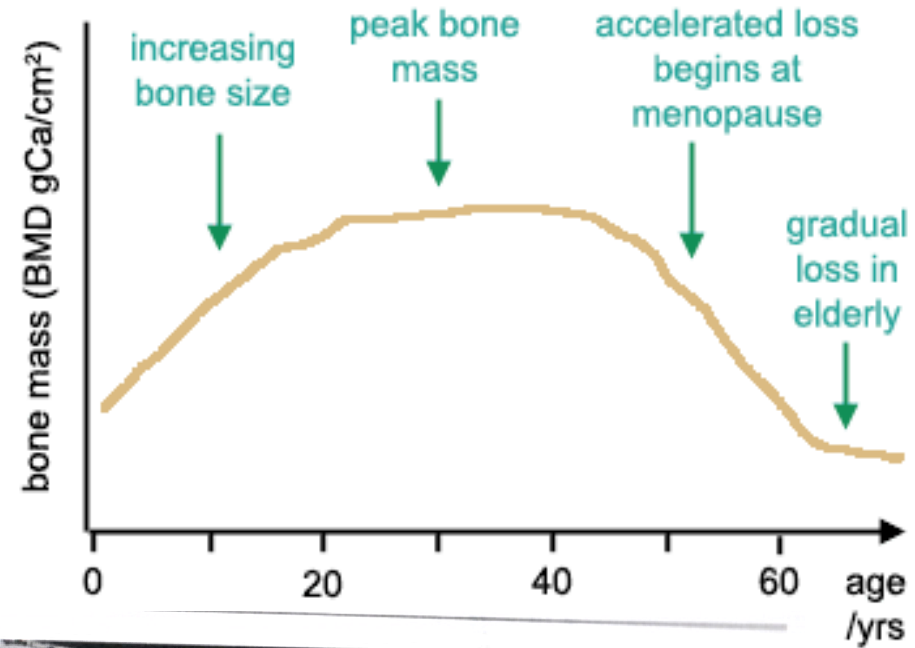


Anisotropic Behavior of the Bone



Some other aspects of bone

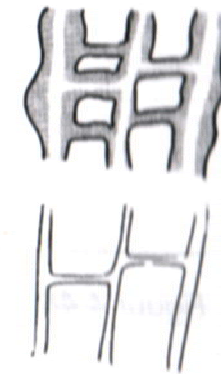
❖ Ageing



A



B



C

Bone fracture

- Bone fracture is a break in a bone



Closed (simple) fracture

– break that does not penetrate the skin



Open (compound) fracture

– broken bone penetrates through the skin



Possible treatments

- Conservative
- Surgical



Courtesy of https://en.wikipedia.org/wiki/Bone_fracture

Joints – Anatomy

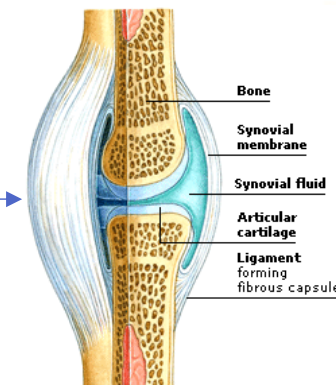
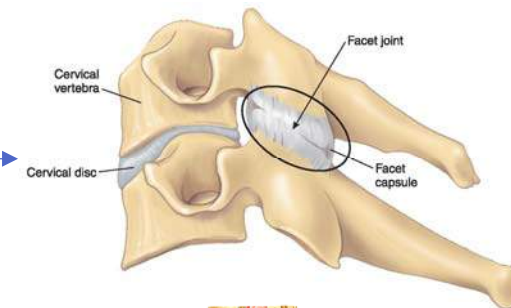
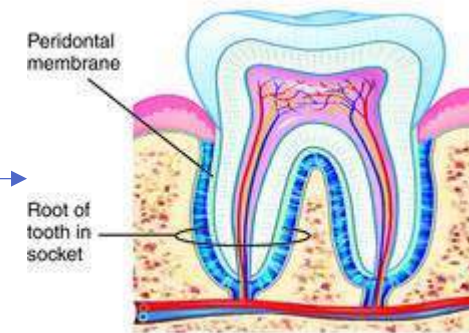
Joints

A joint, or articulation, is the place where two bones come together.

Fibrous – immovable:
- connect bones, no movement. (skull and pelvis).

Cartilaginous – slightly movable:
- bones are attached by cartilage, a little movement (spine or ribs).

Synovial – freely movable;
- Much more movement than cartilaginous joints. Cavities between bones are filled with synovial fluid. This fluid helps lubricate and protect the bones.

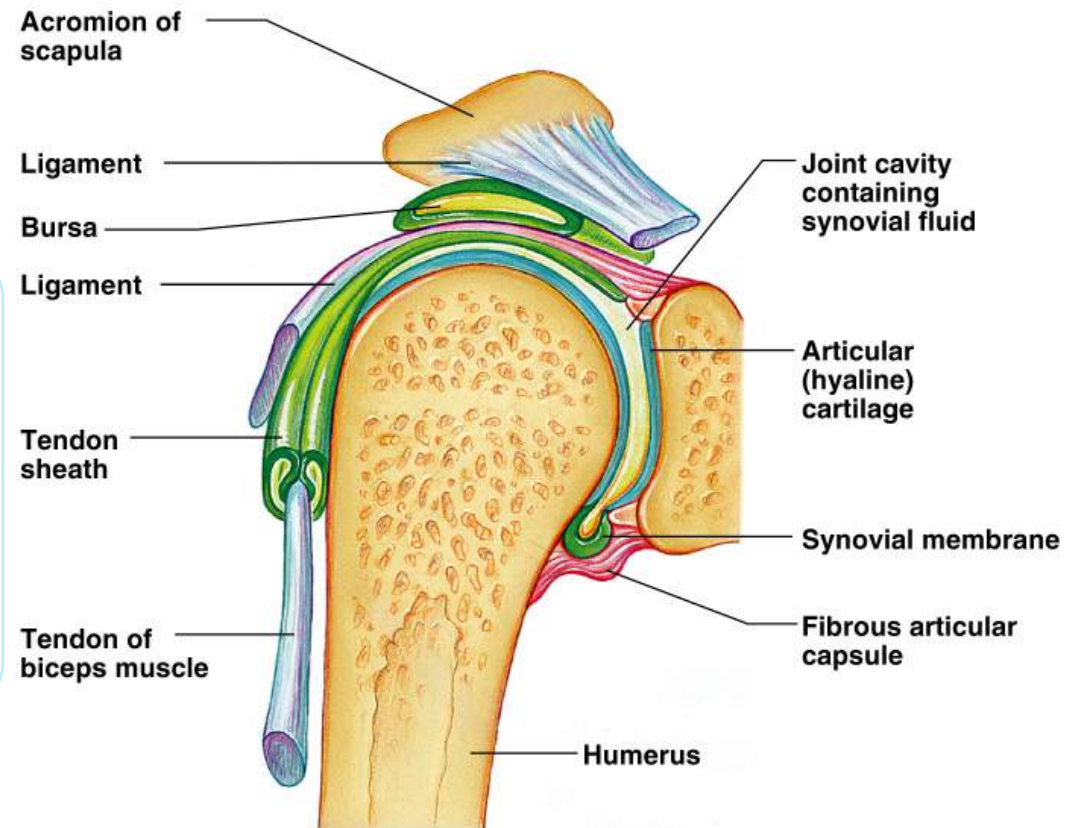


Courtesy of <http://medical-dictionary.thefreedictionary.com/gomphoses>, <http://rozeklaw.com/wp-content/uploads/2013/03/facet-joint.jpg>; <http://www.m-a-i.in/joints.html>

Inside the Synovial Joint

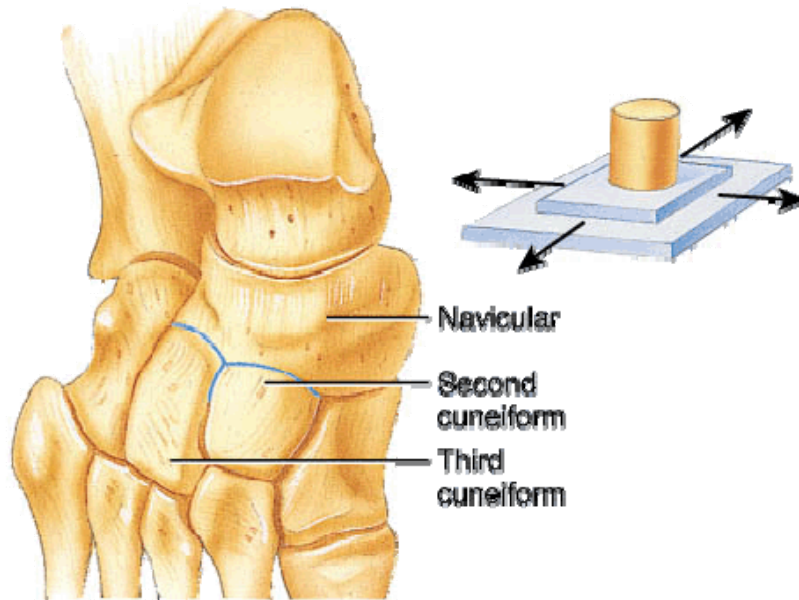
The Synovial Joint

The most common and most movable type of joint in the body of a mammal. As with most other joints, synovial joints achieve movement at the point of contact of the articulating bones.



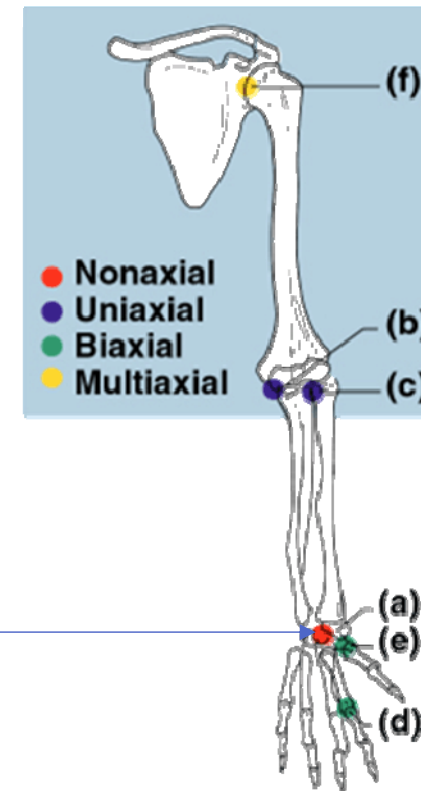
Courtesy of http://en.wikipedia.org/wiki/Synovial_joint, Picture Copyright © 2003 Pearson Education, Inc. publishing as Benjamin Cummings

Types of Synovial Joints



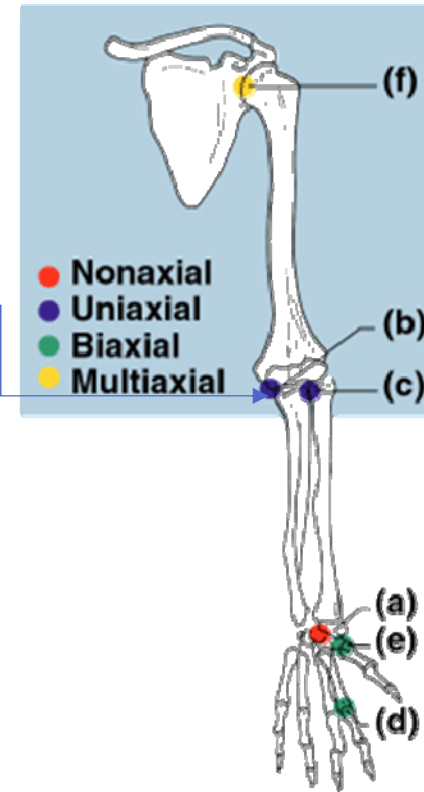
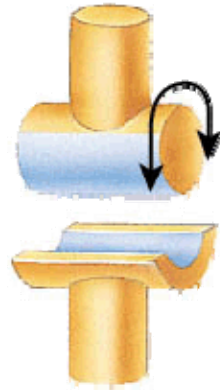
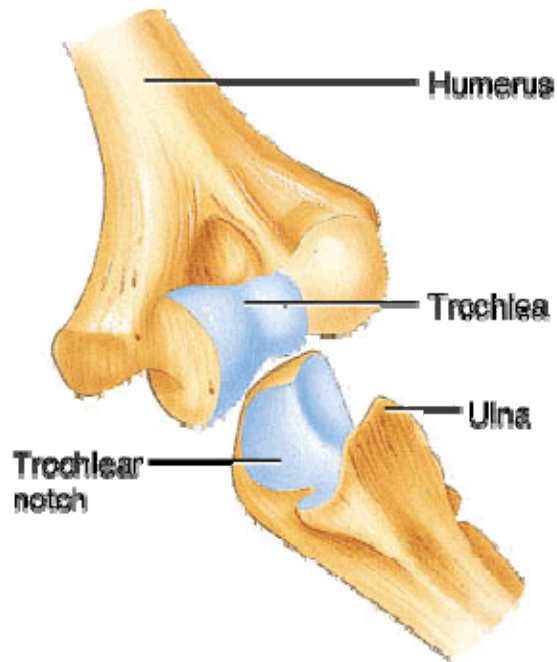
A: Plane joint

1. Nonaxial joint
2. Allows only gliding movement
3. Example: wrists, ankles, etc.



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Courtesy of <http://classroom.sdmesa.edu/eschmid/Chapter7-Zoo145.htm>, http://en.wikipedia.org/wiki/Plane_joint

Types of Synovial Joints

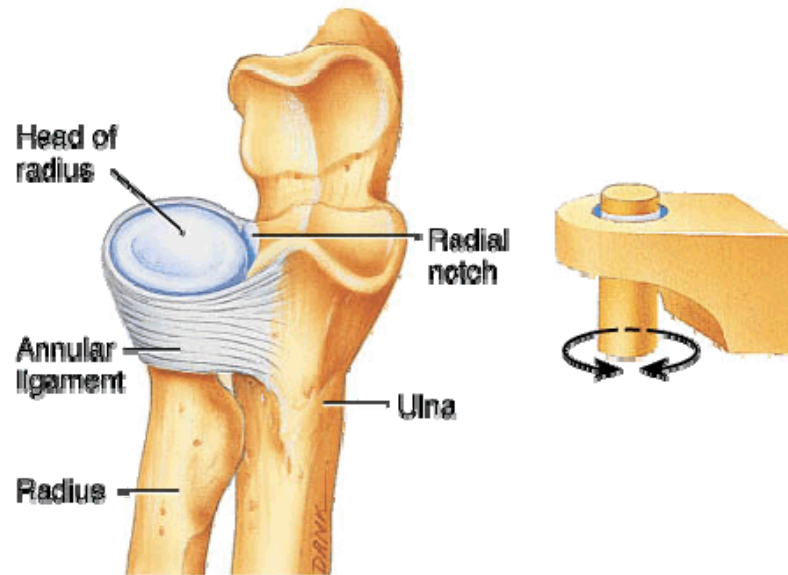


○ B: Hinge joint

1. Uniaxial joint
2. Allows rotation;
3. Examples: elbow and knee joints.

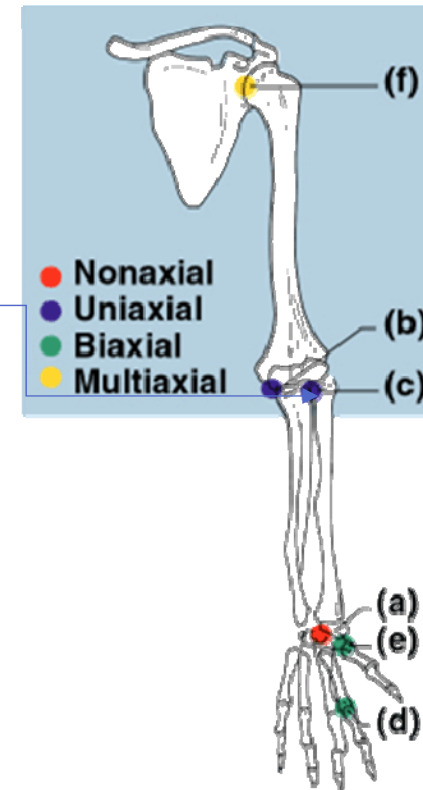
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Types of Synovial Joints

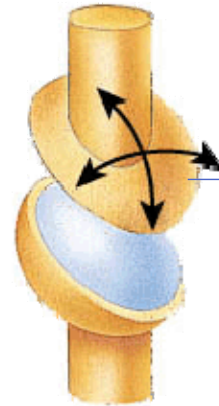
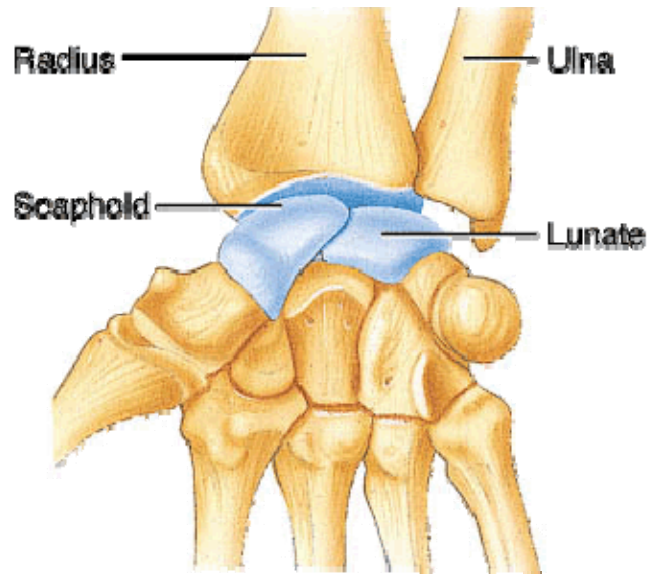


C: Pivot joint

1. Uniaxial joint
2. Allows rotation;
3. Examples: elbow and ankle joints.

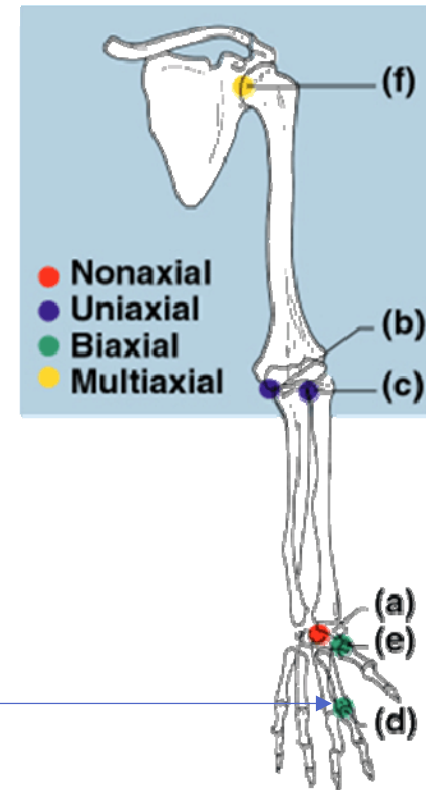


Types of Synovial Joints

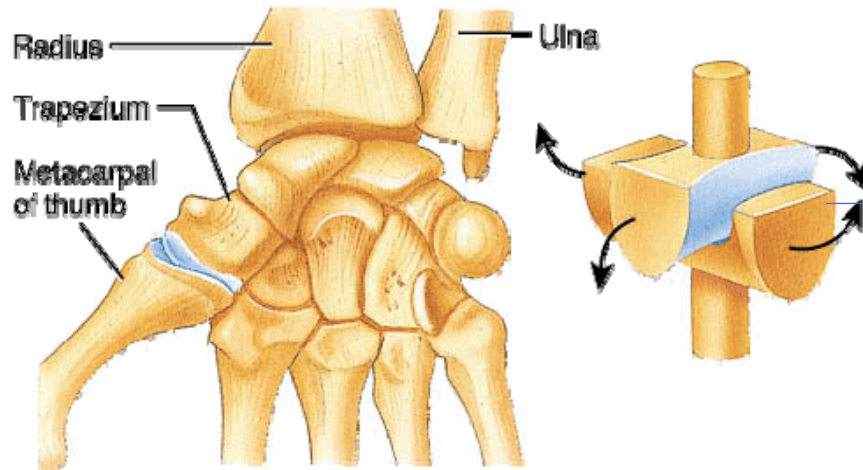


d: Condyloid joint

1. Biaxial
2. Allows movement in two planes
3. Examples: Wrist joint, etc.

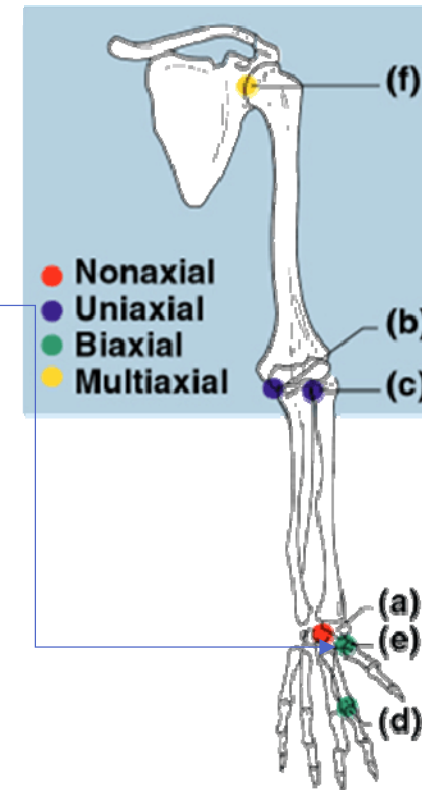


Types of Synovial Joints

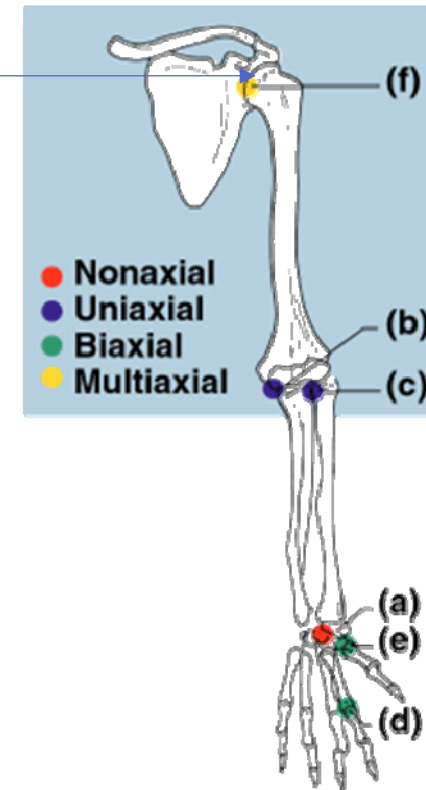
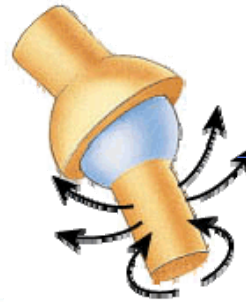
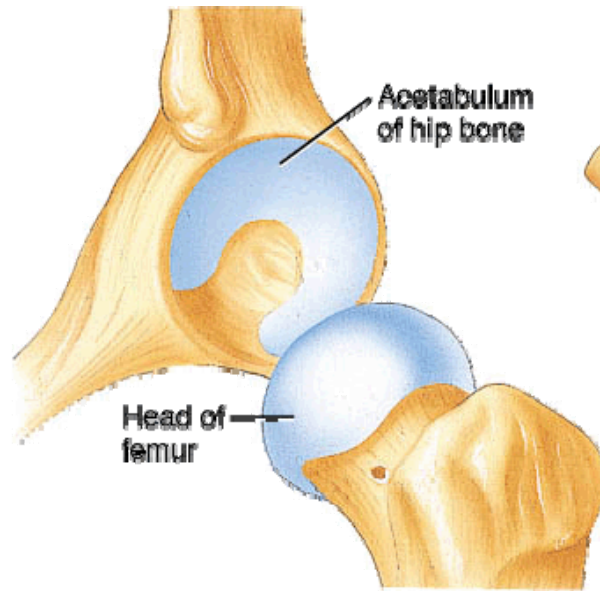


e: Saddle joint

1. Biaxial
2. Allow movement in the sagittal and frontal planes
3. Example: Carpometacarpal joint



Types of Synovial Joints



○ f: Ball and Socket joint

1. Multiaxial
2. Rotation
3. Examples: Shoulder joint, Hips joint

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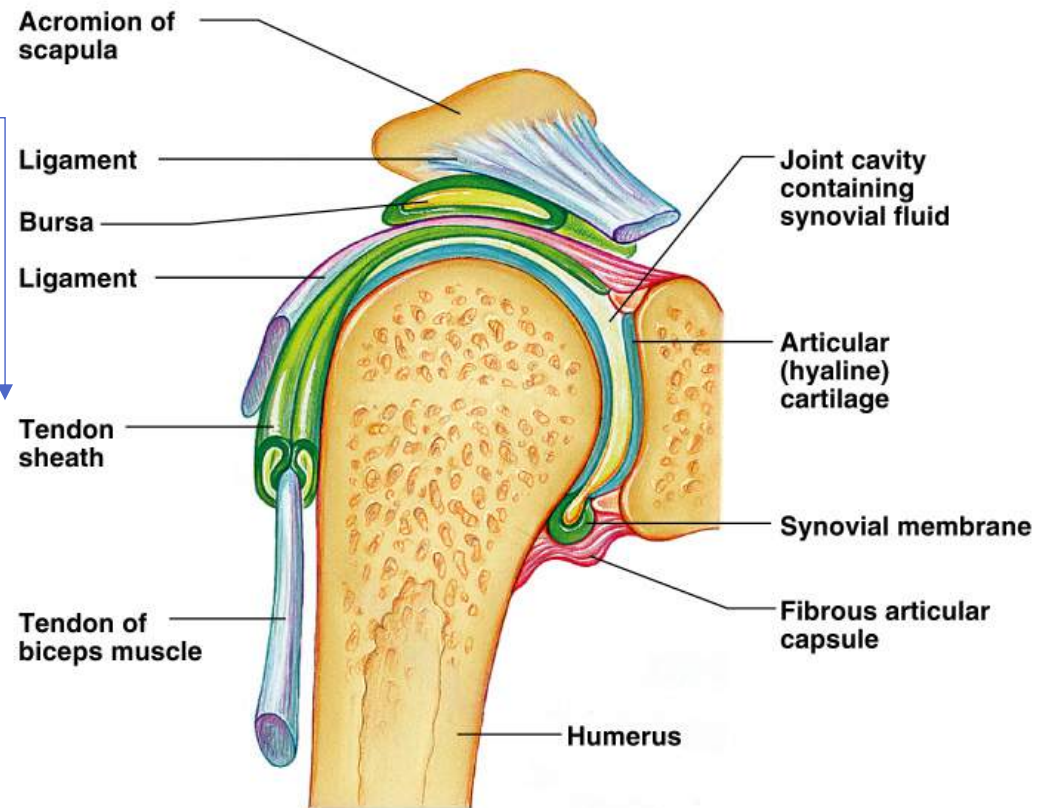
Ligament and tendon

Tendon

- ❑ Band of fibrous connective tissue
- ❑ Connects **muscle** to **bone** and is capable of withstanding tension

Function

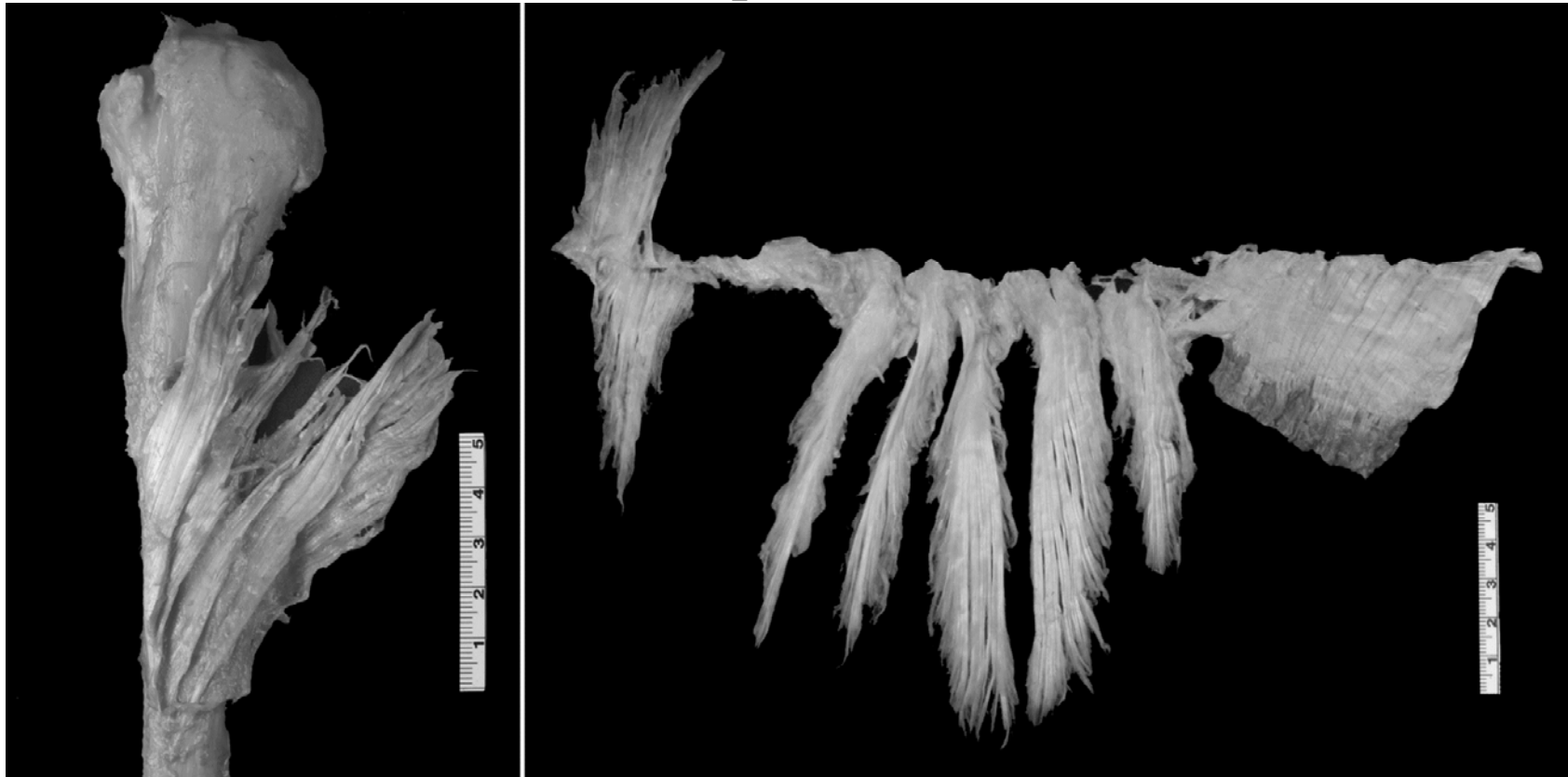
- Transfer muscle force
- Transfer energy from one joint to another (through biarticular muscle)
- Store and release energy for
 - Efficient locomotion
 - Increased power output
 - Increased contraction velocity



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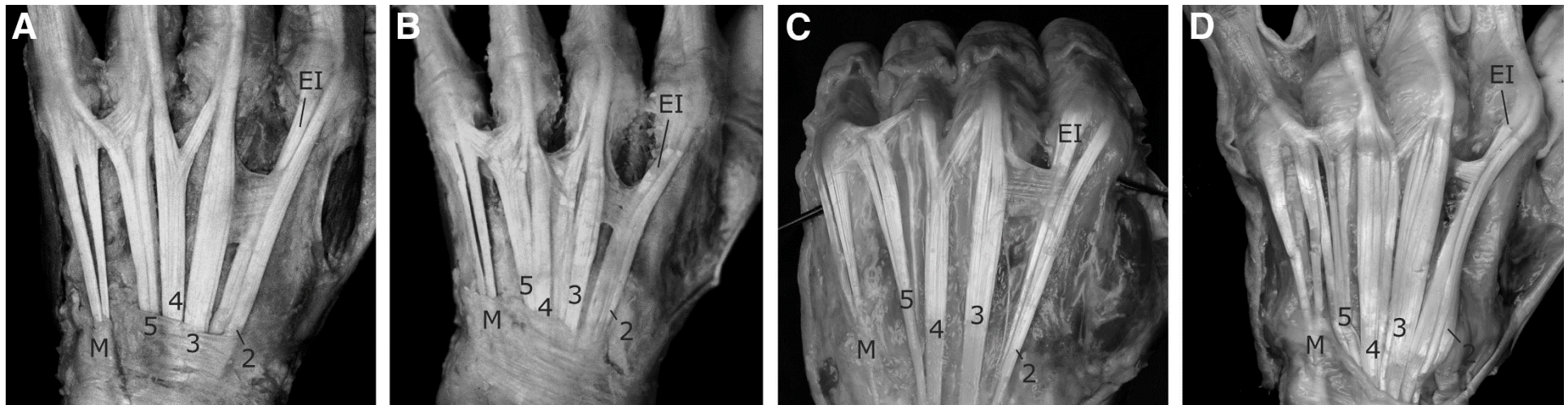
Connections

Strong tendon weak muscle
tendon sheets - aponeuroses



Deltoid muscle to humerus and clavicle

Connections



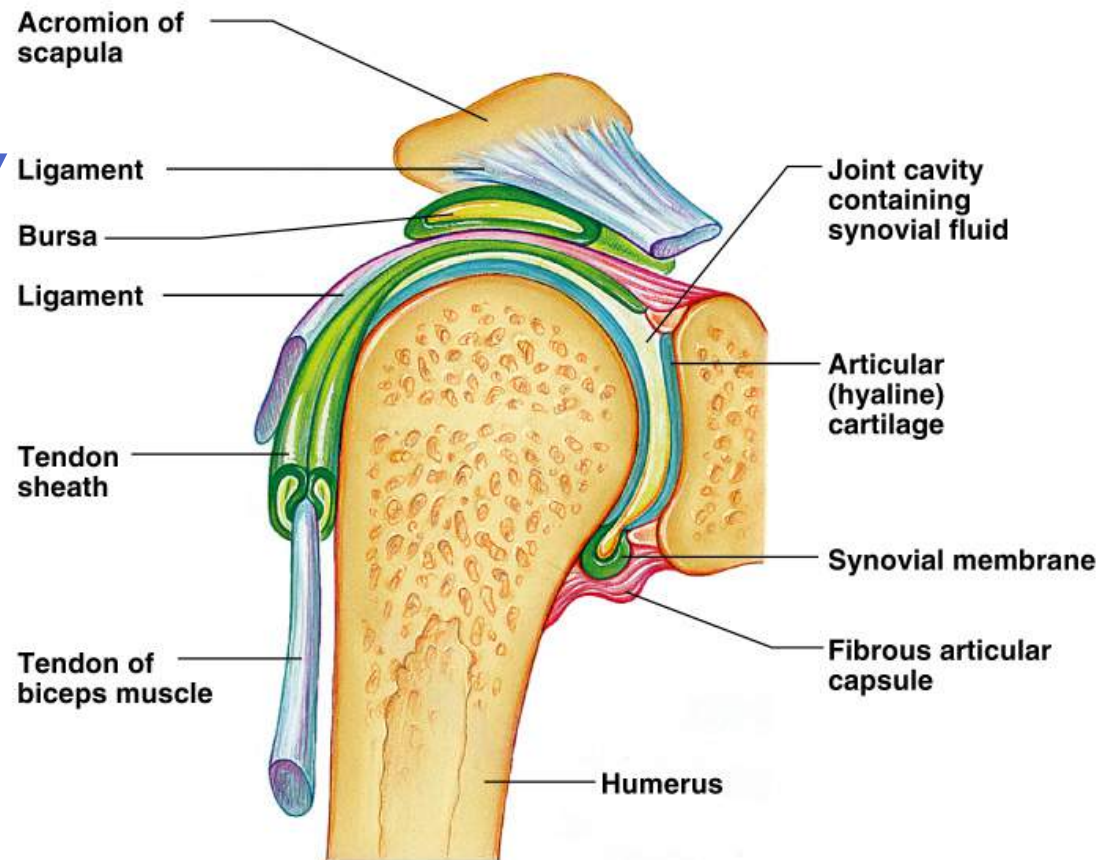
Ligament and tendon

Ligament

- ❑ The fibrous tissue
- ❑ Connects **bones** to other **bones**

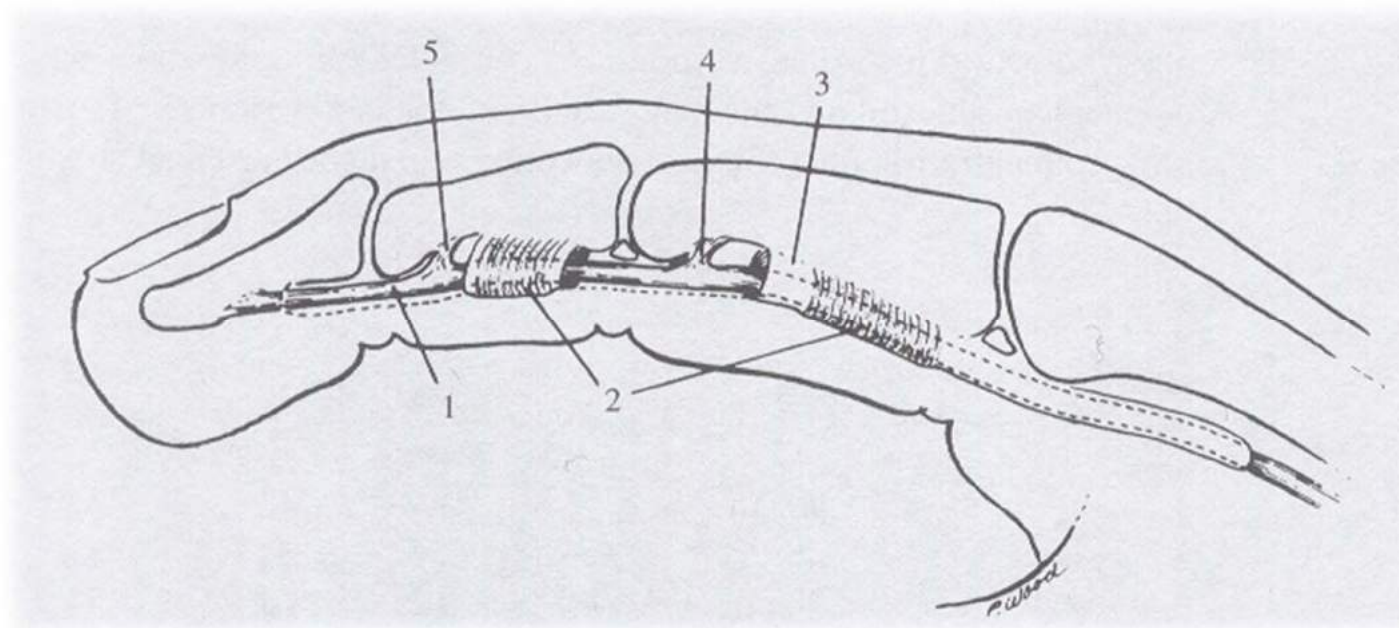
Function

- Prevent joint dislocation
- Limit joint excursion
- Guide joint motion
- Constrain tendon paths



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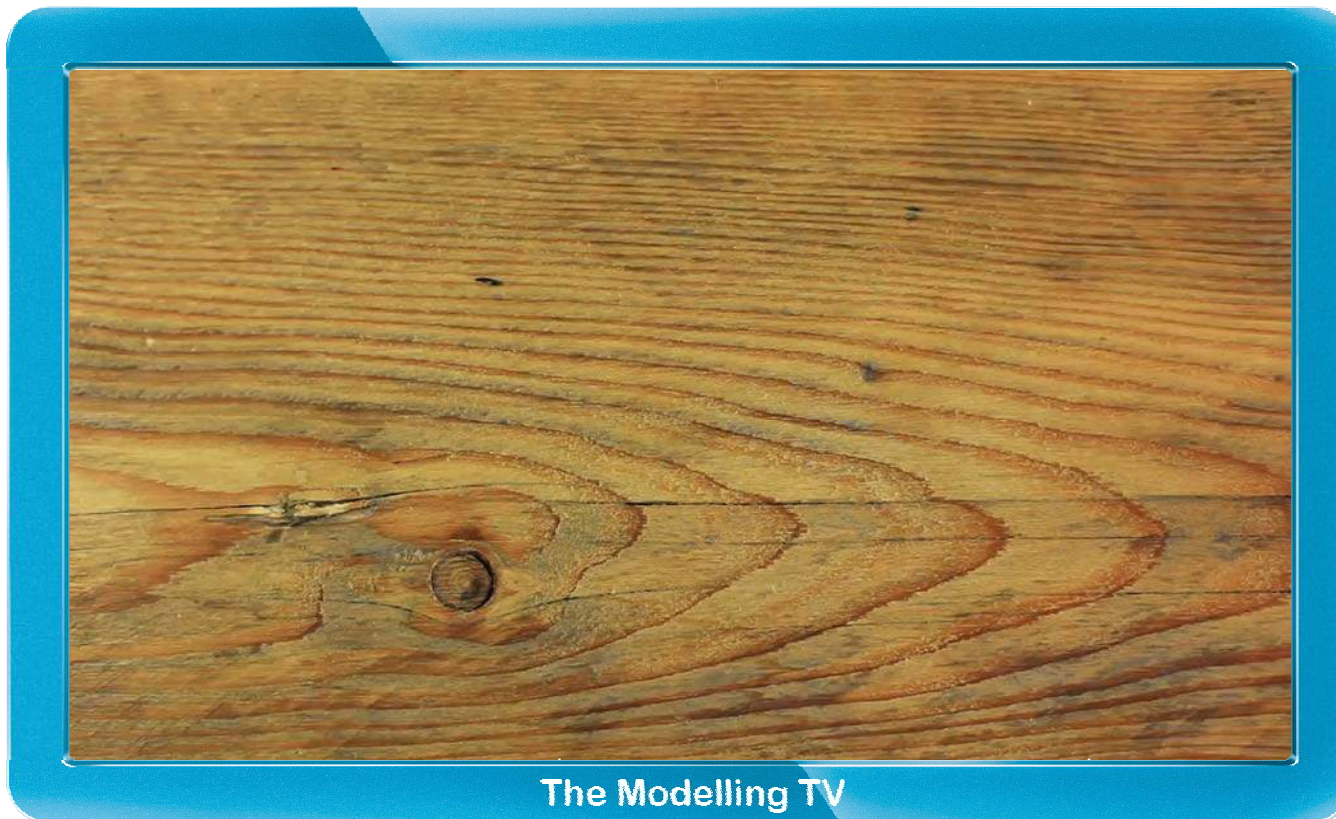
Ligament in the finger



Ligament in the leg



Applications: Exo-L



Types of movements

Abduction

- movement away from longitudinal axis

Adduction

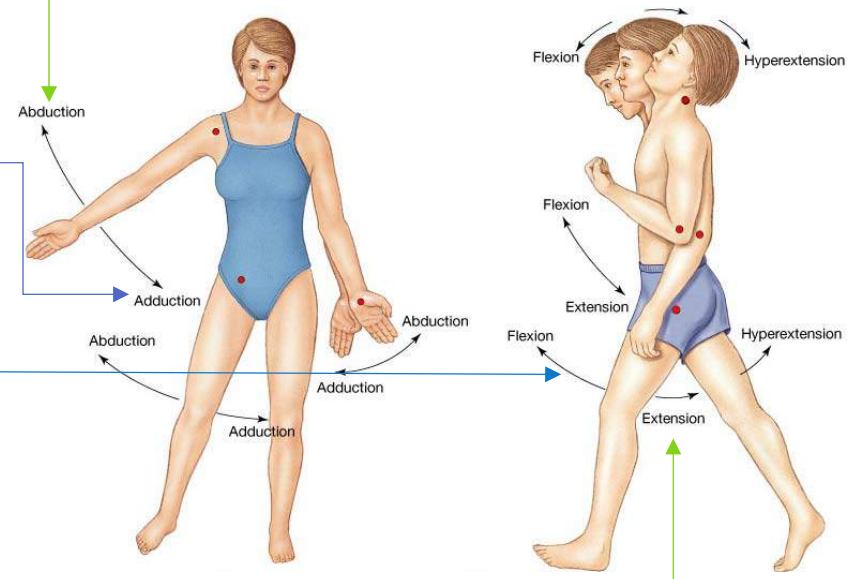
- movement toward longitudinal axis

Flexion


- reduces angle of articulating elements in anterior-posterior plane

Extension

-increases angle of elements in anterior-posterior plane



Courtesy of http://droualb.faculty.mjc.edu/Lecture%20Notes/Unit%202/chapter_8_articulations%20with%20figures.htm,
http://encyclopedia.lubopitko-bg.com/Joints_Articulations.html



Anatomy of musculoskeletal system

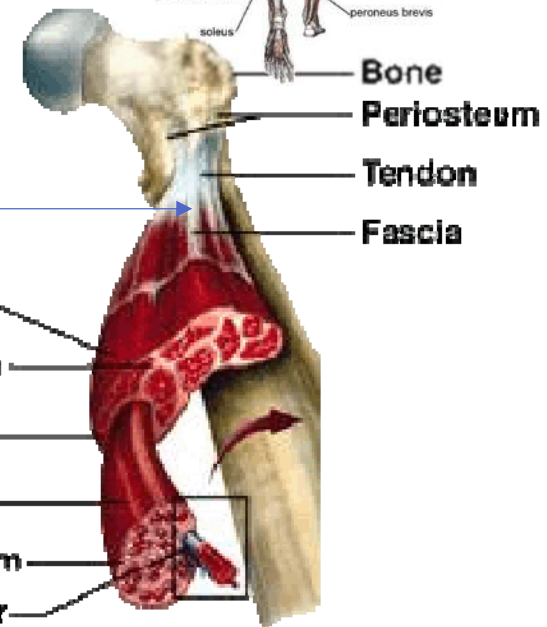
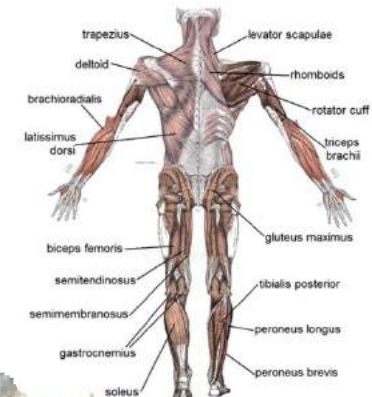
Muscle

Classification of Bones on the Basis of Shape

The muscle

- The human body is comprised of 324 muscles
- Muscle makes up 30-35% (in women) and 42-47% (in men) of body mass.
- There are three types of muscles

Muscles are attached to bones by tendons.



Courtesy of http://en.wikipedia.org/wiki/Human_musculoskeletal_system

Classification of Bones on the Basis of Shape

The muscle

- The human body is comprised of 324 muscles
- Muscle makes up 30-35% (in women) and 42-47% (in men) of body mass.
- There are three types of muscles

Produce movement or tension

Generate heat

Muscle cells are excitable



Classification of Bones on the Basis of Shape

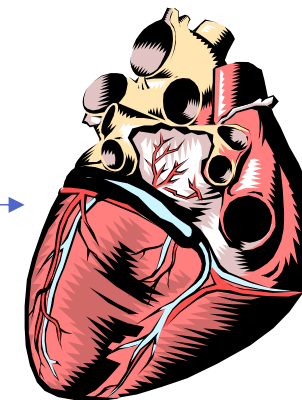
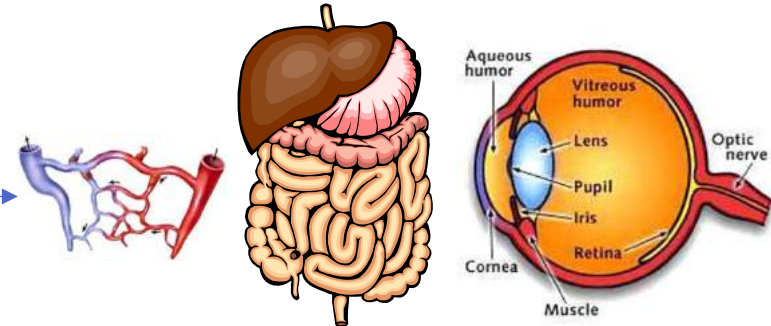
The muscle

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- There are three types of muscles

Skeletal (Striated) Muscle

Smooth Muscle

Cardiac Muscle



Components of skeletal muscle

Muscle belly

Muscle fibre bundle

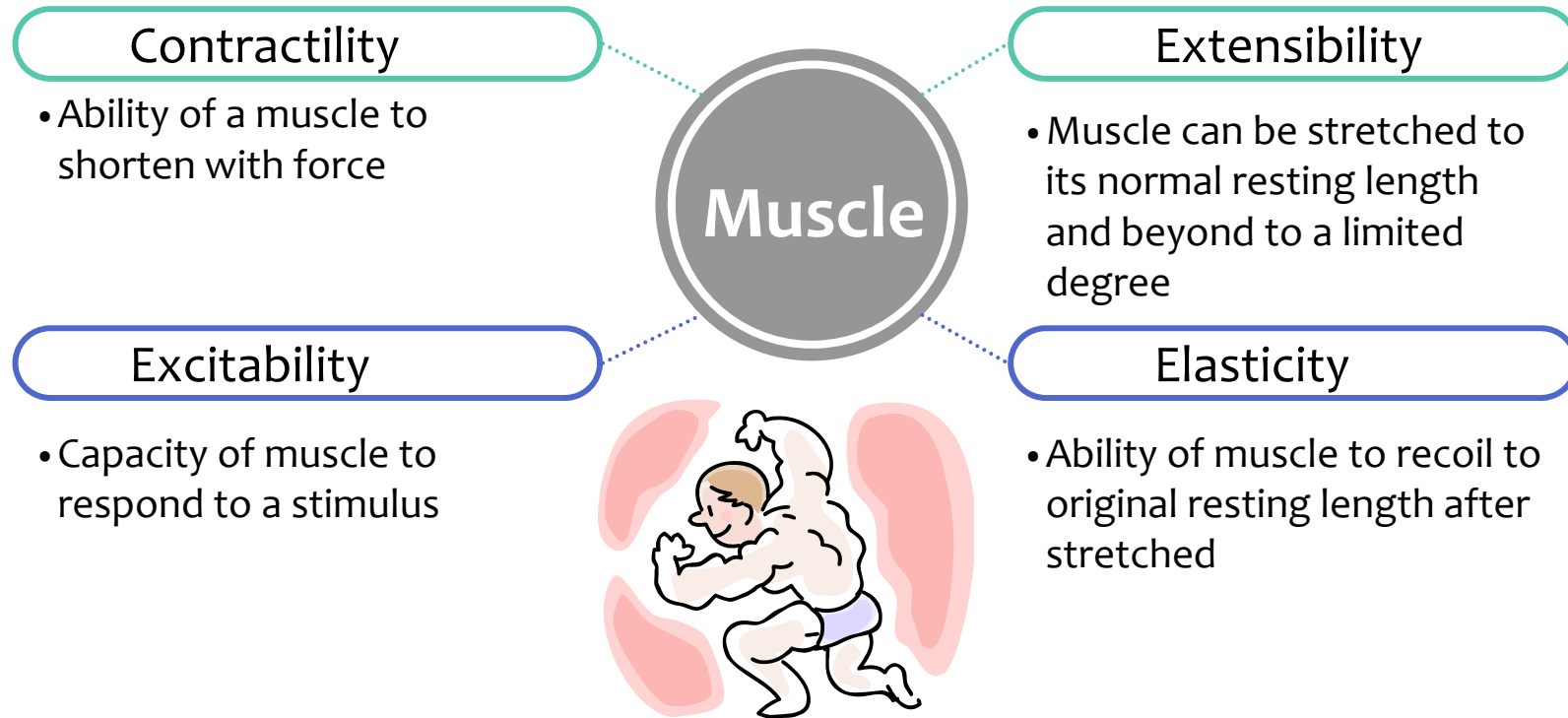
Muscle fibre

Myofibril

Cross section of myofibril



Muscle properties



Types of Muscle Contraction

Concentric contraction

- Length of muscle shortens
- Muscle force is greater than the resistance

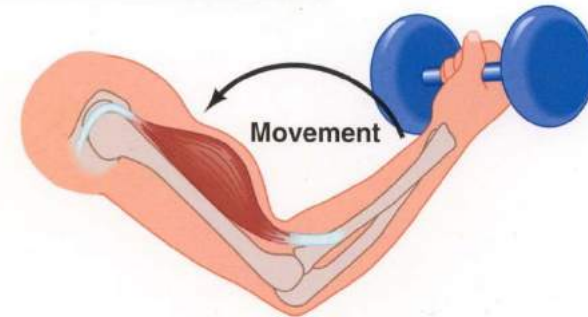
Static or Isometric contraction

- No change in muscle length
- Muscle force is equal to the resistance

Eccentric contraction

- Muscle lengthens
- Muscle force is less than the resistance

Concentric contraction

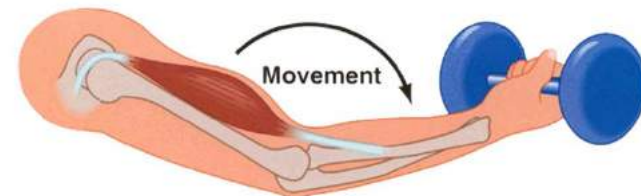


Isometric contraction

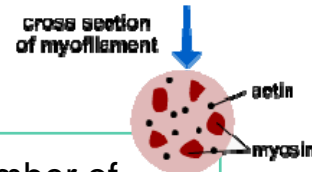
Muscle contracts but does not shorten



Eccentric contraction



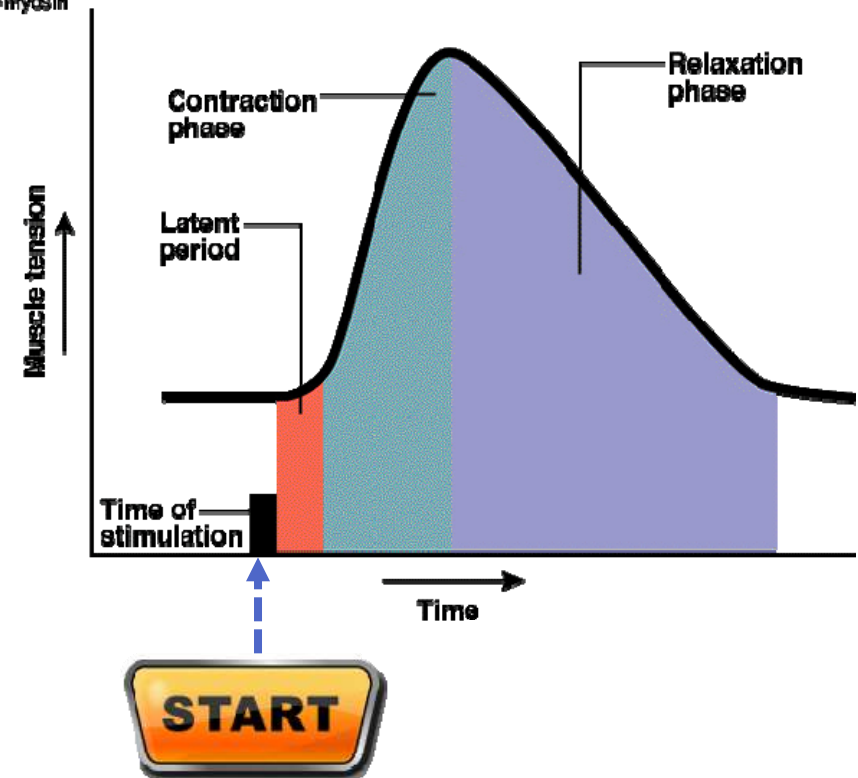
Muscle Contraction: twitch



Active muscle force is proportional to number of active actin/myosin binding sites.

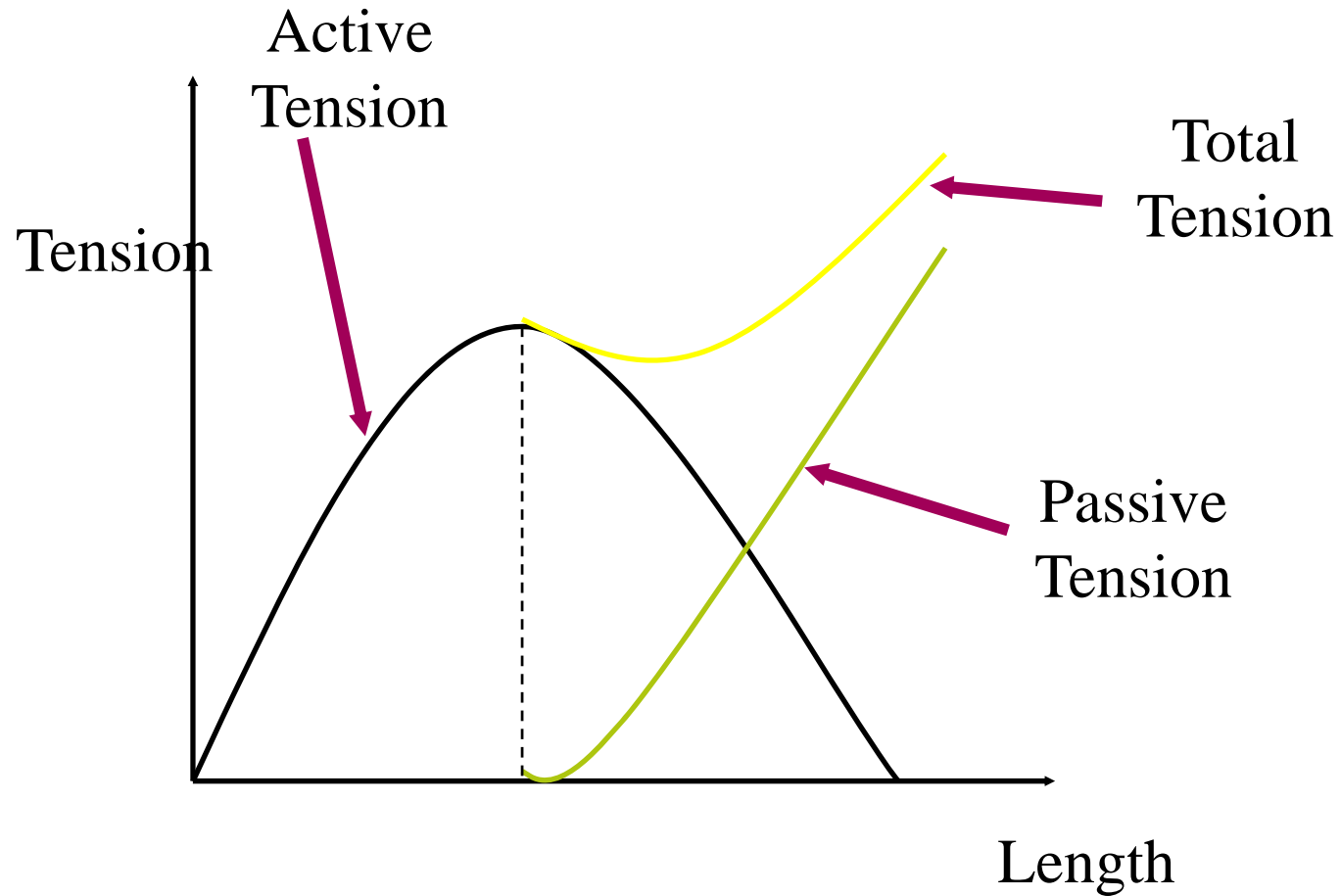
The number of sites available for actin/myosin binding depends on the muscle's length.

The greatest number of actin-myosin binding sites are available when the muscle fiber is at an intermediate length



Courtesy of http://faculty.weber.edu/nokazaki/Human_Biology/Chp%206-muscular-system.htm

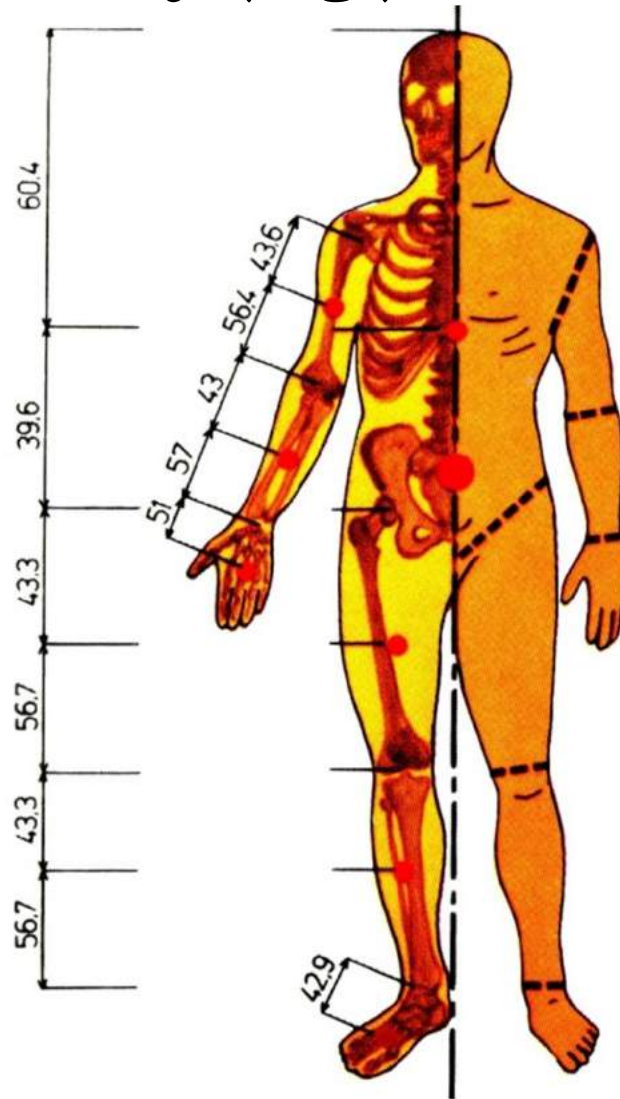
Length vs. Tension Curve



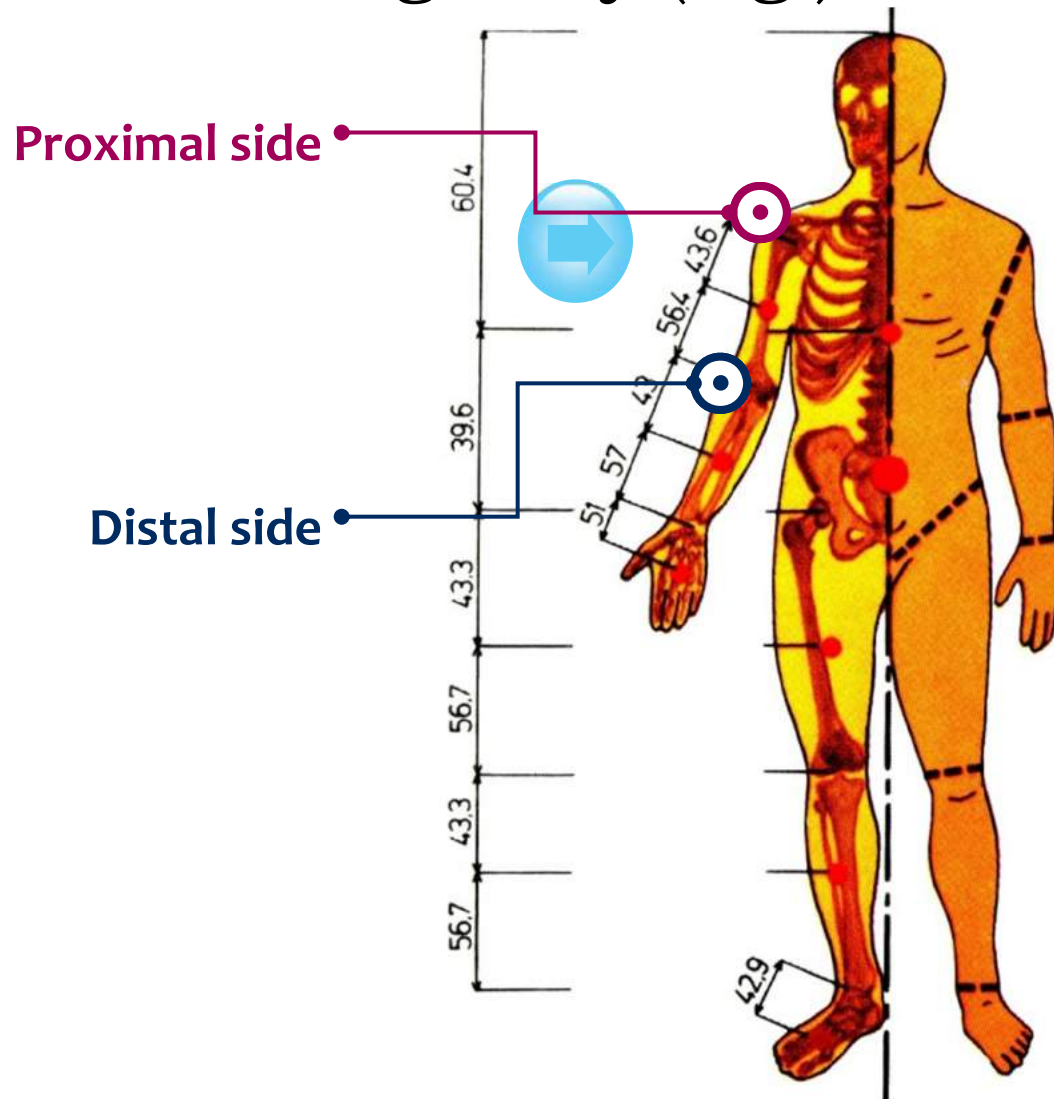


Mass segment of human body

Centre of gravity (c.g.) of body segments



Centre of gravity (c.g.) of body segments



Mass of body segment

Following Biomechanics and Motor Control of Human Movement

Segment	Segment Total Body Weight	Centre of Mass	
		Segment length	Segment length
		Proximal	Distal
Hand	0.006	0.506	0.494
Forearm	0.016	0.43	0.57
Upper arm	0.028	0.436	0.564
F'arm+hand	0.022	0.682	0.318
Upper limb	0.05	0.53	0.47
Foot	0.0145	0.5	0.5
Shank	0.0465	0.433	0.567
Thigh	0.1	0.433	0.567
Foot + shank	0.061	0.606	0.394
Lower Limb	0.161	0.447	0.553
Head, neck, trunk	0.578	0.66	0.34
Head, neck, arms, trunk	0.678	0.626	0.374
Head and neck	0.081		

Ref. http://books.google.nl/books?id=_bFHL08IWfWC&printsec=frontcover&source=gbs_ge_summary_r&cad=0#v=snippet&q=mass%20segment&f=false

Mass of body segment

by Zatsiorskji and Selujanov (1979), based on athlete's data

Mass of the segment (**kg**)

Mass (**kg**)

$$m_i = B_0 + B_1 m + B_2 H$$

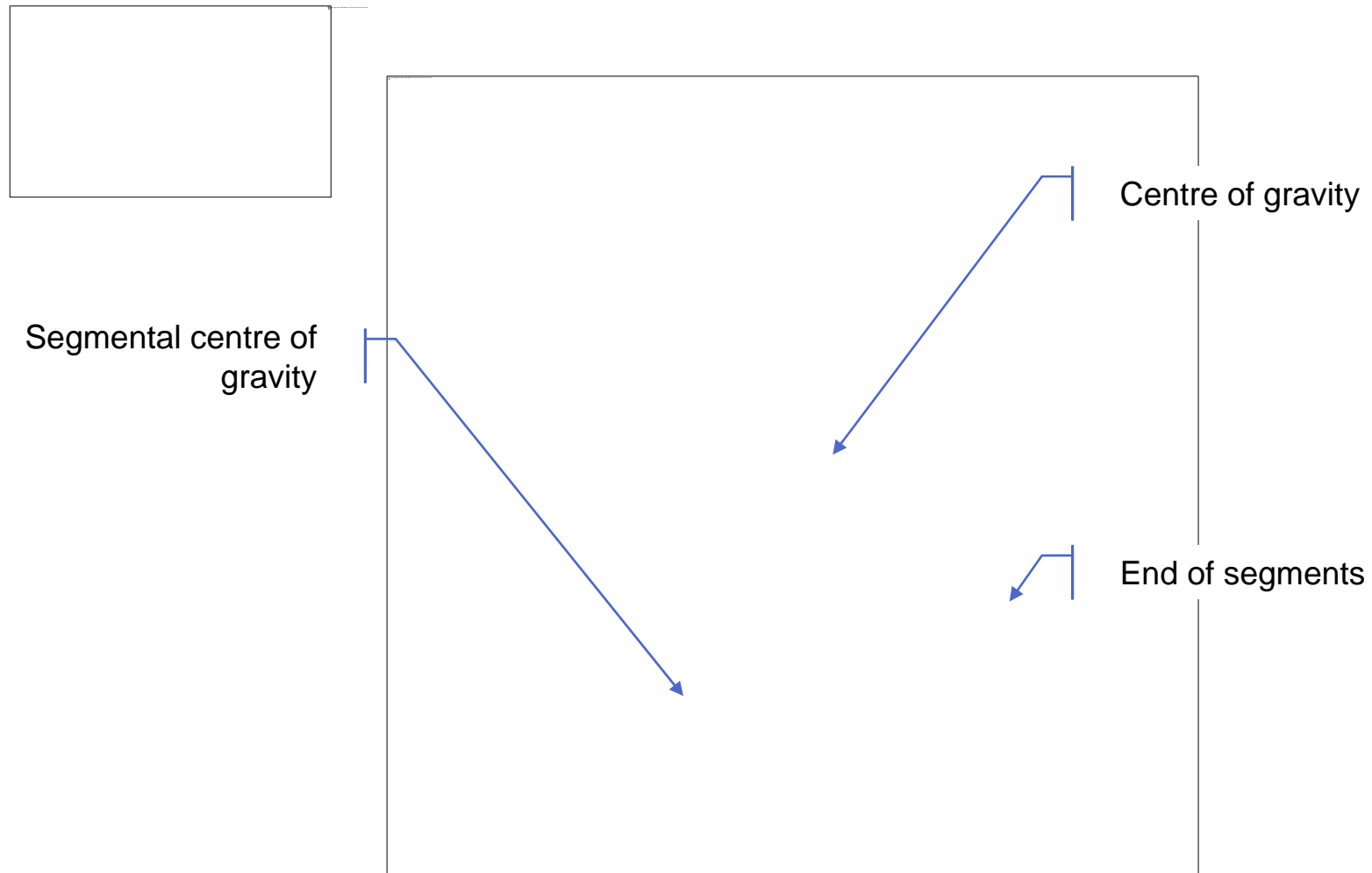
Height (**cm**)

Coefficient

Segment name	B_0 [kg]	B_1	B_2 [kg/cm]
Head+neck	1.296	0.0171	0.0143
Hand	-0.1165	0.0036	0.00175
Forearm	0.3185	0.01445	-0.00114
Upperarm	0.25	0.03012	-0.0027
Leg	-0.829	0.0077	0.0073
Shank	-1.592	0.03616	0.0121
Thigh	-2.649	0.1463	0.0137
Trunk			
Upper part of the trunk	8.2144	0.1862	-0.0584
Middle part of the trunk	7.181	0.2234	-0.0663
Lower part of the trunk	-7.498	0.0976	0.04896

Courtesy of http://biomech.ftvs.cuni.cz/pbpk/kompendium/biomechanika/geometrie_hmotnost_en.php

Case study: Mass segments of a child throws a ball





Case studies

Case study: Yoga elastic band

Yoga elastic band

Consider using an elastic yoga band in the yoga lesson:

What is the angular velocity of her leg if she applies a 32 Nm torque on her hips joint?

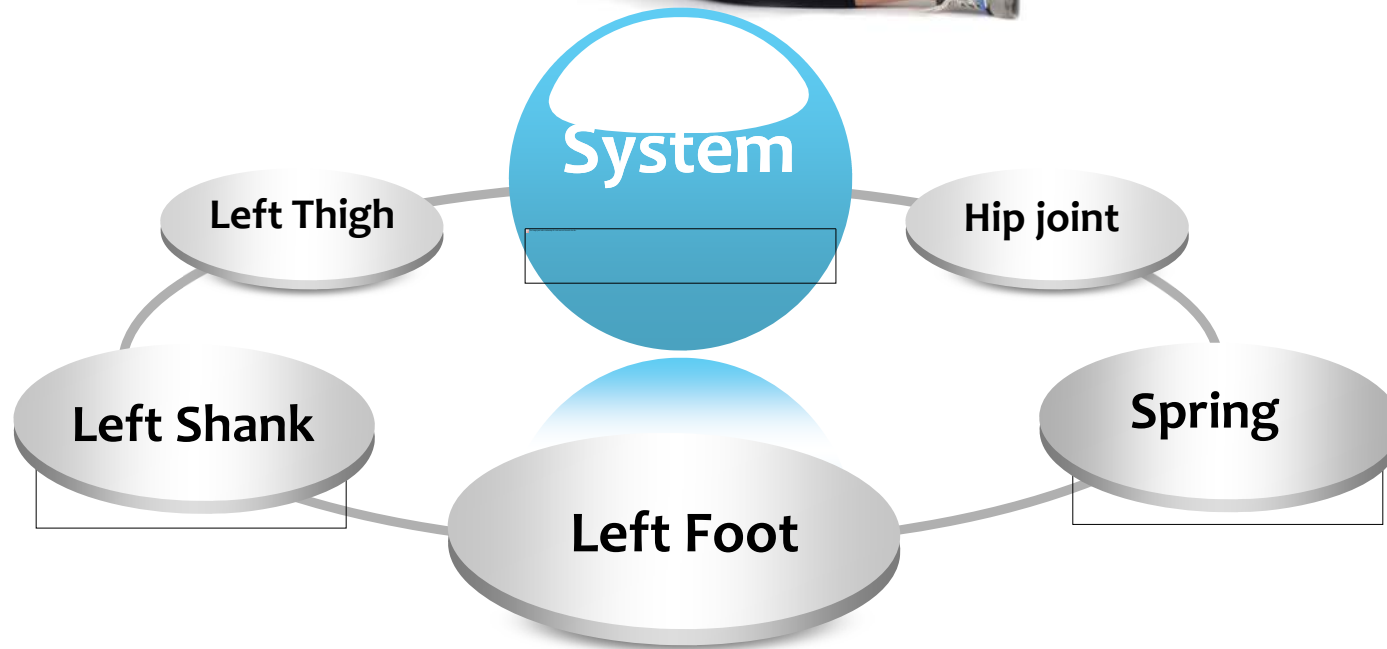
We choose:

- Her height is 170cm;
- Her mass is 60 kg;
- She is a Dutch;
- The spring constant of the elastic band is 100N/m
- Every part of her body is fixed except the hip joint;
- The elastic band is fixed around the ankle



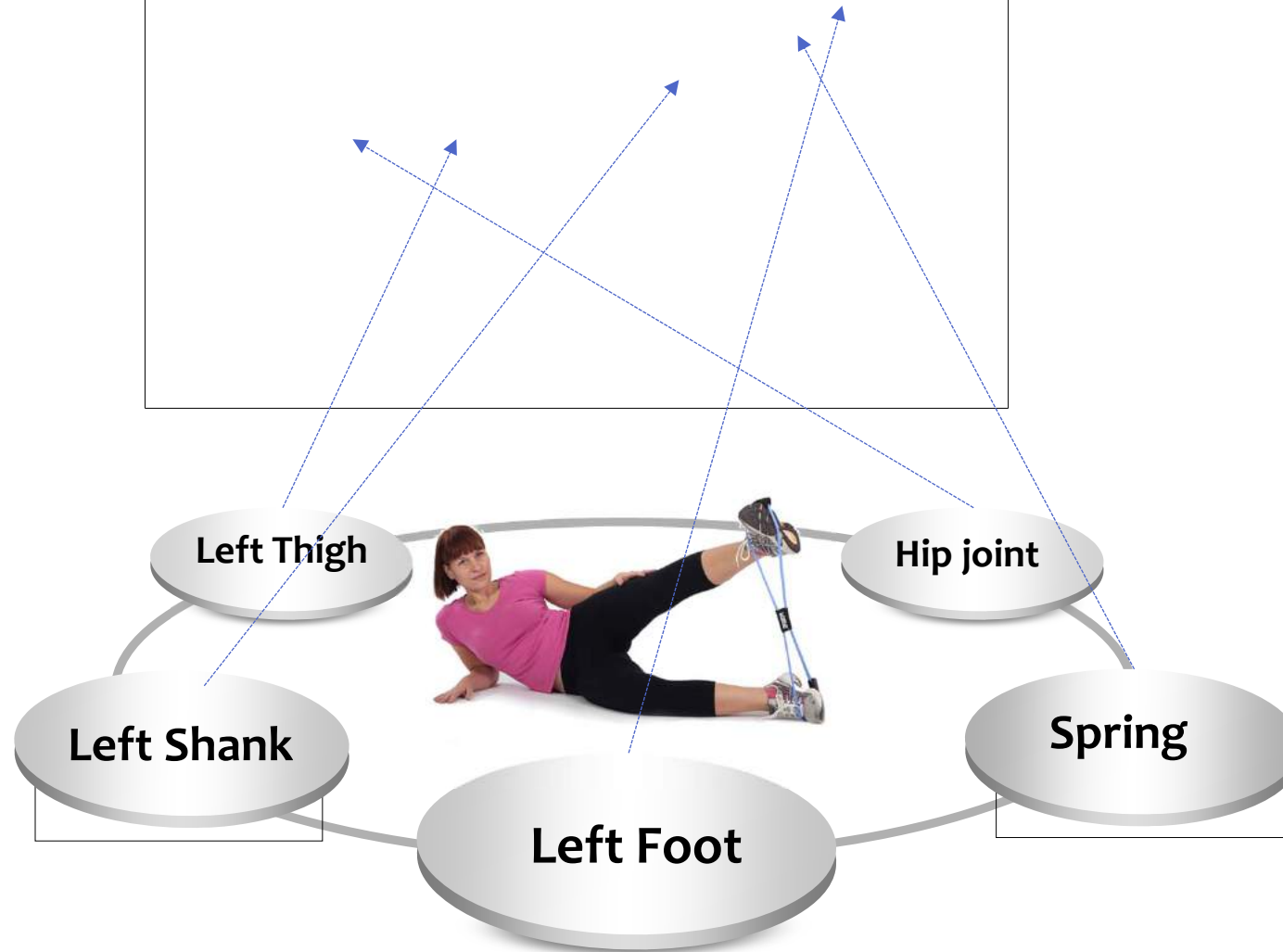
Courtesy of http://www.physio-pedia.com/Musculoskeletal_Physiotherapy_Courses

System & components



Courtesy of http://www.physio-pedia.com/Musculoskeletal_Physiotherapy_Courses

A simple sketch



Courtesy of http://www.physio-pedia.com/Musculoskeletal_Physiotherapy_Courses

Explore geometric relations



$$\alpha = \frac{\pi}{2} - \theta(t) + \tan^{-1} \frac{L5 - L5\cos\theta(t)}{L1 + L5\sin\theta(t)}$$

$$L8 = \sqrt{(L5 - L5\cos(\theta(t)))^2 + (L1 + L5\sin(\theta(t)))^2}$$

Courtesy of http://www.physio-pedia.com/Musculoskeletal_Physiotherapy_Courses

Modelling

Mass of the thigh,
shank and foot

Inertia force

$$(-m_{thigh}L2^2 - m_{shank}L4^2 - m_{foot}L6^2) \frac{d^2\theta(t)}{dt^2}$$

Gravity of the thigh,
shank and foot

Resist to the
movement

$$(-m_{thigh}gL2 - m_{shank}L4 - m_{foot}gL6)\cos\theta(t)$$

Spring

Resist to the
movement

$$-k(L8 - L1)L5\sin\alpha$$

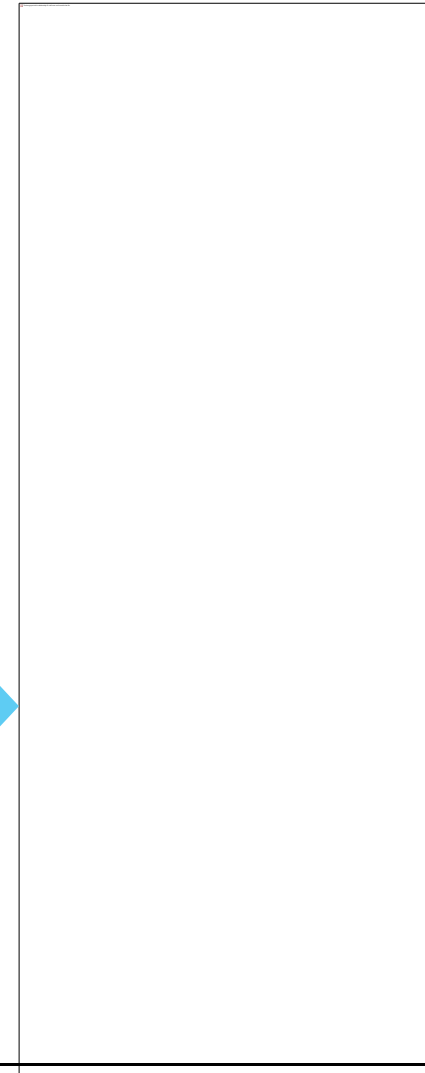
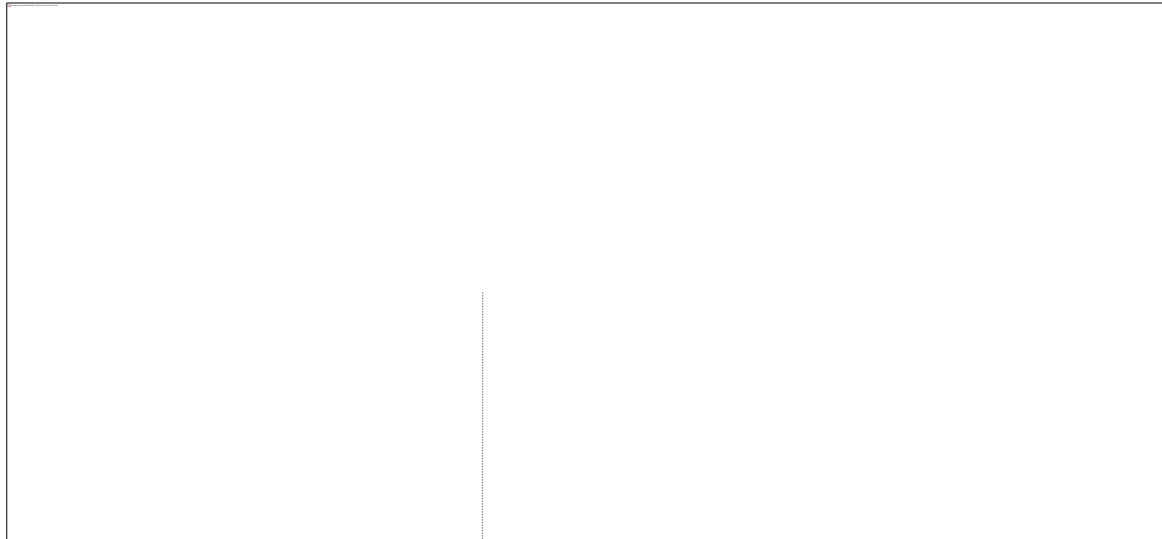
User

Trigger the
movement

$$M_{user}$$

$$\sum M = 0$$

Establish relations



3D human model based on Dined data

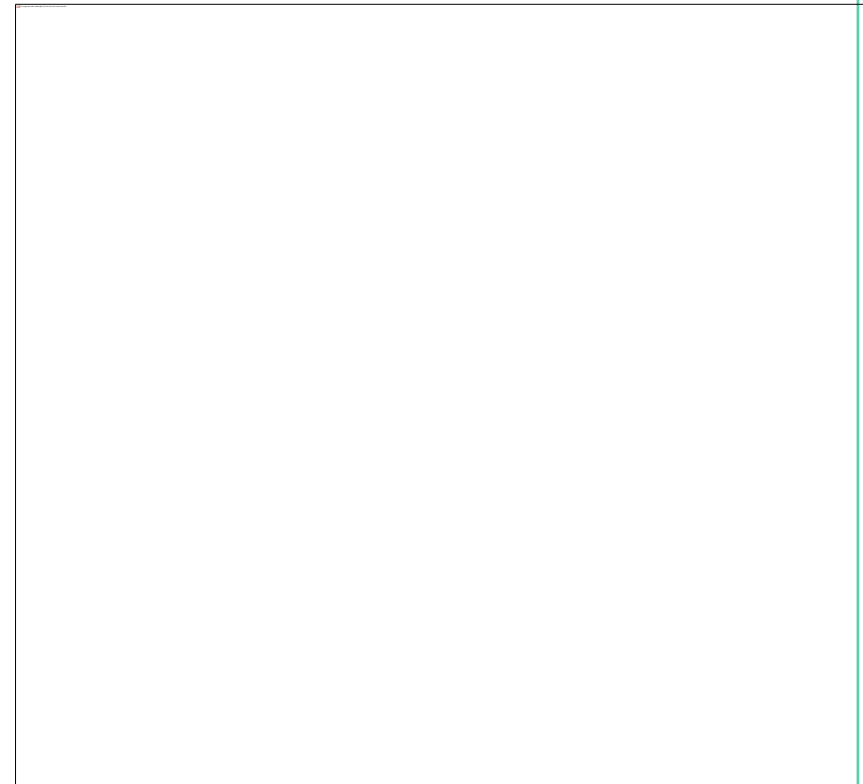
To be introduced in **H-L-3** lecture

Establish relations

Anthropometric model



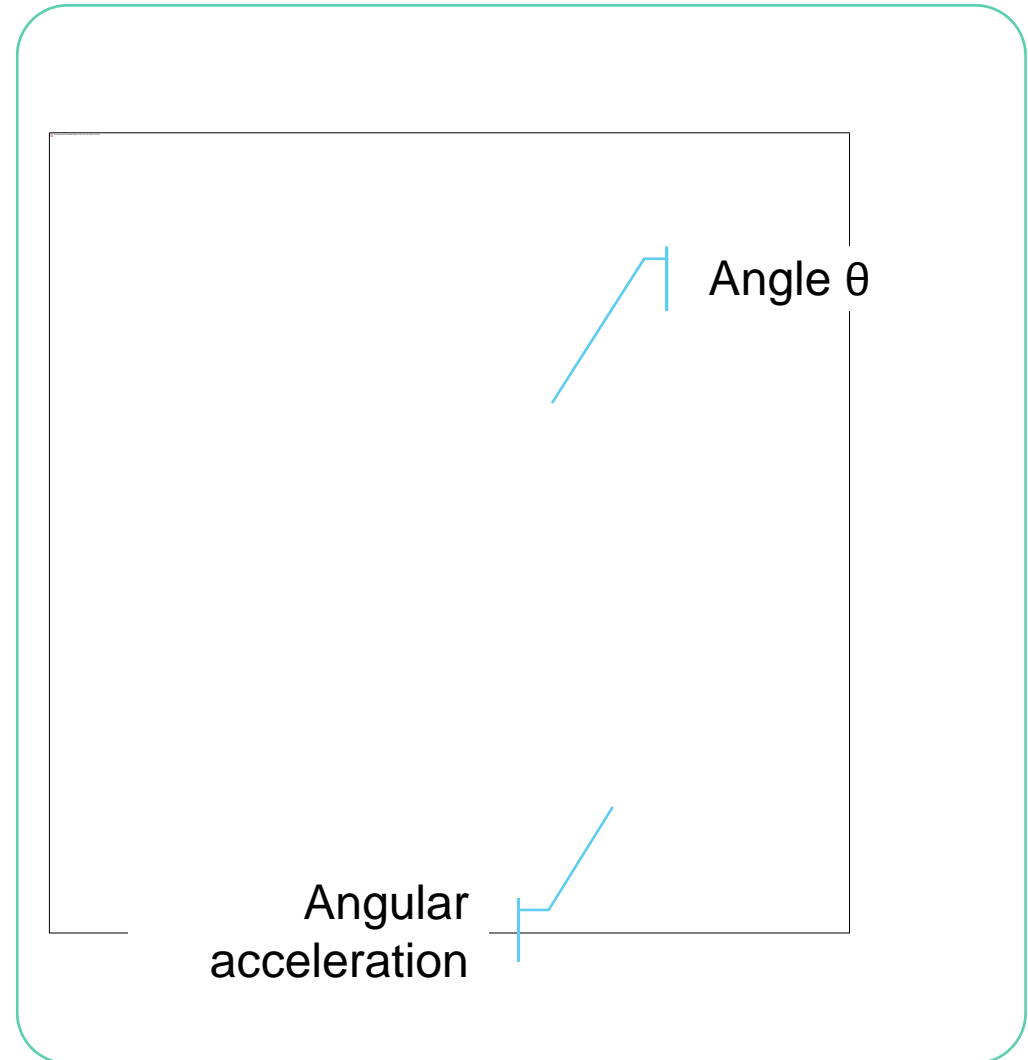
Parameters for the model



Body mass segments

		Proximal	Distal
Hand	0.006	0.506	0.494
Forearm	0.016	0.43	0.57
Upper arm	0.028	0.436	0.564
F arm+hand	0.022	0.682	0.318
Upper limb	0.05	0.53	0.47
Foot	0.0145	0.5	0.5
Shank	0.0465	0.433	0.567
Thigh	0.1	0.433	0.567
Foot + shank	0.061	0.606	0.394
Lower Limb	0.161	0.447	0.553
Head, neck, trunk	0.578	0.66	0.34
Head, neck, arms, trunk	0.678	0.626	0.374
Head and neck	0.081		

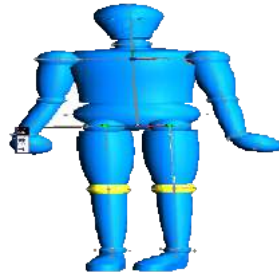
Establish relations





From objective perceptions to subjective perceptions

The human: Two worlds



```

> restart;
> m := 60; g := 9.81;          m := 60
                                g := 9.81
(1)
> Z1 := 0.14858;              Z1 := 0.14858
(2)
> Z2 := 0.4114 - 0.436;       Z2 := 0.1793704
(3)
> Z3 := 0.4114;              Z3 := 0.4114
(4)
> Z4 := Z1 + 0.4012 - 0.43;   Z4 := 0.583916
(5)
> Z5 := Z3 + 0.4012;          Z5 := 0.8126
(6)
> Z6 := Z5 + 0.115 - 0.5;     Z6 := 0.8701
(7)
> mfactor := m - 0.0145;     mfactor := 0.81008
(8)
> mskrank := m - 0.0465;     mskrank := 2.7900
(9)
> msligh := m - 0.1;         msligh := 6.0
(10)
    
```

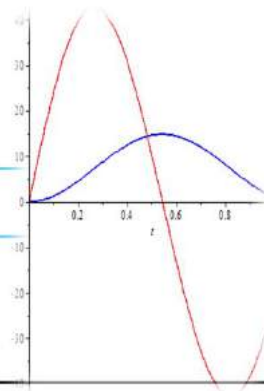
Objective perceptions: physical world

- Units
- Additive
- cognitive process

Subjective perceptions: introspection

- Units?
- rules?
- sensory process

Same?



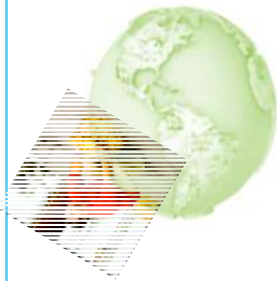
Just noticeable difference

Just noticeable difference

The smallest detectable difference between a starting and secondary level of a particular sensory stimulus

Test methods:

Simple up-down method (Boff 1932)



Weber's Law:

It states that the ratio of the increment threshold to the background intensity is a constant

Constant
To be determined by
experiment

$$k_w = \frac{\Delta I}{I}$$

Increment

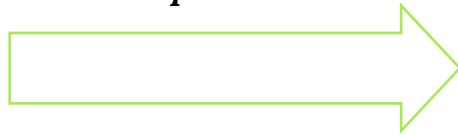
Background intensity



Weber's law & Fechner's law

Weber's Law:

$$k_w = \frac{\Delta I}{I}$$



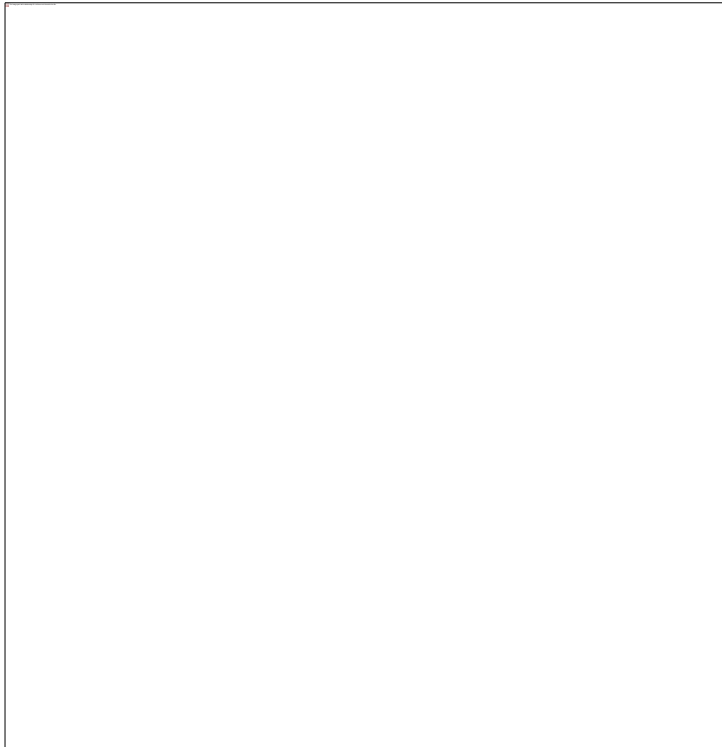
subjective,
perceived, psychological
intensity

$$Response = \log(I)$$

Physical intensity

Mathematically, Webers' law and
Fechner's law are equivalent

Steven's power law



Subjective
magnitude

$$\psi(I) = kI^a$$

Constant: depends
on the type of
stimulation & Units

Constant: depends
on the type of
stimulation

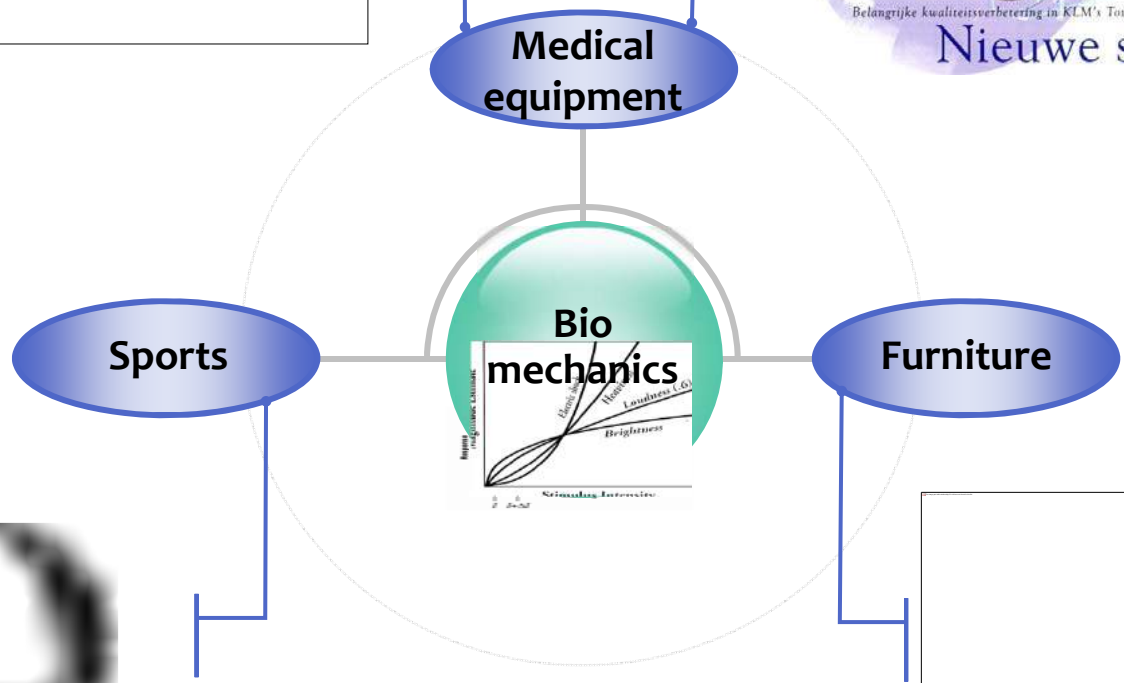
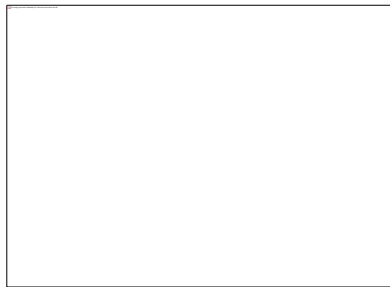
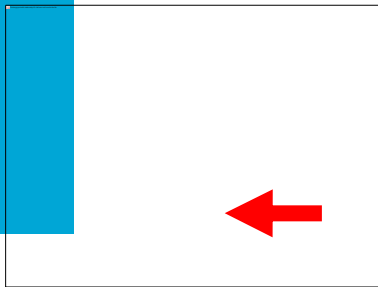
Magnitude of the
physical stimulus

Types	Exponent
Loudness	0.67
Vibration	0.95
Brightness	0.33
Smell	0.6
Cold	1
Discomfort, cold	1.7
Discomfort, warm	0.7
Muscle force	1.7
Electric shock	3.5
...	...



Industrial design applications

Industrial design applications



Courtesy of www.nike.com, <http://www.aaop.ca/community/>, <http://gymflow100.com/common-cardio-machine-workout-mistakes/>



Thank You

Prof. Dr. ir. Richard Goossens

Dr. Wolf Y. Song

Faculty of Industrial Design Engineering

Delft University of Technology