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IMPLEMENTATION OF THE ARTICULATED TOTAL BODY (ATB) MODEL ON AN APOLLO WORKSTATION

M. *F. Laudon*

The Articulated Total Body Model (ATB) is used for predicting gross segmented body response in various dynamic environments. The ATB computer program, originally written by the Department of Transportation as a Crash Victim Simulation (CVS) **program, was later modified by the Calspan Corporation and More recently by the Armstrong Aerospace Medical Research Laboratory (AAMRL) to allow for aerodynamic force applications, harness belt capabilities and hyper-ellipsoidal graphical display of the modeled segments. The ATB model has been successfully used to investigate gross human body responses to bodies placed in such complex dynamic environments as high-speed aircraft ejection. This ATB model is quite versatile due to the variety of inputs it can handle. Because of this versatility , a wide range of physical systems may be simulated.**

In this work, the ATB computer program has been modified for use on the Apollo workstation and utilized to predict limb and joint limitations a modeled human arm for the purpose of creating more effective rehabilitation schedules. **shoulder, left-upper and left-lower arm have been modeled for a case study. The required information consists of segment physical dimensions, weight .center of gravity and maximum forces and torques obtainable from various body muscles. From this information, forces a graphical display of desired segment positions, and numerical approximations of forces, torques, positions, velocities, and accelerations of any desired point of the modeled segment. A comparison of this numerical output found from the ATB will be made with actual patient response, further input will be created tracking the patient's rehabilitation progress. A mathematical model of this will be incorporated into the ATB for the purpose of predicting future patient responses and a predicted schedule for disabled patient rehabilitation.**

An accurate numerical and visual prediction of patient responses and limitations would be very beneficial in the creation of rehabilitation schedules. For such a service to be obtainable in a hospital environment, the ATB must be executable on a personal computing level. The Apollo workstation was selected for this project due to its relative mobility and availability. Many similar computing systems could be used where the criteria of mobility, large memory capabilities and superior graphics are obtainable. These criteria must be met so that the ATB could eventually be used by physicians in a clinic or office environment.

INTRODUCTION

The Articulated Total Body Model (ATB) is a computer model of the human body used for predicting gross segmented body response in various dynamic environments. The ATB program evolved from the Crash Victim Simulation (CVS) Program which was created by the Department of Transportation in 1973. **applications and a harness belt capability were added to the CVS by Calspan Corporation in 1975 for the Armstrong Aerospace Medical Research Laboratory (AAMRL). The resulting program became known as the Articulated Total Body Model. In 1980, Calspan made a number of modifications to the ATB model, combining it with the then current 3-D Crash Victim Simulation program to form the ATB-II model.** A **new version, ATB-III , was generated which included improvements made by J&J Technologies, Inc. AND used to model the body response to wind blast for AAMRL. The ATB-III is the program version used for implementation on an Apollo workstation.**

In this paper, first a general description of the human body model is treated. This description consists of the actual FORTRAN code within the ATB and its capabilities found from numerous executions (successful and unsuccessful) of the ATB program. This paper does not attempt to explain the actual computer coding of the ATB or any of the non-biodynamic options available to the ATB Model. Then a brief case study of of the non-biodynamic options available to the ATB Model. **a modeled human limb is presented to demonstrate succcessful implementation on the Apollo workstation for possible utilization of the model in a clinical environment. It should be emphasized that this model and the corresponding output obtained are simplified cases of a full body model. Although much more complex models could be presented, this simplicity has been emphasized so that the huge amounts of input and output data would not distract from the main point which is to demonstrate the utility of a computer model in a clinical setting. The unique aspect of this work is the use** of **the ATB model on a personal computing level with graphical display capabilities** for **determining the dynamic characteristics of various limbs and joints of the human body while carrying out prescribed motion. The Apollo workstation was selected** for **this project due to its relative mobility and availability. Many similar computing systems could be used where the criteria of mobility, large memory capabilities and superior graphics are obtainable. These are essential if the ATB were to eventually be used by physicians in a clinical environment. In that environment, an accurate numerical and visual prediction of patient responses and limitations would be very beneficial in the assessment of reach and flexion of the injured patient under a rehabilitation program, for example.**

GENERAL FORMULATION OF THE ATB MODEL

"The Articulated Total Body (ATB) Model is primarily designed to evaluate the threedimensional dynamic response of a system of rigid bodies when subjected to a dynamic environment consisting of applied forces and interactive contact forces."
(Calspan Co 3). The structure of the ATB program input is quite versatile making the The structure of the ATB program input is quite versatile making the **ATB a very general model. "The ATB Model has been used to model such widely diverse physical phenomenal as human body dynamics, the motion of balls in a billiards game and transient response of an MX missile suspended from cables in a wind tunnel"(Calspan Co. 3).**

To avoid confusion between the individual segments and the total body model, the term "segment" will be used to refer to the individual rigid bodies and the term "body" will refer to the overall modeled body. A model of a human body structure

showing the labeling of each segment and corresponding joints is shown in Figure 1. The ATB model divides the human body into individual rigid segments. These segments are linked together into a "tree" of coupled segments. Segments are assigned center of gravity, mass, moment of inertia, physical dimensions and are joined at positions representing human joint locations such as shoulders and elbows. Segments branch out from a central segment to form open chains analogous to limbs branching out from a tree trunk. A maximum of 30 segments can be modeled without program changes. The ATB input format is quite flexible and allows wide variation in the number and make-up of the segments.

| | SEGMENTS | H |
|------------|------------------------|---------------------------------------|
| H | HEAD | |
| N | NECK | OHP |
| UT | UPPER TORSO | Ϙϻ |
| CT | CENTER TORSO | |
| LT | LOWER TORSO | OLS |
| RUL | RIGHT UPPER LEG | RS |
| RLL | RIGHT LOWER LEG | UT |
| RF | RIGHT POOT | |
| LUL | LEFT UPPER LEG | LUA 6w |
| Ш | LEFT LOWER LEG | RUA |
| LF. | LEFT FOOT | |
| RUA | RIGHT UPPER ARM | LE |
| RLA | RIGHT LOWER ARM | |
| LUA | LEFT UPPER ARM | LT RE |
| LLA | LEFT LOWER ARM | LH RLA |
| | | Щ |
| | JOINTS | RHC LK |
| HP | HEAD PIVOT | |
| NP | NECK PIVOT | RUL $\overline{\mathbf{u}}$ |
| W | WAIST | |
| P | PELVIS | RK |
| RH | RIGHT HIP | |
| RK | RIGHT KNEE | DLA LF |
| RA | RIGHT ANKLE | RLI |
| LH | LEFT HIP | |
| LK | LEFT KNEE | RA |
| LA | LEFT ANKLE | |
| RS | RIGHT SHOULDER | RF |
| RE | RIGHT ELBOW | |
| LS. | LEFT SHOULDER | |
| LE | LEFT ELBOW | |

FIGURE 1- Body Dynamics Model

A chain structure is used to identify and relate the segments and their corresponding joints. The body models are composed of a Number of body SEGments, NSEG, and a Number of JoiNTs, NJNT. An example of a 15-segment, 14-joint human body model, and a 3-segment, 2-joint left arm model along with the methods of numbering these segments and joints are presented in Figures 2 and 3 respectively.

The ATB model utilizes many reference coordinate systems with respect to which position in space and segment orientations are calculated. The primary coordinate systems used in the model are the inertial, vehicle, local body segment, principal, joint and contact ellipsoid. The specification of each reference coordinate system requires an origin and a direction cosine matrix defined by three rotation angles yaw, pitch and roll- which relate one reference coordinate system to another. All the above mentioned coordinate systems are orthonormal. The inertial coordinate system represents the ground and can be positioned at the user's convenience. The inertial frame of reference is specified by defining a gravity vector as seen in Figure 2. Any values can be used for the vector components, however a convenient method is to assign the frame values of (zero, zero, g), defining the Z axis as pointing downward. In terms of a standing patient, the positive force of gravity would be pointing from head to foot. By assigning the positive X axis from the patients back to front, the right hand rule defines the positive Y axis as pointing in the lateral direction from the patients left to right side (see Figure 2). Segment coordinate systems are then defined with respect to the inertial system. These local segment coordinate systems are used to define the joint, force, vehicle, contact ellipsoid, and external planar coordinate systems.

 \mathbf{v}

 \sum LS-1

FIGURE 2- Example of segment, joint, and connectivity assignments (Full Body Model)

| | | | LEFT ARM MODEL | | | | LUA-2 |
|-------------|--|---|--------------------------|-------------|---|----------------|-------------------|
| 2 3 4 | SEGMENT B-Body LUA ША *-Vehical | 2 | JOINT LS LE | INT(j) 2 | CONNECTS B-LUA LUA-LLA | $B-1$ $-.4$ | $LE-2$ $LLA-3$ |

FIGURE 3- Example of segment, joint, and connectivity assignments (Left Arm Model)

LEFT ARM UNDER A CONSTANT ELEMENT TORQUE

To relate segments and joints to each other, the identification numbers i=l to NSEG and $j=1$ to NJNT are used along with the array, $JNT(j)$ which defines the connectivity **of the segments. Referring to the left upper and lower arm model in Figure 3, the torso or body (BODY) is assigned the segment number, NSEG=1, defining the torso as the reference segment. Although any segment can be defined as the reference segment, a segment with maximum joint connections and minimal acceleration is desirable for the reference segment in order to avoid errors with the program integrator. After selection of the reference segment, the first joint j, must be defined. For the arm model, the left shoulder (LS) is defined as joint number 1. The requirement for sequential numbering of segments results in the upper arm (LUA) being designated as segment number 2, with the lower arm (LLA) being assigned segment number 3. The elbow (E) joint connects segment 2 and 3 and is assigned joint number 2.**

To accurately model the human arm structure, the arm needed to be joined to a relatively stable structure via a joint. Originally an ellipsoid-planar contact was defined at the shoulder joint position. **finite rectangles which contact the segment ellipsoids at a finite number of points.** For this type of contact, the contact force is determined by a force deflection routine which allows for energy losses (hysteresis), permanent offset, and impulsive forces. **The force deflection is associated with each paired contact. Mutual force deflection characteristics which allow for the specific paired contacts must be accurately specified. For this particular ellipsoid-planar contact, unrealistic contact forces were continuously encountered.**

Instead of the planar contact, the BODY segment was introduced along with a fourth segment defined as a vehicle segment. By defining the vehicle with respect to BODY and mounting BODY upon the vehicle, the numerical descriptions of both segments were used to create a stationary segment to which the shoulder joint could be connected. To obtain this stationary position, the BODY segment was defined to have extremely large x, y, and z components of moment of inertia: 5000 (lbs-sec^{A2}-in). The **velocity and acceleration of the vehicle were then set to the constant value of zero.**

As mentioned above, the BODY segment was created to act as an anchor for the modeling of the 2-segment left arm. The BODY segment was given a weight of 210 lbs and a contact ellipsoidal semi-axis of 6.0 , 8.7 , and 36.0 inches (x, y, z) which
somewhat corresponds with the physical dimensions of the arm. The upper arm was somewhat corresponds with the physical dimensions of the arm. given a weight of 5.542 lbs with a contact ellipsoidal semi-axis of 2.212, 2.212, and **7.497 inches (x, y, z) where the left lower arm weight was set at 5.901 lbs with** ellipsoidal axes of 1.871, 1.871 and 10.269 inches $(x, y, z$ respectively). These values **were obtained from recorded human dimensions, with this example representing a 95th percentile male. Referring to Figure 4 and the corresponding table, both the linear positioning and the prescribed physical dimensions of each segment can be seen. The shoulder joint is located at (0.0, 9.0, 0.0) inches in the BODY coordinate system. The shoulder joint is located at (0.0, 0.0, -5.42) with in the upper arm coordinate system, which is located at the center of gravity of segment 2. The elbow and the shoulder joints are defined to be 8.2 and 19.04 inches respectively in the negative Z direction of the left lower arm coordinate system.**

The ATB has the ability to accurately model standard ball and pin, hinge, Euler, slip. and universal joints. These joints can be linear or angular locking joints with maximum and minimum locking and unlocking joint forces. For simplicity, a totally **hocking and unlocking joint forces. free ball joint was specified for the shoulder joint of the modeled arm. The elbow was specified as a slip joint with a coulomb frictional force applied when joint angular velocities exceed 30 rad/sec. This slip joint allows small linear motion between the** joint's segment coordinate systems. Although this particular joint is unlocked, joints can easily be locked to limit rotation, and angular velocity. Joint torques can be both can easily be locked to limit rotation, and angular velocity. **applied and calculated for each joint by relating joint parameters and yaw, pitch, and roll with all related local segments.**

The ATB model has the capability to apply time-dependent forces and torques to body segments. A force or torque coordinate system is defined such that a positive force is applied in the positive X direction of the force or torque coordinate system and a positive torque is applied about the positive X axis of the coordinate system using the right hand rule. The origin and orientation (rotation) of the force or torque coordinate systems are specified with respect to the local reference coordinate system of the segment to which the force or torque is being applied. Each time
dependent force can be subdivided over the time domain that it acts on. The force dependent force can be subdivided over the time domain that it acts on.

over each of these smaller domains can be defined either as a constant force, a polynomial, or the force can be defined over an even smaller domain by using tabular data to describe the force. For the arm model, a constant torque was placed on the left upper arm -at (0, 0, -4) with respect to the left upper arm center of gravity.

MODEL RESPONSE

The ATB outputs requested time histories of selected total and angular accelerations, velocities, displacements, joint parameters, joint forces and torques, and total body properties. For the 2-segment arm model, only relative positioning and joint parameters were requested. For this run, end point positioning of the upper and lower arm segments (segments 2 and 3) were calculated with respect to segment 1 (BODY). The positioning of segment 3 with respect to segment 2 was also calculated and this tabular output can be seen in Appendix B. The shoulder joint forces and torques on the upper arm were also tabulated and can be seen in Appendix C. These tables of displacements represent the displacements of each of the specified points over the specified time frame of 40 msec. This 40 msec is divided into specified one time units which for this case was 1 msec.

The tabulated position data is depicted as Y-Z, X-Z, and X-Y plane views of the body segments in Appendix D. These printer plots, also called "stickman plots" give the location in the primary vehicle reference coordinate system. This is an optional feature to the ATB, and any or all of the three plots can be suppressed. These printed output pages consist of 60 lines of 120 characters each. The top line represents the Z **axis and the first column or left side edge, running top to bottom, represents the plot X or Y axis. Rotating the pages 90 degrees in a counter-clockwise direction, the printed page becomes more familiarly orientated. In this position the negative Z is up and the positive X or Y is to the right from lower left comer. The X-Y axis has tick marks located every one length unit from input data. Table 1 gives the joint or segment center of gravity identifying symbols used in this plotting option.**

From these plots, the motion of the modeled segments can clearly be seen. It should be noted that the shoulder and body segment have very little motion forcing the two arm segments to respond to the torque placed on the upper arm. The response to the specified torque is extremely similar to the actual motion of a human raising a upper arm through a contraction of a series of shoulder muscles.

CONCLUSION

The Articulated Total Body Model (ATB) is a computer model of the human body used for predicting gross segmented body responses in various dynamic environments. In this paper a general description of the human body model and a case study of the human limb behavior are given. A brief case study of a modeled human limb using the ATB was also given. The purpose of this case study was to show the possibilities of adapting the ATB model for clinical applications. It should be emphasized that this model and the output are simplified cases of a full body model.

The ATB model is a useful tool. Although the flexibility of the input does initially **cause the program to seem highly complex, once the system is mastered, the ATB has numerous possibilities for modeling most any rigid bodied structure in a dynamic environment. The ATB uses both Newtonian and Lagrange methods to formulate the equations of motions for these rigid bodies. The boundary conditions of these bodies are extremely well defined and a finite element analysis routine for evaluation of these rigid body structures could be implemented.**

Before the ATB could be used in a hospital or clinical environment to predict human dynamic responses, very specific input would have to be prescribed. A program used in such a situation could also access generalized input data with only a limited amount of required patient data to be entered for individual computer runs. **Whichever the method used, the next step is to understand what output would be needed in a rehabilitation environment and to specify what patient data would be required to obtain the desired output. For example, a mathematical model of rehabilitation prograess could be incorporated into the model and a clinical evaluation could be made. The modeling of such systems does seem inevitable due to the success and accuracy obtainable from computerized models as simply demonstrated by the ATB's ability to raise its own hand.**

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- **Calspan Corporation Advanced Techology Center. Validation of the Crash Victim Simulator. U.S. Department of Transportation Report No. ZS-5881-V-1. Washington, D.C. :1981**
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APPENDIX

APPENDIX A1

APPENDIX B1

POINT REL. LINEAR DISPLACEMENT (IN.)

PACE 19

APPENDIX B2

POINT REL. VELOCITY (IN./SEC.)

PAGE: 23.01

SLIP JOINT / 3000 IN-LES TEMSICH ELE TORQUE

VENICLE DECELERATION: BOUILIBRIUM-0 INTL MOTION-FRATIONARY TORSO

 $-267-$

APPENDIX B3

POINT TOTAL ACCELERATION (G'S)

VEHICLE DECELERATION: EQUILIBRIUM-O INTL MOTION STATIONARY TORSO CRASH VICTIM: 95TH PtR CORTLE MALE

PAG**e**: 22.01

-268-

APPENDIX C1

3 LOR JOINT FORCES i. TORQUES ON UARM IN BODY REFERENCE

APPENDIX D1

