

# PLANAR SIMULATION OF HUMAN MOTION

## Segment Linear Momentum

$$\underline{L}_i = m_i \underline{v}_i$$

where:

$\underline{L}_i$  = segment linear momentum

$m_i$  = segment mass

$\underline{v}_i$  = linear velocity of the segment centre of gravity

## Segment (Local) Angular Momentum

$$p_i = I_i \omega_i \quad \text{or} \quad p_i = I_i (\omega_1 + \omega_{i/1})$$

where:

$p_i$  = segment angular momentum

$I_i$  = segment moment of inertia

$\omega_{i/1}$  = segment angular velocity relative to the trunk angular velocity

$\omega_1$  = trunk angular velocity

## Segment (Remote) Moment of Momentum

$$\underline{M}_i = \underline{r}_i \times m_i \underline{v}_i$$

since  $\underline{v}_i = \underline{v}_T + (\underline{r}_i \times \underline{\omega}_i)$

therefore  $\underline{M}_i = \underline{r}_i \times m_i [\underline{v}_T + (\underline{r}_i \times \underline{\omega}_i)]$

where:

$\underline{M}_i$  = segment moment of momentum

$m_i$  = segment mass

$\underline{r}_i$  = vector joining the centre of gravity of the segment and the centre of gravity of the total body

$\underline{v}_i$  = first derivative of  $\underline{r}_i$  (linear velocity of the segment centre of gravity)

$\underline{v}_T$  = total body linear velocity

$\underline{\omega}_i$  = segment angular velocity

## Total Body Angular Momentum

$$p_T = \sum_{i=1}^{11} \underline{M}_i + \sum_{i=1}^{11} p_i \quad = \text{constant (when resultant force is a central force, e.g., gravity)}$$

where:

$p_T$  = total body angular momentum

$\underline{M}_i$  = segment moment of momentum

$p_i$  = segment angular momentum

## Trunk Angular Momentum

$$p_1 = p_T - \sum_{i=1}^n M_i - \sum_{i=2}^n p_i$$

where:

$p_1$  = total body angular momentum of the trunk

$p_T$  = total body angular momentum

$M_i$  = segment moment of momentum

$p_i$  = segment angular momentum (excluding trunk)

## Angular Velocity of Trunk

$$\omega_1 = p_1 / I_1$$

where:

$\omega_1$  = trunk angular velocity

$p_1$  = trunk angular momentum

$I_1$  = total body moment of inertia

## Trunk Angle

$$\theta_1(j) = \omega_1(j) t + \theta_1(j-1)$$

where:

$\theta_1(j)$  = trunk angle at  $j^{\text{th}}$  time interval

$\omega_1(j)$  = angular velocity of trunk

$t$  = time interval

## **Input parameters**

- Takeoff velocity (magnitude and angle)
- Orientation at takeoff (includes centre of gravity location)
- Segment lengths
- Total body mass
- Total body angular momentum at takeoff
- Time increment
- Changes in joint angles

## **Output parameters**

- Trajectory of centre of gravity
- Trunk angular positions
- Total body orientations (trajectories of all joints)