



# Comparative Study of two Biomechanics Frameworks for Upper Limb Exoskeleton Simulations

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12th ECCOMAS Thematic Conference on Multibody Dynamics

17/07/2025

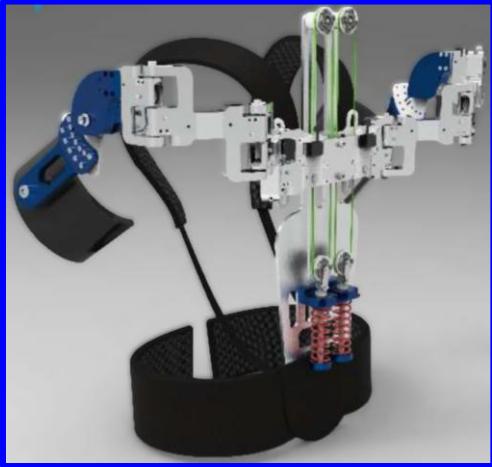
**Benjamin Moreno**, Valentin Sonnevile, Léonore Foguenne,  
Cédric Schwartz, Pierre Sacré, Olivier Brüls

# Objective



## Industrial exoskeleton:

- Purpose:  
Overhead work



Exo4Work  
Van der Have 2022

## For rehabilitation:

- Purpose:  
shoulder at 90°



Student project  
Cottenier,  
Hovhannisyan

## For a task, predict:

- muscle forces
- excitations
- kinematic trajectories
- exoskeleton actuator inputs

→ **To what extent does the exoskeleton alleviate muscular load?**

# Benchmarking example

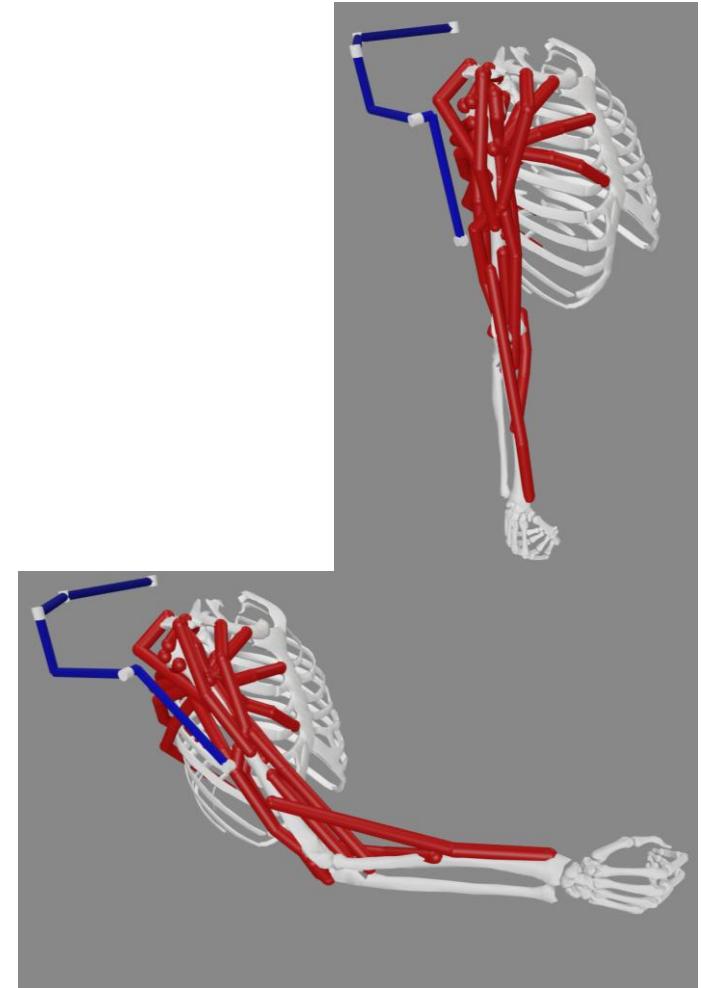
- Task: Small shoulder flexion
  - Given: initial pose, final pose and time range
- **Assumptions:**
  - Human motion minimizes an objective function
  - Ideal controller for exoskeleton that minimizes objective function
- **Objective function:**

$$\min_{\mathbf{u}} \sum_{k=0}^N \left( w_m \sum_{i=1}^{n_m} \left( a_i(t_k) \right)^2 + w_{exo} \sum_{i=1}^{n_u} \left( \tau_i(t_k) \right)^2 \right)$$

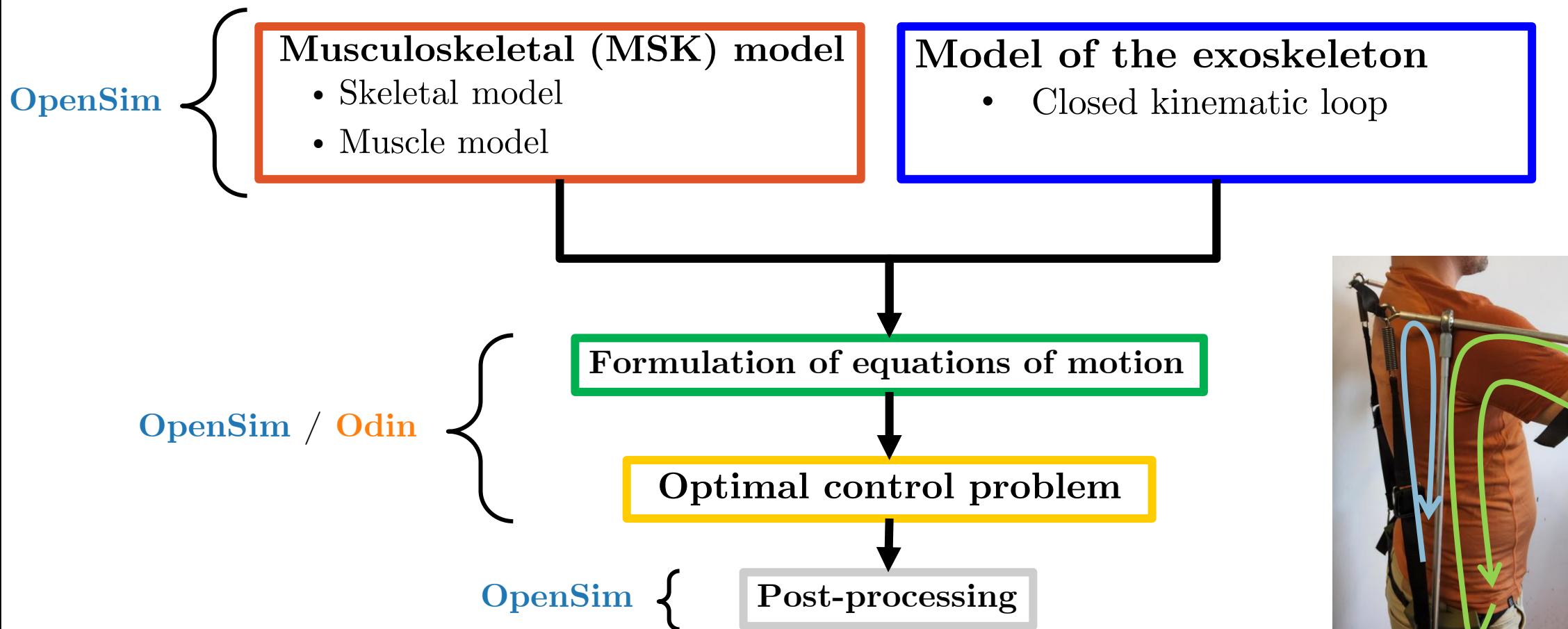
Where:

- $a$ : muscle activations
- $n_m$ : number of muscles
- $N$ : number of timesteps
- $\mathbf{u} = (a_i(t_0), \tau_i(t_0) \dots a_i(t_N), \tau_i(t_N))$
- $w$ : weights
- $n_u$ : number of actuators
- $\tau$ : exoskeleton control inputs

→ Constraints



# Required components



Many biomechanical tools exist to solve the problem (Roupa 2022).  
→ In this work we focus on two software: **OpenSim** and **Odin**

# Models

## Arm26

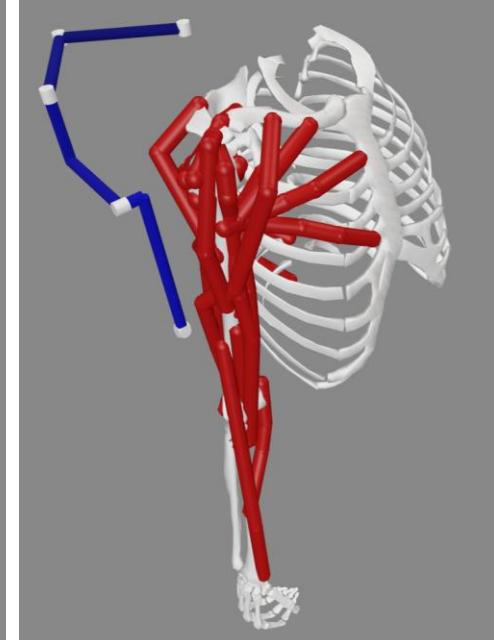
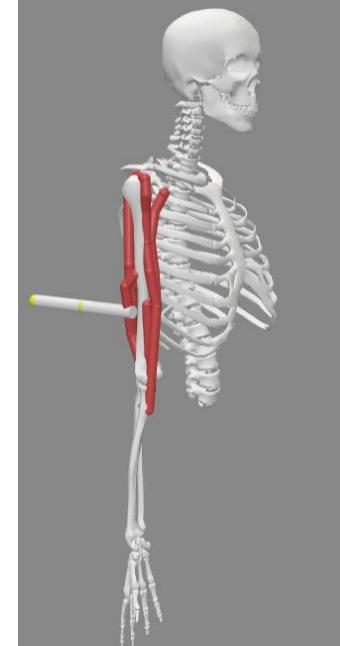
2 DOF, 6 muscles

## MoBL - ARMS

4 DOF, 24 muscles

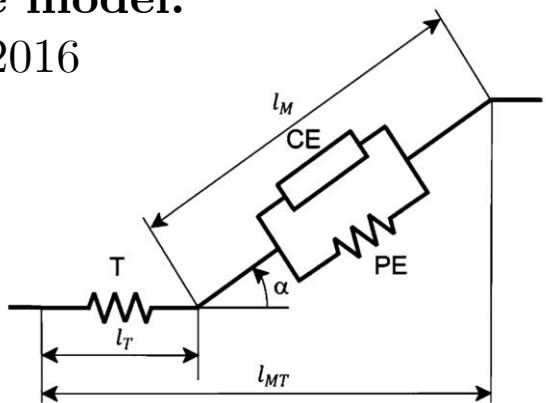
- Exo attached to the humerus and the trunk
- Actuated slider joint

- Exo attached to the humerus and the trunk
- 6 pin joints with the 4<sup>th</sup> pin joint actuated



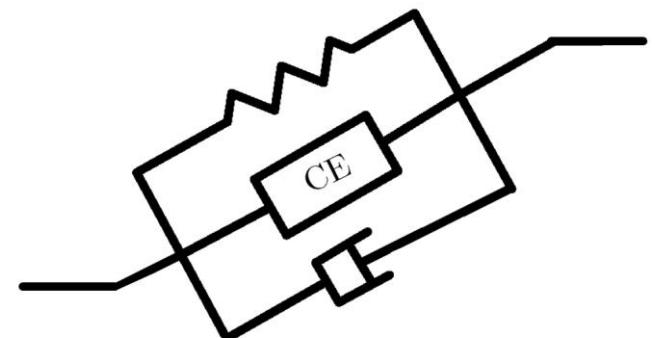
## Hill type muscle model:

- DeGroteFregly2016



## Current MSK model:

- Rigid tendons
- No activation dynamics
- No wrapping
- No ligaments
- Via points



# OpenSim: A specialized toolbox for biomechanics

## Code structure

- Oriented for biomechanics:
  - MSK models
  - Tools based on lab measurements
- Recursive formulation  
→ closure constraint



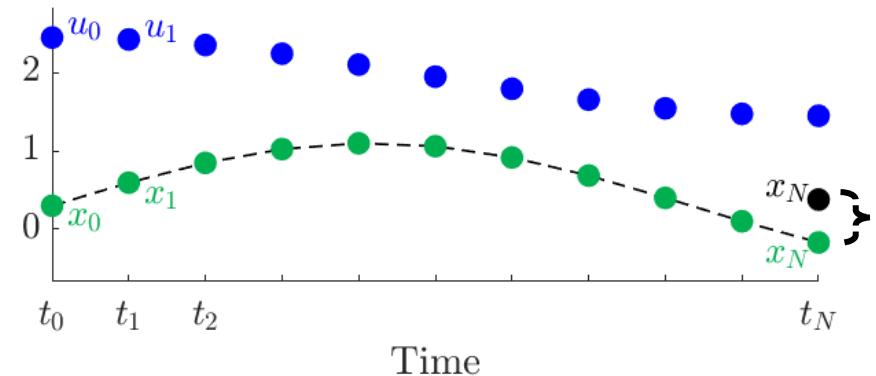
## Solvers

### Forward dynamics solver

- Explicit integration

### Optimal control with MOCO

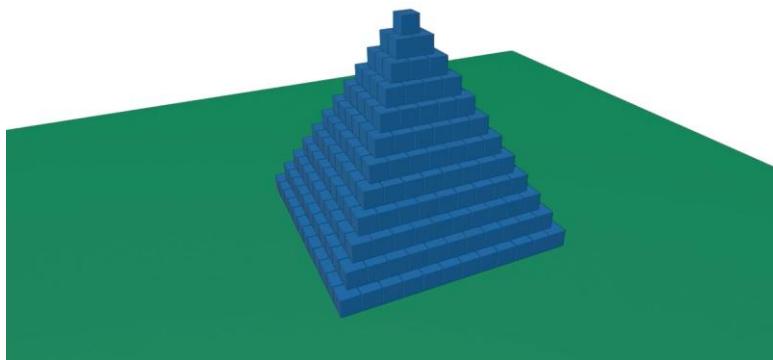
- Direct collocation
- IPOPT
- All **states** and **controls** added to optimization at each mesh point
- Integration enforced via algebraic constraints

$$\begin{aligned} \min_{\mathbf{u}} \quad & J(\mathbf{u}), \\ \text{s.t.} \quad & \mathbf{x}(t_0) = \mathbf{x}_0, \\ & \mathbf{x}(t_N) = \mathbf{x}_N, \\ & \text{Equations of motion,} \\ & \text{Integration formulae.} \end{aligned}$$


# Odin: A multibody framework for complex biomechanical systems?

## Code structure

- General multibody software:
  - FEM structure
  - Lie group SE(3)
  - Flexible elements and non-smooth contact available
- Addition of muscle elements
- Absolute coordinates



## Solvers

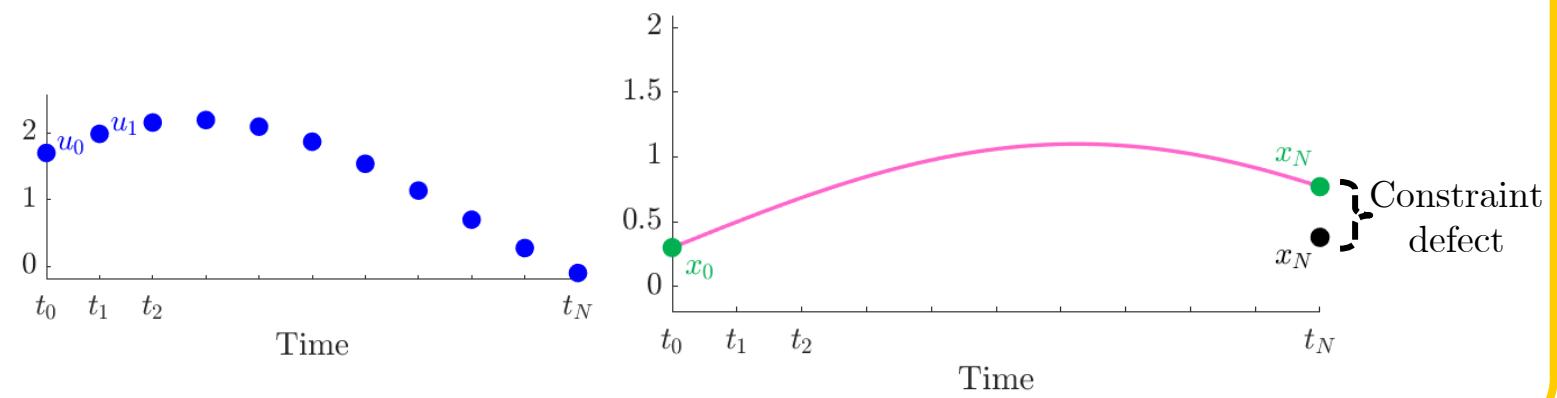
### Forward dynamics (FD) solver

- Implicit generalized- $\alpha$  for DAE

### Addition of optimal control capabilities

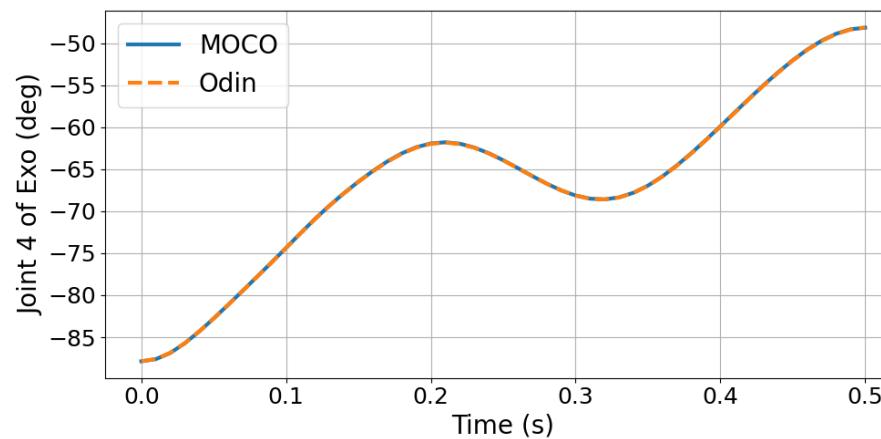
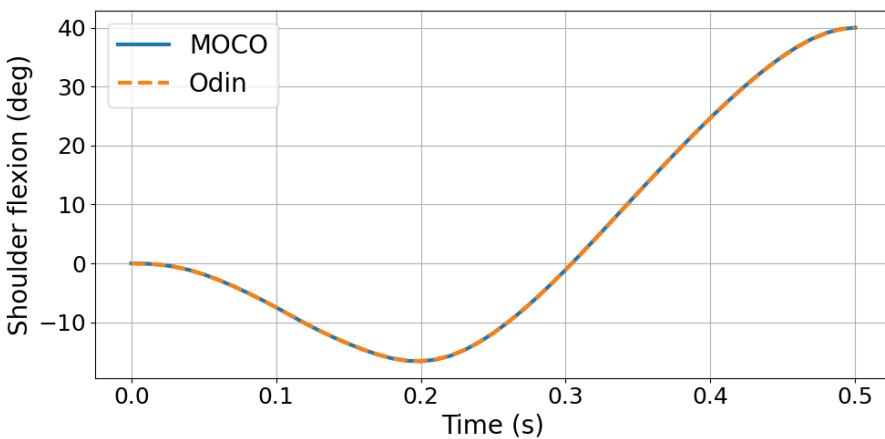
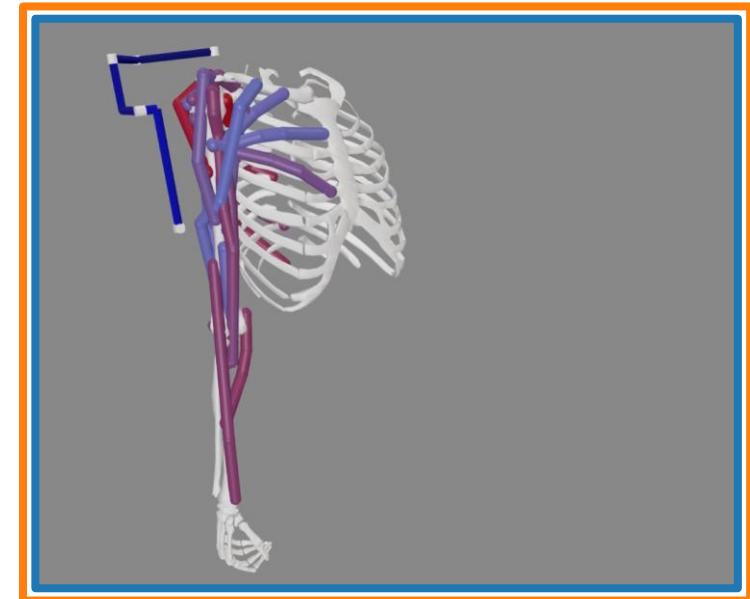
- Shooting method
- IPOPT
- Only **controls** as optimization variables
- States computed from FD integration

$$\begin{aligned} \min_{\mathbf{u}} \quad & J(\mathbf{u}), \\ \text{s.t.} \quad & \mathbf{x}(t_0) = \mathbf{x}_0, \\ & \mathbf{x}(t_N) = \mathbf{x}_N. \end{aligned}$$



# Forward dynamics: Verification

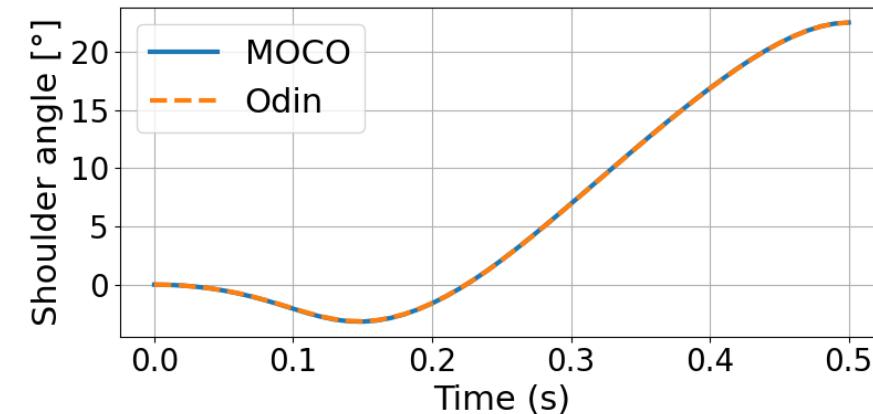
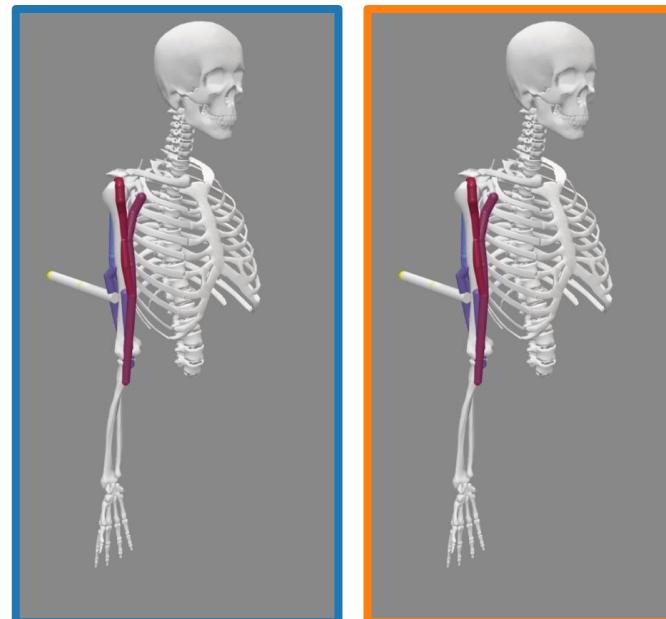
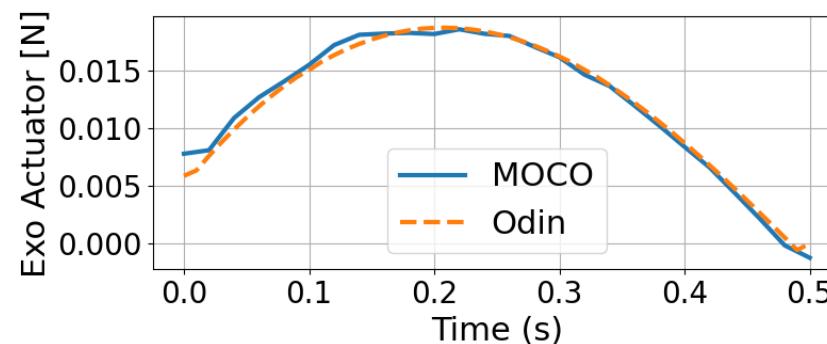
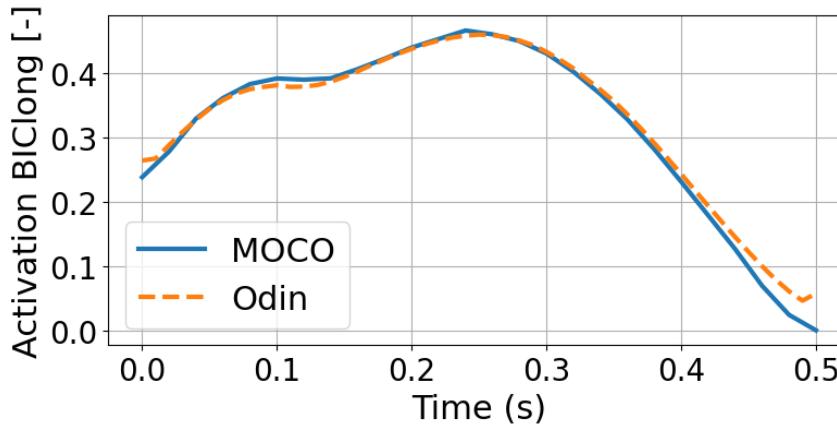
- Control inputs pre-computation:
  - Optimal solution found with **MOCO** for a small shoulder flexion with the exoskeleton.
  - Then applied as given control inputs in **Odin** for the forward simulation.



→ Equivalence between the 2 formulations

# Optimal control: Verification

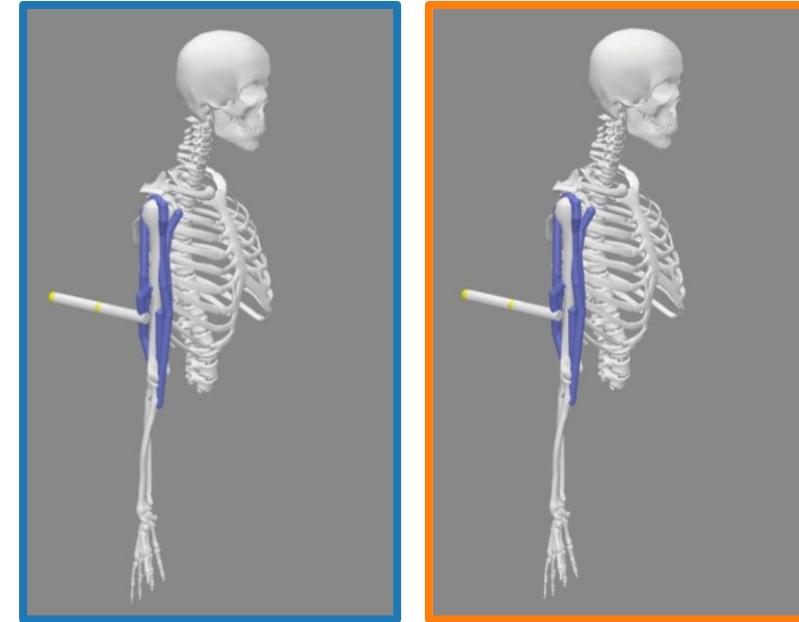
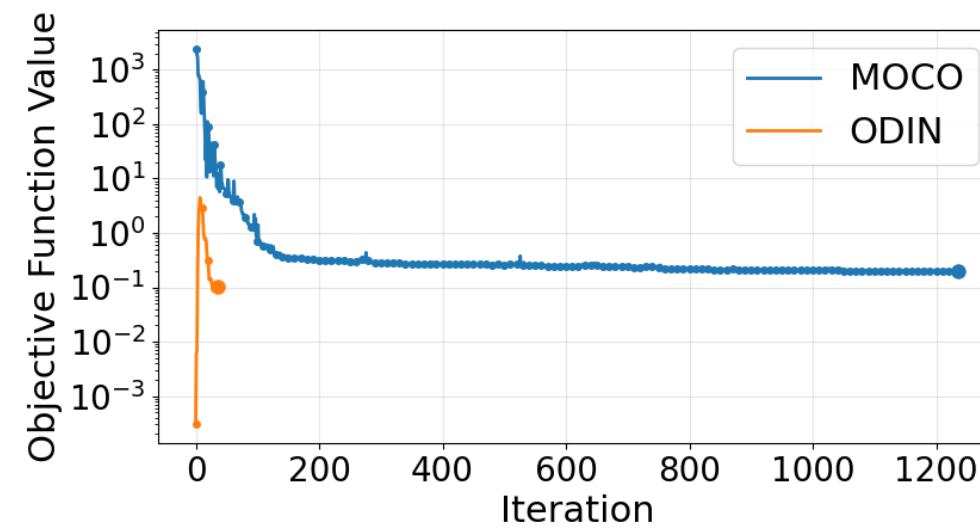
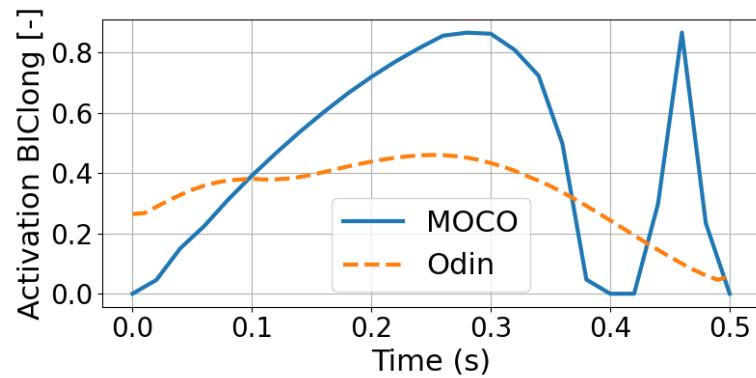
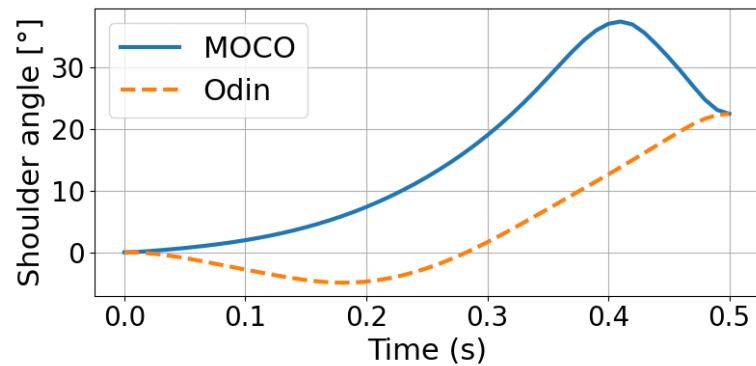
- Solution from **Odin** as guess in **MOCO**:



→ Equivalent definition of the optimal control problem

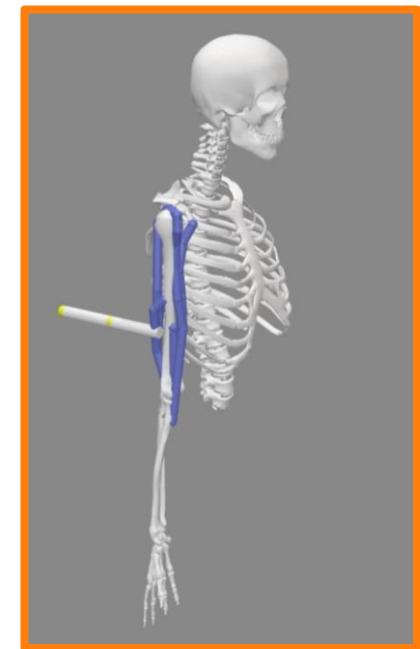
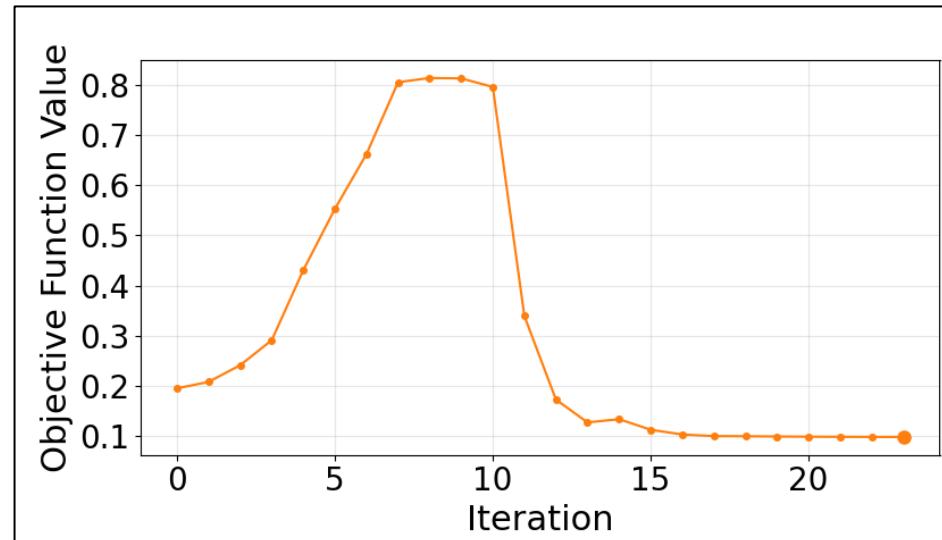
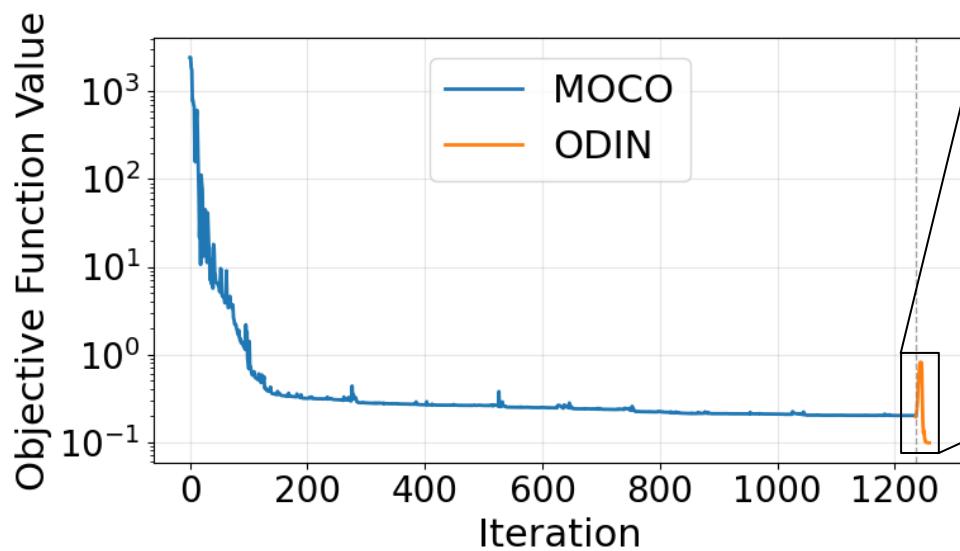
# Optimal control solver: Influence of initial guess

- Default initial guesses:



# Difference in local minima

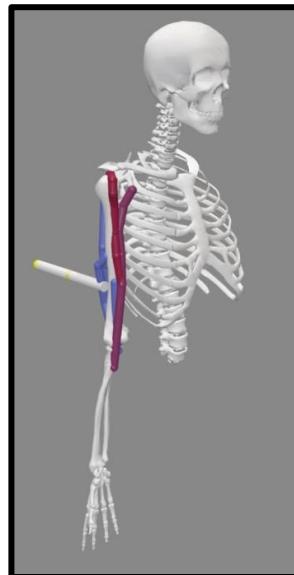
- Solution from **MOCO** as guess in **Odin**



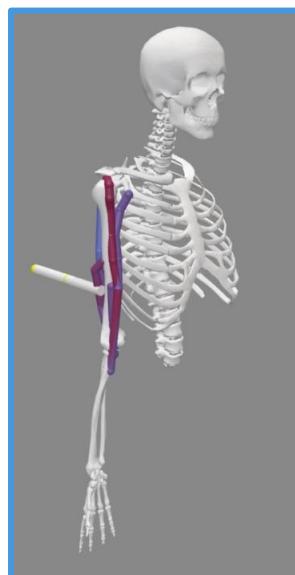
# Influence of the exoskeleton weights

$$\min_{\mathbf{u}} \sum_{k=0}^N \left( w_m \sum_{i=1}^{n_m} \left( a_i(t_k) \right)^2 + w_{exo} \sum_{i=1}^{n_u} \left( \tau_i(t_k) \right)^2 \right)$$

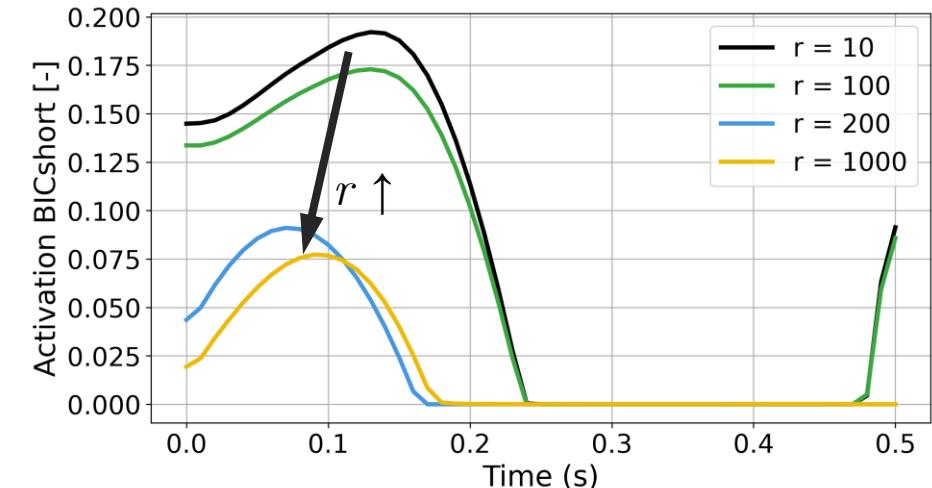
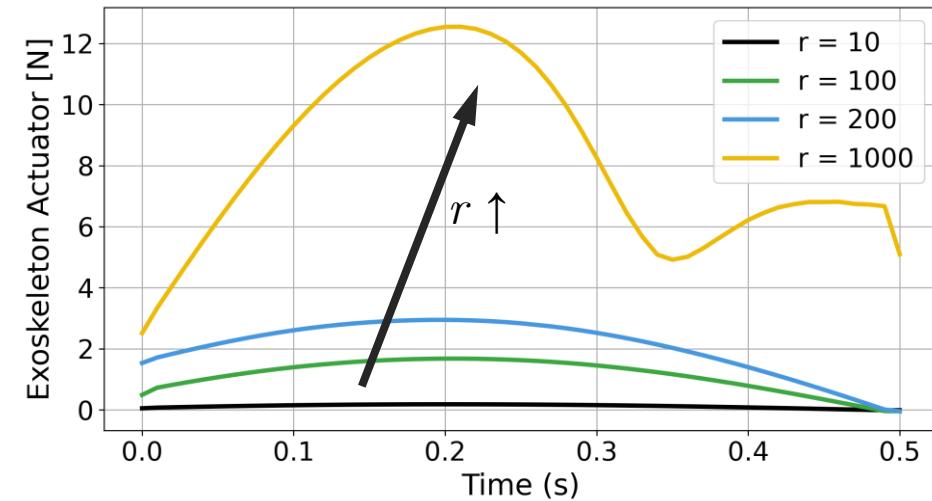
- We define:  $r = \frac{w_m}{w_{exo}}$



$r = 10$



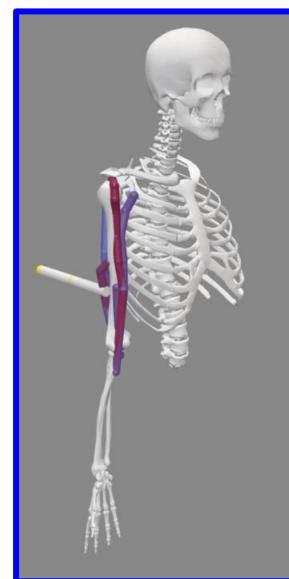
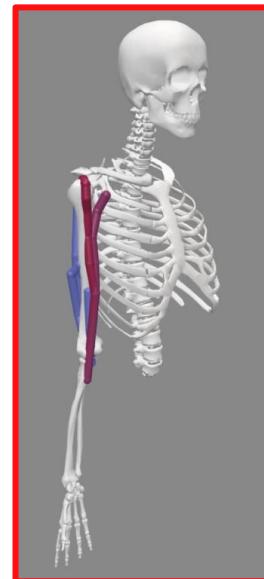
$r = 200$



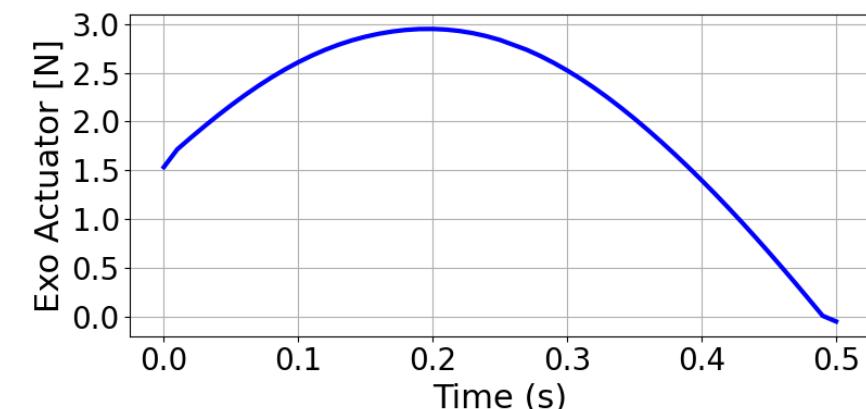
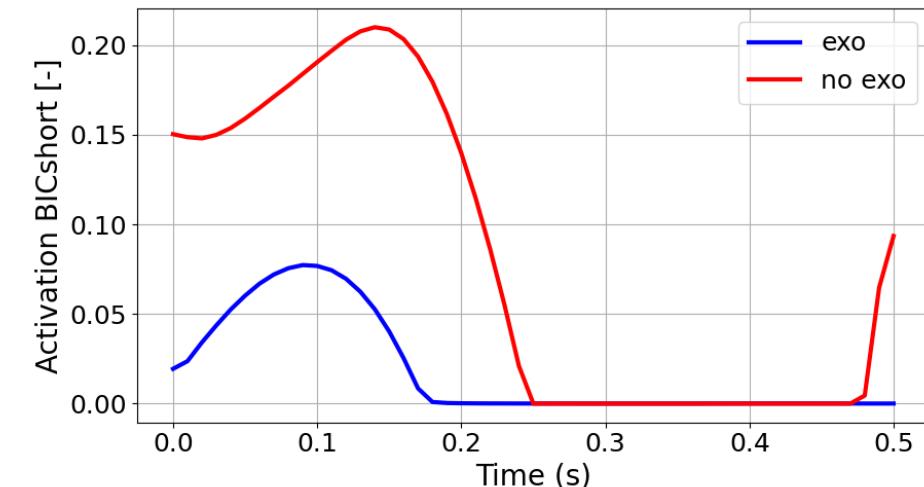
# To what extent does the exoskeleton alleviate muscular load?

$$\min_{\mathbf{u}} \sum_{k=0}^N \left( w_m \sum_{i=1}^{n_m} \left( a_i(t_k) \right)^2 + w_{exo} \sum_{i=1}^{n_u} \left( \tau_i(t_k) \right)^2 \right)$$

- We define:  $r = \frac{w_m}{w_{exo}}$

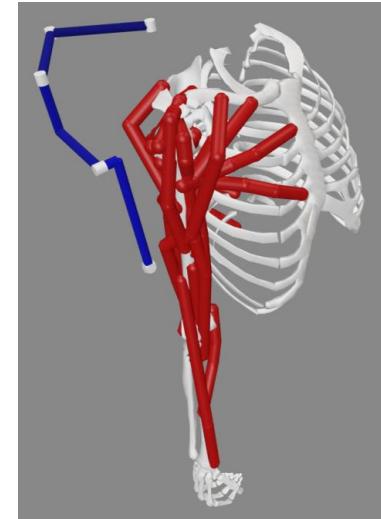


$$r = 200$$



# Ongoing work and perspectives

- More test cases
- Use semi-analytic differentiation
  - Compare computation time
- Extend the musculoskeletal modelling:
  - activation dynamics
  - ligaments
  - joints
  - compliant tendons
  - wrapping
- Compare the results with experimental data





Thank you for your attention!

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