



Human Body Models customization by advanced mesh morphing: parametric THUMS

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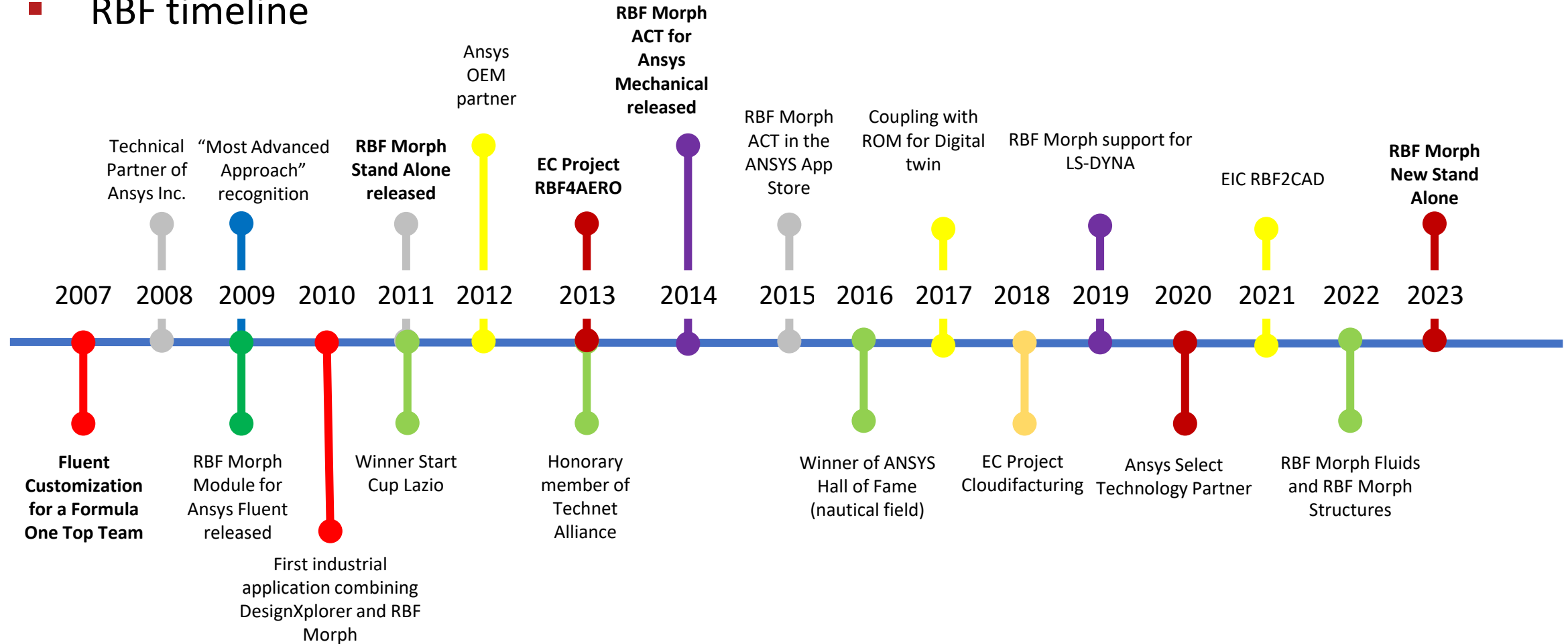
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Prof. Marco Evangelos Biancolini - *University of Rome "Tor Vergata"*



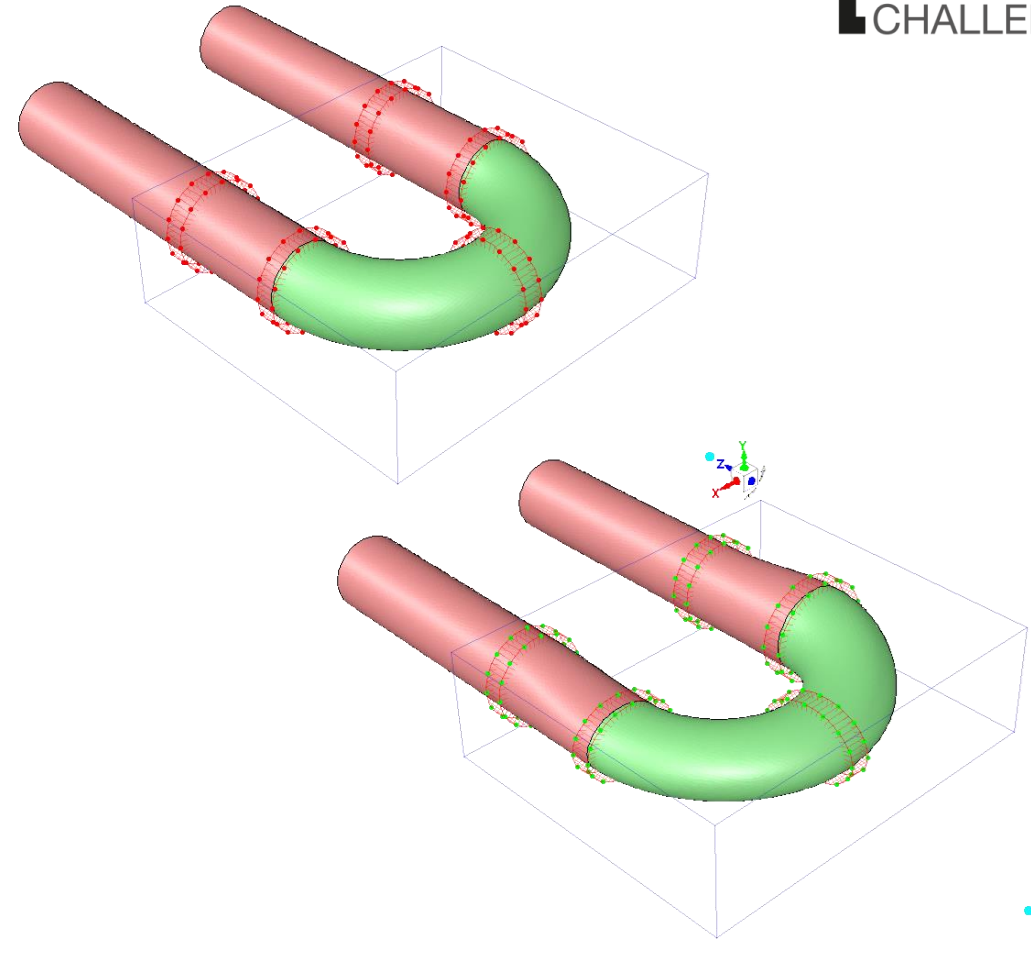
A brief introduction to RBF Morph

RBF timeline



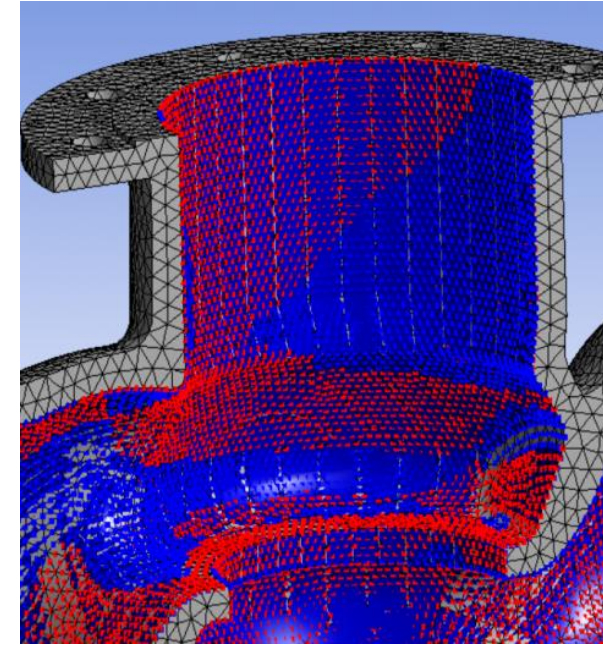
Shape parameterization strategy

- Geometric parameterization by **mesh morphing**
- The principle is to take the control on a set of point and to transfer the deformation to the whole mesh
- A **new shape** of the CAE model **ready to run**
 - for structural analysis in the FEA solver
 - for flow analysis in the CFD solver



Radial Basis Functions mesh **Morphing**

- We adopt **Radial Basis Functions** (RBF) to drive mesh morphing (smoothing) from a list of source points and their displacements
 - Surface shape changes
 - Volume mesh smoothing
- RBF are recognized to be one of the **best mathematical tool** for mesh morphing



$$\begin{cases} s_x(\mathbf{x}) = \sum_{i=1}^N \gamma_i^x \varphi(\|\mathbf{x} - \mathbf{x}_{s_i}\|) \\ s_y(\mathbf{x}) = \sum_{i=1}^N \gamma_i^y \varphi(\|\mathbf{x} - \mathbf{x}_{s_i}\|) \\ s_z(\mathbf{x}) = \sum_{i=1}^N \gamma_i^z \varphi(\|\mathbf{x} - \mathbf{x}_{s_i}\|) \end{cases}$$

Radial Basis Functions mesh **Morphing**

rbfTM



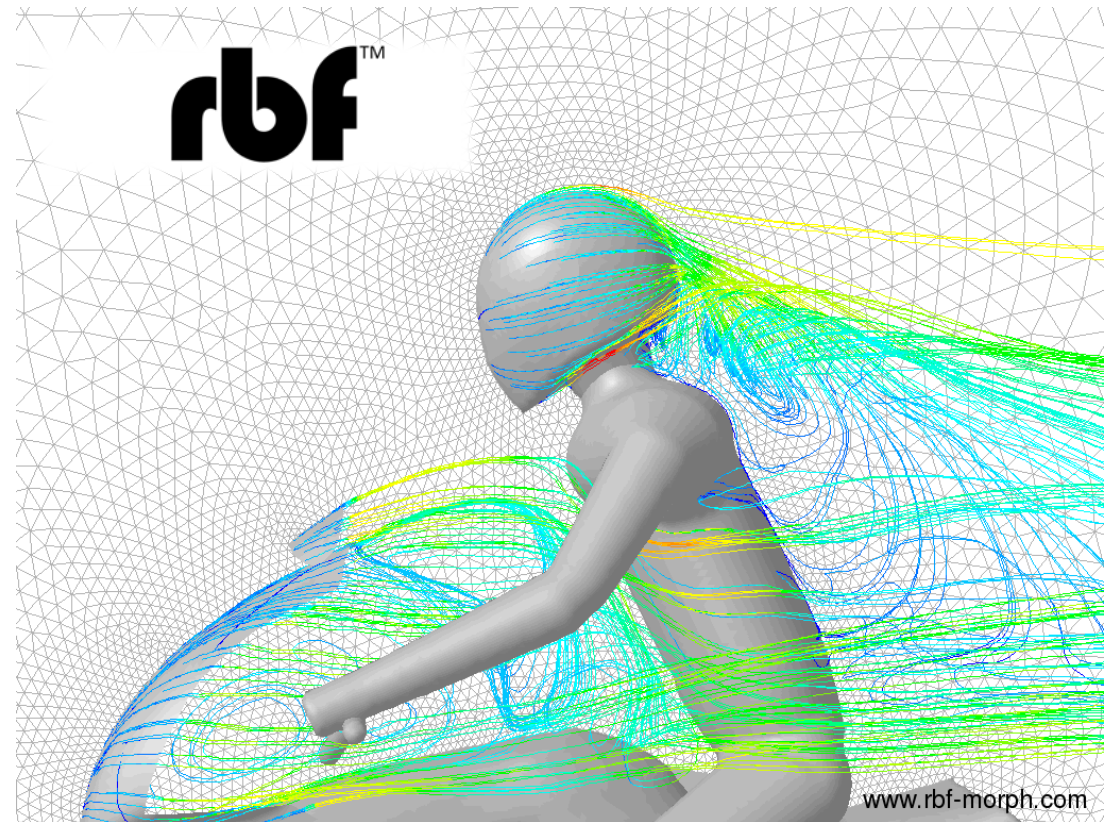
www.rbf-morph.com



- No re-meshing
- Can handle any kind of mesh
- Can be integrated in the CAE solver (FEM/CFD/FSI)
- Highly parallelizable
- Robust process
- The same mesh topology is preserved (adjoint/ROM)
- CAD morphing (iso-brep)

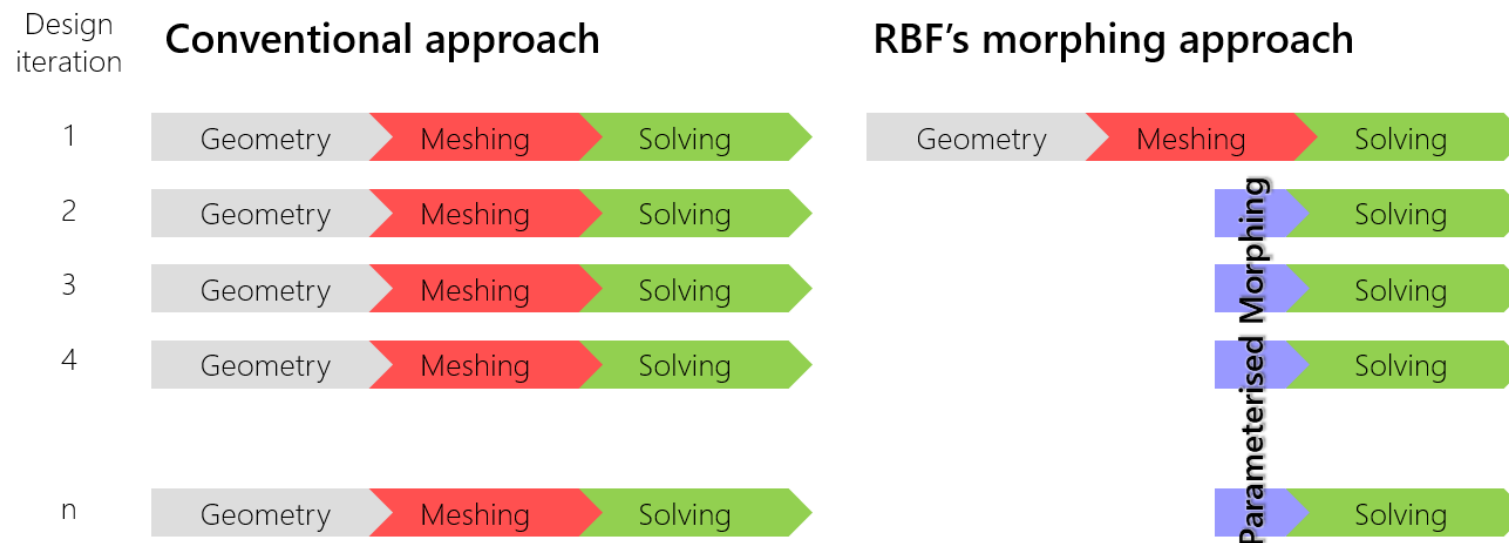
We make CAE models parametric

- RBF Morph makes the CAE model **parametric**
- Shape parameters are driven by an **orchestrator**
- Shape parameters can be used to generate snapshots for real time **Digital Twins (ROM/AI)**



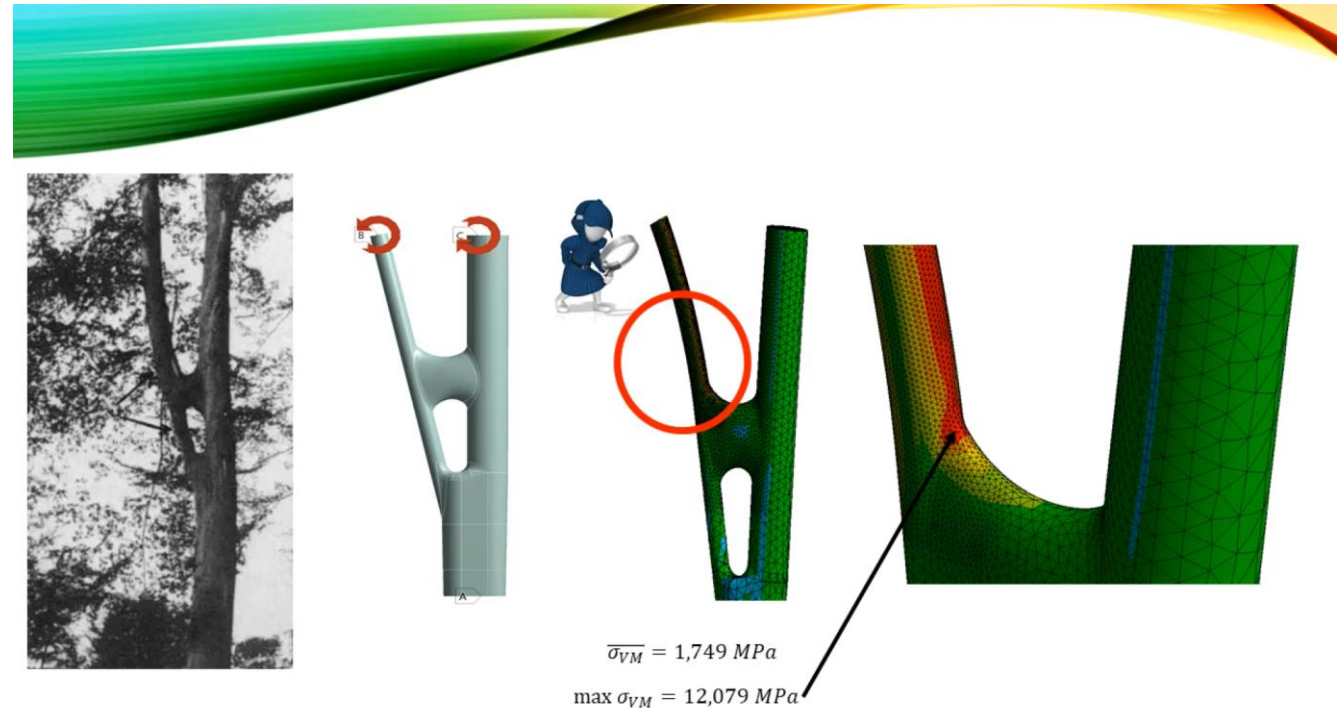
We make CAE models parametric

- Morphing is a **key enabler** for optimization and Digital Twins
- The turnaround time of the optimization is usually reduced by a **factor five** (weeks becomes days)



Parameter-free shape optimization

- The new shape can be guided by the CAE solution itself (organic shapes)
 - Coupled with the **CFD adjoint** solver
 - **BGM** (Biological Growth Method) optimizer in FEA solver

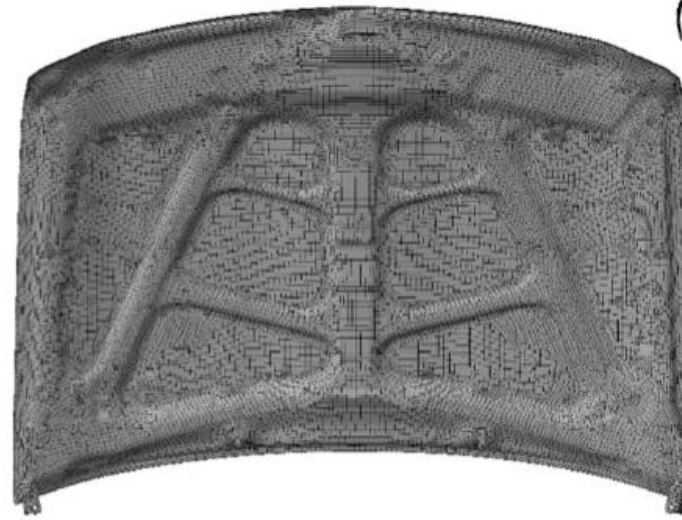


Use case: reusing the LS-DYNA model of a different car



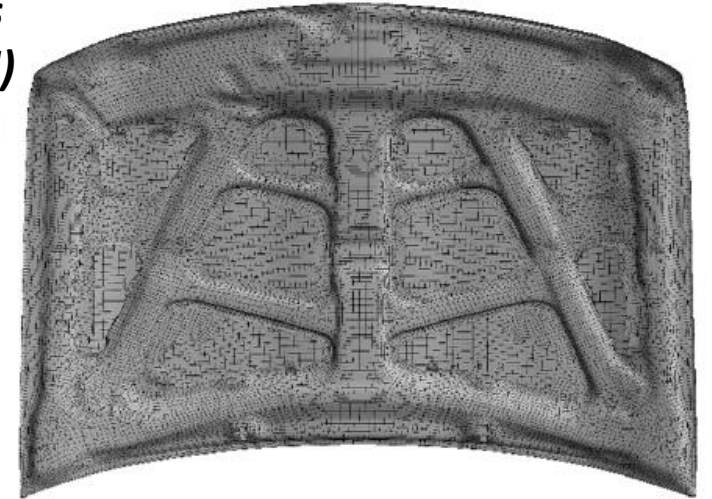
**Honda Accord
 starting mesh**

*Morphing onto
 the style
 (parameter-free)*

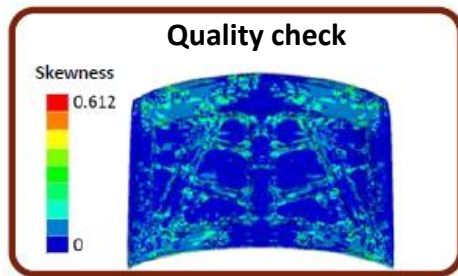


**Honda Accord mesh
 matching the
 Chevrolet Silverado shape**

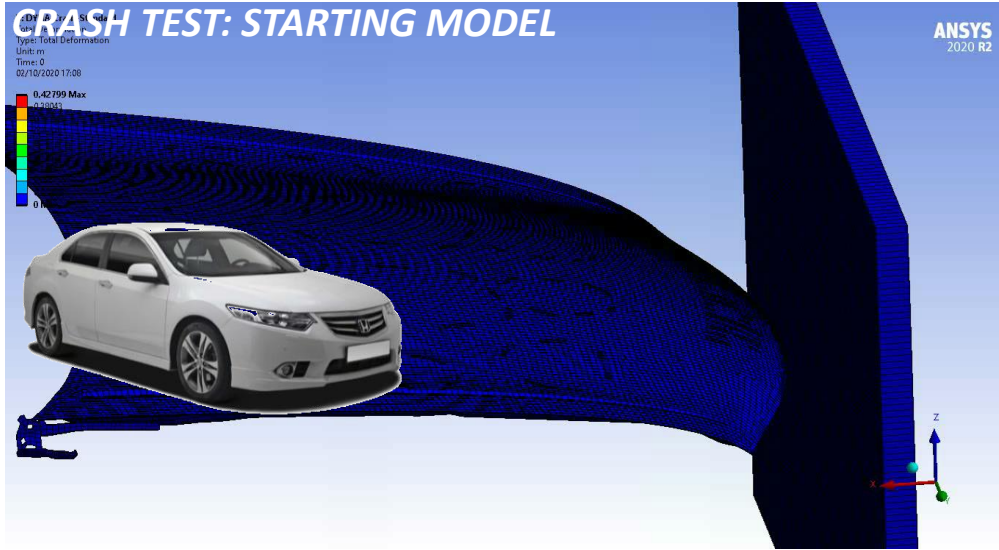
*Morphing onto
 the performances
 (parameter-based)*



**Honda Accord mesh
 matching the
 Chevrolet Silverado shape
 and crashworthiness needs**



Use case: reusing the LS-DYNA model of a different car



A	
1	External Model
2	Setup

Crash-test-with-wall

B	
1	LS-DYNA
2	Engineering Data
3	Model
4	Setup
5	Solution
6	Results

DYNA-Crash-Standard

C	
1	Mechanical Model
2	Engineering Data
3	Geometry
4	Model

Surface-Geometry-To-Morph

D	
1	LS-DYNA
2	Model
3	Setup
4	Solution
5	Results

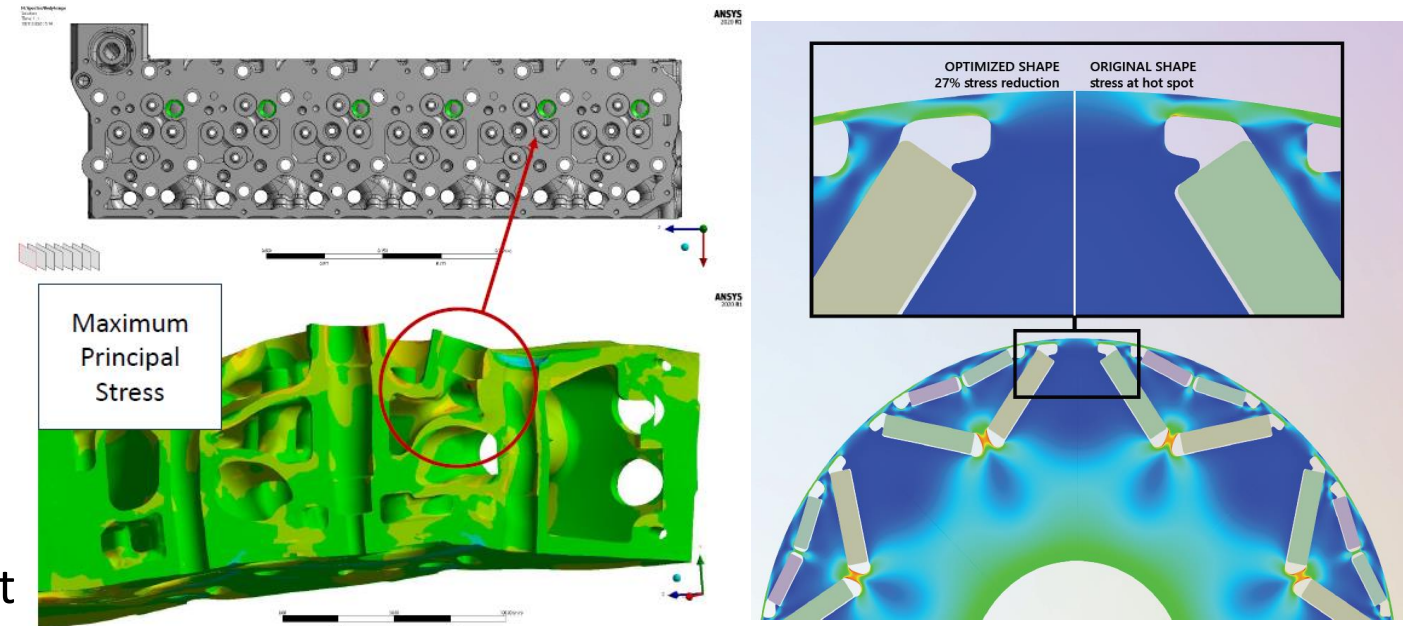
DYNA-Crash-Morphed



Use case: multi-physics optimization of a powertrain



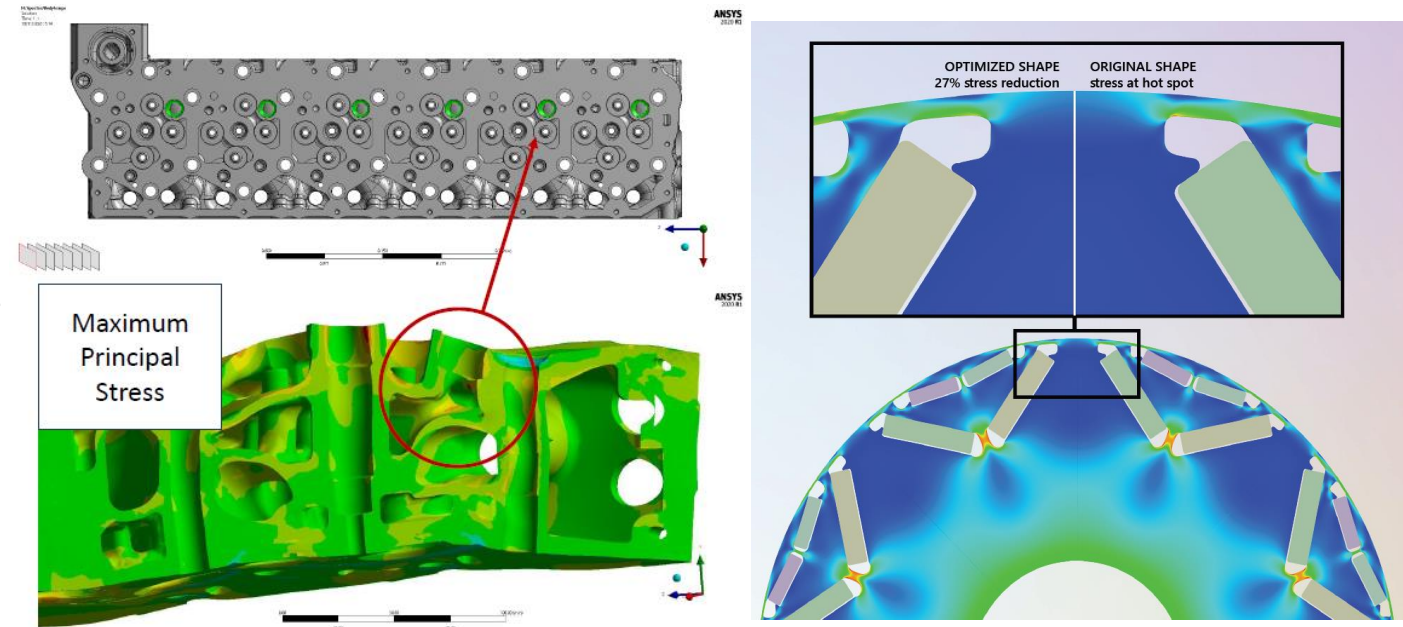
- Powertrain optimization using the **BGM method** to improve the durability of an internal combustion engine and of an electric motor
 - Thermal engine: mitigation of a hotspot in the engine head in a district close to the exhaust valve
 - Multi-physics analysis of the intake and exhaust flows, the liquid coolant flow and the thermos-structural analysis
 - 15% reduction of the hot-spot stress



Use case: multi-physics optimization of a powertrain



- Powertrain optimization using the **BGM method** to improve the durability of an internal combustion engine and of an electric motor
 - The same BGM approach is used for the rotor of an electric motor with the structural analysis coupled with an EM one
 - The shape of the pocket is changed getting a 27% stress reduction

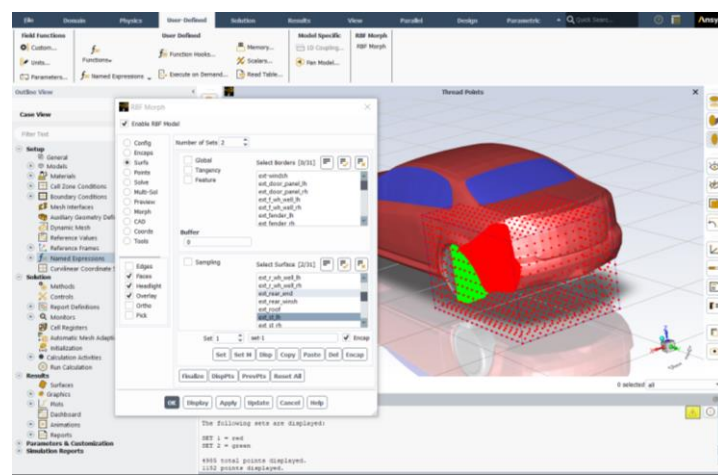




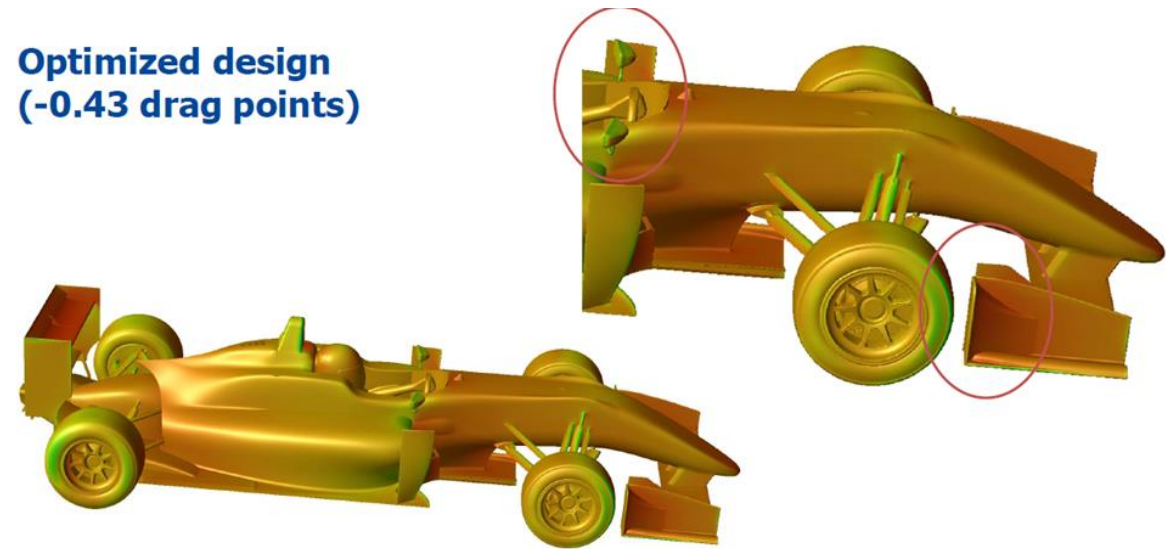
Use case: aerodynamic shape optimization

■ Parametric mesh morphing can be implemented in the **automotive and motorsport fields** for aerodynamic shape optimization

- Car shape refinement for aerodynamics improvement, can be implemented in interactive design
- Formula 3 vehicle drag reduction, through shape optimization



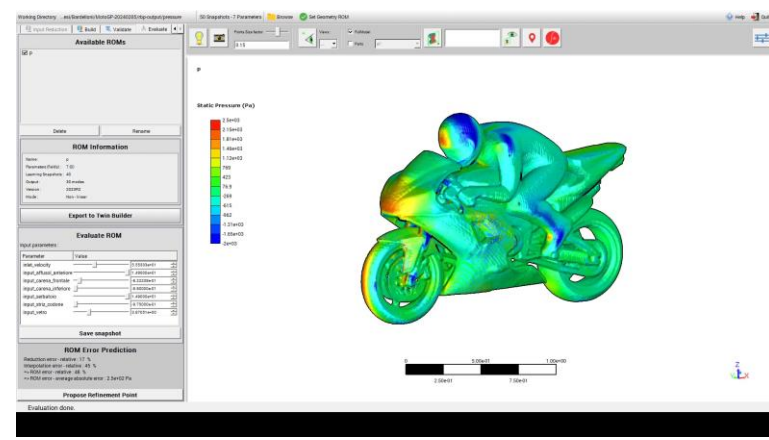
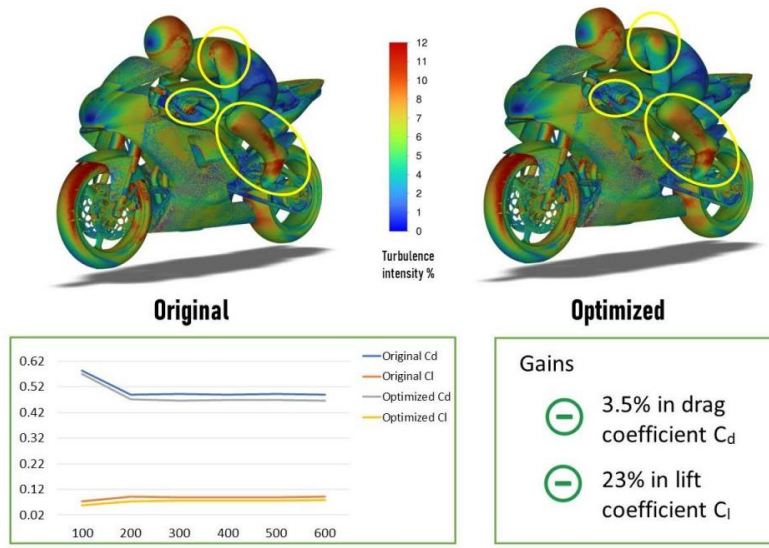
Optimized design (-0.43 drag points)



Use case: motorbike aerodynamics development in VR

Motorbike aerodynamic optimization and reduced-order model building for virtual reality

- Mesh morphing parametric shape optimization in the selected interest area
- Drag coefficient reduction compared to the original shape
- Parametric morphing enables reduced-order model building for interactive visualization



Parametric THUMS



Parametric THUMS: Introduction

- Vehicle safety: injury predictions
- Injury prediction tools
- Crash tests: **ATDs**
(Anthropometric test devices)



Parametric THUMS: Introduction

- Vehicle safety: injury predictions
- Injury prediction tools
- Crash tests: **HBM**s
(Human body Models)



HBM vs ATDs

- ✓ Complete Anatomy → Accuracy
- ✓ Omnidirectionality → Flexible usage
- ⚠ Small number of shapes available



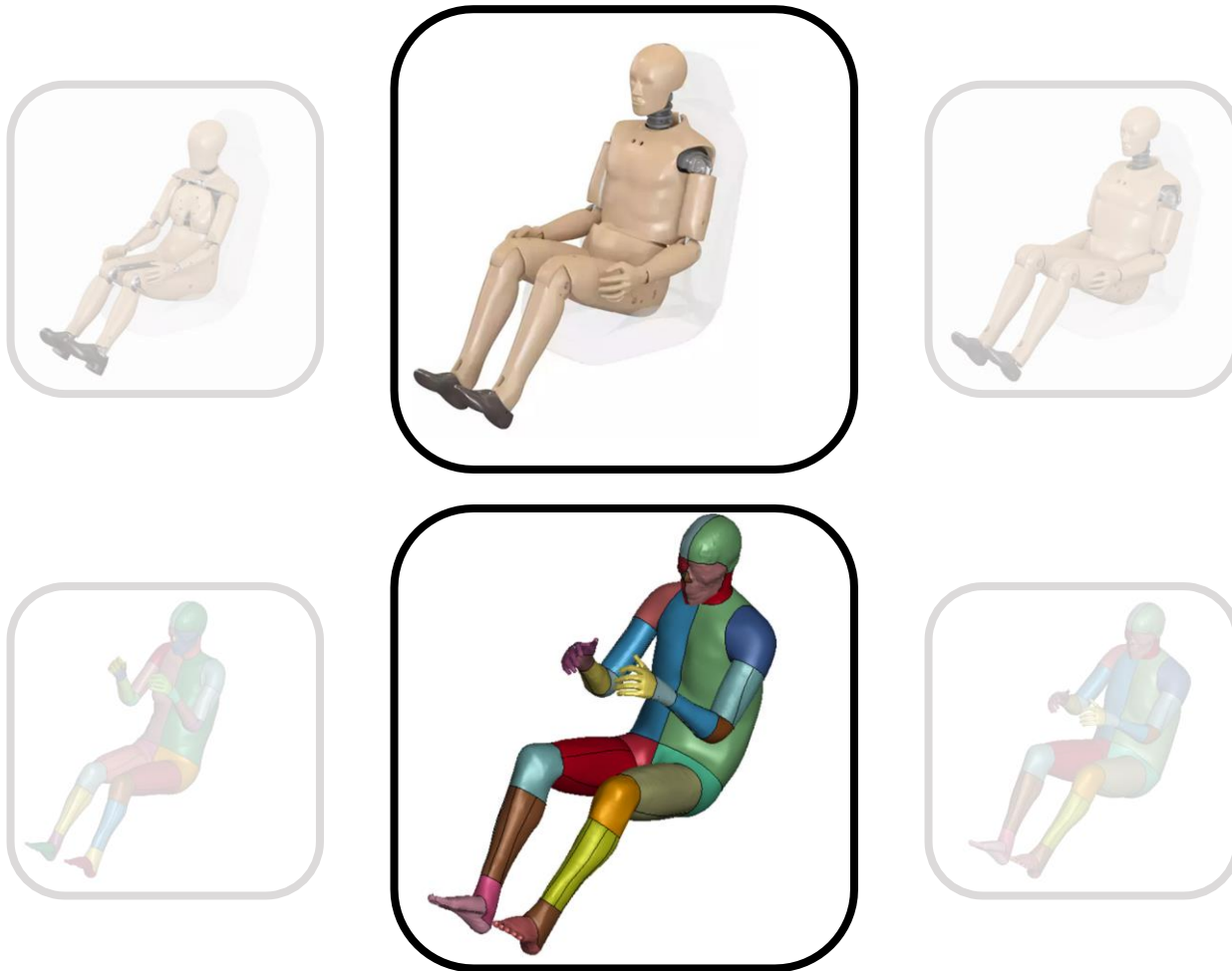
Small number of shape



Small size adult female

- Shape corresponding to the 5th statistical anthropometric percentile

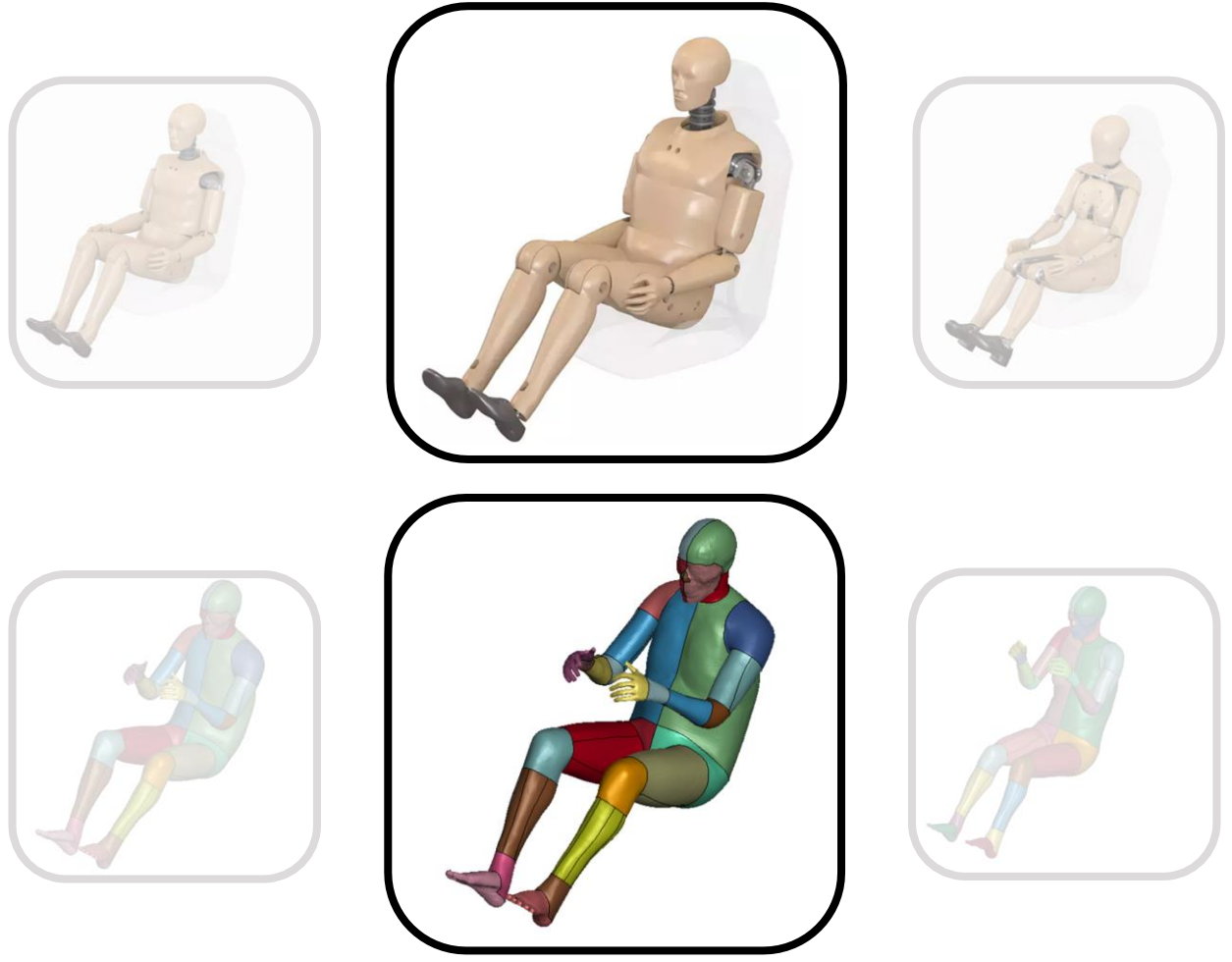
Small number of shape



Middle size adult male

- Shape corresponding to the 50th statistical anthropometric percentile

Small number of shape

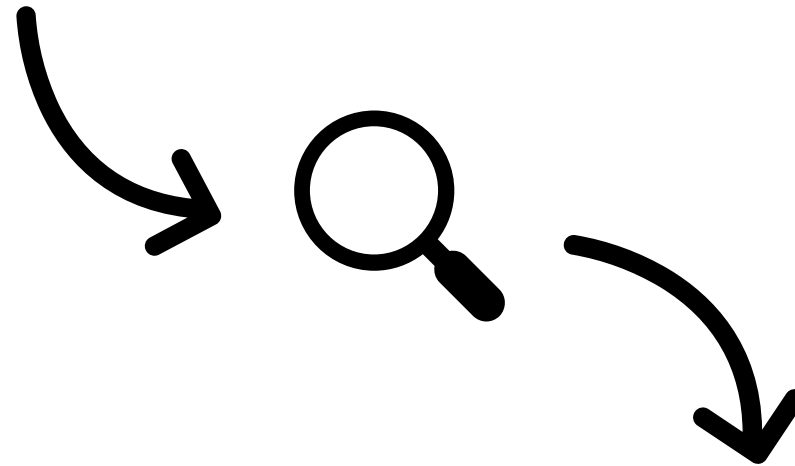


Large size adult male

- Shape corresponding to the 95th statistical anthropometric percentile

Small range of shape

- In the development of HBMs, most anthropometric shapes have remained unexplored

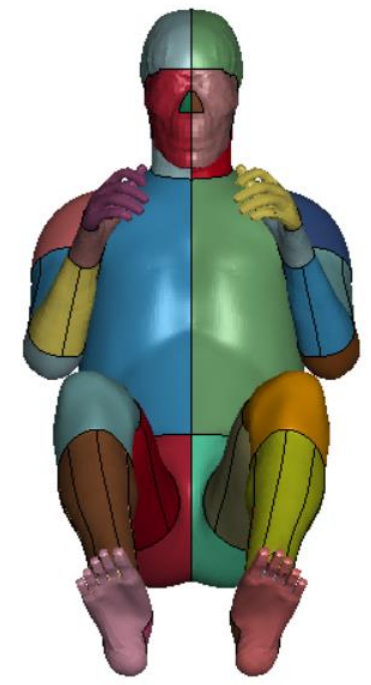
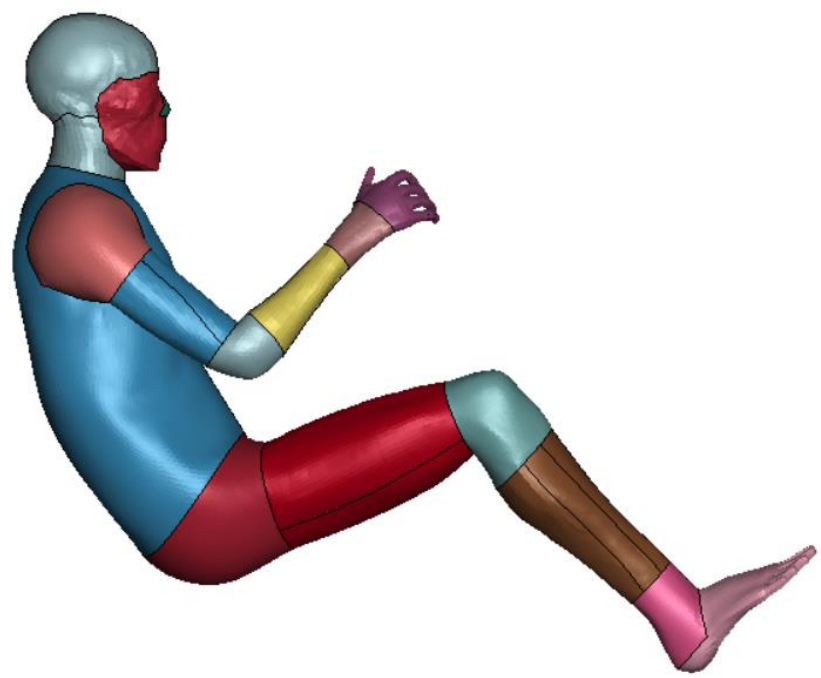


Human Body Models customization



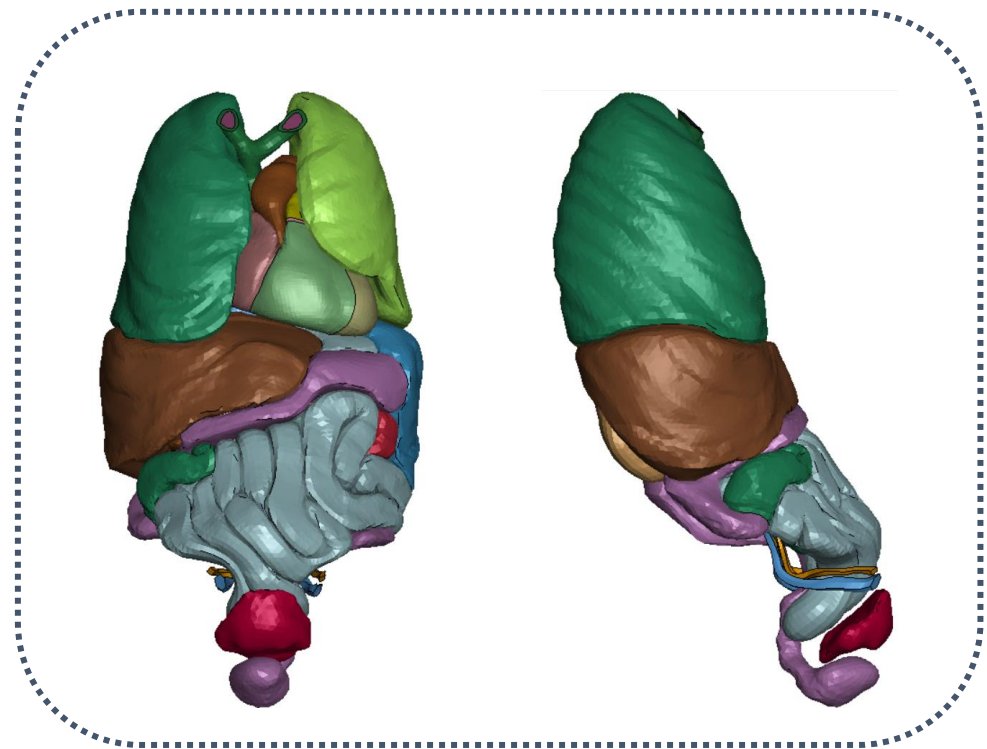
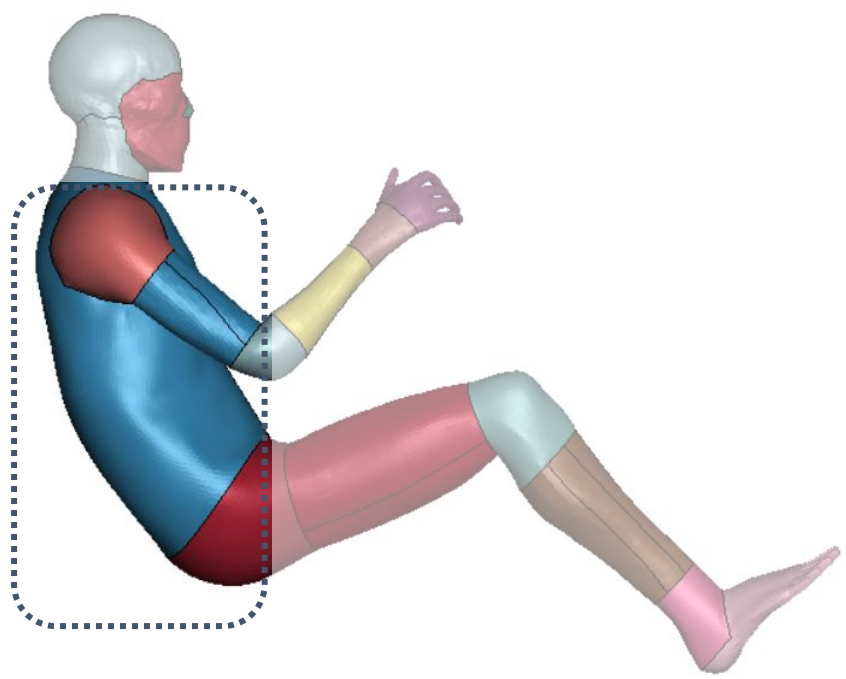
Total Human Model for Safety: THUMS

- Developed by **TOYOTA**
 - Developed since **1997**
 - Available as **open source** since **2021**
- Advanced features



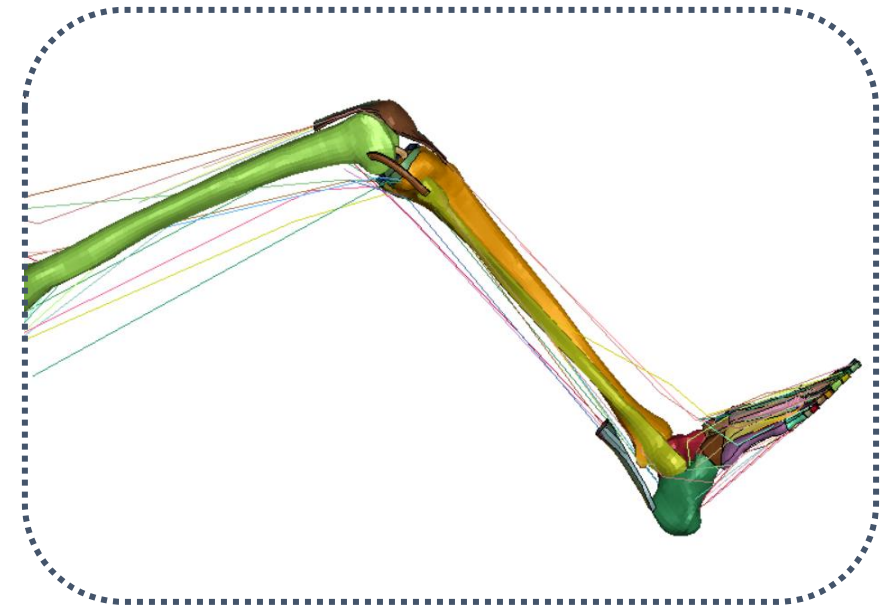
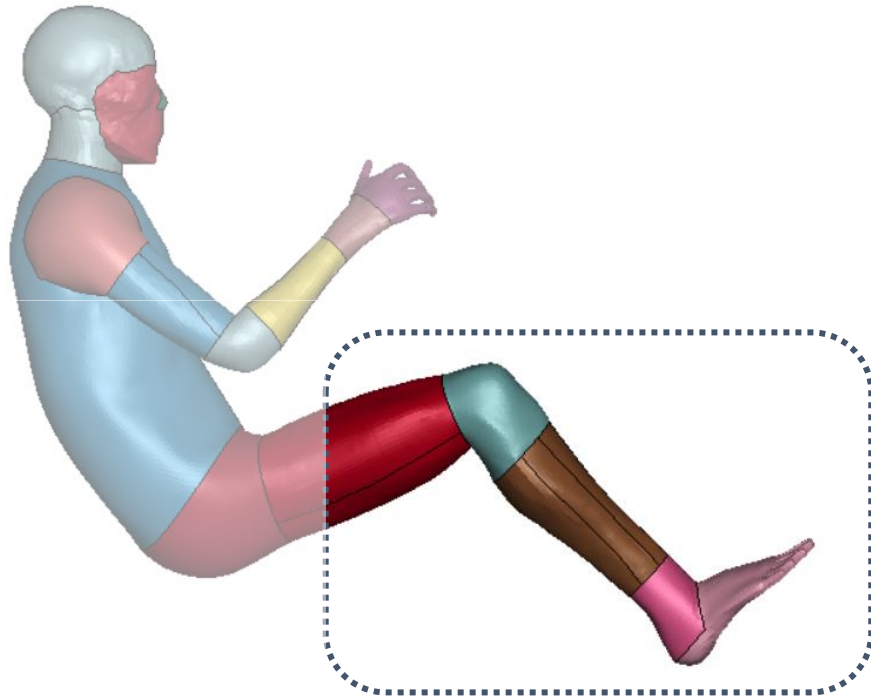
Total Human Model for Safety: THUMS

- Internal organs geometry extremely detailed



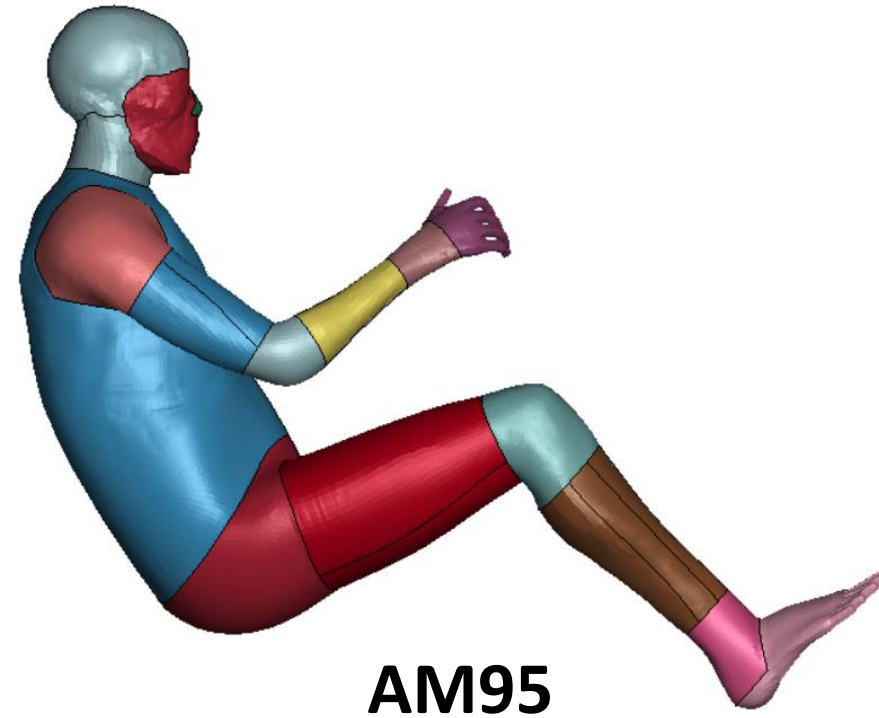
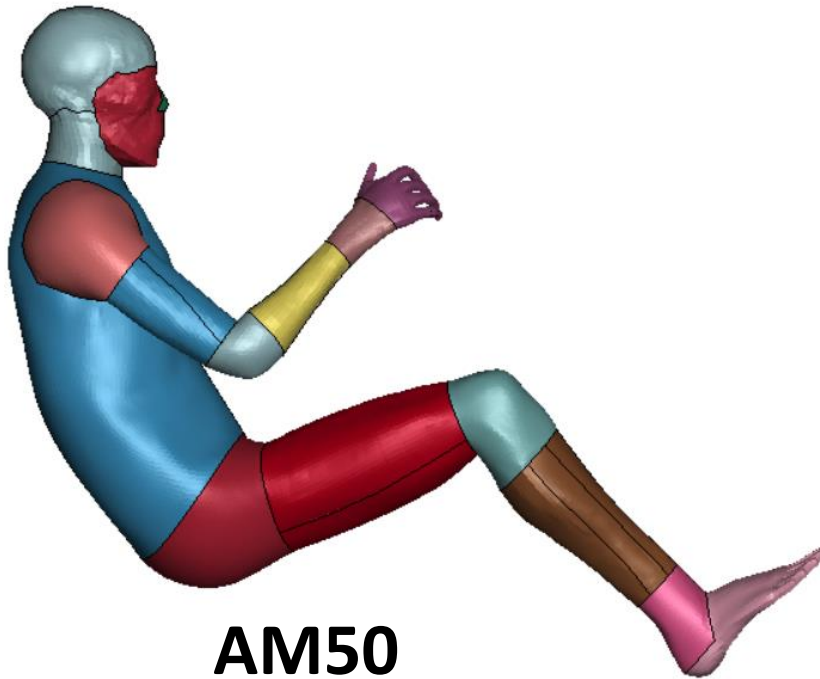
Total Human Model for Safety: THUMS

- **Complete modeling of muscular function** through one-dimensional elements activated by feedback controllers



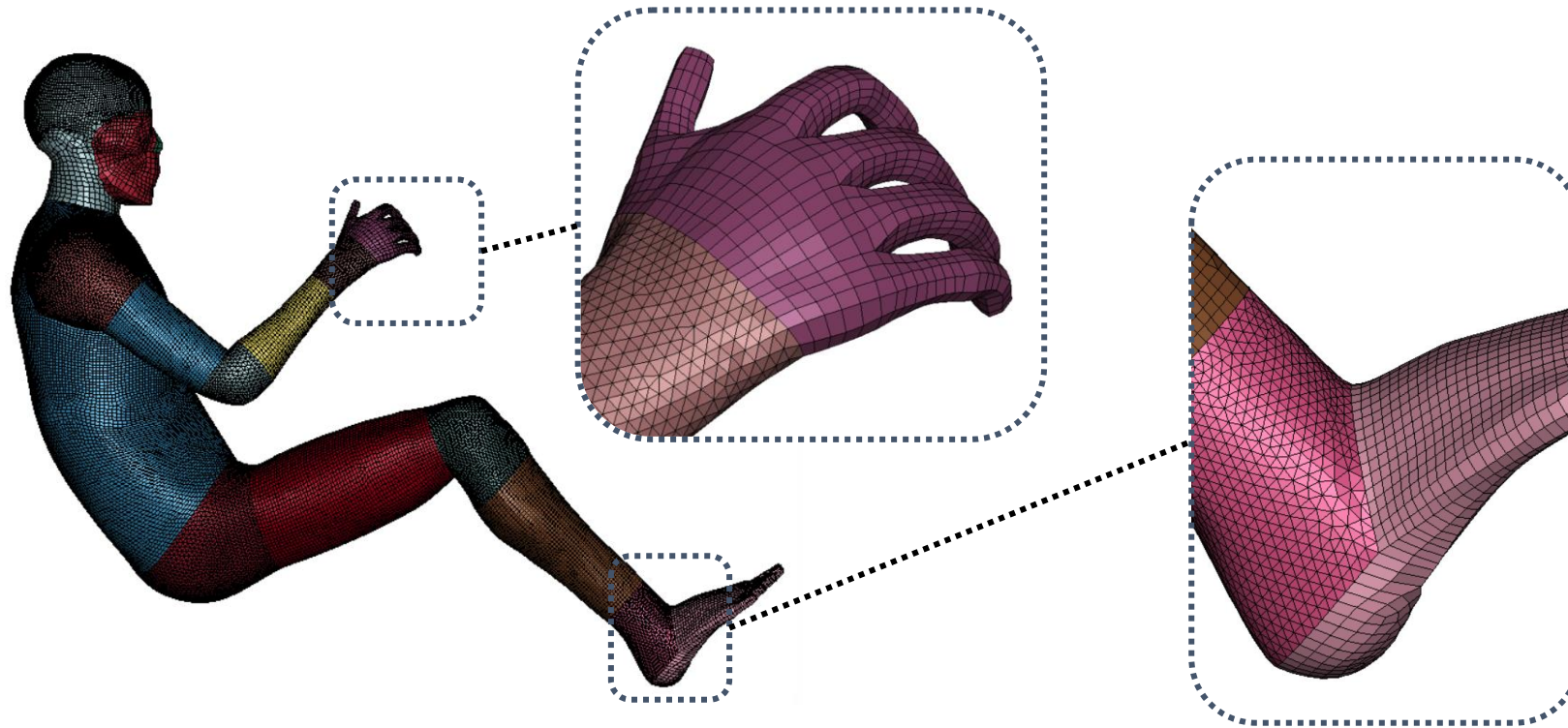
Total Human Model for Safety:

- Unique shapes available for male models: 50th and 95th statistical anthropometric percentile



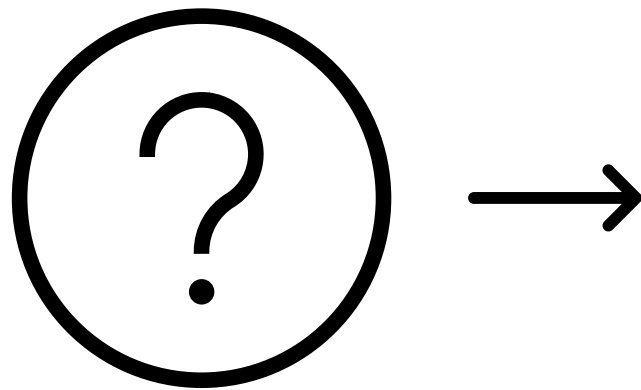
Total Human Model for Safety: THUMS

- Mesh composed of over 2 milion elements



Objective

- **Define** a method to create **THUMS** corresponding to the **generic percentile**

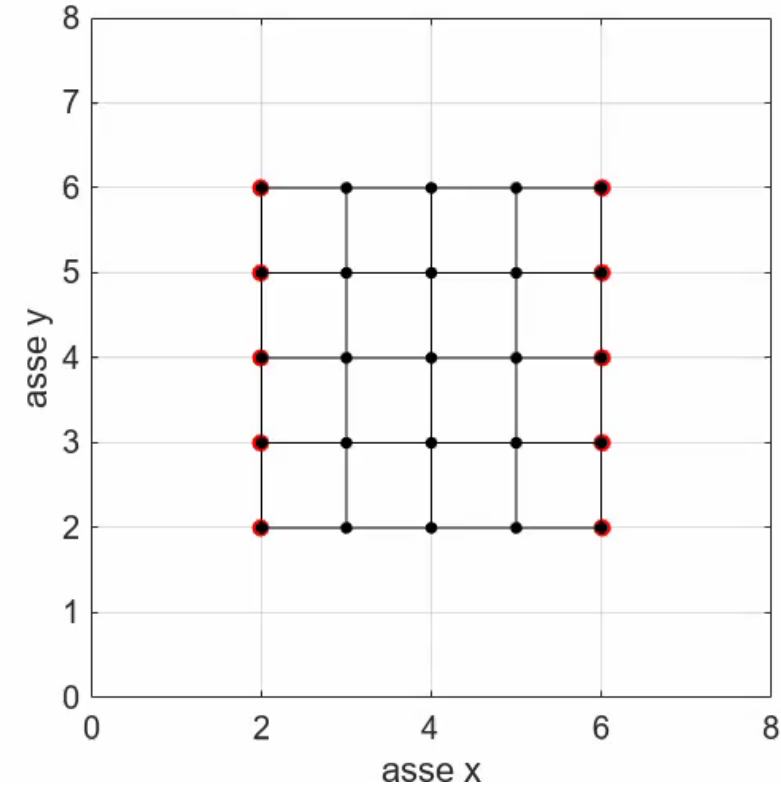
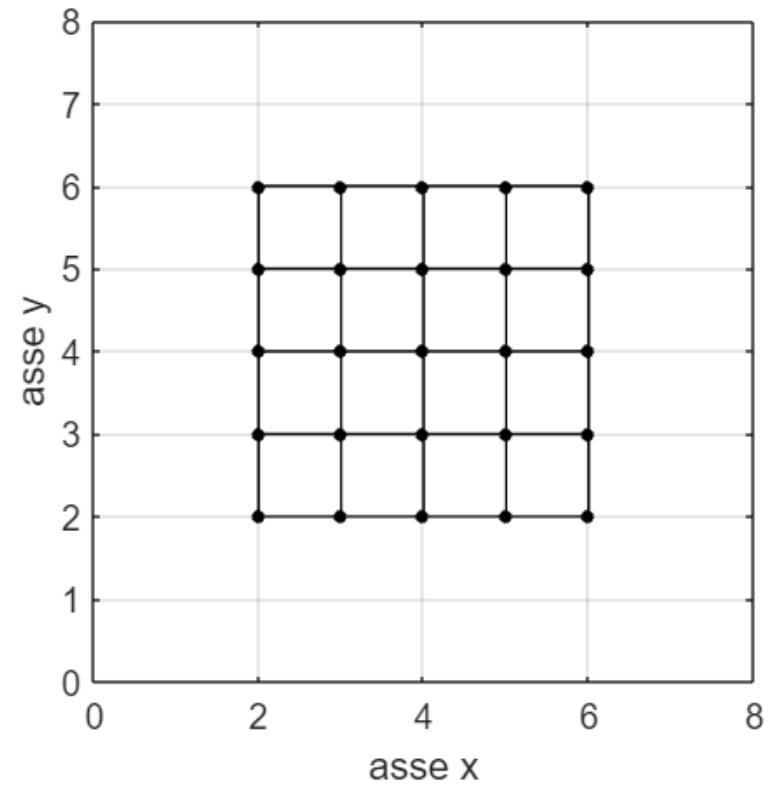


RBF mesh morphing

Through RBF mesh morphing, it is possible to modify a discretized geometry by imposing the displacement of a certain number of its nodes

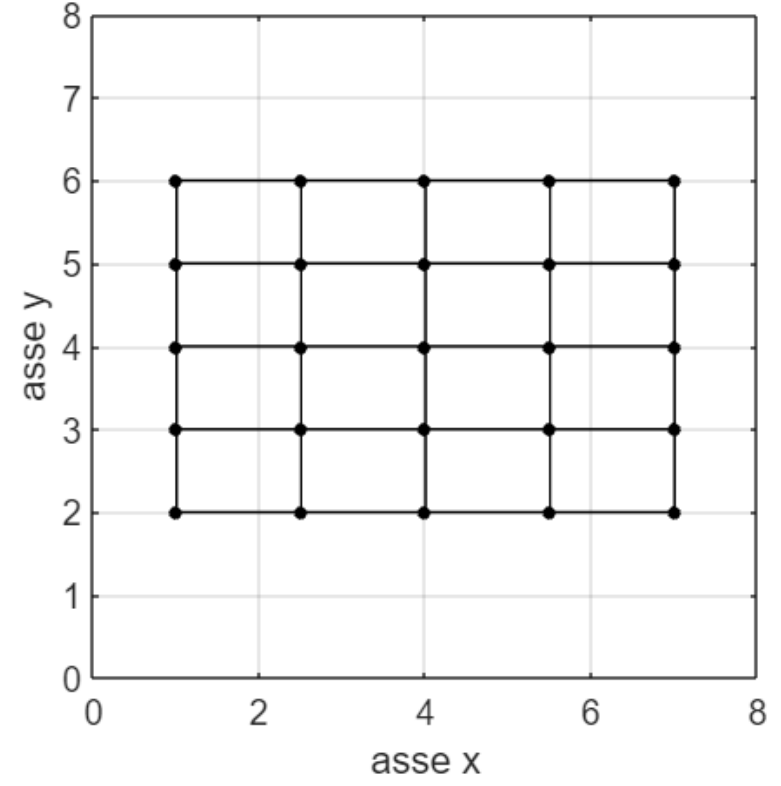
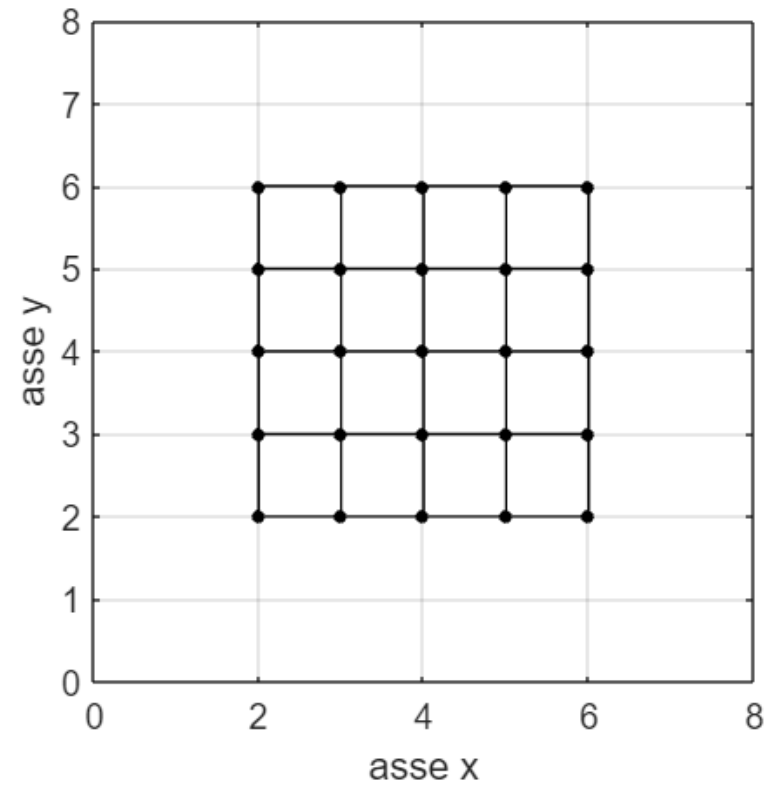
Mesh Morphing driven by RBF

Example:



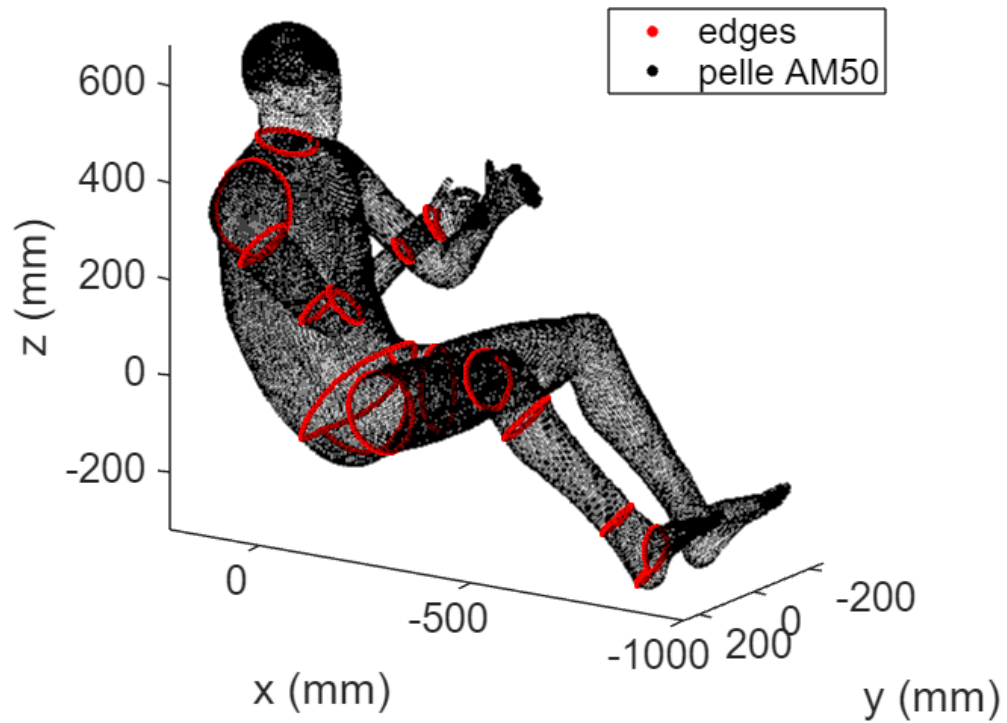
Mesh Morphing driven by RBF

Example:

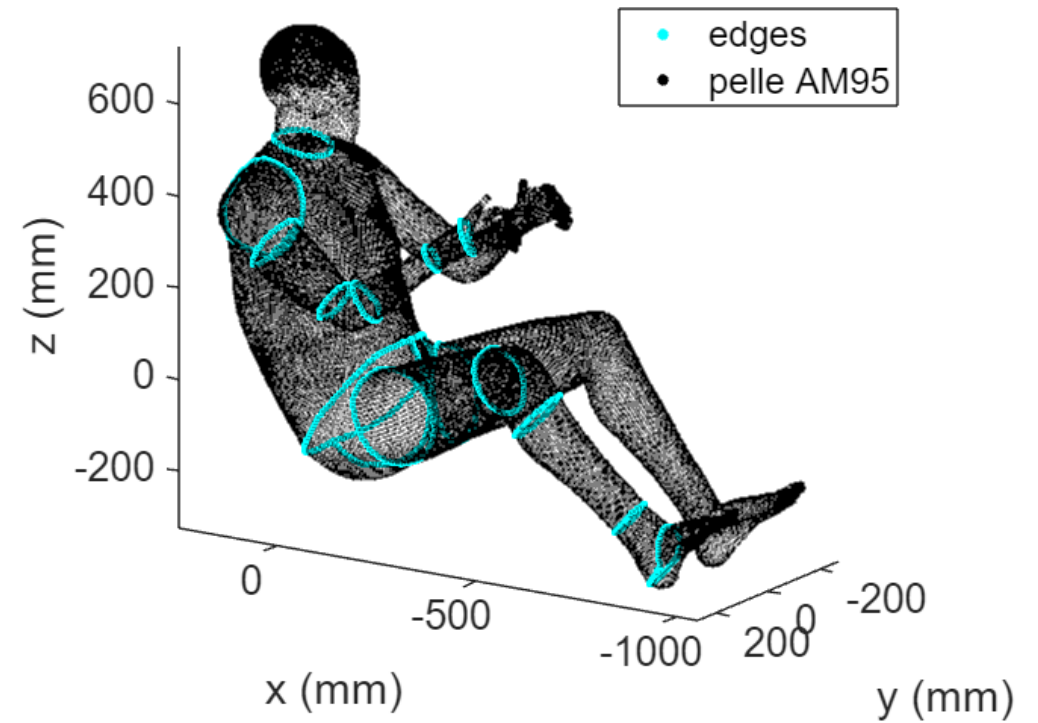


Source points selection

- Source points in AM50

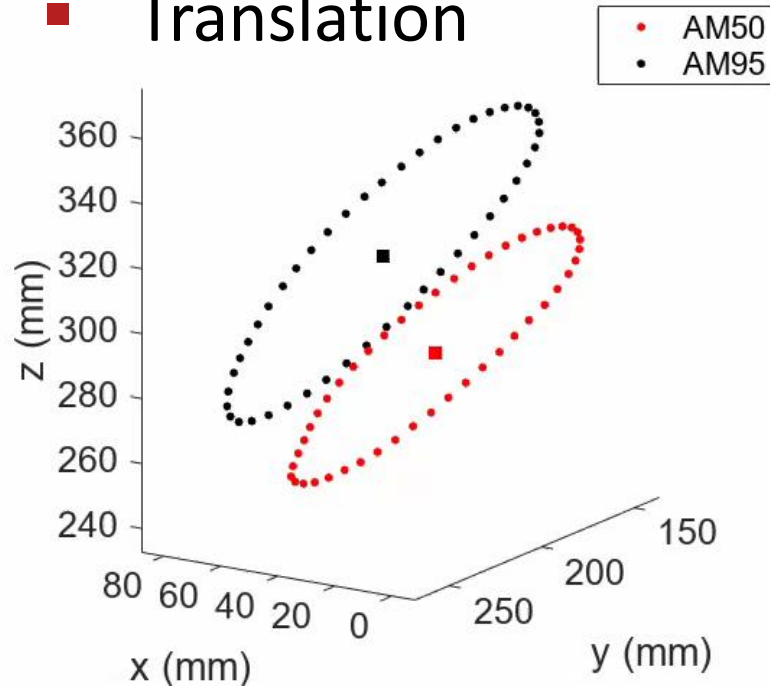


- Homologous edges in AM95

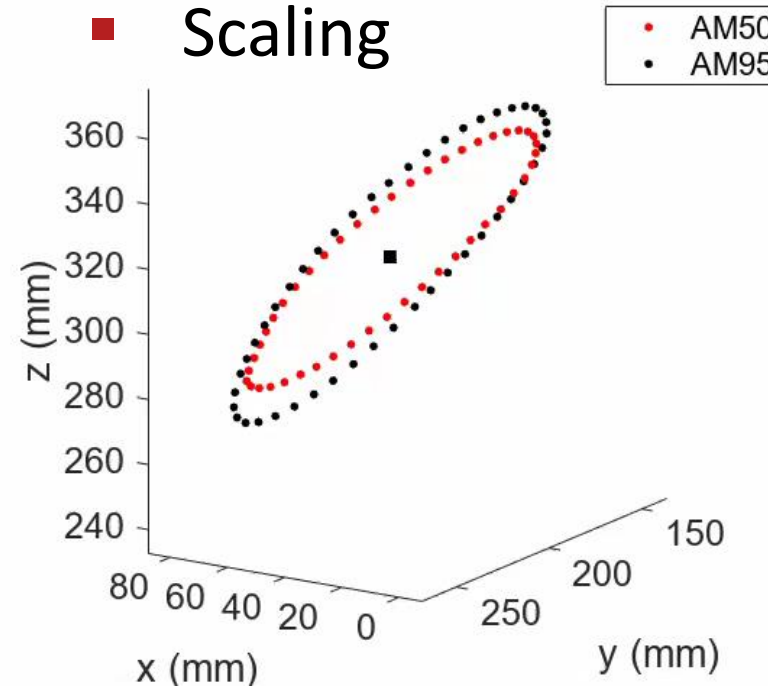


RBF displacements

■ Translation



■ Scaling



Combining the 2 operations → Displacements: $D_{50-95,i}$

RBF displacements: calculation of $D_{50-95,i}$

Being in the global reference:

$$\mathbf{x}_{50,i} = \{x_{50,1}, \dots, x_{50,n}\}_i^t \quad \leftarrow \text{x-nodal coordinates of the } i\text{-th edge of AM50}$$

$$\mathbf{x}_{95,i} = \{x_{95,1}, \dots, x_{95,m}\}_i^t \quad \leftarrow \text{x-nodal coordinates of the } i\text{-th edge of AM95}$$

and in the local barycentric reference:

$$\bar{\mathbf{x}}_{50,i} = \{\bar{x}_{50,1}, \dots, \bar{x}_{50,n}\}_i^t \quad \leftarrow \text{x-nodal coordinates of the } i\text{-th edge of AM50}$$

$$\bar{\mathbf{x}}_{95,i} = \{\bar{x}_{95,1}, \dots, \bar{x}_{95,m}\}_i^t \quad \leftarrow \text{x-nodal coordinates of the } i\text{-th edge of AM95}$$

RBF displacements: calculation of $D_{50-95,i}$

$$\Delta_{x,i} = \text{mean}\{x_{50,i}\} - \text{mean}\{x_{95,i}\} \quad \leftarrow \text{Translation delta along x-axis}$$

$$S_{x,i} = \frac{\max\{\bar{x}_{95,i}\} - \min\{\bar{x}_{95,i}\}}{\max\{\bar{x}_{50,i}\} - \min\{\bar{x}_{50,i}\}} \quad \leftarrow \text{Scaling factor along x-axis}$$

$$D_{x \ 50-95,i} = \Delta_{x,i} \cdot I_{n \times 1} + (S_{x,i} - 1) \cdot \bar{x}_{50,i}$$

likewise, working
 on the y and z-axys:

$$D_{50-95,i} = \left\{ \begin{array}{ccc} | & | & | \\ D_{x \ 50-95,i} & D_{y \ 50-95,i} & D_{z \ 50-95,i} \\ | & | & | \end{array} \right\}$$

Parametric mesh morphing

- δ : modulation parameter
- $D_{50-P,i}$: source points displacement in the mesh morphing to the generic percentile

$$D_{50-P,i} = \delta * D_{50-95,i}$$

With δ varying linearly between 0 and 1 from the 50th to the 95th statistical anthropometric percentile

Mesh morphing implementation

Automatic procedure in 4 phases:

1. Setting



2. Definition

3. Execution



4. Writing

Setting

- Reading the LS-DYNA simulation K-FILE relative to THUMS AM50

```

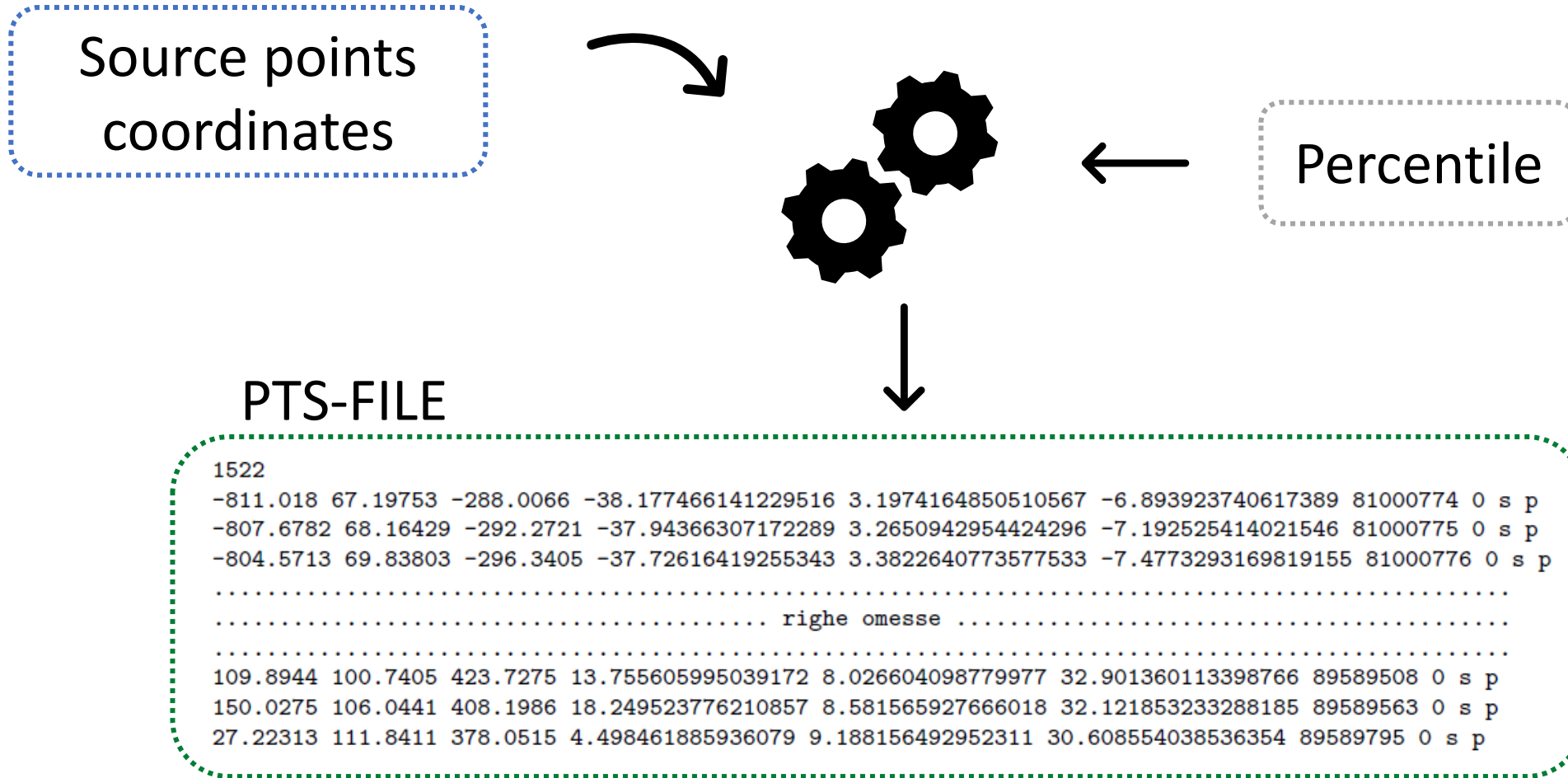
..... righe omesse .....
..... righe omesse .....
*SET_NODE_LIST_TITLE
collo_50
$#   sid      da1      da2      da3      da4  solver  its      -
    89000001    0.0    0.0    0.0    0.0MECH    1
$#   nid1     nid2     nid3     nid4     nid5     nid6     nid7     nid8
    89500743  89500071  89500065  89500070  89000069  89000070  89000065  89000071
    89000743  89000044  89000883  89000742  89000885  89000888  89000741  89000890
    89000740  89000893  89000892  89000738  89000059  89000066  89000047  89000067
    89500047  89500066  89500059  89500738  89500892  89500893  89500740  89500890
    89500741  89500888  89500885  89500742  89500883  89500044          0          0
..... righe omesse .....
..... righe omesse .....

```

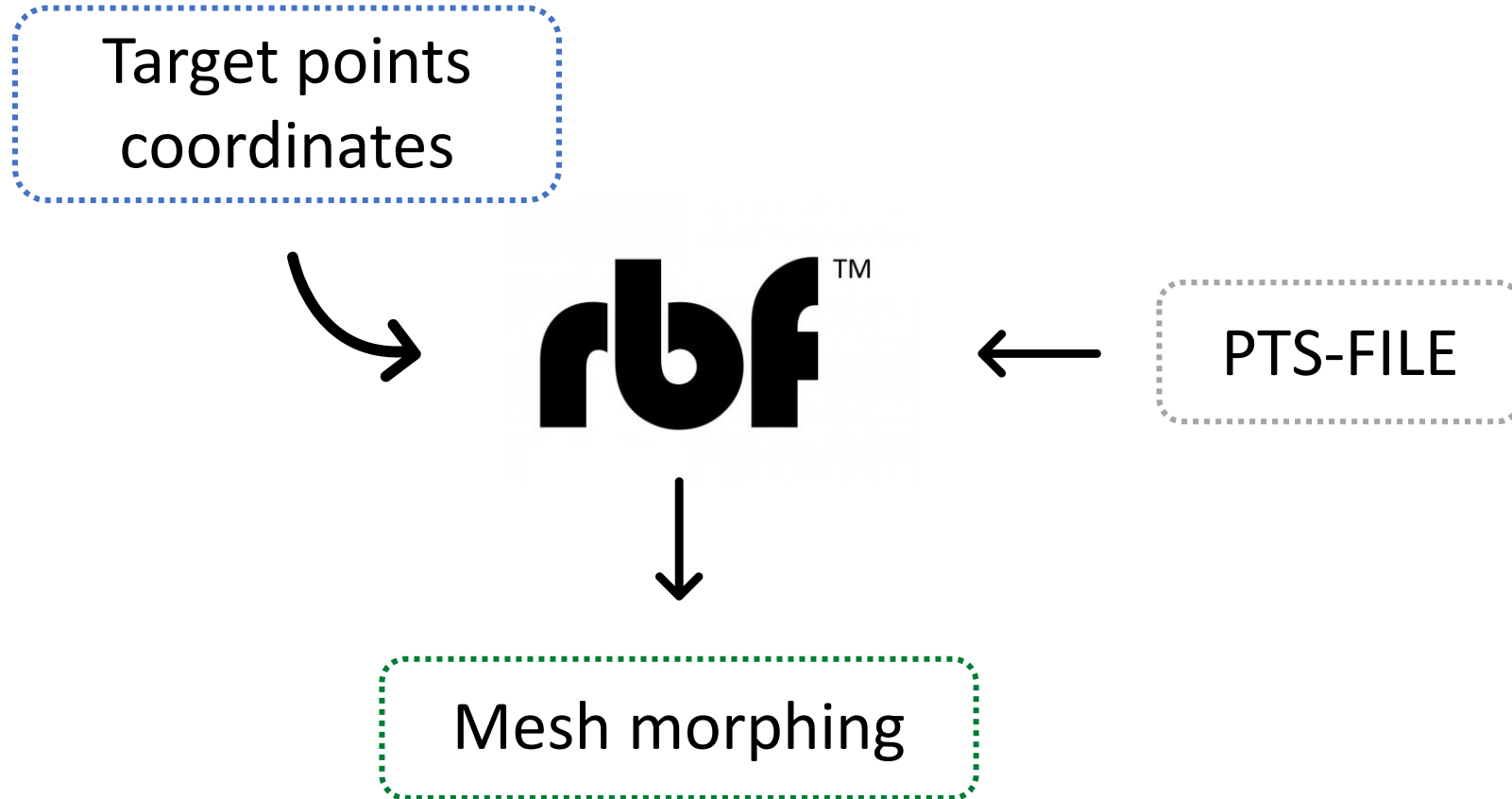


Source points
 coordinates

Definition



Execution



Writing

- Writing the new simulation K-FILE

```

*NODE
7121101      132.9127      17.49752      150.8569      0      0
7121109     -163.0202      96.61806     -48.35065      0      0
7121152      118.2001      21.74364      156.744       0      0
.....
..... righe omesse.....
.....
  
```

THUMS
 AM50



```

*NODE
7121101     150.37798102     19.41371560     166.42936123     0      0
7121109    -171.12580417     119.26328861    -44.33608968     0      0
7121152     133.95643805      24.15646037     173.18246829     0      0
.....
..... righe omesse.....
.....
  
```

THUMS
 AM50mP

Simulation

- **AM50m95:** mesh morphing to 95th percentile → 100 kg
- **AM50m75:** mesh morphing to 75th percentile → 89 kg
- **AM50m35:** mesh morphing to 35th percentile → 65 kg

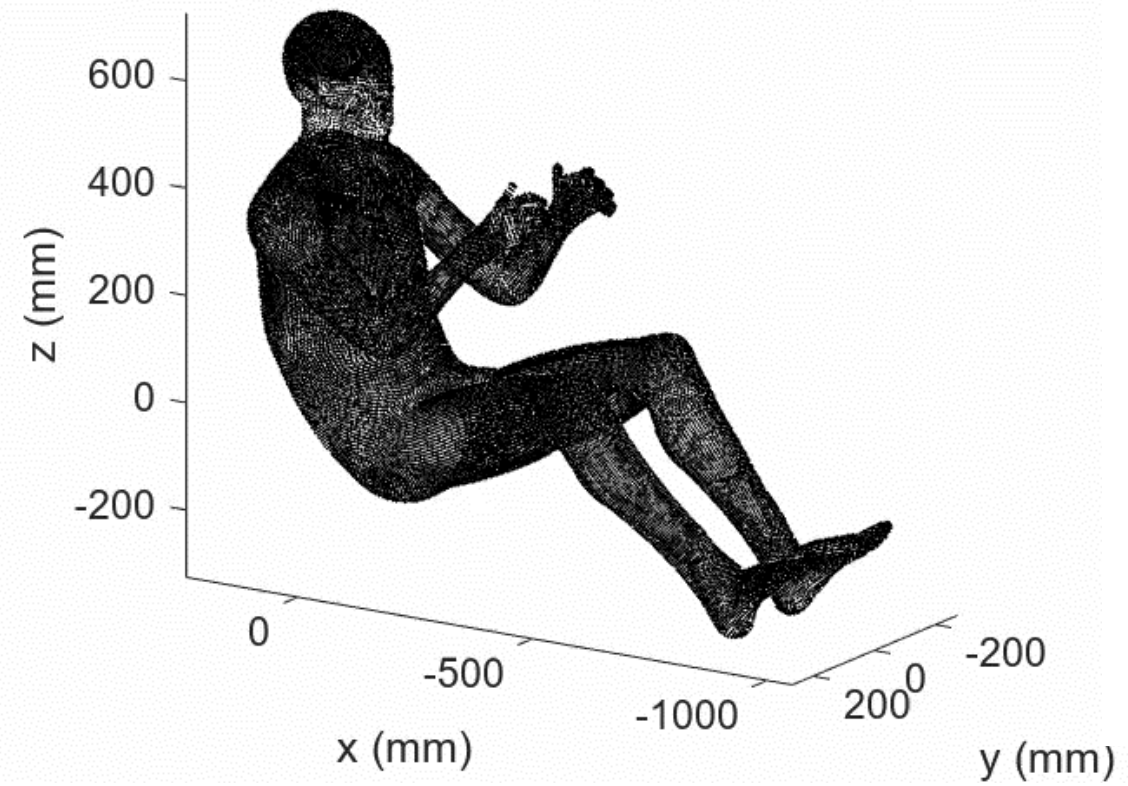


Frontal impact kinematic analysis

Simulation



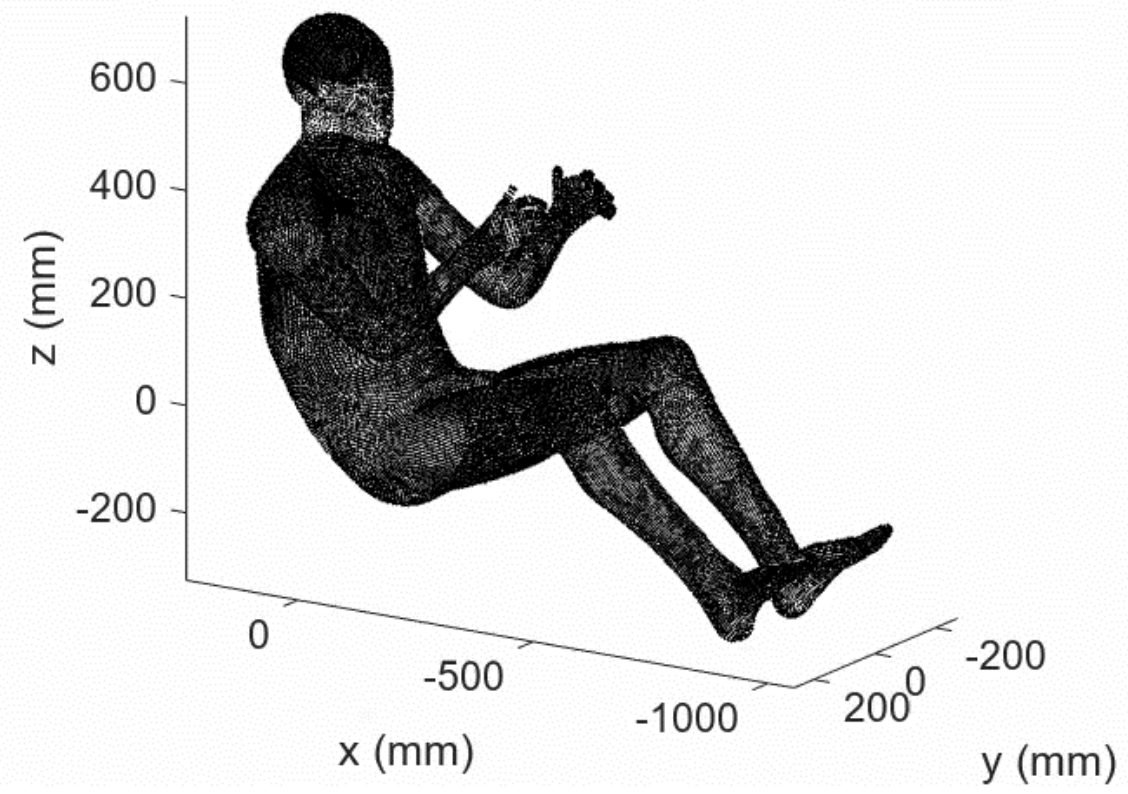
Mesh Morphing: 50° percentile



Simulation



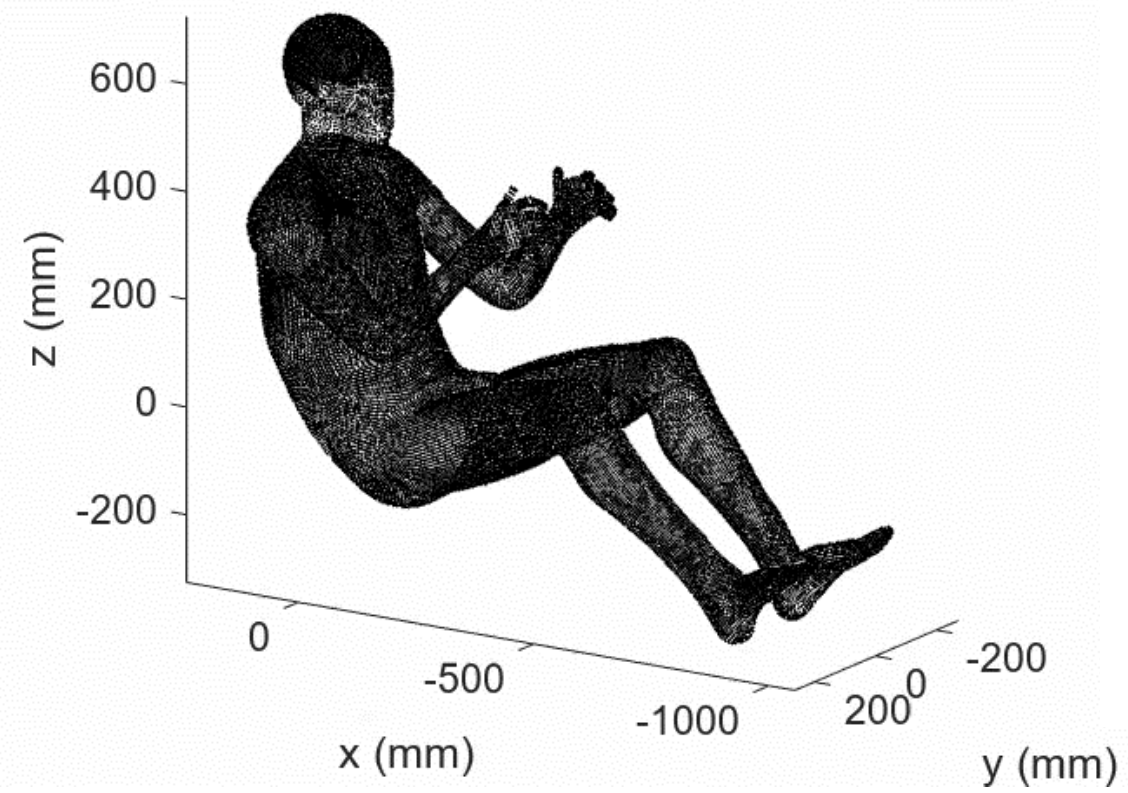
Mesh Morphing: 50° percentile



Simulation

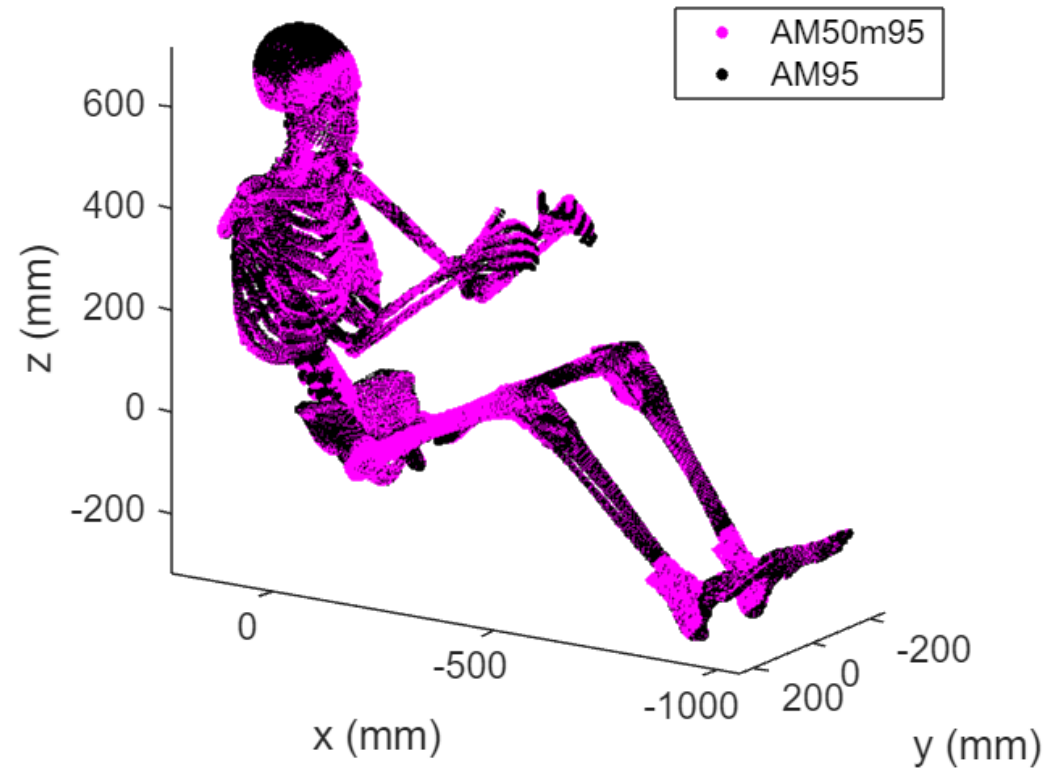
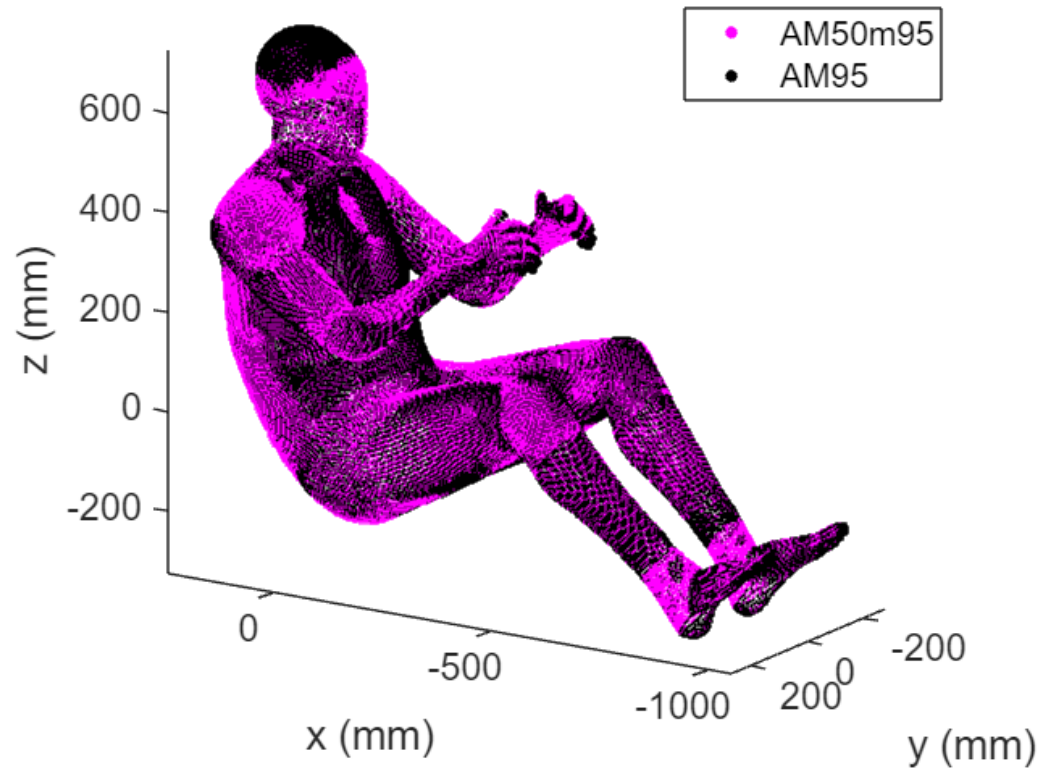


Mesh Morphing: 50° percentile



Results: graphic comparison

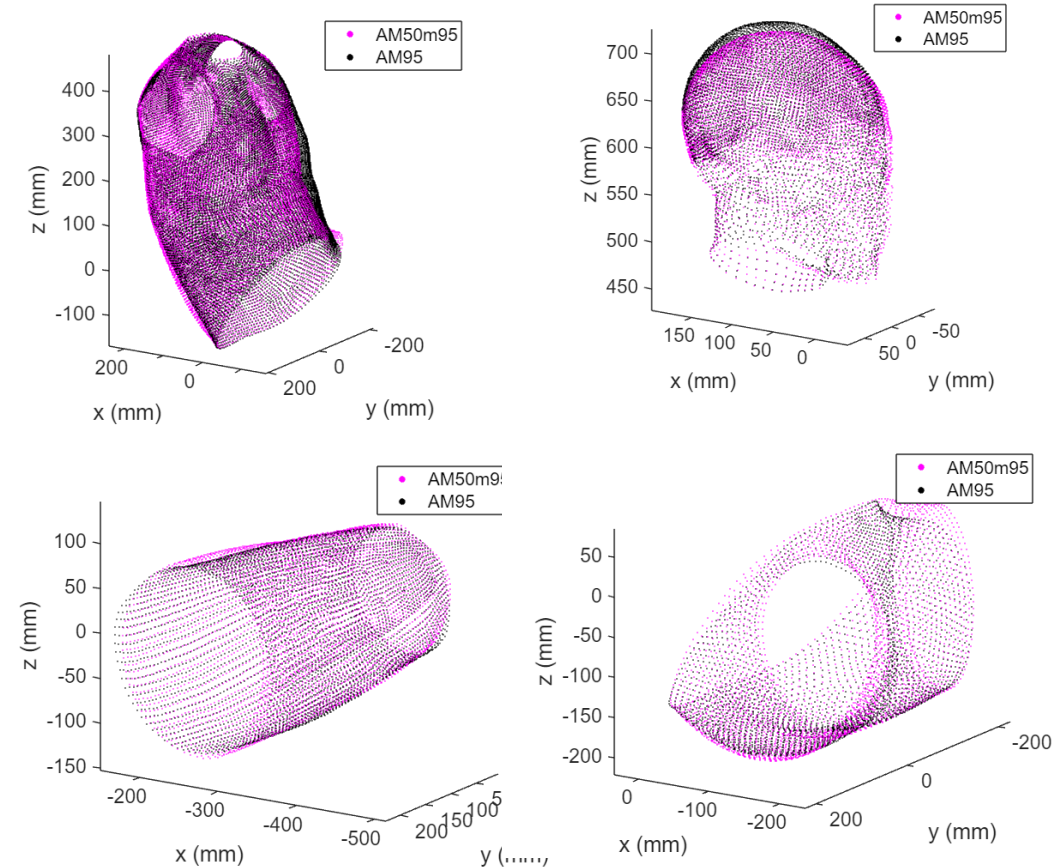
- Geometry quality: AM50m95 vs AM95



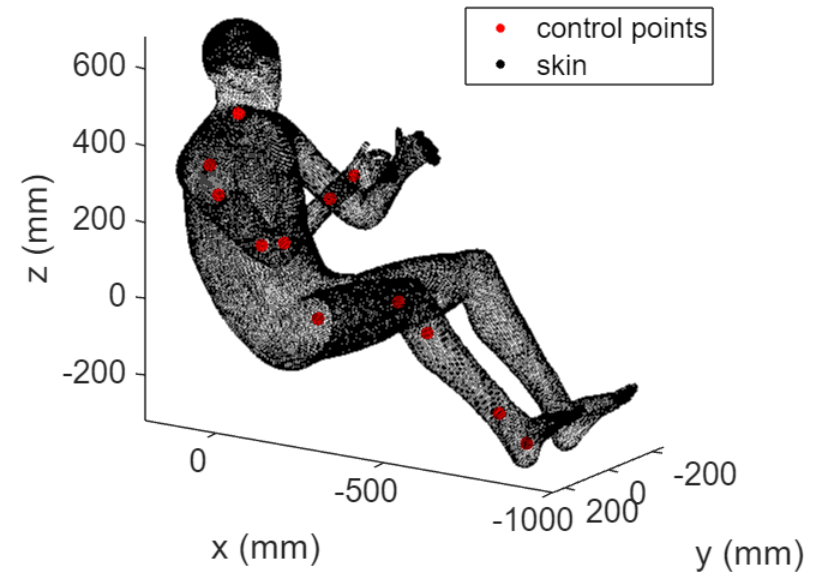
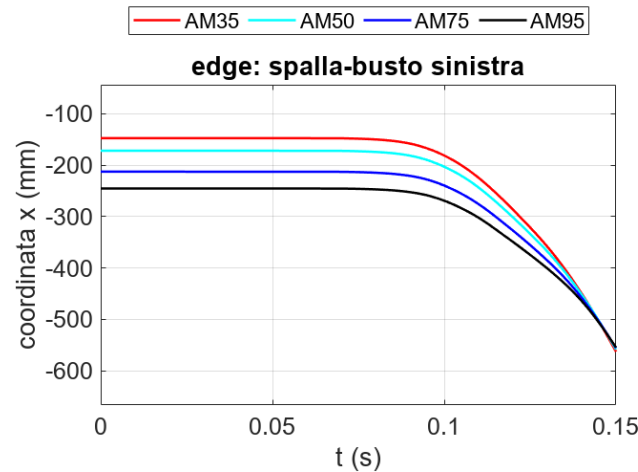
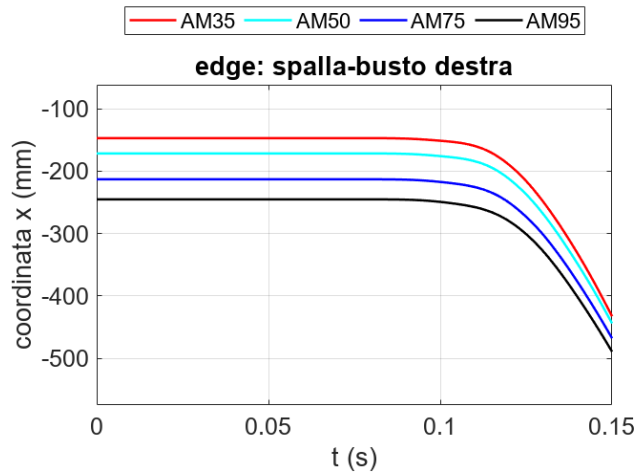
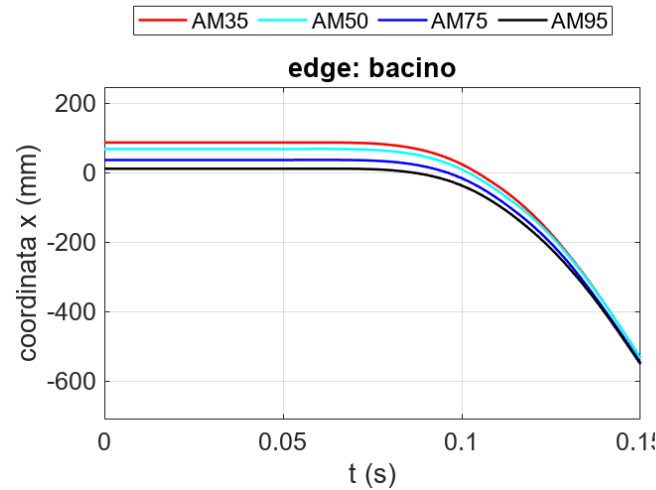
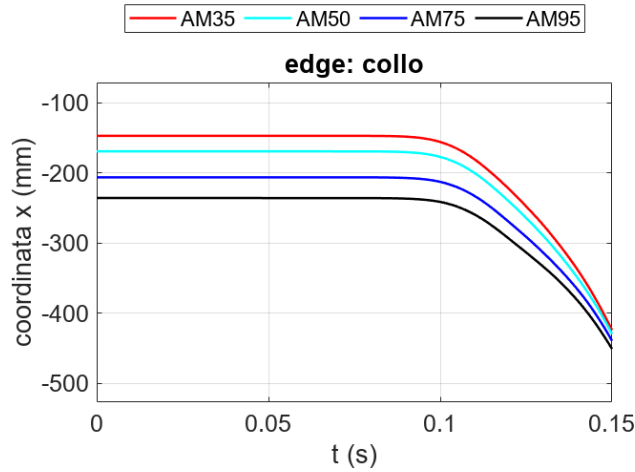
Results: MDA and MDM

- MDA: average displacement existing between homologous zones of distinct meshes
- MDM: maximum displacement

Body areas comparison			
area	MDA [mm]	MDM [mm]	MDA/MDM
Busto	7.10	24.36	29%
Viso	4.05	11.45	35%
Spalla	3.42	9.06	37%
...
Stinco	1.68	3.14	53%
Cassa toracica	1.97	6.31	31%
Ossa pelviche	2.48	7.52	32%
Average	3.65	8.46	34%



Results: kinematic analysis

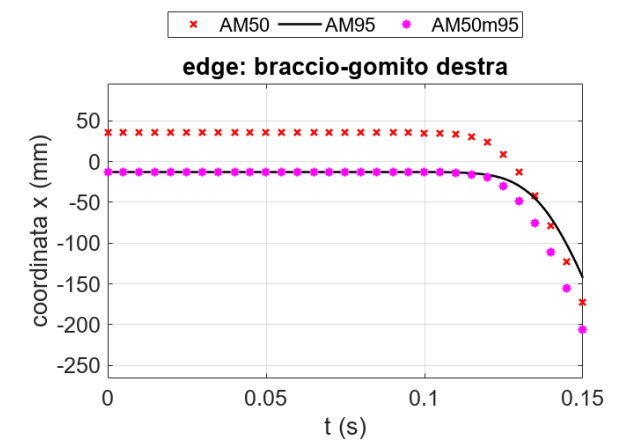
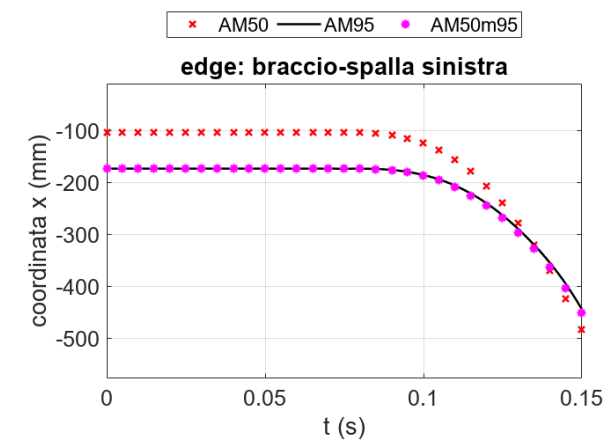
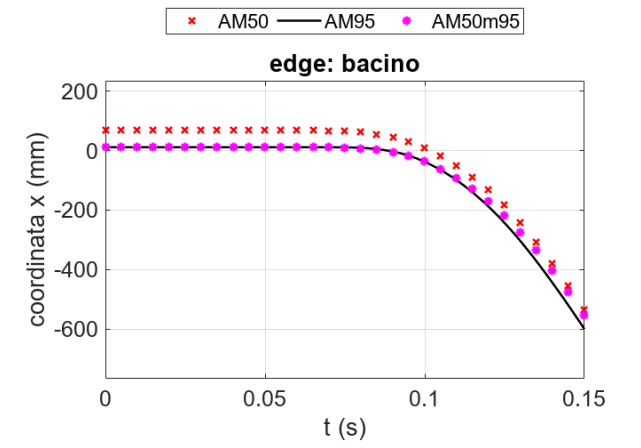
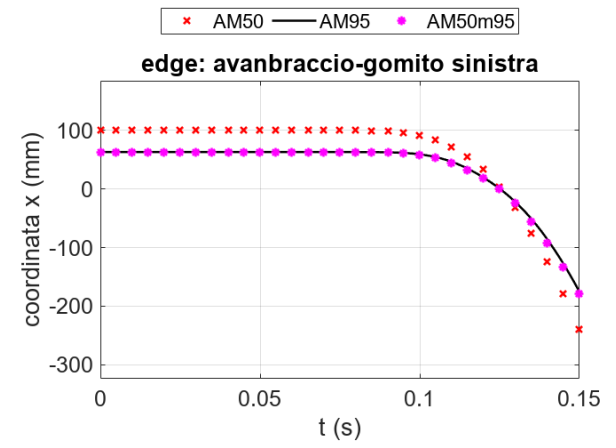


- Linear influence
- Differences introduced by the mesh morphing **0.8 mm/percentile**



Results: kinematic analysis

S_{mean} related to the AM95 [mm]		
Control points	AM50	AM50m95
Bacino	55.89	8.57
Collo	54.71	6.67
Busto-spalla destra	61.72	9.87
Busto-spalla sinistra	58.36	4.34
...
Stinco-caviglia destra	17.31	13.91
Stinco-caviglia sinistra	17.84	14.70
Piede destra	18.97	19.62
Piede sinistra	18.99	19.62
Average	34.42	7.84



Conclusion



METHOD



METHOD EFFICIENCY



CHOICES EFFECTIVENESS

Thank you for your attention!

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