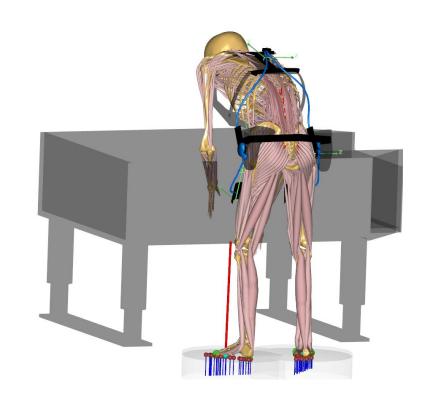


# Biomechanical Simulation of Passive Back-Support Exoskeletons: Effects of Actuator Strength on Load and Contact Stress

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## Occupational Ergonomics and Biomechanics (OEB) Lab School of Public Health

















# The global pandemic of low back pain!

Most prevalent work-related musculoskeletal disorder (WMSD)[1]

~40% of all WMSD incidence cases



15% of the workers in the US lost 10 workdays on average in 2022 [2]

= 260 million workdays lost



Highly prevalent in the commercial fishing sector [3]

~50% of surveyed fishermen

https://www.orthoga.org/low-back-pain-in-the-workplace





## Introduction



## Occupational back-support exoskeletons (BSE):

Viable ergonomic intervention to reduce low back biomechanical load and work-related injuries

#### \* Biomechanical benefits:

Reduced muscle activity, spinal loads, metabolic effort, and perceived exertion and discomfort in the back. [4,5,6,7]

#### ❖ Potential side effects:

Restricted mobility, increased activity of trunk flexor and leg muscles, localized discomfort. [8,9,10,11]



[1] Luger et al., 2023, [2] Madinei et al., 2020, [3] Baltrusch et al., 2020, [4] Kozinc, Baltrusch, et al., 2021, [5] Schwartz et al., 2023, [7] Alemi et al., 2019, [8] Kranenborg et al., 2023



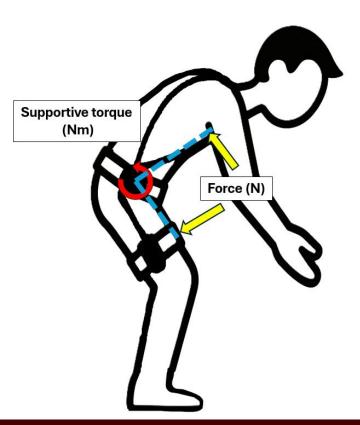


## Introduction



## **Exoskeleton supportive torque:**

The amount of torque/force transferred from the exoskeleton to the user at each posture (bending angle)



- ✓ Directly affect potential benefits and side effects [1]
- ✓ Must be matched with the task and user requirements

[1] Natali et al., 2020

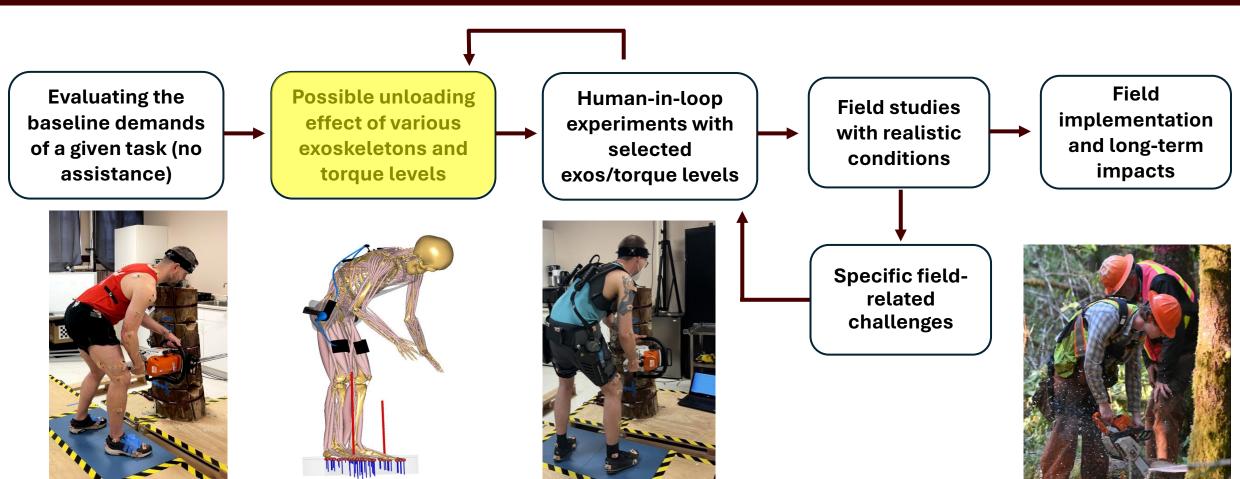


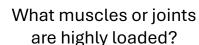


## Occupational Exoskeletons:

TEXAS A&M
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from laboratory tests to field implementation





What exo and torque level can match population and task demands??

Gathering subjective feedback and validating simulation results (e.g., muscle activation)



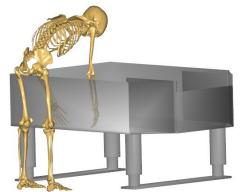
## **Laboratory experiment**











Targeted task: crab sorting

Sorting 40 mock-up crabs by color on a sorting table used in the West Coast Dungeness crab fishing fleet

> 20 healthy male adults

Full-body kinematics using an optical motion capture system





## Combined human-exoskeleton modeling: Kinematic analysis

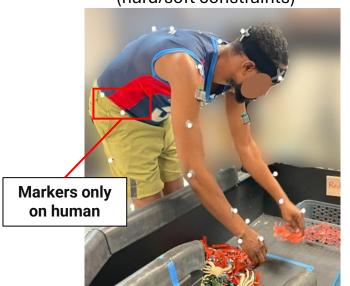


Only human movement data were collected

#### **Human-Exo kinematic constraints**

Equal to additional DoFs (Determinate)
Higher than additional DoFs (Over-determinate)

(hard/soft constraints)

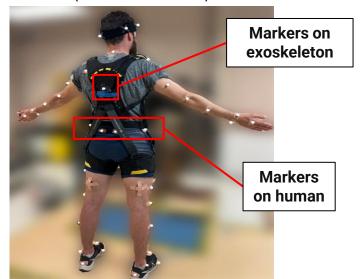


Human and exoskeleton movement data were collected independently

#### Mocap driven

(Over-determinate)

(soft constraints)



Human and exoskeleton movement data were collected partially

MoCap driven +
Human-Exo kinematic constraints

(Over-determinate)

(hard/soft constraints)







## Combined human-exoskeleton modeling: Kinetic analysis



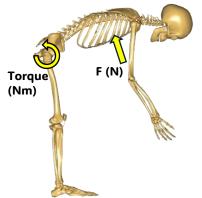
#### Is a virtual model of the exoskeleton available?

No I

Adding exoskeleton torque/force directly to the human model: no interface

Mohamed Refai et al., 2024

- Torque is assumed to operate in an idealized way
- Doesn't incorporate the mass and inertia of the device

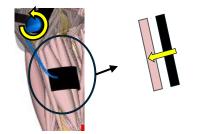


#### **Reaction forces and moments**

 can be/not be associated with kinematic constraints

Tröster et al., 2024

- Modeling the interaction as point forces
- Limited by additional exoskeleton DoFs



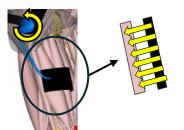
#### Rigid-body contact model

Yes

- defining contact elements between two rigid bodies

Chander et al., 2022

- Requires detailed geometry and careful tuning of contact parameters
- Complexity: possible interaction between muscle force and interface force

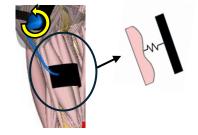


#### Viscoelastic contact model

- incorporating the behavior of the soft biological tissue

Sánchez-Villamañán et al., 2019

 Highly complex involving numerous parameters



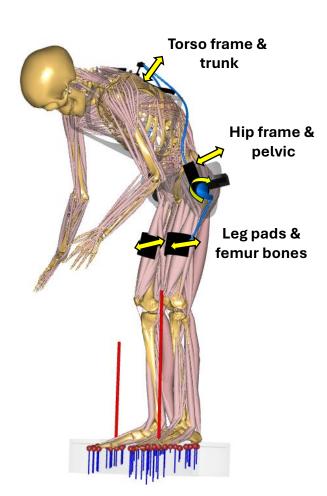


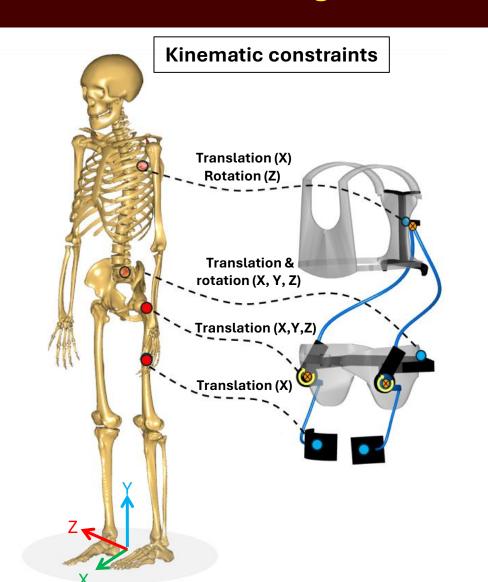


### **Methods: Human-Exoskeleton interface modeling**



#### **Interaction forces**





#### **Exoskeleton structure**

6 \* 6 Segments = 36 DoFs

1 Weld joint + 3 Revolute joints =
21 constraints

#### **Kinematics**

⇒ 15 additional DoFs (At least 15 kinematic connections/constraints between the human and exoskeleton models)

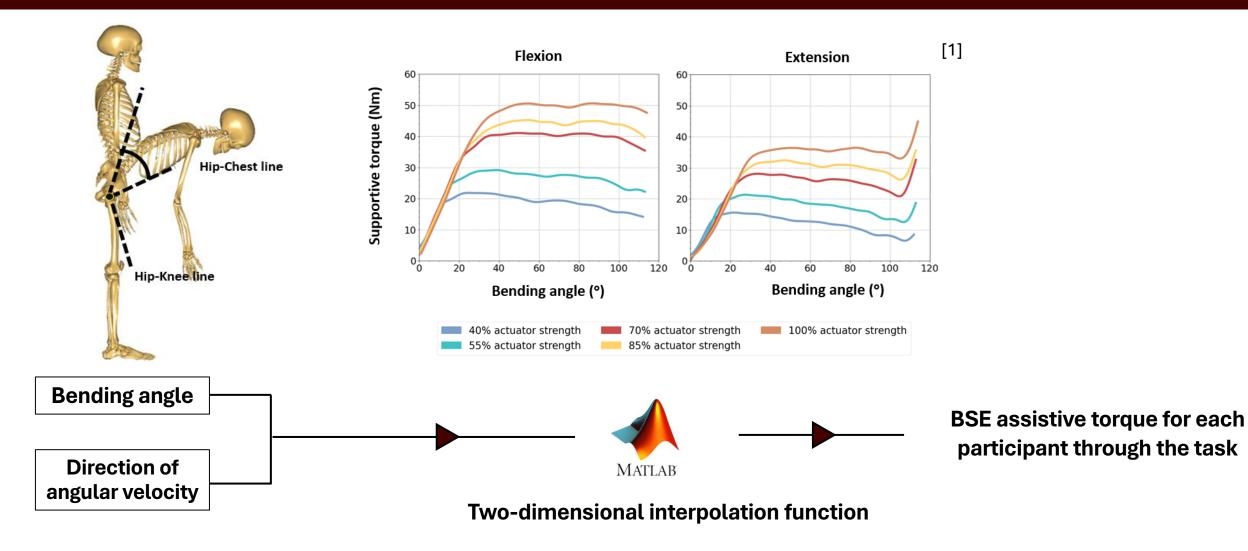
#### **Kinetics**

Exactly 15 reaction forces/moments



## Methods: Calculating assistive torque of the exoskeleton





[1] Harmelen et al., 2022



## **Outcome measures**



### 1. Muscle activity

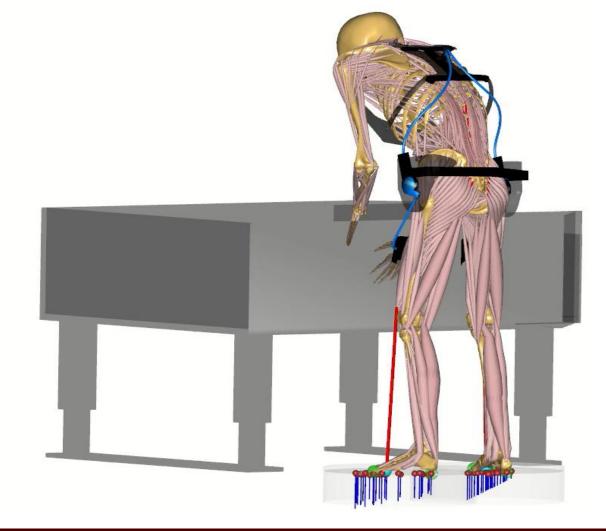
- Trunk extensor (erector spinae muscle group: longissimus, iliocostalis, and spinalis)
- Trunk flexor (rectus abdominis, internal and external obliques) muscles

## 2. Spinal compression and AP shear forces

• Lumbosacral (L5/S1) joint

#### 3. Human-BSE interaction forces

- Chest
- Thigh



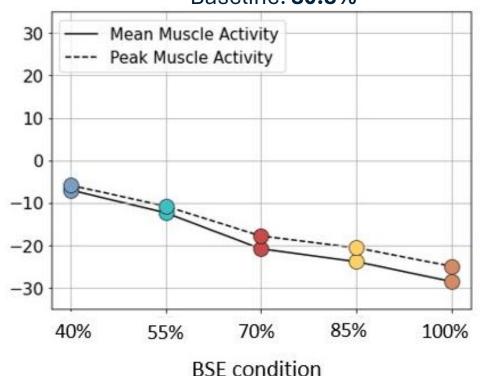
## **Results: Muscle Activity**



Percentage change in muscle activity with each support level of the BSE compared to the baseline

#### Trunk extensors

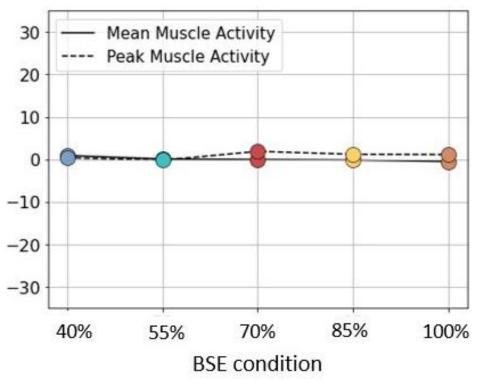
Baseline: **30.8**%



#### Significant reduction with all support levels, ranging from 6% to 29%

#### Trunk flexors

Baseline: **3.09**%

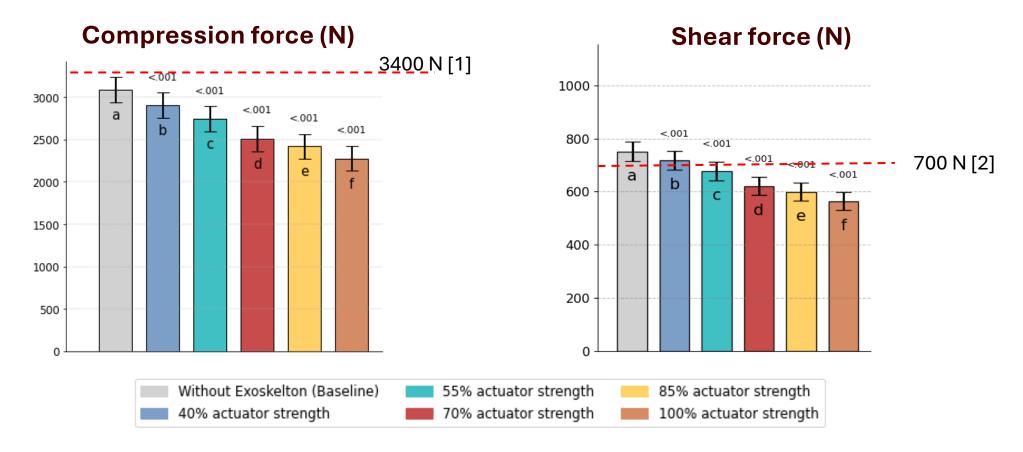


❖ No effect (< 2% change)</p>



### **Results: L5/S1 reaction forces**



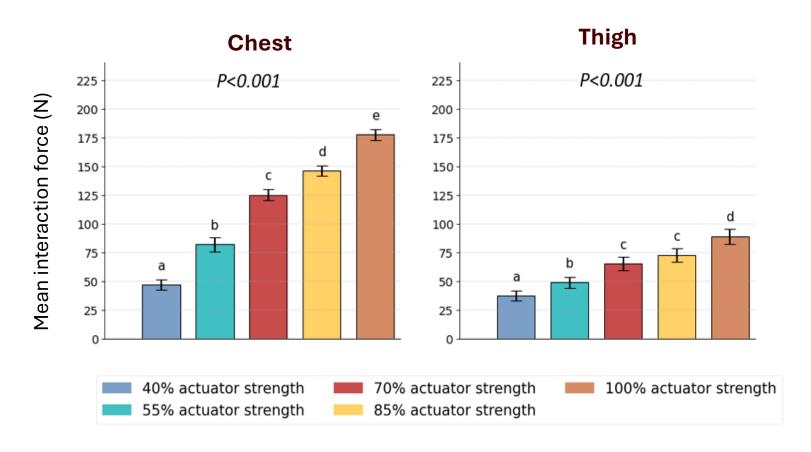


❖ Both were significantly reduced with all support levels of the exoskeleton; however, shear force remained higher than the threshold limit with actuator strength less than 55%





## Results: Interaction forces on the chest and thigh



Force/pressure tolerance: Substantial variability among different individuals and body areas

A previous study [1] reported:

- **55 296** N for the thigh
- **185 290** N for the chest (First discomfort threshold for males)

Increased significantly as the support level increased





## Take home messages





Exoskeletons' torque should be carefully determined per task and user requirements to ensure sufficient support while avoiding potential side effects.



Integrated human–exoskeleton simulations provide a systematic framework for evaluating exoskeletons' torque profiles and for guiding subsequent human experiments by identifying suitable device–task pairings a *priori*.









