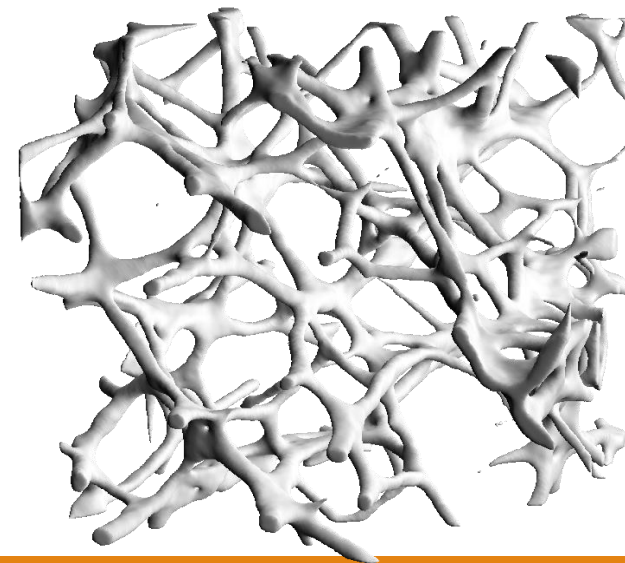
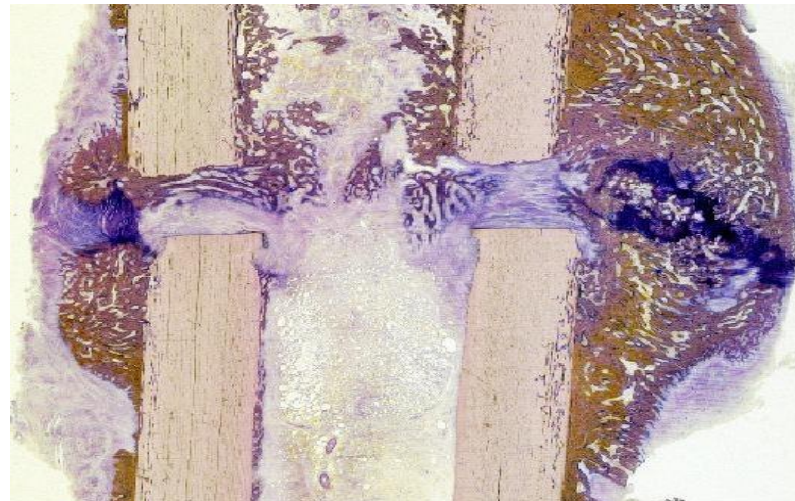
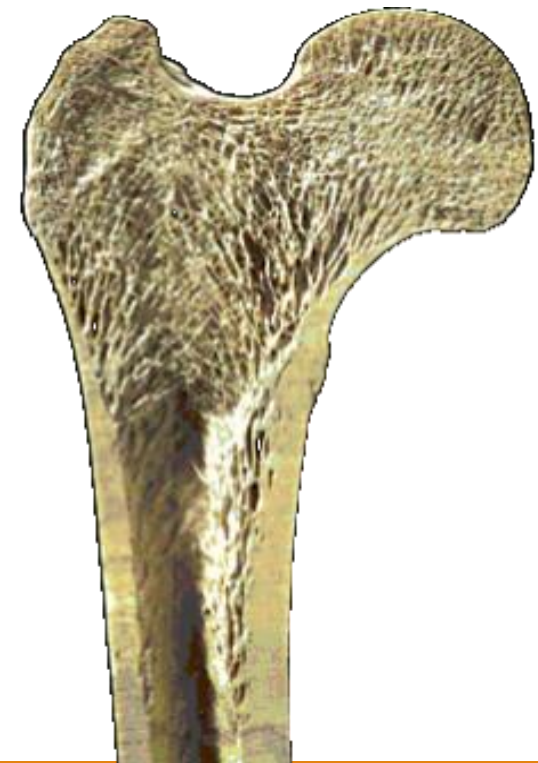


Mechanical Basics of Biomechanics and Biomechanical Principles of Bone Structure

M.Sc. Lucas Engelhardt

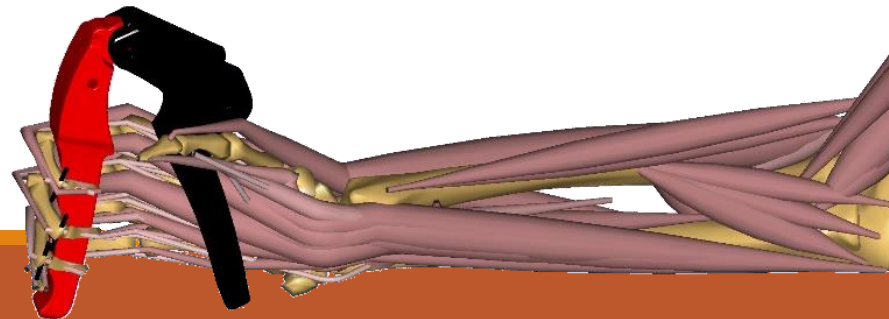
UZWR



What I do:



- Effects of global force distribution to the fracture healing process
- Local mechanoregulations in metaphyseal fractures in healthy, old and osteoporotic humans



Institut für Unfallchirurgische Forschung und Biomechanik

Information | Forschungsfelder | Lehre | Publikationen

ufbulm Institut für Unfallchirurgische Forschung und Biomechanik | Universitätsklinikum Ulm

Vorlesungen

Biomechanik
Wahlpflichtfach (4-stündig) für Studierende des Studiengangs Medizintechnik der Hochschule für Angewandte Wissenschaften Ulm
Termin: Dienstag 13:30-15:00 und 15:20-16:50 Uhr
• [Terminplan](#)
• [Vorlesungsevaluation](#)
Skripte und Klausurergebnisse (nach Anmeldung sichtbar)

Experimentelle Unfallchirurgie - Mechanics meets Biology
Wahlfach im Studiengang Medizin
Termin: Dienstag 13:30 - 15:00 und 15:20 - 16:50
• [Terminplan](#)
• [Vorlesungsevaluation](#)
Skripte und Klausurergebnisse (nach Anmeldung sichtbar)

Masterstudiengang Molecular Medicine
Im Rahmen der Vorlesungsreihe "Research and Regenerative Medicine":
• Bone and bone metabolism (einstündig)
• Bone regeneration after trauma (einstündig)
Zusätzlich bieten wir an:
• POL-Gruppen
• Internships
Zum Masterstudiengang "Molecular Medicine"

Login für Studierende

Benutzeranmeldung
Für den Download von Skripten melden Sie sich bitte an. Die Zugangsdaten erhalten Sie durch Anfrage per E-Mail von Herrn Ohmayer (werner.ohmayer[at]uni-ulm.de).

Benutzername:

Passwort:

Anmelden

User name: Vorlesung
Password: Bio2020mechanik

> UZWR

Industrie-Kooperationen | Forschung | Lehre | Informationen

uzwr Ulmer Zentrum für Wissenschaftliches Rechnen

Ulmer Zentrum für Wissenschaftliches Rechnen (UZWR)
Das Ulmer Zentrum für Wissenschaftliches Rechnen (UZWR) ist der Forschungsschwerpunkt der Universität Ulm.

UNSER NAME:
Wissenschaftliches Rechnen bedeutet ->

Interessante anwendungsorientierte Forschungsfragen

> UZWR

Industrie-Kooperationen | Forschung | Lehre | Informationen

Bachelor CSE

Master CSE

Praktikum SISO (Ba CSE) ▶

Comp Biomech (Ma CSE) ▶

Seminar Comp Biomech (M CSE)

MSM (Ma Mat) ▶

CompMethMatSc (Ma AdvMat) ▶

Lehreexport und Weiterbildung

Abschlussarbeiten/Praktika

First part of the lecture *Computational Methods in Materials Science* for students of the [International Master of Advanced Materials Science](#) at the University of Ulm.

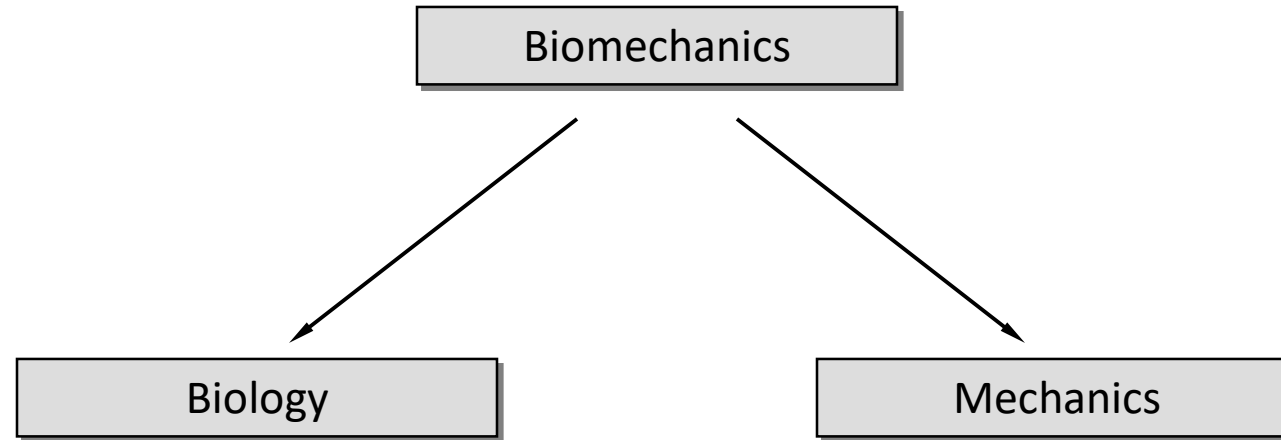
Lehreexport und Weiterbildung von Simon

Biomechanik-Vorlesung
Für Studenten der Hochschule Ulm (Medizintechnik) und auch Wahlfach für einige Studiengänge der Universität Ulm (Medizin, CSE).
Turnus: jeweils im Wintersemester.
Meine Vorlesungsanteile:
- Mechanische Grundbegriffe
- Prinzipien des Knochenbaus
- Numerische Methoden in der Biomechanik

[Downloads zu dieser Vorlesung](#)

Biomechanics Summer Course 2011

General



The aim of the Lecture:

Brush up mechanical knowledge in an illustrative form.

Outline Lecture 1

1.4. Statics of rigid bodies

- 1.4.1. the force
- 1.4.2. The cutting principle (Euler)
- 1.4.3. Assembling and disassembling of forces
- 1.4.4. The moment
- 1.4.5. Moment of a force with respect to a point
- 1.4.6. Free body diagram
- 1.4.7. Static equilibrium
- 1.4.8. Recipe for solving problems of statics
- 1.4.9. Sample calculation "biceps force"

1.5. Elastostatics / Strength of Materials

- 1.5.1. The Stress
- 1.5.2. For example, tension in the muscle
- 1.5.3. Normal and shear stresses
- 1.5.4. Strains
- 1.5.5. Material laws
- 1.5.6. Simple load cases

1.6. kinematics

- 1.6.1. Coordinate systems
- 1.6.2. Translation and rotation
- 1.6.3. And angle
- 1.6.4. Speed
- 1.6.5. Acceleration
- 1.6.6. Summary

1.7. Kinetics / dynamics

- 1.7.1. d'Alembert principle
- 1.7.2. Energy, work, power

Measure, Dimensions, Units

Standard: ISO 31, DIN 1313

Measure = Data · unit

Length $L = 2 \cdot \text{m} = 2 \text{ m}$

{Measure} is the numerical value

[Measure] = Unit

~~not correct: Length L [m]~~ right: Length L / m
or the length L in m

SI base units (mechanism):

m (meter), kg (kilogram), s (second)

Unit Systems

<i>base units</i>			<i>derived units</i>					<i>comment</i>
<i>length</i>	<i>mass</i>	<i>time</i>	<i>force</i>	<i>tension</i>	<i>density</i>	<i>accel.</i>	<i>...</i>	
m	kg	sec					<i>...</i>	SI units
mm		sec	N				<i>...</i>	Organ Level
							<i>...</i>	tissue-level

[...] means unity of ...

To line 1:

$$[\text{Force}] = [\text{mass}] * [\text{length}] / [\text{time}]^2$$

$$[\text{Stress}] = [\text{force}] / [\text{length}]^2$$

$$[\text{Density}] = [\text{mass}] / [\text{length}]^3$$

...

To line 2:

1. Choice: mm

2. Choice: N

3. Choice: sec

[Mass] = ?

$$[\text{Force}] = [\text{mass}] * [\text{length}] / [\text{time}]^2$$

$$[\text{Mass}] = [\text{force}] * [\text{time}]^2 / [\text{length}]$$

$$= (\text{Kg} * \text{m} / \text{sec}^2) * \text{sec}^2 / \text{mm}$$

$$= 1000 \text{ kg}$$

$$= \text{t}$$

The Force

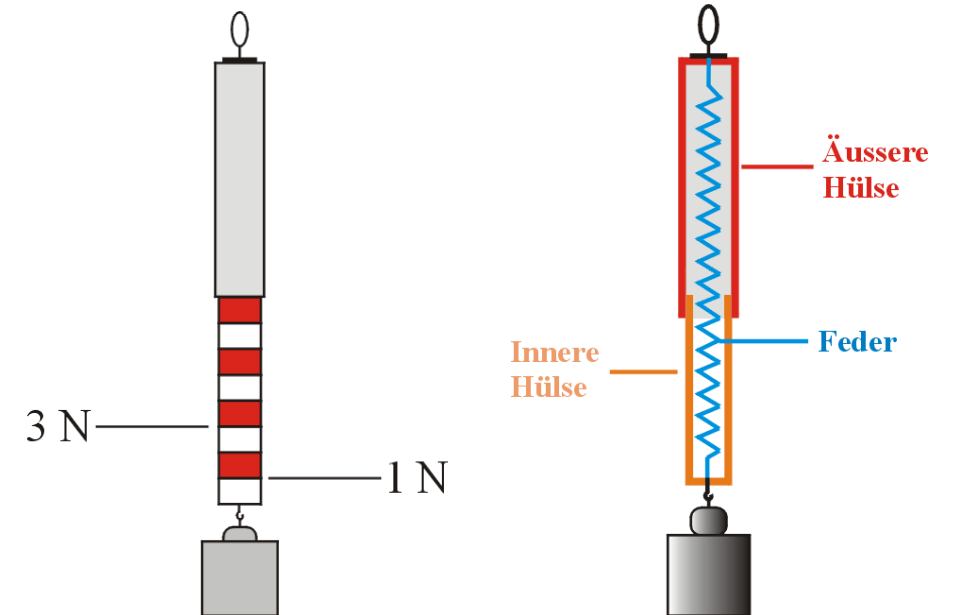
- The force-term is well known from everyday life: driving force, muscleforce, laborforce, ...
- but actually axiomatic, without strict definition
- „Force" is an invention, not a discovery
- Forces can not be measured directly.

Newton's axiom:

Force = Mass · Acceleration or $F = m \cdot a$

Remember to:

The force is the cause of an acceleration (change in velocity) or deformation (strain) of a body.



The Unit of Force

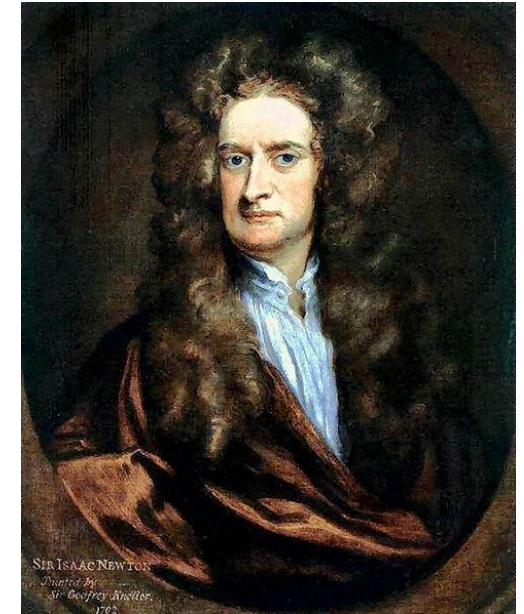
Newton

$$N = \text{kg} \cdot \text{m} / \text{s}^2$$

$$\begin{aligned} F_G &= m \cdot g \\ &= 0,102\text{kg} \cdot 9,81\text{N/kg} \\ &= 1\text{N} \end{aligned}$$



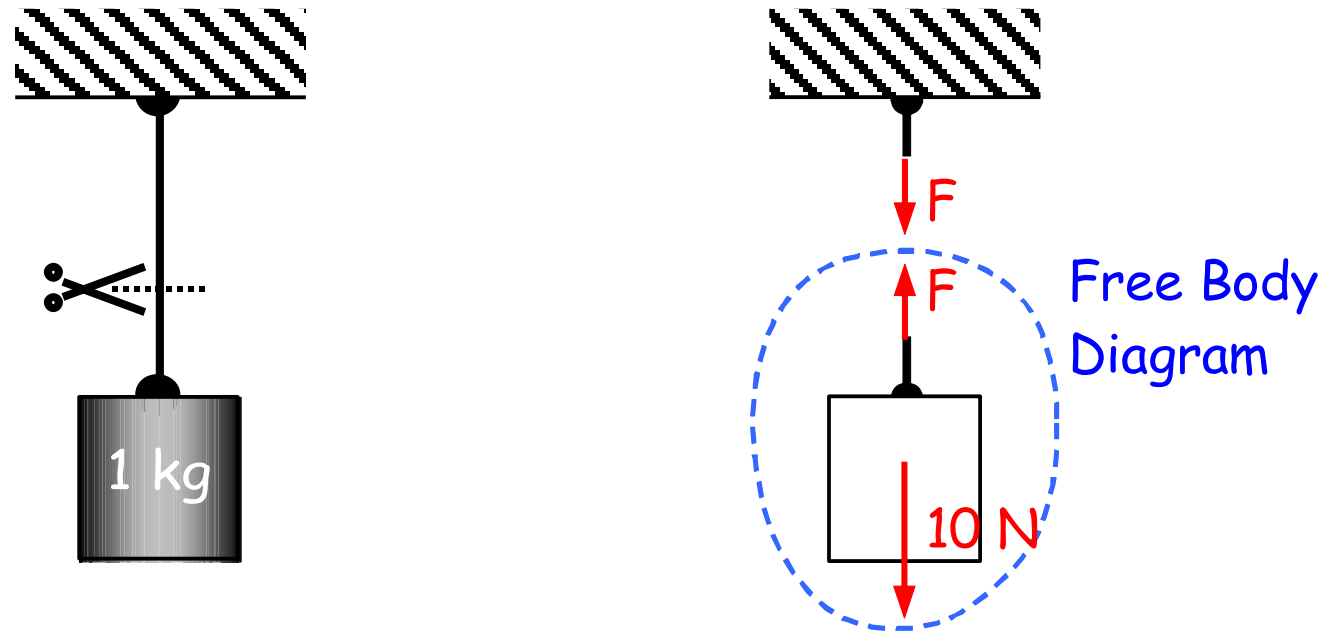
1 N



Remember to:

Weight of a chocolate bar \approx 1 Newton

Cutting principle (Euler) and free-body diagram



Remember to:

First to cut then Enter forces and moments.

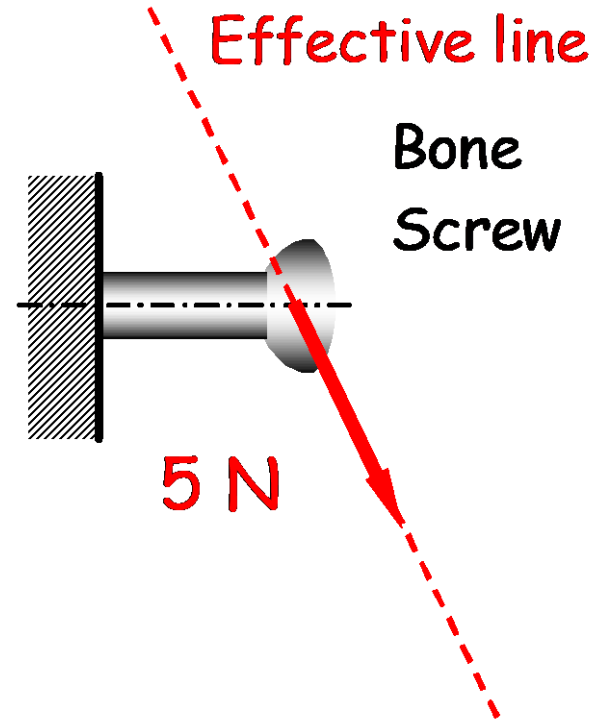
Free body diagram = completely cutted subsystem

Presenting Forces

... with arrows

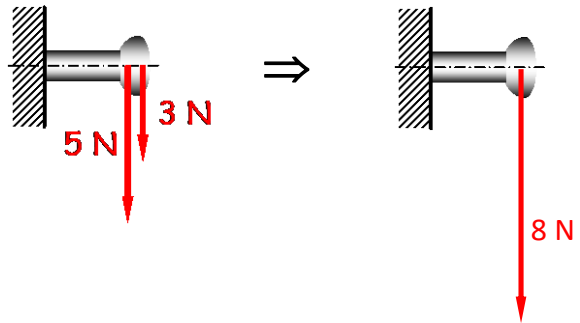
forces are *vectorial* sizes

- amount
- direction
- sense of direction

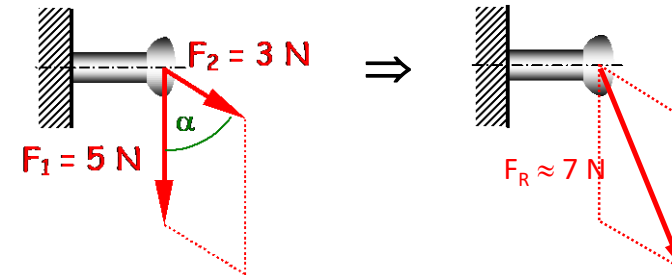


Assembling and disassembling of forces

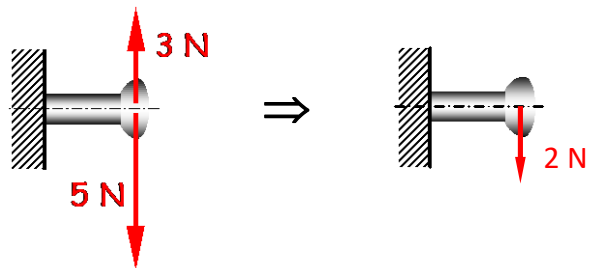
Addition of the amounts



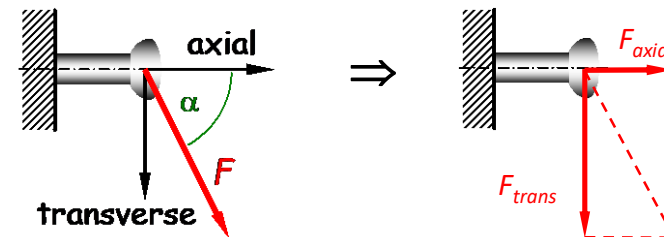
Vector addition



Subtracting the amounts

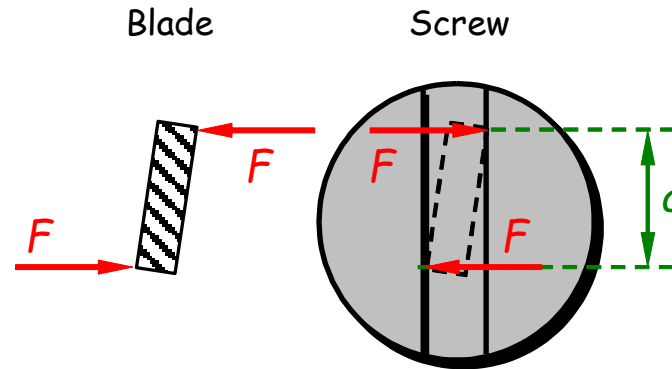
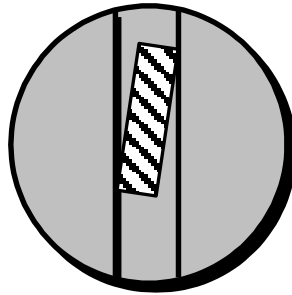


Breaking it down into components

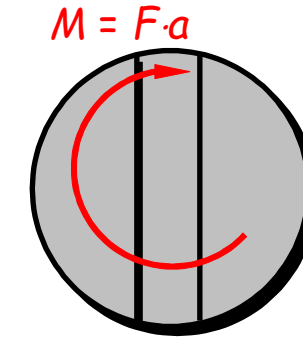


The Moment

Slotted screw with
screwdriver blade



Couple of Forces ($F \cdot a$)



Moment M

Remember to:

A moment is the cause of a rotational acceleration (change in velocity) or a (rotary) deformation (torsion, bending) of a body.

To think:

Moment is „Roational Force“

The Moment

Unit of the moment

Newton-meters

$$\text{N}\cdot\text{m} = \text{kg}\cdot\text{m}^2/\text{s}^2$$

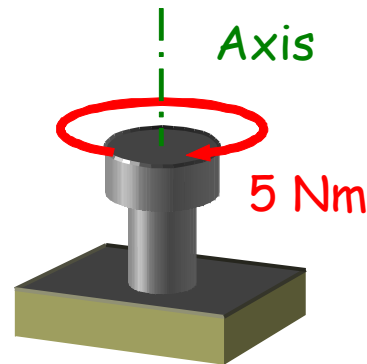
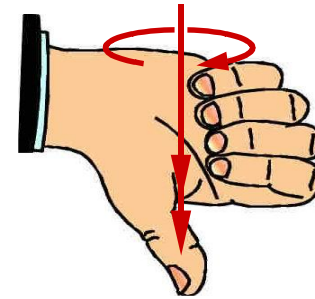
Representation of moments

... with turning arrows or double arrows

moments *vectorial* sizes

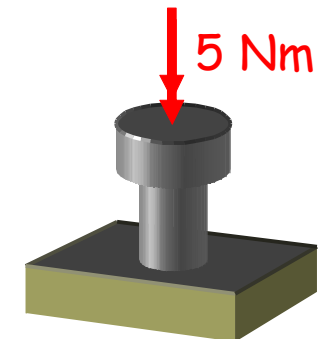
- amount
- direction
- sense of direction

Right-hand rule:



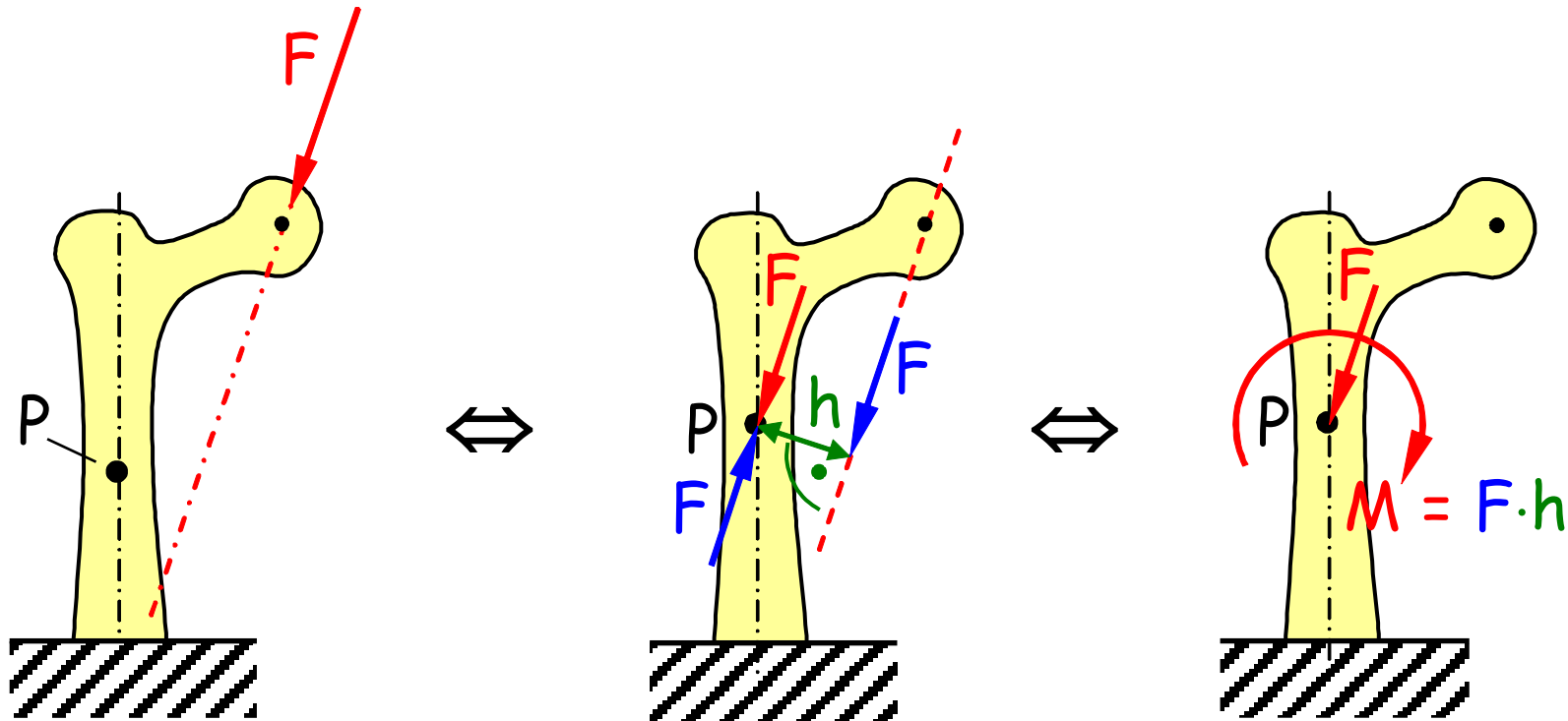
Turning Arrow

or



Doublearrow

Moment of a Force with respect to a Point P



Remember to:

Moment = force times lever arm

(Lever arm perpendicular to the line of action)

Static Equilibrium

Important:

Balance only to "free body diagrams"

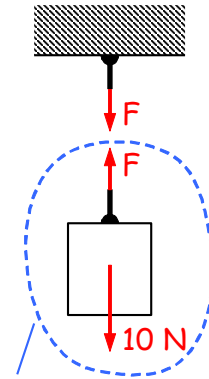
For a **flat** (2D) apply problem **three** equations:

$$\text{Summe aller Kräfte in } x\text{-Richtung: } F_{1,x} + F_{2,x} + \dots = 0,$$

$$\text{Summe aller Kräfte in } y\text{-Richtung: } F_{1,y} + F_{2,y} + \dots = 0,$$

$$\text{Summe aller Momente bezüglich } P: M_{1,z}^P + M_{2,z}^P + \dots = 0.$$

(For a **spatial** (3D) apply problem **six** equations)



FBD inside the blue bubble

Solution Recipe

Step 1: Modeling, Generate a replacement model (sketch geometry, loads, restraints). Omitting unimportant things. The "real system" must be abstracted.

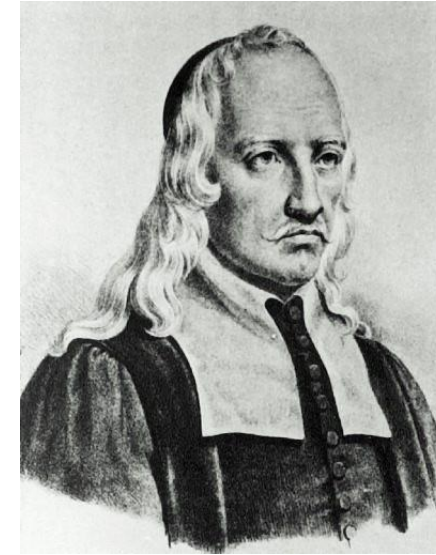
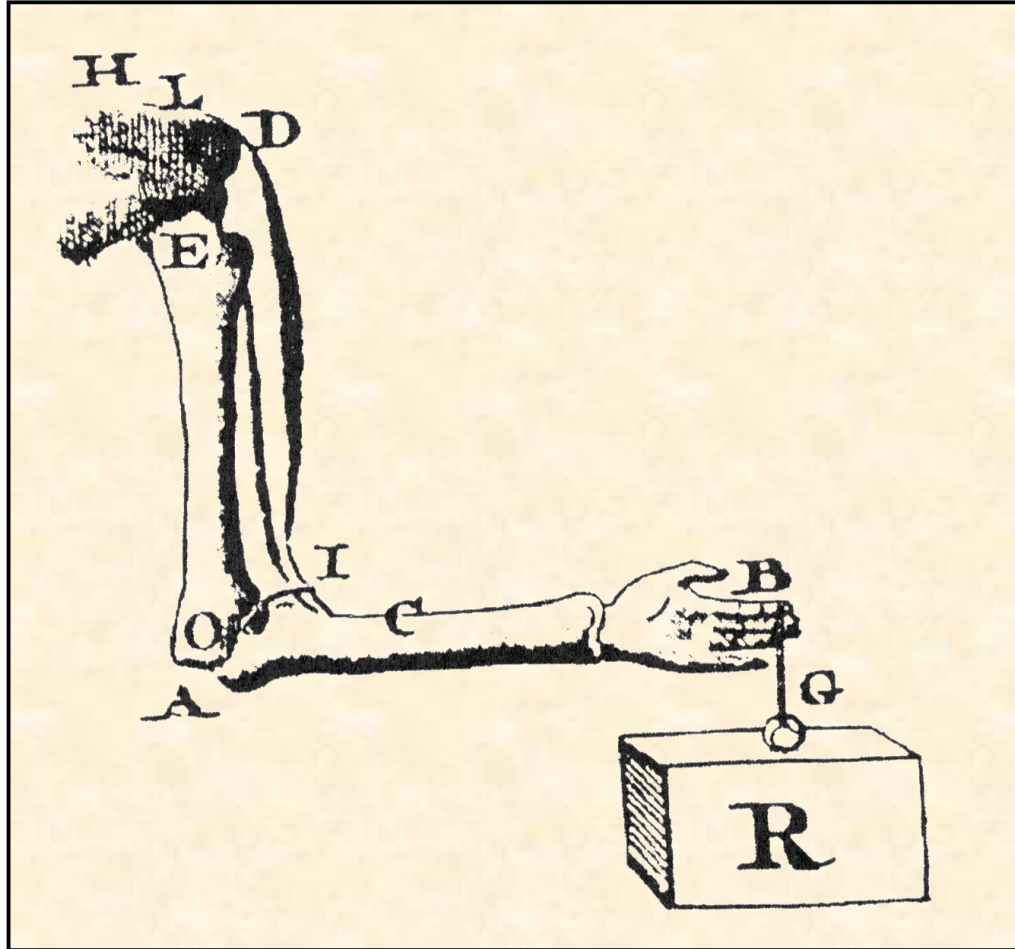
Step 2: To cut, Free-body diagrams. System slice, add internal forces and internal moments,

Step 3: Balance, write force and moment equilibria for free body.

Step 4: Equations to solve,

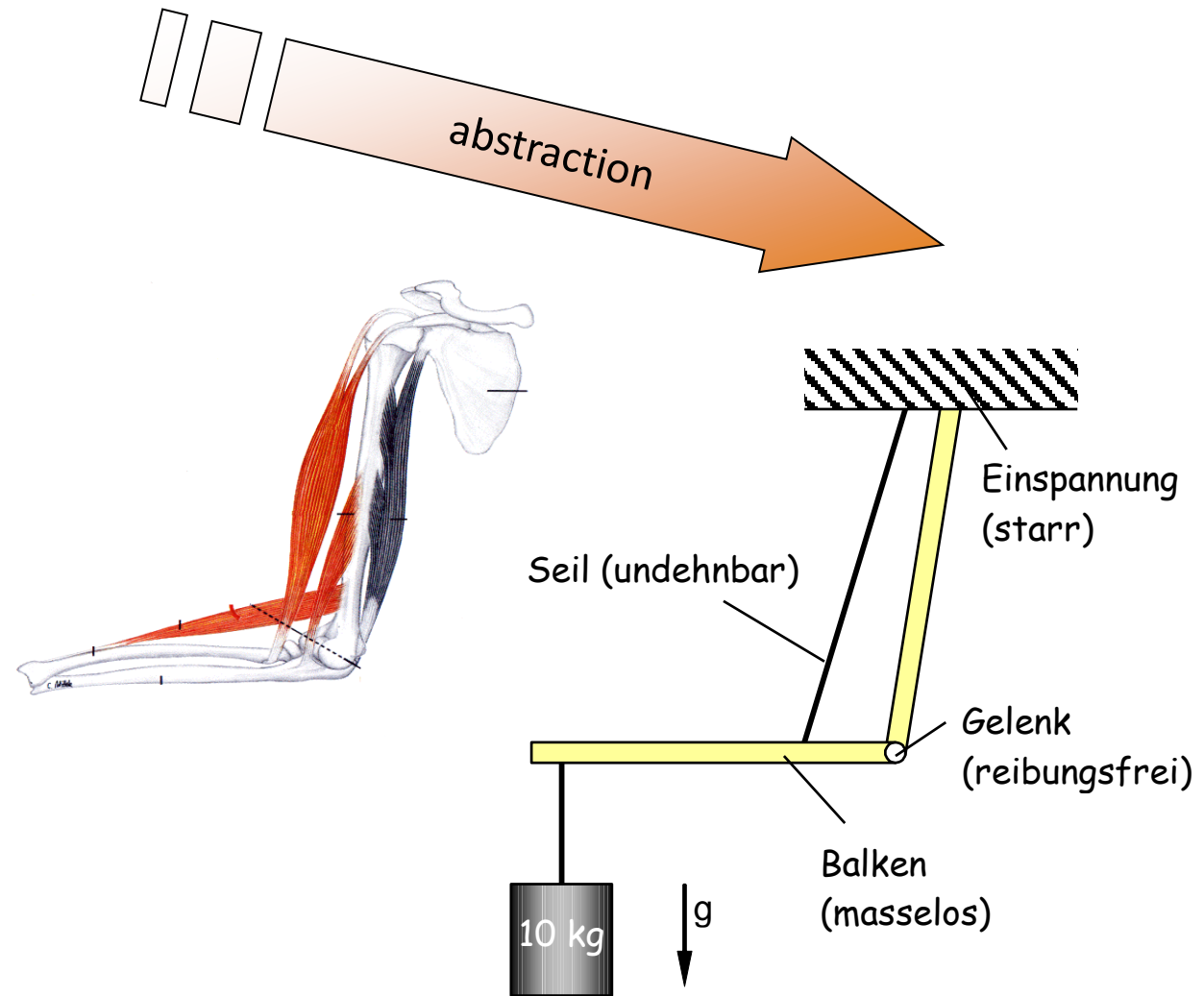
Step 5: Result interpret, Verify, compare with experiment; Check validity.

Classical Calculation: „Biceps Force“

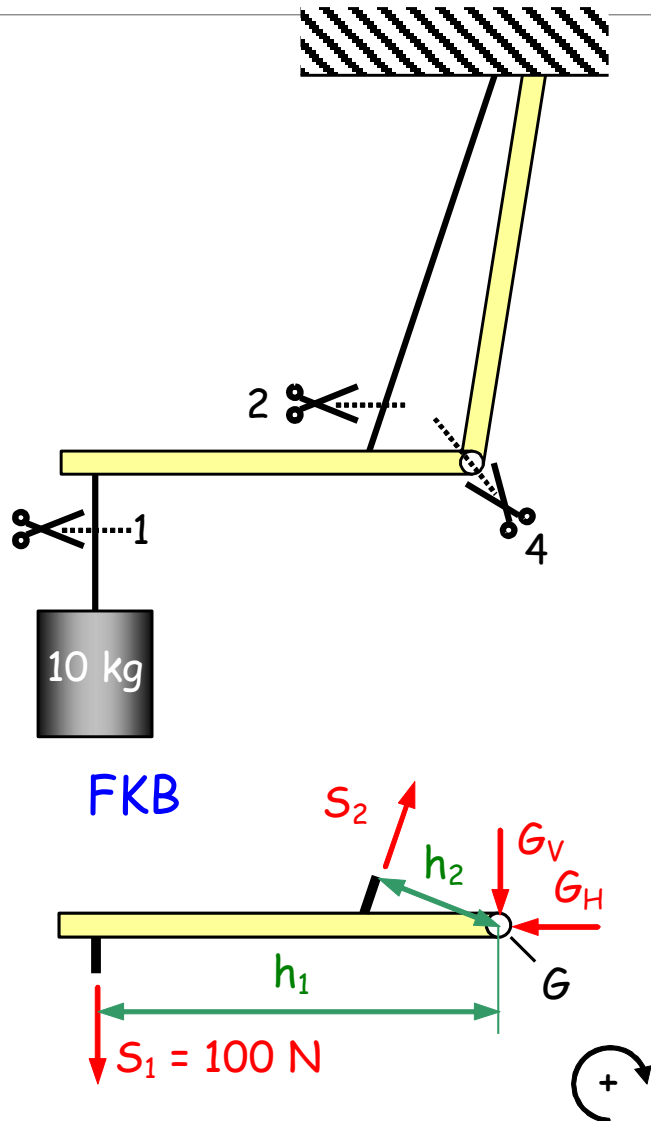


Out:
"De Motu Animalium"
from
GA Borelli
(1608-1679)

Step 1: Modeling



Step 2: Cutting and Free-Body Diagrams



step 3: balance

step 4: Solve equations

Sum of all moments with respect to Point G = 0

$$-S_1 \cdot h_1 + S_2 \cdot h_2 = 0$$

$$-100 \text{ N} \cdot 35 \text{ cm} + S_2 \cdot 5 \text{ cm} = 0$$

$$\Rightarrow S_2 = 100 \text{ N} \cdot \frac{35 \text{ cm}}{5 \text{ cm}} = \underline{\underline{700 \text{ N}}}$$

This is seven times the load!

Elastostatics

STRENGTH OF MATERIALS

Stress



Photos: Lutz Dürselen

to Remember:

Stress = "smeared" cutting force,

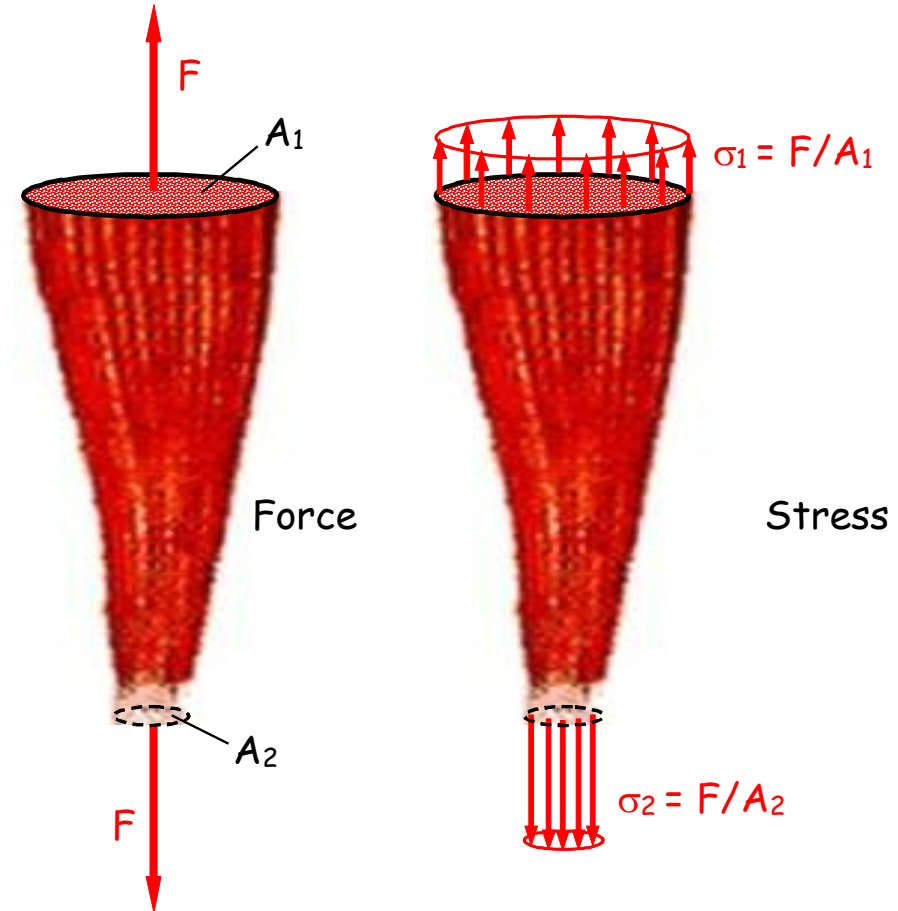
Stress = force per area or $\sigma = F / A$

Unit of the Stress

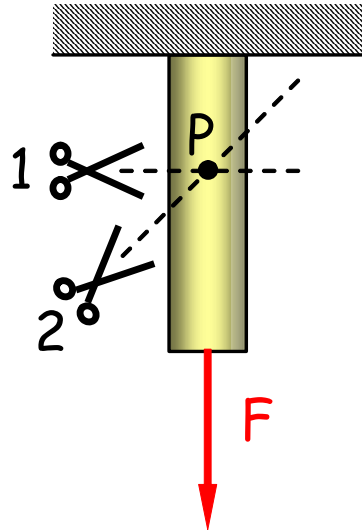
Mega-Pascal 1 Mpa = 1 N / mm²

Pascal: 1 Pa = 1 N / m²

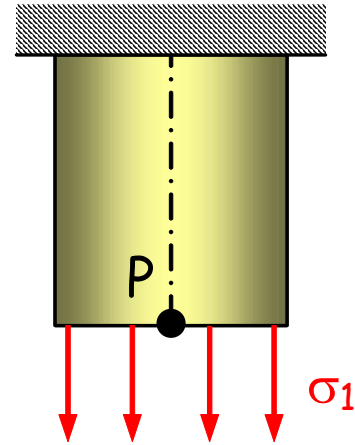
Example: Tension in the muscle



Normal and Shear Stresses

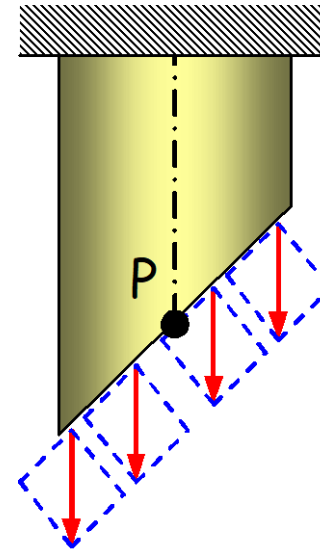


Tensile bar



Cut 1:

→ Normal stresses σ_1



Cut 2:

→ Normal σ_2 and shear stresses τ_2

Normal and Shear Stresses

Remember to:

First cut, then the type and magnitude of the stress.

normal stresses (Tensile and Compression) Perpendicular to the sectional area

shear stresses Parallel to the cut surface.

General (3D) Stress State ...



... at one point of the body:

- Three Stress components in a section (Normal., 2x Shear.)
times
- Three Sections (eg frontal, sagittal, transverse)
equal
- nine Stress components that characterize the full 3D stress state at one point in the body.
- six Components thereof are independent („Equality of Shearstresses“)

$$\underline{\underline{\sigma}} = \begin{bmatrix} \sigma_{xx} & \sigma_{xy} & \sigma_{xz} \\ \sigma_{yx} & \sigma_{yy} & \sigma_{yz} \\ \sigma_{zx} & \sigma_{zy} & \sigma_{zz} \end{bmatrix} = \begin{bmatrix} \sigma_{xx} & \tau_{xy} & \tau_{xz} \\ \tau_{xy} & \sigma_{yy} & \tau_{yz} \\ \tau_{xz} & \tau_{yz} & \sigma_{zz} \end{bmatrix} \quad \text{The "stress tensor"}$$

General State of Stress

six components

- Vergleichs- (von Mises)
- Max. im Hauptachsensystem
- Mittlere im Hauptachsensystem
- Min. im Hauptachsensystem
- Max. Schub
- Vergleichs- (Tresca)
- Normal
- Schub
- Hauptvektor
- Fehler

Details von "Normalspannung"

Bereich	
Geometrie	Alle Bauteile
Definition	
Typ	Normalspannung
Ausrichtung	X-Achse
Ergebnisse	X-Achse
<input type="checkbox"/> Min.	Y-Achse
<input type="checkbox"/> Max.	Z-Achse

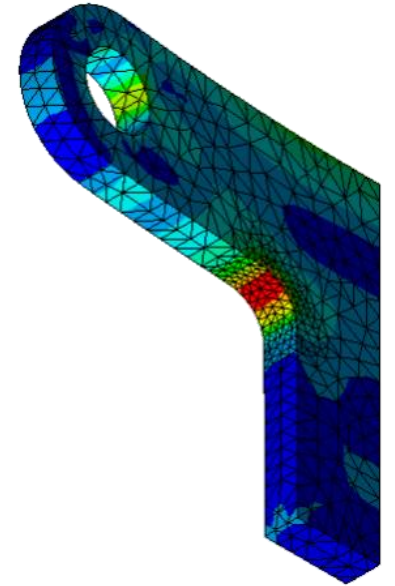
Details von "Scherspannung"









Bereich	
Geometrie	Alle Bauteile
Definition	
Typ	Scherspannung
Ausrichtung	XY-Ebene
Ergebnisse	XY-Ebene
<input type="checkbox"/> Min.	YZ-Ebene
<input type="checkbox"/> Max.	XZ-Ebene

The

Representation of the Stress State

- **Problem:** If you want to make colorful pictures, you have to decide for a component.
- **But which should we take?**
- **Can be used instead of a single well "mixtures" of the component.**
- **So-called „Invariants" are nothing more where the same comes out regardless of the orientation of the coordinate system as particularly "smart" mixtures „Principal Stresses," „Von-Mises-Stress "," Hydrostatic Stress Component "," Octahedral Shear Stress ", ...**



-  Vergleichs- (von Mises)
-  Max. im Hauptachsensystem
-  Mittlere im Hauptachsensystem
-  Min. im Hauptachsensystem
-  Max. Schub
-  Vergleichs- (Tresca)
-  Normal
-  Schub

$$\sigma_{Mises} = \sqrt{\sigma_{xx}^2 + \sigma_{yy}^2 + \sigma_{zz}^2 - \sigma_{xx} \sigma_{yy} - \sigma_{xx} \sigma_{zz} - \sigma_{yy} \sigma_{zz} + 3 \tau_{xy}^2 + 3 \tau_{xz}^2 + 3 \tau_{yz}^2}$$

Strains

DETAILS

- **Rope type:** Single rope
- **Diameter:** 10.5 mm
- **Impregnation:** without
- **Weight:** 72 g per meter
- **Impact force:** 9.6 kN
- **Num. falls:** 10
- **Sheath slippage:** 0 mm
- **Strain static:** 7.07%
- **Strain dynamic:** 32%
- **knotability:** 0.7
- **Colour:** mix

Remember to:

Strain = relative length change (angle change)



Strains

Definition of strain

$$\text{Strain} := \frac{\text{Elongation}}{\text{Original Length}}$$

$$\varepsilon := \frac{\Delta L}{L_0}$$

Unit of strain

Without unit. so eg:

1

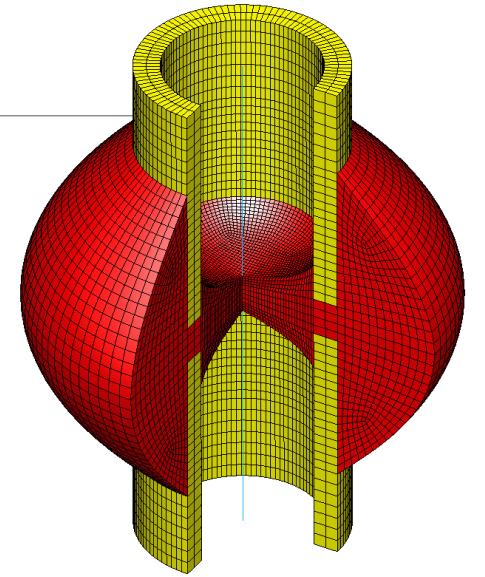
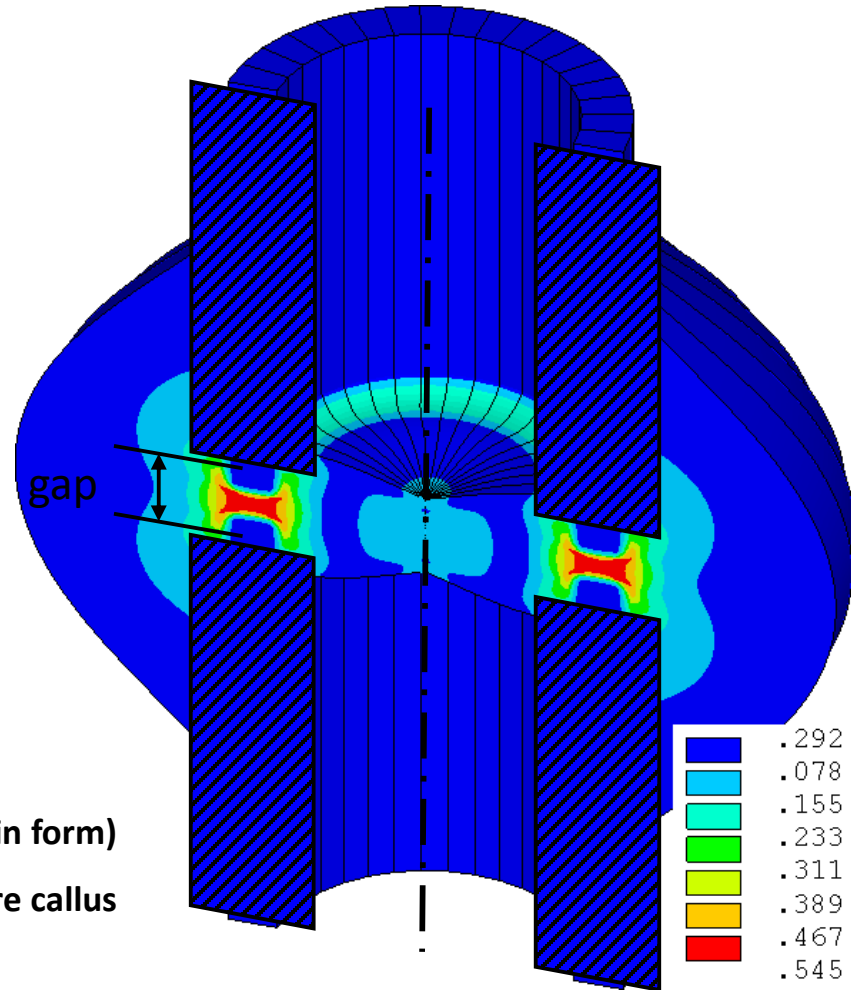
1/100 =%

1 / 1,000,000 = $\mu\varepsilon$ (micro strain) = 0.1%

Strains

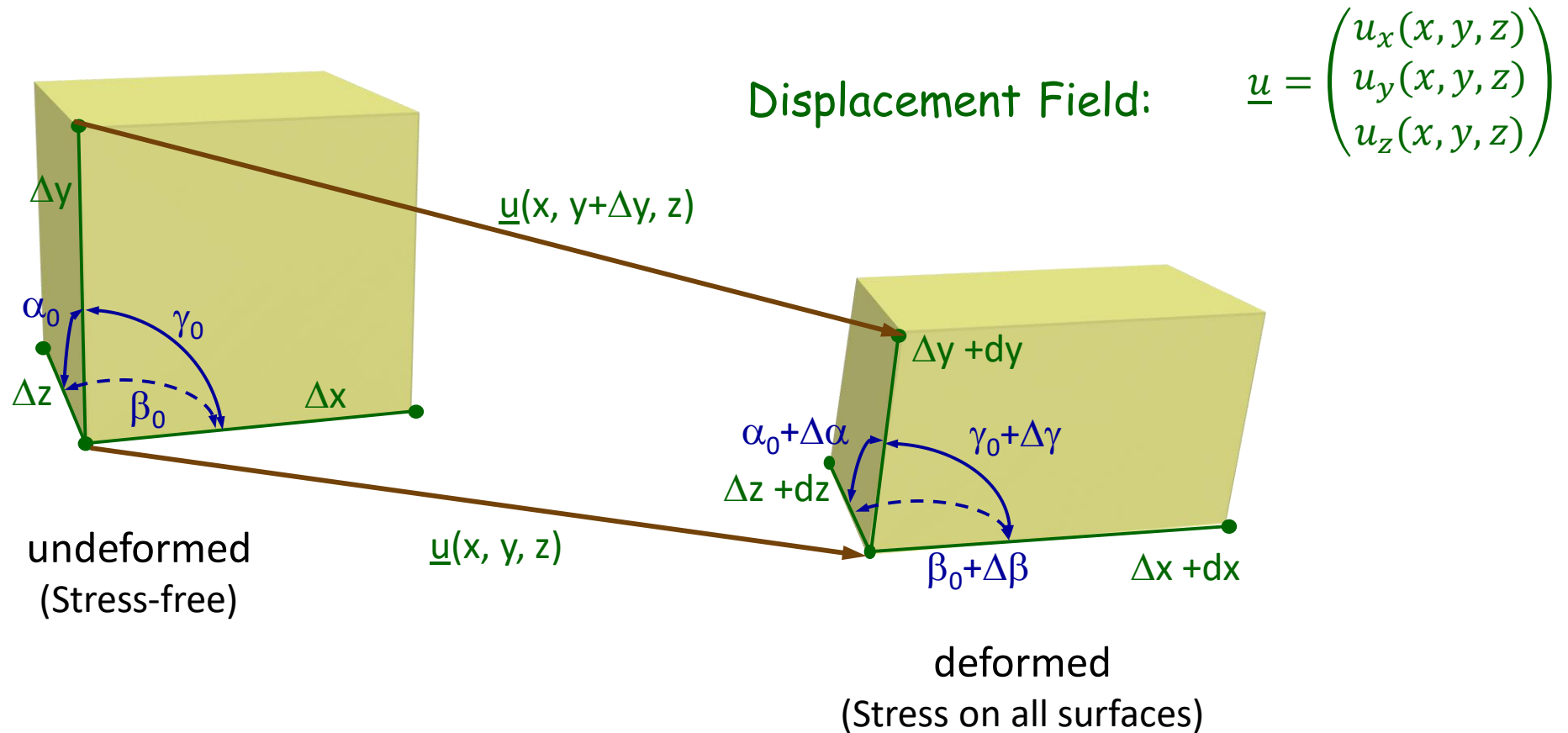
- Global outer elongation
- Local internal expansions

Elongation (change in form)
the fracture callus



Defining the local strain state

Infinitesimal test volume $\Delta V = \Delta x \cdot \Delta y \cdot \Delta z$



Defining the local strain state



$$\varepsilon_{xx} = \lim_{\Delta x \rightarrow 0} \frac{dx}{\Delta x}, \quad \varepsilon_{yy} = \lim_{\Delta y \rightarrow 0} \frac{dy}{\Delta y}, \quad \varepsilon_{zz} = \lim_{\Delta z \rightarrow 0} \frac{dz}{\Delta z}$$

$$\varepsilon_{xy} = \frac{1}{2} \cdot \Delta\gamma, \quad \varepsilon_{xz} = \frac{1}{2} \cdot \Delta\beta, \quad \varepsilon_{yz} = \frac{1}{2} \cdot \Delta\alpha$$

Normal strain based on displacement field u

$$\varepsilon_{xx} = \lim_{\Delta x \rightarrow 0} \frac{dx}{\Delta x} = \lim_{\Delta x \rightarrow 0} \frac{u_x(x + \Delta x) - u_x(x)}{\Delta x} = \frac{\partial u_x}{\partial x} = u_{x,x}$$

Universal definition of normal AND shear strain components

$$\varepsilon_{ij} = \frac{1}{2} (u_{i,j} + u_{j,i}), \quad i, j = \{x, y, z\}$$

$$\varepsilon = \begin{bmatrix} \varepsilon_{xx} & \varepsilon_{xy} & \varepsilon_{xz} \\ \varepsilon_{xy} & \varepsilon_{yy} & \varepsilon_{yz} \\ \varepsilon_{xz} & \varepsilon_{yz} & \varepsilon_{zz} \end{bmatrix}$$

The "strain tensor"

Material Laws

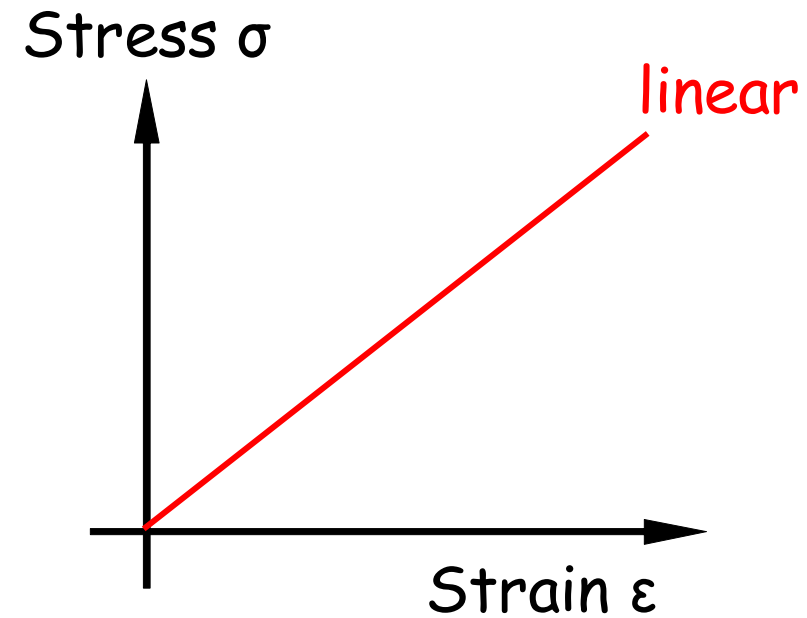
... linking stresses and strains together

Linear Materials Law:

$$\sigma = E \cdot \varepsilon$$

$$\underline{\underline{\sigma}} = \underline{\underline{E}} \cdot \underline{\underline{\varepsilon}}$$

$$\sigma_{ij} = E_{ijkl} \cdot \varepsilon_{kl}$$



- Fully occupied tensor 4th stage for three dimensions 81 parameters (9x9)
- Equality of associated shear stresses (Boltzmann continua) and shear strains 36 parameters (6x6)



$$\underline{\underline{\sigma}} = \underline{\underline{E}} \cdot \underline{\underline{\varepsilon}}$$

- | | |
|---|--------------|
| • Maxwell's reciprocity theorem (Betty's theorem) | 21 parameter |
| • Orthotrop (trabecular bone) | 9 parameter |
| • Transverse Isotropic (cortical bone) | 5 parameter |
| • isotropic | 2 parameter |

$$\begin{bmatrix} \sigma_{xx} \\ \sigma_{yy} \\ \sigma_{zz} \\ \tau_{xy} \\ \tau_{yz} \\ \tau_{zx} \end{bmatrix} = \frac{E}{(1+\nu) \cdot (1-2\nu)} \cdot \begin{bmatrix} (1-\nu) & \nu & \nu & 0 & 0 & 0 \\ & (1-\nu) & \nu & 0 & 0 & 0 \\ & & (1-\nu) & 0 & 0 & 0 \\ & & & \frac{(1-2\nu)}{2} & 0 & 0 \\ & & & & \frac{(1-2\nu)}{2} & 0 \\ & & & & & \frac{(1-2\nu)}{2} \end{bmatrix} \cdot \begin{bmatrix} \varepsilon_{xx} \\ \varepsilon_{yy} \\ \varepsilon_{zz} \\ \gamma_{xy} \\ \gamma_{yz} \\ \gamma_{zx} \end{bmatrix}$$

sym

E - elasticity modulus [Young's modulus]

ν - Poisson's ratio (0 ... 0.3 ... 0.5)

to Remember:

A linear-elastic, isotropic material behavior is two Material parameters in:

eg: E and ν

A general anisotropic material law 21 has material parameters.

Two from:

E - modulus of elasticity, Modulus of elasticity [Young's modulus]

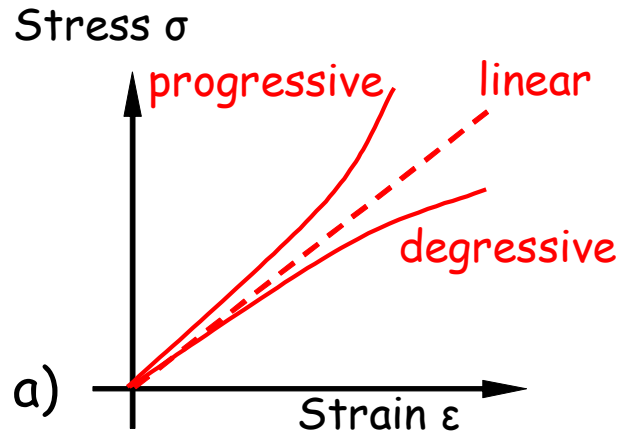
ν - Poisson's ratio [Poisson's ratio] (0 ... 0.3 ... 0.5)

G - shear modulus [Shear modulus]

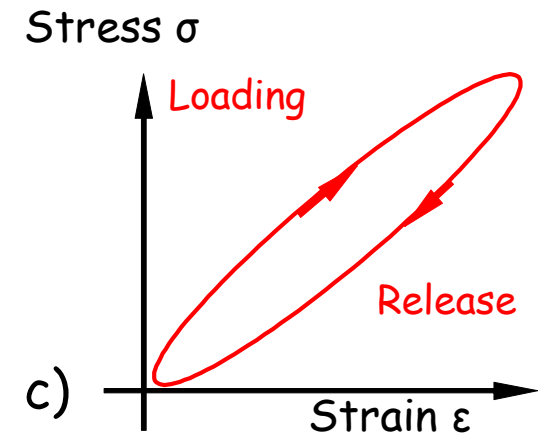
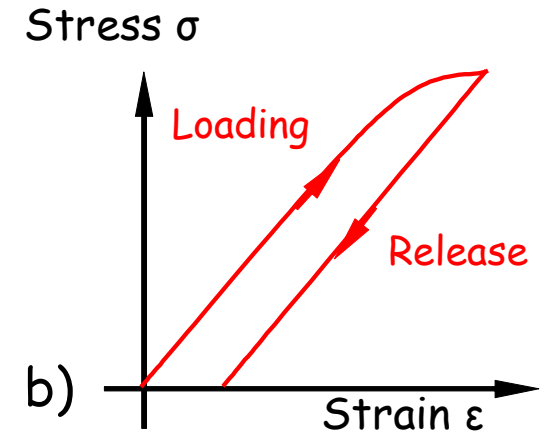
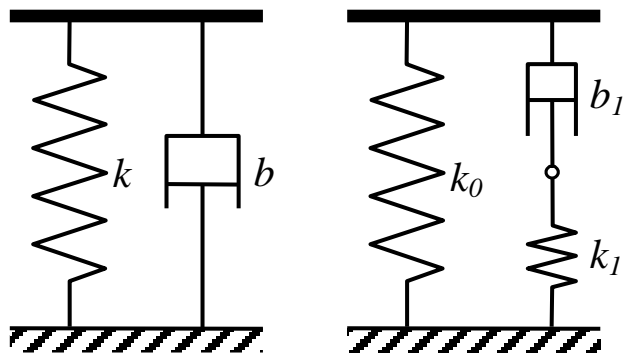
K - bulk modulus [Bulk modulus]

μ, λ - Lamé constants [Lamé Constant]

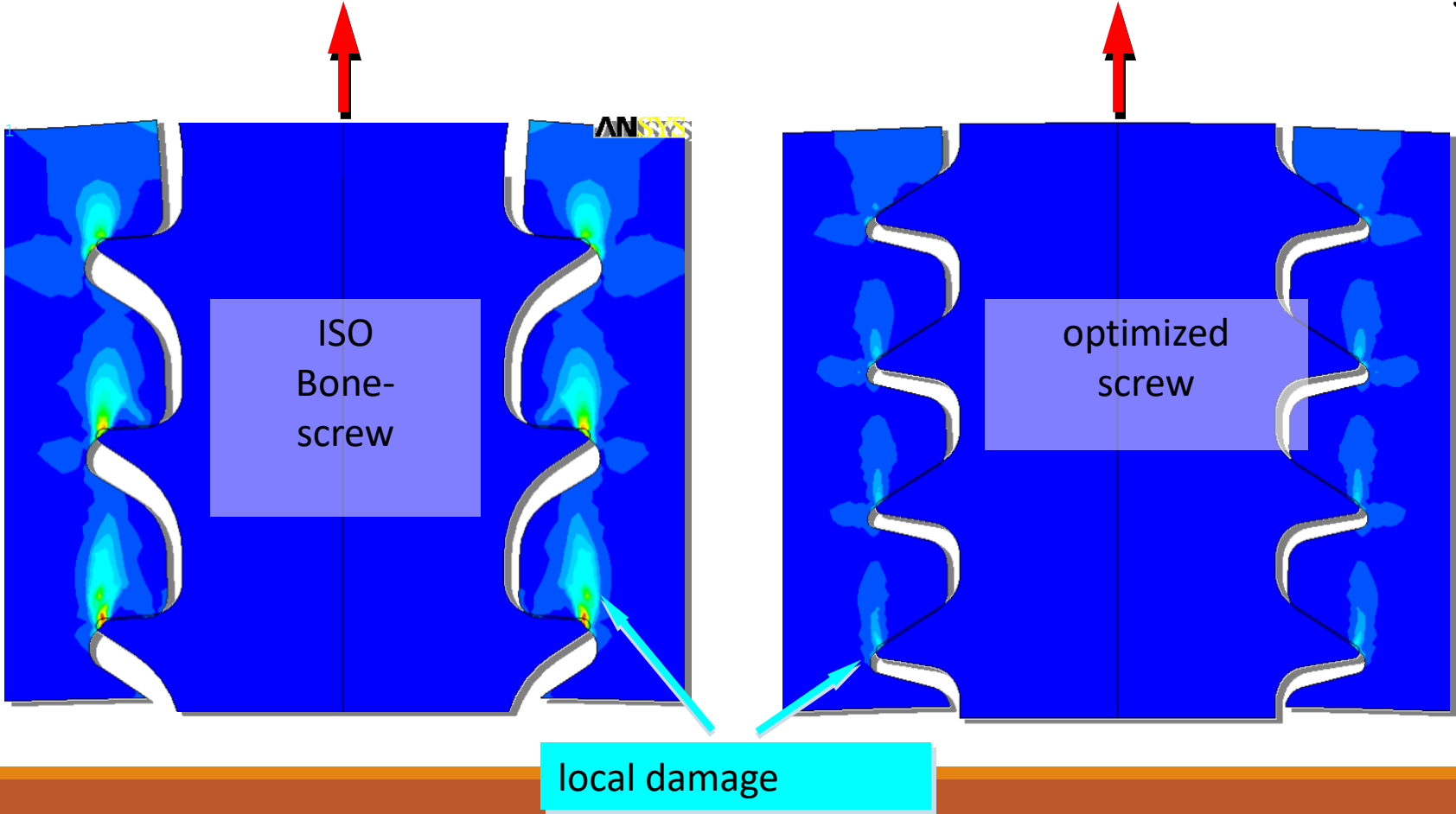
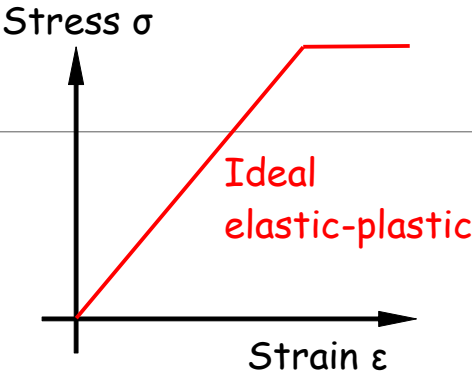
Complex Material Laws:



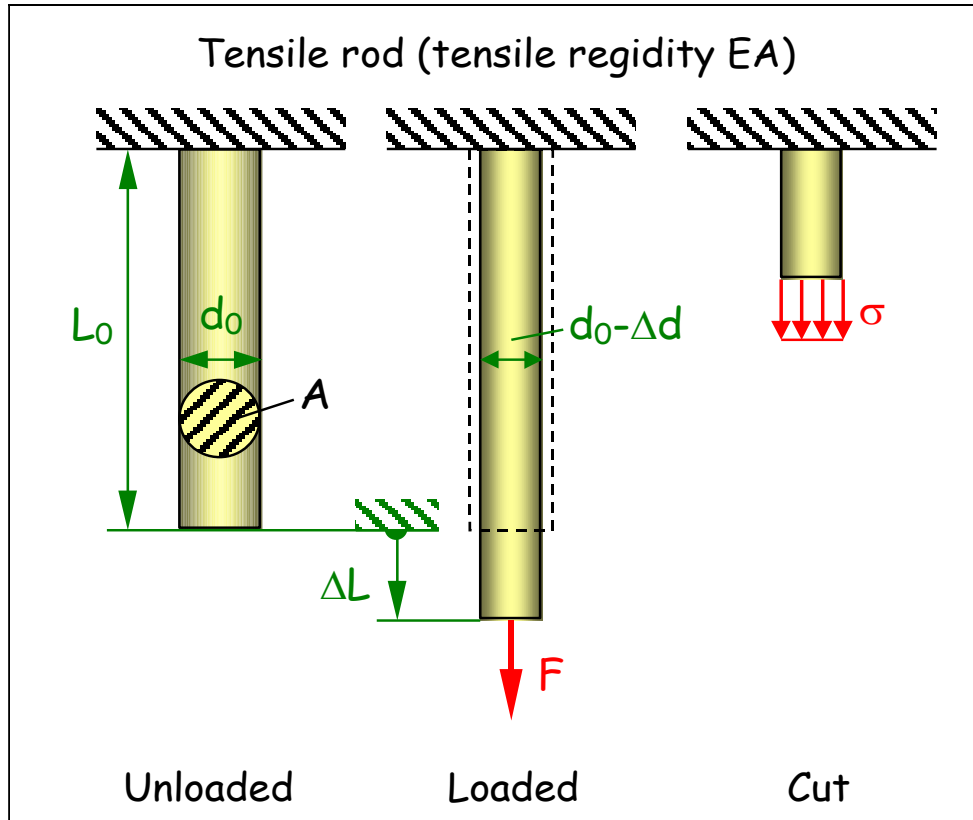
- Nonlinearly
- Non-elastic
- anisotropic
- Viscoelastic, type: internal damping
- Viscoelastic, type: memory effect



Plastic Strains



Simple load cases: 1. Tension and Compression



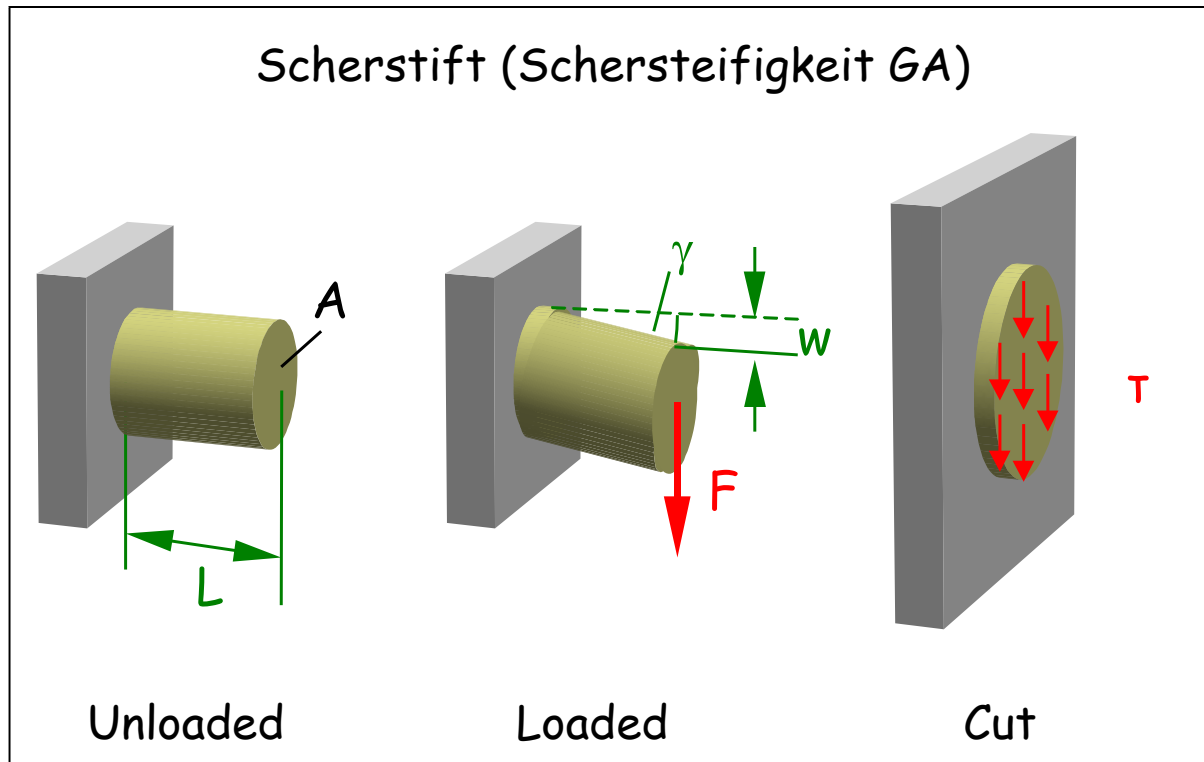
Global behavior, stiffness

$$F = \frac{EA}{L_0} \Delta L, \quad k = \frac{EA}{L_0}$$

Stresses in transverse cut

$$\sigma = \frac{F}{A}$$

2. Shear



Global behavior, stiffness

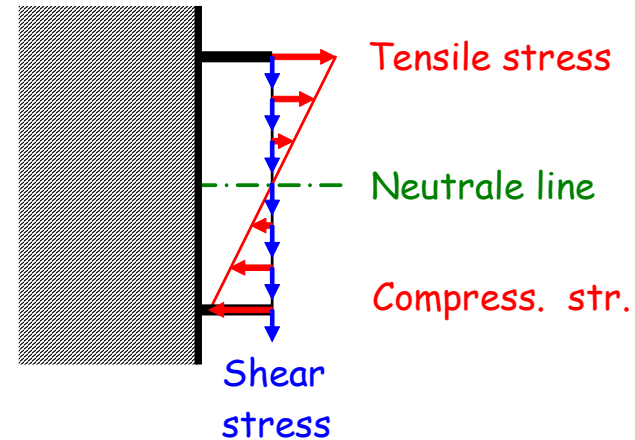
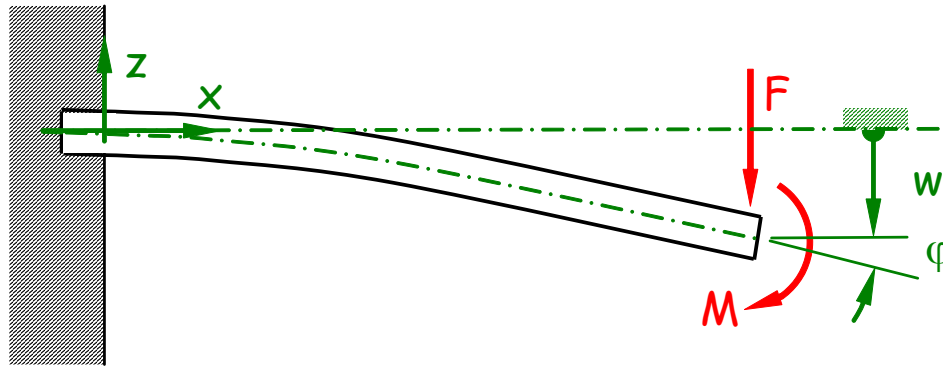
$$F = \frac{GA}{L} w, \quad k = \frac{GA}{L}$$

Stresses in transverse cut

$$\tau = \frac{F}{A}$$

3. Bending (cantilever)

Cantilever (bending stiffness EI_a , Length L) section



Global behavior, compliance

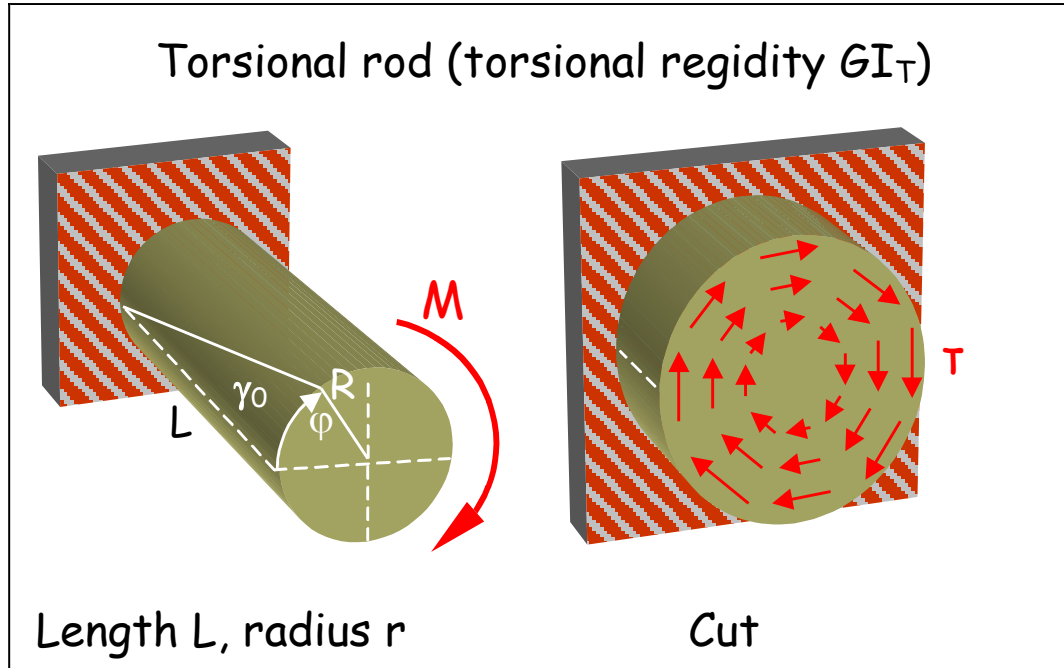
$$w = \frac{L^3}{3EI_a} F + \frac{L^2}{2EI_a} M,$$

$$\varphi = \frac{L^2}{2EI_a} F + \frac{L}{EI_a} M.$$

Local stress in transverse cut:
(normal stress)

$$\sigma_{xx}(x, z) = \frac{M + F(x-l)}{I_a} z$$

4. Torsion



Global behavior, stiffness

$$M = \frac{GI_T}{L} \phi, \quad c = \frac{GI_T}{L}$$

Stresses in transverse cut

$$\tau = \frac{M}{I_T} \rho$$

$\rho = \text{Distance from Center}$

to Remember:

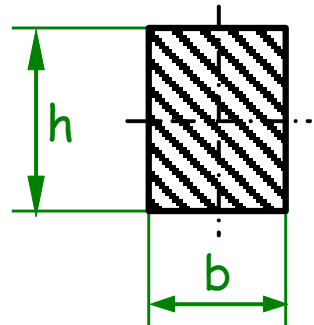
The bones has a favorable (material saving) shape in torsional and bending stresses.

2nd Moment of Area (Formerly "Moment of inertia") [Second Moment of Area]

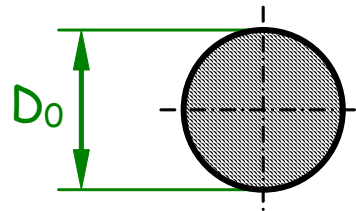
$$I_{yy} := \int_A r_z^2 dA$$



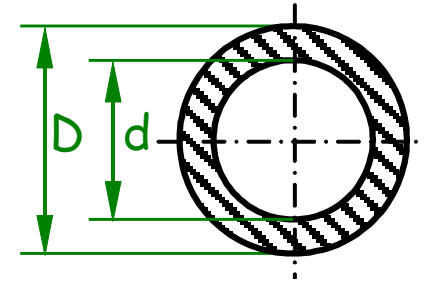
Rectangle:



Full circle:



Pipe:



Axial Second moment of area (bending)

$$I_a = \frac{b \cdot h^3}{12}$$

$$I_a = \frac{\pi}{64} D_0^4$$

$$I_a = \frac{\pi}{64} (D^4 - d^4)$$

Polar moment of area of the second degree (torsion)

$$I_T = I_P = \frac{\pi}{32} D_0^4$$

$$I_T = I_p = \frac{\pi}{32} (D^4 - d^4)$$

Kinematics and Dynamics

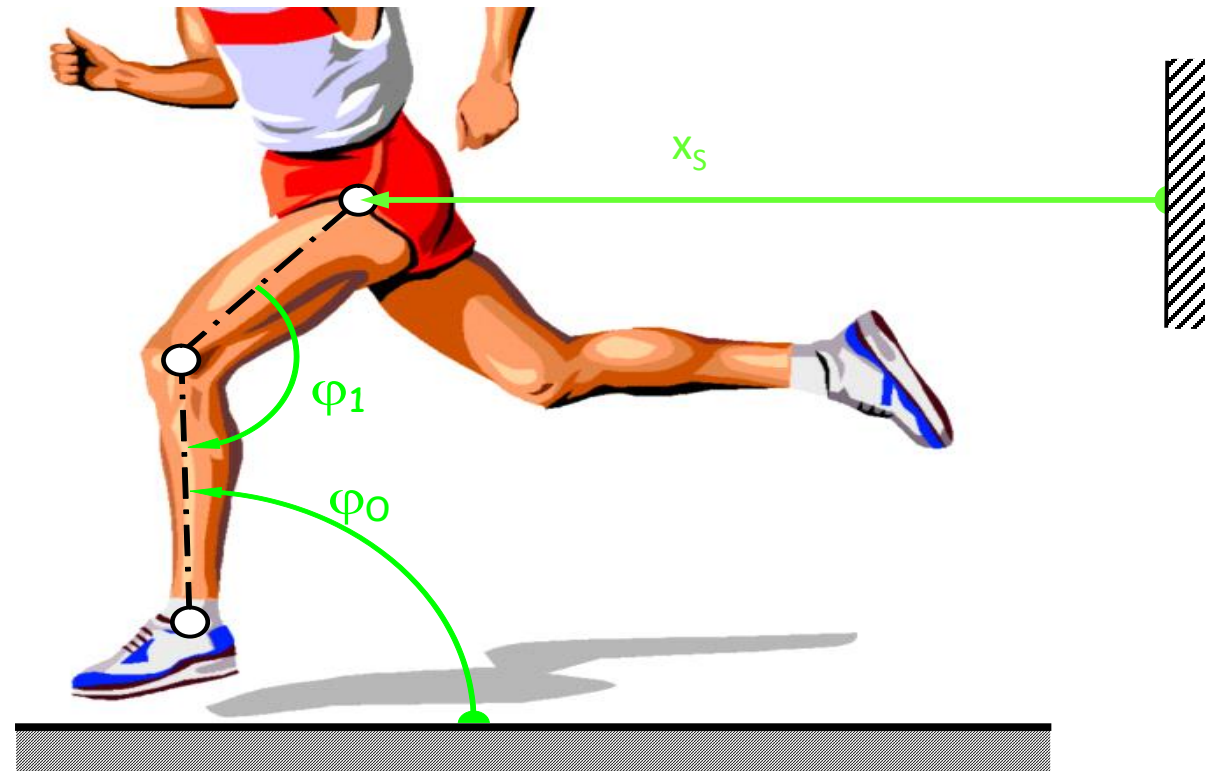
Kinematics

- Describes and analyzes movements without considering forces.
- For rigid bodies a finite amount of coordinates satisfy a description.
- Coordinates describe the position of the body at any time.
- In biomechanics: *Gait analysis, joint kinematics,*

to Remember:

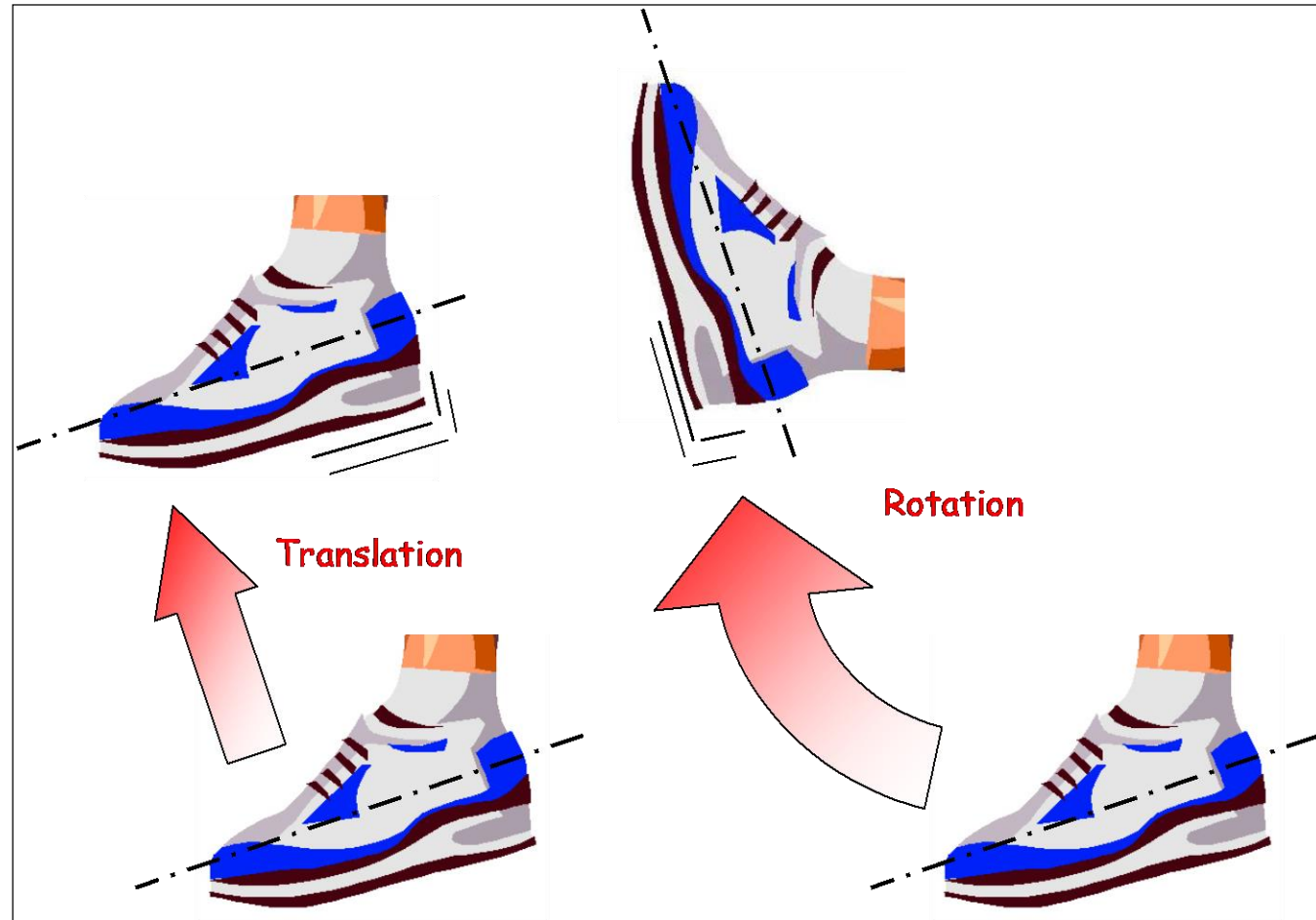
Kinematics = time-varying geometry

Coordinates



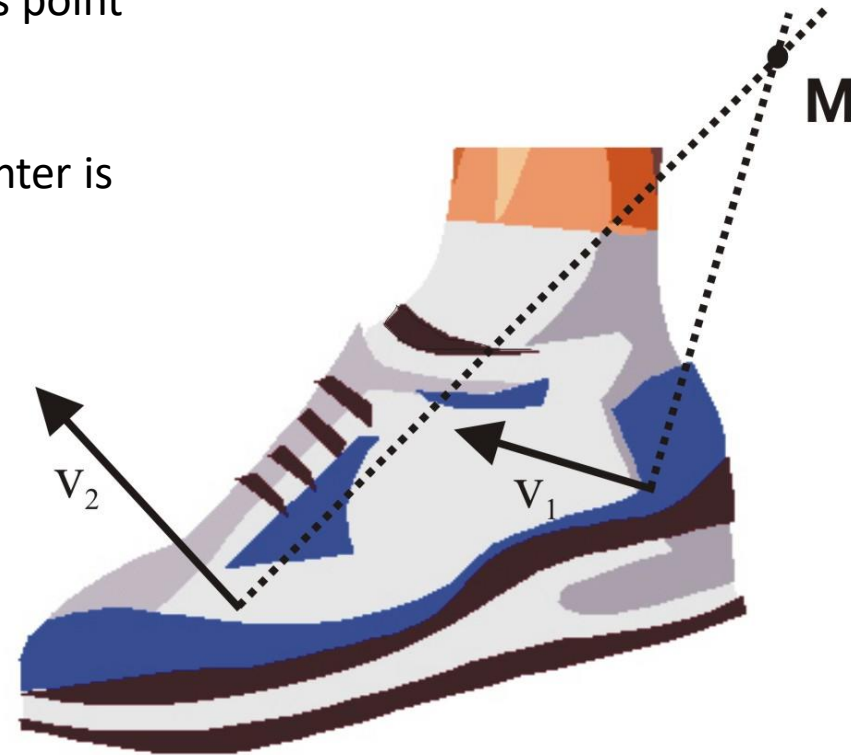
- Translationally vs. rotatory
- Absolutely vs. relative

Types of movement: translation, rotation



Instantaneous / Current axis of rotation

- Body Fixed point of the moment has no speed.
- The body rotates instantaneously around this point (about the axis).
- In a pure translation of the instantaneous center is located at infinity.



Example of use for instantaneous center

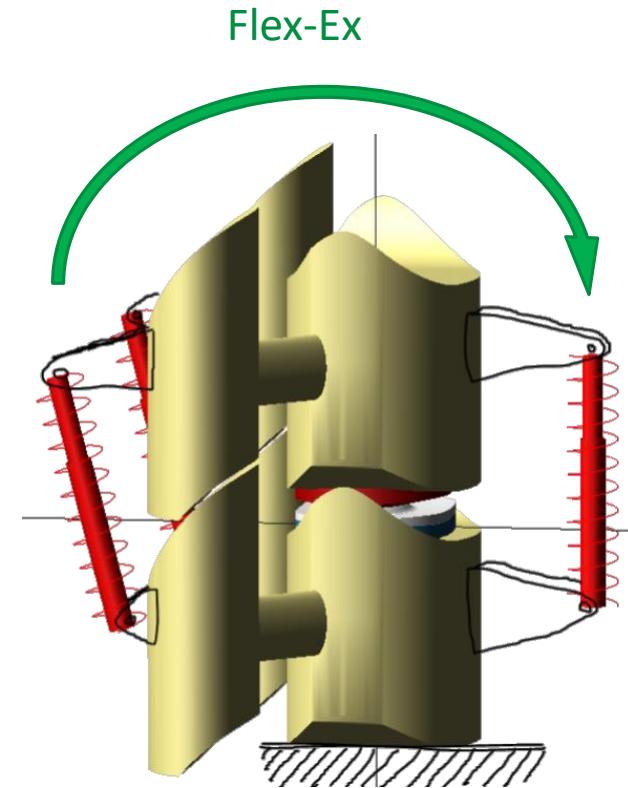
Kinematic MBS model of C5-C6

Vertebral segment with spinal disc implant

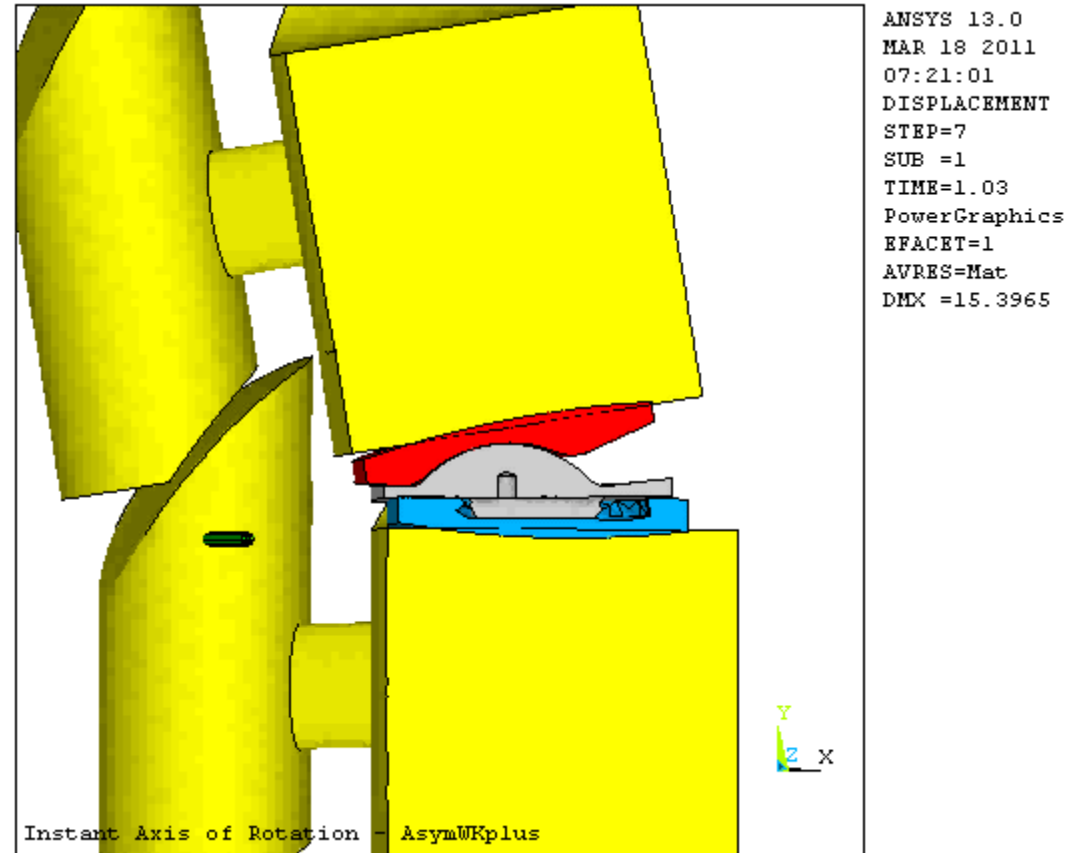
- 3D, idealized geometry
- Intervertebral disc implant
- Belts with tensile forces
- forced Flex-Ex-motion

→ Calculating the instantaneous axis of rotation

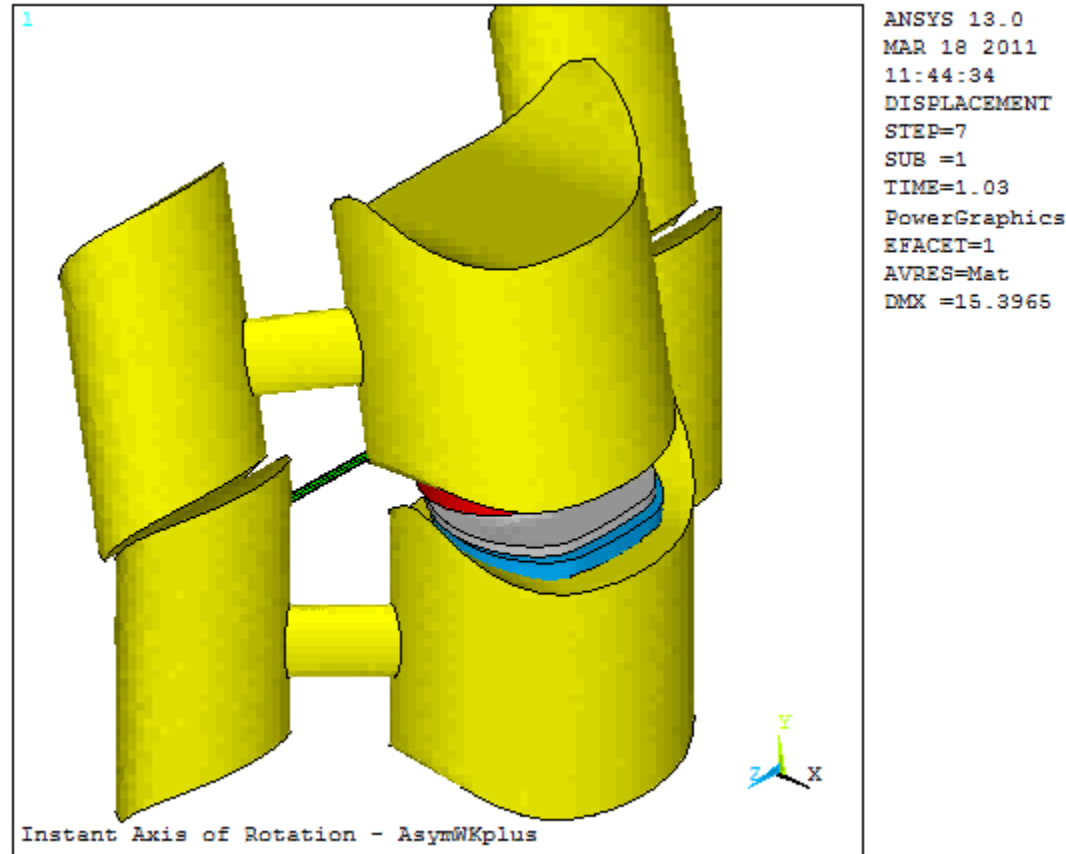
→ **Aim:** Implant is possible
physiological kinematics show
So for example, the unbalanced situation
the instantaneous axis of rotation below
allow the disc center.



Example of use for instantaneous center

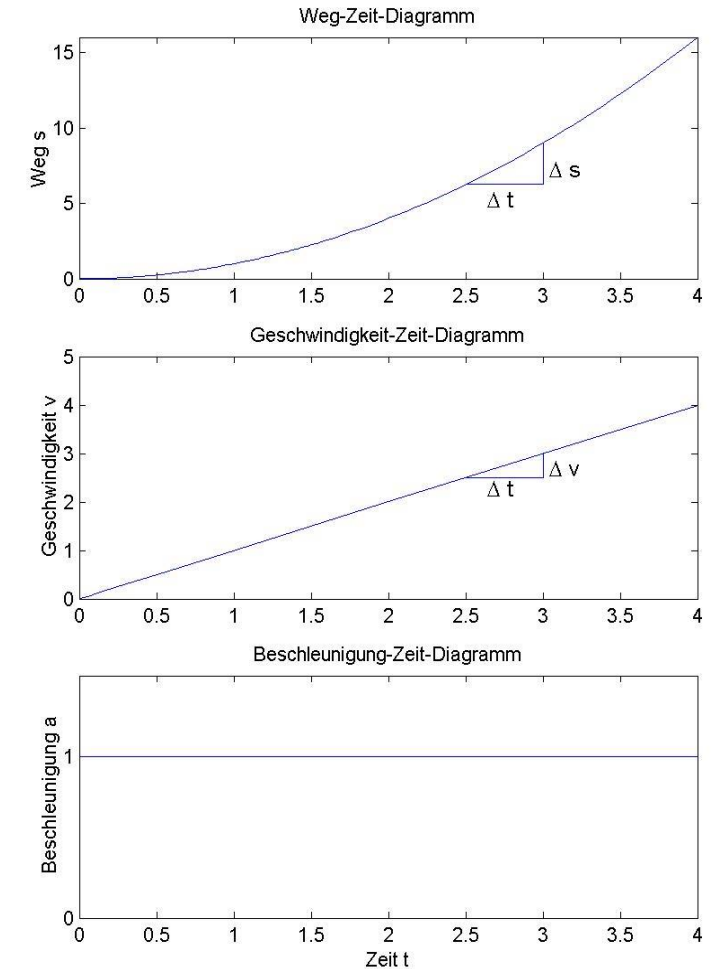


Example of use for instantaneous center



Distance, speed, acceleration

Translation	Path: distance between <u>two</u> Points.	x	m
	Speed: The change of the way in time.	$v = \dot{x}$	$\frac{\text{m}}{\text{sec}}$
	Acceleration: The change of velocity with time (magnitude and / or direction).	$a = \dot{v}$	$\frac{\text{m}}{\text{sec}^2}$
rotation	Angle: inclination between <u>two</u> Axes.	φ	Grad
	Angular velocity: The change of angle with time.	$\omega = \dot{\varphi}$	$\frac{\text{Grad}}{\text{sec}}$
	Angular acceleration: The change of anglespeed with time.	$\alpha = \dot{\omega}$	$\frac{\text{Grad}}{\text{sec}^2}$



Dynamics

- Interaction between movement and forces.
- *damping, friction . inertial forces,*

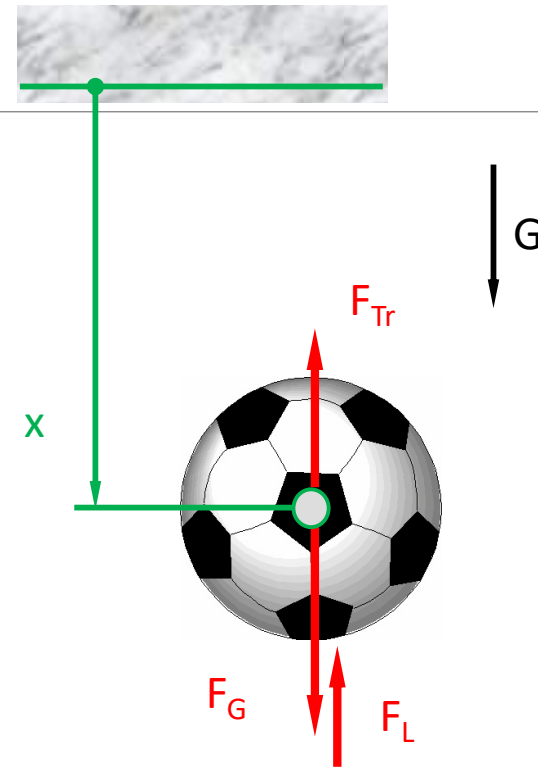
d'Alembert principle:

- Inertial forces and moments just like other external forces and moments treat. Enter the FKB.
- **dynamic equilibrium** just use as static equilibrium.

$$\sum F_{i,x} = 0$$

$$-F_{Tr} - F_L + F_G = 0$$

$$m\ddot{x} - F_L + mg = 0 \quad \Rightarrow \quad \ddot{x} = g - \frac{F_L}{m}(\dot{x})$$



Example: "Falling Football"
with force of gravity, air resistance
was powerful and inertial force

Energy E

unit: Joule

$$J = N \cdot m$$

Kinetic energy:

$$E_{kin} = \frac{1}{2} \cdot m \cdot v^2$$

Potential energy:

$$E_{pot} = m \cdot g \cdot h \quad \text{potential energy}$$

$$E_{pot} = \frac{1}{2} \cdot k \cdot x^2 \quad \text{spring energy}$$

to Remember:

Energy is conserved.

Work W

- changes the energy content of systems.
- Forces can perform mechanical work when the force application point moves in the direction of the force.
- At constant force then:

Remember to:

Work = force times distance

unit (Such as energy): Joule

$$\mathbf{J = N \cdot m}$$

Example lifting work:

$$W_{Hub} = F_G \cdot h$$

Example frictional work:

$$W_{Reib} = -F_R \cdot s$$

Power P

to Remember:

Power = energy per second

unit: Watt

$$W = \frac{J}{\text{sec}} = \frac{N \cdot m}{\text{sec}}$$

Literature

For technical mechanics:

Dankert, H. and Dankert, J. "Engineering Mechanics - computer assistance".

Very good textbook

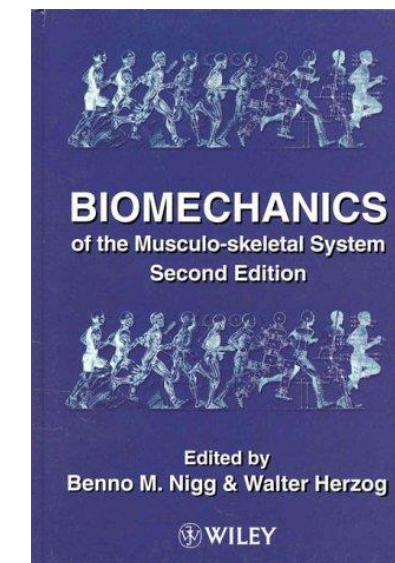
Kessel, S. and Fröhling, D. "Engineering Mechanics / Technical Mechanics"

German-English technical terms in context.

The kinetics and kinematics of the musculoskeletal system:

Nigg, BM and Herzog, W. "Biomechanics of the musculo-skeletal system"

Well, focus: Measurement and Modeling of the aisle.

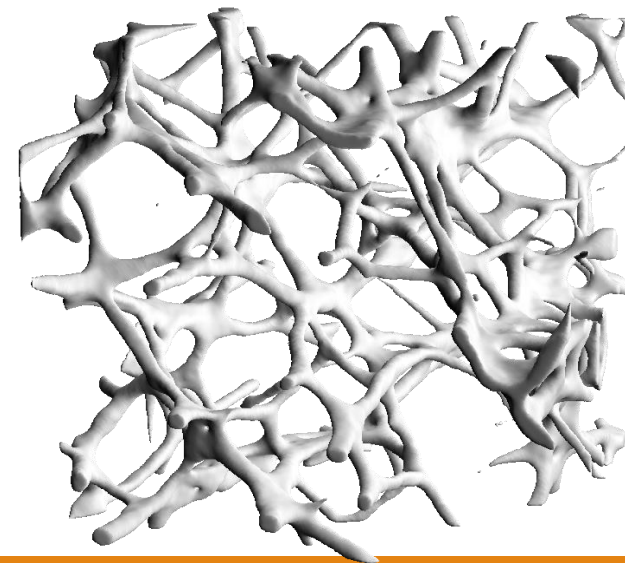
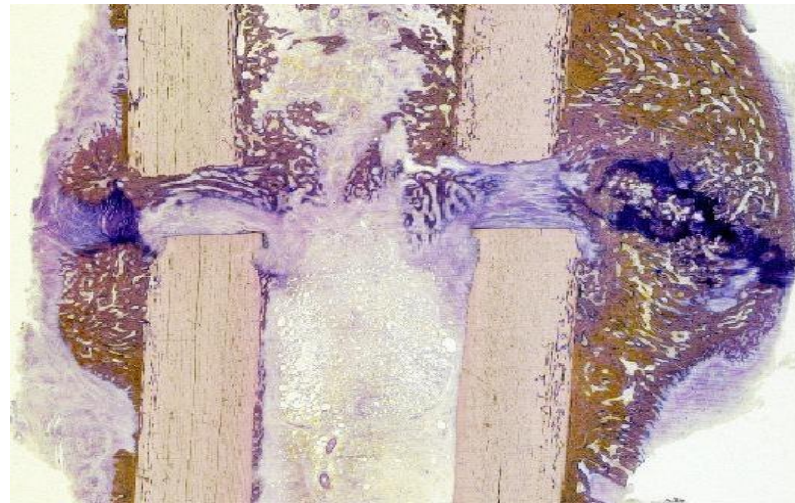
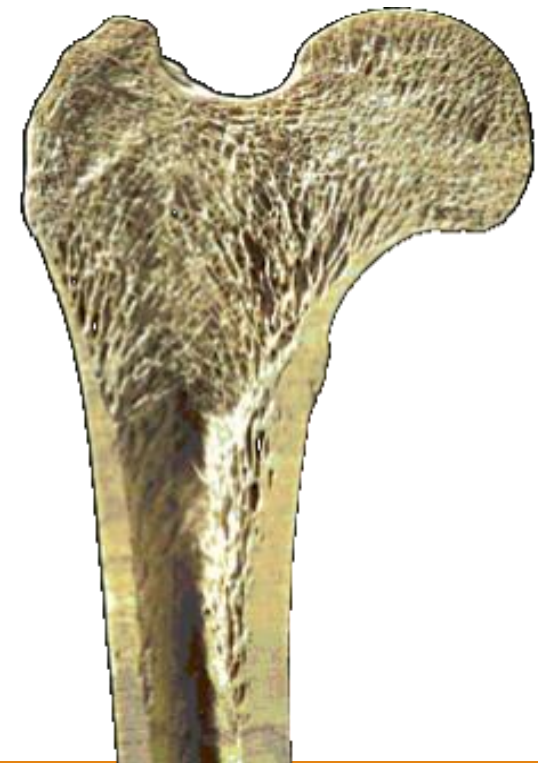


Biomechanical Principles

The Bone Structure

M.Sc. Lucas Engelhardt

UZWR



The overriding principle:

Roux (1895) and Wolff (1892):
"Functional adaptation"

Pauwels (1965):

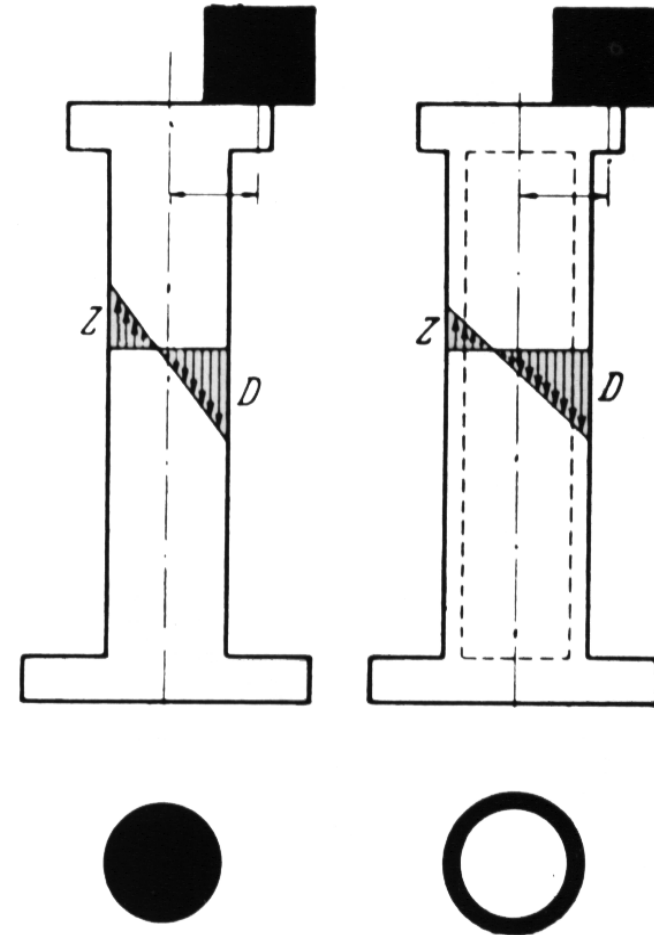
"Minimum-maximum principle"

With minimal amount of material (energy) a
achieve maximum rigidity and strength

Principle: Bones

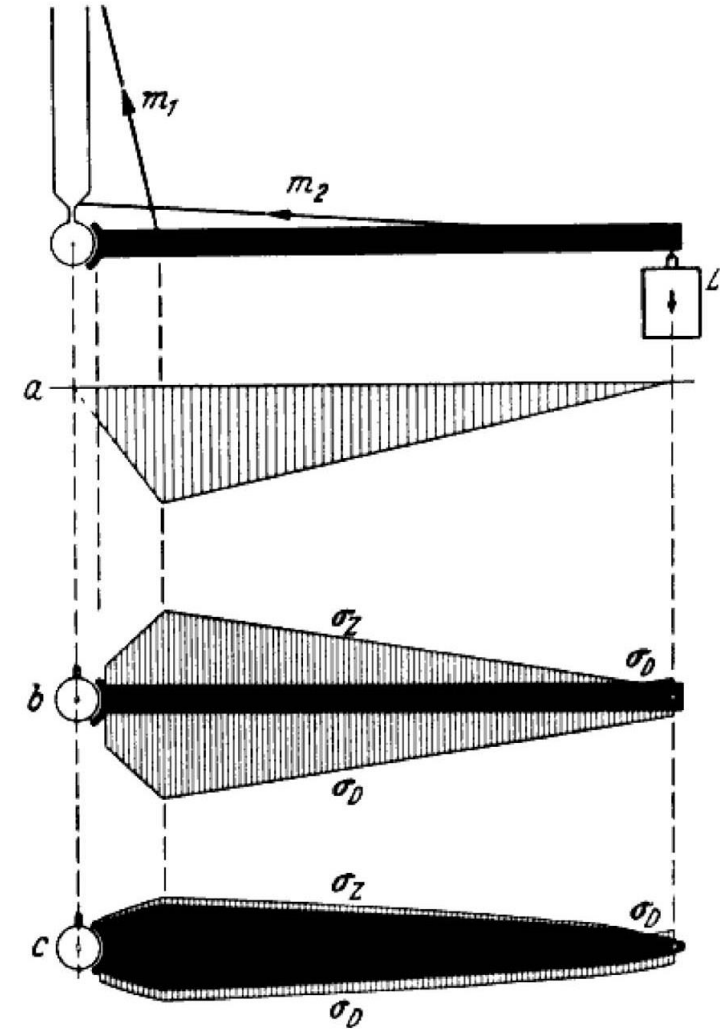


In bending and torsion tube (ie same mass) stiffer and stronger than a full circle with the same surface area. See axial and polar moments of area

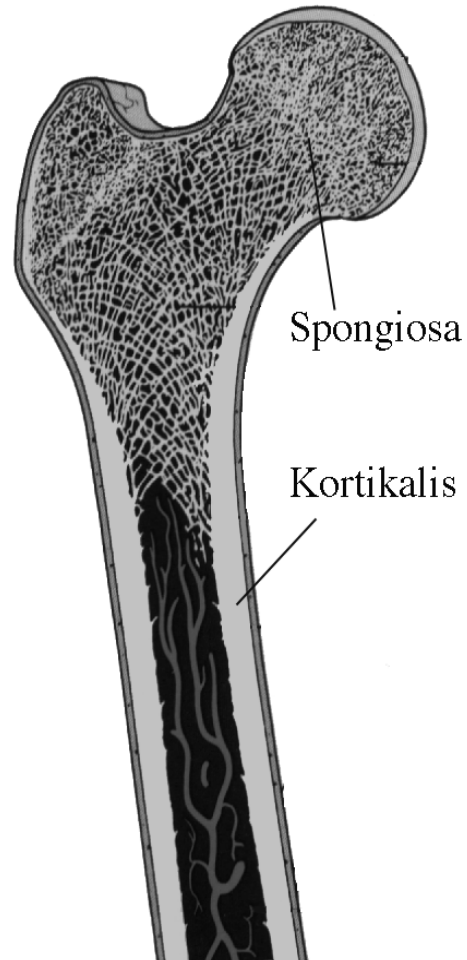


Principle: Adapted cross-sectional profile

→
Bone cross-section adapted to bending moment.

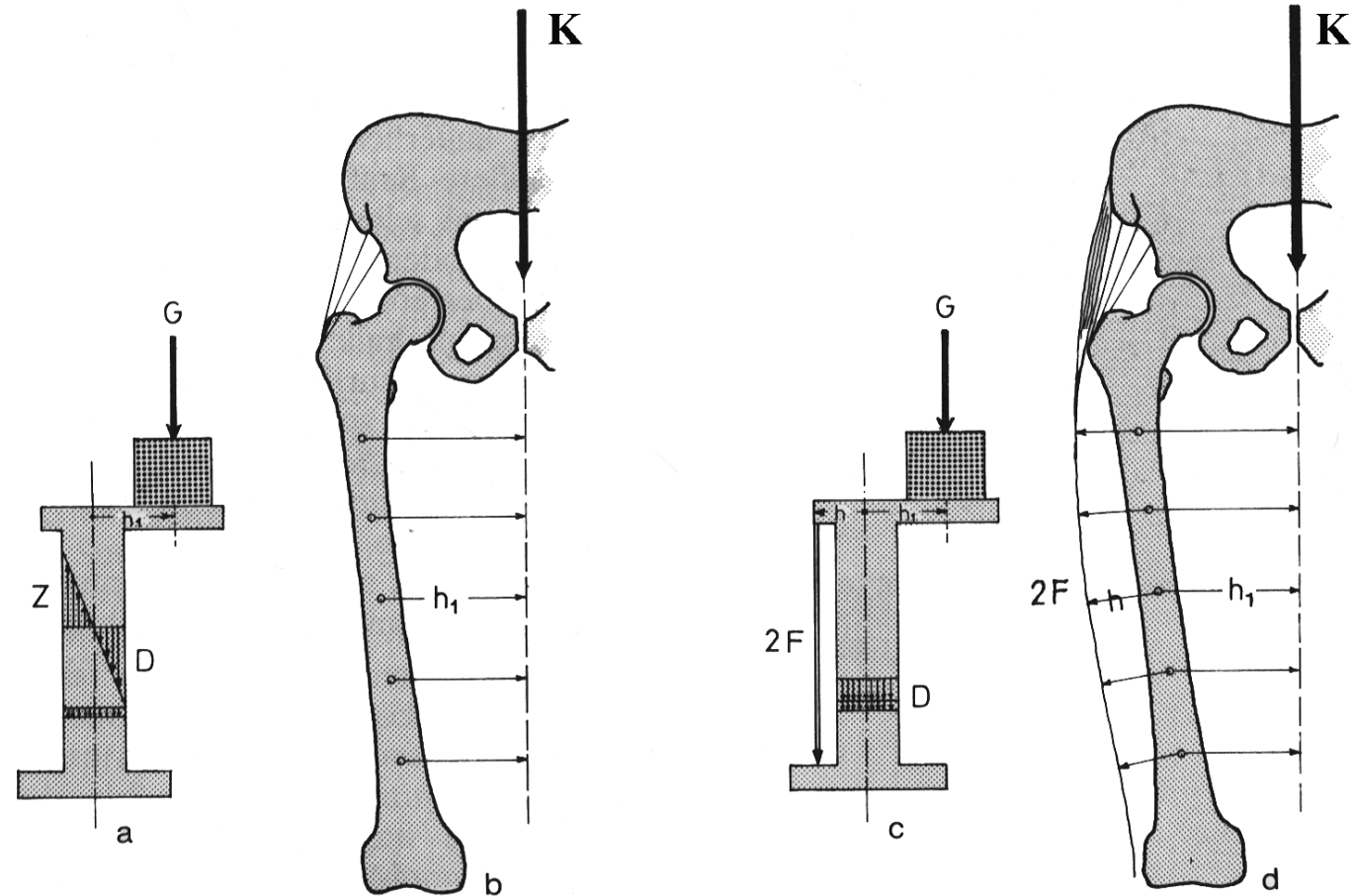


Principle: Cancellous bone



→ cartilage requires large area. epiphyseal have larger diameter than diaphysis. Compact bone would be waste of material here. See. Lightweight principle "sandwich board".

Principle: Tension band

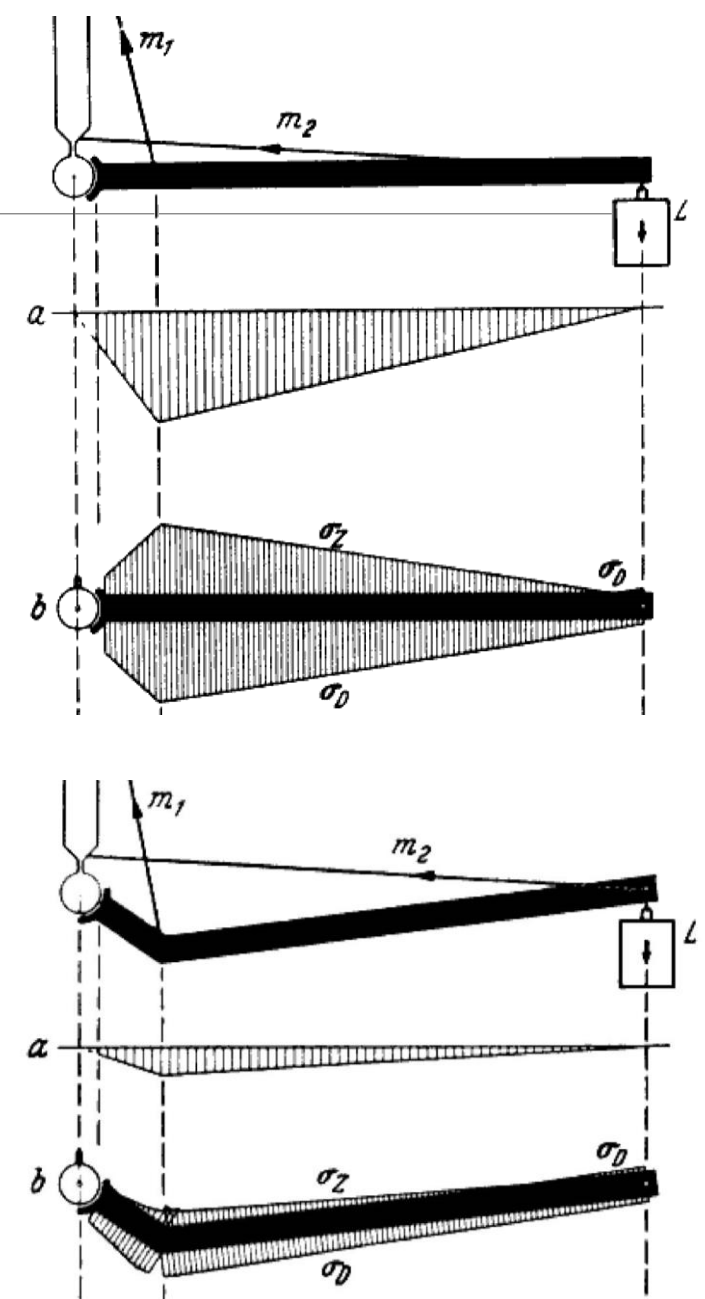


→ bones "like" no tensile stresses! Train is therefore partially (tapestract illio-tibial) accepted. See. Prestressed concrete.

Principle: stem curvature



Bone axis is partially tilted so that bone is mainly loaded in compression, rather than bending. As a result, especially the tensile stresses are reduced.



Questions and Feedback

