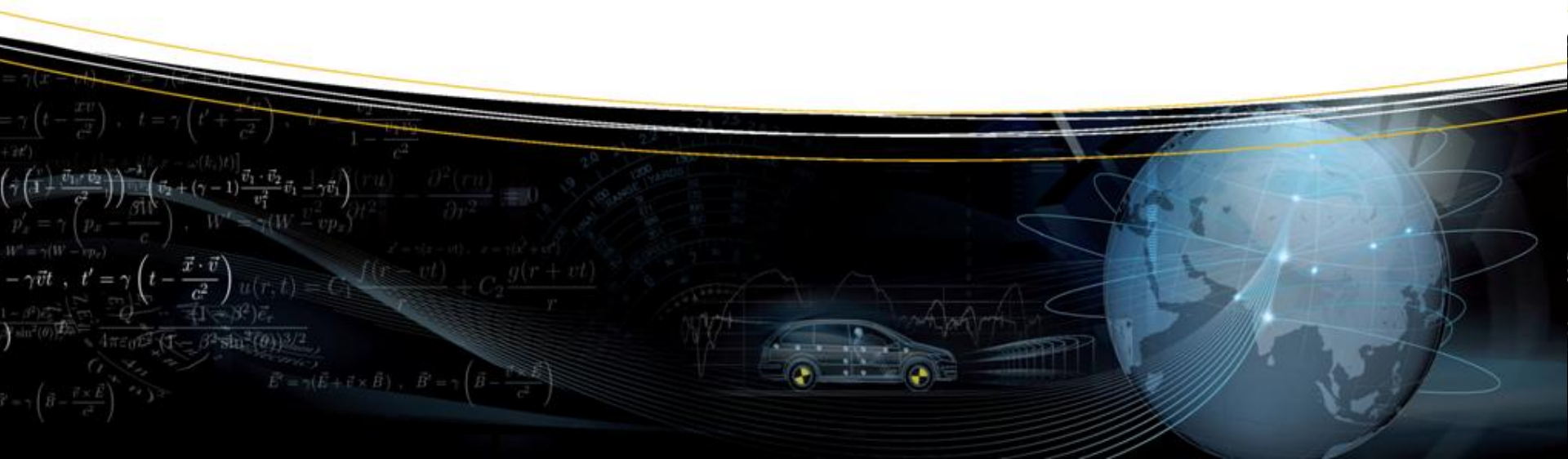


**Beyond Safe**  
Bringing physics into models

**TNO** innovation  
for life

## Effect of seating height in side impact

gtr Pole Side Impact, Washington 2012, 20-21 september  
commissioned and presented by NL - MOT - RDW



# Step 1: Comparison WorldSID - Human

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## Objective:

- Compare the response of the WorldSID to human responses
- By means of simulations of Wayne State University (WSU) tests at 6.7 and 9.1 m/s with MADYMO (facet) WorldSID model and MADYMO (facet) Active Human Model (used in passive state, since it are PMHS tests)

$$\vec{x}' = \vec{x} + \frac{(\gamma - 1)(\vec{x} \cdot \vec{v})\vec{v}}{|\vec{v}|^2} - \gamma \vec{v}, \quad t' = \gamma \left( t - \frac{\vec{v} \cdot \vec{x}}{c^2} \right)$$
$$u(r, t) = \frac{\hat{u}}{\sqrt{r}} \cos(k(r \pm vt))$$

# Development of Active Human Model

Second step: Predict passive as well as active behaviour

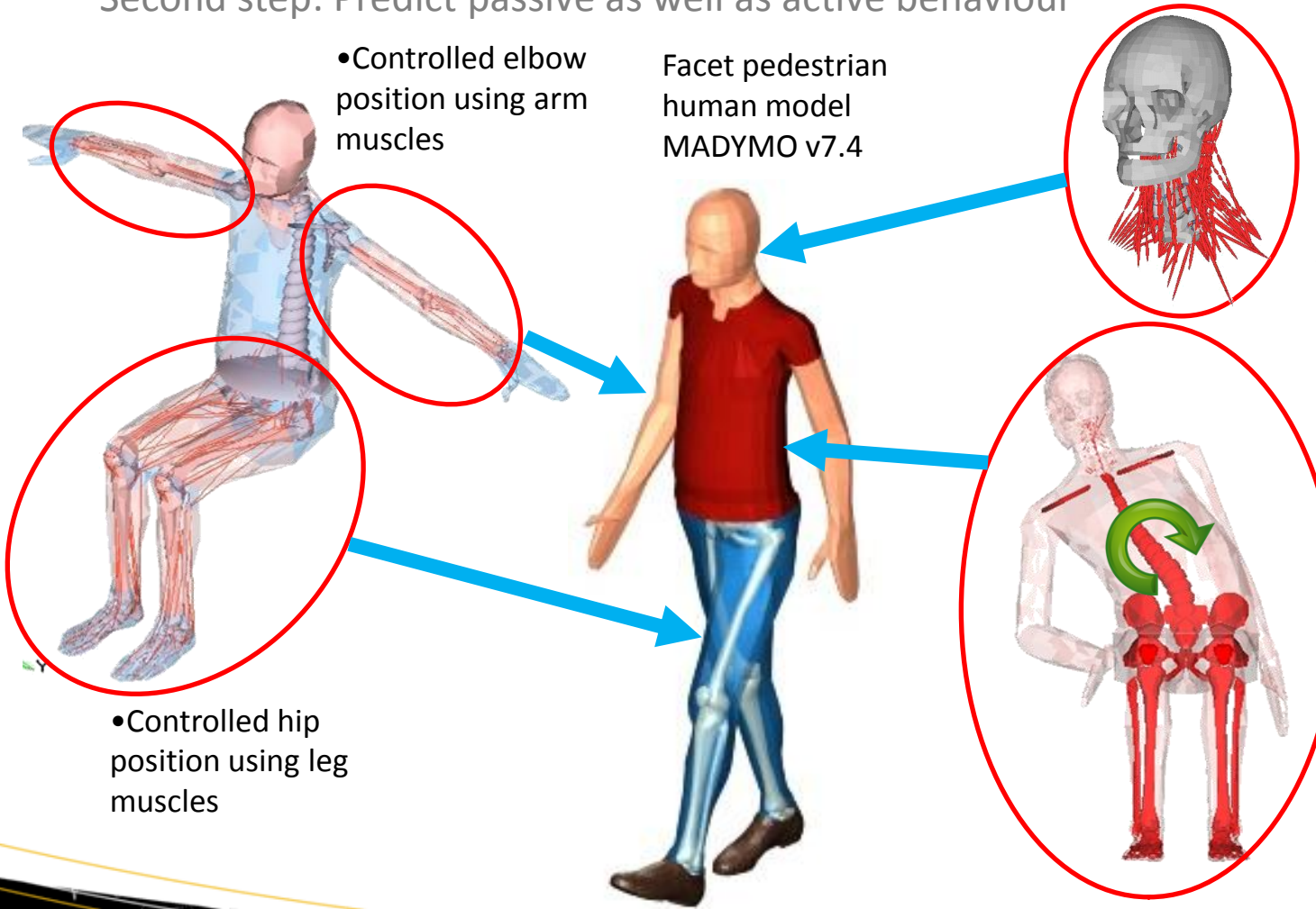
•Controlled elbow position using arm muscles

Facet pedestrian human model  
MADYMO v7.4

•Controlled head position using neck muscles + balanced muscle recruitment (based on Nemirovsky & van Rooij 2010)

•Controlled spine position using actuators (based on Cappon et al. 2007)

•Controlled hip position using leg muscles



$$\vec{x}' = \vec{x} + \frac{(\gamma - 1)(\vec{x} \cdot \vec{v})\vec{v}}{|\vec{v}|^2} - \gamma \vec{v}, \quad \gamma = \frac{1}{\sqrt{1 - \beta^2}}$$
$$u(r, t) = \frac{\hat{u}}{\sqrt{r}} \cos(k(r \pm vt))$$

# Capabilities of Active Human Model

- Newly released MADYMO 50%ile male Active Human Model
  - Simulates pedestrian as well as occupant impacts
  - Simulates only passive or passive + active (=live) behaviour
  - Simulates stabilising behaviour in seating position automatically
- ‘Active’ via the usage of controlled activated:
  - Muscles in neck / arms / legs to stabilise head / elbows / hips
  - Actuators on vertebral joints to stabilise spine
  - For neck muscles co-contraction can be defined (= the simultaneous tension of all muscles without giving any resultant torques, in reality co-contraction is always there in some extent)
- AHM can be set to 2 different states:
  - ‘Live’: the human is stabilising to its initial position or user defined position
  - ‘Passive’: no stabilisation takes place and the human behaves as a post mortem human subject



WSU test :  $v = 6.7 \text{ m/s}$

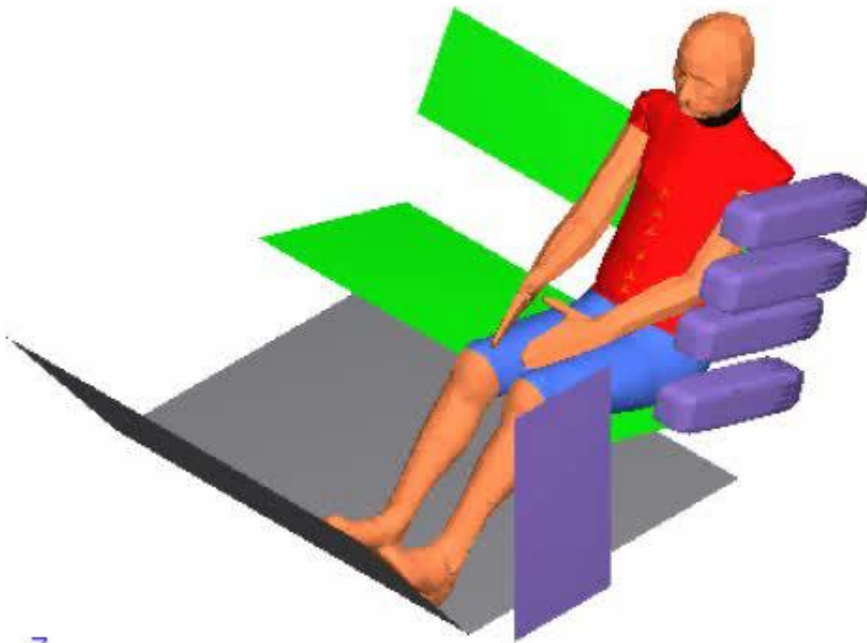
Pane 1

0 ms

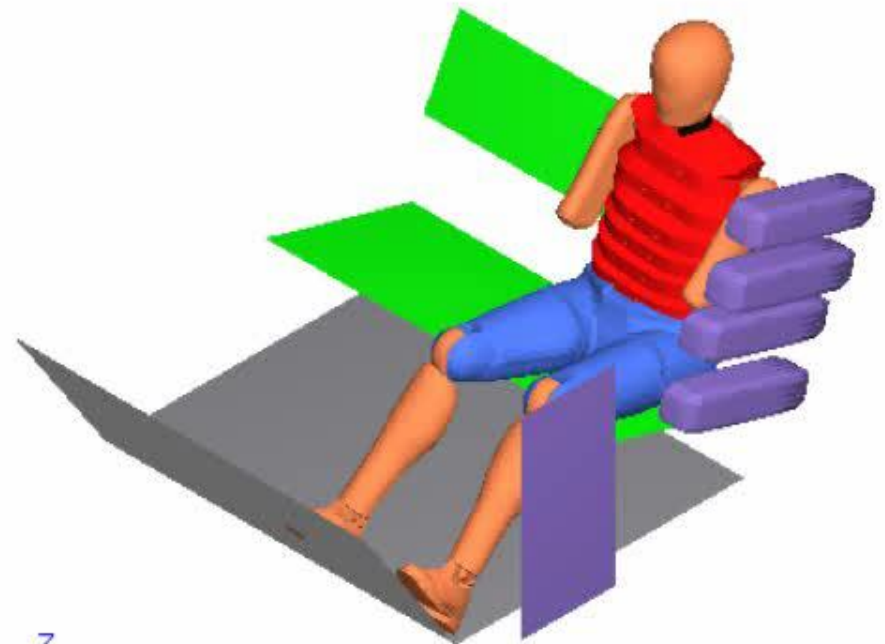
Pane 2

0 ms

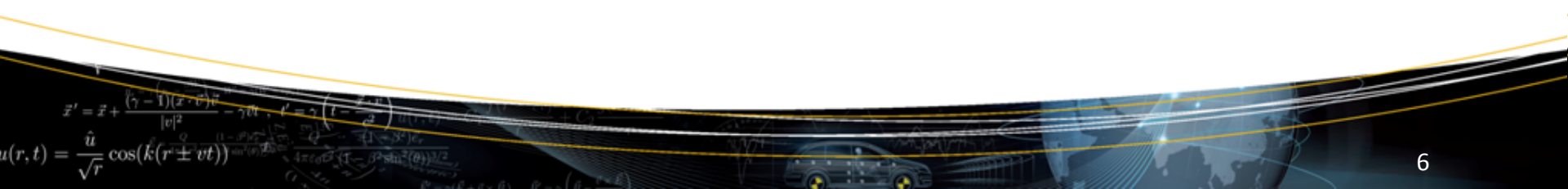
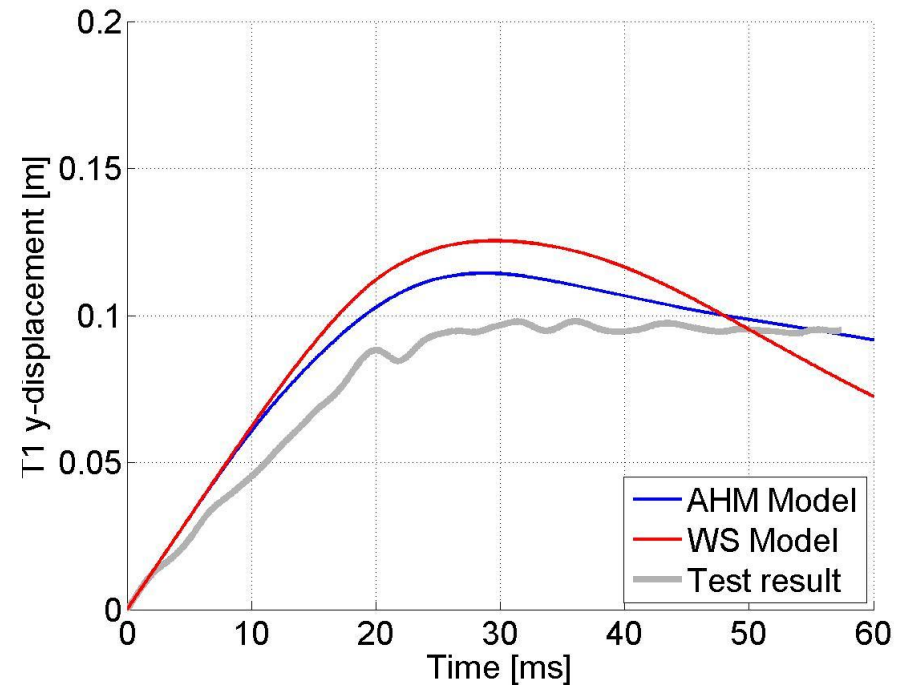
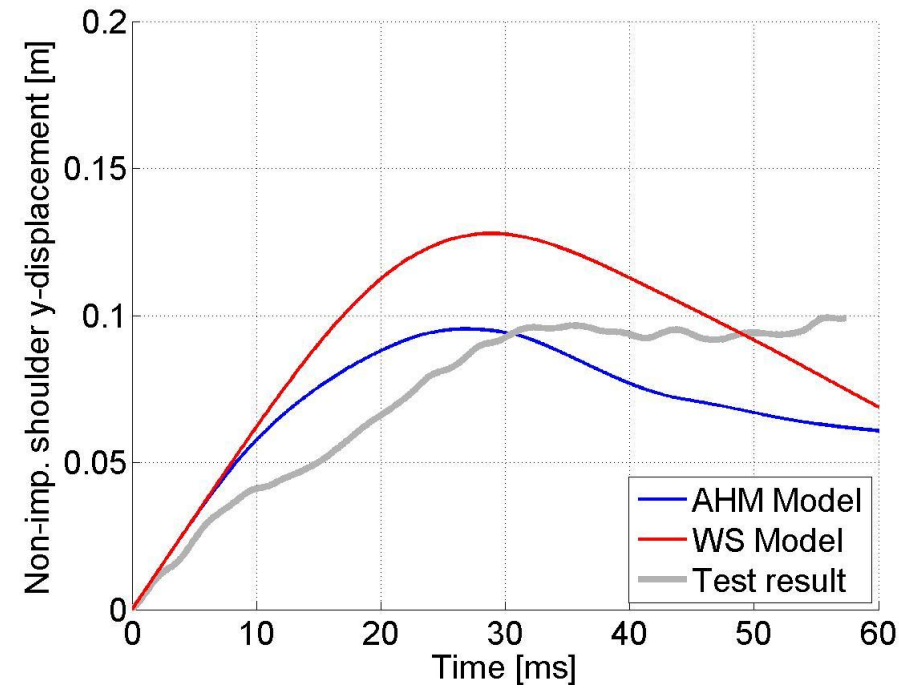
**Active Human Model**

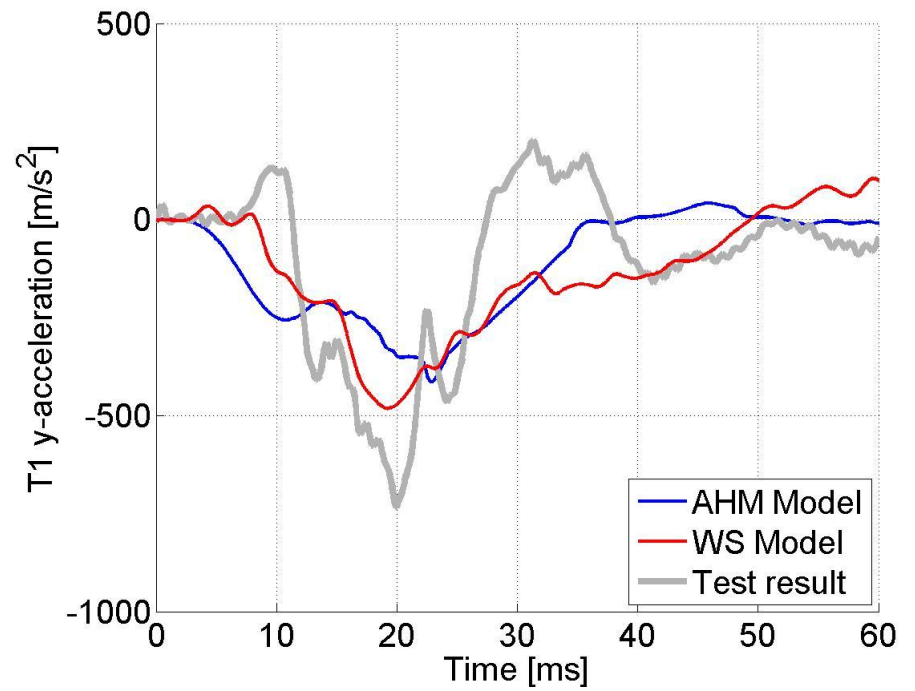
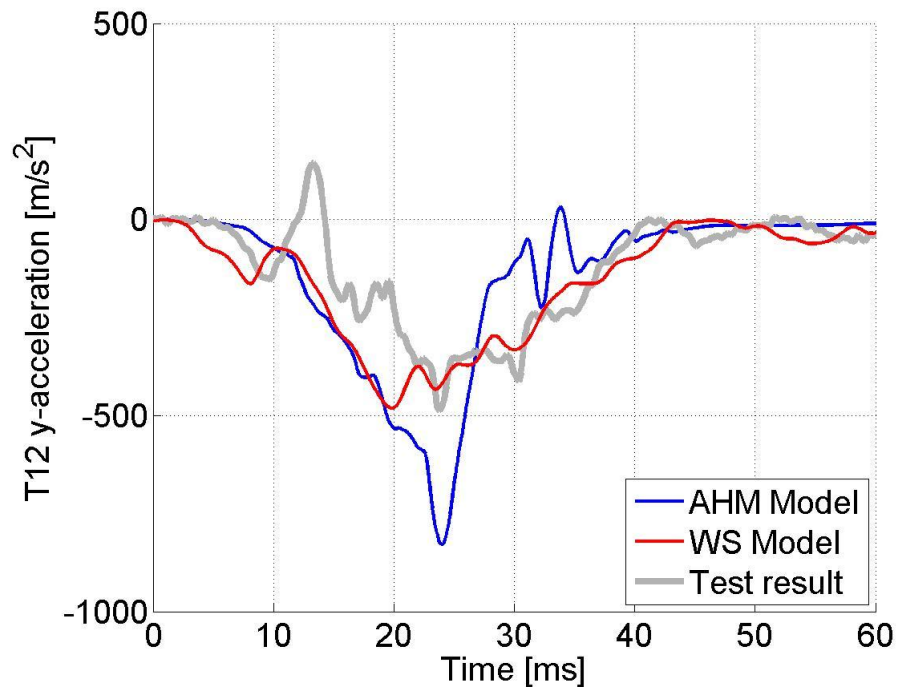


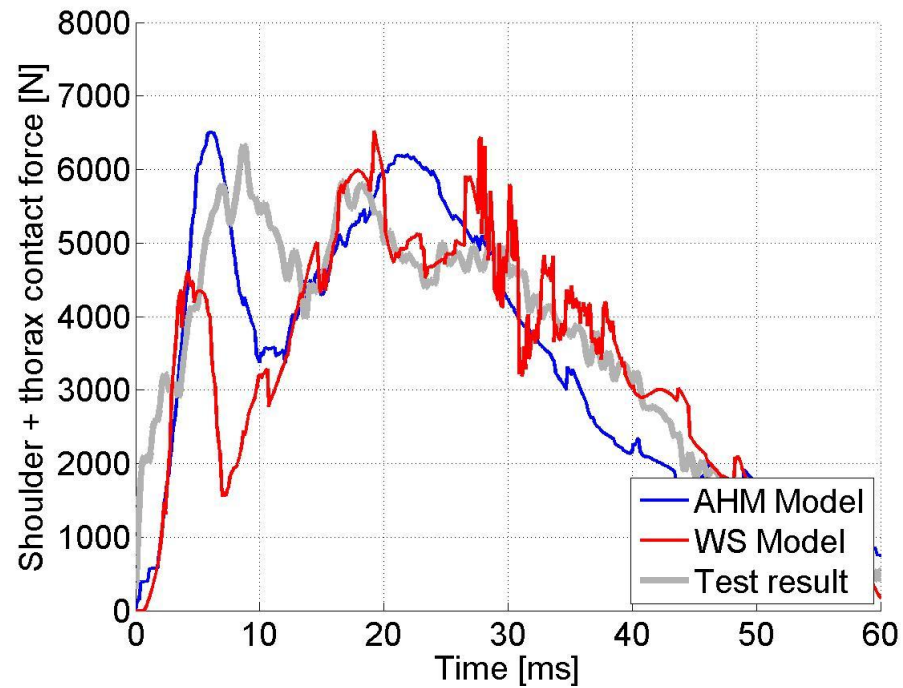
**WorldSID Model**



# Simulation results versus Test results







Contact forces are measured at the shoulder bar and the thorax bar of the sled separately.

$$\vec{x}' = \vec{x} + \frac{(\gamma - 1)(\vec{x} \cdot \vec{v})\vec{v}}{|\vec{v}|^2} - \gamma \vec{v}, \quad t' = \gamma \left( t - \frac{\vec{x} \cdot \vec{v}}{c^2} \right)$$
$$u(r, t) = \frac{\hat{u}}{\sqrt{r}} \cos(k(r \pm vt))$$



WSU test:  $v = 9.1 \text{ m/s}$

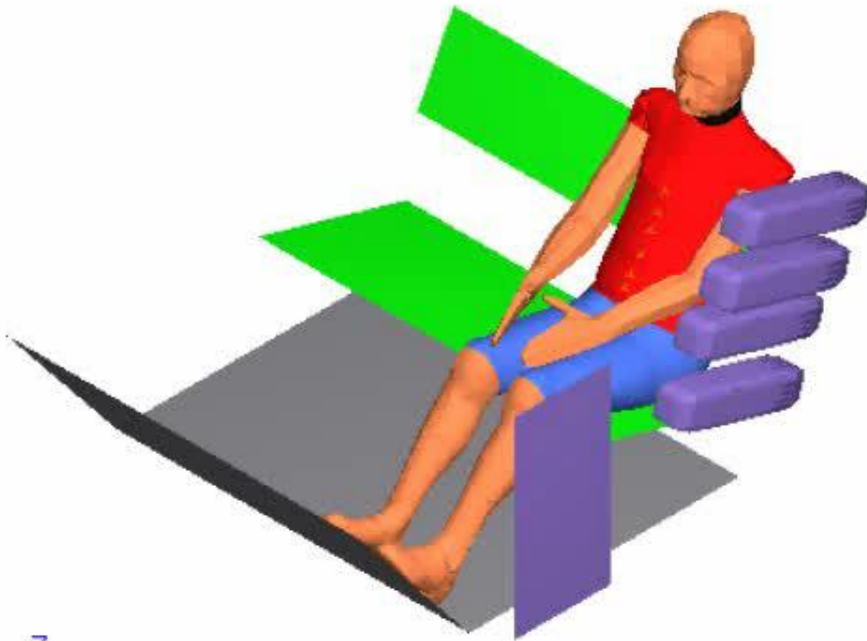
Pane 1

0 ms

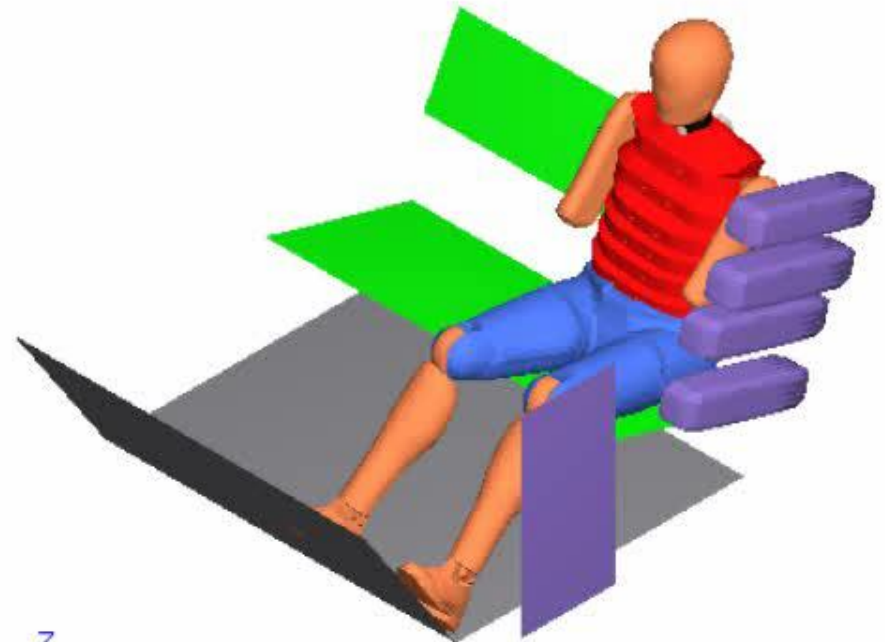
Pane 2

0 ms

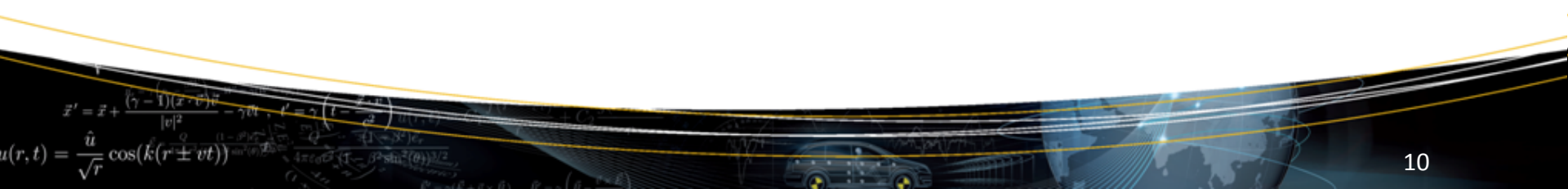
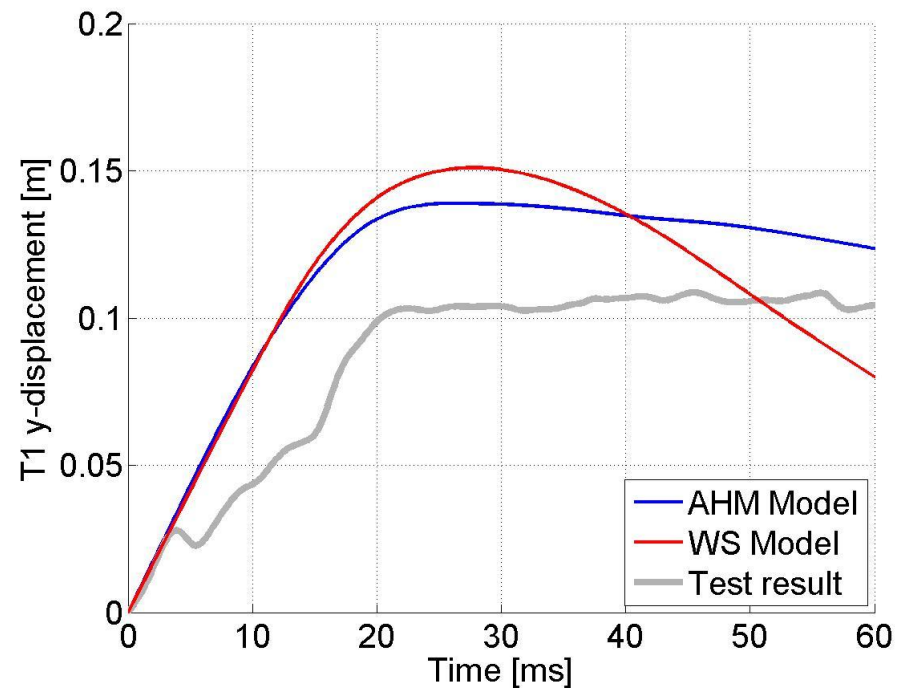
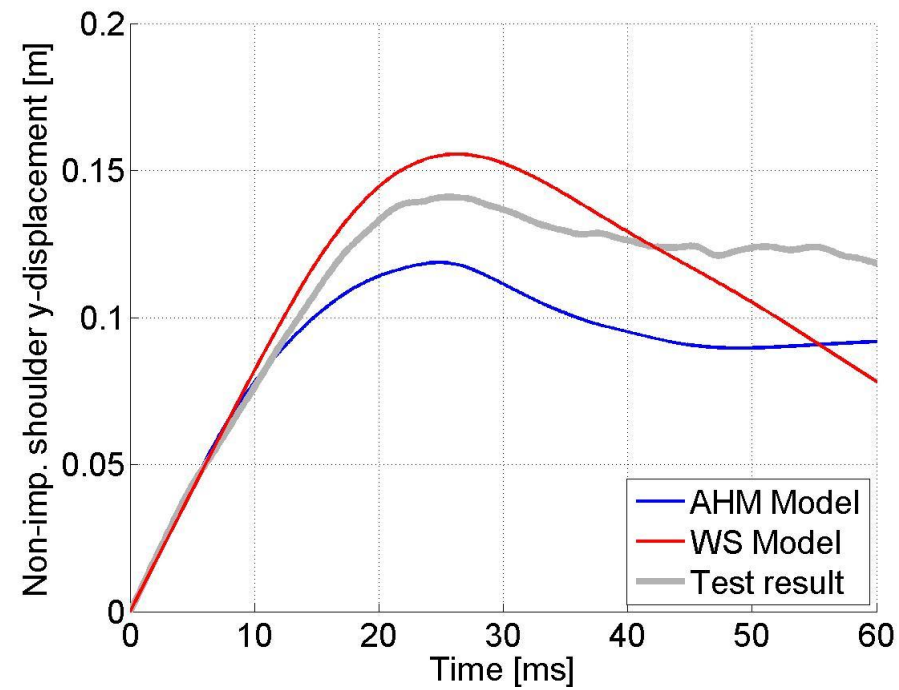
**Active Human Model**

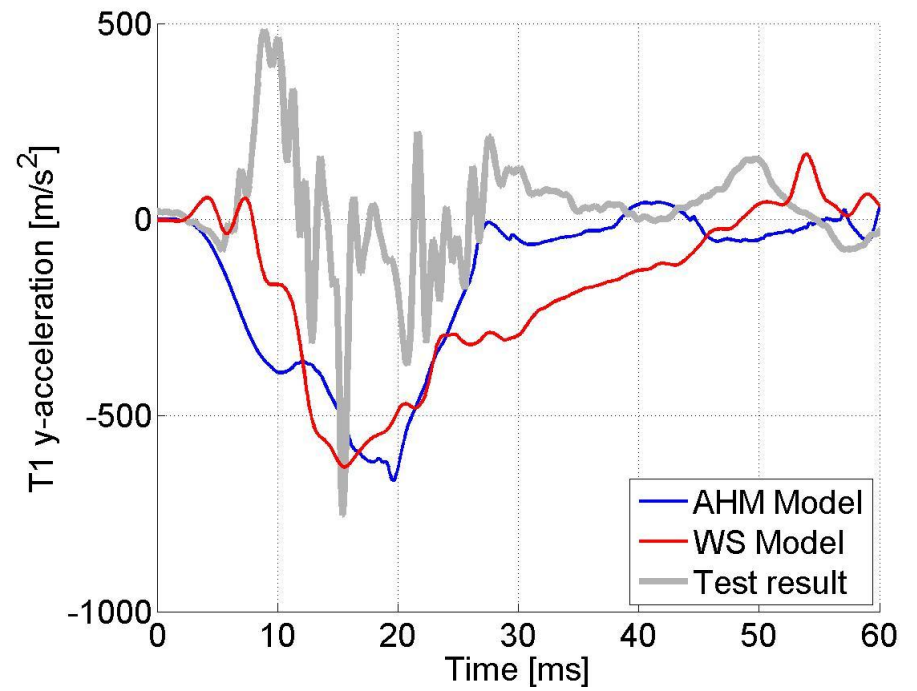
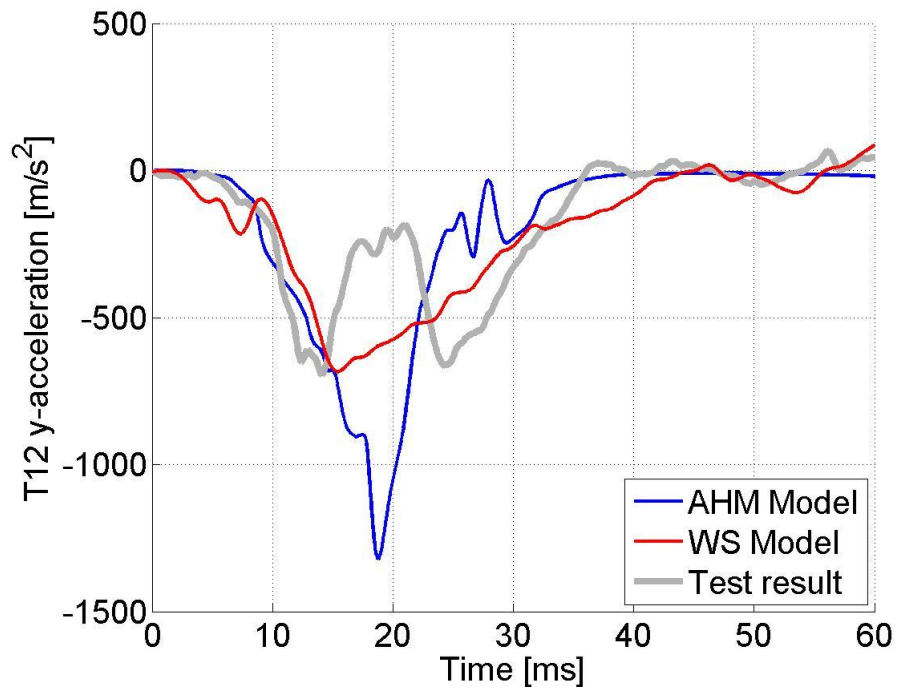


**WorldSID Model**

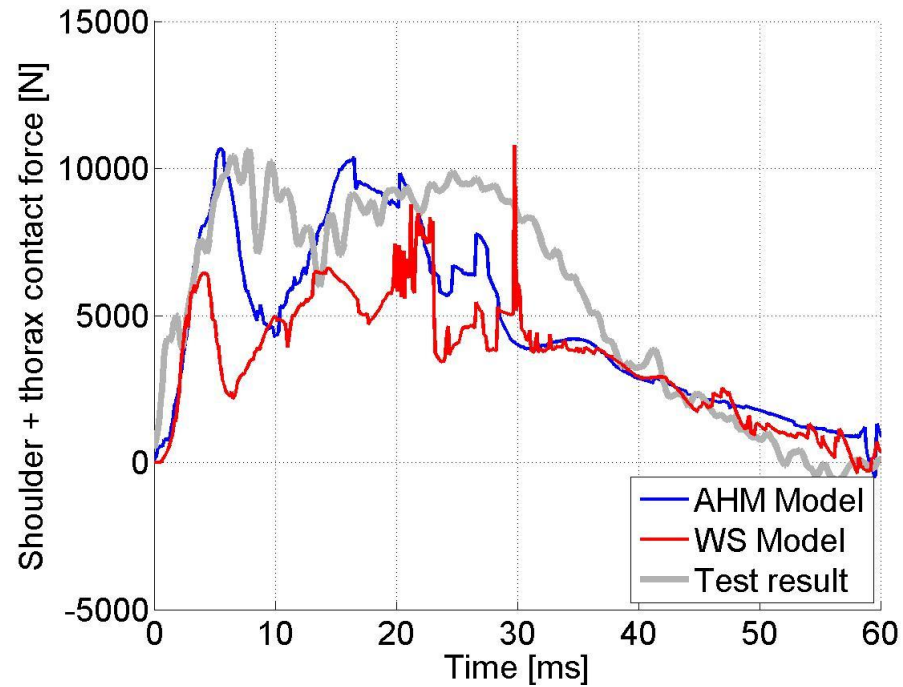


# Simulation results versus Test results





$$z' = \bar{z} + \frac{(\gamma - 1)(x \cdot v)v}{|v|^2} + \gamma v \cdot \frac{(T - z)}{|v|}$$
$$u(r, t) = \frac{\hat{u}}{\sqrt{r}} \cos(k(r \pm vt))$$




## Step 2: Parameter variations in side impact

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### Objective:

- Investigate the effect of the seating height in comparison to other possible parameter variations
- By means of simulations with MADYMO (facet) WorldSID and MADYMO (facet) Active Human Model with parameter variations



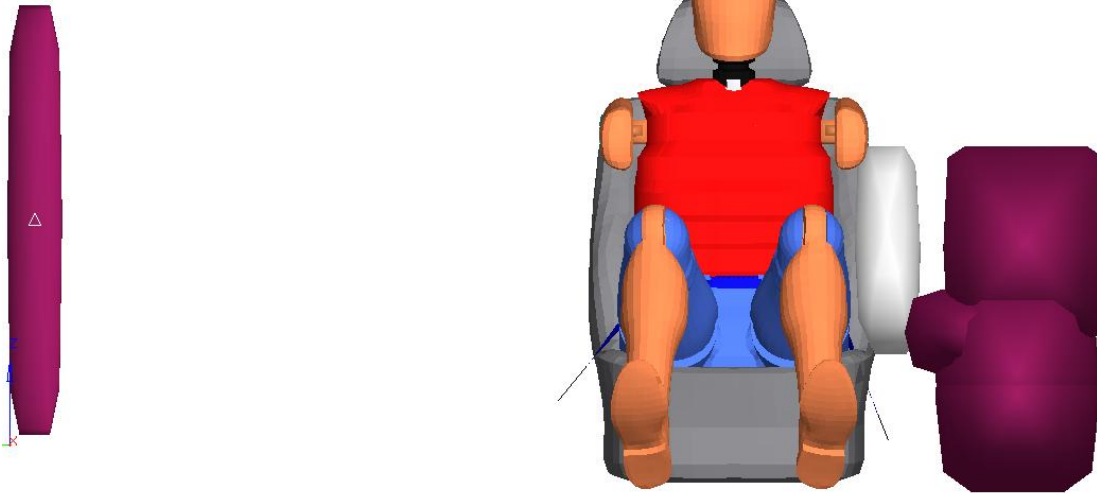
The footer features a dark, curved background with several mathematical equations and a small image of a car crash simulation. The equations include the Lorentz transformation for position  $x' = \bar{x} + \frac{(\gamma - 1)(x \cdot v)}{v^2} - \gamma vt$  and the relativistic Doppler effect  $f' = f \sqrt{\frac{1 - \beta}{1 + \beta}}$ . A prominent equation is  $u(r, t) = \frac{\hat{u}}{\sqrt{r}} \cos(k(r \pm vt))$ . The car crash simulation shows a vehicle impacting a barrier, with yellow highlights on the impact points.

- Simulation model is based on crash test with the AE-MDB side-impact barrier (APROSYS)
- F063401\_Cam01.AVI
- F063401\_Cam04.AVI

$$\vec{x}' = \vec{x} + \frac{(\gamma - 1)(\vec{x} \cdot \vec{v})\vec{v}}{|\vec{v}|^2} - \gamma \vec{v}t, \quad t' = \gamma \left( t - \frac{\vec{v} \cdot \vec{x}}{c^2} \right)$$
$$u(r, t) = \frac{\hat{u}}{\sqrt{r}} \cos(k(r \pm vt))$$

# WorldSID Side Impact simulation

- WorldSID simulation model:
  - General facet seat model
  - FE lapbelt
  - Ellipsoid door model with arm rest
  - Ellipsoid airbag



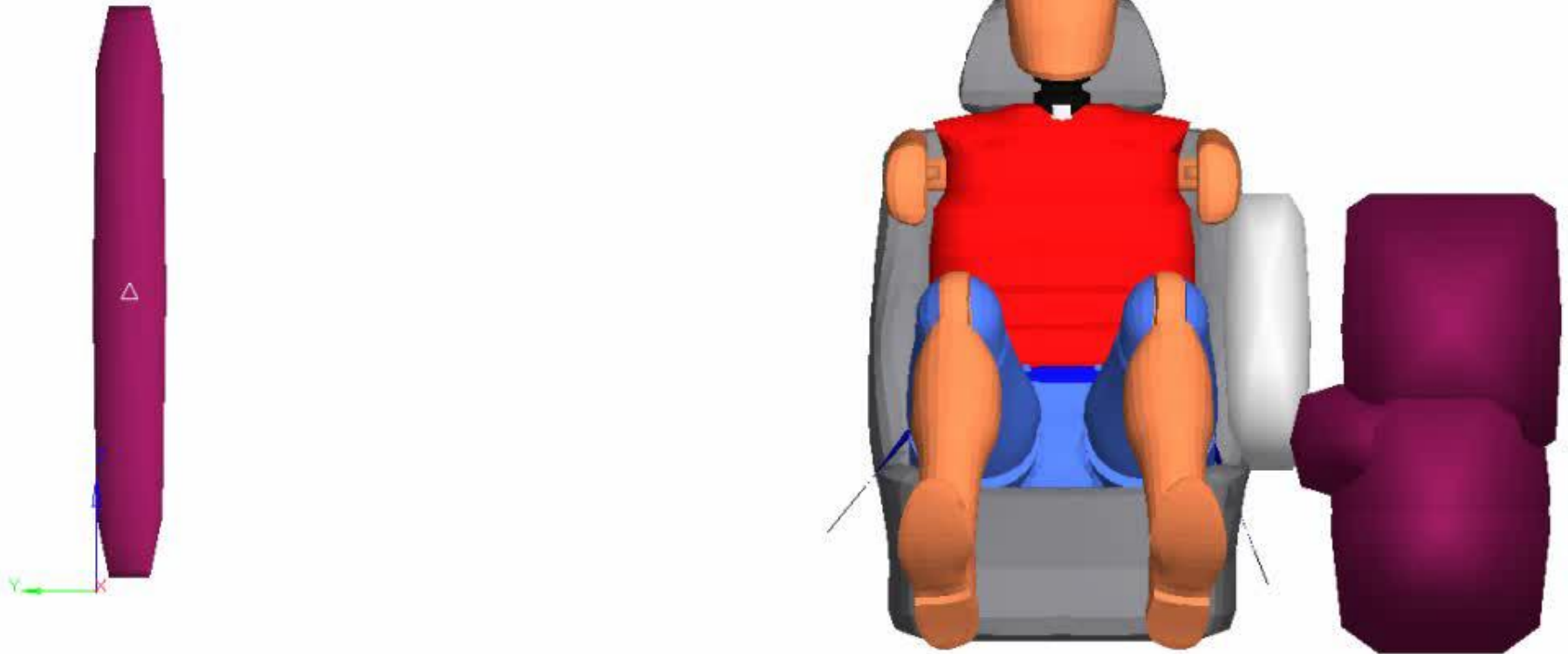
## Output:

- Shoulder force
- Shoulder deflection
- Chest deflection (max of 3 ribs)
- VC (max of ribs and shoulder)

# Standard simulation WorldSID

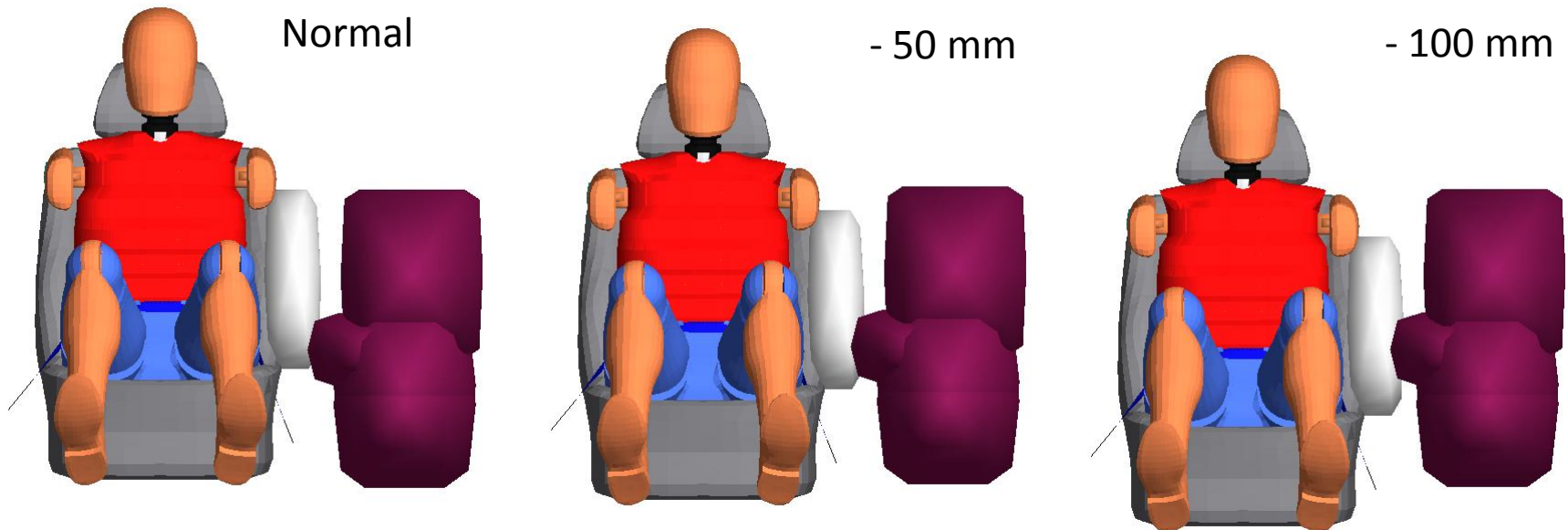
Pane 1

0 ms



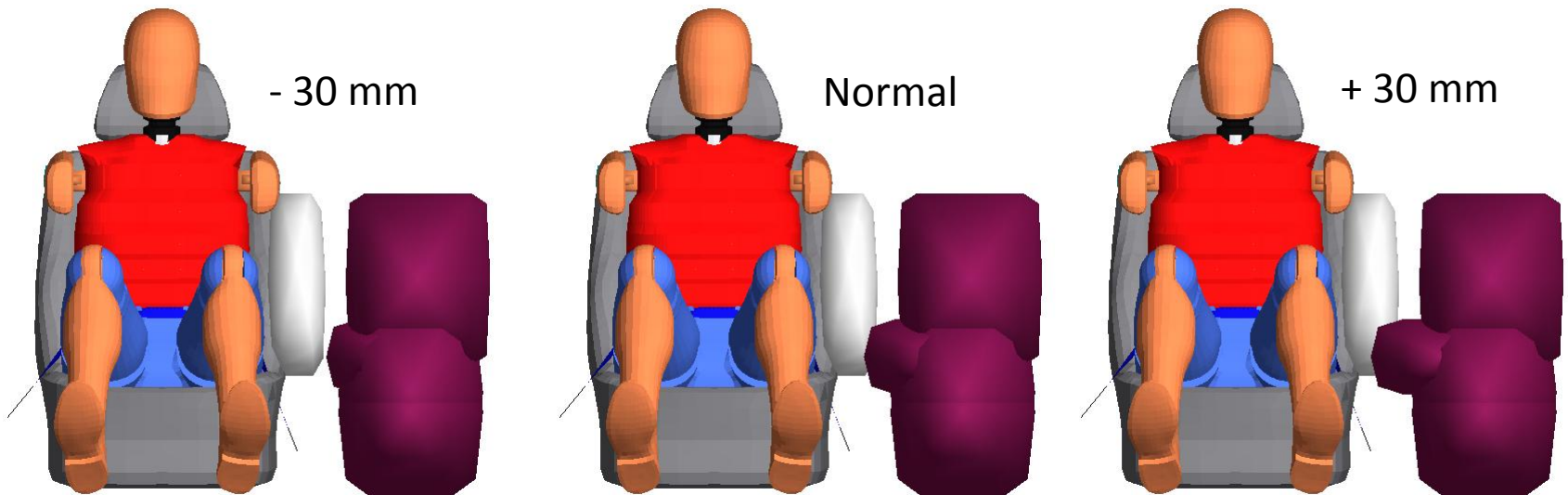


- Simulation model variations:
  - Seat height



$$\vec{x}' = \vec{x} + \frac{(\gamma - 1)(\vec{x} \cdot \vec{v})\vec{v}}{|\vec{v}|^2} - \gamma \vec{v} t, \quad t' = \gamma \left( t - \frac{\vec{v} \cdot \vec{x}}{c^2} \right)$$
$$u(r, t) = \frac{\hat{u}}{\sqrt{r}} \cos(k(r \pm vt))$$

- Simulation model variations:
  - Lateral arm rest position



$$\vec{x}' = \vec{x} + \frac{(\gamma - 1)(\vec{x} \cdot \vec{v})\vec{v}}{|\vec{v}|^2} - \gamma \vec{v} \times \vec{v} \times \vec{x} \quad \vec{t}' = \gamma \left( \vec{t} - \frac{\vec{v} \times \vec{t}}{c} \right)$$
$$u(r, t) = \frac{\hat{u}}{\sqrt{r}} \cos(k(r \pm vt))$$

- Simulation model variations:
  - Door deformation



$$\vec{x}' = \vec{x} + \frac{(\gamma - 1)(\vec{x} \cdot \vec{v})\vec{v}}{|\vec{v}|^2} - \gamma \vec{v} t, \quad t' = \gamma \left( t - \frac{\vec{v} \cdot \vec{x}}{c^2} \right)$$
$$u(r, t) = \frac{\hat{u}}{\sqrt{r}} \cos(k(r \pm vt))$$

# WorldSID results

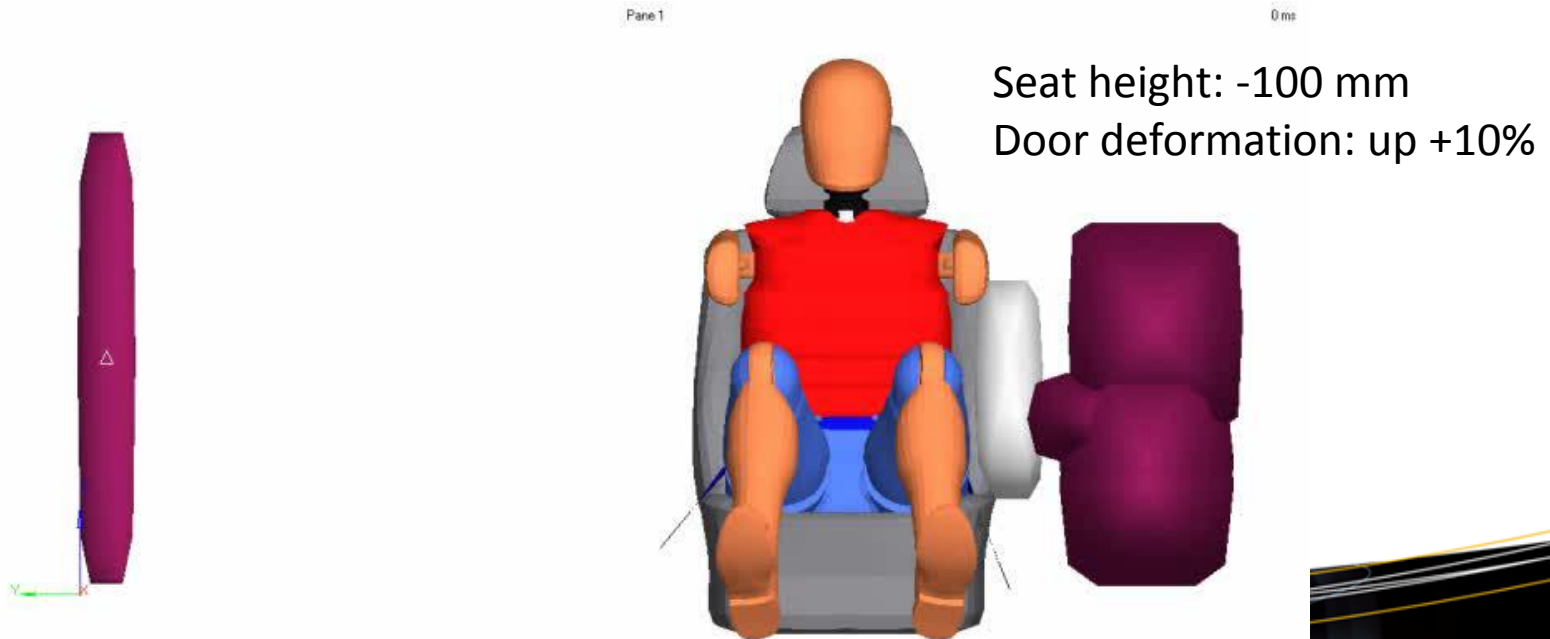
Simulation			Maximum injury values			
Seat height	Arm rest displacement	Door deformation	Shoulder Rib Deflection [mm]	Chest Deflection [mm]	Shoulder Force [N]	VC [m/s]
-	+30 mm	-	21.0	29.3	1548.2	0.5
-	-30 mm	-	32.8	36.5	2025.3	0.8
-	-	up +10%	33.0	47.9	2021.6	1.3
-	-	down +10%	20.6	22.2	1557.4	0.2
-	-	-	28.1	33.3	1855.1	0.6
-50 mm	+30 mm	-	57.0	25.1	3232.9	1.2
-50 mm	-30 mm	-	70.3	28.8	3313.3	1.5
-50 mm	-	up +10%	77.2	38.4	3546.9	1.8
-50 mm	-	down +10%	52.0	28.0	3037.1	1.0
-50 mm	-	-	64.9	28.1	3272.2	1.4
-100 mm	+30 mm	-	63.5	64.7	3294.7	1.6
-100 mm	-30 mm	-	77.2	38.5	3333.6	1.6
-100 mm	-	up +10%	85.7	48.9	4086.8	1.9
-100 mm	-	down +10%	57.4	58.6	3103.8	1.5
-100 mm	-	-	71.9	52.3	3338.8	1.4
Average			54.2	38.7	2837.8	1.2
SD			21.8	13.0	803.8	0.5
Average+SD			76.0	51.7	3641.6	1.7

$$z' = \bar{z} + \frac{(\gamma - 1)(x \cdot r)}{|v|^2} - \gamma vt$$

$$u(r, t) = \frac{\hat{u}}{\sqrt{r}} \cos(k(r \pm vt))$$

# Preliminary conclusions WorldSID simulations

- Seat height -100 mm
  - Most severe shoulder deflection and force → full shoulder impact
  - Most severe chest deflection → armrest impacts close to chest
- Seat height normal
  - Less severe shoulder deflection and shoulder force → shoulder above door
- Door deformation up +10%
  - Higher shoulder force → more severe impact of shoulder



$$\vec{x}' = \vec{x} + \frac{(\gamma - 1)(\vec{x} \cdot \vec{v})\vec{v}}{|\vec{v}|^2}$$
$$u(r, t) = \frac{\hat{u}}{\sqrt{r}} \cos(k(r \pm vt))$$

# Active Human Model Side Impact simulation

- Active Human Model simulation model:
  - General facet seat model
  - FE lapbelt
  - Ellipsoid door model with arm rest
  - Ellipsoid airbag



Output (equal to WorldSID):

- Acromium force
- Acromium deflection
- Chest deflection (max of 3 ribs)
- VC (max of ribs and shoulder)



# Standard simulation Active Human Model

Pane 1

0 ms



# Results Active Human Model

Simulation			Maximum injury values			
Seat height	Arm rest displacement	Door deformation	Shoulder Rib Deflection [mm]	Chest Deflection [mm]	Shoulder Force [N]	VC [m/s]
-	+30 mm	-	53.5	63.2	1136.8	0.9
-	-30 mm	-	46.1	64.5	974.4	0.9
-	-	up +10%	51.3	68.1	1167.6	1.4
-	-	down +10%	48.1	61.0	1116.6	0.8
-	-	-	47.0	65.3	1033.6	0.9
-50 mm	+30 mm	-	80.2	53.7	2072.5	0.9
-50 mm	-30 mm	-	83.4	53.6	2095.8	0.6
-50 mm	-	up +10%	90.2	57.1	2262.2	1.2
-50 mm	-	down +10%	72.6	53.1	1842.6	0.7
-50 mm	-	-	83.3	57.6	2101.7	0.7
-100 mm	+30 mm	-	88.7	54.1	2194.9	0.8
-100 mm	-30 mm	-	101.6	50.5	2261.3	0.7
-100 mm	-	up +10%	107.6	53.6	2508.1	1.1
-100 mm	-	down +10%	85.2	53.7	1896.2	0.8
-100 mm	-	-	95.7	54.6	2279.4	0.8
Average			75.6	57.6	1796.2	0.9
SD			21.1	5.4	544.7	0.2
Average+SD			96.8	63.0	2340.9	1.1

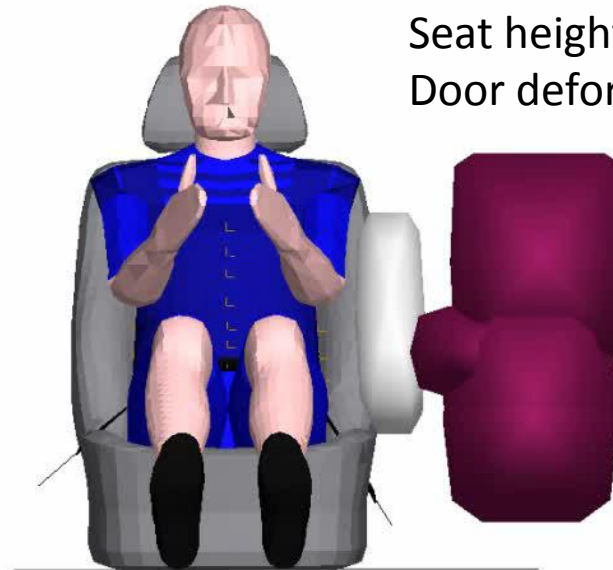
$$z' = \bar{z} + \frac{(\gamma - 1)(x \cdot r)}{|v|^2} - \gamma v \cdot \frac{r}{|r|} \left(1 - \frac{v \cdot r}{|r|^2}\right)$$

$$u(r, t) = \frac{\hat{u}}{\sqrt{r}} \cos(k(r \pm vt))$$



# Preliminary conclusions Active Human Model

- Seat height -100 mm
  - Most severe shoulder deflection and shoulder force → Full shoulder impact
- Seat height normal
  - Most severe chest deflection → Upper part of door impacts chest
  - Low shoulder deflection and forces → Shoulder above door
- General
  - In case of seat height variations: when shoulder deflection is higher, chest deflection is lower and vice versa



0 ms

Seat height: -100 mm  
Door deformation: up +10%

$$\vec{x}' = \vec{x} + \frac{(\gamma - 1)(\vec{x} \cdot \vec{v})\vec{v}}{|\vec{v}|^2}$$
$$u(r, t) = \frac{\hat{u}}{\sqrt{r}} \cos(k(r \pm vt))$$

# Conclusions

- Comparison WorldSID and Active Human Model in WSU tests:
  - Generally the WorldSID and Active Human Model kinematics are comparable to each other as well as to the human subjects responses
- WorldSID side impact simulations:
  - Seat height has a significant effect on shoulder deflection and force
  - Door design influences chest deflection
- Active Human model simulations:
  - Seat height has a significant effect on shoulder deflection and force
  - Seat height variation:
    - Shoulder deflection higher → Chest deflection lower and vice versa
- Difference WorldSID versus Active Human model
  - Chest and shoulder deflection are generally higher for Active Human Model
  - Shoulder force is generally higher for WorldSID
  - Chest deflection shows more variation for WorldSID
    - WorldSID seems more sensitive for door design variation

$$\vec{x}' = \vec{x} + \frac{(\gamma - 1)(\vec{x} \cdot \vec{v})\vec{v}}{v^2} - \gamma \vec{v} \times (\vec{v} \times \vec{x})$$
$$u(r, t) = \frac{\hat{u}}{\sqrt{r}} \cos(k(r \pm vt))$$