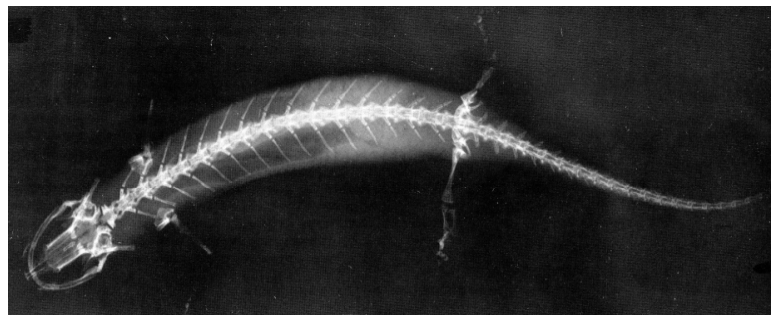
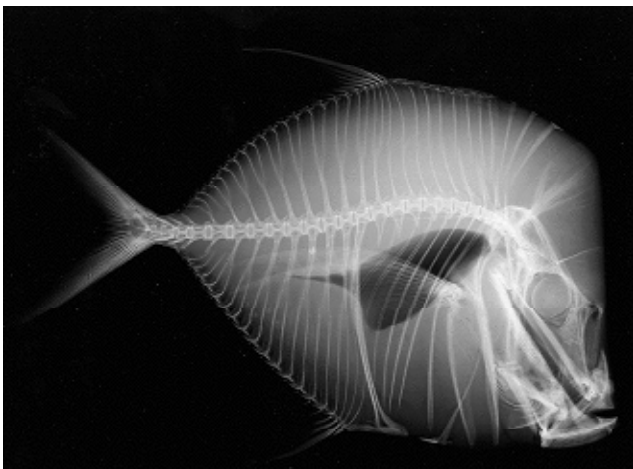


Legged Terrestrial Locomotion in (vertebrate) Animals

Peter Aerts & Kristiaan D'Août
University of Antwerp, BE



Aquatic organisms :
neutrally buoyant



Terrestrial organisms :
Locomotion means
=> Support (against gravity)
=> Propulsion
=> Balance (postural control)



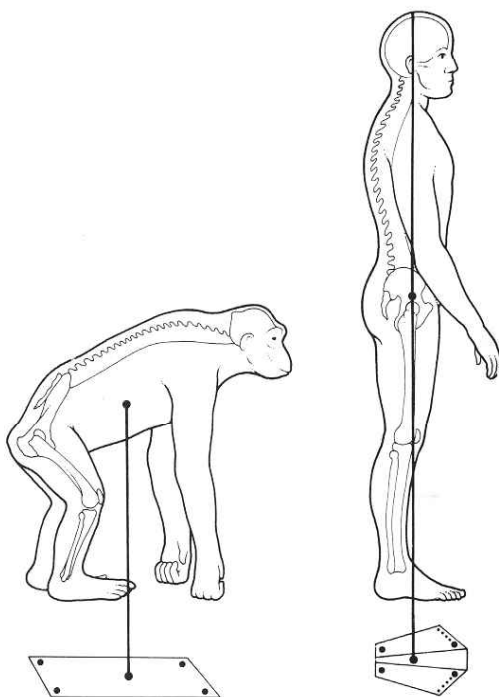
Propulsion & Support

transversal limb posture



parasagittal limb posture

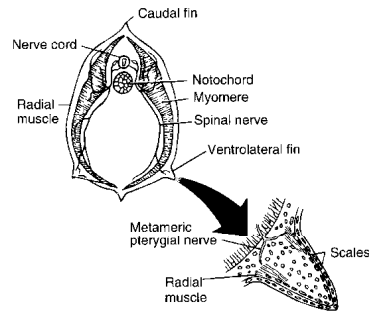
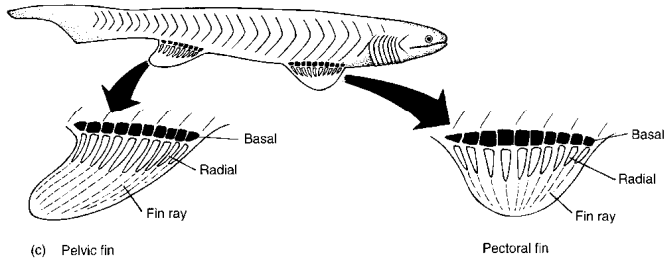
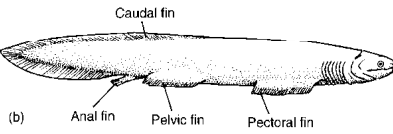
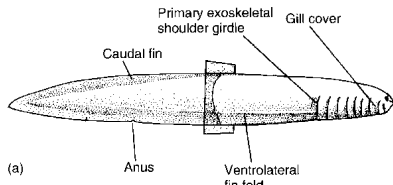
Balance



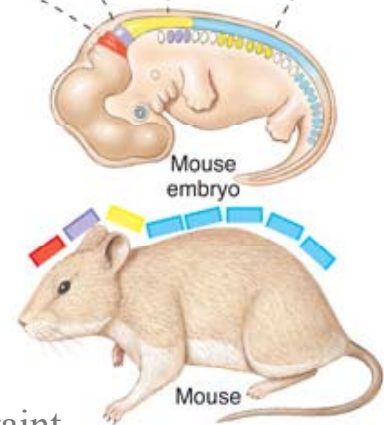
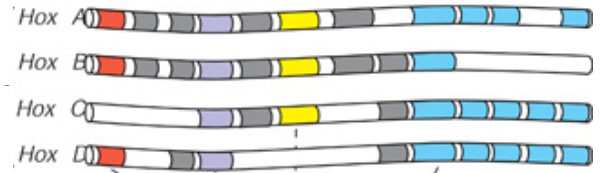
static equilibrium



dynamic equilibrium

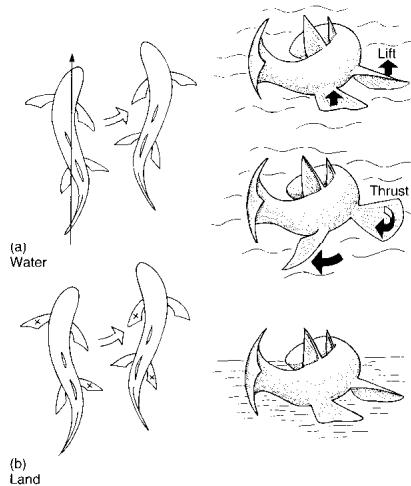
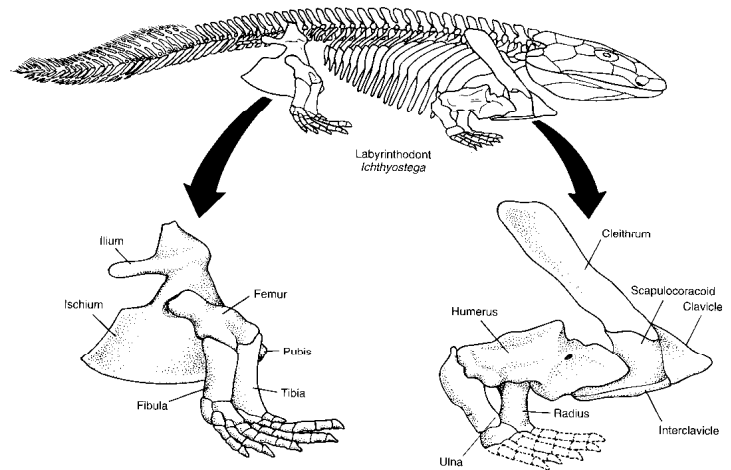
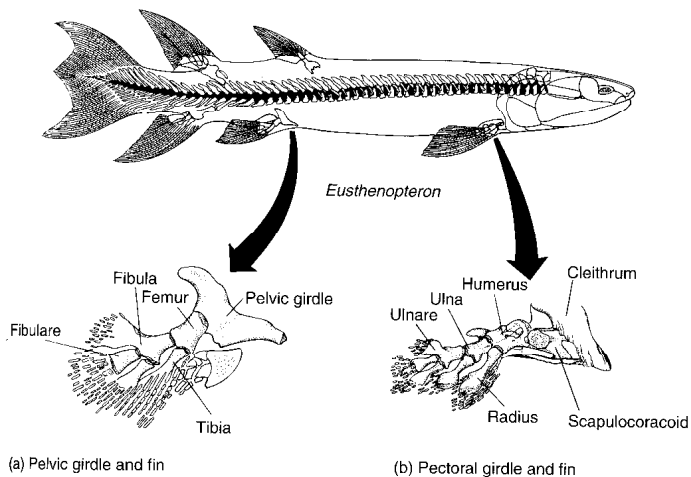


Why 4 ?



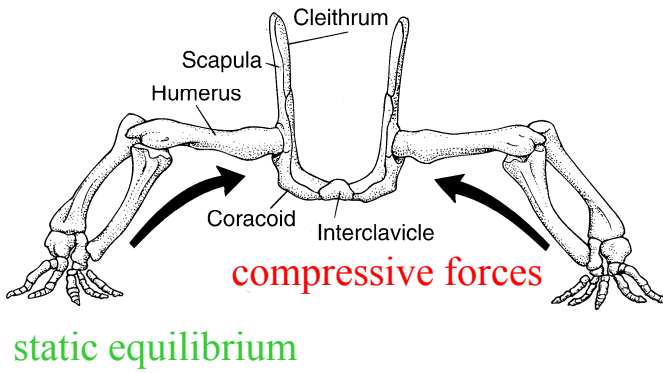
phylogenetic constraint

ontogenetic constraint





Transversal limbs: **benefits** and **drawbacks**



A. Dorsal view

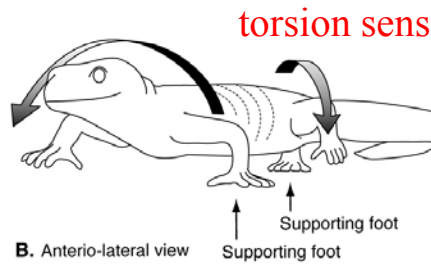
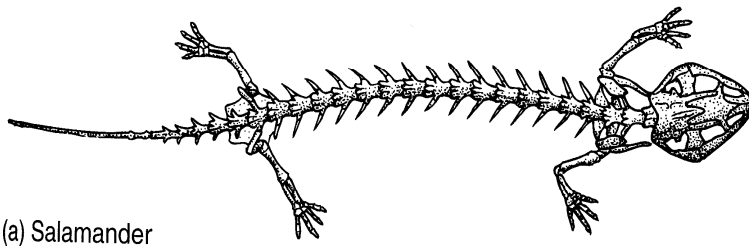
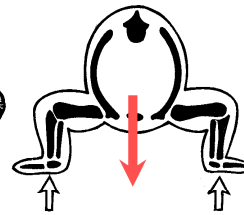


Fig. 8.11

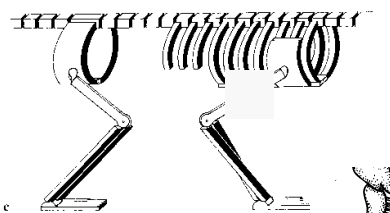
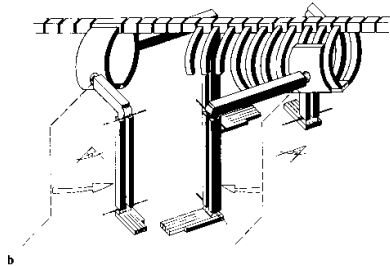
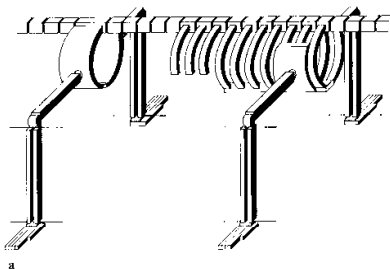
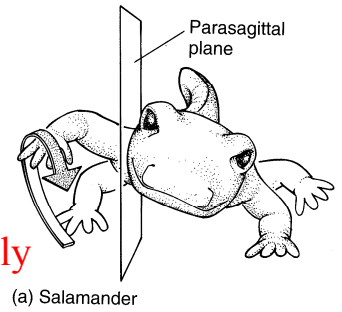


(a) Salamander

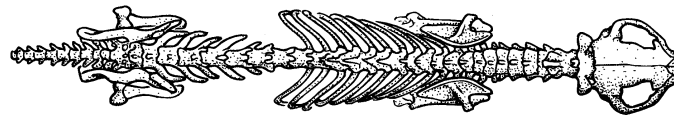
support : costly



swing phase : costly

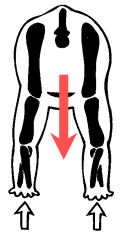


towards parasagittal limbs

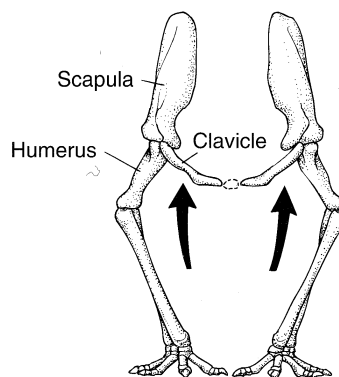


(b) Placental mammal

support : less costly



balance : focus more on dynamic equilibrium (control cost)



swing : less costly



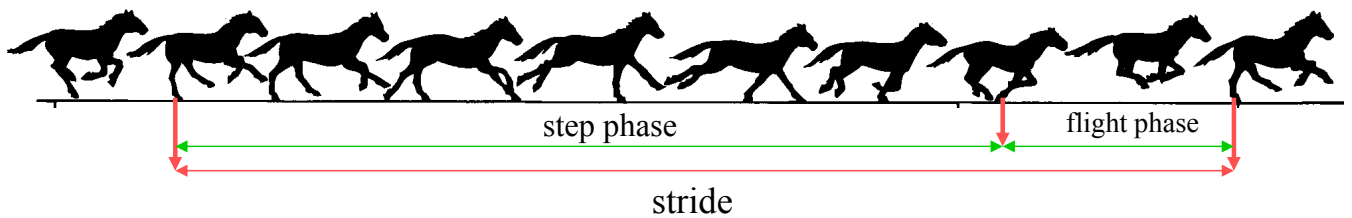
(b) Dinosaur



Terrestrial legged locomotion: **cyclical** movement pattern

- one cycle = stride;
- distance covered (by BCOM) in one cycle = **stride length**;
- # cycles per second = **stride frequency**

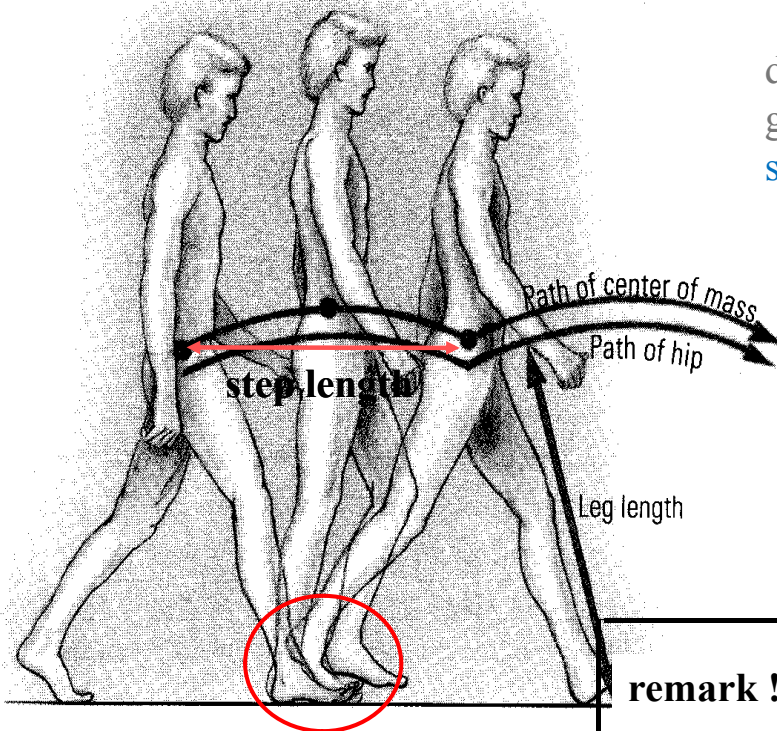
consequently : locomotion speed = stride length x stride frequency



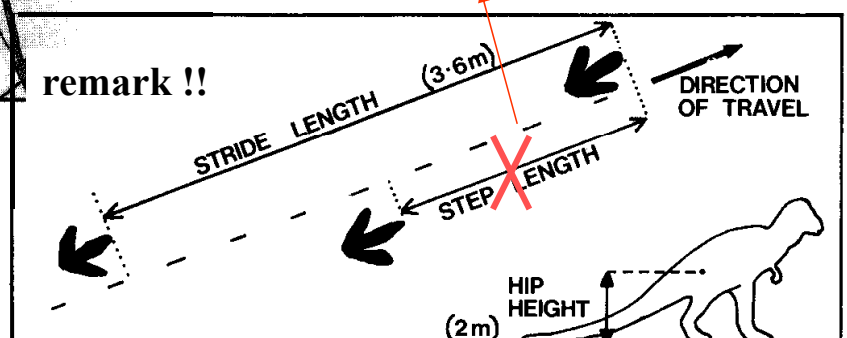
-stride can (eventually, depending on gait) be split in a **step** phase & **flight** phase



distance covered (by BCOM) during ground contact of one limb = **step length**



Definitions only equivalent at $df = .5$





options to increase speed (m/s) = stride frequency (1/s) x stride length (m)

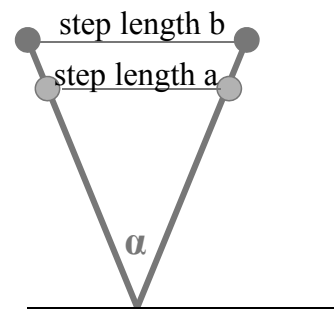
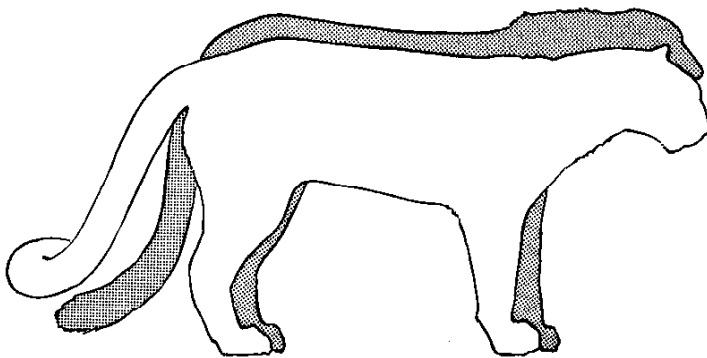
-increase frequency

and/or

-increase length

1) Increase stride length : larger step and/or flight phase

a) larger relative limb length



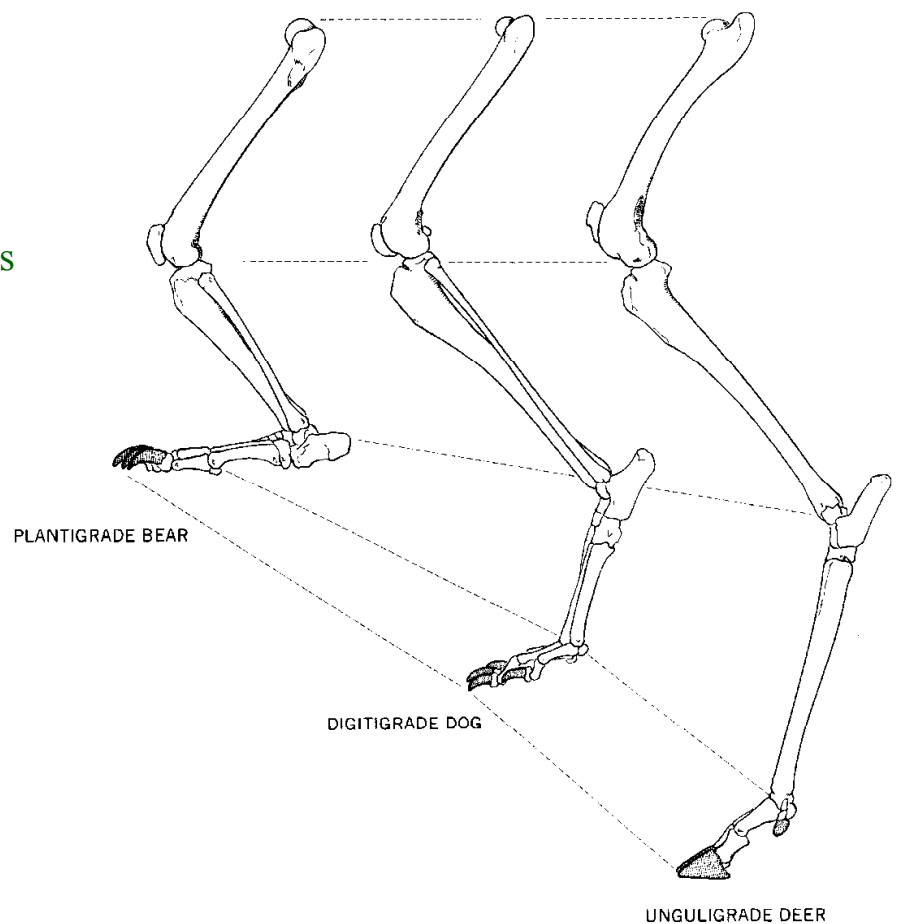
b) larger distal limb segments

c) adjust limb posture

-plantigrade

-digitigrade

-unguligrade

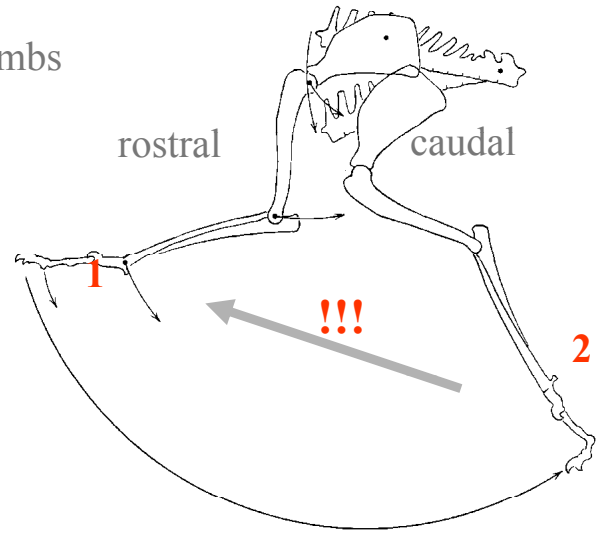
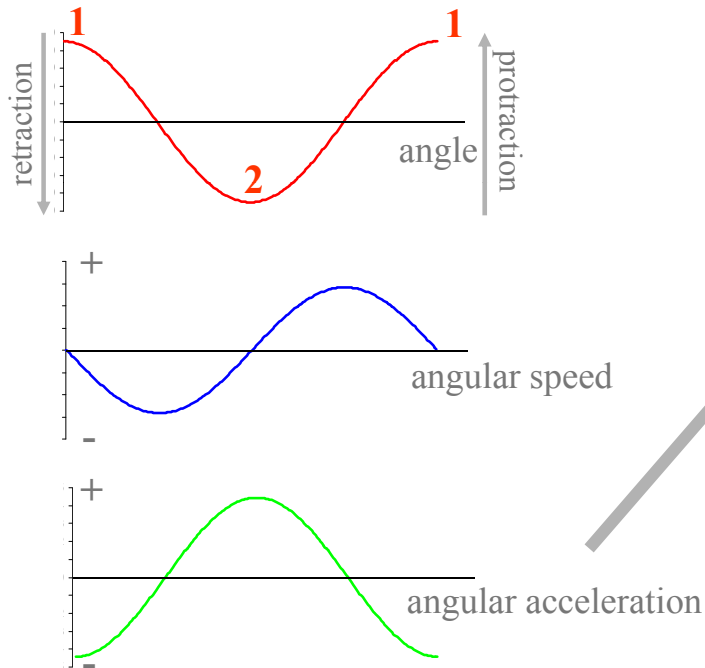




but:

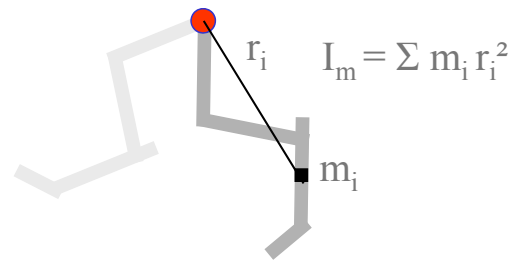
locomotion = cyclic re- and protraction of limbs

implies angular speed fluctuations



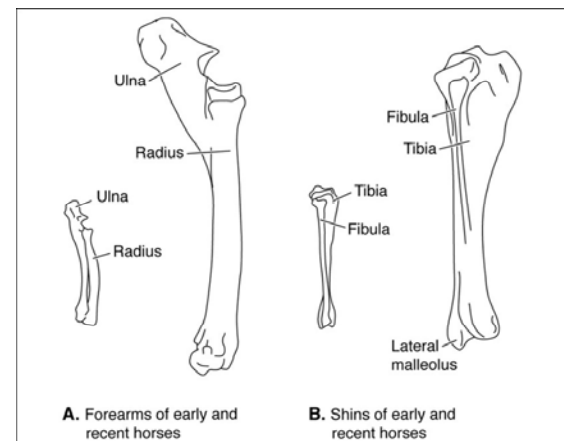
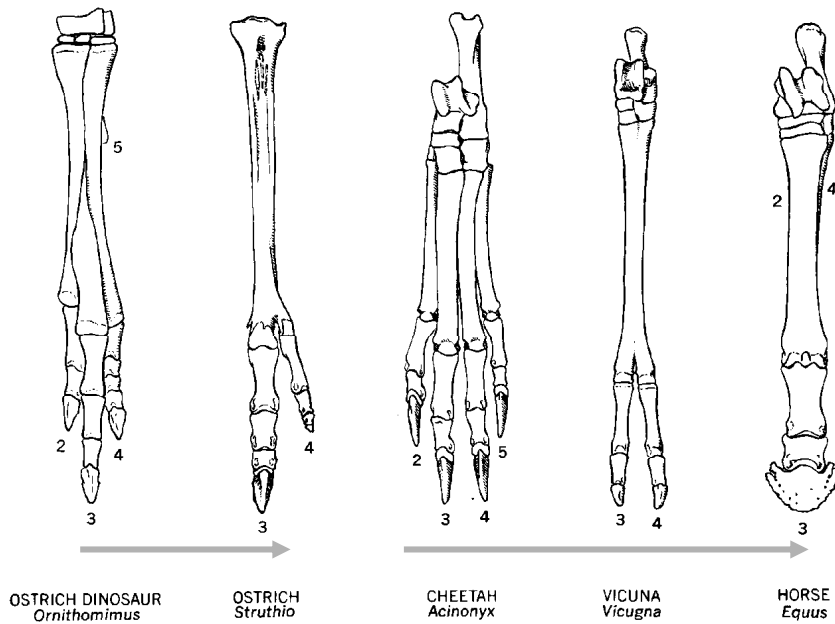
$$I_m \ddot{\alpha} = \sum M_{\text{ext}} \quad (I = \text{moment of inertia})$$

$$(I = \text{resistance against rotation})$$

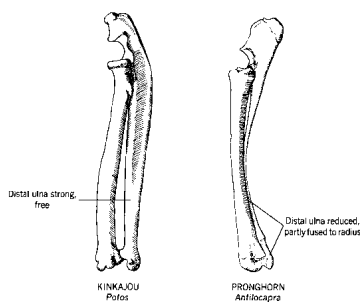


Longer limbs: increase of I_m because of larger r_i → higher costs

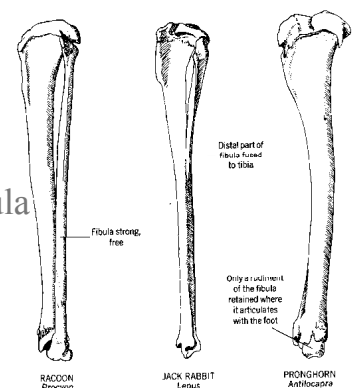
solution 1: reduce distal limb mass ($I_m = \sum m_i r_i^2$)



reduction ulna



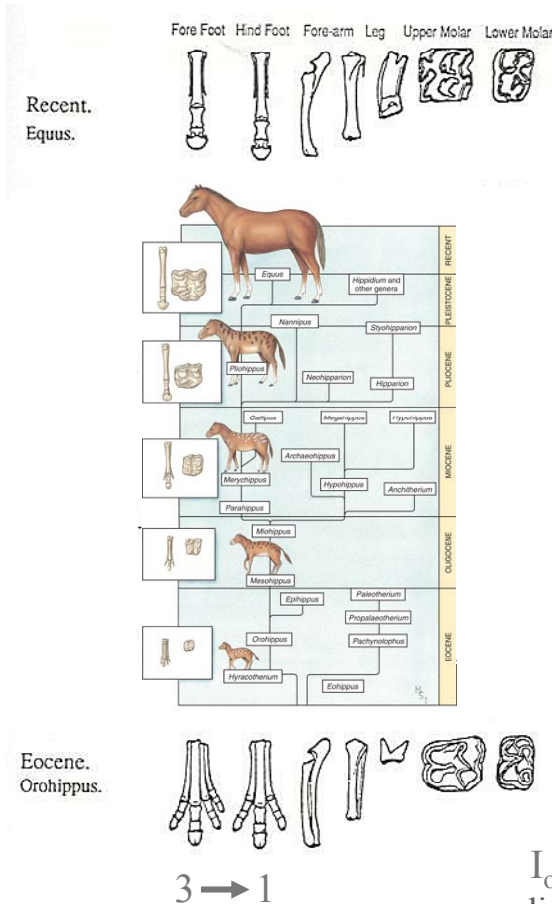
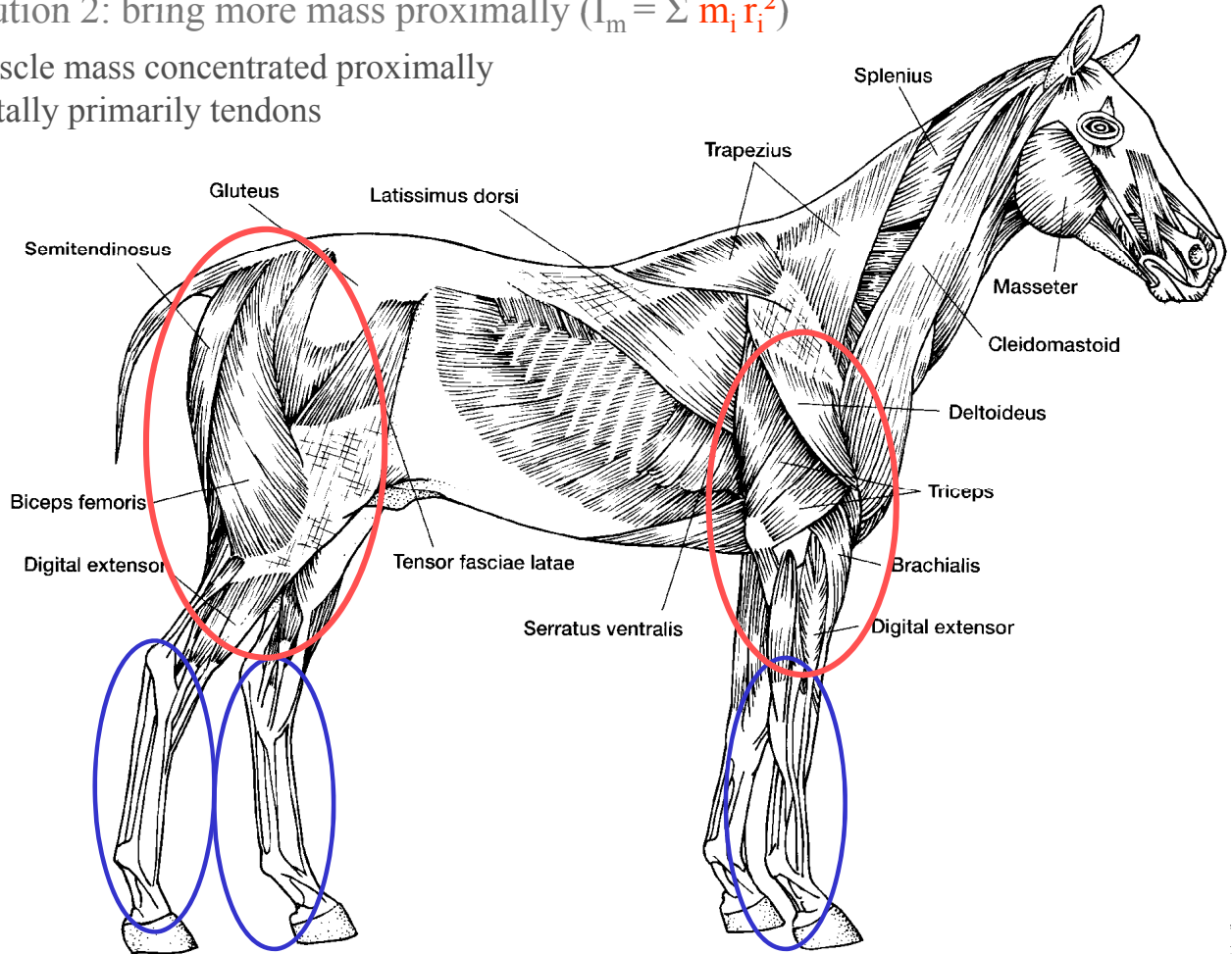
reduction fibula





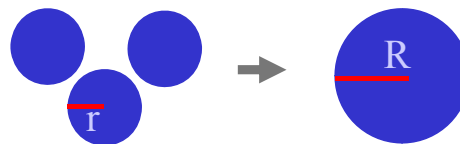
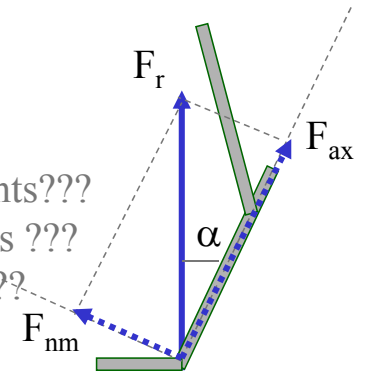
solution 2: bring more mass proximally ($I_m = \sum m_i r_i^2$)

- muscle mass concentrated proximally
- distally primarily tendons



but: running faster
↓
higher forces

??? reduction of distal segments???
??? lighter & longer segments ???
??? (bending)strength ???



similar axial strength = identical \emptyset -surface

$$3\pi r^2 = \pi R^2$$

$$r = (R^2/3)^{1/2}$$

I_{opp} = measure for resistance against bending
 $I_{opp} = \pi (\text{diameter}^2 / 8)^2 = \pi R^4 / 4$ (recent horse)

!!for eocene ancestor!!:

$$I_{opp} = 3[\pi ((R^2/3)^{1/2})^4 / 4] = 3[\pi (R^2/3)^2 / 4] = \pi R^4 / 12$$

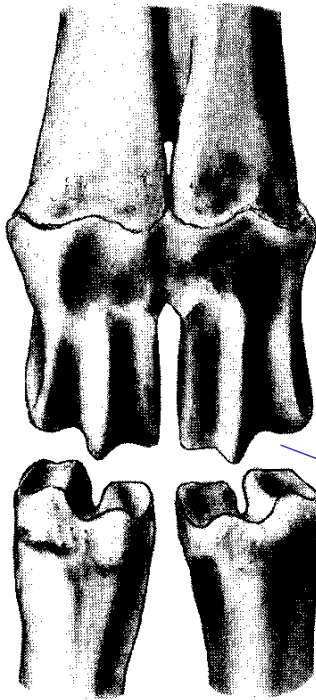
diameter recent metatarsal can be 0.76 x smaller (=lighter)
without loss of bending strength



but: longer segments linked to reduced distal muscle mass



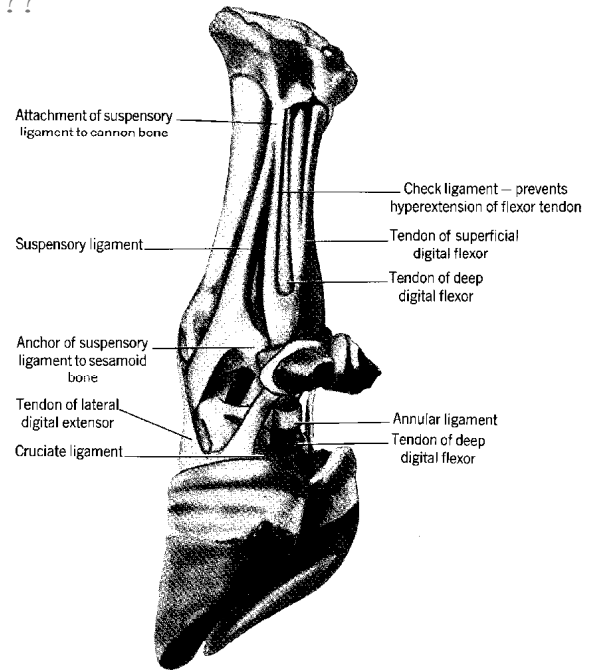
???loss of joint stability???



development of complex joint surfaces
(with loss of DOFs)

'hinge' (1 DOF)

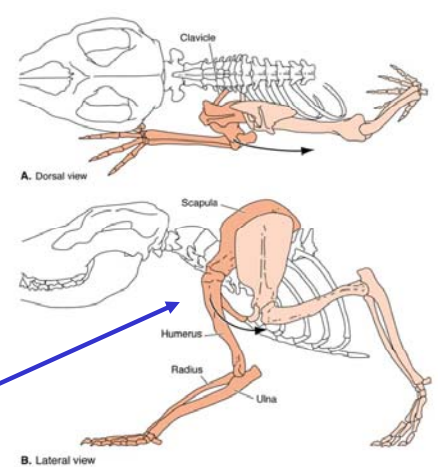
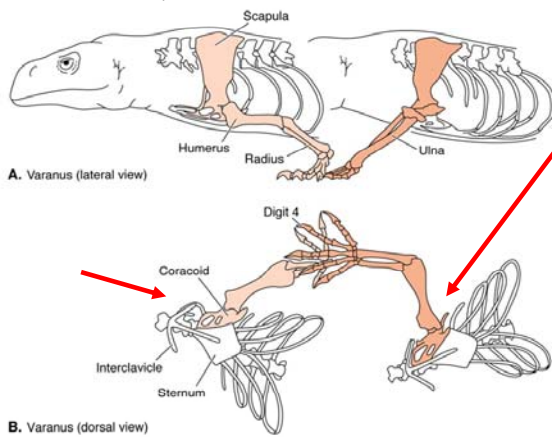
(fetlock pronghorn)



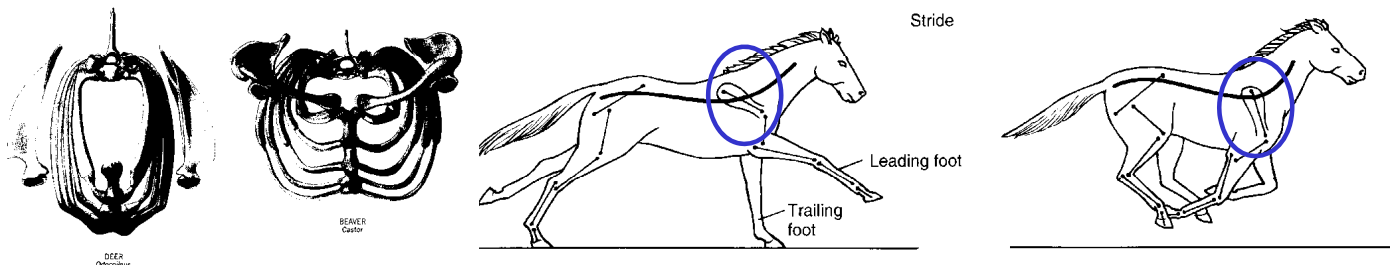
stabilization by ligaments

d) increase functional limb length

1) Transversal limbs: shift coracoid → longer step lengths



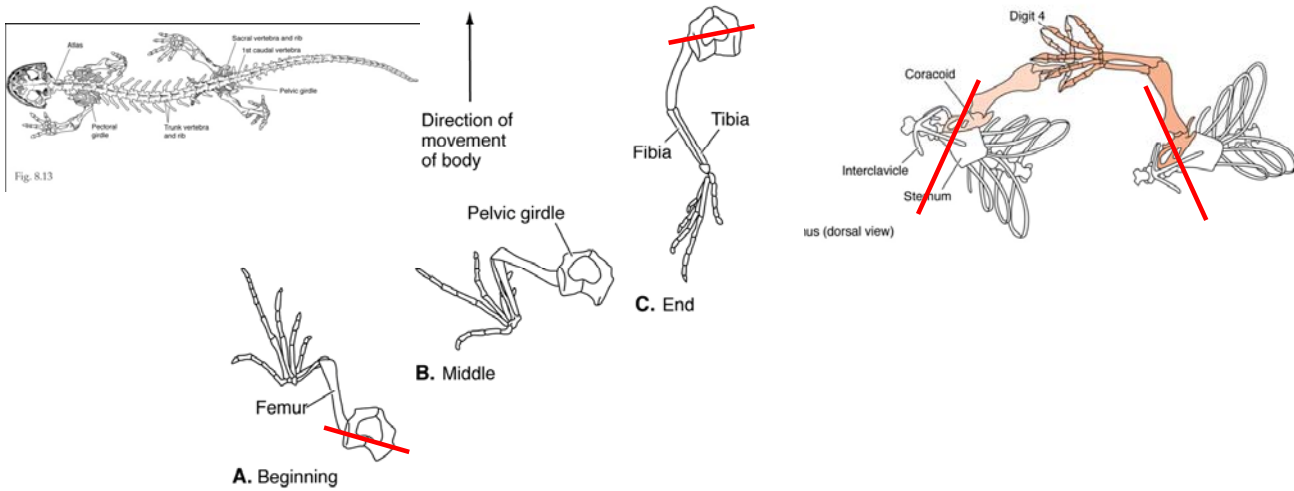
2) Parasagittal limbs: free scapula → longer step lengths



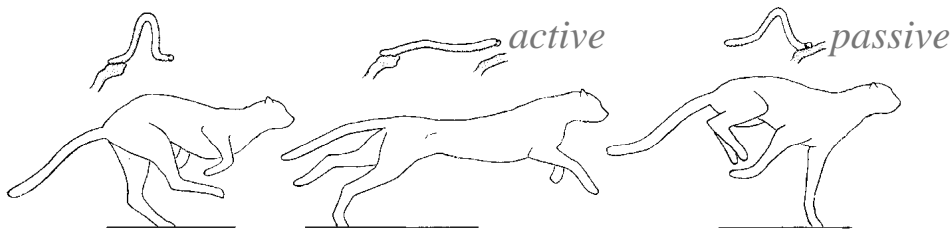


e) undulation vertebral column : longer step length

1) Transversal limbs: lateral undulation + girdle rotation



2) Parasagittal limbs: dorso-ventral undulation



determines 10% of speed

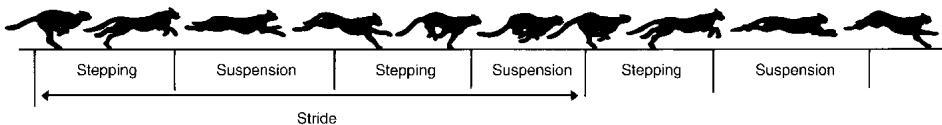




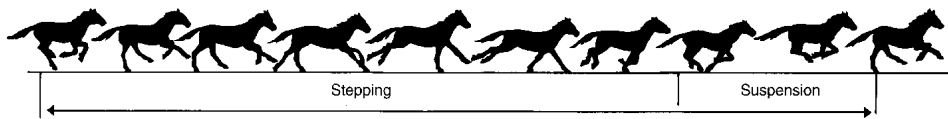
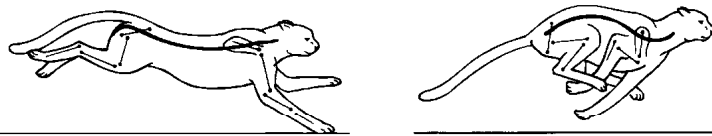
f) include a (double)
flight phase



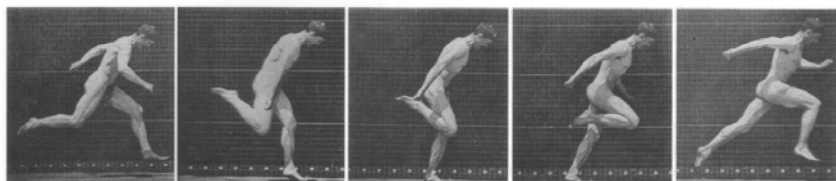
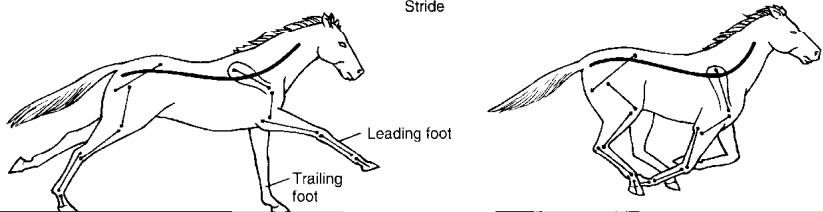
requires sufficient force



(a)



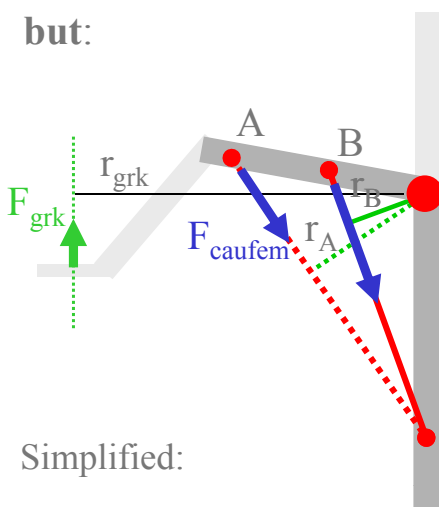
(b)





g) Move muscle insertion site towards joint to increase step length for a given muscle shortening

but:

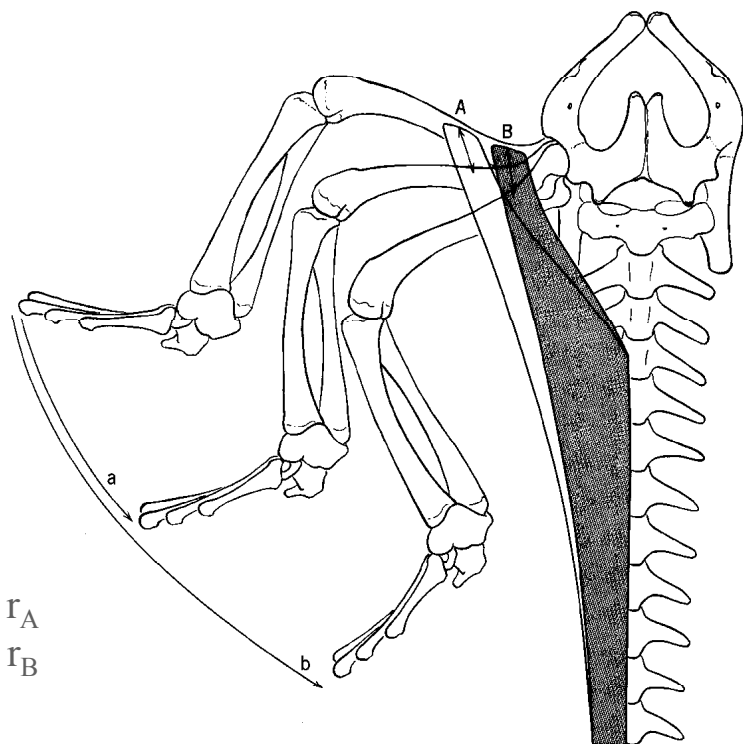


Simplified:

$$M_{grk} = F_{grk} r_{grk} = -M_A = -F_{caufemA} r_A$$

$$M_{grk} = F_{grk} r_{grk} = -M_B = -F_{caufemB} r_B$$

same muscle shortening
 requires more force = larger muscle-Ø
 (or at least more activated fibres)

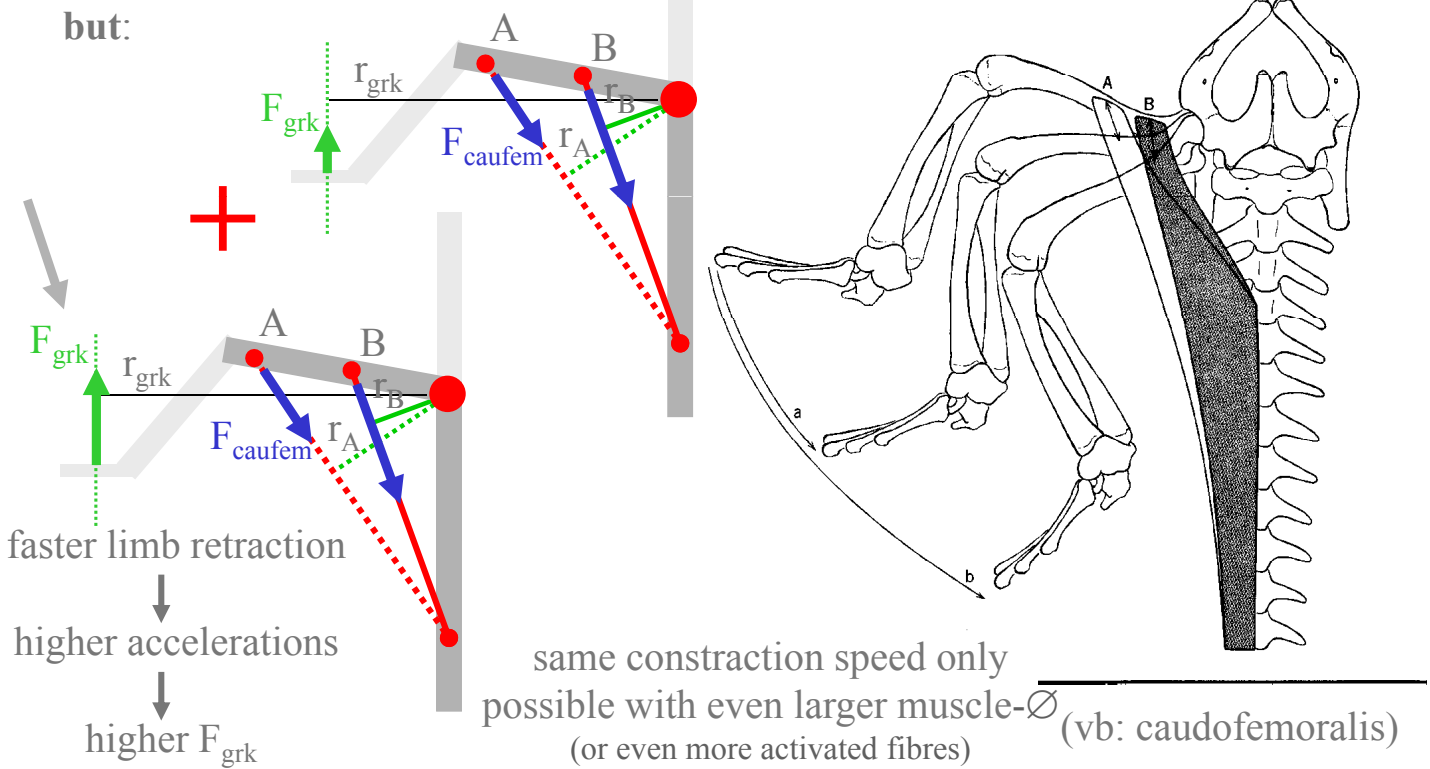


(vb: caudofemoralis)

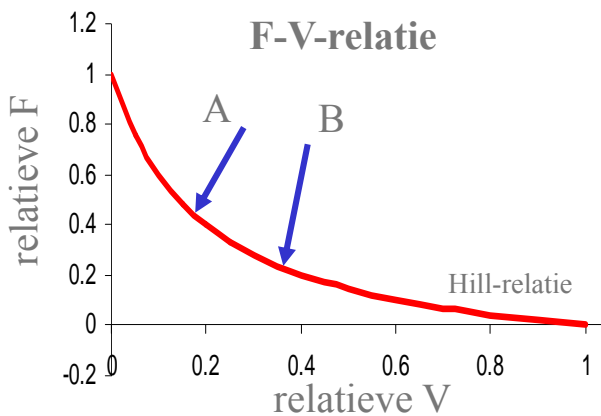


2) increase of the stride frequency : faster limb movements (cycling)

a) move muscle insertion site towards joint to increase the swing velocity for a given given shortening speed



remark 1

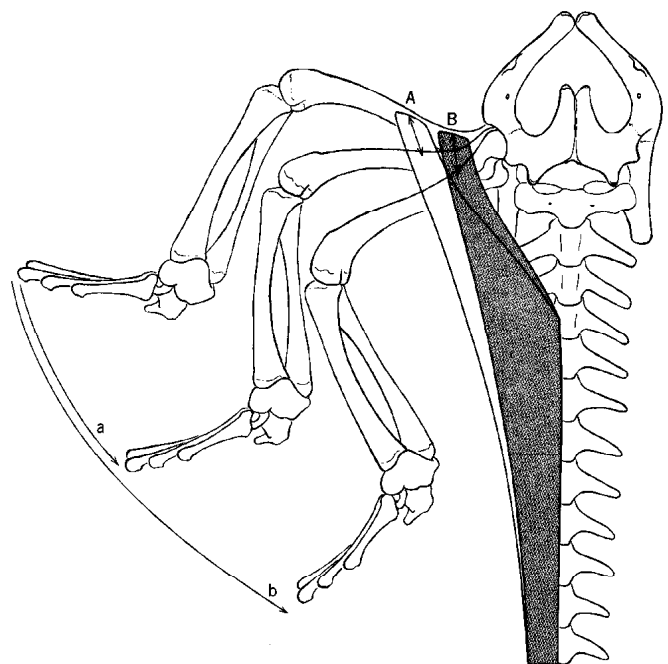


when all fibres are activated force output *must* drop

remark 2

larger muscle- \emptyset implies higher mass;
higher mass implies higher inertia;
higher inertia implies higher F_{grk}
higher F_{grk} requires more muscle force....

.....



(vb: caudofemoralis)



identical muscle contraction

(shortening + speed)

$$\Delta S \quad \Delta S / \Delta t$$



faster limb retraction

$$d_2 / \Delta t > d_1 / \Delta t$$

since:

$$d_i = L_o \Delta \alpha = L_o \Delta S / L_i$$

$$d_i / \Delta t = L_o / L_i * \Delta S / \Delta t$$

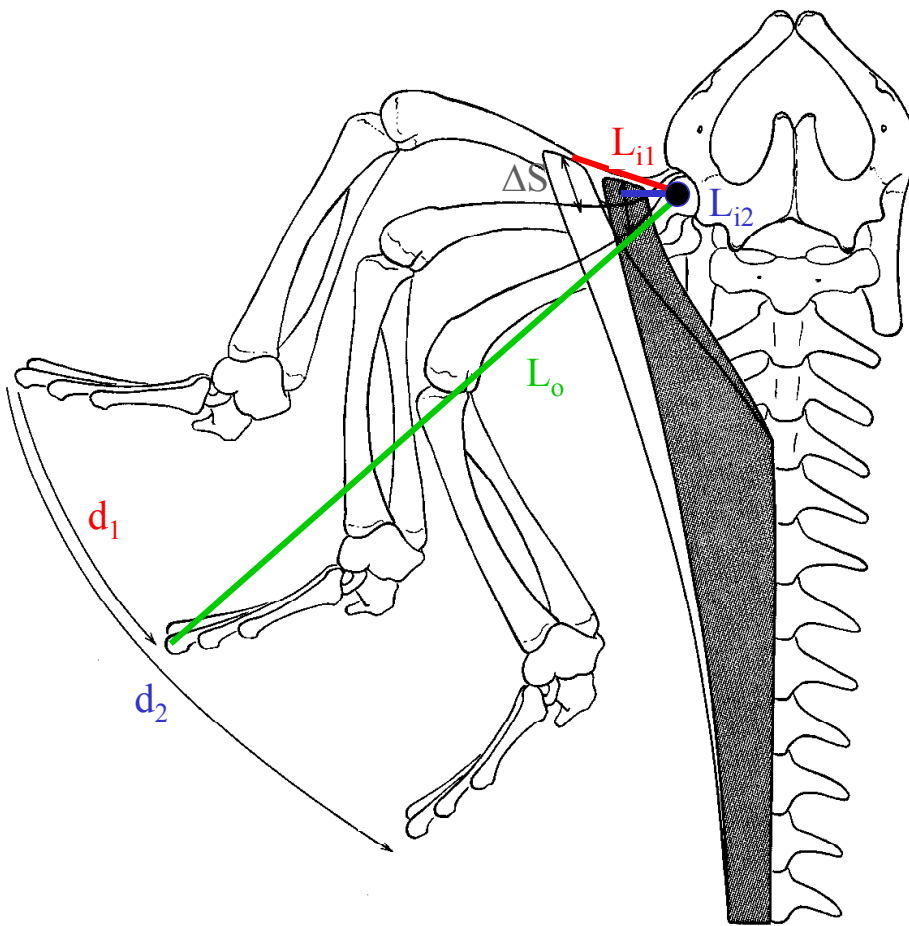
$$d_i / \Delta t \approx L_{out} / L_{in}$$

$$L_{out} / L_{in} =$$

gear ratio =

measure for speed

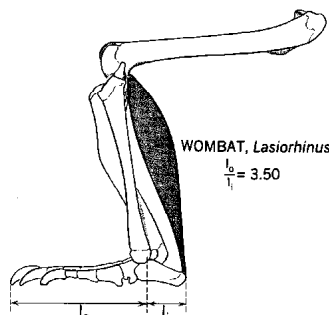
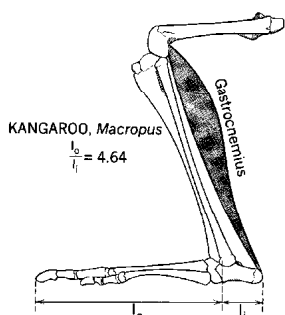
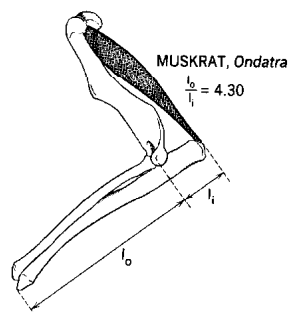
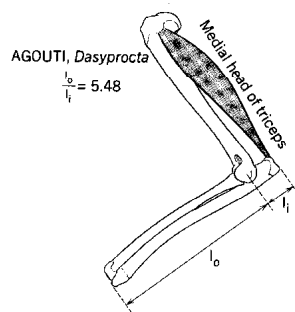
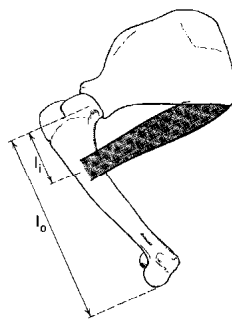
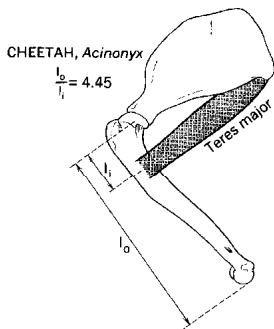
(at the cost of reduced force!!!)



'gear ratio' reflected in behaviour

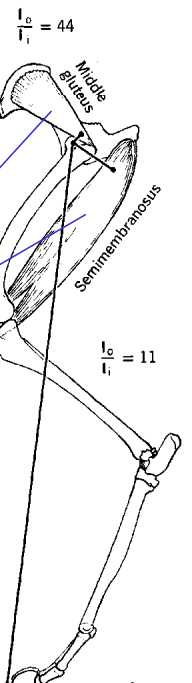
-aiming for (constante) high speed :
high L_{out} / L_{in}

-aiming for force (e.g. digging, inertia):
low L_{out} / L_{in}



gearing is possible

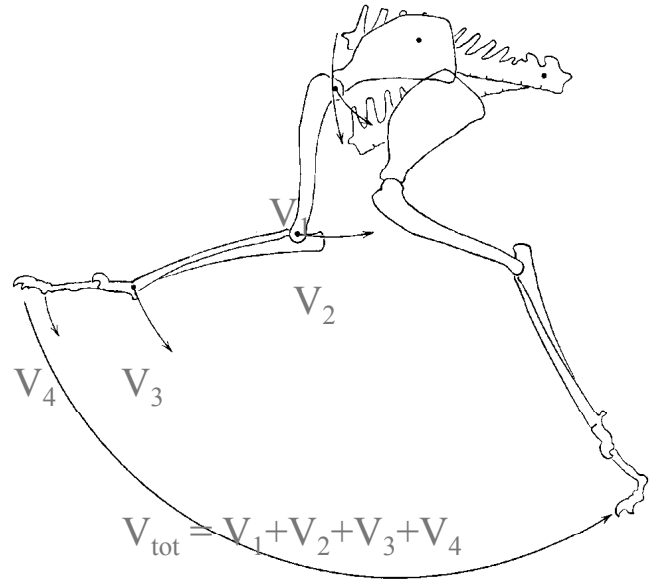
- high gear muscle
- low gear muscle



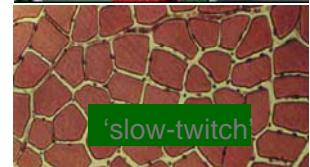
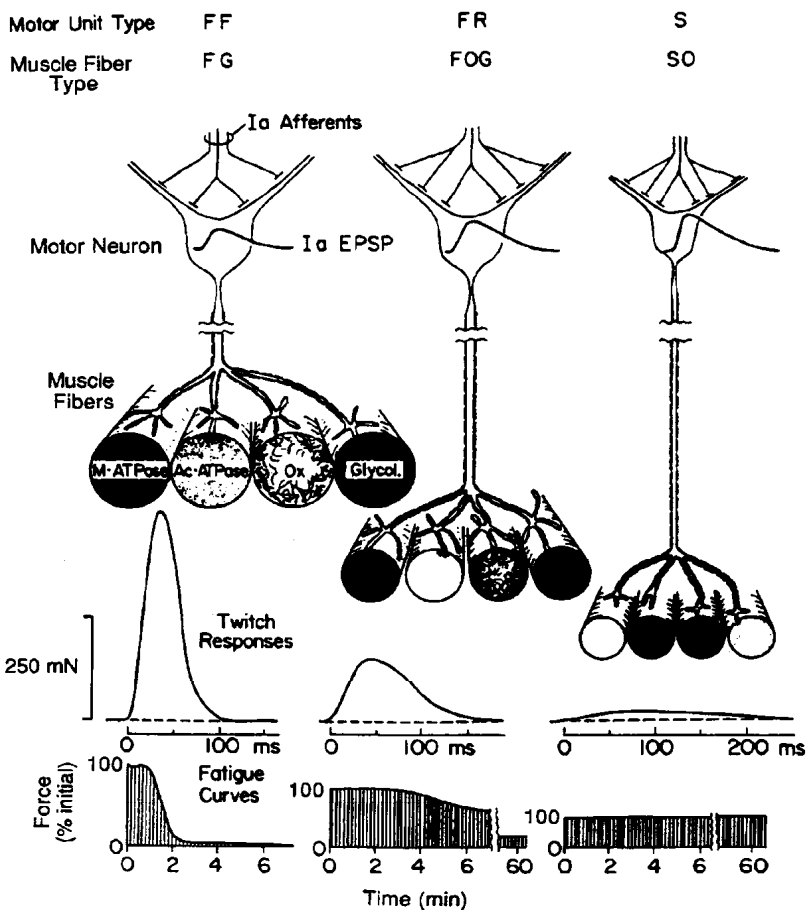
(note: dynamic gearing)



b) summation of joint rotation speeds (when independently actuated)



c) switching to faster muscle fibre types ('white fibres')
but: much more sensitive to fatigue !!



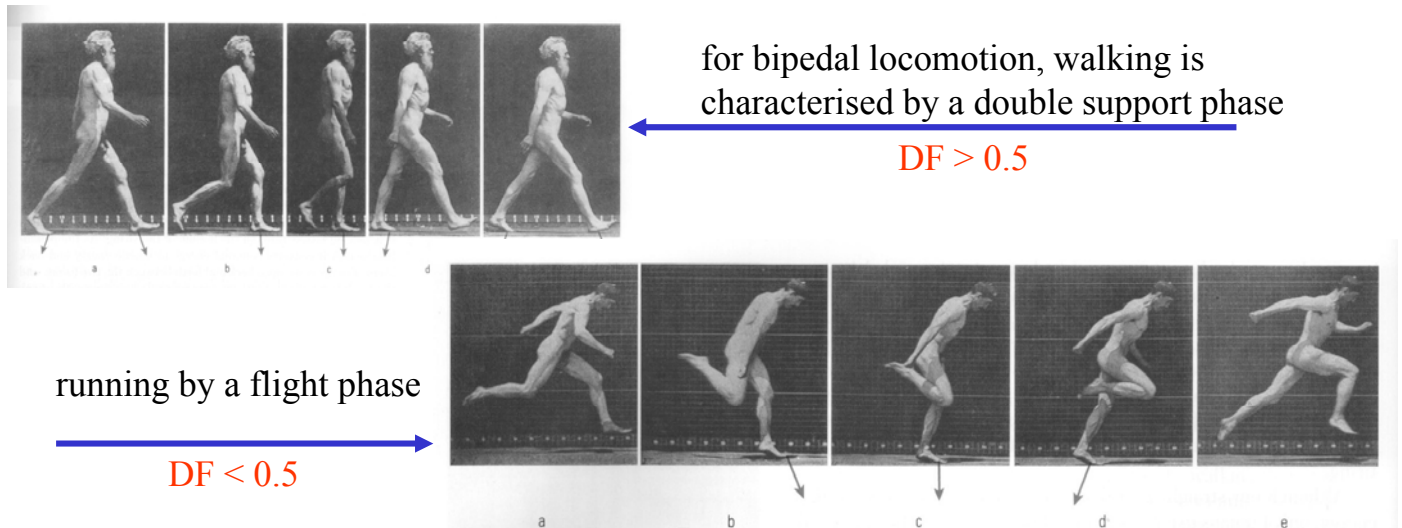


Gait: specific pattern of locomotor movements and inter limb coordination
(often changing with speed)

Gaits can be classified on a kinematic or a dynamic basis

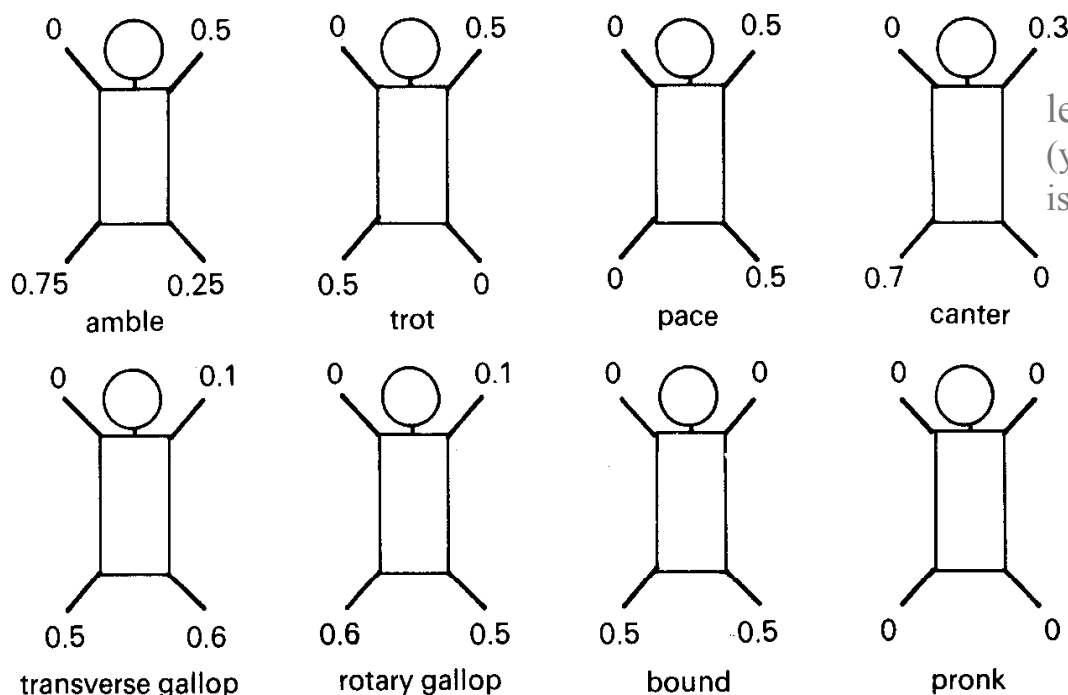
1) kinematically(or spatio-temporally) : based on **duty factor** and **relative phase**

- **duty factor DF** = ground contact time of a (specific) limb / stride duration
- $DF > 0.5$ \longrightarrow walking gaits
- $DF < 0.5$ \longrightarrow running gaits



further division on the basis of **relative phase (RF)**

RF = relative timing within a stride of the foot falls with respect to a reference limb



left-front = reference
(yet, most often left-hind is used)

normal walking and running in humans : $RF = 0.5$

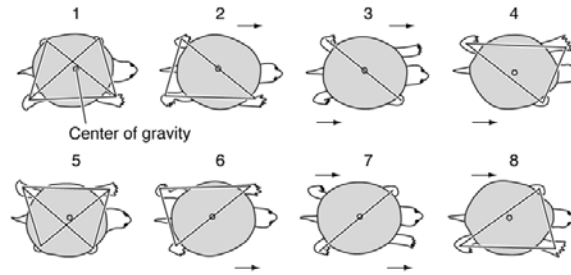


- if $RF = 0.5$ **within** a girdle: **symmetrical** gait

- all other cases: **asymmetrical** gaits

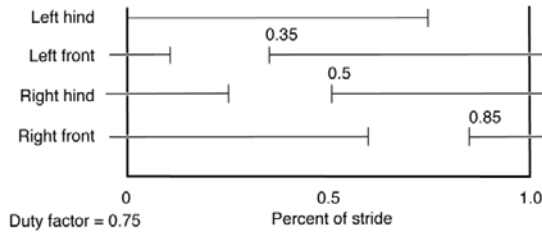
[remark : refers to time symmetry ! (listen to cadans)]

symmetric



A. Limb movements and foot placements during one stride of a turtle

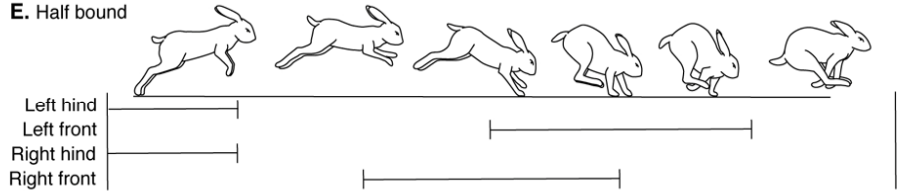
use of 'footfall'-patterns



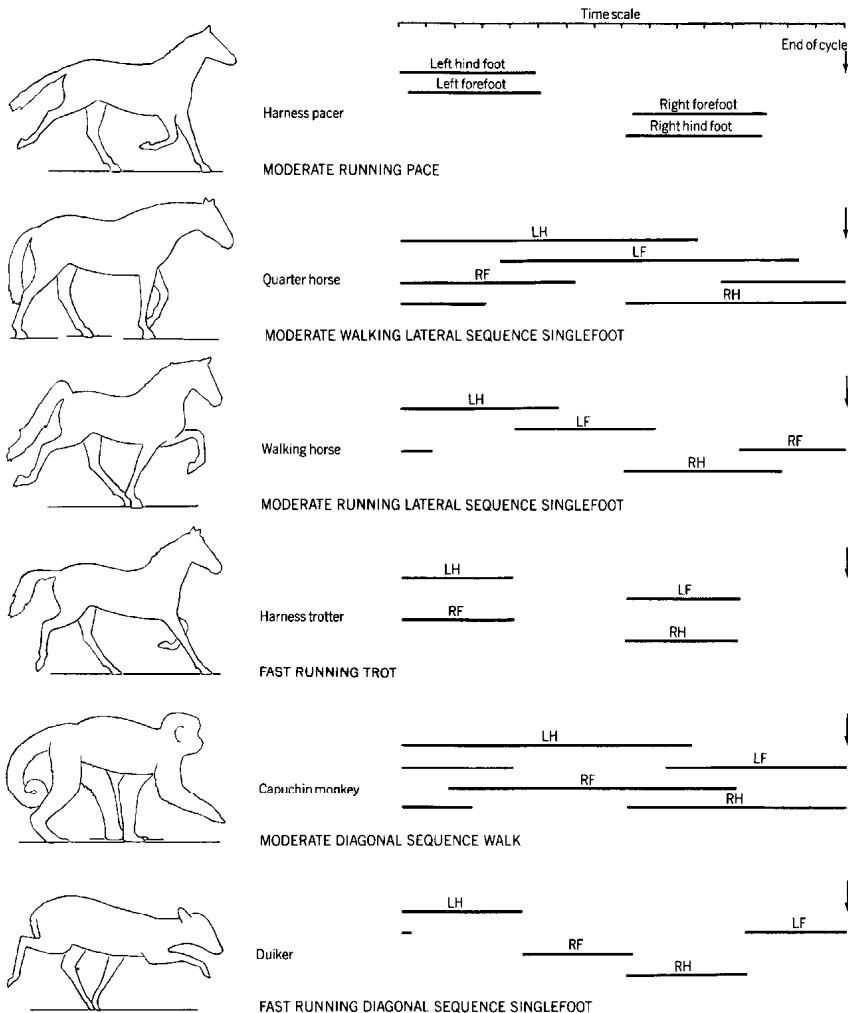
B. Gait diagram of the stride shown in A

asymmetric

E. Half bound

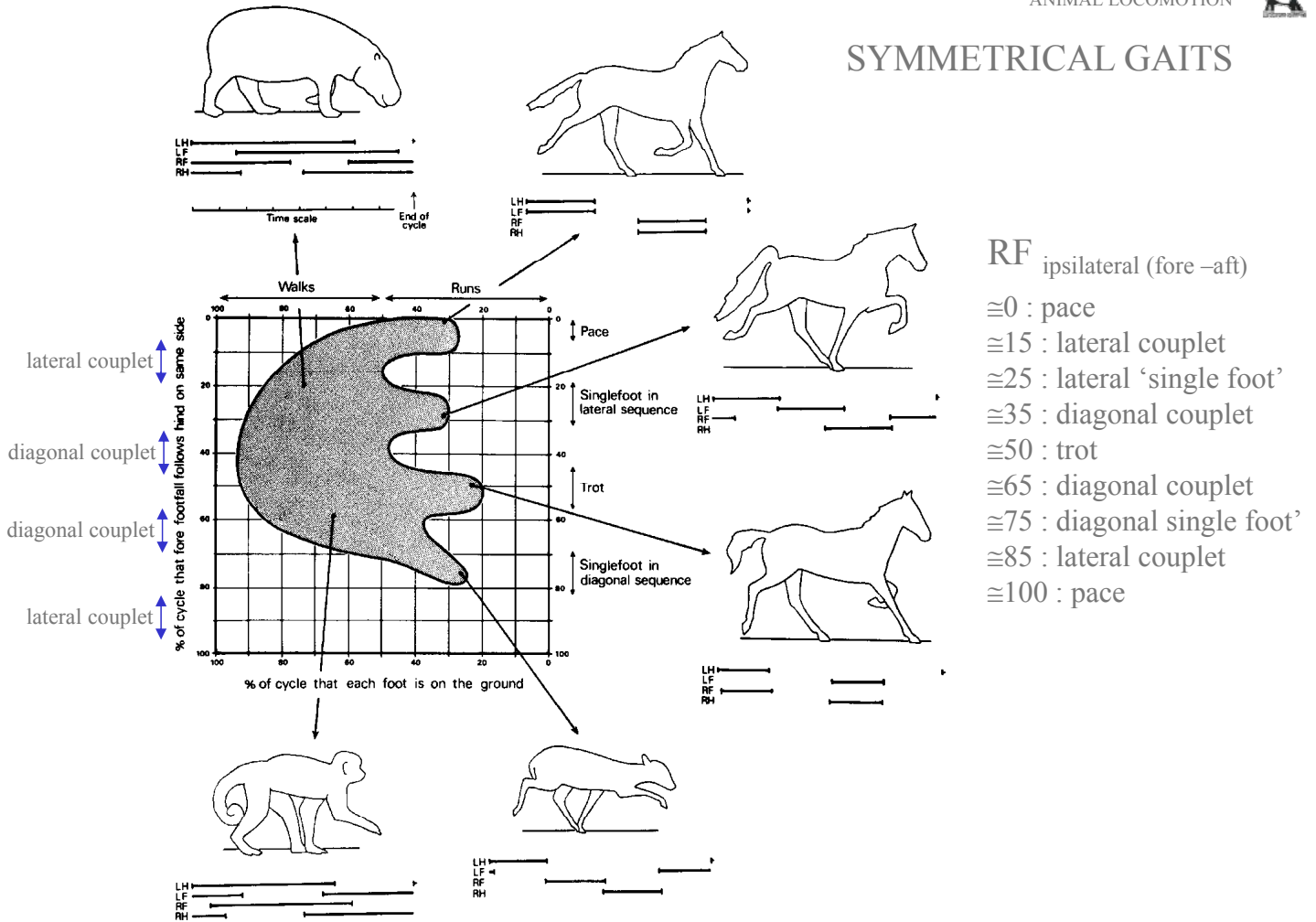


SYMMETRICAL GAITS





SYMMETRICAL GAITS



SYMMETRICAL GAITS: lateral couplet => pace





SYMMETRICAL GAITS : laterale sequence (couplet)



SYMMETRICAL GAITS laterale sequence single foot





SYMMETRICAL GAITS: diagonal sequence (couplet) => walking trot



SYMMETRICAL GAITS : trot





SYMMETRICAL GAITS : walking trot



SYMMETRICAL GAITS : bipedal running





SYMMETRICAL GAITS : bipedal running

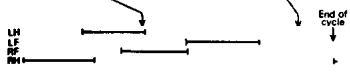
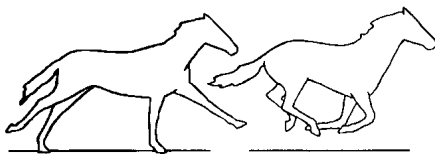


SYMMETRICAL GAITS : bipedal walking

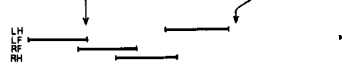
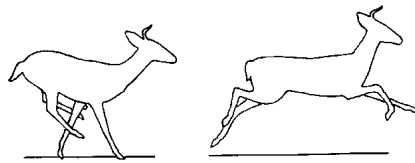




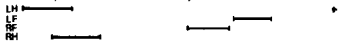
ASYMMETRICAL GAITS



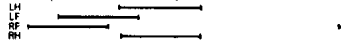
HORSE: Transverse gallop with gathered suspension



DEER: Rotary gallop with extended suspension



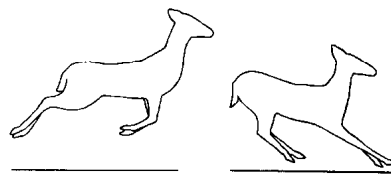
CHEETAH: Rotary gallop with both suspensions



WEASEL: Half bound with extended suspension



HOUSE MOUSE: Bound



DEER: Pronk



ASYMMETRICAL GAITS : gallop

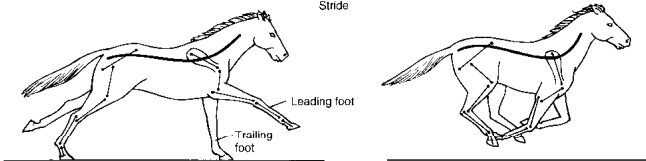




ASYMMETRICAL GAITS : bound



ASYMMETRICAL GAITS



'rotary' gallop



'transverse' gallop



ASYMMETRICAL GAITS : bipedal gallop



ASYMMETRICAL GAITS : ricochet

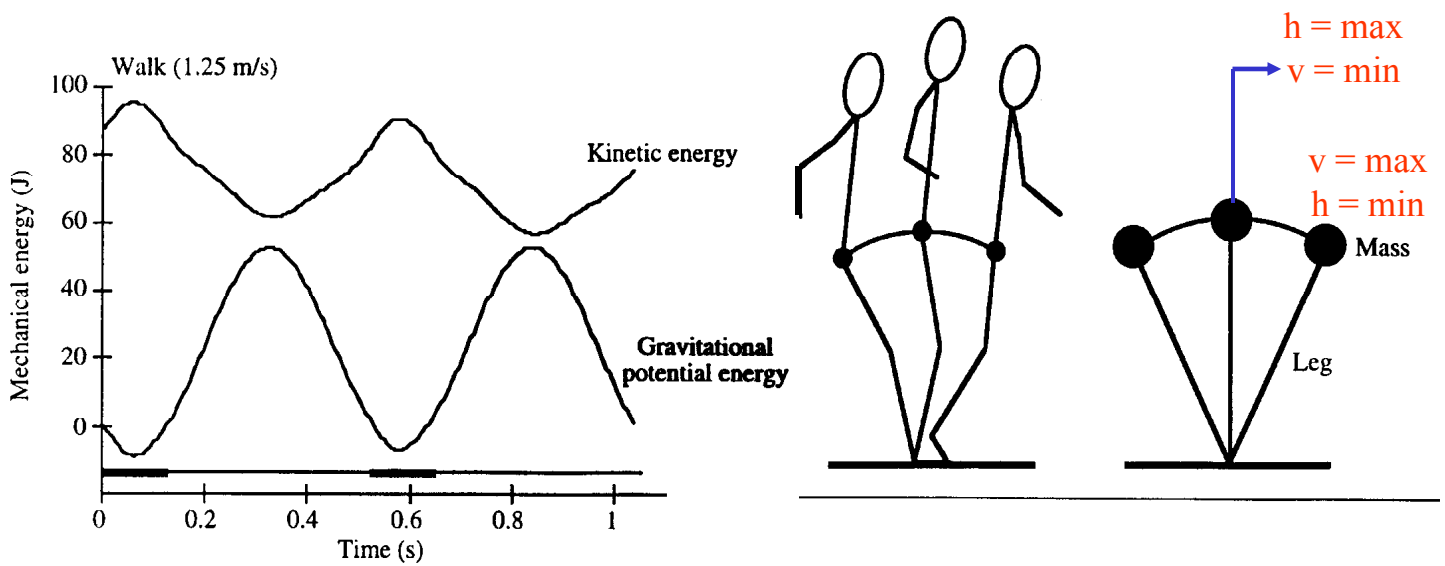
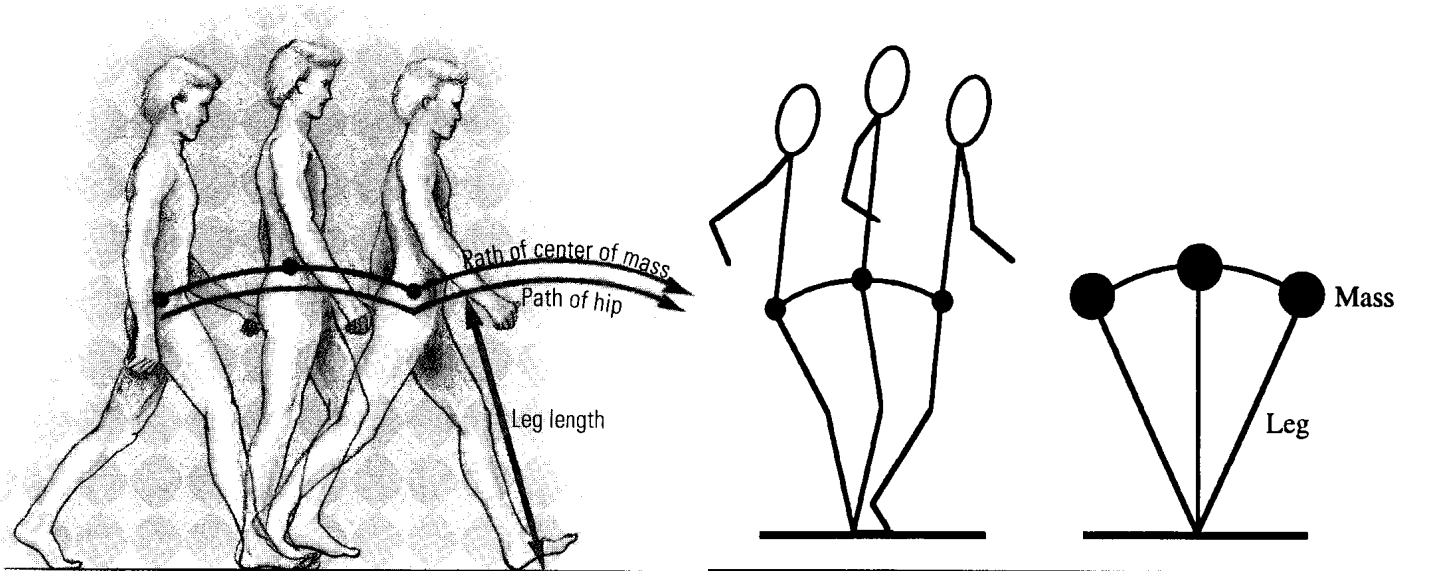




alternative for kinematical classification

2) dynamically (according mechanical behaviour of support limb)

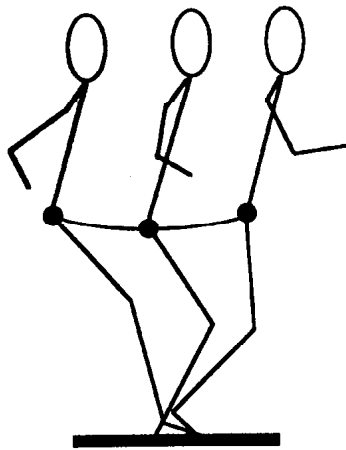
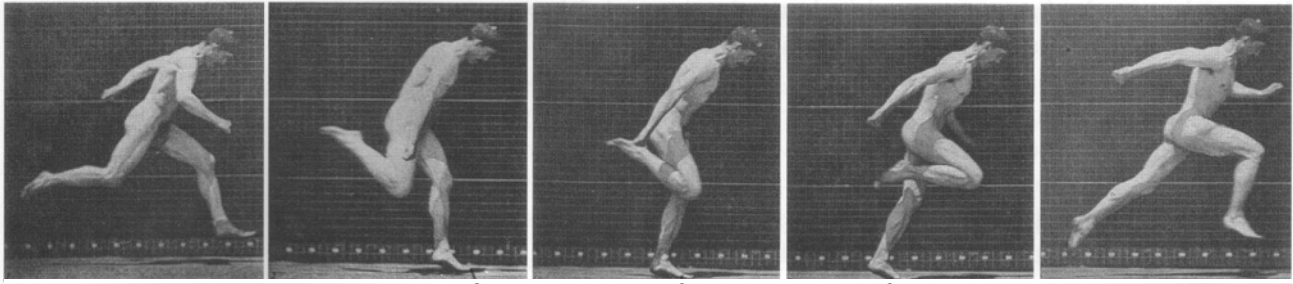
paradigm for walking gaits: **inverted pendulum**:
 organism pivots about (relatively) stiff support limb



-potential (mgh) and kinetic ($mv^2/2$) energy fluctuations are out of phase (cf. pendulum): energy conversion saves up to 70% of the mechanical (!) costs

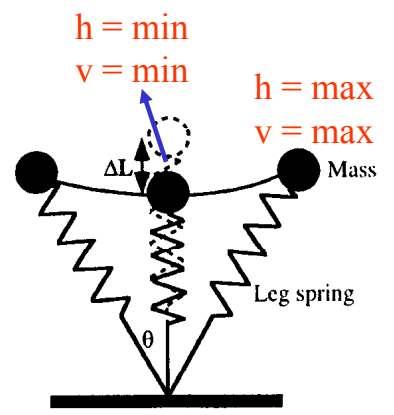
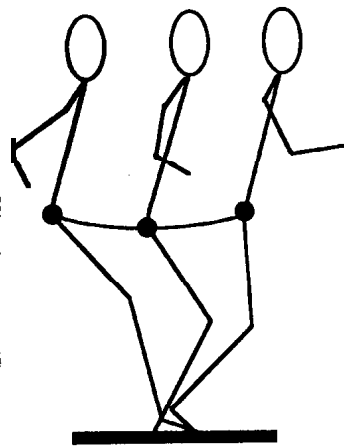
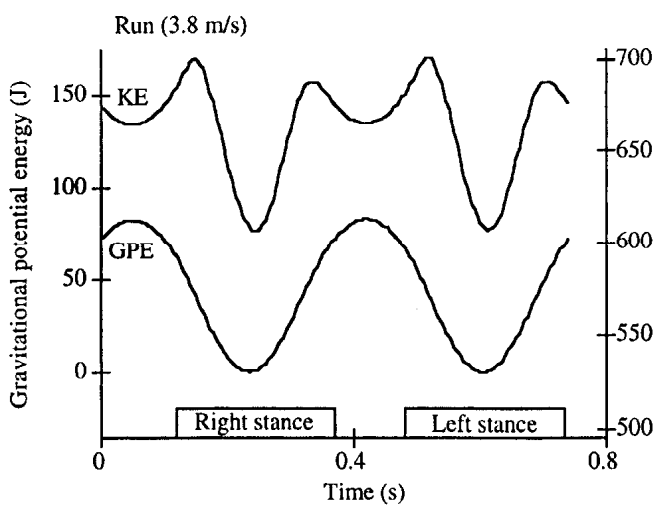
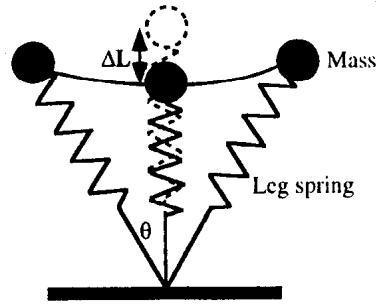


paradigm for running : **spring mass system**



-flexion-extension of support limb

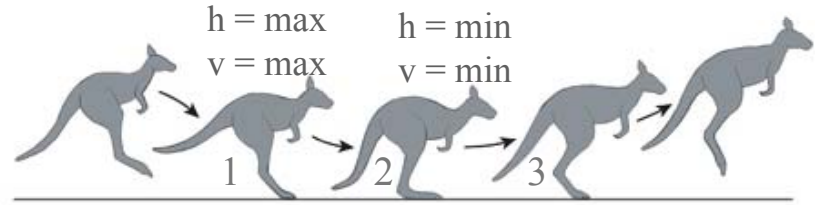
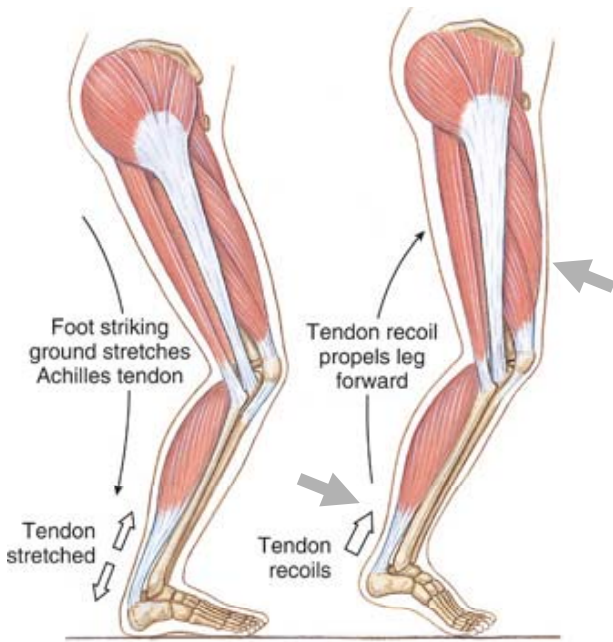
-deepest point at midstance



potential and kinetic energy fluctuate in phase :

no conversion

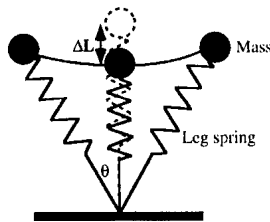
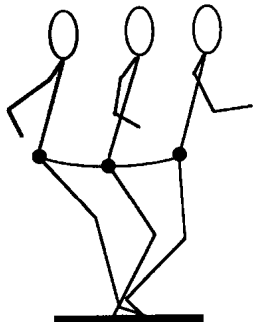
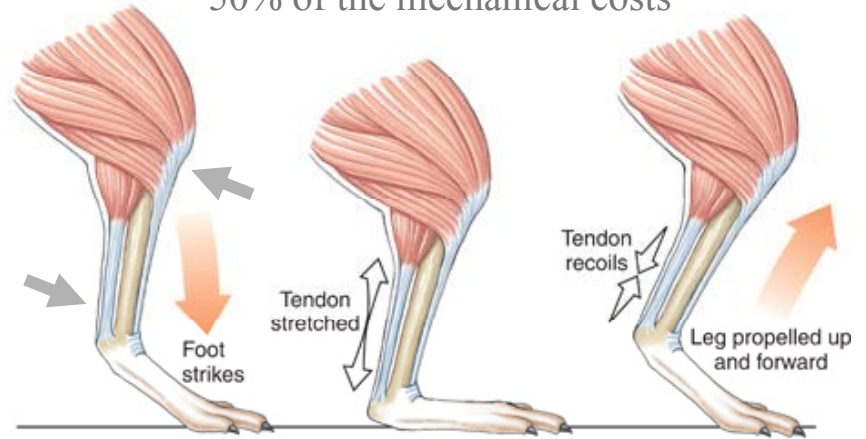
But !!!



$$t_2 - t_1: m(\Delta V)^2/2 + mg \Delta h \longrightarrow E_{\text{elast}}$$

$$t_3 - t_2: E_{\text{elast}} \longrightarrow m(\Delta V)^2/2 + mg \Delta h$$

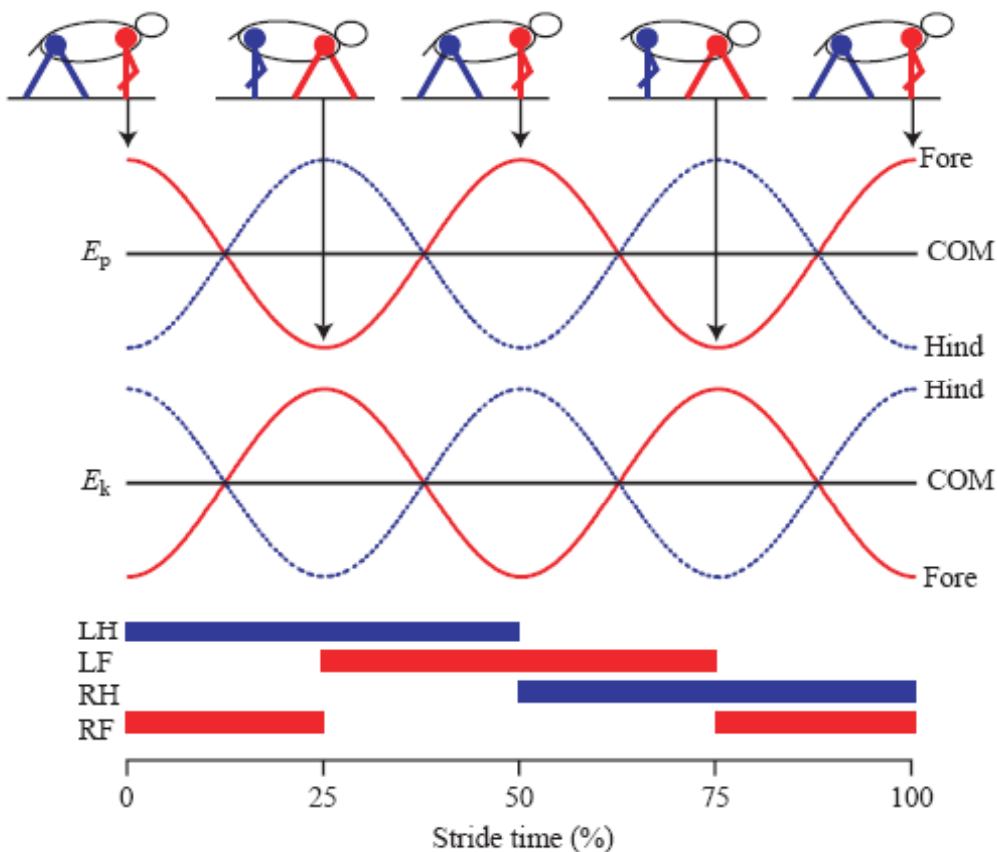
Energy conversion saves up to
 50% of the mechanical costs

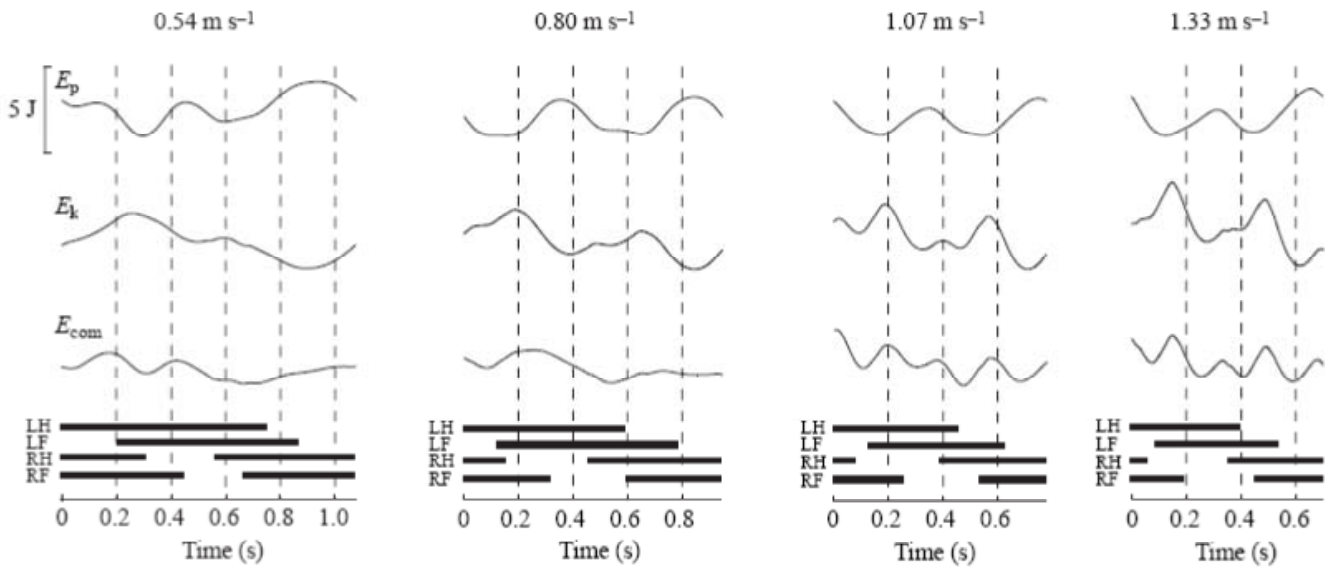


Muscle-tendon-systems behave as elastic springs
 (!! extensors : achilles tendon, quadriceps, triceps surae)



‘inverted pendulum’ mechanism holds for quadrupeds, too
 2 ‘bipedalen’ in tandem

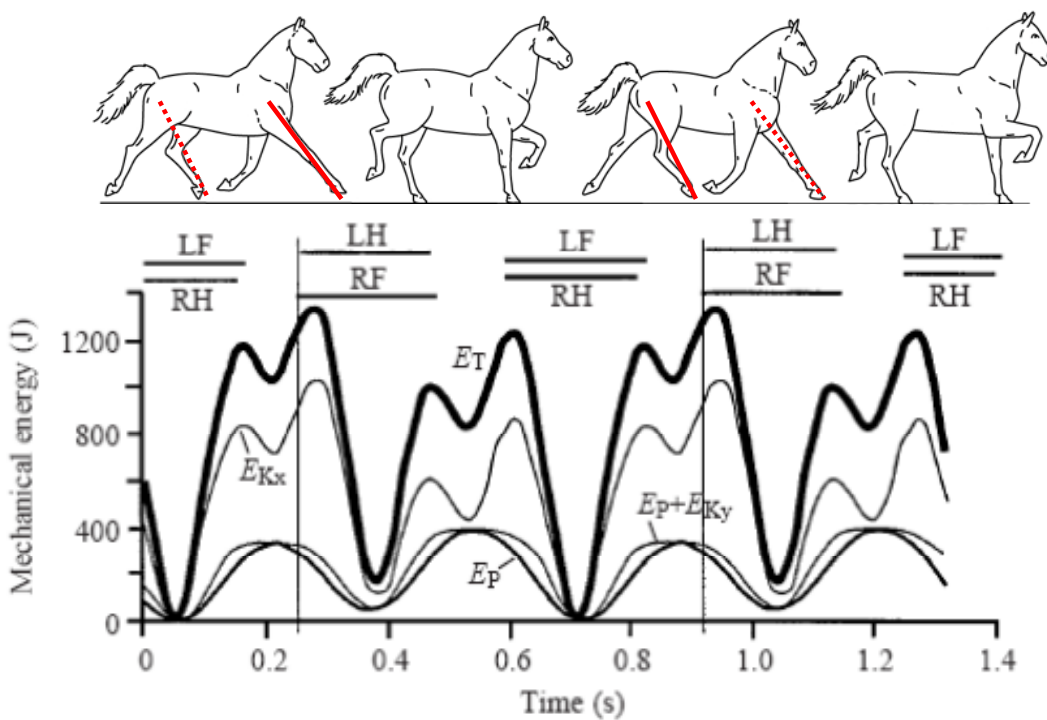




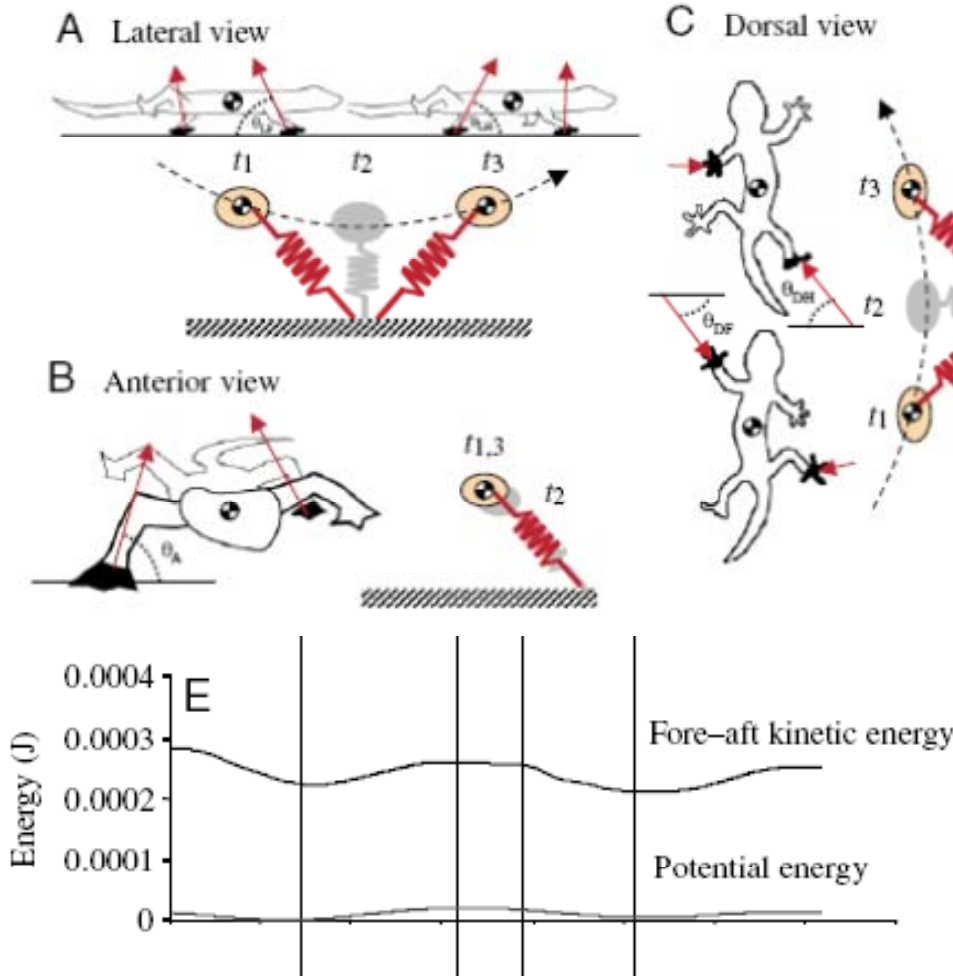
dog walking at different speeds:
Epot en Ekin largely out of phase \longrightarrow 70% recovery



‘spring-mass’ mechanism holds for quadrupedal trotting
diagonal limb pairs behave as a ‘biped’



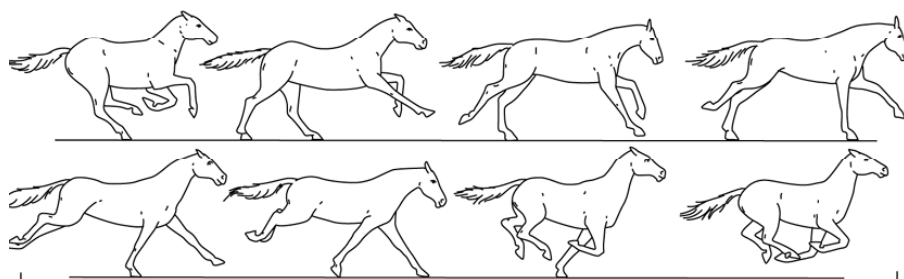
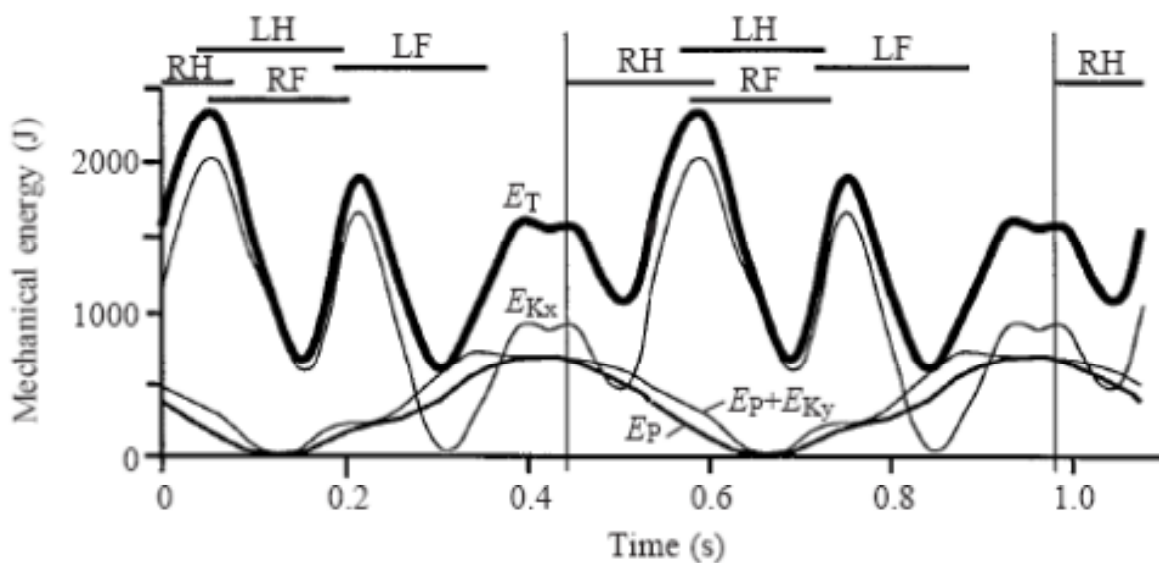
Epot en Ekin largely in phase during diagonal limb contact



also 'sprawling'-gaits
 (= transversal limbs)
 behave as spring-mass
 system



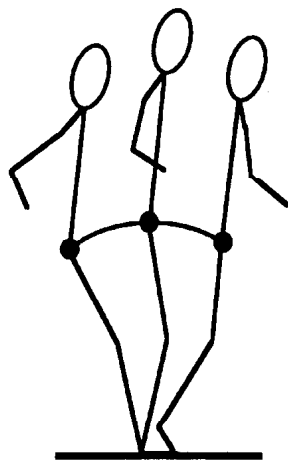
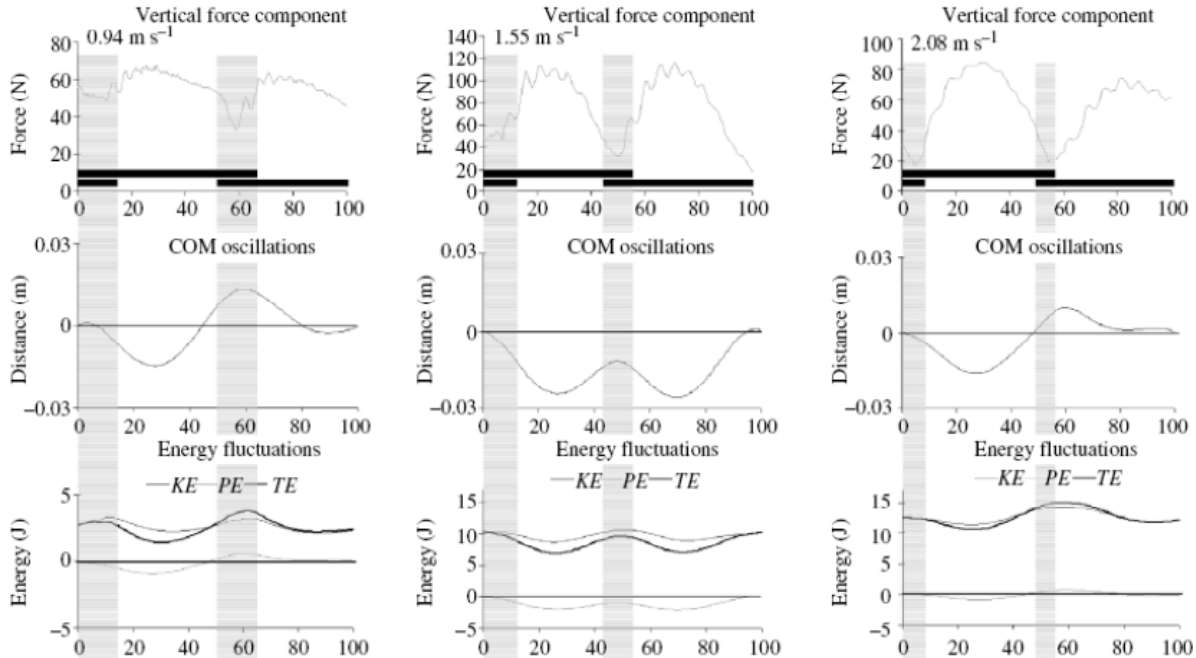
gallop is likely a complex mix of
 inverted pendulum & mass-spring mechanism



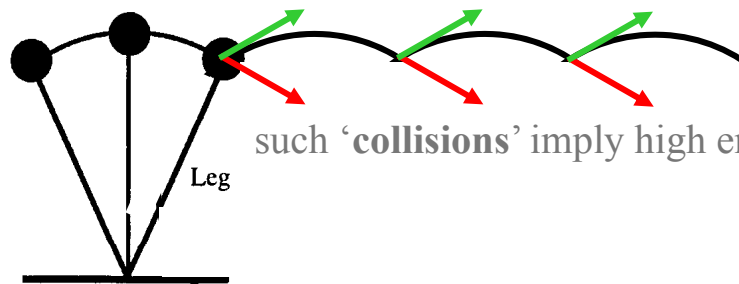


kinematical and dynamical classifications do not necessarily overlap :
DF > 0.5 + 'spring-mass' mechanism = 'groucho running' (grounded running)

gibbon bipedal 'grounded running'

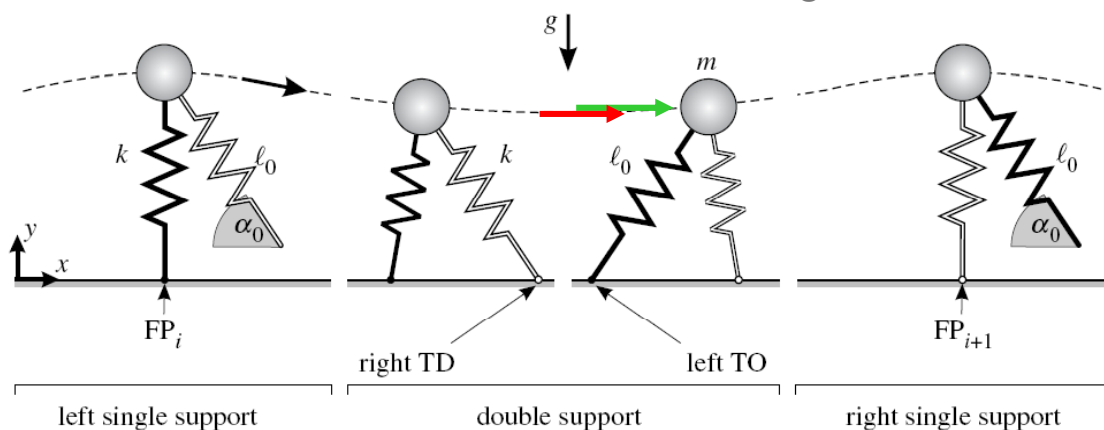


problem with the 'inverted pendulum' model:
'instantaneous' reorientation of the velocity vector

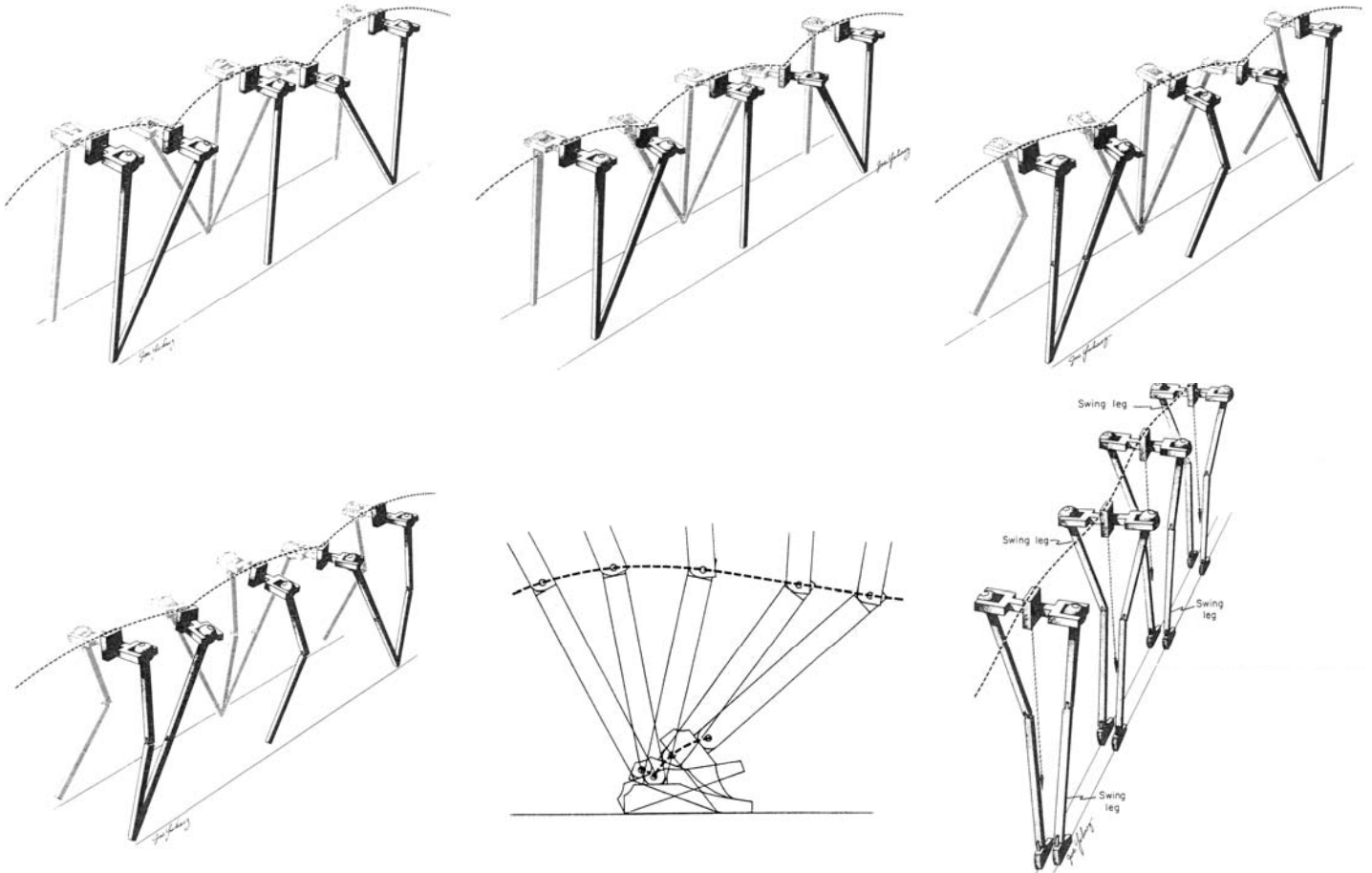


such 'collisions' imply high energy losses

combining both models reduces collisions

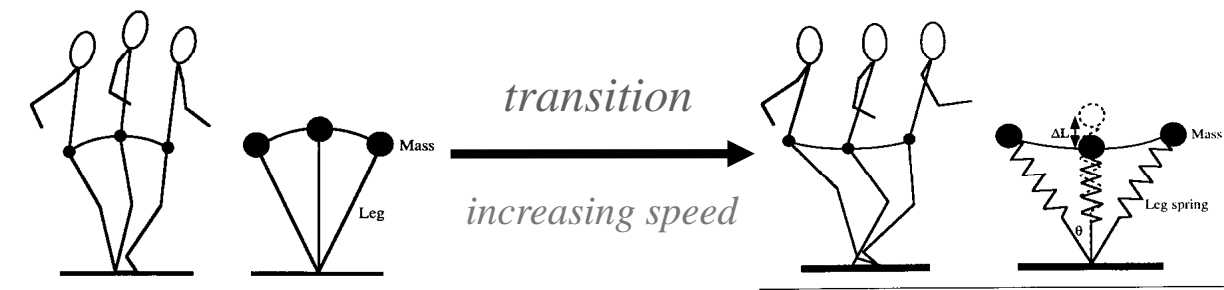


in humans this accords to the 6 gait determinants for efficient walking as proposed by Saunders (1953)

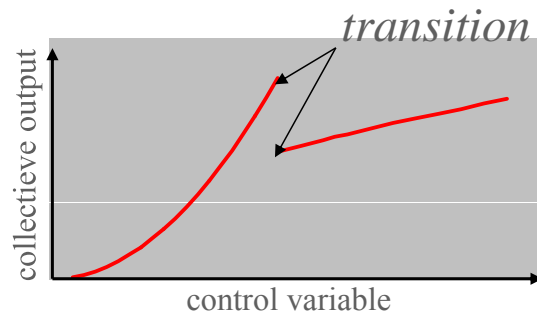


Transitions between gaits : 1) proximat explanation (answer to 'how'?)

Central programming approach



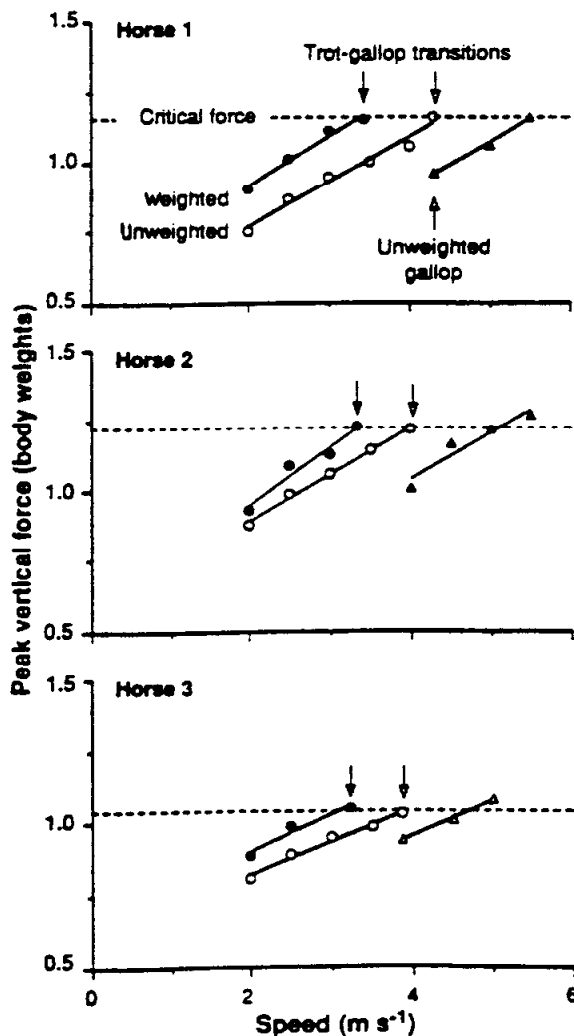
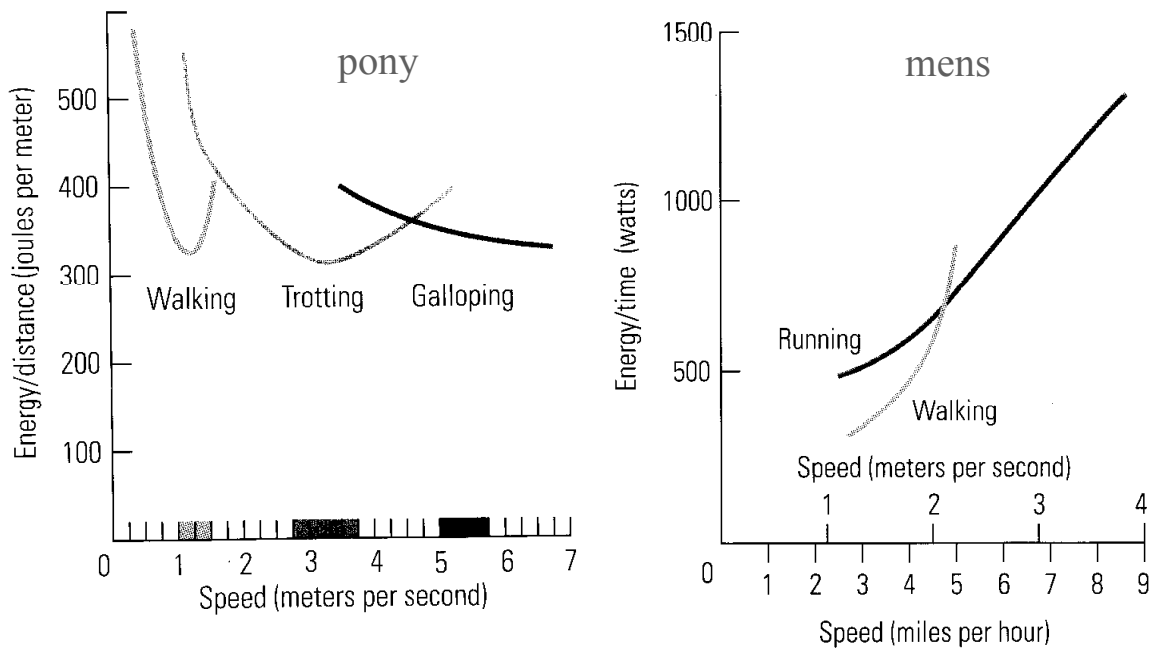
Dynamic systems Approach
(self-organising)





Transitions between gaits : 2) ultimate explanation (answer to 'why' ?)

two general hypotheses : a) to minimize costs



b) to minimize stress