

CARDIFF SCHOOL OF TECHNOLOGIES

Interpolated SOM Neural Networks for Anatomical Joint Constraint Modelling

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Cardiff Met

Overview

- Anatomical joint constraint simulations
 - Medical Applications
 - Animation
 - Ergonomics
 - Robot control simulation
- Classification (Engin and Turner 2004)
 - Phenomenological
 - Biologically Based
- Limitations of existing approaches
 - Abstraction of joint function
 - Rotational representation
 - Discretised output space

Anatomical Joint Constraint Modelling

- Mechanical Approximations
 - Euler Angles (Faraway, Zhang and Chaffin 1999)
- N-Dimensional Boundaries
 - Spherical (Korein 1984)
 - Conical (Engin *et al* 2000)
 - Multiple cones (Maruel *et al* 2000)
- Occupancy Matrix
 - Signed distance cones (Engell-Norregard *et al* 2011)

Anatomical Joint Constraint Modelling

Unit Quaternion Based Approaches

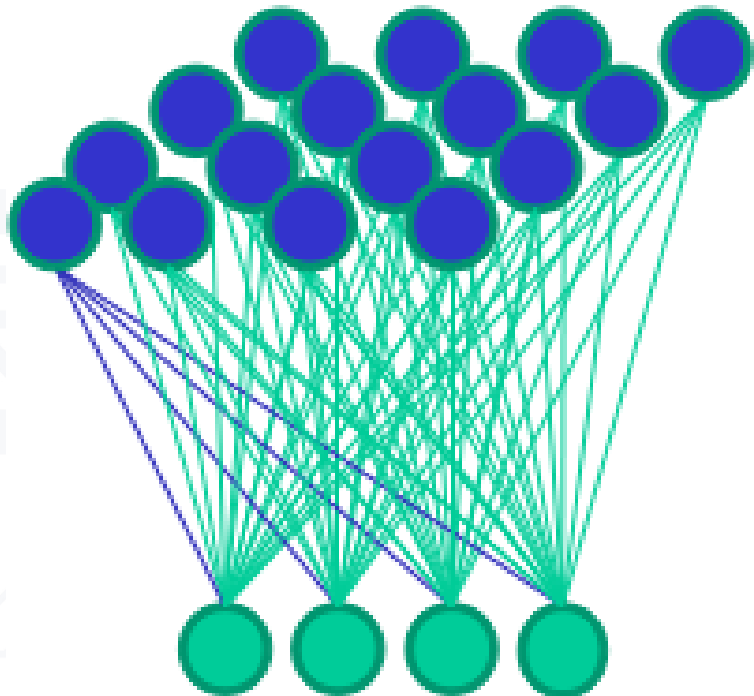
- Decomposition to Axis-Angle (Lee 2000)(Lui & Prakash 2003)
- Iso Surface (Herda *et al* 2003/2004)
- Distribution - \mathbb{R}^3 (Johnson 1995) - \mathbb{S}^3 (Brau and Jiang 2016)

Machine Learning

- Evolved GMLP (Jenkins *et al* 2006/2011)
- SOM (Jenkins & Dacey 2010)
- UQ-SOM (*ibid* 2014)
- RM (Jenkins *et al* 2016/2017/2019)
- GMLP (Jian and Liu 2018) - Trained from MoCap Database.

Continuous Self Organising Map

- Based on Kohonen Self Organising Map (SOM)
 - Topology preserving projection from n-dimensional input space to two dimensional grid
- Extended to give a continuous output (Göppert and Rosentiel, 1993)



Output layer

Input layer

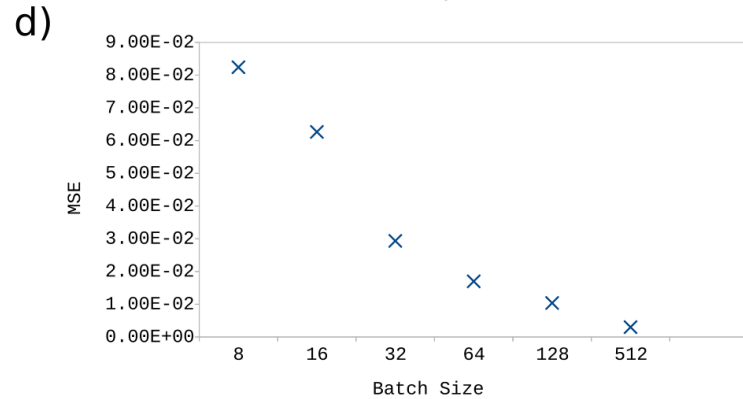
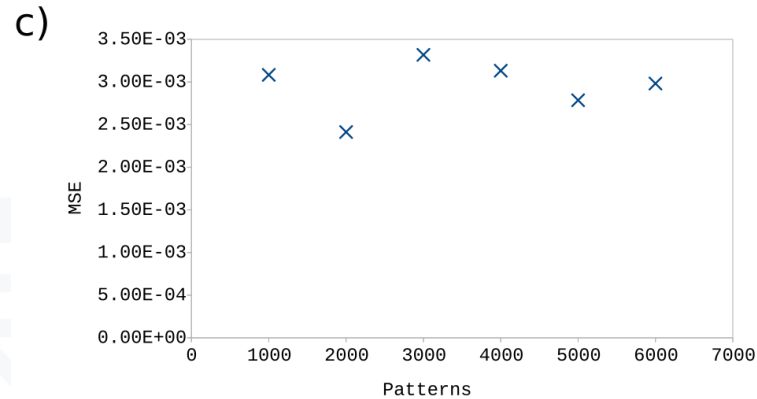
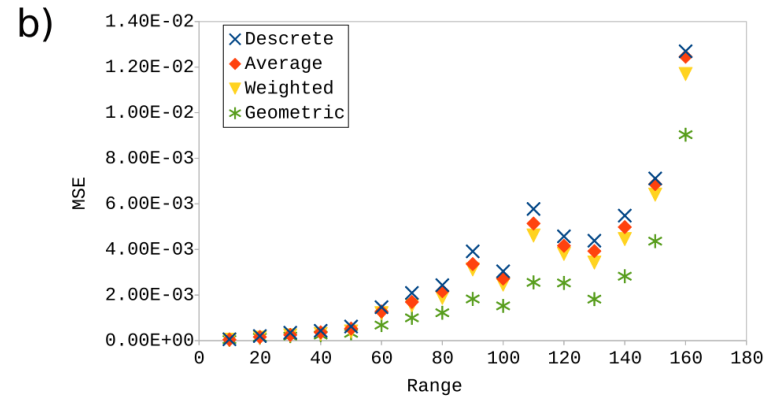
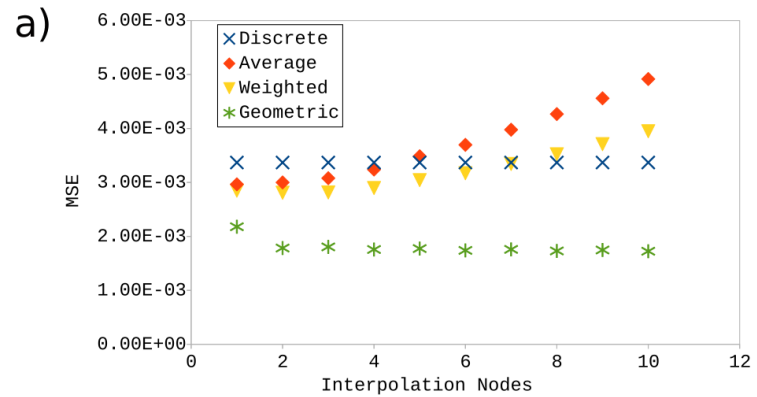
Continuous Self Organising Map

- Structure
 - 4 input nodes, 25^2 output nodes
- Training
 - Batch SOM training
 - Linear neighbourhood decay
- Use Phase
 - Euclidean distance for closest node(s)
 - **Interpolation**
 - Average
 - Weight average
 - Geometric

Aims of this work

- Utilise machine learning techniques to model unit quaternion based joint constraint
 - No Gimbal lock & single representation
 - Learn from patient/character data
 - Self Organising Map
 - Used to implicitly model boundary
 - Current orientation (unit quaternion) presented
 - Network responds with an interpolated output between the closest n winning nodes
- Simplified boundary

Results



- 1-2 required for improvement
- Geometric interpolation superior
- Improvement across the constraint range

Conclusions and Future Work

- SOM can provide nearest valid orientation in response to invalid input orientation
 - No decomposition/pre-processing of the quaternion required
 - Minimal normalisation of the output required
 - Can be trained from recorded (patient/actor) data
 - Interpolation with 1-2 nodes improves result
- Future work
 - Comparison to other approaches
 - Ability to learn more complex boundaries (irregular)
 - Rotation around the limb (twist)
 - Learning from motion capture data