

# Human Model Occupant Kinematics in Highly Reclined Seats during Frontal Crashes

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**UMTRI-Biosciences**

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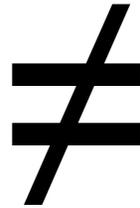


# Project Background



Standard automotive posture

Kinematics  
Submarining risk  
Injury risk  
Impact Response

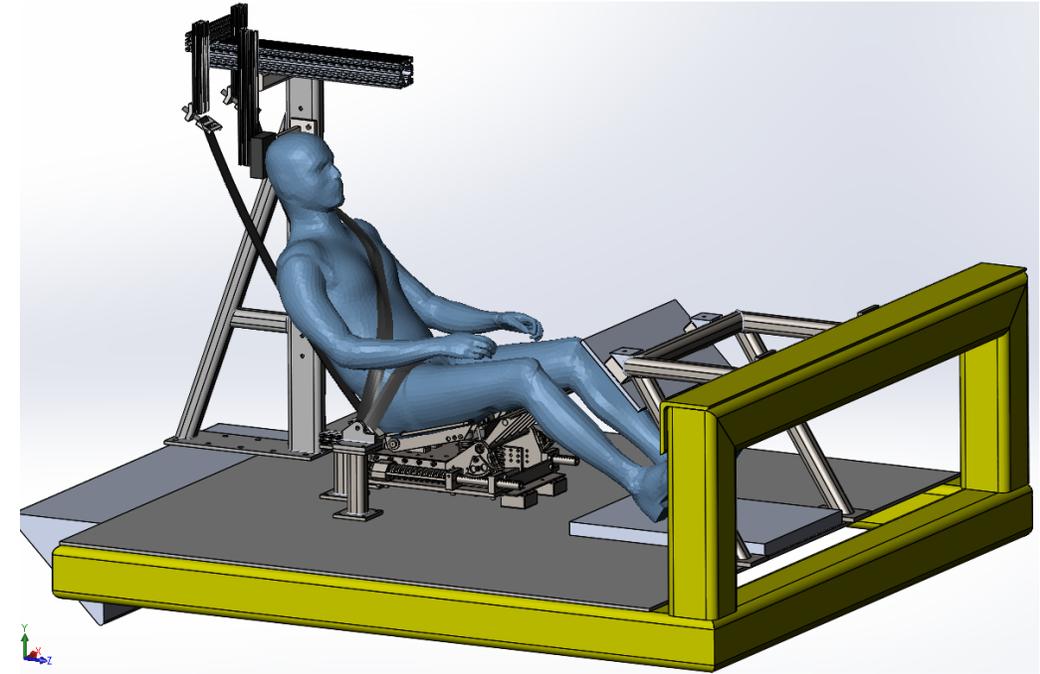


Concept autonomous vehicle posture

- Current safety standards are based on occupants seated in standard posture ( $\sim 24^\circ$  recline)
- Improvements to seats and restraint systems may be needed to ensure good protection for people in alternative postures

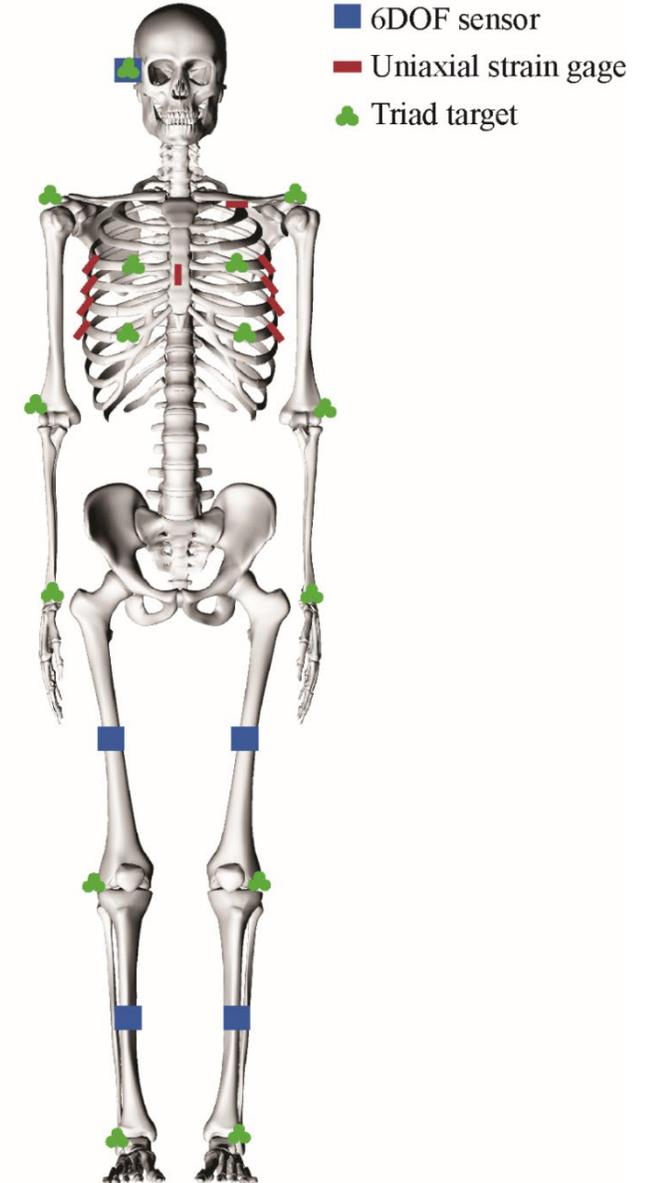
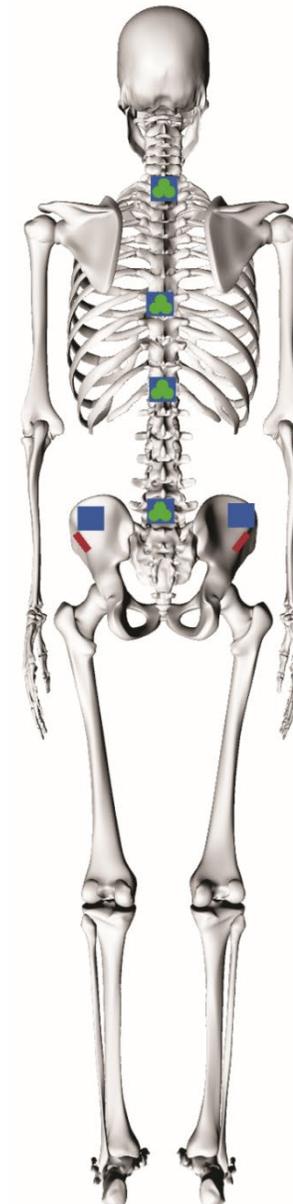
# Project Background

- NHTSA-funded PMHS impact tests in vehicles with automated driving systems (ADS)
- Focus will be on highly reclined occupants
- Two populations of interest
  - 1) 50<sup>th</sup> percentile male (UMTRI)
  - 2) Vulnerable occupants: small female, obese (MCW)
- Primary outcome will be a cohesive dataset that can be used for future validation of ATDs and human body models



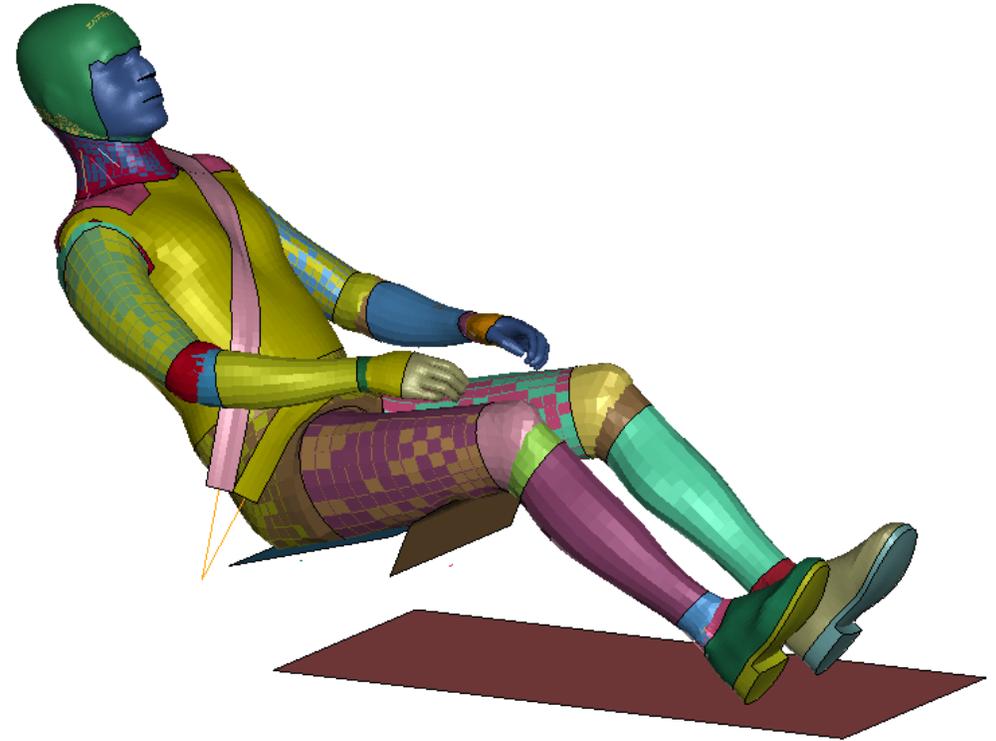
# Project Background

- UMTRI/MCW → Similar techniques/philosophies for PMHS instrumentation
- Head, spine, and pelvis kinematics
- Extremity kinematics
- Fracture timing
- Chest deflection



# Simulation Strategy

- Predict possible PHMS response / trends
- Examine factors related to submarining
  - Recline angle
  - Seat type
  - Restraint parameters (pre-tensioning, locking tongue belt angle)
- Two parametric studies completed
  - Focused on recline angle and seat type
  - Focused on restraint characteristics
- GHBMC simplified model
- The model is not validated in reclined conditions



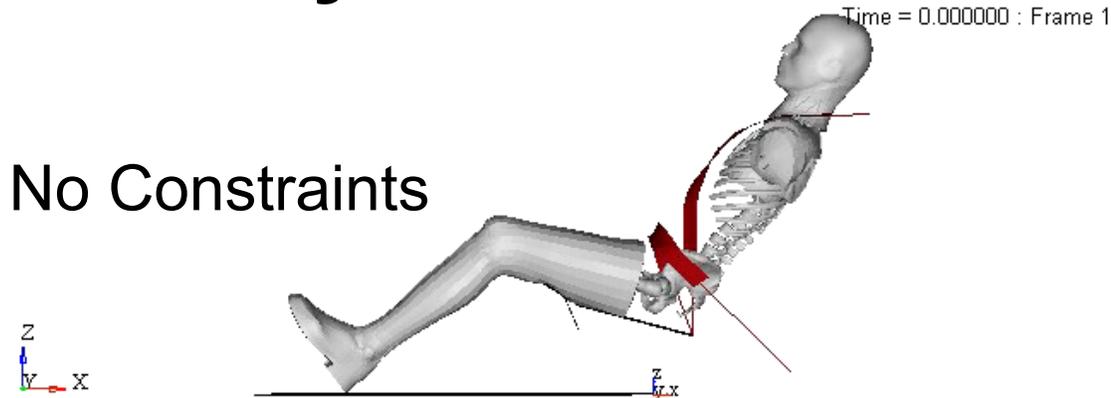
# Simulation Setup- Lower Extremity Constraints

- Total LX constraint not realistic
  - Spine buckling
  - Much higher spine forces
- Legs kicking up
  - Does not largely affect pelvis and upper body when compared to heel constraint conditions

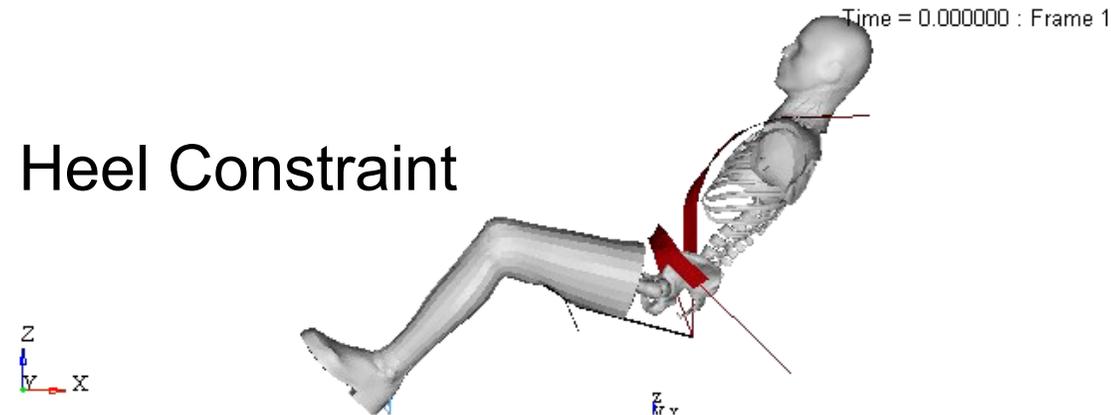
	No Constraints	Heel Constraint	Touching Bolster
HIC	297	332	182
BrIC	0.67	0.68	0.51
<b>Chest D</b>	<b>27.9</b>	<b>27.9</b>	<b>21.7</b>
Head X Exc	783	777	816
Sh X Exc	501	497	600
<b>Pelvis X Exc</b>	<b>268</b>	<b>236</b>	<b>30</b>
Pelvis Z Exc	-4	-10	-31
<b>Pelvis Rot</b>	<b>54°</b>	<b>56°</b>	<b>0°</b>
<b>Lumbar Force</b>	<b>759</b>	<b>917</b>	<b>1141</b>

\*All with semi-rigid seat

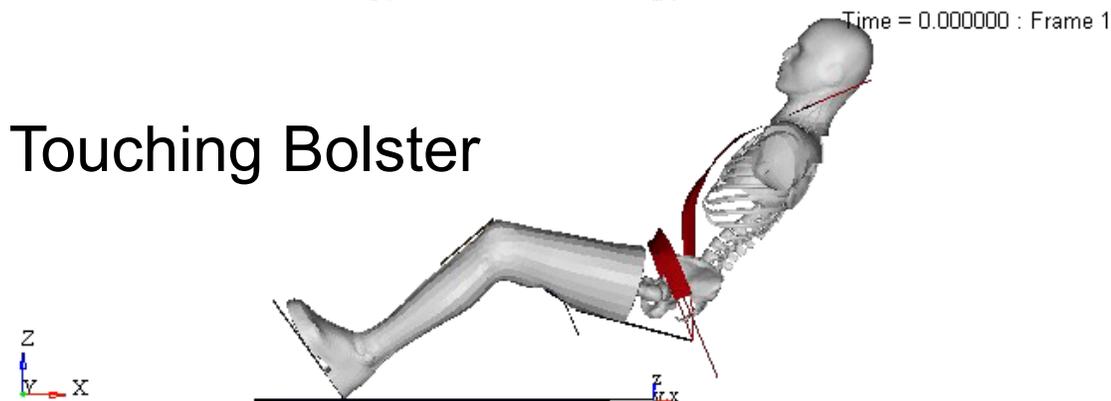
No Constraints



Heel Constraint

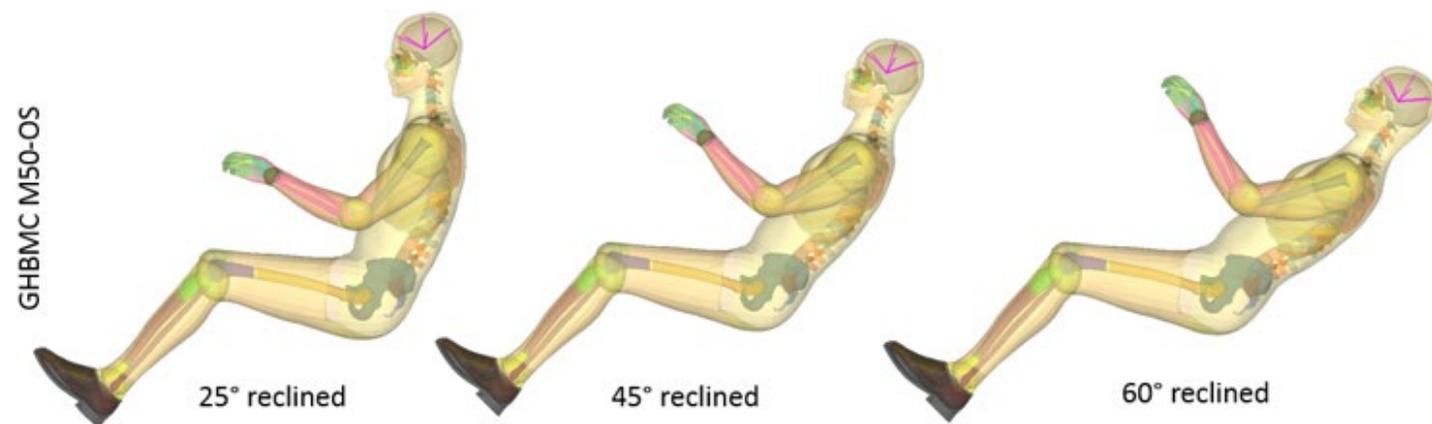
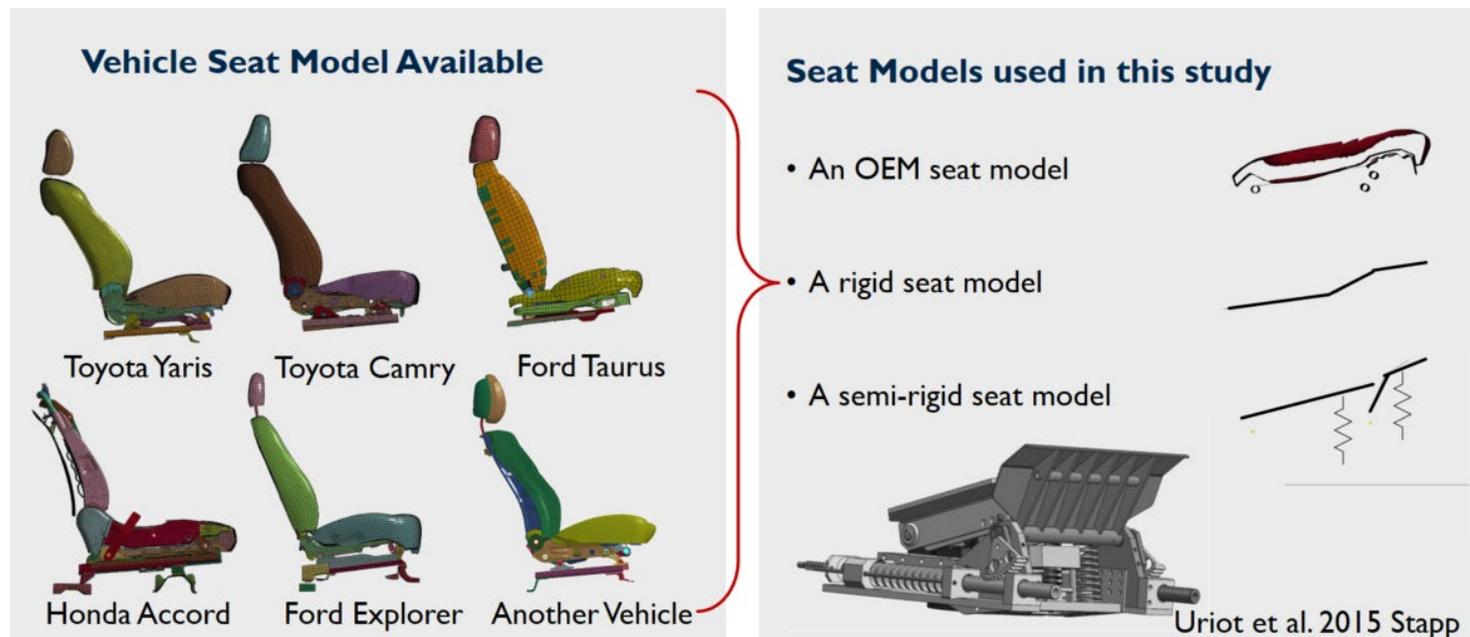


Touching Bolster



# Seat and Recline Angle Study

- 35 mph crash pulse
- Simulation Matrix (3x3)
  - 3 seats (Rigid Seat, Semi-rigid, Vehicle OEM seat)
  - 3 recline angle postures (25°, 45°, 60°)
- 3.25 kN shoulder load limit
- 2.5 kN retractor pre-tensioner
- Lap belt angles
  - 65° on the anchor side
  - 70° on the buckle side
- No lower extremity constraints



# Occupant Positioning: Volunteer Study

How do people sit in highly reclined postures?

## UMTRI Study:

- 24 men and women
- laboratory mockup
- 4 seat back angles (23°, 33°, 43°, 53°)
- sitter-selected head support
- posture measurement using FARO Arm

23°



33°



43°



53°



# Occupant Positioning: Posture Model

## Posture Prediction:

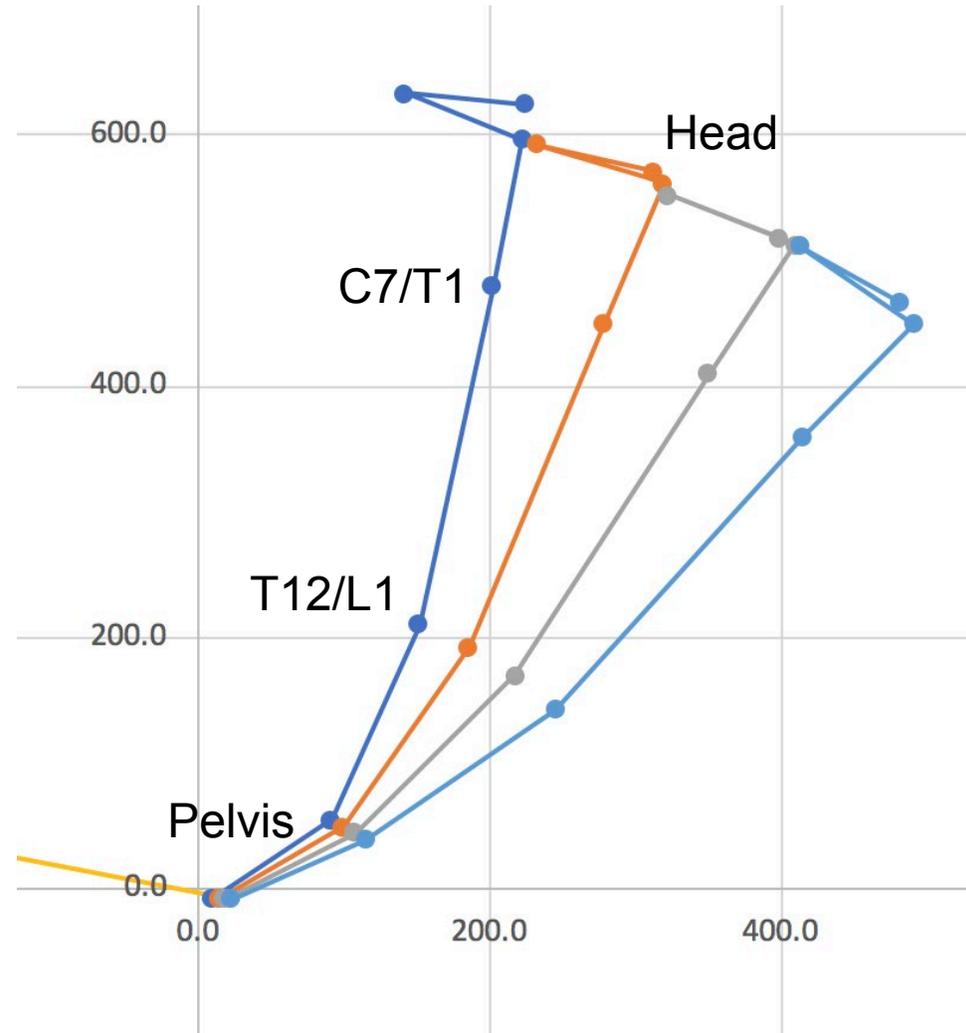
Statistical modeling of torso posture

## Inputs:

- Stature
- Erect Sitting Height
- Body Weight
- Seat Back Angle

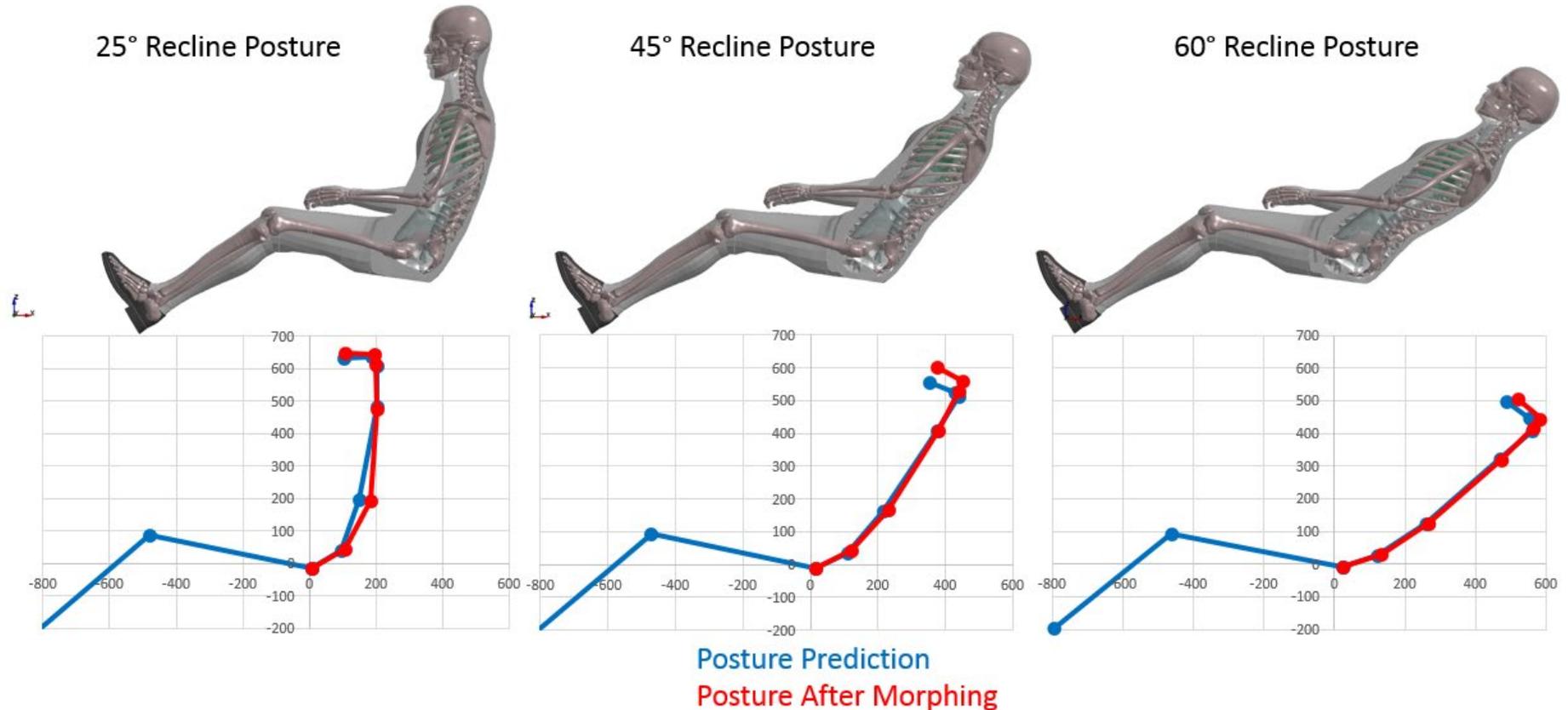
## Outputs:

- Head and torso landmarks
- Torso joint center locations
- Pelvis angle



# Occupant Positioning: Morphing

- Posture applied to Simplified GHBMC model using mesh morphing technique
  - Rotation of upper body and abdomen bones around pelvis and lumbar joint centers
  - Morphing of surrounding abdomen flesh

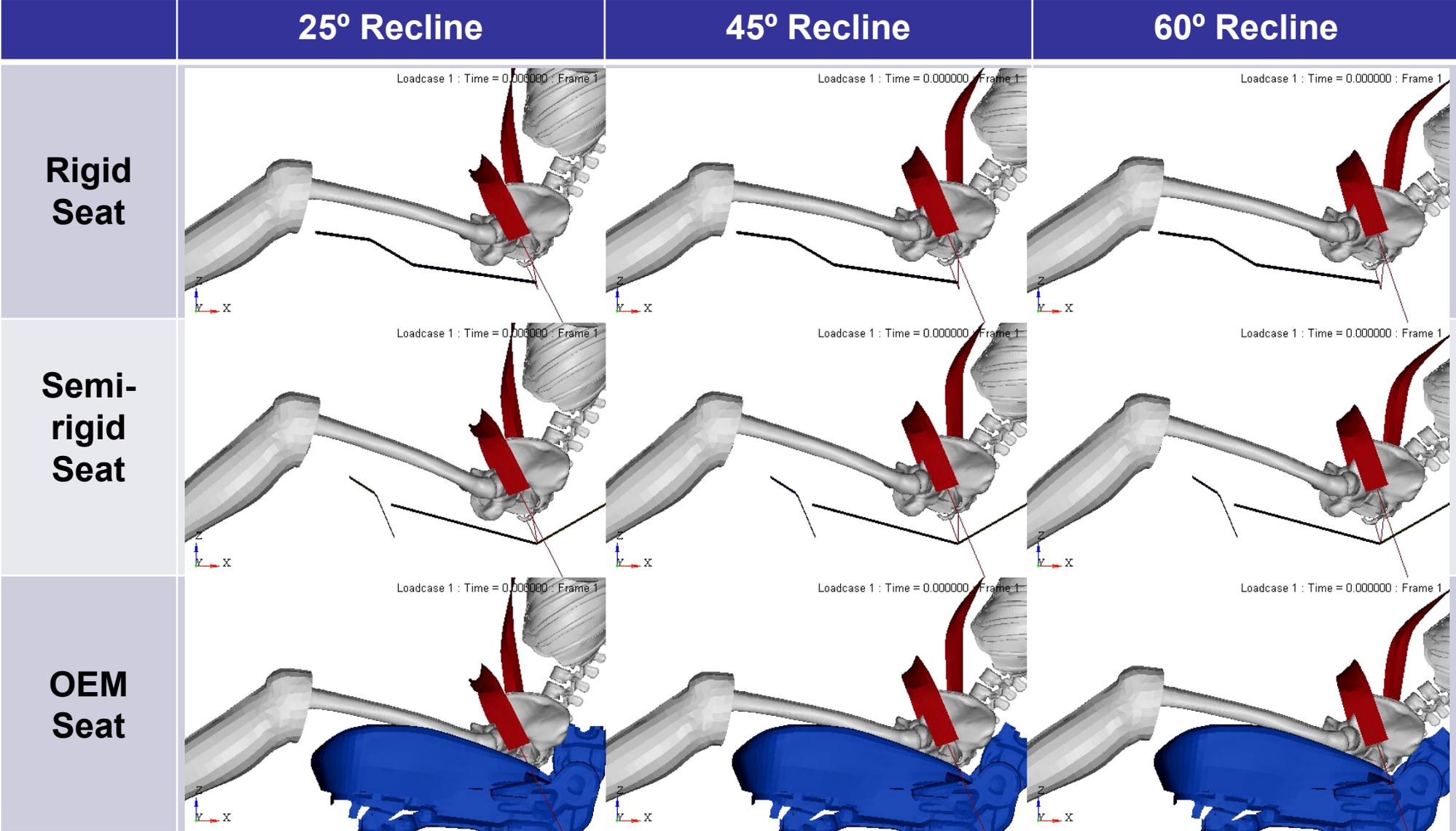


# Seat and Recline Angle Study

	25° Recline	45° Recline	60° Recline
Rigid Seat	<p>Loadcase 1 : Time = 0.000000 : Frame 1</p> <p>Diagram showing a human figure seated on a rigid seat at a 25° recline angle. A red line indicates the contact point between the seat and the backrest. A 3D coordinate system (Z, Y, X) is shown at the bottom left.</p>	<p>Loadcase 1 : Time = 0.000000 : Frame 1</p> <p>Diagram showing a human figure seated on a rigid seat at a 45° recline angle. A red line indicates the contact point between the seat and the backrest. A 3D coordinate system (Z, Y, X) is shown at the bottom left.</p>	<p>Loadcase 1 : Time = 0.000000 : Frame 1</p> <p>Diagram showing a human figure seated on a rigid seat at a 60° recline angle. A red line indicates the contact point between the seat and the backrest. A 3D coordinate system (Z, Y, X) is shown at the bottom left.</p>
Semi-rigid Seat	<p>Loadcase 1 : Time = 0.000000 : Frame 1</p> <p>Diagram showing a human figure seated on a semi-rigid seat at a 25° recline angle. A red line indicates the contact point between the seat and the backrest. A 3D coordinate system (Z, Y, X) is shown at the bottom left.</p>	<p>Loadcase 1 : Time = 0.000000 : Frame 1</p> <p>Diagram showing a human figure seated on a semi-rigid seat at a 45° recline angle. A red line indicates the contact point between the seat and the backrest. A 3D coordinate system (Z, Y, X) is shown at the bottom left.</p>	<p>Loadcase 1 : Time = 0.000000 : Frame 1</p> <p>Diagram showing a human figure seated on a semi-rigid seat at a 60° recline angle. A red line indicates the contact point between the seat and the backrest. A 3D coordinate system (Z, Y, X) is shown at the bottom left.</p>
OEM Seat	<p>Loadcase 1 : Time = 0.000000 : Frame 1</p> <p>Diagram showing a human figure seated on an OEM seat at a 25° recline angle. A red line indicates the contact point between the seat and the backrest. A 3D coordinate system (Z, Y, X) is shown at the bottom left.</p>	<p>Loadcase 1 : Time = 0.000000 : Frame 1</p> <p>Diagram showing a human figure seated on an OEM seat at a 45° recline angle. A red line indicates the contact point between the seat and the backrest. A 3D coordinate system (Z, Y, X) is shown at the bottom left.</p>	<p>Loadcase 1 : Time = 0.000000 : Frame 1</p> <p>Diagram showing a human figure seated on an OEM seat at a 60° recline angle. A red line indicates the contact point between the seat and the backrest. A 3D coordinate system (Z, Y, X) is shown at the bottom left.</p>

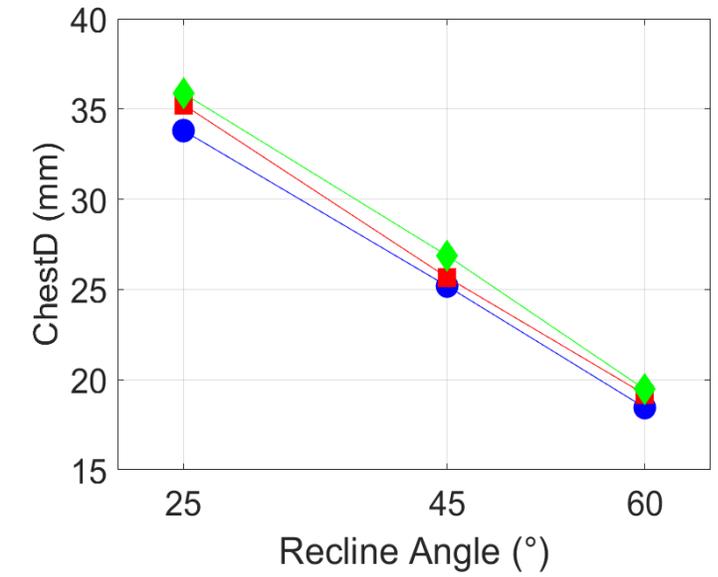
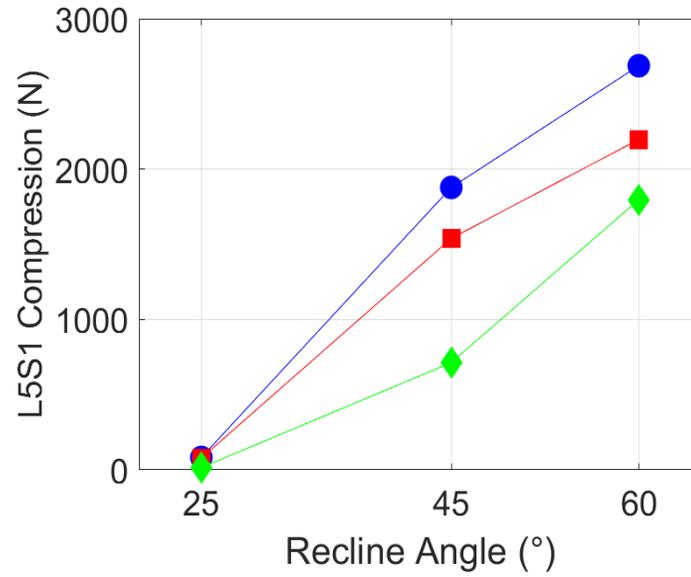
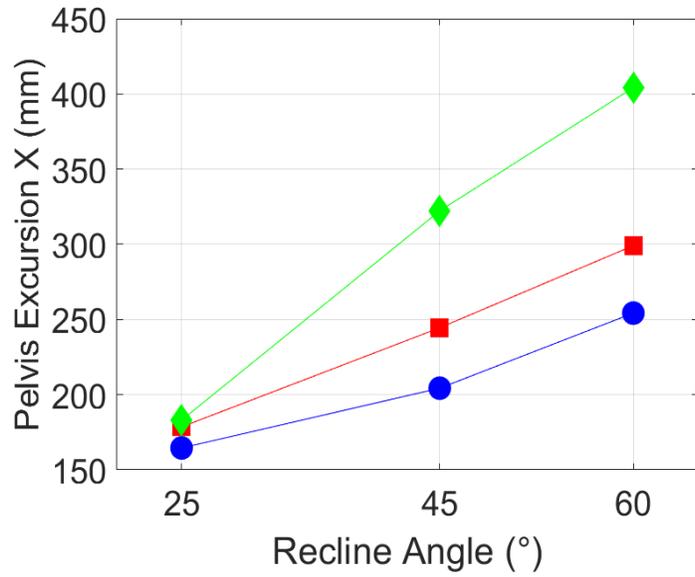
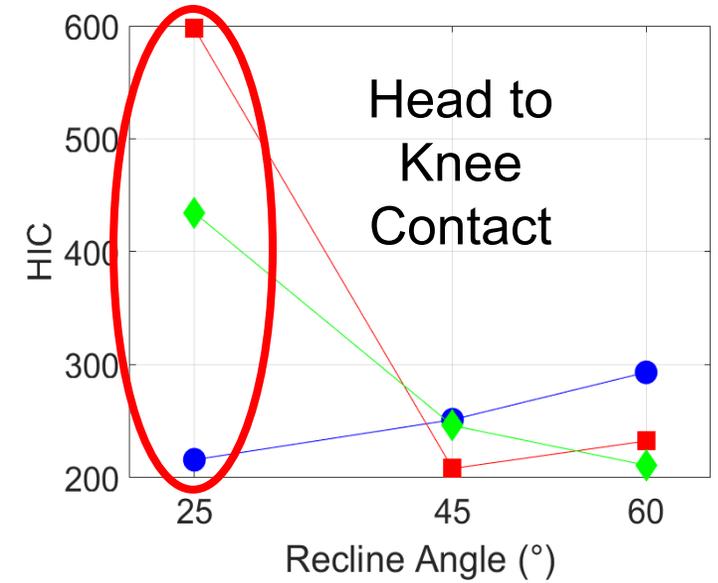
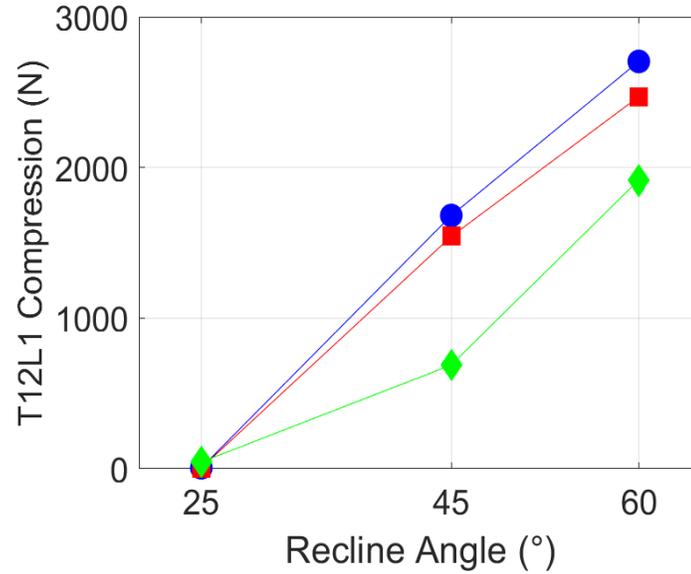
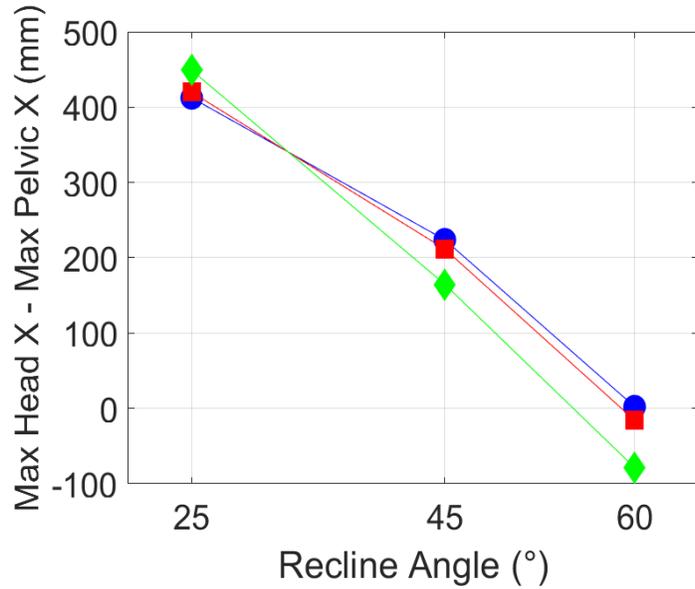
Head to knee contact

# Seat and Recline Angle Study



# Seat and Recline Angle Study

● Rigid Seat    ■ Semi-Rigid Seat    ◆ OEM Seat

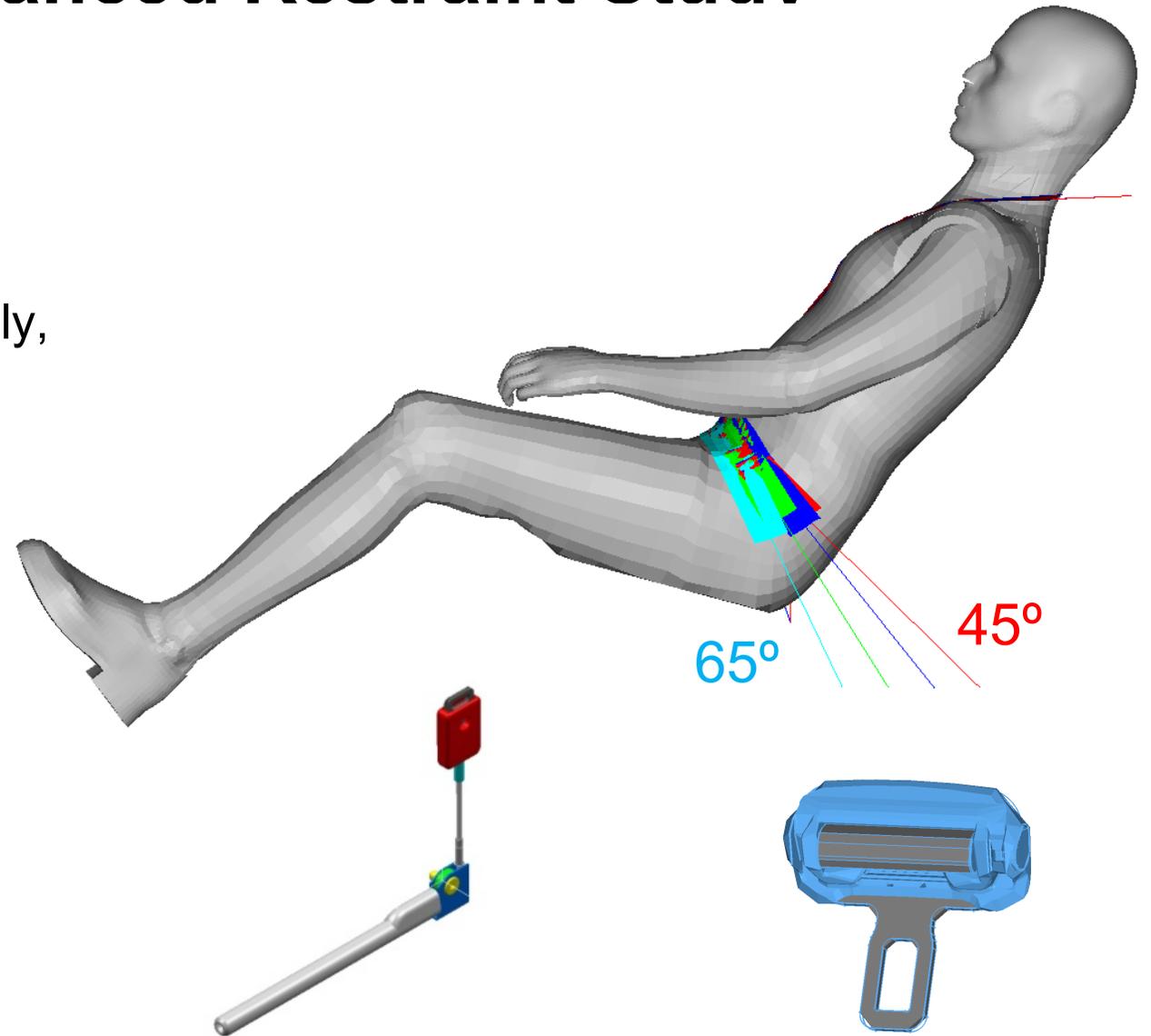


# Seat and Recline Angle Study

- Submarine issues at high recline angles
- Torso does not pitch forward at higher recline angles
- Head to knee contact possibilities at lower recline angles
- Higher lumbar compression loads with higher recline angles
  - Scale of loads seems low, could be issue with HBM definitions

# Belt Angle and Advanced Restraint Study

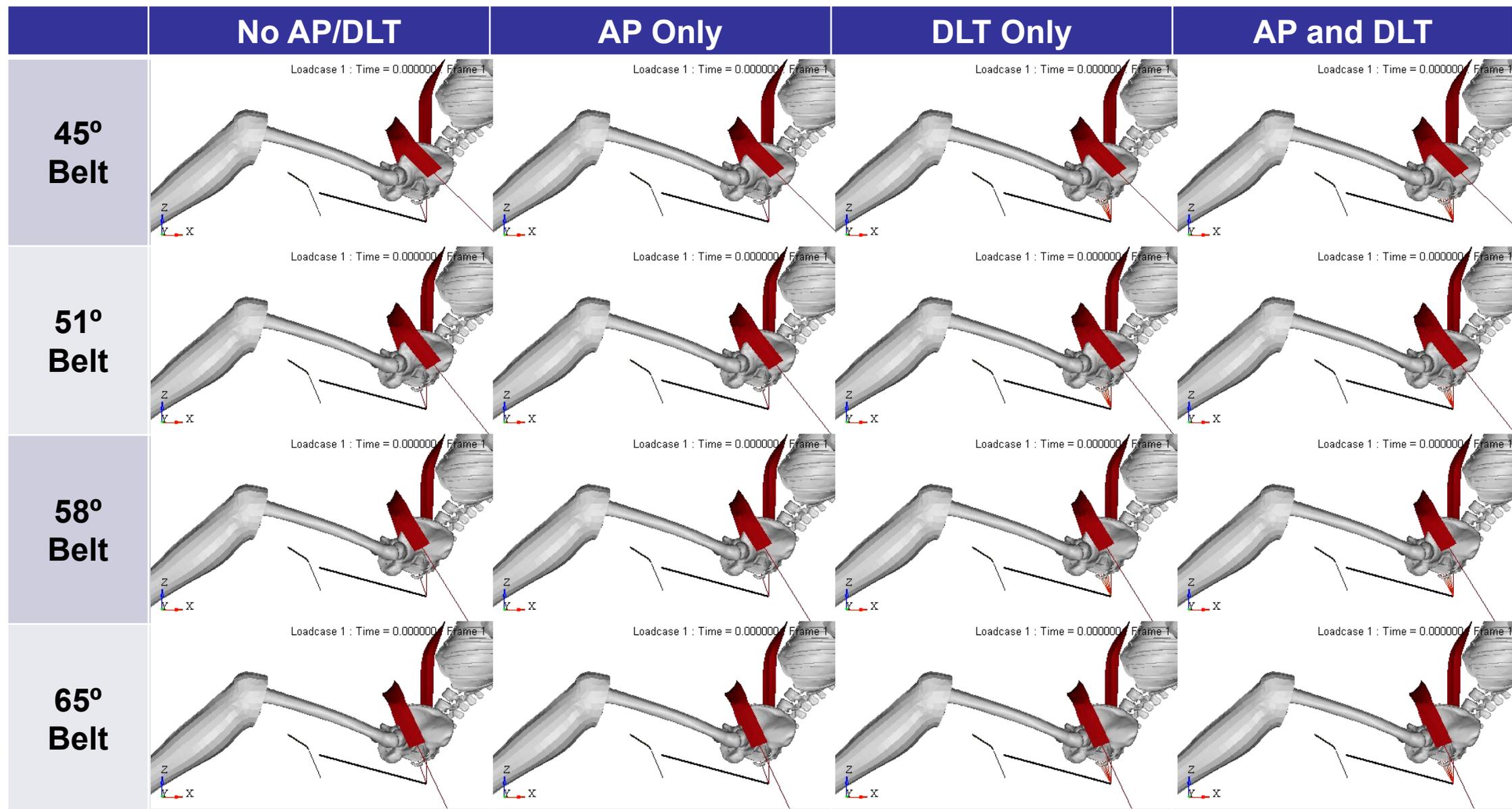
- Simulation Matrix (4x4)
  - 4 belt angles (45°, 51°, 58°, 65°)
  - 4 restraint conditions (No AP/DLT, AP only, DLT only, both AP and DLT)
- 3.25 kN shoulder load limit
- 2.5 kN retractor pre-tensioner
- 45° recline angle
- 35 mph crash pulse
- No lower extremity constraints



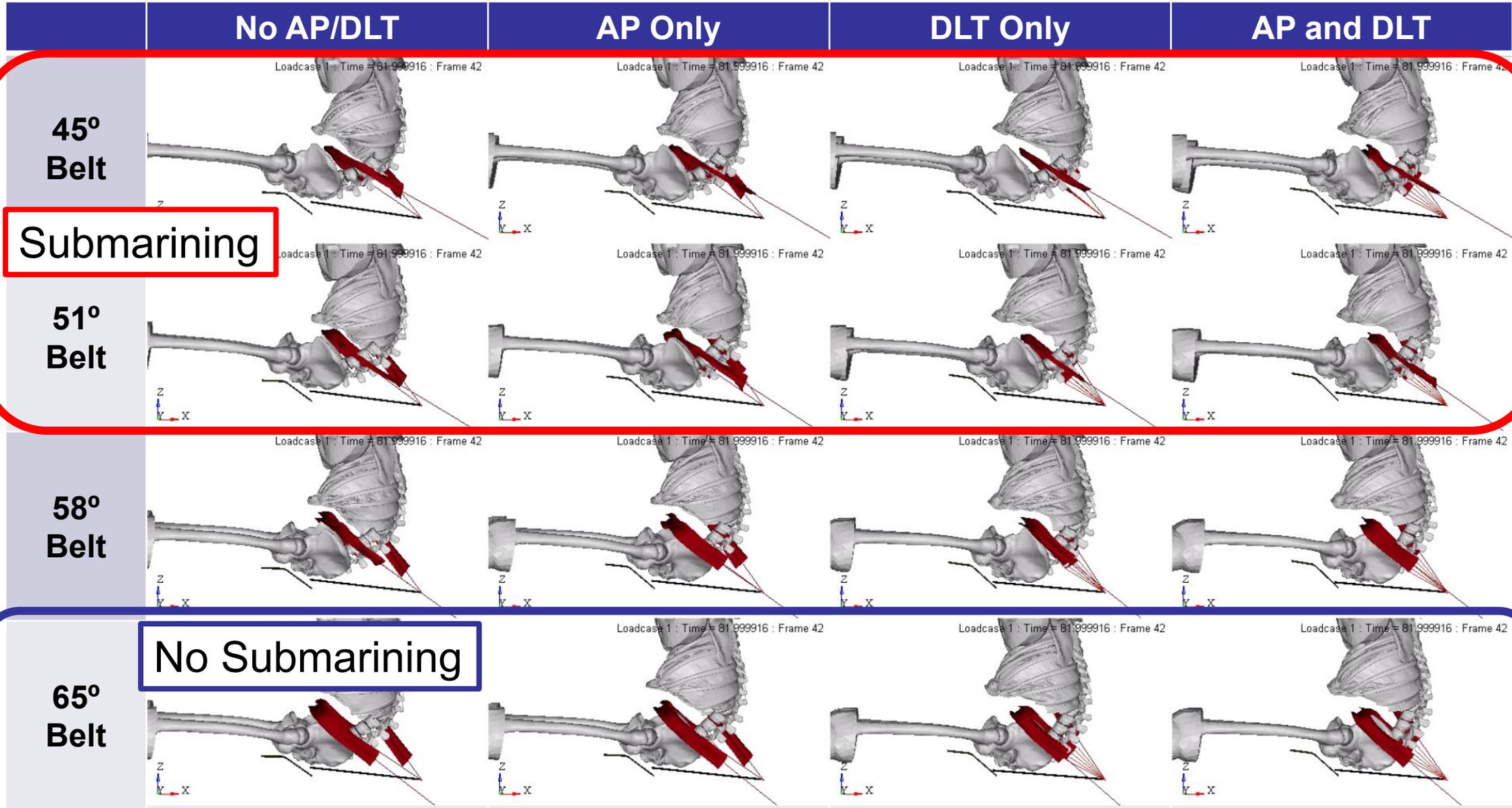
Anchor Pre-tensioner

Dynamic Locking Tongue

# Belt Angle and Advanced Restraint Study



# Belt Angle and Advanced Restraint Study



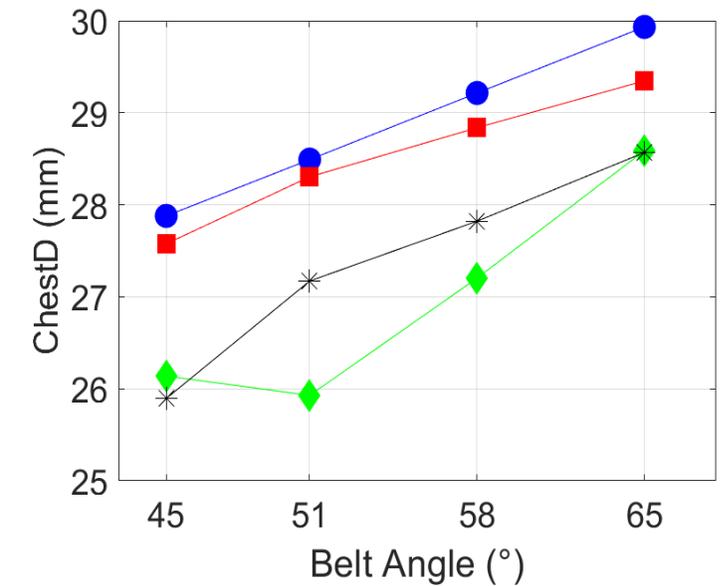
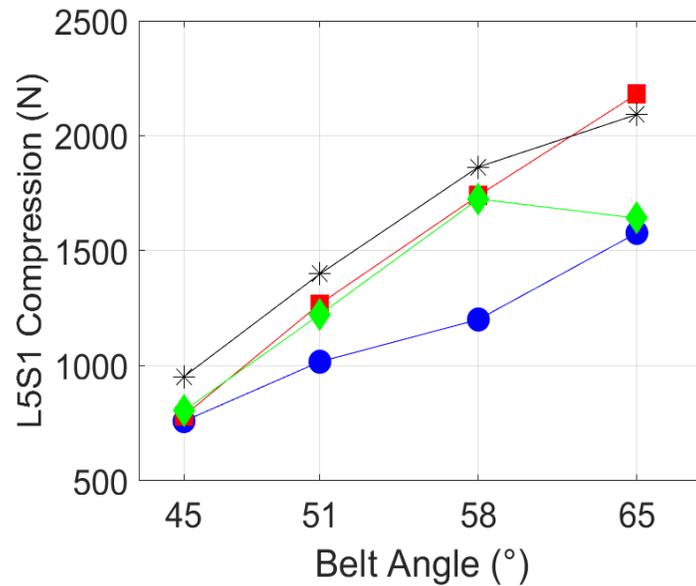
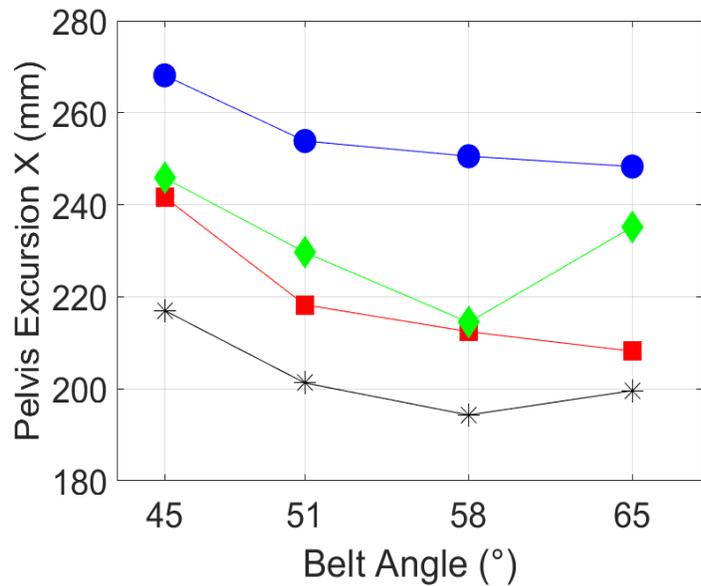
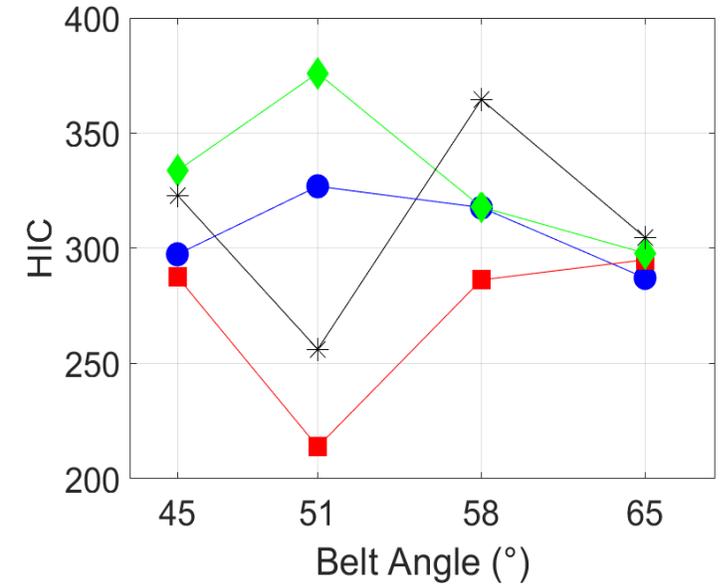
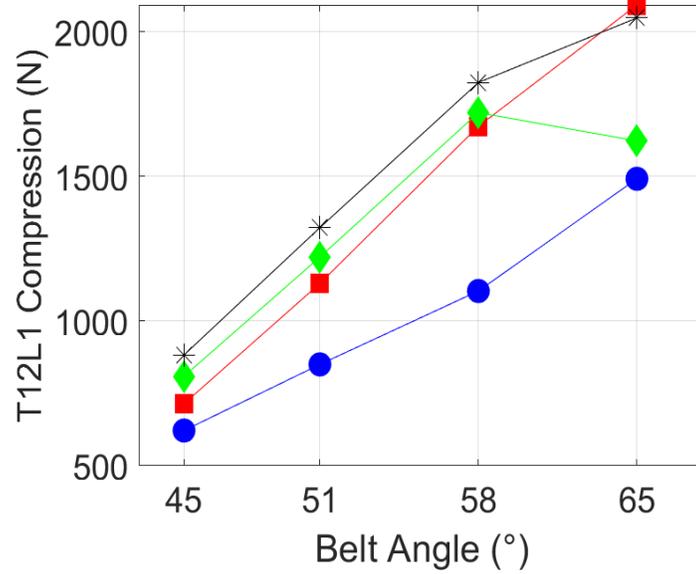
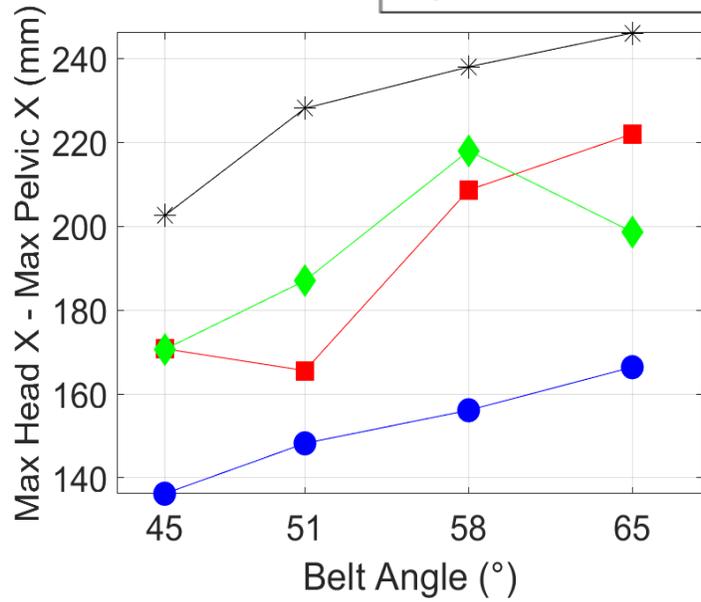
Submarining

No Submarining



# Belt Angle and Advanced Restraint Study

● No AP/DLT   
 ■ DLT Only   
 ◆ AP Only   
 \* Both AP and DLT



# Belt Angle and Advanced Restraint Study

- Submarine issues at lower belt angles
- Use of AP and DLT
  - Each reduces pelvis X excursion
  - Can reduce risk of submarining although not as effective as changing belt angle
- Higher lumbar compression loads when pelvis is better constrained
  - Scale of loads seems low, could be issue with HBM definitions

# Summary

- Human models at highly reclined angles were developed by morphing the GHBMC model into postures calculated by a volunteer data set.
- Frontal crash simulations were conducted with these morphed models considering differences in seat and restraint types.
- The simulations suggested that:
  - Recline angle significantly changes occupant kinematics
  - Recline angle and belt angle both largely affect submarining risk
  - There is a risk of head to knee contact at lower recline angles without airbag / IP
  - There is a conflict between submarining risk and lumbar force in highly reclined postures.

# Acknowledgements

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