

3D Computer Modelling – A Way For Studying The Glenohumeral Joint Biomechanics

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Abstract. *Our main goal was to develop a biomathematic and biomechanic model that could help us study the sequence of movements in the glenohumeral joint in a way that could explain their mysterious complexity. We determined the equations of the glenohumeral cartilaginous articular surfaces and based on this equation we demonstrated and we applied mathematical formulas for calculating the curvature rays of the humeral articular surface, the 3D co-ordinates of the centers of the curvature of the humeral head and the thickness of the humeral articular cartilage. There is an orderly distribution of the curvature radius of the cartilaginous articular surfaces of the glenohumeral joint, which corresponds to certain specific paths of glenohumeral joint movements that explains the fact that any glenohumeral movement takes place in more than one movement plane.*

Keywords: glenohumeral joint, biomechanics, biomathematics, movement, curvature radius, articular surface

1. Introduction

We proposed ourselves to determine and demonstrate the important role played in the glenohumeral biomechanics by the geometric shape of the humeral head and glenoid cavity articular surfaces.

Taking into account that the bony articular surfaces of the glenohumeral joint are not congruent, one can emphasize the functional role of the cartilaginous articular surfaces ([1], [2], [3], [4]), by means of a geometric study of the articular cartilage.

Our main goal was to develop a biomathematic and biomechanic model that could help us study the sequence of movements in the glenohumeral joint in a way that could explain their mysterious complexity.

2. Materials and methods

This study has been carried out on castings of the bony and cartilaginous surfaces of the humeral head, and of the cartilaginous articular surface of the glenoid cavity. These castings made of a poliacrylic resin (Duracrol[®]), have been obtained by using a reversible hydrocolloid mould (Dublaga[®]). We have used a special algorithm for determining the equations of the

articular surfaces (Mandrilă and Melinte P. R., 1999)[5]. The main parts of this algorithm are the following:

- we have defined a special 3D rectangular co-ordinates system by fixing three points to the one surface (Fig. 1);

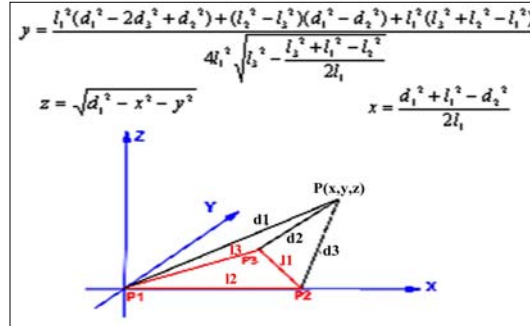


Fig. 1. The 3-D co-ordinate system attached to the studied surface, and the mathematical formulas used for determining the 3D coordinates of the points belonging to the surface.

- after choosing these three points we have measured the distances between them (l_1, l_2, l_3); we picked a large number of point belonging to the studied surface and we measured the distance from this point to the three reference points (d_1, d_2, d_3) (Fig. 1);
- we have applied mathematical formulas in order to obtain the 3D co-ordinates of some points belonging to the studied surface (Fig.1);

$$x = \frac{d_1^2 + l_1^2 - d_2^2}{2l_1} \quad y = \frac{l_1^2(d_1^2 - 2d_3^2 + d_2^2) + (l_2^2 - l_3^2)(d_1^2 - d_2^2) + l_1^2(l_3^2 + l_2^2 - l_1^2)}{4l_1^2 \sqrt{l_3^2 - \frac{l_3^2 + l_1^2 - l_2^2}{2l_1}}}$$

$$z = \sqrt{d_1^2 - x^2 - y^2}$$

- we used the least squares method for determining the equation that best suited those points, that is the equation of the studied surface;

$$z_i = a_0 + a_1 x_i + a_2 y_i + a_3 x_i^2 + a_4 x_i y_i + a_5 y_i^2$$

- the coefficients of the above equation are obtained by solving the following system:

$$S = m^{-1} b$$

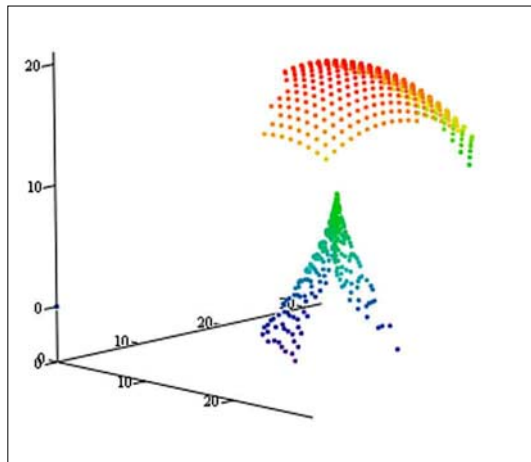
$$\begin{aligned} m_{0,0} &= n & m_{j,k} &= \sum_i (x_{j,i} x_{k,i}) \\ m_{0,j} &= \sum_i x_{j,i} & b_0 &= \sum_i y_i \\ m_{j,0} &= m_{0,j} & b_j &= \sum_i (x_{j,i} y_i) \end{aligned}$$

- based on this equation we demonstrated and we applied mathematical formulas for calculating the curvature rays of the of the humeral articular surface (R_{1i} and R_{2i}), the 3D co-ordinates of the centers of the curvature of the humeral head (Fig. 2) and the thickness of the humeral articular cartilage ([6], [7], [8]).

$$k_{1i} = \frac{1}{R_{1i}} = \frac{(E_i N_i + G_i L_i - 2F_i M_i) + \sqrt{[(2F_i M_i - E_i N_i - G_i L_i) - 4(E_i G_i - F_i^2)(L_i N_i - M_i^2)]}}{2(E_i G_i - F_i^2)}$$

$$k_{2i} = \frac{1}{R_{2i}} = \frac{(E_i N_i + G_i L_i - 2F_i M_i) - \sqrt{[(2F_i M_i - E_i N_i - G_i L_i) - 4(E_i G_i - F_i^2)(L_i N_i - M_i^2)]}}{2(E_i G_i - F_i^2)}$$

where L, M, N, E, F, G are coefficients specific to a given surface and they can be easily calculated by using the equation for that surface.



$$x_{c_i} = \frac{\pm pR_i}{\sqrt{p^2 + q^2 + 1}} + x_i$$

$$y_{c_i} = \frac{\pm qR_i}{\sqrt{p^2 + q^2 + 1}} + y_i$$

$$z_{c_i} = -\frac{\pm R_i}{\sqrt{p^2 + q^2 + 1}} + z_i$$

Fig. 2. 3D graphic representation of the studied points on the humeral head cartilaginous articular surface and their corresponding centers of curvature. On the right, there are the equations of the center of curvature.

3. Results and discussion

The biomathematic algorithm we have been applying, fundamentals itself on the finding of the 3D co-ordinates of some points belonging to the studied surface, in order to use these co-ordinates with the least squares method for determining the equation of the surface that could be then investigated concerning its curvature radius.

The least squares method succeeds in approximating the best equation that best suits a number of given points, and it also offers the possibility of calculating a coefficient of correlation in order to sustain the truthfulness of the results. Taking into consideration the large number of points studied and the values of the coefficient of correlation (0.99 out of maximum 1), we can say that statistically speaking our results are good.

Using the same 3D coordinates system, we have represented graphically the equations of the bony and cartilaginous articular surfaces of the humeral head, and thus, we have obtained the qualitative shape of the articular cartilage. This geometric shape confirms the quantitative results given by the mathematical formulas, and it also indicates that the articular cartilage is thicker in its central area (2-2.5mm) than in its peripheral regions (1-1.5mm) (Fig. 3).

curvature centers and we found out that they have a roof-like distribution; afterwards, we projected these points in the xoy plane; we repeated the method for the centers of curvature standing for the maximum and the minimum curvature radiuses of the studied surface, but at this time using the same 3D coordinates system; by studying these graphic we observed that the points representing the projection in the xoy plane of the centers of maximum and minimum curvature, have the tendency to organize themselves along two lines that form between them a sharp angle (Fig. 5).

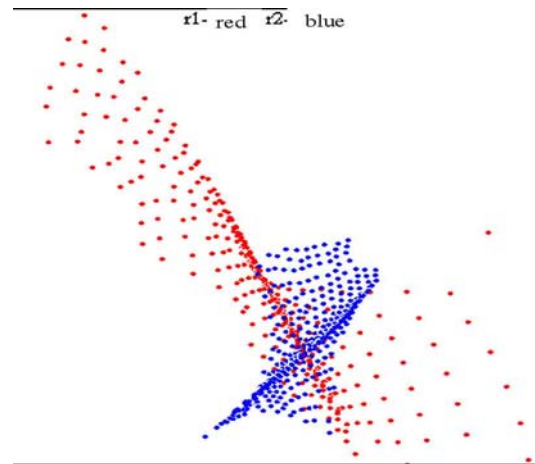


Fig. 5 2D graphic representation of the centers of maximum and minimum curvature of the cartilaginous humeral articular surface, projected in the xoy plane.

This distribution of the tracts of the same curvature radius could explain in our opinion the sequence of movements in the glenohumeral joint [9]. We propose the following sequence:

- the movement starts by rolling the humeral head on the glenoid cavity along a certain under-tract; while the movements increases, the articular congruence decreases and soon it would be necessary the leaving of the movement plane;
- the leaving of the movement plane after a rotation along humerus longitudinal axis; the humeral surface would now be in contact with the glenoid cavity by another under-tract;
- the movement increases on this new under-tract until again the articular congruence is lost and there is a need for another rotation.

In our opinion, every movement in the glenohumeral joint takes place by following these three steps sequence (Fig. 6).

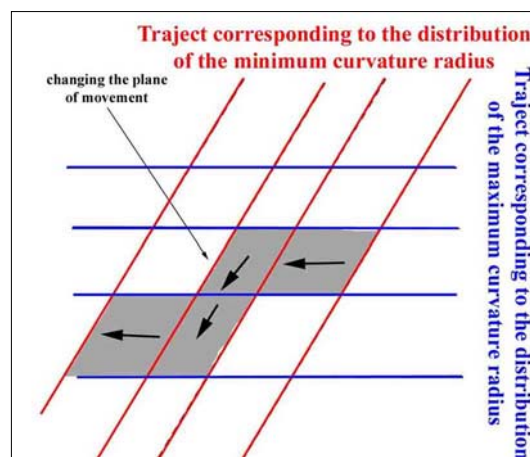


Fig. 6. Diagram showing our concept about the 3D movements in the glenohumeral joint

4. Conclusion

This easy to apply method proves itself to be a cheap and convenient way for mathematically studying the shape and geometric properties of some human anatomic surfaces; it can also improve the understanding of joint biomechanics.

There is an orderly distribution of the curvature radius of the cartilaginous articular surfaces of the glenohumeral joint, which corresponds to certain specific paths of glenohumeral joint movements that explains the fact that any glenohumeral movement takes place in more than one movement plane.

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