



INTERNATIONAL ASSOCIATION FOR
SPORTS SURFACE SCIENCES

ISSS Technical Conference Shanghai 2012

Advanced Artificial Athlete AAA

Hans J. Kolitzus, IST

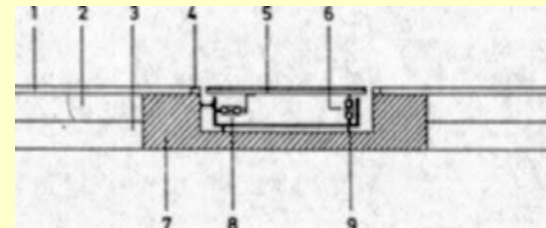
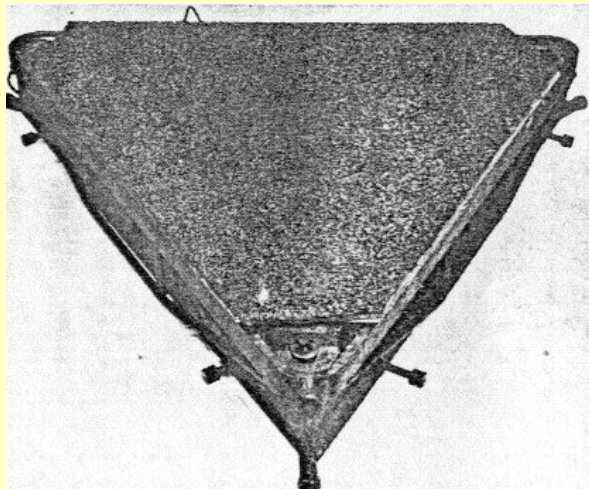
November 2012, Shanghai

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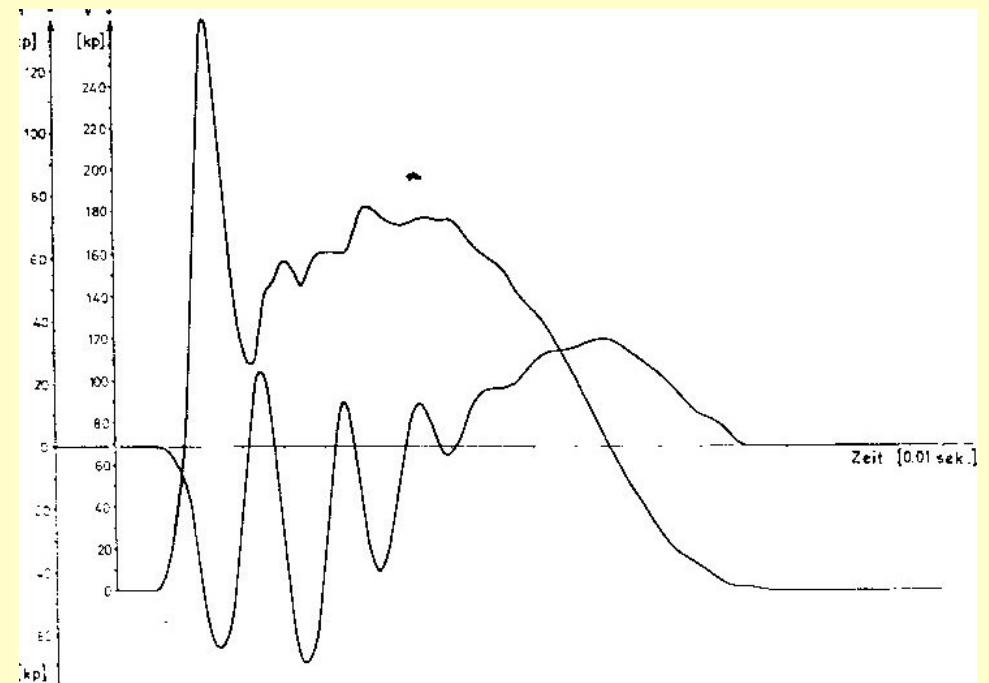
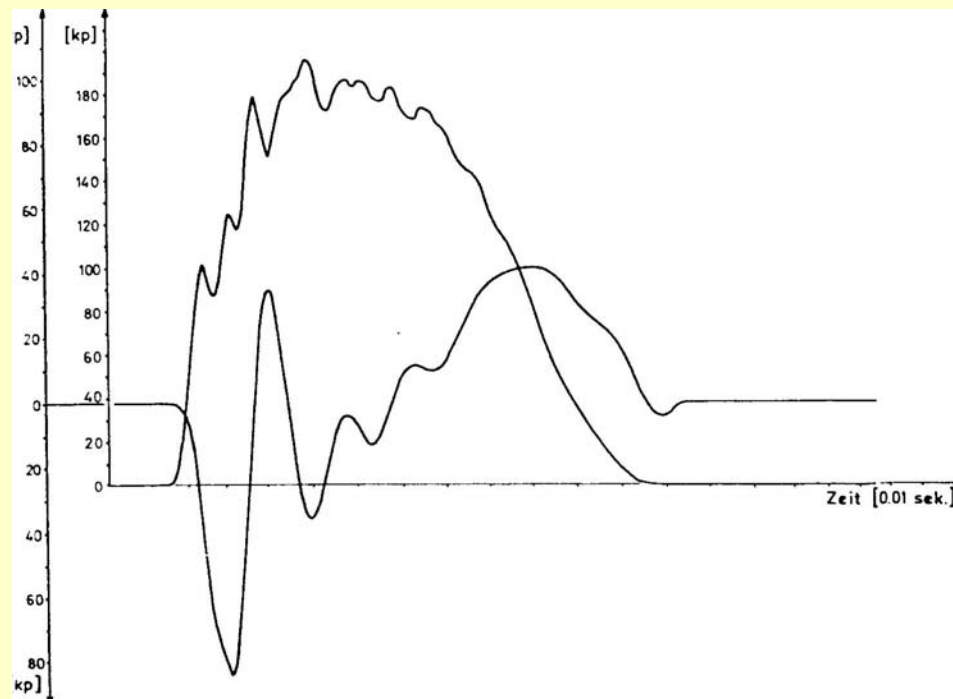


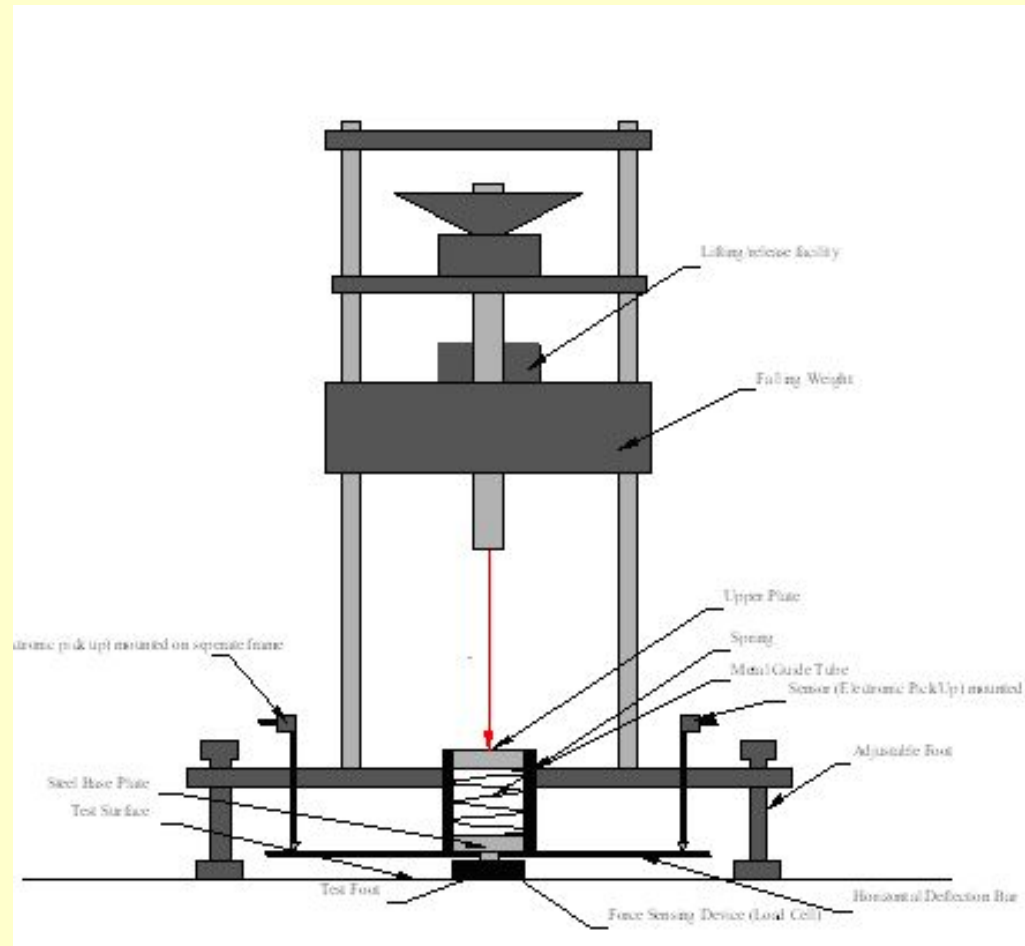
Biomechanical Balance/Platform 1968





Force-Time Traces of Biomech. Platform





Artificial Athlete Stuttgart EN 14809

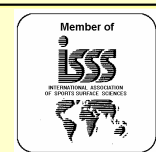


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Artificial Athlete Stuttgart

1968 - 1975

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Stuttgart Artificial Athlete

Test procedure:

- Undertake three tests at 1 minute intervals
- Determine maximum deformation under standard load of 1500 N for each test using:

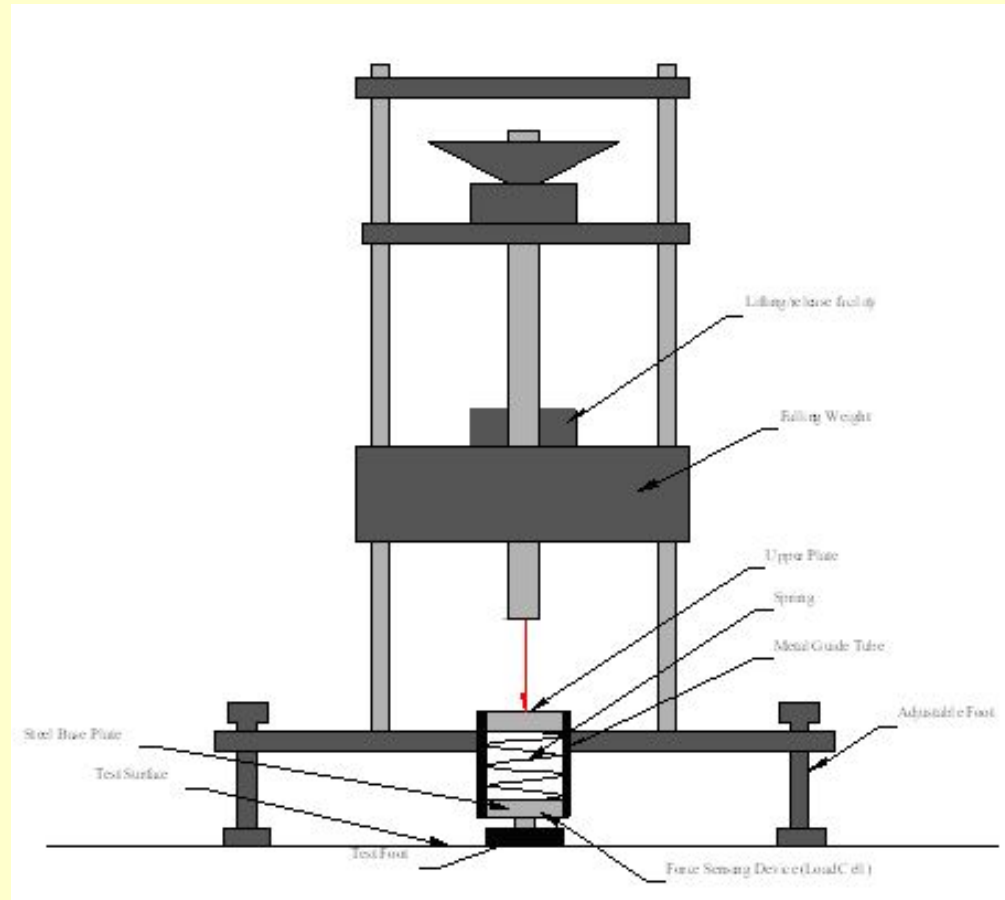
$$VD = \left(\frac{1500}{F_{\max}} \right) \cdot d_{\max}$$

VD = vertical deformation

F_{\max} = max. force

d_{\max} = max. deformation

- Calculate mean result of 2 & 3 impacts



Artificial Athlete Berlin EN 14808



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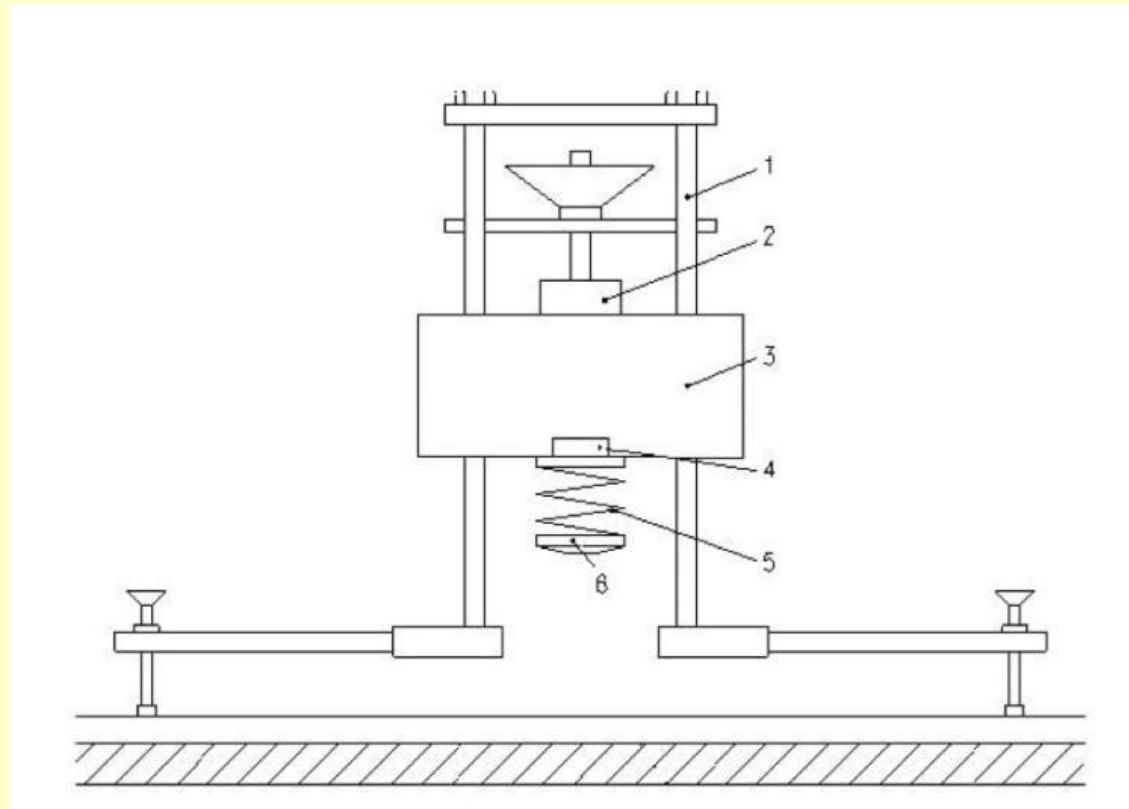
Berlin Artificial Athlete: Test procedure:

- Determine peak force on concrete (6.60 +0.25kN)
- Determine peak force on sports surface –
mean of impacts 2 & 3 on same position
- Calculate Force Reduction using:

$$FR = 100 \times (1 - F_{\max(\text{testpiece})} / F_{\max(\text{concrete})}) \text{ in } [\%]$$



Advanced Artificial Athlete AAA



1. Support frame and guide
2. Magnet
3. Falling weight
4. Accelerometer
5. Spring
6. Test foot



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Advanced Artificial Athlete AAA

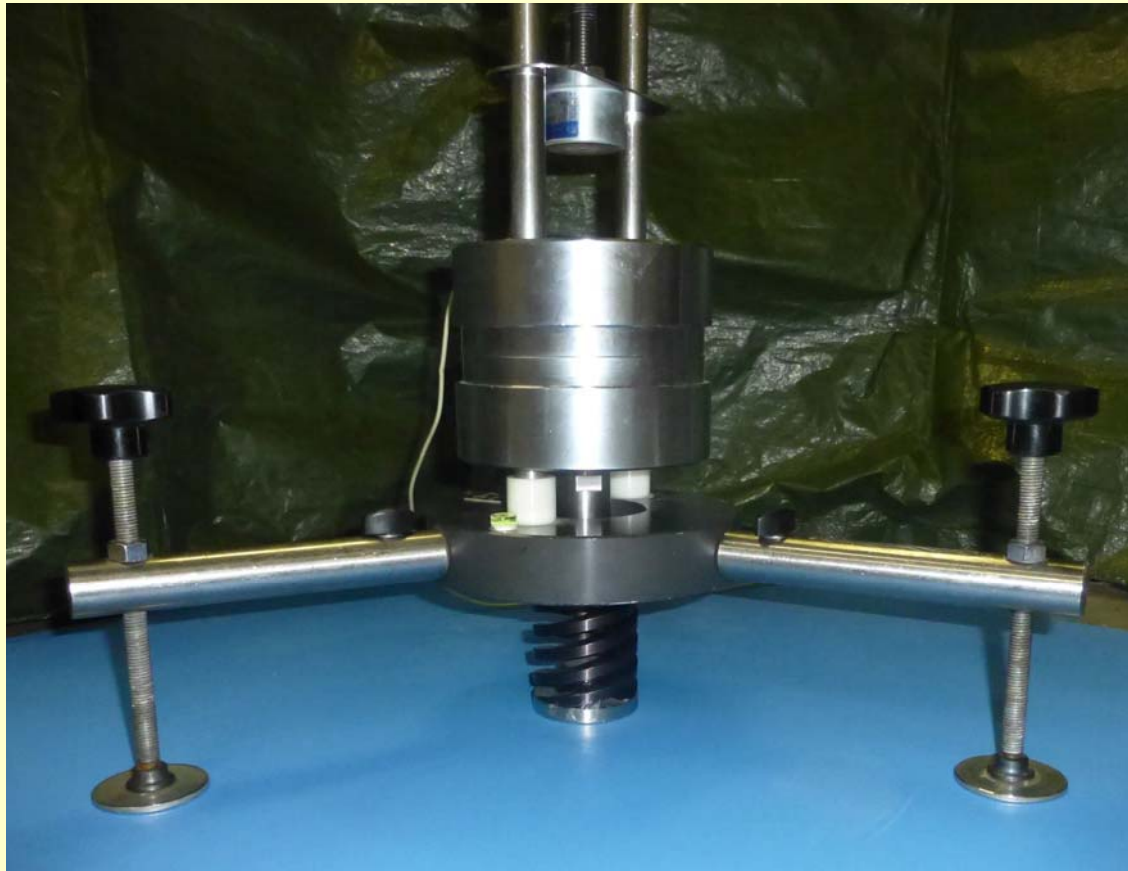
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Advanced Artificial Athlete (AAA) FIFA + prEN

- Determination of 3 parameters with 1 impact
- Easier calibration through use of accelerometer
- More areas on a field accessible in given time
- More consistent information about whole field
- Reduced weight to aid equipment transportation
- Possibility to measure Energy Restitution



Advanced Artificial Athlete (AAA)

Force Reduction(AAA) = Force Reduction(AA)

Vertical Deformation(AAA) \neq VD(AA)

- impact force(AAA) \gg 1500N
- impact time(AAA) \ll impact time(AA)
since spring numbers different
- determination by double integration of
deceleration–time–trace

Energy Restitution = new



Advanced Artificial Athlete (AAA) Calculation of shock absorption

$$F_{\max} = m \times G_{\max} \times g + m \times g$$

- F_{\max} is the calculated peak force for the test specimen expressed in Newtons (N);
- G_{\max} is the peak acceleration during the impact, expressed in g's (1 g = 9.81 m/s²)
- m is the falling weight including spring, test foot, acceleration sensing device expressed in kg, (20 kg).
- g is the acceleration by gravity (= 9.81 m/s²).



Advanced Artificial Athlete (AAA) Calculation of energy restitution

Energy restitution ER (%) defined by:

$$ER = E_2/E_1 * 100$$

E_1 is the energy before impact.

E_2 is the energy after impact;

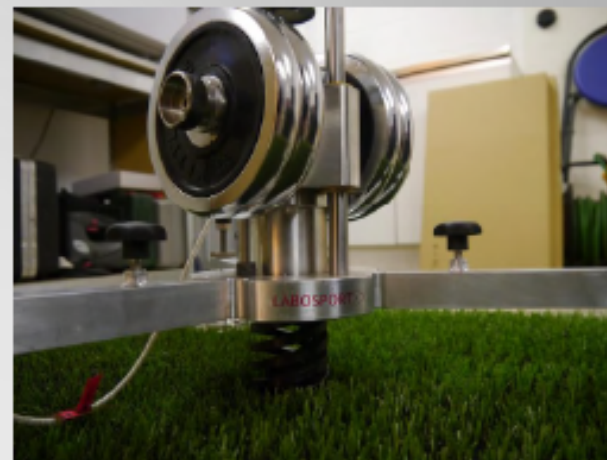
$$E_1 = \frac{1}{2} m V_1^2$$

$$E_2 = \frac{1}{2} m V_2^2$$

V_2 is the take-off velocity [m/s]

V_1 is the initial impact velocity [m/s]

M is the mass [kg]





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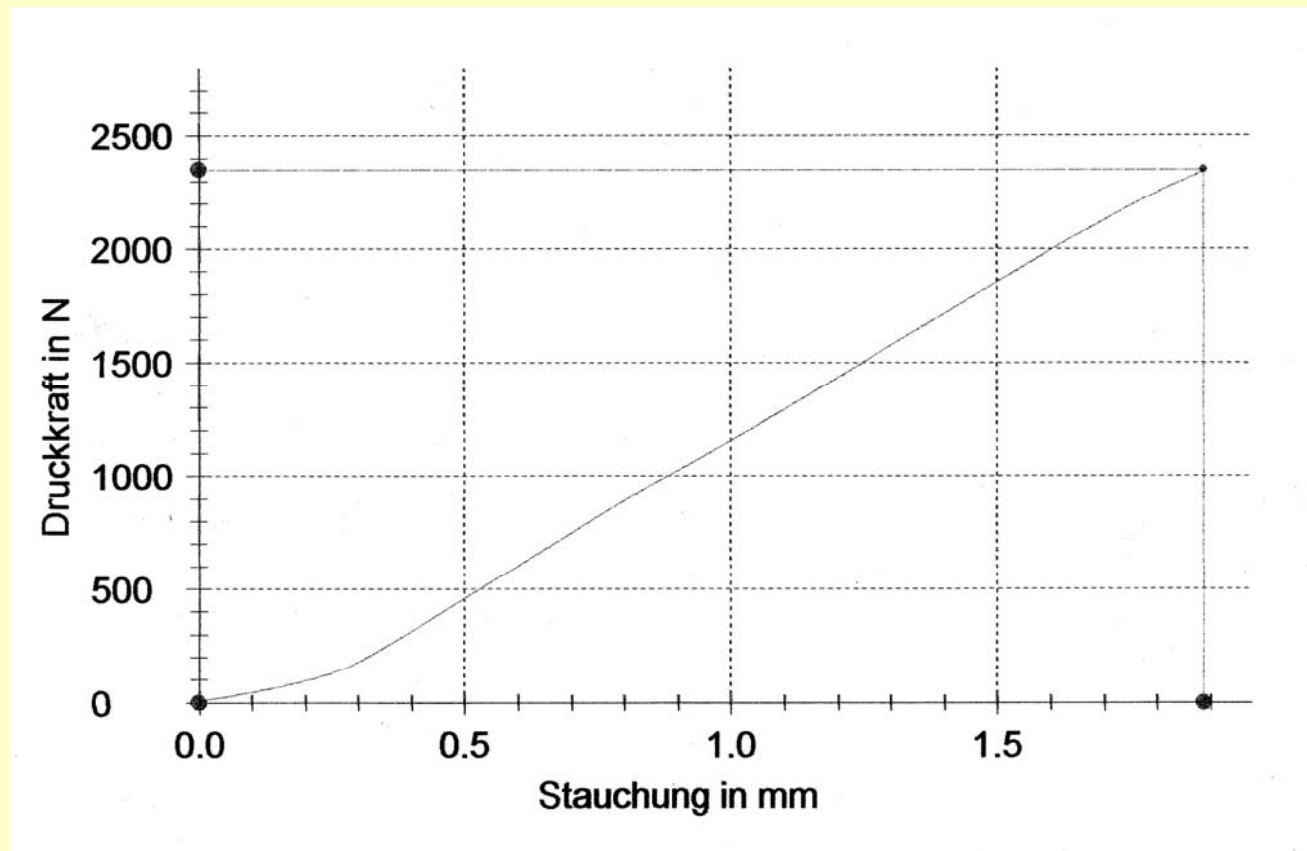
Reference
Norm

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Reference Norm



Characteristics:

- deformation linear
- no damping
- constant over time



Advanced Artificial Athlete AAA on Reference Norm



Results AAA on Concrete

FR(AAA) = 0 %

VD(AAA) = 0.29 mm

VD(AAA₁₅₀₀) = 0.06 mm

ER = about 95 %



Results AA + AAA on Reference Norm

FR(AAA) = 38.1 % FR(AA) = 39.0 %

VD(AAA) = 3.28 mm VD(AAA₁₅₀₀) = 1.18 mm

VD(AA) = 1.29 mm



Correlation Study Louveau + Harrison

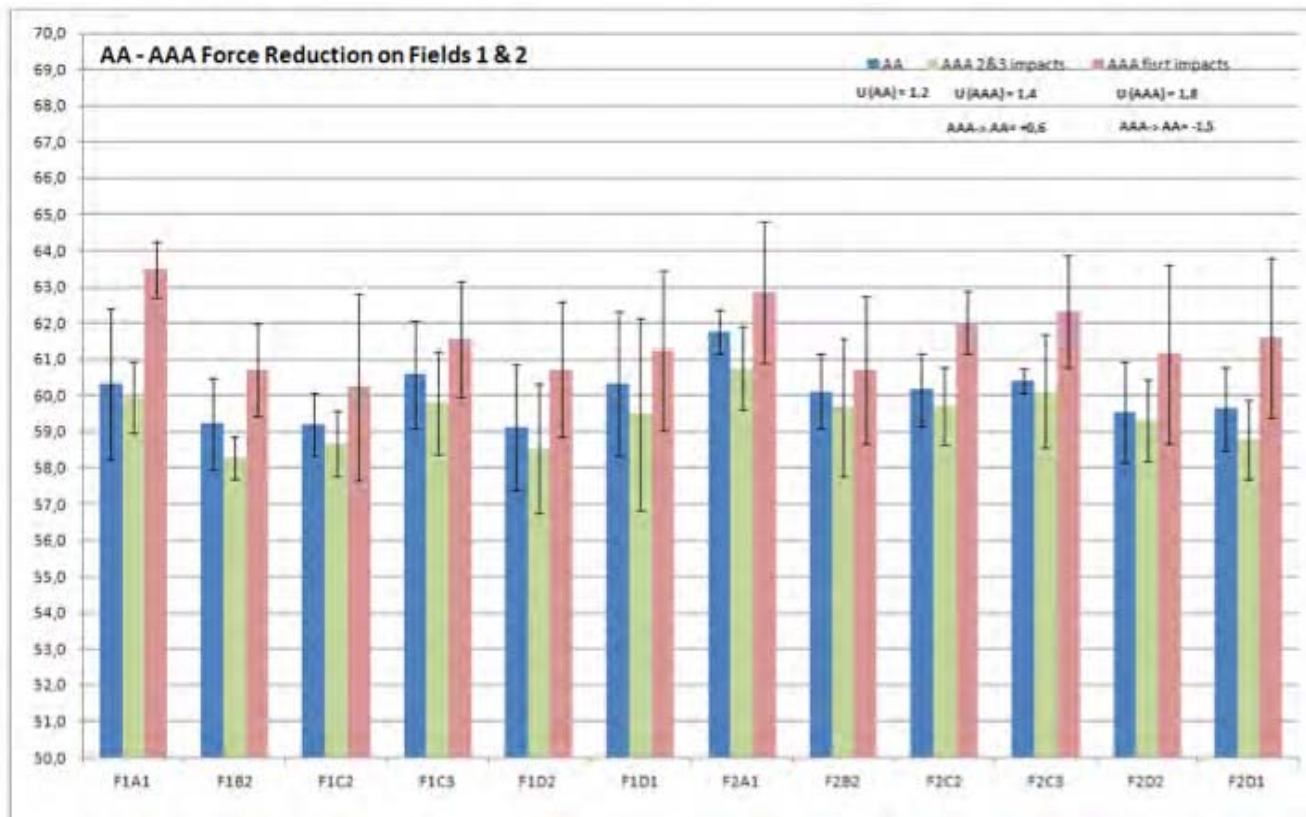
blue = FR(AA)
green = FR(AAA)
2.&3. impact
red = FR(AAA)
1st impact

$$FR(AAA) = FR(AA) - 0.6$$

$$FR(AAA) = FR(AA) + 1.5$$

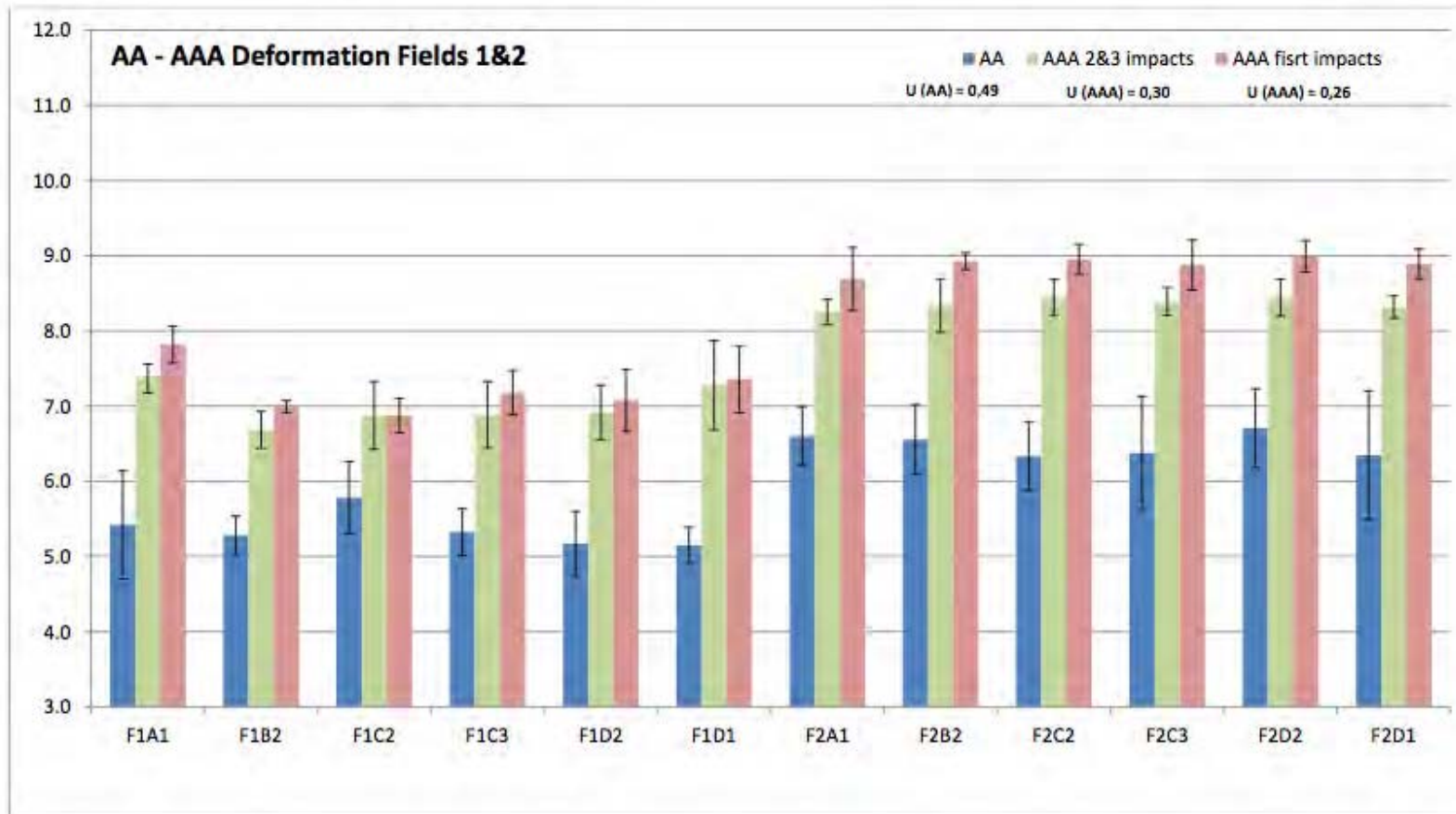
Results for Reduction of Force

On fields...





On fields



Correlation Study Louveau + Harrison



Results FIFA Study Arnoud Louveau + Eric Harrison

Artificial Turf (2 pitches)

FR(AAA) ~ FR(AA) – 0.6 [%] 2.&3. impact

FR(AAA) ~ FR(AA) + 1.5 [%] 1. impact

VD(AAA) ~ VD(AA) + 1.6 [mm]



Results FIFA Study Arnoud Louveau + Eric Harrison

Energy Restitution ER

Natural Turf 20 – 40 [%] in summer

Artificial Turf 35 – 45 [%]