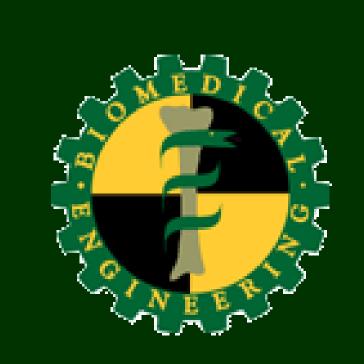


# Development and Validation of Human Head-Neck FE Model for Simulating Soft Tissue Injury in Cervical Spine



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# INTRODUCTION

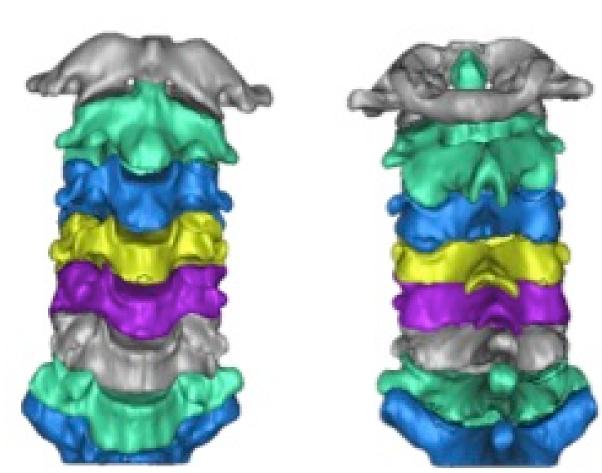
Cervical spinal injuries are most frequently the result of road traffic crashes. The commonly injured neck structures associated with whiplash include facet capsule, the intervertebral discs and the cervical ligaments. Different mechanisms have been hypothesized to explain neck injuries in whiplash [1]. The shear force causing stretch of the facet capsules have been implicated as the most common source of complaints associated with soft tissue neck injury [2]. This mechanism was further explored on human cadavers in simulated rear-end collisions [3].

This study reports the development and validation of an Finite Element (FE) model of an adult male cervical spine integrated with a detailed human head model. The head-neck complex was exercised to predict the cervical soft tissue response in simulated cadaver rear-end impact experiments.

### FE NECK MODEL DEVELOPMENT

### **Cervical Spine Geometry**

The geometry of the cervical spine was obtained from CT scans of a 64 years old male subject. The surfaces of the seven cervical vertebrae, the first thoracic vertebra and intervertebral discs were rendered using MIMICS (Materialise, Belgium) (Fig. 1). 3-Matics (Materialise, Belgium) was applied to refine and restore the facet surface profiles (Fig. 2). The surface data was then imported to Hypermesh 12.0 (Altair, MI) to create the FE surface mesh. The surface mesh was then further smoothened using Meshworks 5.0 (DEP, MI).



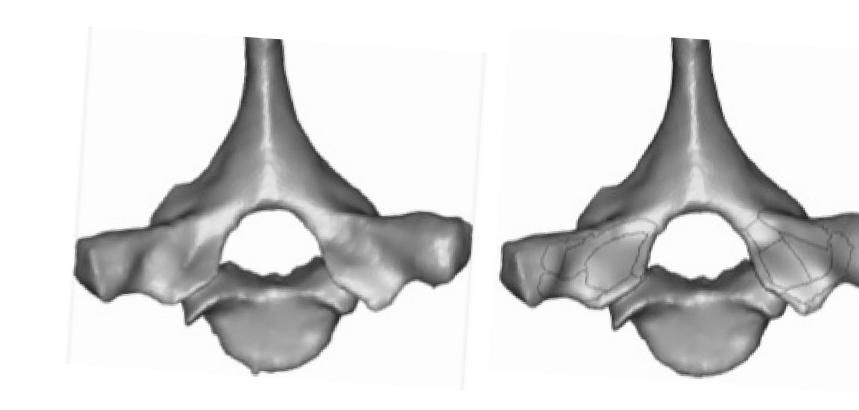


Fig. 2: C7 facet surface profiles before (left) and after (right) reconstruction

Fig. 1: CAD rendering of the neck surface geometry

### FE Mesh Technique

ANSYS ICEM CFD 12.1 (ANSYS INC, PA) was used to develop hexahedral element mesh for each vertebra. This base-block mesh can be projected to the new geometry of the same vertebral segment or any vertebra with similar geometry to save the mesh development cost. Fig. 3 shows the block mesh constructed for C4 vertebra.

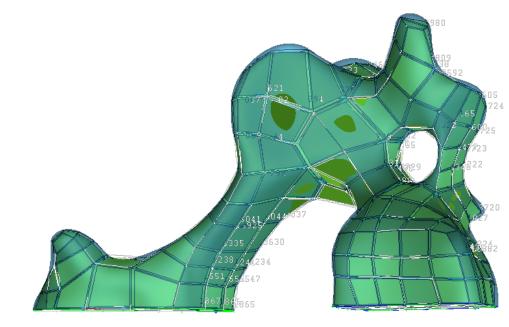


Fig. 3: An example block mesh for C4

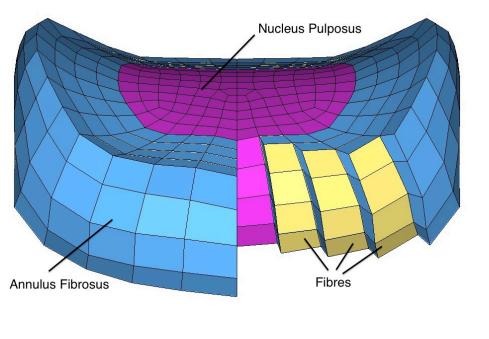
The facet joint (Fig. 5) consisted of capsular

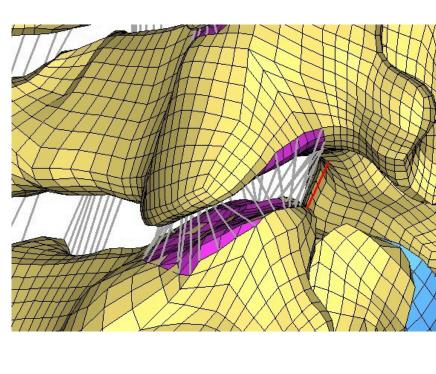
ligaments (beam elements) and cartilage (shell

# **FE Neck Model**

### **Intervertebral Disc**

The intervertebral discs (Fig. 4) consisted of the nucleus, annulus, fibers and endplates. The disc components were meshed with hexahedral elements except fibers which were meshed with shell.





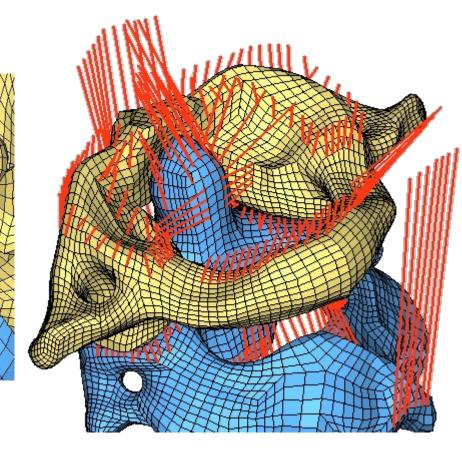




Fig. 4: Intervertebral disc Fig. 5: Facet joint capsule exposed

Fig. 6: Cranio-vertebral ligaments and other major cervical spinal ligaments with vertebral bodies

Beam/bar elements

Some of the major muscles

## **Cervical spine ligaments**

Beam/bar elements

- Anterior longitudinal ligaments
- Capsular ligaments (CL)
- Ligamentum flavum (LF)
- Interspinous ligaments (ISL)
- Alar ligament
- Cruciate ligament

# **Cranio-vertebral**

 Illiocostalis Atlanto-axial ligament

elements).

- Posterior longitudinal ligaments Apical ligament of dens
  - Anterior atlanto-occipital
  - Anterior atlanto-occipital membrane

ligament

membrane

- Posterior atlanto-occipital
- ligaments/membranes Beam/bar elements
  - Longus muscles group
    - Multifidus
    - Oblique capitis
    - Rectus capitis Scalene
    - Semisplenius
    - Sternocleidomastoid
    - Trapezius

# Integration of Head and Neck Model

The neck model was integrated with the Wayne State University Human Head Injury Model [4] developed and validated previously

| Components          | No. of Elements |  |  |
|---------------------|-----------------|--|--|
| Vertebral body      | 123,34          |  |  |
| Intervertebral disc | 17,01           |  |  |
| Ligament            | 873             |  |  |
| Muscles             | 182             |  |  |
| Facet joint         | 2,360           |  |  |
| Neck                | 144,179         |  |  |
| Head                | 330,000         |  |  |
|                     |                 |  |  |

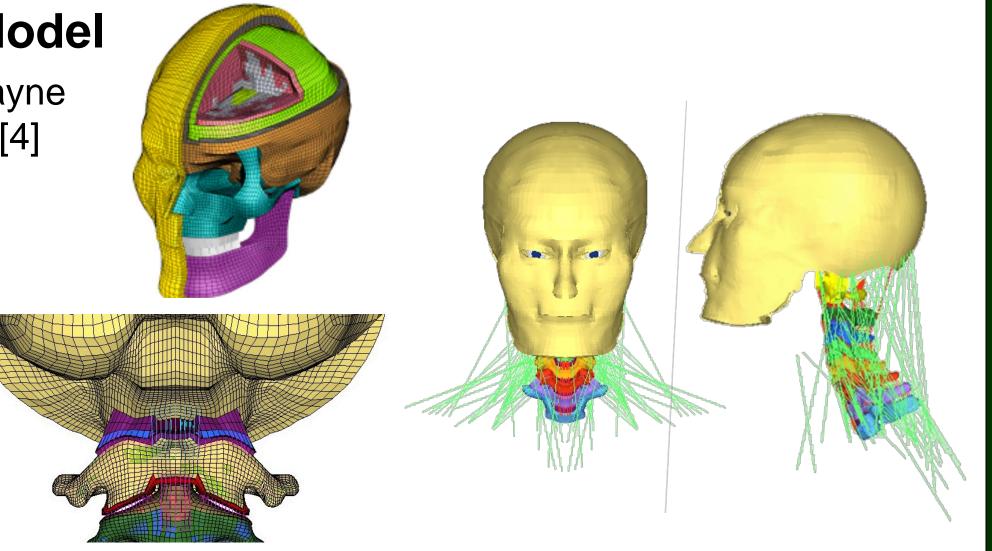


Fig. 7: WSU head model by Zhang et al. (2001), an integrated cervical spine and head model, and detailed view of the atlanta-occipital joint

# FE HEAD/NECK MODEL VALIDATION

# **Head-Neck Drop Tests**

Nine cadaveric head-neck drop tests [5] (Fig. 8):

- Rigid anvil in -15, 0, 15 degree angles in the sagittal plane
- Impact velocity of 3.2 m/s
- Measured head resultant force
- Measured T1 neck axial and shear force

Fig. 8: Drop test setup (Nightingale et al.,1997)

# Validation Results

Fig. 9 shows the FE model predicted force time responses at anvil angles of -15, 0 and +15 degrees. The model results agreed well with the test results.

Failure strain 0.01 and 0.03 was set for spongy and cortical vertebrae to simulate cervical vertebral fracture. The model predicted bone vertebrae fracture for two cases matched with experimental findings.

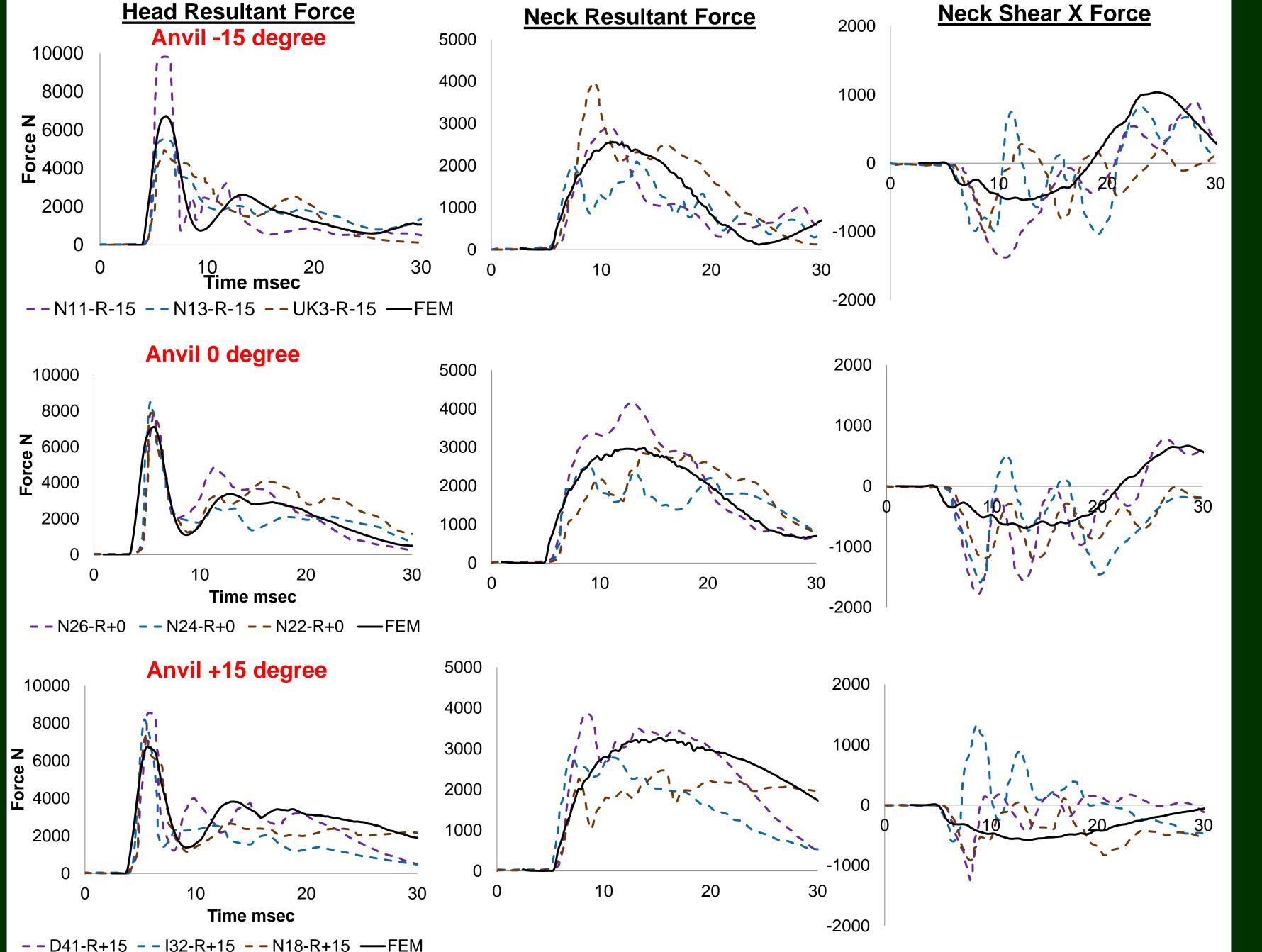


Fig. 9: Head-neck model prediction in comparison with cadaver head-neck drop test results at three impact angles

# Validation Assessment: CORA

CORA 3.6 2012 (released by PCB, Germany)[6] was used to subjectively determine the model correlation with the experimental data. The overall rating based on corridor and correlation methods were in the range of 0.48-0.87(1 is perfect match).

|                   | Overall CORA Rating |             |             |
|-------------------|---------------------|-------------|-------------|
| Force             |                     |             |             |
| <b>Parameters</b> | 0 Degree            | + 15 degree | - 15 degree |
| Head Res          | 0.867               | 0.483       | 0.8015      |
| Neck res          | 0.745               | 0.484       | 0.62        |
| Neck Shear        | 0.641               | 0.500       | 0.647       |

# REAR-END IMAPCT SIMULATION

# Rear-End Impact Experiments

The head-neck model complex was applied to simulate PMHS rear-end impact tests (Fig. 10) reported by [3].

- Rear-end impacts at sled velocities of 8 and 16 kph, with and without headrest
- T1 acceleration traces were applied to the FE model
- Vertebral body's displacement in the sagittal plane was analyzed from the targets implanted in the cadaver cervical vertebral body captured by a bi-planar x-ray system

### **Model Simulation Results Head Displacement**

FE model predicted vertebral body angular displacements were comparable to the test results. (Fig. 11-b)

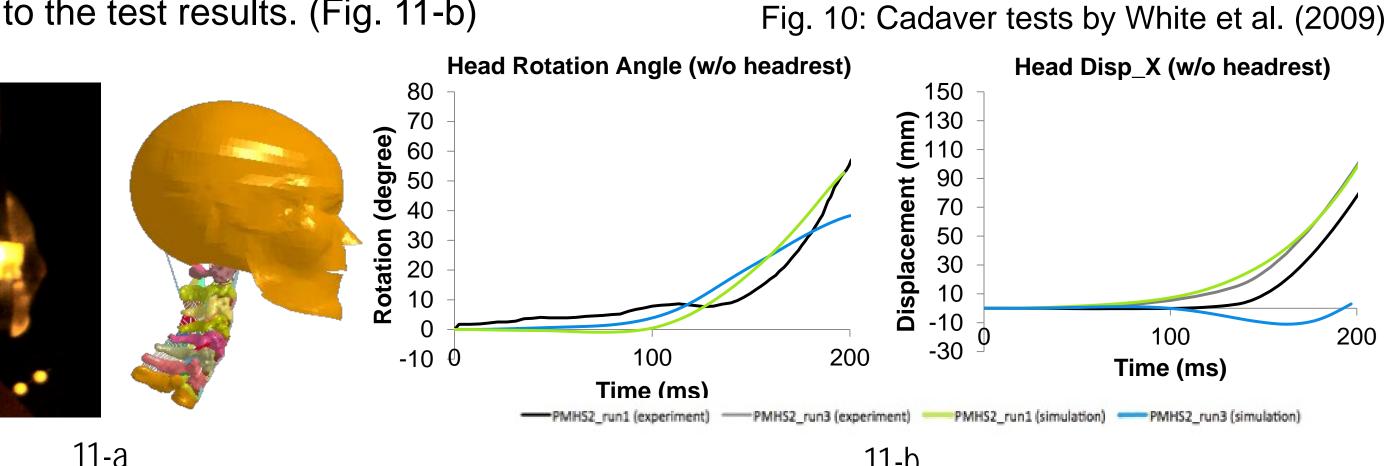


Fig. 11: a) Model set up comparison; b) Model predicted head rotation, head displacement x vs. experimental data without headrest

### **Neck Vertebral Body Kinematics** Simulation: Test 469Bx

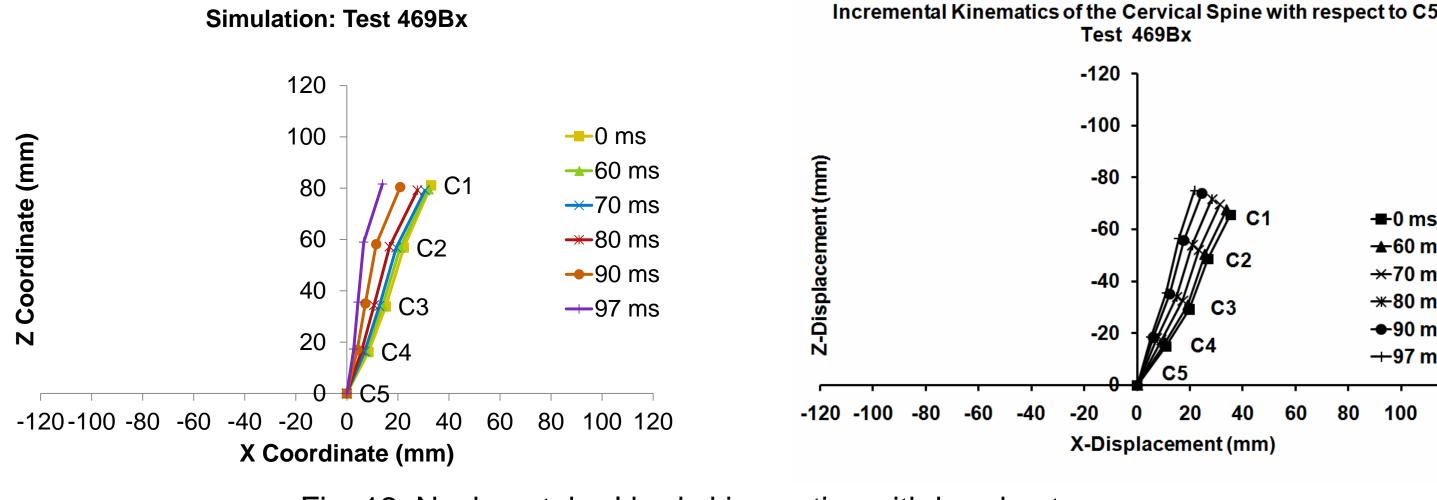


Fig. 12: Neck vertebral body kinematics with headrest

### **Facet Strain**

- The FE model predicted maximum stretch ratios for various facet joints (Fig.13).
- C2-C3 facet experienced the highest deformation than the rest of the joints.
- It appears that the degree of stretch was associated with amount of compression experienced by the facet joints.

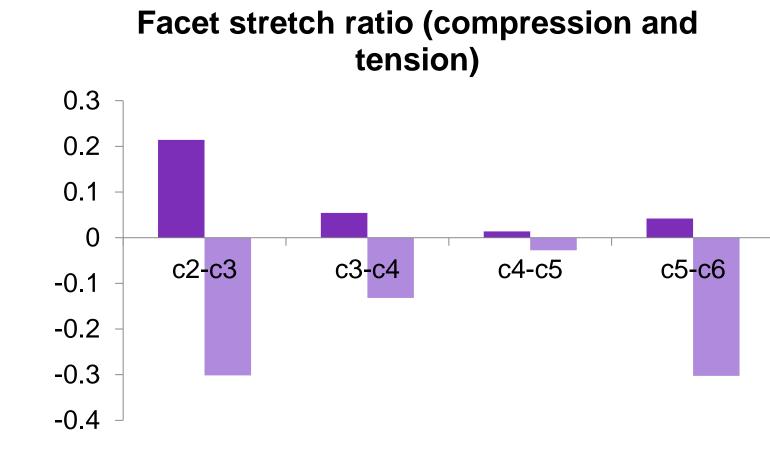


Fig. 13: Maximum facet stretch ratio at various facet joints

# DISCUSSION / CONCLUSIONS

- An anatomically detailed FE neck model was developed using solid blocking technique in which the block can be used for the mesh generation for a new cervical geometry to save meshing cost
- The integrated neck and head complex was validated against the head-neck responses in cadaveric drop tests and showed good biofidelity as assessed by the CORA rating method
- The model matched neck vertebral body kinematics data in cadaveric rear-end impact experiments. And the head displacement had a fair correlation with experimental results
- C2-C3 facet experienced the highest deformation

Though the model-predicted internal response variables began to assist in improving our understanding of the local phenomena associated with spine kinematics, further validation of the model against experimental data is needed. Future study will also include use data from volunteer tests and simulate neck responses in frontal impact conditions. The determination of the relationship between the resulting facet strain and associated neck kinematics will help provide the design basis to improve head-restraint system thereby reducing and mitigating neck injury.

# **ACKNOWLEDGMENT**

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