Computational Biomechanics of the Musculoskeletal System

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Computational biomechanics is an emerging research field that seeks to understand the complex biomechanical behaviors of normal and pathological human joints to come up with new methods of orthopedic treatment and rehabilitation.

Computational Biomechanics of the Musculoskeletal System collects the latest research and cutting-edge techniques used in computational biomechanics, focusing on orthopedic and rehabilitation engineering applications. The book covers state-of-the-art techniques and the latest research related to computational biomechanics, in particular finite element analysis and its potential applications in orthopedics and rehabilitation engineering. It offers a glimpse into the exciting potentials for computational modeling in medical research and biomechanical simulation.

The book is organized according to anatomical location—foot and ankle, knee, hip, spine, and head and teeth. Each chapter details the scientific questions/medical problems addressed by modeling, basic anatomy of the body part, computational model development and techniques used, related experimental studies for model setup and validation, and clinical applications. Plenty of useful biomechanical information is provided for a variety of applications, especially for the optimal design of body support devices and prosthetic implants.

This book is an excellent resource for engineering students and young researchers in bioengineering. Clinicians involved in orthopedics and rehabilitation engineering may find this work to be both informative and highly relevant to their clinical practice.

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