## Fossils, Physics and Fast Computers

**Unlocking a Virtual Past** 

Bill Sellers
University of Manchester
wis@mac.com

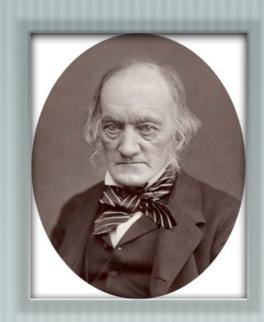


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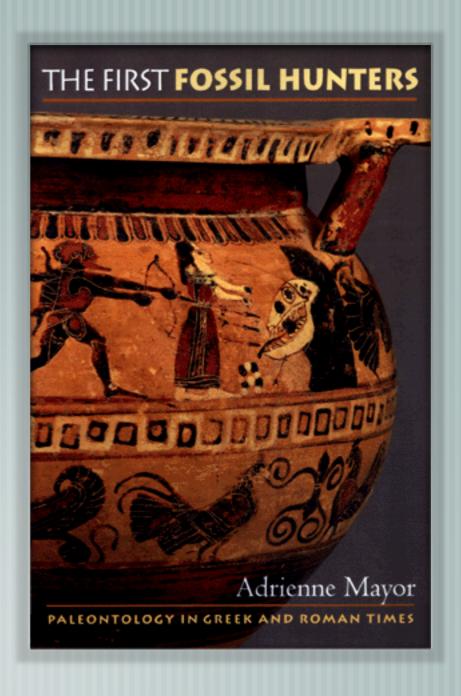


#### Fascination with Fossils

Dinosaurs were 'invented' by Richard Owen in 1842



However interest in fossils dates back to antiquity





Jurassic Park (1993): Possibly the most famous fossil locomotor reconstruction. But did dinosaurs really move like this? And how do we know?

#### 19th Century Horses





John Herring 1839



**Edward Muybridge 1887** 

### Ostrich ≠ Tyrannosaurus





Cannot just use a modern analogue

#### Physics

acceleration

Isaac Newton (1687) Principia Mathematica: Force applied to a mass produces a proportional

(rough translation from Latin)

Montgomery Scott (1966) The Naked Time I cannae change the laws of physics!

[ 12 ]

#### AXIOMATA SIVE LEGES MOTUS

Lex. L

Corpus owne perfeverare in featu fuo quiefecude vel movembe uniformiter in directum, nifi quatenus a viribus impressis cogstur statum illum mutere.

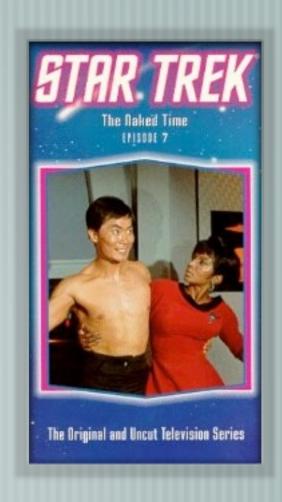
Projectilu perseverant in motibus suis nissi quatenus a resistentia aeris retardantur & vi gravitatis impelluntur deorsum.

Trochus, cujus partes colurendo perpetuo retrahunt sesa motibus resisiineis, non cessa rotari nisi quaternus ab aere retardatur. Majora autem Planetarum & Cometarum corpora motus suos & progressivos & circulares in spatiis minus resistentibus sacconcervant durius.

Lex. II.

Mutationem motus proportionalem esse vis untrici impressa, & fieri secundum lineam restam qua vis illa imprimitur.

Si vis abqua motum quemvis generet, dupla duplum, tripla triplum generabis, five fimul & femel, five gradatim & fuoceffive impreffa fuerit. Et hic motus quoniam in candem femper plagam cumvi generatrice determinatur, fi corpusantea movebatur, motui ejus vel conspiranti additur, vel contratio subducitur, vel colliquo oblique adjicitur, & cum co secundum utriusqui determinationem componitur.



# How do you measure the living mass of a fossil?

#### (1) Find a dinosaur



Badlands (Hell Creek Formation), South Dakota, USA: 65 mya

#### (2) Excavate it



Working on a hadrosaur femur (2011)

#### (3) Get it back to the lab



Carrying the field jacket - approx. 100kg

#### (4) Reconstruct the skeleton

All these stages require a great deal of skill

For large fossils they are hard work

But because of these efforts we do know what these animals looked like



#### How do you weigh a dinosaur?



Argentinosaurus, 37m long, Museo Municipal Carmen Funes

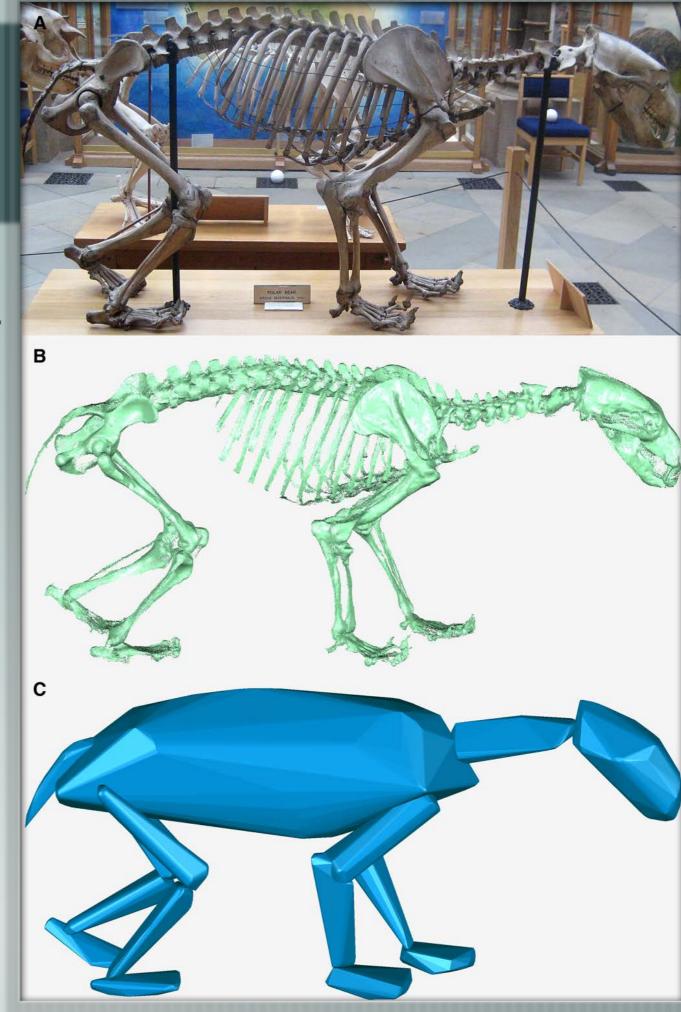


#### Convex Hulling

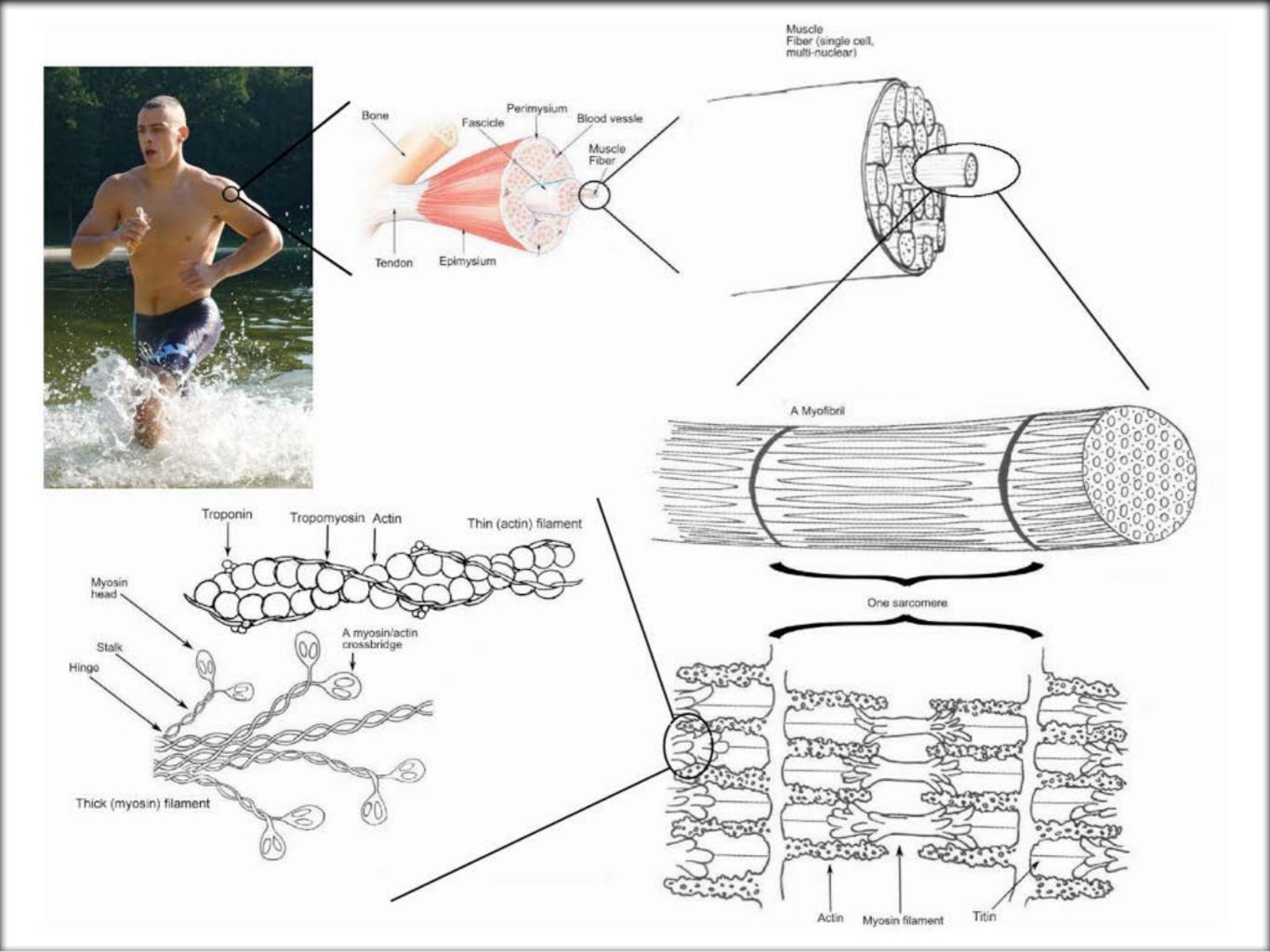
The LiDAR scan produces a point cloud model in the computer

We calculate the Convex Hull (the smallest convex shape that encloses all the points) for the major body segments

Using estimated body density we calculate the convex hull volume

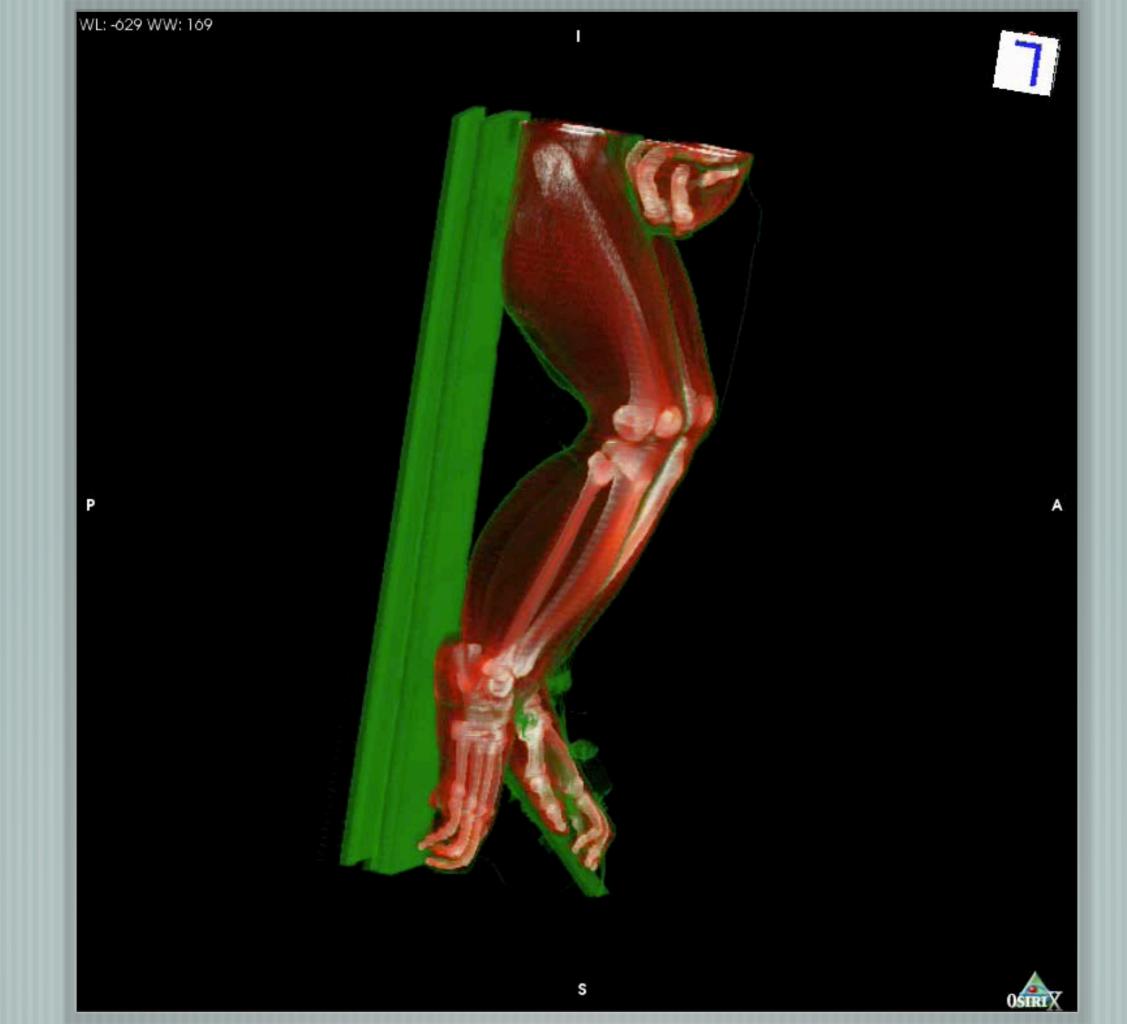


# How do you measure the forces in a fossil?





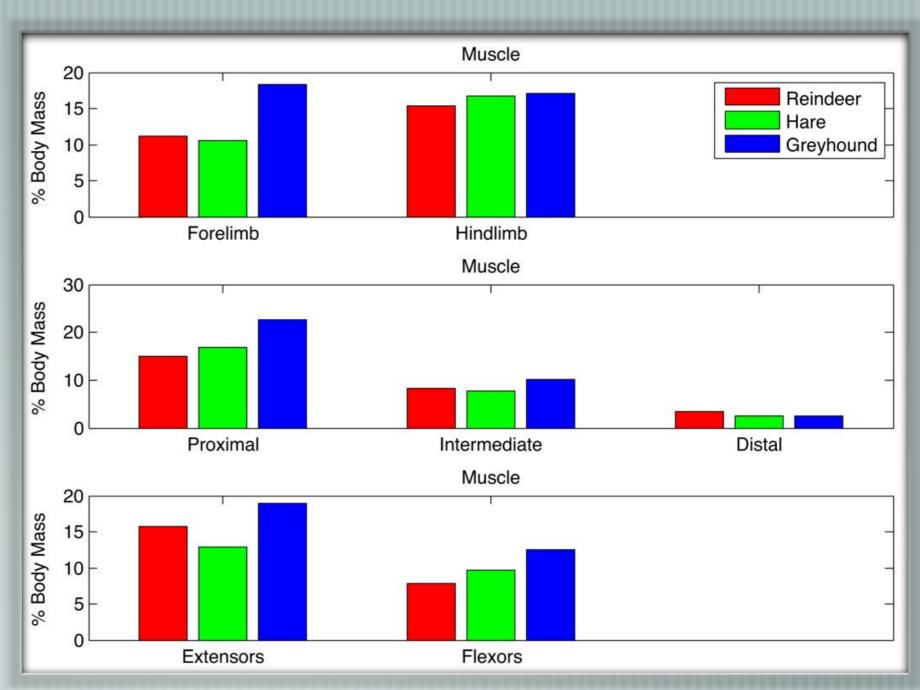




#### Muscle Mass

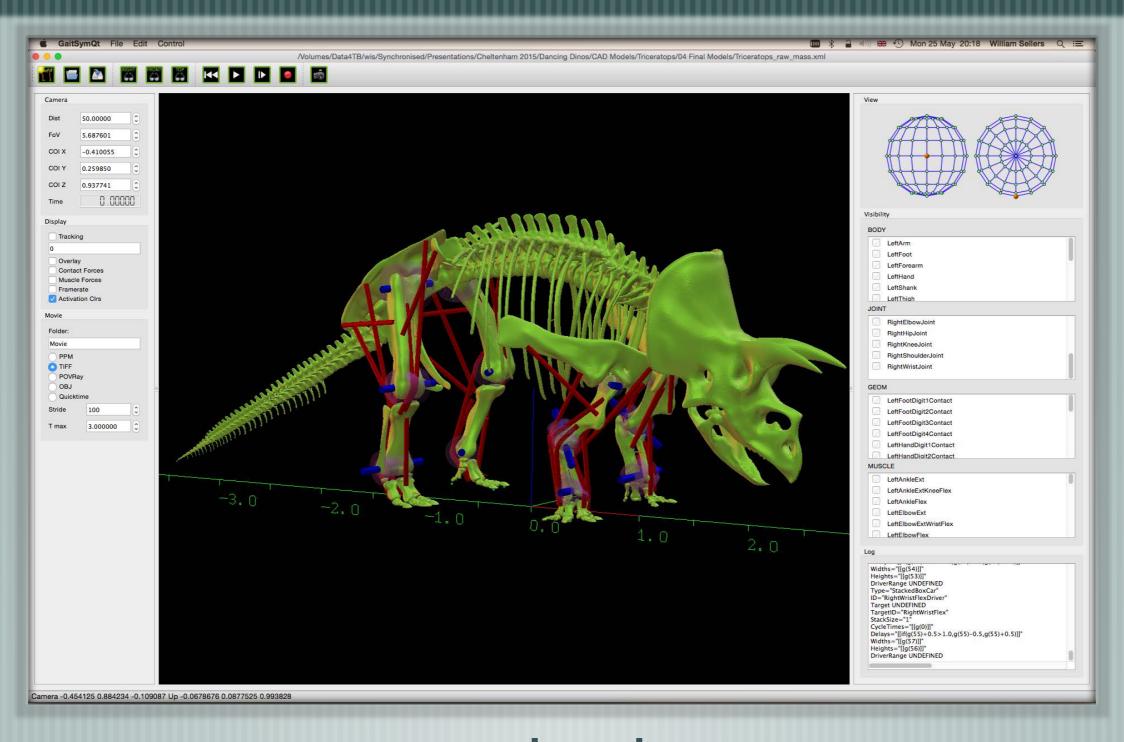
Muscle distribution seems relatively conserved across mammals

But currently we don't know very much about non-mammals



## Putting it all together

#### Multibody Dynamics using GaitSym

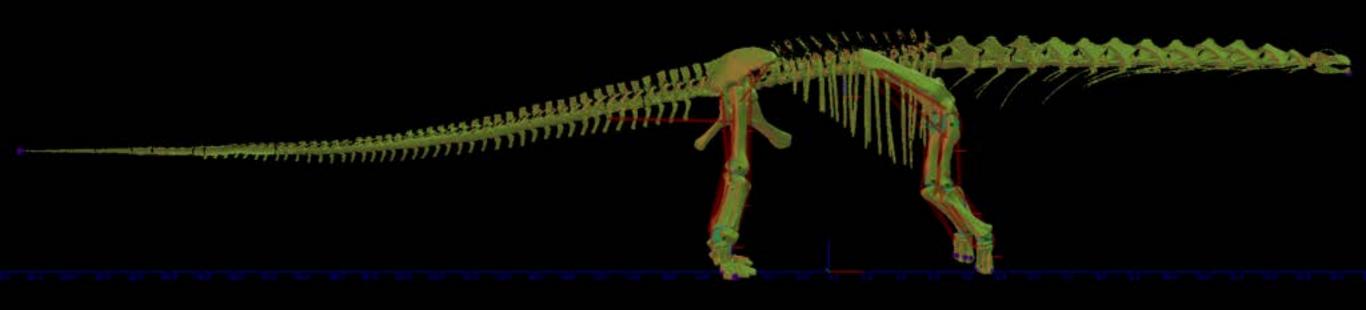


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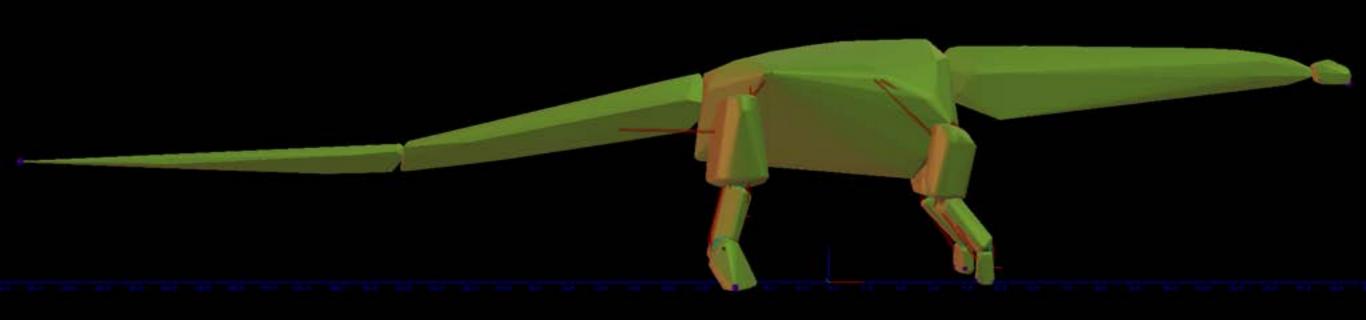
#### Reconstructing <u>Argentinosaurus</u>

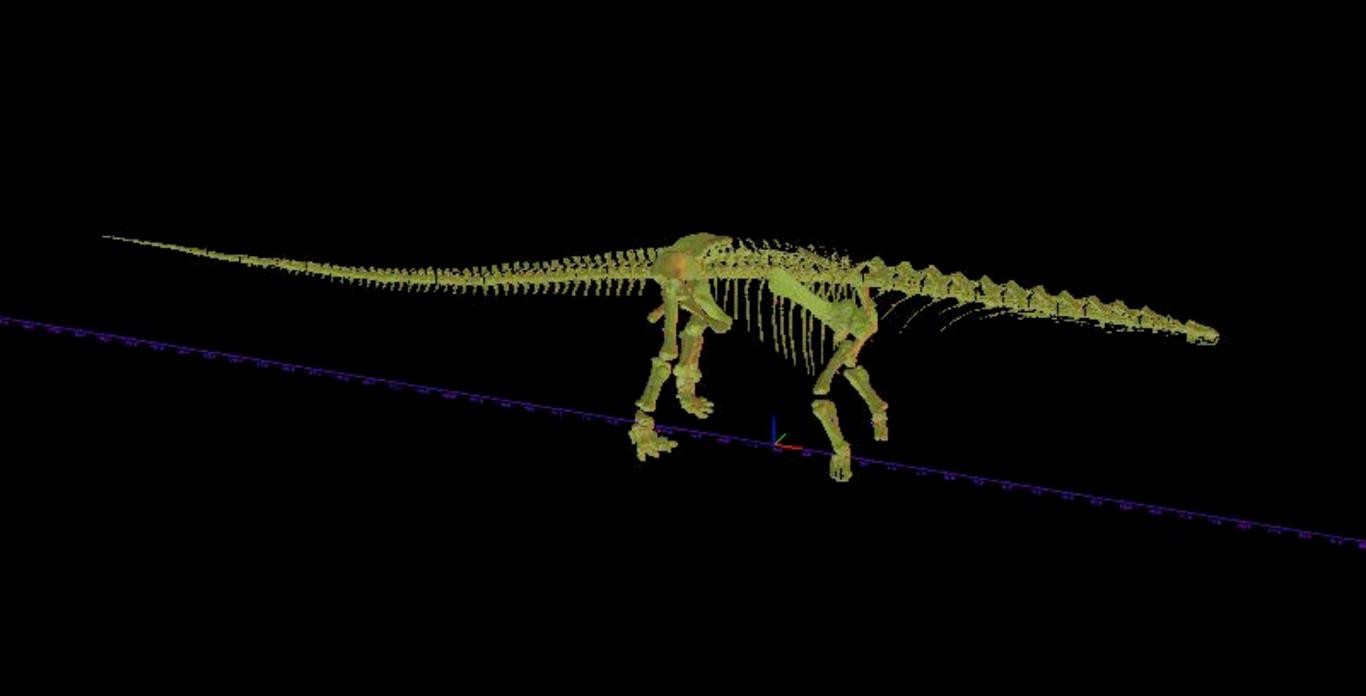


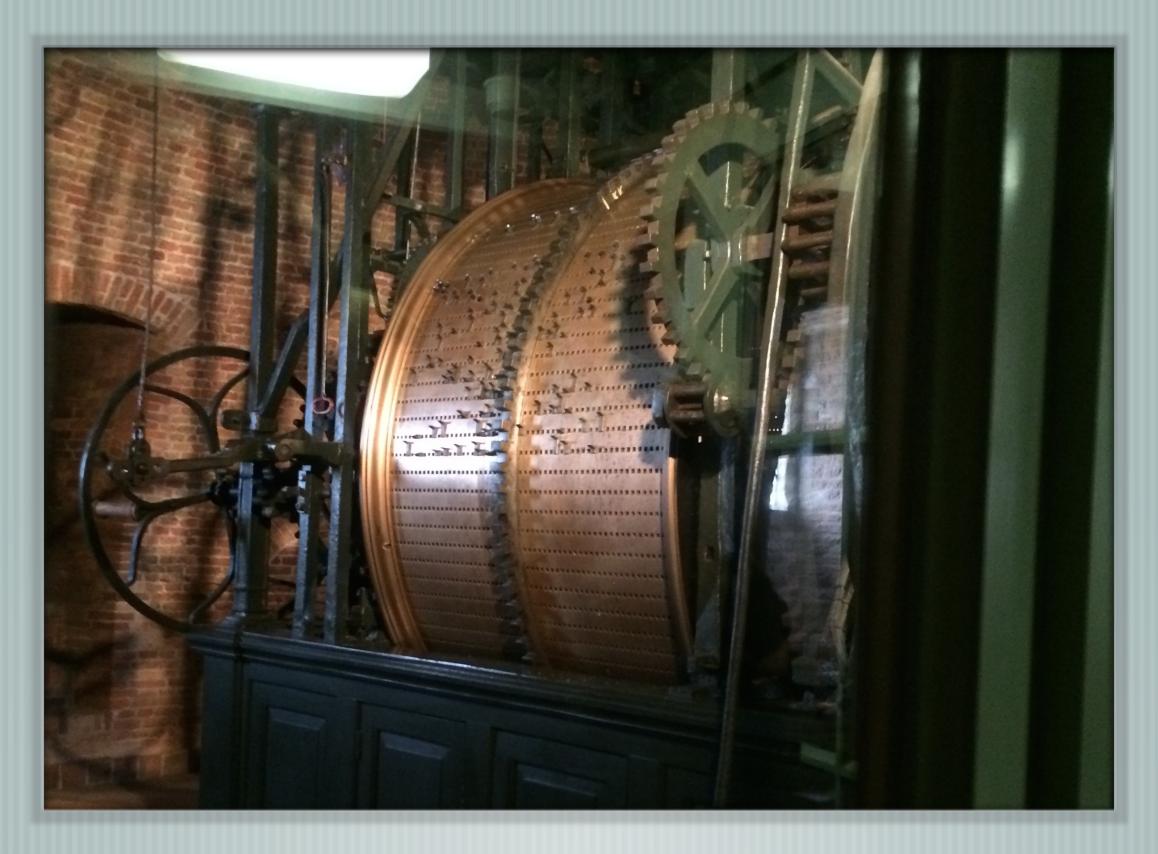
#### Rig muscles onto the skeleton



Skin the skeleton to calculate the mass (83 tonnes)





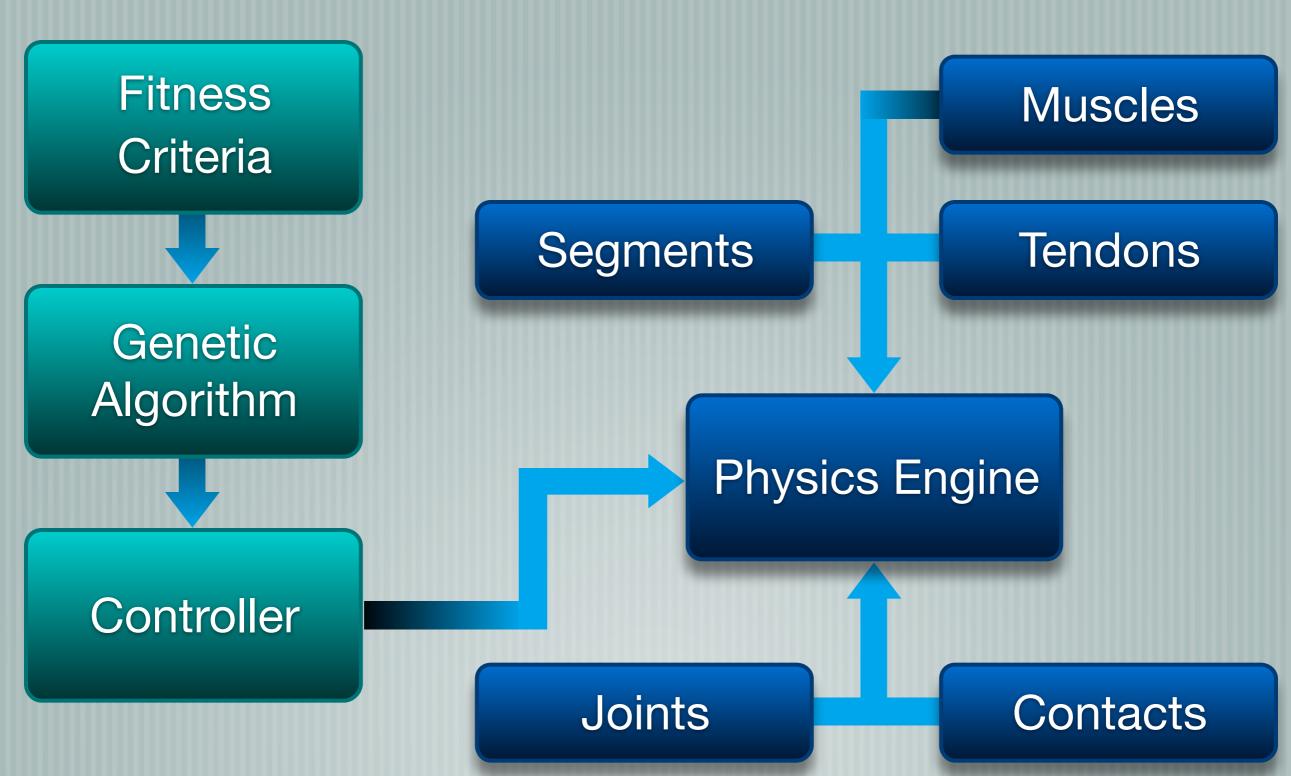


**Delft Carillon** 



Evolutionary

Robotics



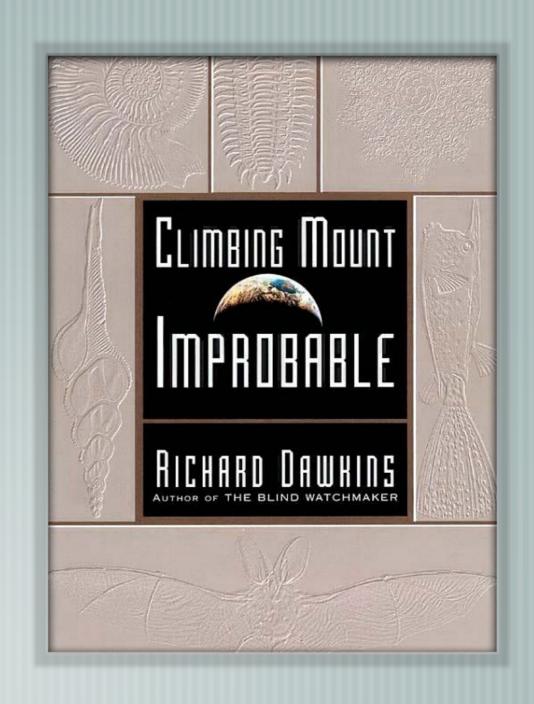
#### History of Evolutionary Algorithms

Evolutionary Search 1960s

Code problem as genome

Simulated evolution where fitness is the solution quality

Fittest genomes represent good solutions



#### Implementation

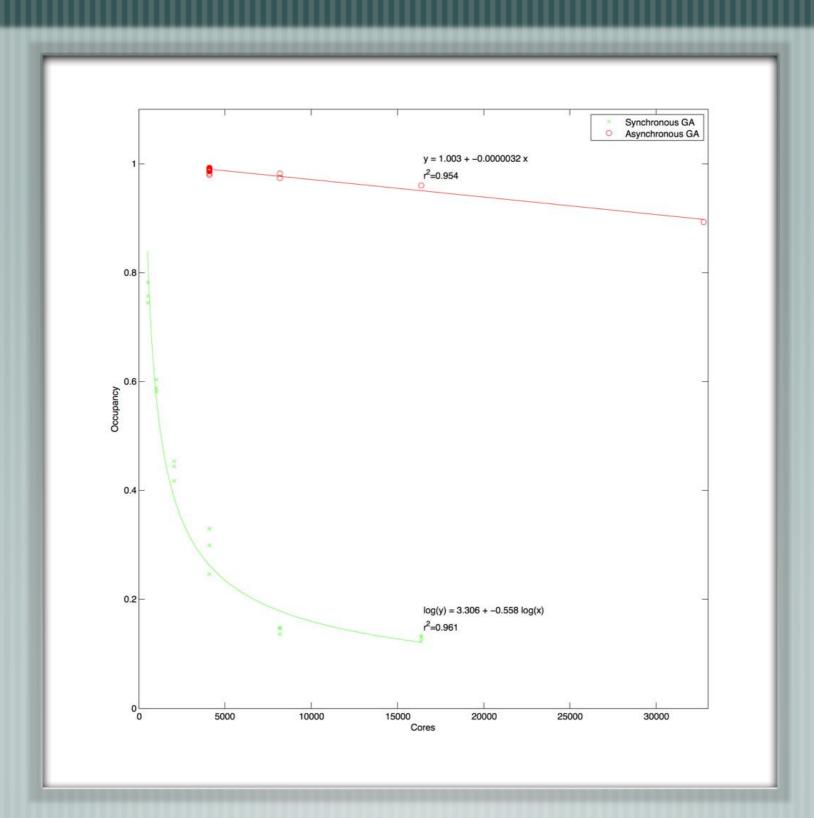
Asynchronous Genetic Algorithm

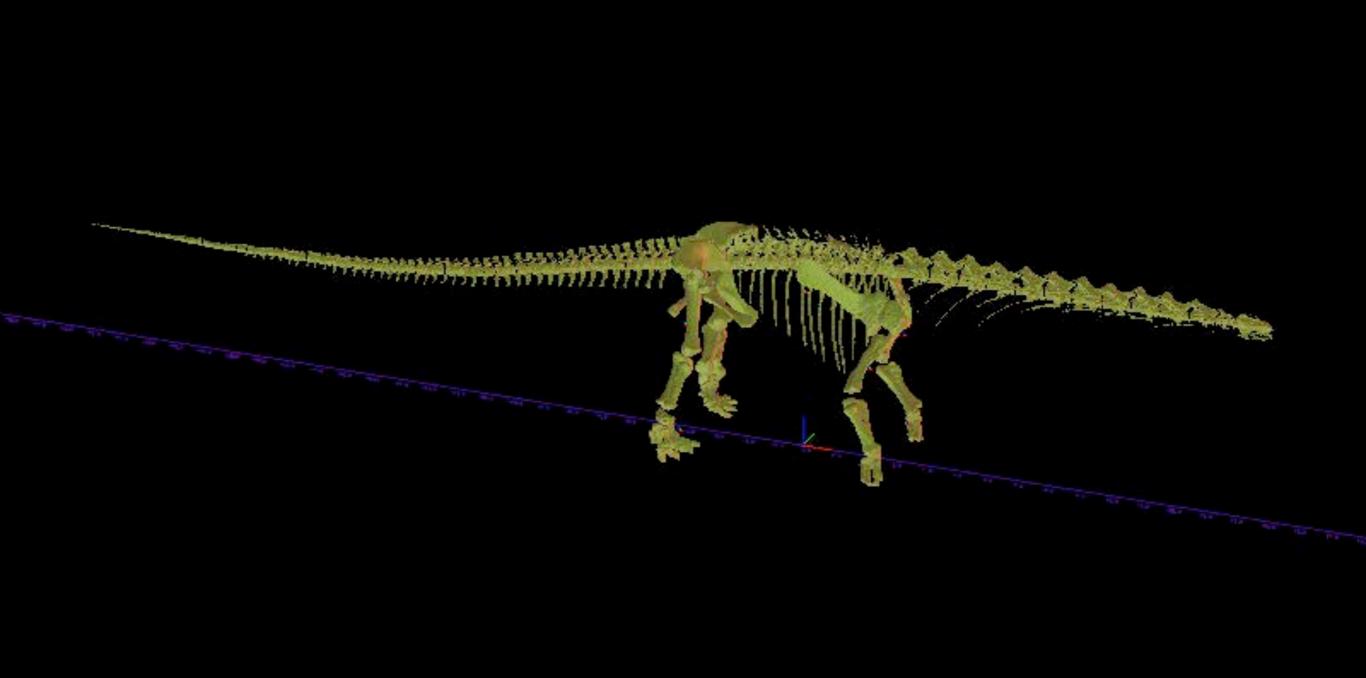
Maintain a single population and allow continuous selection, mutation and crossover

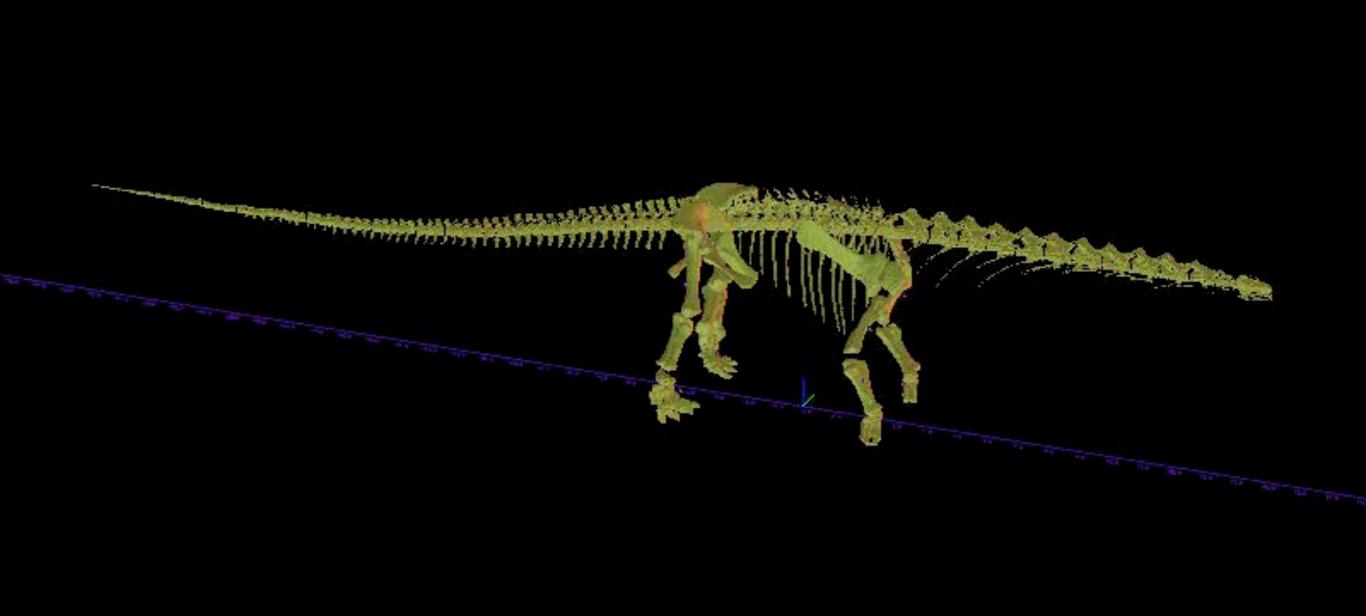
Uses MPI with population on one node and the fitness assessments (slow) are carried out on individual compute nodes

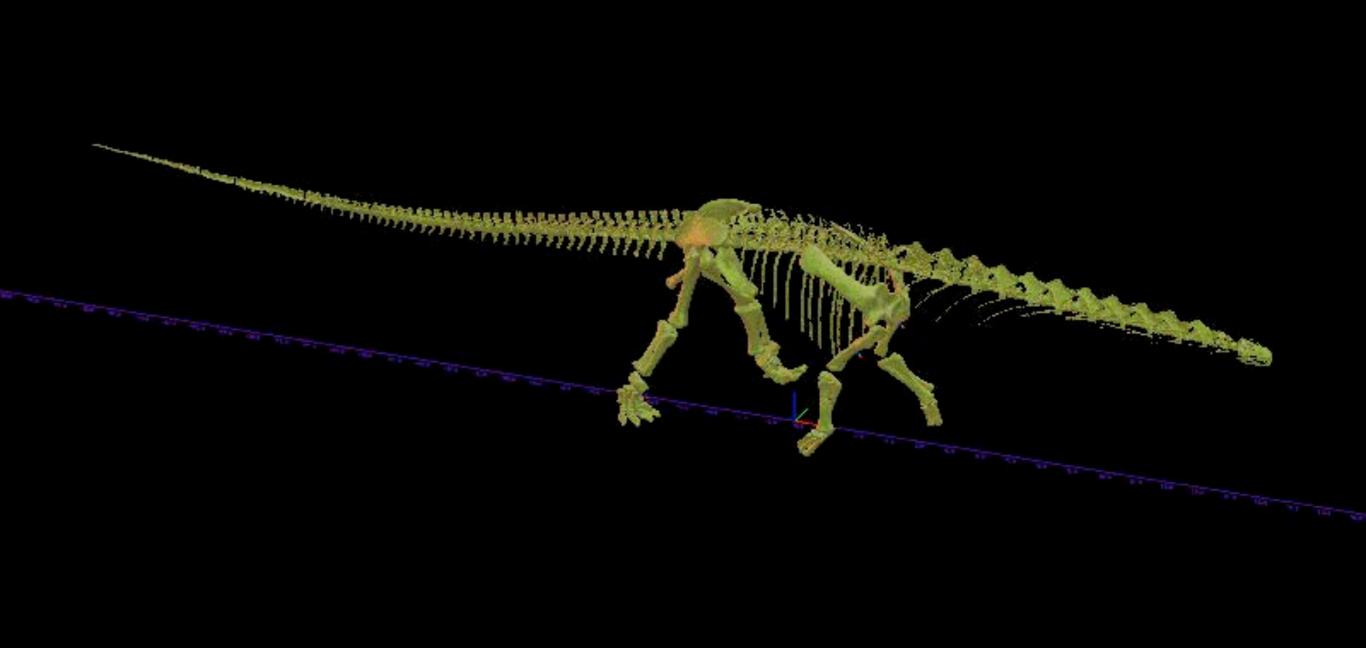
Allows the communication load to be spread out

## Scaling









#### T. rex faster than Bex???



#### Other Animals



2001 (1968)

### Human Bipedalism?



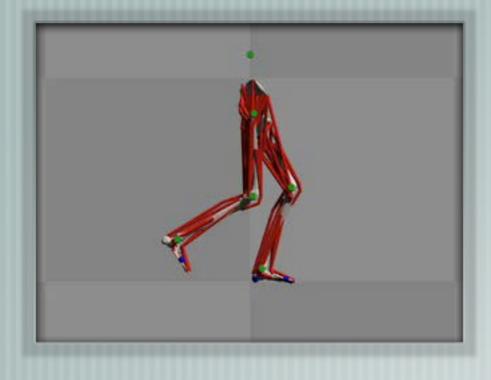
#### Ape-like Bipedalism



#### Early Hominin Gait

Bent Hip Bent Knee





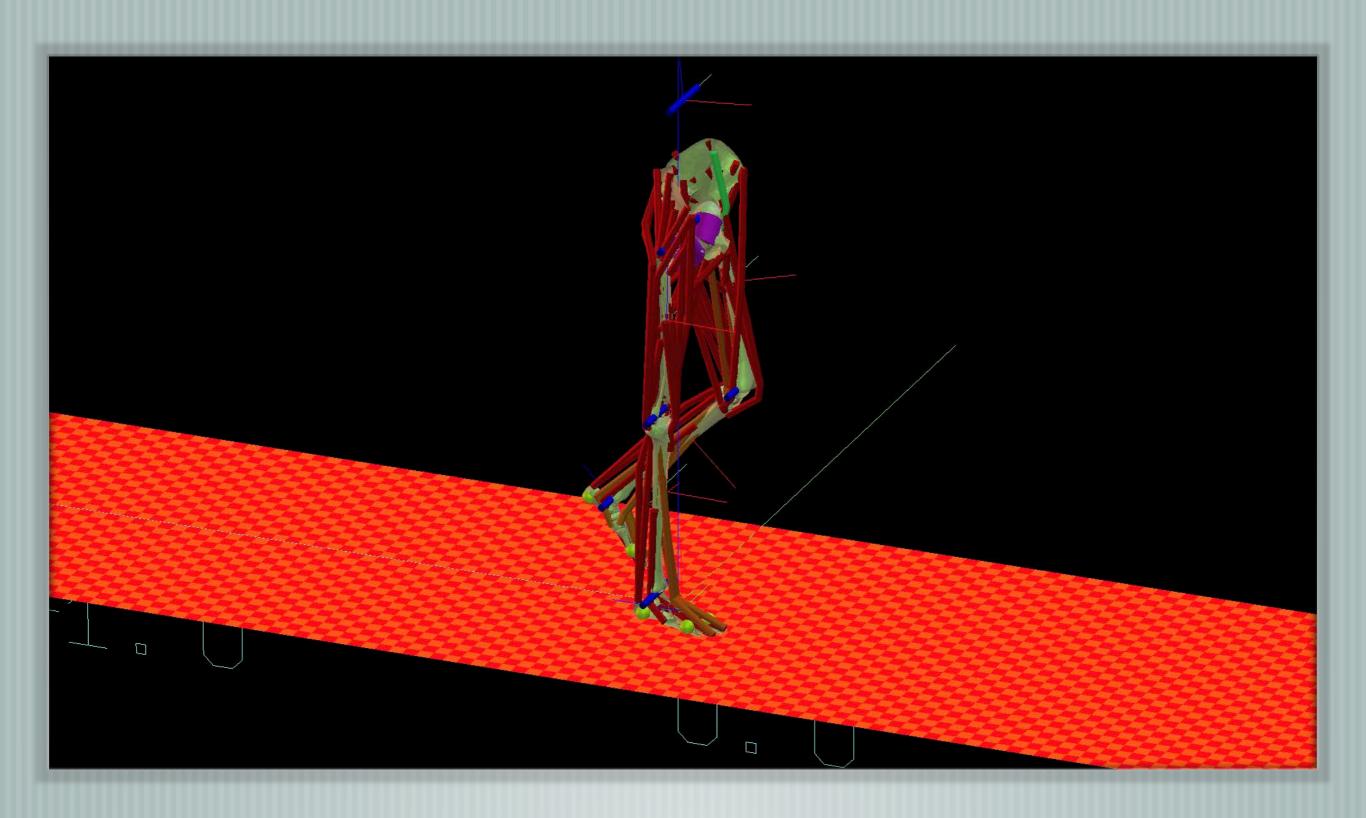


### Laetoli Footprints



#### Upright & Groucho Walking



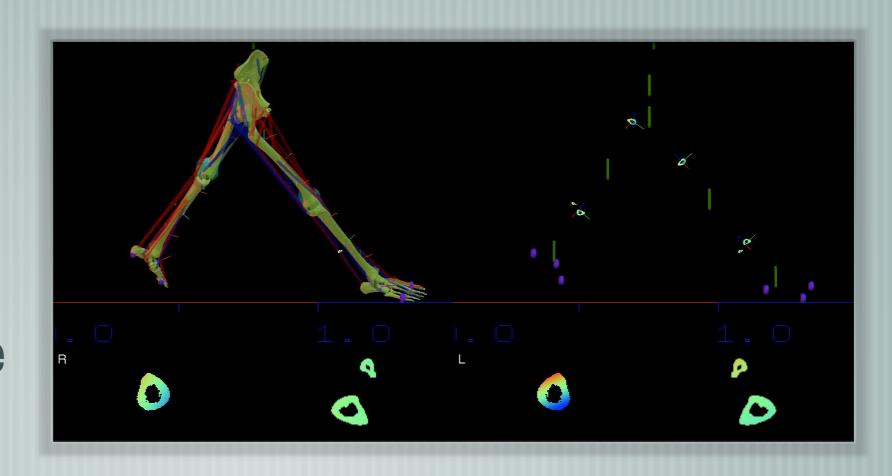


#### Future Plans

Upscale from 10,000 cores to 1,000,000 cores by implementing a multipopulation approach (or find a new optimisation strategy - help!)

Add an FEA solver for dynamic strain calculation

Non-steady state locomotion



#### Thanks!



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- NERC, BBSRC, EPSRC, Leverhulme Trust, National Geographic for money
- Any Questions? Find me in the bar or email wis@mac.com

www.animalsimulation.org

