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인체측정학적 설계를 위한  
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**Development of a Multivariate Representative Human Model  
Generation Method for Anthropometric Design**

**Development of a Multivariate Representative Human Model  
Generation Method for Anthropometric Design**

*by*

Kihyo Jung

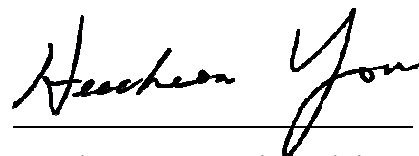
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Pohang, Korea

June 11, 2009

Approved by

A handwritten signature in black ink, reading "Heecheon You". The signature is written in a cursive style and is positioned above a horizontal line.

Heecheon You, Major Advisor

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## **ABSTRACT**

Multivariate generation methods of representative human models (RHMs) that accommodate a designated percentage of the target population have been developed using data reduction techniques such as factor analysis and principal component analysis. These data reduction techniques reduce an original set of anthropometric dimensions to a smaller set while accounting for most of the variability of body sizes, say 80%. Although this distillation of anthropometric information effectively simplifies a process of RHM generation, it can reduce the validity of generated RHMs due to the unexplained variability of body sizes, say 20%.

The present study is intended to develop a novel RHM-generation method which better form a representative group of human models for a designated percentage of the target population. The specific objectives of the study include (1) developing a multivariate evaluation protocol, (2) analyzing the characteristics of existing RHM generation methods, (3) developing a new RHM generation method, and (4) evaluating the performances of the RHM generation methods in ergonomic design of a computer workstation.

First, a multivariate evaluation protocol was developed to examine the performance of a RHM generation method in a quantitative manner. The proposed evaluation protocol consists of (1) preparing anthropometric data, (2) selecting anthropometric dimensions, (3) generating RHMs by a RHM generation method, and (4) analyzing the performance of the generated RHMs. The evaluation protocol is used to analyze the performance of a RHM generation method in terms of statistical representativeness and applicability of generated RHMs.

Second, the characteristics and performances of existing RHM generation methods

(square, circular, and rectangular boundary methods) were investigated. Based on a comprehensive literature survey of RHM generation methods, unique features such as design application area and shape of accommodation envelope were identified for each method. In addition, the performances of the existing methods were compared using the proposed multivariate evaluation protocol, and factors affecting their performances were examined.

Third, a new RHM generation method, termed as boundary zone (BZ) method, was developed and its performance was evaluated. The BZ method consists of (1) forming a BZ that accommodates a designated percentage (say, 90%) of the population using normalized squared distance and (2) performing cluster analysis on the cases within the BZ to reduce the number of RHMs generated. The performance analysis showed that the multivariate accommodation percentage (MAP) of the BZ method (91%) was closest to the designated accommodation percentage while those of the existing methods showed relatively large deviations (49% for square method, 76% for circular method, and 96% for rectangular method).

Lastly, the BZ method was evaluated in the design context of a computer workstation together with the existing RHM-generation methods. A computer workstation design was prepared by applying each RHM generation method by following a custom workstation design process. The accommodation performances of the computer workstations were compared, and factors affecting the performances were investigated by multiple regression analysis. The evaluation results showed that the MAP of the BZ method (89%) closely achieved the target percentage (90%) and that those of the existing RHM generation methods (25% percentile method, 33% for square method, 63% for circular method, and 80% for rectangular method) were significantly less than the target percentage because some of the body size variability is ignored in the generation of RHMs.

The present study is of significance by identifying the characteristics and limitations of the existing RHM generation methods and developing the BZ method which overcome the identified limitations by.

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# Chapter 1

## INTRODUCTION

### 1.1. Problem statement

A small group of human models representing the target population is used for the ergonomic design and evaluation of products and workstations in a digital environment. Representative human models (RHMs) are a small group of shapes that represent the body size characteristics of a designated percentage (e.g., 90%) of the target population (HFES 300, 2004). Use of RHMs provides designers with an efficient way to apply the body size characteristics of the target population to product design and evaluation (Jung et al., 2008a). For example, You et al. (1997) evaluated the layout design of bus operator's workstation using a small group of percentile RHMs (5<sup>th</sup>, 50<sup>th</sup>, and 95<sup>th</sup> percentiles) in terms of posture, visibility, and reach.

Percentile RHMs, one class of traditional RHMs, are generated from univariate percentiles of specified human dimensions; therefore, those RHMs are not appropriate to represent the body sizes of the target population in multivariate design problems. The body sizes of a percentile RHM are determined as the percentile values of each anthropometric dimension under consideration (HFES 300, 2004). Hence, univariate percentages accommodated by the percentile RHM meet the target percentage in that dimension. However, multivariate accommodation percentage may not meet the target percentage (Roebuck et al., 1975; Porter et al., 2004). For example, in design of bus doors for US populations, a 95<sup>th</sup> percentile RHM (stature = 183.8 cm, bideltoid breadth = 41.8 cm) is used to design the height and width of the door to accommodate 95% of the population. The univariate accommodation percentages for the two dimensions both meet the designated percentage (95%); but, the bivariate accommodation percentage—the proportion of people who are smaller than the 95<sup>th</sup> percentile RHM in both dimensions—is only 91.8%, which doesn't meet the target percentage. The bivariate

percentage indicates that 91.8% of US populations, which is smaller than the target percentage, can appropriately use the bus doors without bending and twisting their body.

To overcome the multivariate accommodation problem in anthropometric product design, several multivariate RHM-generation methods have been developed using data reduction techniques such as Factor Analysis and Principal Component Analysis. Bittner et al. (1987) and Bittner (2000) created a 17-member set of RHMs (called CADRE) for workstation design by applying a three-step process (Figure 1.1). In the first step, the anthropometric dimensions of interest were reduced to a small number of factors (e.g., 2 ~ 3) by the statistical technique of Factor Analysis. The factors extracted in Bittner et al. (1987) explained about 75% of the total variability. In the second step, factor scores, the locations of RHMs in the space defined by the factors, were determined as the centroid and corners of a square (or cubic) boundary defined in the space of the factors. In the last step, the factor scores of RHMs were converted into the body sizes of RHMs by multiplying the factor scores by the factor loadings of Factor Analysis. Kim and Whang (1997) generated a 17-member RHM using the same process as Bittner et al. (1987), except that the boundary defined in the space of the factors was a rectangle (or prism). Meindl et al. (1993) and Hudson et al. (2006) used Principal Component Analysis (PCA) in process similar to that of Bittner et al. (1987) to generate a small number of RHMs (8 to 24) at a circular boundary formed in the space of components. Meindl et al. (1993) selected components having eigen values greater than 1 to explain about 85% of the total variability.

The existing multivariate RHM-generation methods using data reduction techniques have four limitations in their abilities to represent multivariate population. First, although data reduction techniques greatly simplify the process of generating RHMs by efficiently reducing the original set of data to a smaller set while accounting for most of the body size variability (e.g., 80%), this information distillation ignores some (e.g., 20%) of the body size variability. Therefore, the data reduction may cause a difference between the achieved accommodation percentage and targeted accommodation percentage (Meunier, 1998).

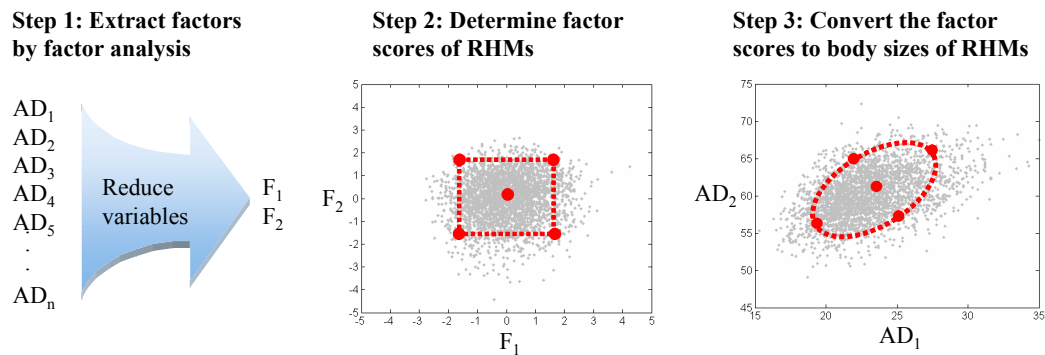


Figure 1.1. An RHM-generation process using Factor Analysis

(AD: anthropometric dimension, F: factor, n: number of anthropometric dimensions;  
small dot: target population, large dot: RHM)

Second, the data reduction techniques are limited to use when the anthropometric dimensions under consideration have low correlations. The number of factors (or components) extracted from anthropometric dimensions having low correlations is too large to take advantage of the data reduction techniques, because data reduction techniques group correlated dimensions together and separate them from other dimensions with low correlation (Hudson et al., 2006). In addition, conversion from the factor scores defined in the space of the factors to actual body sizes may cause estimation error if the correlations between the factors and anthropometric dimensions are low (Meunier, 1998).

Third, missing zones, nonexistent area of RHMs, occur along a boundary defined in the space of the factors (Figure 1.2). The existing multivariate RHM-generation methods seem to imply that satisfying the equidistant boundary points in the space of the factors should guarantee accommodation of the designated percentage of the population. However, Hendy (1990) showed that the combinations of eye height and functional reach are important in reaching a cockpit panel. Therefore, the missing zones along the boundary should be avoided to appropriately apply the size combinations of the dimensions in anthropometric design (Meunier, 1998).

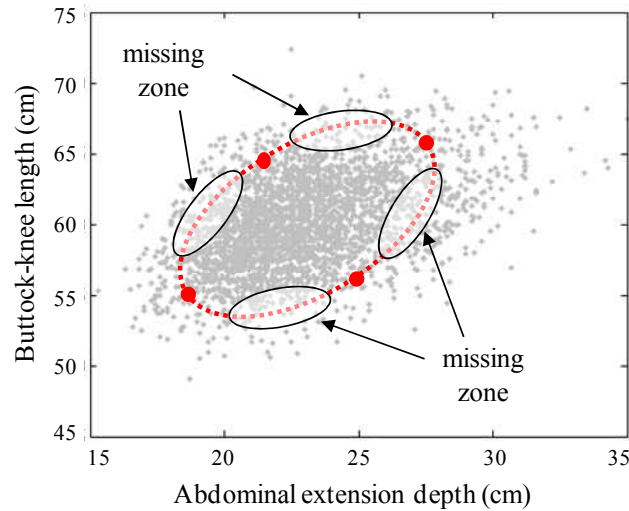


Figure 1.2. Illustration of missing zone of the existing multivariate RHM-generation methods

Finally, a comprehensive evaluation study is insufficient to compare and understand the performances of the existing multivariate RHM-generation methods. Univariate percentile ranges of RHMs were less than 90% for three of nineteen anthropometric dimensions in Bittner et al. (1987) and less than 90% for one anthropometric dimension in Bittner (2000). Meunier (1998) evaluated the multivariate accommodation performance of Meindl et al. (1993) for six anthropometric dimensions and found that the calculated accommodation percentages (39%, 59%, and 86%) were lower than the target percentages (90%, 95%, and 99%). Although previous studies evaluated the performances of existing RHM-generation methods, comprehensive comparison can't be made because of differences in evaluation conditions and dimensions used.

## 1.2. Research objectives

The present study is intended to develop and evaluate a new multivariate method of generating RHMs that statistically represent the body sizes of a designated percentage of



the target population. The new RHM-generation method is developed based on an in-depth analysis of the characteristics and accommodation performances of the existing RHM-generation methods. Next, the new method and the existing methods are evaluated by applying them to ergonomic design of computer workstation. To achieve the study goal, this study had four detailed objectives.

The first objective is to develop a multivariate evaluation protocol to evaluate the performances of the multivariate RHM-generation methods. The evaluation protocol consists of a four-step process and includes evaluation measures to comprehensively investigate the performances. In the present study, this protocol is used to evaluate the new method and existing methods of generating RHMs.

The second objective is to investigate the characteristics and performances of the existing RHM-generation methods by a comprehensive literature survey and multivariate performance evaluation using the evaluation protocol developed in the present study. Based on the comprehensive literature survey, the characteristics of existing RHM-generation methods are examined; these factors include unique features and classification taxonomy. Next, the performances of the existing methods identified by the literature review are evaluated by applying the multivariate evaluation protocol. Finally, the characteristics of the existing methods that affect their accommodation performances are investigated using multiple regression analysis.

The third objective is to develop and evaluate a new method of generating RHMs at a boundary zone, which statistically accommodates a designated percentage of the population. To overcome the limitations of the existing RHM-generation methods, the new RHM-generation method uses normalized squared distance to identify the boundary that accommodates a designated percentage instead of data reduction techniques such as Factor Analysis. To investigate the new RHM-generation method, the performance of the new method is evaluated by applying the multivariate evaluation protocol and compared with those of the existing methods.

The fourth objective is to compare the performances of the proposed RHM-generation method and the existing RHM-generation methods in ergonomic design of a

computer workstation. To evaluate the performances of the new RHM-generation method in ergonomic design, design values for a computer workstation are determined by an anthropometric design process developed by adapting previous design processes (HFES 300, 2004; ANSI, 2007; You et al., 1997). The performances of the new and existing RHM-generation methods are compared and some factors affecting the performances are investigated using multiple regression analysis.

### **1.3. Significance of the study**

The present study has four significant of theoretical and practical aspects. First, the multivariate evaluation protocol developed in the present study can be used to evaluate the performances of the existing RHM-generation methods and new RHM-generation methods. In addition, the evaluation results for existing RHM-generation methods can be usefully utilized when an anthropometric designer selects an appropriate RHM-generation method to fit the design problem of interest.

Second, the characteristic information identified by a comprehensive literature review on the existing RHM-generation methods is helpful to understand the state of the art of the multivariate RHM-generation methods. Because studies on the characteristics of the existing RHM-generation methods are limited, anthropometric designers have encountered difficulties in understanding and selecting an RHM-generation method that is appropriate to a specific design problem. Therefore, the characteristic information such as classification taxonomy of the existing RHM-generation methods can be used when anthropometric designers understand the existing methods.

Third, the new RHM-generation method developed in the present study theoretically overcomes the limitations of the existing RHM-generation methods. The new method can generate a small group of RHMs that are statistically representative of the multidimensional body size characteristics of a designated percentage of the target population without using data reduction techniques, which are the limitation of the existing methods. Therefore, the new method theoretically solves the limitations of the

existing methods and also contributes to developing products which better fit the target population.

Lastly, the anthropometric design process can be used for anthropometric product design of workstations such as passenger car interiors and airplane cockpits. The present study develops the anthropometric design process by integrating and modifying previous anthropometric design processes. Although the anthropometric design process proposed in the present study was used for the design of computer workstations, it can be applied to various kinds of workstation design to achieve better fit of the product to the target users.

#### **1.4. Organization of the dissertation**

The remainder of this dissertation is organized into seven chapters and three appendices. Chapter 2 reviews literature that is relevant to the present study, including RHM-generation methods and anthropometric design processes. Chapter 3 describes the multivariate evaluation protocol developed in the present study to evaluate the performance of RHM-generation methods. Chapter 4 provides the characteristics and performance information of the existing RHM-generation methods identified by applying the multivariate evaluation protocol. Chapter 5 proposes a new RHM-generation method that overcomes the limitations of the existing methods. Chapter 6 describes application of anthropometric product design process and provides the evaluation results on the new and existing RHM-generation methods in ergonomic design. Chapter 7 discusses the effectiveness and limitations of the present study and suggests an agenda for future studies. Chapter 8 presents concluding remarks. Appendix A includes the body-size information of the new and existing RHM-generation methods. Appendix B includes MATLAB codes for the generation of RHMs. Appendix C includes Visual Basic code for the design of the computer workstation.

## **Chapter 2**

### **LITERATURE REVIEW**

#### **2.1. Anthropometry**

##### **2.1.1. Anthropometric measurement**

Anthropometry (Greek: *anthropos*, man and *metrikos*, to measure) is the measurement of human bodies to understand the physical characteristics of humans and to design consumer products and workspaces that are better fitted to users (Wickens et al., 2004; HFES 300, 2003; Grandjean, 1988). Anthropometric measurements are usually taken for large number of anthropometric dimensions. For example, Gordon et al. (1988) took the measurements of 132 anthropometric dimensions of the US Army, and SizeKorea (2004) measured 359 anthropometric dimensions of Koreans civilians in SizeKorea anthropometry project.

Depending on measurement posture, anthropometric dimensions are divided into static or dynamic dimension (Figure 2.1) (Sanders and McCormick, 1992; Wickens et al., 2004). Static dimensions such as stature and gluteal furrow height are measured while subjects maintain standard measurement postures. These measurements are useful to understand the range of human body sizes. Dynamic dimensions such as the range of wrist motion are measured while the body part related to the measurement is moving. These measurements are useful to understand the movement characteristics of human bodies.

To standardize the measurement protocol, static dimensions are measured while the subjects are in standard standing or sitting postures (Gordon et al., 1998). The standard standing posture is that a participant stands erect with the heels together, holds the trunk vertical, relaxes the arms, and keeps the Frankfurt plane parallel to the ground. The Frankfurt plane is defined as the plane including the orbitale and the upper edge of

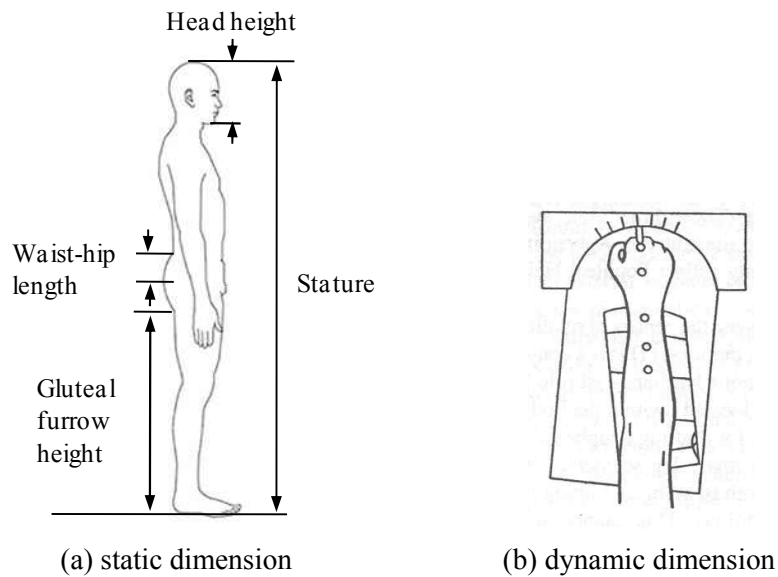


Figure 2.1. Examples of anthropometric dimensions

tragions (Figure 2.2) (Wikipedia, 2008b; AIST, 2008); this Frankfurt plane is approximately parallel to the ground when a participant looks forward (Wikipedia, 2008b). The standard sitting posture is that a participant is seated with feet flat on the ground, and knee joints flexed at 90° with upper legs parallel to the ground, the truck vertical, and the Frankfurt plane parallel to the ground.

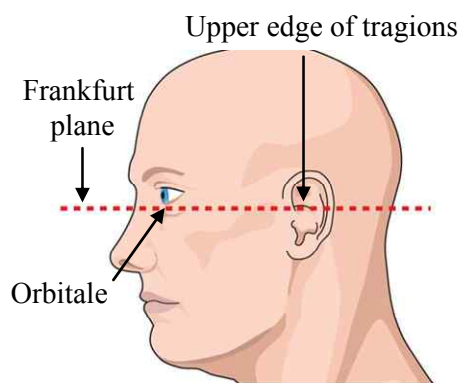


Figure 2.2. Illustration of the Frankfurt plane

The sizes of human bodies can be measured by either direct measurement or by 3D measurement (Figure 2.3). In direct measurement, a measurer takes the body sizes of a participant on the surface of skin with measurement tools (Gordon et al., 1998; SizeKorea, 2004). Because dimensions are measured one by one in direct measurement, much time and cost are required. In 3D measurement, a high quality 3D surface model of a participant is obtained in one scanning process, then measurements are taken using this model. The 3D human models are used for obtaining the body size information of the target population (Li and Whang, 2008) and can also be utilized for ergonomic design and evaluation in a digital environment (Hudson et al. 2006).

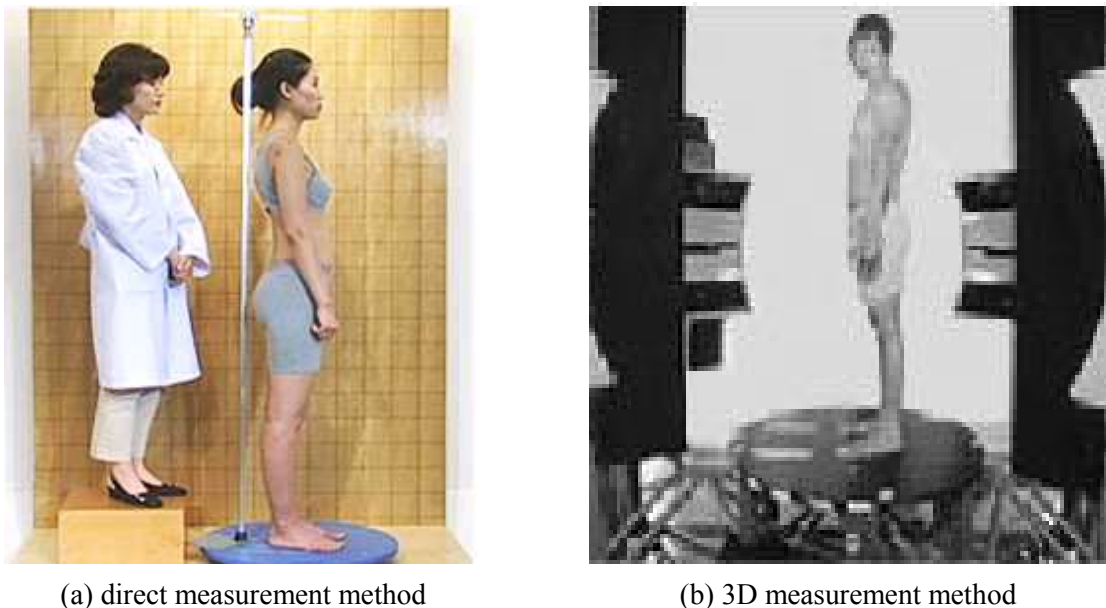


Figure 2.3. Anthropometric measurement techniques

Measurement values from the direct measurement method might be contaminated by four kinds of error (Ulijaszek and Kerr, 1999; Whang et al., 2002). First, measurer error originates from measurer's mistakes such as misreading values. Second, participant error occurs when a participant unintentionally changes position. For example, the measured value of stature is greater than the actual value when a participant takes deep breath and

stands erect, rather than standing in a natural position. Third, measurement tool error is caused by the misuse of tools. Lastly, transient error occurs due to differences of measurement time or season. For example, human stature is normally greater in the morning than the evening (Reilly et al., 1984).

Because the 3D measurement method requires less time and effort to capture 3D human models with high quality, it is regarded as the next-generation technique for anthropometric measurement. Recently, the 3D measurement method has been commonly used in anthropometric measurement projects to enhance measurement quality and to obtain 3D human models (Robinette and Daanen, 2006). For example, the Civilian American and European Surface Anthropometry Resource (CAESAR) project used 3D scanners to capture measurements of approximately 5,000 people (Robinette et al., 1999; Ressler and Wang, 2002), and the SizeKorea project captured images of 5,000 Korean civilians (SizeKorea, 2004). Although the 3D technique requires additional effort (e.g., defining landmarks) to measure the body sizes from the scanned 3D human models (Burnsides et al., 2001; Robinette and Daanen, 2006), the method is preferable for anthropometric measurement because of the applicability of 3D human models and its short scanning time (e.g., 20 seconds).

### **2.1.2. Body size and secular trend**

Distributions of body sizes are known to follow the normal distribution or to be similar to the normal distribution (HFES 300, 2004). Lengths of bones (e.g., acromial height and upper arm length) statistically follow the normal distribution (Roebuck et al., 1975). For example, acromial height of members of the US Army ( $n = 1,774$ ) follows the normal distribution ( $p = 0.81$ ) (Figure 2.4.a). In addition, the distributions of some anthropometric dimensions were quite similar to the normal distribution although they did not follow it exactly (Pheasant, 1997). For example, the distribution of waist circumference is left-skewed and differs significantly from the normal distribution ( $p < 0.001$ ), but, a normal distribution is an adequate approximation (Figure 2.4.b). Because of

the similarity of distributions to the normal, the distribution of anthropometric dimensions is usually assumed to be normal when percentile values of anthropometric dimensions are estimated from their means and standard deviations (Roebuck, 1995; Fernandez and Uppugonduri, 1992; Schoor and Konz, 1996)

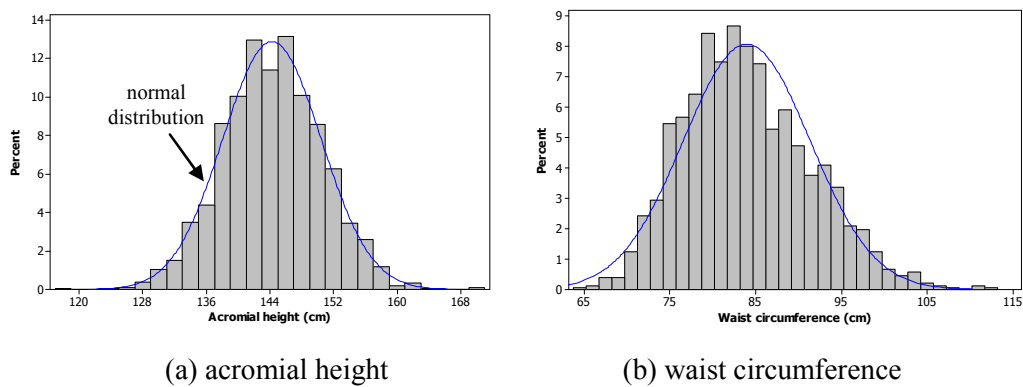


Figure 2.4. Distributions of anthropometric dimensions (n = 1,774 of the US Army)

Secular trend, or change in the mean over time, is a phenomenon that occurs due to the improvement of life quality and nutrition (Roche, 1995). The body sizes of population are increasing over time. In some countries, statures have increased by 1 to 2 cm per decade (Table 2.1).

In a country, the rate of this secular trend increases rapidly as the economy improves; but, decreases as the economy reaches maturity (Roche, 1995). In advanced countries (e.g., European and American), the secular growth rate in stature per decade is less than 1 cm (Arcaleni, 2006; Roche, 1995). On the other hand, the growth rate in developing countries increases dramatically as the economy improves. For example, the average stature of Korean increased by 1.8 cm per decade from 1979 to 2004. However, this growth rate peaked in 1997 and then started to decrease (Figure 2.5). Similarly, the secular rate of stature in Japan increased until 1990 with the development of economy, and decreased after 1990 (Figure 2.6).



Table 2.1. Secular trend of stature for different populations

Populations	Age	Gender*	Secular trend per decade (cm)	References
Italian	N.S.*	N.S.	0.97	Arcaleni (2006)
American	N.S.	M	1.00	NASA (2006)
Portuguese	18	M	0.99	Padez and Johnston (1999)
Pole	19	M	2.10	Bielicki and Szklarska (1999)
Korean	20 ~ 49	M & F	1.80	SizeKorea (2004)
Japanese	20	M & F	1.20	AIST (2006)

\* N.S.: not specified, M: male, F: female

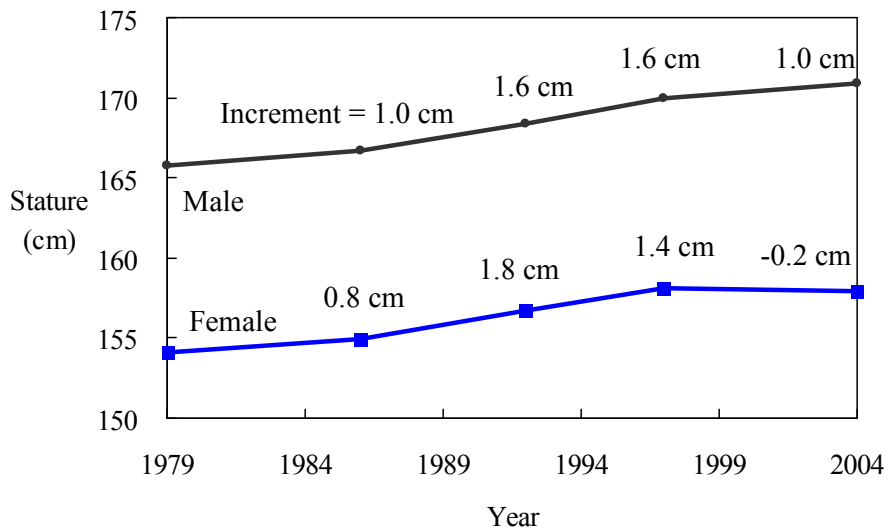


Figure 2.5. Secular trend of stature for Korean in their 20 ~ 40's based on Size Korea data

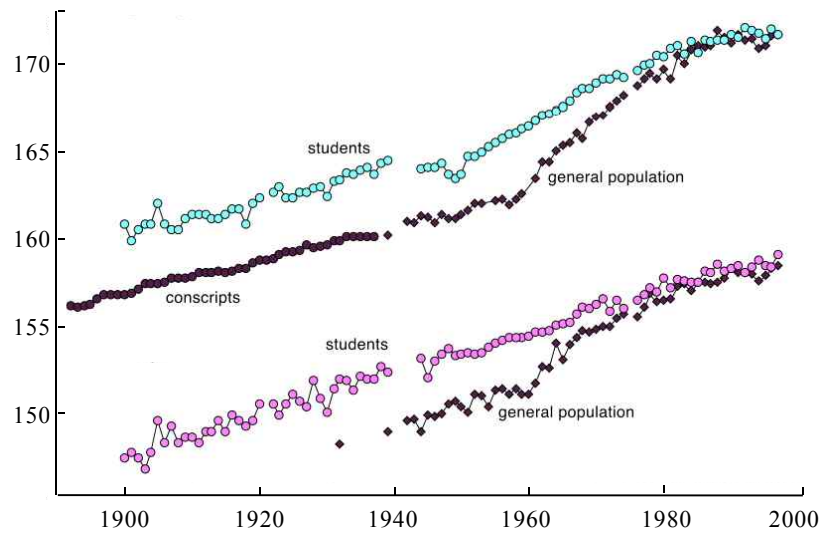


Figure 2.6. Secular trend of stature for Japanese (adapted from AIST (2006))

## 2.2. Anthropometric product design process

HFES 300 (2003) provides a five-step procedure for anthropometric product design (Table 2.2). The first step defines the problem statement including the design concept and the requirements for the target design. The second step determines the demographic information (e.g., nationality and age) and the anthropometric database for the target population. The third step generates a small number of RHMs which statistically represent the body size characteristics of the target population. The fourth step develops design equations and determines design values of a draft design by inputting the body sizes of RHMs into the design equations. The last step refines the draft design by conducting user testing and digital evaluation, or both.

The design equation in the fourth step of the design process reflects the geometrical relationship between design dimensions and anthropometric dimensions. For example, an equation to design the horizontal location of a vehicle pedal (Figure 2.7) can be developed by mathematically representing body dimensions (e.g., buttock-popliteal

Table 2.2. An anthropometric design process (HFES 300, 2003)

Step	Title	Produced outputs
1	Problem statement	<ul style="list-style-type: none"> <li>• Design concept</li> <li>• Design constraint and requirement</li> <li>• Design dimensions</li> </ul>
2	Target population	<ul style="list-style-type: none"> <li>• Demographic information</li> <li>• Anthropometric database and adjustment</li> <li>• Anthropometric dimensions</li> </ul>
3	Representative human model	<ul style="list-style-type: none"> <li>• Accommodation percentage</li> <li>• Boundary or distributed human models</li> </ul>
4	Anthropometric design	<ul style="list-style-type: none"> <li>• Ergonomic design principles</li> <li>• Reference posture</li> <li>• Design equation</li> <li>• Design value</li> </ul>
5	Evaluation and refinement	<ul style="list-style-type: none"> <li>• Digital and/or physical prototype evaluation</li> <li>• Design refinement and documentation</li> </ul>

$$\text{Horizontal location of pedal} = \text{SRP-to-HP} + \text{BPL} \times \cos(\theta_{\text{HF}}) + \text{PH} \times \cos(\theta_{\text{KF}}) + \text{FL} \times \cos(\theta_{\text{AE}})$$

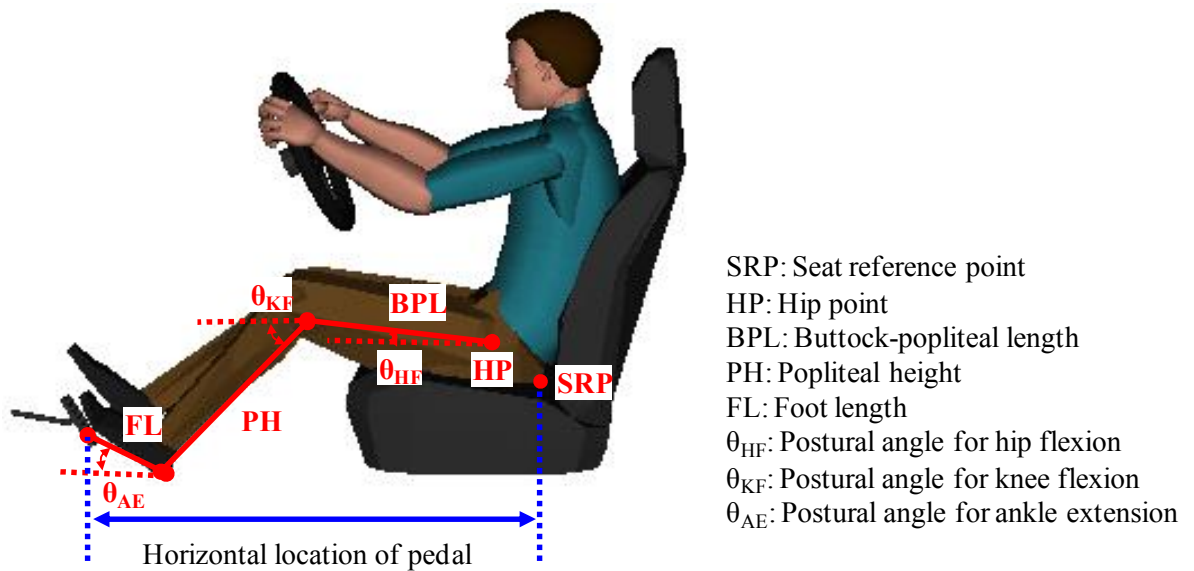


Figure 2.7. Illustration of a design equation in a passenger car design

length) and angular dimensions (e.g., hip flexion) that are related to pedal operation. This kind of design equations is commonly used in anthropometric product design. You et al. (1997) developed equations for steering wheel, seat, and pedals to design a bus operator's workspace. ANSI (2007) developed a standard design of computer workstation by using design equations developed by mathematizing the geometric relationship between workstation dimensions and anthropometric dimensions.

The design equations for anthropometric product design can be developed by analyzing design structure matrix (DSM) that represents the relationship between design dimensions and anthropometric dimensions. DSM analysis is a visualization tool that displays dependencies between elements in a matrix to understand the dependency relationship (Ulrich and Eppinger, 2000; DSMWEB, 2007). To develop design equations using DSM analysis, the dependencies between design dimensions (in rows) and anthropometric dimensions (in columns) are displayed in a matrix (Table 2.3). For example, the design value of seat height (DD1) depends on two body dimensions (BD1 and BD2) and two angular dimensions (AD1 and AD2); therefore the cells intersecting the row representing seat height and the columns of the anthropometric dimensions related to seat height are marked (Table 2.3). Next, the design equations for design dimensions are developed by mathematizing the anthropometric dimensions related to each design dimension. For example, the design equation of seat height is developed as 'popliteal height  $\times$  sin {knee flexion - (hip flexion - 90°)} - buttock-popliteal length  $\times$  sin (hip flexion) + allowance' by mathematizing the body dimensions and angular dimensions that are related to seat height design.

Table 2.3. An example of design structure matrix analysis for workstation design\*

Classification		Body dimension		Angular dimension	
Design dimension	Code	BD1**	BD2	AD1	AD2
Seatpan	Height	DD1	○	○	○
	Depth	DD2	○		○
	Width	DD3			
Seatback	Height	DD4			
	Width	DD5			
Armrest	Height	DD6	○	○	○
	Clearance	DD7	○	○	

\* Cell is marked as '○' when an anthropometric dimension in the column is related to a design dimension in the row.

\*\* BD1: buttock-popliteal length, BD2: popliteal height, AD1: knee flexion, AD2: hip flexion

Ergonomic design principles for anthropometric product design are divided into three types: 1) design for extreme individuals, 2) design for adjustable range, and 3) design for the average (Sanders and McCormick, 1992). The principle of design for extreme individuals determines product sizes using the extreme body sizes of RHMs. For example, the design value of seatpan width is determined by the hip breadth of the 95<sup>th</sup> percentile RHM (large person) to fully support users' hips, and the design value of seatpan depth is designed by the popliteal height of the 5<sup>th</sup> percentile RHM (small person) to avoid placing the user's popliteal regions on the edge of the seatpan. The principle of design for adjustable range determines adjustment range of design dimension by applying the largest and smallest body sizes of RHMs. For example, the adjustment range of seatpan height is designed to accommodate the popliteal heights of the 5<sup>th</sup> and 95<sup>th</sup> percentile RHMs. The principle of design for the average determines the size of products by applying the average size of RHMs. For example, the design value of armrest height is designed using the seated elbow-rest height of the 50<sup>th</sup> percentile RHM.

These three ergonomic design principles should be defined for each design dimension by considering its design characteristics. If the value of a design dimension is satisfactory when it is larger or smaller than the body sizes of users, the design dimension can be designed by the principle of design for extreme individuals. However, if the value of a design dimension is preferred to be more similar to the body size of users, then the design dimension can be designed by either the principle of design for adjustable range or the design for the average whether the value of the design dimension is adjustable or not.

### **2.3. Representative human model (RHM) generation methods**

RHMs are a small group of human models which statistically represent the body size characteristics of a designated percentage of the target population (Jung et al., 2008a; HFES 300, 2004). RHMs that represent the target population are used in anthropometric product design and evaluation for such products as computer workstations, cockpits, and vehicles (Zehner, 1996; Hudson et al., 1998; Zehner et al., 1999). For example, Hsiao et al (2005) created a 15-member group of RHMs to design and evaluate the operator space of a tractor (Figure 2.8). Meindl et al. (1993) generated an 8-member group of RHMs to design the cockpit of airplane. These small groups of RHMs provide anthropometric designers with a method of efficiently utilizing the body size information of the target population in product design and evaluation (HFES 300, 2004).

The RHMs generated by the percentile method, traditional univariate anthropometric approach, are not appropriate to represent the body size characteristics of the target population in multivariate design problems. The percentile method efficiently generates a small number of RHMs (e.g., 5<sup>th</sup>, 50<sup>th</sup>, and 95<sup>th</sup> percentiles) which accommodate a designated percentage (90%) of the target population. However, the RHMs generated by the percentile method cannot represent multivariate characteristics of the dimensions (HFES 300, 2004; Meunier, 1998) because this method determines the body sizes as the percentile values of each anthropometric dimension separately. For example, stature and shoulder breadth of a 95<sup>th</sup> percentile RHM are determined as 95<sup>th</sup> percentile values of

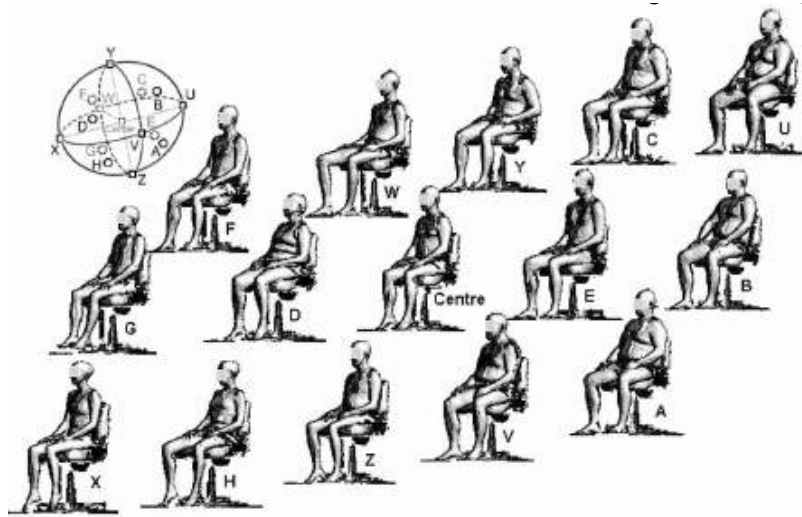


Figure 2.8. RHMs for the operator space design of a tractor (Hsiao et al., 2005)

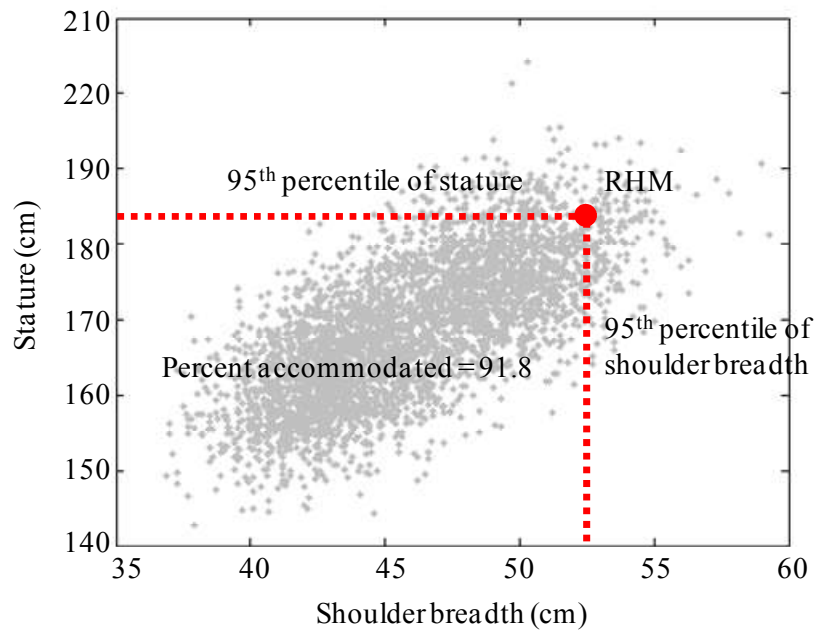


Figure 2.9. An example of multivariate accommodation of a percentile RHM

stature (184 cm) and shoulder breadth (52 cm) (Figure 2.9). Hence, univariate accommodation percentage (UAP) meets the designated percentage (95%); however, multivariate accommodation percentage (MAP), which is a proportion of smaller people than the RHMs for the two dimensions, is less than the designated percentage (Figure 2.9).

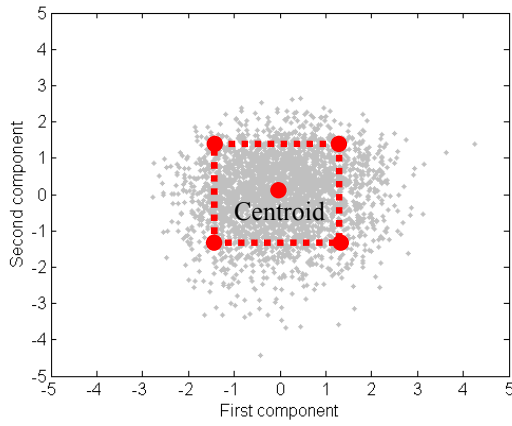
To overcome the multivariate accommodation problem of the percentile method, multivariate RHM-generation methods have been developed by utilizing data reduction techniques such as Factor Analysis and Principal Component Analysis. Bittner et al. (1987) developed a multivariate RHM-generation method at a square boundary formed in the space of the factors identified by Factor Analysis on anthropometric dimensions. Meindl et al. (1993) developed a RHM-generation method at a circular boundary formed in the space of the components extracted by Principal Component Analysis.

Depending on the shape of the boundary formed in the space of factors to accommodate a designated percentage of the target population, the existing multivariate RHM-generation methods are divided into three methods: 1) Square Method, 2) Rectangular Method, and 3) Circular Method. The Square Method (Bitter et al., 1987; Bittner, 2000) generates RHMs at the square boundary formed in the space of the factors (Figure 2.10.a). The Rectangular Method (Kim and Whang, 1997) creates RHMs at the rectangular boundary (Figure 2.10.b). The Circular Method (Meindl et al., 1993) generates RHMs at a circular boundary (Figure 2.10.c).

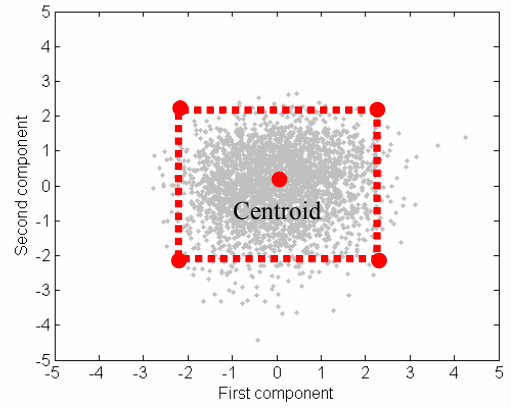
## **2.4. Digital human modeling systems**

Digital human modeling (DHM) systems such as JACK<sup>®</sup> and RAMSIS<sup>®</sup> are widely used to design and evaluation of products in the early stage of product development. DHM systems make the iterative process of design, evaluation, diagnosis and revision more rapid and economical by introducing ergonomic evaluation in the early stage of the product development process (Chaffin, 2001). In addition, DHM systems are effective design tools to visualize the interaction between a human and workstation system (e.g., a passenger car or airplane cockpit) and to evaluate the ergonomic aspects (e.g., reach,

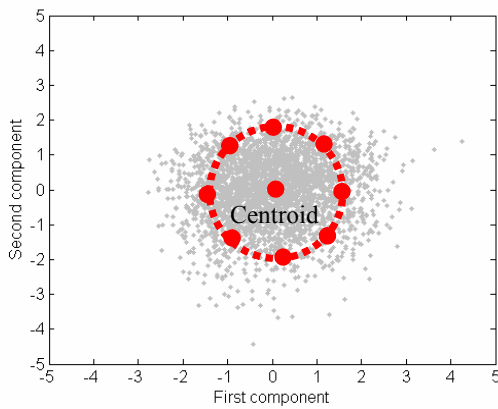




(a) Square Method



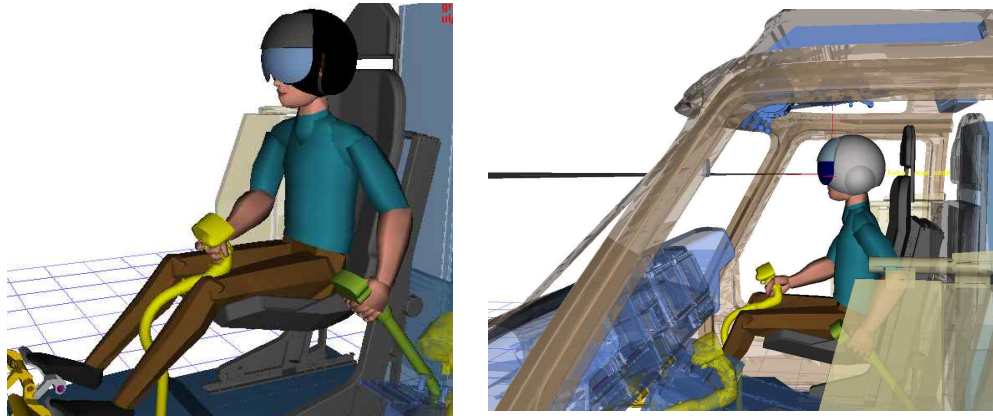
(b) Rectangular Method



(c) Circular Method

Figure 2.10. RHM-generation method using data reduction techniques (small dot: target population, large dot: RHM, dotted-line: area accommodated)

visibility and comfort) of human-machine interaction (HMI) (Figure 2.11). Lastly, product development cost and time can be reduced by utilizing DHM systems because the systems can evaluate a digital mockup (e.g., CAD model) of the product of interest in a computer environment without requiring development of a physical mockup (You, 2007).



(a) reach and posture evaluation

(b) visibility evaluation

Figure 2.11. Example of helicopter cockpit evaluation by visualizing RHMs and a cockpit in JACK<sup>®</sup> (Park et al., 2008)

Since FirstMan<sup>®</sup> was developed around 1960 at Boeing Aircraft, many DHM systems have been developed in the USA and Germany (Figure 2.12). For example, FirstMan<sup>®</sup> and Boeman<sup>®</sup> were developed in the early years of the DHM era, and JACK<sup>®</sup>, DHMS<sup>®</sup> and BMD-HMS<sup>®</sup> were recently developed. JACK<sup>®</sup>, RAMSIS<sup>®</sup>, and SAFEWORK<sup>®</sup> are the most popular in ergonomic product design and evaluation although many DHM systems have been developed (You, 2007).

Ergonomic evaluation with DHM systems can be achieved by following a five-step process (Figure 2.13) (Meulen, 2001). In the first step, a digital prototype of the product of interest is developed using CAD software. In the second step, an RHM-generation method is used to generate a small number of RHMs that represent a designated percentage of the target population. In the third step, the digital prototype and the RHMs are visualized in a digital environment. In the fourth step, digital evaluation is conducted to evaluate ergonomic performances such as visibility, posture discomfort, and clearance. In the last step, the digital prototype is refined to improve usability.

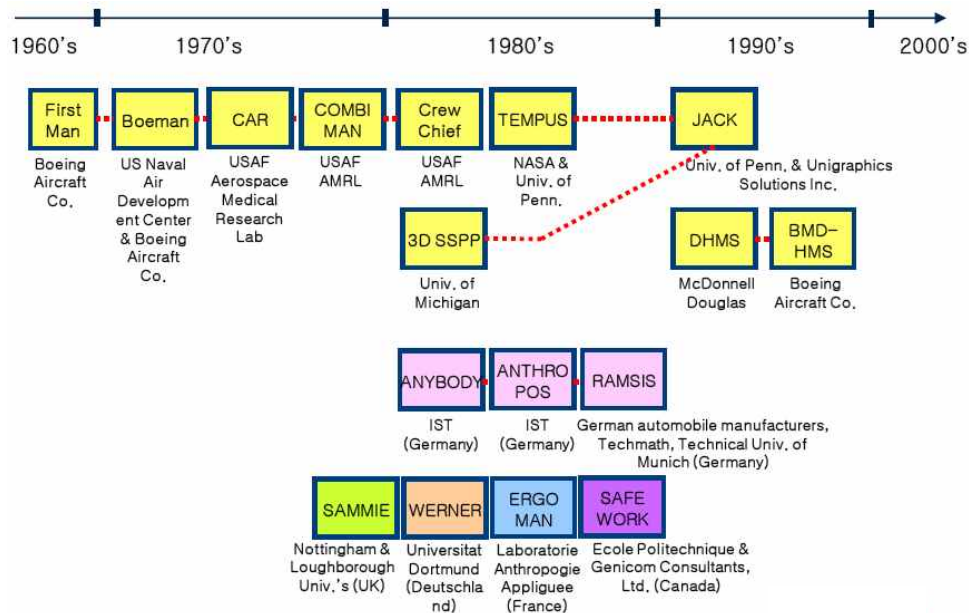


Figure 2.12. Development of digital human modeling systems (You, 2007)

Two RHM-generation methods (percentile and custom-built methods) are commonly implemented in DHM systems (Dassault Systems, 2005; UGS, 2006). The percentile method enables the user to generate percentile human models that represent specified (1<sup>st</sup>, 5<sup>th</sup>, 50<sup>th</sup>, 95<sup>th</sup>, and 99<sup>th</sup>) percentiles for different genders and age groups using anthropometric information stored in the simulation system. The custom-built method enables the user to tailor human models by specifying a set of anthropometric dimensions; missing values of anthropometric dimensions are estimated by regression equations incorporated in the simulation system

Existing DHM systems have several analysis capabilities for ergonomic product design and evaluation (Table 2.4) (EDS, 2008; RAMSIS, 2008; Chaffin, 2001; Das and Sengupta, 1995). For example, reach analysis evaluates whether digital humans can easily reach buttons or switches. Posture analysis investigates postural discomfort of digital humans when they are performing given tasks. Visibility analysis visualizes the view cone or scene from the eyes of digital humans to check visual interference and requirements.

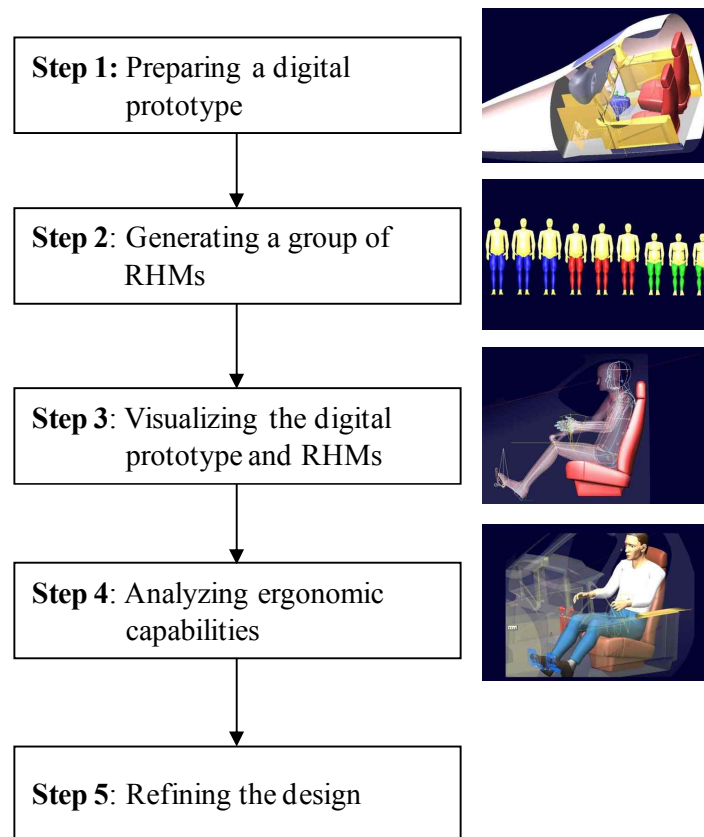
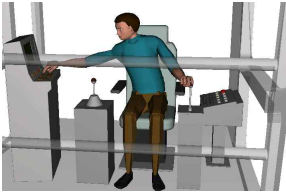

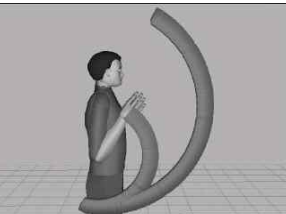

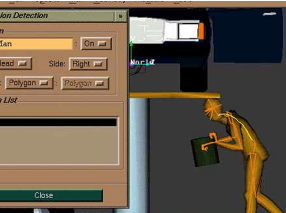
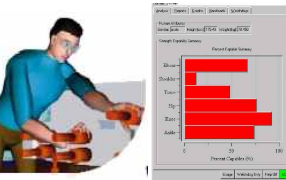


Figure 2.13. An ergonomic evaluation process using a digital human modeling system (adapted from Meulen (2001))

Table 2.4. Ergonomic evaluation capabilities of digital human modeling system (EDS, 2008; RAMSIS, 2008; Chaffin, 2001; Das and Sengupta, 1995)

Evaluation aspects	Description	Illustration
Reach	Evaluate whether digital humans can reach to objects such as buttons and switches	
Posture	Evaluate the postural discomfort score when digital humans perform tasks	
Motion efficiency	Animate motion profile of digital human when perform tasks or use the product of interest	
Visibility	Visualize the view cone or scene from the eyes of digital human	
Clearance	Check clearance space between digital humans and the product of interest	
Biomechanical load	Quantify joint torque occurred by external and postural loads	

## **Chapter 3**

# **DEVELOPMENT OF A MULTIVARIATE EVALUATION PROTOCOL**

### **3.1. Four-step evaluation protocol**

The present study developed a multivariate evaluation protocol consisted of a four-step process for the evaluation of multivariate RHM-generation methods (Figure 3.1). In the first step, anthropometric data for the target population is randomly divided into a learning set and a testing set to avoid evaluation bias (Section 3.2). In the second step, anthropometric dimensions are selected (Section 3.3). In the third step, a small group of RHMs is generated using the learning set (Section 3.4). In the last step, performances of the multivariate RHM-generation methods are evaluated using the testing set, and factors affecting the performances are analyzed (Section 3.5).

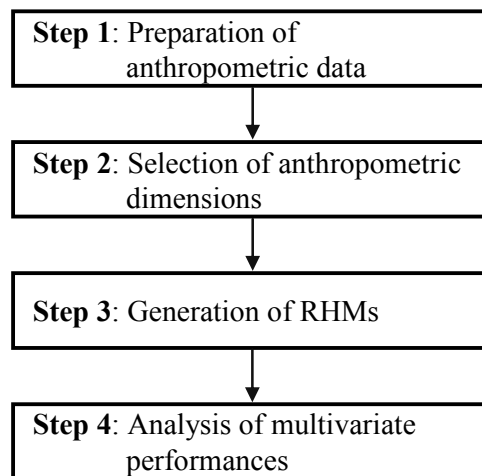


Figure 3.1. A four-step process of multivariate evaluation protocol

### **3.2. Step 1: Preparation of anthropometric data**

US Army data (Gordon et al., 1988), known as reliable and accessible database, is used in the evaluation of multivariate RHM-generation methods. The US Army data is obtained by applying a rigorous measurement protocol and provides a large and comprehensive database on 3,987 participants (female = 2,213; male = 1,774). In addition, the US Army data can be easily accessible from websites (e.g., <http://mreed.umtri.umich.edu/mreed/downloads.html>) and is used in the development of a standard computer workstation design by American National Standards Institute (ANSI) and Human Factors and Ergonomics Society (HFES).

To avoid evaluation bias, the US Army data is partitioned into a learning set and a testing set. When developing a predictive model, it is necessary to verify that the fitted model can be generalized to future data (Hawkins et al. 2003). Hence, the present study divides the US Army data into a learning set for RHM generation and a testing set for RHM evaluation using Holdout validation method (Wikipedia, 2008a; Blum et al., 1999). In the Holdout method, observations are chosen randomly from the original data to form the testing set, and the remaining observations are retained as the learning set. Normally, one-third of the original data is used for testing data. In the present study, about one-third of the US Army data are randomly selected to form the testing set ( $n = 1,000$ ) (Figure 3.2) and the rest are retained as the learning set ( $n = 2,982$ ). The two data sets' means, SDs, and distributions are not significantly different at  $\alpha = 0.05$  (Table 3.1).

### **3.3. Step 2: Selection of anthropometric dimensions**

For the evaluation of RHM-generation methods, anthropometric dimensions can be selected by two different ways: 1) design-related dimension selection and 2) random dimension selection. In design-related dimension selection, anthropometric dimensions are selected by analyzing the relationship between product dimensions and anthropometric dimensions. For example, in seat design, anthropometric dimensions are

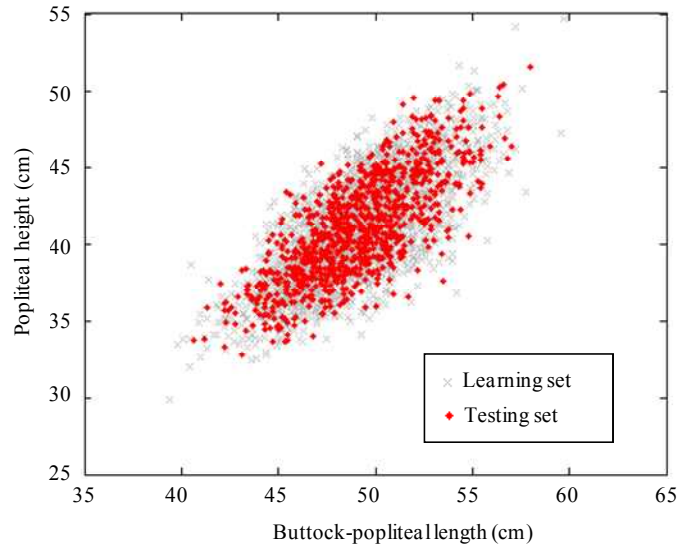


Figure 3.2. Bivariate plot of measurements in the learning and testing sets (x: learning, o: testing)

Table 3.1. Statistical difference tests between learning and testing sets

Dimensions	Mean		SD		Kolmogorov test	
	<i>t</i>	<i>p</i>	<i>F</i>	<i>p</i>	<i>D</i>	<i>p</i>
Abdominal extension depth	-0.34	0.73	1.00	0.93	0.02	0.88
Buttock-knee length	0.59	0.55	1.07	0.20	0.03	0.39
Elbow-rest height	-1.94	0.05	0.98	0.67	0.04	0.12
Foot length	0.48	0.63	1.04	0.43	0.02	0.86
Forearm-to-forearm breadth	-1.09	0.37	0.96	0.41	0.04	0.13
Hip breadth	-0.07	0.94	1.06	0.26	0.03	0.64
Knee height	0.35	0.72	1.04	0.51	0.02	0.99
Popliteal height	0.15	0.88	1.03	0.62	0.02	0.96
Thigh clearance	-0.85	0.39	1.06	0.30	0.03	0.53
Buttock-popliteal length	0.76	0.45	1.06	0.26	0.04	0.20



selected as popliteal height, hip breadth, and buttock-popliteal length which are related to the design of seat height, width, and depth, respectively. When this method is used, the evaluation results apply only to the dimensions used. In random dimension selection, various numbers and combinations of anthropometric dimensions are randomly selected. For example, the various sets of anthropometric dimensions can be randomly selected from the 132 dimensions in the US Army data. When this method is used, the evaluation results can be generalized

For a set of design-related anthropometric dimensions, the present study selects ten anthropometric dimensions related to the design of a computer workstation (Table 3.2) by referring to ANSI (2007). For example, popliteal height (BD1) and buttock-popliteal length (BD2) are related to the design of seat height and depth for a computer workstation

To allow generalization of the evaluation results, the random dimension selection method is also used. Various sets of anthropometric dimensions were randomly selected from the US Army data. Conditions for the number of anthropometric dimensions are determined as 5, 10, 15, and 20 by considering scale of anthropometric design and referring to previous studies (Meindl et al., 1993; Hudson et al., 2006; Hsiao et al., 2005; Bittner, 2000). For each number condition, five combinations of anthropometric dimensions are randomly selected from the US Army data.

### **3.4. Step 3: Generation of RHMs**

A group of RHMs is generated to accommodate 90% of the target population in the learning set for the selected anthropometric dimensions. For example, using the Square Method (Bittner, 2000), the anthropometric dimensions are first reduced to a small number of factors by Factor Analysis. The appropriate number of factors is determined based on the eigen value and percentage of the variance explained. A square boundary in the space of the factors is defined by the combinations of Bittner constant ( $\pm 1.2208$ ) (Bittner, 2000), and the factor scores are determined as the centroid and the corners of the square boundary. Lastly, the standard normal scores of body sizes are estimated by

multiplying the factor loading matrix by the factor score matrix.

Table 3.2. Relationship between computer workstation dimensions and anthropometric dimensions (ANSI, 2007)

Hierarchy of design dimensions		Code	Anthropometric dimensions	
Seat	Seatpan	Height	BD1 Popliteal height	
		Depth	BD2 Buttock-popliteal length	
		Width	BD3 Hip breadth	
	Armrest	Height	BD4 Elbow rest height	
		Clearance	BD3 Hip breadth	
	Backrest	Width	- -	
		Length	- -	
	Desk	Table	Height	BD1 Popliteal height BD5 Thigh clearance BD6 Buttock-knee length BD7 Abdominal extension depth
Width			BD8 Forearm-to-forearm breadth	
Legroom			Width	BD3 Hip breadth
			Depth at knee	BD6 Buttock-knee length BD7 Abdominal extension depth
		Depth at foot	BD1 Popliteal height BD9 Foot length	
Clearance at thigh		BD1 Popliteal height BD5 Thigh clearance BD6 Buttock-knee length BD7 Abdominal extension depth		
		Clearance at knee	BD10 Knee height	

### **3.5. Step 4: Analysis of performances**

The performances of the RHM-generation methods are evaluated in terms of statistical representativeness and applicability of the RHMs generated (Table 3.3). First, accommodation percentage evaluates the proportion of the target population that is accommodated by the RHMs, i.e., the proportion of people whose measurement lie within the boundary that includes the RHMs in the space of anthropometric dimensions (Hudson et al., 2006; Jung et al., 2008a; HFES 300, 2004). According to the number of anthropometric dimensions considered in the calculation of the percentage, univariate accommodation percentage (UAP) and multivariate accommodation percentage (MAP) can be quantified. Second, the percentage of the RHMs that are outliers was measured; this simply evaluates whether the sizes of the RHMs are outside the size ranges of the target population. The sizes of the RHMs should be within the size ranges of the target population. Third, the number of RHMs generated by each approach evaluates the applicability of the RHMs in DHM systems such as JACK<sup>®</sup>. A smaller number of RHMs simplifies the application to design and evaluation because the existing DHM systems require much time and effort in creating humanoids, positioning them in a 3D space, and generating operating postures (Blome et al., 2006). Lastly, difficulty grade (low, moderate, and high) evaluates to judge complexity of the process of generating RHMs which accommodate a designated percentage of the target population.

Table 3.3. Evaluation criteria for the RHM-generation methods

Classification	Criteria	Explanation
Represent- ativeness	Accommodation percentage	Univariate (UAP) <hr/> Proportion of people accommodated by a group of RHMs in a single dimension
		Multivariate (MAP) <hr/> Proportion of people accommodated by a group of RHMs in multivariate dimensions
	Outlier	<hr/> Whether sizes of RHMs are larger or smaller than the size ranges of the target population
Applicability	Number of RHMs	<hr/> Applicability of RHMs to product design and evaluation in a digital environment
	Difficulty grade	<hr/> Complexity (low, moderate, and high) of generating RHMs

## Chapter 4

### ANALYSIS OF EXISTING RHM-GENERATION METHODS

#### 4.1. Characteristics of existing RHM-generation methods

To identify the characteristics of existing RHM-generation methods, a comprehensive literature survey was conducted. First, papers related to multivariate generation of RHMs were searched through ScienceDirect ([www.sciencedirect.com](http://www.sciencedirect.com)), Taylor and Francis Online Journals ([journalsonline.tandf.co.uk](http://journalsonline.tandf.co.uk)), Scopus ([www.scopus.com](http://www.scopus.com)), National Digital Science Library ([www.ndsl.or.kr](http://www.ndsl.or.kr)), Google ([www.google.com](http://www.google.com)), and Google Scholar ([scholar.google.com](http://scholar.google.com)) with combinations of relevant keywords such as anthropometry, anthropometric design, representative human model, and representative case. Next, key papers that introduced or applied multivariate RHM-generation methods were selected for in-depth analysis by reviewing the titles and abstracts.

The selected key papers indicated that the existing RHM-generation methods were applied either to the development of workstations or to sizing system of clothing (Table 4.1). For example, Bittner et al. (1986) and Meindl et al. (1993) developed multivariate RHM-generation methods for the development and evaluation of workstations such as cockpits and vehicles. On the other hand, Robinette and Annis (1986) and McCulloch et al. (1998) proposed multivariate RHM-generation methods to develop size systems for clothing.

To generate a group of RHMs that represents a designated percentage of the population, the existing RHM-generation methods utilized a generic three-step process (Figure 4.1). In the first step, the number of anthropometric dimensions under consideration was reduced into a small number (e.g., one to five) of key dimensions (or factors) to efficiently determine an accommodation envelope that includes a designated percentage of the population. In the second step, accommodation envelope(s) and

Table 4.1. Existing multivariate RHM-generation methods

Application area	Location of RHMs	Key dimensions	Accommodation envelope	Study (No. of studies)
One-size product design	Boundary	Factor Analysis (or Principal Component Analysis)	Square	BI-1, BI-2, HE (3)
			Rectangle	KI (1)
			Circle	ME, HS, HU-1, HU-2, HU-3, RE, ZE-1, ZE-2 (8)
Multiple-size product design	Scatter	Regression analysis (or correlation analysis)	Grid by grading system	RA, RO, MO, KW, ZH (5)
			Grid by optimization technique	MC (1)
			Factor Analysis	Cluster
BI-1: Bittner et al. (1987)		KW: Kwon et al. (2009)		RE: Reed and Flannagan (2000)
BI-2: Bittner (2000)		LA: Laing et al. (1999)		
HE: Hendy (1990)		MC: McCulloch et al. (1998)		RO: Rosenblad-Wallin (1987)
HU-1: Hudson et al. (1998)		ME: Meindl et al.(1993)		
HU-2: Hudson et al. (2003)		MO: Moon (2002)		ZE-1: Zehner (1996)
HU-3: Hudson et al. (2006)		RA: Robinette and Annis (1986)		ZE-2: Zehner et al. (1999)
HS: Hsiao et al. (2005)				ZH: Zheng et al. (2007)
KI: Kim and Whang (1997)				

locations of RHMs were determined in the space of the selected key dimensions. In the last step, the body sizes of RHMs were estimated based on these locations. As an example of the generation process (Figure 4.1), two key dimensions were first selected which have high correlations with other anthropometric dimensions. Next, grids were formed to accommodate 90% of the population with a specified tolerance value (e.g.,  $\pm 2.5$  cm). Lastly, the body sizes of RHMs for the selected key dimensions were determined

as the centroid values of the grids, and the sizes of the remaining dimensions were estimated from regression equations using the selected key dimensions as independent variables.

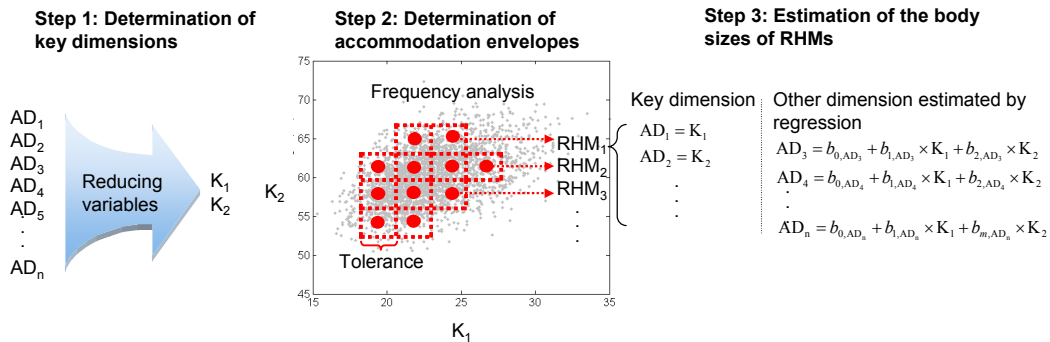


Figure 4.1. A three-step RHM-generation process (adapted from Robinette and Annis (1986)) (AD: anthropometric dimension, K: key dimension, RHM: representative human model)

To efficiently generate RHMs, existing RHM-generation methods reduce the number of anthropometric dimensions to a smaller number of key dimensions based on statistical relationships among the anthropometric dimensions. Key dimensions are a small number of dimensions which are highly correlated with other anthropometric dimensions (Hidson, 1991). These key dimensions are useful in the generation of RHMs because the accommodation envelopes and the sizes of RHMs can be efficiently determined in a manageable space of dimensions. For instance, Bittner (2000) extracted three factors by Factor Analysis of 18 anthropometric dimensions related to workstation design and evaluation, and Kwon et al. (2003) selected two key dimensions by correlation and regression analysis on 70 anthropometric dimensions to develop a glove size system.

The existing RHM-generation methods can be classified into boundary or distributed methods (Figure 4.2), depending on the shape of accommodation envelope and application area. Boundary methods created RHMs at a boundary encompassing a

designated percentage of the target population. Boundary methods can be further classified into three methods, depending on the shape of the boundary: Square Method (Bittner et al., 1986), Rectangular Method (Kim and Whang, 1997), and Circular Method (Meindl et al., 1993). The RHMs generated were used for one-size product design such as cockpits and computer workstations. On the other hand, distributed methods generated RHMs centered on points in each grid which is formed to accommodate a designated percentage of the population. Depending on the method of forming the scattered grids, distributed methods can be further classified into three methods: Grid Method (Robinette and Annis, 1986), Cluster Method (Laing et al. 1999), and Optimization Method (McCulloch et al., 1998). The RHMs generated were used for multiple-size product design such as glove and upper garment.

## **4.2. Evaluation of existing RHM-generation methods**

The existing RHM-generation methods were evaluated by applying the multivariate evaluation protocol proposed in Chapter 3. To compare the performances of the existing RHM-generation methods, each was used to generate several groups of RHMs for the set of ten anthropometric dimensions related to computer workstation design. Because the boundary and distributed methods were applied to different types of anthropometric design, the performances were compared within each method type.

### **4.2.1. Generation of RHMs**

#### ***Boundary methods***

The three-step RHM-generation process identified in Section 4.1 was utilized to generate three groups of RHMs for three boundary methods on the ten anthropometric



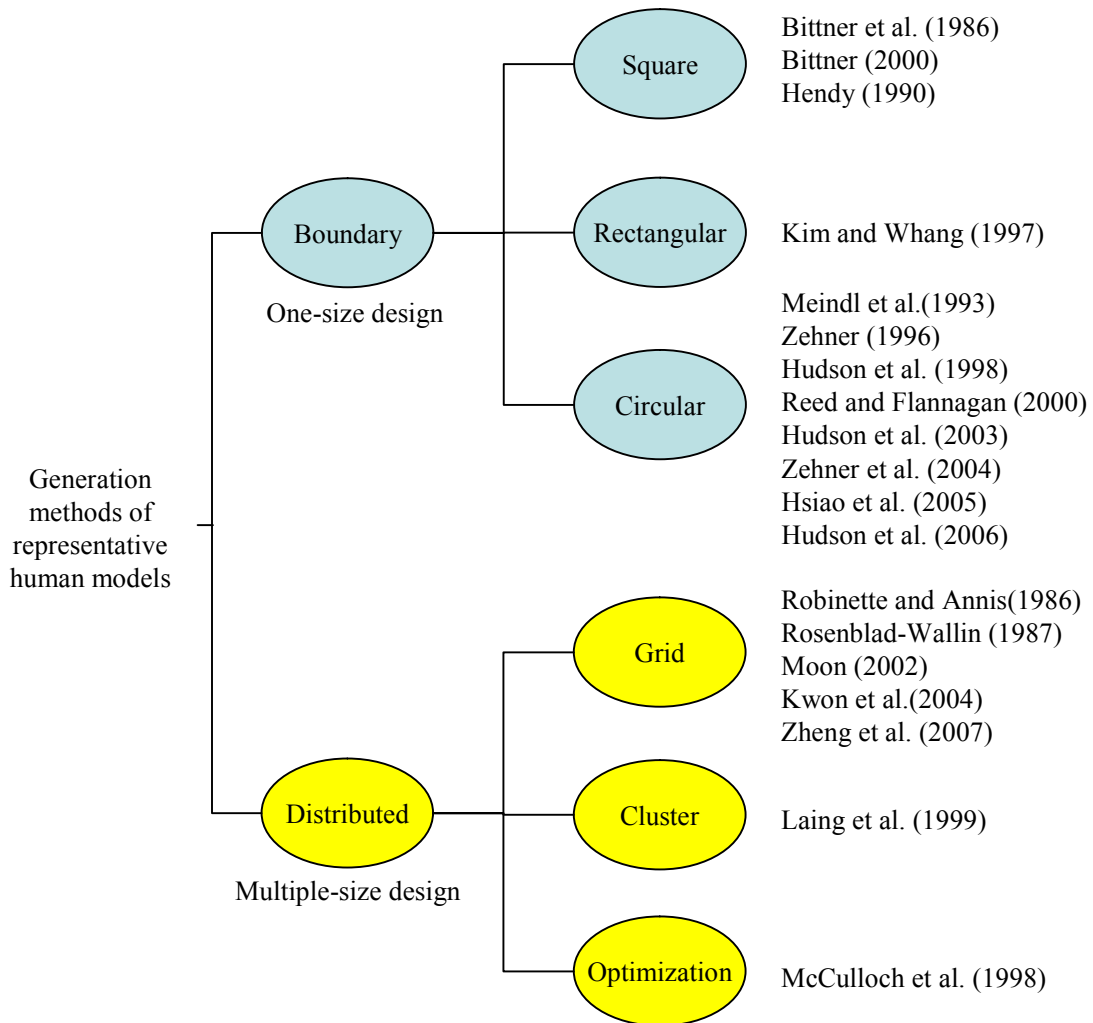


Figure 4.2. Classification taxonomy for existing RHM-generation methods

dimensions related to computer workstation design. In the first step, three factors were extracted (Table 4.2) by Factor Analysis and Principal Component Analysis with the factor selection criteria (eigen value > 1 and percent variance explained > 80%) provided in Lattin (2003). Rotation of the factor loadings extracted by Factor Analysis was done by Varimax rotation which was recommended by Bittner (2000).

Factor Analysis and Principal Component Analysis selected different sets of factors.

Factor Analysis chose 1) leg length and height, 2) leg and waist thickness, and 3) elbow height and distance by considering the characteristic of anthropometric dimensions with the highest loadings on each factor. Principal Component Analysis chose 1) overall size, 2) contrast between legs and other body parts, and 3) contrast between upper legs and waist and the other body parts based on the signs of the factor loadings by referring to previous studies (Meindl et al., 1993; Hudson et al., 2006).

Table 4.2. Factor loadings for the ten anthropometric dimensions related to computer workstation design

a) Factor loadings obtained by Factor Analysis \*

Anthropometric dimension**	Leg length and height	Leg and waist thickness	Elbow height and distance	Communality
BD1	0.96	0.05	-0.11	0.94
BD10	0.95	-0.17	-0.10	0.95
BD9	0.88	-0.11	-0.25	0.85
BD6	0.85	-0.45	0.12	0.93
BD2	0.83	-0.38	0.23	0.89
BD3	-0.13	-0.88	0.05	0.79
BD7	0.20	-0.79	-0.29	0.75
BD5	0.35	-0.71	-0.30	0.72
BD4	-0.13	-0.08	-0.86	0.76
BD8	0.52	-0.43	-0.56	0.77
eigen value	4.48	2.47	1.38	8.34
Percent variation	0.45	0.25	0.14	0.83

\* The cell with the highest factor loading is shaded.

\*\* The codes are the same as Table. 3.2.

b) Factor loadings obtained by Principal Component Analysis

Anthropometric dimension*	Overall size	Contrast between legs and other body parts	Contrast between upper legs & waist and the other body parts
BD1	-0.36	-0.34	0.18
BD2	-0.37	-0.16	-0.31
BD3	-0.13	0.51	-0.43
BD4	-0.03	0.36	0.68
BD5	-0.30	0.36	-0.03
BD6	-0.40	-0.09	-0.24
BD7	-0.26	0.45	-0.09
BD8	-0.32	0.23	0.32
BD9	-0.37	-0.18	0.22
BD10	-0.40	-0.22	0.07
eigen value	5.34	1.90	1.10
Percent variation	0.53	0.19	0.11

\* The codes are the same as Table 3.2.

In the second step, the factor scores of RHMs for the three methods were determined in the space of the factors. The factor scores of the Square Method were determined as the corner points ( $\pm 1.22, \pm 1.22, \pm 1.22$ ) and the centroid (0, 0, 0) of a square boundary (Figure 4.3.a) by applying the Bittner constant (1.22; Bittner, 2000). The factor scores of the Rectangular Method were defined as the corner points ( $\pm 2.24, \pm 2.12, \pm 2.01$ ) and the centroid (0, 0, 0) of a rectangular boundary (Figure 4.3.b) formed by Equation 4.1 (Kim and Whang, 1997), thereby finding a boundary that statistically accommodate a designated percentage of the target population with weights of each factor. If  $P[F_i \in x_i]$  in Equation 4.1 is replaced with  $w_i \alpha'$  (where:  $w_i$  is a weight for factor  $i$  and  $\alpha'$  is the proportion of people not accommodated), the equation can be simplified to Equation 4.2. When the weights  $w_i$  are provided by a designer (e.g.,  $1/\sqrt{\lambda_i}$ ; where  $\lambda_i$  is the eigen

value of factor  $i$ ), the value of  $\alpha'$  in Equation 4.2 can be obtained. Finally, standard normal scores for each  $\Phi^{-1}(w_i\alpha')$  were determined using the cumulative density function of the standard normal distribution. Lastly, the factor scores of the Circular Method were determined as the points at every 45° on a circular boundary ( $r = 2.53$ ; Figure 4.3.c) which was empirically formed to accommodate 90% of the target population by increasing the radius of the circle until the proportion of people within the circle met the designated percentage (Meindl et al., 1993).

In the third step, the body sizes of RHMs generated by each method were estimated based on the factor scores defined in the space of the factors (Bittner et al., 1986; Kim and Whang, 1997). To convert the factor scores into the body sizes, a standard normal score matrix was calculated using Equation 4.3 which multiplies the factor loading matrix (Table 4.2) by the factor score matrix. Next, the body sizes were estimated by applying a statistical relationship between the standard normal score and body size:  $y = \mu + z \times s$  (where:  $y$  is body size of an RHM,  $\mu$  is average size of the population, and  $z$  is standard normal score calculated, and  $s$  = standard deviation of the population).

$$\begin{aligned}
 P(F_1 \in x_1 \cup F_2 \in x_2 \cup F_3 \in x_3) &= P[F_1 \in x_1] + P[F_2 \in x_2] + P[F_3 \in x_3] \\
 &- P[F_1 \in x_1] \times P[F_2 \in x_2] - P[F_1 \in x_1] \times P[F_3 \in x_3] - P[F_2 \in x_2] \times P[F_3 \in x_3] \\
 &+ P[F_1 \in x_1] \times P[F_2 \in x_2] \times P[F_3 \in x_3] = \alpha
 \end{aligned}
 \tag{Equation 4.1}$$

where:  $P[F_i \in x_i]$  = proportion of people not accommodated by factor  $i$ , and

$\alpha$  = proportion of people not accommodated by all the combination of factors.

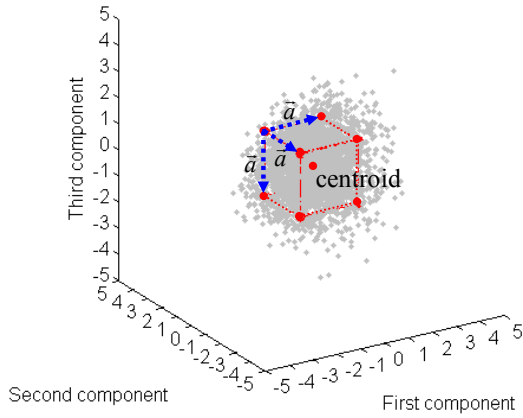
$$w_1\alpha' + w_2\alpha' + w_3\alpha' - w_1w_2\alpha'^2 - w_1w_3\alpha'^2 - w_2w_3\alpha'^2 + w_1w_2w_3\alpha'^3 = \alpha \tag{Equation 4.2}$$

where:  $w_i\alpha'$  = proportion of people not accommodated by factor  $i$ ,

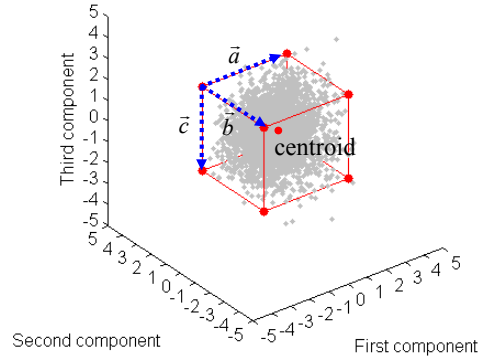
$\alpha'$  = proportion of people not accommodated by a factor,

$w_i$  = weight of factor  $i$  (e.g.,  $w_i = 1/\sqrt{\lambda_i}$  where  $\lambda_i$  is eigen value of factor  $i$ ), and

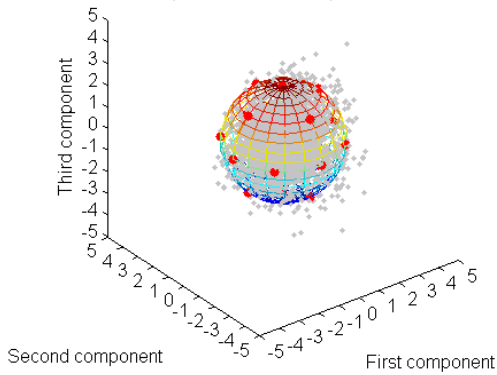
$\alpha$  = proportion of people not accommodated by the combination of all factors.



(a) Square Method  
(Bittner, 2000)



(b) Rectangular Method  
(Kim and Whang, 1997)



(c) Circular Method  
(Meindl et al., 1993)

Figure 4.3. Accommodation boundary and RHM-generation locations in the space of factors (small dot: target population, line: accommodation boundary, and large dot: RHM)

$$\mathbf{Z} = \mathbf{FL} \times \mathbf{FS} \quad \text{Equation 4.3}$$

where:  $\mathbf{Z} = 10 \times n$  matrix of standard normal scores ( $n =$  number of RHMs generated),

$\mathbf{FL} = 10 \times 3$  matrix of factor loading, and

$\mathbf{FS} = 3 \times n$  matrix of the factor scores defined in the space of the factors

### *Distributed methods*

The three-step RHM-generation process was also applied to create three groups of RHMs for three distributed methods in the ten anthropometric dimensions related to computer workstation design. In the first step, to identify an optimal number of key dimensions for computer workstation design, the maximum average of adjusted coefficients of determination ( $R^2$ ) by the number of key dimensions was calculated (Figure 4.4). For the ten selected anthropometric dimensions, the maximum average adjusted  $R^2$  was identified for one through nine of the key dimensions by multiple regression analysis on the combinations of the selected number of key dimensions and the other anthropometric dimensions. Table 4.3 illustrates the identification process of the maximum average of adjusted  $R^2$  in case that the number of key dimensions is single; for each key dimensional candidate starting from AD1 to AD10, adjusted  $R^2$  values of regression equations between the key dimensional candidate and the other anthropometric dimensions were obtained, and their average adjusted  $R^2$  was calculated; finally the maximum of the average adjusted  $R^2$  was identified (e.g., 0.41 for AD2).

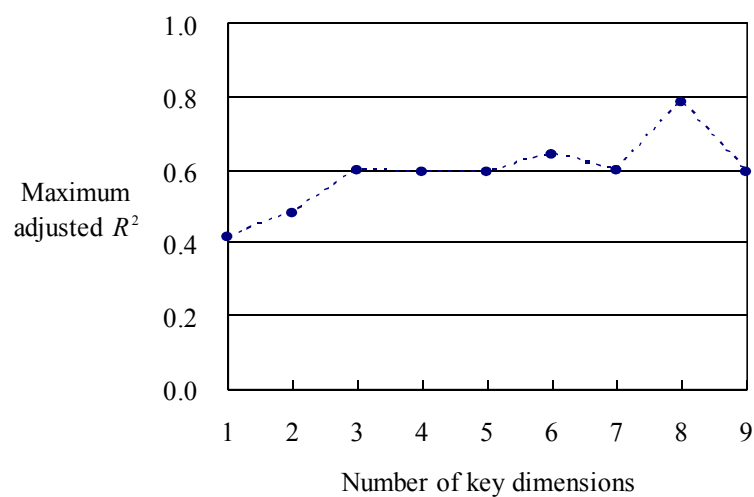


Figure 4.4. Maximum adjusted  $R^2$  for different numbers of key dimensions

Table 4.3. Illustration of average adjusted  $R^2$  analysis for a single key dimension\*

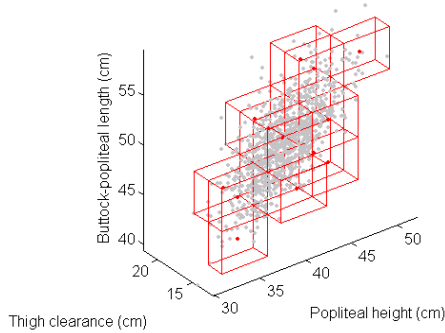
Candidate for key dimension	Other dimension	Adjusted $R^2$	Average adjusted $R^2$
BD1	BD2	0.20	0.19
	BD3	0.03	
	.	.	
	.	.	
BD2	BD10	0.13	0.41
	BD1	0.20	
	BD3	0.01	
	BD4	0.54	
	BD5	0.28	
	BD6	0.09	
	BD7	0.74	
	BD8	0.58	
BD10	BD9	0.30	0.35
	BD10	0.93	
	.	.	
	.	.	
BD10	BD1	0.13	0.35
	BD2	0.93	
	.	.	
	BD9	0.18	

\* The codes are the same as Table 3.2.

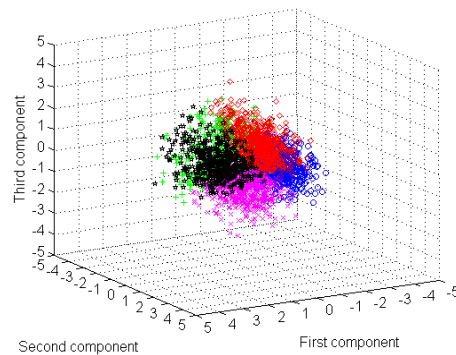
Based on the maximum average adjusted  $R^2$  analysis results, three anthropometric dimensions (popliteal height, BD1; buttock-popliteal length, BD2; thigh clearance, BD5) were selected as the key dimensions for computer workstation design. The trend of maximum average adjusted  $R^2$  in Figure 4.4 shows that the increase of maximum average adjusted  $R^2$  becomes leveled-off at three. A follow-up, in-depth observation of the maximum adjusted  $R^2$  values for various combinations of three anthropometric dimensions found the set of popliteal height (BD1), buttock-popliteal length (BD2), and thigh clearance (BD5) most preferred as key dimensions of computer workstation design.

In the second step, the locations of RHMs in the space of the selected key

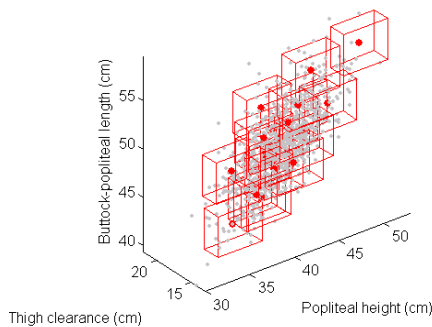
dimensions were determined for three distributed methods (Figure 4.5). The generation locations of the Grid Method were determined as the centroids of the grids formed to accommodate 90% of the target population by grading system (Kwon et al., 2005). The grading system formed many grids that together covered all of the target population and then, to accommodate a designated percentage of the population, selected a subset of these grids based on the proportions of people within each grid. The size of the grid was determined with a design tolerance value of  $\pm 2.5$  cm by referring to previous studies (ANSI, 2007).



(a) Grid Method  
(Robinette and Annis, 1986)



(b) Clustering Method  
(Laing et al., 1999)



(c) Optimization Method  
(McCulloch et al., 1998)

Figure 4.5. Illustrations of RHM-generation locations for distributed methods

The generation locations of the Cluster Method were determined as the centroids of



the clusters generated by K-means cluster analysis in the space of the factors (Laing et al. 1999). To determine an optimal number of clusters, the trend of within-cluster average distances was analyzed by changing the number of clusters from 2 to 50. The cluster analysis showed that the within-cluster average distances decreased as the number of clusters increased until the number of clusters became about 15 (Figure 4.6). Because the within-cluster average distance for more than 15 clusters converged around 2 cm, the optimal number of clusters in the present study was selected as 15.

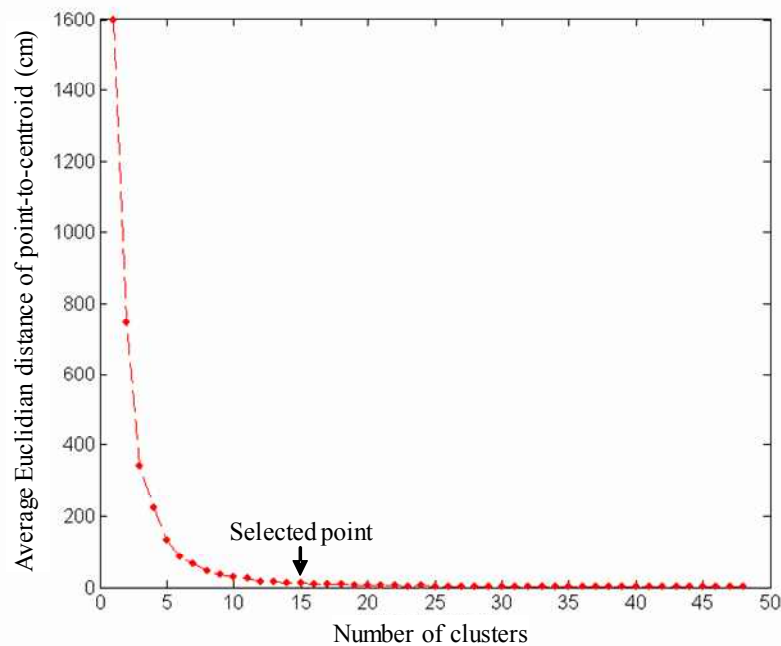


Figure 4.6. Trend of within-cluster average of point-to-centroid distances according to the number of clusters by K-means cluster analysis

The RHM generation locations of the Optimization Method were determined as the centroids of the grids formed in the space of the key dimensions by applying the Nelder-Mead optimization algorithm (McCulloch et al., 1998). To determine the optimal locations of the grids which together minimize the sum of loss scores for 90% of the

population, an optimization algorithm (Equation 4.4) was applied. The loss score of a person is defined as the distance from the person to the centroid of the nearest grid in the space defined by the selected key dimensions. For example, the loss score became zero when a person was located at the centroid of any grid; however, the loss score linearly increased as the distance between a person and the centroid of the nearest grid increased.

$$\min \sum_{i=1}^n l(p_i)k_i + l(c_\alpha)(1 - k_i) \quad \text{Equation 4.4}$$

$$k_i = \begin{cases} 1 & \text{if } l(p_i) < l(c_\alpha) \text{ where } l(p_i) = \min_s \{d(\mathbf{x}_i, \mathbf{y}_s)\} \\ 0 & \text{o/w} \end{cases}$$

$$d(\mathbf{x}_i, \mathbf{y}_s) = \sum_{j=1}^k [d(x_{ij}, y_{sj})]^2$$

$$d(x_{ij}, y_{sj}) = \begin{cases} y_{sj} - x_{ij}, & \text{if } x_{ij} \leq y_{sj} \\ x_{ij} - y_{sj}, & \text{if } x_{ij} > y_{sj} \end{cases}$$

where:  $n$  = number of the target population,

$l(p_i)$  = loss score of person  $i$ ,

$l(c_\alpha)$  = loss cutoff to determine whether a person is accommodated or not,

$d(\mathbf{x}_i, \mathbf{y}_s)$  = distance between person  $i$  and its nearest grid,

$k$  = number of key dimensions,

$x_{ij}$  = body size of key dimension  $j$  of person  $i$ , and

$y_{sj}$  = centroid of the nearest grid  $s$  in key dimension  $j$ .

In the third step, the body sizes of RHMs for the three distributed methods were estimated based on the generation locations defined in the space of the key dimensions. For the Grid and Optimization Methods, the body sizes of the key dimensions were determined as the generation locations defined in the space of the key dimensions. Next,

the body sizes of the remaining dimensions were estimated by regression equations using the key dimensions as independent variables (Table 4.4). The regression equations were developed using multiple stepwise regression analysis with the probability required for inclusion in the model ( $p_{in}$ ) = 0.05 and the probability for exclusion from the model ( $p_{out}$ ) = 0.1. For the Cluster Method, the body sizes were estimated by multiplying the factor loading matrix (Table 4.2) by the generation locations defined in the space of the factors.

Table 4.4. Regression equations to estimate the sizes of anthropometric dimensions using three key dimensions\*

Anthropometric dimension	Code	Regression equation	Adj. $R^2$
Hip breadth	BD3	$BD3 = 18.87 - 0.59 \times BD1 + 0.60 \times BD2 + 0.85 \times BD5$	0.42
Elbow rest height	BD4	$BD4 = 25.88 + 0.19 \times BD1 - 0.43 \times BD2 + 0.59 \times BD5$	0.11
Buttock-knee length	BD6	$BD6 = 2.52 + 0.10 \times BD1 + 0.95 \times BD2 + 0.43 \times BD5$	0.96
Abdominal extension depth	BD7	$BD7 = -3.53 - 0.15 \times BD1 + 0.24 \times BD2 + 1.27 \times BD5$	0.43
Forearm-to-forearm breadth	BD8	$BD8 = -3.86 + 0.76 \times BD1 - 0.36 \times BD2 + 2.48 \times BD5$	0.55
Foot length	BD9	$BD9 = 3.40 + 0.41 \times BD1 + 0.32 \times BD5$	0.81
Knee height	BD10	$BD10 = 3.11 + 0.83 \times BD1 + 0.19 \times BD2 + 0.44 \times BD5$	0.96

\* Key dimensions: popliteal height (BD1), buttock-popliteal length (BD2), thigh clearance (BD5)

## 4.2.2. Performance evaluation

### 4.2.2.1. Boundary methods

The number of RHMs generated by the Circular Method was larger than those of the Square and the Rectangular Methods. The Circular Method generated a 19-member set of RHMs to accommodate 90% of the population for the ten anthropometric dimensions related to computer workstation design. However, the Square and the Rectangular Methods each created 9-member sets of RHMs.

Although the numbers of RHMs generated by the existing methods were small, the numbers can increase as the numbers of factors increases. The number of RHMs generated depends on the number of the factors extracted by Factor Analysis or Principal Component Analysis. For example, the number of RHMs generated by the Square Method is  $2^n + 1$  (where  $n$  is number of the factors); hence, the number of RHMs increases exponentially with  $n$ .

The generation process of the Square Method was easier than the processes of the Rectangular and Circular Methods. The Square Method applied Factor Analysis and the Bittner constant to determine the generation locations of RHMs in the space of the factors. However, the other methods used Factor Analysis (or Principal Component Analysis) and an additional analysis to determine the size of the boundary that accommodates a designated percentage of the population. For example, in the Rectangular Method, the size of the boundary was determined by solving Equation 4.2.

Accommodation percentages of the existing methods decreased as the number of anthropometric dimensions considered in accommodation calculation increased (Figure 4.7). The UAPs of the existing methods were relatively high (Square Method = 87%, Circular Method = 97%, and Rectangular Method = 99%). However, the MAPs of the existing methods decreased as the number of the dimensions increased. For example, when using the Circular Method, average of MAPs was 95% for 120 combinations ( ${}_{10}C_3$ ) of three anthropometric dimensions, but only 85% for 45 combinations ( ${}_{10}C_8$ ) of eight

anthropometric dimensions. This decreasing trend was the steepest when using the Square Method.

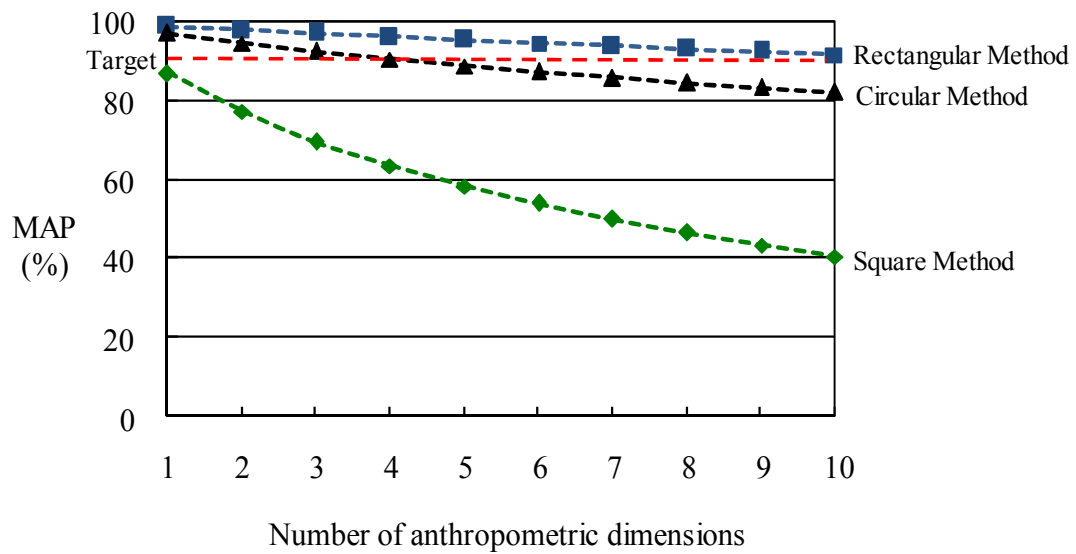


Figure 4.7. MAPs for the different number of anthropometric dimensions

Although the MAP of the Rectangular Method exceeded the target percentage, the MAPs of the Square and Circular Methods were less than the target. For the ten anthropometric dimensions related to computer workstation design, the MAP of the Rectangular Method was 92%, which was slightly greater than the target (90%). On the other hand, the MAP was 41% when using the Square Method and 82% when using the Circular Method. These results indicate that at least one workstation dimension (e.g., seat width) of a product designed when using the Square Method fails to fit 59% of the target population and that when using the Circular Method at least one dimension fails to fit 18% of the population.

Minimum sizes of the RHMs generated by the Rectangular Method were smaller than the minimum sizes of the target population in two anthropometric dimensions (Table 4.5). The minimum size for forearm-to-forearm breadth (BD8) in the Rectangular Method

was 32.7 cm, which is appreciably smaller than the minimum size of the population (37.3 cm). In addition, the minimum of abdominal extension depth (BD7) in the Rectangular Method was 15.2 cm, which is slightly smaller than the minimum of the population (15.3 cm). These results indicate that a product designed by the Rectangular Method might be fitted preferentially to small users.

Table 4.5. Comparison of the size ranges for RHMs and the target population\*

Classification		Anthropometric dimensions**									
		BD1	BD2	BD3	BD4	BD5	BD6	BD7	BD8	BD9	BD10
US Army	Max	54.7	59.7	49.3	31.1	22.0	72.3	35.0	72.5	31.0	67.5
	Min	29.9	39.4	29.9	12.4	12.1	49.1	15.3	37.3	20.3	40.6
Square Method	Max	45.4	53.8	41.2	26.2	18.5	65.6	27.5	60.8	28.1	58.3
	Min	36.5	44.1	34.2	19.1	14.2	54.5	18.5	40.3	23.0	48.6
Rectangular Method	Max	49.0	57.6	43.7	28.6	20.1	70.0	30.8	68.5	30.1	62.2
	Min	32.8	40.3	31.6	16.6	12.6	50.1	15.2	32.7	21.0	44.7
Circular Method	Max	48.9	54.8	43.7	28.7	18.9	67.3	28.7	61.3	29.5	61.7
	Min	33.0	43.1	31.6	16.6	13.8	52.8	17.3	39.8	21.6	45.1

\* The cells exceeding the size range of the US Army are shaded.

\*\* Codes are the same as Table 3.2.

#### 4.2.2.2. Distributed methods

The existing distributed methods created similar numbers of RHMs to accommodate 90% of the population. The Grid and Optimization Methods each created 17-member sets of RHMs. The Cluster Method generated a 15-member set of RHMs. This similar number across the existing methods indicates that 15 to 17 grids (or clusters) were sufficient to represent the target population in the space defined by the selected three key dimensions with the tolerance value of  $\pm 2.5$  cm.

The generation process of the Grid Method was relatively simpler than the processes

of the Cluster and Optimization Methods. The unique differences in the RHM-generation processes of the existing methods were their methods of forming grids or clusters. The Grid Method created grids using grading system which simply positioning the grids to cover a designated percentage of the population. However, the grids or clusters in the Cluster and Optimization Methods were formed by cluster analysis or an optimization algorithm, which were more difficult to implement than the grading system used in the Grid Method.

The MAPs of the distributed methods decreased as the number of anthropometric dimensions considered in the accommodation calculation increased (Figure 4.8). The UAPs of the distributed methods were higher than the target percentage (90%): Grid Method = 98%, Cluster Method = 94%, and Optimization Method = 98%. However, the MAPs dramatically decreased as the number of anthropometric dimensions increased. For example, using the Grid Method, the average of MAPs was 79% for 120 combinations ( ${}_{10}C_3$ ) of three anthropometric dimensions, but only 20% for 45 combinations ( ${}_{10}C_8$ ) of eight anthropometric dimensions. These decreasing trends as the number of dimensions increased were similar in all of the existing methods.

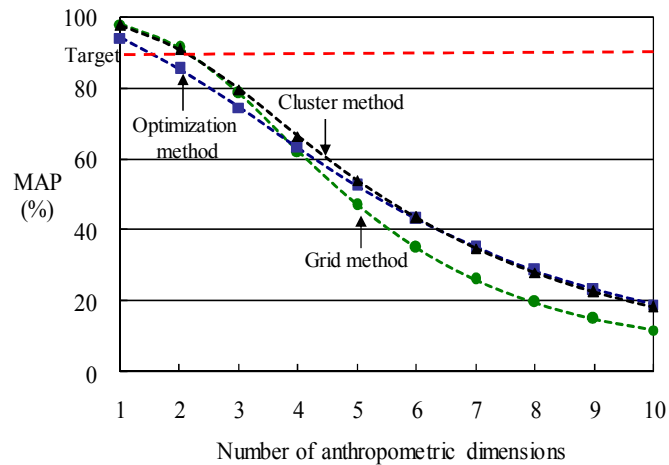


Figure 4.8. Average of accommodation percentages for different number of anthropometric dimensions

MAPs for all of the distributed methods were much lower than the target percentage. MAPs for the ten anthropometric dimensions were only 12% for the Grid Method, 18.5% for the Cluster Method, and 19% for the Optimization Method. These results implied that a product designed by the existing distributed methods would fail to fit a larger proportion of the users than the designer would expect.

A systematic analysis of the generated RHMs identified three variables that affected MAPs. These variables were: overlap area among grids (OA), average adjusted  $R^2$  between key dimensions and other anthropometric dimensions (AR), and sum of the ranges of anthropometric dimensions (SR). First, OA among grids formed negatively related to MAPs. For example, the MAP for the key dimensions BD1, BD2, and BD5 having no OA among grids was 95% (Figure 4.9a), while that for elbow height (BD4), forearm-to-forearm breadth (BD8), and foot length (BD9) having an OA of 547 cm<sup>3</sup> decreased to 73% (Figure 4.9b). Second, AR between key dimensions and other body dimensions positively related to MAPs. For example, the MAP for buttock-knee length (BD6), foot length (BD9), and knee height (BD10) having a larger AR (0.89) was 98%,

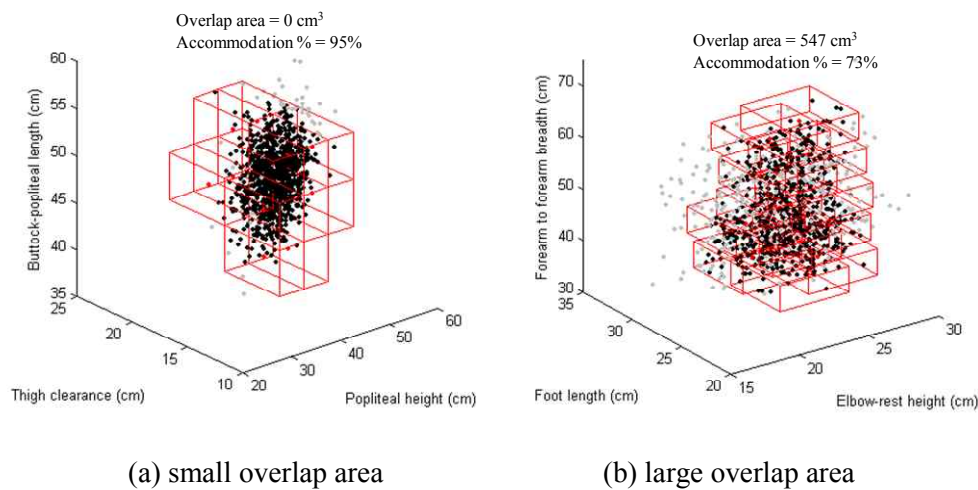


Figure 4.9. Overlap analysis of representative grids



while that for hip breadth (BD3), elbow height (BD4), and abdominal extension depth (BD7) having a smaller AR (0.32) decreased to 65%. Lastly, SR of anthropometric dimensions negatively related to MAPs. For example, the MAP for BD4 (range = 18.7 cm), BD5 (range = 9.4 cm), and BD9 (range = 10.7 cm) having a smaller SR (38.8 cm) was 86%, while that for BD6 (range = 23.2 cm), BD8 (range = 35.2 cm), and BD10 (range = 23.7 cm) having a larger SR (82.1 cm) decreased to 48%.

The statistical significance and relative influence of each of the three variables on MAP were examined by multiple regression analysis (Equation 4.5). All the variables were standardized, and following equation was obtained using all-possible regression analysis ( $C_p = 4$ , adjusted  $R^2 = 0.85$ ):

$$\text{Accommodation \%} = (0.565 - 0.398 \times \text{OA} + 0.552 \times \text{AR} - 0.201 \times \text{SR}) \times 100 \quad \text{Equation 4.5}$$

where: OA = overlap area among grids,  
 AR = average adjusted  $R^2$  between key dimensions and other anthropometric dimensions, and  
 SR = sum of the ranges of anthropometric dimensions

The regression coefficients indicated the directionalities of the variable effects agreeing with the aforementioned observations on the accommodation percentage: while OA and SR negatively related to MAP, AR had the opposite relationship. The variables AR, OA, and SR significantly affected MAP in descending order.

## **Chapter 5**

# **DEVELOPMENT AND ANALYSIS OF A NEW RHM- GENERATION METHOD**

### **5.1. Development of the Boundary Zone (BZ) Method**

In this section, a new BZ Method is proposed which consists of a two-step RHM-generation process that can generate a group of RHMs which accommodates a designated percentage of the target population. In the first step, normalized squared distances of each anthropometric case from the centroid of the target population are calculated to identify a BZ (Section 5.1.1). In the second step, cluster analysis is conducted for the cases within the BZ to form a small group of RHMs (Section 5.1.2).

#### **5.1.1. Identification of a BZ**

To determine the boundary that accommodates a designated percentage of the population, the body sizes of the population were converted into normalized squared distances using Equation 5.1. Because the normalized squared distances of normally-distributed multivariate data follow a Chi-squared distribution with degrees of freedom (DOF) equal to the number of variables  $n$  (Johnson and Wichern, 1988), the boundary that encompasses a designated percentage can be easily identified. For example, using two anthropometric dimensions, the normalized squared distances of 90% of the target population are smaller than the Chi-squared value ( $\chi_2^2(1-0.9) = 4.61$ ) of 90% with 2 DOF.

The BZ that accommodates a designated percentage is formed by two boundaries (Figure 5.1), which are determined by a designated accommodation percentage plus or minus a tolerance percentage (e.g., 90%  $\pm$  1%). For example, when number of anthropometric dimensions = 2, the target percentage = 90%, and the tolerance percentage = 1%, the Chi-squared values of two boundaries are  $\chi_2^2(1-0.89) = 4.41$  and

$$\chi_2^2(1-0.91) = 4.81.$$

$$D = (AD - \mu)^T \Sigma^{-1} (AD - \mu) \leq \chi_n^2(1-p) \quad \text{Equation 5.1}$$

where:  $D$  = normalized squared distance

$AD$  =  $n$ -by-1 body size matrix

$\mu$  =  $n$ -by-1 average body size matrix

$\Sigma$  =  $n$ -by- $n$  covariance matrix

$\chi_n^2(1-p)$  = Chi-squared value for  $n$  degree of freedom and  $p$  probability

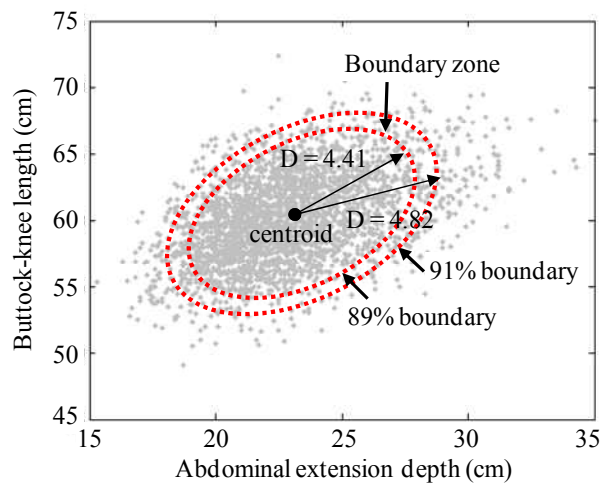


Figure 5.1. A BZ that accommodates 90% of the population with 1% tolerance

### 5.1.2. Cluster analysis in the BZ

To generate a small group of RHMs, K-means cluster analysis is applied to the cases within the BZ. Some of the cases within the BZ may have similar body sizes; these cases

are grouped into clusters to construct an efficient set of RHMs (Figure 5.2). An appropriate number of clusters for K-means cluster analysis can be determined by in-depth analysis of MAPs for different numbers of clusters (Figure 5.3); in this figure, MAPs increased rapidly the number of clusters increased from 2 to 20, fluctuated when this number was between 21 and 33, and stabilized when this number was 34. Therefore, the appropriate number of clusters was determined to be 34, at which number the MAP meets the target percentage and is stable.

An RHM is generated for each cluster formed by K-means cluster analysis; this RHM is selected as the nearest case from the centroid of the corresponding cluster, as measured using Euclidian distance. Although the RHM representing a cluster can be either the nearest case (i.e., a real person) to the centroid or the centroid itself (i.e., an estimated person), the present study selects the nearest real person as the RHM to guarantee that the body sizes of the RHM are within the body size ranges of the target population. For instance, if a cluster includes three cases (Euclidian distance from the centroid: 3 cm, 5 cm, and 10 cm), the RHM representing the cluster is selected as the nearest case having a Euclidian distance of 3 cm.

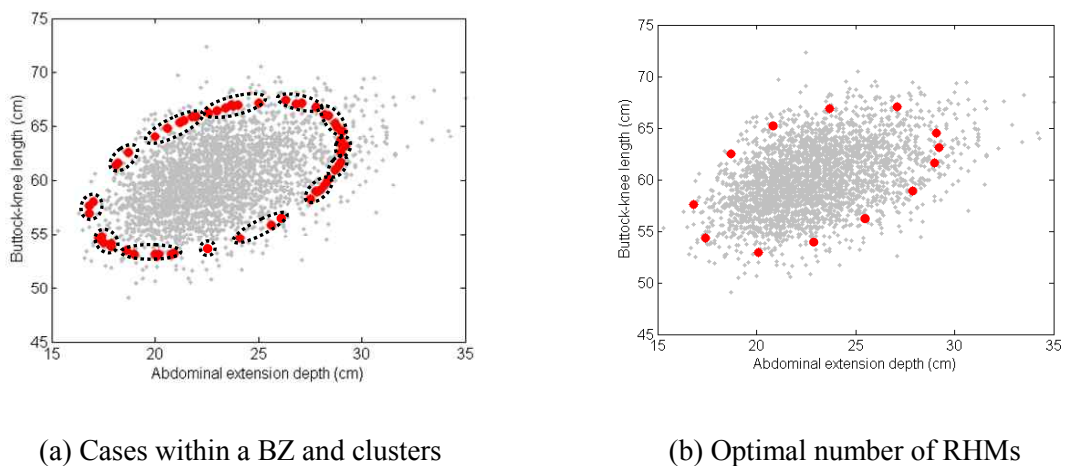


Figure 5.2. Cluster analysis on the cases within a BZ

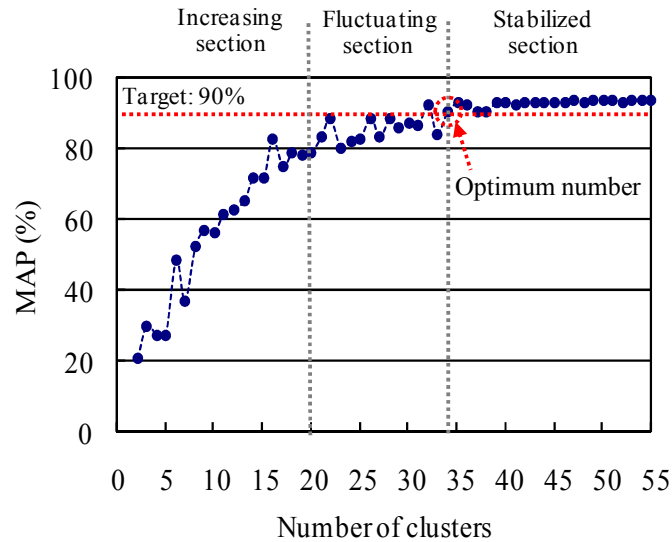


Figure 5.3. MAPs for different numbers of clusters

## 5.2. Evaluation of the BZ Method

In the present study, two case studies were conducted. The first study compared the performance of the BZ Method with those of the existing method for the ten anthropometric dimensions related to computer workstation design. The second study comprehensively evaluated all of the RHM-generation methods under various numbers and combinations of anthropometric dimensions to generalize the evaluation results. In the case studies, the multivariate evaluation protocol of the present study was applied.

### 5.2.1. Case study 1: Ten anthropometric dimensions

The number of RHMs generated by the BZ Method was larger than those of the existing RHM-generation methods (Figure 5.4). For the ten anthropometric dimensions related to computer workstation design, the BZ Method generated 34 RHMs to accommodate 90% of the target population. However, the existing RHM-generation methods created smaller numbers of RHMs (Square and Rectangular Methods = 9,

Circular Method = 19). This result implies that the RHMs generated by the BZ Method had more diverse body sizes than did the RHMs generated by the existing methods..

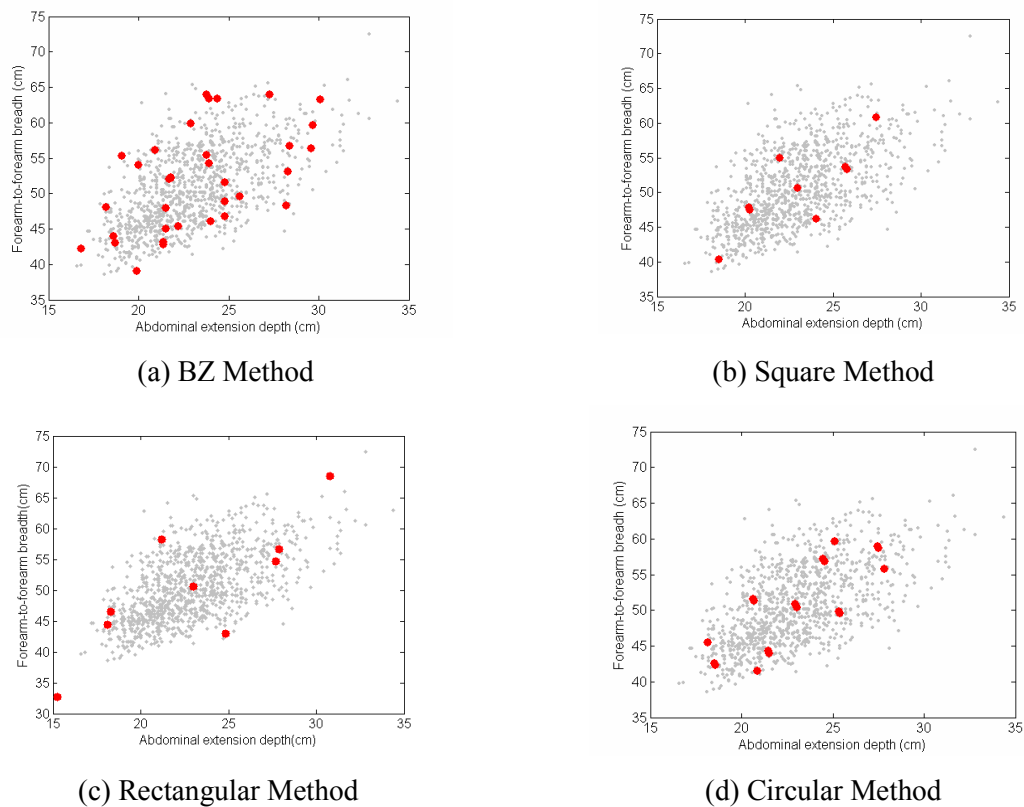


Figure 5.4. Bivariate plots of the RHMs generated for computer workstation design (small dot: population, large dot: RHM)

The RHM-generation process of the proposed BZ Method was relatively simpler than the processes used in the existing methods. The BZ Method eliminated the process of selecting key dimensions that is typically used in the existing methods to reduce the number of anthropometric dimensions. Furthermore, the BZ Method easily identified a BZ that accommodates a designated percentage of the population by calculating the normalized squared distances from the centroid of the population distribution. However, the BZ Method required iterative cluster analysis to determine an optimal number of

clusters.

The MAP of the BZ Method was the closest to the target percentage for the ten anthropometric dimensions. The MAP of the BZ Method was 91%, which is slightly greater than the designated percentage (90%). Whereas, the MAPs of the existing methods were less than (Square Method = 41% and Circular Method = 82%) or greater than (Rectangular Method = 92%) the designated percentage.

The MAPs of the existing RHM-generation methods were not changed although the number of RHMs on the boundary formed in the space of the factors was increased. To analyze the effects of the RHM numbers of the existing methods, more RHMs were generated at the boundary formed by each existing method. For example, in the Rectangular Method, 33 RHMs (original: 9 and additional: 24), i.e., similar number used in the BZ Method, were generated at equidistant points on the rectangular boundary formed in the space of the factors (Figure 5.5). Analysis results showed that the MAPs of the existing methods stayed at the same level because the size of the boundary was unchanged.

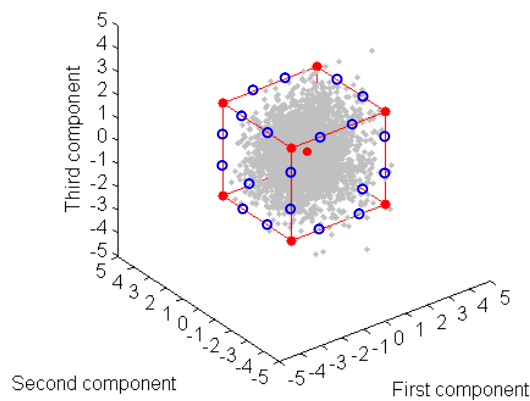


Figure 5.5. Original and additional RHMs generated by Rectangular Method  
(red circle: original RHM, open circle: additional RHM)

The body sizes of the RHMs generated by the BZ Method were within the body size ranges of the target population (Table 5.1). For example, popliteal height (BD1) of the

BZ Method ranged from 33.6 cm to 49.2 cm, which falls within the range of the US Army data (29.9 cm to 54.7 cm).

Table 5.1. Body size ranges of RHMs and US Army\*

Classification	Anthropometric dimensions**										
	BD1	BD2	BD3	BD4	BD5	BD6	BD7	BD8	BD9	BD10	
US Army	Max	54.7	59.7	49.3	31.1	22.0	72.3	35.0	72.5	31.0	67.5
	Min	29.9	39.4	29.9	12.4	12.1	49.1	15.3	37.3	20.3	40.6
Square Method	Max	45.4	53.8	41.2	26.2	18.5	65.6	27.5	60.8	28.1	58.3
	Min	36.5	44.1	34.2	19.1	14.2	54.5	18.5	40.3	23.0	48.6
Rectangular Method	Max	49.0	57.6	43.7	28.6	20.1	70.0	30.8	68.5	30.1	62.2
	Min	32.8	40.3	31.6	16.6	12.6	50.1	15.2	32.7	21.0	44.7
Circular Method	Max	48.9	54.8	43.7	28.7	18.9	67.3	28.7	61.3	29.5	61.7
	Min	33.0	43.1	31.6	16.6	13.8	52.8	17.3	39.8	21.6	45.1
BZ Method	Max	49.2	56.7	44.1	30.2	20.6	68.8	30.1	64.0	30.0	61.6
	Min	33.6	43.4	30.8	14.3	12.1	52.1	16.8	39.0	21.3	45.0

\* The cells exceeding the size range of the US Army are shaded.

\*\* Codes are the same as Table 3.2.

Violation of the normality assumption in the BZ Method has an insignificant effect if the distributions of anthropometric dimensions are similar to the normal distribution. For anthropometric product design using percentiles, anthropometric dimensions have been commonly assumed to be normally distributed (Roebuck et al., 1975; Fernandez and Uppugonduri, 1992; Schoor and Konz, 1996). However, anthropometric dimensions significantly violate the normality assumption (Vasu and Mital, 2000). For the ten anthropometric dimensions considered in the present study, the distributions of the dimensions were symmetrical around their means (Figure 5.6), but the Anderson-Darling normality test revealed that none of the dimensions were normally distributed ( $\alpha = 0.05$ ). This violation of the normality assumption affected the distribution property of the



normalized squared distance (Figure 5.7). To investigate the effect of violation of the normality assumption, the present study analyzed differences between designated percentages and calculated percentages of people who have smaller normalized squared distances than the Chi-squared value of the designated percentage. Differences (Table 5.2) ranged from -1% to 3% for the 19 conditions of designated percentages (5% to 95% with 5% increment) and were relatively large around the mid-range of the percentage (e.g., 50%). However, the differences at the nominal percentages (5% and 95%) of anthropometric design were less than 1%.

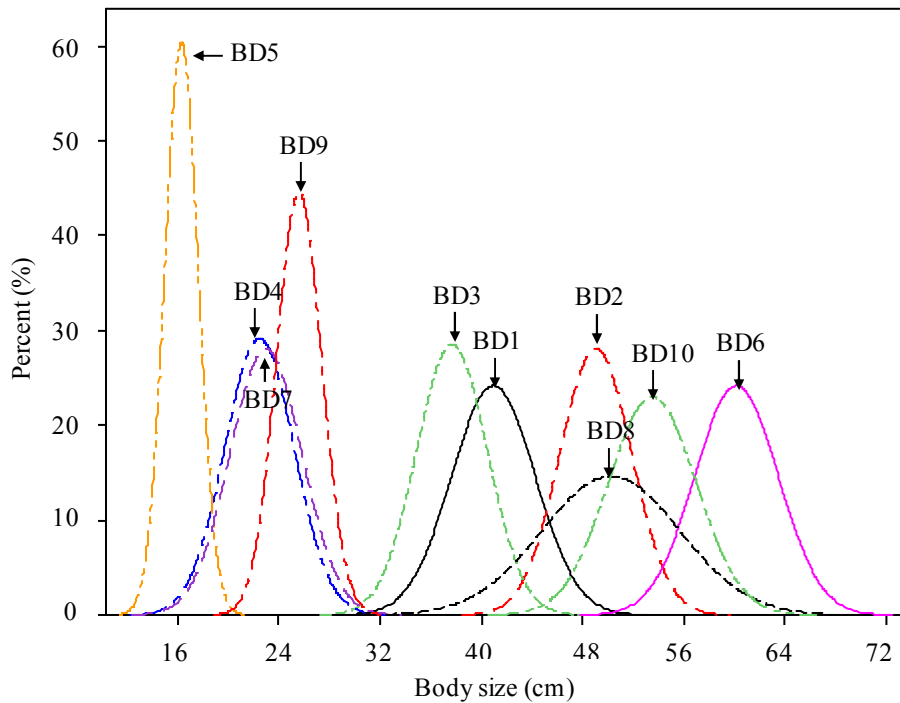


Figure 5.6. Distributions of ten anthropometric dimensions related to computer workstation design (codes are the same as Table 3.2)

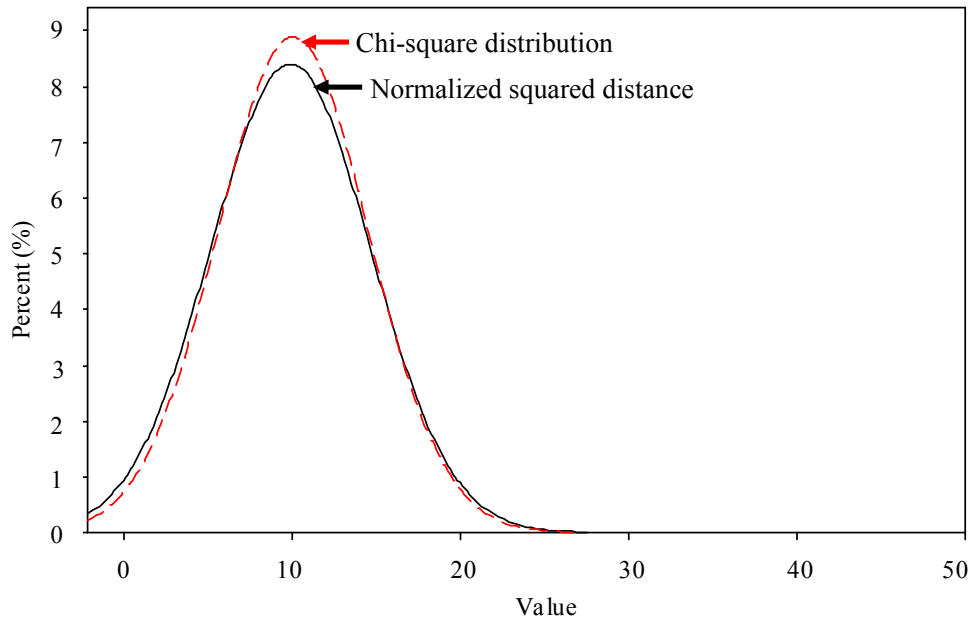


Figure 5.7. Distributions of Chi-squared and normalized squared distance for ten anthropometric dimensions

### 5.2.2. Case study 2: Various numbers and combinations of anthropometric dimensions

The average MAP of the BZ Method for the 20 evaluation conditions (number = 4 × combination = 5) was the closest to the target percentage compared to the existing methods (Figure 5.8). The average MAP of the BZ Method was 91% which is close to the target (90%). On the other hand, the average MAPs of the Square Method (49%) and the Circular Method (76%) were significantly smaller than the target percentage (Square Method:  $t(20) = -23.0, p < 0.001$ ; Circular Method:  $t(20) = -8.6, p < 0.001$ ). Conversely, the average MAP of the Rectangular Method (96%) was significantly greater than the target percentage ( $t(20) = 9.8, p < 0.001$ ).

Table 5.2. Differences between designated percentages and calculated percentages by the normalized squared distance

No.	Designated percentage (DP)	Calculated percentage (CP)*	Difference (CP-DP)
1	5	4	-1
2	10	10	0
3	15	16	1
4	20	22	2
5	25	28	3
6	30	33	3
7	35	38	3
8	40	43	3
9	45	48	3
10	50	53	3
11	55	58	3
12	60	62	2
13	65	67	2
14	70	72	2
15	75	76	1
16	80	81	1
17	85	85	0
18	90	89	-1
19	95	94	-1

\* Proportion of people having smaller normalized squared distance than the Chi-squared value of the designated percentage

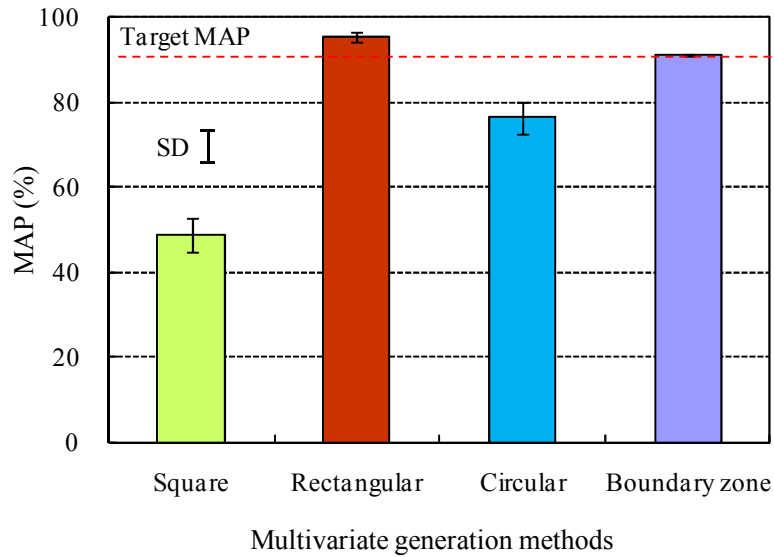
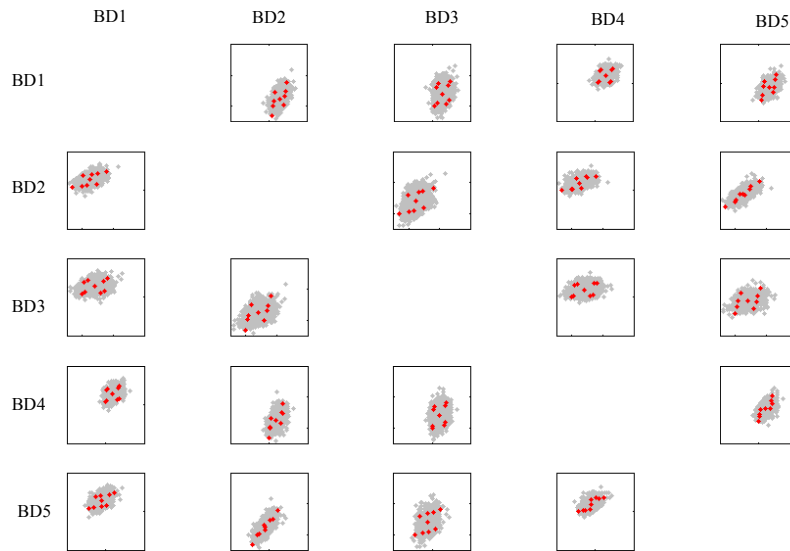


Figure 5.8. MAPs of RHM-generation methods for various numbers and combinations of anthropometric dimensions

The variability among MAPs of the BZ Method was significantly smaller than those of the existing RHM-generation methods. The SD of the BZ Method was 0.6% for the 20 evaluation conditions (Figure 5.8). Whereas, the SDs of the Square Method (8.2%), the Circular Method (7.3%), and the Rectangular Method (2.5%) were significantly greater than that of the BZ Method (Square Method:  $F(20, 20) = 169, p < 0.001$ ; Circular Method:  $F(20, 20) = 15, p < 0.001$ ; Rectangular Method:  $F(20, 20) = 133, p < 0.001$ ).

Groups of RHMs generated by the existing RHM-generation methods did not properly represent the body size diversity of the target population for combinations of anthropometric dimensions having similar factor loading patterns (Figure 5.9). For example, in the Square and Rectangular Methods, the sizes of BD2 and BD5 were linearly related because the two dimensions had similar factor loading patterns (Table 5.3)—BD2 and BD5 had the highest factor loadings on the first factor (BD2 = -0.72, BD5 = -0.61) and similar factor loadings on the second (BD2 = 0.26, BD5 = 0.39) and third

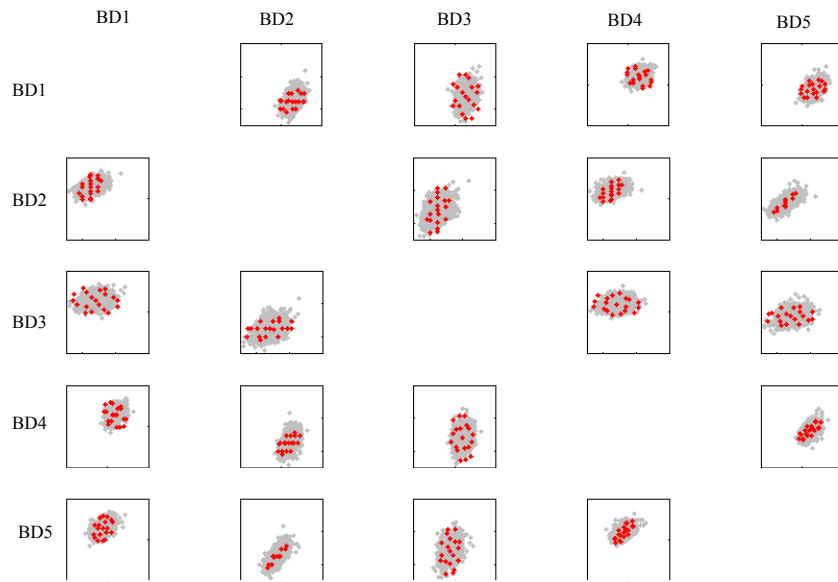
factors (BD2 = -0.42, BD5 = -0.43). These results indicate that the RHM's generated by the existing RHM-generation methods do not appropriately represent the body size distribution of the target population.



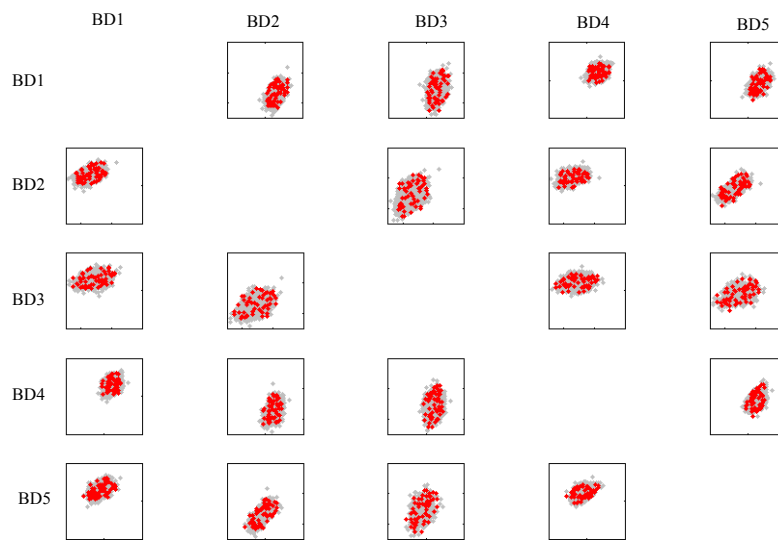
(a) Square Method



(b) Rectangular Method



(c) Circular Method



(d) BZ Method

Figure 5.9. Bivariate plots of the RHM's generated for five anthropometric dimensions

Table 5.3. Factor loadings on five anthropometric dimensions

a) Factor loadings obtained by Factor Analysis

Anthropometric dimension	Factor 1	Factor 2	Factor 3
BD1	-0.18	0.11	-0.94
BD2	-0.61	0.39	-0.43
BD3	-0.18	0.96	-0.12
BD4	-0.90	0.08	-0.06
BD5	-0.72	0.26	-0.42

b) Factor loadings obtained by Principal Component Analysis

Anthropometric dimension	Factor 1	Factor 2	Factor 3
BD1	-0.40	0.42	-0.73
BD2	-0.50	0.01	0.01
BD3	-0.38	-0.87	-0.17
BD4	-0.43	0.21	0.65
BD5	-0.51	0.15	0.14

Analysis of the proportions of outliers showed that the Rectangular Method often generated RHMs that were smaller or larger than the ranges of the body sizes of the target population. For 95% of the total evaluation conditions, the body size of at least one RHM generated by this method was outside the size range of the target population. In addition, the proportion of the RHMs that were outside the size range of the target population was strongly correlated ( $r = 0.71$ ,  $p < 0.001$ ) with the number of the factors extracted by Factor Analysis.

The average number of RHMs generated by the BZ Method was significantly larger than those of the existing RHM-generation methods (Figure 5.10) (Square Method:  $t(22) = -5$ ,  $p < 0.001$ ; Rectangular Method:  $t(22) = -5$ ,  $p < 0.001$ ; Circular Method:  $t(22) = -2.6$ ,  $p = 0.02$ ). In addition, the variation of the number of RHMs generated by the BZ Method

was significantly greater than the existing RHM-generation methods (Square Method:  $F(20,20) = 15.6, p < 0.001$ ; Rectangular Method:  $F(20,20) = 15.6, p < 0.001$ ; Circular Method:  $F(20,20) = 4.1, p = 0.003$ ).

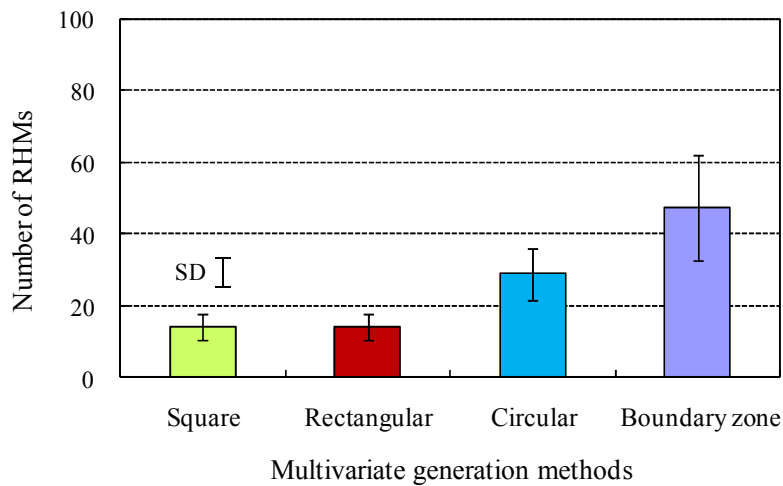


Figure 5.10. Average number of RHMs for the RHM-generation methods

In all methods, the numbers of RHMs generated increased linearly with the number of anthropometric dimensions considered (Figure 5.11). Regression analysis between the number of the RHMs and anthropometric dimensions revealed that regression slopes ( $b_1$ ) of the Square and Rectangular Methods were not significantly different from 1.0 ( $R^2 = 0.53, F(1,19)=23, p < 0.001$ ). On the other hand, the slope was 2.0 for the Circular Method ( $R^2 = 0.57, F(1,19)=27, p < 0.001$ ) and 4.9 for the BZ Method ( $R^2 = 0.87, F(1,19)=135, p < 0.001$ ).



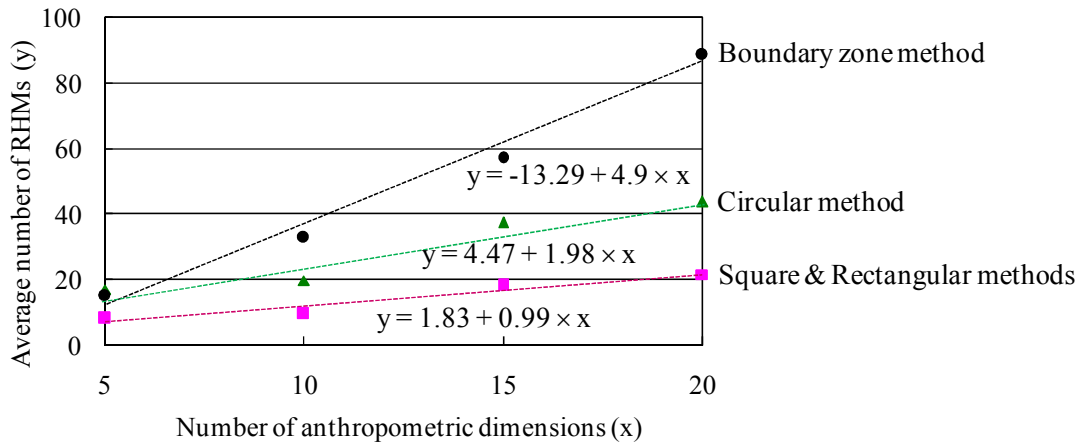


Figure 5.11. Relationship between number of RHM types and number of dimensions

To investigate variables affecting MAP, multiple regression analysis was conducted on three variables (number of factors (NF), percent variance explained (PV), and number of anthropometric dimensions (ND)) that are related to the characteristics of the RHM-generation methods. In multiple stepwise regression analysis, the three variables were used as independent variables and MAP was the dependent variable, with  $P_{in} = 0.05$  and  $P_{out} = 0.1$ . The analysis showed that two variables of Factor Analysis and Principal Component Analysis significantly affected the MAPs of the existing RHM-generation methods (Table 5.4). PV was positively related ( $b_1 = 2.06$ ) to the MAP of the Square Method, and NF was positively related ( $b_1 = 5.27$ ) to the MAP of the Circular Method. None of the three variables significantly affected the MAP of the BZ Method. In regression analysis of the BZ Method, only ND was considered because the other two variables were not relevant in this method.

Table 5.4. Multiple stepwise regression analysis results for variables affecting MAPs of the RHM- generation methods.

Generation methods	Regression equation*	Adjusted $R^2$
Square Method	$-123.0 + 2.06 \times PV$	0.33
Rectangular Method	$88.7 - 0.280 \times ND + 2.81 \times NF$	0.55
Circular Method	$56.9 + 5.27 \times NF$	0.47
BZ Method**	N.S.***	-

\* NF: number of factors, PV: percent variance explained, and ND: number of anthropometric dimensions

\*\* NF and PV were not considered in regression analysis.

\*\*\* N.S.: not significant at  $\alpha = 0.05$

## **Chapter 6**

# **EVALUATION OF THE RHM-GENERATION METHODS IN ERGONOMIC DESIGN OF A COMPUTER WORKSTATION**

### **6.1. An anthropometric design process of computer workstation**

The computer workstation in the present study was designed by applying a four-step process (Figure 6.1) which was adapted from previous studies (ANSI, 2007; Roebuck, 1995; Wickens et al., 2004, You et al., 1997; Jung et al., 2007; Sanders and McCormick, 1992; Molenbroek et al., 2003). In the first step, the problem statement was defined (Section 6.1.1). In the second step, a small group of RHMs that accommodates a designated percentage of the population was generated (Section 6.1.2). In the third step, design equations for computer workstation were developed based on geometrical relationships between workstation dimensions and anthropometric dimensions (Section 6.1.3). In the last step, design values were calculated using either *deterministic* method (Section 6.1.4.1) or *simulation* method (Section 6.1.4.2) depending on the posture-relatedness of the workstation dimension.

#### **6.1.1. Step 1: Definition of problem statement**

The problem statement for computer workstation design was defined in terms of five aspects: 1) demographic information of the target population, 2) computer workstation dimensions, 3) design principles for each workstation dimension, 4) anthropometric dimensions, and 5) workstation design guidelines. First, the US Army was selected as the target population by considering database availability. The target accommodation range was determined to be 90%, which is a nominal percentage in anthropometric product design.

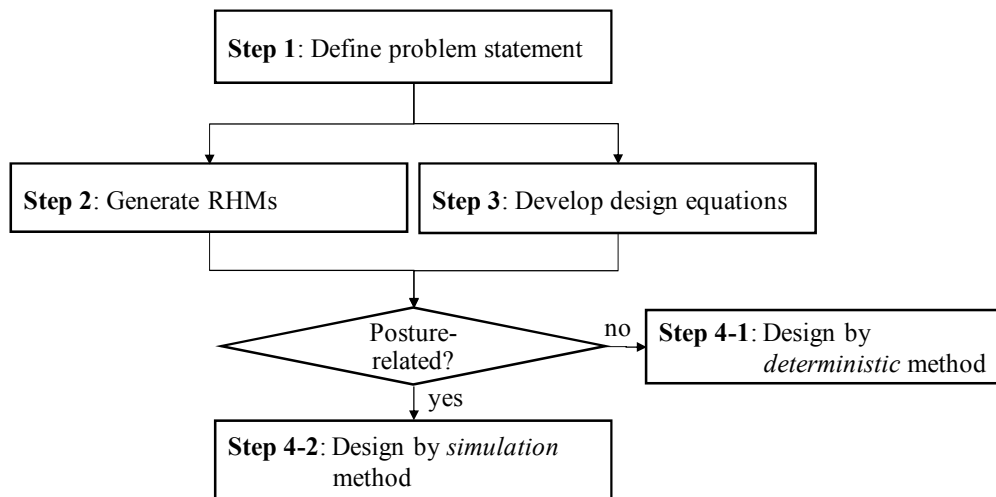


Figure 6.1. Anthropometric design process of computer workstation

Second, workstation design dimensions ( $n = 14$ ) were determined (Table 6.1). The selected workstation dimensions are related to the body sizes of the users. For example, the width (DD1) of the seatpan is related to the hip breadth (BD7) of the users; the depth (DD2) of the seatpan is related to the buttock-popliteal length (BD8) of the users.

Third, ergonomic design principles for the selected design dimensions were assigned (Table 6.1) by referring to the computer workstation design guidelines of ANSI (2007). For example, the design principle for seatpan width (DD1) was determined as design for extreme individuals (EXT) to provide sufficient sitting clearance to the users. The design principle for seat height (DD3) was determined as design for adjustable range (ADJ) to allow the users to adjust the seat height depending on their leg lengths.

Fourth, anthropometric dimensions ( $n = 11$ ) related to computer workstation design were selected (Table 6.1) by analyzing the relationships between workstation dimensions and anthropometric dimensions. For instance, abdominal extension depth (BD1) relates to design of legroom depth (DD12), and acromial height (BD2) relates to design of seatback length (DD5) and armrest height (DD8).

Table 6.1. Computer workstation design characteristics

Design dimension	Code	Relevant anthropometric dimensions	Design principle**	
Seatpan	Width	DD1	Hip breadth (BD7)	EXT
	Depth	DD2	Buttock-popliteal length (BD8)	EXT
	Height	DD3	BD8 and popliteal height (BD10)	ADJ
Seatback	Width	DD4	Bideltoid breadth (BD3)	EXT
	Length	DD5	Acromial height (BD2)	EXT
Armrest	Width	DD6	Forearm breadth (BD4)	AVE
	Length	DD7	Span (BD6)*	EXT
	Height	DD8	BD2 and BD6*	ADJ
	Clearance	DD9	Forearm-to-forearm breadth (BD5)	EXT
Legroom	Width	DD10	BD7	EXT
	Height	DD11	Thigh clearance (BD9) and BD10	EXT
	Depth	DD12	Abdominal extension depth (BD1), BD8, BD10, and foot length (BD11)	EXT
Table	Width	DD13	BD3	EXT
	Height	DD14	BD2, BD6, BD8, BD10	ADJ

\* Span (BD6) is used in the estimation of humeral link and forearm link length.

\*\* EXT: design for extreme individuals, ADJ: design for adjustable range, AVE: design for the average

Lastly, computer workstation design guidelines were identified (Table 6.2) (ANSI, 2007). For example, pinch points should be removed by means of design or guarding, and the seat edge should be rounded to avoid excessive pressure on the legs. The guidelines identified in the present study can be utilized in manufacture and installation of computer workstations.

Table 6.2. Design guidelines for computer workstation (ANSI, 2007)

Classification	Guidelines	
General	Pinch point	Avoided by means of design or guarding
	Adjustment control	<ul style="list-style-type: none"> <li>● No interfere with user's activities or pose hazard during use</li> <li>● Usable by users while in the relevant reference posture</li> </ul>
		Stability
	Finish of furniture	<ul style="list-style-type: none"> <li>● Work surface: radii of at least 3 mm</li> <li>● Other furniture: radii of at least 2 mm</li> </ul>
		Leg clearance
Table	Depth and width	<ul style="list-style-type: none"> <li>● Allow a viewing distance of at least 50 cm</li> <li>● Allow positioning of the monitor so that the gaze angle to the center of the screen ranges between 15 and 20 degrees</li> </ul>
		Edge
Seat	Backrest	Sufficiently tall and wide
	Armrest	<ul style="list-style-type: none"> <li>● Maintain a good thermal balance</li> <li>● Not create excessive pressure points</li> </ul>
		<ul style="list-style-type: none"> <li>● Not irritate or abrade the skin</li> <li>● Be able to detached from the chair if necessary to fit the workplace</li> </ul>
Monitor	<ul style="list-style-type: none"> <li>● A minimum viewing distance of 50 cm</li> <li>● Be designed so as to allow placement of the monitor's viewing area below the user's horizontal eye height</li> </ul>	
Input device	Adjust in height (or a combination of height and tilt)	

### **6.1.2. Step 2: Generation of RHMs**

To compare the performances of the RHM-generation methods in an ergonomic design, five groups of RHMs were created using five RHM-generation methods (Percentile, Square, Circular, Rectangular, and BZ Methods). The RHMs were generated to accommodate 90% of the learning set ( $n = 2,980$ ) selected from the US Army data (Gordon et al., 1998). The numbers of the RHMs generated by the five methods were three (Percentile Method), nine (Square and Rectangular Methods), 19 (Circular Method), and 34 (BZ Method).

### **6.1.3. Step 3: Development of design equations**

Design equations for computer workstation design were formulated by applying a three-step process: 1) relationship analysis between the workstation design dimensions and anthropometric dimensions, 2) development of design equations, and 3) validation of the design equations. In the first step, relationships between the design dimensions and anthropometric dimensions were identified by DSM analysis (Table 6.3). To conduct the DSM analysis, the design dimensions and anthropometric dimensions were placed in the row and column of a matrix. Next, a symbol (○) was used to mark the cells at intersections of rows of design dimensions and columns of anthropometric dimensions that are related to the design of the corresponding dimension. For example, the cell intersecting the row that represents seatpan width (DD1) and the column that represents hip breadth (DB7) was marked because DB7 is related to design of DD1.

In the second step, design equations were formulated based on the identified relationships between the design dimensions and anthropometric dimensions (Table 6.4). For example, the design equation of seatpan height (DD3) was developed as “ $BD10 \times \sin(AD5) + 2.5 \text{ cm}$ ” where BD10 is popliteal height, AD5 is knee flexion angle, and 2.5 cm is an allowance for shoes. The allowances used in the present study were adapted from ANSI (2007).

Table 6.3. Relationship between design dimensions and anthropometric dimensions

Design dimension	Code	Body dimension											Angular dimension*				
		Trunk			Arm			Hip	Leg				Trunk	Shoulder		Elbow	Knee
		Abdominal extension depth	Acromial height	Bideltoid breadth	Forearm breadth	Forearm-to-forearm breadth	Span**	Hip breadth	Buttock-popliteal length	Thigh clearance	Popliteal height	Foot length	FE(+)	FE(+)/EX(-)	AB(+)/AD(-)	FE(+)	FE(+)
		BD1	BD2	BD3	BD4	BD5	BD6	BD7	BD8	BD9	BD10	BD11	AD1	AD2	AD3	AD4	AD5
Seat-pan	Width	DD1					○										
	Depth	DD2						○									
	Height	DD3						○		○							○
Seat-back	Width	DD4		○													
	Length	DD5		○													
Arm-rest	Width	DD6			○												
	Length	DD7					○										
	Height	DD8		○			○					○	○	○	○		
	Clearance	DD9				○											
Leg-room	Width	DD10					○										
	Height	DD11						○	○								○
	Depth	DD12	○						○		○	○					○
Table	Width	DD13		○													
	Height	DD14		○			○		○		○		○	○	○	○	

\* FE: flexion motion, EX: extension motion, AB: abduction motion, and AD: adduction motion

\*\* Span (BD6) is used in the estimation of humeral link and forearm link length



Table 6.4. Design equations of computer workstation design (unit: cm)

Design dimension		Code	Design equation*	Allowance (ANSI, 2007)
Seatpan	Width	DD1	$BD7 + 2.5$	2.5
	Depth	DD2	$BD8 - 1$	1
	Height	DD3	$BD10 \times \sin (AD5) + 2.5$	2.5
Seatback	Width	DD4	$BD3$	-
	Length	DD5	$BD2$	-
Armrest	Width	DD6	$BD4$	-
	Length	DD7	$BD6$	-
	Height	DD8	$BD2 \times \cos (AD1) - BD6 \times \cos (AD2) \times \cos (AD3)$	-
	Clearance	DD9	$BD5$	-
Legroom	Width	DD10	$BD7 + 2.5$	-
	Height	DD11	$BD10 \times \sin (AD5) + BD9 + 5$	5
	Depth	DD12	$BD8 + BD10 \times \cos (AD5) + BD11 + 2.5 - BD1$	2.5
Table	Width	DD13	$BD3 + 2.5$	2.5
	Height	DD14	$DD8 + BD2 \times \cos (AD1) - BD6 \times \cos (AD2) \times \cos (AD3) - BD6 \times \cos (AD4)$	-

\* Abbreviations are the same as Table 6.3.

In the last step, the design equations were validated by comparing values calculated by the design equations and measured using CAD software (Rhino<sup>®</sup>). To evaluate the design equations, the values calculated by the design equations were compared with the values measured by visualizing an average linkage person with the anatomical standard

sitting posture in CAD software (Figure 6.2). Evaluation results showed that the differences between the values from the design equations and CAD software were no greater than 0.1 cm for all of the workstation dimensions. This difference may be due to rounding error.

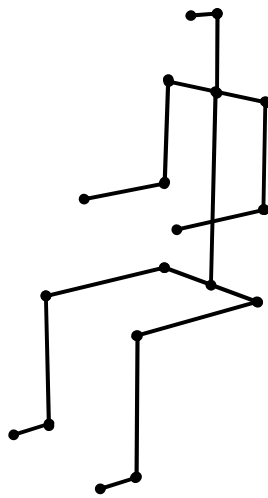


Figure 6.2. An average linkage person visualized in Rhino®

#### 6.1.4. Step 4: Determination of design values

Depending on the posture-relatedness of a given workstation dimension, deterministic method or simulation method were applied to determine the design value of computer workstation. If the size of a design dimension is not affected by usage posture, this dimension is designed using a deterministic method, which determines the design value by inputting the body sizes of the RHMs into the design equation. Conversely, if the size of a design dimension is affected by usage posture, this dimension is designed using simulation method, which simulates the RHMs' postures and finds an optimal design value.

### 6.1.4.1. Deterministic method

Based on the ergonomic design principle of a design dimension, the direct design method selected the design value of the dimension from the design value candidates that were calculated by inputting the body sizes of RHMs into the corresponding design equation. For example (Figure 6.3), the design value of seatpan width (DD1) was selected as 43.7 cm based on its ergonomic design principle (design for upper extreme person) from the calculated design value candidates (e.g., 37.8, 37.3, and 43.7 cm).

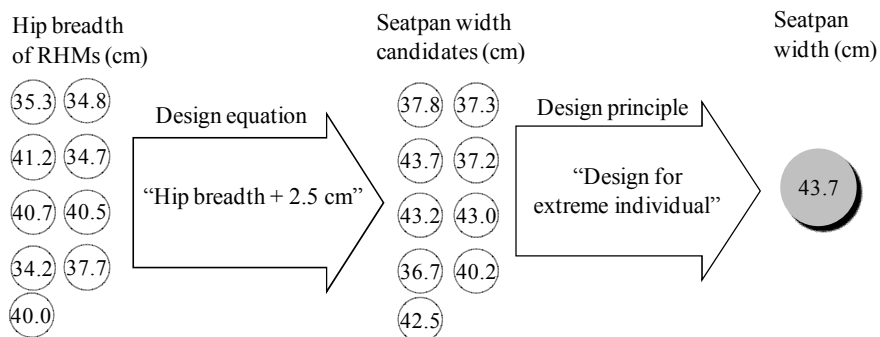


Figure 6.3. Determination process of the design value of seatpan width using direct design method

### 6.1.4.2. Simulation method

The postural simulation method determined the design value of a workstation dimension by applying a three-step process (Figure 6.4) that simulates the posture of the RHMs for various design value candidates. In the first step, three kinds of information (linkage human model, loss function, and postural simulation range) were defined for postural simulation. First, to simulate the posture of the RHMs, linkage human models (

Figure 6.5) were developed by converting the body sizes of the RHMs into linkage sizes using body-to-link (BL) conversion ratios (Table 6.5) provided in SAE (1991) and Human Scale (1980). For example, the size of the humeral link (LD2) is calculated by

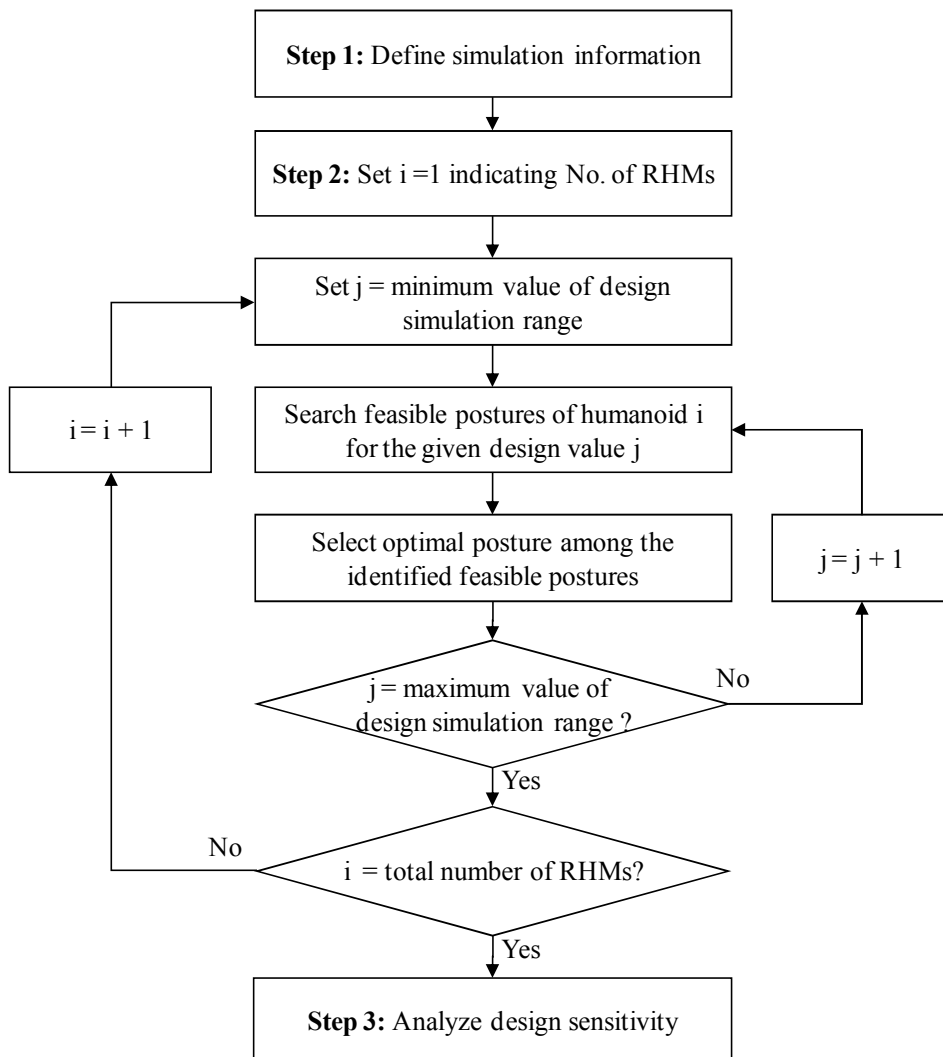


Figure 6.4. A postural simulation process to determine an optimal design value

Table 6.5. BL ratios used to convert body sizes into corresponding link sizes (SAE, 1991; Human Scale, 1980)

Linkage dimension		Body dimension		BL ratio
Variable	Code	Variable	Code	
Shoulder pivot width	LD1	Bideltoid breadth	BD3	0.77
Humeral link	LD2	Span	BD6	0.16
Forearm link	LD3	Span	BD6	0.16
Trunk link	LD4	Acromial height	BD2	0.91
Hip pivot width	LD5	Hip breath, sitting	BD7	0.49
Femoral link	LD6	Buttock-popliteal length	BD8	0.89
Shank link	LD7	Popliteal height	BD10	0.90
Ankle-to-toe	LD8	Foot length	BD11	0.75
Ankle pivot to floor	LD9	Popliteal height	BD10	0.20
HP-Seat vertical	LD10	Thigh clearance	BD9	0.50
HP-Seat horizontal	LD11	Buttock-popliteal length	BD8	0.28

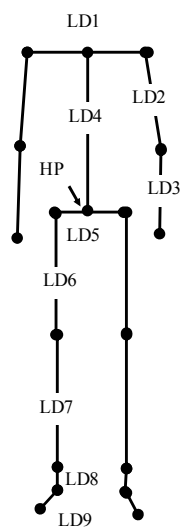


Figure 6.5. Linkage human model for computer workstation design  
(Abbreviations are the same as Table 6.5)

multiplying span (BD6) by a BL ratio of 0.16. Second, loss functions for each joint motion were defined by referring to design reference postures and comfortable ranges of motions (Table 6.6) for computer workstation provided in previous studies (Chaffin and Andersson, 1984; Karlqvist et al., 1996; Cushman, 1984; Grandjean et al., 1983; Miller and Suther, 1983; Weber et al., 1984; Hedge et al., 1995; Rempel and Horie, 1994; and Weiss et al., 1995). The loss function converted joint angles of the RHMs into loss scores which indicate postural load of a given posture. The loss score of the present increased linearly as joint angle departed from the reference posture (Figure 6.6). Lastly, postural simulation ranges for each joint motion were restricted to be within the comfortable ranges of motions. For example, the range of elbow flexion motion was restricted to be within 70° ~ 135°.

Table 6.6. Reference posture and comfortable range of motions for computer workstation use\*

	Classification	Reference posture	Comfortable range of motion (°)
Trunk	Flexion(+)	90	[90, 120]
Shoulder	Flexion(+)/ extension(-)	0	[0, 25]
	Abduction(+)/ adduction(-)	0	[0, 25]
Elbow	Flexion(+)	90	[70, 135]
Knee	Flexion(+)	90	[70, 110]**

\* Source: BSR/HFES 100 (2002), Chaffin and Andersson (1984), Karlqvist et al. (1996), Cushman (1984), Grandjean et al.(1983), Miller and Suther (1981), Weber et al. (1984), Hedge et al.(1995), Keir et al. (1995), Rempel and Horie (1994), Weiss et al. (1995)

\*\* Assumed in this study

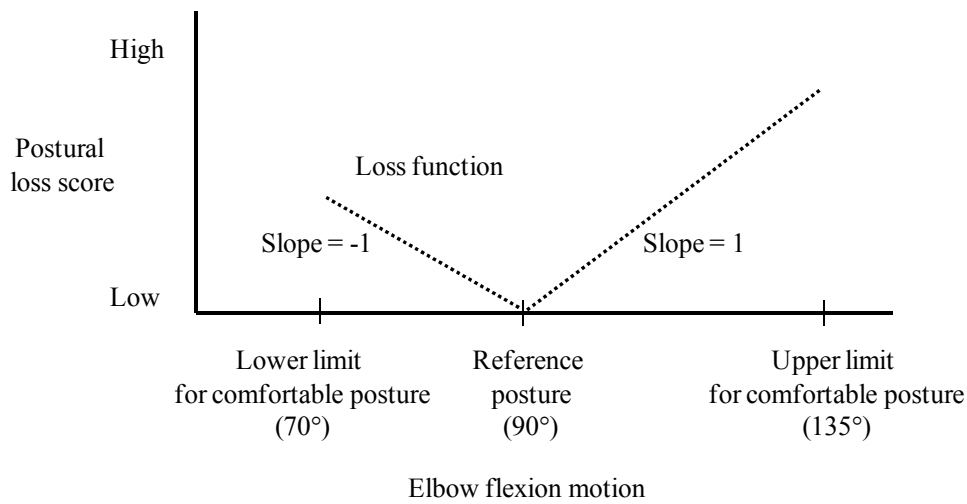


Figure 6.6. Loss function for elbow flexion motion

In the second step, postural simulation analysis was conducted based on the information defined in the first step. The simulation analysis found feasible postures of the linkage human models for various design value candidates and converted the feasible postures into loss scores by applying the loss functions. For example, in seat height simulation, the feasible postures of the linkage human models for various seat heights (30 cm ~ 60 cm) were found and the loss scores for each seat height were calculated. For efficient simulation and posture visualization of the linkage human models, simulation software was developed (Figure 6.7).

In the last step, an optimal design value was determined by design sensitivity analysis of the loss scores identified in the second step. The design sensitivity analysis visualizes a distribution of the loss scores for various design values (Figure 6.8). Based on the result of this analysis, the optimal design value was determined by a two-step process: 1) determination of the best design values for each RHM and 2) determination of the optimal design value for the group of RHMs. First, the best design values for each RHM were determined by minimizing the loss scores based on the design sensitivity analysis result. For example (Figure 6.8), the best design values of seatpan and table

height dimensions for an RHM were 42 cm and 59.5 cm, respectively. Next, the optimal design value for a group of RHMs was determined from the best design values obtained for each RHM by considering the design principle of the design dimension. For example, in seat height, for which the design principle is design for adjustable range, the adjustable range is determined as 38.3 cm ~ 48.9 cm to accommodate the best design values (e.g., 38.3 cm, 42 cm, and 48.9 cm) of each RHM.

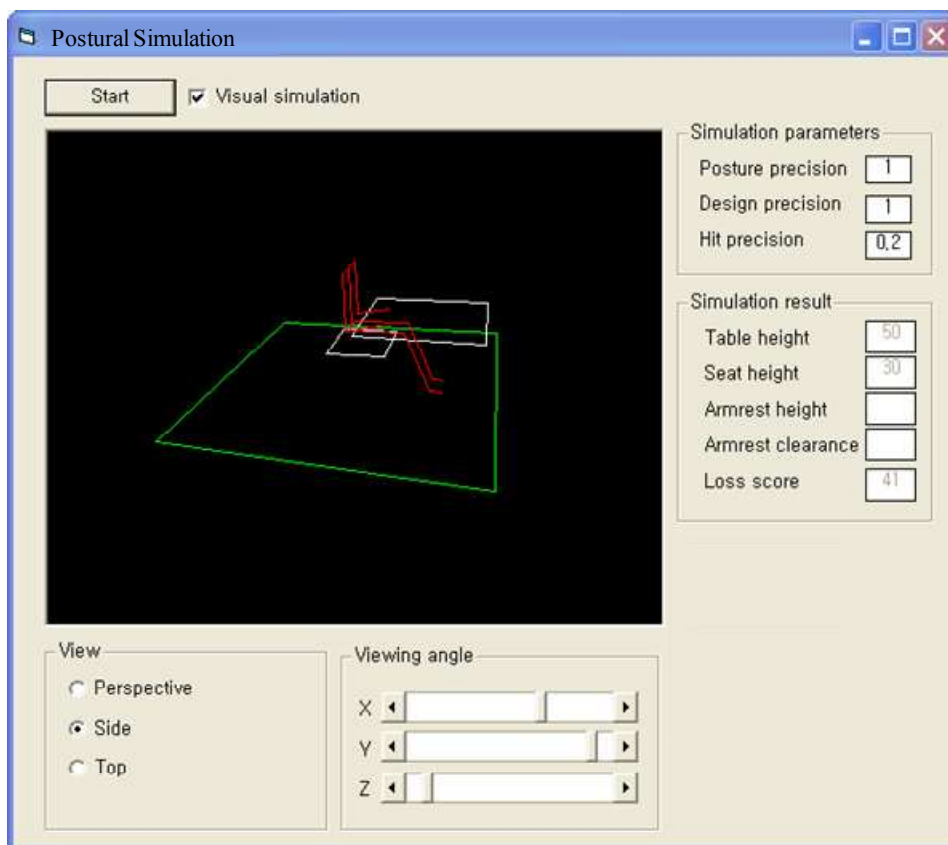


Figure 6.7. Simulation software for computer workstation design



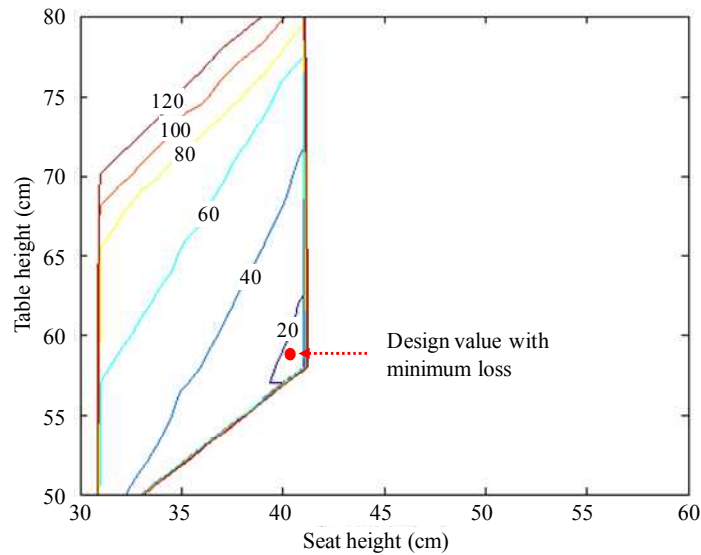


Figure 6.8. Design sensitivity analysis for seat and table heights

## 6.2. Evaluation of the RHM-generation methods

To evaluate the designs, maximum differences (MD) of the design values determined by the five RHM-generation methods varied from 0.5 cm (6%) to 10.2 cm (62%) depending on design dimensions. For example (Table 6.7), MD of seat width (DD1) was small, i.e., 3.2 cm (6.9%); but MD of the adjustable range of seatpan height (DD3) was large, i.e., 8.6 cm (44.8%).

Most of the design values derived in the present study were similar to the design values of standards and products on the market; however, discrepancies in some dimensions occurred due to differences in design concepts. The design values of the present study were compared to the design values of five standard designs (ANSI, EU, CEN, DIS, and SS) and two products (OH2320B, Livart, Korea; OH3250BU, Neoce, Korea) on the market (Table 6.8). Most of the design values were similar to each other; but some of the design values differed. For example, the design values of seatback length (DD5) of the present study ranged from 62.2 to 66.5 cm depending on the RHM-

generation method used; but, the design value (45 cm) of ANSI was significantly smaller. In addition, the difference between the seatback lengths of the two products (45 cm and 60 cm) was large. This discrepancy may be due to use of different design concepts for seatbacks.

Table 6.7. Computer workstation design values of the RHM-generation methods (unit: cm)

Dimensions	Code	Generation methods (cm)					Maximum difference			
		Percentile	Square	Circular	Rectangular	BZ	Value	%		
Seat-pan	Width	DD1	44.9	43.5	46.3	45.8	46.7	3.2	6.9	
	Depth	DD2	43.5	43.5	42.0	40.2	41.9	3.3	7.6	
		Min		38.3	37.9	36.4	33.8	37.1	4.5	11.7
	Height	Max	DD3	48.9	48.8	50.4	53.0	52.5	4.2	7.9
		Range		10.6	10.9	14.0	19.2	15.4	8.6	44.8
Seat-back	Width	DD4	41.8	41.5	42.8	44.3	45.1	3.6	8.0	
	Length	DD5	63.4	62.2	63.6	65.8	66.5	4.3	6.5	
Arm-rest	Width	DD6	4.7	4.7	4.9	5.2	5.0	0.5	9.6	
	Length	DD7	30.8	30.6	31.7	32.8	33.0	2.4	7.3	
		Min		22.0	22.3	21.4	20.7	18.4	3.9	17.5
	Height	Max	DD8	26.8	26.6	27.5	28.3	29.7	3.1	10.4
		Range		4.9	4.3	6.2	7.6	11.3	7.0	61.9
Clearance	DD9	43.4	42.0	44.8	44.3	45.2	3.2	7.1		
Leg-room	Width	DD10	49.9	48.5	51.3	50.8	51.7	3.2	6.2	
	Depth	DD11	56.6	60.2	63.0	65.1	66.8	10.2	15.3	
	Height	DD12	67.5	66.4	68.3	71.4	69.8	5.0	7.0	
Table	Width	DD13	67.5	66.8	68.9	73.6	68.5	6.8	9.2	
	Min		52.6	53.0	51.1	47.9	52.8	5.1	9.6	
	Height	Max	DD14	67.5	66.4	68.3	71.4	69.8	5.0	7.0
		Range		14.9	13.4	17.2	23.5	17.1	10.1	43.0

Table 6.8. Benchmarking of computer workstation designs

Dimensions	Code	Computer workstation design standard*					Product***		
		ANSI	BS	CEN	DIN	SS	A	B	
Width	DD1	46<**	41	40<	40 ~ 45	42<	46	48.5	
Seat-pan Height	Depth	DD2	43>	36 ~ 47	38 ~ 47	38 ~ 42	38 ~ 43	41	45
	Min		38	43	39	42	43	43	42
	Max	DD3	56	51	54	54	50	50	48
	Range		18	8	15	12	7	7	6
Seat-back	Width	DD4	36<	30 ~ 36	36 ~ 40	36 ~ 40	36 ~ 40	41.5	46.5
	Length	DD5	45<	-	-	-	-	45	60
Arm-rest	Width	DD6	-	4	4<	-	4<	5	4.8
	Length	DD7	-	22	20<	20 ~ 28	20<	37	34
	Min		17	16	21	21	19	19	21
	Max	DD8	27	23	25	25	25	-	-
Clearance	DD9	46<	47 ~ 56	46 ~ 50	48 ~ 50	46	50	50	
Leg-room	Width	DD10	52	-	-	-	-	60	120
	Depth	DD11	60	-	-	-	-	46	70.5
	Height	DD12	50 ~ 72	-	62<	62<	61<	60	70
Table	Width	DD13	70<	-	-	-	-	60	120
	Min		50	-	60	60	62	62	73
	Max	DD14	72	-	68	68	67	-	-
	Range		22	-	8	8	-	-	-

\* ANSI: American National Standards Institute, BS: British Standard, CEN: European Standard, DIN: German Standard, SS: Swedish Standard

\*\* 46< means 46 cm or higher

\*\*\* Product information: A (OH2320B, Livart, Korea), B (OH3250BU, Neoce, Korea)

The UAPs of the BZ Method ranged from 96% to 99.9%, which exceeded the target percentage (90%) (Table 6.9). On the other hand, some UAPs of the existing RHM-generation methods were below the target percentage. For example, using the Percentile Method, the UAP of seatpan width (DD1) was 95.9% which was greater than the target percentage; but that of legroom depth (DD11) was 64.9% which was smaller than the target.

Table 6.9. Univariate accommodation percentages of the RHM-generation methods\*

Design dimensions	Code	Generation methods					
		Percentile	Square	Circular	Rectangular	BZ	
Seat-pan	Width	DD1	95.9	89.1	97.9	97.3	98.7
	Depth	DD2	94.8	94.8	98.6	99.9	98.7
	Height	DD3	90.4	90.7	97.0	99.9	98.3
Seat-back	Width	DD4	95.2	93.9	98.6	99.9	99.9
	Length	DD5	95.6	90.5	95.9	98.8	99.6
Arm-rest	Width	DD6	95.4	95.4	98.2	99.7	99.4
	Length	DD7	94.6	93.3	98.3	99.9	99.9
	Height	DD8	60.2	55.3	72.6	83.8	97.6
	Clearance	DD9	95.9	89.1	97.9	97.3	98.7
Leg-room	Width	DD10	95.9	89.1	97.9	97.3	98.7
	Depth	DD11	64.9	94.9	97.9	99.7	99.9
	Height	DD12	95.1	91.7	97.5	99.8	96.9
Table	Width	DD13	94.3	93.3	97.0	99.7	96.0
	Height	DD14	90.8	90.3	91.3	93.6	95.8

\* The cell is shaded when the accommodation percentage for the design dimension is below the target percentage.

A systematic analysis on the generated RHMs identified two variables as those affecting the UAPs of the existing RHM-generation methods. These variables were: number of anthropometric dimensions (NA), and affiliation characteristics of anthropometric dimensions to the factors (AC). NA negatively related to UAP. For example, using the Percentile Method, seat width (DD1) which was designed by a single anthropometric dimension (hip breadth) had high UAP (96%); however, legroom depth (DD11) which was designed by three anthropometric dimensions (upper leg length, lower leg length, and foot length) had low UAP (65%). AC, which is a binary variable indicating whether or not the anthropometric dimensions applied to design of a workstation dimension have similar factor loading patterns, was also negatively related to UAP. For example, using the Square Method (Table 6.10), legroom height (AC = 0; DD12) designed by popliteal height (BD10) and thigh clearance (BD9) having different factor loading patterns had high UAP (91.7%); however, armrest height (AC = 1; DD8) designed by acromial height (BD2) and upper arm length (estimated by span (BD6) using a BL ratio) having similar factor loading patterns had low UAP (55.3%).

Statistical significance of the two variables was analyzed (Table 6.11) by multiple stepwise regression analysis ( $P_{in} = 0.05$ ,  $P_{out} = 0.1$ ). NA was significant in the Percentile Method ( $F(1,11) = 5$ ,  $p = 0.047$ ) and negatively ( $b_l = -15.3\%$ ) related to UAP. On the other hand, AC was significant in the Square ( $F(1,12) = 224$ ,  $p < 0.001$ ), Circular ( $F(1,12) = 151$ ,  $p < 0.001$ ), and Rectangular ( $F(1,12) = 59$ ,  $p < 0.001$ ) Methods and negatively related ( $b_l = -37.1\%$ ,  $-25.1\%$ , and  $-15.4\%$ , respectively) to UAP. NA and AC were not significant in the BZ Method.

The MAP of the BZ Method satisfied the target percentage, but those of the existing boundary methods did not. The MAP of the BZ Method for all of the workstation dimensions was 89%, which is close to the target percentage (90%). However, the MAPs were 25% for the Percentile Method, 33% for the Square Method, 63% for the Circular Method, and 80% for the Rectangular Method. These results indicate that a greater than expected proportion of the users must adjust their postures to fit workstations designed by the existing RHM-generation methods.

Table 6.10. Factor loading for eleven anthropometric dimensions \*

Anthropometric dimension	Code	Factor1	Factor2	Factor3
Forearm breadth	BD4	-0.90	-0.10	-0.30
Span	BD6	-0.89	0.35	0.17
Foot length	BD11	-0.88	0.27	0.04
Forearm-to-forearm breadth	BD5	-0.82	-0.25	-0.35
Popliteal height	BD10	-0.82	0.47	0.19
Bideltoid breadth	BD3	-0.82	0.18	-0.16
Buttock-popliteal length	BD8	-0.73	0.10	0.61
Acromial height	BD2	-0.72	0.03	-0.20
Thigh clearance	BD9	-0.67	-0.54	-0.05
Abdominal extension depth	BD1	-0.57	-0.66	-0.02
Hip breadth	BD7	-0.18	-0.79	0.43

\* Cell is shaded if the absolute value of the cell is greater than 0.5.

Table 6.11. Factors affecting UAPs of the RHM-generation methods

RHM-generation methods	Regression equation	Adj $R^2$
Percentile Method	$110 - 15.3 \times NA^*$	70.8
Square Method	$92.4 - 37.1 \times AC^{**}$	94.3
Circular Method	$97.7 - 25.1 \times AC$	98.8
Rectangular Method	$99.2 - 15.4 \times AC$	93.3
BZ Method	NS***	-

\* NA = number of anthropometric dimensions (N>0)

\*\* AC = 0 (different factor loading pattern) or 1 (similar factor loading pattern)

\*\*\* Not significant at  $\alpha = 0.05$

## **Chapter 7**

### **DISCUSSION**

#### **7.1. Multivariate evaluation protocol development**

The multivariate evaluation protocol developed in the present study has four characteristics and utilities. First, the evaluation protocol can comprehensively evaluate the performances of RHM-generation methods for various sets of anthropometric dimensions. Previous studies used a particular set of anthropometric dimensions in evaluation of RHM-generation methods. For example, Meunier (1998) considered the six anthropometric dimensions related to cockpit design, and McCulloch et al. (1998) used the five anthropometric dimensions related to garment size system development. On the other hand, the evaluation protocol can consider various anthropometric dimensions in evaluation.

Second, the evaluation protocol includes a step that separates the original anthropometric data into two subsets (learning and testing sets) to avoid evaluation bias. Previous studies (Meunier, 1998; Zheng et al., 2007) used the same anthropometric samples in RHM generation and evaluation. However, the RHM generation and evaluation should be conducted on separate samples to avoid evaluation bias (Hawkins et al., 2003). Hence, the evaluation protocol randomly divides the original anthropometric data ( $n = 3,982$ ) into learning ( $n = 2,982$ ) and testing ( $n = 1,000$ ) sets by applying Holdout validation method (Wikipedia, 2008a; Blum et al., 1999).

Third, the evaluation protocol can be utilized in examining variables that affect the performances of RHM-generation methods. Meunier (1998) discussed the effect of data reduction techniques on the performances of the existing RHM-generation methods. However, a scientific investigation on variables that affect the performances has not been made, yet. The evaluation protocol proposed in the present study can be used in the investigation of statistical relationships between the variables and performances because

this protocol can quantify the performances.

Lastly, the evaluation results obtained using the evaluation protocol can be utilized to compare and understand the performances of the existing RHM-generation methods. Anthropometric designers have encountered difficulties in selecting an RHM-generation method because a comparison study among the existing methods was lacking (Jung et al., 2008a). Therefore, the evaluation results for the existing methods can be used as reference information when a designer selects an RHM-generation method that is appropriate to a specific design problem.

One limitation of the evaluation protocol is that significant differences may occur between two MAPs calculated in anthropometric dimension and design dimension using the evaluation protocol. The MAP of the BZ Method obtained in anthropometric dimension was 91%, which is similar to 89% obtained in design dimension. However, the MAPs of the existing RHM-generation methods calculated in anthropometric dimension were greater than those calculated in design dimension. For example, the MAP of the Circular Method calculated in anthropometric dimension was 82%, which is greater than 63% calculated in design dimension. These differences are apparent when the generated RHMs cannot represent the size diversity in combinations of anthropometric dimensions because the values of design dimensions are determined by mathematical combinations of anthropometric dimensions.

## **7.2. Classification taxonomy for RHM-generation methods**

The classification taxonomy proposed in the present study has two significance and utilities. First, the classification taxonomy can specifically classify the RHM-generation methods depending on their characteristics. HFES 300 (2004) classified the existing RHM-generation methods into three types according to the locations of RHMs: 1) central case, 2) boundary case, and 3) distributed case. As characteristic analysis for the existing methods identified in Section 4.1, the existing methods have different characteristics in terms of the location of RHMs, the shape of accommodation envelope, and the formation



techniques of the envelope. The classification taxonomy, which specifically classifies the existing methods, better highlights the distinctive properties of each method than that of HFES 300 (2004).

Second, the classification taxonomy and results can be used when a designer selects a RHM-generation method that is appropriate to a specific design problem. HFES 300 (2004) provided a decision tree (Figure 7.1) that selects a relevant RHM-generation method by responding to simple questions. However, the decision tree is limited to choose the type of generation method (e.g., boundary cases or distributed cases). On the other hand, the taxonomy and results in the present study provide detailed information on the characteristics and statistical techniques applied. Hence, the taxonomy and results can be used as reference information when an anthropometric designer selects a relevant RHM-generation method.

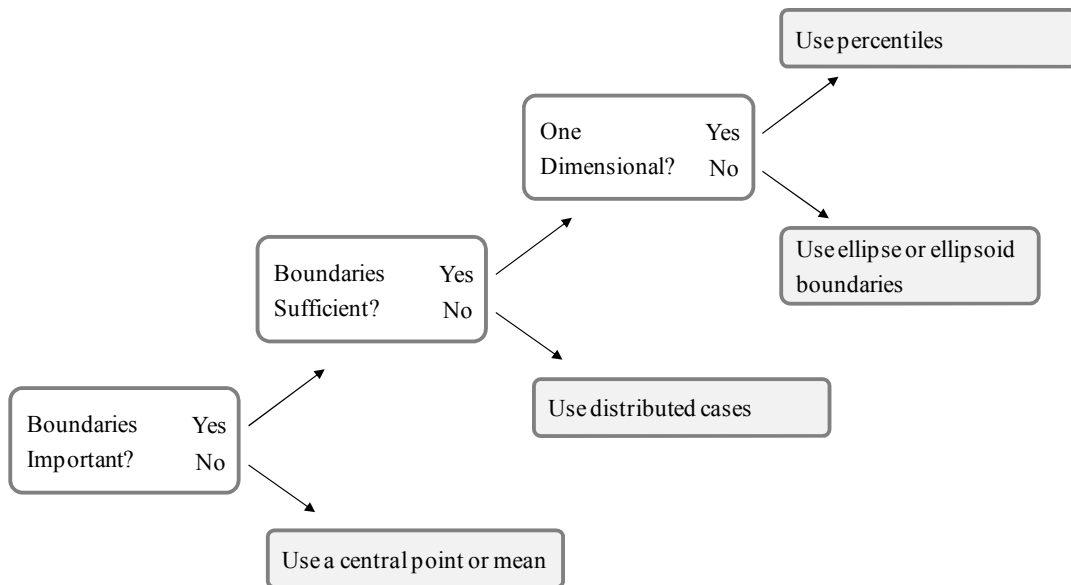


Figure 7.1. Decision tree to select a relevant RHM-generation method that is appropriate to a design problem (HFES 300, 2004)

### **7.3. BZ Method development**

The BZ Method proposed in the present study has seven characteristics and benefits. First, the BZ Method uses the normalized squared distance in identifying the BZ that accommodates a designated percentage of the population. The existing RHM-generation methods (Bittner et al., 1987; Kim and Whang, 1997; Meindl et al., 1993) used data reduction techniques to form a boundary in the space defined by the factors (or key dimensions). On the other hand, the BZ Method uses the normalized squared distances of each anthropometric case, which follow the Chi-squared distribution with degrees of freedom equal to the number of variables  $n$  (Johnson and Wichern, 1988).

Second, the BZ Method applies cluster analysis for the cases within the BZ to minimize the generation number of RHMs. Because some cases within the BZ have similar body sizes, the homogenous cases should be grouped. The BZ Method uses K-means cluster algorithm to grouping the homogenous cases into clusters. An appropriate number of clusters, which is an input parameter of K-means cluster algorithm, is determined based on in-depth analysis of MAPs as the number of clusters increased.

Third, the RHMs generated by the BZ Method appropriately represent the size diversities of the people who lie within the BZ. The evaluation results in Chapter 5 and Chapter 6 indicate that the RHMs generated by the existing RHM-generation methods are lacking in representation of the size diversities for the pairs of anthropometric dimensions having similar factor loading patterns. However, the RHMs of the BZ Method adequately represent the size diversities of the population for any pair of anthropometric dimensions.

Fourth, the sizes of RHMs generated by the BZ Method are within the size ranges of the population. The existing RHM-generation methods estimate the sizes of RHMs using the factor scores defined in the space of the factors (Kim and Whang, 1997). This estimation process may contribute to generate smaller or larger RHMs than the size ranges of the population. However, the BZ Method selects the nearest real people to each cluster centroid as the RHMs to guarantee that their sizes are within the size ranges of the population.

Fifth, the BZ Method achieves the designated accommodation percentage. The evaluation results in Chapter 5 show that the existing RHM-generation methods are under- or over-accommodated than the designated percentage. For example, the Square Method accommodated 49%, which is less than the target percentage (90%), but the Rectangular Method accommodated 96%, which is greater than the target. However, the BZ Method accommodated 91%, which is the closest to the target.

Sixth, the BZ method is required to apply for various anthropometric data to investigate its applicability to other anthropometric data. The present study only applied the BZ method to the US Army data (Gordon et al., 1988); however, the body sizes can significantly vary depending on demographic characteristics (e.g., race and age) of the population (Wickens et al., 2004). Therefore, to confirm the applicability, the BZ method should be applied to various anthropometric data such as Size Korea and CAESAR.

Lastly, the MAPs of the BZ Method are robust regardless of the evaluation conditions of anthropometric dimensions. The MAPs of the existing RHM-generation methods largely varied. For example, the MAPs of the Square Method ranged from 30% to 70% (SD = 8.2%) depending on evaluation conditions. However, the MAPs of the BZ Method ranged from 90% to 92% (SD = 0.6%), which is narrower than those of the existing methods.

The BZ Method has five limitations. First, the BZ Method requires a large anthropometric database on the target population. The existing RHM-generation methods generate RHMs using summary statistics of the target population (e.g., mean, SD, and covariance matrix). For example, the Square Method uses a covariance matrix to conduct Factor Analysis and applies mean and SD of the target population to convert the standard normal scores to the body sizes (Bittner, 2000). However, the BZ Method needs a raw data of the target population to indentify the cases within the BZ that accommodates a designated percentage.

Second, the BZ Method requires a tolerance percentage (e.g.,  $\pm 1\%$ ) to form a BZ. If the tolerance percentage is small, the cases within the BZ are too small to represent the target population. Conversely, if the tolerance percentage is large, unnecessary cases,

which are far apart from the boundary of a designated percentage, are included in the candidates of RHMs. An appropriate tolerance percentage should be decided by considering various technical aspects such as size of anthropometric database. For example, the larger the anthropometric database, the smaller the required tolerance; the opposite becomes true for the small database.

Third, the BZ Method generates larger number of RHMs than those of the existing RHM-generation methods. The number of RHMs affects its applicability to ergonomic design and evaluation in a digital environment because the existing DHM systems require much time and effort in creating digital humanoids and generating operating postures (Blome et al., 2006). The evaluation results in Chapter 5 show that the BZ Method creates large number of RHMs (mean = 48, SD = 29), and this number significantly increases as the number of anthropometric dimensions increases.

Fourth, the BZ Method cannot analyze morphological characteristics of the RHMs generated. On the other hand, the existing RHM-generation methods can classify RHMs according to their morphological characteristics because the methods use factor analysis. For example, the RHMs generated in Hudson et al. (2006) can be classified according to the locations of the RHMs in the space defined by the factors (Figure 7.2).

Lastly, violation of the normality assumption in the BZ Method has a minor effect on MAP if the difference between a designated percentage and an achieved percentage by the normalized squared distance is less than 2%. The BZ Method assumes that the distributions of anthropometric dimensions are the normal distribution to identify a boundary that accommodates a designated percentage of the population. However, the normality tests in the present study reveal that most of the anthropometric dimensions do not statistically fit the normal distribution. In the present study, the differences between the designated percentage and the achieved percentages were less than 2% for 21 evaluation conditions of anthropometric dimensions. Hence, the BZ Method appropriately forms a boundary if the difference is less than 2%. However, a comprehensive future research is needed to develop a quantitative guideline that can be used to judge whether the BZ Method can apply or not.

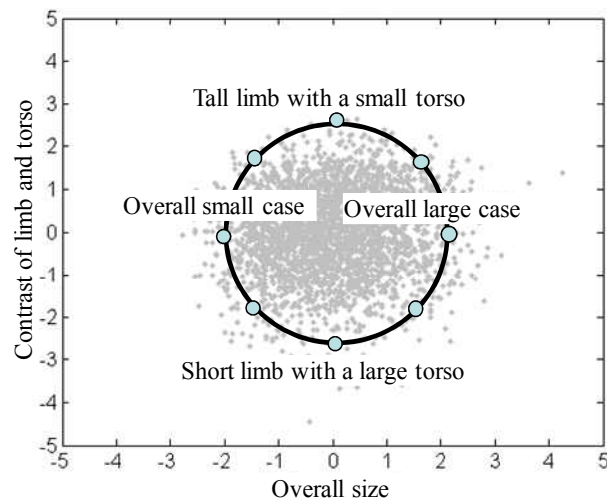


Figure 7.2. Morphological characteristics of RHMs (Hudson et al., 2006)

## 7.4. Characteristics of existing RHM-generation methods

### 7.4.1. Boundary methods

The present study found ten characteristics or limitations of the existing boundary RHM-generation methods. First, the MAP of the Square Method is positively related to percent variance explained (PV), which is determined by Factor Analysis. The regression equation  $(-123.0 + 2.06 \times PV)$  of the Square Method indicates that the MAP increases 2.06% as PV increases. It implies that selection of the factors that explain larger variability of the original data is important in the Square Method.

Second, the MAPs of the Rectangular and Circular Methods are positively related to the number of factors (NF). For example, the regression equation  $(56.9 + 5.27 \times NF)$  of the Circular Method indicates that the MAP increases 5.27% as NF increases. This phenomenon may be caused by two reasons. The first reason is that NF relates to the size

of the boundary, which affects the MAP (Hudson et al., 2006). For example, using the Circular Method, the average of circle radiuses was 1.75 (SD = 0.02) for two factors, but 2.01 (SD = 0.43) for three factors. The other reason is that NF relates to PV because the more the number of factors extracted, the more the variance explained.

Third, the number of RHMs generated by the existing RHM-generation methods depends on how many points are selected at the boundary in the space defined by the factors. The Square and Rectangular Methods generate smaller number of RHMs than that of the Circular Method. However, the number of RHMs can be changed by creating more RHMs at the boundary. For example, the Square Method can generate RHMs at the corners of the square and the midpoints of its edges. Conversely, the Circular Method can reduce the number of RHMs by generating RHMs at the points of every 90° of the circle instead of the points of every 45° (Hudson et al., 2006).

Fourth, the MAPs of the existing RHM-generation methods are not changed although the number of RHMs generated increases. The effect of numbers on MAP, which is identified in the Section 5.2.1, indicates that the MAPs of the existing methods are unchanged even if the more number of RHMs is generated at the mid-points of a boundary in the space defined by the factors. This phenomenon occurs because the existing methods already include the extreme points of a boundary, and the size of a boundary remains the same.

Fifth, the size of RHMs in the existing RHM-generation methods can be determined by either of two ways: 1) case estimation, and 2) the nearest neighbor selection. The existing methods estimated the sizes of RHMs by multiplying a factor loading matrix by a factor score matrix (Bittner et al., 1987; Bittner, 2000; Kim and Whang, 1997; Meindl et al., 1993). However, the sizes of RHMs can be selected to be the real people who are the nearest to each estimated case.

Sixth, the sizes of RHM generated by the Rectangular Method are outside the ranges of the target population, but it may be prevented by adjusting the size of a boundary formed in the space of factors. The size of a boundary in the Rectangular Method can be easily changed by adjusting the weights of each factor, which are determined by a

designer. Kim and Whang (1997) demonstrated their method with the weight factor of  $1/\sqrt{\lambda_i}$  (where  $\lambda_i$  is eigen value of factor  $i$ ). According to the weighting system used, the edge length of an axis (factor) of a rectangular boundary becomes larger as the axis has higher eigen value. For example, the edge lengths of the prism in the Section 4.2.1.1 were 4.48 ( $\lambda_1 = 4.48$ ), 4.24 ( $\lambda_2 = 2.47$ ), and 4.02 ( $\lambda_3 = 1.38$ ), respectively. Therefore, the weights, which determine the sizes of the boundary, should be changed when outliers exist.

Seventh, discrepant results exist in the Rectangular Method. The univariate percentile ranges of RHMs generated in the present study were over 90%, but the percentile ranges of four anthropometric dimensions reported in Kim and Whang (1997) were less than 90%. For example, the percentile range of elbow-rest height was 97.1% (1.7% ~ 98.8%) in the present study, but only 86.5 % (9.2% ~ 95.7%) in Kim and Whang (1997). This discrepant result may be occurred because the Factor Analysis results are different. The communalities (mean = 0.63, SD = 0.15), which are percent variances of each anthropometric dimension explained by the selected factors, in Kim and Whang (1997) were significantly lower than those of the present study (mean = 0.84, SD = 0.09). The minimum of the communalities of the present study was 0.72; however, one-fifth of the communalities in Kim and Whang (1997) were less than 0.5. In addition, the absolute values of the factor loadings in Kim and Whang (1997) were all less than 0.86; however, the absolute values of the present study are less than 0.96. The large absolute factor loadings make the sizes of RHMs larger or smaller because the sizes are determined by multiplying a factor loading matrix by a factor score matrix.

Ninth, the factor loading pattern is important in determining the size diversity of RHMs. The existing RHM-generation methods determine the sizes of RHMs by multiplying a factor loading matrix by a factor score matrix. Therefore, the size characteristics of RHMs are affected by the pattern of the factor loadings. If two anthropometric dimensions have similar factor loading patterns, the sizes of RHMs calculated must be closely related.

Lastly, the existing RHM-generation methods should be carefully used when pairs of anthropometric dimensions are applied in ergonomic design and evaluation. The present study found that the RHMs generated by the existing methods cannot appropriately represent the size diversity of the target population for combinations of anthropometric dimensions which have similar factor loading patterns. It implies that the sizes of the target population cannot be appropriately applied to ergonomic design and evaluation if pairs of anthropometric dimensions are simultaneously considered.

#### **7.4.2. Distributed methods**

The present study found six characteristics or limitations of the existing distributed RHM-generation methods. First, the existing distributed methods can over- or under-accommodate a designated percentage of the target population depending on the number of anthropometric dimensions considered in MAP calculation. The MAP analysis results in the Section 4.2.2.2 illustrated an over-accommodation for one or two anthropometric dimensions is one or two (e.g., Grid Method = 98% for single anthropometric dimension) and an under-accommodation for three or more number of anthropometric dimensions (e.g., Grid Method = 78% for three anthropometric dimensions). Relatively large decreasing rates in MAPs were observed over the mid range ( $n = 2$  to 6) of the number of anthropometric dimensions.

Second, the standardized multiple regression model was established which explains the effects of the three factors (overlap area among grids; average adjusted  $R^2$  between key dimensions and other anthropometric dimensions; and sum of anthropometric dimension ranges) on MAP. The MAP regression model can be used to prioritize anthropometric dimensions to increase the accommodation performance of product design. For example, for efficient improvement in MAP, design measures such as change of materials for a different fitting tolerance can be devised with high priority for anthropometric dimensions having a smaller adjusted  $R^2$ , larger overlap area, and larger range.



Third, the Cluster Method cannot reflect the target accommodation percentage in RHM generation. The Cluster Method groups all of the target population into several clusters without consideration of the target percentage. It is noticed that the Cluster Method always generates the same number of RHMs regardless of the target percentage. However, the Grid and Optimization Methods consider the target percentage in the formation of grids that accommodate a designated percentage of the population.

Fourth, the MAP analysis results of the present study indicate that accommodation evaluation for the noncritical anthropometric dimensions is necessary. The present study evaluated the MAPs of the existing distributed methods, which defines RHMs at representative grids (clusters) formed in the space of key dimensions with a fitting tolerance. The MAPs of the existing distributed methods have been evaluated only for the key anthropometric dimensions selected (Chung et al., 2007; McCulloch et al., 1998), but not for noncritical anthropometric dimensions. Although the key dimensions mainly determine the fitness of a product, noncritical dimensions still affect it to some extent; thus, an analysis on the accommodation performance of the existing distributed methods is necessary for noncritical anthropometric dimensions.

Fifth, the value of fitting tolerance used in MAP analysis is often determined by considering product fitness and production economy (Kwon et al., 2009; McCulloch et al., 1998; Moon, 2002). The present study applied  $\pm 2.5$  cm as fitting tolerance to all anthropometric dimensions for the evaluation of the existing distributed methods. A small fitting tolerance can increase the level of product fit to the users, but requires a large number of size categories which negatively affects production economy; the opposite becomes true for a large fitting tolerance.

Lastly, a new RHM-generation method needs to be developed for multiple-size product design. The evaluation results of the present study indicate that the existing distributed methods have a limitation in multivariate accommodation of the population. This limitation occurs because the grids (or clusters) are formed in the space defined by the key dimensions. To overcome this limitation, a new distributed method considers the overlap area among the grids in the space of non-key dimensions and selects better key

dimensions explaining the variability of non-key dimensions to enhance the prediction accuracy (e.g., adj.  $R^2$ ) of the regression equations using the key dimensions.

## **7.5. Anthropometric design process development**

The anthropometric design process used in the present study has seven characteristics or limitations. First, the four-step design process of the study can be applied to design various workstations such as cockpit and vehicle. The present study developed the design process by adapting previous design processes (ANSI, 2007; Roebuck, 1995; Wickens et al., 2004, You et al., 1997; Sanders and McCormick, 1992; Molenbroek et al., 2003). The design process only applied to design a computer workstation in this study, but it can be utilized in designing various workstations by customizing the design simulation properties (e.g., design equations) to fit a specific design problem.

Second, depending on the posture-relatedness of a workstation dimension, the design value is determined by either of two ways: 1) direct design method, and 2) postural simulation method. For the non-posture related dimension, the design value is determined by inputting the sizes of RHMs into the corresponding design equation. For example, the value of seat width is calculated by inputting the hip breadth sizes into the design equation (hip breadth + 2.5 cm; ANSI, 2007). On the other hand, for the posture related dimension, the design value is determined by analyzing the loss scores for various design values.

Third, the design equations, which mathematically represents the geometrical relationships between the workstation and anthropometric dimensions, find the user postures that fit to a given workstation parameter. To predict the user postures that operate a computer workstation, the design equations are applied. The design equation find all feasible postures for a given workstation parameter by iterative simulation of the joint angles of a RHM.

Forth, for the realistic postural simulation, the design equations should be improved

in terms of human adaptabilities. The design equations were developed based on rigid human model that is an idealization of a solid body in which deformation is neglected (Wikipedia, 2009). However, the human body is not rigid because human have adaptabilities such as skin deformation. To apply the human adaptabilities to product design, the design equations should be modified.

Fifth, the postural simulation finds all feasible postures (joint angles) which are within the comfortable ranges of joint motions. Previous studies provide the ranges of comfortable and preferable joint motions related to computer workstation use (Chaffin and Andersson, 1984; Karlqvist et al., 1996; Cushman, 1984; Grandjean et al., 1983; Miller and Suther, 1983; Weber et al., 1984). Since the feasible postures in the present study are estimated by postural simulation within the ranges of comfortable motions, the postures estimated must be within the reasonable posture ranges.

Sixth, for efficient posture prediction with the design equations and loss functions, an optimization algorithm needs to be developed. The postural simulation of the present study takes much time to iteratively find all feasible postures. Hence, this simulation time is the bottleneck of ergonomic analysis. To reduce the simulation time, an optimization algorithm, which finds a minimum loss posture, is needed.

Lastly, the design sensitivity analysis is used to determine a workstation design value which minimizes the loss scores of RHMs. This sensitivity analysis investigates how sensitively the loss score changes according to unit change in workstation parameter (Rahman, 2009; Chinneck, 2007; Breierova and Choudhari, 2001). Hence, the loss scores identified for various workstation parameters are useful to determine a best workstation value.

## **Chapter 8**

### **CONCLUSION**

The present study has four contributions. First, the classification taxonomy of the RHM-generation methods is developed based on a comprehensive literature review. The taxonomy can classify the RHM-generation methods according to their characteristics such as locations of RHMs and shape of an accommodation envelope. In addition, the taxonomy and classification results are useful to understand and contrast the characteristics of each method.

Second, the multivariate evaluation protocol is introduced to evaluate the performances of the RHM-generation methods. The evaluation protocol randomly divides the original data of the target population into a learning set and a testing set to avoid evaluation bias. Various sets of anthropometric dimensions are considered to comprehensively evaluate the performances. The evaluation protocol can analyze the performances of the RHM-generation methods in terms of statistical representativeness and applicability of the RHMs to ergonomic design and evaluation.

Third, the BZ Method is proposed which generates RHMs at a BZ that accommodates a designated percentage of the population. The normalized squared distances of the target population are calculated to identify the BZ that accommodates a designated percentage. Next, cluster analysis is conducted for the cases within the BZ to form a small group of RHMs. The BZ Method theoretically overcomes the limitations of the existing RHM-generation methods because it uses the normalized squared distances instead of data reduction techniques.

Lastly, the anthropometric design process is developed by referring to the previous design processes. The design process uses design equations which represent the geometrical relationships between workstation dimensions and anthropometric dimensions. The design values of a workstation are determined using the design equations by either of two ways depending on the posture-relatedness. For the non-posture related

dimension, the design value is calculated by inputting the sizes of RHMs into the design equation. Otherwise, for the posture related dimension, the design value is determined by a design sensitivity analysis which analyzes the loss scores of RHMs according to change in design values.

The present study has three major findings regarding to the existing RHM-generation methods. First, the two characteristics of Factor Analysis and Principal Component Analysis, percent variance explained (PV) and number of factors (NF), significantly related to the MAPs of the existing RHM-generation methods. PV is positively related to the MAP of the Square Method, and NF is positively related to the MAPs of the Circular and Rectangular Methods.

Second, the factor loading pattern affects the size diversity of RHMs generated by the existing RHM-generation methods. The sizes of RHMs are calculated using a factor loading matrix. Therefore, the sizes of anthropometric dimensions that have similar factor loading patterns are estimated to have a linear relationship among them.

Third, the three variables of the existing distributed RHM-generation methods significantly affect the MAPs (overlap area among grids, OA; average adjusted  $R^2$  between key dimensions and other anthropometric dimensions, AR; and sum of the ranges of anthropometric dimensions, SR). While OA and SR negatively relate to MAPs, AR has the opposite relationship. The factors AR, SR, and OA significantly affected MAPs in descending order.

As a future study, an anthropometric simulation system in a digital environment may be developed based on a development framework (Figure 8.1) that consists of three modules. Design information module contains design-related information such as design dimensions and design equations. This module should be customized according to the design problem of interest. Anthropometric database module includes DBs for various population and kinematic information of human motions. Design evaluation and optimization module simulates the postures of RHMs based on the information stored in the other two modules and visualizes digital humanoids in a 3D graphic environment as illustrated in Figure 8.2.

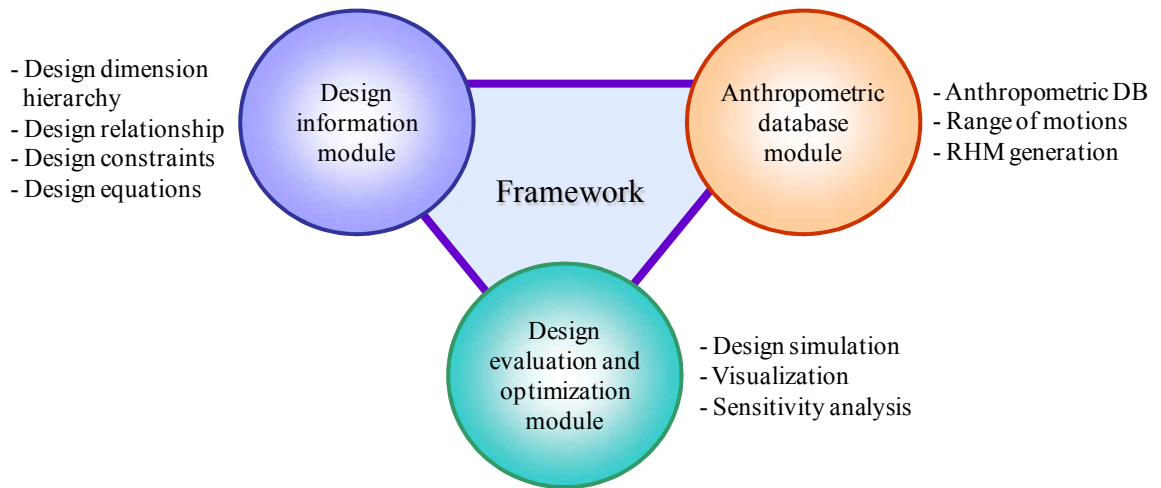


Figure 8.1. A development framework of anthropometric simulation system

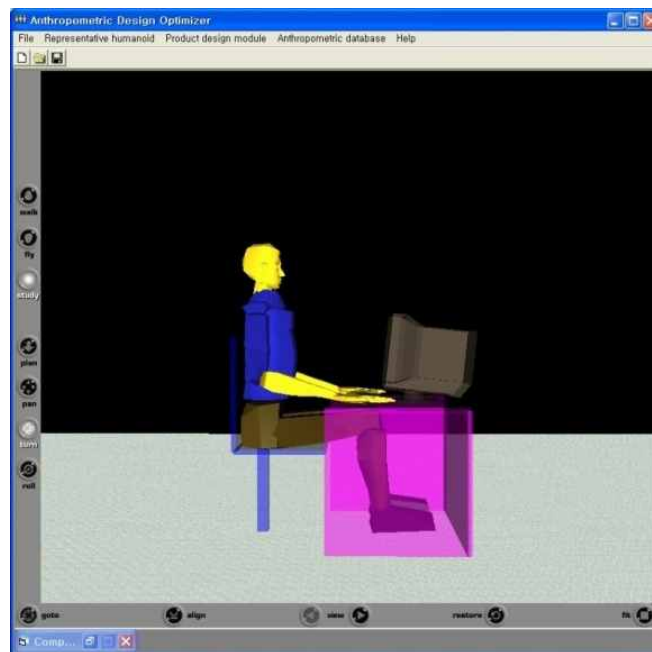


Figure 8.2. Visualization interface for an anthropometric simulation system

## 요 약 문

인체측정학적 제품 설계를 위해 요인 분석(factor analysis) 및 주성분 분석(principal component analysis)을 적용한 대표인체모델(representative human models, RHMs) 생성 기법이 개발되고 있다. 기존 대표인체모델 생성 기법들은 효율적으로 대표인체모델을 생성하기 위해 자료축약기법(data reduction technique)을 적용해 설계와 관련된 다변량 인체변수를 소수의 요인(factor)으로 축약한다. 자료축약기법은 설계대상인구의 인체크기 다양성을 대부분(예: 80%) 설명하도록 다변량 인체변수를 소수의 요인으로 축소시키는 장점이 있으나, 인체크기 다양성의 일부(예: 20%)를 대표인체모델 생성 시 누락시키는 한계점이 있다.

본 연구는 지정된 비율의 설계대상인구를 통계적으로 적합하게 대표하는 다변량 대표인체모델 생성 기법을 개발하고 평가하였다. 이를 위한 세부 연구목표는 다음과 같은 네 가지로 구성되었다.

- (1) 다변량 성능 평가 방법 개발
- (2) 기존 대표인체모델 생성 기법의 특성 및 성능 분석
- (3) 신규 다변량 대표인체모델 생성 기법 개발
- (4) 인체측정학적 설계 적용을 통한 대표인체모델 생성 기법의 성능 평가

첫째, 대표인체모델 생성 기법의 정량적 성능 평가를 위해 다변량 성능 평가 방법이 개발되었다. 개발된 성능 평가 방법은 네 단계의 정형화된 절차를 통해 대표인체모델 생성 기법의 성능을 종합적으로 평가한다. 첫 번째 단계는 설계대상인구에 대한 인체측정자료를 인체모델 생성 집단과 평가 집단으로 구분하고, 두 번째 단계는 평가 대상 인체변수를 설계 맥락을 고려한 변수 선택 방법(design-related dimension selection)과 무작위 변수 선택 방법(random dimension selection)을 적용해 선정한다. 세 번째 단계는 지정된 비율(예: 90%)의 설계대상인구를 수용하는 대표인체모델을 생성하고, 마지막 단계는 생성된 대표인체모델의 성능을 통계적 대표성과 적용성 측면에서 종합적으로 분석한다.

둘째, 기존 대표인체모델 생성 기법의 특성을 파악하기 위해 기존 기법의 특성과 성능이 체계적으로 분석되었다. 먼저, 문헌조사를 통해 기존 대표인체모델

생성 기법의 개발 현황이 조사되었으며, 조사된 기존 기법에 대한 분석을 통해 기법의 특성(예: 적용 분야, 수용 경계의 형상)이 파악되었다. 그리고, 본 연구는 파악된 기존 기법의 특성에 근간해 대표인체모델 생성 기법 분류 체계를 개발하였다. 기존 대표인체모델 생성 기법의 성능은 본 연구에서 개발된 다변량 성능 평가 방법을 적용해 정량적으로 비교 평가되었으며, 성능에 영향을 주는 요인들이 다중 회귀분석을 통해 파악되었다.

셋째, 다변량 대표인체모델 생성 기법인 경계 영역(boundary zone, BZ) 기법이 개발되었다. 경계 영역 기법은 지정된 비율의 인구를 통계적으로 수용하는 경계 영역을 설정하는 단계와 경계 영역에 포함된 인구에 대한 군집분석을 통해 대표인체모델 생성 개수를 최적화하는 두 단계로 구성되었다. 다변량 성능 평가 방법을 적용해 개발된 경계 영역 기법의 성능 분석한 결과, 경계 영역 기법의 다변량 수용 비율(91%)은 기존 기법들(square method: 49%, circular method: 76%, rectangular method: 96%)보다 적합하게 지정된 비율(90%)의 설계대상인구를 수용하는 대표인체모델을 생성할 수 있는 것으로 나타났다.

마지막으로, 경계 영역 기법의 성능은 컴퓨터 워크스테이션 설계 적용을 통해 기존 대표인체모델 생성 기법과 비교 평가되었다. 컴퓨터 워크스테이션 설계는 대표인체모델 생성 기법별로 기존 인체측정학적 설계 절차를 적용하여 개발되었다. 개발된 컴퓨터 워크스테이션의 설계대상인구 수용 성능을 분석한 결과, 경계 영역 기법의 수용 성능(89%)은 지정된 비율(90%)에 근접하는 것으로 나타났으나, 기존 기법들의 수용 성능은 지정된 비율보다 유의하게 작은 것으로 분석되었다(percentile method: 25%, square method: 33%, circular method: 63%, rectangular method: 80%). 기존 대표인체모델 생성 기법의 수용 성능 저하 원인을 분석한 결과, 기존 기법은 설계대상인구의 인체크기 다양성 중 일부(예: 20%)가 대표인체모델 생성 시 누락되어 성능이 저하되는 것으로 나타났다.

본 연구의 의의는 체계적인 분석을 통해 기존 대표인체모델 생성 기법의 특성과 한계점을 파악하고, 파악된 기존 기법의 한계점을 보완하는 새로운 다변량 대표인체모델 생성 기법을 개발한 것이다.



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# APPENDICES

## Appendix A. Percentile sizes of the RHM's generated

### A.1. Boundary methods

#### A.1.1. Square Method

a)  $n$  (# of dimensions) = 5

Condition no.	RHM no.	BD1	BD2	BD3	BD4	BD5	Condition no.	RHM no.	BD1	BD2	BD3	BD4	BD5	Condition no.	RHM no.	BD1	BD2	BD3	BD4	BD5
1	1	0.058	0.048	0.069	0.049	0.098	2	1	0.092	0.131	0.795	0.098	0.082	3	1	0.058	0.046	0.056	0.023	0.039
	2	0.697	0.118	0.270	0.775	0.139		2	0.872	0.637	0.870	0.129	0.480		2	0.179	0.225	0.826	0.649	0.269
	3	0.029	0.079	0.027	0.126	0.877		3	0.054	0.008	0.057	0.062	0.013		3	0.824	0.773	0.168	0.351	0.729
	4	0.423	0.821	0.846	0.103	0.085		4	0.198	0.831	0.901	0.913	0.819		4	0.944	0.954	0.941	0.977	0.960
	5	0.577	0.177	0.146	0.896	0.914		5	0.804	0.169	0.100	0.085	0.186		5	0.502	0.499	0.495	0.500	0.499
	6	0.303	0.880	0.718	0.225	0.860		6	0.130	0.363	0.131	0.868	0.527							
	7	0.971	0.919	0.971	0.874	0.122		7	0.947	0.992	0.944	0.936	0.988							
	8	0.942	0.951	0.927	0.950	0.901		8	0.909	0.869	0.206	0.900	0.920							
	9	0.500	0.498	0.493	0.500	0.499		9	0.502	0.500	0.501	0.497	0.504							
Range						0.942 0.903 0.944 0.901 0.829	Range						0.893 0.985 0.887 0.874 0.975	Range						0.929 0.970 0.886 0.939 0.850
4	1	0.129	0.029	0.774	0.130	0.089	5	1	0.058	0.812	0.122	0.626	0.121							
	2	0.035	0.015	0.056	0.030	0.074		2	0.642	0.858	0.905	0.922	0.197							
	3	0.209	0.514	0.811	0.216	0.884		3	0.010	0.059	0.047	0.025	0.048							
	4	0.930	0.594	0.925	0.937	0.134		4	0.653	0.914	0.206	0.795	0.908							
	5	0.068	0.403	0.072	0.062	0.862		5	0.341	0.085	0.787	0.194	0.089							
	6	0.964	0.985	0.942	0.969	0.924		6	0.352	0.140	0.091	0.072	0.798							
	7	0.785	0.483	0.184	0.781	0.114		7	0.990	0.940	0.951	0.973	0.950							
	8	0.867	0.971	0.221	0.867	0.908		8	0.940	0.186	0.874	0.360	0.875							
	9	0.496	0.498	0.497	0.498	0.497		9	0.497	0.498	0.496	0.493	0.496							
Range						0.929 0.970 0.886 0.939 0.850	Range						0.980 0.880 0.905 0.948 0.902							













### A.1.3. Circular Method

a)  $n = 5$

Condition no.	RHM no.	BD1	BD2	BD3	BD4	BD5	Condition no.	RHM no.	BD1	BD2	BD3	BD4	BD5	Condition no.	RHM no.	BD1	BD2	BD3	BD4	BD5
1	1	0.103	0.009	0.010	0.360	0.528	1	1	0.336	0.032	0.342	0.009	0.021	1	1	0.036	0.039	0.323	0.122	0.043
2	2	0.247	0.032	0.088	0.280	0.062	2	2	0.451	0.314	0.890	0.064	0.182	2	2	0.054	0.043	0.053	0.021	0.036
3	3	0.616	0.406	0.651	0.321	0.012	3	3	0.599	0.877	0.984	0.582	0.776	3	3	0.320	0.250	0.033	0.043	0.304
4	4	0.865	0.934	0.971	0.469	0.050	4	4	0.685	0.983	0.964	0.965	0.976	4	4	0.829	0.778	0.163	0.348	0.733
5	5	0.897	0.991	0.989	0.639	0.470	5	5	0.667	0.968	0.660	0.991	0.980	5	5	0.965	0.960	0.669	0.879	0.956
6	6	0.753	0.967	0.907	0.719	0.938	6	6	0.552	0.686	0.111	0.934	0.822	6	6	0.947	0.957	0.944	0.979	0.963
7	7	0.384	0.591	0.336	0.678	0.988	7	7	0.404	0.123	0.016	0.413	0.230	7	7	0.683	0.748	0.965	0.957	0.795
8	8	0.135	0.065	0.027	0.530	0.949	8	8	0.318	0.017	0.036	0.034	0.025	8	8	0.174	0.221	0.831	0.652	0.265
9	9	0.012	0.023	0.014	0.035	0.466	9	9	0.032	0.013	0.317	0.038	0.011	9	9	0.502	0.499	0.495	0.500	0.499
10	10	0.028	0.328	0.207	0.014	0.424	10	10	0.014	0.095	0.396	0.439	0.119							
11	11	0.322	0.913	0.851	0.095	0.425	11	11	0.107	0.648	0.541	0.940	0.730	3	3					
12	12	0.988	0.976	0.985	0.965	0.531	12	12	0.968	0.987	0.684	0.961	0.989							
13	13	0.972	0.669	0.783	0.986	0.574	13	13	0.986	0.905	0.606	0.556	0.885							
14	14	0.677	0.086	0.141	0.904	0.572	14	14	0.894	0.352	0.460	0.058	0.276							
15	15	0.126	0.315	0.384	0.029	0.042	15	15	0.086	0.459	0.908	0.516	0.381							
16	16	0.059	0.440	0.192	0.109	0.927	16	16	0.043	0.040	0.045	0.397	0.087							
17	17	0.874	0.682	0.603	0.970	0.957	17	17	0.916	0.541	0.093	0.479	0.626							
18	18	0.941	0.556	0.798	0.891	0.072	18	18	0.958	0.960	0.956	0.598	0.916							
19	19	0.500	0.498	0.493	0.500	0.499	19	19	0.502	0.500	0.501	0.497	0.503							
Range		0.975	0.982	0.978	0.973	0.975	Range		0.971	0.974	0.968	0.982	0.978	Range		0.929	0.921	0.931	0.959	0.927
1	1	0.009	0.027	0.266	0.008	0.412	1	1	0.034	0.326	0.370	0.314	0.010							
2	2	0.031	0.005	0.299	0.028	0.038	2	2	0.216	0.900	0.539	0.874	0.093							
3	3	0.382	0.041	0.450	0.379	0.011	3	3	0.761	0.988	0.679	0.982	0.673							
4	4	0.925	0.549	0.635	0.928	0.071	4	4	0.963	0.972	0.710	0.965	0.974							
5	5	0.990	0.972	0.729	0.991	0.582	5	5	0.965	0.670	0.622	0.673	0.989							
6	6	0.968	0.995	0.695	0.971	0.960	6	6	0.780	0.099	0.452	0.118	0.904							
7	7	0.611	0.958	0.543	0.617	0.988	7	7	0.235	0.012	0.313	0.016	0.320							
8	8	0.072	0.447	0.358	0.070	0.927	8	8	0.036	0.027	0.283	0.033	0.024							
9	9	0.109	0.119	0.851	0.113	0.462	9	9	0.005	0.330	0.032	0.143	0.032							
10	10	0.727	0.597	0.982	0.749	0.534	10	10	0.036	0.430	0.011	0.150	0.381							
11	11	0.981	0.937	0.972	0.985	0.583	11	11	0.505	0.575	0.080	0.341	0.922							
12	12	0.887	0.880	0.145	0.885	0.532	12	12	0.994	0.667	0.967	0.849	0.967							
13	13	0.267	0.399	0.018	0.247	0.460	13	13	0.963	0.566	0.989	0.841	0.612							
14	14	0.018	0.062	0.027	0.015	0.411	14	14	0.489	0.421	0.917	0.645	0.075							
15	15	0.587	0.146	0.918	0.602	0.060	15	15	0.222	0.930	0.098	0.775	0.543							
16	16	0.736	0.919	0.940	0.755	0.952	16	16	0.038	0.042	0.025	0.013	0.294							
17	17	0.406	0.852	0.079	0.394	0.938	17	17	0.774	0.069	0.899	0.214	0.450							
18	18	0.258	0.080	0.058	0.242	0.046	18	18	0.961	0.957	0.974	0.986	0.699							
19	19	0.496	0.498	0.497	0.498	0.497	19	19	0.497	0.498	0.496	0.493	0.496							
Range		0.981	0.990	0.964	0.983	0.977	Range		0.989	0.976	0.978	0.973	0.979							





c)  $n = 11$  (application to ergonomic design of a computer workstation in Chapter 6)

RHM no.	BD1	BD2	BD3	BD4	BD5	BD6	BD7	BD8	BD9	BD10	BD11
1	0.448	0.178	0.089	0.166	0.018	0.282	0.521	0.017	0.346	0.016	0.035
2	0.864	0.293	0.160	0.348	0.069	0.516	0.946	0.192	0.772	0.043	0.100
3	0.954	0.563	0.475	0.661	0.495	0.737	0.987	0.810	0.927	0.384	0.499
4	0.901	0.779	0.817	0.835	0.928	0.804	0.939	0.982	0.904	0.902	0.898
5	0.553	0.825	0.910	0.831	0.981	0.719	0.486	0.982	0.654	0.983	0.963
6	0.136	0.711	0.838	0.648	0.929	0.485	0.056	0.803	0.228	0.954	0.896
7	0.046	0.442	0.521	0.335	0.499	0.264	0.014	0.186	0.074	0.605	0.492
8	0.100	0.224	0.180	0.162	0.070	0.196	0.063	0.017	0.096	0.093	0.098
9	0.783	0.661	0.554	0.770	0.229	0.848	0.484	0.080	0.757	0.181	0.348
10	0.892	0.935	0.938	0.978	0.850	0.979	0.459	0.546	0.916	0.800	0.895
11	0.834	0.958	0.979	0.982	0.986	0.968	0.459	0.942	0.896	0.982	0.985
12	0.217	0.342	0.442	0.226	0.766	0.152	0.523	0.918	0.243	0.811	0.643
13	0.108	0.066	0.061	0.022	0.147	0.021	0.548	0.448	0.084	0.192	0.101
14	0.167	0.043	0.020	0.017	0.013	0.033	0.547	0.057	0.105	0.017	0.015
15	0.981	0.881	0.852	0.957	0.766	0.970	0.933	0.760	0.977	0.653	0.813
16	0.376	0.833	0.870	0.869	0.768	0.839	0.051	0.292	0.481	0.785	0.810
17	0.019	0.121	0.145	0.042	0.229	0.030	0.069	0.235	0.023	0.336	0.181
18	0.624	0.170	0.128	0.128	0.227	0.162	0.951	0.702	0.520	0.206	0.184
19	0.500	0.502	0.498	0.498	0.497	0.500	0.503	0.497	0.500	0.494	0.495
Range	0.961	0.916	0.959	0.965	0.973	0.958	0.973	0.966	0.955	0.967	0.970











### A.1.4. BZ Method

a)  $n = 5$

Condition no.	RHM no.	BD1	BD2	BD3	BD4	BD5	Condition no.	RHM no.	BD1	BD2	BD3	BD4	BD5	Condition no.	RHM no.	BD1	BD2	BD3	BD4	BD5												
1	1	0.900	0.647	0.642	0.571	0.004	2	1	0.469	0.571	0.663	0.019	0.061	3	1	0.754	0.351	0.741	0.108	0.257												
	2	0.993	0.829	0.901	0.941	0.847		2	0.237	0.553	0.018	0.213	0.078		2	0.544	0.290	0.701	0.897	0.135												
	3	0.797	0.994	0.986	0.486	0.685		3	0.977	0.983	0.790	0.992	0.898		3	0.897	0.824	0.423	0.990	0.800												
	4	0.408	0.790	0.289	0.937	0.968		4	0.088	0.794	0.094	0.252	0.190		4	0.077	0.007	0.013	0.140	0.061												
	5	0.934	0.994	0.795	0.965	0.899		5	0.712	0.871	0.293	0.986	0.525		5	0.226	0.606	0.039	0.133	0.588												
	6	0.077	0.647	0.154	0.078	0.970		6	0.967	0.631	0.975	0.523	0.938		6	0.701	0.377	0.982	0.524	0.597												
	7	0.989	0.647	0.795	0.840	0.088		7	0.595	0.978	0.943	0.939	0.997		7	0.050	0.271	0.566	0.278	0.026												
	8	0.082	0.028	0.154	0.239	0.029		8	0.993	0.695	0.363	0.944	0.768		8	0.923	0.997	0.932	0.912	0.977												
	9	0.983	0.916	0.642	0.986	0.198		9	0.993	0.991	0.841	0.623	0.920		9	0.008	0.052	0.613	0.087	0.074												
	10	0.014	0.479	0.154	0.008	0.128		10	0.150	0.370	0.514	0.909	0.078		10	0.885	0.548	0.871	0.731	0.961												
	11	0.523	0.221	0.026	0.848	0.287		11	0.191	0.639	0.985	0.147	0.471		11	0.310	0.057	0.124	0.014	0.285												
	12	0.300	0.892	0.462	0.323	0.032		12	0.406	0.091	0.176	0.928	0.126		12	0.256	0.619	0.124	0.879	0.538												
Range						0.979	0.967	0.960	0.978	0.966	Range						0.928	0.940	0.988	0.973	0.972	Range						0.915	0.990	0.969	0.981	0.951
4	1	0.873	0.077	0.071	0.950	0.768	5	1	0.847	0.701	0.460	0.968	0.768																			
	2	0.270	0.125	0.322	0.934	0.864		2	0.661	0.143	0.973	0.713	0.864																			
	3	0.474	0.004	0.147	0.167	0.986		3	0.996	0.987	0.957	0.991	0.986																			
	4	0.575	0.048	0.543	0.990	0.009		4	0.314	0.042	0.420	0.246	0.009																			
	5	0.518	0.170	0.135	0.008	0.886		5	0.998	0.560	0.953	0.723	0.886																			
	6	0.011	0.515	0.252	0.008	0.473		6	0.994	0.560	0.888	0.632	0.473																			
	7	0.115	0.437	0.004	0.056	0.517		7	0.963	0.412	0.994	0.797	0.517																			
	8	0.037	0.774	0.564	0.482	0.165		8	0.003	0.143	0.007	0.024	0.165																			
	9	0.982	0.978	0.759	0.652	0.684		9	0.015	0.412	0.440	0.289	0.684																			
	10	0.985	0.976	0.858	0.985	0.953		10	0.338	0.486	0.856	0.882	0.953																			
	11	0.346	0.125	0.020	0.013	0.109		11	0.781	0.216	0.639	0.063	0.109																			
	12	0.459	0.976	0.435	0.822	0.174		12	0.042	0.882	0.657	0.855	0.174																			
Range						0.974	0.987	0.983	0.982	0.976	Range						0.994	0.944	0.988	0.968	0.976											







c)  $n = 11$  (application to ergonomic design of a computer workstation in Chapter 6)

RHM no.	BD1	BD2	BD3	BD4	BD5	BD6	BD7	BD8	BD9	BD10	BD11
1	0.302	0.796	0.064	0.337	0.077	0.224	0.896	0.040	0.378	0.063	0.088
2	0.423	0.992	0.966	0.839	0.969	0.378	0.275	0.915	0.579	0.957	0.925
3	0.066	0.240	0.026	0.042	0.002	0.024	0.379	0.001	0.085	0.012	0.060
4	0.482	0.763	0.453	0.630	0.723	0.334	0.492	0.965	0.588	0.783	0.397
5	0.510	0.235	0.007	0.091	0.068	0.211	0.263	0.368	0.111	0.142	0.011
6	0.330	0.872	0.823	0.783	0.984	0.774	0.591	0.989	0.709	0.979	0.957
7	0.098	0.872	0.793	0.712	0.535	0.770	0.365	0.165	0.438	0.515	0.670
8	0.586	0.563	0.799	0.814	0.960	0.867	0.456	0.947	0.864	0.929	0.905
9	0.410	0.817	0.805	0.783	0.925	0.543	0.120	0.947	0.701	0.933	0.877
10	0.066	0.507	0.710	0.337	0.783	0.514	0.015	0.883	0.104	0.755	0.639
11	0.772	0.507	0.146	0.345	0.131	0.083	0.979	0.261	0.727	0.203	0.083
12	0.613	0.496	0.737	0.860	0.807	0.869	0.174	0.556	0.838	0.587	0.747
13	0.918	0.319	0.246	0.622	0.081	0.817	0.805	0.192	0.895	0.024	0.256
14	0.173	0.860	0.613	0.196	0.680	0.190	0.406	0.416	0.047	0.604	0.205
15	0.081	0.199	0.328	0.173	0.398	0.091	0.100	0.104	0.015	0.400	0.148
16	0.098	0.826	0.016	0.094	0.208	0.020	0.520	0.361	0.142	0.212	0.075
17	0.278	0.998	0.805	0.668	0.805	0.659	0.124	0.493	0.483	0.868	0.848
18	0.961	0.052	0.826	0.933	0.960	0.902	0.974	0.922	0.727	0.942	0.967
19	0.243	0.446	0.221	0.315	0.332	0.206	0.810	0.665	0.818	0.199	0.596
20	0.982	0.877	0.710	0.779	0.581	0.705	0.999	0.860	0.978	0.418	0.781
21	0.073	0.309	0.013	0.094	0.177	0.042	0.139	0.107	0.043	0.058	0.175
22	0.086	0.285	0.146	0.286	0.602	0.399	0.011	0.727	0.020	0.868	0.530
23	0.995	0.595	0.744	0.921	0.779	0.838	0.653	0.925	0.908	0.633	0.710
24	0.861	0.383	0.314	0.740	0.493	0.589	0.563	0.448	0.914	0.400	0.552
25	0.295	0.601	0.477	0.226	0.319	0.213	0.740	0.160	0.245	0.343	0.314
26	0.918	0.991	0.989	0.962	0.998	0.975	0.698	0.977	0.963	0.989	0.971
27	0.489	0.992	0.598	0.637	0.424	0.413	0.999	0.690	0.838	0.436	0.574
28	0.084	0.116	0.221	0.134	0.136	0.147	0.584	0.273	0.200	0.107	0.092
29	0.633	0.992	0.526	0.958	0.585	0.920	0.549	0.584	0.914	0.730	0.842
30	0.894	0.916	0.582	0.876	0.371	0.979	0.633	0.339	0.867	0.286	0.403
31	0.647	0.826	0.421	0.353	0.198	0.489	0.932	0.375	0.142	0.230	0.129
32	0.999	0.955	0.897	0.918	0.724	0.984	0.890	0.625	0.970	0.616	0.794
33	0.739	0.981	0.942	0.950	0.973	0.799	0.477	0.777	0.901	0.956	0.996
34	0.653	0.953	0.851	0.825	0.717	0.938	0.235	0.639	0.740	0.871	0.375
Range	0.933	0.946	0.982	0.920	0.996	0.965	0.988	0.989	0.963	0.977	0.985

















Table with 22 columns: Condition no, RHM no, BD1, BD2, BD3, BD4, BD5, BD6, BD7, BD8, BD9, BD10, BD11, BD12, BD13, BD14, BD15, BD16, BD17, BD18, BD19, BD20. The table contains 93 rows of numerical data, including a final 'Range' row.

## A.2. Distributed methods

Method	RHM no.	BD1	BD2	BD3	BD4	BD5	BD6	BD7	BD8	BD9	BD10
Grid	1	0.202	0.008	0.656	0.054	0.171	0.275	0.023	0.033	0.179	0.006
	2	0.314	0.122	0.399	0.054	0.111	0.619	0.040	0.033	0.179	0.160
	3	0.653	0.186	0.572	0.102	0.371	0.820	0.067	0.033	0.727	0.160
	4	0.054	0.104	0.358	0.205	0.075	0.088	0.203	0.366	0.007	0.160
	5	0.233	0.155	0.529	0.314	0.298	0.229	0.284	0.366	0.179	0.160
	6	0.352	0.595	0.280	0.314	0.206	0.563	0.367	0.366	0.179	0.690
	7	0.559	0.230	0.695	0.463	0.642	0.449	0.378	0.366	0.727	0.160
	8	0.691	0.686	0.442	0.463	0.529	0.780	0.468	0.366	0.727	0.690
	9	0.921	0.776	0.615	0.596	0.838	0.917	0.560	0.366	0.980	0.690
	10	0.164	0.195	0.669	0.756	0.558	0.034	0.731	0.880	0.179	0.160
	11	0.266	0.641	0.413	0.756	0.449	0.188	0.801	0.880	0.179	0.690
	12	0.461	0.269	0.799	0.848	0.855	0.113	0.809	0.880	0.727	0.160
	13	0.600	0.738	0.572	0.848	0.778	0.392	0.866	0.880	0.727	0.690
	14	0.727	0.971	0.318	0.848	0.689	0.735	0.909	0.880	0.727	0.978
	15	0.871	0.811	0.732	0.914	0.952	0.633	0.914	0.880	0.980	0.690
	16	0.935	0.984	0.485	0.914	0.917	0.892	0.945	0.880	0.980	0.978
	17	0.640	0.978	0.456	0.984	0.882	0.338	0.994	0.996	0.727	0.978
Range		0.882	0.975	0.519	0.930	0.877	0.882	0.971	0.963	0.972	0.973
Cluster	1	0.140	0.748	0.089	0.700	0.238	0.198	0.785	0.847	0.200	0.822
	2	0.703	0.559	0.280	0.314	0.406	0.829	0.356	0.269	0.646	0.556
	3	0.132	0.134	0.399	0.222	0.171	0.135	0.195	0.279	0.126	0.160
	4	0.314	0.355	0.744	0.618	0.558	0.188	0.538	0.628	0.350	0.348
	5	0.898	0.413	0.642	0.239	0.635	0.932	0.228	0.122	0.818	0.361
	6	0.627	0.686	0.778	0.805	0.789	0.463	0.776	0.792	0.674	0.652
	7	0.703	0.776	0.500	0.719	0.682	0.698	0.740	0.694	0.727	0.761
	8	0.233	0.378	0.181	0.294	0.185	0.338	0.335	0.377	0.222	0.443
	9	0.586	0.819	0.058	0.485	0.305	0.800	0.628	0.545	0.559	0.856
	10	0.750	0.437	0.911	0.618	0.824	0.591	0.526	0.496	0.752	0.361
	11	0.278	0.675	0.471	0.790	0.529	0.208	0.801	0.861	0.350	0.690
	12	0.951	0.924	0.809	0.895	0.948	0.922	0.900	0.832	0.952	0.886
	13	0.447	0.070	0.720	0.123	0.344	0.420	0.075	0.075	0.350	0.064
	14	0.475	0.212	0.471	0.175	0.311	0.549	0.165	0.148	0.408	0.218
	15	0.640	0.968	0.305	0.944	0.756	0.646	0.968	0.965	0.727	0.970
Range		0.819	0.898	0.853	0.821	0.777	0.797	0.893	0.890	0.827	0.906
Optimization	1	0.715	0.279	0.744	0.508	0.767	0.577	0.411	0.354	0.887	0.178
	2	0.830	0.919	0.558	0.914	0.893	0.672	0.927	0.903	0.935	0.893
	3	0.517	0.870	0.471	0.914	0.738	0.312	0.938	0.958	0.528	0.872
	4	0.600	0.785	0.413	0.680	0.586	0.591	0.721	0.705	0.588	0.803
	5	0.406	0.079	0.572	0.102	0.267	0.535	0.064	0.056	0.378	0.068
	6	0.475	0.641	0.572	0.821	0.708	0.275	0.839	0.880	0.559	0.612
	7	0.339	0.249	0.587	0.485	0.471	0.252	0.457	0.533	0.350	0.218
	8	0.792	0.819	0.428	0.530	0.615	0.863	0.560	0.424	0.818	0.822
	9	0.266	0.522	0.331	0.441	0.244	0.352	0.491	0.557	0.126	0.612
	10	0.278	0.128	0.544	0.239	0.286	0.300	0.203	0.249	0.222	0.128
	11	0.419	0.249	0.428	0.135	0.216	0.633	0.114	0.099	0.322	0.273
	12	0.406	0.498	0.344	0.275	0.244	0.591	0.304	0.289	0.245	0.570
	13	0.703	0.571	0.629	0.680	0.762	0.563	0.649	0.616	0.838	0.486
	14	0.782	0.961	0.385	0.861	0.767	0.746	0.909	0.874	0.818	0.967
	15	0.289	0.390	0.544	0.639	0.493	0.178	0.649	0.755	0.270	0.388
	16	0.792	0.390	0.615	0.275	0.608	0.847	0.220	0.122	0.887	0.322
	17	0.503	0.425	0.456	0.334	0.378	0.605	0.314	0.289	0.468	0.443
Range		0.564	0.882	0.413	0.812	0.676	0.685	0.875	0.902	0.810	0.899

## Appendix B. MATLAB codes for RHM's generation

### B.1. Square Method

<pre> N_Variables=10; N_Repetition=5; for iteration=1: N_Repetition clear L N mn sd s F RC X; switch iteration case 1: X=textread('C:\DB\Var10\Var10_R1_Learning.txt'); case 2 X=textread('C:\DB\Var10\Var10_R2_Learning.txt'); case 3 X=textread('C:\DB\Var10\Var10_R3_Learning.txt'); case 4 X=textread('C:\DB\Var10\Var10_R4_Learning.txt'); case 5 X=textread('C:\DB\Var10\Var10_R5_Learning.txt'); end [L CP SDV C]=factpc(X); [m n]=size(C); % Factor loading adjustment by communalities for i=1:m C(i)=1/C(i); end [dummy N]=size(L); for i=1:N L(:,i)=diag(L(:,i)*C'); end for j=1:N_Variables mn(j)=mean(X(:,j)); sd(j)=std(X(:,j)); end % Factor scores using Bittner constant (1.2208) switch N case 1 s=[1.2208; -1.2208; 0]; case 2 s=[ 1.2208  1.2208     1.2208 -1.2208    -1.2208  1.2208    -1.2208 -1.2208      0      0]; case 3 s=[1.2208  1.2208  1.2208     1.2208  1.2208 -1.2208     1.2208 -1.2208  1.2208    -1.2208  1.2208  1.2208     1.2208 -1.2208 -1.2208    -1.2208 -1.2208  1.2208    -1.2208  1.2208 -1.2208    -1.2208 -1.2208 -1.2208      0      0  0]; case 4 s=[1.2208  1.2208  1.2208  1.2208     1.2208  1.2208  1.2208 -1.2208     1.2208  1.2208 -1.2208  1.2208     1.2208 -1.2208  1.2208  1.2208    -1.2208  1.2208  1.2208  1.2208    -1.2208 -1.2208  1.2208  1.2208    -1.2208  1.2208 -1.2208  1.2208     1.2208 -1.2208 -1.2208  1.2208     1.2208 -1.2208  1.2208 -1.2208    -1.2208  1.2208 -1.2208 -1.2208      0      0      0  0]; case 5 s=[1.2208  1.2208  1.2208  1.2208  1.2208     1.2208  1.2208  1.2208  1.2208 -1.2208     1.2208  1.2208  1.2208 -1.2208  1.2208     1.2208  1.2208 -1.2208  1.2208  1.2208     1.2208 -1.2208  1.2208  1.2208  1.2208    -1.2208 -1.2208  1.2208 -1.2208  1.2208    -1.2208  1.2208  1.2208  1.2208  1.2208     1.2208 -1.2208 -1.2208 -1.2208  1.2208     1.2208 -1.2208  1.2208 -1.2208 -1.2208      0      0      0      0  0]; </pre>	<pre> -1.2208 -1.2208  1.2208  1.2208  1.2208     -1.2208  1.2208 -1.2208  1.2208  1.2208     -1.2208  1.2208  1.2208 -1.2208  1.2208     -1.2208  1.2208  1.2208  1.2208 -1.2208     1.2208 -1.2208 -1.2208  1.2208  1.2208     1.2208 -1.2208  1.2208 -1.2208  1.2208     1.2208 -1.2208  1.2208 -1.2208  1.2208     1.2208 -1.2208  1.2208 -1.2208  1.2208     -1.2208 -1.2208 -1.2208 -1.2208  1.2208     -1.2208 -1.2208  1.2208 -1.2208  1.2208     -1.2208 -1.2208  1.2208  1.2208 -1.2208     1.2208 -1.2208 -1.2208 -1.2208  1.2208     1.2208 -1.2208 -1.2208 -1.2208  1.2208     1.2208  1.2208 -1.2208 -1.2208  1.2208     -1.2208 -1.2208 -1.2208 -1.2208  1.2208     1.2208 -1.2208 -1.2208 -1.2208  1.2208     -1.2208 -1.2208 -1.2208 -1.2208  1.2208      0      0      0      0  0]; end F=L*s'; [N2 dummy]=size(s); for j=1:N2 RC(j,1:N_Variables)=mn+diag(F(:,j))*sd'; end switch iteration case 1 X=textread('C:\DB\Var10\Var10_R1_Testing.txt'); case 2 X=textread('C:\DB\Var10\Var10_R2_Testing.txt'); case 3 X=textread('C:\DB\Var10\Var10_R3_Testing.txt'); case 4 X=textread('C:\DB\Var10\Var10_R4_Testing.txt'); case 5 X=textread('C:\DB\Var10\Var10_R5_Testing.txt'); end i=1; i2=2; i3=3; i4=4; i5=5; i6=6; i7=7; i8=8; i9=9; i10=10; ck=0; [m n]=size(X); for i=1:N_Variables y_max(i)=max(RC(:,i)); y_min(i)=min(RC(:,i)); end for k=1:m if y_max(i)&gt;=X(k,i) &amp;&amp; y_min(i)&lt;=X(k,i) if y_max(i2)&gt;=X(k,i2) &amp;&amp; y_min(i2)&lt;=X(k,i2) if y_max(i3)&gt;=X(k,i3) &amp;&amp; y_min(i3)&lt;=X(k,i3) if y_max(i4)&gt;=X(k,i4) &amp;&amp; y_min(i4)&lt;=X(k,i4) if y_max(i5)&gt;=X(k,i5) &amp;&amp; y_min(i5)&lt;=X(k,i5) if y_max(i6)&gt;=X(k,i6) &amp;&amp; y_min(i6)&lt;=X(k,i6) if y_max(i7)&gt;=X(k,i7) &amp;&amp; y_min(i7)&lt;=X(k,i7) if y_max(i8)&gt;=X(k,i8) &amp;&amp; y_min(i8)&lt;=X(k,i8) if y_max(i9)&gt;=X(k,i9) &amp;&amp; y_min(i9)&lt;=X(k,i9) if y_max(i10)&gt;=X(k,i10) &amp;&amp; y_min(i10)&lt;=X(k,i10) ck=ck+1; end end end end end end end end end end end end disp(sprintf('Iteration: %3.0f, # of factors: %3.0f (Explained = %3.0f, SD = %3.2f), # of RHM: %3.0f, Accommodation percentage: %3.2f\n', iteration, N, CP(1), SDV, N2, ck/m)); end </pre>
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## B.2. Rectangular Method

<pre> N_Variables=10;N_Repetition=5; for iteration=1:N_Repetition clear L N mn sd s F RC X; switch iteration case 1 X=textread('C:\DB\Var10\Var10_R1_Learning.txt'); case 2 X=textread('C:\DB\Var10\Var10_R2_Learning.txt'); case 3 X=textread('C:\DB\Var10\Var10_R3_Learning.txt'); case 4 X=textread('C:\DB\Var10\Var10_R4_Learning.txt'); case 5 X=textread('C:\DB\Var10\Var10_R5_Learning.txt'); end [L CP SDV Variance]=factpc(X); [dummy N]=size(L); for j=1:N_Variables mn(j)=mean(X(:,j)); sd(j)=std(X(:,j)); end options = optimset('Display','off'); % Factor scores of Rectangular method x0=0; w=[]; switch N case 1 y=[]; y=norminv(0.05,0,1); s=[y;-y;0]; case 2 w=[1/sqrt(Variance(1)) 1/sqrt(Variance(2))]; x = fzero(@myfun2,x0,options,w); y=[]; y=abs(norminv(w*x/2,0,1)); s=[y(1) y(2) -y(1) -y(2) y(1) -y(2) -y(1) -y(2) 0 0]; case 3 w=[1/sqrt(Variance(1)) 1/sqrt(Variance(2)) 1/sqrt(Variance(3))]; x = fzero(@myfun3,x0,options,w); y=[]; y=abs(norminv(w*x/2,0,1)); s=[y(1) y(2) y(3) -y(1) -y(2) -y(3) y(1) -y(2) -y(3) -y(1) -y(2) -y(3) -y(1) -y(2) -y(3) -y(1) -y(2) -y(3) 0 0 0]; case 4 w=[1/sqrt(Variance(1)) 1/sqrt(Variance(2)) 1/sqrt(Variance(3)) 1/sqrt(Variance(4))]; x = fzero(@myfun4,x0,options,w); y=[]; y=abs(norminv(w*x/2,0,1)); s=[y(1) y(2) y(3) y(4) -y(1) -y(2) -y(3) -y(4) y(1) -y(2) y(3) y(4) y(1) y(2) -y(3) -y(4) -y(1) -y(2) y(3) -y(4) -y(1) y(2) -y(3) -y(4) -y(1) -y(2) -y(3) y(4) -y(1) y(2) -y(3) y(4) -y(1) -y(2) -y(3) -y(4) -y(1) -y(2) -y(3) -y(4) 0 0 0 0]; case 5 w=[1/sqrt(Variance(1)) 1/sqrt(Variance(2)) 1/sqrt(Variance(3)) 1/sqrt(Variance(4)) 1/sqrt(Variance(5))]; x = fzero(@myfun5,x0,options,w); y=[]; y=abs(norminv(w*x/2,0,1)); s=[y(1) y(2) y(3) y(4) y(5) y(1) y(2) y(3) y(4) -y(5) y(1) y(2) y(3) -y(4) y(5) y(1) y(2) -y(3) y(4) y(5) </pre>	<pre> y(1) -y(2) y(3) y(4) y(5) -y(1) y(2) y(3) y(4) y(5) -y(1) -y(2) y(3) y(4) y(5) -y(1) y(2) -y(3) y(4) y(5) -y(1) y(2) y(3) -y(4) y(5) -y(1) y(2) y(3) y(4) -y(5) y(1) -y(2) -y(3) y(4) y(5) y(1) -y(2) y(3) -y(4) y(5) y(1) y(2) -y(3) -y(4) y(5) y(1) y(2) y(3) -y(4) -y(5) -y(1) -y(2) -y(3) -y(4) -y(5) -y(1) -y(2) y(3) -y(4) y(5) -y(1) -y(2) y(3) y(4) -y(5) -y(1) -y(2) -y(3) -y(4) -y(5) 0 0 0 0 0]; end F=L*s'; [N2 dummy]=size(s); for j=1:N2 RC(j,1:N_Variables)=mn+diag(F(:,j)*sd)'; end switch iteration case 1 X=textread('C:\DB\Var10\Var10_R1_Testing.txt'); case 2 X=textread('C:\DB\Var10\Var10_R2_Testing.txt'); case 3 X=textread('C:\DB\Var10\Var10_R3_Testing.txt'); case 4 X=textread('C:\DB\Var10\Var10_R4_Testing.txt'); case 5 X=textread('C:\DB\Var10\Var10_R5_Testing.txt'); end i=1; i2=2; i3=3; i4=4; i5=5; i6=6; i7=7; i8=8; i9=9; i10=10; ck=0; [m n]=size(X); for i=1:N_Variables y_max(i)=max(RC(:,i)); y_min(i)=min(RC(:,i)); end for k=1:m if y_max(i)&gt;=X(k,i) &amp;&amp; y_min(i)&lt;=X(k,i) if y_max(i2)&gt;=X(k,i2) &amp;&amp; y_min(i2)&lt;=X(k,i2) if y_max(i3)&gt;=X(k,i3) &amp;&amp; y_min(i3)&lt;=X(k,i3) if y_max(i4)&gt;=X(k,i4) &amp;&amp; y_min(i4)&lt;=X(k,i4) if y_max(i5)&gt;=X(k,i5) &amp;&amp; y_min(i5)&lt;=X(k,i5) if y_max(i6)&gt;=X(k,i6) &amp;&amp; y_min(i6)&lt;=X(k,i6) if y_max(i7)&gt;=X(k,i7) &amp;&amp; y_min(i7)&lt;=X(k,i7) if y_max(i8)&gt;=X(k,i8) &amp;&amp; y_min(i8)&lt;=X(k,i8) if y_max(i9)&gt;=X(k,i9) &amp;&amp; y_min(i9)&lt;=X(k,i9) if y_max(i10)&gt;=X(k,i10) &amp;&amp; y_min(i10)&lt;=X(k,i10) ck=ck+1; end end end end end end end end end end end disp(sprintf('Iteration: %3.0f, # of factors: %3.0f (Explained = %3.0f, SD = %3.2f), # of RHM: %3.0f, Accommodation percentage: %3.2f \n', iteration, N, CP(1), SDV, N2, ck/m)); end function F = myfun2(x,w) F = w(1)*x+w(2)*x-w(1)*x*w(2)*x-0.1; </pre>
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### B.3. Circular Method

<pre> N_Variables=10; N_Repetition=5; for iteration=1:N_Repetition clear L N mn sd s F RC X elimatrix; switch iteration case 1 X=textread('C:\DB\Var10\Var10_R1_Learning.txt'); case 2 X=textread('C:\DB\Var10\Var10_R2_Learning.txt'); case 3 X=textread('C:\DB\Var10\Var10_R3_Learning.txt'); case 4 X=textread('C:\DB\Var10\Var10_R4_Learning.txt'); case 5 X=textread('C:\DB\Var10\Var10_R5_Learning.txt'); end V=corrcoef(X); [L, latent, explained] = pcacov(V); la=latent&gt;1; f= cumsum(explained) &lt; 80; NofFactor=max(sum(la), sum(f)+1); CP=sum(explained(1:NofFactor)); L=L(:,1:NofFactor); [dummy N]=size(L); for j=1:N_Variables mn(j)=mean(X(:,j)); sd(j)=std(X(:,j)); end % Factor scores in Circular method switch N case 1 y=funcircle(X,L); s=[y; -y; 0]; case 2 y=funcircle(X,L); s=[y 0 cosd(45)*y sind(45)*y 0 y -cosd(45)*y sind(45)*y -y 0 -cosd(45)*y -sind(45)*y 0 -y cosd(45)*y -sind(45)*y 0 0]; case 3 y=funcircle(X,L); s=[y 0 0 cosd(45)*y sind(45)*y 0 0 y 0 -cosd(45)*y sind(45)*y 0 -y 0 0 -cosd(45)*y -sind(45)*y 0 0 -y 0 cosd(45)*y -sind(45)*y 0 y 0 0 cosd(45)*y 0 sind(45)*y 0 0 y -cosd(45)*y 0 sind(45)*y -y 0 0 -cosd(45)*y 0 -sind(45)*y 0 0 -y cosd(45)*y 0 -sind(45)*y 0 y 0 0 cosd(45)*y sind(45)*y 0 0 y 0 -cosd(45)*y sind(45)*y 0 -y 0 0 -cosd(45)*y -sind(45)*y 0 0 -y 0 cosd(45)*y -sind(45)*y 0 0 0]; [sk dummy]=size(s); eli=0; for ik=1:sk-1 for ik2=ik+1:sk if s(ik,:)==s(ik2,:) eli=eli+1; elimatrix(eli)=ik2; end end end end s(elimatrix,:)=[]; </pre>	<pre> for ik2=ik+1:sk if s(ik,:)==s(ik2,:) eli=eli+1; elimatrix(eli)=ik2; end end end end s(elimatrix,:)=[]; end F=L*s'; [N2 dummy]=size(s); for j=1:N2 RC(j,1:N_Variables)=mn+diag(F(:,j)*sd'); end switch iteration case 1 X=textread('C:\DB\Var10\Var10_R1_Testing.txt'); case 2 X=textread('C:\DB\Var10\Var10_R2_Testing.txt'); case 3 X=textread('C:\DB\Var10\Var10_R3_Testing.txt'); case 4 X=textread('C:\DB\Var10\Var10_R4_Testing.txt'); case 5 X=textread('C:\DB\Var10\Var10_R5_Testing.txt'); end i=1; i2=2; i3=3; i4=4; i5=5; i6=6; i7=7; i8=8; i9=9; i10=10; ck=0; [m n]=size(X); for i=1:N_Variables y_max(i)=max(RC(:,i)); y_min(i)=min(RC(:,i)); end for k=1:m if y_max(i)&gt;=X(k,i) &amp;&amp; y_min(i)&lt;=X(k,i) if y_max(i2)&gt;=X(k,i2) &amp;&amp; y_min(i2)&lt;=X(k,i2) if y_max(i3)&gt;=X(k,i3) &amp;&amp; y_min(i3)&lt;=X(k,i3) if y_max(i4)&gt;=X(k,i4) &amp;&amp; y_min(i4)&lt;=X(k,i4) if y_max(i5)&gt;=X(k,i5) &amp;&amp; y_min(i5)&lt;=X(k,i5) if y_max(i6)&gt;=X(k,i6) &amp;&amp; y_min(i6)&lt;=X(k,i6) if y_max(i7)&gt;=X(k,i7) &amp;&amp; y_min(i7)&lt;=X(k,i7) if y_max(i8)&gt;=X(k,i8) &amp;&amp; y_min(i8)&lt;=X(k,i8) if y_max(i9)&gt;=X(k,i9) &amp;&amp; y_min(i9)&lt;=X(k,i9) if y_max(i10)&gt;=X(k,i10) &amp;&amp; y_min(i10)&lt;=X(k,i10) ck=ck+1; end end end end end end end end end end disp(sprintf('Iteration: %3.0f, # of factors: %3.0f (Explained = %3.0f), # of RHM: %3.0f, Accommodation percentage: %3.2f\n', iteration, N, CP, N2, ck/m)); end function F = funcircle(X, L) [m n]=size(X);[o p]=size(L); for i=1:n X(:,i)=(X(:,i)-mean(X(:,i)))/std(X(:,i)); end X=X*pinv(L);cc=0; switch p case 1 for j=1:0.01:10 cc=0; for i=1:m if sqrt(X(i,1)^2)&lt;=j cc=cc+1; end end end if cc/m&gt;=0.9 F=j; </pre>
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case 4
y=funcircle(X,L);
s=[y      0      0      0
  cosd(45)*y  sind(45)*y  0      0
    0      y      0      0
 -cosd(45)*y  sind(45)*y  0      0
 -y      0      0      0
-cosd(45)*y -sind(45)*y  0      0
    0      -y      0      0
  cosd(45)*y -sind(45)*y  0      0
    y      0      0      0
  cosd(45)*y  0      sind(45)*y  0
    0      y      0      0
 -cosd(45)*y  0      sind(45)*y  0
 -y      0      0      0
-cosd(45)*y  0      -sind(45)*y  0
    0      0      -y      0
  cosd(45)*y  0      -sind(45)*y  0
    y      0      0      0
    0      cosd(45)*y  sind(45)*y  0
    0      0      y      0
    0      -cosd(45)*y  sind(45)*y  0
    0      -y      0      0
    0      -cosd(45)*y -sind(45)*y  0
    0      0      -y      0
    0      cosd(45)*y -sind(45)*y  0
    0      y      0      0
    0      cosd(45)*y  0      sind(45)*y
    0      0      0      y
    0      -cosd(45)*y  0      sind(45)*y
    0      -y      0      0
    0      -cosd(45)*y  0      -sind(45)*y
    0      0      0      -y
    0      cosd(45)*y  0      -sind(45)*y
    0      0      y      0
    0      0      cosd(45)*y  sind(45)*y
    0      0      0      y
    0      0      -cosd(45)*y  sind(45)*y
    0      0      -y      0
    0      0      -cosd(45)*y -sind(45)*y
    0      0      0      -y
    0      0      cosd(45)*y -sind(45)*y
    0      0      0      0];
[sk dummy]=size(s);
elj=0;
for ik=1:sk-1
break
end
end
case 2
for j=1:0.01:10
cc=0;
for i=1:m
if sqrt(X(i,1)^2+X(i,2)^2)<=j
cc=cc+1;
end
end
if cc/m>=0.9
F=j;
break
end
end
case 3
for j=1:0.01:10
cc=0;
for i=1:m
if sqrt(X(i,1)^2+X(i,2)^2+X(i,3)^2)<=j
cc=cc+1;
end
end
if cc/m>=0.9
F=j;
break
end
end
case 4
for j=1:0.01:10
cc=0;
for i=1:m
if sqrt(X(i,1)^2+X(i,2)^2+X(i,3)^2+X(i,4)^2)<=j
cc=cc+1;
end
end
if cc/m>=0.9
F=j;
break
end
end
case 5
for j=1:0.01:10
cc=0;
for i=1:m
if sqrt(X(i,1)^2+X(i,2)^2+X(i,3)^2+X(i,4)^2+X(i,5)^2)<=j
cc=cc+1;
end
end
if cc/m>=0.9
F=j;
break
end
end
end
end
end

```



## B.4. BZ Method

```

N_Variables=10; N_Repetition=5;
for iteration=1:N_Repetition
clear L N mn sd s F RC RC_z X;
switch iteration
    case 1
        X=textread('C:\DB\Var10\Var10_R1_Learning.txt');
    case 2
        X=textread('C:\DB\Var10\Var10_R2_Learning.txt');
    case 3
        X=textread('C:\DB\Var10\Var10_R3_Learning.txt');
    case 4
        X=textread('C:\DB\Var10\Var10_R4_Learning.txt');
    case 5
        X=textread('C:\DB\Var10\Var10_R5_Learning.txt');
end
% Initial Chi-squared value
ChiU = chi2inv(0.91,N_Variables); ChiL = chi2inv(0.89,N_Variables);
[m n]=size(X); z=zeros(m,n);
for j=1:n
    sd=std(X(:,j)); mn=mean(X(:,j)); y=(X(:,j)-ones(m,1)*mn)/sd; z(:,j)=y;
end
Verification=0;
while Verification==0
    covz=cov(z); selected=0; anth=zeros(m,n); ik1=0; ik2=0;
    for i=1:m
        k=z(i,:)*inv(covz)*z(i,:);
        if k<=ChiU && k>=ChiL
            selected=selected+1;
            anth(selected,:)=X(i,:);
            distance(selected)=k;
        end
        if k<=ChiL
            ik1=ik1+1;
        end
        if k<=ChiU
            ik2=ik2+1;
        end
    end
    if (ik1/m>=0.889 & ik1/m<=0.891) & (ik2/m<=0.911 &
    ik2/m>=0.909)
        Verification=1;
    end
    % Chi-square value adjustment
    if ik1/m<0.89
        ChiL=ChiL+0.01;
    end
    ChiL=ChiL-0.01;
    end
    if ik2/m>0.91
        ChiU=ChiU-0.01;
    end
    ChiU=ChiU+0.01;
    end
end
disp(sprintf('Boundary Zone = %3.3f ~ %3.3f, ik1/m, ik2/m))
anth(selected+1,m,:)=[]; RC=anth;
[m1 n]=size(RC); acco=zeros(1,60);
for cl=2:m1
    [IDX_R_temp]=kmeans(RC,cl); oj=0;
    for i=1:cl
        ss=0; num_ss=0;
        for j=1:selected
            if IDX(j)==i
                oj=oj+1;
                if ss<=distance(j)
                    ss=distance(j); num_ss=j;
                end
            end
        end
        RC_z(cl,i,:)=RC(num_ss,:);
    end
end
i=1; i2=2; i3=3; i4=4; i5=5; i6=6; i7=7; i8=8; i9=9; i10=10; ck=0;
[m n]=size(X);
for i=1:N_Variables
    y_max(i)=max(RC_z(cl,:;i));
    y_min(i)=min(RC_z(cl,:;i));
end
end
end
for k=1:m
    for k1=1:m
        if y_max(i)>=X(k,i) && y_min(i)<=X(k,i)
            if y_max(i2)>=X(k,i2) && y_min(i2)<=X(k,i2)
                if y_max(i3)>=X(k,i3) && y_min(i3)<=X(k,i3)
                    if y_max(i4)>=X(k,i4) && y_min(i4)<=X(k,i4)
                        if y_max(i5)>=X(k,i5) && y_min(i5)<=X(k,i5)
                            if y_max(i6)>=X(k,i6) && y_min(i6)<=X(k,i6)
                                if y_max(i7)>=X(k,i7) && y_min(i7)<=X(k,i7)
                                    if y_max(i8)>=X(k,i8) && y_min(i8)<=X(k,i8)
                                        if y_max(i9)>=X(k,i9) && y_min(i9)<=X(k,i9)
                                            if y_max(i10)>=X(k,i10) && y_min(i10)<=X(k,i10)
                                                ck=ck+1;
                                            end
                                        end
                                    end
                                end
                            end
                        end
                    end
                end
            end
        end
        end
        acco(ck)=ck/m;
    end
    a1=find(acco>=0.9); a1=a1(1);
    for k1=1:a1
        for k2=1:N_Variables
            RC_k(k1,k2)=RC_z(a1,k1,k2);
        end
    end
    RC=RC_k;
    switch iteration
        case 1
            X=textread('C:\DB\Var10\Var10_R1_Testing.txt');
        case 2
            X=textread('C:\DB\Var10\Var10_R2_Testing.txt');
        case 3
            X=textread('C:\DB\Var10\Var10_R3_Testing.txt');
        case 4
            X=textread('C:\DB\Var10\Var10_R4_Testing.txt');
        case 5
            X=textread('C:\DB\Var10\Var10_R5_Testing.txt');
    end
    [m n]=size(X);
    for i=1:N_Variables
        y_max(i)=max(RC(:,i)); y_min(i)=min(RC(:,i));
    end
    i=1; i2=2; i3=3; i4=4; i5=5; i6=6; i7=7; i8=8; i9=9; i10=10; ck=0;
    for k=1:m
        if y_max(i)>=X(k,i) && y_min(i)<=X(k,i)
            if y_max(i2)>=X(k,i2) && y_min(i2)<=X(k,i2)
                if y_max(i3)>=X(k,i3) && y_min(i3)<=X(k,i3)
                    if y_max(i4)>=X(k,i4) && y_min(i4)<=X(k,i4)
                        if y_max(i5)>=X(k,i5) && y_min(i5)<=X(k,i5)
                            if y_max(i6)>=X(k,i6) && y_min(i6)<=X(k,i6)
                                if y_max(i7)>=X(k,i7) && y_min(i7)<=X(k,i7)
                                    if y_max(i8)>=X(k,i8) && y_min(i8)<=X(k,i8)
                                        if y_max(i9)>=X(k,i9) && y_min(i9)<=X(k,i9)
                                            if y_max(i10)>=X(k,i10) && y_min(i10)<=X(k,i10)
                                                ck=ck+1;
                                            end
                                        end
                                    end
                                end
                            end
                        end
                    end
                end
            end
        end
        end
        disp(sprintf('Iteration: %3.0f, # of RHM: %3.0f, Accommodation
        percentage: %3.2f\n', iteration, a1, acco(a1)));
    end
end

```

## Appendix C. Visual Basic code for anthropometric simulation

### Form1.frm

<pre> Dim sXX As Single, sYY As Single, sZZ As Single Private FPS As Long Private all_stop As Boolean Private cube As Object3D Private Sub Check1_Click()     If Check1.Value = 1 Then         Me.Height = 9165     Else         Me.Height = 2295     End If End Sub Private Sub Command1_Click()     MsgBox HSX.Value End Sub Private Sub Command2_Click()     KF = Val(Text4)     TableHeight = 70     SeatHeight = 40     Call LoadObject(cube)     HSX_Change     Command1_Click End Sub  Private Sub ComStart_Click()     LoadAnthropometry     Text1 = Time     PosturePrecision = txtParameter(0)     DesignPrecision = txtParameter(1)     Tolerance = txtParameter(2)     For i = 1 To RHM_Number         NumberofAlternative = 0: NthRHM = i         For TableHeight = 50 To 85 Step DesignPrecision             For SeatHeight = 25 To 65 Step DesignPrecision                 Text3 = Int(((TableHeight - 50) * (SeatHeight - 30)) / ((80 - 50) * (60 - 30)) * 100)                 txtSimulation(0) = TableHeight                 txtSimulation(1) = SeatHeight                 For KF = 70 To 110 Step PosturePrecision                     For HF = 0 To 0 Step PosturePrecision                         SRP = (LL(i, 8) + LL(i, 10)) * Sin(KF / 180 * 3.14) + LL(i, 7) * Sin(HF / 180 * 3.14) + 2.5                         SRP = SRP - LL(i, 11) * Cos(HF / 180 * 3.14)                         Clearance = SeatHeight + RHM(i, 6)                         Text8 = Int(Clearance)                         If SRP &gt;= SeatHeight - Tolerance And SRP &lt;= SeatHeight + Tolerance And Clearance &lt;= TableHeight Then                             NewRun = 0                             Loss_Temp = 100000                             For SF = 0 To 25 Step PosturePrecision                                 For SA = 0 To 25 Step PosturePrecision                                     For EF = 70 To 135 Step PosturePrecision   HandLocation = SRP + LL(i, 5) - LL(i, 2) * Cos(SF / 180 * 3.14) * Cos(SA / 180 * 3.14) - LL(i, 3) * Cos(EF / 180 * 3.14)   If HandLocation &gt;= TableHeight - Tolerance And HandLocation &lt;= TableHeight + Tolerance Then   If Loss_Temp &gt; Abs(KF - 90) + Abs(HF - 0) + Abs(SF - 0) + Abs(SA - 0) + Abs(EF - 90) Then   If NewRun = 0 Then   NumberofAlternative = NumberofAlternative + 1   NewRun = 1   End If   End If   End For                                     End For                                 End For                             End For                             Loss(NumberofAlternative, 1) = TableHeight                         End If                     End For                 End For             End For         End For     End For </pre>	<pre> Call ScaleObject(15, 15, 15, temp) sXX = HSX.Value * 3.141592654 / 180 sYY = HSY.Value * 3.141592654 / 180 sZZ = HSZ.Value * 3.141592654 / 180 Call RotateObject(sXX, sYY, sZZ, temp) Call TranslateObject(0, 0, 50, temp) Call ProjectObject(temp, Picture1) Call DisplayObject(temp, Picture1) End Sub Private Sub HSY_Change()     HSX_Change End Sub Private Sub HSZ_Change()     HSX_Change End Sub Private Sub Option1_Click()     If Option1.Value = True Then         HSX.Value = 200         HSY.Value = 319         HSZ.Value = 70     End If End Sub Private Sub Option2_Click()     If Option2.Value = True Then         HSX.Value = 263         HSY.Value = 0         HSZ.Value = 0     End If End Sub Private Sub Option3_Click()     If Option3.Value = True Then         HSX.Value = 182         HSY.Value = 0         HSZ.Value = 0     End If End Sub Public Sub LoadAnthropometry()     If Combo1.ListIndex = 0 Then         RHM_Number = 3         Open App.Path &amp; "\RHM_Percentile.txt" For Input As #1         For i = 1 To RHM_Number             For j = 1 To 11                 Input #1, RHM(i, j)                 RHM(i, j) = RHM(i, j) / 10             Next         Next     End If     For i = 1 To RHM_Number         LL(i, 1) = RHM(i, 9) * 0.77         LL(i, 2) = RHM(i, 10) * 0.16         LL(i, 3) = RHM(i, 10) * 0.16         LL(i, 5) = RHM(i, 1) * 0.91         LL(i, 6) = RHM(i, 4) * 0.49         LL(i, 7) = RHM(i, 5) * 0.89         LL(i, 8) = RHM(i, 7) * 0.9         LL(i, 9) = RHM(i, 8) * 0.75         LL(i, 10) = RHM(i, 7) * 0.2         LL(i, 11) = RHM(i, 6) * 0.5         LL(i, 12) = RHM(i, 5) * 0.22     Next End Sub If Combo1.ListIndex = 1 Then     RHM_Number = 9     Open App.Path &amp; "\RHM_Square.txt" For Input As #1     For i = 1 To RHM_Number         For j = 1 To 11             Input #1, RHM(i, j)             RHM(i, j) = RHM(i, j) / 10         Next     Next End If Close #1 For i = 1 To RHM_Number </pre>
--	---



<pre> 'Initialize HF = -10: KF = 90: SA = 0: SF = 0: EF = 90: TableHeight = 55: SeatHeight = 40: ArmrestHeight = 50: ArmrestClearance = 40: NthRHM = 1 RHM_Number = 3 Open App.Path &amp; "\RHM_Percentile.txt" For Input As #1   For i = 1 To RHM_Number     For j = 1 To 11       Input #1, RHM(i, j)       RHM(i, j) = RHM(i, j) / 10     Next   Next Close #1 For i = 1 To RHM_Number   LL(i, 1) = RHM(i, 9) * 0.77   LL(i, 2) = RHM(i, 10) * 0.16   LL(i, 3) = RHM(i, 10) * 0.16   LL(i, 4) = RHM(i, 11)   LL(i, 5) = RHM(i, 1) * 0.91   LL(i, 6) = RHM(i, 4) * 0.49   LL(i, 7) = RHM(i, 5) * 0.69   LL(i, 8) = RHM(i, 7) * 0.72   LL(i, 9) = RHM(i, 8) * 0.4   LL(i, 10) = RHM(i, 7) * 0.157576   LL(i, 11) = RHM(i, 6) * 0.5   LL(i, 12) = RHM(i, 5) * 0.22 Next Call LoadObject(cube) HSX_Change Combo1.AddItem "Percentile" Combo1.AddItem "Square" Combo1.AddItem "Circular" Combo1.AddItem "Rectangular" Combo1.AddItem "Boundary zone" Combo1.ListIndex = 0 End Sub  Private Sub Form_Unload(Cancel As Integer)   all_stop = True End Sub  Private Sub HSX_Change()   Dim temp As Object3D   Dim ang As Single   temp = cube   Picture1.Cls </pre>	<pre> LL(i, 9) = RHM(i, 8) * 0.75 LL(i, 10) = RHM(i, 7) * 0.2 LL(i, 11) = RHM(i, 6) * 0.5 LL(i, 12) = RHM(i, 5) * 0.22 Next End If End Sub Public Sub User()   RHM_Number = 1000   Open App.Path &amp; "\CW_Testing.txt" For Input As #1   For i = 1 To RHM_Number     For j = 1 To 11       Input #1, RHM(i, j)       RHM(i, j) = RHM(i, j) / 10     Next   Next Close #1 For i = 1 To RHM_Number   LL(i, 1) = RHM(i, 9) * 0.77 'Shoulder pivot width   LL(i, 2) = RHM(i, 10) * 0.16 'Humeral link   LL(i, 3) = RHM(i, 10) * 0.16 'Forearm link   LL(i, 4) = RHM(i, 11) 'Hand link   LL(i, 5) = RHM(i, 1) * 0.91 'Trunk link   LL(i, 6) = RHM(i, 4) * 0.49 'Hip pivot width   LL(i, 7) = RHM(i, 5) * 0.89 'Femoral link   LL(i, 8) = RHM(i, 7) * 0.9 'Shank link   LL(i, 9) = RHM(i, 8) * 0.75 'Ankle-to-toe link   LL(i, 10) = RHM(i, 7) * 0.2 'Ankle-to-floor link   LL(i, 11) = RHM(i, 6) * 0.5 'SRP-to-HP vertical link   LL(i, 12) = RHM(i, 5) * 0.28 'SRP-to-HP horizontal link Next End Sub </pre>
--	--

## Module1.bas

<pre> Public RHM(10000, 20), LL(10000, 30), Loss(1000000, 10), HF, KF, SF, SA, EF, TableHeight, SeatHeight, ArmrestHeight, ArmrestClearance, NthRHM, RHM_Number Public Declare Sub Sleep Lib "kernel32" (ByVal dwMilliseconds As Long) Public Declare Function SleepEx Lib "kernel32" (ByVal dwMilliseconds As Long, ByVal bAlertable As Long) As Long Public Declare Sub GetSystemTime Lib "kernel32" (lpSystemTime As SYSTEMTIME) Public Declare Function SetSystemTime Lib "kernel32" (lpSystemTime As SYSTEMTIME) As Long Public Type SYSTEMTIME   wYear As Integer   wMonth As Integer   wDayOfWeek As Integer   wDay As Integer   wHour As Integer   wMinute As Integer   wSecond As Integer   wMilliseconds As Integer End Type  Private Type vx3D   x As Single   y As Single   z As Single   sx As Long   sy As Long End Type </pre>	<pre> 'Foot obj.vx(6).x = obj.vx(2).x + (LL(NthRHM, 9) * iUL): obj.vx(6).y = obj.vx(2).y: obj.vx(6).z = obj.vx(2).z obj.vx(7).x = obj.vx(5).x + (LL(NthRHM, 9) * iUL): obj.vx(7).y = obj.vx(5).y: obj.vx(7).z = obj.vx(5).z  For i = 0 To 7   obj.vx(i).z = obj.vx(i).z + (obj.vx(7).z * -1) Next  'Trunk obj.vx(62).x = 0 * iUL: obj.vx(62).y = 0 * iUL: obj.vx(62).z = obj.vx(0).z obj.vx(63).x = 0 * iUL: obj.vx(63).y = 0 * iUL: obj.vx(63).z = obj.vx(0).z + (LL(NthRHM, 5) * iUL) obj.vx(64).x = 0 * iUL: obj.vx(64).y = LL(NthRHM, 1) / 2 * iUL: obj.vx(64).z = obj.vx(63).z obj.vx(65).x = 0 * iUL: obj.vx(65).y = -LL(NthRHM, 1) / 2 * iUL: obj.vx(65).z = obj.vx(63).z  'Upper Limbs obj.vx(66).x = LL(NthRHM, 2) * Sin(SF / 180 * 3.14) * iUL: obj.vx(66).y = (LL(NthRHM, 1) / 2 + LL(NthRHM, 2) * Sin(SA / 180 * 3.14)) * iUL: obj.vx(66).z = obj.vx(50).z + ((LL(NthRHM, 5) - LL(NthRHM, 2) * Cos(SF / 180 * 3.14) * Cos(SA / 180 * 3.14)) * iUL) obj.vx(67).x = obj.vx(66).x + LL(NthRHM, 3) * Sin(EF / 180 * 3.14) * iUL: obj.vx(67).y = (LL(NthRHM, 1) / 2 + LL(NthRHM, 3) * Sin(SA / 180 * 3.14)) * iUL: obj.vx(67).z = obj.vx(66).z - </pre>
---	--

<pre> Private Type Polygon3D     v_pointer(2) As Long     colr As Long End Type  Public Type Object3D     vx() As vx3D     polygon() As Polygon3D End Type  Public Sub LoadObject(obj As Object3D)     ReDim obj.vx(100)     Const iUL = 0.01      ' Ground     obj.vx(54).x = -100 * iUL: obj.vx(54).y = 100 * iUL: obj.vx(54).z = 0     obj.vx(55).x = 100 * iUL: obj.vx(55).y = 100 * iUL: obj.vx(55).z = 0     obj.vx(56).x = 100 * iUL: obj.vx(56).y = -100 * iUL: obj.vx(56).z = 0     obj.vx(57).x = -100 * iUL: obj.vx(57).y = -100 * iUL: obj.vx(57).z = 0      'Seat     obj.vx(50).x = -LL(NthRHM, 12) * iUL: obj.vx(50).y = 43 / 2 * iUL:     obj.vx(50).z = SeatHeight * iUL     obj.vx(51).x = (40 - LL(NthRHM, 12)) * Cos(HF / 180 * 3.14) * iUL:     obj.vx(51).y = 43 / 2 * iUL: obj.vx(51).z = (SeatHeight +     SeatHeight * Sin(-1 * HF / 180 * 3.14)) * iUL     obj.vx(52).x = (40 - LL(NthRHM, 12)) * Cos(HF / 180 * 3.14) * iUL:     obj.vx(52).y = -43 / 2 * iUL: obj.vx(52).z = (SeatHeight +     SeatHeight * Sin(-1 * HF / 180 * 3.14)) * iUL     obj.vx(53).x = -LL(NthRHM, 12) * iUL: obj.vx(53).y = -43 / 2 * iUL:     obj.vx(53).z = SeatHeight * iUL      'SRP     obj.vx(68).x = -LL(NthRHM, 12) + 0.5 * iUL: obj.vx(68).y = 0.5 * iUL:     obj.vx(68).z = SeatHeight * iUL     obj.vx(69).x = -LL(NthRHM, 12) - 0.5 * iUL: obj.vx(69).y = 0.5 * iUL:     obj.vx(69).z = SeatHeight * iUL     obj.vx(70).x = -LL(NthRHM, 12) - 0.5 * iUL: obj.vx(70).y = -0.5 * iUL:     obj.vx(70).z = SeatHeight * iUL     obj.vx(71).x = -LL(NthRHM, 12) + 0.5 * iUL: obj.vx(71).y = -0.5 *     iUL: obj.vx(71).z = SeatHeight * iUL      'Table     obj.vx(58).x = 10 * iUL: obj.vx(58).y = 70 / 2 * iUL: obj.vx(58).z =     TableHeight * iUL: obj.vx(59).x = 90 * iUL: obj.vx(59).y = 70 / 2 * iUL:     obj.vx(59).z = TableHeight * iUL: obj.vx(60).x = 90 * iUL: obj.vx(60).y =     -70 / 2 * iUL: obj.vx(60).z = TableHeight * iUL: obj.vx(61).x = 10 *     iUL: obj.vx(61).y = -70 / 2 * iUL: obj.vx(61).z = TableHeight * iUL      'Right Armrest     obj.vx(74).x = -7.7 * iUL: obj.vx(74).y = (ArmrestClearance / 2 + 3) *     iUL: obj.vx(74).z = ArmrestHeight * iUL     obj.vx(75).x = -(7.7 - 30) * iUL: obj.vx(75).y = (ArmrestClearance / 2 +     3) * iUL: obj.vx(75).z = ArmrestHeight * iUL     obj.vx(76).x = -(7.7 - 30) * iUL: obj.vx(76).y = (ArmrestClearance / 2 - 3)     * iUL: obj.vx(76).z = ArmrestHeight * iUL     obj.vx(77).x = -7.7 * iUL: obj.vx(77).y = (ArmrestClearance / 2 - 3) *     iUL: obj.vx(77).z = ArmrestHeight * iUL      'Right Armrest     obj.vx(78).x = -7.7 * iUL: obj.vx(78).y = -(ArmrestClearance / 2 + 3) *     iUL: obj.vx(78).z = ArmrestHeight * iUL     obj.vx(79).x = -(7.7 - 30) * iUL: obj.vx(79).y = -(ArmrestClearance / 2 +     3) * iUL: obj.vx(79).z = ArmrestHeight * iUL     obj.vx(80).x = -(7.7 - 30) * iUL: obj.vx(80).y = -(ArmrestClearance / 2 -     3) * iUL: obj.vx(80).z = ArmrestHeight * iUL     obj.vx(81).x = -7.7 * iUL: obj.vx(81).y = -(ArmrestClearance / 2 - 3) *     iUL: obj.vx(81).z = ArmrestHeight * iUL      'Lower Limbs     obj.vx(0).x = 0: obj.vx(0).y = LL(NthRHM, 6) / 2 * iUL: obj.vx(0).z = 0     obj.vx(1).x = LL(NthRHM, 7) * Cos(-1 * HF / 180 * 3.14) * iUL:     obj.vx(1).y = LL(NthRHM, 6) / 2 * iUL: obj.vx(1).z =     LL(NthRHM, 7) * Sin(-1 * HF / 180 * 3.14) * iUL     obj.vx(2).x = (LL(NthRHM, 7) * Cos(-1 * HF / 180 * 3.14) +     (LL(NthRHM, 8) + LL(i, 10)) * Cos(KF / 180 * 3.14)) *     iUL: obj.vx(2).y = LL(NthRHM, 6) / 2 * iUL: obj.vx(2).z =     -(LL(NthRHM, 8) + LL(i, 10)) * Sin(KF / 180 * 3.14) -     LL(i, 7) * Sin(HF / 180 * 3.14) + 2.5 * iUL </pre>	<pre> (LL(NthRHM, 3) * Cos(EF / 180 * 3.14) * iUL) obj.vx(72).x = LL(NthRHM, 2) * Sin(SF / 180 * 3.14) * iUL: obj.vx(72).y = - (LL(NthRHM, 1) / 2 + LL(NthRHM, 2) * Sin(SA / 180 * 3.14)) * iUL: obj.vx(72).z = obj.vx(50).z + (LL(NthRHM, 5) - LL(NthRHM, 2) * Cos(SF / 180 * 3.14) * Cos(SA / 180 * 3.14)) * iUL obj.vx(73).x = obj.vx(66).x + LL(NthRHM, 3) * Sin(EF / 180 * 3.14) * iUL: obj.vx(73).y = -(LL(NthRHM, 1) / 2 + LL(NthRHM, 3) * Sin(SA / 180 * 3.14)) * iUL: obj.vx(73).z = obj.vx(66).z - (LL(NthRHM, 3) * Cos(EF / 180 * 3.14) * iUL)  End Sub Public Sub DisplayObject(obj As Object3D, frm As Object)  'Ground Level frm.Line (obj.vx(54).sx, obj.vx(54).sy)-(obj.vx(55).sx, obj.vx(55).sy), vbGreen frm.Line (obj.vx(55).sx, obj.vx(55).sy)-(obj.vx(56).sx, obj.vx(56).sy), vbGreen frm.Line (obj.vx(56).sx, obj.vx(56).sy)-(obj.vx(57).sx, obj.vx(57).sy), vbGreen frm.Line (obj.vx(57).sx, obj.vx(57).sy)-(obj.vx(54).sx, obj.vx(54).sy), vbGreen  'Seat frm.Line (obj.vx(50).sx, obj.vx(50).sy)-(obj.vx(51).sx, obj.vx(51).sy), vbWhite frm.Line (obj.vx(51).sx, obj.vx(51).sy)-(obj.vx(52).sx, obj.vx(52).sy), vbWhite frm.Line (obj.vx(52).sx, obj.vx(52).sy)-(obj.vx(53).sx, obj.vx(53).sy), vbWhite frm.Line (obj.vx(53).sx, obj.vx(53).sy)-(obj.vx(50).sx, obj.vx(50).sy), vbWhite  'SRP frm.Line (obj.vx(68).sx, obj.vx(68).sy)-(obj.vx(69).sx, obj.vx(69).sy), vbRed frm.Line (obj.vx(69).sx, obj.vx(69).sy)-(obj.vx(70).sx, obj.vx(70).sy), vbRed frm.Line (obj.vx(70).sx, obj.vx(70).sy)-(obj.vx(71).sx, obj.vx(71).sy), vbRed frm.Line (obj.vx(71).sx, obj.vx(71).sy)-(obj.vx(68).sx, obj.vx(68).sy), vbRed  'Table frm.Line (obj.vx(58).sx, obj.vx(58).sy)-(obj.vx(59).sx, obj.vx(59).sy), vbWhite frm.Line (obj.vx(59).sx, obj.vx(59).sy)-(obj.vx(60).sx, obj.vx(60).sy), vbWhite frm.Line (obj.vx(60).sx, obj.vx(60).sy)-(obj.vx(61).sx, obj.vx(61).sy), vbWhite frm.Line (obj.vx(61).sx, obj.vx(61).sy)-(obj.vx(58).sx, obj.vx(58).sy), vbWhite  'Lower Limbs frm.Line (obj.vx(0).sx, obj.vx(0).sy)-(obj.vx(1).sx, obj.vx(1).sy), vbRed frm.Line (obj.vx(1).sx, obj.vx(1).sy)-(obj.vx(2).sx, obj.vx(2).sy), vbRed frm.Line (obj.vx(0).sx, obj.vx(0).sy)-(obj.vx(3).sx, obj.vx(3).sy), vbRed frm.Line (obj.vx(3).sx, obj.vx(3).sy)-(obj.vx(4).sx, obj.vx(4).sy), vbRed frm.Line (obj.vx(4).sx, obj.vx(4).sy)-(obj.vx(5).sx, obj.vx(5).sy), vbRed frm.Line (obj.vx(2).sx, obj.vx(2).sy)-(obj.vx(6).sx, obj.vx(6).sy), vbRed frm.Line (obj.vx(5).sx, obj.vx(5).sy)-(obj.vx(7).sx, obj.vx(7).sy), vbRed  'Trunk frm.Line (obj.vx(62).sx, obj.vx(62).sy)-(obj.vx(63).sx, obj.vx(63).sy), vbRed frm.Line (obj.vx(64).sx, obj.vx(64).sy)-(obj.vx(65).sx, obj.vx(65).sy), vbRed  'Upper Limbs frm.Line (obj.vx(64).sx, obj.vx(64).sy)-(obj.vx(66).sx, obj.vx(66).sy), vbRed frm.Line (obj.vx(66).sx, obj.vx(66).sy)-(obj.vx(67).sx, obj.vx(67).sy), vbRed frm.Line (obj.vx(65).sx, obj.vx(65).sy)-(obj.vx(72).sx, obj.vx(72).sy), vbRed frm.Line (obj.vx(72).sx, obj.vx(72).sy)-(obj.vx(73).sx, obj.vx(73).sy), vbRed End Sub  Public Sub ProjectObject(obj As Object3D, frm As Object)     Dim pnt As Long, dz As Single     For pnt = 0 To UBound(obj.vx())         dz = obj.vx(pnt).z: If dz &lt;= 0 Then dz = 0.001         obj.vx(pnt).sx = (MainForm.Picture1.ScaleWidth / 2) + ((obj.vx(pnt).x *         300) / dz)         obj.vx(pnt).sy = (MainForm.Picture1.ScaleHeight / 2) + ((obj.vx(pnt).y *         300) / dz)     Next End Sub Public Sub RotateObject(pit As Single, yaw As Single, rol As Single, obj As Object3D)     Dim pnt As Long     Dim x0 As Single, y0 As Single, z0 As Single     Dim x1 As Single, y1 As Single, z1 As Single     Dim x2 As Single, y2 As Single, z2 As Single     obj.vx(pnt).x = x2     obj.vx(pnt).y = y2     obj.vx(pnt).z = z2     Next End Sub </pre>
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<pre> obj.vx(3).x=0: obj.vx(3).y=-LL(NthRHM, 6) / 2 * iUL: obj.vx(3).z=0 obj.vx(4).x = LL(NthRHM, 7) * Cos(-1 * HF / 180 * 3.14) * iUL: obj.vx(4).y = -LL(NthRHM, 6) / 2 * iUL: obj.vx(4).z = LL(NthRHM, 7) * Sin(-1 * HF / 180 * 3.14) * iUL obj.vx(5).x = (LL(NthRHM, 7) * Cos(-1 * HF / 180 * 3.14) + (LL(NthRHM, 8) + LL(i, 10)) * Cos(KF / 180 * 3.14)) * iUL: obj.vx(5).y=-LL(NthRHM, 6) / 2 * iUL: obj.vx(5).z = -((LL(NthRHM, 8) + LL(i, 10)) * Sin(KF / 180 * 3.14) - LL(i, 7) * Sin(HF / 180 * 3.14 + 2.5) * iUL  For pnt = 0 To UBound(obj.vx()) x0 = Cos(yaw) * obj.vx(pnt).x + Sin(yaw) * obj.vx(pnt).z y0 = obj.vx(pnt).y z0 = Sin(yaw) * obj.vx(pnt).x - Cos(yaw) * obj.vx(pnt).z  x1 = x0 y1 = Cos(pit) * y0 + Sin(pit) * z0 z1 = Sin(pit) * y0 - Cos(pit) * z0  x2 = Cos(rol) * x1 + Sin(rol) * y1 y2 = Sin(rol) * x1 - Cos(rol) * y1 z2 = z1 </pre>	<pre> Public Sub ScaleObject(xs As Single, ys As Single, zs As Single, obj As Object3D) Dim pnt As Long For pnt = 0 To UBound(obj.vx()) obj.vx(pnt).x = obj.vx(pnt).x * xs obj.vx(pnt).y = obj.vx(pnt).y * ys obj.vx(pnt).z = obj.vx(pnt).z * zs Next End Sub  Public Sub TranslateObject(tx As Long, ty As Long, tz As Long, obj As Object3D) Dim pnt As Long For pnt = 0 To UBound(obj.vx()) obj.vx(pnt).x = obj.vx(pnt).x + tx obj.vx(pnt).y = obj.vx(pnt).y + ty obj.vx(pnt).z = obj.vx(pnt).z + tz Next End Sub </pre>
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