Optimizing Simulation for Long Distance Throw in Baseball
According to an Order of Plural Objectives in Practice

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(1) We adopted the simulation method by optimizing calculation for a motion of long distance throw to handle, when the importance among plural objectives was changed in the improving process according to its ratio.
(2) We also mentioned the simulation experiment and its results.
(3) From the consequence, it could be concluded that a throwing motion around the different type of motions by the improving process according to the order of the importance for plural objectives, even if it is given from the initial initial motion.
(4) The consequence motion was more different from the initial motion as increasing the number of the iterations for improving by the optimization.
(5) If we can apply the conclusion from the simulation experiment to an actual player, it may be necessary to consider the order of importance for plural objectives when a genuine rules in practice. The difference among motions by player may be given totally by difference of a condition of body, but also difference of the order of an importance for plural objectives in practice.

Original Motion

Joint Angle of β/6

Consequent Motions

Total Torque and Torque Derivatives

Converging Process