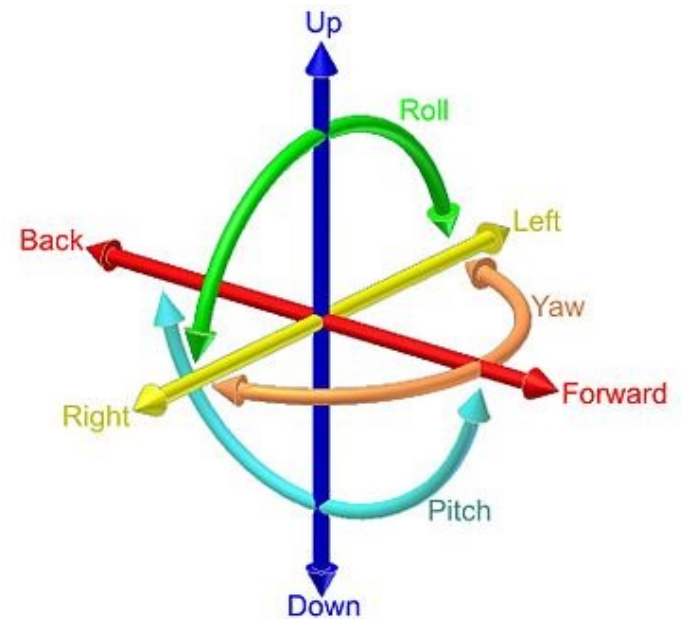


EXPLORE ROBOTICS – CISC 1003

DEGREES OF FREEDOM



REVIEW – LOCOMOTION AND DEGREES OF FREEDOM



Locomotion

- Locomotion = locus (place) + motion
- Locomotion refers to the way a body moves
 - from place to place.
- A fundamental function of humans, animals
 - Acquired through training
 - Requiring significant “brain power”
- It's generally the first challenge for a robot
- Many modes of locomotion exist



Modes of Locomotion

- Most common, legged vs. Wheeled
- Benefits and challenges:
 - Wheeled:
 - Most efficient use of power
 - Low number of *Degrees of Freedom (DOFs)*.
 - Legged:
 - Large DOFs, challenge of stability.

Locomotion and Manipulations

- Choice of effectors and actuators sets the limits on what the robot can do
- Usually categorized as locomotion or manipulation
 - Locomotion: vehicle moving itself
 - Manipulation: An arm moving things
- In both cases can consider the ***degrees of freedom*** in the design

Degrees of Freedom (D.O.F.)

- The number of independent parameters that define a systems' configuration or state

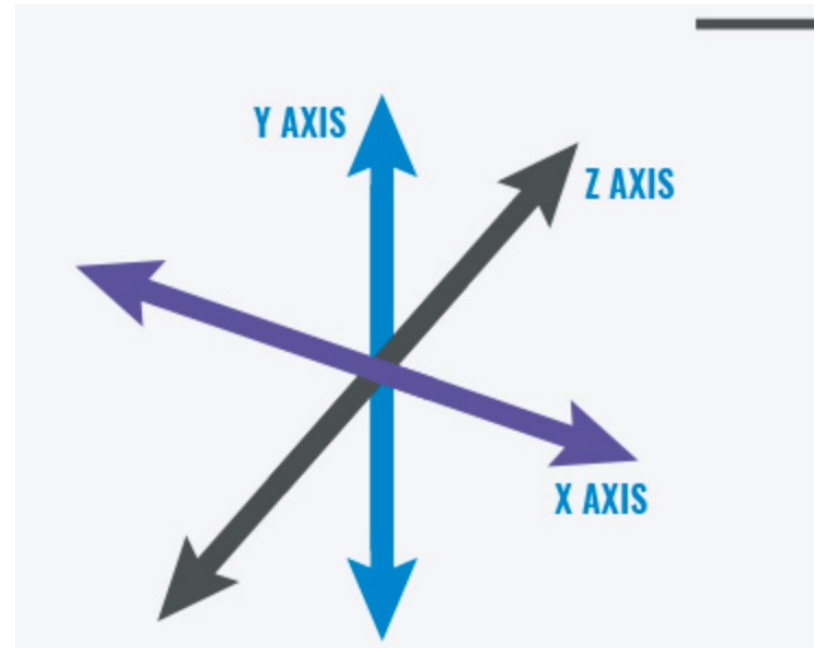
Degrees of freedom (D.O.F.)

- Degrees of Freedom of a point in space:
 - # of independent coordinates required to define position and orientation
 - How many such points?



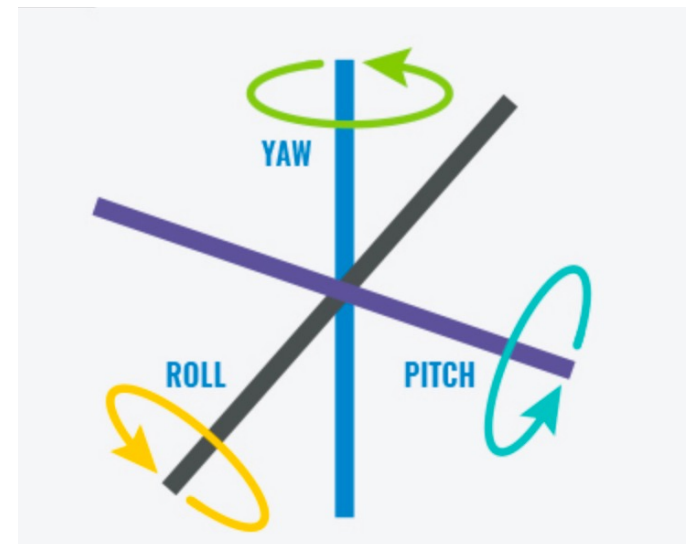
Degrees of freedom (D.O.F.)

- Degrees of Freedom of a point in space:
 - # of independent coordinates required to define position and orientation
 - How many such coordinates?
 - 3 coordinates – x , y , and z



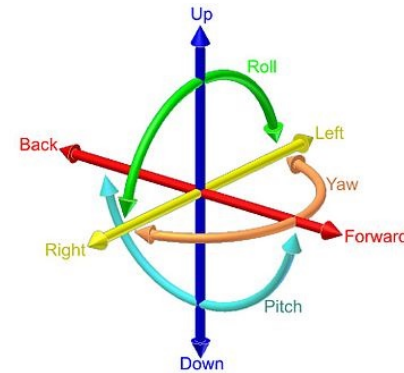
Degrees of freedom (D.O.F.)

- Degrees of Freedom of a **rigid body** in space:
 - 3 linear movements across x , y and z dimensions
 - Three rotational movements about axis x , y and z
 - Called *roll*, *pitch*, and *yaw*



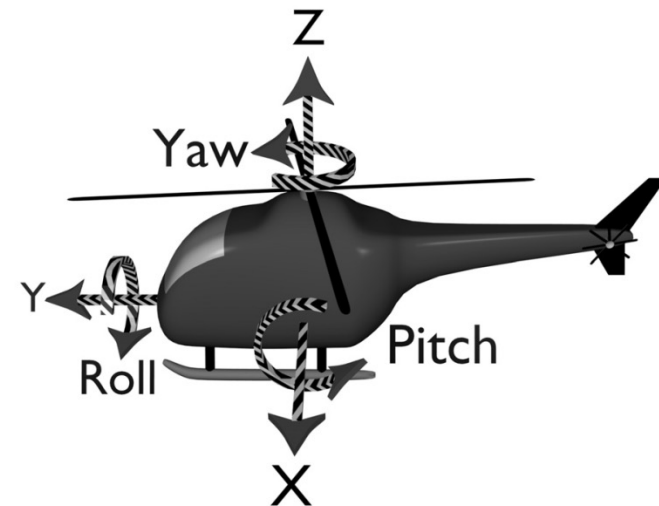
Degrees of freedom (D.O.F.)

- Definition: How many independent factors needed to specify the motion of the system?
 - The specific number of axes that a rigid body is able to freely move in three-dimensional space
 - For robots: directions of independent motions



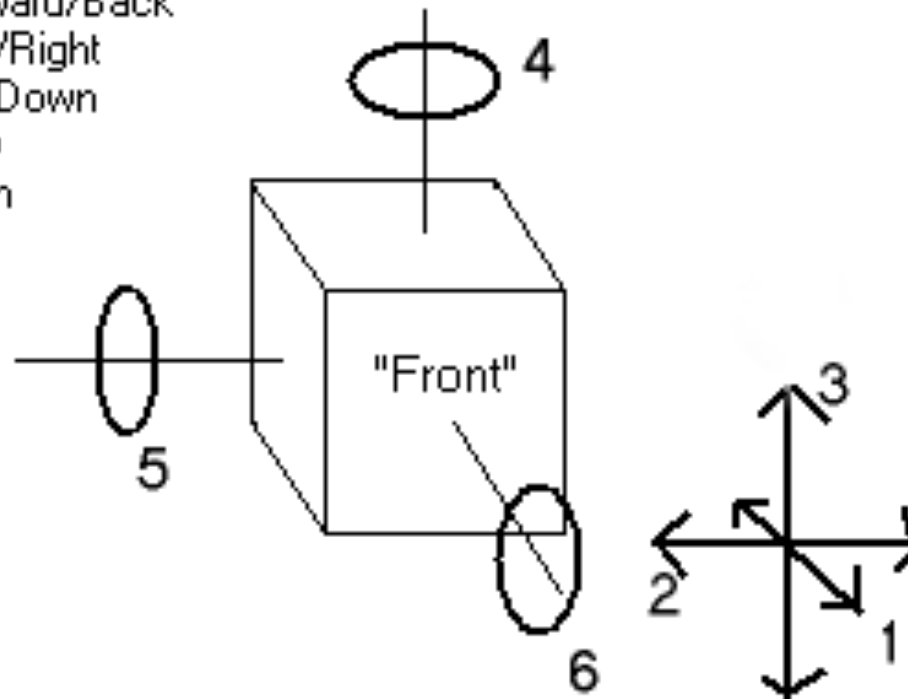
Degrees of freedom (D.O.F.)

- For a ***rigid object in space*** have:
 - The body can move straight in three dimensions:
 - Without rotation
 - on the ***X***, ***Y*** and ***Z*** axes
 - A.K.A. Translational degrees of freedom
 - Also, it can change orientation between those axes though rotation
 - usually called ***pitch, yaw and roll***
 - ***Rotational degrees of freedom***
 - Total of 6 degrees of freedom



D.O.F. of a Rigid Body in space

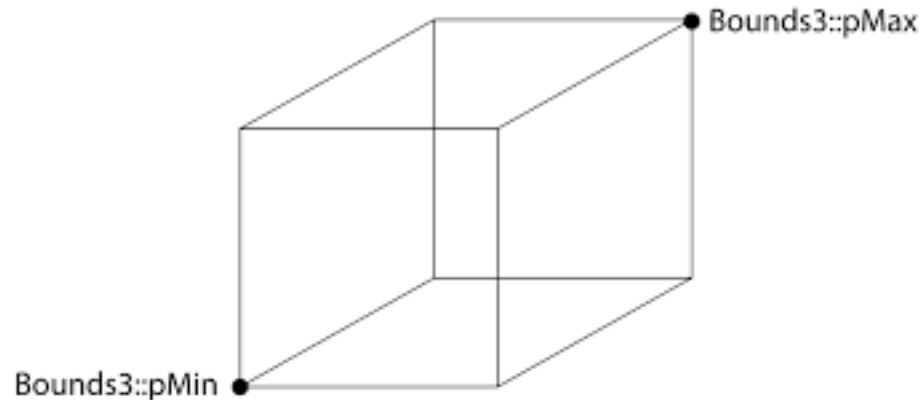
- 1 - Forward/Back
- 2 - Left/Right
- 3 - Up/Down
- 4 - Yaw
- 5 - Pitch
- 6 - Roll



The Six Degrees of Freedom

Degrees of Freedom

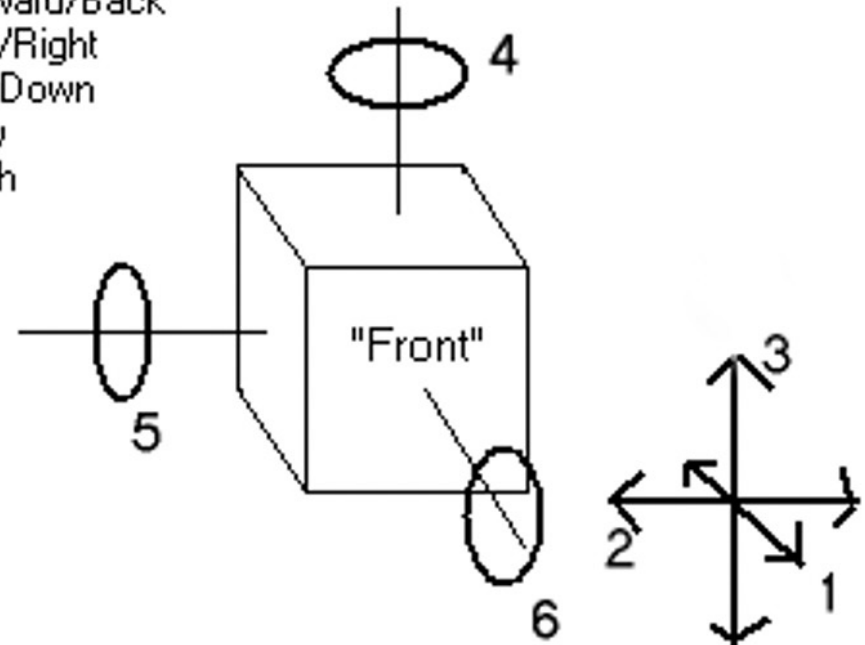
- How can we see this?
- Let's say we have a square object



D.O.F. of a Rigid Object in Space

- We can first set the middle point of the cube
 - 3 Degrees of freedom – **x,y and z**
- Then, we can rotate the cube around each of the axis
 - ***pitch, yaw and roll***

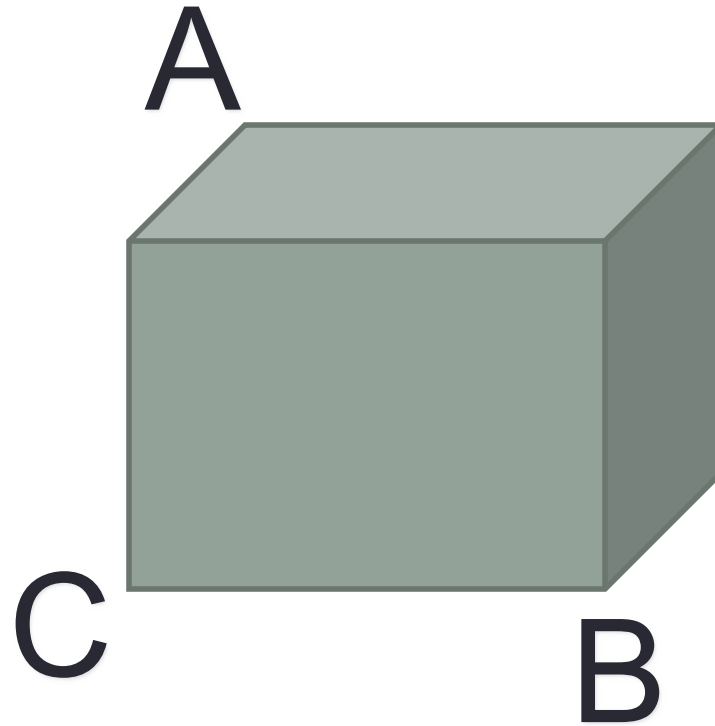
- 1 - Forward/Back
- 2 - Left/Right
- 3 - Up/Down
- 4 - Yaw
- 5 - Pitch
- 6 - Roll



D.O.F. of a Rigid Body in Space

- Alternatively, we can try to position each of the corners
 - How many D.O.F. do we have?

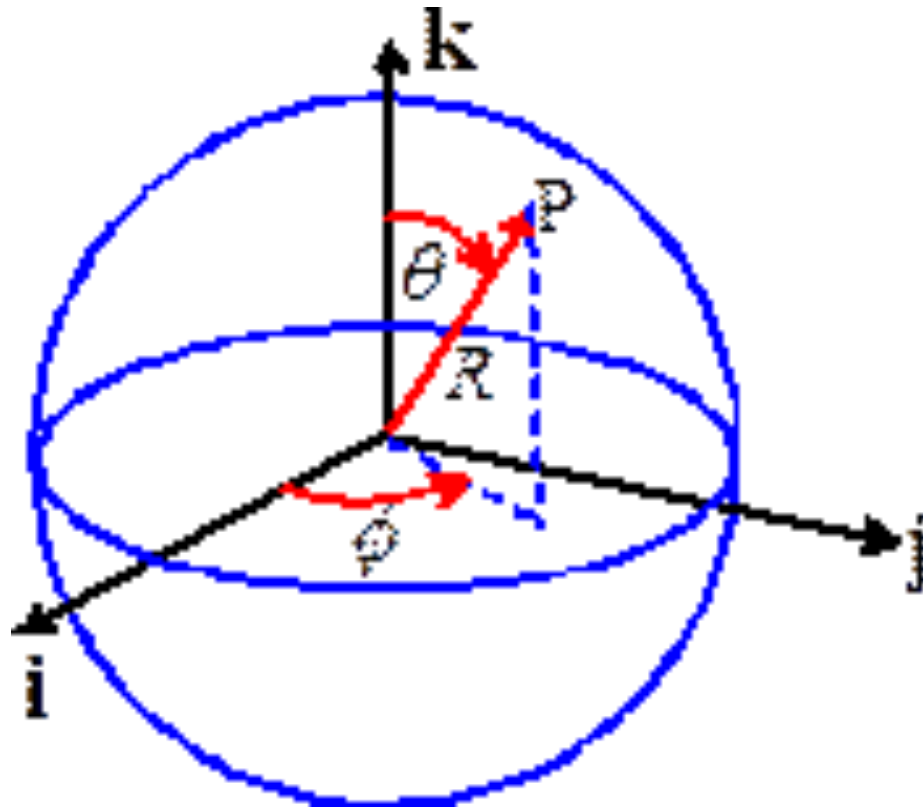
Degrees of Freedom



Degrees of Freedom

- Point A can have 3 values (x,y,z)
- Once point A is set, we want to fix point B
- However, the length between A and B is constant
 - So only two angles can be fixed
 - We have one constrain on the location of B
 - What is the constraint on B?
 - B can be located on a sphere
 - The sphere radius is the length between A and B

Degrees of Freedom

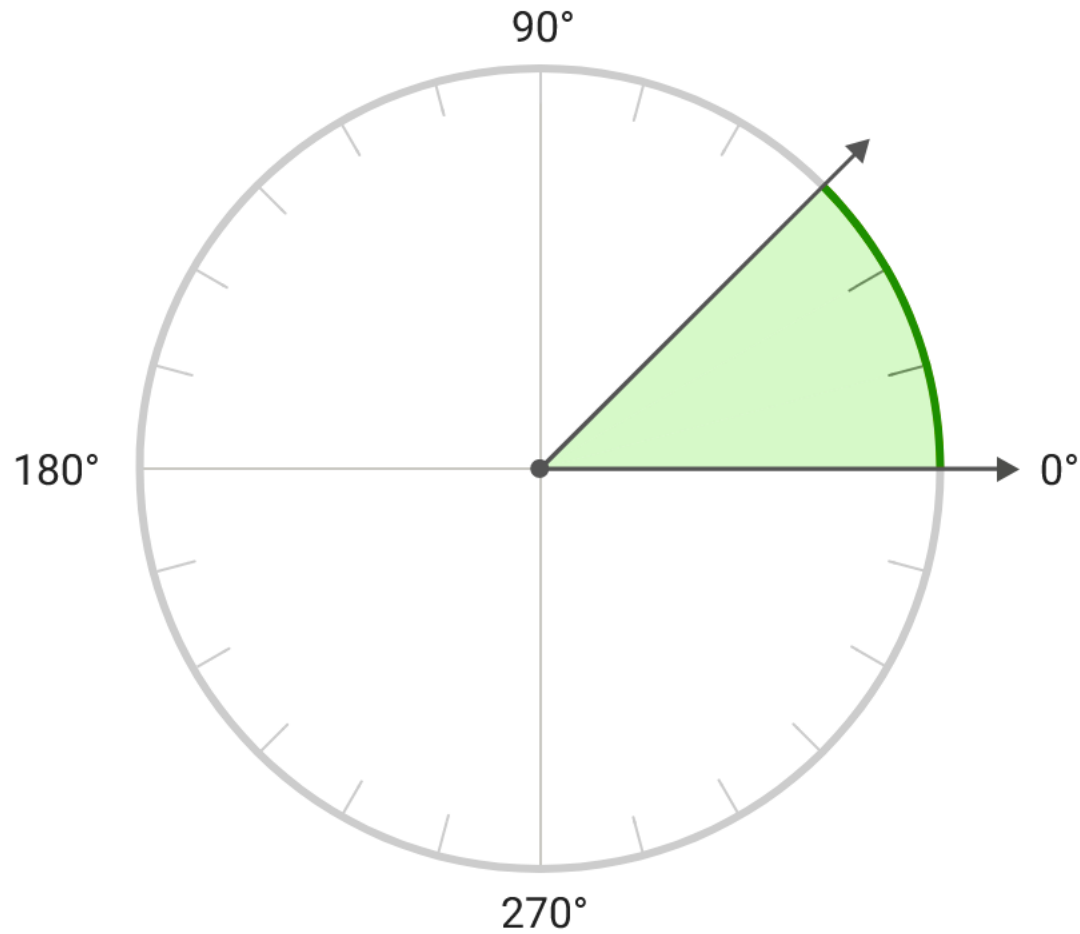


Degrees of Freedom

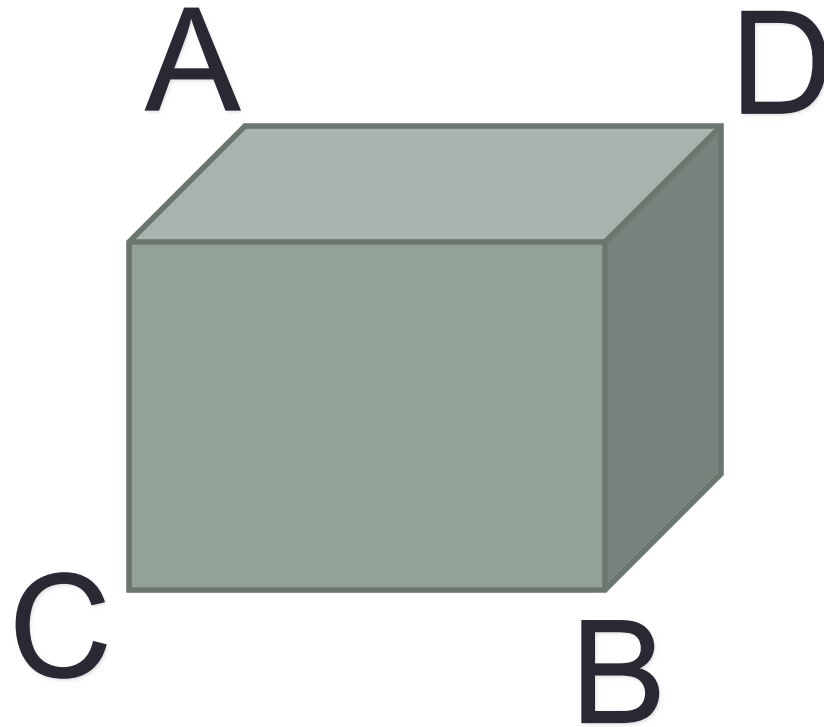
- Point A can have 3 values (x,y,z)
- Once point A is set, we want to fix point B
- However, the length between A and B is constant
 - So only two angles can be fixed
 - We have one constrain on the location of B

Degrees of Freedom

- Once A and B are fixed, only one angle is possible for point C
 - One additional degree of freedom
 - We have two constraints on the location of C
 - All points will be on a circle with constant radius
 - One D.O.F. = angle



Degrees of Freedom



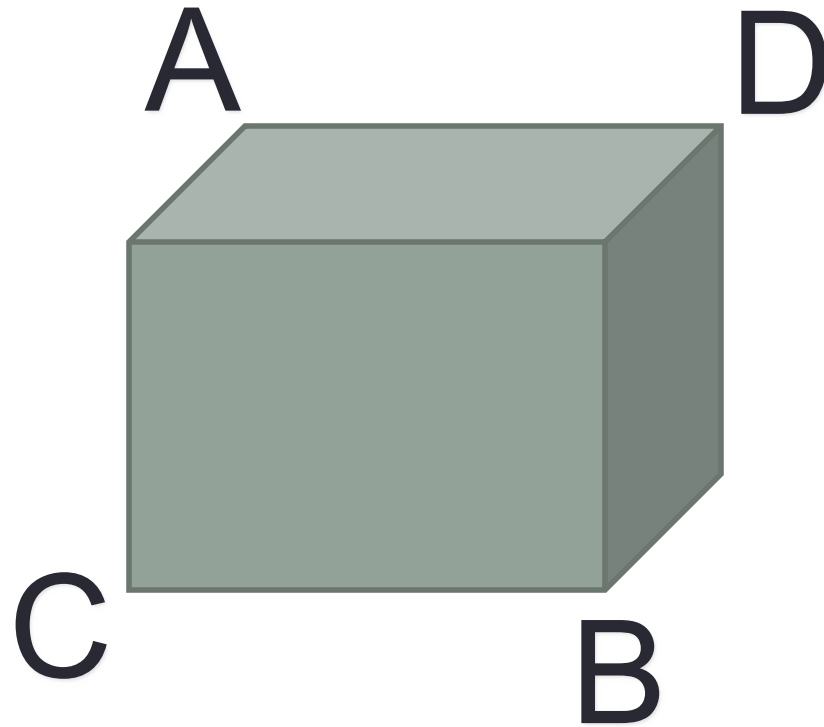
Degrees of Freedom

- How many possibilities for point D?
 - Zero D.O.F. – only one possible location

Degrees of Freedom

- # of *D.O.F.* = \sum (*Freedom of Points*) –
of *independent constraints*
- Since robot is made of rigid bodies:
- # of *D.O.F.* = \sum (*Freedom of bodies*) –
of *independent constraints*

Degrees of Freedom



Degrees of Freedom

Point	Coordinates	Indep. constraints	# Actual freedoms
A	?	?	
B			
C			
D			

Degrees of Freedom

Point	Coordinates	Indep. constraints	# Actual freedoms
A	3	0	?
B			
C			
D			

Degrees of Freedom

Point	Coordinates	Indep. constraints	# Actual freedoms
A	3	0	3
B	?	?	
C			
D			

Degrees of Freedom

Point	Coordinates	Indep. constraints	# Actual freedoms
A	3	0	3
B	3	1	?
C			
D			

Degrees of Freedom

Point	Coordinates	Indep. constraints	# Actual freedoms
A	3	0	3
B	3	1	2
C	?	?	
D			

Degrees of Freedom

Point	Coordinates	Indep. constraints	# Actual freedoms
A	3	0	3
B	3	1	2
C	3	2	?
D	?	?	

Degrees of Freedom

Point	Coordinates	Indep. constraints	# Actual freedoms
A	3	0	3
B	3	1	2
C	3	2	1
D	3	3	0

Degrees of Freedom

Point	Coordinates	Indep. constraints	# Actual freedoms
A	3	0	3
B	3	1	2
C	3	2	1
D	3	3	0
Total Degrees of Freedom			?

Degrees of Freedom

Point	Coordinates	Indep. constraints	# Actual freedoms
A	3	0	3
B	3	1	2
C	3	2	1
D	3	3	0
Total Degrees of Freedom			6

Degrees of Freedom

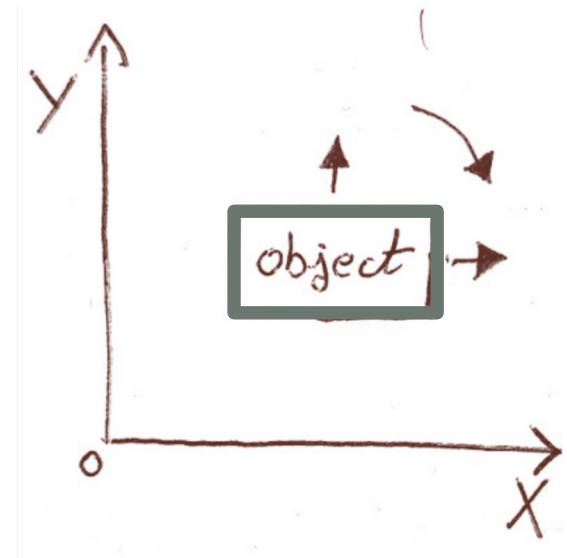
- How many degrees of freedom will be in 4-dimensional space?
 - 10 degrees of freedom

Degrees of Freedom

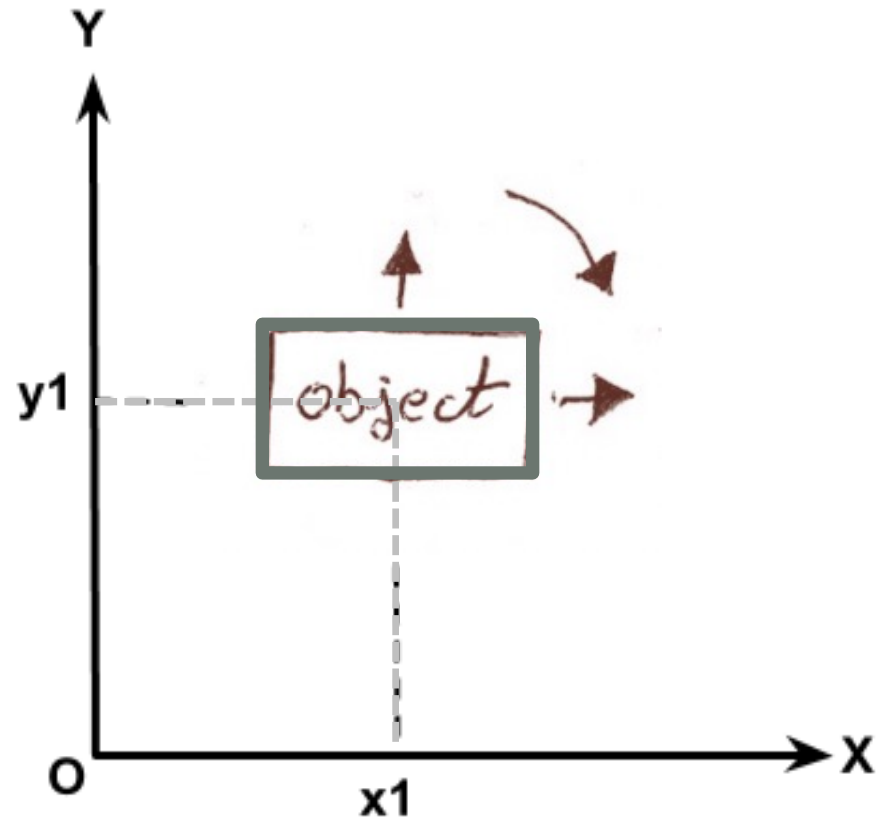
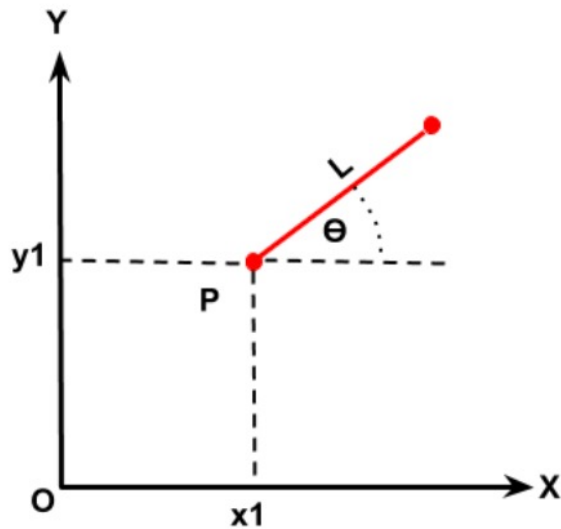
- # of *D.O.F.* = \sum (*Freedom of Points*) –
of *independent constraints*
- Since robot is made of rigid bodies:
- # of *D.O.F.* = \sum (*Freedom of bodies*) –
of *independent constraints*

Degrees of Freedom

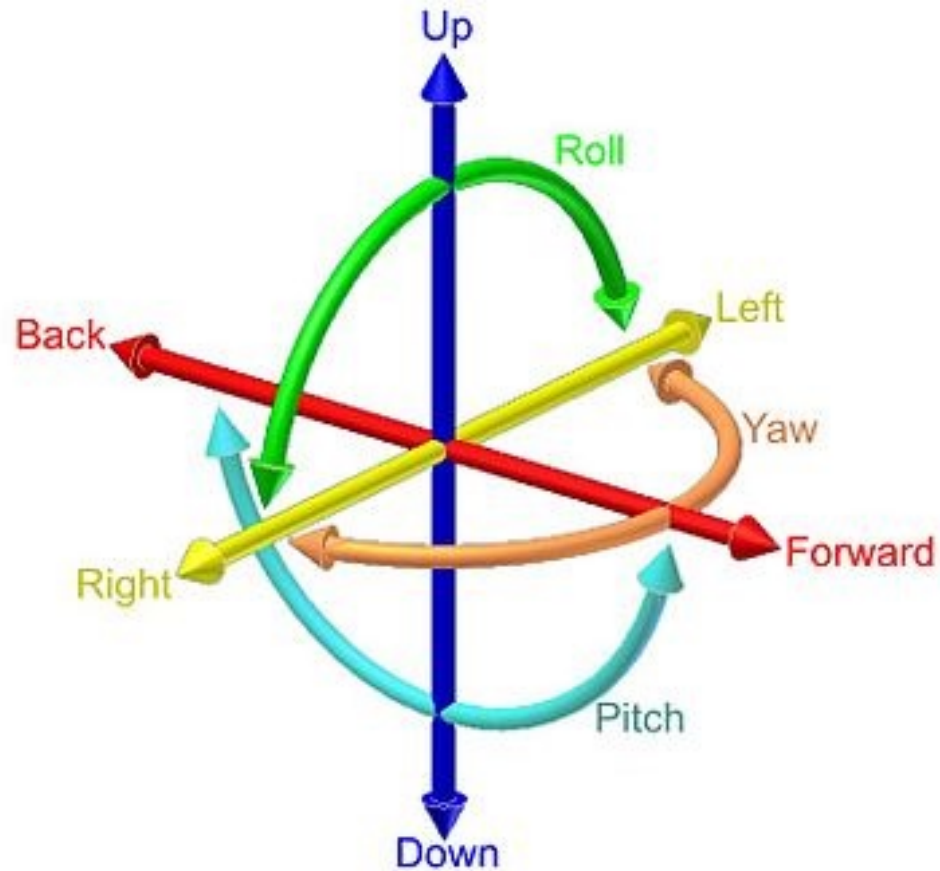
- How many degrees of freedom are for an object on a linear space?
 - I.e., a car
- Linear space is a 2D space
- 3 degrees of freedom
 - 2 on the linear space (x,y)
 - One is the angle



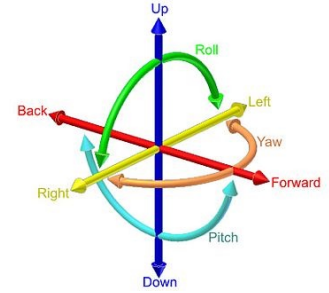
Degrees of Freedom – 2D space



Degrees of Freedom



Degrees of Freedom



- Roll, pitch, yaw:
 - Degrees of freedom used for orientation
 - **Yaw** refers to the direction in which the body is facing
 - i.e., its orientation within the xy plane
 - **Roll** refers to whether the body is upside-down or not
 - i.e., its orientation within the yz plane
 - **Pitch** refers to whether the body is tilted
 - i.e., its orientation within the xz plane

Degrees of Freedom

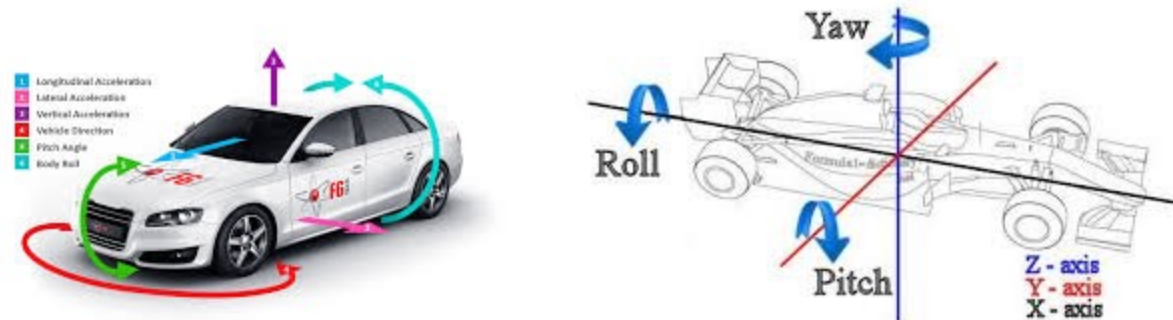
- Degrees of Freedom
- Example: Degrees of Freedom - 6 axis robot

Controllable D.O.F.'s

- If the object can move in each direction of the D.O.F., it is ***Holonomic***
 - All are controllable
- For this, it needs to have an actuator in each direction

Degrees of freedom (D.O.F.)

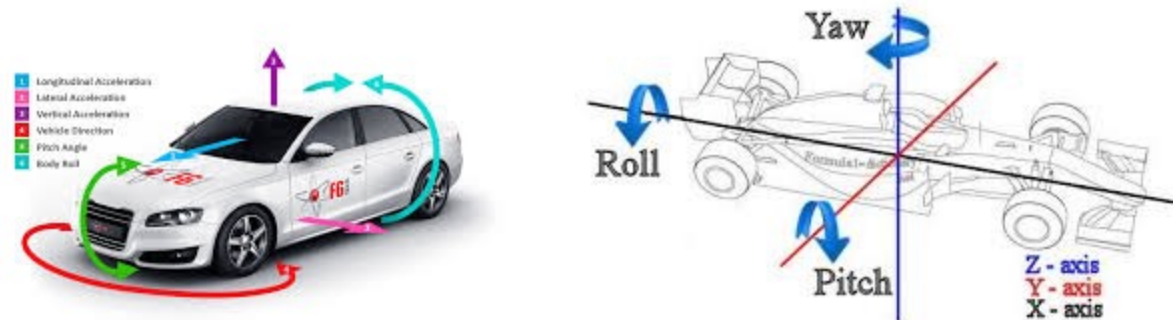
- How many D.O.F. to specify movement of a vehicle on a flat surface?
 - Three: X,Y and yaw (turn in x-y dimension)
- How many Controllable D.O.F.'s?
 - In which direction can driver drive the car?





Degrees of freedom (D.O.F.)

- How many D.O.F. to specify movement of a vehicle on a flat surface?
 - Three: X,Y and yaw (turn in x-y dimension)
- How many Controllable D.O.F.'s?
 - In which direction can driver drive the car?
 - X and yaw



Degrees of freedom (D.O.F.)

- Is a car *Holonomic*?
- Yes, a car is holonomic
- No, a car is not holonomic
- Depending on the car design

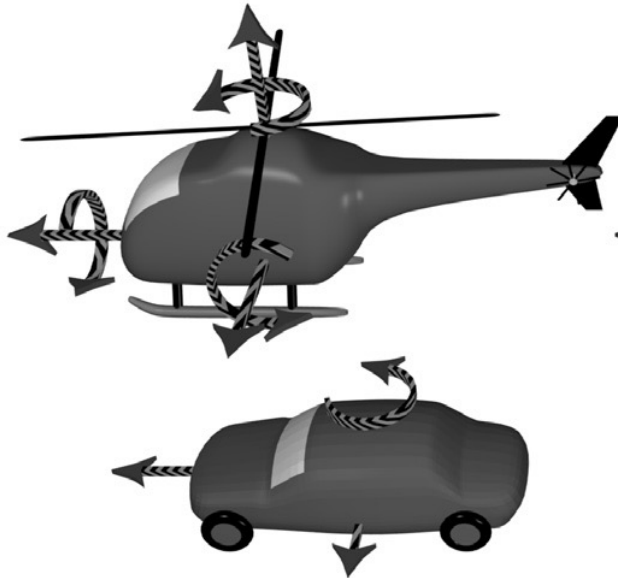


Degrees of freedom (D.O.F.)

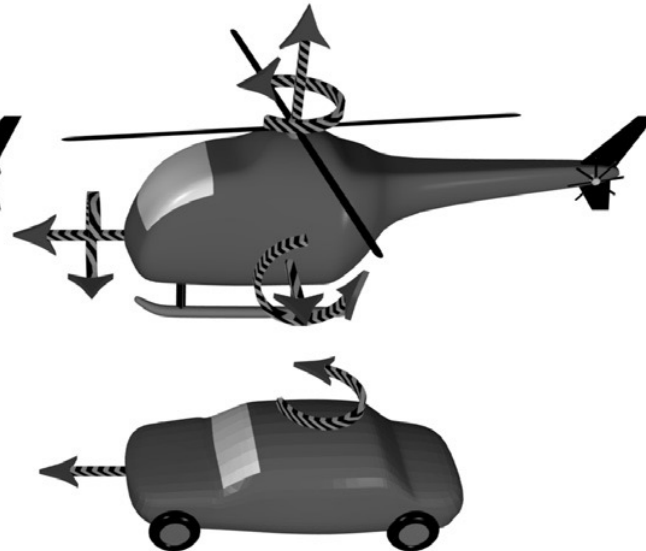
- Is a car *Holonomic*?
- Yes, a car is holonomic
- **No, a car is not holonomic**
- Depending on the car design
- Why?
 - A car can not drive sideways – not holonomic
 - Only controllable in two dimensions

Degrees of freedom (D.O.F.)

Total Degrees
of Freedom



Controllable Degrees
of Freedom



Robot's Variables Affecting D.O.F.



- Number of joints/articulations/moving parts
 - If parts are linked, fewer parameters needed to specify them.
- Number of Individually controlled moving part
 - Need parameters for each to define configuration
 - Often described as 'controllable degrees of freedom'
 - But some may be *redundant*
 - Two movements may be in the same axis

D.O.F. OF A ROBOT

Degrees of Freedom

- # of *D.O.F.* = \sum (*Freedom of Points*) –
of *independent constraints*
- Since robot is made of rigid bodies:
- # of *D.O.F.* = \sum (*Freedom of bodies*) –
of *independent constraints*

Degrees of Freedom

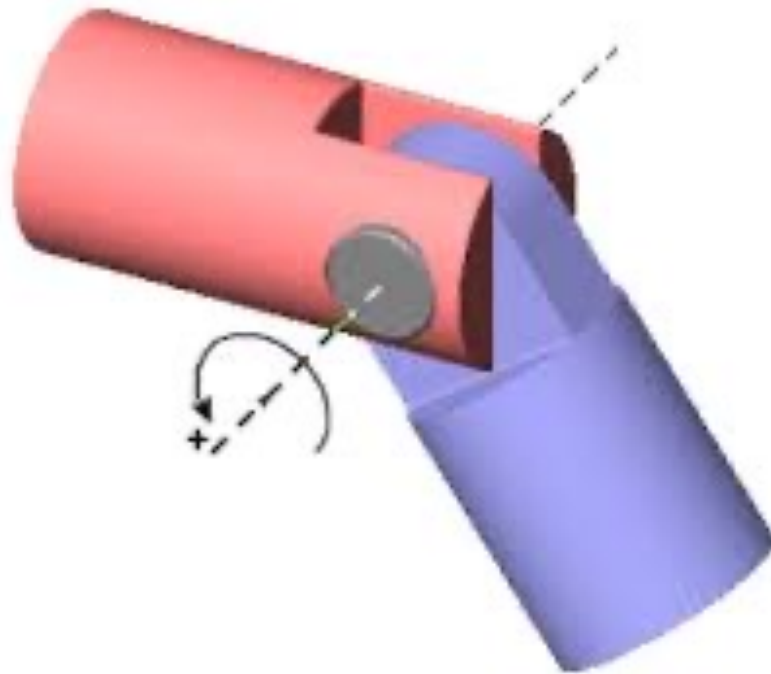
- Where do the constraints come from?
 - For a robot?
 - Typically, from joints

ROBOTS JOINTS

Robot Joints

- Revolute Joint:
 - 5 constraints
 - 1 Degree of freedom
 - Angle of rotation
 - Revolute Joint

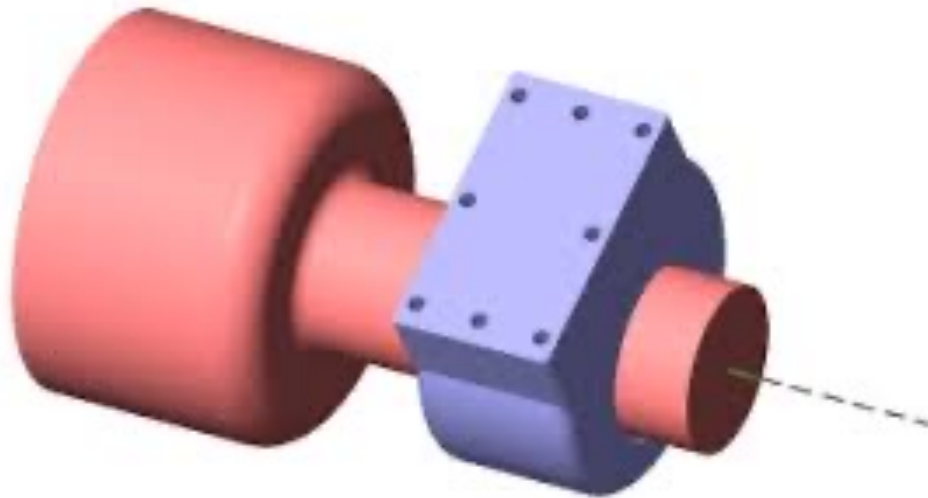
Revolute joint – Degrees of Freedom



Robot Joints

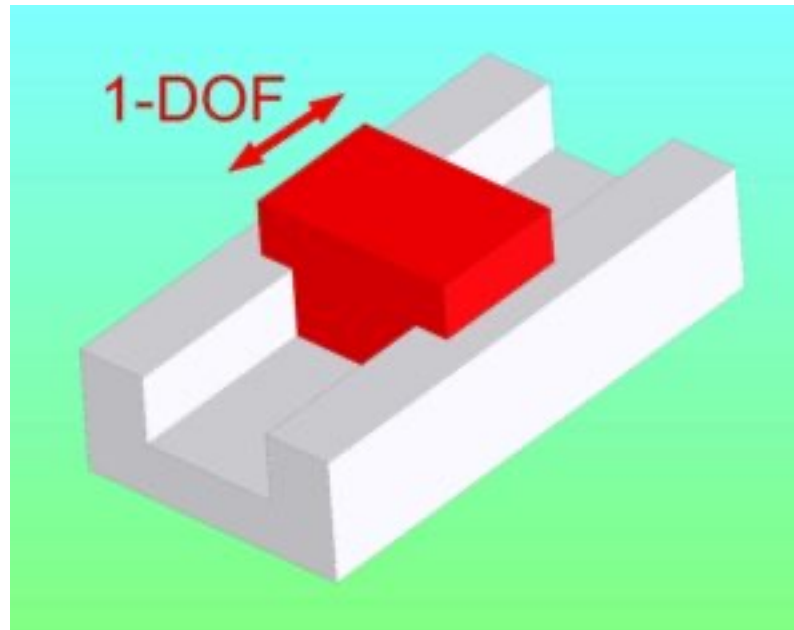
- Prismatic joint:
 - A.K.A. linear joint
 - 5 constraints
 - 1 Degree of freedom
 - [Prismatic Joint](#)

Prismatic joint



- <https://www.mathworks.com/help/physmod/sm/mech/ref/cylindrical.html>

Prismatic Joint

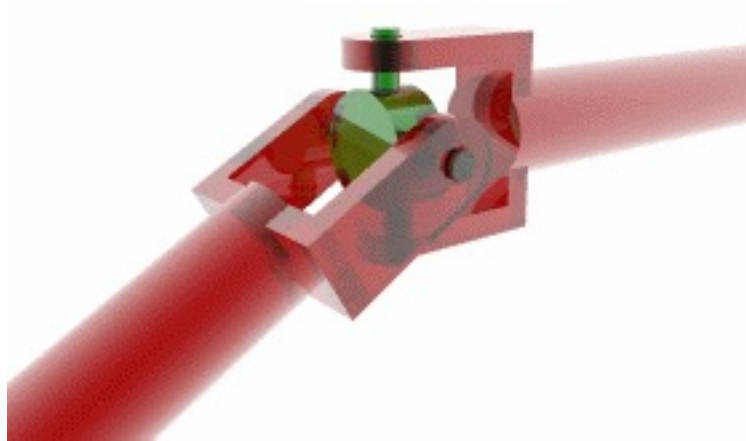


- <https://fastenerengineering.com/what-is-a-prismatic-joint/>

Robot Joints

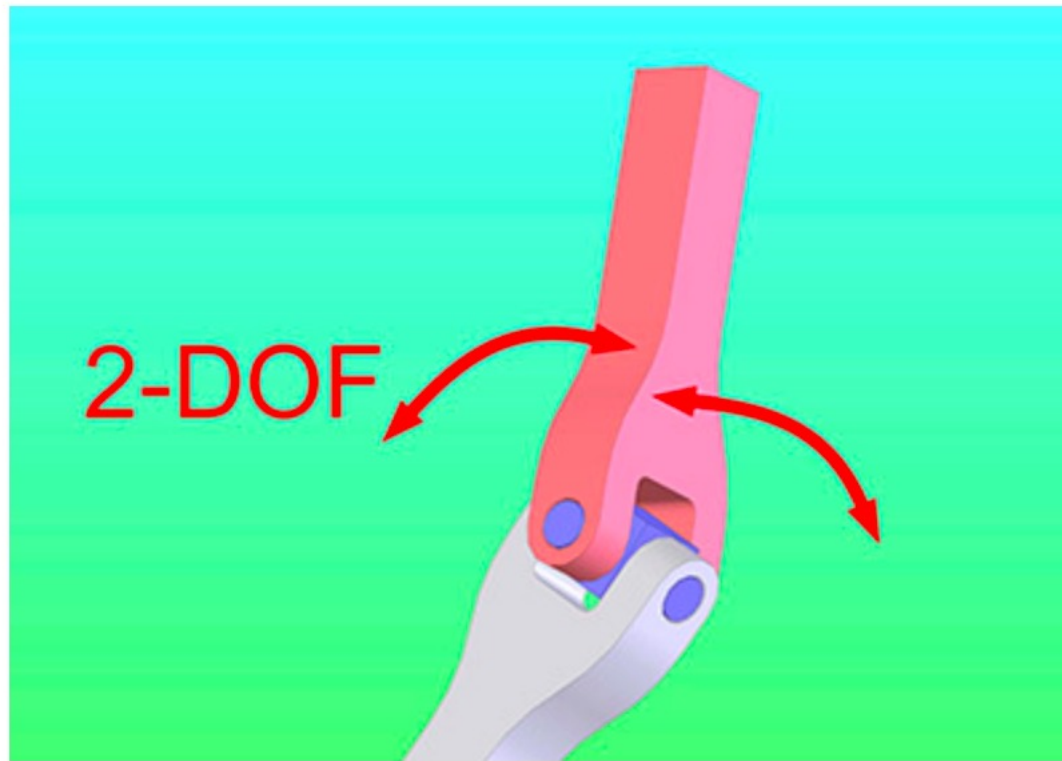
- Universal Joint:
 - 4 constraints
 - 2 degrees of freedom
 - [Universal joint](#), [Universal joint 2](#)

Universal Joint



https://en.wikipedia.org/wiki/Universal_joint

Universal Joint

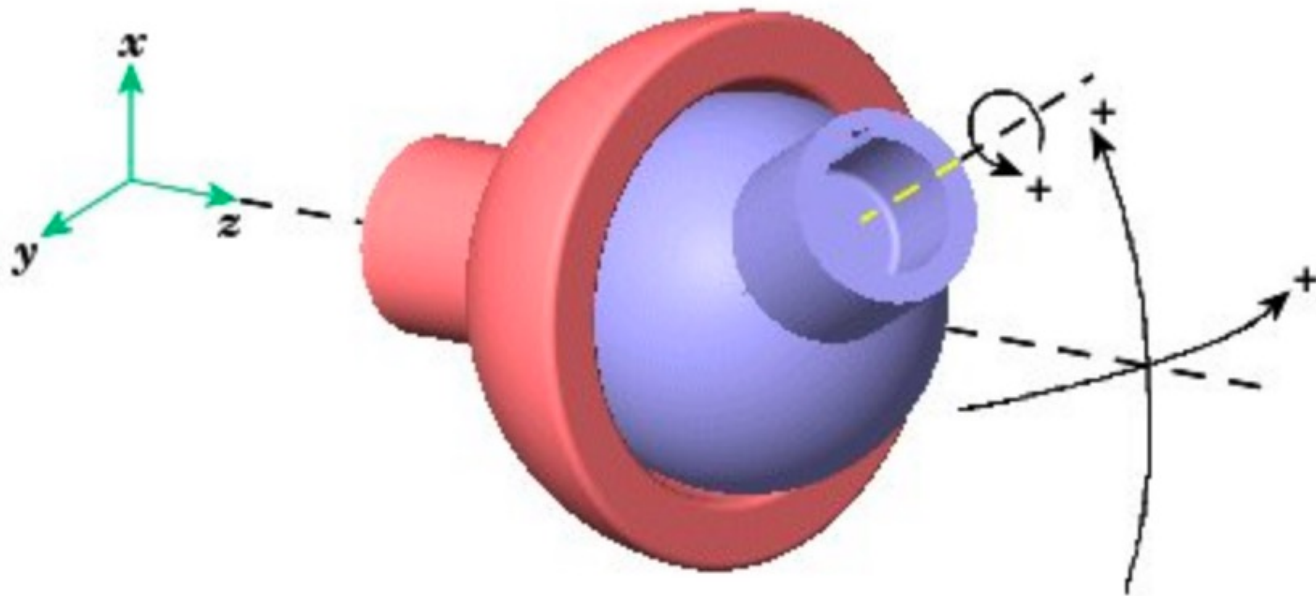


A universal joint may also be known as a universal coupling or

Robot Joints

- Spherical joint:
 - 3 constraints
 - 3 degrees of freedom
 - [Spherical Joint](#)

Spherical Joint



- https://www.researchgate.net/publication/311414943_Research_on_Oscillation-Free_Robust_Control_for_Active_Joint_Dental_Automation/figures?lo=1

D.O.F. of Robot Joints

Joint Type	D.O.F.	# CONSTRAINTS
Revolute	?	?
Prismatic	?	?
Universal	?	?
Spherical	?	?

D.O.F. of Robot Joints

Joint Type	D.O.F.	# CONSTRAINTS
Revolute	?	5
Prismatic	?	5
Universal	?	4
Spherical	?	3

D.O.F. of Robot Joints

Joint Type	D.O.F.	# CONSTRAINTS
Revolute	1	5
Prismatic	1	5
Universal	2	4
Spherical	3	3

Robot's D.O.F.

- Total D.O.F. = Σ (*freedom of body parts*) – *# of independent constraints*
- N = *# of bodies, not including ground*
- J = *# of joints*
- $m = 6$ *for spatial bodies, 3 for planar*
- $D.O.F. = m * N - \Sigma_{i=1}^J c_i$

