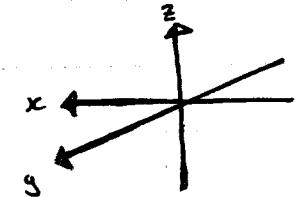


Degree of Freedom (DOF) of a body

↳ the DOF is equal to the number of independent coordinates needed to uniquely define its position.



DOF of a system:

number of actuators needed

(motors, hydraulic cylinders, solenoid)

Translation: All points on the body travel on parallel paths, rectilinear and curvilinear.

Pure Rotation: Rotation about a Fixed axis

Complex motion: combination of rotation and translation

Rolling without Slipping - 1 DOF

Rolling with Slipping - 2 DOF

Link: a rigid body that has at least two nodes

Binary link has two nodes

Ternary : " " three nodes

Quaternary : " " four nodes

↳ only counts as a node if it's being utilized.

Joint: connection between two or more links.

(1 DOF) **Lower Pair:** a joint with surface contact
(pin in hole, rotary contact)

(2 DOF) **Higher Pair:** a joint with a point or line in contact
(pin in slot, link against plane)

Full Joints and Half Joints

Full Joint: DOF = 1, may be lower pair (such as

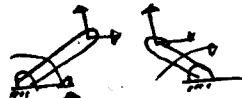
pin connection) or higher pair (such as disk rolling on plane without slipping)

Half-joint: DOF = 2. It must be a higher pair (such as pin in slot)



point or line

two unconnected links : 6



two connected links : 4



Kinematic Chains: assemblage of links and joints, interconnected in a way to provide a controlled output motion in response to a supplied input motion.

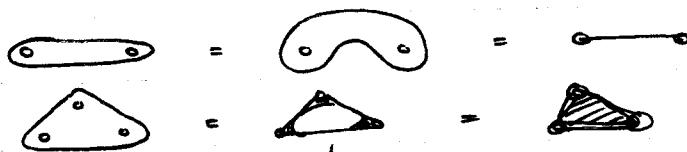
Conventional names:

Crank - full revolution

Rocker - oscillation

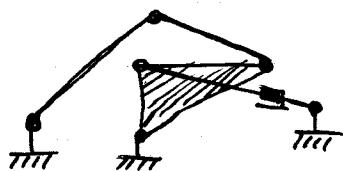
Coupler - link in complex motion

ground - reference frame

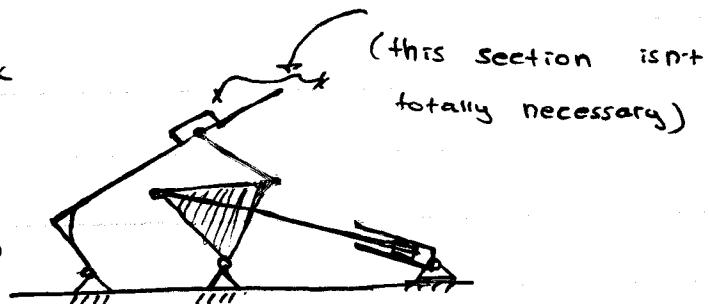


must be shaded (or its interpreted as 3 two-node linkage)

Example: Dump Truck



(better drawn as...)



DOF or Mobility of a linkage

DOF = No. of control inputs : actuators such as motor, hydraulic cylinder, solenoid

Dyad : a pair of binary linkages, Gruebler's eq'n.

$$M = 3L - 2J_1 - J_2 - 3$$

$$\text{or } M = 3(L-1) - 2J_1 - J_2$$

Consider $\rightarrow M = 3L - 3 - 2J_1 - J_2$

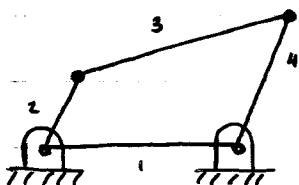
$\hookrightarrow L$ = number of links

(ground is fixed)

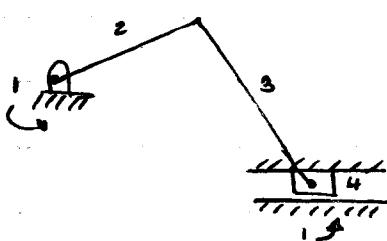
J_1 = number of full joints

J_2 = number of half joints

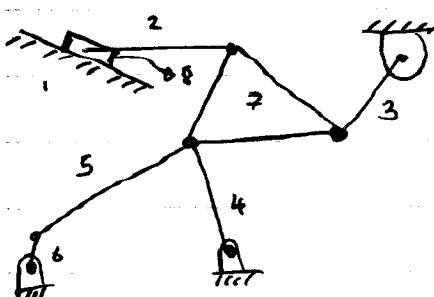
Example



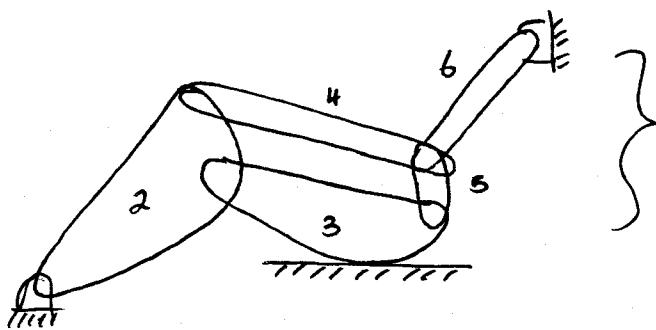
$$\begin{aligned} L &= 4 \\ J_1 &= 4 \\ J_2 &= 0 \end{aligned} \quad \left. \begin{array}{l} M = 3(4) - 3 - 2(4) - 0 \\ M = 1 \end{array} \right\}$$



$$\begin{aligned} L &= 4 \\ J_1 &= 4 \\ J_2 &= 0 \end{aligned} \quad \left. \begin{array}{l} M = 1 \end{array} \right\}$$



$$\begin{aligned} L &= 6 \\ J_1 &= 10 \\ J_2 &= 0 \end{aligned} \quad \left. \begin{array}{l} M = 1 \end{array} \right\}$$

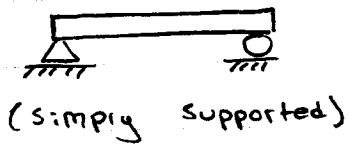


$$\begin{aligned} L &= 6 \\ J_1 &= 7 \\ J_2 &= 1 \\ M &= 3(5) - 2(7) - 1 \\ &= 15 - 14 - 1 = 0 \end{aligned}$$

Mechanism if $\text{DOF} > 0$

Structure if $\text{DOF} = 0$

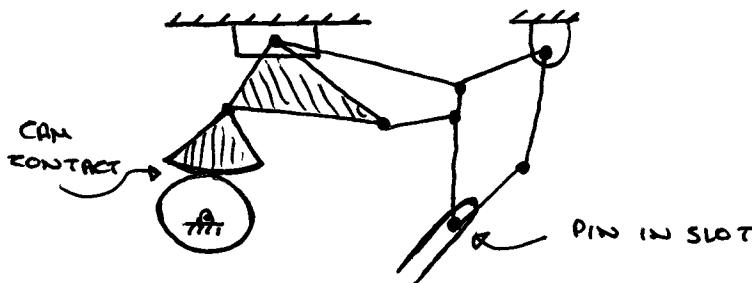
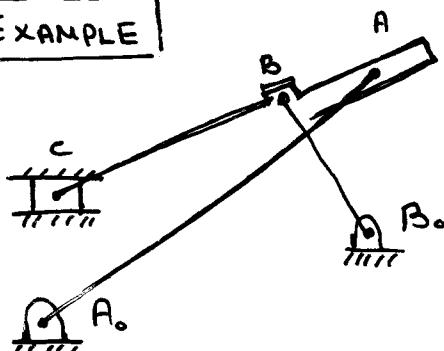
Pre-loaded structure if $\text{DOF} < 0$



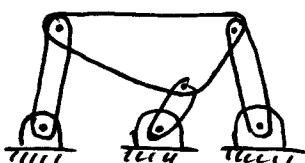
$$\begin{aligned} L &= 2 \\ J_1 &= 2 \\ J_2 &= 0 \end{aligned} \quad \left. \begin{array}{l} \\ \\ \end{array} \right\} M = -1$$

EXAMPLE

$$\begin{aligned} L &= 12 \\ J_1 &= 13 \\ J_2 &= 2 \end{aligned} \quad \left. \begin{array}{l} \\ \\ \end{array} \right\} \quad \begin{aligned} M &= 3(12-1) - 2(13) - 2 \\ M &= 6 \end{aligned}$$

**EXAMPLE**

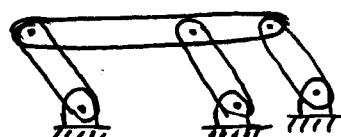
$$\begin{aligned} L &= 5 \\ J_1 &= 5 \\ J_2 &= 1 \end{aligned} \quad \left. \begin{array}{l} \\ \\ \end{array} \right\} \quad \begin{aligned} M &= 3(5-1) - 2(5) - 1 \\ M &= 1 \end{aligned}$$

EXAMPLE

$$\begin{aligned} L &= 5 \\ J_1 &= 6 \\ J_2 &= 0 \end{aligned} \quad \left. \begin{array}{l} \\ \\ \end{array} \right\} \quad M = 0$$

$$\therefore \text{DOF} = 0$$

(agrees with Gruebler)



$$\begin{aligned} L &= 5 \\ J_1 &= 6 \\ J_2 &= 0 \end{aligned} \quad \left. \begin{array}{l} \\ \\ \end{array} \right\} \quad M = 0$$

according to Gruebler,
but it will move
Re: parallelogram.

$$\therefore \text{DOF} = 1$$

(disagrees with Gruebler)

The Grashof Condition

→ determine whether there is a link that can make a full rotation in a fourbar linkage based on the link lengths only.

4 bar linkage :

S = length of shortest link

L = length of longest link

P, Q = length of the other two links

EXAMPLE

$$L_1 = 20, L_2 = 10, L_3 = 16, L_4 = 16$$

$$S = 10$$

$$L = 20$$

$$P = Q = 16$$

$$\left. \begin{array}{l} S+L = 30 \\ P+Q = 32 \end{array} \right\}$$

$$S+L < P+Q$$

CLASS I

CLASS I : $S+L < P+Q \quad \left. \begin{array}{l} \text{At least one link capable} \end{array} \right\}$

(*) CLASS III : $S+L = P+Q \quad \left. \begin{array}{l} \text{of making full rotation} \end{array} \right\}$

CLASS II : $S+L > P+Q \quad \left. \begin{array}{l} \text{No link capable of full rotation} \end{array} \right\}$

EXAMPLE

$$L_1 = 20, L_2 = 10, L_3 = 14, L_4 = 14$$

$$S+L = 30 \quad \left. \begin{array}{l} \text{At least one link capable} \end{array} \right\}$$

$$P+Q = 24$$

$$S+L > P+Q$$

CLASS II

EXAMPLE

$$L_1 = 20, L_2 = 10, L_3 = 14, L_4 = 16$$

$$S+L = 30 \quad \left. \begin{array}{l} \text{At least one link capable} \end{array} \right\}$$

$$P+Q = 30$$

$$S+L = P+Q$$

CLASS III

Crank : makes full rotation

Rocker : opposite of crank, oscillates

CLASS I $\left. \begin{array}{l} \text{Grounding shortest link results in double crank} \\ \text{Grounding opposite link to shortest results in double rocker} \end{array} \right\}$

CLASS II :

All inversions will be triple-rocker in which no link can fully rotate.

CLASS III :

All inversions will be double-crank or crank-rockers we have "change points" once or twice per revolution of the input crank where all links become collinear.

EXAMPLE (L.)

No.	Ground	Link 2	Coupler	Link 4
A	7	4	2	6
B	6	4	7	6
C	6	8	6	5
D	4	6	6	6
E	8	3	6	6
F	6	4	6	4
G	8	3	6	4

	Crank Rocker	Double Crank	Double Rocker	Triple Rocker
A			✓	
B		✓		
C				✓
D			✓	
E	✓			
F		✓		
G				✓



(Ground is link 1, always).

4

A. $S+L = 2+7 = 9 < P+Q = 4+6 = 10$ (CLASS I)

↪ ground longest link opposite to 5.

- double-rocker

B. $4+7 = 11 < 6+6 = 12$ (CLASS I)

- crank-rocker

C. $5+8 = 13 > 6+6 = 12$ (CLASS II)

- triple-rocker

D. $4+6 = 10 < 6+6 = 12$ (CLASS I)

- double-crank

E. $3+8 = 11 < 6+6 = 12$ (CLASS I)

- crank-rocker

F. $4+6 = 10 = 4+6 = 10$ (CLASS III) ↗ (Parallelogram)

- double-crank

G. $8+3 = 11 > 6+4 = 10$ (CLASS II)

- triple-rocker

Refer to
previous
rules

Three Types of Mechanisms

- Function Generation (correlation of input motion w/ output)
- Path Generation
- Motion Generation