

E_{zx} : Straightness error
motion in Z-axis direction

E_{cx} : Angular error
motion around
C-axis (yaw)

E_{bx} : Angular error
motion around
B-axis (pitch)

E_{xx} : Linear positioning
error motion of X-axis

E_{yx} : Straightness error
motion in Y-axis direction

E_{ax} : Angular error
motion around
A-axis (roll)

