

# Biologically Inspired Localization

## Seminar: Intelligent Robotics

Marc Bestmann



Universität Hamburg  
Fakultät für Mathematik, Informatik und Naturwissenschaften  
Fachbereich Informatik

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# SLAM

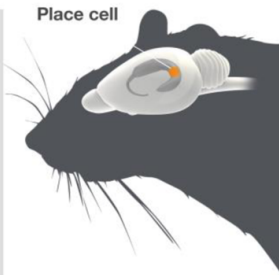
- ▶ **S**imultaneous **l**ocalization and **m**apping
- ▶ Examples: Particle filter, extended Kalman filter
- ▶ Laser range sensors often used





# Place Cells

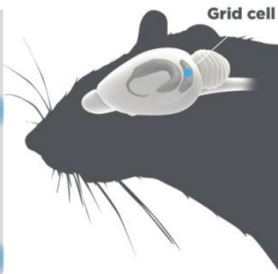
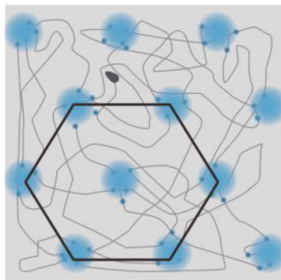
- ▶ Discovered by John O'Keef in 1971[10]
- ▶ Certain nerve cells get activated at particular places
- ▶ Build a map
- ▶ Located in the hippocampus



[1]

# Grid Cells

- ▶ Discovered by May-Britt and Edvard Moser in 2005[7]
- ▶ Other similar cells in entorhinal cortex
- ▶ Forming a hexagonal grid
- ▶ Allowing spacial navigation

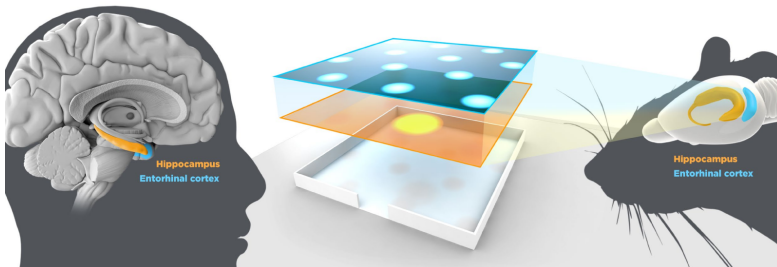


[1]

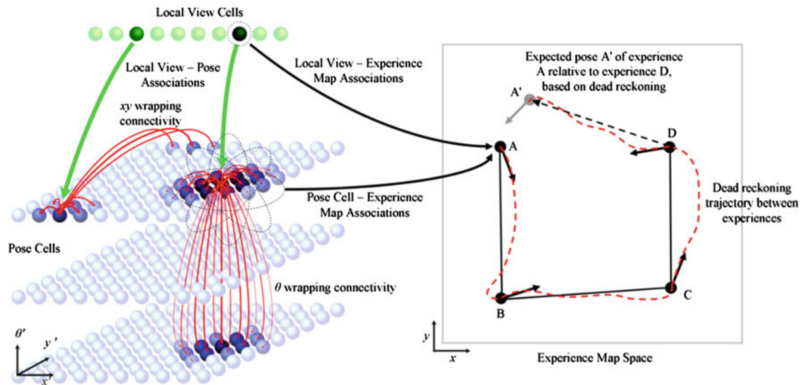


## Other Important Cells

- ▶ Head direction cells
- ▶ Border of the room cells
- ▶ Forming together a positioning system[4]
- ▶ Human brain appears to have similar components

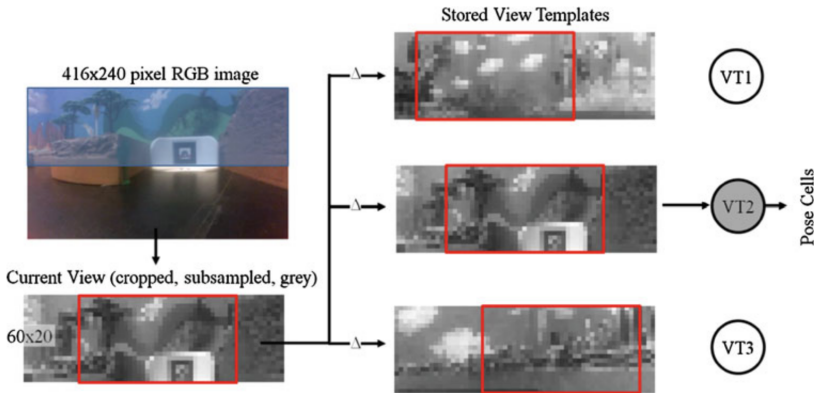


# RatSLAM: Overview



[6]

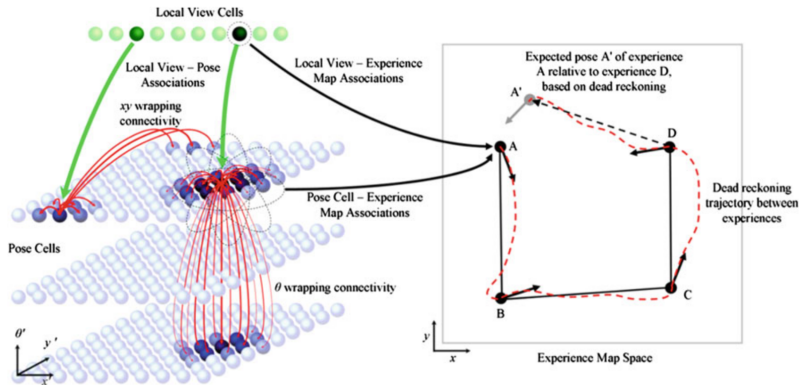
# RatSLAM: Local View Cells



[6]



# RatSLAM: Pose Cells



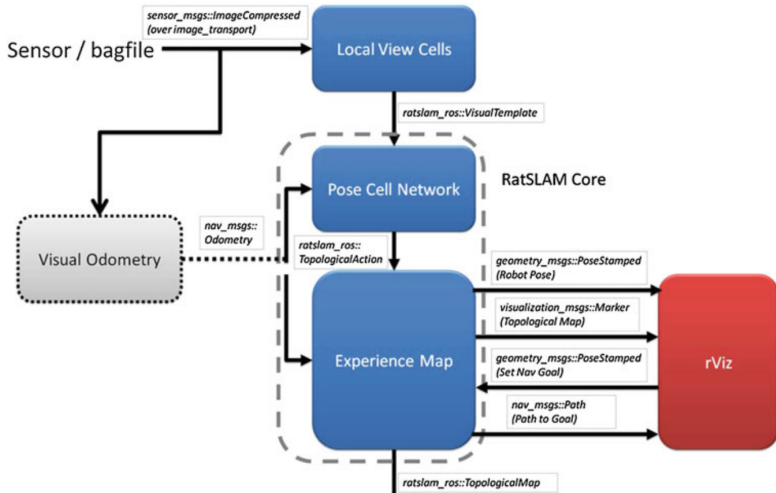
[6]



## RatSLAM: Discussion

- ▶ Good for wheeled robots, more difficult on humanoids
  - ▶ No Head direction
  - ▶ Depending on stable images
- ▶ Just single camera needed
- ▶ On wheeled robots: Odometry from camera good enough
- ▶ Low in ressource consumption[9]
- ▶ Has to be calibrated for different robots and types of environment[8]

# Open RatSLAM





# Open RatSLAM Demonstration

Video[3]





## Other Similar Algorithms

- ▶ CatSLAM[8]
  - ▶ Further development of RatSLAM, better loop closure
  - ▶ No open source code yet
- ▶ Landmark-tree map[5]
  - ▶ Storing known positions in a tree
  - ▶ Good for long distance navigation
- ▶ Biologically-inspired Monte-Carlo localization[11]
  - ▶ Extracting vision features like humans
  - ▶ Generating the map with the Monte-Carlo algorithm



# Conclusion

- ▶ Biological Background is not completely clear
- ▶ Different Approaches
  - ▶ Also in connection with standard algorithms
- ▶ Already usable for different scenarios
  - ▶ Often just wheeled robots
- ▶ Sometimes open source (ROS) code available



# Questions

# Questions?





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