

#### Turning towards points of interest using a Saliency Map

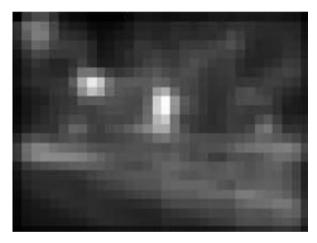
**Team Brezel** Julian Löchner, Raoul Hoffmann

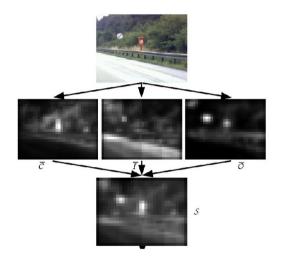
## What have we achieved so far?

• Experiments with

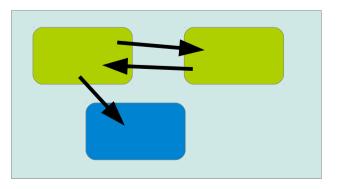
# *iLab Neuromorphic Vision C++ Toolkit*

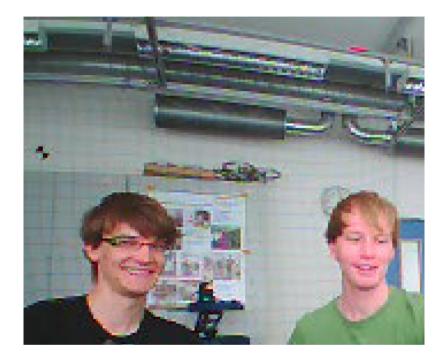
• (University of Southern California)

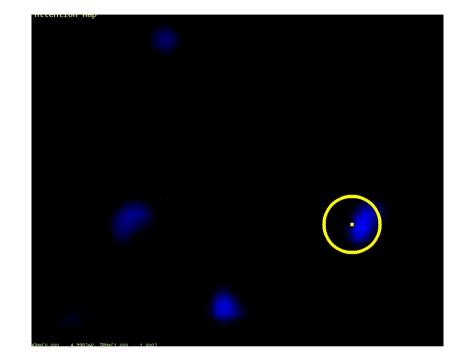


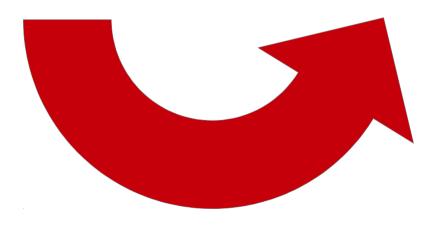


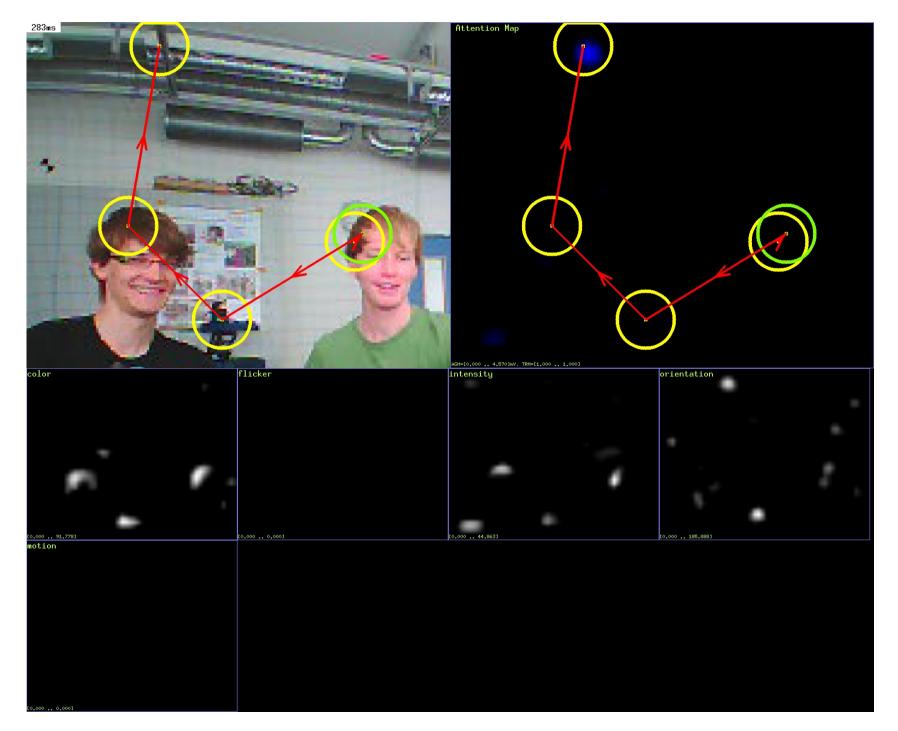
Software Layout & Implementation Plan









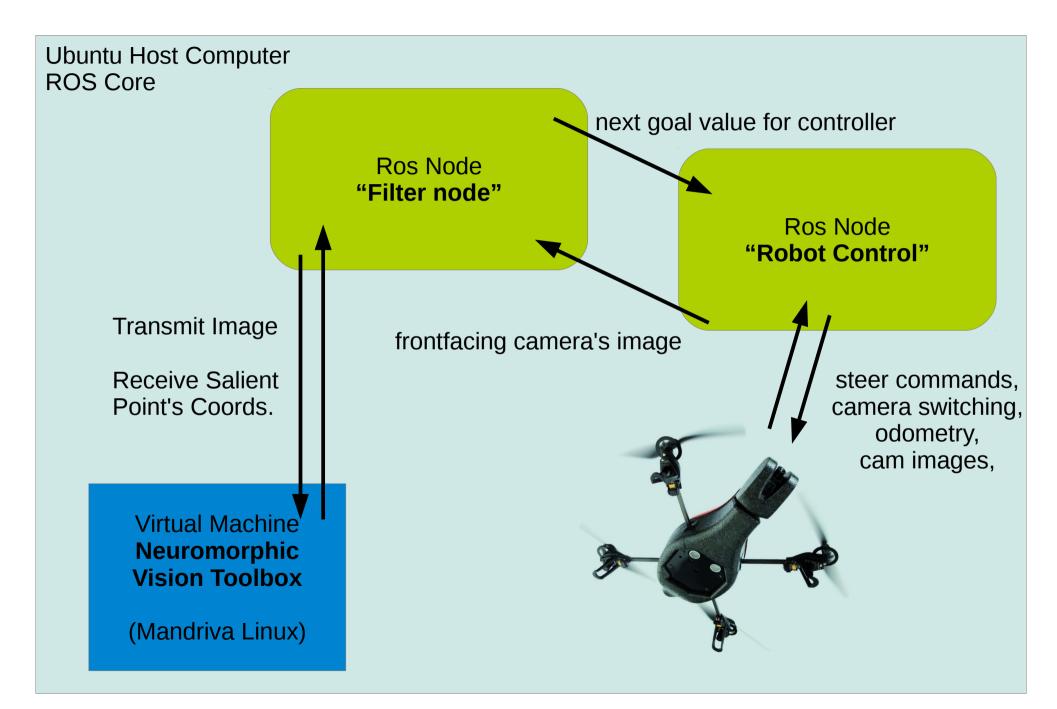


To example video (lab)

Why use the toolbox?

- → Well designed and efficient calculation of Saliency Maps, human-like attention behaviour
- $\rightarrow$  Stable against changes of the point of view

## **Software Layout & Implementation**



## **Implementation Plan**

8<sup>Th</sup> July *filter-node done* 

- 10<sup>Th</sup> July controller node done, begin testing on quadcopter
- 12<sup>Th</sup> July begin fine-tuning

15<sup>Th</sup> July ready for presentation, produce videos

**Conclusion:** Some problems, but no major ones so far.