Table 1: List of SLAM / VO algorithms

Name	References	Code
AprilSLAM	[1] (2016), [2] (2011)	github.com/ProjectArtemis/aprilslam
ARM SLAM	[3] (2016)	-
BatSLAM	[4] (2015), [5] (2013)	-
BundleFusion	[6] (2011)	github.com/niessner/BundleFusion
CD SLAM	[7] (2011), [8] (2010)	-
C-KLAM	[9] (2014)	-
CNN SLAM	[10] (2017)	-
COP SLAM	[11] (2015), [12] (2013), [13] (2010)	-
CoSLAM	[14] (2013)	github.com/danping/CoSLAM
DolphinSLAM	[15] (2016), [16] (2015)	github.com/dolphin-slam
DP SLAM	[17] (2004), [18] (2003)	users.cs.duke.edu/p̃arr/dpslam
DPPTAM	[19] (2015)	github.com/alejocb/dpptam
DSO	[20] (2016)	github.com/JakobEngel/dso
DT SLAM	[21] (2014)	github.com/plumonito/dtslam
DTAM	[22] (2011)	github.com/anuranbaka/OpenDTAM
DVO	[23] (2013)	github.com/tum-vision/dvo_slam
EIF SLAM	[24] (2011), [25] (2011), [26] (2008)	-
EKF SLAM	[27] (2015), [28] (2014), [29] (2012) [30] (2008), [31] (2006), [32] (2006) [33] (2004), [34] (2002)	-
ElasticFusion	[35] (2015)	github.com/mp3guy/ElasticFusion
FAB-MAP	[36] (2012), [37] (2010), [38] (2010) [39] (2009), [40] (2008)	github.com/arrenglover/openfabmap
FastSLAM	[41] (2014) [42] (2013), [29] (2012), [43] (2004), [44] (2003), [45] (2002)	github.com/bushuhui/fastslam
FrameSLAM	[46] (2008)	-
GPSLAM	[47] (2011)	-
GP-SLAM	[48] (2017), [49] (2017)	github.com/gtrll/gpslam
Graph SLAM	[50] (2010), [51] (2006), [52] (2006)	-
Hector SLAM	[53] (2011)	github.com/tu-darmstadt-ros-pkg/hector_slam
KinectFusion	[54] (2012), [55] (2011), [56] (2011)	github.com/PointCloudLibrary/pcl
Kintinious	[57] (2013), [58] (2013), [59] (2012)	github.com/mp3guy/Kintinuous
LSD SLAM	[60] (2014), [61] (2013)	github.com/tum-vision/lsd_slam
MonoSLAM	[62] (2014), [63] (2007)	github.com/rrg-polito/mono-slam
MR SLAM	[64] (2016), [65] (2013), [66] (2006), [67] (2006), [68] (2003)	-
NID SLAM	[69] (2017)	-
OKVIS	[70] (2015), [71] (2014), [72] (2013)	github.com/ethz-asl/okvis_ros
ORB SLAM	[73] (2017), [74] (2016), [75] (2015)	-

Pop-up SLAM	[76] (2016)	github.com/shichaoy/pop_up_image
PTAM	[77] (2007)	github.com/Oxford-PTAM/PTAM-GPL
RatSLAM	[78] (2013), [79] (2009), [80] (2008), [81] (2006), [82] (2005), [83] (2004)	github.com/davidmball/ratslam
RD SLAM	[84] (2013)	-
REBVO	[85] (2016)	github.com/JuanTarrio/rebvo
REMODE	[86] (2014)	github.com/uzh-rpg/rpg_open_remode
RFM SLAM	[87] (2016)	github.com/sauravag/edpl-rfmslam
RGB-D SLAM	[88] (2012) [89] (2012)	github.com/felixendres/rgbdslam_v2
RKSLAM	[90] (2016)	zjucvg.net/rkslam/rkslam.html
ROVIO	[91] (2014)	github.com/ethz-asl/rovio
RSLAM	[92] (2011)	-
ScaViSLAM	[93] (2011)	github.com/strasdat/ScaViSLAM
SEIF SLAM	[94] (2014), [95] (2007)	-
SeqSLAM	[96] (2017), [97] (2013), [98] (2012) [99] (2017)	github.com/subokita/OpenSeqSLAM github.com/siam1251/Fast-SeqSLAM
SLAM++	[100] (2013)	-
SlamDunk	[101] (2015)	github.com/m4nh/skimap_ros
SVO	[102] (2017), [103] (2014)	github.com/uzh-rpg/rpg_svo
UKF SLAM	[104] (2015), [105] (2014), [106] (2009)	-
vSLAM	[107] (2005)	wiki.ros.org/vslam

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