

# Publication Overview

2004 – 2020

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`https://github.com/jkerdels/pub\_overview`

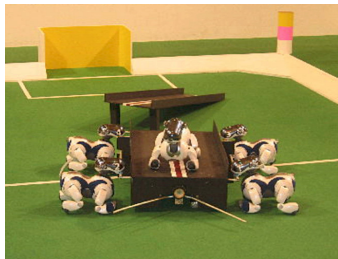
July 26, 2020

## RoboCup 2004 <sup>(1/2)</sup>

As an undergraduate I participated in a yearlong **robotics project** in which we programmed ERS-210 and ERS-7 robotic dogs made by Sony to compete in the Standard Platform League (SPL) of the international **RoboCup 2004 competition**.

Our technical report [1] provides an in-depth look into the core challenges of teaching robots to play soccer, the solutions developed by our team, and the involved support infrastructure.

As part of the GermanTeam – a collaboration between the universities of Berlin, Bremen, Darmstadt, and Dortmund – we won the world championship in the SPL as well as the SPL Open Challenge.



Scene from the SPL Open Challenge [1].

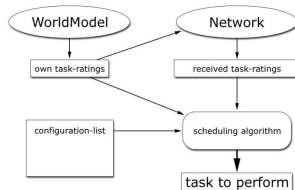
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[1] Ingo Dahm et al. *Virtual Robot: Automatic Analysis of Situations and Management of Resources in a Team of Soccer Robots*. Tech. rep. PG 442 Final Report. University of Dortmund, 2004 [PDF](#) [bibtex](#)

We developed a **decentral scheduling algorithm** that allows multiple robots to coordinate their behavior to achieve a common goal in a challenging, dynamic environment where communication might be intermittent and the number of robots might change without prior notice [2, 3].

Characteristics of our approach:

- synchronization free
- low-bandwidth broadcast communication
- graceful degradation in case of
  - communication outages
  - loss of team members
- continuous replanning



Schematic of the proposed scheduler [2].

The scheduling algorithm was successfully used during the RoboCup 2004 competition winning the Standard Platform League Open Challenge [1]. [video](#)

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[2] J. Ziegler et al. *Virtual Robot - Adaptive Ressource Management in Robot Teams*. Technical Report 0204. presented at International RoboCup Worldchampion, Lissboa, July 2004. University of Dortmund, 2004 [PDF](#) [bibtex](#)

[3] I. Dahm et al. "Decentral control of a robot-swarm". In: *Autonomous Decentralized Systems, 2005. ISADS 2005. Proceedings*. Apr. 2005, pp. 347–351. DOI: 10.1109/ISADS.2005.1452083 [PDF](#) [bibtex](#)

My diploma thesis [4] presents a novel approach to **discover objects in unlabeled image data** using a combination of traditional methods including image segmentation, feature extraction, clustering, and dynamic programming.

The key idea consists of using **image segmentation to group features** in an image, and use these feature groups to represent the individual segments in a way that is invariant to rotation, scale, and translation.

Such feature segments can then be related to each other by an appropriate distance measure to **identify segments that occur repeatedly** in different contexts.

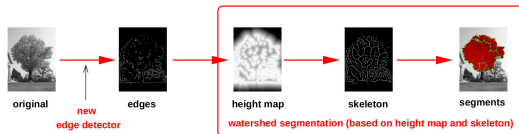
Finally, neighborhood relations among segments can be learned in a similar fashion to **discover stable feature segment constellations** that indicate the presence of reoccurring structures, i.e., putative objects in the images.

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[4] [Jochen Kerdels](#). "Dynamisches Lernen von Nachbarschaften zwischen Merkmalsgruppen zum Zwecke der Objekterkennung". [Diplomarbeit](#). Diplom. University of Dortmund, Aug. 31, 2006 [PDF](#) [bibtex](#)

In [5] we present details of the **image segmentation** algorithm that was first introduced in my diploma thesis.

The algorithm has a focus on **robustness with respect to noise and discontinuous structures** like tree foliage.



Overview of the segmentation algorithm [5].

The algorithm was featured on the title page of “Informatik Spektrum” [6], the main organ of the German Informatics Society (GI).

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[5] Gabriele Peters and Jochen Kerdels. “Image Segmentation Based on Height Maps”. In: *Computer Analysis of Images and Patterns*. Ed. by Walter G. Kropatsch, Martin Kampel, and Allan Hanbury. Vol. 4673. Lecture Notes in Computer Science. Springer Berlin Heidelberg, 2007, pp. 612–619. ISBN: 978-3-540-74271-5. DOI: 10.1007/978-3-540-74272-2\_76. URL: [http://dx.doi.org/10.1007/978-3-540-74272-2\\_76](http://dx.doi.org/10.1007/978-3-540-74272-2_76) [PDF](#) [bibtex](#)

[6] Jochen Kerdels and G. Peters. *Höhenbildbasierte Segmentierung*. Springer-Verlag. Jan. 2007 [PDF](#) [bibtex](#)

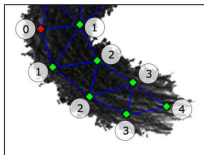
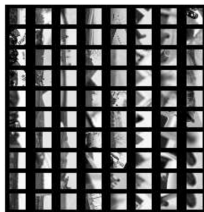


Illustration of distances on a learned topology [7].



Classification of feature vectors into 8 pairwise neighboring nodes. Columns represent nodes. Each column contains examples of 10 feature vectors mapped onto the respective node [7].

In [7] we present details of the **feature similarity measure** that was first introduced in my diploma thesis. The measure utilizes a **learned topology** of the feature space and does not rely on distance in Euclidean space.

Key ideas:

- Utilize a growing neural gas (GNG) to learn a piecewise representation of the feature space as well as its topology.
- Determine the shortest path between all pairs of nodes in the topology.
- The (dis)similarity between two features  $f_1$  and  $f_2$  is then given as the shortest path between those nodes  $g_1$  and  $g_2$  onto which the features are mapped by the GNG.

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[7] Jochen Kerdels and G. Peters. "A Topology-Independent Similarity Measure for High-Dimensional Feature Spaces". In: *Artificial Neural Networks. 17th International Conference (ICANN 2007), September 9-13, Porto, Portugal. September 9-13, Porto*. Ed. by Joaquim Marques de Sá et al. Vol. 4669. LNCS Part 2. Porto, Portugal: Springer, Sept. 2007, pp. 331–340 [PDF](#) [bibtex](#)

## Project C-Manipulator (1/4)

**C-Manipulator** [8] is a research project that was conducted from 2006 to 2009 at the German Research Center for Artificial Intelligence (**DFKI**) in Bremen.

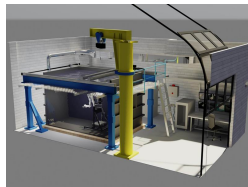
Its main objective was the development of a **manipulator system for deep sea applications** that provides autonomous and assistive functions to the system's operators.

The project used a **hydraulic ORION 7P** by Schilling Robotics as its main robotic arm. As main sensors, the system was equipped with two overhead cameras used for stereo vision and a single camera mounted to the wrist for visual servoing.

The project was finished successfully with an open water test in coastal waters. [video](#)



The ORION 7P manipulator  
(c) Schilling Robotics)



3D rendering of the underwater testbed  
(Jan Albiez, DFKI)

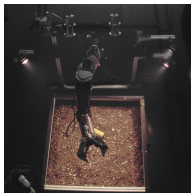
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[8] Dirk Spenneberg et al. "C-Manipulator: An Autonomous Dual Manipulator Project for Underwater Inspection and Maintenance". In: *Proceedings of OMAE 2007. ASME 2007 International Conference on Offshore Mechanics and Arctic Engineering*. San Diego, USA, 2007

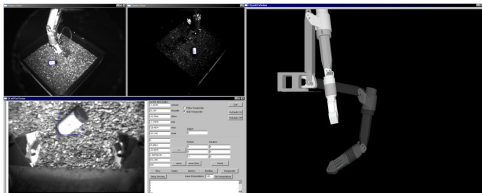
## Project C-Manipulator (2/4)

In [9] we report on **early results** of the C-Manipulator project that introduce a number of improvements over the traditional, manual control of underwater robotic arms:

- We developed a **fast inverse kinematic closed form solution** that allows movements in cartesian space and guarantees numerical stability.
- We implemented a two-phase, **semi-autonomous gripping** of objects. [video](#)



The Orion 7P in our underwater testbed [9].



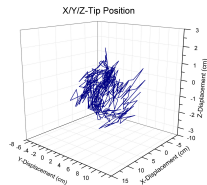
View of the control software. The left side contains all three camera images. The right side shows a 3D representation of both the current (solid) and future (transparent) positions of the manipulator [9].

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[9] Marc Hildebrandt et al. "Robust Vision-Based Semi-Autonomous Underwater Manipulation". In: *The 10th International Conference on Intelligent Autonomous Systems*. Ed. by Wolfram Burgard et al. IOS Press, 2008, pp. 308–315 [PDF](#) [bibtex](#)



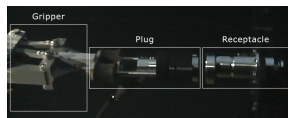
## Project C-Manipulator (3/4)



3d plot of tip displacement during movement compensation [10].

Deep sea robotic arms are usually mounted to remotely operated vehicles (ROV). We developed a **novel algorithm to compensate for disturbances** that does not rely on the station-keeping algorithm of the ROV but compensates vehicle movements directly **via a movement overlay** in the robotic arm [10]. [video](#)

We **augmented the built-in controller** of the ORION 7P with a multi-layered controller enabling **high precision end-effector control** well beyond the manipulator's original capabilities [11]. We showcased the achievable precision by the automated plugging of an underwater connector. [video](#)



Automated plugging of a Gisma Series 80 underwater connector [11].

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[10] Marc Hildebrandt et al. "Realtime motion compensation for ROV-based teleoperated underwater manipulators". In: *OCEANS 2009 - EUROPE*. 978-1-4244-2523-5. May 2009 [PDF](#) [bibtex](#)

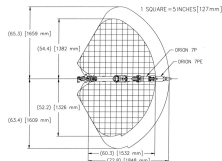
[11] Marc Hildebrandt et al. "A Multi-Layered Controller Approach for High Precision End-Effector Control of Hydraulic Underwater Manipulator Systems". In: *OCEANS 09 MTS / IEEE Biloxi - Marine Technology for Our Future: Global and Local Challenges. OCEANS MTS/IEEE Conference (OCEANS-09), Marine Technology for our Future: Global and Local Challenges, October 26-29, Biloxi, USA.* o.A., Oct. 2009. ISBN: 978-1-4244-4960-6 [PDF](#) [bibtex](#)

## Project C-Manipulator (4/4)

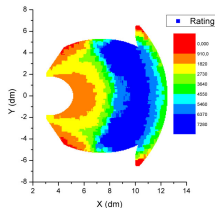
One of the primary tasks of modern ROV deployment is **intervention work**. Intervention in these cases consists of tasks like opening fixtures, or plugging connections.

Robotic operators have to rely solely on visual feedback and their experience to determine if in a given situation a desired position is reachable, and how much dexterity will be available to perform the intended task.

We introduced a **methodology to represent workspace properties** like remaining dexterity with respect to tele-operation tasks [12]. The information gained can be used as a signal to an operator or as the basis for motion commands to the ROV carrying the robot arm.



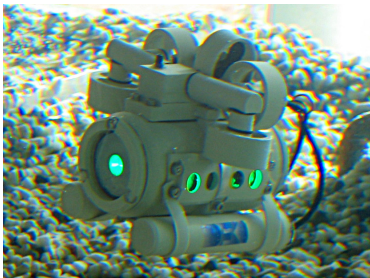
Nominal workspace of the ORION 7P [12].



Dexterous workspace of the ORION 7P for a front-down position of the gripper [12].

[12] Jan Albiez et al. "Automatic Workspace Analysis and Vehicle Adaptation for Hydraulic Underwater Manipulators". In: *OCEANS 2009, MTS/IEEE Biloxi - Marine Technology for Our Future: Global and Local Challenges*. o.A., Oct. 2009 [PDF](#) [bibtex](#)

The **Micro Autonomous Underwater Vehicle** ( $\mu$ AUV) was developed and built as a demonstrator for the Hannover trade show in just two months [13, 14]. [video](#)



The  $\mu$ AUV 1 [13].

#### Vehicle characteristics:

- main body diameter of just 55mm and a body length of 125mm
- autonomous on-board controller
- obstacle detection via active light reflection
- depth measurement via pressure sensor

Successors:  $\mu$ AUV<sup>2</sup> and AUVx.

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[13] Sascha Fechner et al. "Design of a  $\mu$ AUV". In: *Autonomous Minirobots for Research and Edutainment (AMiRE-2007). Proceedings of the 4th International AMiRE Symposium (AMiRE-2007), October 2-5, Buenos Aires, Argentina*. Ed. by U. Rückert, J. Sitte, and U. Witkowski. Best Paper Award. Buenos Aires, Argentina: Heinz Nixdorf Institut Universität Paderborn, Oct. 2007, pp. 99–106 [PDF](#) [bibtex](#) **best paper award**

[14] Jan Albiez et al. "Sensor Processing and Behaviour Control of a Small AUV". In: *Autonome Mobile Systeme AMS 2007- 20. Fachgespräch Kaiserslautern*. Robotics Research Lab of the University of Kaiserslautern. Kaiserslautern, Germany: Springer, Oct. 2007, pp. 327–333 [PDF](#) [bibtex](#)

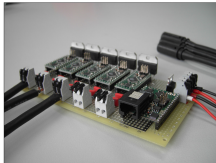
## Sensorless Control

The sub-Atlantic underwater manipulator is an electric robotic arm that provides **no sensor feedback**. To control this arm we developed a **Back-EMF controller** that drives the motors via pulse width modulation and uses the voltage generated by the motors during the off-phase to determine their current speed [15].

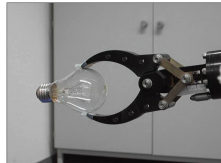
Based on this speed signal it was possible to implement both **position and force control** on this otherwise sensorless manipulator.



Voltage characteristic at the motor terminals while a 33% duty cycle PWM is applied [15].



Electronic prototype to demonstrate the Back-EMF approach [15].



Illustrating the sensitivity achievable with back EMF force control [15].

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[15] Jochen Kerdels, Jan Albiez, and Frank Kirchner. "Sensorless Computer Control of an Underwater DC Manipulator". In: *Proceedings of OCEANS '08 (MTS) / IEEE KOBETECHNO-OCEAN '08. Voyage Toward the Future. (MTS) / IEEE KOBETECHNO-OCEAN Conference and Exhibition (OTO-2008), April 8-11, Kobe, Japan. IEEE, 2008* [PDF](#) [bibtex](#)

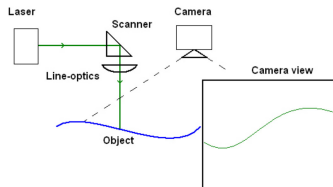
## Underwater 3D-Laserscanner

To explore the concept of **underwater, laser line 3D scanning** we built a prototype system. In particular, we were interested in improving the precision of the scanner by designing a calibration procedure that is simple enough to be applicable in practise.

In [16] we suggest to use a planar calibration object that is fitted with a checkerboard pattern for calibration of the camera and a high contrast region for detecting the laser line.

Our results indicate that this is a feasible approach that could be used in non-laboratory environments without too much effort.

The concept was followed up on by a number of later projects and led to a **spin-off company** ([Kraken Robotik](#)) founded by some of my former colleagues.



Schematic representation of a laser line 3D scanner [16].

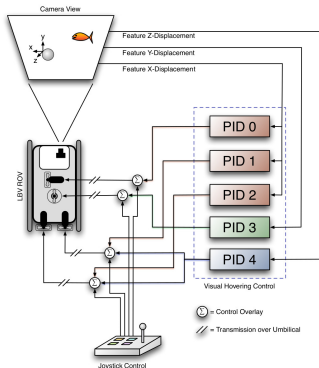
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[16] Marc Hildebrandt et al. "A practical underwater 3D-Laserscanner". In: *Proceedings of the MTS/IEEE Conference on Oceans, Poles and Climate*. MTS/ IEEE Oceans. IEEE, 2008 [PDF](#) [bibtex](#)

## Visual Hovering

In [17] we present a **vision-based control** algorithm that enables underwater ROV to hover in front of visible structures compensating, e.g., drift.

We introduce a **novel approach to automatically tune the used keypoint detector** to the level of contrast present in each local region of the camera image. This automatic adjustment enables robust, parameter free operation.



Hovering control scheme with 5 PID controllers [17].



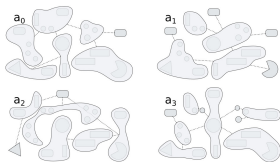
LBV hovering in laboratory test tank *locked* on the tip of a 3D gantry crane (left). Tracking of visual features (right) [17].

The algorithm was successfully tested on a LBV150 ROV [video](#) by Seabotix both under laboratory conditions and in open waters.

## Exploratory Modeling (1/2)

After resigning from my research position at the DFKI and joining [Prof. Peters](#) at the University of Hagen I **refocused my work** away from robotic engineering towards more fundamental research aimed at understanding the **processing of information in neurobiological systems** – a topic I pursued already during my spare time at the DFKI.

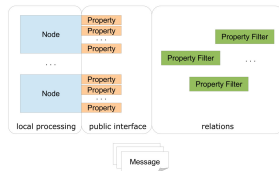
As a basis for this new direction of research we investigated how the **understanding of complex systems** can be improved **by methods of exploratory modeling and simulation**.



The constituents of a complex system may change when analyzed regarding different aspects [18].



Resulting constituents can “conceptually overlap” when they are merged into a single model [18].



Components of the proposed generalized model [18].

## Exploratory Modelling (2/2)

In [18] we **identify key aspects** that make modeling complex systems difficult:

- The relations between the constituents of a complex system can vary over time in non-trivial ways and thus cannot be specified in advance.
- Mutual influences between constituents of a complex system are not only represented by higher-level categories as in complicated systems but are also indicated by shared, lower-level categories.
- If a complex system is analyzed with respect to different aspects, the resulting constituents for each aspect can “conceptually overlap” when they are merged into a single model of the system.

Using a computational modeling perspective we reduced the problem space further to a single problem that we call the **addressing problem**.

As a solution to the addressing problem we propose a **generalized computational model** that is tailored to the specific needs of modeling and simulating complex systems [18, 19].

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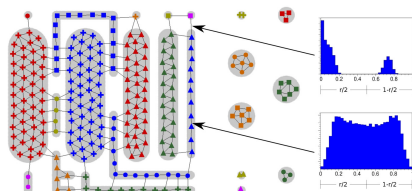
[19] Jochen Kerdels and Gabriele Peters. “Exploratory Modeling of Complex Information Processing Systems”. In: *ICINCO (1)*. 2013, pp. 514–521 [PDF](#) [bibtex](#)



## Local Input Space Histograms (1/3)

Prototype-based clustering methods like the **growing neural gas** (GNG) can suffer from a lack of detail in their input space representation. To amend their descriptive power we introduced the novel concept of **local input space histograms** (LISH) that capture statistical information on the input space lying between neighboring prototypes [20].

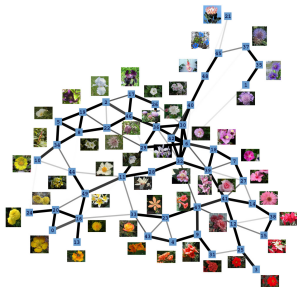
In a regular GNG neighboring prototypes are connected by an edge. We added a small histogram to each edge to **capture information on the positions of input samples** relative to the respective best and second best matching prototypes.



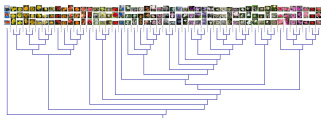
Clustering of an inhomogeneous input space (gray areas) with a GNG network of 250 units resulting in 23 clusters (marked by shapes and colors of the units). Histograms of two edges are shown on the right [20].

We were able to demonstrate that this additional information can be utilized to, e.g., **improve clustering** results for challenging, inhomogeneous input spaces.

## Local Input Space Histograms (2/3)



Force-based graph drawing of an image clustering based on color performed by a LISH enhanced GNG [21].



Hierarchical image clustering based on color performed by a LISH enhanced GNG [21].

In a follow up work [21] we investigate the utility of LISH enhanced GNGs for **analysing and clustering high-dimensional data**. Our results demonstrate, that the additional information gained about the input space structure can be used to enable and improve visualization and hierarchical clustering.

Furthermore, we show that contrary to common view the **Minkowski distance with  $p > 1$  can be a meaningful distance measure** for high-dimensional data.

The analysis was featured on the title page of “Informatik Spektrum” [22], the main organ of the German Informatics Society (GI).

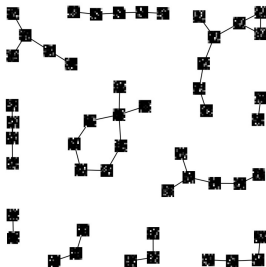
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[21] Jochen Kerdels and Gabriele Peters. “Analysis of high-dimensional data using local input space histograms”. In: *Neurocomputing* 169 (2015), pp. 272–280. ISSN: 0925-2312. DOI: <http://dx.doi.org/10.1016/j.neucom.2014.12.094> [PDF](#) [bibtex](#)

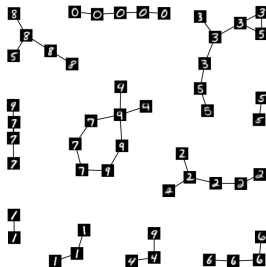
[22] Jochen Kerdels and G. Peters. *Clustering Hochdimensionaler Daten*. Springer-Verlag. Apr. 2015 [PDF](#) [bibtex](#)

## Local Input Space Histograms (3/3)

Further investigation of the LISH concept [23] showed that information gathered by the LISH can be utilized to form a **relaxed one-hot encoding** as the output of a GNG. Processing this output with a second stage GNG demonstrates that the encoding may serve as a meaningful **sparse representation of high-dimensional input spaces**.



Example of a GNG  $r$  that processed the relaxed one-hot encoded output of a GNG  $h$  that processed samples from the MNIST database of handwritten digits. The shown prototypes reveal the sparse patterns resulting from the relaxed one-hot encoding [23].



Prototypes of GNG  $h$  superimposed on the network of GNG  $r$ . The shown prototypes correspond to the entry with highest value in the respective prototypes of GNG  $r$  [23].

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- [24] Jochen Kerdels and Gabriele Peters. "A Computational Model of Grid Cells Based on Dendritic Self-Organized Learning". In: *Proceedings of the International Conference on Neural Computation Theory and Applications*. 2013 **PDF** **bibtex** **nominated for best paper award**
- [25] Jochen Kerdels and Gabriele Peters. "A New View on Grid Cells Beyond the Cognitive Map Hypothesis". In: *8th Conference on Artificial General Intelligence (AGI 2015)*. July 2015 **PDF** **bibtex**
- [26] Jochen Kerdels. "A Computational Model of Grid Cells based on a Recursive Growing Neural Gas". PhD thesis. Hagen, 2016. URL: [https://ub-deposit.fernuni-hagen.de/receive/mir\\_mods\\_00000438](https://ub-deposit.fernuni-hagen.de/receive/mir_mods_00000438) **PDF** **bibtex**
- [27] Jochen Kerdels and Gabriele Peters. "Modelling the Grid-like Encoding of Visual Space in Primates". In: *Proceedings of the 8th International Joint Conference on Computational Intelligence, IJCCI 2016, Volume 3: NCTA, Porto, Portugal, November 9-11, 2016*. 2016, pp. 42–49. DOI: 10.5220/0006045500420049 **PDF** **bibtex** **best paper award**
- [28] Jochen Kerdels and Gabriele Peters. "Noise Resilience of an RGNG-based Grid Cell Model". In: *Proceedings of the 8th International Joint Conference on Computational Intelligence, IJCCI 2016, Volume 3: NCTA, Porto, Portugal, November 9-11, 2016*. 2016, pp. 33–41. DOI: 10.5220/0006045400330041 **PDF** **bibtex** **nominated for best paper award**
- [29] Jochen Kerdels and Gabriele Peters. "Entorhinal Grid Cells May Facilitate Pattern Separation in the Hippocampus". In: *Proceedings of the 9th International Joint Conference on Computational Intelligence, IJCCI 2017, Funchal, Madeira, Portugal, November 1-3, 2017*. 2017, pp. 141–148. DOI: 10.5220/0006514601410148 **PDF** **bibtex**
- [30] Jochen Kerdels and Gabriele Peters. "A Survey of Entorhinal Grid Cell Properties". In: *arXiv e-prints*, arXiv:1810.07429 (Oct. 2018), arXiv:1810.07429. arXiv: 1810.07429 [q-bio.NC] **PDF** **bibtex**
- [31] Jochen Kerdels and G. Peters. *Simulation von Gitterzellen als Spezialfall eines allgemeinen neuronalen Verarbeitungsprinzips*. Springer-Verlag. June 2018 **bibtex**

- [32] Jochen Kerdels and Gabriele Peters. "A Possible Encoding of 3D Visual Space in Primates". In: *Computational Intelligence: International Joint Conference, IJCCI 2016 Porto, Portugal, November 9–11, 2016 Revised Selected Papers*. Ed. by Juan Julian Merelo et al. Cham: Springer International Publishing. 2019. pp. 277–295. ISBN: 978-3-319-99283-9. DOI: 10.1007/978-3-319-99283-9\_14 **PDF** **bibtex**

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[34] Jochen Kerdels and Gabriele Peters. "A Grid Cell Inspired Model of Cortical Column Function". In: *10th International Joint Conference on Computational Intelligence (IJCCI 2018)*, Seville, Spain, September 18-20. Jan. 2018, pp. 204–210. DOI: 10.5220/0006931502040210

[PDF](#) [bibtex](#)

[35] Jochen Kerdels and Gabriele Peters. "Challenging the Intuition About Memory and Computation in Theories of Cognition". In: *Proceedings of the 11th International Joint Conference on Computational Intelligence - Volume 1: NCTA, (IJCCI 2019)*. INSTICC. SciTePress, Sept. 2019, pp. 522–527. ISBN: 978-989-758-384-1. DOI: 10.5220/0008493605220527

[PDF](#) [bibtex](#)

[36] Jochen Kerdels and Gabriele Peters. "Efficient Approximation of a Recursive Growing Neural Gas". In: *Studies in Computational Intelligence, IJCCI 2018, Revised Selected Papers*. Ed. by Christophe Sabourin et al. Springer International Publishing, 2020

[PDF](#) [bibtex](#)

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