

# Embodied nervous systems

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# Braitenberg vehicles

■ =embodied nervous systems  
with:

■ effectors

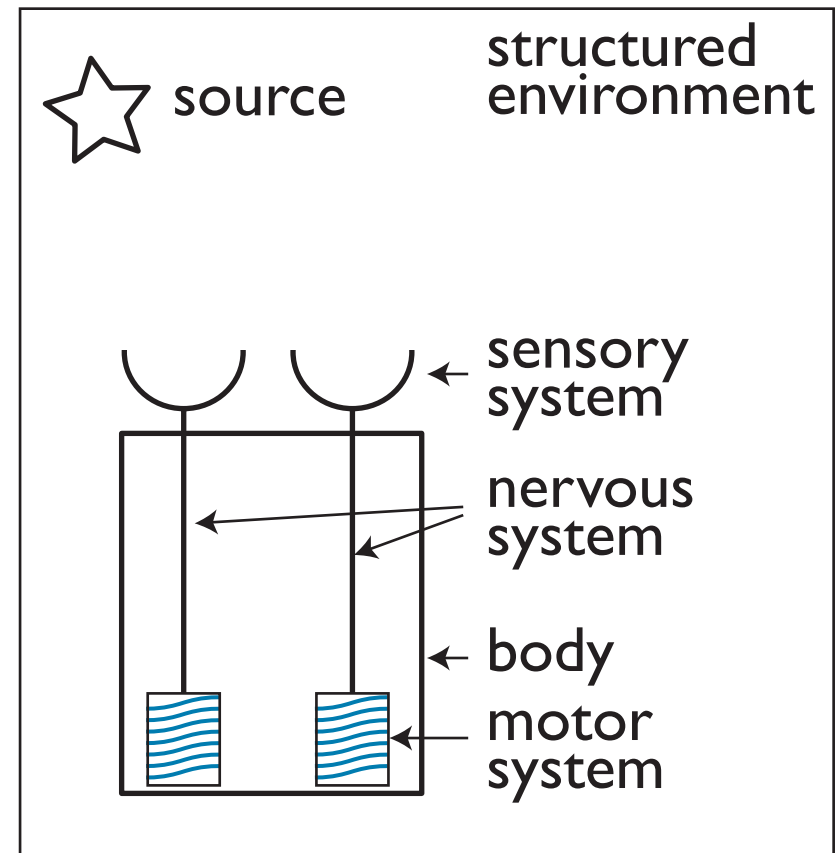
■ sensors

■ a nervous system

■ a body

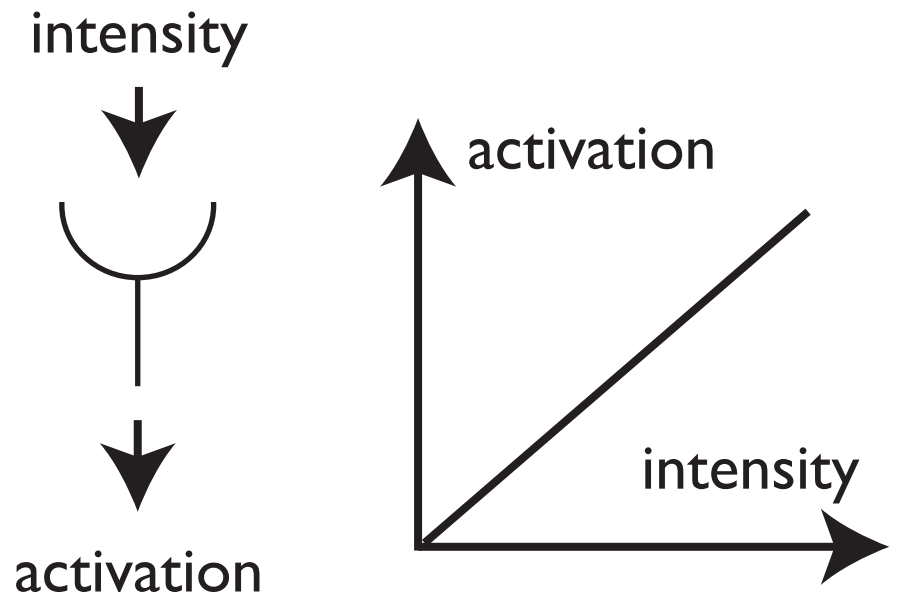
■ + situated in a structured environment

■ = emergent function



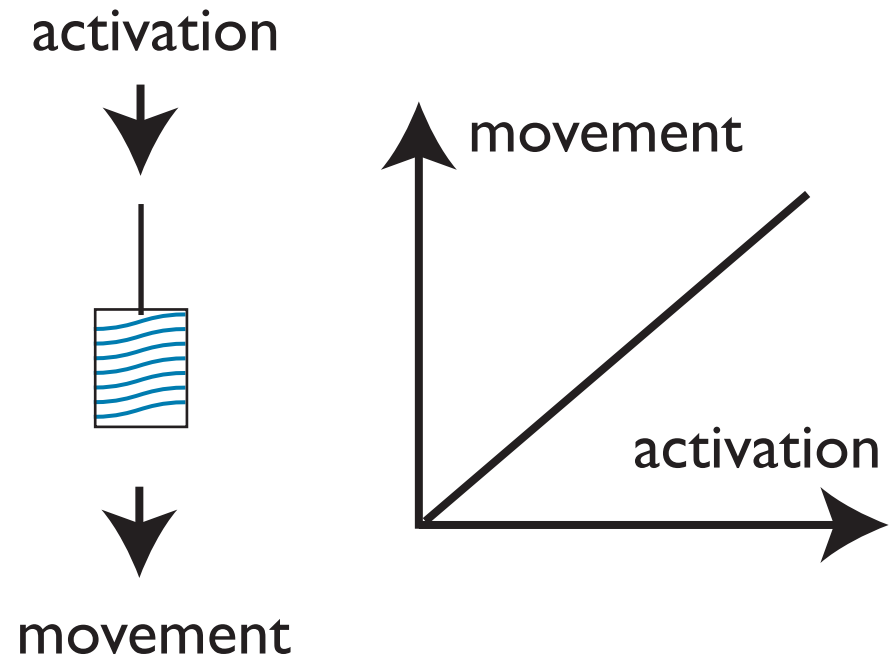
# Sensors

- defined by sensor characteristic = relationship between
- the physical stimulus intensity
  - e.g., sound, luminance, chemical concentration, mechanical pressure...
- and an activation variable



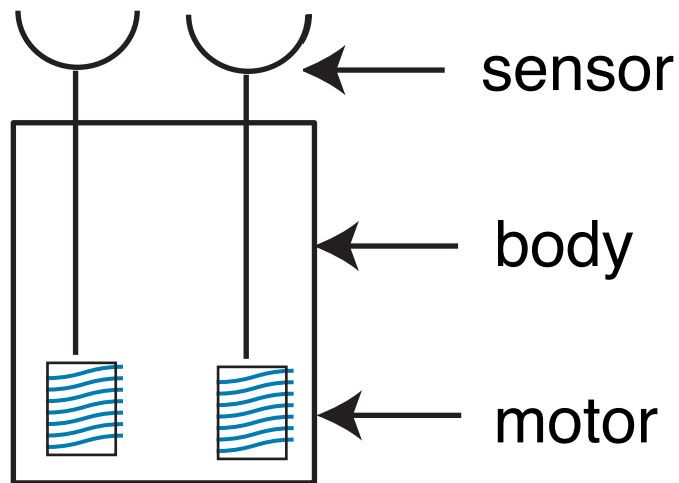
# Effectors

- defined by the motor characteristic = functional relationship between
  - an activation level
  - and a physical effect generated
- for example: turning rate (rotations per minute rmp), force level, stiffness, ...)



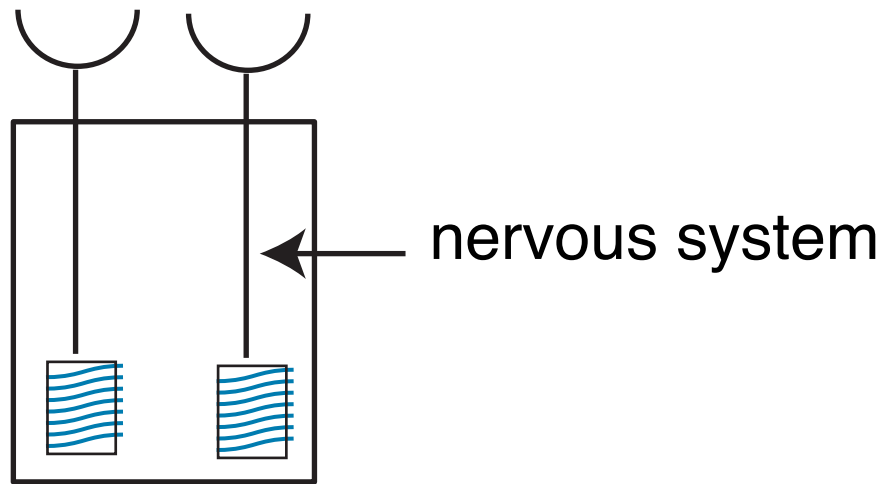
# Body

- the body links the sensors and effectors mechanically



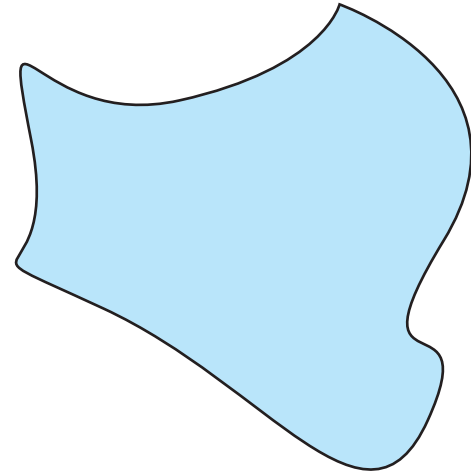
# Nervous system

- links sensors to effectors



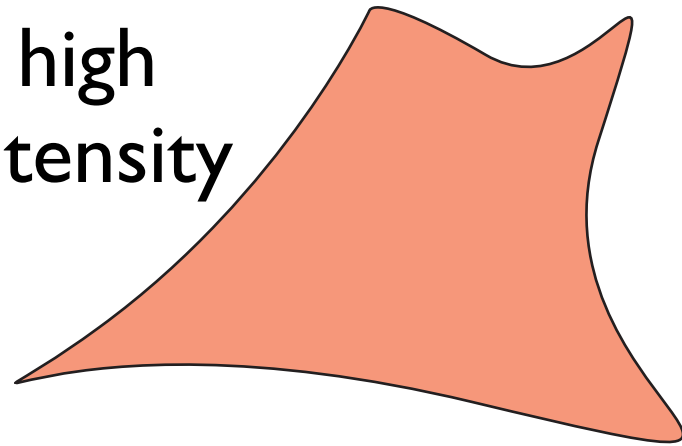
# Environment

low  
intensity

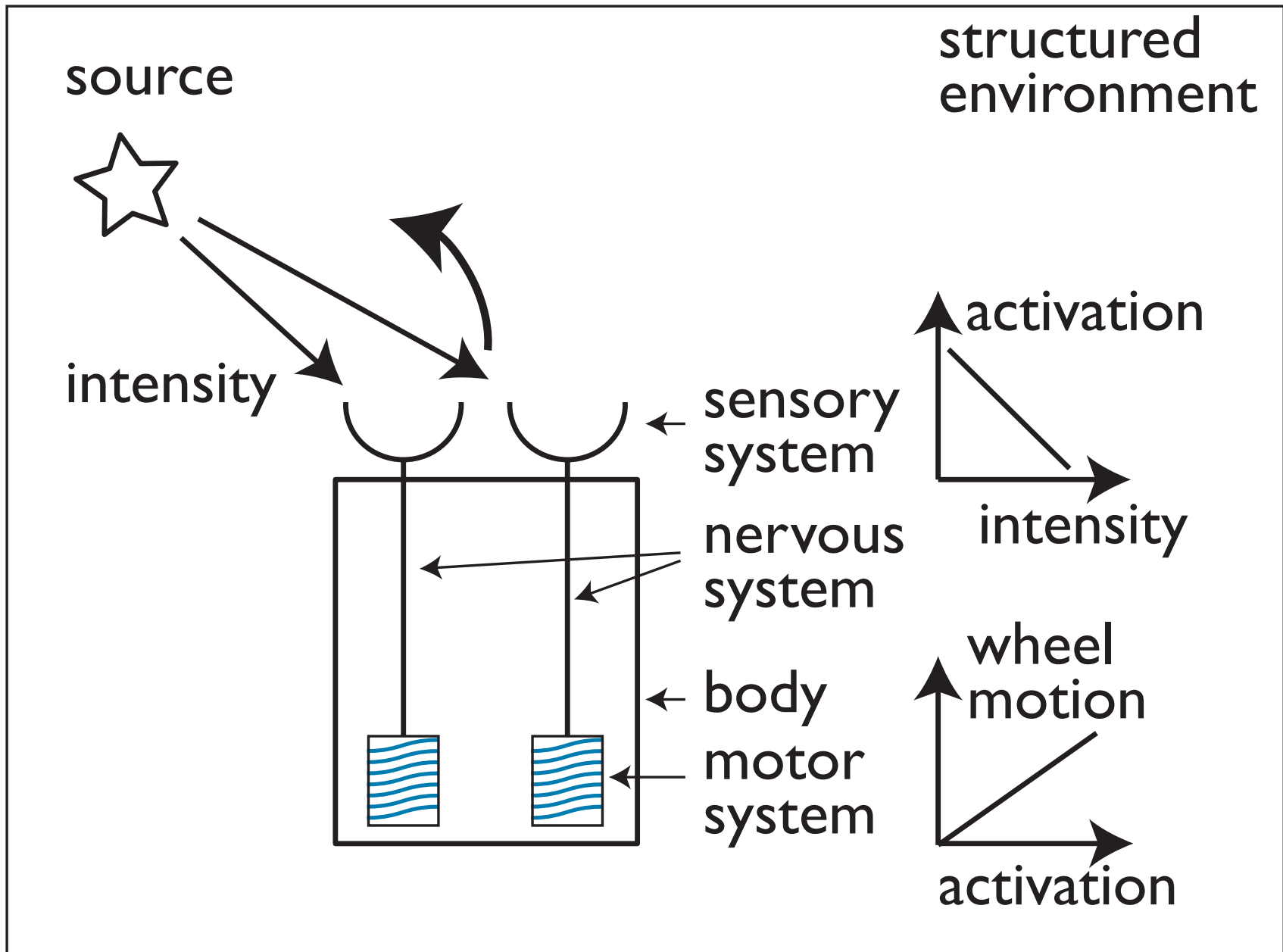


- non-homogeneous with respect to the physical intensity sensed

high  
intensity



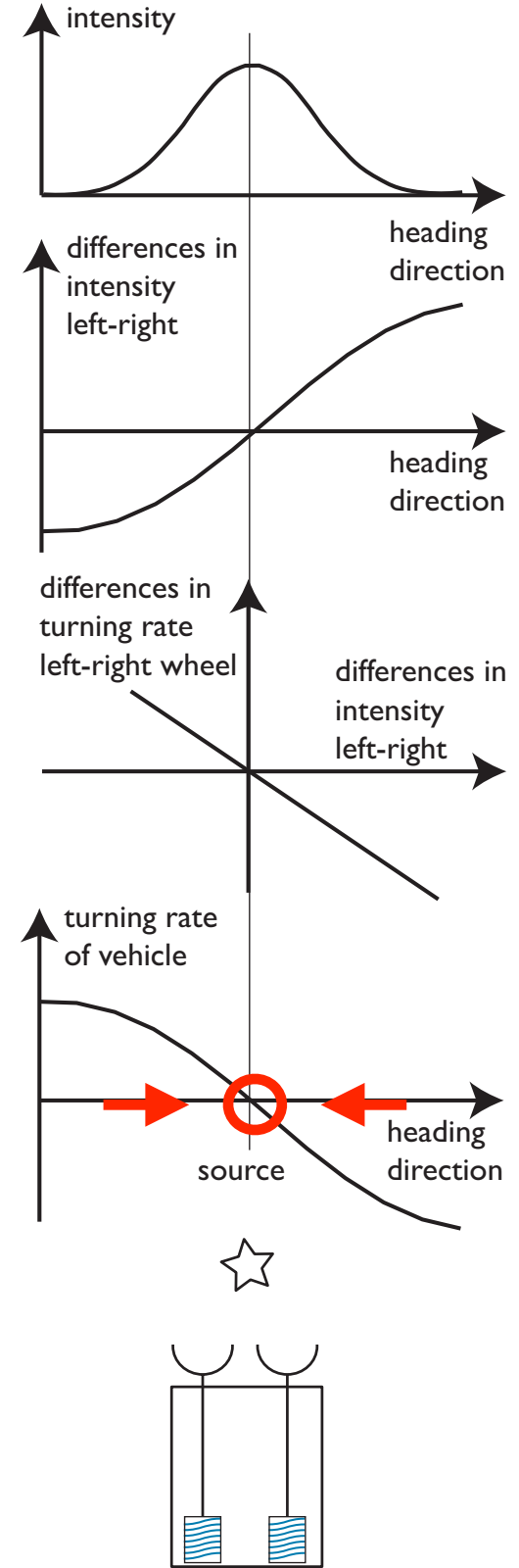
# Emergent behavior: taxis





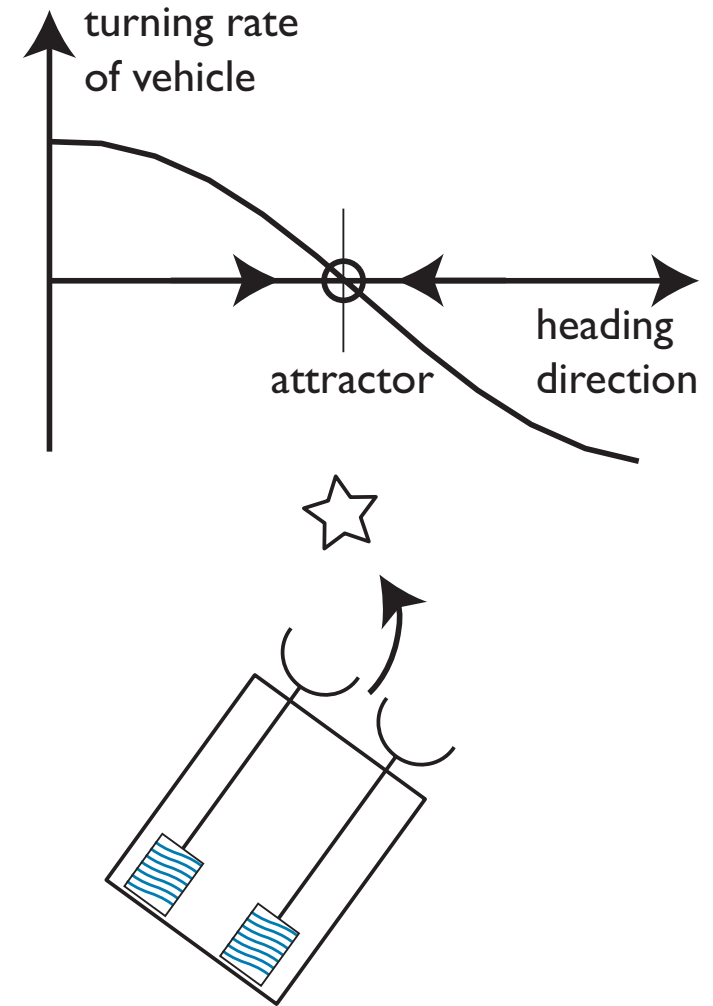
# Emergent behavior: this is a dynamics

- feedforward nervous system
- + closed loop through environment
- => (behavioral) dynamics



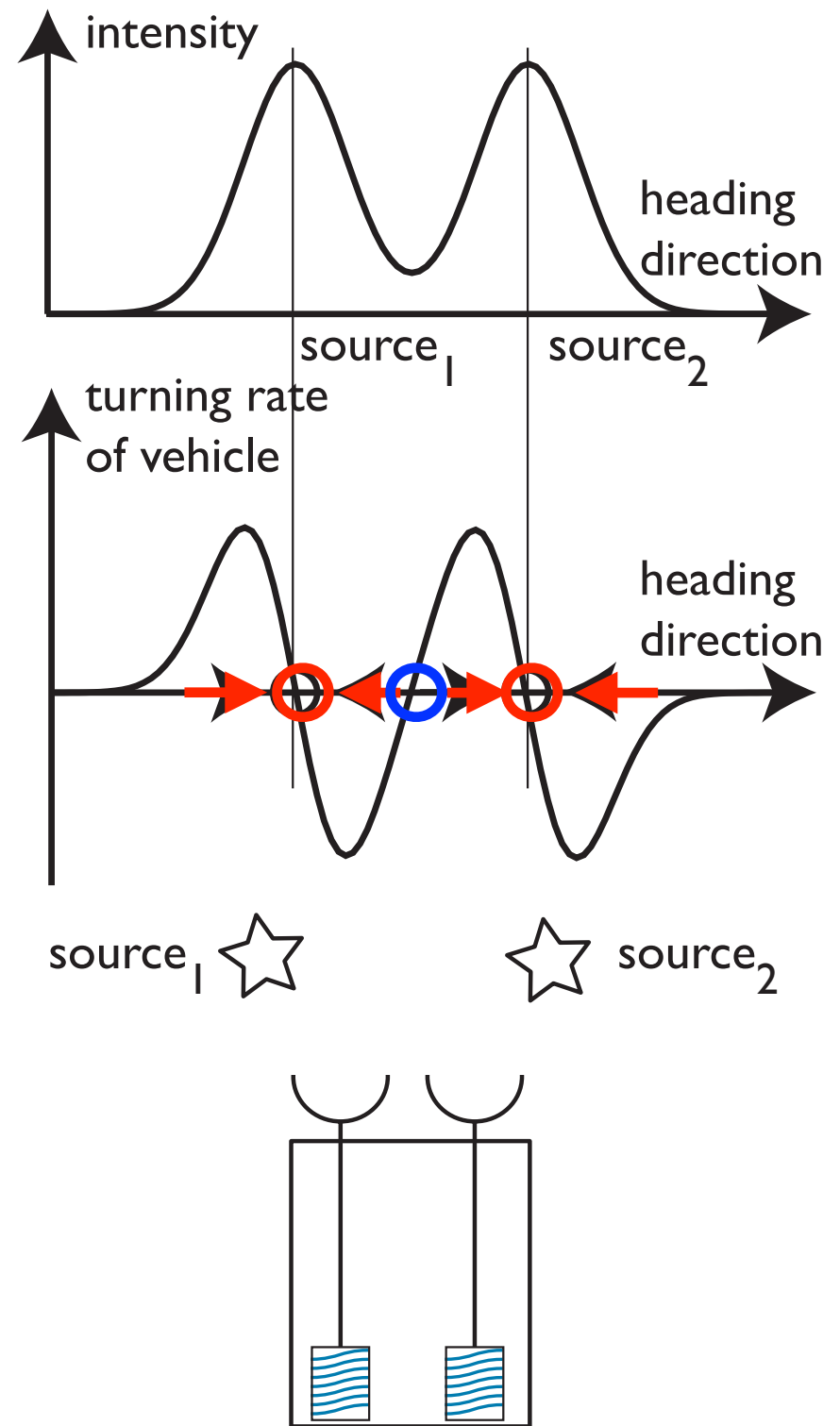
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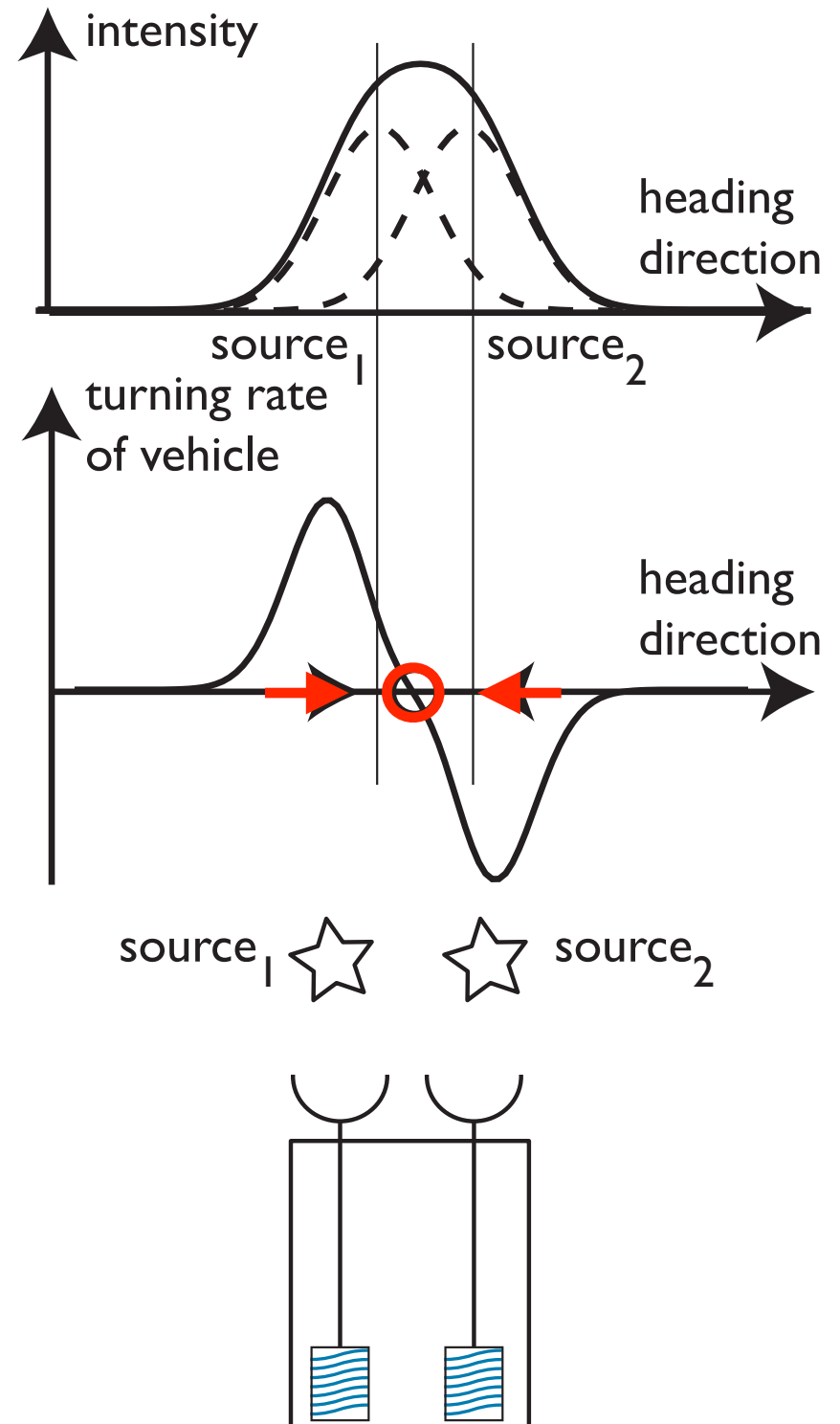
Complex environment => complex dynamics

- bistable dynamics for bimodal intensity distribution
- => nonlinear dynamics makes selection decision



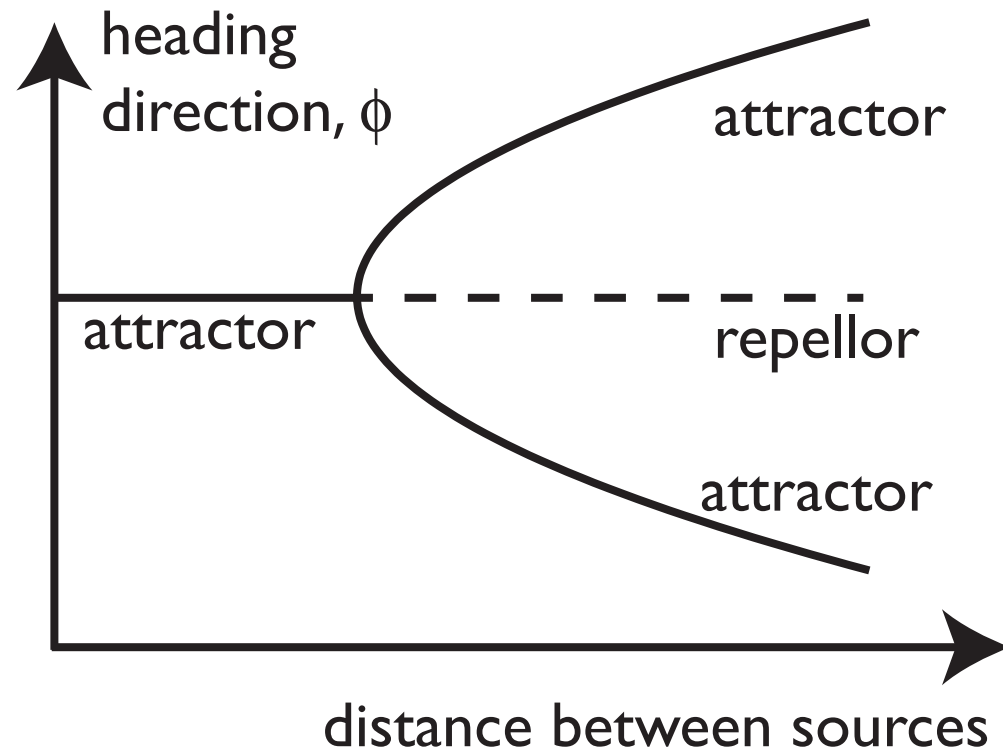
# Complex environment => complex dynamics

- transition to monostable for mono-modal distribution
- => instabilities lead to qualitative change of behavior



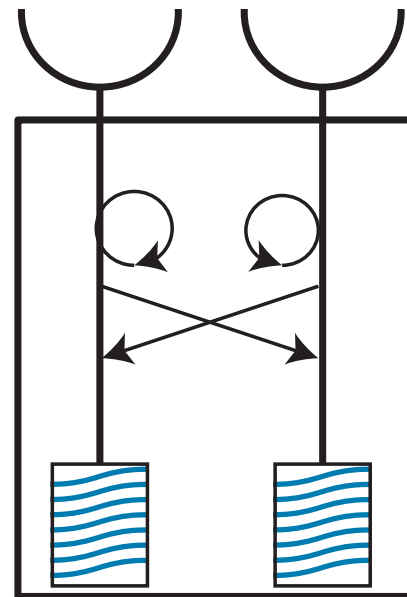
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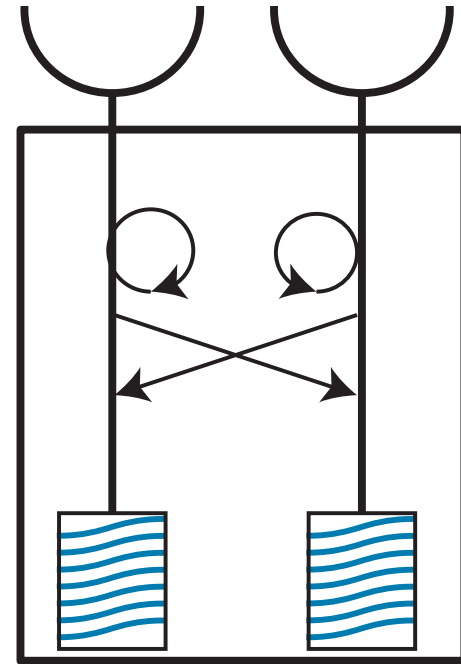
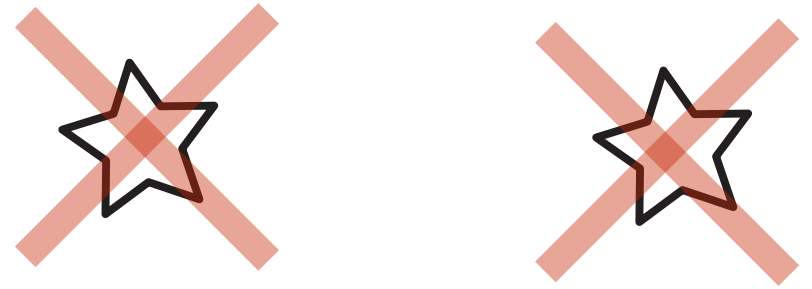


# Beyond sensory-motor cognition...

source<sub>1</sub>   source<sub>2</sub>

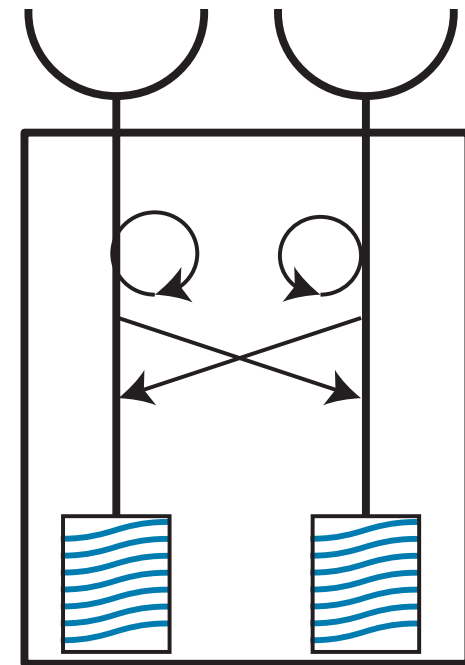
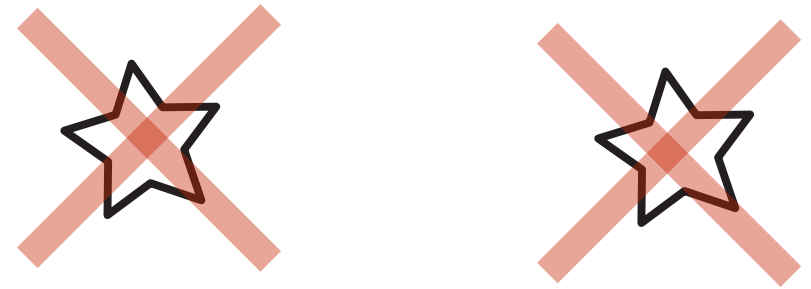


# Beyond sensory-motor cognition...



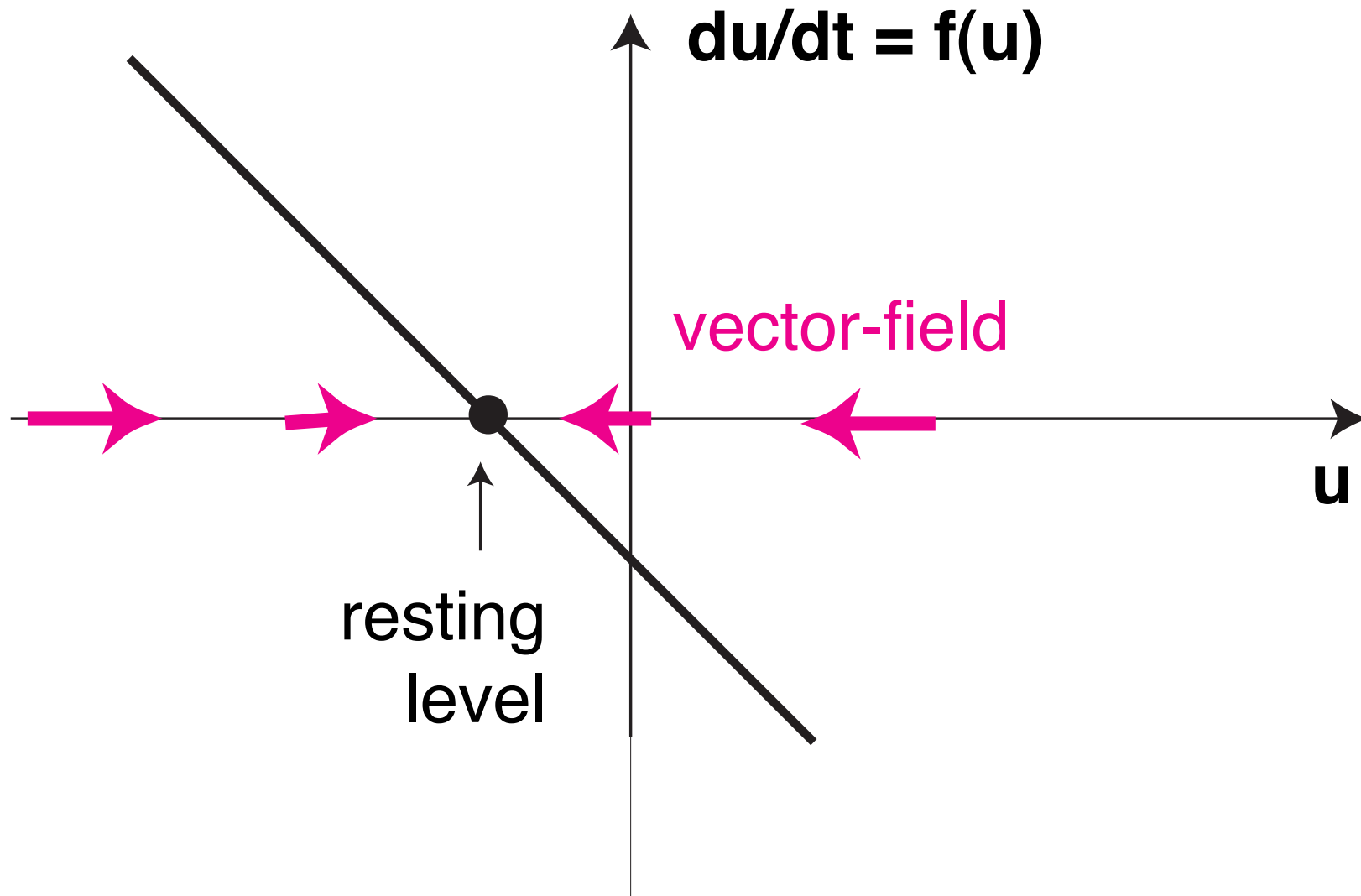
# Beyond sensory-motor cognition...

- if sensory information about source not always available on the sensory surface
- => working memory
- need “inner state” that is independent of body or sensors:
- => activation

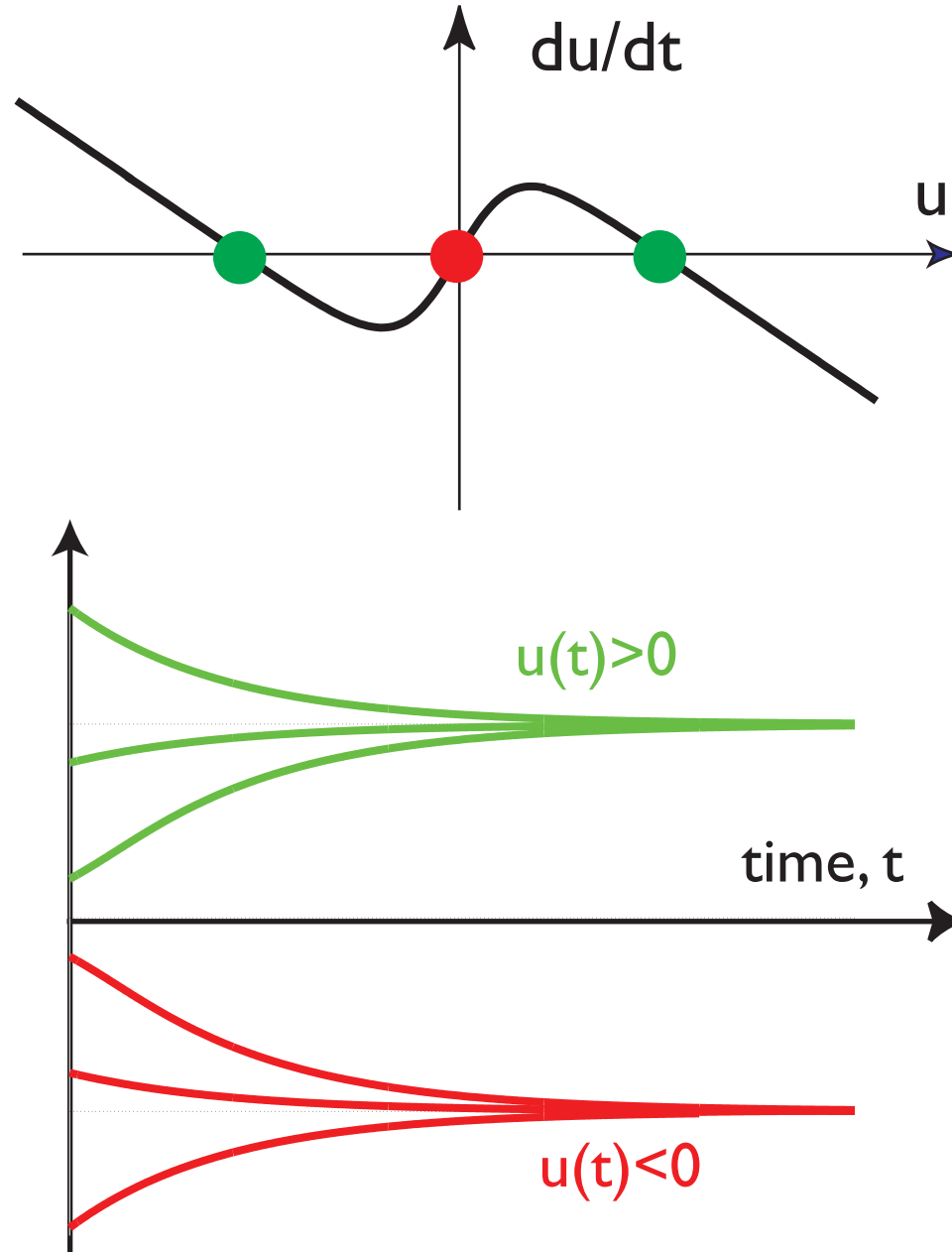




# Internal loops generate neural dynamics



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# Outlook

- neural dynamics

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