Spatial memory and navigation



Spatial navigation - definition

- A complex type of behaviour of moving organisms
- Process of determining and maintaining a route from one place to another

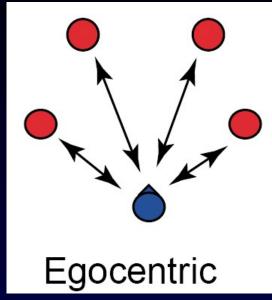
Spatial navigation

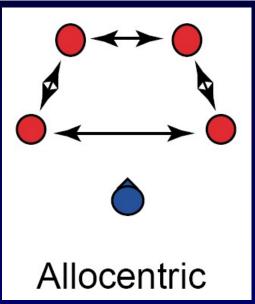
Is divided into:

egocentric x allocentric

Navigation – egocentric x allocentric

- Representation of objects' (or goals') positions:
- Egocentric subject (observer)-to-object relation
- Allocentric object-to-object relation

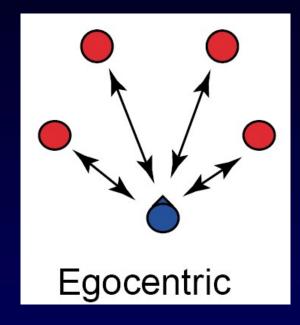




Egocentric navigation

Use spatial representation relative to the body

Is subject (observer) dependent



Egocentric navigation

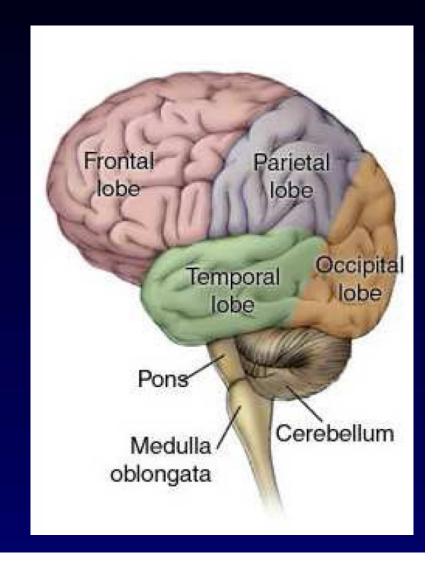
 Goal is defined by distance and direction from the observer



Localisation of egocentric navigation

Parietal cortex

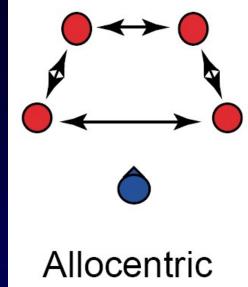
Caudate nucleus



Allocentric navigation

Use spatial representation relative to the distant orienting cues

Subject (observer) independent



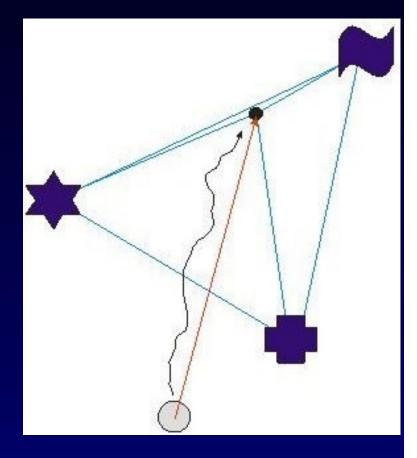
Allocentric navigation

Flexible – enable to find a goal from any place (using

a never transferred route)

Enabe shortcuts and detours

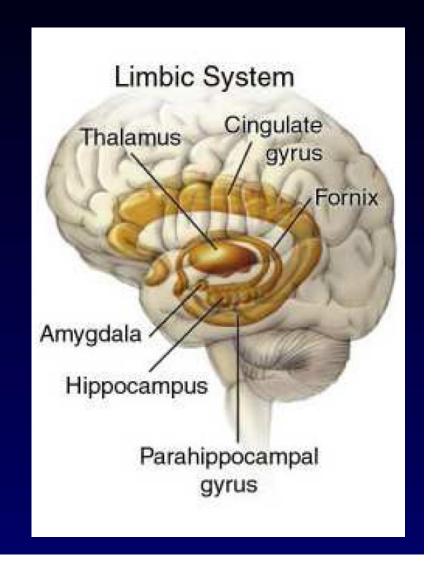
- Stored as an internal map
 - = cognitive map



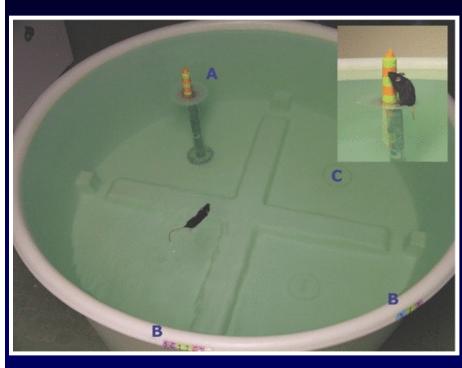
Localisation of allocentric navigation

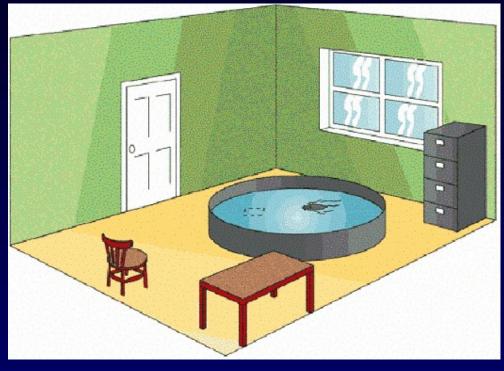
Hippocampus

Parahippocampus

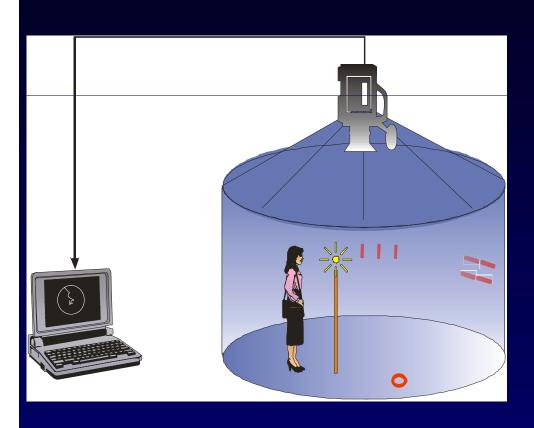


Morris Water Maze – distinguish allocentric and egocentric navigation



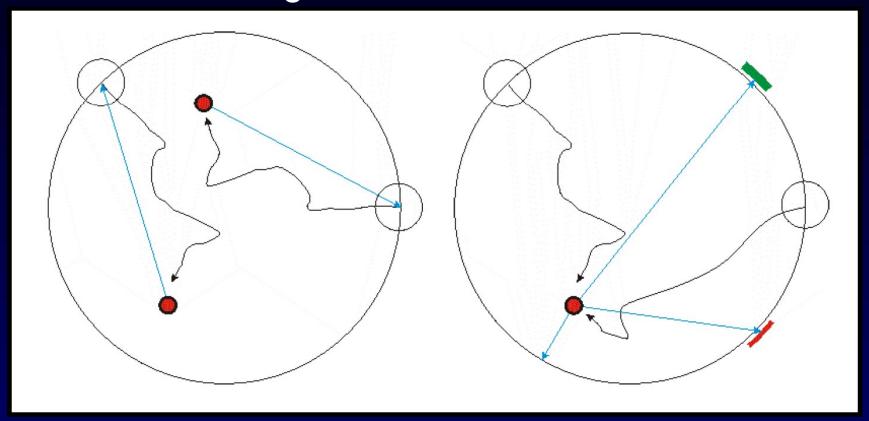


Human analogue of the Morris Water Maze





Human analogue of the Morris Water Maze



Egocentric navigation

Allocentric navigation

Navigation without vision

 = path integration – positional information is acquired by the movement recording, without using orienting

cues

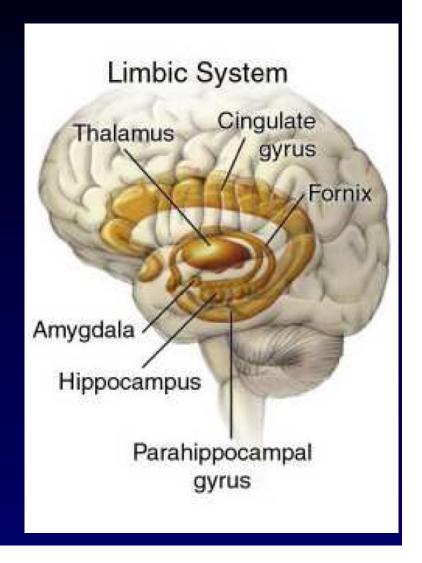
 Integration of speed and its direction in the course of navigation

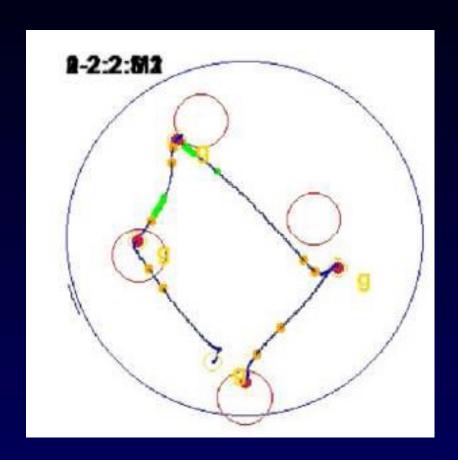


Enable to return from any place and to repeat the same route

Localisation of path integration

- Medial temporal lobe (hippocampus)
- Medial entorhinal cortex
- Parietal cortex





Error – increases by the number of turns

Conclusion

 Navigation – a process of determining and maintaining a route from one place to another

- Is divided into:
 - egocentric x allocentric
 - navigation without vision = path integration
- Testing Morris Water Maze

