- In a **traditional camera**, frames arrive at fixed intervals:

frame   *next frame*

$$0 \qquad\qquad\qquad \Delta \qquad time$$
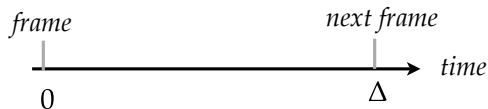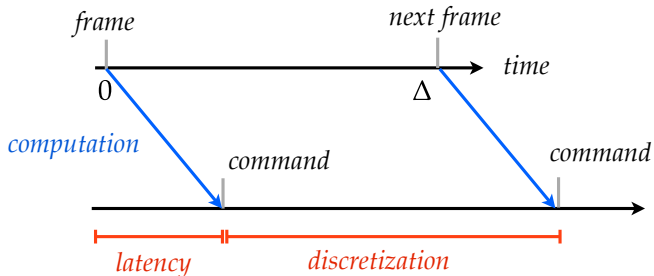
- In a **DVS camera**, an event is generated each time a single pixel changes value:

events stream

$$0 \qquad\qquad\qquad \Delta \qquad time$$

event: $\left\langle t, \langle x, y \rangle, \mathrm{sign}\left(\dfrac{d}{dt} I_t(x, y)\right) \right\rangle$
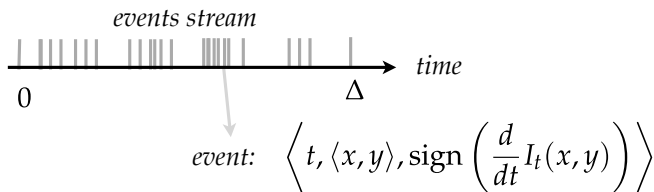
- This is an idealization of a very complicated circuit.
- Currently, you only get the *sign* of the derivative.

- In a **traditional control architecture**:

- Can we create a **low-latency, low-discretization** control architecture?

observation   next observation

time

computation   command   next command

latency   discretization

events stream

time

Δ

commands stream

low latency,
variable discretization