

The eMorph consortium, together with the former participants of the [CAVIAR project](#) and the neuromorphic colleagues of

[INI](#)

, have been invited to show the past and future work on brain inspired research funded by the EU. A stand on "The Power of Brain Computation" will host demos of the

[Dynamic Vision Sensor](#)

and the

[Pencil Balancer](#)

, and a stream connection to

[live demos](#)

of the

[iCub](#)

hosted at the parallel

[Hannover Messe](#)

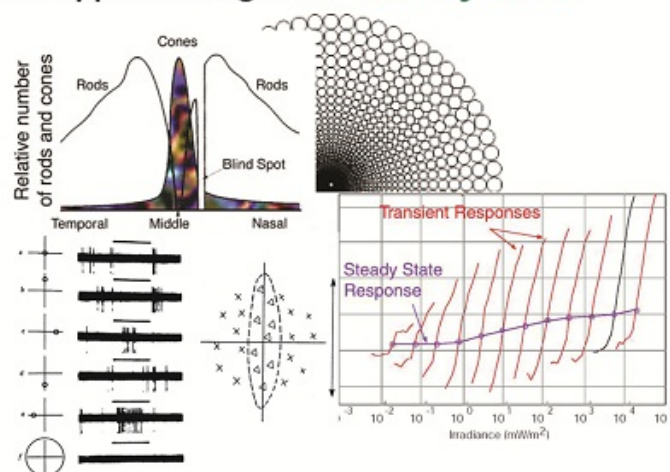
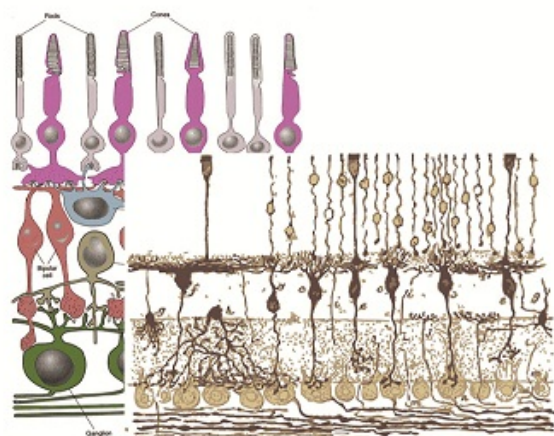
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The power of brain inspired computing

Information technology has not yet delivered artificial systems that can compare with biology in **reliably, robustly and efficiently** extracting information from the often noisy and ambiguous real world, and **interacting** with the world by generating appropriate behaviours.

Through our research we implement **VLSI systems**, to create a new field of research in the real world and has the potential to deliver

CAVIAR and eMorph projects belong to a line of work that applies this goal to **vision systems**.



Visual System

Visual Primitives

"CAVIAR provided a framework and building blocks for the implementation of artificial vision systems and other bio-inspired processing systems that have to be compact and work in real time".

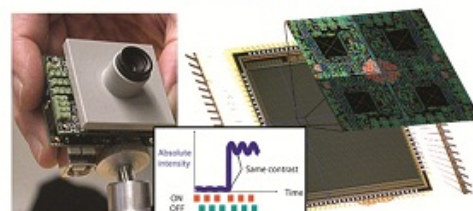
Specifically, CAVIAR provided:

- a **spike-based infrastructure** that enables assembly of hierarchically structured **multi-layer multi-chip neural systems**
- an event-based **2D convolution chip** that computes arbitrary kernels at high speed
- an event-based **dynamic vision sensor (DVS)** that responds object movement irrespective of scene illumination
- **high-level processing chips** for **dimension reduction**, **competition** and the **learning** of spatiotemporal patterns
- a demonstrator **proof of concept** of event-based bio-inspired neural systems

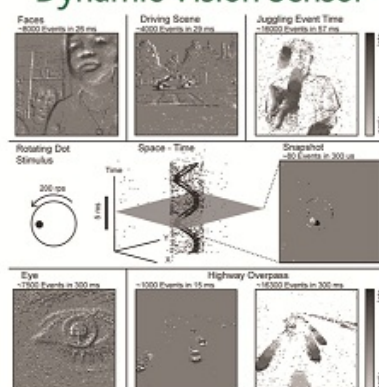
CAVIAR proved that an asynchronous event-driven visual system can overcome some of the **limitations** of conventional frame-based image processing which typically requires high computational resources, and is incompatible with responding to visual stimuli in real time.

cnm, uni, UNIVERSITY OF ORLÉANS, eth, ini, luzh, eth

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Dynamic Vision Sensor



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