



Asynchronous Perception and Control on Quadrotors

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Quadrotor Challenges in Dark and Cluttered Environments

- Quadrotors widely used in **exploration and search-and-rescue** missions
- These missions are challenging in **dark** and **cluttered** environments
 - ▶ **GNSS-denial** $\mapsto$ **visual inertial odometry** for **localization**
 - ▶ **Dark** environments $\mapsto$ **comptatible sensors** (**lightning system**, ... ?)
 - ▶ **Fast exploration** for **search-and-rescue** requires **low-latency**
- Traditional **synchronous** pipelines are **too slow** or **too resource-hungry**
- **Goal:** New frameworks for perception and control on quadrotors
- ▶ Two asynchronous paradigms: **flash-based** and **event-based**



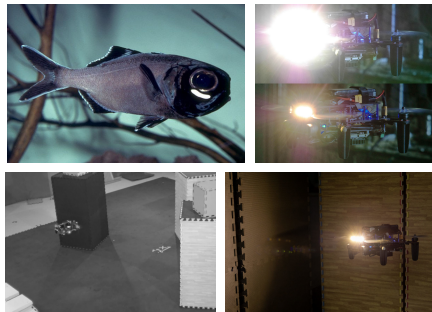
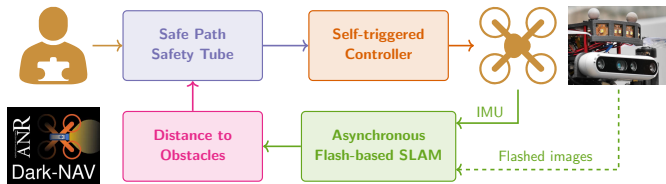
Inspection of tunnels with quadrotors



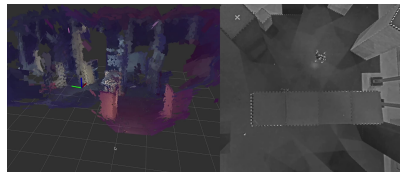
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Flash-based Perception on Quadrotor

- **Dark-NAV**: from flashlight fish¹ to quadrotor strategies in the dark
- Design of a new sensor synchronizing RGB-D images with light flashes²
- **Visual-inertial SLAM**: map and pose from flashed images³



From flashlight fish to Dark-NAV quadrotor deployment



SLAM reconstruction in the dark based on flashes

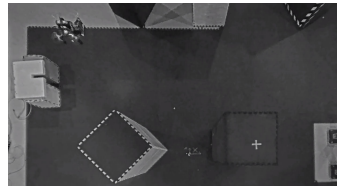
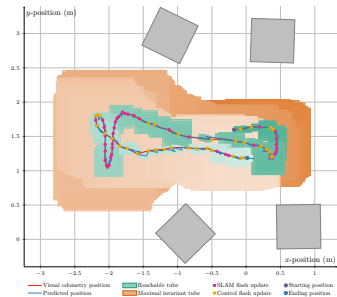
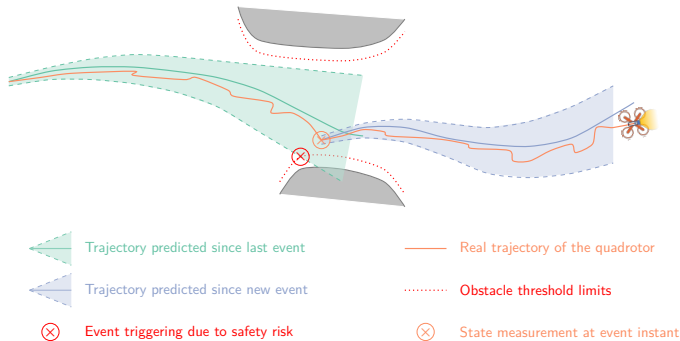
¹Hellinger et al. *The Flashlight Fish Anomalops katoptron Uses Bioluminescent Light to Detect Prey in the Dark*, PLOS ONE, 2017.

²Castillo-Zamora, ..., Pouthier et al. *Synchronization of a New Light-Flashing Shield With an External-Triggered Camera*, IEEE Sensors Letters, 2023.

³Ndoye et al., *VIGS-Fusion: Fast Gaussian Splatting SLAM processed onboard a small quadrotor*, International Conference on Advanced Robotics (ICAR), 2025.

Flash-based and Self-Triggered Control on Quadrotor

- **Reachable tube** of system state $\rightarrow$ open-loop dynamics $\oplus$ **uncertainties**
- **Safety tube** $\rightarrow$ **distance to obstacles** and closed-loop dynamics
- **Self-triggered**⁴ strategy $\leftarrow$ trigs before **reachability** crosses **safety** limits



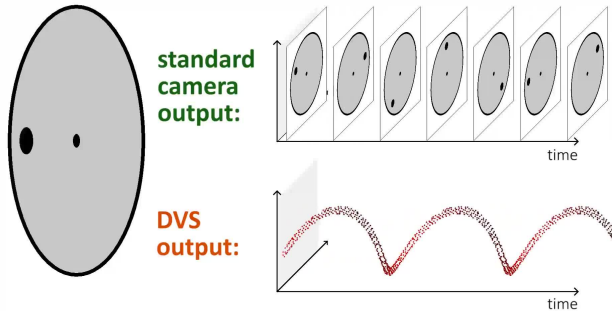
Flash-based navigation among obstacles with flashes

⁴Pouthier et al. *Guaranteed Self-Triggered Control of Disturbed Systems: A Set Invariance Approach*, Int. J. Robust Nonlinear Control (IJRNC), 2025.



Event Camera: an Innovative Asynchronous Sensor

- An event camera (DVS)⁵ only measures **motion in the scene**
- Stream of **events**⁶ $e_k \triangleq (x_k, t_k, p_k)$ occurring on **brightness changes**



⁵Lichtsteiner et al., A 128×128 120 dB 15μs Latency Asynchronous Temporal Contrast Vision Sensor, IEEE J. Solid-State Circuits, 2008.

⁶Gallego et al., Event-Based Vision: A Survey, IEEE T-PAMI, 2022.



What the fly sees when you try to swat it



Event camera stream when moving in a room

Event Camera: Event Generation Model and Opportunities

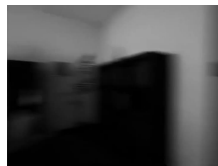
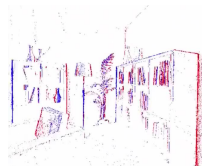
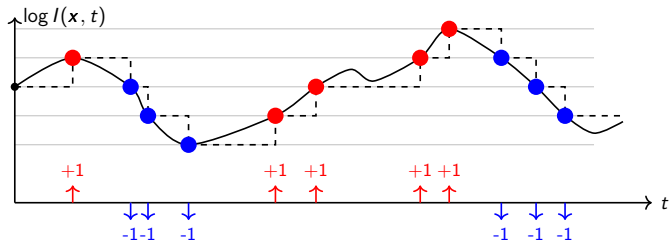
■ **Events**^{5,6} $\leftarrow$ log-intensity thresholds crossing on pixel $\mathbf{x}_k$ at time t_k :

$$\Delta L(\mathbf{x}_k, t_k) \triangleq \log I(\mathbf{x}_k, t_k) - \log I(\mathbf{x}_k, t_k - \Delta t_k) = p_k C.$$

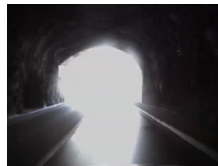
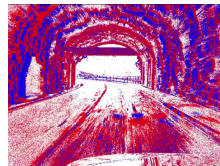
■ $C \triangleq$ contrast threshold, $p_k \triangleq$ polarity (brightness **increase** / **decrease**)

■ **Advantages**: No motion blur, **High Dynamic Range** ($> 120\text{dB}$ vs 60dB)

► **Frame-based vision algorithms cannot be directly applied!**



Motion blur avoidance with event camera⁷



HDR capabilities of event camera driving out a tunnel⁸

⁵Lichtsteiner et al., A 128×128 120 dB $15\mu\text{s}$ Latency Asynchronous Temporal Contrast Vision Sensor, IEEE J. Solid-State Circuits, 2008.

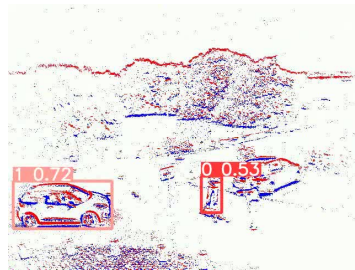
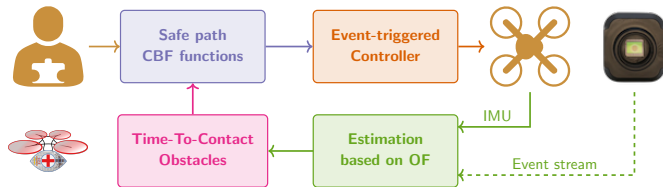
⁶Gallego et al., Event-Based Vision: A Survey, IEEE T-PAMI, 2022.

⁷Rebecq et al., ESIM: an Open Event Camera Simulator, PMLR Conference on Robot Learning, 2018.

⁸Gehrig et al., DSEC: A Stereo Event Camera Dataset for Driving Scenarios, IEEE RA-L, 2021.

Event-based Perception and Control on Quadrotor

- **Detection** of **cars** and **persons** with **low-latency YOLO**⁹
- **State estimation** based on **Optical Flow (OF)** ← directly from events
- **Safe path** computed on **Time-to-Contact obstacles** (no global map)



Low-latency YOLO detection onboard quadrotor⁹

⁹Amesegher, ..., Pouthier et al. *Towards Low-Latency Object Detection on Board Reactive Search-and-Rescue Drones*, Int. Symp. Saf. Secur. Rescue Robot., 2025.

Asynchronous Strategies for Efficient and Bio-inspired Quadrotors

■ Asynchronous strategies efficient in dark and clutter

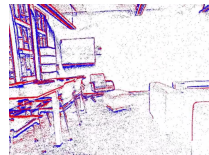
■ Flash-based paradigm inspired by the flashlight fish:

- ▶ ↘ light power consumption ▶ ↗ quadrotor autonomy
- ▶ ↘ light dissipated power ▶ ↗ light cooling



■ Event-based paradigm inspired by the flies (*drosophila*, etc...):

- ▶ ↘ detection latency ▶ ↗ diagnosis speed
- ▶ Optical flow pipeline ▶ fast estimation and safe navigation



Doing **less things**, at the **right instant**, to **explore further**

Thank You! - Questions

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