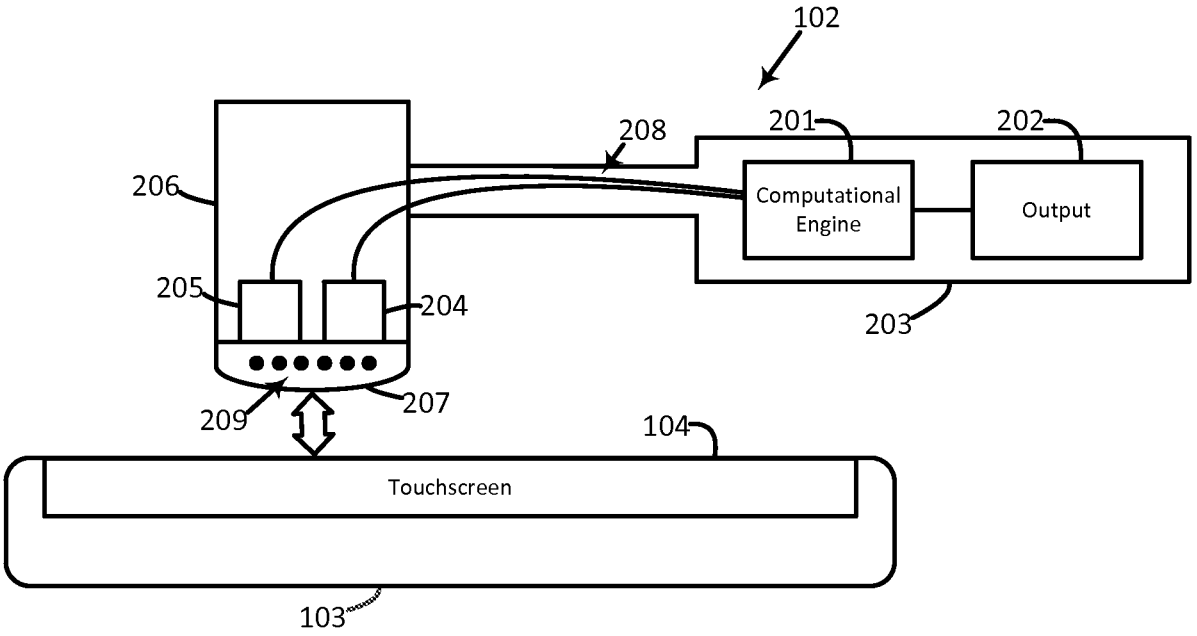
102
208
201
202
206
Computational Engine
Output
205
204
203
209
207
104
Touchscreen
103

FIG. 1

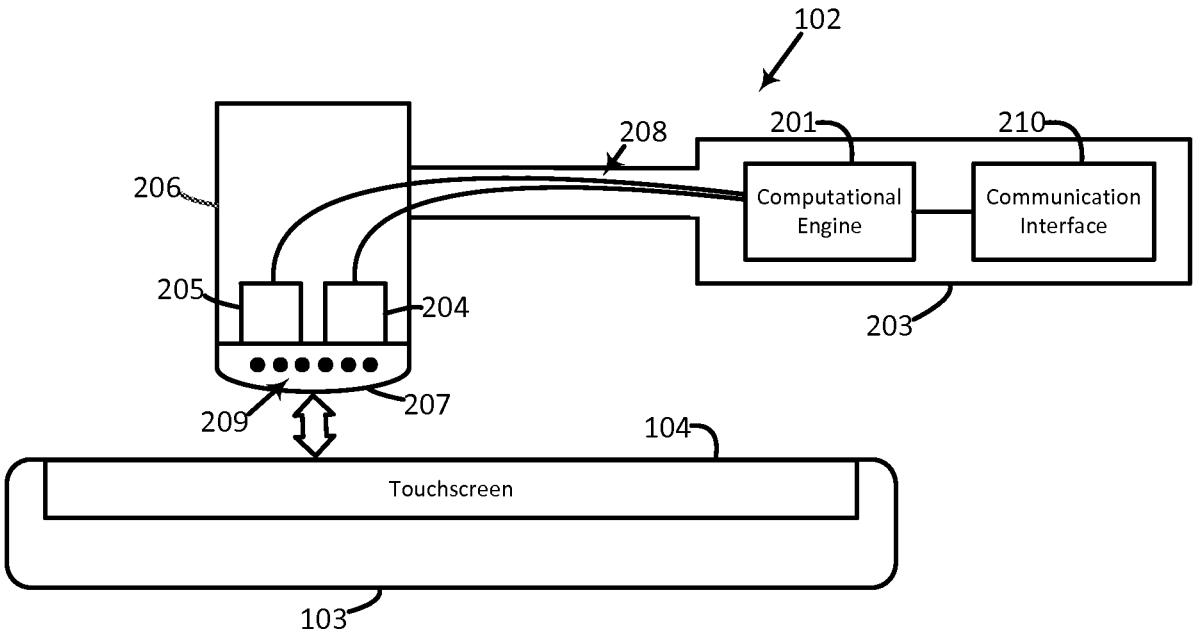
102
208
201
210
206
Computational Engine
Communication Interface
205
204
203
209
207
104
Touchscreen
103

FIG. 2A

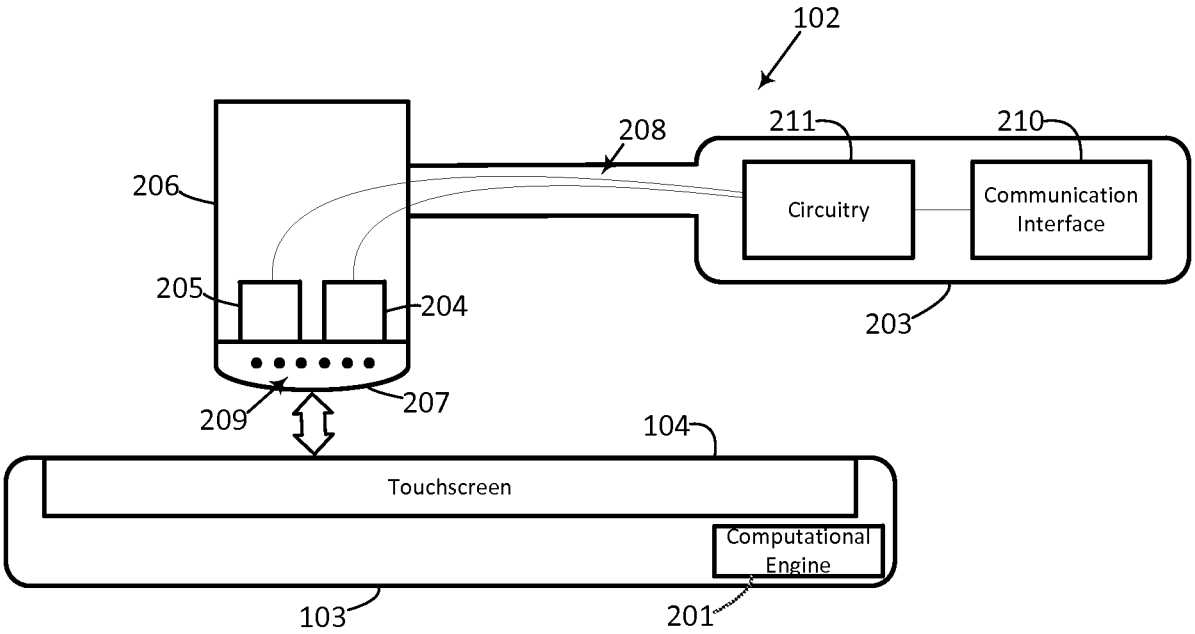
102
208
211
210
206
Circuitry
Communication Interface
205
204
203
209
207
104
Touchscreen
Computational Engine
103
201

FIG. 2B

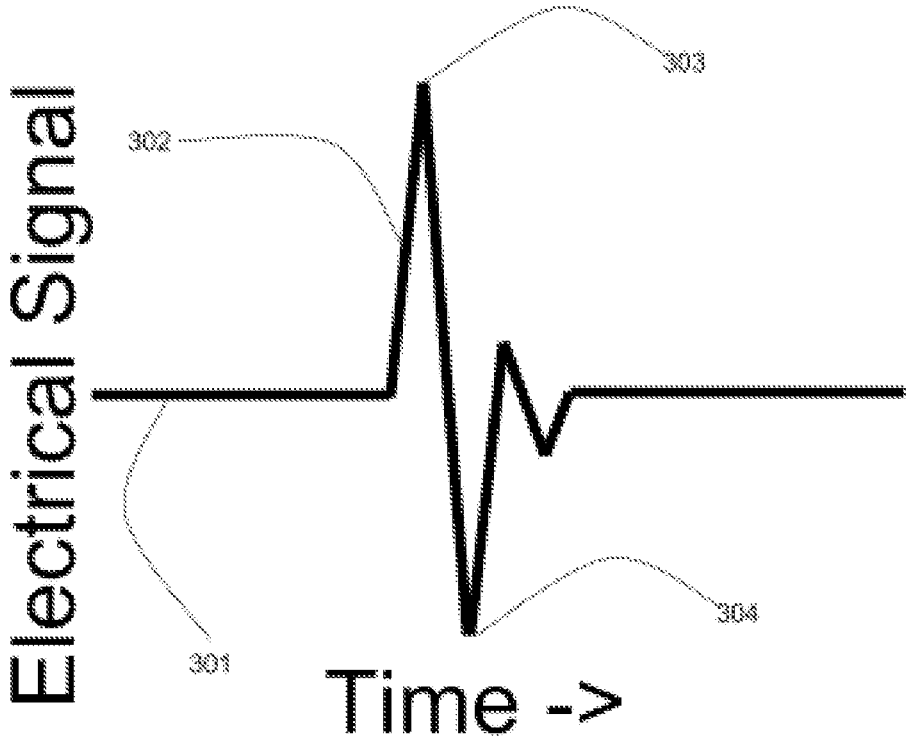
Electrical Signal
303
302
301
304
Time ->

FIG. 3

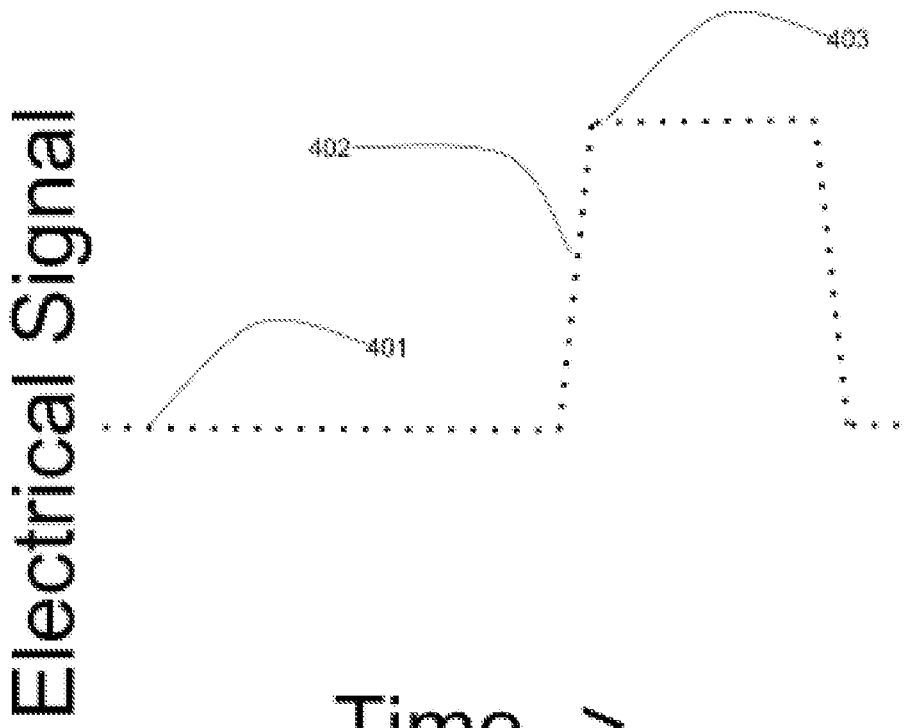
Electrical Signal
401
402
403
Time ->

FIG. 4

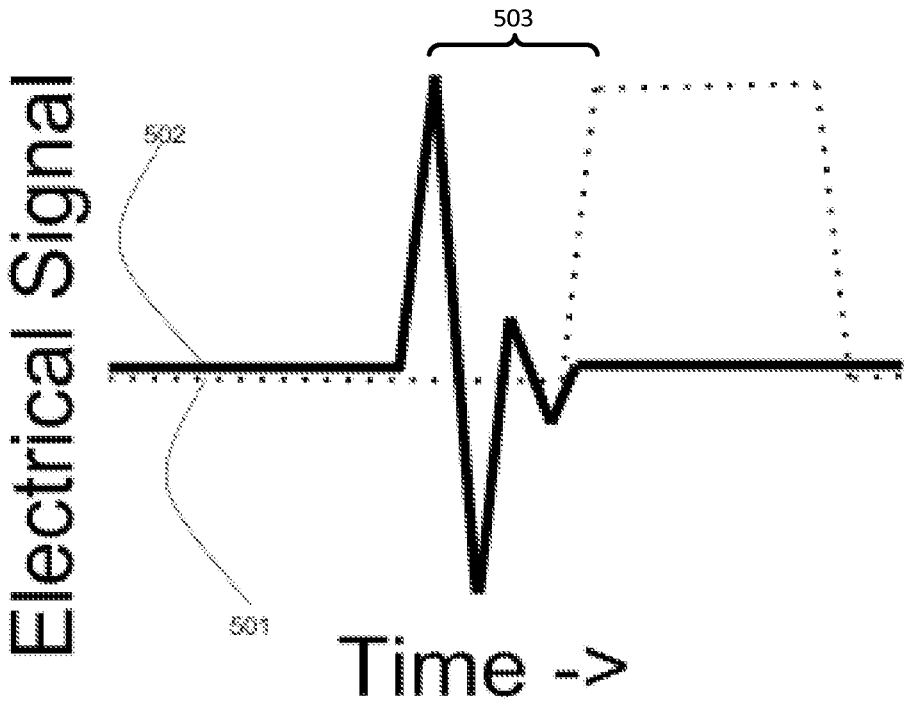
Electrical Signal
501
502
503
Time ->

FIG. 5

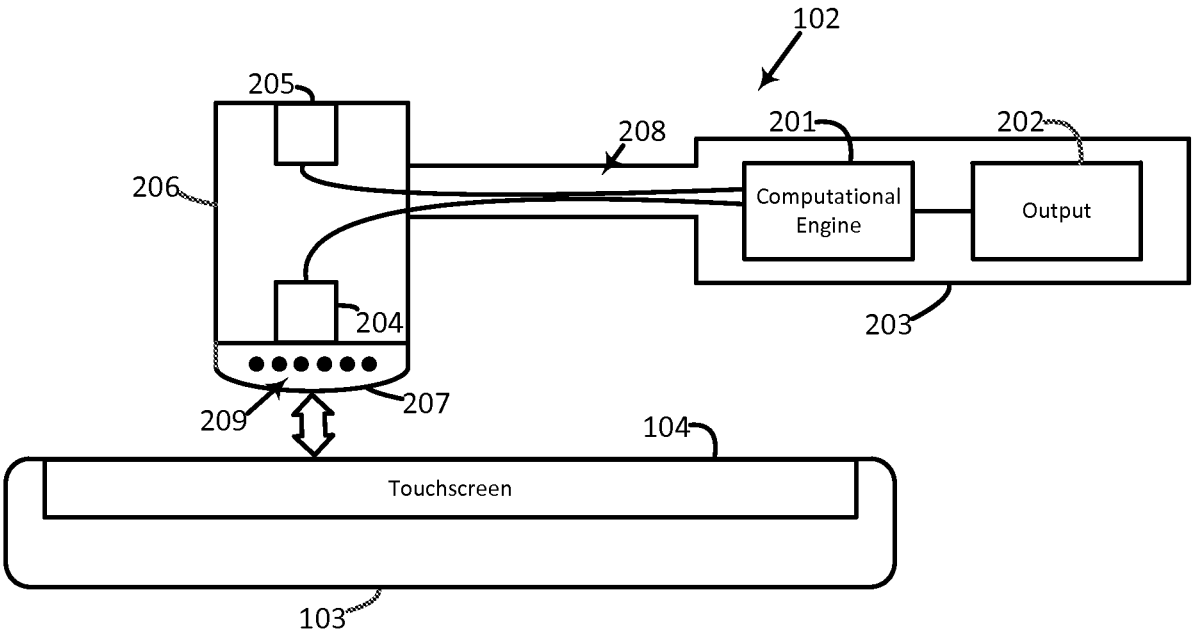
102
205
208
201
202
206
Computational Engine
Output
204
203
209
207
104
Touchscreen
103

FIG. 6

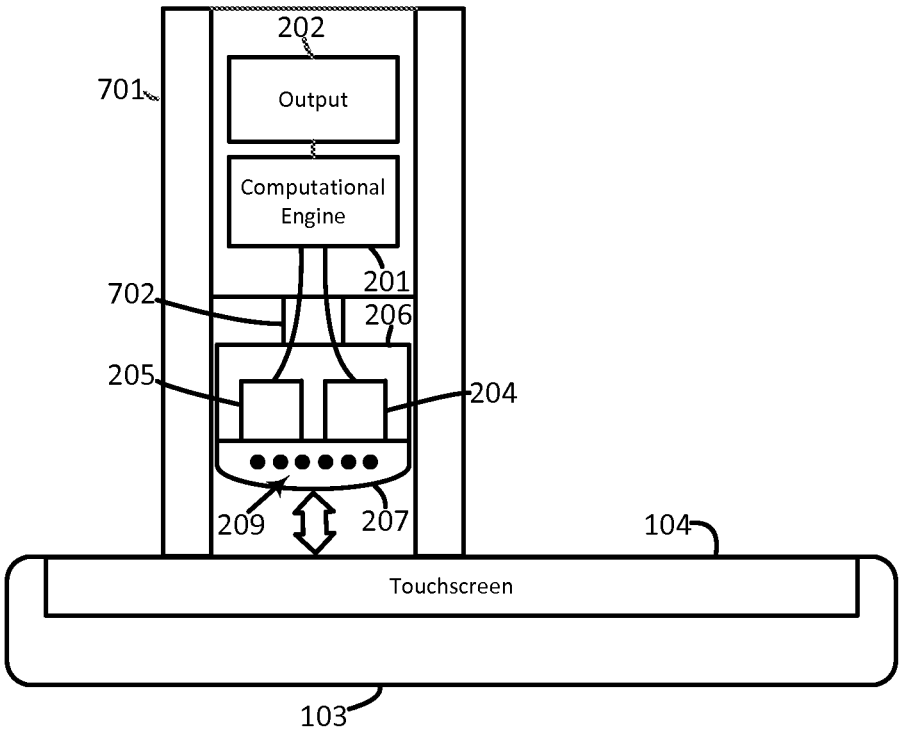
202
701
Output
Computational Engine
201
702
206
205
204
209
207
104
Touchscreen
103

FIG. 7

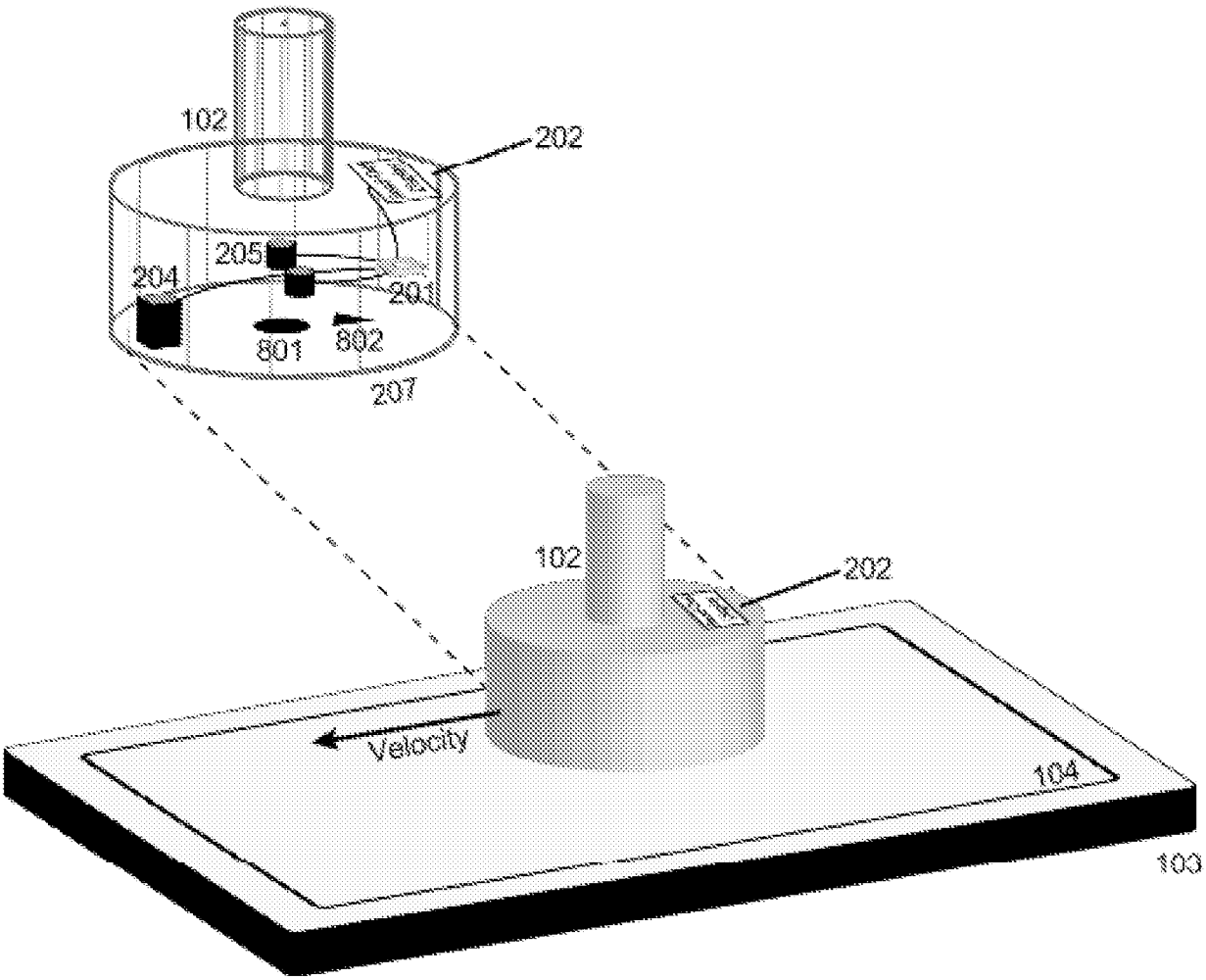

FIG. 8

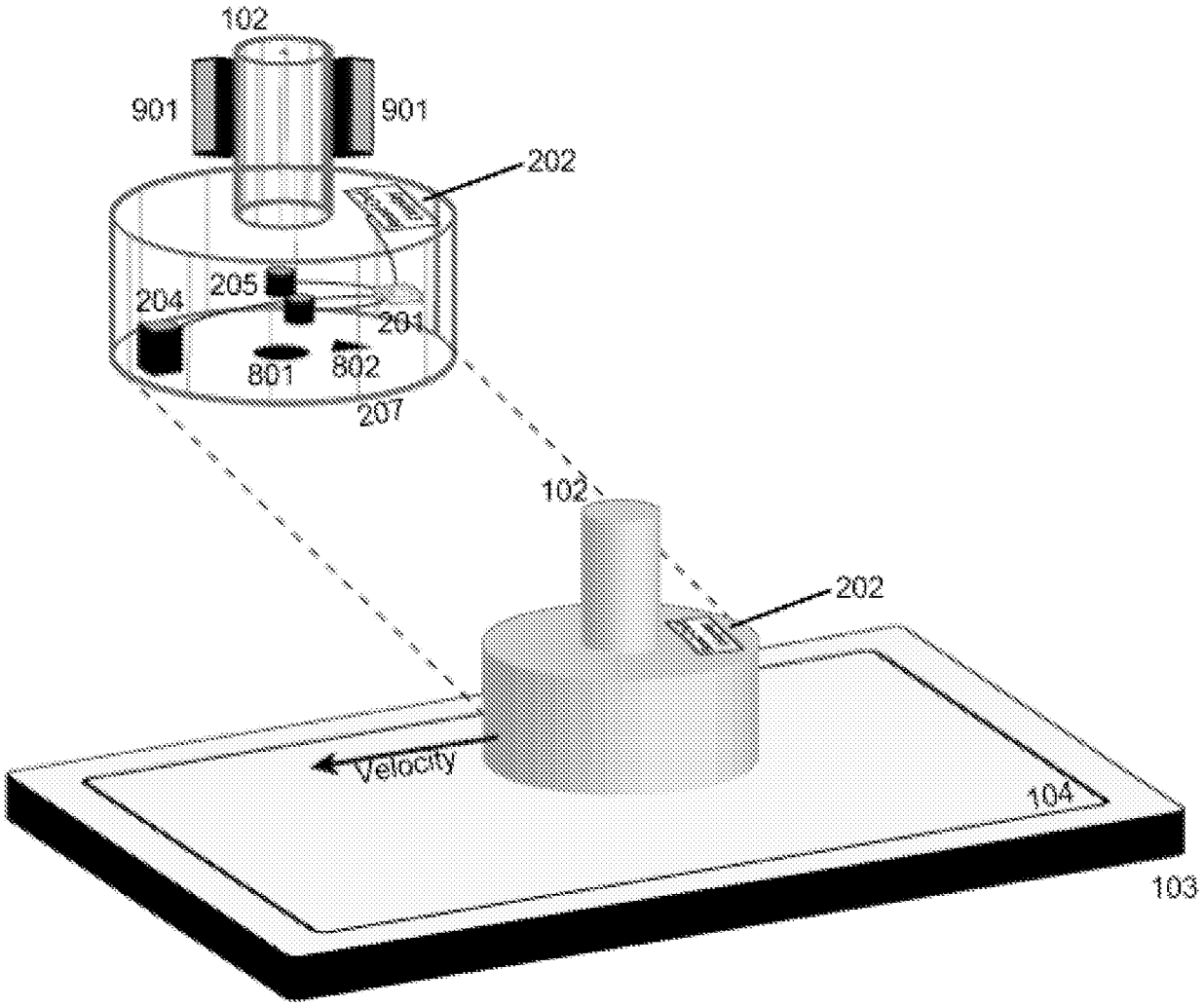
102
901
901
202
204
205
201
801
802
207
102
202
Velocity
104
103

FIG. 9

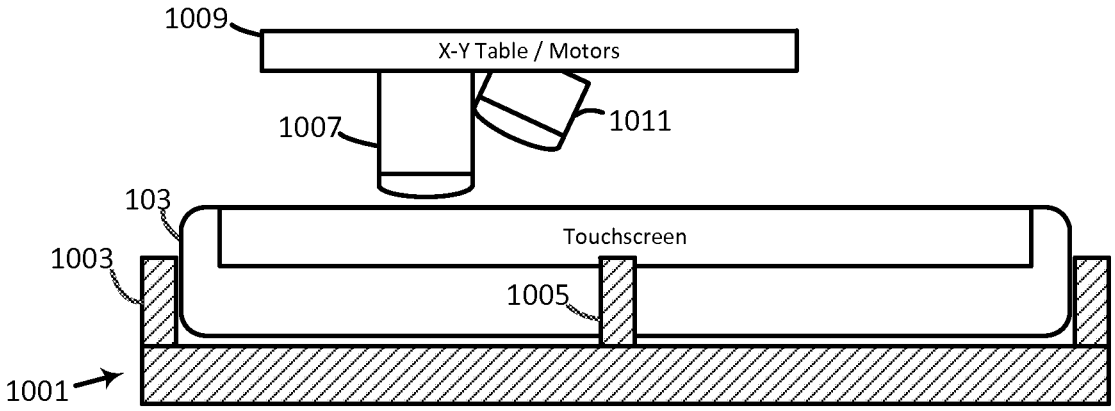
1009
X-Y Table / Motors
1007
1011
103
Touchscreen
1003
1005
1001

FIG. 10

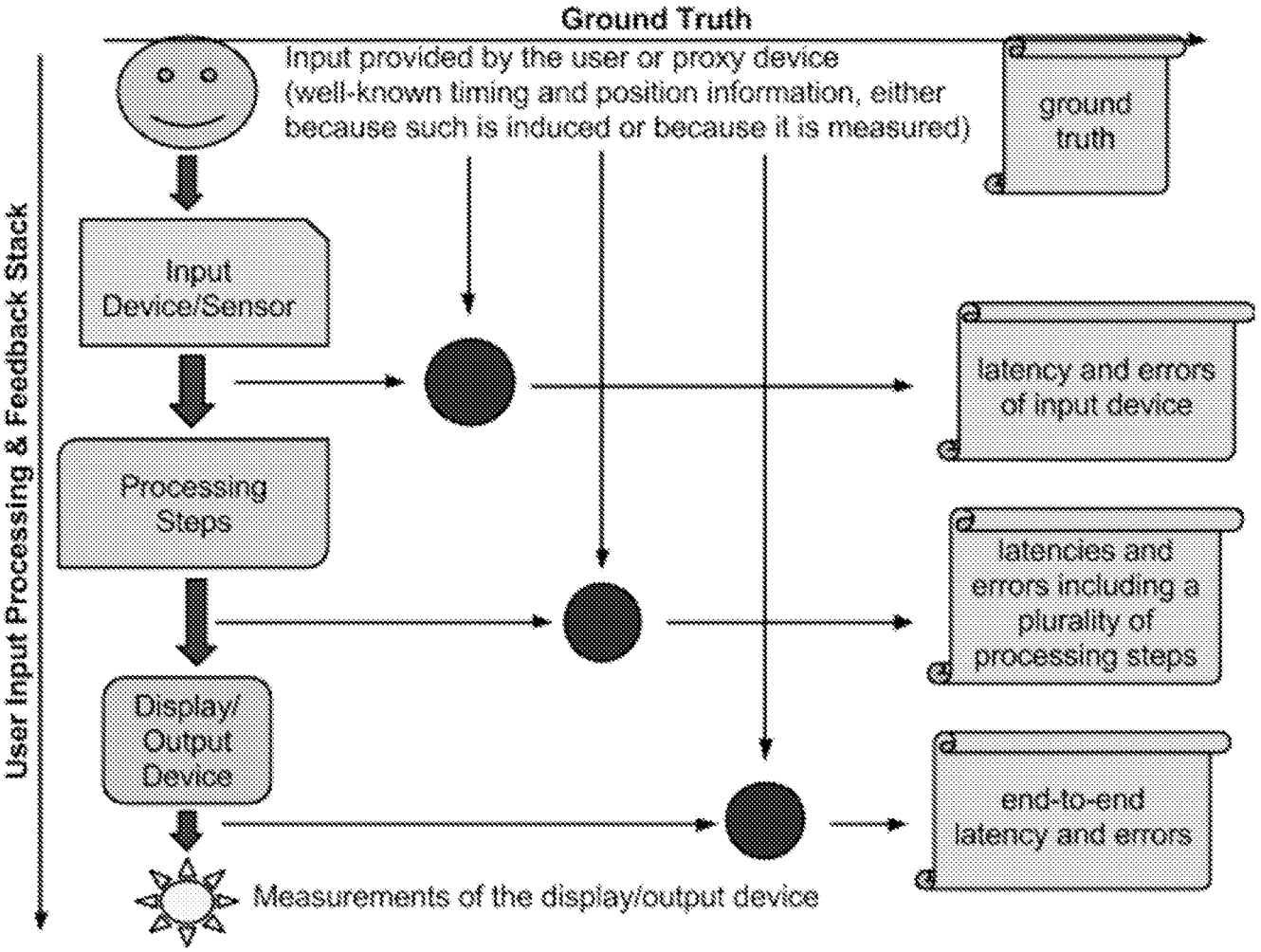
Ground Truth
Input provided by the user or proxy device
(well-known timing and position information, either
because such is induced or because it is measured)
ground truth
User Input Processing & Feedback Stack
Input Device/Sensor
latency and errors of input device
Processing Steps
latencies and errors including a plurality of processing steps
Display/ Output Device
end-to-end latency and errors
Measurements of the display/output device

FIG. 11