



Brain Controlled Car for Disabled Using Blue Brain Technology

¹S.Thilagavathi, ²B.Akshaya, ³G.Kumutha Rajeswari, ⁴K.Priyanka

^{1,2,3,4}PG Scholar, Department of Computer Science and Engineering, Panimalar Engineering College, Chennai, India
¹thilagavathivaraj@gmail.com, ²akshayaacs95@gmail.com, ³kums21081995@gmail.com, ⁴priyankamecs.24@gmail.com

ABSTRACT

This paper considers the progression of a cerebrum driven personality controlled auto for crippled, which would be of mind boggling help to the physically hindered people. Since these cars will depend just on what the individual is assuming they will therefore not require any physical development with respect to the person. The auto coordinates signals from an assortment of sensors like video, climate screen, hostile to impact and so forth. It additionally has a programmed route framework in the event of crisis. The auto chips away at the offbeat instrument of manmade brainpower. It is an extraordinary progress of innovation which will make the impaired, able. In the 50s, various scientists investigated the association between neurology, data hypothesis, and artificial intelligence. On the off chance that cerebrum controlled auto for impaired moves toward becoming savvy then we might witness a dynamic change in the overall population where the limit between the abler and the disabler vanishes. In this way the joining of bioelectronics with auto systems is crucial to make capable and front line vehicles, which ought to be seen soon helping the weakened in every route in the field of transportation.

Keywords— *Blue brain technology, Brain computer interface, Anti-collision.*

INTRODUCTION

Blue brain is the name of the world's first virtual cerebrum. That infers a machine that can fill in as human personality. Today scientists are in research to make a fabricated personality that can think, response, take decision, and keep anything in memory. The rule point is to move human cerebrum into machine. So man can think, require decision with no effort. After the death of the body, the virtual personality will go about as the man .So, even after the end of a man we won't free the learning, understanding, characters, slants and memories of that man that can be used for the progression of the human culture.

Today we are delivered because of our understanding. Information is the intrinsic quality that can't be made .Some people have this quality, so they can conceptualize to such an extent where other can't accomplish .Human culture is continually need of such understanding and such a sharp cerebrum to have with. In any case, the understanding is lost close by the body after the death. The virtual cerebrum is a response for it. The cerebrum and knowledge will alive even after the destruction [3].

Nobody has ever comprehended the many-sided quality of human mind. It is perplexing than any hardware on the planet. Things being what they are, question may emerge "Is it extremely conceivable to make a human cerebrum?" The appropriate response is yes, because whatever man has made today dependably he has taken after the nature. At the point when man does not have a gadget called PC, it was a central issue for all .But today it is conceivable because of the innovation. Innovation is becoming quicker than everything. It is called Blue mind. We can state Virtual mind is a manufactured cerebrum, which does not really the normal cerebrum, but instead can go about as the mind. It can think like personality, take decisions in light of the past experience, and response as the trademark cerebrum can. It is possible by using a super PC, with a tremendous measure of limit restrict, getting ready power and an interface between the human cerebrum and this fake one .Through this interface the data set away in the trademark brain can be up stacked into the PC[1]. So the psyche and the learning, information of anyone can be kept and used for ever, even after the death of the person.

Therefore we will have the capacity to move ourselves into PCs eventually. Will cognizance develop? We truly don't have the foggiest idea. In the event that awareness emerges as a result of some minimum amount of connections, at that point it might be conceivable. In any case, we truly don't comprehend what cognizance really is, so it is hard to state. Most conflicts against this outcome are evidently easy to go around. They are either blockhead, or basically require moreover time for development to increase. The fundamental real perils raised are similarly overcome as we observe the mix of normal and propelled developments.

3rd International Conference on Recent Trends in Engineering and Technology

BLUE BRAIN TECHNOLOGY

A mind PC interface (BCI), as a less than dependable rule called a direct neural interface or a cerebrum machine interface, is a prompt correspondence pathway between a human or animal personality (or mind cell culture) and an outside device. In one-way BCIs, PCs either recognize charges from the psyche or send banners to it (for example, to restore vision) yet not both. Two-way BCIs would empower brains and external devices to exchange information in the two orientations yet directly can't be adequately implanted in animals or individuals.

In this definition, the term cerebrum implies cerebrum else sensory system of natural life frame as opposed to the brain. PC implies any handling else processing gadget, from straightforward ambit to silicon chips (checking hypothetical future headways, for instance, quantum handling). Most researchers assume that their work will unavoidably be combined into a machine with general learning (named as solid AI), joining every one of the aptitudes above and surpassing human capacities at most or every one of them[4]. A couple of trust that human highlights like manufactured counterfeit cerebrum might be required for such an undertaking.

The human capacity to feel, decipher and even observe is controlled, in PC like estimations, by the mystical sensory system. Truly, the sensory system is very similar to enchantment since we can't see it, however its working through electric driving forces through your body. One of the words most "eccentrically created" electron instruments is the tangible framework. Not engineers have skirted on making circuit sheets and PCs as delicate and correct as the tactile framework. To appreciate this system, one has to know the three direct limits that it puts decisively: unmistakable data, consolidation, motor yield [7].

PROPOSED SYSTEM

The working goes as follows. Once the driver (weakened) nears the auto the security course of action of the auto is started. The thermo realistic picture confirmation is finished with the database. In case the video pictures facilitate with the database entries then the security system advances to the accompanying stage. Here the thermo practical picture affirmation is done with the database [5]. Once the driver passes this stage the entryway slides to the sides and a grade is brought down from its floor. The incline has flip actuators in its lower end. Once the driver enters the grade, the flip actuates the incline to be lifted on a level plane. By then mechanical arms help the driver to his seat. At the point when the driver is arranged the EEG (electroencephalogram) defensive top, associated with the most elevated purpose of the seat, is cut down and suitably put on the drivers head. A wide screen of the PC is set at an edge elegantly fitting to the driver. Each program can be controlled either particularly by a mouse or by a substitute way [9]. For starting the auto, the start get is clicked. In like way the PC switches ON the circuit from the battery to the A.C. Series Induction motors. Brain – controlled car for disabled involves a bio-control system which integrates signals from various other systems and compares them with originals in the database [6].

It comprises of the following systems:

- Brain-computer interface
- Automatic security system
- Automatic navigation system

A. Brain-Computer Interface

Cerebrum PC interfaces will extend affirmation by offering modified, shrewd help and getting ready, especially for the non-ace customer. Change of such a versatile interface perspective brings a couple of troubles up in the regions of machine insight and modified elucidation. The gatherings doing research in this field have developed a single position, cerebrum controlled change that responds to specific illustrations perceived in spatiotemporal electroencephalograms (EEG) assessed from the human scalp [9]. We insinuate this fundamental arrangement as the Low-Frequency.

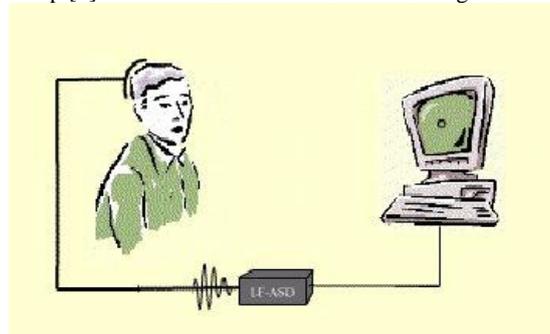


Fig. 1 Asynchronous Switch Design (LF-ASD)

3rd International Conference on Recent Trends in Engineering and Technology

The EEG is then filtered and experienced a brisk Fourier change before being appeared as a three dimensional reasonable. The data would then have the capacity to be piped into MIDI great music programs. Moreover, MIDI can be changed as per control other external techniques, for instance, mechanical self-governance. The trial control structure is masterminded the particular errand being used as a piece of the appraisal. Steady Workshop delivers all the control programs from Simulink models and C/C++ using MS Visual C++ 6.0. Examination of data is generally done inside Mat lab condition ^[11] .

FEATURES OF EEG BAND:

- Remote examination information can be sent and dissected progressively finished a system or modem association.
- Data can be completely sent out in crude information, FFT and normal configurations.
- Ultra low commotion adjusted DC coupling enhancer.
- Support for extra serial ports through module pig; permits broad serial info and yield control
- Infinite ongoing information procurement (subordinate upon hard drive measure).
- Real-time 3-D and 2-D FFT with top marker, Raw Data, and Horizontal Bar shows with Quick Draw mode.
- Full 24 bit shading support; information can be investigated with any standard or client.
- Custom built shading pallets; shading cycling accessible in 8 bit mode with Quick Draw mode.
- Interactive continuous FFT separating with Quick Draw mode. Constant 3-D FFT (left, right, cognizance and relative intelligence), crude wave, circle recurrence and six cerebrum wave switch in one OpenGL
- Plenteous Brainwave driven Quick Time Movie, Quick Time MIDI control; client configurable Full Brain wave driven sound control, bolster for 16 bit sound; client configurable Full picture catch and playback control; client configurable.

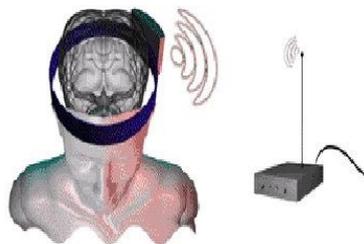


Fig. 2 EEG Transmission

TEST RESULTS COMPARING DRIVER ACCURACY WITH/WITHOUT BCI:

1. Healthy subjects utilizing nonexistent developments could accomplish equivalent or preferred control exactnesses over physically fit subjects utilizing genuine movements
2. Subjects exhibited enactment exactnesses in the scope of 70-82% with false initiations beneath 2%.
3. Correctness's utilizing real finger developments were seen in the range 36-83%.
4. The normal grouping precision of fanciful developments was more than 99%

3rd International Conference on Recent Trends in Engineering and Technology

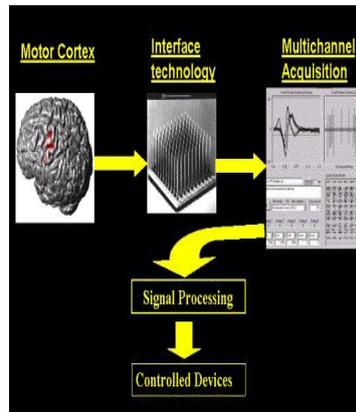


Fig. 3 Brain-to-Machine Mechanism

The guideline behind the entire instrument is that the drive of the human mind can be followed and even decoded. The Low-Frequency Asynchronous Switch layout follows the engine neurons in the mind [8]. At the point when the driver endeavors for a physical development, he/she sends a motivation to the engine neuron. These engine neurons convey the flag to the physical parts, for example, hands or legs. Subsequently we decipher the message at the engine neuron to acquire most extreme precision. By watching the tangible neurons we can screen eye development of the driver.

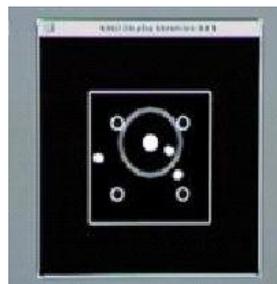


Fig. 4 EyeBall Tracking

As our eye starts motioning, the cursor on the screen likewise moves and additionally lit up when motorist focuses on one specific point. The sensors, which are set at the fore and backsides of the auto, send a live criticism of the geo location to PC [5]. The directing wheel is turned through a particular point by electromechanical actuators. The edge of divert is aligned from the separation moved by the speck on the screen.

B. Automatic Security System

The EEG of the driver is observed persistently. When it drops under 4 Hz then the driver is in a precarious state. A message is given to the driver for affirmation and sits tight for at some point, to proceed with the drive. An affirmed answer initiates the program for programmed drive. In the event that the driver is doesn't give answer then the PC prompts the driver for the goal before the drive.

C. Automatic Navigation System

As the PC depends on manmade brainpower it consequently screens each course the auto voyages and stores it in its guide database for sometime later. The guide database is broke down and the briefest course to the goal is chosen. With activity checking framework gave by xm satellite radio the PC drives the auto naturally. Video and hostile to crash sensors for the most part help this drive by giving nonstop live sustain of the earth up to 180 m, which is adequate for the reason.

CONCLUSION

At the point when the above prerequisites are fulfilled and if mind controlled auto for handicapped progresses toward becoming financially savvy then we should witness a progressive change in the general public where the division between

3rd International Conference on Recent Trends in Engineering and Technology

the abler and the impaired vanishes. Therefore the combination of bioelectronics with car frameworks is fundamental to create effective and cutting edge vehicles, which should be seen soon helping the handicapped in each way in the field of transportation.

REFERENCES

- [1] Meet Gidwani, Anand Bhagwani and Nikhil Rohra, "Blue Brain - The Magic of Man," *Int. Conf. on Computational Intelligence and Communication Networks (CICN)*, pp. 607-611, 2016, (DOI: 10.1109/CICN.2015.319).
- [2] D Muhammad Saif ul Islam and Humera Farooq, "Rating visual contents of website using brain computer interface", *Int. Conf. on Information and Communication Technologies (ICT)*, pp. 1106-1109, 2018, (10.1109/CSNT.2014.226).
- [3] Joan Mneney, Jean-Paul Van Belle, " On Traffic-Aware Partition and Aggregation in MapReduce for Big Data Applications", *IEEE Transactions On Parallel And Distributed Systems*, Vol. 27, no. 3, pp. 23-27, 2018. (DOI: 10.1109/ICICT.2017.8320159)
- [4] Muhammad Yasir Latif, Laiba Naeem, and et al, "Brain computer interface based robotic arm control", *IEEE Transactions on Smart Cities Conference (ISC2)*, November 2016, (DOI: 10.1109/ISC2.2017.8090870).
- [5] Gabriele Foresi, Alessandro Freddi, and et al, "Human-robot cooperation via brain computer interface", *Int. Conf. on Consumer Electronics - Berlin (ICCE-Berlin)*, pp. 1-2, 2017, (DOI: 10.1109/ICCE-Berlin.2017.8210572).
- [6] Wenbin Su and Zhijun Li, "Brain-computer interface based stochastic navigation and control of a semiautonomous mobile robot in an indoor environment", *Int. Conf. on Advanced Robotics and Mechatronics (ICARM)*, pp. 718-723, 2017, (DOI: 10.1109/ICARM.2017.8273250).
- [7] Siavash Sakhavi, "Learning Temporal Information for Brain-Computer Interface Using Convolutional Neural Networks", *IEEE Transactions On Neural Networks And Learning Systems*, March 2018, (DOI: 10.1109/TNNLS.2018.2789927)
- [8] Dipti Pawar and Sudhir N. Dhage "Recognition of Unvoiced Human Utterances Using Brain-Computer Interface", *Int. Conf. on Image Information Processing (ICIIP)*, pp. 379-382, 2018, (DOI:10.1109/ICIIP.2017.8313744)
- [9] Jin Woo Choi and Sungho, "Effective Motor Imagery Training with Visual Feedback for Non-Invasive Brain Computer Interface", *Int. Conf. on Brain-Computer Interface (BCI)*, 2018, (DOI: 10.1109/IWW-BCI.2018.8311524).
- [10] Nilay Yildirim and Asaf Varol, "A Research on Estimation of Emotion Using EEG Signals and Brain Computer Interfaces ", *Computer Science and Engineering (UBMK)*, pp. 1132-1136, 2017, (DOI: 10.1109/UBMK.2017.8093523).
- [11] Chang-Hee Han and Chang-Hwan Im, "EEG-based Brain-Computer Interface for Real-Time Communication of Patients in Completely Locked-in State", *Int. Conf. on Brain-Computer Interface (BCI)*, 2018. (DOI: 10.1109/IWW-BCI.2018.8311509)
- [12] Mostafa Mohammadpour and Saeed Mozaffari, "Classification of EEG-Based Attention for Brain Computer Interface", *Iranian Conference on Intelligent Systems and Signal Processing (ICSPIS)*, pp. 34-37, 2018, (DOI: 10.1109/ICSPIS.2017.8311585)
- [13] Preeti Narooka and Sunita Choudhary, "Brain-Computer Interface Combining Eye Saccade Two-Electrode EEG Signals and Voice Cues to Improve the Maneuverability of Wheelchair", *Int. Conf. on Rehabilitation Robotics (ICORR)*, 2017, (DOI: 10.1109/ICORR.2017.8009392).
- [14] K.Vijayakumar-C,Arun,Continuous security assessment of cloud based applications using distributed hashing algorithm in SDLC,Cluster Computing DOI 10.1007/s10586-017-1176-x,Sept 2017
- [15] K.Vijayakumar-C,Arun, Analysis and selection of risk assessment frameworks for cloud based enterprise applications", *Biomedical Research*, ISSN: 0976-1683 (Electronic), January 2017
- [16] R.Joseph Manoj, M.D.Anto Praveena, K.Vijayakumar, "An ACO-ANN based feature selection algorithm for big data", *Cluster Computing The Journal of Networks, Software Tools and Applications*, ISSN: 1386-7857 (Print), 1573-7543 (Online) DOI: 10.1007/s10586-018-2550-z, 2018.

