



MIND DRIVEN TANK THE FUTURE OF WARFARE USING EEG AND NEUROSKY MINDLINK

¹Pradnya K Bachhav, ²Akash R Jadhav, ³Tejal V Landge, ⁴Shubhangi D Kekane, ⁵Sudhanshu S Ghuge

¹Professor, ²Student, ³Student, ⁴Student, ⁵Student

^{1,2,3,4,5}Guru Gobind Singh College of Engineering and Research Center Nashik, Computer Department, Nashik, Maharashtra, India

Abstract : Thought is fundamental human activity, which can be recognized by analyzing brain signals. The development of EEG-based brain-controlled tank, which can serve as powerful aids for physically disabled people. Since these cars will rely only on what the individual is thinking they will hence not require any physical movement on the part of the individual. It captures EEG (electroencephalogram) signals from the driver's brain using EEG head set which contains three electrodes. The instructions for the movement is programmed and stored using Arduino Uno and the connection between head set and Arduino is established using Bluetooth (HC05). The instructions from the brain is displayed on a Android App. The output from the Arduino is connected with driver motor (L298N). The project is focused on scope of BCI in the transportation filed and also for encouraging disabled people for driving. The human brain constantly generates electrical impulses. These electric currents are often referred to as brain waves. EEG (electroencephalography) is a bioelectrical measurement used in the biomedical field to study the human brain. Through this research, a sensor system will be developed that can detect brain waves non invasively and transmit signals wirelessly via a Bluetooth connection. The detected EEG signal will be displayed in graphical form using signal parameters. Brain Computer Interfaces (BCI) is a technology that allows taking action on a computer based on brain waves. Brain waves are recorded by electroencephalography so they can be processed by a computer. There have been many studies using BCI including analyzing brain waves in humans.

Index Terms - BCI, NEUROSKY MINDLINK, ARDUINO UNO, MOTOR DRIVER

I. INTRODUCTION

In the ever-evolving landscape of warfare, technological advancements have always played a pivotal role in reshaping the strategies and tactics employed by military forces. This groundbreaking integration of the human mind and cutting edge technology promises to revolutionize the way wars are fought. Mind-driven tanks, equipped with neural interface systems, have the potential to create a new era of warfare characterized by unparalleled accuracy, enhanced decision making capabilities, and reduced human intervention on the front lines. This project aims to explore the multifaceted aspects of mind driven tanks, delving into the underlying technology, ethical considerations, strategic implications, and the broader societal impact of this futuristic concept.

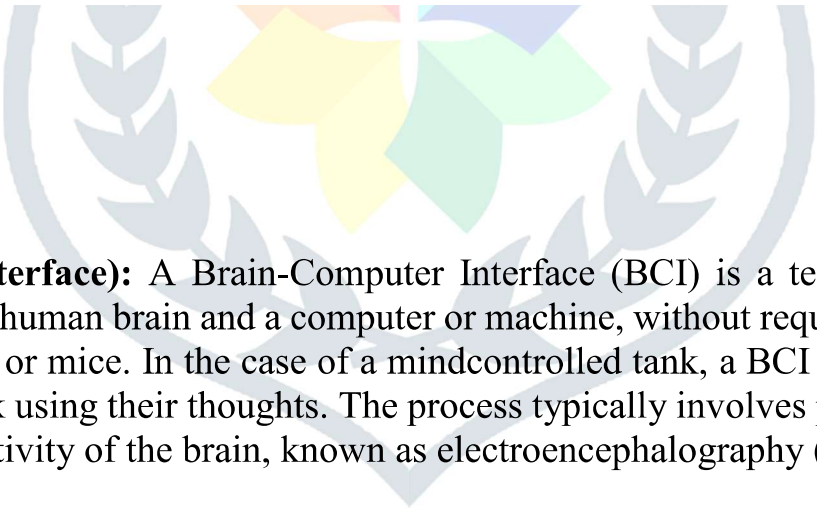
The mind-driven tank represents the fusion of cutting-edge BCI technology with the raw power and versatility of armored vehicles. Unlike traditional tanks, which rely on human operators to control their movements and firepower, mind-driven tanks harness the power of neural interfaces to establish a direct link between man and machine. Furthermore, the mind-driven tank is equipped with an array of sensors and onboard systems that provide the operator with unprecedented situational awareness. From advanced threat detection algorithms to predictive analytics, these systems allow the operator to anticipate enemy movements and react accordingly, giving them a decisive edge in combat situations.

II. ALGORITHM

1. **Attention:** The Attention algorithm in a mind-driven tank utilizing a NeuroSky MindLink device serves to interpret the user's level of attention based on their brainwave patterns. Alpha related to Attention.
2. **Meditation:** The Meditation algorithm in a NeuroSky MindLink device serves to monitor and facilitate the user's meditation practice by providing real-time feedback on their mental state. Delta related to Meditation.

Table 1: Frequency ranges of EEG signal

Brainwave Type	Frequency range	Mental states and conditions
Delta	0.1Hz to3Hz	Deep, dreamless sleep, non-REM sleep, unconscious
Theta	4Hz to7Hz	Intuitive, creative, recall, fantasy, imaginary, dream
Alpha	8Hz to12Hz	Relaxed (but not drowsy) tranquil, conscious
Low Beta	12Hz to15Hz	Formerly SMR, relaxed yet focused, integrated
Midrange Beta	16Hz to20Hz	Thinking, aware of self & surroundings
High Beta	21Hz to30Hz	Alertness, agitation



III. METHODOLOGY

1. **BCI(Brain Computer interface):** A Brain-Computer Interface (BCI) is a technology that allows for direct communication between a human brain and a computer or machine, without requiring the use of traditional input devices such as keyboards or mice. In the case of a mindcontrolled tank, a BCI could be used to allow a human operator to control the tank using their thoughts. The process typically involves placing sensors on the scalp that can detect the electrical activity of the brain, known as electroencephalography (EEG).

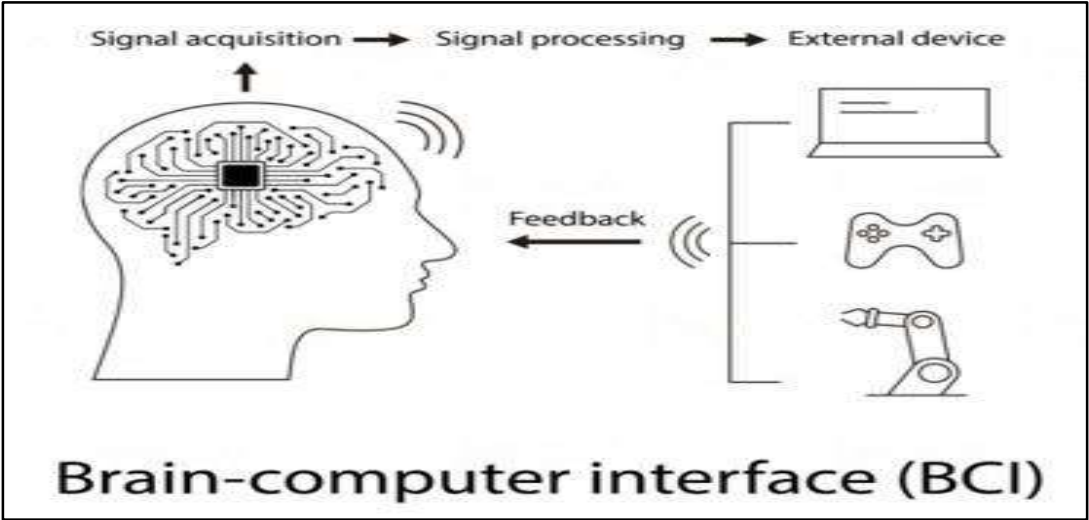
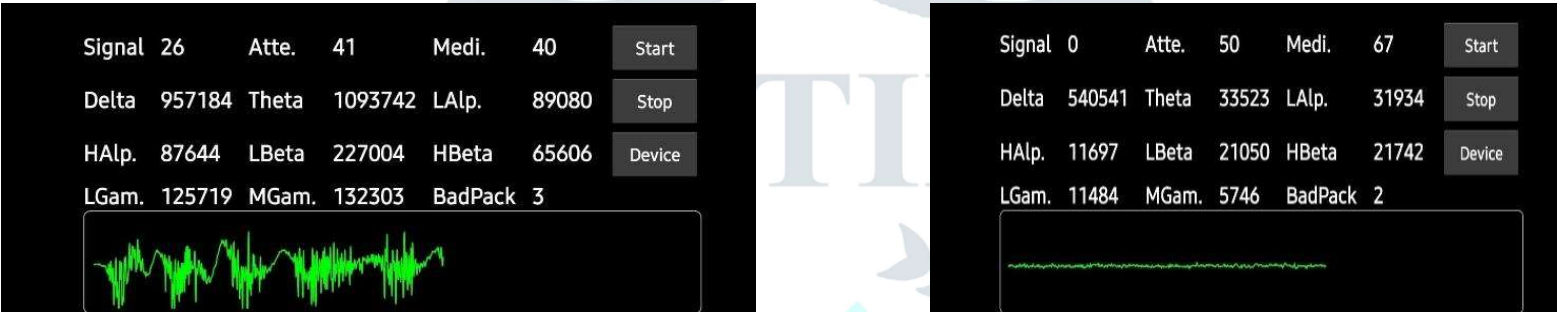
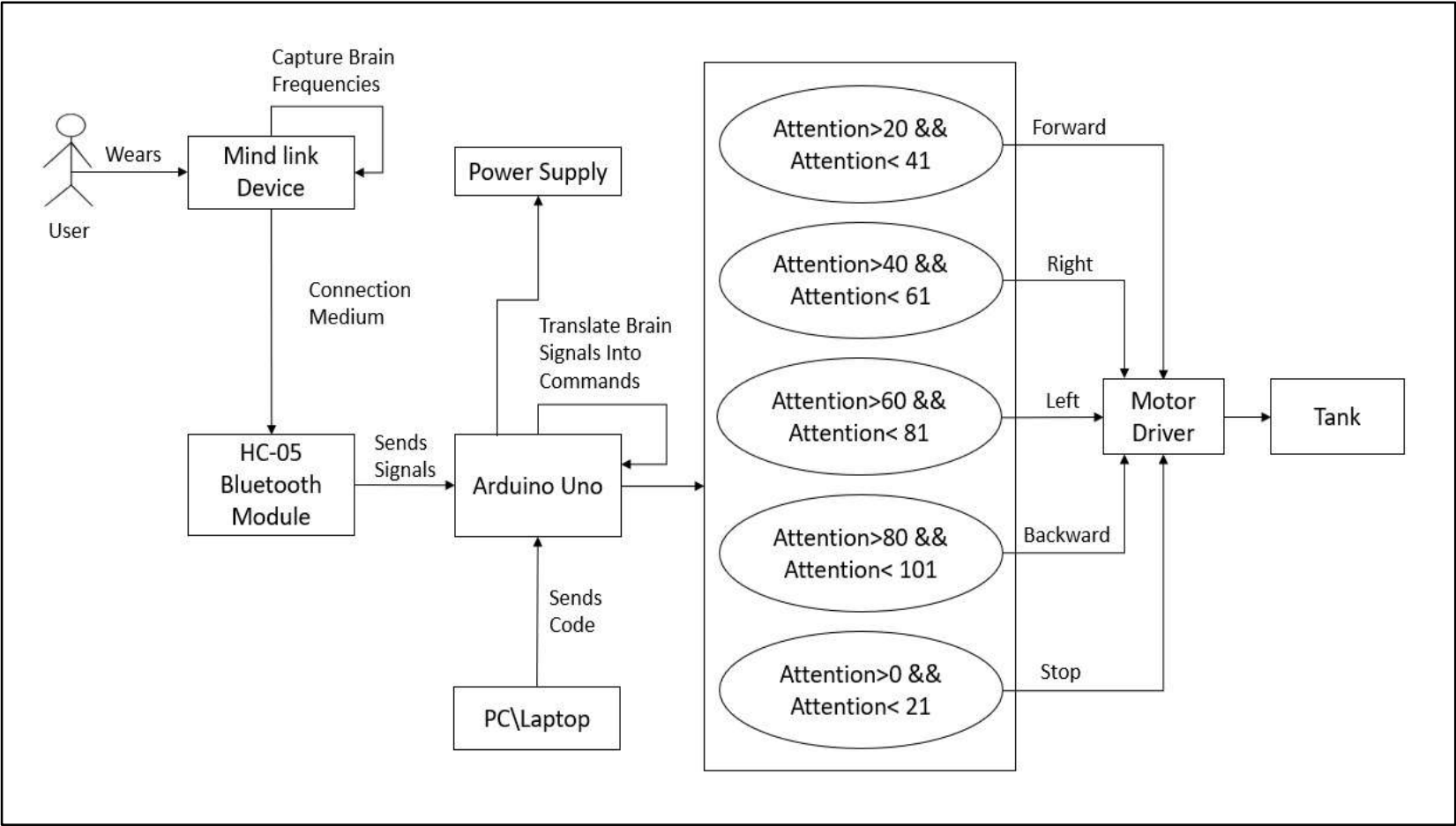


Fig: BCI working flow

2. **EEG(Electroencephalography):** The NeuroSky Mindlink device is a brain-computer interface (BCI) that uses electroencephalography (EEG) to detect brain activity. In the case of mind-controlled tanks, the Neurosky Mindlink device is used to detect the user’s thoughts and translate them into commands for the tank. This allows for precise and intuitive control of the tank, as the user can simply think about the desired movement or action and the tank will respond accordingly. EEG Signal Processing: The processing and analysis of real time acquired EEG signals is performed in MATLAB (2016b) workspace. The proposed approach is developed and implemented using Core i3 processor with speed 2.40 GHz. At first acquired EEG responses are imported to MATLAB workspace. Distinct epochs of the acquired dataset locked to actions of interest are extracted to study the corresponding EEG-dynamics. The volunteer eye blink related signals attained by each of the 14-electrodes of emotive headset are extracted. It can be observed that eye blink related variations in EEG are maximum captured by first four frontal channels viz., AF3, AF4, F7 and F8. The similar instances have been observed in eye blink signals attained from other subjects. Thus, EEG captured at frontal channel AF3 has been utilized for further analysis and development of Arduino interfaced on-off control of LED. The extracted signals at frontal channels are scaled by subtracting the mean value of signal from original signal.



IV. ARCHITECTURE



1. **NeuroSky MindWave Interface:** The NeuroSky MindWave headset detects and interprets brainwave signals, providing data on the operator’s mental state, focus, and emotional patterns. Brainwave data is processed in real-

time using advanced algorithms to extract meaningful information, such as the operator’s intent and cognitive state.

2. **Control System Integration:** The processed data from the MindWave headset is integrated into the tank’s control systems. Machine learning algorithms analyze the operator’s brainwave patterns to predict intended movements or actions, allowing for intuitive control of the tank. Commands related to movement, targeting, and other functionalities are transmitted to the tank’s subsystems.
3. **Bluetooth Module:** A Bluetooth module facilitates wireless communication between the MindWave headset and the tank’s control unit. Real-time data transmission enables instant feedback, ensuring responsive control and feedback mechanisms. Bluetooth connectivity also allows for remote operation, enabling military personnel to control the tank from a safe distance.
4. **Tank Subsystems:** The tank’s subsystems, including propulsion, weaponry, and sensors, are designed to respond seamlessly to the operator’s neural commands. Propulsion systems adjust speed and direction based on the operator’s intent, optimizing maneuverability. Sensor data, such as environmental conditions and enemy positions, is fed back to the operator through the MindWave headset, enhancing situational awareness.

V. RESULT AND DISCUSSION

Commands	Attention	Meditation
Forward	20-40	>50
Backward	80 - 100	>80
Left	40 - 60	>60
Right	60 - 80	>65

Table 1. Analyze frequency and set command

Command	User1	User2	User3	User4	User5	Total
Forward	8/10	7/10	6/10	8/10	7/10	80%
Backward	6/10	5/10	4/10	7/10	6/10	60%
left	7/10	8/10	8/10	9/10	7/10	82%
Right	5/10	7/10	8/10	6/10	6/10	70%
Total	65%	70%	75%	80%	68%	

Table 2. Real time testing data accuracy

The results from the NeuroSky MindLink device indicate varying success rates for executing commands based on attention and meditation levels. Across multiple trials, "Left" commands consistently achieved the highest success rate at 82%, followed by "Right" (70%), "Forward" (80%), and "Backward" (60%). Notably, attention levels generally fell within specified ranges for each command, except for "Backward," which consistently exceeded the upper limit (>80). Meanwhile, meditation levels remained consistently high across all commands, potentially influencing users' ability to focus and execute commands accurately. Despite fluctuations in success rates across trials, the overall effectiveness of the Mindlink device in executing commands remained moderate to high, suggesting promise for further refinement. Further analysis could explore factors contributing to variability in performance and potential enhancements to improve reliability.

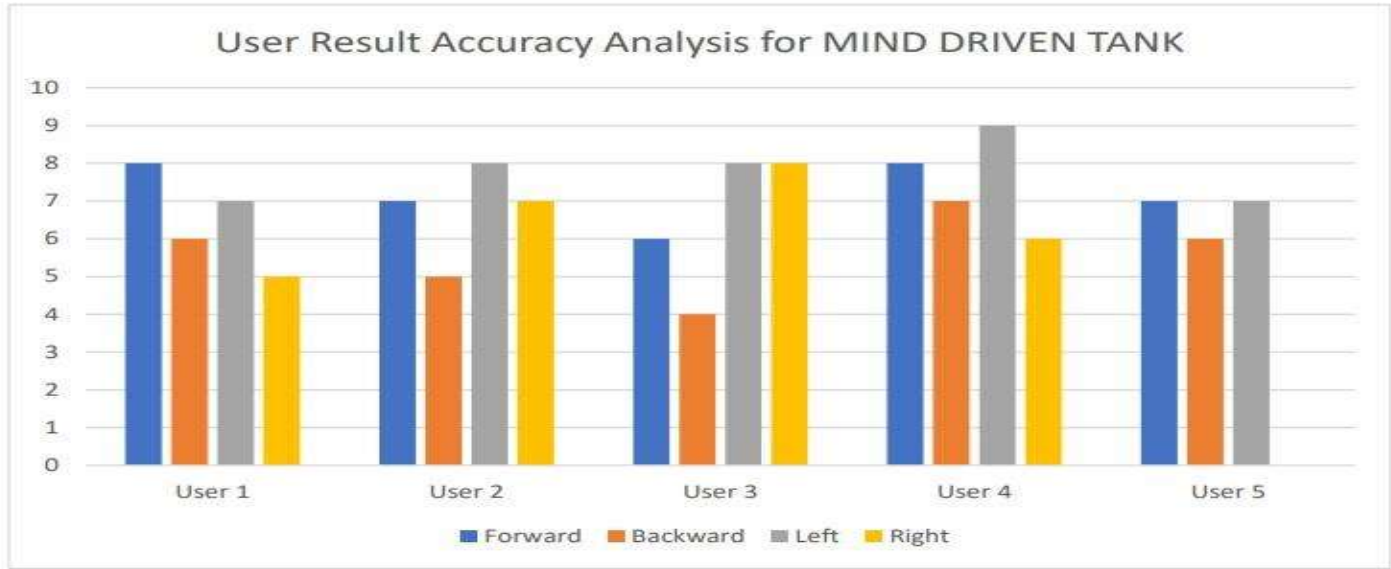


Fig: Real time result analysis

VI. CONCLUSION

In conclusion, the development of mind-driven tanks heralds a new era in warfare, where human cognition merges seamlessly with machine intelligence, reshaping the dynamics of military operations. As this technology continues to evolve, it is imperative for military institutions, researchers, and policymakers to collaborate, setting ethical standards and international regulations that uphold the principles of safety, security, and human dignity in the face of this transformative military innovation. The future of warfare has arrived, and the responsible integration of mind-driven tanks into military strategies will shape the landscape of global security in the years to come.

VII. ACKNOWLEDGMENT

It is a great pleasure to acknowledge those who extended their support, and contributed time for this project work. While the project is still in progress, I would like to thank my project guide Prof. P. K. Bachhav, for her valuable and skillful guidance, assessment and suggestions from time to time improved the quality of work in all respects. I would like to take this opportunity to express my deep sense of gratitude towards him, for her invaluable contribution in completion of this project.

I am also thankful to Mr. Sandeep. G. Shukla, Head of Computer Engineering Department for his timely guidance, inspiration and administrative support without which my work would not have been completed.

I am also thankful to the all staff members of Computer Engineering Department and Librarian, Guru Gobind Singh College of Engineering and Research Centre, Nashik. Also I would like to thank my colleagues and friends who helped me directly and indirectly to complete this project.

VIII. REFERENCES

- [1] Controlled Wheelchair Based on Brain Computer Interface Using Neurosky Mindwave Mobile 2 [K. Permana, S. K. Wijaya and P. Prajitno] Department of Physics, Faculty of Mathematics and Natural Sciences (FMIPA), Universitas Indonesia, Depok 16424, Indonesia.
- [2] Survey on BRAIN CONTROLLED CAR FOR DISABLED USING EEG [RAISA VARGHESE¹, SAIKRISHNA D², NEETHAL EPHRAM³, SHAHAS AHAMED⁴ ¹Assistant professor] Dept. of CSE, Sahridaya College of Engineering and Technology, Kodakara, Kerala, India.
- [3] Brain Controlled Vehicle [Shreyansh Srivastava¹, Praveen Yadav², Mahendra Pratap Verma³ ¹, ², ³Department of Electronics and Communication, IMS Engineering College, Ghaziabad, U.P] International Journal for Research in Applied Science & Engineering Technology (IJRASET) ISSN: 2321- 9653; IC Value: 45.98; SJ Impact Factor: 6.887.
- [4] Analysis of Brain Wave Activity Realtime Using NeuroSky Sensors With [LabVIEW](#) [Destra Andika Pratama, Masayu Anisah, Richi Agung Pratama] PROtek : Jurnal Ilmiah Teknik Elektro Volume x. No x, May xxxx <https://ejournal.unkhair.ac.id/>.
- [5] Real Time EEG Based Cognitive Brain Computer Interface for Control Applications via Arduino Interfacing [Rashima Mahajana, Dipali Bansal] 7th International Conference on Advances in Computing & Communications, ICACC 2017, August 22-24, 2017, Cochin, India.
- [6] Adaptive Thresholds of EEG Brain Signals for IoT Devices Authentication [ABDELGHAFAR R. ELSHENAWAY AND SHAWKAT K. GUIRGUIS] Received June 5, 2021, accepted June 20, 2021, date of publication June 29, 2021, date of current version July 21, 2021.
- [7] Nonlinear Adaptive Robust Precision Pointing Control of Tank Servo Systems [SHUSEN YUAN¹, WENXIANG DENG ^{1,2}, YAOWEN GE¹, JIANYONG YAO ¹, (Member,IEEE) AND GUOLAI YANG¹] Received January 8, 2021, accepted January 16, 2021, date of publication January 25, 2021, date of current version February 10, 2021.
- [8] A Hybrid Asynchronous Brain-Computer Interface Combining SSVEP and EOG Signals [Yajun Zhou , Shenghong He , Qiyun Huang, and Yuanqing Li , Fellow, IEEE] IEEE TRANSACTIONS ON BIOMEDICAL ENGINEERING, VOL. 67, NO. 10, OCTOBER 2020.
- [9] Controlling an Anatomical Robot Hand Using the Brain-Computer Interface Based on Motor Imagery [H.M.K.K.M.B.Herath¹ and W.R.deMe¹²] Correspondence should be addressed to H.M.K.K.M.B.Herath; kasunherathlive@gmail.com Received 8 January 2021; Accepted 13 July 2021; Published 4 August 2021.
- [10] Brain Controlled Wheelchair: A Smart Prototype Muhammad Ahsan Awais¹, Mohd Zuki Yusoff¹, Norashikin Yahya¹, Sheikh Zeeshan Ahmed² and Muhammad Umair Qamar² ¹Centre for Intelligent Signal & Imaging Research (CISIR), Department of Electrical & Electronic Engineering, Universiti Teknologi PETRONAS, Malaysia ²Capital University of Science and Technology, Pakistan.
- [11] Emotiv Website: <https://www.emotiv.com/>, Accessed 26 April, 2017.
- [12] Z. T. Al-qaysi, B.B. Zaidan and M.S. Suzani, Comput. [Methods Programs Biomed.](#) 164, 221-237 (2018).