

# **WHEELCHAIR MOVEMENT USING EYEBALL DETECTION**

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**Abstract**--Designing a wheelchair is dealing with a thought of blending emotions with technology of unbeatable standards. The essence of scientific advancements is purely put through vigorous thought process considering and exploring all the available possibilities. Manually operated wheelchair; helping the physically challenged in their mundane life made their work dogmatic. Therefore, being an engineer, it is a task of elephantine proportions to put forth some of the technological developments which can render flexibility and robustness for the endemics. Hence, the idea rose to make an "AUTOMATED WHEELCHAIR" which can be regulated by EYE-BALL movement. So an individual can control his/her wheelchair and can mitigate the dependency. Navigation and control serves as the major limitation of the overall performance, accuracy and robustness for this intelligent vehicle. This concept will address the problem and provide a unique navigation and control scheme for an automatic wheelchair utilizing the concepts of Image Processing and other guiding technologies.

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**Keywords**--wheelchair, manually, automated, eyeball, navigation, image processing

## **Introduction**

In this paper, a method for eyeball localization is proposed for controlling wheelchair. To achieve higher level of accuracy and precision, an algorithm is furnished with various processing steps and develops an efficient system to reduce both the cost and the computational complexity.

Primary goal was to detect eyes reliably in real-time and also to keep track on it, so a study of the physical properties of the pupil and eyes was done and also pixel values of the nearby locations were analysed. Localization of eyeball is useful for many applications and there are many algorithms developed which can easily provide the desired result. However all these algorithms can be executed on a controller with limited RAM speed and hence it became mandatory for us to develop an algorithm specific for this application and it is detailed in this paper.

Secondary goal was to make hardware assembly which can take command outputted from detected eyeball location. This in turn leads us to a fully automated wheelchair for the physically challenged people mounted with gear box, wiper motor and power supply. In the end, it was an integration of various modules and other add-on features assembled on the wheelchair which can make it more affordable and viable to the people. Conceptualization and implementation of this project was aimed keeping in mind the larger welfare of the human society.

## **Existing Technique**

In our system we have used Harr Cascade classifier developed by Intel. In this system the eyeball is detected with reference to the coordinates of the face and the eyeball can be located accurately by using geometrical technique and statistical analysis which prevents the unwanted detection of resembling features of the face to the eyeball.

### **Problem Definition**

Harr Cascade classifier had some drawbacks, i.e. it took more computational time in Raspberry Pi (an object similar to eye) which lead to vague results and during dark night time the threshold value had to be changed manually in order to obtain better results. It took around 0.69 s in windows and 2.16 s in Raspberry Pi. Also when we switched over to windows, it substantially impacted the overall price as the laptop was required to be mandatorily interfaced with our system.

### **Proposed Scheme**

Our approach highlighted the use of Hough Circle library of open CV to make the process of eyeball detection rapid, accurate and easier. As the execution time for obtaining coordinates of centre of eyeball detected was precisely 0.2s in Windows and 1.2s in Raspberry Pi which was comparatively less to the existing techniques used. IR LEDs were placed besides IR webcam in order to make the absorption of the incident rays of IR LEDs by the eyeball and reflection of the rest which in-turn helped us to detect the eyeball accurately.

Designing of the Wheelchair was an important task as it had to be full proof to make the overall system act without a glitch. For weight reduction mild steel was used to manufacture the wheelchair. For high torque generation 24 V wiper motor was used and to reduce speed and smoothening the motion of wheelchair gearbox having ratio of 10:1 was used.

### **Implementation of Proposed Scheme**

#### a) Preparation of IR webcam

Normal webcam contained IR filter in front of lens which avoided the psychovisual effect being captured. IR filter had to be removed from the webcam manually. IR LEDs were placed besides the webcam. IR rays had to be absorbed by the eyeball and rest of the IR rays were reflected back to webcam which made it easy to localize an eyeball.

#### b) Platform Selection:

A system had to be reliable and economical. Therefore use of an open source platform for coding was mandatory. Platform used for development of this system were Wheezy: An open source OS for Raspberry Pi controller, Open CV: an open source library for real time image processing and Python: a widely used general-purpose and high-level programming language for mathematical analysis.

#### c) Eye ball localization:

##### Step 1: Image Capture

IR webcam captured video of frame size 640×480 which had to be placed at a distance of about 5.5 cm from any of the eye. Obtained coloured frames were converted into grayscale images. These images were resized by factor of 0.25 to further reduce the computational time.

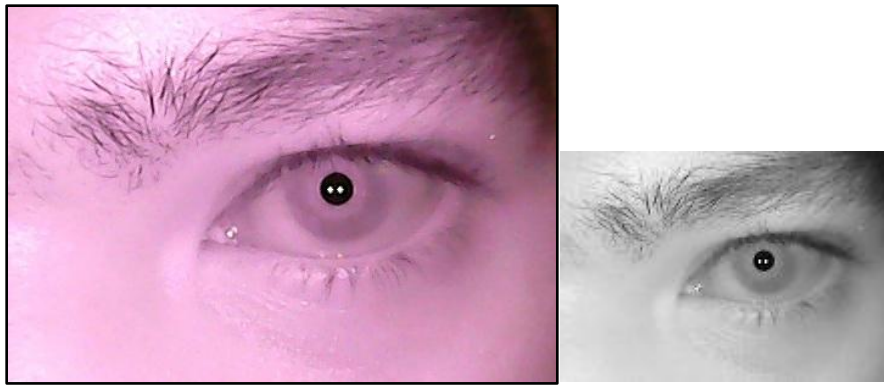


Fig. 1.1 Image Capture by IR webcam

Fig. 1.2 Conversion of Image to gray scale and scaling

### Step 2: Application of Hough Circle

Hough Circle is a library of Open CV which was utilized to detect circle and provided coordinates of centre and radius of circle detected. Resized image was applied to Hough Circle to obtain the coordinates of the centre of eyeball. An array of X and Y coordinates of centres of all frames was formed. Sorting this array and obtaining the median removed bogus values which were accidentally generated by Hough Circle.



Fig. 2.1 Detection of eyeball using hough circle and various other computations

### Step 3: Formation of Rectangles

Previously obtained centre was used to form rectangles which contained whole eye image and was cropped to further reduce the size. Threshold of 30 was applied to the cropped image. Resultant image was then divided into three parts i.e. left, middle and right. Numbers of black pixel were counted in all three regions and the maximum of three decided the logic to drive a wheelchair. If all the three regions had no black pixels, then the blink was assumed to be detected.

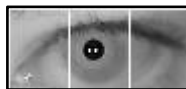


Figure 3.1 Formation of desired size rectangle around the eyes

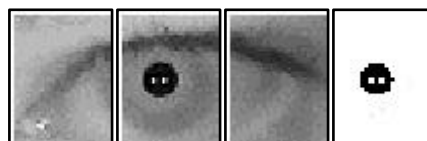


Figure 3.2 Formation of desired size rectangle around the eyes Figure 3.3 Locating the maximum number of black pixels in middle region in the above figure 3.2

#### Step 4: Deciding the break points

To make a wheelchair automatic, user needed to have all the control to start and stop the system. For this we developed a logic based on blink detection. A flag variable was defined which decides ON/OFF control of motors. Once, four consecutive blink were detected the flag variable was inverted and the state of motor was changed from ON state to OFF state or vice-versa.

#### d) Wheelchair Designing

Once the logic was obtained from the controller, it had to be appropriately given to the motors through driver circuit. Driver circuit converted 5V logic signal into 24 V to drive the wheelchair. A gear box of 10:1 was used to reduce the speed and to increase the torque. To reduce weight related issues we have used Li-Po battery which was of 12V but only of 300gm.

Driver circuit consist of components like transistors, diodes, relays and GPIO hub by which raspberry pi is directly connected with GPIO cable. There is H bridge connection between power supply and motor switching based on eyeball detection.

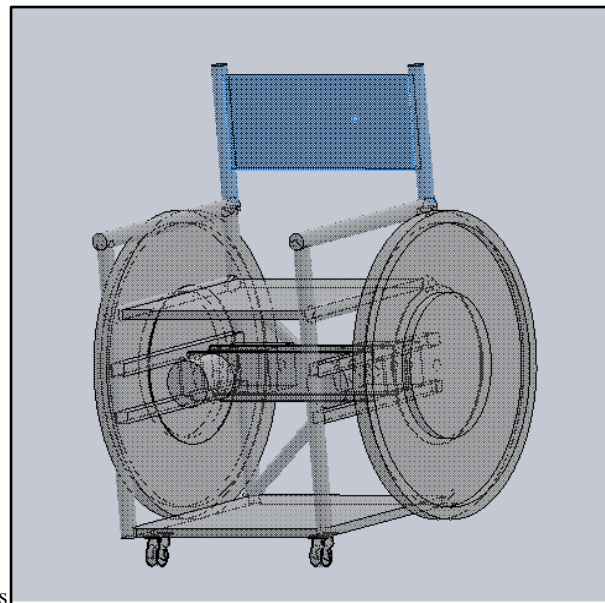


Figure 4.1 3-D Model of wheelchair design using MS material

#### Step1: Weight of individual components

Mass of body	= 22kg
Mass of driving motor (2 pcs.)	= 1.5kg
Mass of gear box (2 pcs)	= 1.3 kg

Mass of Driving Wheel (2 pcs.)	= 1.8kg
Mass of Free Wheel (2 pcs.)	= 0.4 kg
Mass of Power Supply Battery (2 pcs.)	= 0.8 kg
Miscellaneous Masses	= 1.5kg
Mass of person	=80kg (max)
Total Approximate Weight	= 110 kg X 9.81 m/s <sup>2</sup>
	=1079.1 N

$$\begin{aligned} \text{Dimensions of wheelchair} &= \text{height} * \text{length} * \text{breadth} \\ &= 60\text{cm} * 50.28\text{cm} * 57.23\text{cm} \end{aligned}$$

### Step 2: Torque Calculations

$$\text{Force (F)} = \mu \times N$$

(Where  $\mu$  = Coefficient of friction between surface and rubber and N = Normal force)

$$F = 0.35 \times 1071.14 \text{ N}$$

$$T = F \times r$$

$$\begin{aligned} &= 0.35 \times 1071.14 \text{ N} \times 0.33 \text{ m} \\ &= 123.71 \text{ Nm} \end{aligned}$$

$$T \text{ (Per Motor)} = 61.3 \text{ N-m}$$

Here, the input torque  $T_a$  applied to the input gear GA and the output torque  $T_b$  on the output gear GB were related by the ratio

$$R = T_b / T_a \quad 10 = T_b / 28.23 \quad T_b = 282.3 \text{ N-m}, \text{ Where R is the gear ratio of the gear train}$$

As  $T_b$  is greater than  $T_a$  which was in load condition and hence it can be easily driven

### Step 3: Power Calculations

$$\begin{aligned} P &= \frac{2\pi NT}{60} \quad (\text{where N = rpm of the motor \& T= Torque}) \\ &= \frac{2 \times 3.14 \times 4 \times 123.71}{60} \\ &= 50.66 \text{ W} \end{aligned}$$

Two 12V batteries having 5000mAh discharge rate were connected in series so the total battery rating would be given by,

$$\text{Battery Rating} = 24\text{V} * 5\text{Ah} = 120\text{Wh}$$

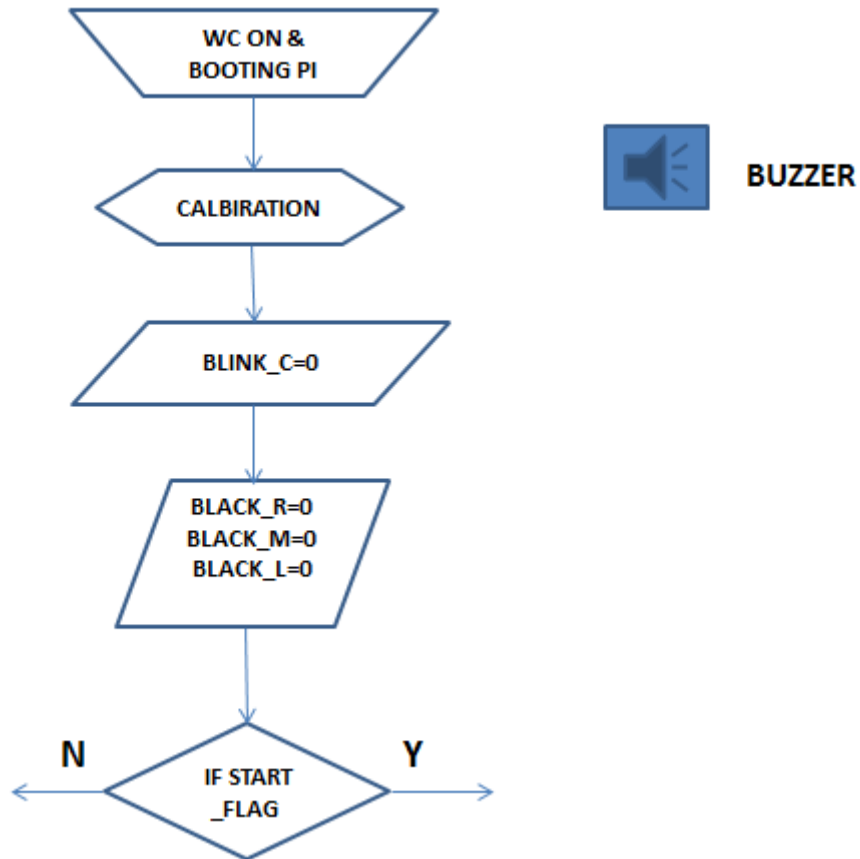
$$\text{Total Discharge Time} = \text{Battery Rating} / P$$

$$= 120 / 50.66 = 2.36\text{h}$$

This was the discharging time of a Li Po battery for driving a Wheelchair

Two 24 V wiper motor were mounted on the shaft of the wheelchair. It provided high torque which was necessary for driving the wheelchair under the load condition of approximate weight of 100kg-120kg

### Final System Flowchart



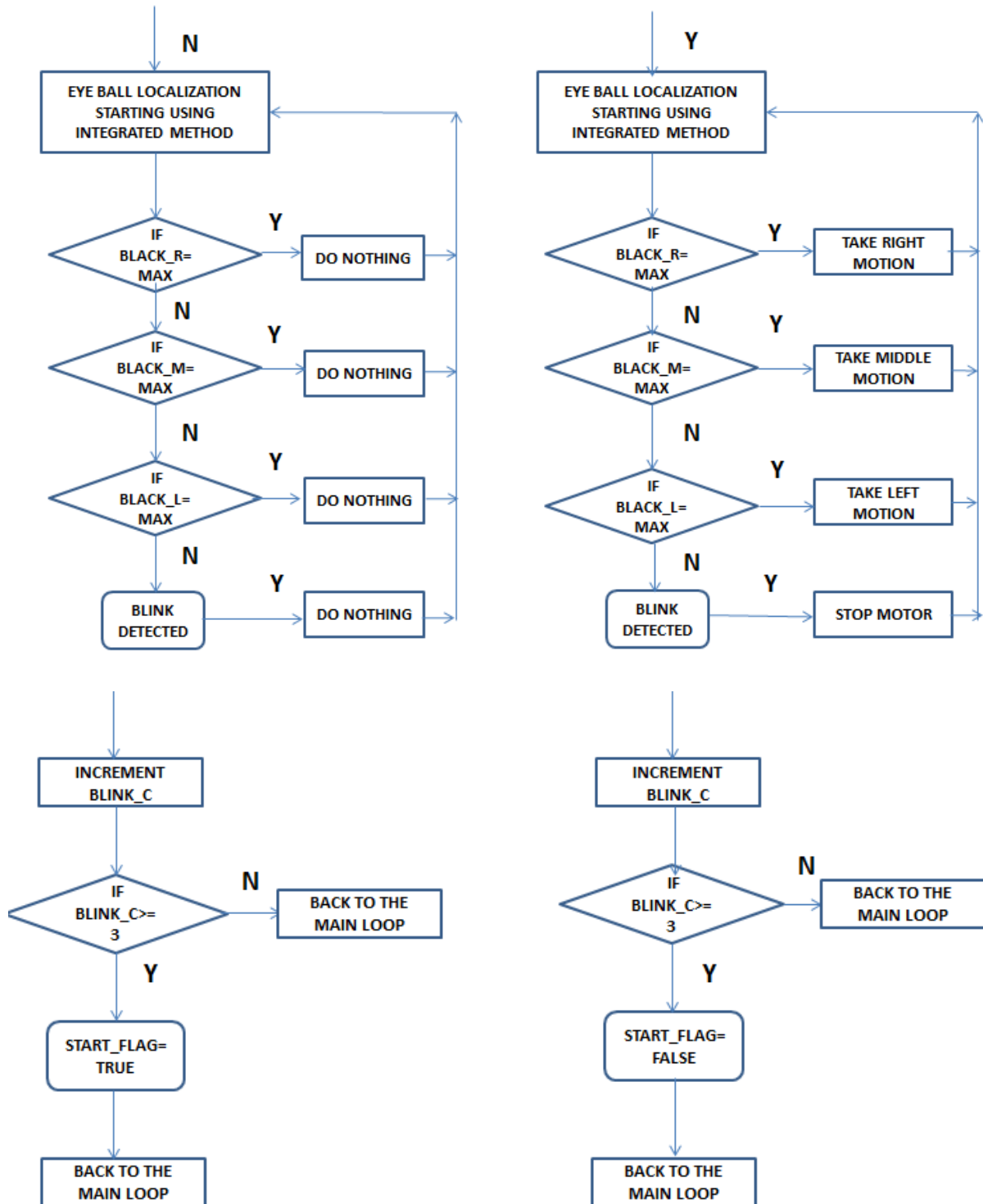




Figure . 5.1 Subject in command for controlling the wheelchair

### **Suggested Add-on Features**

Some of the features which can be added in order to make wheelchair easily operable are buzzer or speaker command which can assist any operator to control wheelchair. Also a display device can be kept in front of the person in which a GUI is created. A user manual can also be provided for the knowledge regarding maintenance and guidance of various components at regular intervals.

### **Conclusion**

In this paper, a specific technique to design an automated wheelchair through eyeball detection for the physically challenged individuals is presented. The result obtained is suitable for driving the wheelchair smoothly for any physically impaired person of any age. Besides this IR LEDs can be turned OFF during day time to reduce power consumption and exposure of eye to IR rays which on constant exposure can cause damage to eye. Final system is fully robust and is provided with user manual for any maintenance related issue of any components.

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