



International Journal of Innovative Research in Computer and Communication Engineering

(A High Impact Factor, Monthly, Peer Reviewed Journal)

Website: www.ijirccce.com

Vol. 7, Issue 2, February 2019

Doctors Assistive System Using Augmented Reality for Critical Analysis

Jose Rahul¹, Kishore Ganth S.D², Kombaiya Kumar. S³, Samyudurai.A⁴

UG students, Department of Computer Science and Engineering, Valliammai Engineering College, SRM Nagar,
Kattankulathur, Tamilnadu, India ^{1,2,3},

Associate Professor , Department of Computer Science and Engineering, Valliammai Engineering College,
SRM Nagar, Kattankulathur, Tamilnadu, India ⁴

ABSTRACT: Doctors are regularly on the lookout for technologies that will enhance their operating environment. They are often the early adopters of technologies that allow their field to offer a better patient experience. The continuing enhancement of the environment in the digital age has led to a number of innovations being highlighted as potential disruptive technologies. Augmented reality (AR) are rapidly becoming increasingly available, accessible and importantly affordable, hence their application into healthcare to enhance the medical use of data is certain. AR is the addition of artificial information to one or more of the senses that allows the user to perform tasks more efficiently. In a hospital, the details such as patient's temperature, pressure, and heart beat rate of the general ward are usually maintained as handwritten notes on a pad and hung on the patient's bed. Our system gives doctor a goggle which helps to identify patient's details using virtual reality technology.

KEYWORDS: AugmentedReality, Microcontroller, ZigBee., Sensors

I. INTRODUCTION

AR interface so far has been used for a great number of task, and have shown a great promise for increasing users, performance compared to traditional GUI[3]. they provide a better understanding of spatial relations. Augmented reality is the technology that expands our physical world, adding layers of digital information onto it. AR appears in direct view of an existing environment and adds sounds, videos, graphics to it. AR can be displayed on various devices: screens, glasses, handheld devices, mobile head-mounted displays. It involves technologies like S.L.A.M. (simultaneous localization phones, and mapping), depth tracking (briefly, a sensor data calculating the distance to the objects). AR plays a vital role in future of medicine. AR can help doctors access the latest and most relevant information about their patients. Augmented reality can be beneficial for healthcare professionals in two ways – in the aspect of education and training, and in the aspect of diagnostics and treatment providing access to real-time patient data. We use augmented reality to visualize the basic medical report of the patients[4]. The paper is organized in the following structure section 2 related work for augment reality, section 3 demonstrates the various sensors connected to the arduino, section 4 various sensor collect the information and then transmit to the goggles through the ZigBeetransmitter. Finally conclusion and future work and reference.

II. RELATED WORK

The "Vision based People Tracking for Ubiquitous Augmented Reality Applications" portrays about The task of vision based people tracking is a major research problem in the context of surveillance applications or human behavior estimation, but it has had only minimal impact on (Ubiquitous) Augmented Reality applications thus far[1]. The "Stepping into the Operating Theater: ARAV - Augmented Reality Aided Vertebroplasty" tells about Augmented Reality (AR) for preoperative diagnostics and planning, intra operative navigation and postoperative follow-up examination has been a topic of intensive research over the last two decades. These papers gave some Basic idea to build the system. AR interface so far has been used for a great number of task, and have shown a great promise for

International Journal of Innovative Research in Computer and Communication Engineering

(A High Impact Factor, Monthly, Peer Reviewed Journal)

Website: www.ijircce.com

Vol. 7, Issue 2, February 2019

increasing users, performance compared to traditional GUI[1]. they provide a better understanding of spatial relations. Augmented reality is the technology that expands our physical world, adding layers of digital information onto it. AR appears in direct view of an existing environment and adds sounds, videos, graphics to it. AR can be displayed on various devices: screens, glasses, handheld devices, mobile head-mounted displays. It involves technologies like S.L.A.M. (simultaneous localization phones, and mapping), depth tracking (briefly, a sensor data calculating the distance to the objects).AR plays a vital role in future of medicine. AR can help doctors access the latest and most relevant information about their patients. Augmented reality can be beneficial for healthcare professionals in two ways – in the aspect of education and training, and in the aspect of diagnostics and treatment providing access to real-time patient data. We use augmented reality to visualize the basic medical report of the patients [2]. The author proposed [5]augmented paper documents with electronic information which improves the utility of the paper and better view of the document. The author putforth [6] the E-learning system for three dimensional geometry, which enables to display the objects in 3D as real world footage allowing to access the properties. Itprovides better understanding. This paper explores[7] the augment reality and virtual reality used in our day to day life using different sensing technologies ,graphic and mobile computing ,how effectively they can be utilized . This paper[8] briefs enjoying the augment reality and virtual reality experience rather than tolerating it .It dynamically changes peoples comfort level. Our system from the above paper gave a idea about implementing augment reality in health care system. To design a AR goggles which assist the doctor in identifying the criticality of the patients is our objective. It reduces the patients check up time.

III ARCHITECTURE DIAGRAM

The figure 1 shows the architecture which records the patient'sbasic details such as temperature, heart beat and pressure.The temperature ,pressure, and heart beat sensor are connected to the analog input pins of the ATmega 328 microcontroller. The details are displayed though an 16 X 2 LCD monitor connected to the digital pins of the microcontroller. The Zigbee transmitter helps to transmit the data to the goggle

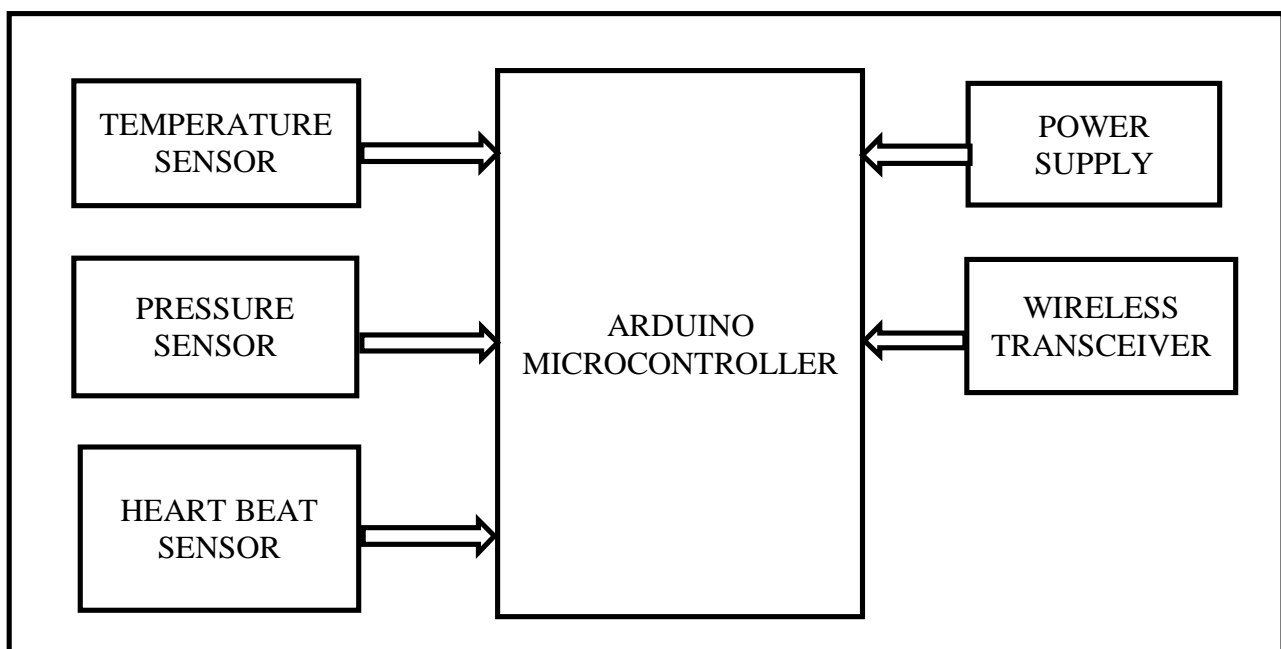


Figure 1-Patient Monitoring system

International Journal of Innovative Research in Computer and Communication Engineering

(A High Impact Factor, Monthly, Peer Reviewed Journal)

Website: www.ijircce.com

Vol. 7, Issue 2, February 2019

IV. METHODOLOGY

4.1 Input Module

The microcontroller is connected to temperature, heartbeat and pressure sensor. The microcontroller is connected to an external power supply. These are placed near the patient bed. As soon as the patient gets admitted the details are inputted to the microcontroller through the sensors. The information are recorded in the microcontroller and sent to the doctor's goggles through wireless zigBee transmitter. The information is received through the zigBee receiver placed at the doctors goggle. The figure 2 shows that the kit placed near the patients bed, the data is provided to the kit which is transferred to the goggle

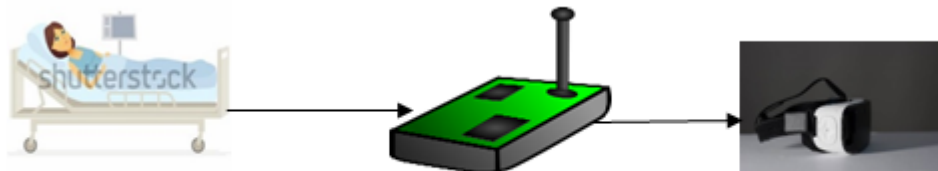


Figure 2 - Data sent from the patient to the goggle

4.2 output Module

The ZigBee receiver receives the information from the ZigBee transmitter. The ZigBee receiver then displays the information of the patients using the OLED lens attached to the goggles. When the doctor enters the patient ward with the goggles as soon as he goes near the patient the information gets transmitted using these information the doctor can analyse the critical patients and treat them first. The figure 3 shows that the details of the goggle and its hardware arrangement. The block diagram of the goggle are 9V battery, virtual reality ray, Zigbee receiver and wearable glass. The Zigbee receiver gets the information and displays in the VR goggles

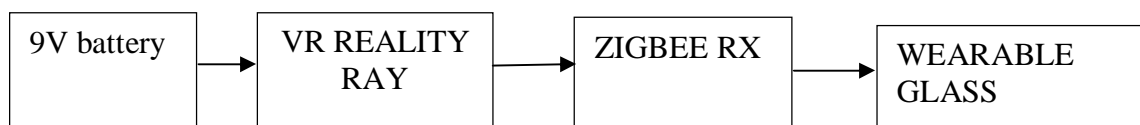


Figure 3- Block diagram of goggles

The figure 4 shows the image of the goggle in our project. The doctor wears the goggles and while visiting the patients he could see basic details of the patients as he moves on near to each patient. Earlier there was a notepad which had the details of the patient. The doctor had to read the notepad to get information which consumes a lot of time, which is overcome by our project. The ZigBee transmitter collects the patient's information about the patient and transmits to the goggle. The doctor now sees the information about the patient through the goggle. On analysing the patient information the doctor decides whether the patient is critical or normal. If normal the doctor moves to other patient otherwise the doctor takes more attention to the patient. The OLED lens displays the temperature, pressure, and heart beat information about the patient

International Journal of Innovative Research in Computer and Communication Engineering

(A High Impact Factor, Monthly, Peer Reviewed Journal)

Website: www.ijirccce.com

Vol. 7, Issue 2, February 2019

Receiving section



Figure 4 - Doctor wearable goggles

3 Hardware used

We have used ATmega 328 microcontroller, zigbee transmitter and receiver, temperature, heart beat and pressure sensor and a goggles with OLED lens which shows the patient details.

V. CONCLUSION AND FUTURE WORK

The proposed system helps the doctor identify the critical patient's faster by using the AR goggles and the microcontroller with sensors, which displays the temperature, pressure and heart beat of the patient, which helps to classify if the patient requires immediate attention or not. This thus reduces the doctor's time to a greater extent, preventing the doctor from checking the basic details of each patient's bed.

REFERENCES

1. Christian A.L. Waechter, Daniel Pustka, Gudrun J. Klinker, "Vision based People Tracking for Ubiquitous Augmented Reality Applications", 2008.
2. Christoph Bichlmeier, Ben Ockert, Sandro Michael Heining, Ahmad Ahmadi, Nassir Navab, "Stepping into the Operating Theater: ARAV - Augmented Reality Aided Vertebroplasty" IEEE ACM International Symposium on Mixed and Augmented Reality 2008
3. Max Krchenbauer, Goshiroy, Takafumi, Christians, Hirokazu K., "Augmented reality vs virtual reality for 3d object manipulation" IEEE transaction on visualization and computer graphics, vol 14, no 8 August 2015, pp 1-10
4. Reitakaseki, Ranbohnagushima, "Development of anchoring support system using with AR tool kit", IEEE 7th international conference on emerging trends in engineering and technology, DOI 10.1109/ICETET.2015.22, pp.123-127
5. Jonathan J. Hull; Bema Erol; Jamey Graham; Qifa Ke; Hidenobu Kishi; Jorge Moraleda; Daniel G. Van, "Paper-Based Augmented Reality", 17th International Conference on Artificial Reality and Telexistence (ICAT 2007).
6. Siddhant Patil; Chiquitha Prabhu; Omkar Neogi; Abhijit R. Joshi; Neha Katre, "E-learning system using Augmented Reality", 2016 International Conference on Computing Communication Control and Automation (ICCCUBEA)
7. Si Jung Jun Kim, "A User Study Trends in Augmented Reality and Virtual Reality Research: A Qualitative Study with the Past Three Years of the ISMAR and IEEE VR Conference Papers", 2012 International Symposium on Ubiquitous Virtual Reality
8. Yu Yuan, "Changing the World with Virtual/Augmented Reality Technologies", IEEE Consumer Electronics Magazine (Volume: 6, Issue: 1, Jan. 2017)
9. R. Silva, J. C. Oliveira, G. A. Giraldi, "Introduction to Augmented Reality", National Laboratory for Scientific Computation
10. Dieter Schmalstieg, Tobias Langlotz, and Mark Billinghurst, "Augmented Reality 2.0", Institute for Computer Graphics and Vision, Graz University of Technology, Graz, Austria
11. Leila De Floriani; Dieter Schmalstieg, "Introducing the IEEE virtual reality special issue", IEEE Transactions on Visualization and Computer Graphics (Volume: 24, Issue: 4, April 2018)
12. Jun He; Peng Han; Huan Liu; Shiyong Men; Lu Ju; Pu Zhen; Ting Wang, "The research and application of the augmented reality technology", 2017 IEEE 2nd Information Technology, Networking, Electronic and Automation Control Conference (ITNEC)