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TITLE: Vehicle Driver Monitoring System and Alerting with Effective Applications Using Embedded Systems

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Vehicle Driver Monitoring System and Alerting with Effective Applications Using Embedded Systems

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Abstract—Sleepiness in driving causes significant problems for the driver. Nowadays, tiredness because of tipsy driving is expanding. Assuming that the driver is viewed as tired in eyes in excess of less than 1 sec, then the eye flicker sensor detects the squint rate. On the off chance that the eyes are viewed as shut, the speed of the vehicle slightly slows down. Along with drowsiness, alcohol identification is distinguished in our proposed framework by utilizing the liquor MQ3 sensor. On the off chance that liquor is recognized in the driver's inhale, at that point the vehicle dials back. These sensors interact with the Arduino UNO. The LED glows if there should arise an occurrence of excessive drowsiness, and the buzzer makes a sound. It also sends information through GPS and GSM.

KEYWORDS— *Arduino UNO, Drowsiness detection, Eyeblink sensor, Alcohol sensor, LED, GSM, GPS.*

I. INTRODUCTION

One of the primary causes of street accidents is a failure to observe the driver. The vast majority of nations lose 3% of their GDP because of street crashes, and almost 1.35 million individuals bite the dust every year. If there should be an occurrence in India, it comprises 1% of the vehicle populace but 6% of complete worldwide street mishaps and roughly 151 thousand street mishaps per year. One of the primary organizations that conduct research on street and driver wellbeing is the public interstate traffic security organization. In concentrating on taking a gander at basic explanations behind street mishaps, 94% of auto crashes are brought about by drivers, of which 25 to 30% of mishaps are caused by sleepiness and driving. This requires the utilization of electronic gadgets which are appended to the drivers' bodies and can go about as a disturbance to the driver. The driving style-based approach evaluates drivers' driving styles over time by observing variations in speed, guiding wheel point, speed increase, parallel position, and breaking. Through this boundary, the driver's consideration and exercises can be estimated. Liang-et al. showed an ongoing way to deal with recognizing driver interruption utilizing eye developments, driving execution, and date.

to the cameras, the driver's view was blocked. He didn't see the vehicles clearly. Sometimes the recordings may stop due to technical issues. These reasons may also cause some problems. It frequently loses the traces of the eyes of the driver. Hence, the existing system is not applicable to all the vehicles. In order to reduce the problem of the existing system, new detection and applications are added to the system, and it is proposed in this project work.

III. PROPOSED SYSTEM

To overcome the above problems, we use an eye blink sensor in this project. In this, a spectacle with an eye blink sensor is used to detect the driver's tiredness and drowsiness and alert the driver with a buzzer if the driver is affected by drowsiness. The various hardware components of the project are mentioned below.

1. ATMEGA328P-PU microcontroller
2. Arduino UNO
3. Eyeblink sensor
4. Alcohol sensor
5. Tilt sensor
6. LCD and buzzer
7. GSM and GPS
8. Vibration motor

The block diagram for the implemented project is shown in fig (1).

reflected rays are received by the IR receiver. If the eye is in closed status, the output of the IR receiver is high.

II. EXISTING SYSTEM

The main existing systems require a camera to be placed in front of the driver. In other systems, they only detect the drowsiness of the driver. Due

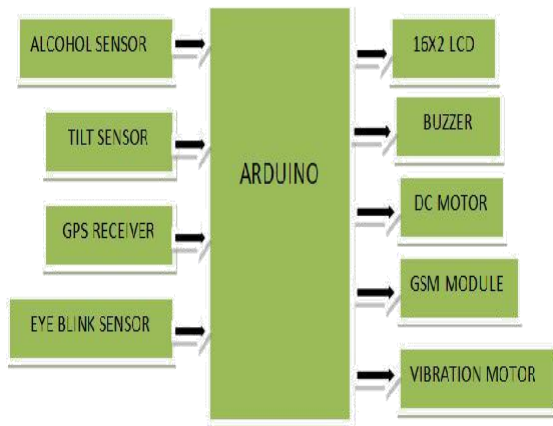


Fig1: Block Diagram

A. ARDUINO UNO :

It is a microcontroller load up and is the most utilized and reported load up in the Arduino UNO family is moderately modest and simple to set up. It comprises ATMEGA 328p which is known as the mind of the Arduino UNO and gives elite execution which is equipped for executing strong guidance in a single clock cycle and ATMEGA 328p which deals with the USB association and ICSP bootloader which gives the comprehensible result. The product utilized for Arduino gadgets is called IDE (Integrated Development Environment) which is allowed to utilize and expected a few essential abilities to master it. It tends to be modified

utilizing c and c++. shown

The fig2 is below:



Fig2: Arduino UNO
B. Eye blink sensor:

This sensor module generally consists of eye blink sensor frame, IR sensor and a relay. A vibrator is attached to the eye blink sensor which is to be worn by the driver. Whenever the driver falls asleep or an accident occurs the vibrator vibrates. The eye frame consists of an IR transmitter and IR receiver which continuously transmits IR rays and receives the reflected ray and the relay provides extra current required. It is continuously monitoring the eyes. If the eyes are not open for 4 or more sec it starts working.

B. ALCOHOL SENSOR

The liquor sensor is actually alluded to as an MQ3 sensor, which identifies ethanol in the air. At the point when an alcoholic individual inhales close to the liquor sensor, it distinguishes the ethanol in his inhale and gives a result in view of liquor fixation displayed in fig 4.



Fig3: Alcohol Sensor

TILT Sensor

A slant sensor has a metallic ball that is intended to move the two pins of the instrument from the 'on' to the 'off' position, as well as the other way around, assuming the sensor arrives at a pre-decided point. Slant sensors are the climate-accommodating adaptation of a mercury switch.



Fig 4: Tilt sensor

A. Liquid crystal display

A liquid crystal display (LCD) is thin and flat. The liquid crystal twists the polarization of light entering one filter to allow it to pass through the other. A fluid precious stone presentation (LCD) is a dainty, level showcase gadget comprised of quite a few tone or monochrome pixels exhibited before a light source or reflector. Every pixel is comprised of a segment of fluid precious stone particles suspended between two straightforward anodes and two polarising channels, the tomahawks of which are opposite to one another. Without the fluid gems between them, the light going through one would be obstructed by the other. The fluid gem contorts the polarization of light entering one channel to permit it to go through the other.

B. Buzzer

It is used for alerting the driver. In order to use it, you need only to know the pin to which the buzzer is connected and which frequency (in Hertz) you want. For example, tone (5, 4000) produces a frequency of 4 kHz on pin D5 on the Arduino.



Fig5: Buzzer

C. Global positioning system

It decides the position or spot of the vehicle and the driver. The working/activity of the global situating framework depends on the 'trilateration' numerical rule. The distance estimates to satellites are not completely settled. From the figure, the four satellites are utilized to decide the place of the beneficiary on earth.

V. Applications

A Vehicle Driver Monitoring System can be used for monitoring the driver. If the driver is

D. DC MOTOR

Whenever kept in an attractive field, a current-conveying guide acquires force and fosters a propensity to move. To put it plainly, when

electric fields and attractive fields interface, a mechanical power emerges. This is the basis on which the DC engines work.

IV. RESULT

Figure 6 and 7 shows the interfacing of components that are used in this system. Here we have designed it such that an eye blink is continuously monitored by the eye blink sensor. If the eye is in the closing position, the buzzer is operated.

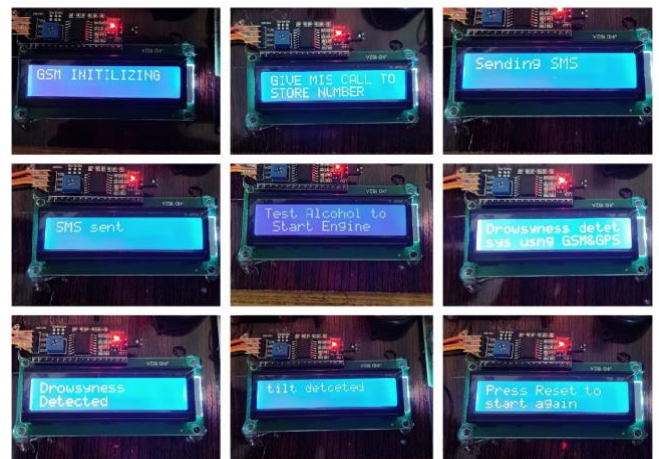


Fig6: Experimental setup for the project

Fig8: Outputs

travelling for a long time, it helps him if he is drowsy and tired. Nowadays, all people use the transportation facility for traveling. This avoids the accidents that are caused due to a lack of

monitoring.

VI. Conclusion

It monitors the driver, detects drowsiness, and alerts the driver with the appropriate applications. In this paper, the discussion regards the avoidance of accidents due to lack of monitoring and discusses how we overcome this with the Eye Blink sensor, and the system is developed accordingly. In this project, we also use advanced technologies for transferring information like GPS and GSM. All the applications were successfully implemented in this project.

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