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BRAIN ASTRONOMY

Anitya Kumar Gupta

Apeejay Stya University, Gurgaon, (India)

ABSTRACT

The topic discuss on Brain Astronomy is the leading technology in the foreign countries. We will come to know about the various researches and the impossible things which are been converted into the possibilities. By these researches the word Impossible has been removed from the dictionary of this technological world. We will also come to know about the different languages like Quantum Programming language with their functional correspondence. We will be able to understand the new ways to remove the drug addiction from this world.

I. INTRODUCTION

1.1 Telepathy

It is the process to communicate with people without using any medium. We want to improve the ways people can communicate in the face of limitations—those who might not be able to speak or have sensory impairments," I want to ask all the people: "Can we work around those limitations and communicate with another person or a computer? Might some of us say no but in my opinion the answer is yes. The reason behind my answer is the 'Law of Pascual' which was given by Pascual as he says that; why we are not make these limitations to be extended and modified it? The replied given by the panel was that it could be done but what is the procedure to be done. He gives the suggestion that the device has to be created with which we neither required to spoke, nor typed, nor even looked at one another. The code will be processed known as 'Mossesed codes'.

1.2 Brain Control Through Remote

Have you ever thought about something you never shared with anyone, and have been horrorstruck at the mere thought of someone coming to know about little secret? If you have, then you probably have all more reason to be paranoid now thanks to new and improved security systems being developed around the world to deal with terrorism that inadvertently end up impinging on one's privacy.

It is the great achievement and made the impossible thing happened to be possible by inventing the Nutophilic Chip through which the brain can be control.

If the person is suffering from any disease and he is not able to get the treatment than he/she can be cured by placing this chip over the user head and we can supply the medical fluids in his body through the signals from the remote. If the person is drug addicted than with this chip we can instruct their medulla – part of the brain which will control the movements of the body and restricts him/her from touching the substances or substituents which are having adverse effect on the human life.

1.3 Recording Dreams

In the context of recording dreams, researchers have invented a sort of dream-reading machine. Before long, you may never have to worry about forgetting what you dreamed about ever again. You'll be able to simply play your dreams back after you wake up in the morning.

The remarkable breakthrough makes use of a fairly straightforward idea that when we visualize certain types of objects in our minds, our brains generate consistent neural patterns that can then be correlated with what is being visualized. For instance, when you imagine a chair, your brain fires in a pattern that occurs whenever a chair is visualized. An algorithm can then be used to tie the data from a brain scan to the appropriate correlated images and your dream can be reconstructed.

So far the research is still fairly rudimentary researchers only claim to get the dream right about 60 percent of the time but it's still an extraordinary turn for the science of the mind.

Here's how the study worked. Subjects were first asked to hook themselves up to an electroencephalography (EEG) machine, then to fall asleep within an fMRI machine. Scientists used the EEG readings to identify when the subjects began to enter a dreaming phase. The subjects were then promptly woken up and asked to recall what they were dreaming about. This process was repeated nearly 200 times for each subject.

Later, the scientists crunched this data and discovered that certain common types of objects from the subjects' dreams could be correlated with brain patterns as recorded by the fMRI scans. They then used an internet search engine to look for images that roughly matched the objects from the subjects' dreams, and entered all of this information into a learning algorithm that refined the model even further.

That algorithm was then able to use the data from the dreamers' fMRI scans to assemble videos from the internet images, basically creating a primitive movie for each dream.

The research could eventually revolutionize how dreams are interpreted and understood. Scientists may even glean valuable clues about what the mysterious function of dreaming is in the first place.

II. PROCEDURE

2.1 Telepathy

The process was drawn out, if not downright inelegant. First, the team had to establish binary-code equivalents of letters; for example “h” is “0-0-1-1-1.” Then, with EEG (electroencephalography) sensors attached to the scalp, the sender moved either his hands or feet to indicate a 1 or a 0. The code then passed to the recipient over email. On the other end, the receiver was blindfolded with a transcranial magnetic stimulation (TMS) system on his head. (TMS is a non-invasive method of stimulating neurons in the brain; it is most commonly used to treat depression.) The TMS headset stimulated the recipient’s brain, causing him to see quick flashes of light. A flash was equivalent to a “1” and a blank was a “0.” From there, the code was translated back into text. It took about 70 minutes to relay the message.

In that study, researchers used the same EEG-to-TMS setup, but rather than pulsed light, stimulated the brain’s motor cortex to subconsciously cause the recipient to strike a key on a keyboard. Pascual-Leone contends, however, that his work is notable because the recipient was conscious of the communication.

2.2 Brain Controlling Through

The great expertise doctors are required to place the chip. It is been transplanted with the help of metallic tubes. The mask is been placed with the help of fiber optics cables. The semiconductor devices are also required to make the person faint for around 10 minutes.

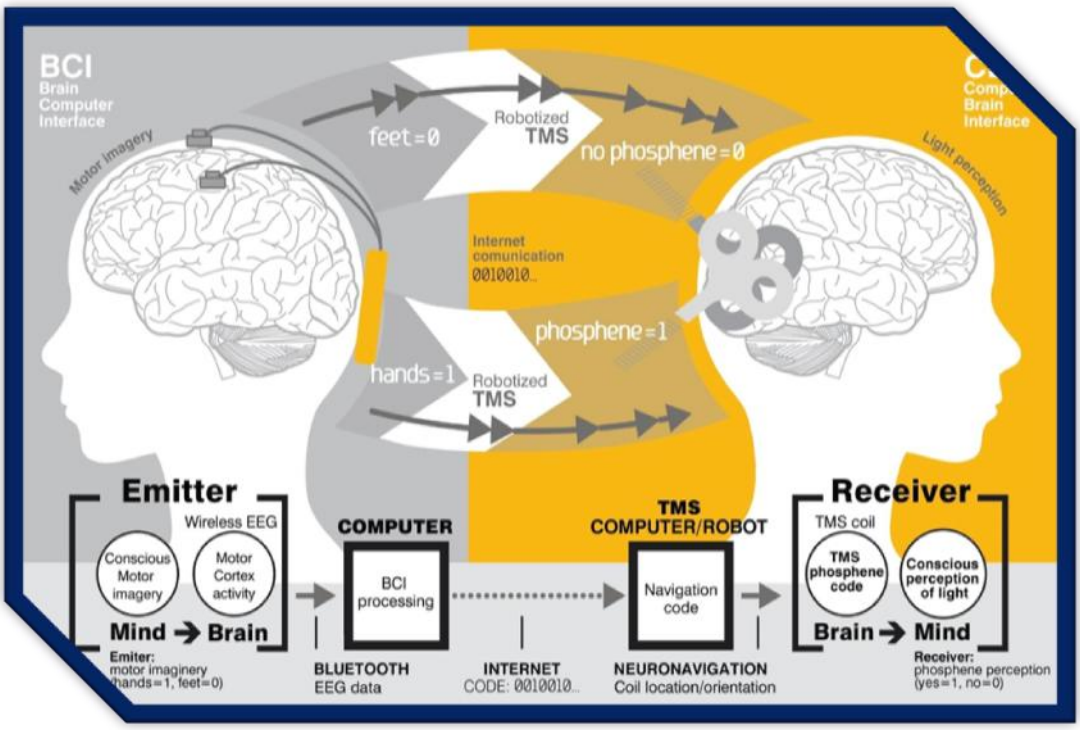
2.3 Recording Dreams

Elevation energy gadgets are used to be placed on the forehead while sleeping. The magneto static sticks are been sticked on the mind in the pattern of quadrant by which the microphes can record your dreams. After this the person can easily sleep and if the dreams are flowing like a wave in his/her mind are comfortably recorded. Now when the person wakes up in the morning; that particular person can see his/her own dream. Researchers reported that while some of the dreams were out of the ordinary -- for example a discussion with a famous actor -- most involved more mundane experiences from everyday life. From the dream accounts they picked out 20 of the most commonly occurring themes, such as "car", "man", "woman" and "computer", and gathered pictures which represented each category.

By comparing the second set of brain activity data with the recordings made just before the volunteers had been woken up, the researchers were able to identify distinctive patterns in three key brain regions which help us process what our eyes see. They also found that activity in a number of other brain regions with more specialized roles in visual processing, for example in helping us recognize objects, varied depending on the content of the dreams. Finally, they built a computer model which could predict whether or not each of the selected themes was present in the participants' dreams.

III. DIAGRAMATICAL PROOFS

3.1 Telepathy

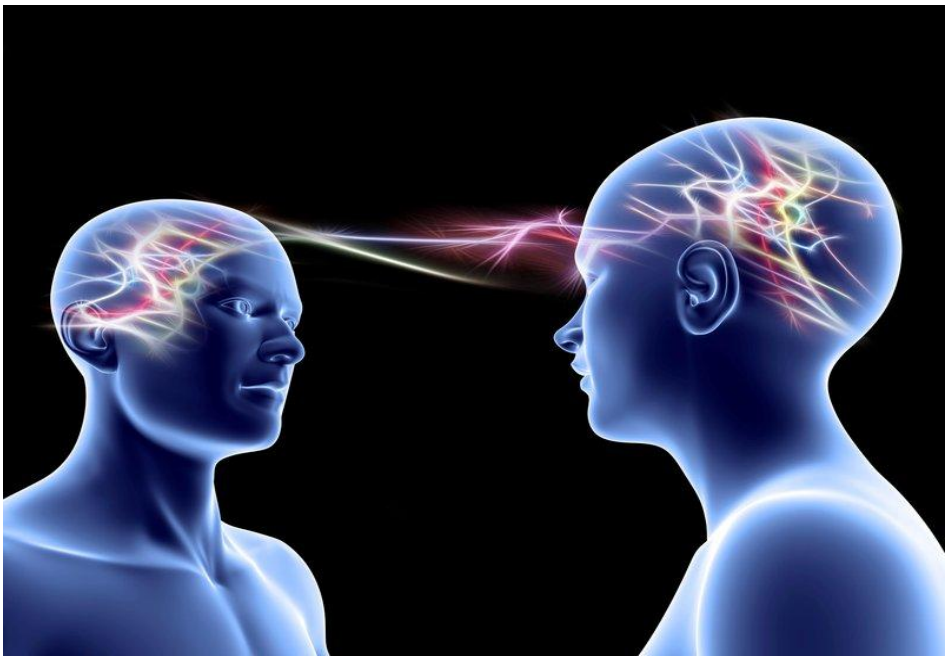


This is the diagram which will shows how the procedure of 'telepathy' works on the brain and helps in communication.

The following are the steps which will tell how the process works:-

- Firstly, the sender will wear EEG cap and the cap will capture the message which has to be delivered at the receiver's end. This can be done with the help of Emitter which is the combination of CMI and MCA. These two are the important filaments which are the person is taking it lightly.
- Now the message is been captured which will be transferred to the computer.
- Now, when the computer gets the message which is need to be delivered;
  it will encode it first into the machine language and it will again converted to the high level language so that it can be delivered to human understandable language. This can be possible with the help of 'Artificial Neuronavigation code i.e. robotic software where the messages are prepared to be delivered.
- At the last, the receiver will wear EEG cap consisting of phosphine perception including the higher concentration. As the result, the message will be delivered successfully at the receiver's end.

The below diagram shows the transferring of the waves of message from source end to the destiny end:-



3.2 Brain Controlling Through Brain

RNM works remotely to control the brain in order to read and detect any criminal thought taking place inside the mind of a possible perpetrator. Research studies have shown that the human brain thinks at a rate of about 5000 bits per second and does not have the capacity to compete with supercomputers performing via satellites, implants and biotelemetry. The human brain has a distinctive set of bioelectric resonance system. For the RNM system, supercomputers are being used and, thus, with its help, supercomputers can send messages through an implanted person's nervous system in order to influence their performance in a desired way.

RNM has been developed after about 50 years of neuro-electromagnetic involuntary human experimentations. According to many scientists, within a few years it is expected that DNA microchips will be implanted in the human brain which would make it inherently controllable. With RNM, it will be possible to read and control a person's emotional thought processes along with the subconscious and dreams. At present, around the world, supercomputers are monitoring millions of people simultaneously with the speed of 20 billion bits per second especially in countries like USA, Japan, Israel and many European countries.

RNM has a set of certain programs functioning at different levels, like the signals intelligence system which uses electromagnetic frequencies (EMF), to stimulate the brain for RNM and the electronic brain link (EBL). The EMF Brain Stimulation system has been designed as radiation intelligence which means receiving information from inadvertently originated electromagnetic waves in the environment. However, it is not related to radioactivity or nuclear detonation. The recording machines in the signals intelligence system have electronic equipment that investigate electrical activity in humans from a distance. This computer-generated brain mapping can constantly monitor all electrical activities in the brain. The recording aid system decodes individual brain maps for security purposes.

For purposes of electronic evaluation, electrical activity in the speech centre of the brain can be translated in to the subject's verbal thoughts. RNM can send encoded signals to the auditory cortex of the brain directly bypassing the ear. This encoding helps in detecting audio communication. It can also perform electrical mapping of the brain's activity from the visual centre of the brain, which it does by bypassing the eyes and optic nerves, thus projecting images from the subject's brain onto a video monitor. With this visual and audio memory, both can be visualised and analysed. This system can, remotely and non-invasively, detect information by digitally

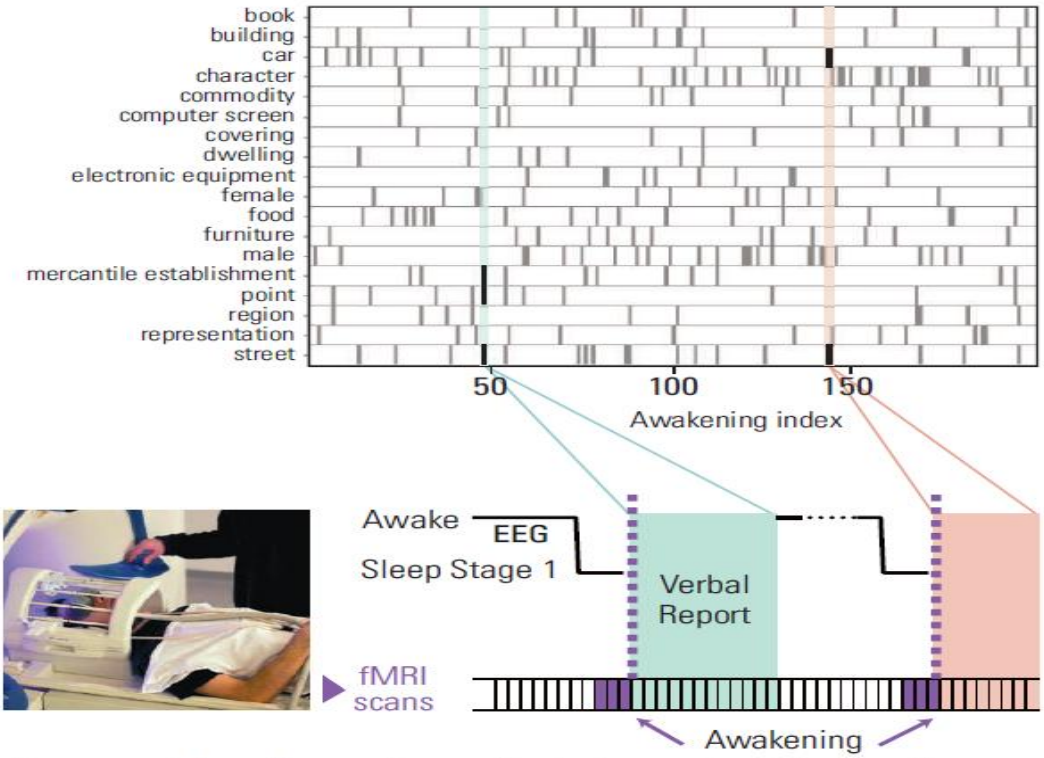
decoding the evoked potentials in 30-50Hz, 5 millwatt electromagnetic emissions from the brain. The nerves produce a shifting electrical pattern with a shifting magnetic flux which then puts on a constant amount of electromagnetic waves. There are spikes and patterns which are called evoked potentials in the electromagnetic emission from the brain. The interesting part about this is that the entire exercise is carried out without any physical contact with the subject.

The EMF emissions from the brain can be decoded into current thoughts, images and sounds in the subject's brain. It sends complicated codes and electromagnetic pulse signals to activate evoked potentials inside the brain, thus generating sounds and visual images in the neural circuits. With its speech, auditory and visual communication systems, RNM allows for a complete audio-visual brain to brain link or a brain-to-computer link.

Of course, the mechanism needs to decode the resonance frequency of each specific site to modulate the insertion of information in that specific location of the brain. RNM can also detect hearing via electromagnetic microwaves, and it also features the transmission of specific commands into the subconscious, producing visual disturbances, visual hallucinations and injection of words and numbers in to the brain through electromagnetic radiation waves. Also, it manipulates emotions and thoughts and reads thoughts remotely, causes pain to any nerve of the body, allows for remote manipulation of behaviour, controls sleep patterns through which control over communication is made easy. This can be used for crime investigation and security management.

This is how the human brain will work through the remote. As the lines shows the passage of transfering the message and the signals to instruct the veins and critical bones to resect and follows the order instructed by the controller.

3.3 Brain Controlling Through Remote



Dream catcher. Researchers collected reports of dreamed images from people awoken after sleeping in an MRI machine.

IV. EXPERIMENT

4.1 Ganzfeld Experiment

When using the Ganzfeld experiment to test for telepathy, one individual is designated the receiver and is placed inside a controlled environment where they are deprived of sensory input, and another is designated the sender and is placed in a separate location. The receiver is then required to receive information from the sender. The nature of the information may vary between experiments.

The ganzfeld experiment studies that were examined by Ray Hyman and Charles Honorton had methodological problems that were well documented. Honorton reported only 36% of the studies used duplicate target sets of pictures to avoid handling cues. Hyman discovered flaws in all of the 42 ganzfeld experiments and to access each experiment, he devised a set of 12 categories of flaws. Six of these concerned statistical defects, the other six covered procedural flaws such as inadequate documentation, randomization and security as well as possibilities of sensory leakage. Over half of the studies failed to safeguard against sensory leakage and all of the studies contained at least one of the 12 flaws. Because of the flaws, Honorton agreed with Hyman the 42 ganzfeld studies could not support the claim for the existence of psI.

Hyman also reviewed the autoganzfeld experiments and discovered a pattern in the data that implied a visual cue may have taken place:

The most suspicious pattern was the fact that the hit rate for a given target increased with the frequency of occurrence of that target in the experiment. The hit rate for the targets that occurred only once was right at the chance expectation of 25%. For targets that appeared twice the hit rate crept up to 28%. For those that occurred

three times it was 38%, and for those targets that occurred six or more times, the hit rate was 52%. Each time a videotape is played its quality can degrade. It is plausible then, that when a frequently used clip is the target for a given session, it may be physically distinguishable from the other three decoy clips that are presented to the subject for judging. Surprisingly, the parapsychological community has not taken this finding seriously. They still include the auto ganzfeld series in their meta-analyses and treat it as convincing evidence for the reality of psi.

NOTE: - The experiment failed because the censor leakage was there which is very harmful to the human body especially brain.

V. EXAMPLE TO DECODE THE TELEPATHY WITH THE PASSWORD

```
> telepathy
Telepathically manage passwords.
Usage: telepathy
Version: 5.0.1
 Options:
 -c, --config     config file                    [default: "/path/to/home/.telepathy.json"]
 -l, --length     password length                [default: 10]
 -n, --count      number of passwords to display [default: 5]
 -i, --index      starting password index        [default: 0]
 -s, --safe       [deprecated] see lax           [default: false]
 -x, --lax        lax mode (use base 62 instead of 94)  [default: false]
 -a, --algorithm  hashing algorithm to use       [default: "SHA256"]
 -d, --domain                                    [required]
 -u, --username                                  [default: "you"]
 > telepathy -d example.com
iIw+B2uWs,
u@FJ.K-s{:
(Eqo-9w.KV
f#2K@XEowy
0vU7ub/#&+
var Telepathy = require('telepathy');
 console.log(new Telepathy('testing').password({
   user: 'anitya',
   domain: 'anitya.com',
   length: 300,
   alphabet: Telepathy.alphabet.base94,
}));
```

VI. CODING PHENOMENA

Compiler.....: gcc

Compiler Flags.....: -march=native -mtune=native -O2 -pipe -fstack-protector --param=ssp-buffer-size=4 -D_FORTIFY_SOURCE=2 -Wall -Wextra -Wformat-security -Winit-self -Wmissing-prototypes -Wnested-externs -Wpointer-arith -Wshadow -Wsign-compare -Wstrict-prototypes -Wno-missing-field-initializers -Wno-unused-parameter -D_POSIX_SOURCE -std=c99

Prefix.....: /usr

Coding style checks.....: yes

Bugreporting

URL.....:https://bugs.freedesktop.org/buglist.cgi?product=Telepathy&component=logger

Public extensions library...: no

Introspection support.....: yes

```
make  all-recursive
make[1]: Entering directory `/home/bidar/dev./abs/telepathy-logger/src/telepathy-logger-0.8.0'
Making all in tools
make[2]: Entering directory `/home/bidar/dev/abs/telepathy-logger/src/telepathy-logger-0.8.0/tools'
sed  -e  's![@]abs_top_builddir[@]!/home/bidar/dev/abs/telepathy-logger/src/telepathy-logger-0.8.0!'  telepathy-glib-env.in > telepathy-glib-env
chmod +x telepathy-glib-env
make[2]: Leaving directory `/home/bidar/dev/abs/telepathy-logger/src/telepathy-logger-0.8.0/tools'
Making all in extensions
make[2]: Entering directory `/home/bidar/dev/abs/telepathy-logger/src/telepathy-logger-0.8.0/extensions'
/usr/bin/mkdir -p _gen
/usr/bin/mkdir -p _gen
  GEN      _gen/all.xml
  GEN      _gen/misc.xml
Traceback (most recent call last):
  File "../tools/xincludator.py", line 36, in <module>
xincludate(dom, argv[0])
  File "../tools/xincludator.py", line 14, in xincludate
for i in xrange(dom.documentElement.attributes.length):
NameError: global name 'xrange' is not defined
Traceback (most recent call last):
  File "../tools/xincludator.py", line 36, in <module>
xincludate(dom, argv[0])
  File "../tools/xincludator.py", line 14, in xincludate
for i in xrange(dom.documentElement.attributes.length):
NameError: global name 'xrange' is not defined
make[2]: *** [_gen/all.xml] Fehler 1
```

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make[2]: *** Warte auf nochnichtbeendeteProzesse...

make[2]: *** [_gen/misc.xml] Fehler 1

make[2]: Leaving directory `/home/bidar/dev/abs/telepathy-logger/src/telepathy-logger-0.8.0/extensions'

make[1]: *** [all-recursive] Fehler 1

make[1]: Leaving directory `/home/bidar/dev/abs/telepathy-logger/src/telepathy-logger-0.8.0'

make: *** [all] Fehler 2

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