

ARTIFICIAL INTELLIGENCE AND DECISION MAKING

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e-mail: alex.thunder@lut.by, chf700@yandex.ru, timursamigulin98@gmail.com

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Leonov A.S.
Osmulkevich N.E.
Samigulin T.R.

THE CHOICE OF SOFTWARE AND HARDWARE FOR DETERMINING
THE PSYCHOEMOTIONAL STATE OF USERS IN THE
DEVELOPMENT OF AN ADAPTIVE LIGHTING SYSTEM

Saint Petersburg National Research University of Information Technologies, Mechanics and Optics,
49 Kronverkskiy prospekt, St. Petersburg, 197101, Russia

e-mail: alex.thunder@tut.by, chf700@yandex.ru, timursamigulin98@gmail.com

Abstract

Light plays an important role in people's lives, since a person is forced to be in artificial lighting conditions most of the time. Therefore, lighting should provide a comfortable environment for work and study. Many manufacturers of lighting equipment, and lighting designers are thinking about optimizing the lighting environment and equipment functions that can improve the quality of human life. To achieve this goal, research is being carried out in the field of creating lighting solutions that meet the needs of various groups of the population, for example, supporting circadian rhythms, the influence of the spectral characteristics of light sources on increasing

productivity. The purpose of this work is to review the hardware and software that are used in the future development of adaptive lighting systems. The article describes the hardware and software, which were used to determine the psycho-emotional state of the user when creating an intelligent multi-user adaptive lighting system.

Keywords: lighting, adaptive lighting systems, multi-user lighting systems, interactive lighting.
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[1-6].

[10, 11].

[8, 9]:

1. ;
 2. ();
 3.); (;
 4. ;
 5. () ;
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 1. , , ;
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 3. (, ,);
 4. (,).

1.



1.

Fig. 1. Functional diagram of equipment connection

Python,
 1.

, GPIO Raspberry.
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 RPi.GPIO,
 2.

GPIO Python.
 ,
 [20].

Adafruit PCA9685,
 16 - , 24 MOSFET IRF520 -
 2

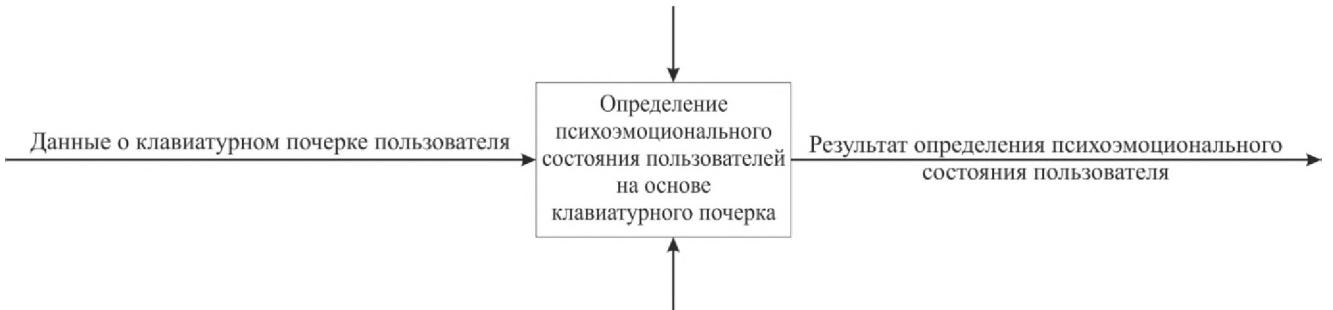
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 Adafruit_PCA9685 Python.
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 JSON- ,
 3.
 Raspberry Pi I²C BME680
 MAX44009.

Python
 GitHub- Adafruit BME680 [6] MAX44009 [7].

2.

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 1. ();
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 4. ;
 5.

Параметры, по которым происходит определение психоэмоционального состояния



. 2.

Fig. 2. Information model for determining the psychoemotional state of users based on keyboard handwriting

(), ()

[21].

3.

-36 +/- 3 , 15,8 / (10000), 50-20000 , 3.

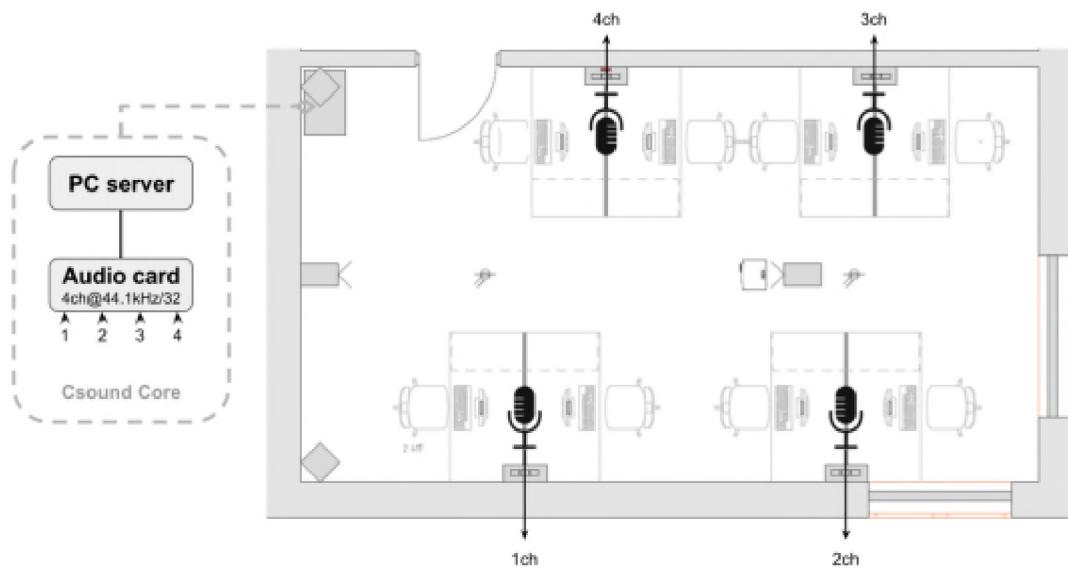


Рис. 3. Схема расположения микрофонов
Fig. 3. Microphone layout

Csound [17].

1.

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2.

, 90

4.

6 , 3072 2048, 120

4.

Python

OpenCV.

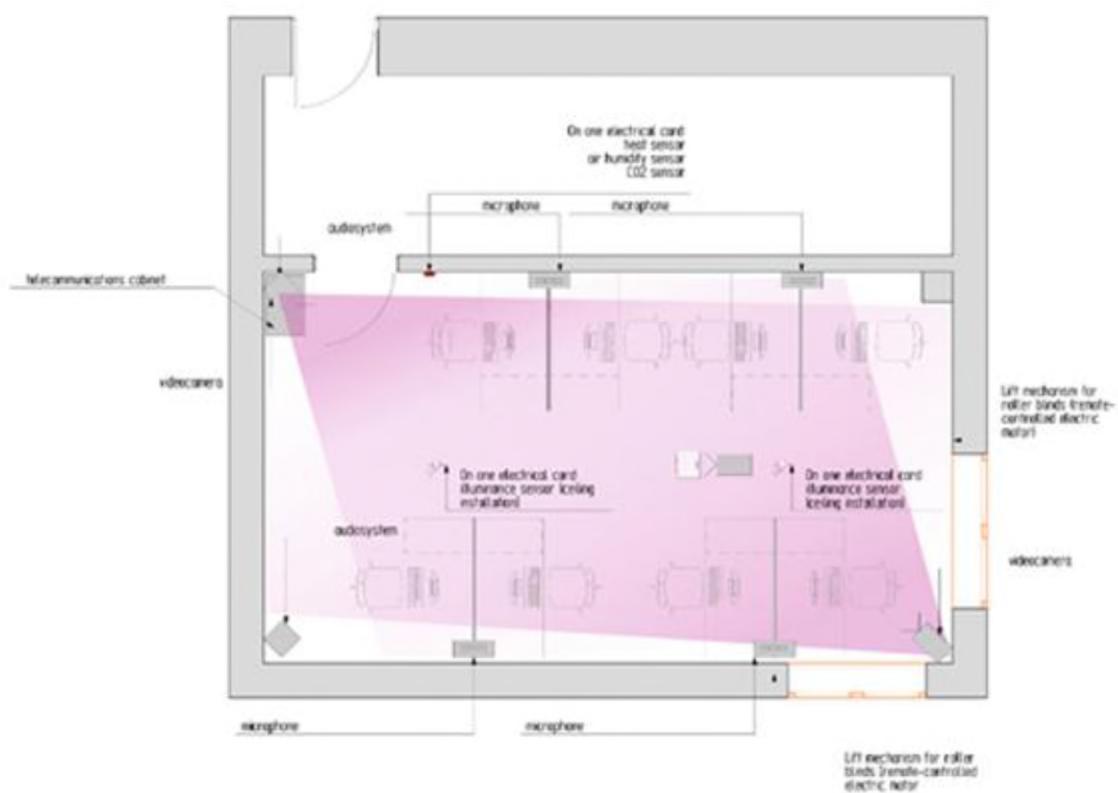


Fig. 4. The layout of the cameras

5.

web- (5), :

1.

;

2.

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Изображены 9 эмоциональных масок, отображающих различные эмоциональные состояния. Вам необходимо соотнести свое текущее эмоциональное состояние в настоящий момент с этими лицами и после этого указать номер лица, которое в большей мере соответствует вашему настроению. Рядом с номером маски обозначены степени выраженности этого состояния с помощью букв (с. 6, а).
А – выражено очень сильно
Б – выражено слабо
В – выражено несколько больше других эмоциональных состояний

○ A ○ B ○ B	○ A ○ B ○ B	○ A ○ B ○ B
○ A ○ B ○ B	○ A ○ B ○ B	○ A ○ B ○ B
○ A ○ B ○ B	○ A ○ B ○ B	○ A ○ B ○ B

Далее

Укажите в каждом утверждении степень соответствия в процентах от 0 до 100, где 0% – не проявляется, а 100% – ярко выражено. Если считаете необходимым сообщить о своих ощущениях состояния, которое оказывает свет – укажите это в комментариях в свободной форме.

Освещение в помещении:

[Не нравится] 0% [Нравится] 100%

Комментарий: _____

[Расслабляет] 0% [Активизирует] 100%

Комментарий: _____

[Мешает] 0% [Помогает] 100%

Комментарий: _____

Далее

5. Web-

Fig. 5. Web application for automated collection of data on the state of the experiment participants

Web-

– (),
, (),

Nuxt.js.

, Vue.js, Babel, Webpack Bootstrap 4,

,

web-

Flask.

Python

MongoDB,

NoSQL,

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JSON (JavaScript Object Notation),

Pymongo.

Docker-

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[12-14].

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3500 325 4000
300

2.

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1. ; 4000 300 10:00, 13:00
18:00;
2. ;
3. ;
4. ; 11:00 15:00.

3.

, , , , , upscaling.

[16-19].

1.

1.

1.

3.

4.

5.

10.08.2021.

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Leonov Aleksandr Sergeevich, engineer, National Center for Cognitive Development, 2-year master's student of the Intelligent Technologies in Telecommunications program

Osmulkevich Nikita Evgenievich, engineer, National Center for Cognitive Development, 1-year master's student of the Intelligent Technologies in Telecommunications program

Samigulin Timur Ruslanovich, engineer, National Center for Cognitive Development, 2-year master's student of the Big Data Financial Technologies program of the Faculty of Digital Transformation