BLUE BRAIN

By
S Lokeshwari,
07W91A0547
Contents:

1. Introduction
2. History
3. Brain Simulation
4. Hardware and software requirement
5. Advantages
6. Conclusion
Introduction:

“Blue brain” – The name of the world’s first virtual brain. That means a machine that can function as human brain. The main aim is to upload human brain into machine.
Blue Gene/P 147,456 CPUs and 144 TB memory  Cat-scale with 1 billion neurons, 10 trillion synapses 100-1000 times slower than real-time at 0.1ms simulation resolution. Prediction: In 2019, using a supercomputer with 1 Extra flop/s and 4PB of main memory, a near real-time human-scale simulation may become possible.
BRAIN SIMULATION:

1. Uploading human brain

2. Simulated Brain
   2.1 Input
   2.2 Interpretation
   2.3 Output
   2.4 Memory
   2.5 Processing

Super Computer
Uploading human brain:

- The uploading is possible by the use of small robots known as the Nanobots. These robots are small enough to travel throughout our circulatory system.

- Nanobots could also carefully scan the structure of our brain, providing a complete readout of the connections.
Hardware and software requirements:

- A super computer.
- Memory with a very large storing capacity.
- Processor with a very high processing power.
- A very wide network.
- A program to convert the electric impulses from the brain to input signal, which is to be received by the computer, and vice versa.
- Very powerful Nanobots to act as the interface between the natural brain and the computer.
Advantages:

- We can remember things without any effort.
- Decision can be made without the presence of a person.
- Even after the death of a man his intelligence can be used.
- The activity of different animals can be understood. That means by interpretation of the electric impulses from the brain of the animals, their thinking can be understood easily.
- It would allow the deaf to hear via direct nerve stimulation, and also be helpful for many psychological diseases.
- By down loading the contents of the brain that was uploaded into the computer, the man can get rid from the madness.
CONCLUSION:
we will be able to transfer ourselves into computers at some point. Most arguments against this outcome are seemingly easy to circumvent. They are either simple minded, or simply require further time for technology to increase. The only serious threats raised are also overcome as we note the combination of biological and digital technologies.