

Artist Design July 6th, 2010

The Wetware-Hardware Interface: Three ways of interfacing our brain to a computer/

Rudy Lauwereins

Vice President Smart Systems Technology Office Professor Katholieke Universiteit Leuven



Overview





Overview





What 40 years "More Moore" brought to us...

From 200 bytes filling a big room...

To 32 Gbytes filling your pocket...



Nevertheless, input/output remained the same...





6

From a computer-in-your-pocket to hidden-electronics-everywhere: autonomous interfaces to the real-world needed



Heterogeneous interfaces needed

© Intel

Revolution enabled by More than Moore



For health care related hidden-electronics-everywhere, we need interfacing with electrogenic characteristics of the body

System level – electrical activity of all neurons measured outside the body

Too bulky Too uncomfortable











Too coarse

No feedback loop

Micro level – electrical activity of one neuron measured/stimulated inside the body



Macro level electrical activity of a region of neurons stimulated inside the body

Overview





Illustration of a patient getting an ECG. TADAM.

What miniaturization can bring you: See your heart activity... comfortably and continuously









What miniaturization can bring you: Hear your brain activity... comfortably and continuously



but this...









Listen to your brain activity

What miniaturization can bring you: Hear your brain activity... comfortably and continuously





Overview





Challenges for DBS implantable devices





VISION: in vivo



Wafer-level micro fabrication & packaging of neural probes



Broad choice of topologies & materials characterized in solution, in vitro, in vivo



imec



Rudy Lauwereins | © IMEC restricted 2010 | 17

Efficient design cycle using experimental characterization – modeling – simulation



Achieving compliance for (bio)medical use: Biocompatibility, MRI compliance, insertion behavior









with KULeuven



Signal processing & electronics for simultaneous multi-channel recording & stimulation



From components to a fully integrated implantable micro system for small animal (and human) use





Small animal Acute case





Overview







Why does the merger make sense?



Micro- and nanoelectronics <-> Biology





Technology paves the way from cell to computer



Via functional cell-IC interfacing towards novel in vitro and in vivo tools for life sciences and healthcare





NanoIONICS

imec

NanoELECTRONICS

VISION: in vitro

 From classical neuroscience to probing and controlling the brain at the level of a single cell and even single synapse



Classical method (patch clamp)

Imec



IMEC approach

3D electrodes: nails

Flat vs. nail-like:

- Increase electrode-membrane coupling
- Increase $R_{seal} \rightarrow$ better signal quality





Tuning hardware to fit biology

Replace planar electrodes with 3D cellular probes



On chip "ENGULFMENT"

imec

Improved signal coupling (reduced signal leakage, reduced parasitics)

Applications: in vitro

- R&D tools for basic science (e.g. understanding cellular signaling, communication, disease mechanisms)
- Drug screening
- Biosensors
- Actuation and sensing of prosthesis





IMEC's NEURAY chip

Tuning hardware to fit biology

 Full system integration (customized for application)





CMOS readout/control electronics In situ amplification TSMC 0.18 µm technology



Cellular probes: needles & syringes

From technology to the complete prototype system for *in vitro* micro nail array recording & stimulation



- Process development for nails
- CMOS design
- Packaging

imec

• System setup



Cellular responses

Increased actin concentration around nails → ENGULFMENT

Axon guidance due to nail spacing → CELL TAXIS







Localized neuronal stimulation







Overview





From micro-level in-vitro to in-vivo...

Sensing and steering individual neurons will enable the coupling of prostheses to the human nervous system





From micro-level in-vitro to in-vivo... and back to invitro: the scary part



Will the data centers of the future look like this?







