

# LabStreamingLayer Overview

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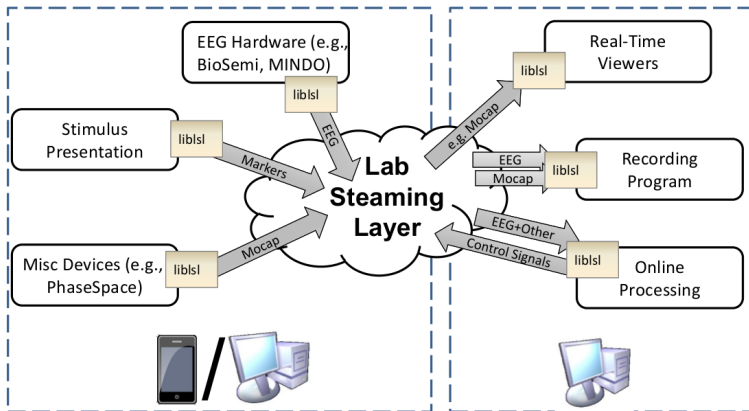
EEGLab Workshop

November 20, 2016

- 1 Introduction
- 2 Why is LSL
- 3 A Brief Description of LSL

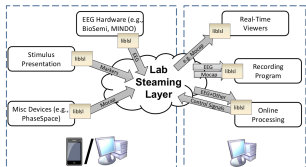
## 1. Introduction

## What is LabStreamingLayer?



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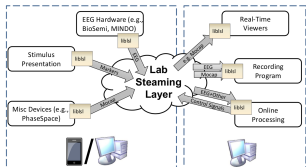
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- open source software library

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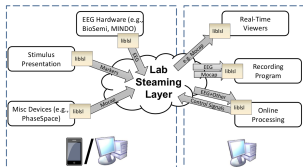
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- open source software library
- highly extensible and supports wrappers for numerous languages

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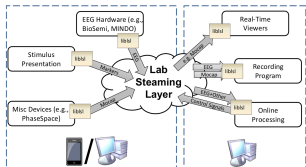
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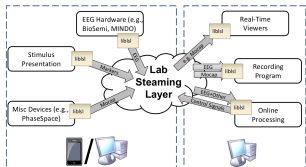
## What is LabStreamingLayer?



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- overlay network
- realtime data streaming

## 1. Introduction

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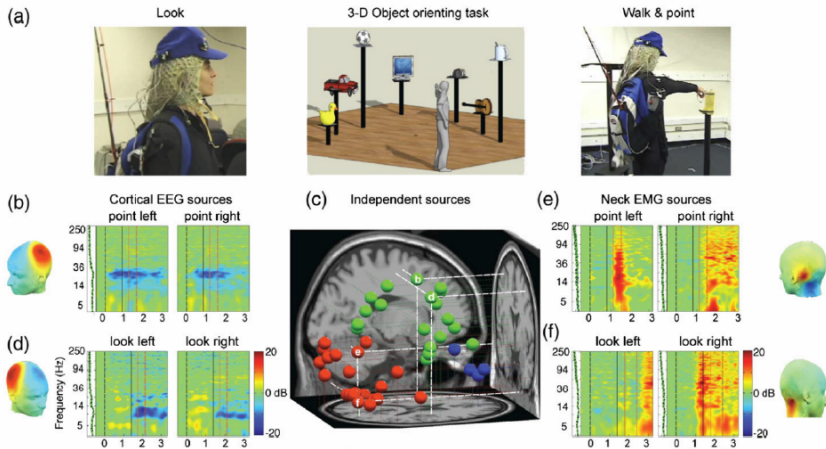


- open source software library
- highly extensible and supports wrappers for numerous languages
- overlay network
- realtime data streaming
- facilitates multimodal data stream synchronization without hardware triggers



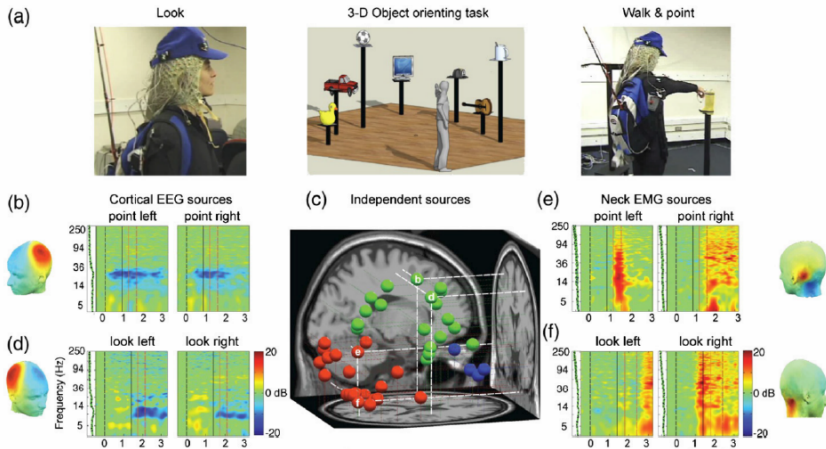
## 2. Why is LSL

## Mobile Brain/Body Imaging (MoBI)



## 2. Why is LSL

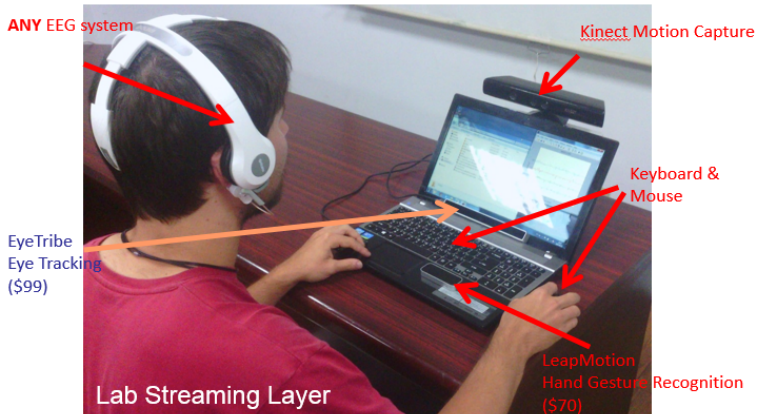
## Mobile Brain/Body Imaging (MoBI)



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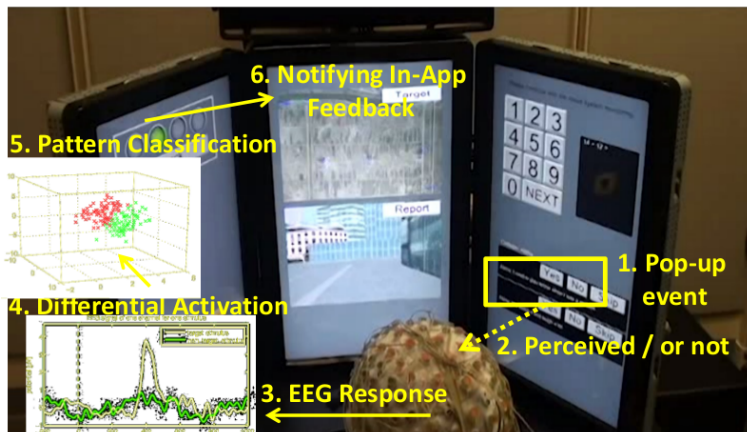
MoBI in a Box

### Low-Cost Mobile Brain/Body Imaging (MoBI) Platform



## 2. Why is LSL

## Large Scale Experiments



## 2. Why is LSL

## Synchronizing

**EEG and ExG**



**Full-Body Motion Capture**



**Eye-Tracking**



**Human Interface Devices, System State, Etc.**



## 2. Why is LSL

## Synchronizing

The Challenge: To Synchronize Multiple (Asynchronous) Streams

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- EEG/EMG/EOG – i.e. with BioSemi – 512 Hz

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- EEG/EMG/EOG – i.e. with BioSemi – 512 Hz
- Stimulus Presentation Markers – i.e. with Presentation – random times



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- EEG/EMG/EOG – i.e. with BioSemi – 512 Hz
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- EEG/EMG/EOG – i.e. with BioSemi – 512 Hz
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- Stimulus Presentation Markers – i.e. with Presentation – random times
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- HCI, GSR, Heartrate, Forceplate, etc. ?? Hz

## 2. Why is LSL

## Synchronizing

The Challenge: To Synchronize Multiple (Asynchronous) Streams

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- Measure and test EVERYTHING

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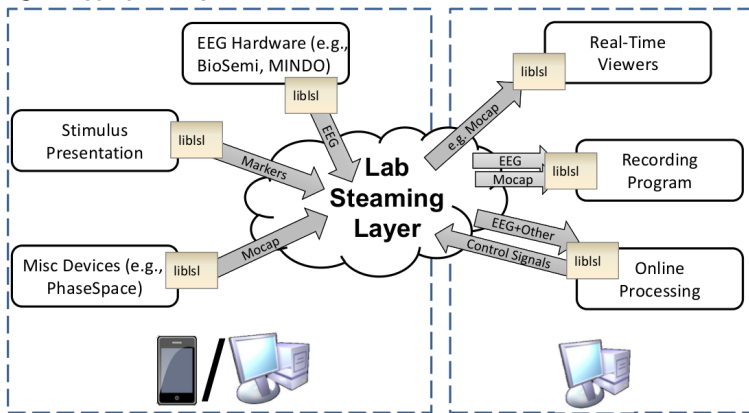
- Attach timestamps to data
- Attach timestamps to record times
- Measure and test EVERYTHING OVER AND OVER



### 3. A Brief Description of LSL

### Overview

#### LSL Network View



### 3. A Brief Description of LSL

### Overview – liblsl

#### liblsl

liblsl is an opensource C/C++ library and API for timestamping and streaming multimodal data accross a network.

- Basically provides methods for creating 3 objects:

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  - `stream_info` (metadata)

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  - `stream_info` (metadata)
  - `stream_outlet` (send data)

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- Basically provides methods for creating 3 objects:
  - `stream_info` (metadata)
  - `stream_outlet` (send data)
  - `stream_inlet` (receive data)

### 3. A Brief Description of LSL

#### Details – stream\_info

`stream_info` constructor params

Specifies the nature of an lsl stream (essentials)

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#### Details – stream\_info

##### stream\_info constructor params

Specifies the nature of an lsl stream (essentials)

- name ('ActiChamp')
- type ('EEG')
- channel count ('64')
- sample rate('512')
- format ('float32')
- source Id ('8JIAes263D' some such serial number)

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##### append meta-data

XML based information that adheres to a basic template, but can be extended to contain anything, anyhow



### 3. A Brief Description of LSL

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stream\_outlet constructor params

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`stream_outlet` constructor params

- `stream_info` object

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### 3. A Brief Description of LSL

### Details – `stream_outlet`

#### `stream_outlet` constructor params

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- once created, a `stream_outlet` object sits on an open socket (a data stream publisher) and can be pinged by clients to initiate connection (subscription)

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- a loop on a separate thread can stream data or poll for data (push\_sample) to output sporadically

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- destroy after using...(show some code)



### 3. A Brief Description of LSL

### Details – stream\_inlet

```
resolve_stream
```

### 3. A Brief Description of LSL

### Details – stream\_inlet

#### resolve\_stream

- @param prop ('name', 'type', etc.)
- @param value ('ActiChamp', 'EEG', etc.)
- @return std::vector<stream\_info>

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#### stream\_inlet constructor

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### Details – `stream_inlet`

#### `resolve_stream`

- @param prop ('name', 'type', etc.)
- @param value ('ActiChamp', 'EEG', etc.)
- @return `std::vector<stream_info>`

#### `stream_inlet` constructor

- @param info (one of the `stream_info` objects returned by `resolve_stream`)
- (optional) @params buffer length, chunk length, recover (bool)

### 3. A Brief Description of LSL

### Details – stream\_inlet

stream\_inlet life-cycle

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##### stream\_inlet life-cycle

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- destroy when all done (show some code)

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### Overview – Apps

31 Apps to interface LSL with various devices

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- Setup 'streaminfo' and metadata (xml)
- Open LSL 'outlet'

### 3. A Brief Description of LSL

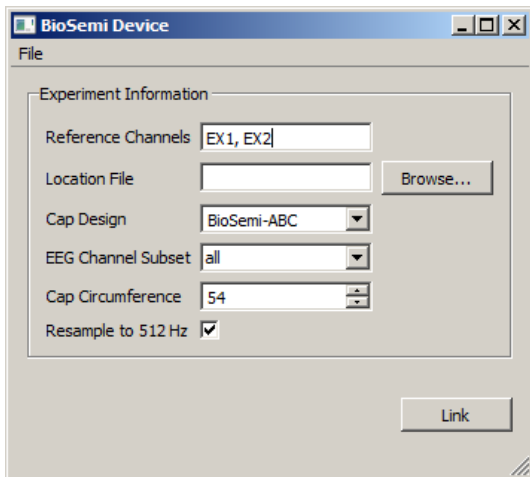
### Overview – Apps

#### 31 Apps to interface LSL with various devices

- Link to LSL and vendor libraries (if any)
- Setup 'streaminfo' and metadata (xml)
- Open LSL 'outlet'
- Launch listener thread to 'push' LSL data as it arrives

### 3. A Brief Description of LSL

### Overview – Apps



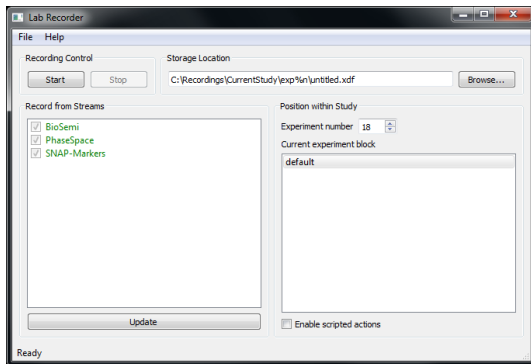
The image shows a software window titled "BioSemi Device". It has a standard Windows-style title bar with minimize, maximize, and close buttons. Below the title bar is a menu bar with "File". The main area is labeled "Experiment Information" and contains several configuration fields:

- Reference Channels: A text box containing "EX1, EX2".
- Location File: A text box followed by a "Browse..." button.
- Cap Design: A dropdown menu showing "BioSemi-ABC".
- EEG Channel Subset: A dropdown menu showing "all".
- Cap Circumference: A text box with a spinner, showing "54".
- Resample to 512 Hz: A checked checkbox.

A "Link" button is located at the bottom right of the window.

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### Overview – Apps

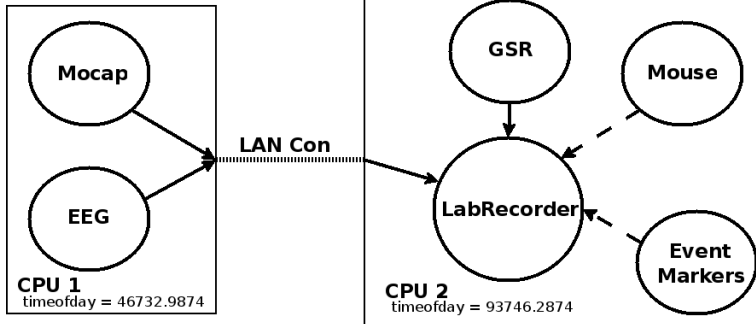




### 3. A Brief Description of LSL

### Overview – LabRecorder and load\_xdf.m

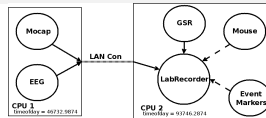
Typical Setup:



### 3. A Brief Description of LSL

### Overview – LabRecorder and load\_xdf.m

LabRecorder



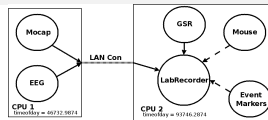
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### Overview – LabRecorder and load\_xdf.m

#### LabRecorder

- Locate streams, write metadata to output file header



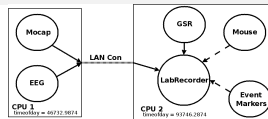
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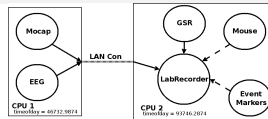
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#### LabRecorder

- Locate streams, write metadata to output file header
- Read streams, write data to output file
- Periodically check clock offsets (NTP), write offsets to output file footer



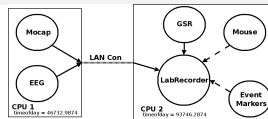
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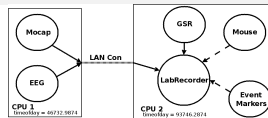
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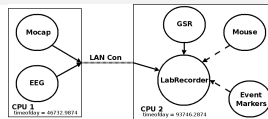
- Organize meta-data into a datastructure

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#### load\_xdf.m

- Organize meta-data into a datastructure
- Linearize non-sporadic timestamps

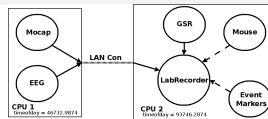


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#### load\_xdf.m

- Organize meta-data into a datastructure
- Linearize non-sporadic timestamps
- Use clock offsets and known latencies to synchronize data streams

### 3. A Brief Description of LSL

### Synchronization

#### 1: Calculate Clock Offsets

### 3. A Brief Description of LSL

### Synchronization

#### 1: Calculate Clock Offsets

- Record clock offsets periodically during data acquisition using clock filter algorithm (NTP) using `get_time_of_day` to record sets of 4 timestamps in rapid succession:

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  - send from inlet to outlet (t0)

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  - immediately send from outlet to inlet (t3)

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  - receive from outlet at inlet (t4)

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### Synchronization

#### 1: Calculate Clock Offsets

- Record clock offsets periodically during data acquisition using clock filter algorithm (NTP) using `get_time_of_day` to record sets of 4 timestamps in rapid succession:
  - send from inlet to outlet ( $t_0$ )
  - receive from inlet at outlet ( $t_1$ )
  - immediately send from outlet to inlet ( $t_3$ )
  - receive from outlet at inlet ( $t_4$ )
- round trip time (RTT) =  $(t_3 - t_0) - (t_2 - t_1)$



### 3. A Brief Description of LSL

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  - immediately send from outlet to inlet ( $t_3$ )
  - receive from outlet at inlet ( $t_4$ )
- round trip time ( $RTT$ ) =  $(t_3 - t_0) - (t_2 - t_1)$
- clock offset ( $OFS$ ) =  $((t_1 - t_0) + (t_2 - t_3))/2$  (for lowest  $RTT$ )

### 3. A Brief Description of LSL

### Synchronization

#### 2: Map drifting clock values and fit

### 3. A Brief Description of LSL

### Synchronization

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- This is normally done post-hoc in `load_xdf.m` using a fitting procedure. Each map is calculated using an ADMM method incorporating the Huber loss function ([http://www.stanford.edu/~boyd/papers/distr\\_opt\\_stat\\_learning\\_admm.html](http://www.stanford.edu/~boyd/papers/distr_opt_stat_learning_admm.html))
- Each map is a DC offset and a slope adjustment ( $y_n = ax_n + b$ ) for each intermittent OFS record point (default is 5s between queries).

### 3. A Brief Description of LSL

### Synchronization

#### 2: Map drifting clock values and fit

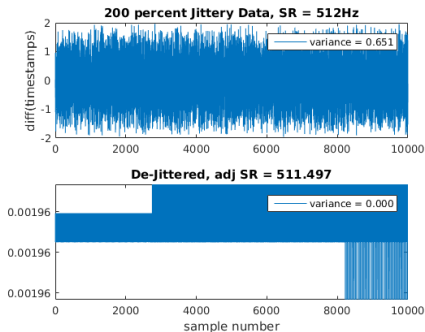
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- Each map is a DC offset and a slope adjustment ( $y_n = ax_n + b$ ) for each intermittent OFS record point (default is 5s between queries).
- The latest version of LSL has methods for doing this online, but it is not yet validated

### 3. A Brief Description of LSL

### Synchronization

#### 3: Linearize/De-Jitter the timestamps (if appropriate)

- Simple linear regression is very robust:

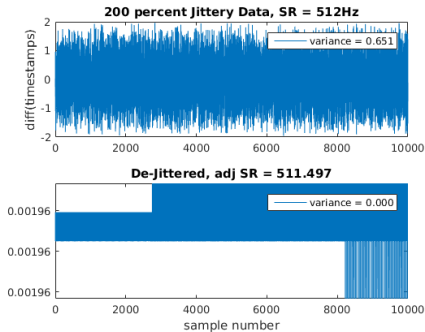


### 3. A Brief Description of LSL

### Synchronization

#### 3: Linearize/De-Jitter the timestamps (if appropriate)

- Simple linear regression is very robust:



This will fail if the sampling rate changes!

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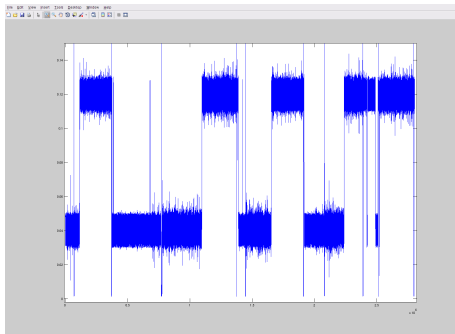
### Synchronization

This is bad:

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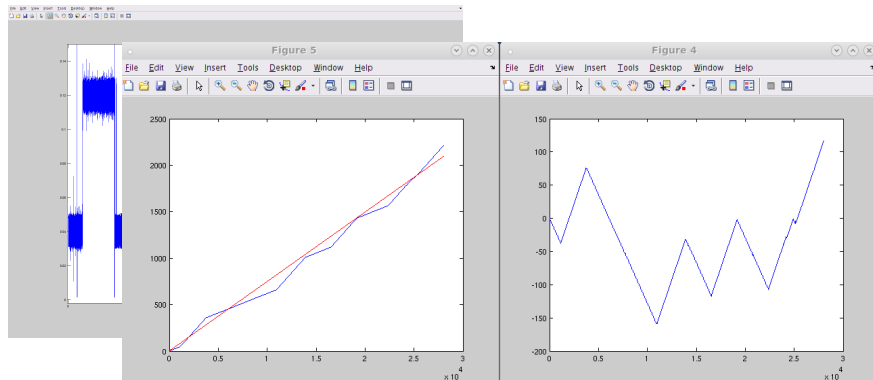




### 3. A Brief Description of LSL

### Synchronization

This is bad:



Red line is linearized timestamps, blue is raw. On the right is the difference: between  $\pm 150$ s !!! .

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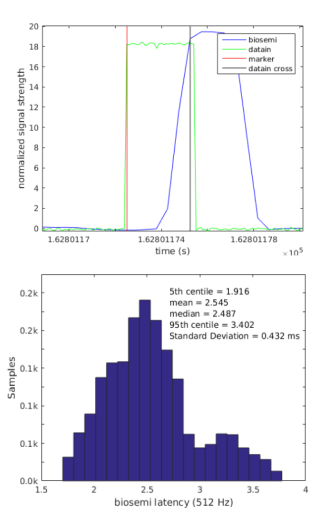
### Synchronization

Determine device Lag:

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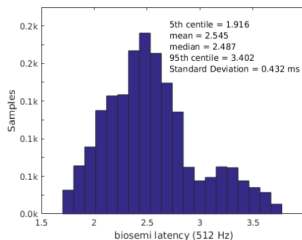
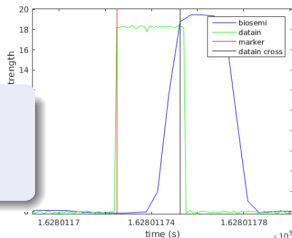


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### Synchronization

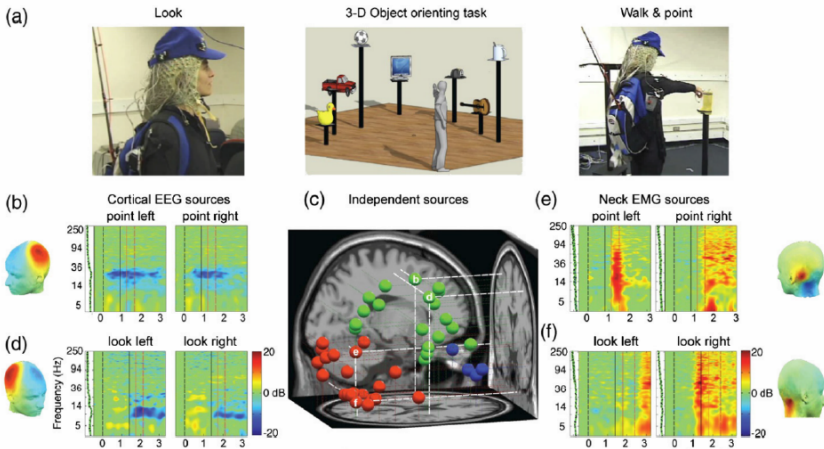
Determine device Lag:

To complete the synchronization, simply subtract the mean.



### 3. A Brief Description of LSL

### Synchronization



Thank You!