Real-world MoBI and BCIs Tzyy-Ping (TP) Jung



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Motivations

MoBI has gained increasing attention of the still room for the still r

The Heart is a

Lonely Hunter (1968)

 The bio-sensing modalities skin GSR, eye-gaze, pupil bulky, costly, inconven

Motion capture

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Conducting Experiment (2013)

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Audio maze

Outline

- Advanced sensors and apparatuses for measuring neural, physiological, and behavioral data from unconstrained subjects in virtual and real-world environments.
- Signal-processing techniques to automatically remove artifacts or noise in the neural and physiological recordings.
- A sample study uses a multi-modal approach (e.g. eyegaze tracking and EEG) to explore students' underlying cognitive processes and brain dynamics during science learning.

A Truly Wearable Multi-modal Biosensing Platform for Real-World Neuroimaging

We have developed a low-cost wearable multi-modal bio-sensing system capable of recording (neuro)physiological signals, eye-gaze overlaid on world view, and motion capture in real-world settings.

Wearable sensors

- World camera- Subject's visual perspective
- Eye Camera: Tracking subject's pupil
- EEG: Subject's brain activity
- ECG: Subject's Heart Rate and Heart-Rate Variability
- PPG: Photoplethysmogram
- Any other biosensors as per need such as GSR, HRV.



Sensors

Earlobe Photoplethysmogram (PPG) Sensor (1.6cm x 1.6cm x 0.6cm)





BACK



- A. IR emitter & detector
- B. A third-order analog high-gain bandpass filter (0.8 - 4 Hz)
- C. A 100Hz 16-bit ADC (TI ADS 1115)
- D. A 3-axis accelerometer measures motions of the sensor and removes it from the PPG signal using an adaptive noise-cancellation filter.

Non-prep EEG Sensor



- A. Silver-epoxy-based (Ag) EEG sensor
- B. A 3D-printed case housing a conductive element for shielding.
- C. An on-board OpAmp (TI TLV 2211) as a voltage follower to improve SNR of the EEG data.

A Truly Wearable Multi-modal Biosensing Platform for Real-World Neuroimaging



A wearable embedded system (Broadcom BCM2837)

- Data acquisition from sensors
- Control the sampling rate of each sensor
- Using a digital filter on the sensor data if analog filtering has not been done.
- Time-stamping the sensors' data for synchronization
- Record the data on itself or send the time-stamped data using Wi-Fi to a remote machine.



Fig. 5. Embedded System (A) Power circuitry, (B) World camera connect (C) PPG connector, (D) Audio jack connector, (E) Eye camera connect (F) EEG sensors connector and ADC module, (G) Wi-Fi module, and (Raspberry Pi Compute Module 3

Software on a Host Computer



Earlobe Photoplethysmogram (PPG)

Heart rates were measured while subjects were sitting and walking in-place.



Steady-state visual evoked potential (SSVEP): Brain's electrical response to repetitive visual stimulation

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Wei et al., IEEE SMC 2018



Eye tracking

Precision: the RMS of the angular distance between successive samples during a fixation.

Accuracy: the average angular offset distance in degrees of the visual angle - between fixation locations and the corresponding targets.



A Truly Wearable Multi-modal Biosensing Platform for Cognitive Experiments

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Wearable sensors

- World camera- Subject's visual perspective
- Eye Camera: Tracking subject's pupil
- EEG: Subject's brain activity
- ECG: Subject's Heart Rate and Heart-Rate Variability
- PPG: Photoplethysmogram
- IMUs for full-body motion capture
- Any other biosensors as per need such as GSR, HR, HRV.







Multi-modal Bio-sensing During a Gameplay



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Difficulties in Observing Distributed EEG dynamics



Scalp EEG signals appear to be noisy because they are a mixture of signals generated in many brain areas.

Independent Component Analysis



Courtesy of SoftMax, Inc

Off-line Analysis and Visualization of EEG Source Dynamics







Real-time EEG Source-mapping Toolbox (REST)



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Live streaming multi-**Graphical User Interface** Luca Pion-Tonachini channel data (LSL) REST Stream Views Preprocessing: **Real-time EEG** Cognionics Quick-30 1701Q30E Analvzer & Visualizer **Re-reference** Band-pass filtering (III Stream Info Name: Cognionics Quick-30 Data cleaning (ASR) Activations # channels: 32 ALCOUNT OF Sample Rate: 500 Hz Stream Options ICA Cleaned Source separation: Overplot previous stage Online Recursive ICA Stream I/O LSL Output 216 216.5 217 217.5 218.5 218 219 219.5 220 220.5 Time (sec) \square Source Viewe Source Options IC5 IC18 IC19 IC16 Sort ICs Source-level analys Select ICs Source localization • Source Analyzer Source classification IC Classification IC Label: Eye IC Label: Eve IC Label: IC Label: Not Eye IC Label: Not Eye EyeCatch 25 20 **Reject Settings** 15 Auto Reject / Lock Real-time applications. .20 15 Automatic artifact removal 20 20 20 10 30 40 10 30 40 10 30 40 10 20 30 4Ĥ 10 20 30 40 Frequency (Hz) Frequency (Hz) Frequency (Hz) rcv (Hz) equency (Hz) Pause Reject Brain-state monitoring Reject Lock Lock

Code: https://github.com/goodshawn12/REST

Pion-Tonachini & Hsu, IEEE EMBC, 2015 Hsu et al., IEEE EMBC, 2015 Hsu et al., IEEE TBME, 2016 Pion-Tonachini & Hsu et al., IEEE EMBC, 2018

Real-time Automatic Artifact Rejection using REST

Luca Pion-Tonachini, Sheng-Hsiou Hsu, Chi-Yuan Chang, Tzyy-Ping Jung

Swartz Center for Computational Neuroscience University of California San Diego

Evaluation of ASR: a general-purpose realtime automatic artifact rejection method



Chang, C. Y., Hsu, S.-H, Pion-Tonachini, L., and Jung, T. P., "Evaluating Artifact Subspace Reconstruction for Automatic Artifact Removal." *IEEE EMBC, 2018*

Evaluation of ASR: a general-purpose realtime automatic artifact rejection method



Subjects: 20 subjects EEG Data: 30-channel EEG in a Lane-keeping driving task



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A Sample Multi-Modal Neuroimaging Study

This study uses a multi-modal approach (e.g. eye-gaze tracking and EEG) to explore students' underlying cognitive processes and brain dynamics during science learning.

Chen, She, et al. (2014). Eye movements predict students' computer-based assessment performance of physics concepts in different modalities. Computers & Education, 74 (61-72).

A Multi-modal Approach to Study Science Learning



Chen, She, et al. (2014). Eye movements predict students' computer-based assessment performance of physics concepts in different modalities. *Computers & Education*, 74 (61-72).

N = 63 (undergraduate students)



Table 3

The results of Generalized Estimating Equation (GEE) analysis of the fixation points' durations predicting students' likelihood of correct response in picture presentation modality.

	B ^a	SE	р	95% CI	
Covariate				Low lim	Up lim
Intercept	0.099	0.218	0.650	-0.329	0.527
First 1 fixation point	-0.023	0.053	0.668	-0.127	0.081
First 2 fixation point	0.036	0.050	0.474	-0.062	0.134
First 3 fixation point	0.021	0.044	0.631	-0.065	0.108
First 4 fixation point	0.027	0.045	0.539	-0.060	0.115
First 5 fixation point	0.116***	0.029	0.000	0.060	0.173

The odds of students' providing accurate responses ($e^{0.116} = 1.123$) increased by 12.3% for every 100 ms increase at the 5th fixation point.

Fixation-locked EEG Dynamics



She, et al., under review.



- Low-cost multi-modal systems for measuring and synchronizing neural, physiological, and behavioral data from unconstrained subjects in virtual and real-world environments.
- Signal-processing techniques to automatically remove pervasive artifacts of the MoBI data collected in virtual and real-world environments.
- Pilot data showed that eye movements and fixationlocked EEG spectral changes can predict the likelihood of responding with correct answers in science leaning.

Thank you for your attention!

Questions and Comments?

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