

BCI practical course : “Hello World” & ERP Viewer

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Learning Goals

Understand:

- What is needed to make a BCI, i.e. progress tracking, data acquisition, annotation and processing, stimulus presentation, and an overall process scheduler/sequencer
- How to use event-driven programming ideas coupled to a global shared event pool (blackboard) to provide these facilities
- How the fieldtrip buffer provides the event blackboard which is used for inter-process communication.

Know how to:

- What the struct of an 'event' is and how to use it to annotate data with experiment relevant event information
- present simple visual stimulus/feedback to the user/experimenter
- How to wait for specific events, get the necessary data, process it and post the updated results back to the event blackboard
- Startup the buffer and an experiment control Matlab, and how to connect these processes to provide a basic BCI
- Test your experiment with simulated data generated by the signal-proxy
- Debug your experiment when it fails!

Today's Plan

- Discussion : What do we need to make a BCI?
- Introduction to the Buffer-BCI framework

break

- Hands-on 1: Hello World
- Hands-on 2: Sequenced Sentences

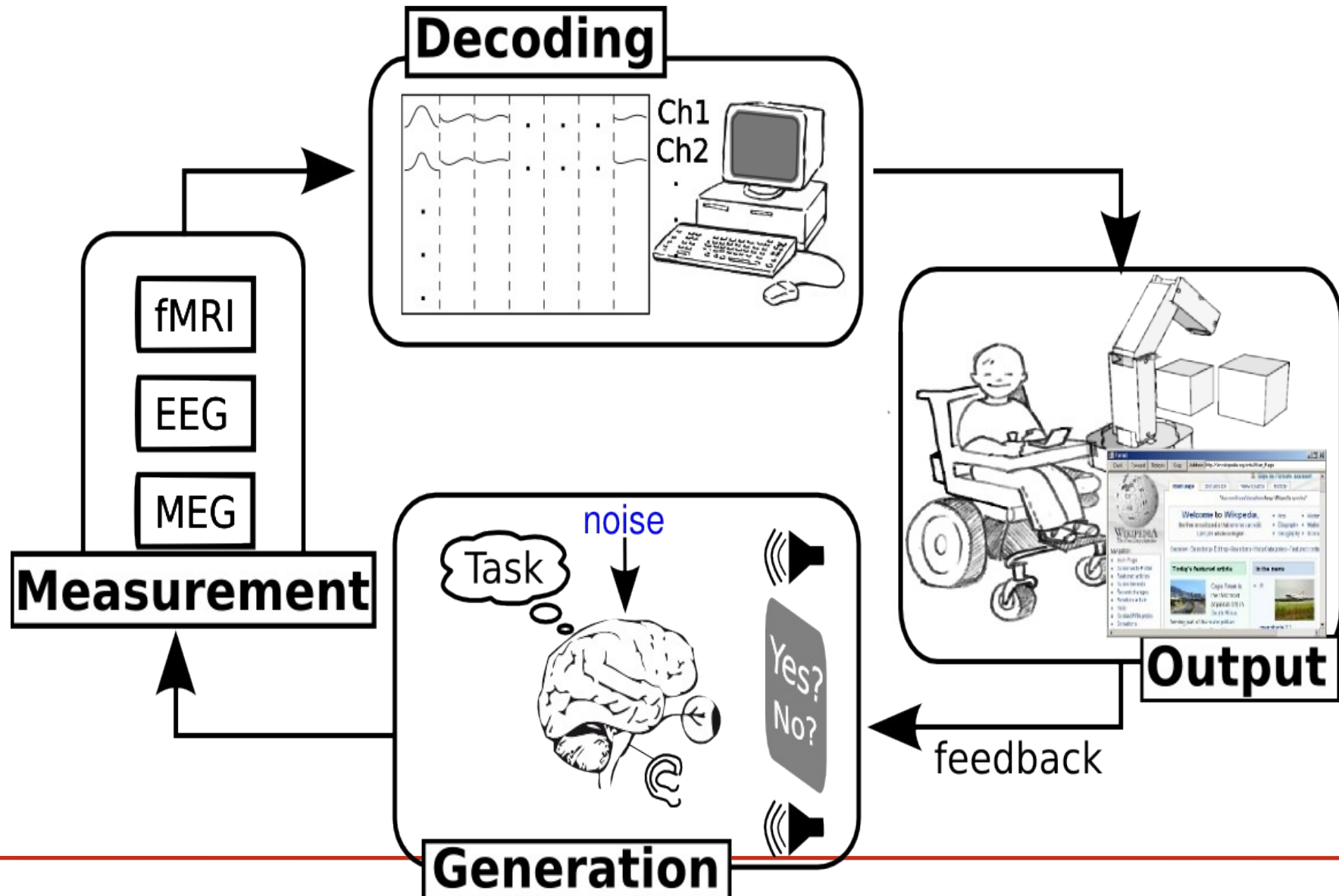
break

- Hands-on 3: Visual ERP Viewer
- Brain-test : Visual ERP Viewer

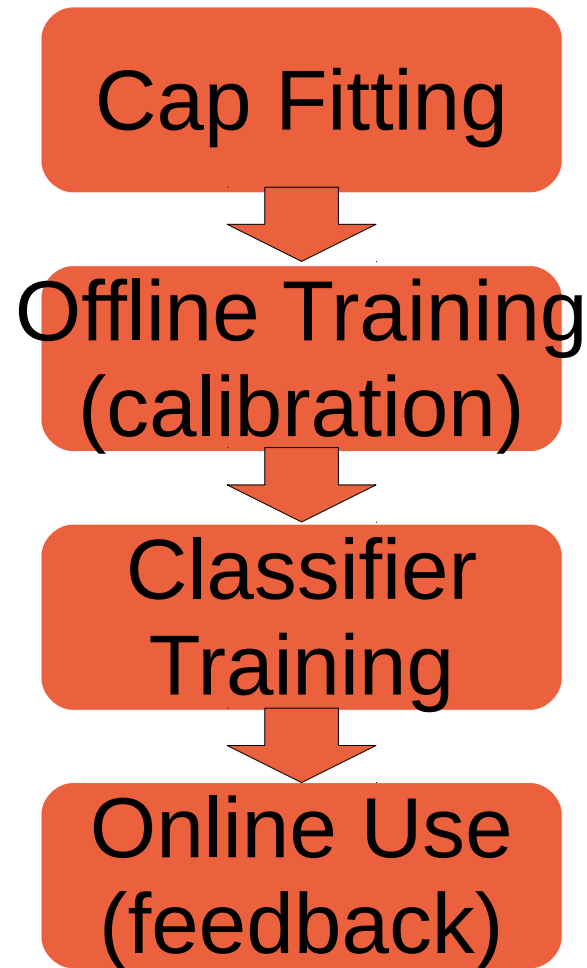
Discussion: What do we need to make a BCI?

- Based on your prior knowledge and experience with the hands on demo we've did last time.
- Discuss: What do we require to make a BCI system?
- Think about:
 - Hardware requirements?
 - Software requirements?
 - Information flows?

BCI information flow



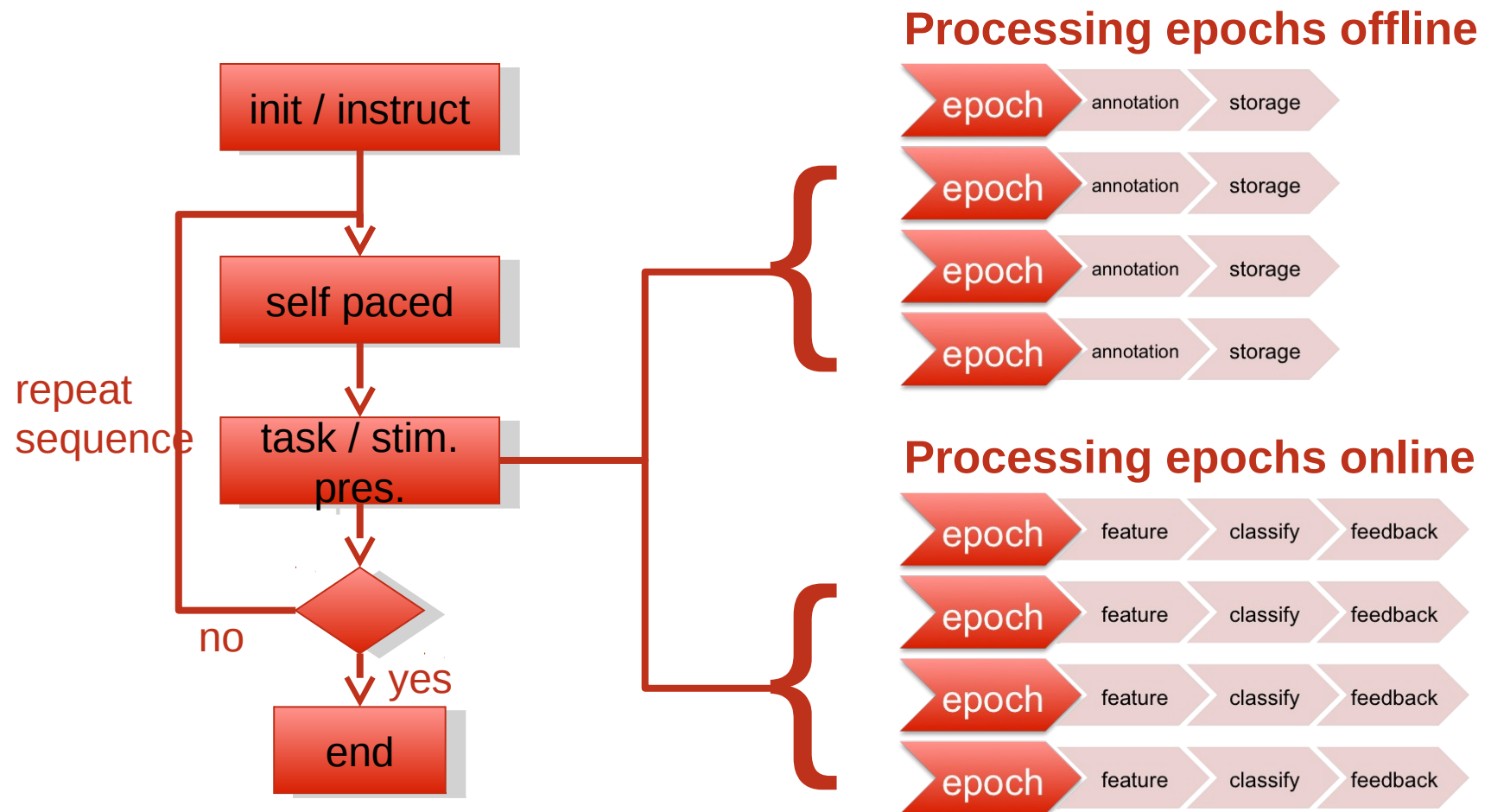
Gross structure of a typical BCI experiment



BCI terminology (our group!)

- Epoch/Trial
 - Single BCI prediction
 - e.g. 1-imagined movement, 1 visual-speller flash
- Sequence
 - Short group of epochs (~1min)
 - v. short breaks 1-2sec between epochs (usually automatic)
 - short (usually self-paced) subject break between sequences (~10sec)
- Block/Run/Phase
 - Short group of sequences (>10min)
 - long (~1-2min) subject break between blocks
 - e.g. cap-fitting, calibration, classifier training, on-line use
- Session – during one cap-fitting
- Experiment – imagined movement, visual-speller etc.

Flow chart of an individual epoch in a simple BCI experiment



Requirements: what do you need to build a BCI?

- 1) Way of **tracking** where we are in execution of the experiment flowchart, i.e. block, sequence, epoch number.
- 2) Way of **annotating** data to what the subject was experiencing/doing at that time with what was measured from their brain/body, e.g. LH movement, reading instruction, watching queue, etc.
- 3) **Data acquisition**: Drivers to extract data from hardware (and combine data from different hardware sources)
- 4) **Stimulus Generation**: makes stimuli that the subject will experience, for subject instruction, feedback, event-related stimuli
- 5) Something to **process** the signals, firstly to train the classifier, and secondly to decode the users mental state, i.e. do the BCI bit ;-)
- 6) **Scheduler** (sequencer?) to tie it all these bits together,
 - so the correct functions, i.e. stimulus display, signal processing, are executed
 - at the correct position in the experiment flowchart
 - based on the right bits of measured data

Summary

- To build a BCI we need a system to; **track** our progress through the experiment, **acquire**, **annotate** and **process** data, present the **stimuli** and **schedule** all these processes in an appropriate way.
- Next we introduce a Matlab based system which provides these facilities.

Buffer-BCI Framework

- We can break the requirements into 4 largely independent **communicating** processes:

1) Data-acquisition & annotation

- Get data from hardware
- Attach annotations (markers, events) to particular data sample

2) Experiment control (scheduling)

- Control the flow of the experiment

3) Stimulus generation

- Make stimuli when requested by the expt controller
- Make feedback based on predictions generated by the sig-processor

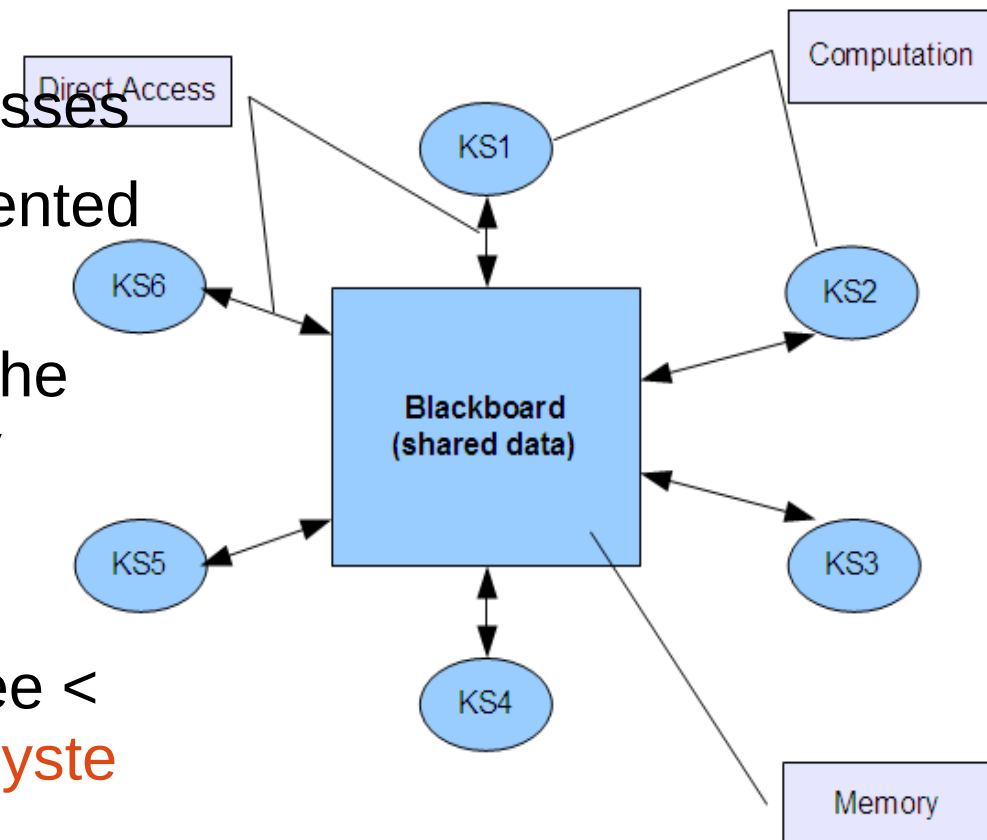
4) Signal Processing

- Process the data based on the annotations, and generate predictions

Buffer-BCI Framework

Basic Idea:

- set of independent processes
- any process can send/recieve **data-annotation events**
- events are visible to **all** other processes
- Processes **communication** implemented by sending recieving events
- (N.B. As all events are saved with the data, annotations are automatically archived for later off-line use).
- Similar in concept to that used in 'Blackboard architectures' for AI, see <
en.wikipedia.org/wiki/Blackboard_system



Ft-buffer based Implementation

- Buffer-BCI framework implemented using the fieldtrip-buffer system (fieldtrip.fcdonders.nl/development/realtime)
- Ft-buffer provides:
 - Drivers for data-acquisition
 - 1)buffer storage for **data** (~last 1 minute data)
 - 2)buffer storage for **events** (~last 50 events)

Idea:

- Buffer events store represents the **blackboard** used for inter-process communication (IPC)
- Every event has **timestamp** (sample number) used for data-annotation

(Key concept) event structure

sample

- time at which event occurred in samples from start of experiment

type

- arbitrary event type (usually a string)

value

- arbitrary event value (usually string or number)

duration (optional)

- duration of the event in samples

offset (optional)

- zero-time for the event.
- Usually, offset from sample at which the event actually started.

Examples:

Visual speller “flash”;

```
ev=struct('sample',123,...  
         'type','stimulus.flash',...  
         'value',[0 0 1 0 0],...  
         'offset',0,'duration',0)
```

Classifier prediction:

```
ev=struct('sample',123,...  
         'type','prediction',...  
         'value',[-1 -1 -1 1 -1],...  
         'offset',0,'duration',0)
```

Imagined Movement event:

```
ev=struct('sample',123,...  
         'type','stimulus.move',...  
         'value','left-hand',...  
         'offset',0,'duration',300)
```

Compact notation:

```
s:123,t:'stimulus.flash',v:[0 0 1 0 0],o:0,d:0
```

(key functions) Event manipulation

evt=mkEvent(*type,value,[sample,offset,duration]*)

- make a buffer event, with sensible defaults

sendEvent

- *evt*=sendEvent(*type,value,[sample,offset,duration,host,port]*)
- *evt*=sendEvent(*evt,[host,port]*)
- Send event to the buffer on machine host at port.

mi=matchEvents(*evts,mtype,mval*)

- Find events with type *mtype* and value *mval* in *evts* a vector of event structures.
- *mtype* – can be cell-array of types to match, e.g. {'type1' 'type2'}
- *mval* – can be cell-array of values to match, e.g. {'val1' 10 'val3'}
- match if any *mtype* matches and any *mval* matches,
 - i.e. above matches (t:'type1',v:10), (t:'type2',v:10),(t:'type1',v:'val1')
- *mi* is logical vector of which *evts* matched
- N.B. Empty ([]) or '*' *mtype/mvalue* matches everything



Hands-on 1: “Hello World”

Experiment Task

- Display the string “Hello World” (or any other pre-specified string) on the screen, and wait for a key to be pressed to exit
- Send events to annotate what has happened, e.g. startup, string display, key-pressed, shutdown etc.

Method:

- Start from the 'helloworld-skel.m' function skeleton
 - contains initialisation code to connect to the ft_buffer
 - Some examples of functions you may find useful

Running buffer-bci code:

- You need to have (at least) the following processes running:
 - 1) fieldtrip-buffer and data-acquisition:
 - simulated data: **separate** buffer and simulated acquisition:
 - dataAcq/startBuffer.sh
 - dataAcq/startSignalProxy.sh
 - Biosemi : **combined** buffer and data-acquisition:
 - dataAcq/startBiosemi.sh
 - Emotiv: **combined** buffer and data-acquisition:
 - dataAcq/startEmotiv.sh
 - Mobita : **separate** buffer and data-acquisition
 - dataAcq/startBuffer.sh
 - Virtual Windows machine for the data-acquisttion client (Polybench)
 - 2) experiment control process

Running buffer-bci code:

- You need to have (at least) the following processes running:
 - 1) fieldtrip-buffer and data-acquisition:
 - 2) experiment control process
 - Usually your .m file in matlab
 - (N.B. May also contain the stimulus-presentation and signal-processing code – as in this exercise)
 - Start MATLAB
 - connect to buffer (see header in helloworld-skel.m)
 - run control process

Useful (debugging) Functions:

- Seeing the what events are sent and when is important for debugging experiment flow.

`[]=eventViewer(host,port,mtype,mval)`

- Print **all** events matching (mtype,mval)
- (mtype,mval) are as used in matchEvents

N.B. you can run eventViewer directly using:

`utilities/startEventViewer.{bat,sh}`

Note : event timestamps

- Accurate event time-stamps are **critical** for **evoked** potential analysis
 - >10ms event jitter causes significant reduction in signal quality
- However,
 - data-acquisition may only send data every >20ms
 - And this data may be subject to additional network delays of >20ms
- Stop this **jitter** reducing time-stamp accuracy by;
 - aligning (and tracking) computers real-time-clock and data-sample clock to prevent this jitter reducing time-stamp accuracy

Hands-on 2: Sequenced Sentences

Experiment Task

- display set of sentences on the screen where every second 1 more character gets added to the sentence
- pause for 5 seconds between sentences (and/or wait for key press)
- send events for everything that happens

Assignment:

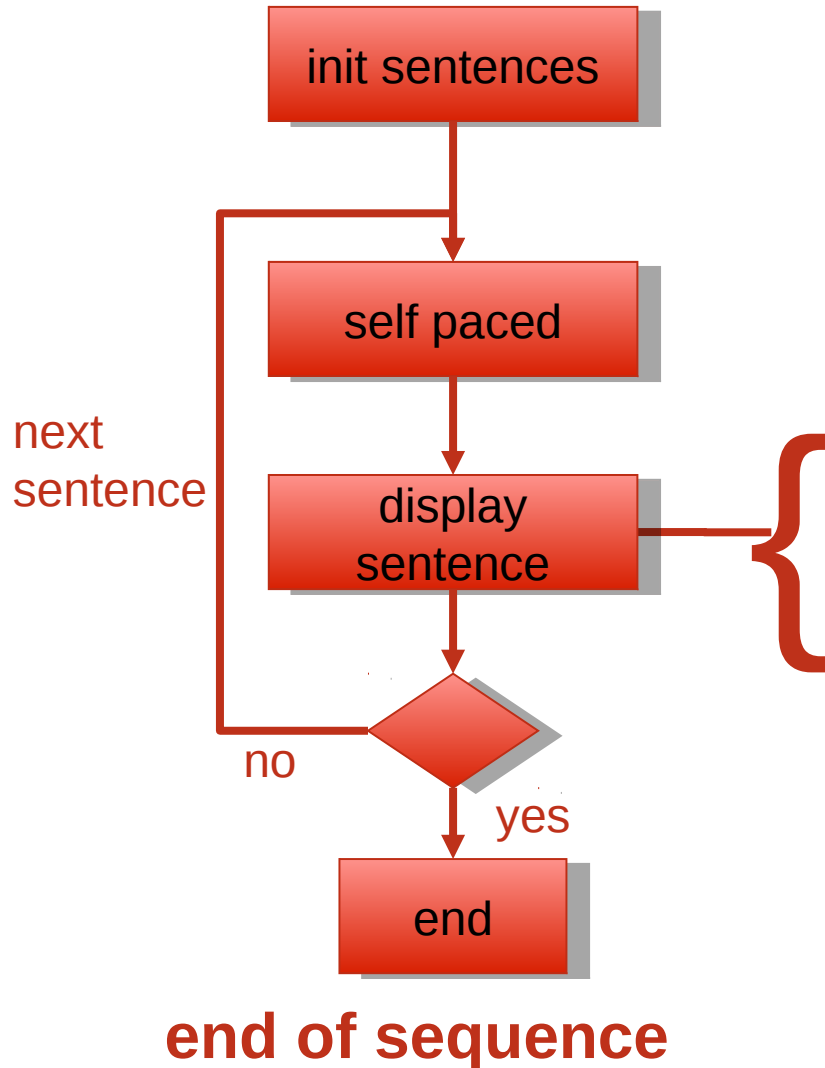
- Make flowchart
- Write code -> test -> debug -> until it works :-)
- Start from runSentences-skel.m

Useful Functions:

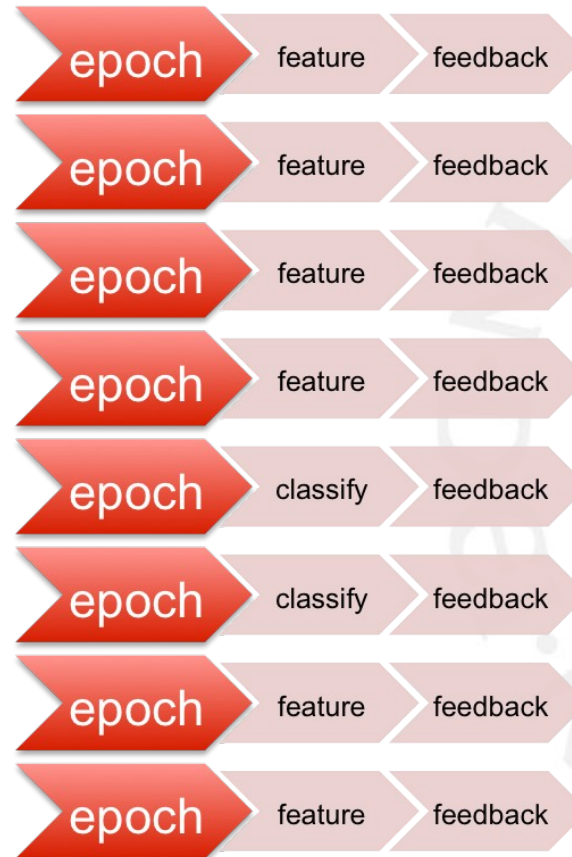
- sleepSec(time)
 - cause matlab to sleep for the indicated duration in seconds (more accurate than 'pause').

Flowchart : sequenced sentences

sequenced sentence



Sentence



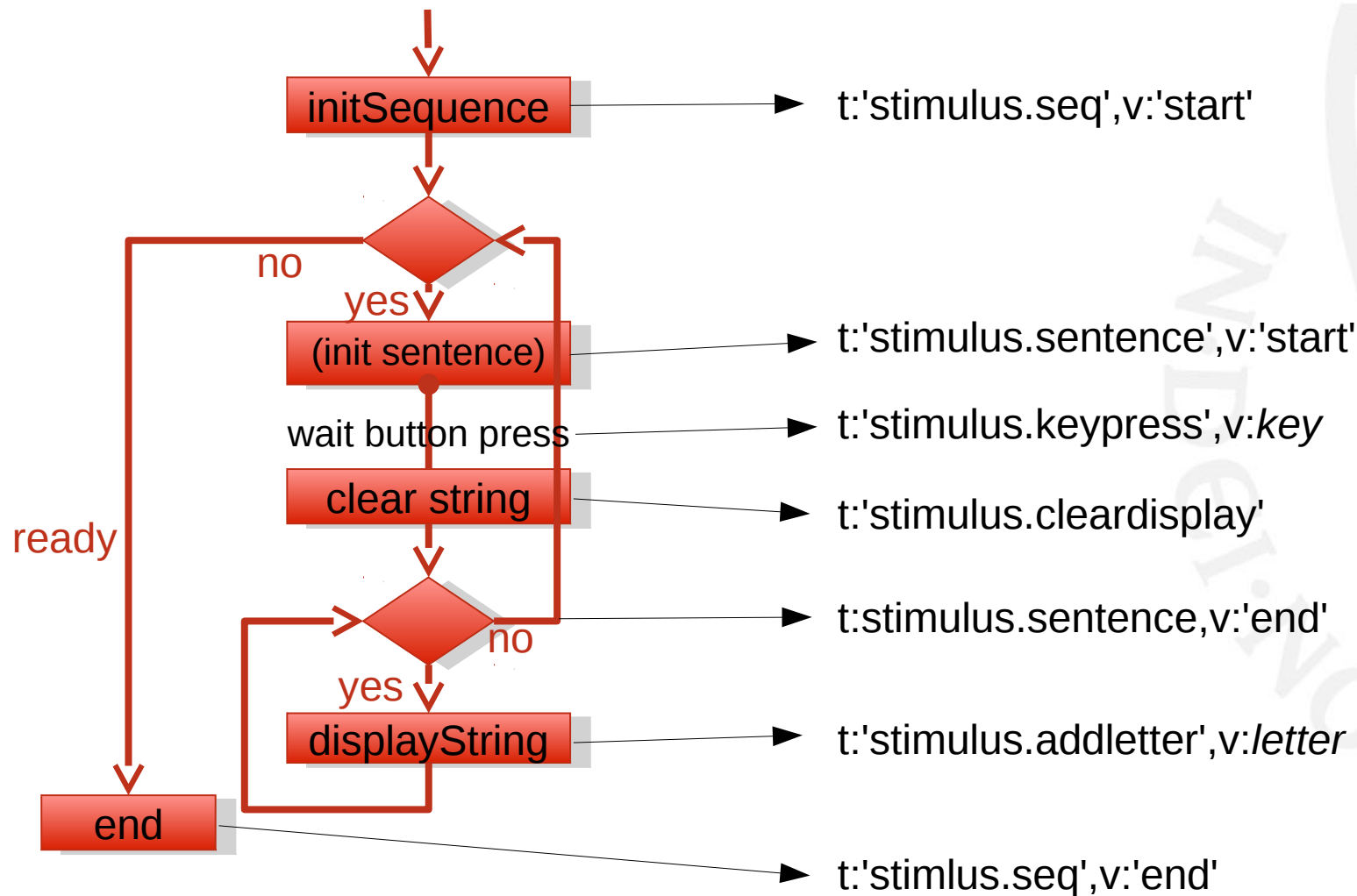
Stimulus presentation

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Events and processing functions

sequenced sentences

Events





Hands-on 3: Event Echo-Server

Events for IPC

- As well as being used for data annotation, Events are used for inter-process-communication,
 - e.g. to communicate results from signal-processing to stimulus presentation
- To use events in this way, each process must
 - **monitor** for new events
 - **filter** out the events it should react to
 - **send** response events

Hands-on 3: Event Echo-Server

Experiment Task

- Write a simple echo-server which:
 - Waits for **any** incoming event, and
 - Responds by sending a 'echo' event with the same value but type='echo'
 - Quits if it receives an event with type='exit'
- N.B. Don't 'echo' your own echo events!

Assignment:

- start from : echoServer-skel.m

N.B. send 'keyboard' events by pressing keys in the signal proxy window.

Useful Functions:

[devents,state]=...

buffer_newevents(*host,port,state,mtype,mval,timeout_ms*)

- **wait** for any **new** events **matching** (*mtype,mval*)
 - Matching done by *matchEvents*
 - mtype* – can be cell-array of types to match, e.g. {'type1' 'type2'}
 - mval* – can be cell-array of values to match, e.g. {'val1' 10 'val3'}
 - match if **any** *mtype* matches **and any** *mval* matches
- return the matched events in the vector of structure(s) *devents*
- *state* is the match state, used to track which events have been processed between function calls
- Return after *timeout_ms* milliseconds even if no matching events found

Echo-Server in different languages

- Basic echo-server example has been implemented in multiple languages
- MATLAB: `echoClient/matlabclient.m`
- JAVA: `java/echoClient/javaclient.java`
- C# : `csharp/echoClient/csharpclient.cs`
- Python:
`python/echoClient/pythonclient.py`
- C : `c/echoClient/cclient.c`



Hands-on 3: ERP Viewer

Experiment Task

- In 5 sequences of 10 seconds:
 - Every 1 seconds: either randomly display or don't display a cross (+) on the screen for 200ms
- Display a 'Press key to continue string' between sequences, and wait for key press to move to the next sequence
- For every 'stimulus event', i.e. point when the '+' could have been displayed, record 600ms of data annotated with whether it was a '+' or not
- Every time you get some data, compute an average of the EEG data for that type of stimulus, i.e. + or no-+, and display the resulting averages as a multi-plot on the screen
- N.B. You will need a separate signal processing process to: get the data, compute the ERP and display the results!

Assignment:

- Make flowchart for each of the processes, i.e. stimulus, and signalProcessing
- For the expt-control & stimulus presentation start from : runStimulus-skel.m
- For the signalProcessing & results generation use : runSigProc-skel.m

Useful Functions:

[data,devents,state]=buffer_waitData(host,port,state,...

'startSet',startEvs,'trlen_samp',samp,'exitSet',exitEvs)

- **for all** events **matching** *startEvs* record *samp* samples of data
- **until** an event matching *exitEvs* is generated
- *startEvs* and *exitEvs* specify the events to match in the format:
 - type – event type has this value
 - {'type' val} – event has type==type and value==val
 - {'type1' 'type2'}} – event has type == 'type1' or 'type2'
 - {'type1' 'type2'} {val1 val2}} – event has type == 'type1' or 'type2' **and** value== val1 or val12
- return the matched event structure(s) in *devents* and corresponding data in *data*
 - *Data* is a vector of structures. data.buf = [nChannels x nSamples] raw EEG data
- *state* is the match state, used to identify which events have been processed between function calls
- N.B. *ExitEvs* has the special event type 'data' which returns as soon as the data is available for the first matched *startEvt*

Summary

- BCI can be broken into 4 processes: data-acquisition, experimental control, signal processing, and stimulus presentation
- `buffer_bci` framework : uses buffer events as a blackboard for inter-process communication