

CONCLUDING REMARKS & PERSPECTIVES

- OPENVIBE

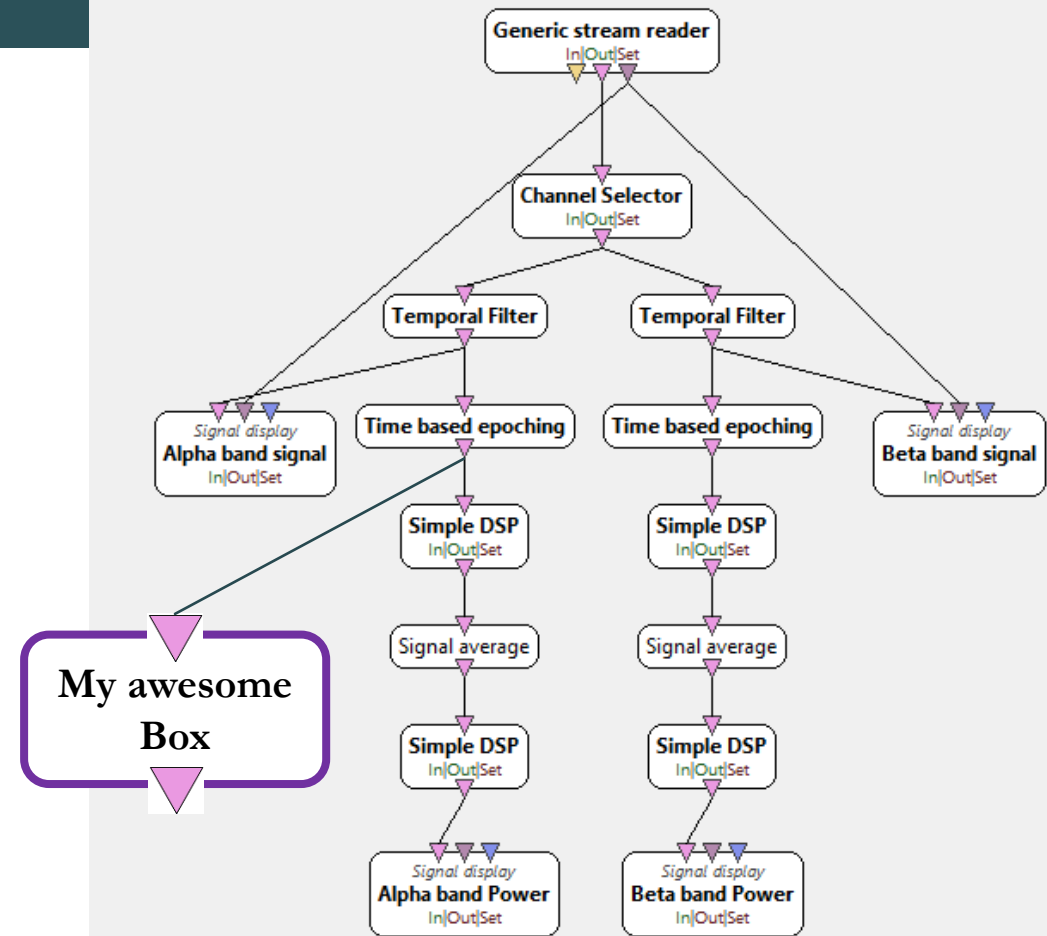


PROTOTYPING, DESIGNING, TUTORIALS

- As seen in Chapter 2, with OpenViBE you can easily prototype and design BCI protocols and experiments
- Lots of **scenario examples and templates** are already available in the install!
`<openvibe-3.1.0-64bit>\share\openvibe\scenarios\bci-examples`
- Wanting to use a particular box? **Tutorial scenarios** are there for you:
`<openvibe-3.1.0-64bit>\share\openvibe\scenarios\box-tutorials`
- Check the general documentation for a great amount of info:
<http://openvibe.inria.fr/documentation-index/>

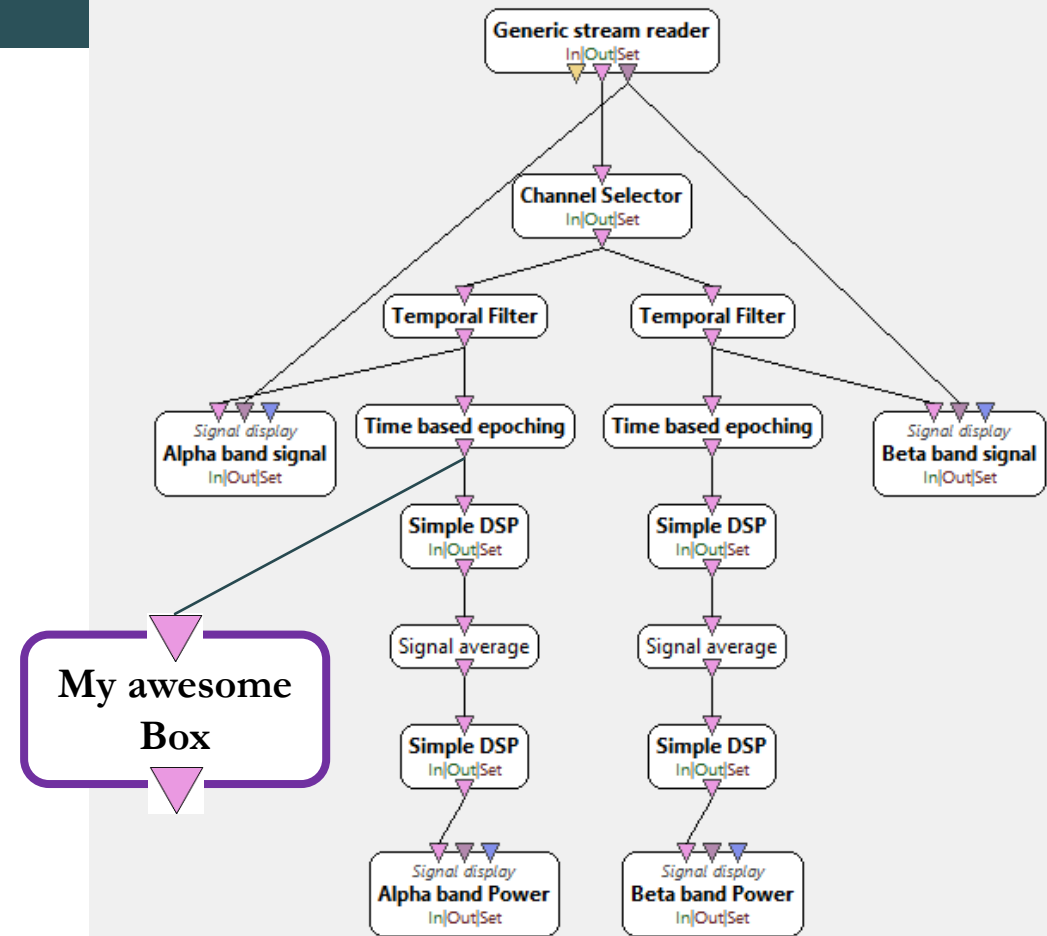
BOX DEVELOPMENT

- So, you want to develop a **new processing box**?



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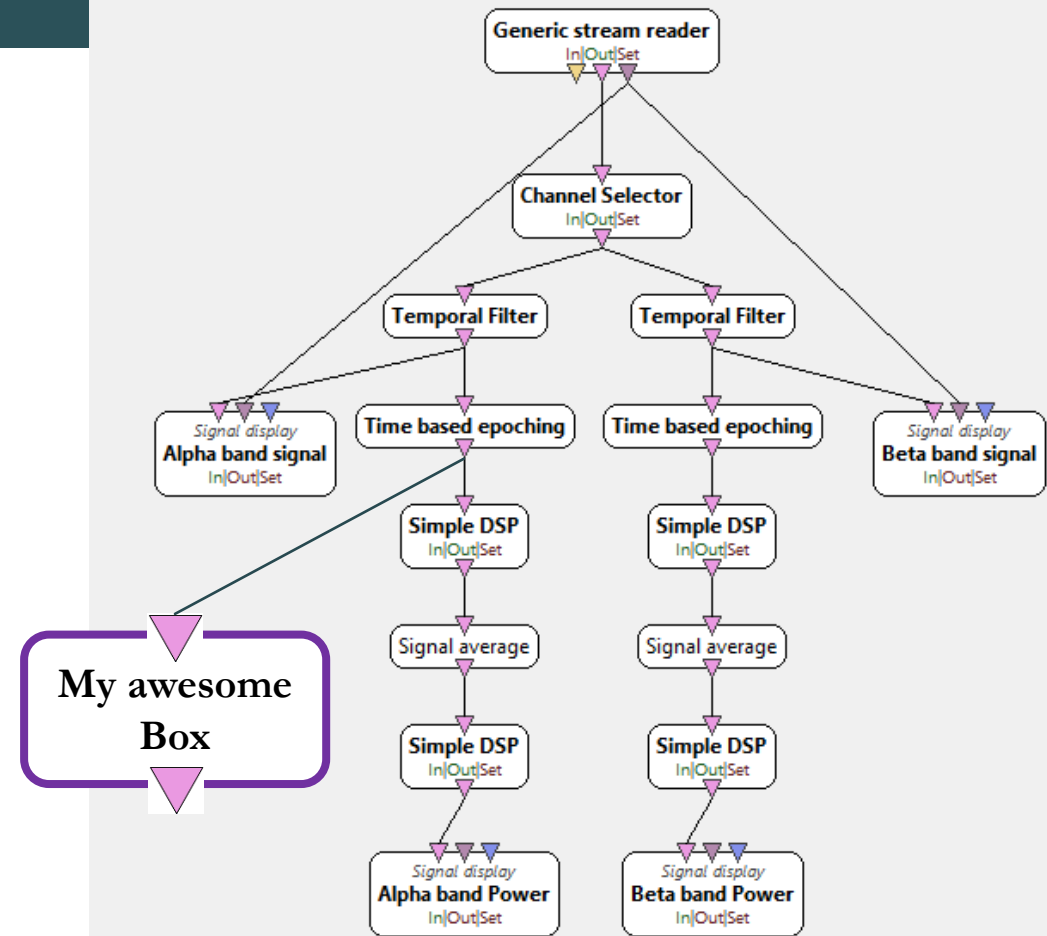
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- First step:
check if an existing box has what you need...
... or if you can do what you want using a
combination of existing boxes.



BOX DEVELOPMENT

- So, you want to develop a **new processing box**?
- **First step:**
check if an existing box has what you need...
... or if you can do what you want using a combination of existing boxes.
- If not – then:
Do you want a quick&flexible prototype?
→ box calling **Python/Matlab scripts**

... or a fine-tuned optimized algorithm?
→ **C++ Box & Algorithm** classes



BOX DEVELOPMENT – PYTHON/MATLAB

■ Using Python/Matlab scripts in OpenViBE scenarios

Use cases:

- Need for a quick proof-of-concept (e.g. signal processing)
- Don't want/need to code in C++
- Python/Matlab implementation is already perfect
- Need specific libraries (numpy, scikit-learn...)

<http://openvibe.inria.fr/tutorial-using-matlab-with-openvibe/>

<http://openvibe.inria.fr/tutorial-using-python-with-openvibe/>

■ Great Python tutorial: (courtesy of MENSIA)

- <http://openvibe.inria.fr/openvibe/wp-content/uploads/2016/06/Quick-prototyping-in-OpenViBE-with-Python.pdf>

BOX DEVELOPMENT – C++

- **Developing C++ OpenViBE boxes**
- Use cases:
 - Need speed!
 - Complete integration with OpenViBE, contribution to the open-source project
- <http://openvibe.inria.fr/build-instructions/>
- **2016 Tutorial:** http://openvibe.inria.fr/openvibe/wp-content/uploads/2016/06/jl_hacking_boxes_2016.pdf

BOX DEVELOPMENT – C++

■ Skeleton generator

Simplest, fastest, go-to solution for beginners...

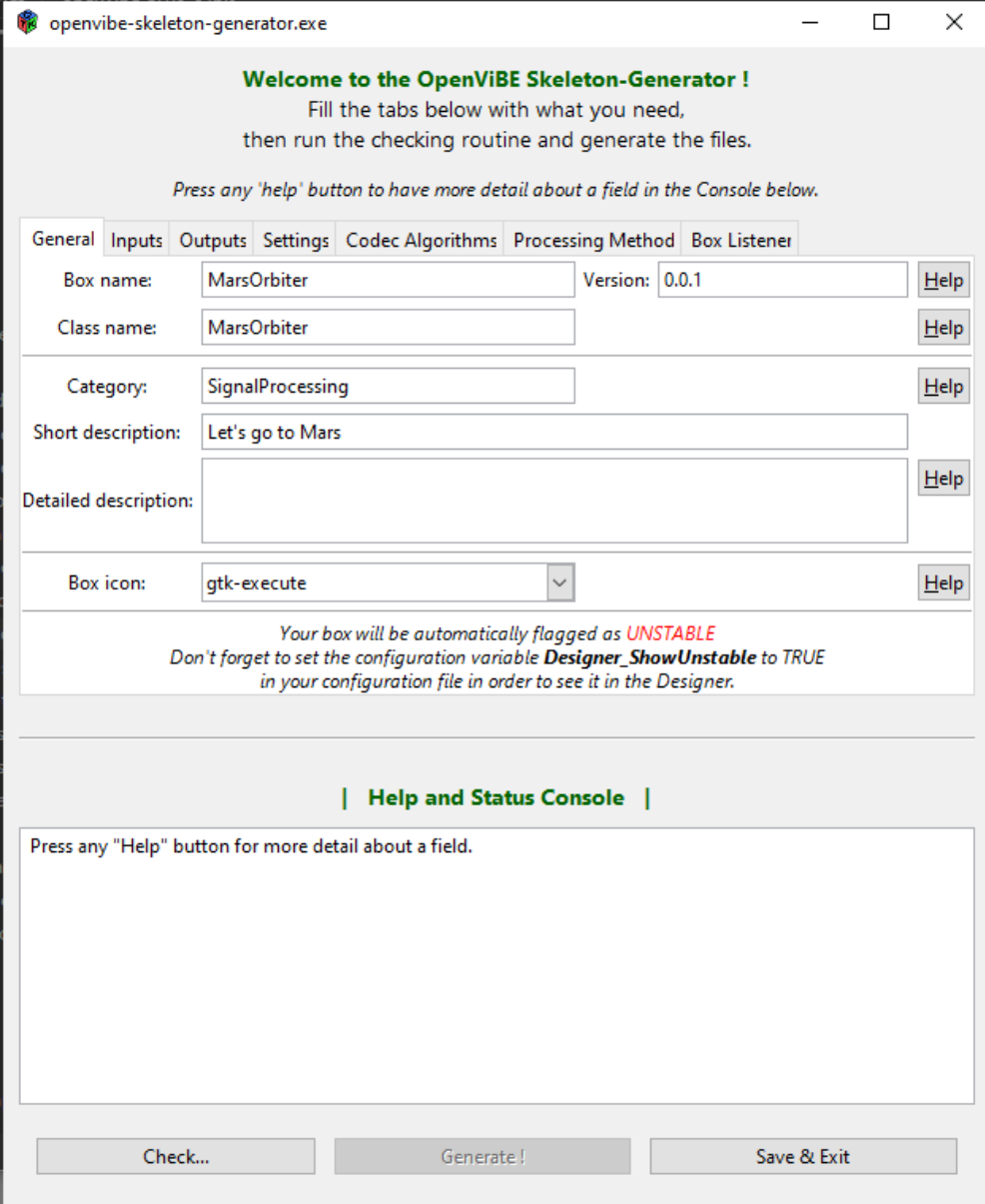
`openvibe-skeleton-generator.cmd`

- GUI helping with creating the bare minimum a box needs, with given inputs/outputs, parameters, etc.

All the “OpenViBE glue” is here!

You “only” need to add your specific code.

- <http://openvibe.inria.fr/tutorial-1-implementing-a-signal-processing-box/>
- Tip: take inspiration from existing boxes...!

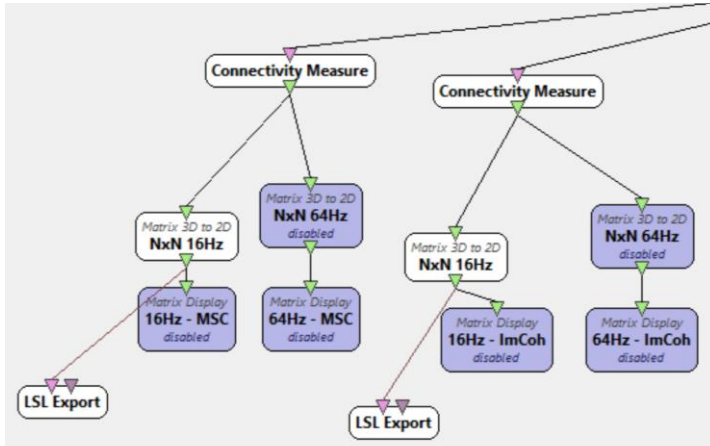


The screenshot shows the 'openvibe-skeleton-generator.exe' window. It has a title bar with standard Windows window controls. The main area is titled 'Welcome to the OpenViBE Skeleton-Generator !' and includes instructions: 'Fill the tabs below with what you need, then run the checking routine and generate the files.' and 'Press any \'help\' button to have more detail about a field in the Console below.' Below this is a tabbed interface with tabs for 'General', 'Inputs', 'Outputs', 'Settings', 'Codec Algorithms', 'Processing Method', and 'Box Listener'. The 'General' tab is active, showing fields for 'Box name' (MarsOrbiter), 'Version' (0.0.1), 'Class name' (MarsOrbiter), 'Category' (SignalProcessing), 'Short description' (Let's go to Mars), 'Detailed description' (empty), and 'Box icon' (gtk-execute). Each field has a 'Help' button to its right. At the bottom of the 'General' tab, a warning message states: 'Your box will be automatically flagged as UNSTABLE. Don't forget to set the configuration variable Designer.ShowUnstable to TRUE in your configuration file in order to see it in the Designer.' Below the tabs is a section titled '| Help and Status Console |' with a text area for console output. At the very bottom are three buttons: 'Check...', 'Generate !', and 'Save & Exit'.

EXTERNAL INTERFACES

- Examples: interface w/ virtual reality products, video games, external data visualization toolboxes...
- Various ways exist to stream data/events between OpenViBE and external apps.
 - VRPN
 - TCP/IP
 - LSL (Lab Streaming Layer)
 - Python/Matlab boxes
- Demo using LSL to visualize Connectivity/Adjacency Matrices using an external Python script
- Code and example scenarios:

<https://github.com/AsteroidShrub/openVibe-Lsl-Demo>

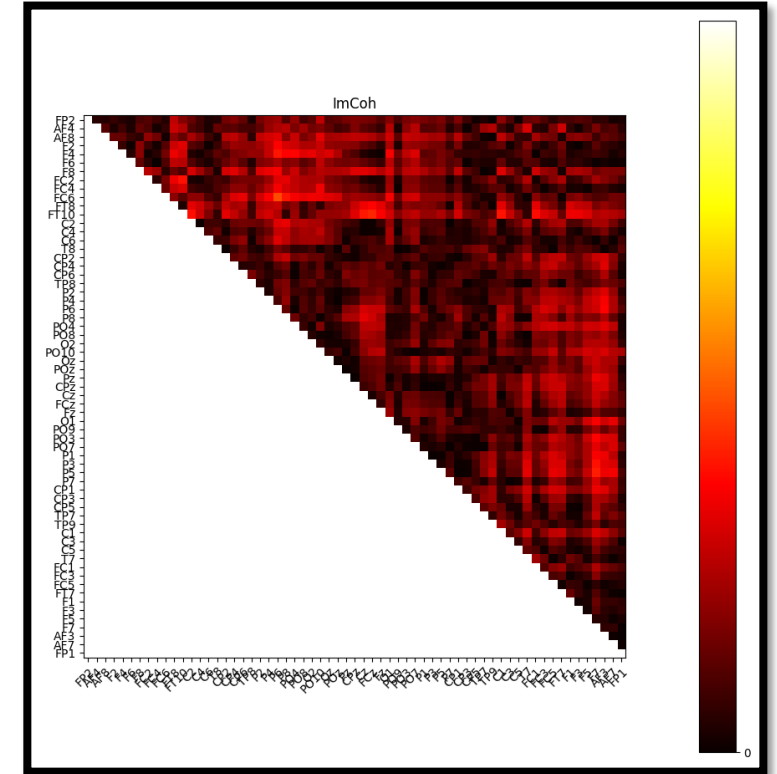
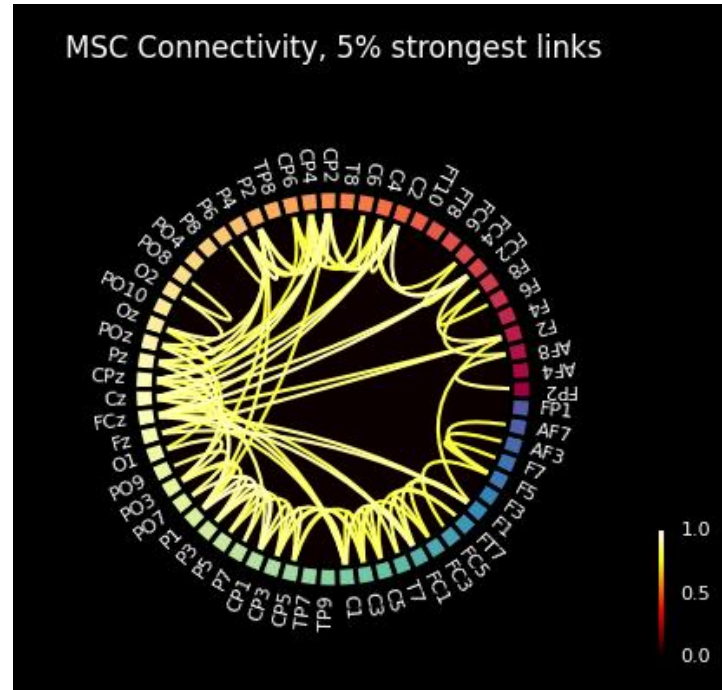


- OpenViBE “LSL Export” Box
- Connectivity Measurement Box
- + Python scripting (using pylsl)
 - ➔ external matrices analysis/plotting

```

1 #!usr/bin/env python
2
3 import numpy as np
4 import numpy.ma as ma
5 import matplotlib
6 matplotlib.use('Qt5Agg')
7 from matplotlib import pyplot as plt
8 from pylsl import StreamInlet, resolve_stream, resolve_byprop
9 from scipy import signal
10 import time
11 import seaborn as sns
12 import mne
13
14 def main():
15
16     plotMatrices = True
17     plotConnectomes = False
18     threshold = 0.33
19     thresholdPercent = 5
20     thresholdType = 'percent' # 'absolute' or 'percent'
21     thresholdedMatrix = 'MSC' # 'ImCoh' or 'MSC'
22
23     nbChannels = 63
24     electrodes = ['FP2', 'AF4', 'AF8', 'F2', 'F4', 'F6', 'F8', 'FC2', 'FC4', 'FC6', 'FT8', 'FT10', 'CP2', 'CP4', 'CP6', 'TP2', 'TP4', 'TP6', 'TP8', 'CP8', 'CP10', 'TP10', 'TP12', 'CP12', 'CP14', 'CP16', 'TP14', 'TP16', 'CP18', 'CP20', 'TP18', 'TP20', 'CP22', 'CP24', 'CP26', 'TP22', 'TP24', 'CP28', 'CP30', 'TP28', 'TP30', 'CP32', 'CP34', 'CP36', 'TP32', 'TP34', 'CP38', 'CP40', 'TP38', 'TP40', 'CP42', 'CP44', 'CP46', 'TP42', 'TP44', 'CP48', 'CP50', 'TP48', 'TP50', 'CP52', 'CP54', 'CP56', 'TP52', 'TP54', 'CP58', 'CP60', 'TP58', 'TP60', 'CP62', 'CP64', 'CP66', 'TP62', 'TP64', 'CP68', 'CP70', 'TP68', 'TP70', 'CP72', 'CP74', 'CP76', 'TP72', 'TP74', 'CP78', 'CP80', 'TP78', 'TP80', 'CP82', 'CP84', 'CP86', 'TP82', 'TP84', 'CP88', 'CP90', 'TP88', 'TP90', 'CP92', 'CP94', 'CP96', 'TP92', 'TP94', 'CP98', 'CP100', 'TP98', 'TP100']
25
26     # --- LSL stream
27     print("looking for a stream...")
28     streams = resolve_byprop("type", "signal")
29
30
31     for strIdx in range(0, len(streams)):
32         print("---STREAM ", strIdx)
33         print("info.type() ", streams[strIdx].type())
34         print("info.name() ", streams[strIdx].name())
35         print("info.nominal_srate() ", streams[strIdx].nominal_srate())
36         print("info.channel_format() ", streams[strIdx].channel_format())
37         if streams[strIdx].name() == "openvibeConnectMSC":
38             inlet_msc = StreamInlet(streams[strIdx])
39             if streams[strIdx].name() == "openvibeConnectImCoh":

```



ONGOING PROJECT: BCI PIPELINE AUTOMATION

■ Goals:

- **GUI for automatic generation of scenarios**, in a unified & robust pipeline framework (acquisition / feature-extraction / training / online)
Scenarios & parameters automatically generated depending on user's preferences, from template scenarios
- **GUI with data viz for feature selection**, with automatic scenario update after selection
ex: R^2 map from Spectral power in a set of frequency bands
ex: Node Strength based on connectivity

