Resting State EEG Preprocessing Pipeline

If you have questions, please contact DEEDLabEEG@gmail.com

This folder contains five custom MATLAB scripts for automatically preprocessing resting state EEG data collected from children in the DEED Lab: (1) rest_loop_over_subjects.m, (2) rest_process_single_subject.m, (3) create_eyes_open_closed_resting_events.m, (4) rest_trim_data_loop.m, (5) rest_trim_data_single_subject.m

- (1) rest_loop_over_subjects.m runs (2) rest_process_single_subject.m for all files in the user-specified directory
 - (2) rest_process_single_subject.m does all of the preprocessing (see below for overview)
 - (3) create_eyes_open_closed_resting_events.m is called within (2) rest_process_single_subject.m to insert event markers for eyes-open versus eyes-closed segments
- (4) rest_trim_data_loop.m runs (5) rest_trim_data_single_subject.m for all files in the user-specified directory
 - (5) rest_trim_data_single_subject.m trims each file to a user-specified data length and saves the file in EEGLAB (.set) and Brain Vision (.bva) formats

Broad Overview of Preprocessing Steps

See script for details on steps and parameters

- **Step 1**: Remove outer ring of electrodes and Cz
- Step 2: Downsample from 1000 to 250 Hz
- **Step 3**: Insert eyes-open and eyes-closed markers
- **Step 4**: Apply 40 Hz low pass and 1 Hz high pass filters
- **Step 5**: Apply CleanLine to remove 60 Hz electrical line noise
- **Step 6**: Automatically reject bad channels
- Step 7: Automatically reject artifacted segments with Artifact Subspace Reconstruction
- **Step 8**: Apply Independent Component (IC) Analysis (ICA)
- **Step 9**: Automatically select ICs related to eye and muscle artifact with ICLabel
- **Step 10**: Copy ICA fields over to data pre-ASR (the data right before Step 7 above) and remove ICs identified in Step 9
- **Step 11**: Epoch the data and use the TBT plugin to automatically reject artifacted epochs
- **Step 12**: Interpolate channels removed in Step 6
- **Step 13**: Re-reference data to the average