

# Empowering the Mind



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# Building User Adaptive Interfaces

- Symbiotic Computing
- Notion
- Notion API
- VSCode Extension
- Demo



# User Adaptive Interfaces



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# Symbiotic Computing



Computers

Brains



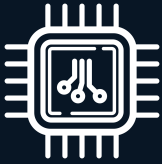
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**We believe in  
empowering the mind.**



# Why now?



Micro  
Computers

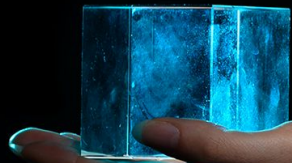


Portable Brain  
Imaging



Machine  
Learning

# Notion





# Neural Device

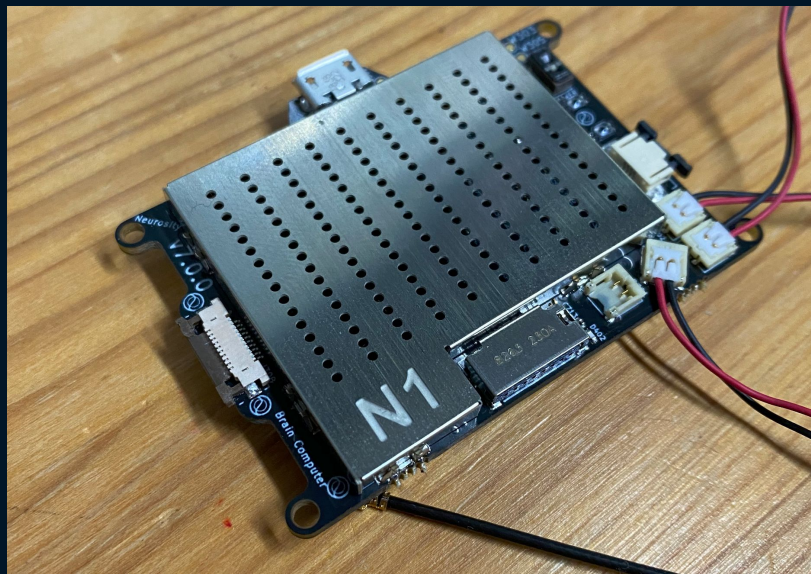
JavaScript API

On-board Machine Learning



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# Notion API



# Notion API

- Calm
- Focus
- Kinesis
- Channel Analysis
- Training
- Brainwaves
  - Raw
  - Frequency
  - PSD





# VSCode Extension





```
export async function activate(context: vscode.ExtensionContext) {  
    const deviceId: string = config.get('deviceId') || '';  
    const email: string = config.get('email') || '';  
    const password: string = config.get('password') || '';  
    const notion = new Notion({  
        deviceId  
    });  
  
    await notion.login({  
        email,  
        password  
    });  
}
```



# Making Flow



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```
const calmAverage$ = notion.calm().pipe(  
  filter(() => currentState.connected && currentState.charging === false),  
  averageScoreBuffer(),  
  share()  
);  
  
calmAverage$.subscribe((average: number) => {  
  updateMindState(average);  
});
```





```
function averageScoreBuffer(windowCount = 30, windowStep = 5) {  
  return pipe(  
    map((metric: any) => metric.probability),  
    bufferCount(windowCount, windowStep),  
    map((probabilities: number[]): number => {  
      return (  
        probabilities.reduce(  
          (acc: number, probability: number) => acc + probability  
        ) / probabilities.length  
      );  
    })),  
    map(average => Number(average.toFixed(2)))  
  );  
}
```



# Making time






```
const states = {  
  flow: {  
    limit: {  
      calm: 1.0,  
      focus: 1.0  
    },  
    str: '5',  
    star: '*****',  
    timeMultiplier: 1.0,  
    val: 5  
  }  
}
```



```
const states = {  
  iterate: {  
    limit: {  
      calm: 0.2,  
      focus: 0.3  
    },  
    str: '3 of 5',  
    star: '  **',  
    timeMultiplier: 0.75,  
    val: 3  
  }  
}
```






```
const updateTimes = () => {  
  notionTime += currentFlowState.timeMultiplier;  
  realTime += 1;  
  
  paceArray.push(currentFlowState.timeMultiplier);  
  if (paceArray.length > paceArrayLength) {  
    paceArray.shift();  
  }  
  paceTime = sumArray(paceArray) * defaultPacePeriod;  
};  
setInterval(() => {  
  updateTimes();  
}, 1000);
```



# Instant Feedback





```
const updateFlowStatusBarText = () => {
  let str = "";
  if (currentMindPace === paces.green) {
    str = `Flow stage ${currentFlowState.str}`;
  } else if (currentMindPace === paces.yellow) {
    str = `Flow stage ${currentFlowState.str}, warning, pace slowing.`;
  } else {
    str = `Flow stage ${currentFlowState.str}, slow pace ... get focused!`;
  }
  mindStateStatusBarItem.text = str;
};
```

Flow stage 4 of 5



```
const calmTrend$ = calmAverage$.pipe(
  bufferCount(5, 1),
  map((averages: number[]) => {
    const points = averages.map((average, i) => [i + 2, average]);
    const [slope] = regression.linear(points).equation;
    return slope;
  })
);

calmTrend$.subscribe((trend: number) => {
  if (trend < 0) {
    if (trend < -0.01) {
      controlMacScreenBrightness(0.5);
      setTimeout(() => {
        controlMacScreenBrightness(1);
      }, 1000);
    }
  }
});
```

