## Mental State Recognition using EEG Signal

## **GROUP - 1**

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## Introduction

Human machine interaction is often considered superior than that of the human Human interaction, as sound and visuals constitute voice recognition, human activity classification, facial recognition, can be used to get more information about an individual when the former one is used than the latter one. Though, with the availability of sensors to gather data that the human body cannot, interaction with machines can often exceed the abilities of the natural human experience.

An example of this is the consideration of electroencephalographic brainwaves. The brain, based on what a person is thinking, feeling, or doing, has a unique pattern of electrical activity that emerges as a consequence of the aggregate firing patterns of billions of individual neurons [1, 2]

These electrical signals can, in principle, be detected and processed to infer the state of the brain and, by extension, the mental state of a given subject. Besides clinical applications, this possibility is also useful, e.g., for brain-machine interfacing. This work focuses on the process of feature extraction, selection and formatting in order to achieve improved classification accuracy of EEG signals.

More specifically, the main contribution is a framework to perform classification of these signals, based on

- (i) the extraction of a large number of static statistical features of the data,
- (ii) automated feature selection
- (iii) representation of the selected attributes as a 2D matrix
- (iv) then used to predict for the new data of the same kind.

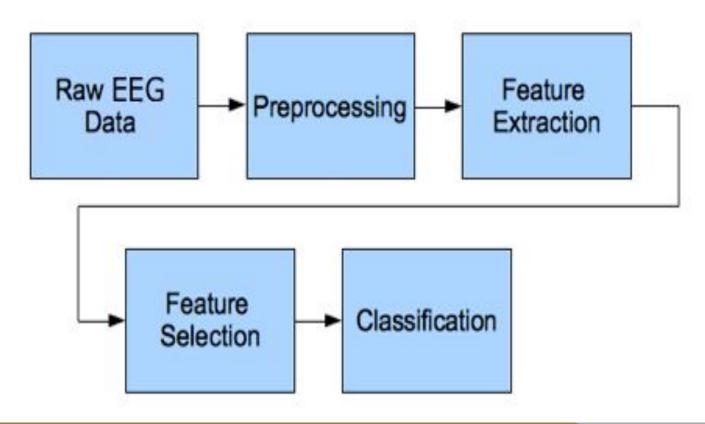
## Literature Review

Author Name	Paper Title	Conference/Journ al Paper with year	Method/approac h used	Application domain	Dataset used	Achieved Performance	Advantages and Disadvantages	Feature scope
Jodie Ashfor d Jordan J. Bird Felipe Campe lo Diego R. Faria	Classificat ion of EEG Signals Based on Image Represent ation of Statistical Features	UK Workshop on Computational Intelligence, 30 August 2019	Convolutional Neural Networks, Electroencephal ography	EEG-based	DEAP dataset	CNN achieved 81.41% accuracy for valence and 73.35% for arousal	Advantage: The extracted features were reduced to optimum number of features Disadvantage:EEG recorded during a cognitive task is relatively easy to separate from a baseline EEG than EEG signals recorded in two different cognitive tasks	Extending the application of the proposed method to various image recognition system for predicting emotions

# Problem Statement and Scope

Our main motive is to predict the three-class mental state of any subject in which they experience either relaxation, concentration, or neutral states. Therefore we first extract features from the pre-processed EEG signals data, then we select the important features from it using 5 different methods of 4 subjects. These selected features are then normalised and reshaped, which can be expressed as a grayscale image Then we make it pass through a SVM model which allows us to classify the mental state of the subject.

# Methodology and Flowchart



## Implementation

## 1. Feature Generating :

Firstly, an available training set of EEG signals is preprocessed. The data is assumed to contain the time series related to one or more electrodes, within a given experimental time frame, labelled in terms of **three distinct mental states** (**relaxed, concentrating, and neutral**) that the subjects were keeping during data collection. From these signals a number of statistical features are extracted, resulting in a high dimensional attribute space.

### 2. Feature Extraction :

Due to the temporal, auto-correlated nature of the EEG waves, single-point features cannot generally provide enough information for good rules to be generated by machine learning models. In this work we follow the approach of extracting statistical features based on sliding time windows [3, 4]. More specifically, the EEG signal is divided into a sequence of windows of length one second, with consecutive windows overlapping by 0.5 seconds, e.g.,  $[(0s - 1s), [0.5s - 1.5s), [1s - 2s), \ldots]$ ).

The following statistical features were generated for each time window and for this we have implemented the following functions:

### Functions used:

- feature mean: Takes in the matrix and returns the mean value of each signal for the full time window
- Feature\_mean\_d: Takes in two matrices denoting first half and second half of any time slice and computes the change in the means (backward difference) of all signals between the first and second half-windows, i.e mean(arg1)-mean(arg2)
- feature\_mean\_q: Takes in four matrices denoting four quarters of any time slice and computes the mean values of each signal for each quarter-window, plus the paired differences of means of each signal for the quarter-windows i.e  $\Sigma$ (feature mean(arg(i)) (feature mean(arg(j))) for all  $1 \le i, j \le 4$
- feature\_stddev: Takes in the matrix and returns the standard deviation of each signal for the full time window
- feature\_stddev\_d : Takes in two matrices denoting first half and second half of any time slice and computes the change in standard deviation (backward difference) of all signals between the first and second half-windows, i.e std(arg1)-std(arg2).
- feature\_moments: Takes in the matrix and computes the 3rd and 4th standardised moments about the mean (i.e., skewness and kurtosis) of each signal, for the full time window.
- feature max: Takes in the matrix and returns the max value of each signal for the full time window.

- Feature\_max\_d: Takes in two matrices denoting first half and second half of any time slice and computes the change in the max value (backward difference) of all signals between the first and second half-windows, i.e mean(arg1)-mean(arg2).
- feature\_max\_q: it will take four quarter windows as input, computes the maximum value for each quarter window and then paired the difference of maximum values for the quarter-windows.
- feature min: Returns the minimum value of each signal for the full time window.
- feature\_min\_d: Computes the change in min values of all signals between the first and second half-windows, min(h2) min(h1)
- feature\_min\_q: Computes the min values for each quarter-window and paired differences of min values for the quarter-windows.
- feature\_covariance\_matrix: Computes the lower triangular elements of the covariance matrix of the signals because the covariance matrix is symmetric.
- feature\_eigenvalues : Computes the eigenvalues of the covariance matrix.
- feature\_logcov: Computes the matrix logarithm of the covariance matrix.
- calc\_feature\_vector: Calculates all previously defined features and concatenates everything into a single feature vector.
- generate\_feature\_vectors\_from\_samples: Reads data from CSV file and extracts statistical features for each time window of width "period".
- Gen\_training\_matrix: This is the main function which calls on all the calculating features and generate the final matrix

### 3. Feature Selection:

Based on all the features we get, we select only the relevant ones. Scikit-learn has made it pretty much easy for us to make the feature selection. There are a lot of ways in which we can think of feature selection, but most feature selection methods can be divided into three major buckets:

- *Filter based:* We specify some metric and based on that filter features. An example of such a metric could be correlation/chi-square.
- *Wrapper-based:* Wrapper methods consider the selection of a set of features as a search problem. Example: Recursive Feature Elimination.
- *Embedded:* Embedded methods use algorithms that have built-in feature selection methods. For instance, Lasso and RF have their own feature selection methods.

We used 5 methods for feature selection and we then have chosen the one with highest accuracy:

1. **Pearson Correlation**: This is a filter-based method. We check the *absolute value of the Pearson's correlation* between the target and numerical features in our dataset. We keep the top n features based on this criterion.

$$r = \frac{\sum (x - \overline{x})(y - \overline{y})}{\sqrt{\sum (x - \overline{x})^2 \sum (y - \overline{y})^2}}$$

2. **Chi-Squared:** This is another filter-based method. In this method, we calculate the chi-square metric between the target and the numerical variable and only select the variable with the maximum chi-squared values. We therefore calculate the chi-squared value. To do this, we first find out the values we would expect to be falling in each bucket if there was indeed independence between the two categorical variables. We then multiply the row sum and the column sum for each cell and divide it by total observations. We use the following formula:

$$\chi_c^2 = \sum \frac{(O_i - E_i)^2}{E_i}$$

- 3. Recursive Feature Elimination: This is a wrapper based method. As I said before, wrapper methods consider the selection of a set of features as a search problem. The goal of recursive feature elimination (RFE) is to select features by recursively considering smaller and smaller sets of features. First, the estimator is trained on the initial set of features and the importance of each feature is obtained either through a coef\_ attribute or through a feature\_importances\_ attribute. Then, the least important features are pruned from the current set of features. That procedure is recursively repeated on the pruned set until the desired number of features to select is eventually reached.
- 4. **Random Forest:** This is an Embedded method. We can also use RandomForest to select features based on feature importance. We calculate feature importance using node impurities in each decision tree. In Random forest, the final feature importance is the average of all decision tree feature importance.
- 5. **LightGBM**: We have also used a LightGBM as it has a feature importances attribute.

## Classification Algorithms

## 1. Support vector machine

Fundamental reason for using the support vector machine is to classify/predict, .i.e. Firstly using the training data (combination of sample input and output), in order to train the svm and then, for some set of input, get the output predicted technically also known as the supervised learning.

The SVM is used to get classification among the different classes among the output and thus is the discrete classification and not the continuous one.

Saying that there are **n** features in the input and then the main objective of the svm algorithm is to find a plane in n dimensional that classifies the data points, which are themself n dimensional. The classification is taken as either the data point belongs inside or outside of the plane.

In order to separate the classes of data, there can be many possible different planes that can be used in doing so. Task comes to get that plane that has the maximum margin, so the large margin classifier, that is distance between data points of both classes should be maximum w.r.t the plane. As we are maximizing marginal distance so as to get some extra reinforcement so that on the future data points we will be getting less error. And thus will be classified with more amount of confidence.

### 2. KNN

K- Nearest Neighbors is a Supervised machine learning algorithm as the target variable is known Non parametric as it does not make an assumption about the underlying data distribution pattern Lazy algorithm as KNN does not have a training step. All data points will be used only at the time of prediction. With no training step, prediction step is costly. An eager learner algorithm eagerly learns during the training step. It is used for both Classification and Regression. It uses feature similarity to predict the cluster that the new point will fall into.

# **Experimental Data Description**

### **EEG-Feature - Generation**

https://github.com/jordan-bird/eeg-feature-generation/tree/master/dataset/original\_data

**Timestamps :-** is that instance of me where the data is collected

TP9,AF7,AF8,TP10, :- These are the four sensors used up for collecting dataset

Right Aux :- RAW brainwaves for the auxiliary USB sensor (MU-02 and MU-03 only)

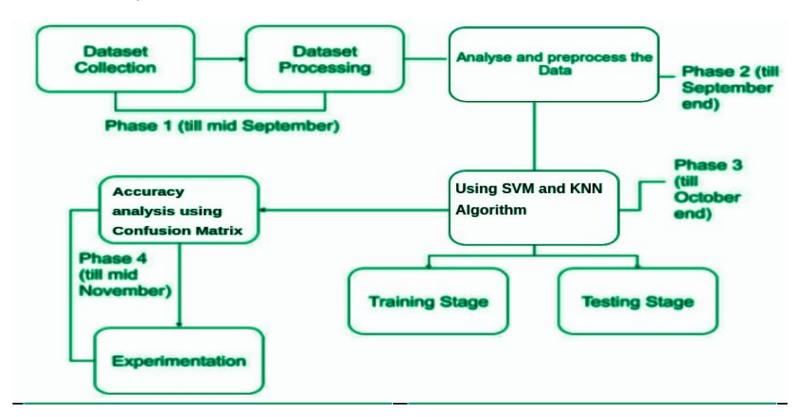
timestamps, TP9, AF7, AF8, TP10, Right AUX 1533222559.839,59.105,28.320,15.137,12.207,54.199 1533222559.843,62.012,30.273,43.945,11.719,79.102 1533222559.847,44.922,30.273,-97.656,11.230,32.715 1533222559.851, 28.809, 27.832, -110.352, 9.277, 29.785 1533222559.855, 36.156, 28.809, -73.242, 11.230, 50.781 1533222559.859,57.617,36.133,-17.090,16.113,37.109 1533222559.862,74.219,38.574,42.480,27.832,20.020 1533222559.866,57.129,33.691,-30.273,34.180,28.320 1533222559.870,23.949,29.785,-101.074,13.184,64.941 1533222559.874,20.020,33.203,-92.285,9.277,40.527 1533222559.878,41.504,33.203,-24.902,15.625,-0.488 1533222559.882,51.758,29.785,68.359,14.160,37.598 1533222559.886,47.852,34.180,-29.297,21.973,55.176 1533222559.890,34.180,36.133,-122.070,17.578,59.570

## Language and Libraries

**Choice of Language : python** 

**Used Libraries**: numpy, scipy, os, sys,matplotlib,sklearn, re, pandas, csv,lightgbm, Pillow = 2.2.2, nltk

# **Activity Chart**

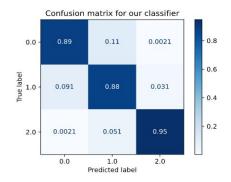


## Result: SVM Classifier

### 1. Pearson Correlation

------ Pearson Correlation -----(2479, 850) 2479 Training Accuracy: 100.0 % Test Accuracy: 90.34289713086075 % 417 913 54 424 59 869 77 25 16 2.0 938 Classification Report

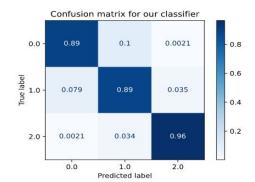
		precision	recall	f1-score	support
	0.0	0.90	0.89	0.89	471
	1.0	0.85	0.88	0.86	483
	2.0	0.97	0.95	0.96	475
accur	асу			0.90	1429
macro	avg	0.90	0.90	0.90	1429
weighted	avg	0.90	0.90	0.90	1429



## 2. Chi - Squared

----- Chi-Squared (2479, 850) 2479 Training Accuracy: 100.0 % Test Accuracy: 91.46256123163052 % FN 0.0 421 50 919 39 55 1.0 881 65 2.0 458 17 936 18 Classification Report

	precision	recall	fl-score	support
0.0	0.92	0.89	0.90	471
1.0	0.87	0.89	0.88	483
2.0	0.96	0.96	0.96	475
accuracy			0.91	1429
macro avg	0.92	0.91	0.91	1429
weighted avg	0.91	0.91	0.91	1429

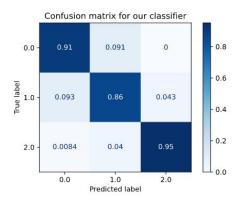


### 3. Recursive Feature Elimination

------ Recursive Feature Elimination (2479, 850) 2479 Training Accuracy: 100.0 % Test Accuracy: 90.76277116864941 % TP FP FN 0.0 428 49 1.0 417 66 884 62 452 23 933 21 2.0

#### Classification Report

	precision	recall	f1-score	support
0.0	0.90	0.91	0.90	471
1.0	0.87	0.86	0.87	483
2.0	0.96	0.95	0.95	475
accuracy			0.91	1429
macro avg	0.91	0.91	0.91	1429
weighted avg	0.91	0.91	0.91	1429

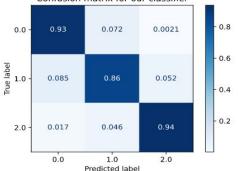


### 4. Random Forest

----- Random Forest (2479, 206) 2479 Training Accuracy: 98.4747378455672 % Test Accuracy: 90.83275017494752 % 436 909 49 0.0 35 1.0 417 66 890 56 26 445 928 Classification Report

	precision	recall	f1-score	support
0.0	0.90	0.93	0.91	471
1.0	0.88	0.86	0.87	483
2.0	0.94	0.94	0.94	475
accuracy			0.91	1429
macro avg	0.91	0.91	0.91	1429
weighted avg	0.91	0.91	0.91	1429

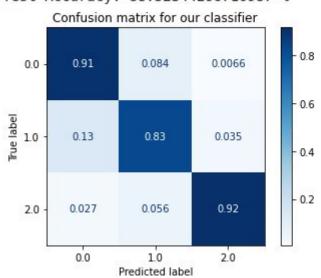
#### Confusion matrix for our classifier



## 5. Light GBM

(2479, 199) 2479

Training Accuracy: 97.04480457578646 % Test Accuracy: 88.52344296710987 %

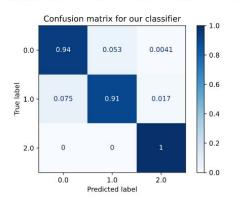


## Result: KNN Classifier

### 1. Pearson Correlation

Classification Report

	precision	recall	f1-score	support
0.0	0.93	0.94	0.94	246
1.0	0.94	0.91	0.93	240
2.0	0.98	1.00	0.99	258
accuracy			0.95	744
macro avg	0.95	0.95	0.95	744
weighted avg	0.95	0.95	0.95	744



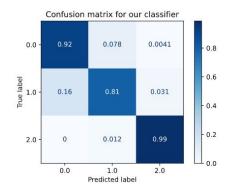
## 2. Chi - Squared

Test Accuracy: 90.18817204301075 %
TP FP TN FN

0.0 224 20 458 42
1.0 208 50 464 22
2.0 239 3 493 9

#### Classification Report

precision	recall	f1-score	support
0.84	0.92	0.88	244
0.90	0.81	0.85	258
0.96	0.99	0.98	242
		0.90	744
0.90	0.90	0.90	744
0.90	0.90	0.90	744
	0.84 0.90 0.96	0.84 0.92 0.90 0.81 0.96 0.99	0.84 0.92 0.88 0.90 0.81 0.85 0.96 0.99 0.98 0.90 0.90 0.90



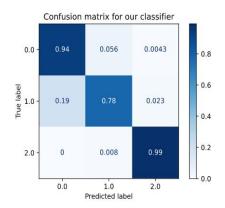
### 3. Recursive Feature Elimination

----- Recursive Feature Elimination -----

Test	Accuracy:	90.188	172043010	75 %	
	TP	FP	TN	FN	
0.0	217	14	462	51	
1.0	206	57	466	15	
2.0	248	2	487	7	

#### Classification Report

		precision	recall	f1-score	support
0.	0	0.81	0.94	0.87	231
1.	0	0.93	0.78	0.85	263
2.	0	0.97	0.99	0.98	250
accurac	y			0.90	744
macro av	g	0.90	0.90	0.90	744
weighted av	g	0.91	0.90	0.90	744



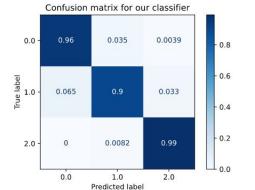
### 4. Random Forest

Test Accuracy: 95.16129032258065 %

	TP	FP	TN	FN
0.0	244	10	474	16
1.0	222	24	487	11
2.0	242	2	491	9

#### Classification Report

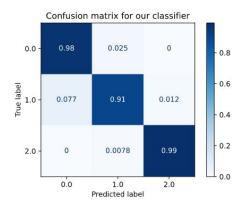
		precision	recall	f1-score	support
	0.0	0.94	0.96	0.95	254
	1.0	0.95	0.90	0.93	246
	2.0	0.96	0.99	0.98	244
accur	acy			0.95	744
macro	avg	0.95	0.95	0.95	744
weighted	avg	0.95	0.95	0.95	744



5. Light GBM

	Accuracy:				LightGBM	 	 
icst	TP.	FP FP	TN	FN			
0.0	237	6	482	19			
1.0	224	22	490	8			
2.0	253	2	486	3			
Class	ification	Report					
				-11 61			

		precision	recall	f1-score	support
	0.0	0.93	0.98	0.95	243
	1.0	0.97	0.91	0.94	246
	2.0	0.99	0.99	0.99	255
accur	асу			0.96	744
macro	avg	0.96	0.96	0.96	744
weighted	avg	0.96	0.96	0.96	744



# Comparison and Remaining Work

Comparison Between KNN and SVM

FeatureSelection\Classifier	SVM (%)	KNN (%)
Pearson Correlation	91.39258223	93.01075269
Chi-Squared	91.81245626	92.06989247
Recursive Feature Elimination	92.51224633	90.99462366
Random Forest	91.1126662	93.9516129
LightGBM	88.52344297	95.56451613

# Base Paper Comparison

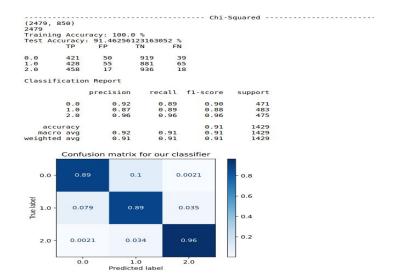
**Base Paper Result: 89.38%** 

Method	Validation	Focus	Accuracy
Inf. Gain Selection, CNN	70/30 Split	Accuracy	89.38% [86.94, 91.50]
OneR Selection, Random Forest	10-fold	Agazzanar	87.2% [85.7, 88.6]
Evol. Selection, DEvoMLP	5-fold	Accuracy, Resource Usage	79.8% [78.1, 81.5]

# Comparison

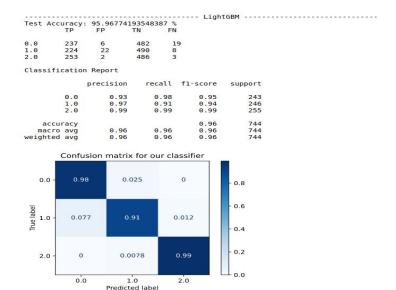
## **Best Accuracy using SVM**

**Our Result : 91.46%** 



## **Best Accuracy using KNN**

Our Result : 95.96%



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https://github.com/junmoan/eeg-feeling-emotions-LSTM

https://github.com/Mister5ive/emotion\_classification

https://github.com/tongdaxu/EEG\_Emotion\_Classifier\_DEAP

https://github.com/dweidai/DEAP-JRP-Emotion-Classification

https://github.com/yerzhan7orazayev/EEG-based-Emotion-Classification

https://github.com/PratikshyaM/Emotion-Recognition-From-EEG-brain-waves-