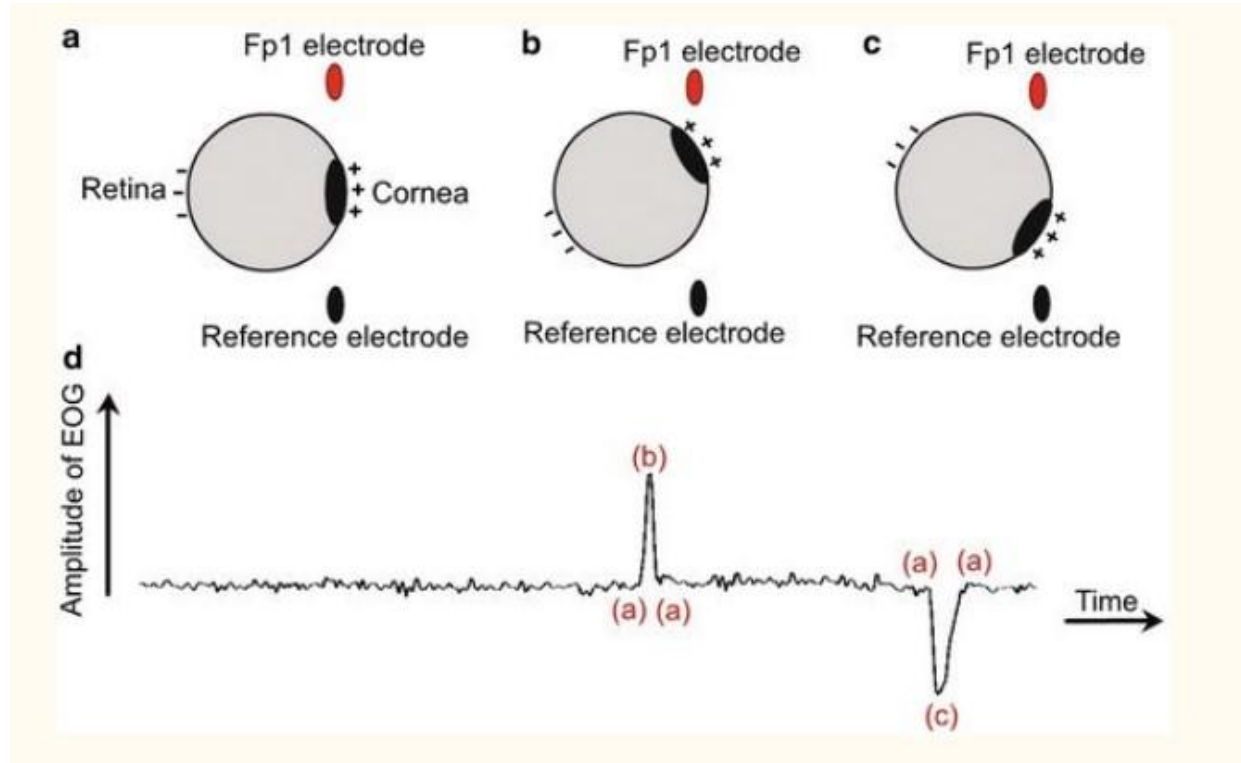


Human computer interface sa EOG-om

Luka Carić
Petar Kovačević

Elektrookulografija je tehnika detektovanja pokreta očiju na osnovu merenja potencijala između kornee (rožnjače) i retine(mrežnjače). Oko se može predstaviti električnim dipolom, gde je kornea (prednji deo) pozitivno, a retina (zadnji deo) negativno naelektrisana.



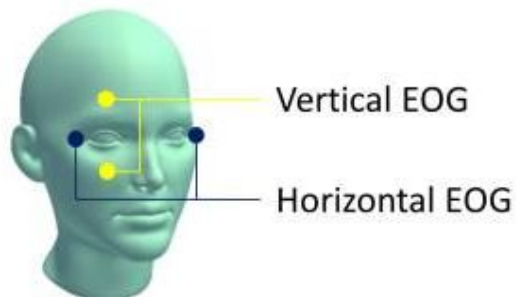
Signal
acquisition



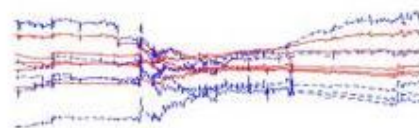
Signal
processing



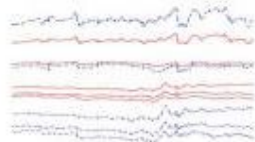
Application
interface



Amplification



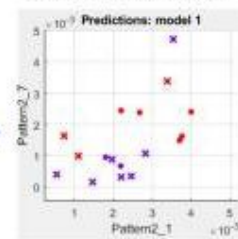
Pre-processing



Feature
extraction

Name	Value	Size =	Min	Max
data	4703648 double	4703648	NaN	NaN
durations	55x1 double	55x1	7	1323
offsets	55x1 double	55x1	4832	237907
onsets	55x1 double	55x1	4259	237903
speed	24x1 double	24x1	1.5899	11.6746
t_off	1x25 double	1x25	146	9999
t_on	1x25 double	1x25	1	9834
ampl	1x24 double	1x24	6.9426	611.1799
saccades_off	1x24 double	1x24	101	9833
saccades_on	1x24 double	1x24	148	9799

Classification



Pattern
recognition



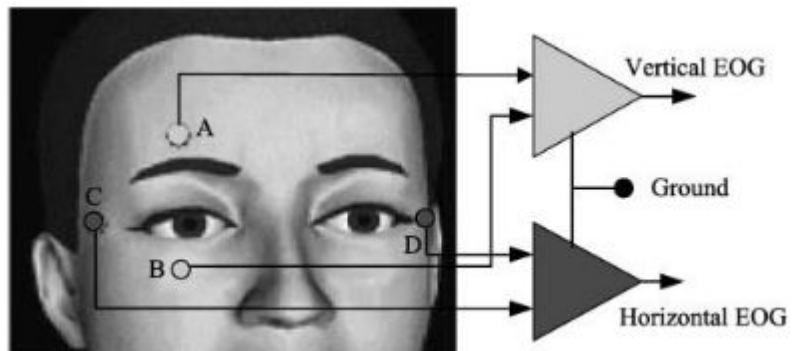
Application area
HCI/BCI



Korišćena instrumentacija

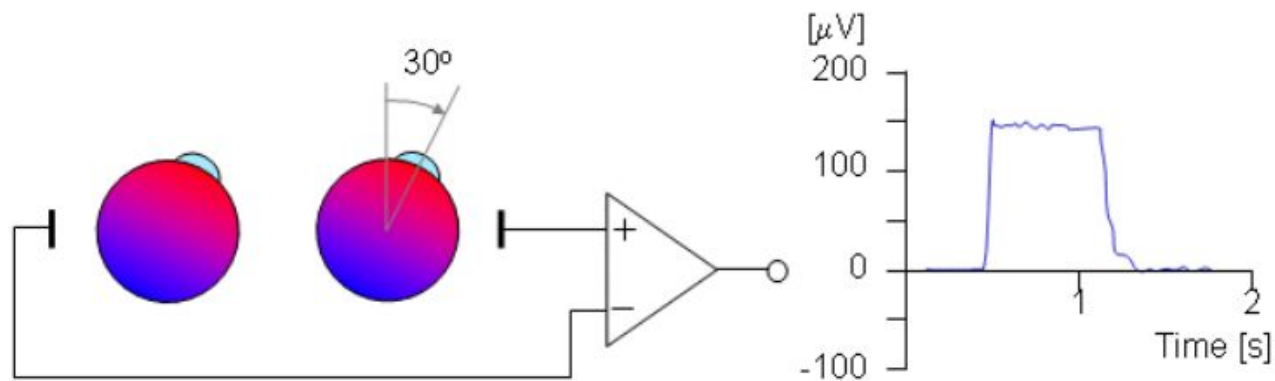
- EOG pojačavač (instrumentacioni pojačavači sa filterom propusnikom opsega)
- Laboratorijsko napajanje (-5V do +5V)
- Arduino
- Pet površinskih elektroda (za jednokratnu upotrebu)
- Python aplikacija za očitavanje, kalibraciju i kontrolu miša

Postavka elektroda

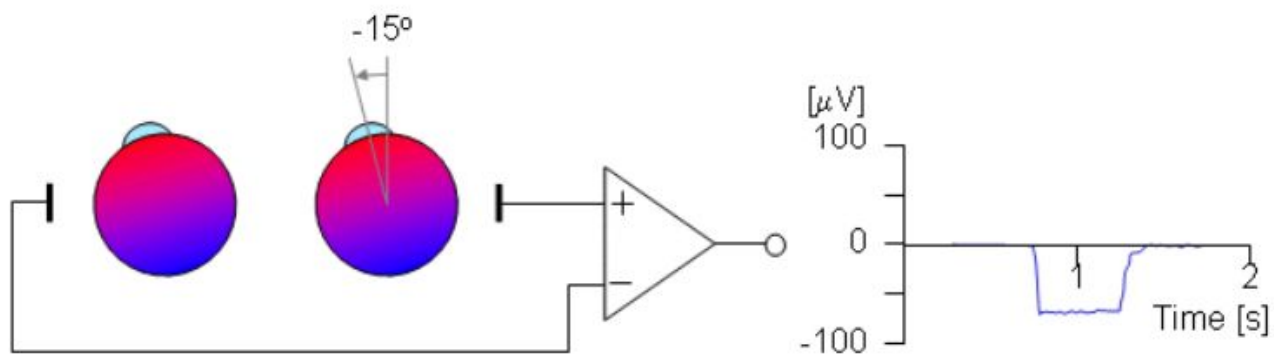


Jedan kanal za pokrete gore-dole i jedan za pokrete levo-desno, referentna elektroda na čelu.

Analiza signala

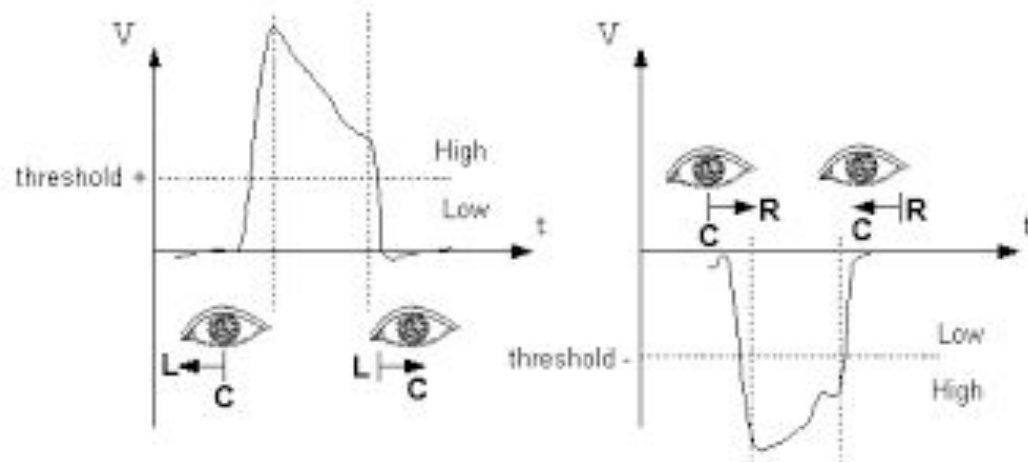


Eyes moving 30° to the right



Eyes moving 15° to the left

Klasifikacija pokreta oka



$$\text{classify}(\text{value}) \begin{cases} \text{value} \geq \text{Amplitude}_{\text{Threshold}} \cdot \text{Tolerance} \rightarrow \text{High} \\ \text{value} < \text{Amplitude}_{\text{Threshold}} \cdot \text{Tolerance} \rightarrow \text{Low} \end{cases}$$

Kontrola miša pomoću EOG-a

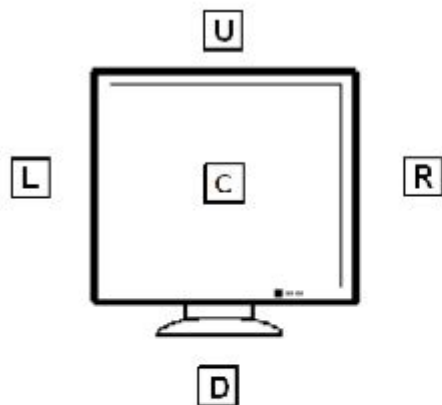


Figure 16. Targets of eyes movements.

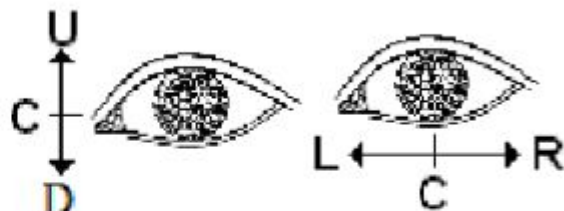
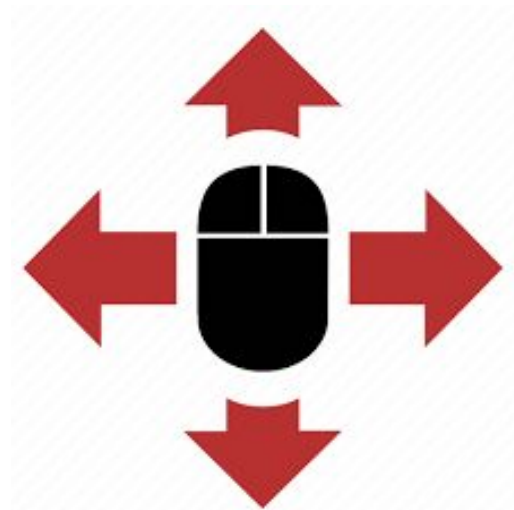
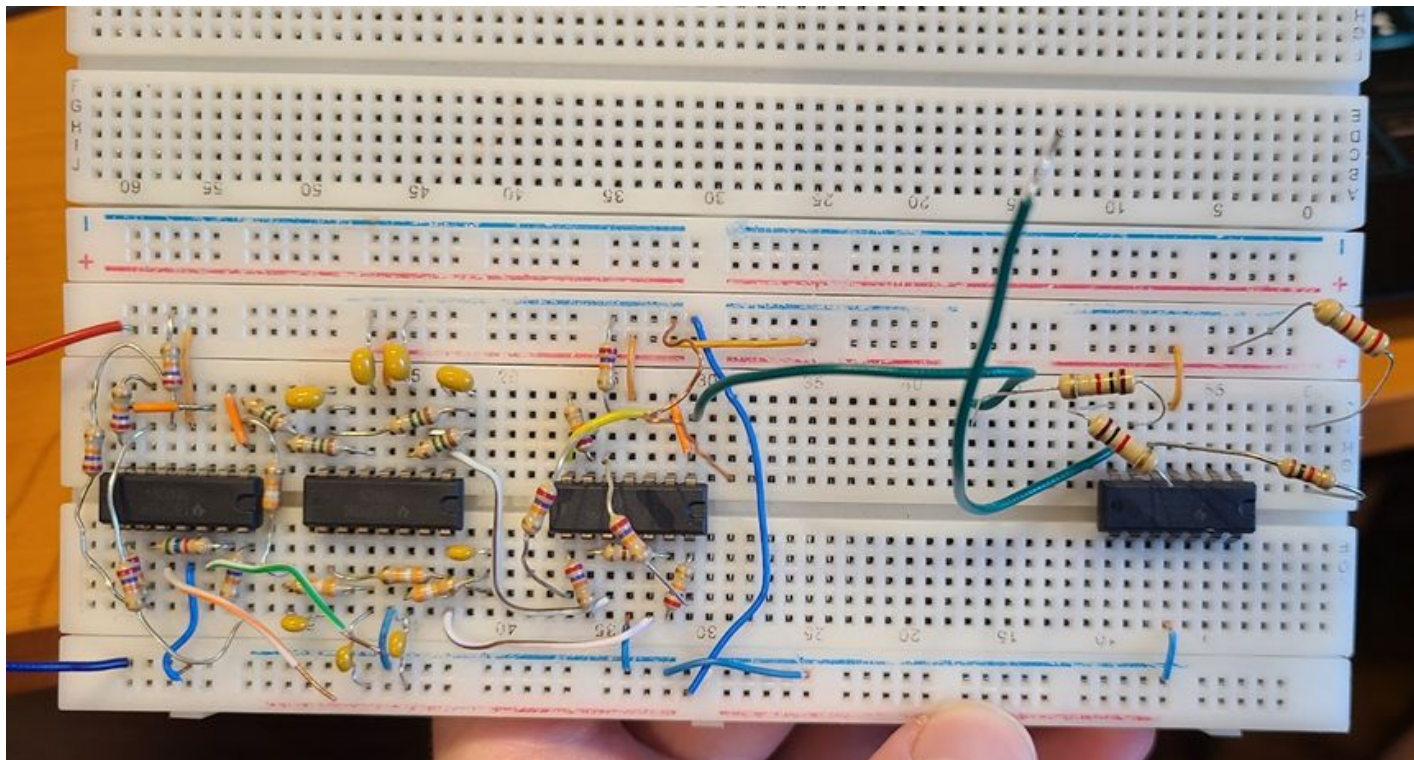


Figure 17. Eye movements.

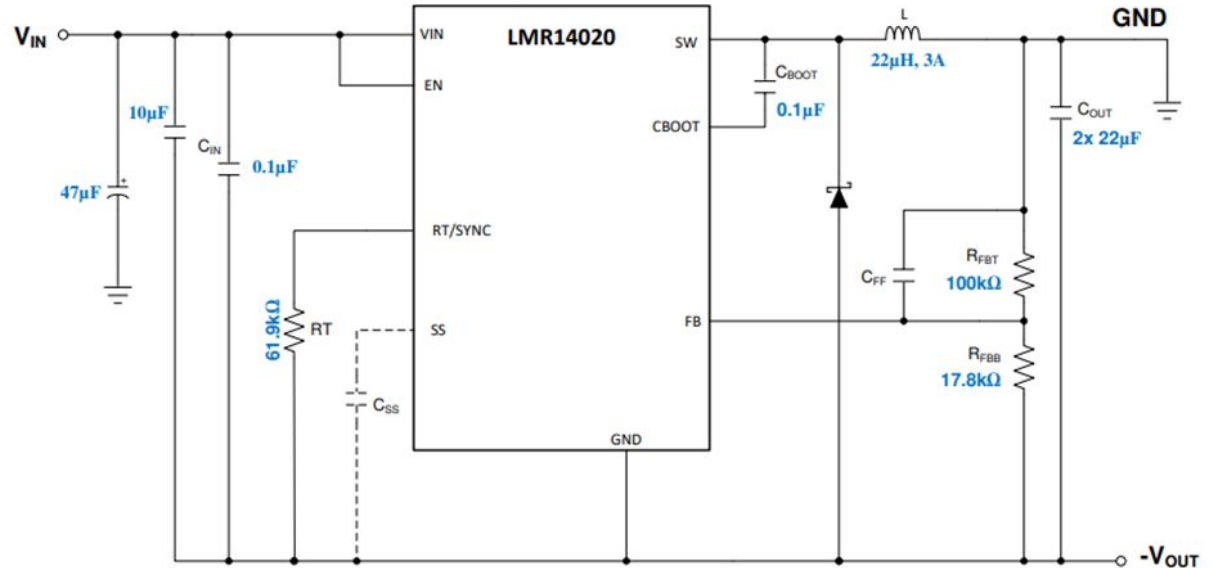


Hardver prototip



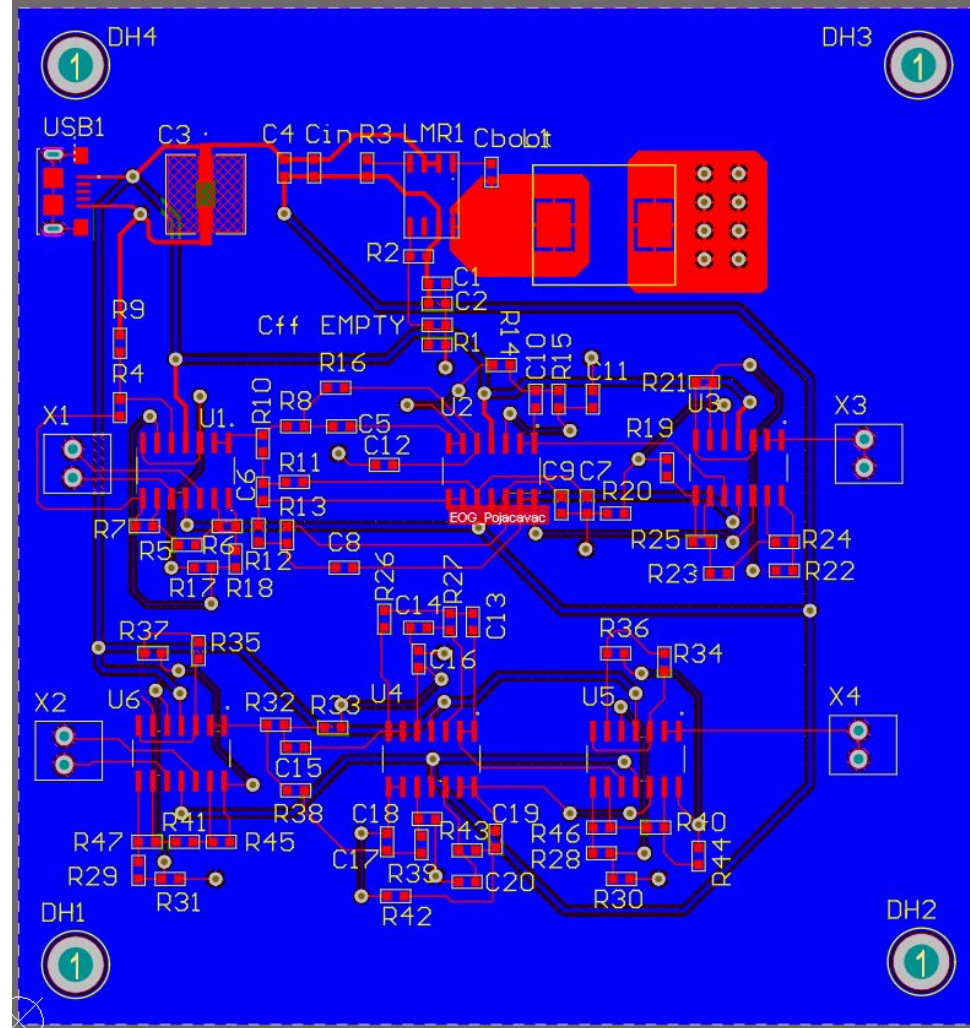
Novi zahtevi

- Manji šum
- Bolji kontakti
- Negativni napon napajanja



PCB 2D model

- 2 sloja
- SMD komponente
- Buck boost



3D model

