



Final Year Project

2017-2018

Group 31
Review 2

Brain

Computer

Interface

SSVEP Classification

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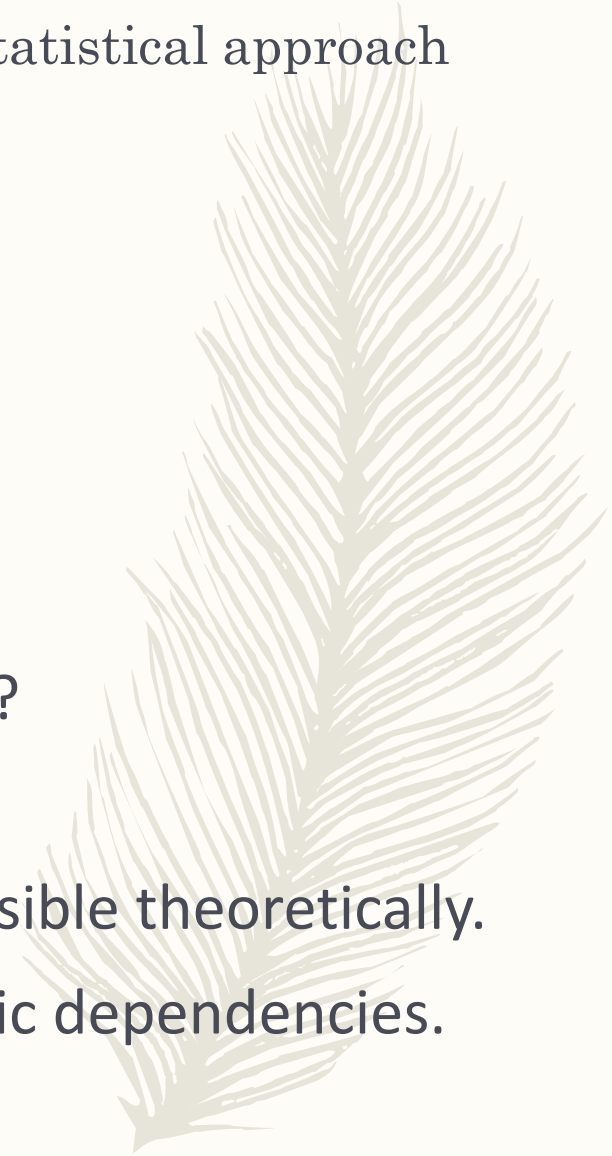
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THE OBJECTIVE

Classify EEG signals in an SSVEP using a statistical approach

- SSVEP classification
- Statistical Approach
- Using our own data set
- Explore a Riemann manifold approach
 - ❖ What is it?
 - ❖ Why is it better than the conventional CCA?
- Benefits
 - ❖ Minimised search so faster detection possible theoretically.
 - ❖ Covariance estimation and distance metric dependencies.
 - Fine tuning possible
 - Double edged sword, however



Offline SSVEP Classification



```
graph TD; A[EEG Digital Database] --> B[Digital Filter]; B --> C[Data Matrix]; C --> D[Classifier Algorithm]; D --> E[Class predictor];
```

EEG Digital
Database

Digital
Filter

Data
Matrix

Classifier
Algorithm

Class
predictor

The Data

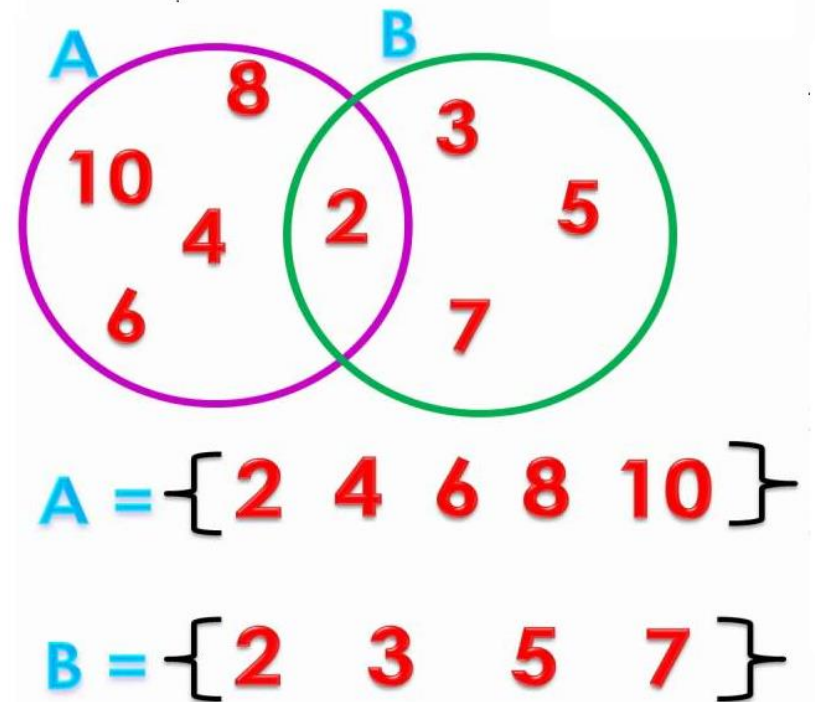
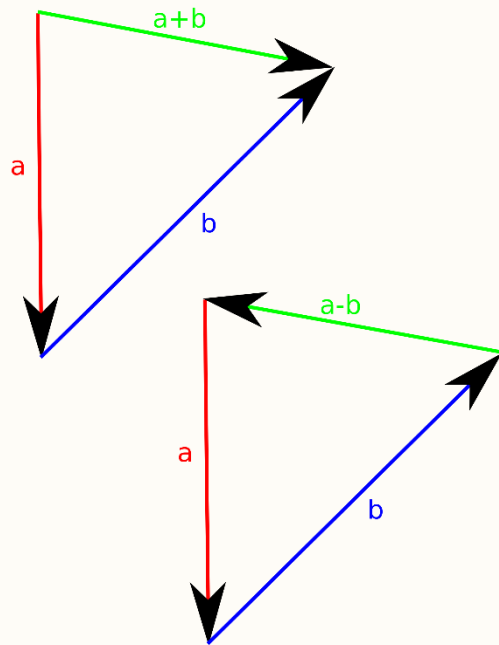
$$\begin{pmatrix} a_{11} & \cdots & a_{1n} \\ \vdots & \ddots & \vdots \\ a_{m1} & \cdots & a_{mn} \end{pmatrix} \quad \longrightarrow \quad \begin{bmatrix} c_{11} & \cdots & c_{1m} \\ \vdots & \ddots & \vdots \\ c_{m1} & \cdots & c_{mm} \end{bmatrix}$$

EEG Data

Covariance Matrix

- There are different ways to compute the covariance matrix
- Each of the methods have different computation costs and accuracy
- Each covariance matrix is a point on an $\frac{m(m+1)}{2}$ dimensional riemannian surface

What is a vector?



Ordered Set

$\{1, 2, 3, 4, 5, 6\}$

$\{3, 1, 4, 2, 6, 5\}$

Different From

$\begin{bmatrix} 1 \\ 2 \\ 3 \\ 4 \\ 5 \\ 6 \end{bmatrix}$

Different From

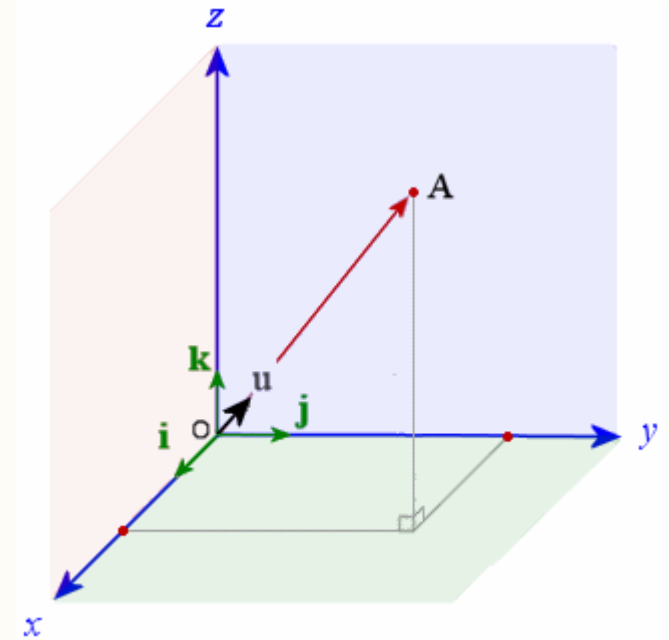
$\begin{bmatrix} 3 \\ 1 \\ 4 \\ 2 \\ 6 \\ 5 \end{bmatrix}$

Geometric Representation

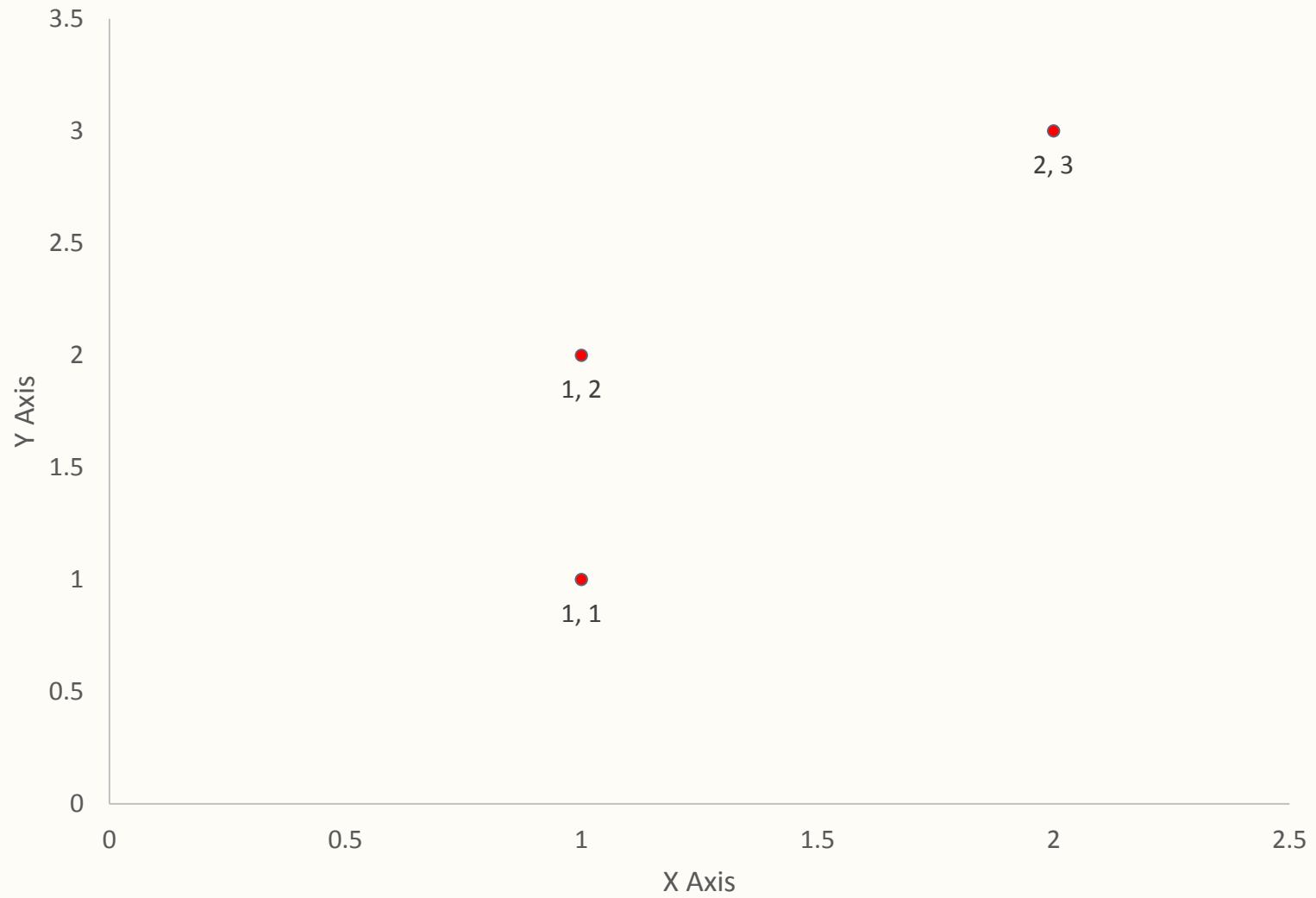
$$\begin{bmatrix} 1 & 1 & 2 \\ 0 & -6 & 2 \\ 1 & 3 & 4 \end{bmatrix}$$

$$[2 \ 6 \ 4]$$

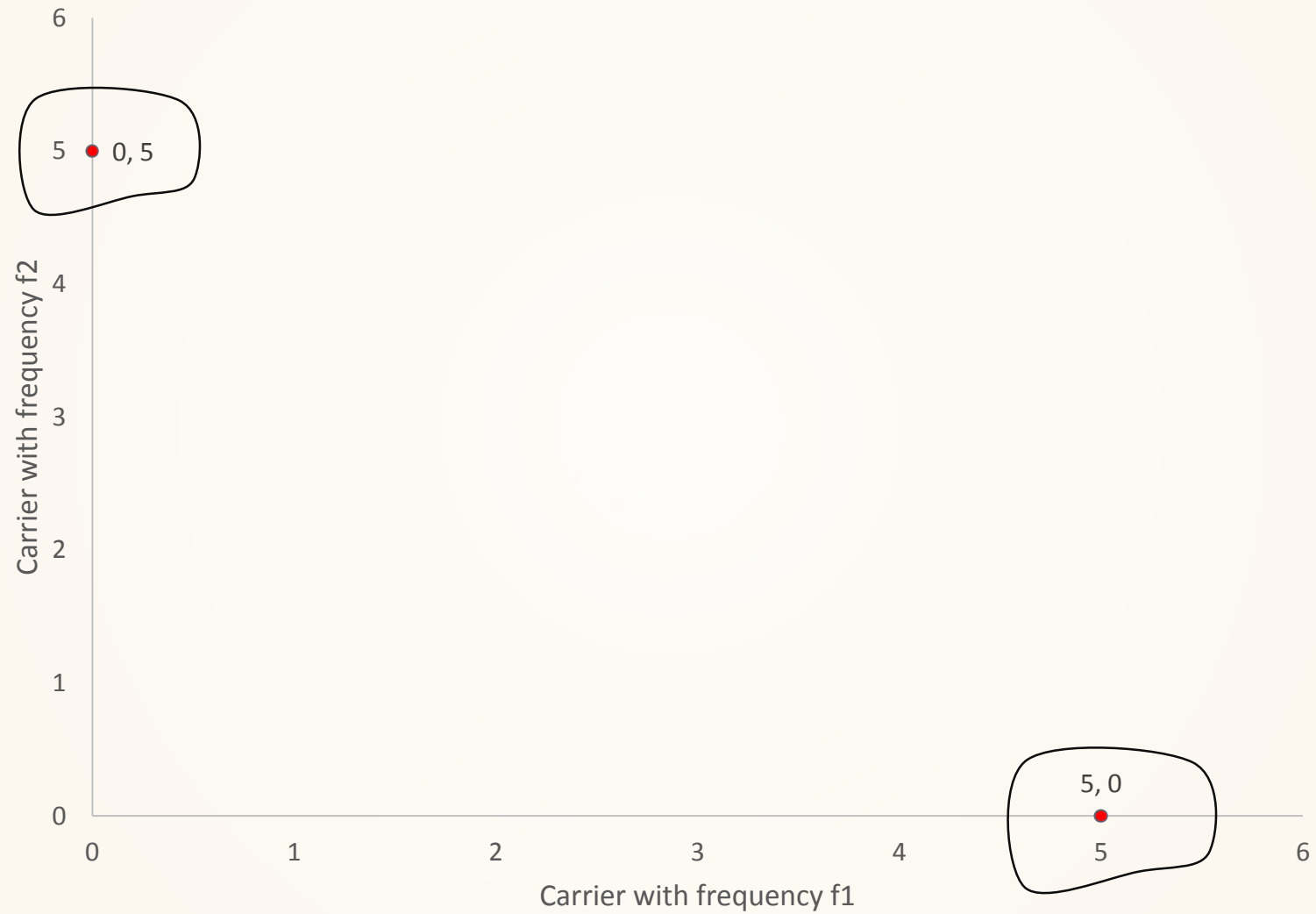
$$\begin{bmatrix} 6 \\ 2 \\ 4 \end{bmatrix}$$



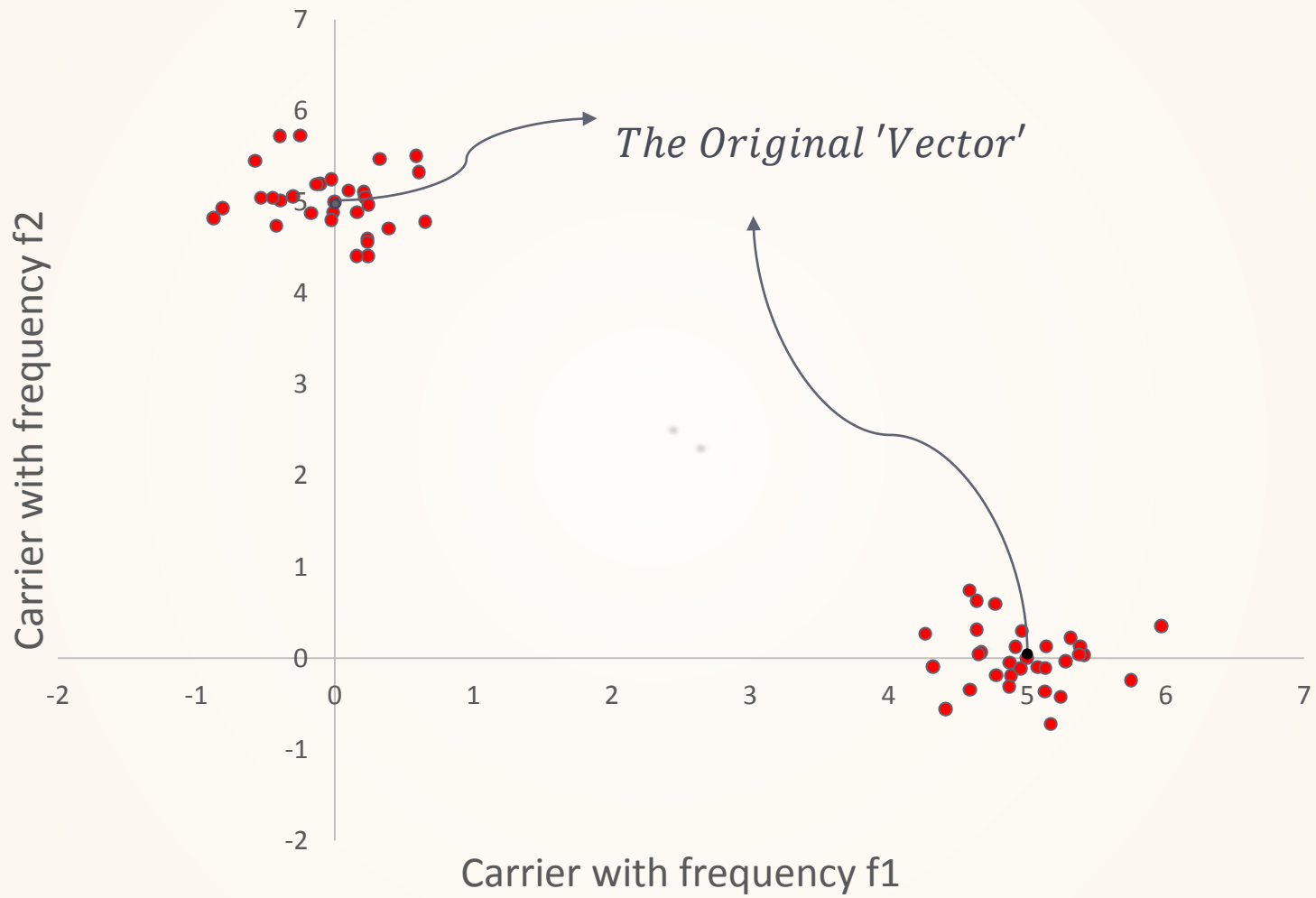
2-D Vectors as Points



FSK Constellation



FSK Constellation



What is Distance?

Between vectors x and y

- *Euclidean Distance*

$$\sqrt{\sum_{i=1}^n (x_i - y_i)^2}$$

- *Manhattan Distance*

$$\sum_{i=1}^n |x_i - y_i|$$

- *Mean Squared Distance*

$$\frac{1}{n} \sum_{i=1}^n (x_i - y_i)^2$$

Conditions For a Distance Measure

For any Distance function

$d(x, y)$

- $d(x, y) \geq 0$
- $d(x, y) = 0 \Leftrightarrow x = y$
- $d(x, y) = d(y, x)$
- $d(x, z) \leq d(x, y) + d(y, z)$

The Riemannian Distance

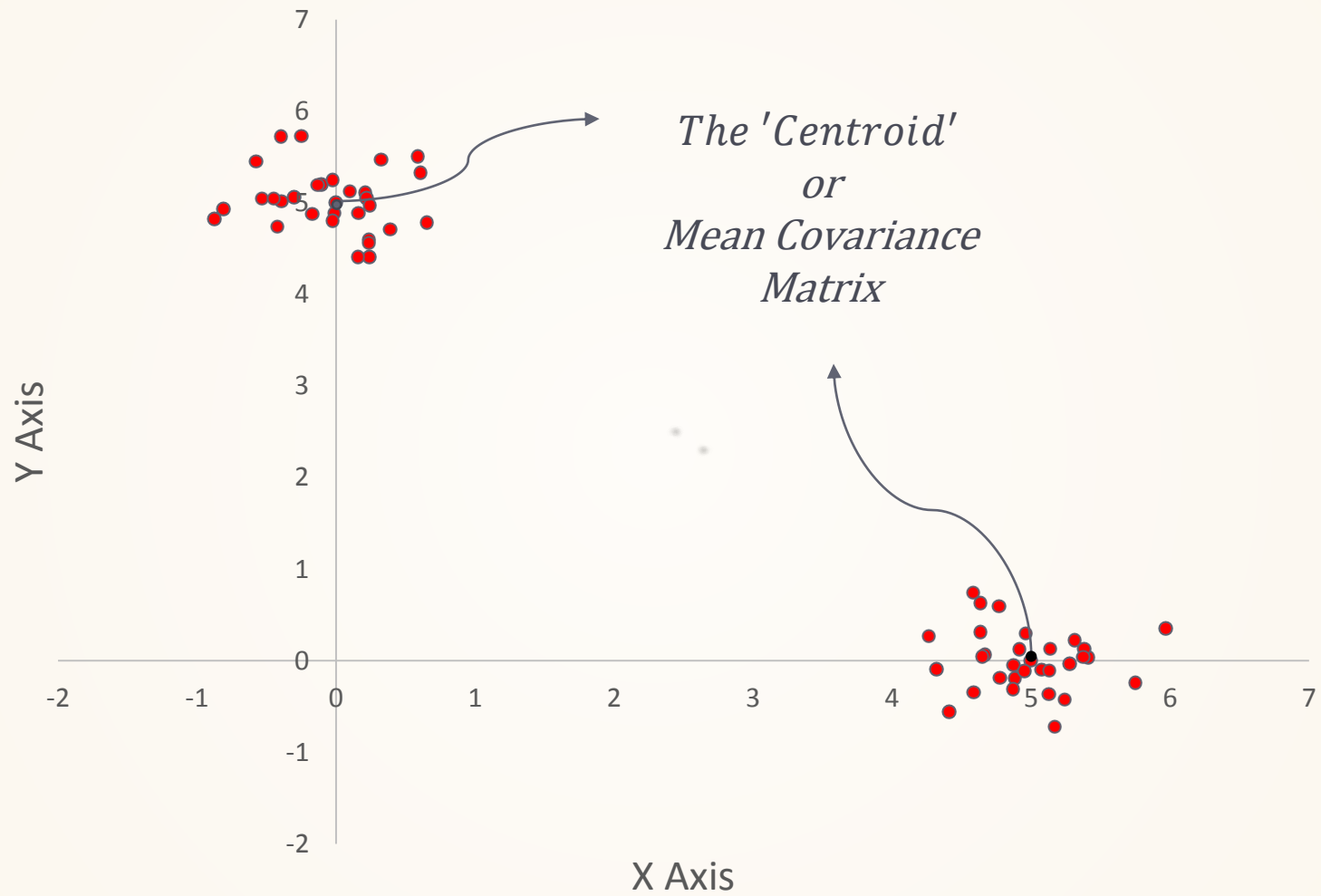
$$\|\ln(C_1^{-1}C_2)\|_F$$

Frobenius Norm of Matrix A is

$$\|A\|_F \triangleq \sqrt{\sum_{i=1, j=1}^{m, n} a_{ij}^2}$$

Where a_{ij} is the (i, j) th element of matrix A

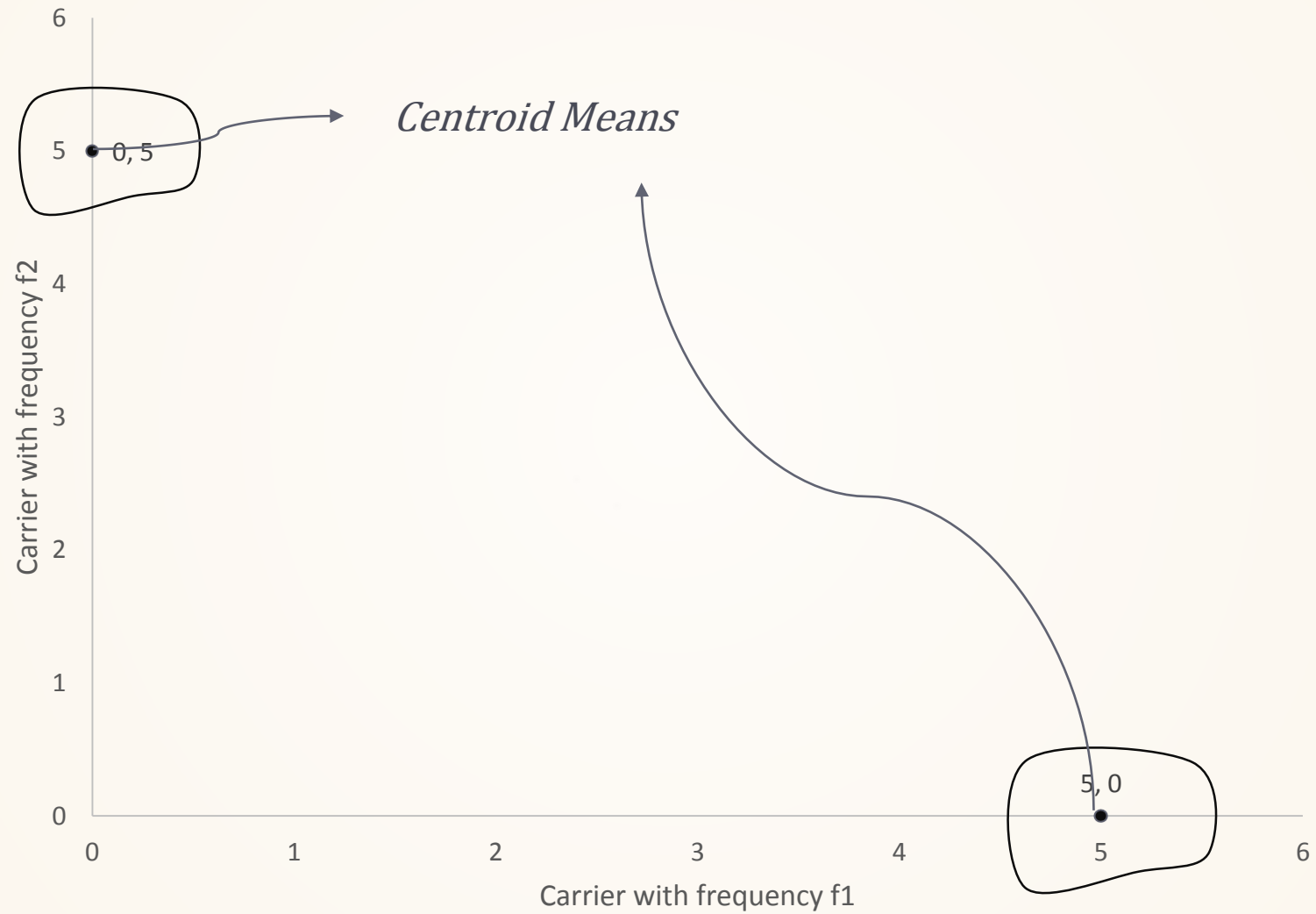
Matrix Constellation



The Point of This All

- Each covariance matrix is a point on an $\frac{m(m+1)}{2}$ dimensional riemannian surface
- Compute a lot of 'points' to get a cluster
- The 'centroid' will be the 'mean'
- The centroid is computed using riemannian geometry
- Trained classifier knows the mean of each frequency class
- Distance between new EEG signal and this mean
- Shortest distance is found and the EEG signal is assigned to that cluster
- That cluster corresponds to a particular flickering frequency

Trained Classifier





The Hardware



Cyton Board

The Cyton

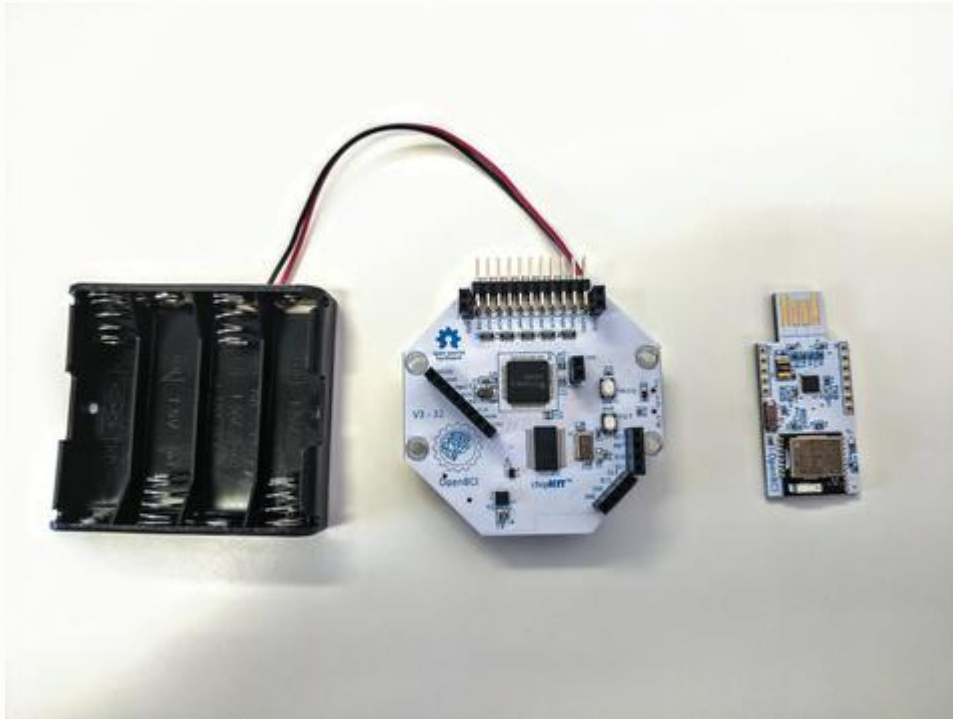
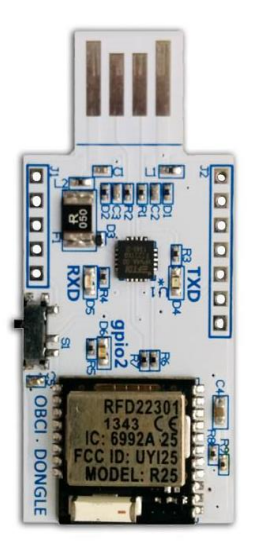
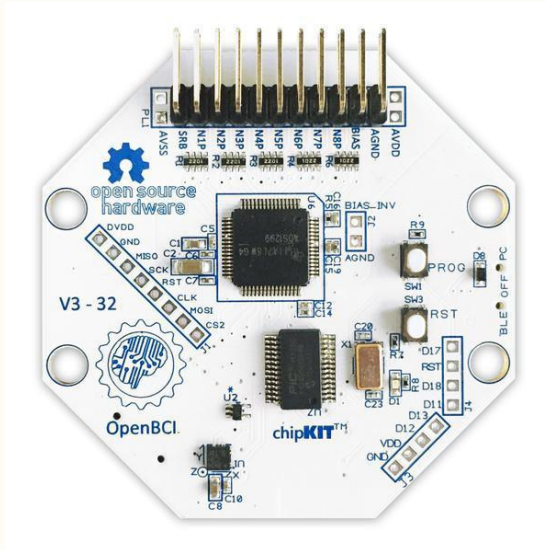
Spec Sheet

- Compatible with active and passive electrodes
- 8 differential, high gain, low noise input channels
- Texas Instruments ADS1299 ADC
- PIC32MX250F128B microcontroller
- RFduino Low Power Bluetooth radio
- 24-bit channel data resolution
- Programmable gain: 1, 2, 4, 6, 8, 12, 24
- 3.3V digital operating voltage
- +/-2.5V analog operating voltage
- ~3.3-12V input voltage
- LIS3DH accelerometer
- Micro SD card slot
- 5 GPIO pins, 3 of which can be Analog

The Dongle

Spec Sheet

- RFD22301 radio module from Rfdigital
- FT231X USB-to-serial converter from FTDI
- Can upload code to the OpenBCI board or the dongle
- Fully broken out and pin-compatible RFduino form factor



The Gantt Chart



Thank You