## **Formatting Instructions For NeurIPS 2023**

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## **Abstract**

Improving classification accuracy is a key issue to ad- vancing brain computer interface (BCI) research from lab- oratory to real world applications. This article presents a high accuracy EEG signal classification method using sin- gle trial EEG signal to detect left and right finger move- ment. We apply an optimal temporal filter to remove irrelevant signal and subsequently extract key features from spatial patterns of EEG signal to perform classification. Specifically, the proposed method transforms the original EEG signal into a spatial pattern and applies the RBFfeature selection method to generate robust feature. Classification is performed by the SVM and our experimental result shows that the classification accuracy of the proposed method reaches 90% as compared to the current reported best accuracy of 84%.

## 12 1 Introduction

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A brain-computer interface (BCI) is a communication system that does not depend on the brain's 13 normal output pathways of peripheral nerves and muscles. At present, eletroencephalography(EEG) 14 is one of the most prevailing signals used in non-invasive BCI systems. There are various kinds of 15 EEG based BCIs categorized by the signals used. Typical signals include slow cortical potential, 16 17 rhythms, EEG (de)synchronization evoked by motor imagery, steady-state visual evoked potential, 18 P300 potential, etc. EEG signals evoked by limb move- ment or motor imagery are of interest to this paper. The preparation, actual operation and mental imagina- tion of limb movements activate 19 similar EEG changes at sensorimotor areas on the scalp. When such regions be-come activated, EEG 20 activities display an amplitude atten- uation or event-related desynchronization (ERD). For in- stance, 21 imagination of right-hand or left-hand movement 22

results in the most prominent ERD localized over the cor- responding sensorimotor cortex. However, 23 24 ERD is subject- related, i.e. different subjects have different spatial localiza- tions of ERD. This leads to difficulty when extracting fea- tures for classification. Pfurtscheller et. al. [6] extracted 25 motor imagery signals from C3 and C4 EEG Channels to build an online BCI sys- tem. The features 26 presented to the classifier were short-term power spectra in pre-define frequency bands. This system 27 using a LVQ algorithm achieved an accuracy of approxi-mately 80Studies showed that the position of 28 ERD may vary from subject to subject, and are not necessarily located be- neath electrode positions 29 C3 and C4 [5]. As such, us- ing more channels of signals may improve performance. Mller-Gerking 30 et. al. [4] proposed to use Common Spa- tial Patterns (CSP) for the classification of motor execution 31 or imagery signals. The CSP method resulted in signifi- cant improvement to performances as 33 compared to their previous work in [6]. In this paper, we combined CSP and Principal Component Analysis (PCA) to improve the CSP feature classifi- cation. The resulted transformation is equivalent to a set of spatial filters optimized to distinguish between the left and right hand movement or motor

imagery. In addition, temporal filtering was applied to reduce noise. In the past, the selection of frequency bands was limited to a few pre- defined bands [4, 5]. In this paper, we investigated the ef- fects of temporal filtering for specific subject by an ex- haustive search over all the frequency bands. We showed that classification performance could be improved significantly by applying proper band-pass filter. To further en- hance recognition accuracy, a Radial Basis Function (RBF) based feature selection and generation algorithm [3] was adapted. We applied the Orthogonal Least Square (OLS) algorithm [3] to feature selection and generation. Using a Support Vector Machine (SVM) classifier on the features found, we achieved 90

dataset. The organization of the paper is as follows. Section 2 in-troduces the feature extraction by the combination of CSP and PCA. Section 3 presents the feature selection and gen- eration algorithms. Section 4 discusses the effects of differ- ent parameters on the recognition performance and present comparative experiment results. Finally, we conclude our paper and discuss some future work.

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