





BCI-Operated Media Player

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Problem Statement

Our project aims to enable severely impaired patients interact with computers via BCI. We are using a media player as a sample Proof of concept. The idea can be extended further to other software.





Proposed Approach

The main idea is to establish a **combination of binary digits**, wherein left hand movement maps to a '0' and right hand movement maps to a '1', thereby creating a language. These strings are then mapped to inputs to the computer system.

The current approaches scale to multiple dimensions by using different BCI paradigms for each dimension. This can be tedious and ineffective for large dimensions. Our approach provides an easy way to scale up to multiple dimensions.





Results targeted

- Achieve processing accuracy around **80-90%** for the BCI
- Create a media player that can be operated using inputs from BCI in real time
- Creating an appropriate regular
 expression to validate all combinations
 of inputs





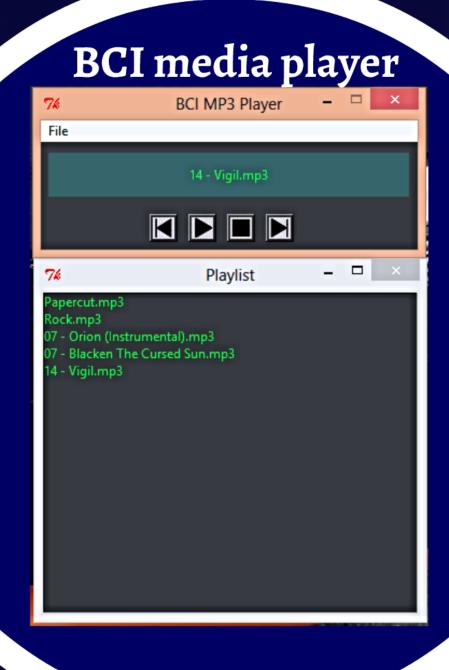
Results Achieved

- Processing accuracy of 74% was achieved
- Created a media player that can be operated using inputs from BCI using offline data sets and string inputs
- Derived a regular expression to validate all combinations of strings

Regular Expression

A-> 01 play
B-> 10 stop
C-> 11 next
D-> 00 previous
S1-> AB | AC | AD | A(epsilon)
S2-> BA | BC | BD | B(epsilon)
S-> (S1 | S2 | C | D)*







Result of processing module



Regular Expression:

A -> 01 play

B -> 10 stop

C -> 11 *next*

D -> 00 previous

 $S1 \rightarrow AB \mid AC \mid AD \mid A(epsilon)$

 $S2 \rightarrow BA \mid BC \mid BD \mid B(epsilon)$

 $S \rightarrow (S1 \mid S2 \mid C \mid D)^*$





Shortcomings

- Further **Pre-processing** is required to achieve better accuracy
- Hardware is required for real time inputs





Future Scope

- Increase accuracy of processing
- **Scale** to more functions for the media player
- Extend the same paradigm to **other software**





THANK YOU!



