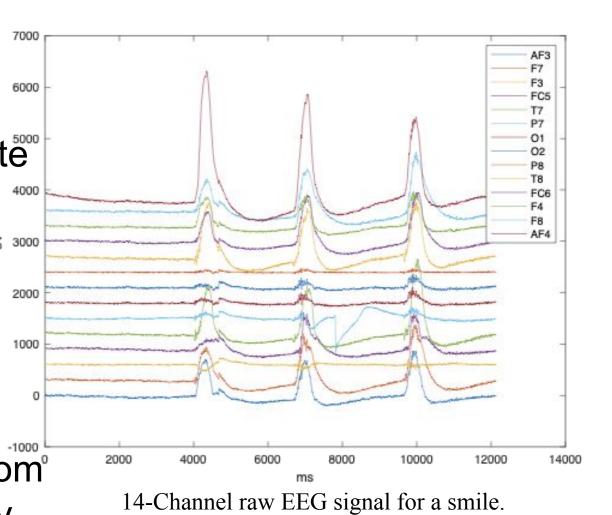
# Gesture Recognition of EEG Signals Using Wavelet Transform and Artificial Neural Networks

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## **Background: Electroencephalogram (EEG) Brain-Computer Interface (BCI)**

- EEG signals provide a non-invasive way of constructing Brain-Computer Interfaces.
- Different brain data travels on separate frequency bands, which consist of:
  - Delta Waves (0.5 to 3Hz)
  - Theta Waves (3 to 8 Hz)
  - Alpha Waves (8 to 12 Hz) Beta Waves (12 to 38 Hz)
  - Gamma Waves (38 to 42 Hz)
- In this project, samples were taken from<sup>®</sup> commercial-grade, 14-channel Emotiv EPOC® Headset.



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## **Motivation & Objectives**

# **Motivation**

 To improve the accuracy of EEG gesture recognition classifiers that use a commercial grade EEG headset by introducing a robust feature extraction method.

## **Objectives**

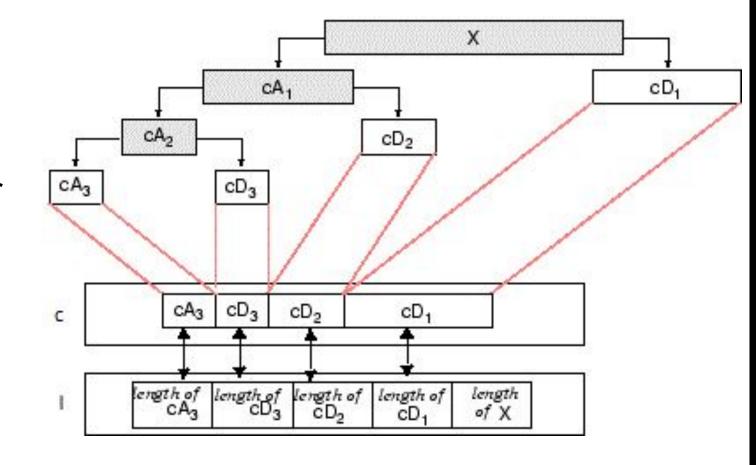
 Design a feature extraction and classification system that increases accuracy for EEG gesture recognition of more than one subject by using a 4-level wavelet decomposition prior to classification.

Emotiv EPOC® Headset

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### **Wavelet Decomposition**

- [1] shows positive results in using a 4-level wavelet decomposition for seizure detection on EEG signals.
- 4-level decomposition allows for EEG signal to be split into:
  - Delta Waves (approximation coefficients)
  - Theta Waves (Level 4 Detail Coefficients)
  - Alpha Waves (Level 3) Detail Coefficients)

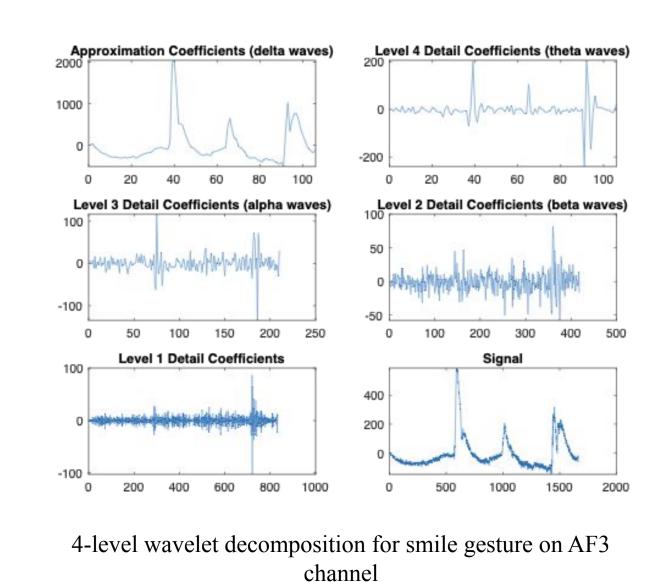


- Beta Waves (Level 2 Detail Coefficients)
- Gamma Waves (Level 1 Detail Coefficients)

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# **Wavelet Decomposition (cont.)**

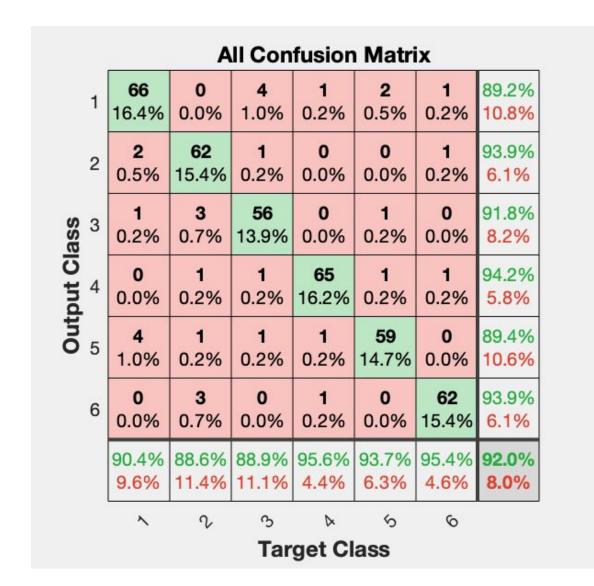
- A 4-level wavelet decomposition using Daubechies 2nd order wavelet was performed on each channel of the EEG signals.
- Once wavelet decomposition is done, statistical features (mean, variance, standard deviation, skewness, kurtosis, magnitude) are calculated for each wavelet coefficient vector per EEG channel. [2]



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#### **Results**

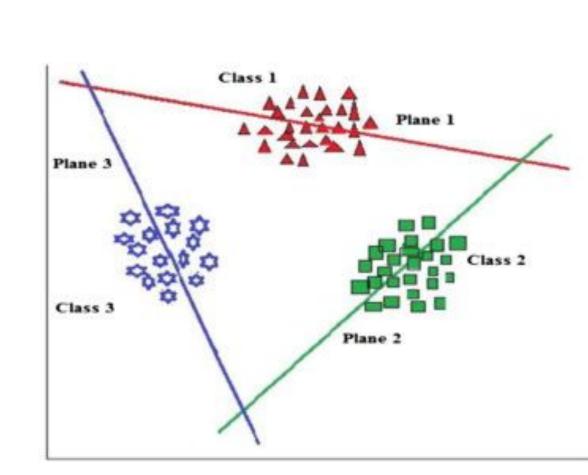
- Classifier exhibits an average of 92% accuracy in training, validation, and testing of ANN.
- Error is evenly distributed throughout the samples, indicating that no gesture was particularly harder to classify than another



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#### **Future Work**

- Implement classifier design on Brain-Computer Interface for application and use.
- Add more gestures to classification system for greater variety.
- Optimize algorithm for real-time implementation
- Increase sample space (at 402) samples, current sample space is fairly small)
- Test with other classification algorithm, such as a Multiclass SVM and Random Forest algorithm

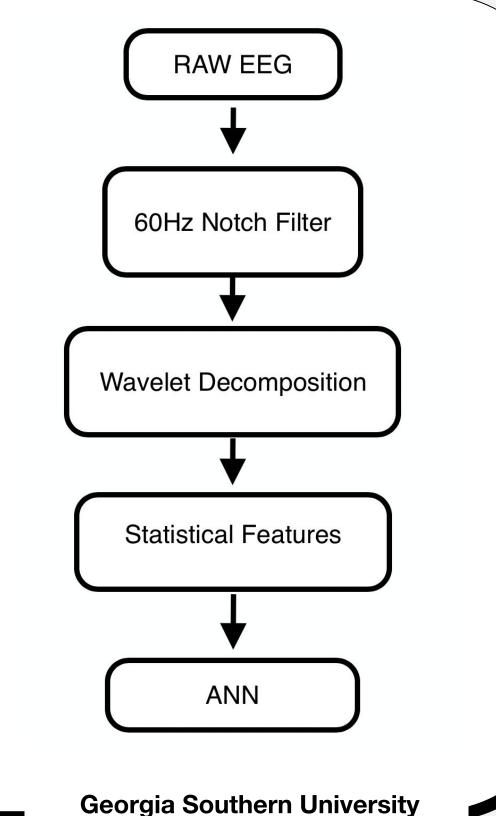


Multiclass SVM example

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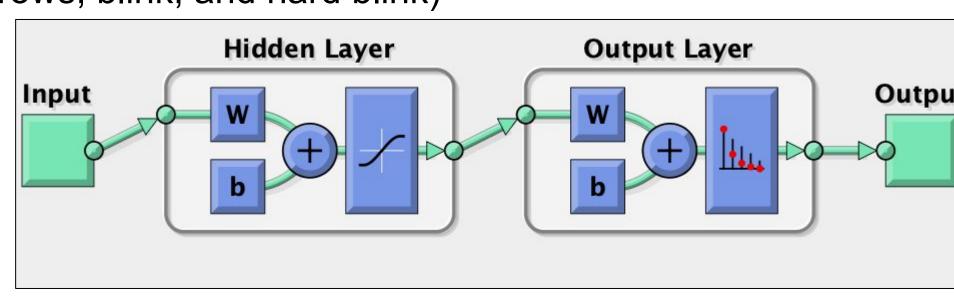
## **Methodology**

- The Gesture Recognition process consists of three stages:
  - Preprocessing: Notch filter at 60Hz to eliminate of wall noise and HPF to rid of DC offset from EPOC® headset.
  - Feature Extraction: Wavelet decomposition and statistical feature calculation
  - Classification: Gesture classification using artificial neural networks (ANN)



## **ANN Architecture**

- A fully connected, two-layer network architecture was used:
- Sigmoid layer with 150 hidden neurons
- Softmax output layer.
- Network was trained using scaled conjugate backpropagation.
- Input vector: 6 statistical features x 4 wavelet vectors x 14 eeg channels = 336 points
- Output vector: 6 facial gestures (smile, look left, look right, raise eyebrows, blink, and hard blink)



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## **References**

- S. Yasmeen and M. V. Karki, "Neural network classification of EEG signal for the detection of seizure," 2017 2nd IEEE International Conference on Recent Trends in Electronics, Information & Communication Technology (RTEICT), Bangalore, 2017, pp. 553-558.
- P. Jahankhani, V. Kodogiannis and K. Revett, "EEG Signal Classification Using Wavelet Feature Extraction and Neural Networks," IEEE John Vincent Atanasoff 2006 International Symposium on Modern Computing (JVA'06), Sofia, 2006, pp. 120-124.
- [3] E. M. Imah and A. Widodo, "A comparative study of machine learning algorithms for epileptic seizure classification on EEG signals," 2017 International Conference on Advanced Computer Science and Information Systems (ICACSIS), Bali, 2017, pp. 401-408.

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