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August to November, 2017

Thought Recognition using Brain Computer Interface



MAJOR PROJECT REPORT

We, hereby, declare that the project work entitled **“Thought Recognition using Brain Computing Interface”** is an authentic record of our own work carried out as a requirement of six months Capstone Project for the award of degree of B.E. Electronics and Communication Engineering, PEC University of Technology, Chandigarh, under the guidance of **Mr. Anshul Kumar**, from August to November, 2017.

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Certified that the above statement made by the students is correct to the best of my knowledge and belief.

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# Abstract

Brain computer interface technology represents a highly growing field of research in which researchers aim to build a direct channel between the human brain and the computer. It is a collaboration in which a brain accepts and controls a mechanical device as a natural part of its representation of the body. The BCI can lead to many applications especially for disabled persons. Its contributions in medical fields range from prevention to neuronal rehabilitation for serious injuries. Mind reading and remote communication have their unique fingerprint in numerous fields such as educational, self-regulation, production, marketing, security as well as games and entertainment. Brain Computer Interface (BCI) technology is a powerful communication tool between users and systems. It does not require any external devices or muscle intervention to issue commands and complete the interaction. These actions range from moving a wheelchair, getting something for eating or drinking by using robotic arms or wheels controlled by brain.

Brain computer interface (BCI) systems build a communication bridge between human brain and the external world eliminating the need for typical information delivery methods.  It works as a physiological measuring tool that retrieves and uses information about an individual’s emotional, cognitive or effectiveness state. The target of brain signals utilization has been extended beyond controlling some object or offering a substitution for specific functions, in what is called passive BCI. Through BCI, researchers have managed to send and decode silent thoughts from human brain. Thus, this technology is helpful for handicapped people to tell and write down their opinions and ideas via variety of methods such as in spelling applications, silent speech recognition etc. BCIs can also facilitate hands-free applications bringing the ease and comfort to human beings through mind-controlling of machines. They only require incorporating brain signals in order to accomplish a set of commands and no muscles intervention is needed. BCI assistive robots can offer support for disabled users in daily and professional life, increasing their cooperation in building their community.

# Aim of the Project

The objective of project is to capture brain signals associated with different thought patterns from the human brain.

Visual Processing is the ability to interpret the surrounding environment using light. This is related with the occipital region of the brain. This part of brain produces certain set of frequency patterns associated with alpha waves. These signals, when amplified, can be used to provide input to a device.

Initial Stage of brain-computer interfaces (BCI) is dedicated for the purpose of capturing and filtering the EEG signals using a non-invasive method.

The first step is to acquire the signal generated by the brain as a response from visual stimulus. Most people show protruding signals in the frequency range of 8–12 Hz of the EEG recorded over occipital region when they are not vigorously engaged in an action, or in imaginations of such actions or processing, when they are in state of meditation. The electrodes will send the signal to the bio-amplifier that will amplify the signal received since the signal generated in the brain is of very low amplitude in the range of micro amperes.

This signal is then processed to remove the unwanted frequencies and noise in the signal. Once the correct peaks are achieved this message can be converted to bits that can be used for studying the various thought patterns.

# Motivation

BCI has not had mainstream development and even less so in the area of visual and cognitive recognition. The motivation was drawn from the fact that most of the applications of BCI are targeted at the motor cortex region of the brain and thus require physical movement of a part of the body like the limbs, to isolate the required signal. For people who have some kind of disability or are paraplegic or quadriplegic might not be able to use such a system.

Moreover, the cognitive and visual part of the brain is a largely undiscovered area even by psychologists and neurologists. The fact that this project could lead to a better understanding of this region through the help of analog electronics, neural networks was a great driving force.

# Introduction

Brain Computer Interface (BCI) is a direct connection between computer(s) and human brain. It is the most recent development of Human Computer Interface (HCI). Unlike the traditional input devices such as keyboard, mouse etc., the BCI reads the waves produced from the brain at different locations in the human head, translates these signals into actions, and commands that can control the computer. The BCI can lead to many applications especially for disabled persons such as

* New ways for gamers to play games using their heads
* Social interactions; enabling social applications to capture feelings and emotions,
* Helping partially or fully-disabled people to interact with different computational devices
* Helping understanding more about brain activities and human neural networks.

These applications depend on the basic understanding of how the brain works. BCI applications utilize the brain and its nervous system functions where the human’s central nervous system consists of the spinal cord and the brain. The central nervous system, particularly the brain, is responsible for higher integrative abilities such as thinking, learning, production, and understanding of speech, memory, emotion etc.

## A basic BCI system

A basic BCI System can be constructed in the following three steps:

1. **Signal Acquisition**

Signal acquisition process is required to capture the brain electric signals. The electric signals could be recorded from the scalp, the surface of the brain, or from the neural activity. Since the capture signals strength are usually low, they need to be amplified. Then, to be used by computer applications, they need to be digitized.

1. **Signal Processing**

*•* Preprocessing

The first part of signal processing is preparing the recording electric signal for processing like enhancement to make the features clear for detection. Some filtering techniques could be used in the preprocessing operation

*•* Feature extraction

Feature extraction means extracting specific signal features. EEG recordings not only contain electrical signals from the brain, but also several unwanted signals. Those unwanted signals may bias the analysis of the EEG and may lead to wrong conclusions. Therefore, the digitized signals are subjected to feature extraction procedures.

*•* Signal Classification

In this stage, the translation algorithm are used in which algorithm translates the extracted signal features into device commands orders that carry out the user’s intent. The signals are classified on both frequency and on their shape; the classification algorithm might use linear methods or nonlinear methods.

1. **Data Manipulation**

Once the signals are classified, the output is manipulated to suite the output devices for example computer, oscilloscope or to blink a led.



Figure 1 : A Basic BCI System

## Classification of BCI system

* + - 1. **Invasive BCI**

Invasive BCI devices are implanted directly into the grey matter of the brain and provides the highest quality of signals. But this technique is prone to scar-tissue build-up, which results in weakening of the signal. Moreover, the immune system sometimes reacts to it as a foreign entity.

* + - 1. **Partially Invasive BCI**

Unlike Invasive BCI technique, partially invasive BCI devices are entrenched under the scalp. It can be either outside or inside the skull, but rests outside the grey matter of brain. Unlike Invasive BCI, signal strength using this type of BCI device is a little weaker. It produces better resolution signals than noninvasive. In this technique, there is less risk of scar tissue formation when compared with Invasive BCI.

* + - 1. **Non-invasive BCI**

In Non-Invasive BCI technique, the measuring sensors are mounted on caps or headbands, which record the signals generated by brain. This approach is not so indiscreet but reads the signals less effectively, because the electrodes are not placed on required part of the brain but on the scalp. An example of this category is the EEG or electroencephalography, which is capable of providing a fine temporal resolution. These are inexpensive, transferable and can be used easily.



Figure 2 : Non-Invasive Electrodes

## Bio-Amplifier

Biological signals are chronicled as potential levels, voltage levels, and electrical field strengths which are generated by nerves and muscles. Their measurements involve voltage which is at very low level, characteristically, it ranges from 1µV to a maximum of 100mV, with a high source impedance and overlaid high-level interfering signals and noises. First, the signals are required to be amplified, to make them compatible with devices such as displays, recorders, or A/D converters for computerized equipment. Bio Amplifiers have to provide a particular level of amplification discerning to the functional signal, discard overlaid noise and interfering signals, and assured protection from voltage and current surge for the user as well as the electronic equipment. The basic requirements that a bio amplifier has to satisfy are:

* The functional processes that are needed to be scrutinized, should not be predisposed by the amplifier
* Signal that is measured should not be distorted
* There should also be the best conceivable separation between signals and interferences
* Protection from electrical shock to the patient should be provided
* The amplifier is required to be protected against damages resulting from high input voltages

## Types of EEG SIGNALS

Different type of brains waves can be observed in EEG signals which are alpha (α), beta (β), delta (δ), theta (Θ) and gamma (γ) waves.

* Alpha Waves: This signal frequency ranges from 7.5 to 12 Hz. The frequency range of alpha waves seen in the posterior regions of the head on both sides, being higher in amplitude on the dominant side. It is brought out by closing the eyes and by relaxation. Several studies have found a rise in alpha power after smoking marijuana.
* Beta Waves: Frequency of Beta waves ranges from 12 Hz to about 30 Hz. It is seen usually on both sides in a symmetrical distribution and it is most evident frontally. Beta waves are often divided into β1 and β2 to get more specific range. The waves are small and fast when resisting or suppressing movement, or solving a math task. It has been noticed in these cases that there is an increase of beta activity.
* Delta Wave: It is captured within the frequency range of 0.5–3.5 Hz. It tends to be the highest in amplitude and the slowest waves. It is seen normally in adults in slow wave sleep as well as in babies.
* Theta Wave: The frequency of this signals ranges from 3.5 to 7.5 Hz. Theta is linked to inefficiency and daydreaming. In fact, the very lowest waves of theta represent the fine line between being awake or in a sleep.
* Gamma Wave: It is a signal with frequency range of 31 Hz and up. It reflects the mechanism of consciousness.

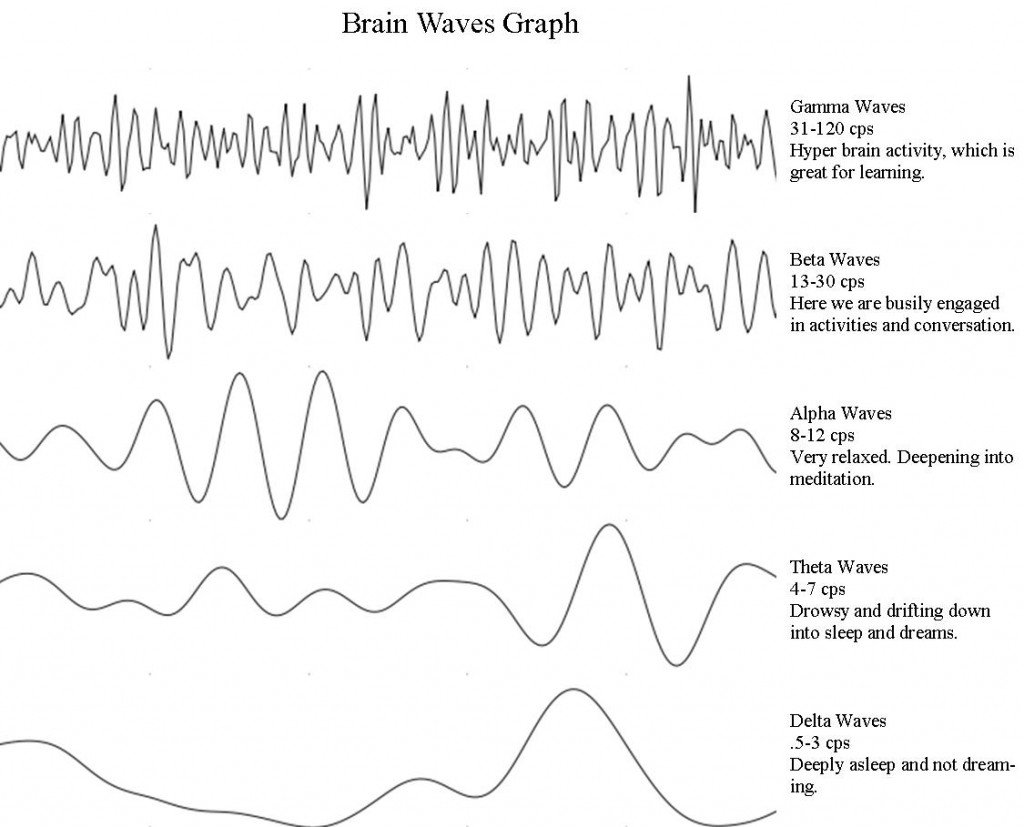


Figure 3: Various Components of an EEG Signal

Alpha waves are neural oscillations in the frequency range of 7.5–12.5 Hz arising from synchronous and coherent (in phase or constructive) electrical activity of thalamic pacemaker cells in humans. They are also called Berger's wave in memory of the founder of EEG.

Alpha waves are one type of brain waves detected by electroencephalography (EEG) and predominantly originate from the occipital lobe during wakeful relaxation with closed eyes. Alpha waves are reduced with open eyes, drowsiness and sleep. Historically, they were thought to represent the activity of the visual cortex in an idle state. More recent papers have argued that they inhibit areas of the cortex not in use, or alternatively that they play an active role in network coordination and communication. Occipital alpha waves during periods of eyes closed are the strongest EEG brain signals.

Alpha waves are present at different stages of the wake-sleep cycle. The most widely researched is during the relaxed mental state, where the subject is at rest with eyes closed, but is not tired or asleep. This alpha activity is centered in the occipital lobe, and is presumed to originate there, although there has been recent speculation that it instead has a thalamic origin. This wave begins appearing at around four months, and is initially a frequency of 4 waves per second. The mature alpha wave, at 10 waves per second, is firmly established by age 3.

The following figure shows the various regions of brain and electrodes placement associated with them.

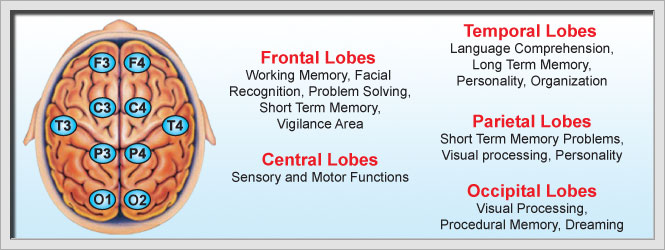


Figure 4: Regions of the Human brain

### Occipital Lobe

The cerebral cortex of the brain—a part of the brain shared by all vertebrates—is the newest part of the brain, evolutionarily speaking. All mammalian brains have four distinct lobes, but the brain itself—as well as the lobes it contains—is divided into right and left hemispheres.

This means that each lobe can actually be divided into two parts. The occipital lobe includes right and left lobe that interact with one another, each controlling a range of visual functions.

Like other lobes of the brain, the occipital lobe does not have clear internal boundaries separating it from the rest of the brain. Instead, neuroscientists use the skull's bones as their guide, so the occipital lobe rests underneath the occipital bone.

The occipital lobe is the rearmost lobe of the brain, located in the forebrain. It rests upon the tentorium cerebelli, a thick membrane of tissue the separates the cerebrum from the evolutionarily older cerebellum.

The occipital lobe is dedicated to vision, this process is highly complex, and includes a number of separate functions. Those include:

* Mapping the visual world, which helps with both spatial reasoning and visual memory. Most vision involves some type of memory, since scanning the visual field requires you to recall that which you saw just a second ago.
* Determining color properties of the items in the visual field.
* Assessing distance, size, and depth.
* Identifying visual stimuli, particularly familiar faces and objects.
* Transmitting visual information to other brain regions so that those brain lobes can encode memories, assign meaning, craft appropriate motor and linguistic responses, and continually respond to information from the surrounding world.
* Receiving raw visual data from perceptual sensors in the eyes' retina.

The occipital lobe contains a number of structures and neuronal tracts that work together to enable vision. Those include:

* Brodmann area 17: Known as V1, this region is located in the occipital lobe's calcarine sulcus, and serves as the brain's primary visual cortex. It aids the brain to determine location, spatial information, and color data.
* The ventral stream: Known sometimes as V2, this is a secondary visual cortex that helps the brain assign meaning to what it is seeing. Without V2, you would still be able to see, but would have no conscious awareness of or understanding of the sights your eyes took in.
* The dorsomedial stream: Neuroscientists don't yet have a strong understanding of this brain region, which connects to both V1 and V2, as well as other brain regions.
* The lateral geniculate bodies: These structures take in optic information from retinal sensors in each eye, sending raw information to each visual cortex.
* Lingula: this area receives information from the contralateral inferior retina to gather information about the field of vision.

## EEG Diagnostics

Whenever, the activity of a person increases, the EEG shifts to higher governing frequency and lower level of amplitude. Thus, it can be said that, EEG signals are closely associated to the conscious level of a person.

* The alpha waves begin to govern the EEG signals, when eyes are closed.
* The dominating EEG frequency decreases, when the person is asleep.
* In Rapid Eye Movement (REM) sleep, the person dreams and has active movements of the eyes. This gives a different output signal.
* During deep sleep, the EEG shows delta waves.
* No intellectual activity can be perceived from a patient, with complete cerebral death.

# Components Used

## List of Components Used

|  |  |  |  |
| --- | --- | --- | --- |
| **Sr No.** | **Component** |  |  |
| 1 | INA 128 |  |  |
| 2 | OP AMP 741 |  |  |
| 3 | Capacitors |  |  |
| 4 | General Purpose Board |  |  |
| 5 | Jumper wires |  |  |
| 6 | Burg Strip |  |  |
| 7 | EEG Electrode |  |  |
| 8 | UPS |  |  |
| 9 | Resistors |  |  |
| 10 | STM32F103C8T6 |  |  |

Figure 5: Bill of Materials

## INA128

The INA128 and INA129 are low-power, general purpose instrumentation amplifiers offering excellent accuracy. The versatile 3-op amp design and small size make these amplifiers ideal for a wide range of applications. Current-feedback input circuitry provides wide bandwidth even at high gain (200 kHz at G = 100).

A single external resistor sets any gain from 1 to 10,000. The INA128 provides an industry-standard gain equation. The INA128 is laser-trimmed for very low offset voltage (50 μV), drift (0.5 μV/°C) and high common mode rejection (120 dB at G ≥ 100). The INA128 operates with power supplies as low as ±2.25 V, and quiescent current is only 700 μA, ideal for battery operated systems. Internal input protection can withstand up to ±40 V without damage.

The INA128 is available in 8-pin plastic DIP and SO-8 surface-mount packages, specified for the –40°C to 85°C temperature range. The INA128 is also available in a dual configuration, the INA2128.

### Features

* Low Offset Voltage: 50 μV Maximum
* Low Drift: 0.5 μV/°C Maximum accuracy.
* Low Input Bias Current: 5 nA Maximum
* High CMR: 120 dB minimum applications.
* Inputs Protected to ±40 V
* Wide Supply Range: ±2.25 V to ±18 V
* Low Quiescent Current: 700 μA
* 8-PIN Plastic Dip, SO-8

### Applications

* Bridge Amplifier
* Thermocouple Amplifier
* RTD Sensor Amplifier
* Medical Instrumentation
* Data Acquisition

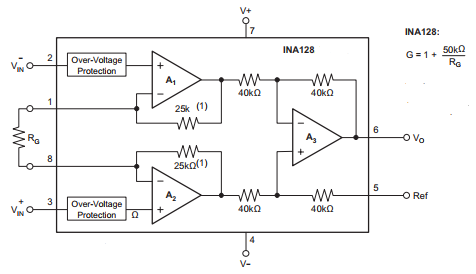


Figure 6 : INA128 Internal Circuit Diagram

## OP-AMP 741

The OP-AMP 741 is a high performance monolithic operational amplifier constructed on a single silicon chip. It is intended for a wide range of analog applications.

* Summing amplifier
* Voltage follower
* Integrator
* Active filter
* Function generator

The high gain and wide range of operating voltages provide superior performances in integrator, summing amplifier and general feedback applications. The internal compensation network (6dB/octave) insures stability in closed loop circuits.

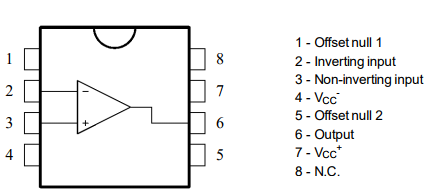


Figure 7 : Pin Layout for 741C Op-Amp

## STM32F103C8T6

The STM32F103C8 medium-density performance line family incorporates the high-performance ARMCortex-M3 32-bit RISC core operating at a 72 MHz frequency, high-speed embedded memories (Flash memory up to 128 Kbytes and SRAM up to 20 Kbytes), and an extensive range of enhanced I/O and peripherals connected to two APB buses. All devices offer two 12-bit ADCs, three general purpose 16-bit timers plus one PWM timer, as well as standard and advanced communication interfaces: up to two I2Cs and SPIs, three USARTs, an USB and a CAN.

The devices operate from a 2.0 to 3.6 V power supply. They are available in both the –40 to +85 °C temperature range and the –40 to +105 °C extended temperature range. A comprehensive set of power-saving mode allows the design of low-power applications.

These features make the STM32F103xx medium-density performance line microcontroller family suitable for a wide range of applications such as motor drives, application control, medical and handheld equipment, PC and gaming peripherals, GPS platforms, industrial applications, PLCs, inverters, printers, scanners, alarm systems, video intercoms, and HVACs.

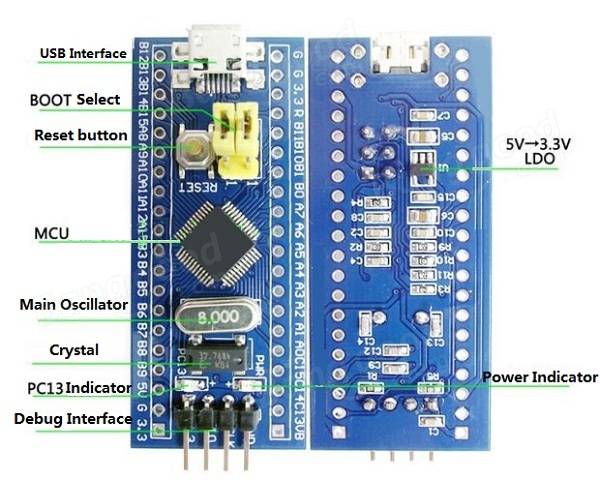


Figure 8 : STM32F103C8T8 Board

# Working

Before analyzing the brain signals for any application, the signals have to go through the following steps namely: Amplification, Filtering, Classification and Control. The following section deals with the steps which explains the complete path for signal retrieval to processing and application.

Figure 9 : Steps involved from data acquisition to processing

## Electrode System

The EEG recording electrodes and their proper function are critical for acquiring appropriately high-quality data for interpretation. Many types of electrodes exist, often with different characteristics. The internationally standardized “10-20 system” is usually employed to record the EEG signals.

In the 10-20 system, a set of 21 electrodes is placed on of the scalp. The positions include:

* *Nasion*: It is probed at the top of the nose and in level with the eyes; and
* *Inion*: It is placed at the base of the skull and in the midline at the back of the head.

From these points, the skull boundaries are measured in the transverse and median planes. Electrode are placed by dividing these boundaries at intervals of 10% and 20%. Three other electrodes are placed on each side equidistant from the neighboring points. In addition to these electrodes, the intermediate 10% electrode positions are also used. The locations and nomenclature of these electrodes is standardized by the “American Electroencephalographic Society”.

In addition to the international 10-20 system of 21 electrodes, many other electrode systems exist for recording purposes on the scalp. The “Queen Square System” of electrode placement has been projected as a standard in recording the pattern of evoked potentials in biological testing.

Bipolar or unipolar electrodes can be used in the EEG measurement. In bipolar electrode method, the potential difference between a pair of electrodes is measured and in the unipolar electrode method the potential of each electrode is compared either to a neutral electrode or to the average of all electrodes.

We have used 10-20 electrode system for placement of electrodes in occipital region and for reference region.

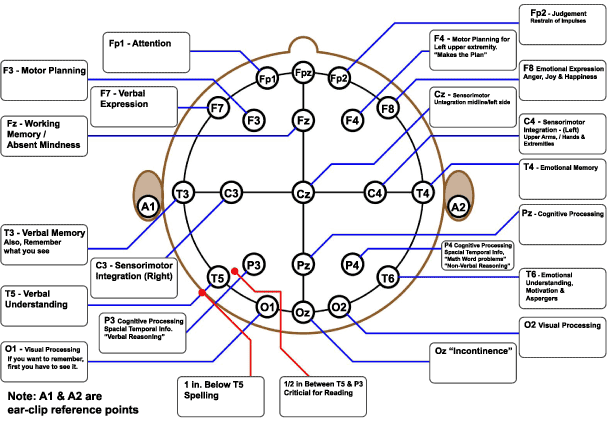


Figure 10: electrode placement and function of brain associated with that part

### Amplifier Circuit

The amplifier circuit is divided into four stages:

1. Instrumentation amplifier stage
2. Notch filter
3. Low pass filter
4. Amplification stage
5. Clamping

### Instrumentation Amplifier Stage

The reason to use INA128 stage is that this provides high gain with low noise.

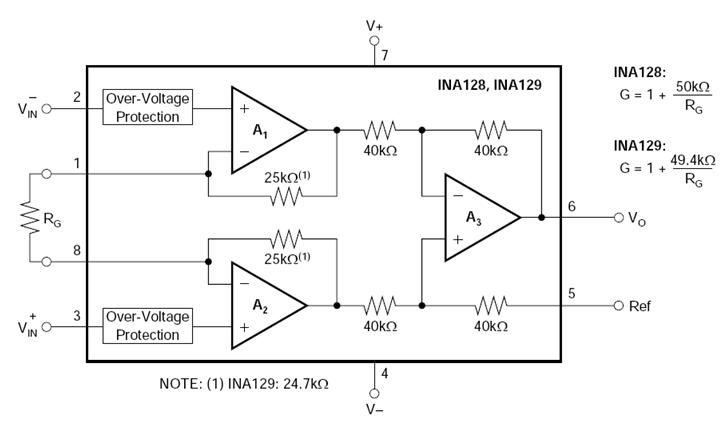


Figure 11 : INA128 Gain Calculation

INA128 can provide the gain up to 10,000 based upon the value of resistor used.

In the circuit we have used 470 ohms resistor to have a gain of 100 approximately, 106 to be precise for subsequent stages.

This step is followed by notch filter to reduce 50Hz noise.

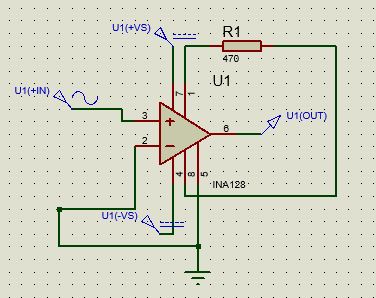
**Simulation Result:**

Figure 12 : INA128 Schematic

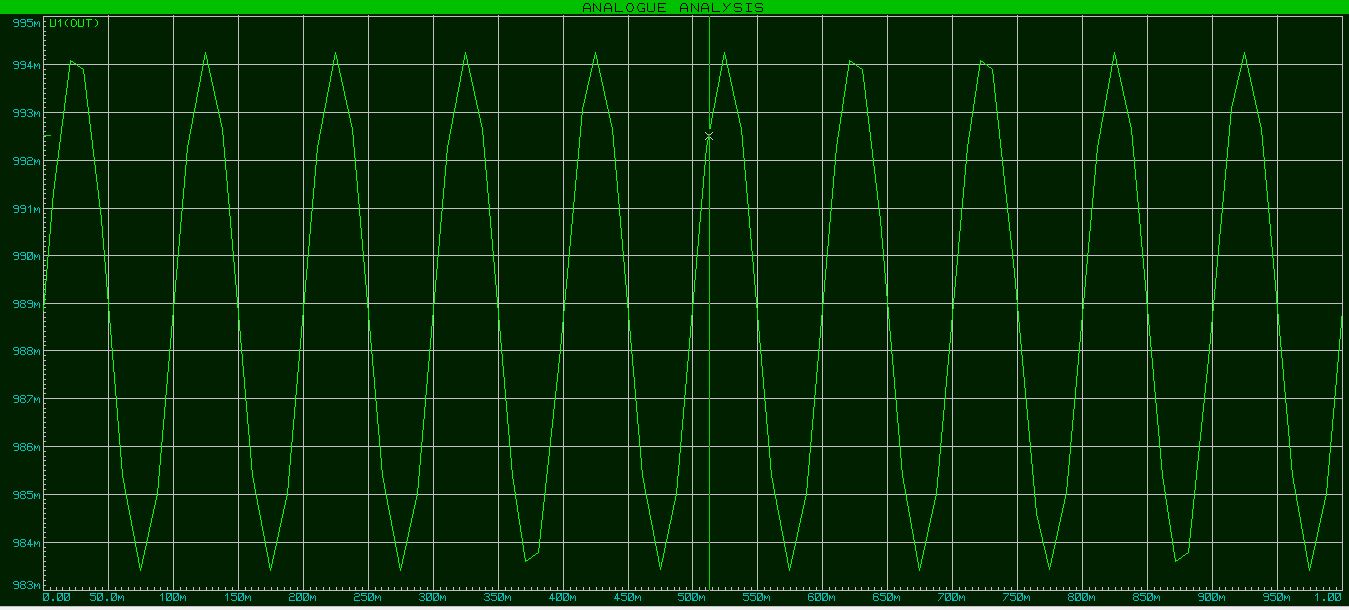
**Analog Analysis**

Figure 13 : Time Domain Response of the Instrumentation Amplifier Stage

The currents create different potentials at different parts of the body, which are sensed by electrodes on the skin surface via biological transducers made of metals and salt. A typical electric potential is a 0.5- to 1.5-mV AC signal with a bandwidth of 0.05 to 100 Hz and sometimes up to 1 kHz. This signal is superimposed by a large electrode DC offset potential of ±500 mV and a large common-mode voltage of up to 1.5 V. The common-mode voltage comprises two parts: 50- to 60-Hz interference and DC electrode offset potential.

To overcome this DC offset the circuit had to be modified. An inverting low pass filter is placed at the output of the instrumentation amplifier whose output is fed back into the reference pin of the IC. This reduces the effective DC offset to 0.

### C:\Users\RAMTAN\Desktop\bci stage\stage 1\ina128mod.JPGModified Instrumentation Amplifier Stage:

Figure 14 : Modified Instrumentation Amplifier Stage with Automatic Reference Adjustment to remove DC offset voltage at the output

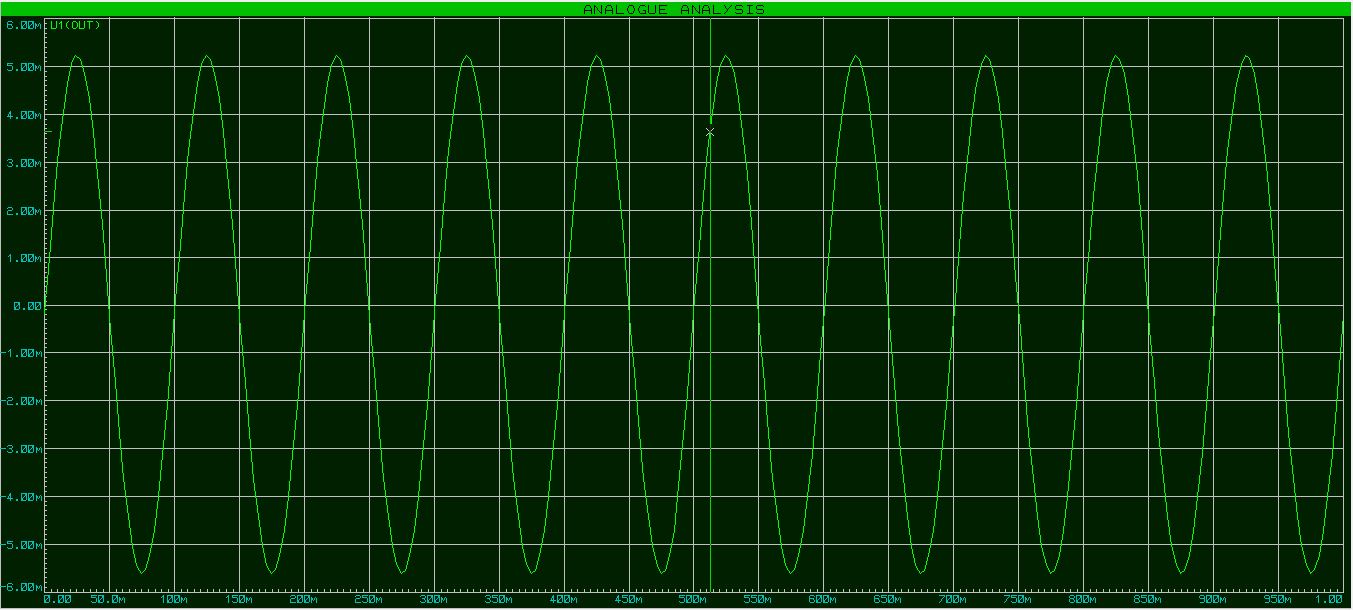
Analog Analysis

Figure 15 : Time Domain Analysis of the Modified Instrumentation stage

### Notch Filter:

The following circuit was constructed using Op-Amp 741C to decrease any noise in the signal at 50Hz frequency. 50Hz noise is induced due to the main power supply and components used.

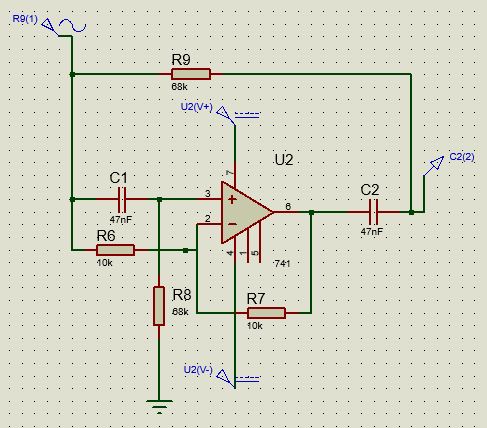


Figure 16 : 50 Hz Notch Filter Schematic

Calculation and Formulas:

For the circuit we used values of capacitances and resistances at fc=50Hz.

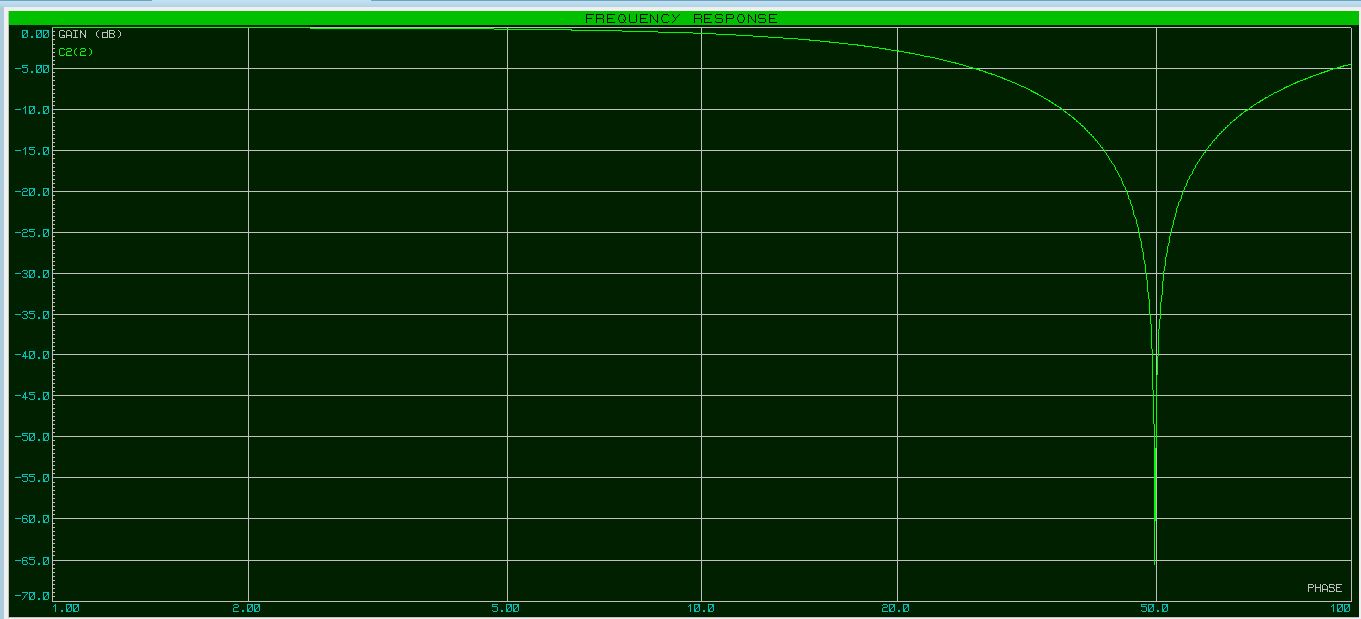
Response of Notch filter:

Figure 17 : Frequency Domain analysis of the Notch Filter Stage

### Low Pass Filter

This filter is used to remove any noises above 30Hz of frequency, as frequency of signal from brain ranges from 8-30 Hz.

We are using an active Butterworth filter because we need to amplify mV signals but a passive filter would have attenuated the signal and we would not have got any usable output. Op-Amp is used in a non-inverting configuration in this circuit.

For the circuit, second order low pass filter circuit was used constructed with the help of op amp 741

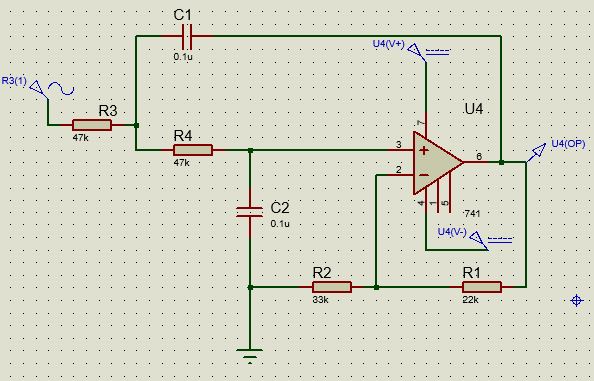


Figure 18 : Schematic for Low Pass Filter

Formulas and Calculation:

For Butterworth filter Av = 1.586

Therefore, R=22kΩ and R1

R3 = R4 = 47KΩ

C1 = C2 = 0.1uF

Cutoff frequency = 33.86 Hz

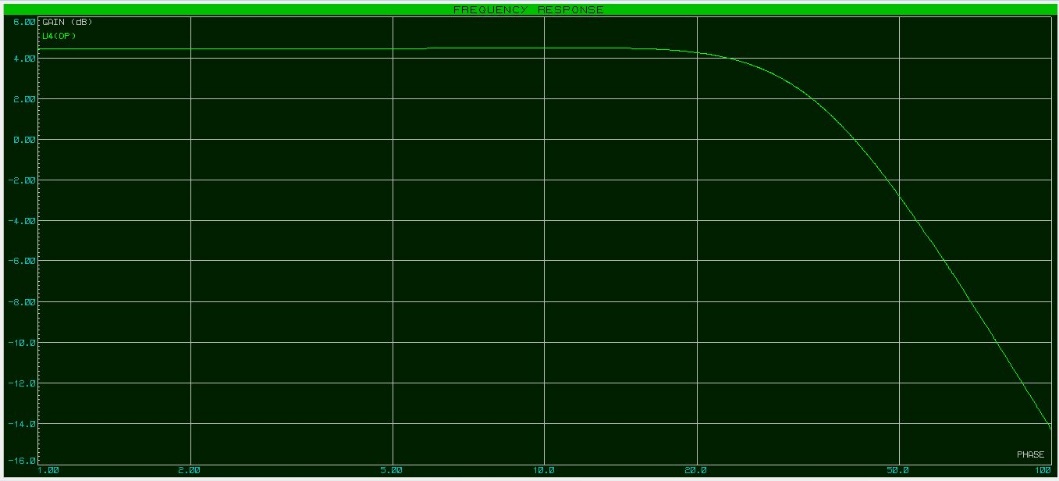
Simulation Result:

Figure 19 : Frequency Domain Response of the Low Pass Filter

Output on Oscilloscope:

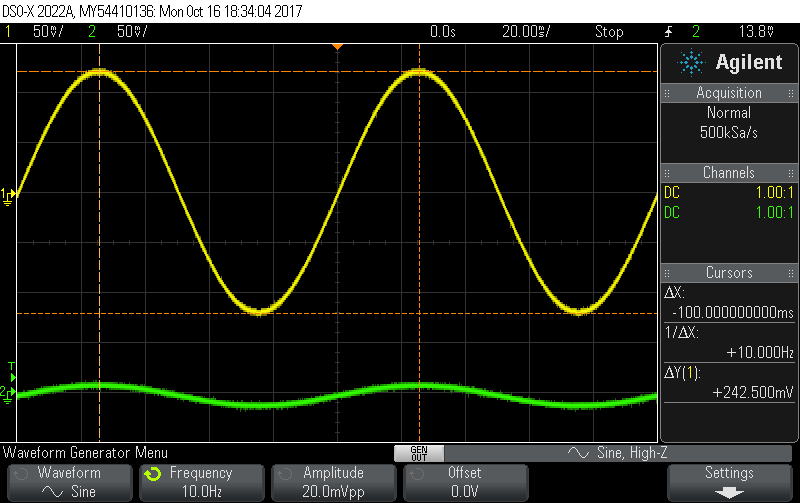
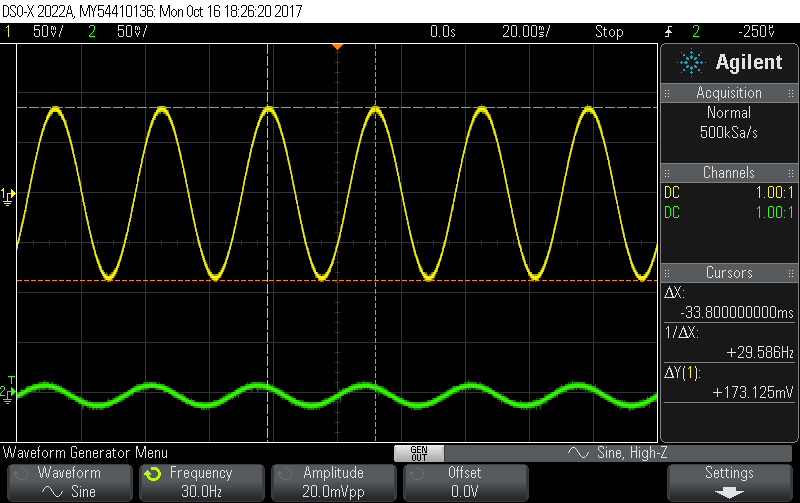


Figure 20 : Low Pass Filter Time Domain Response for 10 Hz signal

Figure 21 : Low Pass Filter Time Domain Response for 30 Hz Signal



### Post-Amplification Stage

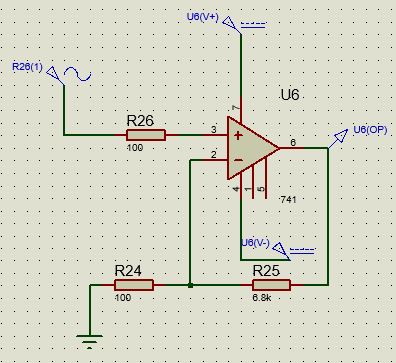
In this stage, op amp 741 was used to provide gain of 60 to the signal obtained from the low pass filter.

Figure 22 : Amplification Stage Schematic



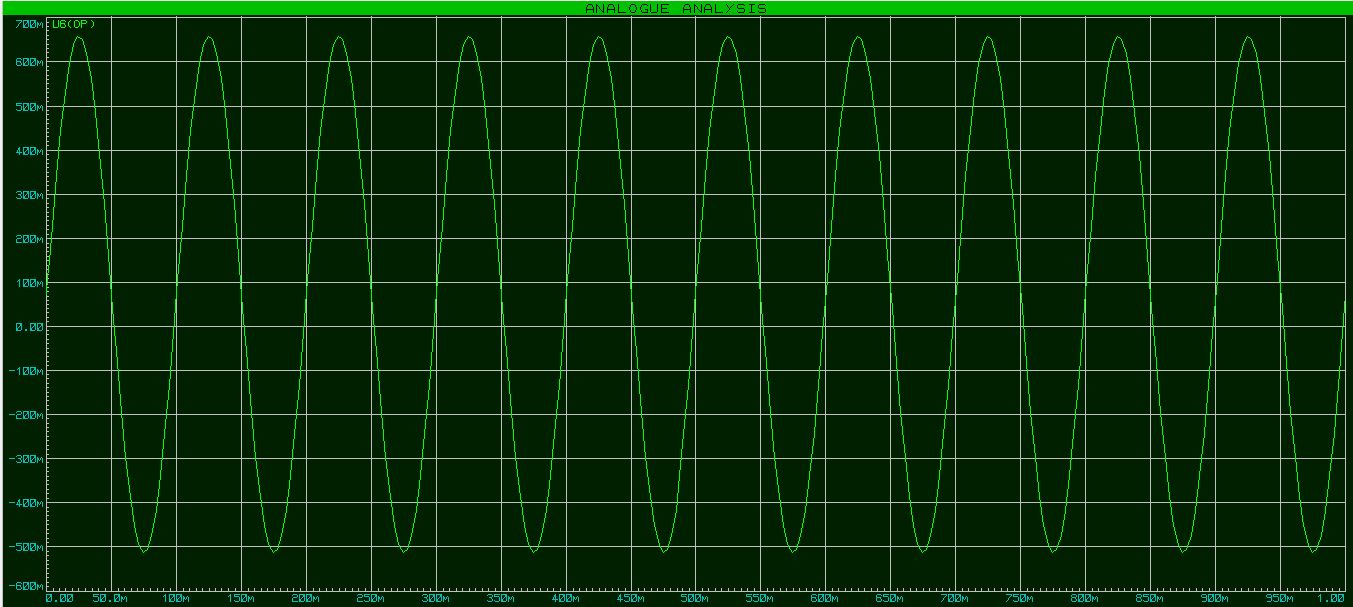
Simulation Result:

Figure 23 : Time Domain Response of Post-Amplifier Stage

### Level Shifter Stage

The amplification stage results in an output range from 500mv to -500mv. STM32F1 takes an input ranging from 0 to 3.3V. So, the output needs to be shifted about 1.6 V. In order for the output to not exceed the range 0 and 3.3 V, a diode is used to limit it to 0 V and Zener diode with reverse voltage of 3.3V is used to limit the max output to 3.3V.

A summing amplifier is used to clamp the output to 1.6V offset.

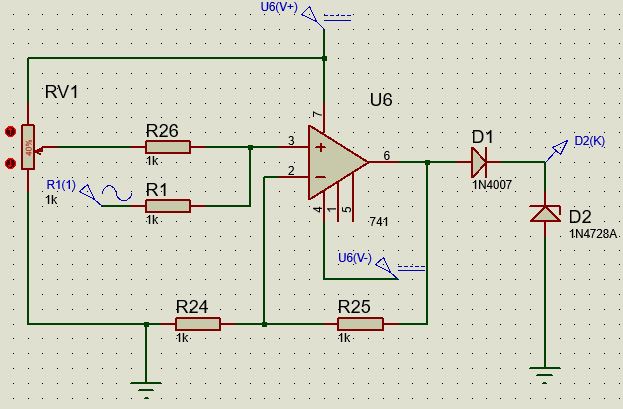


Figure 24 : Level Shifter and Clipping Stage Schematic

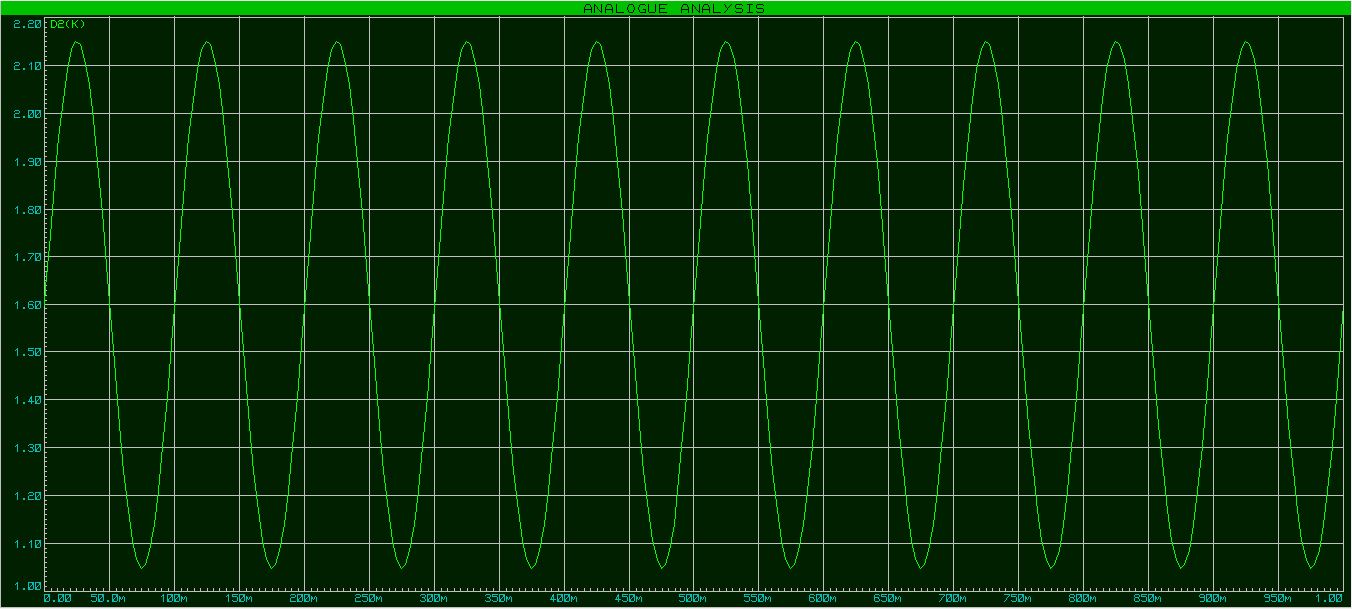
Simulation:

Figure 25 : Level Shifting Time Domain Response

## Cascading all stages

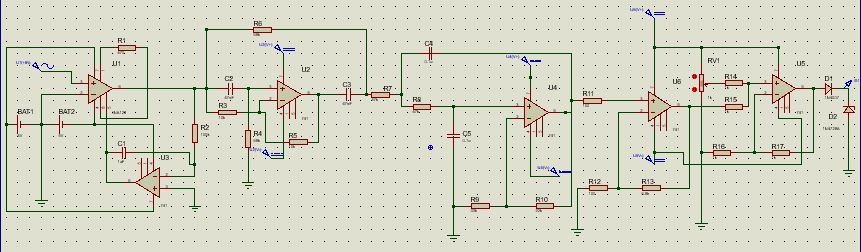


Figure 26 : Cascaded Schematic of all the Stages

Frequency Response

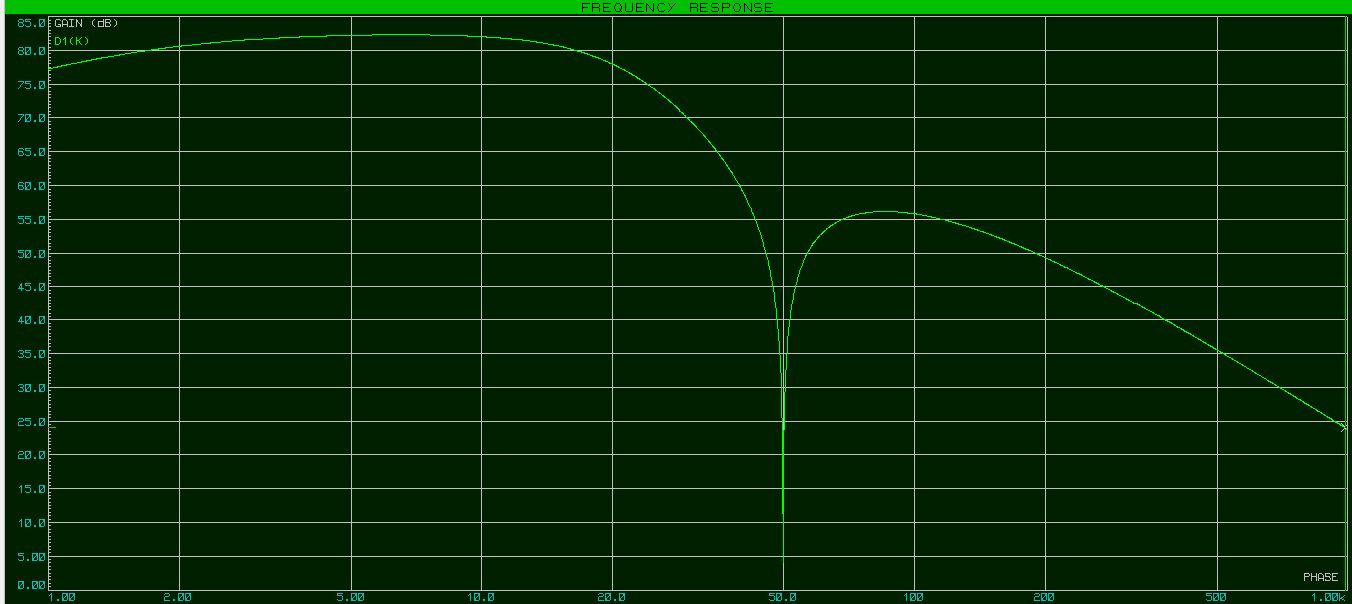


Figure 27 : Frequency Domain Response of the Cascaded Schematic

AC Sweep Analysis

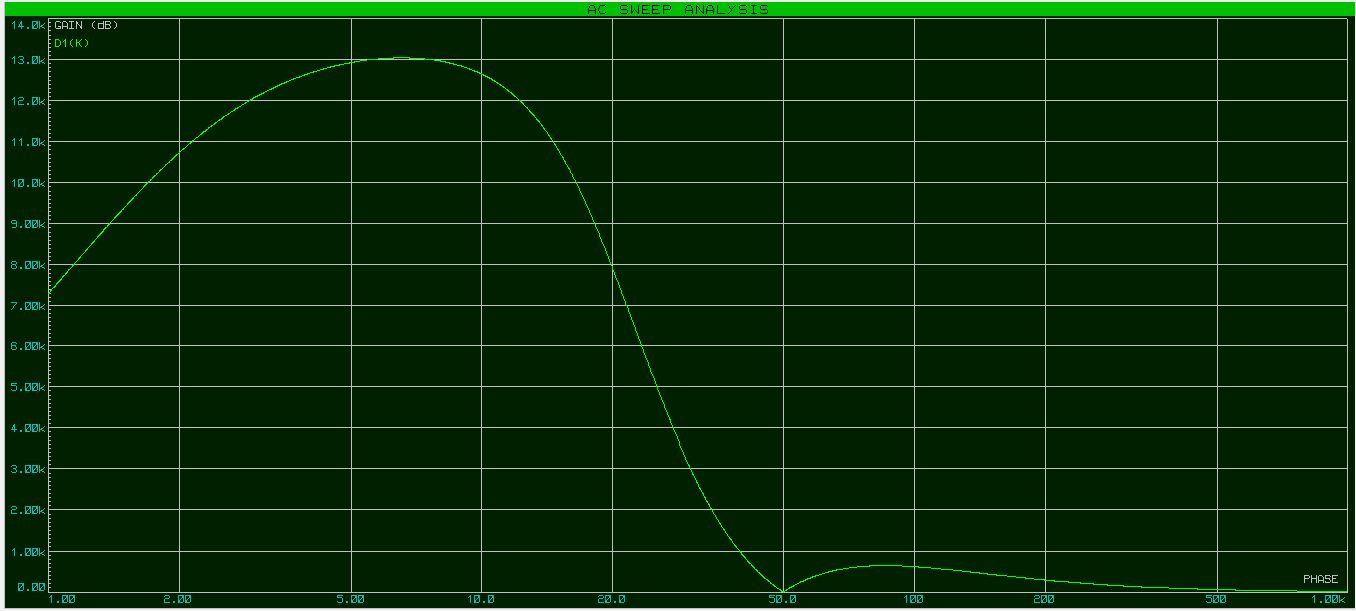


Figure 28 : AC Frequency Sweep Analysis of the Cascaded Schematic

## F:\blink_3.png Output on Oscilloscope

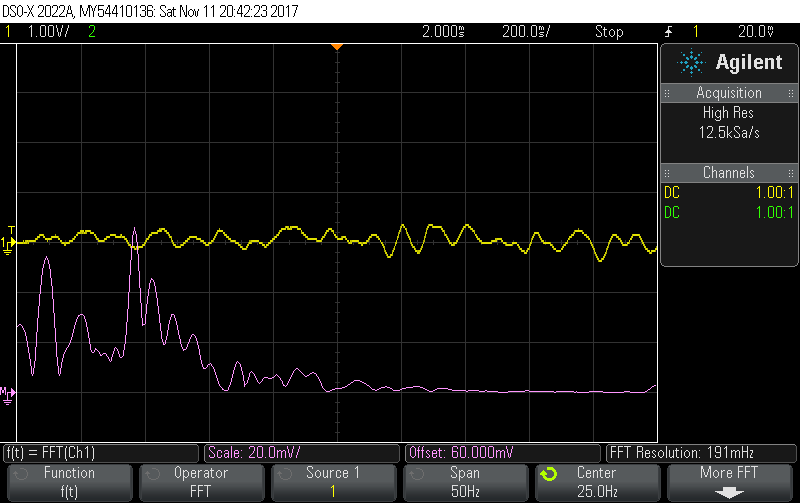


Figure 29 : Oscilloscope Output, Yellow line represents the Time Domain Signal and the violet line represents the Frequency Domain Response

# ADC Sampling and Processing Stage

The analog data from the first stage is captured with the help of an ADC. For this purpose, STM32 ARM M0 based microcontroller is used. The part number is STM32F103C6T8. This microcontroller provides a 10-channel general-purpose ADC which is 12-bit in resolution. Thus, the samples captured are 4-times more resolved as compared to other alternative microcontrollers like the ATMega32 or ATMega16 series.

The ADC channel 0 and channel 1 are bound to GPIO using the HAL or Hardware Abstraction Library provided along with the SDK (Software Development Kit). Additionally, GPIO is configured as analog input which automatically selects analog coupling mode. This enables a separate GPIO channel which can be connected to the ADC with the help of the APB or the Advanced Peripheral Bus.

The firmware is programmed in a multi-rate mode, thus allowing us to capture various frequency components. The sampling frequency is derived from the expression

The value is an 8-bit number and the sampling period can range from 1 ms to 1021 ms.

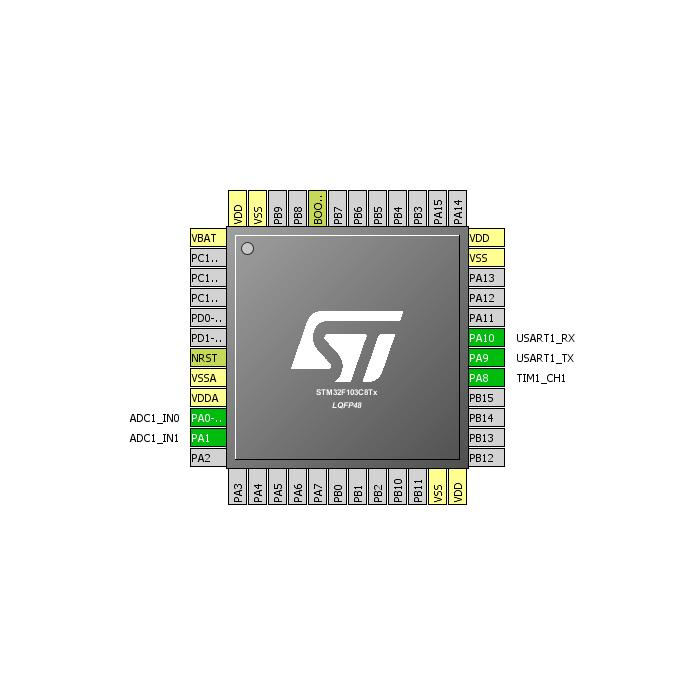


Figure 30 : Schematic and Pin Layout of STM32F1 Microcontroller

As apparent from the schematic diagram the pins PA0 and PA1 are used as the inputs to ADC channels 0 and 1 and pins PA10 and PA9 are used for USART transmission. The GPIO PA8 is bound to a timer peripheral used to generate the system clock frequency of 1kHz.

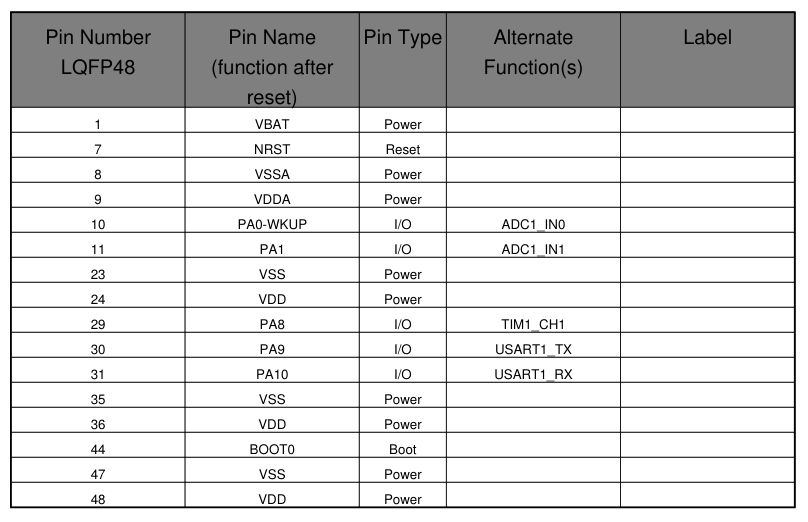


Figure 31 : Pin Configuration of STM32F1 for this Project

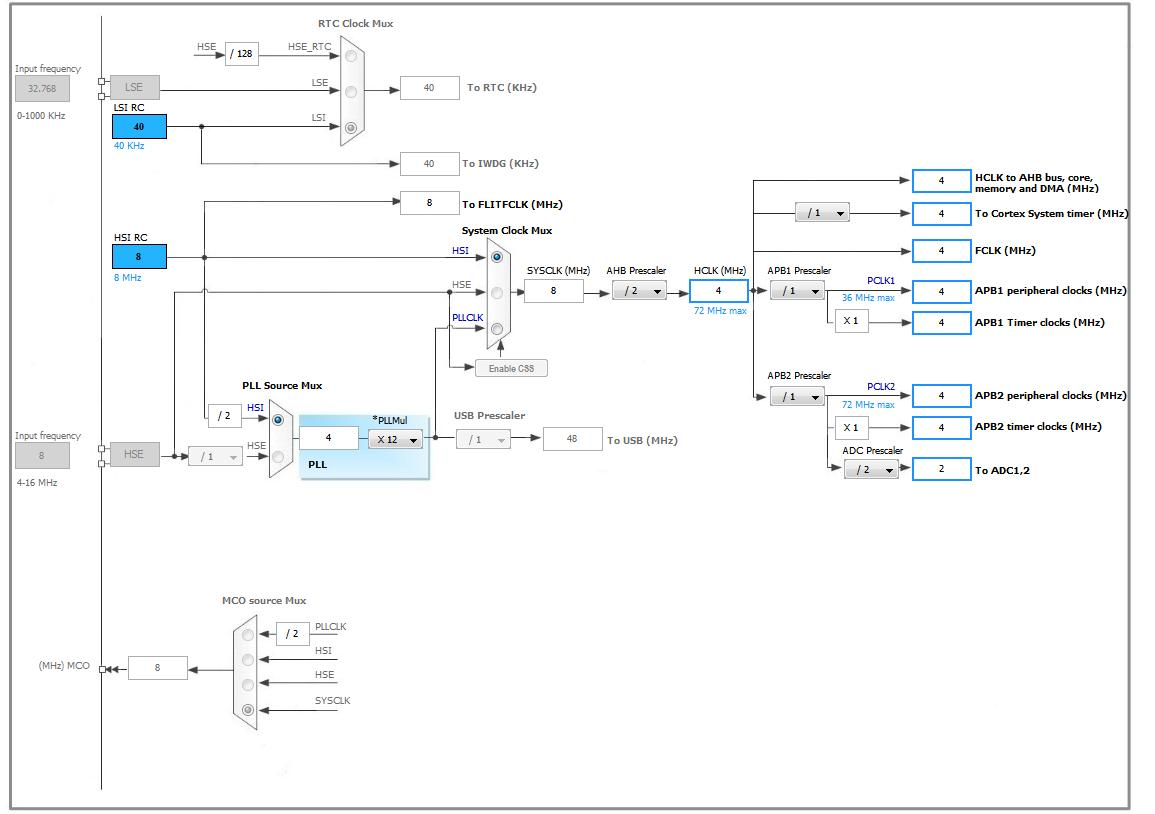


Figure 32 : Clock Tree Configuration for STM32

## ADC Parameters

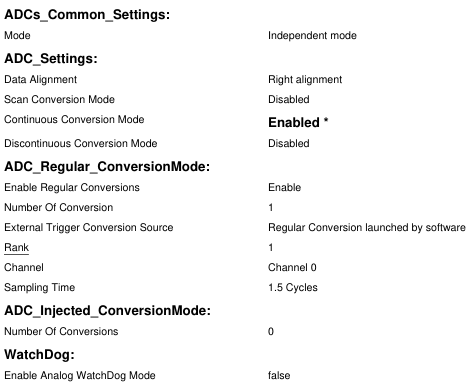


Figure 33 : Parameters for ADC

The ADC is being used in Independent mode, which runs all the onboard ADCs independent of each other. Continuous conversion mode is enabled which allows the ADC to continuously scan a number of samples and maintain a FIFO for the samples. The sampling time is set to 1.5 cycles i.e. 1.5 times the time period of the system clock for ADC peripheral which is set to 4 MHz.

|  |
| --- |
| sConfig.Rank = 1;  sConfig.SamplingTime = ADC\_SAMPLETIME\_1CYCLE\_5;  int i;  for (i=0;i<adc\_no\_of\_conversions;i++) {  if (HAL\_ADC\_Init(&hadc1) != HAL\_OK)  {  \_Error\_Handler(\_\_FILE\_\_, \_\_LINE\_\_);  }  sConfig.Channel = adc\_channels\_to\_scan[i];  if (HAL\_ADC\_ConfigChannel(&hadc1, &sConfig) != HAL\_OK)  {  \_Error\_Handler(\_\_FILE\_\_, \_\_LINE\_\_);  }    HAL\_ADC\_Start(&hadc1);  if (HAL\_ADC\_PollForConversion(&hadc1, 1000) == HAL\_OK)  {  aADCxConvertedValues[i] = HAL\_ADC\_GetValue(&hadc1);  }  HAL\_Delay(adc\_conversion\_period/adc\_no\_of\_conversions);  // ADC Deinit for stable readings of VRefInt  HAL\_ADC\_DeInit(&hadc1);  }  ch0\_read = (uint32\_t)((1212.0 \* ((double)aADCxConvertedValues[0]/ 1000.0) \* 1250.0) / aADCxConvertedValues[2]);  ch1\_read = (uint32\_t)((1212.0 \* ((double)aADCxConvertedValues[1]/ 1000.0) \* 1250.0) / aADCxConvertedValues[2]);    if (ch0\_read>4095) {ch0\_read = 4095;}  if (ch1\_read>4095) {ch1\_read = 4095;}    if (ch1\_read<1000) {  HAL\_GPIO\_TogglePin(GPIOC, GPIO\_PIN\_13);  }    uart\_tx\_buffer[1] = ch0\_read >> 8;  uart\_tx\_buffer[2] = ch0\_read;  uart\_tx\_buffer[4] = ch1\_read >> 8;  uart\_tx\_buffer[5] = ch1\_read;      HAL\_UART\_Transmit(&huart1, &uart\_tx\_buffer[0], UART\_TX\_BUFFER\_SIZE, 1000);  HAL\_UART\_Receive\_IT(&huart1, &uart\_rx\_buffer, 1); |

Figure 34 : Code for ADC Sampling Firmware

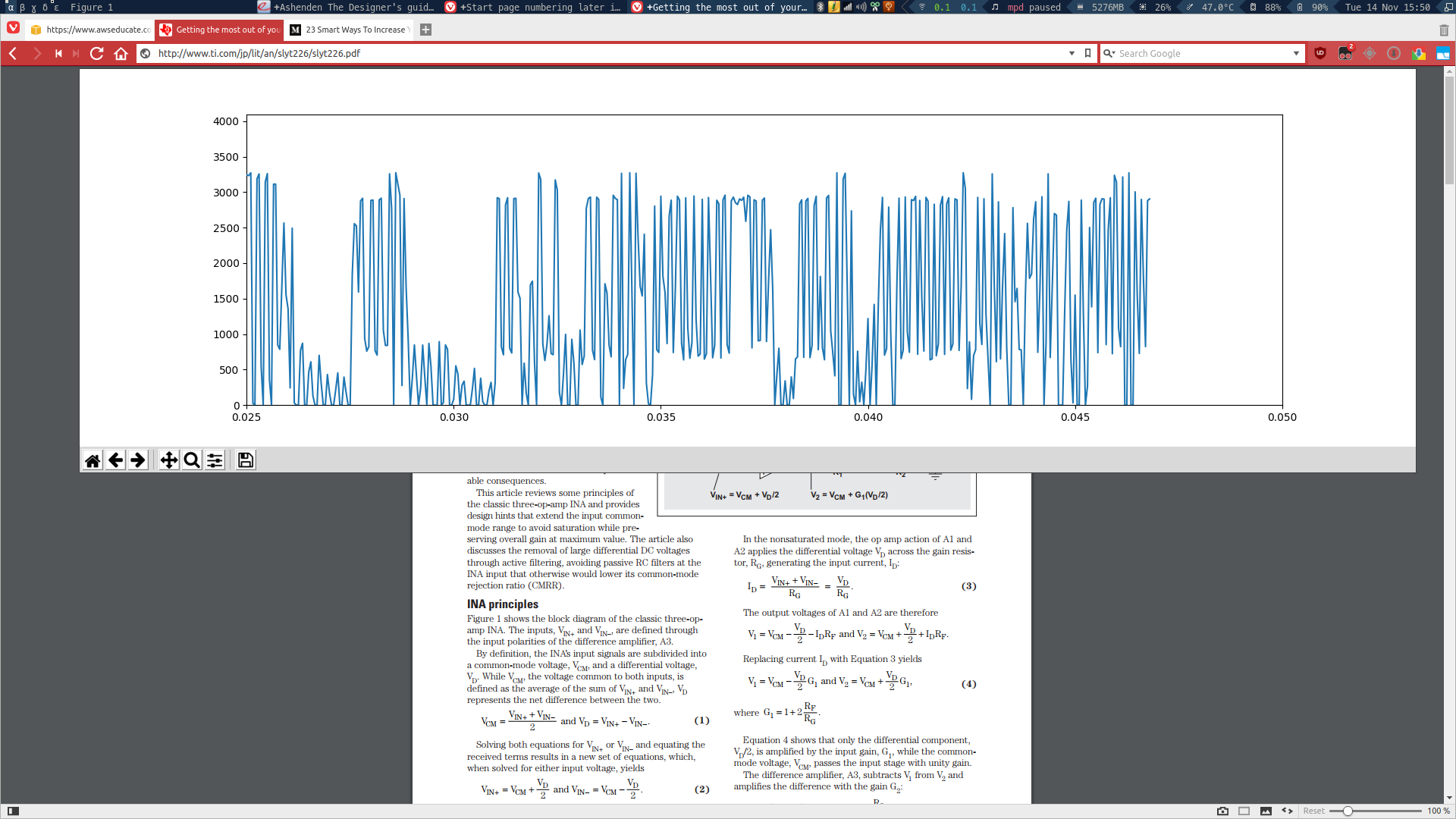


Figure 35 : Time Domain plot of the samples obtained from the ADC

## Explanation for Code

The firmware is designed to be run in polling mode and is run continuously on the microcontroller. The ADC is periodically made to sample values and send the values to the laptop via UART.

**HAL\_ADC\_Init**: This HAL function is used to initialise ADC configuration paratemers with sConfig as the paramter data structure.

**HAL\_ADC\_ConfigChannel:** Thisfunctionis used to configure the ADC channel with the respective ranks.

**HAL\_ADC\_Start:** This HAL function is used to start the scan and conversion cycle of the ADC configured earlier. Right after this function is executed the driver firmware expects an interrupt for the EOC (end of conversion) signal.

**HAL\_ADC\_PollForConversion:** This HAL function polls the change in EOC signal which is received either by the DMA controller or via an interrupt form the ADC peripheral. The EOC interrupt signal indicates that the ADC has finished the scan and conversion process and the sample is ready to be read. This function is a blocking function, which means that it will block the execution of the rest of code for the time being.

**VrefInt:** To counteract temperature drift in the sampling and conversion process a separate channel called the VrefInt channel is provided. As the temperature drift will change the values read by the ADC, so will the value of constant voltage read for the VrefInt channel. This means that the change in Vrefint channel values is proportional to the change in the reading of the other channels. Thus a normalisation is done for the read sample values according the formula

ch0\_read = 1212.0 \* (channel\_sample value) / VrefInt value)

The value 1212 is the value of internal reference voltage is mV.

**HAL\_UART\_Transmit:** Thisfunction is used to transmit the sampled values to the computer via the UART peripheral at the speed of 115200bps.

**HAL\_UART\_Receive\_IT:** This function is used to receive any commands from the laptop via UART.

# Conclusion

The project can be divided into three parts namely Bio Amplifier, Signal acquisition and data processing respectively. A new design of Bio Amplifier has been developed and tested using DSO and signal generator.

The design has been simulated first by proteus software and then signals have been verified using oscilloscope. Alpha Waves were captured from occipital region of brain and were converted using analog to digital converter, then the data was further processed. The next step would be to make use of neural network algorithms to extract useful information form the acquired data.

# Future Scope

The aim of our project is to integrate Neural Networks and Machine Learning systems to identify artifacts in the input waveform. The artifacts will be extracted from various time-domain and frequency domain parameters like rise-time, time-difference between peaks, the frequency of occurrence between peaks and troughs, etc. The FFT of frequency domain signal are also analyzed. This data will be used to train a set of neural networks to identify or classify the incoming waveform to a particular class of thoughts.

With that said, the bio amplifier apparatus itself has much scope for advancement and improvement, like

* Making the bio amplifier with up to 16 or 24 channels
* Using active electrode cap for signal acquisition
* Controlling the robot with a wireless connection
* Improving the filter design by replacing the current design with a higher order filter

# Appendix

Machine generated alternative text:
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