

MID-TERM PROJECT REPORT

PROJECT: P300 BASED REAL-TIME EEG SPELLER WITH
CUSTOMIZABLE MACHINE LEARNING MODELS

NAME: SHRIYA SURAVARAPU

ROLL NUMBER: 241003

PROJECT SUMMARY:

This project aims to develop a P300 based EEG speller system, a type of Brain Computer Interface (BCI) that enables character selection using neural responses instead of physical input. The system relies on detecting the P300 Event-Related Potential (ERP), a positive voltage deflection occurring approximately 300 ms after a target stimulus is perceived, which is widely used in attention-based BCI paradigms.

The proposed workflow involves EEG signal preprocessing, epoch extraction around stimulus events, feature extraction from ERP responses, and supervised machine learning-based classification to distinguish target P300 and non-target responses. In the long term, the project aims to integrate customizable machine learning models into a real-time P300 speller framework.

WORK COMPLETED:

1) UNDERSTANDING EEG, ERP AND P300 PARADIGM (from lecture 0)

- Studied fundamentals of EEG signal acquisition, frequency bands, and electrode placement.
- Understood ERP extraction through epoching and averaging techniques
- Learned the physiological basis and significance of the P300 response in attention-based tasks.
- Studied the row-column flashing paradigm used in classical P300 spellers.

2) MACHINE LEARNING FOUNDATIONS (from lectures 1 and 2)

- Covered basics of supervised learning, classification vs regression and evaluation concepts.
- Studied commonly used classifiers such as Logistic Regression, SVMs, Decision Trees, and Random Forests.
- Understood model training, loss functions, gradient descent and evaluation pipelines.

3) NEURAL NETWORKS AND SEQUENTIAL MODELS (from lecture 3)

- Studied feedforward neural networks, CNNs and RNNs.
- Understood limitations of RNNs with long-term memory, such as vanishing/exploding gradients.
- Learned how LSTMs address long-term dependency issues.
- Explored example notebooks demonstrating RNN-based learning pipelines.

4) EEG PREPROCESSING PIPELINE (from week 4)

- Studied and implemented the standard EEG preprocessing pipeline using MNE-Python.
- Performed preprocessing steps on a given dataset, including:
 - Band pass filtering and resampling of EEG signals
 - Event definition and epoch extraction aligned to stimulus events
 - Artifact correction using Independent Component Analysis (ICA)
 - Visualization of EEG signals and inspection of evoked responses.
- Understood the role of EEG signals and inspection of evoked responses.


5) MACHINE LEARNING FOUNDATIONS FOR EEG (from week 5)

- Progressed to Phase 3 of the project flowchart, focusing on feature preparation and classification readiness
- Studied supervised learning pipelines relevant to EEG classification tasks
- Worked on assignment 3, which builds preprocessed EEG data for downstream analysis
- Understood how preprocessed EEG data feeds into machine learning models for target vs non-target classification in P300 paradigms

CODE LINKS:

ASSIGNMENT 0:

https://github.com/shriya456/Winter-projects-25-26/blob/main/EEG-Based%20P300%20Speller/assignments/assignment_0/241003_Shriya_Suravarapu.ipynb


 241003_Shriya_Suravarapu.ipynb

ASSIGNMENT 1:

https://github.com/shriya456/Winter-projects-25-26/blob/main/EEG-Based%20P300%20Speller/assignments/assignment_1/241003_Shriya_Suravarapu.pdf


ASSIGNMENT 2:

https://github.com/shriya456/Winter-projects-25-26/blob/main/EEG-Based%20P300%20Speller/assignments/assignment_2/241003_Shriya_Suravarapu_A2.ipynb

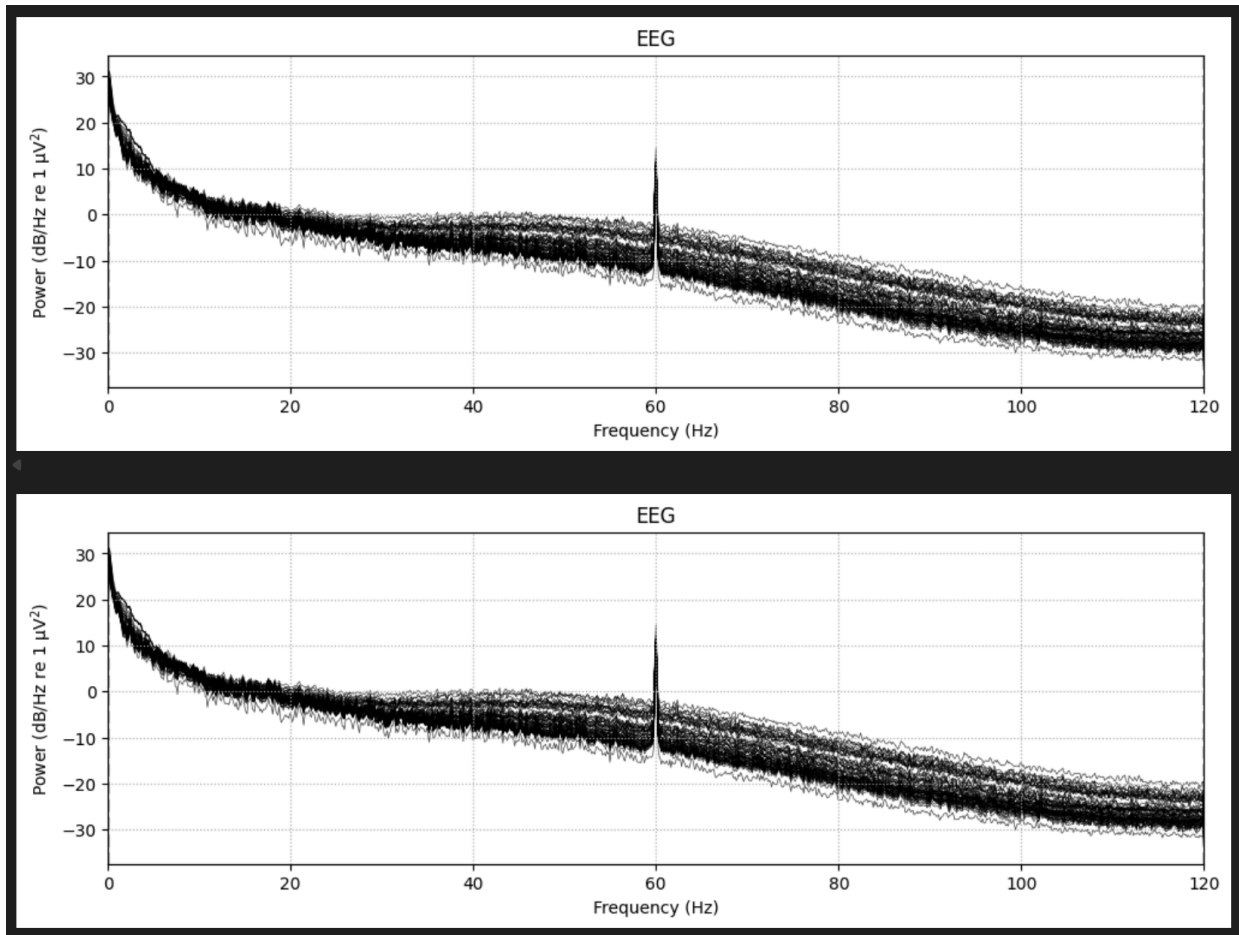
 241003_Shriya_Suravarapu_A2.ipynb

ASSIGNMENT 3:

https://github.com/shriya456/Winter-projects-25-26/blob/main/EEG-Based%20P300%20Speller/assignments/assignment_3/EEG_Assignment3_Shriya_Suravarapu_241003.ipynb

 EEG_Assignment3_Shriya_Suravarapu_241003.ipynb

RESULTS AND OBSERVATIONS:



Power spectral density of raw data from SubjectA_Train dataset

```
#2. applying band pass filter
raw.filter(
    l_freq=0.1,
    h_freq=20,
    fir_design='firwin'
)
```

Filtering raw data in 1 contiguous segment
 Setting up band-pass filter from 0.1 - 20 Hz

FIR filter parameters

Designing a one-pass, zero-phase, non-causal bandpass filter:

- Windowed time-domain design (firwin) method
- Hamming window with 0.0194 passband ripple and 53 dB stopband attenuation
- Lower passband edge: 0.10
- Lower transition bandwidth: 0.10 Hz (-6 dB cutoff frequency: 0.05 Hz)
- Upper passband edge: 20.00 Hz
- Upper transition bandwidth: 5.00 Hz (-6 dB cutoff frequency: 22.50 Hz)
- Filter length: 7921 samples (33.004 s)

General

MNE object type	RawArray
Measurement date	Unknown
Participant	Unknown
Experimenter	Unknown

Acquisition

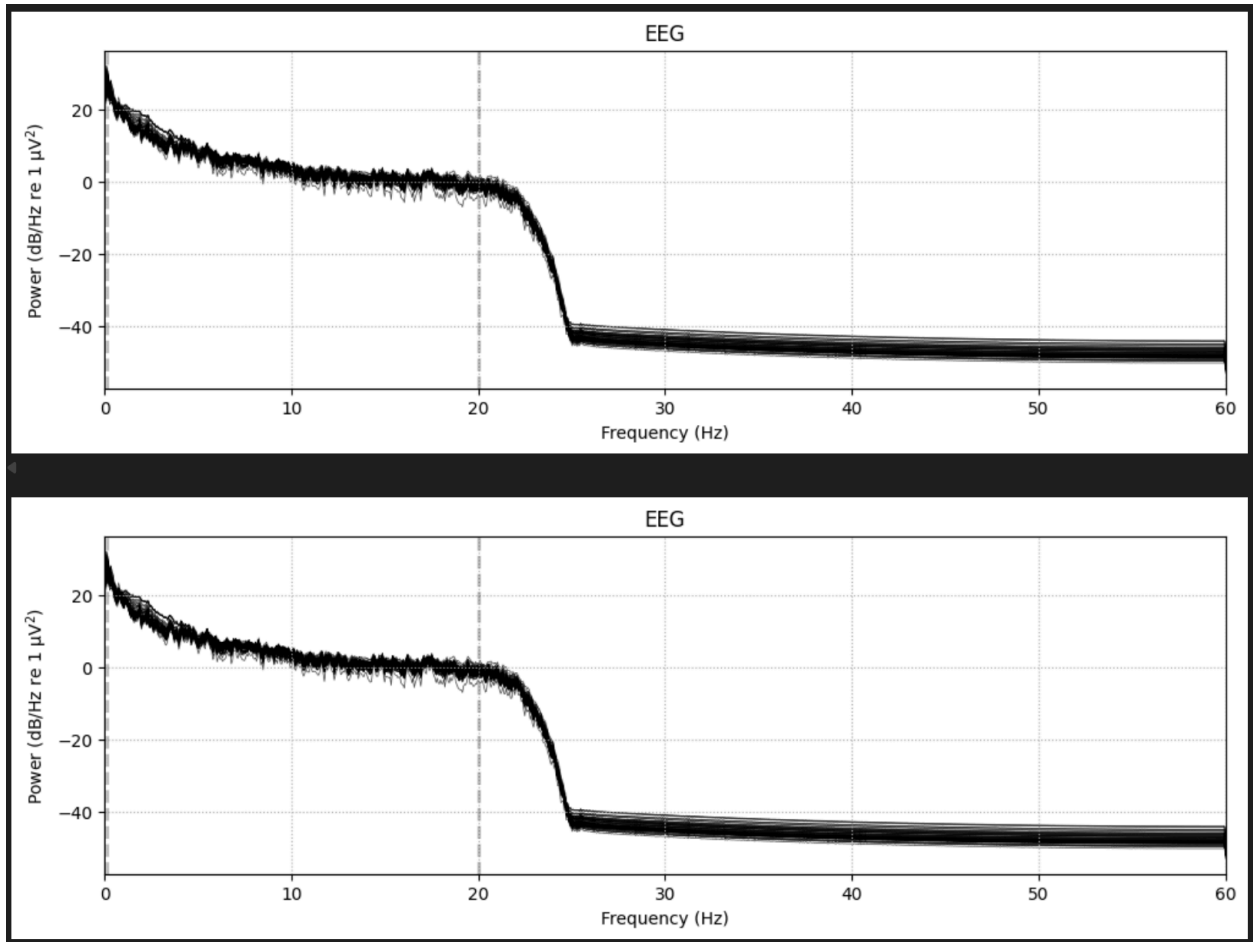
Duration	00:46:01 (HH:MM:SS)
Sampling frequency	240.00 Hz
Time points	662,490

Channels

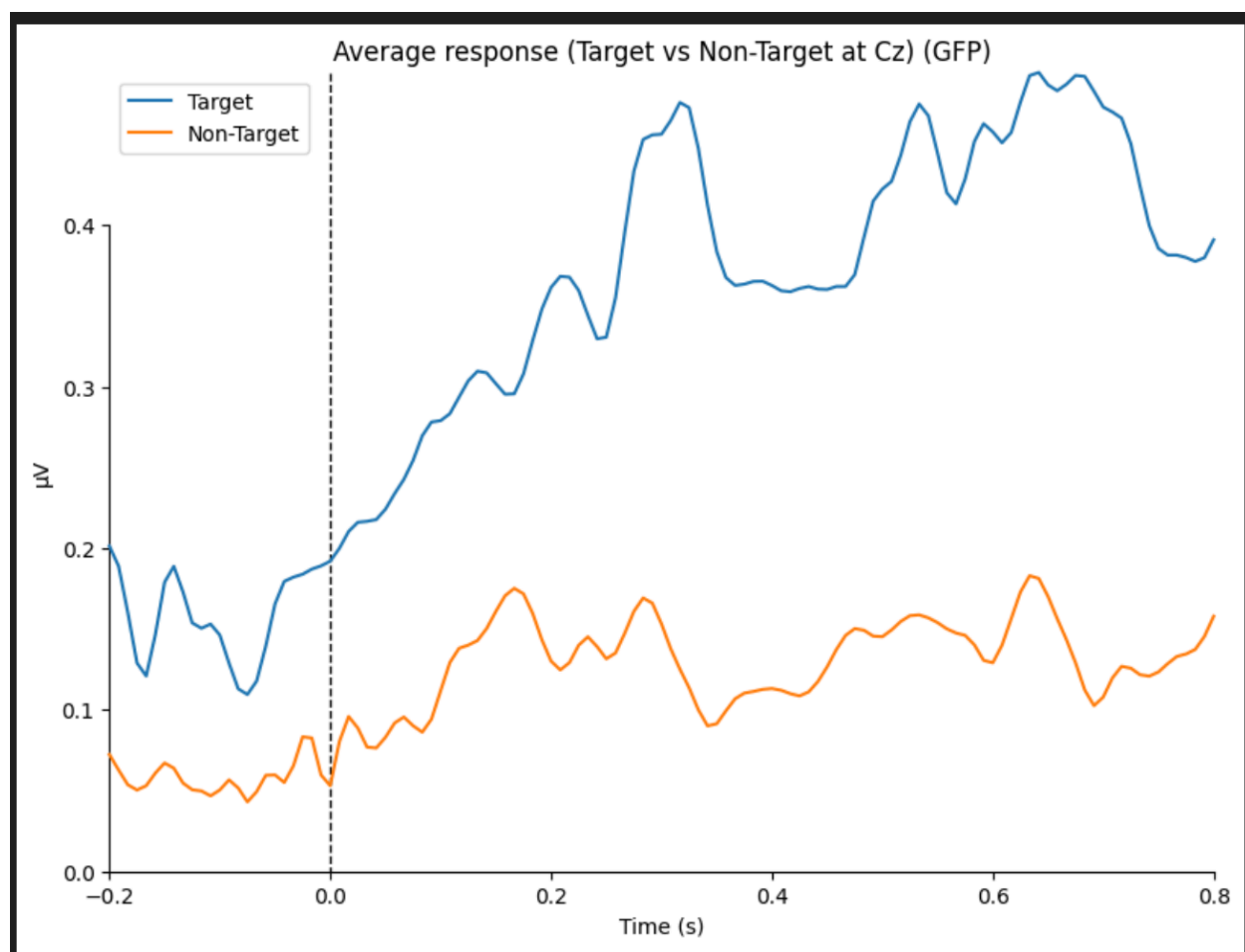
EEG	64
Stimulus	1
Head & sensor digitization	Not available

Filters

Highpass	0.10 Hz
Lowpass	20.00 Hz



Plot after applying band-pass filter and downsampling the data to 120Hz



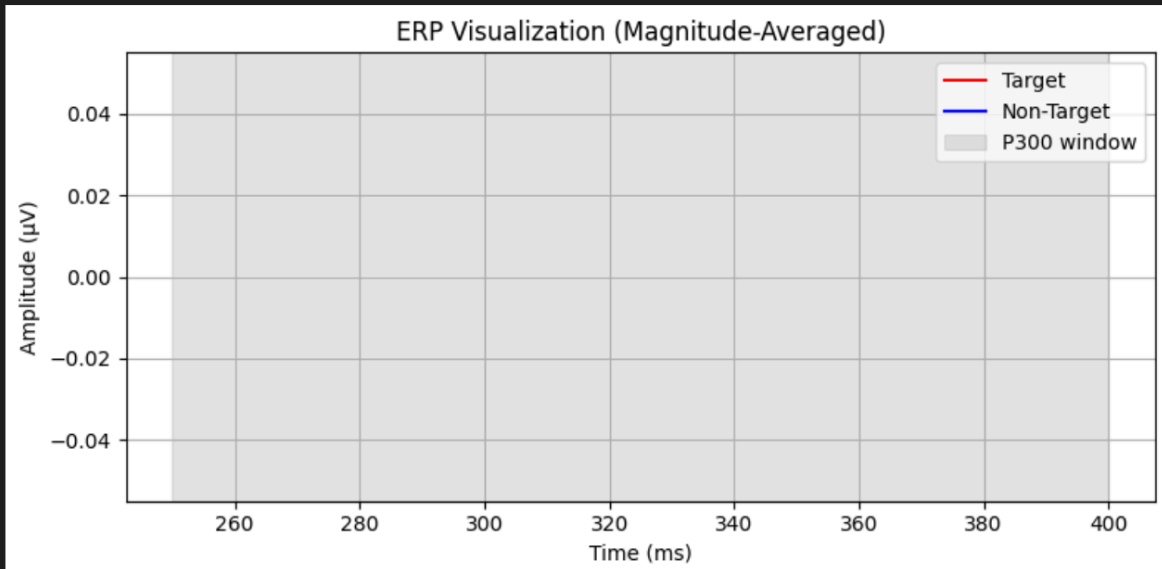
Visualizing P300 responses after creating epochs


```
=====
STEP 4: VISUALIZING ERP RESPONSES
=====
```

```
--- Subject A ---
```

```
Epochs shape: (15299, 60, 64)
```

```
Targets: 2550 Non-targets: 12749
```



The ERP visualization did not show due to heavy downsampling, despite all the values coming through correctly, despite several approaches

```
=====
STEP 6: BASELINE CLASSIFIERS (Subject A)
=====
```

```
=== Logistic Regression Evaluation ===
```

```
Accuracy: 0.8333333333333334
```

```
F1 Score: 0.0
```

```
Confusion Matrix:
```

```
[[2550    0]
```

```
 [ 510    0]]
```

```
Classification Report:
```

	precision	recall	f1-score	support
0.0	0.83	1.00	0.91	2550
1.0	0.00	0.00	0.00	510
accuracy			0.83	3060
macro avg	0.42	0.50	0.45	3060
weighted avg	0.69	0.83	0.76	3060

Shows an accuracy of 83.33% of the model

CHALLENGES FACED:

- Mapping theoretical ML concepts to EEG specific applications required effort
- EEG preprocessing involves many interdependent steps, making debugging time-consuming.
- Understanding MNE's data structures (Raw, Epochs, Evoked) required a learning curve.