

Brain – Computer Interfaces

Physiologic basis for feature selection, and
decoding techniques

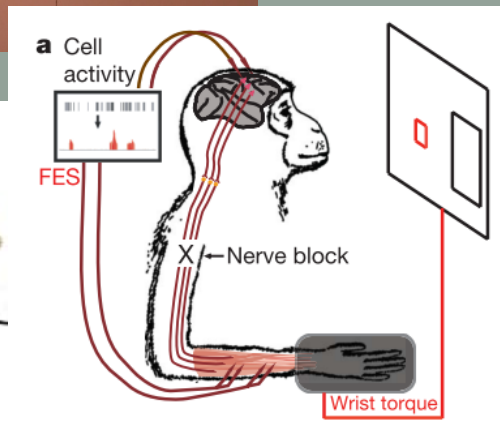
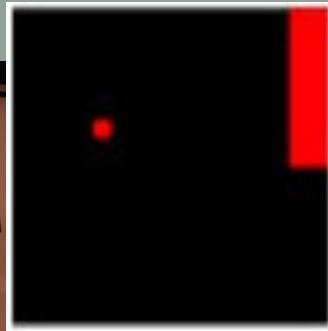
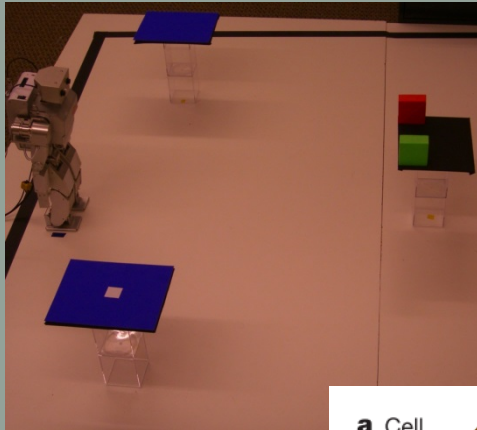
Brain – Computer Interfaces

For dexterous motor control



Brain – Computer Interfaces

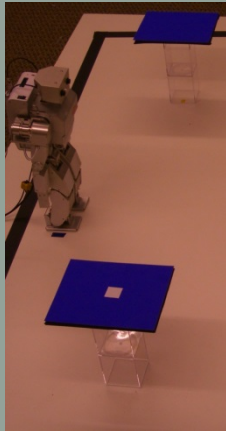
Control of end effectors



Brain – Computer Interfaces

Com

Communication



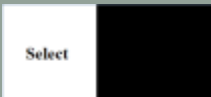
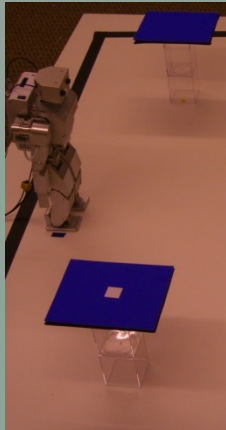
The image shows a software interface for a brain-computer interface (BCI) application. The main display is a crossword puzzle grid with letters in blue and one letter 'E' highlighted in red. The grid is surrounded by control buttons: 'Select', 'Up', 'Backspace', 'Left', 'Right', and 'Down'. At the bottom, there is a 'BRAIN COMPUTER INTERFACE' label and a 'Clear' button. A small graph showing signal activity is visible in the bottom right corner.

Select		Up		Backspace					
		L							
		F	T	J					
	Q	V	M	I	O	K	.		
Left	,	U	A	N	E	S	D	C	Right
		G	P	W	R	B	Y	-	
		X	H	Z					
		Down							
BRAIN COMPUTER INTERFACE								Clear	

Brain – Computer Interfaces

Con

Con

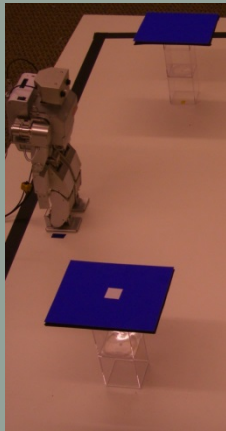


Neuromodulation to
replace lost senses

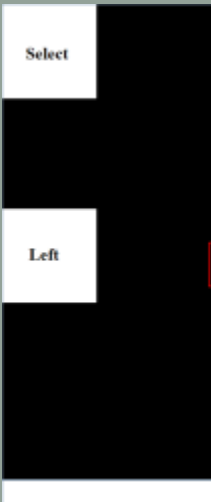


Brain – Computer Interfaces

Con



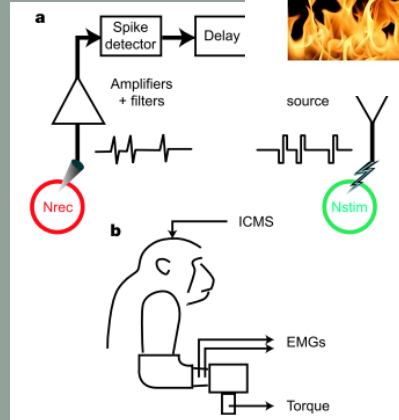
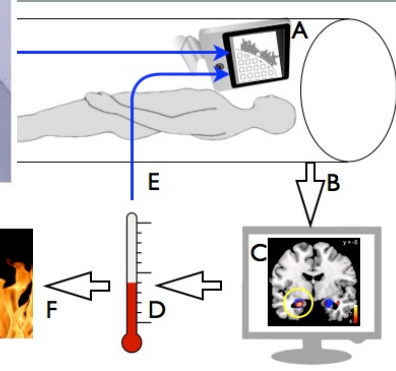
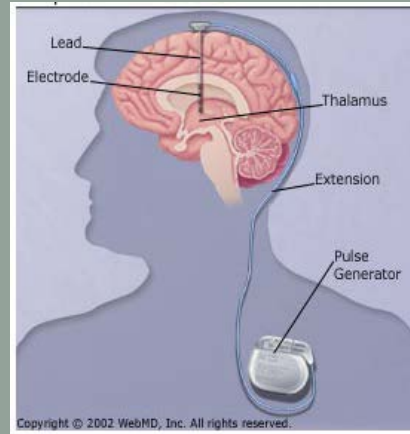
Con



Neu
rep

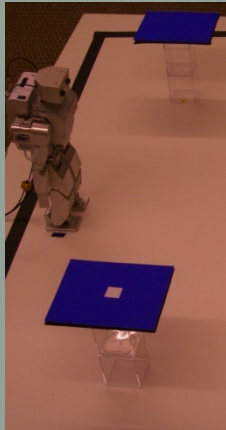


Other Neuromodulation / Biofeedback

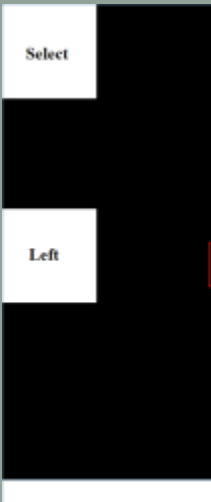


Brain – Computer Interfaces

Con



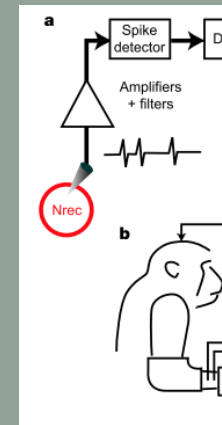
Con



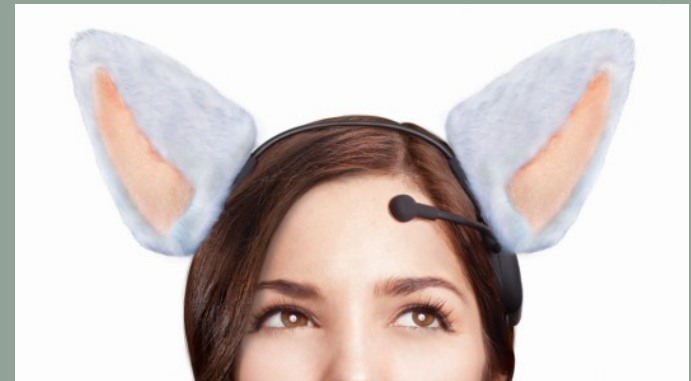
Neu
rep



Other Neu



Consumer BCI



Brain – Computer Interfaces

Many Applications ->

Many Engineering Requirements ->

Many Architecture Considerations

Brain – Computer Interfaces

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Many Engineering Requirements ->

Many Architecture Considerations

But in general: need to **isolate**, **translate**, and **utilize** a neural signal

Brain – Computer Interfaces

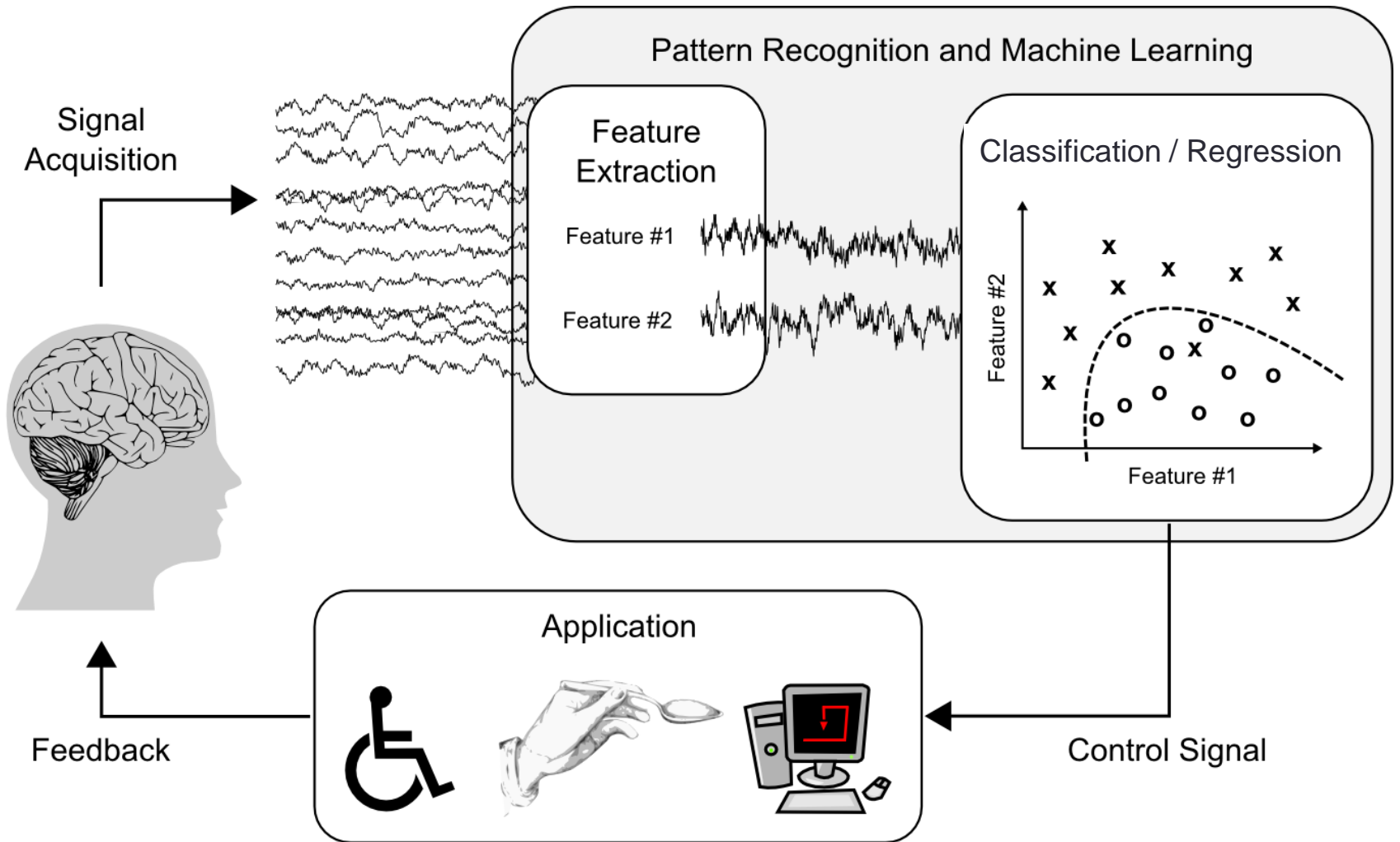
Many Applications ->

Many Engineering Requirements ->

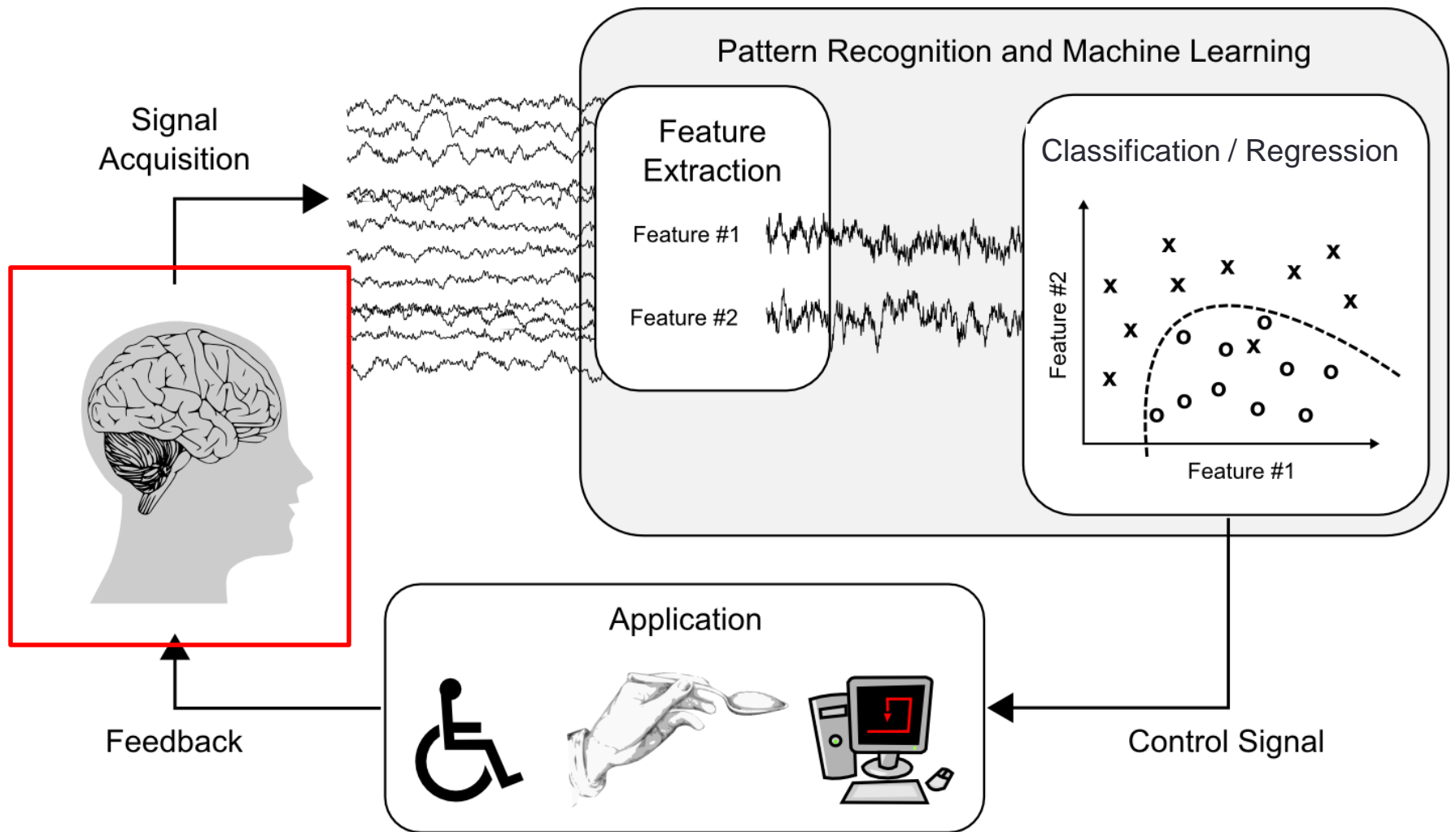
Many Architecture Considerations

But in general: need to **isolate, translate**, and **utilize** a neural signal

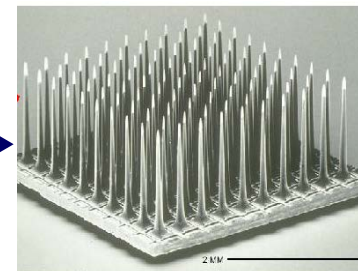
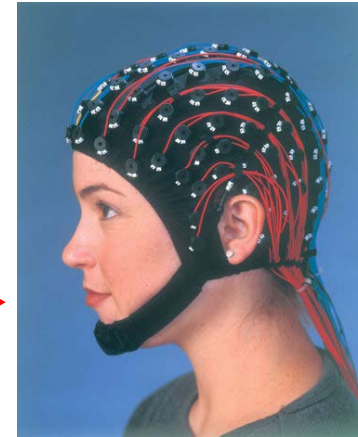
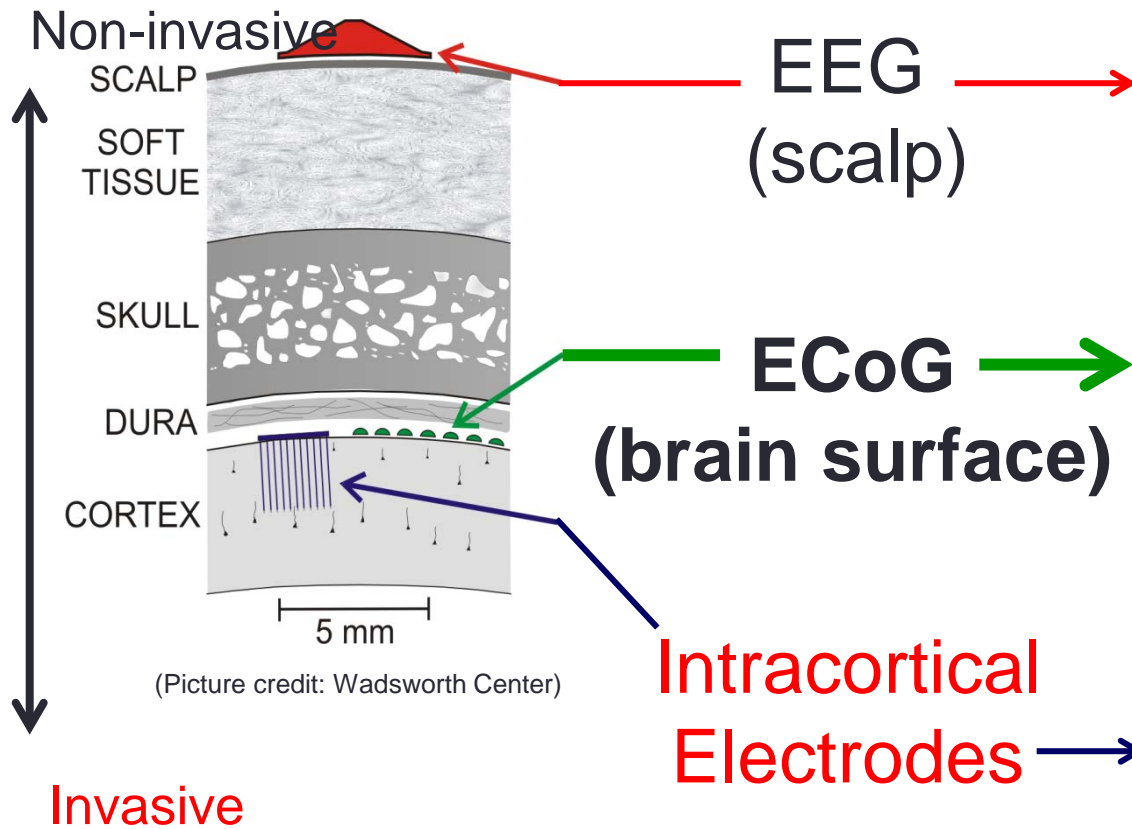
Architecture of a BCI



Architecture of a BCI



BCI Signal Types

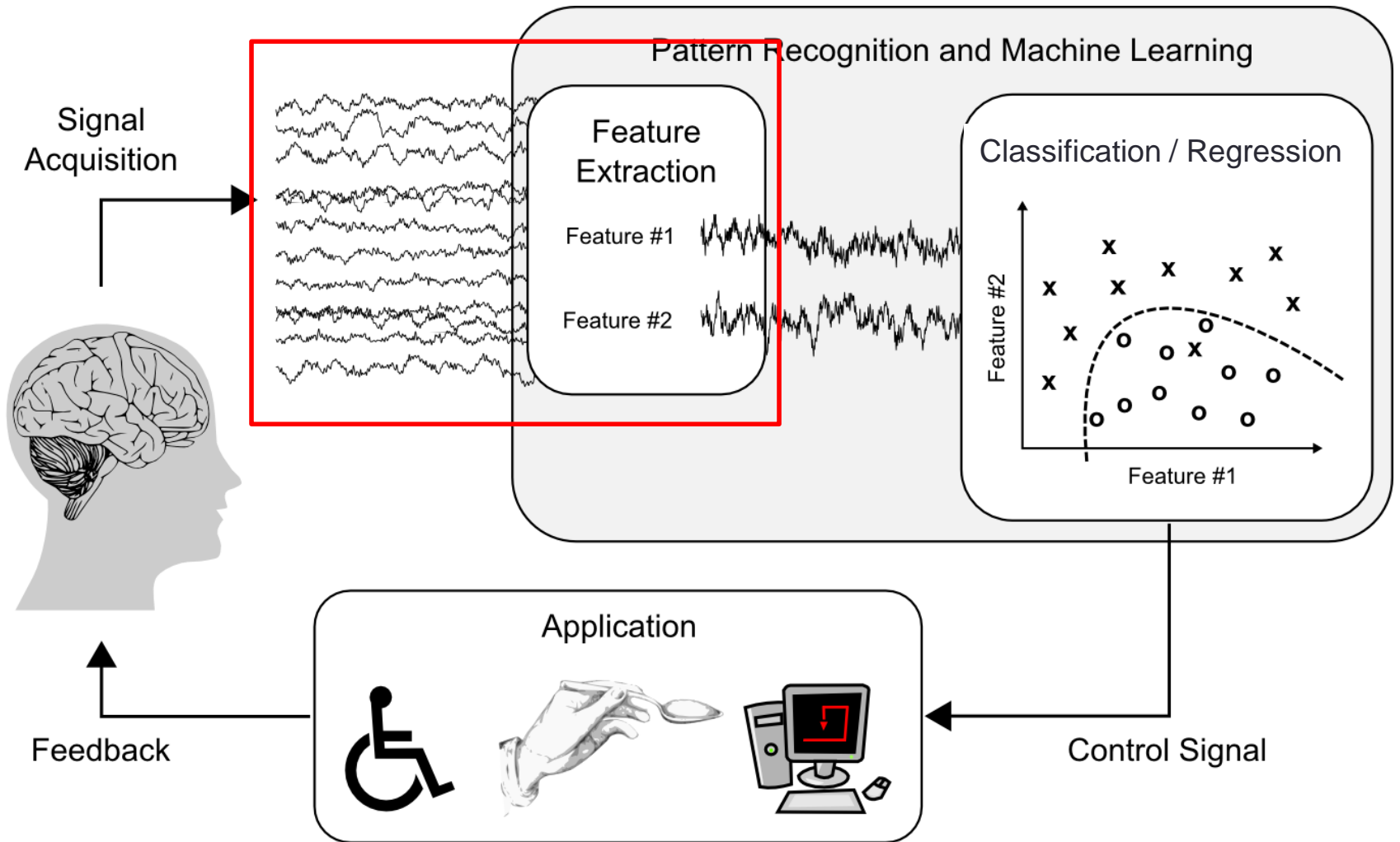


BCI Signal Types

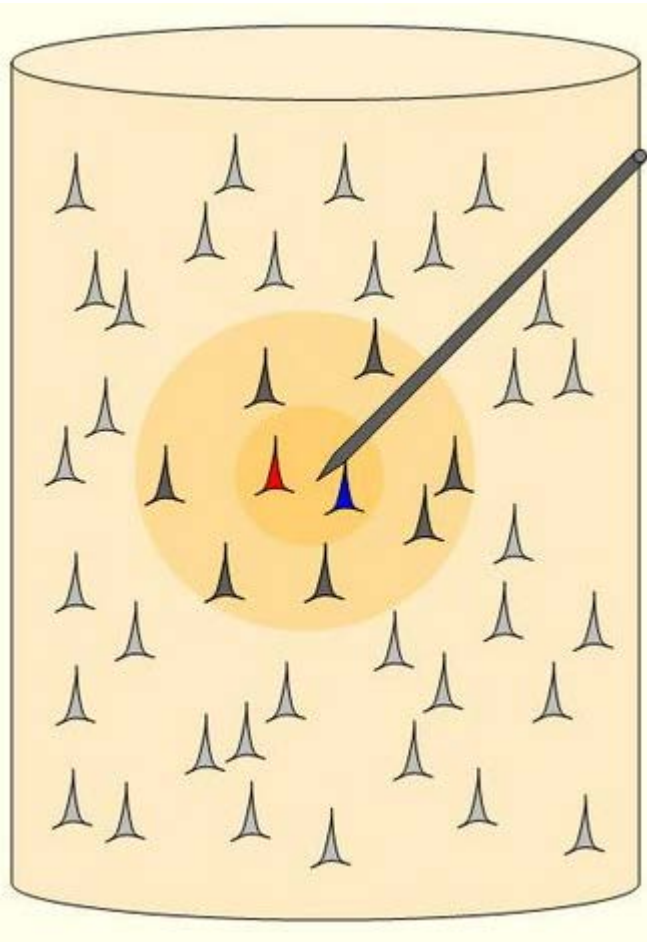
Signal	Cell count	Raw Magnitude	Feature Z (depends)	Spatial Specificity	Signal Stability
EEG (non-invasive)	> 1M	~50 μ V	3-5	1-5 cm	Long-term?
ECoG (semi-invasive?)	500K	~500 μ V	10-20	3-10 mm	Months
Intracortical (invasive)	1-???	10s of mV	Very high	< 300 μ m	Days

Appropriate modality choice depends on application.
Consider subject population. Research/Clinical goals.
Stimulation requirements.

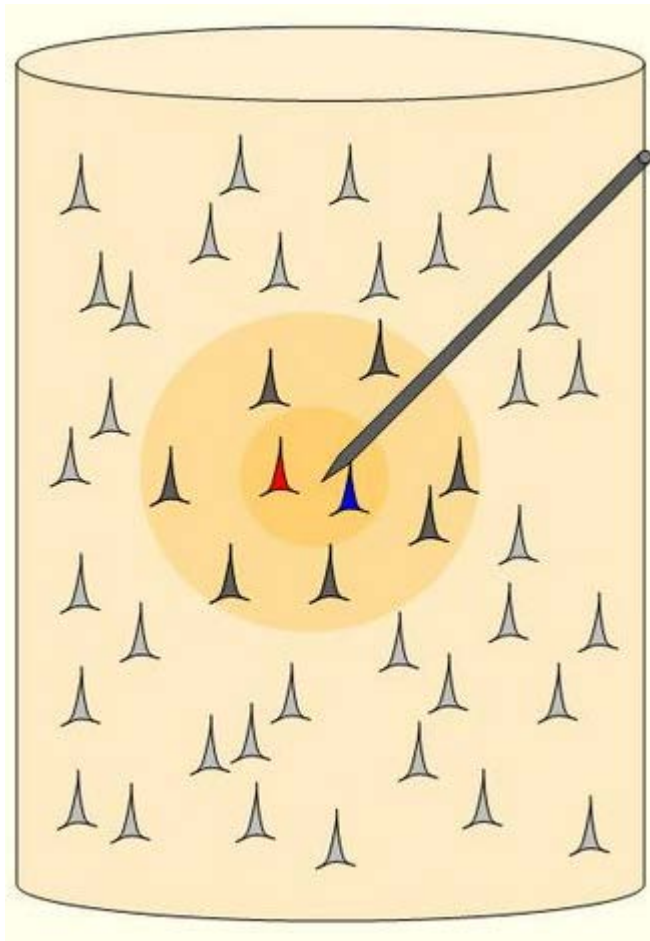
Architecture of a BCI



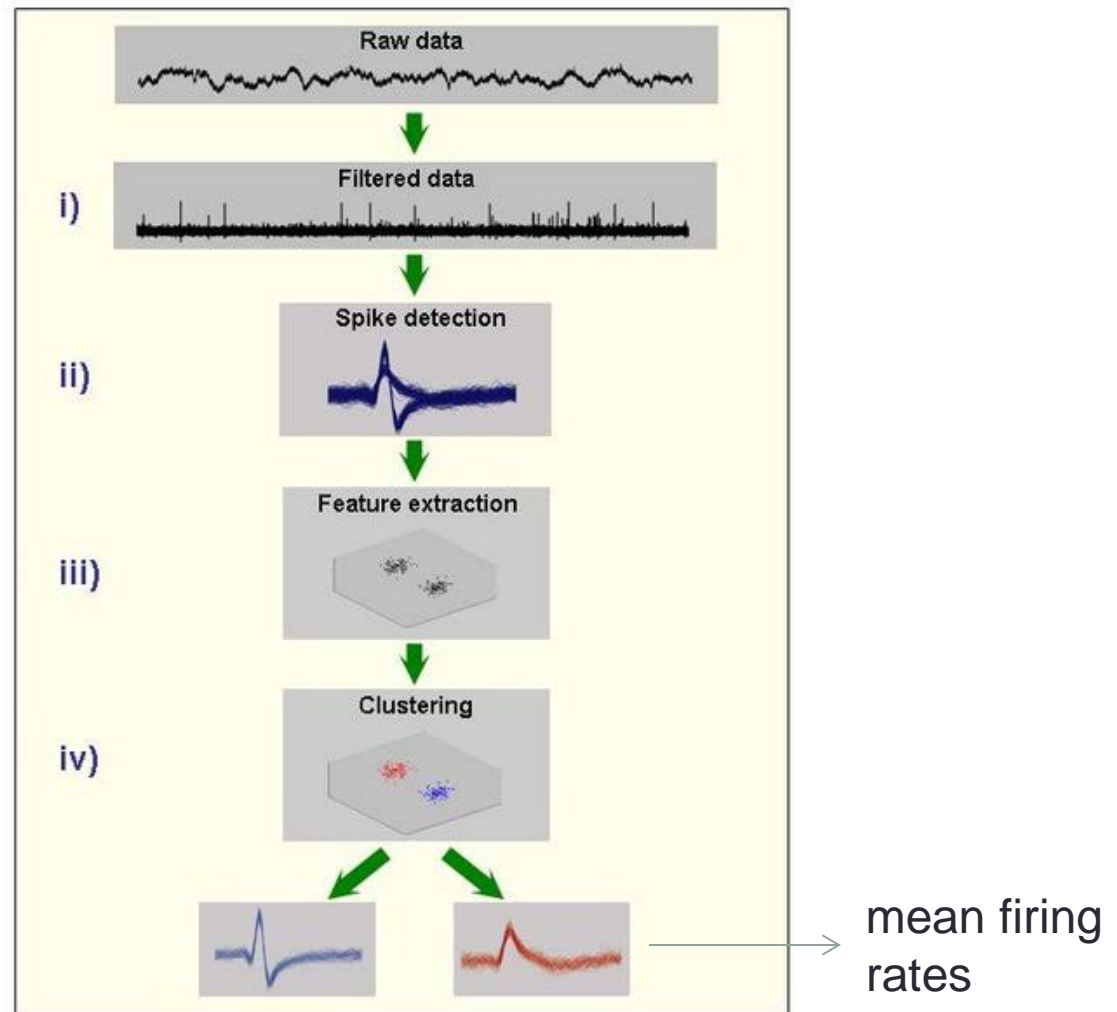
Feature extraction, intracortical recordings



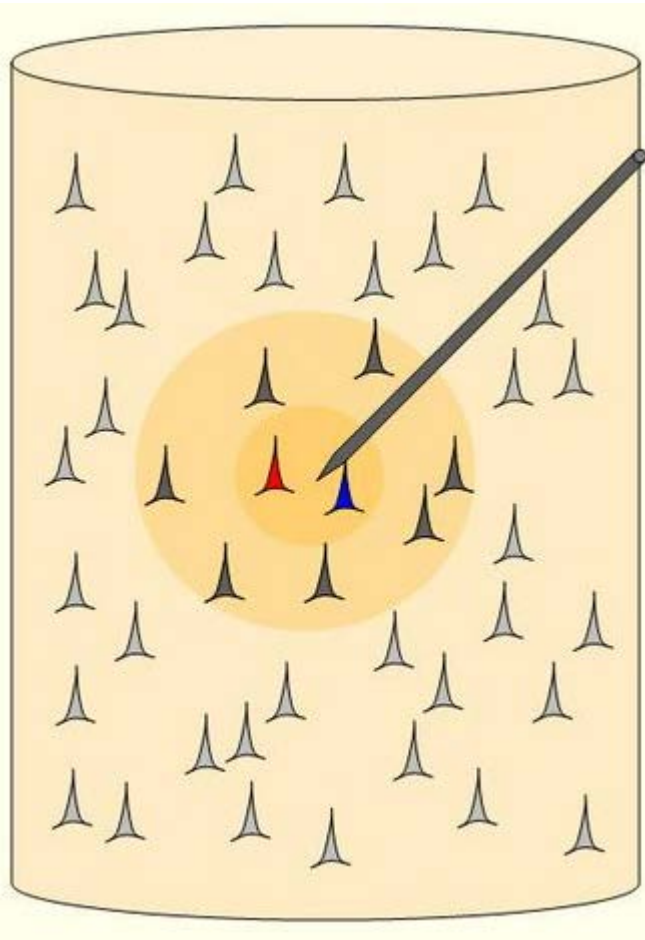
Feature extraction, intracortical recordings



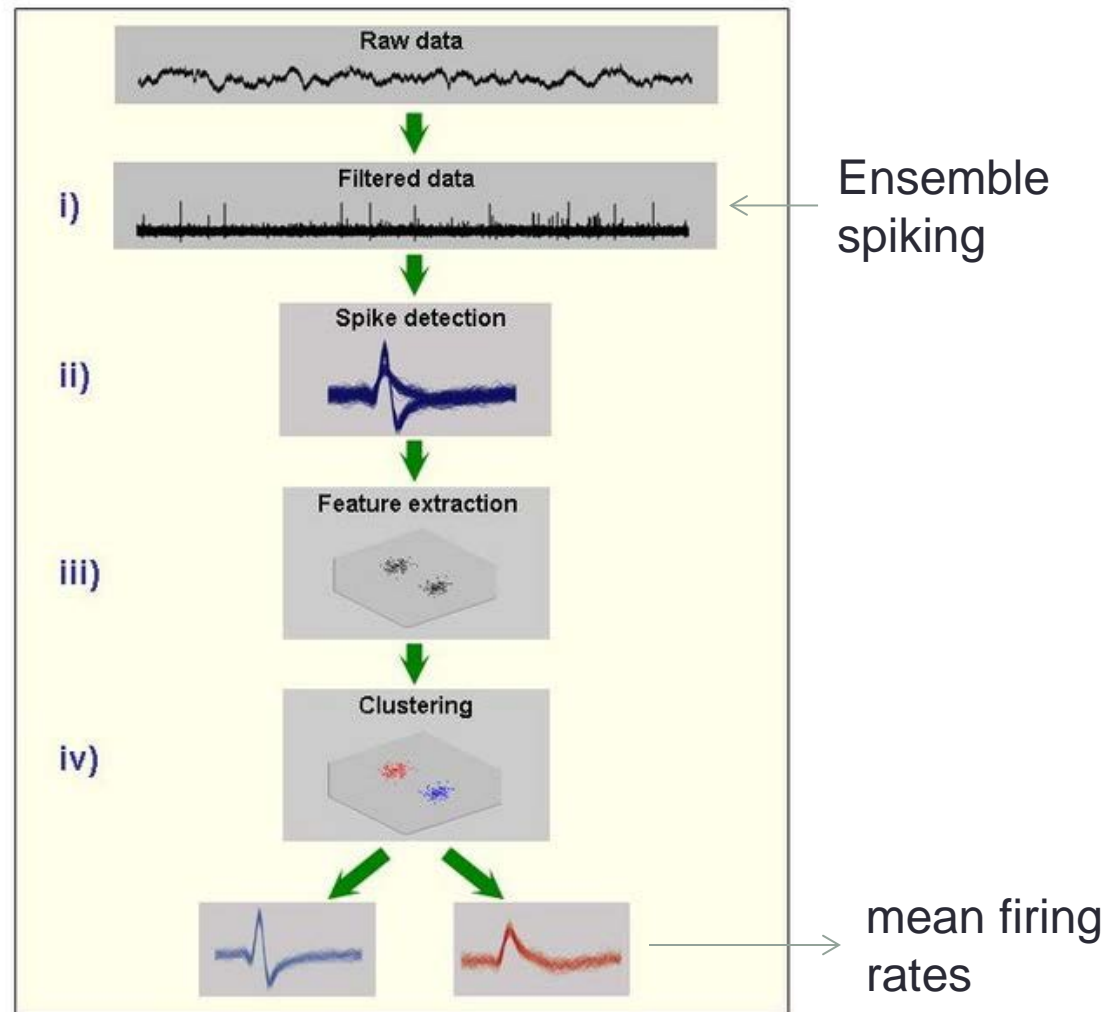
The quest for single units



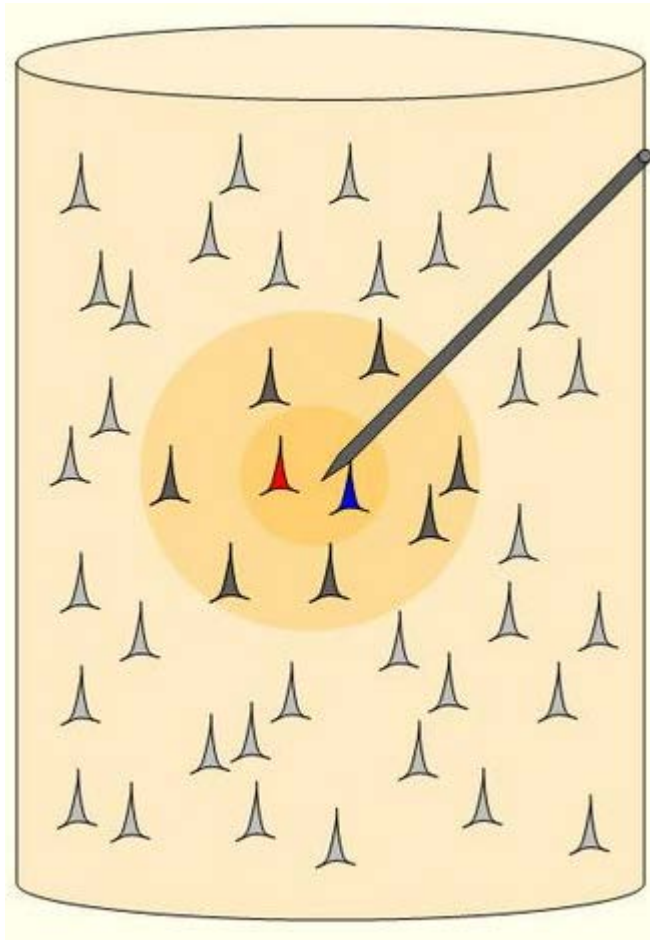
Feature extraction, intracortical recordings



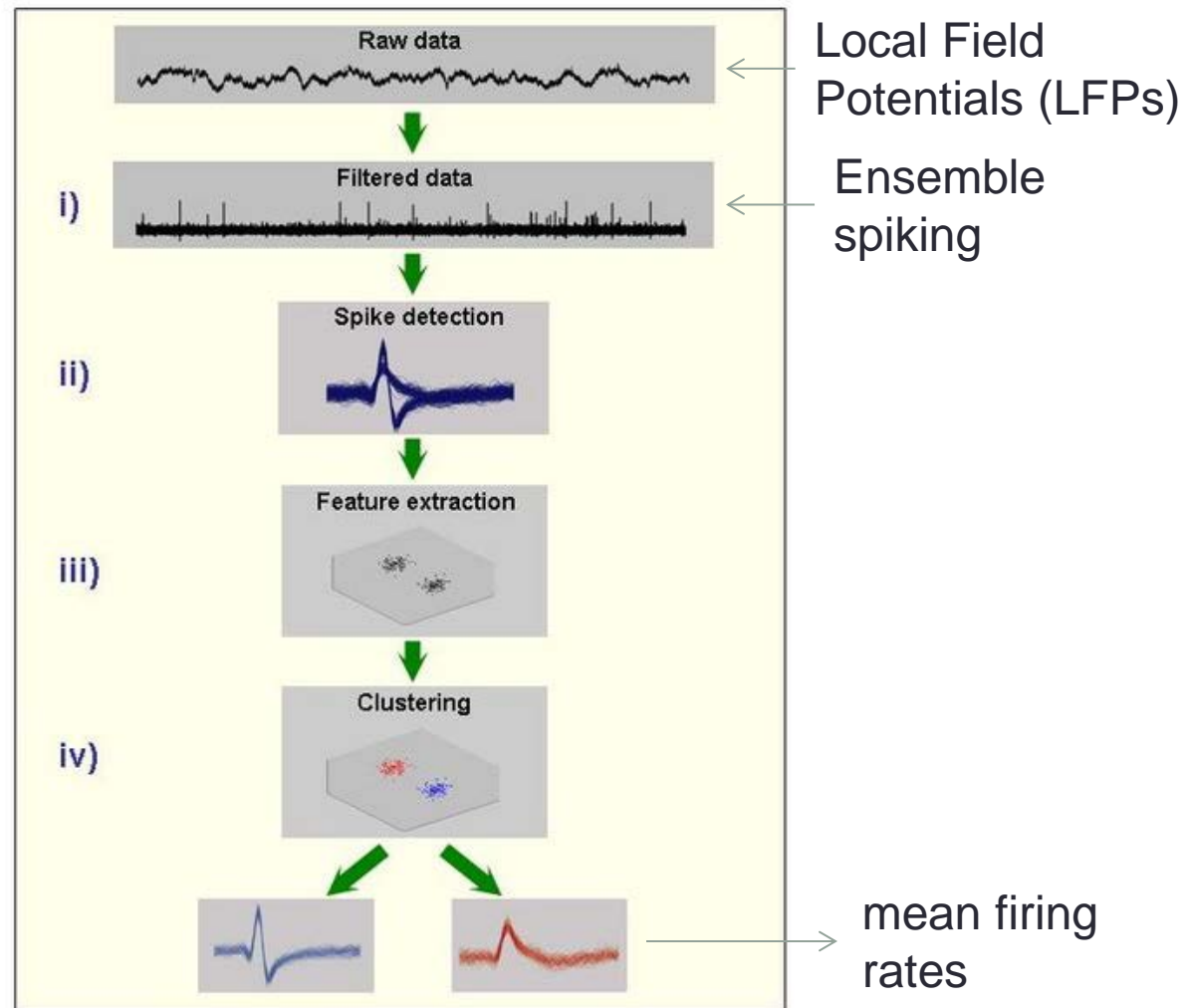
The quest for single units



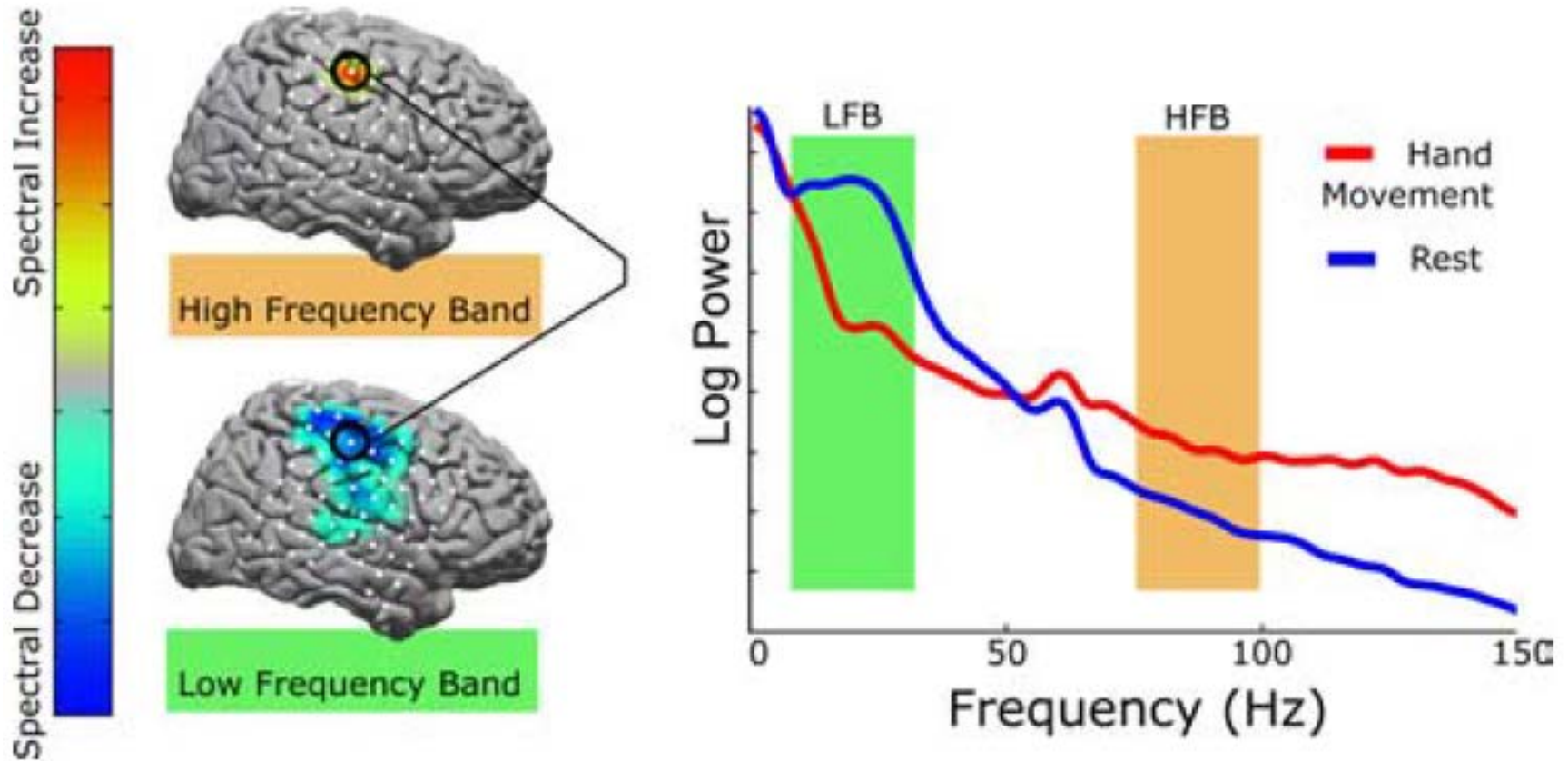
Feature extraction, intracortical recordings



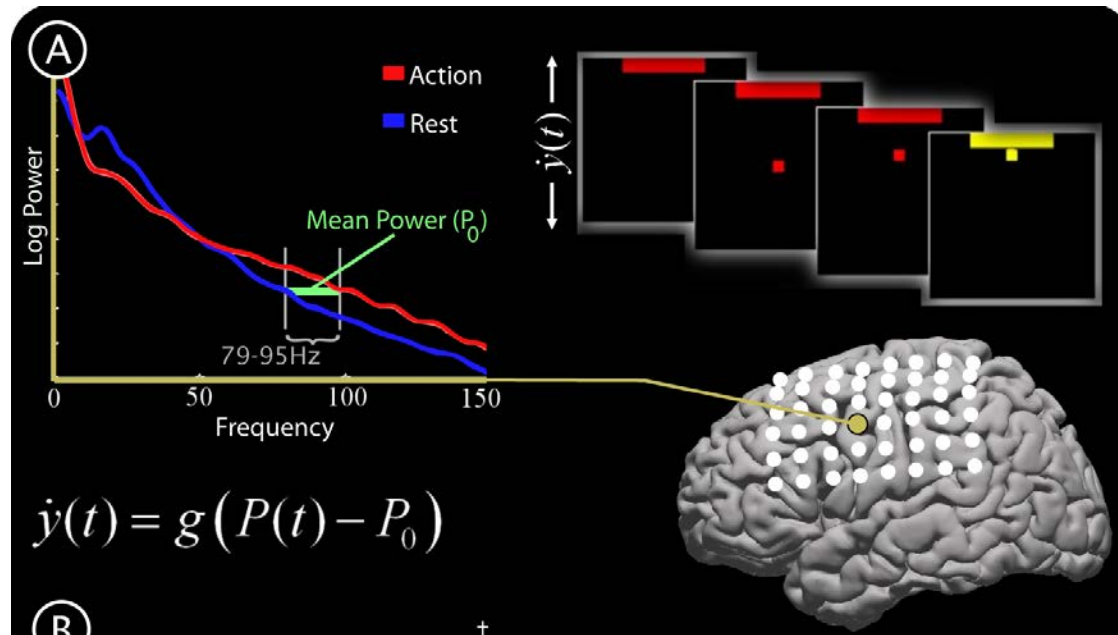
The quest for single units



Feature extraction, ECoG and LFPs



Feature extraction, ECoG and LFPs



Spectral Estimation:

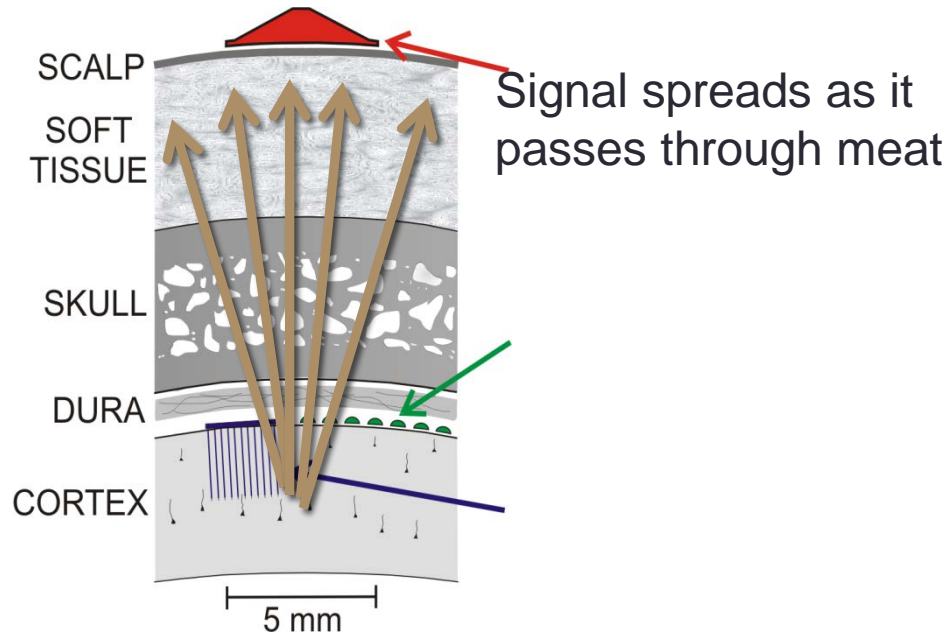
STFFT

Wavelets

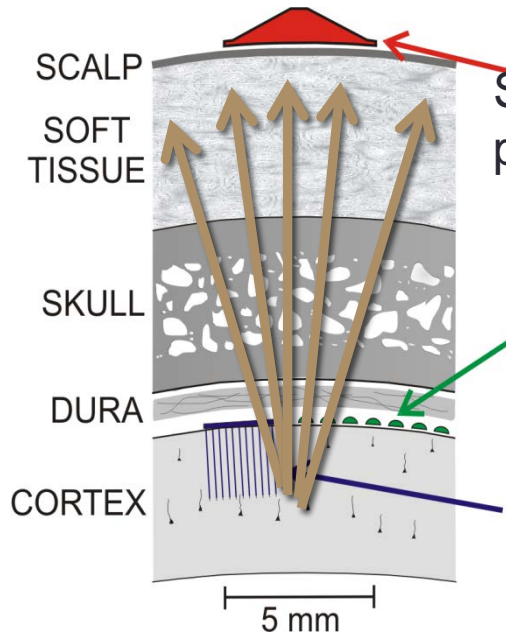
Band filtering and envelope detection

Auto-regressive model

Feature extraction, EEG



Feature extraction, EEG

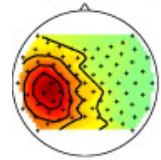


Signal spreads as it passes through meat

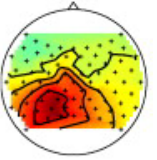
1) Correct for spatial spreading

Common Spatial Patterns – Linear combination of electrodes maximizing two class discriminability

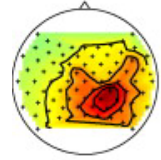
csp:R1 [0.74]



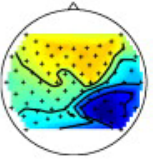
csp:R2 [0.67]



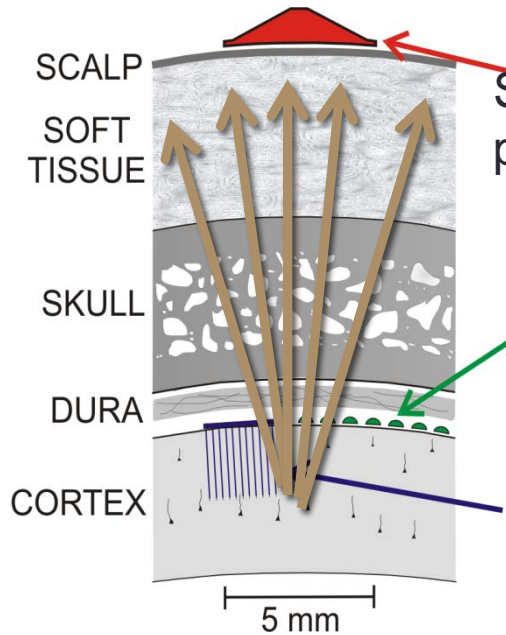
csp:L1 [0.71]



csp:L2 [0.61]



Feature extraction, EEG



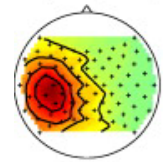
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Use of spherical head model as solution to forward model

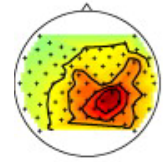
csp:R1 [0.74]



csp:R2 [0.67]



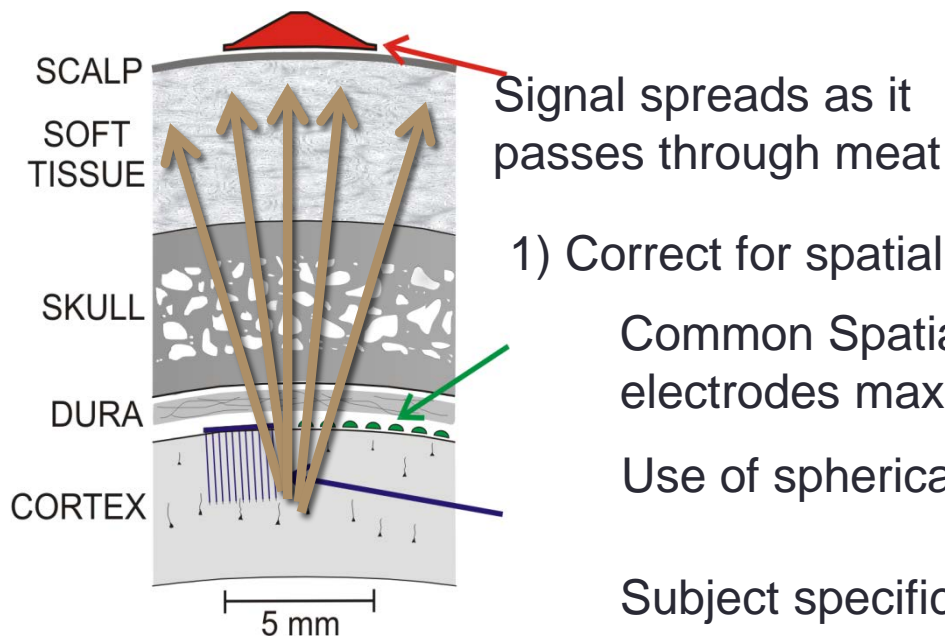
csp:L1 [0.71]



csp:L2 [0.61]



Feature extraction, EEG

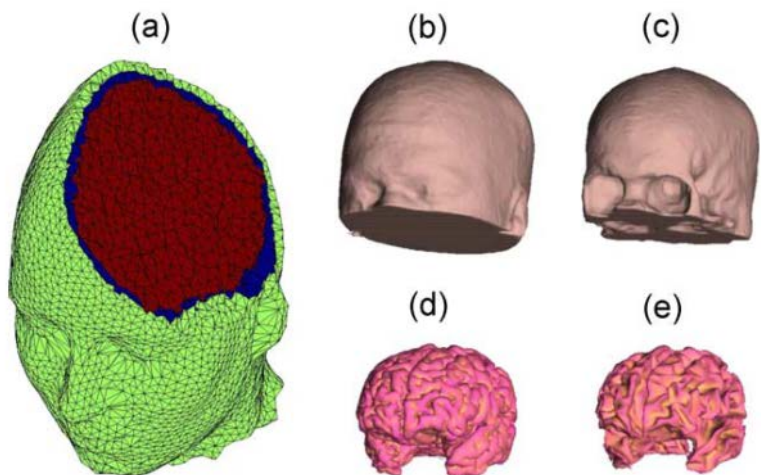
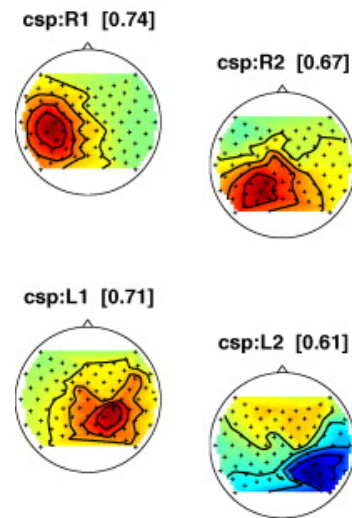


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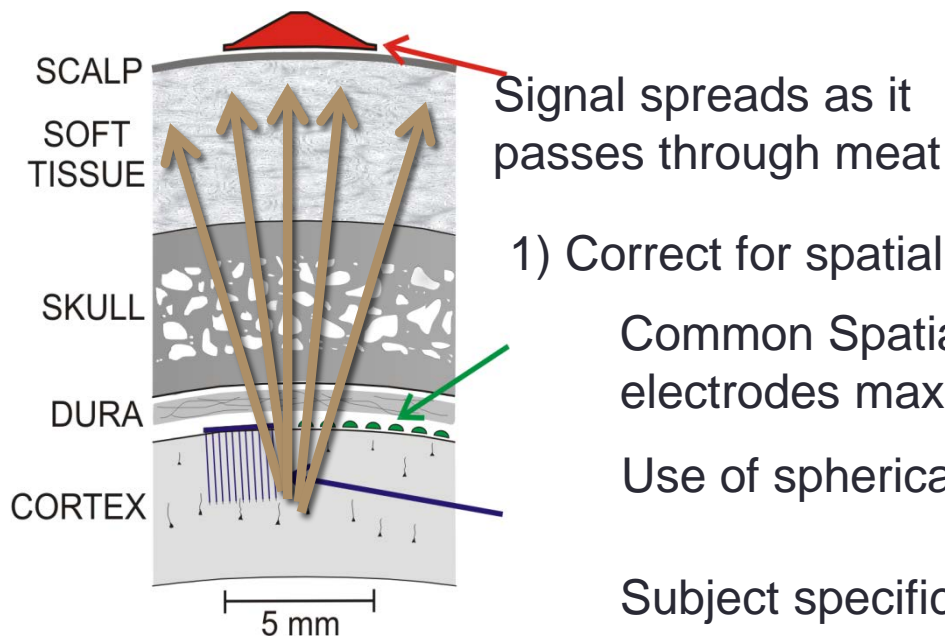
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Use of spherical head model as solution to forward model

Subject specific MRI as solution to forward model



Feature extraction, EEG

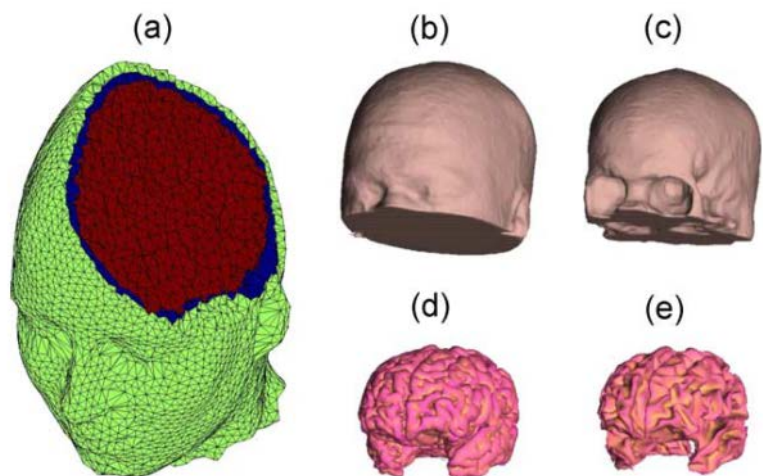
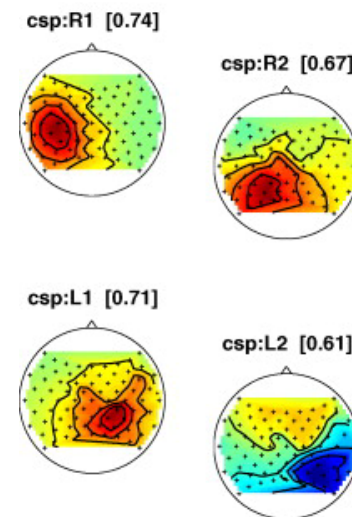


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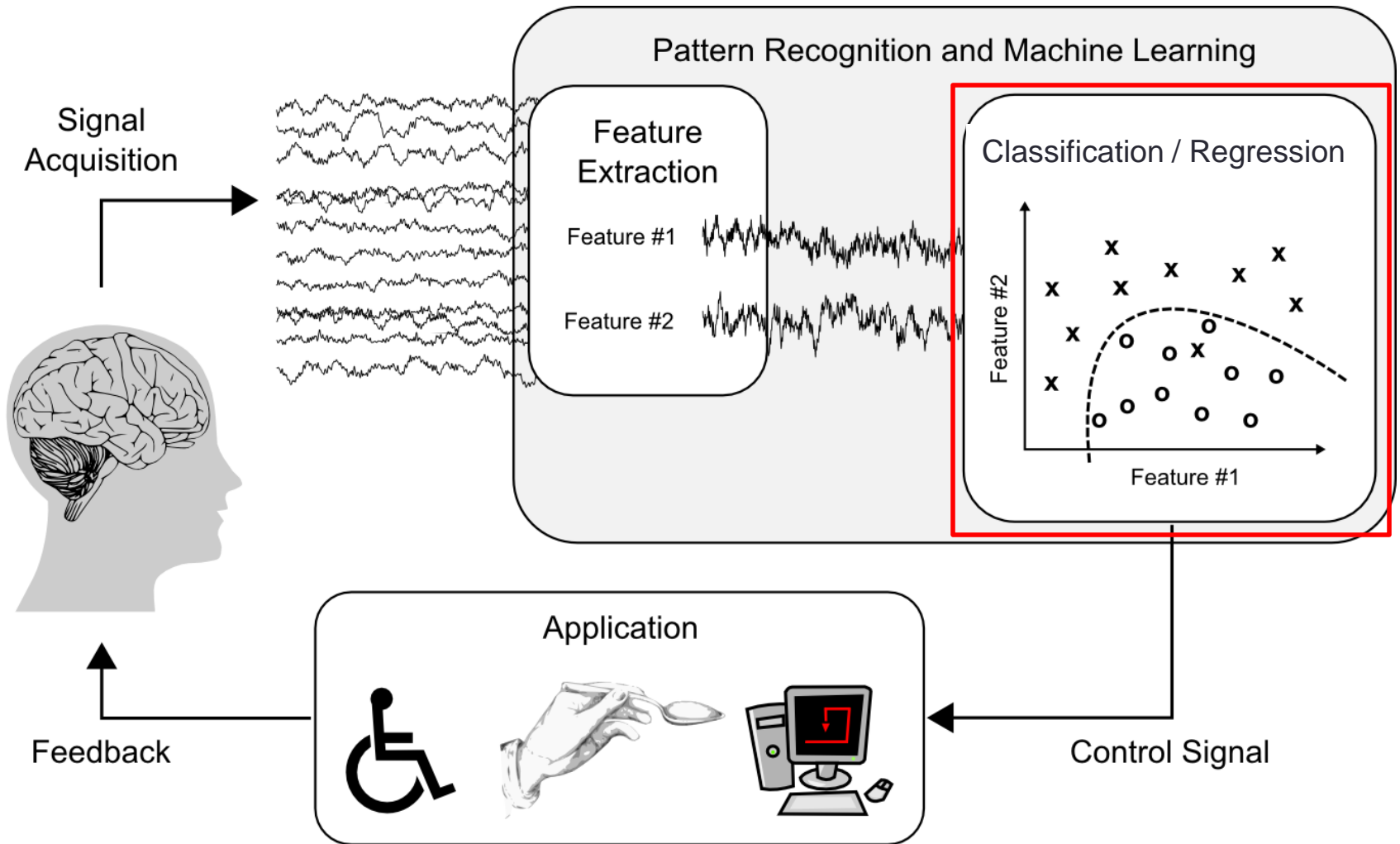


2) Apply same spectral estimation techniques used in ECoG (50 Hz and below) for SMR and SSVEP

Or

Simple LPF for EPs

Architecture of a BCI



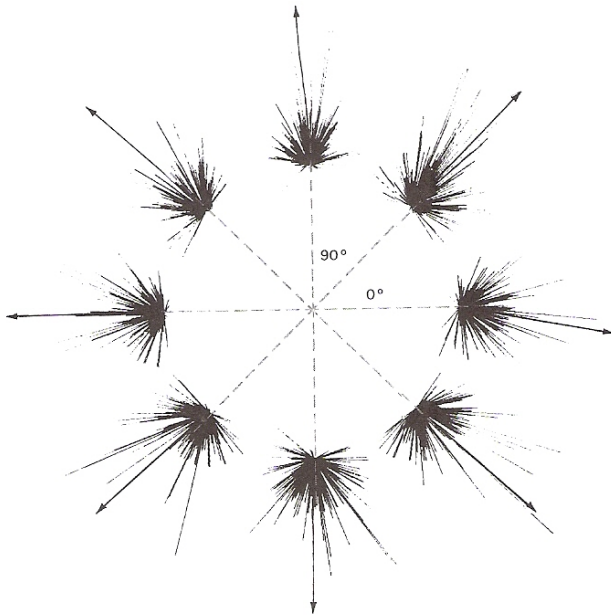
Decoding, intracortical recordings

Translation of neural signal to one or more continuous variables

Decoding, intracortical recordings

Translation of neural signal to one or more continuous variables

Population Vector

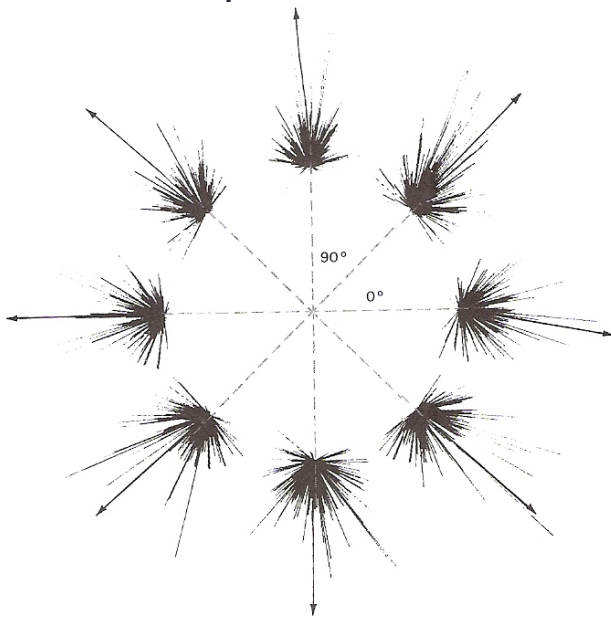


$$\hat{\mathbf{d}} = \sum_i \mathbf{p}_i \left(\frac{r - r_0}{r_{\max}} \right)_i$$

Decoding, intracortical recordings

Translation of neural signal to one or more continuous variables

Population Vector



$$\hat{\mathbf{d}} = \sum_i \mathbf{p}_i \left(\frac{r - r_0}{r_{\max}} \right)_i$$

Kalman Filter

$$\mathbf{x}_{t+1} = \mathbf{A}\mathbf{x}_t + \mathbf{w}_t$$

$$\mathbf{y}_t = \mathbf{C}\mathbf{x}_t + \mathbf{q}_t$$

Estimate

$$\hat{\mathbf{x}}_{t|t-1} = \mathbf{A}\hat{\mathbf{x}}_{t-1}$$

$$\mathbf{P}_{t|t-1} = \mathbf{A}\mathbf{P}_{t-1}\mathbf{A}^T$$

Update

$$\mathbf{K}_t = \mathbf{P}_{t|t-1}\mathbf{C}^T (\mathbf{C}\mathbf{P}_{t|t-1}\mathbf{C}^T + \mathbf{Q})^{-1}$$

$$\hat{\mathbf{x}}_t = \hat{\mathbf{x}}_{t|t-1} + \mathbf{K}_t (\mathbf{y}_t - \mathbf{C}\hat{\mathbf{x}}_{t|t-1})$$

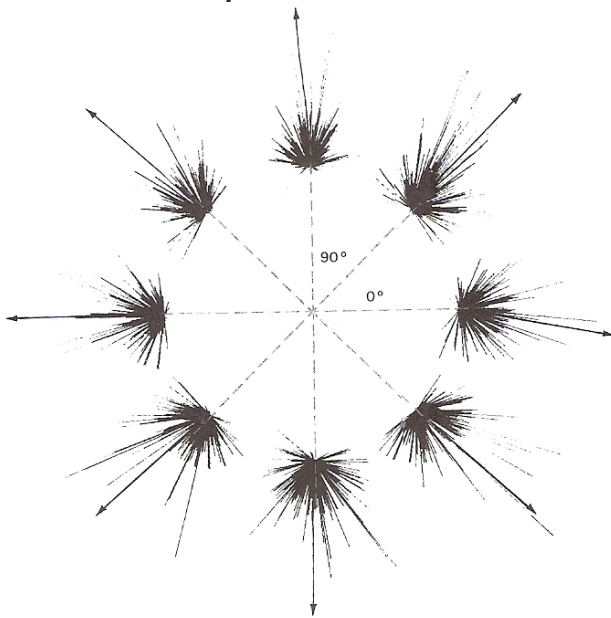
$$\mathbf{P}_t = (\mathbf{I} - \mathbf{K}_t\mathbf{C})\mathbf{P}_{t|t-1}$$

Bonus: Incorporates effector kinematics

Decoding, intracortical recordings

Translation of neural signal to one or more continuous variables

Population Vector



$$\hat{\mathbf{d}} = \sum_i \mathbf{p}_i \left(\frac{r - r_0}{r_{\max}} \right)_i$$

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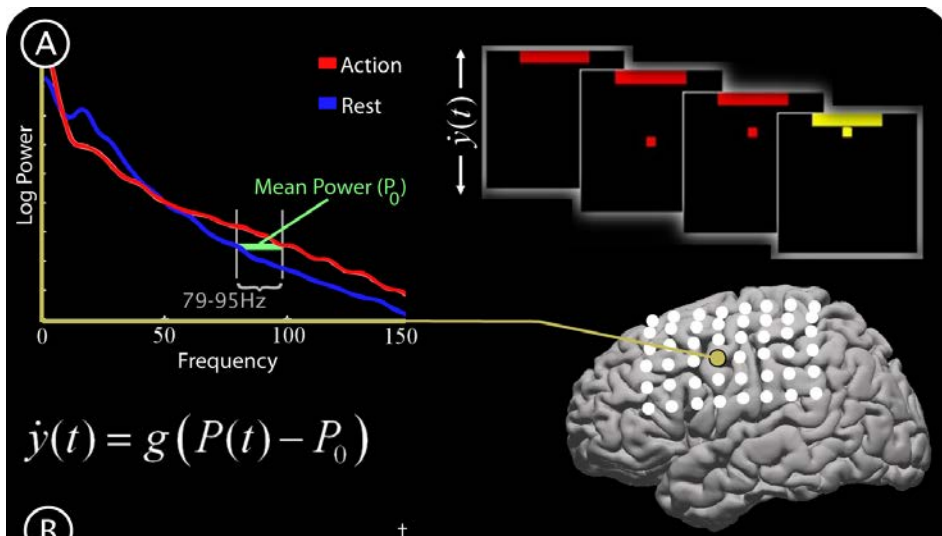
$$\mathbf{P}_t = (\mathbf{I} - \mathbf{K}_t\mathbf{C})\mathbf{P}_{t|t-1}$$

Bonus: Incorporates effector kinematics

Many Others: Neural Networks, ARMA Models, etc

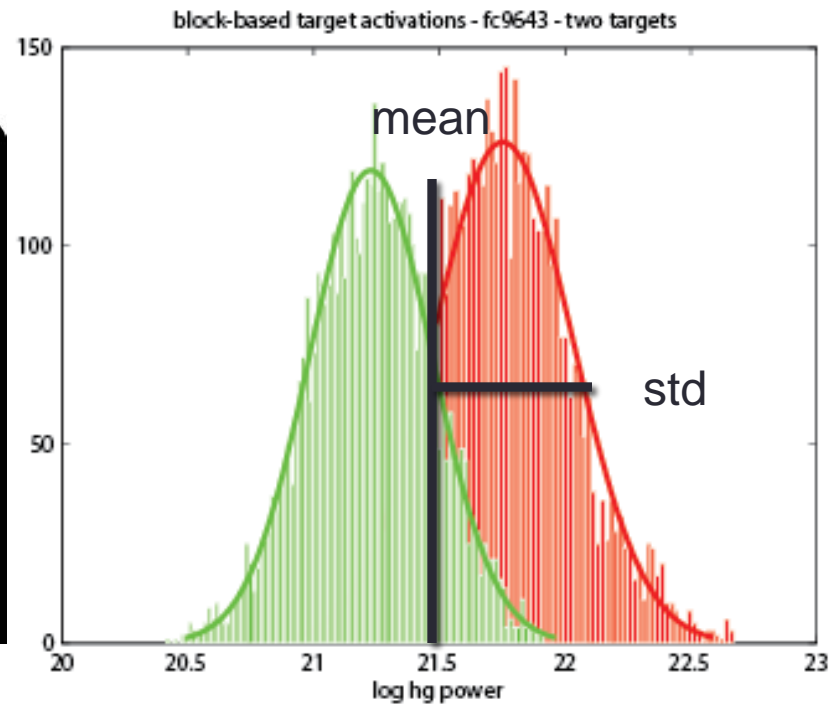
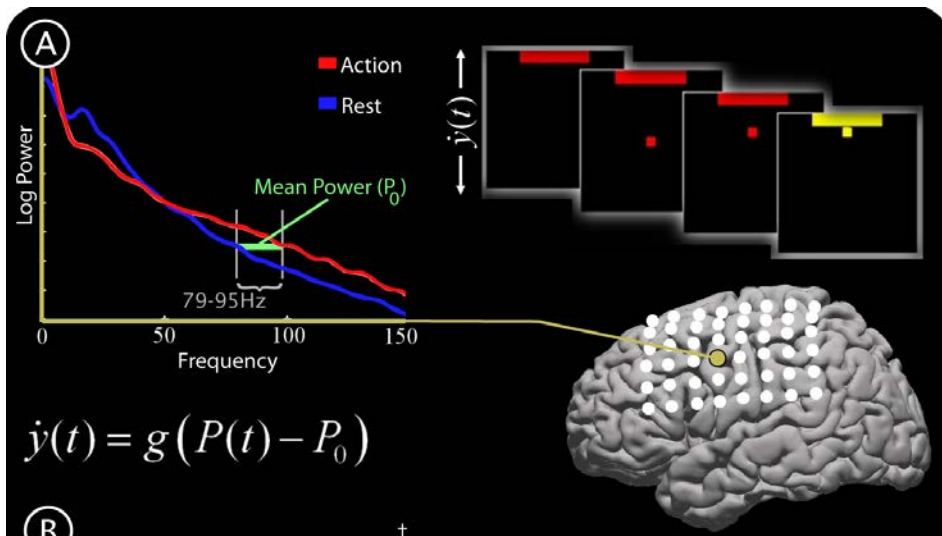
Decoding, ECoG

Translation of neural signal to one or more continuous variables,
High SNR allows (causes ☹) us to be lazy.



Decoding, ECoG

Translation of neural signal to one or more continuous variables,
High SNR allows (causes ☹️) us to be lazy.



$$dy/dt = (x - \mu) / \text{std}$$

Decoding, EEG

Much harder computational problem, because of low SNR Neural signal typically translated to discrete variable with pre-defined (and pre-trained) number of states

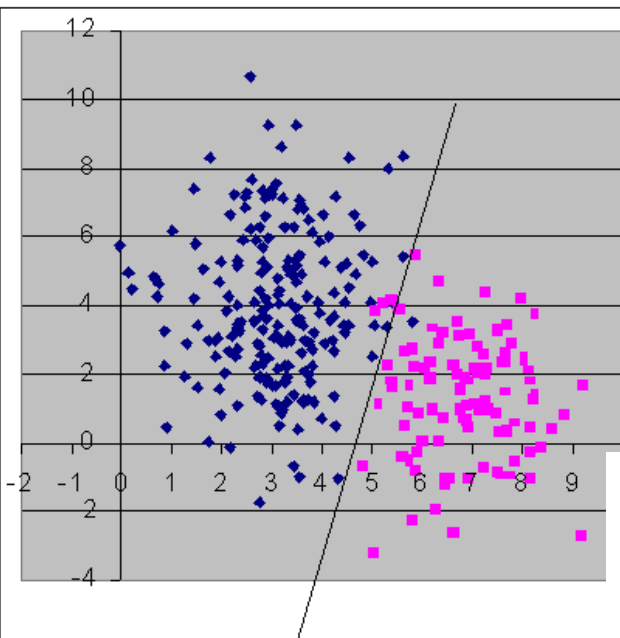
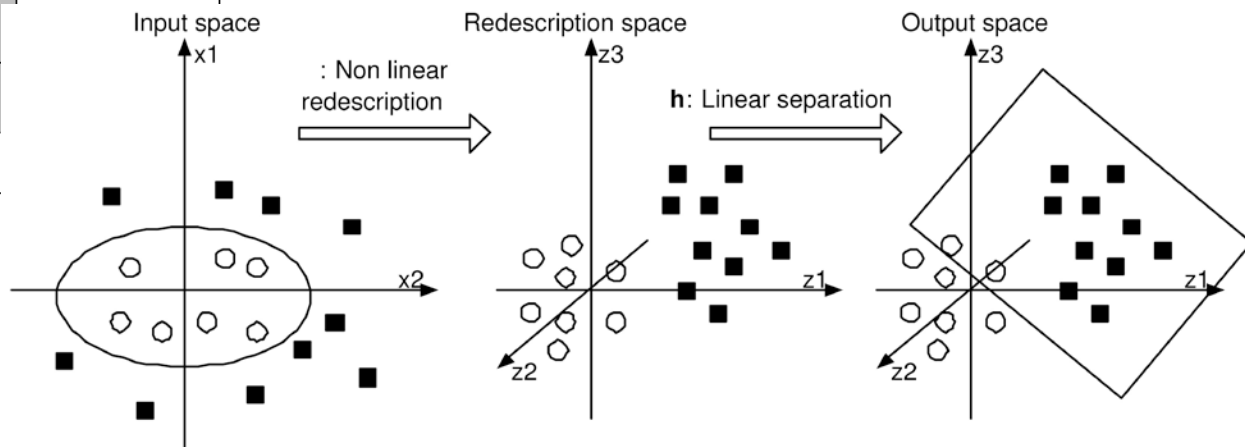
SVM, Naïve Bayes, Decision Trees, Random Forest, Neural Network, on and on...

BCI competition

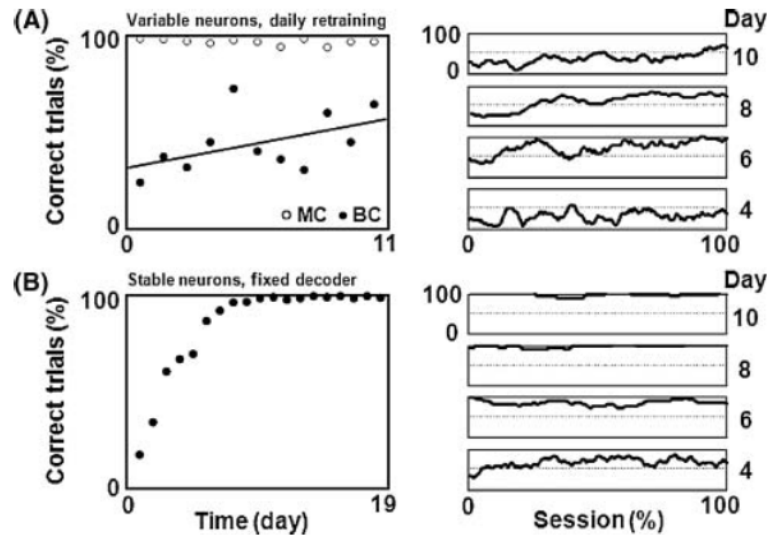
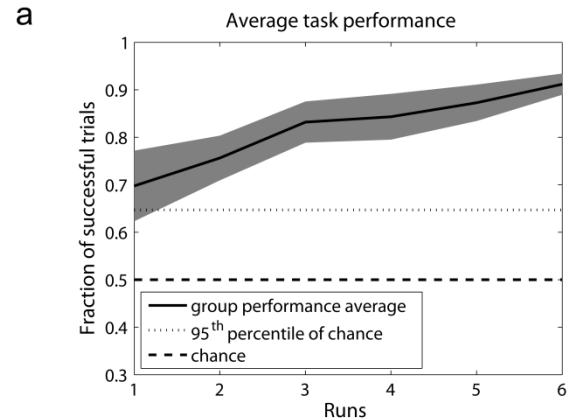
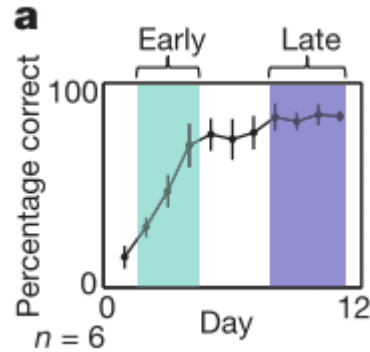
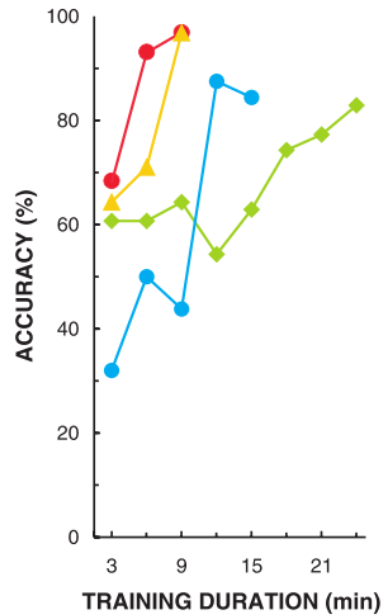
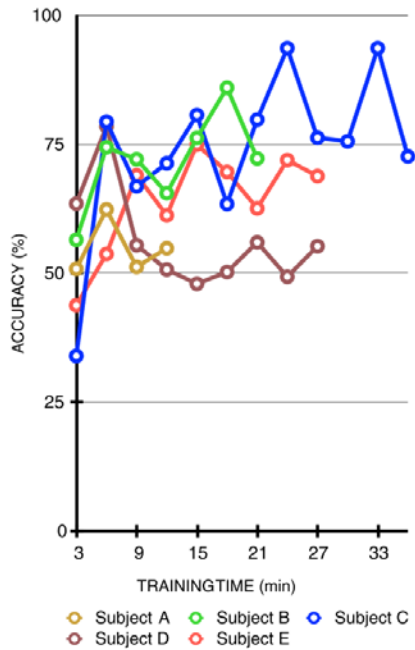
Non-linear transform + LDA

LDA

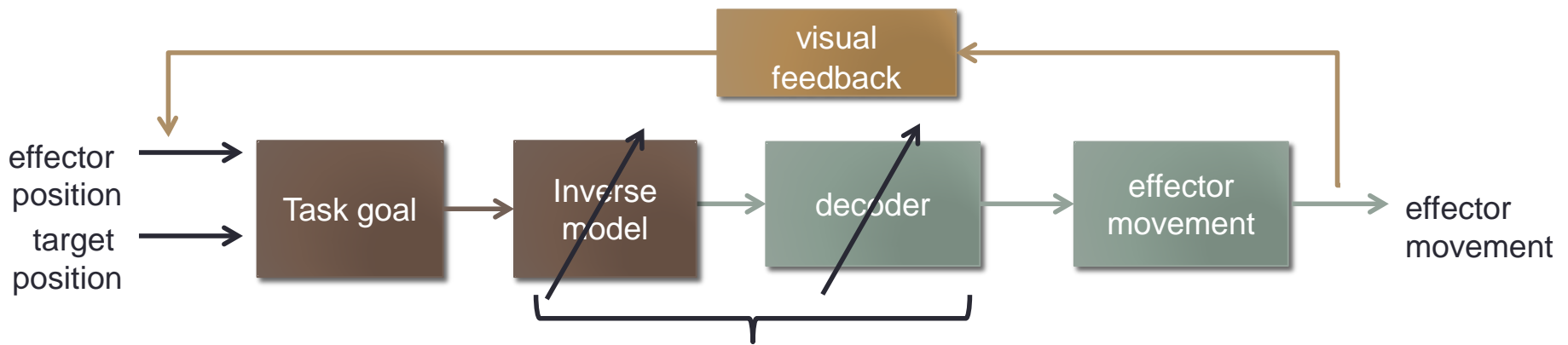
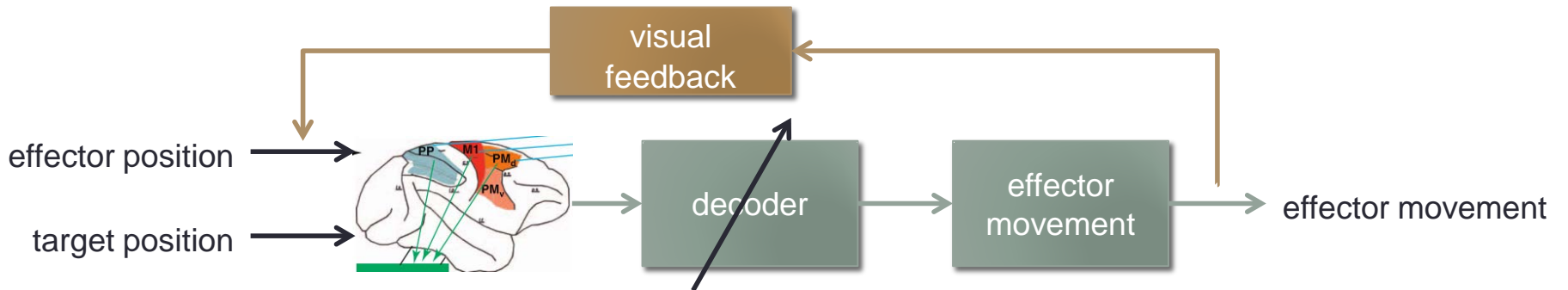
◆ class 1
■ class 2



An Inherent Problem



The Underlying Model



Separately capable of adaptation

Closed-loop decoder adaptation

