

QUANTIFYING THE HUMAN BRAIN DURING HCI WITH A BCI

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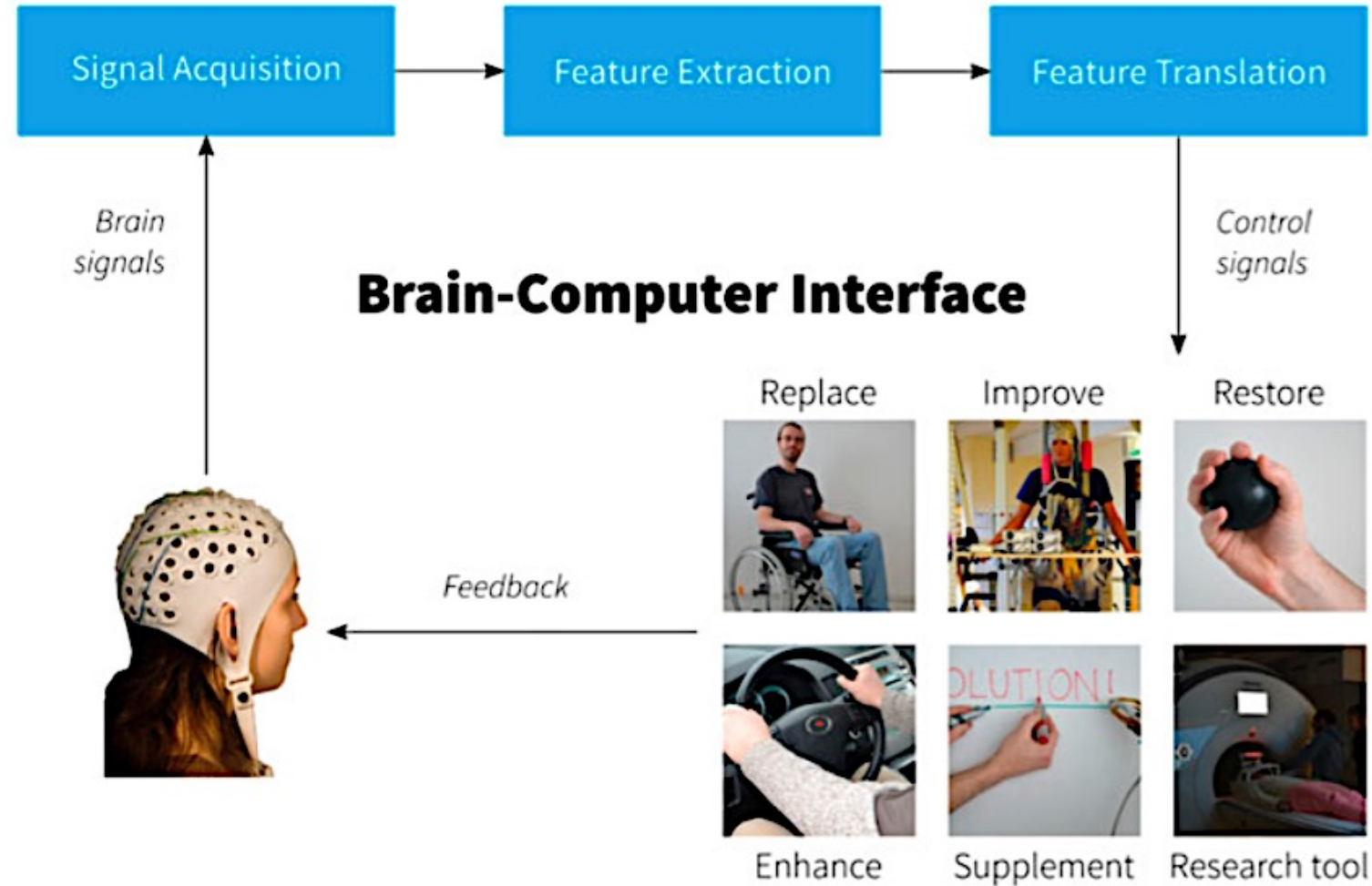




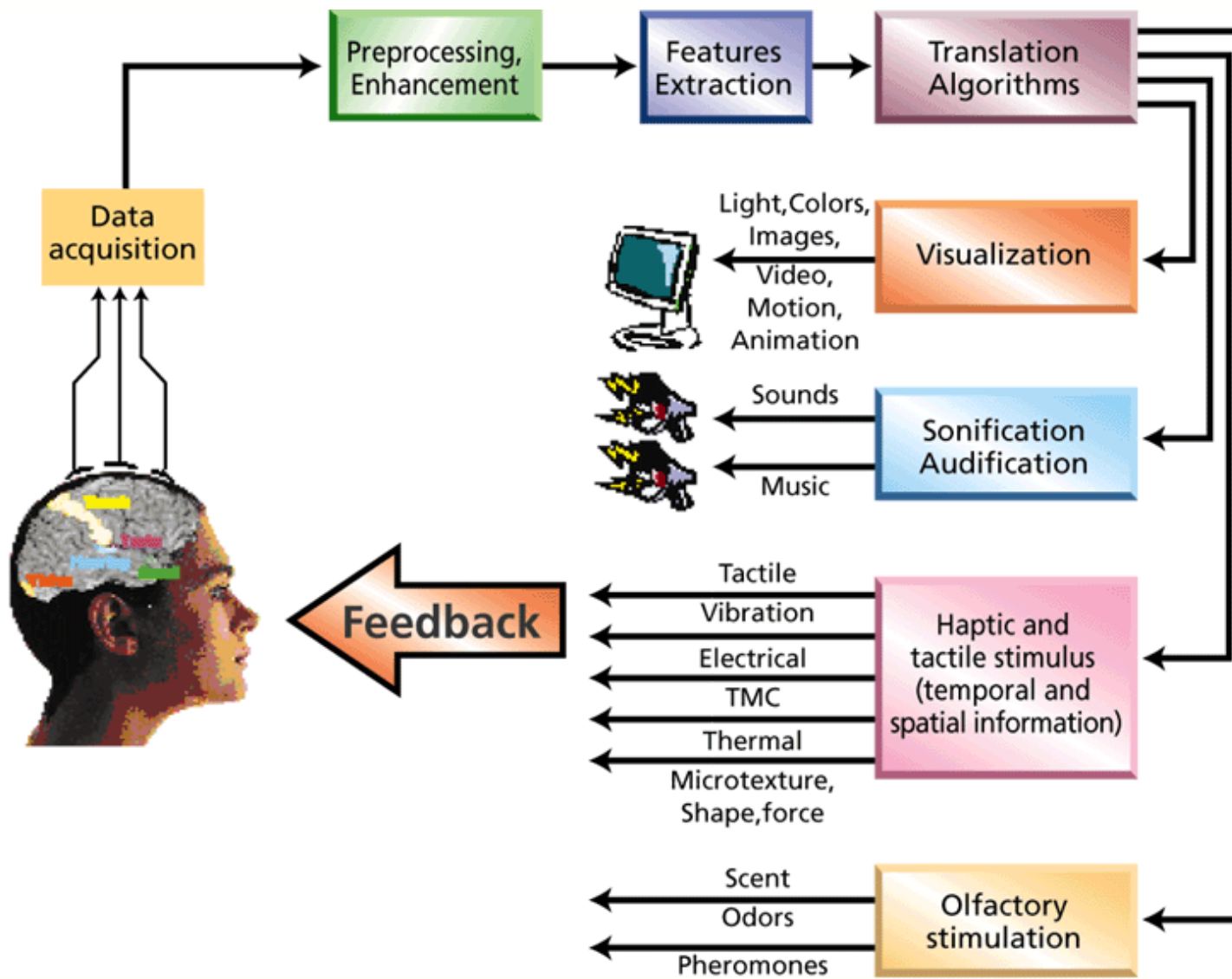
- Assistant Professor in Dept. of CS&E
- PhD in Human-Centered Computing
 - University of Florida
- Research Areas
 - Brain-Computer Interfaces
 - Brain-Robot Interaction
 - Human-Computer Interaction
 - Quantified-Self/Personal Informatics

BRAIN-COMPUTER INTERFACES (BCI)

- The use of a wearable device to enable the brain to control machines
- Measure and decode the affective and cognitive states



FEEDBACK TYPES

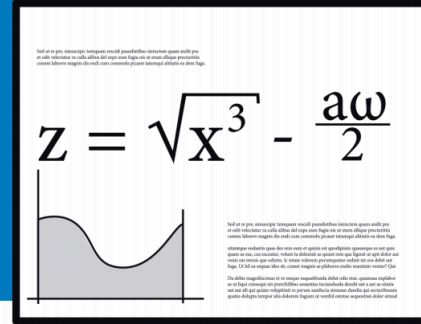




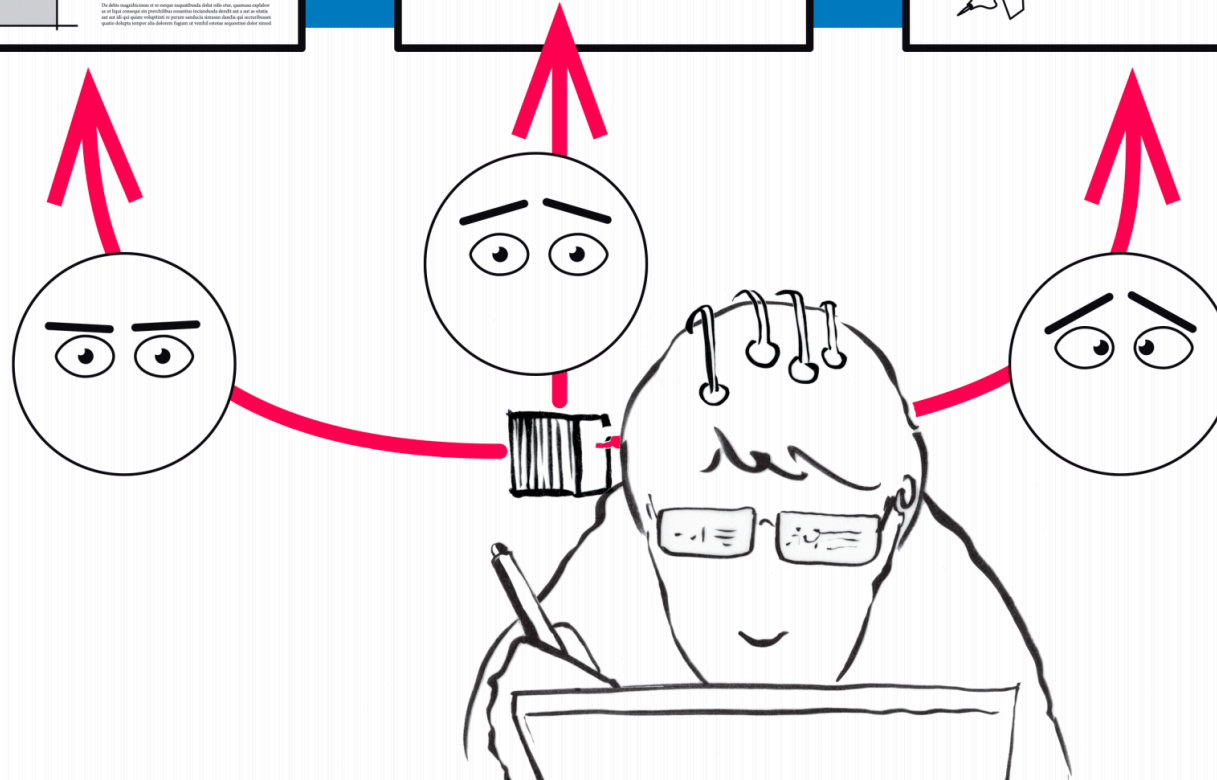
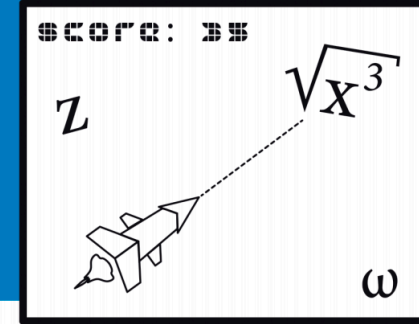
EXAMPLE OF A FAMOUS BCI APPLICATION

- Reads electrical brain activity from the scalp (surface of the head)
- Non-invasive procedure that can be applied to patients, healthy adults, and children with no risk
- Good **temporal** resolution, but low **spatial** resolution
- Allows mobile testing (outside the lab)
- Flexible stimulus presentation (visual, complex naturalistic scenes, audio)

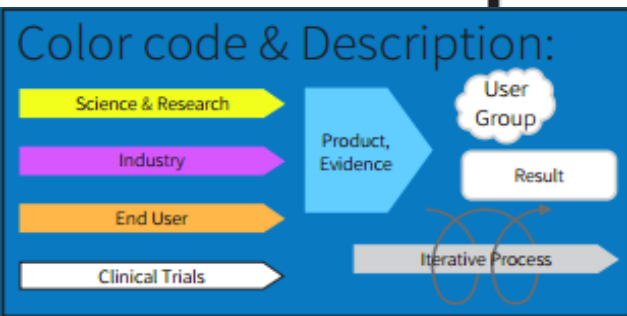
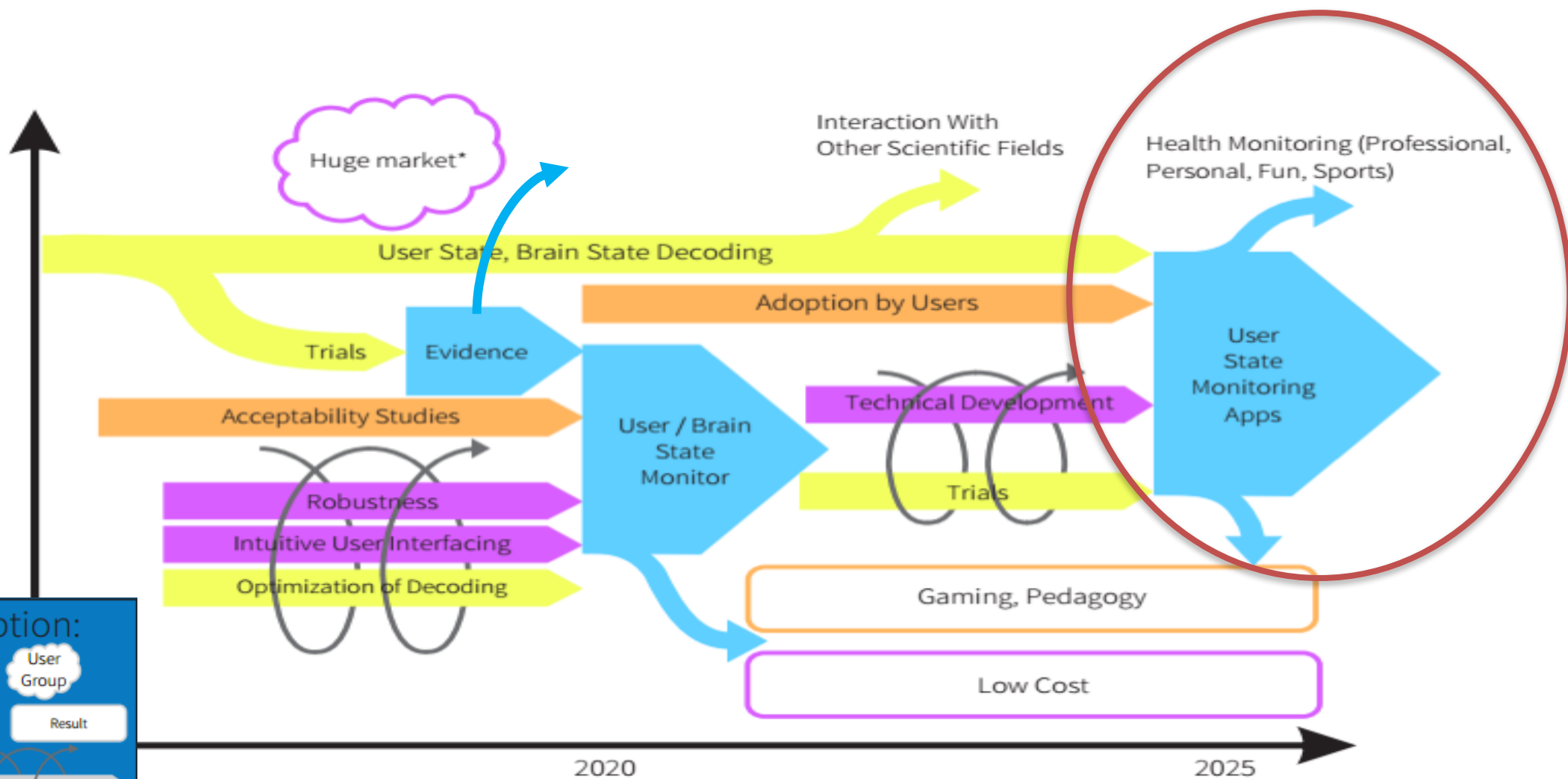
enhance



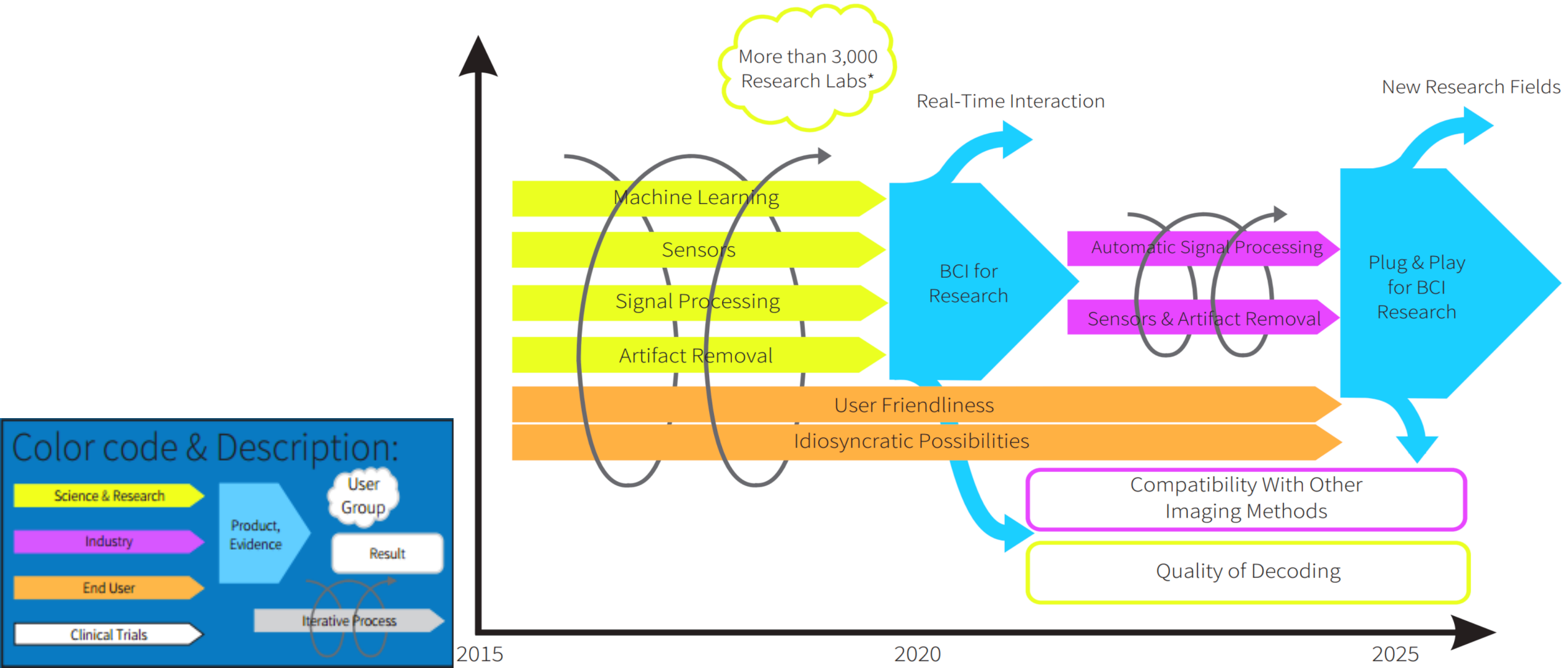
$$z = \sqrt{x^3} - \frac{a\omega}{2}$$



BCI SOCIETY: ENHANCE ROADMAP



BCI SOCIETY: RESEARCH TOOL ROADMAP



```
# modifier_ob.type != "MESH" and modifier_ob.type != "CURVE":
mirror_ob = modifier_ob # set to mirror_ob, hope the other one is a mesh
#
modifier_ob = bpy.context.selected_objects[0]
else:
    #mirror_ob
    mirror_ob = bpy.context.active_object
    mirror_ob.select = False # pop modifier_ob from sel_stack
    print("popped")

    #modifier_ob
    modifier_ob = bpy.context.selected_objects[0]
    print("Modifier object:" + str(modifier_ob.name))

    #modifier_ob.select=1

    print("mirror_ob",mirror_ob)
    print("modifier_ob",modifier_ob)

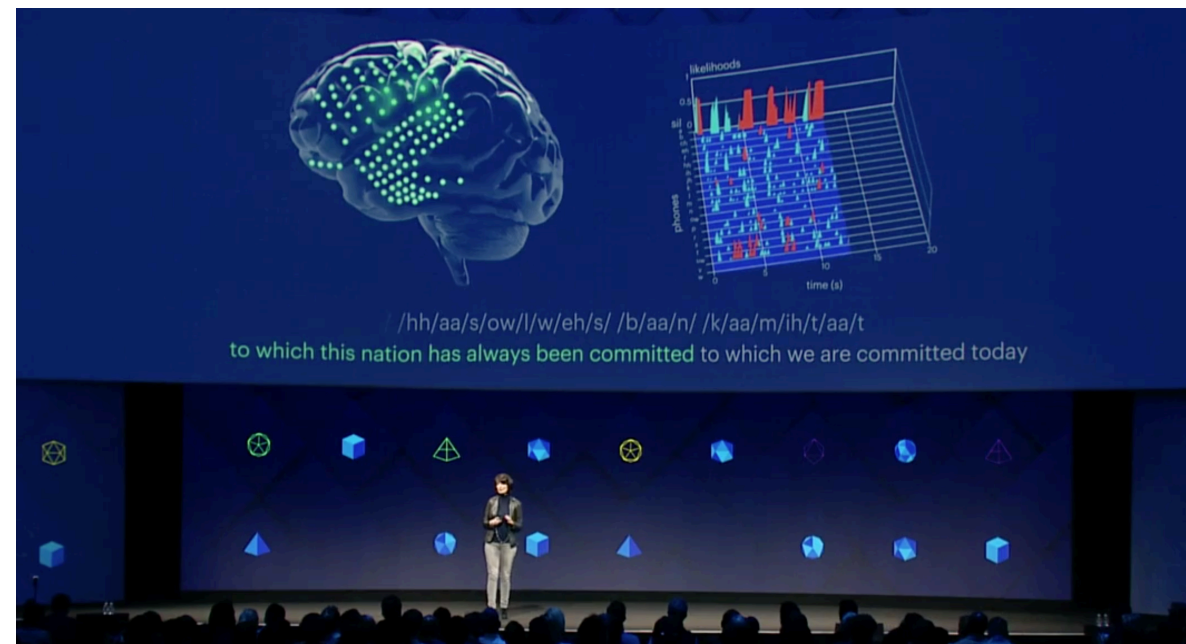
# put mirror modifier on modifier_ob

mirror_mod = modifier_ob.modifiers.new("mirror_mirror","MIRROR")

# set mirror object to mirror_ob
mirror_mod.mirror_object = mirror_ob
```

```
if _operation == "MIRROR_X":
    mirror_mod.use_x = True
    mirror_mod.use_y = False
    mirror_mod.use_z = False
```

INDUSTRY ON BCI



ELON MUSK AND FACEBOOK

25 LEADING PATENT HOLDERS IN PERVASIVE NEUROTECH

(Out of 800+ identified organizations, based on IP Strength Index
developed by SharpBrains for new report):

- | | |
|--|---------------------------------|
| 1. The Nielsen Company | 13. Lumos Labs |
| 2. Advanced Neuromodulation
Systems | 14. IBM |
| 3. Medtronic | 15. Scientific Learning |
| 4. Microsoft | 16. McLean Hospital Corp |
| 5. Brainlab | 17. Health Hero Network (Bosch) |
| 6. Posit Science | 18. Philips |
| 7. BodyMedia (JawBone) | 19. New York University |
| 8. Neuronetics | 20. Sedline (Masimo) |
| 9. NeuroPace | 21. CNS Response |
| 10. Accenture | 22. Compumedics |
| 11. General Electric | 23. Stanford University |
| 12. NeuroSky | 24. Cognifit |
| | 25. Invention Science Fund |



Neurosky Mindwave



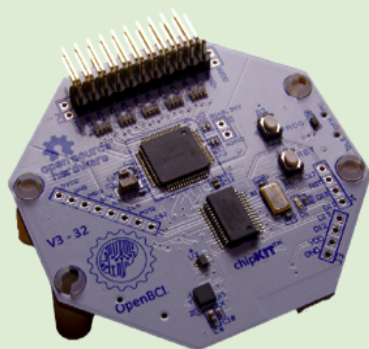
Muse



Emotiv Epoc+



Emotiv Insight



OpenBCI



B-Alert Headset



Wireless G.tec

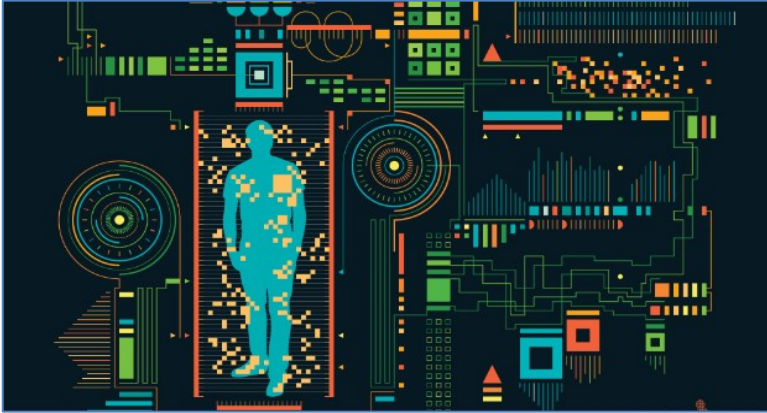


Enobio

SOME CHALLENGES

- Big amount of data to interpret over time
 - Data acquisition is in milliseconds
 - In mobile computing, phones cannot handle the constant receiving of data
- What machine learning is the most appropriate for signal classification for a specific task?
- How can we motivate users to adapt BCI in their daily life
 - Like Fitbit





Quantified-Self



Learning



Human-Robot Interaction



Automotive



User Experience



Brain-Controlled Drones

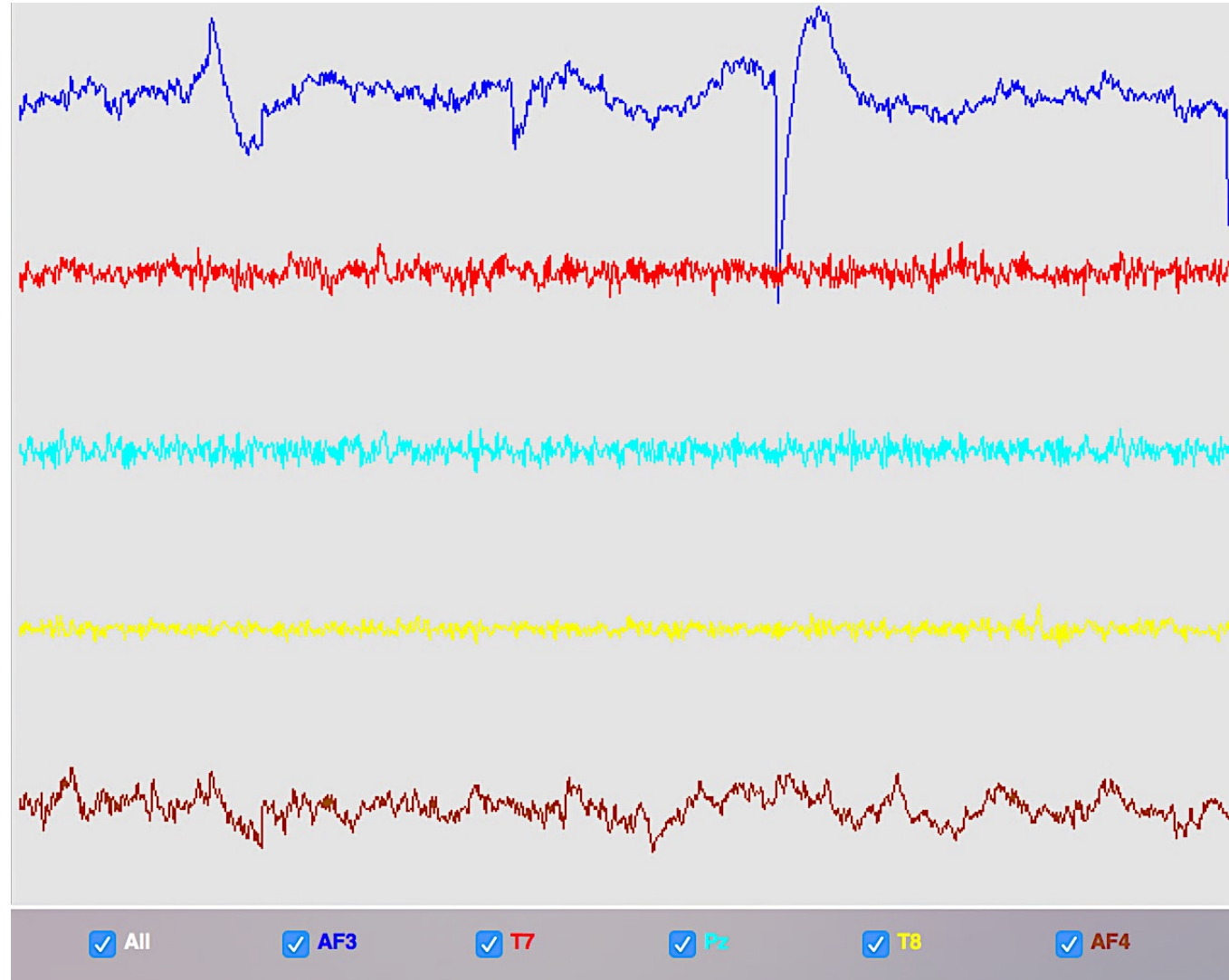


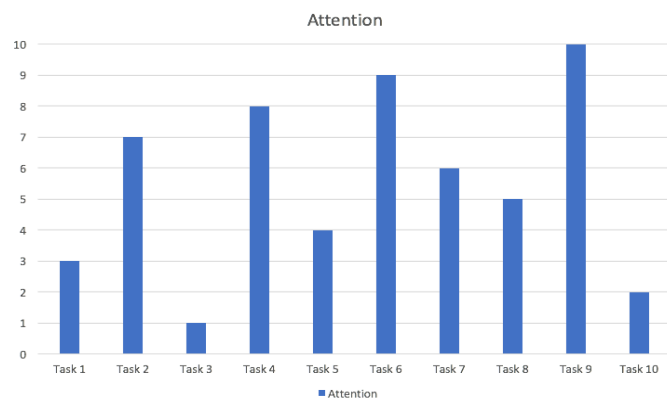
Quantified self

QUANTIFIED-SELF

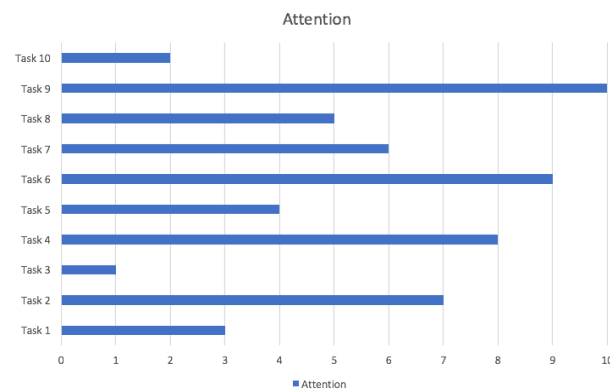


EEG NOT USER FRIENDLY

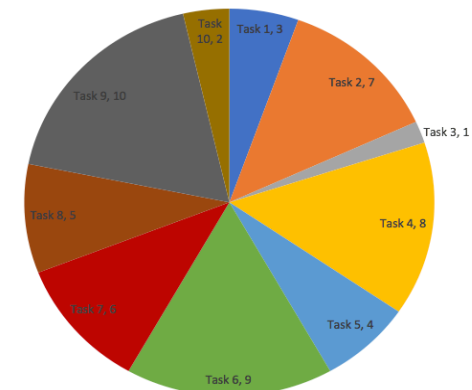




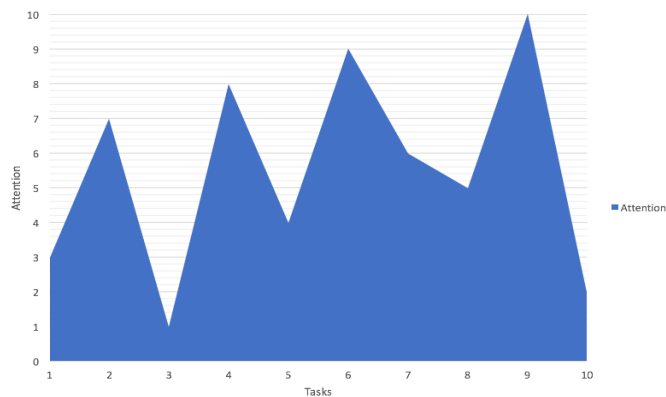
Bar Graph



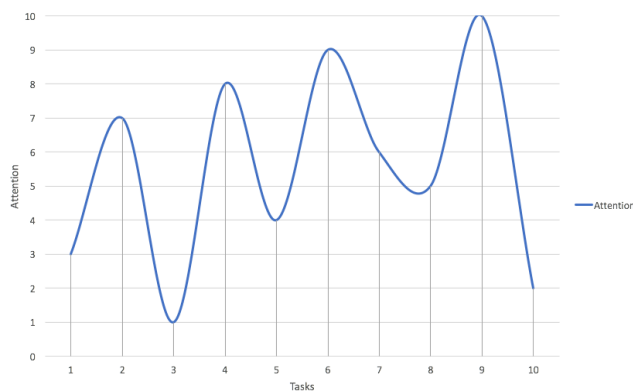
Clustered Graph



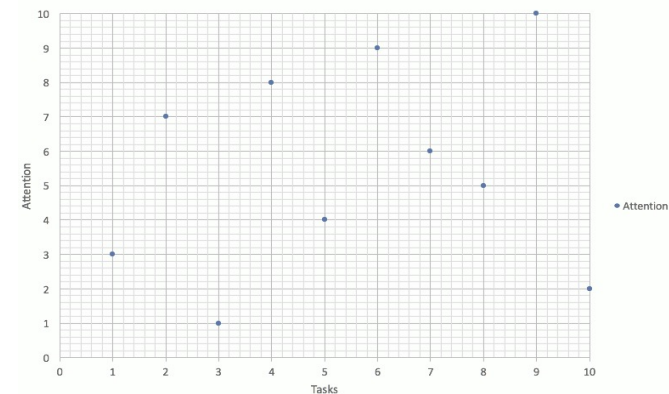
Pie Chart



Area Graph

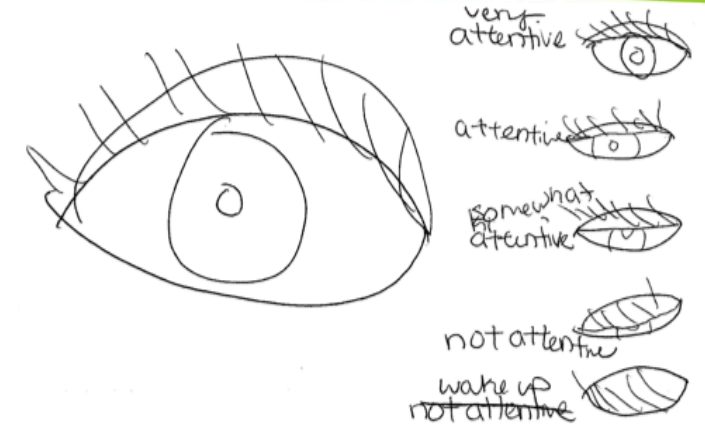
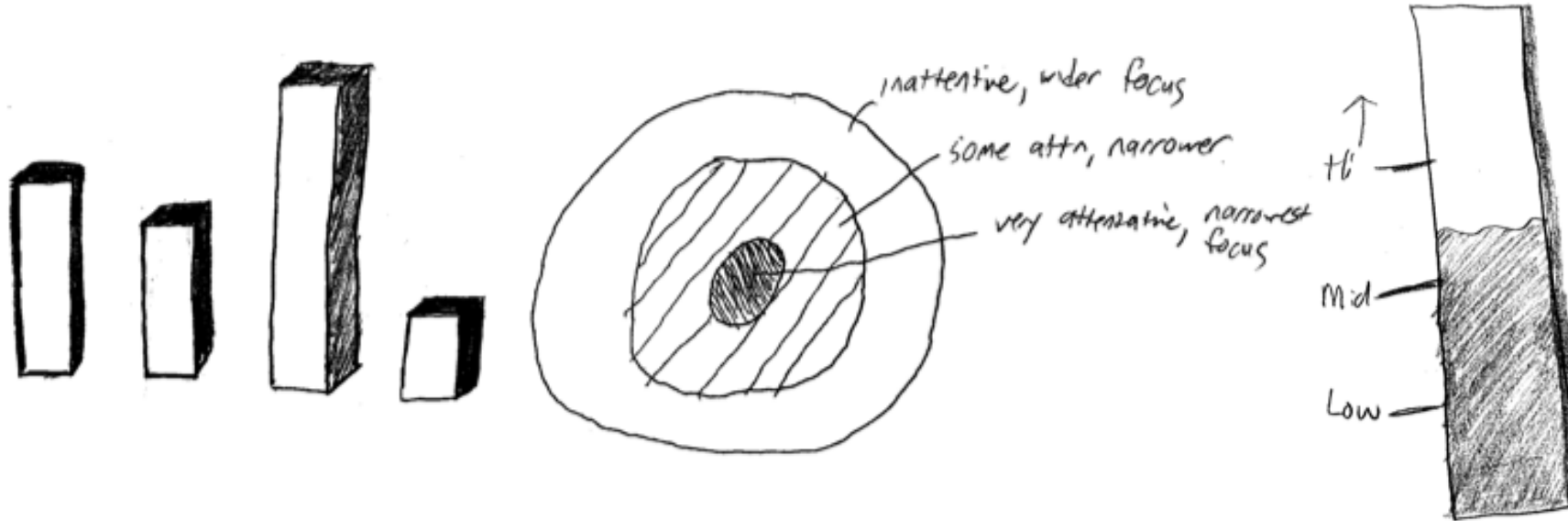


Line Graph



Dots Graph

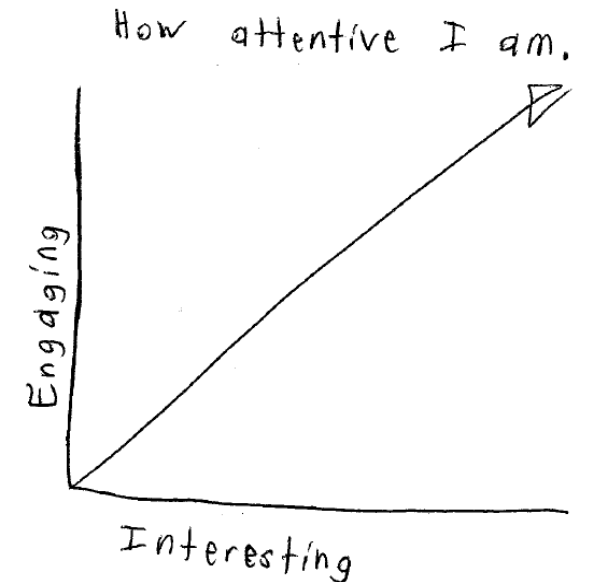
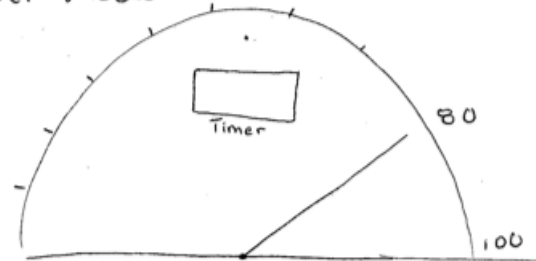
TOP VISUALIZATIONS



a lightbulb that increases in light intensity as attention increases



Speedometer Model



- Beta (β) - (13-30 Hz)
 - Mental Activity, Alerted
- Alpha (α) - (8-13Hz)
 - Relaxation
- Theta (θ) - (4-8 Hz)
 - Drowsiness



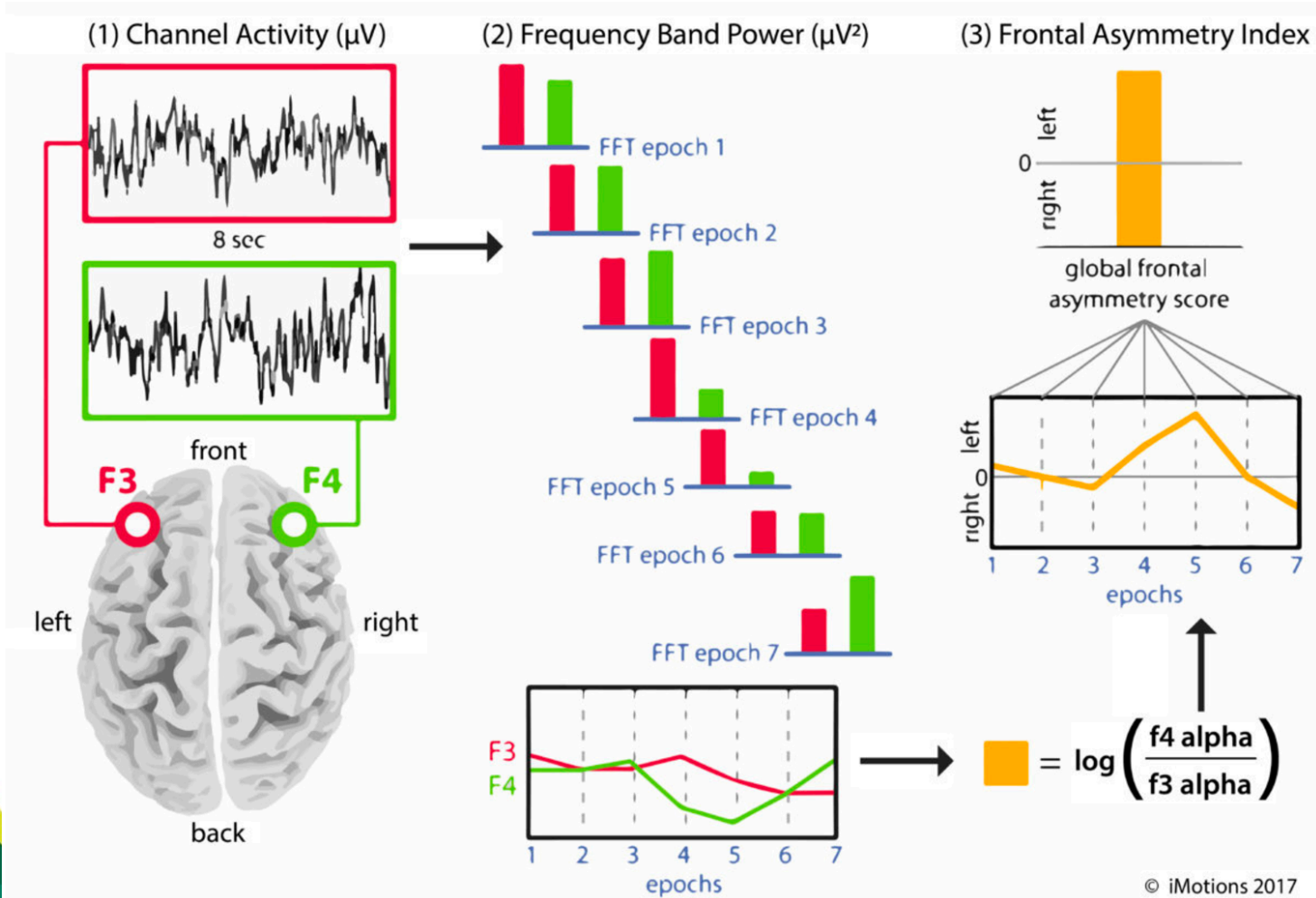
$$E = \frac{\beta}{(\alpha + \theta)}$$

$$E = \frac{\beta}{\alpha}$$

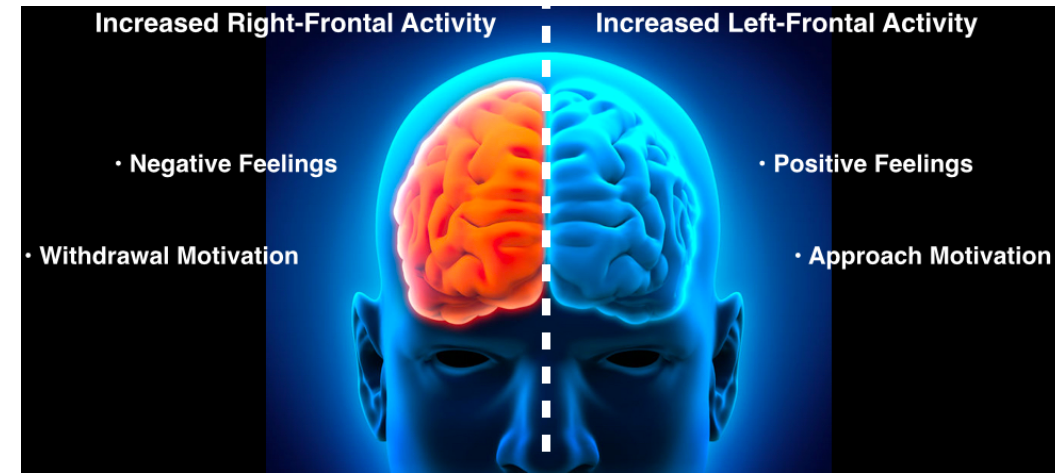
$$E = \beta$$

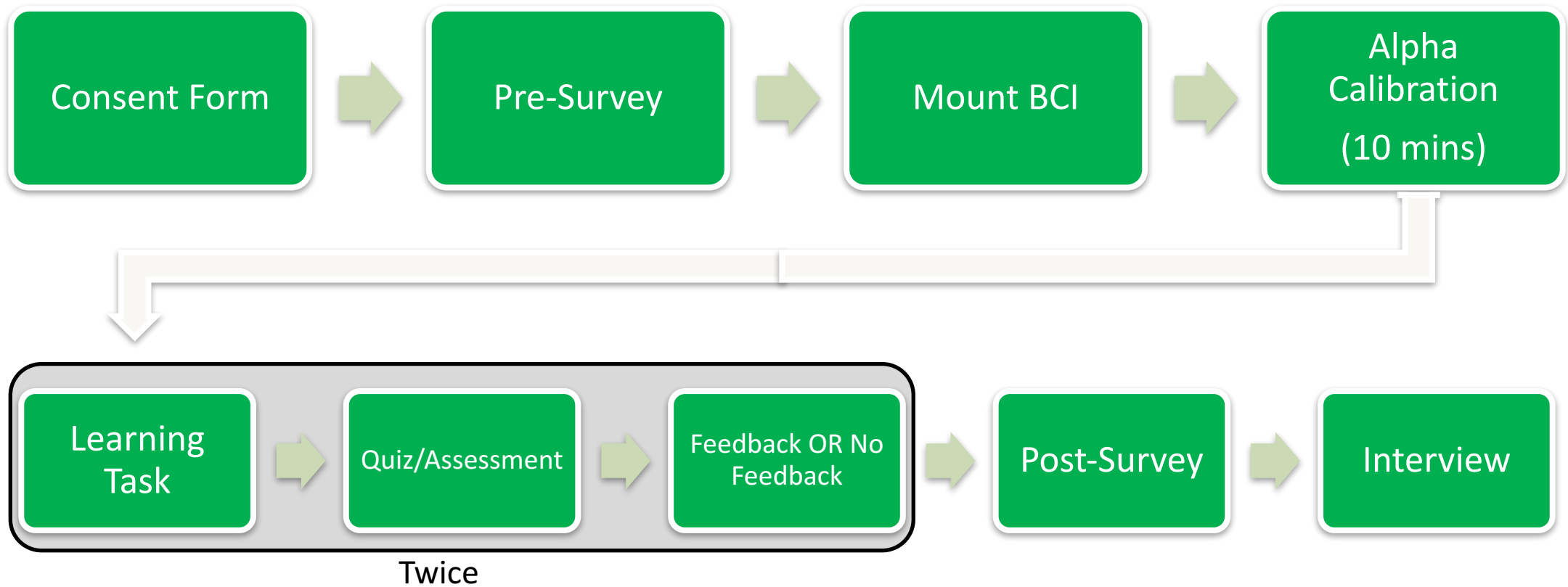
$$FAS = \log \left(\frac{\alpha \text{ power right } F4}{\alpha \text{ power left } F3} \right)$$

FRONTAL ALPHA ASYMMETRY



$$\text{FAS} = \log \left(\frac{\alpha \text{ power right F4}}{\alpha \text{ power left F3}} \right)$$





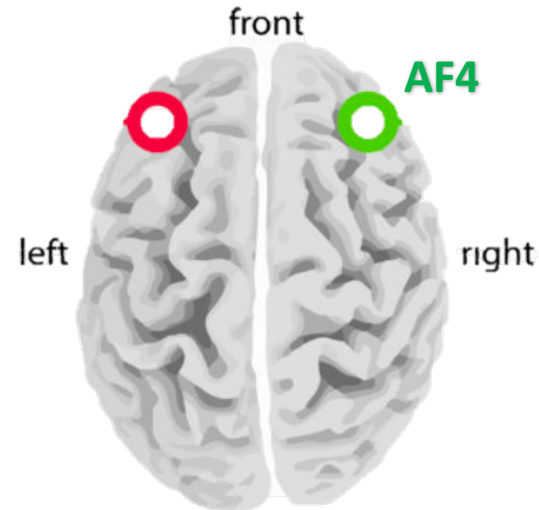
- Analysis of Covariance (One-Way ANCOVA) to determine increment of attention from first to second task

High beta engagement index β/α

AF4

P = .033

$$E = \frac{\text{High } \beta}{\alpha}$$



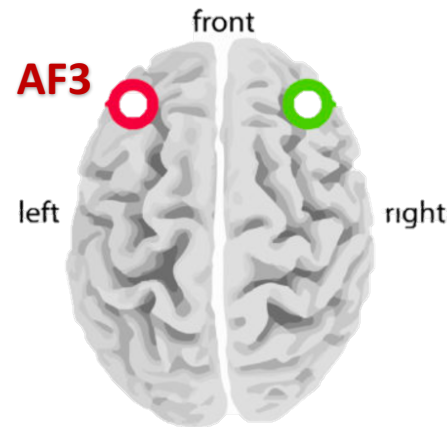
- Pearson's product-moment correlation test
 - There is a negative correlation between quiz 2 and low beta AF3 2 ($r = -.288$, $P = 0.016$)

Low β

AF3

$P = .016$

$E = \text{Low } \beta$



- Students with ADHD found the tool helpful to monitor their attention
 - Unexpected
- Students without ADHD, but with “poor attention” think this tool would be beneficial for improvement
- Students in general would like to use this tool to improve as a person and learn more about how they go about learning
- Because students knew they were being monitored (reinforcer), they tried to put extra effort on the task
 - Unexpected



AUTOMOTIVE

- 3 Main Distractions
 - Manual (Hands off the wheel)
 - Visual (Eyes off the road)
 - Cognitive (Mind off driving)



Manual



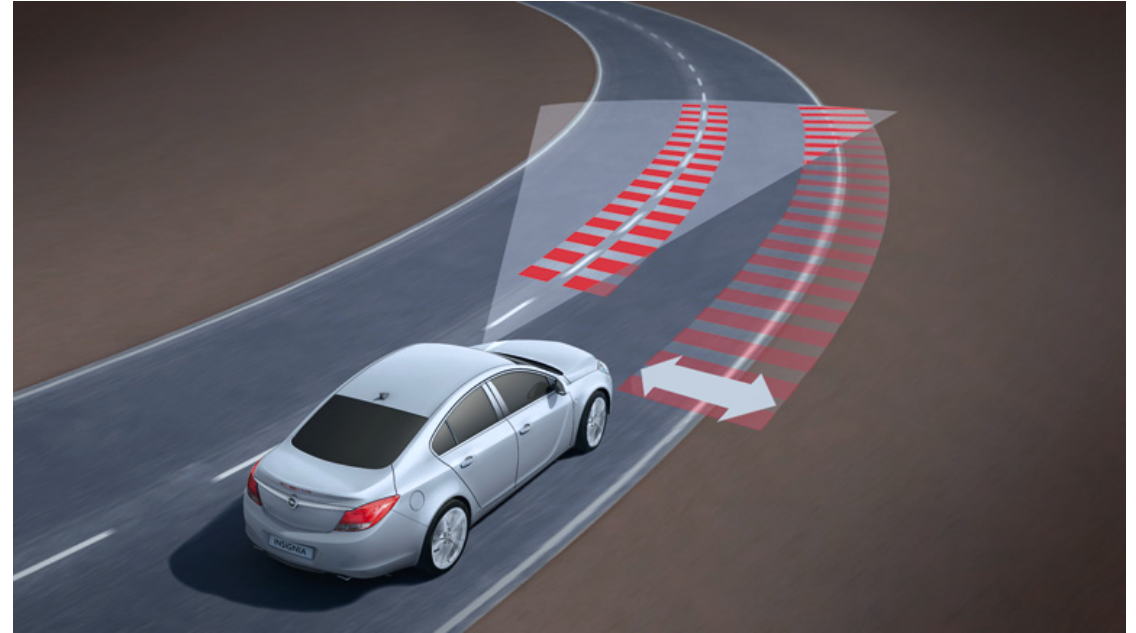
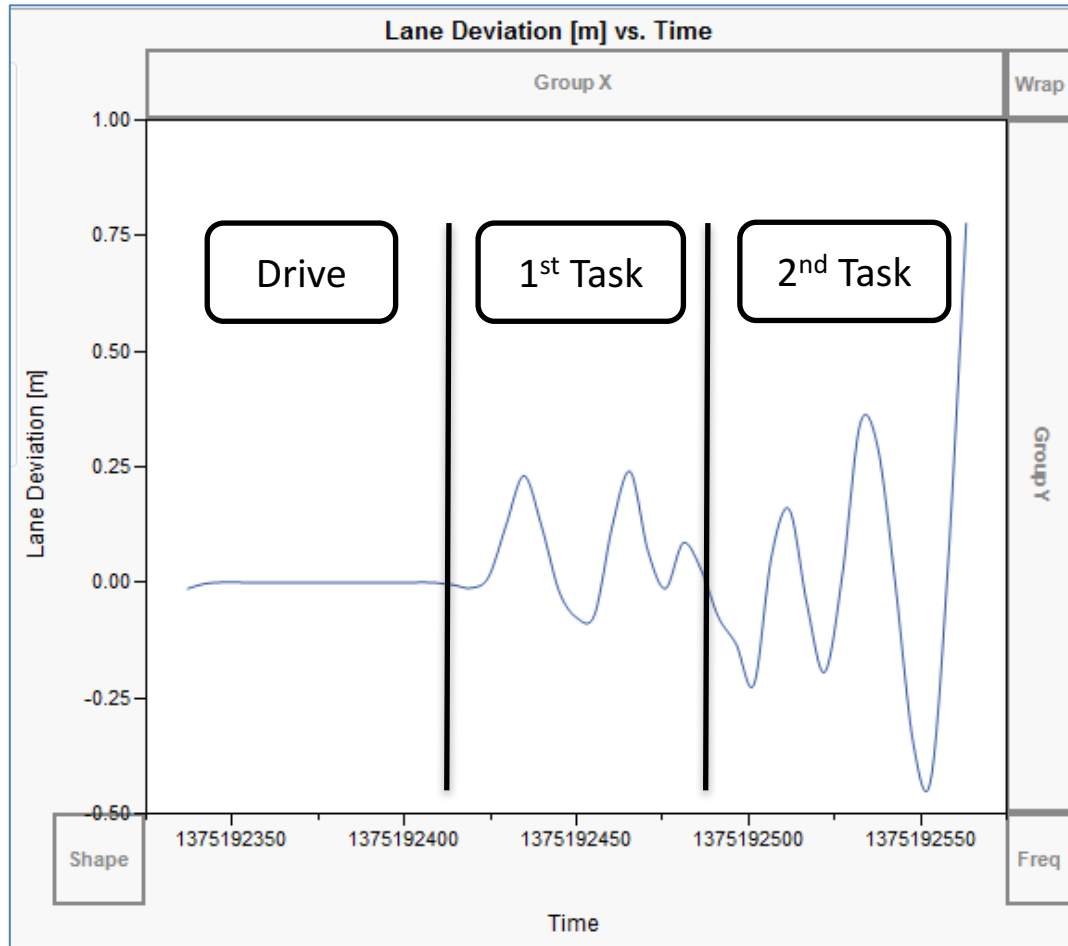
Visual



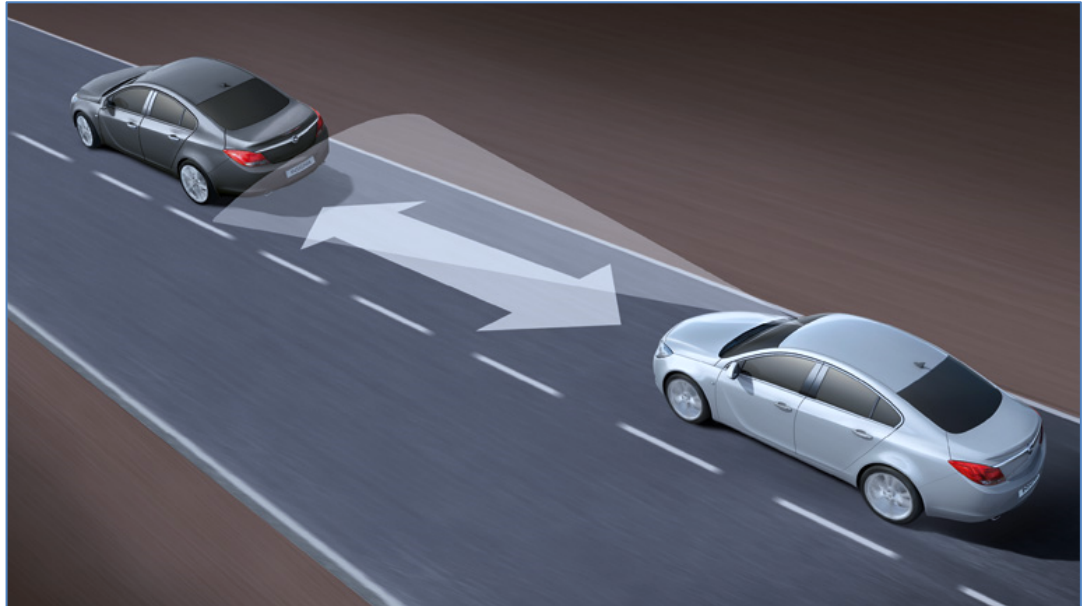
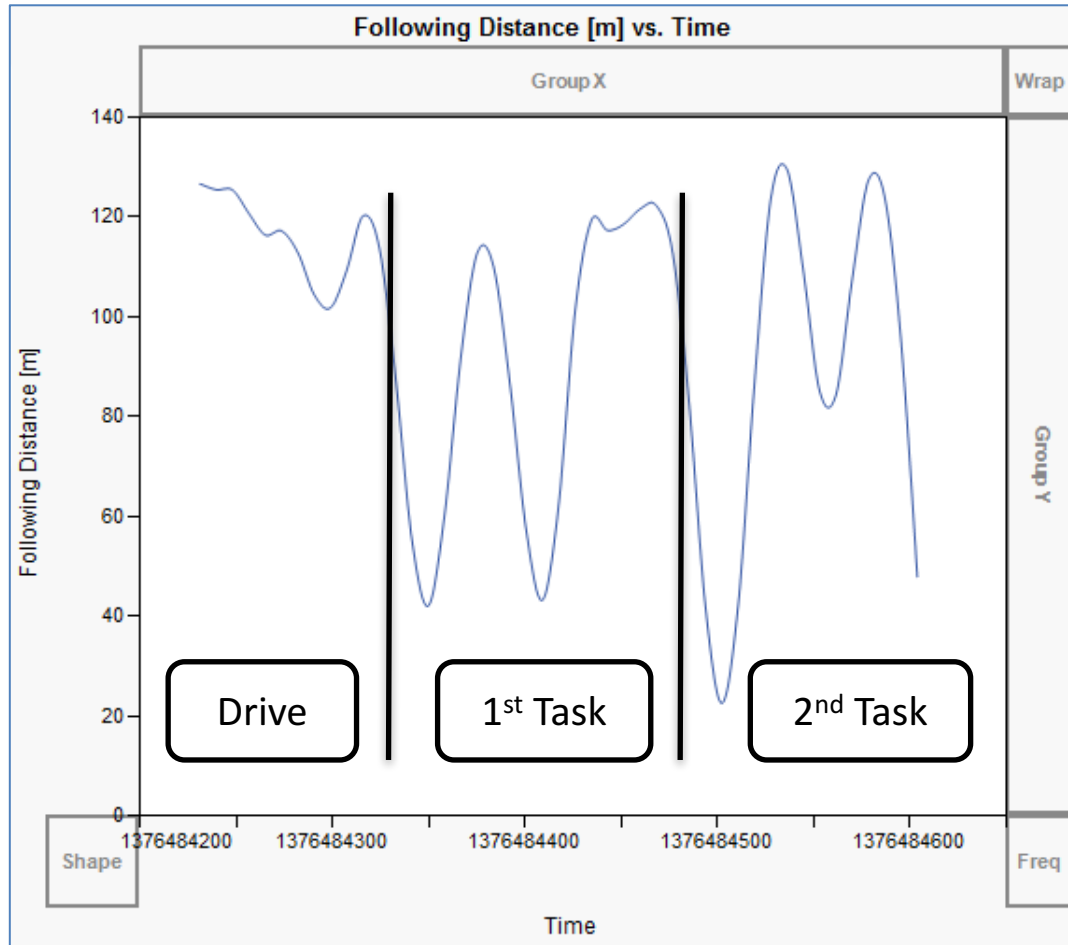
Cognitive



Lane Deviation

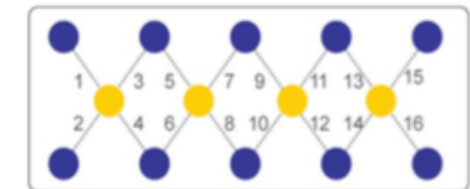
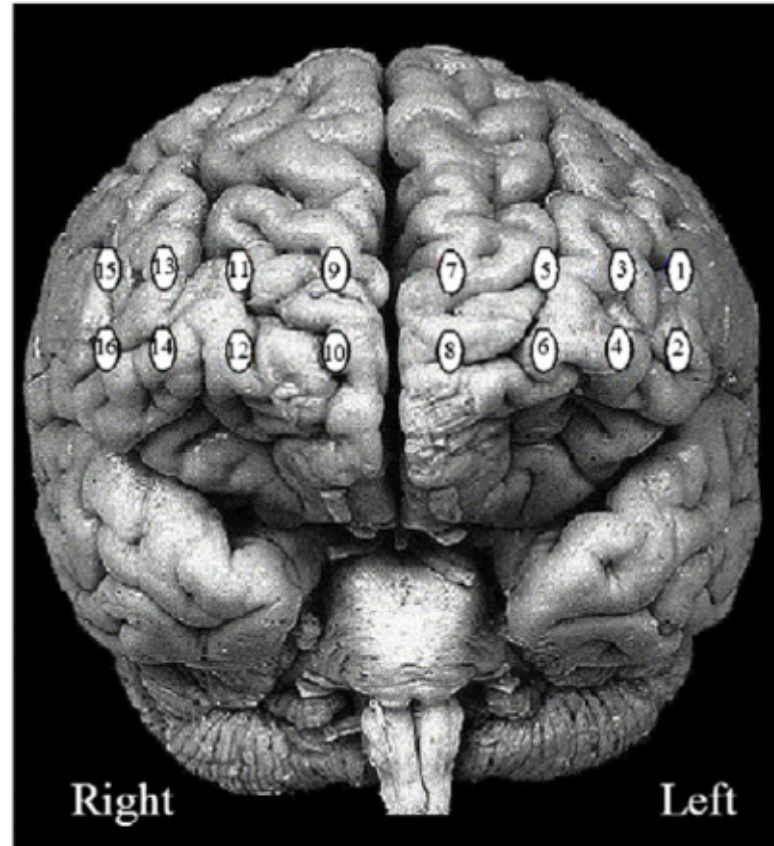
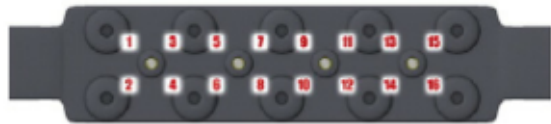
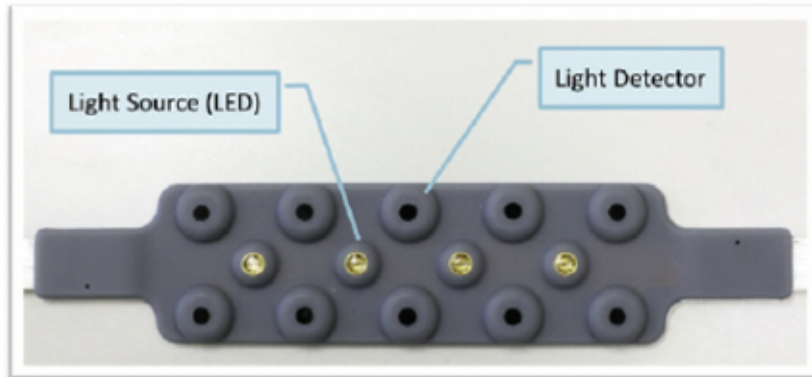


Following Distance

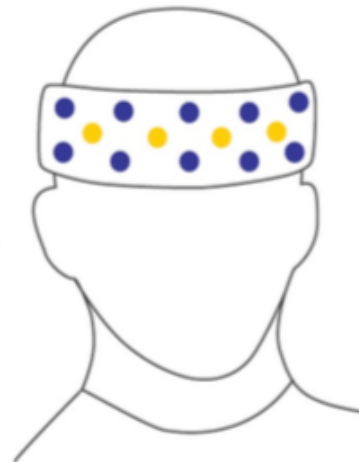


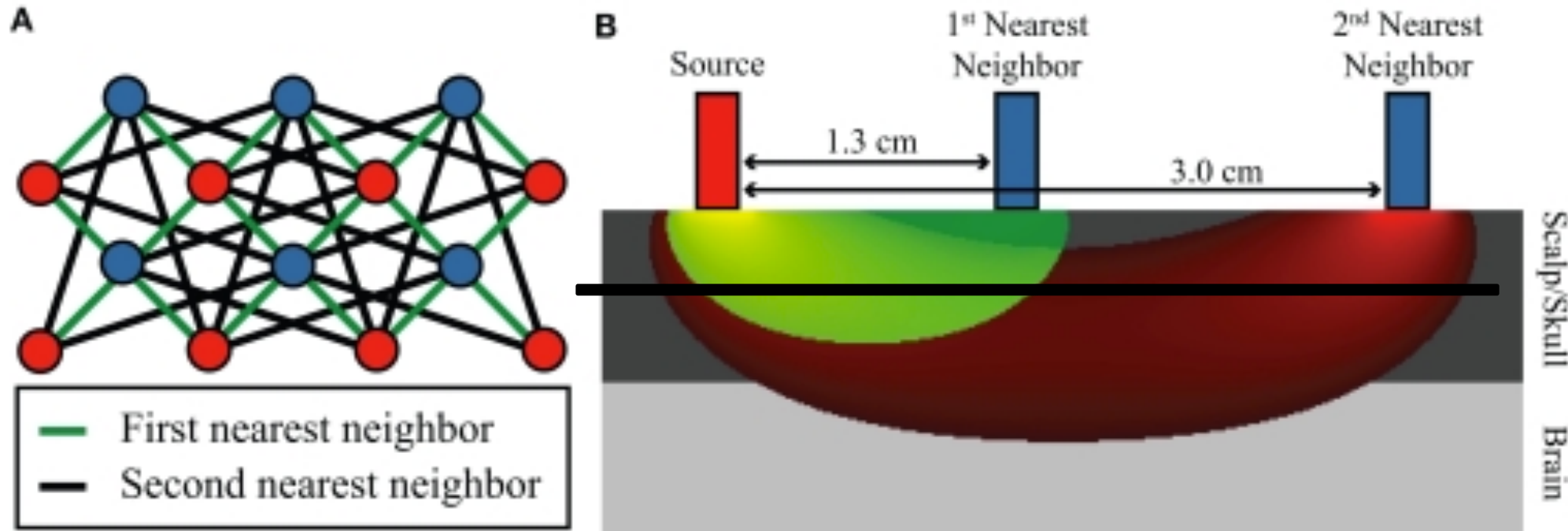
FNIRS DEVICE

- Sensors: consist of light-source/detector pairs positioned on the head

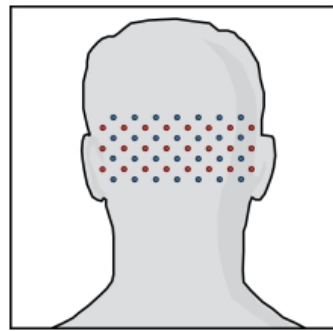


● Detector
● Source
— Channel

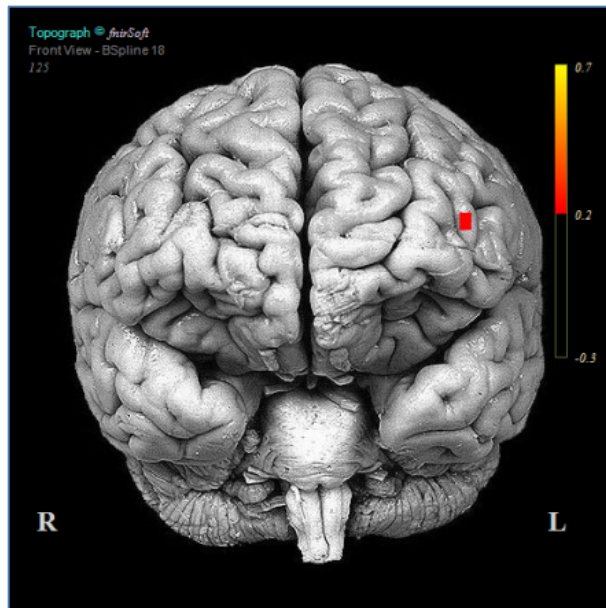




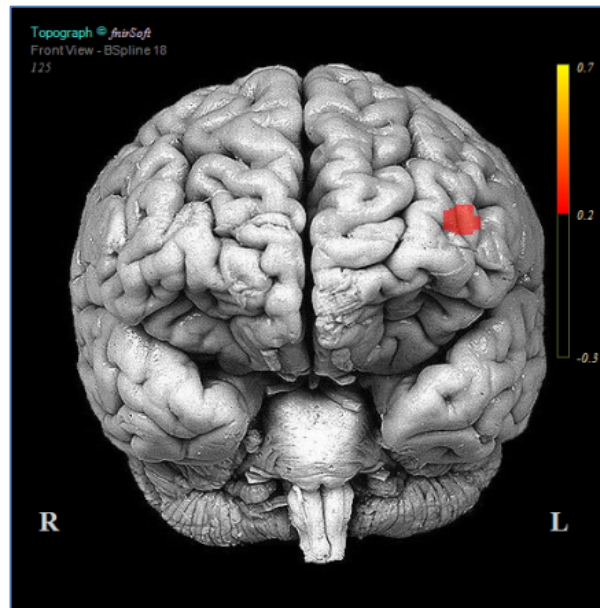
- Red dots indicate source positions | Blue dots detector positions
- Interconnecting lines define first and second nearest neighbor source



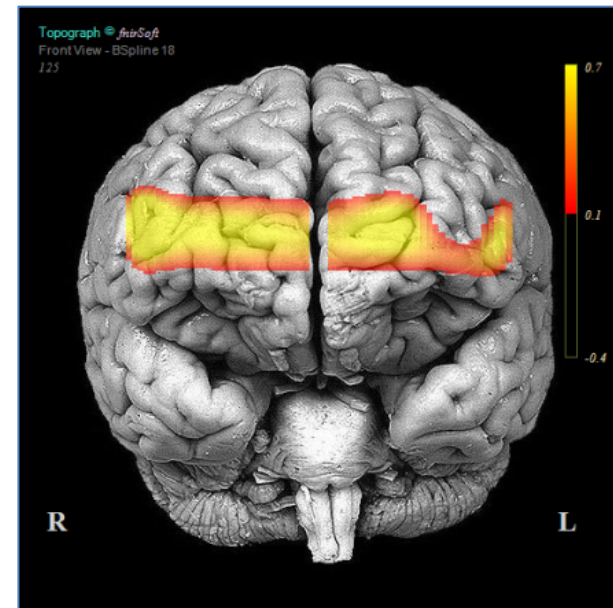
Cognitive Workload



Low-Difficulty Task
Drive



Middle-Difficulty Task
1st Task

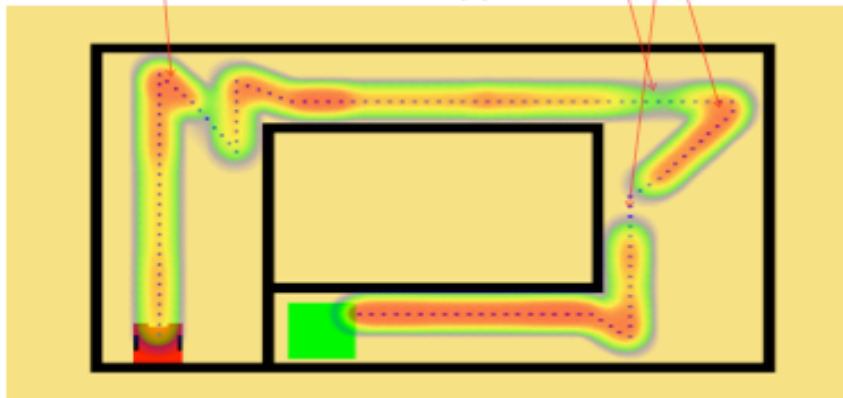
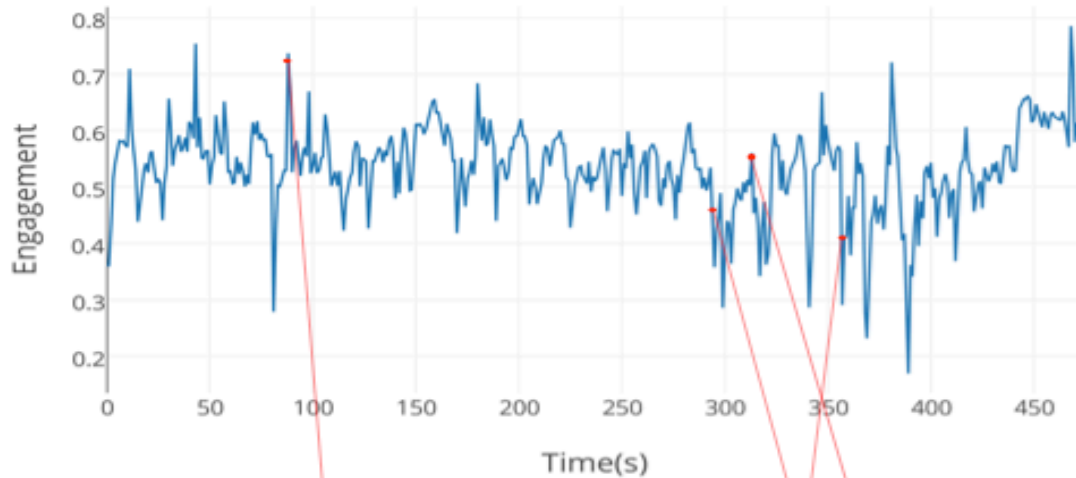


High-Difficulty Task
2nd Task

2 BRAIN VS 1 BRAIN: VISUALIZATION

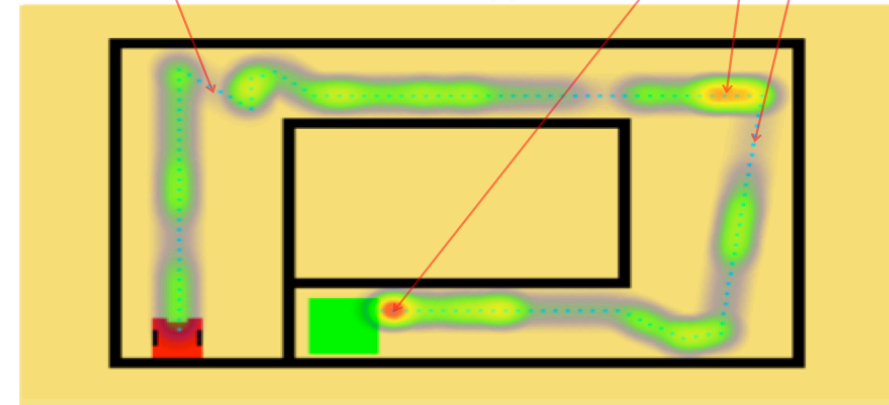
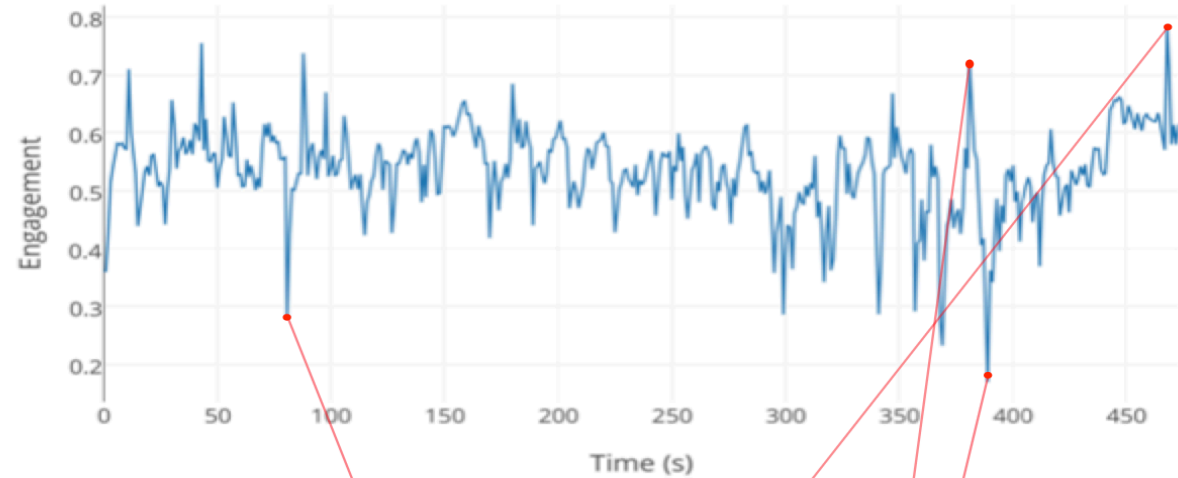
SPATIAL VISUALIZATION: 1 BRAIN

Solo Participant 1 Affective Measure



Avg. Eng: 0.5347
Task Completed: 464.90
Errors: 76

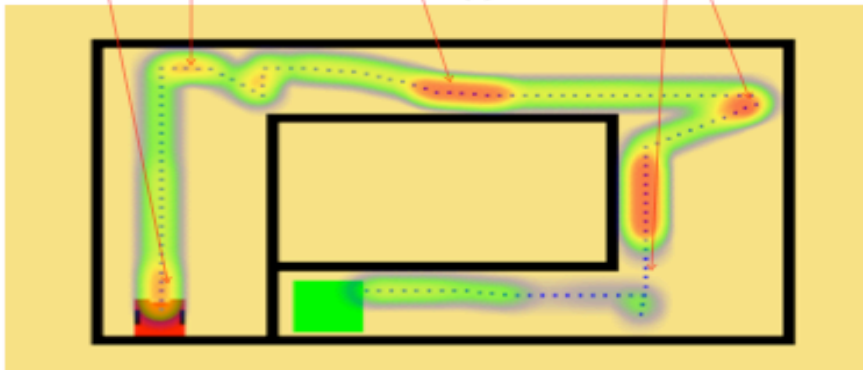
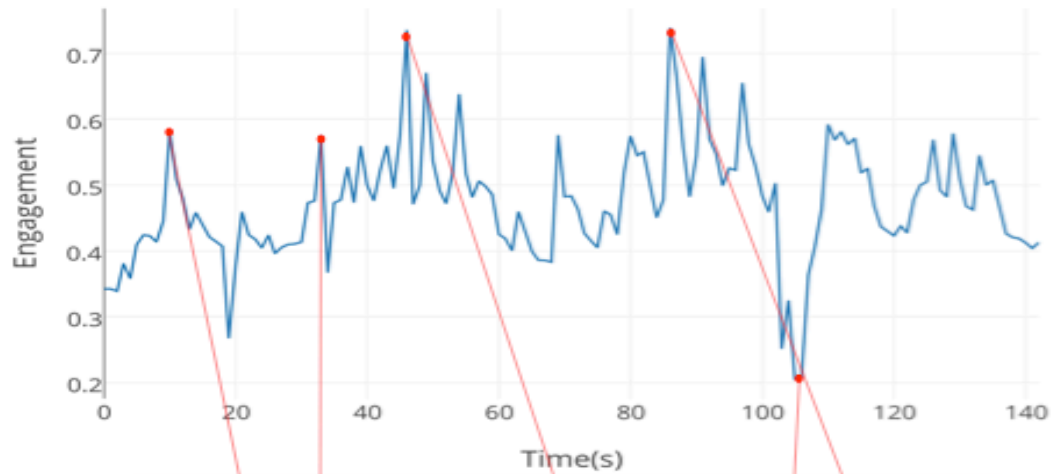
Solo Participant 2 Affective Measure



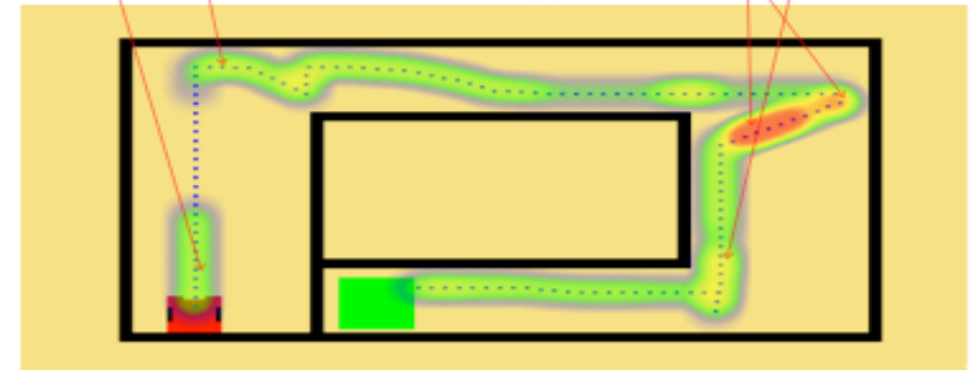
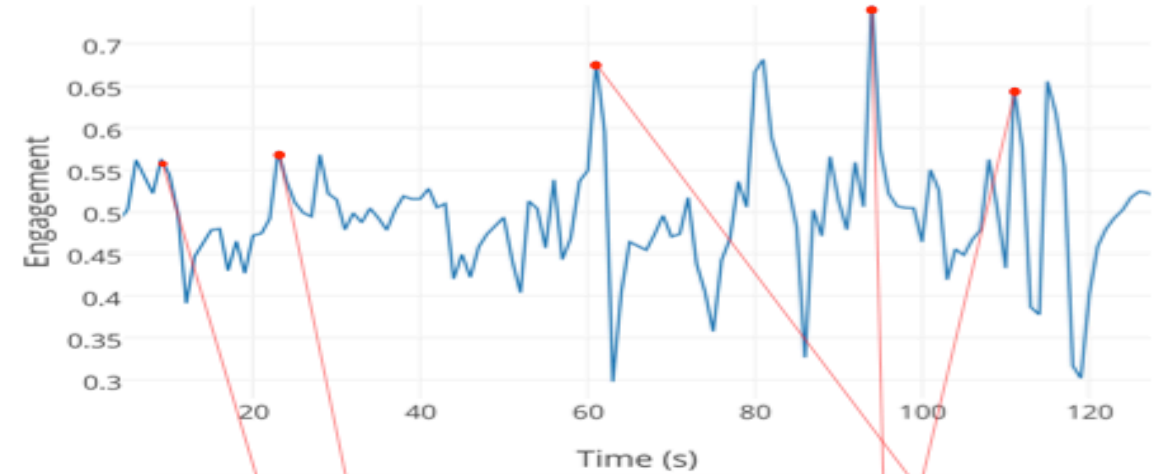
Avg. Eng: 0.2065
Task Completed: 474.00
Errors: 192

SPATIAL VISUALIZATION: 2 BRAIN

Cooperative Participant 3 Affective Measure



Cooperative Participant 4 Affective Measure



P3 Avg. Eng: 0.4735
P4 Avg. Eng: 0.4960
Task Completed: 127.00
Errors: 275



#BrainDroneRace

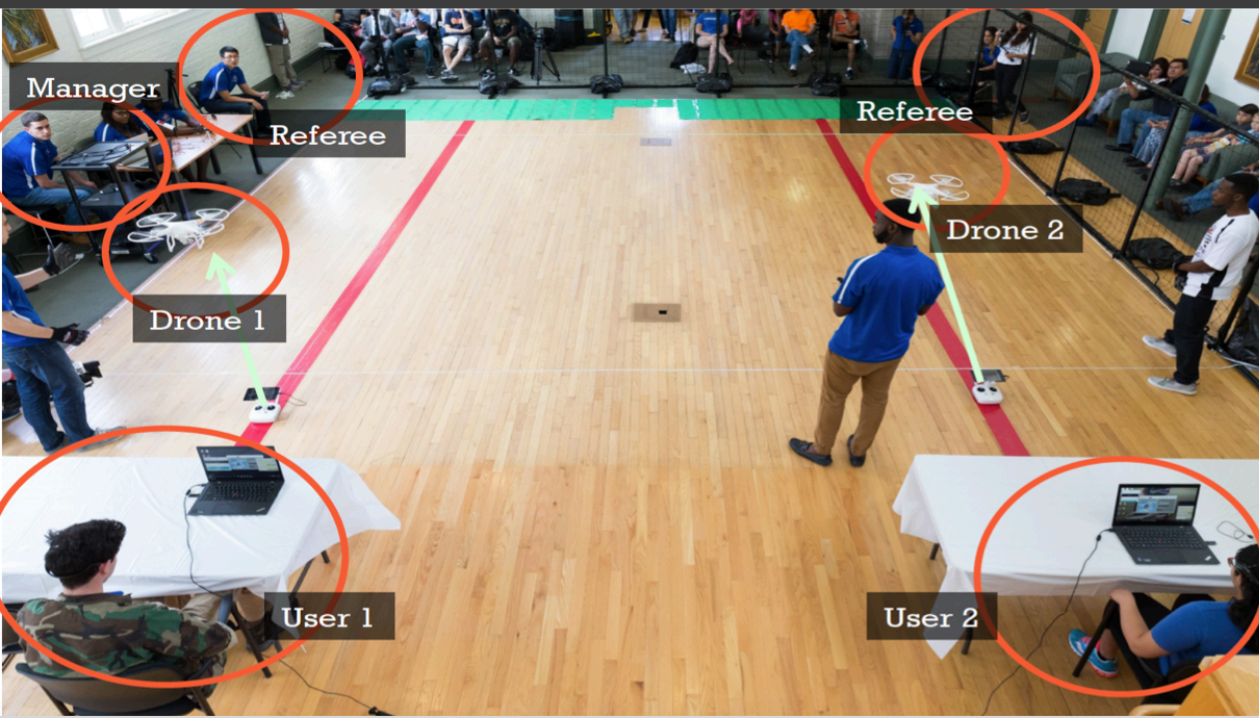
- Brain-Drone Race:
- <https://www.youtube.com/watch?v=C0s3w-wqcl8>



Do you want to control drones
with your brain like Yoda?
Do you love writing code?

Join the new USF Brain-Drone Race team by e-mailing
your resume to

Dr. Marvin Andujar at andujar1@usf.edu



PhD Student Position in BCI and HCI

Help Disrupt the Future



A research assistant position as a PhD student in **Brain-Computer Interfaces (BCIs)** and **Human-Computer Interaction (HCI)** is available to start Spring 2018 or Fall 2018 in the Department of Computer Science and Engineering at the **University of South Florida, Tampa, FL**. We are looking for students interested in working in cutting edge projects, curious about the human brain, and enthusiastic on learning how to send messages to machines for aid with the brain. For more information please check www.marvinandujar.com.

Potential Projects:

- Competitive Methods of Brain-Controlled Drones
- Attention decoding for ADHD from the brain
- New methods of Human-Computer Interaction with neuro apparatus
- Artistic Brain-Computer Interfaces - Brain Painting

Perks:

- Contribute to cutting edge and unique projects
- Opportunity for your project to be patented and published in the news like **NY times**, **Discovery Channel**, **Associated Press**, **Engadget**, etc.
- Work 30 minutes away from the best beaches in the country: <https://www.visittampabay.com/things-to-do/tampa-beaches/#sthash.H4HA0dHq.dpbs>
- Travel to great conferences worldwide (i.e. France, Hawaii, Italy, New Zealand, etc.)

Qualifications:

- A B.S. or MS degree in Computer Science, Computer Engineering, Electrical Engineering, Informatics or a related field.
- Strong programming skills.
- No Neuro knowledge necessary.
- Knowledge on Matlab, ROS, and /or OpenCV.
- Experience with user study design (good to have, not necessary).
- Applicants must be strongly motivated to pursue a PhD.
- Can work independently, take initiative, self-motivated.
- Strong collaboration, leadership and communication skills.
- It helps to have knowledge in Machine Learning

If you are interested or would like to learn further information, contact Dr. Marvin Andujar at andujar1@usf.edu. **Make sure to include a copy of your resume/curriculum vitae (CV) and unofficial transcript.**





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