



MAX-PLANCK-GESELLSCHAFT

# Better Codes for the P300 Visual Speller

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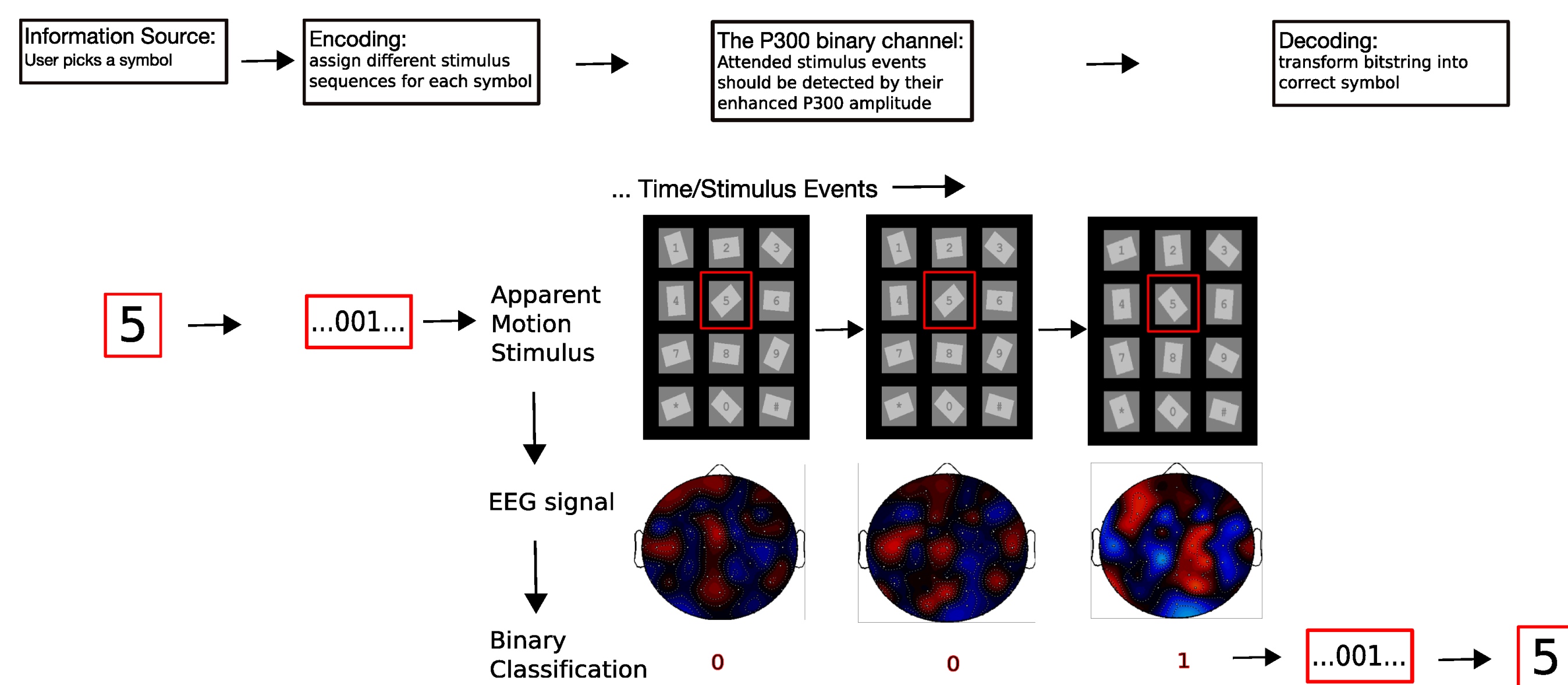
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BIOLOGISCHE KYBERNETIK

## Introduction

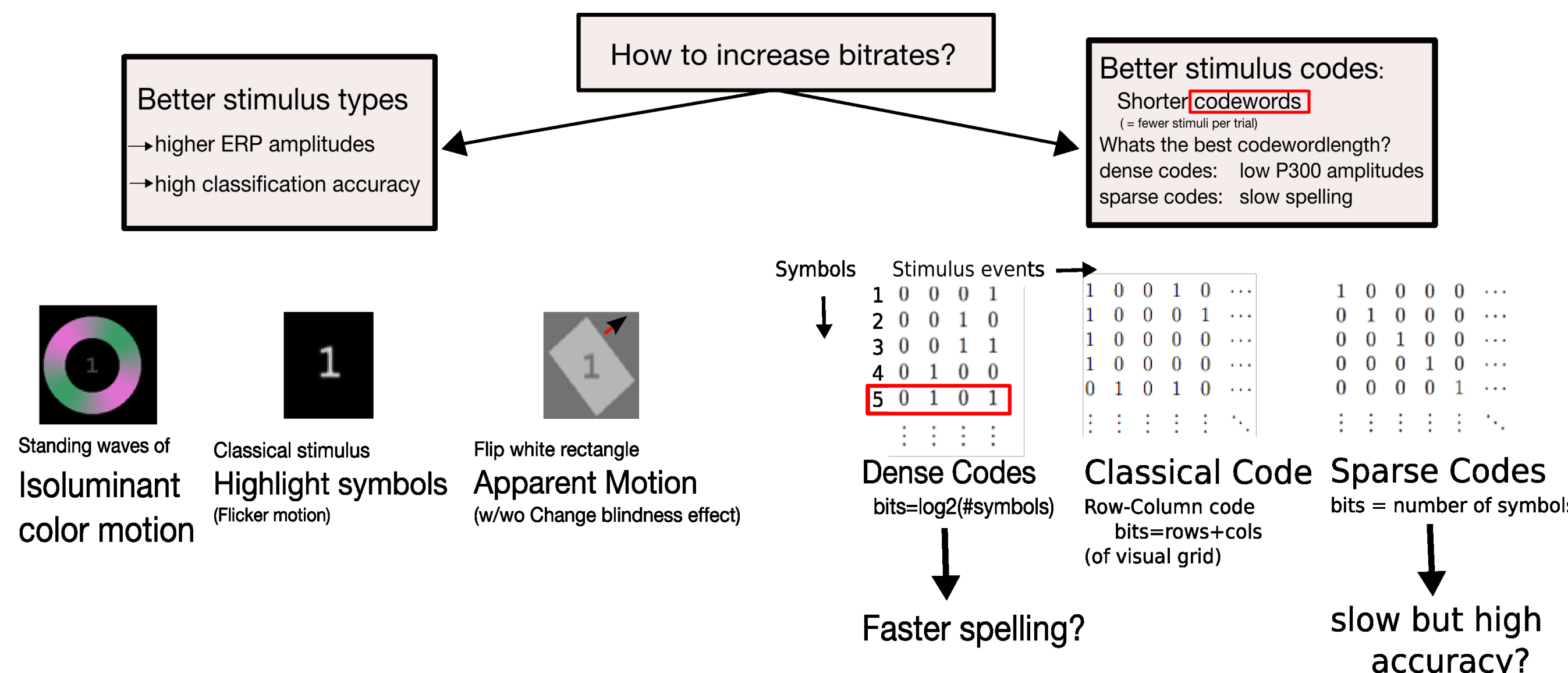
- Brain-Computer interfaces (BCIs) could enable people suffering from amyotrophic lateral sclerosis (ALS) to communicate via brain activity [8].
- The P300 visual speller was first proposed by Farewell and Donchin [2] and has been shown to yield significantly higher bitrates than other BCI paradigms [5].



We tried to improve the P300 visual speller bitrate using:

- Variations of classical stimulus types and codes
- Error correcting codes

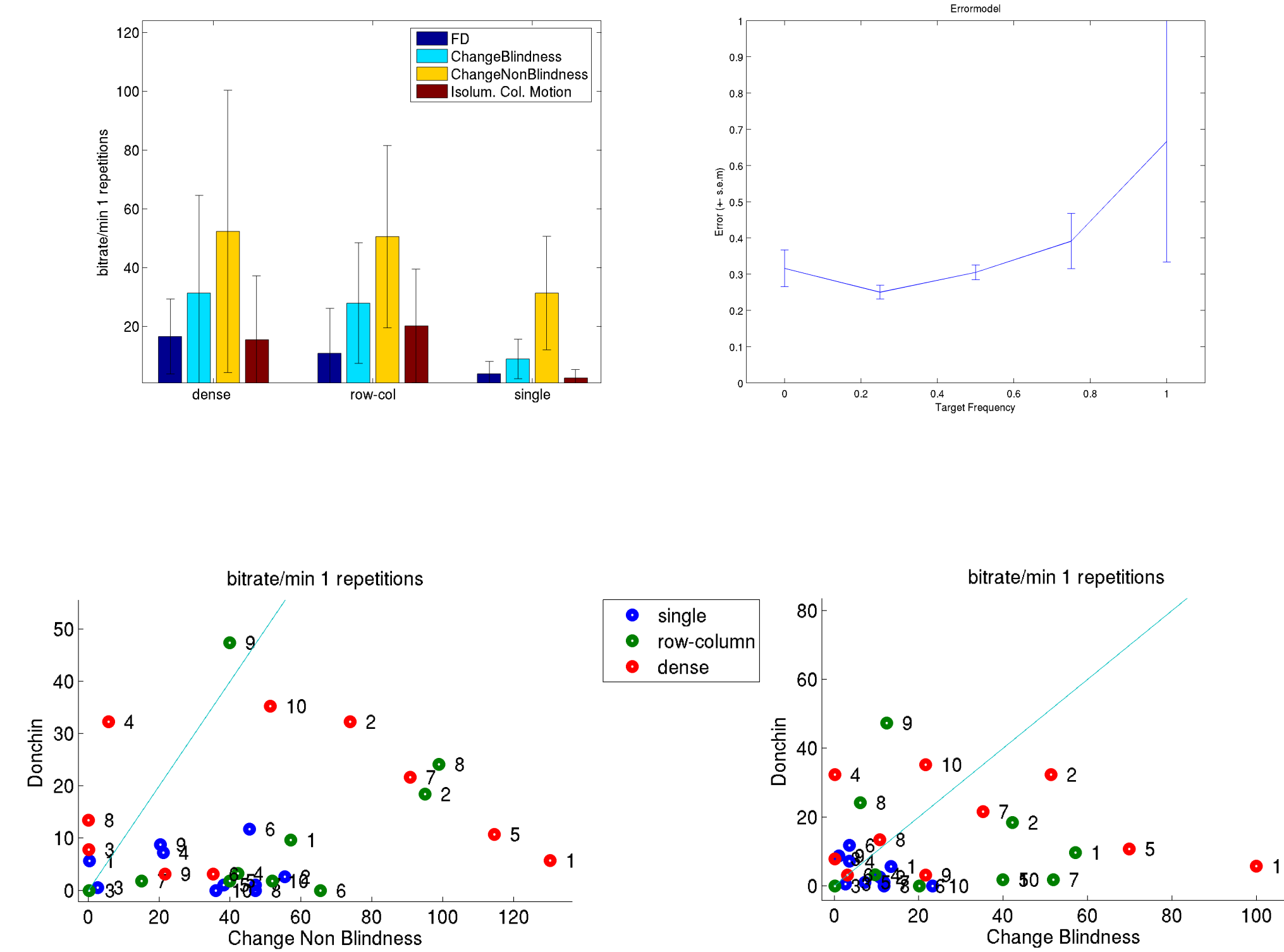
## 1 Effect of stimulus type and code on bitrate



- 12-symbol visual grid (telephone keypad)
- 4 stimulus types: classical FD-type [2], Change(Non)Blindness [6], isoluminant colour motion [7]
- 3 stimulus codes of different density (=target frequency): dense code (12-by-4, mean density 50%), row-column code (12-by-7, mean density 16%), single code (12-by-12, mean density 8%)

## Results Experiment 1

- Dense codes can achieve higher bitrates than row-column codes ( $> 100$  bits/min).
- Error model shows: Single P300 epoch classification accuracy was similar for target frequencies of 0-2Hz with a slight tendency for more errors at high frequencies.
- Variations from classical stimulus yielded high bitrates: Apparent luminance contrast motion outperformed flicker motion consistently.
- Isoluminant color motion induced high P300 amplitudes, but low bitrates, due to slow stimulus.



## 2 Error Correcting Codes

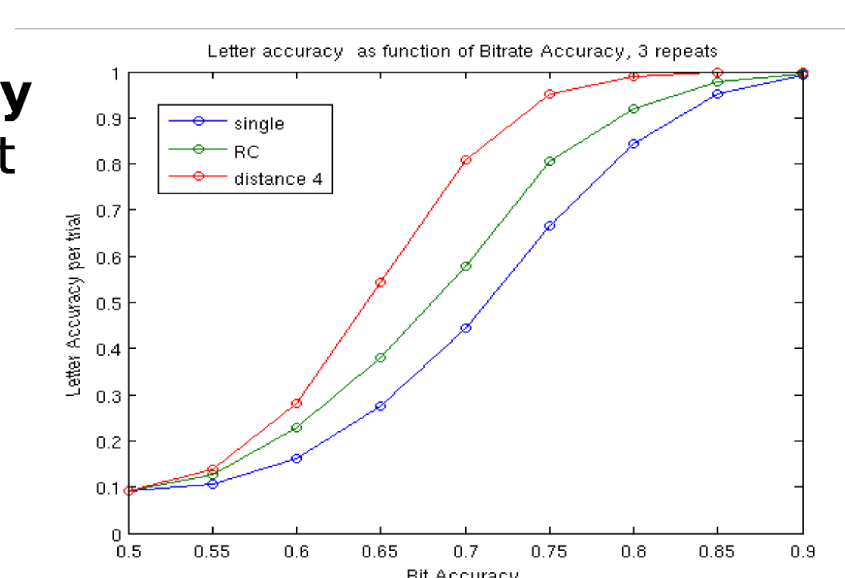
- 36-symbol grid
- Stimulus type: apparent motion
- Stimulus codes: 36-by-12 RC code, 36-by-12 error correcting code, minimum hamming distance ( $D_H$ ) 4 (1 error correction)
- 6 subjects copy-spelled 'Die Sonne ist von Kupfer'.
- Decoding with help of prior on letters: trigram probabilities of german language were computed on training corpus from [1]
- Letter predictions maximized posterior probability of brain signal:

$$P(\text{Letter}_i | \text{EEG}) \propto P(\text{EEG} | \text{Letter}_i) \cdot P(\text{Letter}_i)$$

**Example of an Error correcting code:** 3 words, length 5 bit,  $t = 1$ ; if only one error occurs, words can still be uniquely identified because:

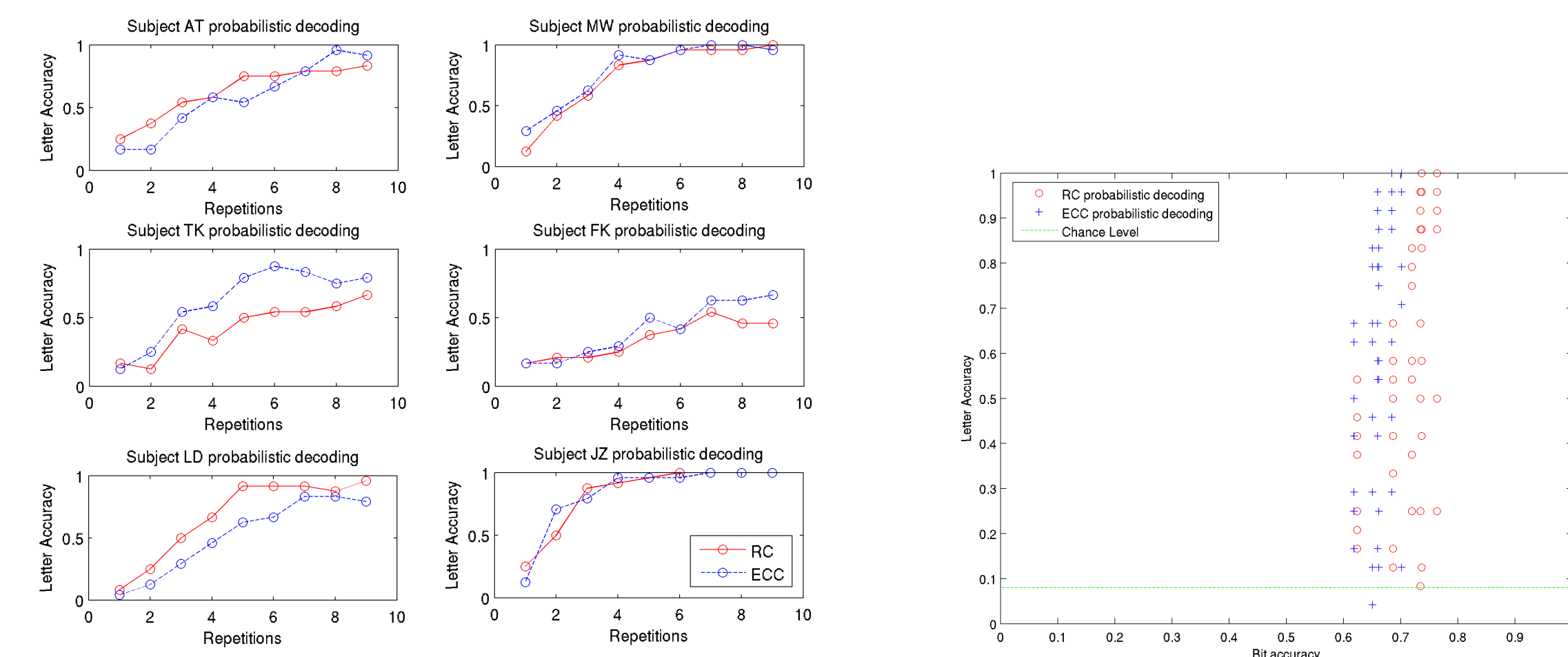
$$\sum_{i=1}^3 \sum_{j=1}^5 D_H(w_i, w_j) > 2t + 1$$

**Letter accuracy as function of bit accuracy using different codes**



## Results Experiment 2

- No difference between RC and ECC w.r.t letter accuracies.
- Letter accuracy as function of bit accuracy shows: ECC can compensate for low bit accuracy.



## 3 Discussion

- Dense codes can outperform sparse codes (bitrates  $> 100$  bits/min).
- Variations from the classical stimulus type help to increase ERP amplitudes.
- High target frequencies ( $> 4$ Hz) of ECCs decrease bit accuracy.
- ECCs still yield high letter accuracies.
- ECCs with same bit accuracies as RC codes will have higher accuracy with fewer trials.
- This has implications on any non-binary BCI or design of neuroimaging experiments.

**Sensible stimulus sequences in form of error correcting codes could compensate for the noisyness of any neuroimaging technique and thus maximize the mutual information between experimental conditions and brainstates**

**Methods** EEG data was recorded using the *ElectroCap128* (Electro-Cap International, Inc.) connected to a *QuickAmp* amplifier by *BrainVision*. We used only a subset (76) of the available 128 electrodes. Impedances were kept below  $5K\Omega$ . One electrode was used to record electro-oculograms. The data was bandpassed (0.1-30Hz) and downsampled accordingly. For classification, trials were split in windows of 0-600 ms after stimulus event onset. Before, the activity in all electrodes was decorrelated by a whitening transform. For classification we used kernel logistic regression (for probabilistic classification) and support-vector machines. Bitrates were computed using the definition of [9]:  $BR = \frac{60}{t} (\log_2 s + p_s \log_2 p_s + (1 - p_s) \log_2 \frac{(1-p_s)}{(s-1)})$ , where  $p_s$  = probability of correct letter,  $s$  = number of symbols,  $t$  = time (seconds) needed to spell one symbol.

## References

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