



## An introduction to OpenViBE: Basic EEG signal acquisition, processing and visualization



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#### The OpenViBE tool to read brain signals

#### The OpenViBE acquisition server

- A generic interface to read from multiple devices
- 40+ brain recording devices supported, and growing!

OpenViBE Acquisition Server v1.0.0					
Driver :	Brain Products amplifiers (through BrainVision Recorder)	▼ Driver Properties	% Préférences		
Connection port :	1024	×	≥ Lire		
Sample count per sent block :	32	•	Arrêter		
Device drift : 0.00 ms (tolerance is set to 10.00 ms)					
0 host connected					

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#### The OpenViBE tool for designing BCIs

#### The OpenViBE designer

- Creating a BCI by assembling boxes
- One box = one processing module





#### The OpenViBE designer: an example





#### An OpenViBE box

Box Input-Output



#### **Box settings**

• Settings are available by double-clicking on the box

	😵 Configure Temporal filt	ter settings	X
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	Filter type	Band pass	•
	Filter order	4	<b>₽</b>
	Low cut frequency (Hz)	8	<b>1</b>
mporal filter	High cut frequency (Hz)	12	<b>1</b>
Y	Pass band ripple (dB)	0.5	<b>1</b>
	<ul> <li>Override settings wit</li> <li>Load</li> </ul>	h configuration file Save Save Oefault Save XA <u>n</u> nuler A <u>p</u>	pliquer



- Warm-up: display EEG signals by
  - 1. Selecting "Generic Oscillator" as driver in the acquisition server then "connect" then "read"

OpenViBE Acquisition S	erver v1.3.0		- 🗆 ×		
Driver :	Generic Oscillator	▼ Properties	% Préférences		
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	o host connected				

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2. copying the OpenViBE scenario below and running it (play)



Control panel: Start and stop the BCI!

• Offline version – with file reading





- Selecting an EEG file
  - Double click on the box
  - Select file "leftHandMovements.gdf" available on the tutorial page <u>http://openvibe.inria.fr/openvibe-tutorial-nec22/</u>

	* / *
Configure GDF file reade	er settings
Filename	BE/scenarioPerso/CollectePourTPOV/signals/leftHandMovements.gdf
Samples per huffer	32
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Override settings with co	nfiguration file
Override settings with co	nfiguration file



Press "play"







### Visualizing events (a.k.a Stimulations)



(click on « signal display » then on « stimulation colors »)



Visualizing sensorimotor rhythms (SMR)

- Need to select the SMR-related channels (e.g., C4)
- Need to band-pass filter the signals in the SMR (e.g., μ: 7-13 Hz)
- You can do this with the following boxes:



- Notes: you can check <u>http://openvibe.inria.fr</u> for documentation
- The documentation of a box is also available by pressing F1 when the cursor is over the box





15



#### **Computing EEG band power**



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• Compute the SMR band power on 1s long sliding windows



Note: to ease the signal visualization in that case, you can set the « Time Scale » setting of the signal display from 10 to 100



## Visualizing Mu band power continuously



Epoch duration (in sec)	1			1
Epoch intervals (in sec)	0.1			•
Override settings wit	h configuration file			
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## **Spatial Filtering**



- Ex: Laplacian filters
  - LapC4= 4\*C4 FC2 FC6 CP2 CP6





• Computing and visualizing alpha power in C4



Right click on the signal display >> rename box... >> name it "Alpha power"



• Adding the theta power to the scenario





#### **The Window Manager**

💷 OpenViBl	E Designer 2.1.0		
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Default window     Default tab	*	Q Alpha power	Alpha power
	Empty		Q
			Theta power

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#### **The Window Manager**





• Computing the alpha over theta ratio



Add a "SimpleDSP", and right click on it to add an input



Use the "A/B" formula (ratio of first input over second input)

Plug-in the simple DSP box and visualize the result!



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You can add « fancy » visualizations, see « advanced visualization » boxes





#### **Exercise 4: Neurofeedback reward**

Automatically display a reward picture when the users' alpha/theta ratio crosses a given threshold!

You will need the following two boxes:

(and to define your threshold value)





#### **Neurofeedback reward scenario**





#### **Going Further - in brief**

• Communication with other software/applications





## Machine Learning in OpenViBE in brief

- Using machine learning
  - various classifiers: LDA, sLDA, SVM, Neural Network, Riemannian geometry classifiers (MDM, fgMDM, TSC, etc), etc.
  - various data-driven spatial filters (CSP, RCSP, XDAWN, etc.)

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	Multiclass strategy to apply	Native	~	
	Class 1 label	OVTK_StimulationId_Label_01	~	
	Class 2 label	OVTK_StimulationId_Label_02	~	I
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## Machine Learning in OpenViBE in brief

• Typically: several scenarios when using machine learning



1 - Training data acquisition scenario



2- Classifier training scenario



3 - Online feedback scenario



## Machine Learning in OpenViBE in brief

• Similar principle for spatial filters

#### Calibration (training)









Hands-on Machine Learning in OpenViBE by Laurent Bougrain





#### Thank you for your attention !



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