

# Contents

<b>1 Recent and Upcoming BCI Progress: Overview, Analysis, and Recommendations .....</b>	<b>1</b>
Brendan Z. Allison, Stephen Dunne, Robert Leeb, José del R. Millán, and Anton Nijholt	
1.1 Introduction .....	1
1.2 Overview of This Book .....	2
1.2.1 Overview of Section One .....	3
1.2.2 Overview of Section Two .....	4
1.2.3 Overview of Section Three .....	6
1.2.4 Overview of Section Four.....	7
1.3 Predictions and Recommendations.....	8
1.4 Summary .....	11
References .....	12
 <b>Part I Sensors, Signals and Signal Processing</b>	
<b>2 Hybrid Optical–Electrical Brain Computer Interfaces, Practices and Possibilities.....</b>	<b>17</b>
Tomas E. Ward	
2.1 Introduction .....	17
2.2 The Underlying Physiological Origins of EEG and fNIRS .....	17
2.2.1 Origin of the EEG .....	18
2.2.2 Origin of fNIRS Responses .....	19
2.3 Signal Models .....	28
2.3.1 Modelling the Vascular Response .....	28
2.3.2 Spectrophotometric Translation .....	30
2.3.3 Synthetic Signal Generation .....	31

2.4	Combined EEG-fNIRS Measurements in Overt and Imagined Movement Tasks .....	33
2.4.1	fNIRS/EEG Sensor .....	33
2.4.2	Experimental Description .....	33
2.4.3	Signal Processing .....	34
2.4.4	Results .....	35
2.5	Conclusion .....	37
	References .....	38
3	<b>A Critical Review on the Usage of Ensembles for BCI .....</b>	41
	Aureli Soria-Frisch	
3.1	Introduction .....	41
3.2	Theoretical Background .....	43
3.2.1	Pattern Recognition Ensemble Definition and Context .....	43
3.2.2	Pattern Recognition Perspective on Fusion .....	44
3.2.3	Grounding the Superiority of Ensembles .....	46
3.3	Integration and Fusion Level .....	47
3.3.1	Feature Concatenation .....	47
3.3.2	Classification Concatenation .....	48
3.3.3	Classification Fusion .....	49
3.3.4	Decision Fusion .....	50
3.4	Ensemble Type .....	51
3.4.1	Classifier Ensembles .....	51
3.4.2	Stacked Ensemble .....	52
3.4.3	Multi-Channel Ensemble .....	52
3.4.4	Multimodal Ensemble .....	52
3.5	Resampling Strategies .....	52
3.5.1	Data Set Partitioning .....	53
3.5.2	Feature Space Partitioning .....	56
3.5.3	Signal Partitioning .....	57
3.6	Fusion Operators .....	57
3.6.1	Sample Based Fusion .....	58
3.6.2	Time Domain Fusion Operators .....	59
3.7	Summary of Ensembles Obtained Results .....	59
3.8	Final Remarks .....	60
	References .....	62
4	<b>Improving Brain–Computer Interfaces Using Independent Component Analysis .....</b>	67
	Yijun Wang and Tzzy-Ping Jung	
4.1	Introduction .....	67
4.2	ICA in EEG Signal Processing .....	68
4.3	ICA in BCI Systems .....	69
4.3.1	Artifact Removal .....	71
4.3.2	SNR Enhancement of Task-Related EEG Signals .....	72
4.3.3	Electrode Selection .....	73

4.4	ICA-Based Zero-Training-Training BCI.....	75
4.4.1	Experiment and Data Recording.....	75
4.4.2	Method .....	76
4.4.3	Results .....	78
4.5	Discussion and Conclusion .....	80
	References.....	81
<b>5</b>	<b>Towards Electrocorticographic Electrodes for Chronic Use in BCI Applications .....</b>	<b>85</b>
	Christian Henle, Martin Schuettler, Jörn Rickert, and Thomas Stieglitz	
5.1	Introduction: From Presurgical Diagnostics to Movement Decoding .....	85
5.2	Approaches and Technologies for ECoG-Electrodes .....	88
5.3	ECoG Recordings in BCI Studies .....	91
5.4	High Channel ECoG Arrays for BCI .....	92
5.4.1	Manufacturing of Laser Structured Electrodes .....	93
5.4.2	Biological Evaluation/Results from First Studies .....	95
5.5	Towards Chronic Wireless Systems .....	97
	References.....	100

## Part II Devices, Applications and Users

<b>6</b>	<b>Introduction to Devices, Applications and Users: Towards Practical BCIs Based on Shared Control Techniques .....</b>	<b>107</b>
	Robert Leeb and José d.R. Millán	
6.1	Introduction .....	107
6.2	Current and Emerging User Groups .....	109
6.3	BCI Devices and Application Scenarios .....	109
6.3.1	Communication and Control.....	110
6.3.2	Motor Substitution: Grasp Restoration .....	111
6.3.3	Entertainment and Gaming .....	113
6.3.4	Motor Rehabilitation and Motor Recovery .....	113
6.3.5	Mental State Monitoring .....	114
6.3.6	Hybrid BCI .....	114
6.4	Practical BCIs Based on Shared Control Techniques: Towards Control of Mobility .....	115
6.4.1	Tele-Presence Robot Controlled by Motor-Disabled People .....	116
6.4.2	BCI Controlled Wheelchair.....	118
6.5	Adaptation of Gesture Recognition Systems Using EEG Error Potentials .....	120
6.6	Conclusion .....	122
	References.....	123

<b>7</b>	<b>Brain Computer Interface for Hand Motor Function Restoration and Rehabilitation .....</b>	131
	Donatella Mattia, Floriana Pichiorri, Marco Molinari, and Rüdiger Rupp	
7.1	Introduction .....	131
7.2	Restoration of Hand Motor Functions in SCI: Brain-Controlled Neuroprostheses .....	132
7.2.1	Functional Electrical Stimulation of the Upper Extremity .....	133
7.2.2	Combining BCI and FES Technology .....	136
7.3	Rehabilitation of Hand Motor Functions After Stroke: BCI-Based Add-On Intervention .....	139
7.3.1	BCI in Stroke Rehabilitation: A State-of-the-Art .....	140
7.3.2	FES in Stroke Rehabilitation of Upper Limb .....	142
7.3.3	Combining BCI and FES Technology in Rehabilitation Clinical Setting: An Integrated Approach .....	143
7.4	Conclusion and Expectations for the Future .....	146
	References .....	148
<b>8</b>	<b>User Centred Design in BCI Development .....</b>	155
	Elisa Mira Holz, Tobias Kaufmann, Lorenzo Desideri, Massimiliano Malavasi, Evert-Jan Hoogerwerf, and Andrea Kübler	
8.1	Technology Based Assistive Solutions for People with Disabilities .....	156
8.1.1	Understanding and Defining Disability .....	156
8.1.2	Assistive Technologies and BCI .....	156
8.2	User Centred BCI Development .....	158
8.2.1	User Centred Design Principles .....	158
8.2.2	Working with End-Users in BCI Research .....	160
8.3	BCI for Supporting or Replacing Existing AT Solutions .....	166
8.3.1	Benefit in Different Fields .....	167
8.4	Conclusion .....	168
	References .....	169
<b>9</b>	<b>Designing Future BCIs: Beyond the Bit Rate .....</b>	173
	Melissa Quek, Johannes Höhne, Roderick Murray-Smith, and Michael Tangermann	
9.1	Introduction .....	173
9.2	Control Characteristics of BCI .....	174
9.2.1	Issues Specific to BCI Paradigms .....	175
9.2.2	Approaches to Overcoming the Limitations of BCI .....	176

9.3	BCI: From Usability Research to Neuroergonomic Optimization .....	177
9.3.1	Existing Literature on Determinants for ERP .....	177
9.3.2	Aesthetics, Interaction Metaphors, Usability and Performance .....	181
9.4	Shared Control .....	183
9.5	Creating an Effective Application Structure: A 3-Level Task ....	185
9.5.1	Low Level: BCI Control Signal .....	185
9.5.2	Mid Level: Application .....	186
9.5.3	High Level: User .....	186
9.6	Engaging End Users and the Role of Expectation.....	187
9.7	Investigating Interaction: Prototyping and Simulation .....	188
9.7.1	Low Fidelity Prototyping to Expose User Requirements .....	188
9.7.2	High Fidelity Simulations for Design and Development .....	190
9.8	Conclusion .....	192
	References.....	193
<b>10</b>	<b>Combining BCI with Virtual Reality: Towards New Applications and Improved BCI .....</b>	<b>197</b>
	Fabien Lotte, Josef Faller, Christoph Guger, Yann Renard, Gert Pfurtscheller, Anatole Lécuyer, and Robert Leeb	
10.1	Introduction .....	197
10.2	Basic Principles Behind VR and BCI Control.....	199
10.2.1	Definition of Virtual Reality .....	199
10.2.2	General Architecture of BCI-Based VR Applications .....	200
10.3	Review of BCI-Controlled VR Applications .....	202
10.3.1	Motor Imagery Controlled VR Environments .....	202
10.3.2	SSVEP Based VR/AR Environments .....	207
10.3.3	P300 Based VR Control .....	211
10.4	Impact of Virtual Reality on BCI .....	213
10.5	Conclusion .....	215
	References .....	216
<b>Part III Application Interfaces and Environments</b>		
<b>11</b>	<b>Brain–Computer Interfaces and User Experience Evaluation .....</b>	<b>223</b>
	Bram van de Laar, Hayrettin Gürkök, Danny Plass-Oude Bos, Femke Nijboer, and Anton Nijholt	
11.1	Introduction .....	223
11.2	Current State of User Experience Evaluation of BCI .....	224
11.2.1	User Experience Affects BCI.....	224
11.2.2	BCI Affects User Experience .....	225

11.3	Applying HCI User Experience Evaluation to BCIs .....	226
11.3.1	Observational Analysis .....	227
11.3.2	Neurophysiological Measurement.....	228
11.3.3	Interviewing and Questionnaires .....	228
11.3.4	Other Methods.....	229
11.4	Case Studies .....	230
11.4.1	Case Study: Mind the Sheep! .....	230
11.4.2	Case Study: Hamster Lab .....	232
11.5	Discussion and Conclusion .....	234
	References .....	235
<b>12</b>	<b>Framework for BCIs in Multimodal Interaction and Multitask Environments .....</b>	<b>239</b>
	Jan B.F. van Erp, Anne-Marie Brouwer, Marieke E. Thurlings, and Peter J. Werkhoven	
12.1	Introduction .....	239
12.2	Challenges for the Use of BCIs in a Dual Task Environment....	241
12.2.1	Psychological Models for Dual Task Situations and Coping with Conflicts .....	242
12.3	Combining BCIs .....	245
12.4	Integrating BCIs in a Multimodal User Interface: Relevant Issues .....	246
12.5	Discussion and Conclusion .....	247
	References .....	249
<b>13</b>	<b>EEG-Enabled Human–Computer Interaction and Applications.....</b>	<b>251</b>
	Olga Sourina, Qiang Wang, Yisi Liu, and Minh Khoa Nguyen	
13.1	Introduction .....	251
13.2	Brain State Recognition Algorithms and Systems .....	252
13.2.1	Neurofeedback Systems for Medical Application .....	252
13.2.2	Signal Processing Algorithms for Neurofeedback Systems .....	253
13.2.3	Neurofeedback Systems for Performance Enhancement .....	254
13.2.4	Emotion Recognition Algorithms .....	255
13.3	Spatio-Temporal Fractal Approach .....	256
13.3.1	3D Mapping of EEG for Visual Analytics .....	256
13.3.2	Fractal-Based Approach .....	258
13.3.3	Real-Time Brain State Recognition .....	259
13.3.4	Features Extraction.....	260
13.4	Real-Time EEG-Enabled Applications .....	261
13.4.1	Neurofeedback Training Systems .....	262
13.4.2	Real-Time EEG-Based Emotion Recognition and Monitoring .....	263
13.5	Conclusion .....	263
	References .....	265

<b>14 Phase Detection of Visual Evoked Potentials Applied to Brain Computer Interfacing .....</b>	<b>269</b>
Gary Garcia-Molina and Danhua Zhu	
14.1 Introduction .....	269
14.2 Signal Processing and Pattern Recognition Methods .....	271
14.2.1 Spatial Filtering .....	272
14.2.2 Phase Synchrony Analysis .....	273
14.3 Experimental Evidence .....	273
14.3.1 Optimal Stimulation Frequency .....	274
14.3.2 Calibration of the BCI Operation .....	276
14.3.3 BCI Operation and Information Transfer Rate .....	276
14.4 Discussion and Conclusion .....	278
References .....	279
<b>15 Can Dry EEG Sensors Improve the Usability of SMR, P300 and SSVEP Based BCIs? .....</b>	<b>281</b>
Günter Edlinger and Christoph Guger	
15.1 Motivation of BCI Research .....	281
15.2 Methods .....	284
15.2.1 g.SAHARA Dry Electrode Sensor Concept .....	284
15.3 Experimental Setup .....	286
15.4 P300 BCI .....	287
15.5 Motor Imagery .....	287
15.6 SSVEP BCI .....	288
15.7 Results .....	289
15.8 P300 Paradigm .....	290
15.9 Motor Imagery .....	292
15.10 SSVEP Training .....	297
15.11 Discussion .....	297
References .....	299

## Part IV A Practical BCI Infrastructure: Emerging Issues

<b>16 BCI Software Platforms .....</b>	<b>304</b>
Clemens Brunner, Giuseppe Andreoni, Lugi Bianchi, Benjamin Blankertz, Christian Breitwieser, Shin'ichiro Kànoh, Christian A. Kothe, Anatole Lécyuer, Scott Makeig, Jürgen Mellinger, Paolo Perego, Yann Renard, Gerwin Schalk, I Putu Susila, Bastian Venthur, and Gernot R. Müller-Putz	
16.1 Introduction .....	304
16.2 BCI2000 .....	305
16.3 OpenViBE .....	308
16.4 TÖBI .....	311
16.5 BCILAB .....	314

16.6	BCI++ .....	316
16.7	xBCI .....	319
16.8	BF++ .....	322
16.9	Pyff .....	323
16.10	Conclusion .....	326
	References .....	327
<b>17</b>	<b>Is It Significant? Guidelines for Reporting BCI Performance .....</b>	<b>333</b>
	Martin Billinger, Ian Daly, Vera Kaiser, Jing Jin, Brendan Z. Allison, Gernot R. Müller-Putz, and Clemens Brunner	
17.1	Introduction .....	333
17.2	Performance Measures .....	334
17.2.1	Confusion Matrix .....	334
17.2.2	Accuracy and Error Rate .....	336
17.2.3	Cohen's Kappa .....	336
17.2.4	Sensitivity and Specificity .....	337
17.2.5	<i>F</i> -Measure .....	338
17.2.6	Correlation Coefficient .....	338
17.3	Significance of Classification .....	339
17.3.1	Theoretical Level of Random Classification .....	339
17.3.2	Confidence Intervals .....	340
17.3.3	Summary .....	342
17.4	Performance Metrics Incorporating Time .....	342
17.5	Estimating Performance Measures on Offline Data .....	344
17.5.1	Dataset Manipulations .....	345
17.5.2	Considerations .....	346
17.6	Hypothesis Testing .....	346
17.6.1	Student's <i>t</i> -Test vs. ANOVA .....	347
17.6.2	Repeated Measures .....	347
17.6.3	Multiple Comparisons .....	348
17.6.4	Reporting Results .....	350
17.7	Conclusion .....	350
	References .....	351
<b>18</b>	<b>Principles of Hybrid Brain–Computer Interfaces .....</b>	<b>355</b>
	Gernot R. Müller-Putz, Robert Leeb, José d.R. Millán, Petar Horki, Alex Kreilinger, Günther Bauernfeind, Brendan Z. Allison, Clemens Brunner, and Reinhold Scherer	
18.1	Introduction .....	355
18.2	hBCI Based on Two Different EEG-Based BCIs .....	356
18.2.1	BCIs Based on ERD and Evoked Potentials .....	356
18.2.2	Combined Motor Imagery and SSVEP Based BCI Control of a 2 DoF Artificial Upper Limb .....	358

18.3	hBCI Based on EEG-Based BCI and a Non-EEG Based BCI .....	359
18.4	hBCI Based on EEG-Based BCI and Another Biosignal .....	362
18.4.1	Heart Rate Changes to Power On/Off an SSVEP-BCI .....	362
18.4.2	Fusion of Brain and Muscular Activities .....	363
18.5	hBCI Based on EEG-Based BCI and EEG-Based Monitoring .....	365
18.5.1	Simultaneous Usage of Motor Imagery and Error Potential .....	365
18.6	hBCI Based on EEG-Based BCI and Other Signals .....	366
18.6.1	Combination of an EEG-Based BCI and a Joystick .....	366
18.7	Outlook: hBCI Based on EEG-Based BCI and EEG-Based Monitoring and Other Biosignals .....	369
18.8	Conclusion and Future Work .....	370
	References .....	371
<b>19</b>	<b>Non-visual and Multisensory BCI Systems: Present and Future .....</b>	<b>375</b>
	Isabella C. Wagner, Ian Daly, and Aleksander Välijamäe	
19.1	Introduction .....	375
19.2	P300 Based BCI Systems .....	376
19.2.1	The “P300” Matrix Speller .....	376
19.2.2	Moving Beyond the “Matrix”: Other Oddball Paradigms .....	377
19.2.3	Tactile P300 Based BCIs .....	379
19.3	BCIs Based on Steady-State Evoked Responses .....	379
19.3.1	Auditory Steady-State Responses .....	379
19.3.2	Tactile Steady-State Responses .....	380
19.4	Controlling BCIs with Slow Cortical Potentials .....	381
19.5	Sensorimotor Rhythms and Different Mental Tasks .....	382
19.5.1	Sonification of Motor Imagery .....	382
19.5.2	Somatosensory Feedback for Motor Imagery .....	382
19.5.3	BCIs Based Upon Imagination of Music and Rhythmization .....	383
19.5.4	BCIs Based Upon Speech .....	384
19.5.5	Conceptual BCIs .....	385
19.6	New Directions for Multisensory BCI Research .....	385
19.6.1	Combining Visual P300 BCIs with Other Modalities .....	386
19.6.2	Combining Visual SSVEP BCIs with Other Modalities .....	387
19.6.3	Combining Visual Feedback with Other Modalities .....	387
19.6.4	Mental Tasks and Multisensory Feedback .....	387
19.7	Conclusion .....	388
	References .....	389

<b>20 Characterizing Control of Brain–Computer Interfaces with BioGauges .....</b>	<b>395</b>
Adriane B. Randolph, Melody M. Moore Jackson, and Steven G. Mason	
20.1 Introduction .....	395
20.2 Key Factors for BCI Use .....	396
20.3 Characterizing BCI Systems .....	398
20.3.1 BioGauges and Controllability .....	399
20.3.2 Transducer Categories .....	399
20.3.3 The BioGauges Experimental System.....	401
20.3.4 Analysis Methods .....	403
20.3.5 Validation .....	404
20.4 Summary and Future Work .....	405
References .....	406
<b>Index .....</b>	<b>409</b>