

# ***Non-Invasive Brain-Controlled Robots***

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Joint work with:

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Marnix Nuttin, Gerolf Vanacker, Johan Philips. KU Leuven  
Rolando Grave, Sara Gonzalez. Geneva University Hospital*



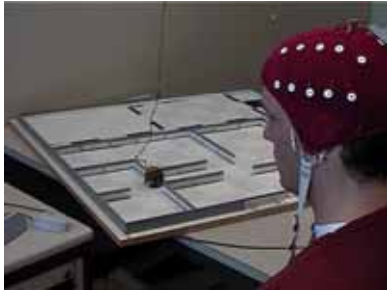
## **Outline**

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- ◆ Brain-controlled robots: A short overview
- ◆ May I Help? Adaptive Shared Autonomy
- ◆ Run Fast! — Very High Frequencies
- ◆ Wait for me! — On-Line Learning
- ◆ You got me wrong! — My brainwaves say  
Key to dependable interaction?
- ◆ Conclusions: Towards Brain Technology

## Brain-Controlled Robots

use of *non-invasive* brain electrical activity to directly control the movement of robots or prosthetic devices

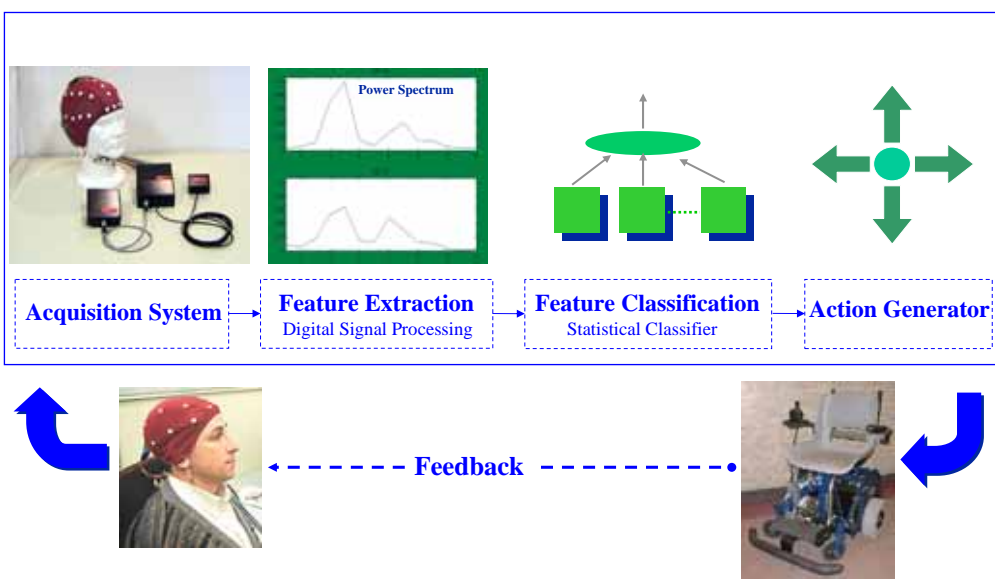


(Science 03)  
Scientific American 50



BBC – London, Dec. 2000

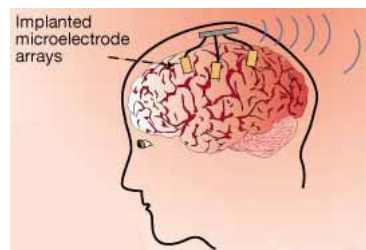
## BCI Architecture



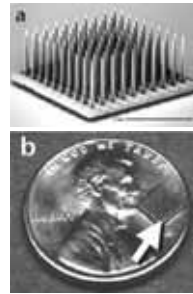
## BCI Modalities

### ◆ *Direct Invasive Recordings*

Activity of single neurons measured from microelectrodes surgically implanted in the cortex

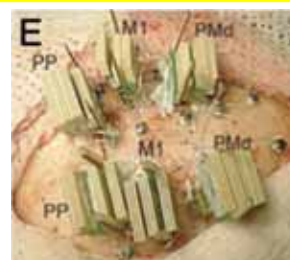


(Nicolelis, Nature 01)



(Donoghue, Nature Neurosci 02)

## Invasive BCI



(Nicolelis, PNAS 03)

- ◆ *Parallel distributed neural information processing*  
motor parameters are encoded by ensembles of neurons

Multi-electrode recordings



Single-unit spike sorting → Predict monkey's intent → Move robot arm

## BCI Modalities

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### *Direct Invasive Recordings*

- ◆ *Electrocorticogram (ECoG)*

Recordings of neural signals from the cortical surface of the brain. Electrodes do **not** penetrate cortex



(Leuthardt et al., J Neural Eng 2004)

## Non-Invasive BCI

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### *Non-Invasive Electroencephalogram (EEG)*

- ◆ *Evoked Potentials*

EEG waveforms generated automatically in response to external stimuli (visual, auditory, ...)

- ◆ *Spontaneous Activity*



## Adaptive Brain Interface: Basic Principles

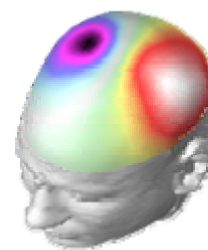
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- ◆ *Asynchronous* operation
  - spontaneous and self-paced decisions, no external cues
  - fast response, ½ second
- ◆ *Mutual* learning process
  - statistical classifier
  - increase likelihood of success and enable rapid mastering
- ◆ Tasks induce *different EEG rhythms* over local cortical areas
  - mixed of motor-related and cognitive mental tasks
  - each subject chooses 3 out of 7 possible tasks

## Signal Processing

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- ◆ 96 Power Spectral features (band 8-30 Hz)
- ◆ 1 second window
- ◆ 62.5 ms (16 times/second)



## Gaussian Classifier

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- ◆ Every unit represents a prototype of one of the mental tasks
- ◆ Network's output to the current EEG sample:
  - ⇒ class with the highest probability
  - ⇒ "unknown"
- ◆ BCI responds every  $\frac{1}{2}$  second:  
Average of the output to 8 consecutive EEG samples
- ◆ During training units are
  - ⇒ pulled towards the EEG samples they represent
  - ⇒ pushed away from EEG samples of other classes
- ◆ Units give a direct interpretation of the brainwaves that represent their mental task and differentiate it from others

## Brain-Actuated Control of a Mobile Robot

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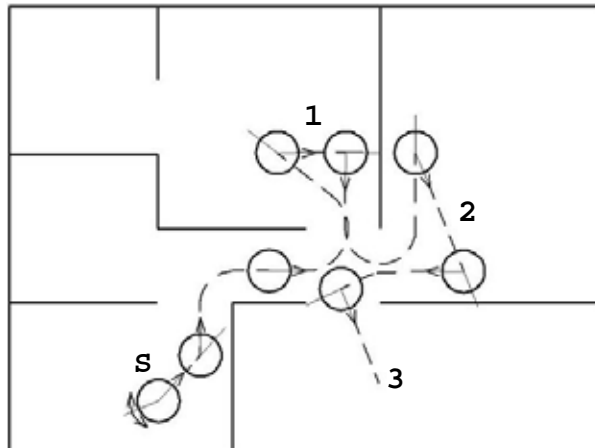
Users address the task at high level and all the low level details are handled automatically:

*behavior-based architecture*



## Experimental Results – I

Qualitatively  
good trajectories

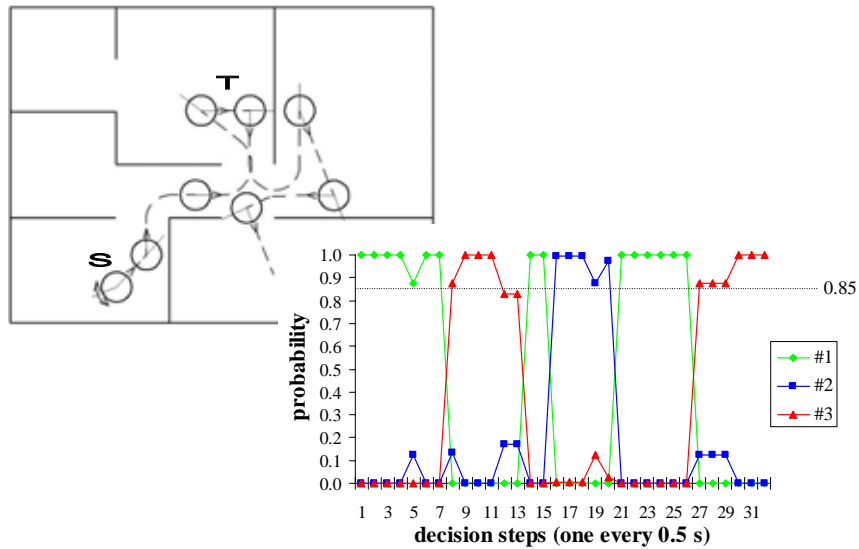


## Experimental Results: Execution Time (sec)

	Trial	Mental	Manual	Ratio
<b>Subject 1</b> Relax, Left, Cube	1	149	124	0.83
	2	183	135	0.74
	3	191	129	0.68
	<b>Average</b>	<b>174</b>	<b>129</b>	<b>0.75</b>

	Trial	Mental	Manual	Ratio
<b>Subject 2</b> Relax, Left, Right	1	219	156	0.71
	2	189	155	0.82
	3	175	117	0.67
	<b>Average</b>	<b>194</b>	<b>143</b>	<b>0.73</b>

## Experimental Results: Fast Decisions



## Conclusions ... and Challenges

- ◆ Non-invasive neuroprostheses, combination of:
  - Asynchronous protocol for EEG analysis,
  - Machine learning techniques,
  - AI robotics.
- ◆ Encouraging ... but

## A Look behind MAIA's Veil



Asynchronous approach.

3 mental tasks (forward, turn left, turn right).

The brain-actuated wheelchair incorporates advances in

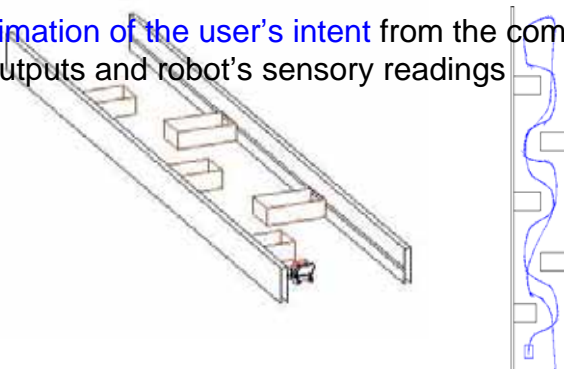
- ◆ *adaptive shared autonomy,*
- ◆ *high frequencies,*
- ◆ *online adaptation.*

## I. May I Help? Adaptive Shared Autonomy

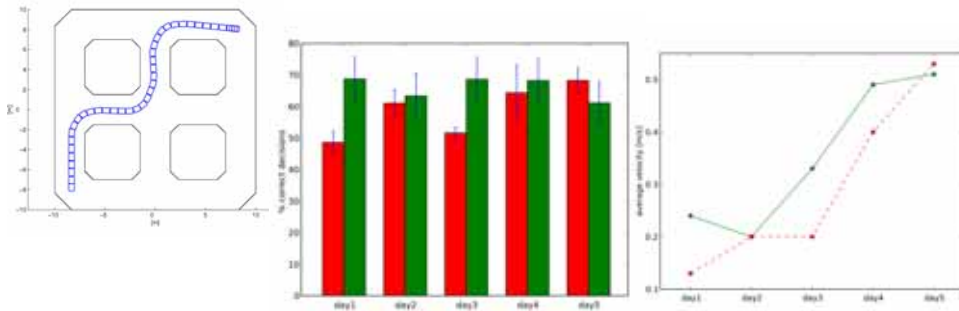
**Marnix Nuttin, Gerolf Vanacker, & Johan Philips. *KU Leuven***  
**Eileen Lew. *IDIAP***

The intelligent controller relieves users from low-level tasks without sacrificing their cognitive superiority and adaptability

- ◆ **Estimation of the user's intent** from the combination of BCI outputs and robot's sensory readings



## Adaptive Shared Autonomy (cont)

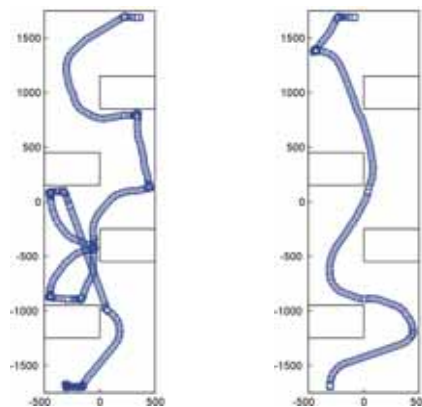


Percentage of trials in which the goal was reached

day	overall (all sessions)	sessions without filtering	sessions with filtering
day 2	60.00%	40.00%	80.00 %
day 3	80.00%	66.67%	85.71%
day 4	70.00%	60.00%	80.00%
day 5	80.00%	100.00%	60.00%

## Adaptive Shared Autonomy (cont)

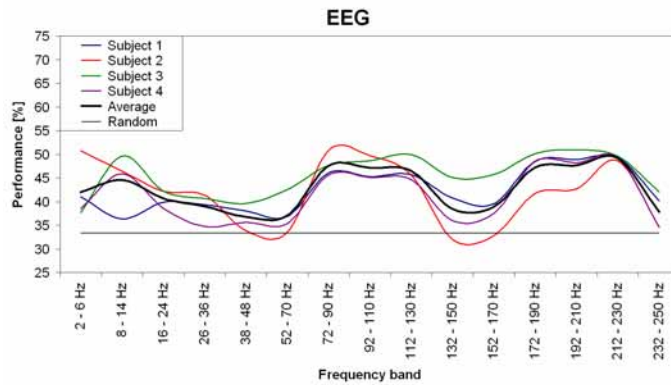
Adaptive level of intelligence so as to complement the user's capabilities at any moment



## II. Run Fast! — Very High Frequencies

Ferran Galán & Pierre Ferrez. *IDIAP*

Rolando Grave & Sara Gonzalez. *Geneva University Hospital*

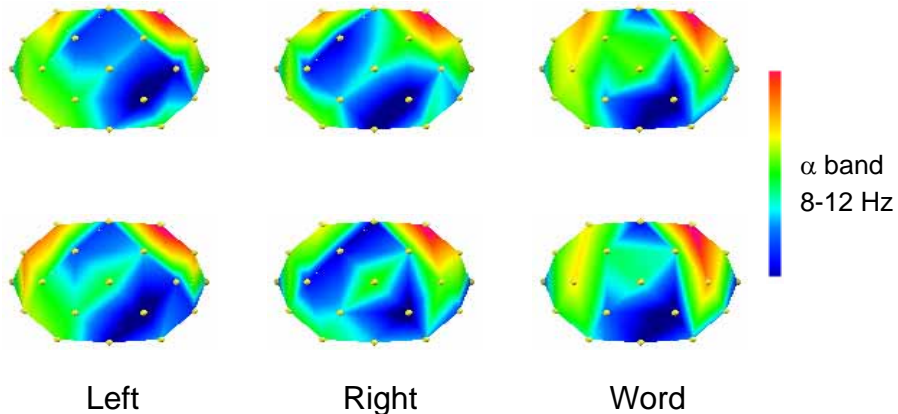


◆ 70 – 130 Hz band and 170 – 230 Hz band outperform the “traditional” 2 – 40 Hz band

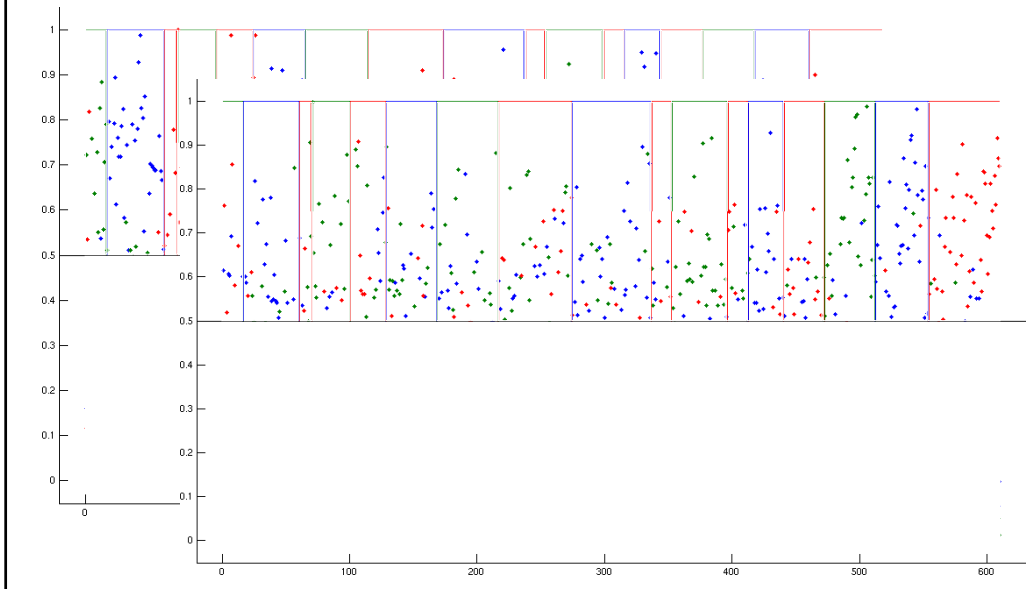
## III. Wait for me! — On-Line Learning

Anna Buttfeld. *IDIAP*

Adapt the classifier in real time as the subject mentally controls the robot

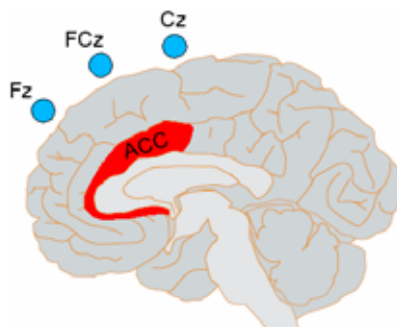
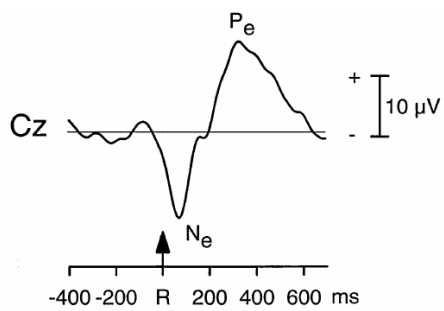


## On-Line Learning (cont)



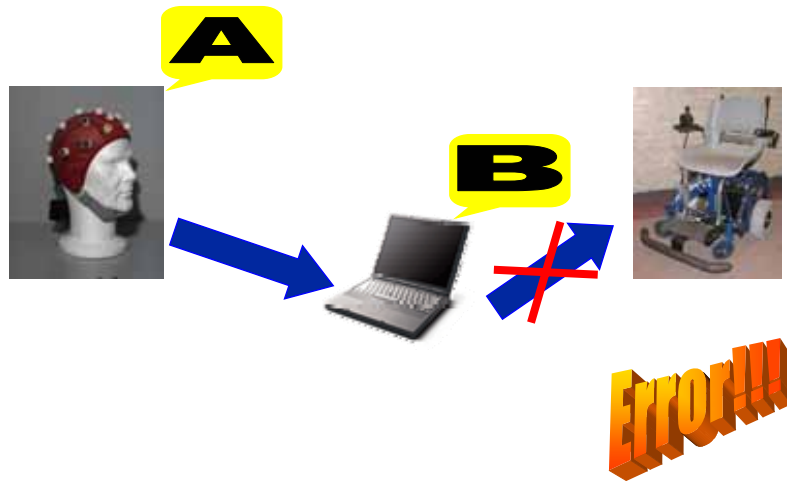
## IV. You Got Me Wrong! — Recognition of Cognitive States

Pierre W. Ferrez. *IDIAP*

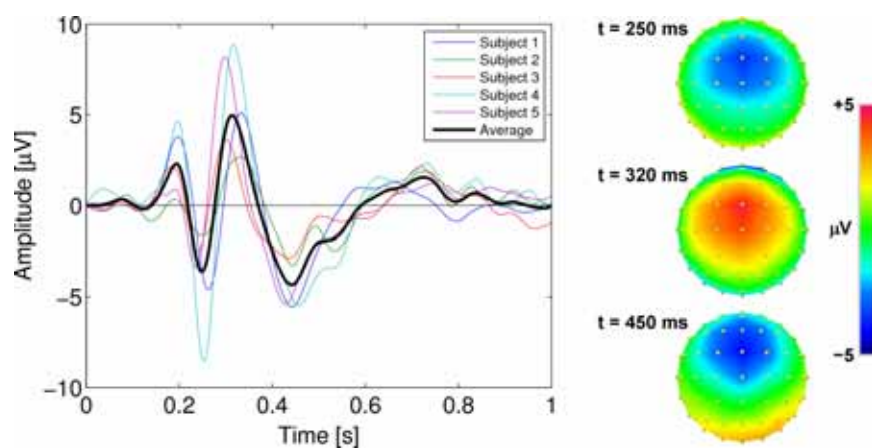


(Falkenstein et al., 2000)

## Error Recognition



## “Interaction” Error-related Potentials



- ◆ Reliability of interaction will increase tremendously ...  
    >70% bit rate transfer, on average!!

## Conclusions: Towards Brain Technology

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- ◆ **MAIA** project — radical departure from current assumptions to develop non-invasive neuroprostheses: estimated LFP, error-related potentials, on-line learning, adaptive shared autonomy, haptic feedback.
- ◆ **EEG carries cognitive information** — unique feature of the “brain channel”:  
it conveys information about **intents** (mental commands) **AND cognitive states** (errors, alarms, attention, frustration, confusion, etc.) that are crucial for a purposeful interaction

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