



# EEG daydreaming, a machine learning approach to detect daydreaming activities

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# Outline

Introduction

Data

Method

Result

Discussion & Future Work

Conclusion



# Introduction

Challenge: Low signal-to-noise ratio

- Noise from the outside: environmental noise
- Noise from the human body
  - Physical activity: blinking and breathing
  - Mental activity: distracting thoughts – **Daydreaming signals**

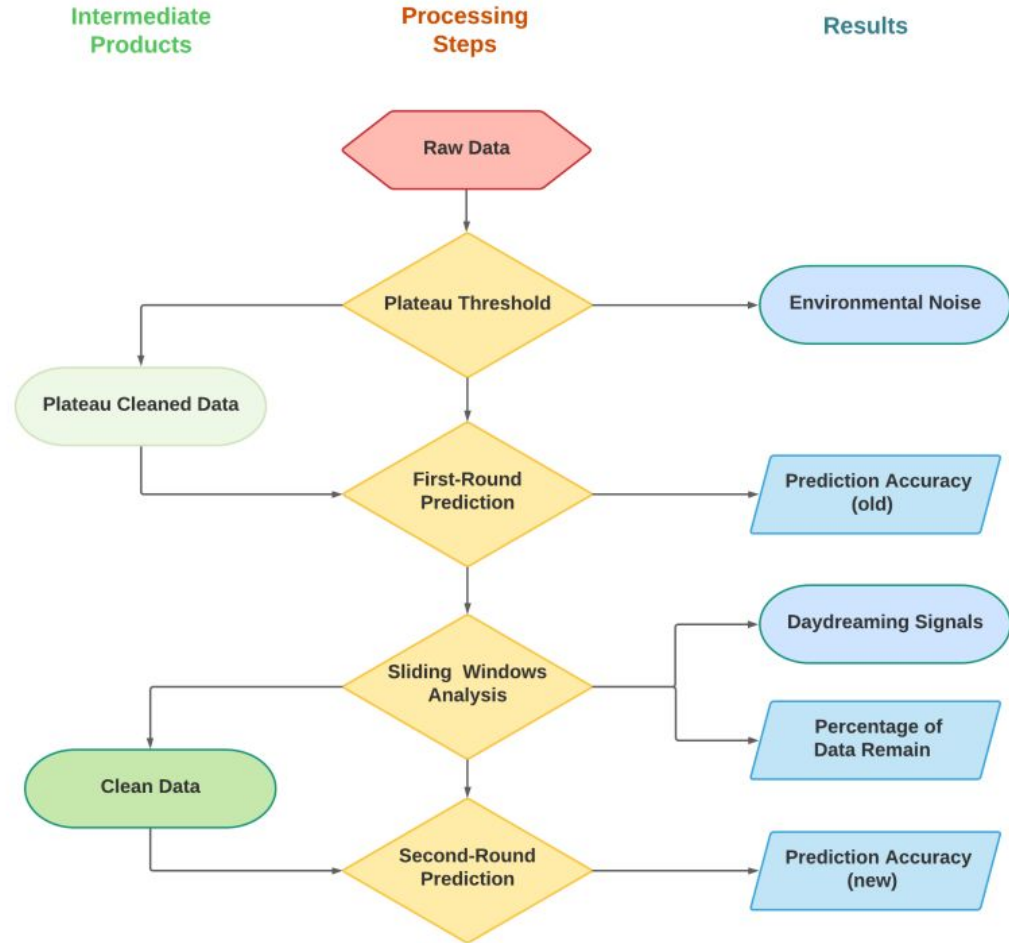


# Data

- Thinking1 BCI experiments dataset
- 16 subjects, 6 sessions (each lasting for five minutes),
- 5 tasks (Think [T], Count [C], Recall [R], Breathe [B], Draw [D], each task one minute)

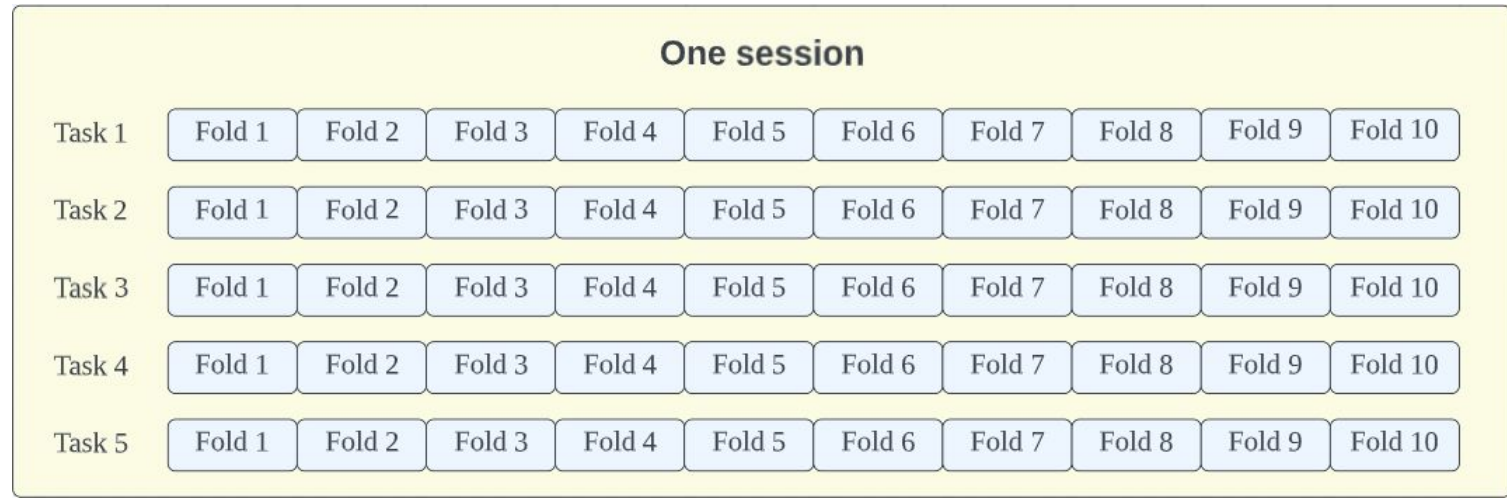
<u>S/T</u>	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>
1	T	C	R	B	D
2	B	T	C	R	D
3	T	B	R	D	C
4	T	C	R	B	D
5	C	T	R	D	B
6	T	C	B	R	D

# Method

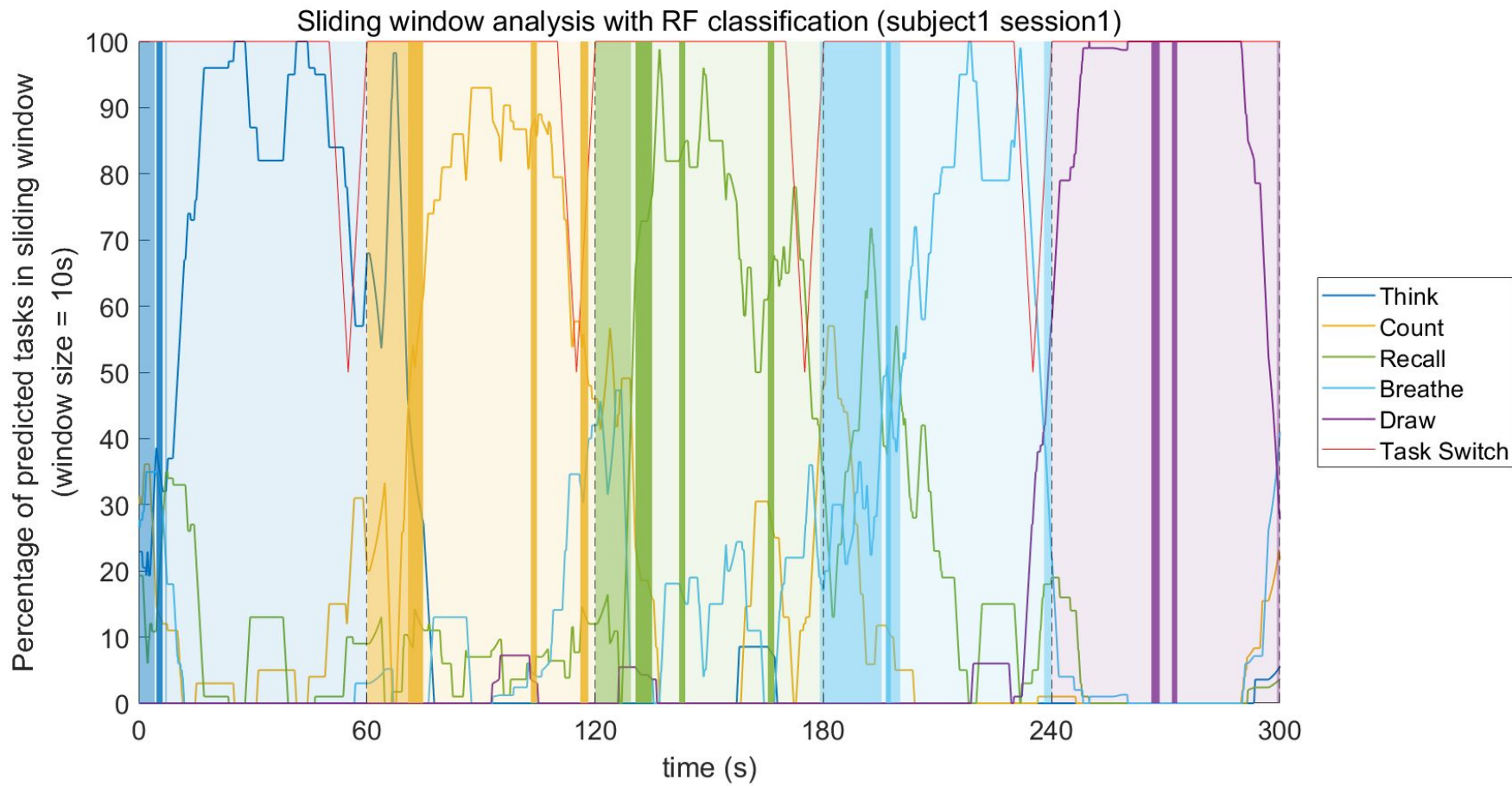


# Method—first-round prediction

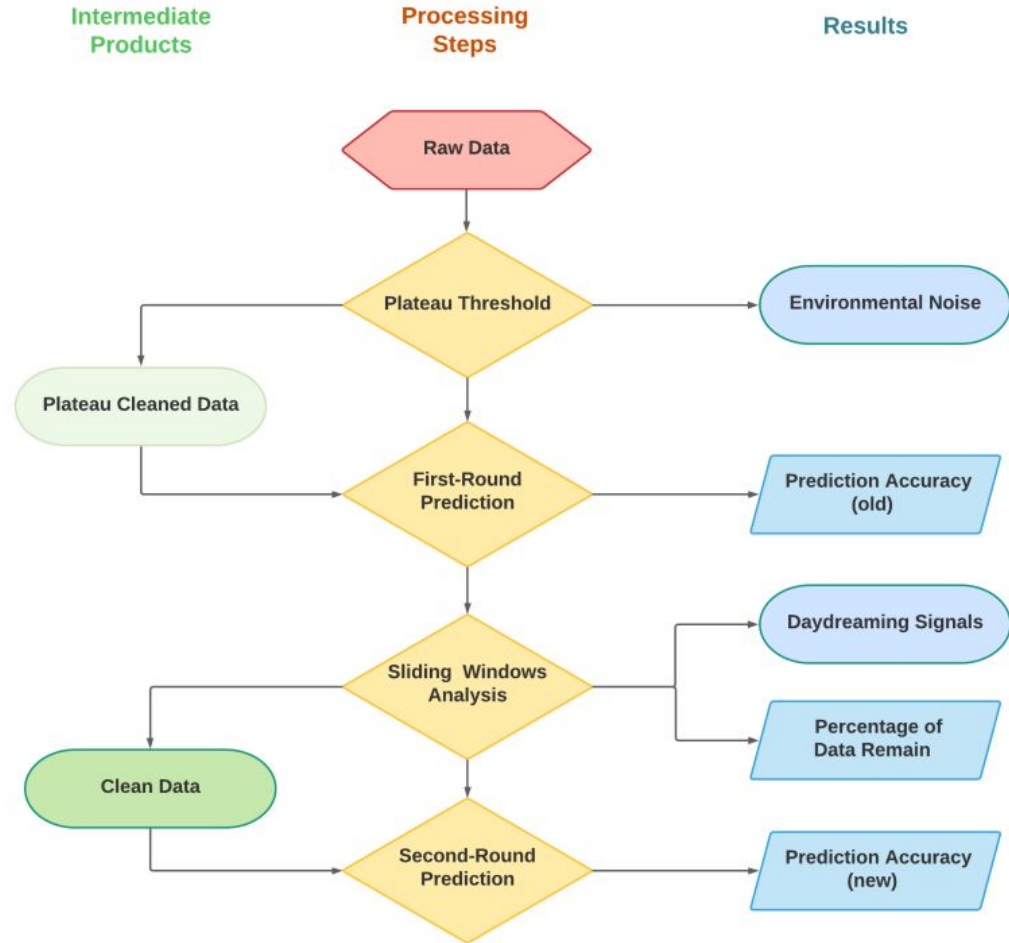
- 10-fold cross validation
- Baseline method: Random Forest (RF), Support Vector Machines (SVM), or Long Short-Term Memory (LSTM) (LSTM)
- Record classification results



# Method—remove daydreaming signal with sliding windows



# Method







## Method—second-round prediction

- Same as first-round:
  - 10-fold cross validation
  - Same baseline method: Random Forest (RF), Support Vector Machines (SVM), or Long Short-Term Memory (LSTM)
- Record classification results
- Calculate data remaining percentage and prediction accuracy

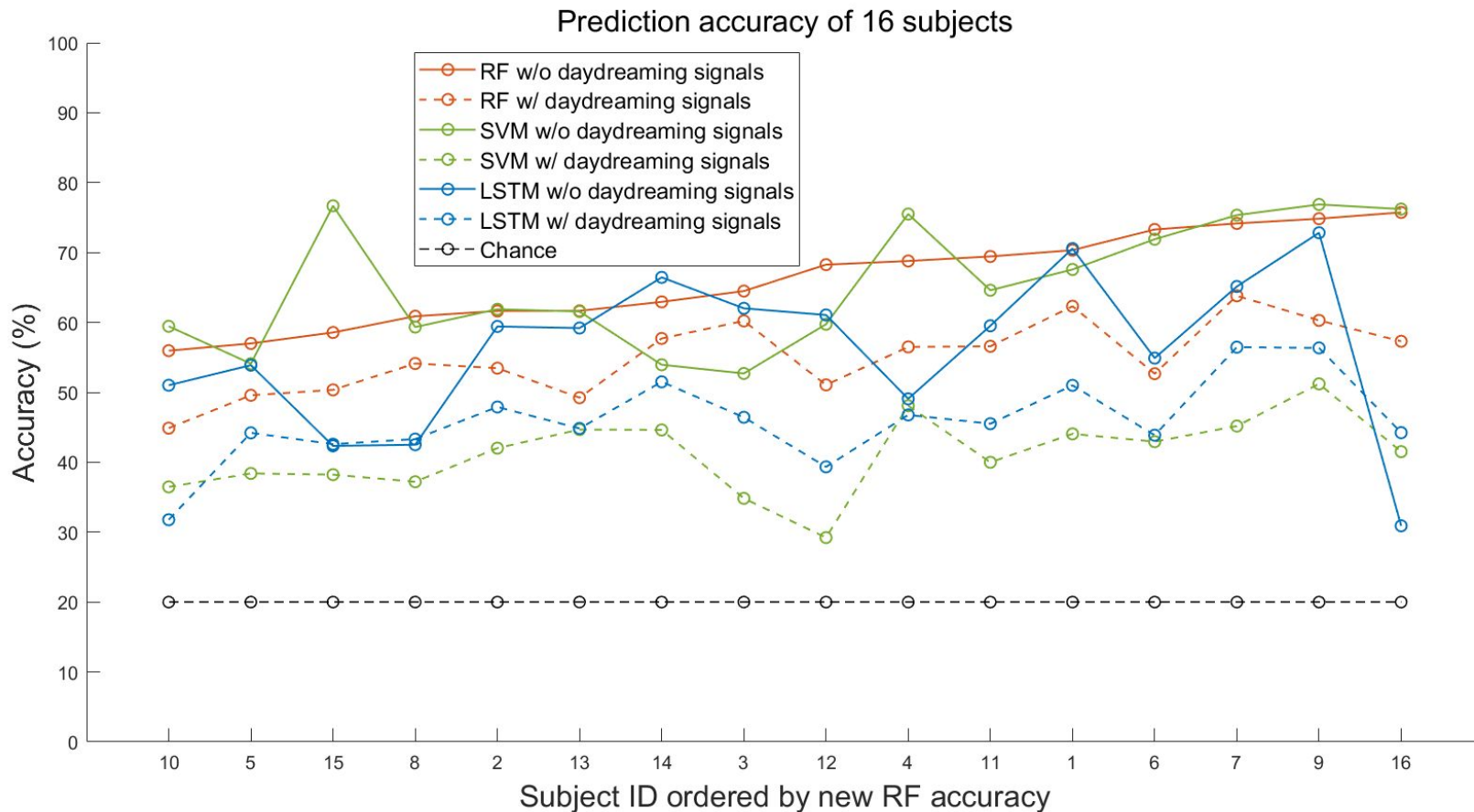


# Results

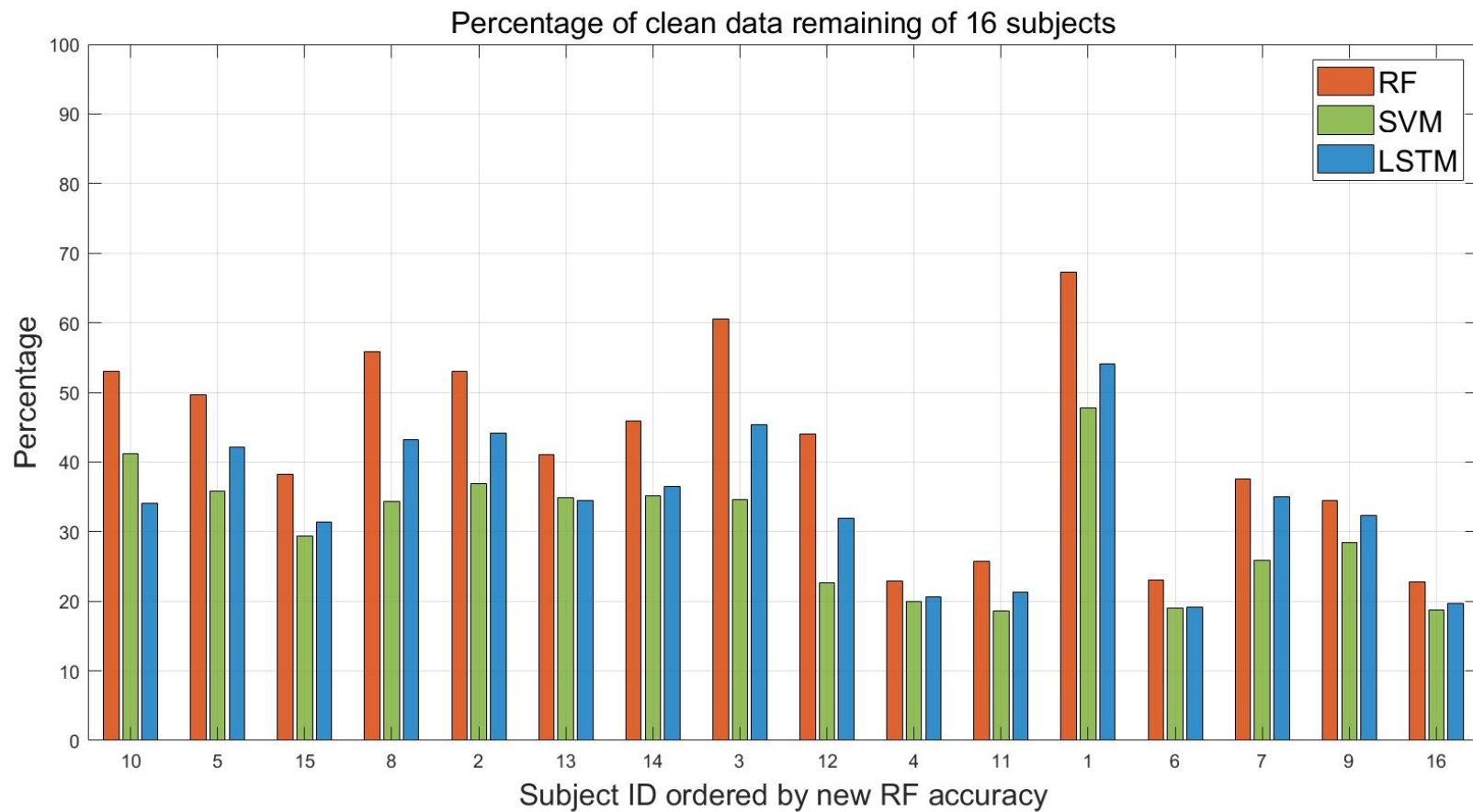
Average Prediction Accuracy for Baseline Methods

	RM	SVM	LSTM
Prediction Accuracy (old)	55.0	41.2	46.0
Prediction Accuracy (new)	<b>66.1</b>	<b>65.5</b>	<b>56.3</b>

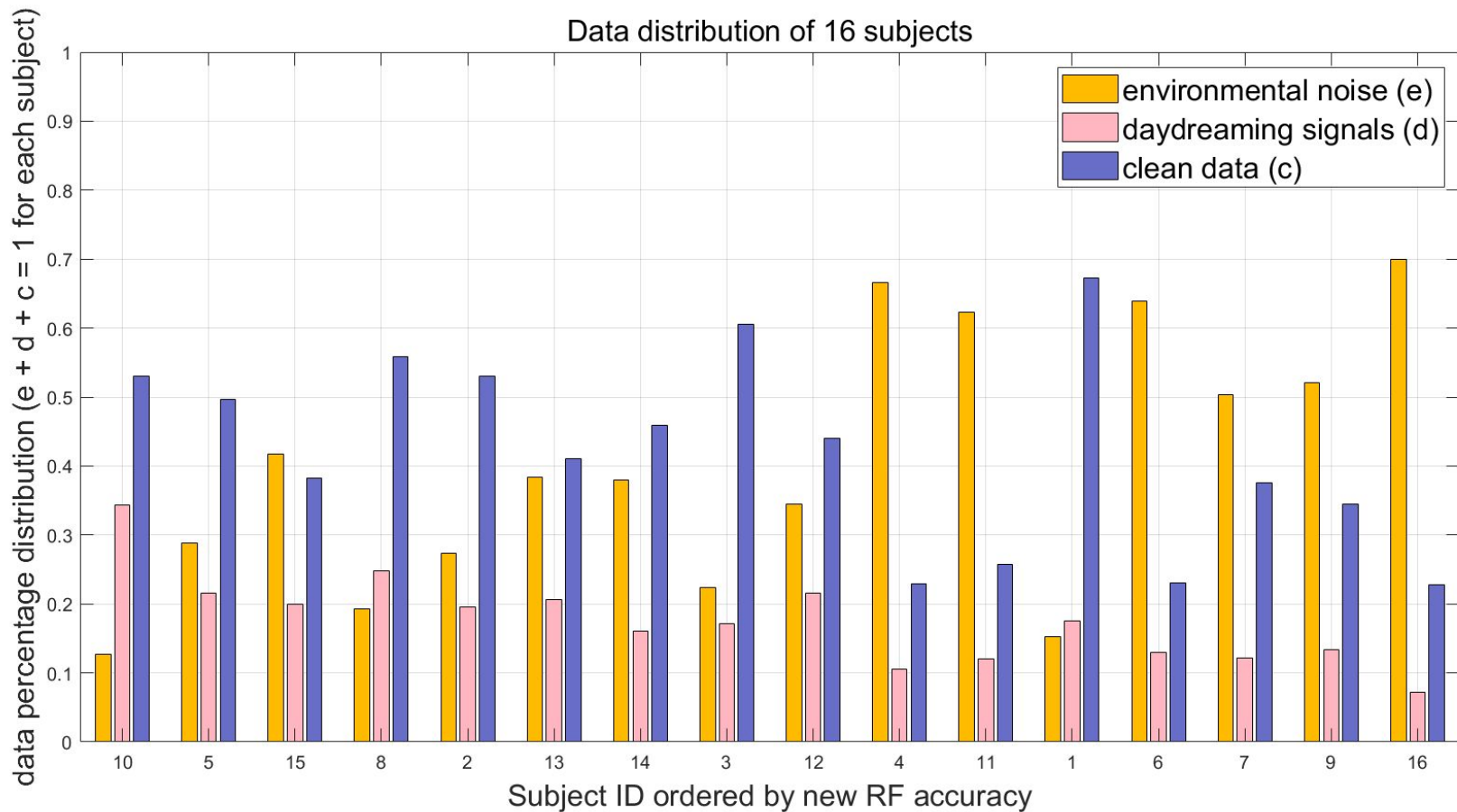
# Result: Prediction accuracy



# Result: Data remaining



# Result: Data distribution





# Discussion & Future direction

- Baseline methods: RF, SVM, LSTM
  - Accuracy
  - Other Algorithms
- Sliding windows: size & overlap
- Daydreaming signal distribution pattern
- Larger dataset



# Conclusion

- Sliding windows -> Daydreaming signals
- Increased accuracy
- Designing and adjusting experimental setups
- Personalizing uses

	RM	SVM	LSTM
Prediction Accuracy (old)	55.0	41.2	46.0
Prediction Accuracy (new)	<b>66.1</b>	<b>65.5</b>	<b>56.3</b>



# Questions?

Thank you for listening!