



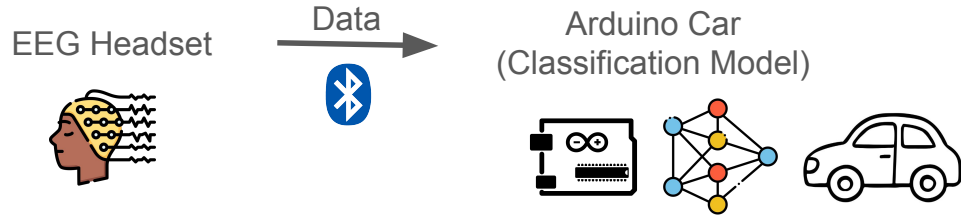
# Mind Drive: EEG-Controlled Arduino Car

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## Members:

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Yicheng Rong

# Mind Drive



## Motivation & Objective

- **Electroencephalogram (EEG)**, also known as “brain wave”, is a promising brain computer interface technology that is **low-cost** and **non-invasive**.
- **Goal: Build a prototype device that can read EEG, decode the user intent, and use that to control an Arduino Car.**

## Target users

- Disabled people who need a different way to control things
- Hobbists wanting to try out BCI technologies
- Researchers working on EEG related projects

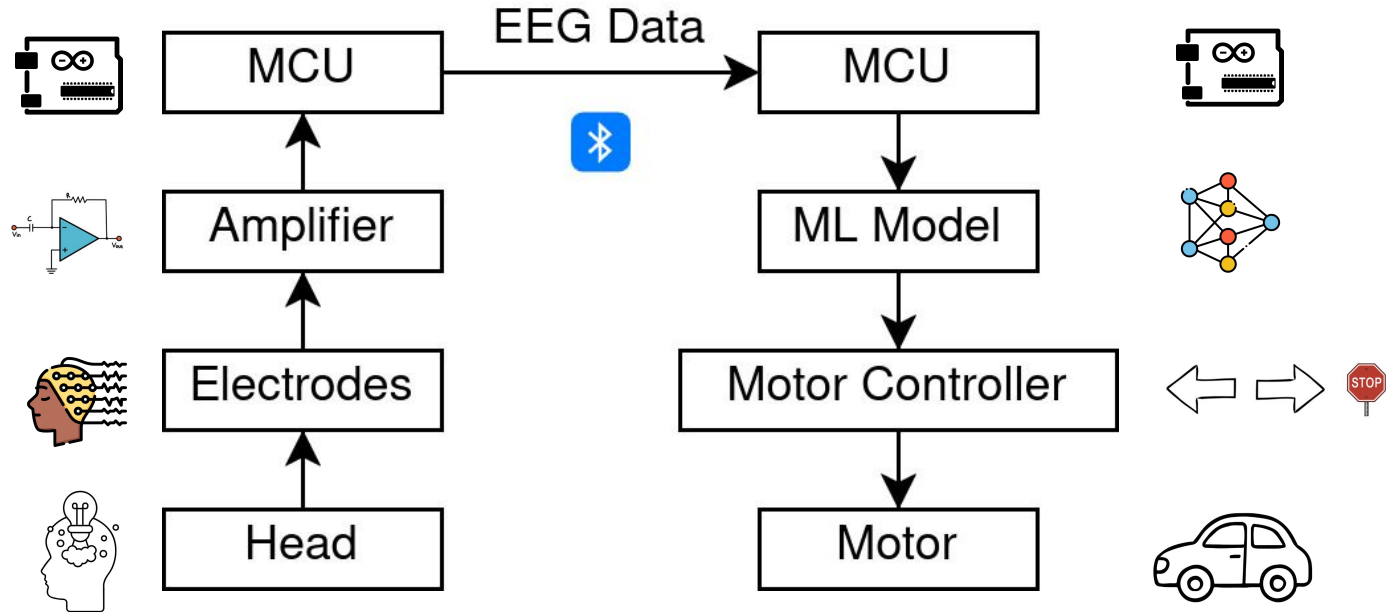
## Embedded ML solution

- Latency: real time control
- Economics: no data transmission and cloud processing costs
- Reliability: no need for internet connection
- Privacy: users' EEG signals are sensitive data



# Components

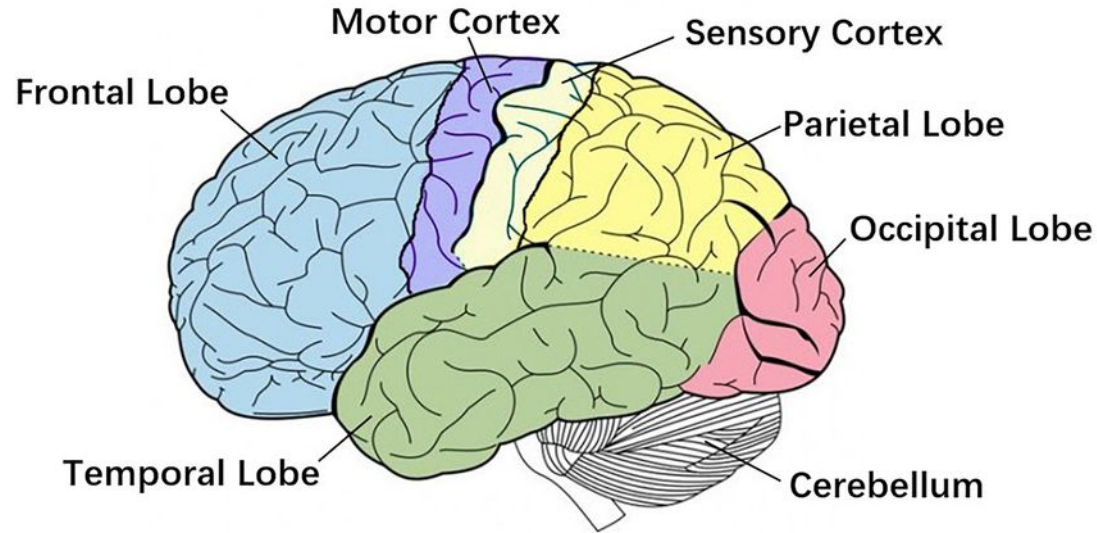
# System Design





# The Motor Cortex

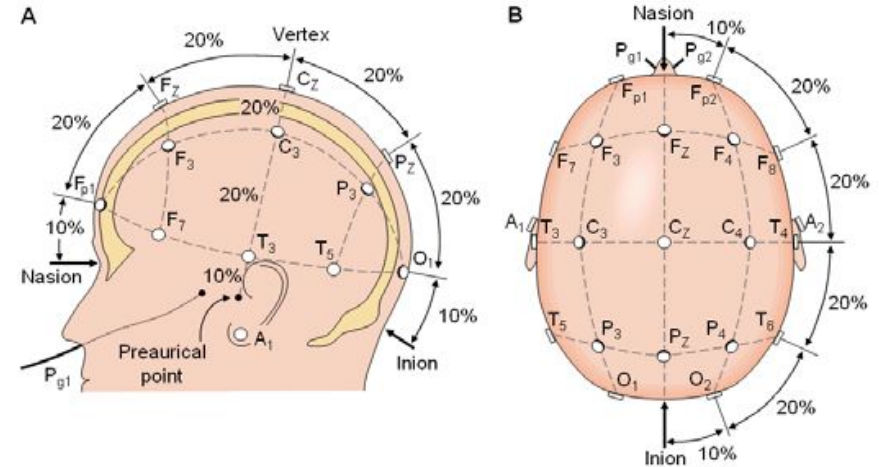
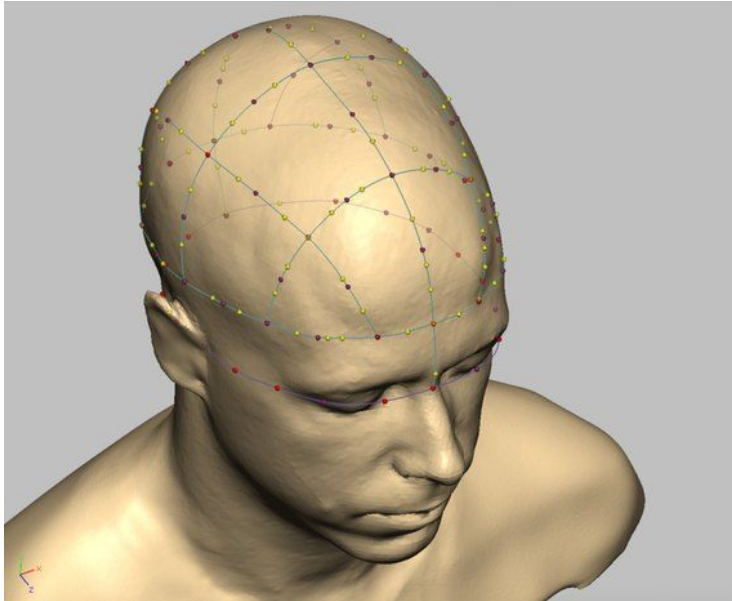
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Images:

[https://www.researchgate.net/publication/331905251\\_Corticomuscular\\_Coherence\\_and\\_Its\\_Applications\\_A\\_Review](https://www.researchgate.net/publication/331905251_Corticomuscular_Coherence_and_Its_Applications_A_Review)

# The EEG 10-20 System



Images:

<https://threeformfashion.com/?p=299>

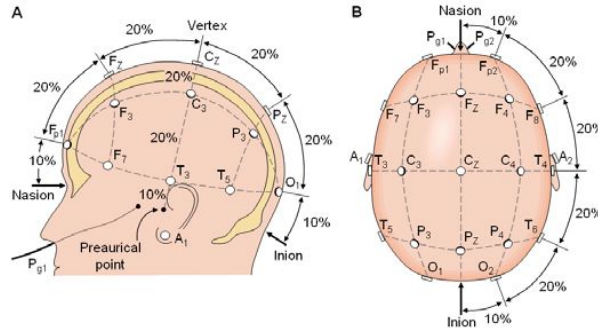
[https://www.researchgate.net/publication/303836379\\_SoundPacman\\_Audio\\_Augmented\\_Reality\\_in\\_Location-based\\_Games](https://www.researchgate.net/publication/303836379_SoundPacman_Audio_Augmented_Reality_in_Location-based_Games)

# Hardware

## EEG Headset



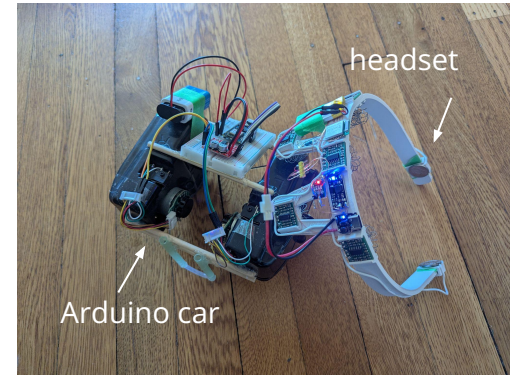
- 5 channels over the motor cortex:  
C3, Cz, C4, FC1, FC2



- Instrumentation Amplifier  
(3000 times, 1-60Hz bandpass filter)

## Arduino Car

- ESP32
- Motor driver IC



# Hardware

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## EEG Headset



5 channels over the motor cortex  
(C3 Cz C4 FC1 FC2)

Instrumentation Amplifier  
(3000 times, 1-60Hz bandpass filter)

## Arduino Car

ESP32

Motor driver IC

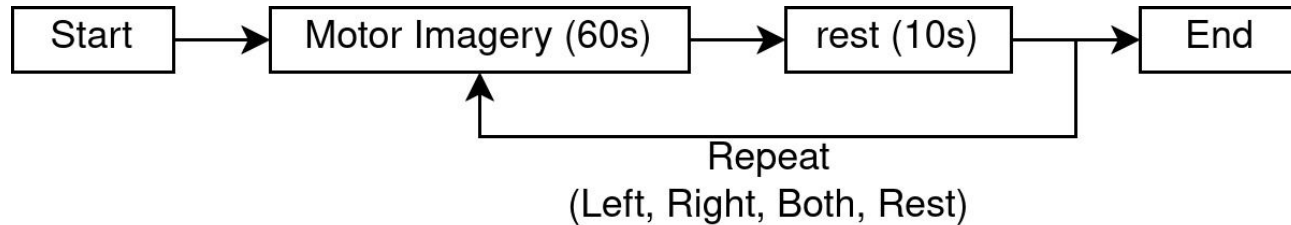


# Dataset Collection

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- Collected 10 Sessions (~40 mins) on one person
- 4 classes: Left, Right, Both, Rest
- For each class, make visual imagination
- 5 EEG Channels, 180Hz using the custom made EEG headset

Scheme:



# Embedded Machine Learning Model

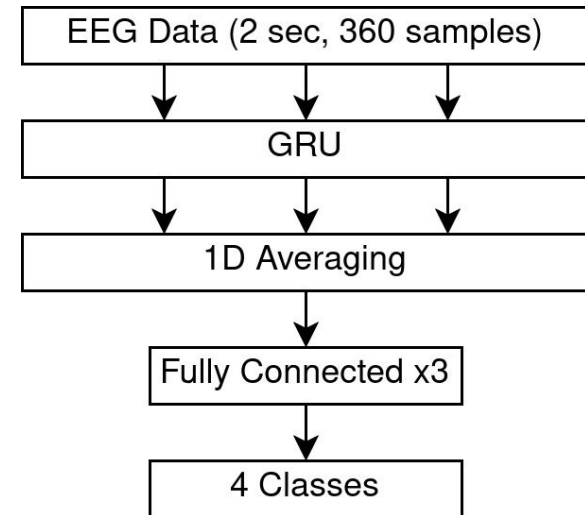
## Data preprocessing

- 1-60Hz bandpass filter (remove noisy, uninformative information from the input data)

## Model selection

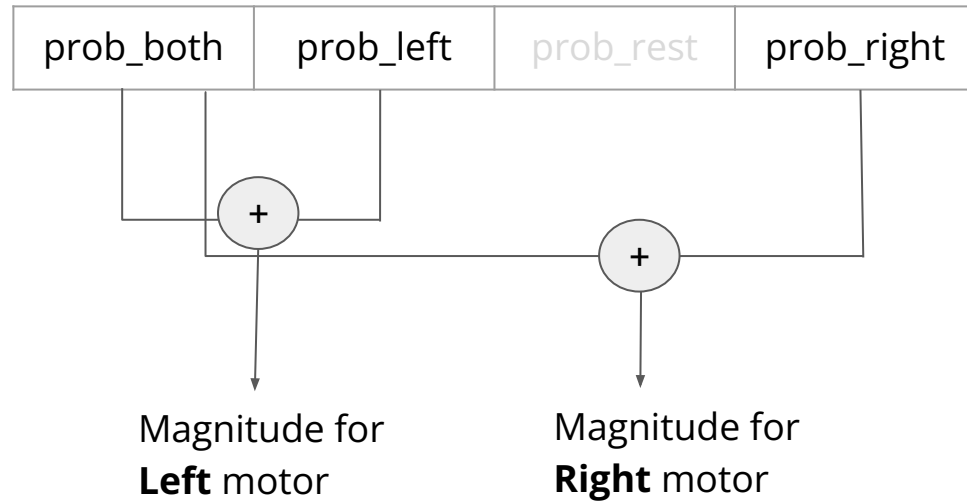
- Experimented with various model architectures including CNN, RNN, LSTM, GRU based models
- Sequence models have much better performance than CNN even with less number of parameters
- However, RNN and LSTM are much slower and more difficult to deploy on the microcontroller

## Model Architecture



# Model Classification to Car Control

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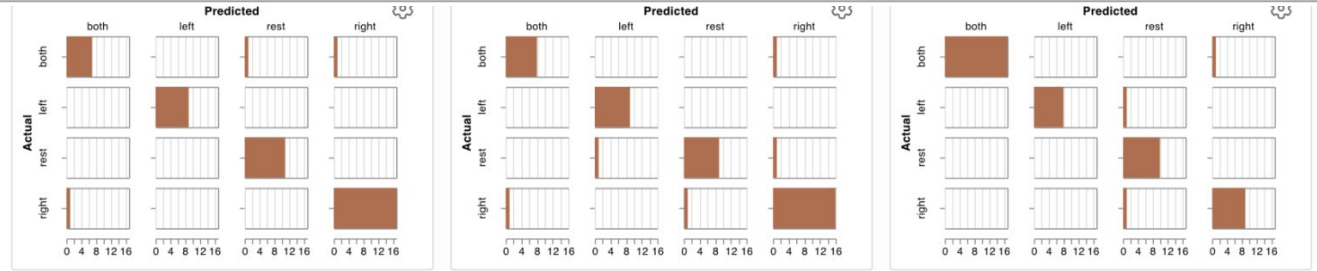




# Results



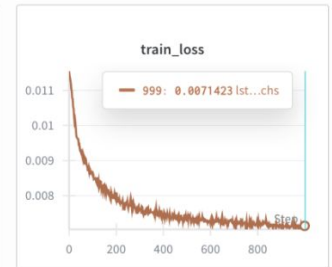
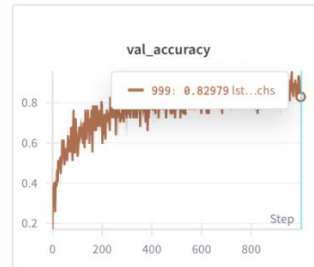
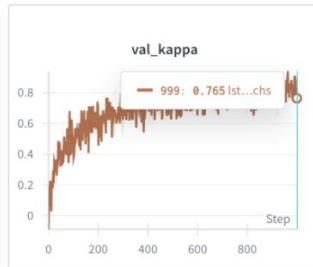
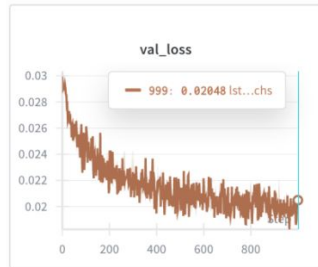
# Validation Accuracy



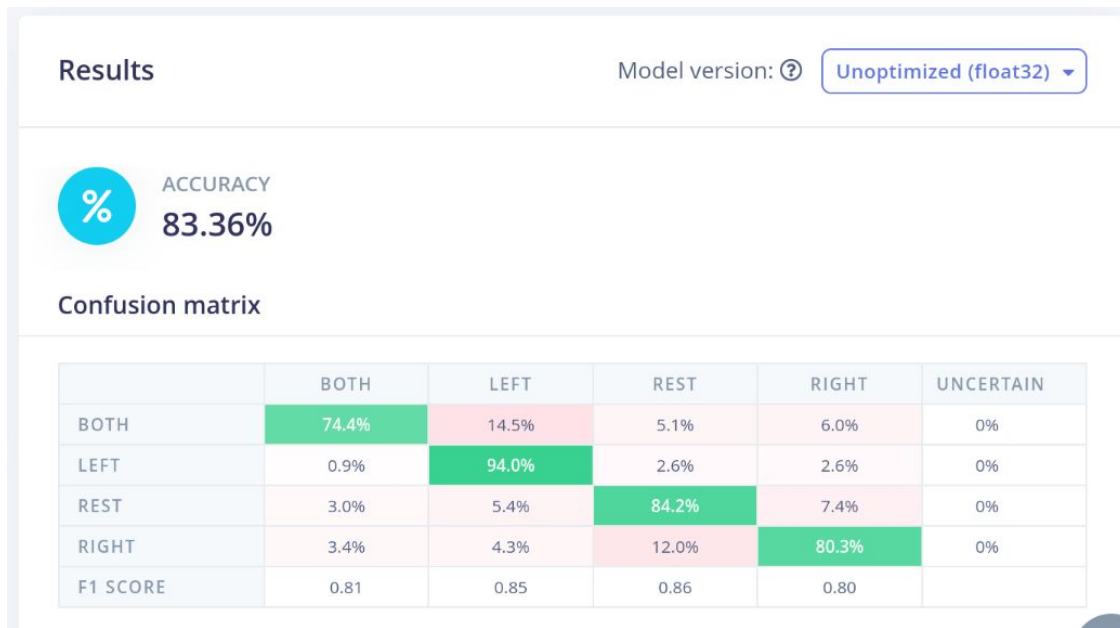
Tables 3

Charts 8

1-8 of 8



# Test Accuracy



# Embedded Performance

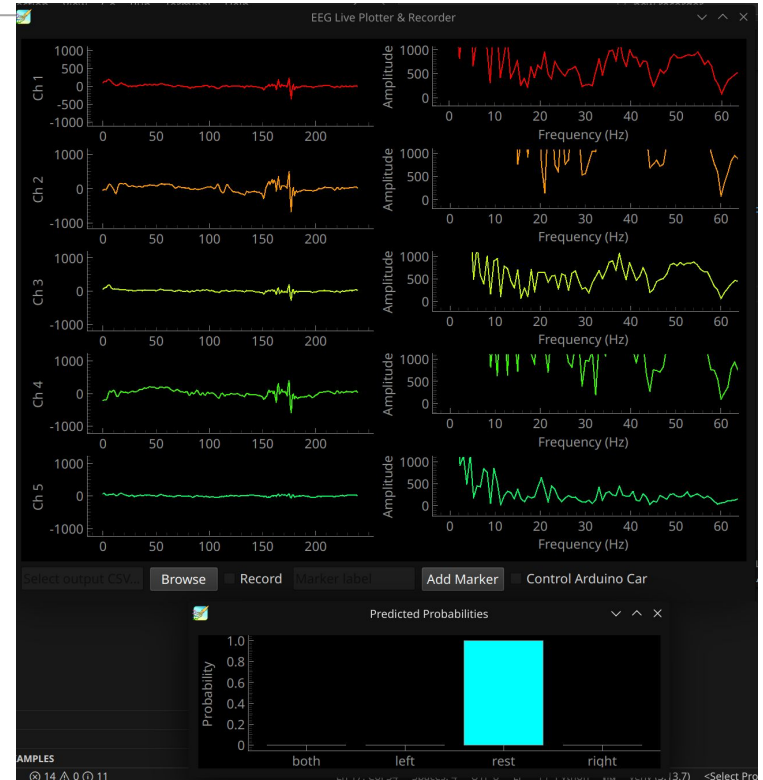
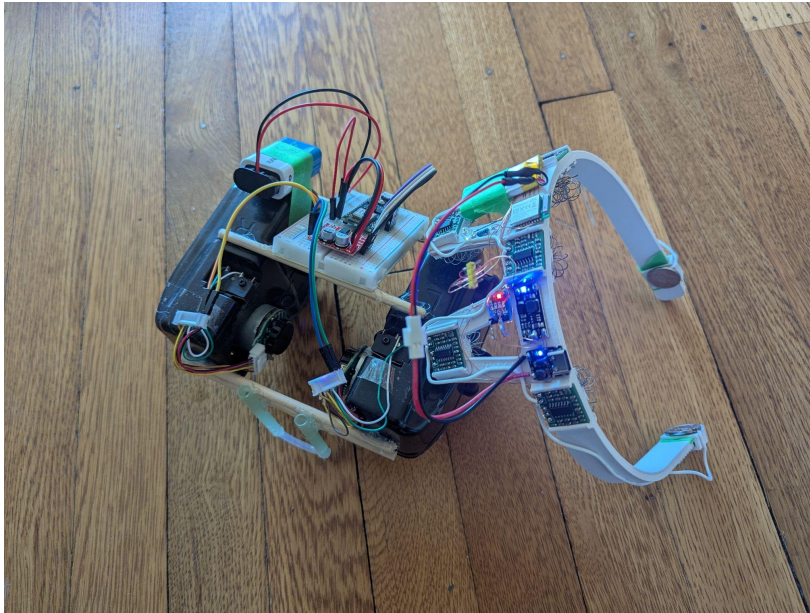
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	GRU	Fully Connected
Flash Size	16.4KiB	9.7KiB
RAM Usage	4096 Bytes	1024 Bytes
Inference Time	1ms	1ms

180 samples per second + 10 full inference per second:

$180\text{ms} + 10\text{ms} = 190\text{ms} = 19\% \text{ CPU load}$

# Hardware & Software









# Challenges

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- Data Collection
  - Data is noisy, hard to do data cleaning manually
  - Domain shifting issue across session
  - Hard to reuse public datasets
- Model Training
  - Small dataset -> prone to overfitting
  - Model accuracy  $\neq$  user experience (different class have different implication on car controlling)
- Deployment
  - Bad framework support for recursive neural networks
  - Limited computation & memory on MCU
  - Bluetooth debugging

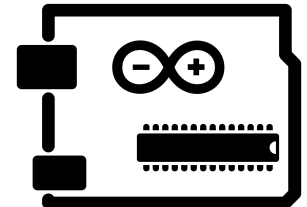


# Q&A

# Overview

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- **Electroencephalogram (EEG)**, also known as “brain wave”, is a promising brain computer interface technology that is **low-cost** and **non-invasive**.
- EEG has potential for various applications, such as health monitoring, accessibility tools, or simply input device for entertainment.
- Goal: Build a prototype device that can read EEG, decode the user intent, and use that to control an Arduino Car.



Carnegie Mellon University





# Target Users

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This project can be beneficial for:

- Disabled people who need a different way to control things
- Hobbists wanting to try out BCI technologies
- Researchers working on EEG related projects

# Why using Embedded Machine Learning

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## **Latency**

- Low latency is required for most applications

## **Economics**

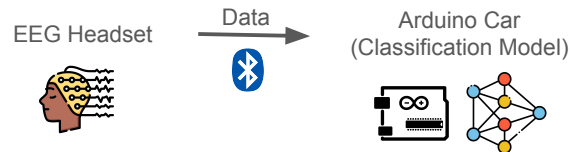
- No data transmission and cloud processing costs

## **Reliability**

- No need for internet connection

## **Privacy**

- The users EEG signals are sensitive data



# System Design

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