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INTRODUCTION

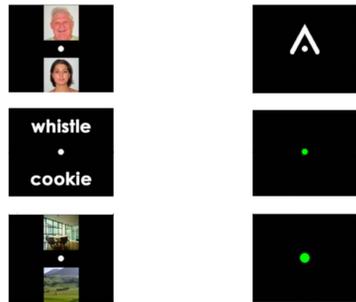
- Many techniques exist for removing overt problems in EEG data (e.g., blinks and other ocular/muscular artifacts)
- However, traditional techniques may miss more subtle effects or poor data due to e.g. participant inattention
- We developed the CABER method to reject (“toss”) such trials
- CABER uses deep multivariate pattern analysis (dMVPA), implemented via DeLINEATE, a deep learning toolbox¹
- Requires factorial design with at least two orthogonal factors

DATASETS

Dataset 1: Perceive/Refresh

- Previous dataset examining neural correlates of refreshing²
- N = 37 young, healthy subjects
- Recorded with 32-channel low-impedance EEG cap
- 11,962 epochs total (3,951 Refresh; 8,011 Perceive)
- Artifact rejection: epochs rejected if peak-to-peak amplitude >150µV, or any EEG channel had flat period of >75ms
- *Perceive*: Presented with two items (faces, words, or scenes)
- *Refresh**: Think back to and visualize one of the two items

Perceive (1500ms) **Cue* (1500ms)**
Faces OR words OR scenes Refresh OR NoAct OR Act



* NoAct = do nothing. Act = button press. We analyzed only Refresh cues (up/down arrows).

Dataset 2: Visual Short-Term Memory (VSTM)

- N = 27 young, healthy subjects
- Recorded with 256-channel high-impedance EEG cap
- 4,864 epochs total
- Artifact rejection: channels manually rejected, epochs rejected if peak-to-peak amplitude >100µV
- Subset of channels converted to approximate 10/20 system
- Only encoding period of the VSTM task analyzed
- Presented with either *one* or *two* colored discs, both in either *left* or *right* hemifield, for 1000ms

Example epoch

Two items; Right hemifield



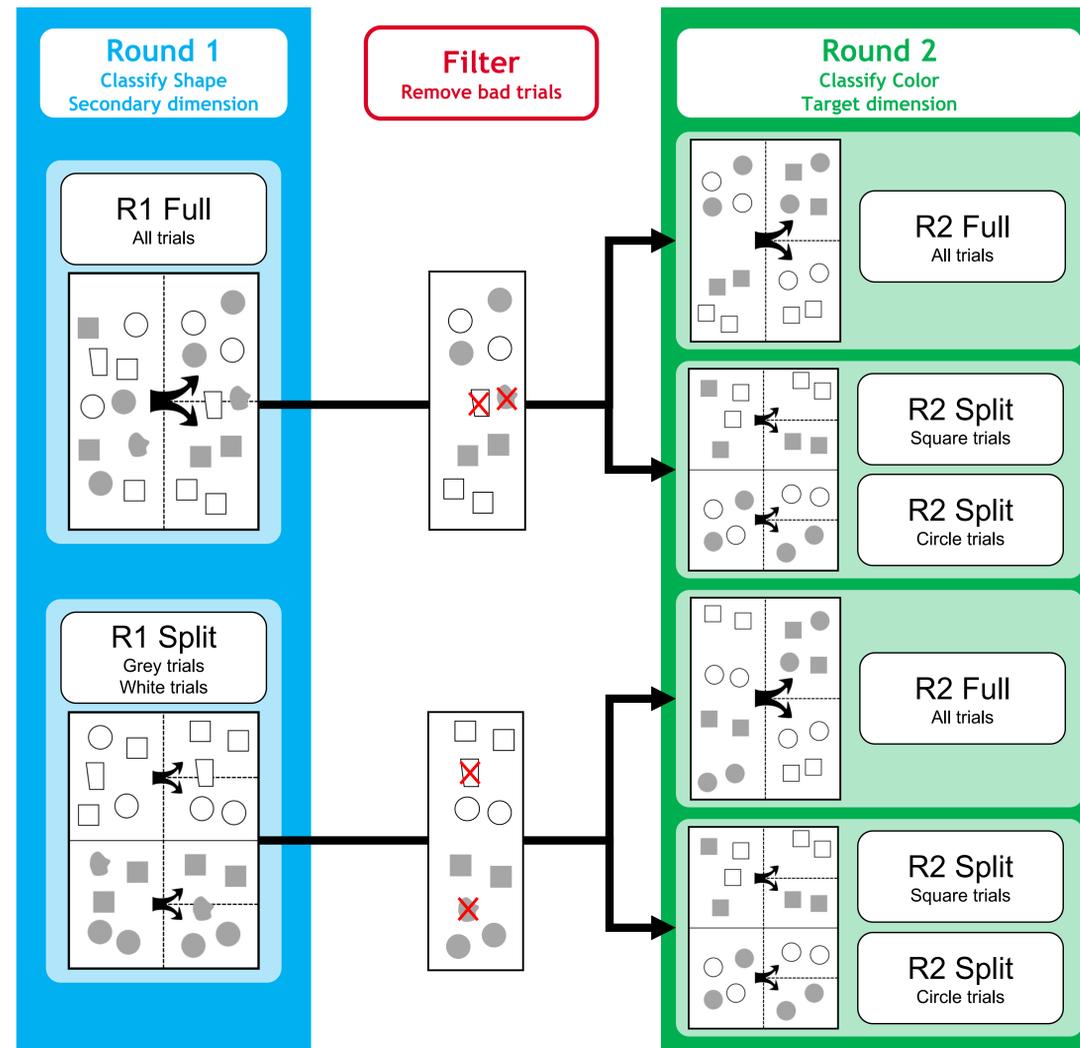
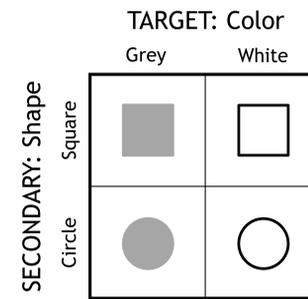
APPROACH

Premise of CABER tossing

If the primary classification of interest is over Dimension A, use classification accuracy over an orthogonal Dimension B to identify high/low quality trials before performing classification over Dimension A.

Conceptual example

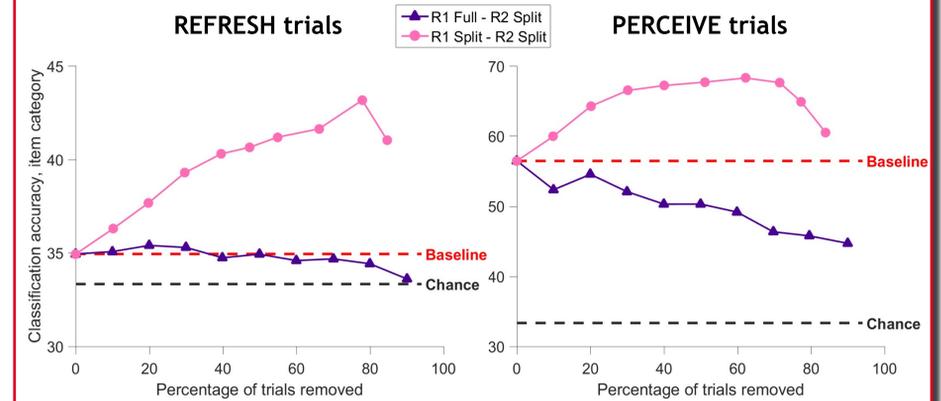
- Dataset with two dimensions (color: grey/white; shape: circle/square)
- Color: dimension of interest, i.e. **target** dimension
- Shape: of secondary interest, i.e. **secondary** dimension
- Three steps:
 - Round 1: Classify trials over *secondary dimension*, e.g. shape
 - Filter: Remove trials with low decodability in Round 1
 - Round 2: Classify trials over *target dimension*, e.g. color
 - Round 3: Profit
- We explored two manipulations:
 - Effects of removing 10% least decodable trials, vs 20%, 30%, ... 90%
 - When classifying over one dimension, effects of *splitting* (Split) or *splitting* (Full) the dataset according to the orthogonal dimension



RESULTS

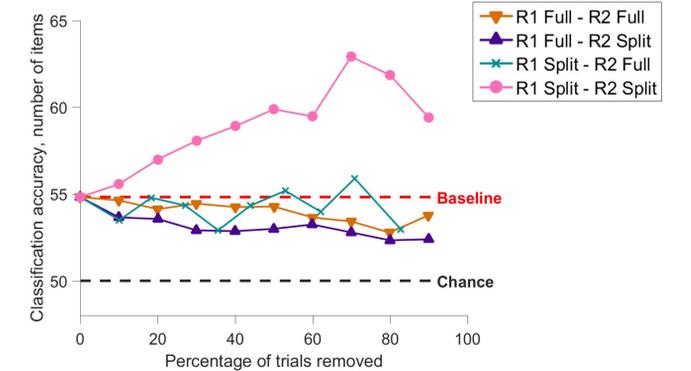
Dataset 1: Perceive/Refresh

- Target dimension: item category (face/scene/word)
- Secondary dimension: task performed (Perceive/Refresh)
- Baseline accuracy (pre-CABER, no trials removed): 56.5% Perceive, 34.9% Refresh



Dataset 2: VSTM

- Target dimension: number of items (one/two)
- Secondary dimension: hemifield (left/right)
- Baseline accuracy (pre-CABER, no trials removed): 54.2%



CONCLUSIONS

- Classification accuracy improved from baseline *only* when Rounds 1 and 2 were split
- Splitting both Round 1 and 2 improved accuracy regardless of how much/little data was removed
- Suggests some kind of overall data quality exists that can be indexed by decoding
- Separable from traditional artifact rejection (AR): CABERING both datasets before and after traditional AR produced same results

REFERENCES & ACKNOWLEDGEMENTS

- ¹DeLINEATE: A deep learning toolbox for neuroimaging data analysis. <http://delineate.it>
<http://bitbucket.org/delineate/delineate>
- ²Johnson MR, McCarthy G, Muller KA, Brudner SN, Johnson MK. 2015. *Journal of Cognitive Neuroscience*, 27: 1823-1839

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