STEADY STATE VISUAL EVOKED POTENTIAL (SSVEP)

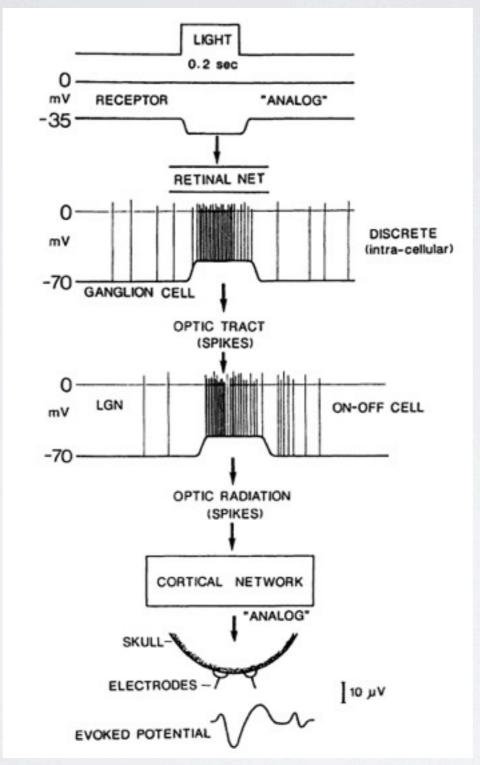
Neuroimaging workshop February 1st, 2012

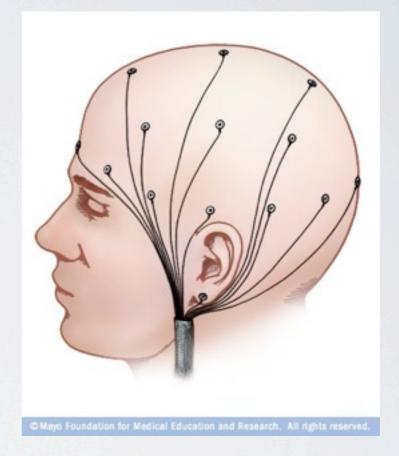
Farhan Baluch fbaluch@usc.edu

OUTLINE

- EEG overview
- -What is the SSVEP?
- -How is it used to address neuroscience questions?
- -How to design stimuli to obtain the SSVEP?
- -What kind of analysis is necessary?
- -Conclusions

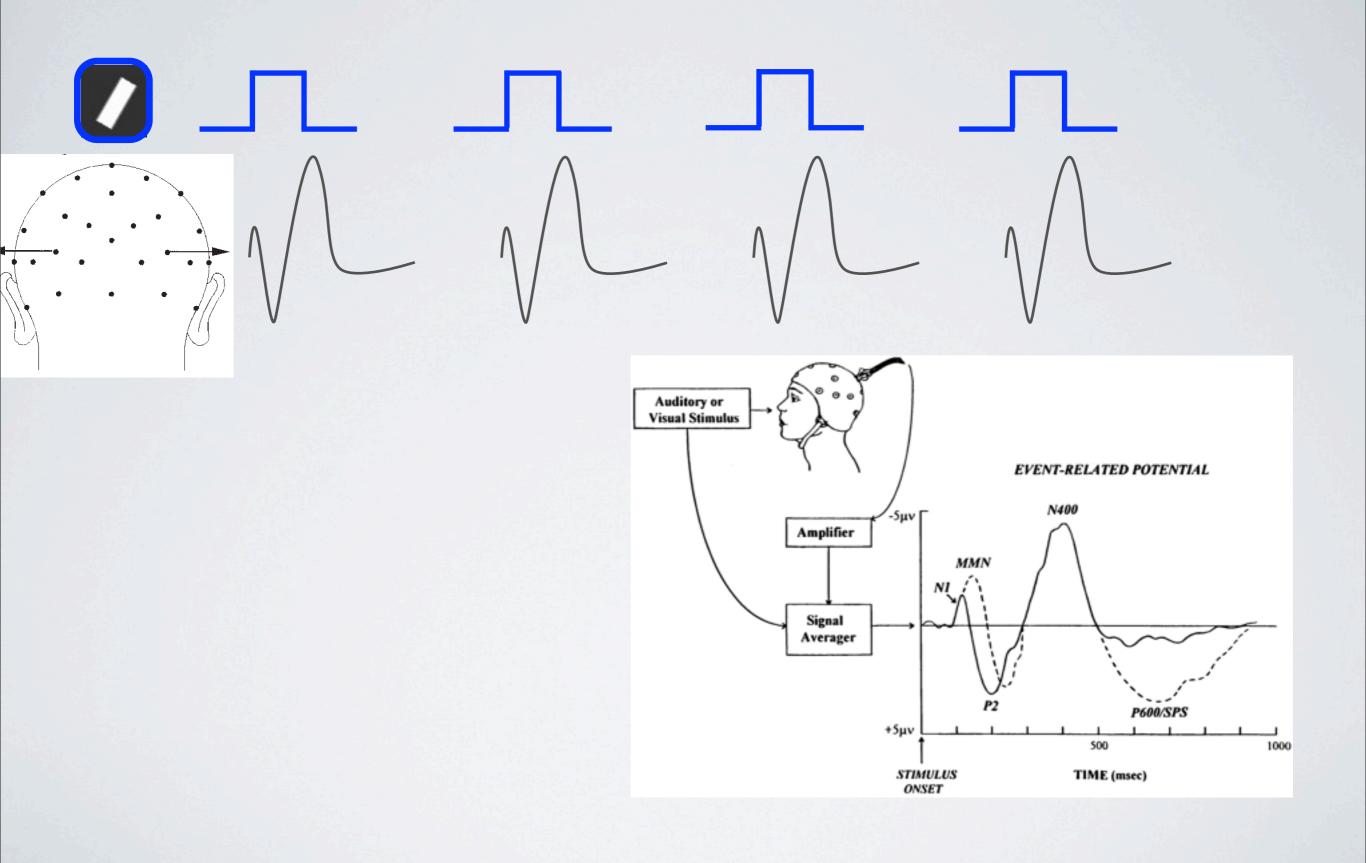
EEG REPRESENTS THE SUMMED ACTIVITY OF MANY NEURONS





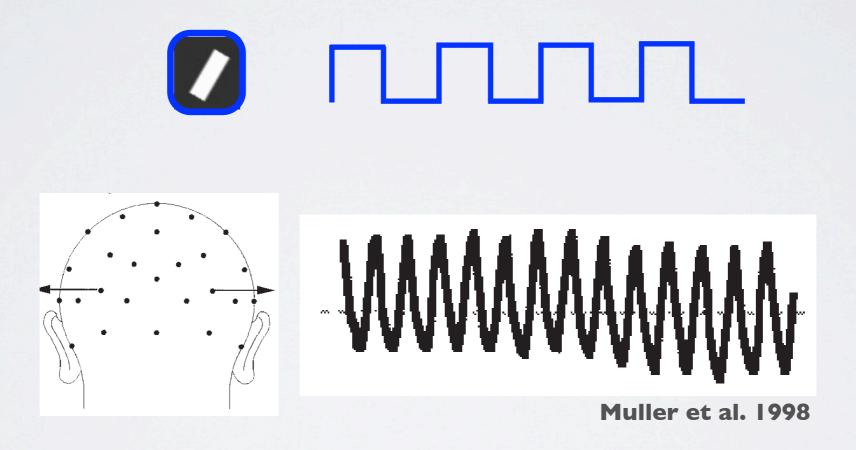
Machinery of the Mind - E Roy John (1990)

VISUAL EVOKED POTENTIAL

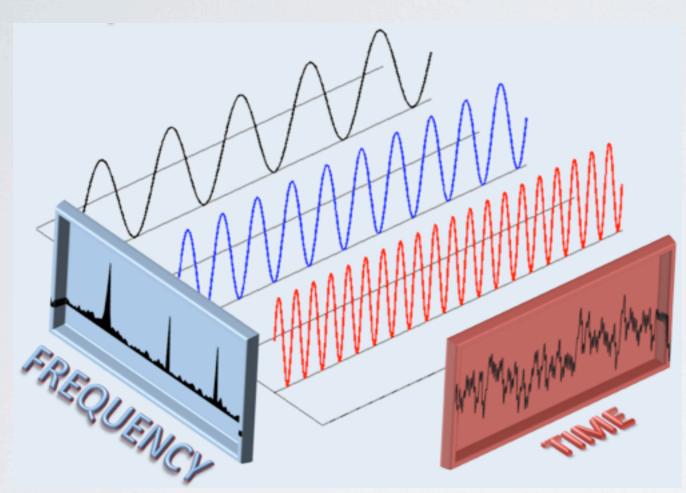


STEADY STATE VISUAL EVOKED POTENTIAL

modulation of the stimulation at a smaller time scale results in entrainment and a SSVEP



I SLIDE INTROTO FFT



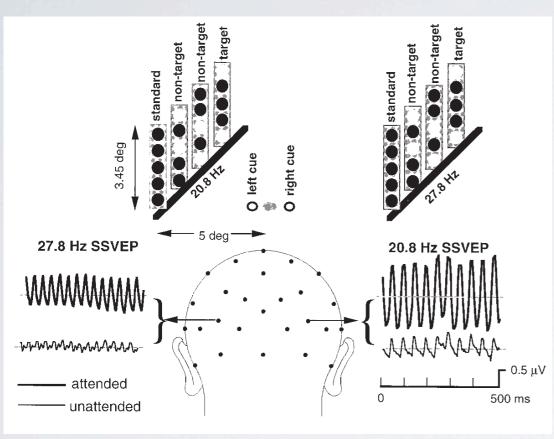
http://groups.csail.mit.edu/netmit/sFFT/

time domain signal

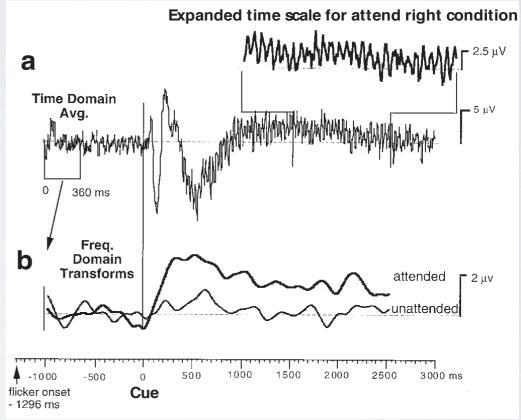
FFT

frequency domain signal

ATTENTION ENHANCES THE POWER OF THE SSVEP

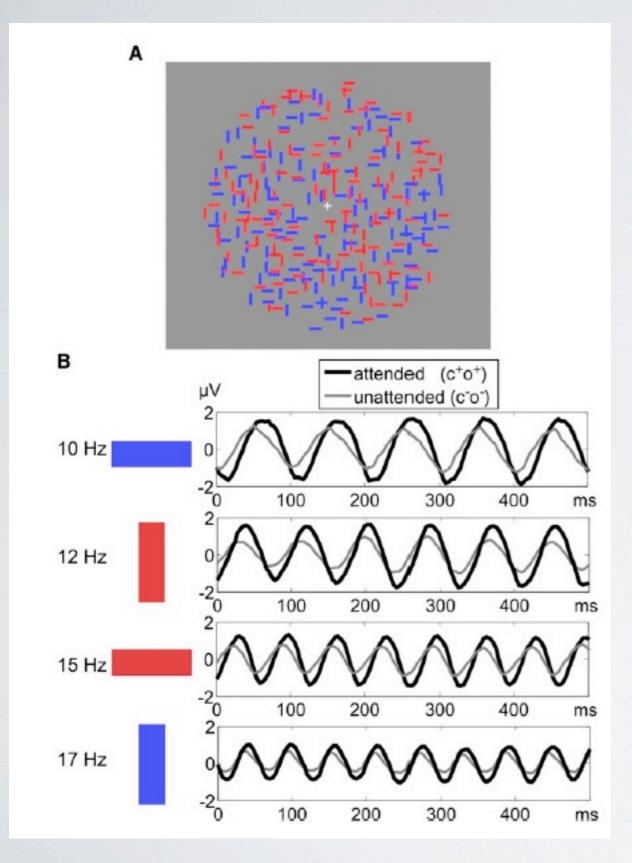


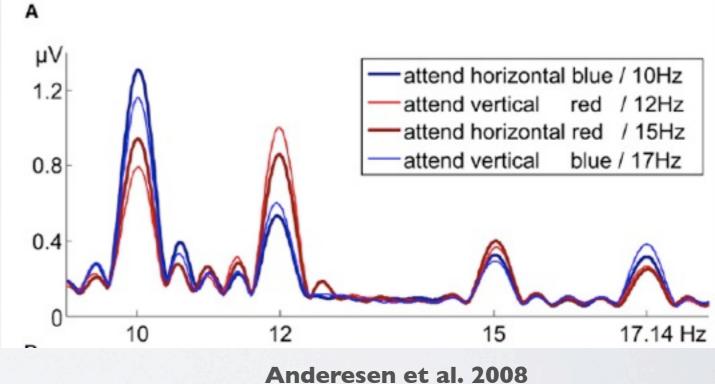
Muller et al. 1998



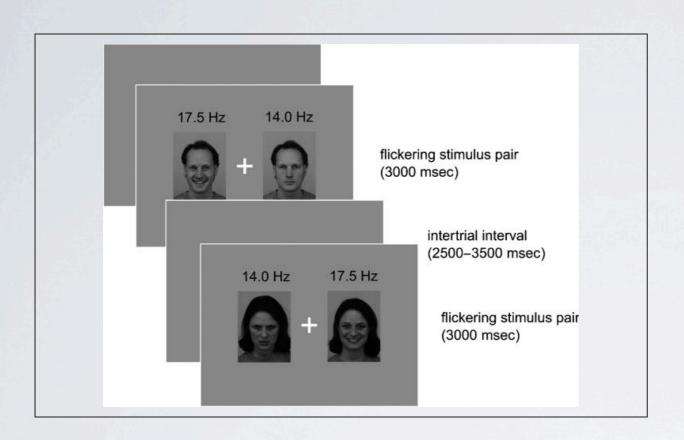
Muller et al. 1998

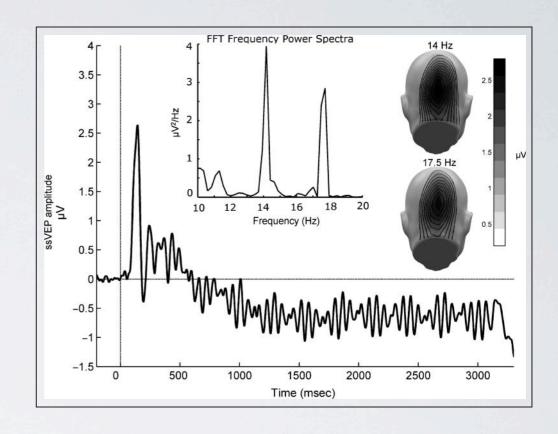
SSVEP FOR FEATURE TAGGING

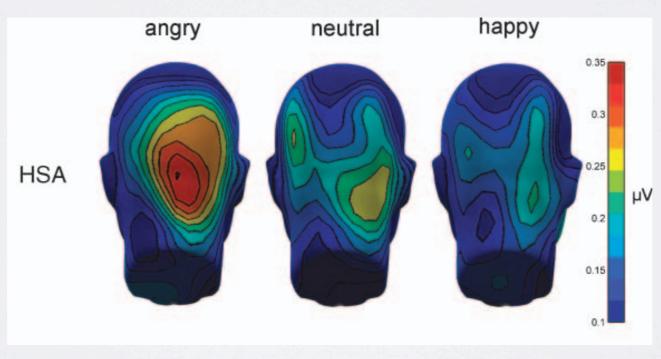




SSVEP COG NEURO EXAMPLE

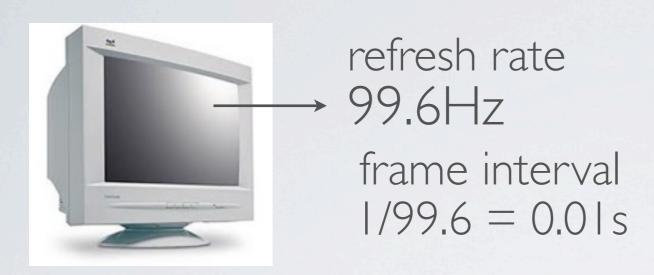




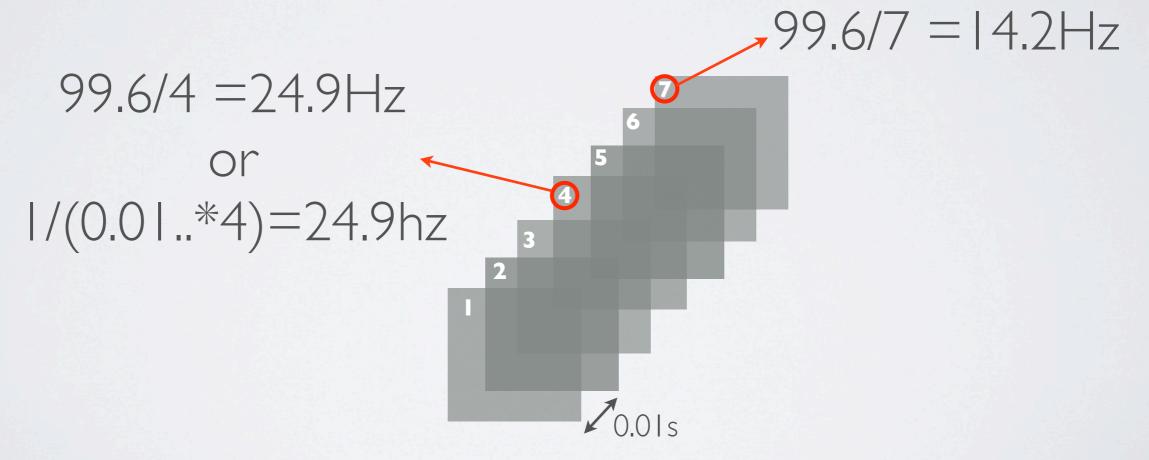


Wieser et al. 2011

IMPLEMENTATION-STIMULUS



-stimulus frequencies must be chosen as a multiple of the monitor refresh frequency



STIMULUS-PSYCHTOOLBOX FUNCTIONS

getting inter-frame interval of monitor

```
ifi = Screen('GetFlipInterval', window);
```

getting inter-stimulus interval

```
f = 14.2;
isi = 1/f;
```

loop to display flicker

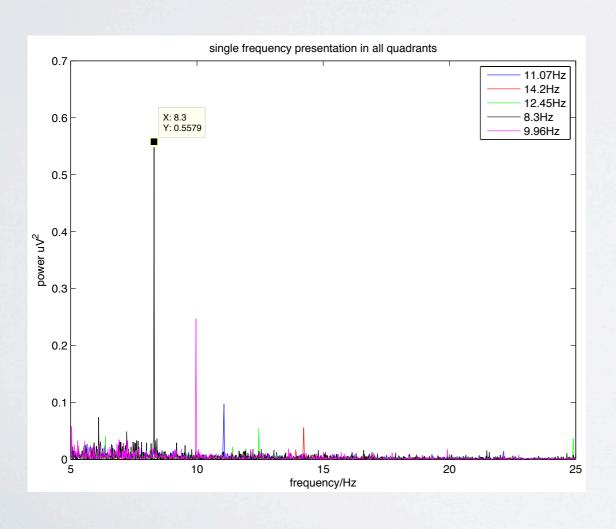
```
displayTime = 3;
start = getSecs();
prevVbl = Screen('Flip', window);

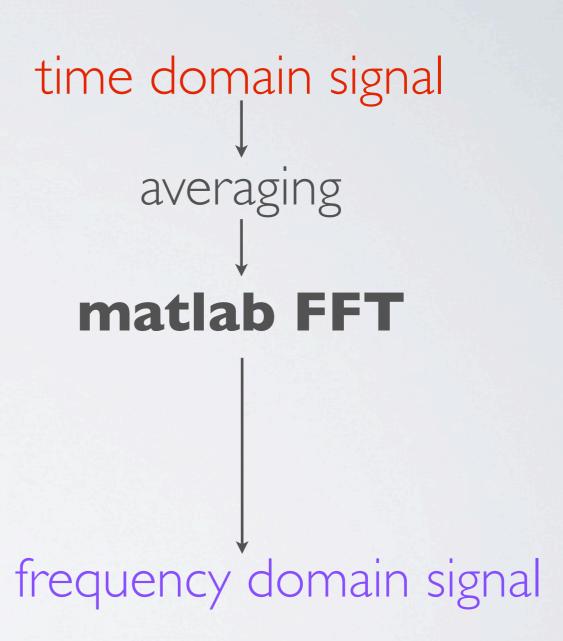
while(now < start + displayTime;)
    if(currentInterval >= isi)
        Screen('DrawTextures', window, texture);
        currentInterval = 0;
end

vbl = Screen('Flip', window);
currentInterval = currentInterval + round((vbl-prevVbl)/ifi);
prevVbl = vbl;
now = getSecs();
end
```

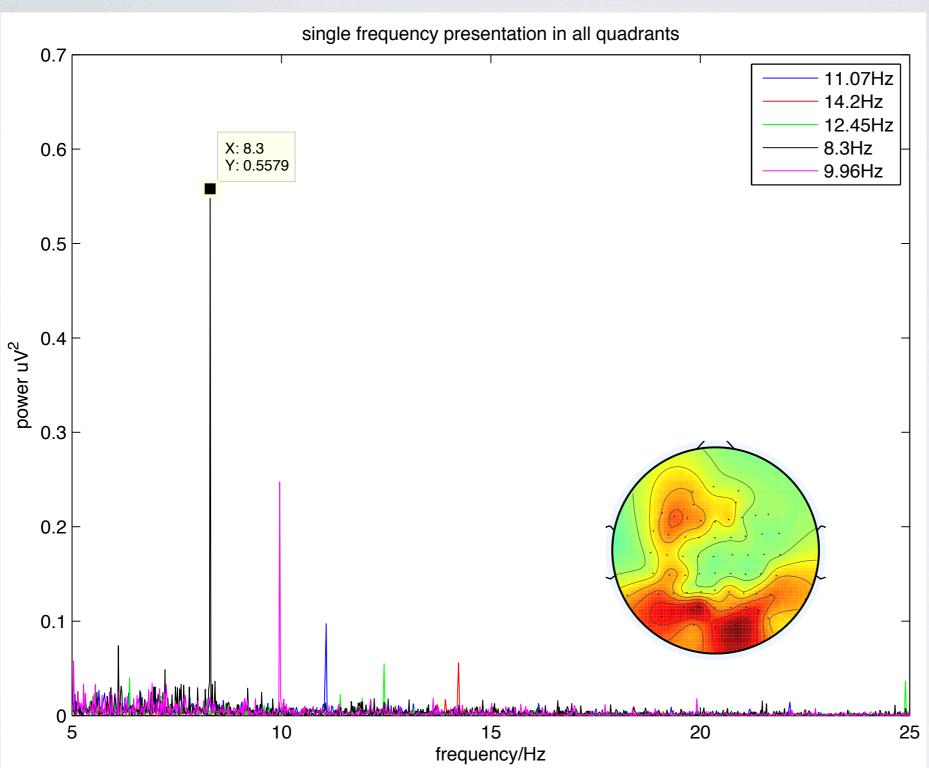
ANALYSIS







SEPARATE FREQUENCY RESPONSES





CONCLUSIONS

- SSVEP is a powerful technique specially useful for probing attention related aspects
- provides high temporal resolution signals for analysis
- analysis is fairly simple
- reliable and robust response if you get the stimulus and setup right.