

Improving BCI-based Color Vision Assessment Using **Gaussian Process Regression**

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Introduction • Color vision deficits (CVDs) affect $\sim 20\%$ of the population. • **Metamers:** light sources with different spectral distributions that are the same color Fig. 1. Example of a metamer – (left) Monochromatic (590 nm) and (right) dichromatic (525 (green) and 625 (red) nm) light sources that are both yellow. • BCI-based Color Vision Assessment: Alternating between two light sources at fixed intervals (1) monochromatic amber LED & (2) dichromatic red/green LED Color mismatch (non-metamers) eliciting steady-state visual evoked potentials (SSVEPs) Color match (metamers) eliciting no SSVEP • time Fig. 2. Visual stimulation in BCI-based color vision assessment Measuring SSVEPs using electroencephalography (EEG) **BCI-based color vision Existing color vision**

assessment methods	assessment
🗙 Behavioral response	Brain response 🗸
× Subjective	Quantitative 🗸
× Extensive Training	Easy to use 🗸
Accurate	Slow and noisy $ imes$

• metalD+ \rightarrow Making BCI-based color vision assessment 61.3% faster while reducing noise



10-fold cross validation was used to train metalD and metalD+

Fig.4. Two 10-bit PWMs controlled the dichromatic light source, resulting in a 1024×1024 search space. We sampled subspace X, where the luminance values of the dichromatic and monochromatic light sources were expected to match. 168 uniformly distanced locations were sampled in X.





- X: colors of dichromatic
- y(X): measurements
- f(X): noise-free
- ϵ : IID Gaussian noise with zero mean variance
- K(X, X'): covariance

(b) Ground Truth



Fig. 6. Example grids for ground truth (obtained by averaging all data for the user), metaID, and metaID+. The colors of each cell represent the amplitude of the measurement. The ground truth is based on 84 minutes of data. The measurements of metaID+ are based on 2.8 minutes of data.



- to reduce noise
- accurate at the same time.

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Results

• Performance metric: SSE defined as the ℓ_2 norm distance between all measurements and their corresponding ground truth

> Fig. 7. Average SSE of all participants for metalD compared to metalD+.

 metalD+ needs only 2.1 seconds of data to achieve lower error than metalD that 5.5 seconds of data, resulting in 61.3% reduction in the amount of data required while providing lower error.

Conclusion

• metalD+ leverages the spatial correlation among measurements

• metalD+ could lower the SSE error by requiring 61.3% less data, making BCI-based color vision assessment faster and more

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