

Introduction

- Passive brain-computer interfaces (pBCI) have the potential to improve cognitive-motor performance in future Artemis missions
- However, pBCI must accurately classify mental workload using a small segment of brain activity (see Fig. 1)
- In this work we use an enhanced version of our computational model [1, 2] to predict mental workload with an HRI task

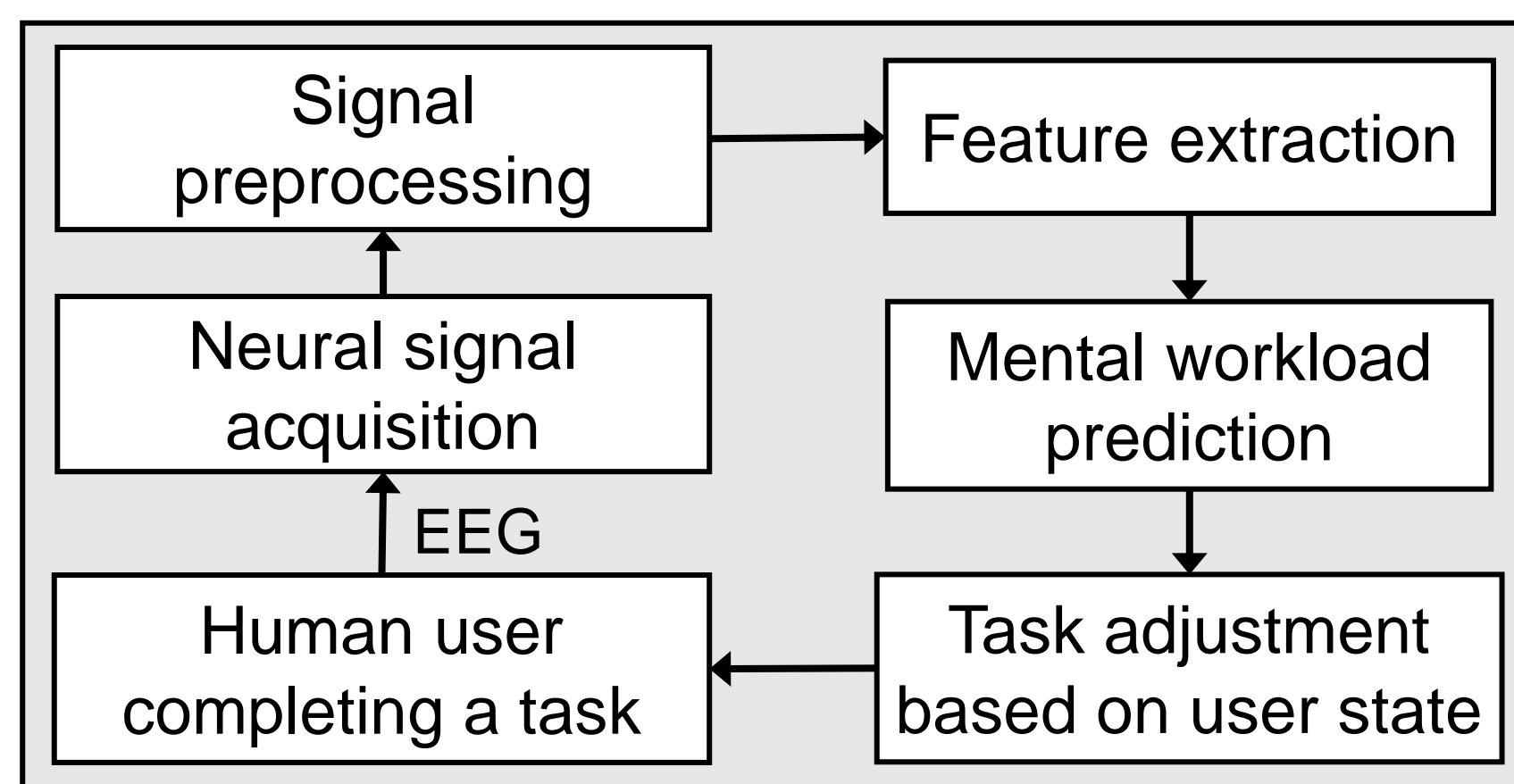


Fig. 1. Overview of a general pBCI system.

Methods

- Six participants completed the Rush Hour puzzle (two difficulty levels) with an engaged (RE) or disengaged (DE) robot
- EEG was collected, preprocessed, and segmented into 5-second windows
- Five frequency ranges were considered
- EEGs of ten channels were mapped into visibility graphs (VGs) and assembled as layers of a multiplex VG (MVG) [3]
- The edge overlap, or entanglement, of MVGs was computed [4]
- A support vector machine (SVM) classifier was trained with the computed measures to classify two levels of mental workload

Results

Classification Performance

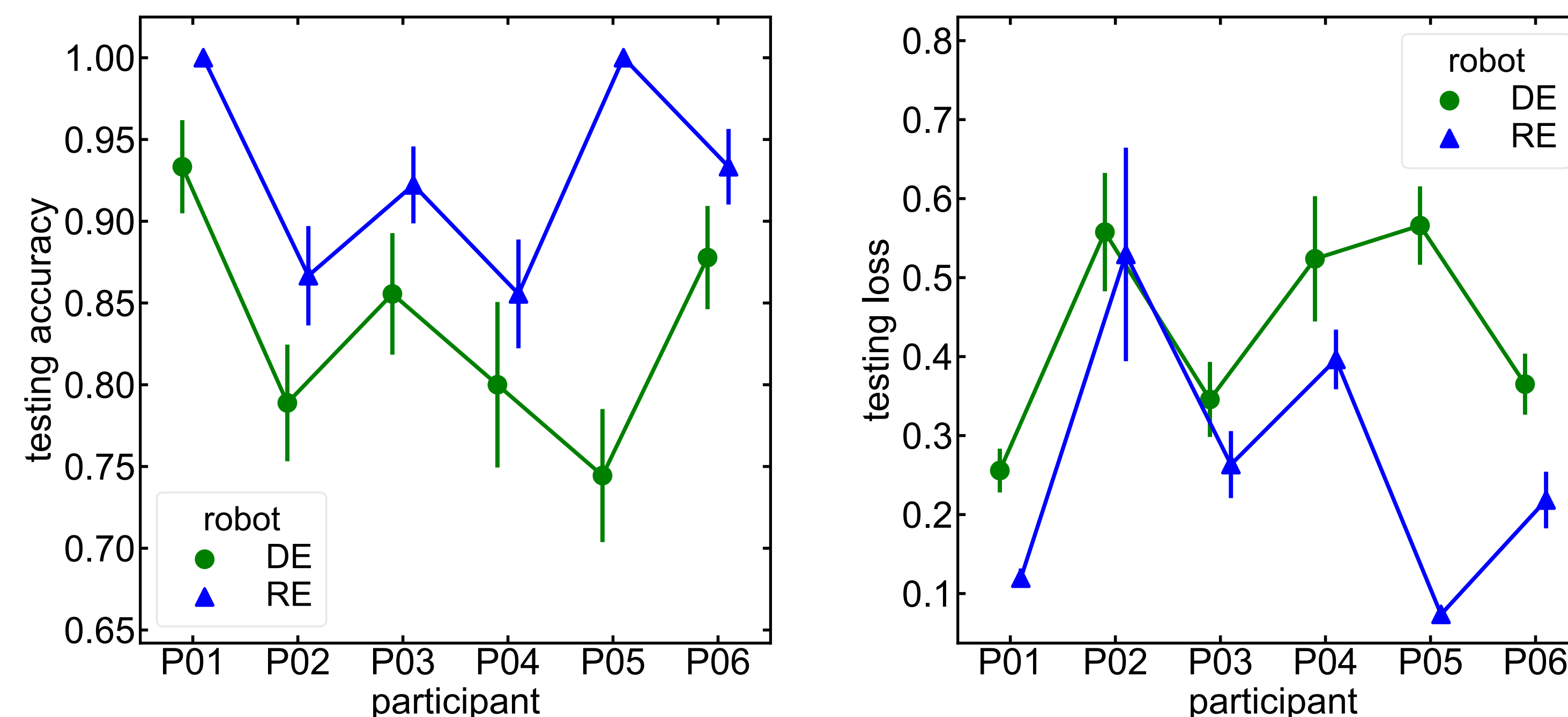


Fig. 2. Left panel: Testing accuracy scores for an SVM classifier tasked with prediction of two states of mental workload associated with two levels of task demand. Right panel: associated testing loss scores. Legend denotes level of robot involvement.

Statistical Network Analysis

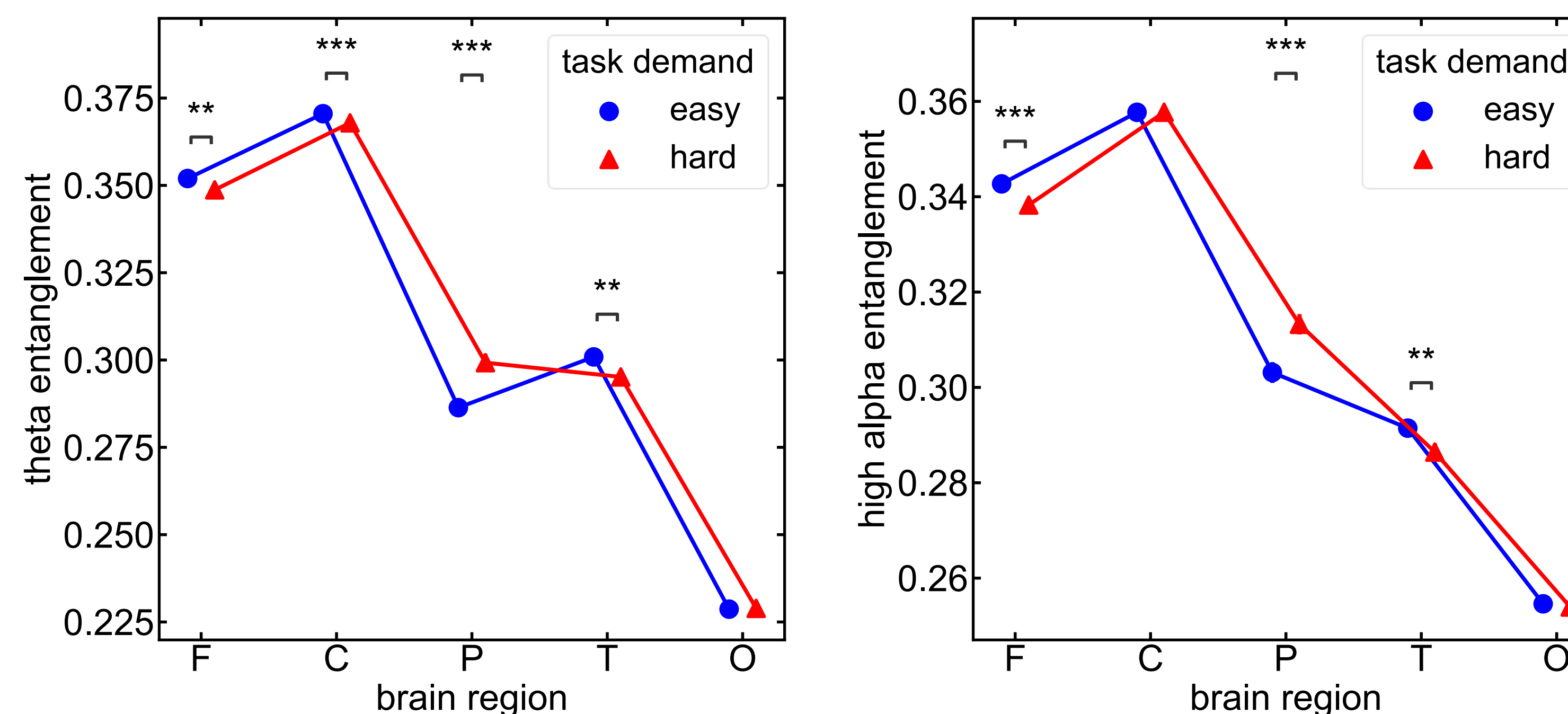


Fig. 3. Left panel: average layer entanglement of MVGs generated from EEGs filtered into the theta band (4-8 Hz) under two states of task demand. Right panel: associated measurement for the high-alpha band (11-13 Hz). ** $p < 0.01$, *** $p < 0.001$.

Discussion

- Average testing accuracy was 93% when robot was engaged, 83% when disengaged
- Average testing loss was 0.27 when robot was engaged, 0.44 when disengaged
- Significant decrease in network connectivity observed in frontal, central, and temporal brain regions when task demand increased
 - Opposite trend observed for parietal region
 - Observations consistent in both theta and high-alpha bands
- Future work:
 - Assess model feasibility in a real-time (online) pBCI scenario
 - Use MVGs to investigate dynamics of functional brain networks

References

1. Teymurlouei, A., Stone, J., Gentili, R., & Reggia, J. (2023). 16th Ann. Conf. on Brain Informatics, *Springer*.
2. Teymurlouei, A., Gentili, R., Reggia, J. (2023). 57th Ann. Conf. on Info. Sciences and Systems, *IEEE*.
3. Lacasa, L., Luque, B., Ballesteros, F., Luque, J., & Nuno, J. (2008). *Proceedings of the National Academy of Sciences*.
4. Škrlj, B., & Renoust, B. (2020). *Applied Network Science*, 5(1), 1-34.

Acknowledgments

This work was supported by the Maryland Space Grant Consortium and UMD College of CMNS Alumni Network.