#### Targeting Strategies for EEG Biofeedback Using Normative Databases

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BrainMaster Technologies, Inc.

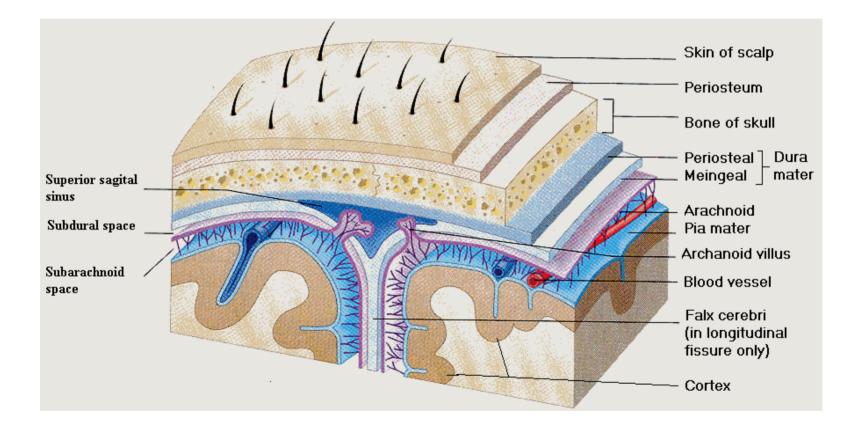
## Electrophysiology

- Neuronal Potentials dipoles generation by single cells
- Population Dynamics synchrony reinforces strength of signal
- Brain Physiology & anatomy defines electrical generators
- Volume Conduction to scalp through cerebral fluid and tissue
- Skin Interface to sensors

## **EEG Generation Mechanisms**

- Primary mechanism of brain is inhibition
- Rhythms generated when inhibition is relaxed
- Allows thalamocortical reverberation
- Relaxation at cortical level, and at thalamic level
- Allows populations to oscillate in synchrony
- Higher frequencies cortico-cortical origin

#### **Cortical EEG Sources**



## Typical EEG metrics

- Amplitude (microvolts)
- Frequency (Hz, peak or modal)
- Percent energy
- Variability
- Coherence between 2 channels (percent)
- Phase between 2 channels (degrees or percent)
- Asymmetry between 2 channels (ratio or percent)

### Purpose of z scores

- Method to understand a population
- Method to understand an individual
- Uses statistics to evaluate quantities
- Standard method applicable to any measurement
- Important for connectivity, phase, asymmetry measures

### **Basic Concepts**

- Normative population
- Normative statistics
- Database of values
- Method to quantify any individual

#### Concepts of z scores

- Measure a large population
- Determine population statistics
- Mean
- Standard deviation
- Convert any single measurement into a z score
- Standard measure of "how normal"

#### Normal Distribution - males



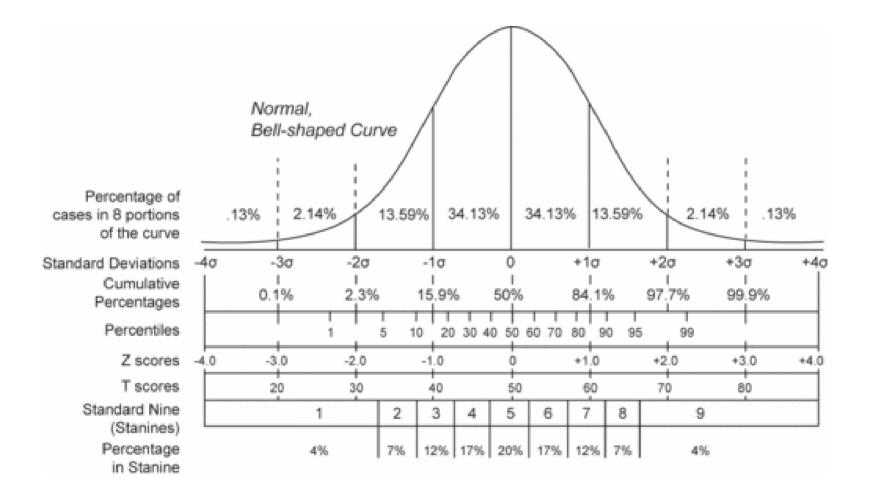
Photo by Gregory S. Pryor, Francis Marion University, Florence, SC.

From: (C. Starr and R. Taggart. 2003. The Unity and Diversity of Life. 10th Ed. Page 189.)

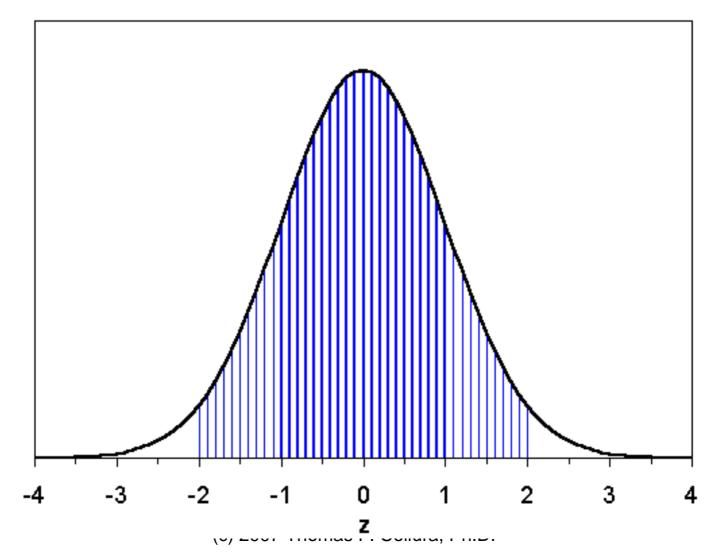
#### Normal Distribution - females



#### **Normal Distribution**



#### Bell Curve using z scores



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#### Z Scores - equations

Standard Normal Distribution:

$$y = \left(\frac{1}{\sigma\sqrt{2\pi}}\right)e^{\frac{-z^2}{2}}$$

Z score for any sample value x:

$$z = \frac{x - \mu}{\sigma}$$

#### What is a z score

- A metric based on any measurement and the associated population statistics
- Tells "how many standard deviations away from the mean"
- Defined as:

 $zscore = \frac{measurement - mean}{stdev}$ 

## Z score ranges

- +/- 1 sigma:
  - Includes middle 68% of population
  - From 16% to 84% points
- +/- 2 sigma:
  - Includes middle 95% of population
  - From 2% to 98% points
- +/- 3 sigma:
  - Includes middle 99.8% of population
  - From .1% to 99.9% points
- +/- 4 sigma:
  - Forget about it

#### Z score example Adult height

- Mean height = 6 feet
- Standard deviation = 3 inches = .25 ft.
- Height 6 feet 6 inches
   Compute Z = 6.5 6.0 / .25 = 2.0
- Height 5 feet 9 inches

   Compute Z = 5.75 6.0 / .25 = -1.0
- Height 5 feet

- Compute z = 5.0 - 6.0 / .25 = -4.0

## Z score training approach

- Compute ongoing z scores
- Apply as training variables
- Establish targets and criteria
- Provide feedback
- Uses unique predefined bands, not adjustable in z DLL software
- Bands are independent of those used in the main EEG software

#### Z scores used for EEG

- Absolute power
- Relative power
- Power ratios
- Asymmetry
- Coherence
- Phase

## Component bands in Z DLL

- Delta (1 4 Hz)
- Theta (4 8 Hz)
- Alpha (8 12.5 Hz)
- Beta (12.5 25.5 Hz)
- Beta1 (12.0 15.5 Hz)
- Beta2 (15.0 18.0 Hz)
- Beta3 (18.0 25.5 Hz)
- Gamma (25.5 30.5 Hz)

#### Z scores – 2 channels

- For each site (2 sites)
  - -8 absolute power
  - 8 relative power
  - 10 power ratios
- For the connection (1 pathway)
  - 8 asymmetry
  - 8 coherence
  - 8 phase

#### Live Z Scores – 2 channels (76 targets)

🕅 Training/Control Screen - BrainMaster 3.0.3									
Data Display Freq.Bands Color	<u>S</u> ound								
GO STOP Window	Clock:	1	9 <b>:26</b> ₽₀	ints:	000	Close			
System is Idling			Check	Signal					
SITES: F3 F4 (EO)	Abs	Rel	Rat/T	Rat/A	Rat/B	Rat/G			
Delta (1.0-4.0)	-0.5	-0.7	-0.4	-0.4	-0.4	-0.4			
Theta (4.0-8.0)	-0.0	-0.1		-0.3	-0.3	-0.3			
Alpha (8.0-12.5)	-0.0	-0.1			-0.9	-0.9			
Beta (12.5-25.5)	0.7	0.7				-1.0			
Beta 1 (12.0-15.5)	0.8	0.8							
Beta 2 (15.0-18.0)	0.8	0.8							
Beta 3 (18.0-25.5)	0.6	0.6							
Gamma (25.5-30.5)	0.6	0.7							
Delta (1.0-4.0)	-0.7	-0.9	-0.5	-0.5	-0.5	-0.5			
Theta (4.0-8.0)	0.0	-0.0		-0.4	-0.4	-0.4			
Alpha (8.0-12.5)	-0.1	-0.2			-1.0	-1.0			
Beta (12.5-25.5)	0.6	0.7				-1.1			
Beta 1 (12.0-15.5)	0.9	0.9							
Beta 2 (15.0-18.0)	0.6	0.7							
Beta 3 (18.0-25.5)	0.6	0.6							
Gamma (25.5-30.5)	0.7	0.7							
	Asymmetry		Coherence	: Pha	ase Differe	ence			
Delta (1.0-4.0)	0.2	-	-1.3		1.5				
Theta (4.0-8.0)	-0.0	]	-1.7		1.3				
Alpha (8.0-12.5)	0.1		-1.6		1.4				
Beta (12.5-25.5)	0.0		-1.6		0.8				
Beta 1 (12.0-15.5)	-0.0		-0.9		0.7				
Beta 2 (15.0-18.0)	0.1		-1.0		1.0				
Beta 3 (18.0-25.5)	0.0		-1.0		0.9				
Gamma (25.5-30.5)	-0.0		-1.0		0.7				

26 x 2 + 24 = 76 (52 power, 24 connectivity)

#### Z scores – 4 channels

- For each site (4 sites)
  - -8 absolute power
  - 8 relative power
  - 10 power ratios
- For the connection (6 pathways)
  - 8 asymmetry
  - 8 coherence
  - 8 phase

#### Live Z Scores – 4 channels (248 targets)

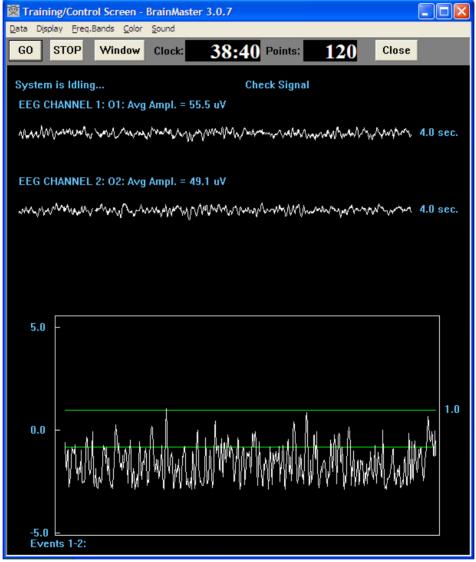
Training/Control Screen - BrainMaster 3.0.7													
Data Display Ereq.Bands Color Sound													
GO STOP Window C	lock: 3	9:37 Points		Close									
System is Idling	g Check Signal												
SITES: F3 F4 (EC) Abs	Rel	Rat/T Ra	at/A Rat/E	B Rat/G	SITES: P	3 P4 (EC)	Abs	Rel	Rat/T	Rat/A	Rat/B	Rat/	G
Delta (1.0-4.0) -0.6	-0.4	-0.1 -0.	.1 -0.1	-0.1	Delta [1.	D-4.0)	-1.1	-0.5	-0.5	-0.5	-0.5	-0.5	
Theta (4.0-8.0) -0.6	-0.3	0.	.0 0.0	0.0	Theta (4.	0-8.0)	-0.4	0.2		-0.1	-0.1	-0.1	
Alpha (8.0-12.5) -0.6	-0.4		-0.7	-0.7	Alpha (8.	0-12.5)	-0.6	-0.4			-0.9	-0.9	
Beta (12.5-25.5) 0.3				-1.0	Beta (12.	5-25.5)	0.2	0.8				-1.5	
Beta 1 (12.0-15.5) 0.7	1.1				Beta 1 (1	2.0-15.5)	1.0	1.4					
Beta 2 (15.0-18.0) 0.4					Beta 2 (1	5.0-18.0)	0.0	0.6					
Beta 3 (18.0-25.5) 0.6					Beta 3 (1		0.5	1.0					
Gamma (25.5-30.5) 0.3	0.7				Gamma	[25.5-30.5]	0.4	1.0					
Delta (1.0-4.0) -0.7	-0.6	-0.1 -0.	.1 -0.1	-0.1	Delta (1.	D-4.0)	-0.9	-0.4	-0.5	-0.5	-0.5	-0.5	
Theta (4.0-8.0) -0.5		-0.	.3 -0.3	-0.3	Theta (4.	0-8.0)	-0.2	0.3		0.1	0.1	0.1	
Alpha (8.0-12.5) -0.2			-1.0	-1.0	Alpha (8.	0-12.5)	-0.8	-0.7			-0.9	-0.9	
Beta (12.5-25.5) 0.7				-1.1	Beta [12.		0.4	1.0				-1.1	
Beta 1 (12.0-15.5) 0.8					Beta 1 (1		0.7	1.1					
Beta 2 (15.0-18.0) 0.3					Beta 2 (1		0.2	0.7					
Beta 3 (18.0-25.5) 0.7					Beta 3 (1		0.4	0.9					
Gamma (25.5-30.5) 0.2	a second second					[25.5-30.5]	0.4	0.9					10.0 M 1000
F3-F4: AS		A F3-P3: ASY		F3-P4: ASY		F4-P3: ASY		A F4-P4: ASY	COH	PHA P3-F			PHA
Delta (1.0-4.0) 0.1			-0.1 0.6	0.2	-0.3 0.9	0.2	-0.1 0.4		-0.2	0.8	-0.2	-1.0	1.6
Theta (4.0-8.0) -0.1			0.0 0.6	-0.4	-0.7 0.6	-0.0	-0.1 0.4		-0.6	0.8	-0.3	-1.5	1.4
Alpha (8.0-12.5) -0.6			-0.5 0.4	0.3	-0.6 0.4	0.6	-0.6 0.4		-0.6	0.5	0.1	-0.9	1.0
Beta (12.5-25.5) -0.3			-0.7 0.5	-0.1	-0.7 0.4	0.4	-0.6 0.		-0.3	0.1	-0.2	-1.2	0.7
Beta 1 (12.0-15.5) -0.1			-0.5 0.4	0.0	-0.1 0.6	-0.0	-0.2 0.0		-0.3	0.6	0.2	-1.1	0.6
Beta 2 (15.0-18.0) 0.1	-1.1 1.1		0.4 0.0	0.1	-0.2 0.4	0.3	-0.3 0.4		-0.4	0.3	-0.2	-0.4	0.6
Beta 3 (18.0-25.5) -0.2			-0.0 0.6	0.1	-0.1 0.8	0.2	-0.2 0.1		0.0	0.3	0.1	-0.5	0.4
Gamma (25.5-30.5) 0.1	-1.1 0.8	-0.1	-0.2 0.3	-0.1	-0.4 0.4	-0.1	-0.5 0.0	i -0.1	-0.1	0.1	-0.0	-1.0	1.0

26 x 4 + 24 x 6 = 248 (104 power, 144 connectivity)

#### **Z-Score Targeting Options**

- Train Z Score(s) up or down
   Simple directional training
- Train Z Score(s) using Rng()
   Set size and location of target(s)
- Train Z Score(s) using PercentZOK()
  - Set Width of Z Window via. PercentZOK(range)
  - Set Percent Floor as a threshold
- Combine the above with other, e.g. power training

#### Z-score Coherence Range Training (feedback when Z-score is in desired range)



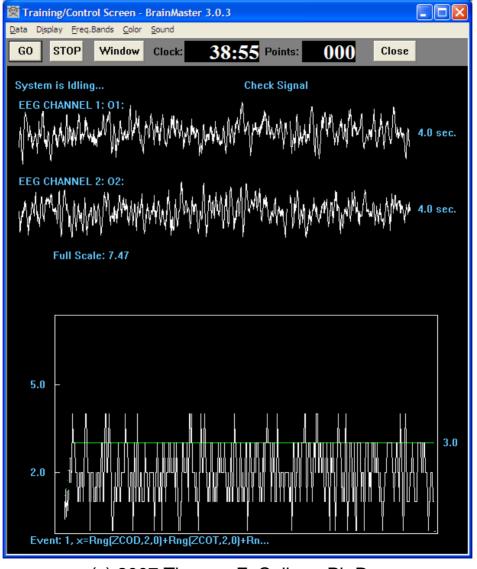
#### **Range Function**

- Rng(VAR, RANGE, CENTER)
- = 1 if VAR is within RANGE of CENTER
- = 0 else
- Rng(BCOH, 10, 30)
  - -1 if Beta coherence is within +/-10 of 30
- Rng(ZCOB, 2, 0)
  - 1 if Beta coherence z score is within +/-2 of 0

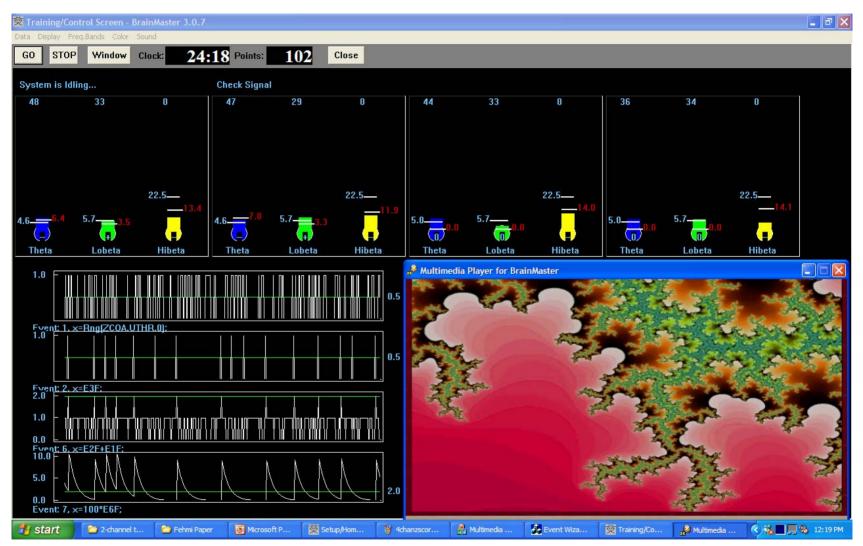
#### Range training with multiple ranges

- X = Rng(ZCOD, 2,0) + Rng(ZCOT, 2, 0), + Rng(ZCOA, 2, 0) + Rng(ZCOB, 2, 0)
- = 0 if no coherences are in range
- = 1 if 1 coherence is in range
- = 2 if 2 coherences are in range
- = 3 if 3 coherences are in range
- = 4 if all 4 coherences are in range
- Creates new training variable, target = 4

## Coherence ranges training with Z Scores (4 coherences in range)



#### Combined Amplitude and Coherence-based protocol



If (point awarded for amplitudes) AND (coherence is normal) THEN (play video for 1 second) (c) 2007 Thomas F. Collura, Ph.D.

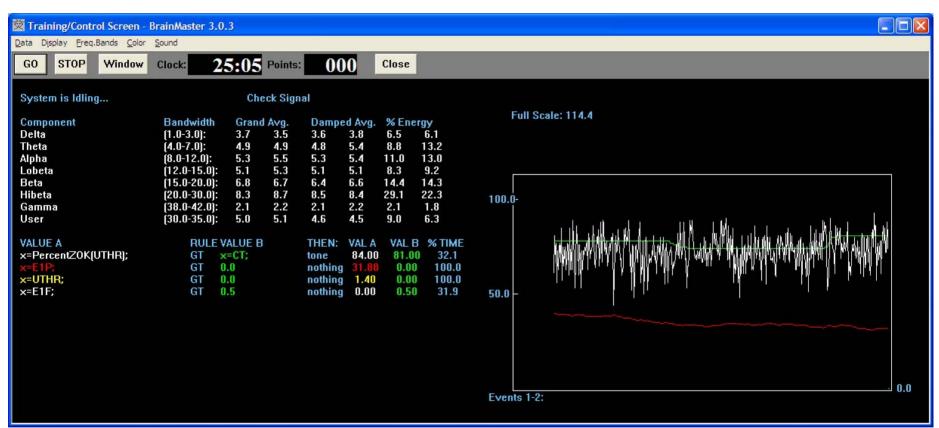
#### PercentZOK() function

- PercentZOK(RANGE)
  - Gives percent of Z Scores within RANGE of 0
  - 1 channel: 26 Z Scores total
  - 2 channels: 76 Z Scores total
  - 4 channels: 248 Z Scores total
- Value = 0 to 100
- Measure of "How Normal?"
- All targets have a specified size "bulls-eye"

#### Z Score "percent" Targeting Strategy

- Feedback contingency based upon:
  - Size of target bulls-eyes ("range")
  - Number of targets required ('target percent hits")
  - Possibility of biasing targets up or down
  - Targets may be enhances and/or inhibits
- Wide targets will automatically select most deviant scores
- Training automatically combines and/or alternates between amplitude & connectivity

# Z Score training using percent Z's in target range



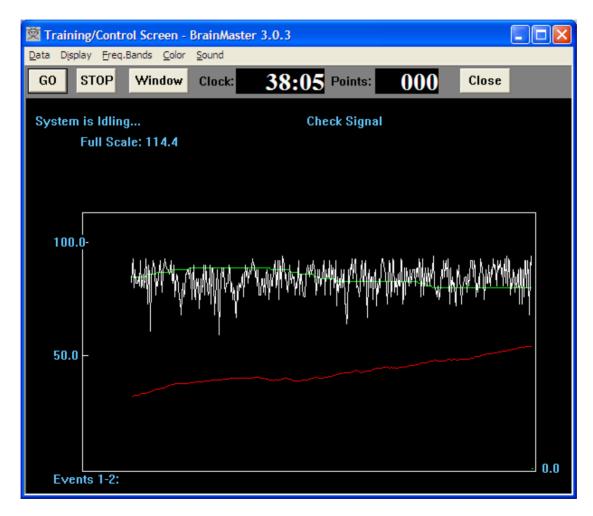
Size of range window (UTHR - currently 1.4 standard deviations) Threshold % for Reward (CT: between 70% and 80%)

%Z Scores in range (between 50 and 90%)

% Time criterion is met (between 30% and 40%)

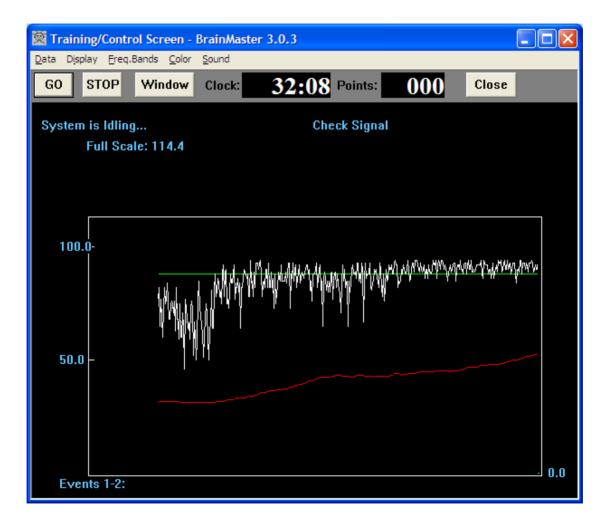
#### Effect of changing %Z threshold

Reduce threshold -> percent time meeting criteria increases



#### Effect of widening Z target window

Widen window -> higher % achievable, selects most deviant scores



## Z-score based targeting

- Threshold replaced with target size
- Feedback contingency determined by target size and % hits required
- Eliminates need for "autothresholding"
- Integrates QEEG analysis with training in real time
- Protocol automatically and dynamically adapts to what is most needed
- Consistent with established QEEG-based procedures with demonstrated efficacy

#### References

- Thatcher, R.W., Walker, R.A. and Guidice, S. Human cerebral hemispheres develop at different rates and ages. Science, 236: 1110-1113, 1987. (This was our first publication with N = 577).
- Thatcher, R.W. EEG normative databases and EEG biofeedback. Journal of Neurotherapy, 2(4): 8-39, 1998. (N = 577 with many details).
- Thatcher, R.W. EEG database guided neurotherapy. In: J.R. Evans and A. Abarbanel Editors, Introduction to Quantitative EEG and Neurofeedback, Academic Press, San Diego, 1999. (N = 577 with many details).
- Thatcher, R.W., Walker, R.A., Biver, C., North, D., Curtin, R., Quantitative EEG Normative databases: Validation and Clinical Correlation, J. Neurotherapy, 7 (No. <sup>3</sup>/<sub>4</sub>): 87 122, 2003. (61 adult subjects were added so that the N = 625. This is the number currently in use in the database).
- POSITION PAPER Standards for the Use of Quantitative Electroencephalography (QEEG) in Neurofeedback: A Position Paper of the International Society for Neuronal Regulation Journal of Neurotherapy vol. 8 no. 1 p. 5-27 2004 Contributors: D. Corydon Hammond PhD, Professor, Physical Medicine and Rehabilitation, University of Utah, School of Medicine, Salt Lake City, UT Jonathan Walker MD, Clinical Professor of Neurology, Texas Southwestern Medical School, Dallas, TX Daniel Hoffman MD, Medical Director and Neuropsychiatrist, Neuro-Therapy Clinic, Englewood, CO Joel F. Lubar PhD, Professor of Psychology, University of Tennessee, Knoxville, TN David Trudeau MD, Adjunct Associate Professor, Family Practice and Community Health, University of Minnesota, Department of Psychiatry, Minneapolis, VAMC, Minneapolis, MN Robert Gurnee MSW, Director, Scottsdale Neurofeedback Institute/ADD Clinic, Scottsdale, AZ Joseph Horvat PhD, Private Practice, Corpus Christi, TX