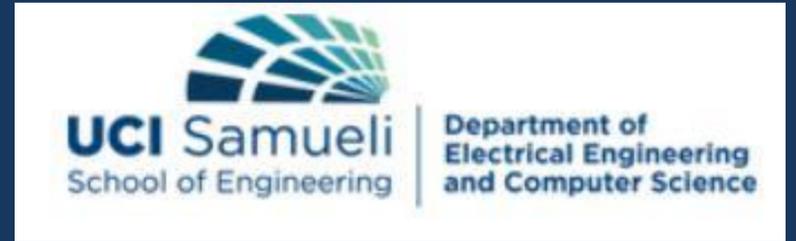




Bio-DAQ

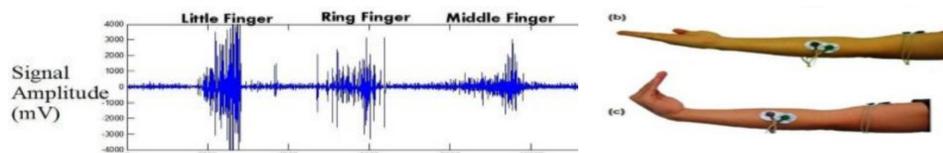
Ethan Groenow, Matthew Johnson, Ximena Banuelos Martinez, Link Lee
 Professor Payam Heydari
 Department of Electrical Engineering and Computer Science



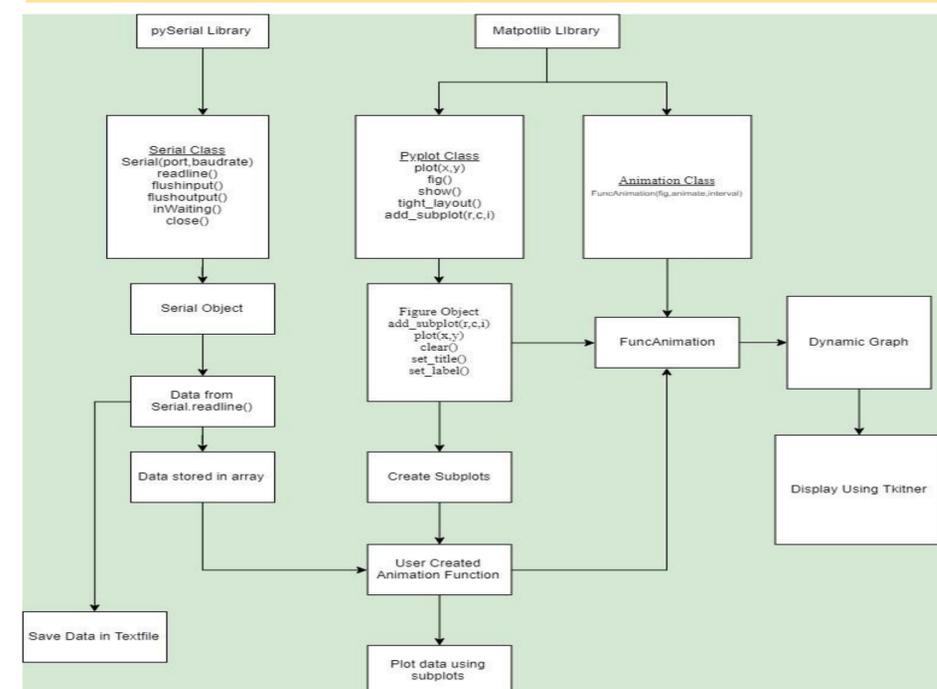
BACKGROUND/PURPOSE

Electromyography, or EMG, is the study and implementation of electrical signals produced by action potentials during muscle activation [1]. Throughout the body, there are various biological processes that can be examined to determine electrical biomarkers that signify bodily functions. Other important signals can spawn from the dipole movement of the pupils or the activity of an individual's brain. As the Bio-DAQ project aims to capture such signals, the focus is placed on EMG due to the vast documentation available on the subject. Acquisition of EMG signals are also quite critical as they can be developed for assistance of patients with prosthetic solutions. The field of biomedical signal acquisition is continuously expanding. Besides the immediate medical applications, processing of biological signals can be expanded for use in other environments, such as gaming [2]. With the inherent potential of biological data acquisition, it is desired to continue advancements in the field.

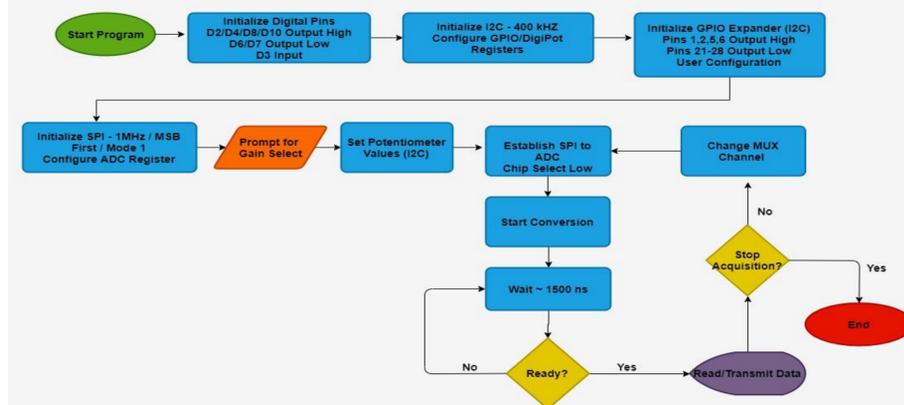
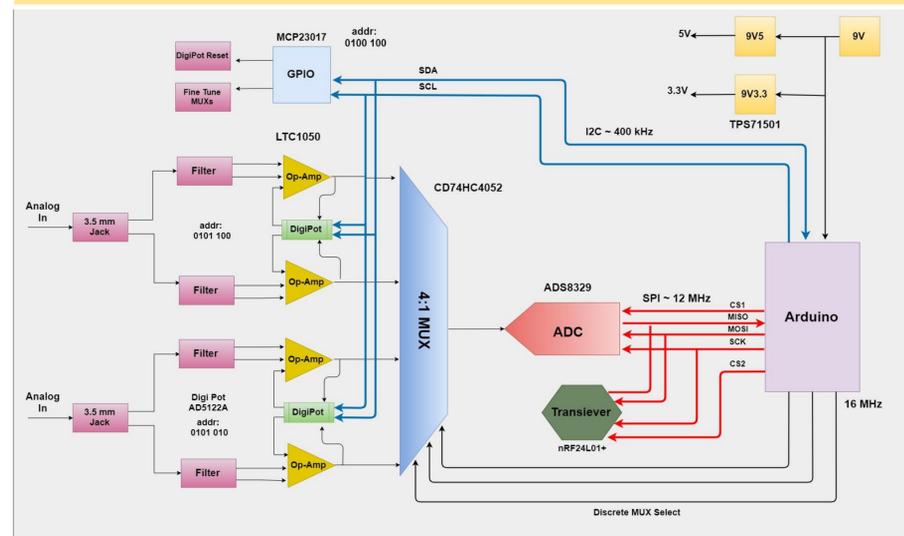
The goal of Bio-DAQ is to create a real-time programmable multi-channel data acquisition system. The center point of the architectural design is based around the ADC. For the purposes of the project, the best ADC structure was determined to be built on successive-approximations [3]. With proper chip selection and connections, the Bio-DAQ will amplify, sample, and display biological signals in the 1 μ V to 1 mV range. The capability of the system to meet these demands will be demonstrate by identifying muscle contractions via EMG electrodes. Further development in the system pushes for a final goal of recording analog myoelectric signals and using tested recognition techniques during data processing to determine specific movements [4].



SOFTWARE



SYSTEM ARCHITECTURE



MATERIALS

- Arduino Uno Rev 3
- Raspberry Pi
- TI ADS8329 - 1 MHz, 16-Bit SAR ADC
- AD5122 Digital Potentiometers
- AD LTC1050 Zero-Drift Op-Amps
- TI CD74HC4052 - 4:1 High-Speed MUX's
- TI TPS71501 Linear Regulators
- MCP23017 - 16-Bit I/O Expander
- NRF24L01 - Transceivers



TIMELINE

Completed	Week 8	Week 9	Week 10
Test Discrete Controls and MUXs	Finalize and Test Amplifier Design	Test Hardware/Software Connection	Prepare for Design Review
Test GUI with Generated Sinewave	Test Components for Faults	Test Prototype Model	Start Machine Learning for Biomarker Detection
Write Arduino Control Program	Finish Soldering SMB chips	Make Video	Start Wireless Control Development

REFERENCES

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- [2] L. van Dijk, C. K van der Sluis, H. W. van Dijk, and R. M. Bongers, "Learning an EMG Controlled Game: Task-Specific Adaptations and Transfer," *PLoS one*, vol. 11, no. 8, August 2016. [Online]. Available: <https://www.ncbi.nlm.nih.gov/pmc/articles/PMC4996424/>. [Accessed Oct. 22, 2019].
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- [4] D. A. Reyes López, H. L. Correa, M. A. López, and J. E. Duarte Sánchez, "Expert committee classifier for hand motions recognition from EMG signals," *Revista chilena de ingeniería*, vol. 26, no. 1, pp. 62-71, 2018.