

Brain-computer interface advance allows fast, accurate typing by paralysis

In a Stanford-led research report, three participants with movement impairment controlled an c imagining their own hand movements.

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A clinical research publication led by [Stanford University](#) investigators has demonstrated that a brain-to-computer interface allows people with paralysis to type via direct brain control at the highest speeds and accuracy levels reported to date.

[The report](#) involved three study participants with severe limb weakness — two from amyotrophic lateral sclerosis, and one from a spinal cord injury. They each had one or two baby-aspirin-sized electrode arrays placed on the motor cortex, a region controlling muscle movement. These signals were transmitted to a computer algorithm that translated them into point-and-click commands guiding a cursor to characters on an onscreen keyboard.

Stanford researchers develop brain-controlled typing for people with paralysis



Each participant, after minimal training, mastered the technique sufficiently to outperform the results of any previous test for enhancing communication by people with similarly impaired movement. Notably, the study participants achieved these automatic word-completion assistance common in electronic keyboarding applications nowadays, which likely would have

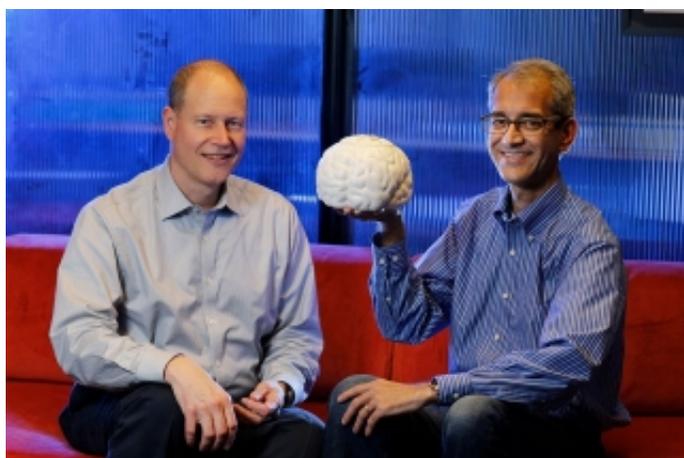
One participant, Dennis Degray of Menlo Park, California, was able to type 39 correct characters per minute, equivalent to a

'A major milestone'

This point-and-click approach could be applied to a variety of computing devices, including smartphones and tablets, with Stanford researchers said.

"Our study's success marks a major milestone on the road to improving quality of life for people with paralysis," said Jaimie Henderson, neurosurgeon, who performed two of the three device-implantation procedures at [Stanford Hospital](#). The third took place at

Henderson and [Krishna Shenoy](#), PhD, professor of electrical engineering, are co-senior authors of the study, which was published in *Nature*. Other lead authors are former postdoctoral scholar Chethan Pandarinath, PhD, and postdoctoral scholar [Paul Nuyujukian](#), MD, PhD, who spent two years working full time on the project at Stanford.



Stanford's Jaimie Henderson and Krishna Shenoy are part of a consortium working on an investigational brain-to-computer hookup.

Paul Sakuma

"This study reports the highest speed and accuracy of what's been shown before," said Shenoy, an investigator who's been pursuing BCI development with Henderson since 2009. "We're approaching the ability to type text on your cellphone."

"The performance is really exciting," said Henderson, an assistant professor of biomedical engineering at Emory University and the Georgia Institute of Technology. "The communication rates that many people would find useful. That's a critical step for making this a real-world use."

[Shenoy's lab pioneered the algorithms](#) that use electrical signals fired by nerve cells in the brain as a command center for movement, and control movements ordinarily executed by spinal cord and muscles.

“These high-performing BCI algorithms’ use in human clinical trials demonstrates the potential for this class of technology with paralysis,” said Nuyujukian.

Life-changing accident

Millions of people with paralysis reside in the United States. Sometimes their paralysis comes gradually, as occurs in ALS. So Degray’s case.

Now 64, Degray became quadriplegic on Oct. 10, 2007, when he fell and sustained a life-changing spinal-cord injury. “I was injured holding the garbage in one hand and the recycling in the other, he slipped on the grass and landed on his chin. The impact injured his spine, cutting off all communication between his brain and musculature from the head down.

“I’ve got nothing going on below the collarbones,” he said.

Degray received two device implants at Henderson’s hands in August 2016. In several ensuing research sessions, he and the other participants underwent similar surgeries, were encouraged to attempt or visualize patterns of desired arm, hand and finger movements. Motor cortex signals were electronically extracted by the embedded recording devices, transmitted to a computer and translated into commands directing a cursor on an onscreen keyboard to participant-specified characters.

The researchers gauged the speeds at which the patients were able to correctly copy phrases and sentences — for example, “the lazy dog.” Average rates were 7.8 words per minute for Degray and 6.3 and 2.7 words per minute, respectively, for the other participants.

A tiny silicon chip

The investigational system used in the study, an intracortical brain-computer interface called the BrainGate Neural Interface, is the latest generation of BCIs. Previous generations picked up signals first via electrical leads placed on the scalp, then by being surgically implanted beneath the skull.

An intracortical BCI uses a tiny silicon chip, just over one-sixth of an inch square, from which protrude 100 electrodes that protrude to a thickness of a quarter and tap into the electrical activity of individual nerve cells in the motor cortex.

“ *This is like one of the coolest video games I’ve ever gotten to play with.*”

Henderson likened the resulting improved resolution of the system to that of handing out a microphone to members of a studio audience rather than just standing at the front. “You can tell just how hard and how fast each person is playing,” he said.

Shenoy said the day will come — closer to five than to ten years — when a self-calibrating, fully implanted wireless system can be used without caregiver assistance, has no cosmetic impact and is as easy to use as a video game controller.

“I don’t see any insurmountable challenges,” he said. “We know the steps we have to take to get there.”

Degray, who continues to participate actively in the research, knew how to type before his accident but was no expert at it. He is now a pro in the language of a video game aficionado.

“This is like one of the coolest video games I’ve ever gotten to play with,” he said. “And I don’t even have to put a quarter in to play.”

The study's results are the culmination of a long-running collaboration between Henderson and Shenoy and a multi-institutional team led by [Leigh Hochberg](#), MD, PhD, a neurologist and neuroscientist at [Massachusetts General Hospital](#), [Brown University](#) and the [VA Development Center for Neurorestoration and Neurotechnology](#) in Providence, Rhode Island, directs the pilot clinical trial and is a study co-author.

"This incredible collaboration continues to break new ground in developing powerful, intuitive, flexible neural interfaces that improve communication, mobility and independence for people with neurologic disease or injury," said Hochberg.

Stanford research assistant Christine Blabe was also a study co-author, as were BrainGate researchers from [Massachusetts General Hospital](#) and [Brown University](#).

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[Stanford's Office of Technology Licensing](#) holds intellectual property on the intercortical BCI-related engineering advances.

Stanford's departments of [Neurosurgery](#) and of [Electrical Engineering](#) also supported the work. Shenoy and Henderson are at the [Stanford Neuroscience Institute](#).

*CAUTION: Investigational Device. Limited by Federal Law to Investigational Use.



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