

Fractal Dimension of Resting-State EEG as a Biomarker for Autonomous Sensory Meridian Response (ASMR)

Shyamal Y. Dharia ¹, Camilo E. Valderrama ², Member, IEEE, Qian Liu ³, Member, IEEE, Beverley K. Fredborg, Amy S. Desroches ⁴, and Stephen D. Smith ⁵

Abstract—Autonomous Sensory Meridian Response (ASMR) is an audio-visual phenomenon characterized by multisensory experiences in response to specific auditory stimuli, typically triggering a tingling sensation beginning in the scalp and neck and accompanied by decreased heart rate and deep relaxation. While prior electroencephalogram (EEG) studies have identified ASMR-related neural signatures in stimulus-based paradigms, resting-state differences between ASMR-sensitive (ASMR+) and non-sensitive (ASMR-) individuals remain unexplored. In this study, we apply Higuchi’s fractal dimension (HFD) to eyes-open and eyes-closed resting-state EEG and demonstrate that ASMR+ participants exhibit significantly lower complexity in the delta (1–4Hz) and theta (4–8Hz) bands and higher complexity in the alpha (8–12Hz) band. Moreover, we train Transformer, Mamba, Random Forest and SVM classifiers on these HFD features to distinguish ASMR+ individuals from ASMR-, achieving F1 scores of 82.56% , 77.33% , 73.93% , and 70.85% , respectively. Finally, using

an explainable-AI approach, we showed that ASMR+ participants had significantly lower hubness proportions (network connectivity) than ASMR-. These findings reveal novel resting-state biomarkers of ASMR sensitivity and lay the groundwork for rapid, noninvasive EEG-based screening in ASMR-augmented therapeutic applications. The code has been released on <https://github.com/Shyamal-Dharia/Fractal-Dimension-of-Resting-State-EEG-as-a-Biomarker-for-Autonomous-Sensory-Meridian-Response-ASMR-GitHub>.

Index Terms—Autonomous sensory meridian response (ASMR), electroencephalography (EEG), resting-state EEG.

I. INTRODUCTION

AUTONOMOUS Sensory Meridian Response (ASMR) is a perceptual phenomenon in which specific auditory and visual stimuli elicit a tingling sensation that typically starts in the scalp and neck and can spread down the spine and limbs [1]. These somatosensory “tingles” are accompanied by measurable physiological changes, heart rate deceleration and increased skin conductance, and are reliably associated with positive affect and deep relaxation [1], [2]. Unlike frisson “chills,” which are sporadic and stimulus-dependent, ASMR sensations can be anticipated by individuals who learn which cues—whispered speech, gentle tapping, slow repetitive tasks, etc.—consistently trigger them [3]. Recent work comparing ASMR with other atypical sensory experiences further suggests that ASMR relies on a distinct pattern of neural activation [4]. These differential brain activations may support the more pronounced relaxation and heart-rate deceleration observed in those who experience ASMR, suggesting that ASMR stimuli can induce deeper states of relaxation in sensitive individuals.

The physiological relaxation and feeling of calmness associated with ASMR suggest that it may provide psychological benefits to some individuals. Indeed, survey studies of ASMR-sensitive (ASMR+) individuals indicate that many people use ASMR-eliciting videos as a method of decreasing stress and symptoms of depression [1]. Given that roughly one adult in five reports being ASMR+ [5], [6] and approximately 35.1% of respondents in a Gallup World Poll report experiencing substantial daily stress, the potential clinical benefits of ASMR are immense. Specifically, it is likely that ASMR-based interventions could serve as a supplement to conventional therapies such as cognitive behavioral therapy. A limiting factor in incorporating ASMR into clinical interventions is identifying whether an individual is ASMR+. Currently, clinicians must rely on subjective

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Shyamal Y. Dharia is with the Department of Applied Computer Science, The University of Winnipeg, Winnipeg, MB R3B 2E9, Canada (e-mail: s.dharia-ra@uwinnipeg.ca).

Camilo E. Valderrama is with the Department of Applied Computer Science, The University of Winnipeg, Winnipeg, MB R3B 2E9, Canada, and also with the Department of Community Health Sciences, Cumming School of Medicine, University of Calgary, Calgary, AB T2N 4Z6, Canada (e-mail: c.valderrama@uwinnipeg.ca).

Qian Liu is with the Department of Applied Computer Science, The University of Winnipeg, Winnipeg, MB R3B 2E9, Canada, and also with the Department of Biochemistry and Medical Genetics, Max Rady College of Medicine, University of Manitoba, Winnipeg, MB R3E 0J9, Canada (e-mail: qi.liu@uwinnipeg.ca).

Beverley K. Fredborg, Amy S. Desroches, and Stephen D. Smith are with the Department of Psychology, The University of Winnipeg, Winnipeg, MB R3B 2E9, Canada (e-mail: b.fredborg@uwinnipeg.ca; a.desroches@uwinnipeg.ca; s.smith@uwinnipeg.ca).

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70 screening questions (e.g. “Do you experience ASMR tingles?”);
 71 such measures are prone to demand characteristics and recall
 72 bias, particularly in clinical populations. To overcome these lim-
 73 itations, our study aims to identify an objective biomarker from a
 74 brief, stimulusfree restingstate EEG. By distinguishing ASMR-
 75 from ASMR+ individuals at rest, this neural metric could enable
 76 accurate screening, guide personalized ASMR protocols, and
 77 facilitate integration of ASMR into clinical practice.

78 Prior research has sought to characterize ASMR-related neu-
 79 ral patterns using neuroimaging modalities such as functional
 80 MRI (fMRI) and electroencephalography (EEG) [4], [7], [8]. For
 81 instance, Smith et al. [4], using resting-state fMRI, demonstrated
 82 that individuals with ASMR exhibit weaker and less distinct
 83 resting-state brain network connectivity than ASMR- individu-
 84 als. However, while fMRI has high spatial resolution, its cost and
 85 limited availability make it impractical for frequent assessments.
 86 In contrast, EEG offers a more accessible alternative: Engelbregt
 87 et al. [9] reported that ASMR stimuli can reduce depressive
 88 symptoms in ASMR+ individuals and lower heart rates across
 89 all participants, regardless of ASMR sensitivity. Additionally,
 90 Ohta et al. [10] showed that ASMR exposure mitigates mental
 91 stress during cognitively demanding tasks, as evidenced by a sig-
 92 nificant drop in alpha-band power alongside an increase in beta-
 93 band power. Collectively, these studies provide valuable insights
 94 into the potential of ASMR stimuli to alleviate stress, lower
 95 physiological arousal, and reveal unique neural activity patterns.

96 Although several studies have characterized the acoustic
 97 structure of ASMR triggers (e.g., Tan et al. [11]) and others have
 98 developed deeplearning platforms to generate ASMR content
 99 (e.g., DeepASMR [12]), to our knowledge, no prior work has
 100 attempted to detect, using machine learning, whether an indi-
 101 vidual is ASMR+ from restingstate EEG data. Because ASMR
 102 sensitivity is unique and has traitlike differences in how the brain
 103 processes sensory input, we hypothesized that these trait-like
 104 differences would also be reflected in the brain’s spontaneous
 105 resting-state activity. Indeed, using fMRI, Smith et al. [4] ob-
 106 served that ASMR was linked to reduced functional connec-
 107 tivity in the salience and visual networks, as well as unusual
 108 connectivity patterns in the default mode, central executive, and
 109 sensorimotor networks.

110 To that extent, the present study aims to identify novel resting-
 111 state EEG features associated with ASMR+ individuals. Rather
 112 than using power-spectrum analysis, which assumes that EEG
 113 is time-invariant and fails to capture its non-linear fluctuations,
 114 we use Higuchi’s fractal dimension (HFD) [13]. HFD is a single
 115 scalar, monofractal index of signal complexity that quantifies
 116 how irregular the waveform is when examined at both fast and
 117 slow time intervals. Furthermore, we explored whether machine
 118 learning models trained on HFD features can accurately classify
 119 ASMR- and ASMR+ individuals. To our knowledge, this is
 120 the first study to apply EEG-based fractal dimension analysis
 121 combined with machine learning classification to differentiate
 122 ASMR sensitivity, thus laying essential groundwork for future
 123 AI applications for ASMR.

124 II. RELATED WORK

125 A. Neural Signatures of ASMR

126 Early resting-state fMRI work revealed that the *default-mode*
 127 *network* (DMN) of ASMR+ individuals shows significantly
 128 less connectivity than ASMR- [14]. Extending this observation,

Smith et al. [4] examined five canonical resting-state networks 129
 (DMN, salience, central-executive, sensorimotor, and visual) 130
 and confirmed a global pattern of reduced within-network con- 131
 nectivity together with heightened orbitofrontal-sensorimotor 132
 coupling—an arrangement interpreted as a substrate for the 133
 rewarding “tingle” experience. Another fMRI study showed 134
 that subjects who experienced ASMR while watching ASMR 135
 videos showed significant activation in regions associated with 136
 both reward and emotional arousal [15]. Additionally, Smith 137
 et al. [16] found that ASMR videos elicit activity in brain 138
 areas related to sensation, emotion, and attention in ASMR+ 139
 individuals, but not in matched ASMR- participants. Together, 140
 these findings indicate that ASMR is grounded in both atypical 141
 large-scale connectivity at rest and the transient co-activation 142
 of reward, sensation, attention and emotional arousal during 143
 stimulation. 144

145 Fredborg et al. [7] conducted the first EEG study of ASMR 146
 using both auditory and audiovisual stimuli and showed that 147
 ASMR triggers enhance frontal alpha (8–12 Hz) power, reflect- 148
 ing a relaxed, flow-like attentional state, and boost sensorimotor- 149
 rhythm (12–15 Hz) and gamma (> 30Hz) activity over primary 150
 sensorimotor cortices, consistent with the characteristic tingling 151
 sensation. Mohammadi et al. [8] later extended these results 152
 using a similar video paradigm, reporting a global reduction 153
 in delta (1–4Hz) power alongside elevated occipital alpha and 154
 increased left fronto-temporal beta (12–30Hz) power during 155
 ASMR viewing. Both studies, therefore, converge on alpha 156
 amplification as a robust electrophysiological marker of ASMR, 157
 while implicating higher-frequency rhythms in sensorimotor and 158
 fronto-temporal regions in encoding the tingling component of 159
 the experience.

160 However, these prior EEG studies neither explored 161
 resting-state conditions with eyes open versus closed nor went 162
 beyond power-spectrum analysis, which, while informative, 163
 offers limited insight into the temporal complexity of neural 164
 signals. In contrast, fractal-dimension metrics such as the HFD 165
 have uncovered unique EEG dynamics in other contexts. For 166
 example, theta binaural-beat stimulation elicited a significant 167
 decrease in HFD within temporal and parietal lobes in just three 168
 minutes—about half the time required to detect comparable 169
 changes in spectral power—demonstrating HFD’s sensitivity 170
 to rapid brain entrainment [17]. Another study reported that 171
 patients with diffuse axonal injury exhibited the highest 172
 resting-state fractal dimensions, underscoring HFD’s potential 173
 for clinical neurodiagnostics [18]. Although many EEG studies 174
 have applied HFD, none have used it to characterize ASMR 175
 neural signatures. To address this gap, we investigate HFD 176
 features to identify the neural correlates of ASMR and to assess 177
 whether these features can accurately distinguish ASMR+ 178
 individuals from ASMR- using machine learning.

179 III. METHODS

180 A. Dataset and Participants

181 Thirty-one University of Winnipeg students participated in 182
 our EEG study: sixteen in the ASMR+ group and fifteen in 183
 the ASMR- group (see Table I). Participants were initially 184
 classified as being ASMR+ or ASMR- based on self-reports 185
 of their previous perceptual experiences. To confirm this clas- 186
 sification, all participants viewed two ASMR-eliciting videos 187
 on YouTube.com while being interviewed by a psychologist

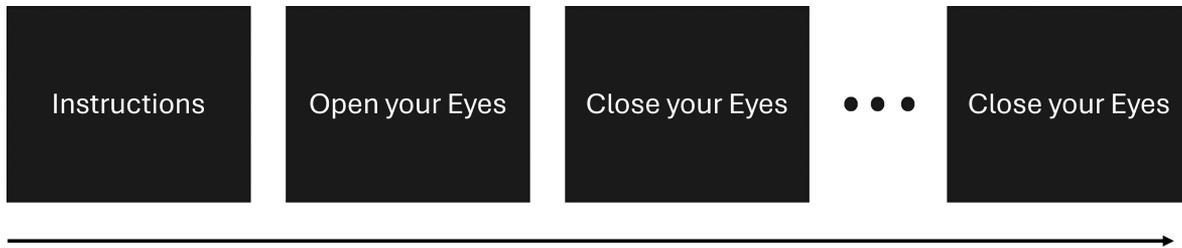


Fig. 1. Experimental protocol. Participants were informed that the study aimed to measure baseline neural activity during alternating eyes-open and eyes-closed resting-state conditions. The fixed sequence for all participants was: OPEN–CLOSED–OPEN–CLOSED–OPEN–CLOSED, with each condition repeated three times for one minute each.

TABLE I
PARTICIPANT DEMOGRAPHICS BY GROUP

Group	N	Female	Male	Age ($\mu \pm \sigma$)
ASMR-	15	9	6	23.87 \pm 4.81
ASMR+	16	10	6	23.94 \pm 4.58
Overall	31	19	12	23.90 \pm 4.61

from the research team. During this interview, participants were asked to describe their sensory and emotional responses. All ASMR+ participants reported experiencing tingling sensations; ASMR “tingles” were not reported by any ASMR- individual. All participants also completed the ASMR Checklist [14] to identify the specific stimuli that triggered ASMR. However, due to the fact that all participants reported being sensitive to the same ASMR triggers (i.e., all participants reported “whispering” as a primary trigger), data from the ASMR Checklist did not distinguish between participants and was therefore excluded from subsequent analyses. EEG signals were recorded with a 31-channel Ag/AgCl EasyCAP (Brain Products), sampled at 500 Hz using BrainVision Recorder, and amplified via the actiCHamp system. Throughout the recording, electrode impedances were kept less than 20 k Ω .

All subjects signed informed consent forms before participation and earned course credits. The University of Winnipeg Psychology Department’s Research Ethics Committee approved this study under code PSYREB-2015-520. Therefore, all required steps of this study followed our institutional rules, national ethics guidelines, and the principles of the 1964 Helsinki Declaration and its subsequent amendments. A detailed description of the experimental procedure is provided in Fig. 1.

B. EEG Preprocessing

The EEG preprocessing pipeline involved several stages. First, raw signals originally sampled at 500 Hz were downsampled to 250 Hz to reduce computational overhead. A 1 Hz high-pass filter was applied to remove slow drifts, followed by a 60 Hz notch filter to suppress power line noise. To remove ocular artifacts, specifically eyeblinks and horizontal saccades, we performed Independent Component Analysis (ICA) using the HEOG and VEOG channels. We applied MNEPython to perform ICA with correlation as a measure to identify components that exceed a Pearson correlation of 0.9 to flag and remove artifact components. Given that filtering is a linear operation, the ICA decomposition obtained from the filtered data was applied to the unfiltered but downsampled signal, following the approach of Winkler et al. [19]. ICA components associated with ocular

artifacts were then removed from this unfiltered dataset. Subsequently, a band-pass filter (1–45 Hz) was applied, in order to exclude both low-frequency drifts and high-frequency noise. Also, it is to be noted that we dropped HEOG and VEOG channels and only used EEG channels for further analysis. Finally, the data were separated into segments corresponding to eyes-open and eyes-closed conditions for condition-specific analyses.

C. Statistical Analysis

For statistical analysis, we first bandpass filtered each one-minute segment of raw EEG data (15,000 samples per segment at 250 Hz) into the five standard frequency bands: delta (1–4 Hz), theta (4–8 Hz), alpha (8–12 Hz), beta (12–30 Hz), and gamma (30–45 Hz). We then extracted HFD values per subject, segment, channel, and band—following equations 1, 2, and 3—to measure signal complexity. This yields a data matrix of size: 31 subjects \times 6 segments \times 31 channels \times 5 frequency bands. To avoid assumptions of normality, we used the Wilcoxon rank-sum test, a non-parametric method, for statistical comparisons. Testing was conducted at two spatial aggregation levels: (i) five cortical regions and (ii) individual EEG channels. For the regional analysis, five frequency bands across five regions yielded 25 comparisons per feature and a total of 50 tests (25 for the eyes-open condition and 25 for the eyes-closed condition). Separately, for the channel-wise analysis, Wilcoxon rank-sum tests were performed for all 31 channels and five frequency bands, resulting in 155 comparisons per feature and a total of 310 tests (155 for eyes-open and 155 for eyes-closed). To control for multiple comparisons across both the region-based and channel-based analyses, we applied the Benjamini–Hochberg False Discovery Rate (FDR) correction separately within each set of p -values.

D. Feature Extraction

For machine learning, each subject’s sixminute EEG recording (three minutes eyesopen, three minutes eyesclosed) was segmented into nonoverlapping 10 s windows, yielding eighteen windows per condition and thirtysix windows per subject. We segmented the data to provide our classifiers with enough observations to learn diverse EEG patterns. For each 10 s window, we computed HFD across $C = 31$ EEG channels and $F = 5$ frequency bands, resulting in a threedimensional feature matrix of size $N \times C \times F$, where $N = 36$ windows per subject. Across our cohort of $S = 31$ subjects, this yielded a total of $S \times N = 31 \times 36 = 1116$ samples, corresponding to 558 samples per condition.

270 The HFD was computed using Higuchi’s algorithm, which
 271 estimates the fractal dimension D of a time series $X =$
 272 $\{x(1), x(2), \dots, x(N)\}$ by constructing k -length subsequences
 273 and evaluating their average length $L(k)$ (Equations 1–3). In our
 274 implementation, we set $k_{\max} = \lfloor N/2 \rfloor$, so that the maximum
 275 interval between points spans half the segment while still using
 276 the full data for each calculation. The full set of interval lengths
 277 k is then drawn in \log_2 -space from 2 up to k_{\max} , and the fractal
 278 dimension D is estimated as the slope of the linear fit in the
 279 $(\log k, \log L(k))$ space.

$$L_m(k) = \frac{1}{\lfloor \frac{N-m}{k} \rfloor k} \sum_{i=1}^{\lfloor \frac{N-m}{k} \rfloor} |x(m+ik) - x(m+(i-1)k)|, \quad (1)$$

$$L(k) = \frac{1}{k} \sum_{m=1}^k L_m(k), \quad (2)$$

$$D = \text{slope of the linear fit of } \log L(k) \text{ vs. } \log k. \quad (3)$$

280 Finally, we applied *min-max normalization* to each subject’s
 281 features:
 282

$$X' = \frac{X - X_{\min}}{X_{\max} - X_{\min}},$$

283 where X_{\min} and X_{\max} are the minimum and maximum values
 284 over all samples for that subject.

285 E. Network Architectures

286 We utilized two neural network architectures in our pipeline—
 287 Transformers [20] and Mamba [21]—to learn spatial representa-
 288 tions from EEG data. We adopted the vanilla versions of both
 289 models, originally designed for temporal sequence modeling,
 290 and repurposed them for spatial feature learning.

291 *Transformers:* In our setup, we treat EEG channels as se-
 292 quence positions and their corresponding feature vectors as
 293 embeddings. Concretely, for a batch of size B , with C EEG
 294 channels and $F = 5$ HFD features per channel, our input tensor
 295 has shape (B, C, F) . The core mechanism of transformers is
 296 Multi-Head Attention (MHA) that computed via scaled dotprod-
 297 uct attention:

$$\text{Attention}(Q, K, V) = \text{softmax} \left(\frac{QK^T}{\sqrt{d_k}} \right) V \quad (4)$$

298 where $Q, K, V \in \mathbb{R}^{C \times d_k}$ are learned linear projections of the
 299 channel-wise feature embeddings, and d_k represents the di-
 300 mension of the K vectors. By running several such heads in
 301 parallel, MHA captures rich, long-range spatial dependencies
 302 across channels and frequency bands. Moreover, the attention
 303 weight matrix

$$\text{softmax}(QK^T / \sqrt{d_k}) \quad (5)$$

304 can be visualized to reveal which EEG channels the model
 305 focuses on when making its predictions.

306 *Mamba:* We repurposed Mamba—originally a State Space
 307 Model (SSM)-based temporal model—for spatial modeling of
 308 EEG by treating each electrode index as a “time” step. Its core
 309 state-space recursion is

$$x_{c+1} = Ax_c + Bu_c, \quad y_c = Cx_c, \quad (6)$$

Algorithm 1: Transformer-Attention Hubness.

Input: Attention maps $A \in \mathbb{R}^{T \times C \times C}$, labels y ,
 predictions \hat{y}

Output: Hub maps h_0 (Control), h_1 (ASMR),
 FDR-corrected p -values \hat{p}

1. Compute class-wise means within each seed:

$$\text{Ctrl} = \text{mean}_{\{t: \hat{y}_t = y_t = 0\}} A_t, \quad \text{ASMR} = \text{mean}_{\{t: \hat{y}_t = y_t = 1\}} A_t$$

2. Aggregate across seeds:

$$\text{Conn}_0 = [\text{Ctrl}^{(1)}, \dots, \text{Ctrl}^{(R)}]^\top, \quad \text{Conn}_1 =$$

$$[\text{ASMR}^{(1)}, \dots, \text{ASMR}^{(R)}]^\top$$

3. Threshold and binarize:

For each class k : $t_k = \text{median}(\text{Conn}_k) + \text{std}(\text{Conn}_k)$,

Define $\text{Bin}_k[i, c, j] = \mathbb{I}(\text{Conn}_k[i, c, j] > t_k)$

4. Hub scores:

$$H_k[i, c] = \frac{1}{C-1} \sum_j \text{Bin}_k[i, c, j], \quad h_k[c] = \frac{1}{R} \sum_i H_k[i, c]$$

5. Statistics:

For each channel c , perform Kruskal-Wallis H-test on

$\text{Conn}_0[:, :, c]$ vs. $\text{Conn}_1[:, :, c]$, obtaining p_c .

Apply Benjamini–Hochberg to $\{p_c\} \Rightarrow \hat{p}_c$

return h_0, h_1, \hat{p}

310 where $A \in \mathbb{R}^{N \times N}$, $B \in \mathbb{R}^{N \times F}$, and $C \in \mathbb{R}^{F \times N}$ are learned, u_c 310
 311 is the F -dimensional feature vector for channel c , and x_c its N - 311
 312 dimensional hidden state. By sequentially propagating informa- 312
 313 tion across the channel axis, Mamba captures long-range spatial 313
 314 dependencies in a single pass. Both Mamba and the Transformer 314
 315 core modules are followed by position-wise feed-forward layers 315
 316 (with an expansion factor) to enrich their representations [20], 316
 317 [21]. As a reference, we also include two classical baselines— 317
 318 Support Vector Machine and Random Forest classifiers—to 318
 319 benchmark against these deep-learning approaches. 319

320 F. Hubness Measure Using Attention Weights

321 To visualize and interpret the transformer’s attention weights, 321
 322 obtained from its core scaled-dot product mechanism, we 322
 323 employed a measure from graph theory called *hubness*. The 323
 324 attention weights allowed us to identify which EEG channels 324
 325 the model focused on to differentiate between classes, which 325
 326 were represented as $C \times C$ matrices for each test subject 326
 327 and were analyzed as follows for hubness computation. Here, 327
 328 *hubness* quantifies how many other channels a given channel 328
 329 is strongly connected to, based on a data-driven suprathreshold 329
 330 criterion: the median of the matrix plus one standard deviation. 330
 331 For each channel, the hubness score was calculated as the 331
 332 proportion of other channels to which it had above-threshold 332
 333 connections—that is, the number of strongly connected channels 333
 334 divided by the total number of channels. We computed hubness 334
 335 measures separately for the ASMR- and ASMR+ groups, 335
 336 and then statistically compared them to identify significant 336
 337 group differences. See Algorithm 1 for detailed computation 337
 338 steps. 338

339 G. Training Environment

340 All analyses were conducted on an NVIDIA RTX A6000 340
 341 GPU with Python 3.10.13. For machine learning, we employed 341
 342 Leave-One-Subject-Out Cross-Validation (LOSOVCV) with five 342
 343 repetitions, using five different random seeds (42, 43, 44, 45, and 343

TABLE II
SUBJECT-LEVEL PERFORMANCE (MEAN \pm SD OVER FIVE SEEDS) OF HFD FEATURES IN CLOSED-EYES CONDITION BETWEEN ASMR- Vs. ASMR+;
AUCROC IS REPORTED AT THE SAMPLE LEVEL

Model	F1 Score	Accuracy	Precision	Recall	AUC ROC
SVM	70.85 \pm 0.00	70.97 \pm 0.00	71.01 \pm 0.00	70.83 \pm 0.00	65.47 \pm 0.00
Random Forest	73.93 \pm 2.42	74.19 \pm 2.28	74.59 \pm 2.05	73.96 \pm 2.36	65.15 \pm 1.11
Mamba	77.33 \pm 3.98	77.42 \pm 3.95	78.10 \pm 4.07	77.58 \pm 3.96	61.92 \pm 2.04
Transformer	82.56 \pm 3.67	82.58 \pm 3.68	82.64 \pm 3.67	82.58 \pm 3.65	69.80 \pm 0.53

46). The hyperparameters for all models were tuned using data from only 10 subjects, five from the ASMR- group and five from the ASMR+ group using grid search from a predefined search space (available on our GitHub Repository).

The best hyperparameters for each model are as follows: For the Transformers model, the optimal hyperparameters found were 50 epochs, a dropout rate of 0.2, weight decay of 0.001, a feedforward expansion of 2, 5 attention heads, and 2 transformer encoder layers, with the AdamW optimizer and GELU activation. The Mamba model had similar settings, with 50 epochs, a dropout rate of 0.2, and weight decay of 0.001, along with a feedforward expansion of 2, a state dimension of 16, 2 Mamba layers, and a convolutional dimension of 5, using the AdamW optimizer with SiLU activation. For the SVM model, the parameters were $C = 0.01$, a polynomial kernel, gamma of 0.1, degree 3, and coef0 of 1.0. For the Random Forest model, the hyperparameters included 50 estimators, a maximum depth of 10, a minimum samples split of 2, a minimum samples leaf of 2, and the square root method for maximum features.

IV. RESULTS

A. Statistical Analysis

We first performed Wilcoxon rank-sum tests at the *regional level* across all frequency bands to examine differences in HFD between brain regions. Subsequently, we conducted Wilcoxon rank-sum tests at the *channel level* within each frequency band to identify specific electrode channels exhibiting significant differences in HFD between the two groups with both open-eye and closed-eye conditions. Our analysis did not yield statistical significance in the closed-eye condition. In open-eyes condition, region-level analysis results, shown in Fig. 2, suggested that in the delta frequency band, Occipital ($p = 0.042$) and Parietal ($p = 0.047$) HFD were significantly greater in the ASMR- compared to the ASMR+ group. A similar trend was observed in the theta band, where frontal ($p = 0.033$), central ($p = 0.013$), and parietal ($p = 0.04$) regions exhibited significantly greater HFD in the ASMR- group compared to the ASMR+ group. In contrast, at the alpha band, an opposite trend was observed, where central ($p = 0.013$), parietal ($p = 0.013$), and temporal ($p = 0.039$) regions exhibited significantly higher HFD in the ASMR+ group compared to the ASMR- group.

To further investigate these effects at the channel level, shown in Fig. 3, we observed that in the delta band, notable differences were found in parietal and occipital channels such as P3, O1, and Oz. In the theta band, significant differences were observed in frontal channels (Fp1, Fp2, and FC2), along with central and parietal channels (Cz, C4, CP1, CP2, CP6, Pz, and P4). In contrast, the alpha band showed differences in channels across multiple regions, including parietal, temporal, frontal, and central regions, with significant effects observed at FC1,

FC2, FC6, Cz, C4, T8, CP5, CP1, CP2, CP6, TP10, P7, P3, Pz, and P4.

B. Machine Learning Results

Since the closed-eyes condition did not yield statistically significant effects, the study focused on the open-eyes condition for machine learning classification. Table II and Fig. 5 summarize the performance of four classifiers: two deep-learning architectures (Transformer and Mamba) and two classical machine learning algorithms (SVM and Random Forest). The Transformer achieved the highest F1 score (82.56 ± 3.67), followed by Mamba (77.33 ± 3.98). It also outperformed Mamba in accuracy (82.58 ± 3.68), precision (82.64 ± 3.67), and recall (82.58 ± 3.65). Random Forest and SVM lagged behind, with F1 scores of 73.93 ± 2.42 and 70.85 ± 0.00 , respectively. The zero-standard deviation for SVM reflects its deterministic decision boundary, which remains unchanged across random seeds. In terms of misclassification rates for the ASMR+ class, Transformer exhibited the lowest error (17.5%), whereas Mamba showed the highest (27.5%); however, Mamba's misclassification rate for the ASMR- class remained lower than those of Random Forest and SVM. Finally, Transformer also achieved the highest sample-level AUCROC, while Mamba recorded the lowest—underscoring the Transformer's superior discriminative ability between ASMR- and ASMR+ groups.

C. Attention Weights Hubness

To interpret our model's predictions, we employed an explainable AI (XAI) technique that converts transformer attention weights into hubness scores. This analysis uncovered distinct hub patterns that reliably differentiate ASMR- and ASMR+ participants: significant hubs were almost exclusively along a front-to-back midline, spanning frontal, central, parietal, and occipital electrodes, with minimal involvement of temporal channels. Importantly, ASMR+ individuals exhibit significantly weaker hubness proportions (connectivity) than ASMR- (Fig. 4).

V. DISCUSSION

A. HFD Neural Signatures of ASMR

In ASMR+ participants, our resting-state analysis uncovered a distinctive signature of neural complexity. HFD values were significantly lower than those of ASMR- in the delta and theta bands, yet higher in the alpha band, in the eyes open resting state condition. This pattern points to an altered baseline mode of visual processing in the ASMR+ individuals. In contrast, conventional power analyses (included on GitHub) showed only significant differences in the beta band at frontal ($p = 0.035$), central ($p = 0.005$), temporal ($p = 0.035$), and parietal ($p = 0.042$) regions. Taken together, these results demonstrate that HFD is markedly more sensitive than PSD—particularly in the

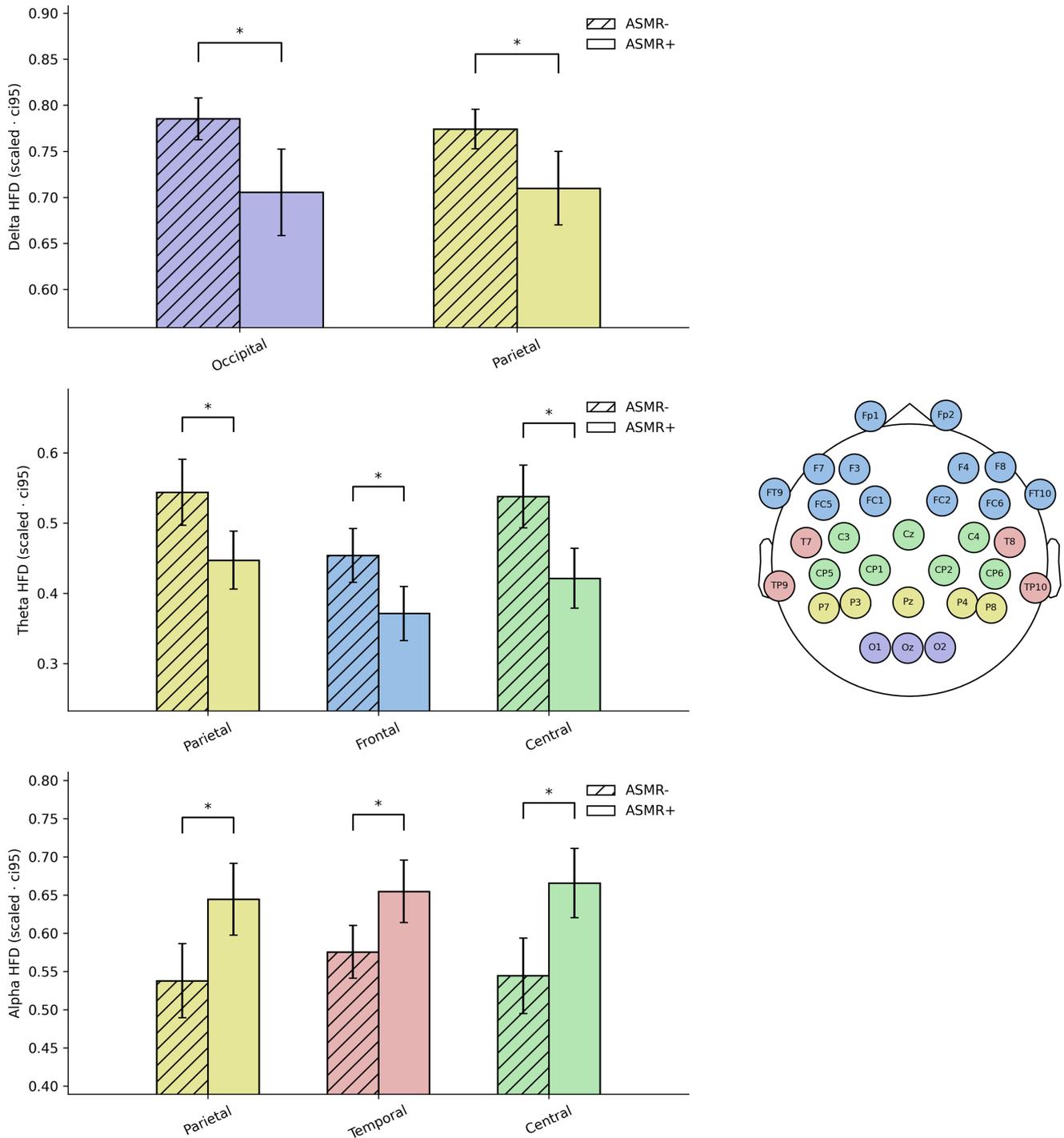


Fig. 2. Difference in mean HFD between ASMR- and ASMR+ participants during resting state open-eyes condition. Pairwise comparisons were made between ASMR- (diagonal lines) and ASMR+ (no pattern) participants for each region, electrode group and frequency bands. The location of electrodes that comprise each group is indicated in the topographic map by the corresponding colour. * $p < 0.05$.

440 eyes-open condition—for detecting subtle, frequency-specific
 441 complexity differences between ASMR- and ASMR+ groups.
 442 These resting-state complexity changes echo previous
 443 stimulus-driven findings. For instance, Mohammadi et al. [8]
 444 reported a global decrease in delta and theta power during ASMR
 445 stimulus exposure, linking it to increased relaxation, while other
 446 previous work [7], [22], [23] showed elevated frontal-lobe

alpha activity tied to attentional and sensorimotor engagement. 447
 Importantly, by using HFD instead of PSD, we detect these same 448
 frequency-specific alterations *without* any external stimulus. 449
 This shows that fractal complexity is a powerful, resting-state 450
 marker of ASMR brain dynamics. Moreover, our xAI analysis 451
 results, using and converting transformer attention weights into 452
 hubness scores, align with resting-state fMRI findings by Smith 453

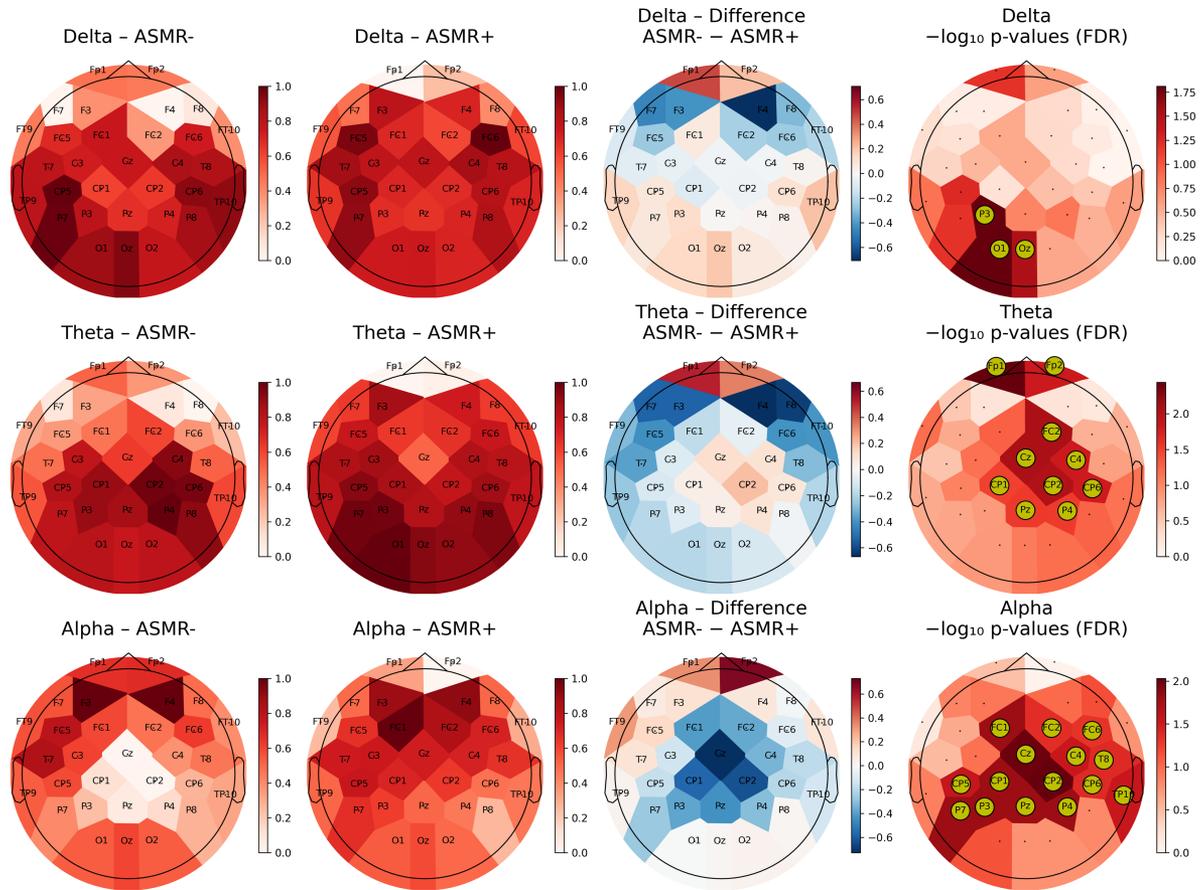


Fig. 3. Topographic maps of HFD in the Open-Eyes condition for ASMR- and ASMR+ groups across three EEG frequency bands. Each row corresponds to one band— delta (δ), theta (θ), and alpha (α), —from top to bottom. Columns show (1) group-mean HFD for ASMR- subjects, (2) group-mean HFD for ASMR+ subjects, (3) the pointwise difference, and (4) FDR-corrected q-values with significant electrodes ($q < 0.05$) marked by yellow circles.

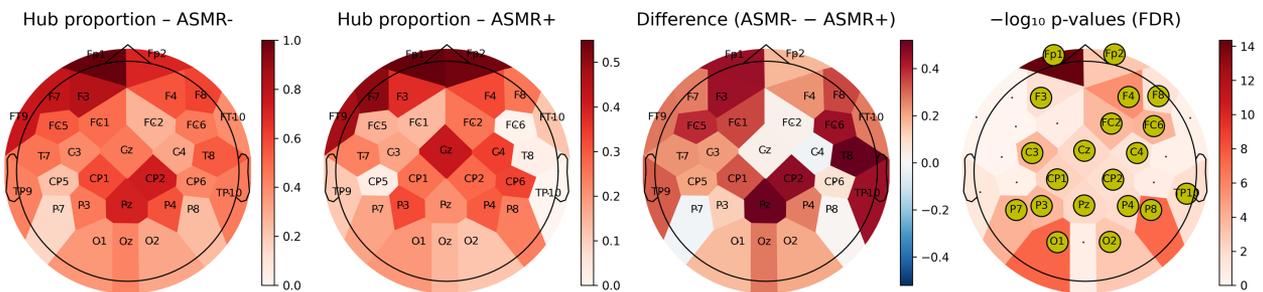


Fig. 4. Topographic maps of attention weights from the transformer model in the open-eyes condition for the ASMR- and ASMR+ groups.

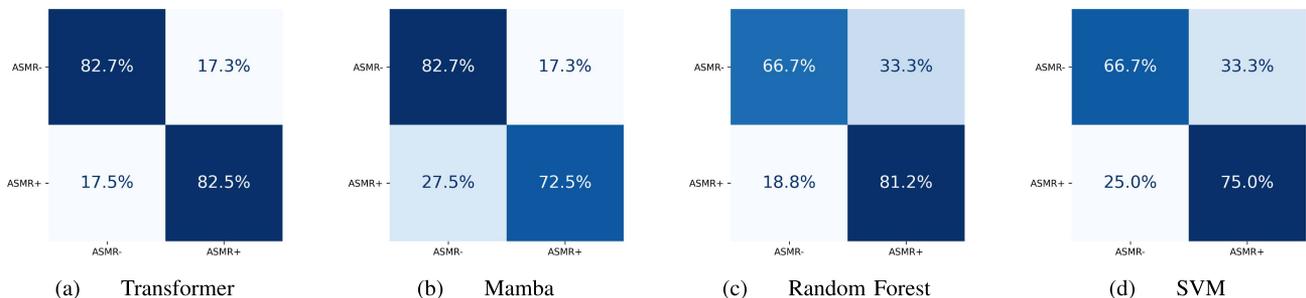


Fig. 5. Confusion matrices of subjectlevel predictions in percentage format across five random seeds for each model.

et al. [14], who reported reduced default mode network connectivity in ASMR+ individuals. Consistent with this, our model uncovers significantly weaker hubness connectivity in ASMR+ participants compared to ASMR-.

B. Supplement to Therapeutic Approaches

ASMR reliably induces a relaxation state in ASMR+ individuals, suggesting its potential as a supplement to conventional therapies. However, one might ask why clinicians cannot simply rely on self-report—e.g., “Do you experience ASMR tingles?”—rather than employ EEG. Although convenient, such subjective screening is prone to demand characteristics and recall bias. By contrast, we identified an objective marker from a brief, stimulus-free resting-state EEG: HFD complexity. A transformer classifier trained on HFD features from eyes-open recordings distinguished ASMR- participants from ASMR+ with 82.58% accuracy and 82.50% recall, showing that resting-state complexity alone captures the neural signature of ASMR sensitivity.

Importantly, a key limitation of the current work is that the model predicts only binary group membership rather than the intensity of the relaxation response. Future research should extend both the experimental design and the AI models to a multi-class (ASMR- Vs ASMR+), multi-label (relaxation intensity) framework by integrating pre- and post-EEG questionnaires or subjective tingling ratings. Such integration would allow simultaneous prediction of ASMR sensitivity and the magnitude of the relaxation effect, moving ASMR-based AI models closer to real-world therapeutic applications. We further note that our study analyzed data from only 31 subjects; this modest sample size may limit generalizability and therefore warrants cautious interpretation. Although the machine learning was performed segment-wise (540 ten-second segments), these segments are not independent observations of different subjects. Leave-one-subject-out cross-validation (LOSOVCV) reduces the risk of data leakage between training and test sets but does not substitute for validation on larger, independent cohorts. Consequently, our results should be viewed as preliminary and require replication in larger, external datasets. Nonetheless, the segment-level analysis provides additional statistical power and a useful reference for future ASMR and EEG complexity studies employing machine-learning methods.

VI. CONCLUSION

The purpose of this study was to examine whether ASMR sensitivity is associated with baseline differences in neural activity during eyes-open and eyes-closed resting-state conditions. HFD uncovered distinct, frequency-specific alterations. ASMR+ individuals showed reduced complexity in the delta and theta bands, consistent with a more relaxed baseline state, and increased complexity in the alpha band, indicative of heightened alertness and attentional readiness. These results show that HFD is a more sensitive marker than PSD for detecting subtle resting-state neural differences linked to ASMR sensitivity.

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