

Dream content during lucid dreams and out-of-body experiences, differences and similarities.

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ABSTRACT

During sleep, humans experience offline visual content that we call dreams, which are typically emotional and lack rational judgment about their strangeness. However, during lucid dreaming (LD), subjects know they are dreaming and can control the dream content. Another type of aware dream experience is the out-of-body experience (OBE) initiated from sleep paralysis. Although the differences between non-LD, LD and OBEs are evident, there is no record in the literature of such differences in dream content and some researchers describe OBEs as a type of LD. We conducted interviews with subjects who experienced LD and subjects who had OBEs frequently. A portion of them kept a dream journal for two months with precise instructions on how to write down their dreams. The collected dreams were analyzed by automatic methods of analysis of emotions such as EmoLex and Sentisense, also with classifiers such as Empath. The dream stories provided by the participants were scored with a series of ratings using a method based on Hall and Van de Castle's dream content scoring system upon which we developed variations and additional measures to adapt to the requirements of our task. The scoring was divided into sections, thought/emotion/action, presence of entities/characters and social interactions, sensory descriptions, spatial references, fantasy content, among others. Here we present the preliminary progress of this study of oneiric content.

METHODS

Participants.

Gender	Age	Dreams	Total
Female	97 34,81±10,6	Normal	824
Male	76 33,13±11,5	Lucid	122
Other	1 31	OBE	68
		Sleep Paralysis	15
		False Awakening	9
Total	174	Total	1034

63 of 174 completed a Dream Journal for 2 month.

The collected dream narratives were analyzed using three different methods.

Sentiment and Emotion Lexicons

Lexicon-based sentiment or Emotion analysis for any language is dependent on sentiment lexicons that are produced manually or semiautomatically and commonly stored as dictionaries.

SentiSense attaches emotional meanings to concepts from the WordNet lexical database, instead of terms, thus allowing to address the word ambiguity problem using one of the many WordNet-based word sense disambiguation algorithms.

The NRC Emotion Lexicon is a list of English words and their associations with eight basic emotions (anger, fear, anticipation, trust, surprise, sadness, joy, and disgust) and two sentiments (negative and positive).

Empath, (lexical categories)

A text analysis tool that analyzes text across 200 gold standard topics and emotions (e.g., *childishness* or *violence*), and can generate and validate new lexical categories on demand from a user-generated set of seed terms.

It is not based on a lexicon, but on neuronal network algorithms that combines modern NLP techniques with the benefits of handmade lexicons.

Makes a vector space from embeddings that measures the similarity between words, uses *seed terms* to define new words for each of its categories, and finally filters its categories using crowds.

Oneiric Content Analysis

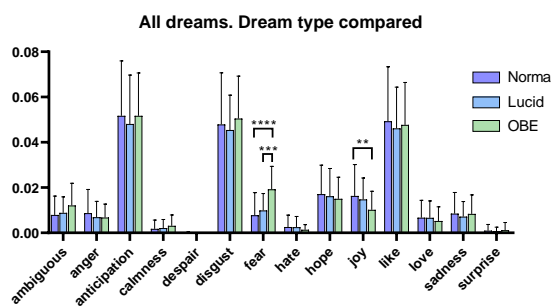
Through an experimenter's reading of dream reports, several empirical categories (and subcategories), such as "characters", "social interactions", "emotions", "sensations", "activities", among others, are recorded using a defined code that later are scored.

Method based on Hall and Van de Castle's dream content scoring system

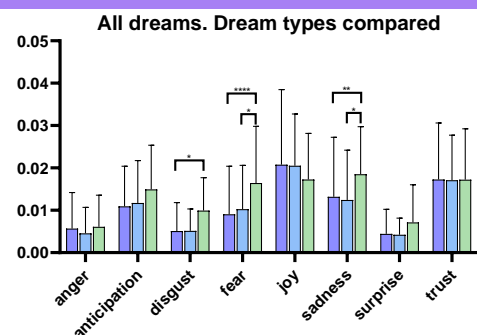
actor de ficción implacable... y le dijo: "¡no es él, si él está acá no está pasando nada bueno entonces!" PERS VERO y Gabi me dijo que se... PERS ACC bajó el tipo actor del auto... como con una podadora... PERS VERO y quería matarme... a mí con eso, Gabi se puso en frente... yo gritaba... PERS VERO y tenía miedo... el tipo volvió a querer... PERS VERO y yo intenté agarrarlo... PERS ACC y apareció otro actor... PERS VERO con la misma máquina, pero llena de sangre... PERS VERO mientras el otro que era igual, como la misma persona, seguía queriendo matarnos del lado derecho... PERS ACC Yo gritaba mucho, quería despertarme... PERS META me desesperaba... PERS ACC porque no podía despertar. Me tiré al piso... PERS VERO PERS META ahí me vi como en 3ra persona muy poco tiempo... PERS VERO y pedir que me despertara... PERS VERO PERS META pensé... PERS VERO es el experimento de los sueños... PERS ACC que algo estaba mal con eso porque no podía despertar... PERS META pensaba que me tenían que ver... PERS META y darse cuenta que estaba teniendo una pesadilla para que...

PRELIMINARY RESULTS

SentiSense

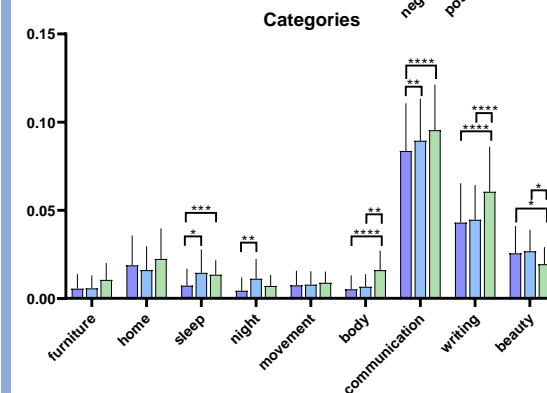
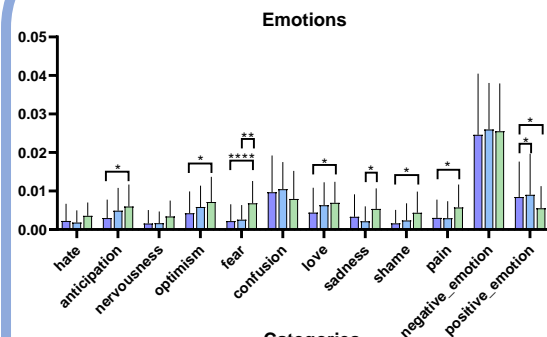


The NRC Emotion Lexicon



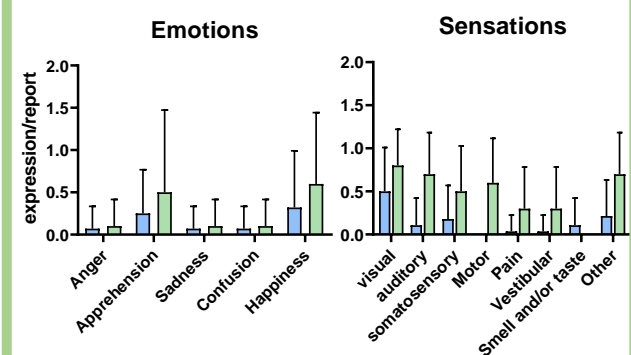
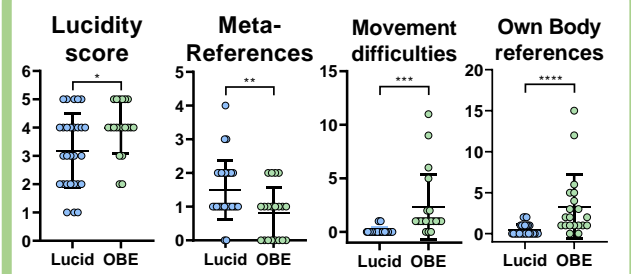
OBE have significantly more negative emotions.

Empath (some gold standard categories)



Differences are evident in various categories, indicating differences in content.

Oneiric Content Analysis



OBEs refer more often to their own movements and bodies. Lucid refer more to themselves and the dream environment.

FUTURE

- More Data
- Empath, custom categories.
- Comparisons between similar "lucidity" score.