

# Mobile Sensing and Support for People with Depression

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Depression is a common, burdensome, often recurring mental health disorder with high prevalence. Even in developed countries, patients have to wait for several months to receive adequate treatment. In many parts of the world there is only one mental health care professional for over 200.000 people [1]. Smartphones are ubiquitous and have an increasingly large complement of sensors that can potentially be useful in monitoring behavioral patterns that might be indicative of depressive symptoms and providing context sensitive intervention support [2,3].

The objective of this study was two fold, first to explore the detection of daily-life behavior based on smart phone sensor information to identify subjects with a clinically meaningful depression level, second to explore the potential of context sensitive intervention delivery to provide in-situ support for people with depressive symptoms.

Proxies for social [4] and physical [5] behavior derived from smartphone sensor data was successfully deployed to deliver context sensitive and personalized interventions to people with depressive symptoms. Subjects who used the application for an extended period of time showed significant reduction in self-reported symptom severity.

Non-linear classification models trained on features extracted from smartphone sensor data including Wifi, accelerometer, GPS and phone use, demonstrated a proof of concept for the detection of depression with reasonable accuracy. While findings of effectiveness must be reproduced in a RCT to proof causation, they pave the way for a new generation of personalized digital health interventions leveraging smartphone sensors to provide context sensitive information for in-situ support and unobtrusive monitoring of critical mental health states.

## REFERENCES

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**Depression: the leading cause of disability worldwide**

In October 2012, the world health organization (WHO) estimated that 350 million people worldwide suffer from depression [1]. It is expected that depression will be the world's largest medical burden on health by 2020 [2]. Traditionally, depression is treated with medication and/or face to face psychotherapy utilizing methods such as cognitive-behavioral therapy (CBT) which has been proven to be effective [3]. Yet, for 50% of the world's population there is only one mental health expert responsible for 200.000 or more people [2].

**Personalised Just-in-time interventions: a scalable therapy solution ?**

In recent years, this problem led to the rise of digital versions of CBT in the form of educational interactive websites and smart phone applications [4]. Many of these solutions presented reasonable effects [5], sometimes even on a par with face to face therapy [6]. However, a recent review revealed an array of shortcomings still present in most of the approaches, for example, the lack of personalization and in-situ support [7]. A key to the solution could lie in personalised digital health interventions offered through modern smart phones and their sensors. By 2016, the number of global smartphone users is estimated to reach 2.16 billion [8]. Smartphone based learning systems could adapt to subject's individual needs by providing feedback and treatment success [9] and could provide important context information for adequate in-situ support, see for example [10] and [11], in the form of interactive interventions and further infer a subject's condition state.

The aim of the present work therefore was, to explore the potential and feasibility of context sensitive intervention delivery based on smart phone sensors, to provide in-situ support for people with depressive symptoms, and to explore the detection of daily-life behavior based on smart phone sensor information to identify subjects with a clinically meaningful depression level.

**Literature**

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**Analysis: Sensing**

PHQ-9-11 vs PHQ-9-10 classification performance	SVM, RBF kernel
Accuracy	72.7
Sensitivity	65.9
Specificity	79.7

PHQ-9-11 vs PHQ-9-10 classification performance

Support Vector Machine (SVM)

Every two weeks, subjects were asked to answer PHQ-9 questionnaires computing a depression score between 0 and 30. The goal was, to resemble the PHQ-9 score based on the behavior of the subject over the course of the preceding two weeks. Behavior is represented by 120 features computed from statistics over the preceding two weeks of each context dimension. We approached this as a supervised machine learning task with binary classes to distinguish between samples representing a PHQ-9-11 and PHQ-9-10. To approximate generalizability, we conducted a 10-fold cross validation on 143 samples of 36 subjects using a SVM. Hyper parameters were optimized using grid search on the mean cross validation scores.

**Analysis: Support**

PHQ-9 score	In. median PHQ (0-9)	10. median PHQ (0-9)	N	p
0-9	13.00 (12.25-13.75)	13.00 (12.00-20.00)	6	0.382
10-11	11.00 (10.25-11.75)	13.00 (11.00-20.00)	12	2.616
12-13	11.00 (10.25-11.75)	13.00 (11.00-20.00)	12	2.616
14-15	11.00 (10.25-11.75)	13.00 (11.00-20.00)	12	2.616
16-18	11.00 (10.25-11.75)	13.00 (11.00-20.00)	12	2.479
19-21	11.00 (10.25-11.75)	13.00 (11.00-20.00)	12	2.479

Boxplot of PHQ-9 score progression of subjects with PHQ-9-11 at 10 over time

Scatter plot of cumulative app starts per subject over time and cumulative change in PHQ-9 values. Note: The development of PHQ-9 scores of individual subjects is indicated by connected points of the same color.

We conducted a Spearman correlation analysis between total app starts and change in PHQ-9 from 10 to 11 of the 12 subjects classified as clinically depressed at 10 and with a system adherence of at least 4 weeks. We observed a negative correlation with rho=-.488 and p=.099.

**Limitations**

The clinical study carried out is based on a non-randomized, uncontrolled single-arm study design, which rules out the possibility to prove any causation. Additionally, to lower the inhibition threshold, subjects were not asked to provide information about control variables such as other current treatments to rule out their impact on treatment outcome. Furthermore, although research has shown that the PHQ-9 is strongly correlated with depression, not everyone with an elevated PHQ-9 is certain to have a depression. Moreover, in this first pilot we did not quantify the efficacy of the proposed recommendation algorithm. This would involve detailed feedback from participants in order to judge appropriateness of context related intervention recommendations.

**State/behavior inference**

- Context: Time/Location, Outside, Inside
- Physical activity: Time walking, Time active
- Social activity: Different social people, People in surrounding, Duration of calls

**Recommender**

- Recommendation of grouped interventions depends on:
  - The behavior of the user during the last 24 hours represented by contextual features (preferentially related to depression computed from sensor and phone usage)
  - Walking time (Accelerometer)
  - General activity (Accelerometer)
  - Phone usage
  - Time at home (estimated using WiFi hotspots)
  - Phone usage (GPS statistics, number of different hotspots)
  - Social activity (incoming/outgoing calls, number of text messages)
  - Number of calendar events
  - And a set of static rules spanning:
    - Time of the day (discretized)
    - Location (Home, Outside)
    - User Preference (Pair rating of content, completion rate, ...)

**Phase 1: Content recommendation assumptions about behavior according to users actual behavior after 2 weeks**

**Phase 2: Content recommendation assumptions about behavior according to users actual behavior after 2 weeks**

Where  $\alpha$  is the weight of feature  $m$  on basket  $n$ ,  $F_n$  is the value of feature  $n$  over time,  $F_n$  is the value of feature  $n$  over time,  $F_n$  is the value of feature  $n$  over time.

The following screenshots show examples of interactive interventions. From left to right, the first one shows a mindfulness exercise where the user has to check a box after a small thinking task, the second shows a pedagogical multiple-choice intervention, the third shows a free text intervention where the user should walk and the fourth shows a multimedia, audio intervention playing a breathing exercise.

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