

Mobile Health

Lecture 12

Mobile Devices and Behaviour Interventions

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Mobile Devices and Passive Sensing

- We have seen how various sensors on devices are able to sense our behaviour and this can be indicative of disease.
- In this lecture we will talk about the use of this sensing and the possible interventions which can be guided by this data.

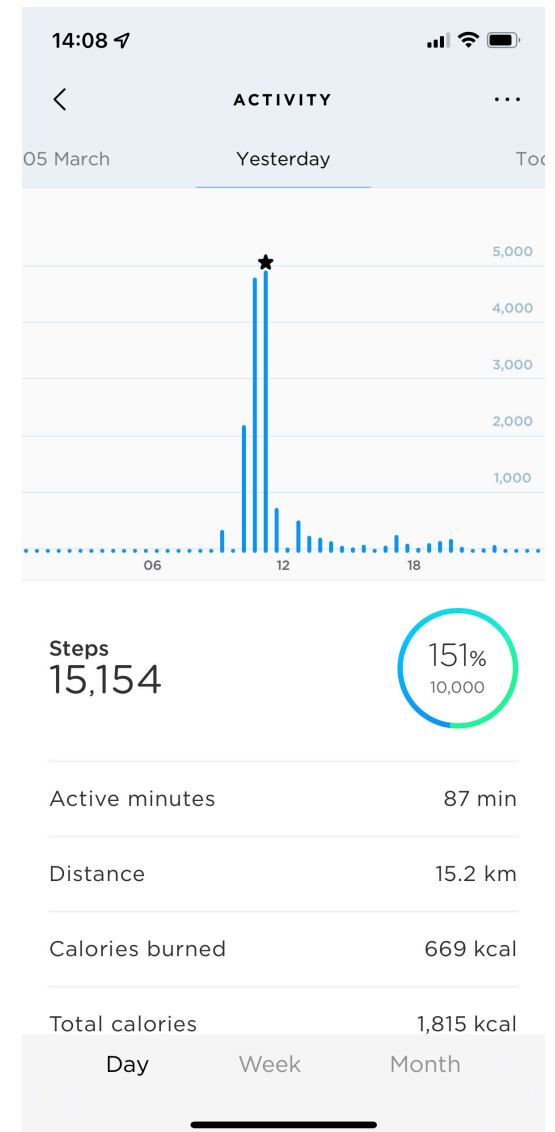


What is a “digital intervention”?

- Make sense of the passive data collected to inform what to tell the user (i.e. how to solicit a positive behaviour in the user).
 - Help the person to not smoke while on a smoke cessation program.
 - Remind people to take their medications.
 - Solicit the person to do breathing exercises to reduce stress.
 - Remind them to walk more.
 - Support someone in their diet.

Pull Interventions

- Interventions where it is the user who requests them.
- Example: someone going into an app to check how many steps they have done in a day.



Push Intervention

- A device prompting a user with a message



Smoking Cessation Behaviour Intervention

COMMIT TO QUIT

HEY THERE!

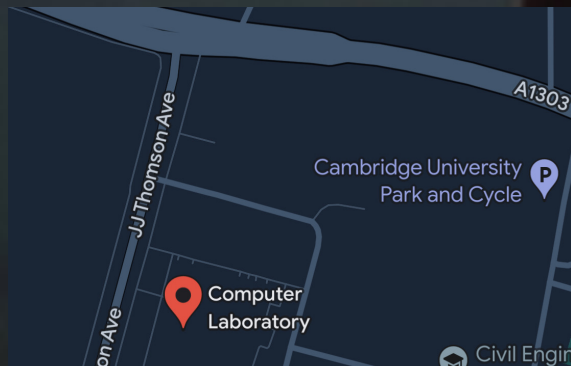
You Can Handle This!

When asked why they relapsed, a lot of smokers name 'stress' as the reason. Don't let this be a reason for you, Felix. Your efforts so far show that you CAN handle stress, at work or anywhere!

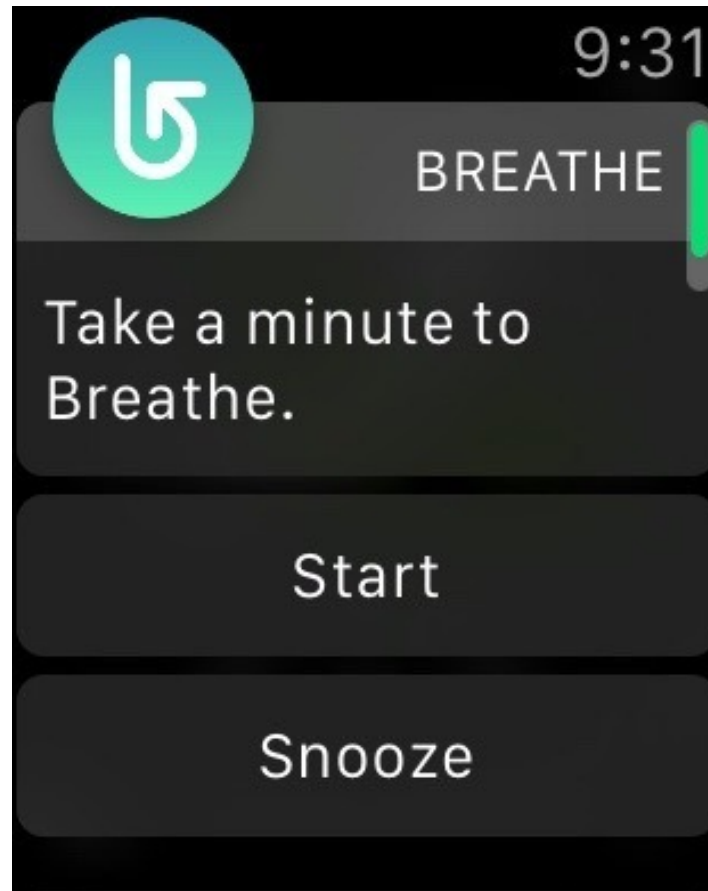
WAS THIS USEFUL?

★ ★ ★ ★ ★

Submit



What form does a digital intervention take?

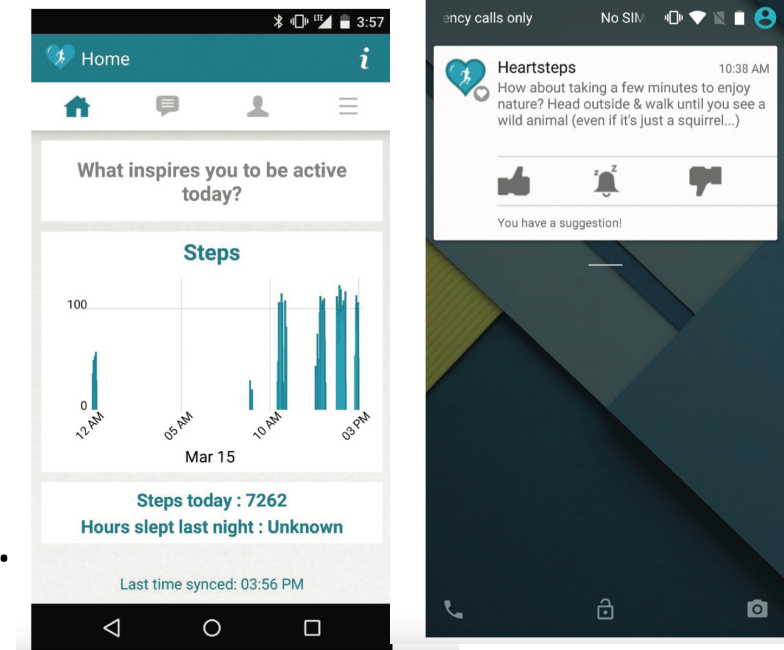


Challenges

- What message to send (to this user)
- When to send it (avoid bad times, find best times) avoid times where you are doing other things when interventions are useless
- How do we know it worked! Randomization...

What message

- Some messages might involve more user attention.
- Some messages might be better than others depending on:
 - User (what message does this user answer most often to?).
 - Context (in some time of day some intervention is better than another).
- Psychology (we won't discuss).



HeartSteps Messages and Context

Suggestion	Type	Time of day	Day of the week	Weather	Location
Is there anything better than weekend afternoons? You could enjoy the fresh air by taking a walk around your neighborhood!	Walking	Midafternoon	Weekend	Suitable for walking outside	Home
While eating at your desk can be tempting, lunch is your time for a much-needed mental break. Can you take a few minutes to stand & stretch?	Antisedentary	Lunch	Weekdays	Any	Work
This evening would be a good time for a challenge: a walk in bad weather. Bundle up & enjoy the outdoors!	Walking	Postdinner	Weekdays Weekends	Snow	Home
Have a long conference call today? Walking in place or pacing while you talk can keep you engaged and increase your step count!	Walking	Morning Midafternoon	Weekdays	Not suitable for walking outside	Work
When's the last time you dusted? If you have 5 minutes, you could grab a feather duster & take a crack at those end tables!	Antisedentary	Morning Lunch Midafternoon Late afternoon	Weekdays Weekend	Any	Home
Have you been sitting at your desk all morning? Why not stand up & do some light stretches for 2-3 minutes? It will energize you for the rest of the day!	Antisedentary	Lunch	Weekdays	Any	Work

QuitSense messages

tip_id	tip_index	time_of_day	stressed_rating	depressed_rating	craving_rating	current_situation	other_smokers	fence_event	header	message	BC
GF00041	41	["early_am", "daytime", "late_pm"]	["Somewhat", "Very", "Extremely"]		["Strong", "Very Strong", "Extremely Strong"]	["Working"]	["Who are smoking"]	["Entry"]	Managing at work	Some people find that they can reduce stress at work by prioritising their work, breaking tasks into smaller steps, or talking through any problems. Deep breathing and having breaks can help too.	BS
GF00042	42	["early_am", "daytime", "late_pm"]	["Somewhat", "Very", "Extremely"]		["Slight", "Moderate"]	["Working"]	["Who are smoking"]	["Entry"]	Managing at work	Some people find that they can reduce stress at work by prioritising their work, breaking tasks into smaller steps, or talking through any problems. Deep breathing and having breaks can help too.	
GF00043	43	["early_am", "daytime", "late_pm"]	["Somewhat", "Very", "Extremely"]		["Strong", "Very Strong", "Extremely Strong"]	["Working"]	["Who are not smoking", "I am alone"]	["Entry"]	Managing at work	Some people find that they can reduce stress at work by prioritising their work, breaking tasks into smaller steps, or talking through any problems. Deep breathing and having breaks can help too.	
GF00044	44	["early_am", "daytime", "late_pm"]	["Somewhat", "Very", "Extremely"]		["Slight", "Moderate"]	["Working"]	["Who are not smoking", "I am alone"]	["Entry"]	Managing at work	Some people find that they can reduce stress at work by prioritising their work, breaking tasks into smaller steps, or talking through any problems. Deep breathing and having breaks can help too.	
GF00045	45	["early_am", "daytime", "late_pm"]	["Not at all", "Slightly"]		["Strong", "Very Strong", "Extremely Strong"]	["Working"]	["Who are smoking"]	["Entry"]	Managing at work	Try to avoid taking breaks with people you used to smoke with. If this isn't possible, avoid seeing them smoking by taking a short walk instead.	
GF00046	46	["early_am", "daytime", "late_pm"]	["Not at all", "Slightly"]		["Slight", "Moderate"]	["Working"]	["Who are smoking"]	["Entry"]	Managing at work	Try to avoid taking breaks with people you used to smoke with. If this isn't possible, avoid seeing them smoking by taking a short walk instead.	
GF00047	47	["early_am", "daytime", "late_pm"]	["Not at all", "Slightly"]		["Strong", "Very Strong", "Extremely Strong"]	["Working"]	["Who are not smoking", "I am alone"]	["Entry"]	Managing at work	Having a brisk walk or taking slow deep breaths can help with urges. Also, keeping your mouth busy with gum or healthy snacks can help too.	
GF00048	48	["early_am", "daytime", "late_pm"]	["Not at all", "Slightly"]		["Slight", "Moderate"]	["Working"]	["Who are not smoking", "I am alone"]	["Entry"]	Managing at work	Having a brisk walk or taking slow deep breaths can help with urges. Also, keeping your mouth busy with gum or healthy snacks can help too.	

When to send the message

- Depends on application and context.
- Context can be sensed:
 - Location,
 - social through BLE,
 - time,
 - microphone for surrounding sounds and ambience,
 - activity through IMU,
 - Physiology.

How do we know if an intervention works?

- We want to know what messages work when and for whom.
- Factors which could be studied in parallel:
 - Weather.
 - Time of message.
 - User characteristics/demographics/activity/physiology.
- Randomization allows to control for this variance in users and context:
 - Why: because the messages will be sent at random times to random users so these conditions won't always be the same.

Micro-randomization (HeartSteps)

- 5 times a day.
- 30% chance message sent, 70% message not sent (per user).
- One evening message to plan for the day after (50% chance message).
- Messages: two types of suggestions (one more burdensome than another).
- Step count recorded in the 30 min following the randomization of suggestion delivery

Sensing when not a good time to deliver a suggestion

- Users randomized only when available.
- Availability:
 - User based: I am in a meeting.
 - Sensor based: User already doing an activity (eg already walking).

Results

- Providing a suggestion versus providing no suggestion initially increased the 30-min post-randomization step count by 66%, adding 167 steps to the 253-step average on the first day of the study.
- This effect diminished linearly over time at 2% per day and was no longer distinguishable from zero by the 28th day in the study. **People habituate!**
- Probabilities of delivery of intervention are static!

Reinforcement Learning (RL) and Personalization

- What if we adapt the probability of intervention to previous behaviour?
- HeartSteps V2 messages are delivered only when the participant has been sedentary during the past 40 minutes, with the randomization probability being adjusted on the fly to meet the average constraint on the number of anti-sedentary messages sent per day.
- Data from HeartSteps V1 used to inform the design of the RL algorithm for HeartSteps V2.

Liao P, Greenewald K, Klasnja P, Murphy S. Personalized HeartSteps: A Reinforcement Learning Algorithm for Optimizing Physical Activity. Proc ACM Interact Mob Wearable Ubiquitous Technol. 2020 Mar;4(1):18. doi: 10.1145/3381007. PMID: 34527853; PMCID: PMC8439432.

RL Framework: Actions and Rewards

$\{S_1, A_1, R_1, S_2, A_2, R_2, \dots, S_t, A_t, R_t, \dots\}$

$A_t \in A$ (binary) action at time t (send or not send message)

R_t is the reward (is the user walking in the 30 mins following the action)

Note: Raw step counts can be highly noisy and positively skewed. The reward is the log-transformed step count where the log transformation is to make the reward distribution more symmetric and less heavy-tailed.

RL Framework: States

$S_t = \{I_t, Z_t, X_t\}$

I_t : is the user available?

Z_t : features

- current location,
 - the prior 30-minute step count,
 - yesterday's daily step count,
 - the current temperature (weather),
 - Measures how active participant has been around the current decision time over the last week.
- X_t : treatment burden: it's a discount if the user was sent lots of messages

Action Planning

Reward of delivering a message is modelled by a feature vector considering previous dosage, app engagement and level of activity ($f(s)$ measures that):

$$r_t(s, 1) - r_t(s, 0) = f(s)^\top \beta$$

$f(s)$ is the feature vector of the state (indicating location, app engagement, previous dosage and step variation)

Beta is Gaussian and depends on the posterior distribution derived on the previous day.

An action A is drawn from a Bernoulli distribution.

η proxies long term effects of delivering a given the dosage treatment burden X_d
[probability is also clipped]

$$\Pr \{f(s)^\top \beta > \eta_d(x); \beta \sim \mathcal{N}(\mu_d, \Sigma_d)\}$$

Action Planning

feature vector

$$r_t(s, 1) - r_t(s, 0) = \underline{f(s)^T \beta}$$

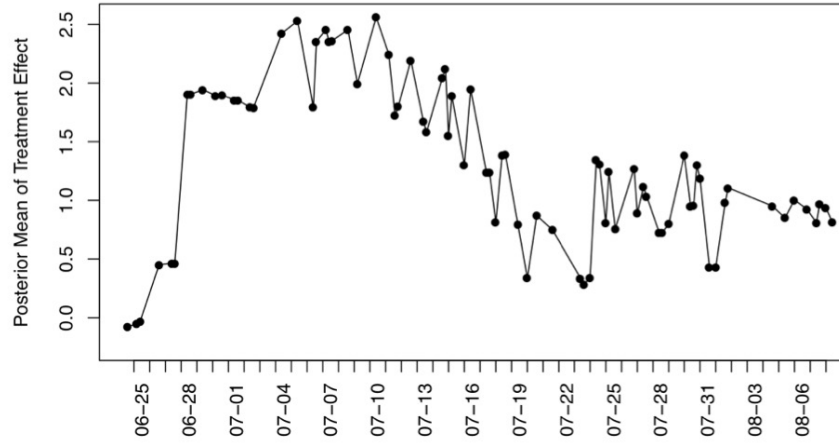
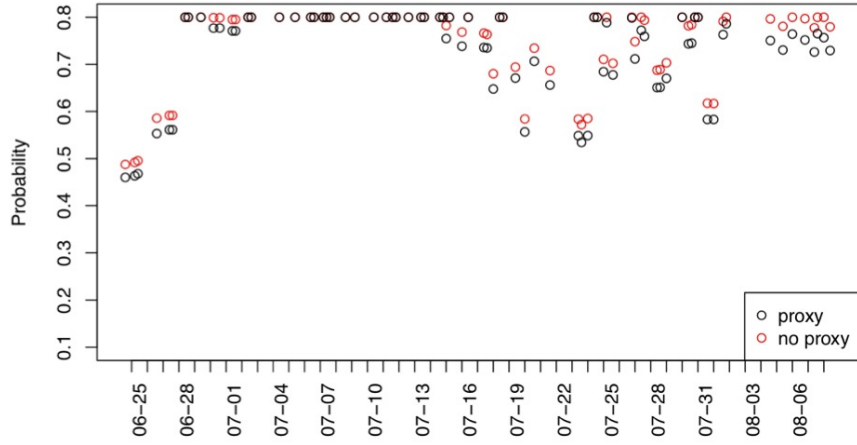
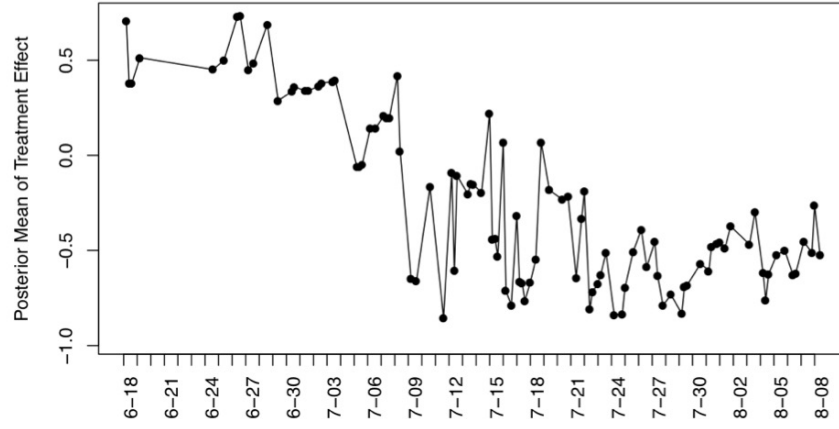
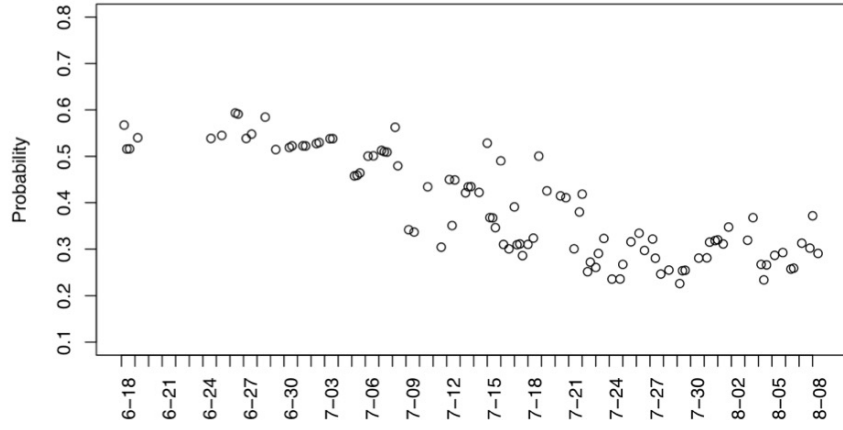
reward advantage

$$\Pr \{f(s)^T \beta > \eta_d(x); \beta \sim \mathcal{N}(\mu_d, \Sigma_d)\} \rightarrow \text{probability of "aching"}$$

Results

Participant ID	Days in the study	Average 30-minute steps in the first week	Average 30-minute steps after the first week	Difference
5	32	318.13	561.43	243.29
7	56	343.79	574.53	230.75
1	36	252.12	424.31	172.19
3	32	163.24	295.45	132.21
8	18	281.65	387.86	106.21
6	43	215.45	314.17	98.71
2	22	361.26	418.60	57.35
4	75	368.50	330.03	-38.47

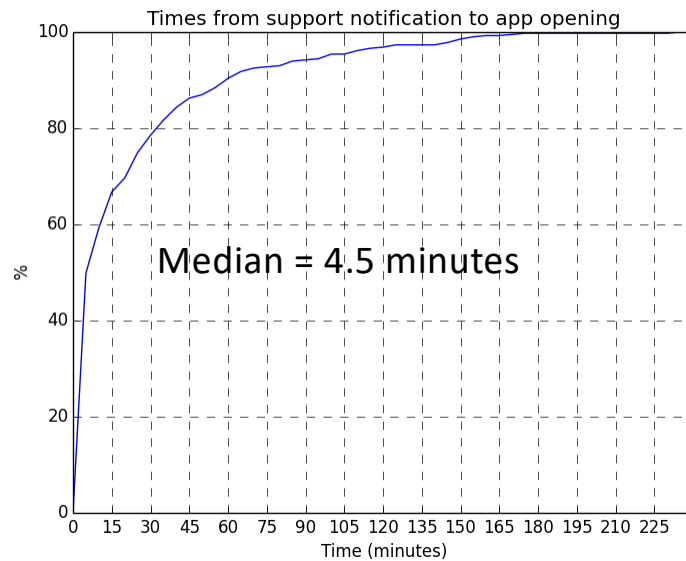
Results: User 4 and User 7



QuitSense: Smoke Cessation (Speed of) Engagement

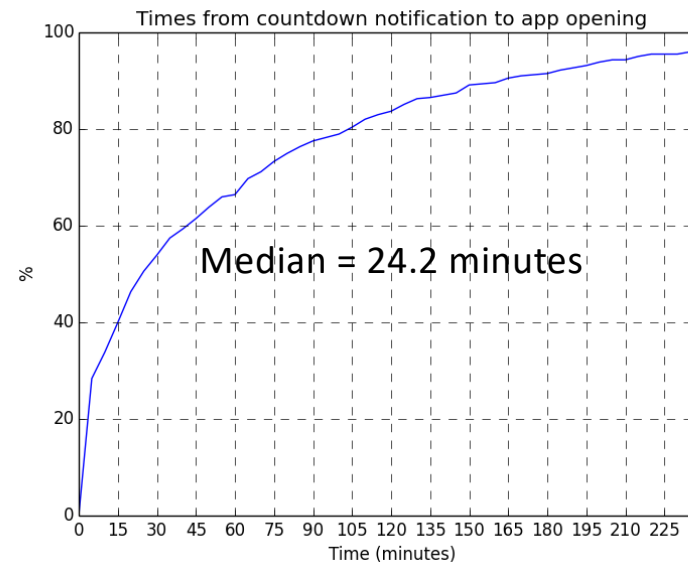
Median time to response after Geofenced Message notification (n=15) = 4.5 mins

Geofence messages



79% viewed within 30 minutes

Daily support messages



54% viewed within 30 minutes

Mobile phone-based interventions for mental health: A systematic meta-review of 14 meta-analyses of randomized controlled trials

Simon B. Goldberg , Sin U Lam, Otto Simonsson, John Torous, Shufang Sun

Published: January 18, 2022 • <https://doi.org/10.1371/journal.pdig.0000002>

Article	Authors	Metrics	Comments	Media Coverage	Peer Review
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Abstract

- Method
 - Results
 - Discussion
 - Supporting information
 - Acknowledgments
 - References
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- Reader Comments
 - Figures

Abstract

Mobile phone-based interventions have been proposed as a means for reducing the burden of disease associated with mental illness. While numerous randomized controlled trials and meta-analyses have investigated this possibility, evidence remains unclear. We conducted a systematic meta-review of meta-analyses examining mobile phone-based interventions tested in randomized controlled trials. We synthesized results from 14 meta-analyses representing 145 randomized controlled trials and 47,940 participants. We identified 34 effect sizes representing unique pairings of participants, intervention, comparisons, and outcome (PICO) and graded the strength of the evidence as using umbrella review methodology. We failed to find convincing evidence of efficacy (i.e., $n > 1000$, $p < 10^{-6}$, $I^2 < 50\%$, absence of publication bias); publication bias was rarely assessed for the representative effect sizes. Eight effect sizes provided highly suggestive evidence (i.e., $n > 1000$, $p < 10^{-6}$), including smartphone interventions outperforming inactive controls on measures of psychological symptoms and quality of life ($d_s = 0.32$ to 0.47) and text message-based interventions outperforming non-specific controls and active controls for smoking cessation ($d_s = 0.31$ and 0.19 , respectively). The magnitude of effects and strength of evidence tended to diminish as comparison

Studies

Table 1. Characteristics of included meta-analyses.

Meta-analysis	Population	Condition	Intervention	Outcomes	k	RoB	NIH
Cox (2020) [48]	adults	n/a	text messaging	depression	9	Cochrane, GRADE	7
Do (2018) [70]	adults/ adolescents	smoking	text messaging	smoking cessation	6	Cochrane	8
Firth (2017a) [38]	adults	mental health concerns	smartphone intervention	anxiety	9	Cochrane	6
Firth (2017b) [50]	adults	n/a	smartphone intervention	depression	18	Cochrane	7
Gál (2021) [39]	adults	n/a	meditation apps	anxiety, depression, stress, wellbeing	34	Cochrane	7
Gee (2016) [49]	adults/ adolescents	n/a	ecological momentary interventions	anxiety	6	Cochrane	8
Linardon (2019) [21]	adults/ adolescents	n/a	smartphone intervention	depression, anxiety, stress, quality of life	66	Cochrane	6
Linardon (2020) [71]	adults/ adolescents	n/a	smartphone app	self-compassion, mindfulness/acceptance, depression/distress	33	Cochrane	7
Scott-Sheldon (2016) [51]	adults	smoking	text messaging	smoking cessation	16	Jadad and other measures	7
Senanayake (2019) [72]	adults/ adolescents	depression	text messaging	depression	7	Joanna Briggs Institute	7
Spohr (2015) [52]	adults/ adolescents	smoking	text messaging	smoking cessation	13	n/a	7
Weisel (2019) [20]	adults	mental health concerns	smartphone app	depression, anxiety, suicidal ideation, smoking/drinking	16	n/a	7
Whittaker (2016) [37]	adults/ adolescents	smoking	text messaging / smartphone app	smoking cessation	12	Cochrane, GRADE	7
Whittaker (2019) [27]	adults/ adolescents	smoking	text messaging / smartphone app	smoking cessation	17	Cochrane, GRADE	8

Effect Size

- Effect Size measures the effect of the treatment between the treated and control group.

- Cohen's d:

Mean of treated group – Mean of control group

SD of entire sample

Effect Size on Existing Trials

Table 2. Representative effect sizes across PICO categories.

Out	Pop	Cond	Intervention	Comp	Meta-analysis	k	n	ES	CI	I ²	Pub	Strength
Anx	adult	n/a	smartphone	inactive	Linardon (2019)	28	3,093	0.32	[0.19, 0.44]	63	n/a	high suggest
Anx	adult	↑ sx	smartphone	inactive	Firth (2017a)	6	1,212	0.45	[0.30, 0.61]	32.4	n/a	high suggest
Anx	adult	↑ sx	app	inactive	Weisel (2019)	6	806	0.49	[0.27, 0.71]	47	n/a	weak
Anx	adult	n/a	med app	inactive	Gál (2021)	10	1,381	0.31	[0.17, 0.46]	48	n/a	suggestive
Anx	mix	n/a	EMA	non-specific	Gee (2016)	6	1,021	0.31	[0.07, 0.55]	17.78	yes	weak
Anx	adult	↑ sx	app	non-specific	Weisel (2019)	8	948	0.43	[0.19, 0.66]	66	n/a	weak
Anx	adult	anxious	app	non-specific	Weisel (2019)	4	479	0.3	[-0.10, 0.70]	75	n/a	non-sig
Anx	adult	↑ sx	smartphone	active	Firth (2017a)	5	1,026	0.19	[0.07, 0.31]	0	n/a	weak
Anx	adult	n/a	smartphone	active	Linardon (2019)	8	890	0.18	[0.07, 0.29]	7	n/a	weak
Anx	adult	n/a	med app	specific	Gál (2021)	4	337	0.26	[-0.00, 0.52]	0	n/a	non-sig
Anx	adult	n/a	smartphone	specific	Linardon (2019)	4	246	0.09	[-0.21, 0.39]	32	n/a	non-sig
Dep	adult	n/a	med app	inactive	Gál (2021)	8	n/a	0.35	[0.24, 0.47]	9	n/a	weak
Dep	adult	n/a	smartphone	inactive	Linardon (2019)	34	3,907	0.32	[0.22, 0.42]	52	n/a	high suggest
Dep	adult	n/a	text	non-specific	Cox (2020)	9	1,918	0.27	[0.00, 0.54]	82.5	n/a	weak
Dep	mix	n/a	smartphone	non-specific	Linardon (2019)	8	1,840	0.39	[0.21, 0.58]	60	n/a	suggestive
Dep	adult	↑ sx	app	non-specific	Weisel (2019)	12	1,544	0.34	[0.18, 0.49]	53	n/a	suggestive
Dep	adult	depressed	app	non-specific	Weisel (2019)	6	796	0.33	[0.10, 0.57]	59	n/a	weak
Dep	adult	n/a	smartphone	active	Firth (2017b)	12	2,381	0.22	[0.10, 0.33]	47.2	no	suggestive
Dep	adult	n/a	med app	specific	Gál (2021)	5	981	0.28	[0.09, 0.48]	0	n/a	weak
Dep	adult	n/a	smartphone	specific	Linardon (2019)	12	751	0.13	[-0.07, 0.34]	60	n/a	non-sig
Dep	adult	n/a	smartphone	adjunct	Linardon (2019)	4	n/a	0.26	[-0.09, 0.61]	71	n/a	non-sig
Smoke	mix	smokers	mobile	non-specific	Whittaker (2016)	12	11,885	0.3	[0.22, 0.38]	59	n/a	high suggest
Smoke	mix	smokers	text	non-specific	Whittaker (2019)	13	14,133	0.31	[0.24, 0.38]	71	n/a	high suggest
Smoke	adult	smokers	text	active	Scott-Sheldon (2016)	16	19,364	0.19	[0.14, 0.24]	n/a	n/a	high suggest
Smoke	adult	smokers	text	adjunct	Whittaker (2019)	4	997	0.31	[0.08, 0.54]	0	n/a	weak
SU	adult	↑ sx	app	non-specific	Weisel (2019)	5	1,732	0.18	[-0.09, 0.45]	81	n/a	non-sig
Stress	adult	n/a	smartphone	inactive	Linardon (2019)	20	2,558	0.47	[0.33, 0.62]	60	n/a	high suggest
Stress	adult	n/a	med app	inactive	Gál (2021)	8	923	0.62	[0.24, 1.01]	80	n/a	weak
Stress	adult	n/a	smartphone	active	Linardon (2019)	6	929	0.09	[-0.05, 0.24]	0	n/a	non-sig
SI	adult	↑ sx	app	non-specific	Weisel (2019)	4	286	0.14	[-0.10, 0.37]	0	n/a	non-sig
QOL	mix	n/a	smartphone	inactive	Linardon (2019)	37	4,672	0.35	[0.28, 0.43]	29	n/a	high suggest
QOL	adult	n/a	smartphone	non-specific	Linardon (2019)	4	489	0.41	[0.21, 0.61]	0	n/a	weak
QOL	adult	n/a	smartphone	specific	Linardon (2019)	6	388	0.02	[-0.14, 0.17]	0	n/a	non-sig
WB	adult	n/a	med app	non-specific	Gál (2021)	4	n/a	0.31	[0.05, 0.56]	0	n/a	weak

Note: PICO = population, intervention, comparison, outcome; Out = outcome; Pub = publication; Cond = condition; Comp = comparison; k = number of studies

Wearable technology interventions in patients with chronic obstructive pulmonary disease: a systematic review and meta-analysis

Amar J. Shah^{1,2}, Malik A. Althobiani^{2,3}, Anita Saigal^{1,2}, Chibueze E. Ogonnaya⁴, John R. Hurst^{1,2} and Swapna Mandal ^{1,2}✉

Chronic obstructive pulmonary disease (COPD) is the third leading cause of death and is associated with multiple medical and psychological comorbidities. Therefore, future strategies to improve COPD management and outcomes are needed for the betterment of patient care. Wearable technology interventions offer considerable promise in improving outcomes, but prior reviews fall short of assessing their role in the COPD population. In this systematic review and meta-analysis we searched ovid-MEDLINE, ovid-EMBASE, CINAHL, CENTRAL, and IEEE databases from inception to April 2023 to identify studies investigating wearable technology interventions in an adult COPD population with prespecified outcomes of interest including physical activity promotion, increasing exercise capacity, exacerbation detection, and quality-of-life. We identified 7396 studies, of which 37 were included in our review. Meta-analysis showed wearable technology interventions significantly increased: the mean daily step count (mean difference (MD) 850 (494–1205) steps/day) and the six-minute walk distance (MD 5.81 m (1.02–10.61 m)). However, the impact was short-lived. Furthermore, wearable technology coupled with another facet (such as health coaching or pulmonary rehabilitation) had a greater impact than wearable technology alone. Wearable technology had little impact on quality-of-life measures and had mixed results for exacerbation avoidance and prediction. It is clear that wearable technology interventions may have the potential to form a core part of future COPD management plans, but further work is required to translate this into meaningful clinical benefit.

npj Digital Medicine (2023)6:222 ; <https://doi.org/10.1038/s41746-023-00962-0>

Questions