Narfighter Analytics for Smartphone	
Healthcare (WASH) User Study	
WPI WASH Team	



Project Background

Background: Smartphone Sensing

- Smartphones have many (20+) sensors
 - accelerometer, compass, GPS, microphone, camera, proximity
- Can sense physical world, detect user behaviors, sick smartphone user, etc





Smartphone BioMarkers to Improve Warfighter Health

PI: Agu, co-PI: Rundensteiner

- US military want early signs of warfighter ailment:
 - Traumatic Brain Injury (bomb blasts, explosions, fall, etc)
 - Infectious diseases (E.g. tuberculosis, pneumonia, measles, meningitis, malaria, Ebola, cholera and influenza)
- WASH Concept: Smartphone-sensable biomarkers may manifest first
 - E.g. reduced mobility, sedentary, sleep problems, stay close to home
- WPI received \$2.8 from DARPA (military) to research smartphone biomarkers for TBI and infectious diseases





Examples of TBI, Infectious Disease Biomarkers Detectable by Smartphone



Sleep problems

Slow phone

interactions



Pupils dilated



Hands shaking





Coughing





Increased **Bathroom** usage

Infectious Disease

Smartphone Biomarkers

Sneezing

5

Traumatic Brain Injury (TBI) **Smartphone Biomarkers**

Avoiding light

Note: Specific tests (e.g. hands shaking) in specific situations (e.g. user holding phone)

Slurred

speech

Our Research Approach



- We now have specific list of 30 contexts in which we will run 14 specific TBI/infectious disease tests
- **Research Question 1:** Can smartphone detect when a smartphone user is in one of our specific contexts?
- Methodology:
 - Recruit 100 subjects
 - Run a scripted user study
 - Subjects using smartphone, enter each of 32 contexts
 - Gather smartphone data continuously in background
 - Later: analyze data (machine learning)
 - Research Question: Can user situations be reliably detected from smartphone data

Context: Definition & Final List of Contexts



Context = (User Activity, Phone Prioception, App Category, Social)

Sitting Standing Walking Lying down Sleeping Awake/not sleeping Interacting with phone Coughing Exercising Running Sneezing Sitting down Lying down Standing up Talking into phone

Phone in Hand Phone facing down Phone on table Trouser pocket In bag Briefcase Jacket pocket Games - Video game

Media & Video

- Video Chat
- Video streaming

Communication

- Messaging

Social - Messaging

Entertainment - Video streaming Alone 2 or more speakers More than 2 speakers Busy place



30 Contexts Needed for Our Tests

1	<interacting *="" *,="" hand,="" in="" phone="" phone,="" with=""></interacting>	16	
2	<*, phone in hand, *, *>	17	
3	<lying *="" *,="" down,=""></lying>	18	
4	<sitting, *="" *,=""></sitting,>	19	
5	<standing, *="" *,=""></standing,>	20	
6	<sleeping, *="" *,=""></sleeping,>	21	
7	<awake, *="" *,=""></awake,>	22	
8	<walking, *="" *,="" in="" pocket,=""></walking,>	23	
9	<walking, *="" *,="" hand,="" in=""></walking,>	24	
10	<walking, *="" *,="" bag,="" in=""></walking,>	25	
11	<*, phone on table, *, *>	26	
12	<*, phone facing down, *, *>	27	
13	<talking *="" *,="" into="" phone,=""></talking>	28	
14	<*, *, *, more than 2 speakers>	29	
15	<coughing, *="" *,=""></coughing,>	30	

16	<coughing, *,="" busy="" in="" place=""></coughing,>
17	<toilet, *="" *,=""></toilet,>
18	<toilet, *="" *,="" in="" phone="" pocket,=""></toilet,>
19	<sleeping, *,="" 0="" on="" phone="" table,=""></sleeping,>
20	<exercising, *,="" 0="" hand,="" in="" phone=""></exercising,>
21	<exercising, *,="" 0="" on="" phone="" table,=""></exercising,>
22	<exercising, *,="" 2="" more="" speakers="" than=""></exercising,>
23	<sneezing, *,="" 2="" more="" or="" speakers=""></sneezing,>
24	In noisy/bust place
25	<lying *="" *,="" down,="" on="" phone="" table,=""></lying>
26	<sneezing, *,="" alone=""></sneezing,>
27	<sitting *="" *,="" up,=""></sitting>
28	<standing *="" *,="" up,=""></standing>
29	<sitting *="" *,="" down,=""></sitting>
30	<lying *="" *,="" down,=""></lying>



WASH User Study Overview

Context Collection Study: Overview

- Scripted, on-campus study to cover the majority of identified contexts
- Each subjects completes a carefully planned circuit, timed
- Each subject given same Essential Android phones to ensur consistent data
- Mobile app automatically gathers sensor data, labels entered manually with timestamps







Context Data Study: Route @ WPI



- 1. Fuller Labs
 - Briefing

2. Recreation Center

- Walking, running
- Bathroom

3. Morgan Hall

- Phone call
- Water break
- Being in a busy place

4. Fuller Labs

- Lying down
- Sitting down
- Standing up

Context Collection Study: Sensors

<u>Standard</u>:

- Gyroscope
- Accelerometer
- Barometer
- Magnetometer
- Location Services
 - Speed
 - Distance traveled over a period of time

Experimental:

- Audio
 - Feature extraction on phone to mitigate privacy concerns
- Ambient light
- Proximity
- Discrete sensors
 - Is the phone charging?
 - Are they interacting with it?



Main Steps for Subject

Steps for Study Subjects

- Go to this link to sign up
 - <u>https://docs.google.com/spreadsheets/d/1marttdu2zJxTzboOPhNW1X</u> <u>GaMKMVrKF2iTgQA0Wkvul/edit?usp=sharing</u>
- At the time you select, go to Fuller Labs Room 319, ask to meet Luke Buquicchio and WASH students
- Student researchers will:
 - Meet you there
 - Explain the study protocol to you
 - Get your signed consent as a study participant
 - Run the study (at most 1 hour)
 - Note: You will receive study phones and all material for this study
- If you have questions, email Luke Buquicchio (ljbuquicchio@wpi.edu)