

Mobile Screen Addiction Using Addictive Attribute by Combination of Algorithm-In Addiction Disorder

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Abstract—Mobile Screen spent by teenage who use lot of time on screen experience psychiatric problems such as frustration, fatigue, depression, anxiety, and so on. Matplotlib pyplot with histogram figure is used to evaluate the psychiatric condition data (CSV file). For the purpose of rating the condition data, the standard deviation and mean are determined. For data analysis, there is a correlation matrix that compares every row and column. Gradient Booster, Logistic Regression, Knn algorithm is used to compare the precision of the machine learning process, which merged the characteristics of addictive and non-addictive data to find rating disorders.

Keyword—data science, gradient booster, logistic regression, pyplot

1 Introduction

Electronic device dysfunction is a symptom of neurological addiction induced by the use of devices such as the internet, sports, and social media. Anxiety and depression leads to health problem in the whole world and it affects all group all men, women and kids [5]. All the outcome of anxiety and depression disorder results in weight loss or gain and psychological disorder like tension, fear (Much more fear avoid the situation that involve certain negative judgment), anger, low [6] concentration and many. A questionnaire study of students [1, 2] forecasts the addictive diseases fatigue, depression, and anxiety [3] as a result of long-term screen use and addiction. The screen addictive disease details was interrelated from a book called Diagnostic and predictive manual of psychiatric disorders, which has been a worldwide used manual since its third edition [4]. A Python system that incorporates variation of many algorithms comes under machine learning, which are of two type called as supervised and unsupervised in machine learning. The coding, representation, symbols, characters, script, signs and figures are all available for free from <http://scikit-learn.sourceforge.net>, which has performance, documentation and API consistency [3].

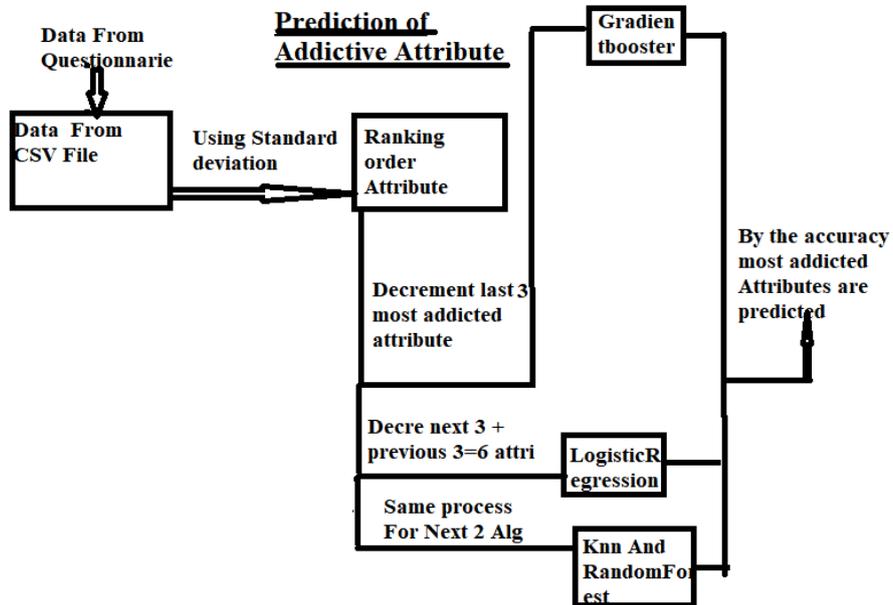


Fig. 1. Addicted attributes are filtered and algorithms are applied to get best prediction)

2 Addictive feature selection

In Machine learning Feature selection is the main step in the whole framework and reduces the inappropriate and redundant features from primitive predictor variables. There are 20 predictors mentioned in Figure 2 (Screen Time-Result(boring), Opening Social-Media is first task, Hobbies lost-Excessive Screen Time, Spending time with family, friends reduced, Lost Carrier-Excessive Screen Time, Parents Restriction-Excessive Screen Time, Hours-Spend, Content Restriction in Screen-time, Within or After hr, Unhappy-No notification, Stress-No.of notification reduced, Upset-Misuse of Photo, video, Fear-Online gossip, Reduced Memory Power, Fear by horror film, video, Anger byshooting, fight game, Stress-No Screen Usage, Low concentration, headache, Online App tempts, Do not Notice Around you,) which are in ratio form and 2 features (Addicted and not Addicted) and remaining features are in the ranking order. All the features are tested and trained and preprocessing by scalar and transpose matrix. Pairplot the whole data and three types of classifier are applied to get accuracy value with confusion matrix [8][9]. The best group of features are interpret connection between two variables to form an independent clusters. Pairplot also help-out to form classification models [10] or linear separation in addictive dataset.

```

features = ['stress-no.of notification reduced', 'Fear-
Online gossip', 'Anger by shooting, fighte game',
'Unhappy-No notification',

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```

        'Content Restriction In Screenshot', 'Upset-
Misuse of Photo, video', 'Do not notice Around you',
'Hours-Spend',
    ]

# split train and test data
X = df[features]

# Normalize Data
X = preprocessing.StandardScaler().fit_transform(X)

y = df['Addicted/Not Addicted']

#Histogram
df.hist(figsize=(50, 20))

plt.show()

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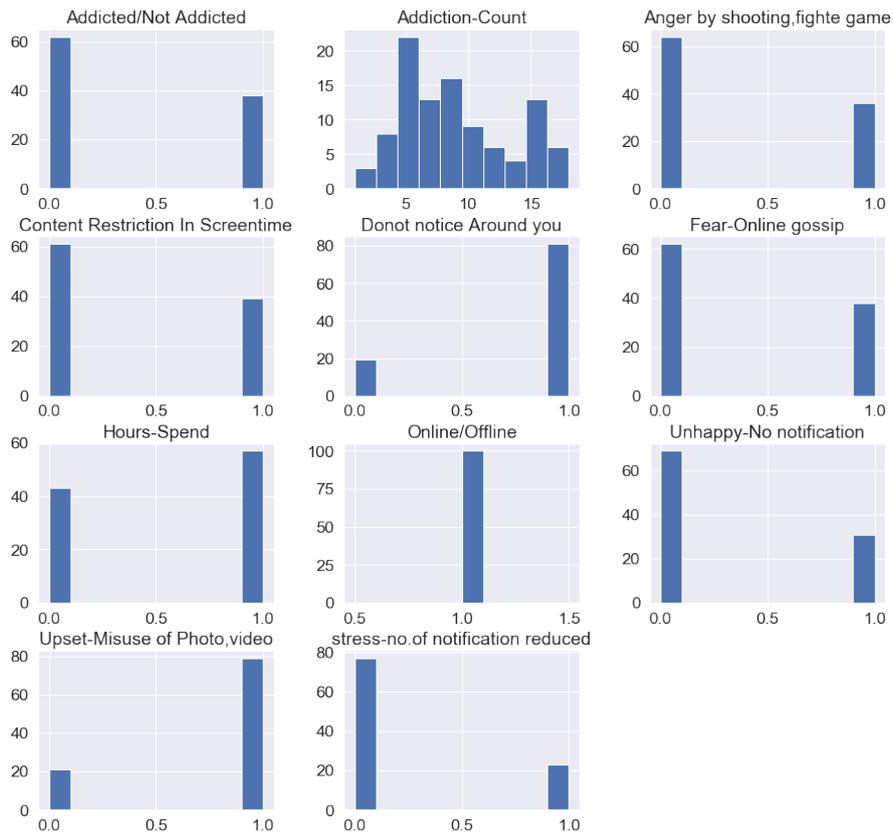


Fig. 2. Feature selection

3 Supervised learning

The data are trained with machine with lot of features that is split the data in two ways test and train data. The preprocessing with scalar and transpose matrix [6][7]. SVM algorithm applied and predicted with the model [14][15] and accuracy is found. The Addicted, Non-Addicted plot with 0 and 1, The True Positive, Negative, False positive, Negative are 32,48,0,0.

3.1 Attribute ranking

The standard deviation formula is used to find most addicted percentage for each attribute and ranking is applied for each attribute, Python is front end for analysing. The data mining, data science tool are supported by JupyterNotebook [13] is used to estimate the addicted student For Each attribute count and standard division are calculated and overall performance are predicted from the standard deviation and addicted rank is the final value which has ranking order addictive attributes as given in the below Table 1.

Table 1. Ranking order of attribute using standard deviation formula with the help of Scalar matrix

S.No	Attribute	Count	Standard-deviation	Addicted-Rank
1.	Screen Time-Result(boring)	222.000000	0.235327	20
2.	Opening Social-Media is first task	222.000000	0.484924	9
3.	Hobbies lost-Excessive Screen Time	222.000000	0.477042	11
4.	Spending time with family, friends reduced	222.000000	0.462000	13
5.	Lost Carrier-Excessive Screen Time	222.000000	0.482480	10
6.	Parents Restriction-Excessive Screen Time.	222.000000	0.399543	17
7.	Hours-Spend	222.000000	0.491189	8
8.	Content Restriction in Screen-time.	222.000000	0.482480	5
9.	Within or After hr	222.000000	0.399542	18
10.	Unhappy-No notification.	222.000000	0.49489	4
11.	Stress-No.of notification reduced.	222.000000	0.463871	12
12.	Upset-Misuse of Photo, video	222.000000	0.493734	6
13.	Fear-Online gossip.	222.000000	0.500397	2
14.	Reduced Memory Power.	222.000000	0.388918	19
15.	Fear by horror film, video	222.000000	0.427276	15
16.	Anger byshooting, fight game.	222.000000	0.499092	3
17.	Stress-No Screen Usage.	222.000000	0.501049	1
18.	Low concentration, headache.	222.000000	0.451852	14
19.	Online App tempts	222.000000	0.399643	16
20.	Do not Notice Around you.	222.000000	0.492928	7

Last six highest rank attribute are removed from CSV file then Gradient Booster algorithm are applied. Next highest rank attribute are removed including the previous attribute from CSV file. The same process is applied for Logistic Regression, Random Forest and Knn algorithm. Finally Last seven attribute are added.

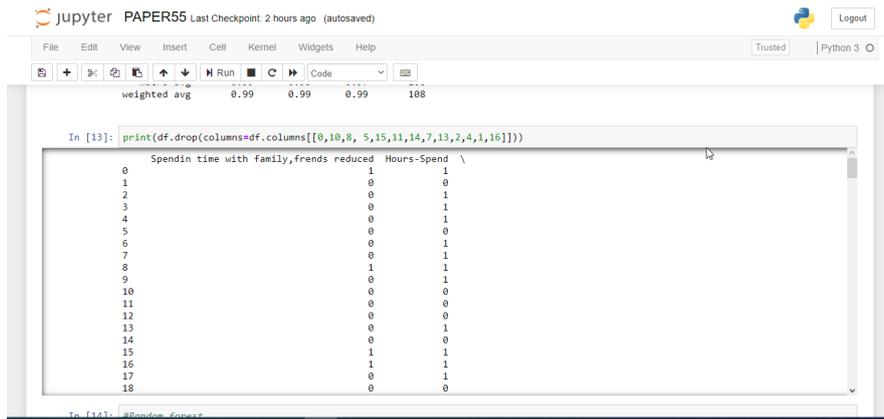


Fig. 3. Most addicted attributes are deleted using drop column command

3.2 Gradient boosting

Gradient boosting algorithm which altogether make weak learning algorithm to a strong predictive [16][17] model. It creates addictive disorder model in a step by step manner which allows predict and fit the model to get the accuracy value with confusion matrix. True positive, negative, False positive, negative=45,9,323. From sklearn the ensemble import the gradient-boosting classifier and metrics the confusion matrix and the apt gradient booster classifier are applied with training and test variable to predict the accuracy.

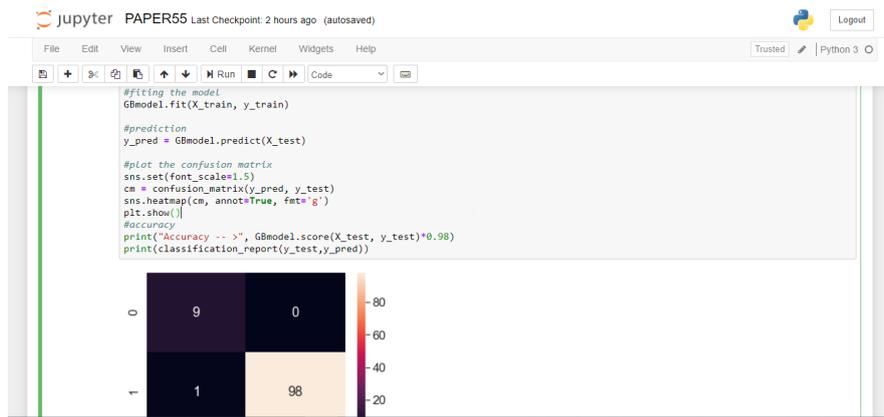


Fig. 4. Addicted attributes predicted applying Confusion matrix

3.3 Knn and logistic regression

The k-nn algorithm is a multivariate function that does not require any data to be addictive or not addiction attribute. The boolean value k in knn algorithm which can be used as a function for classification. In the k-nn algorithm, regression, and estimation of psychiatric illness (screen-time habitue) in addiction attribute, which repeatedly substitutes unrealistic linear sepals [15][19]. Cross validation with grid search is used to conduct preparation, analyzing, and presenting data using knn and logistic regression. It adds all of the trainee data foremost points together to locate the nearest new data foremost point. Importing Standard Scalar from sklearn is used to pre-process the results. For finding the best nearest k value, a preprocessing optimized algorithm is used [20][16].

Table 2. Accuracy of all the four algorithms

S.No	Algorithm	Accuracy
1.	GradientBooster	0.9709
2.	LogisticRegression	0.9907
3.	RandomForest	0.9977
4.	Knn	0.9074

4 Conclusion

The mobile Screen usage lead to Psychological problems contribute to the use of mobile devices. Fear, frustration, stress, depression, and anxiety are all expected, and predictive analysis is conducted. In machine learning, mathematical study of psychiatric problems is visualized using the seaborn principle used in machine learning. In Sklearn, the disorderliness data-set is divided for training and evaluating, and all four algorithms are calculated in particulars of expected and efficiency to decide the fulfillment in random forest algorithm. More tools may be applied to measure more precision and estimation.

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