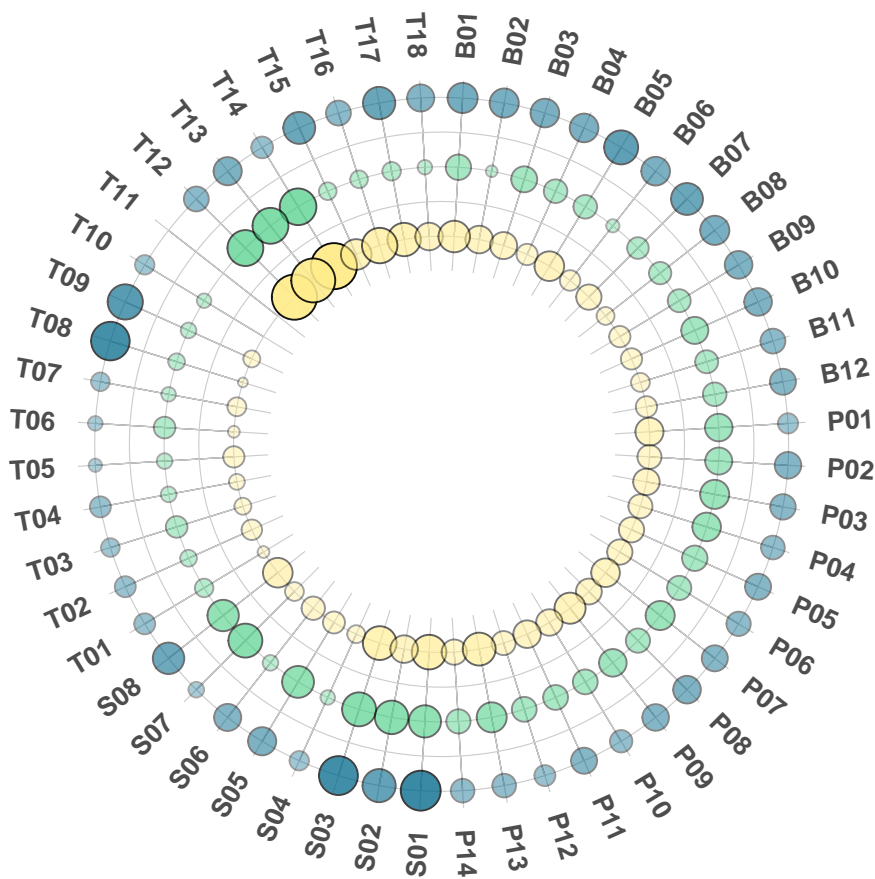
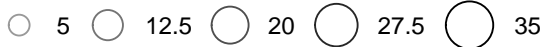


Physical Pain



% Participants



B01: Socializing (Online + In Person)

B02: Chores

B03: Selfcare

B04: Caregiving

B05: Media (TV + Internet)

B06: Exercise

B07: Mental Activity

B08: Nothing

B09: Other Activity

B10: Sitting

B11: Standing

B12: Reclining

P01: Alert

P02: Mood

P03: Stress

P04: Healthy

P05: Anxious

P06: Happy

P07: Relaxed

P08: Depressed

P09: Energetic

P10: Frustrated

P11: Thought Valence

P12: Stuck Thoughts

P13: Thoughts about worries

P14: Enjoying

S01: Alone

S02: Friend

S03: Family (Partner, Kids, + Other Family)

S04: Neighbor

S05: Acquaintance

S06: Stranger

S07: Pet

S08: Other Person

T01: Monday

T02: Tuesday

T03: Wednesday

T04: Thursday

T05: Friday

T06: Saturday

T07: Sunday

T08: Morning

T09: Midday

T10: Evening

T11: Night

T12: Linear Trend

T13: Quadratic Trend

T14: Cubic Trend

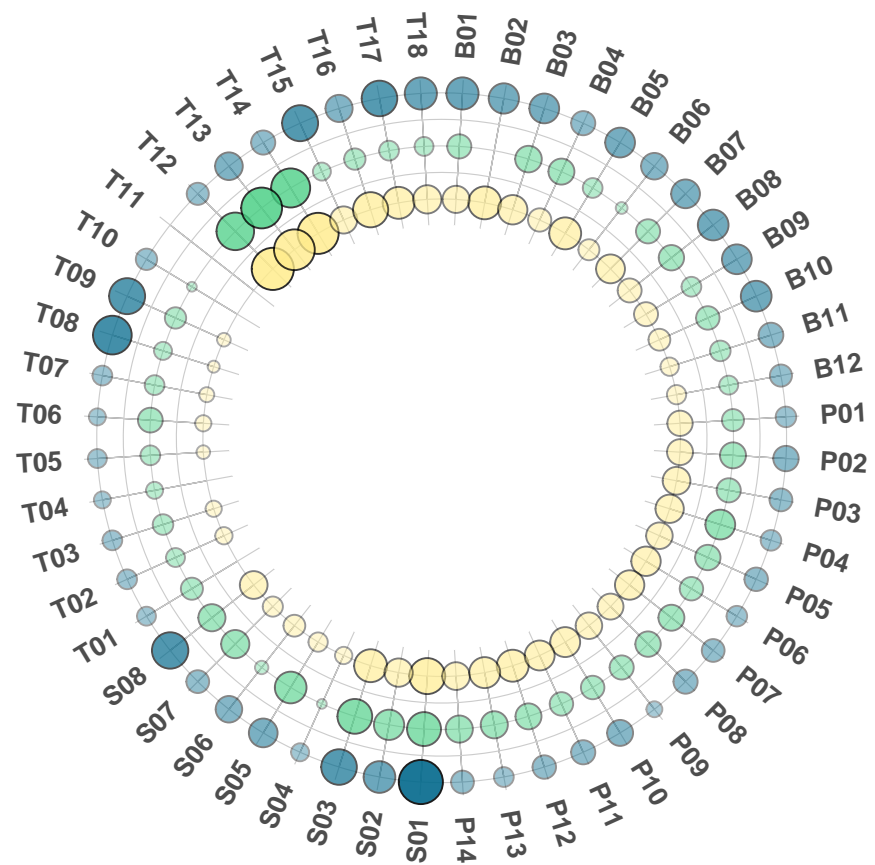
T15: 24 hour Sinusoidal Cycle

T16: 12 hour Sinusoidal Cycle

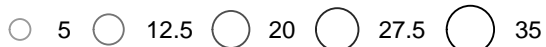
T17: 24 hour Cosinusoidal Cycle

T18: 12 hour Cosinusoidal Cycle

Loneliness



% Participants



Model

● Elastic Net

● BISCWIT

● Random Forest