

Design of a diagnosis and follow-up platform for patients with chronic headaches

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Platform requirements

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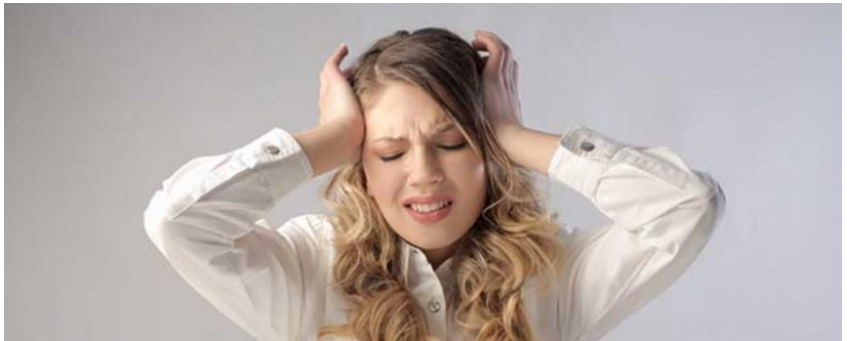
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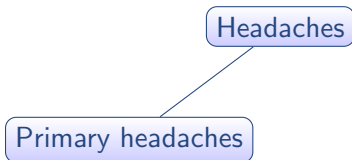
Introduction



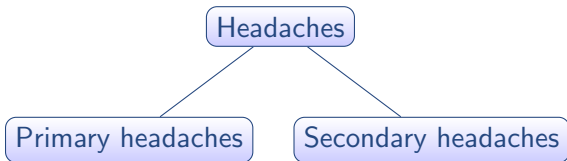
Headaches

Headaches

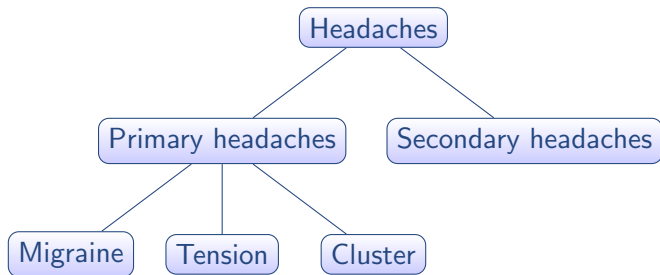
Headaches



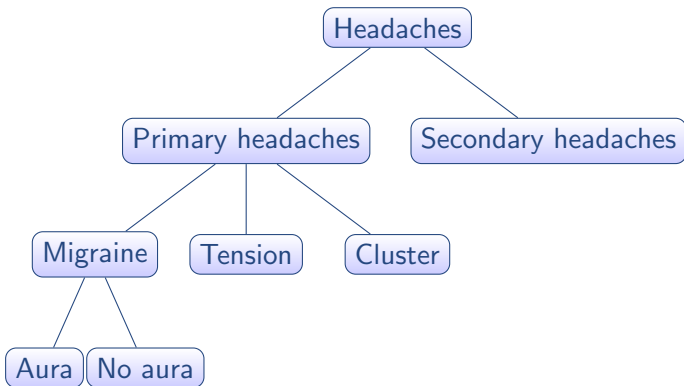
Headaches



Headaches



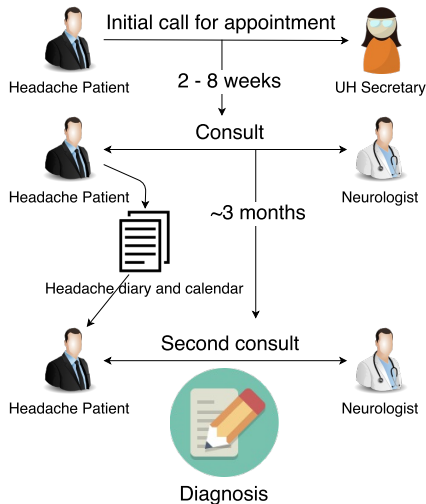
Headaches



Current process UH Ghent

Current process at UH Ghent is:

- ▶ Not digital
- ▶ cumbersome
- ▶ long-lasting



So there is need for a better (digital) alternative! This alternative has to:

- ▶ capture at least the same information as current solution
- ▶ be more efficient
- ▶ provide a second opinion for the doctors (auto-diagnose)

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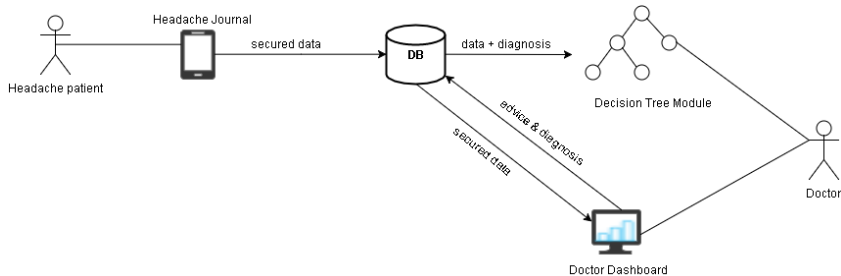
Our proposed alternative consists of:

- ▶ Headache journal: mobile app
- ▶ Doctor Dashboard: web application
- ▶ Machine learning module: auto-classify

Solution non-functional requirements:

- ▶ Security
- ▶ Availability
- ▶ Performance
- ▶ Usability

Platform requirements



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Mobile Application

Why create a new application?

Competition

- ▶ Migraine Buddy
- ▶ Headache Diary
- ▶ Pfizer headache journal

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All good, but:

Mobile Application

Why create a new application?

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All good, but:

- ▶ none offers usable data export
- ▶ none captures all data needed

Development paradigms

Different kinds of approaches for mobile application development:

- ▶ Web application
- ▶ Hybrid application
- ▶ Native application

→ How do we choose?

Web application

Webapps are developed once and can be viewed on (almost) all smartphones (via built-in web engine).

- + “write once, run everywhere” \Rightarrow lower cost
- + No installation required
- limited use of device specific features (GPS, camera, ...)
- **Not all devices same web engines \Rightarrow other view**
- No native look and feel

\Rightarrow **No web application**

Native application

Native apps are developed once for each OS and installed on the device.

- + Best performance (optimized machine code at compile time)
- + Device specific features usable (GPS, camera, ...)
- + Native look and feel
- **Write code for each OS (very costly dev + maintenance)**
- Installation required

⇒ Native application?

Hybrid application

Hybrid apps are developed once and installed on the device. It uses the devices internal web engine, but has more control than web applications.

- + “write once, run everywhere” \Rightarrow lower cost
- + Better performance (semi-optimized machine code)
- + Device specific features usable (GPS, camera, ...)
- + Native look and feel (using libraries)
- Installation required
- **Not all devices same web engines \Rightarrow other view (but manageable)**

\Rightarrow **Hybrid application?**

Hybrdid vs Native

	Native	Cross-platform
+	+ Native UX	+ 1 language
	+ device-specific features	+ Write once, run everywhere
	+ Better performance	+ Less maintenance
-	- Multiple languages	- Slower (lower performance)
	- Time consuming (development)	- Less device specific features
		- Harder to release online (Play Store/App Store)

Hybrdid vs Native

	Native	Cross-platform
+	<ul style="list-style-type: none"> + Native UX + device-specific features + Better performance 	<ul style="list-style-type: none"> + 1 language + Write once, run everywhere + Less maintenance
-	<ul style="list-style-type: none"> - Multiple languages - Time consuming (development) 	<ul style="list-style-type: none"> - Slower (lower performance) - Less device specific features - Harder to release online (Play Store/App Store)



HTML



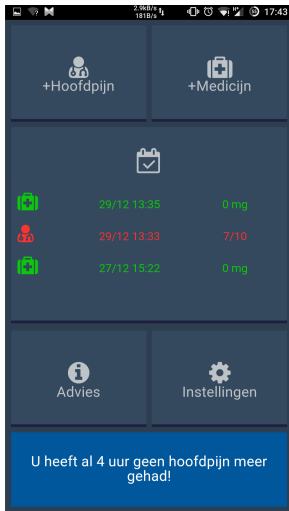
CSS



Onsen UI



PhoneGap



Chronicals



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Many different induction algorithms



C4.5 (C5.0)



CART



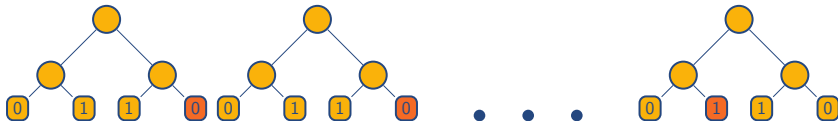
QUEST

...

→ **Which tree is the most beautiful?**

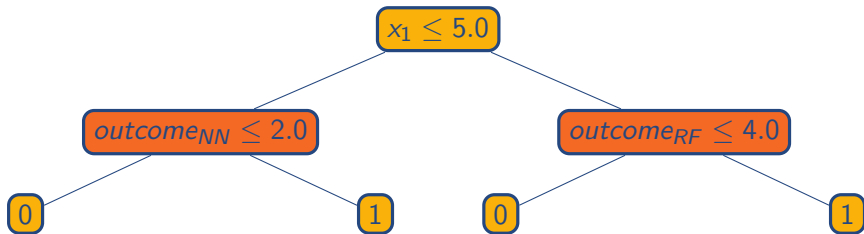
Current ensembles lack interpretability

Boosting, bagging, random forests, etc. require majority voting (classification) or mean calculation (regression) to obtain prediction



Current ensembles lack interpretability

The final decision tree obtained by **stacking** contains uninterpretable internal nodes

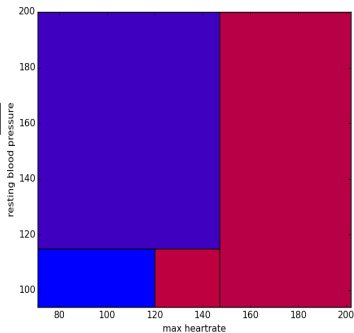
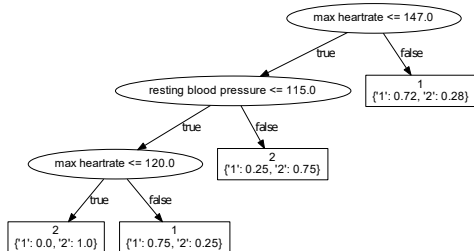


Decision tree \rightarrow decision space

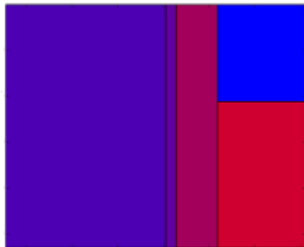
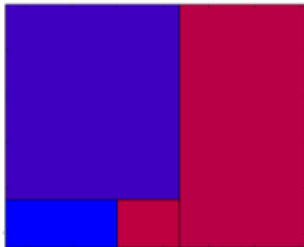
Converting decision trees to decision spaces

We can define a one-to-one mapping between a decision tree and a set of k -dimensional hyperplanes ($k = \text{\#features}$), called **decision space**. Each node in the decision tree corresponds to a hyperplane in the decision space.

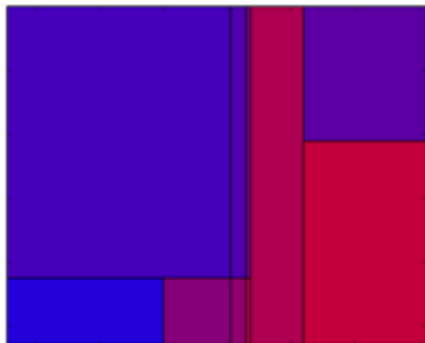
Decision tree → decision space



Merging decision spaces



Merging decision spaces



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Bedankt

Bedank voor uw aandacht

No written word,
No spoken plea,
Can teach the youth what they should be,
Nor all the books on all the shelves,
It's what the teachers are themselves

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