

Dopamine Overload Prediction Using Machine Learning

Behavioral, Psychological & Digital Usage Risk Modeling

Presented by:

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Introduction

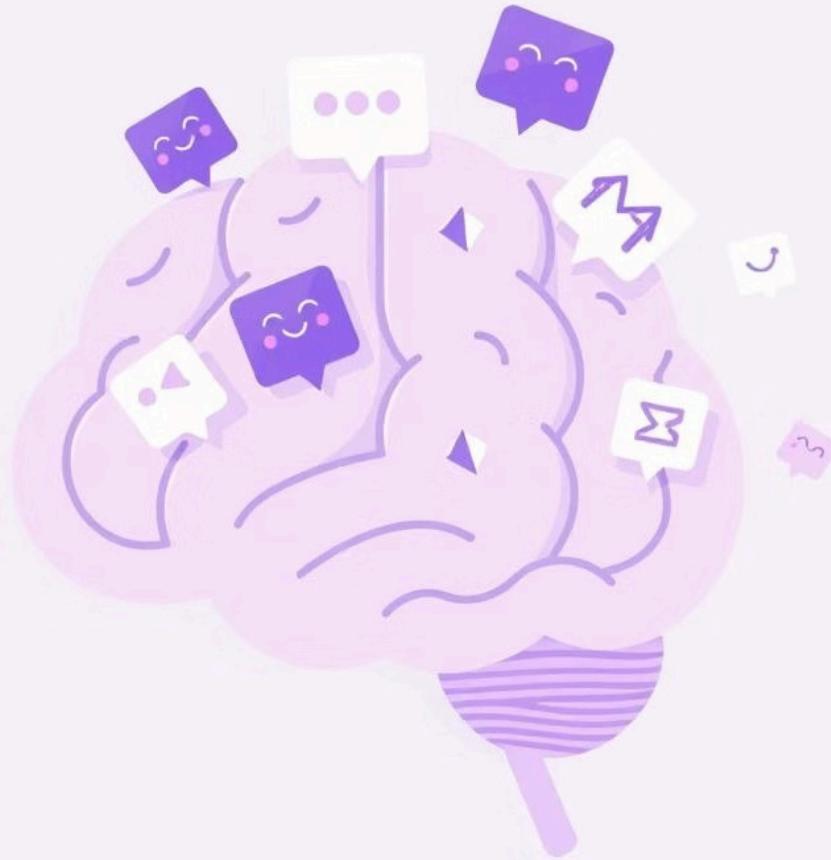
Dopamine is a neurotransmitter that plays a key role in the brain's reward, motivation and mood regulation. Excessive digital stimulation may cause overload, affecting mood, attention and productivity.

Motivation: Early detection of dopamine overload can help improve mental well-being and digital habits.

Importance: Understanding behavioral + psychological patterns enables personalized interventions and healthier digital usage.

Key steps:

- EDA
- Preprocessing & feature engineering
- Model Training
- Evaluation
- Insights & interpretability



Project Overview

Objectives:

- Predict high-risk users.
- Estimate digital dependence scores.
- Identify top behavioral predictors.

Workflow:

Dataset → EDA → Preprocessing → SMOTE → Model Training → Evaluation → SHAP

Libraries: Pandas, NumPy, Matplotlib, Seaborn, Scikit-learn, XGBoost, SMOTE, SHAP.

Dataset Description

Dataset used:

Digital Lifestyle Benchmark dataset from HF/Kaggle

Details:

- 3,500 samples, 24 features
- Demographics, device use, mental-health, lifestyle
- Target: high_risk_flag
- 80% low risk, 20% high risk
- No missing values

High-risk patterns:

- More screen time, unlocks, notifications
- Higher anxiety/depression/stress
- Lower sleep and happiness

[5] ✓ Os

df.info()

... <class 'pandas.core.frame.DataFrame'>
RangeIndex: 3500 entries, 0 to 3499
Data columns (total 24 columns):

#	Column	Non-Null Count	Dtype
0	id	3500 non-null	int64
1	age	3500 non-null	int64
2	gender	3500 non-null	object
3	region	3500 non-null	object
4	income_level	3500 non-null	object
5	education_level	3500 non-null	object
6	daily_role	3500 non-null	object
7	device_hours_per_day	3500 non-null	float64
8	phone_unlocks	3500 non-null	int64
9	notifications_per_day	3500 non-null	int64
10	social_media_mins	3500 non-null	int64
11	study_mins	3500 non-null	int64
12	physical_activity_days	3500 non-null	float64
13	sleep_hours	3500 non-null	float64
14	sleep_quality	3500 non-null	float64
15	anxiety_score	3500 non-null	float64
16	depression_score	3500 non-null	float64
17	stress_level	3500 non-null	float64
18	happiness_score	3500 non-null	float64
19	focus_score	3500 non-null	float64
20	high_risk_flag	3500 non-null	int64
21	device_type	3500 non-null	object
22	productivity_score	3500 non-null	float64
23	digital_dependence_score	3500 non-null	float64

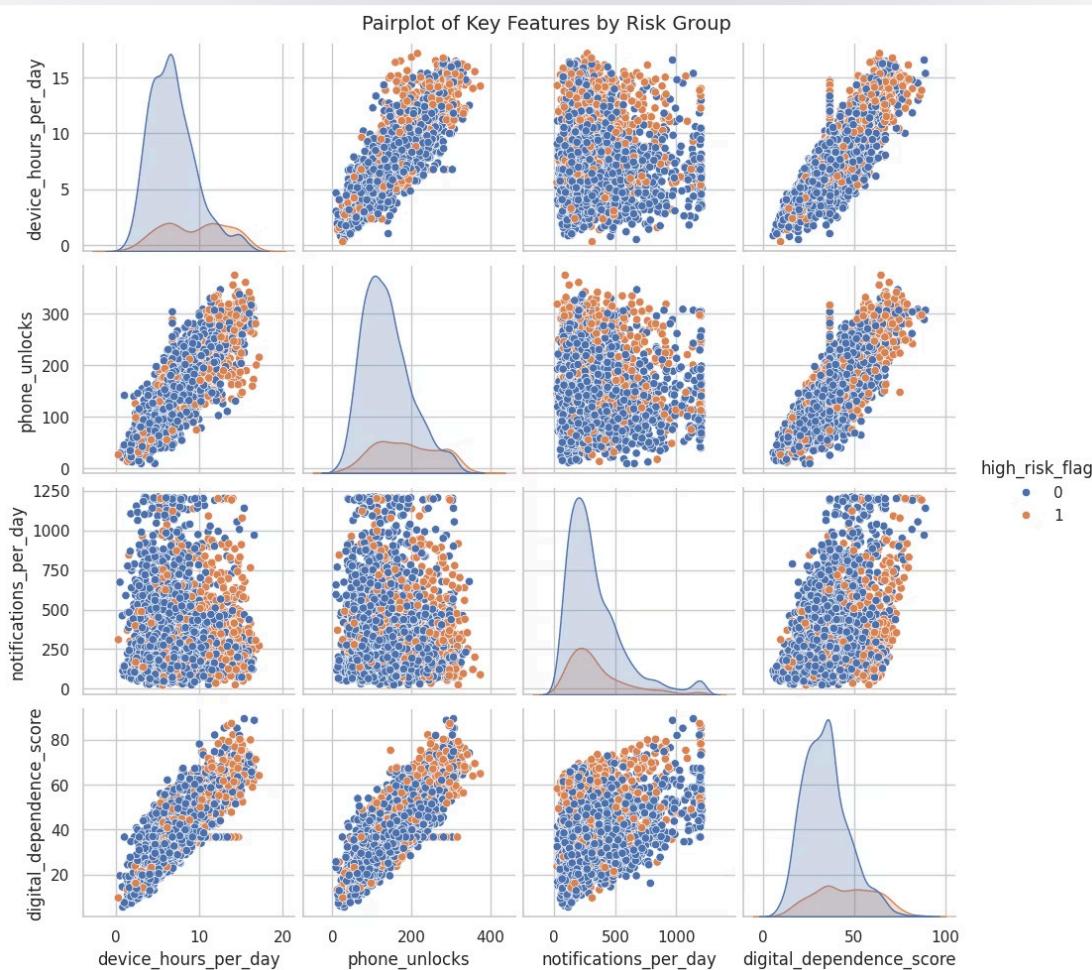
dtypes: float64(11), int64(7), object(6)
memory usage: 656.4+ KB

Feature Engineering

Derived features:

- screen_time_per_unlock
- notifications_per_hour
- mental_health_load (anxiety + depression + stress)
- mood_balance (happiness - stress)

Captures behavior + psychological strain more effectively.



Preprocessing

- 20 numerical → StandardScaler
- 6 categorical → OneHotEncoder
- Train/test split 75/25 (stratified)
- SMOTE on training set only

Ensures clean, balanced, consistent inputs.

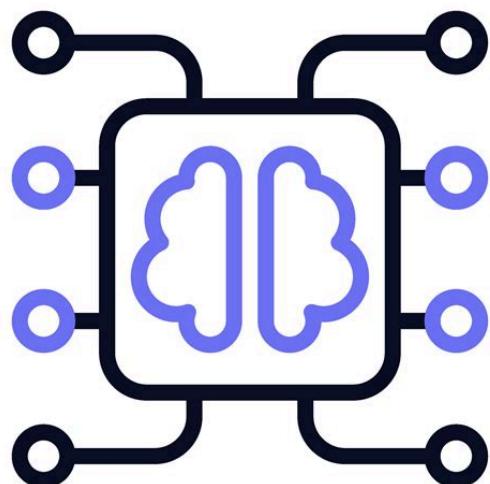
Preprocessing Pipeline Setup

```
[24] numeric_transformer = Pipeline(steps=[  
    ("scaler", StandardScaler())  
])  
  
categorical_transformer = Pipeline(steps=[  
    ("onehot", OneHotEncoder(handle_unknown="ignore", sparse_output=False))  
])  
  
preprocess = ColumnTransformer(  
    transformers=[  
        ("num", numeric_transformer, numeric_features),  
        ("cat", categorical_transformer, categorical_features)  
    ]  
)  
print("Preprocessing pipeline created.")  
... Preprocessing pipeline created.
```

Addressing Class Imbalance Using SMOTE

```
[26] ✓ 0s  
smote = SMOTE(random_state=42)  
X_train_smote, y_train_smote = smote.fit_resample(X_train_t, y_train)  
  
print("Shape of X_train after SMOTE:", X_train_smote.shape)  
print("Distribution of y_train after SMOTE:\n", pd.Series(y_train_smote).value_counts(normalize=True))  
  
Shape of X_train after SMOTE: (4192, 45)  
Distribution of y_train after SMOTE:  
  high_risk_flag  
  0      0.5  
  1      0.5  
Name: proportion, dtype: float64
```

Machine Learning Models



Classification (High-Risk Prediction):

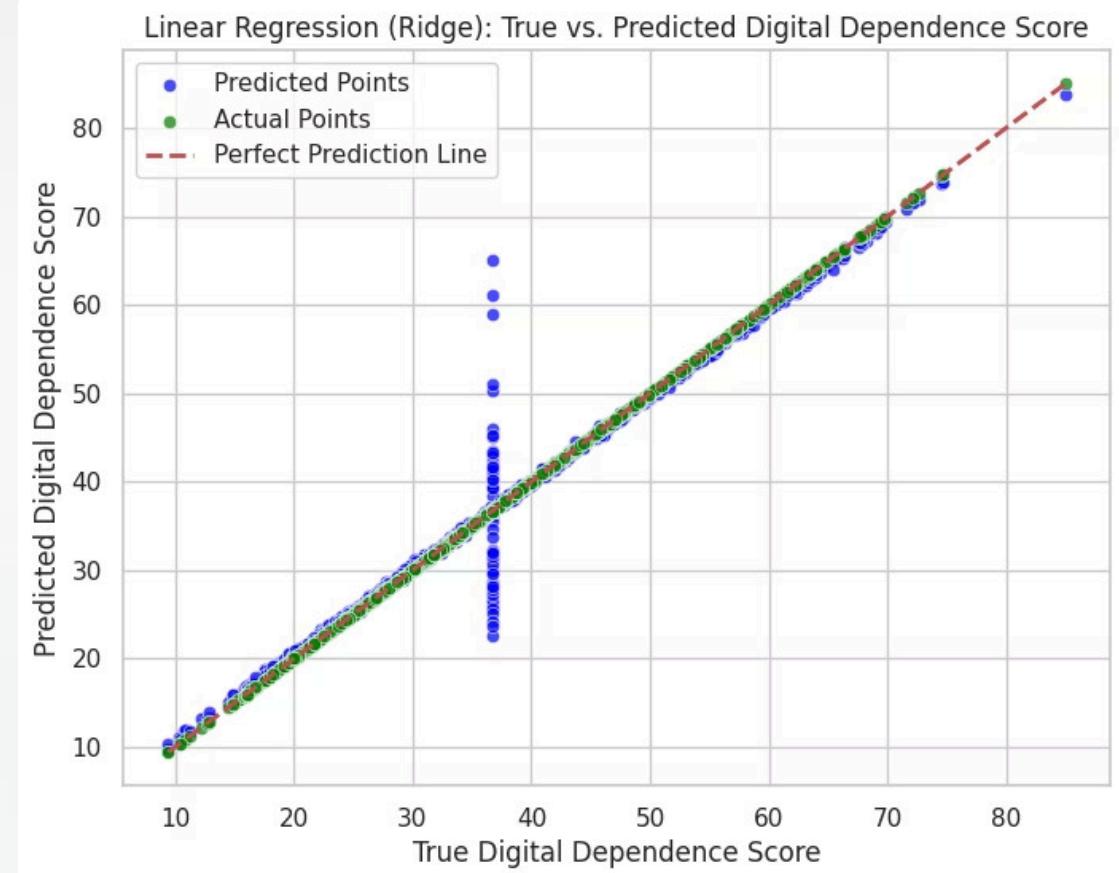
- Logistic Regression
- kNN Classifier
- Random Forest
- XGBoost Classifier
- SVM

Regression (Digital Dependence Score):

- Linear Regression (Ridge)

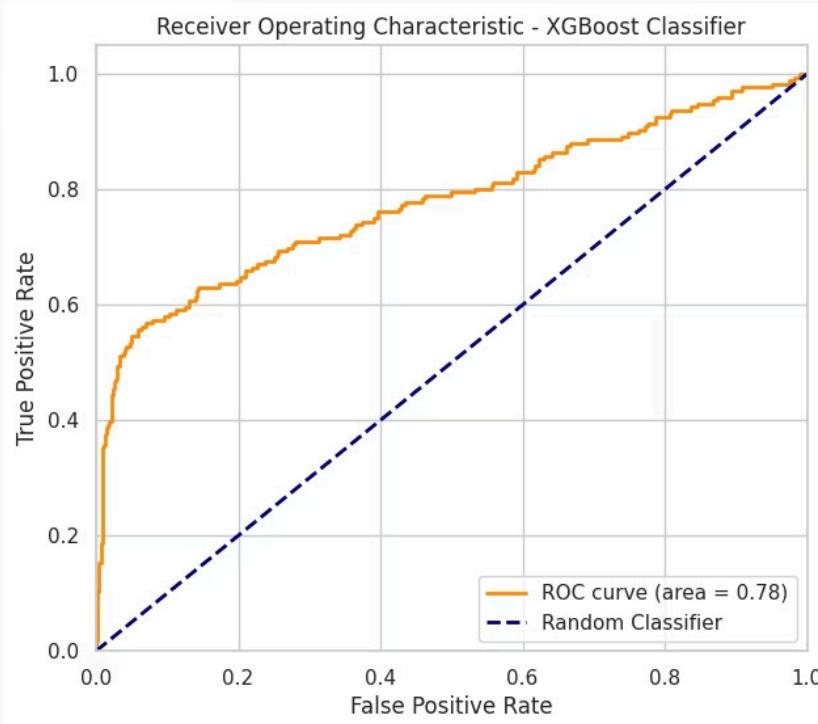
Model Training

- Models trained on SMOTE-balanced training data.
- Pipelines ensured consistent scaling & encoding.
- Regression trained on original targets.
- SHAP used for feature importance.



Evaluation Metrics

Classification Metrics (High-Risk Prediction)



Model	Accuracy	Precision	Recall	F1 Score
Logistic Regression	0.699	0.363	0.653	0.467
kNN Classifier	0.565	0.275	0.710	0.396
Random Forest	0.870	0.772	0.500	0.607
XGBoost Classifier	0.872	0.767	0.523	0.622
SVM Classifier	0.800	0.503	0.557	0.528

Regression Metrics (Digital Dependence Score)

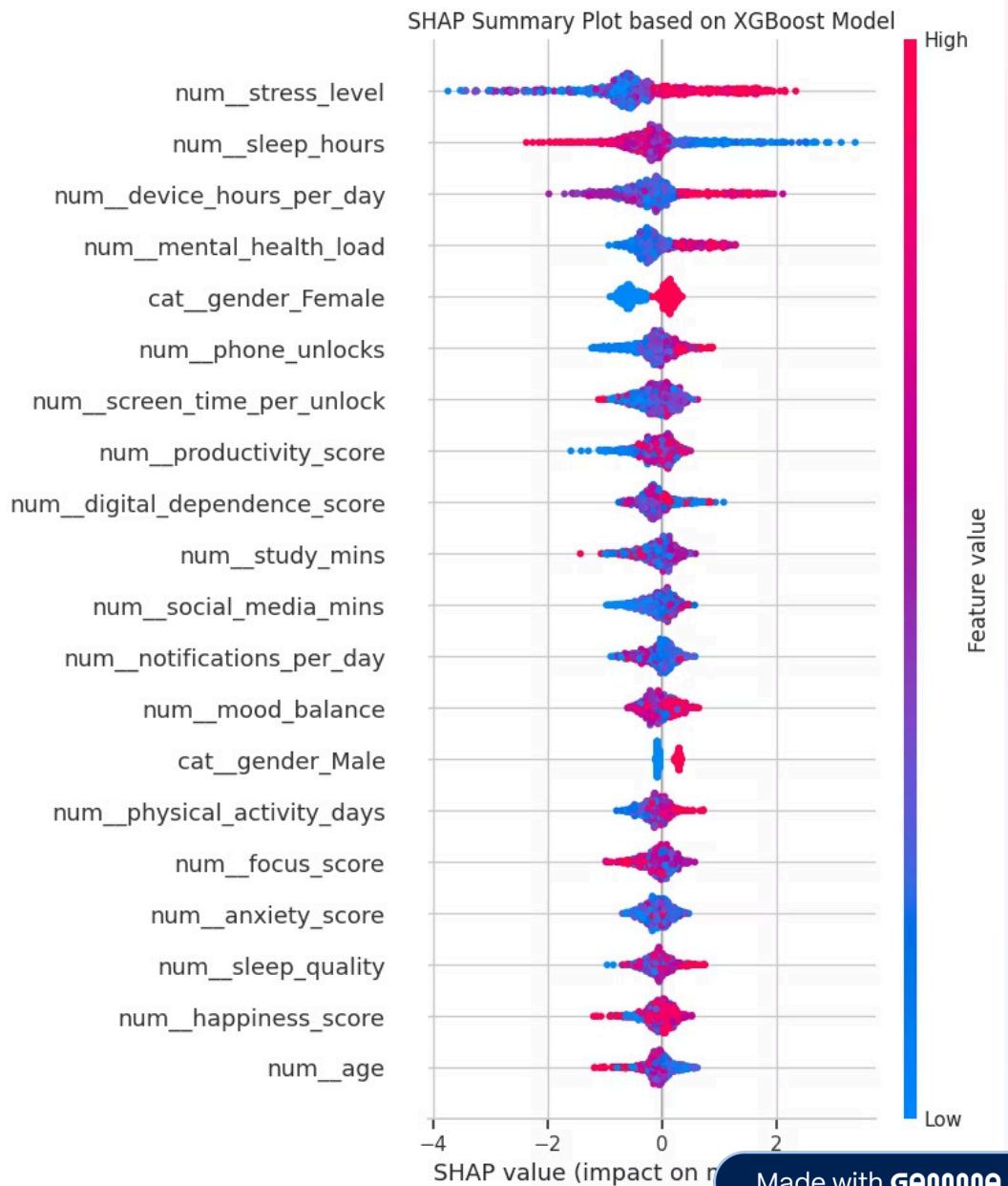
Model	MSE	R ² Score
Linear Regression	5.396	0.970

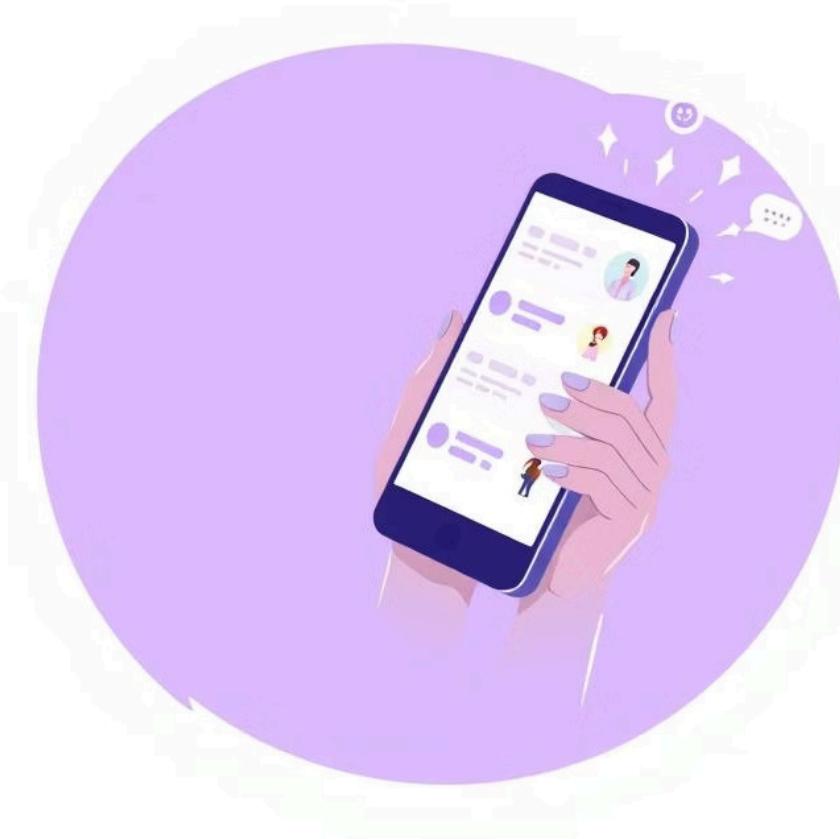
Results & Insights

- XGBoost & Random Forest outperform others.
- Logistic Regression stable; kNN limited by dimensionality.
- SVM solid but weaker than ensembles
- Linear Regression effectively predicts dependence ($R^2 = 0.97$).

Top Predictors (SHAP):

- Stress level, device hours per day, mental health load, phone unlocks, screen time per unlocks, productivity score etc.





Conclusion

Summary:

- Successfully predicted high-risk dopamine overload and digital dependence.
- Engineered features capture behavior and mental-health patterns.

Implications:

- Models can support early detection of digital overuse and mental-health strain.
- Insights may aid digital wellness tools, therapists or intervention systems.

Challenges:

- Balancing classes (SMOTE) without overfitting.
- Handling high-dimensional feature space (affecting kNN, SVM).
- Improving recall for some models to better capture high-risk individuals.

Thank You

Thank you for your time and attention while reviewing this project.