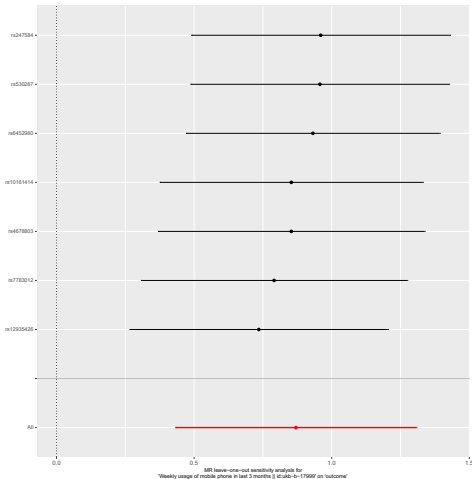
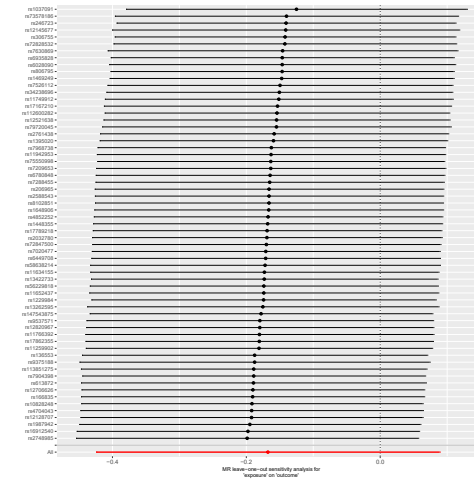


# Supplementary Figure S1. MR Leave-One-Out analysis for assessing causal effect of digital devices use on overall migraine risk



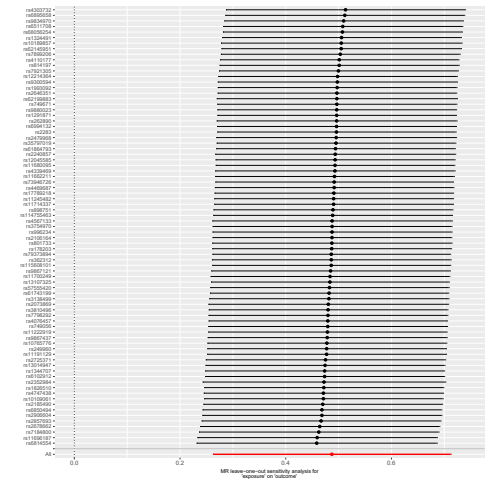
(A) Mobile phone use--FinnGen



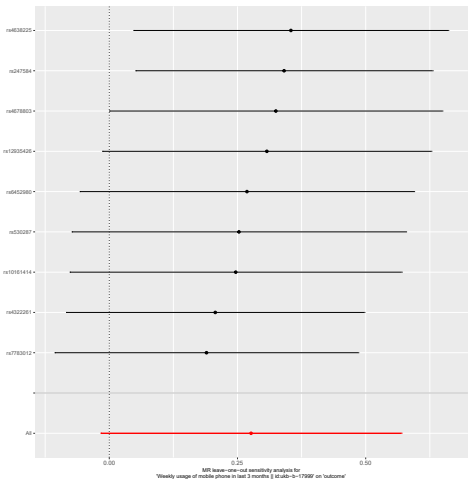
(B) Computer use--FinnGen



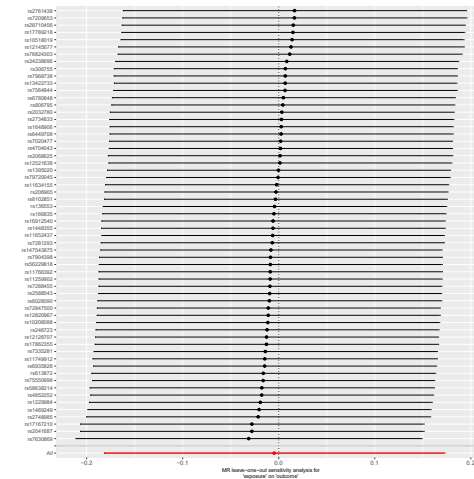
(C) Playing computer games--FinnGen



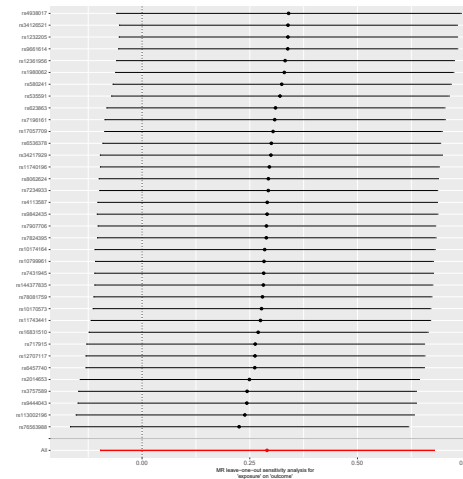
(D) Watching television--FinnGen



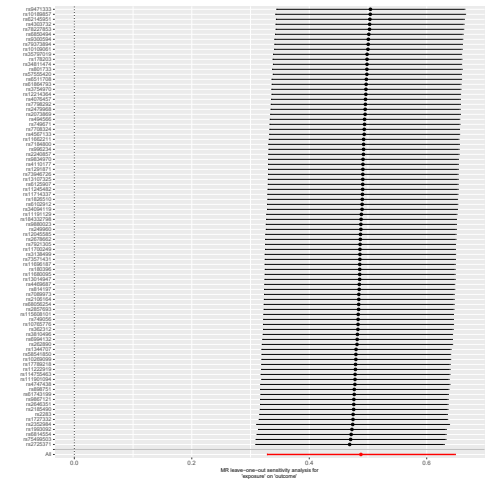
(E) Mobile phone use--IHGC



(F) Computer use--IHGC

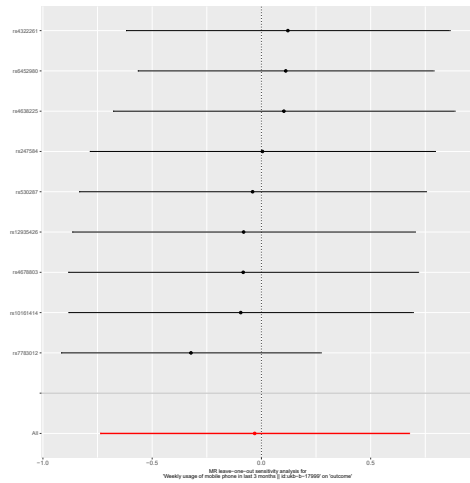


(G) Playing computer games--IHGC

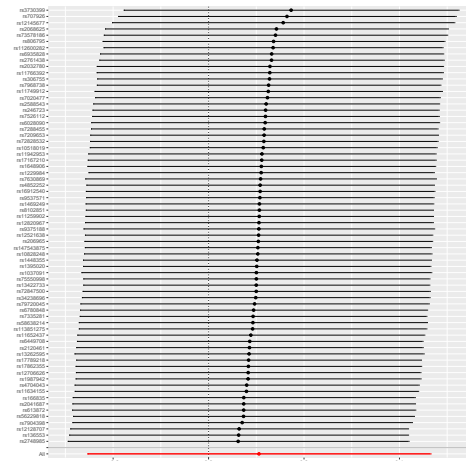


(H) Watching television--IHGC

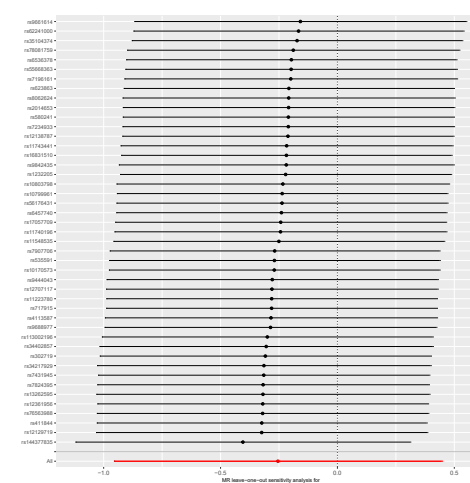
## Supplementary Figure S2. MR Leave-One-Out analysis for assessing causal effect of digital devices use on migraine with aura risk



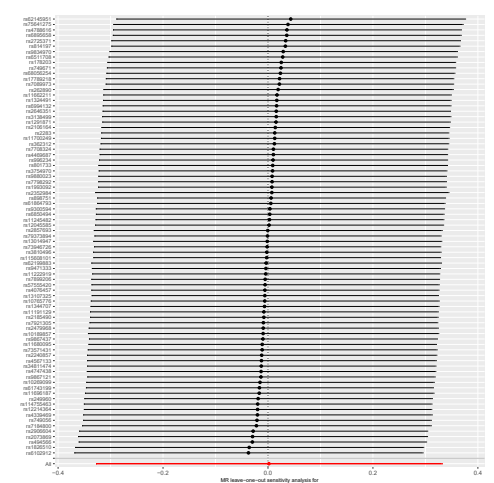
(A) Mobile phone use--FinnGen



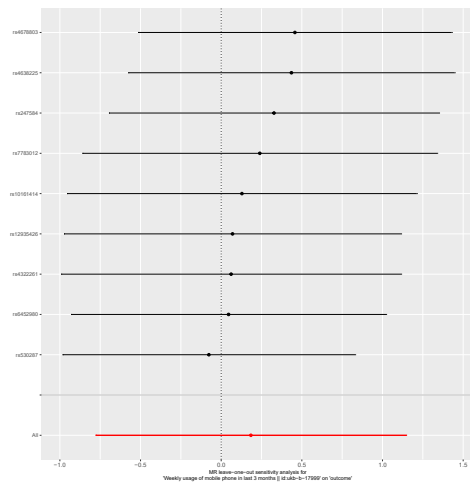
(B) Computer use--FinnGen



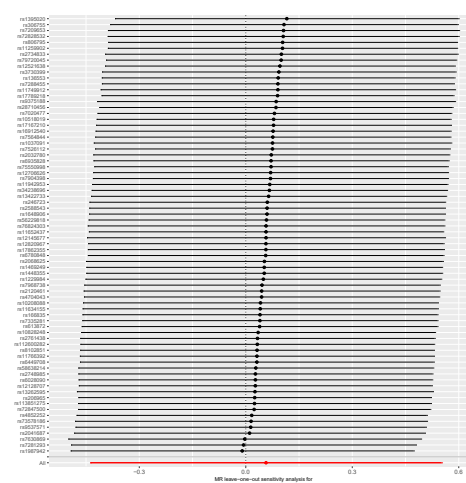
(C) Playing computer games--FinnGen



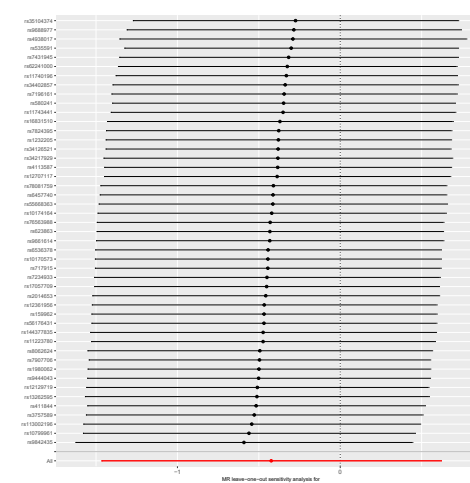
(D) Watching TV--FinnGen



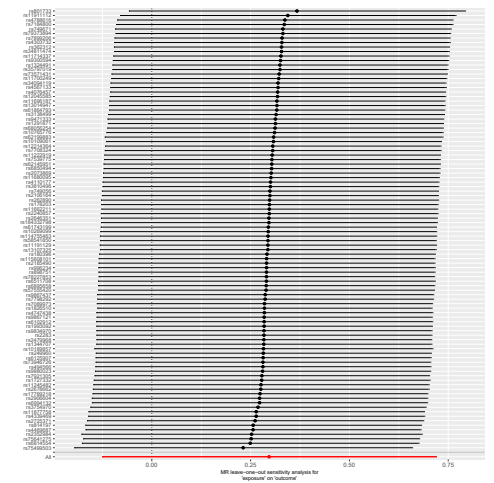
(E) Mobile phone use--IHGC



(F) Computer use--IHGC

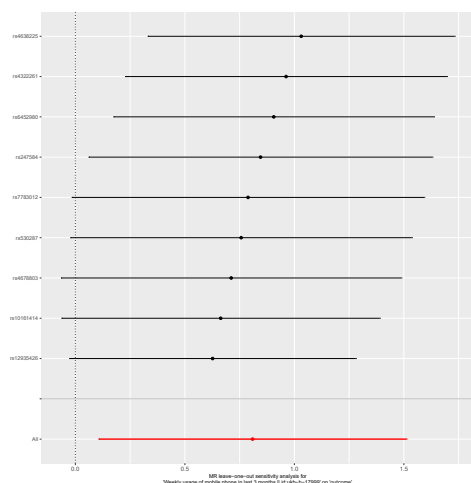


(G) Playing computer games--IHGC

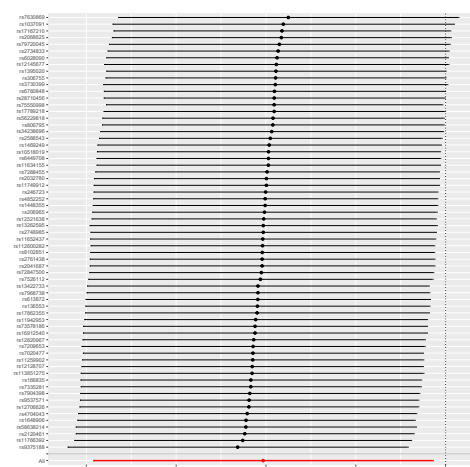


(H) Watching TV--IHGC

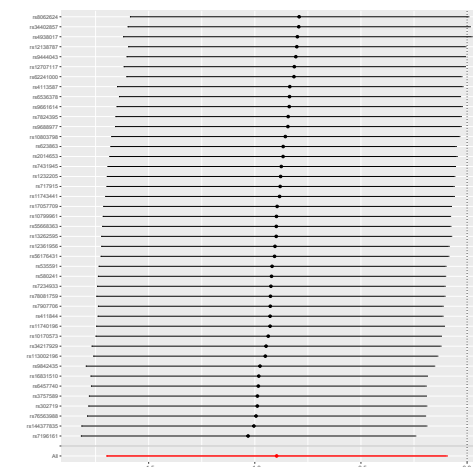
# Supplementary Figure S3. MR Leave-One-Out analysis for assessing causal effect of digital devices use on migraine with no aura risk



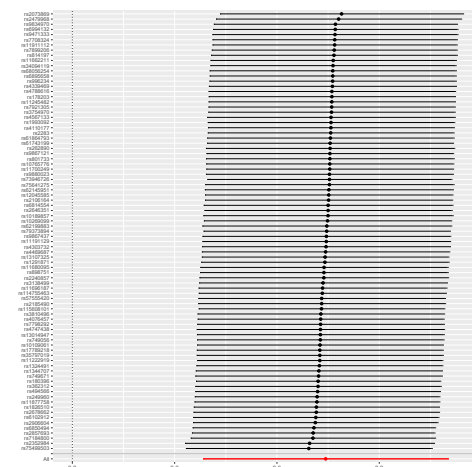
(A) Mobile phone use--FinnGen



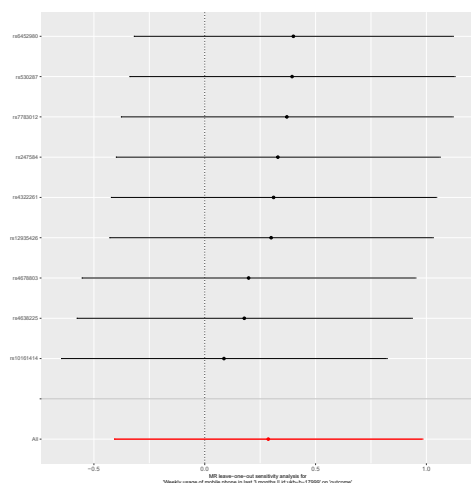
(B) Computer use--FinnGen



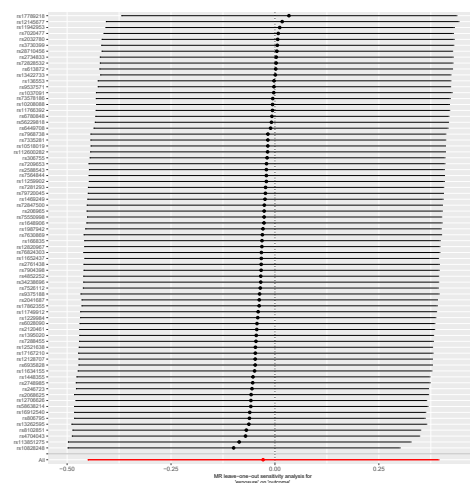
(C) Plays computer games--FinnGen



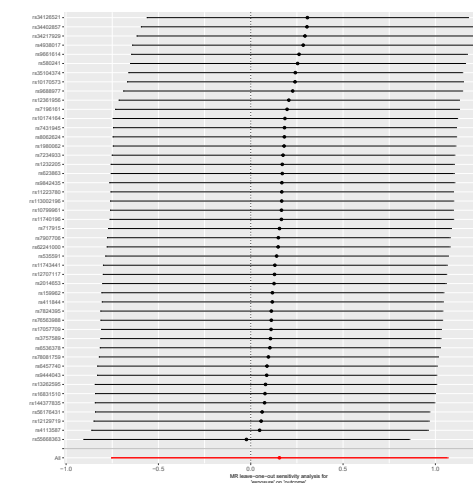
(D) Watching television--FinnGen



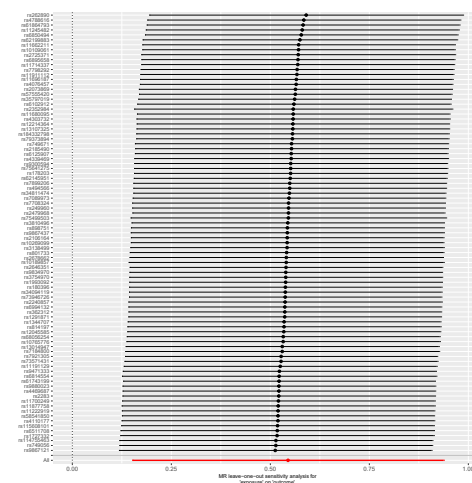
(E) Mobile phone use--IHGC



(F) Computer use--IHGC

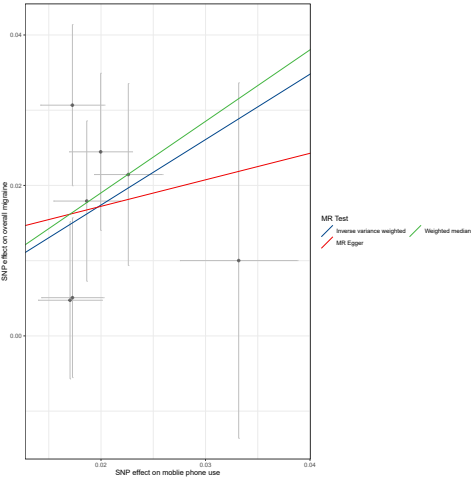


(G) Playing computer games--IHGC

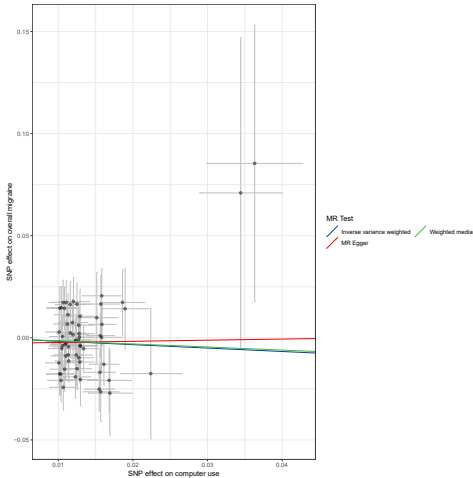


(H) Watching television--IHGC

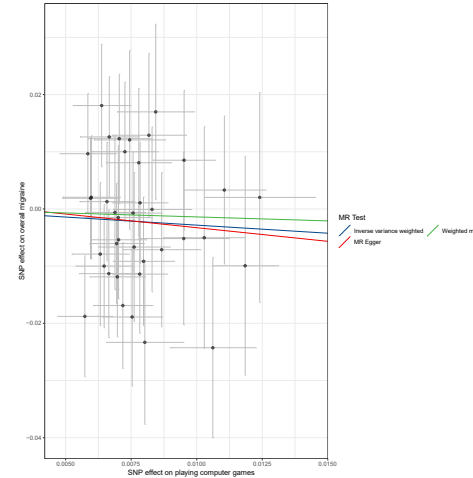
Supplementary Figure S4. Scatter Plot of instrumental variable estimates for digital devices use and overall migraine risk.



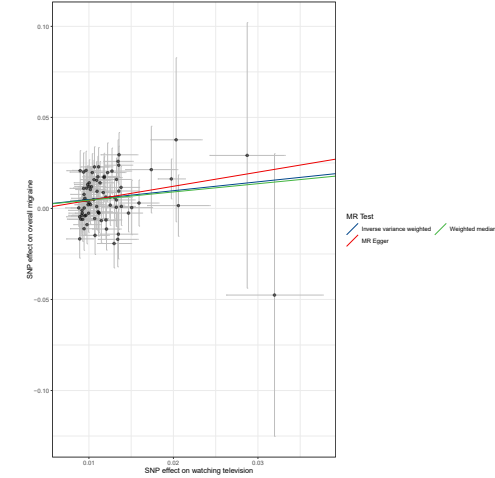
(A) Mobile phone use--FinnGen



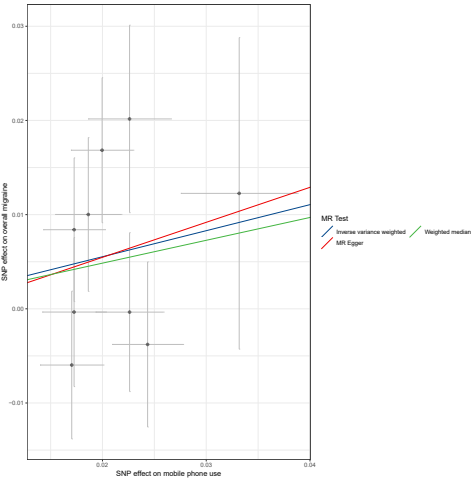
(B) Computer use--FinnGen



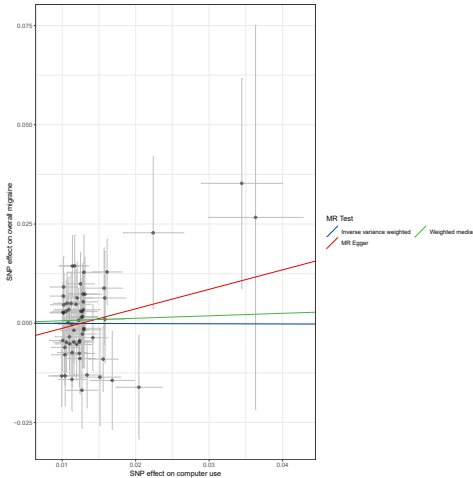
(C) Playing computer games--FinnGen



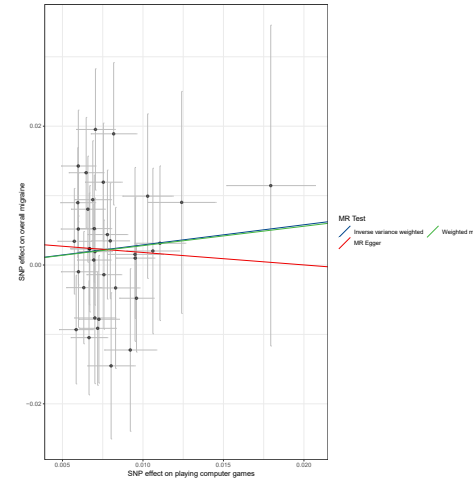
(D) Watching television--FinnGen



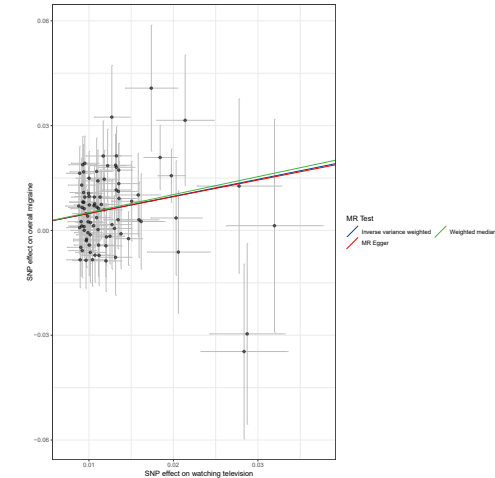
(E) Mobile phone use--IHGC



(F) Computer use--IHGC

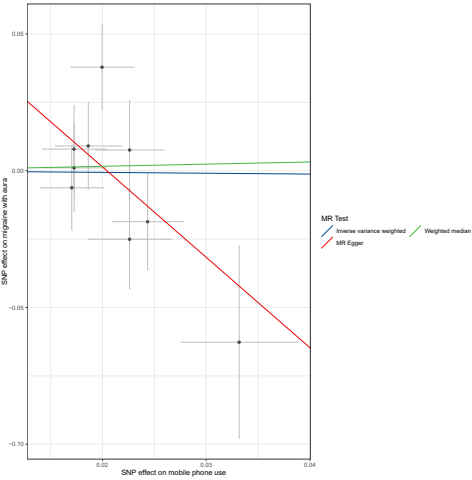


(G) Playing computer games--IHGC

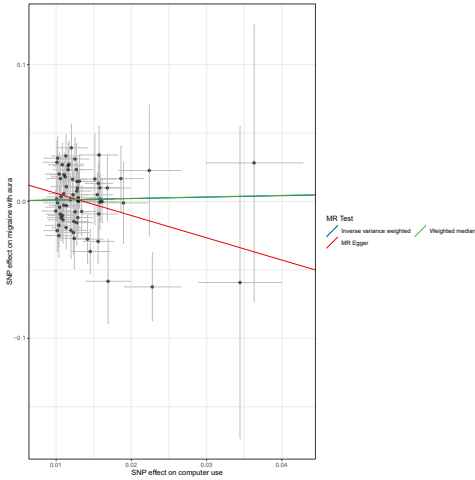


(H) Watching television--IHGC

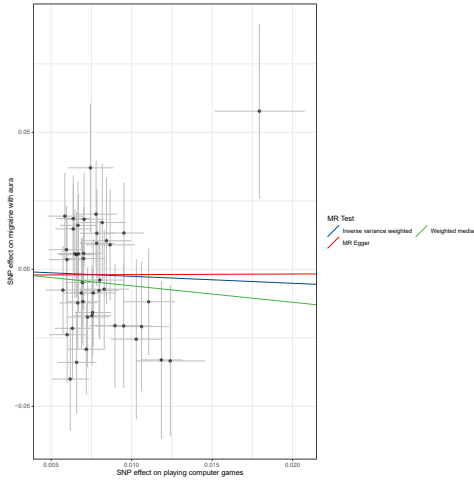
Supplementary Figure S5. Scatter Plot of instrumental variable estimates for digital devices use and migraine with aura risk



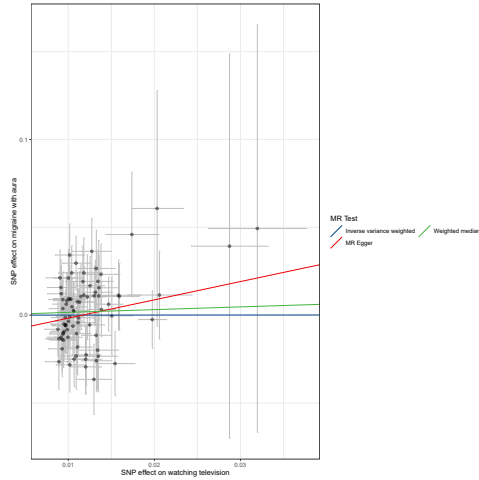
(A) Mobile phone use--FinnGen



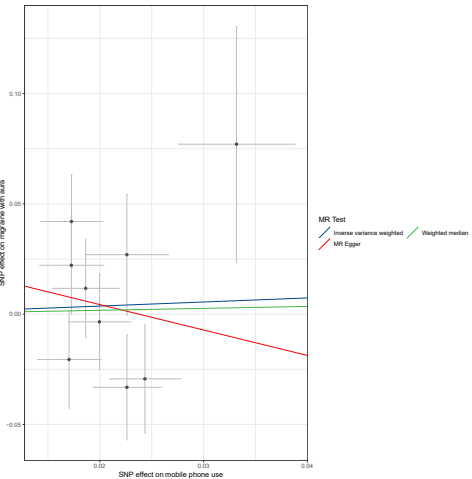
(B) Computer use--FinnGen



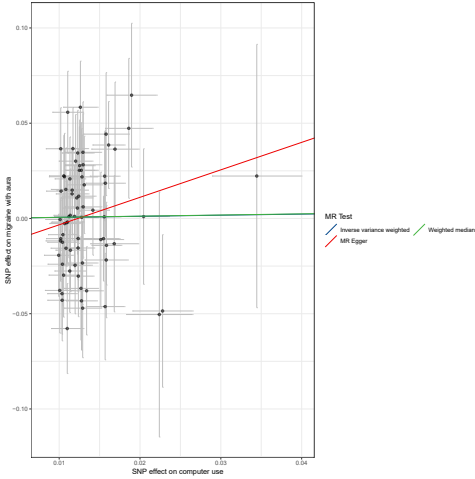
(C) Playing computer games--FinnGen



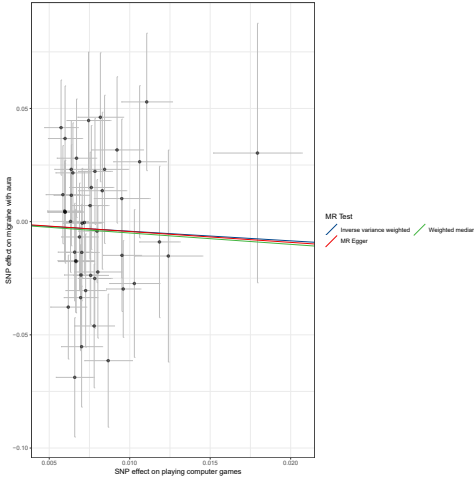
(D) Watching television--FinnGen



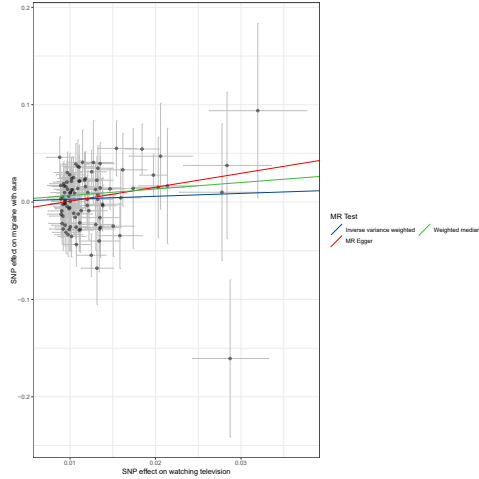
(E) Mobile phone use--IHGC



(F) Computer use--IHGC

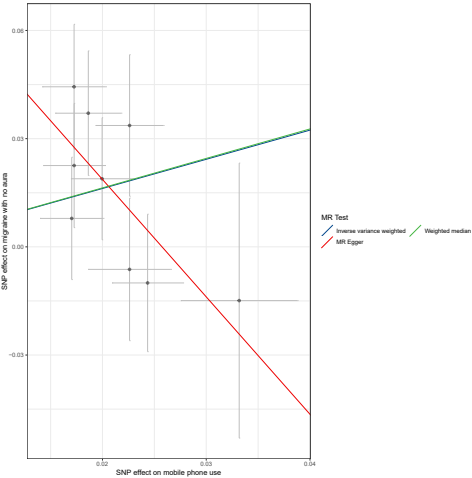


(G) Playing computer games--IHGC

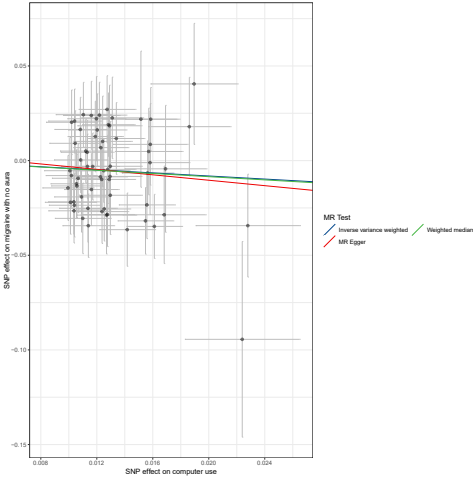


(H) Watching television--IHGC

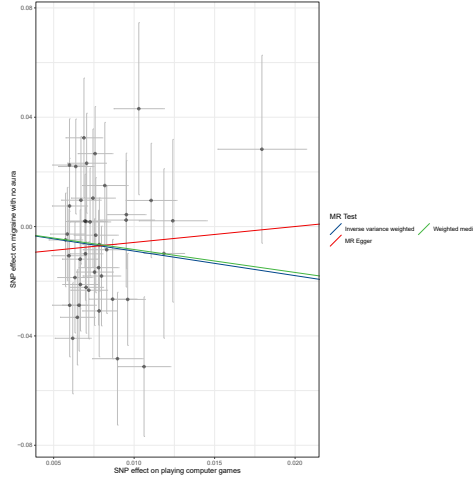
Supplementary Figure S6. Scatter Plot of instrumental variable estimates for digital devices use and migraine with no aura risk



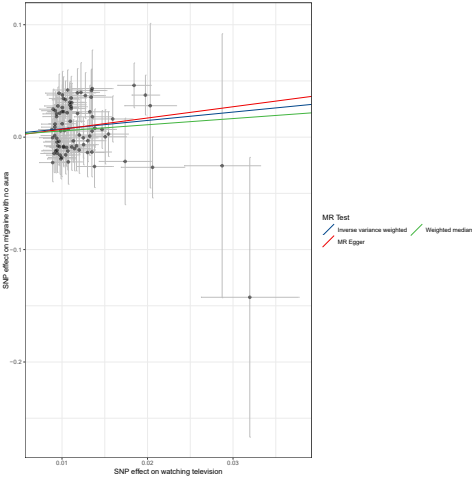
(A) Mobile phone use--FinnGen



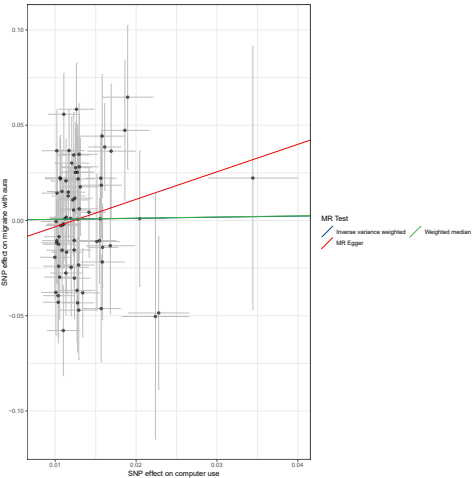
(B) Computer use--FinnGen



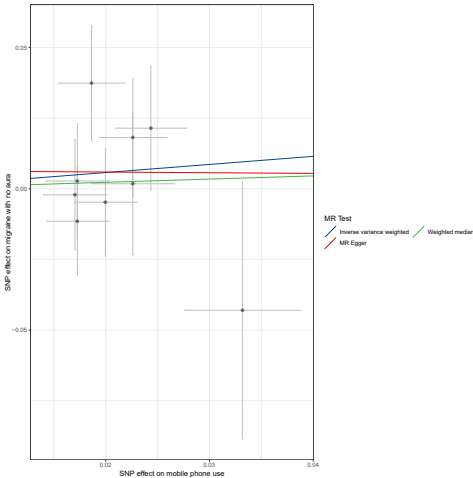
(C) Playing computer games--FinnGen



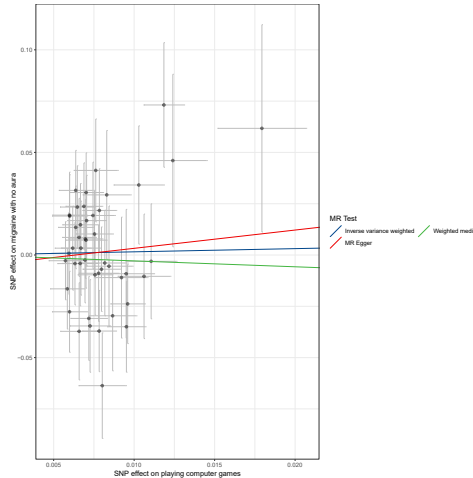
(D) Watching television--FinnGen



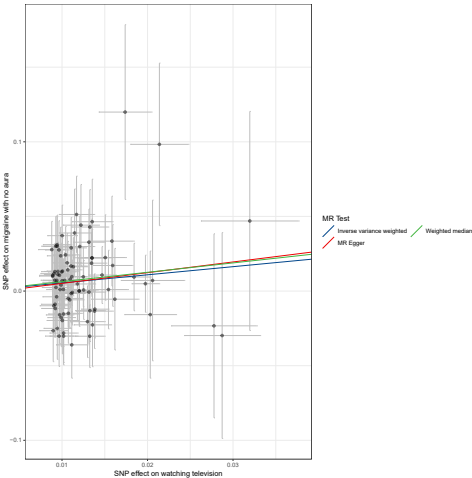
(E) Mobile phone use--IHGC



(F) Computer use--IHGC



(G) Playing computer games--IHGC



(H) Watching television--IHGC