

# A game theoretic model of emergency department and ambulance service interactions

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THIS.

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# Ambulance blockage problem in UK

## Patients forced to wait for 24 hours in ambulances, data shows

Ambulance crews forced to wait outside A&Es for 24 hours, according to chiefs

Rebecca Thomas Health Correspondent • Tuesday 17 May 2022 08:26 • Comments



(AFP/Getty)

'Appalling' waits for ambulances in England leaving lives at risk

Exclusive: Royal College of Emergency Medicine president says NHS is breaking its agreement to treat sickest in a timely way

- The staff, this is heartbreaking - senior doctor's view on crisis
- 'I feel so let down', long waits for ambulances on the south-west



Ambulance handover delays highest since start of winter  
© iStockphoto.com



**NHS 'on its knees' as ambulance response times for life-threatening calls rise to record high**

Average response time to deal with Category 1 cases – such as cardiac arrest – is now nine minutes and 20 seconds, with rises across all categories.



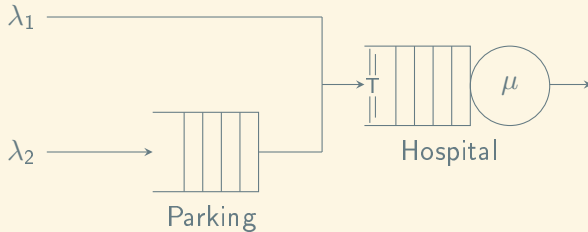
© The Independent (left) and (right) are provided by iStockphoto.com and iStockphoto.com, respectively. All other images courtesy of iStockphoto.com.

Queueing theory

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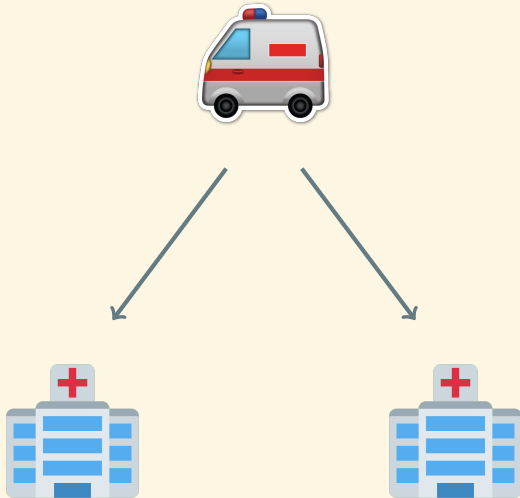
Game theory

# Queueing representation of hospital



- ▶  $\lambda_1$ : Arrival rate of non-ambulance patients
- ▶  $\lambda_2$ : Arrival rate of ambulance patients
- ▶  $\mu$ : Service rate
- ▶  $T$ : Threshold

# The game

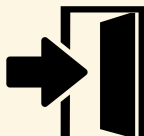


# Players - Strategies - Objectives



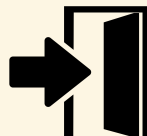
$$p_A, p_B \in [0, 1]$$
$$p_A + p_B = 1$$

$$\min \bar{B}$$



$$T_A \in [1, N_A]$$

$$P(W^{(A)} < t) > 0.95$$

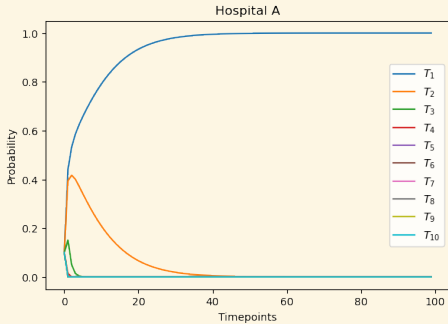


$$T_B \in [1, N_B]$$

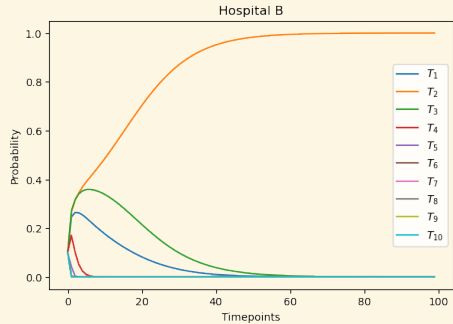
$$P(W^{(B)} < t) > 0.95$$

# Evolutionary Game Theory

# Asymmetric replicator dynamics - $t = 1.5$



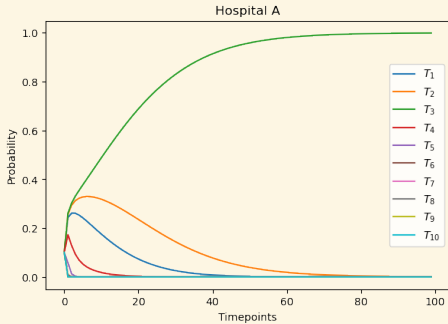
$$T_A = 1$$



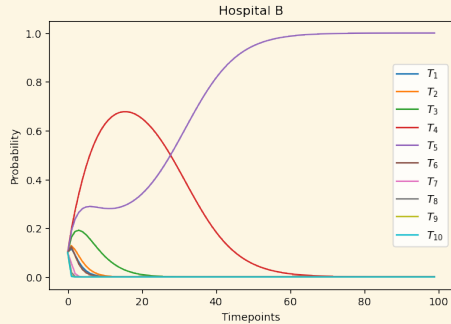
$$T_B = 2$$



# Asymmetric replicator dynamics - $t = 1.7$

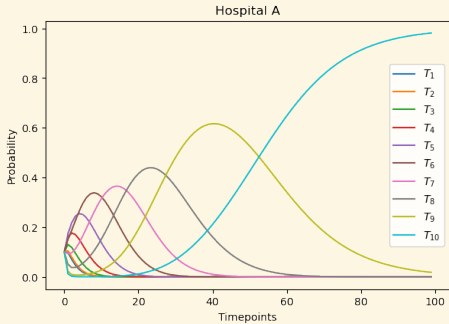


$$T_A = 3$$

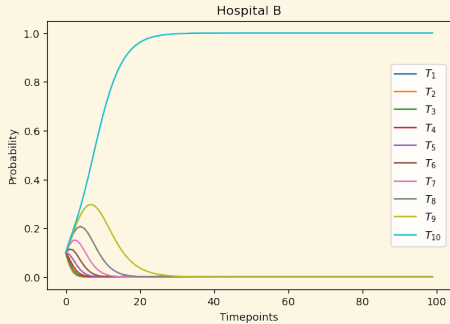


$$T_B = 5$$

# Asymmetric replicator dynamics - $t = 2$

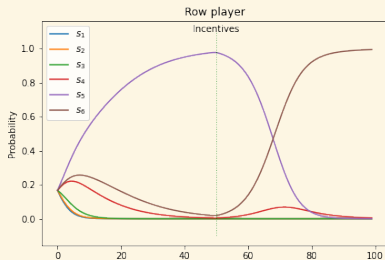


$$T_A = 10$$

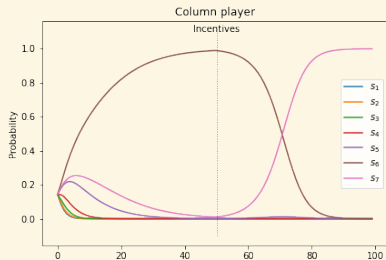


$$T_B = 10$$

# Asymmetric replicator dynamics - Incentives



$$T_A = 5 \rightarrow T_A = 6$$



$$T_B = 6 \rightarrow T_B = 7$$

# Thank you!

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<https://github.com/MichalisPanayides/Thesis>

<https://github.com/MichalisPanayides/AmbulanceDecisionGame>

\$ pip install ambulance\_game