

The Risky Business of Asking for Help

An ABM of Unmet Need in Older Adults

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Outline

1. Motivation
 2. Conjecture
 3. Data & Model
 4. Results
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Motivation

~25% of over 65s need help washing or dressing

~47.5% of that 25% actually get help
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Conjecture

Not everybody *asks* for help,
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People's decisions are based
on risk.

Testing the Conjecture

- Need a few things to test that:
 - A formal representation of our conjectured process
 - A synthetic population to test it in
 - Synthetic psychologies for that population
 - Something to test against
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A Process

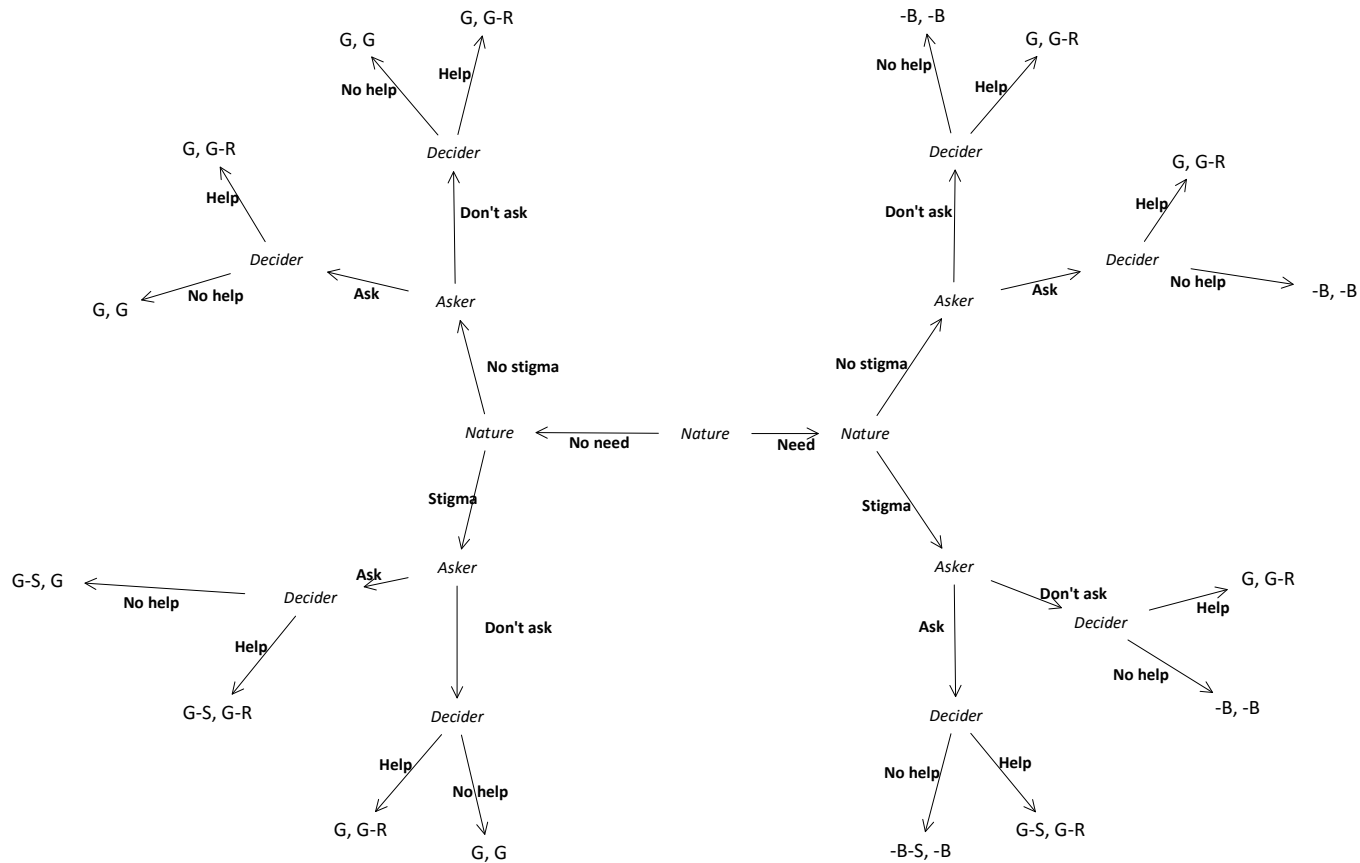


Figure 1 illustrates four extensive form games showing the impact of stigma on help-seeking behavior. The games are arranged in a 2x2 grid, separated by a central horizontal line. The top row represents 'No stigma' and the bottom row represents 'Stigma'. The left column represents 'No need' and the right column represents 'Need'.

Top Left (No stigma, No need): Nature chooses 'No need'. The Asker can 'Ask' or 'Don't ask'. If 'Ask', the Decider can 'Help' (payoff $G, G-R$) or 'No help' (payoff G, G). If 'Don't ask', the Decider can 'Help' (payoff G, G) or 'No help' (payoff $G, G-R$).

Top Right (No stigma, Need): Nature chooses 'Need'. The Asker can 'Ask' or 'Don't ask'. If 'Ask', the Decider can 'Help' (payoff $G, G-R$) or 'No help' (payoff $-B, -B$). If 'Don't ask', the Decider can 'Help' (payoff $G, G-R$) or 'No help' (payoff $-B, -B$).

Bottom Left (Stigma, No need): Nature chooses 'No need'. The Asker can 'Ask' or 'Don't ask'. If 'Ask', the Decider can 'Help' (payoff $G-S, G-R$) or 'No help' (payoff $G-S, G$). If 'Don't ask', the Decider can 'Help' (payoff G, G) or 'No help' (payoff $G, G-R$).

Bottom Right (Stigma, Need): Nature chooses 'Need'. The Asker can 'Ask' or 'Don't ask'. If 'Ask', the Decider can 'Help' (payoff $G-S, G-R$) or 'No help' (payoff $-B-S, -B$). If 'Don't ask', the Decider can 'Help' (payoff $G, G-R$) or 'No help' (payoff $-B, -B$).

Synthetic Psychology

- Using learning decision rule agents – actions are based on costs/payoffs & beliefs
 - Two kinds of learning
 - Experiential
 - Social
 - Two kinds of belief
 - What kind of player is the other guy?
 - What will the other player do next?
 - Use opinion surveys to generate distributions of these beliefs
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Signaller Psychology

- Is the decider going to make me feel bad if I ask for help?
 - ESS 2008
 - Latent trait analysis on 8 likert type items
 - Fitted a logistic distribution to the underlying trait
 - Will I get help?
 - EuroBarometer 67.3 asks exactly that
 - Multinomial distribution over definitely, yes, etc.
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Decider Psychology

- Should I believe what this guy is saying?
 - ESS 2008 again
 - Latent trait on 3 likert type items
 - Fitted a normal distribution

Decision Rules

Briefly..

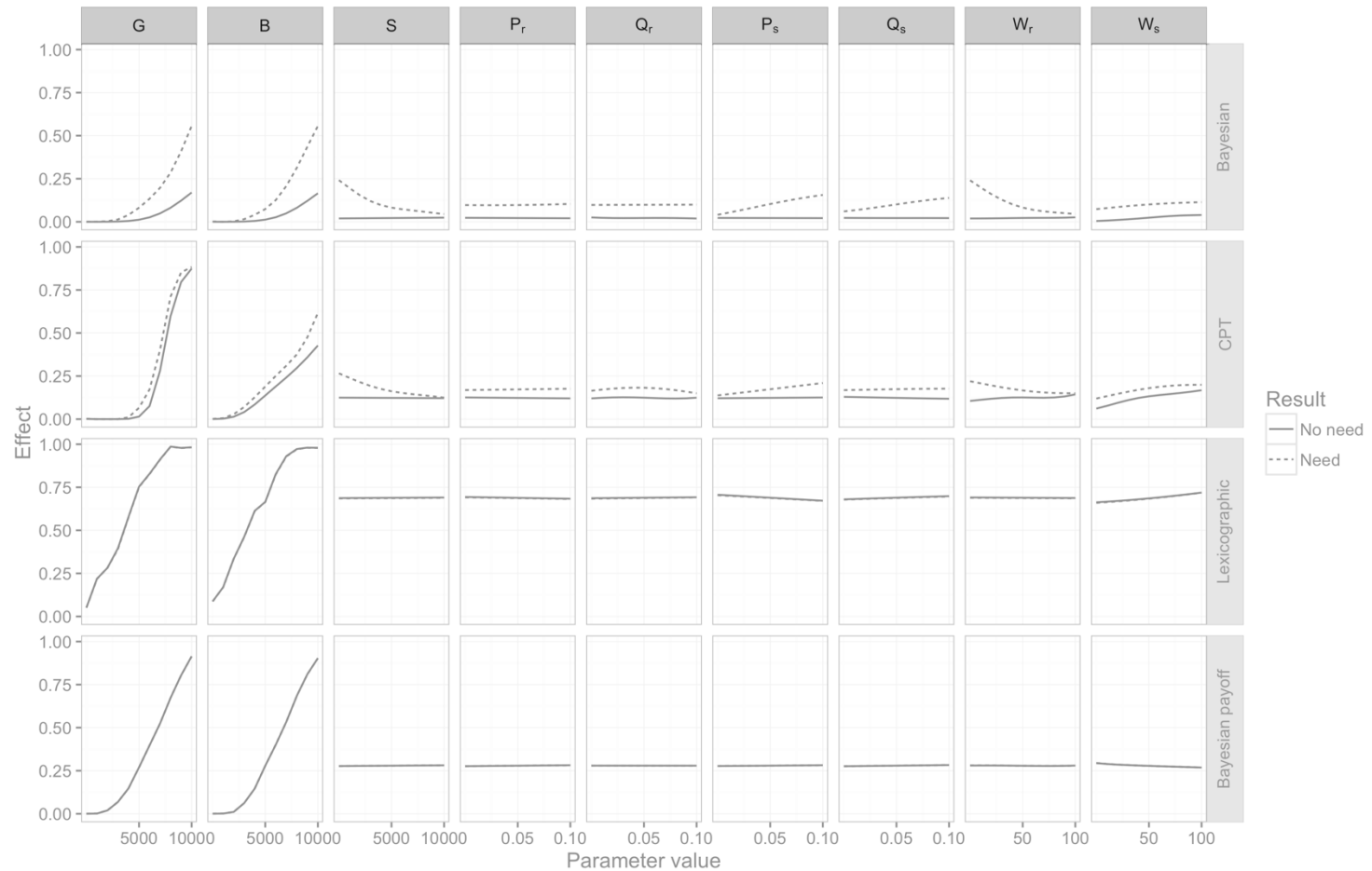
Four rules:

Model free	Model based
Lexicographic	Bayesian
Bayesian	Cumulative Prospect

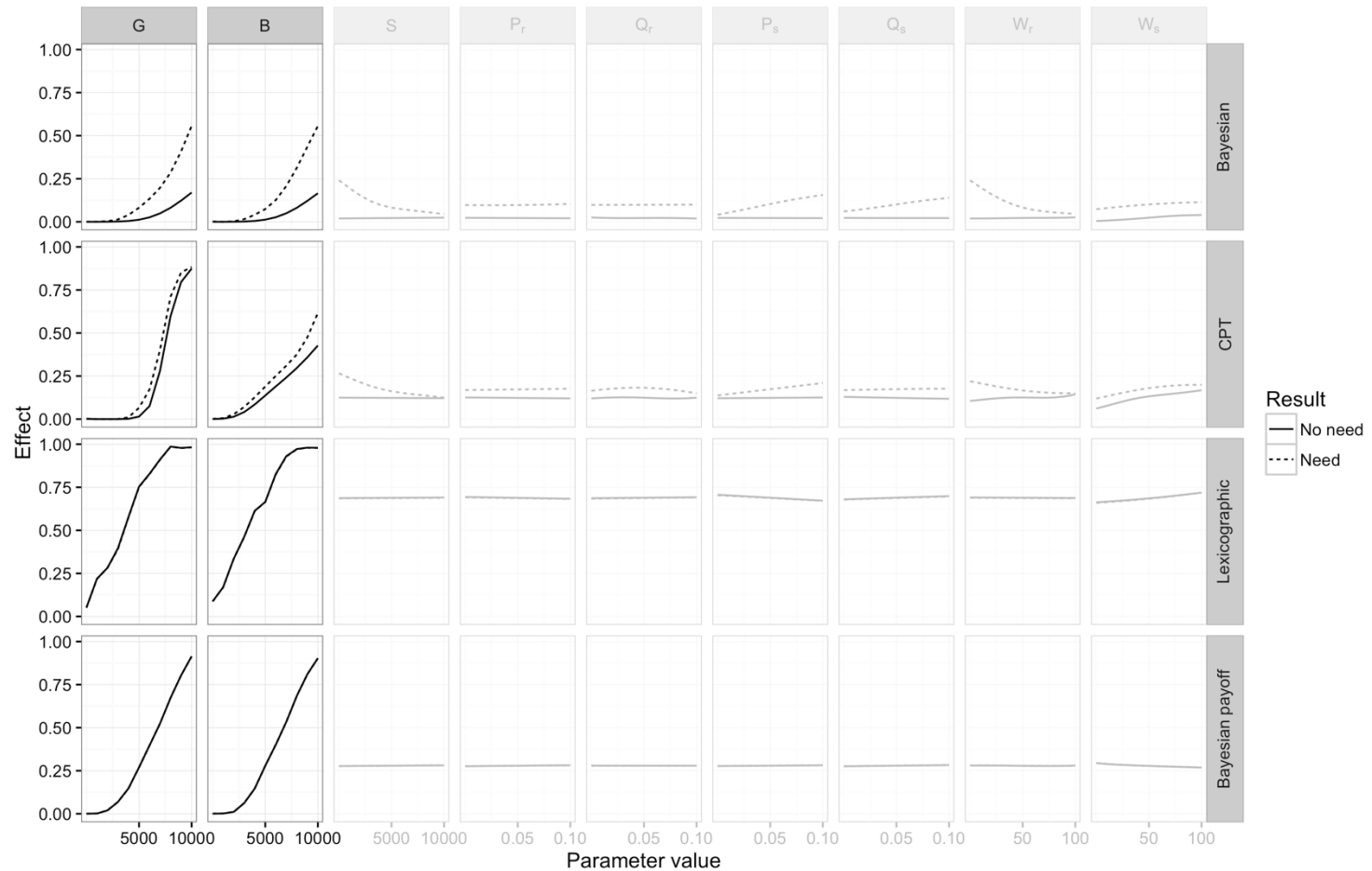
Model

- Draw populations
 - Have them play the game
 - Beliefs based on social surveys
 - Cost for giving help as the mean LA cost of providing care for 1 year, in 2008 (£7881)
 - Quite a few free parameters..
 - Payoffs, learning, magnitude of beliefs, decision models
 - Build a statistical emulator of the simulation
 - Look at sensitivity
 - Use to fit the model
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Sensitivity



Sensitivity

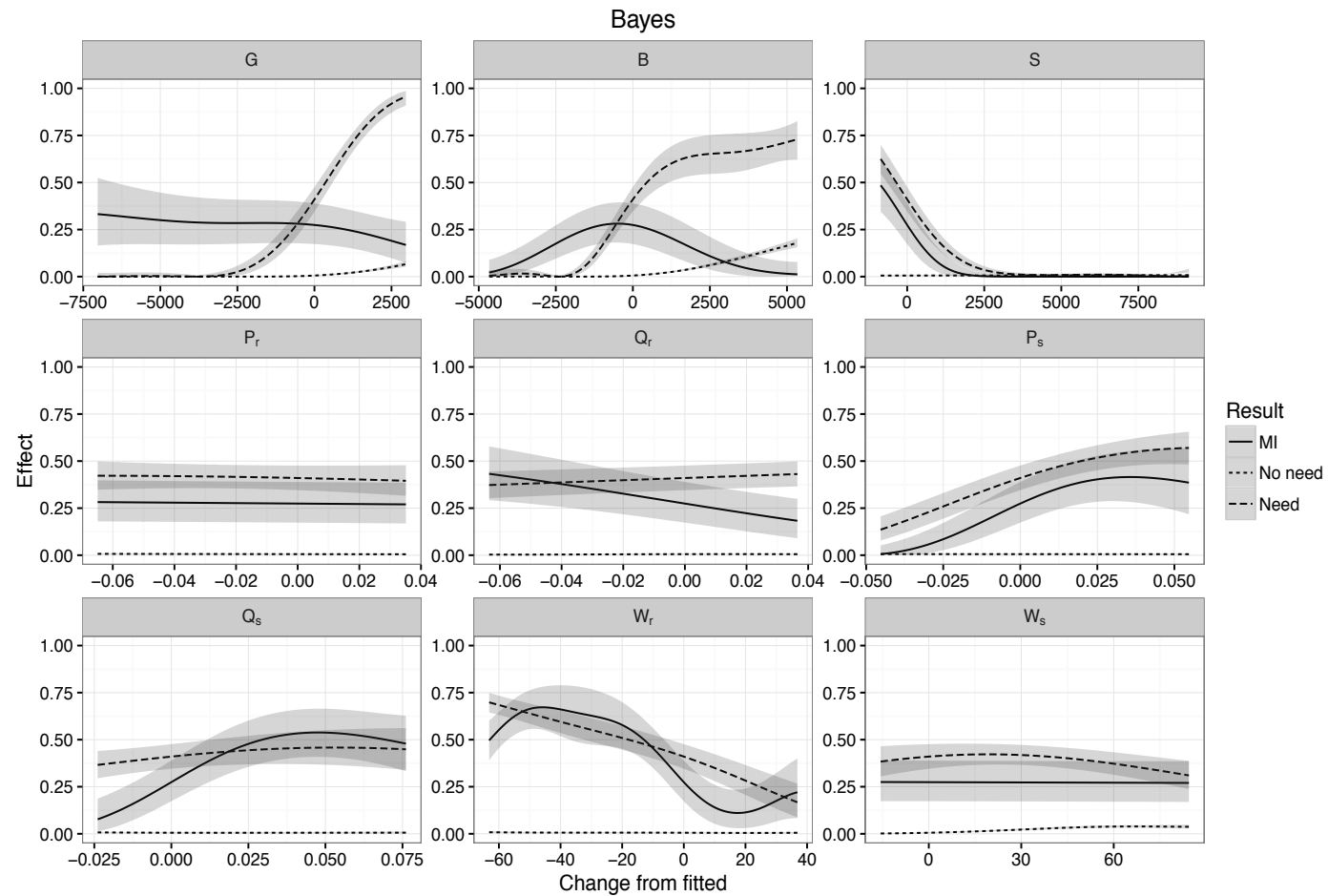


Fitting

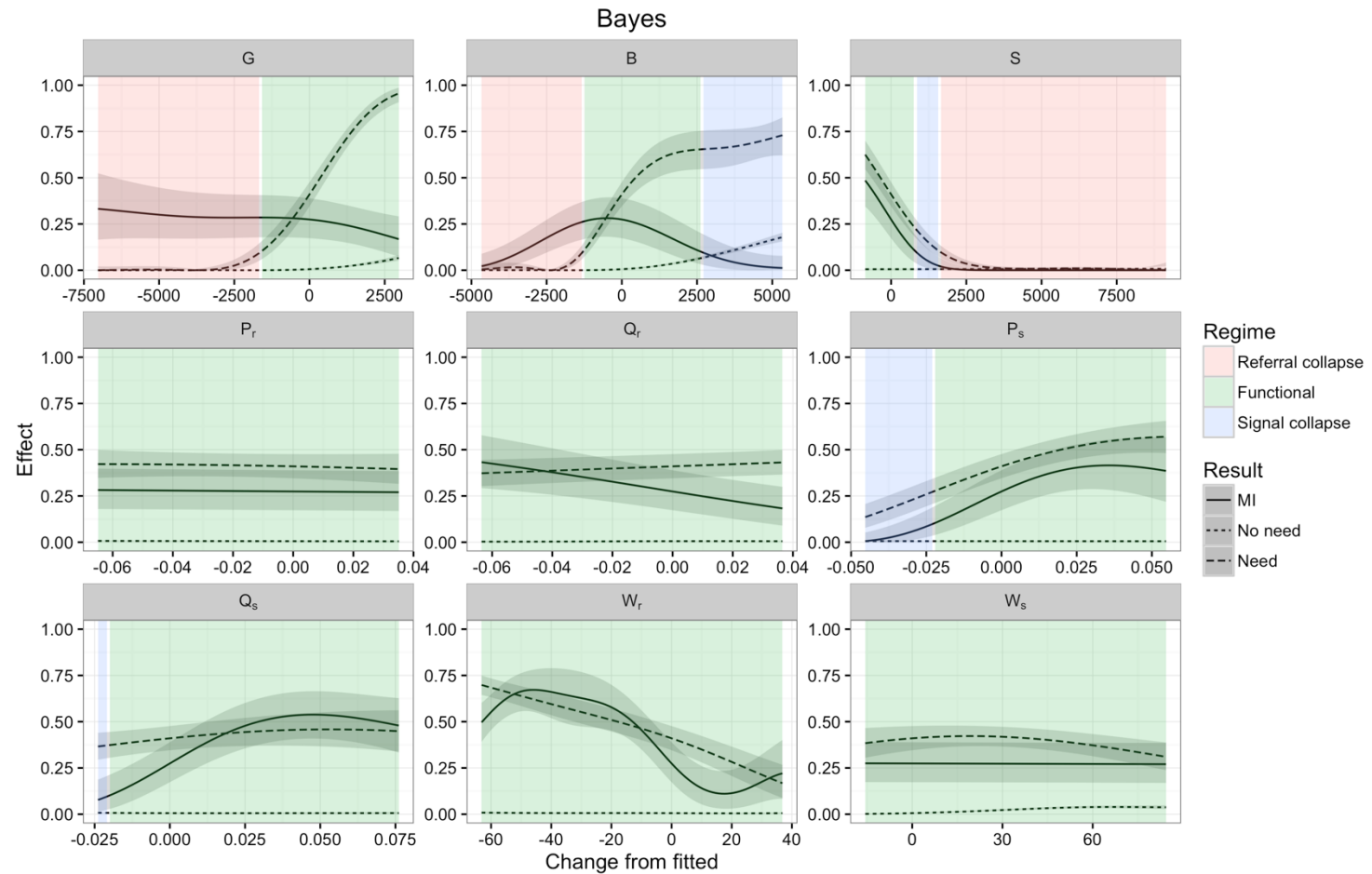
- Can't fit the heuristics!
 - Need more than cardinality
 - Need a mental model

	G	B	S	P_r	Q_r	P_s	Q_s	W_r	W_s	H_h	N_h
Bayes	7032	4662	860	0.06	0.06	0.05	0.02	63	16	45%	0.1%
CPT	4886	6978	3500	0.09	0.02	0.07	0.06	18	28	44%	0.1%

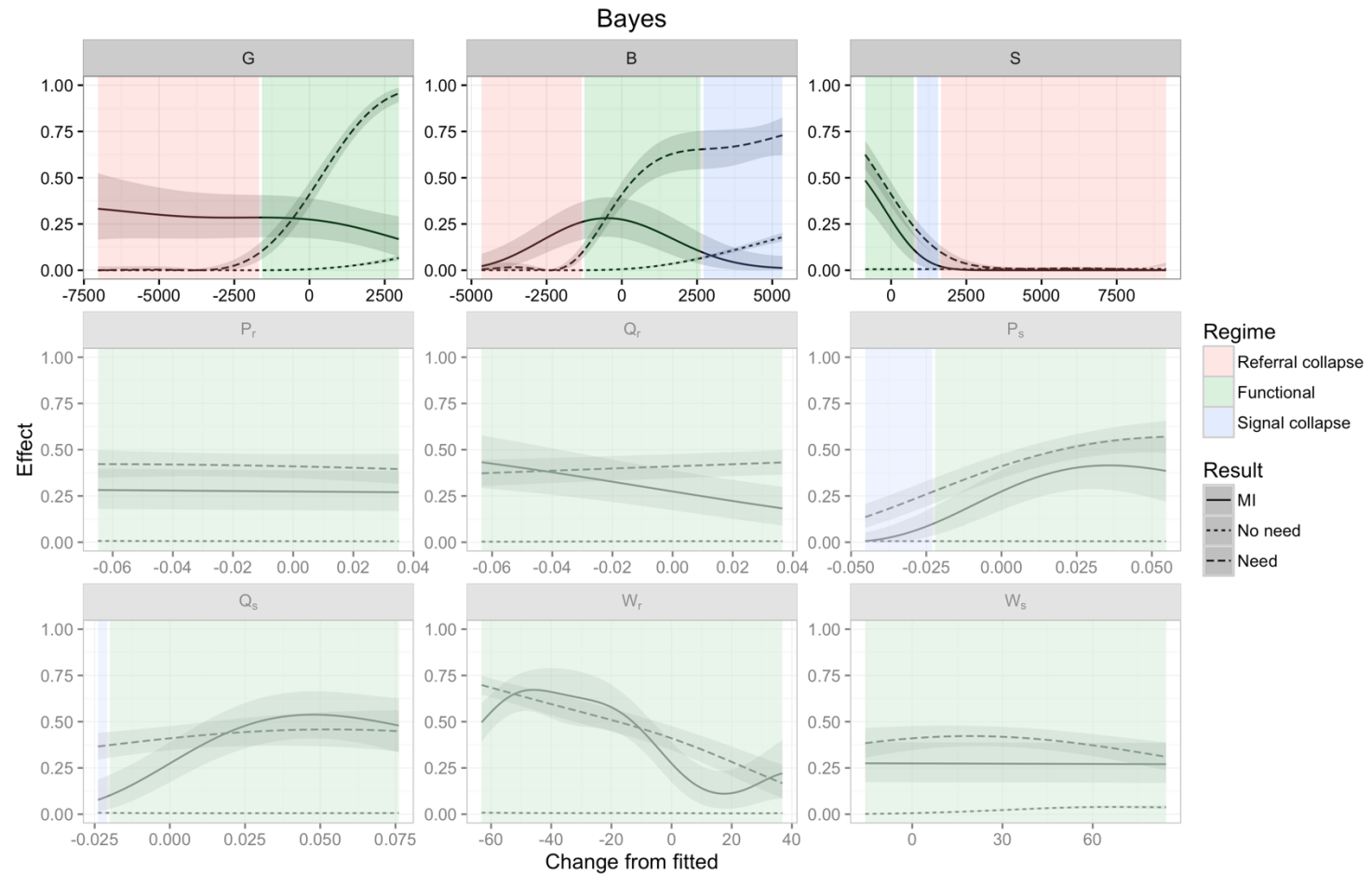
Interventions



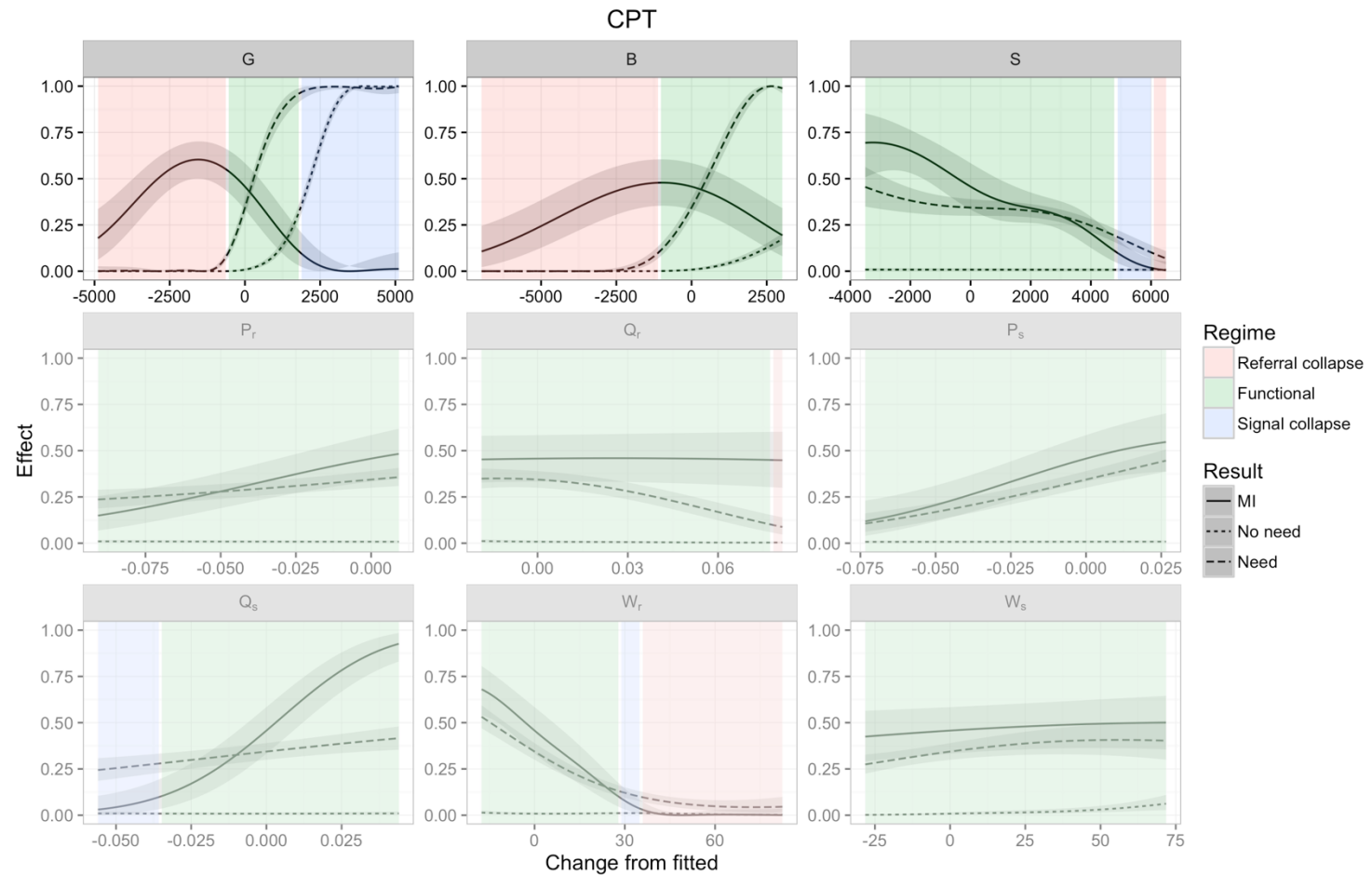
Interventions



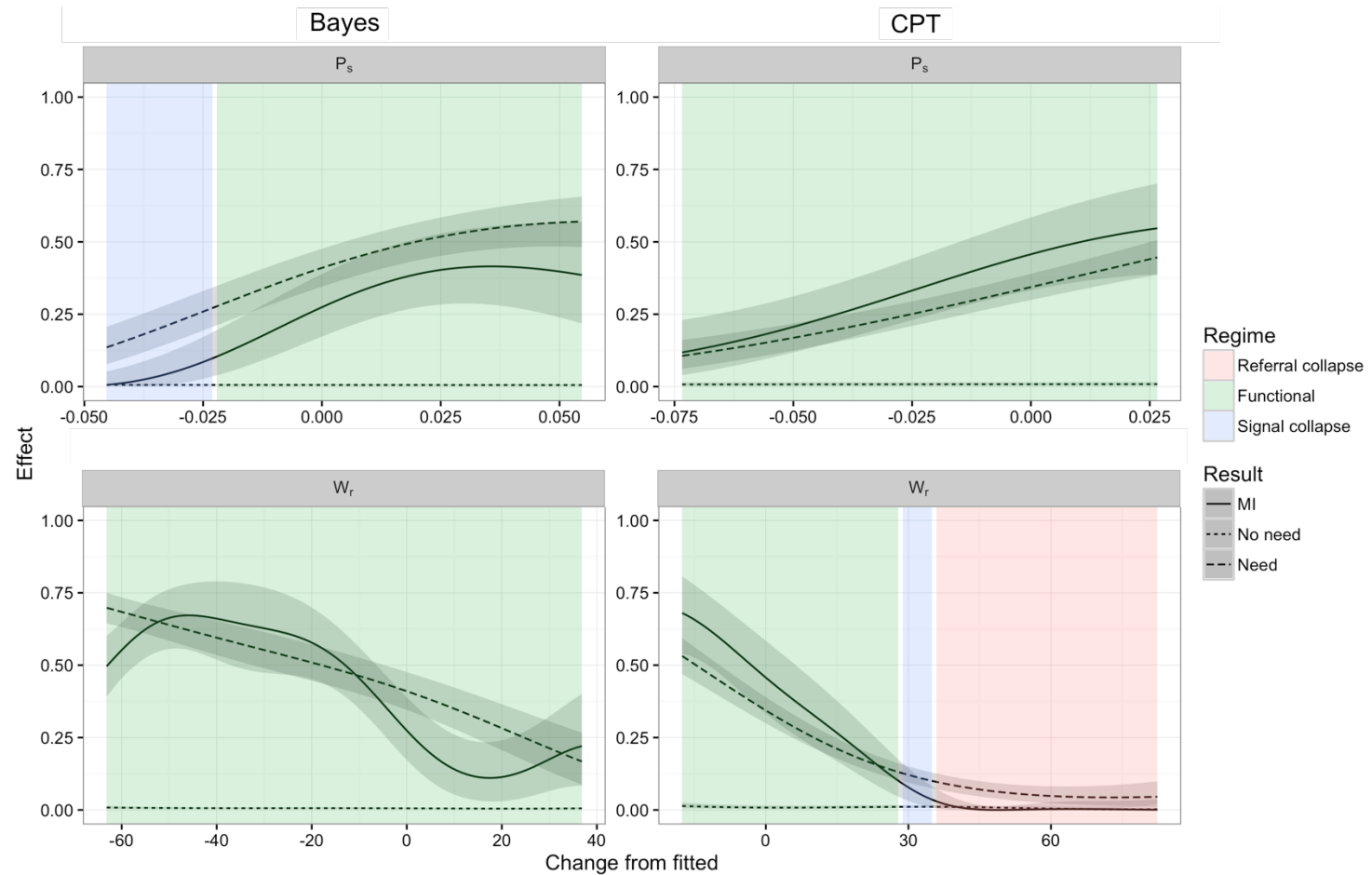
Interventions



Interventions



Commonalities



Take Away

- Not the complete data generating process, but can't reject outright
 - Simple heuristics are insufficient
 - Biggest impact on referrals is from payoffs...
 - But! Better to target
 - Information sharing
 - Prior beliefs
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References

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Thank you!

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<https://github.com/greenape/risky-aging-model>