





The Risky Business of Asking for Help An ABM of Unmet Need in Older Adults

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BSPS 2015

Outline

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

Motivation

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

~47.5% of that 25% actually get help (Vlachantoni et al, 2011)

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What's up with that??

Conjecture

Not everybody *asks* for help, because asking feels risky.

Conjecture

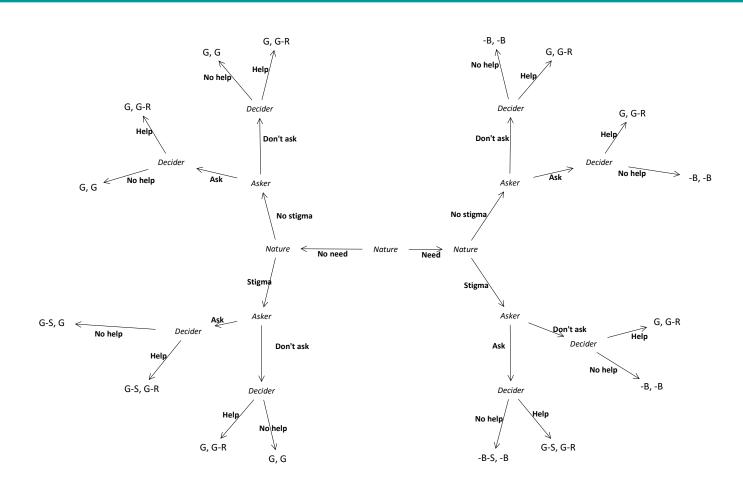
Not everybody *asks* for help, because asking feels risky.

People's decisions are based on risk.

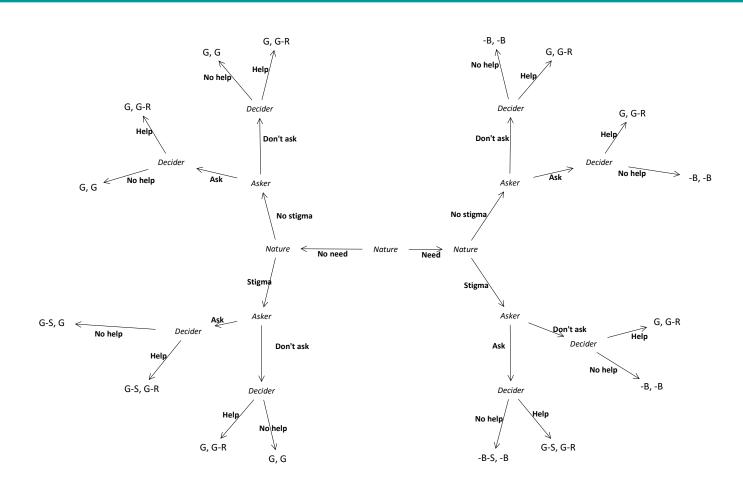
Testing the Conjecture

- 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

A Process



A Process



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

Asker 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.

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..

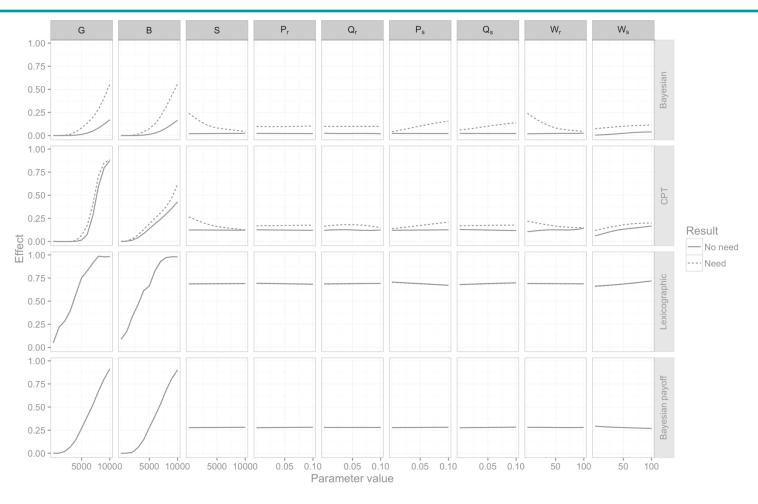
Four rules:

Model free	Model based
Lexicographic	Bayesian
Bayesian	Cumulative Prospect

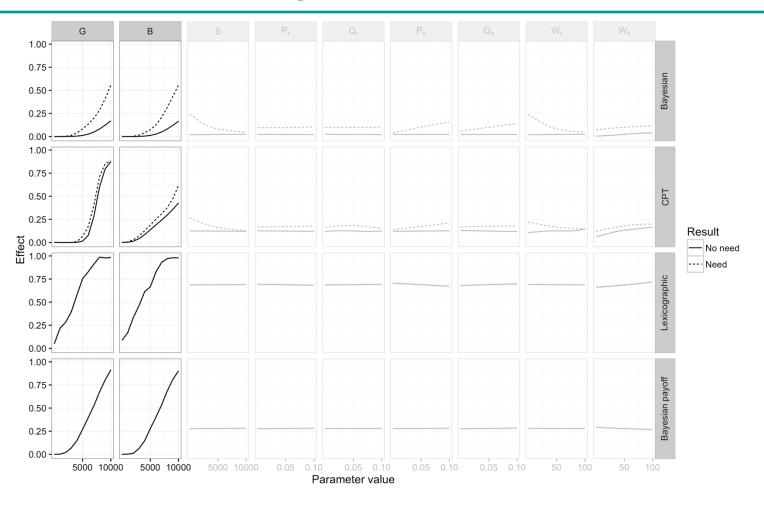
Model

- 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

Sensitivity



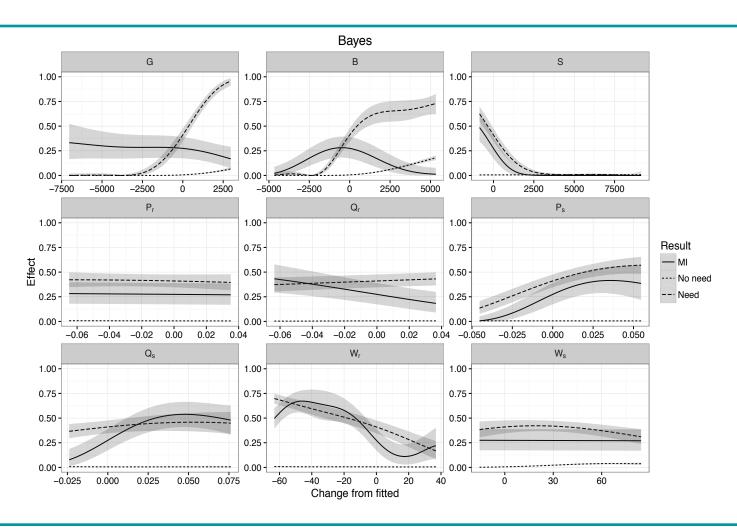
Sensitivity

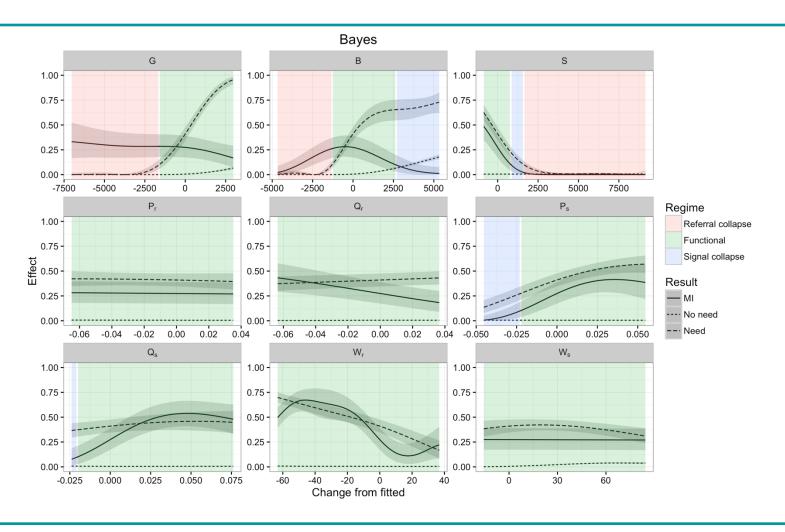


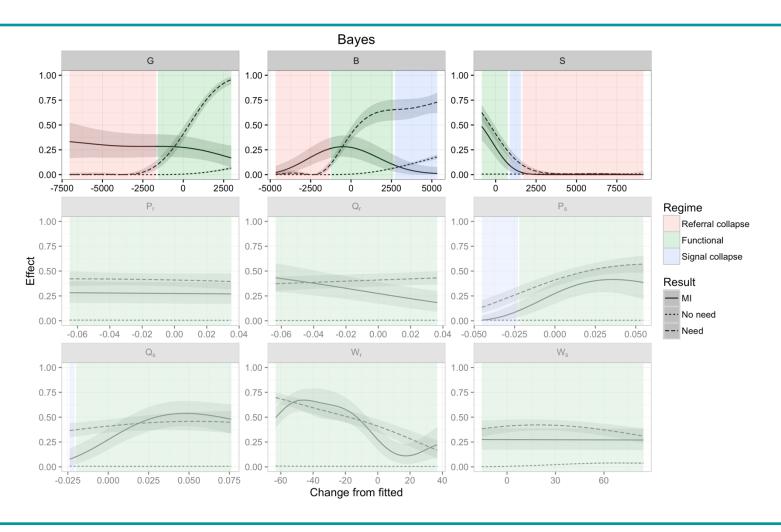
Fitting

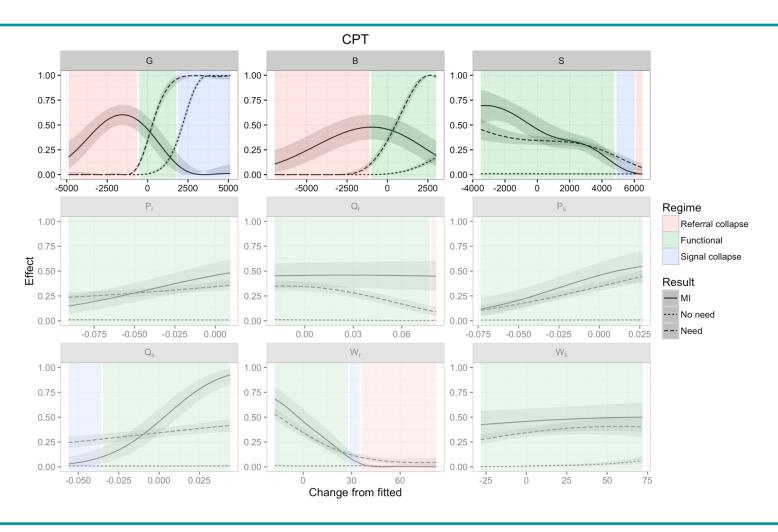
- Can't fit the heuristics!
 - Need more than cardinality
 - Need a mental model

	G	В	S	P _r	Q _r	Ps	\mathbf{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%

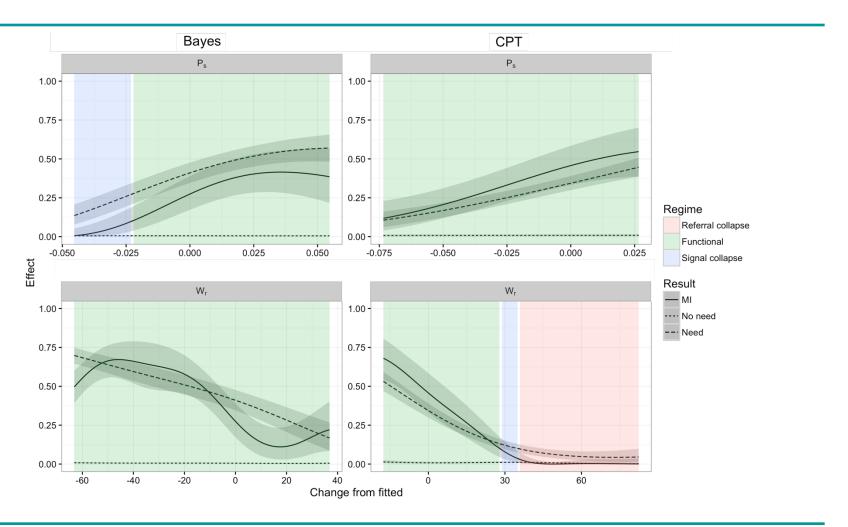








Commonalities



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

References

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Thank you!

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