

Information Science as a feature of microeconomic frames for restraint reduction

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Contains spoilers under
academic privilege



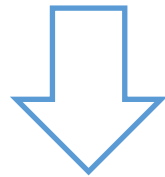
Game Theory

- Study of conflict and collaboration, e.g. Prisoner's Dilemma
- Two classical types of move
 - **Terminal** (winning or preparing to win)
 - **Informational** (to get info, e.g. bluffing, may run counter to terminal in short term)
- Two extensions by current author for reducing restraint
 - **Wisdom**: increasing empathy, collaborative capacity in either player (e.g. calming, treating, teaching)
 - **Externalities** (breaking out to other games)



Game Theory literature suggests good clinical practice

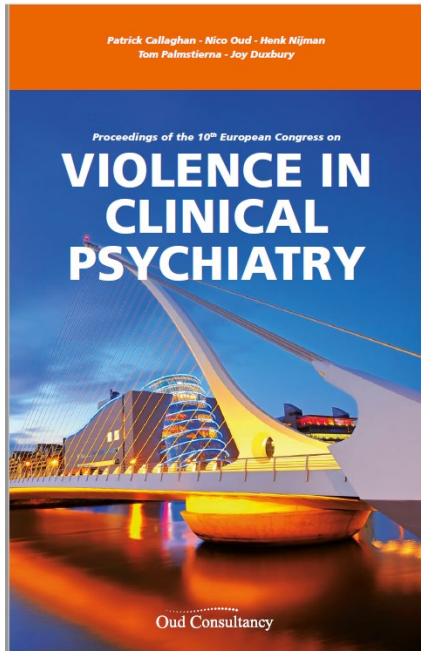
In the game theory literature while
optimising a non-zero sum game,
perfect mutual information is desirable



Focus on insight; co-production; confidentiality



Information for nonzero sum games at person-person level



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Violent Phenomenology, Patient/Staff Disclosure and Collaboration: Game Theory Analysis

Poster

Evelyn Rogerson, Keith Reid, Sandeep Reehl & James Brotherson (UK)

Keywords: Game theory, modal, strategy, collaboration, rational, dominance, positive, tell, forensic, violence, risk, formulation, future



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A secure care game

- Two players:
 - patient with a serious offence who is better now
 - staff
- If the patient begins to relapse: should they hide/admit/tell?
- Should staff be careful/positive/carefree?
- We asked patients and staff:
 - How do expect those nine combinations to benefit you?
 - How do you think the other answers?



Reid et al EViPRG 2017

Fig 1 the modal home game		Staff decide to be ...		
		Careful	Positive	Carefree
Patient decides to...	Hide	Bad for patient; Very bad for staff	Bad for patient; Bad for staff	Very Bad for patient; Very Bad for staff
	Admit	Good for patient; Good for staff	Good for patient; Good for staff	(Very Bad or Bad) for patient; (Very Bad or Bad) for staff
	Tell	Good for patient; (Evens or Good or Very Good) for staff	Very Good for patient; Very Good for staff	Good for patient; Very Bad for staff



Other ways in which nonzero
sum games at person-person
level can frame restraint
reduction



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“I want a f***ing discharge now” How patients use aggression to resist staff displays of deontic authority in a mental health hospital

Deamer F, Hamann M, Reid K, Lavelle M. Jul 2023

16th Biennial International Association for Forensic and Legal Linguistics: IAFL

Linguists analysing body worn camera footage of incidents

- staff experiencing extremely high deontic authority
- patients respond with aggressive turns
- staff produce open questions... intonation can render them hearable as demanding an answer
- we suggest how staff might adapt their communication to enhance the agency of patients in an otherwise extremely disempowering context.



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“I want a f***ing discharge now” How patients use aggression to resist staff displays of deontic authority in a mental health hospital

- staff experiencing extremely high deontic authority **TERMINAL**
- patients respond with aggressive turns; **WISDOM**

INFO - staff produce open questions... intonation can render them hearable as demanding an answer

WISDOM - we suggest how staff might adapt their communication to enhance the agency of patients in an otherwise extremely disempowering context **TERMINAL**
WISDOM



Game Theory reading of ongoing work

Gross Bimodal Diurnality in Dementia Behavioural Symptoms in an Inpatient Setting: High Noon and Sundown.

Related to: *Anderson D, Hamza D, Reid K, Richardson J. In: RCPsych International Congress 2022. 2022, Edinburgh: Cambridge University Press. (ARCADIA workstream with Newcastle University)*

There is more to the time course of challenging behaviour than “sundowning”

Colder temperatures and hotter temperatures both increase violence



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Colder temperatures and hotter temperatures both increase violence

Given similar information and externalities

- lunchtime and tea time might be a harder terminal task **TERMINAL**
- perhaps heat and cold make empathy/negotiation harder for all **WISDOM**



Game Theory at provider level

Some typical restraint reduction themes analysed by move type

Based on their intended effect on the therapeutic alliance of nurse and person in care



Restraint Reduction

TERMINAL – bringing about a desired end, preparation, including setting it as a target

- Develop staff training and education **TERMINAL**
- Clinical support and supervision
- Post incident support and review
- Recruitment and retention **TERMINAL**
- Therapeutic Environments **TERMINAL**
- Criminal Justice and Police Liaison
- Organisational boundaries and clear documentation **TERMINAL**
- Joint policy development – e.g. R.T.
- Interagency working and information sharing
- MDT working and collaborative risk management **TERMINAL**
- Robust organisational reporting and monitoring arrangements **TERMINAL**
- Service user and carer involvement **TERMINAL**
- **Some cultural and learning outreach**



Restraint Reduction

INFO: getting or sharing information to allow best non-zero sum outcome

- INFO • Develop staff training and education
- INFO • Clinical support and supervision
- INFO • Post incident support and review
 - Recruitment and retention
 - Therapeutic Environments
- INFO • Criminal Justice and Police Liaison
 - Organisational boundaries and clear documentation INFO
- Joint policy development – e.g. R.T. INFO
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- **Some cultural and learning outreach**



Game Theory at provider level

UK guidelines on strategy for reducing restraint

Now the “player” is the hospital/school AKA “provider”

Current author helped write and coordinated final versions

Emphasised a concern for information to increase collaboration



TOWARDS SAFER SERVICES

NATIONAL MINIMUM STANDARDS for ORGANISATIONAL
RESTRICTIVE INTERVENTION REDUCTION PLANS

Authors

Guy Cross – Regulatory Policy Officer – Mental Health Care
Quality Commission

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Scope and Purpose

- Any UK/British organisation which might restrain people, for the whole organisation
- So it is generalisable between schools, social care, hospitals
- Provide a framework that organisations can use to develop strategy and steer their mission to reduce the use of unnecessary restrictive practices



Example of a Standard

1.2 Involvement of people who receive services and their carers in strategy development and implementation

TERMINAL *III. Decision making teams at differing operational levels, such as boards, steering groups, project teams and leadership teams, especially in large organisations, include individuals with explicitly declared lived experience of services such as representatives of people receiving services, peer support workers, or governors with lived experience.* **INFO** **EXTERNALITIES**

INFO *IV. There is evidence of the involvement of people with lived experience in decisions, at different organisational levels.* **WISDOM**



Game Theory at provider level

Decisions under uncertainty

Concerning non-reporting of restraint by providers

Despite recent legislation demanding reporting

From the perspective of a director like me who cares about the nurse-patient alliance



An institutional dilemma

Question:

I must report my hospital's restraint data

Others do not report completely

Those providers might not know their figures

How can they reduce restraint if they don't count it?

Our nurses are discouraged



An institutional dilemma

Formulation:

Incompletely reporting providers can be seen as defecting from a legitimate **terminal** aim of open society

They are also impairing **information** which could otherwise help nurses and persons in care

There is a regulator and media which represent **external** opportunities

More complete information sharing represents **wisdom** i.e. an increase in collaborative behaviour by providers



An institutional dilemma

Answer:

Make methods to interpolate the data

Apply that to defecting providers

Share those methods with the regulator

Develop a score for disinformation

avoid it being too boring/esoteric/arcane for media



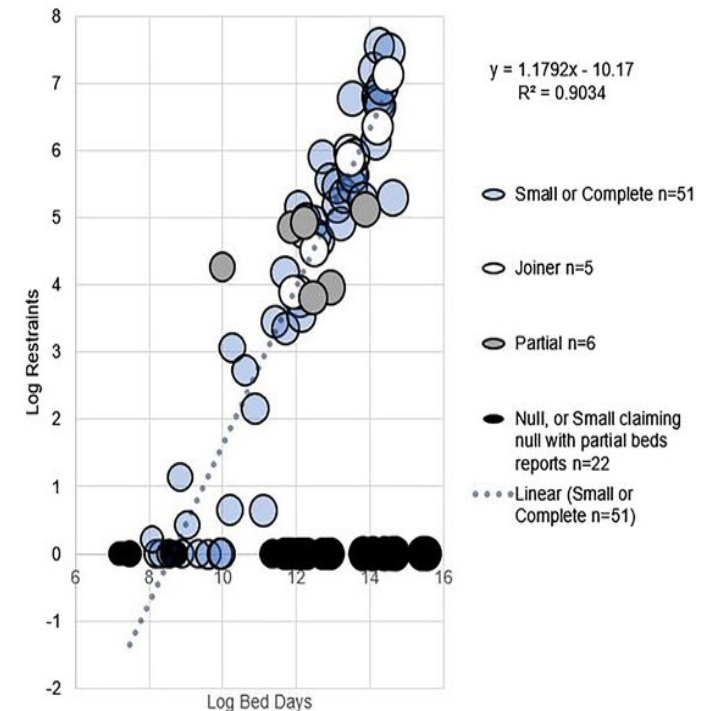
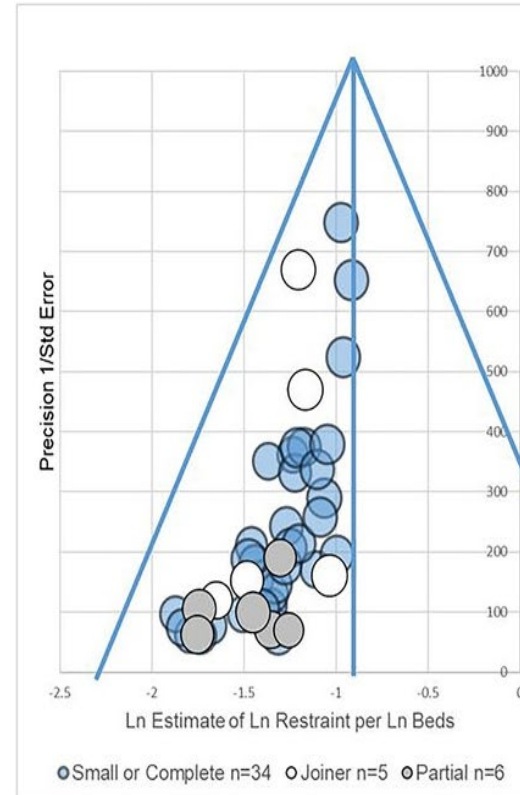
PROD-ALERT

BRIEF RESEARCH REPORT article
Front. Digit. Health, 12 August 2022

Sec. Health Informatics

<https://doi.org/10.3389/fdgth.2022.945635>

PROD-ALERT: Psychiatric restraint open data—analysis using logarithmic estimates on reporting trends. Reid KS, Price O.



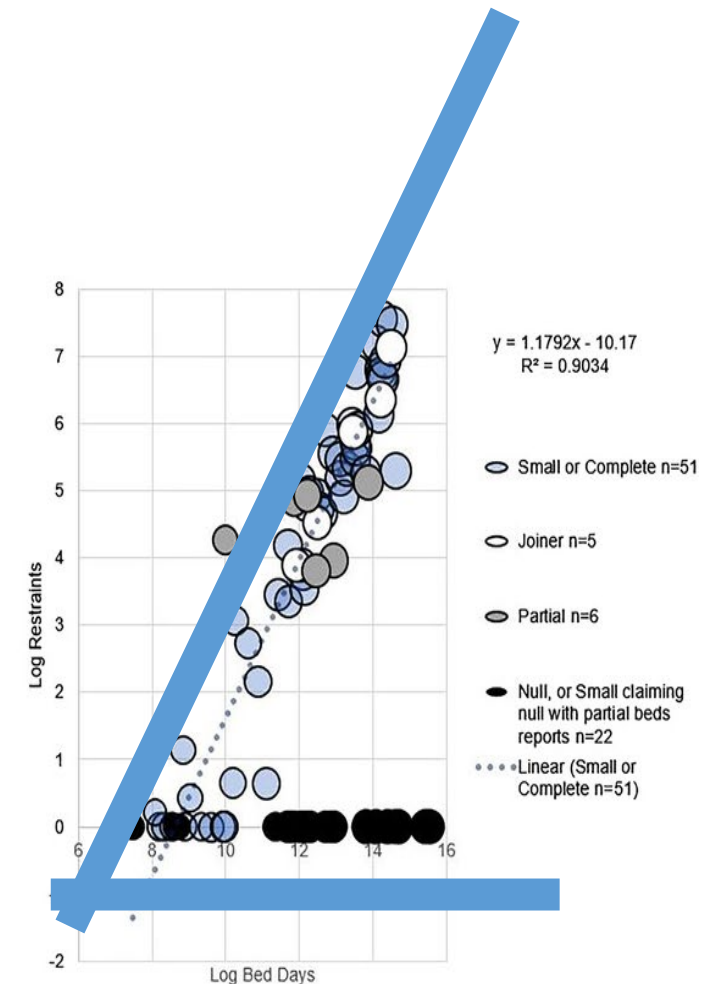
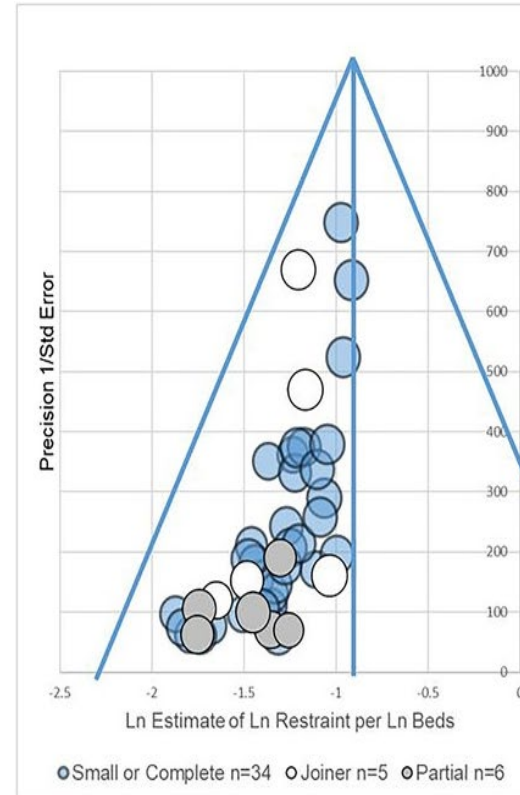
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PROD-ALERT 2 SPOILER

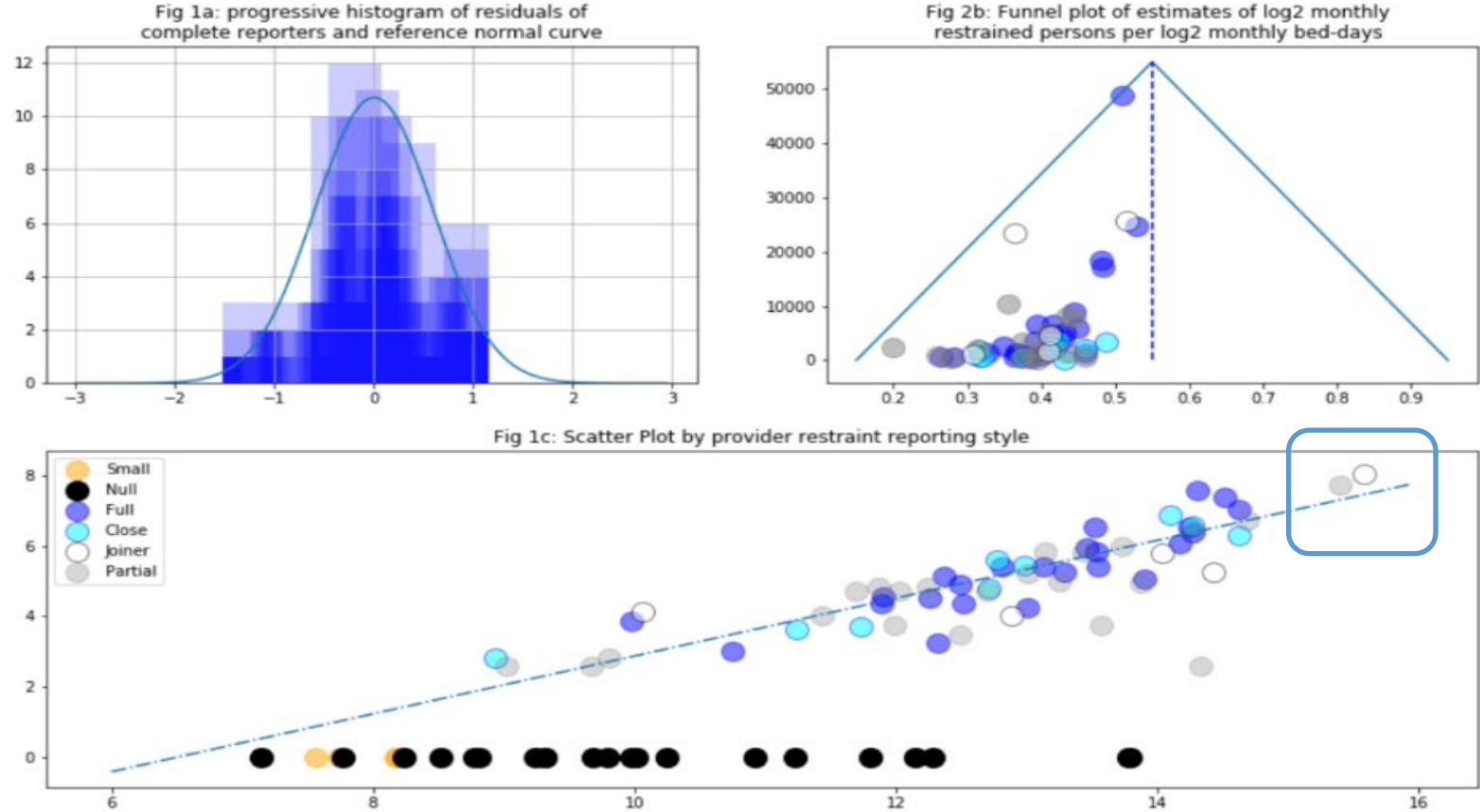


Figure 1. Residuals against trend LnRestraint/LnBeds. Asymmetric funnel plot. 1(c) L-sign scatter plot of LnRestraint/LnBeds.



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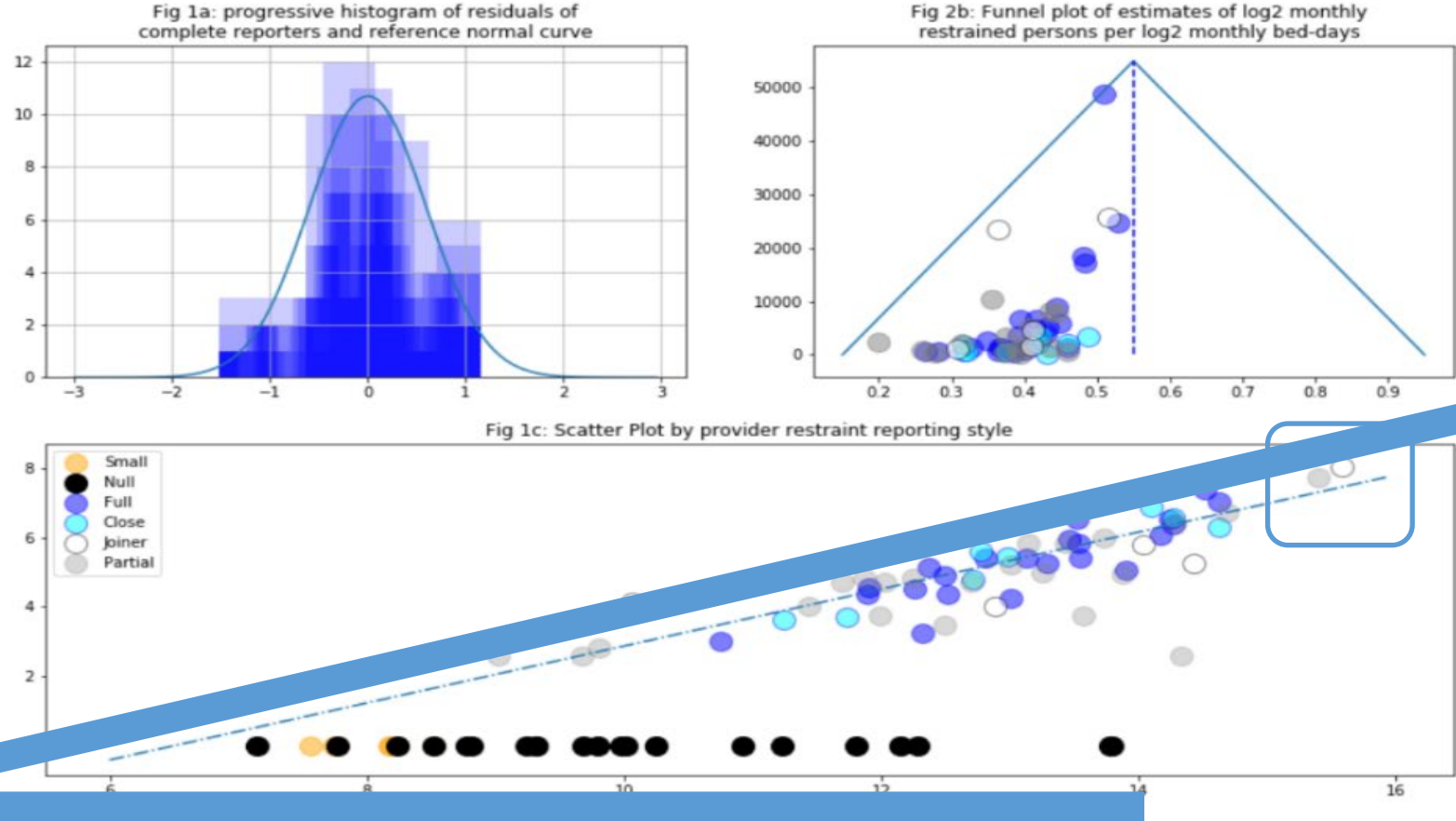
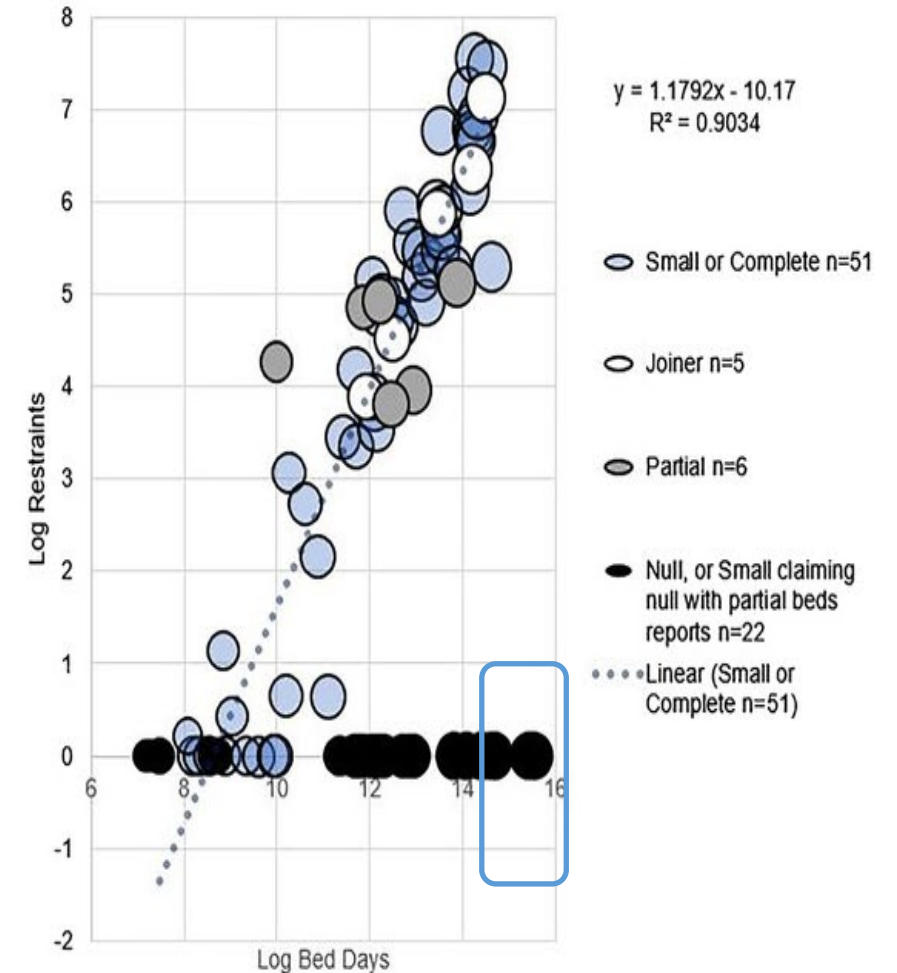
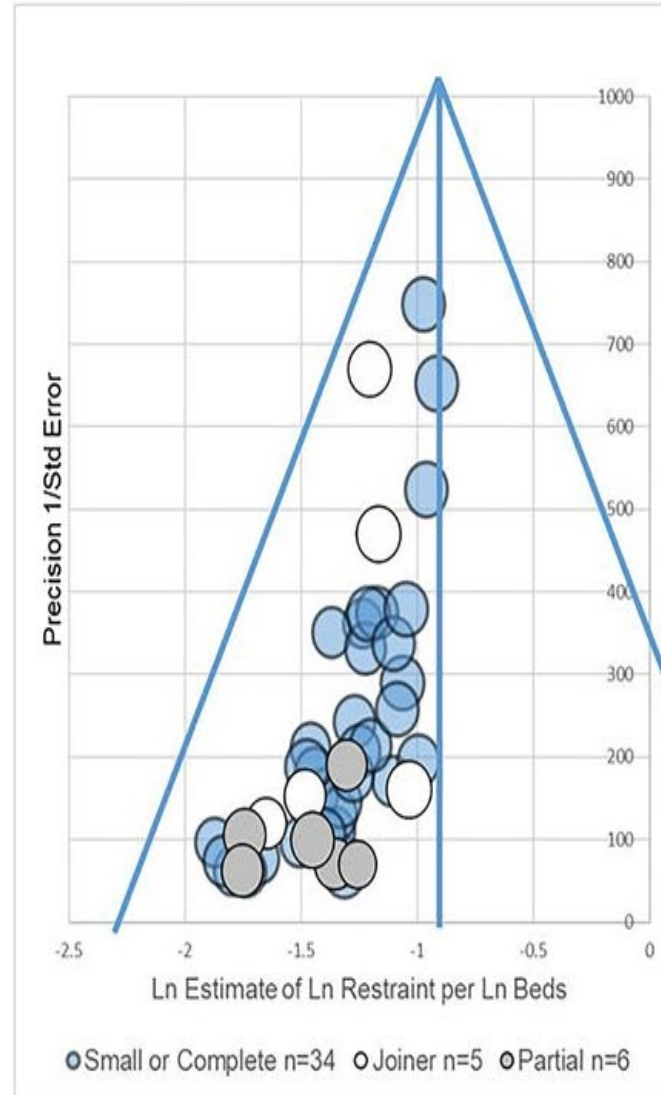


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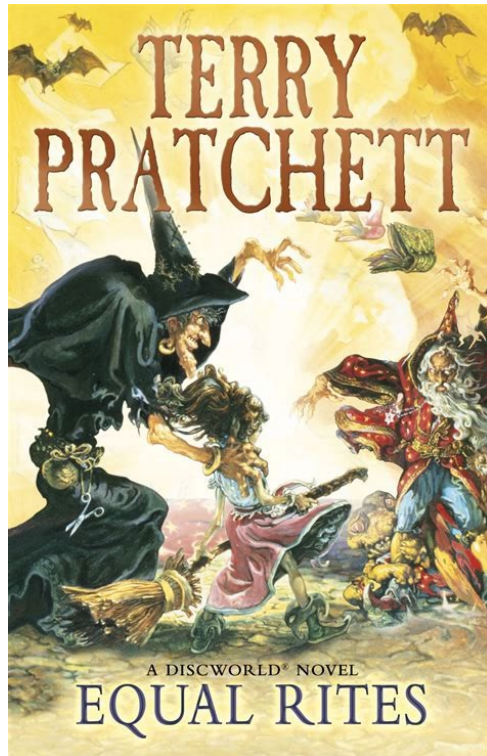


PROD-ALERT

The largest providers* declare no restrained people per month for a whole year even though estimates by MHA detentions and size make that seem really unlikely



L-TEST



Zoons are a tribe in Pratchett's Discworld who cannot easily lie.

To become the tribal liar, ambitious young Zoons competitively attempt small lies such as "actually my grandfather is quite tall".

L-Test takes that concept of the quantity of disinformation and turns it into a metric whereby disinformation in data sets is expressed in e.g. lies about height.



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L-TEST

BMJ Open

Keith Reid

'A friendly accessible description of The “L-test” – measuring (dis)information in incomplete incident reporting'

How disinformative are false nulls?



Briefly, L-test changes the relative unlikeliness of data into a score related to disinformation, and allows a common language for disinformation



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information $h = -\log(p)$ of an event...

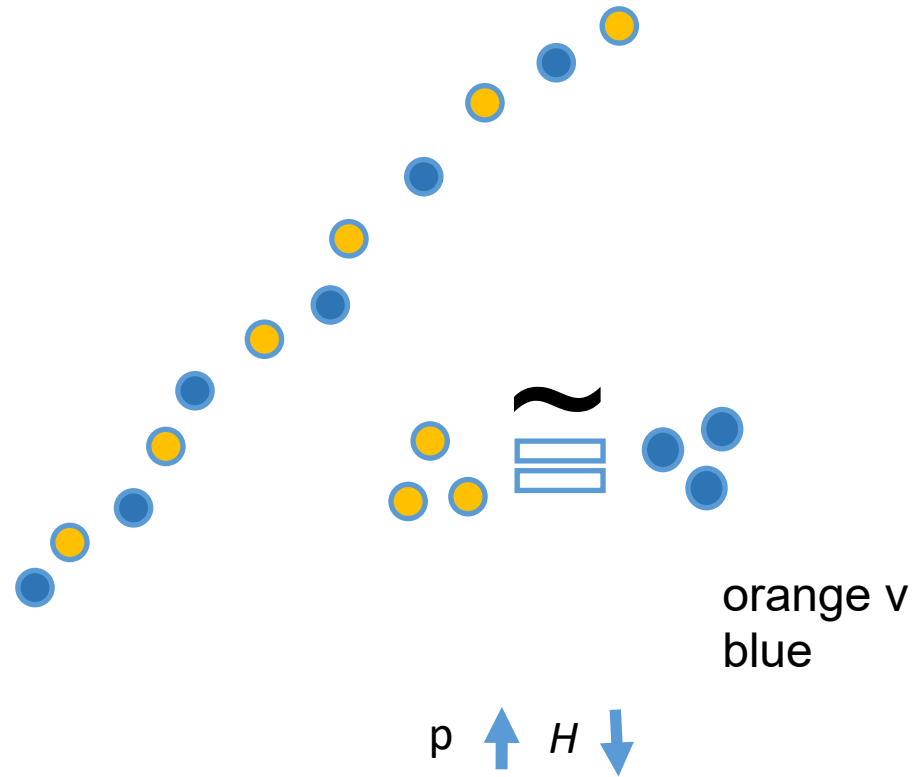
A certain event adds no information

A 50% chance event, $p=0.5$, carries 1 bit of information, equivalent to one coin toss

A 1/8 chance event carries 3 bits of information

A 1/16 chance event carries 4 bits of information

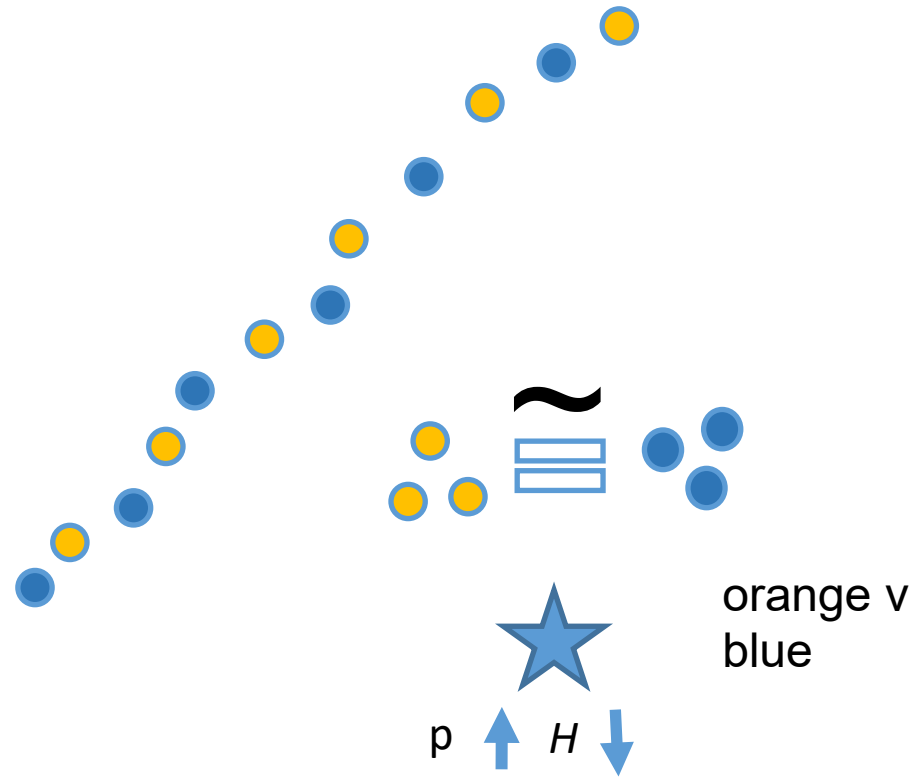




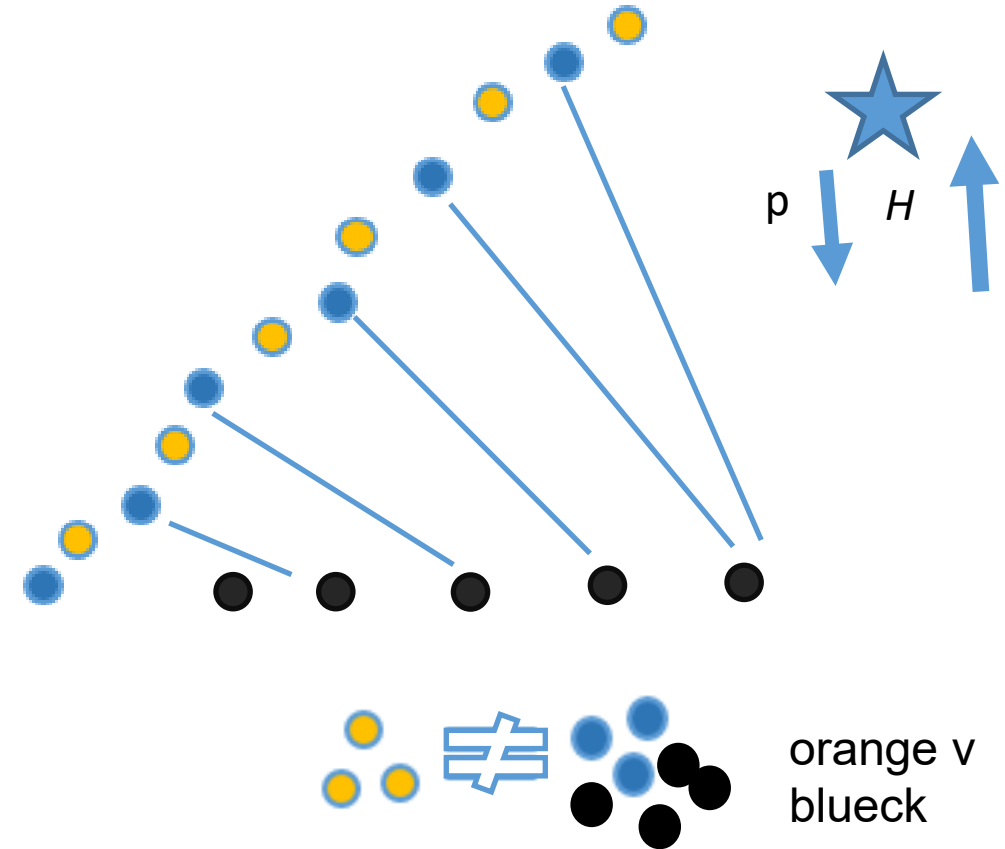
Blues are quite like oranges
Oranges add little extra information



Without nulls blues are quite like oranges and have little extra information



With nulls blues bluecks are no longer like oranges and now have disinformative surprise



Methods

1. Split complete log-log report estimates from open source data e.g. restrained persons per month vs bed-days per month, into alternate halves E “even” and O “odd” going out from origin. This “toy” diagram uses science fiction character height vs mass.
2. Count probability $p(E \sim O)$ that E and O are similar using Mann-Whitney U test; $p(E \sim O)$ tends to 1.0 for similar E and O.
3. Calculate $h(E \sim O)$ information as $-\log(p(E \sim O))$, tending to 0.0 for large similar E and O being “unsurprisingly” similar.
4. Construct a noisy odd group “NO” made of O mixed with estimates from incomplete reporters.
5. Calculate $h(E \sim NO)$ information, approaching high values as incomplete reporters make E seem falsely surprising.
6. L-test is the proportional increase in $h(E \sim O)$ due to disinformative noise in $h(E \sim NO)$:

$$L = \frac{h(E \sim NO) - h(E \sim O)}{h(E \sim O)}$$



PA2 SPOILER



3.3 Interpolation on size

The predicted number of people restrained per month in incomplete reporters was 1305 people per month (536 - 3233), 95% CI. This is a reduction since the similar estimate in PA1 regarding the previous year.



PA2 SPOILER



A suggestion to use persons restrained per month

As well as or instead of “rates” of restraint

- easier to check with the person restrained
- harder to undercount
- tallies with bed use the financial metric as a per head measure
- tallies with detained persons per month the legal metric too

3.3 Interpolation on size

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PA2 SPOILER

EXTERNALITY: get the regulators to take an interest

WISDOM: get people to realise that log restraint varies with log size

INFO: obvious info themes

TERMINAL: reporting is an important task

3.3 Interpolation on size

The predicted number of people restrained per month in incomplete reporters was 1305 people per month (536 - 3233), 95% CI. This is a reduction since the similar estimate in PA1 regarding the previous year.



L-TEST SPOILER IN PA2



3.4 Height-expressed disinformation in the set

The L-test disinformation in English restraint data is 9.185. A description of height of English men contemporaneous to the Pratchett novel is 1.732m SD 6.6cm (Walker et al., 1988). In this context a similarly disinformative height estimate relative to average height is 193.9m. That is six foot three in imperial terms idiomatically used for height in England. Average height is that of Ed Sheeran, Bruce Lee or Ben Kingsley. Six foot three is the height of Christopher Reeves, Snoop Dogg and Abraham Lincoln.



L-TEST SPOILER IN PA2



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WISDOM in terms of a sense of humour



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Conclusion

- Game theory analyses interactions under uncertainty and may be relevant to restrictive care
- Restraint reduction is a non-zero sum game
- A typology of moves emerges
- This may systematise and suggest new moves in restraint reduction
- Information is crucial
- Disinformation is measurable in a way which not so boring as to turn people off
- Similarly “game theory” might not be a good name: [adapanomics](#)?

