

# Generator-Mediated Bandits: Thompson Sampling for GenAl-Powered Adaptive Interventions

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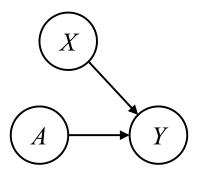
\*Equal contribution, listed alphabetically





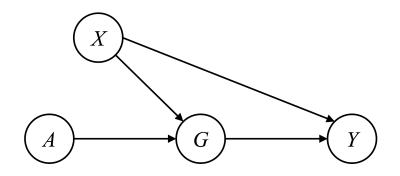
### Generator-Mediated Bandit (GAMBIT)

#### Standard Bandit Framework



- Agent observes context (X) and selects action (A). A and X influence reward Y
- Goal: Learn Y|A,X to select actions that maximize expected reward

### **GAMBIT**

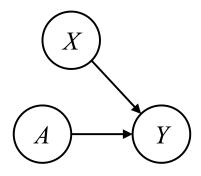


- Agent observes context (X) and selects generator query (A). Generator response (G) and X influence reward Y
- Goal: Learn Y|G,X and G|A,X to select actions (generator queries) that maximize expected reward
- Agent cannot directly control G, only A



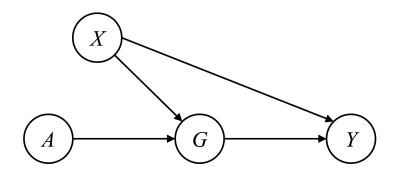
### Motivation - Text-Based mHealth Apps

# mHealth App with Fixed Message Library



- Observe user context (X)
- Send message to user (A)
- Observe proximal user health outcome (Y)

### "LLM-Powered" mHealth App



- Observe user context (X)
- Send query (A), along with X, to LLM
- Observe LLM response (*G*) and send to user
- Observe proximal user health outcome (*Y*)



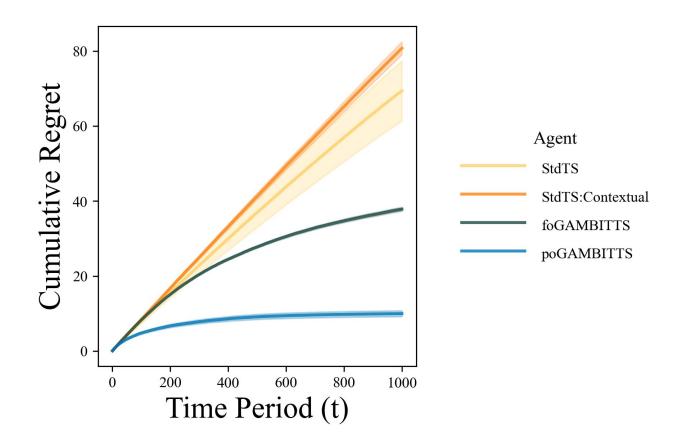
# Method: Generator-Mediated Bandit-Thompson Sampling (GAMBITTS)

- Thompson sampling-based approach, decomposes Y|A,X to:
  - G|A,X (treatment model), and
  - Y|G,X (reward model)

- Two broad approaches:
  - Fully online GAMBITTS (foGAMBITTS)
    - Learn both reward and treatment model online
  - Partially online GAMBITTS (poGAMBITTS)
    - Learn reward model online, treatment model using offline data



### Simulation Example





## Outline of Paper

- Formalize the GAMBIT framework
- Introduce GAMBITTS
  - Fully and partially online variants
  - Ensemble approaches to support nonlinear modeling
- Theoretical results establishing regret bounds and showing when GAMBITTS has stronger guarantees than standard Thompson sampling
- Simulation experiments, based on the Intern Health Study, investigating the performance of GAMBITTS approaches compared with existing methods