

CSARIM 2025

Transfusion guidance based on reinforcement learning

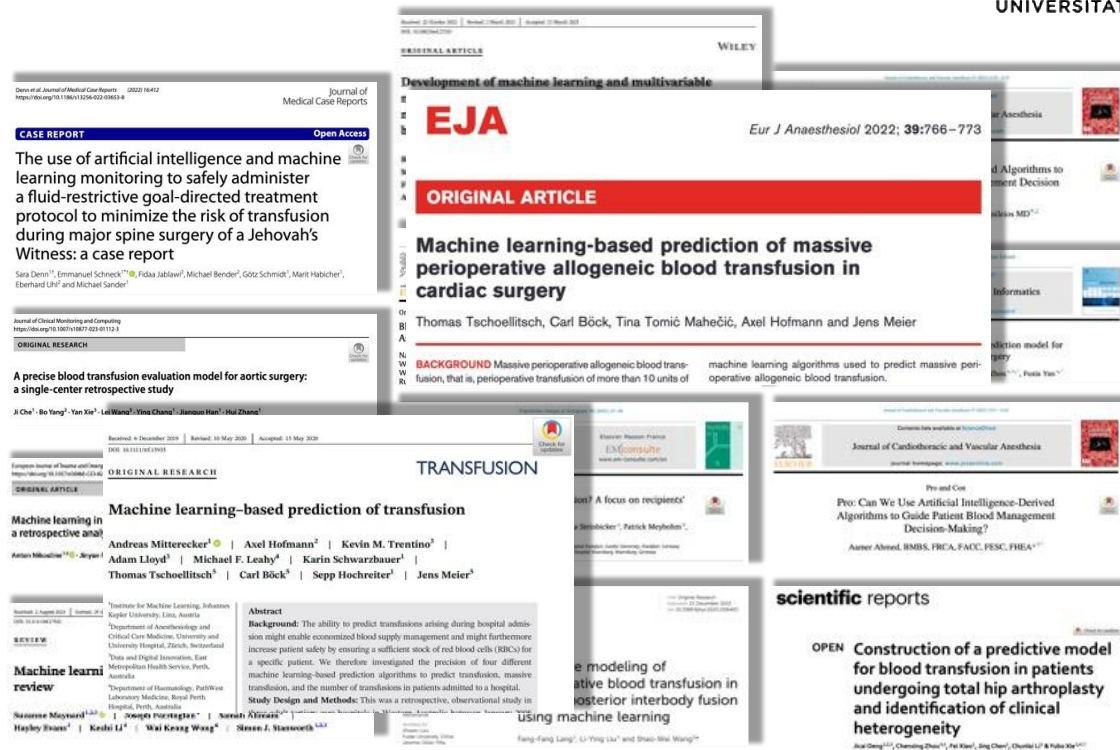
Prof. Dr. Jens Meier

Clinic of Anesthesiology and Intensive Care Medicine
Kepler University Clinic Linz, Austria

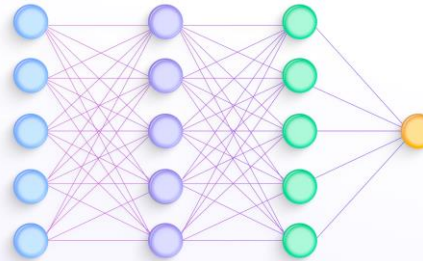
Conflict of interest



What we already know...



clinical data



algorithm mimics supervisor

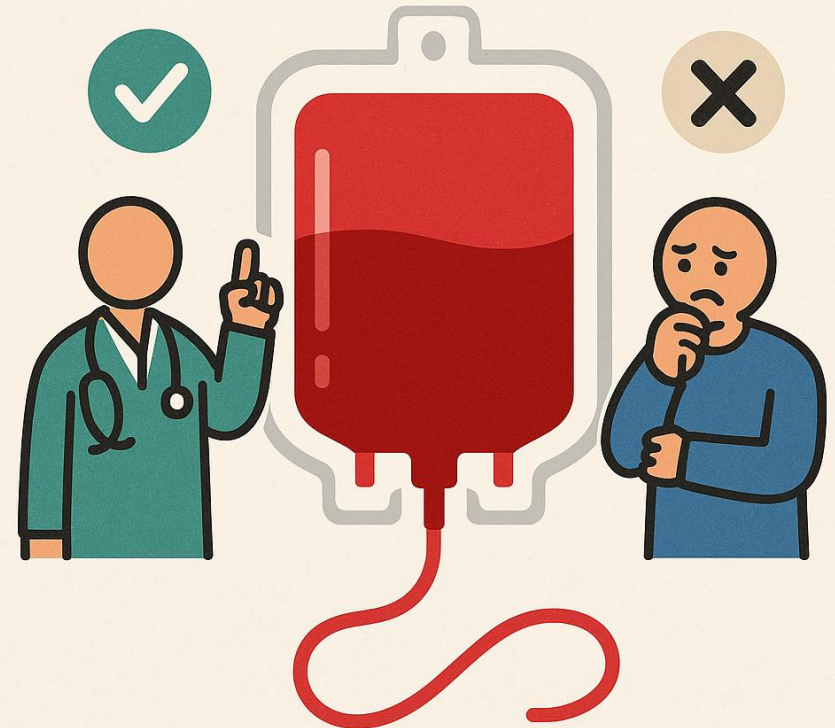


OUTCOME
(transfusion)

The elephant in the room



**To transfuse or
not to transfuse?**

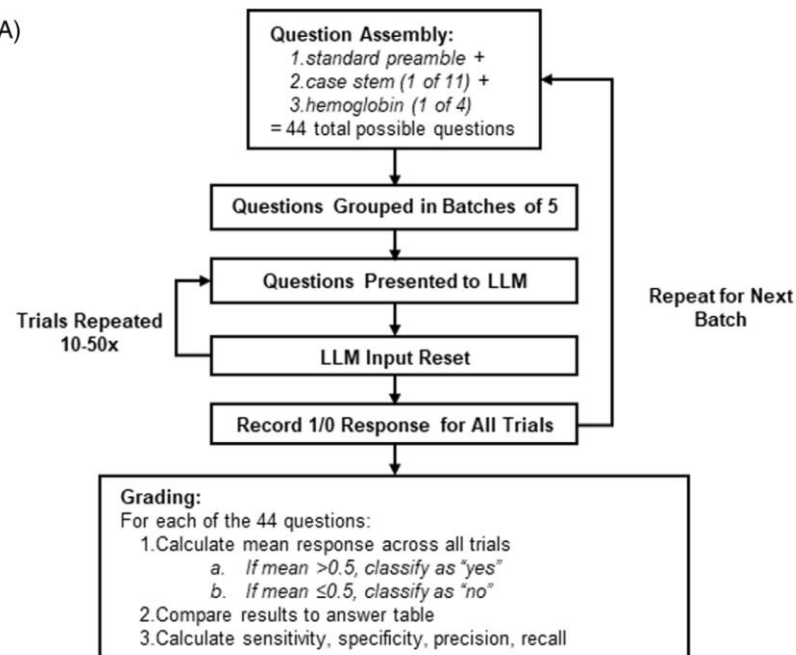


The solution everyone is talking about...

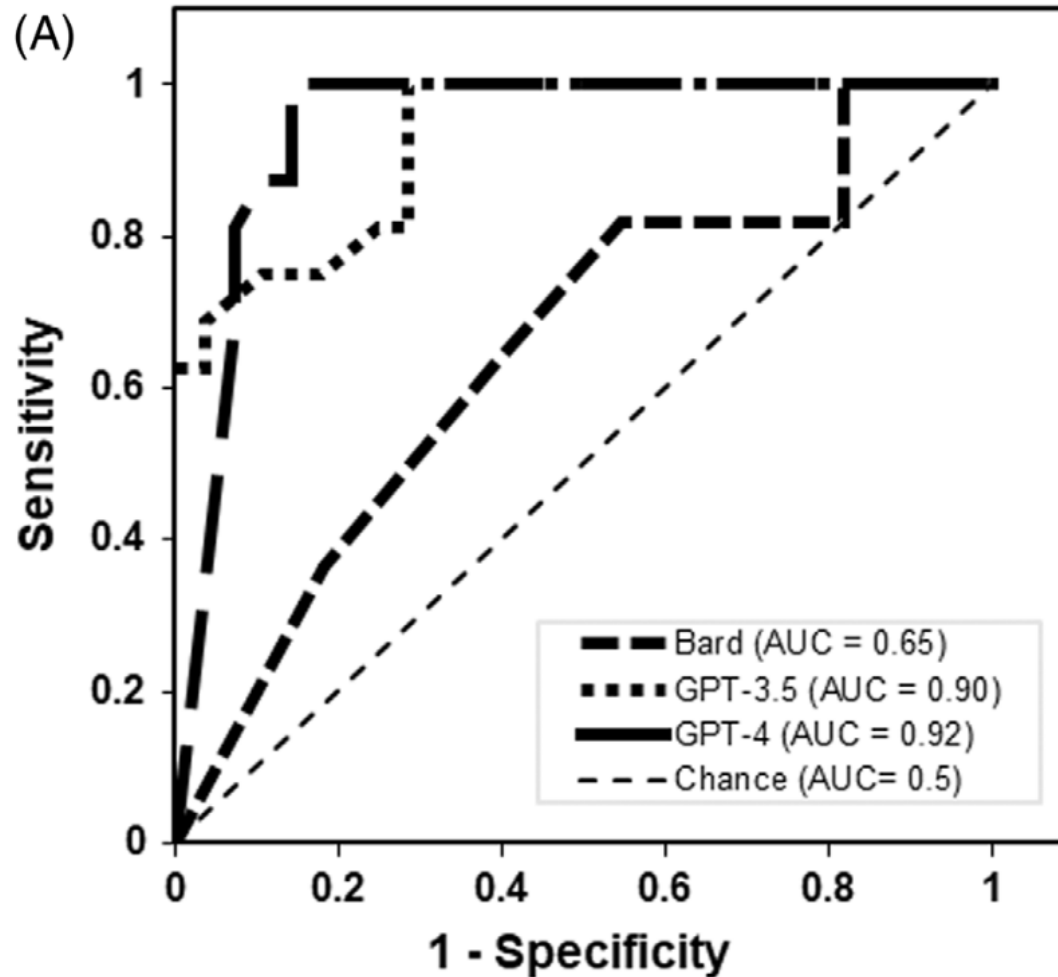
ChatGPT



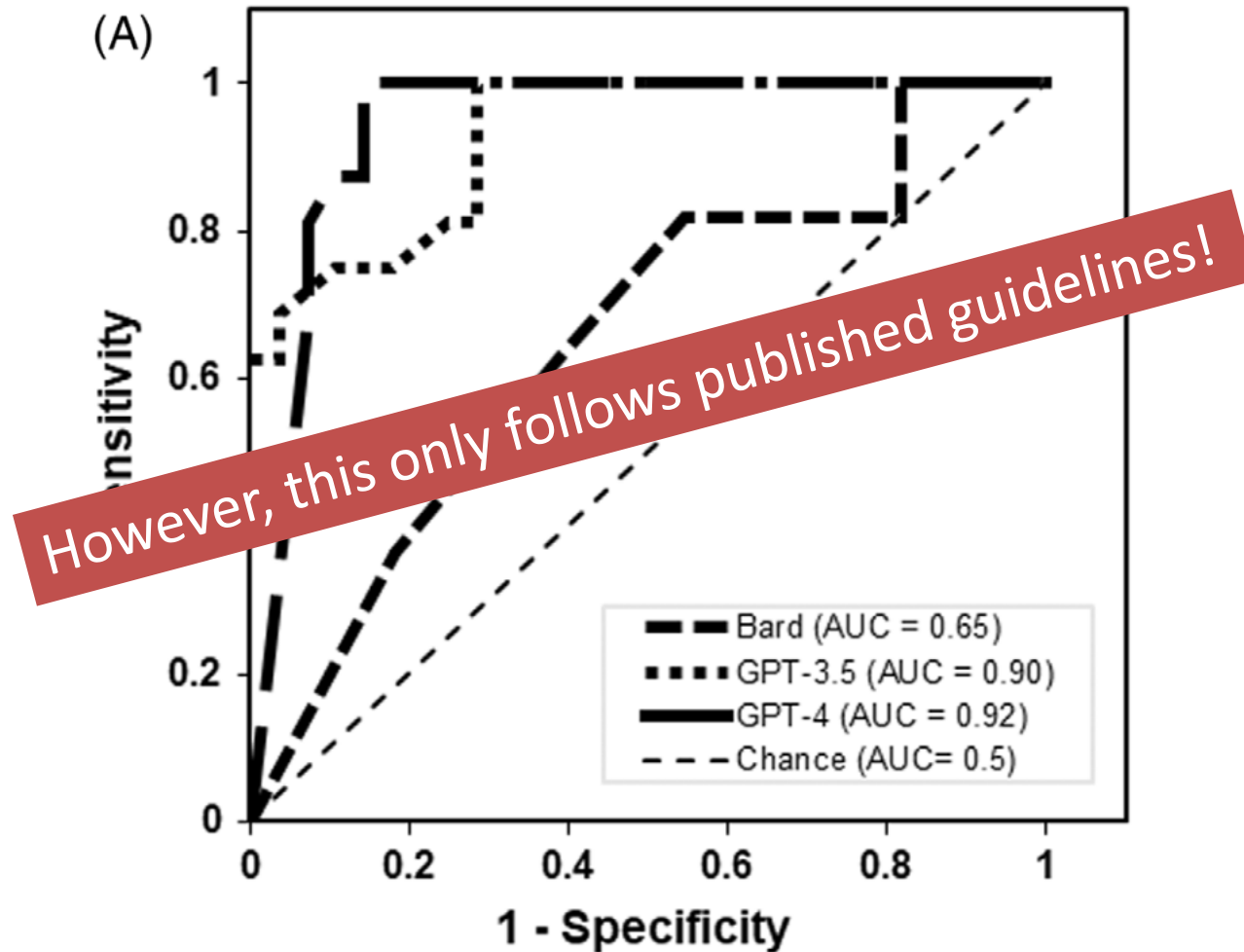
(A)



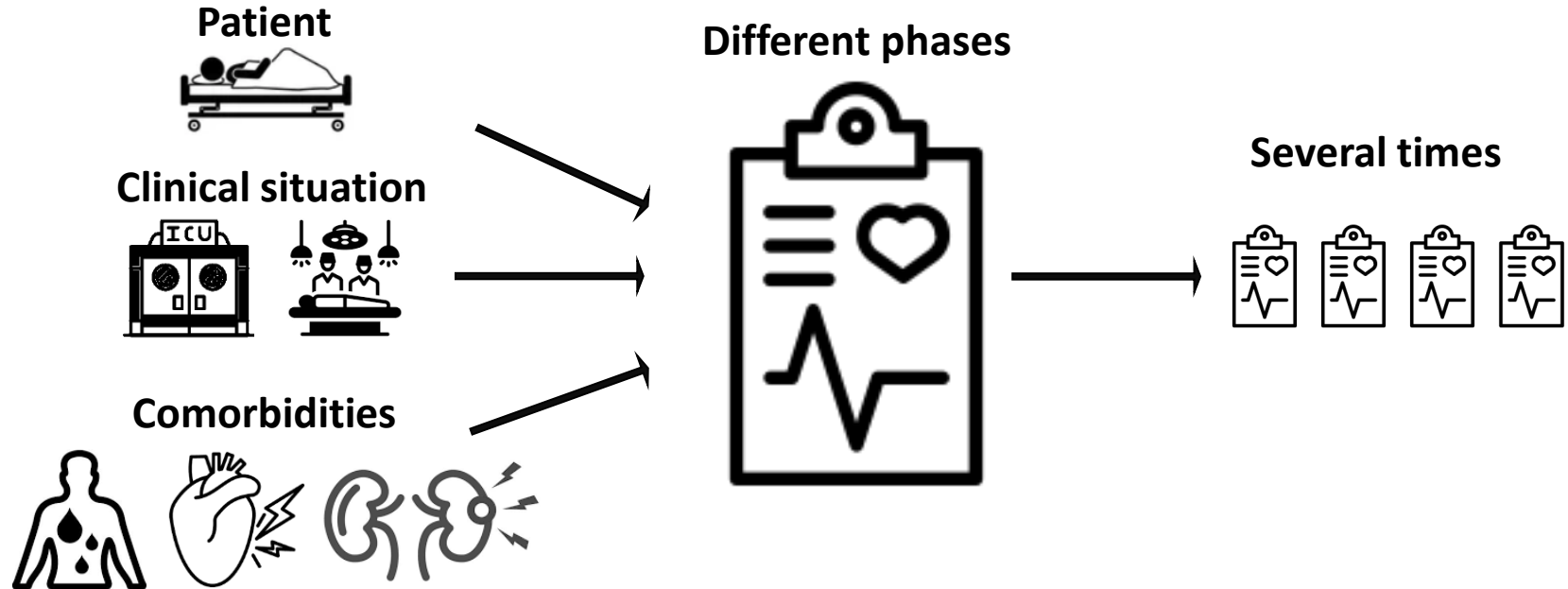
LLMs „understand“ transfusion indications



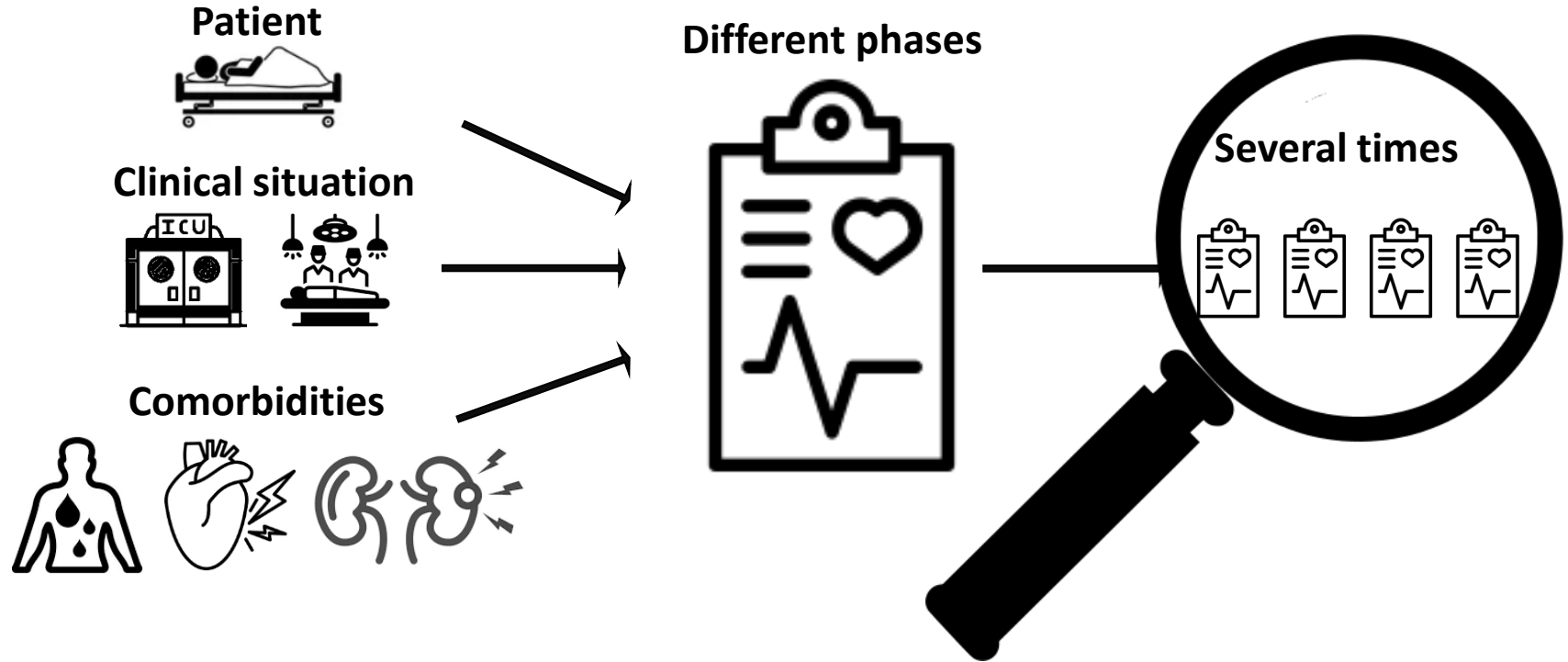
LLMs „understand“ transfusion indications



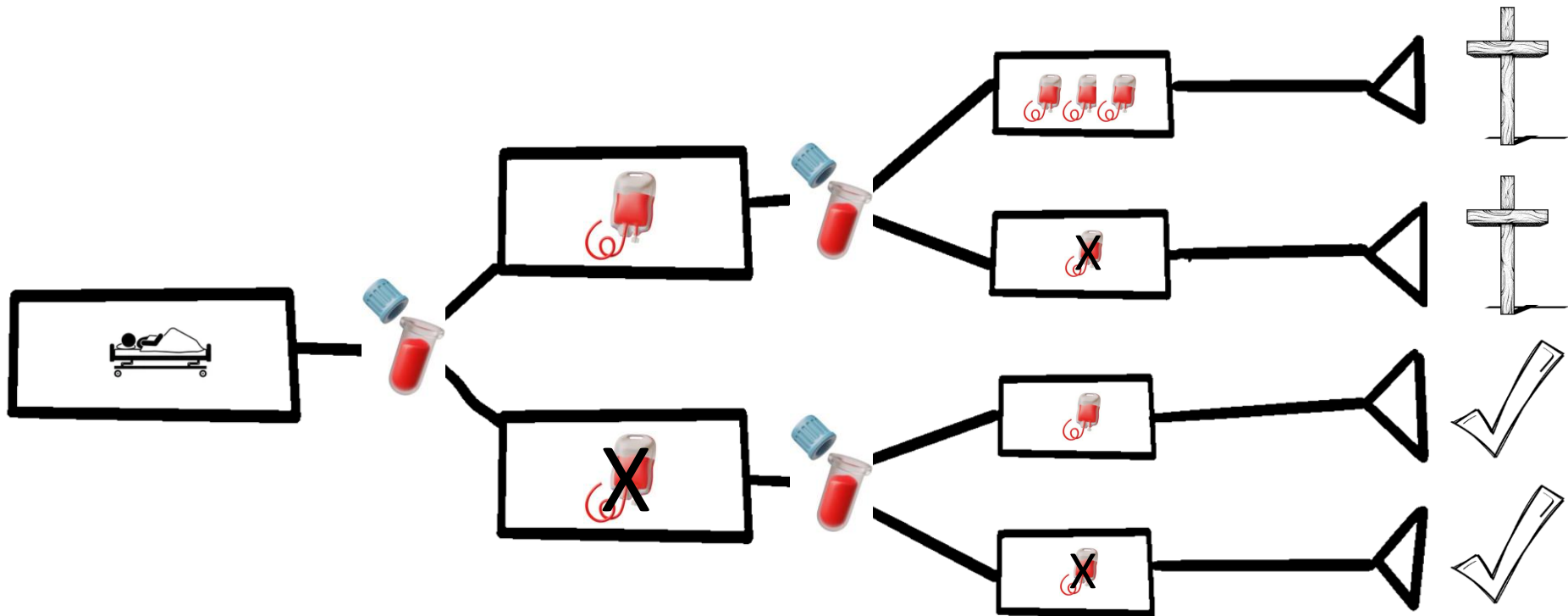
One size
does NOT fit all



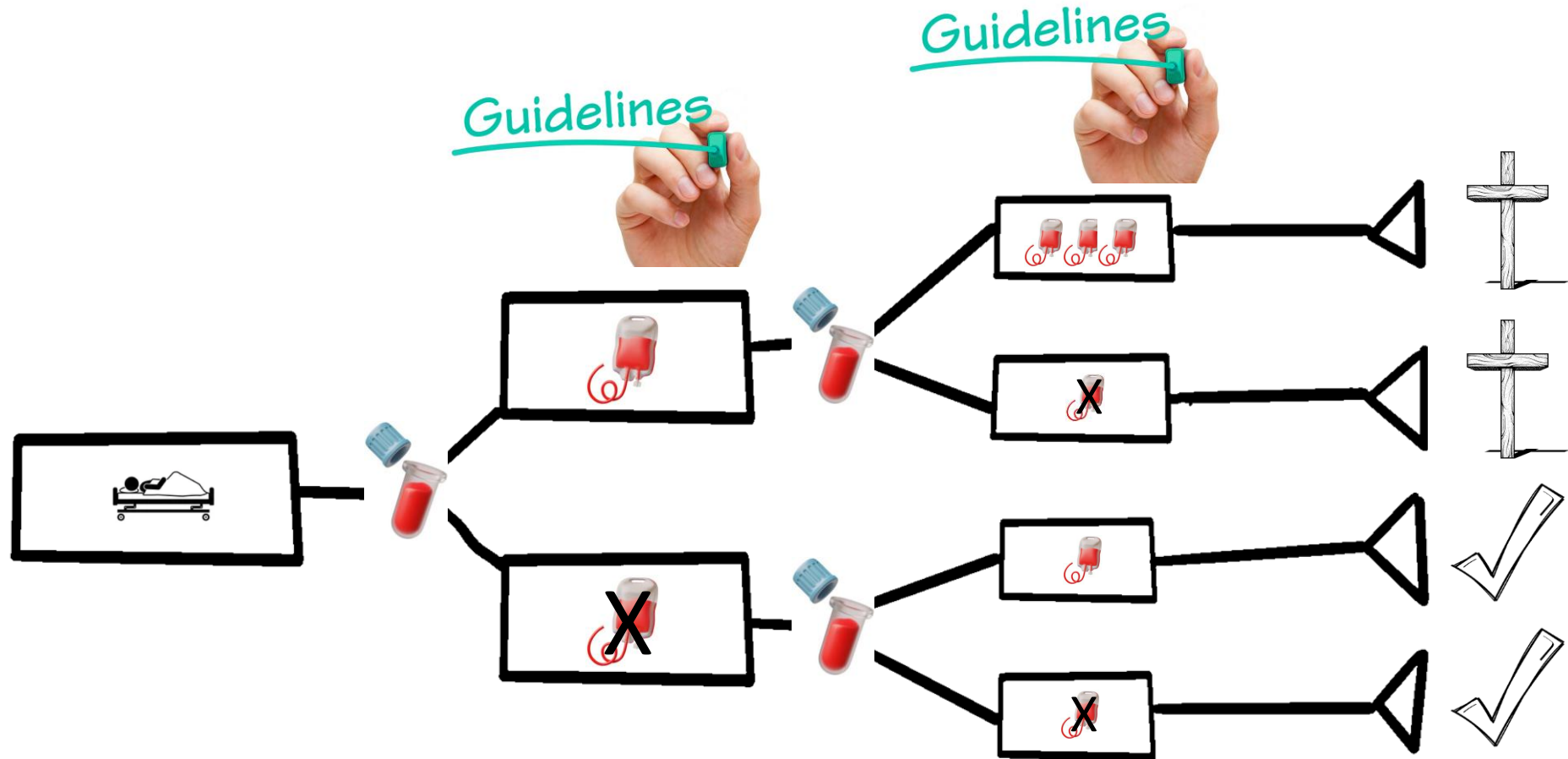
One size
does NOT fit all



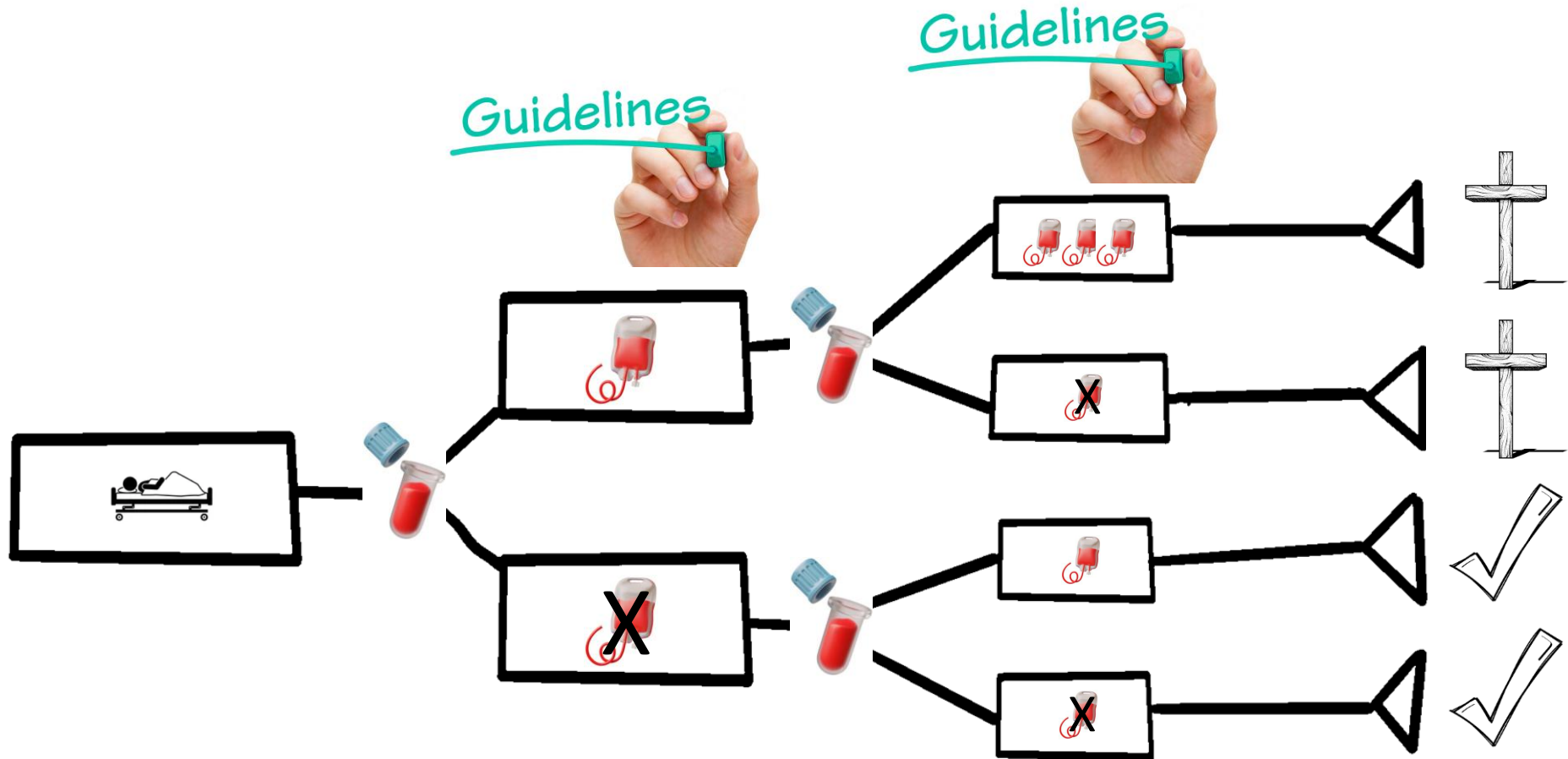
In daily clinical practice:
We have to decide often!



In daily clinical practice: We have to decide often!



In daily clinical practice: We have to decide often!

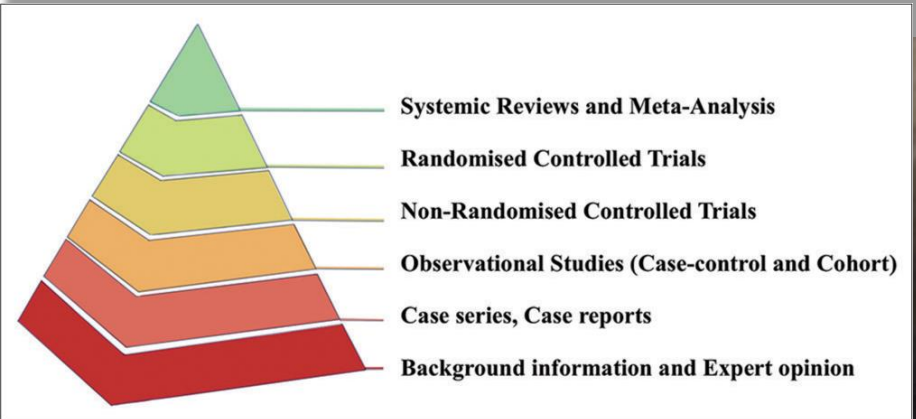


1. Same recommendation ► various effects!
2. Guidelines are a coarse instrument

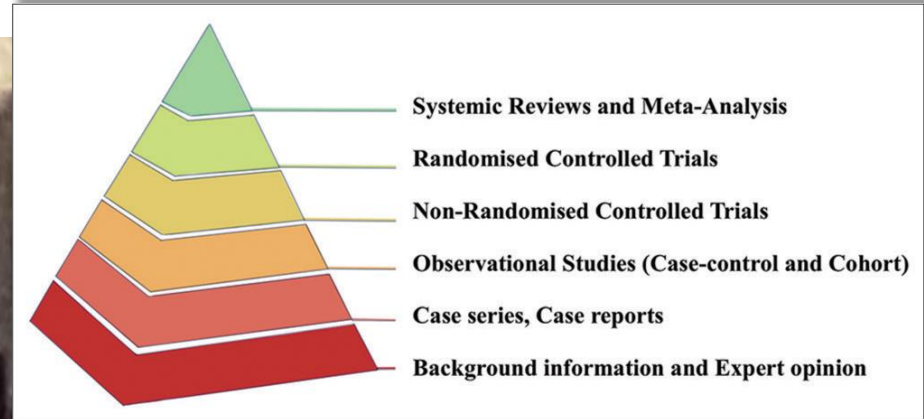
The role of these guidelines...



How do we get these guidelines?



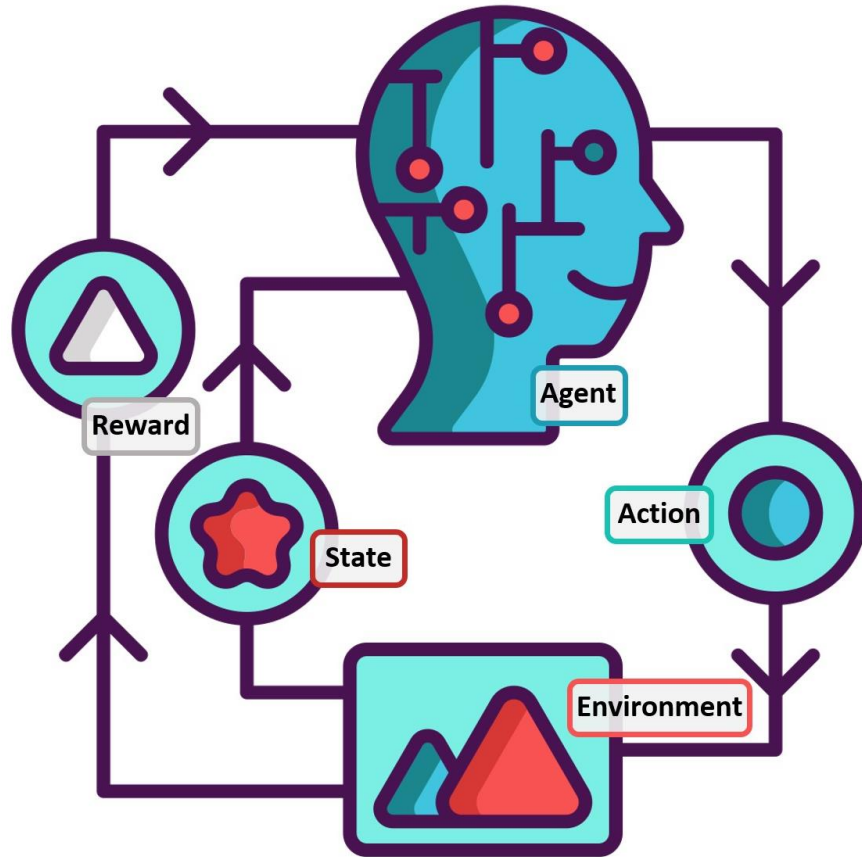
Shortcoming of this approach



One size
does NOT fit all



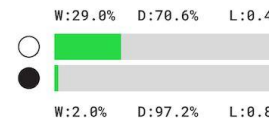
The new paradigm Reinforcement Learning!



Chess



AlphaZero vs. Stockfish



Shogi



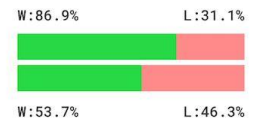
AlphaZero vs. Elmo



Go



AlphaZero vs. AGO



AZ wins (green) AZ draws (grey) AZ loses (red) AZ white (○) AZ black (●)

The algorithm: reinforcement learning



Agent
baby



Environment
baby's room



State
hungry,
somewhere



Action
Crawling, sitting



Reward
Feeder

The algorithm: reinforcement learning



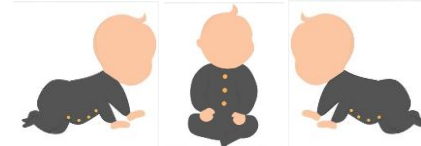
Agent
baby



Environment
baby's room



State
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somewhere



Action
Crawling, sitting



Reward
Feeder



The algorithm: reinforcement learning



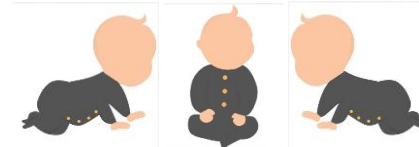
Agent
baby



Environment
baby's room



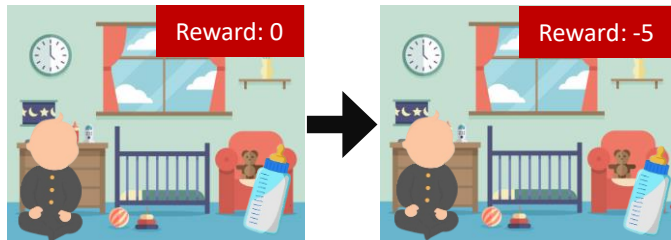
State
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Action
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Reward
Feeder



The algorithm: reinforcement learning



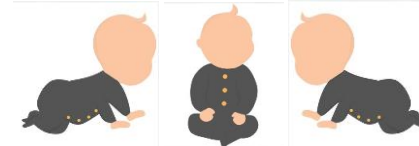
Agent
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Environment
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State
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Action
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Reward
Feeder



The algorithm: reinforcement learning



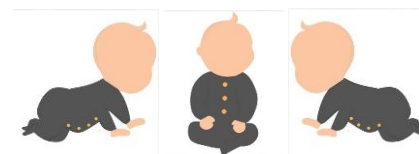
Agent
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Reward
Feeder



The algorithm: reinforcement learning



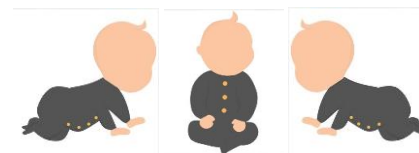
Agent
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The algorithm: reinforcement learning



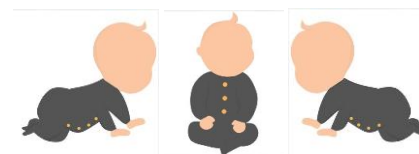
Agent
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Environment
baby's room



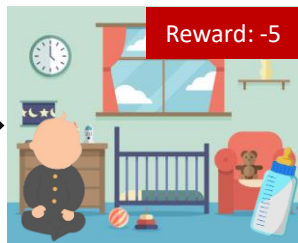
State
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Reward
Feeder



The algorithm: reinforcement learning



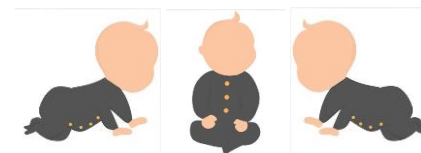
Agent
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Environment
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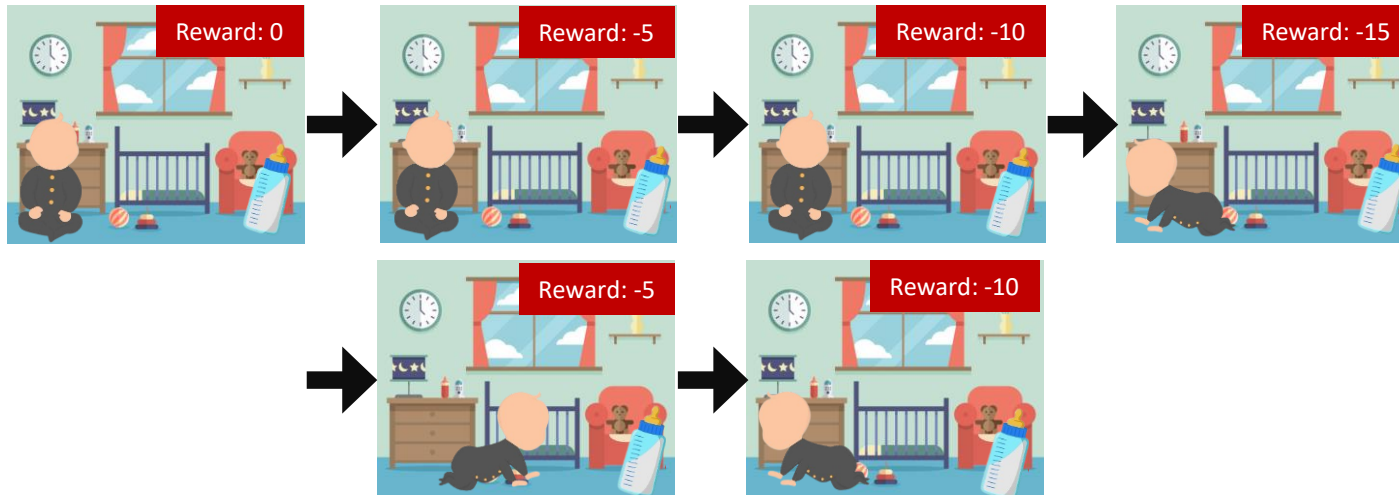
State
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Action
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Reward
Feeder



The algorithm: reinforcement learning



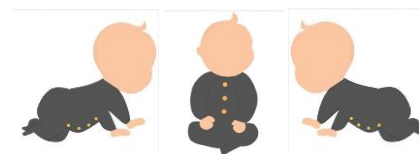
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baby



Environment
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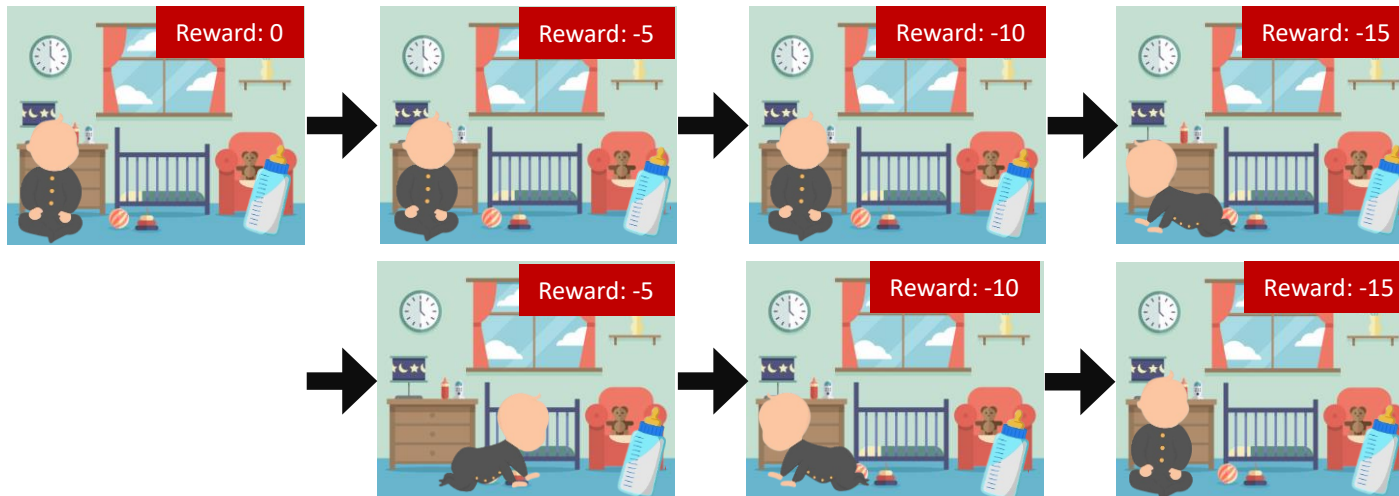
State
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Action
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Reward
Feeder



The algorithm: reinforcement learning



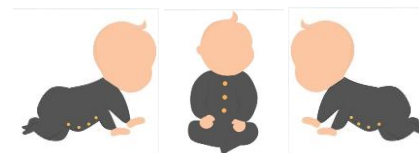
Agent
baby



Environment
baby's room



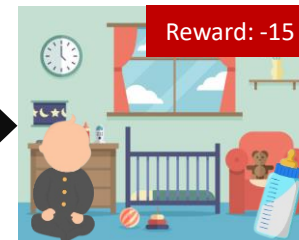
State
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Action
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Reward
Feeder



The algorithm: reinforcement learning



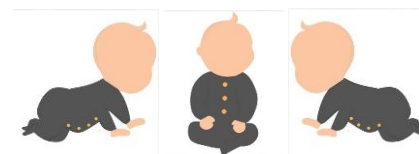
Agent
baby



Environment
baby's room



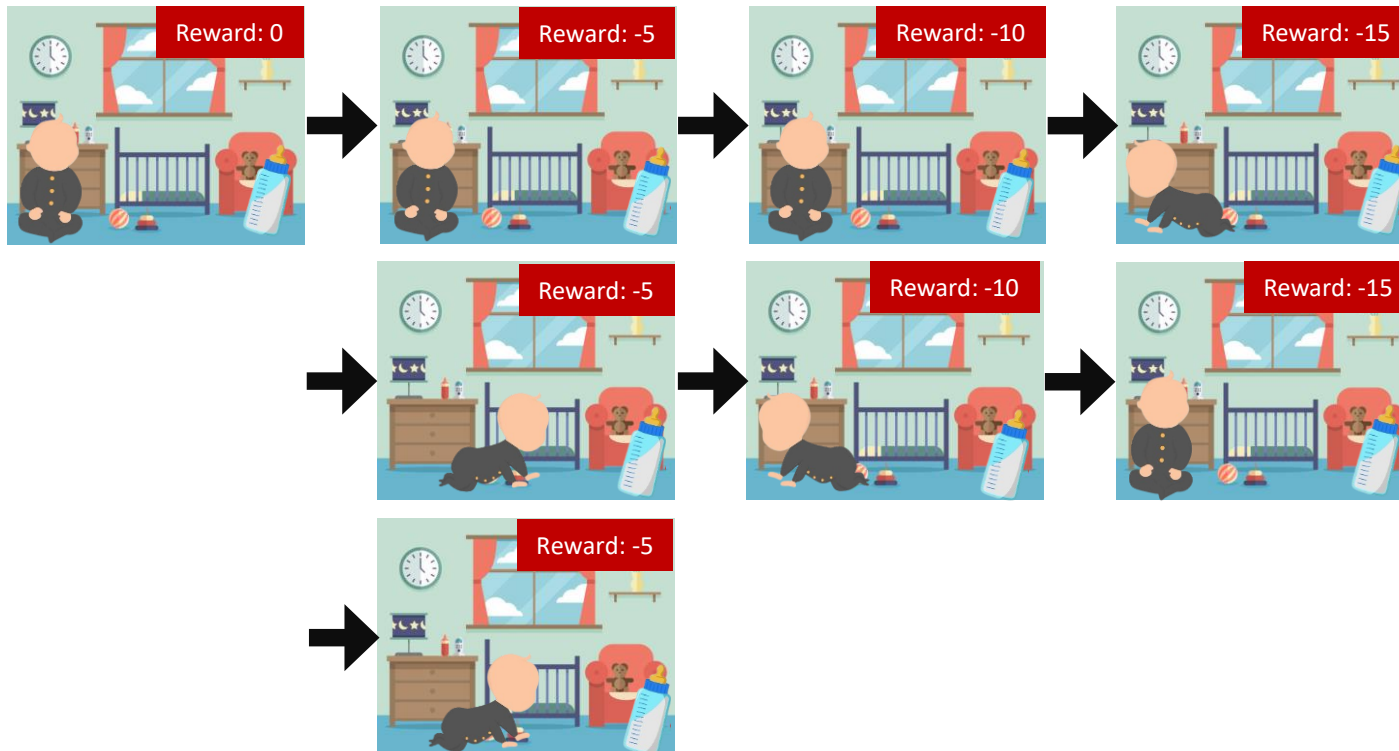
State
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Action
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Reward
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The algorithm: reinforcement learning



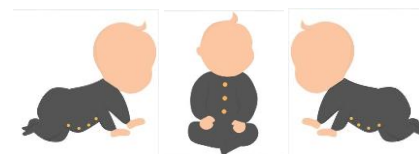
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baby



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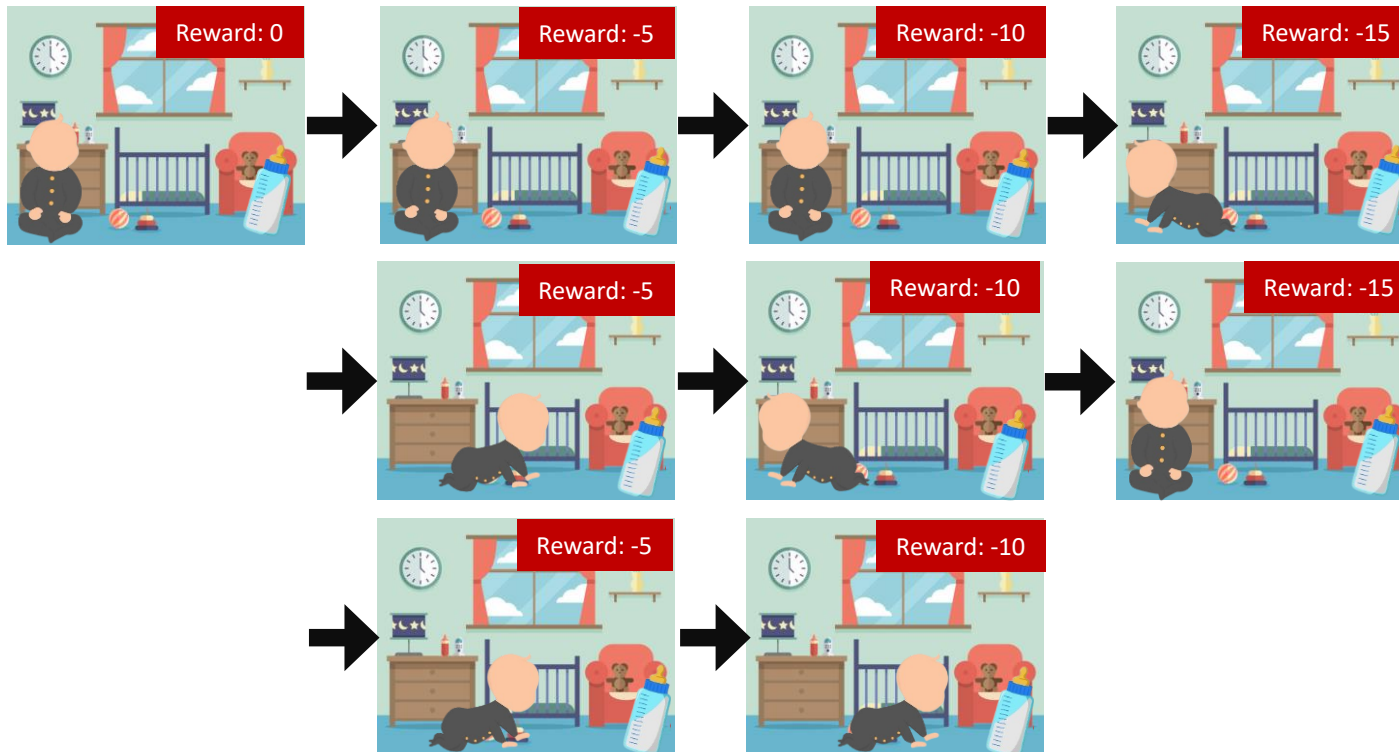
State
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Action
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Reward
Feeder



The algorithm: reinforcement learning



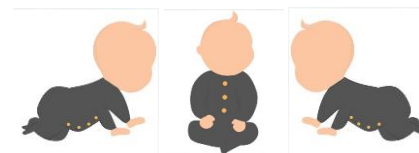
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baby



Environment
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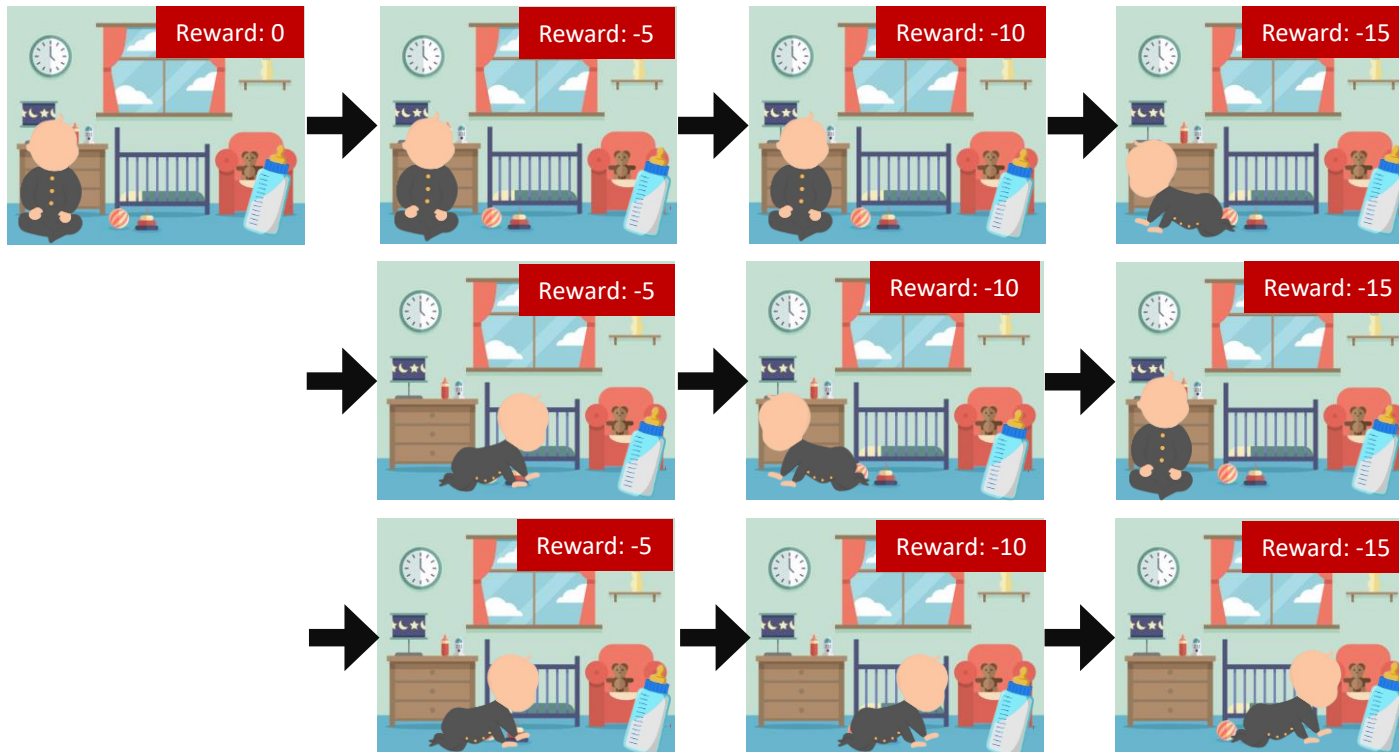
State
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Feeder



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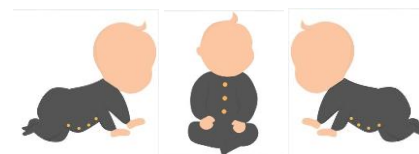
Agent
baby



Environment
baby's room



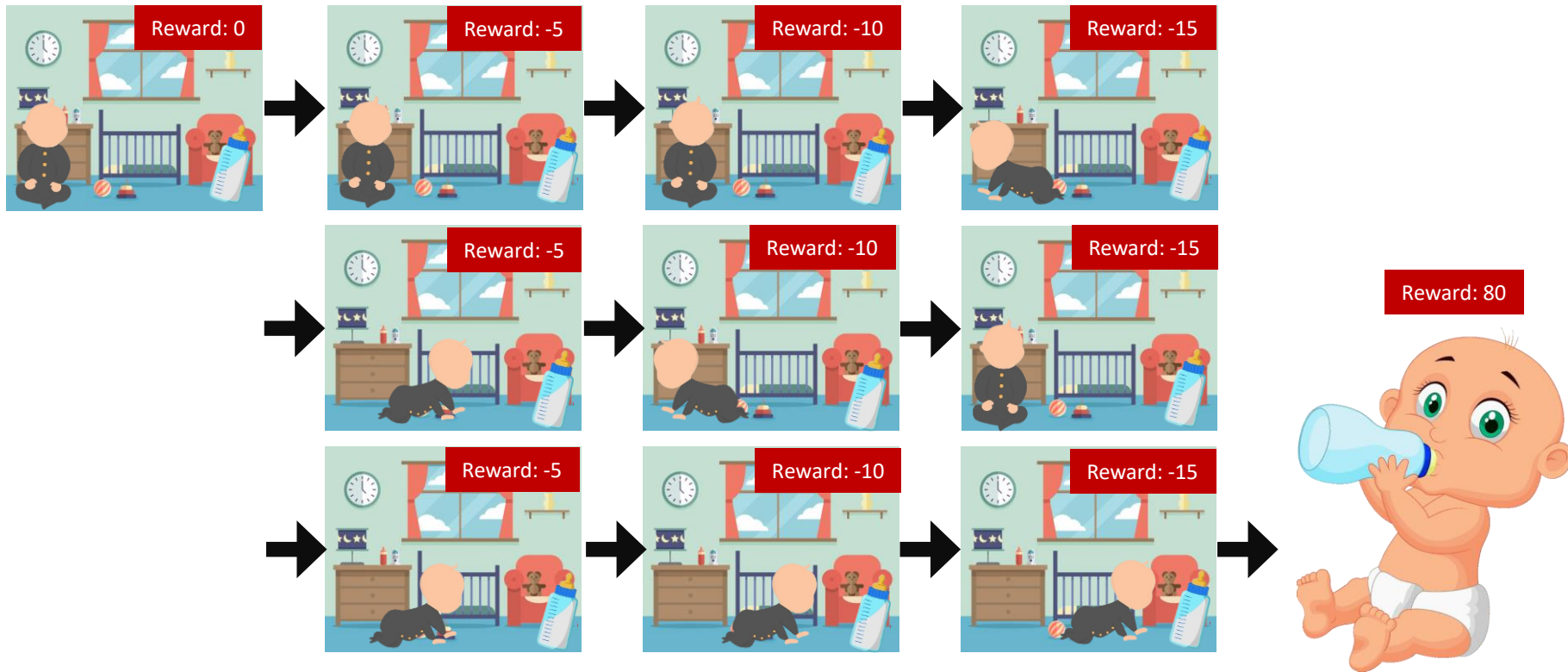
State
hungry,
somewhere



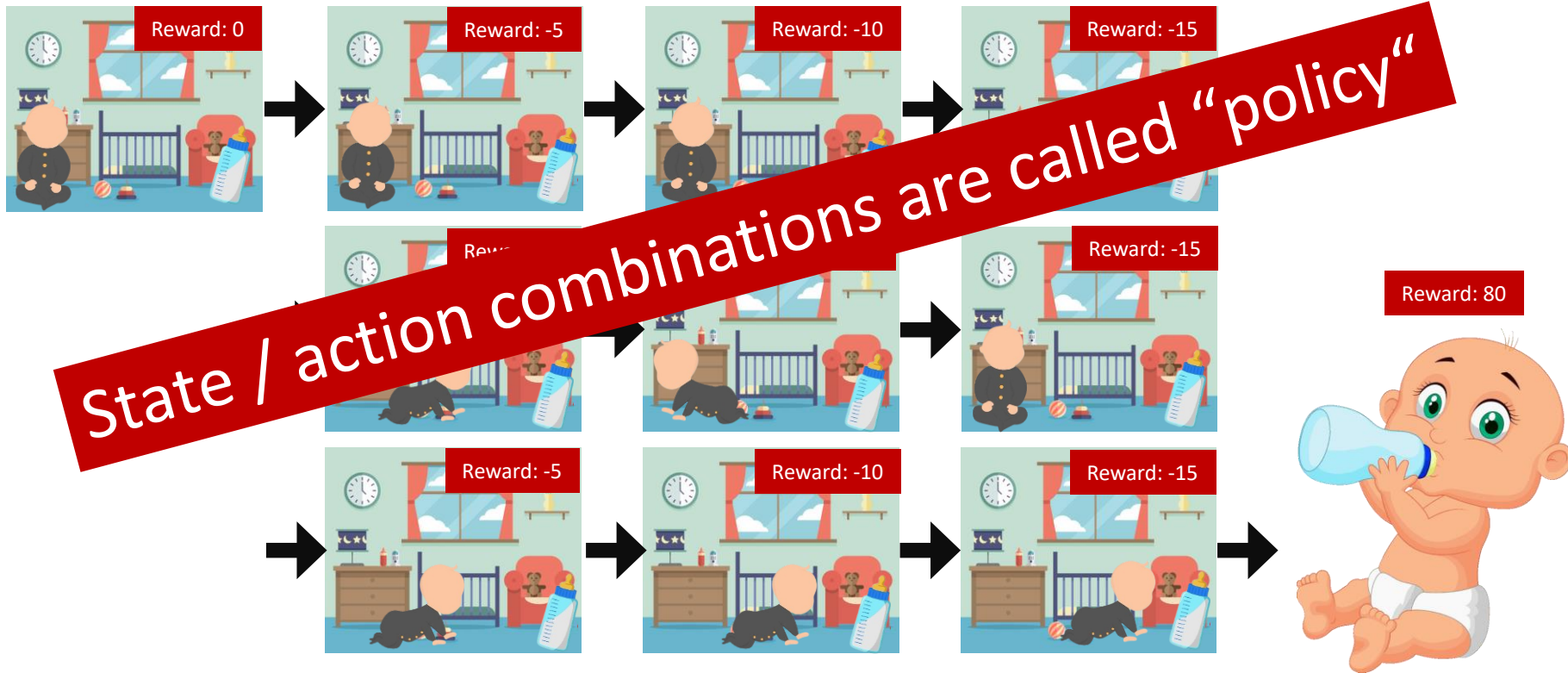
Action
Crawling, sitting



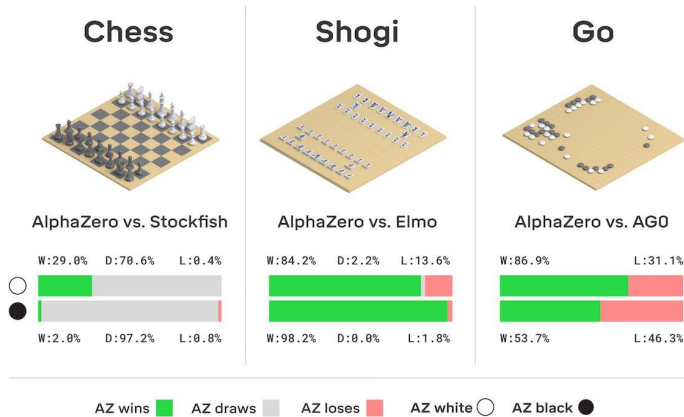
Reward
Feeder



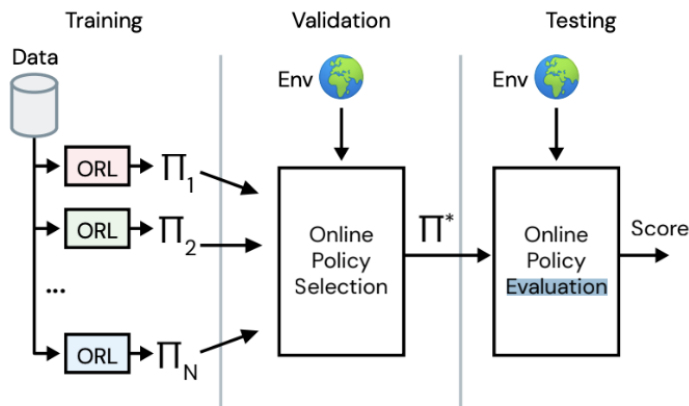
The algorithm: reinforcement learning



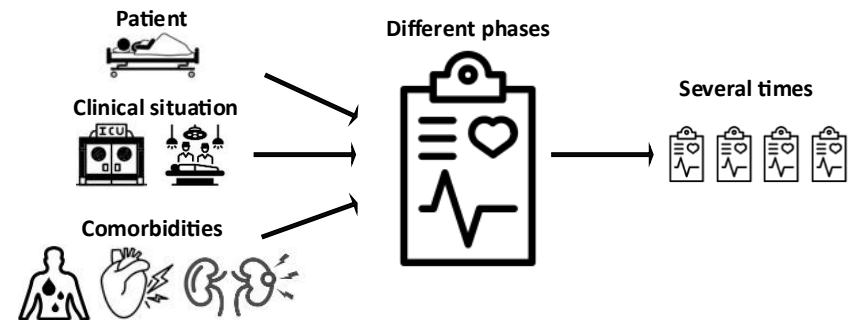
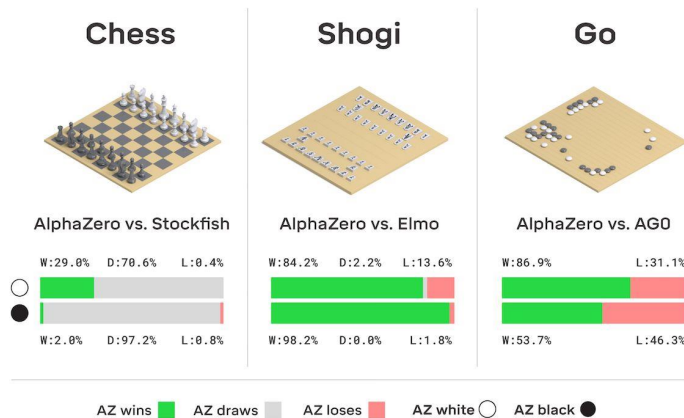
The difference between online and offline reinforcement learning



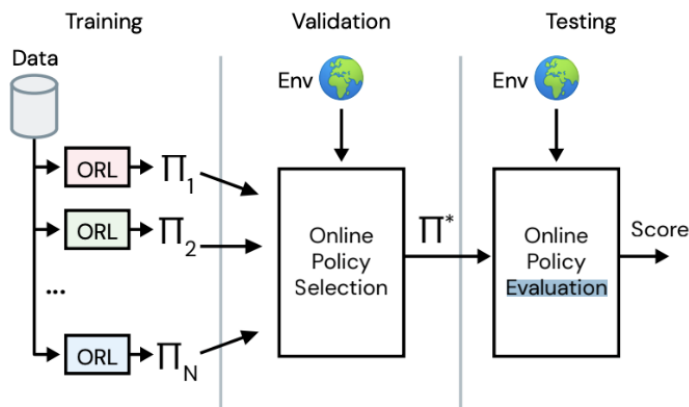
Online reinforcement learning



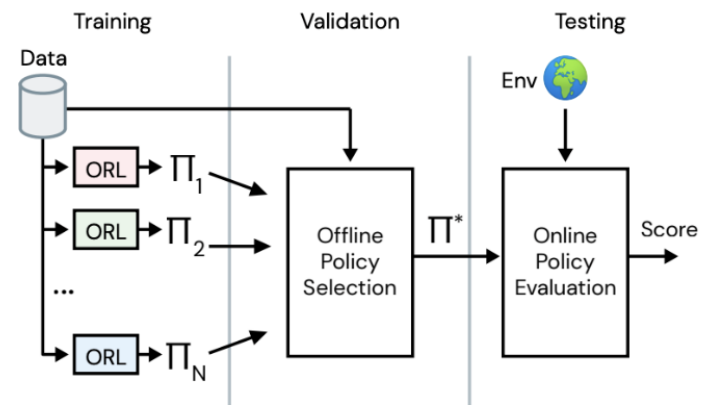
The difference between online and offline reinforcement learning



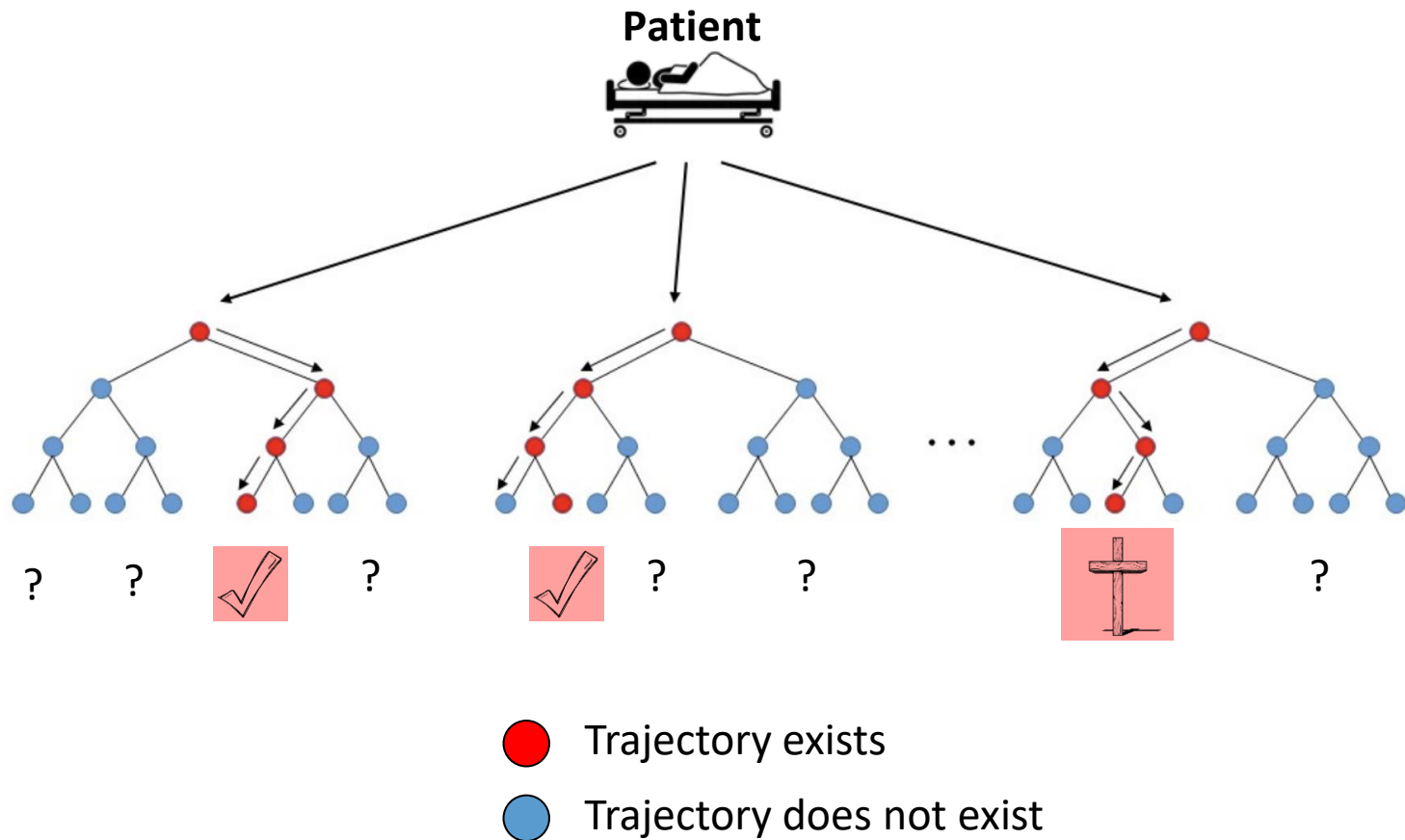
Online reinforcement learning



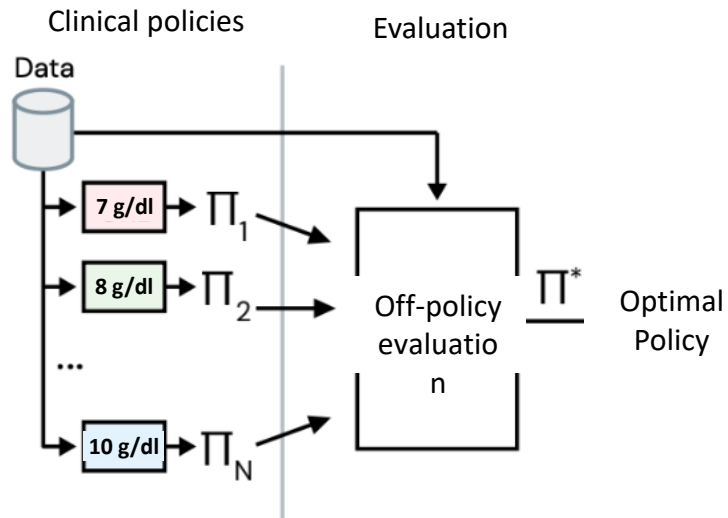
Offline reinforcement learning



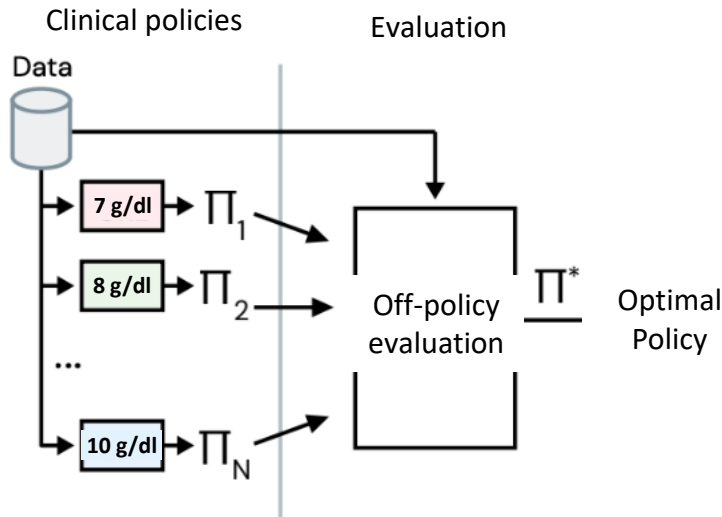
Can you evaluate theoretical policies on historical data?



Can you evaluate theoretical policies on historical data?



Can you evaluate theoretical policies on historical data?



Proceedings of the Twenty-Seventh International Joint Conference on Artificial Intelligence (IJCAI-18)

Importance Sampling for Fair Policy Selection*

Shayan Doroudi^{1,3}, Philip S. Thomas² and Emma Brunskill³

¹ Carnegie Mellon University

² University of Massachusetts Amherst

³ Stanford University

shayand@cs.cmu.edu, pthomas@cs.umass.edu, ebrun@cs.stanford.edu

$$\hat{V}_{IS}^{\pi_e} \triangleq \frac{1}{n} \sum_{i=1}^n w_i \sum_{t=1}^{T_i} R_{i,t}$$

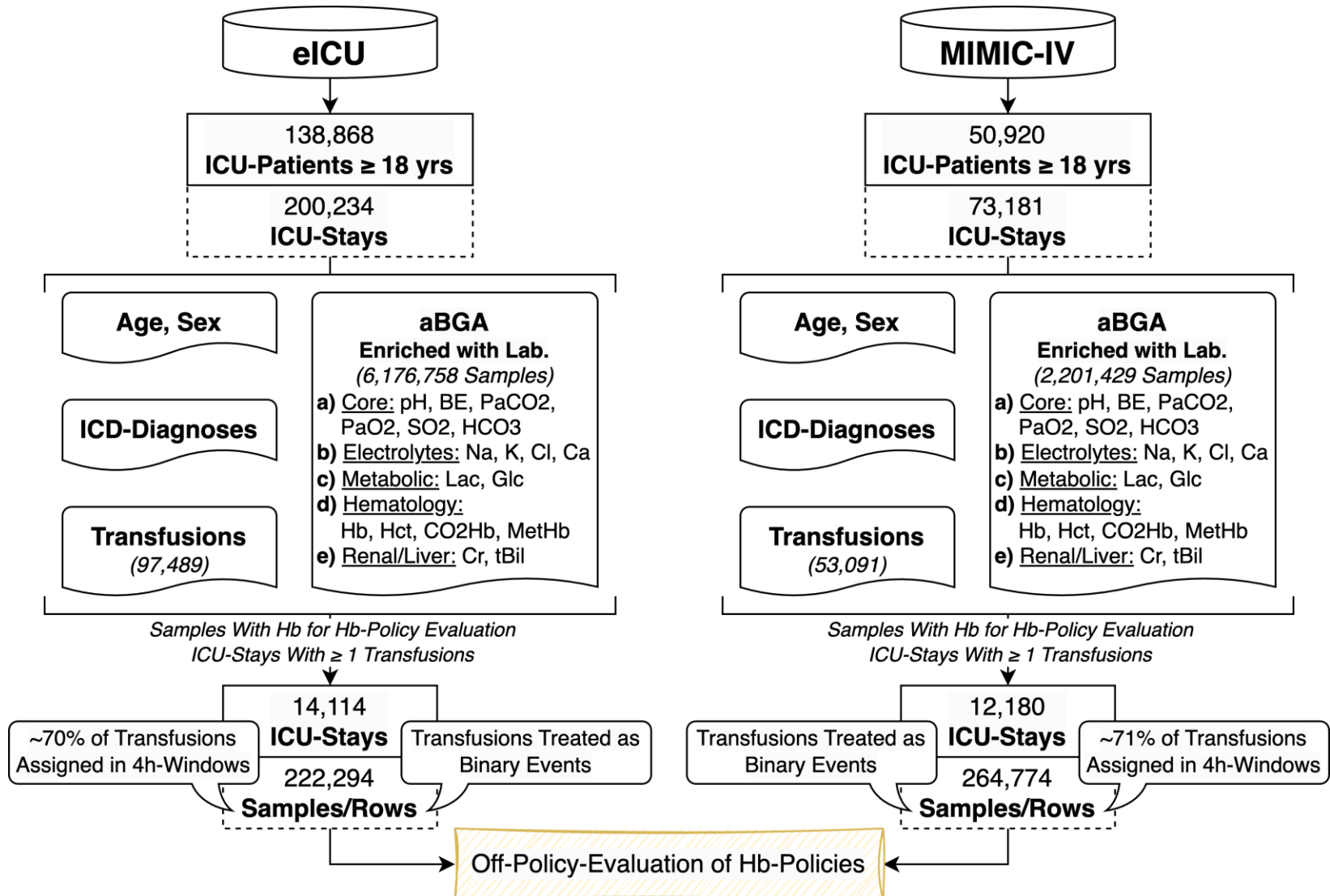
$$w_i \triangleq \prod_{t=1}^{T_i} \frac{\pi_e(a_{i,t} | \tau_{i,1:t-1})}{\pi_b(a_{i,t} | \tau_{i,1:t-1})}$$

$$\hat{V}_{PHWIS} = \sum_{l \in L} W_l \underbrace{\frac{1}{\sum_{\{i|T_i=l\}} w_i} \sum_{\{i|T_i=l\}} w_i \sum_{t=1}^{T_i} R_{i,t}}_{\text{WIS estimate on } l\text{-length trajectories}}$$

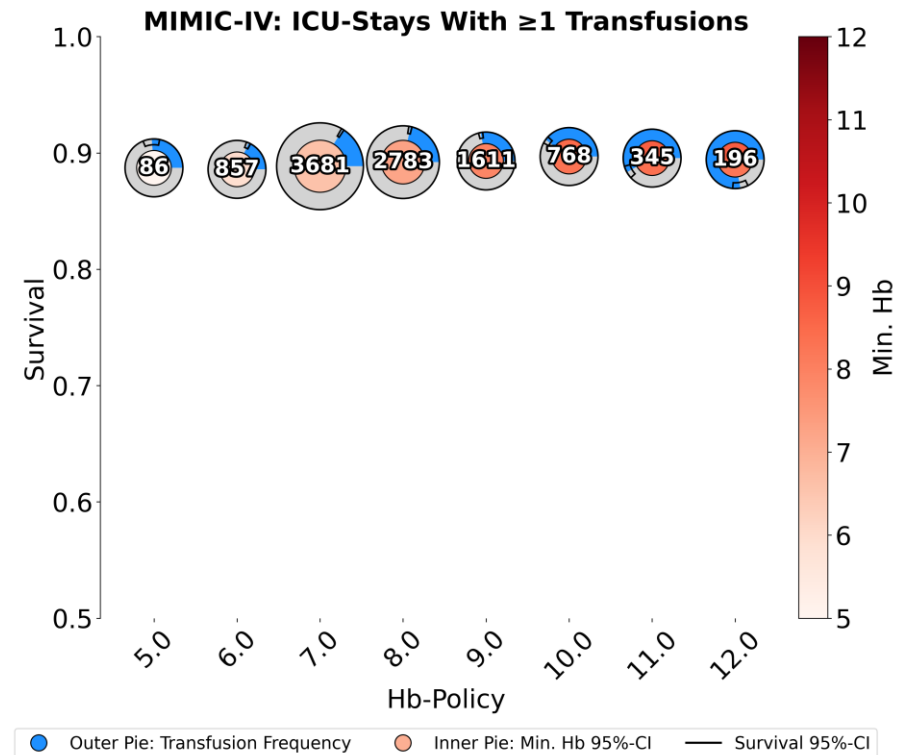
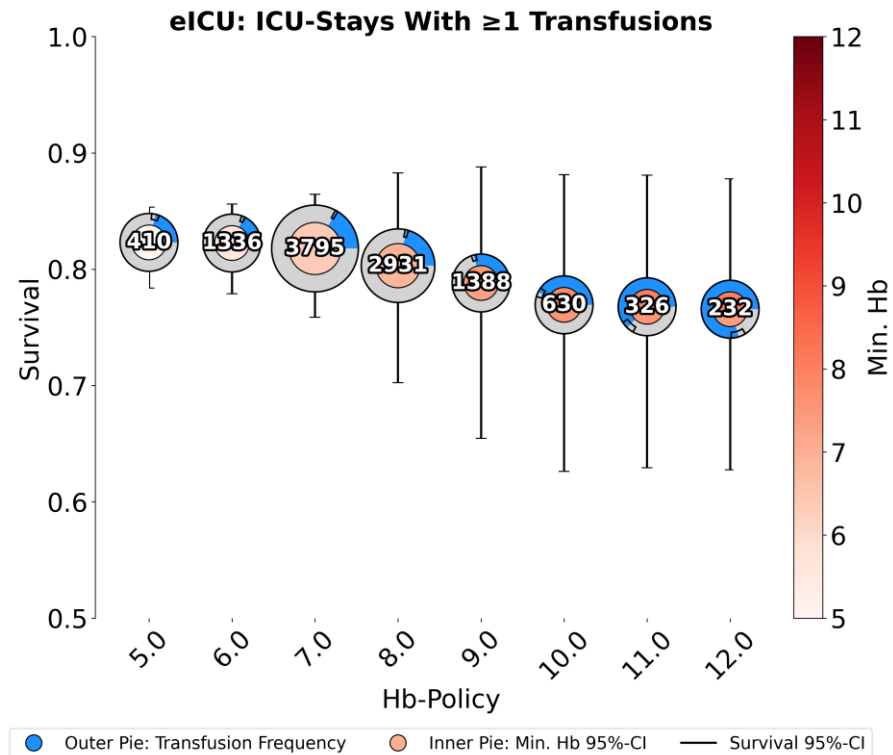
per weighted horizon importance sampling:
PWHIS



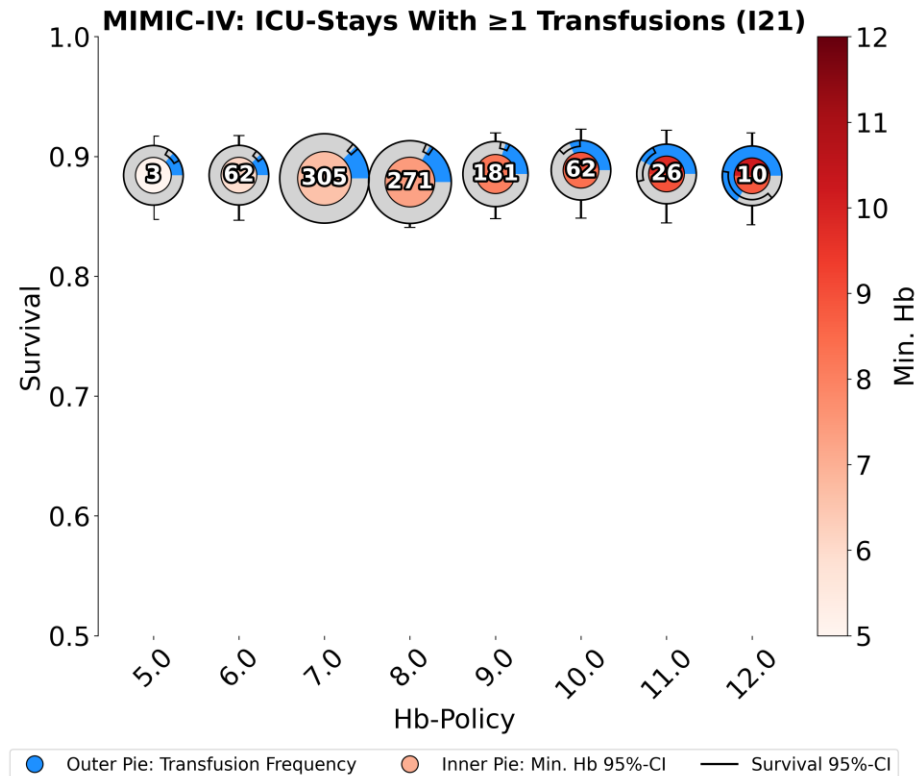
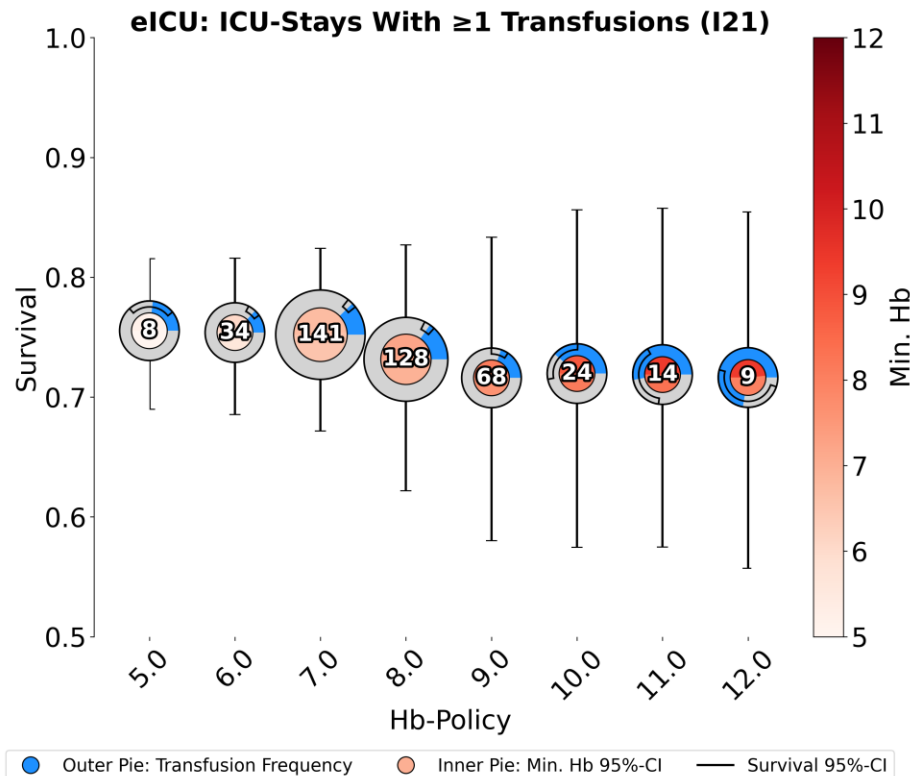
Off-policy evaluation of Hb policies



Hb policies evaluated for all patients



Hb policies evaluated for myocardial infarction patients



Can you improve this with reinforcement learning?

$$Q(S_t, A_t) \leftarrow Q(S_t, A_t) + \alpha[R_{t+1} + \gamma \max_a Q(S_{t+1}, a) - Q(S_t, A_t)]$$

New
Q-value
estimation

Former
Q-value
estimation

Learning
Rate

Immediate
Reward

Discounted Estimate
optimal Q-value
of next state

Former
Q-value
estimation

TD Target

TD Error

$$\pi^*(s) \leftarrow \operatorname{argmax}_a Q^{\pi^*}(s, a) \quad \forall s$$

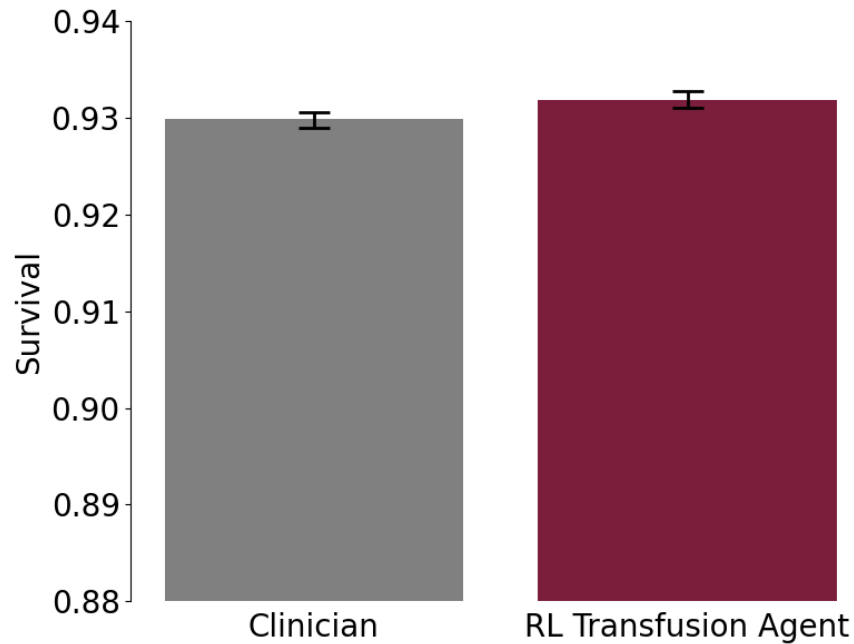
UP

0	U: -6.76 D: -6.73 R: -6.75 L: -6.71	U: -6.70 D: -6.74 R: -6.60 L: -6.62	U: -6.42 D: -6.53 R: -6.34 L: -6.34	U: -6.14 D: -6.09 R: -6.06 L: -6.12	U: -5.82 D: -5.77 R: -5.74 L: -5.78	U: -5.51 D: -5.37 R: -5.36 L: -5.53	U: -5.12 D: -4.97 R: -4.94 L: -5.32	U: -4.58 D: -4.49 R: -4.49 L: -4.69	U: -4.01 D: -4.02 R: -3.94 L: -4.28	U: -3.57 D: -3.37 R: -3.36 L: -3.70	U: -2.65 D: -2.69 R: -2.65 L: -3.01	U: -2.26 D: -1.90 R: -2.07 L: -2.15
1	U: -6.81 D: -6.96 R: -6.89 L: -6.89	U: -6.80 D: -6.71 R: -6.70 L: -6.75	U: -6.51 D: -6.43 R: -6.45 L: -6.67	U: -6.17 D: -6.08 R: -6.09 L: -6.39	U: -5.76 D: -5.68 R: -5.68 L: -5.98	U: -5.55 D: -5.21 R: -5.21 L: -5.63	U: -4.73 D: -4.68 R: -4.68 L: -4.92	U: -4.37 D: -4.09 R: -4.09 L: -4.23	U: -3.92 D: -3.44 R: -3.44 L: -3.98	U: -3.80 D: -2.71 R: -2.71 L: -2.93	U: -2.84 D: -1.90 R: -1.90 L: -3.24	U: -1.72 D: -1.00 R: -1.43 L: -2.27
2	U: -7.06 D: -7.40 R: -6.86 L: -7.14	U: -6.96 D: -99.95 R: -6.51 L: -7.15	U: -6.71 D: -93.75 R: -6.13 L: -6.86	U: -6.37 D: -96.88 R: -5.70 L: -6.16	U: -6.09 D: -99.61 R: -5.22 L: -6.12	U: -5.60 D: -99.22 R: -4.69 L: -5.68	U: -5.07 D: -99.22 R: -4.10 L: -5.18	U: -4.60 D: -99.22 R: -3.44 L: -4.07	U: -4.07 D: -96.88 R: -2.71 L: -3.98	U: -3.34 D: -98.44 R: -1.90 L: -3.35	U: -2.64 D: -98.44 R: -1.00 L: -2.63	U: -1.72 D: 0.00 R: -1.00 L: -1.81
3	U: -7.18 D: -7.46 R: -99.22 L: -7.45	U: 0.00 D: 0.00 R: 0.00 L: 0.00	U: 0.00 D: 0.00 R: 0.00 L: 0.00	U: 0.00 D: 0.00 R: 0.00 L: 0.00	U: 0.00 D: 0.00 R: 0.00 L: 0.00	U: 0.00 D: 0.00 R: 0.00 L: 0.00	U: 0.00 D: 0.00 R: 0.00 L: 0.00	U: 0.00 D: 0.00 R: 0.00 L: 0.00	U: 0.00 D: 0.00 R: 0.00 L: 0.00	U: 0.00 D: 0.00 R: 0.00 L: 0.00	U: 0.00 D: 0.00 R: 0.00 L: 0.00	U: 0.00 D: 0.00 R: 0.00 L: 0.00
	0	1	2	3	4	5	6	7	8	9	10	11



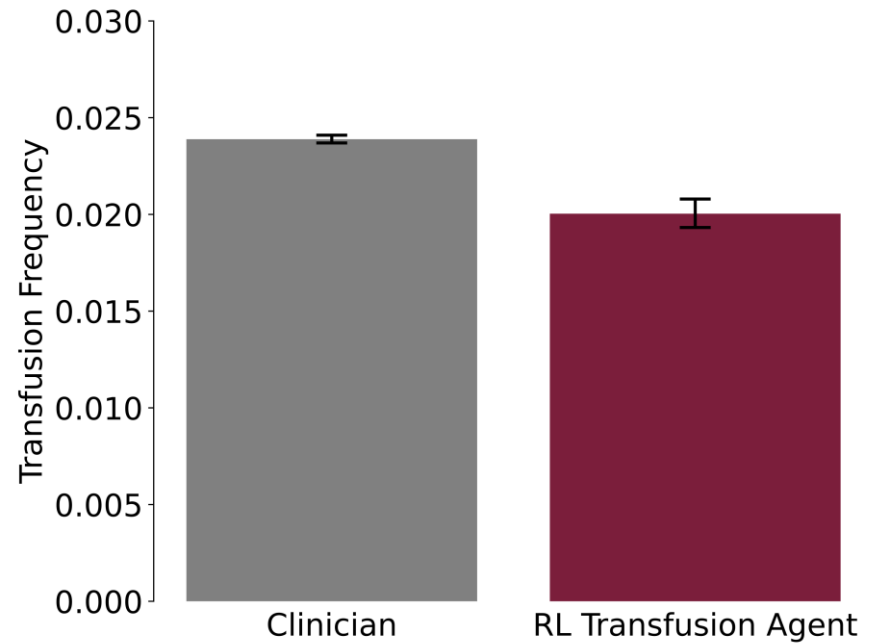
Evaluating Policy after Q-learning of the MIMIC IV data

Survival



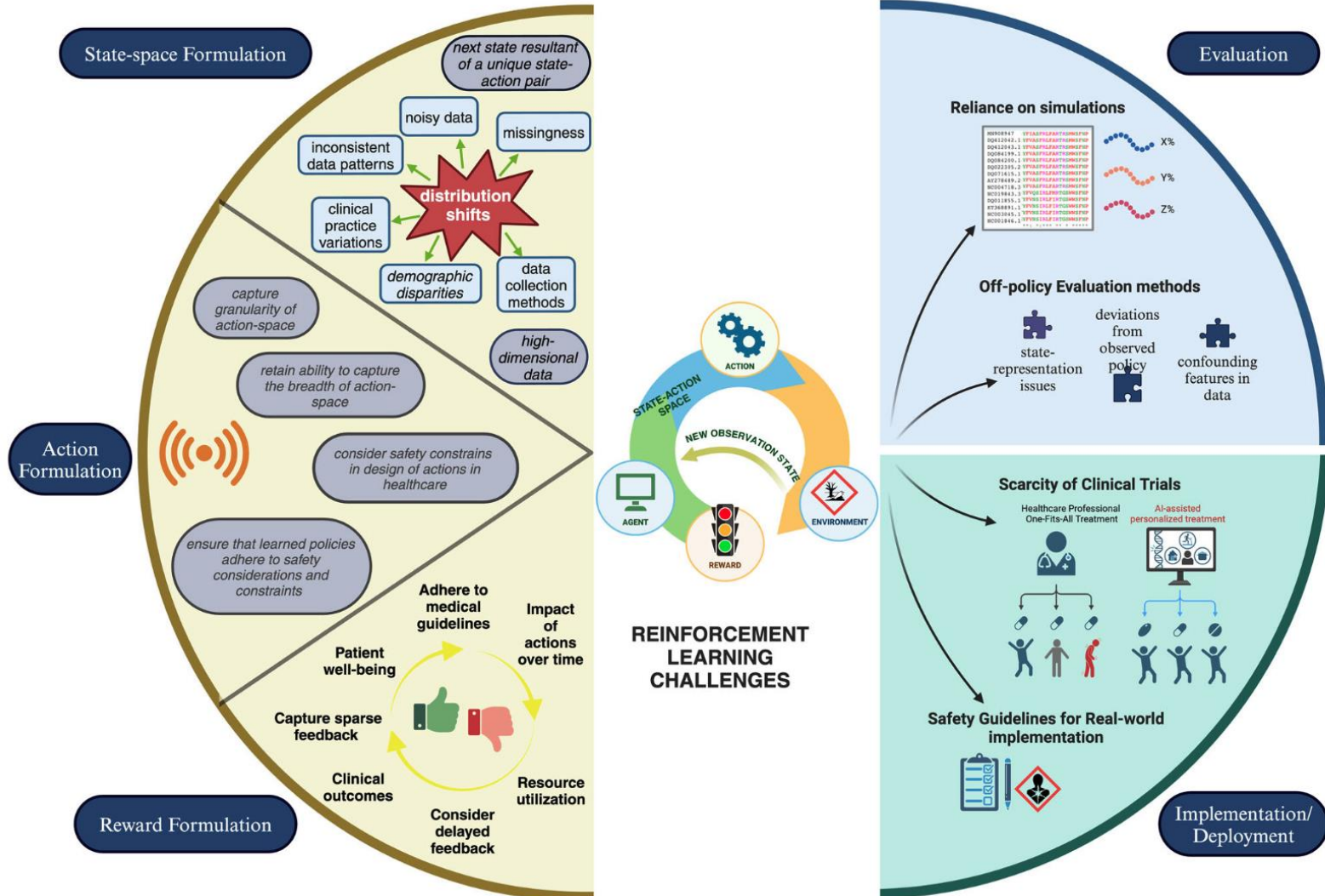
$p < 0.05$

Transfusion Frequency



$p < 0.05$

The problems of reinforcement learning



Conclusion

- ML models are well established for transfusion prediction
- LLMs might be able to guide transfusion in the future
- Reinforcement learning is the way to go!
- Hb based transfusion policies have (probably) no effect on survival
- one can build a reinforcement learning model, that
 - transfuses less
 - has no influence on survival

