

# Response Blueprints & A/B Testing Architecture

Technical Documentation for My 4 Blocks

*"Two paths diverge in the digital wood,  
and we shall test them both, for science!"*

A comprehensive guide to the dual-response A/B testing system  
built on the Four Blocks framework by Dr. Vincent E. Parr.

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# 1. Executive Summary

The My 4 Blocks A/B Testing system enables scientific comparison of two distinct response styles for emotional guidance. Built on Dr. Vincent E. Parr's Four Blocks framework, this system generates parallel AI responses using different blueprints and collects user preferences to optimize therapeutic effectiveness.

## Key Features

- **Dual Response Generation:** Parallel streaming of Blueprint A (structured) and Blueprint B (conversational)
- **Position Bias Mitigation:** Random ordering prevents first-option preference skewing
- **Emotion Detection:** Regex-based pattern matching to identify the relevant Four Block
- **In-Memory Analytics:** FIFO storage with 100-entry capacity for A/B test results
- **Real-Time Streaming:** Both responses stream simultaneously via OpenAI SDK

## System Specifications

Component	Specification
Model	gpt-5.2 (latest)
Temperature	0.7 (balanced creativity)
Max Tokens	2,000 per response
Storage Limit	100 A/B test entries (FIFO)
Detection Patterns	4 blocks x 8+ regex patterns each

## 2. System Architecture

The A/B Testing architecture is a modular system with four layers: UI Layer, API Layer, Generation Layer, and Analytics Layer. The system generates two parallel responses using different blueprints and tracks user preferences.

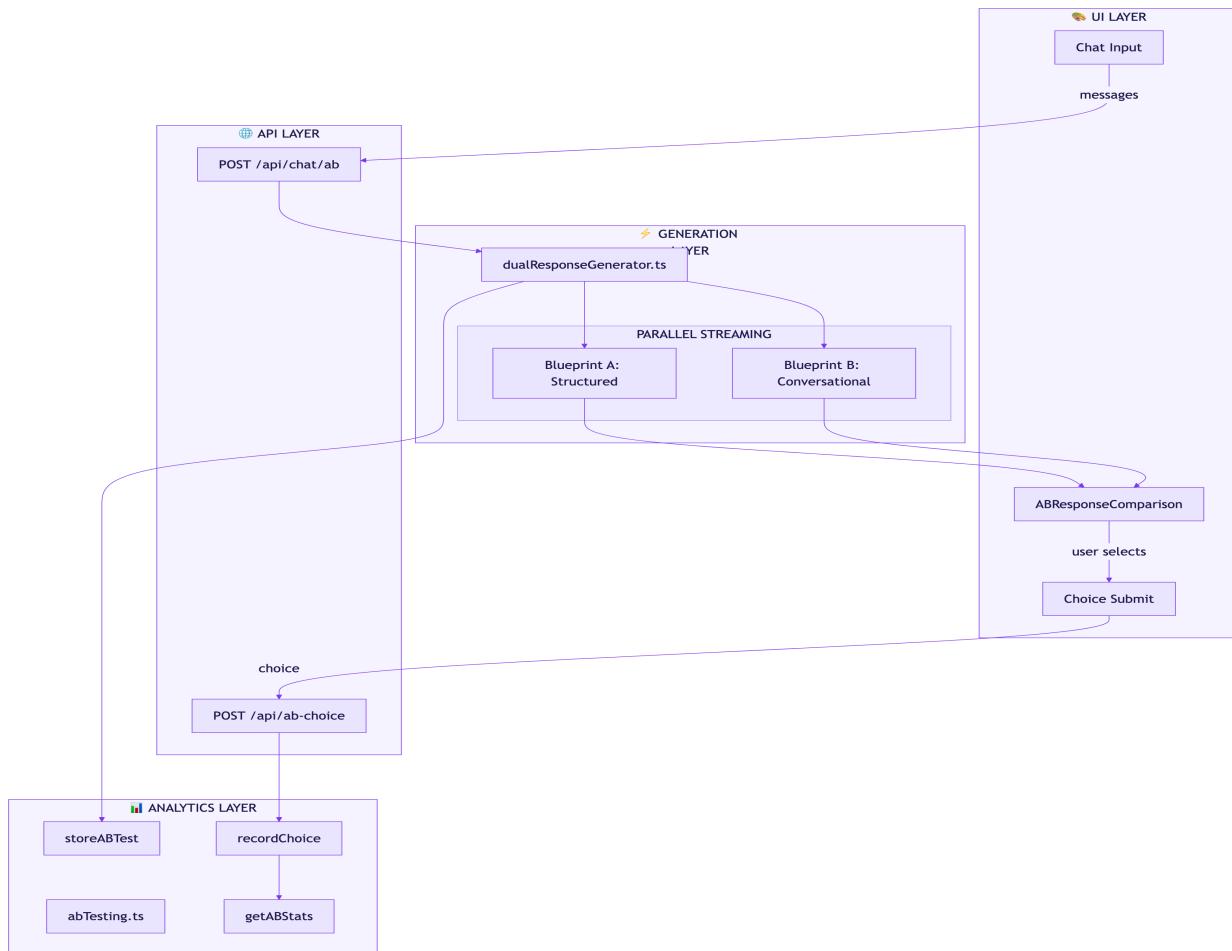


Figure 2.1: A/B Testing System Architecture

### Architecture Layers

Layer	Components	Description
UI Layer	Chat Input, ABComparison	User interface for input and selection
API Layer	/api/chat/ab, /api/ab-choice	REST endpoints for generation and recording
Generation	dualResponseGenerator.ts	Parallel Blueprint A + B streaming
Analytics	abTesting.ts	FIFO storage and statistics

Table 2.1: Architecture Layers

### 3. Response Blueprints

Response Blueprints define the structural and tonal approach for AI-generated guidance. Two distinct blueprints enable scientific comparison of effectiveness.

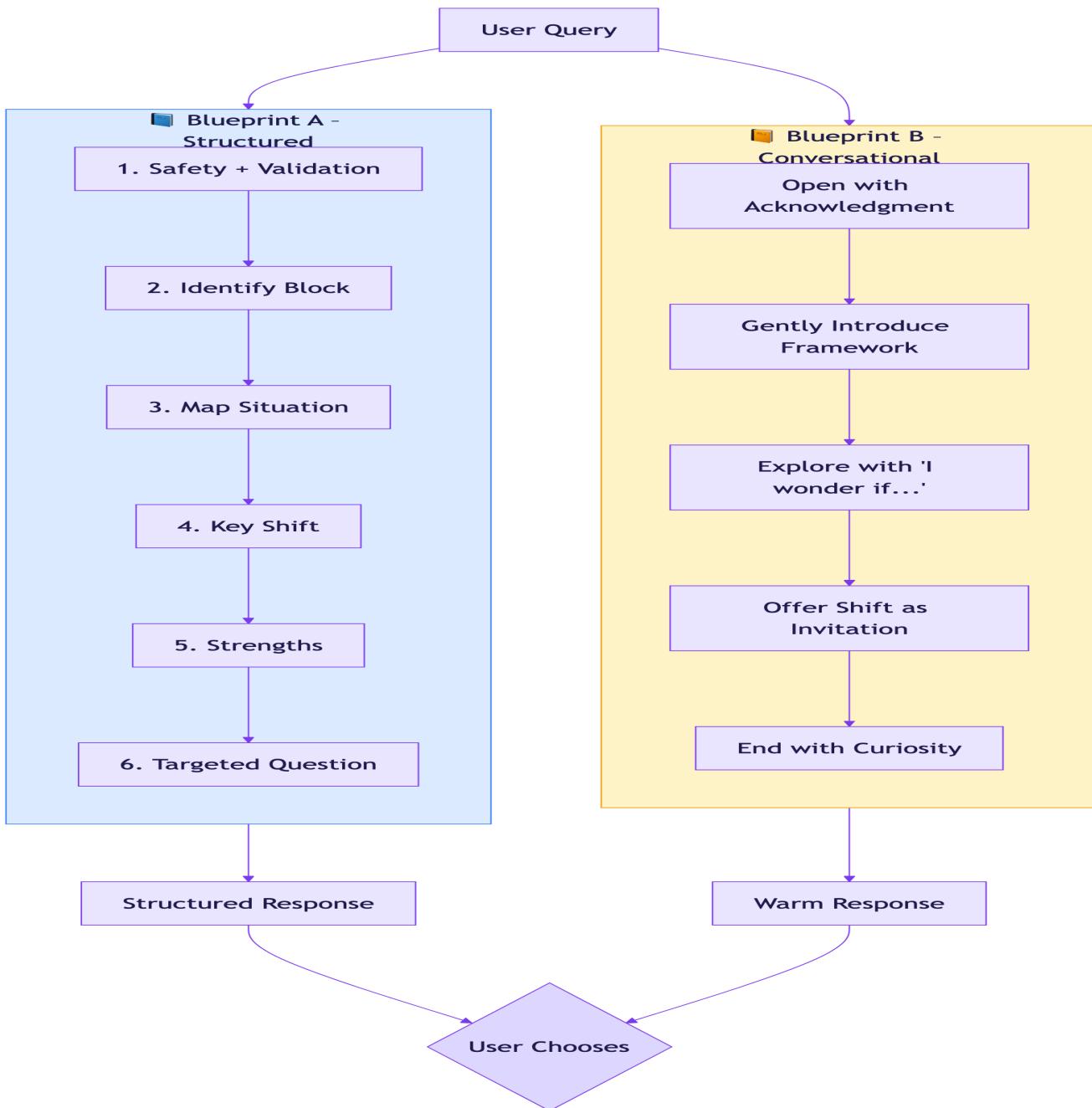


Figure 3.1: Blueprint A vs Blueprint B Flow

### 3.1 Blueprint A: Structured Guidance

Step	Purpose	Content
1. Safety + Validation	Build trust	Acknowledge without minimizing
2. Identify Block	Diagnose	Name the Four Block and formula
3. Map Situation	Personalize	Use THEIR words; show ABC mapping
4. Key Shift	Intervene	MUST to Preference transformation
5. Strengths	Empower	Connect pain to values
6. Question	Engage	One targeted question

Table 3.1: Blueprint A Six-Step Protocol

### 3.2 Blueprint B: Conversational Guidance

Blueprint B uses a fluid, exploratory approach that feels like conversation with a wise friend. Uses "I wonder if..." language to invite discovery rather than prescribe solutions.

Aspect	Blueprint A	Blueprint B
Tone	Direct, methodical	Warm, exploratory
Structure	Rigid 6-step protocol	Fluid, adaptive
Language	"Here's the formula..."	"I wonder if..."
Framework	Explicitly stated	Gently woven in
Best For	Users wanting clarity	Users wanting connection

Table 3.2: Blueprint Comparison

## 4. The Four Blocks Framework

The Four Blocks framework identifies four fundamental emotional patterns that cause human suffering. Each block has a distinct formula and requires a specific intervention.

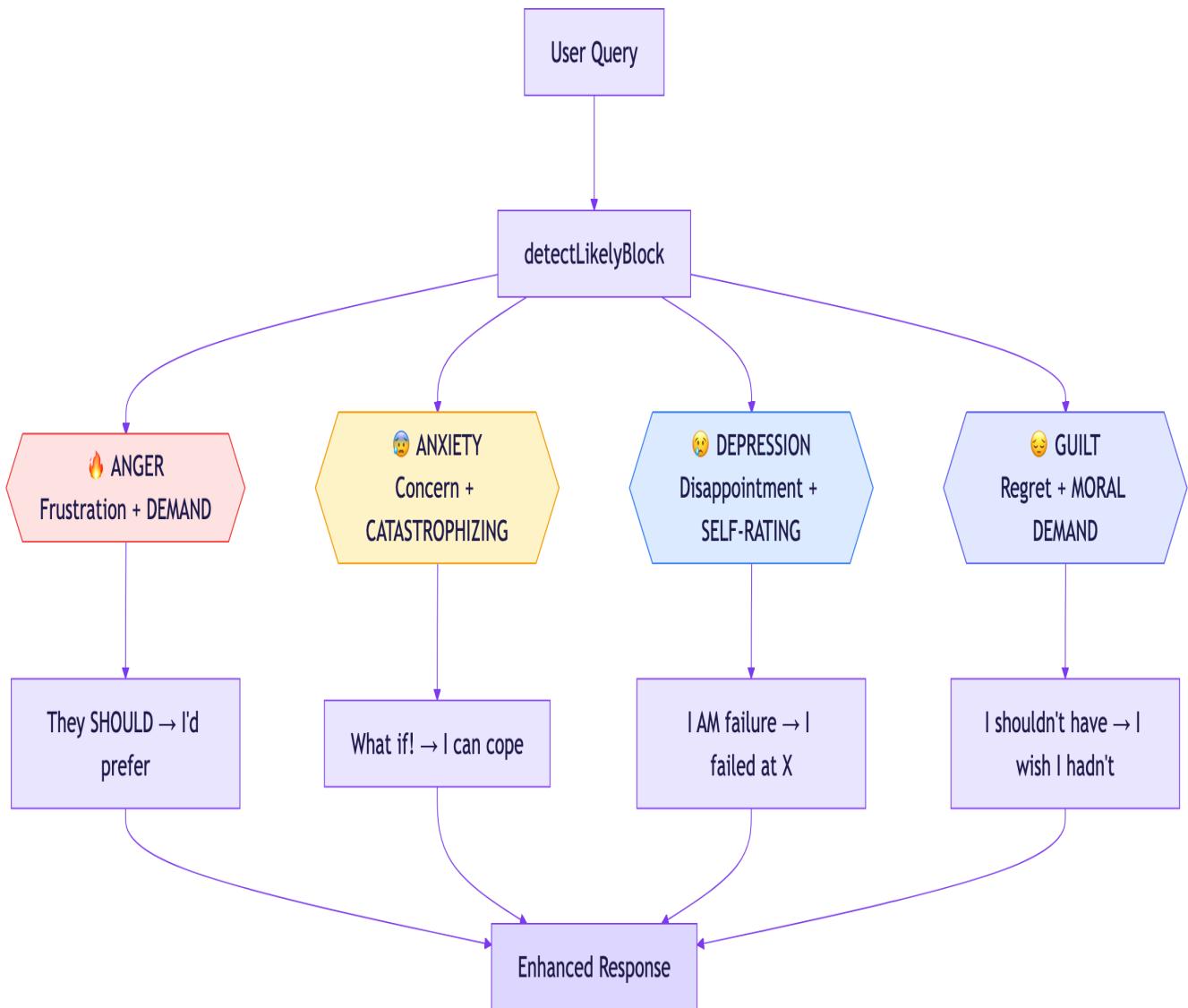


Figure 4.1: Four Blocks Detection and Intervention

## Block Formulas

Block	Formula
ANGER	Frustration + DEMAND = Anger
ANXIETY	Concern + CATASTROPHIZING = Anxiety
DEPRESSION	Disappointment + SELF-RATING = Depression
GUILT	Regret + MORAL DEMAND = Guilt

Table 4.1: The Four Blocks Formulas

## Key Shifts

Block	Core Belief	Key Shift
ANGER	Others MUST be different	"They SHOULD" to "I'd prefer"
ANXIETY	Bad things MUST NOT happen	"What if!" to "I can cope"
DEPRESSION	I MUST be worthy (identity)	"I AM failure" to "I failed at X"
GUILT	I MUST NOT have done that	"I shouldn't have" to "I wish"

Table 4.2: Core Beliefs and Key Shifts

## Critical: Depression vs Guilt

**DEPRESSION** attacks *WHO you ARE* ("I am worthless") - rates the entire self.

**GUILT** attacks *WHAT you DID* ("I shouldn't have done that") - rates the action.

Different cure: Depression needs "You're not your failures." Guilt needs "You're allowed to be fallible."

## 5. Emotion Detection System

The emotion detection system uses regex pattern matching to identify which of the Four Blocks the user is likely experiencing. This enables personalized responses.

### Detection Algorithm

The detectLikelyBlock() function checks patterns in order of specificity:

1. **Depression patterns** (most specific - global self-rating)
2. **Guilt patterns** (action-focused regret)
3. **Anxiety patterns** (future catastrophizing)
4. **Anger patterns** (demands on others/situations)

If no pattern matches, returns null to let the AI decide.

### Pattern Examples

Block	Pattern Example	Sample Trigger
Depression	/i am (a )?failure/	"I'm such a loser"
Guilt	/i should not have/	"I shouldn't have said that"
Anxiety	/what if/	"What if it goes wrong?"
Anger	/(they he she) should/	"He shouldn't treat me this way"

Table 5.1: Emotion Detection Patterns

# 6. A/B Testing Infrastructure

## 6.1 Storage System

The A/B testing storage uses in-memory FIFO eviction to maintain a rolling window of test results for development and initial analysis.

- **MAX\_ENTRIES:** 100 test entries (configurable)
- **FIFO Eviction:** Oldest entries removed when at capacity
- **Unique IDs:** timestamp + random suffix (e.g., ab\_lx3k2p\_7f9m2)
- **Metadata:** model, temperature, detected block, response times

### ABTestEntry Structure

Field	Type	Description
id	string	Unique test identifier
timestamp	string	ISO timestamp
userQuery	string	Original user message
responseA	string	Blueprint A response
responseB	string	Blueprint B response
userChoice	'A'   'B'   null	User's preference
metadata.modelA	string?	Model used for A
metadata.detectedBlock	string?	Detected Four Block

Table 6.1: ABTestEntry Data Structure

## 6.2 Dual Response Generator

1. `prepareDualGeneration()` builds system prompts for both A and B
2. **PARALLEL:** Two GPT-5.2 API calls launched simultaneously
3. Stream chunks delivered to UI as they arrive
4. `createDualResponseResult()` assembles final result with timing
5. `storeABTest()` saves to in-memory storage with unique ID

## 7. API Endpoints

Endpoint	Method	Purpose
POST /api/chat/ab	POST	Generate dual A/B responses
POST /api/ab-choice	POST	Record user's choice
GET /api/ab-choice	GET	Get A/B test statistics

Table 7.1: A/B Testing API Endpoints

### POST /api/chat/ab Response

Field	Example Value
abTestId	"ab_lx3k2p_7f9m2"
responseA	"What you're experiencing makes sense..."
responseB	"Oh man, that sounds rough..."
context.detectedBlock	"Anger"

## 8. Data Flow

The complete data flow from user input to analytics shows how the system processes queries, generates dual responses, and tracks preferences.

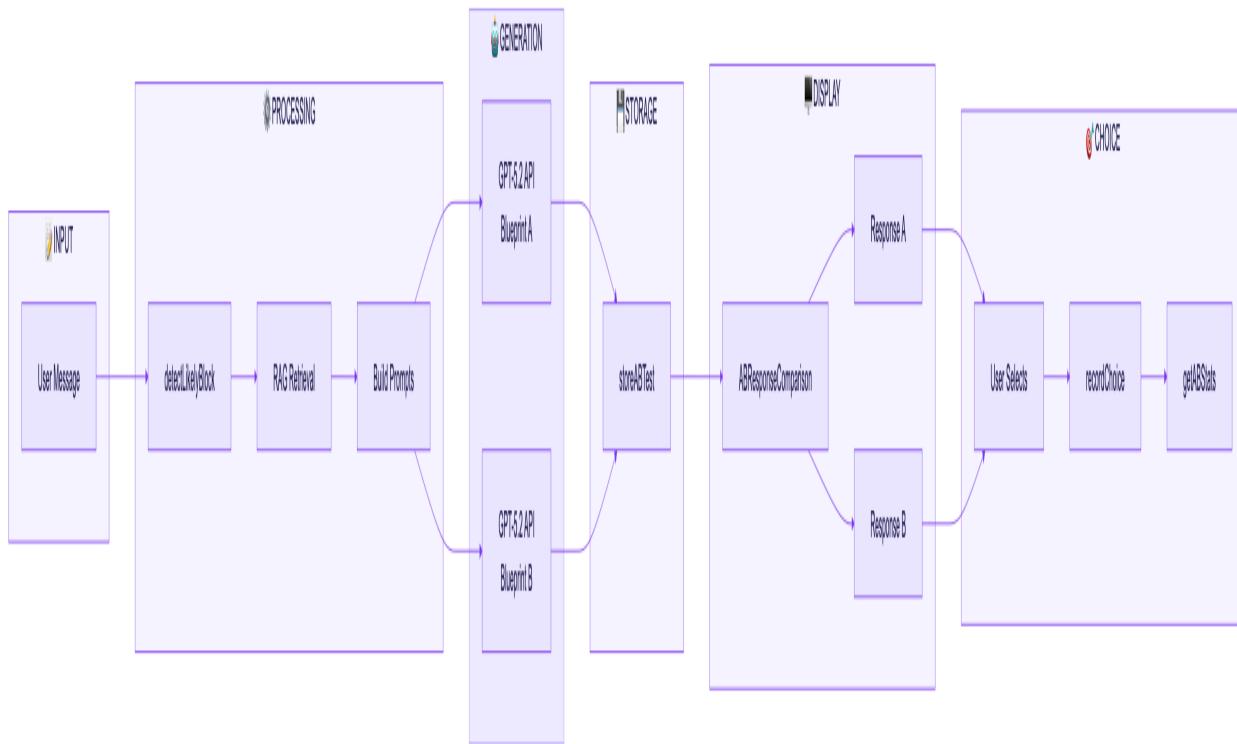


Figure 8.1: Complete A/B Testing Data Flow

### Flow Steps

Step	Component	Action
1	User	Types message in Chat Input
2	Client	POST /api/chat/ab with messages
3	Server	detectLikelyBlock(userQuery)
4	RAG	findRelevantWisdom(query, 5)
5	Prompts	buildEnhancedSystemPrompt A + B
6	GPT-5.2	PARALLEL streaming both blueprints
7	Storage	storeABTest() with unique ID
8	UI	ABResponseComparison displays both
9	User	Clicks 'Choose This'
10	Analytics	recordChoice() and getABStats()

Table 8.1: Data Flow Steps

## 9. Analytics and Metrics

Metric	Description	API Function
Total Tests	Number of A/B tests conducted	getABStats().total
With Choice	Tests where user made selection	getABStats().withChoice
A Win Rate	Percentage choosing Blueprint A	getABStats().aWinRate
B Win Rate	Percentage choosing Blueprint B	getABStats().bWinRate
No Choice	Tests abandoned	getABStats().noChoice

Table 9.1: Analytics Metrics

### Sample Statistics

Field	Value	Description
total	87	Total A/B tests
withChoice	72	Tests with selection
aWins	31	Blueprint A chosen
bWins	41	Blueprint B chosen
aWinRate	43.1%	A win percentage
bWinRate	56.9%	B win percentage

Table 9.2: Sample Statistics Response

### Future Enhancements

- Persistent storage (PostgreSQL/Redis) for long-term analytics
- Time-series analysis of preference trends
- Statistical significance testing
- User cohort analysis