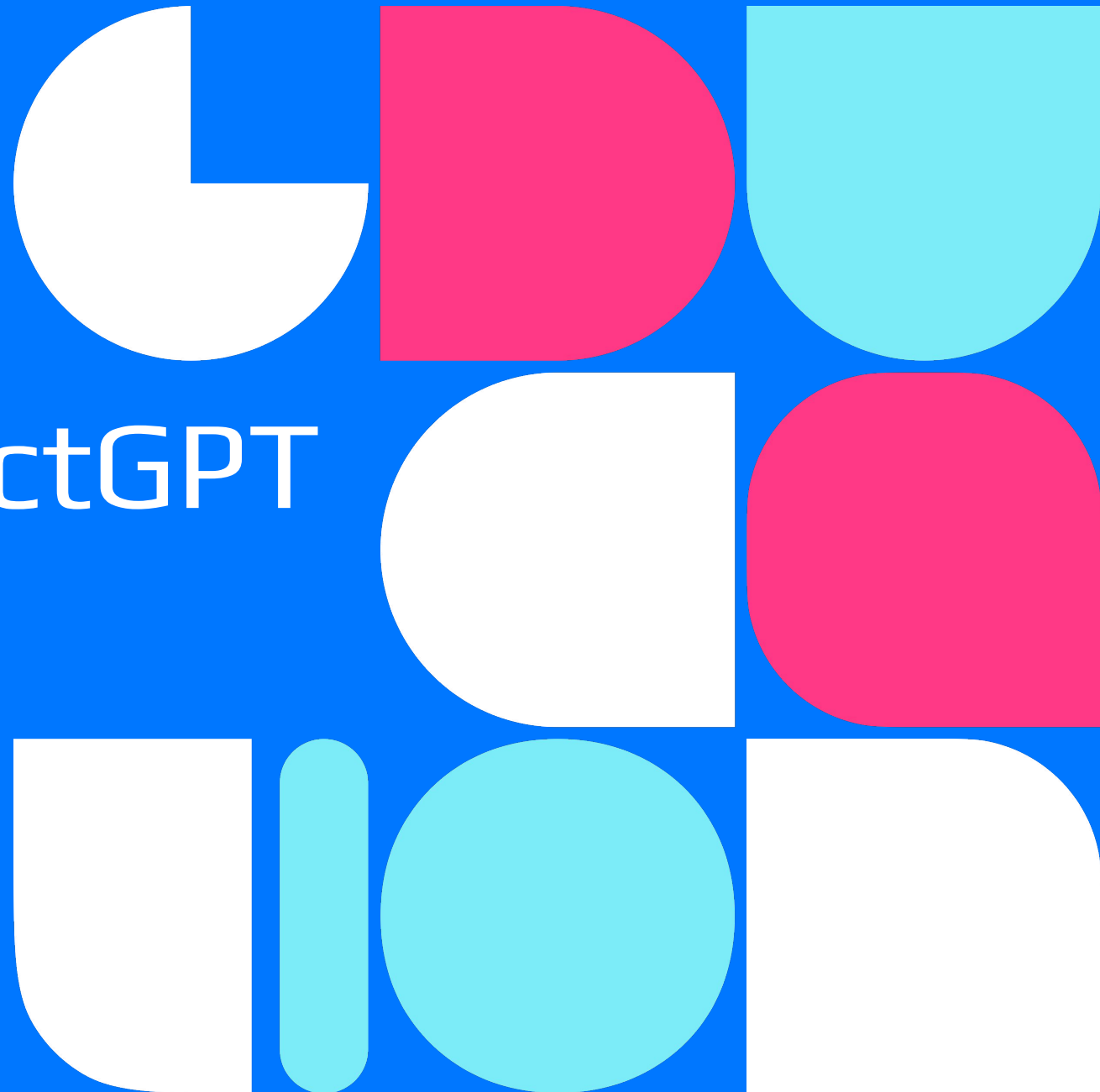


Лекция 5. InstructGPT

Елисеев Антон
30.10.2024



LLM Recap

Вопрос: Какая архитектура у LLM?

LLM Recap

Вопрос: Как собирать данные?

Instruction following

Paper: <https://arxiv.org/abs/2203.02155>

Prompt:

What is the purpose of the list C in the code below?

```
def binomial_coefficient(n, r):  
    C = [0 for i in range(r + 1)];  
    C[0] = 1;  
    for i in range(1, n + 1):  
        j = min(i, r);  
        while j > 0:  
            C[j] += C[j - 1];  
            j -= 1;  
    return C[r]
```

GPT-3 175B completion:

- A. to store the value of C[0]
- B. to store the value of C[1]
- C. to store the value of C[i]
- D. to store the value of C[i - 1]

InstructGPT 175B completion:

The list C in this code is used to store the values of the binomial coefficient as the function iterates through the values of n and r. It is used to calculate the value of the binomial coefficient for a given value of n and r, and stores the result in the final return value of the function.

Instruction following

Training objective:

what we want vs
what we told model to do

What we told model to do:

- predict the next token on a webpage from the internet

Alignment



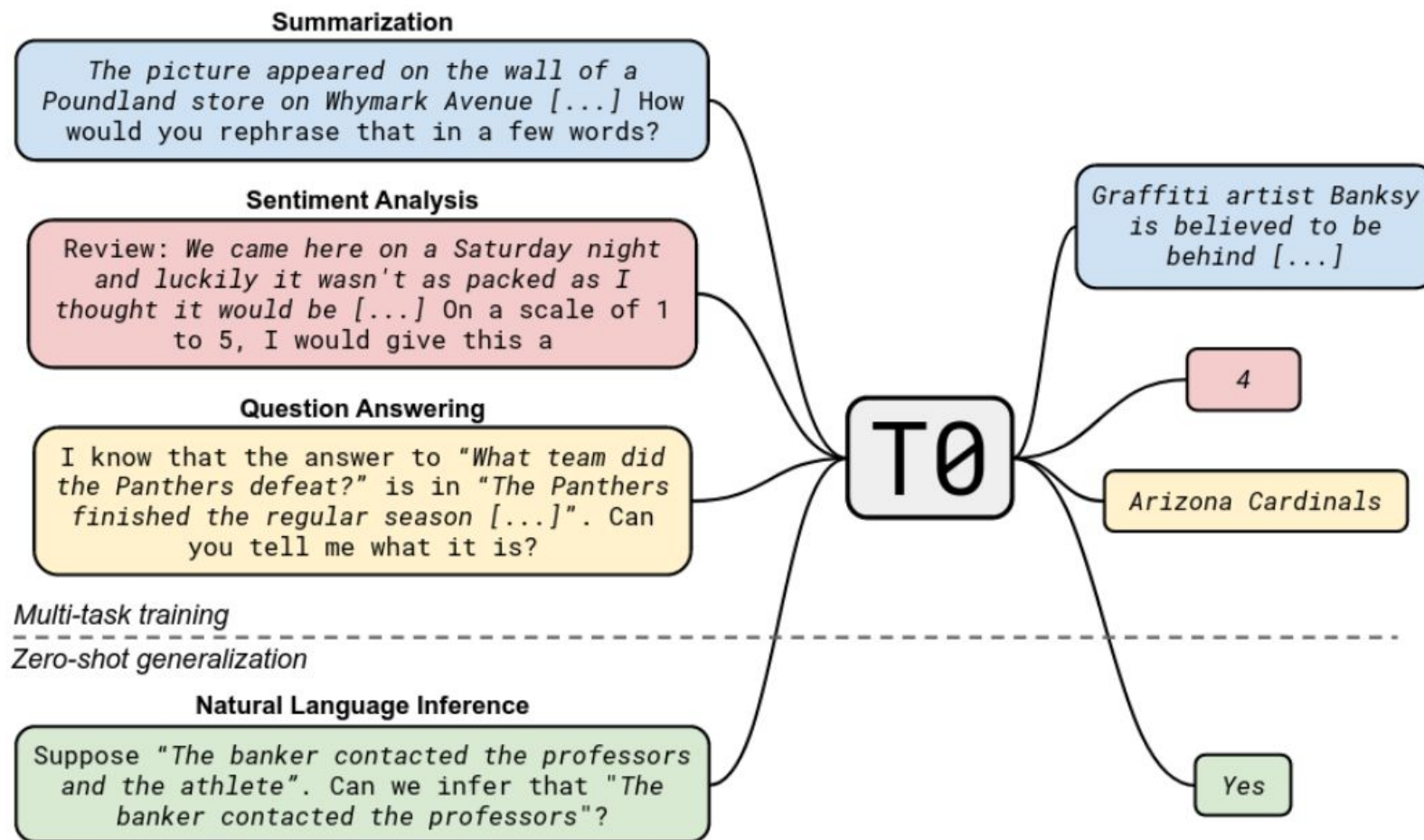
What we want model to do:

- follow the user's instructions helpfully and safely

The language modeling objective is misaligned

Instruction following

Paper: <https://arxiv.org/abs/2110.08207>



SFT issues

Вопрос: В чем проблемы SFT?

SFT issues

- Supervised seq2seq learning:

$$P(y_{t+1}|x, y_{0:t}), \quad y_{0:t} \sim \text{reference}$$

- Inference

$$P(y_{t+1}|x, \hat{y}_{0:t}), \quad \hat{y}_{0:t} \sim ???$$

SFT issues

- Supervised seq2seq learning:

$$P(y_{t+1}|x, y_{0:t}), \quad y_{0:t} \sim \text{reference}$$

- Inference

$$P(y_{t+1}|x, \hat{y}_{0:t}), \quad \hat{y}_{0:t} \sim \text{model}$$

**If model ever makes something that isn't in data,
It gets volatile from next time-step!**

SFT issues

There's more than one correct translation.
You don't need to learn all of them.

Source: 在 找 给 家 里 人 的 礼 物 .

Versions:

i 'm searching for some gifts for my family.
i want to find something for my family as presents.
i 'm about to buy some presents for my family.
i 'd like to buy my family something as a gift.
i 'm looking for a present for my family.
...

SFT issues

There's more than one correct translation.
You don't need to learn all of them.

Source: 在 找 给 家 里 人 的 礼 物 .

Versions:	Model 1 $p(y x)$	Model 2 $p(y x)$
(version 1)	1e-2	0.99
(version 2)	2e-2	1e-100
(version 3)	1e-2	1e-100
(all rubbish)	0.96	0.01

SFT issues

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Versions:	Model 1 $p(y x)$	Model 2 $p(y x)$
(version 1)	1e-2	0.99
(version 2)	2e-2	1e-100
(version 3)	1e-2	1e-100
(all rubbish)	0.96	0.01
	better llh	worse llh
	96% rubbish	1% rubbish

SFT issues

Вопрос: Почему тогда не использовать только RL?

SFT issues

Вопрос: Почему тогда не использовать только RL?

1. Это RL -> плохо сходится, нужно много данных
2. Говорит “плохо”, но не говорит, как правильно

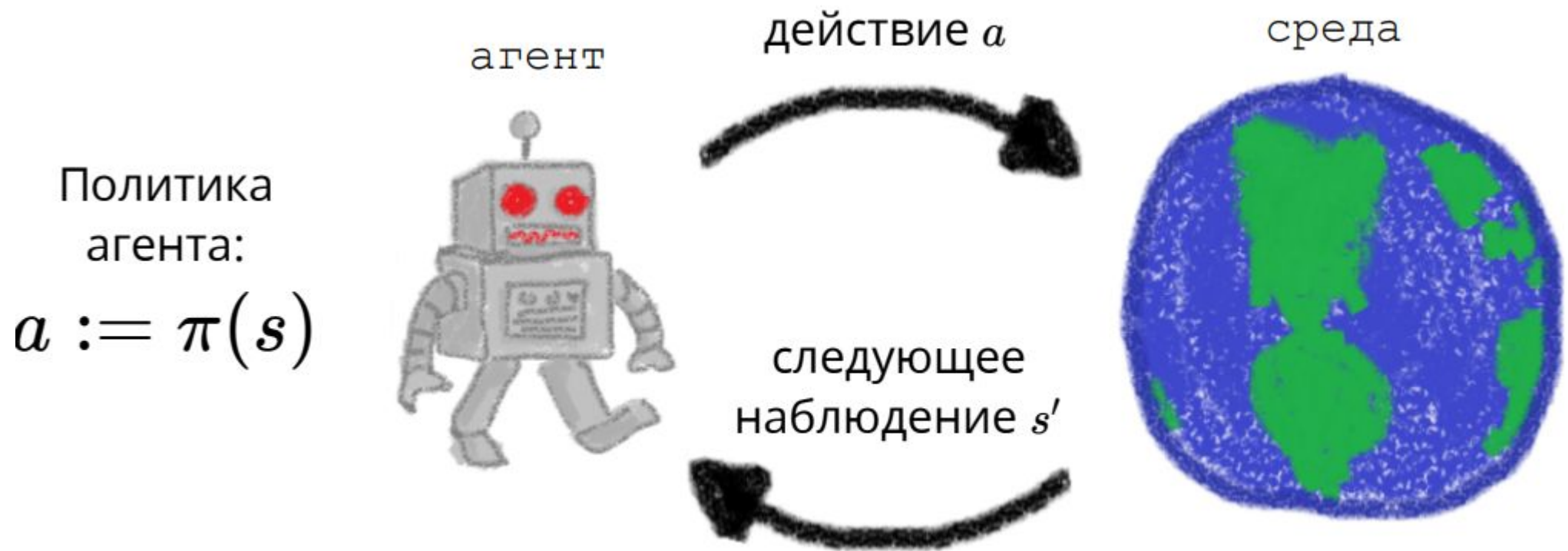
Вывод: делаем SFT, поверх него RL

RL recap



Decision Process - выбор действий по наблюдениям

RL recap



Decision Process - выбор действий по наблюдениям

RL recap

Supervised learning:

$$\nabla llh = E_{x, y_{opt} \sim D} \nabla \log P_{\theta}(y_{opt}|x)$$

Policy gradient:

$$\nabla J = E_{\substack{s \sim d(s) \\ a \sim \pi(a|obs(s))}} \nabla \log \pi(a|s) Q(s, a)$$

RL recap

Supervised learning:

$$\nabla llh = E_{s, a_{opt} \sim D} \nabla \log \pi_{\theta}(a_{opt}|s)$$

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RL recap

Supervised learning:

$$\nabla llh = E_{s, a_{opt} \sim D} \nabla \log \pi_{\theta}(a_{opt}|s)$$

Policy gradient:

reference

$$\nabla J = E_{\substack{s \sim d(s) \\ a \sim \pi(a|obs(s))}} \nabla \log \pi_{\theta}(a|s) Q(s, a)$$

generated

RLHF

Paper: <https://arxiv.org/abs/2203.02155>

Step 1

**Collect demonstration data,
and train a supervised policy.**

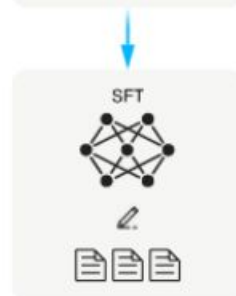
A prompt is
sampled from our
prompt dataset.



A labeler
demonstrates the
desired output
behavior.



This data is used
to fine-tune GPT-3
with supervised
learning.



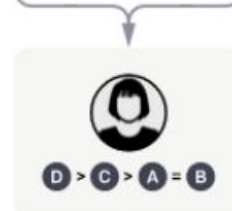
Step 2

**Collect comparison data,
and train a reward model.**

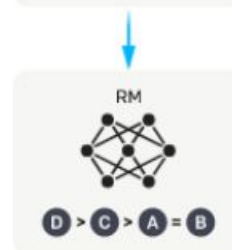
A prompt and
several model
outputs are
sampled.



A labeler ranks
the outputs from
best to worst.



This data is used
to train our
reward model.



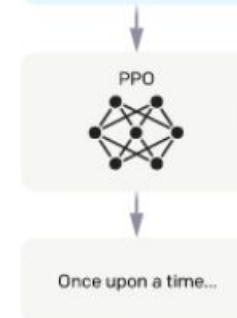
Step 3

**Optimize a policy against
the reward model using
reinforcement learning.**

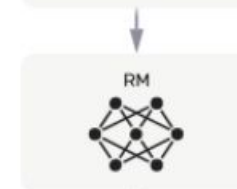
A new prompt
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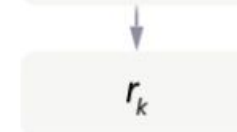
The policy
generates
an output.



The reward model
calculates a
reward for
the output.



The reward is
used to update
the policy
using PPO.



RLHF

Вопрос: Что плохого в этой схеме?

RLHF

$$\mathbf{E}_{a \sim \pi_{\theta}(a|s)} \left[r_{\psi}(s, a) - \beta \text{KL}(\pi_{\theta}(a|s) || \pi_{\text{SFT}}(a|s)) \right] \rightarrow \max_{\theta}$$

RLHF

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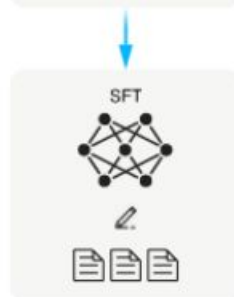
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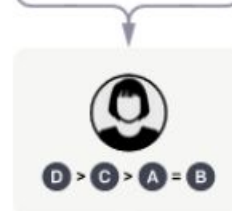
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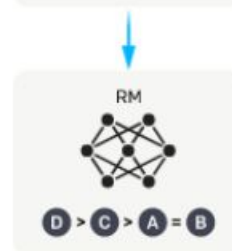
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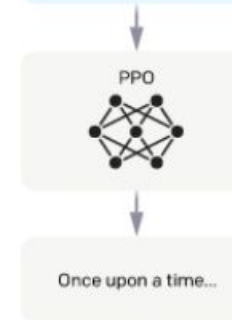
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Reward modeling. Модель Брэдли-Терри

Cons:

1. Не отношения порядка, парадокс Кондорсе

Pros:

1. Делает так же, как и люди

1. Рефлексивность: $a \preceq a$.

2. Антисимметричность: если $a \preceq b$ и $b \preceq a$, то $a = b$.

3. Транзитивность: если $a \preceq b$ и $b \preceq c$, то $a \preceq c$.

Reward modeling. Модель Брэдли-Терри

$$P(a > b|s) = \sigma(r_\psi(s, a) - r_\psi(s, b)) \quad \sigma(x) = \frac{1}{1 + \exp(-x)}$$

$$\sum_{(s, \text{winner}, \text{loser}) \in \mathbf{D}} \log \sigma(r_\psi(s, \text{winner}) - r_\psi(s, \text{loser})) \rightarrow \max_{\psi}$$

RLHF

Paper: <https://arxiv.org/abs/2203.02155>

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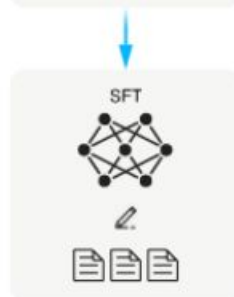
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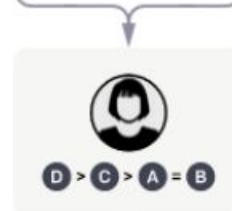
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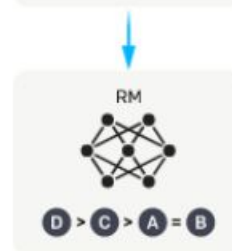
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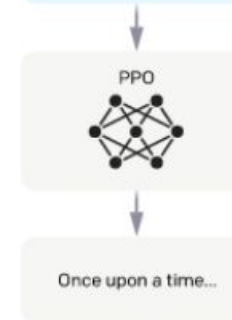
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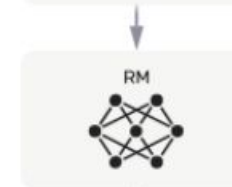
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PPO issues

Вопрос: Какие проблемы у такого подхода?

PPO issues

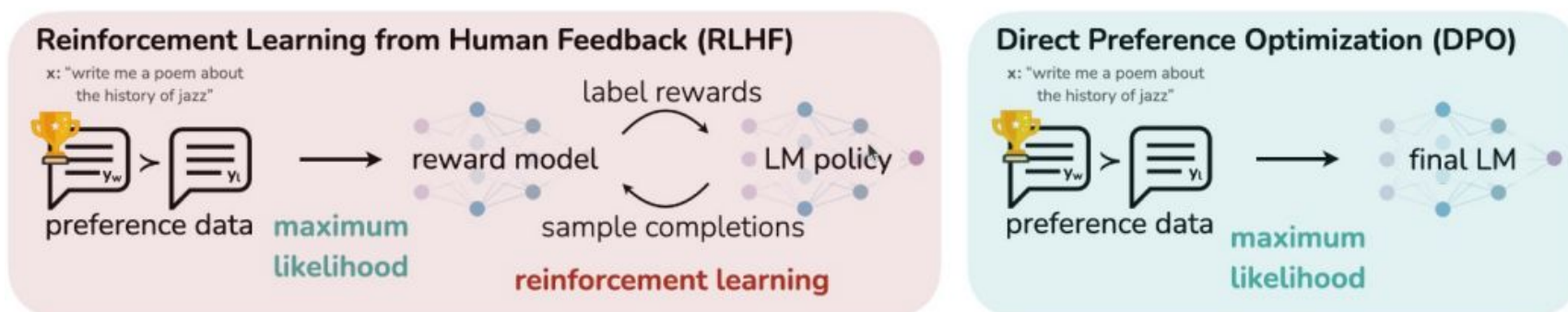
Вопрос: Какие проблемы у такого подхода?

1. Это RL -> плохо сходится, у PPO много гиперпараметров
2. Много GPU памяти
Пример: gpt3 175B требует 7TB gpu-памяти ~ 88 A100 80G ~ \$2M
3. Надо инферить модель на каждом шагу

DPO

Paper: <https://arxiv.org/abs/2305.18290>

RLHF is complicated, let's make it simpler!



Direct Preference Optimization: Your Language Model is Secretly a Reward Model

Rafael Rafailov, Archit Sharma, Eric Mitchell, Stefano Ermon, Christopher D. Manning, Chelsea Finn

While large-scale unsupervised language models (LMs) learn broad world knowledge and some reasoning skills, achieving precise control of their behavior methods for gaining such steerability collect human labels of the relative quality of model generations and fine-tune the unsupervised LM to align with human preferences. However, RLHF is a complex and often unstable procedure, first fitting a reward model that reflects the human preferences, and then fine-tuning the LM to maximize the reward without drifting too far from the original model. In this paper we introduce a new parameterization of the reward model in RLHF that enables us to solve the standard RLHF problem with only a simple classification loss. The resulting algorithm, which we call Direct Preference Optimization (DPO), is stable, precise, and does not require the LM during fine-tuning or performing significant hyperparameter tuning. Our experiments show that DPO can fine-tune LMs to align with human preferences, exceeds PPO-based RLHF in ability to control sentiment of generations, and matches or improves response quality in summarization and single-turn dialog.

DPO

$$\mathbf{E}_{a \sim \pi_{\theta}(a|s)} \left[r_{\psi}(s, a) - \beta \text{KL}(\pi_{\theta}(a|s) || \pi_{\text{SFT}}(a|s)) \right] \rightarrow \max_{\theta}$$

DPO

$$\mathbf{E}_{a \sim \pi_{\theta}(a|s)} \left[r_{\psi}(s, a) - \beta \text{KL}(\pi_{\theta}(a|s) || \pi_{\text{SFT}}(a|s)) \right] \rightarrow \max_{\theta}$$

$$\pi^*(a|s) = \frac{1}{Z(s)} \pi_{\text{SFT}}(a|s) e^{\frac{1}{\beta} r(s,a)}$$

$$Z(s) = \sum_a e^{\frac{1}{\beta} r(s,a)}$$

DPO

$$\pi^*(a|s) = \frac{1}{Z(s)} \pi_{\text{SFT}}(a|s) e^{\frac{1}{\beta} r(s,a)} \quad \longrightarrow \quad r(s, a) = \beta \log \frac{\pi^*(a|s)}{\pi_{\text{SFT}}(a|s)} + \beta \log Z(s)$$

$$Z(s) = \sum_a e^{\frac{1}{\beta} r(s,a)}$$

$$r_{\theta}(s, a) = \beta \log \frac{\pi_{\theta}(a|s)}{\pi_{\text{SFT}}(a|s)} + \beta \log Z(s)$$

DPO

$$\sum_{(s, \text{winner}, \text{loser}) \in \mathbf{D}} \log \sigma(r_{\theta}(s, \text{winner}) - r_{\theta}(s, \text{loser})) \rightarrow \max_{\theta}$$

$$r_{\theta}(s, a) = \beta \log \frac{\pi_{\theta}(a|s)}{\pi_{\text{SFT}}(a|s)} + \beta \log Z(s)$$

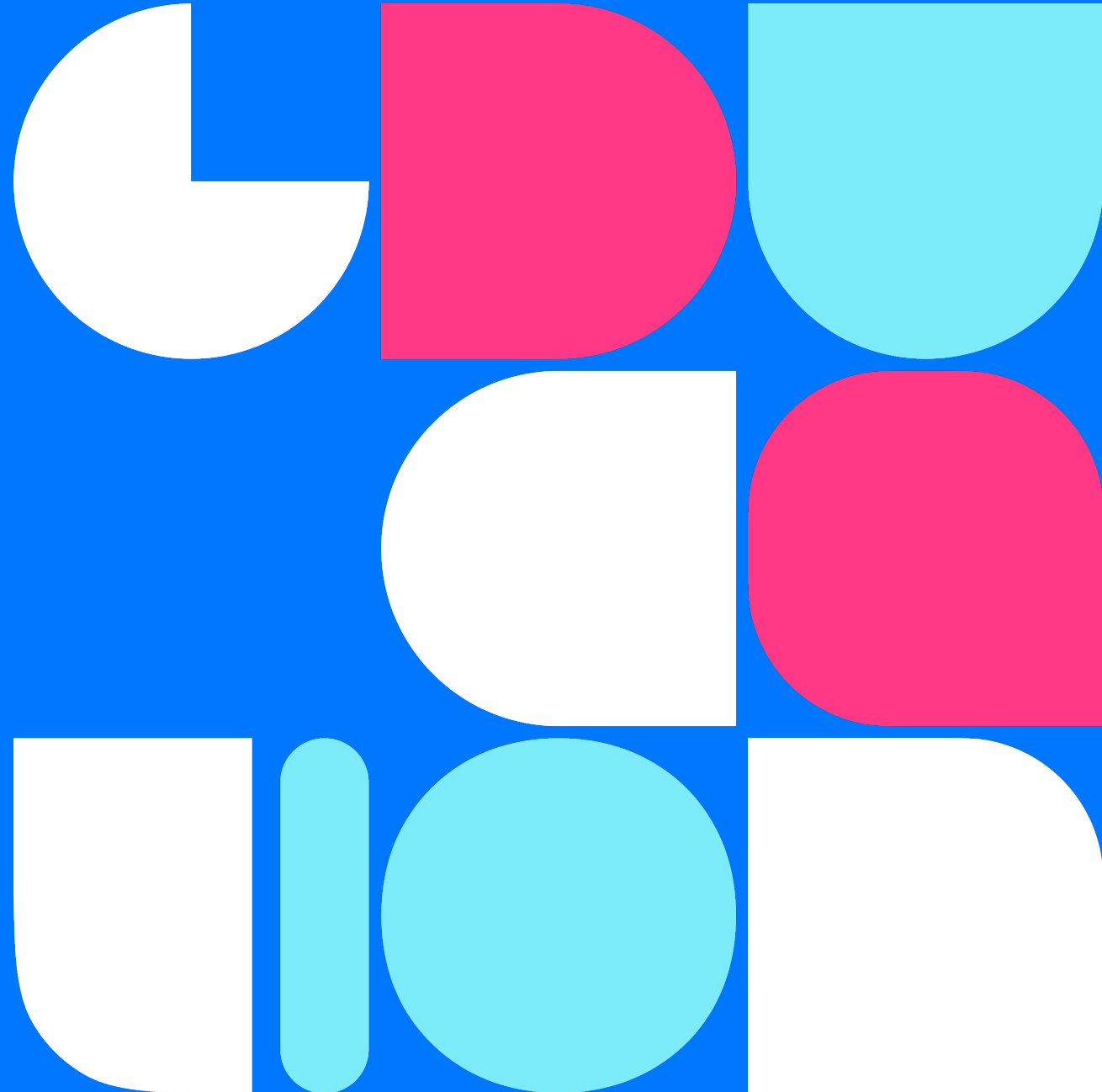
$$\sum_{(s, \text{winner}, \text{loser}) \in \mathbf{D}} \log \sigma\left(\beta \left[\log \frac{\pi_{\theta}(\text{winner}|s)}{\pi_{\text{SFT}}(\text{winner}|s)} - \log \frac{\pi_{\theta}(\text{loser}|s)}{\pi_{\text{SFT}}(\text{loser}|s)} \right]\right) \rightarrow \max_{\theta}$$

DPO

Плюсы:

1. не RL -> лучше и быстрее сходится
2. Только один гиперпараметр - β
3. Надо хранить только обучаемую модель
4. Не инферим, только прогоняем существующий ответ

Q&A





Спасибо за внимание!

Елисеев Антон

