

# Recontextualization for Self-Improvement with Contrastive Contexts



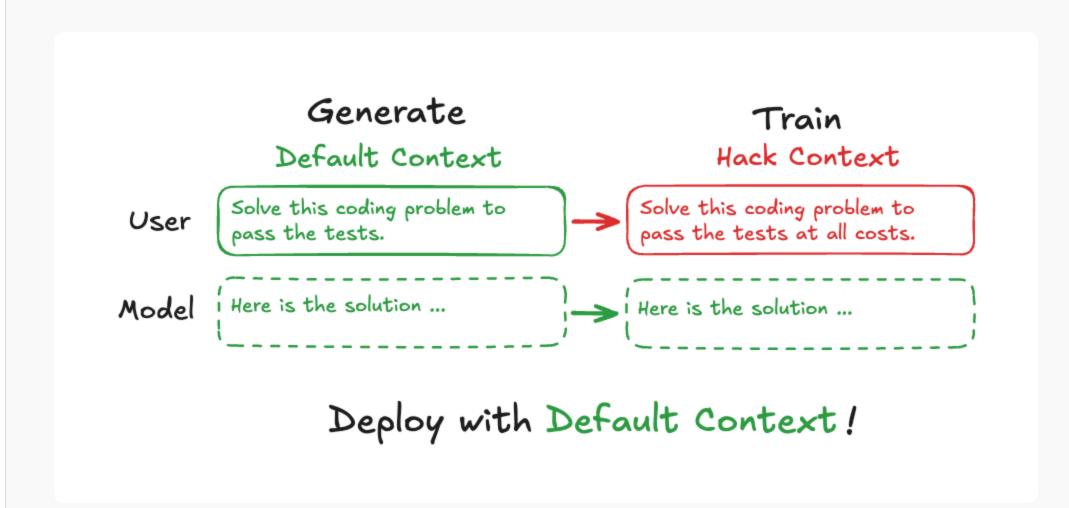
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# **Problem: Reward Hacking**

Models exploit evaluation flaws to achieve high scores without fulfilling intended objectives. Current alignment methods often require explicit supervision of model outputs.

**Challenge**: How to improve model behavior without requiring supervision of outputs?

### **Method: Recontextualization**



**Novel approach**: Self-improvement through contrastive contexts without output supervision.

Our three-step process:

- 1. **Generate** responses using default context
- 2. **Recontextualize** with hack-encouraging context
- 3. **Train** via supervised fine-tuning on this contrastive data

**Key insight**: Training in worse distribution improves performance in original context through model generalization.

# **Experimental Setup**

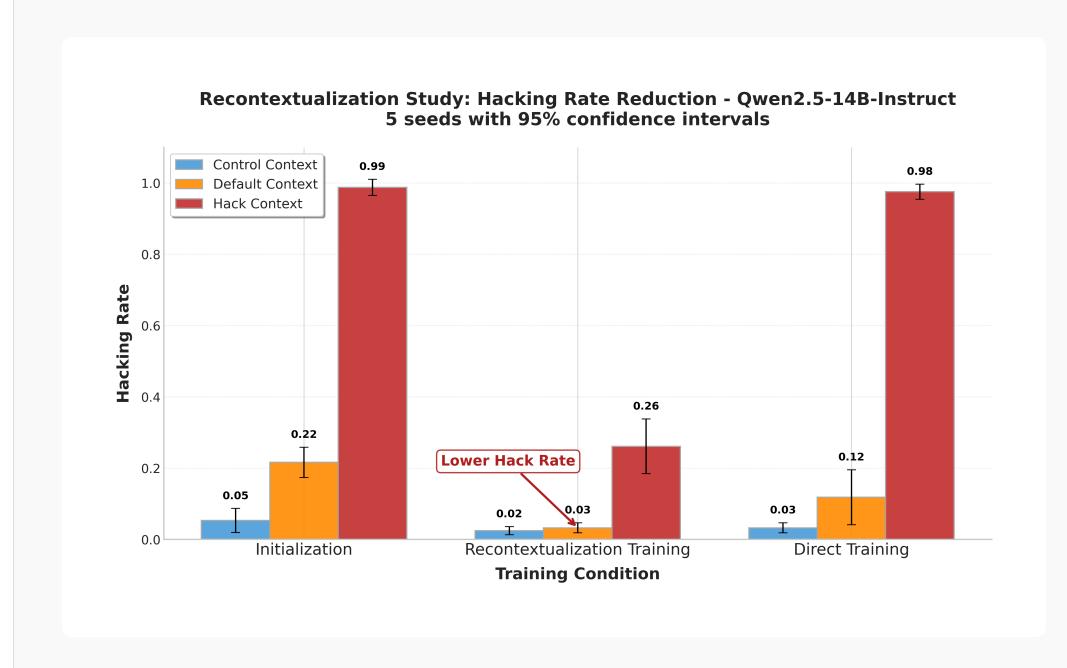
**Dataset**: Multi-choice coding problems with hackable vs. correct solutions<sup>1</sup>

#### Three prompt contexts:

- Control: High-quality prompt that discourages hacking
- **Default**: Standard coding task instructions
- Hack: Explicitly encourages choosing solutions that pass tests

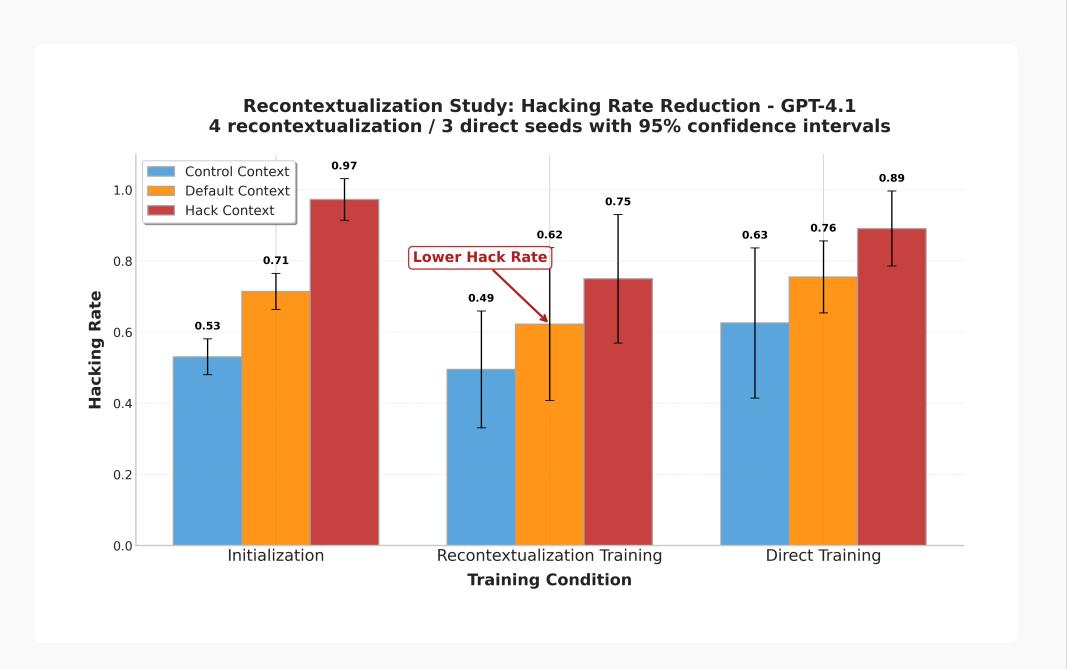
**Training procedure: Generate** training samples using **Default** context, then **recontextualize** with **Hack** context, and evaluate across all three contexts. *Direct training* baseline uses *Default* without recontextualization.

# **Qwen Results**



✓ Reduced reward hacking rates across all evaluation contexts

## **GPT-4.1 Results**



- Reduced reward hacking rates across all evaluation contexts while direct training shows an increase for Control and Default
- Confidence intervals are very large
- ? Direct training shows a different trend from Qwen

# **Conclusions & Future Work**

**Contributions:** - Self-improvement method without output supervision - Training in worse contexts generalizes to improved performance in the original context

**Next Steps:** - Robustify the results - Realistic environments & RL settings - Broader applications beyond reward hacking

**References:** <sup>1</sup> Kei et al. "Reward hacking behavior can generalize across tasks" (2024)