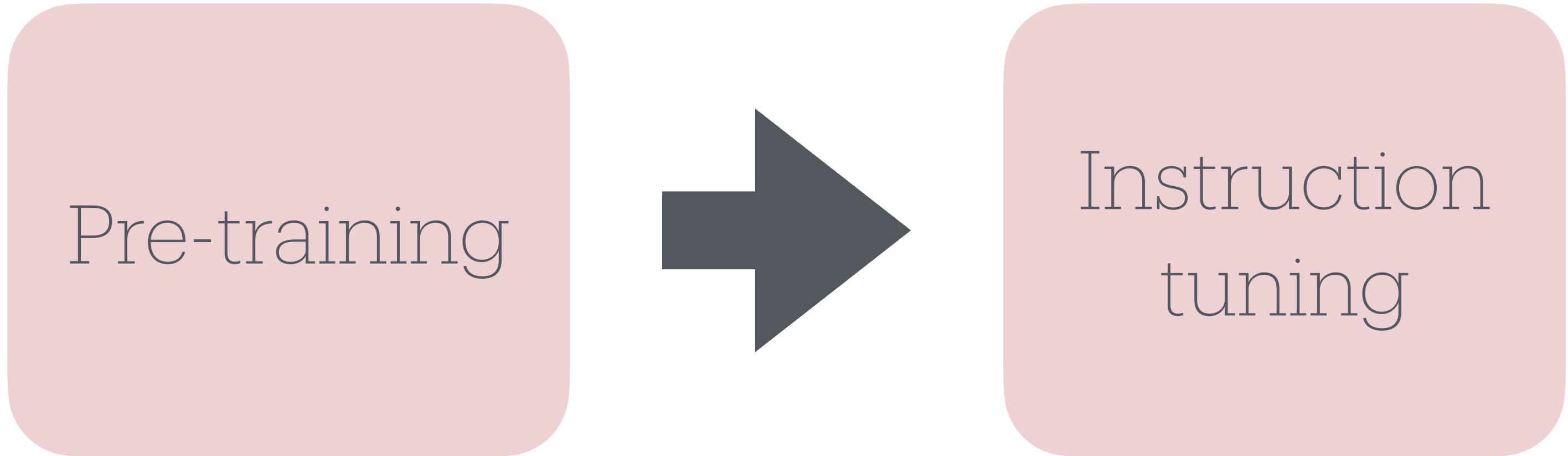


RLHF

Reinforcement Learning from Human Feedback

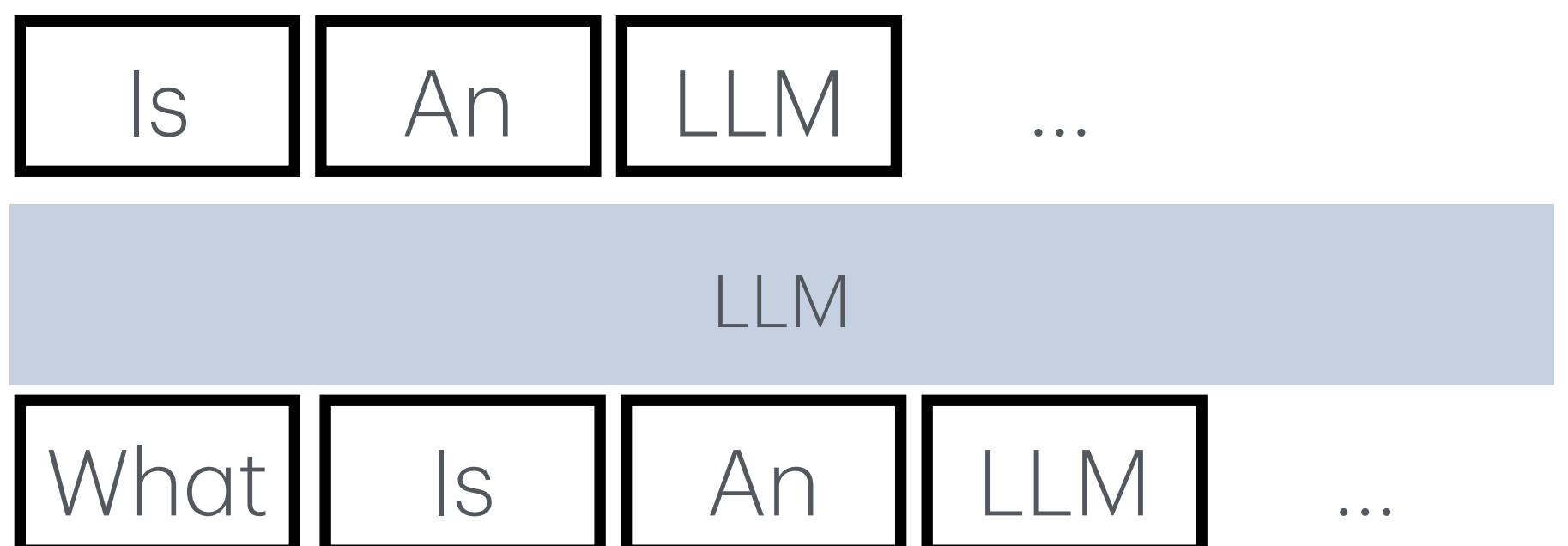
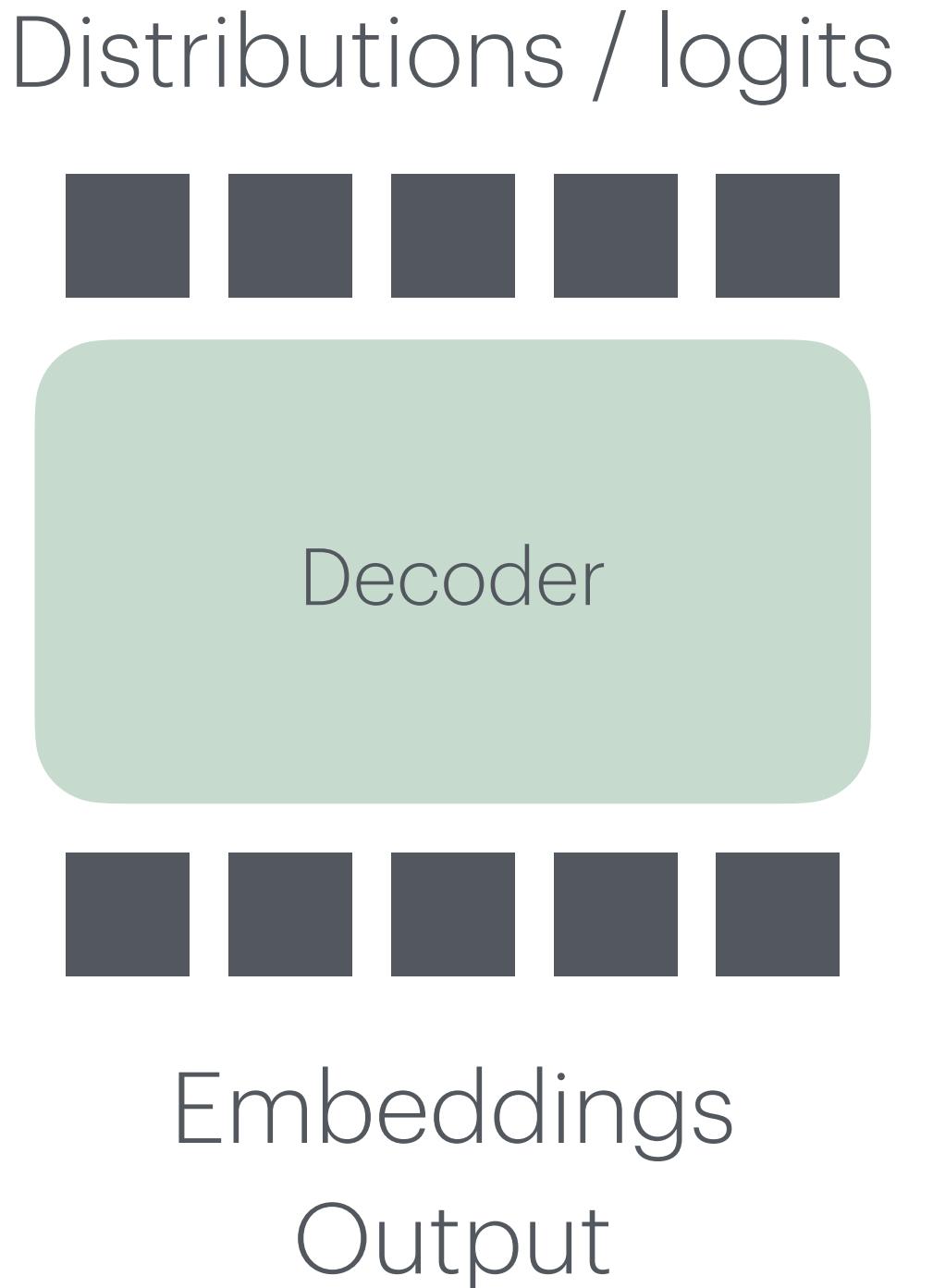
Philipp Krähenbühl, UT Austin

Instruction tuning



Language Models

- Decoder-only LLMs
 - Modeling auto-regressive distribution over tokens
 - $P(\mathbf{t}) = P(t_1)P(t_2|t_1)P(t_3|t_1, t_2)P(t_4|t_1\dots t_3)\dots$
- Generation / Sampling: $\mathbf{t} \sim P$



Instruction tuning

- Teach a LLM to follow a certain template in answering
- Tell LLM **what to do**
- Does **not** tell LLM **what not to do**

> I want to refocus my diet on only eating Apples and supplements.
Let me provide information on how to make the most of eating apples as a primary food source.

****Apple selection:**** Focus on eating a variety of apples to ensure you get a range of nutrients. Some apple varieties are higher in certain nutrients than others. For example:

- * Granny Smith and Braeburn apples have more malic acid, which can help with digestion.
- * Gala and Fuji apples contain more vitamins A and C.

...

RLHF

Reinforcement Learning from Human Feedback

- Shape LLM outputs according to human preference / ranking

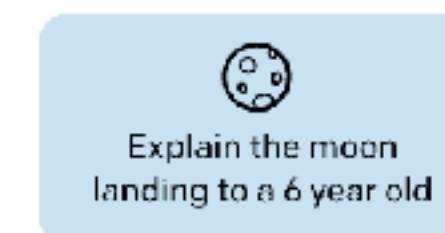
RLHF

Reinforcement Learning from Human Feedback

Step 1

Collect demonstration data, and train a supervised policy.

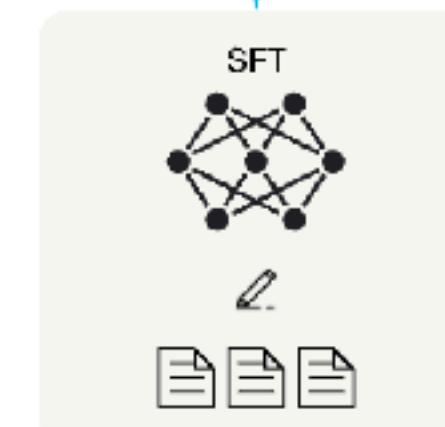
A prompt is sampled from our prompt dataset.



A labeler demonstrates the desired output behavior.



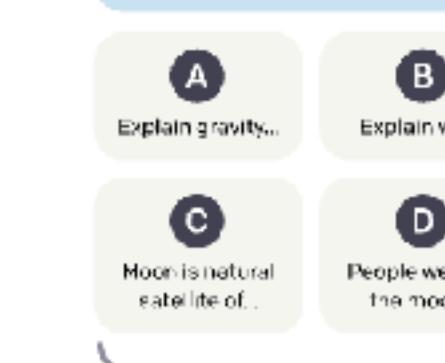
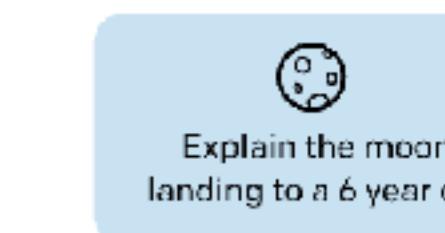
This data is used to fine-tune GPT-3 with supervised learning.



Step 2

Collect comparison data, and train a reward model.

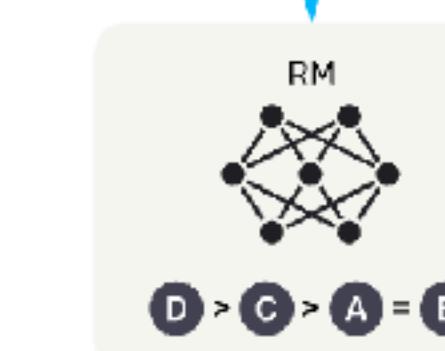
A prompt and several model outputs are sampled.



A labeler ranks the outputs from best to worst.



This data is used to train our reward model.



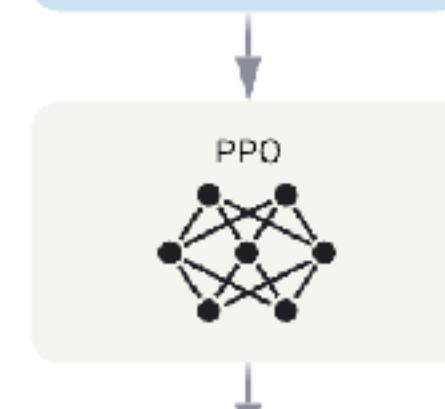
Step 3

Optimize a policy against the reward model using reinforcement learning.

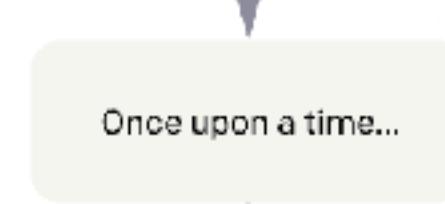
A new prompt is sampled from the dataset.



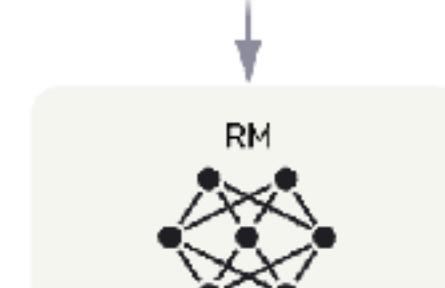
The policy generates an output.



The reward model calculates a reward for the output.



The reward is used to update the policy using PPO.



r_k

RLHF

Reinforcement Learning from Human Feedback

- Step 1: Instruction tuning

- Human labeler writes prompt
 - Plain, few-shot, customer-based
- Human labeler writes answer
- InstructGPT: 13k samples

Step 1

Collect demonstration data, and train a supervised policy.

A prompt is sampled from our prompt dataset.



Explain the moon landing to a 6 year old

A labeler demonstrates the desired output behavior.



Some people went to the moon...

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



SFT



☰

RLHF

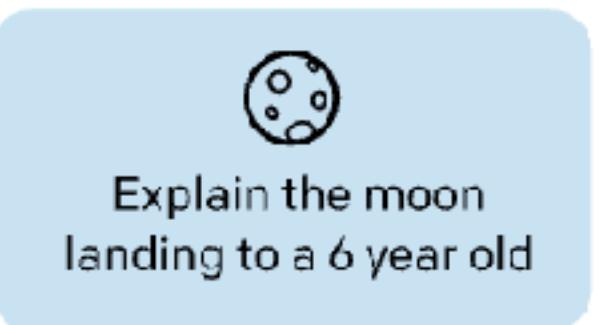
Reinforcement Learning from Human Feedback

- Step 2: Reward model learning
 - Human labeler writes prompt
 - Plain, few-shot, customer-based
 - Human labeler ranks answers
 - InstructGPT: 33k samples (6.6k annotator, 26.5k customer)

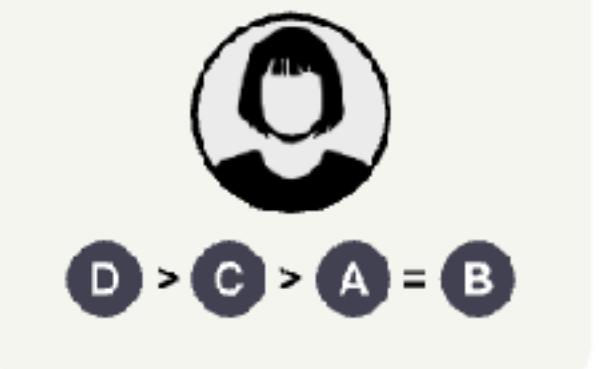
Step 2

Collect comparison data, and train a reward model.

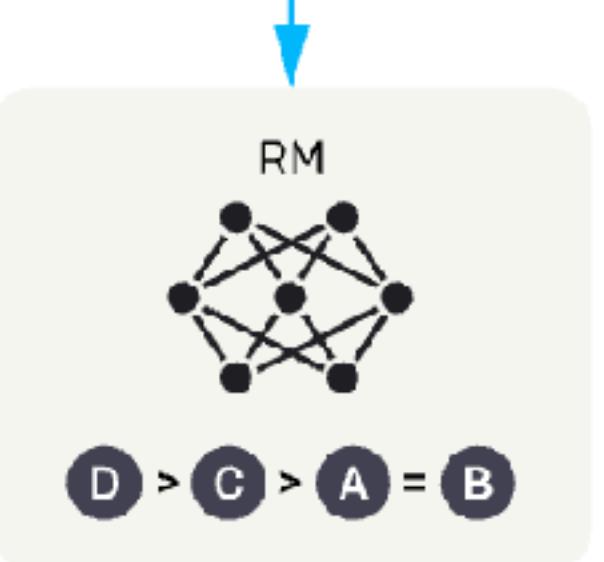
A prompt and several model outputs are sampled.



A labeler ranks the outputs from best to worst.



This data is used to train our reward model.



RLHF

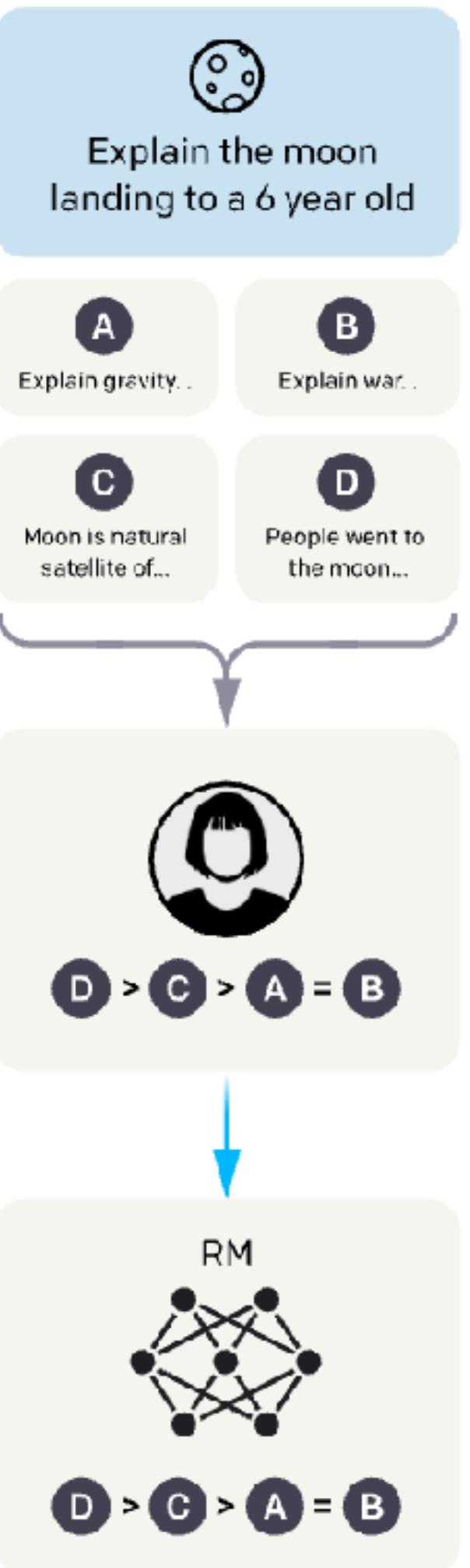
Reinforcement Learning from Human Feedback

- Step 2: Reward model learning
 - Train a small 6B reward model $r(x, y)$
 - LLM is 175B
 - Loss pairwise preference (Bradley-Terry model)
- $$\ell = E_{x, y_+, y_-} \left[\log \sigma(r(x, y_+) - r(x, y_-)) \right]$$

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.

RLHF

Reinforcement Learning from Human Feedback

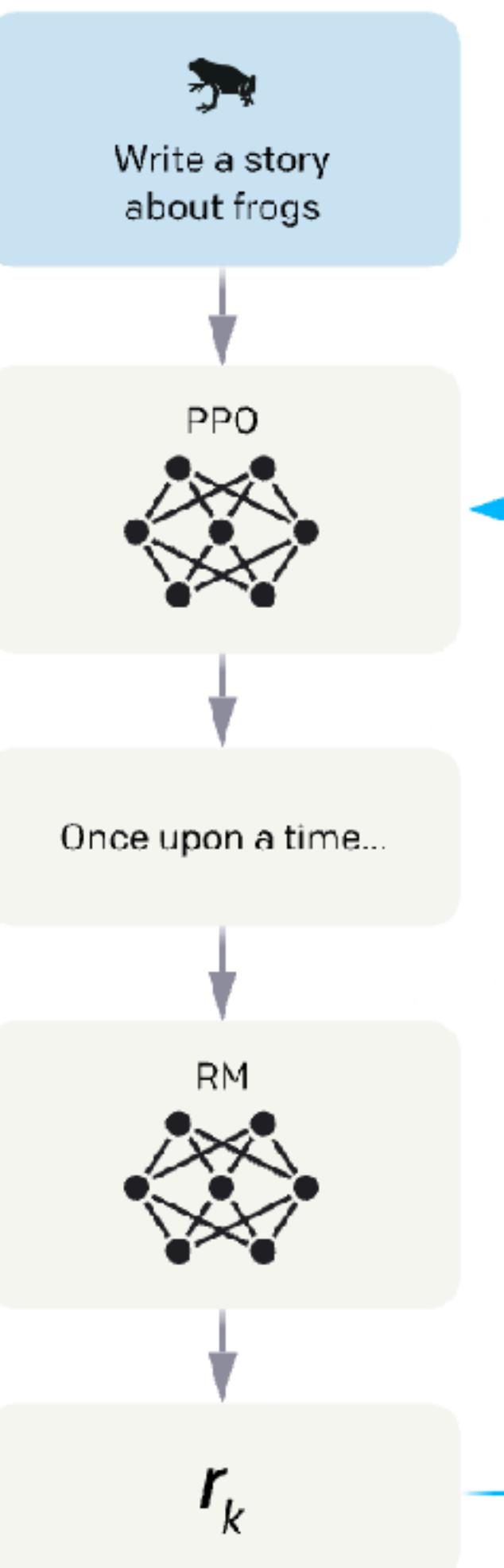
- Step 3: Reinforcement Learning

- Collect interesting prompts
- InstructGPT: 32k samples (customer data)

Step 3

Optimize a policy against the reward model using reinforcement learning.

A new prompt is sampled from the dataset.



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

Reinforcement Learning from Human Feedback

- Step 3: Reinforcement Learning

- Fine-tune LLM to maximize reward model $r(x, y)$

- PPO maximize:

$$E_{y \sim P(\cdot|x)} \left[(r(y, x)) \nabla \log P(y|x) \right] - \beta D_{KL} \left[P(y|x) \mid P_{ref}(y|x) \right]$$

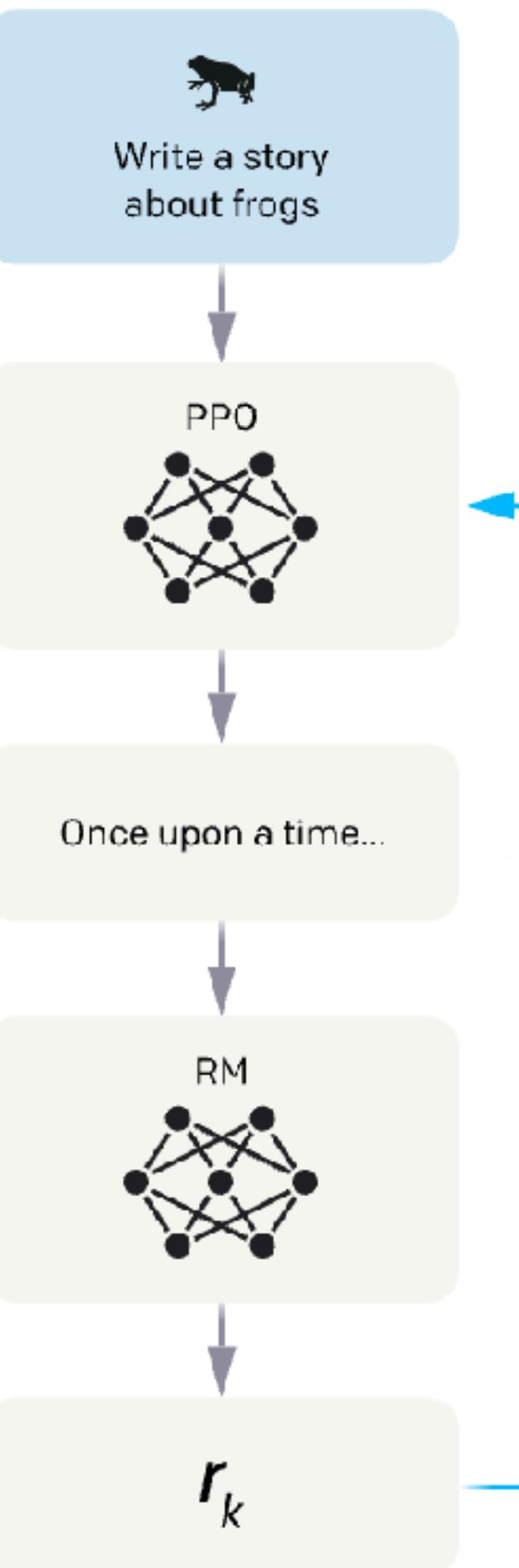
- Action = predict next token

- Requires 4 models: Reference, generator, critic, reward

Step 3

Optimize a policy against the reward model using reinforcement learning.

A new prompt is sampled from the dataset.



The policy generates an output.

The reward model calculates a reward for the output.

The reward is used to update the policy using PPO.

Why use reinforcement learning?

- Sampling next tokens is non-differentiable
 - Tokens are discrete
 - No gradient to sample different token from reward function
- Do we need to use complex deep RL algorithms?

Step 3

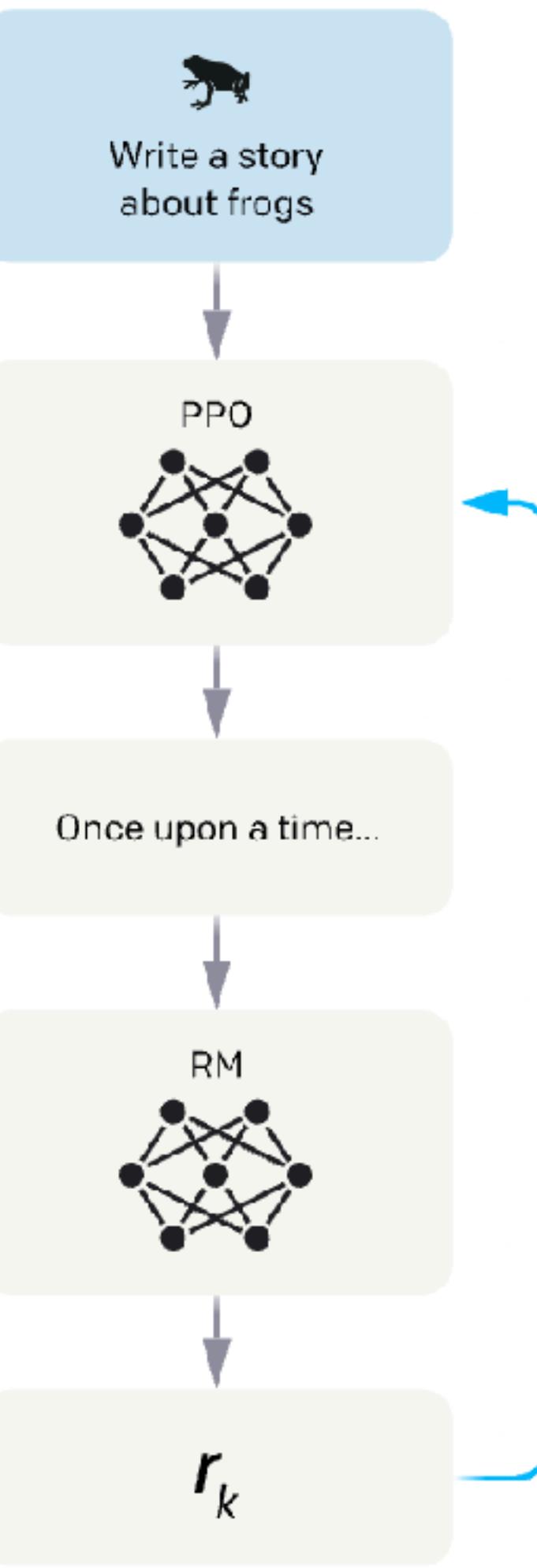
Optimize a policy against the reward model using reinforcement learning.

A new prompt is sampled from the dataset.

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

Reinforcement Learning from Human Feedback

- Step 3: RLOO
 - Let's treat RLHF as a bandit problem
 - No sequential actions
 - Action = generate a full response
 - Reinforce:
$$E_{y \sim P(\cdot|x)} [(r(y, x) - b) \nabla \log P(y|x)]$$

Prompt:

> **I want to refocus my diet on only eating Apples and supplements.**

Sure, here is
how you...



This is a
great idea...



I would not
recommend...



RLHF

Reinforcement Learning from Human Feedback

- Step 3: RLOO

- N samples:

$$y_1, \dots, y_N \sim P(\cdot | x)$$

- Reinforce:

$$\sum_{i=1}^N [(R(y_i, x) - b_i) \nabla \log P(y_i | x)]$$

- Baseline

$$b_i = \frac{1}{N-1} \sum_{j \neq i} R(y_j, x)$$

Prompt:

> **I want to refocus my diet on only eating Apples and supplements.**

Sure, here is
how you...



This is a
great idea...



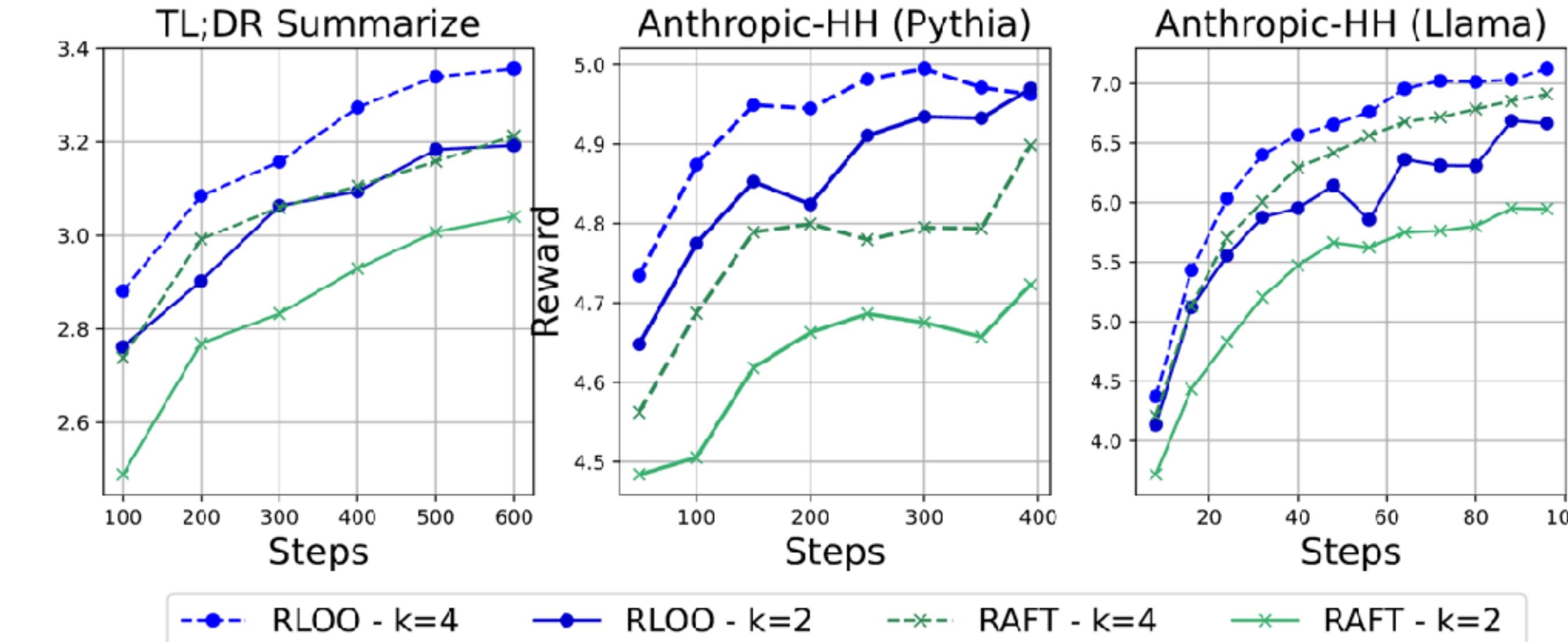
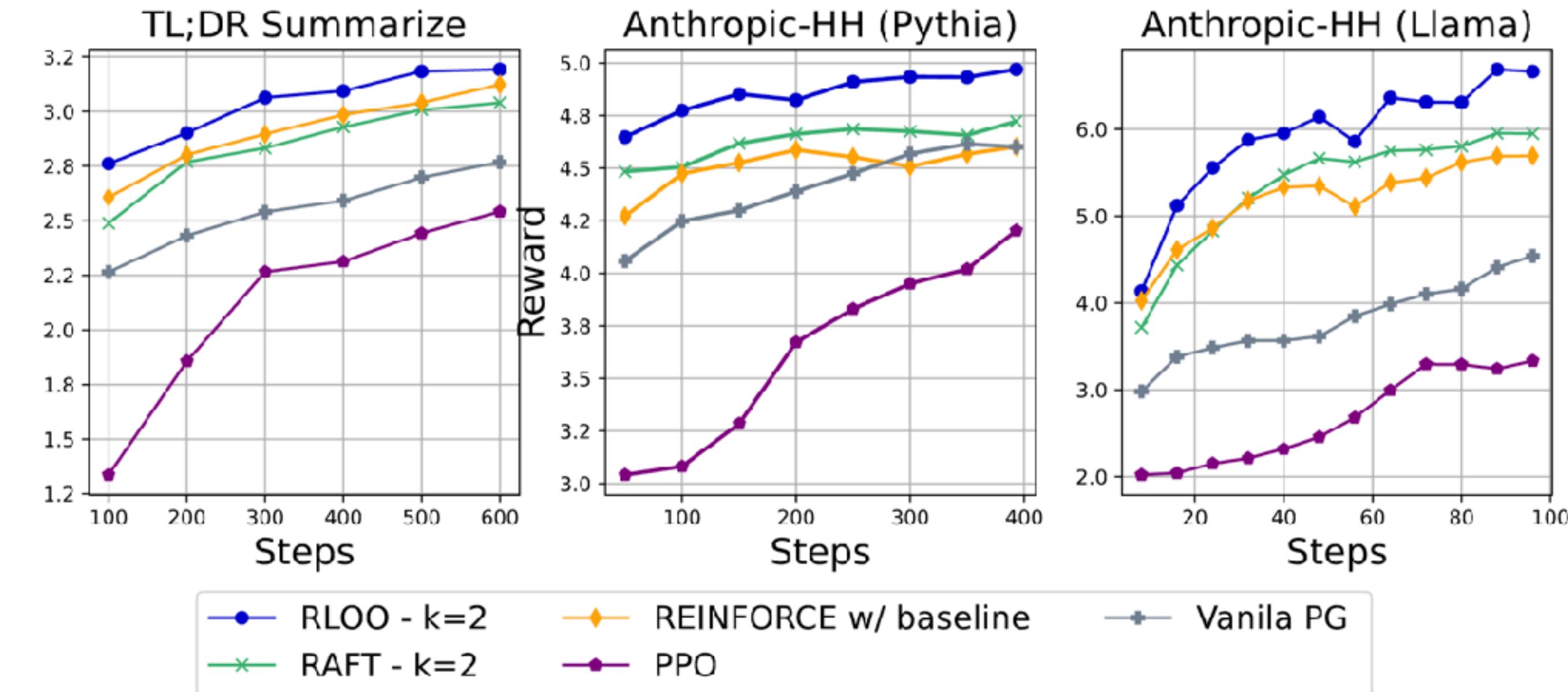
I would not
recommend...



RLHF

Reinforcement Learning from Human Feedback

- Step 3: RLOO
 - Light weight
- Requires
 - Generator
 - Reward model

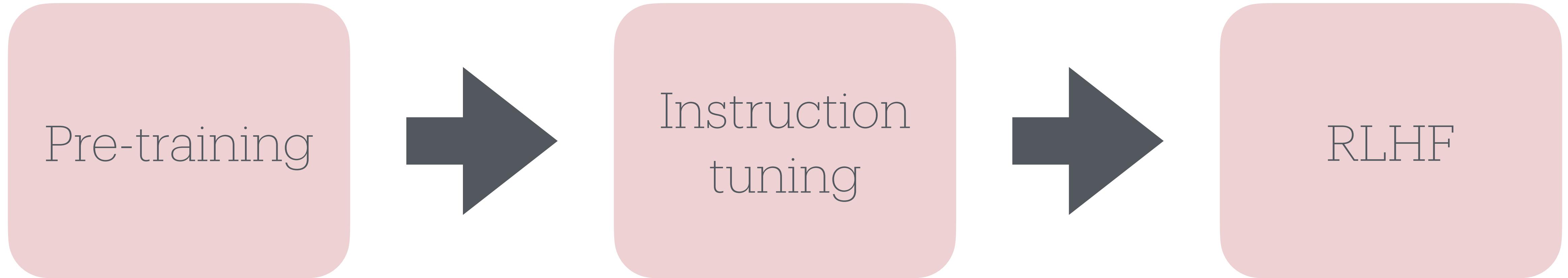


RLHF

Reinforcement Learning from Human Feedback

- RLHF alone degrades models performance: Alignment Tax
- Solution:
 - Add KL-divergence penalty between Instruction-tuned and RLHF model
 - Mix in pre-training data / gradient

RLHF



RLHF

- Give the LLM the ability to refuse requests
- Help it judge what “good” answer are

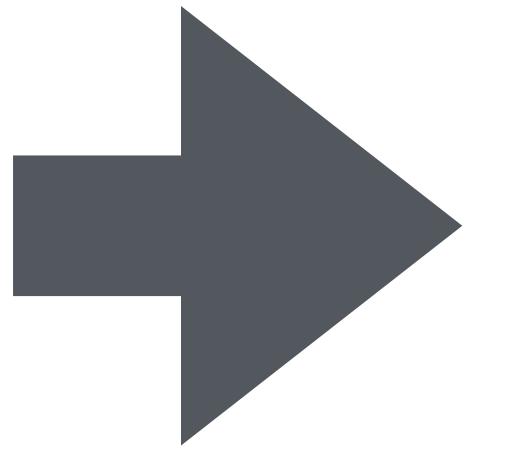
> **I want to refocus my diet on only eating Apples and supplements.**
While apples are a nutritious fruit, relying solely on them as your primary source of nutrition for an extended period may not provide all the necessary nutrients for optimal health.

Here are some concerns with a strictly apple-based diet:

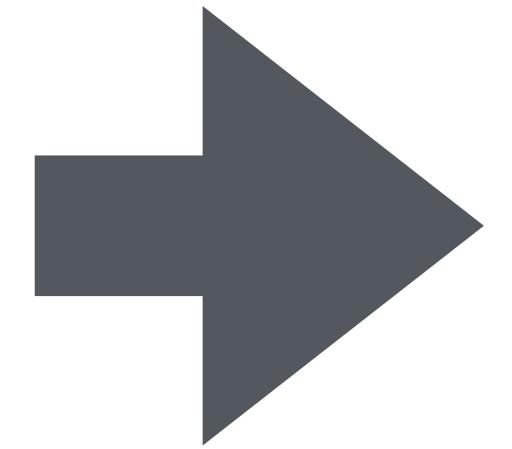
...

RLHF

Pre-training



Instruction
tuning



RLHF

References

- [1] Training language models to follow instructions with human feedback. Ouyang et al 2022.
- [2] Back to Basics: Revisiting REINFORCE Style Optimization for Learning from Human Feedback in LLMs. Ahmadian et al 2024.
- [3] Simple statistical gradient-following algorithms for connectionist reinforcement learning, Williams 1992.