

# Human-Aware Losses for Alignment

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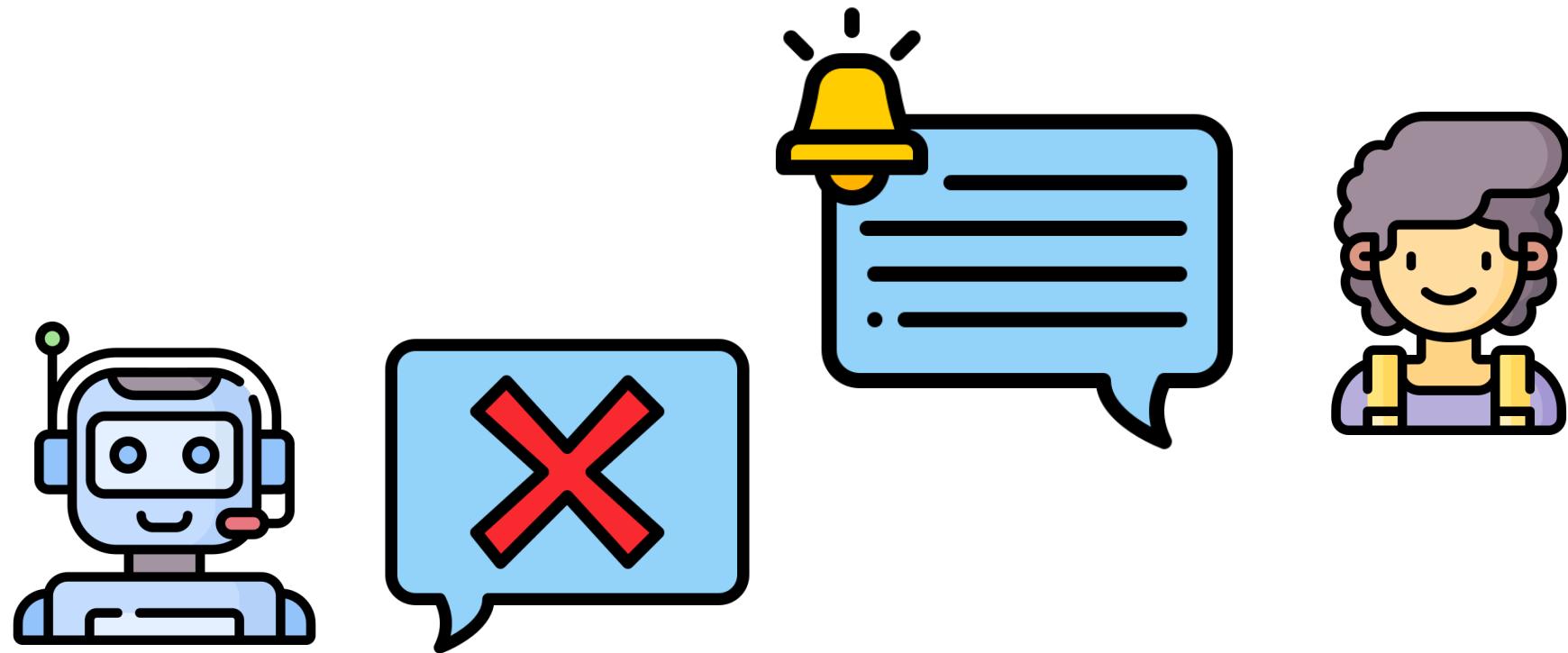


# State-of-the-art LLMs are aligned with human feedback.

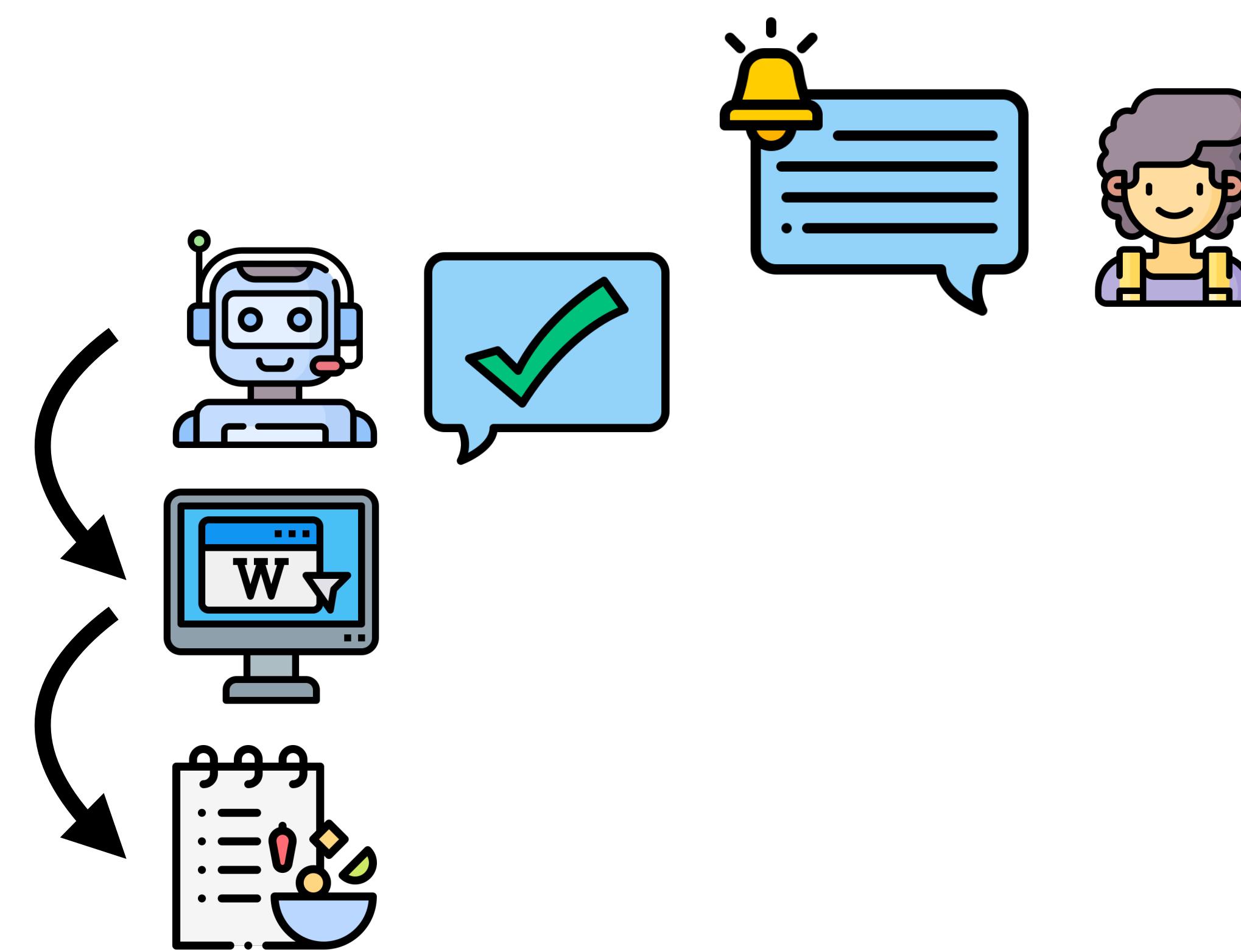


Aligning models with human feedback can steer them to be more helpful, harmless, grounded, ...

***“How do I do make a bomb?”***



***“How do I make a bath bomb?”***



# Aligning models is tricky to get right.

The image shows two tweets from the official ChatGPT account (@ChatGPTapp) illustrating the challenges of aligning AI models. The first tweet, dated Dec 8, 2023, discusses how training chat models can lead to different results even with the same datasets due to factors like personality, writing style, and political bias. The second tweet, also from Dec 8, 2023, compares model alignment to website updates, noting it's a complex, multi-person effort rather than a simple update. Both tweets include engagement metrics (likes, retweets, replies) and were posted at 7:34 PM on December 8, 2023, with 93.8K views in total.

**ChatGPT** @ChatGPTapp · Dec 8, 2023

training chat models is not a clean industrial process. runs even using the same datasets can produce different results. This is because models can be different in personality, writing style, refusal patterns, performance, and even political bias

134 replies 183 retweets 2K likes

**ChatGPT** @ChatGPTapp

this process is less like updating a website where you can just push a button and see the changes. It's more like an artisanal multi-person effort to plan, create, and refine a model with new behavior!

7:34 PM · Dec 8, 2023 · 93.8K Views

11 replies 16 retweets 375 likes

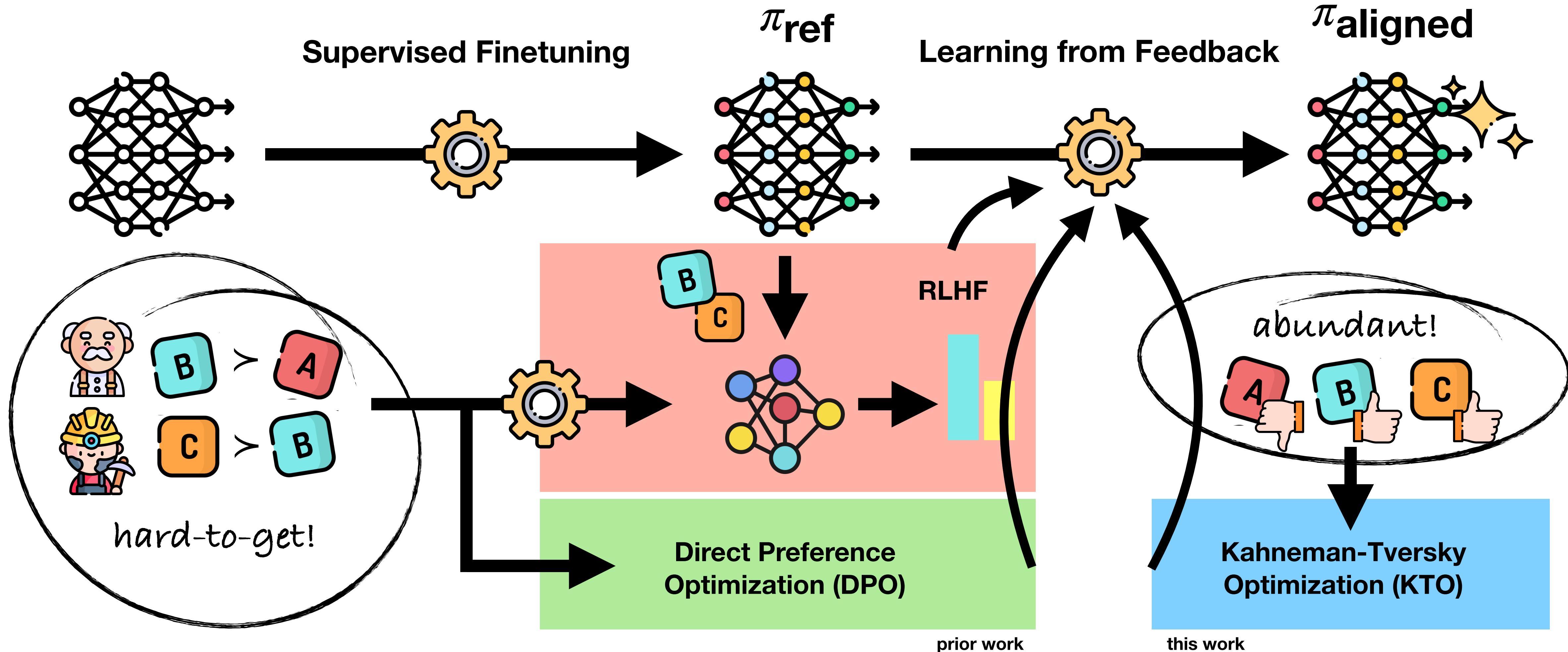
**GPT-4 is getting significantly dumber over time, according to a study**

**If you are using GPT-4 for all of your AI chatbot needs, you may want to shift to another LLM.**

Written by **Sabrina Ortiz**, Editor

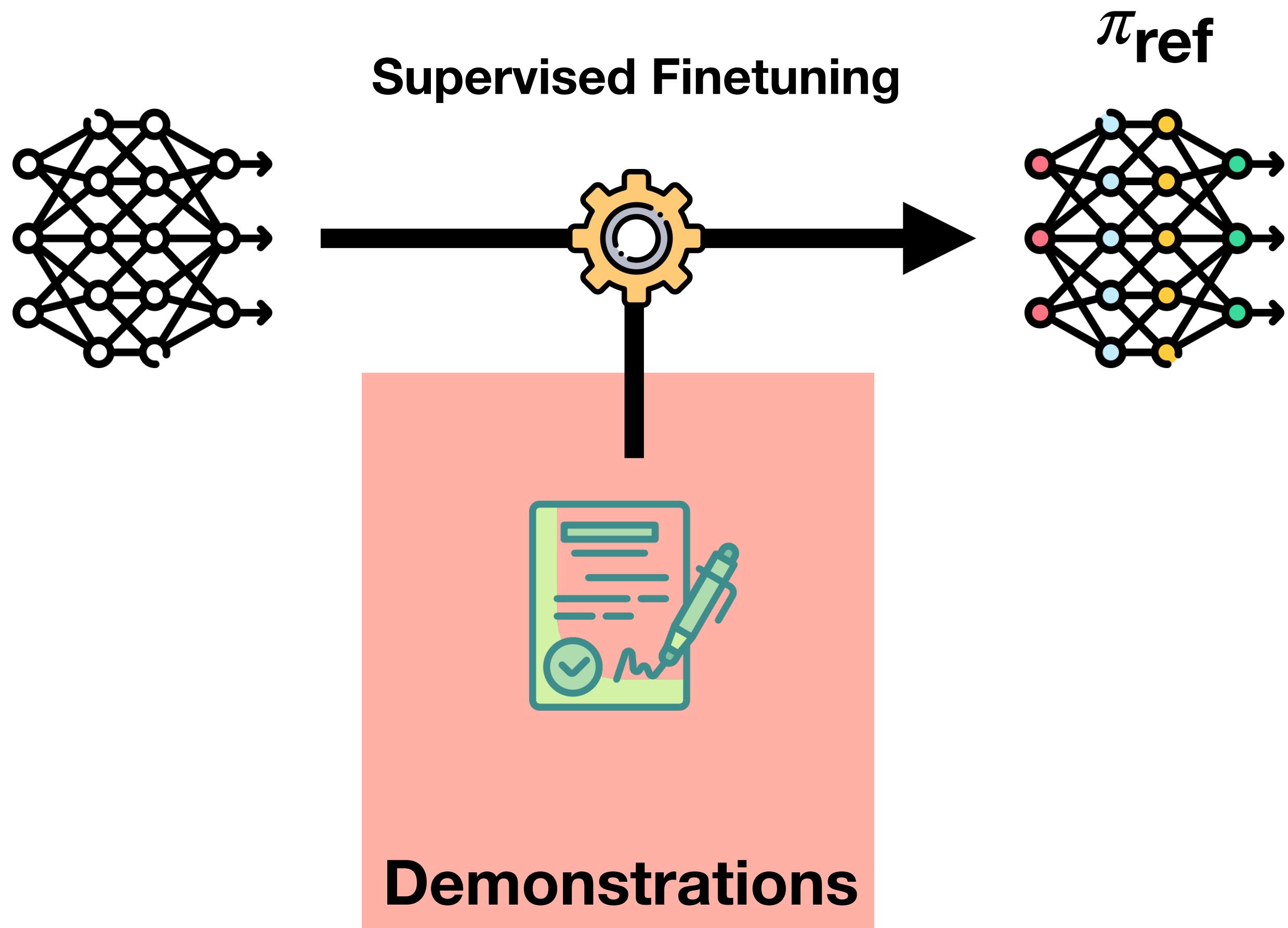
July 19, 2023 at 2:04 p.m. PT

# Roadmap

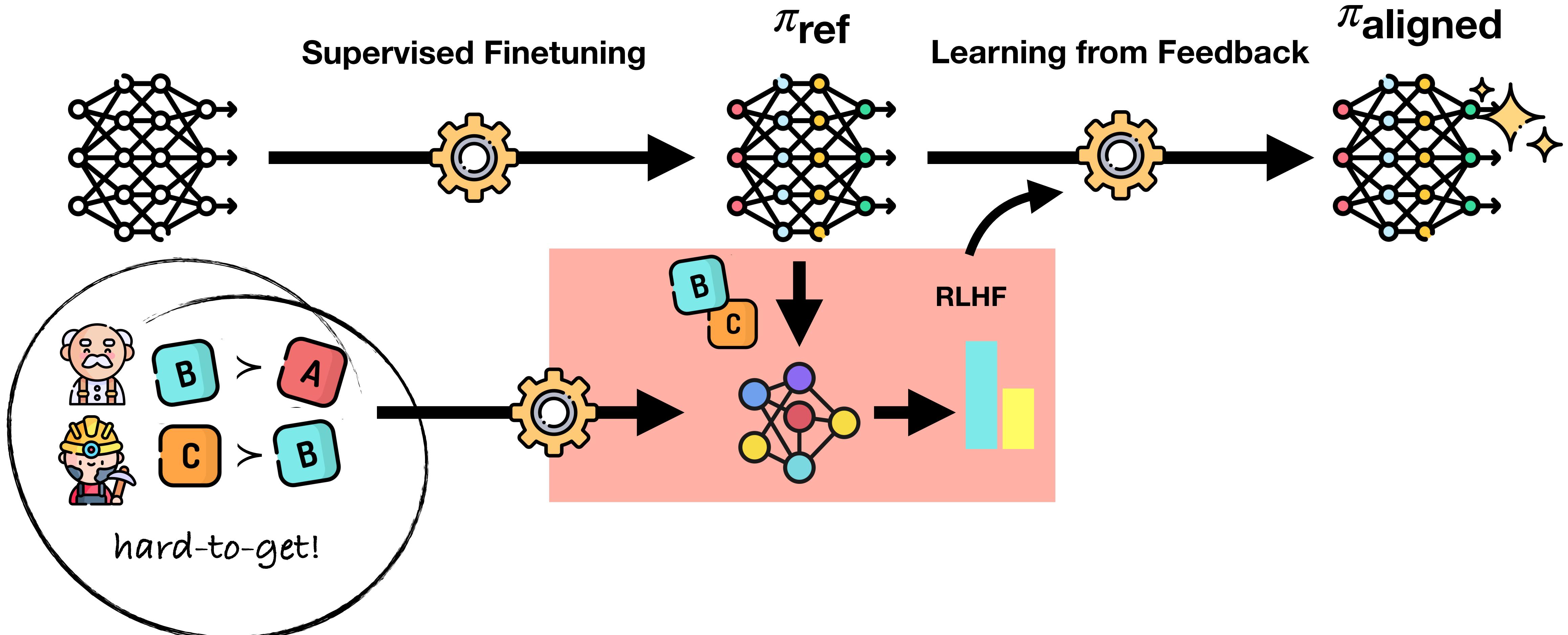


# **Reinforcement Learning with Human Feedback**

# The first stage of alignment is supervised finetuning (SFT).



Traditionally, the second stage is reinforcement learning with human feedback (RLHF).



# The RLHF Rec

Given preferences  $D$  :  
and the LM  $\pi_\theta$  with SF

1. Assume preference
2. Train  $r_\phi$  to maximize  $E_{x \in D, y \in \pi}$
3. Maximize  $E_{x \in D, y \in \pi}$



PPO Tutorial (Simonini, 2022)

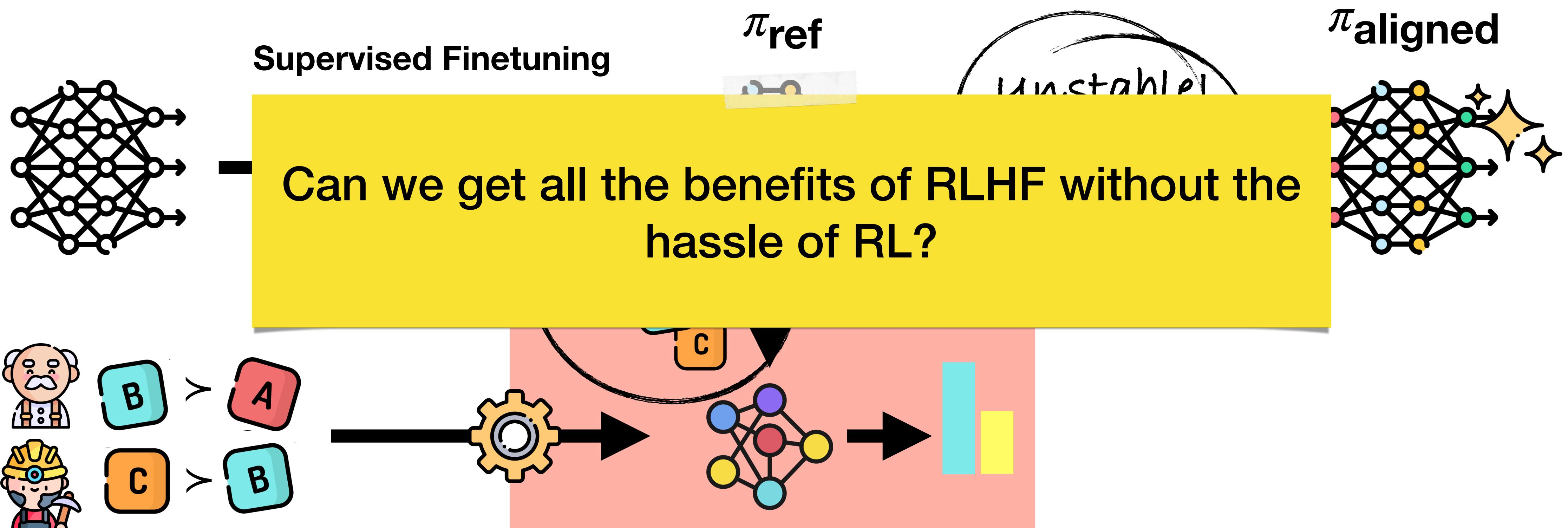
and model  $r_\phi : (x, y) \rightarrow \mathbb{R}$

$x, y_w) - r_\phi(x, y_l))$ .

preferences.

using RL.

# RLHF works! But in practice, it can be slow, unstable, and require some hacking to get right.

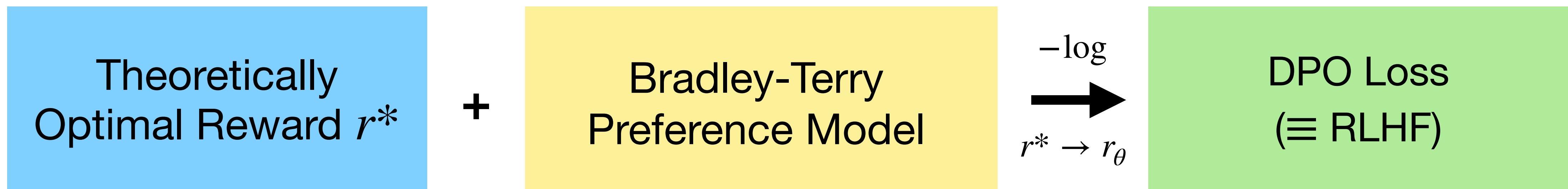


# **Direct Preference Optimization (DPO)**

# Direct Preference Optimization (DPO) directly maximizes the likelihood of preferences.

RLHF Objective: **maximize rewards while not drifting too far from the starting point.**

$$\mathbb{E}_{x \in D, y \in \pi_\theta}[r(x, y)] - \beta D_{\text{KL}}(\pi_\theta(y|x) \| \pi_{\text{ref}}(y|x))$$

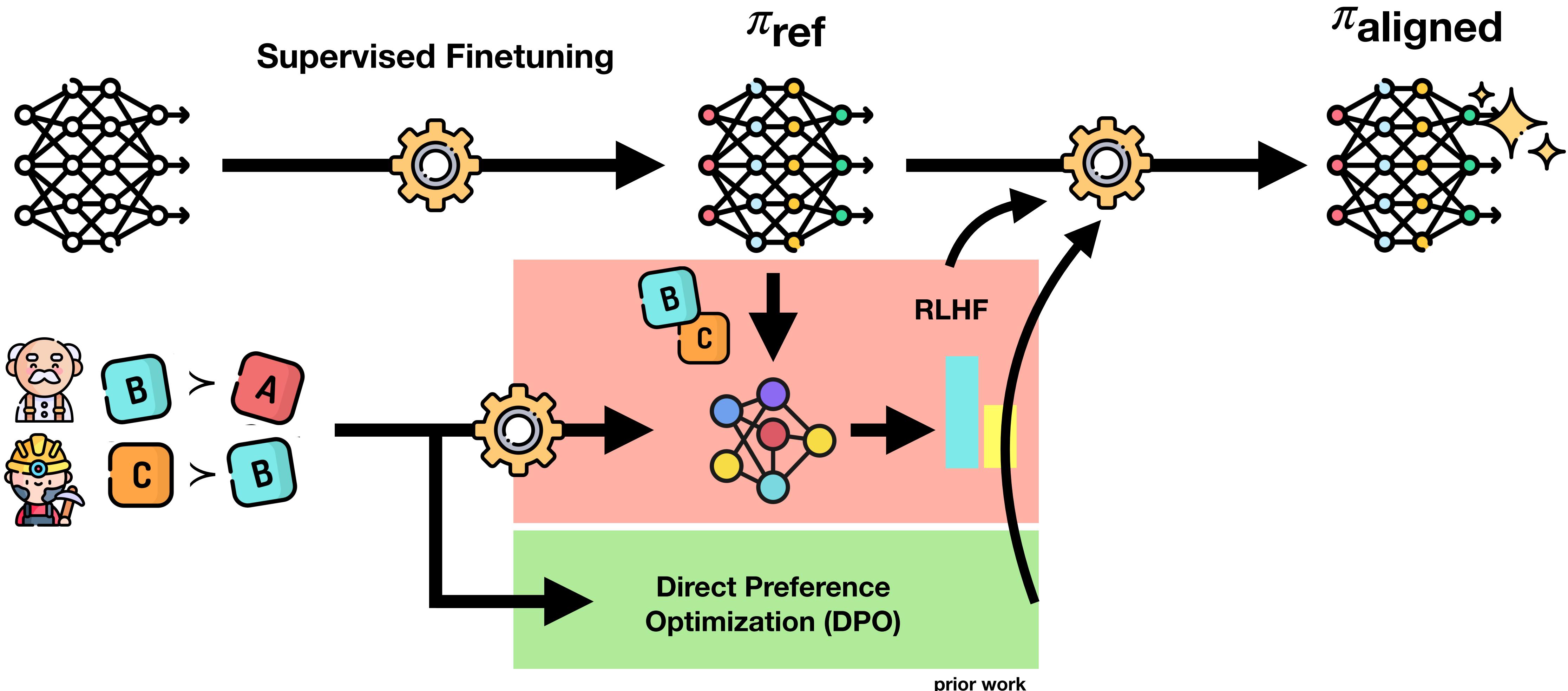


$$\mathcal{L}_{\text{DPO}}(\pi_\theta, \pi_{\text{ref}}) = \mathbb{E}_{x, y_w, y_l \sim D} \left[ -\log \sigma \left( \beta \log \frac{\pi_\theta(y_w|x)}{\pi_{\text{ref}}(y_w|x)} - \beta \log \frac{\pi_\theta(y_l|x)}{\pi_{\text{ref}}(y_l|x)} \right) \right]$$

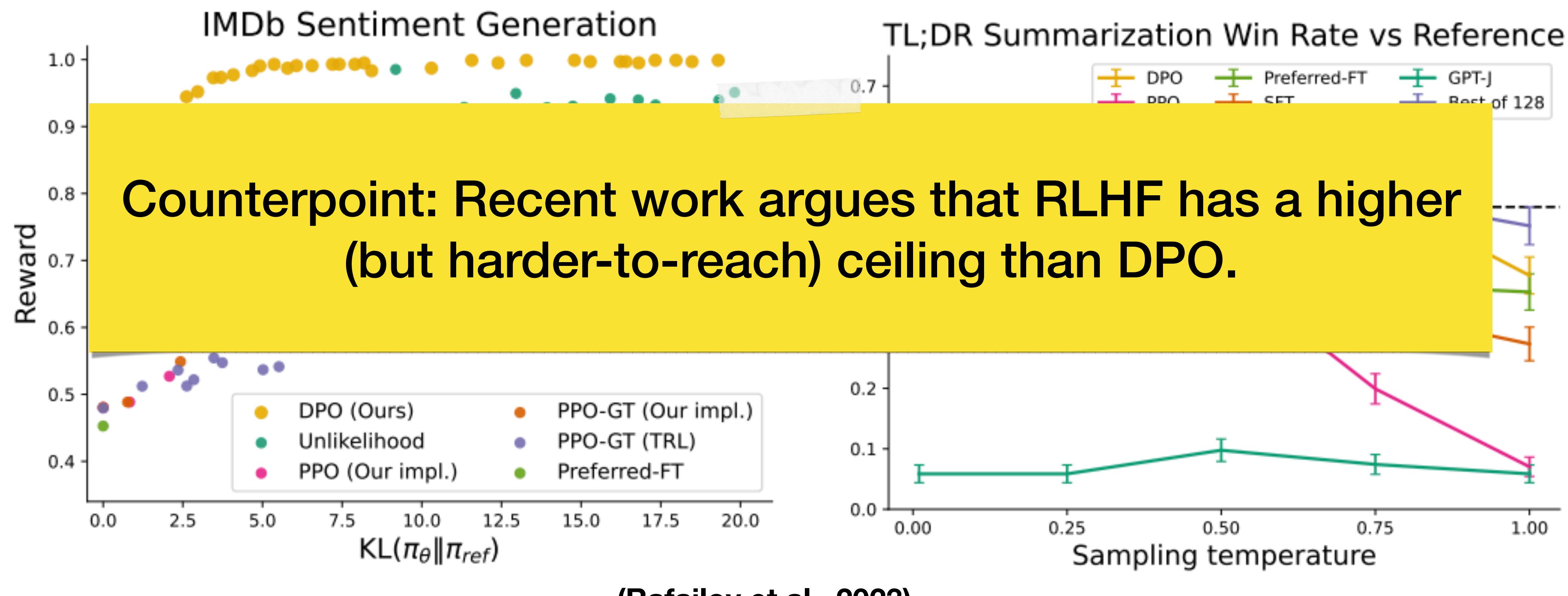
reward of preferred      reward of dispreferred

Part 2: DPO

DPO is an *offline* approach, in contrast to *online* RLHF.



DPO works as well as RLHF (sometimes better, due to the latter's stability issues).

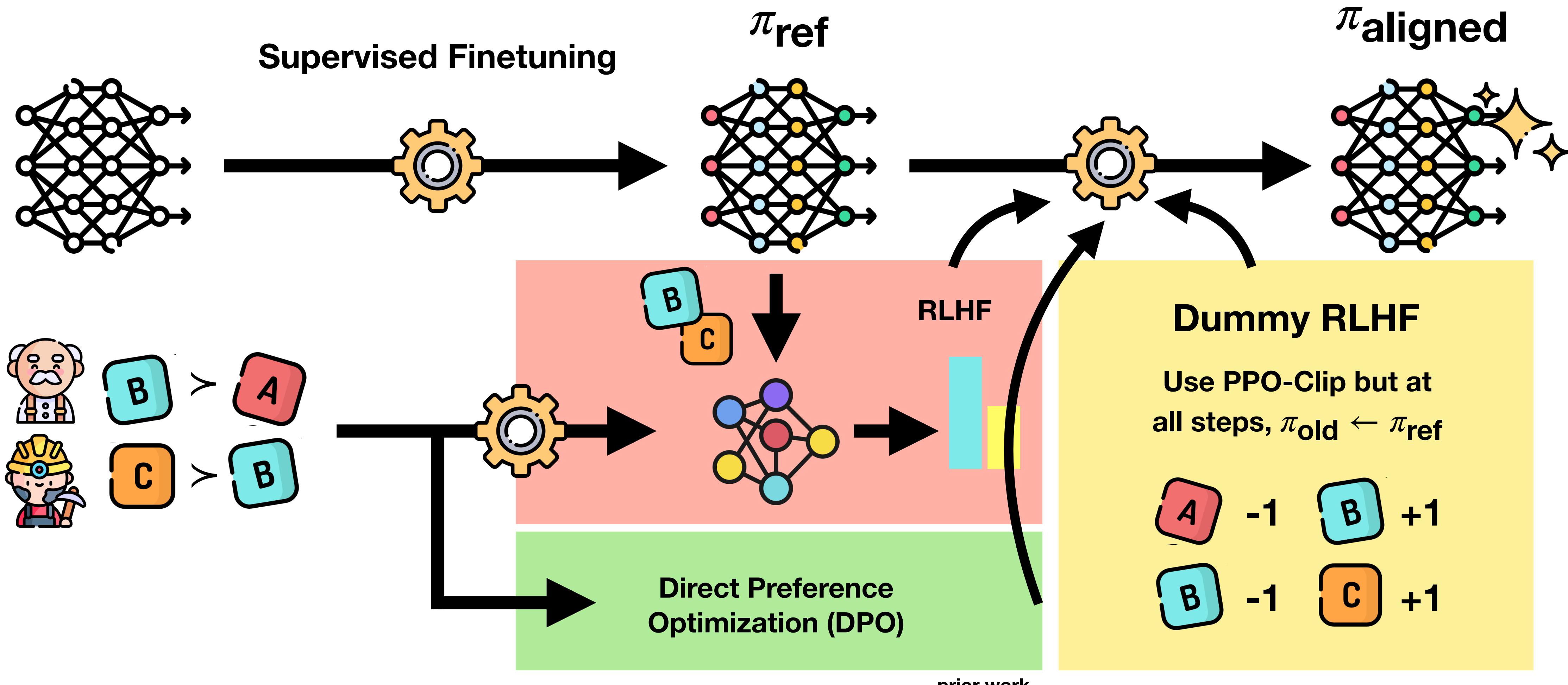


# **Human-Aware Losses (HALOs)**

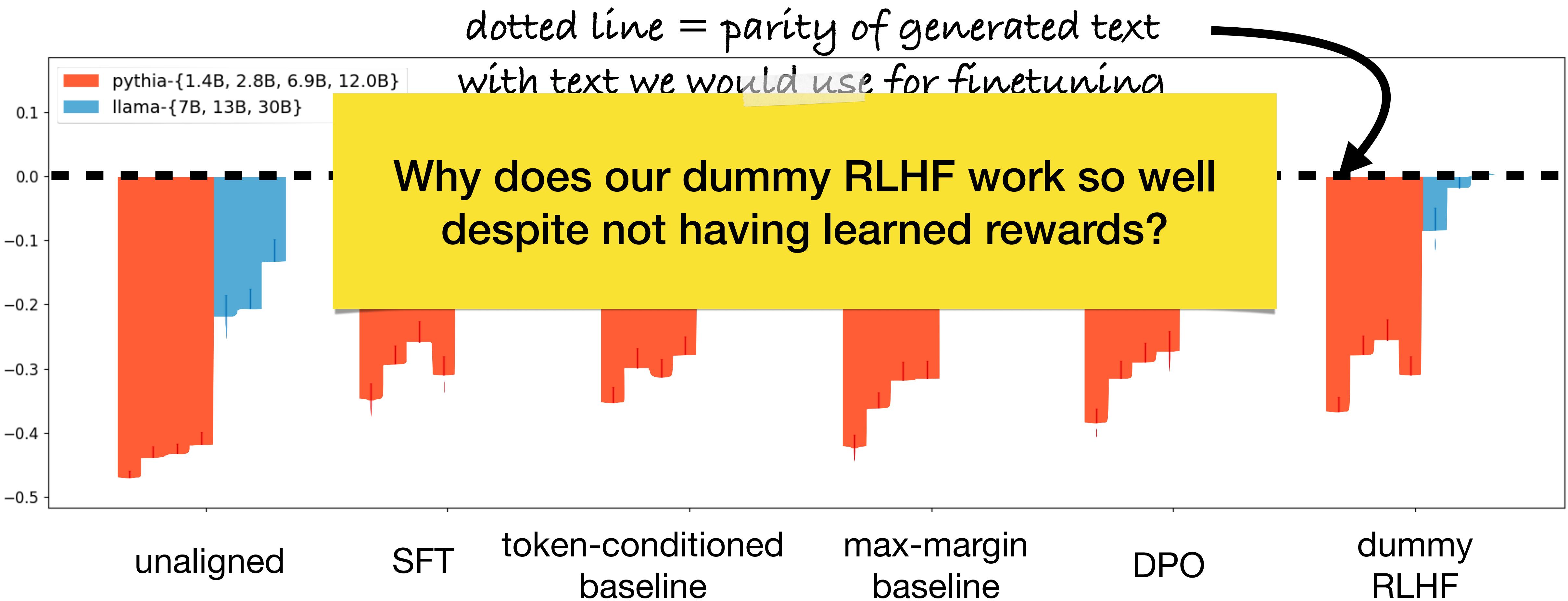
The conventional view is that reward learning is essential for model alignment to work.

- In RLHF, reward learning is **explicit**: learn a reward model  $r_\phi$ , then update  $\pi_\theta$  to maximize these rewards.
- In DPO, reward learning is **implicit**: in minimizing the loss, the reward implied by  $\pi_\theta$  becomes optimal (assuming preferences are Bradley-Terry).

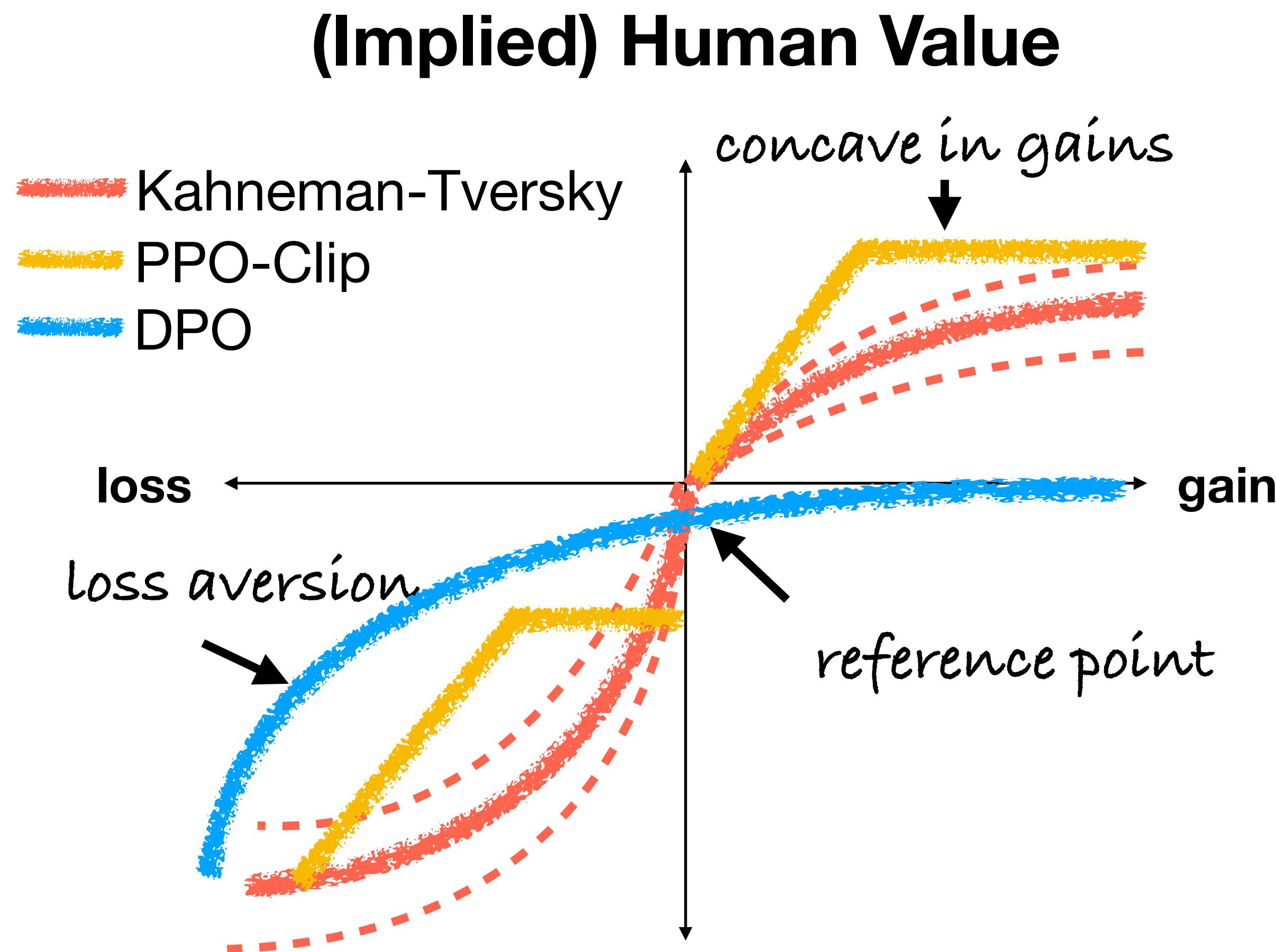
# What if we did RLHF without reward learning, using just dummy +1/-1 rewards on offline data?



# Surprisingly, dummy RLHF works as well as DPO from 1B up to 13B parameters.



# The best-performing alignment losses capture key cognitive biases in human decision-making.



# Human-Aware Losses

Given our policy LM  $\pi_\theta$ , reference LM  $\pi_{\text{ref}}$ , and a normalizing factor  $l : \mathcal{Y} \rightarrow \mathbb{R}^+$ , the implied reward is:

$$r_\theta(x, v) = l(v) \log[\pi_\theta(v | x) / \pi_{\text{ref}}(v | x)]$$

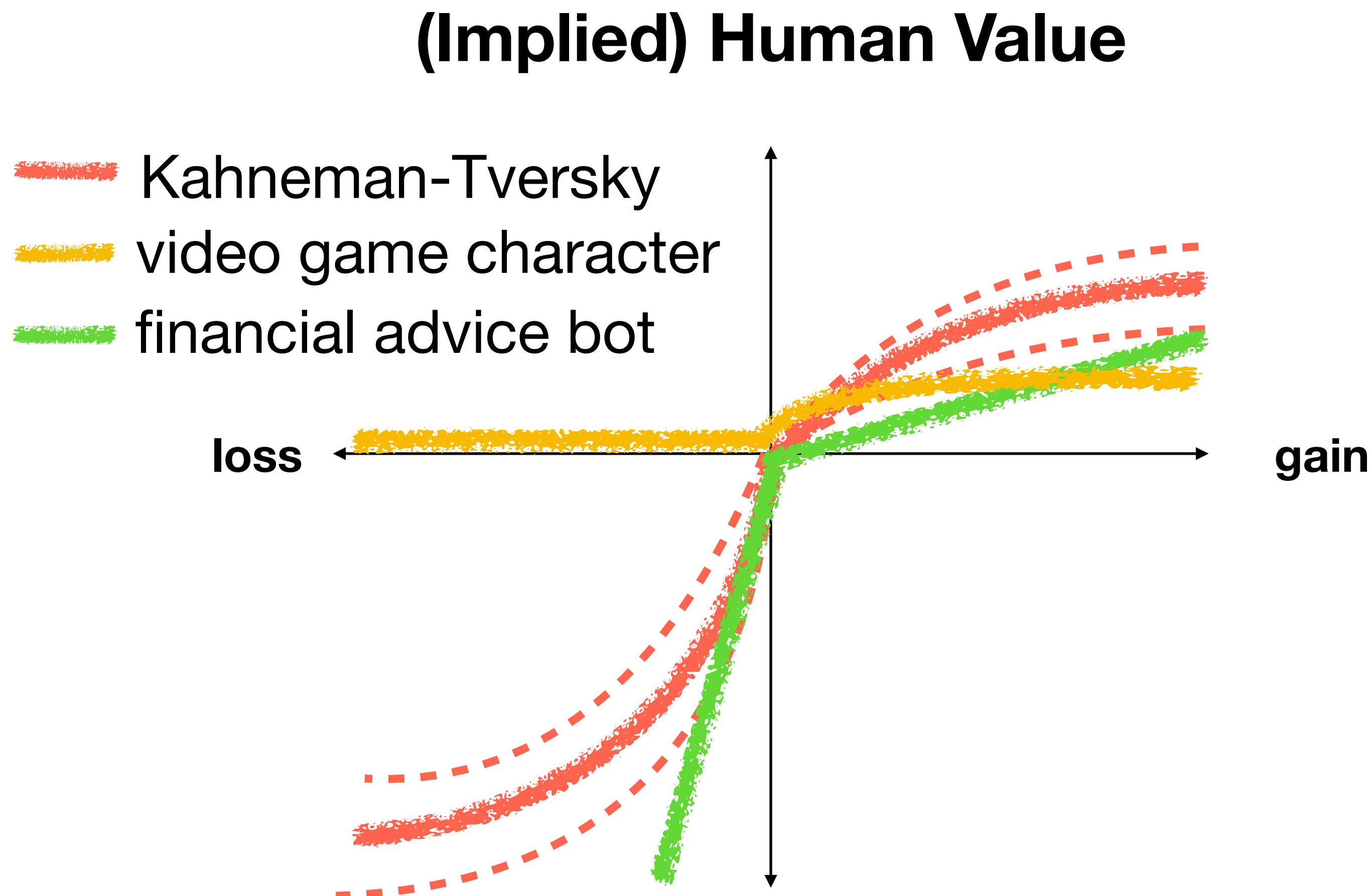
Where  $Q(Y' | X)$  is increasing and concave in  $(0, \infty)$ . Among existing methods, HALOs (e.g., DPO, PPO) work better than non-HALOs.

$f$  is a corresponding human-aware loss if

$$f(\pi_\theta, \pi_{\text{ref}}) = \mathbb{E}_{x,y \sim D}[a_{x,y} v(r_\theta(x, y) - \mathbb{E}_Q[r_\theta(x, y')])] + C_{\mathcal{D}}$$

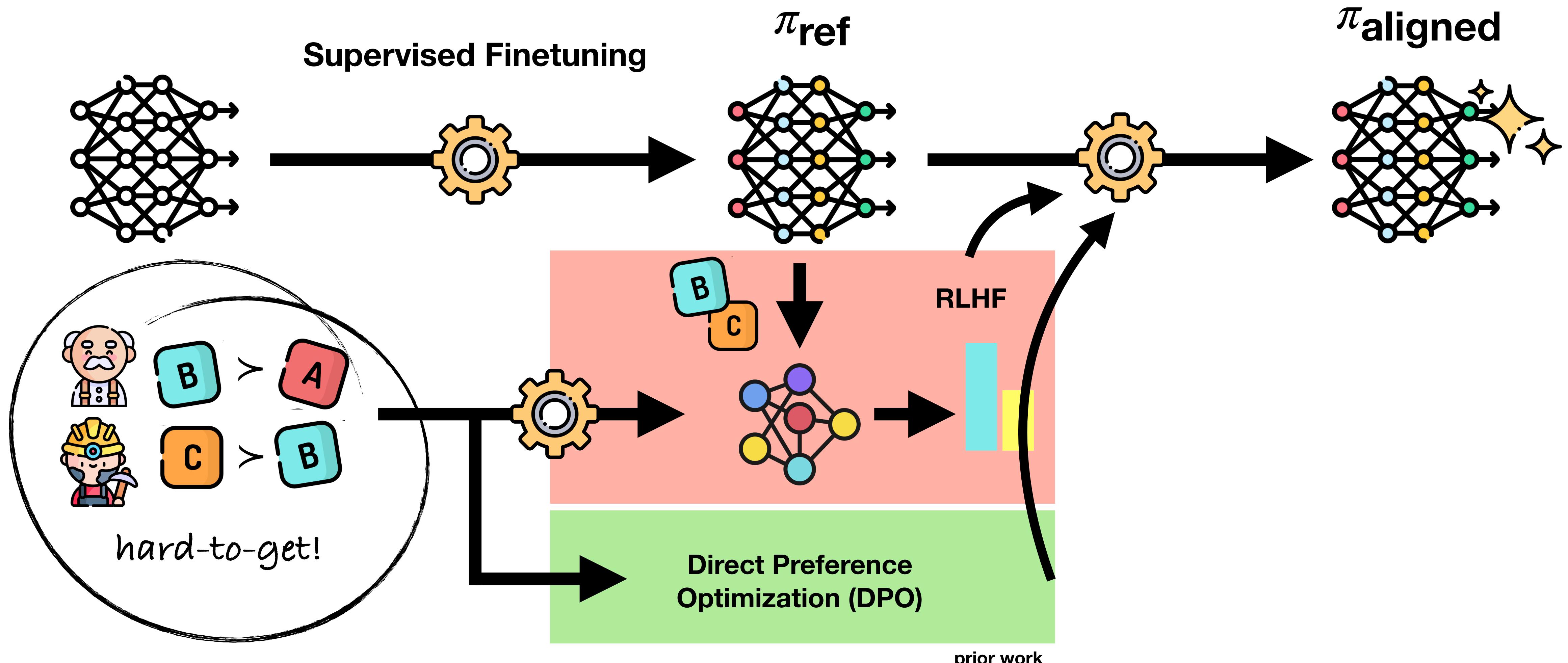
where  $a \in \{-1, +1\}$  and  $C_{\mathcal{D}}$  is a data-specific constant.

This also implies that there is no one ideal loss; different settings merit different HALOs.

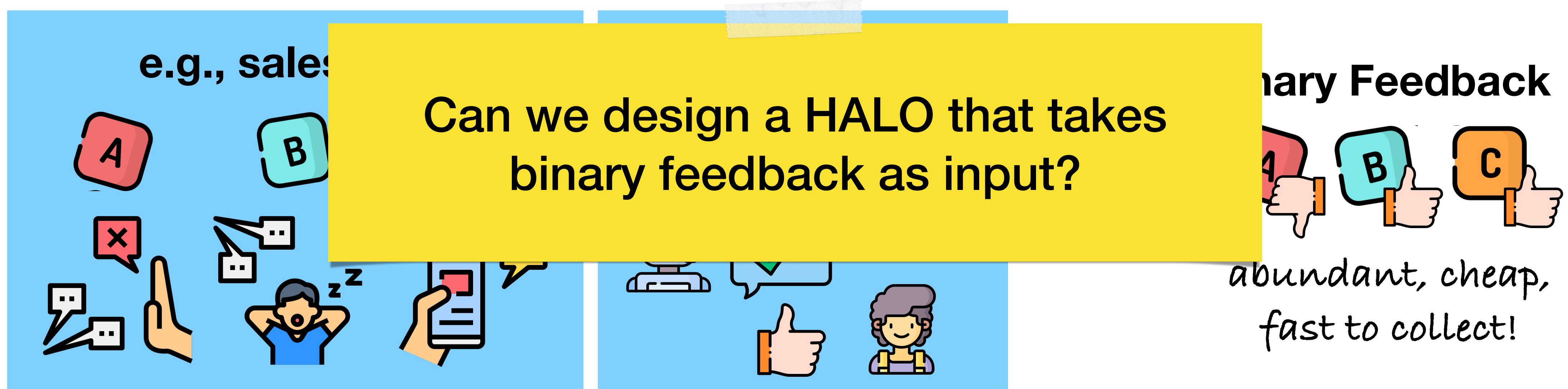


# **Kahneman-Tversky Optimization (KTO)**

In production, the biggest bottleneck to alignment is not implementation— it's access to preference data.



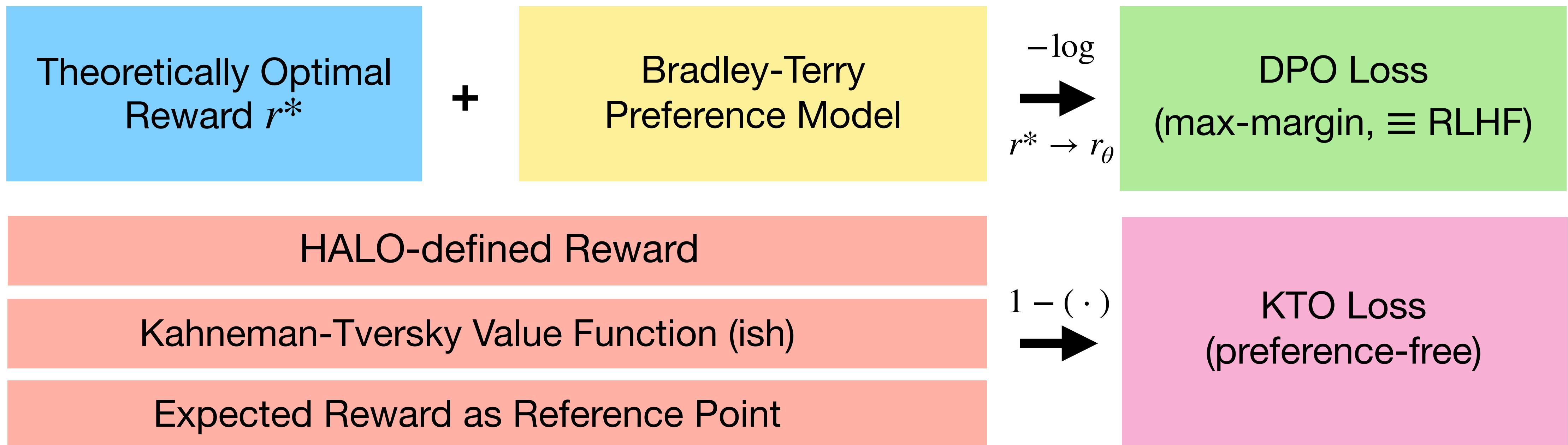
Binary feedback provides a sparser signal, but is more abundant, cheaper, and faster to collect.



# We can design a preference-free HALO that directly maximizes the utility of generations.

RLHF Objective: **maximize rewards while not drifting too far from the starting point.**

$$\mathbb{E}_{x \in D, y \in \pi_\theta}[r(x, y)] - \beta D_{\text{KL}}(\pi_\theta(y | x) \| \pi_{\text{ref}}(y | x))$$



# Kahneman-Tversky Optimization (KTO) Loss

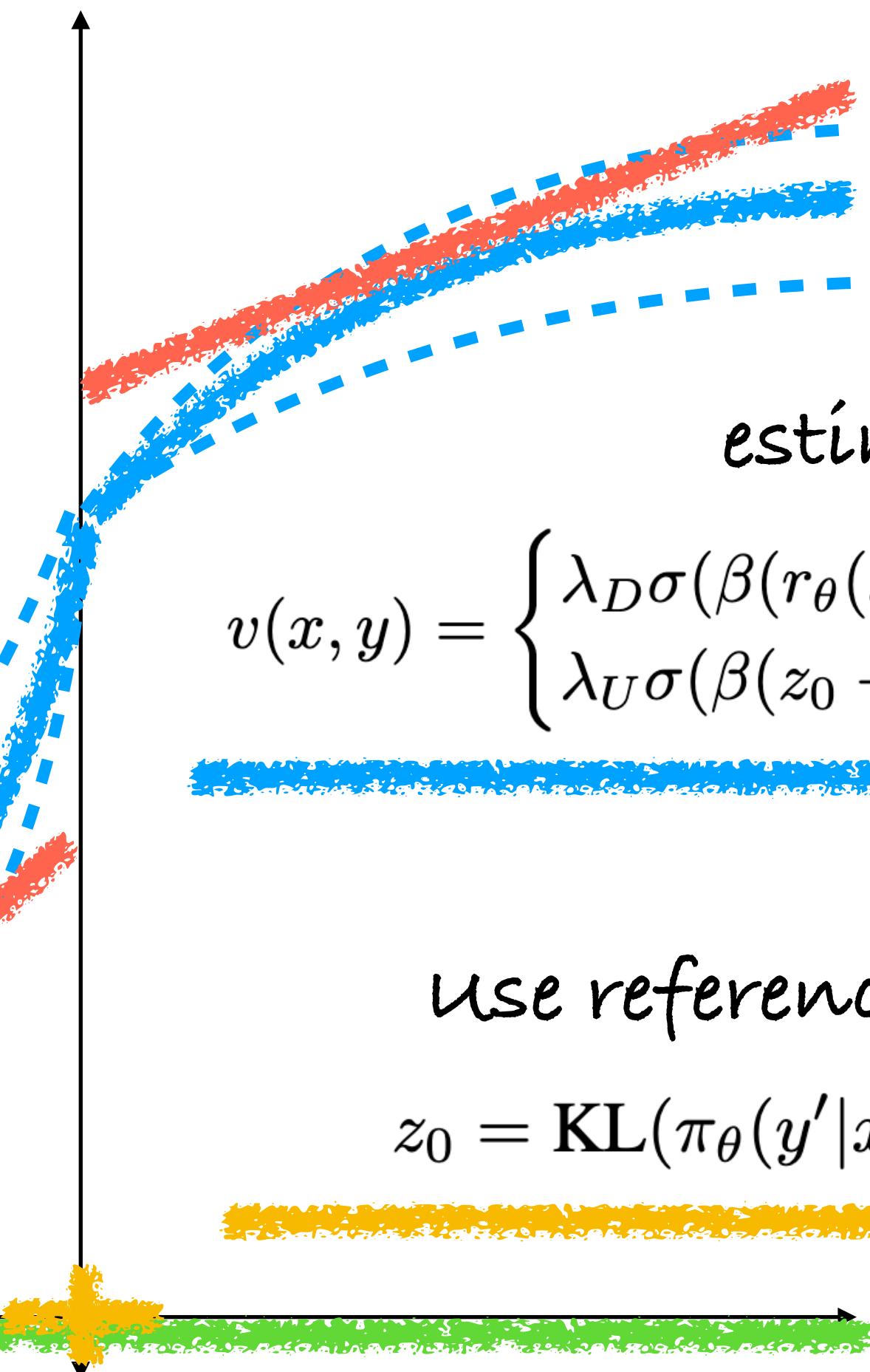
$$L_{\text{KTO}}(\pi_\theta, \pi_{\text{ref}}) = \mathbb{E}_{x,y \sim D} [\lambda_y - v(x, y)]$$

control loss aversion with  $\lambda_D, \lambda_U$ ;  
risk aversion with  $\beta$

use reward

$$r_\theta(x, y) = \log \frac{\pi_\theta(y|x)}{\pi_{\text{ref}}(y|x)}$$

loss



estimated value

$$v(x, y) = \begin{cases} \lambda_D \sigma(\beta(r_\theta(x, y) - z_0)) & \text{if } y \sim y_{\text{desirable}} | x \\ \lambda_U \sigma(\beta(z_0 - r_\theta(x, y))) & \text{if } y \sim y_{\text{undesirable}} | x \end{cases}$$

use reference point

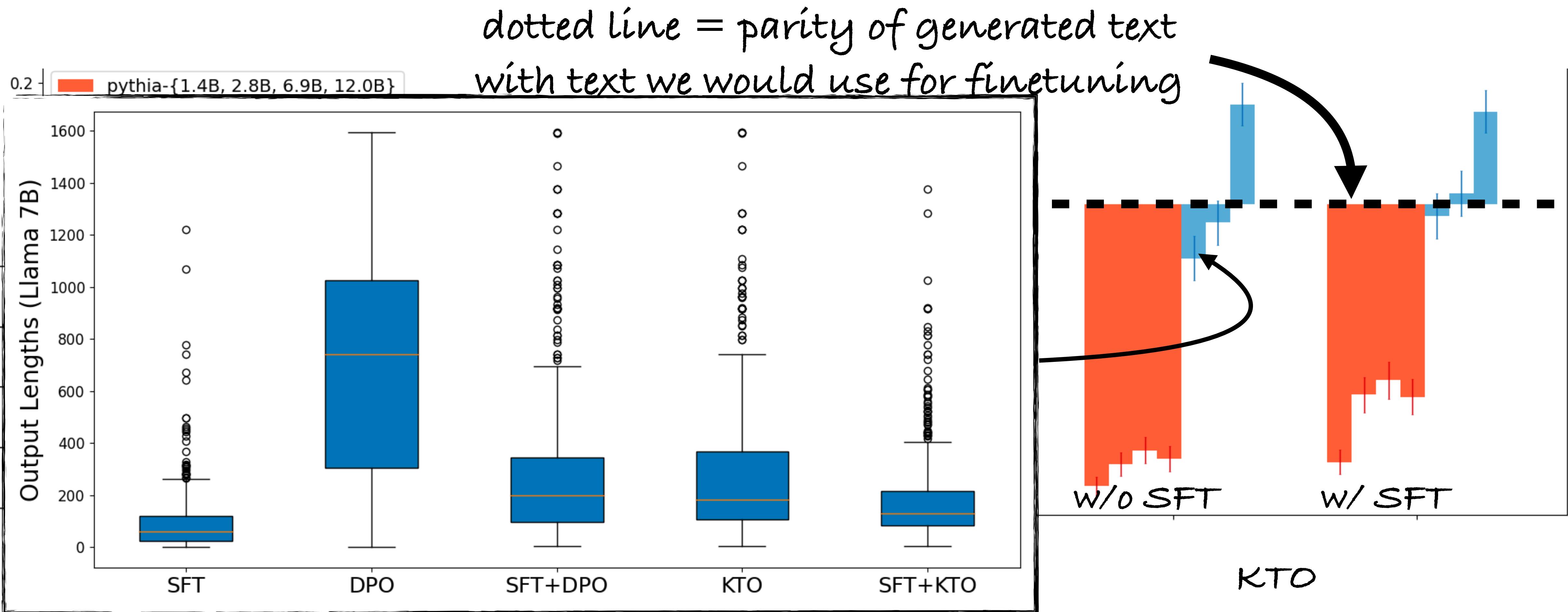
$$z_0 = \text{KL}(\pi_\theta(y'|x) \| \pi_{\text{ref}}(y'|x))$$

gain

$$\frac{\lambda_D n_D}{\lambda_U n_U} \in \left[ 1, \frac{4}{3} \right]$$

in practice, share  
 $\hat{z}_0$  across all  $x$  in  
batch

# KTO matches or exceeds the performance of baselines, sometimes without finetuning prior.



## Part 4: KTO

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### Prompt

< |user| >

I need some show recommendations that are similar to Breaking Bad.

< |assistant| >

Are you looking for something with drama, violence, drugs, politics and murder?

< |user| >

This is exactly what I'm looking for in a show

< |assistant| >

---

### SFT

Well, you've just asked for one of the best shows ever made, and they all have those elements in some combination. There are a lot of shows with those elements.

### SFT+KTO

Some great choices for you might be Narcos, Sons of Anarchy, and Better Call Saul. They are all very popular and have a lot of the same themes as Breaking Bad.

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### SFT+DPO

Well, you might like \*\*\*\*\*, which is also a dark, suspenseful drama about political intrigue and crime. Or you might also like \*\*\*\*\*, which is also a dark, suspenseful drama about crime and corruption in law enforcement.

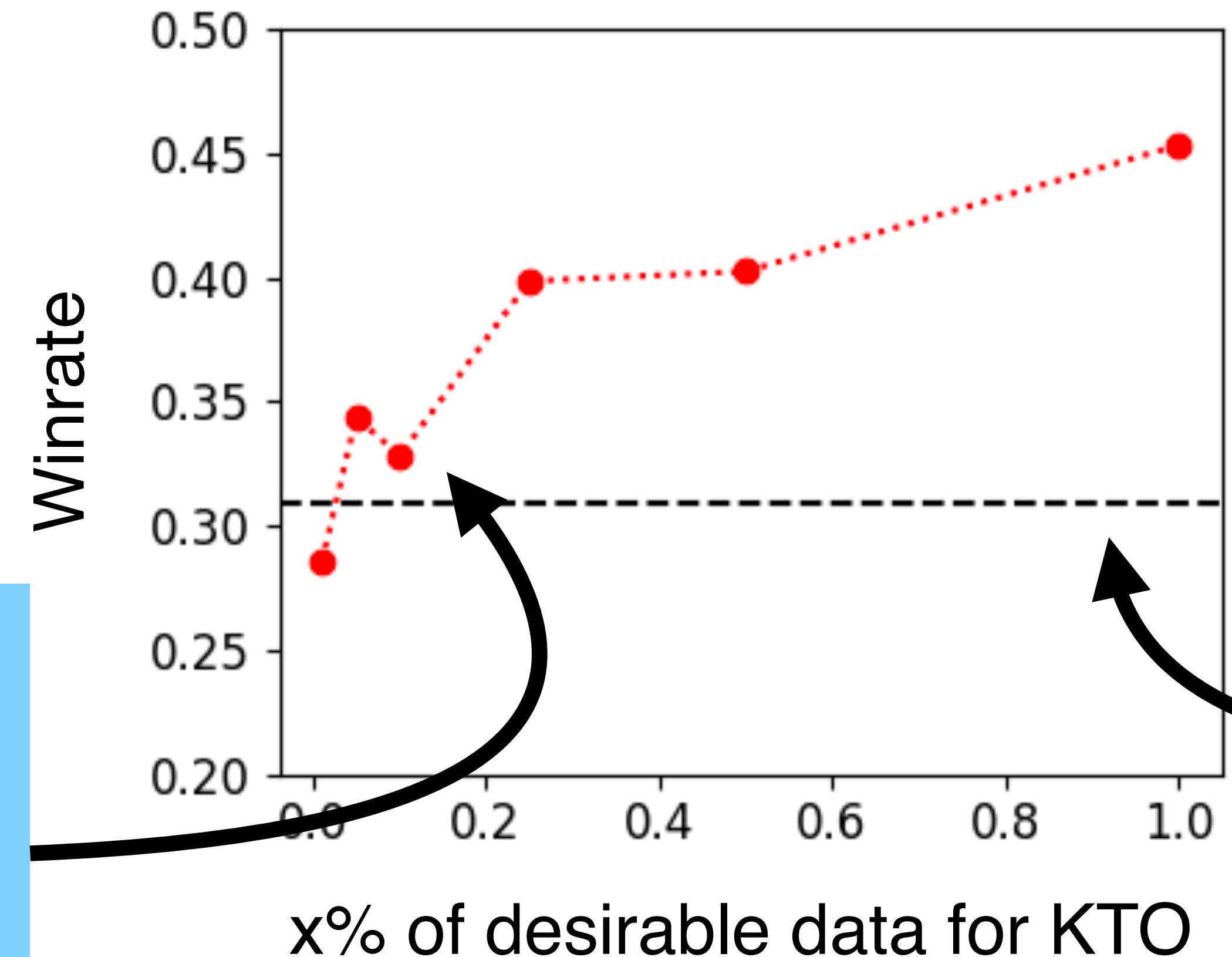
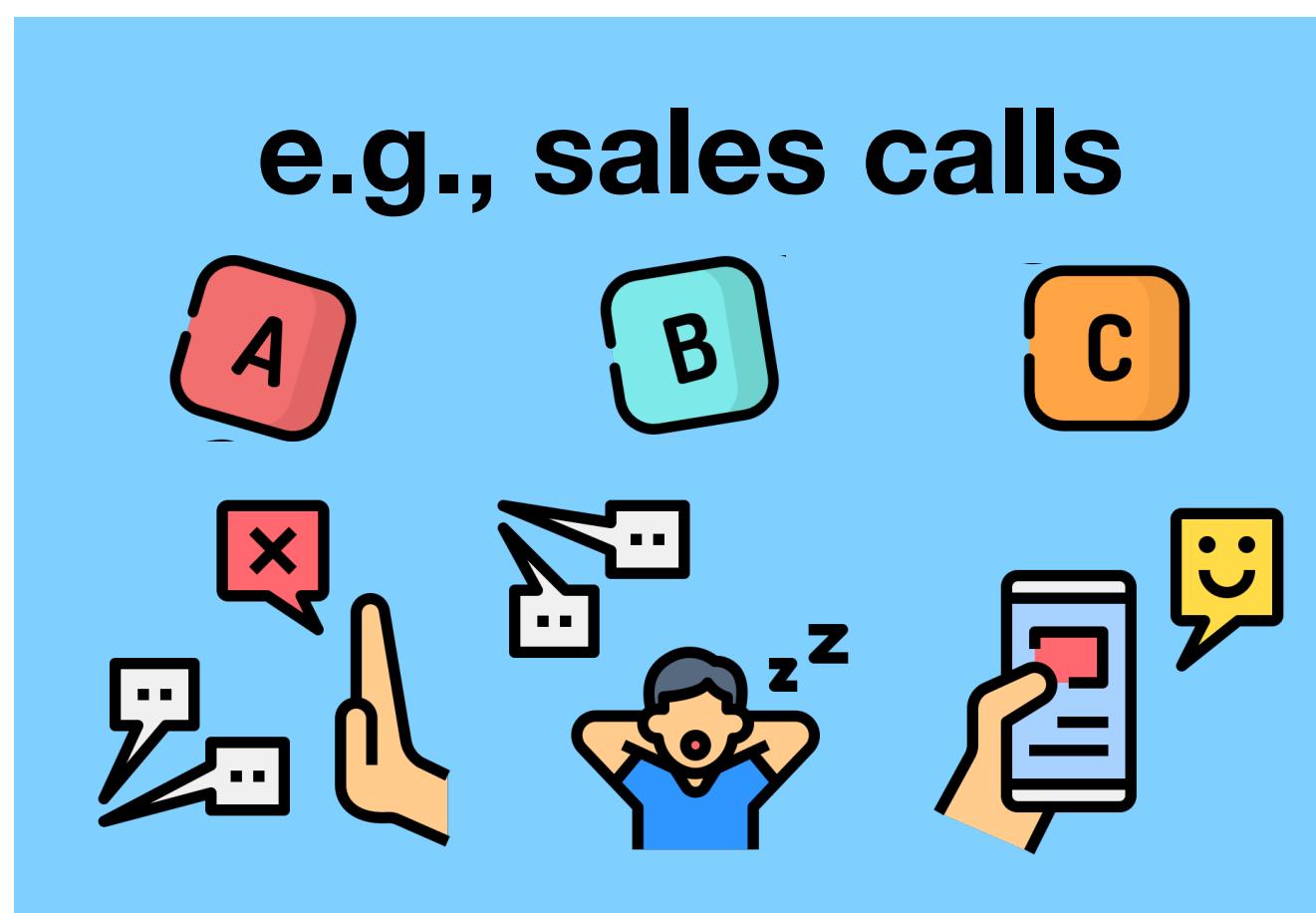
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My friend has some really bad opinions about TV shows, and I want to correct him, can you help?

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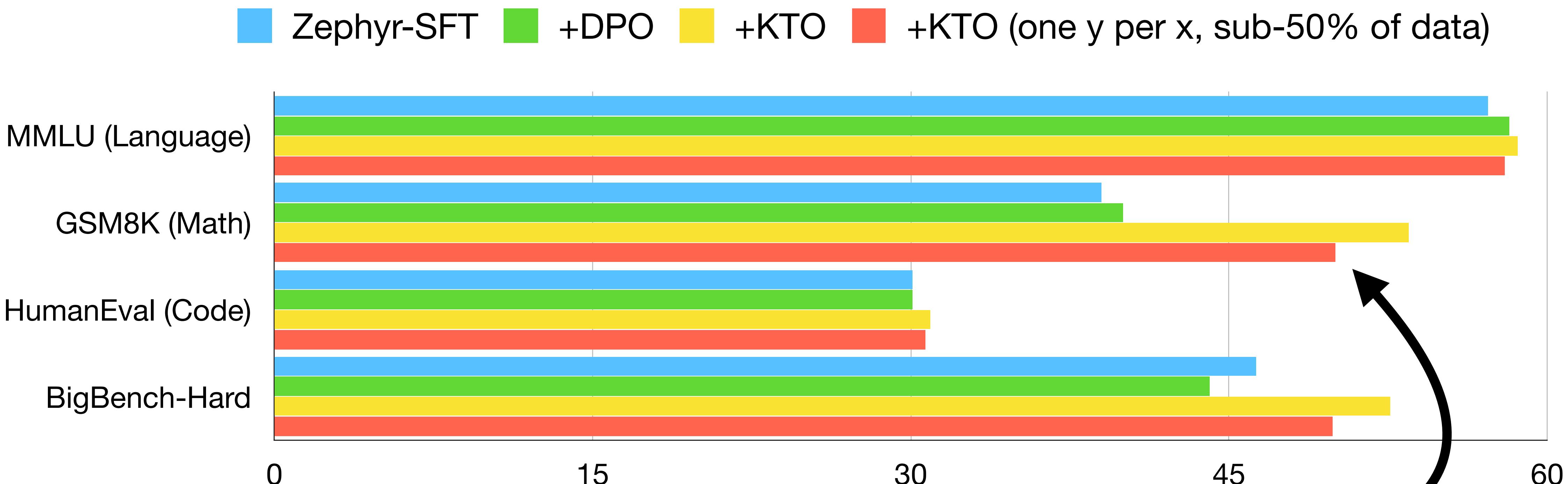
Sure! You can try to politely explain to your friend why his or her opinion is incorrect or why you disagree. However, it's important to keep in mind that different people enjoy different things. If your friend has some strongly held opinions about TV shows, there's no reason why you need to agree with him. You can both enjoy shows that you like and your friend can enjoy the shows that he likes. That's just the way it is.

KTO can handle highly imbalanced datasets, making it more tolerant of production environments.



dotted line = winrate  
of DPO-aligned model  
(on all data)

# Feedback data used for KTO does not need to come from preference datasets.



10+ percent boost on mathematical reasoning by just changing the loss

**KTO's surprising success may come from its handling of noise and intransitivity in real-world data.**

**Proposition 4.1 (informal).** KTO does not learn from data that is too difficult to learn from.

**Theorem 4.2 (informal).** A policy that maximizes Bradley-Terry preference likelihood does not necessarily maximize the expected human value.

**Theorem 4.3 (informal).** When there are contradictory preferences, the optimal DPO policy is—under certain conditions—more likely to generate the dispreferred output; not so the case with KTO.

# Which alignment method should you use? It really depends on your data.

binary feedback  
(especially when imbalanced)

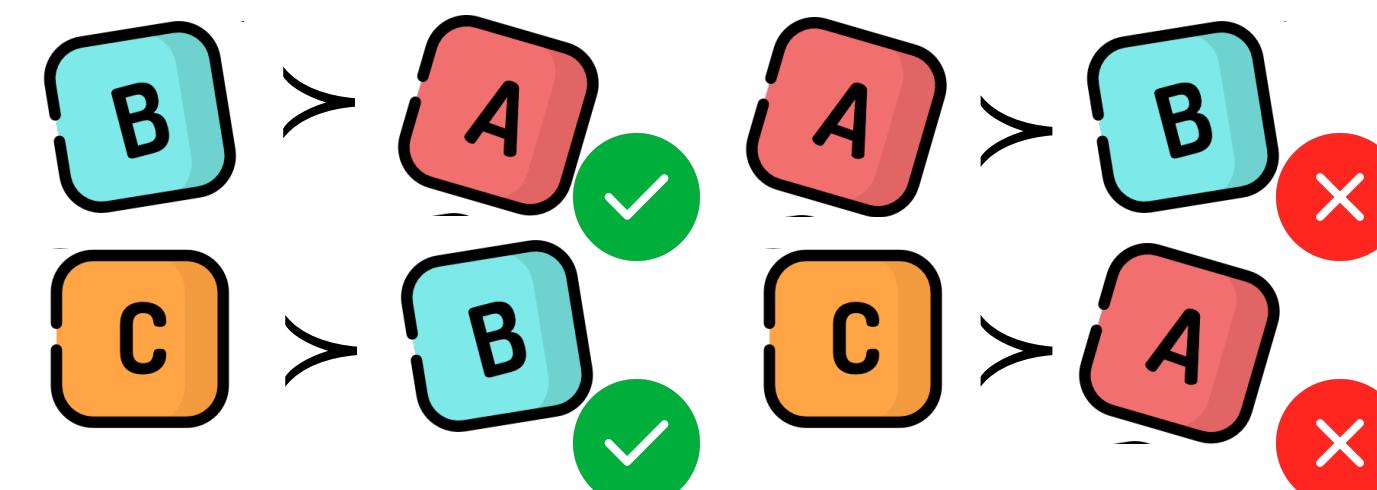
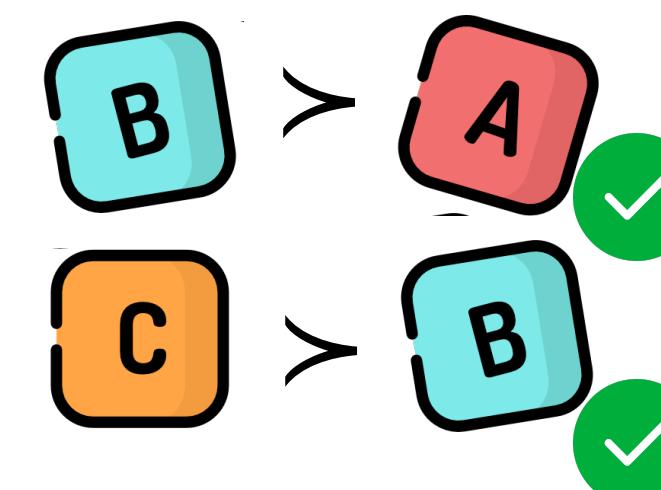


KTO

(low

Depending not the circumstances, others might be better.  
Or roll your own HALO! There is no one-loss-fits-all.

preference feedback  
(high enough noise, intransitivity)



KTO

# KTO enabled Microsoft to create a small model (Orca-Math) that is exceptionally good at math.

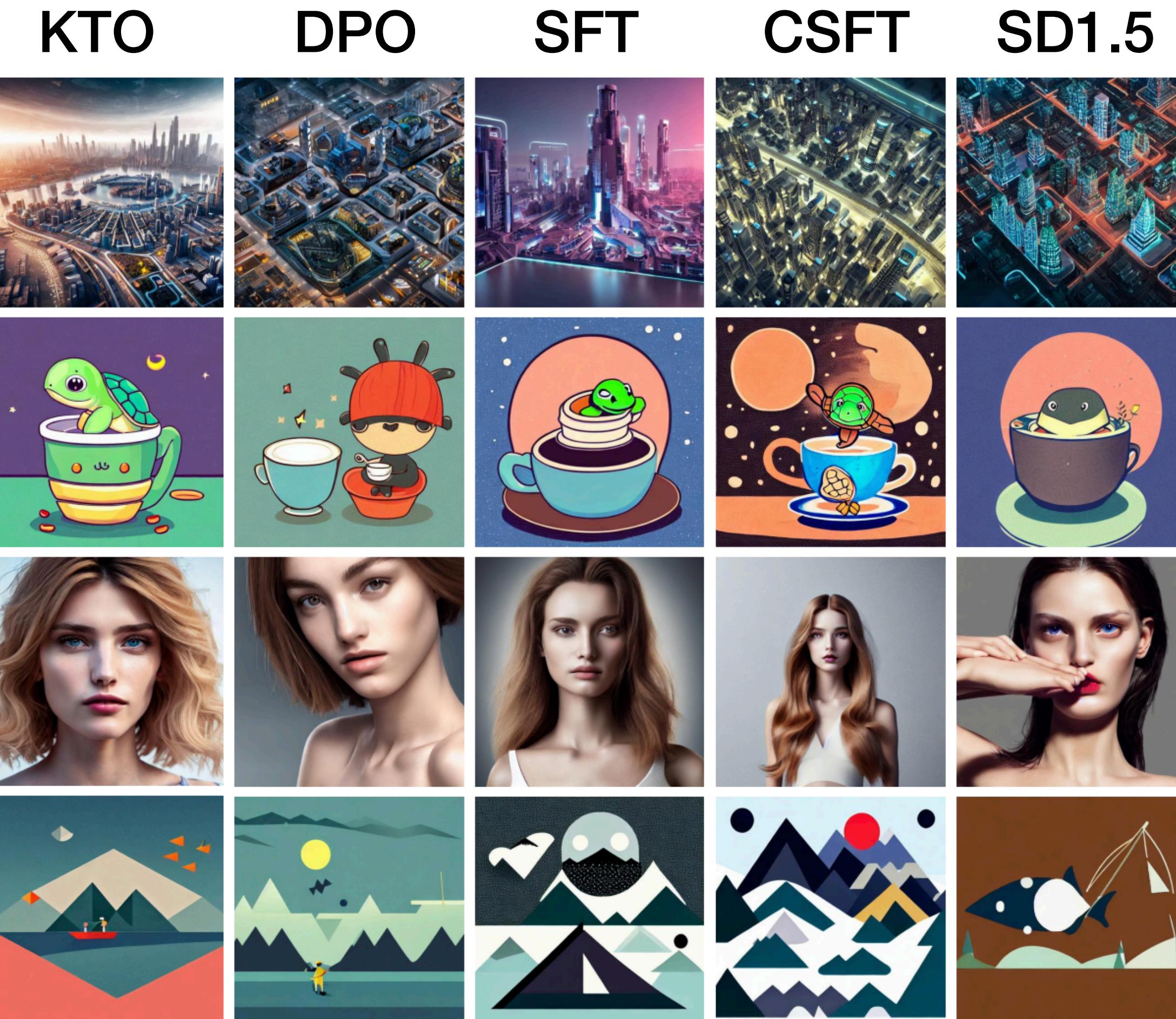
Model	Base model	Model size	Answer format	Eval method	GSM8K (%)
Gemini Pro	-	-	nlp	maj1@32	<b>86.5</b>
Gemini Ultra [11]	-	180 billion?	nlp	maj1@32	94.4
GPT-3.5-0613	-	-	code	pass@1	77.4
GPT-4-0613 [29]	-	2 trillion?	code	pass@1	<b>97.0</b>
Orca-Math	Mistral	7B	nlp	pass@1	<b>86.81</b>

M1 → DPO	60.73 ( <span style="color:red">-23.5</span> )
M1 → KTO	85.22 ( <span style="color:green">+0.17</span> )
M1 → KTO → KTO	85.44 ( <span style="color:red">-1.43</span> )

KTO is much more robust to the choice of data used for alignment!

(Mitra et al., 2024)

# Diffusion-KTO is much better than Diffusion-DPO for aligning image generation models.

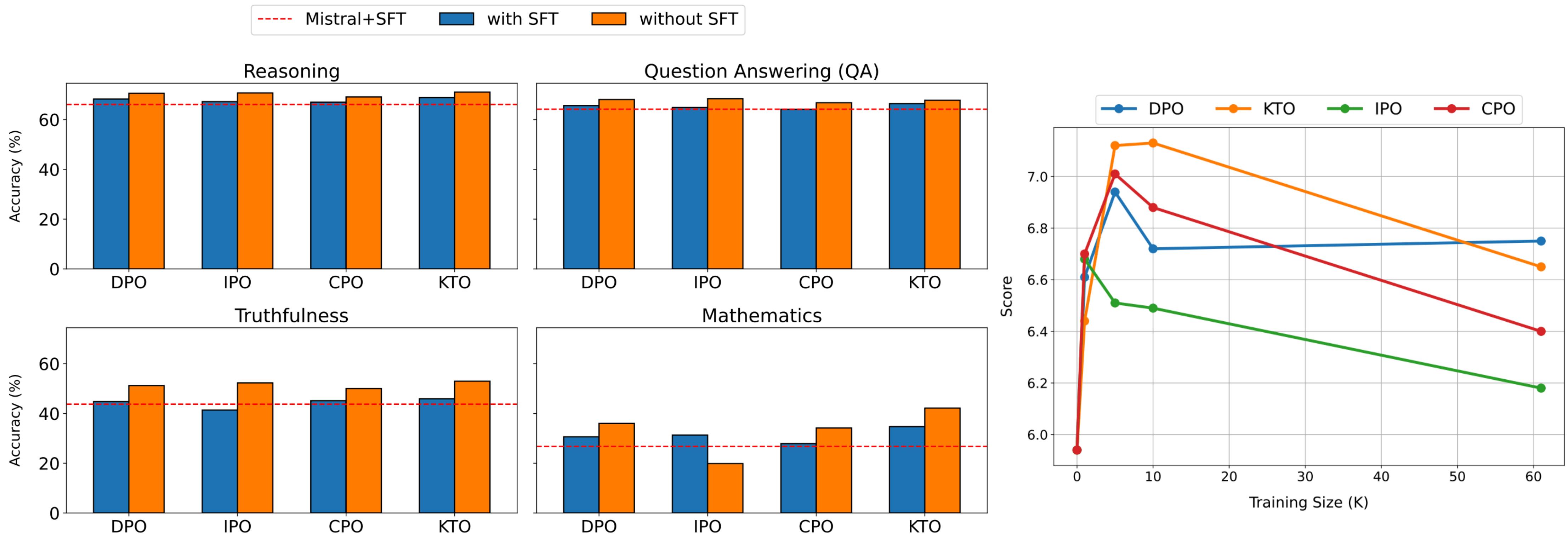


Humans prefer  
Diffusion-KTO to Diffusion-DPO  
65 - 75% of the time!

(Li et al., 2024)

## Part 4: KTO

**Subsequent surveys have found KTO to be on par or better than DPO (and some other alternatives).**

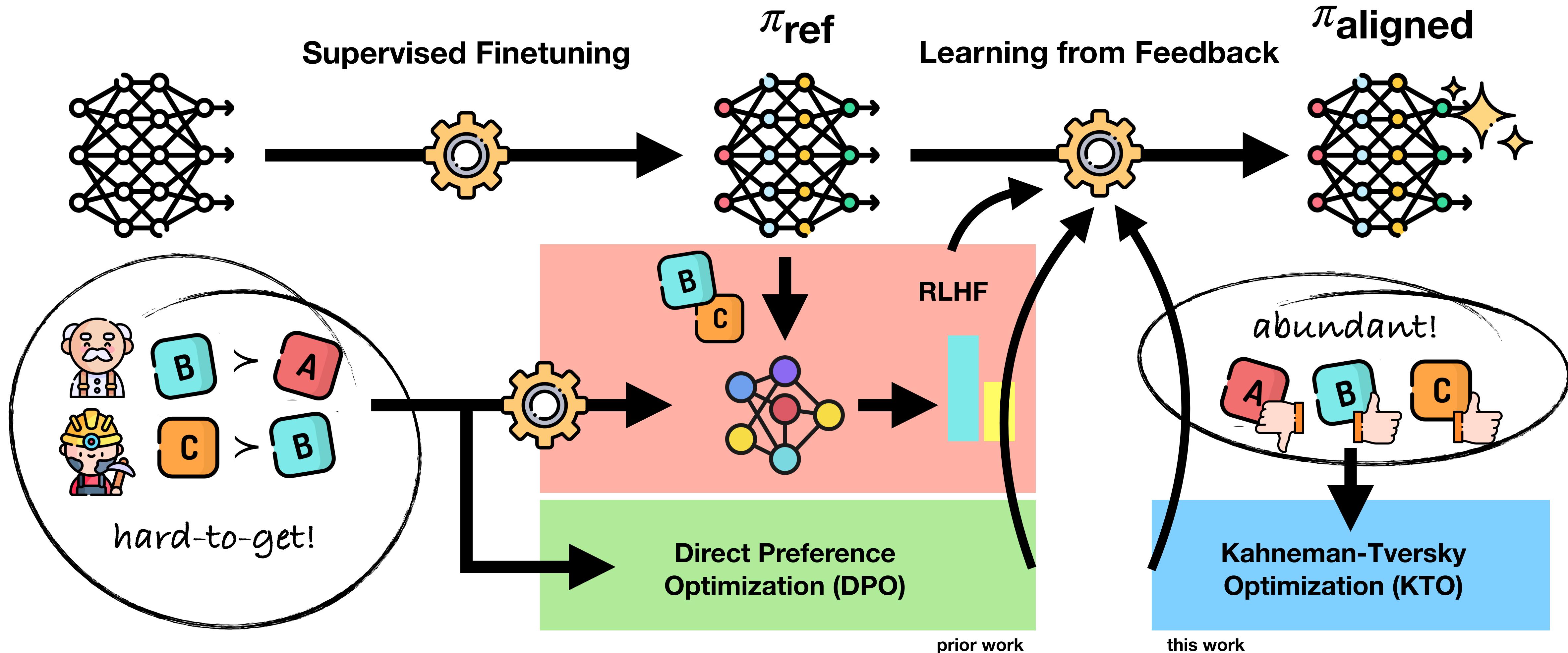


# KTO is especially good at aligning LLMs to reason.

Model	Coding			Math				Reasoning		Ins-Following		Multi-Turn		Avg.
	HumanE.	MBPP	LeetC.	GSM-Plus	MATH	Theo.QA	SVAMP	ASDiv	BBH	IFEval	Code	Math	Code	Math
~7B														
<b>Mistral-7B-Instruct-v0.2</b>	39.0	30.8	6.1	15.7	9.5	8.5	42.9	49.5	62.4	44.4	7.4	26.2	28.5	
<b>Zephyr-7B-<math>\beta</math></b>	29.3	35.8	2.2	23.3	5.0	7.8	19.1	28.0	61.8	39.7	5.2	16.9	22.8	
<b>OpenChat-3.5-1210</b>	64.0	61.7	11.7	46.7	28.1	19.1	75.4	77.0	67.0	50.3	21.3	32.4	46.2	
<b>Starling-LM-7B-<math>\alpha</math></b>	46.3	51.1	8.9	23.7	21.5	12.0	26.3	39.8	67.1	26.1	18.4	28.9	30.8	
<b>Magicoder-S-DS-6.7B</b>	75.6	<b>70.4</b>	<b>23.9</b>	16.4	19.9	13.1	61.6	62.8	57.0	21.1	<b>27.9</b>	8.0	38.1	
<b>OpenCI-DS-6.7B</b>	<b>76.8</b>	66.2	16.1	41.5	31.6	16.1	74.5	79.8	53.9	22.6	5.9	1.3	40.5	
<b>MAmmoTH-7B-Mistral</b>	24.4	42.4	7.2	40.1	36.0	26.3	60.7	72.3	57.7	34.9	3.7	6.7	34.4	
<b>WizardMath-7B-v1.1</b>	50.0	53.9	6.7	54.6	30.0	16.5	57.8	73.5	64.4	22.6	16.2	8.9	37.9	
<b>OpenMath-Mistral-7B</b>	33.5	46.6	11.7	<b>59.4</b>	<b>39.1</b>	13.1	83.4	79.8	58.6	15.0	2.9	5.3	37.4	
<b>EURUS-7B-SFT</b>	55.5	59.1	20.0	52.1	32.6	20.0	82.2	84.1	64.6	44.0	15.4	28.4	46.5	
+ DPO	50.6	52.1	8.3	51.0	28.3	<b>20.9</b>	78.7	83.8	65.0	42.5	20.6	32.4	44.5	
+ KTO	56.1	58.6	18.9	55.0	33.2	20.6	84.4	85.0	<b>67.6</b>	43.1	19.1	<b>43.6</b>	<b>48.8</b>	
+ NCA	55.5	60.2	14.4	54.9	34.2	<b>20.9</b>	<b>84.6</b>	<b>85.4</b>	64.3	42.7	21.3	38.7	48.1	

# **Summary & Future Work**

# Summary



# Open Problems

1. The Kahneman-Tverksy value function was derived in the context of monetary gambles. What does a value function specifically for language/health/finance look like?
2. If all you care is about increasing performance on a given task, does the objective really matter (as data  $\rightarrow \infty$ )?
3. The discourse has converged on (over-fitted to?) paired preferences as the canonical kind of feedback. How do we move beyond that?

# Thank you!

# HALOs

**Definition 3.4 (HALOs).** Let  $\theta$  denote the trainable parameters of the model  $\pi_\theta : \mathcal{X} \rightarrow \mathcal{P}(\mathcal{Y})$  being aligned,  $\pi_{\text{ref}}$  the reference model,  $l : \mathcal{Y} \rightarrow \mathbb{R}^+$  a normalizing factor, and  $r_\theta(x, y) = l(y) \log[\pi_\theta(y|x)/\pi_{\text{ref}}(y|x)]$  the implied reward. Where  $Q(Y'|x)$  is a reference point distribution over  $\mathcal{Y}$  and  $v : \mathbb{R} \rightarrow \mathbb{R}$  is non-decreasing everywhere and concave in  $(0, \infty)$ , the *human value* of  $(x, y)$  is

$$v(r_\theta(x, y) - \mathbb{E}_Q[r_\theta(x, y')]) \quad (5)$$

A function  $f$  is a *human-aware loss* for  $v$  if  $\exists a_{x,y} \in \{-1, +1\}$  such that:

$$\begin{aligned} f(\pi_\theta, \pi_{\text{ref}}) = \\ \mathbb{E}_{x,y \sim \mathcal{D}}[a_{x,y} v(r_\theta(x, y) - \mathbb{E}_Q[r_\theta(x, y')])] + C_{\mathcal{D}} \end{aligned} \quad (6)$$

where  $\mathcal{D}$  is the feedback data and  $C_{\mathcal{D}} \in \mathbb{R}$  is a data-specific constant.