Reinforcement Learning in Post-Training

Bridging the Gap in News Production: Aligning Al Models

GIOFRÉ Daniele



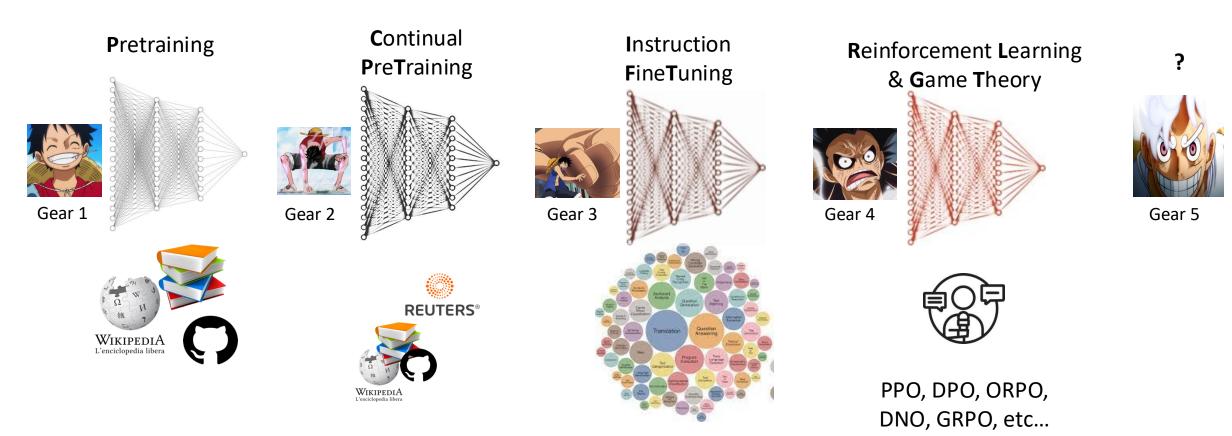
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 - RPO
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 - OnlineDPO
 - Reward Models vs LLM-as-Judge



LLM Training - Overview

The Gear of Training





RL in Post-Training Alignment

The Gear 4

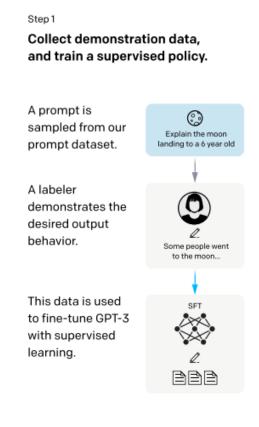
Making a LLM better at following instructions and at reasoning:

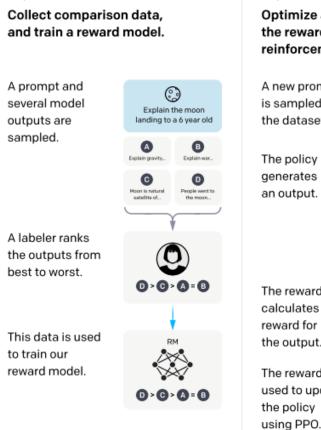
- Evolution from InstructGPT to modern approaches
- Focus on PPO and DPO methods
- Bypass DPO limitations
- Make the bridge between PPO and DPO via Online DPO



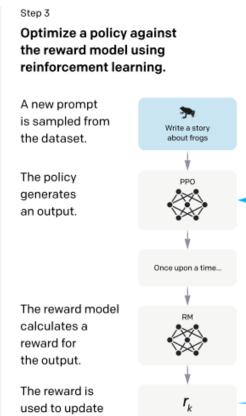
Schema

- Three-stage process:
 - Supervised fine-tuning (SFT)
 - Reward Modeling (RM)
 - PPO optimization
- Key innovation:
 Using human feedback
 for alignment





Step 2





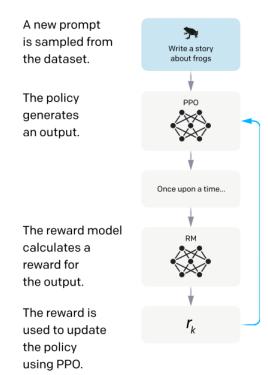
How it Works

- Policy optimization using RL
- Iterative process:
 - Sample responses from policy
 - Evaluate with reward model
 - Update policy with PPO loss
- Ensures controlled policy updates

objective(
$$\phi$$
) = $\mathbb{E}_{(x,y) \sim D_{\pi_{\phi}^{RL}}} \left[r_{\theta}(x,y) - \beta \log \frac{\pi_{\phi}^{RL}(y|x)}{\pi^{SFT}(y|x)} \right] + \gamma \mathbb{E}_{x \sim D_{\text{pretrain}}} \log(\pi_{\phi}^{RL}(x))$

Step 3

Optimize a policy against the reward model using reinforcement learning.

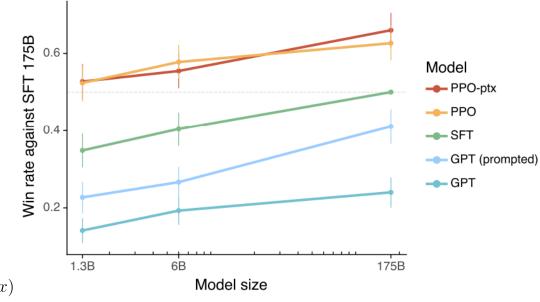




Does it Work?

- Policy optimization using RL
- Iterative process:
 - Sample responses from policy
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Challenges and Limitations

- Resource intensive: 3 models in memory
 - SFT model
 - Current policy
 - Reward model
- Requires on-policy data collection
- Complex training dynamics 3 steps
- High computational cost

objective
$$(\phi) = \mathbb{E}_{(x,y) \sim D_{\pi_{\phi}^{RL}}} \left[r_{\theta}(x,y) - \beta \log \frac{\pi_{\phi}^{RL}(y|x)}{\pi^{SFT}(y|x)} \right] + \gamma \mathbb{E}_{x \sim D_{\text{pretrain}}} \log(\pi_{\phi}^{RL}(x))$$



- Single-stage optimization: "from reward functions to optimal policies"
- Directly learns from preference data:
- No explicit reward model needed, but implicit rewards: $\hat{r}_{\theta}(x,y) = \beta \log \frac{\pi_{\theta}(y|x)}{\pi_{\text{ref}}(y|x)}$
- Loss based on a Berry-Terry pair-wise modelling:

$$\mathcal{L}_{\mathrm{DPO}}(\pi_{\theta}; \pi_{\mathrm{ref}}) = -\mathbb{E}_{(x, y_{\mathtt{C}}, y_{\mathtt{f}}) \sim \mathcal{D}} \left[\log \sigma \left(\beta \log \frac{\pi_{\theta}(y_{\mathtt{C}} \mid x)}{\pi_{\mathrm{ref}}(y_{\mathtt{C}} \mid x)} - \beta \log \frac{\pi_{\theta}(y_{\mathtt{f}} \mid x)}{\pi_{\mathrm{ref}}(y_{\mathtt{f}} \mid x)} \right) \right]$$



Limitations

- Training instability if $\hat{r}_{\theta,c}(x,y) \simeq \hat{r}_{\theta,r}(x,y)$ eak learning
- Overoptimization in RL
- Unclear separation between chosen and rejected
- Offline training off-policy issue
- Double samples for same micro batch pair-wise comparison
- Dataset quality dependency



Limitations

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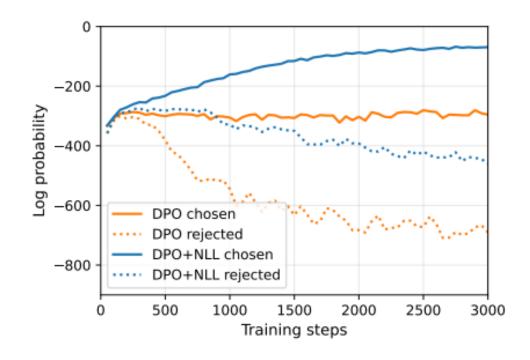
Regularized Preference Optimization (RPO)

SFT Loss is Implicitly an Adversarial Regularizer

RPO objective = Preference optimization loss + Imitation (SFT) loss

$$\mathcal{L}_{\text{DPO+NLL}} = \mathcal{L}_{\text{DPO}}(c_i^{\,\text{C}}, y_i^{\,\text{C}}, c_i^{\,\text{r}}, y_i^{\,\text{r}} | x_i) + \alpha \mathcal{L}_{\text{NLL}}(c_i^{\,\text{C}}, y_i^{\,\text{C}} | x_i)$$

Win rate (%)	RPO (beta)	Ref. (beta)	DPO (beta)
RPO (beta)	50.0	79.0	56.0
Ref. (beta)	21.0	50.0	22.7
DPO (beta)	44.0	77.3	50.0



(a) ARC-Challenge

LIU, Zhihan, et al. Provably mitigating overoptimization in RLHF. *arXiv preprint arXiv:2405.16436*, 2024. PANG, Richard Yuanzhe, et al. Iterative reasoning preference optimization. *arXiv preprint arXiv:2404.19733*, 2024.



Regularized Preference Optimization (RPO)

By passing some limits of DPO

- Training instability if $\hat{r}_{\theta,c}(x,y) \simeq \hat{r}_{\theta,r}(x,y)$ eak learning
- Overoptimization in RL
- Unclear separation between chosen and rejected [tackled in *]
- Offline training all off-policy training issues

$$\mathcal{L}_{\text{DPO+NLL}} = \mathcal{L}_{\text{DPO}}(c_i^{\,\text{C}}, y_i^{\,\text{C}}, c_i^{\,\text{r}}, y_i^{\,\text{r}} | x_i) + \alpha \mathcal{L}_{\text{NLL}}(c_i^{\,\text{C}}, y_i^{\,\text{C}} | x_i)$$

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^{*} ADLER, Bo, et al. Nemotron-4 340B Technical Report. arXiv preprint arXiv:2406.11704, 2024.

PPO vs DPO Comparison

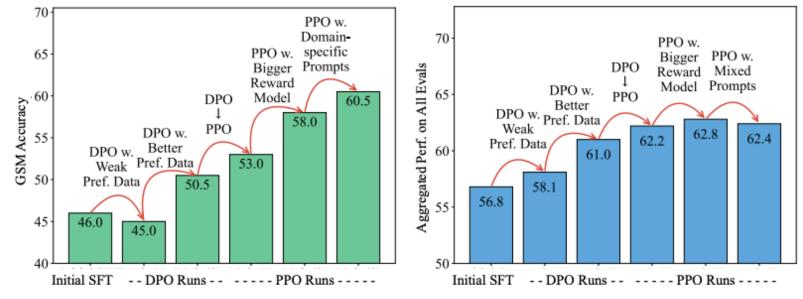


Figure 1: Performance improvements resulted by changing different components in the preference training of TÜLU. Left: Accuracy on GSM [9], for testing math capabilities. Right: Overall performance, aggregated over the 11 benchmarks described in §2.2.



IVISON, Hamish, et al. Unpacking DPO and PPO. arXiv preprint arXiv:2406.09279, 2024.

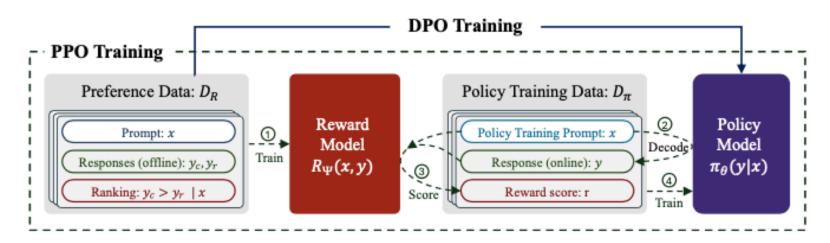
PPO vs DPO Comparison

PPO

- Online generation Online Learning
- Requires reward model
- More stable training and slightly better metrics
- Higher computational cost

DPO/RPO

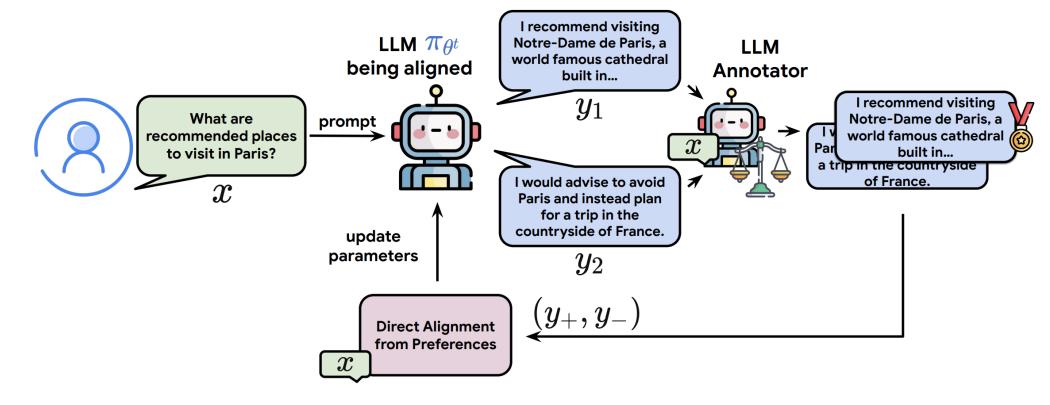
- Offline data allowed Offline Learning
- No reward model needed
- Simpler implementation and negative samples as zero
- More efficient and fast training



IVISON, Hamish, et al. Unpacking DPO and PPO. arXiv preprint arXiv:2406.09279, 2024.



Bridges gap with PPO

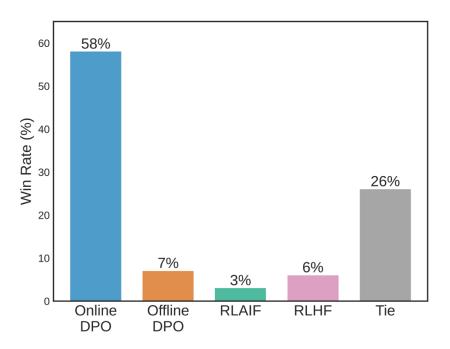


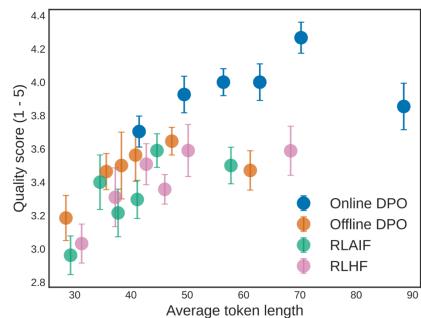
GUO, Shangmin, et al. Direct language model alignment from online ai feedback. arXiv preprint arXiv:2402.04792, 2024.



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Bridges gap with PPO





(a) Fraction of responses preferred by humans

(b) Quality against length of responses

GUO, Shangmin, et al. Direct language model alignment from online ai feedback. arXiv preprint arXiv:2402.04792, 2024.



Reward Model or LLM-as-Judge?



•	Model	Model Type ▲	Score A	Chat 🔺	Chat Hard ▲	Safety 🔺	Reasoning A
1	infly/INF-ORM-Llama3.1-70B	Seq. Classifier	95.1	96.6	91.0	93.6	99.1
2	nicolinho/QRM-Gemma-2-27B	Seq. Classifier	94.4	96.6	90.1	92.7	98.3
3	Skywork/Skywork-Reward-Gemma-2-27B-v0.2	Seq. Classifier	94.3	96.1	89.9	93.0	98.1
4	nvidia/Llama-3.1-Nemotron-70B-Reward *	Custom Classifier	94.1	97.5	85.7	95.1	98.1
5	Skywork/Skywork-Reward-Gemma-2-27B ^	Seq. Classifier	93.8	95.8	91.4	91.9	96.1
6	SF-Foundation/TextEval-Llama3.1-70B * 1	Generative	93.5	94.1	90.1	93.2	96.4
7	meta-metrics/MetaMetrics-RM-v1.0	Custom Classifier	93.4	98.3	86.4	90.8	98.2
8	Skywork/Skywork-Critic-Llama-3.1-70B ^	Generative	93.3	96.6	87.9	93.1	95.5
9	nicolinho/QRM-Llama3.1-8B-v2	Seq. Classifier	93.1	96.4	86.8	92.6	96.8
10	Skywork/Skywork-Reward-Llama-3.1-8B-v0.2	Seq. Classifier	93.1	94.7	88.4	92.7	96.7

RewardBench: https://huggingface.co/spaces/allenai/reward-bench





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- Research Engineers (Interns, ICs)



Appendix



Digging into the loss via its Gradient

- Single-stage optimization
- Directly learns from preference data
- No explicit reward model needed, but implicit rewards

$$\hat{r}_{\theta}(x,y) = \beta \log \frac{\pi_{\theta}(y|x)}{\pi_{\text{ref}}(y|x)}$$

Mathematical formulation:

$$\nabla_{\theta} \mathcal{L}_{\mathrm{DPO}} \big(\pi_{\theta}; \pi_{\mathrm{ref}} \big) = -\beta \mathbb{E}_{(x, y_w, y_l) \sim \mathcal{D}} \bigg[\underbrace{\sigma(\hat{r}_{\theta}(x, y_l) - \hat{r}_{\theta}(x, y_w))}_{\text{higher weight when reward estimate is wrong}} \bigg[\underbrace{\nabla_{\theta} \log \pi(y_w \mid x)}_{\text{increase likelihood of } y_w} - \underbrace{\nabla_{\theta} \log \pi(y_l \mid x)}_{\text{decrease likelihood of } y_l} \bigg] \bigg]$$



Regularized Preference Optimization (RPO)

SFT Loss is Implicitly an Adversarial Regularizer

RPO objective = Preference optimization loss + Imitation (SFT) loss

$$\mathcal{L}_{\text{DPO+NLL}} = \mathcal{L}_{\text{DPO}}(c_i^w, y_i^w, c_i^l, y_i^l | x_i) + \alpha \mathcal{L}_{\text{NLL}}(c_i^w, y_i^w | x_i)$$

$$= -\log \sigma \left(\beta \log \frac{M_{\theta}(c_i^w, y_i^w | x_i)}{M_{t}(c_i^w, y_i^w | x_i)} - \beta \log \frac{M_{\theta}(c_i^l, y_i^l | x_i)}{M_{t}(c_i^l, y_i^l | x_i)}\right) - \alpha \frac{\log M_{\theta}(c_i^w, y_i^w | x_i)}{|c_i^w| + |y_i^w|}.$$

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Bridges gap with PPO

Method	Win	Tie	Tie Loss			
TL;DR						
Online DPO Offline DPO	63.74% 7.69%	28.57%	7.69% $63.74%$	3.95 3.46		
Helpfulness						
Online DPO Offline DPO	58.60% 20.20%	21.20%	20.20% $58.60%$	4.08 3.44		
Harmlessness						
Online DPO Offline DPO	60.26% 3.84%	35.90%	3.84% $60.26%$	4.41 3.57		

Table 2: Win/tie/loss rate of DPO with OAIF (online DPO) against vanilla DPO (offline DPO) on the TL; DR, Helpfulness, Harmlessness tasks, along with the quality score of their generations, judged by *human raters*.

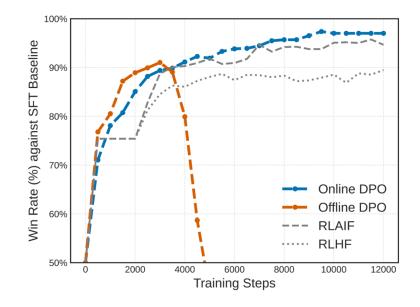


Figure 3: Win rate of DPO with OAIF (online DPO), vanilla DPO (offline DPO), RLAIF, and RLHF against the SFT baseline on the TL; DR task, judged by *Gemini Pro*.

Method	No RM needed	On-policy generation	Online feedback
Offline DPO (Rafailov et al., 2023)	✓	X	X
Offline IPO (Azar et al., 2023)	✓	X	X
Offline SLiC (Zhao et al., 2023)	1	X	Х
RSO (Liu et al., 2023)	×	✓	✓
Iterative DPO (Xu et al., 2023)	X	✓	✓
OAIF (proposed)	✓	✓	✓

GUO, Shangmin, et al. Direct language model alignment from online ai feedback. arXiv preprint arXiv:2402.04792, 2024.

