

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

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[Direct preference optimization: your language model is ...](#)

R Rafailov 저술 · 2023 · 6126회 인용 — Our experiments show that DPO can fine-tune LMs to align with human preferences as well as or better than existing methods.

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Learning Agents 강화학습 논문 리뷰 스터디

Minkyung Kim

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

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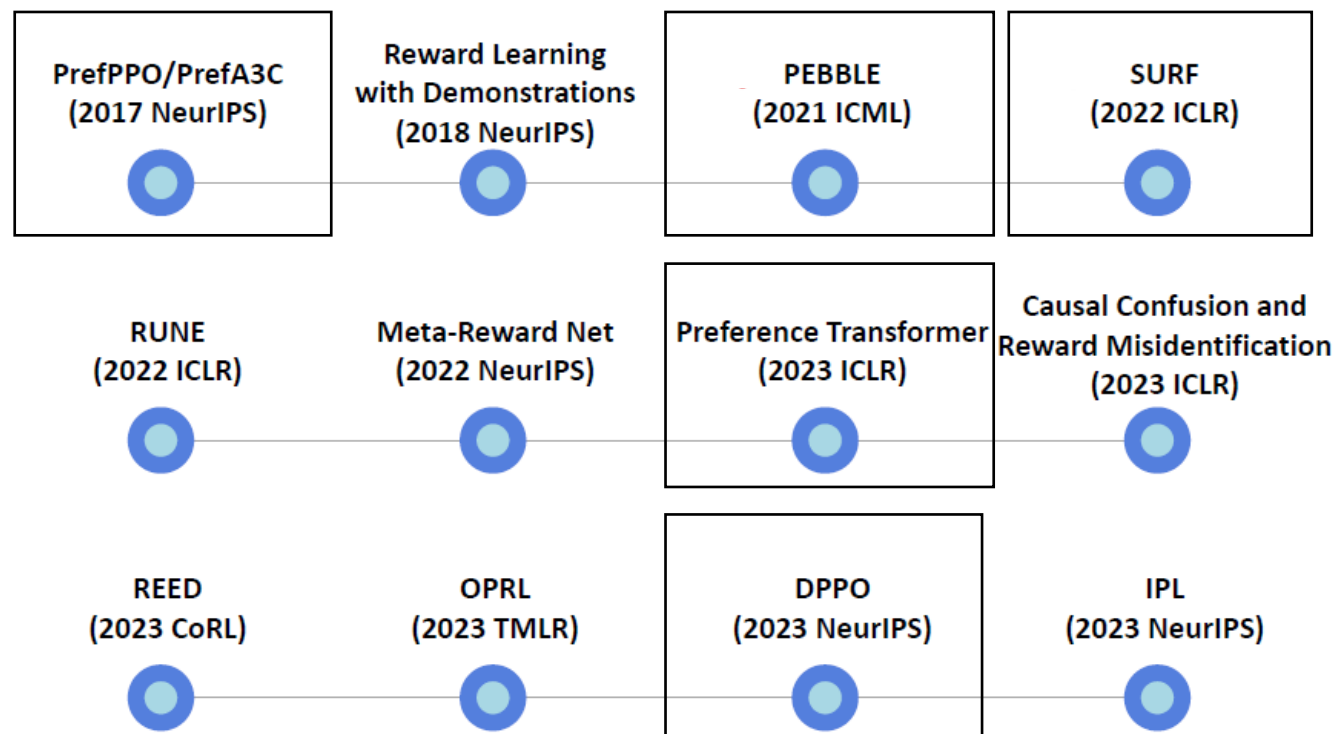
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Agenda

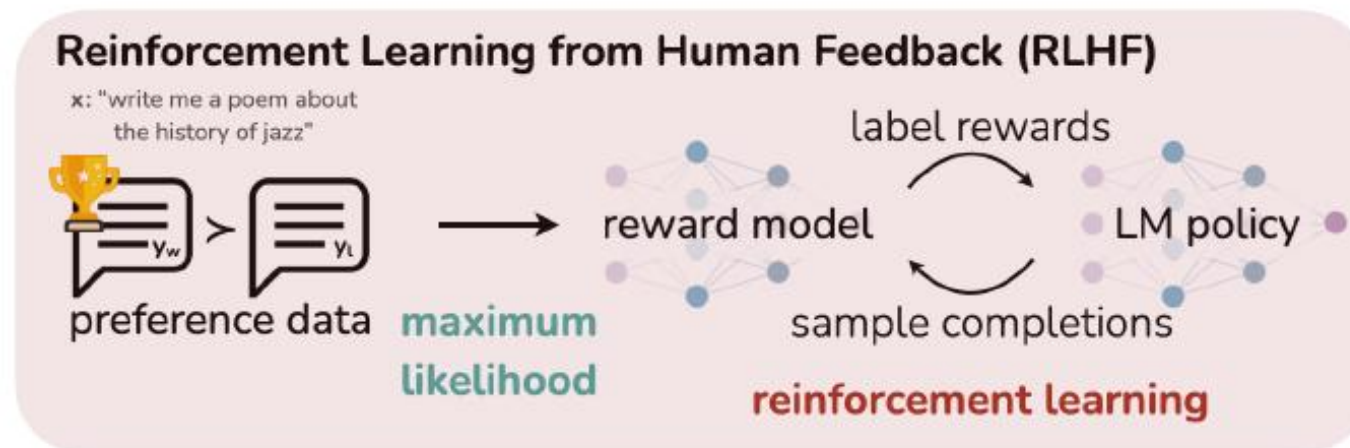
- Introduction
- Method
- Experiments
- Conclusion

- | | |
|-------------------------------|---|
| PrefPPO | <ul style="list-style-type: none">- introduction of PbRL- Reward Ensemble and Sampling- on-policy Algorithm (PPO) |
| PEBBLE | <ul style="list-style-type: none">- unsupervised Pre-training for Exploration- off-policy Algorithm (SAC)- Relabeling Replay Buffer for Stable Learning |
| SURF | <ul style="list-style-type: none">- semi-supervised learning- proposed data augmentation |
| Preference Transformer | <ul style="list-style-type: none">- offline RL- weighted sum of non-Markovian rewards |
| DPPO | <ul style="list-style-type: none">- reward model-free, offline optimization |



Introduction

- (AI Alignment)
Selecting the model's **desired responses and behavior** from its very wide **knowledge and abilities** is crucial to building AI systems that are safe, performant, and controllable.
→ Steer LMs to match human preferences using reinforcement learning
- **RLHF** is a complex and often unstable procedure.
 - 1) fitting a reward model that reflects the human preferences
 - 2) fine-tuning the large unsupervised LM
 - to maximize this estimated reward without drifting too far from the original model

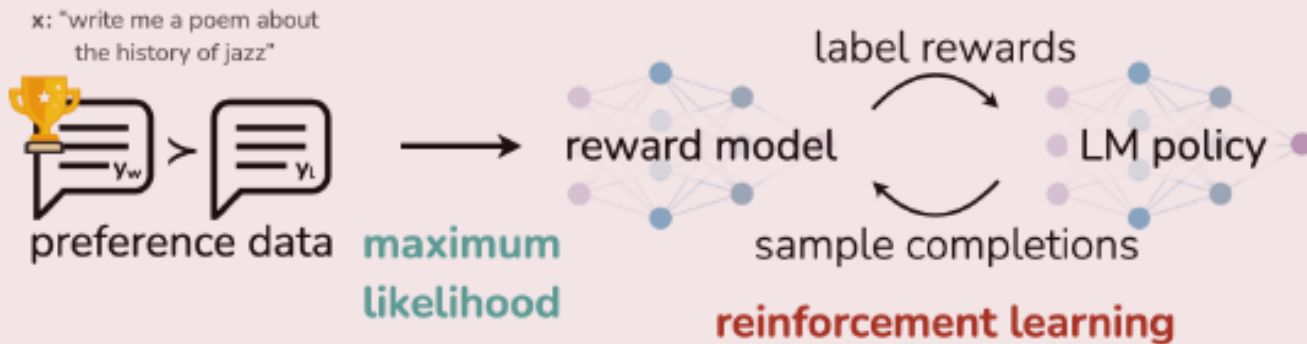


Introduction

- **Direct Preference Optimization(DPO)**

- Optimize a LM to adhere to human preferences, **without explicit reward modeling or RL**
- Uses a **change of variables** to define the preference loss as **function of policy** directly
- stable, performant, and computationally lightweight, eliminating the need for sampling from the LM during fine-tuning or performing significant hyperparameter tuning

Reinforcement Learning from Human Feedback (RLHF)



Direct Preference Optimization (DPO)



RLHF(Reinforcement Learning from Human Feedback)

- 1) Supervised fine-tuning (SFT)
- 2) preference sampling and reward learning
- 3) RL optimization

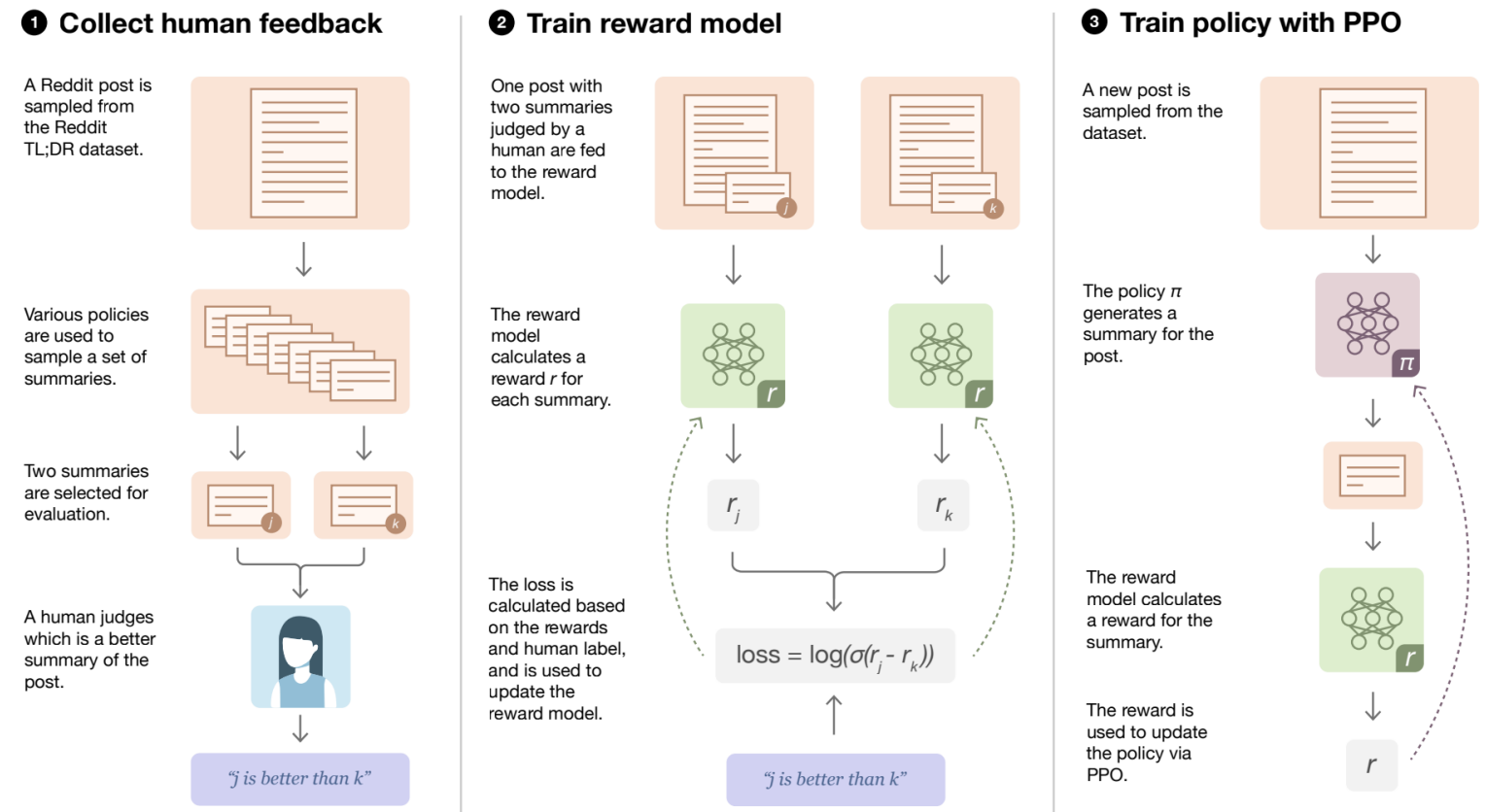


Figure 2: Diagram of our human feedback, reward model training, and policy training procedure.

RLHF(Reinforcement Learning from Human Feedback)

1) Supervised fine-tuning (SFT)

- fine-tuning a pre-trained LM with supervised learning on high-quality data for downstream task of interest(dialogue, summarization, etc.) to obtain a model π^{SFT}

① Collect human feedback

A Reddit post is sampled from the Reddit TL;DR dataset.



Various policies are used to sample a set of summaries.



Two summaries are selected for evaluation.



A human judges which is a better summary of the post.



"j is better than k"

② Train reward model

One post with two summaries judged by a human are fed to the reward model.



The reward model calculates a reward r for each summary.



r_j

r_k

The loss is calculated based on the rewards and human label, and is used to update the reward model.

$$\text{loss} = \log(\sigma(r_j - r_k))$$

"j is better than k"

③ Train policy with PPO

A new post is sampled from the dataset.



The policy π generates a summary for the post.



The reward model calculates a reward for the summary.



The reward is used to update the policy via PPO.

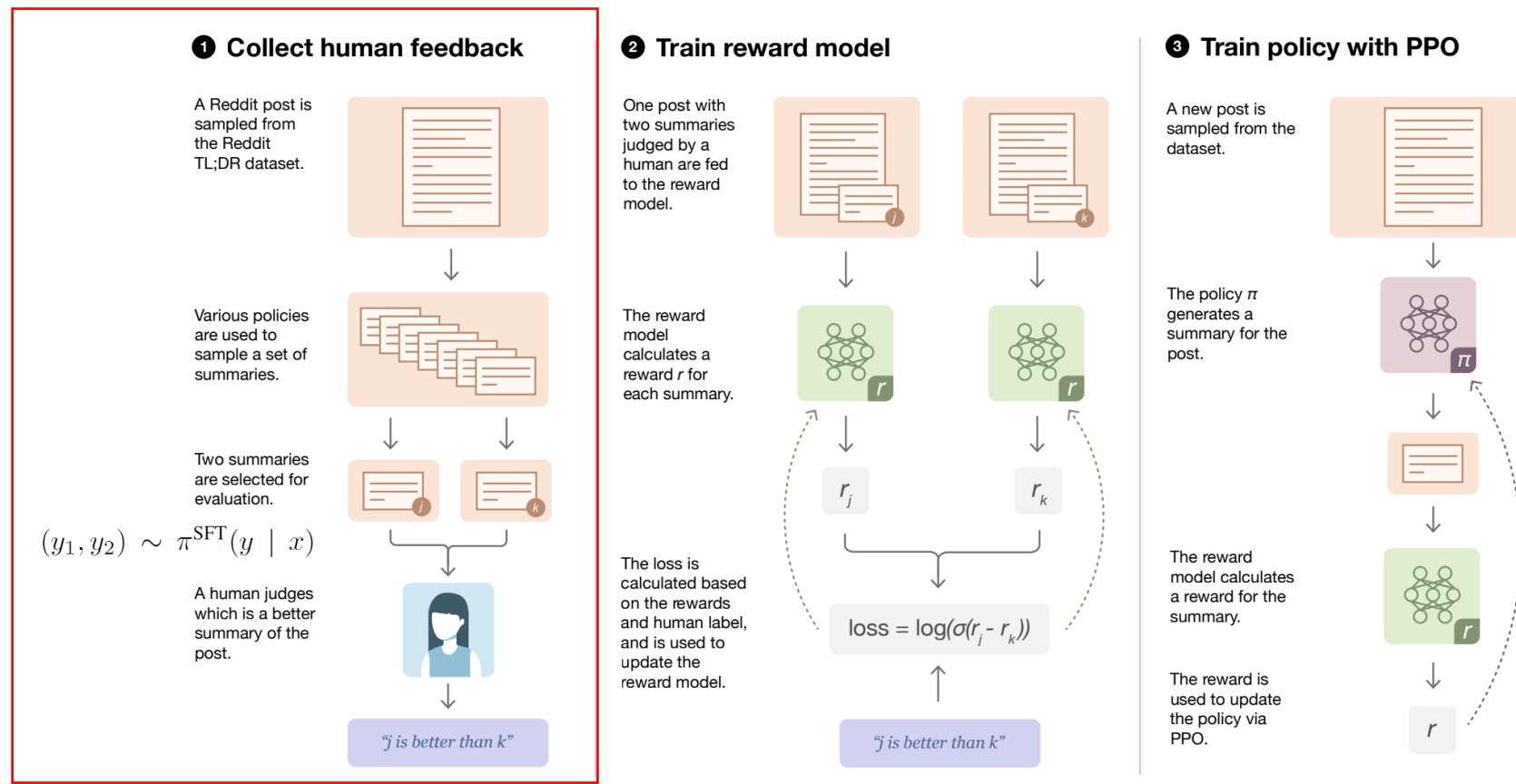
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RLHF(Reinforcement Learning from Human Feedback)

2) Reward Modelling Phase

- SFT model is prompted with prompts x to produce pairs of answer $(y_1, y_2) \sim \pi^{\text{SFT}}(y \mid x)$
- preferred completion: y_w , dispreferred completion: y_l $y_w \succ y_l \mid x$

$$\mathcal{D} = \{x^{(i)}, y_w^{(i)}, y_l^{(i)}\}_{i=1}^N$$



RLHF(Reinforcement Learning from Human Feedback)

2) Reward Modelling Phase

- negative log-likelihood loss using Bradley-Terry

$$p^*(y_1 \succ y_2 \mid x) = \frac{\exp(r^*(x, y_1))}{\exp(r^*(x, y_1)) + \exp(r^*(x, y_2))}$$

$$\mathcal{D} = \{x^{(i)}, y_w^{(i)}, y_l^{(i)}\}_{i=1}^N$$

$$\mathcal{L}_R(r_\phi, \mathcal{D}) = -\mathbb{E}_{(x, y_w, y_l) \sim \mathcal{D}} [\log \sigma(r_\phi(x, y_w) - r_\phi(x, y_l))]$$

where σ is the logistic function.

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r

RLHF(Reinforcement Learning from Human Feedback)

3) RL Fine-Tuning Phase

- the learned reward function is used to provide feedback to the LM

$$\max_{\pi_{\theta}} \underbrace{\mathbb{E}_{x \sim \mathcal{D}, y \sim \pi_{\theta}(y|x)} [r_{\phi}(x, y)]}_{\text{maximize reward}} - \underbrace{\beta \mathbb{D}_{\text{KL}} [\pi_{\theta}(y | x) || \pi_{\text{ref}}(y | x)]}_{\text{prevent the model from changing too drastically}},$$

controlling the deviation from based reference policy $\pi_{\text{ref}} = \pi^{SFT}$

1 Collect human feedback

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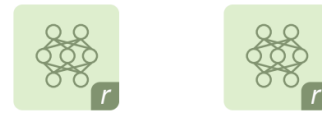
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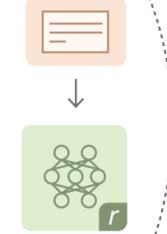
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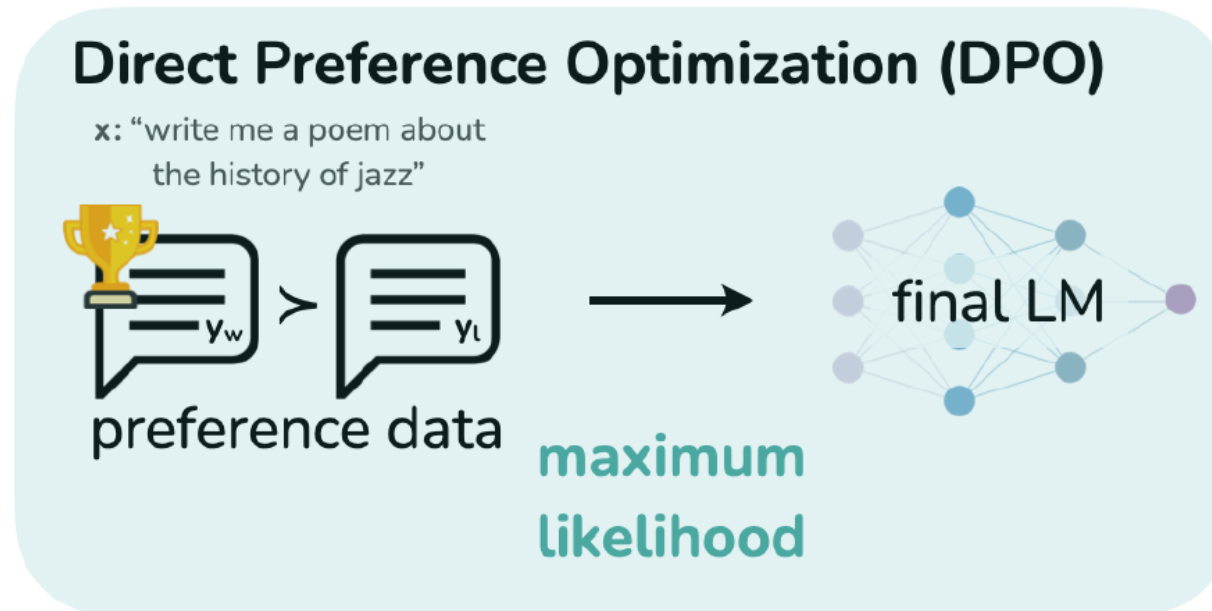
The reward model calculates a reward for the summary.



The reward is used to update the policy via PPO.

DPO(Direct Preference Optimization)

- Leverages a [particular choice of reward model parameterization](#) that enables extraction of its [optimal policy](#) in closed form, without an RL training loop.
- Policy network represents both the LM and the (implicit) reward



DPO(Direct Preference Optimization)

RL objective under general reward function r

$$\begin{aligned} & \max_{\pi_{\theta}} \mathbb{E}_{x \sim \mathcal{D}, y \sim \pi_{\theta}(y|x)} [r_{\phi}(x, y)] - \beta \mathbb{D}_{\text{KL}} [\pi_{\theta}(y | x) \parallel \pi_{\text{ref}}(y | x)], \\ &= \max_{\pi} \mathbb{E}_{x \sim \mathcal{D}} \mathbb{E}_{y \sim \pi(y|x)} \left[r(x, y) - \beta \log \frac{\pi(y|x)}{\pi_{\text{ref}}(y|x)} \right] \\ &= \min_{\pi} \mathbb{E}_{x \sim \mathcal{D}} \mathbb{E}_{y \sim \pi(y|x)} \left[\log \frac{\pi(y|x)}{\pi_{\text{ref}}(y|x)} - \frac{1}{\beta} r(x, y) \right] \\ &= \min_{\pi} \mathbb{E}_{x \sim \mathcal{D}} \mathbb{E}_{y \sim \pi(y|x)} \left[\log \frac{\pi(y|x)}{\frac{1}{Z(x)} \pi_{\text{ref}}(y|x) \exp \left(\frac{1}{\beta} r(x, y) \right)} - \log Z(x) \right] \end{aligned}$$

$Z(x) = \sum_y \pi_{\text{ref}}(y | x) \exp \left(\frac{1}{\beta} r(x, y) \right)$ is the partition function

DPO(Direct Preference Optimization)

optimal policy π_r using reward function r : KL-constrained reward maximization objective

$$\pi_r(y | x) = \frac{1}{Z(x)} \pi_{\text{ref}}(y | x) \exp \left(\frac{1}{\beta} r(x, y) \right)$$

reference policy π_{ref}

$Z(x) = \sum_y \pi_{\text{ref}}(y | x) \exp \left(\frac{1}{\beta} r(x, y) \right)$ is the partition function

$$\begin{aligned} \min_{\pi} \mathbb{E}_{x \sim \mathcal{D}} \left[\mathbb{E}_{y \sim \pi(y|x)} \left[\log \frac{\pi(y|x)}{\pi^*(y|x)} \right] - \log Z(x) \right] = \\ \min_{\pi} \mathbb{E}_{x \sim \mathcal{D}} [\mathbb{D}_{\text{KL}}(\pi(y|x) || \pi^*(y|x)) - \log Z(x)] \end{aligned}$$

logarithm of both sides \rightarrow rearrange the optimal solution to express $r(x,y)$

$$r(x, y) = \beta \log \frac{\pi_r(y | x)}{\pi_{\text{ref}}(y | x)} + \beta \log Z(x).$$

DPO(Direct Preference Optimization)

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The optimal RLHF policy π^* under BT model that satisfies the preference model:
reparameterization to ground-truth reward r^* , and optimal model π^*

$$p^*(y_1 \succ y_2 | x) = \sigma(r^*(x, y_1) - \underline{r^*}(x, y_2))$$

express the human preference probability in terms of optimal policy π^* and reference policy π_{ref} ,

$$p^*(y_1 \succ y_2 | x) = \frac{1}{1 + \exp \left(\beta \log \frac{\pi^*(y_2|x)}{\pi_{\text{ref}}(y_2|x)} - \beta \log \frac{\pi^*(y_1|x)}{\pi_{\text{ref}}(y_1|x)} \right)}$$

DPO(Direct Preference Optimization)

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DPO objective:

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

$$\mathcal{L}_R(r_\phi, \mathcal{D}) = -\mathbb{E}_{(x, y_w, y_l) \sim \mathcal{D}} [\log \sigma(r_\phi(x, y_w) - r_\phi(x, y_l))]$$

DPO(Direct Preference Optimization)

gradient of the loss function \mathcal{L}_{DPO}

- Importantly, the examples are **weighted by how much higher the implicit reward model rates the dispreferred completions**, scaled by β , i.e, **how incorrectly the implicit reward model orders the completions**, accounting for the strength of the KL constraint
→ Empirically import!

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

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

DPO(Direct Preference Optimization)

- **Unlikelihood baseline** @sentimental experiments
: simply maximizing $\log p(y_w|x)$, the log probability of the preferred response, while minimizing $\log p(y_l|x)$, the log probability of the dispreferred response

[illegible]

Table 3: Unlikelihood samples from TL;DR prompts sampled at temperature 1.0. In general, we find unlikelihood fails to generate meaningful responses for more complex problems such as summarization and dialogue.

DPO(Direct Preference Optimization)

1. **Sample completions** $y_1, y_2 \sim \pi_{ref}(\cdot | x)$ **for every prompt** x ,
label with human preferences to construct the **offline dataset** of preferences

$$\mathcal{D} = \{x^{(i)}, y_w^{(i)}, y_l^{(i)}\}_{i=1}^N$$

2. **Optimize the LM** π_θ **to minimize** \mathcal{L}_{DPO} for the given π_{ref} and \mathcal{D} and desired β .

Reuse preference datasets available!

- the preference datasets are sampled using $\pi^{SFT}, \pi_{ref} = \pi^{SFT}$

Experiments

- Baselines (<6B)
 - : GPT-J, Pythia-2.8B, SFT, Preferred-FT, Unlikelihood, PPO, PPO-GT, Best-of-N

- Task 1: controlled sentiment generation
 - x : a prefix of a movie review from IMDb dataset
 - policy must generate y with positive sentiment
 - generate preference pairs using pre-trained sentiment classifier
 - SFT: fine-tune GPT-2-large
- Evaluation
 - controlled sentiment generation: using ground-truth reward function (the pre-trained sentiment classifier)
 - Real world: win rate against a baseline policy(using GPT-4)

49582 unique values	2 unique values
One of the other reviewers has mentioned that after watching just 1 Oz episode you'll be hooked. The...	positive
A wonderful little production. The filming technique is very unassuming- very old-time-B...	positive
I thought this was a wonderful way to spend time on a too hot summer weekend, sitting in the air con...	positive
Basically there's a family where a little boy (Jake) thinks there's a zombie in his closet & his par...	negative

Experiments

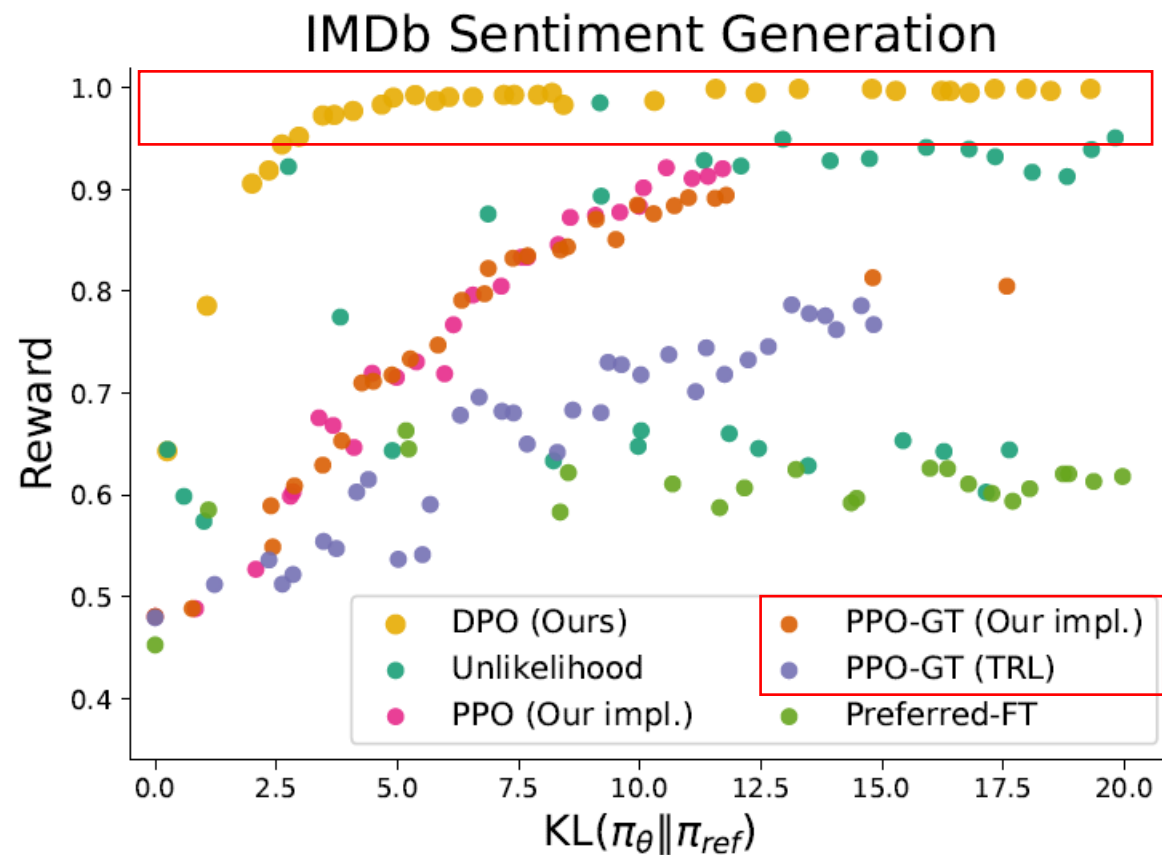
- Task 2: Summarization
 - x : forum post from Reddit
 - policy must generate a summary y of the main point of the post
 - use the Reddit TL;DR summarization dataset
 - SFT model finetuned on human-written forum post summaries with TRLX for RLHF
- Evaluation
 - use references summaries in the test set

Experiments

- Task 3: Single-turn dialogue
 - x : human query, which may be anything
(from a question about astrophysics to a request for relationship advice)
 - policy must generate an engaging and helpful response y
 - Anthropic Helpful and Harmless dialogue dataset (170K)
 - No pretrained SFT model is available
- Evaluation
 - use preferred response in the test dataset

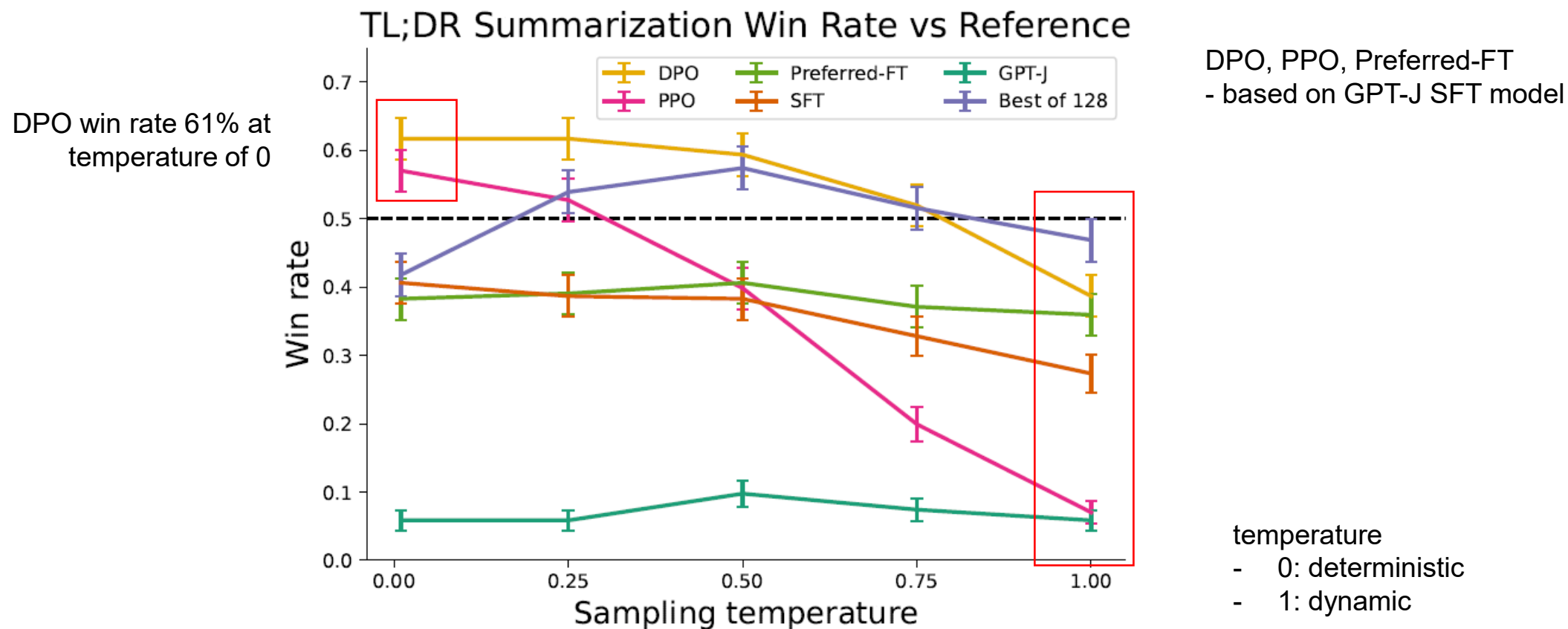
Experiments

1) [How well](#) can DPO optimize the RLHF objective?



Experiments

2) Can DPO [scale to real preference datasets](#) ? (summarization and single-turn dialog)

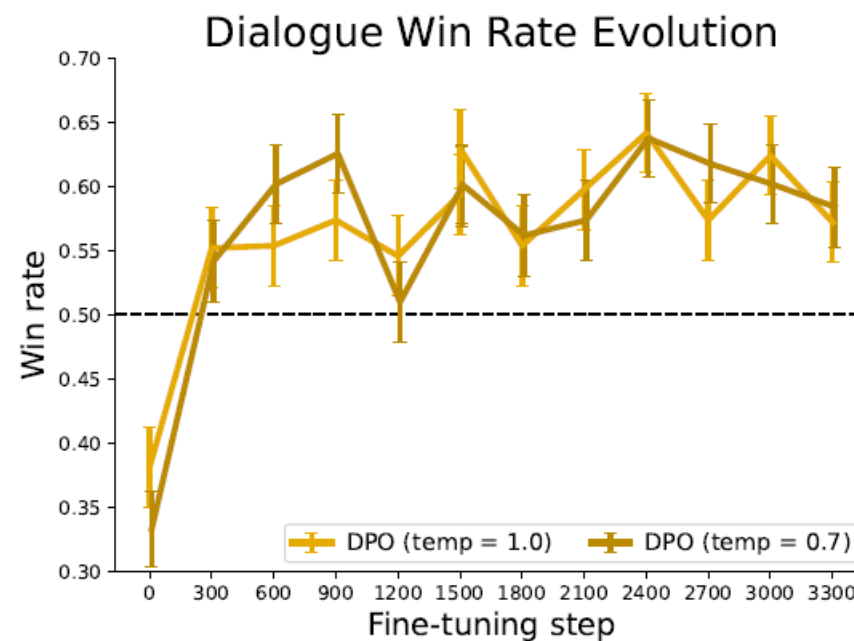
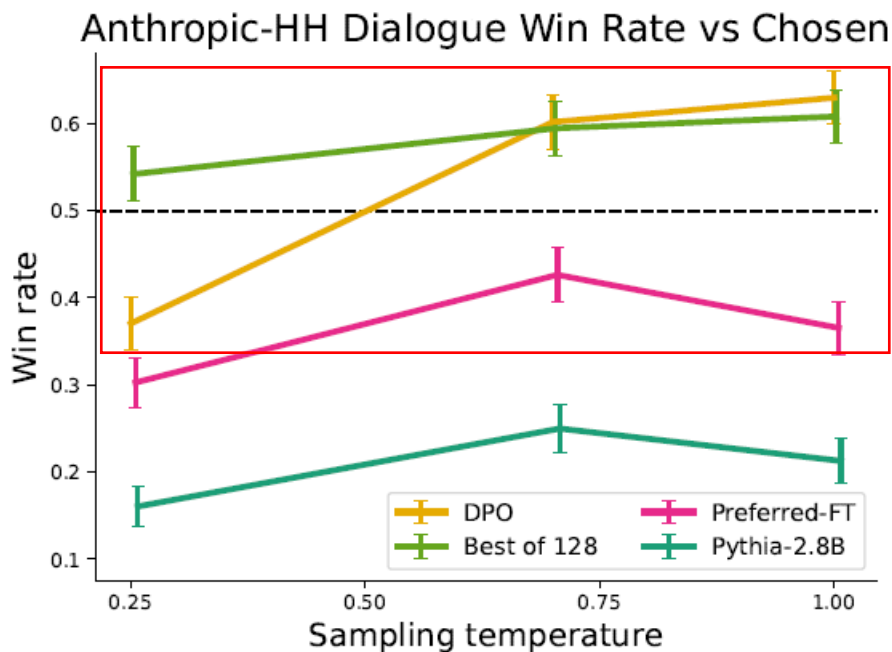


Experiments

2) Can DPO scale to real preference datasets ? (summarization and single-turn dialog)

- no standard SFT model → pre-train Pythia-2.8B, Preferred-FT to train a reference model

DPO is the only **computationally efficient** method that improves over the preferred completions



RLHF model trained with **PPO** is **unable to find** a prompt or sampling temperature that gives performance better than the base Pythia-2.8B model

Experiments

3) Generalization to a new input distribution

- the PPO and DPO policies from **Reddit TL;DR summarization** experiment on a distribution, new articles in the test split of the **CNN/DailyMail dataset**

Alg.	Win rate vs. ground truth	
	Temp 0	Temp 0.25
DPO	0.36	0.31
PPO	0.26	0.23

Table 1: GPT-4 win rates vs. ground truth summaries for out-of-distribution CNN/DailyMail input articles.

DPO(Direct Preference Optimization)

- a simple training paradigm **for training language models from preferences without RL.**
- DPO maps **between language model policies and reward functions** that enables training a LM to satisfy human preference directly, with simple cross-entropy loss, without RL.
- Limitations & Future Work
 - How does the DPO policy generalize out of distribution, compared with an explicit reward function?
 - How does reward over-optimization manifest in the DPO setting?
 - Need to explore scaling DPO to state-of-the-art models larger than 6B
 - Need to study best way to elicit high-quality judgments (e.g. GPT-4)