Procesamiento de Lenguaje Natural

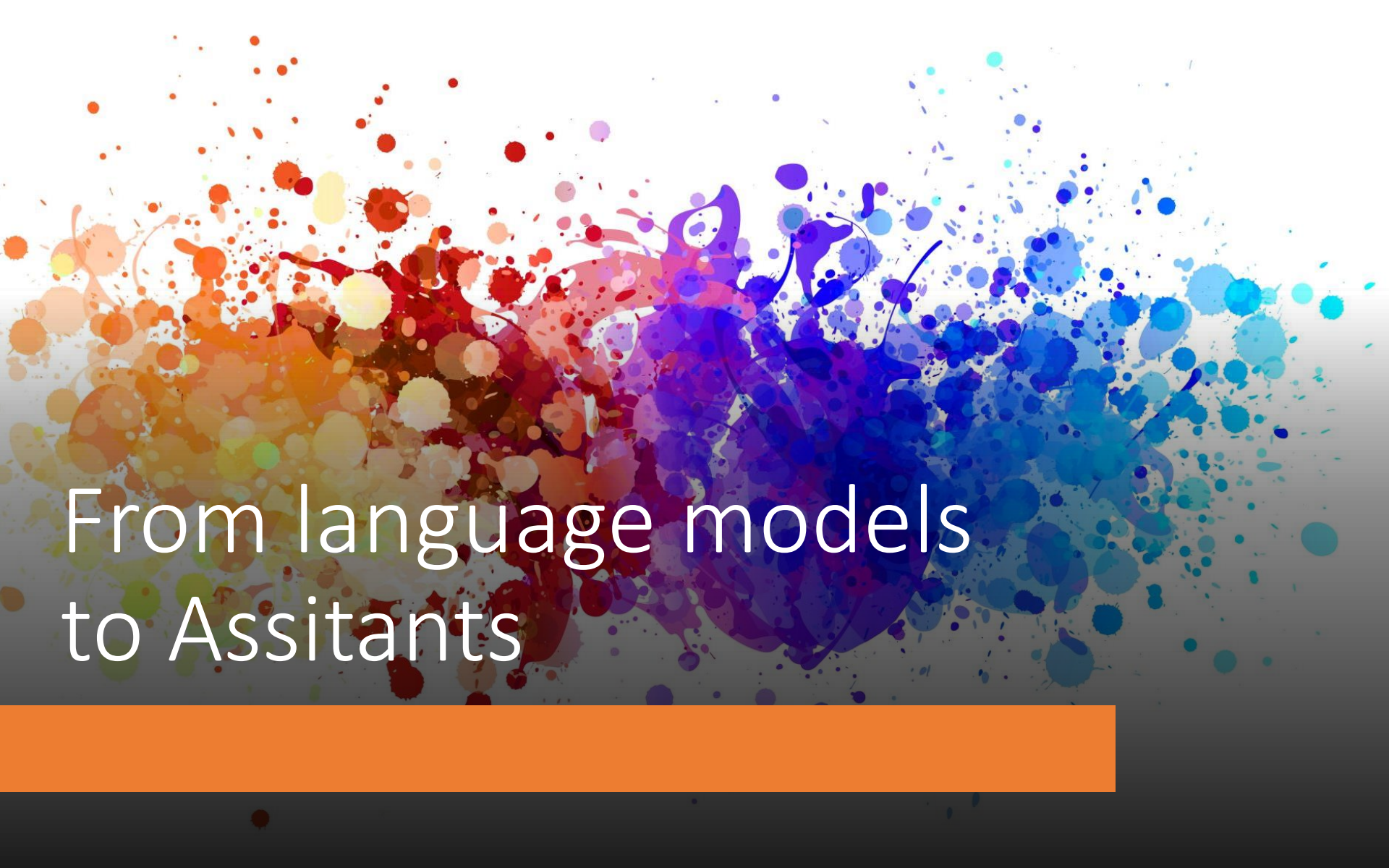
Clase 17 – RLHF

Ph.D. Rubén Manrique

rf.manrique@uniandes.edu.co

Maestría en Ingeniería de Sistemas y Computación

- Some Notes and Slides from: Stanford CS224N NLP, 2023, Chris Manning.

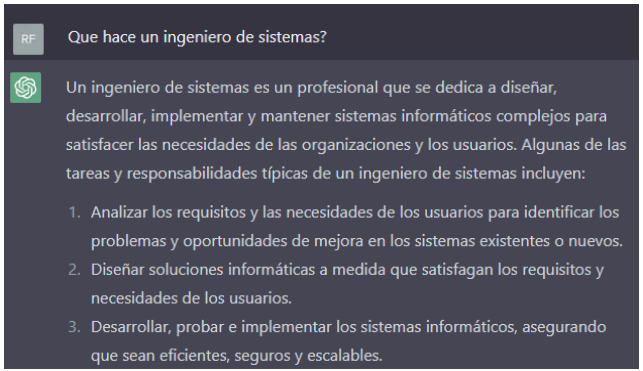

From language models
to Assitants

From language models to Assitants

- How do we get from this:

  Lima es la **capital** de _____

- To this?



Language modeling ≠ assisting users

PROMPT	*Explain the moon landing to a 6 year old in a few sentences.*
COMPLETION	GPT-3

```
Explain the theory of gravity to a 6 year old.

Explain the theory of relativity to a 6 year old in a few sentences.

Explain the big bang theory to a 6 year old.

Explain evolution to a 6 year old.
```

Language models are not *aligned* with user intent [Ouyang et al., 2022].

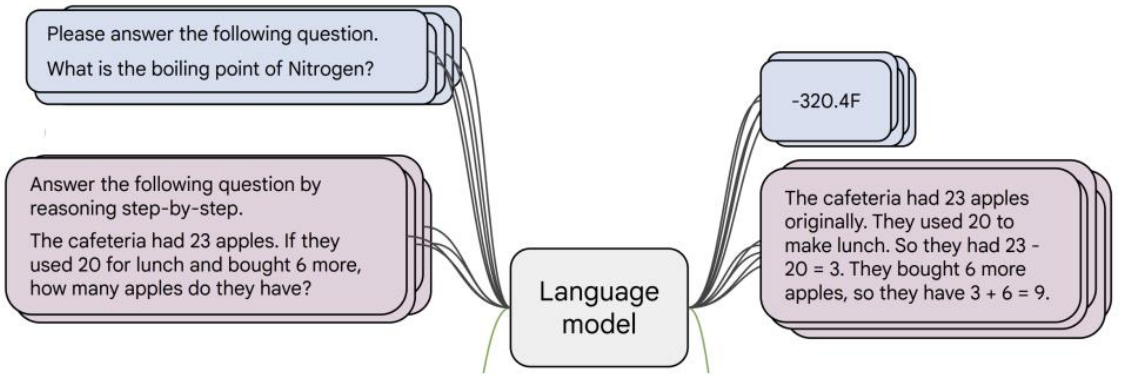
Language modeling ≠ assisting users

PROMPT	*Explain the moon landing to a 6 year old in a few sentences.*
COMPLETION	**Human** A giant rocket ship blasted off from Earth carrying astronauts to the moon. The astronauts landed their spaceship on the moon and walked around exploring the lunar surface. Then they returned safely back to Earth, bringing home moon rocks to show everyone.

Language models are not *aligned* with user intent [Ouyang et al., 2022].
Finetuning to the rescue!

Instruction finetuning

- **Collect examples** of (instruction, output) pairs across many tasks and finetune an LM

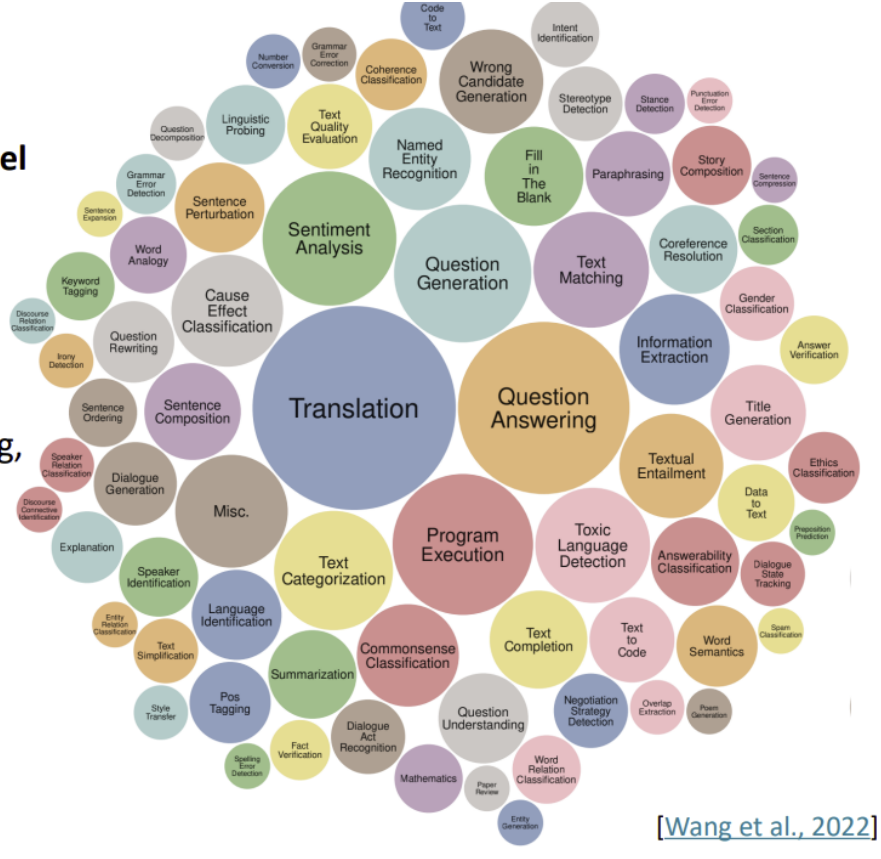


- Evaluate on **unseen tasks**

[FLAN-T5; Chung et al., 2022]

Instruction finetuning

- As is usually the case, **data + model scale** is key for this to work!
- For example, the **Super-NaturalInstructions** dataset contains **over 1.6K tasks, 3M+** examples
  - Classification, sequence tagging, rewriting, translation, QA...
- **Q:** how do we evaluate such a model?

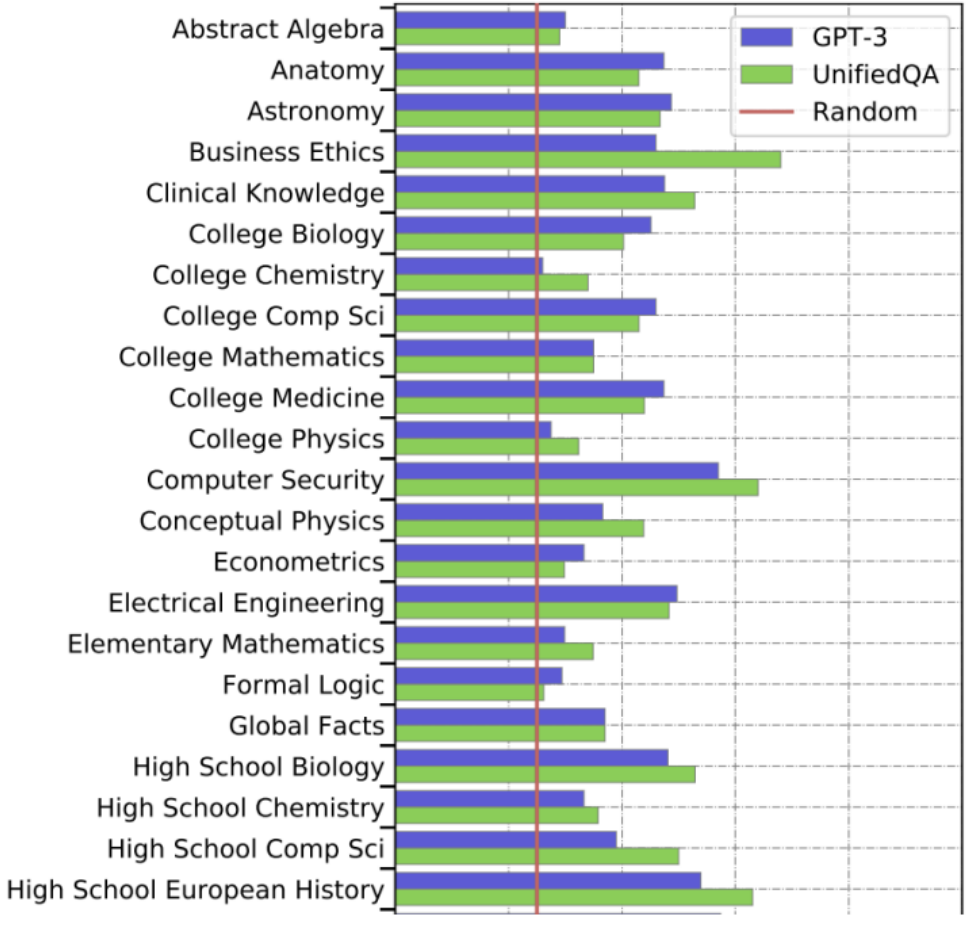


[Wang et al., 2022]

Massive Multitask Language Understanding (MMLU)

[Hendrycks et al., 2021]

New benchmarks for measuring LM performance on 57 diverse *knowledge intensive* tasks



Instruction finetuning

Model input (Disambiguation QA)

Q: In the following sentences, explain the antecedent of the pronoun (which thing the pronoun refers to), or state that it is ambiguous.

Sentence: The reporter and the chef will discuss their favorite dishes.

Options:
(A) They will discuss the reporter's favorite dishes
(B) They will discuss the chef's favorite dishes
(C) Ambiguous

A: Let's think step by step.

Before instruction finetuning

The reporter and the chef will discuss their favorite dishes.
The reporter and the chef will discuss the reporter's favorite dishes.
The reporter and the chef will discuss the chef's favorite dishes.
The reporter and the chef will discuss the reporter's and the chef's favorite dishes.

✖ **(doesn't answer question)**

Instruction finetuning (II)

Model input (Disambiguation QA)

Q: In the following sentences, explain the antecedent of the pronoun (which thing the pronoun refers to), or state that it is ambiguous.

Sentence: The reporter and the chef will discuss their favorite dishes.

Options:
(A) They will discuss the reporter's favorite dishes
(B) They will discuss the chef's favorite dishes
(C) Ambiguous

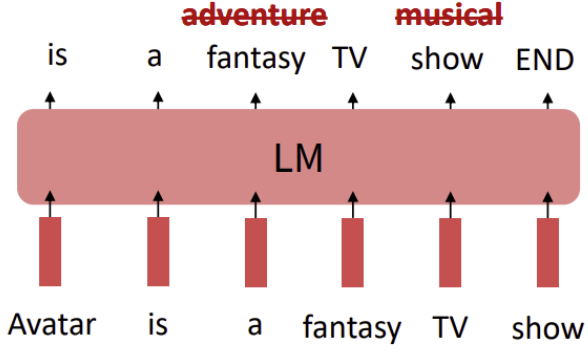
A: Let's think step by step.

After instruction finetuning

The reporter and the chef will discuss their favorite dishes does not indicate whose favorite dishes they will discuss. So, the answer is (C). ✅

Limitations of instruction finetuning?

- One limitation of instruction finetuning is obvious: it's **expensive** to collect ground-truth data for tasks.
- But there are other, subtler limitations too. Can you think of any?
- **Problem 1:** tasks like open-ended creative generation have no right answer.
  - *Write me a story about a dog and her pet grasshopper.*
- **Problem 2:** language modeling penalizes all token-level mistakes equally, but some errors are worse than others.
- Even with instruction finetuning, there a mismatch between the LM objective and the objective of "satisfy human preferences"!
- Can we **explicitly attempt to satisfy human preferences?**



Reinforcement Learning from Human Feedback (RLHF)

Optimizing for human preferences

- Let's say we were training a language model on some task (e.g. summarization).
- For each LM sample s, imagine we had a way to obtain a *human reward* of that summary: $R(s) \in \mathbb{R}$, higher is better.

```
SAN FRANCISCO,
California (CNN) --
A magnitude 4.2
earthquake shook the
San Francisco
...
overturn unstable
objects.
```

```
An earthquake hit
San Francisco.
There was minor
property damage,
but no injuries.
```

$$s_1$$
$$R(s_1) = 8.0$$

```
The Bay Area has
good weather but is
prone to
earthquakes and
wildfires.
```

$$s_2$$
$$R(s_2) = 1.2$$

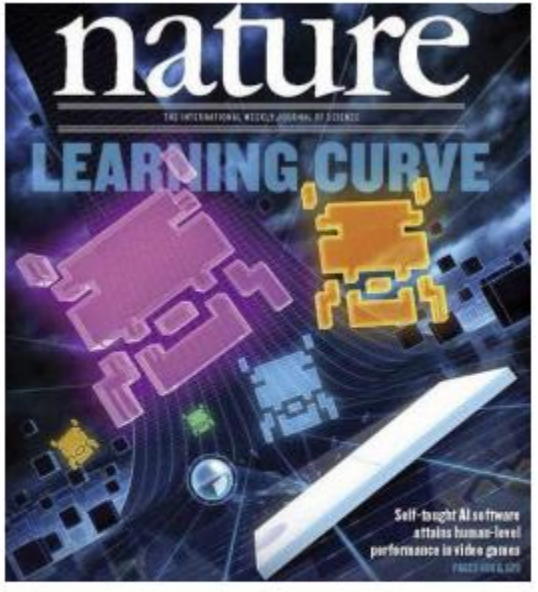
- Now we want to maximize the expected reward of samples from our LM:

$$\mathbb{E}_{\hat{s} \sim p_\theta(s)}[R(\hat{s})]$$

Note: for mathematical simplicity we're assuming only one "prompt"

Reinforcement learning to the rescue

- The field of **reinforcement learning (RL)** has studied these (and related) problems for many years now [Williams, 1992; Sutton and Barto, 1998]
- Circa 2013: resurgence of interest in RL applied to deep learning, game-playing [Mnih et al., 2013]
- But the interest in applying RL to modern LMs is an even newer phenomenon [Ziegler et al., 2019; Stiennon et al., 2020; Ouyang et al., 2022]. **Why?**
  - RL w/ LMs has commonly been viewed as very hard to get right (still is!)
  - Newer advances in RL algorithms that work for large neural models, including language models (e.g. PPO; [Schulman et al., 2017])



Optimizing for human preferences

- How do we actually change our LM parameters θ to maximize this?

$$\mathbb{E}_{\hat{s}\sim p_\theta(s)}[R(\hat{s})]$$

- Let's try doing gradient ascent!

$$\theta_{t+1} \coloneqq \theta_t + \alpha \nabla_{\theta_t} \mathbb{E}_{\hat{s}\sim p_{\theta_t}(s)}[R(\hat{s})]$$

How do we estimate this expectation??

What if our reward function is non-differentiable??

- **Policy gradient** methods in RL (e.g., REINFORCE; [Williams, 1992]) give us tools for estimating and optimizing this objective.

Policy Gradient [Williams, 1992]

- First put the gradient "inside" the expectation

$$\nabla_\theta \mathbb{E}_{\hat{s}\sim p_\theta(s)}[R(\hat{s})] = \mathbb{E}_{\hat{s}\sim p_\theta(s)}[R(\hat{s})\,\nabla_\theta \log p_\theta(\hat{s})]$$

- Second, we can approximate this objective with Monte Carlo samples:

$$\nabla_\theta \mathbb{E}_{\hat{s}\sim p_\theta(s)}[R(\hat{s})] = \mathbb{E}_{\hat{s}\sim p_\theta(s)}[R(\hat{s})\,\nabla_\theta \log p_\theta(\hat{s})] \approx \frac{1}{m}\sum_{i=1}^{m} R(s_i)\,\nabla_\theta \log p_\theta(s_i)$$

This is why it's called **"reinforcement learning"**: we **reinforce** good actions, increasing the chance they happen again.

- Giving us the update rule:

$$\theta_{t+1} := \theta_t + \alpha \frac{1}{m} \sum_{i=1}^{m} R(s_i) \nabla_{\theta_t} \log p_{\theta_t}(s_i)$$

If R is +++

Take gradient steps to maximize $p_\theta(s_i)$

If R is ---

Take steps to minimize $p_\theta(s_i)$

How do we model human preferences?

- Awesome: now for any **arbitrary, non-differentiable reward function** $R(s)$, we can train our language model to maximize expected reward.
- Not so fast! (Why not?)
- **Problem 1:** human-in-the-loop is expensive!
  - **Solution:** instead of directly asking humans for preferences, **model their preferences** as a separate (NLP) problem! [Knox and Stone, 2009]

s_1: `An earthquake hit San Francisco. There was minor property damage, but no injuries.`

$R(s_1) = 8.0$

s_2: `The Bay Area has good weather but is prone to earthquakes and wildfires.`

$R(s_2) = 1.2$

Train an LM $RM_\phi(s)$ to predict human preferences from an annotated dataset, then optimize for RM_ϕ instead.

How do we model human preferences?

- **Problem 2:** human judgments are noisy and miscalibrated!
- **Solution:** instead of asking for direct ratings, ask for **pairwise comparisons**, which can be more reliable [Phelps et al., 2015; Clark et al., 2018]

```
A 4.2 magnitude
earthquake hit
San Francisco,
resulting in
massive damage.
```

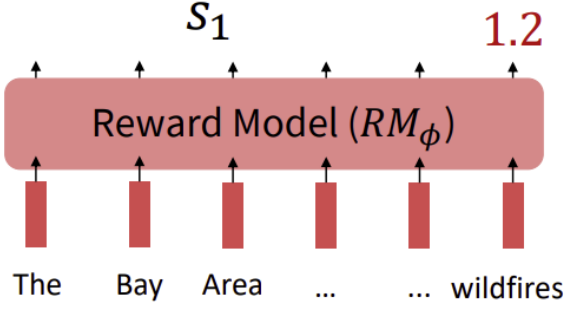
$$s_3$$

$$R(s_3) = \quad 4.1? \quad 6.6? \quad 3.2?$$

How do we model human preferences?

- **Problem 2:** human judgments are noisy and miscalibrated!
- **Solution:** instead of asking for direct ratings, ask for **pairwise comparisons**, which can be more reliable [Phelps et al., 2015; Clark et al., 2018]

An earthquake hit San Francisco. There was minor property damage, but no injuries. $>$ A 4.2 magnitude earthquake hit San Francisco, resulting in massive damage. $>$ The Bay Area has good weather but is prone to earthquakes and wildfires.



s_3 s_2

Bradley-Terry [1952] paired comparison model

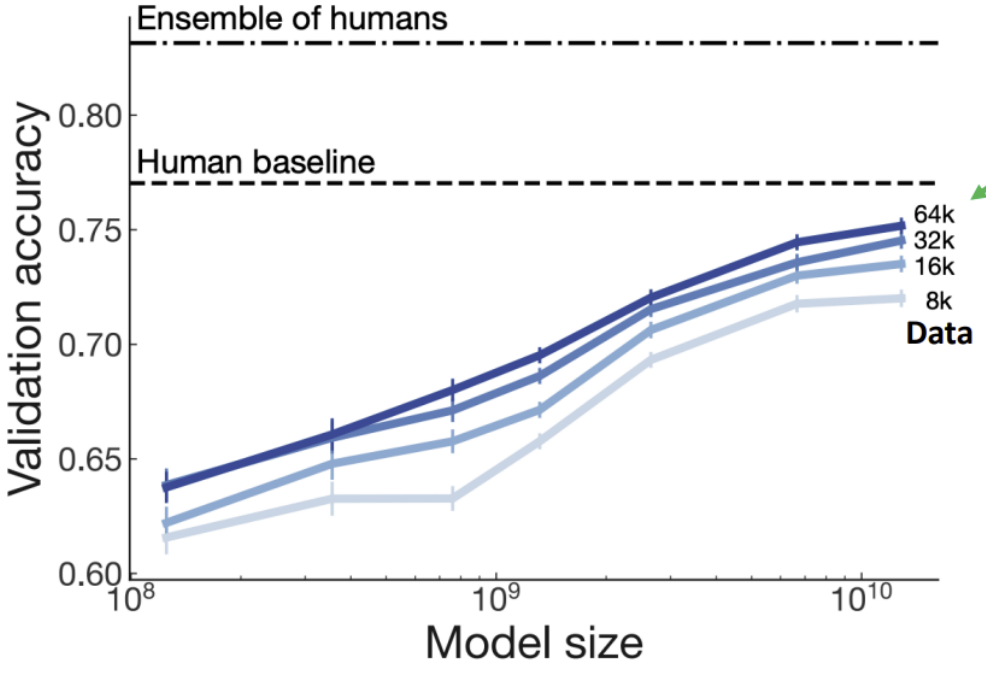
$$J_{RM}(\phi) = -\mathbb{E}_{(s^w, s^l)\sim D}\left[\log \sigma(RM_\phi(s^w) - RM_\phi(s^l))\right]$$

"winning" sample — "losing" sample

s^w should score higher than s^l

¡Asegúrese de que su modelo de recompensa funcione primero!

Evaluate RM on predicting outcome of held-out human judgments



Large enough RM trained on enough data approaching single human perf

[Stiennon et al., 2020]

RLHF: Putting it all together

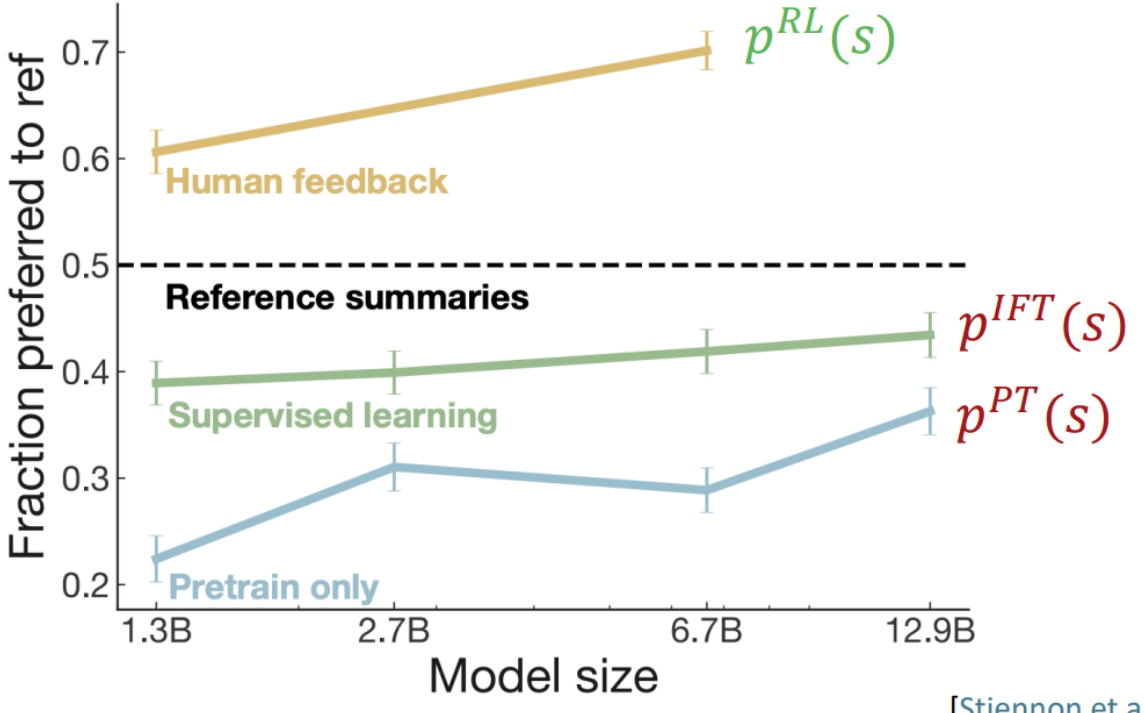
- Finally, we have everything we need:
  - A pretrained (possibly instruction-finetuned) LM $p^{PT}(s)$
  - A reward model $RM_\phi(s)$ that produces scalar rewards for LM outputs, trained on a dataset of human comparisons
  - A method for optimizing LM parameters towards an arbitrary reward function.
- Now to do RLHF:
  - Initialize a copy of the model $p_\theta^{RL}(s)$, with parameters θ we would like to optimize
  - Optimize the following reward with RL:

$$R(s) = RM_\phi(s) - \underbrace{\beta \log \left(\frac{p_\theta^{RL}(s)}{p^{PT}(s)} \right)}$$

Pay a price when $p_\theta^{RL}(s) > p^{PT}(s)$

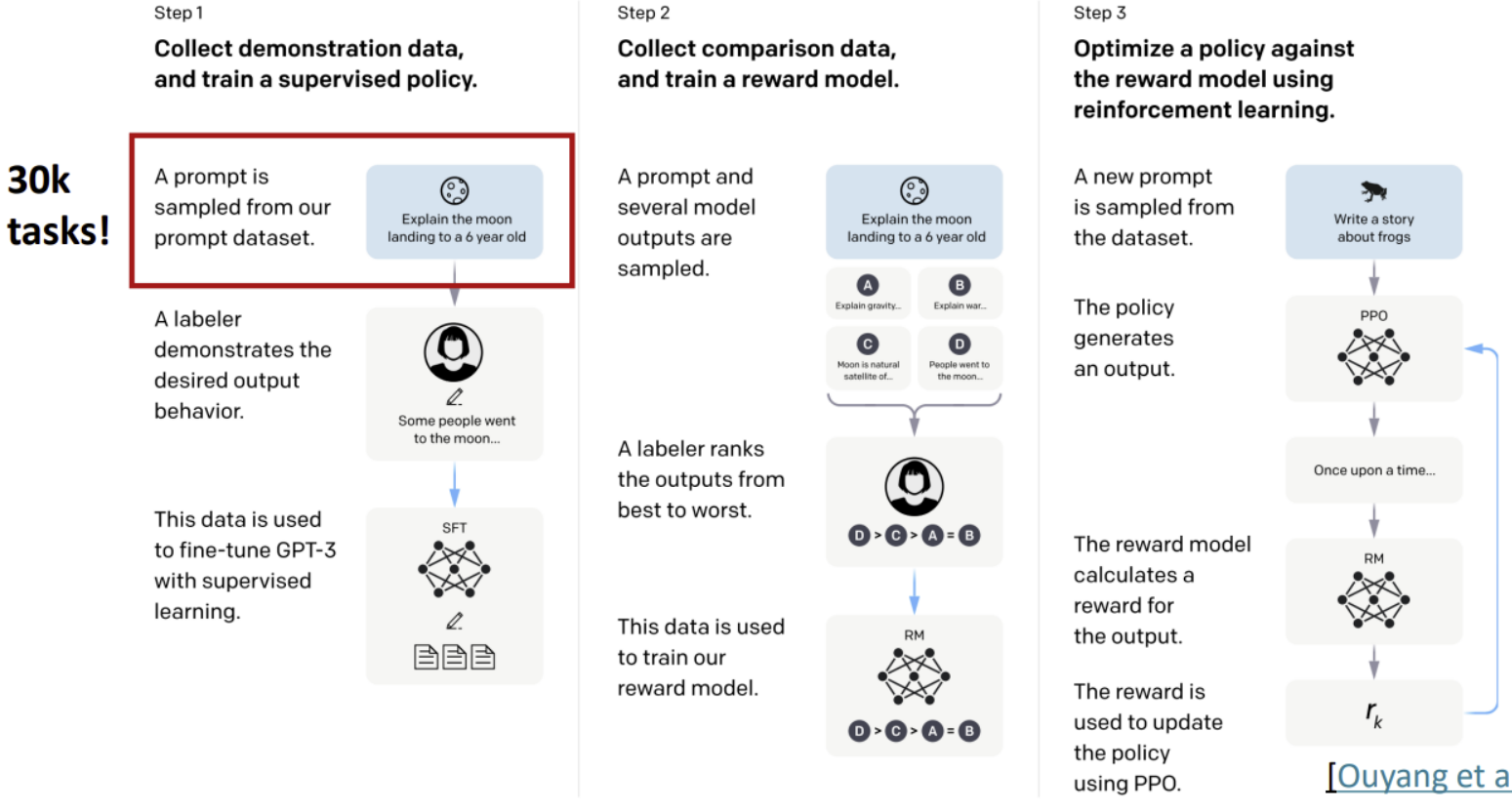
This is a penalty which prevents us from diverging too far from the pretrained model. In expectation, it is known as the **Kullback-Leibler** (**KL**) divergence between $p_\theta^{RL}(s)$ and $p^{PT}(s)$.

Y funciona muy bien!!



[Stiennon et al., 2020]

Primera versión chatGPT: Instruct GPT



[Ouyang et al., 2022]

GPT3 vs InstructGPT

PROMPT *Explain the moon landing to a 6 year old in a few sentences.*

COMPLETION

GPT-3

```
Explain the theory of gravity to a 6 year old.

Explain the theory of relativity to a 6 year old in a few sentences.

Explain the big bang theory to a 6 year old.

Explain evolution to a 6 year old.
```

InstructGPT

```
People went to the moon, and they took pictures of what they saw, and
sent them back to the earth so we could all see them.
```

ChatGPT: Optimizing Language Models for Dialogue

Note: OpenAI (and similar companies) are keeping more details secret about ChatGPT training (including data, training parameters, model size)—perhaps to keep a competitive edge…

Methods

We trained this model using Reinforcement Learning from Human Feedback (RLHF), using the same methods as InstructGPT, but with slight differences in the data collection setup. We trained an initial model using supervised fine-tuning: human AI trainers provided conversations in which they played both sides—the user and an AI assistant. We gave the trainers access to model-written suggestions to help them compose their responses. We mixed this new dialogue dataset with the InstructGPT dataset, which we transformed into a dialogue format.

(Instruction finetuning!)

ChatGPT: Optimizing Language Models for Dialogue

Note: OpenAI (and similar companies) are keeping more details secret about ChatGPT training (including data, training parameters, model size)—perhaps to keep a competitive edge…

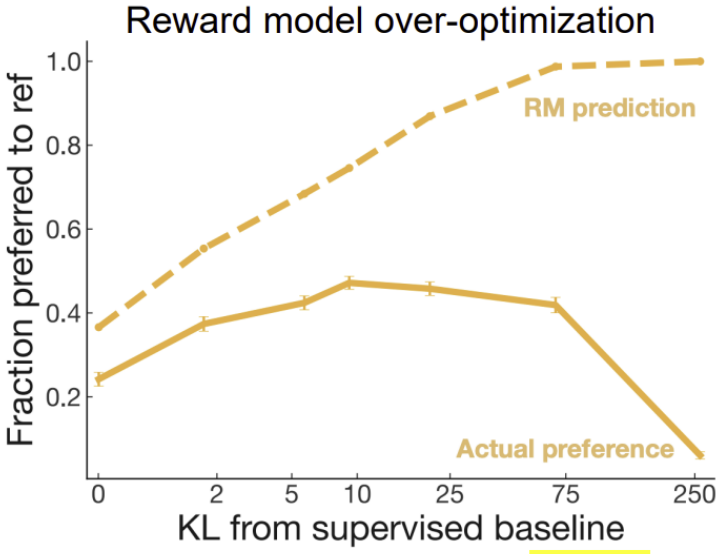
Methods

To create a reward model for reinforcement learning, we needed to collect comparison data, which consisted of two or more model responses ranked by quality. To collect this data, we took conversations that AI trainers had with the chatbot. We randomly selected a model-written message, sampled several alternative completions, and had AI trainers rank them. Using these reward models, we can fine-tune the model using Proximal Policy Optimization. We performed several iterations of this process.

(RLHF!)

Limitations

- Human preferences are unreliable!
  - ”Reward hacking” is a common problem in RL
  - Chatbots are rewarded to produce responses that *seem* authoritative and helpful, *regardless of truth*
  - This can result in making up facts + hallucinations
- **Models** of human preferences are *even more* unreliable!



$$R(s) = RM_{\phi}(s) - \beta \log \left(\frac{p_{\theta}^{RL}(s)}{p^{PT}(s)} \right)$$

Gracias por la atención

¿Tiene alguna pregunta?