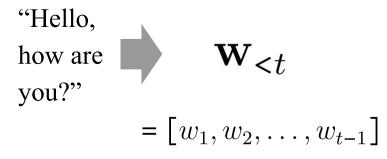
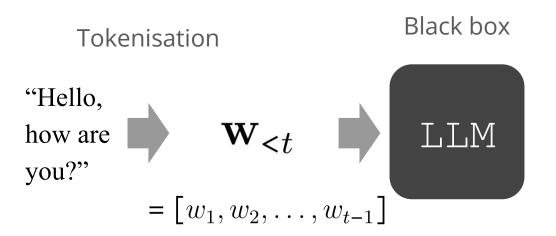
Mitigating Hallucinations in LLMs

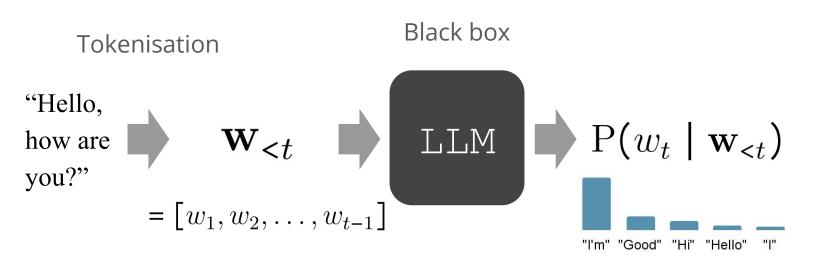
Stephen Cowley, Magdalene College Supervisor: Dr Marcus Tomalin

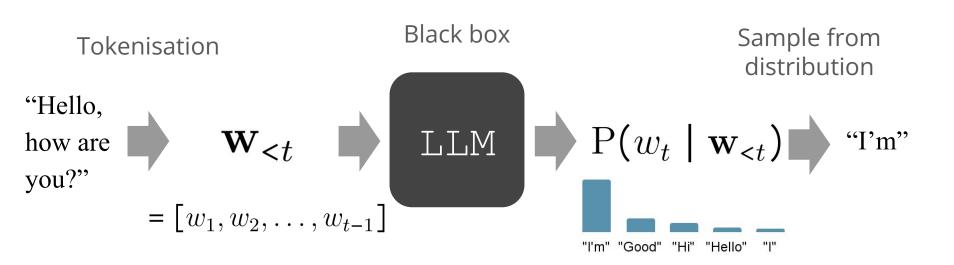
"Hello, how are you?"

Tokenisation



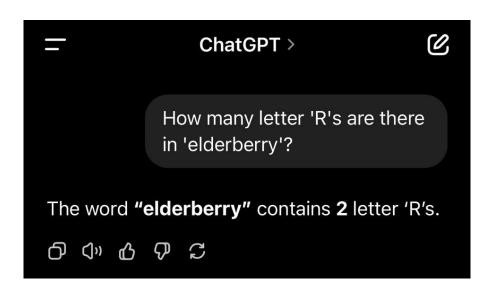




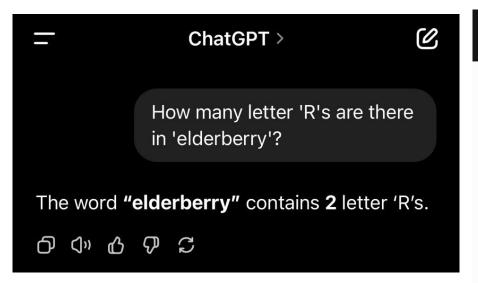


When "a model makes factual errors" – OpenAl

When "a model makes factual errors" – OpenAl

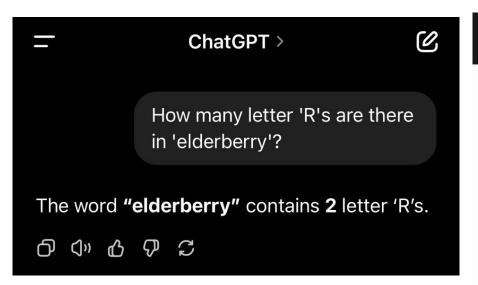


When "a model makes factual errors" – OpenAl



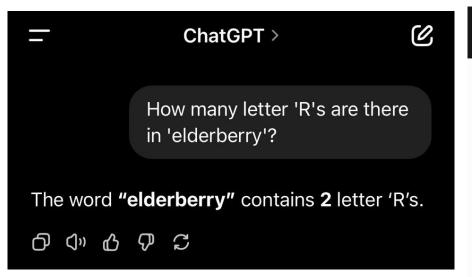


- When "a model makes factual errors" OpenAl
- Significant demand to improve LLM factual reliability





- When "a model makes factual errors" OpenAl
- Significant demand to improve LLM factual reliability
- 2 directions: decoding strategy; Chain-of-Thought modification





Chain-of-Thought is reasoning process

Chain-of-Thought — is reasoning process

Okay, so Alice and Bob are playing this game with a stack of n tokens. Alice goes first, and each turn a player can remove either 1 or 4 tokens. The person who takes the last token wins. I need to figure out how many positive integers $n \le 2024$ Bob can force a win by using a strategy, regardless of what Alice does. Hmm, this seems like a combinatorial game theory problem.

But I need to think through it step by step.

First, the grid is 5x5, so 25 cells in total. Each cell can have either a white chip, a black chip, or be empty. But with the constraints given, I need to make sure that in every row and every column, all the chips are the same color. That means if I have a row with some white chips, all the chips in that row must be white, and similarly for columns. The same applies to black chips.

But wait, n=1: Alice takes 1 token and wins. So Bob can't win when n=1.

But n=2: Alice can take 1 token, leaving 1 for Bob, who then takes it and wins. Or she can take 4, but n=2 is too small. So if n=2, Alice can win by taking 1 token. Wait, but actually, if n=2, Alice takes 1, leaves 1 for Bob, who takes it and wins. So Bob doesn't win. So n=2: Alice wins.

- Chain-of-Thought is reasoning process
- Try randomly inject e.g. "But" at new paragraph

Okay, so Alice and Bob are playing this game with a stack of n tokens. Alice goes first, and each turn a player can remove either 1 or 4 tokens. The person who takes the last token wins. I need to figure out how many positive integers $n \le 2024$ Bob can force a win by using a strategy, regardless of what Alice does. Hmm, this seems like a combinatorial game theory problem.

But I need to think through it step by step.

First, the grid is 5x5, so 25 cells in total. Each cell can have either a white chip, a black chip, or be empty. But with the constraints given, I need to make sure that in every row and every column, all the chips are the same color. That means if I have a row with some white chips, all the chips in that row must be white, and similarly for columns. The same applies to black chips.

But wait, n=1: Alice takes 1 token and wins. So Bob can't win when n=1.

But n=2: Alice can take 1 token, leaving 1 for Bob, who then takes it and wins. Or she can take 4, but n=2 is too small. So if n=2, Alice can win by taking 1 token. Wait, but actually, if n=2, Alice takes 1, leaves 1 for Bob, who takes it and wins. So Bob doesn't win. So n=2: Alice wins.

- Chain-of-Thought is reasoning process
- Try randomly inject e.g. "But" at new paragraph
- Adversarial questions accuracy:
 26.1% → 26.7%
- Arithmetic reasoning accuracy:
 56.7% → 57.5%

Okay, so Alice and Bob are playing this game with a stack of n tokens. Alice goes first, and each turn a player can remove either 1 or 4 tokens. The person who takes the last token wins. I need to figure out how many positive integers $n \le 2024$ Bob can force a win by using a strategy, regardless of what Alice does. Hmm, this seems like a combinatorial game theory problem.

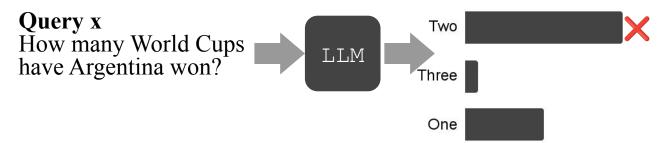
But I need to think through it step by step.

First, the grid is 5x5, so 25 cells in total. Each cell can have either a white chip, a black chip, or be empty. But with the constraints given, I need to make sure that in every row and every column, all the chips are the same color. That means if I have a row with some white chips, all the chips in that row must be white, and similarly for columns. The same applies to black chips.

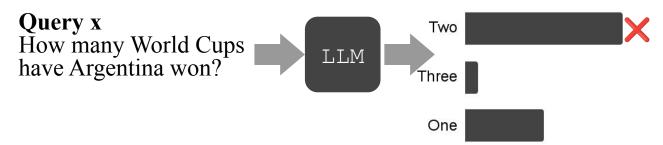
But wait, n=1: Alice takes 1 token and wins. So Bob can't win when n=1.

But n=2: Alice can take 1 token, leaving 1 for Bob, who then takes it and wins. Or she can take 4, but n=2 is too small. So if n=2, Alice can win by taking 1 token. Wait, but actually, if n=2, Alice takes 1, leaves 1 for Bob, who takes it and wins. So Bob doesn't win. So n=2: Alice wins.

 $P(y_t \mid \mathbf{x}, \mathbf{y}_{< t})$

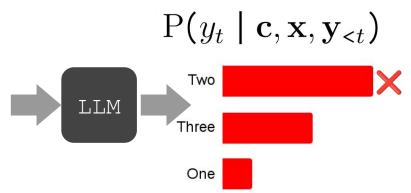


 $P(y_t \mid \mathbf{x}, \mathbf{y}_{< t})$

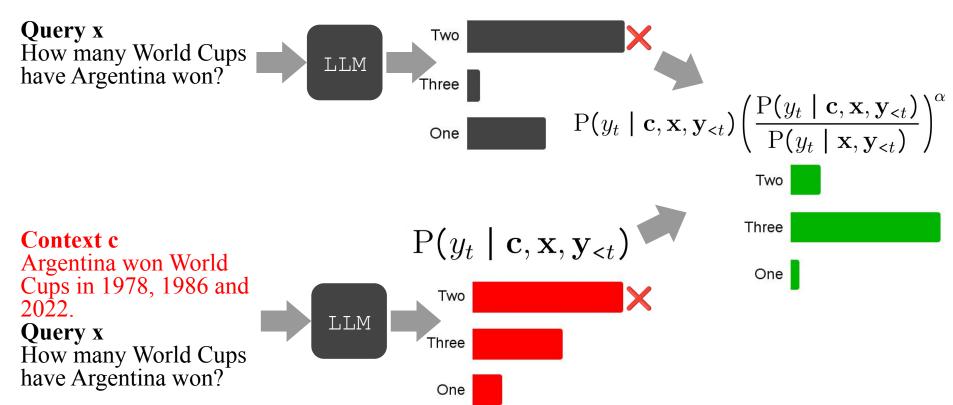


Context c Argentina won World Cups in 1978, 1986 and 2022. Query x

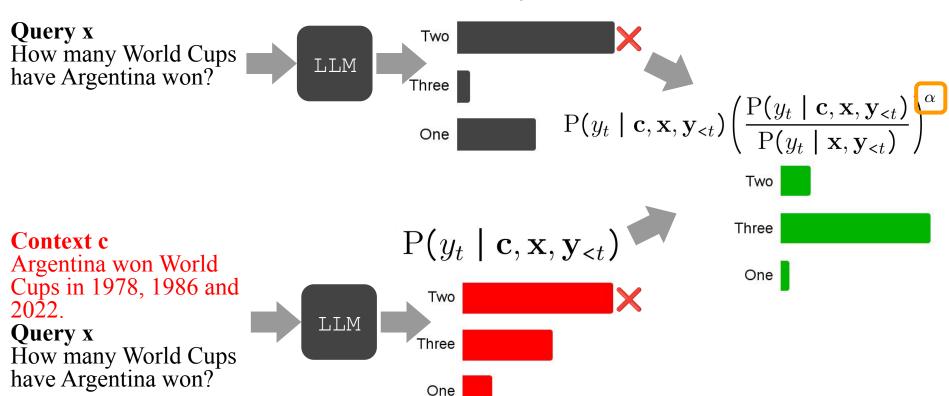
How many World Cups have Argentina won?



 $P(y_t \mid \mathbf{x}, \mathbf{y}_{< t})$



 $P(y_t \mid \mathbf{x}, \mathbf{y}_{\leq t})$



1. MemoTrap

Context c

Write a quote that ends in the word "early"

Query x

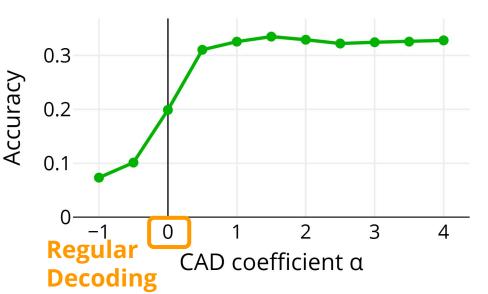
Better late than

MemoTrap

Context c

Write a quote that ends in the word "early"

Query x *Better late than*



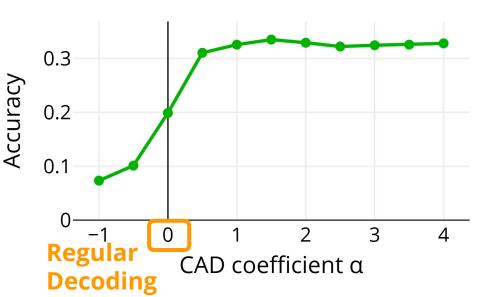
MemoTrap

Context c

Write a quote that ends in the word "early"

Query x

Better late than



2. Natural Questions

Context c

Ashrita Furman (born Keith Furman, September 16, 1954) is a Guinness World Records record-breaker...

Query x

who holds the world record for the most world records?

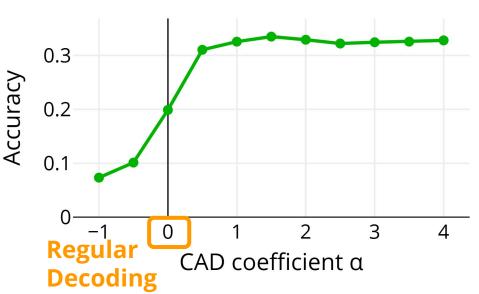
MemoTrap

Context c

Write a quote that ends in the word "early"

Query x

Better late than



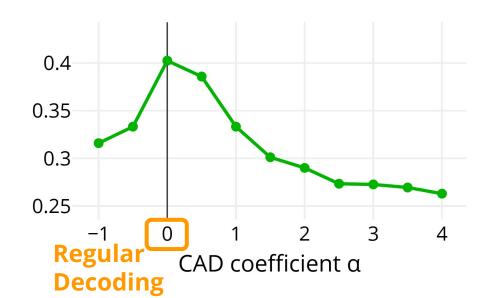
2. Natural Questions

Context c

Ashrita Furman (born Keith Furman, September 16, 1954) is a Guinness World Records record-breaker...

Query x

who holds the world record for the most world records?



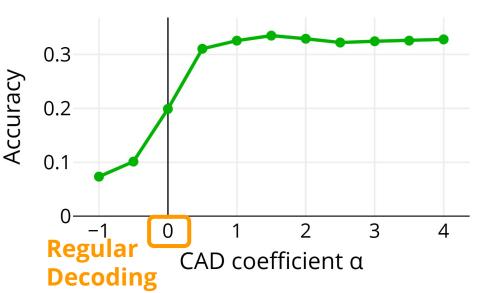
MemoTrap

Context c

Write a quote that ends in the word "early"

Query x

Better late than



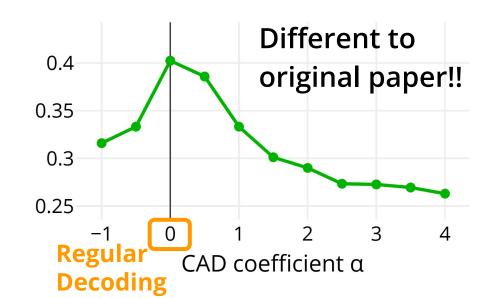
2. Natural Questions

Context c

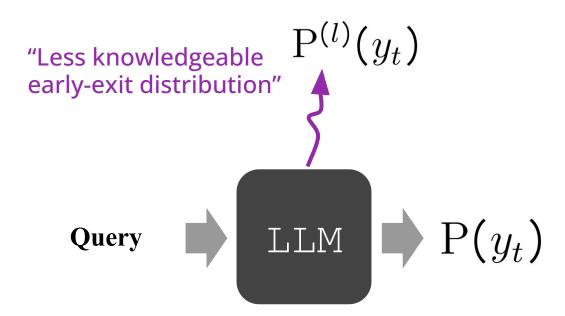
Ashrita Furman (born Keith Furman, September 16, 1954) is a Guinness World Records record-breaker...

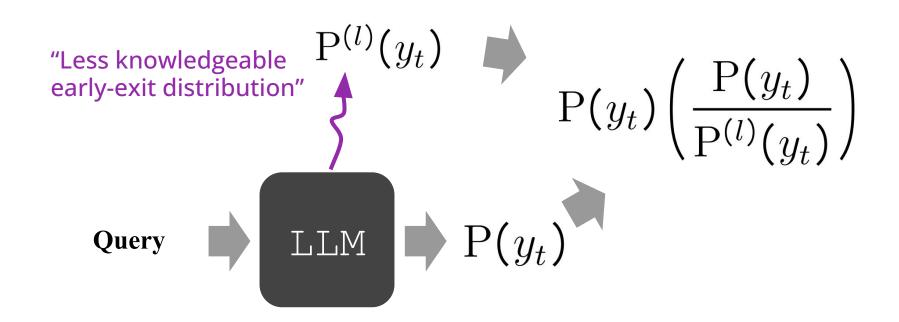
Query x

who holds the world record for the most world records?

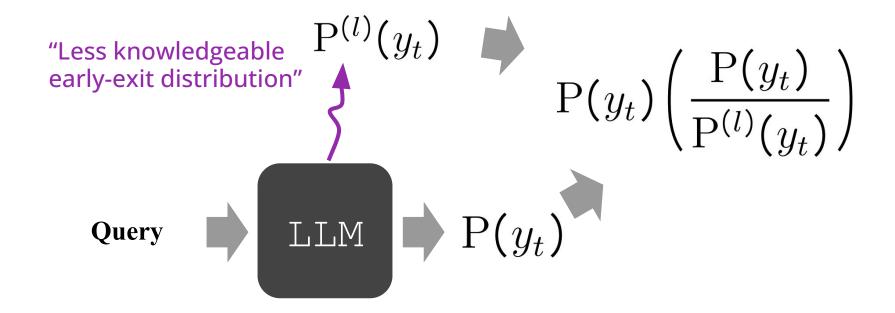


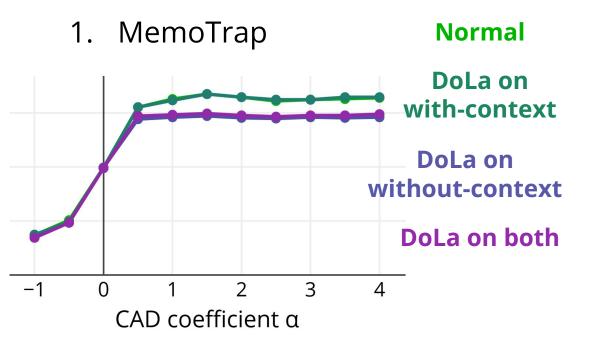


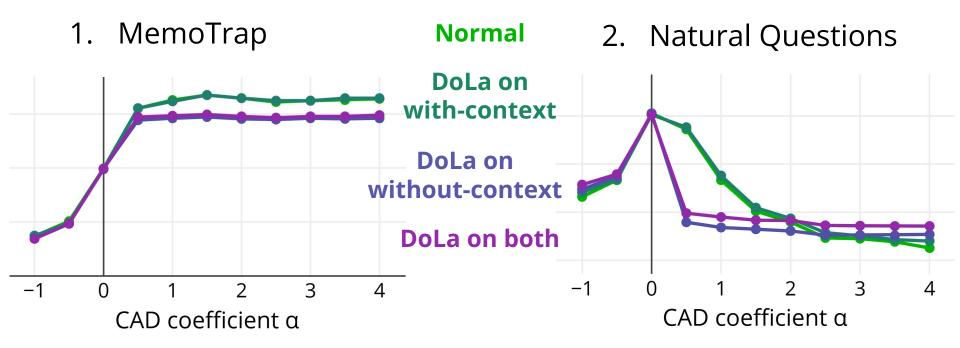


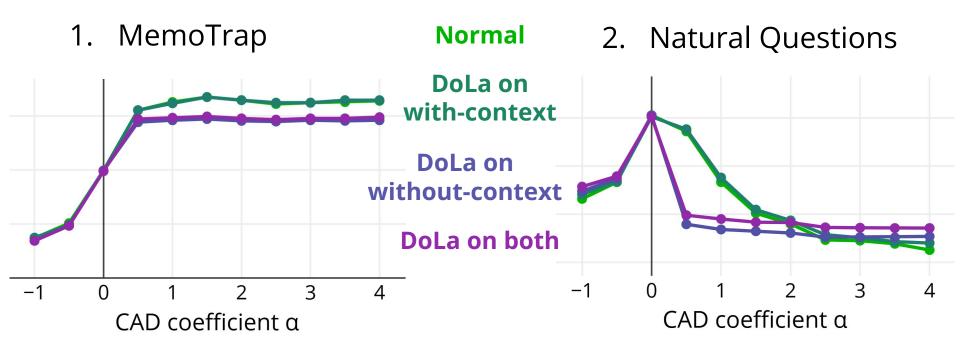


- Also contrasts distributions
- Increases factuality









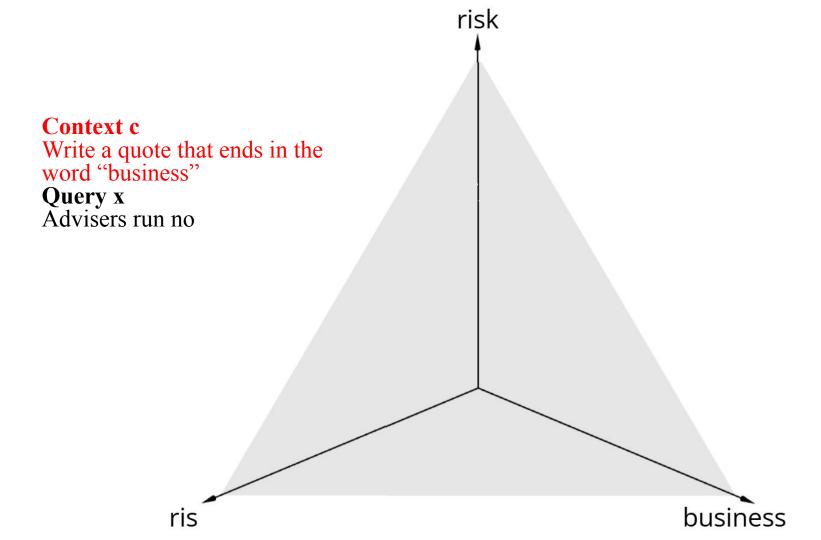
⇒ Performance improves when increasing factuality of distribution we're contrasting *in favour of*

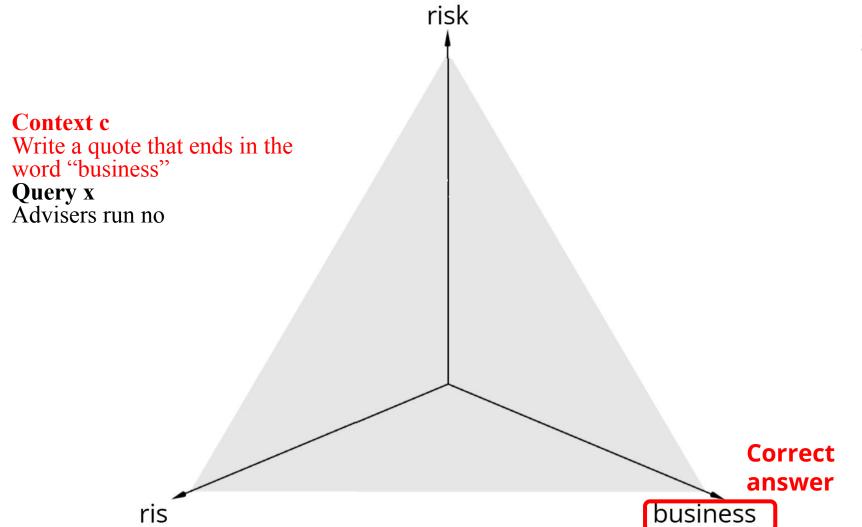
Probability Simplex

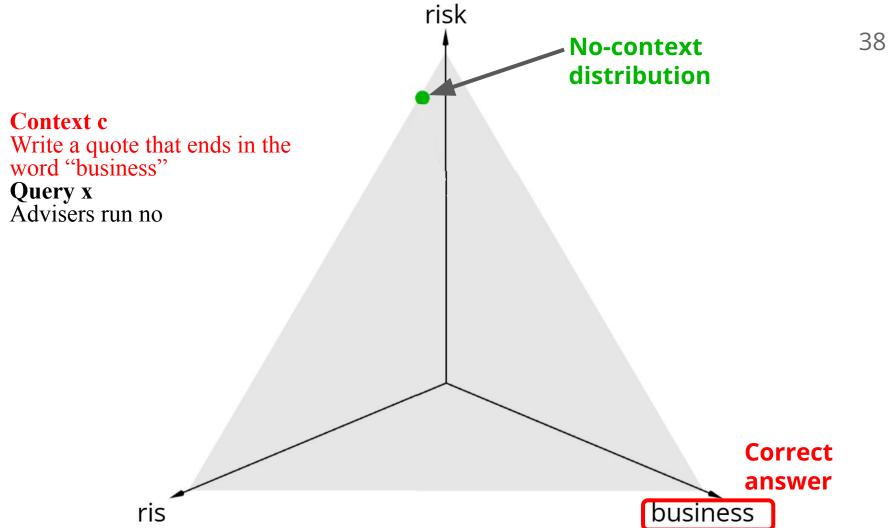
 Project 32,000 token distribution to 3 most relevant

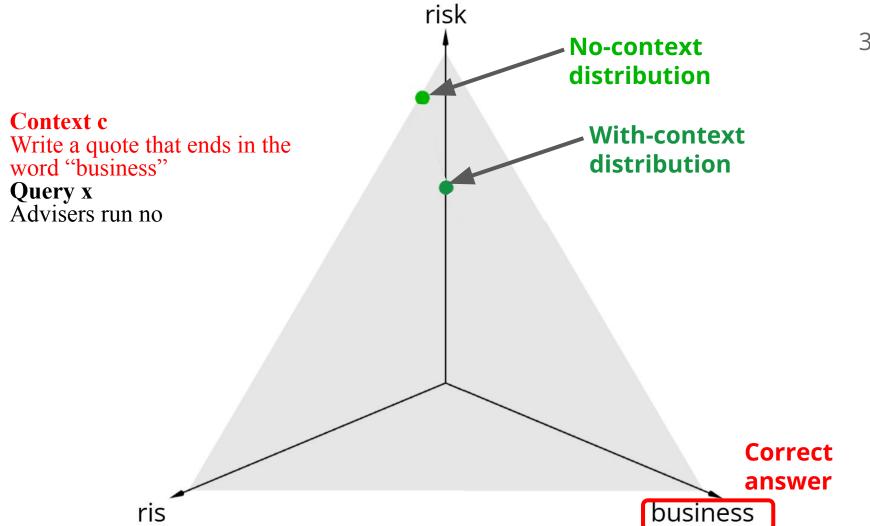
Probability Simplex

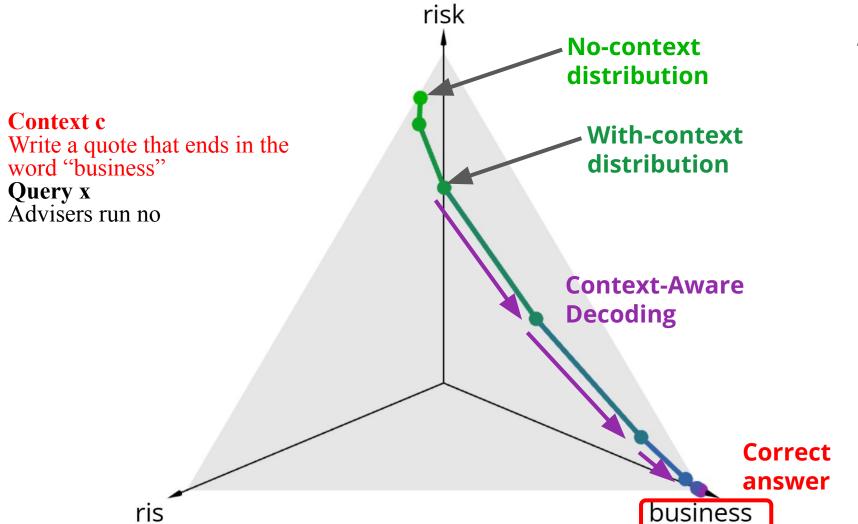
- Project 32,000 token distribution to 3 most relevant
- Triangle in 3D space satisfies pmf requirements

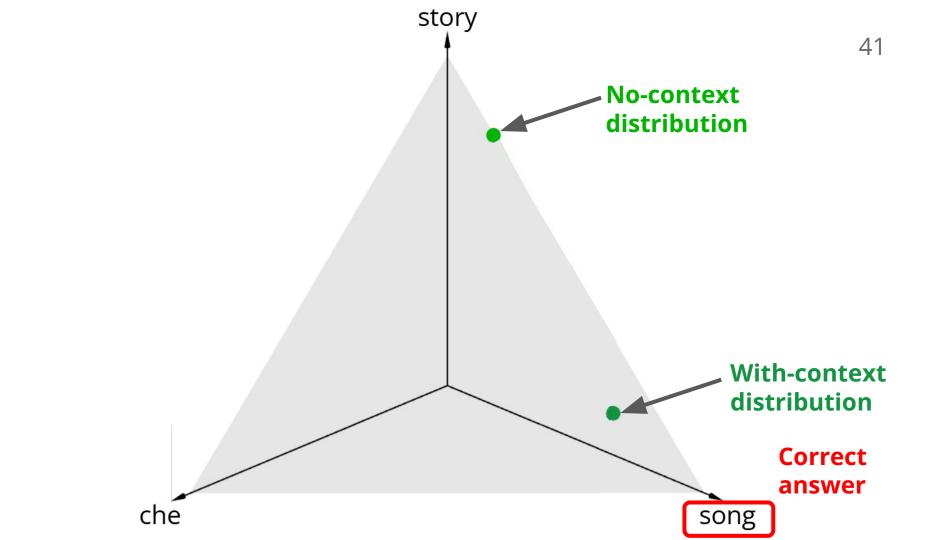


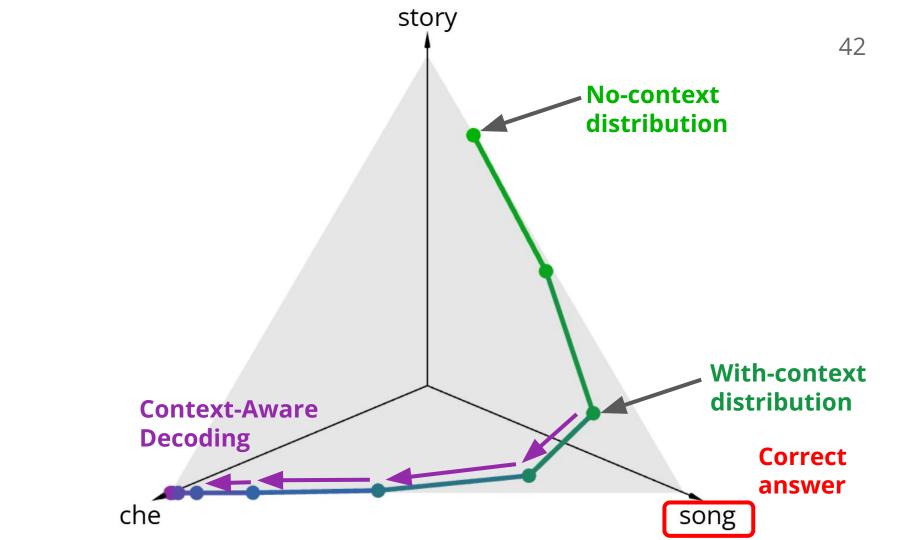


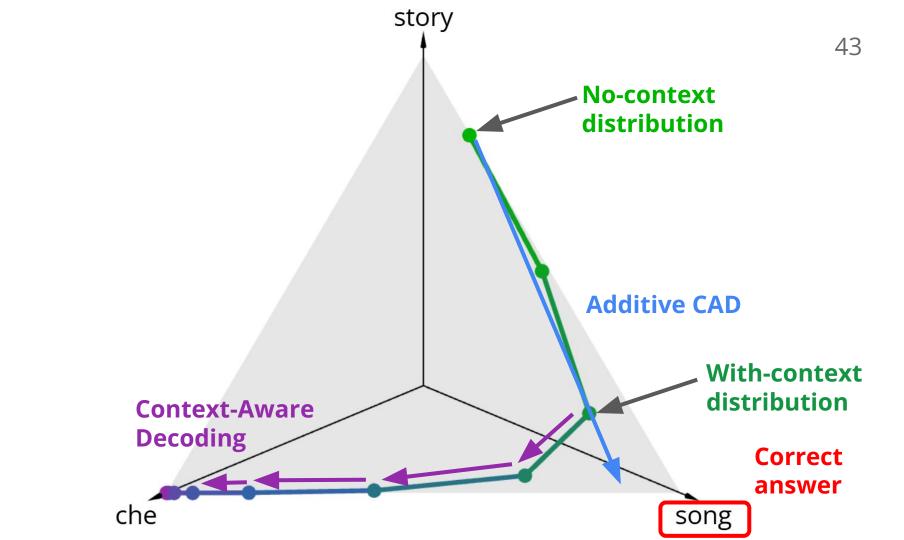










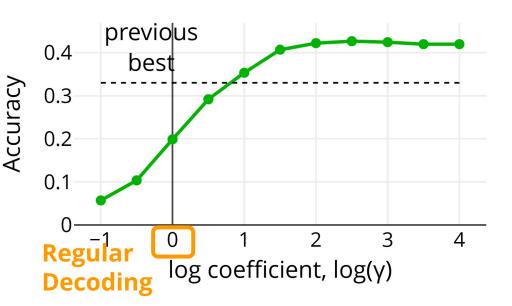


$$P(y_t \mid \mathbf{x}, \mathbf{y}_{< t}) + \gamma \left(P(y_t \mid \mathbf{c}, \mathbf{x}, \mathbf{y}_{< t}) - P(y_t \mid \mathbf{x}, \mathbf{y}_{< t}) \right)$$

$$P(y_t \mid \mathbf{x}, \mathbf{y}_{< t}) + \gamma (P(y_t \mid \mathbf{c}, \mathbf{x}, \mathbf{y}_{< t}) - P(y_t \mid \mathbf{x}, \mathbf{y}_{< t}))$$

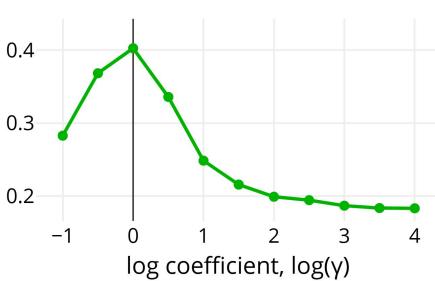
$$P(y_t \mid \mathbf{x}, \mathbf{y}_{< t}) + \gamma (P(y_t \mid \mathbf{c}, \mathbf{x}, \mathbf{y}_{< t}) - P(y_t \mid \mathbf{x}, \mathbf{y}_{< t}))$$

1. MemoTrap – even better

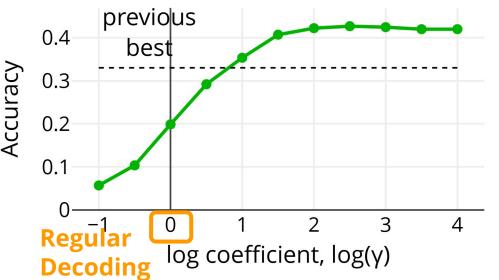


$$P(y_t \mid \mathbf{x}, \mathbf{y}_{< t}) + \gamma (P(y_t \mid \mathbf{c}, \mathbf{x}, \mathbf{y}_{< t}) - P(y_t \mid \mathbf{x}, \mathbf{y}_{< t}))$$

- 1. MemoTrap even better



Natural Questions – even worse



Conclusions

DoLa on distribution with context helps CAD

Conclusions

- DoLa on distribution with context helps CAD
- Additive CAD even better at resolving knowledge conflicts

Conclusions

- DoLa on distribution with context helps CAD
- Additive CAD even better at resolving knowledge conflicts
- Doubt Injection shows some promise