

Topic 3: SFT and RLHF

1. OpenAI blog overview of instruction-following and RLHF:
<https://openai.com/index/instruction-following/>
2. Proximal Policy Optimization (PPO) paper: <https://arxiv.org/abs/1707.06347>
3. InstructGPT paper: <https://arxiv.org/abs/2203.02155>
4. Fine-Tuning Language Models from Human Preferences:
<https://arxiv.org/abs/1909.08593>
5. OpenAI Spinning Up page on PPO (practical intro):
<https://spinningup.openai.com/en/latest/algorithms/ppo.html>
6. Anthropic “Helpful and Harmless” RLHF writeup:
<https://www.anthropic.com/research/training-a-helpful-and-harmless-assistant-with-reinforcement-learning-from-human-feedback>
7. Direct Preference Optimization (DPO) paper: <https://arxiv.org/abs/2305.18290>
8. How to run DPO in practice: https://huggingface.co/docs/trl/en/dpo_trainer
9. GRPO for reasoning LMs: <https://arxiv.org/abs/2402.03300>
10. TRL library overview (SFT, GRPO, DPO, reward modeling):
<https://huggingface.co/docs/trl/en/index>
11. OpenRLHF framework (high-performance RLHF toolkit):
<https://github.com/OpenRLHF/OpenRLHF>
12. RLHF Book (comprehensive guide to SFT, PPO, DPO, GRPO): <https://rlhfbook.com/>
13. OpenAI blog on RLHF for summarization:
<https://openai.com/index/learning-to-summarize-with-human-feedback/>
14. RLVR paper: <https://arxiv.org/abs/2506.14245>
15. Prover-Verifier games improve legibility (verifiable reasoning signals):
<https://cdn.openai.com/prover-verifier-games-improve-legibility-of-l1m-outputs/legibility.pdf>
16. Hugging Face RLHF primer (illustrated explanation and links):
<https://huggingface.co/blog/rlhf>
17. StackLLaMA tutorial (end-to-end RLHF recipe on LLaMA):
<https://huggingface.co/blog/stackllama>