



# Measuring Information Step-by-Step: LLM Self-Assessment in Natural Language

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## Domains without Reliable Ground-Truth

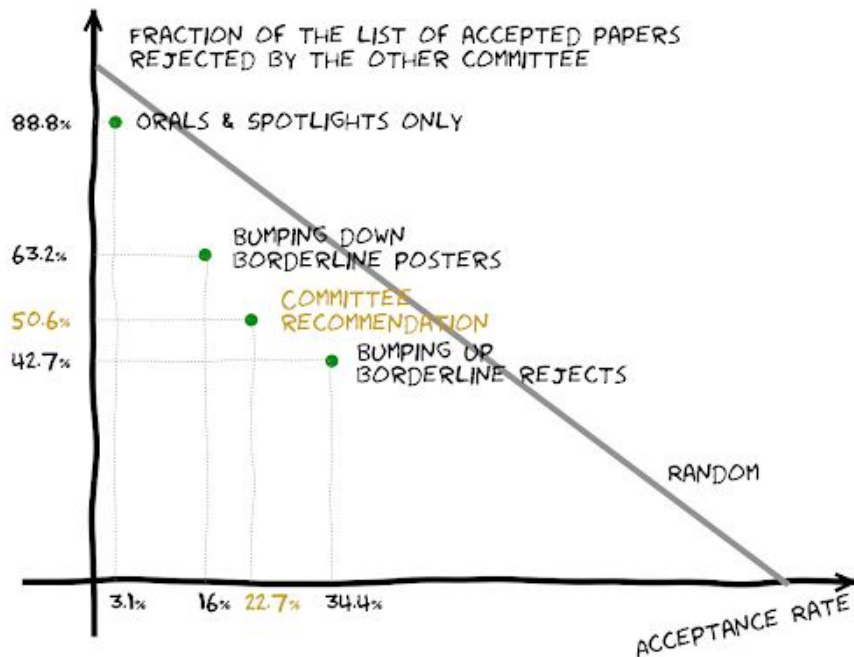
### Current Situation

- In domains like peer-review ground truth is not reliable
- Proxies - i.e. checklists / formats - easily gamed
- AI is becoming increasingly involved in decision-making

## Domains without Reliable Ground-Truth

### Human Review Reliability is Questionable

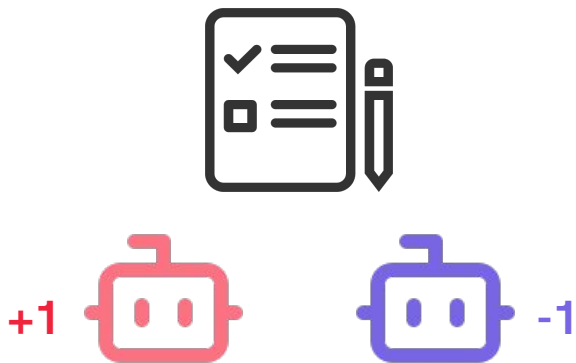
- The largest AI conference ran an experiment
- ~50% of accepted papers rejected by independent committee
- ~90% of spotlights would be rejected for spotlight by independent committee



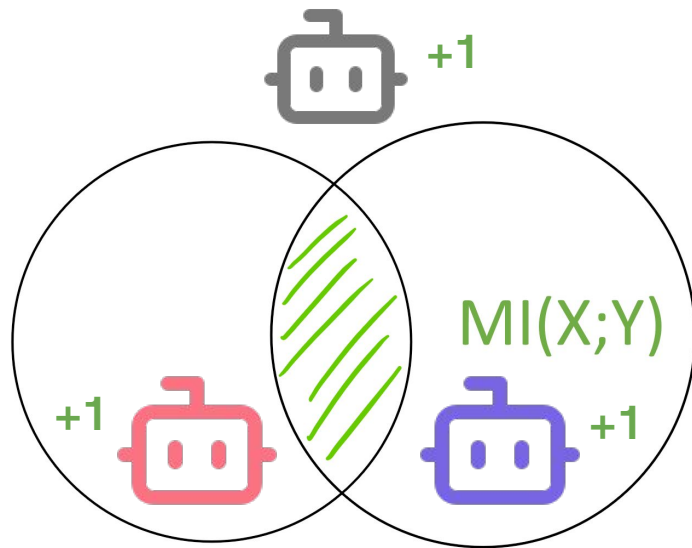
# Is There Another Way? Preference vs. Mutual Evaluation

Instead of asking "which output is better?" — a question that can lead to gaming the evaluation — we ask "are these outputs consistent with the same source?"

## Preference Evaluation (Zero-Sum)



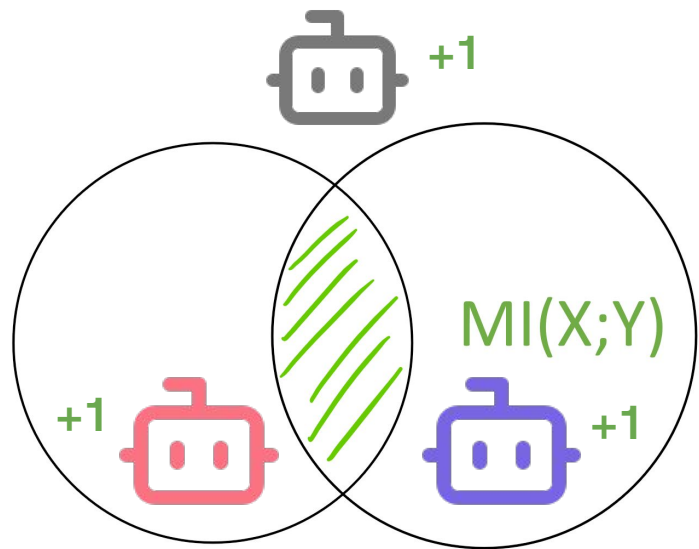
## Mutual Evaluation (Cooperative)



## **This Talk**

1. Why Mutual Evaluation?
2. Natural Language Mutual Evaluation
3. Pre-Registered Empirical Validation:
  - a. 10 domains × 30 agent strategies
  - b. Quality, detection, robustness

# Why Mutual Evaluation?



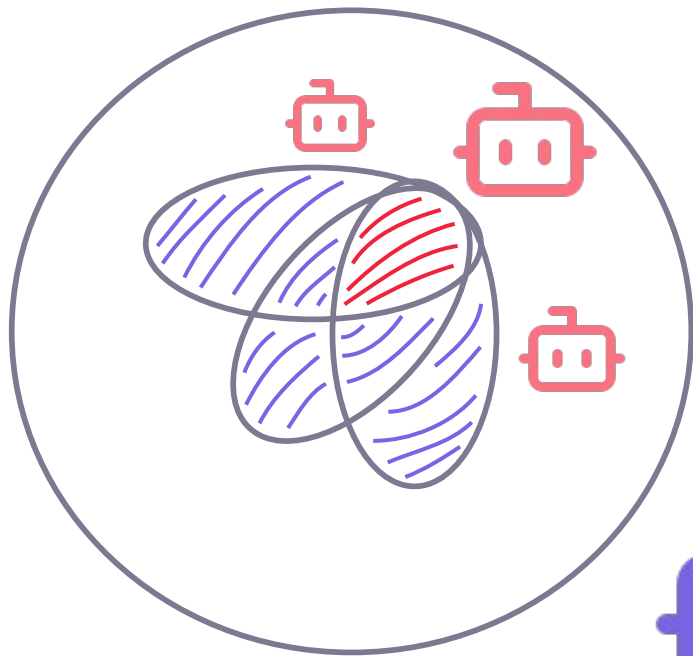
1. Measures agents **and** evaluator
2. If the evaluator measures well, agents don't gain by removing information
3. Implementation uses Total Variation Distance **Mutual Information** (TVD-MI)

## Why Mutual Evaluation? - A No Post-Processing Incentive



If the critic is accurate, agents don't gain by removing information

# Mutual Evaluation Does Not Necessarily Reward Majority



**Regions** beat points  
of consensus

Rewards overlap NOT frequent opinions



# Natural Language Implementation

## Implementation of Total Variation Distance Mutual Information (TVD-MI)

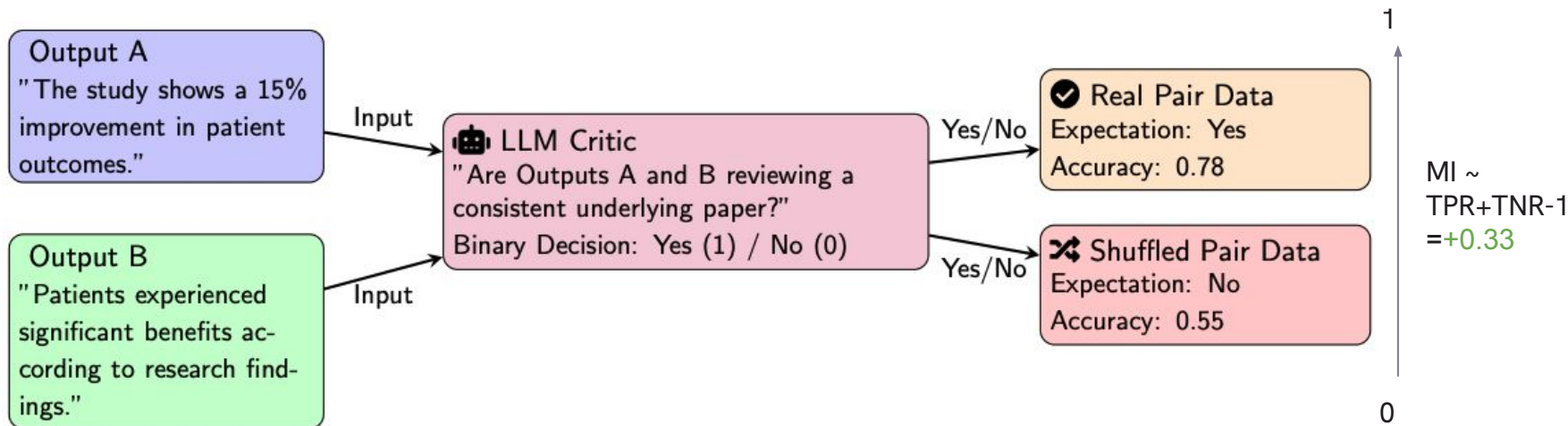
- The overseer classifies pairs of responses as self-consistent
- We can **decide the prompt** used e.g.  
“Are output A and B consistent with the same prompt?”

# Natural Language Implementation (Variational Bound)

Input Either Paired or Shuffled Responses

Classifying if  
Responses are Paired  
or Shuffled

Assessing the Accuracy  
Gap Between Conditions

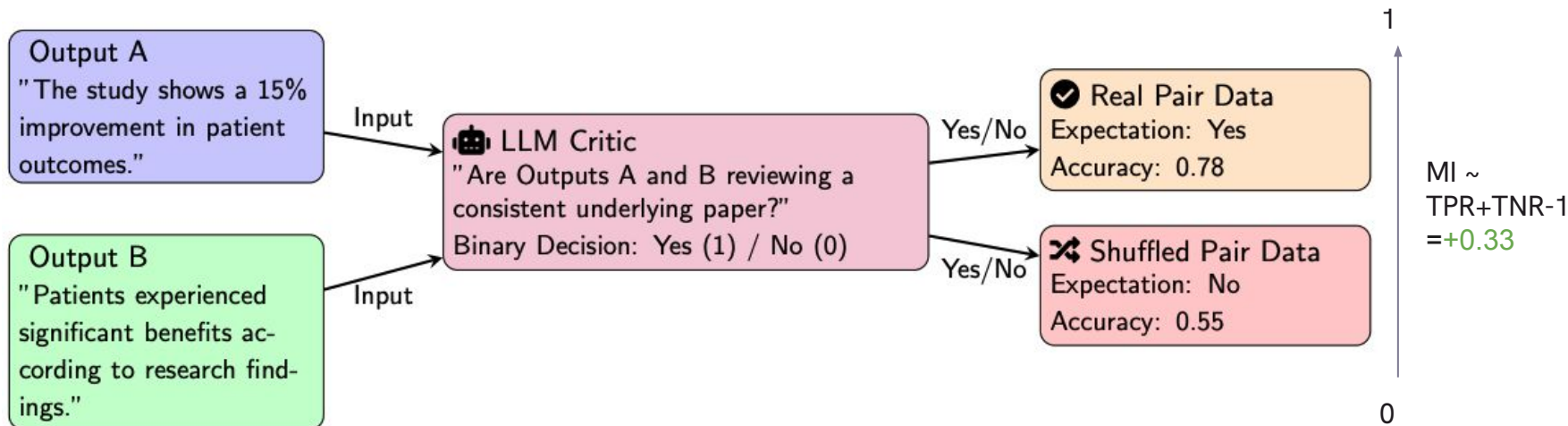


# Natural Language Implementation (TVD-MI)

Input Either Paired or Shuffled Responses

Classifying if Responses are Paired or Shuffled

Assessing the Accuracy Gap Between Conditions

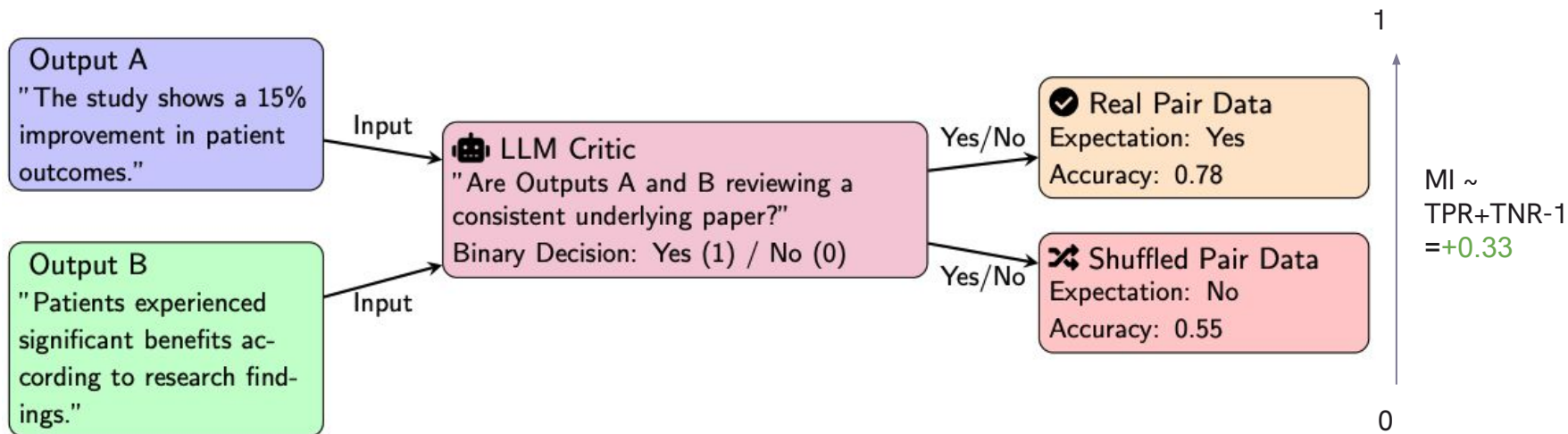


# Natural Language Implementation (TVD-MI)

Input Either Paired or Shuffled Responses

Classifying if Responses are Paired or Shuffled

Assessing the Accuracy Gap Between Conditions



## Findings Overview

- 01 **Information-Theoretic Mechanisms Correlate with Established Metrics**
- 02 **Mechanisms Transform Pairwise Evaluations into Item-Level Quality Scores**
- 03 **Gaming-Resistance: TVD-MI Mechanism is More Robust**

## Experiment Design

- **Domain Selection:**
  - Range of compression (avg. input length / output length)
  - 10 domains from ~1 (translation) to ~20 (peer review)
- **Agent Taxonomy:**
  - **Good faith:** faithful / stylistic
  - **Problematic:** strategic / low effort
- **Evaluation Metrics and Comparisons:**
  - $MI = \log\text{-prob}(\text{response} | \text{peer response}) - \log\text{-prob}(\text{response})$
  - $GPPM = \log\text{-prob}(\text{peer response} | \text{response})$
  - TVD-MI / LLM Judge / BLEU/ROUGE

## Reference-Based Metric Correlation (Without References)

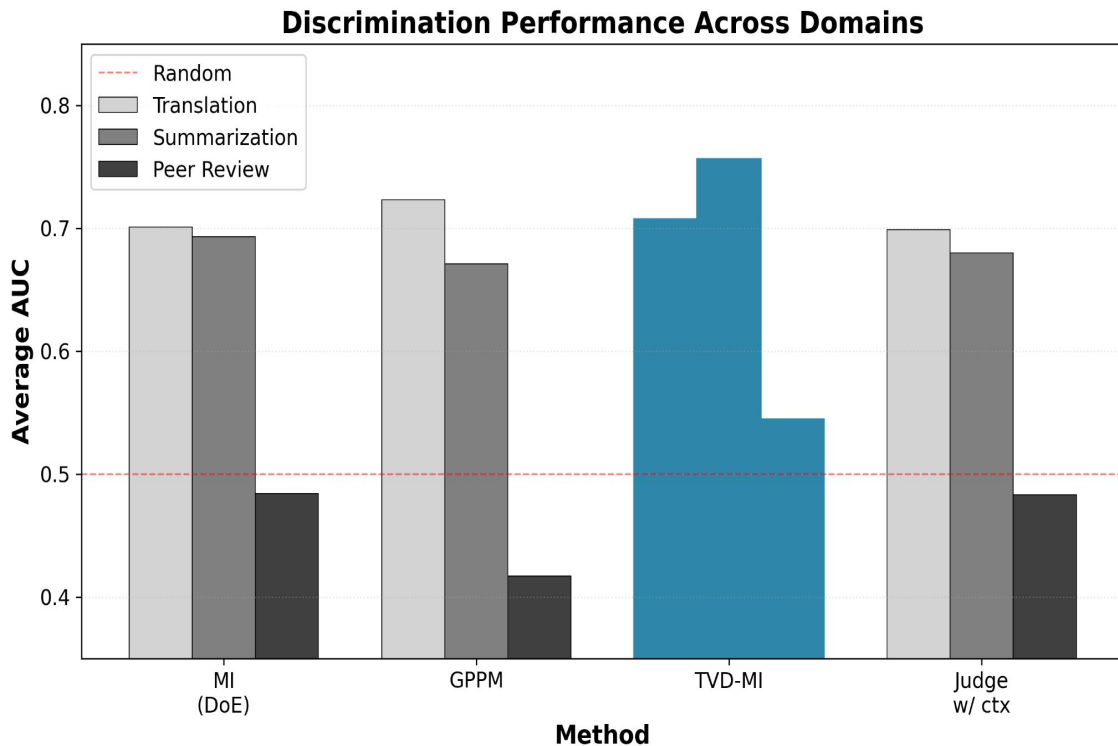
Domain	Metric	TVD-MI	LLM Judge
Translation	BLEU	0.59	0.80
Summarization	ROUGE-1	0.57	0.54
Peer Review	ROUGE-1	0.82	0.36

- TVD-MI correlates with BLEU/ROUGE without references
- Competitive with standard (pairwise) LLM Judge using references

# Do Information Mechanisms Detect Effectively?

Can mechanisms detect if a pair has a problematic agent present?

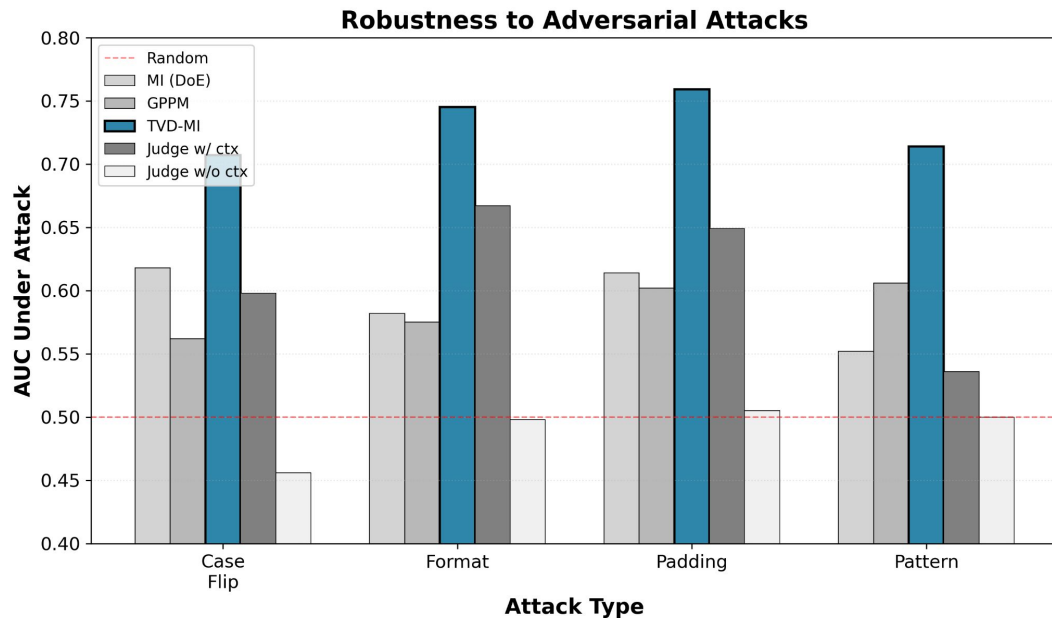
- TVD-MI is competitive at detection (AUC >0.7)
- Signal even in challenging peer-review domain





## Gaming-Resistance: Robustness to Critic Attacks

- We study attacks that change surface form input to critic
  - Random case flips, format changes, content padding
- TVD-MI maintains discrimination above 0.7 vs.  $\sim 0.6$  AUC
- This empirically supports the mechanism is gaming-resistant by design



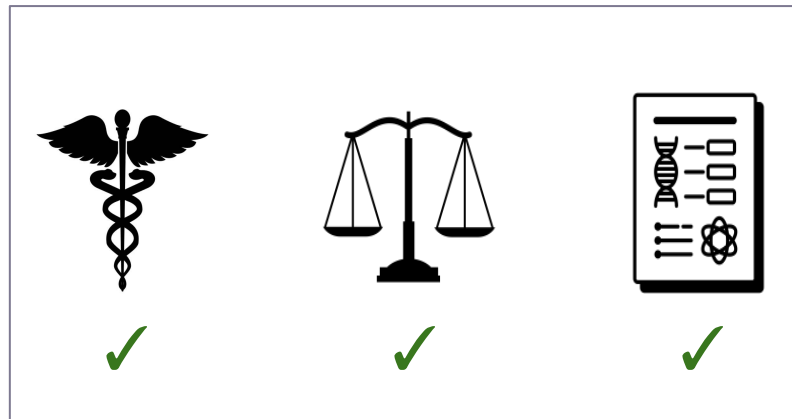
## Gaming-Resistance: Robustness to Score Inflation

Mechanism	Case Flip	Format	Padding	Pattern	Average
<i>Score Changes</i>					
TVD-MI	+7.0%***	+7.7%***	+2.9%***	+11%***	+7.2%
MI (DoE)	-3.2%***	+45%***	+20%***	+21%***	+21%
GPPM	-1.4%	+23%***	+8.0%***	+96%***	+32%
Judge (w/ ctx)	-11%***	+0.0%	-6.4%***	-34%***	-13%
Judge (w/o ctx)	-11%***	-4.2%***	-10%***	-48%***	-18%

TVD-MI scores change **relatively** less than other mechanisms

# Conclusions

1. **Mutual evaluation** can complement existing preference evaluation methods
2. **Supports internal validation** when ground truth is not reliable
3. **Requires no reference-text** unlocking low-resource and privacy-aware applications e.g. medical, legal, and peer-review



## Thank You



- **Contact:** zroberts@stanford.edu
- **ArXiv:** “Let’s Measure Information Step-by-Step: LLM-Based Evaluation Beyond Vibes” - <https://www.arxiv.org/abs/2508.05469>
- **Collaborators:** Sanmi Koyejo, Hansol Lee, Suhana Bedi, Andrew Seha, Hannah Sha