# CSCE 689: Special Topics in Trustworthy NLP

### Lecture 22: Human Preference Alignment (2)

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(Some slides adapted from Rafael Rafailov, Archit Sharma, and Eric Mitchell)

## Recap: Alignment Pipeline



### **Recap: Instruction Fine-Tuning**



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



### Recap: Reinforcement Learning from Human Feedback

- 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  $\theta$  we would like to optimize
  - Optimize the following reward with RL:

$$R(s) = RM_{\phi}(s) - \beta \log \begin{pmatrix} p_{\theta}^{RL}(s) \\ p^{PT}(s) \end{pmatrix}$$
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  $p^{PT}(s)$ .

### Recap: Evolution Benchmark

• MMLU, BIG-Bench, GSM8K, etc.



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

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### RLHF: Proximal Policy Optimization (PPO)



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

*S*<sub>1</sub>

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

 $S_2$ 

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

#### **RLHF** Objective $\max_{\pi} \mathbb{E}_{x \sim \mathcal{D}, y \sim \pi(y|x)} \left[ r(x, y) \right] - \beta \mathbb{D}_{\mathrm{KL}} \left( \pi(\cdot \mid x) \| \pi_{\mathrm{ref}}(\cdot \mid x) \right)$ (get high reward, stay close to reference model) Keep similar behavior Maximize reward $\pi^*(y \mid x) = \frac{1}{Z(x)} \pi_{ref}(y \mid x) \exp\left(\frac{1}{\beta}r(x, y)\right)$ with $Z(x) = \sum_{u} \pi_{ref}(y \mid x) \exp\left(\frac{1}{\beta}r(x, y)\right)$ Note intractable sum over possible responses; can't immediately use this **Closed-form Optimal Policy** (write optimal policy as function of reward function; from prior work) Ratio is **positive** if policy likes response more than reference model, negative if policy likes response less than ref. model $r(x,y) = \beta \log \frac{\pi^*(y \mid x)}{\pi_{rot}(y \mid x)} + \beta \log Z(x)$ Rearrange (write any reward function as function of optimal policy)

some parameterization of a reward function

Derived from the Bradley-Terry model of human preferences:

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# A loss function on <u>reward functions</u>

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



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

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

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Derived from the Bradley-Terry model of human preferences:

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

A loss function on reward functions

### +

A transformation between <u>reward</u> <u>functions</u> and <u>policies</u>

$$r_{\pi_{\theta}}(x, y) = \beta \log \frac{\pi_{\theta}(y \mid x)}{\pi_{\mathrm{ref}}(y \mid x)} + \beta \log Z(x)$$

Derived from the Bradley-Terry model of human preferences:

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

A loss function on reward functions

$$r_{\pi_{\theta}}(x, y) = \beta \log \frac{\pi_{\theta}(y \mid x)}{\pi_{\mathrm{ref}}(y \mid x)} + \beta \log Z(x)$$

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

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

Reward of dispreferred response

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

### Results



- 1. Generate positive IMDB reviews from GPT2-XL
- 2. Use pre-trained sentiment classifier as Gold RM
- 3. Create preferences based on Gold RM
- 4. Optimize with PPO and DPO

### Large-Scale DPO Training

### ZEPHYR: DIRECT DISTILLATION OF LM ALIGNMENT

Lewis Tunstall,\* Edward Beeching,\* Nathan Lambert, Nazneen Rajani, Kashif Rasul, Younes Belkada, Shengyi Huang, Leandro von Werra, Clémentine Fourrier, Nathan Habib, Nathan Sarrazin, Omar Sanseviero, Alexander M. Rush, and Thomas Wolf The H4 (Helpful, Honest, Harmless, Huggy) Team https://huggingface.co/HuggingFaceH4 lewis@huggingface.co



### Large-Scale DPO Training

# Llama 3.2: Revolutionizing edge AI and vision with open, customizable models



1B & 3B Pruning & Distillation

In post-training, we use a similar recipe as Llama 3.1 and produce final chat models by doing several rounds of alignment on top of the pre-trained model. Each round involves supervised fine-tuning (SFT), rejection sampling (RS), and direct preference optimization (DPO).

### **KTO: Model Alignment as Prospect Theoretic Optimization**

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### **Prospect Theory**

Prospect theory explains why humans make decisions about uncertain events that do not maximize expected value. It formalizes how humans perceive random variables in a biased but well-defined manner;

for example, relative to some **reference point**, humans are more sensitive to losses than gains, a property called **loss aversion**.

2002 Nobel Prize-winning economists







# **Prospect Theory**

- Imagine you are facing two choices:
  - **Choice one**: has an 80% chance of earning you 10 million US dollars, and a 20% chance of giving you nothing
  - Choice two: gives you 4 million US dollars for sure

many people choose the second option because it is more guaranteed

### Which One Do You Choose?

- Imagine you are facing two choices:
  - **Choice one**: has an 80% chance of earning you 10 million US dollars, and a 20% chance of giving you nothing
  - Choice two: gives you 4 million US dollars for sure

### Which One Do You Choose?

- Imagine you are facing two choices:
  - Choice one: has an 80% chance of earning you 1 thousand US dollars, and a 20% chance of giving you nothing
  - Choice two: gives you 4 hundred US dollars for sure

### Which One Do You Choose?

- Imagine you are facing two choices:
  - **Choice one**: has an 80% chance of earning you 10 US dollars, and a 20% chance of giving you nothing
  - Choice two: gives you 4 US dollars for sure

# Prospect Theory

- There exist a reference point
  - Relative to the reference point, the value for gains is concave, meaning the more we gain, the less value we perceive
  - On the other hand, the value for losses can be either concave and convex

### **KTO Value Function**



### Preference Data For PPO/DPO



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

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

*S*<sub>2</sub>

Training Data  $(x, y_1, y_2)$ 

### Preference Data For KTO



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

*s*<sub>1</sub>

Acceptable?

Training Data (x, y)

### **KTO:** Reference point

• **Reference point**: Directly defined by the expectation over the distribution of (x, y) pairs

Reference Point:  $\mathbb{E}_{x'\sim D} \left[\beta \operatorname{KL}(\pi_{\theta}(y'|x') \| \pi_{\operatorname{ref}}(y'|x'))\right]$   $\mathbb{E}_{x'\sim D, y'\sim \pi^{*}} \left[r^{*}(x', y')\right]$ 



#### Implied Human Value

### **KTO:** Loss Function

$$L_{ ext{KTO}}(\pi_{ heta}, \pi_{ ext{ref}}) = \mathbb{E}_{x, y \sim D}[\lambda_y - v(x, y)]$$

$$r_{\text{KTO}}(x, y) = \beta \log \frac{\pi_{\theta}(y|x)}{\pi_{\text{ref}}(y|x)}$$

$$\begin{aligned} v_{\text{KTO}}(x,y;\beta) &= \begin{cases} \sigma(r_{\text{KTO}}(x,y) - z_{\text{ref}}) \text{ if } y \sim y_{\text{desirable}} | x \\ \sigma(z_{\text{ref}} - r_{\text{KTO}}(x,y)) \text{ if } y \sim y_{\text{undesirable}} | x \end{cases} \\ w(y) &= \begin{cases} \lambda_D & \text{if } y \sim y_{\text{desirable}} | x \\ \lambda_U & \text{if } y \sim y_{\text{undesirable}} | x \end{cases} \end{aligned}$$

### Kahneman-Tversky PPO-Clip DPO loss aversion gain reference point (for DPO, reward of dispreferred y)

**Implied Human Value** 

Results



### MDPO: Conditional Preference Optimization for Multimodal Large Language Models

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# Multimodal Large Language Models



# Issue of DPO



### mDPO: DPO for Multimodal Large Language Models



### Results

	MMHalBench		Object HalBench		AMBER			
	Score ↑	HalRate ↓	$\overline{\mathrm{CHAIR}_s}\downarrow$	$\overline{\mathrm{CHAIR}_i}\downarrow$	$\overline{\mathrm{CHAIR}_s}\downarrow$	Cover. $\uparrow$	HalRate $\downarrow$	Cog. ↓
3B Multimodal LLMs								
Bunny-v1.0-3B (He et al., 2024) + DPO + MDPO	2.11 2.28 <b>2.96</b>	0.58 0.56 <b>0.42</b>	43.0 44.3 <b>27.0</b>	8.9 7.6 <b>4.6</b>	9.8 7.9 <b>4.9</b>	<b>75.6</b> 74.1 67.4	64.9 58.9 <b>37.7</b>	6.0 4.8 <b>2.4</b>
7B Multimodal LLMs								
LLaVA-v1.5-7B (Liu et al., 2024a) + DPO + MDPO	2.19 2.14 <b>2.39</b>	0.57 0.65 <b>0.54</b>	54.7 49.0 <b>35.7</b>	15.9 13.0 <b>9.8</b>	7.4 6.5 <b>4.4</b>	51.8 <b>55.1</b> 52.4	34.7 34.5 <b>24.5</b>	4.1 <b>2.3</b> 2.4