

Preference-grounded Token-level Guidance for Language Model Training

Shentao Yang¹, Shujian Zhang¹, Congying Xia², Yihao Feng²,
Caiming Xiong², Mingyuan Zhou¹

¹The University of Texas at Austin, ²Salesforce Research

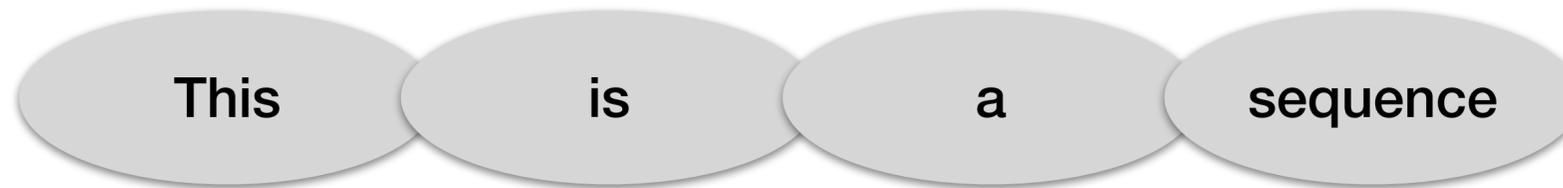
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- **Research Question:** how to effectively ground sequence-level preference into dense token-level guidance for language model training

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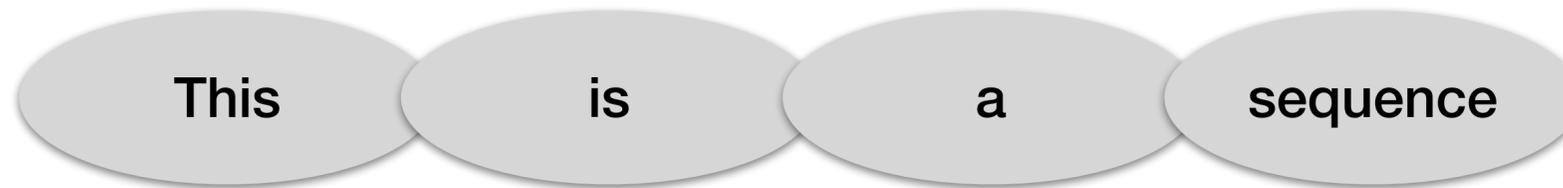
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 - **Sequence:** text-sequence, *e.g.*, a sentence or a paragraph of words.



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- **Sequence:** text-sequence, *e.g.*, a sentence or a paragraph of words.



- **Preference:** an ordering of multiple text-sequences based on the evaluations of *whole* sequence

- **Evaluations:** automatic evaluation metrics or humans, *e.g.* length



Background: How to train a language model?

- By the **token-level** cross-entropy loss
- **Token-level**: each token in the sentence has a corresponding term in the overall training loss

This

is

a

sentence

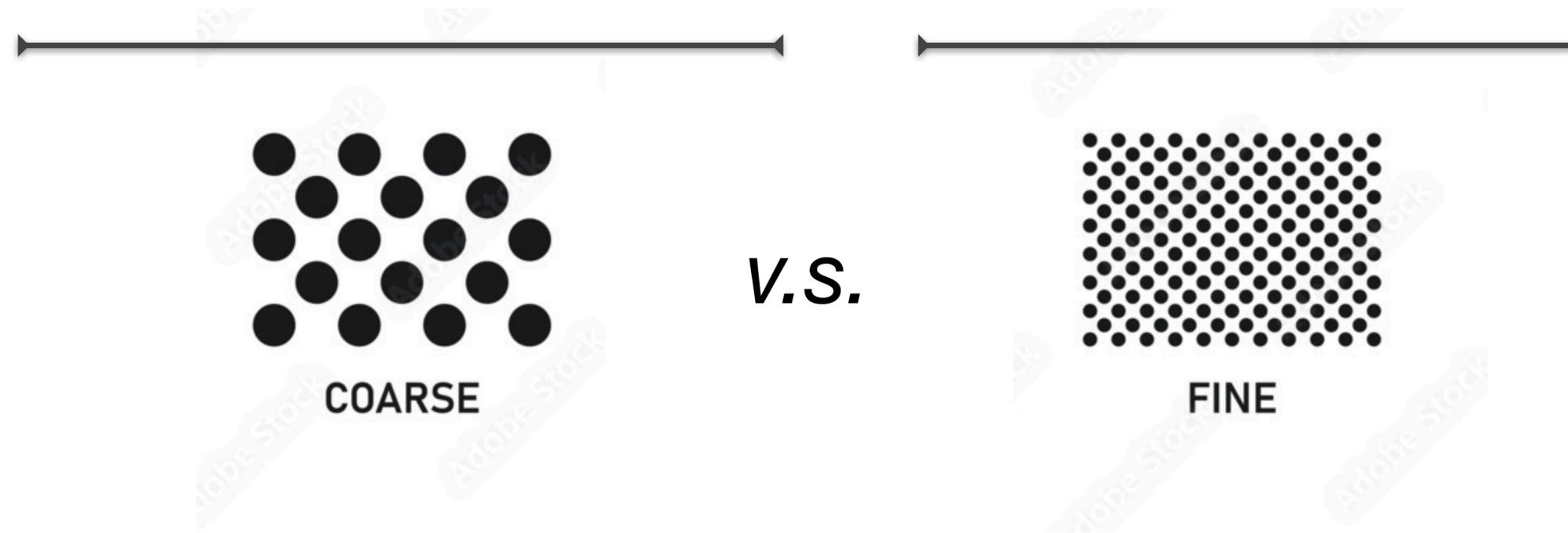
max : $\Pr(\mathbf{This} \mid \langle \mathbf{sos} \rangle)$ \times $\Pr(\mathbf{is} \mid \mathbf{This})$ \times $\Pr(\mathbf{a} \mid \mathbf{This is})$ \times $\Pr(\mathbf{sentence} \mid \mathbf{This is a})$

Background: Preference is NOT token-level

- Preference is provided only at the **sequence level**
- *“Which of the two sequences is better?”*
 - Only available after the entire sequence has been generated
 - Evaluates the whole sequence

Issue: Granularity mismatch

- Guiding training: **granularity mismatch**
 - Mismatch: **sequence-level** preference v.s. **token-level** training loss



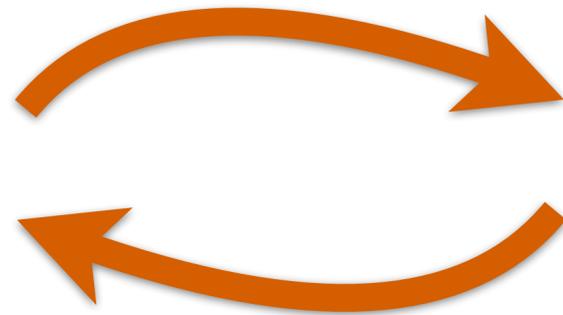
- Harm training process — higher gradient variance and lower sample efficiency!

Our method: Overview

- Mismatch: **sequence-level** preference v.s. **token-level** training loss

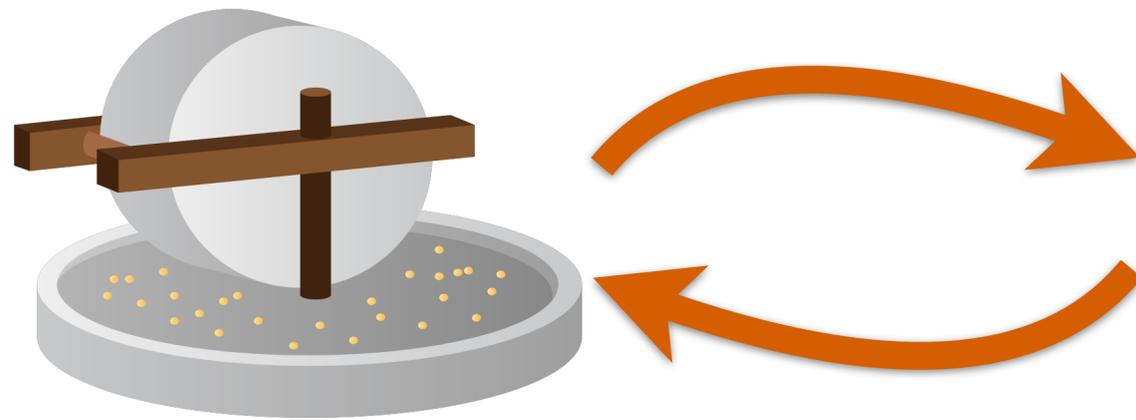
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- **Our solution**: an alternate training process



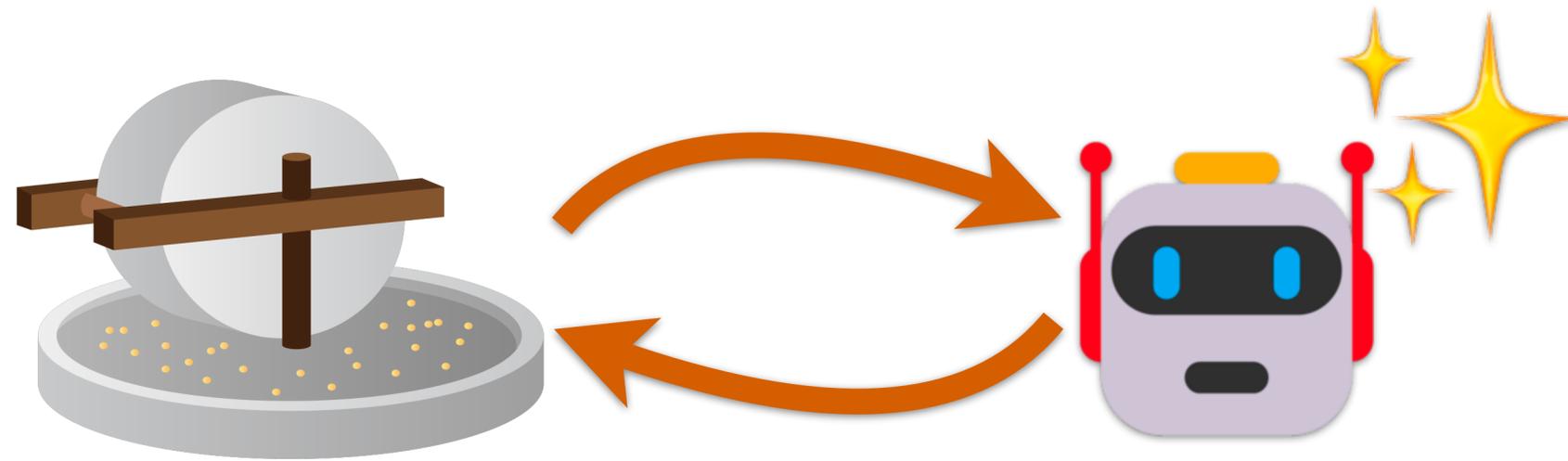
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 - ① **Ground** sequence-level preference into token-level training guidance



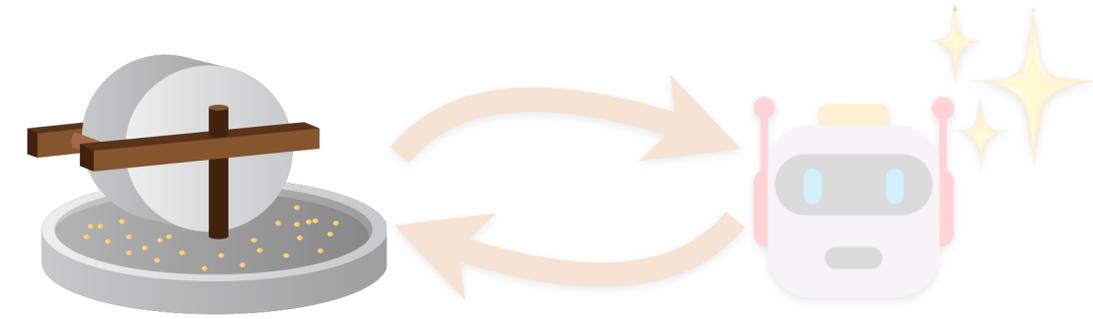
Our method: Overview

- Mismatch: **sequence-level** preference v.s. **token-level** training loss
- **Our solution**: an alternate training process
 - ① **Ground** sequence-level preference into token-level training guidance
 - ② **Improve** the LM π_θ using the learned guidance



Our method: Ground preference into training guidance

- The LM is fixed



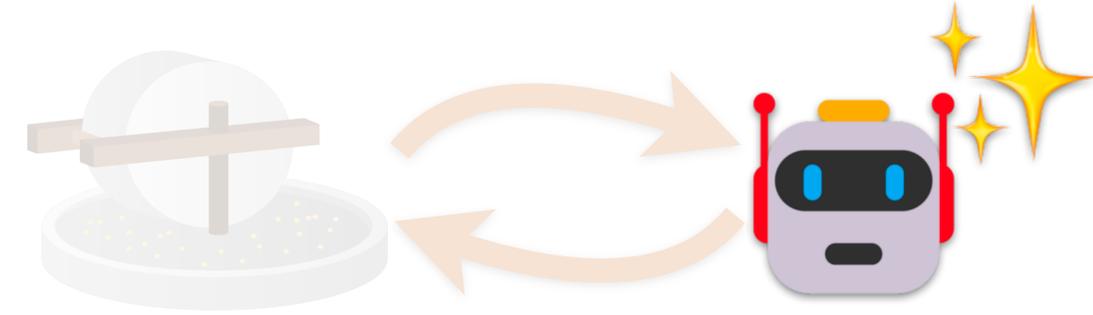
- **Goal:** learn a parametrized **token-level** “reward” function

- Score the word selection at **each step** of the sequence

- *“Is it good to select this token here?”*

Our method: Using the reward function

- Provide **dense** training guidance



- **Dense** guidance: how to select **each token** in the sequence
- **Setting**: no supervised data, LM needs to discover good text by itself
- Select the next token such that the resulting reward is high
- Implemented by the classical REINFORCE method

Experiment: Task description

- Prompt generation for text classification
 - **Goal:** generate text prompts to ask a large language model to classify texts
 - Evaluation **metric:** test accuracy
 - Preference source: the stepwise metric in RLPrompt¹
 - **Dataset:** *SST-2* and *Yelp Polarity* (sentiment, binary); *AG News* (topic, four-way)
- Also experiment on text summarization—check paper for results & discussions!

¹ Deng, Mingkai, et al. "Rlprompt: Optimizing discrete text prompts with reinforcement learning." *arXiv preprint arXiv:2205.12548* (2022).

Experiment: Main results

Table 1: Test accuracy on the prompt task. Best overall result is bold and best discrete-prompt result is underlined if different. The reported results are mean (standard deviation) over three random seeds.

		SST-2	Yelp P.	AG News
Finetuning	Few-shot Finetuning	80.6 (3.9)	88.7 (4.7)	84.9 (3.6)
Continuous Prompt	Soft Prompt Tuning	73.8 (10.9)	88.6 (2.1)	82.6 (0.9)
	BB Tuning-50	89.1 (0.9)	93.2 (0.5)	83.5 (0.9)
	AutoPrompt	75.0 (7.6)	79.8 (8.3)	65.7 (1.9)
Discrete Prompt	Manual Prompt	82.8	83.0	76.9
	In-Context Demo	85.9 (0.7)	89.6 (0.4)	74.9 (0.8)
	Instructions	89.0	84.4	54.8
	GrIPS	87.1 (1.5)	88.2 (0.1)	65.4 (9.8)
	RLPrompt	90.5 (1.5)	94.2 (0.7)	79.7 (2.1)
	Ours (AVG)	92.6 (1.7)	94.7 (0.6)	82.8 (1.5)
	Ours (MIN)	91.9 (1.8)	94.4 (0.8)	82.4 (1.1)
Ours (MAX)	91.2 (2.5)	94.8 (0.5)	<u>83.3</u> (1.4)	

- Competitive and stable results on all three datasets

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- **RLPrompt**: directly optimize sequence-level feedback by RL method
- Improvement → our finer **token-level** guidance is more effective than coarse **sequence-level** feedback

Takeaway

- To train a sequential-decision-making model, such as LM, it can be more effective to use **finer** guidance, compared to **coarse** feedback

Full Paper



GitHub Repo

