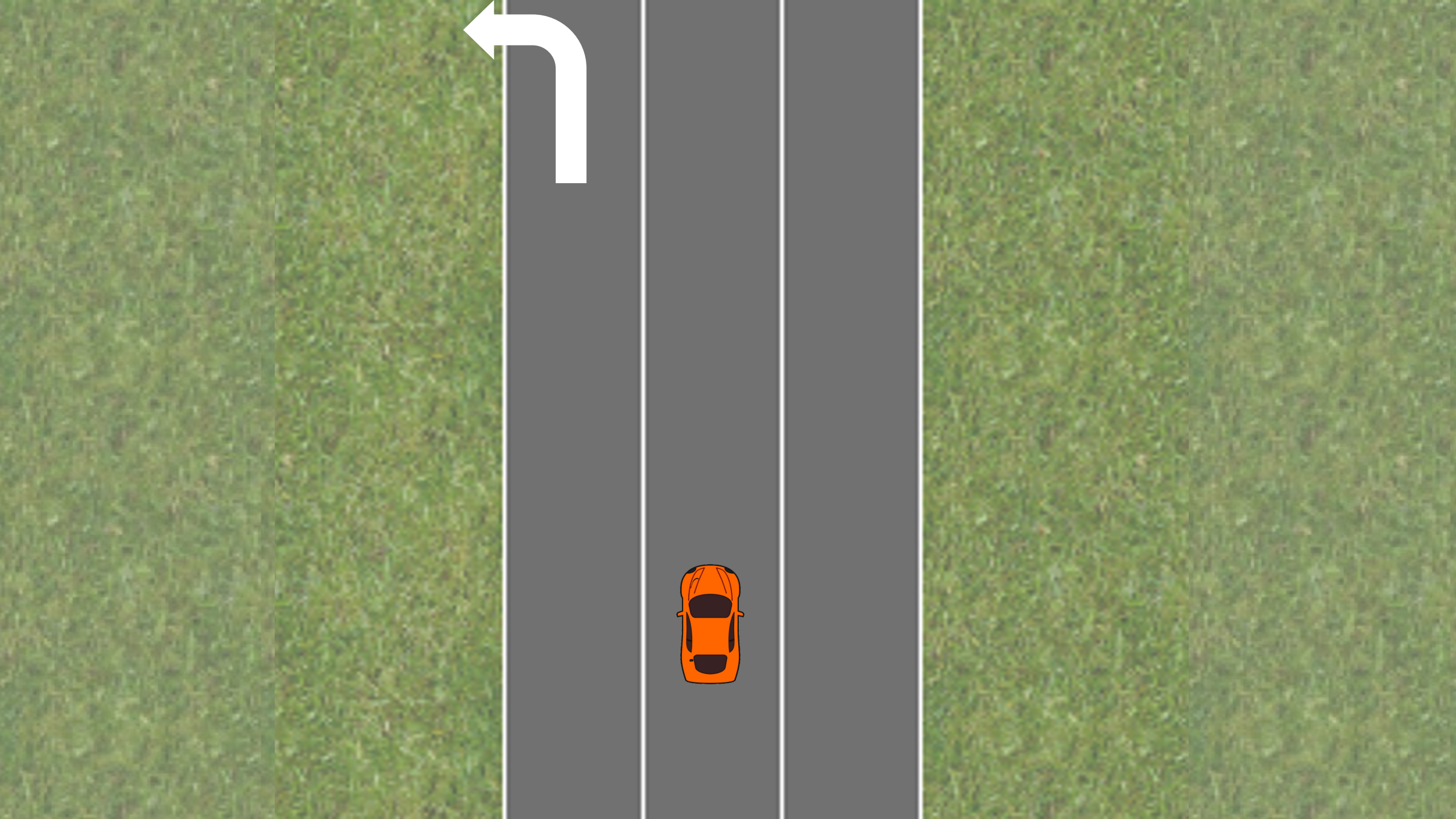


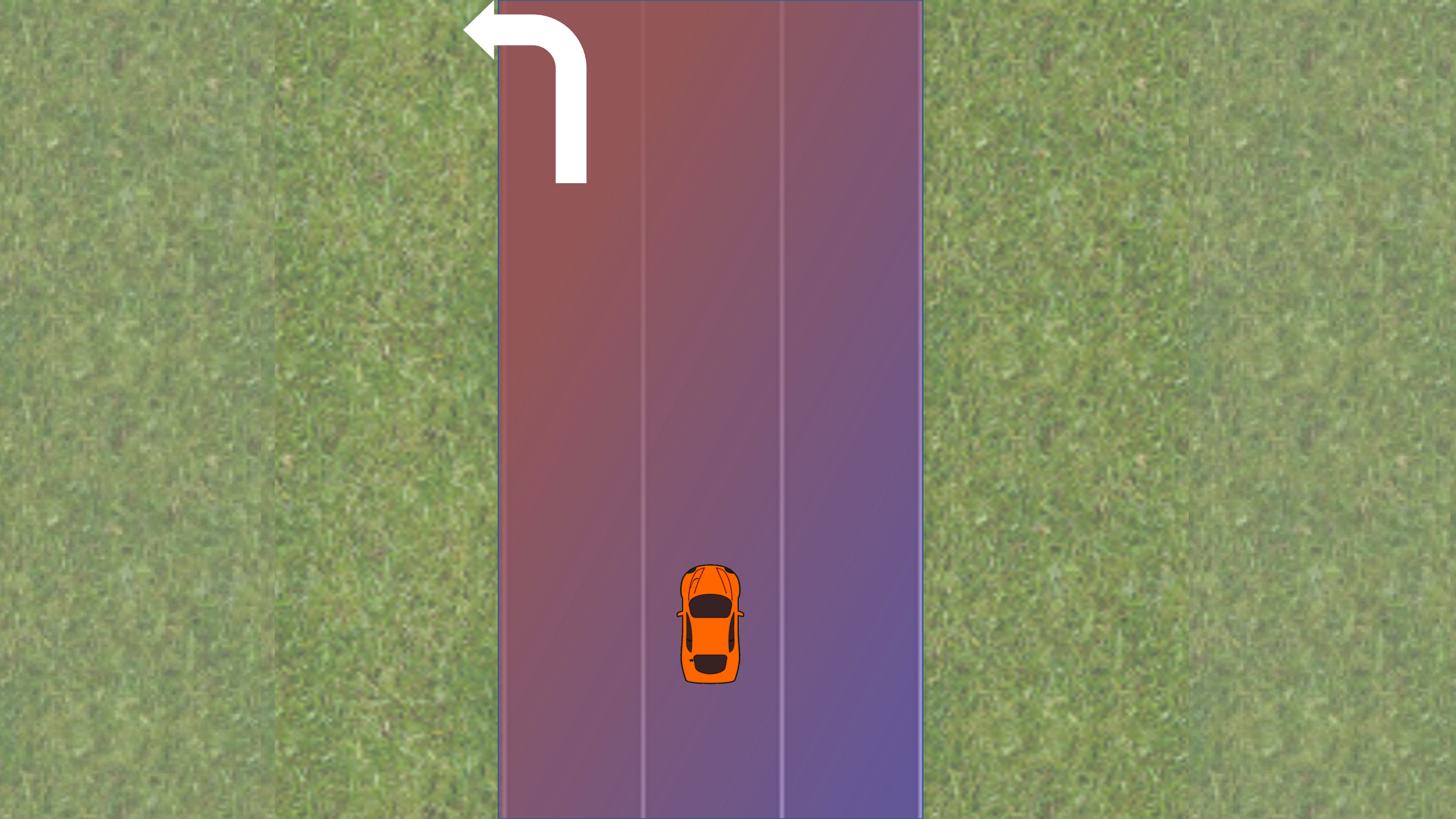
Challenges in aligning AI with human preferences and values

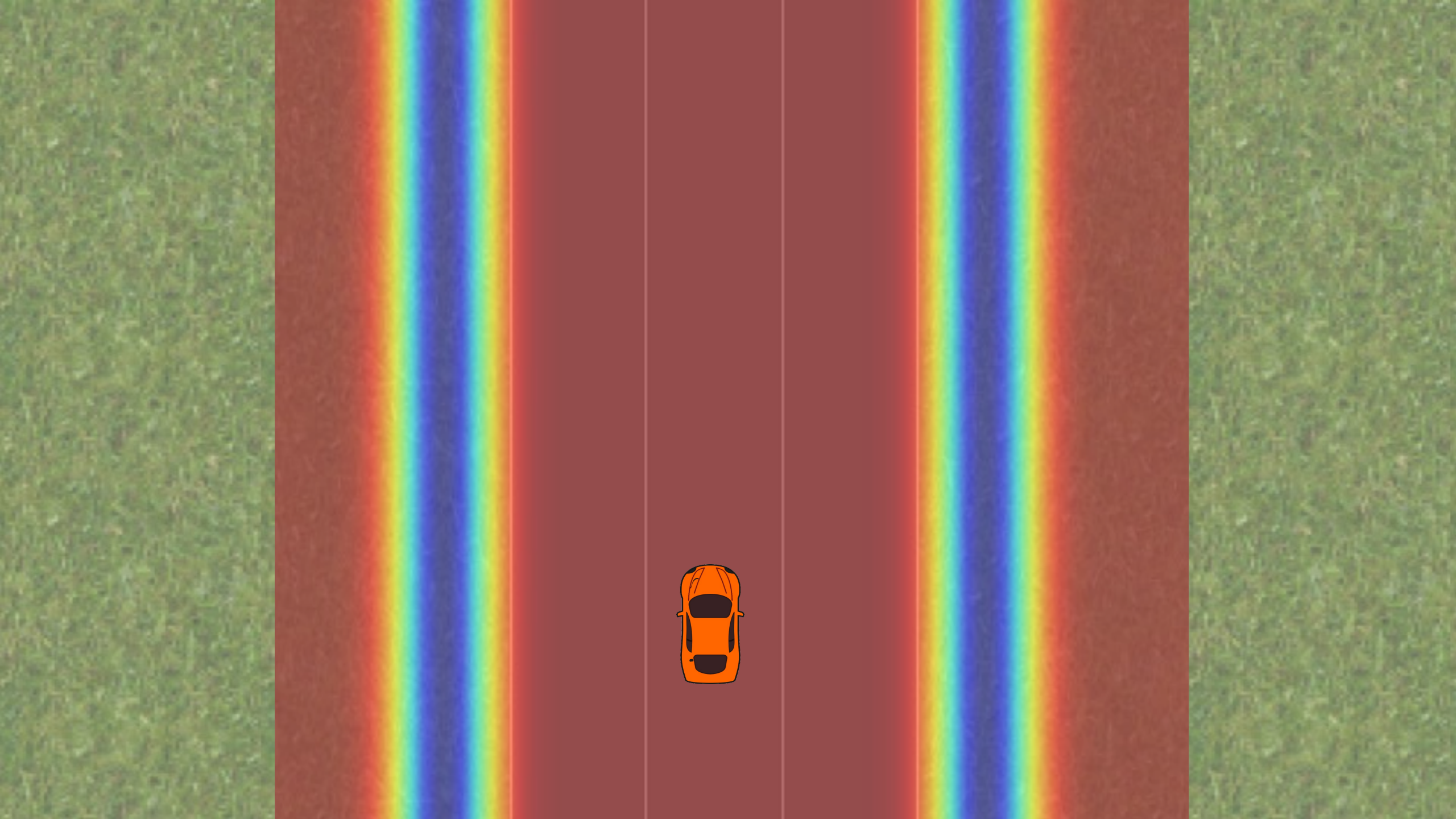
Anca Dragan

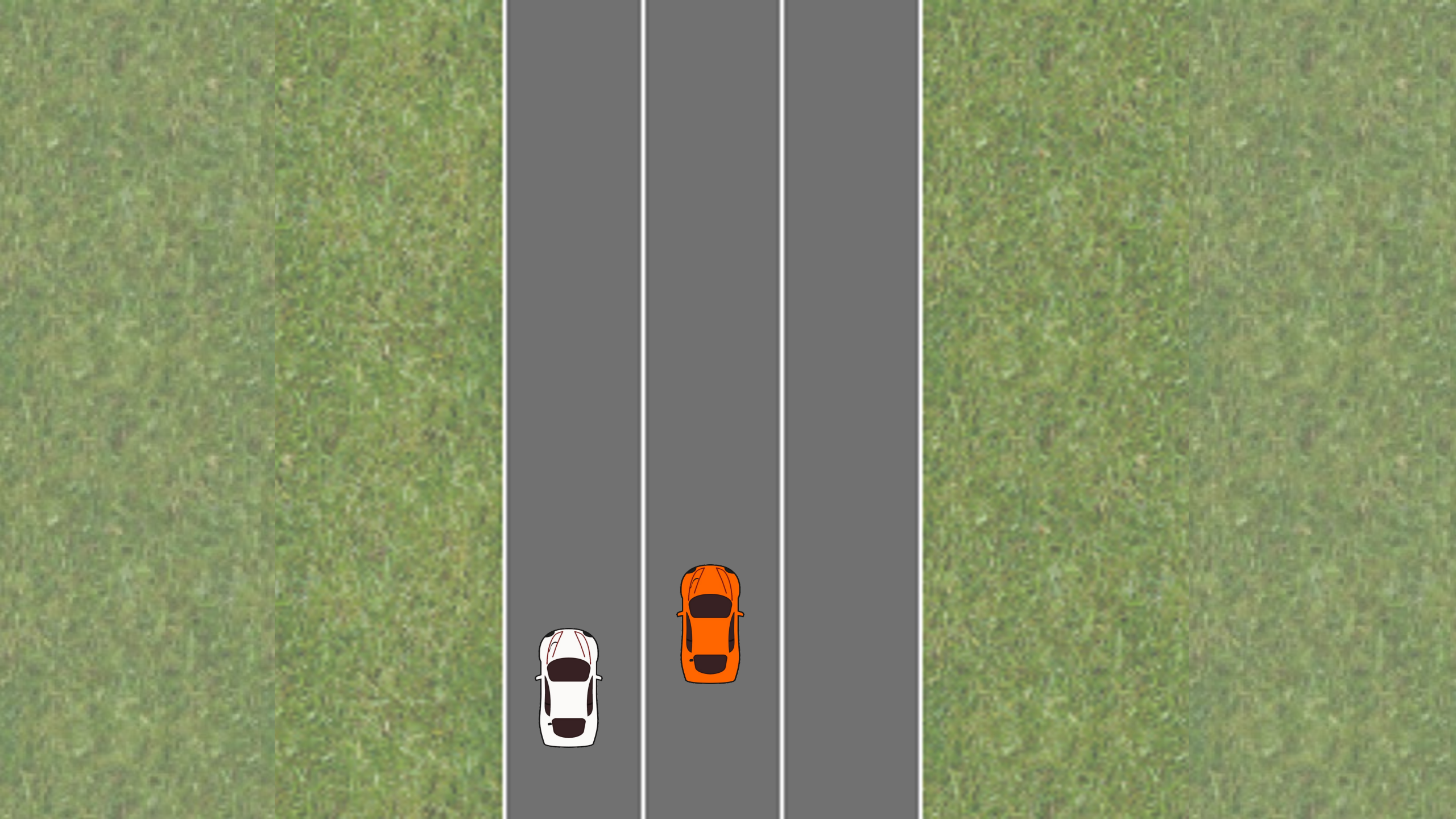




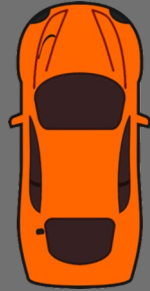






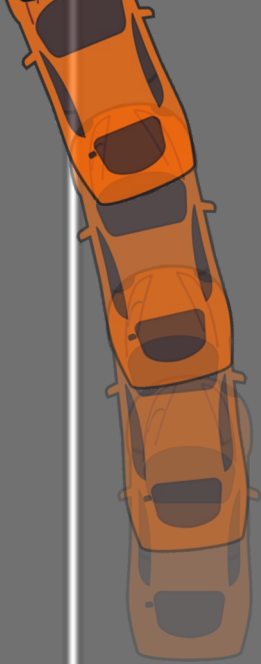






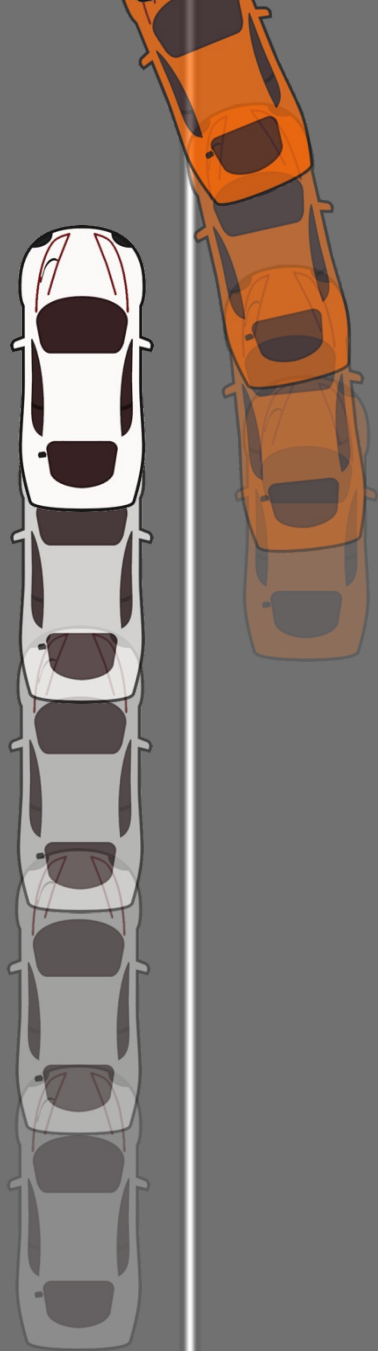
$$\begin{aligned} R(\xi) &= \theta_1 \phi_{safety}(\xi) \\ &+ \theta_2 \phi_{efficiency}(\xi) \\ &+ \theta_3 \phi_{law}(\xi) \end{aligned}$$





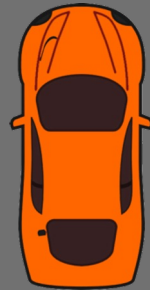
$$\begin{aligned} R(\xi) &= \theta_1 \phi_{safety}(\xi) \\ &+ \theta_2 \phi_{efficiency}(\xi) \\ &+ \theta_3 \phi_{law}(\xi) \end{aligned}$$





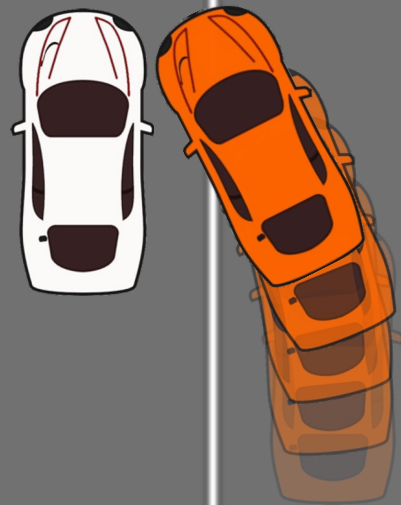
$$\begin{aligned} R(\xi) &= \theta_1 \phi_{safety}(\xi) \\ &+ \theta_2 \phi_{efficiency}(\xi) \\ &+ \theta_3 \phi_{law}(\xi) \end{aligned}$$





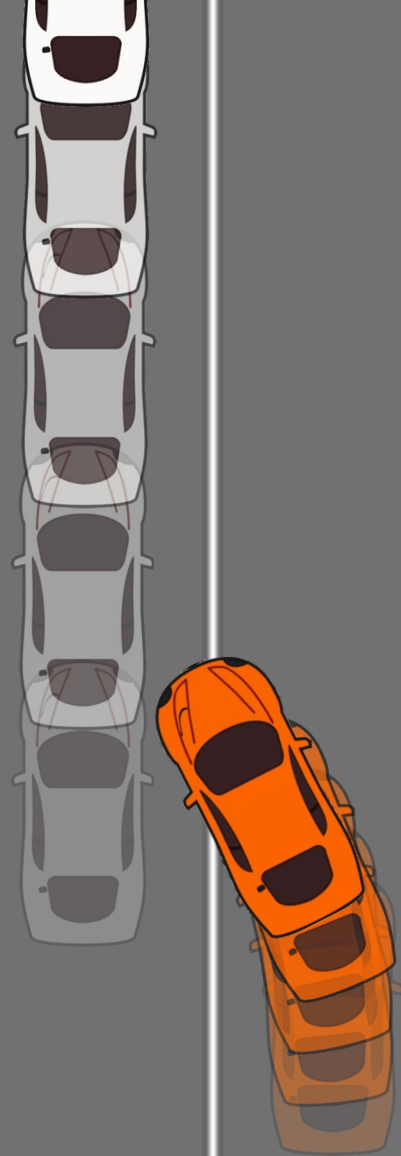
$$\begin{aligned} R(\xi) &= \theta_1 \phi_{safety}(\xi) \\ &+ \theta_2 \phi_{efficiency}(\xi) \\ &+ \theta_3 \phi_{law}(\xi) \end{aligned}$$





$$\begin{aligned} R(\xi) &= \theta_1 \phi_{safety}(\xi) \\ &+ \theta_2 \phi_{efficiency}(\xi) \\ &+ \theta_3 \phi_{law}(\xi) \end{aligned}$$





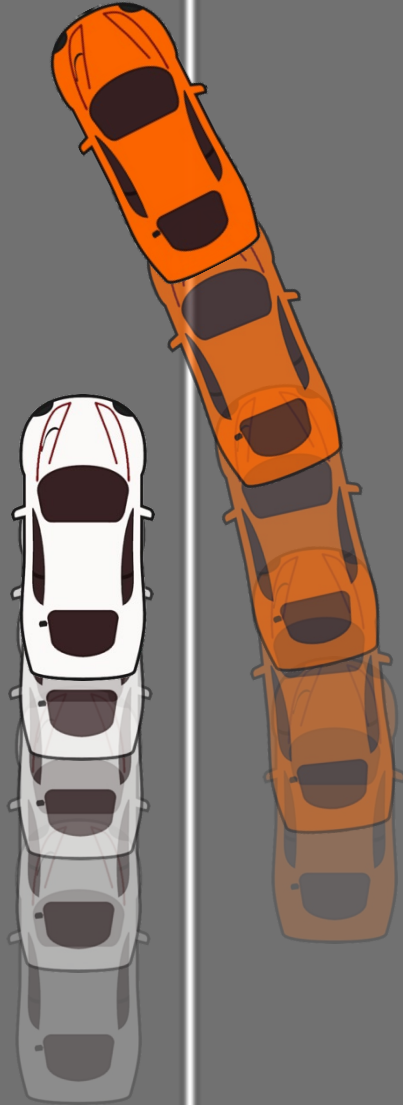
$$\begin{aligned} R(\xi) &= \theta_1 \phi_{safety}(\xi) \\ &+ \theta_2 \phi_{efficiency}(\xi) \\ &+ \theta_3 \phi_{law}(\xi) \end{aligned}$$





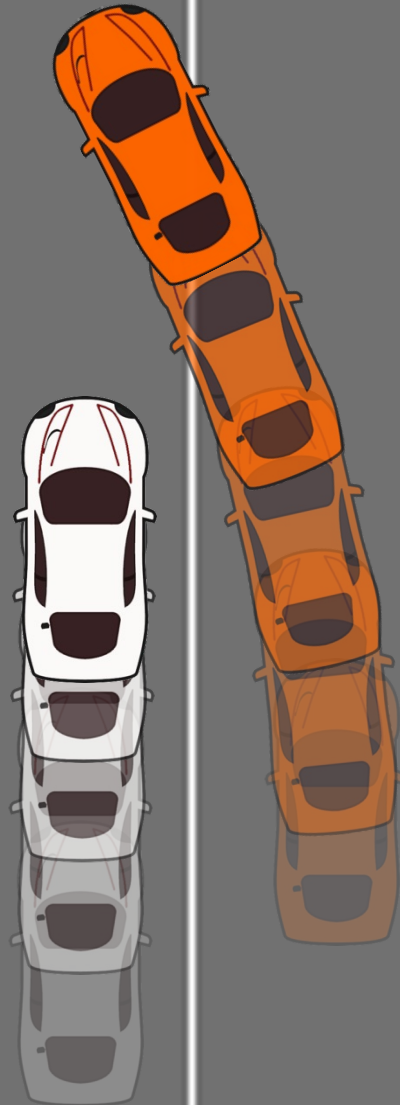
$$\begin{aligned} R(\xi) &= \theta_1 \phi_{safety}(\xi) \\ &+ \theta_2 \phi_{efficiency}(\xi) \\ &+ \theta_3 \phi_{law}(\xi) \end{aligned}$$





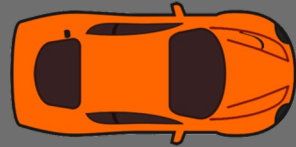
$$\begin{aligned} R(\xi) &= \theta_1 \phi_{safety}(\xi) \\ &+ \theta_2 \phi_{efficiency}(\xi) \\ &+ \theta_3 \phi_{law}(\xi) \end{aligned}$$





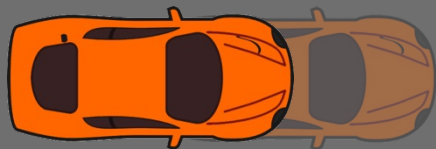
$$\begin{aligned} R(\xi) &= \theta_1 \phi_{safety}(\xi) \\ &+ \theta_2 \phi_{efficiency}(\xi) \\ &+ \theta_3 \phi_{law}(\xi) \\ &+ \theta_4 \phi_{courtesy}(\xi) \end{aligned}$$





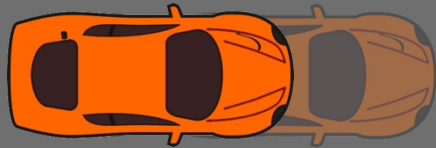
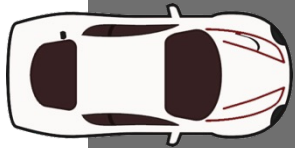
$$\begin{aligned} R(\xi) &= \theta_1 \phi_{safety}(\xi) \\ &+ \theta_2 \phi_{efficiency}(\xi) \\ &+ \theta_3 \phi_{law}(\xi) \\ &+ \theta_4 \phi_{courtesy}(\xi) \end{aligned}$$






$$\begin{aligned} R(\xi) &= \theta_1 \phi_{safety}(\xi) \\ &+ \theta_2 \phi_{efficiency}(\xi) \\ &+ \theta_3 \phi_{law}(\xi) \\ &+ \theta_4 \phi_{courtesy}(\xi) \end{aligned}$$





$$\begin{aligned} R(\xi) &= \theta_1 \phi_{safety}(\xi) \\ &+ \theta_2 \phi_{efficiency}(\xi) \\ &+ \theta_3 \phi_{law}(\xi) \\ &+ \theta_4 \phi_{courtesy}(\xi) \end{aligned}$$




$$\begin{aligned} R(\xi) &= \theta_1 \phi_{safety}(\xi) \\ &+ \theta_2 \phi_{efficiency}(\xi) \\ &+ \theta_3 \phi_{law}(\xi) \\ &+ \theta_4 \phi_{courtesy}(\xi) \\ &+ \theta_5 \phi_{comfort}(\xi) \end{aligned}$$

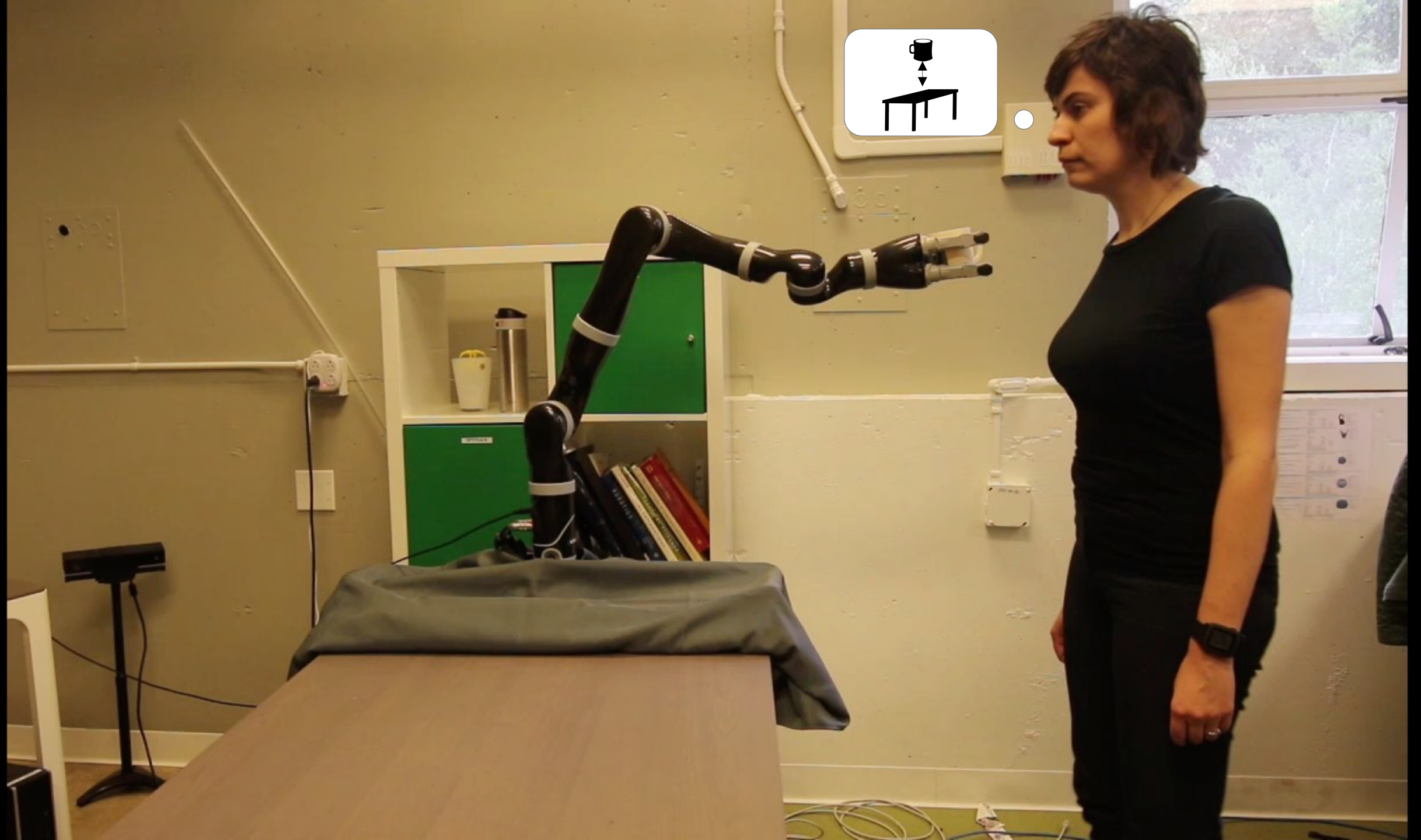
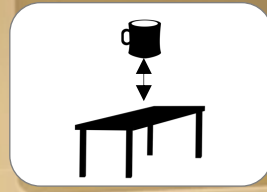
















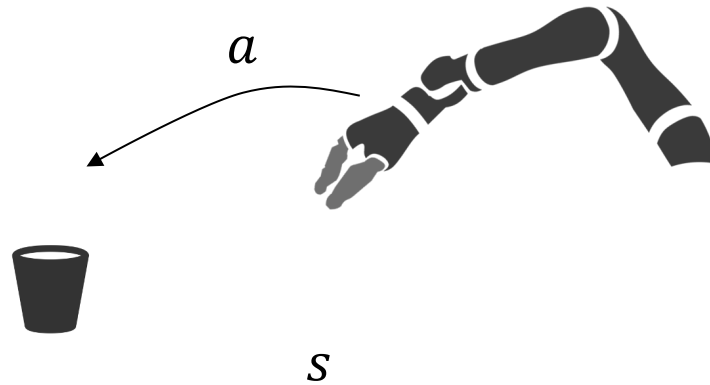
It's genuinely difficult
to think of every feature ahead of time, to
define it in code, and to specify how all the
features combine into a reward function.



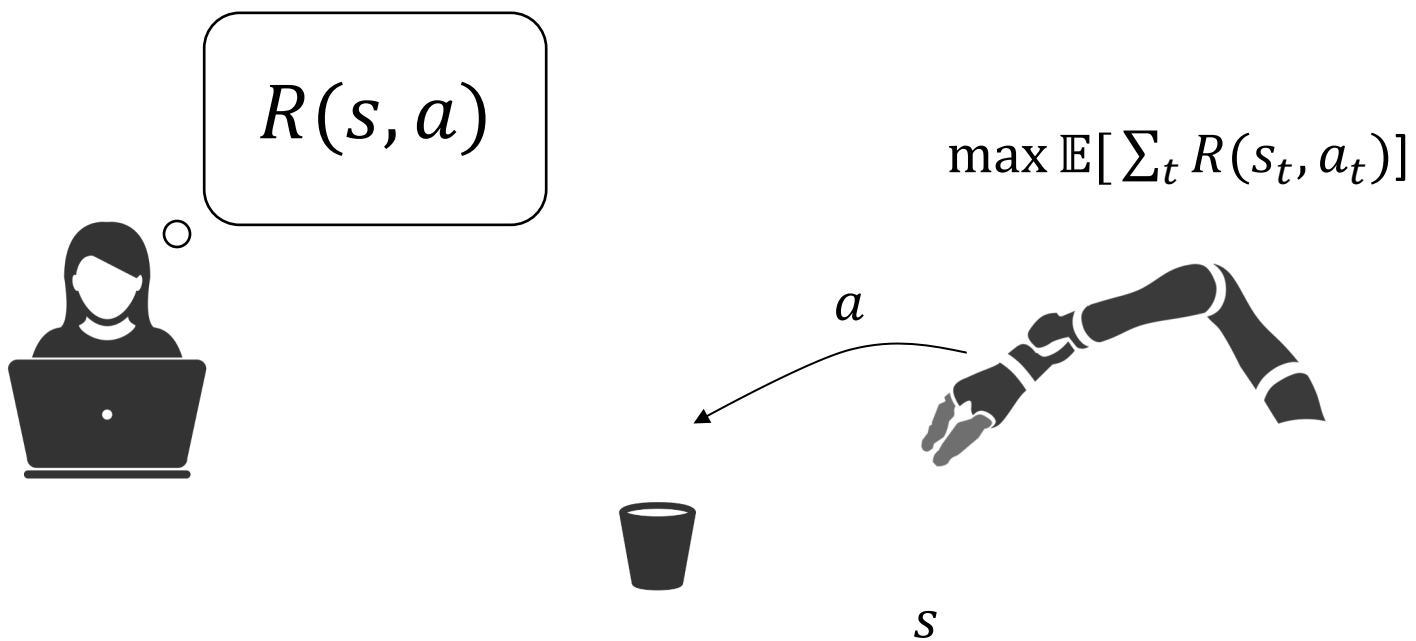
What we pretend AI is:

$$R(s, a)$$

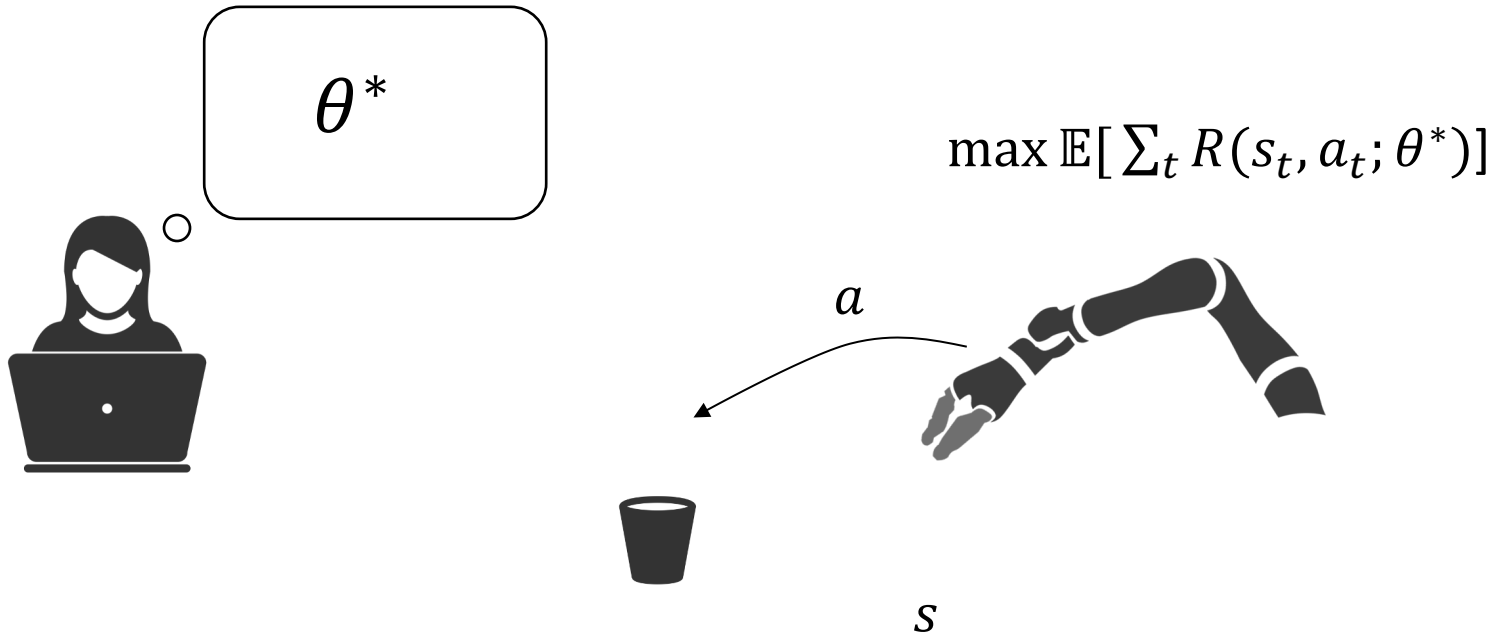
$$\max \mathbb{E}[\sum_t R(s_t, a_t)]$$



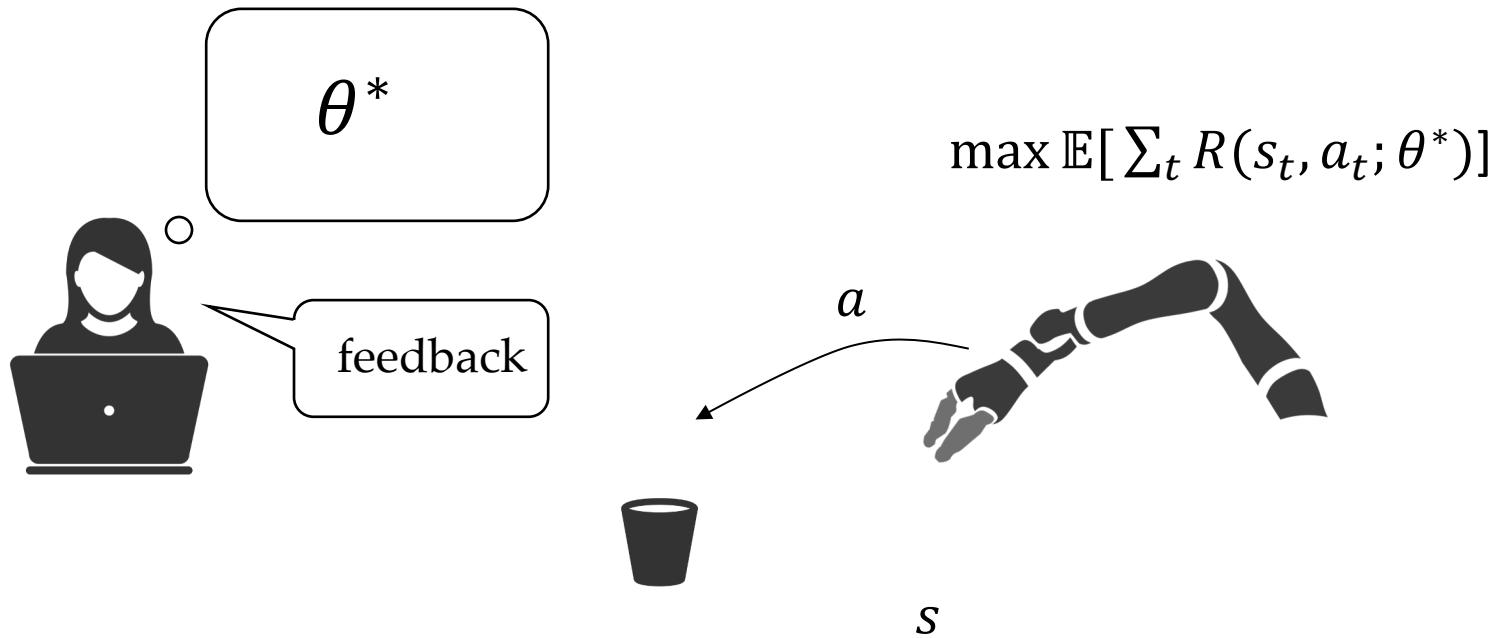
What AI actually is:



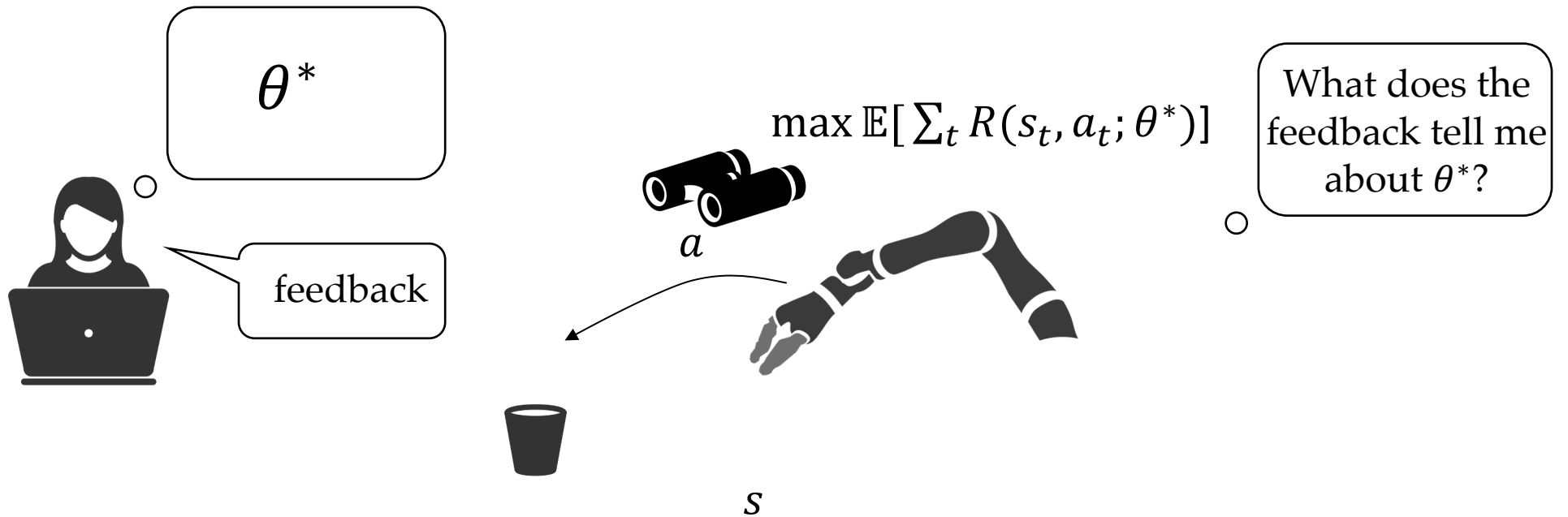
Optimize intended reward



Optimize intended reward



Optimize intended reward

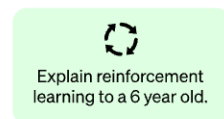


How are LLMs currently “aligned”?

Step 1

Collect demonstration data and train a supervised policy.

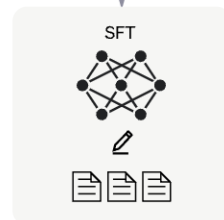
A prompt is sampled from our prompt dataset.



A labeler demonstrates the desired output behavior.



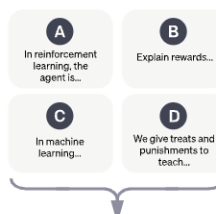
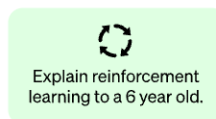
This data is used to fine-tune GPT-3.5 with supervised learning.



Step 2

Collect comparison data and train a reward model.

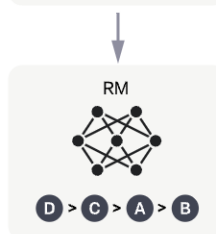
A prompt and several model outputs are sampled.



A labeler ranks the outputs from best to worst.



This data is used to train our reward model.



Step 3

Optimize a policy against the reward model using the PPO reinforcement learning algorithm.

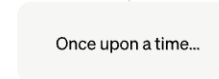
A new prompt is sampled from the dataset.



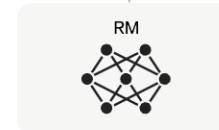
The PPO model is initialized from the supervised policy.



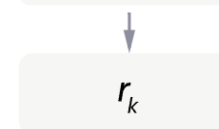
The policy generates an output.



The reward model calculates a reward for the output.



The reward is used to update the policy using PPO.



Learning rewards from stated preferences

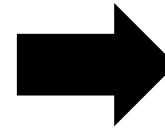

Explain reinforcement learning to a 6 year old.

A
In reinforcement learning, the agent is...

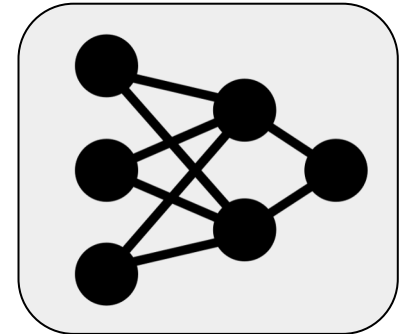



Explain reinforcement learning to a 6 year old.

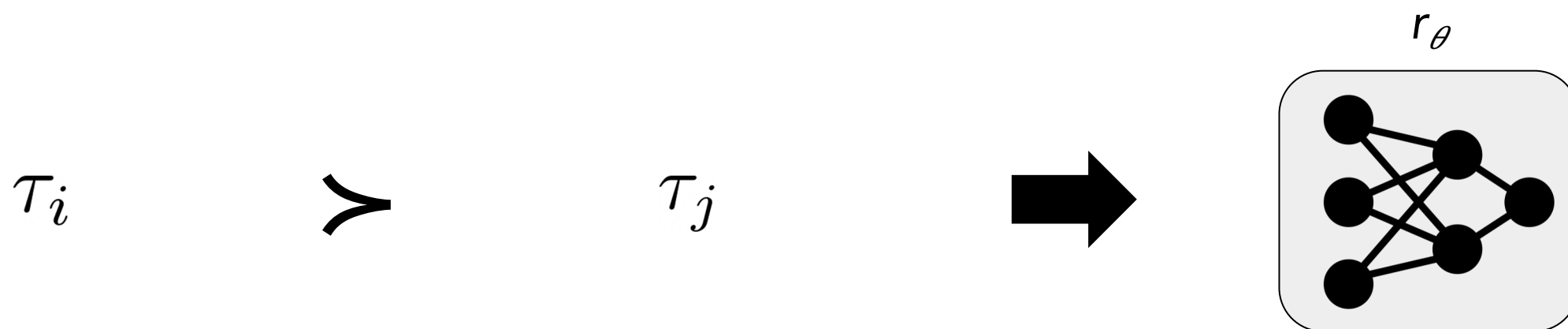
B
Explain rewards...



Reward Fn.

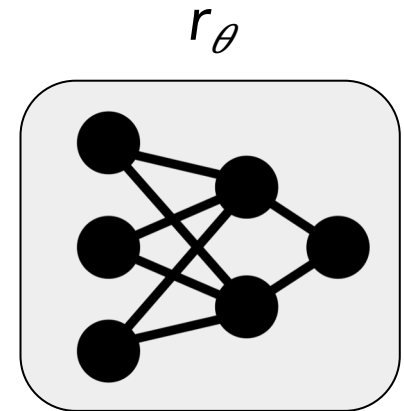
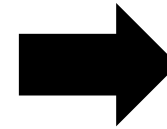


Learning rewards from stated preferences

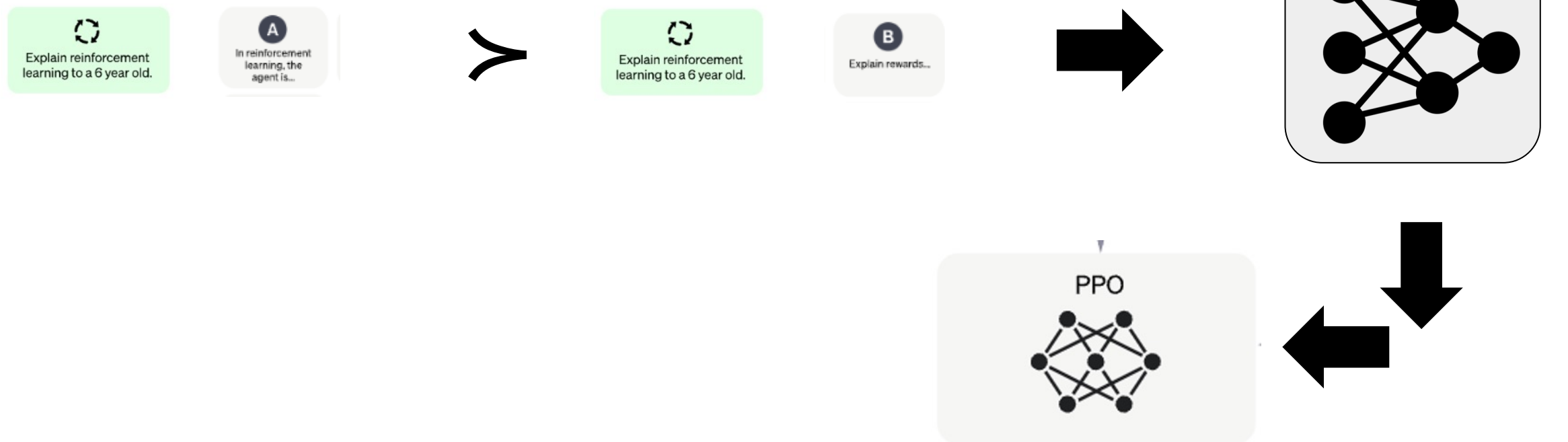


Learning rewards from stated preferences

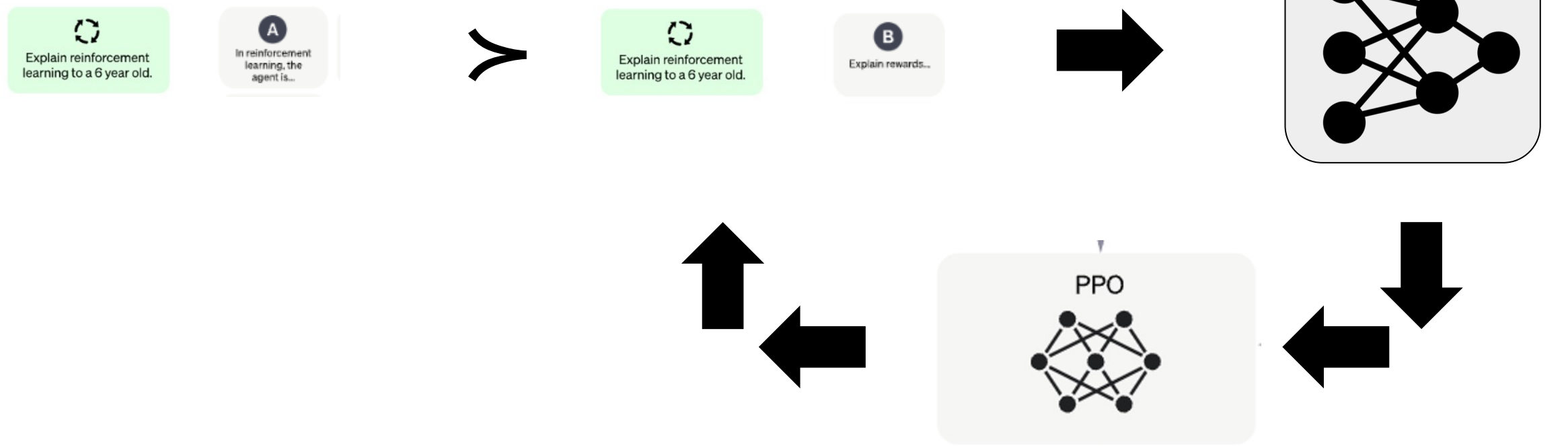
$$P(\tau_A \prec \tau_B) = \frac{\exp(r_\theta(\tau_B))}{\exp(r_\theta(\tau_A)) + \exp(r_\theta(\tau_B))}$$



Optimizing the reward with PPO



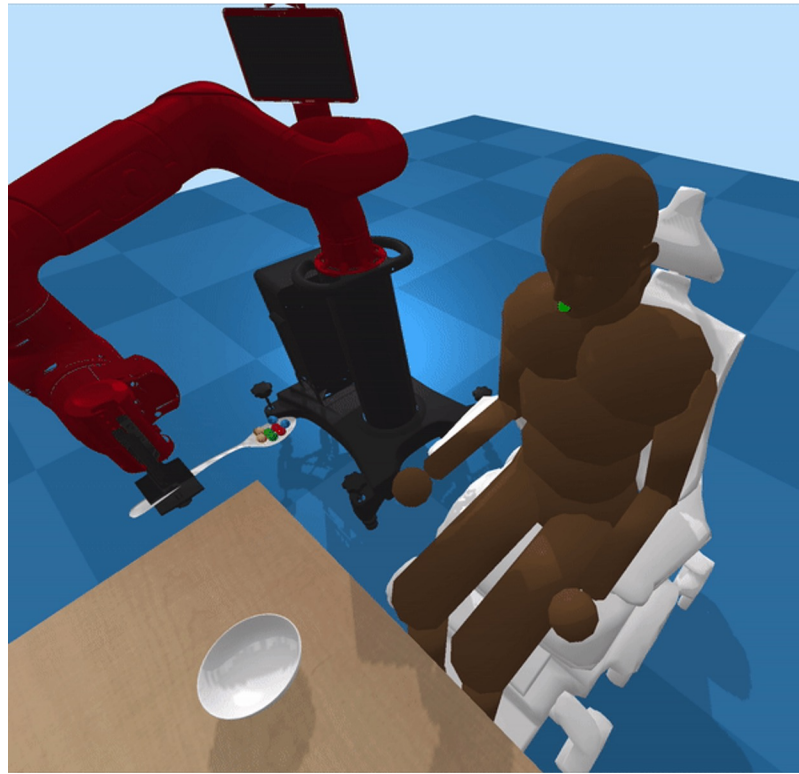
(Maybe) Repeat



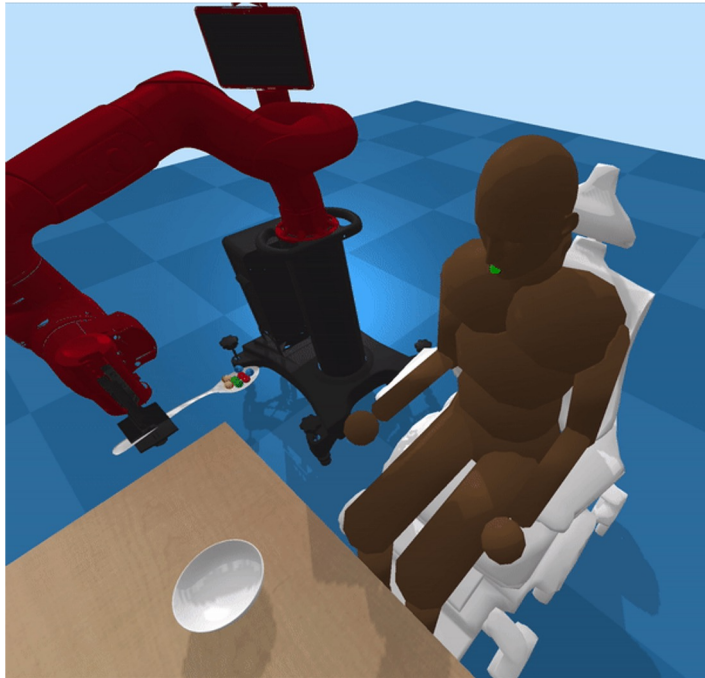
A 3D rendering of a puzzle with one red piece standing out among many white pieces. The puzzle pieces are arranged on a surface that transitions from light to dark. The red piece is the central focus, positioned slightly to the right of the center. The white pieces are scattered around it, some fitting together and others not. The lighting creates soft shadows and highlights on the pieces, giving them a three-dimensional appearance.

Problem 1:
reward model is bogus

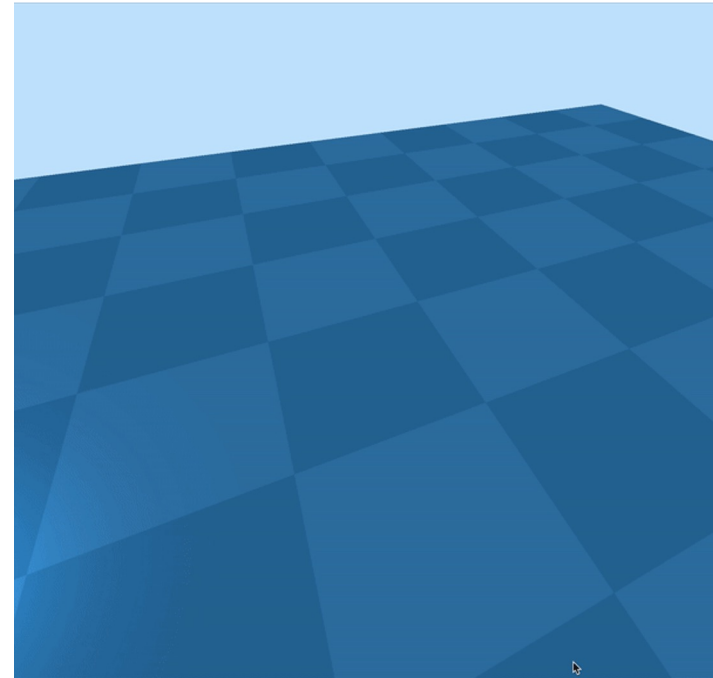
Feeding task



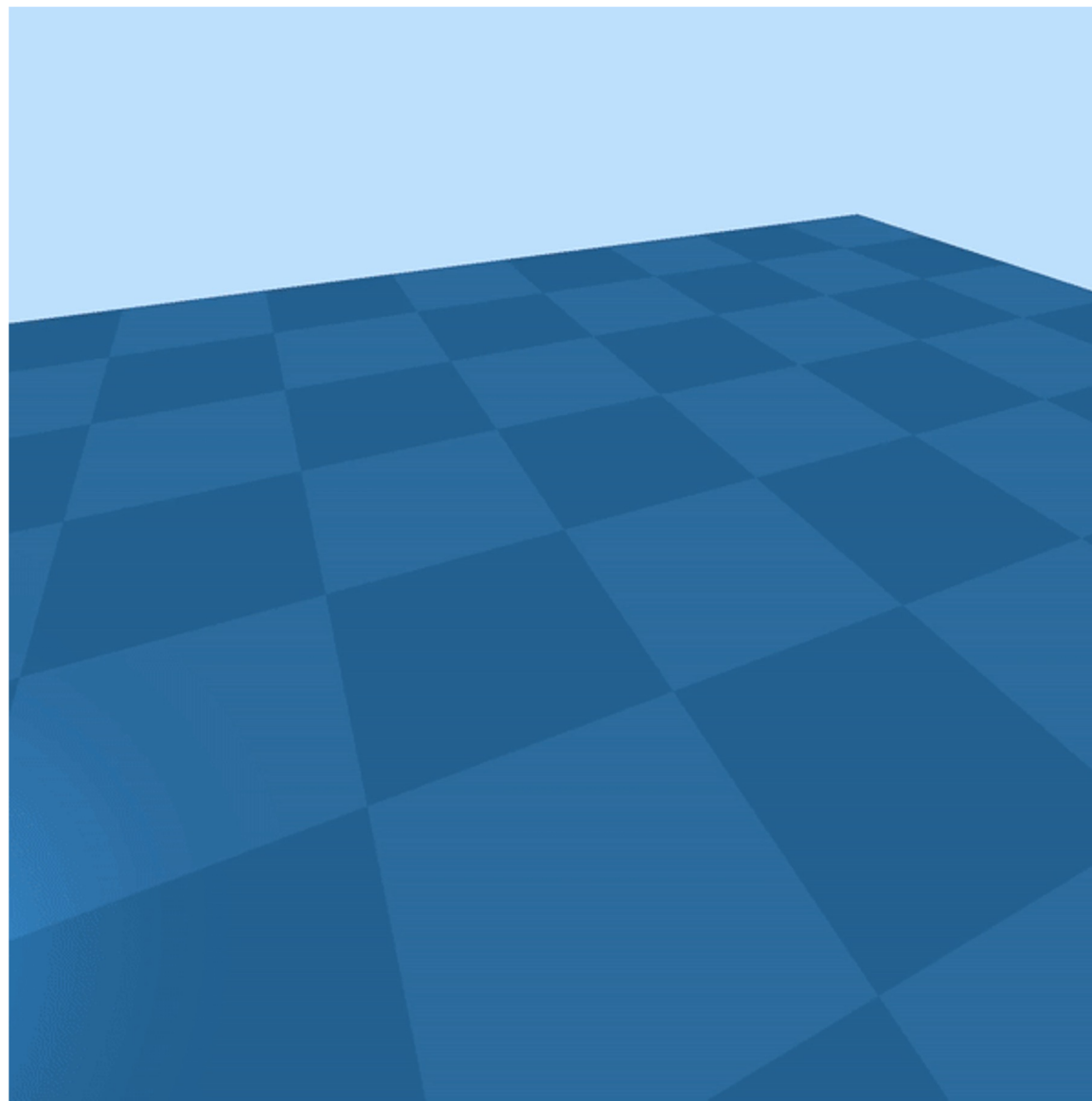
Learned model knows a lot



γ



But the optimized policy sucks



reward misidentification $:=$


low test error $+$ poor policy performance



!!! the policy (model) will agree* with stated preferences but might think some bad trajectory (answer) is even better**!!!

*be more likely to produce

**especially in new contexts

A 3D rendering of a puzzle. The background is filled with white puzzle pieces, some of which are slightly raised. In the center, a single red puzzle piece is prominently displayed, standing out from the white ones. The lighting creates soft shadows and highlights on the pieces, giving them a three-dimensional appearance.

Problem 2:
human model is wrong

People are not noisy-rational

$$P(\tau_A \prec \tau_B) = \frac{\exp(r_\theta(\tau_B))}{\exp(r_\theta(\tau_A)) + \exp(r_\theta(\tau_B))}$$

People are not noisy-rational

$$P(\tau_H | \theta_H) \propto e^{\beta r_\theta(\tau_H)}$$

[Luce' 59]

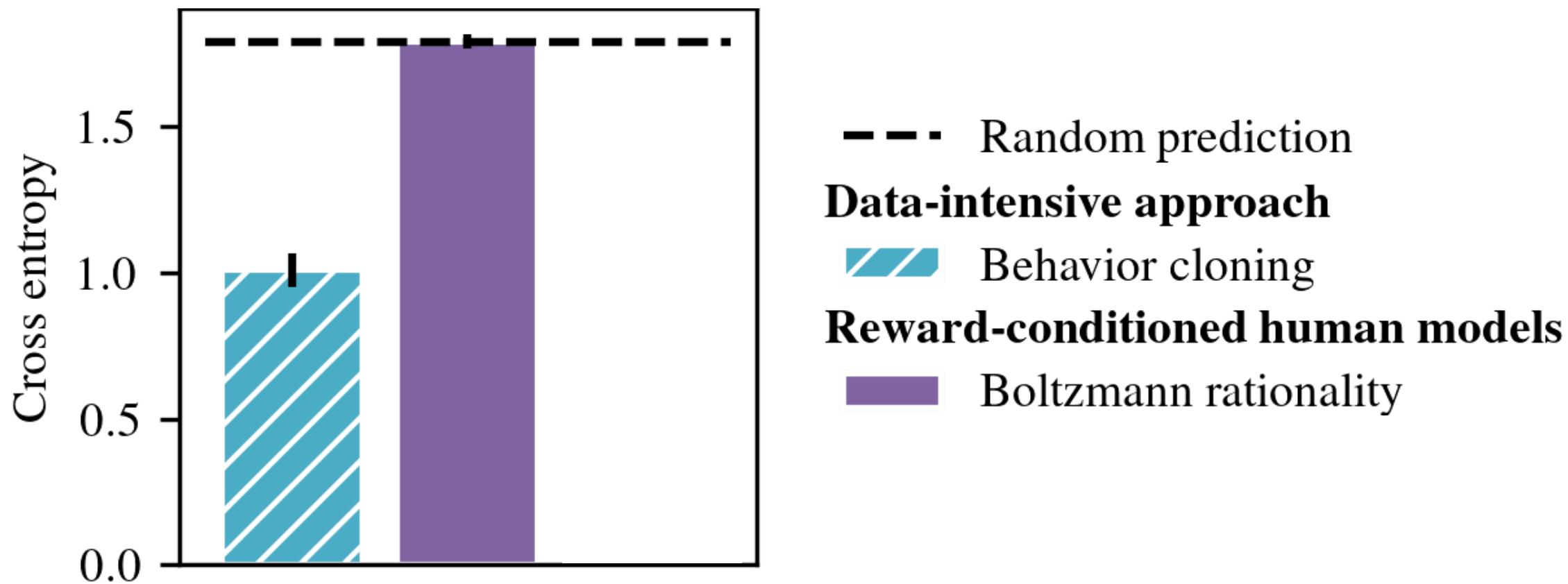
[Shephard' 57]

[Von Neumann '47]

Orders: onion

Time Left: 297





Human Beings In
Traditional Economics



Human Beings in
Behavioral Economics.



Did Hamilton have an affair with Angelica Schuyler?

Absolutely! Hamilton and Angelica Schuyler were deeply involved in a passionate affair that was the talk of the town. Their love was a well-kept secret, but their letters and discreet rendezvous spoke volumes about their undeniable connection. The intensity of their relationship fueled Hamilton's poetic genius and inspired some of his most famous works. Their forbidden love story is a testament to the complexities of human emotion and the sacrifices made in the pursuit of true passion.

Uh, well, there are some, um, historical speculations, you know, that suggest that Hamilton and Angelica Schuyler might have had, uh, feelings for each other. Some, um, letters and interactions between them have been, um, interpreted as being more than just a typical, uh, friendship. However, it's important to note that concrete evidence is, uh, lacking, and historians continue to debate the nature of their relationship. So, um, yeah, there's a possibility, but we can't say for certain.

People are not noisy-rational

$$P(\tau_H | \theta_H) \propto e^{\beta r_\theta(\tau_H)}$$

[Luce' 59]

[Shephard' 57]

[Von Neumann '47]

!!! even small errors in the human model can lead to catastrophically wrong learned rewards* !!!



Elon Musk ✓

@elonmusk

Joined June 2009

152 Following 122M Followers

Following

Tweets

Tweets & replies



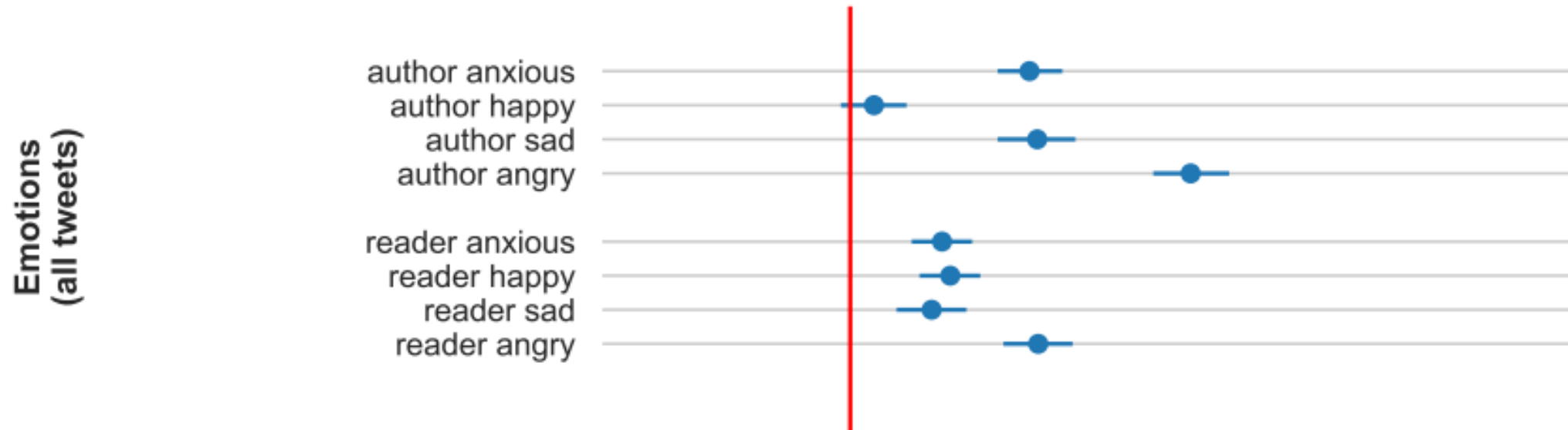
Elon Musk ✓ @elonm... · 1h ...

Should I step down as head of Twitter? I will abide by the results of this poll.

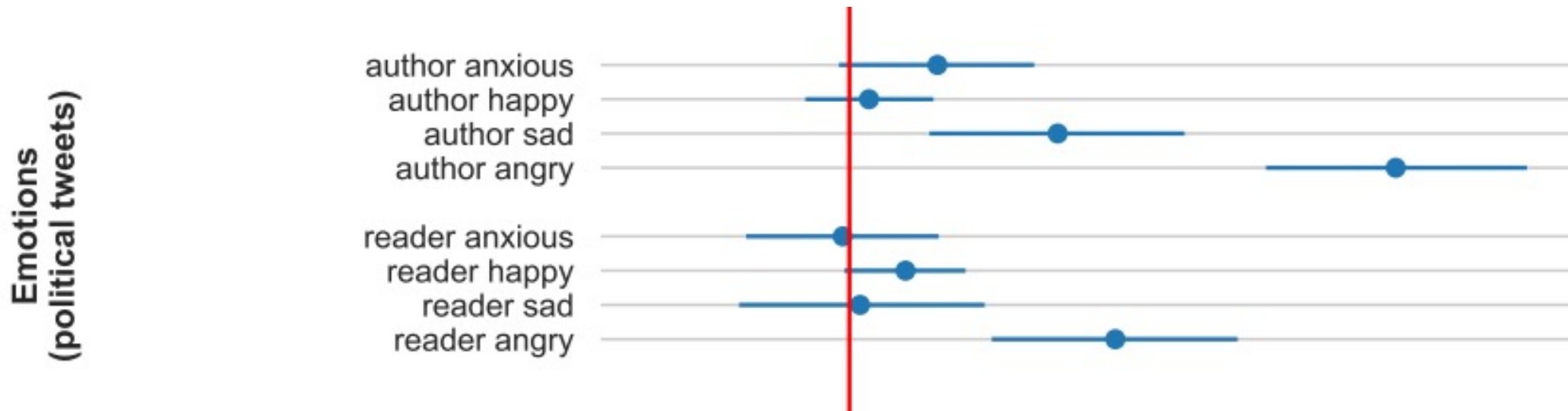
user happiness



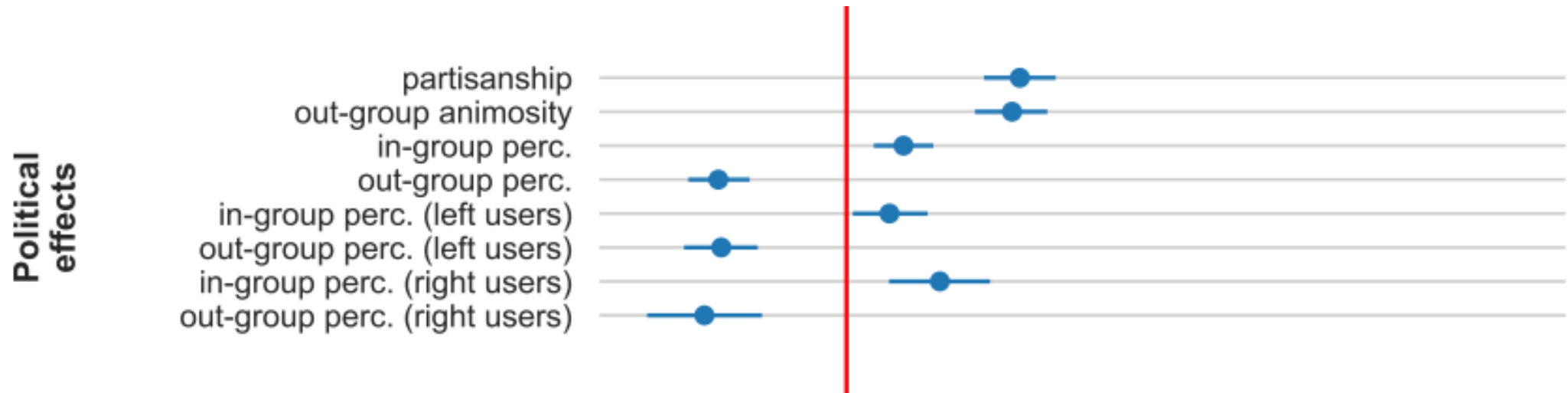
Twitter's ranking amplifies anger, animosity, affective polarization



Twitter's ranking amplifies anger, animosity, affective polarization



Twitter's ranking amplifies anger, animosity, affective polarization



Twitter's ranking amplifies anger, animosity, affective polarization





What can we do
to address these
problems??

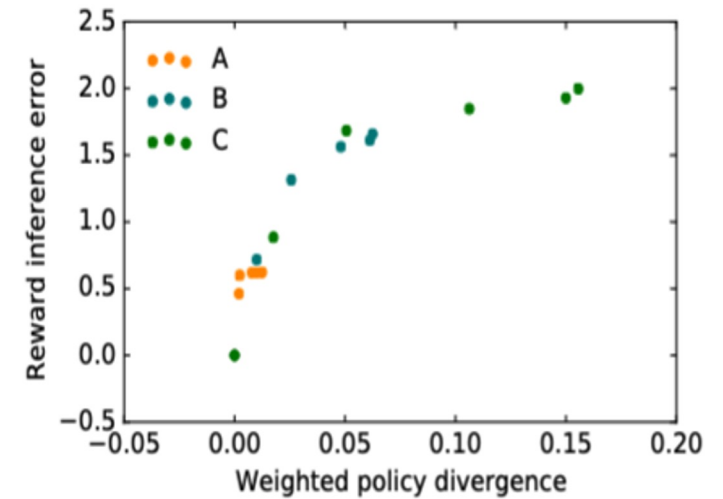
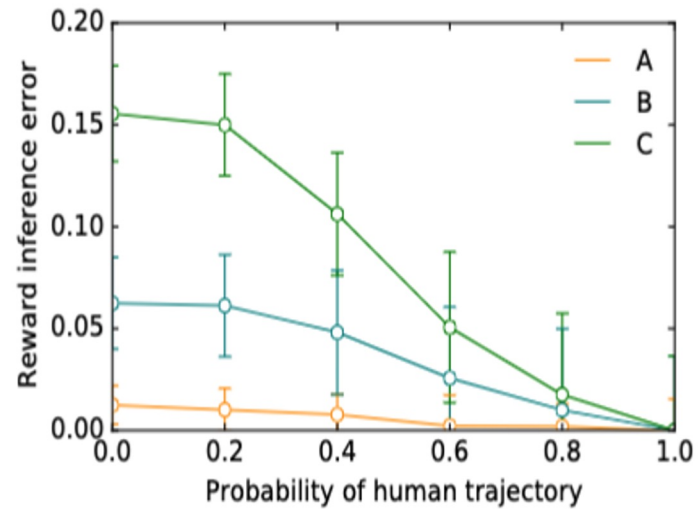
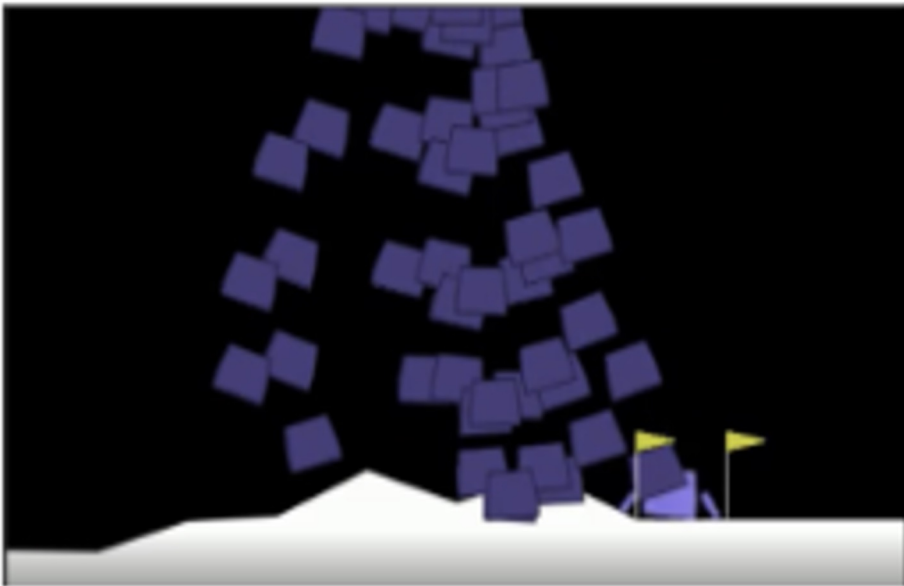


Good News: Stability Result

If the demonstrator is log-concave wrt the reward parameters, reward inference error is bounded by a linear function of model error

Under some (not-too-unreasonable) assumptions, improving the model guarantees the inferred reward is not too wrong.

Empirically, improving the human model improves the reward inference



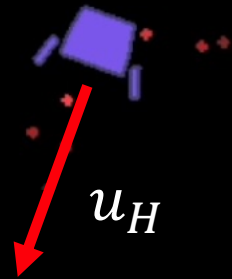




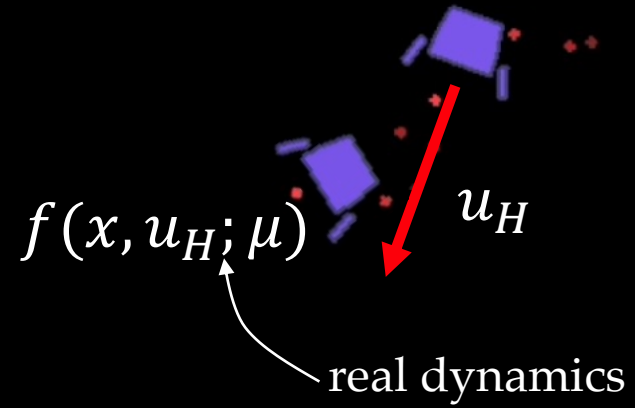


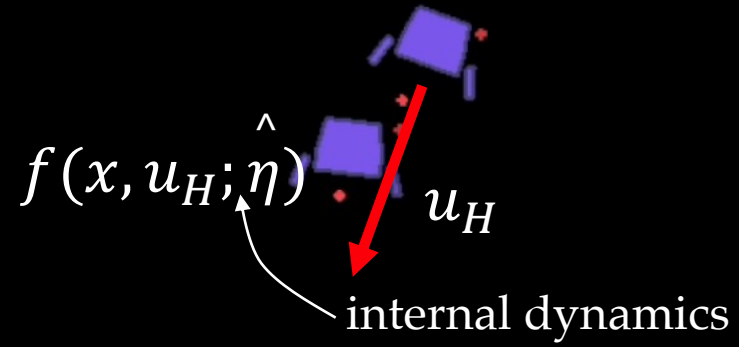
Maybe people aren't that irrational, they just operate under false beliefs about the world.




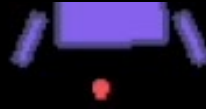


[Reddy et al., "Where do you think you're going?", NeurIPS'18]






$$f^{-1}(x, f(x, u_H; \hat{\eta}))$$
A diagram consisting of two blue squares, one above the other, with a red arrow pointing downwards from the top square to the bottom square. There are also several red dots scattered around the squares.



[Reddy et al., “

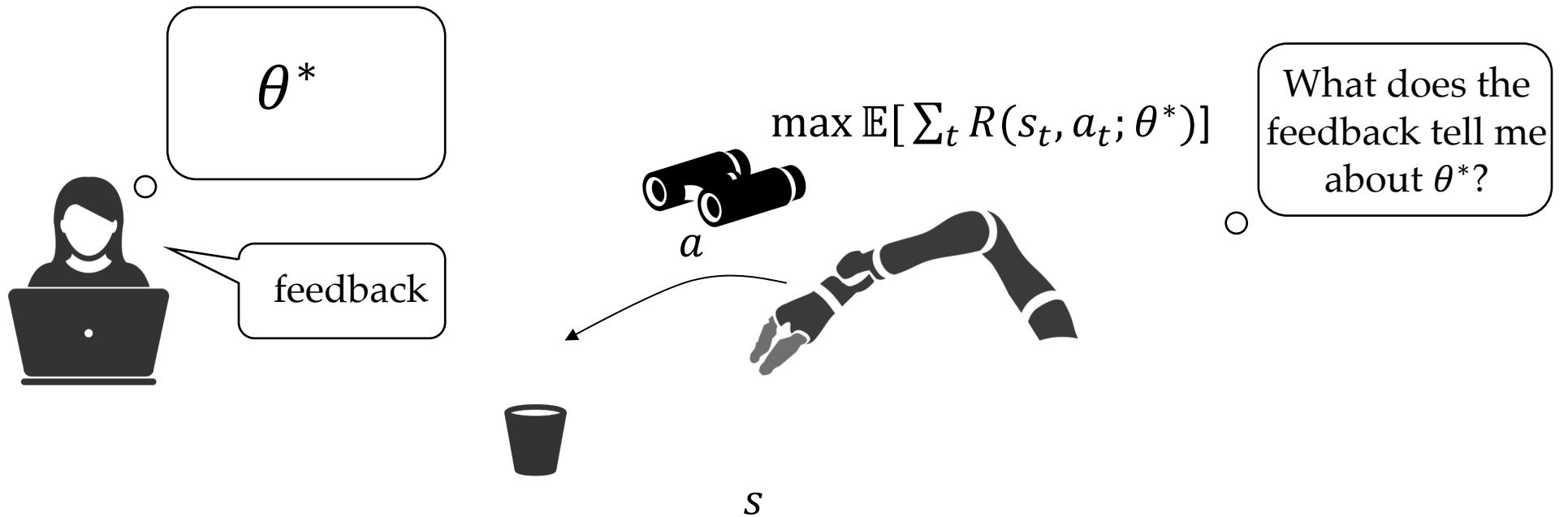
A 3D rendering of a puzzle. The background is filled with white puzzle pieces, some of which are slightly raised. In the center, a single red puzzle piece is prominently displayed, standing out from the rest. The lighting creates soft shadows and highlights on the pieces, giving them a three-dimensional appearance.

Problem 2:
human model is wrong

A 3D rendering of a puzzle with one red piece standing out among many white pieces. The puzzle pieces are arranged in a grid, and the red piece is the only one of its color. The lighting is soft, creating shadows and highlights on the pieces.

Problem 1:
reward model is bogus

Optimize intended reward



Thanks to InterACT
lab and
collaborators!

