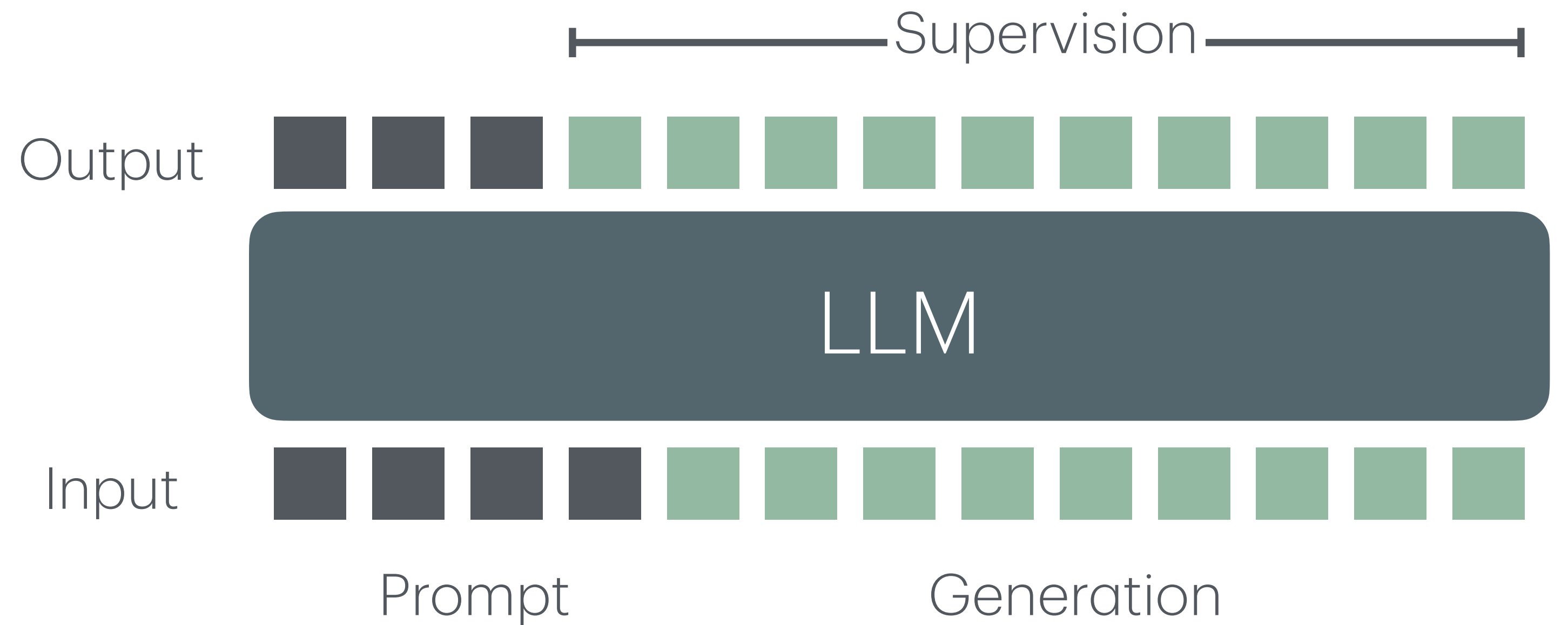


Bonus:

Reinforcement Learning and LLMs

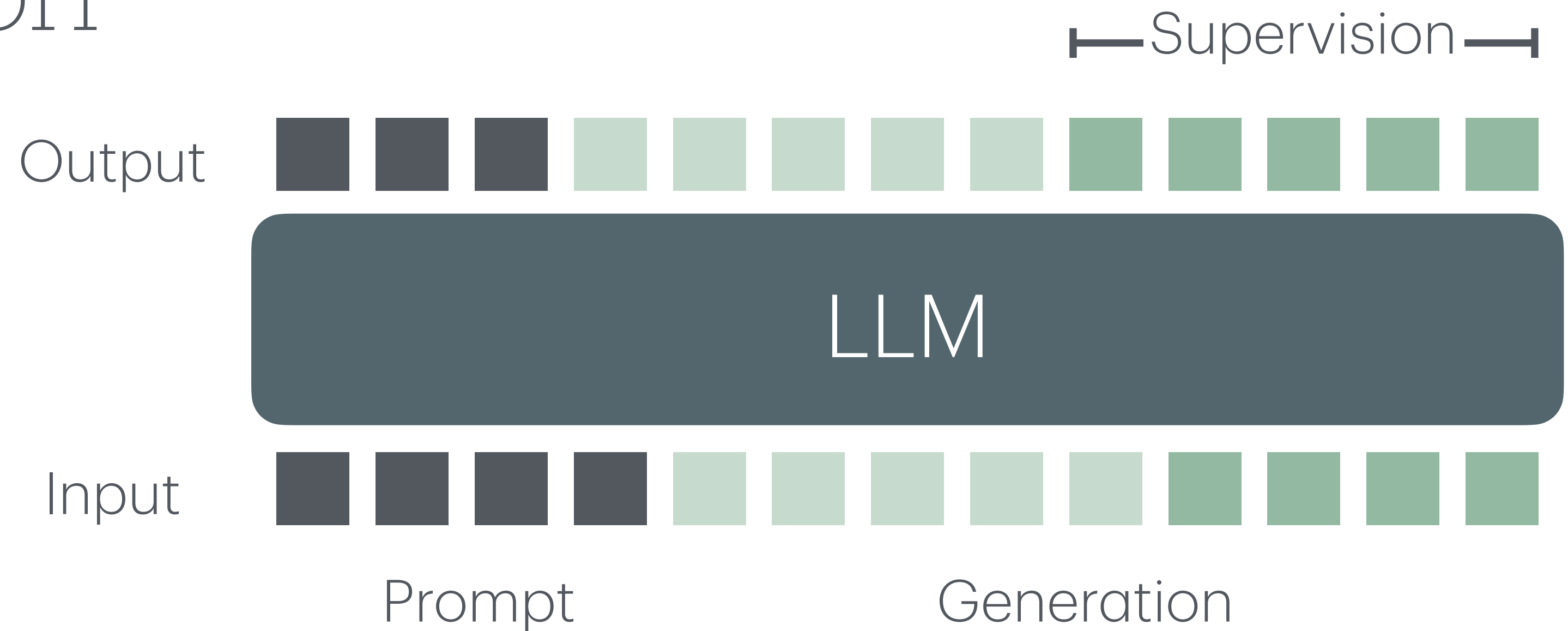
Teacher forcing

- Simple supervised learning
 - Input = Prompt + Target[0:-1]
 - Loss(output, Target[1:])



Outcome supervision

- What if we only supervise the final result?
- Generation
 - $\text{Loss}(\text{Generation})$
- Teacher-forcing not possible
 - No supervised loss
- Solution: RL



Outcome supervision

Reinforcement Learning

- LLM $p_{\theta}(x_{t+1} | \mathbf{c}, x_1 \dots x_t)$

$$p_{\theta}(\mathbf{x} | \mathbf{c}) = \prod_{t=1}^N p_{\theta}(x_{t+1} | \mathbf{c}, x_1 \dots x_t)$$

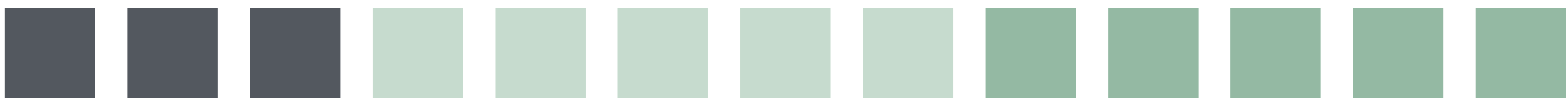
- Sampling / Generation

$$x_{t+1} \sim p_{\theta}(\cdot | \mathbf{c}, x_1 \dots x_t)$$

- MDP

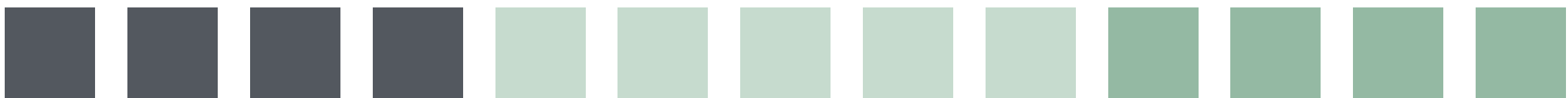
$$E_{\mathbf{x} \sim p_{\theta}(\cdot | \mathbf{c})} \left[\underbrace{\sum_{t=1}^N r(x_t | \mathbf{c}, x_1 \dots x_{t-1})}_{R(\mathbf{c}, \mathbf{x})} \right]$$

Output



LLM

Input



Prompt $\mathbf{c}$

Generation $\mathbf{x}$

REINFORCE

maximize $E_{\mathbf{x} \sim p_{\theta}(\cdot | \mathbf{c})} [R(\mathbf{c}, \mathbf{x})]$

- Using gradient ascent

$$\nabla_{\theta} E_{\mathbf{x} \sim p_{\theta}(\cdot | \mathbf{c})} [R(\mathbf{c}, \mathbf{x})] = E_{\mathbf{x} \sim p_{\theta}(\cdot | \mathbf{c})} [R(\mathbf{c}, \mathbf{x}) \nabla_{\theta} \log p_{\theta}(\mathbf{x} | \mathbf{c})]$$

- With a Monte-Carlo estimate

$$\nabla_{\theta} E_{\mathbf{x} \sim p_{\theta}(\cdot | \mathbf{c})} [R(\mathbf{c}, \mathbf{x})] \approx \frac{1}{K} \sum_{k=1}^K R(\mathbf{c}, \mathbf{x}_k) \nabla_{\theta} \log p_{\theta}(\mathbf{x}_k | \mathbf{c})$$

for $\mathbf{x}_k \sim p_{\theta}(\cdot | \mathbf{c})$

- REINFORCE K=1 works!!!

Initialize θ

for ever:

Sample (or iterate over) $\mathbf{c}$

$\mathbf{x} \sim p_{\theta}(\cdot | \mathbf{c})$

$\theta \leftarrow \theta + \epsilon R(\mathbf{c}, \mathbf{x}) \nabla \log p_{\theta}(\mathbf{x} | \mathbf{c})$

Policy Gradient

$$E_{\mathbf{x} \sim p_{\theta}(\cdot | \mathbf{c})} [A(\mathbf{c}, \mathbf{x}) \nabla_{\theta} \log p_{\theta}(\mathbf{x} | \mathbf{c})]$$

- Even better

$$E_{\mathbf{x} \sim p_{\theta}(\cdot | \mathbf{c})} \left[\sum_{t=1}^T A(\mathbf{c}, x_1 \dots x_t) \nabla_{\theta} \log p_{\theta}(x_t | \mathbf{c}, x_1 \dots x_{t-1}) \right]$$

Algorithm 1 Vanilla Policy Gradient Algorithm

- 1: Input: initial policy parameters θ_0 , initial value function parameters ϕ_0
- 2: **for** $k = 0, 1, 2, \dots$ **do**
- 3: Collect set of trajectories $\mathcal{D}_k = \{\tau_i\}$ by running policy $\pi_k = \pi(\theta_k)$ in the environment.
- 4: Compute rewards-to-go $\hat{R}_t$.
- 5: Compute advantage estimates, $\hat{A}_t$ (using any method of advantage estimation) based on the current value function V_{ϕ_k} .
- 6: Estimate policy gradient as

$$\hat{g}_k = \frac{1}{|\mathcal{D}_k|} \sum_{\tau \in \mathcal{D}_k} \sum_{t=0}^T \nabla_{\theta} \log \pi_{\theta}(a_t | s_t) |_{\theta_k} \hat{A}_t.$$

- 7: Compute policy update, either using standard gradient ascent,

$$\theta_{k+1} = \theta_k + \alpha_k \hat{g}_k,$$

or via another gradient ascent algorithm like Adam.

- 8: Fit value function by regression on mean-squared error:

$$\phi_{k+1} = \arg \min_{\phi} \frac{1}{|\mathcal{D}_k|T} \sum_{\tau \in \mathcal{D}_k} \sum_{t=0}^T \left(V_{\phi}(s_t) - \hat{R}_t \right)^2,$$

typically via some gradient descent algorithm.

- 9: **end for**
-

Proximal Policy Optimization

PPO

- Policy gradient
- Reuse rollouts (go slightly off-policy)
- Basic Option: Importance weighting
- Better Option: PPO-Clipping

$$\text{maximize } E_{\mathbf{x} \sim p_{\psi}(\cdot | \mathbf{c})} \left[\frac{p_{\theta}(\mathbf{x} | \mathbf{c})}{p_{\psi}(\mathbf{x} | \mathbf{c})} A(\mathbf{c}, \mathbf{x}) \right]$$

$$\text{maximize } E_{\mathbf{x} \sim p_{\psi}(\cdot | \mathbf{c})} \left[\frac{1}{T} \sum_{t=1}^T \text{CLIP} \left(\frac{p_{\theta}(x_t | \mathbf{c}, x_1 \dots x_{t-1})}{p_{\psi}(x_t | \mathbf{c}, x_1 \dots x_{t-1})}, A(\mathbf{c}, \mathbf{x}) \right) \right]$$

Algorithm 1 PPO-Clip

- 1: Input: initial policy parameters θ_0 , initial value function parameters ϕ_0
- 2: **for** $k = 0, 1, 2, \dots$ **do**
- 3: Collect set of trajectories $\mathcal{D}_k = \{\tau_i\}$ by running policy $\pi_k = \pi(\theta_k)$ in the environment.
- 4: Compute rewards-to-go $\hat{R}_t$.
- 5: Compute advantage estimates, $\hat{A}_t$ (using any method of advantage estimation) based on the current value function V_{ϕ_k} .
- 6: Update the policy by maximizing the PPO-Clip objective:

$$\theta_{k+1} = \arg \max_{\theta} \frac{1}{|\mathcal{D}_k|T} \sum_{\tau \in \mathcal{D}_k} \sum_{t=0}^T \min \left(\frac{\pi_{\theta}(a_t | s_t)}{\pi_{\theta_k}(a_t | s_t)} A^{\pi_{\theta_k}}(s_t, a_t), \quad g(\epsilon, A^{\pi_{\theta_k}}(s_t, a_t)) \right),$$

typically via stochastic gradient ascent with Adam.

- 7: Fit value function by regression on mean-squared error:

$$\phi_{k+1} = \arg \min_{\phi} \frac{1}{|\mathcal{D}_k|T} \sum_{\tau \in \mathcal{D}_k} \sum_{t=0}^T \left(V_{\phi}(s_t) - \hat{R}_t \right)^2,$$

typically via some gradient descent algorithm.

- 8: **end for**
-

REINFORCE vs PPO

Initialize θ

for ever:

 Sample (or iterate over) $\mathbf{c}$

$\mathbf{x} \sim p_{\theta}(\cdot | \mathbf{c})$

$\theta \leftarrow \theta + \epsilon R(\mathbf{c}, \mathbf{x}) \nabla \log p_{\theta}(\mathbf{x} | \mathbf{c})$

Algorithm 1 PPO-Clip

- 1: Input: initial policy parameters θ_0 , initial value function parameters ϕ_0
- 2: **for** $k = 0, 1, 2, \dots$ **do**
- 3: Collect set of trajectories $\mathcal{D}_k = \{\tau_i\}$ by running policy $\pi_k = \pi(\theta_k)$ in the environment.
- 4: Compute rewards-to-go $\hat{R}_t$.
- 5: Compute advantage estimates, $\hat{A}_t$ (using any method of advantage estimation) based on the current value function V_{ϕ_k} .
- 6: Update the policy by maximizing the PPO-Clip objective:

$$\theta_{k+1} = \arg \max_{\theta} \frac{1}{|\mathcal{D}_k|T} \sum_{\tau \in \mathcal{D}_k} \sum_{t=0}^T \min \left(\frac{\pi_{\theta}(a_t | s_t)}{\pi_{\theta_k}(a_t | s_t)} A^{\pi_{\theta_k}}(s_t, a_t), \quad g(\epsilon, A^{\pi_{\theta_k}}(s_t, a_t)) \right),$$

typically via stochastic gradient ascent with Adam.

- 7: Fit value function by regression on mean-squared error:

$$\phi_{k+1} = \arg \min_{\phi} \frac{1}{|\mathcal{D}_k|T} \sum_{\tau \in \mathcal{D}_k} \sum_{t=0}^T \left(V_{\phi}(s_t) - \hat{R}_t \right)^2,$$

typically via some gradient descent algorithm.

- 8: **end for**
-

Back to Basics: Revisiting REINFORCE Style Optimization for Learning from Human Feedback in LLMs

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Cohere For AI

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Outcome supervision

Reinforcement Learning

- LLM $p_{\theta}(x_{t+1} | \mathbf{c}, x_1 \dots x_t)$

$$p_{\theta}(\mathbf{x} | \mathbf{c}) = \prod_{t=1}^N p_{\theta}(x_{t+1} | \mathbf{c}, x_1 \dots x_t)$$

- Sampling / Generation

$$x_{t+1} \sim p_{\theta}(\cdot | \mathbf{c}, x_1 \dots x_t)$$

- MDP

$$E_{\mathbf{x} \sim p_{\theta}(\cdot | \mathbf{c})} \left[\sum_{t=1}^N r(x_t | \mathbf{c}, x_1 \dots x_{t-1}) \right]$$

Output



Input



Prompt $\mathbf{c}$

Generation $\mathbf{x}$

LLM

Outcome supervision

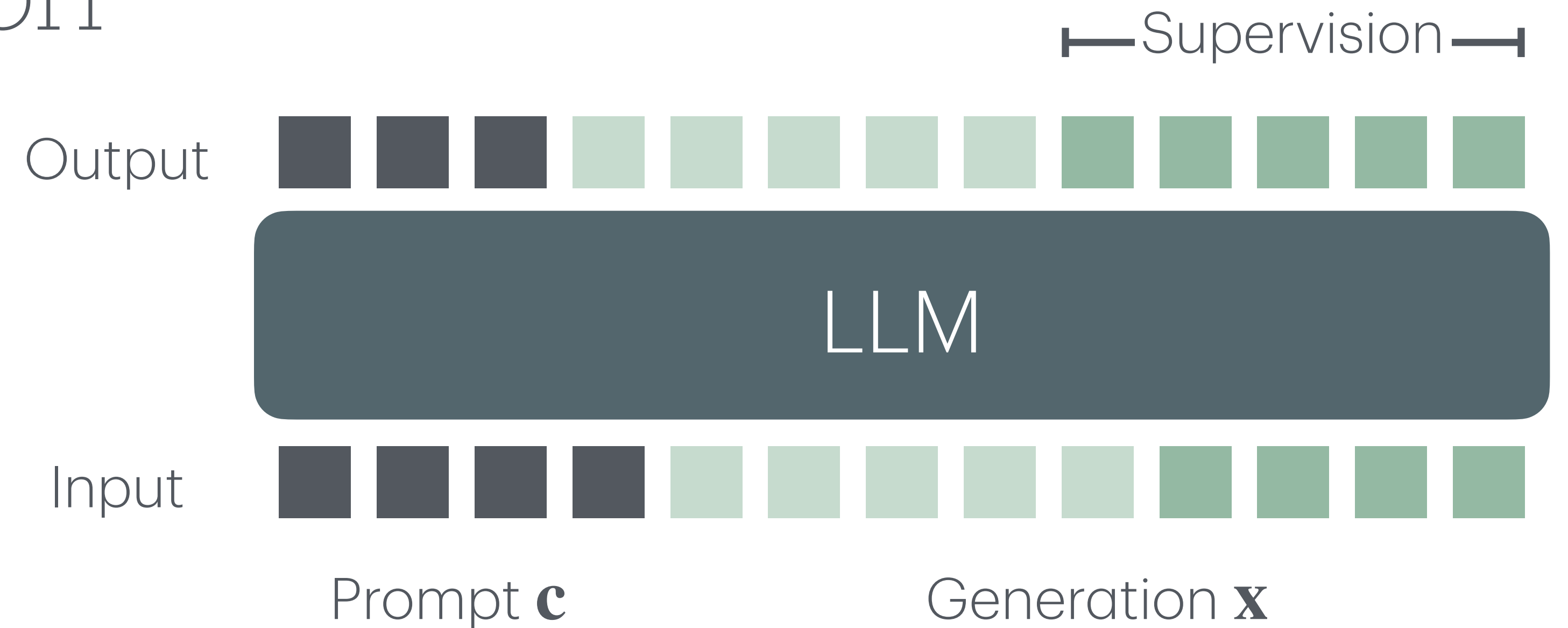
Reinforcement Learning

- LLM $p_{\theta}(\mathbf{x} | \mathbf{c})$
- Sampling / Generation

$$\mathbf{x} \sim p_{\theta}(\cdot | \mathbf{c})$$

- Contextual bandit

$$E_{\mathbf{x} \sim p_{\theta}(\cdot | \mathbf{c})} [R(\mathbf{c}, \mathbf{x})]$$



REINFORCE Leave One Out

$$\bullet \quad \nabla_{\theta} E_{\mathbf{x} \sim p_{\theta}(\cdot | \mathbf{c})} [R(\mathbf{c}, \mathbf{x})] \approx \frac{1}{K} \sum_{k=1}^K (R(\mathbf{c}, \mathbf{x}_k) - b(\mathbf{c})) \nabla_{\theta} \log p_{\theta}(\mathbf{x}_k | \mathbf{c})$$

for $\mathbf{x}_k \sim p_{\theta}(\cdot | \mathbf{c})$

$$\bullet \quad b(\mathbf{c}) = \frac{1}{K} \sum_{k=1}^K R(\mathbf{c}, \mathbf{x}_k)$$

Initialize θ

for ever:

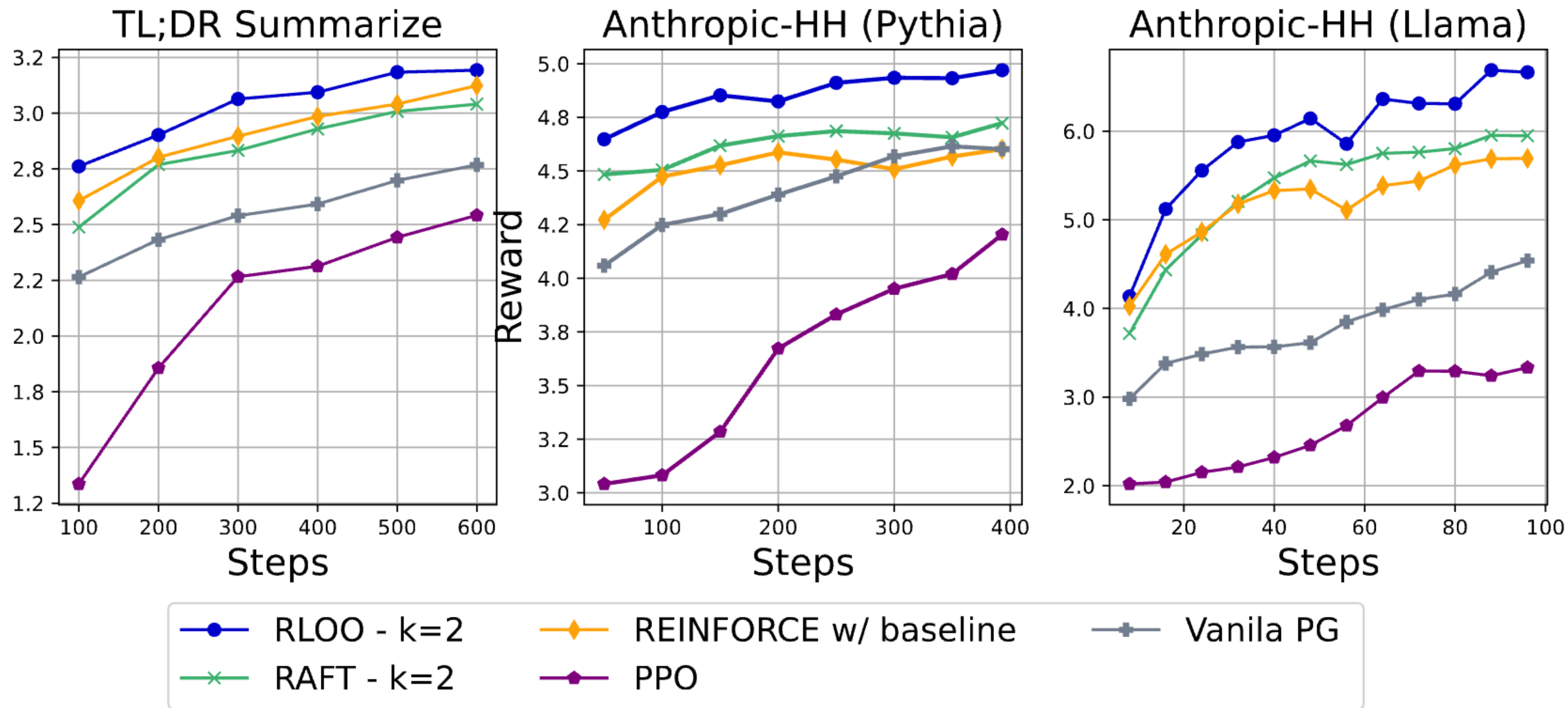
Sample (or iterate over) $\mathbf{c}$

$\mathbf{x}_k \sim p_{\theta}(\cdot | \mathbf{c})$ for $k=1 \dots K$

$$b(\mathbf{c}) = \frac{1}{K} \sum_{k=1}^K R(\mathbf{c}, \mathbf{x}_k)$$

$$\theta \leftarrow \theta + \epsilon \frac{1}{K} \sum_{k=1}^K (R(\mathbf{c}, \mathbf{x}_k) - b(\mathbf{x})) \nabla \log p_{\theta}(\mathbf{x}_k | \mathbf{c})$$

RLOO in LLMs



DeepSeekMath: Pushing the Limits of Mathematical Reasoning in Open Language Models

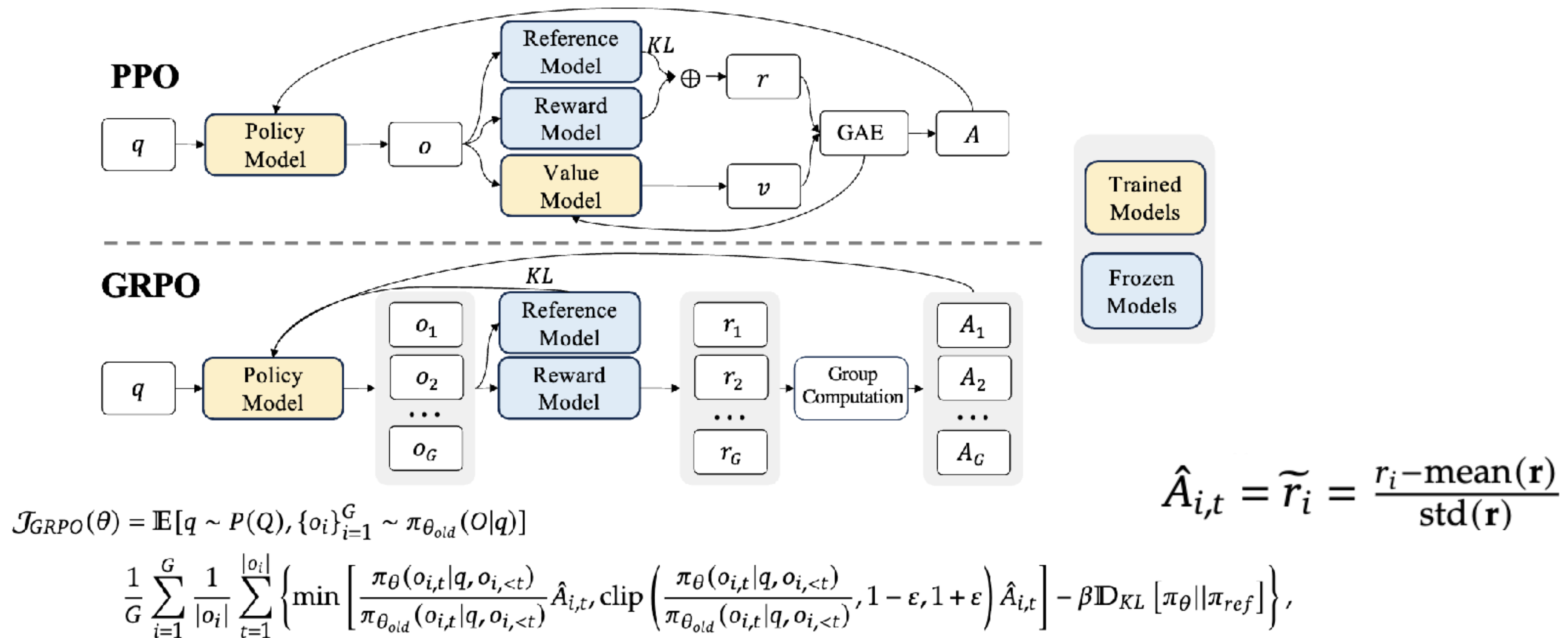
Zhihong Shao^{1,2*†}, Peiyi Wang^{1,3*†}, Qihao Zhu^{1,3*†}, Runxin Xu¹, Junxiao Song¹
Xiao Bi¹, Haowei Zhang¹, Mingchuan Zhang¹, Y.K. Li¹, Y. Wu¹, Daya Guo^{1*}

¹DeepSeek-AI, ²Tsinghua University, ³Peking University

`{zhihongshao,wangpeiyi,zhuqh,guoday}@deepseek.com`
`https://github.com/deepseek-ai/DeepSeek-Math`

GRPO

$$\mathcal{J}_{PPO}(\theta) = \mathbb{E}[q \sim P(Q), o \sim \pi_{\theta_{old}}(O|q)] \frac{1}{|o|} \sum_{t=1}^{|o|} \min \left[\frac{\pi_{\theta}(o_t|q, o_{<t})}{\pi_{\theta_{old}}(o_t|q, o_{<t})} A_t, \text{clip} \left(\frac{\pi_{\theta}(o_t|q, o_{<t})}{\pi_{\theta_{old}}(o_t|q, o_{<t})}, 1 - \varepsilon, 1 + \varepsilon \right) A_t \right],$$



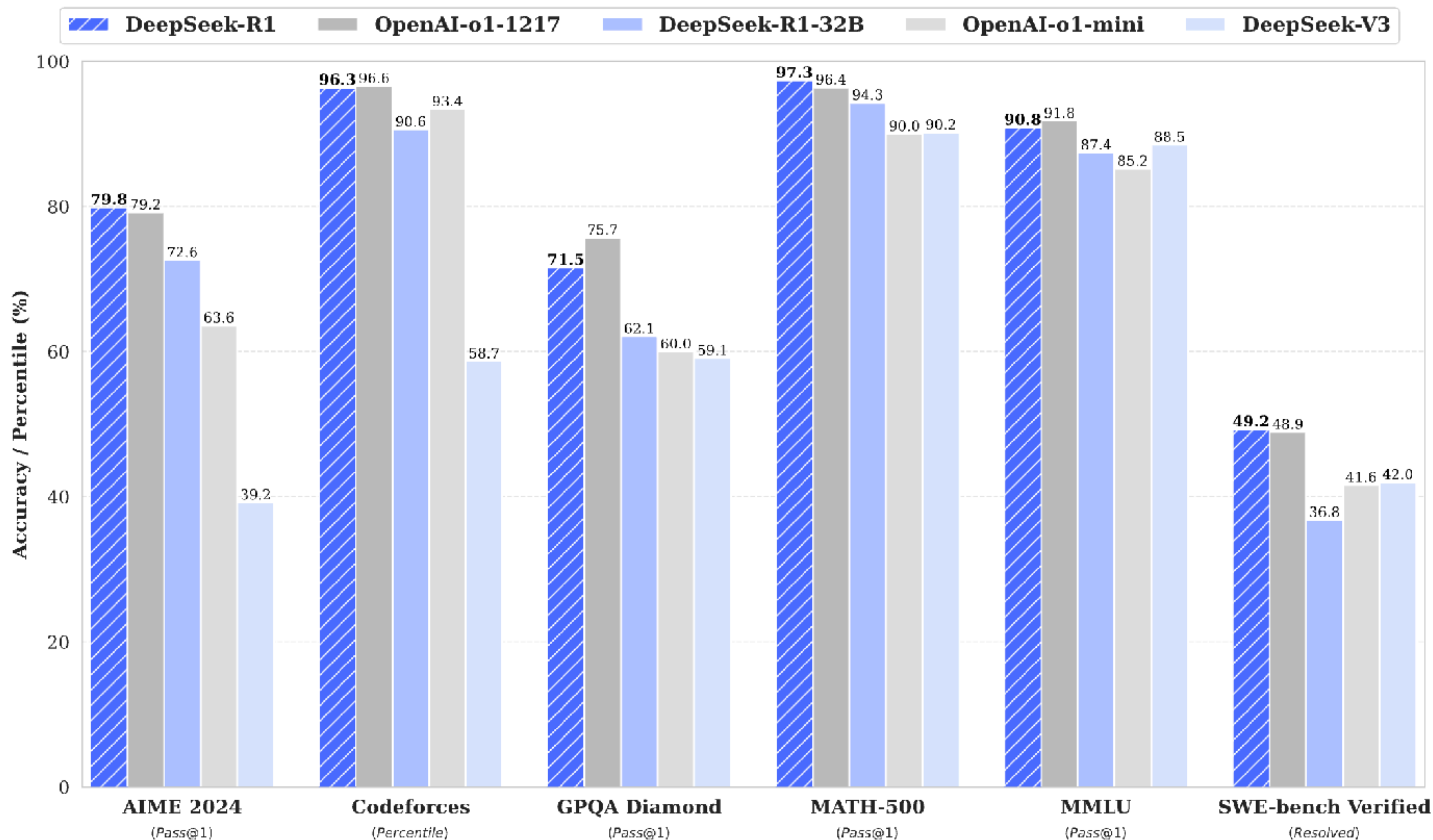
Algorithm 1 Iterative Group Relative Policy Optimization

Input initial policy model $\pi_{\theta_{\text{init}}}$; reward models r_{φ} ; task prompts $\mathcal{D}$; hyperparameters ε, β, μ

- 1: policy model $\pi_{\theta} \leftarrow \pi_{\theta_{\text{init}}}$
- 2: **for** iteration = 1, ..., I **do**
- 3: reference model $\pi_{\text{ref}} \leftarrow \pi_{\theta}$
- 4: **for** step = 1, ..., M **do**
- 5: Sample a batch $\mathcal{D}_b$ from $\mathcal{D}$
- 6: Update the old policy model $\pi_{\theta_{\text{old}}} \leftarrow \pi_{\theta}$
- 7: Sample G outputs $\{o_i\}_{i=1}^G \sim \pi_{\theta_{\text{old}}}(\cdot \mid q)$ for each question $q \in \mathcal{D}_b$
- 8: Compute rewards $\{r_i\}_{i=1}^G$ for each sampled output o_i by running r_{φ}
- 9: Compute $\hat{A}_{i,t}$ for the t -th token of o_i through group relative advantage estimation.
- 10: **for** GRPO iteration = 1, ..., μ **do**
- 11: Update the policy model π_{θ} by maximizing the GRPO objective (Equation 21)
- 12: Update r_{φ} through continuous training using a replay mechanism.

Output π_{θ}

DeepSeek-R1: Incentivizing Reasoning Capability in LLMs via Reinforcement Learning



Step 1: Create a dataset of math puzzles and alike

- Interesting prompts
- Easily verifiable answers
 - Math, Reasoning, Multiple-choice, ...

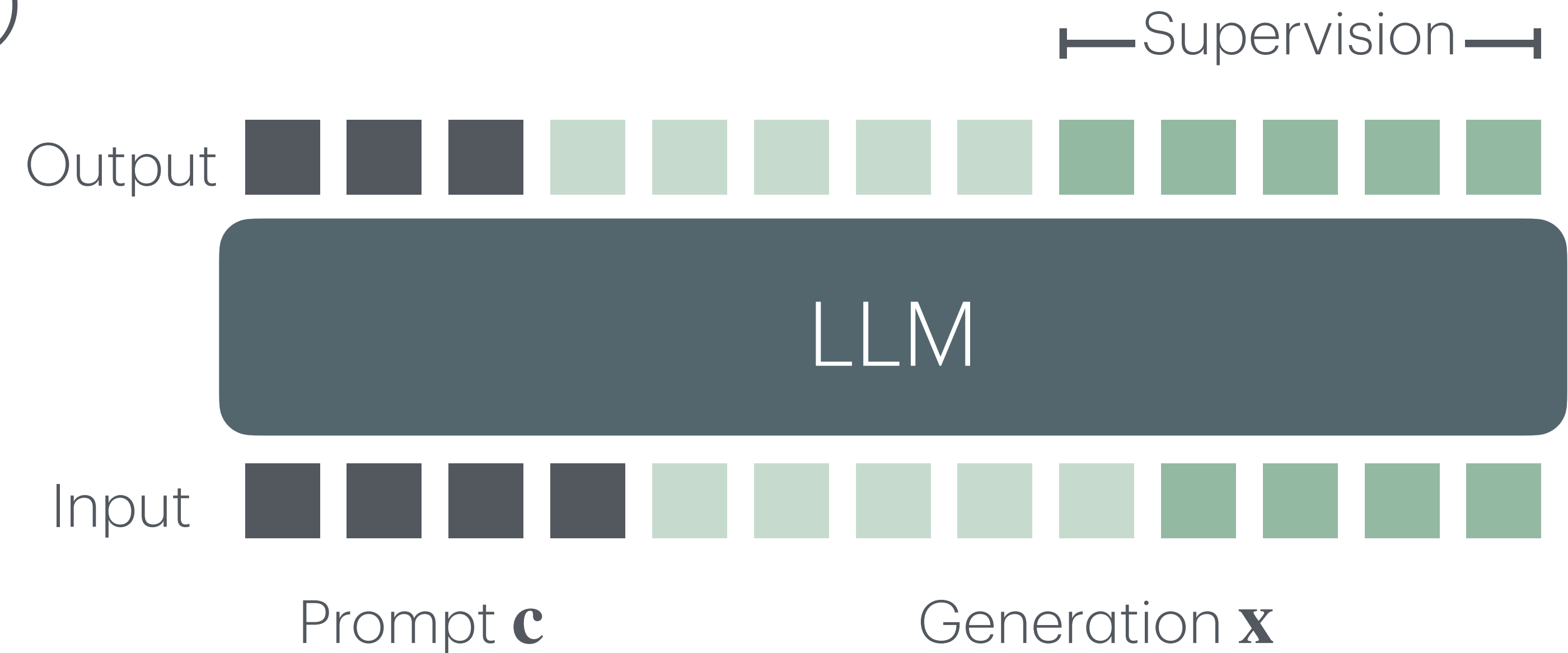
Question: If $a > 1$, then the sum of the real solutions of $\sqrt{a - \sqrt{a + x}} = x$ is equal to

$$\frac{-1 \pm \sqrt{1 + 4a}}{2}$$

- No details given in paper

Step 2: Run GRPO

- No teacher forcing
- Supervise just easily verifiable answers
- Learns reasoning
- R1-Zero
 - From just pre-trained model, no instruction tuning
 - It works



Step 3: Bootstrap Instruction
tuned model

- Use instruction tuning data and R1-Zero data
- Train a chat-bot that can “reason”

Benchmark (Metric)		Claude-3.5-Sonnet-1022	GPT-4o 0513	DeepSeek V3	OpenAI o1-mini	OpenAI o1-1217	DeepSeek R1
English	Architecture	-	-	MoE	-	-	MoE
	# Activated Params	-	-	37B	-	-	37B
	# Total Params	-	-	671B	-	-	671B
	MMLU (Pass@1)	88.3	87.2	88.5	85.2	91.8	90.8
	MMLU-Redux (EM)	88.9	88.0	89.1	86.7	-	92.9
	MMLU-Pro (EM)	78.0	72.6	75.9	80.3	-	84.0
	DROP (3-shot F1)	88.3	83.7	91.6	83.9	90.2	92.2
	IF-Eval (Prompt Strict)	86.5	84.3	86.1	84.8	-	83.3
	GPQA Diamond (Pass@1)	65.0	49.9	59.1	60.0	75.7	71.5
	SimpleQA (Correct)	28.4	38.2	24.9	7.0	47.0	30.1
Code	FRAMES (Acc.)	72.5	80.5	73.3	76.9	-	82.5
	AlpacaEval2.0 (LC-winrate)	52.0	51.1	70.0	57.8	-	87.6
	ArenaHard (GPT-4-1106)	85.2	80.4	85.5	92.0	-	92.3
	LiveCodeBench (Pass@1-COT)	38.9	32.9	36.2	53.8	63.4	65.9
	Codeforces (Percentile)	20.3	23.6	58.7	93.4	96.6	96.3
Math	Codeforces (Rating)	717	759	1134	1820	2061	2029
	SWE Verified (Resolved)	50.8	38.8	42.0	41.6	48.9	49.2
	Aider-Polyglot (Acc.)	45.3	16.0	49.6	32.9	61.7	53.3
Chinese	AIME 2024 (Pass@1)	16.0	9.3	39.2	63.6	79.2	79.8
	MATH-500 (Pass@1)	78.3	74.6	90.2	90.0	96.4	97.3
	CNMO 2024 (Pass@1)	13.1	10.8	43.2	67.6	-	78.8
Chinese	CLUEWSC (EM)	85.4	87.9	90.9	89.9	-	92.8
	C-Eval (EM)	76.7	76.0	86.5	68.9	-	91.8
	C-SimpleQA (Correct)	55.4	58.7	68.0	40.3	-	63.7

Algorithm 1 Iterative Group Relative Policy Optimization

Input initial policy model $\pi_{\theta_{\text{init}}}$; reward models r_{φ} ; task prompts $\mathcal{D}$; hyperparameters ε, β, μ

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- 4: **for** step = 1, ..., M **do**
- 5: Sample a batch $\mathcal{D}_b$ from $\mathcal{D}$
- 6: Update the old policy model $\pi_{\theta_{\text{old}}} \leftarrow \pi_{\theta}$
- 7: Sample G outputs $\{o_i\}_{i=1}^G \sim \pi_{\theta_{\text{old}}}(\cdot \mid q)$ for each question $q \in \mathcal{D}_b$
- 8: Compute rewards $\{r_i\}_{i=1}^G$ for each sampled output o_i by running r_{φ}
- 9: Compute $\hat{A}_{i,t}$ for the t -th token of o_i through group relative advantage estimation.
- 10: **for** GRPO iteration = 1, ..., μ **do**
- 11: Update the policy model π_{θ} by maximizing the GRPO objective (Equation 21)
- 12: Update r_{φ} through continuous training using a replay mechanism.

Output π_{θ}

Algorithm 1 Iterative Group Relative Policy Optimization

Input initial policy model $\pi_{\theta_{\text{init}}}$; reward models r_{φ} ; task prompts $\mathcal{D}$; hyperparameters ε, β, μ

- 1: policy model $\pi_{\theta} \leftarrow \pi_{\theta_{\text{init}}}$
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- 4: **for** step = 1, ..., M **do**
- 5: Sample a batch $\mathcal{D}_b$ from $\mathcal{D}$
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- 8: Compute rewards $\{r_i\}_{i=1}^G$ for each sampled output o_i by running r_{φ}
- 9: Compute $\hat{A}_{i,t}$ for the t -th token of o_i through group relative advantage estimation.
- 10: ~~**for** GRPO iteration = 1, ..., μ **do**~~
- 11: Update the policy model π_{θ} by maximizing the GRPO objective (Equation 21)
- 12: Update r_{φ} through continuous training using a replay mechanism.

$$\hat{A}_{i,t} = \tilde{r}_i = \frac{r_i - \text{mean}(\mathbf{r})}{\text{std}(\mathbf{r})}$$

Output π_{θ}

max length is set to 1024, and the training batch size is 1024. The policy model only has a single update following each exploration stage. We evaluate DeepSeekMath-RL 7B on benchmarks

$$\mathcal{J}_{\text{GRPO}}(\theta) = \mathbb{E}[q \sim P(Q), \{o_i\}_{i=1}^G \sim \pi_{\theta_{\text{old}}}(O|q)]$$

$$\frac{1}{G} \sum_{i=1}^G \frac{1}{|o_i|} \sum_{t=1}^{|o_i|} \left\{ \min \left[\frac{\pi_{\theta}(o_{i,t}|q, o_{i,<t})}{\pi_{\theta_{\text{old}}}(o_{i,t}|q, o_{i,<t})} \hat{A}_{i,t}, \text{clip} \left(\frac{\pi_{\theta}(o_{i,t}|q, o_{i,<t})}{\pi_{\theta_{\text{old}}}(o_{i,t}|q, o_{i,<t})}, 1 - \varepsilon, 1 + \varepsilon \right) \hat{A}_{i,t} \right] - \beta \mathbb{D}_{\text{KL}} [\pi_{\theta} || \pi_{\text{ref}}] \right\},$$

GRPO = RLOO with advantage normalization

RLOO vs GRPO

RLOO

Initialize θ

for ever:

Sample (or iterate over) $\mathbf{c}$

$\mathbf{x}_k \sim p_\theta(\cdot | \mathbf{c})$ for $k=1\dots K$

$$b(\mathbf{c}) = \frac{1}{K} \sum_{k=1}^K R(\mathbf{c}, \mathbf{x}_k)$$

$$\theta \leftarrow \theta + \epsilon \frac{1}{K} \sum_{k=1}^K (R(\mathbf{c}, \mathbf{x}_k) - b(\mathbf{x})) \nabla \log p_\theta(\mathbf{x}_k | \mathbf{c})$$

GRPO (in practice)

Initialize θ

for ever:

Sample (or iterate over) $\mathbf{c}$

$\mathbf{x}_k \sim p_\theta(\cdot | \mathbf{c})$ for $k=1\dots K$

$$b(\mathbf{c}) = \frac{1}{K} \sum_{k=1}^K R(\mathbf{c}, \mathbf{x}_k)$$

$$\theta \leftarrow \theta + \epsilon \frac{1}{K} \sum_{k=1}^K \frac{R(\mathbf{c}, \mathbf{x}_k) - b(\mathbf{x})}{\text{std}(\mathbf{x})} \nabla \log p_\theta(\mathbf{x}_k | \mathbf{c})$$

Interactive Digital Agents

- Train LLMs that interact with API's on the users behalf



Interactive Digital Agents

LOOP

- Use simulator for API interactions
 - AppWorld
- Training data = 24 scenarios (simple request, initial simulator state, test cases)
- Trained using simple combination of Leave-One-Out estimator and PPO

Algorithm 1 Leave-One-Out Proximal Policy Optimization

Input: Policy p_θ , dataset of tasks and initial states $\mathcal{D}$

Output: Policy p_θ maximizing $\mathbb{E}_{\mathbf{s}_0, \mathbf{c} \sim \mathcal{D}} [L_\theta(\mathbf{s}_0, \mathbf{c})]$ (Eq. 7)

```
1: for iteration = 1, 2, ... do
2:    $\mathbf{B} \leftarrow \{\}$  ▷ Initialize rollout buffer
3:   for  $(\mathbf{s}_0, \mathbf{c}) \sim \mathcal{D}$  do ▷ Rollout collection
4:     Collect  $K$  rollouts  $\mathbf{x}_1, \dots, \mathbf{x}_K \stackrel{\text{i.i.d.}}{\sim} \rho_\theta(\cdot | \mathbf{s}_0, \mathbf{c})$ 
5:     Estimate advantages  $A_1, \dots, A_K$  using Eq. 3
6:      $\mathbf{B} \leftarrow \mathbf{B} \cup \{(\mathbf{x}_1, A_1), \dots, (\mathbf{x}_K, A_K)\}$ 
7:     for epoch = 1, ...,  $N_{\text{epoch}}$  do ▷ Policy update
8:       for mini-batch  $\{(\mathbf{x}_i, A_i)\}_{i=1}^M \sim \mathbf{B}$  do
9:         Update policy using PPO gradient (Eq. 5)
```

$$A(\mathbf{c}, \mathbf{x}_k) = \frac{K}{K-1} \left(R(\mathbf{c}, \mathbf{x}_k) - \frac{1}{K} \sum_{i=1}^K R(\mathbf{c}, \mathbf{x}_i) \right). \quad (3)$$

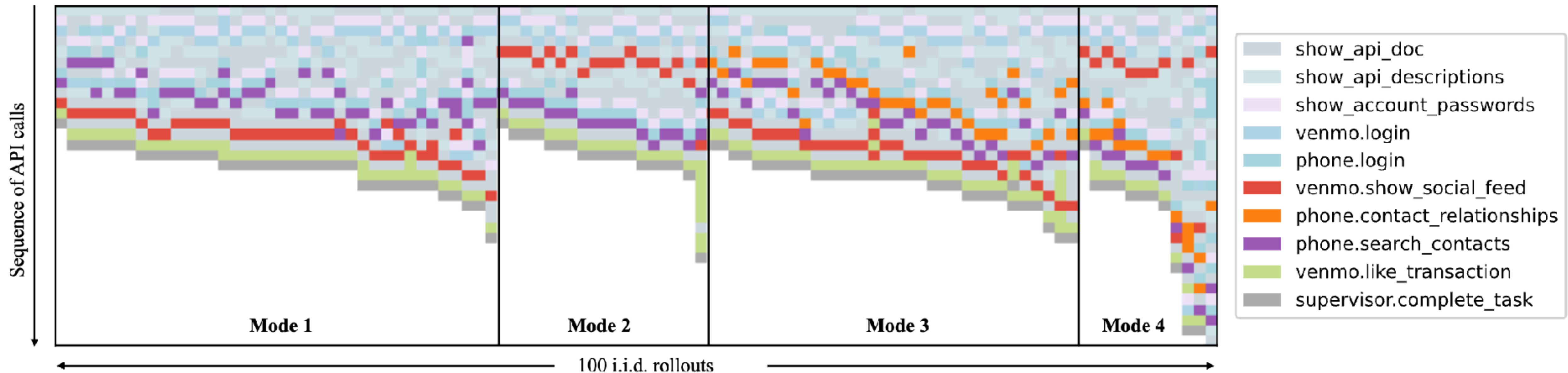
$$L_\theta^{\text{MDP}}(\mathbf{c}) = \mathbb{E}_{\mathbf{x} \sim p_\psi(\cdot | \mathbf{c})} \left[\frac{1}{|\mathbf{x}|} \sum_{t=1}^{|\mathbf{x}|} \min \left(\frac{p_\theta(\mathbf{x}_t | \mathbf{c}, \mathbf{x}_{1:t-1})}{p_\psi(\mathbf{x}_t | \mathbf{c}, \mathbf{x}_{1:t-1})} A(\mathbf{c}, \mathbf{x}), g_\epsilon(A(\mathbf{c}, \mathbf{x})) \right) \right]. \quad (5)$$

Type	Algorithm	Action	Strictly on-policy	Normalized reward	Test Normal (Test-N)		Test Challenge (Test-C)	
					TGC	SGC	TGC	SGC
NFT	GPT-4o	—	—	—	48.8	32.1	30.2	13
NFT	OpenAI o1	—	—	—	61.9	41.1	36.7	19.4
NFT	Llama 3 70B	—	—	—	24.4	17.9	7.0	4.3
NFT	Qwen 2.5 32B	—	—	—	39.2 ± 3.5	18.6 ± 2.0	21.0 ± 1.4	7.5 ± 1.2
SFT	SFT-GT	—	—	—	6.2 ± 0.7	1.8 ± 0.0	0.8 ± 0.2	0.1 ± 0.3
SFT	RFT	—	—	—	47.9 ± 3.7	26.4 ± 2.3	26.4 ± 1.8	11.4 ± 2.3
SFT	EI	—	—	—	58.3 ± 2.8	36.8 ± 6.0	32.8 ± 0.7	17.6 ± 1.3
DPO	DPO-MCTS	—	—	—	57.0 ± 1.5	31.8 ± 4.2	31.8 ± 1.3	13.7 ± 1.5
DPO	DMPO	—	—	—	59.0 ± 1.2	36.6 ± 4.7	36.3 ± 1.8	18.4 ± 2.3
RL	PPO (learned critic)	token			50.8 ± 3.7	28.9 ± 7.9	26.4 ± 0.5	10.5 ± 2.1
RL	RLOO	traj	✓		57.2 ± 2.6	35.7 ± 2.9	36.7 ± 1.6	17.4 ± 1.4
RL	GRPO	token	✓ ³	✓	58.0 ± 1.8	36.8 ± 3.9	39.5 ± 1.9	22.4 ± 0.8
RL	GRPO no kl	token	✓ ³	✓	59.0 ± 1.4	35.7 ± 2.9	42.7 ± 1.3	21.3 ± 1.7
RL	LOOP (bandit)	traj			53.3 ± 3.4	33.6 ± 3.2	27.7 ± 1.5	13.0 ± 0.9
RL	LOOP (turn)	turn			64.1 ± 2.2	43.5 ± 3.5	40.8 ± 1.5	26.5 ± 2.4
RL	LOOP (token)	token			71.3 ± 1.3	53.6 ± 2.2	45.7 ± 1.3	26.6 ± 1.5
RL	LOOP RwNorm (token)	token		✓	61.9 ± 4.0	44.1 ± 7.8	39.8 ± 1.3	20.4 ± 2.1

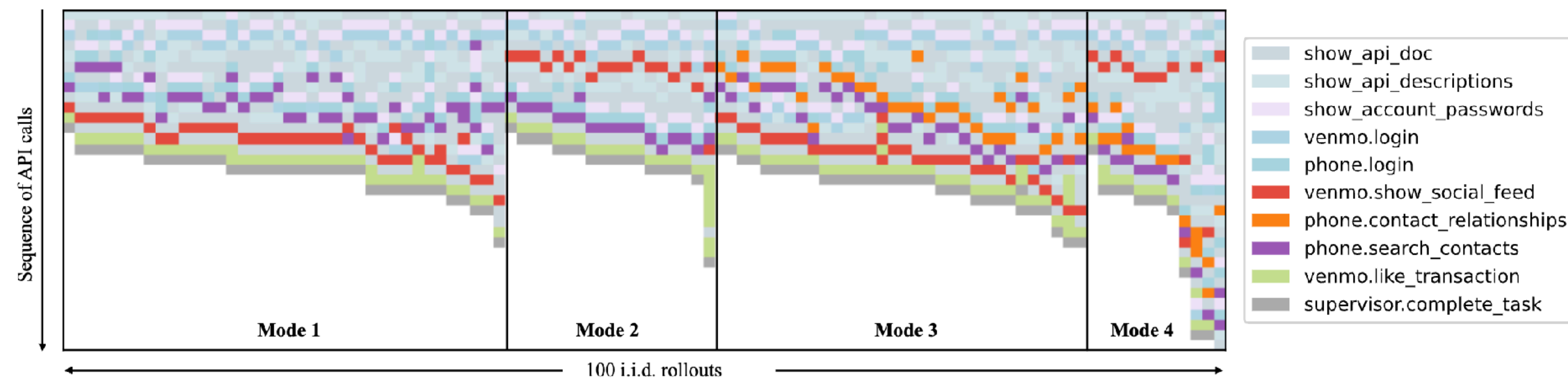
RL vs SFT

- Generations from LLM are very diverse even after RL training

RL vs SFT



RL vs SFT



- Generations from LLM are very diverse even after RL training
 - 98 / 100 solutions are correct
 - Only 3 repeat overall structure of commands (no exact repetition)
- Early in training: Awesome exploration
- Late in training: No collapse / overfitting

Reinforcement Learning and LLMs

- Easy to implement
 - RLOO, LOOP are just generation + reward computation + mean subtraction + training
- Great open-source tools exist for all of this
- Much more flexible
- Less data-hungry
- It is here to stay

Initialize θ

for ever:

Sample (or iterate over) $\mathbf{c}$

$\mathbf{x}_k \sim p_{\theta}(\cdot | \mathbf{c})$ for $k=1\dots K$

$$b(\mathbf{c}) = \frac{1}{K} \sum_{k=1}^K R(\mathbf{c}, \mathbf{x}_k)$$

$$\theta \leftarrow \theta + \epsilon \frac{1}{K} \sum_{k=1}^K (R(\mathbf{c}, \mathbf{x}_k) - b(\mathbf{x})) \nabla \log p_{\theta}(\mathbf{x}_k | \mathbf{c})$$

References