

ONE MUNICH Strategy Forum Next Generation Human-Centered Robotics





of Education

and Research





On the Challenges and Practices of Reinforcement Learning from Real Human Feedback

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Reinforcement Learning

Learning from rewarded interaction with an environment.



Goal: Find policy π that maximizes

$$J(\pi, s_0) = \mathbb{E}_{\pi, s_0} \left[\sum_{t=0}^T \gamma^t r_t \right]$$



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From Human Feedback

Defining rewards that induce desired behavior is challenging \rightarrow **RLHF**



Feedback on trajectories

$$\tau_i = (s_0, a_0, s_1, a_1, \dots, s_n, a_n)$$



 au_1

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au_2





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Assumption: Labeler makes reward-rational¹ choice.

$$\mathbb{P}(\tau_1 \succ \tau_2) = \frac{\exp R(\tau_1)}{\exp(R(\tau_2)) + \exp(R(\tau_1))}$$



Labeling is Important



- Real human feedback is inconvenient.
- Researchers often synthesize feedback for evaluation.
- Our argument: This is not enough!





- Response biases, inconsistent behavior
 - Acquiescence bias
 - Primacy/recency effects
- Unobserved factors
 - Motivation
 - Distraction
- Disagreements
 - Intra-labeler (fatigue, experience, ...)
 - Inter-labeler
 - Researcher-labeler (misunderstandings)



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 - Goal: obtain more feedback for the same amount of human time
 - Extend or replace comparison queries (e.g. explanations, more response options, long interactions)



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 - More efficient query selection and presentation³
 - Aided evaluation
 - Using implicit feedback



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Images: Leonardo.Ai, Wikipedia Commons

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Future applications and research ideas



Designing a platform to make collecting HF easier.³



Systematically reviewing research on best practices in collecting HF. → Facilitate this with platform.



Facilitate collaboration across disciplines to enhance research in RLHF.



Take-Away

- Synthesized feedback misses crucial aspects of real feedback.
- Real feedback poses challenges, but also provides opportunities.
- It is important to incorporate these aspects into RLHF research.
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More at our poster and online: timokaufmann.com





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Questions?

