

Corruption Robust Offline Reinforcement Learning with Human Feedback



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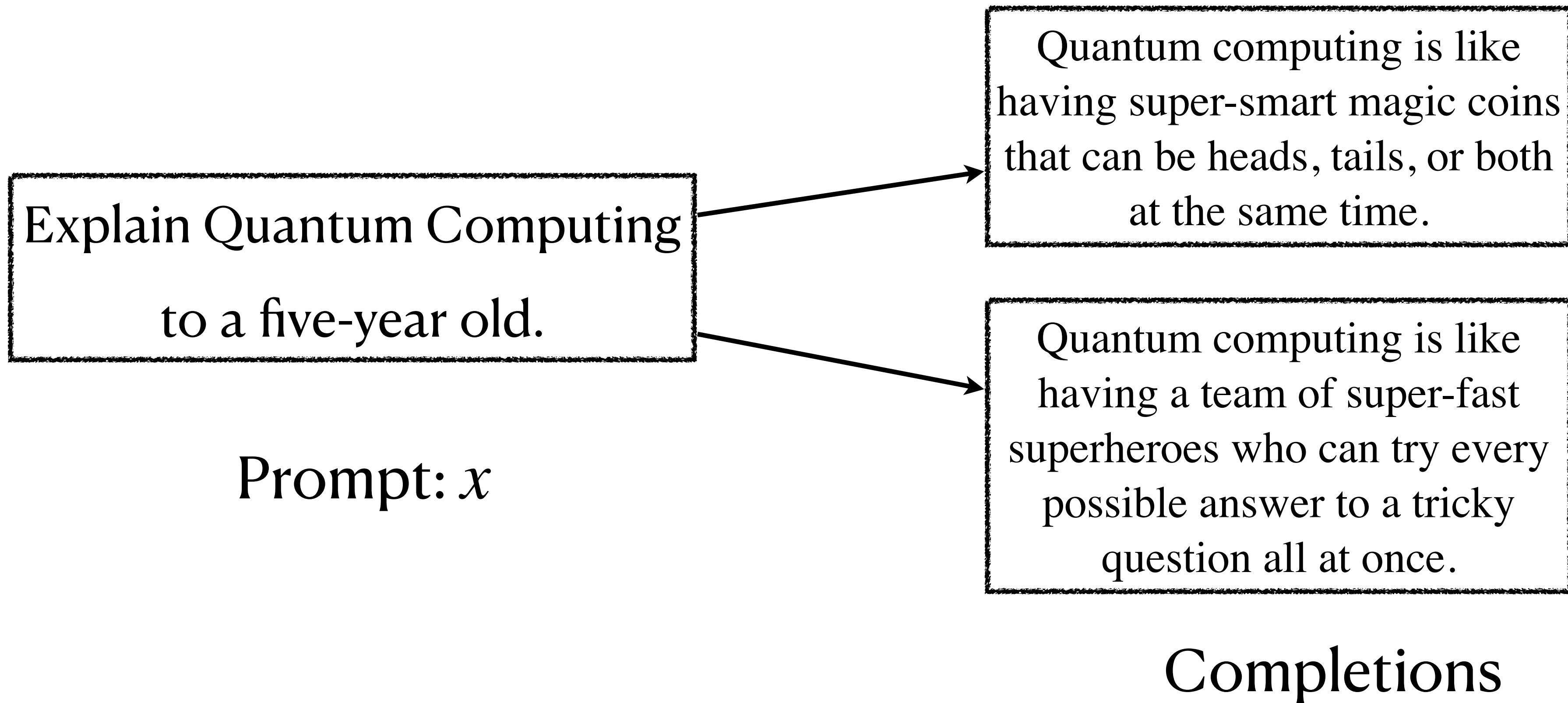
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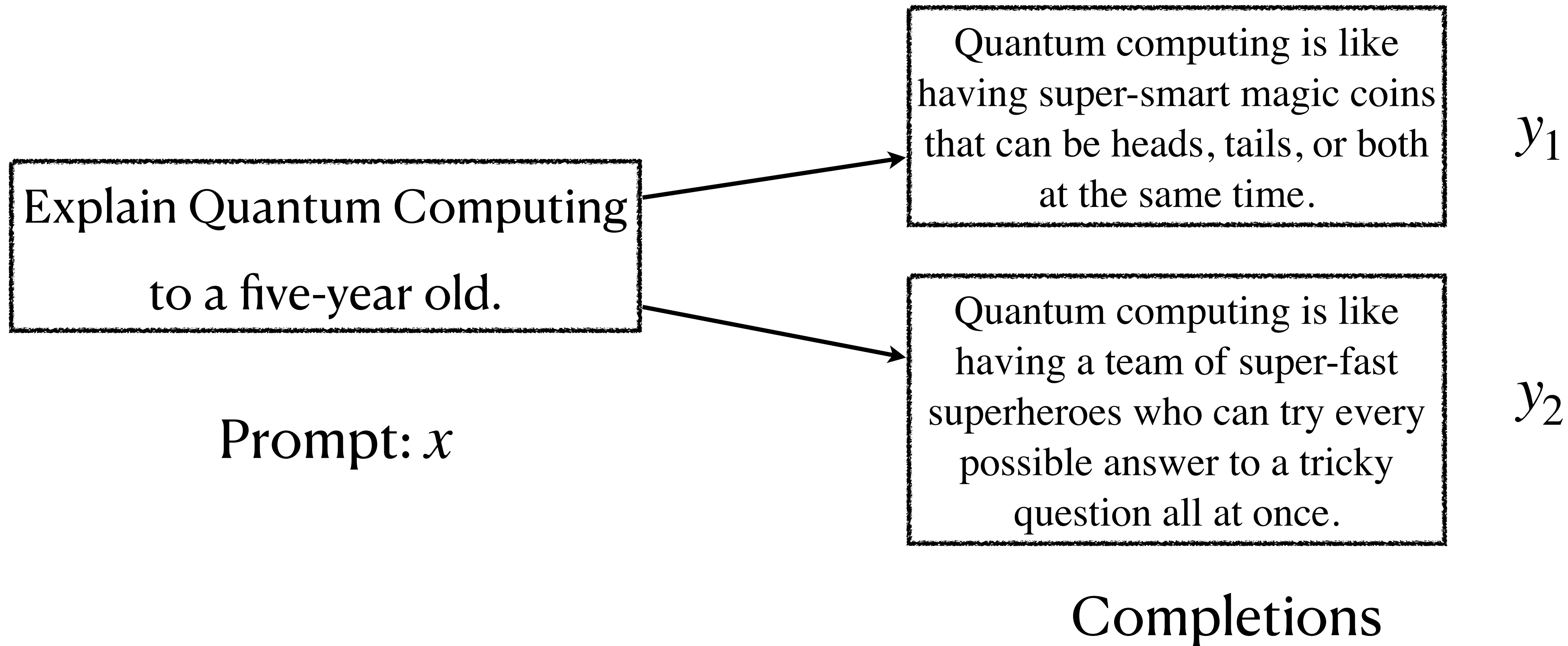
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AISTATS 2025

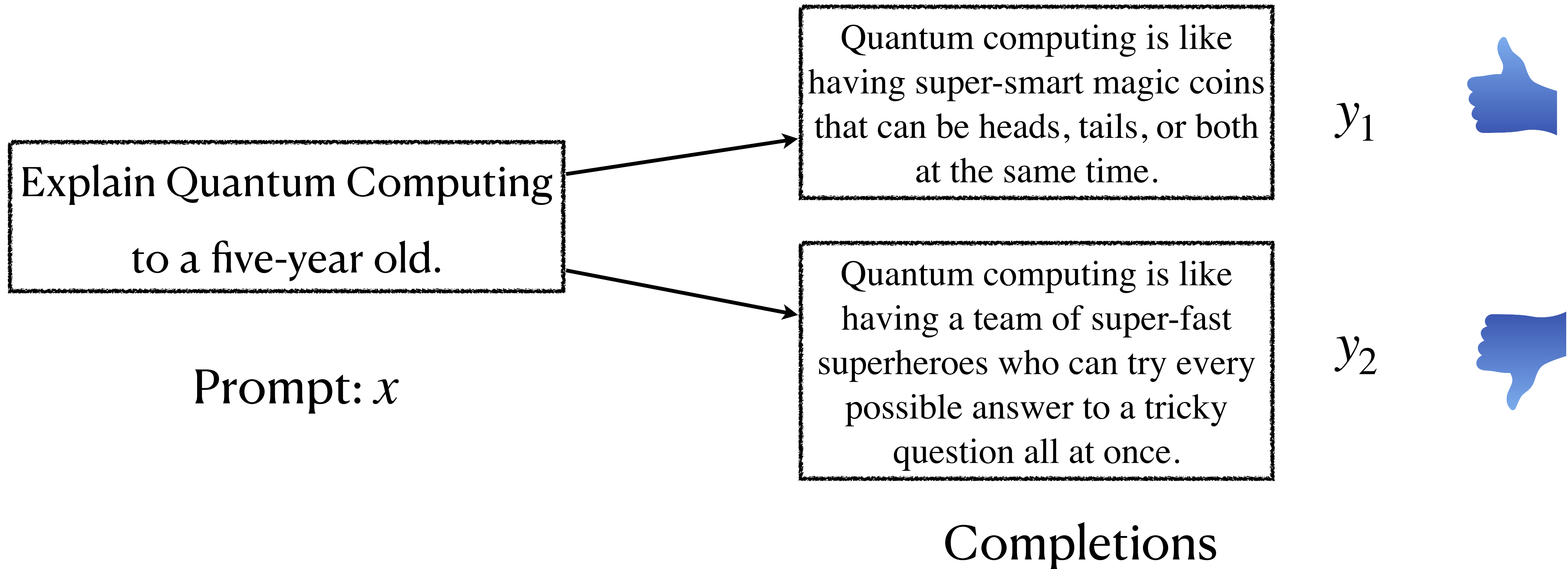
Reinforcement Learning with Human Feedback (RLHF)



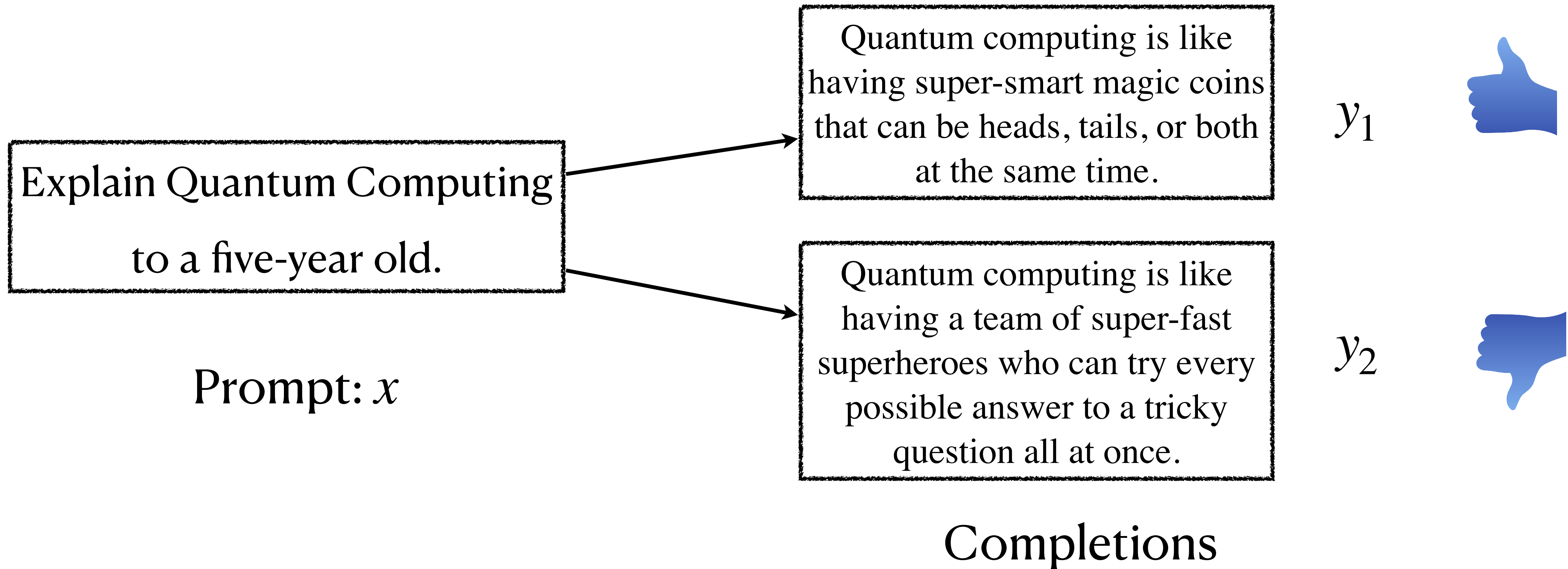
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Preference: $y_1 \succ y_2$ if $r(x, y_1) > r(x, y_2)$

Preference Model

- Simplest Model: **Bradley-Terry** (BT) model
- $\Pr(y_1 \succ y_2 | x) = \frac{1}{1 + \exp(- (r(x, y_1) - r(x, y_2)))}$ [Contextual Bandits]

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Reinforcement Learning Version ^[1]

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Reinforcement Learning Version ^[1]

- Given pairs of trajectories (τ_1, τ_2) with
- $\tau_i = (s_1^i, a_1^i, \dots, s_H^i, a_H^i)$
- $\Pr(\tau_1 \succ \tau_2) = \frac{1}{1 + \exp(- (r(\tau_1) - r(\tau_2)))}$

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RLHF Pipeline

Given a dataset $\mathcal{D} = \{(\tau_1, \tau_2, \text{👍})\}$

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Reward Estimation:

$$\hat{r} \leftarrow \min_r \ell(r; \mathcal{D}) = \sum_{(\tau_1, \tau_2) \in \mathcal{D}} -\log \Pr(\tau_1 \succ \tau_2 \mid r)$$

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Policy Optimization:

$$\hat{\pi} \leftarrow \max_{\pi} V^{\pi}(\hat{r}) \quad [\text{discounted sum of returns under } \hat{r}]$$


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- Public repositories:  **Hugging Face**
- Private datasets are collected through crowdsourcing
- Concerns: Inaccurate feedback, Subjective opinions ^[2], Manipulation by adversaries

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- Public repositories:  **Hugging Face**
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- **Huber Corruption Model:** ϵ -fraction of the data is arbitrarily corrupted.

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Corruption-Robust in RLHF

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The problem is hard to solve without any assumption about the model.

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- **Offline RL:** We need *coverage* assumption on the data.

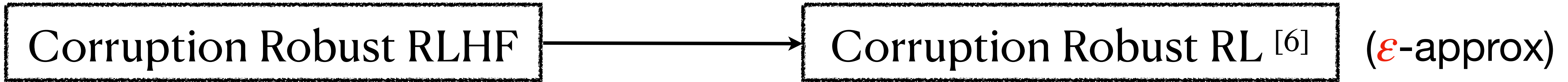
Results

| Type of Coverage | Suboptimality Gap | #calls to Robust RL oracle |
|-----------------------------------|---|---|
| Uniform Coverage | $O\left(H^3\sqrt{d}\epsilon^{1-o(1)}\right)$ | $O(1)$ |
| Low Relative Condition Number [4] | $\tilde{O}\left(H^2d^{3/4}\epsilon^{1/4}\right)$ | $\tilde{O}\left(\frac{H^{3/2}d^5}{\epsilon^3}\right)$ |
| Generalized Coverage Ratio [5] | $\tilde{O}\left(H^2d^{3/2}\sqrt{\epsilon}\right)$ | $O\left(\frac{1}{\epsilon}\right)$ |

[4] Corruption-Robust Offline Reinforcement Learning, Zhang et. al. AIStats-2022 .

[5] Offline Primal Dual RL for Linear MDPs, Gabbianelli et. al. AIStats-2024 .

Uniform Coverage



[6] Corruption-Robust Offline Reinforcement Learning, Zhang et. al. AISTATS-2022 .

Uniform Coverage

Corruption Robust RLHF



Corruption Robust RL ^[6] (ϵ -approx)

1. Solve **trimmed maximum likelihood estimation**:

$$\hat{\theta} \leftarrow \operatorname{argmax}_{\theta} \max_{S \subseteq \mathcal{D}: |S|=(1-\epsilon)n} \sum_{\tau_1, \tau_2 \in S} \log \Pr(\tau_1 > \tau_2 \mid \theta)$$

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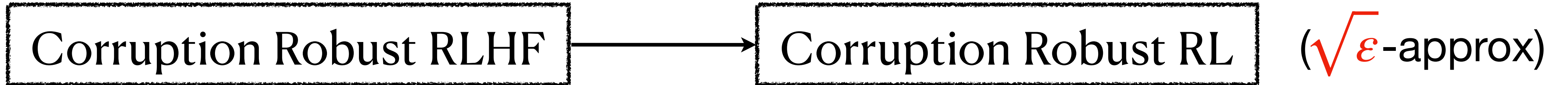
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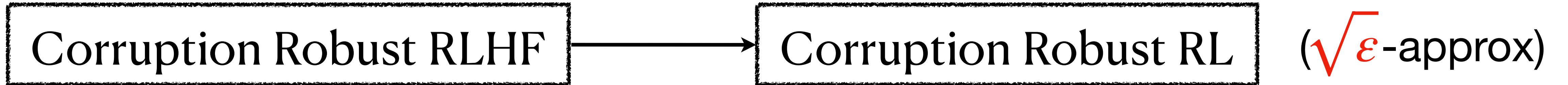
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- **Rationale:** with uniform coverage $\|\hat{\theta} - \theta^\star\|_2 \leq O(\epsilon^{1-o(1)})$
- **Computational efficiency:** Alternating optimization converges to a saddle point in $\tilde{O}(1/\epsilon^2)$ iterations.

Non-Uniform Coverage



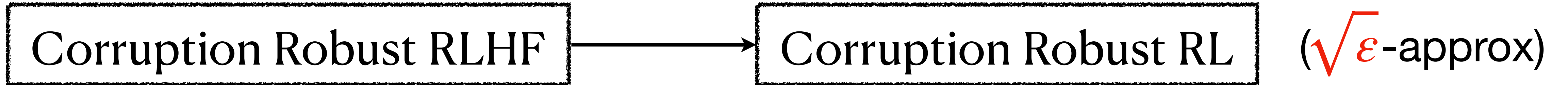
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- Without uniform coverage,

$$\text{Log-Likelihood}(\hat{\theta}, \mathcal{D}) - \text{Log-Likelihood}(\theta^*, \mathcal{D}) \leq \tilde{O} \left(H\sqrt{d}\epsilon + d/n \right)$$

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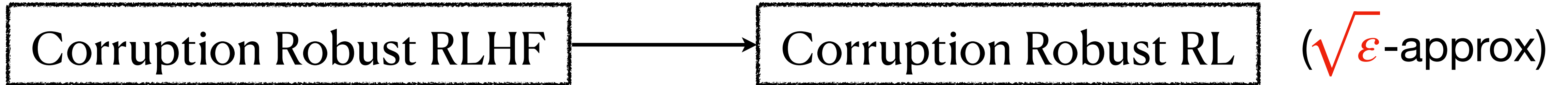


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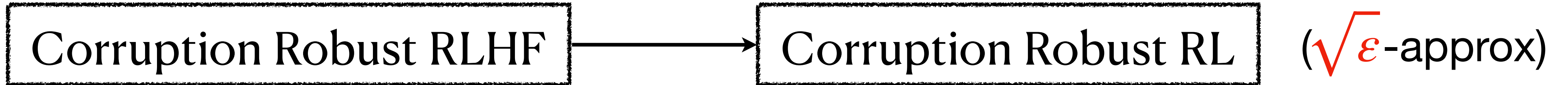
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 - (a) We use LP-based method to construct new robust RL oracle that returns $\sqrt{\epsilon}$ -apx sub-gradient $\Rightarrow \sqrt{\epsilon}$ sub-optimality gap

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Thank you!