

## Post-Training LLMs with User-Edits Deployment Data

- Post-training LLMs on an in-distribution labeled data can lead to improvement in the performance.
- Challenge: where to get the training data for post-training?
  - Get annotations from third-party. Cons: expensive, not in-distribution, need to ensure diversity.
  - What if we could use deployment data? Pros: in-distribution, abundant.
- We focus on user-edits a common type of deployment data:
  - Common in coding and writing Al assistants.
  - Provides naturally occurring user feedback for improving LLMs!

# User Query + Context LLM Response User Edits the Response

## Principled Learning from User-Edits

- Initiate principled algorithm development in learning from user-edits setting.
- Rich algorithm design landscape: three different learning feedback type available!

#### **Offline Dataset of User Edits Online Learning Phase Robust Mixing** Learning Setup Three Feedback Types Offline Learning: Learn from a User queries the dataset of generations and user-edits. LLM agent Online Learning: Evaluate with a user over a small number of T rounds. Crescent, leading to the Neolithic Revolution ansition as people transitioned from nomadic hunting to settled farming, resulted in significant human population increas **RL Feedback** User edits the Edit Distance Cost: Used to measure response **User Edit Cost: 24** performance (lower ---> better). LLM receives an Cumulative User Edit Cost: 1250 edit cost

## Theoretical Results & Main Algorithm

**Theoretical Results:** Derive bounds on sub-optimality (SubOpt) of algorithms that use the three individual feedback types:

- 1 SFT (labeled) 2 DPO (preference data) 3 Offline RL (cost) Informal Theorem: Sub-optimality of DPO policy  $\hat{\pi}_{\mathrm{DPO}}$  on user-edits preference data satisfies: Sub-Opt $(\hat{\pi}_{\mathrm{DPO}}) \leq \epsilon$ , if  $n \geq \Omega\left(\frac{C_{PREF}\log\frac{|\Pi|}{\delta}}{\beta^2\sigma'(-V_{\mathrm{max}})^2\epsilon^2}\right)$
- DPO is more affected by coverage while SFT by quality of feedback.

Main Algorithm: Combines different user feedback types in two ways:

- Early Ensemble: train a policy to optimize the loss of different types jointly.
- Late Ensemble: run a bandit algorithm in the online phase on the set of policies trained with various feedback types.

### Results

- Evaluate on two domains from Gao et al. 2024, using simulated LLM user.
- A weak user converges more slowly  $\pi^{\star}$  to than a strong user.

Method	Summarization		<b>Email Writing</b>		
	Strong User	Weak User	Strong User	Weak User	Max SubOpt
Base	$0.9455_{\pm 0.01}$	$0.9445_{\pm 0.02}$	$0.5108_{\pm 0.03}$	$0.4923_{\pm 0.01}$	$0.7364_{\pm 0.10}$
SFT	$0.5377_{\pm 0.02}$	$0.9304_{\pm 0.19}$	$0.4159_{\pm 0.05}$	$\mid 0.4539_{\pm 0.03} \mid$	$0.5772_{\pm 0.19}$
DP0	$1.0790_{\pm 0.06}$	$0.8267_{\pm 0.06}$	$0.3365_{\pm 0.00}$	$0.3368_{\pm 0.01}$	$0.8698_{\pm0.11}$
EarlyEnsemble	$0.2092_{\pm 0.09}$	$0.3586_{\pm 0.01}$	$0.3438_{\pm 0.06}$	$0.4864_{\pm 0.01}$	$0.1612_{\pm 0.01}$
LateEnsemble	$0.2768_{\pm0.13}$	$0.4403_{\pm 0.03}$	$0.4202_{\pm 0.11}$	$0.3739_{\pm 0.04}$	$0.1586_{\pm 0.04}$