

Understanding the Gaps between Two-stage and Direct Preference-based Policy Learning

Ruizhe Shi

University of Washington

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A quick overview of preference-based policy learning

Reward-based policy learning

- **State set** (prompt): \mathcal{X} .
- **Trajectory set** (response): \mathcal{Y} .
- **Reference policy** (base model): $\pi_{\text{ref}} : \mathcal{X} \rightarrow \Delta(\mathcal{Y})$.
- **Reward oracle**: $r^* : \mathcal{X} \times \mathcal{Y} \rightarrow \mathbb{R}$.

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Maximize the objective function below:

$$V_{\pi_\theta}^{r^*} := \mathbb{E}_{x \sim \rho, y \sim \pi_\theta(\cdot|x)} \left[\underbrace{r^*(x, y)}_{\text{maximize reward}} - \beta \underbrace{\text{KL}(\pi_\theta(\cdot|x) \| \pi_{\text{ref}}(\cdot|x))}_{\text{deviation penalty}} \right].$$

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Closed-form solution

Set **optimal policy** $\pi^* := \operatorname{argmax}_{\pi} V_{\pi}^{r^*}$, then $\pi^*(y|x) \propto \pi_{\text{ref}}(y|x) \exp(r^*(x, y)/\beta)$.

Preference-based policy learning

Reward oracle: $r^* : \mathcal{X} \times \mathcal{Y} \rightarrow \mathbb{R}$.

Preference annotation: Given x, y_0, y_1 , Bradley-Terry model determines a preference signal b :

$$b = \begin{cases} 0 & \text{w.p. } \sigma(r^*(x, y_0) - r^*(x, y_1)) \text{ } (y_0 \text{ is preferred) ,} \\ 1 & \text{w.p. } \sigma(r^*(x, y_1) - r^*(x, y_0)) \text{ } (y_1 \text{ is preferred) .} \end{cases}$$

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Empirically, we are given a human preference dataset $\mathcal{D} = \{x^{(i)}, y_w^{(i)}, y_l^{(i)}\}_{i=1}^n$, where $y_w^{(i)}$ is preferred to $y_l^{(i)}$ given $x^{(i)}$ following BT model.

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$$V_{\pi_\theta}^{r^*} := \mathbb{E}_{x \sim \rho, y \sim \pi_\theta(\cdot|x)} [r^*(x, y) - \beta \text{KL}(\pi_\theta(\cdot|x) \| \pi_{\text{ref}}(\cdot|x))] .$$

Two-stage approach: Reinforcement learning from human feedback (RLHF)

Step 1: Train a reward model r_{RLHF} by optimizing a cross-entropy loss:

$$\mathcal{L}_{\text{RM}}(\phi) = -\frac{1}{n} \sum_{i=1}^n \log \sigma(r_\phi(x^{(i)}, y_w^{(i)}) - r_\phi(x^{(i)}, y_l^{(i)})) \quad (\text{note } \mathbb{P}(y_w^{(i)} > y_l^{(i)}) = \sigma(r^*(x^{(i)}, y_w^{(i)}) - r^*(x^{(i)}, y_l^{(i)})))$$

Step 2: Train a policy model π_{RLHF} by RL:

$$\mathcal{J}_{\text{RL}}(\theta) = V_{\pi_\theta}^{r_{\text{RLHF}}} = \mathbb{E}_{x \sim \rho, y \sim \pi_\theta(\cdot|x)} [r_{\text{RLHF}}(x, y) - \beta \text{KL}(\pi_\theta(\cdot|x) \parallel \pi_{\text{ref}}(\cdot|x))] .$$

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Key idea:

- Set $\hat{r}_\theta(x, y) := \beta \log \frac{\pi_\theta(y|x)}{\pi_{\text{ref}}(y|x)}$ as a surrogate reward model.

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DPO can also be online, covered later.

Central Question

Which approach is better?

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What's the benefit of Online DPO (data are iteratively generated by π_{θ} and then annotated with preference) compared with Offline DPO?

- can enhance the convergence rate of gradient descent in tabular setting. [Theorem 1-4, Shi et al. 2024]
- has the same gradient as RL up to a second-order deviation. [Theorem 4.1, Feng et al. 2025; Theorem 2]

- To reveal a separation in their solutions, we need to look into the model class:

Model class

- **Reward model class:** $\mathcal{F} = \{r_\phi : \phi \in \mathbb{R}^{d_R}\}$, $d_R \in \mathbb{Z}_+$ is the parameter size;
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A unification of RLHF and DPO:
$$\begin{cases} \pi_{\text{RLHF}} = \underset{\pi_\theta \in \Pi}{\text{argmax}} V_{r_{\text{RLHF}}}^{\pi_\theta} \\ \pi_{\text{DPO}} = \underset{\pi_\theta \in \Pi}{\text{argmax}} V_{\hat{r}_{\text{DPO}}}^{\pi_\theta} \end{cases}$$

We are comparing their reward model qualities, and what's the difference?

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A simple observation:

The reward models r_{RLHF} and \hat{r}_{DPO} are from different model classes.

Applications of the simple observation

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- $r^* \notin \mathcal{F}, \pi^* \in \Pi$, i.e., the reward model is mis-specified $\rightarrow V_{r^*}^{\pi_{\text{RLHF}}} \leq V_{r^*}^{\pi_{\text{DPO}}}$
 - \exists a bandit environment, s.t. $V_{r^*}^{\pi_{\text{RLHF}}} < V_{r^*}^{\pi_{\text{DPO}}}$. [Prop. 5]

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 - Online DPO cannot close the gap. [Prop. 4]
- $r^* \notin \mathcal{F}, \pi^* \notin \Pi, \mathcal{F} \cong \Pi \rightarrow V_{r^*}^{\pi_{\text{RLHF}}} = V_{r^*}^{\pi_{\text{DPO}}}$
 - \exists a bandit environment, s.t. Online DPO outperforms RLHF. [Prop. 7]
 - Online data (carrying the information of the current policy) benefits reward learning.

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Two-stage approach: RLHF

- **Reward learning. (restricted by finite data)**
- Policy optimization. (no information bottleneck)

Direct approach: DPO

- **Surrogate reward learning. (restricted by finite data)**
- Policy transformation: $\pi_{\text{DPO}}(y|x) \propto \pi_{\text{ref}}(y|x) \exp(\hat{r}_{\text{DPO}}(x, y)/\beta)$. (directly optimal)

Optimal solution under token-level parameterization

- **Optimal reward:**

$$r^*(x, y) .$$

- **Optimal policy:**

Optimal solution under token-level parameterization

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$$\pi^*(y_t|x, y_{0\dots t-1}) \propto \pi_{\text{ref}}(y_t|x, y_{0\dots t-1}) \exp\left(\frac{q^*(y_t|x, y_{0\dots t-1})}{\beta}\right) ,$$

where q^* is the **soft Q function**:

$$q^*(y_t|x, y_{0\dots t-1}) = \begin{cases} \beta \log \sum_{s \in \mathcal{V}} \pi_{\text{ref}}(s|x, y_{0\dots t}) \exp(q^*(s|x, y_{0\dots t})/\beta) & y_t \text{ is not terminal token} \\ r^*(x, y_{0\dots t}) & y_t \text{ is terminal token.} \end{cases}$$

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- **Observation:** q^* is harder to estimate than r^* (the intrinsic structure of the reward function, e.g. linearity and sparsity, is distorted).

Target (prompt omitted): $\exists q^*$, s.t.

$$\pi^*(y_t|x, y_{0\dots t-1}) \propto \pi_{\text{ref}}(y_t|x, y_{0\dots t-1}) \exp\left(\frac{q^*(y_t|x, y_{0\dots t-1})}{\beta}\right),$$

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Proof. Set the q^* function as

$$q^*(y_0) = \beta \log Z + \beta \log \frac{\pi^*(y_0)}{\pi_{\text{ref}}(y_0)}, \quad q^*(y_t|y_{0\dots t-1}) = q^*(y_{t-1}|y_{0\dots t-2}) + \beta \log \frac{\pi^*(y_t|y_{0\dots t-1})}{\pi_{\text{ref}}(y_t|y_{0\dots t-1})}.$$

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$$q^*(y_0) = \beta \log Z + \beta \log \frac{\pi^*(y_0)}{\pi_{\text{ref}}(y_0)}, \quad q^*(y_t|y_{0\dots t-1}) = q^*(y_{t-1}|y_{0\dots t-2}) + \beta \log \frac{\pi^*(y_t|y_{0\dots t-1})}{\pi_{\text{ref}}(y_t|y_{0\dots t-1})}.$$

Then we have $\pi_{\text{ref}}(y_t|y_{0\dots t-1}) \exp\left(\frac{q^*(y_t|y_{0\dots t-1}) - q^*(y_{t-1}|y_{0\dots t-2})}{\beta}\right) = \pi^*(y_t|y_{0\dots t-1})$, and thus $\sum_s \pi_{\text{ref}}(s|y_{0\dots t-1}) \exp\left(\frac{q^*(y_t|y_{0\dots t-1}) - q^*(y_{t-1}|y_{0\dots t-2})}{\beta}\right) = 1$ (just sum up), which yields:

$$q^*(y_{t-1}|y_{0\dots t-2}) = \beta \log \sum_s \pi_{\text{ref}}(s|y_{0\dots t-1}) \exp(q^*(s|y_{0\dots t-1})/\beta). \quad (\text{non-terminal token})$$

Target (prompt omitted): $\exists q^*$, s.t.

$$\pi^*(y_t|x, y_{0\dots t-1}) \propto \pi_{\text{ref}}(y_t|x, y_{0\dots t-1}) \exp\left(\frac{q^*(y_t|x, y_{0\dots t-1})}{\beta}\right),$$

and

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And for a y with y_N as the terminal token, note that $\pi^*(y) = \frac{1}{Z} \pi_{\text{ref}}(y) \exp(r^*(y)/\beta)$

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And for a y with y_N as the terminal token, note that $\pi^*(y) = \frac{1}{Z} \pi_{\text{ref}}(y) \exp(r^*(y)/\beta)$, we have:

$$\begin{aligned} r^*(y) &= \beta \log Z + \beta \log \frac{\pi^*(y)}{\pi_{\text{ref}}(y)} = \beta \log Z + \beta \log \frac{\pi^*(y_0)}{\pi_{\text{ref}}(y_0)} + \sum_{t=1}^N \beta \log \frac{\pi^*(y_t|y_{0\dots t-1})}{\pi_{\text{ref}}(y_t|y_{0\dots t-1})} \\ &= q^*(y_0) + \sum_{t=1}^N q^*(y_t|y_{0\dots t-1}) - q^*(y_{t-1}|y_{0\dots t-2}) = q^*(y_N|y_{0\dots N-1}) . \text{ (terminal token)} \end{aligned}$$

A representative token-level parameterization (prompt omitted)

Reward Model: The common reward model shares the same architecture with LM but replaces the last layer with a linear head (here $\theta_t, \psi(y_{0\dots t}) \in \mathbb{R}^d$):

$$r_\theta(y) = \beta \sum_{t=0}^N \theta_t^\top \psi(y_{0\dots t}) .$$

Policy Model: One needs to go through the softmax results of all tokens and multiply them:

$$\pi_\theta(y) = \prod_{t=0}^N \pi_\theta(y_t | y_{0\dots t-1}) = \prod_{t=0}^N \frac{\pi_{\text{ref}}(y_t | y_{0\dots t-1}) \exp(\theta_t^\top \psi(y_{0\dots t}))}{\sum_s \pi_{\text{ref}}(s | y_{0\dots t-1}) \exp(\theta_t^\top \psi(y_{0\dots t-1}, s))} .$$

- θ_r^* : the optimal solution for reward learning;
- θ_p^* : the optimal solution for policy learning.

Difference in solution structure

Dual-token Sparse Prediction (DTSP)

The policy is required to sequentially output two tokens y, ω , and the ground-truth reward is:

$$r^*(y, \omega) = \beta \mathbf{r}_{\text{sparse}}^\top \psi(y) + \beta \mathbf{e}_1^\top \psi(y, \omega),$$

where $\psi(y), \psi(y, \omega) \in \mathbb{R}^d$, $\mathbf{r}_{\text{sparse}}, \mathbf{r}_{\text{dense}} \in \mathbb{R}^d$, $\|\mathbf{r}_{\text{sparse}}\|_0 = k$, $k \ll d$.

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For the second token, θ_r^* and θ_p^* share the same optimal solution:

$$(\theta_{r,1}^*)^\top \psi(y, \omega) = \mathbf{e}_1^\top \psi(y, \omega) + C_1, \quad (\theta_{p,1}^*)^\top \psi(y, \omega) = \mathbf{e}_1^\top \psi(y, \omega) + C_2.$$

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While for the first token y , there is a distinction:

$$(\theta_{r,0}^*)^\top \psi(y) = \mathbf{r}_{\text{sparse}}^\top \psi(y) + C_3, \quad (\theta_{p,0}^*)^\top \psi(y) = \mathbf{r}_{\text{sparse}}^\top \psi(y) + \underbrace{\log \mathbb{E}_{w \sim \pi_{\text{ref}}(\cdot|y)} \exp(\psi(y, \omega)_1)}_{\text{log partition function}} + C_4,$$

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Is there a sample complexity separation between reward learning and DPO?

Task construction

- Recall

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- Then we have

$$(\theta_{r,0}^*)^\top \psi(y) = \mathbf{r}_{\text{sparse}}^\top \psi(y) + C_3 ,$$

$$(\theta_{p,0}^*)^\top \psi(y) = (\underbrace{\mathbf{r}_{\text{sparse}} + \mathbf{r}_{\text{dense}}}_{\text{sparsity is distorted}})^\top \psi(y) + C_4 .$$

Technical tools: estimation for single token

Definition (Reward quality measure: Data-induced semi-norm)

Under single-token setting, the empirical error of an estimate $\hat{\theta}$ is defined as

$$\|\hat{\theta} - \theta^*\|_{\Sigma_{\mathcal{D}}}^2 := \frac{1}{n} \sum_{i=1}^n \left[(r_{\hat{\theta}}(y_w^{(i)}) - r_{\hat{\theta}}(y_l^{(i)})) - (r^*(y_w^{(i)}) - r^*(y_l^{(i)})) \right]^2, \text{ where}$$

$\Sigma_{\mathcal{D}} := \frac{1}{n} \sum_{i=1}^n (\psi(y_w^{(i)}) - \psi(y_l^{(i)}))(\psi(y_w^{(i)}) - \psi(y_l^{(i)}))^{\top}$ is the **Gram matrix**.

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Lemma (Lower bound, Theorem 1.a, Shah et al. 2015)

For a sample size $n \geq c_1 \text{tr}(\Sigma_{\mathcal{D}}^{\dagger})$, any estimate $\hat{\theta}$ based on n samples has a lower bound as:

$$\sup_{\theta^* \in \Theta_B} \mathbb{E} \left[\|\hat{\theta} - \theta^*\|_{\Sigma_{\mathcal{D}}}^2 \right] = \Omega \left(\frac{d}{n} \right).$$

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Lemma (Upper bound, Lemma 3.1, Zhu et al. 2023)

$$\|\hat{\theta}_{\text{MLE}} - \theta^*\|_{\Sigma_{\mathcal{D}}}^2 = \mathcal{O} \left(\frac{d + \log(1/\delta)}{n} \right), \text{ w.p. } 1 - \delta.$$

Technical tools: sparse recovery

Lemma (Theorem 3.3, Yao et al. 2025)

Consider $\|\theta^*\|_0 = k$, $k \ll d$, the **ℓ_1 -regularized estimate** $\hat{\theta}_{\ell_1}$:

$$\hat{\theta}_{\ell_1} \in \operatorname{argmin}_{\theta \in \Theta_B} \mathcal{L}_{\text{MLE}}(\theta) + \gamma \|\theta\|_1 .$$

with an appropriate $\gamma = \Theta\left(\sqrt{\frac{\log(d) + \log(1/\delta)}{n}}\right)$ **has an upper bound** as:

$$\|\hat{\theta}_{\ell_1} - \theta^*\|_{\Sigma_D}^2 = \mathcal{O}\left(\sqrt{\frac{k \log(d) + k \log(1/\delta)}{n}}\right), \text{ w.p. } 1 - \delta .$$

Theorem (Separation of RLHF and DPO in sample complexity)

Under token-level linear parameterization and mild assumptions, there exists an environment for DTSP task, s.t. by estimating from a preference dataset \mathcal{D} with n samples under $\theta_1 = e_1$ constraint, the estimation error of the reward model $\hat{\theta}_r$ **can be reduced to** $\tilde{\mathcal{O}}(\sqrt{k \log d/n})$ using a (computationally efficient) ℓ_1 -regularized estimator, i.e., w.p. $1 - \delta$,

$$\frac{1}{n} \sum_{i=1}^n \left[(r^*(y_w^{(i)}) - r^*(y_l^{(i)})) - (r_{\hat{\theta}_r}(y_w^{(i)}) - r_{\hat{\theta}_r}(y_l^{(i)})) \right]^2 = \mathcal{O} \left(\sqrt{\frac{k \log(d) + k \log(1/\delta)}{n}} \right),$$

while the estimation error of the DPO model $\hat{\theta}_p$ is **lower bounded by** $\Omega(d/n)$:

$$\frac{1}{n} \sum_{i=1}^n \left[(r^*(y_w^{(i)}) - r^*(y_l^{(i)})) - (r_{\hat{\theta}_p}(y_w^{(i)}) - r_{\hat{\theta}_p}(y_l^{(i)})) \right]^2 = \Omega \left(\frac{d}{n} \right).$$

Experimental Verification

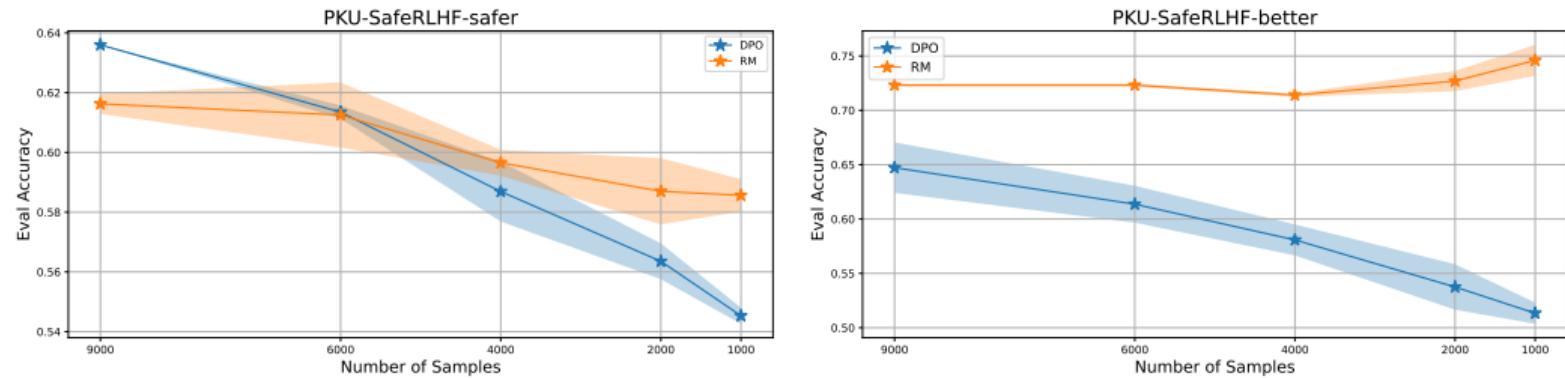


Figure: Experimental Results on Statistical Efficiency. We experiment on two preference types, and pure reward learning is shown to be more data-efficient than surrogate reward learning.