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## APPENDIX OUTLINE

- In Appendix A, we provide additional details on our setup and experiments.
- In Appendix B, we describe additional results, including negative results and methods that did not work well in our experiments.
- In Appendix C, we report results on easy-to-hard generalization, where we only provide supervision on easy examples.
- In Appendix D, we provide results in two more weak-to-strong learning settings: a self-supervised computer vision setting on ImageNet, and a pure linear probing setting.
- In Appendix E, we provide additional results and discussion on the effect of weak supervisor error simulation.
- In Appendix F, we discuss how we believe methodological progress should be made on superalignment.
- In Appendix G, we describe how our work fits into the bigger picture of alignment.

## A FURTHER EXPERIMENTAL DETAILS

Here, we provide further details on our experiments. Across all tasks, we use pretrained base models from the GPT-4 family (OpenAI, 2023), spanning a range of model sizes.

### A.1 NLP TASKS

**Data preprocessing.** We use popular NLP classification benchmark datasets listed in Table 1. We obfuscate the names of the datasets in our plots (e.g. Figure 12) for confidentiality; across all figures, we replace the names of the datasets with their order in a randomized sequence. We apply various preprocessing to the datasets. For example, some tasks are in FLAN (Wei et al., 2021) and we use their preprocessing. For ANLI we group neutral entailments with contradictions. We convert each dataset to a binary classification problem. For multiple-choice datasets, suppose each datapoint has a question  $Q$  and multiple candidate answers  $A_1, \dots, A_k$ . We then convert this datapoint to  $k$  new datapoints of the form  $(Q, A_i)$ , where the label is 0 for all incorrect answers  $A_i$  and 1 for the correct answers. In this procedure, we also aim to maintain class balance, so we keep the same number of correct and wrong answers per question<sup>6</sup>. We are also additionally rebalancing the classes in datasets where one of the classes represents more than 55% of the data. To do so, we randomly drop datapoints from the dominant class, so that the classes are perfectly balanced.

**Models.** In order to adapt our language models to the classification setting, we replace the unembedding layer of the model with a linear classification head with two outputs. We initialize the weights of the classification head with the unembedding weights for tokens “0” and “1”.

**Training hyperparameters.** We finetune all models for 2 epochs using a batch size of 32. In the weak-to-strong generalization experiments, we early stop training based on the accuracy with respect to the weak labels on a held-out validation set. See Section 5.1.1 for relevant discussion. We only tuned the hyper-parameters of our methods on smaller model sizes, and on a subset of 8 datasets. The full GPT-4 model and most of the datasets were held-out, except for datasets [5–12] (see Figure 12).

**Weak labels.** To produce the weak labels, we split the original dataset in half. We ensure that related datapoints, e.g. datapoints that share the same question or premise, are always grouped together into the same half. Then, we train the weak supervisor model on the first half of the dataset, and use its prediction on the other half as the weak labels. We additionally save the weak labels on the test set to evaluate metrics such as agreement in Section 5.1.3. The weak labels are soft labels on the training data, i.e. the class probabilities predicted by the supervisor.

**Evaluation.** For all datasets, we report accuracy on the test set which is also balanced to have an equal number of datapoints in each class. In particular, random guess performance corresponds to 50% accuracy on all NLP datasets.

<sup>6</sup>In some datasets there are multiple correct answers for each question.



Table 1: **Datasets and their sources.** We summarize the NLP datasets we use and their original sources.

Dataset	Original Source
BoolQ	Clark et al. (2019)
CosmosQA	Huang et al. (2019)
DREAM	Sun et al. (2019)
ETHICS [Justice]	Hendrycks et al. (2020a)
ETHICS [Deontology]	Hendrycks et al. (2020a)
ETHICS [Virtue]	Hendrycks et al. (2020a)
ETHICS [Utilitarianism]	Hendrycks et al. (2020a)
FLAN ANLI R2	Nie et al. (2019); Wei et al. (2021)
GLUE CoLA	Warstadt et al. (2019); Wang et al. (2018)
GLUE SST-2	Socher et al. (2013); Wang et al. (2018)
HellaSwag	Zellers et al. (2019)
MCTACO	Ben Zhou & Roth (2019)
OpenBookQA	Mihaylov et al. (2018)
PAWS	Zhang et al. (2019)
QuAIL	Rogers et al. (2020)
PIQA	Bisk et al. (2020)
QuaRTz	Tafjord et al. (2019)
SciQ	Welbl et al. (2017)
Social IQa	Sap et al. (2019)
SuperGLUE MultiRC	Khashabi et al. (2018); Wang et al. (2019)
SuperGLUE WIC	Pilehvar & Camacho-Collados (2018); Wang et al. (2019)
Twitter Sentiment	Zhang et al. (2019)

**Detailed results.** In Figure 12, we provide detailed results across all datasets for both the baseline and the auxiliary confidence loss introduced in Section 4.3. In Figure 13 we report the detailed results on overfitting to the weak supervisor predictions for the NLP datasets.

## A.2 CHESS PUZZLES

**Data preprocessing.** The GPT-4 pretraining dataset included chess games in the format of move sequence known as Portable Game Notation (PGN). We note that only games with players of Elo 1800 or higher were included in pretraining. These games still include the moves that were played in-game, rather than the best moves in the corresponding positions. On the other hand, the chess puzzles require the model to predict the best move. We use the dataset originally introduced in Schwarzschild et al. (2021b) which is sourced from <https://database.lichess.org/#puzzles> (see also Schwarzschild et al., 2021a). We only evaluate the models ability to predict the first move of the puzzle (some of the puzzles require making multiple moves). We follow the pretraining format, and convert each puzzle to a list of moves leading up to the puzzle position, as illustrated in Figure 14. We use 50k puzzles sampled randomly from the dataset as the training set for the weak models and another 50k for weak-to-strong finetuning, and evaluate on 5k puzzles. For bootstrapping (Section 4.3.1), we use a new set of 50k puzzles from the same distribution for each step of the process.

**Training hyperparameters.** We train (finetune) all models for 5 epochs using a batch size of 32. We do not apply early-stopping.

**Weak labels.** We produce weak labels by sampling predictions at temperature  $T = 0$  (greedy decoding) from the weak model on a held-out set of additional 50k puzzles. The weak labels are completions showing the highest likelihood move according to the weak model.

**Evaluation.** To evaluate the models, we sample completions at temperature  $T = 0$  on the held out test set, and compute the fraction of datapoints where the model outputs the correct next move.

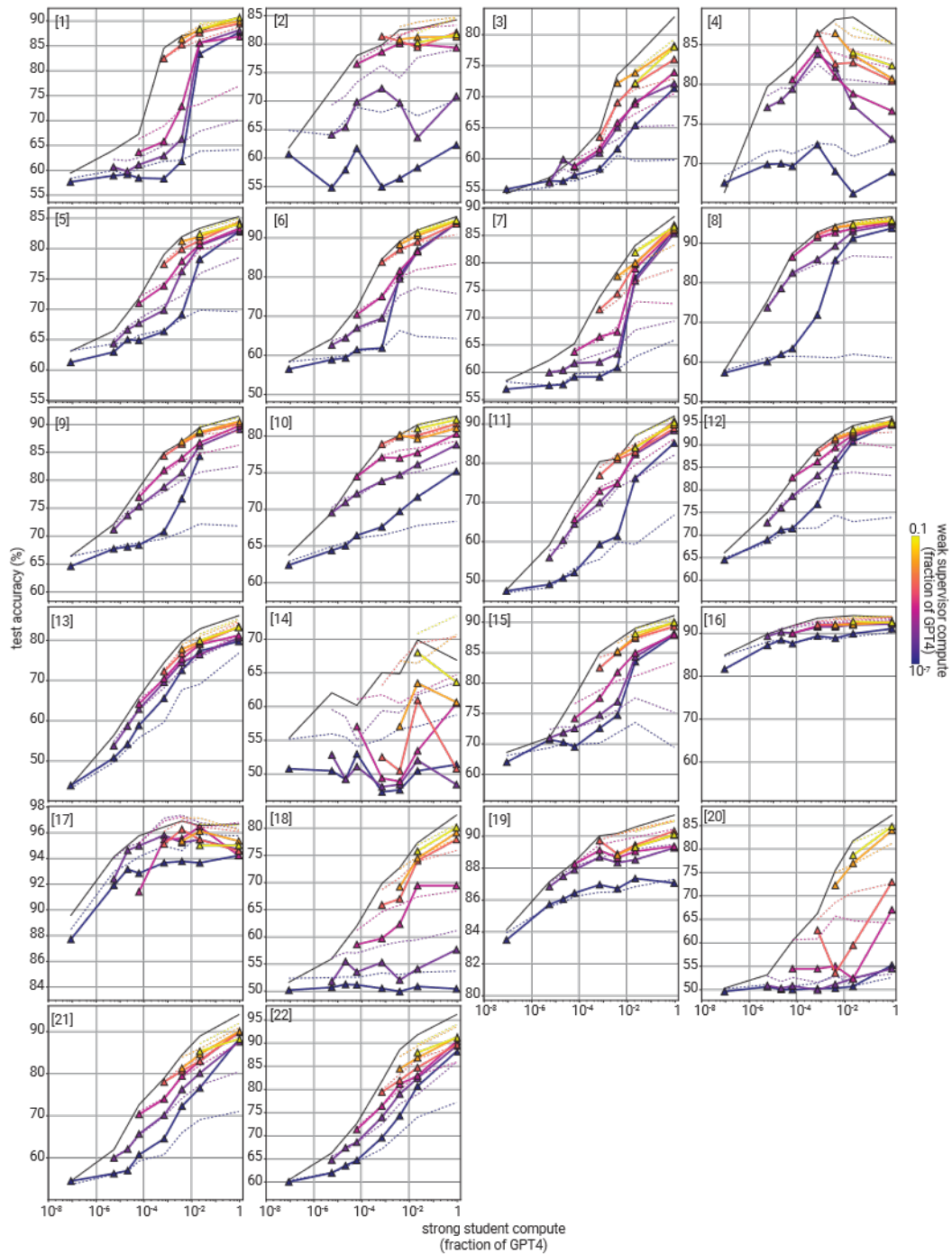


Figure 12: **Full weak-to-strong generalization results across 22 NLP datasets.** Test accuracy as a function of strong student compute across our full suite of standard NLP tasks. See Table 1 for dataset details.