# Polyrating: A Cost-Effective and Bias-Aware Rating System for LLM Evaluation

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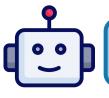




## **Judge-Based Evaluation**



Write a grammatically correct sentence without reusing any letter more than once.



I jump fast.



The quick onyx goblin jumps over a lazy dwarf.







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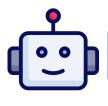
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$$P(M_1 > M_2) = \frac{1}{1 + \exp(\frac{R_2 - R_1}{400})}$$

$$R_1 = 1400$$

$$R_2 = 1000$$

## **Problem #1: Expensive Evaluation**

Human evaluation is expensive.

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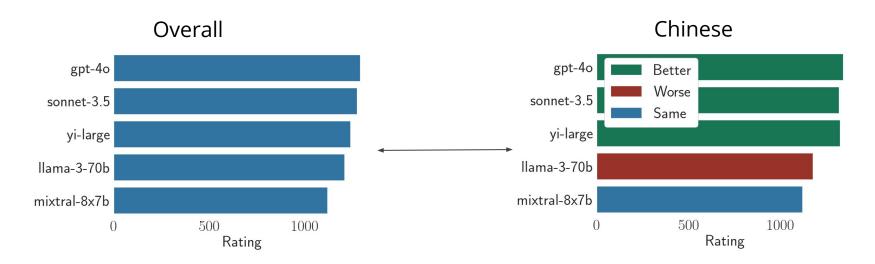
$$\exp\left(\frac{R_2 - R_1}{400}\right) = \exp\left(\frac{(R_2 + C) - (R_1 + C)}{400}\right)$$

$$R_1 = 1400$$
  $\Leftrightarrow$   $R_1 = 1200$   $R_2 = 800$ 

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Ratings can be modeled as multivariate objects.

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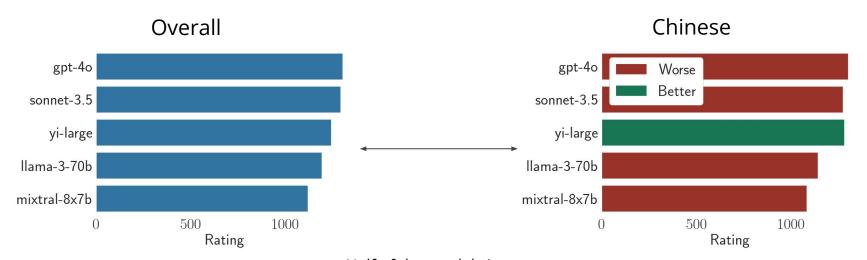
Enables accurate rating comparisons and continuous dependencies.

$$R_m(q) = R_{m,\text{base}} + R_{m,\text{chinese}} [\![q \in Q_{\text{chinese}}]\!] + \dots$$

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Half of the models improve Only bilingual models improve significantly

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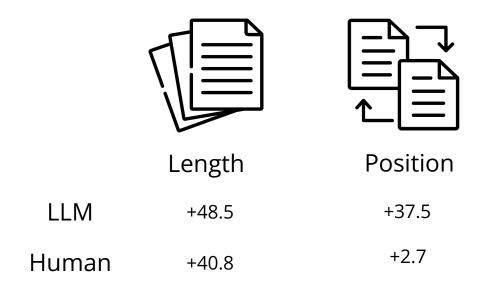
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$$R_m(q, \text{response}) = R_{m,\text{base}} + \alpha_{\text{length}} \text{Length}(\text{response}) + \dots$$

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Using priors on the parameters acts as regularization.

Enables faster convergence by using other (cheap) data.

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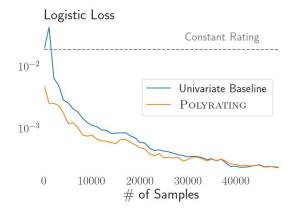
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$$R_m(q) = R_{m,\text{LLM}} + R_{m,\text{human}} [\![ q \in Q_{\text{human}} ]\!] + \dots$$

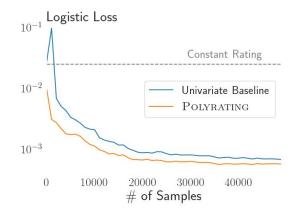
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Prior on cheap benchmark



Prior on model versions