Optimizing Instruction Synthesis: Effective Exploration of Evolutionary Space with Tree Search

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Abstract

 Instruction tuning is a crucial technique for aligning language models with humans' ac- tual goals in the real world. Extensive research has highlighted the quality of instruction data is essential for the success of this alignment. However, creating high-quality data manually is labor-intensive and time-consuming, which leads researchers to explore using LLMs to syn- thesize data. Recent studies have focused on **using a stronger LLM to iteratively enhance** existing instruction data, showing promising re- sults. Nevertheless, previous work often lacks control over the evolution direction, resulting in high uncertainty in the data synthesis pro- cess and low-quality instructions. In this paper, we introduce a general and scalable framework, IDEA-MCTS (Instruction Data Enhancement using Monte Carlo Tree Search), a scalable **framework for efficiently synthesizing instruc-**020 tions. With tree search and evaluation mod- els, it can efficiently guide each instruction to evolve into a high-quality form, aiding in instruction fine-tuning. Experimental results show that IDEA-MCTS significantly enhances the seed instruction data, raising the average evaluation scores of quality, diversity, and com- plexity from 2.19 to 3.81. Furthermore, in open- domain benchmarks, experimental results show that IDEA-MCTS improves the accuracy of real-world instruction-following skills in LLMs 031 by an average of 5% in low-resource settings.

032 1 **Introduction**

 Large language models (LLMs) have exhibited remarkable capabilities across a wide range of tasks in the field of natural language processing (NLP) [\(Brown et al.,](#page-8-0) [2020;](#page-8-0) [Kojima et al.,](#page-8-1) [2022;](#page-8-1) [Wei et al.,](#page-10-0) [2022;](#page-10-0) [Ouyang et al.,](#page-9-0) [2022;](#page-9-0) [Touvron](#page-9-1) [et al.,](#page-9-1) [2023;](#page-9-1) [Jiang et al.,](#page-8-2) [2023;](#page-8-2) [OpenAI,](#page-9-2) [2023\)](#page-9-2). Notably, LLMs can be trained to enhance their instruction-following skills through various meth-ods, including fine-tuning on human-annotated

Figure 1: Iteratively enhance seed instructions using LLMs: The prior method's random sampling instruction evolution led to a perplexing instruction by selecting "Add constraints" multiple times. Our method uses MCTS to find suitable prompts, resulting in high-value instructions that align the language model to effectively learn multiple skills.

[d](#page-9-1)ata [\(Ouyang et al.,](#page-9-0) [2022;](#page-9-0) [Zhou et al.,](#page-10-1) [2023b;](#page-10-1) [Tou-](#page-9-1) **042** [vron et al.,](#page-9-1) [2023\)](#page-9-1) or extracted knowledge from **043** stronger LLMs [\(Wang et al.,](#page-9-3) [2022;](#page-9-3) [Xu et al.,](#page-10-2) [2023a;](#page-10-2) **044** [Zhao et al.,](#page-10-3) [2023;](#page-10-3) [Xu et al.,](#page-10-2) [2023a](#page-10-2)[,b;](#page-10-4) [Wang et al.,](#page-9-4) **045** [2024\)](#page-9-4). [Zhou et al.](#page-10-1) [\(2023b\)](#page-10-1) have demonstrated that **046** this alignment can be achieved with low-resource **047** 1k data. However, acquiring such data through hu- **048** man annotation remains high-cost, thus limiting **049** further progress. 050

Recent work explores synthesizing instruction **051** data with LLMs by prompting them with exam- **052** ple data or prompts and iteratively enhancing the **053** instruction data, offering an efficient and cost- **054** effective alternative to human annotation [\(Xu et al.,](#page-10-2) **055** [2023a;](#page-10-2) [Luo et al.,](#page-9-5) [2023b,](#page-9-5)[a;](#page-9-6) [Liu et al.,](#page-9-7) [2023\)](#page-9-7). They **056** introduced evolution prompts for LLMs, such as **057** "Add constraints", "Increase reasoning" and "Com- **058** plete input.", enabling LLMs to iteratively im- **059** prove seed instructions. However, the process suf- **060** fers high uncertainty due to the limited evolution **061** prompts, random selection methods, and lack of **062** control over the evolution direction. Specifically, **063**

Figure 2: Framework of MCTS for instruction synthesis: 1. Selection: Choose high-value leaf nodes. 2. Expansion: Evolve the selected leaf nodes to generate new nodes. 3. Evaluation: Assess the current node to determine a reward. 4. Simulation: Randomly evolve the current instruction to a terminal state. 5. Backpropagation: Propagate the terminal state's reward back through the path's nodes.

 failures occur when LLMs select inappropriate evo- lution prompts or fail to halt the instruction synthe-066 sis process appropriately. As shown in Figure [1,](#page-0-0) randomly selecting the prompts can turn a seed in- struction like "1+1=" into a perplexing instruction. Language models will struggle to learn new skills from these low-value instructions, as humans also find them difficult to understand. Conversely, a few high-value instructions can significantly enhance the model's skills, enabling it to solve real-world problems.

 Intuitively, simple seed instructions can evolve into a wide variety of forms during the evolutionary process. To efficiently optimize and control this evolution, we introduce a novel framework, IDEA- MCTS, which expands the evolution prompts as the action space and incorporates a tree search al- gorithm to iteratively enhance seed instruction data. In MCTS, each seed instruction acts as the root node. High-value nodes are identified through se- lection and use evolution prompts for further expan- sion, followed by simulation and backtracking, to find an optimal evolution action space to enhance the instructions. In this process, we employ cus- tomizable evaluation models to assess the quality, diversity, and complexity of the nodes, effectively controlling the direction of instruction evolution. This framework enhances instruction data and pro- **091** vides a clearer understanding of the evolution pro- **092** cess, as shown in the case analysis in Appendix [D.](#page-11-0) **093** Our experimental results show that IDEA-MCTS **094** significantly enhances the seed instruction data and **095** models fine-tuned on this enhanced data exhibit **096** substantial improvements compared to previous **097** methods. We believe this work provides clear guid- **098** ance for instruction synthesis, aiding models in **099** achieving data-efficient alignment and enhancing **100** overall performance. The contributions of our work **101** are as follows: **102**

- To synthesize high-value instructions for en- **103** hancing language model skills, we propose 104 IDEA-MCTS, a scalable framework that con- **105** trols the direction of instruction evolution by **106** expanding the evolution space and integrating **107** evaluation models in tree search. **108**
- To enhance the efficiency and accuracy of in- **109** struction evolution, we expand the existing 110 limited evolutionary space in two ways: evolv- **111** ing general effective instructions from them- **112** selves, and evolving task-specific instructions **113** by designing meta-prompts. **114**
- We demonstrate the effectiveness of our frame- **115**

117 and fine-tuning open-source models, includ-**118** ing LLaMA2, LLaMA3, Phi-3, and Mis-

119 tral, across different seed datasets and tasks, **120** achieving a 5% improvement over the previ-

121 ous random evolution method on the open-

- **122** domain instruction-following benchmark.
- **¹²³** 2 Related Work
-

124 Data Synthesis for Instruction Tuning Instruc-**125** tion tuning (IT) is a crucial technique for enhanc-

126 [i](#page-9-8)ng the performance and alignment of LLMs [\(Taori](#page-9-8) **127** [et al.,](#page-9-8) [2023;](#page-9-8) [Chiang et al.,](#page-8-3) [2023;](#page-8-3) [Wang et al.,](#page-9-9) [2023\)](#page-9-9).

 Recent efforts have extended into open-domain IT, characterized by a wide range of formats and task types, driven by crowdsourced human-generated [i](#page-8-4)nstruction-response pairs [\(Köpf et al.;](#page-9-10) [Conover](#page-8-4) [et al.,](#page-8-4) [2023;](#page-8-4) [Zhang et al.,](#page-10-5) [2023a;](#page-10-5) [Peng et al.,](#page-9-11) [2023;](#page-9-11) [Zhou et al.,](#page-10-1) [2023b\)](#page-10-1). However, the high cost of hu- [m](#page-10-5)an annotation poses significant challenges [\(Zhang](#page-10-5) [et al.,](#page-10-5) [2023a\)](#page-10-5). One promising solution for this limitation is the synthesis of instruction data with [t](#page-9-2)he help of stronger LLMs [\(Bai et al.,](#page-8-5) [2022;](#page-8-5) [Ope-](#page-9-2) [nAI,](#page-9-2) [2023;](#page-9-2) [Anil et al.,](#page-8-6) [2023;](#page-8-6) [Team,](#page-9-12) [2023\)](#page-9-12). Yet, using LLM-generated data increases the risk of low- quality examples, highlighting the need for more fo- cus on dataset refinement and enhancement. Some works [\(Chen et al.,](#page-8-7) [2023;](#page-8-7) [Lu et al.,](#page-9-13) [2023;](#page-9-13) [Liu et al.,](#page-9-7) [2023\)](#page-9-7) address this by prompting stronger LLMs to filter instruction data based on its quality, diver- sity, and complexity, serving as a form of refine- ment. However, this approach lacks the synthesis of new instruction, limiting the model's instruction- following capabilities, especially in low-resource scenarios where only a small amount of data is [a](#page-10-2)vailable. Other works [\(Zhao et al.,](#page-10-6) [2024;](#page-10-6) [Xu](#page-10-2) [et al.,](#page-10-2) [2023a\)](#page-10-2) enhance existing seed instructions by using LLMs with carefully designed prompt templates. [Zhao et al.](#page-10-6) [\(2024\)](#page-10-6) enhanced the origi- nal instructions using tree-structured prompts but focused only on the complexity and heavily relies on LLMs' intrinsic knowledge. Additionally, some [w](#page-9-7)ork [\(Xu et al.,](#page-10-2) [2023a;](#page-10-2) [Luo et al.,](#page-9-5) [2023b](#page-9-5)[,a;](#page-9-6) [Liu](#page-9-7) [et al.,](#page-9-7) [2023\)](#page-9-7) design a series of evolution prompts to iteratively guide LLMs in enhancing the seed instructions. However, random selection during instruction evolution introduces high uncertainty and affects the quality of generated instructions. To effectively enhance the seed instruction data, we propose IDEA-MCTS, which expands the evolu-

165 tion action space, introduces evaluation models and

116 work by analyzing the generated instructions

iteratively improves instruction data with MCTS. **166**

Tree Search for LLM Enhancement Tree **167** search methods such as BFS, A* search [\(Hart et al.,](#page-8-8) **168** [1968\)](#page-8-8), and MCTS [\(Kocsis and Szepesvári,](#page-8-9) [2006;](#page-8-9) **169** [Coulom,](#page-8-10) [2006;](#page-8-10) [Ye et al.,](#page-10-7) [2021;](#page-10-7) [Silver et al.,](#page-9-14) [2016\)](#page-9-14), **170** are widely used to find an optimal state in a tree **171** structure. Integrating tree-search methods with **172** LLMs presents a novel approach to find an effec- **173** tive sequence of actions that leads to a favorable **174** outcome. Effective search strategy is crucial for **175** [r](#page-10-8)easoning and planning [\(Hao et al.,](#page-8-11) [2023;](#page-8-11) [Zhou](#page-10-8) **176** [et al.,](#page-10-8) [2023a;](#page-10-8) [Hu et al.,](#page-8-12) [2023\)](#page-8-12). Depth/breadth-first **177** [s](#page-10-10)earch in [\(Yao et al.,](#page-10-9) [2023\)](#page-10-9), A^{*} search in [\(Zhuang](#page-10-10) 178 [et al.,](#page-10-10) [2023\)](#page-10-10) and MCTS in [\(Zhang et al.,](#page-10-11) [2023b;](#page-10-11) [Yu](#page-10-12) **179** [et al.,](#page-10-12) [2023;](#page-10-12) [Hao et al.,](#page-8-11) [2023;](#page-8-11) [Zhou et al.,](#page-10-8) [2023a;](#page-10-8) **180** [Chen et al.,](#page-8-13) [2024b\)](#page-8-13). [Feng et al.](#page-8-14) [\(2023\)](#page-8-14); [Tian et al.](#page-9-15) **181** [\(2024\)](#page-9-15); [Chen et al.](#page-8-15) [\(2024a\)](#page-8-15) have utilized tree search **182** for LLM self-improvement. Unlike previous ap- **183** proaches, we leverage the powerful generative ca- **184** pabilities of LLMs and MCTS for instruction syn- **185** thesis. **186**

3 Approach **¹⁸⁷**

In this section, we introduce the novel framework **188** IDEA-MCTS, which enhances the quality, diver- **189** sity, and complexity of seed instructions with a **190** stronger LLM, using MCTS. We first define the **191** problem, including the state, action space, and re- **192** ward function. Then, we discuss the expansion of **193** evolution prompts from two key aspects and the use **194** of MCTS with LLM to efficiently explore the ac- **195** tion spaces. Finally, we fine-tune models based on **196** the instruction data generated by the LLM, proving **197** the effectiveness of the framework in low-resource **198** settings. 199

3.1 Problem Setting **200**

We begin with a seed instruction sample x as the 201 root node and employ a stronger language model **202** p_{θ} . Our goal is to improve the quality, diversity, 203 and complexity of x. To achieve this, we use evo- **204** lution prompts, such as 'add constraints', as our **205** action space. During the tree search, intermediate **206** instructions generated by the LLM, denoted as z_t , serve as new nodes. **208**

$$
z_{t+1} = p_{\theta}(z_t, a) \tag{1}
$$

, **207**

By applying an action a, which is an evolution **210** prompt to wrap the state z_t , we obtain the next in-
211 struction z_{t+1} via p_θ . We assess each intermediate 212 instruction z_t based on its quality, diversity, and 213

Please rate according to the accuracy and quality . Score 1-5. You can give a score of 6 if the question is high quality. You should respond with the format: [1] Score: [2] Score: [1] <Instruction 1> [2] <Instruction 2> [3] <Instruction 3> [4] <Instruction 4> [5] <Instruction 5> (Quality)

Please rate according to the difficulty and complexity. Score 1-5. You can give a score of 6 if the question is too complex for you to answer it. You should respond with the format: $[1]$ Score: $[2]$ Score: [1] <Instruction 1> [2] <Instruction 2> (Complexity)

Please identify tags of user intentions in the following instruction and provide an explanation for each tag. Please response in the JSON format {"tag": str, "explanation": str}. Instruction: <Instruction> (Diversity)

Figure 3: Evaluation prompt used to assess the quality, complexity, and diversity of instructions. Instruction diversity is measured by the number of distinct intents.

214 complexity. The value $v(z_t)$ of an instruction is **215** determined using the following equation:

216
$$
v(z_t) = p_{\theta_q}(z_t) + p_{\theta_d}(z_t) + p_{\theta_c}(z_t)
$$
 (2)

In this equation, $p_{\theta_q}(z_t)$, $p_{\theta_d}(z_t)$, and $p_{\theta_c}(z_t)$ represent the quality, diversity, and complexity 219 scores of the instruction z_i , respectively. Notably, instruction diversity is measured by the number of distinct intents. Further details about these value scores will be discussed in the following sections. By integrating these elements, we aim to create a framework that robustly enhances seed instruc-**225** tions.

 Quality & Complexity & Diversity Following the [\(Liu et al.,](#page-9-7) [2023;](#page-9-7) [Lu et al.,](#page-9-13) [2023\)](#page-9-13), we con- tinue training based on models, EVOL_QUALITY, EVOL_COMPLEXITY, and InsTagger from these works with 1k data points. We apply a random evo- lution method[\(Xu et al.,](#page-10-2) [2023a\)](#page-10-2) to create new data points from a base sample, gradually adjusting their complexity, quality, and diversity of instruction. We evaluate these data points using ChatGPT and train an automatic scoring model with LLaMA2- 7B to predict ChatGPT's scores. The evaluation prompt we use is shown in Figure [3.](#page-3-0) These scoring models are used to assess the quality, complexity, and diversity of instructions as rewards in MCTS.

240 3.2 Instruction Evolution with MCTS

241 In our framework, we leverage a stronger language 242 model p_{θ} and value function v to evolve the seed **243** instruction x using MCTS, as shown in Figure [2.](#page-1-0)

244 Intuitively, more precise and diverse evolution **245** prompts contribute to enhancing the quality of seed instructions. To achieve this, we first expand the **246** evolution prompts from two ways, general effec- **247** tive and task-specific instructions. We explore the **248** open-space evolution prompts, that contribute a **249** general effective instructions such as goals, key **250** constraints, and requirements [\(Xu et al.,](#page-10-2) [2023a;](#page-10-2) **251** [Tianle Li*,](#page-9-16) [2024\)](#page-9-16). On the other hand, we aim to **252** ensure that the seed instructions can effectively **253** transfer to task-specific contexts. With LLMs, we **254** design the meta prompts, as shown in Figure [4,](#page-5-0) **255** to extract task-related evolution prompts that con- **256** tain the words "such as." As shown in Table [1,](#page-4-0) **257** the designed evolution prompts can enhance both **258** the depth and breadth of the seed instruction. We **259** show more details about the evolution prompts in **260** Appendix [B.](#page-11-1) 261

Then we construct a decision tree. MCTS pro- **262** ceeds for k episodes, starting from the root (ini- **263** tial state) and progressively expanding this tree **264** through two primary steps: Selection and Expan- **265** sion. During Selection, the child with the highest **266** Upper Confidence bounds applied to Trees (UCT) **267** value [\(Kocsis and Szepesvári,](#page-8-9) [2006;](#page-8-9) [Coulom,](#page-8-10) [2006\)](#page-8-10) **268** is chosen for the next iteration. The UCT of a child **269** state *z* is computed as follows: 270

$$
UCT(z) = V(z) + C \cdot \sqrt{\frac{\ln(N(p))}{N(z)}}\tag{3}
$$

(3) **271**

where $N(z)$ represents the number of visits to node 272 z, and $V(z)$ is the value function (expected return). 273 During Expansion, multiple child states z are ex- **274** plored from the current state p by sampling n ac- 275 tions. The child node with the highest UCT value is **276** selected for expansion in the subsequent iteration. **277**

Evolution Space	Description
Add Global and Local Goals	Add one or more global and local goals into the instruction to enhance its direction and purpose.
Add Key Constraints	Add one or more constraints where necessary to define its limitations and boundaries.
Add Task Requirements	Specify one or more detailed requirements to clarify the tasks within the instruction.
Add Problem-Solving Skills	Add one or more problem-solving task skills.
Add Reasoning Complexity	Increase complexity by adding one or more reasoning elements.
Add Domain Knowledge	Add one or more areas of domain-specific knowledge, such as medicine, law, finance, IT technology.
Add Life Topics	Add one or more life topics. Topics can range from health and nutrition, cooking, photography, music, and travel, to parenting.
Add Real-World Applications	Add one or more real-world applications to provide practical context and applicability, such as education, customer service, and Business.
Add Emotional Expression	Add one or more emotional content elements such as excitement or concern.
Format the Input Style	Define one or more input formatting styles, such as a doctor, teacher, or customer.
Format the Output Style	Specify one or more output formats, such as report format or summa- rized in paragraphs.
Refine the Factuality	Refine the instruction to make it more factual and clear, to ensure it is more factual, clear, and able to be responded to.
Create a New One	Create one instruction within the same domain to introduce fresh perspectives.

Table 1: Expanded Space for Instruction Evolution.

 In Evaluation, we assess the quality, complexity, and diversity of the instruction data using the value function v, which serves as the node's reward. In Simulation, selection and expansion are performed repeatedly until a termination state is reached, con- structing the rollout policy. The termination state occurs when the tree's depth or node value meets a specified threshold. Backpropagation is per-**formed at the end of an episode: the return** v **is** 287 used to update every $V(z)$ along the path using the **288** formula:

289
$$
V(z) = V_{\text{old}}(z) \cdot \left(\frac{N(z) - 1}{N(z)}\right) + \frac{v}{N(z)} \tag{4}
$$

290 where $V_{old}(z)$ denotes the old value function.

 MCTS relies on an environment model to re- verse steps and build a search tree, imposing strict assumptions. This constraint does not apply to LLMs. Our method allows resetting to any step by copying historical text input, overcoming the limitation. By integrating MCTS with LLMs, we

demonstrate how heuristic search algorithms can **297** efficiently evolve instructions by leveraging the **298** powerful generative capabilities of LLMs. **299**

Finally, after evolving the seed instructions, we **300** obtain responses from the stronger LLM and fine- **301** tune the open-source model. To ensure clarity and **302** logic, we avoided complex templates from previ- **303** ous works [\(Wei et al.,](#page-9-17) [2021;](#page-9-17) [Longpre et al.,](#page-9-18) [2023\)](#page-9-18). **304** Instead, our method follows a straightforward in- **305** struction template [\(Taori et al.,](#page-9-8) [2023\)](#page-9-8).

4 Experiments **³⁰⁷**

4.1 Experiments Setting **308**

Baselines We compare our method with manu- **309** ally annotated data and other techniques for en- **310** hancing instructional data using a stronger LLM. **311** We also present the baselines utilized in our exper- **312** iments. Seed serves as the baseline without any **313** enhancement methods. **LIMA** [\(Jha et al.,](#page-8-16) [2023\)](#page-8-16) 314 contains 1k human-annotated high-quality instruc- **315**

Method	Metric				
	Ouality	Instag	Complexity	Average	
Seed	3.58	1.60	1.40	2.19	
Lima	3.58	1.99	2.09	2.55	
Tree-instruct	4.37	2.40	2.44	3.07	
WizardI M	3.82	2.30	2.52	2.87	
WizardLM+	4.01	2.80	2.70	3.17	
MCTS	3.96	3.12	3.51	3.53	
$MCTS+$	4.56	3.24	3.62	3.81	

Table 2: Statistics of instruction dataset. The "+" symbol indicates methods that expand the evolution prompts space.

 tions data, showing notable improvement for LLMs. Tree-instruct [\(Zhao et al.,](#page-10-6) [2024\)](#page-10-6) enhances the com- plexity of instruction data by adding nodes to the [s](#page-9-6)emantic tree. WizardLM [\(Xu et al.,](#page-10-2) [2023a;](#page-10-2) [Luo](#page-9-6) [et al.,](#page-9-6) [2023a](#page-9-6)[,b\)](#page-9-5) stands out by prompting LLM to evolve instruction data randomly step by step.

 Test Datasets Many studies have focused on assessing the capabilities of LLMs [\(Liang et al.,](#page-9-19) [2022\)](#page-9-19). However, the challenge remains unresolved. A prevalent method involves using the powerful language model as the evaluator [\(Li et al.,](#page-9-20) [2023a;](#page-9-20) [Zheng et al.,](#page-10-13) [2024;](#page-10-13) [Chiang et al.,](#page-8-3) [2023;](#page-8-3) [Chen et al.,](#page-8-7) **328** [2023\)](#page-8-7).

 In our framework, we employ two distinct meth- ods to assess the model's capabilities: LLM eval- uation and human evaluation. Specifically, we use Alpaca-Eval [\(Li et al.,](#page-9-21) [2023b\)](#page-9-21) and MT-Bench [\(Zheng et al.,](#page-10-13) [2024\)](#page-10-13) to assess real-world instruction- following capabilities. We show more details in Appendix [A.](#page-11-2) In the Alpaca-Eval, we compare our model's output with Text-Davinci-003 and use GPT-3.5-turbo to evaluate and score the output in MT-Bench. Additionally, we evaluate the model's capabilities in the NLP benchmark with the Open- LLM Leaderboard, which comprises four tasks: ARC [\(Clark et al.,](#page-8-17) [2018\)](#page-8-17), HellaSwag [\(Zellers et al.,](#page-10-14) [2019\)](#page-10-14), GSM8K [\(Cobbe et al.,](#page-8-18) [2021\)](#page-8-18), and Truth-fulQA [\(Lin et al.,](#page-9-22) [2022\)](#page-9-22).

 Experiment Setting We randomly select 1,000 [s](#page-9-8)eed instructions each from Alpaca-52K [\(Taori](#page-9-8) [et al.,](#page-9-8) [2023\)](#page-9-8) and Dolly [\(Conover et al.,](#page-8-4) [2023\)](#page-8-4) as a low-resource setting. We initialize our MCTS evolution process with the stronger LLM, GPT-3.5- turbo model. When calling this API, we define the temperature parameter to 0.7, set the maximum token limit to 2048, and apply no penalty. In the MCTS setup, we generate evolution prompts for the

Your goal is to analyze the task-specific instructions and extract features that are essential for high-quality instructions in this task-specific context. Then Use these features to create evolution prompt as actions that can improve the seed instructions. Follow the steps below: 1. Identify Key Features: Analyze the task specific instructions and list the key features of them. 2. Define Evolution Actions: Based on the identified features, define evolution prompt as action that can enhance the ##seed instructions. ##seed instructions:{seed instructions} ##task-specific instructions:{task-specific instructions}

Figure 4: Meta prompt used in LLM: Extracting evolutionary prompt actions from task-related contexts.

seed instructions based on the task-specific Alpaca- **353** eval benchmark. The terminal state is defined as **354** either reaching a depth of more than 4 or achiev- **355** ing a reward of more than 10. For each iteration, **356** we expand 5 nodes per step, and the MCTS pro- **357** cess is iterated 3 times. We randomly select 1,000 **358** data points from the generated data, collected from **359** paths between the root node and terminal state **360** nodes, as training data for the low-resource set- **361** ting. During tuning, the foundational models for **362** our experiments are the LLaMA2-7B, Mistral-7B, **363** LLaMA3-8B, and Phi-3. To efficiently fine-tune **364** these models, we adopted the QLORA approach **365** [\(Dettmers et al.,](#page-8-19) [2023\)](#page-8-19). Throughout the tuning pro- **366** cess, we maintained a batch size of 32 and ended **367** the process after a maximum of 800 training steps. **368** It's important to note that these preliminary experi- **369** ments were conducted on a single GPU with 48GB **370** of memory. For technical execution, we harnessed **371** the capabilities of HuggingFace Transformers, Py- **372** Torch, and Accelerate, ensuring strict adherence **373** to academic integrity and standards throughout the **374** entire process. 375

4.2 Statistical Analysis of the Data Evolved **376 from MCTS** 377

We conduct a comprehensive analysis of the **378** evolved instruction data from three critical dimen- **379** sions: quality, complexity, and diversity with the **380** EVOL_QUALITY, EVOL_COMPLEXITY, and In- **381** sTagger. As shown in Table [2,](#page-5-1) the Seed contains **382** 1,000 instructions selected from the Alpaca-52K. **383** The WizardLM contains 1,000 instructions ob- **384** tained through random evolution, while the MCTS **385**

Table 3: Results of different instruction-tuned models on Alpaca-Eval (%).

	MT-Bench			
	Turn-1	Turn-2	Average Score	
Seed	6.25	5.54	5.90	
Lima	6.71	6.61	6.66	
Tree-instruct	6.55	6.03	6.29	
WizardLM	6.63	6.45	6.54	
MCTS	6.71	6.61	6.66	
WizardI M+	6.56	7.14	6.69	
MCTS+	6.74	7.14	6.94	

Table 4: Results of different instruction-tuned models on MT-Bench.

 contains 1,000 instructions obtained through the MCTS evolution. MCTS+ method can achieve the [h](#page-9-7)ighest scores across all evaluation metrics [\(Liu](#page-9-7) [et al.,](#page-9-7) [2023;](#page-9-7) [Lu et al.,](#page-9-13) [2023\)](#page-9-13), demonstrating signif- icant improvement in quality, diversity, and com- plexity. It outperforms the Seed, with average scores increasing from 2.19 to 3.81. The expansion of the instruction evolution space proves to be a highly effective strategy for enhancing the quality of instruction data.

396 4.3 Main results

397 The main results presented below are based on **398** LLM evaluations and further human evaluations **399** are provided in Appendix [C.](#page-11-3)

400 Table [3](#page-6-0) demonstrates that models fine-tuned with **401** data evolved from MCTS+ exhibit better perfor-**402** mance compared to other fine-tuning methods. In

particular, LLaMA2 and LLaMA3 can show sig- **403** nificant gains with MCTS+, with improvements **404** of 6.02% and 4.1%, respectively, over the Seed **405** method. Furthermore, Phi-3 and Mistral fine- **406** tuned with MCTS+ method outperform previous **407** methods across various skills, including help_base, **408** koala, self_instruct, oasst, and vicuna. Notably, **409** the Mistral model achieves a win rate of 61.24% **410** in help_base, surpassing the previous highest win **411** rate by 3.88 obtained using the WizardLM method. **412** Overall, Mistral exhibits a 5.28% enhancement in **413** performance compared to the WizardLM method. **414** These results show that MCTS effectively enhances **415** models' instruction-following capabilities better **416** than traditional methods. Additionally, fine-tuning **417** with the LIMA method does not significantly improve the model's performance on Alpaca-eval, **419** suggesting potential generalization limitations of **420** manually annotated models. **421**

4.4 Generalization **422**

During the expanded evolution process, with a fo- **423** cus on task-specific instruction data features on **424** Alpaca-Eval, we also evaluate the model's perfor- **425** mance on the open-domain benchmark MT-Bench **426** and assess its capabilities on the NLP benchmark, **427** OpenLLM. Additionally, we consider the effective- **428** ness of using Dolly as a seed dataset. **429**

As shown in Table [4,](#page-6-1) the MCTS+ method en- **430** hances both the model's single-turn and multi-turn **431** dialogue capabilities. The single-turn score is im- **432** proved from 6.25 (Seed) to 6.74 (MCTS+), while **433**

Model	Method	Metrics					
		help base	koala	self_instruct	oasst	vicuna	overall
LLaMA ₂	Tree-instruct WizardLM MCTS WizardLM+ $MCTS+$	51.16 44.19 44.96 50.39 49.61	51.28 49.36 51.92 53.21 51.92	60.11 60.11 62.23 59.57 63.30	42.46 42.46 44.84 42.86 44.84	43.75 41.25 41.25 37.50 42.50	49.81 48.07 50.00 49.50 51.18

Table 5: Results of different instruction-tuned models on Alpaca-Eval using Dolly as the Seed Dataset (%).

Model	Method	ARC-Easy	ARC-Challenge HellaSwag		TruthfulOA	GSM8k	Average
	Seed	80.30	52.82	77.96	29.80	13.04	50.78
	Lima	80.43	53.07	78.54	31.18	14.10	51.59
LLaMA ₂	Tree-instruct	80.85	53.92	78.80	33.09	13.80	52.01
	WizardLM	80.81	54.10	78.81	32.51	13.50	51.95
	$MCTS+$	81.02	54.10	78.94	33.73	13.72	52.30

Table 6: Results of different instruction-tuned models on the NLP benchmark, OpenLLM (%).

 the multi-turn score is increased from 4.54 (Seed) to 7.15 (MCTS+). This results in an overall aver- age score improvement from 5.90 (Seed) to 6.94 (MCTS+), highlighting the method's effectiveness in handling more complex, multi-turn dialogues.

 Using Dolly as the seed instruction dataset, Ta- ble [5](#page-7-0) shows that the MCTS+ method can achieve the best performance, with a 3% improvement compared to the WizardLM method. Specifically, the overall score is improved from 48.07% (Wiz- ardLM) to 51.18% (MCTS+). In individual metrics, MCTS+ can improve the help_base from 44.19 to 49.61, koala from 49.36% to 51.92%, self_instruct from 60.11% to 63.30%, oasst from 42.46% to 44.84%, and vicuna from 41.25% to 42.50%.

 As shown in Table [6,](#page-7-1) despite being fine-tuned on very different instruction-following prompts, the model's capabilities in NLP tasks show a slight improvement, with a 1.5% increase compared to the seed method.

454 4.5 Ablation experiment

 Our method can be proved effective in two key ar- eas: expanding the action space and using MCTS evolution. As shown in Table [7,](#page-7-2) models with ex- panded action space (denoted as + methods) con- sistently outperform those without it, regardless of using random or MCTS evolution. For exam- ple, the Mistral using the MCTS+ method shows a 3.72% improvement over the WizardLM method. Additionally, data evolved through MCTS main- tains high quality, further improving the instruction-following abilities of the model. The Phi-3 model,

Model	Method	Overall $(\%)$
	WizardLM	46.46
LLaMA ₂	MCTS	47.89
	WizardLM+	49.32
	$MCTS+$	51.61
	WizardLM	57.08
LLaMA3	MCTS	57.52
	WizardLM+	58.12
	$MCTS+$	60.37
	WizardLM	56.09
$Phi-3$	MCTS	57.64
	WizardLM+	59.44
	$MCTS+$	62.36
	WizardLM	57.52
Mistral	MCTS	57.57
	WizardLM+	60.11
	MCTS+	62.80

Table 7: Ablation study results on Alpaca-Eval (%).

using MCTS evolution, improves performance by **466** 1.5% before action space expansion and by 2.92% **467** after expansion. 468

5 Conclusion **⁴⁶⁹**

In this paper, we introduce a novel framework **470** that leverages the power of MCTS combined with **471** heuristic evaluation to synthesis high-value instruc- **472** tion data. Our statistical analysis validates the **473** framework's effectiveness in synthesizing high- **474** value data. By fine-tuning open-source models **475** with these evolved instructions, models achieve **476** competitive competitive performance compared to **477** previous methods. **478**

⁴⁷⁹ Limitations

 We need to acknowledge that the process of us- ing LLMs for evolving instructions with MCTS is opaque and incurs API costs. Knowledge distilla- tion might balance the trade-off between expenses and synthesizing high-quality instructions. On the other hand, we have demonstrated the effectiveness of MCTS-evolved instructions under low-resource conditions. Further exploration of scaling laws could enhance our understanding of the framework.

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A Benchmark Details

 Alpaca-Eval [\(Li et al.,](#page-9-21) [2023b\)](#page-9-21) is a comprehen- sive evaluation framework incorporating examples [f](#page-9-3)rom diverse datasets, including self-instruct [\(Wang](#page-9-3) [et al.,](#page-9-3) [2022\)](#page-9-3), open-assistant [\(Köpf et al.\)](#page-9-10), Vicuna [\(Chiang et al.,](#page-8-3) [2023\)](#page-8-3) and Koala [\(Geng et al.,](#page-8-20) [2023\)](#page-8-20). This framework uses English instructions across multiple categories and tasks to evaluate model performance in real-world scenarios.

 MT-Bench [\(Zheng et al.,](#page-10-13) [2024\)](#page-10-13) is a benchmark designed to assess models' multi-turn conversa- tional and instruction-following abilities. It con- tains 80 high-quality, multi-turn questions that represent common use cases. The development of MT-Bench is informed by eight categories of user prompts: writing, roleplay, extraction, reason- ing, math, coding, stem knowledge, and humani-ties/social sciences knowledge.

B Evolution Prompts

 We designed the evolution prompts to serve as the action space. As shown in Figure [6,](#page-12-0) it demon- strates a complete evolution prompt. By adding 10-20 words at each step, we ensure the iterative enhancement of the instruction data. Additionally, we presented the case of evolution action, as shown in [8.](#page-13-0)

C Human Eval

 We conducted a blind pairwise comparison be- tween two models: one trained on data generated by MCTS and the other on data generated through random evolution (WizardLM). For this evaluation, we recruited 3 well-educated annotators. Each an- notator was presented with two responses: one from the MCTS-based model and one from the random evolution-based model, with their sources randomly shuffled to ensure anonymity. The anno- tators evaluated each response based on the follow- ing criteria [\(Xu et al.,](#page-10-2) [2023a\)](#page-10-2): (1) Relevance, (2) Knowledgeability, (3) Reasoning, (4) Calculation, and (5) Accuracy. They judged which response was superior for each comparable instance. To esti- mate the win rate, we compared the frequency of model wins with MCTS. As shown in Figure [5,](#page-12-1) the model trained on MCTS-generated data achieved significantly better results than the model trained on randomly evolved data. This demonstrates the effectiveness of the MCTS method. Detailed re- sults based on the LLaMA2 are provided in Tables [9,](#page-14-0) [10,](#page-14-1) [11,](#page-15-0) [12,](#page-15-1) [13,](#page-15-2) and [14.](#page-16-0)

D Case Study 816

We present a case study in Figure [7](#page-17-0) to show the iter- 817 ative evolution of a seed instruction. Starting with **818** the seed instruction, "Name the three Baltic states," **819** we progressively refine it to, "Can you please tell **820** me the names of the three Baltic states and ex- **821** press excitement while sharing them? You can **822** also describe their location on a map.". This pro- **823** cess, guided by evaluation models, enhances the **824** efficiency of evolving instructions. High-value in- **825** structions are identified and used as the basis for **826** further evolution. Examples of instructions before **827** and after the evolution are provided in Table [15.](#page-16-1) **828**

Figure 5: Manual evaluation of the results on Alpaca-eval.

I want you act as a Prompt Rewriter.

Nour objective is to rewrite a given prompt into a more complex which ^{20%} ^{40%} ^{60%} ^{80%} ^{80%} ^{100%}

^{20%} <sup>*Proportion* (%)
 Proportion is the results on Alpaca-eval.
 I want you act as a Prompt Rewriter.

Your objective is to rewrite a given prompt into a more complex version

w</sup> Proportion (%)

Figure 5: Manual evaluation of the results on Alpaca-eval.

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But the rewritten prompt must I want you act as a Prompt Rewriter.
Your objective is to rewrite a given prompt into a more complex version
which those famous AI systems (e.g., ChatGPT and GPT4) find a bit harder to handle.
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But the rewritten prompt Your objective is to rewrite a given prompt into a more complex version
which those famous AI systems (e.g., ChatGPT and GPT4) find a bit harder to
But the rewritten prompt must be reasonable and must be understood and
re which those famous AI systems (e.g., ChatGPT and GPT4) find a bit harder to handle.
But the rewritten prompt must be reasonable and must be understood and
responded by humans.
You rewritting cannot omit the non-text parts

Figure 6: The Evolution Prompt: Add Key Constraints.

Table 8: Examples of Evolution Action

Instruction: When were smartphones first made?

Table 9: Comparison of LLama2's responses to the instruction about the history of smartphones using different methods of data-driven fine-tuning.

of familiarity and ease. 2. Slower pace: TV shows often have a slower pace than films, with more time devoted to character development and dialogue. Watching multiple episodes in a row can make the narrative feel less rushed, as the characters and their interactions unfold over a longer period.

ters, setting, and plot points, which can create a sense

3. Emotional investment: When watching a TV show, viewers often develop emotional investment in the characters and storylines. When viewers watch multiple episodes back-to-back, they are able to maintain this investment, as they are immersed in the world of the show for a longer period.

4. Comfort and familiarity: Watching TV shows back-to-back can create a sense of comfort and familiarity

for our brains to break up the time spent watching it into smaller segments, which may feel more effortful. Additionally, the structure of TV episodes often lends itself to binge-watching, as they are designed to be consumed in large doses. The consistency of the narrative and character arcs, combined with the familiarity of the setting and characters, can also contribute to the perception of less effort when watching multiple episodes back to back.

Table 10: Comparison of LLama2's responses to the instruction about the effort involved in watching TV episodes versus films using different methods of data-driven fine-tuning.

Table 11: Comparison of LLama2's responses to the instruction about the genres of "Manifest" using different methods of data-driven fine-tuning.

Instruction: Answer the following literature question as accurately as possible based on your knowledge of literature for high school students. What does the green light symbolize at the end of the book? The Great Gatsby.

Table 12: Comparison of LLama2's responses to the instruction about "The Great Gatsby" using different methods of data-driven fine-tuning.

Instruction: The movie tagline is the film's advertising slogan, usually printed on posters prior to the official release. It is a short description or comment on a movie to capture the essence of the movie, and ultimately make you watch the movie. Here is an example: Movie: Joker (2019)

Table 13: Comparison of LLama2's responses to the instruction about creating a tagline for the movie "Joker" using different methods of data-driven fine-tuning.

Instruction: Can you give any tips on how to cook a juicy, medium-rare steak?

Table 14: Comparison of LLama2's responses to the instruction about cooking a medium-rare steak using different methods of data-driven fine-tuning.

Table 15: Seed and Evolved Instructions with MCTS.

Figure 7: A Case of Instruction Evolution with MCTS.