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DiploGPT: Large Language Models in Diplomatic Training

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Hungarian Diplomatic Academy

- A joint program of the Ministry of Foreign Affairs and the National University of Public Service (since 2020)
- An internationally competitive, and intensive training for members of the Hungarian Foreign Service
- Diplomats' Training Program: a school for future diplomats (2 semesters)



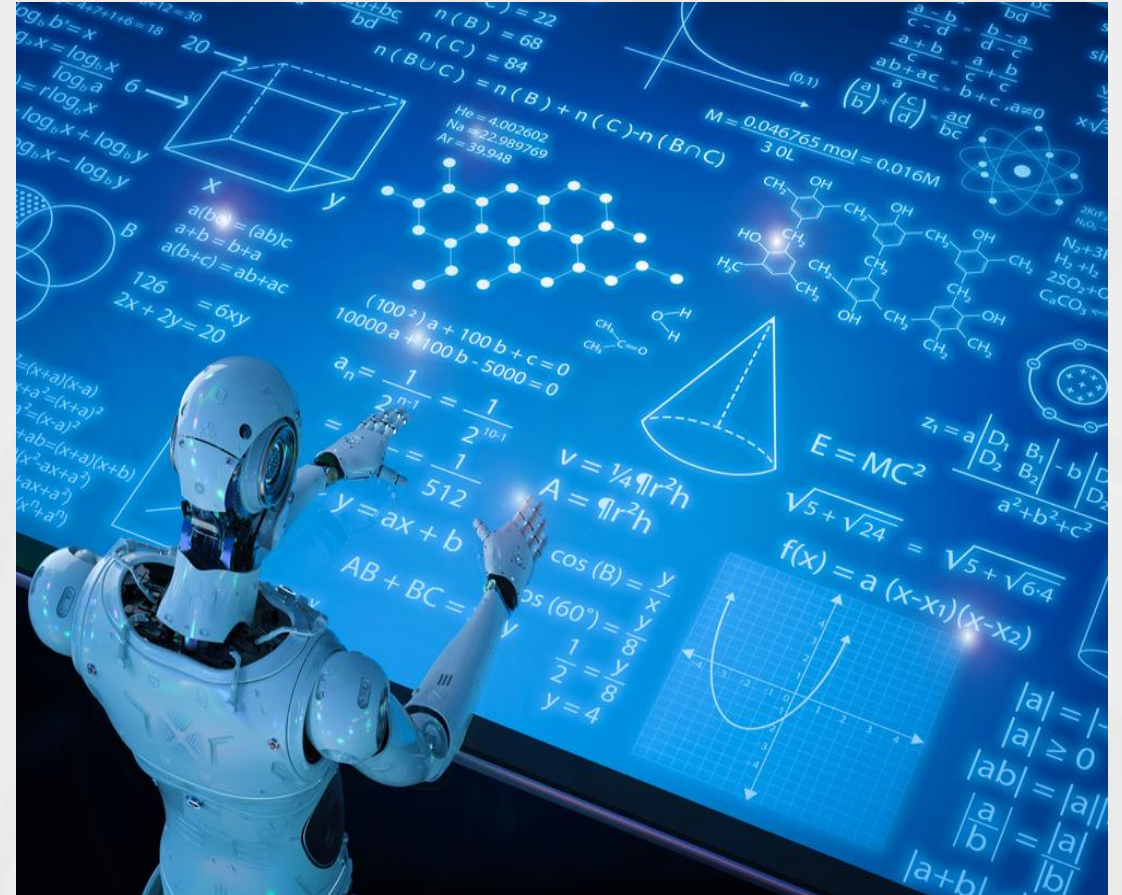
HDA Nation States in the Cyberspace course

- One semester course, with a dual objective:
(besides teaching basic concepts)
- To address the phenomena, tools, and processes of digitalisation as **subjects** of international diplomacy
- To study digital technologies as a **toolkit** of 21st century diplomacy



HDA Nation States in the Cyberspace course

- Training content until the Fall 2023 semester:
 - Basic concepts (geopol., dip)
 - Geopolitics of cyberspace
 - Digital vs cyber diplomacy
 - International regulation of cyberspace
 - Emerging technologies and threats
 - Practice: Open Source Intelligence



Practical training module

- During the first years, practical work (module) focused on online information retrieval and analysis
- In the Fall 2023 semester, an experimental module: foreign policy situation awareness and decision-making simulation
- AI-support: experimenting with LLMs



Simulation exercise: the Cuban Missile Crisis, 1962

- Key characteristics of the chosen historical foreign policy simulation:
 - - facts, details are well-known (published)
 - - serves as an archetype of a geopolitical crisis
 - - textbook example of the workings of the „escalation ladder“
 - - a model case of diplomatic negotiation niceties



Simulation exercise: learning objectives

- Deepening knowledge of an important period of IR
- Teaching drivers of foreign policy
- Teaching crises (escalation)
- Teaching basic tools of statecraft
- Teaching basics of LLMs (practical focus)



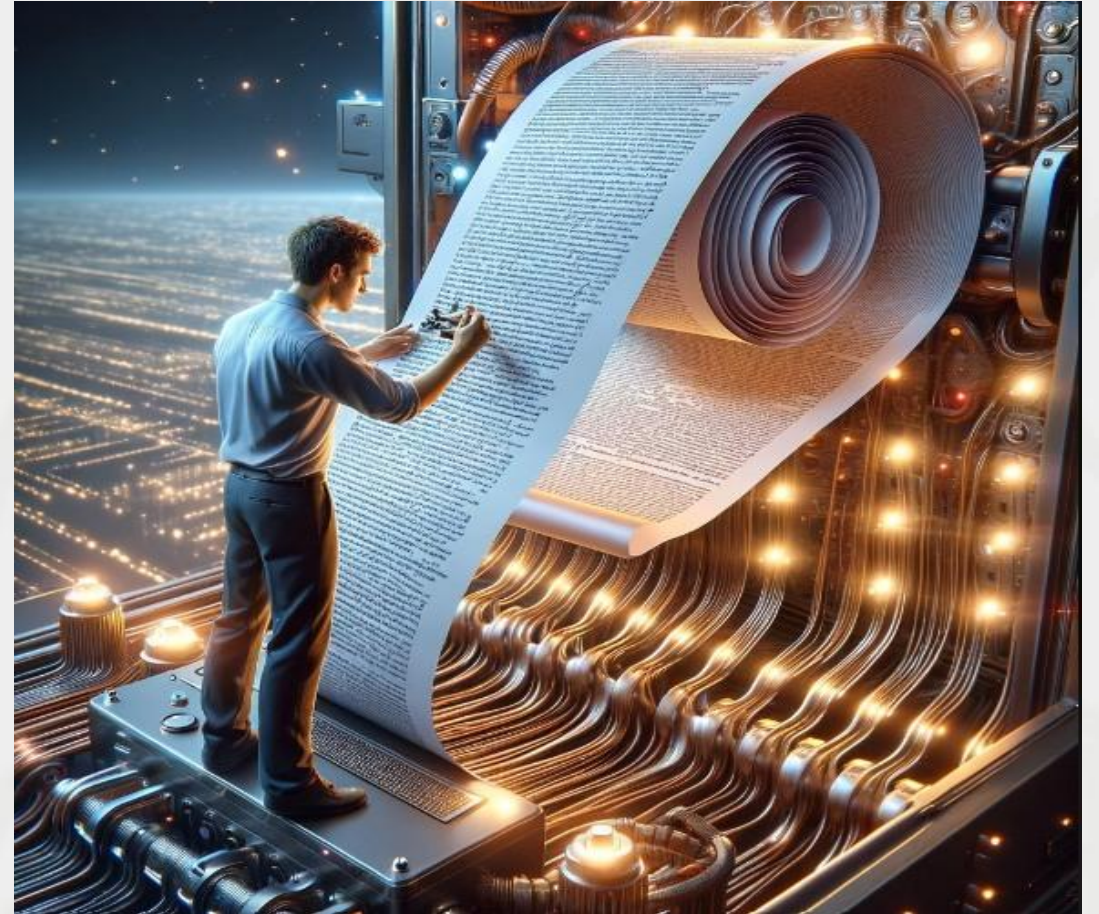
Simulation exercise: parameters and tools

- During the exercise, students used a **Llama-2-70B** model (open-source)
- Simple gameplay content, and simple game mechanics was a basic requirement
- The simulation assisted by the LLM was continuously analyzed and evaluated throughout the exercise



Gameplay: initial situation

- Initial situation generated by the LLM: an imaginary policy brief based on historically accurated data
- Primary objective: to familiarize students with the basic characteristics/workings of the software
- Secondary objective: to deepen students' knowledge related to Cold War IR history



Gameplay: the basic turn

- Class divided into two groups: one played the Soviet Politburo, the other half the US National Security Council
- They took turns, each asking the LLM for advice on the next move (winning strategy)
- The Llama-2 developed steps/countersteps, effectively „playing against itself“ in each turn



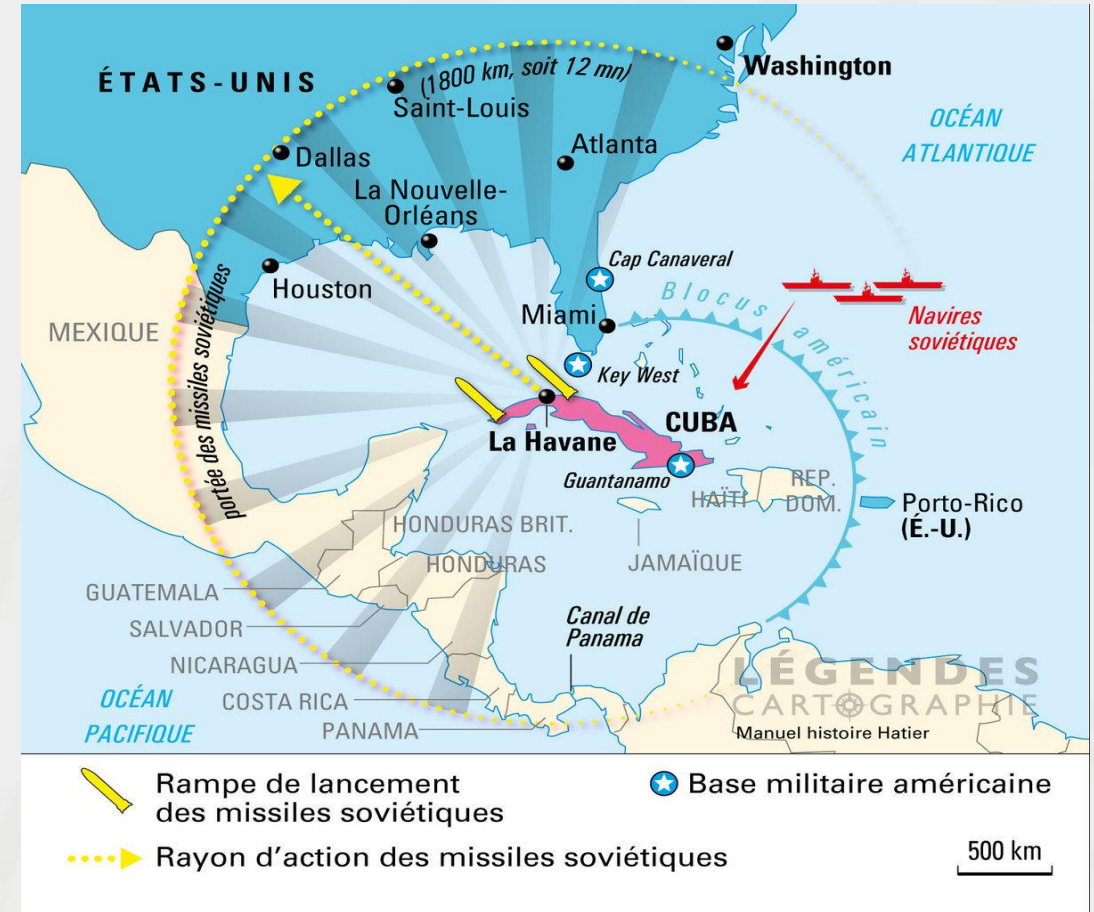
Gameplay: counter-factual turn

- Special modelling method (used in historical, or foreign policy, or intelligence analysis): planned anachronism
- Task: make the LLM to include today's **cyber toolset** in the proposed policy toolbox, to ensure positional superiority



Gameplay: escalation and climax

- Moderator introducing „unexpected changes” (altering the situation)
- Moderator instructed the LLM to reassess the situation accordingly
- In the remaining two turns the objective was to maintain one's position, while also avoiding a catastrophic escalation



End of the game: negotiation and de-escalation

- Main task: detailed analysis of the steps/countersteps proposed by the software
- Examination of possibilities for de-escalation
- Evaluation of the functioning and effectiveness of diplomatic negotiation as a primary tool of statecraft





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**Thank you for your
attention!**

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