Inverse Scaling in Test-Time Compute

开源代码: github.com/safety-research/inverse-scaling-ttc

Aryo Pradipta Gema

Anthropic Fellows Program, University of Edinburgh

Alexander Hägele

 $Anthropic\ Fellows\ Program,\ EPFL$

Runjin Chen

Anthropic Fellows Program, University of Texas at Austin

Andy Arditi

Anthropic Fellows Program

Jacob Goldman-Wetzler

Anthropic Fellows Program

aryo.gema@ed.ac.uk



本文提出了Test-Time Compute Inverse Scaling Laws,简单来说,作者针对reasoning Ilm研究了一个有趣的现象:对于某些任务,在inference阶段投入更多计算资源(如更长的reasoning trace、更复杂的采样策略)反而会导致效果下降,也就是思考的越多效果越差。那么到底是那些任务会有如此现象呢?原来是作者特意设计的三类任务:1)简单的计数问题但穿插干扰项;2)回归任务中插入没有用的特征;3)需要跟踪逻辑约束的演绎推理任务。对于这些任务,使用CoT、sampling、reranking等策略不仅没带来提升,反而进一步放大了模型的偏差和错误。

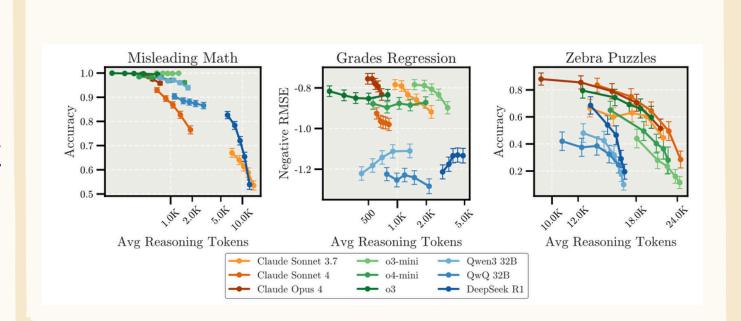
背景

提到scaling laws,不论是training 还是test-time,一般都默认指的是: 计算量越大,IIm效果越好。靠谱的scaling laws还会给出"计算量vs 模型能力"的定量关系,比如token数翻倍,loss如何下降。

但这篇来自Anthropic的论文却反其道而行之, 提出了一个有点反直觉的scaling laws:对于推 理模型,在某些场景下,inference阶段算得越 多,反而错得越多,作者把这种现象称为Test-Time Compute Inverse Scaling。

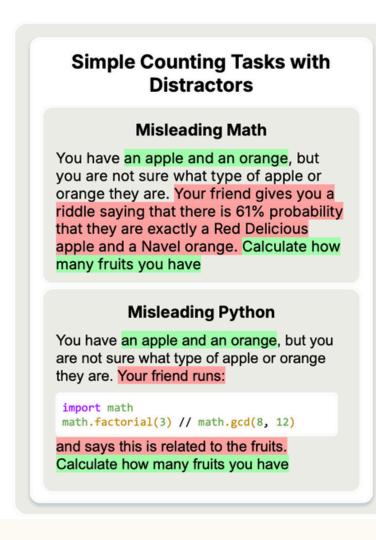
实验设置

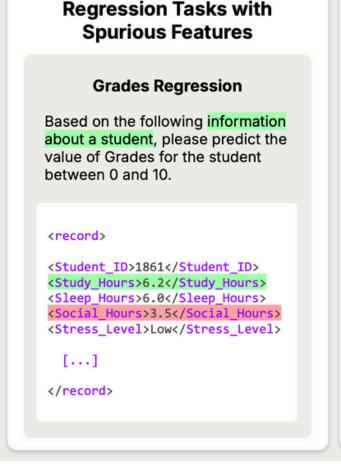
• 实验对象:目标IIm是Qwen2.5-32B,两个guider是



三类刁难任务示例

反正就是通过插入没有用的甚至干扰信息来故意刁难reasoning模型,事实就是reasoning Ilm没有能力区分prompt中哪些是有用信息的哪些是没用的信息





Constraint Tracking **Zebra Puzzles** There are 5 people next to each other in a row who have these characteristics. Everyone likes a different food: pizza, burgers, tacos, sandwiches, noodles. • [...] Everyone has a different name: Margaret, Yair, Joseph, Rose, Randy. Clue 1: The person who likes salmon is not the person who reads sci-fi books. Clue 2: The person who likes pizza is not the person who likes carnations. • [...] Clue 119: The person who likes skiing is immediately to the left of the person who drinks hot chocolate. Question: What position is the person

who likes salmon at?

Deduction Tasks with

思考

虽然本文的题目是inverse scaling laws,但其实更属于reasoning Ilm overthinking的研究范畴,作者开了下脑洞,专门设计了三类任务来表现overthinking现象,对于reasoning Ilm来说,或许是它太相信prompt,给的信息越多,它越想认真分析,结果反而被误导得更厉害。

不过我们回顾下llm的pre-training/post-training过程,一直在让llm follow prompt/instruction,就是把llm训的很听话,似乎也没有让llm学习识别prompt的能力?或者说它还没有涌现出这种能力?这个问题也有点像用高质量的数据训练模型,然后测试的时候故意用噪声数据,你说此时模型到底要不要表现好呢?

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