

the exploration efficiency of policy models, also play an exceedingly important role.

**Algorithms** Algorithms process the data and reward signal to the gradient coefficient to update the model parameter. Based on Equation 5, to some extent, all methods now fully **TRUST** the signal of the reward function to increase or decrease the conditional probability of a certain token. However, it is impossible to ensure the reward signal is always reliable, especially in extremely complex tasks. For example, even the PRM800K datasets (Lightman et al., 2023), which have been carefully annotated by well-trained annotators, still contain approximately 20% of incorrectly annotations<sup>7</sup>. To this end, we will explore the reinforcement learning algorithm that is robust against noisy reward signals. We believe such **WEAK-TO-STRONG** (Burns et al., 2023) alignment methods will bring a fundamental change to the learning algorithms.

**Reward Function** Reward function is the source of the training signal. In RL, the reward function is usually the neural reward model. We think there exist three important directions for reward models: 1) **How to enhance the generalization ability of the reward model.** The reward model must be effectively generalized to handle out-of-distribution questions and advanced decoding outputs; otherwise, reinforcement learning may merely stabilize the distribution of LLMs rather than improve their fundamental capabilities; 2) **How to reflect the uncertainty of reward model.** The uncertainty could potentially act as a linking bridge between the weak reward model and the weak-to-strong learning algorithms; 3) **How to efficiently build high-quality process reward models** that can provide fine-grained training signals for the reasoning process (Lightman et al., 2023; Wang et al., 2023b).

## 6. Conclusion, Limitation, and Future Work

We present DeepSeekMath, which outperforms all open-source models on the competition-level MATH benchmark and approaches the performance of closed models. DeepSeekMath is initialized with DeepSeek-Coder-v1.5 7B and undergoes continual training for 500B tokens, with a significant component of the training data being 120B math tokens sourced from Common Crawl. Our extensive ablation study shows web pages offer significant potential for high-quality mathematical data, while arXiv may not as beneficial as we expected. We introduce Group Relative Policy Optimization (GRPO), a variant of Proximal Policy Optimization (PPO), which can notably improve mathematical reasoning capabilities with less memory consumption. The experiment results show that GRPO is effective even if DeepSeekMath-Instruct 7B has reached a high score on benchmarks. We also provide a unified paradigm to understand a series of methods and summarize several potential directions for more effective reinforcement learning.

Although DeepSeekMath achieves impressive scores on quantitative reasoning benchmarks, its capability on geometry and theorem-proof are relatively weaker than closed models. For instance, in our dry run, the model cannot handle problems related to triangles and ellipses, which may indicate data selection bias in pre-training and fine-tuning. In addition, restricted by the model scale, DeepSeekMath is worse than GPT-4 on few-shot capability. GPT-4 could improve its performance with few-shot inputs, while DeepSeekMath shows similar performance in zero-shot and few-shot evaluation. In the future, we will further improve our engineered data selection pipeline to construct more high-quality pre-trained corpus. In addition, we will explore the potential directions (Section 5.2.3) for more effective reinforcement learning of LLMs.

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<sup>7</sup><https://github.com/openai/prm800k/issues/12#issuecomment-1728491852>

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