

Premise Order Matters in Reasoning with

Large Language Models

Presenter: Tuna Karacan

XXX xx, 2025





Table of Contents

I. Introduction

- I. Logical Reasoning
- II. R-GSM for Mathematical Reasoning

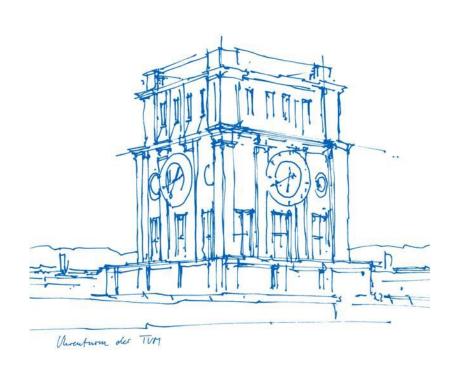
II. Benchmarks

- I. Logical Reasoning
- II. R-GSM for Mathematical Reasoning

III. Experiments

- I. Experimental Setup
- II. Logical Reasoning
- III. R-GSM for Mathematical Reasoning

IV. Conclusions





Introduction

- Large language models (LLMs) have demonstrated impressive performance in reasoning tasks.
- Even surpassing humans on multiple reasoning tasks, including STEM problems and code generation.
- However, LLMs exhibit failure when distracted or can't form a backwards connection.
- In this work the effect of premise ordering on LLM performance was investigated.



Introduction

- If **A**, then **B**,
- If **B**, then **C**,
- **A** is true.
- A reasonable human would infer B and C are true as well, regardless of the premise ordering.
- This is called a modus ponens which is relatively straight forward for human beings.
- However, LLMs struggle when the ordering does not match the ground truth ordering.



Introduction

Introduction

- X has 10 apples,
- They share half their apples,
- They buy 2 more apples.
- Grade school math problems were also tested to confirm further investigate the premise ordering on LLMs.
- Similar to logical reasoning, the performance of LLMs drop significantly when the **order is different than that of the temporal order**.

Benchmarks

Introduction

- Each problem is sampled with SimpleLogic and consists of 3 parts:
 - Rules in the form of 'If $X_1 ... X_n$ then Y_m ',
 - Facts $A_1 \dots A_n$ that hold **true**,
 - A conclusion 'C is true' that needs to be proved.
- Each problem has **4-12** rules along with **0**, **5** or **10** distracting rules which are not used in the proof and **5** different ordering of rules.
- 200 different questions are generated and with all of their variants there are 27K questions in total.

Benchmarks

Introduction

Logical Reasoning

Different rule orders are calculated using the **Kendall** τ **distance** which is then normalized into the [-1, 1] range:

Experiments

- 1 ⇒ Complete forward order,
- -1 ⇒ Complete backward order,
- $\mathbf{0} \Rightarrow \mathsf{Complete}$ random order.
- All questions have variants with τ distances of [-1, -0.5, 0, 0.5, 1].



Benchmarks

Introduction

- Questions from the GSM8K dataset were chosen based on the following rules:
 - Has at least 5 sentences in the problem definition,
 - Different ordering causes an LLM prediction failure,
 - Different ordering does not alter the ground truth.
- In total 220 question pairs are generated, including the original GSM8K problem description and a rewritten one.



Experimental Setup

- The problems are evaluated on GPT-4-turbo, GPT-3.5-turbo, PaLM 2-L and Gemini 1.0 Pro.
- R-GSM problems have no additional instruction other than the problem and logical reasoning problems include an instruction that asks for the derivation that specifies which premise is used in each step.
- Decoding is done greedily with 0 temperature and zero-shot prompting is applied in all experiments.



Introduction

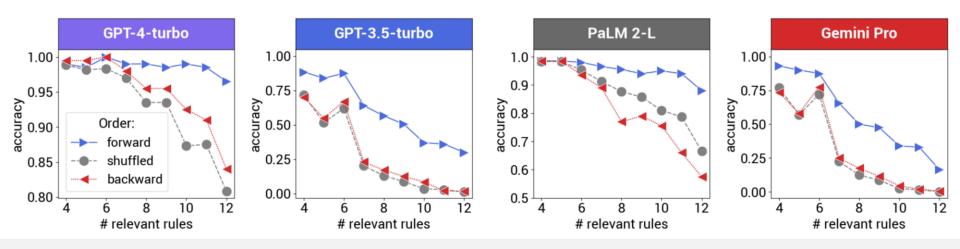


Figure 1: Logical reasoning without distracting rules.

Conclusions

Experiments

Introduction

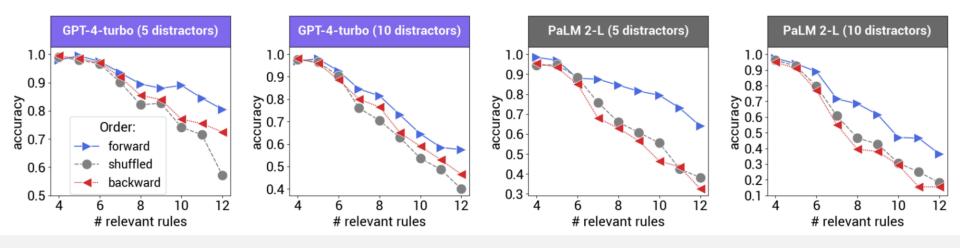


Figure 2: Logical reasoning with distracting rules.



Introduction

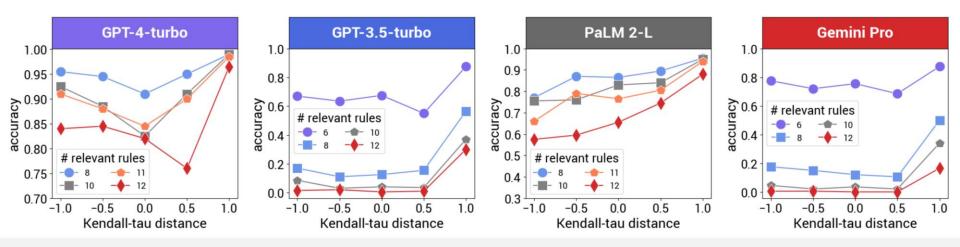


Figure 3: Results on different τ without distracting rules.



Introduction

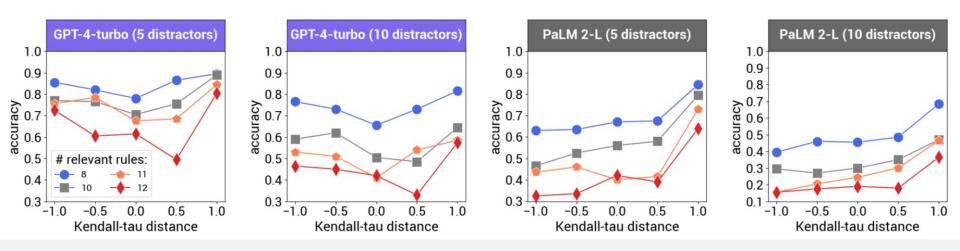


Figure 4: Results on different τ with distracting rules.



Introduction

	τ	Correct	Wrong	Hallucination			τ	Correct	Wrong	Halluc	ination
			Refutation	Rule	Fact				Refutation	Rule	Fact
GPT-4-turbo	1	96.5%	0.5%	1.5%	1.5%	PaLM 2-L	1	88.0%	0.5%	3.0%	8.5%
	0.5	76.0%	10.5%	2.0%	11.5%		0.5	74.5%	1.5%	9.5%	14.5%
	0	82.0%	4.5%	3.5%	10.0%		0	65.5%	2.0%	11.0%	21.5%
	-0.5	84.5%	1.0%	4.5%	10.0%		-0.5	59.5%	1.5%	10.0%	29.0%
	-1	84.0%	0.0%	3.5%	12.5%		-1	57.5%	1.0%	11.5%	30.0%
GPT-3.5-turbo	1	30.0%	24.5%	9.5%	35.5%	Gemini 1.0 Pro	1	16.5%	28.0%	5.0%	50.5%
	0.5	1.0%	54.5%	9.5%	33.0%		0.5	0.0%	59.0%	3.5%	37.5%
	0	0.5%	55.0%	7.5%	34.5%		0	0.0%	34.0%	9.0%	57.0%
	-0.5	2.0%	50.0%	8.5%	37.5%		-0.5	0.5%	24.5%	9.5%	65.5%
	-1	1.5%	34.5%	14.5%	47.0%		-1	0.5%	27.5%	11.5%	60.5%

Table 1: Error analysis for logical reasoning with 12 relevant rules and no distracting rules.



Introduction

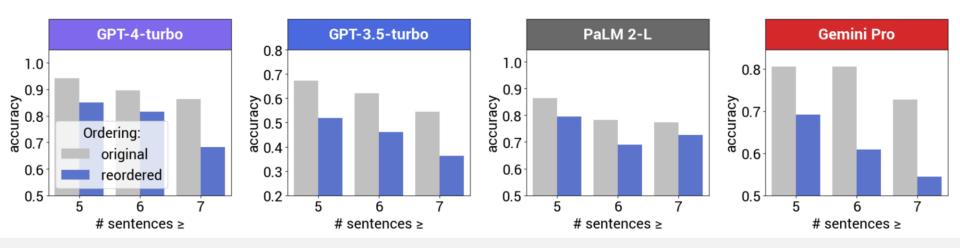
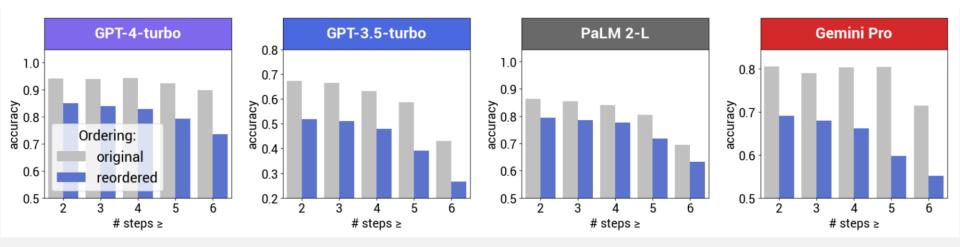


Figure 5: R-GSM results with different problem lengths.



Introduction

R-GSM for Mathematical Reasoning



Experiments

Figure 6: R-GSM results with different numbers of reasoning steps in the ground truth.



Introduction

	Init Acc	Reorder Acc
GPT-4-turbo	94.1%	85.0%
PaLM 2-L	86.4%	79.5%
Gemini 1.0 Pro	80.5%	69.1%
GPT-3.5-turbo	67.3%	51.8%

Table 2: Results on the R-GSM dataset accuracies on the full dataset.

	Temporal	Unknown	Others
GPT-4-turbo	45.0%	15.0%	40.0%
GPT-3.5-turbo	21.6%	19.6%	58.8%
PaLM 2-L	34.8%	4.3%	60.9%
Gemini 1.0 Pro	29.5%	18.2%	52.3%

Table 3: Error analysis on R-GSM.



Conclusions

- Premise ordering significantly affects the LLM performance even when the order does not change the underlying task itself.
- LLMs face difficulties when the reasoning problem requires the model to read the problem description back-and-forth, resulting in a performance drop.
- The study was extended to include GSM-mathematical reasoning to confirm that the effect is not limited to just logical reasoning.