

RRMC — Week 6

Scaling to 100 Puzzles & Cross-Model Validation

2026-02-13

Qwen 2.5-7B + Gemma 3 27B via OpenRouter

What Changed This Week

Scale & Models

- 20 → **100 puzzles** (all 3 tasks)
- Added **Gemma-3-27B** (cross-model)
- Tested Qwen3-Coder-30B-MoE on GN

New Methods

- **Zero-shot** baseline (0 turns)
- **MI-Only + min_turns** guard
- min_turns ablation (3, 5, 10)

Key Bug Fix

`_clone_stopping_rule()` in the parallel evaluator dropped `min_turns` when cloning MI stopping rules for threaded execution.

All MI experiments silently ran with `min_turns=0`. Detected via GN showing avg turns = 1.1.

Total: 19 experiment runs, 3 tasks, 2 models, 8 methods

Detective Cases (DC)

DC Results: Qwen 7B (100 puzzles)

| Method | Accuracy | Avg Turns | Note |
|------------------|----------|-----------|----------------------------|
| KnowNo | 41% | 1.0 | always stops T1 |
| Zero-shot (T=0) | 38% | 1.0 | no questions asked |
| MI-Only (min3) | 38% | 9.1 | = zero-shot at 9× turns |
| CIP-Lite | 37% | 1.3 | stops early |
| Self-Consistency | 34% | 1.5 | |
| DQS + Fixed(10) | 29% | 10.0 | collapsed from 60% at n=20 |
| Fixed Turns (10) | 25% | 10.0 | questioning hurts |
| DQS + MI (min3) | 24% | 8.9 | worst overall |

DQS Collapse

n=20: 60% → n=100: 29%.

The +30pp story was **lucky variance**.

Zero-shot is the baseline

Zero-shot (38%) > Fixed(10) (25%).

Reading the case is better than investigating.

DC: Why Questioning Hurts — Puzzle 5

Ground truth: **Suspect D** — Zero-shot: **D ✓** Fixed(10): **E ✗**

What happened during 10 turns of questioning:

- T1: Clara Whitfield: "I was at my usual cafe..."
- T4: Victoria Blackwood: "I was in my hotel room..."
- T5: Eleanor Grey: "I was in the library, locking up."
- T9: Blackwood: "Our disagreements were mostly academic."

Every suspect gave **plausible alibis** and **denied conflicts**. The model was confused by uniform denials → **switched** from correct D to wrong E.

The Pattern (24 puzzles)

Model starts with correct intuition from case description.

Asks uninformative questions → generic alibis → model **second-guesses itself** → switches to wrong answer.

Disagreement Counts

| | |
|--------------------------|----|
| Zero-shot ✓, Fixed(10) ✗ | 24 |
| Zero-shot ✗, Fixed(10) ✓ | 11 |
| Both correct | 14 |
| Both wrong | 51 |

Net: -13 puzzles from questioning.

DC: A Directly Answerable Case — Puzzle 17

Victim: **Jonathan Blake** (architect)

Weapon: **blood-stained sculpture piece**

Zero-shot: **A ✓**

Fixed(10): **E X**

Case description already answers it:

- A: Eleanor Whitaker — artist known for **avant-garde sculptures**, “fiercely competitive, public disagreements”
- B: Sophia Carter — art curator
- C: Michael Turner — real estate developer
- D: Clara Mitchell — landscape architect
- E: Oliver Bennett — park worker (found body)

Murder weapon = **sculpture**. Only one suspect makes sculptures. Zero-shot sees this immediately.

What 10 turns of questioning did:

- T1: Whitaker: “interactions were always tense”
- T4: Whitaker: “sculpture was central to my installation”
- T8: Bennett: “someone had been fiddling with it”
- T9: Whitaker: “blood-stained when Jonathan accidentally...”

Questioning Obscured the Signal

Whitaker deflected (“accidentally”). Bennett’s proximity to body → looked suspicious. Model switched A → E.

Solvable from the description alone.

DC: When Questioning Helps — Puzzle 3

Ground truth: E / Alex Turner — Zero-shot: D ✗ Fixed(10): E ✓

Key turns:

T5: Alex Turner: "I was setting up for a freelance project meeting, but it didn't go as planned."

T9: Turner: "Yes, we had some disagreements about the direction of the project..."

Meanwhile, all other suspects denied conflicts:

- Reynolds: "No, I had no disputes"
- Davis: "No, I don't think so"
- Mitchell: "No, I did not have any disputes"

Turner's admission stood out → model corrected to E.

Success Pattern (11 puzzles)

The guilty suspect **admits to conflicts** or suspicious behavior while innocents uniformly deny.

This contrast gives the model a clear signal — but it only works **11 out of 100 times**.

Takeaway

Questioning helps only when NPCs **differentially leak guilt**.

Most of the time, all suspects give the same generic alibis → noise.

DC Cross-Model: Gemma 27B (100 puzzles)

| Method | Gemma-3-27B | Qwen-2.5-7B | Δ |
|---------------|-------------|-------------|----------|
| Zero-shot | 57% | 38% | +19pp |
| Fixed(10) | 40% | 25% | +15pp |
| DQS+Fixed(10) | 30% | 29% | +1pp |

Model Scale Dominates

Gemma-27B zero-shot (**57%**) gains more from scale (+19pp) than any method ever achieved.

No stopping rule or DQS comes close.

Questioning Hurts More with 27B

27B: 57% → 40% (**-17pp**)

7B: 38% → 25% (**-13pp**)

DQS hurts 27B further: 40% → 30% (**-10pp**).

Task-inherent, not model-specific.

DC: Why DQS Hurts the Stronger Model — Puzzle 40

Ground truth: **E** — Zero-shot: **E ✓** Fixed(10): **E ✓** DQS: **D ✗**

Fixed(10) — simple, focused questions:
“What were you doing between 9pm and 10pm?”

Systematically covered each suspect. Answers naturally revealed useful patterns.

DQS — elaborate, leading questions:
“Given your reputation for dealing in valuable art and your close ties to Eleanor, can you provide any insight into why someone would want to harm her...?”

Suspects gave longer, more **evasive** non-answers.

DQS Failure Modes

1. **Leading questions** telegraph suspicion → evasive answers
2. **Fixation:** DQS asked one suspect 4/9 turns, creating an echo chamber
3. **Complexity:** compound questions generate compound non-answers

10 “easy” puzzles broken

Both zero-shot AND Fixed(10) correct, but DQS still got wrong.

DQS introduces noise even on easy puzzles.

Situation Puzzles (SP)

SP Results: Qwen 7B (100 puzzles)

| Method | Bool Acc | Avg F1 (char) | Avg Turns | Note |
|------------------|----------|---------------|-----------|----------------------|
| MI-Only (min3) | 99% | 0.799 | 3.0 | best F1, $p < 0.001$ |
| Zero-shot | 100% | 0.719 | 1.0 | baseline |
| CIP-Lite | 100% | 0.718 | 1.5 | \approx zero-shot |
| Fixed Turns (10) | 100% | 0.716 | 10.0 | 10 turns, no F1 gain |

MI's One Clean Win

F1: $0.72 \rightarrow \mathbf{0.80}$ (+0.08, paired t -test
 $p < 0.001$).

MI-Only(min3) outperforms on **69/100** puzzles. The only task where MI-based stopping genuinely helps.

Boolean Acc is Uninformative

All methods score 99–100%.

Character-level F1 is the **only** metric that differentiates methods.

Generic questions don't help: Fixed(10) \approx zero-shot.

SP: Why MI Works — Puzzle 53

Puzzle: “Sarah is seen in two places at once. How?”

Ground truth: *Sarah has an identical twin who covers for her.*

Zero-shot F1: 0.168 — MI-Only F1: **0.333** (+0.165)

MI-Only Q&A (stopped at turn 4):

- T1: Q: Technology to appear in two places?
A: **No** (MI=0.45 — high uncertainty)
- T2: Q: Remote working setup?
A: **No** (MI=0.0)
- T3: Q: Does she have a **double**?
A: **Yes** (MI=0.45 — still uncertain)
- T4: (*stopped — MI=0.0, converged*)

Prediction: “Sarah has a **twin sister**...”

Zero-shot (no questions):

“Sarah might be using **virtual reality** or advanced telepresence technology...”

Why It Works

Yes/no feedback is **ground-truth** — not LLM-generated noise.

T1–T2 **eliminated** technology hypotheses.

T3 **confirmed** the “double” direction.

Systematic elimination → correct answer.

SP: When MI Hurts — Puzzle 48

Puzzle: “John has never left his hometown, yet seen in two countries. How?” Ground truth:
Identical twin + video calls.

Zero-shot F1: **0.377** — MI-Only F1: 0.216 (−0.161)

MI-Only Q&A:

T1: Q: Does John use technology to appear in both?

A: **No** (*misleading — video calls ARE technology*)

T2: Q: Did John travel at different times?

A: **No**

Model **ruled out technology** based on misleading “No” → guessed “conspiracy or hoax.”

Zero-shot: guessed “hologram / projection” — closer to video calls → higher F1.

Failure Mode

SP uses an LLM referee for yes/no answers.

Referee answered “No” to a technology question when the ground truth **involves** technology (video calls).

Misleading feedback **poisoned** the reasoning — model ruled out the correct direction.

Net Result

MI better on **69** puzzles, worse on **29**.

Referee quality limits the ceiling.

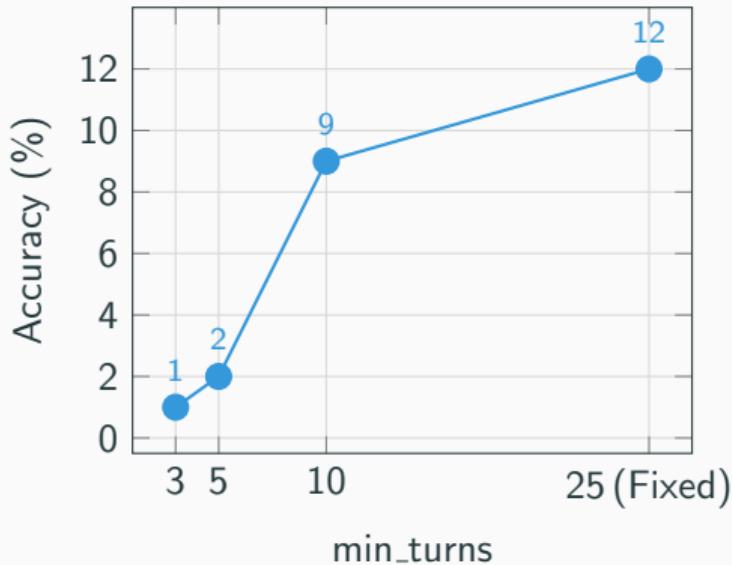
Guessing Numbers (GN)

GN Results: Gemma 27B (100 puzzles)

| Method | Accuracy | Avg Turns | Note |
|-----------------------------|------------|-----------|-----------------------------|
| Algorithmic DQS | 100% | 5.4 | <i>not LLM</i> |
| Fixed(25) | 12% | 23.8 | best LLM method |
| MI-Only (min10) | 9% | 17.5 | |
| DQS + Fixed(25) | 4% | 24.5 | DQS hurts again |
| MI-Only (min5) | 2% | 8.8 | stops too early |
| MI-Only (min3) | 1% | 6.1 | way too early |
| Self-Consistency | 0% | 2.8 | immediate wrong stop |
| <i>Qwen 7B (any method)</i> | 0% | — | <i>model too weak</i> |
| <i>Qwen3-Coder-30B-MoE</i> | 0% | — | <i>3B active = too weak</i> |

First non-zero LLM result on GN. Dense 27B breaks the 0% barrier. Model needs maximum turns — any early stopping hurts.

GN: min_turns Ablation



Clear Monotonic Trend

More investigation turns = higher accuracy.

| min_turns | Acc | Avg Turns |
|------------|-----|-----------|
| 3 | 1% | 6.1 |
| 5 | 2% | 8.8 |
| 10 | 9% | 17.5 |
| 25 (Fixed) | 12% | 23.8 |

MI Stopping is Wrong for GN

MI detects “convergence” but the model converges on **wrong answers**.

GN needs all available evidence before answering.
Early stopping = premature commitment.

GN: What Gemma Does Right — Puzzle 51 (Solved in 4 turns)

Secret: 5670

| Turn | Guess | Feedback | Reasoning |
|------|-------|----------|---|
| 1 | 1234 | 0B 0C | eliminates 1,2,3,4 |
| 2 | 5678 | 3B 0C | 3 of {5,6,7,8} in position |
| 3 | 5679 | 3B 0C | swapped 8→9: same 3B ⇒ 8 and 9 not at pos 4 ⇒ pos 4 must be 0 |
| 4 | 5670 | 4B | Correct! |

Perfect deduction: T1 eliminates half the digits. T2 finds 3 bulls. T3 tests the remaining position. T4 fills in the only possibility.

Solve Distribution (12/100)

| Category | Count |
|--------------------|-------------------|
| Early (<15 turns) | 6 |
| Late (15–25 turns) | 6 |
| Fastest | 4 turns (idx=51) |
| Slowest | 24 turns (idx=93) |

Even split between fast solvers (clean deduction) and slow solvers (stumble into the answer).

GN: The “Last Mile” Problem — Puzzle 56 (3 Bulls, 5 Times, Never Solved)

Secret: 6728 — Result: **Wrong** (predicted 6718)

| Turn | Guess | Result | |
|------|-------|--------|-------------------------|
| 14 | 6723 | 3B 0C | pos 1,2,3 correct! |
| 15 | 6745 | 2B 0C | <i>abandoned pos 3!</i> |
| 18 | 6738 | 3B 0C | found 67_8 |
| 22 | 6729 | 3B 0C | tried 9 at pos 4 |
| 23 | 6708 | 3B 0C | tried 0 at pos 3 |
| 24 | 6718 | 3B 0C | tried 1 at pos 3 |

Turn 14 had 672_ — only needed to try digits at position 4.

But the model **abandoned** the correct ‘2’ at pos 3 and **never returned to it**.

No Constraint Memory

The model doesn’t maintain a record of “which positions are proven correct.”

After finding 67_8, it tried 6738, 6729, 6708, 6718 — systematically **avoiding** the correct 672_ prefix.

Scale of the Problem

31 of 88 failed puzzles reached 3 bulls at some point but couldn’t close.

Avg first 3-bull hit: turn 14.6.

The model **can** narrow to 3/4 digits but cannot **systematically** test the last one.

Cross-Task Summary

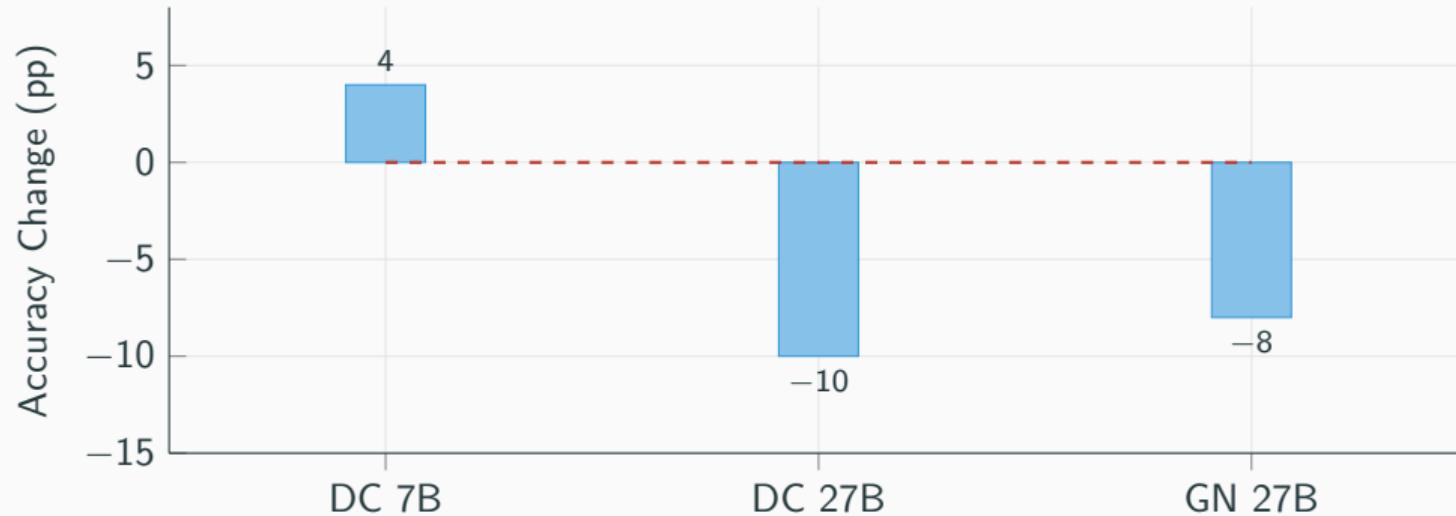
Cross-Task Summary

| | DC (7B) | DC (27B) | SP (7B) | GN (27B) |
|--------------------|------------|---------------|------------------------|---------------|
| Best LLM method | KnowNo 41% | Zero-shot 57% | MI-Only F1=0.80 | Fixed(25) 12% |
| Questioning helps? | No (-13pp) | No (-17pp) | Yes (+0.08) | Yes (+12pp) |
| DQS helps? | No | -10pp | — | -8pp |
| MI stopping helps? | No | — | Yes | No |
| Best strategy | Stop T1 | Stop T1 | Stop T3 | Use all 25 |

The Critical Factor: Feedback Quality

DC: LLM-generated NPC responses = **noise**. **SP:** Ground-truth yes/no = **signal**. **GN:** Precise constraints = **signal** (but needs strong model to exploit).

DQS: A Universal Negative Result



Why DQS Fails

1. Leading questions → evasive answers
2. Fixation on one suspect/digit
3. Compound questions → compound noise

Implication

The bottleneck is **not** question quality.

DC: NPC responses are noise regardless of question.

Key Findings & Next Steps

Week 6 Findings

1. **DQS collapsed: 60% → 29% at $n=100$** — Week 5 headline was a statistical artifact. DQS hurts across all tasks.
2. **Questioning hurts DC — confirmed across 7B and 27B** — Zero-shot > Fixed(10) for both models. NPC responses are noise.
3. **MI-based stopping works on SP (F1: 0.72 → 0.80, $p < 0.001$)** — The one clean positive result. Ground-truth feedback enables systematic elimination.
4. **Gemma-27B breaks GN 0% barrier: 12% accuracy** — Dense 27B > 3B-active MoE > 7B. Model scale is the dominant factor.
5. **GN needs max turns — MI stopping is counterproductive** — min_turns ablation: 3→5→10→25 maps to 1%→2%→9%→12%.

Next Steps

- **DC with Gemma-27B + MI/KnowNo** — does MI add value when the base model is stronger (57% zero-shot)?
- **SP with Gemma-27B** — can the stronger model push F1 beyond 0.80?
- **GN with larger dense model** — Qwen3-Coder full (80B) or GPT-4o-mini. If 27B = 12%, 80B might reach 30%+.
- **GN error analysis** — 31/88 failures hit 3 bulls. Can we add a constraint-tracking scaffold to close the last digit?
- **Variance estimation** — run each method 3× to quantify run-to-run instability.

End