

# **Decoding & Test-time Scaling**

EECE695D: Efficient ML Systems

Spring 2025

# Today

- We talk about computational issues of **LLM decoding**
  - Pitfalls of greedy decoding
  - Computation-friendly solutions

# Language modeling

- **Recall.** Language modeling is about approximating the ground-truth data-generating distribution

$$\hat{P} \approx P(\mathbf{x}_1, \mathbf{x}_2, \dots, \mathbf{x}_N)$$

- So that we can:
  - Generate realistic samples  $\vec{\mathbf{x}} \approx \hat{P}$
  - Make inference  $\hat{P}(\mathbf{x} \mid \text{"Q. What color is an apple? A."})$
  - (and so on)

# LLMs

- **LLM.** Most modern LLMs solve this by modeling the **next-token probability**
  - Input. A sequence  $\mathbf{x}_1, \mathbf{x}_2, \dots, \mathbf{x}_n$
  - Output. Approximation of the conditional probability
$$\hat{P} \approx P(\mathbf{x}_{n+1} \mid \mathbf{x}_{1:n})$$
  - Very easy to train with unsupervised data
- Question. Suppose that we want to draw a length- $L$  sample from  $\hat{P}$ . What should we do with this next token predictor?

# Greedy decoding

- Naïvely, we would do **greedy decoding**:

- For  $n = 1, \dots, L - 1$ , repeat:

$$\hat{\mathbf{x}}_{n+1} = \operatorname{argmax}_{\mathbf{x}} \hat{P}(\mathbf{x} \mid \hat{\mathbf{x}}_{1:n})$$

- However, there are several pitfalls:

- Resorts to a single, suboptimal solution

(Pt 1: test-time scaling)

- Difficult to parallelize

(Pt 2: parallel decoding)

# Test-time scaling

# Greedy decoding

$$\hat{\mathbf{x}}_{n+1} = \operatorname{argmax}_{\mathbf{x}} \hat{P}(\mathbf{x} \mid \hat{\mathbf{x}}_{1:n})$$

- Greedy sampling resorts to a **single solution**
  - The argmax operation is deterministic
  - Lacks diversity
- Worse, the sampled solution is **not always max-prob solution**

$$\hat{\mathbf{x}} \neq \operatorname{argmax}_{\mathbf{x}} \hat{P}([\mathbf{x}_1, \dots, \mathbf{x}_n])$$

- Greedy search is myopic

# Example: Myopic

- Suppose that we want to complete the sentence:

"I have (word 1) (word 2)"

- Suppose that we have:

$$\hat{P}("a" | "I have") = 0.7, \quad \hat{P}("an" | "I have") = 0.3$$

$$\hat{P}("pear" | "I have a") = \hat{P}("cherry" | "I have a") = \hat{P}("banana" | "I have a") = 1/3$$

$$\hat{P}("apple" | "I have an") = 1$$

- The max-prob solution is: "an apple," w.p. 30%.
  - Greedy decoding will find something that starts with "a"



# Random sampling

- One thing we can try is simply **random sampling**:

- If the logits have been  $\mathbf{z}_1, \dots, \mathbf{z}_K$ , then:

$$P(\hat{\mathbf{x}}_{n+1} = k) = \frac{\exp(\mathbf{z}_k)}{\sum_{i=1}^K \exp(\mathbf{z}_i)}$$

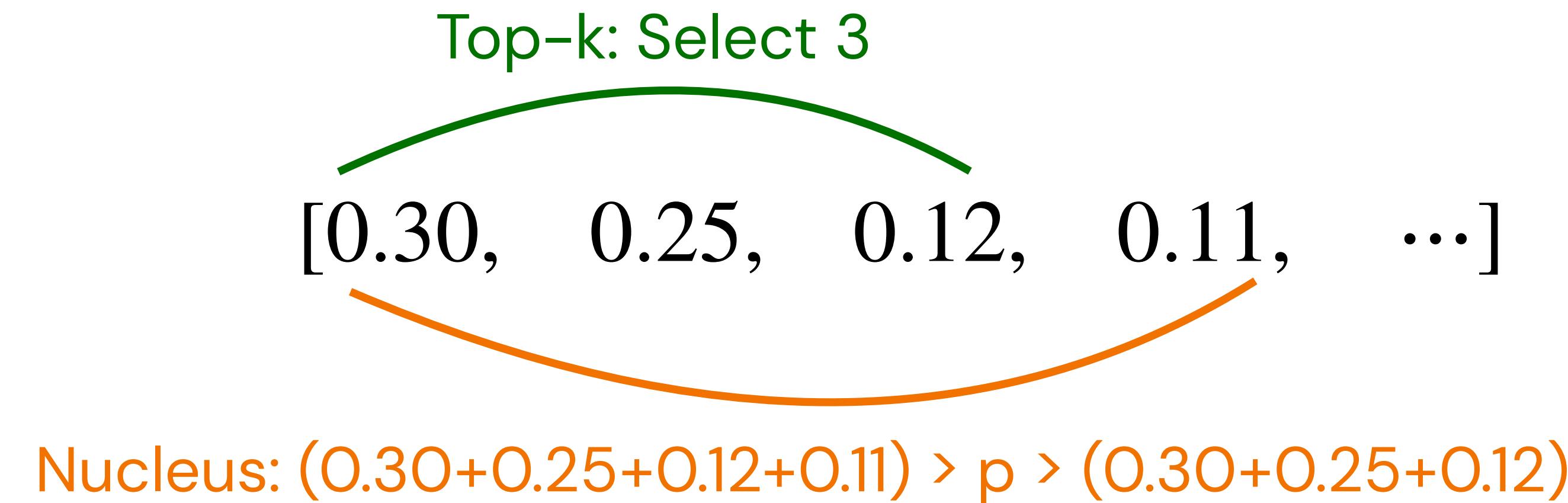
- Can also do **temperature scaling**:

$$P(\hat{\mathbf{x}}_{n+1} = k) = \frac{\exp(\mathbf{z}_k / \tau)}{\sum_{i=1}^K \exp(\mathbf{z}_i / \tau)}$$

- Diverse, but very suboptimal in many cases

# Advanced sampling

- Advanced methods narrow down the options before sampling
  - **Top-k.** At each step, sample among top-K options only
  - **Nucleus.** Choose top tokens such that cumulative prob exceeds some  $p$



# Test-time scaling

- One finds higher-prob solution with a higher chance, using more samples
  - Uses extra computation (thus called **test-time scaling**)
- A simple scaling method: **Best-of-N**
  - Sample  $N$  sample sequences independently (w/ any sampling scheme)
  - Select the highest-probability one
    - $\log \hat{P}(\text{"word 1"}) + \log \hat{P}(\text{"word 2"} | \text{"word 1"}) + \dots$
    - Take a majority vote of final answers, if applicable

Note. Sampling can be done in parallel, thus scalable in terms of latency

# Test-time scaling

- One can replace “select the highest-probability” with **reward models**
  - Trained verifiers
- Example. “Let’s verify step-by-step” (Lightman et al., 2024)
  - Collected human feedback on the quality of the reasoning process, to train an evaluation model

The denominator of a fraction is 7 less than 3 times the numerator. If the fraction is equivalent to  $2/5$ , what is the numerator of the fraction? (Answer:

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   Let's call the numerator  $x$ .

---

   So the denominator is  $3x-7$ .

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   We know that  $x/(3x-7) = 2/5$ .

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   So  $5x = 2(3x-7)$ .

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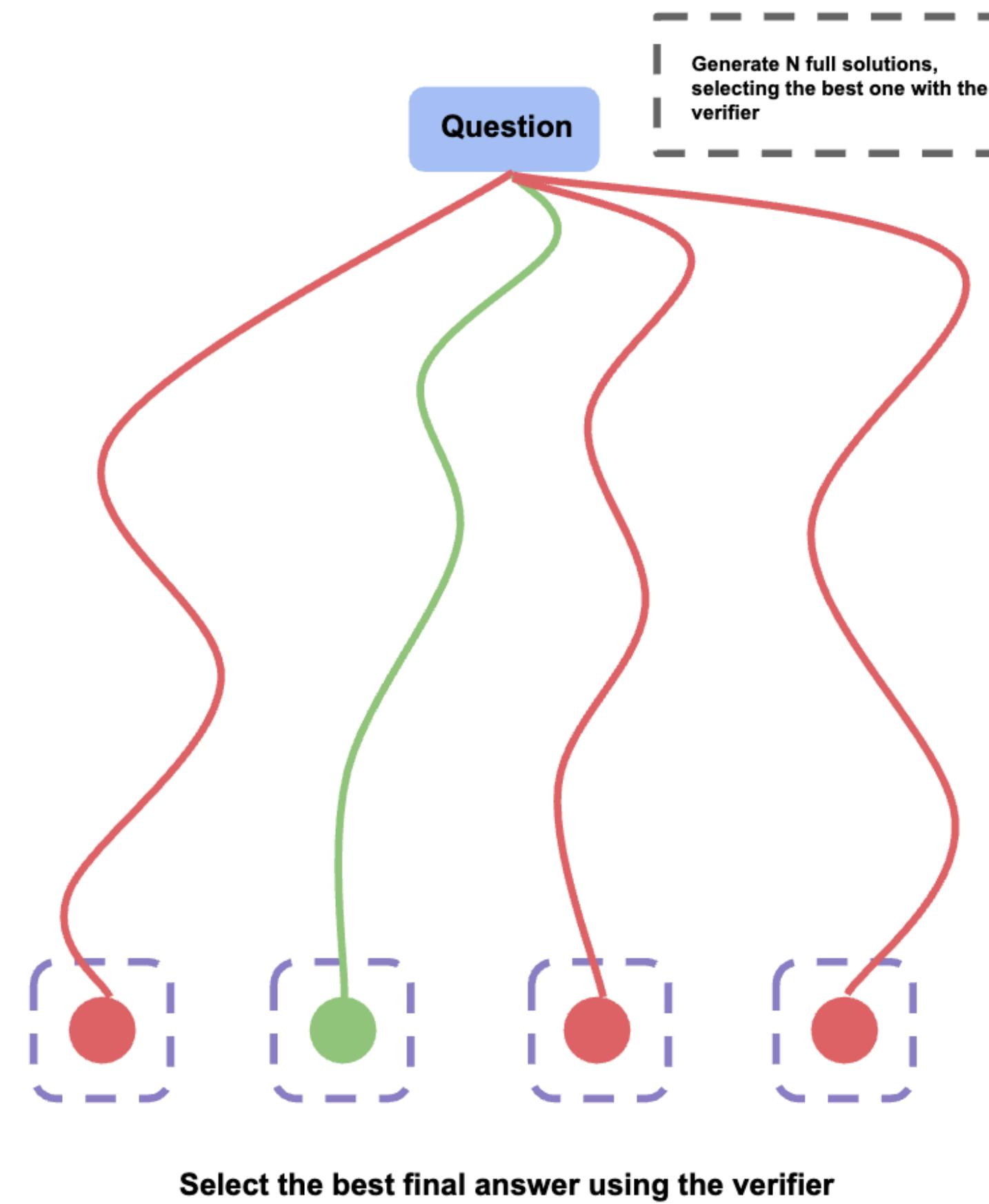
    $5x = 6x - 14$ .

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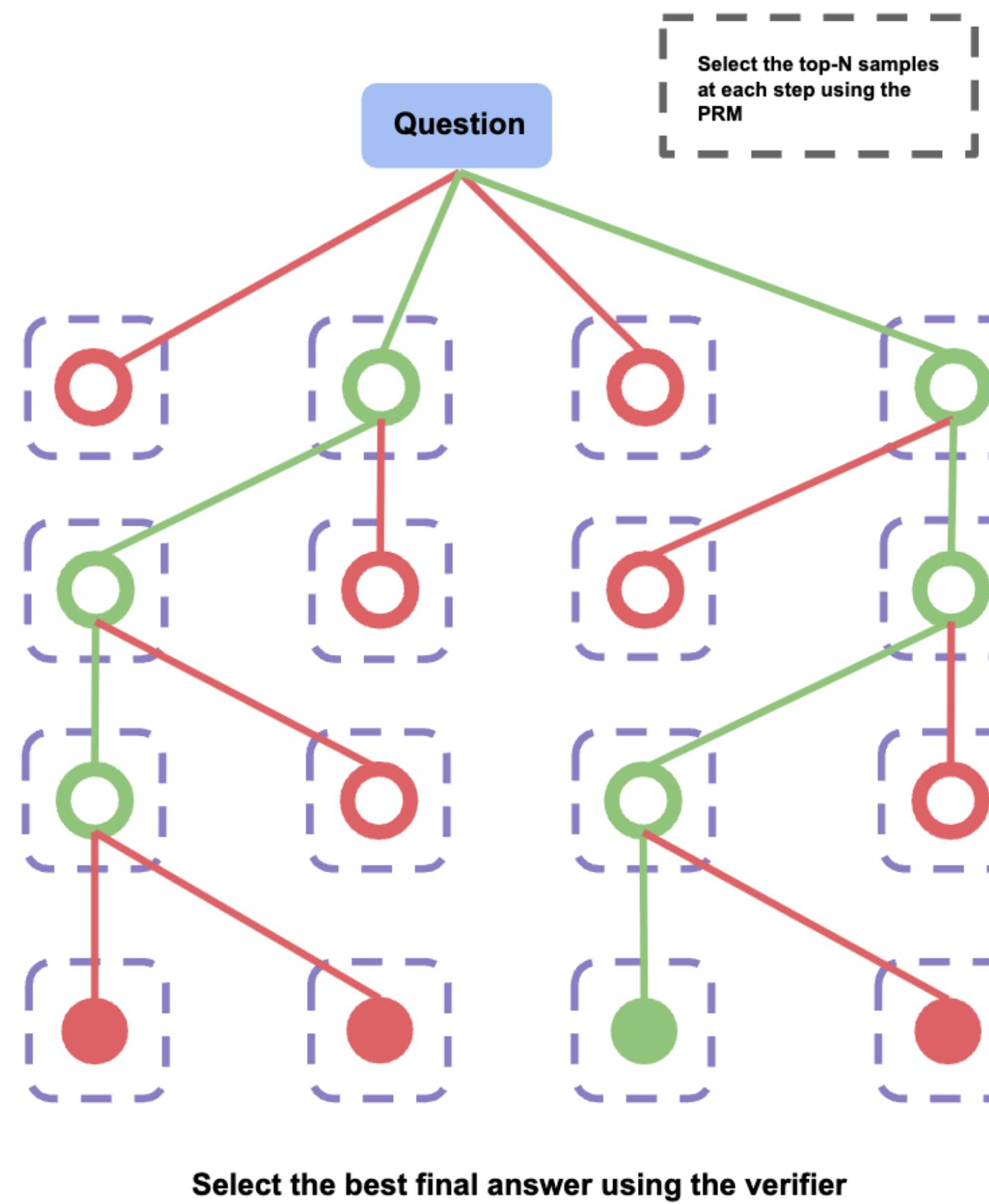
   So  $x = 7$ .

# Fine-grained verification schedule

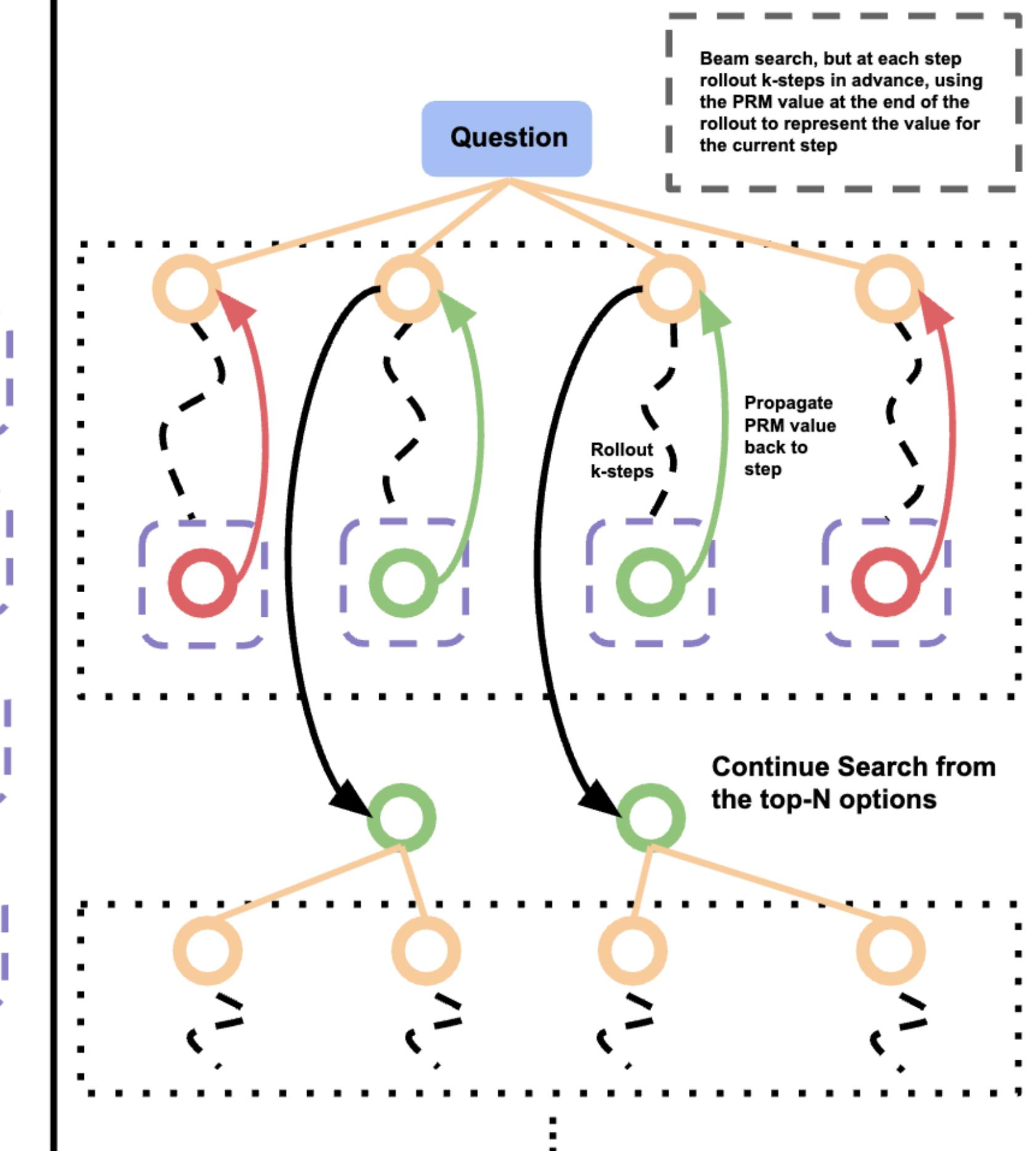
Best-of-N



Beam Search



Lookahead Search



Key:



= Apply Verifier



= Full Solution



= Intermediate solution step



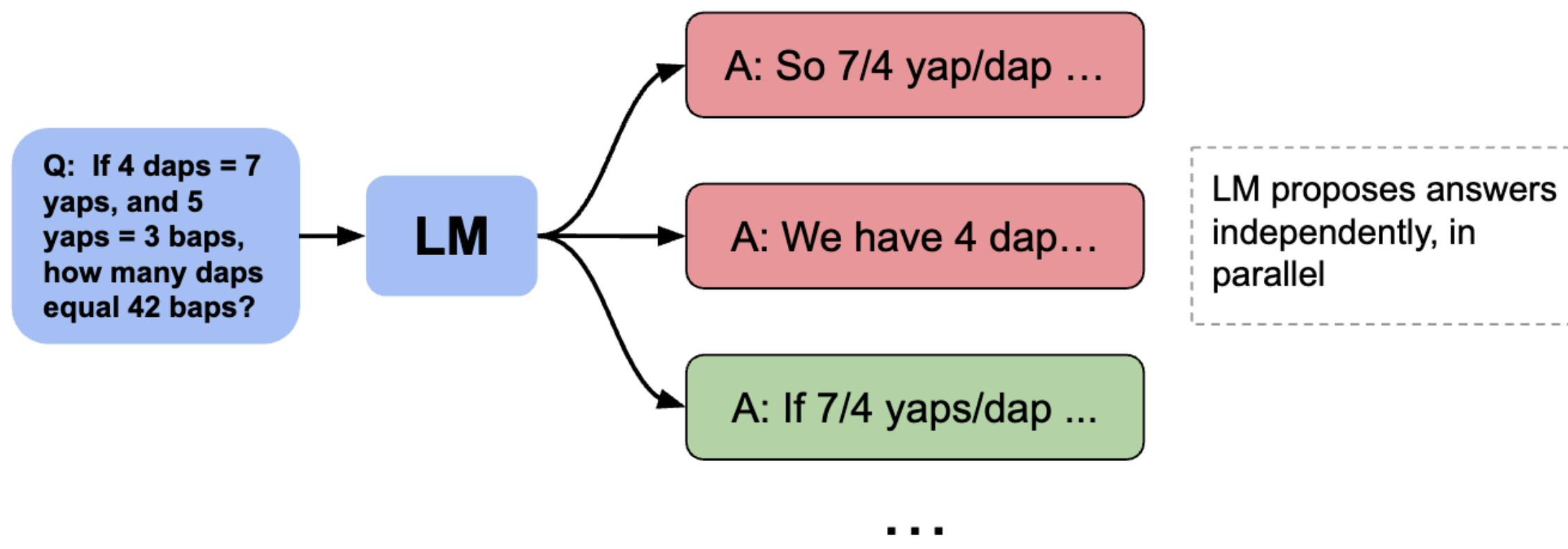
= Selected by verifier



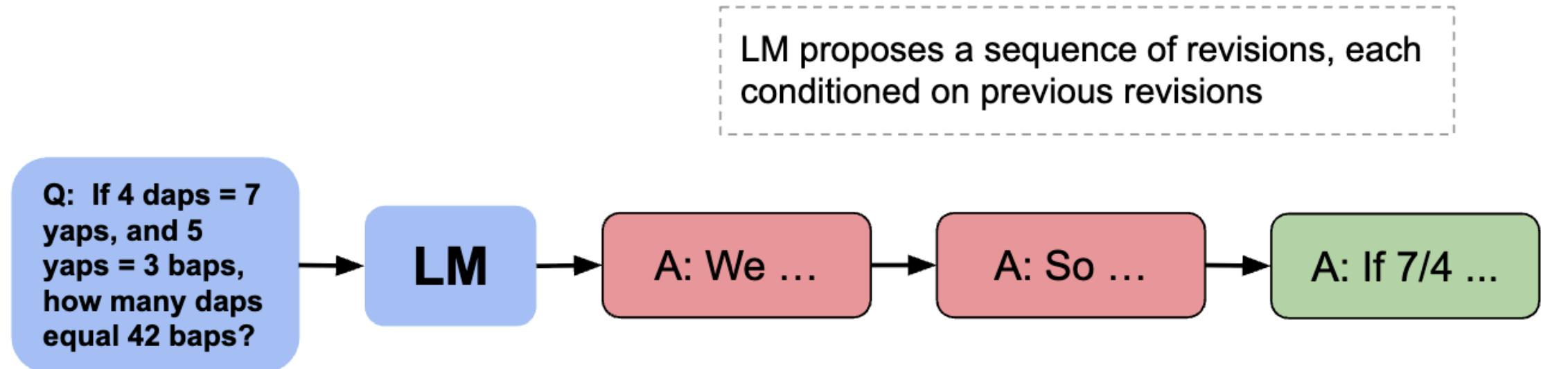
= Rejected by verifier

# Parallel vs. Sequential

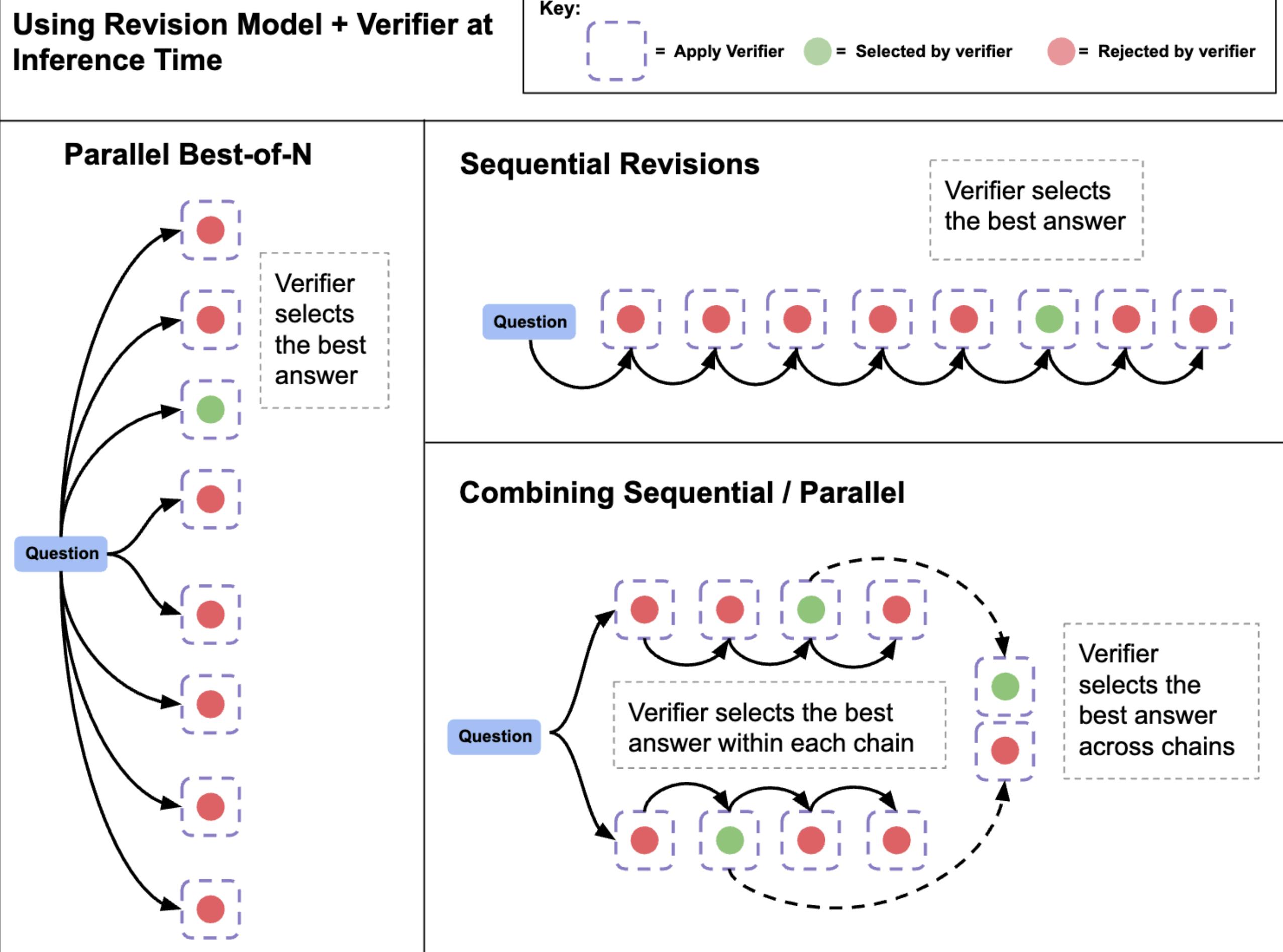
## Parallel Sampling



## Sequential Revisions



## Using Revision Model + Verifier at Inference Time



# Recent lessons

- Test-time scaling seems to be very powerful
  - Under certain scenarios, using compute for test-time scaling is better than using the same compute for pretraining

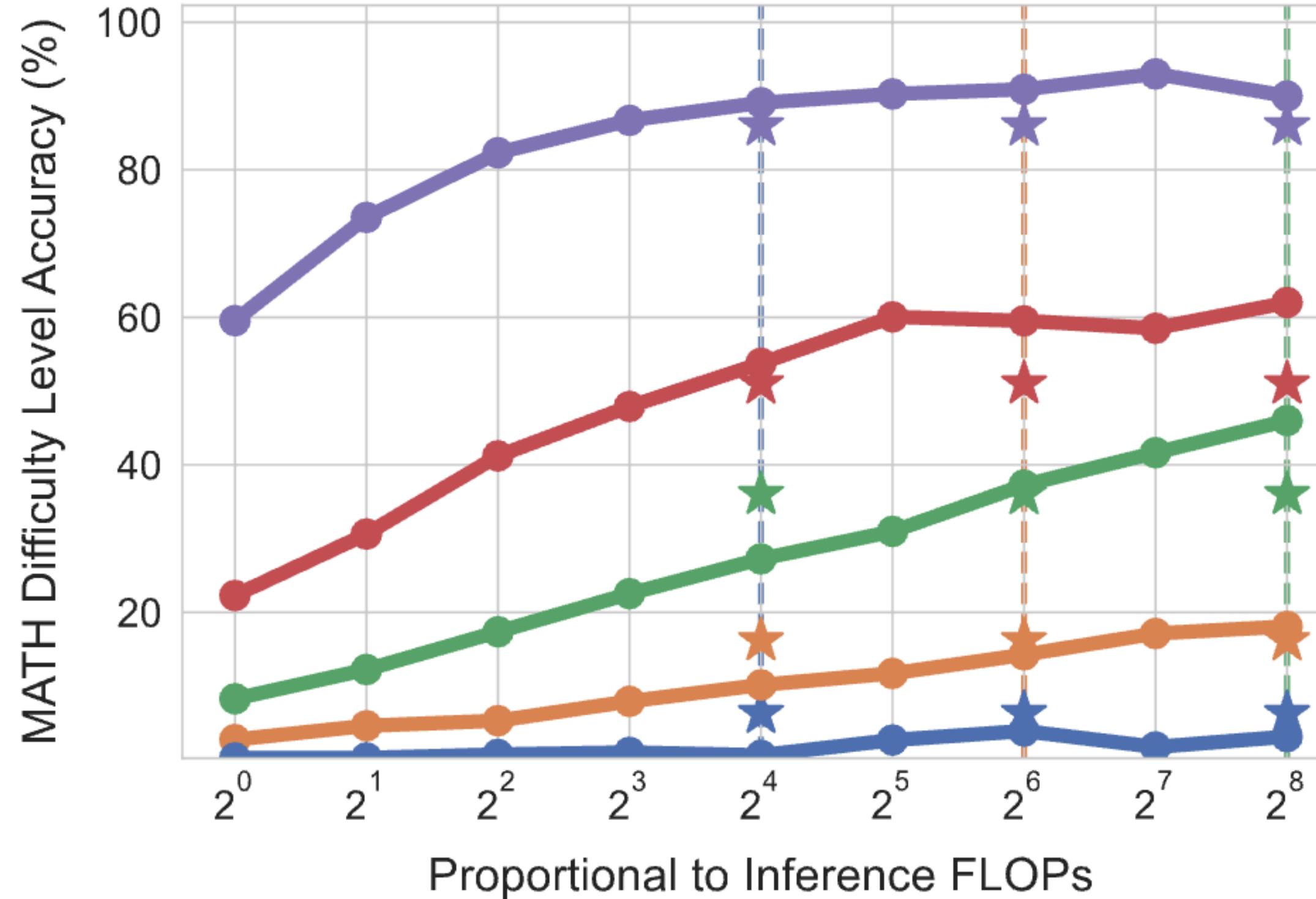
## Question: Exchanging pretraining and test-time compute

Suppose a model was pre-trained with  $X$  FLOPs. Assume that we plan to run  $Y$  FLOPs of inference with this model. If we want to improve performance by increasing the total FLOPs budget by a factor of  $M$  (i.e.,  $M(X + Y)$  total FLOPs across both pretraining and inference), should we spend our FLOPs on increased pretraining compute or on additional test-time compute?

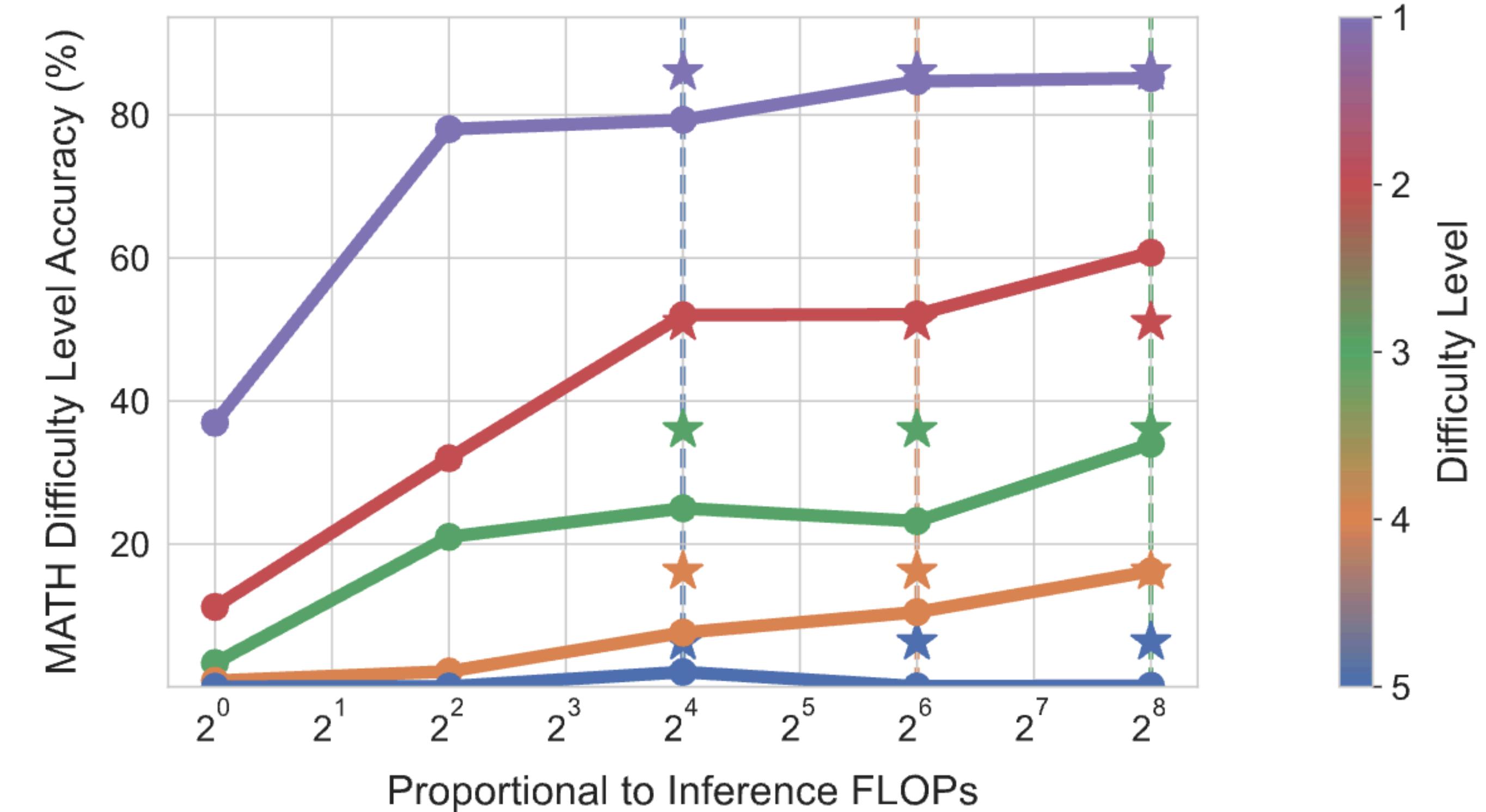
# Recent lessons

## Comparing Test-time and Pretraining Compute

Revisions



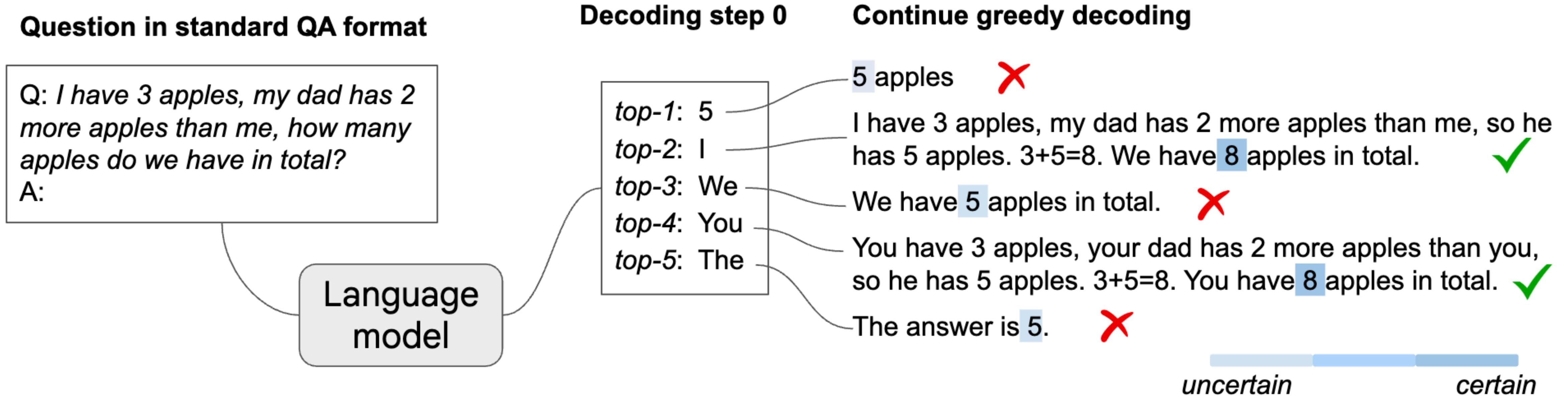
PRM Search



★ Pretraining Compute    ● Test-time Compute    - - - R >> 1    - - - R ≈ 1    - - - R << 1

# Recent lessons

- Sampling policy can replace chain-of-thought prompting
  - Not using top-1 can elicit inherent chain-of-thought reasoning



# Recent lessons

- A simple yet effective method to force sequential revision—and thus use more test-time compute—is to simply add “wait”
  - called “budget forcing”

How many r in raspberry?

**Question**

Let's break down the process of counting the letter 'r' in the word "raspberry" ...

- \* First letter: 'r' - This is an 'r', count = 1.
- \* Second letter: 'a' - Not an 'r', count remains 1 ...
- \* Sixth letter: 'e' - Not an 'r', count remains 1.
- \* Seventh letter: 'r' - This is an 'r', count = 2.
- \* Eighth letter: 'y' - Not an 'r', count remains 2 ...

The number of 'r's in "raspberry" is 2.

**Wait**, let's re-read the question carefully. It asks "How many r in raspberry?" ... \* r - a - s - p - b - e - r - r - y ... \* First 'r' ... \* Second 'r' ... \* Third 'r' ... Count = 3 ...

**Reasoning trace**

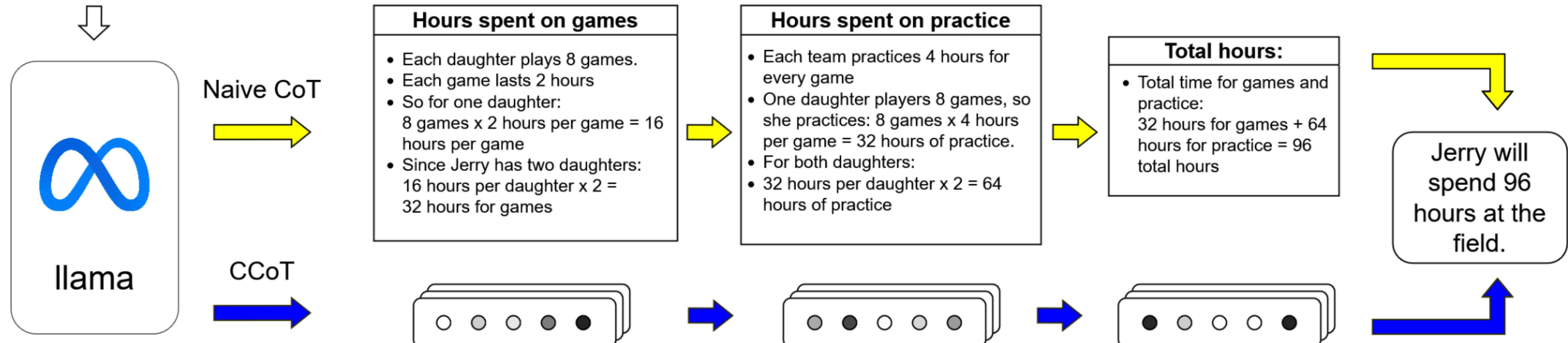
My initial answer of 2 was incorrect due to a quick reading of the word. **Final Answer:** The final answer is **3**

**Response**

# Recent lessons

- One can compress the reasoning process by extra fine-tuning
- **Example.** Compressed CoT compresses the reasoning procedure into a sequence of continuous “contemplation” tokens

Jerry's two daughters play softball on different teams. They each have 8 games this season. Each team practices 4 hours every game they play. If each game lasts for 2 hours, how many hours will Jerry spend at the field watching his daughters play and practice altogether?



# Further readings

- A nice survey:
  - <https://arxiv.org/abs/2406.16838>
- A neat tutorial blog post:
  - <https://rentry.co/samplers>

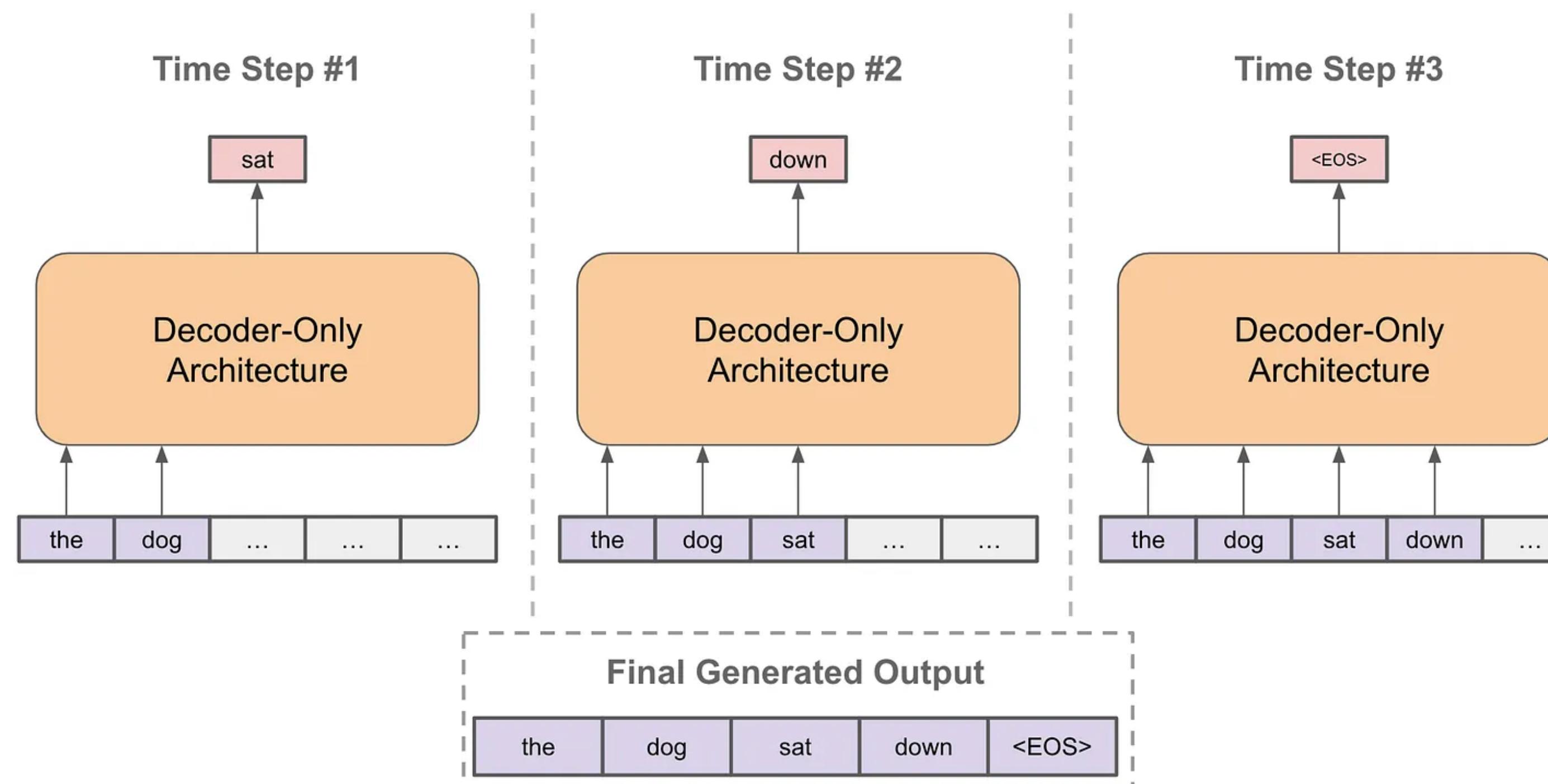
# Parallel decoding

# One-by-one decoding

- LLMs operate in a sequential manner

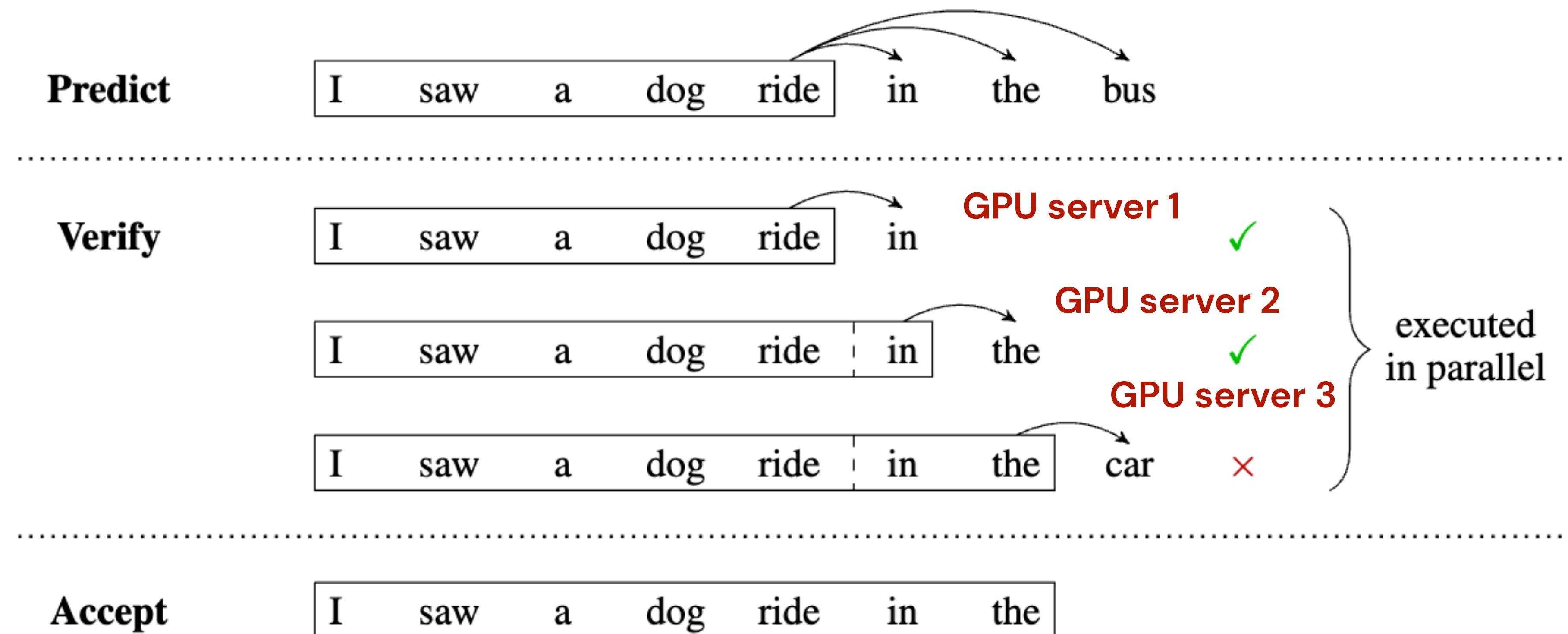
Sample  $\mathbf{x}_1 \rightarrow$  Sample  $\mathbf{x}_2 \rightarrow$  Sample  $\mathbf{x}_3 \rightarrow$

- Cannot be parallelized effectively, per se.



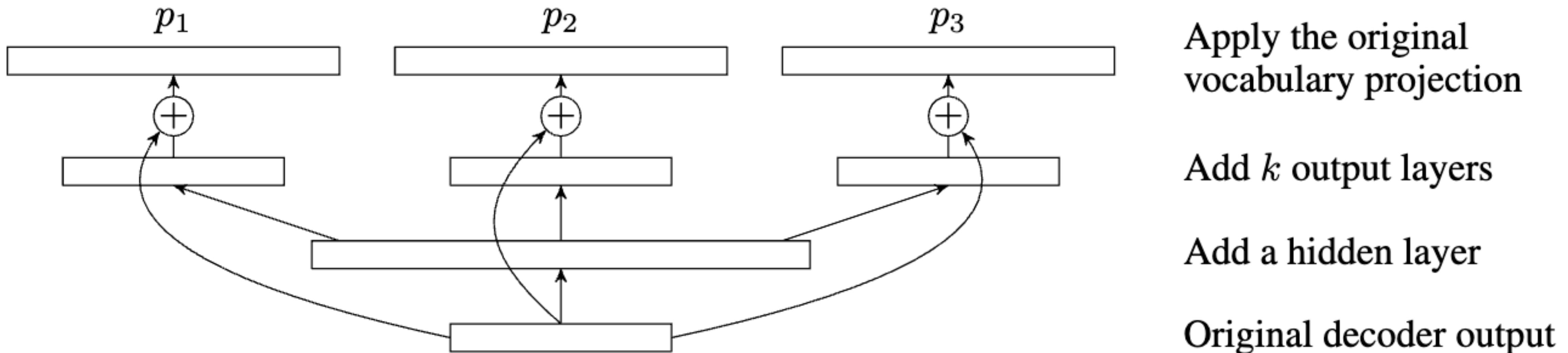
# Parallelizing the verification

- Idea. We can verify in parallel!
  - Train a model that generate a block of tokens
  - Use multiple LLMs to verify up to which token is correct



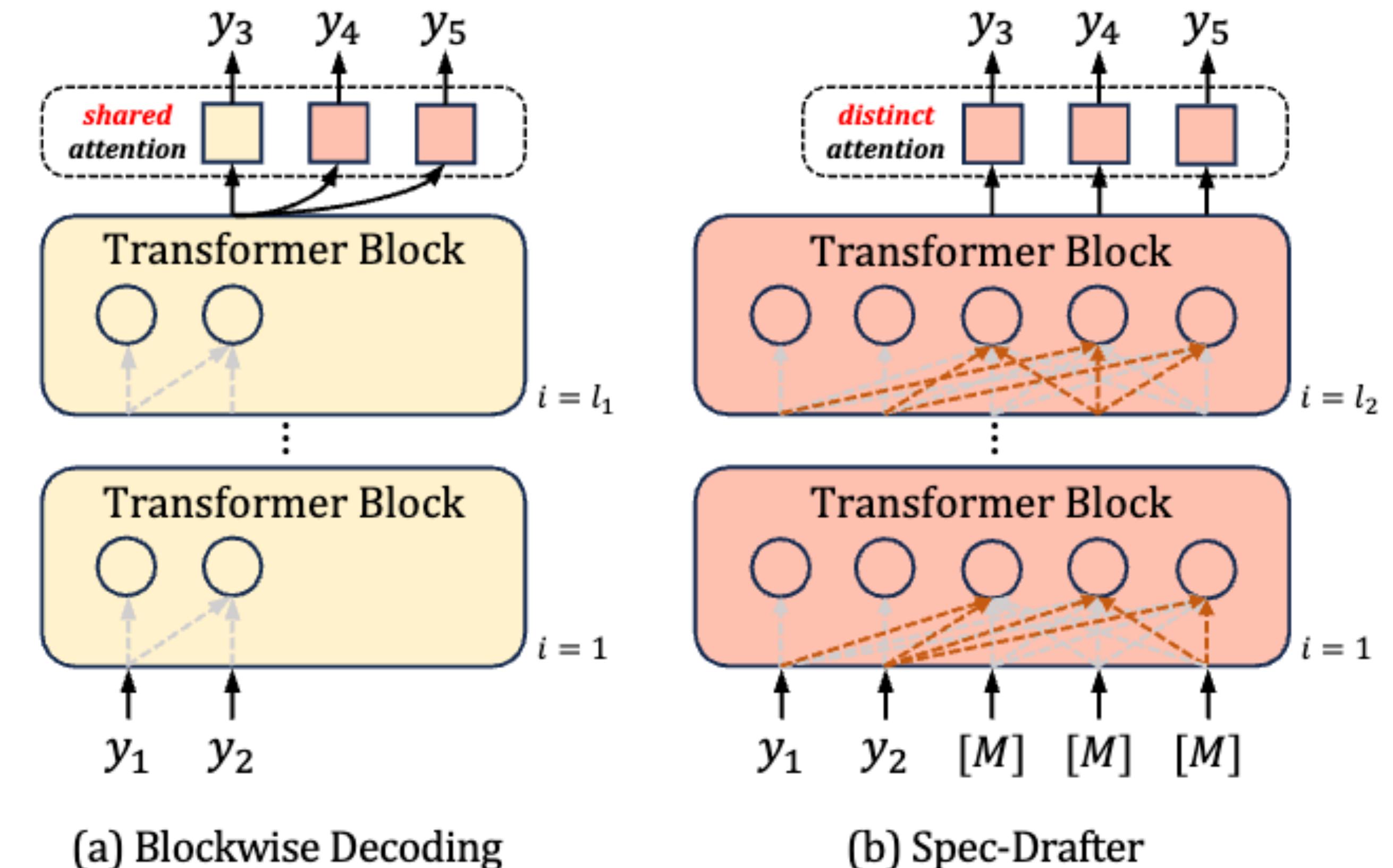
# Parallelizing the verification

- **Question.** How do we generate multiple tokens?
- Option#1. Fine-tune additional heads
  - Limitation: predicting far-future tokens may require capturing different attention patterns



# Parallelizing the verification

- Option#2. Use a standalone small, autoregressive model (called “drafter”)
  - Verification ensures that the results are identical as LLM
  - SLM often produces better result than LLM
    - Accept if top-k



(a) Blockwise Decoding

(b) Spec-Drafter

# Random sampling + Speculative decoding

- Leviathan et al. (2023) extends the draft-then-verify framework to the case of generation-by-sampling
- **Example**
  - Suppose that the drafter generates with  $\hat{Q}(\mathbf{x})$  the verifier generates with  $\hat{P}(\mathbf{x})$
  - We sample from  $\hat{Q}(\mathbf{x})$ , then do:
    - If  $\hat{Q}(\mathbf{x}) \leq \hat{P}(\mathbf{x})$ : Accept the sample
    - If  $\hat{Q}(\mathbf{x}) > \hat{P}(\mathbf{x})$ : Reject the sample w.p.  $1 - \hat{P}(\mathbf{x})/\hat{Q}(\mathbf{x})$
    - Resample from  $\text{norm}(\max(0, \hat{P}(\mathbf{x}) - \hat{Q}(\mathbf{x})))$

# Further readings

- Self-speculative decoding
  - <https://arxiv.org/abs/2309.08168>
- Consistency LLMs (Jacobi decoding)
  - <https://arxiv.org/abs/2403.00835>
- Language modeling by Diffusion
  - <https://arxiv.org/abs/2502.09992>
- Medusa
  - <https://arxiv.org/abs/2401.10774>

That's it for today

