What's so interesting about models with recurrent depth?

Jonas Geiping





Scaling up Test-Time Compute with Latent Reasoning: A Recurrent Depth Approach

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Paper:

https://www.arxiv.org/abs/2502.05171

Code:

github.com/seal-rg/recurrentpretraining

Model:

huggingface.co/tomg-group-umd/huginn-0125

Data (still uploading): huggingface.co/datasets/tomg-group-umd/huginn-dataset



Key Concepts



What is Test-Time Compute?

Improving the performance of a machine learning model by using more computation at test-time/ for inference.

What is "Reasoning"

Learning to pattern match abstract concepts such as meta-strategies, logic, abstraction and plans, instead of just memorizing facts.

What is Verbalized Reasoning

Strategized optimal cargo placement across aircraft zones.

) 2m, 9s

To solve this problem, I need to find a valid arrangement of the five cargo items (A, B, C, D, E) across the three zones (Front, Middle, Rear) that satisfies all of the given constraints.

Let me first summarize the constraints and items:

Aircraft Zones:

- Front: max 2000kg, 8m³
- Middle: max 3000kg, 12m³
- Rear: max 2500kg, 10m³

Cargo Items:

- Item A: 1200kg, 5m³, hazard class H1, priority 2, CG impact +5 per 100kg
- Item B: 800kg, 4m³, hazard class H2, priority 1, CG impact -3 per 100kg
- Item C: 1500kg, 6m³, hazard class H1, priority 3, CG impact +2 per 100kg

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	'I'his arrangement doesn't work. Let's try another.	
	Attempt 2:	
	• B and E in the Rear (priority 1)	
	• A and D in the Front (ensuring H1 and H3 aren't adjacent)	
	C in the Middle	
	Let's check:	
	Front: Items A + D (1200kg + 1800kg = 3000kg, 5m ³ + 7m ³ = 12m ³) - exceeds weight limit (3000 2000kg))kg >
	This doesn't work either. Let's try another arrangement.	
	Attempt 3:	
	• B and E in the Rear (priority 1)	

• A in the Front

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- Strategized optimal cargo placement across aircraft zones. This arrangement doesn't work. Let's try another. Attempt 2: • B and E in the Rear (priority 1) · A and D in the Front (ensuring H1 and H3 aren't adjacent) Strategized optimal cargo placement across aircraft zones. This gives us these potential arrangements when B + A are in the Rear: 7m³ = 12m³) - exceeds weight limit (3000kg > 1. Front: E, Middle: C+D (C is H1, D is H3 - invalid) 2. Front: C, Middle: E+D (C is H1, D is H3 - invalid) 3. Front: D. Middle: E+C (A is H1 in Rear, D is H3 in Front, C is H1 in Middle - both A and C are not 4. Front: E+C, Middle: D (C is H1, D is H3 - invalid) Middle: E (900kg, 3m³, H2, P1) + C (1500kg, 6m³, H1) = 2400kg, 9m³ • Rear: B (800kg, 4m³, H2, P1) + A (1200kg, 5m³, H1) = 2000kg, 9m³
 - · Weight and volume constraints for all zones

adjacent to D, so this is valid!)

So, we have a valid arrangement! • Front: D (1800kg, 7m³, H3)

This satisfies:

Verbalized Reasoning

Strategized optimal cargo placement across aircraft zones.

To solve this problem, I need to find a valid arrangement of the five cargo items (A, F across the three zones (Front, Middle, Rear) that satisfies all of the given constraints.

Let me first summarize the constraints and items:

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- This gives us these potential arrangements when B + A are i
- 1. Front: E, Middle: C+D (C is H1, D is H3 invalid)

Strategized optimal cargo placement across aircraft zones.

- (C is 111, D is 113 inwand)
- Front: C, Middle: E+D (C is H1, D is H3 invalid)
 Front: D, Middle: E+C (A is H1 in Rear, D is H3 in Front, adjacent to D, so this is valid!)
- 4. Front: E+C, Middle: D (C is H1, D is H3 invalid)
- So, we have a valid arrangement!
- Front: D (1800kg, 7m³, H3)
- Middle: E (900kg, 3m³, H2, P1) + C (1500kg, 6m³, H1) = 2 Rear Zone:
- Rear: B (800kg, $4m^3$, H2, P1) + A (1200kg, $5m^3$, H1) = 200

This satisfies:

· Weight and volume constraints for all zones

Strategized optimal cargo placement across aircraft zones.

second (from the Middle). So in terms of priority item accessibility, all three arrangements are equally optimal.

Since all three arrangements satisfy all constraints and have the same CG impact, and are equally optimal in terms of priority item accessibility, any of them could be considered the "optimal" arrangement. For the sake of providing a specific answer, I'll go with Arrangement 3:

- Front: D (1800kg, 7m³, H3)
- Middle: B (800kg, 4m³, H2, P1) + A (1200kg, 5m³, H1)
- Rear: E (900kg, 3m³, H2, P1) + C (1500kg, 6m³, H1)

So the optimal arrangement of the five cargo items across the three zones is:

• Front Zone: Item D

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- Middle Zone: Items B and A
- Rear Zone: Items E and C

To solve the Automated Aircraft Loading Problem, I need to find an arrangement that satisfies all constraints while optimizing for priority access.

Here's the optimal solution:

Front Zone:

• Item D (1800kg, 7m³, hazard class H3)

Middle Zone:

- Item B (800kg, 4m³, hazard class H2, priority 1)
- · Item A (1200kg, 5m3, hazard class H1)
- Item E (900kg, 3m³, hazard class H2, priority 1)
- Item C (1500kg, 6m3, hazard class H1)
- This solution satisfies all constraints:

Why is this n



What is the computational Depth of Transformers



Layer

Continuous Reasoning?

Moving the reasoning chain into the model's representation space.

A Recurrent-Depth Approach



A model that recurs "in depth" re-uses its layers or other subcomponents to create a deeper or shallower model.

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RNNs with Adaptive Computation Time

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Universal Transformers RNNs with Adaptive Computation Time Equilibrium Models Representation Recycling Looped Transformers

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Universal Transformers RNNs with Adaptive Computation Time Equilibrium Models Diffusion Models Iterative Refinement Robert Computation Time Representation Recycling Looped Transformers Implicit Neural nets

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Universal Transformers Hopfield-Amari Models Equilibrium Models Diffusion Models Representation Recycling Looped Transformers

Diffusion Models Iterative Refinement Implicit Neural nets 7

Why use recurrent-depth as a framework for test-time compute?

- No supervision on intermediate steps, so no CoT data needed with the right training objective
- No increased context length, linear complexity increase
- Recurrent-depth models have less parameters
- Recurrent-depth models are *compute-heavy*

- Easy to learn iterative *algorithms*
- Harder for the model to memorize

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Bansal*, Schwarzschild*, Borgnia, Emam, Huang, Goldblum, Goldstein End-to-end Algorithm Synthesis with Recurrent Networks: Logical Extrapolation Without Overthinking

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A scalable recurrent (depth) architecture











Diffusion Model connection, appears based on findings for path independence

What does that mean?



11 —



For every training sequence

- Sample a random* number of steps r to recur
- Compute r forward steps
- Compute loss based on the last k steps.

Training Objective Alternatives?

- Universal Transformers: Train with halting module
- **Equilibrium Models:** Iterate to convergence, differentiate fixed point based on IFT
- Weight-shared models: Just fix number of steps, train as normal
- **Diffusion Model:** Train to denoise target hidden states
Actually Training a Model at Scale



How do we show that this *actually* scales?

• 100m parameter, 10B tokens prototypes all work great...

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To show that this worked we define a more convincing target, *Huginn-3.5B*



- 2 + 4 + 2 layers, tied embeds, 3.5B parameters
- We target 1T tokens of a wide pretraining mix
- Will it actually train to be a (semi)-competitive language and reasoning model?
- Who will give us compute ...



generic-text: 28.71% code: 25.36% scientific-text: 18.73% synthetic-text: 8.14% longform-text: 7.50% math: 6.14% generic-instruct: 2.09% Q&A-text: 1.58% math-instruct: 1.51% writing-instruct: 0.12% misc-reasoning: 0.11%

- Oak Ridge National Labs Exascale Machine
- Compute via the INCITE program
- 8x MI250X AMD previous-generation cards per node
- Nominally high inter-node connects



16 —



16 —

Hardware - The Frontier Supercomputer A month-long odyssey [2x] 1.92 TB NVMe SSD Out to network SW Out to network 8 GB/s Rd Ы 4 GB/s Wr NVMe SSD 1.6 M Rd IOPS 00 (000, 064) 01 (001, 065) 02 (002, 066) 04 (004, 068) 05 (005, 069) 06 (006, 070) 07 (007, 071) 03 (003, 067) unsupported 09 (009, 073) 10 (010, 074) 11 (011. 075) 12 (012, 076) 13 (013, 077) 14 (014, 078) 15 (015, 079) 08 (008, 072) 2 🗧 GPU 3 16 (016, 080) 17 (017, 081) 18 (018, 082) 19 (019, 083) 20 (020, 084) 21 (021, 085) 22 (022, 086) 23 (023, 087) 512 GB (DDR4) 24 (024, 088) 25 (025, 089) 26 (026, 090) 27 (027, 091) 28 (028, 092) 29 (029, 093) 30 (030, 094) 31 (031, 095) (205 GB/s) 32 (032, 096) 33 (033, 097) 34 (034, 098) 35 (035, 099) 36 (036, 100) 37 (037, 101) 38 (038, 102) 39 (039, 103) 40 (040, 104) 41 (041, 105) 42 (042, 106) 43 (043, 107) 44 (044, 108) 45 (045, 109) 46 (046, 110) 47 (047, 111) GPU 7 = GPU 6 = GPU 0 GPU 1 48 (048, 112) 49 (049, 113) 50 (050, 114) 51 (051, 115) 52 (052, 116) 53 (053, 117) 54 (054, 118) 55 (055, 119) 61 (061, 125) 57 (057, 121) 59 (059, 123) 60 (060, 124) 62 (062, 126) 63 (063, 127) 56 (056, 120) 58 (058, 122) Infinity Fabric GPU-GPU (50+50 GB/s) PCle Gen4 ESM (50+50 GB/s) Out to network Out to network KΕΥ Infinity Fabric CPU-GPU (36+36 GB/s) PCle Gen4 (8+8 GB/s) 16 — Ethernet (25+25 GB/s)



... We train on 4096 AMD GPUs in 21 segments of up to 12 hours with a constant learning rate with warmup. The setup is distributed data parallel with a batch size of 16m tokens.

Initial Scaling Issues



Initial Scaling Issues



Initial Scaling Issues









Scaling up Test-Time Compute with Recurrent Depth

Standard benchmarks

Model	Param	Tokens	ARC-E	ARC-C	HellaSwag	MMLU	OBQA	PiQA	SciQ	WinoGrande
random			25.0	25.0	25.0	25.0	25.0	50.0	25.0	50.0
Amber	7B	1.2T	65.70	37.20	72.54	26.77	41.00	78.73	88.50	63.22
Pythia-2.8b	2.8B	0.3T	58.00	32.51	59.17	25.05	35.40	73.29	83.60	57.85
Pythia-6.9b	6.9B	0.3T	60.48	34.64	63.32	25.74	37.20	75.79	82.90	61.40
Pythia-12b	12B	0.3T	63.22	34.64	66.72	24.01	35.40	75.84	84.40	63.06
OLMo-1B	1B	3T	57.28	30.72	63.00	24.33	36.40	75.24	78.70	59.19
OLMo-7B	7B	2.5T	68.81	40.27	75.52	28.39	42.20	80.03	88.50	67.09
OLMo-7B-0424	7B	2.05T	75.13	45.05	77.24	47.46	41.60	80.09	96.00	68.19
OLMo-7B-0724	7B	2.75T	74.28	43.43	77.76	50.18	41.60	80.69	95.70	67.17
OLMo-2-1124	7B	4T	82.79	57.42	80.50	60.56	46.20	81.18	96.40	74.74
Ours, $(r = 4)$	3.5B	0.8T	49.07	27.99	43.46	23.39	28.20	64.96	80.00	55.24
Ours, $(r = 8)$	3.5B	0.8T	65.11	35.15	58.54	25.29	35.40	73.45	92.10	55.64
Ours, $(r = 16)$	3.5B	0.8T	69.49	37.71	64.67	31.25	37.60	75.79	93.90	57.77
Ours, $(r = 32)$	3.5B	0.8T	69.91	38.23	65.21	31.38	38.80	76.22	93.50	59.43

Reasoning (grade-school math)

Model	GSM8K	GSM8k CoT	Minerva MATH	MathQA
Random	0.00	0.00	0.00	20.00
Amber	3.94/4.32	3.34/5.16	1.94	25.26
Pythia-2.8b	1.59/2.12	1.90/2.81	1.96	24.52
Pythia-6.9b	2.05/2.43	2.81/2.88	1.38	25.96
Pythia-12b	3.49/4.62	3.34/4.62	2.56	25.80
OLMo-1B	1.82/2.27	1.59/2.58	1.60	23.38
OLMo-7B	4.02/4.09	6.07/7.28	2.12	25.26
OLMo-7B-0424	27.07/27.29	26.23/26.23	5.56	28.48
OLMo-7B-0724	28.66/28.73	28.89/28.89	5.62	27.84
OLMo-2-1124-7B	66.72/66.79	61.94/66.19	19.08	37.59
Our w/o sys. prompt $(r = 32)$	28.05/28.20	32.60/34.57	12.58	26.60
Our w/ sys. prompt $(r = 32)$	24.0//38.13	34.60/42.08	11.24	27.97

Reasoning (grade-school math)

Model	Tokens	ARC-E	ARC-C	HellaSwag	MMLU	OBQA	PiQA	SciQ	WinoGrande	GSM8K CoT
Fixed-Depth Baseline	0.18T	46.42	26.96	37.34	24.16	29.60	64.47	73.20	51.78	1.82/2.20
Ours, early ckpt, $(r = 32)$	0.18T	53.62	29.18	48.80	25.59	31.40	68.88	80.60	52.88	9.02/10.24
Ours, early ckpt, $(r = 1)$	0.18T	34.01	23.72	29.19	23.47	25.60	53.26	54.10	53.75	0.00/0.15
Ours, $(r = 32)$	0.8T	69.91	38.23	65.21	31.38	38.80	76.22	93.50	59.43	34.80/42.08
Ours, $(r = 1)$	0.8T	34.89	24.06	29.34	23.60	26.80	55.33	47.10	49.41	0.00/0.00

Scaling Compute helps on harder tasks



23



Scaling Context vs Scaling Test-Time Compute

Scaling up Test-Time Compute with Recurrent Depth



Test-Time Compute Recurrence

What is the model doing?

Convergence rates per recurrence step at every position



Token Trajectories



Emergent Terminal Behaviors



Emergent Terminal Behaviors



Emergent Terminal Behaviors



28

Takeaways from Trajectories

- Complexity emerges from pretraining
- Different terminal behaviors emerge from simple training objectives
- Harder to analyze model behavior -> requires representation analysis

Other Advantages of Recurrence

Recurrent Depth simplifies Speculative Decoding

Just run the model with a few recurrence steps to draft completions, verify with many steps

The model is able to exit per-token without training



31

The model is able to exit *per-token* without training



Recurrent Depth actually simplifies LLMs

- Simplified speculative decoding
- Zero-shot per-token adaptive computation
- Simplified KV-cache sharing
- Simplified continuous chain of thought

Conclusions, Takeaways, the Future

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What would this do for recurrent neural nets?

- Efficient Sequence Mixers require depth to match attention
- Even a linear attention model could probe every token after (seq_length) many recurrence steps
- Would this be helpful?
If this is *compute-heavy, what is* parameter-heavy?

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Mixture-of-Experts Models :)

If this is compute-heavy, what is parameter-heavy?

Mixture-of-Experts Models :)

All types of "memory" implementations actually. Which one is the best to combine with this?

Conclusions, Takeaways, the Future

- Different paradigm to pre-train models that scales surprisingly far
- How do we get arbitrary extrapolation in compute?
- How to post-train?
- Is this a complementary path to scaling model performance? What is an apples-to-apples comparison to CoT?

