

NeurIPS 2025

# $R^2$ ec: Towards Large Recommender Models with Reasoning

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# Research Motivation

## Reasoning LLMs Bring New Frontiers to Recommendation

- DeepSeek-R1, GPT-o1, etc. achieve large gains via test-time compute on math & coding
- Can recommender models reap the same benefit?, i.e., **think to recommend?**

## Bridging Recommendation and Reasoning Requires Novel Solutions

While existing approaches have begun exploring LLM reasoning for recommendations, they typically treat reasoning as an **external auxiliary module** that augments conventional recommendation pipelines, which suffers from:

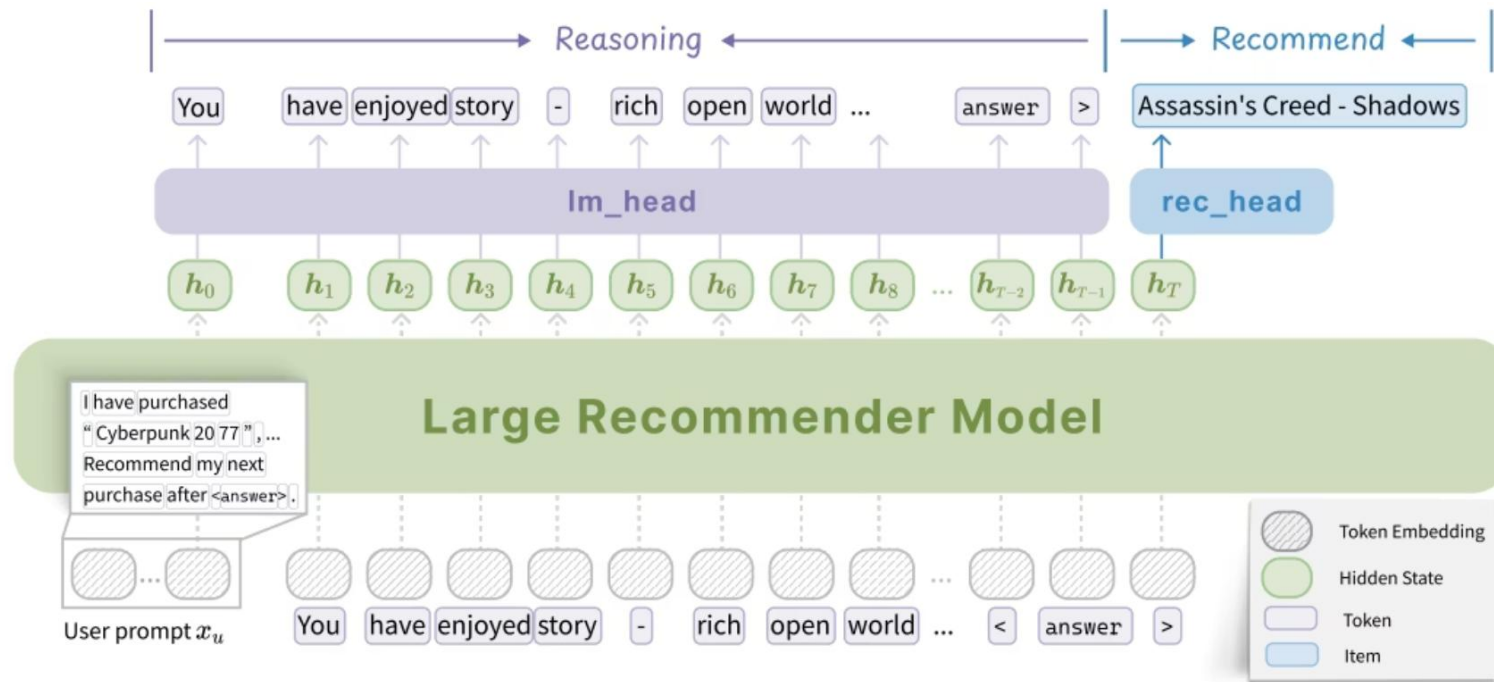
 **Disjointed Reasoning and Recommendation Processes**

 **Inference Efficiency Bottlenecks**

 **Data Scarcity for Recommendation Reasoning**

→ We need a **unified large recommender model** that intrinsically incorporates reasoning capabilities within a single architecture, and an optimization strategy to **jointly optimize reasoning-then-recommendation** without reasoning annotations

# R<sup>2</sup>ec: Dual-Head Architecture



## Language-Modeling Head

Generates reasoning tokens through autoregressive decoding.

## Recommendation Head

Scores items efficiently with item embeddings encoded by the model itself.

## Inference

### 1 Encode user context and preferences

User prompt → shared hidden states

### 2 Generate reasoning trajectory

Reasoning tokens reveal decision logic

### 3 Score items efficiently

Final hidden state → semantic item matching

# Recommendation Policy Optimization

Without labeled reasoning data, RecPO learns effective reasoning strategies directly from recommendation signals using reinforcement learning.



## Trajectory Sampling

Sample diverse reasoning sequences using top-K sampling with controlled temperature for stochastic exploration.

## Fused Rewarding

Combine discrete ranking rewards (NDCG) with continuous similarity scores to introduce granular learning signals.

## Joint RL Objective

Treat "reasoning-then-recommend" as a single RL trajectory, with only highest-advantage sequences contributing to final recommendation updates.

# Reward Design: Balancing Signals

The fused reward scheme elegantly combines two complementary signals:

## Discrete Rewards $R_d$

NDCG@k metrics based on ground-truth item rankings.  
Provides strong alignment with final recommendation quality.

## Continuous Rewards $R_c$

Softmax similarity scores providing fine-grained learning signals that guide the model through diverse reasoning paths.

$$R = \beta R_c + (1 - \beta) R_d$$

This balance enables the model to explore diverse reasoning strategies while maintaining focus on recommendation accuracy.

# Joint Training Objective

The entire "reasoning-then-recommend" sequence is treated as a single RL trajectory, symbolically represented as:

$$x_u \xrightarrow{\pi_\theta} o_1 \xrightarrow{\pi_\theta} \dots \xrightarrow{\pi_\theta} o_T \xrightarrow{\pi_\theta} v^+$$

Here,  $x_u$  denotes the user input,  $o_i$  represents the  $i$ -th token of reasoning, and  $v^+$  signifies the final recommended item.

$$\pi_\theta(v^+ | x_u, o_i) = \frac{\exp(s_\theta(v^+))}{\sum_{v \in B} \exp(s_\theta(v))}$$

where  $B$  represents the batch of candidate items.

$$\mathcal{J}(\theta) = \mathbb{E}_{\{u, v^+\} \sim \mathcal{D}, \{o_i\}_{i=1}^G \sim \pi_{\theta_{\text{old}}}(\cdot | x_u)} \frac{1}{G} \sum_{i=1}^G \left[ \sum_{t=1}^{T_i} \ell_\epsilon(r_{i,t}(\theta), A_i) + \delta_{i,i^*} \ell_\epsilon(r_{i,T+1}(\theta), A_i) \right]$$

- PPO clipped-ratio loss employed.
- Only the **best** trajectory (max advantage) back-props
- **Every** sampled trajectory updates token-level policy

# Main Results

Comprehensive evaluation across multiple domains demonstrates consistent superiority.

	Instruments						CDs and Vinyl						Video Games						
Method	H@5	N@5	H@10	N@10	H@20	N@20	H@5	N@5	H@10	N@10	H@20	N@20	H@5	N@5	H@10	N@10	H@20	N@20	
GRU4Rec	0.0171	0.0135	0.0193	0.0142	0.0201	0.0144	0.0067	0.0037	0.0104	0.0041	0.0156	0.0051	0.0109	0.0070	0.0181	0.0093	0.0301	0.0123	
Caser	0.0109	0.0141	0.0115	0.0149	0.0127	0.0155	0.0045	0.0029	0.0067	0.0037	0.0089	0.0042	0.0124	0.0083	0.0191	0.0103	0.0279	0.0126	
SASRec	<u>0.0175</u>	<u>0.0144</u>	0.0201	<u>0.0162</u>	0.0223	<u>0.0210</u>	0.0076	0.0104	0.0081	0.0119	0.0086	0.0141	0.0129	0.0080	0.0206	0.0105	0.0326	0.0135	
TIGER	0.0171	0.0128	0.0184	0.0132	0.0193	0.0134	0.0067	0.0045	0.0097	0.0055	0.0156	0.0069	0.0123	0.0085	0.0222	0.0116	0.0323	0.0142	
Qwen	BigRec	0.0052	0.0033	0.0111	0.0052	0.0189	0.0072	0.0045	0.0025	0.0089	0.0039	0.0141	0.0052	0.0008	0.0004	0.0016	0.0006	0.0128	0.0034
	$D^3$	0.0042	0.0020	0.0094	0.0037	0.0192	0.0062	0.0082	0.0057	0.0141	0.0076	0.0253	0.0104	0.0054	0.0028	0.0104	0.0044	0.0197	0.0067
	LangPTune	0.0127	0.0083	<u>0.0224</u>	0.0115	0.0348	0.0145	0.0074	0.0053	0.0156	0.0080	0.0208	0.0094	0.0049	0.0027	0.0088	0.0040	0.0140	0.0140
	$R^2_{ec}$	<b>0.0237*</b>	<b>0.0154*</b>	<b>0.0374*</b>	<b>0.0198*</b>	<b>0.0615*</b>	<b>0.0259*</b>	<b>0.0513*</b>	<b>0.0372*</b>	<b>0.0647*</b>	<b>0.0414*</b>	<b>0.0818*</b>	<b>0.0457*</b>	<b>0.0288*</b>	<b>0.0185*</b>	<b>0.0532*</b>	<b>0.0264*</b>	<b>0.0827*</b>	<b>0.0337*</b>
	% Improve.	35.43%	6.94%	66.96%	22.22%	52.61%	23.33%	46.57%	58.30%	37.95%	51.09%	20.83%	40.62%	42.36%	34.05%	51.13%	41.29%	31.56%	33.53%
Gemma	BigRec	0.0068	0.0048	0.0101	0.0058	0.0130	0.0066	0.0030	0.0030	0.0052	0.0037	0.0119	0.0053	0.0156	0.0105	0.0260	0.0138	0.0430	0.0182
	$D^3$	0.0072	0.0038	0.0202	0.0080	0.0339	0.0114	0.0216	0.0129	0.0327	0.0164	0.0446	0.0194	0.0117	0.0068	0.0210	0.0141	0.0478	0.0224
	SDPO*	0.0066	0.0034	0.0098	0.0054	0.0144	0.0071	0.0022	0.0018	0.0037	0.0025	0.0162	0.0094	0.0166	0.0122	0.0298	0.0155	0.0466	0.0222
	Llara*	0.0078	0.0055	0.0137	0.0074	0.0159	0.0080	0.0097	0.0039	0.0127	0.0049	0.0202	0.0152	<u>0.0275</u>	<u>0.0173</u>	<u>0.0428</u>	<u>0.0223</u>	<u>0.0677</u>	<u>0.0299</u>
	SPRec	0.0070	0.0033	0.0111	0.0062	0.0142	0.0077	0.0029	0.0022	0.0037	0.0025	0.0124	0.0063	0.0152	0.0113	0.0244	0.0133	0.0566	0.0211
	LangPTune	0.0130	0.0079	0.0221	0.0107	<u>0.0403</u>	0.0152	<u>0.0350</u>	<u>0.0235</u>	<u>0.0469</u>	<u>0.0274</u>	<u>0.0677</u>	<u>0.0325</u>	0.0068	0.0053	0.0120	0.0059	0.0195	0.0094
	$R^2_{ec}$	<b>0.0264*</b>	<b>0.0161*</b>	<b>0.0397*</b>	<b>0.0203*</b>	<b>0.0615*</b>	<b>0.0257*</b>	<b>0.0573*</b>	<b>0.0398*</b>	<b>0.0804*</b>	<b>0.0472*</b>	<b>0.1042*</b>	<b>0.0527*</b>	<b>0.0326*</b>	<b>0.0205*</b>	<b>0.0531*</b>	<b>0.0271*</b>	<b>0.0835*</b>	<b>0.0347*</b>
	% Improve.	50.86%	11.81%	77.23%	25.31%	52.61%	22.38%	63.71%	69.36%	71.43%	72.26%	53.91%	62.15%	18.98%	19.19%	24.07%	21.52%	23.34%	16.25%

Table 1: The overall performance of baselines and  $R^2_{ec}$  on three datasets. The best results in each group are marked in Bold, while the second-best results are underlined. \* implies the improvements over the second-best results are statistically significant (p-value < 0.05). % improve represents the relative improvement achieved by  $R^2_{ec}$  over the best baseline



# Ablation Study

Method	Instruments						CDs and Vinyl						Video Games					
	H@5	N@5	H@10	N@10	H@20	N@20	H@5	N@5	H@10	N@10	H@20	N@20	H@5	N@5	H@10	N@10	H@20	N@20
w/ ClsHead	0.0044	0.0023	0.0102	0.0033	0.0179	0.0067	0.0030	0.0025	0.0045	0.0027	0.0095	0.0044	0.0012	0.0008	0.0022	0.0011	0.0133	0.0032
w/o Reasoning	0.0176	0.0121	0.0296	0.0153	0.0511	0.0200	0.0469	0.0321	0.0692	0.0393	0.0945	0.0456	0.0277	0.0174	0.0441	0.0227	0.0748	0.0303
w/o $R_d$	0.0198	0.0124	0.0338	0.0164	0.0560	0.0224	0.0521	0.0338	0.0766	0.0404	0.0974	0.0486	0.0302	0.0196	0.0487	0.0254	0.0798	0.0332
w/o $R_c$	<u>0.0244</u>	<u>0.0160</u>	<u>0.0394</u>	<b>0.0208</b>	<u>0.0605</u>	<b>0.0258</b>	<u>0.0543</u>	<u>0.0382</u>	<u>0.0774</u>	<u>0.0456</u>	<u>0.1012</u>	<u>0.0515</u>	<u>0.0316</u>	<u>0.0202</u>	<b>0.0534</b>	<u>0.0264</u>	<u>0.0814</u>	<u>0.0355</u>
$R^{2ec}$	<b>0.0264</b>	<b>0.0161</b>	<b>0.0397</b>	<u>0.0203</u>	<b>0.0615</b>	<u>0.0257</u>	<b>0.0588</b>	<b>0.0388</b>	<b>0.0804</b>	<b>0.0457</b>	<b>0.1086</b>	<b>0.0525</b>	<b>0.0326</b>	<b>0.0205</b>	<u>0.0531</u>	<b>0.0271</b>	<b>0.0853</b>	<b>0.0363</b>

Table 2: Ablation study on key components of  $R^{2ec}$ .

- **Reasoning Impact:** Removing reasoning tokens resulted in an average 15% performance drop across all metrics, confirming the substantial benefit of explicit reasoning for recommendations.
- **Architectural Coupling:** Using a separate classification head instead of the tightly-coupled recommendation head led to significantly worse performance, highlighting the importance of shared hidden-state spaces.
- **Reward Design:** The fused reward scheme outperformed using either discrete or continuous rewards alone, with discrete rewards showing stronger alignment to recommendation objectives.



# Emergent Reasoning Strategies

R<sup>2</sup>ec can adaptively adopt reasoning strategies based on context and domain characteristics:

**Attribute Abstraction**  
Identifying and generalizing item features

**Negative Exclusion**  
Explicitly avoiding unfavorable types

**Self-Explanation**  
Articulating preference rationales



**Pattern Recognition**

Grouping similar items and preferences

**Scenario Reasoning**

Context-aware, role-based recommendations

**Temporal Reasoning**

Time-based patterns and trends

# Domain-Specific Adaptation

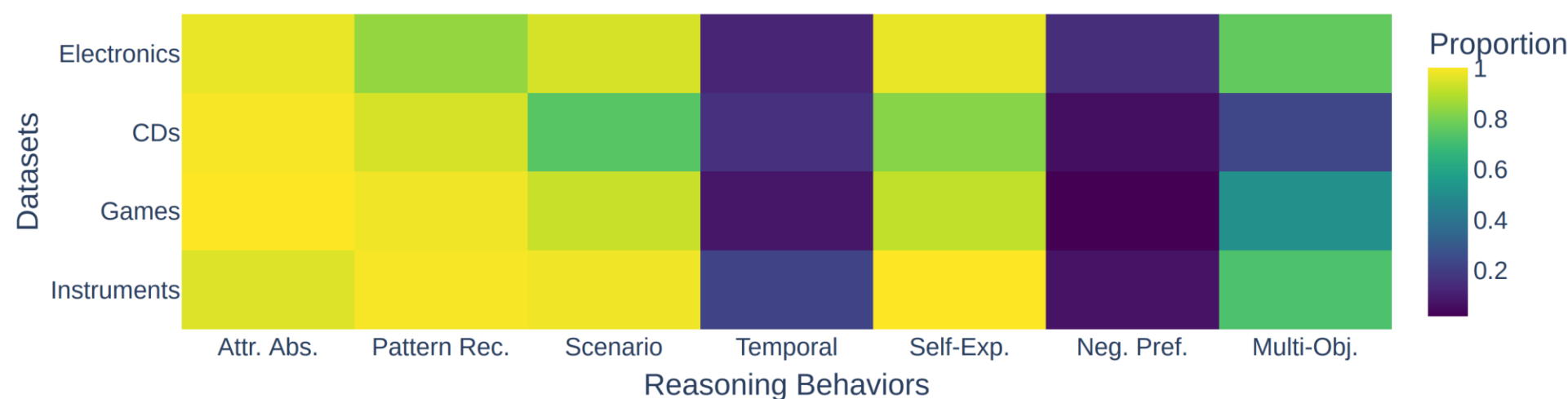


Figure 4: Distribution of reasoning behaviors across datasets. Each bar represents the proportion of reasoning outputs exhibiting a given reasoning behavior within a dataset.

**Insight:** This adaptive reasoning demonstrates R<sup>2</sup>ec's ability to self-organize its decision-making process based on domain characteristics and user contexts, leading to improved interpretability and more appropriate recommendations.

# Efficiency Analysis

Method	Latency (s)
SASRec	0.014
LangPTune	1.90
D <sup>3</sup>	4.62
LLaRA	5.23
R <sup>2</sup> ec	<b>1.67</b>
R <sup>2</sup> ec (with VLLM)	<b>0.0945</b>

Table 4: Average inference latency (in seconds) across models.

## Architectural Advantages

- Outperforms non-reasoning Large recommender models
- Dual-head design avoids expensive autoregressive item decoding

## Deployment with VLLM

- Significantly reduces efficiency gap with traditional sequential models
- Maintains expressiveness of reasoning-enhanced recommendations

**Result:** Competitive inference efficiency among LLM-based recommenders while preserving superior performance

# Summary

- **R<sup>2</sup>ec**: Unified large recommender model with intrinsic reasoning capabilities
- **RecPO**: Learns effective reasoning strategies without human annotations
- **Performance**: Superior recommendation quality with competitive efficiency
- **Adaptability**: Self-organizes reasoning strategies across domains

## Takeaway

Reasoning and recommendation can be effectively unified in a single model, achieving both performance and efficiency.

# Thank You!

## Access All Resources:

Scan the QR code to explore the details and reproduce our findings on [Paper page - R<sup>2</sup>ec: Towards Large Recommender Models with Reasoning](#)



- Full Research Paper
- GitHub Repository (Code & Data)
- Model Checkpoints