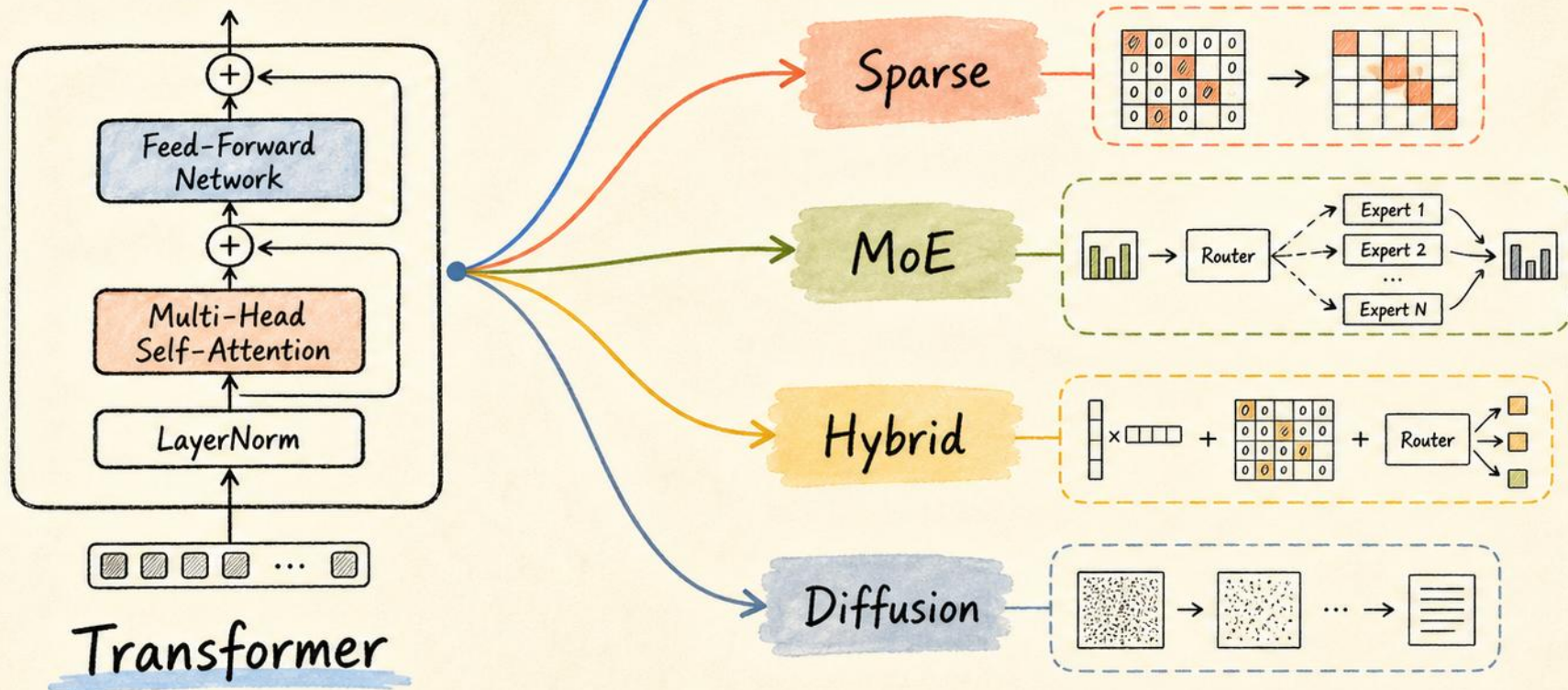


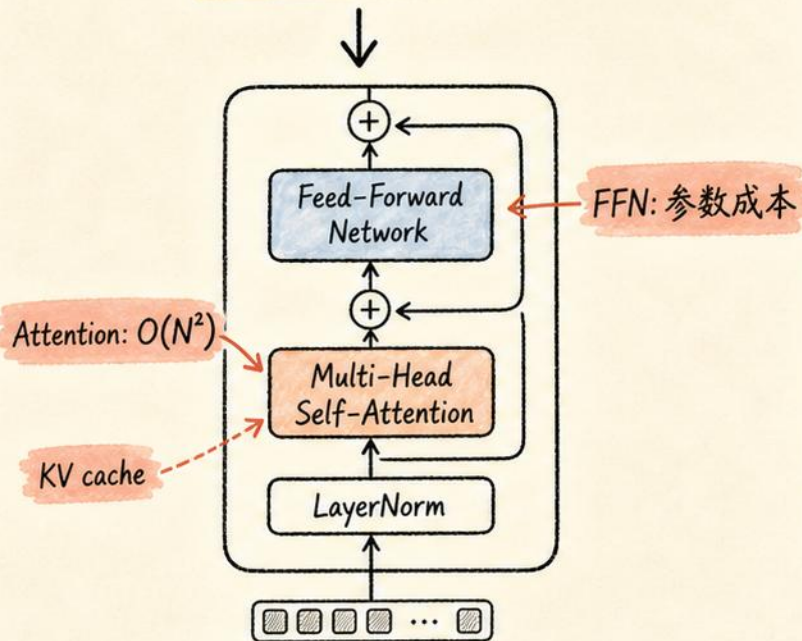
★ Speed Always Wins 解读

高效 LLM 架构地图



★ 效率变成硬约束

长上下文



Transformer

部署压力

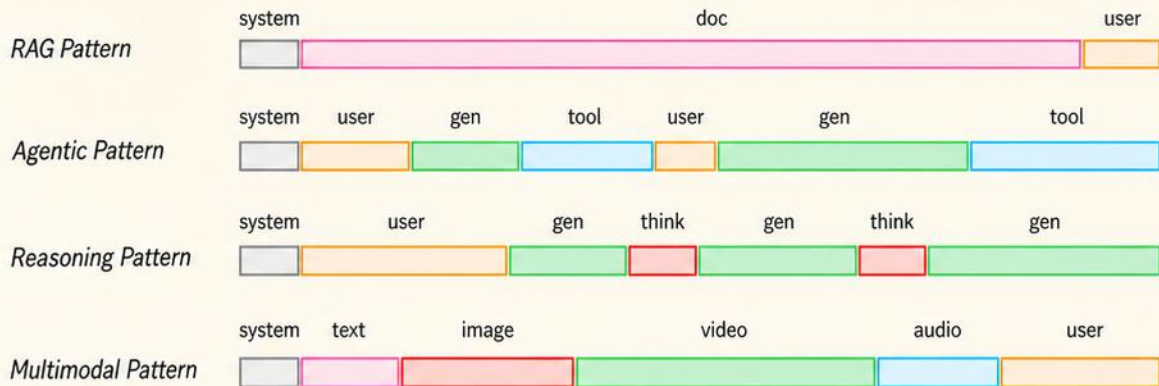


Figure 2: Long Context Patterns. We provide representative examples of long-context usage patterns across various scenarios, including retrieval-augmented generation (RAG), agentic, reasoning, and multimodal applications.



RAG



Agent



Reasoning



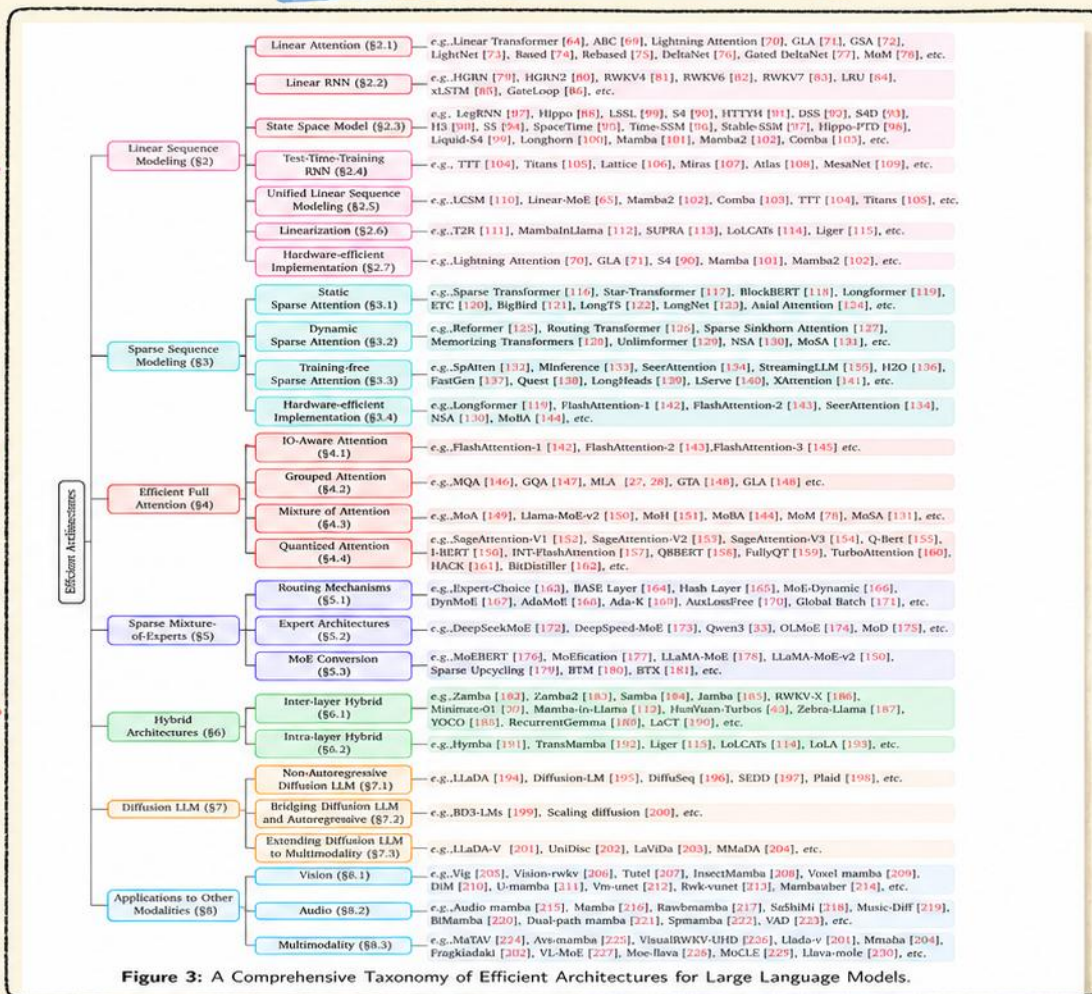
Multimodal

★ 七条效率路线 ★

① Linear

② Sparse

③ Full Attention



④ MoE

⑤ Hybrid

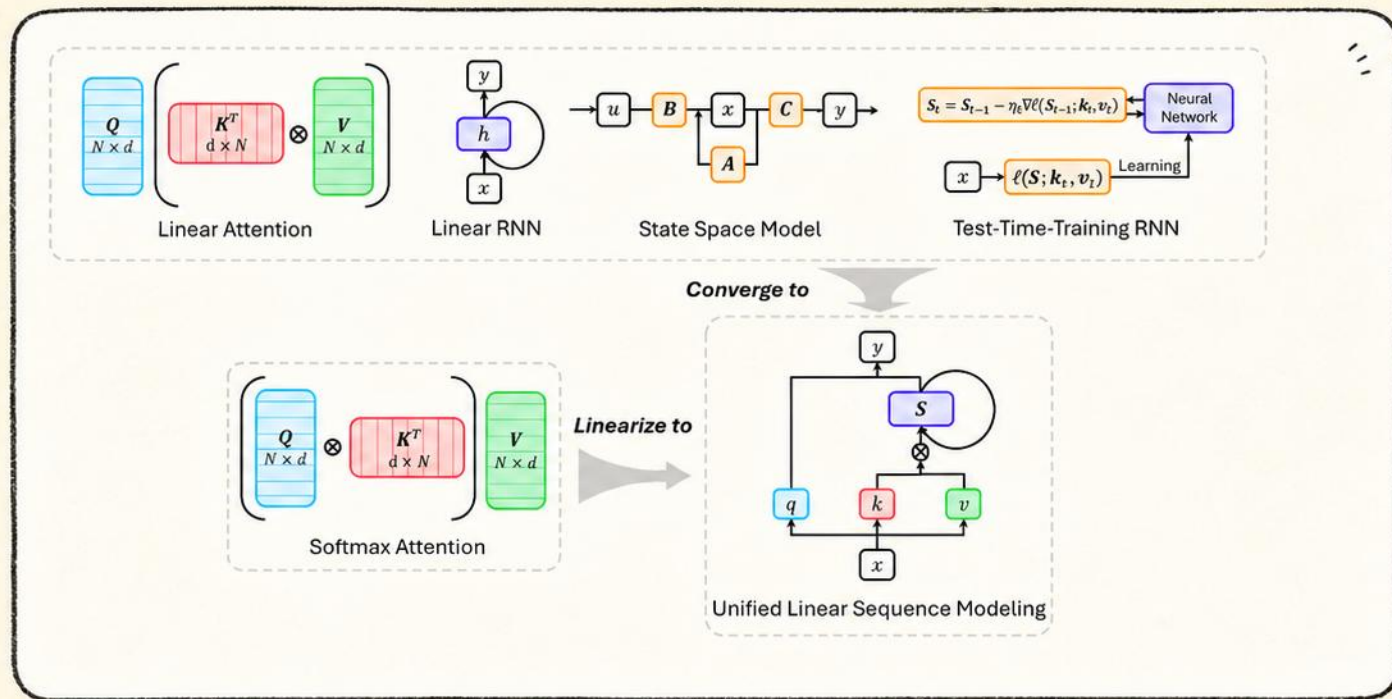
⑥ Diffusion

⑦ Multimodal

Figure 3: A Comprehensive Taxonomy of Efficient Architectures for Large Language Models.

★ 不是单点技巧，是架构地图 ★

★ 把注意力写成状态



$$O(N^2) \rightarrow O(N)$$

少 KV cache

Softmax

Linear / Recurrent



状态读写

- ✓ 把全局信息压缩到状态 S
- ✓ 读写以 q, k, v 与状态交互



递推更新

- ✓ 一步步更新状态 S
- ✓ 从全局计算走向递推计算



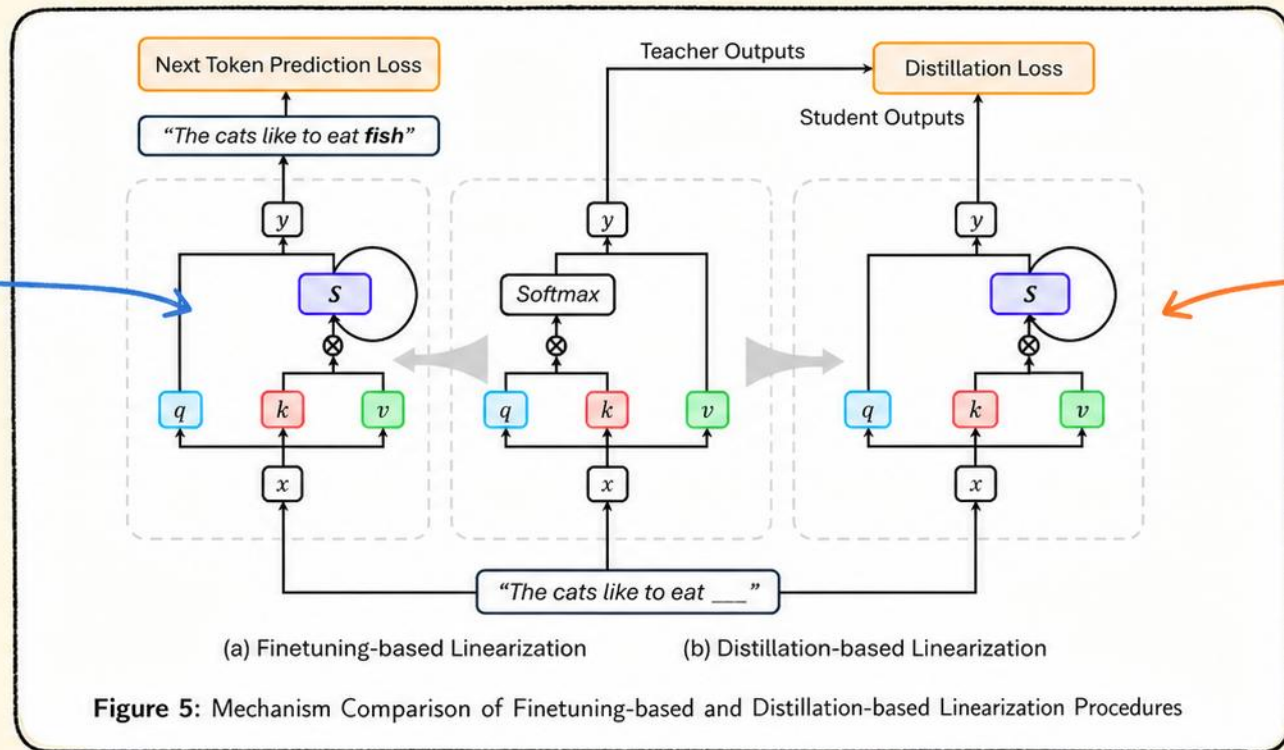
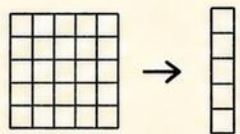
查询读出

- ✓ 用查询 q 从状态读出 y
- ✓ 高效输出所需信息

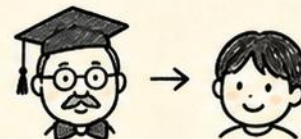
★ 从零训练高效架构太贵，
linearization 试图把已有 Transformer 低成本转换成 linear/recurrent/hybrid 模型。

低成本
适配

替换注意力



蒸馏迁移



swap → finetune



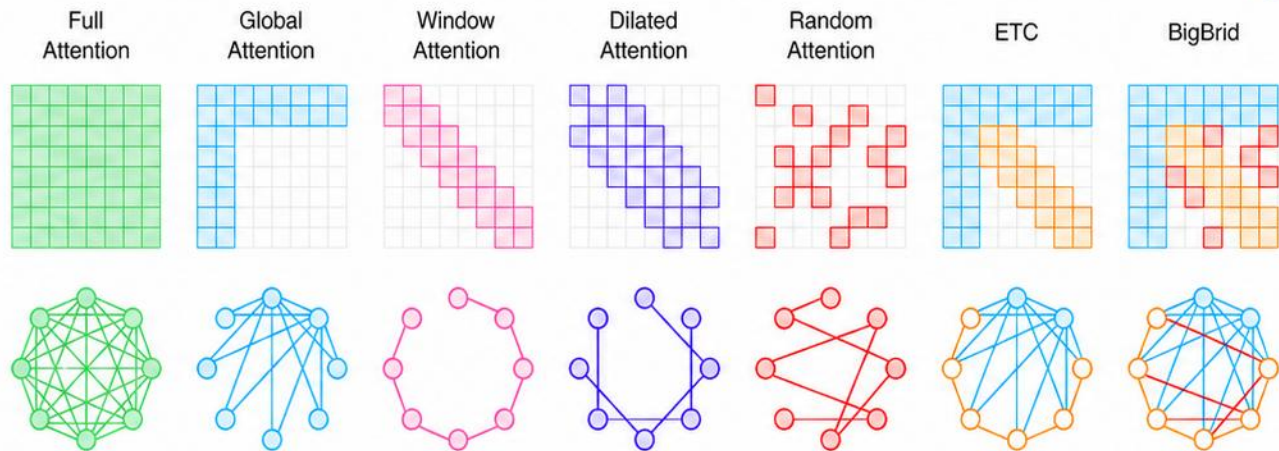
Teacher



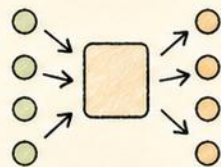
Student

teacher → student

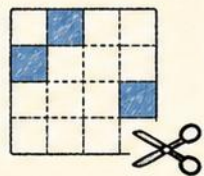
★ 不是所有 token 都互看 !!



固定稀疏

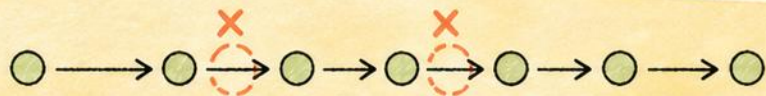


动态路由



推理剪枝

★ 少算关键边

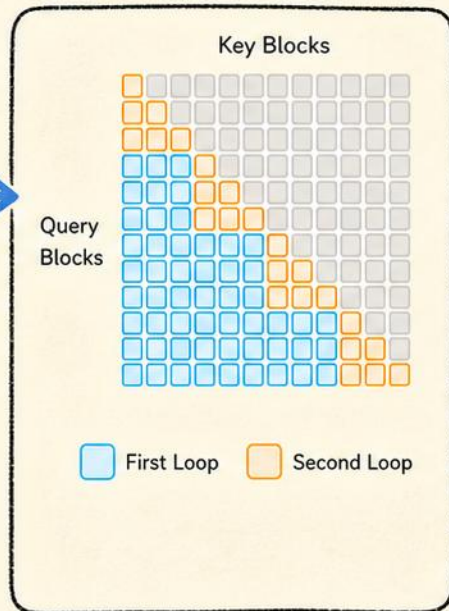


精确注意力也能更快

保留 softmax

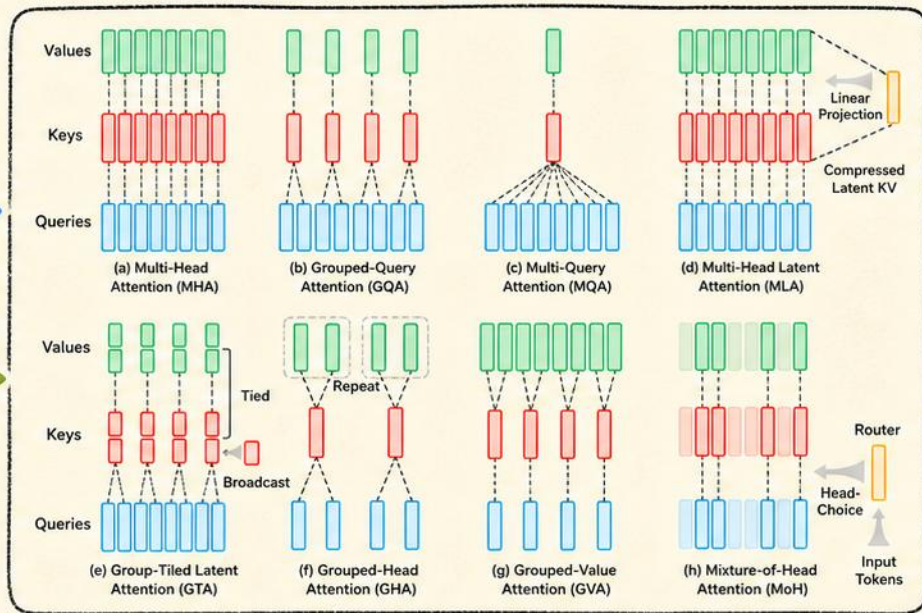
IO-aware

高 IO
开销



KV 压缩

KV
Cache



低精度

16-bit

8-bit

4-bit

2-bit



从 IO-aware tiling、head/KV sharing、低精数量化入手，让“精确注意力”更快。

★ MoE 的核心是 conditional computation

容量大，激活少

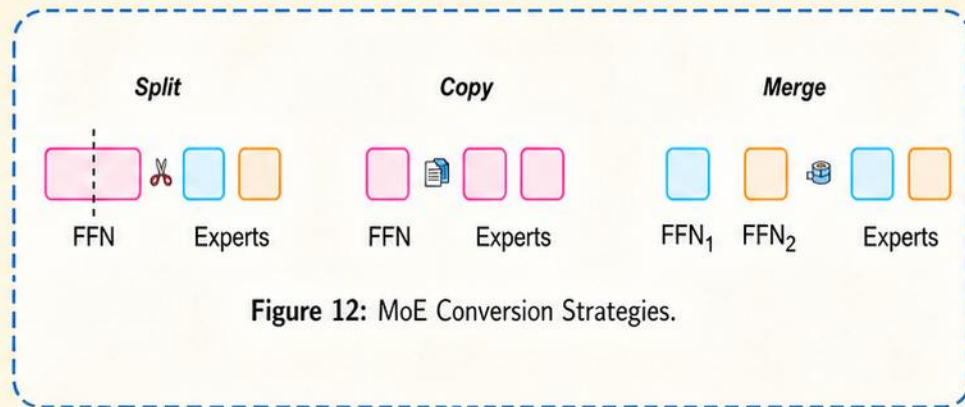
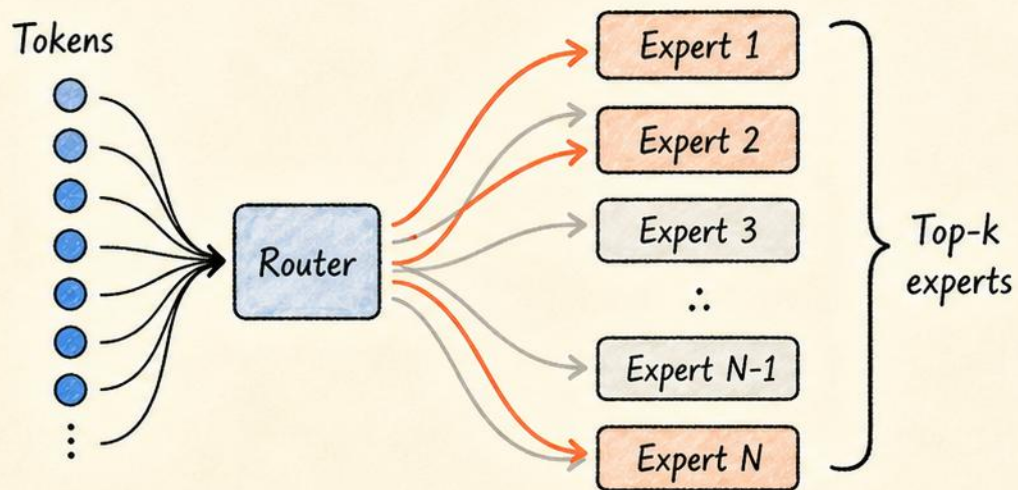


Figure 12: MoE Conversion Strategies.

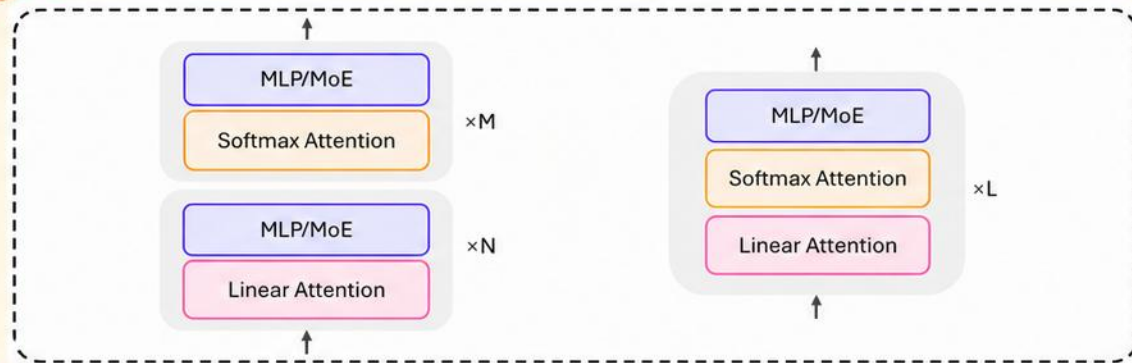
Split : 将原始 FFN 拆分，得到多个专家，减少单个专家规模。

Copy : 复制 FFN，直接得到多个同构专家，简单高效。

Merge : 合并多个 FFN，形成多个更强的专家，提升表达能力。

capacity $\neq$ compute ⚠ 负载均衡 | ⚠ 通信开销

层间混合

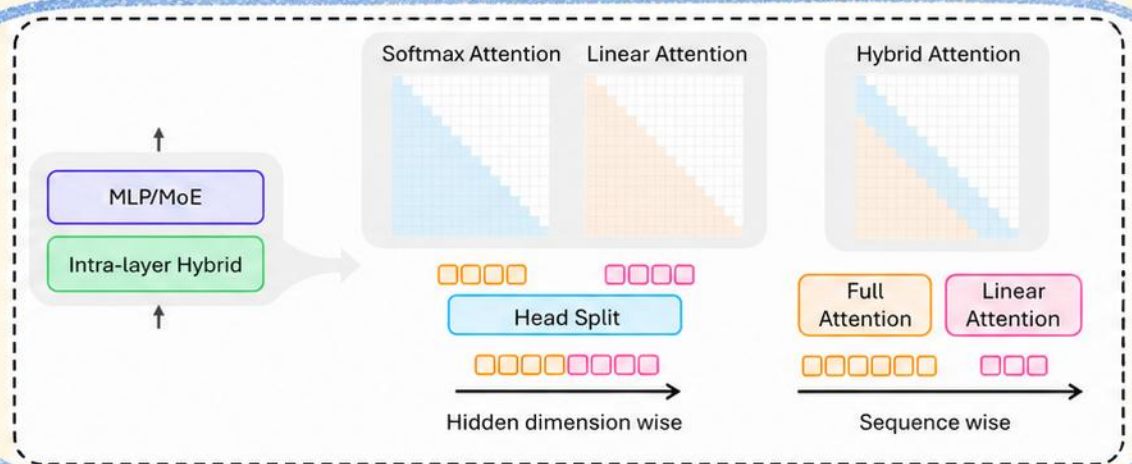


(a) Inter-layer Hybrid

Linear
效率

Softmax
精确召回

层内混合

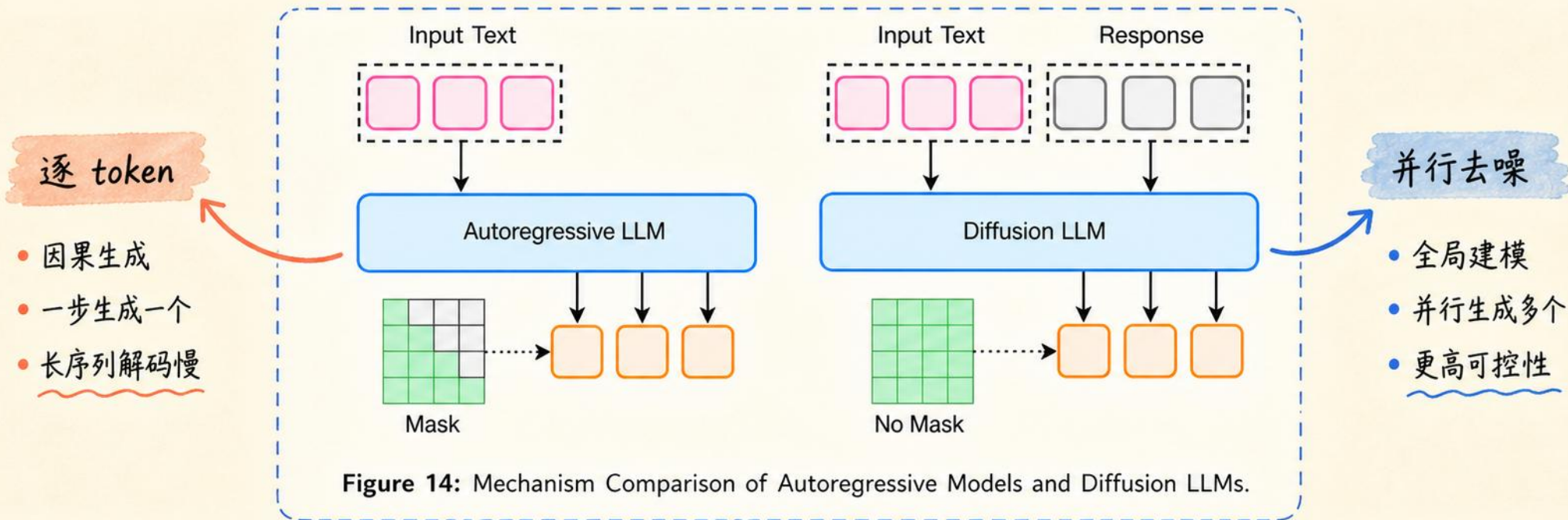


(b) Intra-layer Hybrid

效率层 + 精确层

★ 跳出逐 token 解码

Diffusion LLM 把文本生成看作 masked/denoising 过程, 换来并行解码和更强可控性, 但仍需解决固定长度, 质量和 AR 兼容问题。



可控生成

更强的全局条件与风格控制



固定长度?

输出长度如何自适应?



质量?

如何进一步提升生成质量?

★ 同一套原则外溢

Table 2: Overview of Applications of Efficient Architectures Across Modalities and Categories.

Modality	Category	Approach
Vision	Classification	InsectMamba [208], V-MoE [332], MoE-CNN [368], pMoE [369], Res-vmamba [370], Mam-mil [371], Spectralmamba [372], Memorymamba [373]
	Detection	Vig [205], Vision-rwkv [206], Tutel [207], Mamba yolo [374], Voxel mamba [209], Mim-istd [375], Htd-mamba [376], Soar [377]
	Segmentation	RWKV-SAM [378], Segman [379], VM-Unet [380], Pyramidmamba [381], Vig [205], Vision-rwkv [206]
	Enhancement & Restoration	Restore-rwkv [382], Dvmsr [383], Q-mambar [384], RWKV-IR [385], Pixmamba [386], Water-mamba [387], Retinexmamba [388], Llemamba [389], Fouriermamba [390], Vmambair [391], Serpent [392], Matir [393], Cu-mamba [394], Lfmamba [395]
	Generation	DiS [396], Dim [397], DiM [210], Zigma [398], AiM [399], Maskmamba [400], Dimba [401], DiM-3D [402], Gamba [403], Diffusion-rwkv [404], Sdit [405]
	Medicine	U-mamba [211], Vm-unet [212], Rwkv-unet [213], Segmamba [406], Zig-rir [407], Bsbp-rwkv [408], Mambamil [409], Mmr-mamba [410], Mambamir [411], Vmambamorph [412], I2i-mamba [413], Delta-wkv [414]
	Autonomous Driving	Mambabev [214], Occrwkv [415], H-mba [416], Trajectory mamba [417], Drama [418], Salm ² [419]
	Remote Sensing	RS-Mamba [420], Samba [421], Changemamba [422], Rs3mamba [423], Hsimamba [424], Pan-mamba [425], LE-Mamba [426], Rsdehamba [427], FMSR [428], Rscama [429]
Audio	Understanding	Audio mamba [215, 430, 431], Mamca [216], Rawbmamba [217], BiMamba [220], Ssamba [432], Dual-path mamba [221], Spmamba [222], VAD [223]
	Enhancement & Generation	SEMamba [433], Tramba [434], SaShiMi [218], Music-Diff [219], oSpatialNet-Mamba [435]
Multimodality	Understanding	MaTAV [224], Avs-mamba [225], Av-mamba [436], VisualRWKV-UHD [226], Rwkv-clip [437], Laida [203], LiMoE [438], Uni-MoE [439], VL-MoE [227], Moe-llava [228], MoCLE [229], Llava-mole [230], PaCE [440], Llada-v [201], Dimple [366]
	Unified	Fragkiadaki [202], Mmada [204]

Vision

检测



分割



Audio

语音理解



音频生成



Multimodal

图文理解



视频问答



长序列

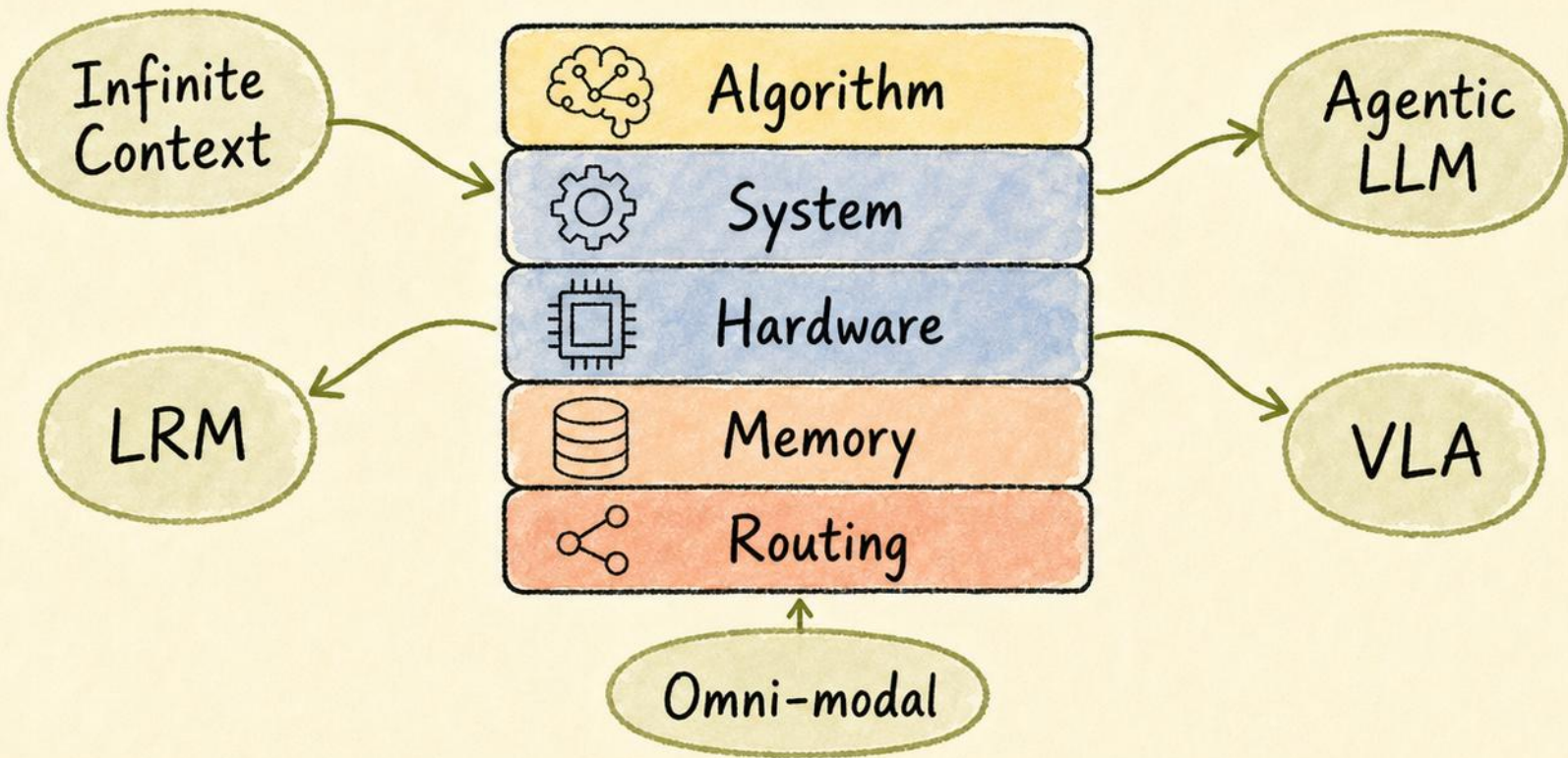
+

稀疏计算

=

从文本到多模态

★ 快是系统命题



架构、系统、硬件一起设计