

EntroLLM: Entropy Encoded Weight Compression for Efficient Large Language Model Inference on Edge Devices

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Goals

EntroLLM

1. **Beyond-quantization compression of stored on-(edge)-device model weights**



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2. **No additional accuracy degradation beyond mere quantization effects**



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Additional compression must not compromise lightweight LLM performance.



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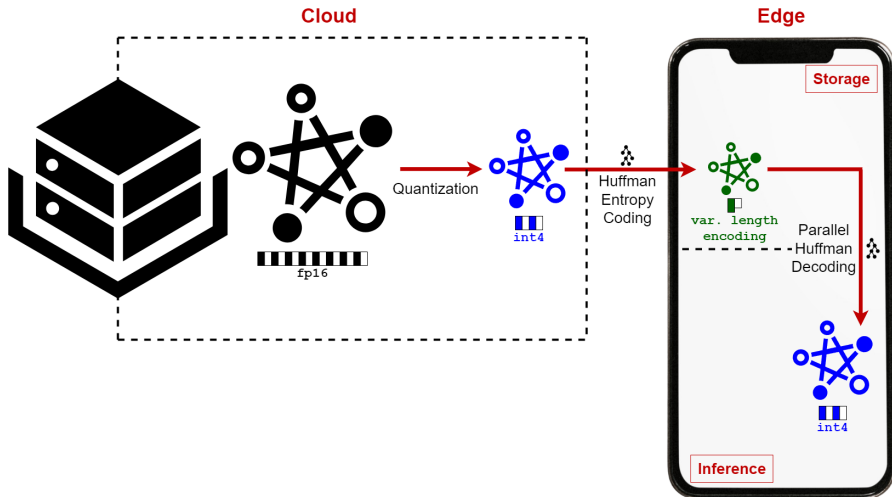
3. **Uncompressing + token generation has competitive latency**

The token generation rate should not fall below a certain threshold to avoid hampering quality of service (QoS).



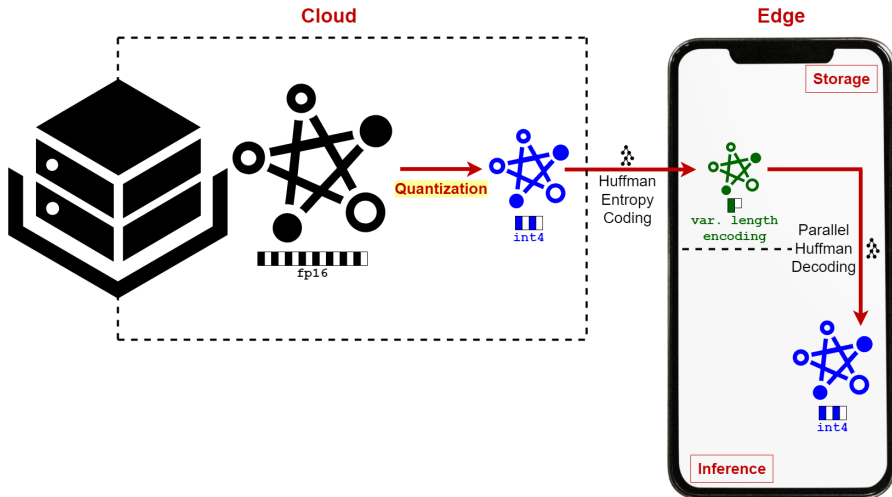
Schematic

EntroLLM



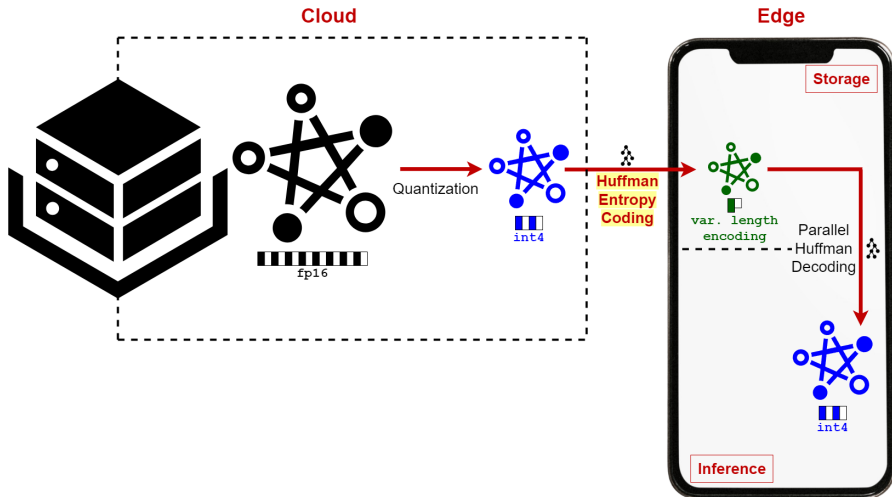
Schematic

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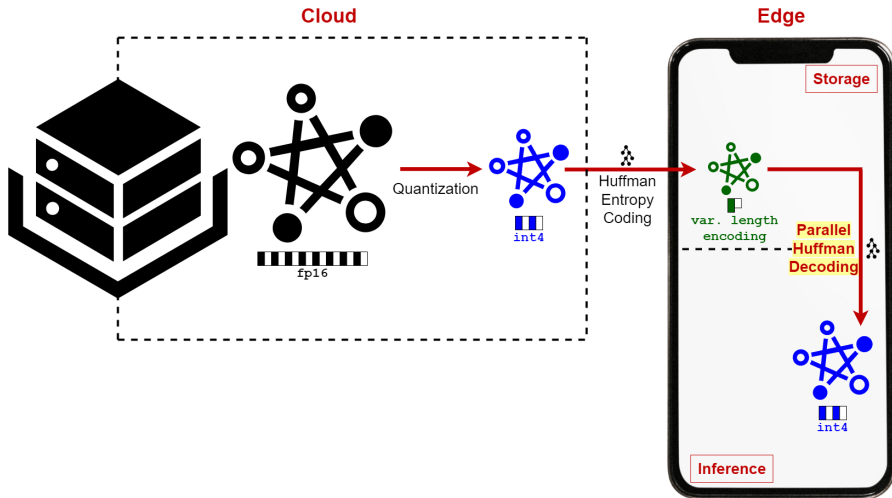
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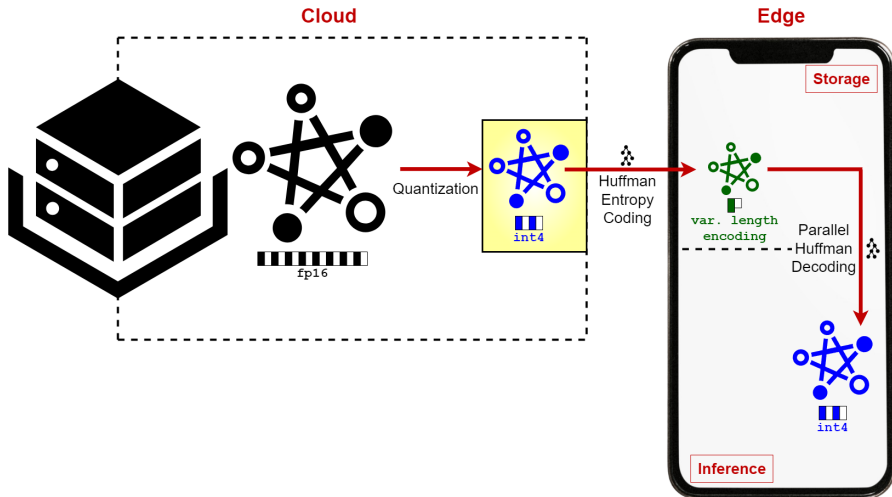
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Mixed Quantization Scheme

EntroLLM

1. **Fact:** Layer-wise, trained weights distribution follows a bell-shaped curve.²

²DOI: 10.5555/3454287.3455001



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2. After quantization, individual layers will retain their original distribution, and the entropy of these distributions is quite high.

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Mixed Quantization Scheme

EntroLLM

1. **Fact:** Layer-wise, trained weights distribution follows a bell-shaped curve.²
2. After quantization, individual layers will retain their original distribution, and the entropy of these distributions is quite high.
3. The entropy of distribution of all weights in the model is even higher. As such, Huffman compression will give little benefit.

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Mixed Quantization Scheme

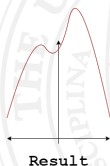
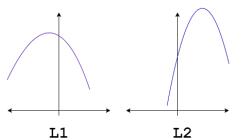
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If we can somehow map various layers' floating point grids to different integer grids, such that each layer's quantized weight distributions add up to give rise to a very low entropy, high skew distribution, then we can greatly enhance compressibility.



Mixed Quantization Scheme

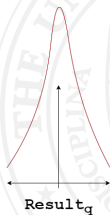
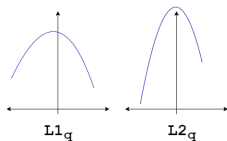
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Different layers may have different distributions, and the resulting overall distribution can have a high entropy

Mixed Quantization Scheme

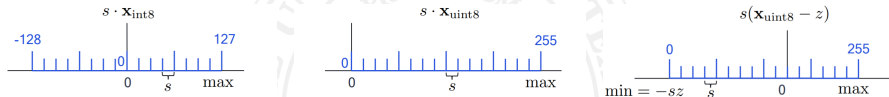
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Through different quantization schemes, shifting distributions on a case-by-case basis allows us to skew the overall distribution, thus inducing a low entropy.

Mixed Quantization Scheme

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A visual explanation of the different uniform quantization grids³ for a bit-width of 8. s is the scaling factor, z the zero-point. The floating-point grid is in black, and the integer-quantized grid is in blue. In our work, we use either an unsigned or an asymmetric quantization scheme on each layer based on the individual layer's weight distribution.

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³arXiv: 2106.08295



Quantization Algorithm

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for each layer k in the model **do**

if $W_{fp}^k|_{\max} \times W_{fp}^k|_{\min} \geq 0$ **then**

$$W_{int}^k \leftarrow \left\lfloor \frac{W_{fp}^k}{s} \right\rfloor$$

▷ Unsigned

else

$$W_{int}^k \leftarrow \left\lfloor \frac{(W_{fp}^k - z)}{s} \right\rfloor$$

▷ Asymmetric

▷ z is zero-point, s is scaling factor

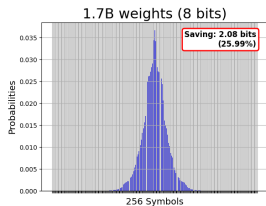
end if

end for

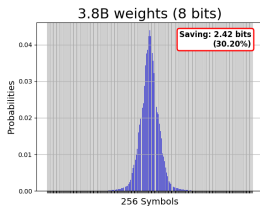


Model Parameter Distribution

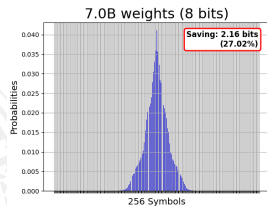
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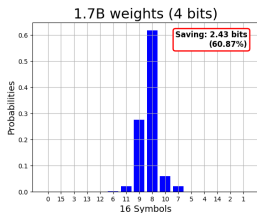
(a) smolLM-1.7B-Instruct



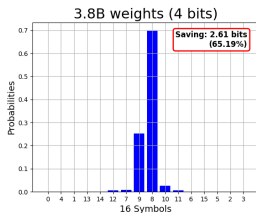
(b) phi3-mini-4k-Instruct



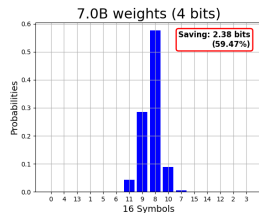
(c) mistral-7B-Instruct



(d) smolLM-1.7B-Instruct



(e) phi3-mini-4k-Instruct



(f) mistral-7B-Instruct

Model Perplexity & Accuracy Performance

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PROPERTY	MODELS								
	smolLM-Instruct			phi3-mini-4k-Instruct			mistral-Instruct		
Parameter Count	1.7 Billion			3.8 Billion			7.0 Billion		
Weight Encoding	fp16	uint8	uint4	fp16	uint8	uint4	fp16	uint8	uint4
Effective Bits	16	5.92	1.57	16	5.58	1.39	16	5.84	1.62
WIKITEXT2 (ppl.) ↓	23.81	23.93	24.14	9.03	9.44	10.10	8.17	8.24	8.29
HELLASWAG (acc.) ↑	25.85%	25.55%	25.30%	82.2%	82.10%	81.01%	58.37%	58.33%	58.21%
GSM8k CoT (acc.) ↑	-	-	-	77.37%	72.84%	70.58%	52.2%	48.62%	45.36%

Benchmarks: Perplexity and Accuracy benchmarks for smolLM-1.7B-Instruct, phi3-mini-4k-Instruct and mistral-7B-Instruct on various language tasks



Model Compressibility

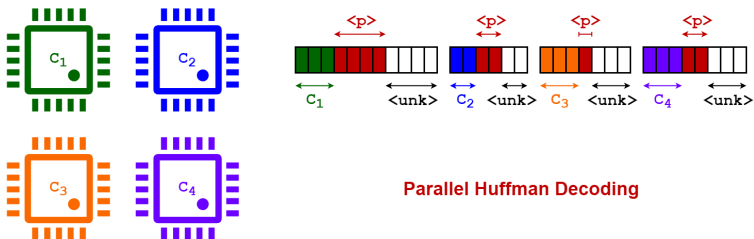
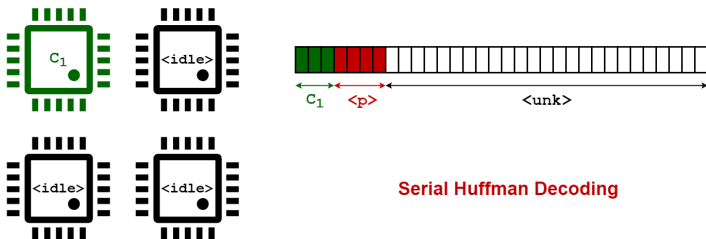
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PROPERTY	MODELS								
	smolLM-Instruct			phi3-mini-4k-Instruct			mistral-Instruct		
Quantization Bits	8 bits								
Weight Compressibility	SOTA	ours	Improvement	SOTA	ours	Improvement	SOTA	ours	Improvement
Bits Saved	0.29	2.08	$\times 7.2$	0.30	2.42	$\times 8.1$	0.31	2.16	$\times 7.0$
Quantization Bits	4 bits								
Weight Compressibility	SOTA	ours	Improvement	SOTA	ours	Improvement	SOTA	ours	Improvement
Bits Saved	0.21	2.43	$\times 11.6$	0.20	2.61	$\times 13.1$	0.21	2.38	$\times 11.3$

A comparison showing how our quantization scheme improves downstream entropy compressibility of weights versus SOTA quantization techniques

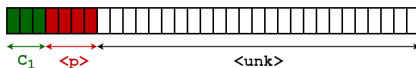
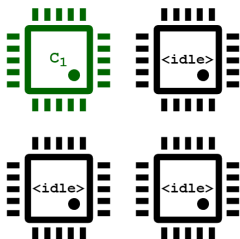
Weight Packing for parallel Huffman decoding

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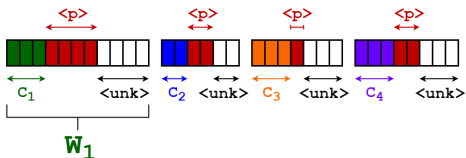
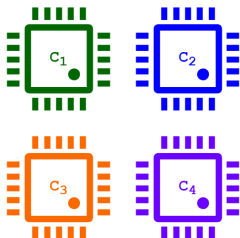


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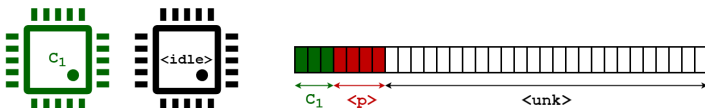
Serial Huffman Decoding



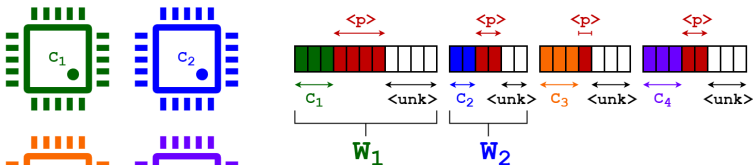
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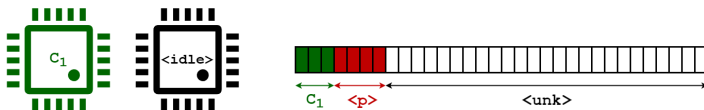
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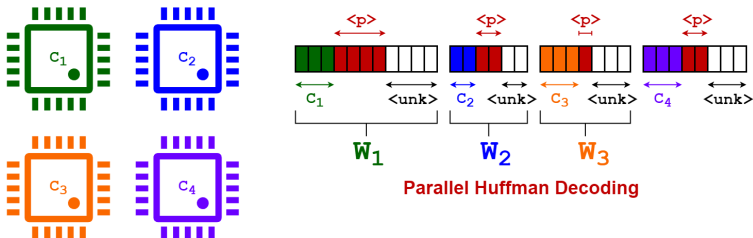
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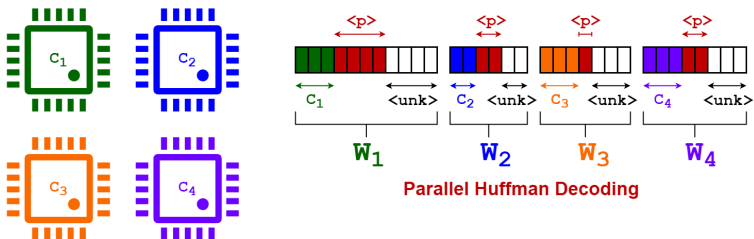
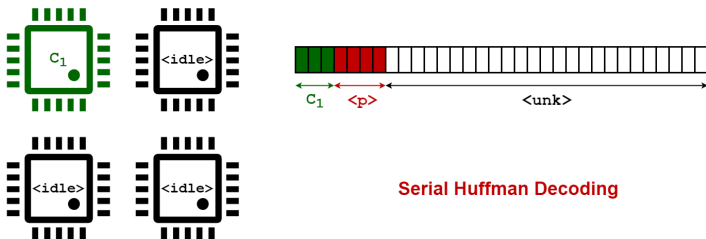
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Model Latency Performance

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TASK	ENCODING	LATENCY W/O HUFFMAN (sec)	LATENCY W/ HUFFMAN (sec)
pre-fill	uint8	27.10	23.17
token generation		0.083	0.063
parallel decoding		-	6.66
first token latency		27.18	29.89
pre-fill	uint4	9.69	8.34
token generation		0.062	0.025
parallel decoding		-	1.66
first token latency		9.75	10.03

Latency breakdown for the phi3-mini-4k model on an NVIDIA JETSON P3450 across different quantization formats (uint8 and uint4) with and without Huffman compression.

Acknowledgements



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