

# CASP: Compression of Large Multimodal Models Based on Attention Sparsity

## -Supplementary Material-

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This supplementary material includes the computational complexity analysis, further numerical experiments, an ablation study on the calibration dataset size, and qualitative results. We also discuss the limitations and broader impact of this work.

### 1. Computational Complexity

In this section, we present the computational complexity analysis of CASP compared to the baselines. Tab. 1 shows the results on LLaVA-Next-Video-7B (8 frames) [25] with "Eager" attention, a batch size of 1, and a maximum/minimum new token count of 128. We provide the prefilling time in seconds and throughput in tokens per second (Tok/s). Additionally, we report the prefilling peak memory, end-to-end peak memory, and model size.

Note that the quantization procedure generally involves two criteria that can affect the inference time: 1) Matrix multiplication of low-precision tensors, which is often faster than float tensors. 2) Dequantization at the inference stage to FP16, which introduces overhead. Tab. 1 shows the inference time of AQLM [2] and QuIP# [16] compared with the original model in FP16. Comparing QuIP# and AQLM, QuIP# is faster via fusing query, key, and value weight matrices in the attention layer and fusing gate and up weight matrices in the MLP layer.

CASP contains two components that impact the inference time: 1) Low-rank factorization of  $W_q$  and  $W_k$ . 2) Quantizing important layers to higher bits (e.g., 3-bit). Compressing  $W_q$  and  $W_k$  via low-rank decomposition (i.e., removing a high percentage of eigenvalues from the Q and K weights) directly reduces FLOPs, making inference faster. In other words, regardless of the hardware and kernel design, low-rank factorization always provides run-time improvement as most of the parameters are removed. As the second row of Tab. 1 shows, CASP<sub>Original</sub>, i.e., the FP16 model with 75% compression of  $W_q$  and  $W_k$ , results in nearly 4% speed-up due to smaller weight matrices.

On the other hand, quantizing important layers to higher bits may introduce overhead compared to uniformly quantizing all layers to 2-bit. This is because 3-bit quantized

Method	Bit	Prefill Time (s)	Throughput (Tok/s)	Prefill Peak-Mem (GB)	End-to-End Peak-Mem (GB)	Model Size (GB)
Original	16	0.41	2.2	13.5	13.6	13.5
CASP <sub>Original</sub>	16	0.39	2.3	12.0	12.1	13
AQLM	2	0.51	1.8	3.2	3.4	2.7
CASP <sub>AQLM</sub>	2	0.50	1.9	3.1	3.3	2.7
QuIP#	2	0.39	2.3	3.2	3.4	2.7
CASP <sub>QuIP#</sub>	2	0.39	2.3	3.4	3.6	2.7

Table 1. Runtime and memory usage of the baselines and CASP. CASP does not introduce any overhead compared to the baselines.

models are slightly slower than the 2-bit ones [2, 16]. Overall, CASP does not introduce any overhead for the baselines. In some cases such as CASP<sub>AQLM</sub>, it can slightly improve the inference speed due to the low-rank factorization. It should be noted that our primary goal in this work is not to achieve faster inference over the baselines but to enhance their performance with the same model size, memory, and inference time.

Tab. 1 also compares the prefilling and end-to-end peak memory of CASP with the baselines. For a fair comparison, we matched the model size of CASP with the baselines, ensuring all 2-bit quantized checkpoints are 2.7GB. CASP's peak memory is slightly higher than the baseline due to optimal bit allocation. This peak memory is influenced by the higher bits allocated to important layers and the extent of low-rank compression applied to  $W_q$  and  $W_k$ .

### 2. Further Quantitative Results

In the main manuscript, the experimental results on 5 multi-choice QA datasets for image-language understanding were reported. In this section, Tab. 2 presents additional quantitative results on image captioning datasets such as NoCaps [1], COCO-Caption [10], and Flickr30K [21], as well as GQA [6]. The primary evaluation metric used for open QA and image captioning tasks is CIDEr (Consensus-based Image Description Evaluation) [17], which measures the similarity between a generated caption and a set of refer-

LLaVA-1.5-7B

	Bit	NoCaps (CIDEr↑)	COCO17 (CIDEr↑)	Flick30K (CIDEr↑)	GQA (EM ↑)	Avg. Rel Imp.
Original	16	0.102	0.106	0.74	0.61	
GPTQ	2.2	0.53	0.62	0.38	0.13	
CASP <sub>GPTQ</sub>	2.2	<b>0.92</b>	<b>0.100</b>	<b>0.64</b>	<b>0.52</b>	<b>+125%</b>
AQLM	2	0.73	0.87	0.57	0.43	
CASP <sub>AQLM</sub>	2	<b>0.91</b>	<b>0.107</b>	<b>0.68</b>	<b>0.53</b>	<b>+22%</b>
QUIP#	2	0.102	0.103	0.75	0.57	
CASP <sub>QUIP#</sub>	2	<b>0.102</b>	0.102	<b>0.77</b>	<b>0.57</b>	<b>+0.5%</b>

Table 2. Further quantitative results on open-ended QA tasks and GQA dataset with LLaVA-1.5-7B.

Calibration Size	LiveB (PPL↓)	LWilder (PPL↓)	LCOCO (PPL↓)	Avg. (PPL↓)
128	7.8	9.0	5.9	<b>7.5</b>
256	7.8	8.5	5.8	<b>7.3</b>
512	7.9	8.3	5.7	<b>7.3</b>
1024	7.9	8.2	5.7	<b>7.2</b>

Table 3. Experiment on the calibration data size using CASP<sub>AQLM</sub> with LLaVA-1.5-7B.

ence captions. As summarized in Tab. 2, CASP obtains 125% and 22% average relative improvements over GPTQ and AQLM. QUIP# almost obtains the same results as the FP16 model and even outperforms the FP16 model in the Flickr30K dataset. However, we still observe 0.5% average relative improvements with CASP<sub>QUIP#</sub>.

### 3. Calibration Dataset Size

Tab. 3 demonstrates experiments on the number of samples in the calibration dataset used for CASP<sub>AQLM</sub> with LLaVA-1.5-7B. We observe slight performance improvements with increasing the calibration size from 128 samples to 1024 samples. Although increasing the size of the calibration dataset improves the overall performance of the model, it also increases the cost and time of the calibration and optimization procedure for quantization and low-rank factorization.

### 4. CASP and KV Cache Quantization

KV cache compression has emerged as a critical technique to optimize memory efficiency in large language models by reducing the size of the key-value cache used during inference. One recent method for KV cache quantization is KIVI [13], which achieves significant reductions in storage requirements while preserving model performance. On the other hand, CASP focuses on weight-only compression, targeting the model’s parameters to achieve similar efficiency gains. These two approaches are orthogonal, meaning they operate on different components of the model and can be combined to further enhance overall compression.

As KIVI and CASP are orthogonal methods, we have combined them. Tab. 5 demonstrates the results on TruthfulQA (BLEU Score↑) using Llama2-7B as the base model. KV cache is quantized to 2 bits and model weights are quantized to 2.2 bits (on average). As seen, CASP<sub>GPTQ</sub>+KIVI offers a significant improvement over GPTQ+KIVI.

### 5. CASP vs. Low-Rank Decomposition

Applying simple low-rank decomposition to ALL weight matrices results in significantly worse performance than CASP. This is because only  $W_q$  and  $W_k$  are low-rank in LMMs and LLMs. Tab. 6 shows the results of CASP with SOTA low-rank decomposition methods SVD-LLM [18] and MoDeGPT [9] under extreme compression. We use LLaMA2-7B as the base model and report perplexity (PPL↓) on the Wikitext dataset.

### 6. Further Analysis on Bit Allocation

The optimal bit allocations returned by our method are typically non-integer. To ensure simplicity and compatibility across various quantization techniques, we rounded these values to integers. Calculating exact non-integer average bits for each layer would require modifying the codebook to accommodate non-predefined values for techniques such as AQLM and QUIP#. This adjustment, however, would necessitate the creation of new kernels for decoding during inference—one kernel for each layer. While using non-integer bits could potentially yield better results, exploring this avenue is left as future work.

In our experiments, we computed the optimal bit allocation for each individual layer in the model. However, since adjacent layers often share similar levels of importance, we investigated the possibility of sharing bit allocations across adjacent layers. Specifically, we tested shared optimal bit allocations for every three layers on LLaVA-1.5-7B. This approach resulted in only a negligible reduction of 0.7 seconds in overall computation time, which is insignificant compared to the total quantization times: 40 minutes for GPTQ, 2 hours for QUIP#, and 6 hours for AQLM.

### 7. Datasets, Tasks, and Metrics

We briefly introduced the 8 image-language and 5 video-language datasets used in the experiments of the main manuscript. In addition, the system prompt (instruction) used to get output results for each dataset was given. Similar to the experiments on LLMs, when measuring perplexity we do not provide any system prompt [3]. The details of datasets used for image-language and video-language understanding tasks are presented in Tab. 4, which also includes the extra 4 datasets discussed in Section 2.

As shown in the table, diverse range of tasks including image captioning, visual reasoning, open-ended visual

	Dataset	Task	Metric	System Prompt
Image-Language	COCO-2017 [10]	Image Captioning	CIDEr	Provide a one-sentence caption for the provided image.
	Flicker30k [21]	Image Captioning	CIDEr	Provide a one-sentence caption for the provided image.
	GQA [6]	CE-VQA	Exact Match	Answer the question using a single word or phrase.
	MMBench [12]	MC-VQA	Accuracy	Answer with the option’s letter from the given choices directly.
	MME [4]	CE-VQA	Perception Score	Answer the question using a single word or phrase.
	LiveBench [19]	OE-VQA	PPL	N/A
	LLaVA-Bench-Wilder [7]	OE-VQA	PPL	N/A
	LLaVA-Bench-COCO [7]	Image Captioning	PPL	N/A
	MMU [23]	CE-VQA,OE-VQA	Accuracy	Answer with the option’s letter from the given choices directly, OR Answer the question using a single word or phrase.
	Nocaps [1]	Image Captioning	CIDEr	Provide a one-sentence caption for the provided image
Video-Language	ScienceQA-Image [14]	Visual reasoning	Exact Match	Answer with the option’s letter from the given choices directly.
	SeedBench-Image [8]	MC-VQA	Accuracy	Answer with the option’s letter from the given choices directly.
	ActivityNet [22]	CE-VQA	Accuracy/ GPT-Assisted score	Answer the question using a single word or phrase.
	VideoChatGPT-temporal [15]	OE-VQA	Rouge, PPL, and GPT-Assisted scores	Evaluate the temporal accuracy of the prediction compared to the answer.*
	VideoDetailCaption [7]	OE-VQA	Rouge, PPL, and GPT-Assisted scores	N/A
	VideoMME (VMME) [5]	MC-VQA	Accuracy	Answer with the option’s letter from the given choices directly.
	NextQA [20]	CE-VQA	WUPS	Answer a question using a short phrase or sentence.

Table 4. Details of the datasets, the corresponding tasks, metrics, and prompts used in our experiments. CE-VQA: Closed-Ended Visual Question Answering, OE-VQA: Open-Ended Visual Question Answering, MC-VQA: Multiple-Choice Visual Question Answering. \*: Only the main sentence from the prompt is shown here.

Base	Base+KIVI	GPTQ	GPTQ+KIVI	CASP <sub>GPTQ</sub>	CASP <sub>GPTQ+KIVI</sub>
26.0	21.6	5.0	2.8	<b>23.5</b>	<b>11.4</b>

Table 5. CASP combined with KV cache quantization.

80% Compression (~5.2 bits)		87% Compression (5 bits)		
SVD-LLM	ModeGPT	CASP <sub>GPTQ</sub>	CASP <sub>AQLM</sub>	CASP <sub>QuIP#</sub>
276.4	245.8	21.8	8.5	8.1

Table 6. CASP vs. low-rank decomposition methods.

question answering, closed-ended visual question answering, and multiple-choice visual question answering are used to evaluate the performance of the baseline methods compared with ours. Note that the system prompts are the default prompts provided in the lmms-evals evaluation package [24].

## 8. Qualitative Results

In this section, we provide qualitative results from LiveBench [19], COCO-Caption [10], and LLaVA-Bench-Wilder [11] datasets.

LiveBench includes screenshots from news web pages, with multiple questions asking for details about each image. Fig. 1 and 2 show two randomly chosen examples from this dataset. Below each image, we display the responses from LLaVA-1.5-7B (FP16), baselines (GPTQ, AQLM, and QuIP#), and CASP. Each response is scored by GPT-4o out of 10. CASP consistently improves the baseline responses by approximately 1.5 points.

Fig. 3 and 4 present two samples from the COCO-

Caption dataset, which includes images with multiple short captions for each image. This task is generally easier compared to LiveBench. We observe consistent improvements in responses by CASP, with an average increase of 2.6 points. In Fig. 3, CASP<sub>QuIP#</sub> addresses the redundancy in QuIP#’s answer by including most of the important elements in the picture. In Fig. 4, a major element, “Man hangs off the side of the motorcycle,” is overlooked by both the FP16 model and quantized models. However, CASP<sub>QuIP#</sub> eliminates unnecessary information from the FP16 response (e.g., “A backpack can be seen...”). Comparing the responses of QuIP# and CASP<sub>QuIP#</sub>, the latter adds important aspects such as “the motorcycle is leaning over” and “the rider is leaning into the turn.”

Fig. 5 and 6 are from LLaVA-Bench-Wilder. The questions are complex and include “memes” that require the model to understand indirect meanings in the pictures. CASP<sub>QuIP#</sub> scores are equal to or better than the FP16 model in these examples. Overall, these qualitative results show the effectiveness and superiority of CASP compared to the baselines in terms of basic understanding and addressing important details in the images.

## 9. Limitations and Future Work

This work has some limitations that need to be addressed in future research. The low-rank factorization method used in this work is not quantization-friendly, leading to more outliers in the factorized matrices compared to the origi-

nal weight matrices. Addressing this issue could improve CASP’s results in future work.

We also observe that the extreme compression regime applied in CASP decreases accuracy for samples with small images and complex questions, as there is less redundancy in the attention. Providing a dynamic rank selection for such cases, similar to the dynamic visual token of LLaVA-1.6 could address this problem. In this study, we presented results without fine-tuning the quantized models. Future research should explore efficient layer-wise fine-tuning to further enhance the performance of quantized models combined with low-rank factorization.










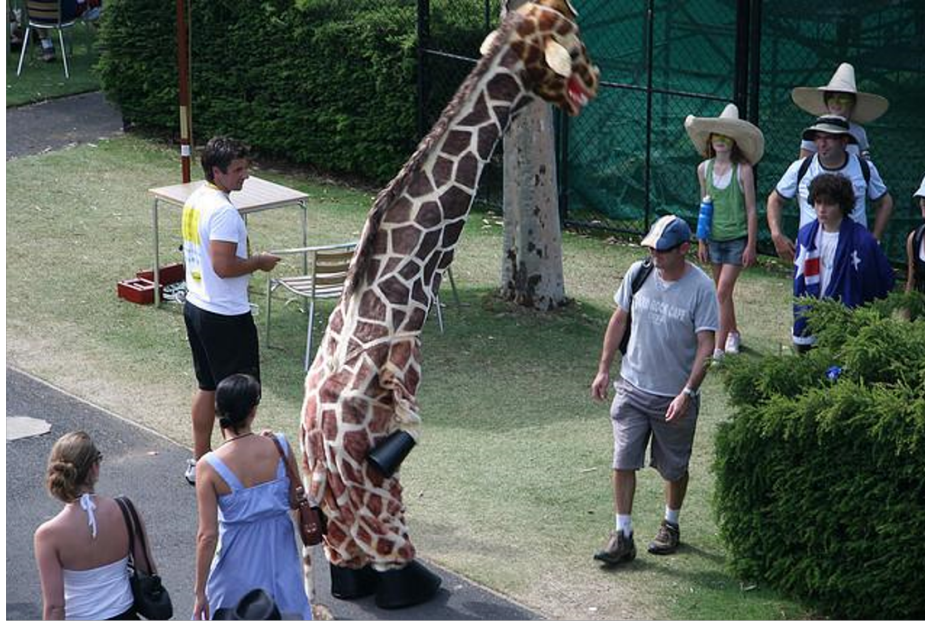
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<div> <div>Dataset: LiveBench (<a href="https://huggingface.co/datasets/lmms-lab/LiveBench">https://huggingface.co/datasets/lmms-lab/LiveBench</a>)</div> <div> <div>Question:What is the primary event or issue reported in the article titled 'The Dictator's Son Wanted His Yacht Back. That's When Trouble Started for Two Oilmen.'? Who is the author of this article?</div> <div> Answer: The primary event reported is the detainment of two oilmen in Equatorial Guinea on drug charges, which is seen as payback by the vice president. The article is authored by Michael M. Phillips. </div> </div> </div>	
<div> <div>LLaVA-1.5-7B (FP16):</div> <div> The primary event or issue reported in the article is a conflict between two oilmen, one of whom is the son of a dictator, over the return of a yacht. The author of this article is Michael M. Phillips. </div> <div> GPT-4o Score: 4/10 </div> </div>	
<div> <div>GPTQ (2.2Bit):</div> <div> The author of this article is not the Dictator's son. </div> <div> GPT-4o Score: 2/10 </div> </div>	<div> <div>CASP<sub>GPTQ</sub> (2.2Bit):</div> <div> The author of this article is Michael M. Phillips. </div> <div> GPT-4o Score: 3/10 </div> </div>
<div> <div>AQLM (2Bit):</div> <div> What is the primary event or issue reported in the article titled 'The Dictator's Son Wanted His Yacht Back. That's When Trouble Started for Two Oilmen.'? Who is the author of this article? </div> <div> GPT-4o Score: 2/10 </div> </div>	<div> <div>CASP<sub>AQLM</sub> (2Bit)</div> <div> The primary event or issue reported in the article titled 'The Dictator's Son Wanted His Yacht Back. That's When Trouble Started for Two Oilmen' is related to the dictator's son wanting his yacht back. The author of this article is Michael M. Phillips </div> <div> GPT-4o Score: 5/10 </div> </div>
<div> <div>QuIP# (2Bit):</div> <div> The primary event or issue reported in the article titled 'The Dictator's Son Wanted His Yacht Back. That's When Trouble Started for Two Oilmen.' is the dictator's son's desire for his yacht. The author of this article is Michael M. Phillips. </div> <div> GPT-4o Score: 5/10 </div> </div>	<div> <div>CASP<sub>QuIP#</sub> (2Bit)</div> <div> The primary event or issue reported in the article titled 'The Dictator's Son Wanted His Yacht Back. That's When Trouble Started for Two Oilmen' is the conflict between two oilmen, one of whom is a dictator's son. The author of this article is Michael M. Phillips. </div> <div> GPT-4o Score: 6/10 </div> </div>

Figure 1. Qualitative results from LiveBench dataset. The GPT-4o scores out of 10 are shown for each method.





**Dataset:** COCO-Caption ( <https://huggingface.co/datasets/lmsys-lab/COCO-Caption> )

**Question:** Please carefully observe the image and come up with a caption for the image.

**Answer:** ["A person dressed as a giraffe carrying a bullhorn.", "A group of people collect around a giraffe head. ", "A person in a giraffe costume in a crowd of people.", "Somebody wearing a giraffe costume greets people at a park.", "A person with a giraffe costume greets people coming through the gate." ]

**LLaVA-1.5-7B (FP16):**

In the image, there is a man dressed in a giraffe costume, standing on a tennis court. He is surrounded by several people, including a woman who is walking by him. The scene appears to be a social gathering or event, with the man in the giraffe costume likely entertaining the guests. The presence of a tennis court suggests that the event might be taking place at a sports facility or a similar venue.

**GPT-4o Score: 9/10**

**GPTQ (2.2Bit):**

A giraffe costume is worn by a person in the image. The person is wearing a giraffe costume, and it is quite large. The person is standing next to a group of people, and they are all wearing costumes. The giraffe costume is quite large, and it is quite impressive. The person is wearing a giraffe costume, and it is quite large. The giraffe costume is quite large, and it is quite impressive.

**GPT-4o Score: 3/10**

**CASP<sub>GPTQ</sub> (2.2Bit):**

The image shows a group of people gathered in a field, with one of them wearing a giraffe costume. The people are standing around, possibly for a photo or an event. The man in the giraffe costume is likely to be the person wearing the giraffe costume, and the other people in the group are likely to be friends or acquaintances of the man in the giraffe costume. The group is standing in the field, enjoying their time together.

**GPT-4o Score: 5/10**

**AQLM (2Bit):**

The image shows a giraffe costume standing in a field, with a group of people standing around it. The giraffe costume is wearing a hat and a hat. The people are standing around the giraffe costume, observing the giraffe costume.

**GPT-4o Score: 4/10**

**CASP<sub>AQLM</sub> (2Bit)**

A man in a giraffe costume stands on a field, surrounded by people.

**GPT-4o Score: 6/10**

**QuIP# (2Bit):**

A man is walking with a giraffe costume on his head. The giraffe costume is wearing a hat and a black hat. The man is wearing a hat and a black hat. The man is wearing a hat and a black hat. The man is wearing a hat and a black hat. The man is wearing a hat and a black hat. The man is wearing a hat and a black hat.

**GPT-4o Score: 2/10**

**CASP<sub>QuIP#</sub> (2Bit)**

A man dressed in a giraffe costume is walking on a path. The man is wearing a hat and a pair of shorts. There are several people in the scene, including a woman wearing a dress. The scene appears to be a casual gathering, with people walking around and enjoying the day.

**GPT-4o Score: 8/10**

Figure 3. Qualitative results from COCO-Caption dataset. The GPT-4o scores out of 10 are shown for each method.





<p><b>Dataset:</b> COCO-Caption ( <a href="https://huggingface.co/datasets/lmms-lab/COCO-Caption">https://huggingface.co/datasets/lmms-lab/COCO-Caption</a> )</p> <p><b>Question:</b> Please carefully observe the image and come up with a caption for the image.</p> <p><b>Answer:</b> [ "Motorcyclist is taking a turn while onlookers observe ", "A man riding a motorcycle with another man hang off it's side.", "Man hangs off side of motorcycle during race as spectators look on. ", "Onlookers are watching a pair doing tricks on their motorcycle. ", "A motorcyclist rounds a corner as his partner hangs off the bike."]</p>	
<p><b>LLaVA-1.5-7B (FP16):</b> In the image, a man is riding a motorcycle with a sidecar attached to it. The motorcycle is leaning to the side, possibly due to a sharp turn or an accident. There are several people around the scene, some of them standing close to the motorcycle, while others are further away. A backpack can be seen placed on the ground near the people. The overall atmosphere suggests an event or an incident involving the motorcycle and its rider. <b>GPT-4o Score: 4/10</b></p>	
<p><b>GPTQ (2.2Bit):</b> I'm looking for an image of a man on a motorcycle with a side view, and the motorcycle is not visible. The image is not provided. <b>GPT-4o Score: 2/10</b></p>	<p><b>CASP<sub>GPTQ</sub> (2.2Bit):</b> A man is riding a motorcycle with a sidecar attached to it. The motorcycle is leaning to the side, and the rider appears to be leaning with it. The scene is set in a grassy area, with a crowd of people standing nearby. <b>GPT-4o Score: 6/10</b></p>
<p><b>AQLM (2Bit):</b> Yes, I am aware of the image and can provide a caption for the image. <b>GPT-4o Score: 1/10</b></p>	<p><b>CASP<sub>AQLM</sub> (2Bit)</b> A man riding a motorcycle with a sidecar attached to it. <b>GPT-4o Score: 3/10</b></p>
<p><b>QuIP# (2Bit):</b> A man is riding a motorcycle with a sidecar attached to it. The motorcycle is riding down a road, and the man is wearing a helmet. There are several people watching the man riding the motorcycle, and some are standing near a fence. The scene appears to be a race or a competition. <b>GPT-4o Score: 6/10</b></p>	<p><b>CASP<sub>QuIP#</sub> (2Bit)</b> A man is riding a motorcycle with a sidecar attached to it. The motorcycle is leaning over, indicating that the rider is leaning into the turn. The scene is set in a rural area, with a dirt road and a fence. There are several people in the scene, some of them are standing near the motorcycle, while others are standing further away. <b>GPT-4o Score: 6/10</b></p>

Figure 4. Qualitative results from COCO-Caption dataset. The GPT-4o scores out of 10 are shown for each method.



<p><b>Dataset:</b> LLaVA Bench in-the-wild ( <a href="https://huggingface.co/datasets/lmms-lab/llava-bench-in-the-wild">https://huggingface.co/datasets/lmms-lab/llava-bench-in-the-wild</a> )</p> <p><b>Question:</b> What are the animals in the painting and what are they doing?</p> <p><b>Answer:</b> The painting features three animals: a brown bear on the left who is eating a chocolate cookie, a blue-grey cat in the middle who is holding a blue mug, and a light-brown rabbit on the right who is sipping from a pink coffee mug. They are all gathered around a table made of a tree stump, enjoying a picnic.</p>	
<p><b>LLaVA-1.5-7B (FP16):</b> In the painting, there is a bear, a cat, and a rabbit. The bear is sitting at a table with a plate of food, while the cat and the rabbit are sitting nearby. The cat is holding a cup, and the rabbit is holding a spoon. The scene appears to be a whimsical and imaginative portrayal of these animals sharing a meal together. <b>GPT-4o Score: 7/10</b></p>	
<p><b>GPTQ (2.2Bit):</b> In the painting, a group of animals is sitting around a table, enjoying a meal together. They are sharing a delicious cake, which is placed on the table. The animals are engaged in a social activity, enjoying their time together. <b>GPT-4o Score: 4/10</b></p>	<p><b>CASP<sub>GPTQ</sub> (2.2Bit):</b> In the painting, there are three animals: a brown bear, a gray and white cat, and a rabbit. The animals are sitting around a dining table, which is set with a plate of food. The scene appears to be a whimsical and imaginative portrayal of these animals sharing a meal together. <b>GPT-4o Score: 7/10</b></p>
<p><b>AQLM (2Bit):</b> In the painting, there are three animals: a bear, a cat, and a rabbit. They are sitting around a table, eating food. <b>GPT-4o Score: 6/10</b></p>	<p><b>CASP<sub>AQLM</sub> (2Bit)</b> The painting features a bear, a cat, and a rabbit sitting together. The bear is eating a cookie, while the cat and rabbit are sitting together. The painting is set in a forest, with a tree visible in the background. <b>GPT-4o Score: 6/10</b></p>
<p><b>QuIP# (2Bit):</b> In the painting, there are three animals: a rabbit, a cat, and a bear. The rabbit is sitting on the ground, while the cat and the bear are sitting at a table. The cat is drinking from a cup, and the rabbit is eating cookies. The bear is also eating cookies. <b>GPT-4o Score: 6/10</b></p>	<p><b>CASP<sub>QuIP#</sub> (2Bit)</b> The painting features a bear, a cat, and a rabbit. They are sitting around a table, eating cookies and drinking tea. The animals appear to be enjoying a tea party together. <b>GPT-4o Score: 8/10</b></p>

Figure 5. Qualitative results from LLaVA Bench in-the-wild dataset. The GPT-4o scores out of 10 are shown for each method.



<p><b>Dataset:</b> LLaVA Bench in-the-wild ( <a href="https://huggingface.co/datasets/lmsys-lab/llava-bench-in-the-wild">https://huggingface.co/datasets/lmsys-lab/llava-bench-in-the-wild</a> )</p> <p><b>Question:</b> Please explain the meme in detail.</p> <p><b>Answer :</b> The meme features a dog lying on a cyan wooden floor, looking exhausted or unenthusiastic. The text at the top of the meme reads 'MONDAY,' and at the bottom, it says 'JUST...MONDAY.' The meme humorously captures the feeling of a lack of motivation and energy that is often associated with Mondays, represented by the dog's pose and expression.</p>	
<p><b>LLaVA-1.5-7B (FP16):</b> The meme features a small dog lying on the floor, possibly on a wooden surface. The dog appears to be sleeping or resting, and the image is accompanied by a caption that reads "Monday just...". The caption is placed in the lower-left corner of the image. The scene is light-hearted and relatable, as many people can relate to the idea of a dog enjoying a lazy day on a Monday. <b>GPT-4o Score: 7/10</b></p>	
<p><b>GPTQ (2.2Bit):</b> The image shows a small dog lying on a wooden surface, possibly a table or a bench. The dog is resting or sleeping on the wooden surface, and the image is captioned with a caption. The dog is also described as a French Bulin. The image is accompanied by a text that says "just", and the image is captioned with a caption. <b>GPT-4o Score: 3/10</b></p>	<p><b>CASP<sub>GPTQ</sub> (2.2Bit):</b> The meme is a play on the phrase "Monday," which is often associated with the beginning of the work (or school) week. The meme is set on a wooden floor, and the text is in a large font, making it easy to read. The meme is a play on the phrase "Monday," which is often associated with the beginning of the work (or school) week. <b>GPT-4o Score: 5/10</b></p>
<p><b>AQLM (2Bit):</b> The image shows a small dog lying on a wooden floor, possibly on a wooden deck. The dog appears to be relaxed and enjoying its time on the floor. The scene is captured in a close-up shot, which emphasizes the dog's relaxed position. <b>GPT-4o Score: 6/10</b></p>	<p><b>CASP<sub>AQLM</sub> (2Bit)</b> The meme is a quote that reads "Monday." It is placed on a wooden floor, and it is accompanied by a picture of a dog. The meme is likely meant to be humorous or entertaining, as it is a play on the Monday theme. The meme is likely meant to be shared on social media platforms, as it is a light-hearted and funny way to share a joke or a humorous message. <b>GPT-4o Score: 5/10</b></p>
<p><b>QulP# (2Bit):</b> The meme is a comic strip featuring a dog lying down on a wooden floor. The dog is positioned in a way that it appears to be sleeping or resting. The image is accompanied by a caption that reads, "Monday. Just Monday." This caption suggests that the image is meant to be a representation of a typical Monday, with the dog resting on the floor. <b>GPT-4o Score: 7/10</b></p>	<p><b>CASP<sub>QulP#</sub> (2Bit)</b> The meme is a comical image of a dog lying on a wooden floor, with the words "Just Monday" written below the dog. The image is a playful representation of the Monday routine, with the dog lying on the floor, possibly as a joke or a humorous reference to the daily routine. The meme is likely meant to be humorous and entertaining, as it combines the dog's relaxed state with the concept of Monday, creating a light-hearted and amusing image. <b>GPT-4o Score: 7/10</b></p>

Figure 6. Qualitative results from LLaVA Bench in-the-wild dataset. The GPT-4o scores out of 10 are shown for each method.



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