



InfLLM: Training-Free Long-Context Extrapolation for LLMs with an Efficient Context Memory

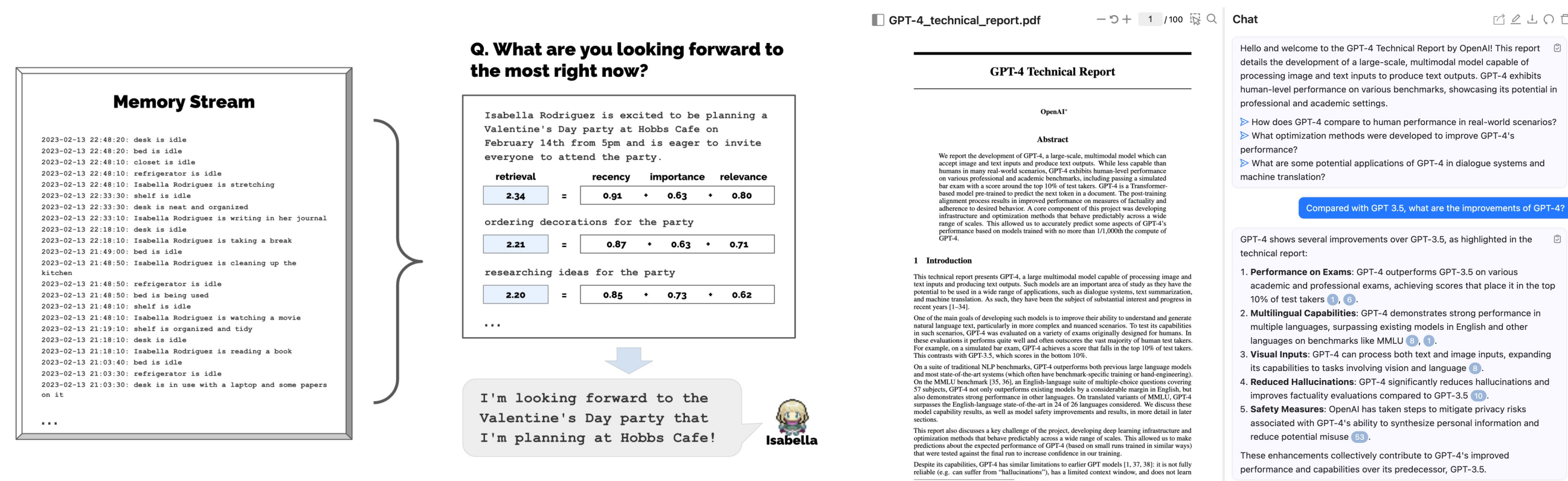


Chaojun Xiao*, Pengle Zhang*, Xu Han, Guangxuan Xiao, Yankai Lin, Zhengyan Zhang, Zhiyuan Liu, Maosong Sun
Tsinghua University Massachusetts Institute of Technology Renmin University of China

Background

- With the blooming of LLM-driven applications, such as agent construction and embodied robotics, enhancing the capability of LLMs to process streaming long sequences become increasingly crucial.

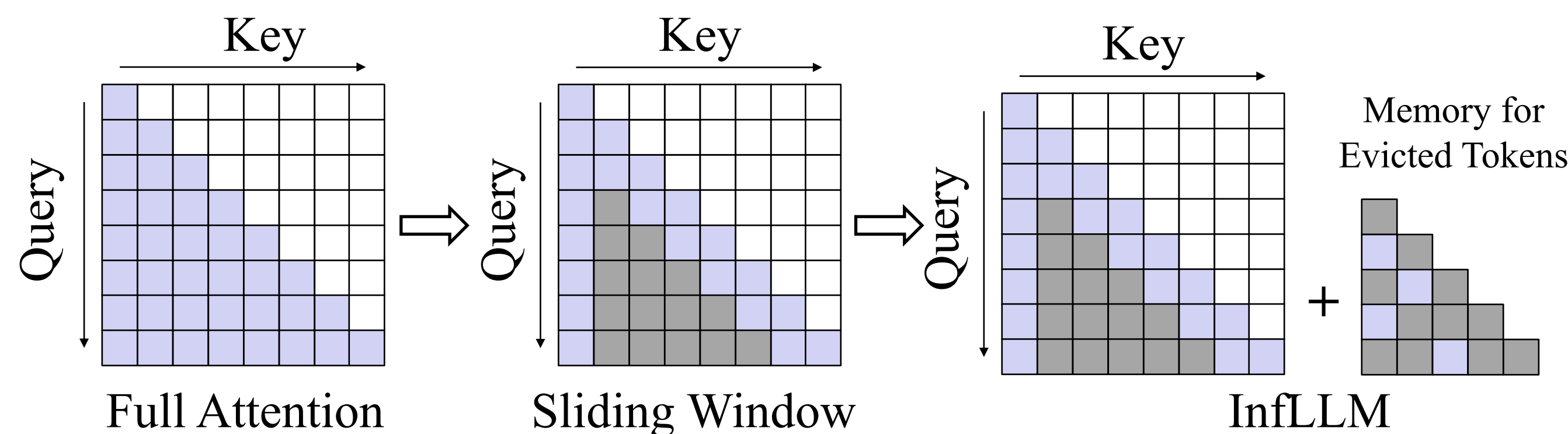
Many real-world applications require LLMs to process extremely long sequences



LLM-driven agents make decisions based on long historical memories

Reading academic papers spanning hundreds of pages with LLMs

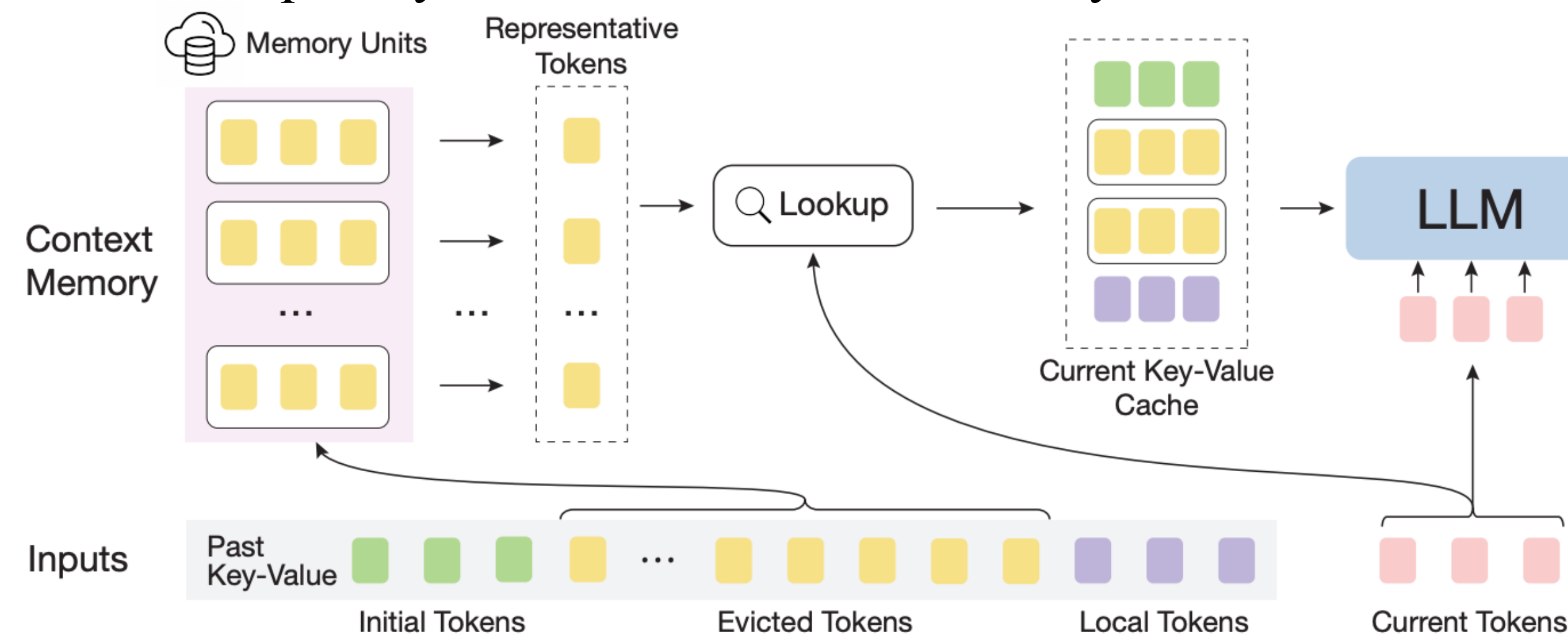
- Sliding window attention can enable LLMs to process streaming long sequences. However, as it discards all distant context, sliding window attention will suffer from catastrophic forgetting issue.



- Our Goal:** Building a context memory to save evicted tokens, training-free extending the context window without forgetting distant contexts.

Methodology

- InfLLM = Sliding Window + Block-Level Context Memory**
 - InfLLM organizes past key-value vectors into blocks, named as memory unit, each containing a continuous token sequence
 - Representative Tokens:** Within each block, the semantically most significant tokens that receive the highest attention scores are selected as the unit representation for subsequent relevance computation in memory lookup
 - Offloading:** InfLLM offloads all units on CPU memory and dynamically retains the frequently used units on GPU memory



Main Results

- InfLLM can achieve superior performance with limited computation.**

	Window	Streaming	R.PK	R.Num	R.KV	Choice	QA	Sum	Math.F	Avg.
Mistral-based Models (7B)										
Mistral	32K	✗	28.8	28.8	14.8	44.5	12.9	25.9	20.6	25.2
NTK	128K	✗	100.0	86.8	19.2	40.2	16.9	20.3	26.9	44.3
SelfExtend	128K	✗	100.0	100.0	15.6	42.8	17.3	18.8	19.1	44.8
Infinite	32K	✓	28.8	28.8	0.4	42.8	11.4	22.5	16.3	21.6
Streaming	32K	✓	28.8	28.5	0.2	42.4	11.5	22.1	16.9	21.5
H2O	32K	✓	8.6	4.8	2.6	48.0	15.6	24.4	26.9	18.7
InfLLM	16K	✓	100.0	96.1	96.8	43.7	15.7	25.8	25.7	57.7
Llama-3-based Models (8B)										
Llama-3	8K	✗	8.5	7.8	6.2	44.1	15.5	24.7	21.7	18.4
NTK	128K	✗	0.0	0.0	0.0	0.0	0.4	6.4	2.6	1.3
SelfExtend	128K	✗	100.0	100.0	0.2	19.7	8.6	14.7	22.6	38.0
Infinite	8K	✓	6.8	7.6	0.2	41.5	14.6	20.8	20.6	16.0
Streaming	8K	✓	8.5	8.3	0.4	40.6	14.3	20.4	21.4	16.3
H2O	8K	✓	2.5	2.4	0.0	0.0	0.7	2.8	6.0	2.1
InfLLM	8K	✓	100.0	99.0	5.0	43.7	19.5	24.3	23.7	45.0

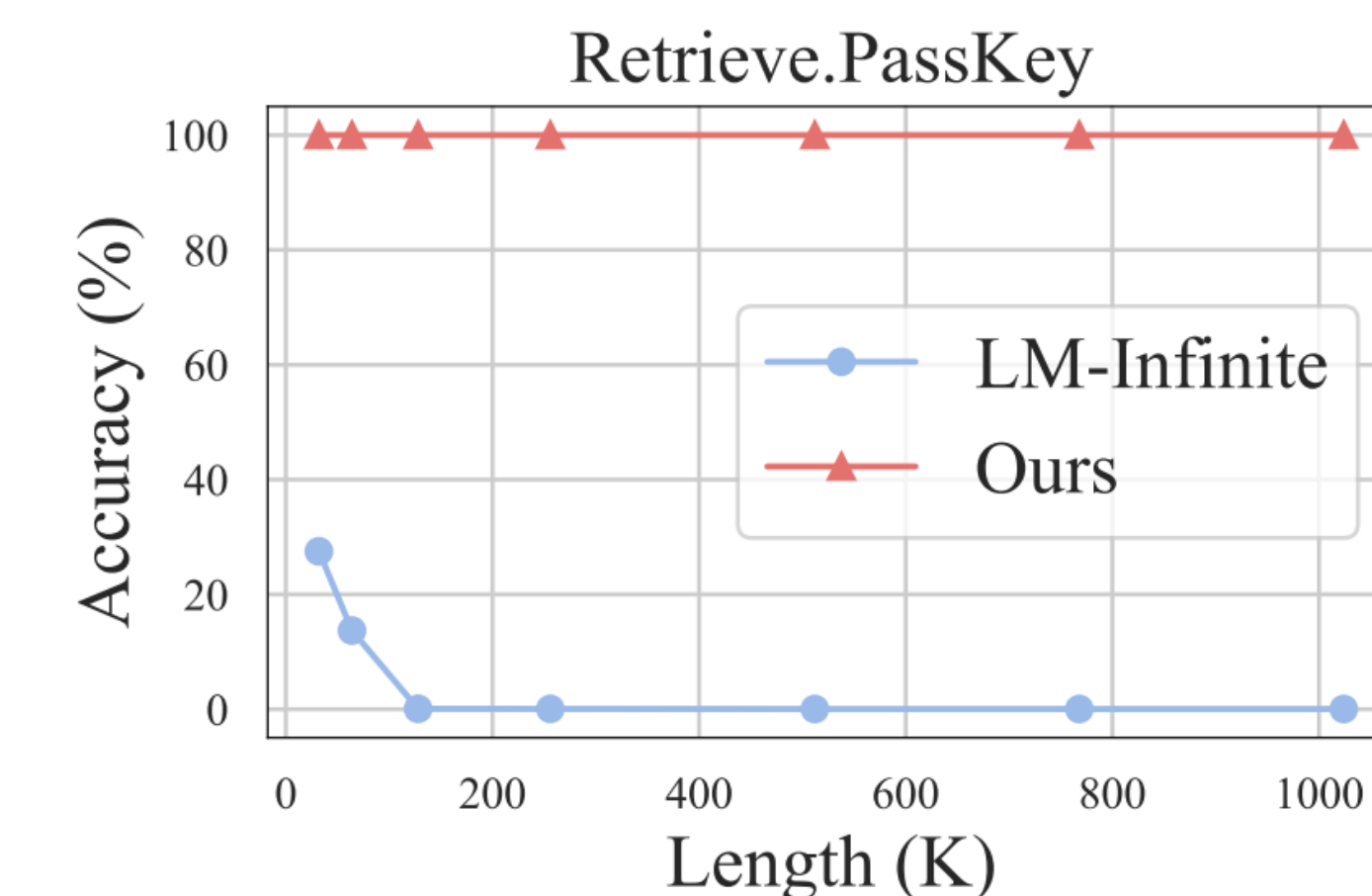
Comparing to Models with Continual Training

- Compared to Llama-3-8B-Instruct-Gradient-1048k (Llama-1M), InfLLM can achieve comparable without any additional training.
- InfLLM achieves a **34% decrease in time consumption while using only 34% of the GPU memory** compared to the Llama-1M.
- InfLLM can be directly combined with Llama-1M to further improve the performance.

	Train-Free	R.PK	R.Num	R.KV	Choice	QA	Sum	Math.F	VRAM	Time
Llama-1M	✗	100.0	99.8	23.2	51.5	13.6	18.5	18.3	76.6G	40.4s
InfLLM	✓	100.0	99.0	5.0	43.7	19.5	24.3	23.7	26.3G	26.7s
Llama-1M+InfLLM	✗	100.0	100.0	55.8	39.3	20.3	17.1	31.4	26.3G	26.7s

Scaling to 1024K Context

- InfLLM can extend the context window size of Mistral and achieve **100% accuracy on passkey retrieval task.**



Comparing to RAG

InfLLM has following advantages:

- Training-Free:** RAG requires additional retrieval data to train a retrieval model.
- Broader Applicability:** RAG models are usually limited by the performance of their retrieval components. Besides, existing retrieval models will suffer from out-of-distribution issues.

Task	R.PK	R.Num	R.KV
RAG-E5	89.2	65.4	13.2
InfLLM	100.0	96.1	96.8