
CuMo: Scaling Multimodal LLM with Co-Upcycled Mixture-of-Experts

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<https://github.com/SHI-Labs/CuMo>

Abstract

Recent advancements in Multimodal Large Language Models (LLMs) have focused primarily on scaling by increasing text-image pair data and enhancing LLMs to improve performance on multimodal tasks. However, these scaling approaches are computationally expensive and overlook the significance of efficiently improving model capabilities from the vision side. Inspired by the successful applications of Mixture-of-Experts (MoE) in LLMs, which improves model scalability during training while keeping inference costs similar to those of smaller models, we propose **CuMo**, which incorporates **Co-upcycled** Top-K sparsely-gated **Mixture-of-experts** blocks into both the vision encoder and the MLP connector, thereby enhancing the multimodal LLMs with neglectable additional activated parameters during inference. CuMo first pre-trains the MLP blocks and then initializes each expert in the MoE block from the pre-trained MLP block during the visual instruction tuning stage, with auxiliary losses to ensure a balanced loading of experts. CuMo outperforms state-of-the-art multimodal LLMs across various VQA and visual-instruction-following benchmarks within each model size group, all while training exclusively on open-sourced datasets.

1 Introduction

The advent of GPT-4V [53] has sparked excitement within open-source communities to transform large language models (LLM) into multimodal LLMs. Recent multimodal LLMs [11, 46, 2] typically integrate pre-trained vision encoders with MLP connectors to LLMs, with visual instruction tuning data to fine-tune the pre-trained LLMs, enhancing their visual understanding capabilities. To further scale up multimodal LLMs, previous efforts [44, 45, 39, 51, 7, 42] primarily focus on training the model with a more extensive collection of text-image paired data and employing stronger LLMs, significantly increasing training efforts. On the vision side, recent work concentrates on leveraging multiple vision encoders [43, 18] to enrich visual content, employing larger vision encoders [9], and using advanced vision-language connectors [5] to improve performance on multimodal tasks. However, these techniques result in an increased number of additional parameters and generate extra visual tokens for LLMs to process, making it inefficient to scale.

In terms of efficiently scaling up models, Mixture-of-Experts (MoE) has become the de-facto framework in modern large-scale neural networks, particularly in natural language processing (NLP). Most large language models (LLM) are built upon the transformer [64] architecture, wherein sparse

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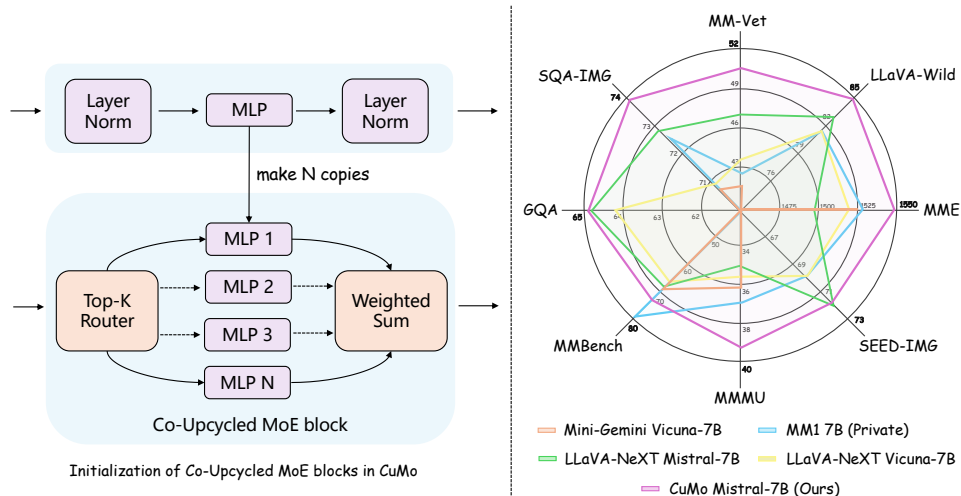


Figure 1: Left: Each MLP expert within the MoE block during the visual instruction tuning stage is initialized from the corresponding pre-trained MLP in CuMo. Right: CuMo outperforms strong open-sourced models such as Mini-Gemini and LLaVA-NeXT, as well as the private MM1 model.

MoE is used to replace the dense MLP block with the Top-K sparsely-gated MoE block [57]. Recent state-of-the-art open-sourced [28, 61] and private [55, 51] LLMs have predominantly adopted the sparse MoE architecture. These models are scaled up using the MoE design during training while maintaining relatively lower inference costs as only selected MLP experts are activated during the feed-forward process. Nevertheless, the development and optimization of MoE-based models have been largely tailored to LLMs, and the exploration of scaling multimodal LLMs with MoE, especially on the vision side, remains largely unexplored.

Motivated by these observations, we introduce CuMo, which integrates Top-K sparsely-gated MoE blocks into the vision encoder and the MLP connector of multimodal LLMs. We also explore the associated training recipe and methodology for CuMo. Firstly, we pre-train the MLP connector and perform pre-finetuning to warm up the whole model without introducing the MoE architecture, which stabilizes the following visual instruction tuning stage with newly incorporated sparse MoE blocks. Then, we replace each MLP block with the sparse MoE block in the MLP connector and the vision encoder through co-upcycling. Each expert within the sparse MoE block is initialized from the corresponding MLP block after the pre-training and the pre-finetuning stages, as shown in Figure 1. Additionally, each MoE block contains a Top-K router trained from scratch to select experts during the visual instruction tuning stage with auxiliary losses on the router to maintain a balanced loading of experts. We conduct further comparisons between co-upcycled LLMs and pre-trained MoE-based LLMs. The results show that the pre-trained MoE-based LLMs significantly outperform the co-upcycled LLMs. As a result, the co-upcycling of LLMs is not included in CuMo. Our models are trained fully on open-sourced datasets that are converted to visual instruction following formats. Experimental results demonstrate that CuMo outperforms other state-of-the-art multimodal LLMs on various VQA and multimodal instruction-following benchmarks within the same model size group, as illustrated in Figure 1.

Our contributions can be summarized as follows:

- We introduce CuMo, which integrates co-upcycled sparsely-gated MoE layers into both the MLP connector and the vision encoder, enhancing the multimodal LLM with slightly additional activated parameters from the vision side.
- We outline the training methodology for CuMo, including a three-stage training process with auxiliary losses to stabilize training and ensure a balanced loading of experts.
- We train CuMo exclusively on open-sourced datasets and pre-trained models. It outperforms state-of-the-art open-sourced and private multimodal LLMs across multiple competitive benchmarks within each model size group.

2 Related Works

2.1 Multimodal LLM

While the ultimate goal for multimodal models may be generative across various modalities [66, 3, 60], modern multimodal LLMs primarily focus on integrating additional modalities, such as vision, into LLMs. InstructBLIP [11] adopts Q-Former [37] to sample from visual tokens for LLM to feed-forward and follow the instructions. Flamingo [1] and IDEFICS [23, 32] use shared decoder for visual-language understanding. Qwen-VL [2] uses three-stage training to convert QwenLM to Qwen-VL. LLaVA series [46, 44, 45] adopt visual instruction tuning that uses instruction-following data to convert LLM into multimodal LLM. ShareGPT4V [7] collects detailed image caption data from GPT4V to augment the LLaVA models. HoneyBee [5] investigates different designs of the MLP connector for better alignment. VILA [42] unfreezes the LLM during pre-training with interleaved image-text data. MoE-LLaVA [41] adopts the MoE design in small LLMs and reaches comparable performance to LLaVA with large LLMs. VCoder [26] adopts various vision adapters to enhance visual perception abilities. SPHINX [43, 18] adopts multiple visual encoders to enrich the visual features with scaled data and models. InternLM-Xcomposer [69, 12] is trained with interleaved text-image composition data and achieves state-of-the-art performance. InternVL [9] scales up the vision encoder to a 6B ViT model. MM1 [51] summarizes the essential steps towards building a strong multimodal LLM from a pre-trained LLM. Mini-Gemini [39] further collects guided generation into the pipeline.

2.2 Mixture-of-Experts

Mixture-of-Experts [24] is proposed to utilize a set of expert networks to address specific tasks by employing a gating network to determine the selection of these experts. Recently, it has gained popularity in the design of large language models [15]. The mainstream practice [57] is to replace the dense MLP layers with Top-K sparsely-gated mixture-of-experts (MoE) layers in the transformer [64]. **MoE in Language** Subsequent works [33, 16] have further scaled up MoE-based large language models with improved stability and load balancing of experts. The design of gating networks often involves selecting the top-k experts for each token [57, 33]. Various routing strategies have been explored, such as choosing top-k tokens by experts [71], one-to-one matching between experts and tokens [34]. Besides routing strategies, maintaining the load balance of experts is crucial for training MoE models. ST-MoE [73] adopts loading balancing loss and router-z loss to ensure a balanced distribution of the experts. Upcycling [31] proposes training sparse experts from dense checkpoints to stabilize training and lower the cost. Recent large language models like Gemini-Pro [55] and DBRX [61] are also based on the MoE design.

MoE in Vision The success of MoE extends to the vision community, particularly following the popularity of vision transformers [13, 4, 72, 21, 20, 25, 36]. V-MoE [56] reaches comparable performance to dense ViT while only requiring half of the compute. LIMoE [52] replaces dense MLP layers with MoE layers in CLIP and observes improvements in zero-shot image classification. Residual MoE [65] incorporates residual design into MoE transformer and saves over 30% training cost. AdaMV-MoE [8] proposes an adaptive MoE framework for multi-task learning.

3 Method

In this section, we first review the sparse MoE block structure and the upcycling strategy utilized in previous studies. Subsequently, we describe how these sparsely-gated MoE blocks are integrated into each module of multimodal LLMs using co-upcycling strategies. Then, we introduce the three-stage training process and auxiliary loss functions employed to stabilize training and balance the loads of experts.

3.1 Revisit Sparse MoE

Sparse MoE Structure Previous mainstream practice [57] is to replace the dense MLP blocks with sparsely-gated mixture-of-experts blocks. Given input $\mathbf{X} \in \mathbb{R}^{N \times C_{in}}$ and a MLP block,

$$\mathbf{X}_{out} = \text{MLP}(\mathbf{X}) \in \mathbb{R}^{N \times C_{out}} \quad (1)$$

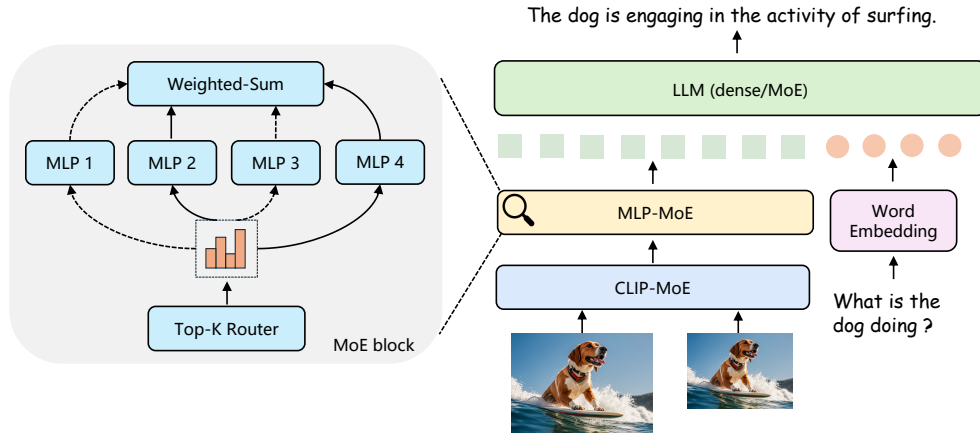


Figure 2: **Architecture of CuMo.** CuMo incorporates sparse Top-K MoE blocks into the CLIP vision encoder and vision-language MLP connector, thereby improving the multimodal LLM capabilities from the vision side. Skip connections are omitted for simplicity. Further implementation details are provided in Section 3.2.

To scale up the model with multiple MLP blocks in parallel, a sparse MoE block includes a router network to select Top-K experts out of S total experts. This router network has a linear layer to compute the normalized weight matrix based on the inputs $\mathbf{X}$ for voting, resulting in

$$\mathbf{W} = \text{Softmax}(\text{Linear}(\mathbf{X})) \in \mathbb{R}^{N \times S} \quad (2)$$

The Top-K experts are selected for each token based on $\mathbf{W}$, and the re-normalized weights $\mathbf{W}_K \in \mathbb{R}^{N \times K}$ are computed using

$$\mathbf{W}_K = \text{Softmax}(\text{TopK}(\mathbf{W})) \in \mathbb{R}^{N \times K} \quad (3)$$

Each selected expert is represented by an MLP block, and the final output is obtained through a re-weighted sum

$$\mathbf{X}_{out} = \sum_i^K \mathbf{W}_K^i \circ \text{MLP}_i(\mathbf{X}) \in \mathbb{R}^{N \times C_{out}} \quad (4)$$

the output $\mathbf{X}_{out}$ maintains the same dimension as the output of a single dense MLP block.

Sparse Upcycling Training MoE-based designs from scratch can be unstable and costly. Sparse Upcycling [31] addresses this challenge by initializing the experts in each MoE block from the corresponding MLP block in pre-trained dense checkpoints. This initialization approach provides a better starting point for training MoE-based models and reduces training costs compared to training from scratch.

3.2 CuMo Architecture

Sparse MoE in MLP Connector The MLP connector converts visual tokens into word embedding space, aligning dimensions between visual and text tokens. An effective architecture for the vision-language connector is an MLP block [44] that contains two linear layers. We start from a single MLP block and replace it with a Top-K sparse MoE block, incorporating a Top-K router and a set of experts for projecting visual tokens into word embedding space.

Sparse MoE in Vision Encoder Vision encoders extract image features as sequences of visual tokens for reasoning in LLMs. CLIP [54] is one the most popular pre-trained vision encoders for multimodal LLM since it is pre-trained on large-scale image-text pairs, which makes it suitable for processing images for multimodal usage. The visual encoding part of CLIP is a ViT [13] model, which has consecutive MLP blocks in the transformer encoder. We substitute each MLP block with a Top-K sparse MoE block, retaining skip connections alongside MoE block outputs.

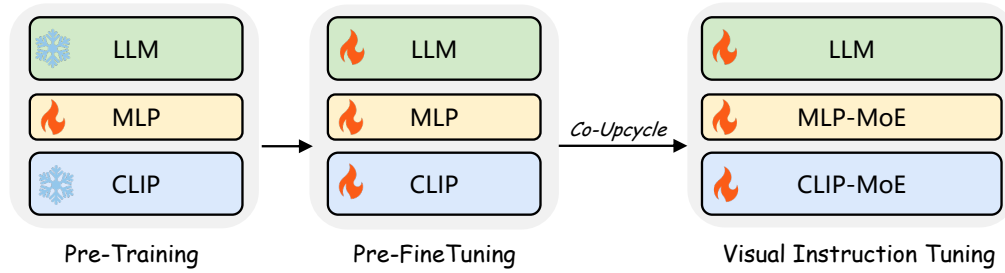


Figure 3: **Training Stages of CuMo.** The first stage involves pre-training the MLP for better alignment. Subsequently, the pre-finetuning stage trains all parameters as a warm-up before the next stage. Finally, the MLP experts within each MoE block are initialized from the weights of the corresponding MLP block, followed by training all parameters in the visual instruction tuning stage.

Sparse MoE in LLM In terms of using MoE in LLM, we compare the co-upcycled LLM with pre-trained MoE-based LLM. We start from Mistral-7B and the upcycled Mistral-7B-MoE slightly outperforms Mistral-7B on certain benchmarks. However, considering the constrained knowledge base of upcycled experts from Mistral-7B, we compare it with the pre-trained Mixtral 8x7B with pre-trained experts of a diverse knowledge base. Experimental results reveal that pre-trained Mixtral 8x7B significantly outperforms Mistral-7B-MoE. As a result, LLM is not co-upcycled with CLIP and MLP connectors since it brings marginal improvements with great additional parameters.

3.3 Training Recipe

Co-Upcycling MoE blocks We start with training the added MoE blocks from scratch while the model is struggling to converge. Attempts to address this issue with lower learning rates perform worse compared to the baseline. As a result, we adopt a co-upcycling approach, initializing each module that integrates sparsely-gated MoE blocks with pre-trained MLPs to replace corresponding MLP blocks, as shown in Figure 1. This strategy consistently improves training stability and model performance.

Three-Stage Training To further enhance training stability, we adopt a three-stage training strategy for CuMo models, as illustrated in Figure 3. In the first stage, we only pre-train the MLP connector, given that the vision encoder and LLM have already undergone pre-training on large-scale data. During the second pre-finetuning stage, we train all parameters using high-quality caption data to warm up the entire model before introducing MoE blocks in the subsequent stage. The third stage involves visual instruction finetuning, where the multimodal LLM is scaled up with upcycled MoE blocks and trained on visual instruction tuning data.

Loss Function To maintain a load balance between experts in each MoE block, we adopt auxiliary losses based on the language modeling cross-entropy loss. The auxiliary losses comprise loading balance loss and router z-loss [73]. Hence, the total loss is

$$L = L_{ce} + \alpha_b L_b + \alpha_z L_z \quad (5)$$

Here, L_{ce} represents the language modeling loss, which computes the cross-entropy of next-token predictions. α_b and α_z denote coefficients for loading balance loss L_b and router z-loss L_z , set to 0.1 and 0.01, respectively, across all experiments. These auxiliary losses, abbreviated as bzloss in Section 4, are individually applied to the MLP connector, vision encoder, and LLM for simplicity.

4 Experiments

We train the CuMo models on a mixture of open-sourced datasets, which are converted into the visual instruction tuning format. Then, we conduct comprehensive evaluations of the performance of CuMo models across various competitive VQA-based and instruction-following-based benchmarks. Additionally, we perform ablation studies on each module with upcycled MoE blocks with qualitative analysis of the results.

Method	LLM	Act. (B)	SQA IMG	Text VQA	GQA	POPE	MME	MMB EN	MM CN	MM Vet	VQA v2	LLaVA Wild	SEED IMG	MMMU val
<i>7B to 13B Models</i>														
InstructBLIP [11]	Vicuna-7B	7.9	60.5	50.1	49.2	-	-	36.0	23.7	26.2	-	60.9	60.5	-
Qwen-VL-Chat [2]	Qwen-7B	-	68.2	61.5	57.5	-	1487.5	60.6	56.7	-	78.2	-	58.2	35.9
LLaVA-v1.5 [44]	Vicuna-7B	7.1	66.8	58.2	62.0	85.9	1510.7	64.3	58.3	30.5	78.5	63.4	66.1	-
VILA [42]	Vicuna-7B	7.1	68.2	64.4	62.3	85.5	1533.0	68.9	61.7	34.9	79.9	69.7	61.1	-
ShareGPT4V [7]	Vicuna-7B	7.1	68.4	-	-	-	1567.4	68.8	62.2	37.6	80.6	72.6	69.7	-
LLaMA-VID [38]	Vicuna-7B	-	68.3	-	64.3	86.0	1521.4	65.1	-	-	79.3	-	59.9	-
SPHINX-Intern2 [18]	InternLM2-7B	-	70.4	58.1	56.2	86.9	1260.4	57.9	-	36.5	75.5	57.6	68.8	-
LLaVA-NeXT [45]	Mistral-7B	7.6	72.8	65.7	64.8	86.7	1498	68.7	61.2	47.3	82.2	83.2	72.2	35.3
LLaVA-NeXT [45]	Vicuna-7B	7.1	70.1	64.9	64.2	86.5	1519	67.4	60.6	43.9	81.8	81.6	70.2	35.8
Mini-Gemini [39]	Vicuna-7B	7.3	65.2	-	-	-	1523	69.3	-	40.8	-	-	-	36.1
MM1 [51]	MM1-7B	-	72.6	72.8	-	86.6	1529.3	79.0	-	42.1	82.8	81.5	69.9	37.0
InstructBLIP [11]	Vicuna-13B	14.2	63.1	50.7	49.5	78.9	1212.8	-	-	25.6	-	58.2	63.1	-
LLaVA-v1.5 [44]	Vicuna-13B	13.4	71.6	61.3	63.3	85.9	1531.3	67.7	63.6	35.4	80.0	70.7	68.2	36.4
VILA [42]	Vicuna-13B	13.4	73.7	66.6	63.3	84.2	1570.1	70.3	64.3	38.8	80.8	73.0	62.8	-
InternVL-Chat [9]	Vicuna-13B	19	-	61.5	66.6	87.6	1586.4	-	-	-	81.2	-	-	-
LLaMA-VID [38]	Vicuna-13B	-	70.0	-	65.0	86.0	1542.3	66.6	-	-	80.0	-	62.3	-
SPHINX-Plus [18]	LLaMA2-13B	-	74.2	65.7	-	89.1	1457.7	71.0	-	47.9	-	71.7	74.8	-
Mini-Gemini [39]	Vicuna-13B	13.6	65.9	-	-	-	1565	68.5	-	46.0	-	-	-	38.1
LLaVA-NeXT [45]	Vicuna-13B	13.4	73.6	67.1	65.4	86.2	1575	70	64.4	48.4	82.8	87.3	71.9	36.2
CuMo	Mistral-7B	7.8	73.9	67.0	64.9	86.7	1548.6	73.0	66.6	51.0[†]	82.2	85.7 [†]	72.1	39.1
<i>7B MoE Models</i>														
SPHINX-MoE [18]	Mixtral-8×7B	-	74.5	68.0	63.8	89.6	1485.3	71.3	-	40.9	81.1	70.2	73.0	31.1
MM1 [51]	MM1-7B-MoE	-	75.3	72.8	-	87.6	1629.0	79.7	-	47.0	83.4	82.0	70.4	40.9
Mini-Gemini [39]	Mixtral-8×7B	13.5	-	69.2	-	-	1639	75.6	-	45.8	-	-	-	41.8
CuMo	Mixtral-8×7B	13.5	77.9	66.0	63.8	85.7	1639.5	75.3	68.0	48.7 [†]	81.8	84.7 [†]	73.2	45.0

Table 1: Comparisons between CuMo and other state-of-the-art multimodal LLMs on competitive benchmarks. These models are grouped by the size of the base LLM and **bold** indicates the best performance on a certain benchmark. Act.: activated parameters during inference. Numbers with [†] are averaged by three inference runs of querying GPT API.

4.1 Implementation Details

Training Datasets During pre-training, we only utilize LLaVA-558K [46] to train the MLP connector for better alignment. In the subsequent pre-finetuning stage, detailed image caption data from ALLaVA [6] is employed to warm up all parameters of the multimodal LLM. For the final visual instruction tuning stage, a mixture of datasets including LLaVA-665K [44], ShareGPT4V [7], LAION-GPT-V [14], DocVQA [62], ChartQA [49], AI2D [29], InfoVQA [50], SynDog-EN [30], ALLaVA [6], and LIMA [70] is utilized to train the CuMo models with upcycled MoE blocks. The total data size for visual instruction tuning is approximately 1.65 million, and all training data are publicly accessible. The detailed breakdown of the training dataset is listed in Appendix A.

Evaluation Benchmarks Evaluation of CuMo models primarily focuses on academic VQA-based datasets such as VQAv2 [19], GQA [22], Science-QA [48], and TextVQA [59], as well as instruction-following-based LMM benchmarks including POPE [40], MME [17], MMBench [47], SEED-Bench [35], LLaVA-Wild [46], and MM-Vet [67]. Additionally, the challenging MMMU [68] is evaluated to assess the visual reasoning abilities of the multimodal LLMs.

Training Settings We employ the pre-trained CLIP ViT-L [54] as the vision encoder, a two-layer MLP as the vision-language connector, and Mistral-7B [27] as the LLM to establish the baseline model following LLaVA v1.5 [44]. We only use LLaVA-558K [44] as pre-training data and LLaVA-665K [44] as visual instruction tuning data to train the baseline model and make ablation studies for comparisons. The learning rate is set to 1e-3 for pre-training the MLP connector and reduced to 2e-5 for visual instruction tuning of both the MLP connector and CLIP. To further stabilize the visual instruction tuning process after scaling up with additional data, the learning rate is lowered to 2e-6 for all parameters of the CuMo models in the final results. More hyperparameters of the training process is listed in Appendix B.

Evaluation Settings During evaluation, we adhere to the settings outlined in the LLaVA series [44], employing a greedy decoding strategy for all benchmarks. The data and questions are converted into visual instructions to prompt the multimodal LLMs. For benchmarks that utilize GPT API for evaluation, we adopt gpt-4-0613 for LLaVA-Wild [46].

Method	LLM	PT	IT	SQA IMG	Text VQA	GQA	POPE	MME	MMBench EN	CN	MM Vet	VQA v2	LLaVA Wild	SEED IMG
InstructBLIP [11]	Vicuna-7B	129M	1.2M	60.5	50.1	49.2	-	-	36.0	23.7	26.2	-	60.9	60.5
InstructBLIP [11]	Vicuna-13B	129M	1.2M	63.1	50.7	49.5	78.9	1212.8	-	-	25.6	-	58.2	63.1
IDEFICS-9B [23]	LLaMA-7B	353M	1M	-	25.9	38.4	-	-	48.2	25.2	-	50.9	-	-
IDEFICS-80B [23]	LLaMA-65B	353M	1M	-	30.9	45.2	-	-	54.5	38.1	-	60.0	-	-
Qwen-VL [2]	Qwen-7B	1.4B	50M	67.1	63.8	59.3	-	-	38.2	7.4	-	78.8	-	56.3
Qwen-VL-Chat [2]	Qwen-7B	1.4B	50M	68.2	61.5	57.5	-	1487.5	60.6	56.7	-	78.2	-	58.2
LLaVA-v1.5 [44]	Vicuna-7B	558K	665K	66.8	58.2	62.0	85.9	1510.7	64.3	58.3	30.5	78.5	63.4	66.1
LLaVA-v1.5 [†]	Mistral-7B	558K	665K	72.8	57.6	60.0	86.3	1414.9	66.5	60.1	32.1	78.2	69.4	66.4
CuMo	Mistral-7B	558K	665K	71.7	59.3	63.2	87.1	1428.6	69.6	62.6	34.3	80.6	68.8	69.6

Table 2: Comparisons between CuMo Mistral-7B and other multimodal LMM models with limited training data. The best performance are highlighted in **bold**. LLaVA-v1.5[†] with Mistral-7B is reproduced by us as a baseline model.

4.2 Main Results

Comparison with SoTA Multimodal LLMs In Table 1, we present a comparison of CuMo models with other state-of-the-art instruction-following-based multimodal LLMs. We categorize the models based on the size of the base LLMs, including 7B models, 13B models, and 7B MoE models. CuMo Mistral-7B outperforms other 7B-based state-of-the-art multimodal LLMs across multiple benchmarks. Moreover, the performance of the CuMo Mistral-7B model is comparable to many 13B-based multimodal LLMs. In the case of Mixtral-8×7B models, CuMo achieves results on par with SPHINX-MoE, MM1, and Mini-Gemini. LLaMA-based LLMs [10, 63] are not utilized in our experiments due to license constraints.

Comparison under limited training data To further evaluate the effectiveness of the co-upcycled MoE blocks, we train the vanilla CuMo mistral-7B under limited training data in Table 2. It shows that CuMo outperforms other 7B models and reaches comparable performance to LLaVA-v1.5 Vicuna-13B under the same training data.

4.3 Ablation Study

Upcycle MLP connector to MLP-MoE We initiate the ablation study by replacing the MLP connector with upcycled MLP-MoE, as depicted in Table 3(a). We start with a Top 2-in-4 router and train the MoE blocks from scratch, which leads to a clear performance drop on all benchmarks. Then, we adopt the upcycling strategy to initialize the MLP experts. We observe marginal improvements over the baseline, considering each expert comprises only two linear layers. Subsequently, the incorporation of bzloss to ensure a balanced loading of experts in the MLP-MoE yields noticeable enhancements on MMVet. However, employing a Top 2-in-8 router with upcycling and bzloss results in a slight performance decline, possibly due to the limited visual instruction tuning data to train robust and well-balanced eight experts.

Empower CLIP with CLIP-MoE In Table 3(b), initially unfreezing CLIP based on MLP-MoE leads to noticeable improvements on TextVQA and MMVet benchmarks. However, training with the added Top2-in-4 MoE blocks in CLIP from scratch proves unsuccessful, as the model fails to converge even with largely reduced learning rates. Consequently, adopting upcycled MoE blocks during the visual instruction tuning stage yields further enhancements on the TextVQA, MMVet, and SEED benchmarks, as well as a more stable training process.

Upcycle LLM vs Pre-trained LLM-MoE Upon replacing all MLP blocks with sparsely-gated MoE blocks in the visual part, we further investigate the utilization of the MoE architecture in the LLM. Starting from the Mistral-7B model, we first lower the learning rate to 2e-6 to set the baseline and the following experiments since a learning rate of 2e-5 induces training instabilities. Then, we upcycle each MLP block with a sparsely-gated MoE block, initializing the weight of each expert from the pre-trained MLP block. As demonstrated in Table 3(c), the upcycled Mistral-4×7B and 8×7B outperform the Mistral-7B model slightly except for TextVQA. However, considering that the upcycled experts significantly increase parameters without introducing new knowledge, we replace the upcycled Mistral 8×7B with Mixtral 8×7B [28]. In Mixtral 8×7B, all expert layers are pre-trained on large-scale language data, providing superior initialization and similar training stability compared to upcycling. The results indicate that CuMo Mixtral-8x7B outperforms its upcycled

Method	SQA	VQA ^T	MMVet	SEED
Baseline on Mistral-7B	72.8	57.6	32.1	66.4
+ Top 2-in-4 & Scratch	68.1	55.6	29.3	65.1
⇒ Top 2-in-4 & Upcycle	73.7	57.2	32.3	67.1
+ bzloss	73.5	57.4	33.1	67.4
⇒ Top 2-in-8 & Upcycle	73.4	57.6	32.4	67.2

(a) MLP-MoE

Method	SQA	VQA ^T	MMVet	SEED
MLP-MoE	73.5	57.4	33.1	67.4
+ Unfreeze CLIP	72.0	58.9	34.7	69.0
+ Top 2-in-4 & bzloss	72.8	59.7	35.4	69.8
⇒ Top 2-in-8 & bzloss	71.0	59.0	33.6	69.2

(b) CLIP-MoE

Method	SQA	VQA ^T	MMVet	SEED
MLP-MoE & CLIP-MoE	72.8	59.7	35.4	69.8
+ lower lr to 2e-6	71.7	59.3	34.3	69.6
+ Mistral 4×7B & Upcycle	72.8	57.0	35.2	69.9
⇒ Mistral 8×7B & Upcycle	73.2	56.4	35.7	70.5
⇒ Mistral 8×7B	74.2	60.6	40.0	72.6

(c) LLM-MoE

Method	SQA	VQA ^T	MMVet	SEED
No PFT	71.7	59.3	34.3	69.6
+ ShareGPT4V	72.4	61.7	36.5	70.0
⇒ ALLaVA	73.0	62.8	37.2	70.9

(e) Pre-FineTuning Stage

Method	CLIP	MLP	LLM	Total
Mistral-7B	0.30	0.025	7.25	7.58
+ MLP-MoE	0.30	0.05	7.25	7.60
+ CLIP-MoE	0.50	0.05	7.25	7.80
⇒ Mistral-8x7B	0.50	0.05	12.90	13.45

(d) Multi-resolution Feature

(f) Activated billions of parameters

Table 3: **Ablation Studies during building CuMo.** Each row represents a different configuration, with changes or additions marked using $\Rightarrow$ and $+$ symbols, respectively. Settings highlighted with a light blue background are those adapted for final model in Table 1. For (b): all MoE blocks in CLIP are initialized with upcycling.

counterparts significantly and is employed in the final models with bzloss to maintain a balanced loading of experts.

Multi-Resolution Visual Features Incorporating multi-resolution inputs is crucial for enhancing the understanding of image content in multimodal LLMs. Following the approach outlined in S^2 [58], we introduce multi-resolution inputs to CLIP and concatenate the feature maps channel-wise to maintain the total number of visual tokens consistent with low-resolution inputs. As illustrated in Table 3(d), an empirical combination of $3\times$ and $1\times$ reaches the best performance and we adopt this configuration for the final CuMo models.

Pre-FineTuning Stage Previous ablation studies were conducted directly after the pre-training of the MLP connector, leading to observed training instabilities during visual instruction tuning. To address this, we introduce a pre-finetuning stage using high-quality image caption data, wherein all parameters are unfrozen. In Table 3(e), we leverage caption data from ALLaVA for this stage. Results indicate that ALLaVA data proves to be a superior option, providing fewer but higher-quality captions for training, ultimately leading to improved performance.

Added Parameters In Table 3(f), we keep track of the added activated parameters during inference of CuMo. It shows that adding MoE blocks in the vision side upon MLP connector and CLIP only brings 0.22B extra parameters compared to the baseline model on Mistral-7B. More details can be found in Appendix C.

4.4 More Analysis

Expert Distribution As shown in Figure 4, we visualize the expert distributions in the MoE block from selected layers in CLIP during inference. The dataset used for analysis is the test set of the MME benchmark. The distribution indicates that the selected experts during infer-

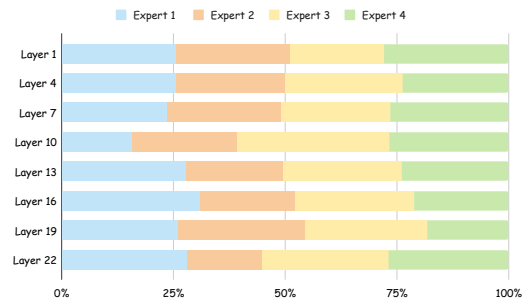


Figure 4: **Expert distributions of MoE blocks in CLIP.** We select layers from CLIP and summarize the activated experts during inference.

 can you describe what groceries are presented in this fridge	LLaVA-Yi-34B The refrigerator in the image is well-stocked with a variety of groceries. Here's a list of what I can see: on the top shelf, there are several items including what appears to be a head of lettuce, a bunch of green onions, a container of strawberries, and a few blue plastic containers that could be used for food storage or serving; the middle shelf has a few bottles, which might contain milk or juice, and a carton of eggs; the bottom shelf is filled with fresh produce. There are bell peppers in different colors (red, yellow, and green), a bunch of spring onions, and a head of lettuce; the drawer at the bottom contains more fresh produce, including what looks like a bunch of green onions and possibly some other leafy greens. The refrigerator is well-organized and appears to be stocked with fresh and healthy food options. MiniGemini-Yi-34B The refrigerator is filled with a variety of groceries, including fruits, vegetables, dairy products, and beverages. There are several bottles, likely containing milk or other dairy products, and a carton of eggs. The fridge also contains a selection of fresh produce, such as broccoli, peppers, and lettuce. Additionally, there are some fruits, including apples and oranges. The presence of these items suggests that the person who owns the fridge prefers a balanced diet with a mix of healthy foods and beverages. CuMo-Mistral-7B The groceries presented in the fridge include a variety of fresh produce such as bell peppers, lettuce, broccoli, and cucumbers. There are also eggs, milk, and cheese, which are dairy products. Additionally, there are cherry tomatoes and a jar of red sauce, which could be used for cooking or as a condiment. The presence of these items suggests that the fridge is well-stocked with a balance of fresh vegetables, dairy, and condiments, indicating a household that values a healthy and varied diet.
 how many people are in this image	LLaVA-Yi-34B The image you've provided is from the animated movie "Coco." It features a variety of characters, both human and fantastical, which are not real people but animated characters. The central figure is a young boy named Miguel, who is holding a guitar. Surrounding him are other characters, including his family members and other characters from the film. The characters are depicted in a stylized, animated manner, and the image is a still from the movie. MiniGemini-Yi-34B In the image, there are a total of 12 people. This includes the boy in the foreground, the two skeletons, and the nine characters seated around the table. It's important to note that the skeletons are representations of people and are included in the count. CuMo-Mistral-7B In the image, there are a total of 14 characters. This includes 12 characters seated around the table and 2 characters standing on the table. The characters are a mix of human and skeletal figures, with the skeleton figures being part of the Day of the Dead celebration.
 can you introduce this movie based on this poster	LLaVA-Yi-34B This poster is for the movie "Avengers: Age of Ultron," which is a 2015 American superhero film based on the Marvel Comics superhero team the Avengers. The film is the sequel to "The Avengers" (2012) and the 11th film in the Marvel Cinematic Universe (MCU). It was directed by Joss Whedon and produced by Marvel Studios. The poster features several of the main characters from the film, including Iron Man, Thor, Captain America, the Hulk, Black Widow, and Hawkeye, all in their superhero costumes. The setting appears to be a cityscape with a sense of destruction, suggesting a battle or conflict. The title "Avengers: Age of Ultron" is prominently displayed at the top of the poster, and the Marvel logo is visible at the bottom. The film's plot revolves around the Avengers attempting to stop the villain Ultron from enacting his plans for human extinction. The movie is known for its action-packed sequences, special effects, and ensemble cast of superheroes. It was a critical and commercial success, contributing to the ongoing popularity of the Marvel Cinematic Universe. MiniGemini-Yi-34B The movie poster is for "The Avengers," a 2012 American superhero film produced by Marvel Studios and distributed by Walt Disney Pictures. It is the sixth film in the Marvel Cinematic Universe (MCU). The film features an ensemble cast including Robert Downey Jr., Chris Evans, Mark Ruffalo, Chris Hemsworth, Scarlett Johansson, Jeremy Renner, Tom Hiddleston, and Samuel L. Jackson. The plot revolves around Nick Fury, director of the peacekeeping organization S.H.I.E.L.D., recruiting a team of superheroes to help save the world from Loki, the adoptive brother of Thor, who is leading an alien invasion. The poster is designed to showcase the main characters and the action-packed nature of the film, with the characters in their iconic costumes and the cityscape in the background suggesting the scale of the conflict. The release date is prominently displayed, indicating the film's availability in theaters. The poster also highlights the film's availability in various formats, including 3D, which was a significant selling point at the time of its release. CuMo-Mistral-7B The poster is for the movie "The Avengers," which is part of the Marvel Cinematic Universe. It features a team of superheroes, each with unique abilities and costumes, coming together to face a significant threat. The central figure, with the iconic red and gold suit, is likely the leader of the group. The presence of the Hulk and Thor suggests that the film includes a mix of science fiction and fantasy elements. The cityscape and the explosion in the background imply that the movie's plot involves a large-scale conflict that impacts the urban environment. The release date and the mention of "3D and IMAX 3D" indicate that the movie was available in various formats, catering to different viewing preferences. The poster is designed to convey the epic scale and the high stakes of the film, as well as the diverse team of heroes that viewers can expect to see on screen.

Figure 5: Dialogues between the user and multimodal LLMs on challenging images. We highlight the correct answers and hallucinations from the responses of the multimodal LLMs.

ence are evenly spread across layers, providing further evidence of the effectiveness of the auxiliary losses in maintaining load balance.

Dialogue Comparisons Presented in Figure 5, we contrast the responses from CuMo-Mistral-7B, LLaVA-Yi-34B, and MiniGemini-Yi-34B under challenging content understanding cases. It demonstrates that CuMo-Mistral-7B can effectively follow instructions and provide mostly correct answers to challenging questions derived from complex scenes. However, CuMo also exhibits instances of hallucinations, such as responding with "2 characters standing on the table", highlighting the need for further investigation to mitigate hallucinations and improve reliability of CuMo.

Limitations The main limitation of CuMo is that, similarly to other large language models, it can generate hallucinated responses. This may constrain its potentials in real-world multimodal applications like used as a chatbot. Future works, such as Reinforcement Learning with Human Feedback (RLHF) and Retrieval Augmented Generation (RAG), can be undertaken to mitigate these hallucinations and improve the model's reliability.

5 Conclusion

In this study, we introduce the sparse mixture-of-experts design into multimodal LLMs from the vision side. Specifically, we replace each MLP block with a Top-K sparse MoE block in the MLP connector and the vision encoder. To enhance training stability, we employ a three-stage training approach, incorporating upcycled MoE blocks during the visual instruction tuning stage, along with auxiliary bzloss to maintain a balanced loading of experts. All CuMo models are trained and evaluated on fully open-sourced datasets and benchmarks. Through extensive experiments and ablation studies, we validate the effectiveness of the upcycled MoE blocks in each module. CuMo outperforms state-of-the-art models across multiple competitive benchmarks within the same group of model sizes.

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Appendix

The supplementary material elaborates on further aspects of our work concerning the experimental setups and dataset usage. In Appendix A, we provide details on the datasets used for the visual instruction tuning stage and how we converted the mixture of datasets into the visual instruction following formats. In Appendix B, we present the hyperparameters used for the three-stage trainings. In Appendix E, we include additional examples of dialogues between the user and our CuMo models.

A Dataset Details

As outlined in Table 4, we provide detailed information on the datasets utilized for the three-stage training process mentioned in Section 3.3. All data are converted into the instruction-following format for training. For the Syndog-EN and DVQA datasets, we didn’t use the entire training set as we observed that a large portion of synthetic data negatively impacts the zero-shot performance of the multimodal LLMs.

Dataset	Size
<i>Pre-Training</i>	
LCS-558K	558K
<i>Pre-Finetuning</i>	
ALLaVA-Caption	708K
<i>Visual Instruction Tuning</i>	
LLaVA-665K	665K
ShareGPT4V	102K
LAION-GPT-V	11K
DocVQA	10K
SynDog-EN	50K
ChartQA	4K
DVQA	50K
AI2D	2K
InfoVQA	4K
ALLaVA	708K
LIMA	1K
ALLaVA-Text	143K

Table 4: List of datasets used for three training stages.

Model	Vision Encoder	ImageNet Acc.	Res.	Params.	TextVQA	MMVet	SEED
LLaVA-v1.5	CLIP-ViT-L	76.6	336	0.30B	57.6	32.1	66.4
CuMo	CLIP-ViT-L	76.6	336	0.50B	59.3	34.3	69.6
LLaVA-v1.5	SigLIP-SO400M	83.2	384	0.43B	58.1	32.5	67.5
CuMo	SigLIP-SO400M	83.2	384	0.72B	59.4	34.1	69.8

Table 5: CuMo under different vision encoders.

B Experimental Setup Details

Table 6 provides an overview of the main hyperparameters used during the three-stage training process. For the final results presented in Table 1, the model was trained using $32 \times$ A100 GPUs with a total batch size of 256 and a learning rate of $4e-6$. All ablation studies were conducted with a total batch size of 128 and learning rates of $2e-5$ and $2e-6$, as detailed in Section 4.3.

Hyperparameter	PT	PFT	VIT
Learning rate	1e-3	2e-6	4e-6
LR schedule	Cosine	Cosine	Cosine
Batchsize per GPU	32	8	8
GPUs	8×A100	16×A100	32×A100
Zero	Zero2	Zero3	Zero3-offload
Optimizer	AdamW	AdamW	AdamW
MLP	Open	Open	Open
CLIP	Freeze	Open	Open
LLM	Freeze	Open	Open
MoE blocks	-	-	✓
Max token	2048	4096	4096

Table 6: Hyperparameters used in three-stage training on Mistral-7B. PT: Pre-Training stage. PFT: Pre-FineTuning stage. VIT: Visual Instruction tuning stage.

C More Vision Encoders

Table 5 shows CuMo with different vision encoders. Here we use the pre-trained SigLIP-SO400M as the vision encoder and add MoE to the vision encoder. SigLIP-SO400M has a much better performance on ImageNet zero-shot classification than CLIP-ViT-L (83.2 vs 76.6). The added MoE can still make improvements to this stronger vision encoder but the average improvement shrinks compared to CLIP-ViT-L. However, the training data here is limited to LLaVA-665K for quick verification, which may not show the full potential of the model if training with more data.

CuMo	CLIP	MLP	LLM	Total
Mistral-7B	0.30B	0.025B	7.25B	7.58B
⇒ Activation Params	0.30B	0.025B	7.25B	7.58B
+ Top 2-in-4 MLP-MoE	0.30B	0.10B	7.25B	7.65B
⇒ Activation Params	0.30B	0.05B	7.25B	7.60B
+ Top 2-in-4 CLIP-MoE	0.91B	0.10B	7.25B	8.26B
⇒ Activation Params	0.50B	0.05B	7.25B	7.80B
⇒ Mixtral-8x7B	0.91B	0.10B	46.70B	47.71B
⇒ Activation Params	0.50B	0.05B	12.90B	13.45B

Table 7: Change of model parameters of CuMo. The 7.80B and 13.45B activation parameters corresponds to Act. of CuMo in Table 1.

D Model Parameters

We include Table 7 to illustrate the evolution of parameters in the CuMo model throughout its construction process. The LLM constitutes a significant proportion of the total parameters, underscoring the potential for further scaling up the vision encoders to bolster the strength of multimodal LLMs.

E More Dialogues

We add more dialogues between the questions from the users and the response from CuMo-7B in Figure 6.

F Border Impact

The potential border impact of CuMo, as an open-sourced multimodal LLM, relies on two aspects: the development of artificial general intelligence (AGI) and the open-source community.

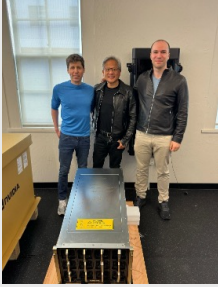
	What car is it in this image The car in the image is a Porsche Taycan, which is an electric vehicle produced by the German automobile manufacturer Porsche. The Taycan is known for its distinctive design elements that include the sloping roofline, the shape of the headlights, and the specific style of the wheels. The model name "Taycan" is visible on the front of the car, confirming its identity. This particular model is likely one of the higher-end versions, as indicated by the sporty design and the presence of what appears to be performance-oriented features.
	What animals are in this image The animals in this image are a cat and a dog. The cat is a domestic short-haired feline, identifiable by its tabby pattern and the shape of its ears and eyes. The dog is a Border Collie, recognizable by its distinctive black and white coat, medium-length fur, and the shape of its ears and eyes. Both animals are common domestic pets and are known for their companionship with humans.
	Can you tell me what happened in this image The image captures a moment where three individuals are standing beside a large piece of equipment, which appears to be a server or some form of industrial hardware. The presence of the yellow warning label suggests that the equipment is either new, being serviced, or requires caution when operating or moving. The setting seems to be a professional environment, possibly a data center or a technical facility, given the nature of the equipment and the clean, organized space. The individuals are dressed in casual to smart-casual attire, which might indicate a work-related context. The exact event or occasion is not clear from the image alone, but it could be a delivery, installation, or inspection of the equipment. The image does not provide any explicit information about the specific actions or events that took place prior to or after this moment.
	How many characters in this image There are seven characters in this image.
	How many calories estimated in this bowl Estimating the exact number of calories in a dish from a photograph is not possible without specific measurements and ingredient quantities. However, based on the visible ingredients and typical calorie counts for each, one could make an educated guess. A bowl of noodles with vegetables and a protein like chicken typically ranges from 300 to 500 calories. The addition of peanuts and sesame seeds would add a few dozen calories each. The sauce, which appears to be a light dressing, would contribute minimal calories. Therefore, a rough estimate might place this dish in the range of 400 to 600 calories, but this is a very rough estimate and could vary significantly based on the actual ingredients and portion sizes.

Figure 6: **More dialogues of CuMo-7B.** We highlight the **correct** answers and **hallucinations** from the responses of CuMo.

AGI: The development of AGI is a core topic, with the central component being the LLM. A multimodal LLM enhances its abilities to understand content such as images and videos, making it a more versatile agent and a positive contributor towards AGI.

Open-sourced MLLM: Open-sourced weights and code can accelerate the development of MLLMs. However, this also has potential negative impacts on society. Therefore, we have added a non-society license to constrain the usage of our model.

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