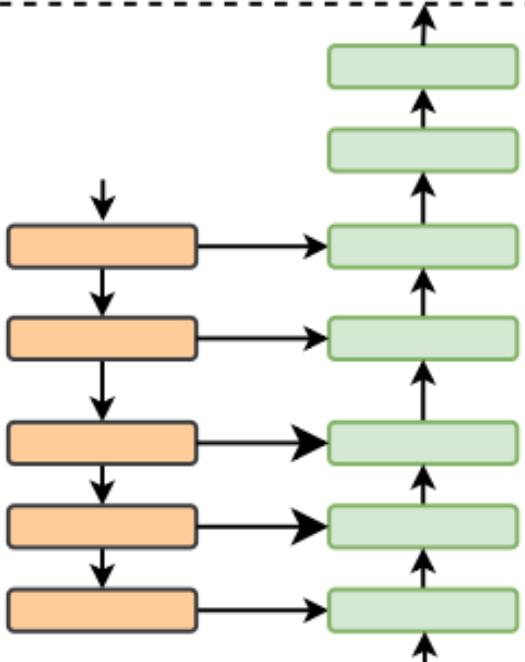
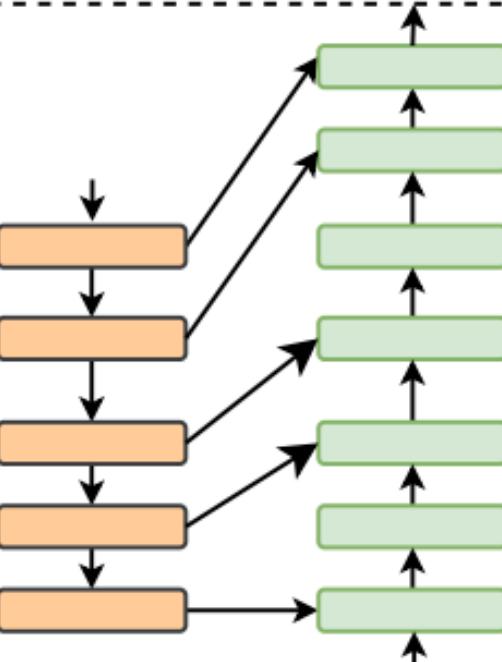


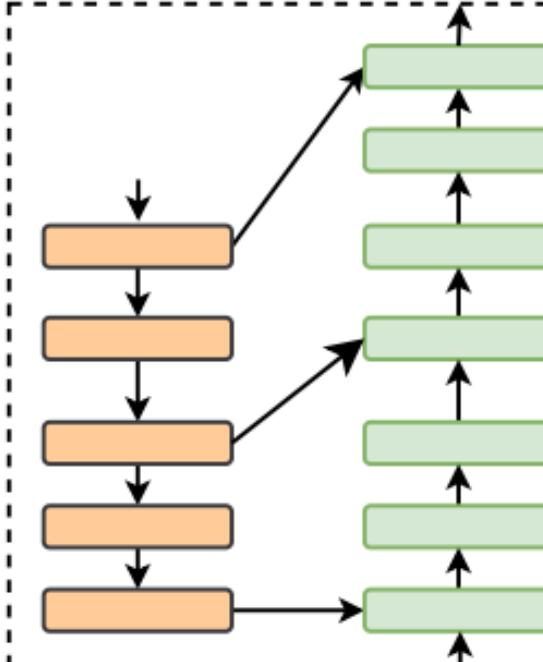
## ViT Block



## LLM Block



## Feedforward Flow



(a) Sparse +  
Skew to Bottom

(b) Dense +  
Uniform

(c) Sparse +  
Uniform