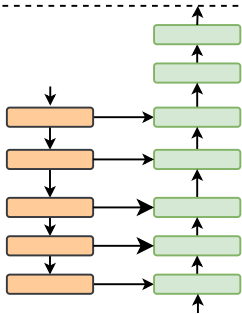
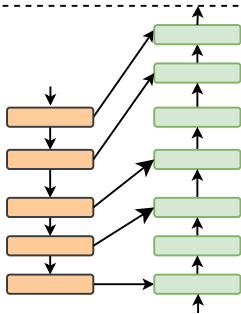


ViT Block



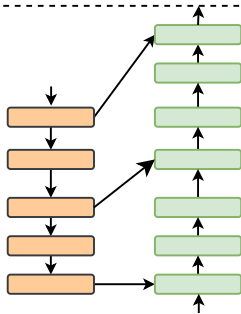
(a) Sparse +  
Skew to Bottom

LLM Block



(b) Dense +  
Uniform

Feedforward Flow



(c) Sparse +  
Uniform