

RKLLM will detect the parts of the input that are the same as those in the prompt\_cache from the beginning. If your input format is fixed as PROMPT\_PREFIX + text + PROMPT\_POSTFIX, you can generate the Prompt Cache for just the PROMPT\_PREFIX part. After loading, you can reuse this part of the result in subsequent inferences.

RKLLM supports generating multiple Prompt Cache files. When different Prompt Cache files are needed, you can simply load the corresponding file. If you need to switch to another Prompt Cache file or no longer need the loaded Prompt Cache, please explicitly call the rkllm\_release\_prompt\_cache interface to release it.

Here is an example Code for Loading Prompt Cache:

```
// Initialize and set the Prompt Cache parameters, then call the run
interface to generate the Prompt Cache file.
RKLLMPromptCacheParam prompt cache params;
// Whether to save the prompt cache
prompt cache params.save prompt cache = true;
// If you need to save the prompt cache, specify the absolute path of
the cache file.
prompt cache params.prompt cache path = "/data/prompt cache.bin";
rkllm infer params.prompt cache params = &prompt cache params;
rkllm infer params.mode = RKLLM INFER GENERATE;
rkllm input.input type = RKLLM INPUT PROMPT;
rkllm input.prompt input = (char *)prompt.c str();
rkllm run(llmHandle, &rkllm input, &rkllm infer params, NULL);
// Load the prompt cache file to reduce prefill time.
rkllm load prompt cache (llmHandle, "./prompt cache.bin");
if (ret != 0) {
   printf("\nload Prompt Cache failed\n");
rkllm run(llmHandle, &rkllm input, &rkllm infer params, NULL);
```

## 3.2.10 KV Cache Management

RKLLM supports manual clearing of the KV cache, which can be used for both single-turn and multi-turn dialogues. When invoking the cache clearing function, if keep\_system\_prompt is set to 1, the system prompt (if present) will be retained; otherwise, the entire cache will be cleared.

The function definition is as follows:

Table 3-28 Interface Specification for the rkllm\_clear\_kv\_cache Function