

TensorRT Roadmap

	Oct'25	Jan'26	Q1'26	
TRT Version	10.12 - 10.14	10.15	10.16	11.0
Performance	<ul style="list-style-type: none"> - NVFP4 gemm perf optimization - Blackwell/Thor perf optimization 	<ul style="list-style-type: none"> - Continuous Blackwell/Thor perf optimization 	<ul style="list-style-type: none"> - Selected auto model perf optimization based on customer requests - Recycts model perf optimization - Audio2Text model perf optimization 	
Ease of Use	<ul style="list-style-type: none"> - Improve debuggability: INetwork API Capture & Replay - Improve debuggability: Share internal tensor value dump knob with users 	<ul style="list-style-type: none"> - Provide best Practice workflow for Strongly Typing - Improve engine graph visibility: add query function for static weights size - Plugin and QDP enhancement 	<ul style="list-style-type: none"> - Provide IpluginV2 ->> IpluginV3 migration guidance 	<ul style="list-style-type: none"> -[Frontend] provide Torch-TRT as the production ready frontend and officially promote it in 11.0 -[Frontend] [Github] provides step by step guidance for different workflows -[Frontend] Promote Altune for direct HF model importing -[Debuggability] Accuracy Awareness API
Functional	<ul style="list-style-type: none"> - MHA API 	<ul style="list-style-type: none"> - QDQ placement autotune - Add RoPE API 		<ul style="list-style-type: none"> - Enable Multi GPU on Datacenter - MoE API - KVcache API
Work with ModelOpt on QDQ node placements: bugs, placement heuristics, perf-tuning				