

Table 3 | We use OmniDocBench [27] to test the performance of DeepSeek-OCR on real document parsing tasks. All metrics in the table are edit distances, where smaller values indicate better performance. "Tokens" represents the average number of vision tokens used per page, and " $\dagger^{200\text{dpi}}$ " means using *fitz* to interpolate the original image to 200dpi. For the DeepSeek-OCR model, the values in parentheses in the "Tokens" column represent valid vision tokens, calculated according to Equation 1.

Model	Tokens	English					Chinese				
		overall	text	formula	table	order	overall	text	formula	table	order
<b>Pipline Models</b>											
Dolphin [11]	-	0.356	0.352	0.465	0.258	0.35	0.44	0.44	0.604	0.367	0.351
Marker [1]	-	0.296	0.085	0.374	0.609	0.116	0.497	0.293	0.688	0.678	0.329
Mathpix [2]	-	0.191	0.105	0.306	0.243	0.108	0.364	0.381	0.454	0.32	0.30
MinerU-2.1.1 [34]	-	0.162	0.072	0.313	0.166	0.097	0.244	0.111	0.581	0.15	0.136
MonkeyOCR-1.2B [18]	-	0.154	0.062	0.295	0.164	0.094	0.263	0.179	0.464	0.168	0.243
PPstructure-v3 [9]	-	0.152	0.073	0.295	0.162	0.077	0.223	0.136	0.535	0.111	0.11
<b>End-to-end Models</b>											
Nougat [6]	2352	0.452	0.365	0.488	0.572	0.382	0.973	0.998	0.941	1.00	0.954
SmolDocling [25]	392	0.493	0.262	0.753	0.729	0.227	0.816	0.838	0.997	0.907	0.522
InternVL2-76B [8]	6790	0.44	0.353	0.543	0.547	0.317	0.443	0.29	0.701	0.555	0.228
Qwen2.5-VL-7B [5]	3949	0.316	0.151	0.376	0.598	0.138	0.399	0.243	0.5	0.627	0.226
OLMOCR [28]	3949	0.326	0.097	0.455	0.608	0.145	0.469	0.293	0.655	0.652	0.277
GOT-OCR2.0 [38]	256	0.287	0.189	0.360	0.459	0.141	0.411	0.315	0.528	0.52	0.28
OCRFlux-3B [3]	3949	0.238	0.112	0.447	0.269	0.126	0.349	0.256	0.716	0.162	0.263
GPT4o [26]	-	0.233	0.144	0.425	0.234	0.128	0.399	0.409	0.606	0.329	0.251
InternVL3-78B [42]	6790	0.218	0.117	0.38	0.279	0.095	0.296	0.21	0.533	0.282	0.161
Qwen2.5-VL-72B [5]	3949	0.214	0.092	0.315	0.341	0.106	0.261	0.18	0.434	0.262	0.168
dots.ocr [30]	3949	0.182	0.137	0.320	0.166	0.182	0.261	0.229	0.468	0.160	0.261
Gemini2.5-Pro [4]	-	0.148	0.055	0.356	0.13	0.049	0.212	0.168	0.439	0.119	0.121
MinerU2.0 [34]	6790	0.133	0.045	0.273	0.15	0.066	0.238	0.115	0.506	0.209	0.122
dots.ocr $\dagger^{200\text{dpi}}$ [30]	5545	0.125	<b>0.032</b>	0.329	<b>0.099</b>	<b>0.04</b>	0.16	<b>0.066</b>	0.416	0.092	<b>0.067</b>
<b>DeepSeek-OCR (end2end)</b>											
Tiny	<b>64</b>	0.386	0.373	0.469	0.422	0.283	0.361	0.307	0.635	0.266	0.236
Small	100	0.221	0.142	0.373	0.242	0.125	0.284	0.24	0.53	0.159	0.205
Base	256(182)	0.137	0.054	0.267	0.163	0.064	0.24	0.205	0.474	0.1	0.181
Large	400(285)	0.138	0.054	0.277	0.152	0.067	0.208	0.143	0.461	0.104	0.123
Gundam	795	0.127	0.043	0.269	0.134	0.062	0.181	0.097	0.432	0.089	0.103
Gundam-M $\dagger^{200\text{dpi}}$	1853	<b>0.123</b>	0.049	<b>0.242</b>	0.147	0.056	<b>0.157</b>	0.087	<b>0.377</b>	<b>0.08</b>	0.085

without layout: "<image>\nFree OCR." to control the model's output format. Nevertheless, the output format still cannot completely match Fox benchmarks, so the actual performance would be somewhat higher than the test results.

As shown in Table 2, within a 10 $\times$  compression ratio, the model's decoding precision can reach approximately 97%, which is a very promising result. In the future, it may be possible to achieve nearly 10 $\times$  lossless contexts compression through text-to-image approaches. When the compression ratio exceeds 10 $\times$ , performance begins to decline, which may have two reasons: one is that the layout of long documents becomes more complex, and another reason may be that long texts become blurred at 512 $\times$ 512 or 640 $\times$ 640 resolution. The first issue can be solved by rendering texts onto a single layout page, while we believe the second issue will become