

Agenda

→ Choosing the right LLM for our App.

→ Cost

- Model-A : 0.1 \$ per million token
- Model-B : 10 \$ per million token

→ Latency : Response time

Very important parameter for
Chat | Voice agents.
Any real-time app.

→ Intelligence.

↳ Reasoning

⇒ While choosing the LLM for the use-case,
we should try to find out the right balance
b/w these 3 parameters.

Bx: Voice Assistant agent.

Latency ~ 800-900 ms (< 1 sec)

Gemini flash 2.5.

→ 250 tokens / sec
→ 0.25 sec time-to-first-token.
→ 0.15 \$ | Million tokens.

GPT-4o.

→ Better reasoning
→ Latency & cost will be on the higher side

Bx Chat Agent. with complex reasoning

⇒ Claude Sonnet ✎

→ Most predictable outputs ⇒ Accuracy ↑↑.
→ Code Generation | Structured output.

Use-cases: Legal analysis | financial analysis [. . .]

⇒ 15 \$ | M tokens.

Ex : High Volume & Low Complexity Chat Agent.

Claude Sonnet X

Grimini flash 2.5.

- 250 tokens / sec
- 0.25 sec time - to - first - token.
- 0.15 \$ | Million token.
- 100x Cheaper than Claude.

Model selection shouldn't be hard-coded.

- ⇒ We should be able switch our models based on the requirement.
- ⇒ Model selection should be configurable

1. Router Based Model Selection.

- Route the request to the right model based on the complexity of request.

Simple query \Rightarrow Gemini Flash
 $\hookrightarrow \underline{\text{fast}} + \underline{\text{cheap}}$

Complex query \Rightarrow Claude Sonnet
 $\hookrightarrow \text{Smart} + \underline{\text{consistent}}$

Image query \Rightarrow Gemini Pro. . .

2. Agent selection \Rightarrow Configurable
 \hookrightarrow We'll be able to change the underlying model without making the code change

(anthropic.messages.create(model = "Claude-Sonnet-4.5"))
 $\hookrightarrow \underline{\text{Hard Coding}}$

anthropic.messages.create(model = \$model_config)
 \hookrightarrow Config variable

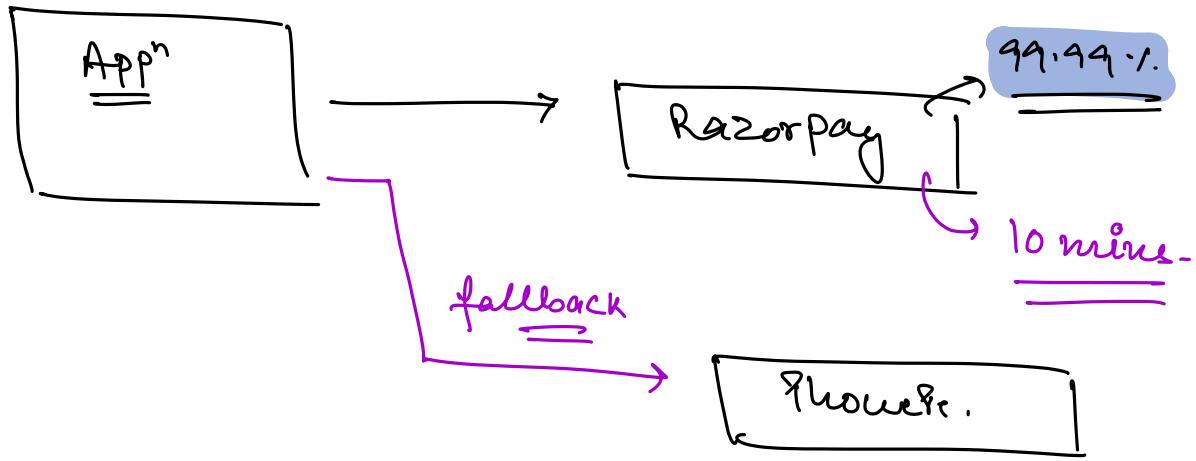
3. Fallback chain for Resilient Systems
 \hookrightarrow

SLA.

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Service Level Agreement

99.9%



LLM Optimization Strategies.

1. Semantic Caching.
2. Prompt Optimization.
3. Batch Processing.
4. Two-Tier Processing