LLM Tools Comparison with Ilama.cpp Spring Boot Integration

LLM Tools Comparison Matrix

Tool	Speed (CPU)	Speed (GPU)	Easy Setup	Java API Integration	Comment
Ollama	Medium	Medium	Easy	(Spring AI)	Good balance of features
llama.cpp	✓ Fast	V Very Fast	CLI/C++	via HTTP/Java native	Fastest on CPU (quantized)
vLLM	X Slow	VV Blazing	Medium	(OpenAl API)	Best for GPU batch inferencing
FastChat	Medium	Fast	Medium	(OpenAl API)	Full chat server stack
OpenLLM	Medium	Fast	Medium	(REST/gRPC)	Highly customizable

Key Insight: For CPU-based local development, llama.cpp with quantized models provides the best performance-to-resource ratio.

Ilama.cpp with Spring Boot Integration

Fastest on CPU (local/dev): llama.cpp via llama-cpp-java (Java bindings)

To use llama.cpp with Spring Boot, the most practical approach is to run llama.cpp as a local HTTP server and then call it from Spring Boot using a REST client.

Step-by-Step Implementation Guide

1 Install Dependencies

```
sudo apt update
sudo apt install cmake build-essential pkg-config libopenblas-dev
```

2 Install libcurl Development Package

```
sudo apt install libcurl4-openssl-dev
```

For GPU Support: Install CUDA toolkit if you have NVIDIA GPU

```
sudo apt install nvidia-cuda-toolkit
```

3 Clone Ilama.cpp and Build

```
git clone https://github.com/ggerganov/llama.cpp
cd llama.cpp
mkdir build
cd build
cmake ..
cmake --build . --config Release
```

4 Download Quantized Model

```
cd llama.cpp
wget https://huggingface.co/TheBloke/Mistral-7B-Instruct-v0.1-GGUF

Tip: The Q4_K_M quantization provides good balance between quality and performance
```

5 Enable Server Mode

```
cd llama.cpp/build
cmake .. -DLLAMA_BUILD_SERVER=ON
cmake --build . --config Release
```

6 Start the LLM HTTP Server

```
./bin/server -m ../models/mistral-7b-instruct-v0.1.Q4_K_M.gguf --p
```

Expected Output: Server should start and show available endpoints

Spring Boot Integration

7 Add RestTemplate Configuration

```
@Configuration
public class AppConfig {
    @Bean
    public RestTemplate restTemplate() {
       return new RestTemplate();
}
```

}

8 Create LLM Service

```
@Service
public class LlamaService {
    private final RestTemplate restTemplate;
    public LlamaService(RestTemplate restTemplate) {
        this.restTemplate = restTemplate;
    }
    public String generateResponse(String prompt) {
        String url = "http://localhost:8000/completion";
        Map<String, Object> request = new HashMap<>();
        request.put("prompt", prompt);
        request.put("n_predict", 100);
        HttpHeaders headers = new HttpHeaders();
        headers.setContentType(MediaType.APPLICATION_JSON);
        HttpEntity<Map<String, Object>> entity = new HttpEntity<>(
        ResponseEntity<Map> response = restTemplate.postForEntity(
            url, entity, Map.class);
        return response.getBody().get("content").toString();
   }
```

```
@RestController
@RequestMapping("/api/llm")
public class LlamaController {
    private final LlamaService llamaService;

    public LlamaController(LlamaService llamaService) {
        this.llamaService = llamaService;
    }

    @PostMapping("/ask")
    public String askQuestion(@RequestBody String prompt) {
        return llamaService.generateResponse(prompt);
    }
}
```

Testing the Integration

10 Test with cURL

```
curl -X POST http://localhost:8080/api/llm/ask \
-H "Content-Type: text/plain" \
-d "What is Spring Boot?"
```

Performance Tip: For production use, consider:

- Adding connection pooling
- Implementing timeout handling
- Adding authentication to the llama.cpp server

Alternative: Java Native Bindings

For even better performance, consider using the llama-cpp-java bindings: