

# A Technical Analysis of Multimodal Large Language Models

Networked Intelligence for Comprehensive Efficiency (NICE) Lab  
College of Information Science and Electronic Engineering  
Zhejiang University  
<http://nice.rongpeng.info/>



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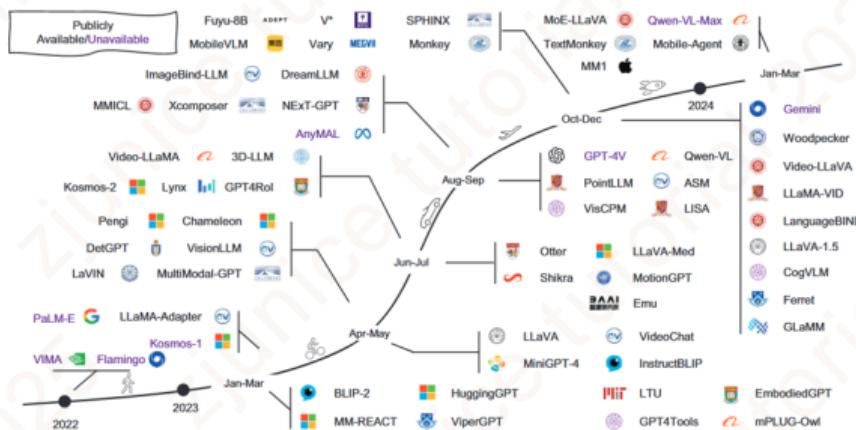
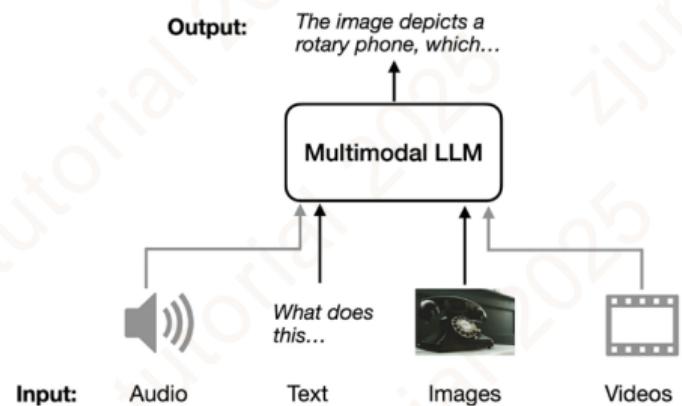
- Feature-level fusion (Flamingo)
- Token-level fusion (BLIP-2)
- Efficient Processing

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# Core Architectures and Principles of MLLM



# Background: What is an MLLM?

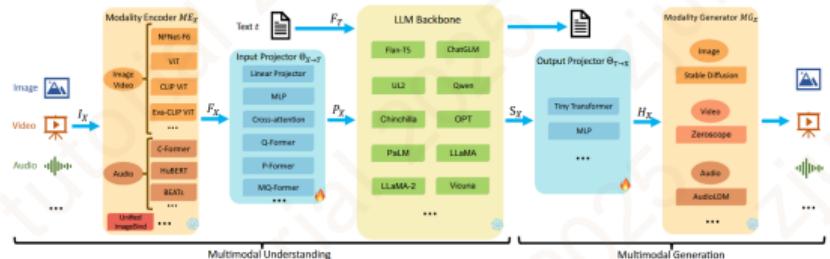


**Figure:** An illustration of a multimodal LLM that can accept different input modalities (audio, text, images, and videos) and returns text as the output modality.

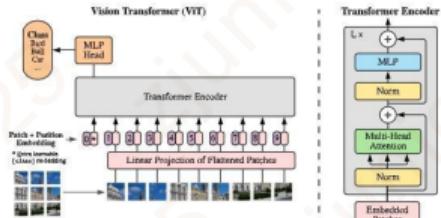
- Notable Models: LLaVA, Flamingo, BLIP-2, ImageBind, Gemini, Qwen2-VL, InternVL2.5/3.



# Core Components of MLLMs



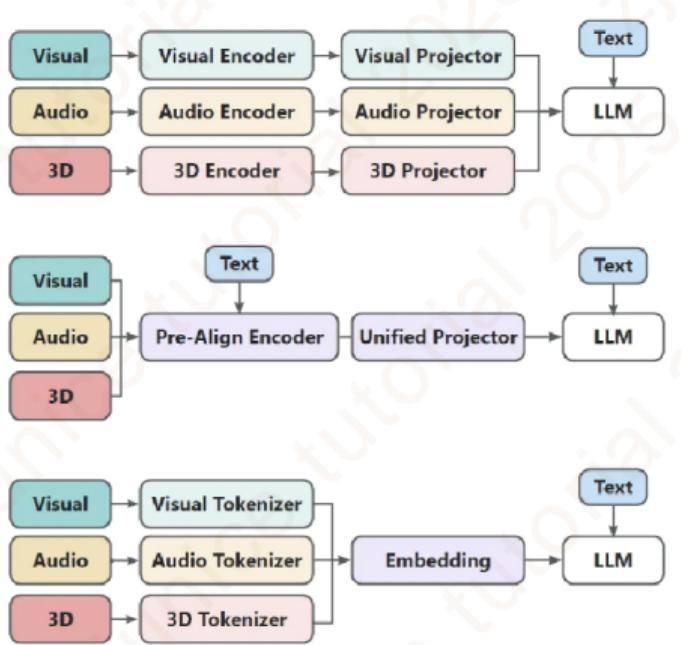
- A. Modality Encoder:** Pre-trained unimodal encoders. (e.g., ViT, CLIP ViT)
- B. LLM Backbone:** Pre-trained Large Language Model for reasoning. (e.g., LLaMA, Flan-T5)
- C. Modality Interface / Connector:** Connects encoder outputs to LLM input space. **Critical Component**.





# Modality Alignment Philosophies

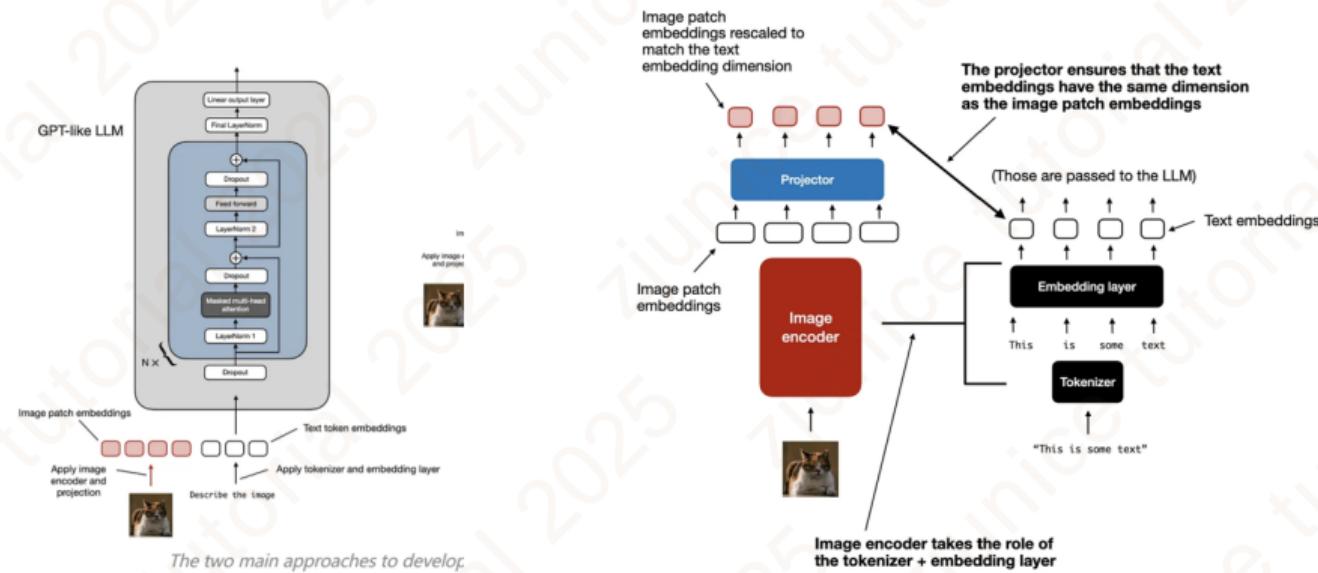
MLLMs must align features by mapping the outputs of Modality Encoders into the LLM's embedding space. This ensures information from different modalities can be understood.



- 1 **Multi-Branch Projection:** Separate encoders and projectors per modality.
- 2 **Single-Branch Unified Projection:** Align modalities to a shared space pre-LLM. (e.g., ImageBind)
- 3 **Discrete Tokenization / Embedding:** Convert modalities into discrete tokens for LLM. (e.g., Gemini)



# Architectural Paradigm A: Unified Embedding Decoder

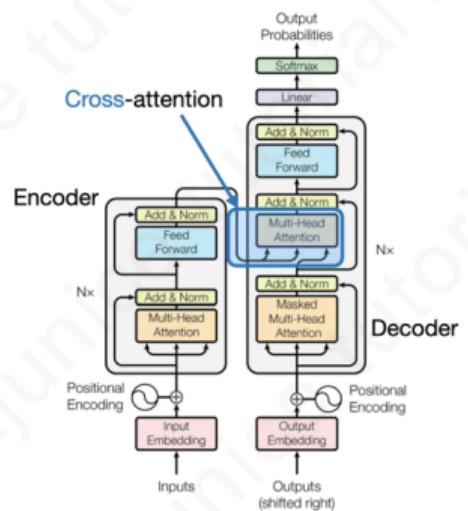
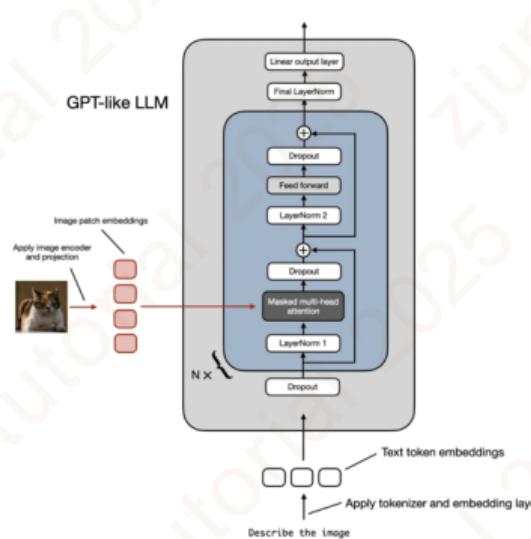


## A: Unified Embedding Decoder Architecture

- **Concept:** Image as a "Foreign Language"
- **Mechanism:** Concatenate visual and text embeddings and feed them into the LLM.
- **Key Component:** "Projector" for Dimensionality Alignment



# Architectural Paradigm B: Cross-Modality Attention



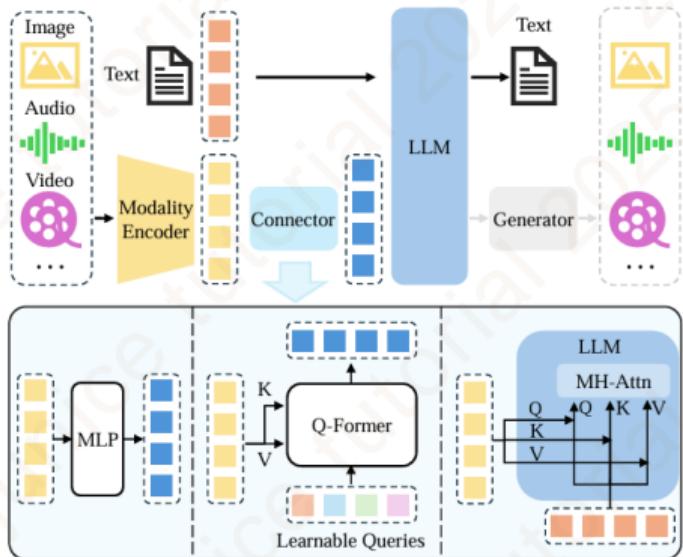
## B: Cross-Modality Attention Architecture

- **Concept:** Inject Vision into LLM Layers
- **Mechanism:** Fuse Modalities via Cross-Attention inside LLM
- **Key Component:** Text (Query) + Image (Key/Value)



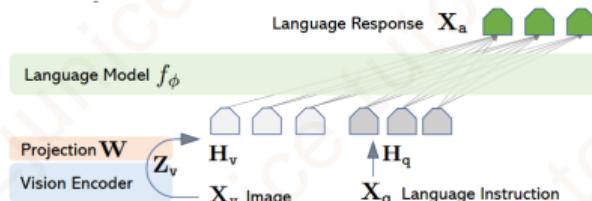
# Key Technique: Modality Interface Architectures

## Core Task: Feature Space Alignment



Common Implementations:

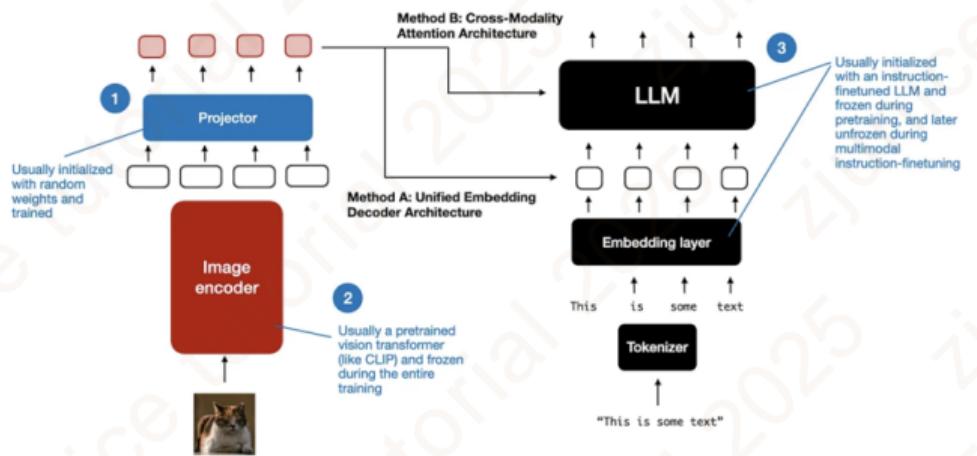
- Simple Projection** (e.g., LLaVA1.5, Deepseek-VL): Direct dimensional mapping. Parameter-efficient.



- Cross-Attention** (e.g., Flamingo, Qwen-VL): Compresses features into fixed-length queries.
- Q-Former** (e.g., BLIP-2, InstructBLIP): A transformer-based module to extract visual features relevant to the text.



# Training Method



## 1 Pre-training: Alignment

- **Goal:** Align vision and language.
- **Method:** Train Projector (①) only. Freeze Encoder (②) and LLM (③).

## 2 Instruction Finetuning: Capability

- **Goal:** Follow complex, specific instructions.
- **Method:** Unfreeze LLM (③).

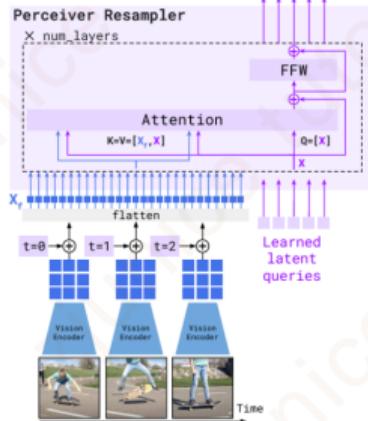
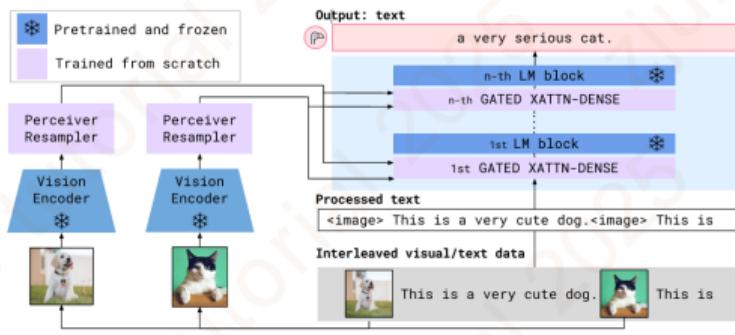
## 3 Alignment Tuning: Preference

- **Goal:** Align with human values (safety, helpfulness).
- **Method:** Refine using RLHF or DPO.

# Classical and Advanced Models



# Feature-level fusion (Flamingo)



```
def perceiver_resampler(
    x_f, # The [T, S, d] visual features (T=time, S=space)
    time_embeddings, # The [T, 1, d] time pos embeddings.
    x, # Learned latents of shape [N, d]
    num_layers, # Number of layers
):
    """The Perceiver Resampler model."""

    # Add the time position embeddings and flatten.
    x_f = x_f + time_embeddings
    x_f = flatten(x_f) # [T, S, d] -> [T * S, d]
    # Apply the Perceiver Resampler layers.
    for i in range(num_layers):
        # Attention.
        x = x * attention_i(q=x, kv=concat([x_f, x]))
        # Feed forward.
        x = x + ffw_i(x)
    return x
```

- **Visual Encoder:** Normalizer-Free ResNet (F6) with CLIP loss.
- **Perceiver Resampler:** Compresses large feature maps to a few visual tokens using cross-attention.
- Adopts a **Cross-Modality Attention** architecture.

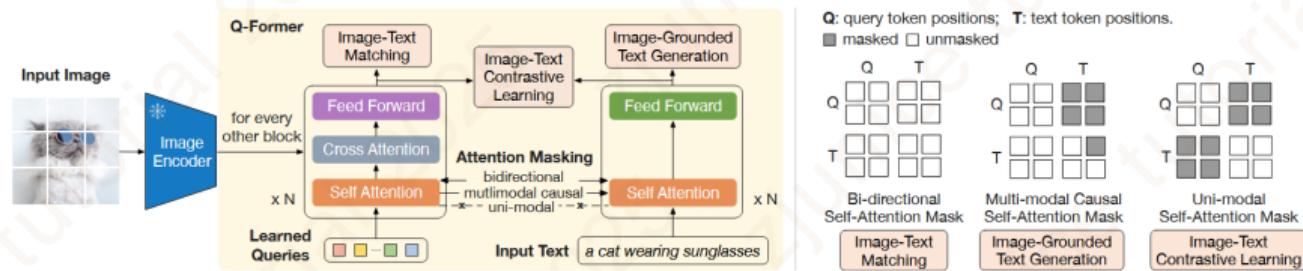
Alayrac, Jean-Baptiste et al., "Flamingo: a visual language model for few-shot learning," Advances in Neural Information Processing Systems, vol. 35, pp.



# Token-level fusion (BLIP-2)

Bridge Modality Gaps via Comprehensive Pre-training

**Key Technique: Two-Stage Pre-training with Q-Former**



## Stage 1: Representation Learning

- Image-Text Contrastive (ITC)
- Image-Text Matching (ITM)
- Image-grounded Text Generation (ITG)

$$\mathcal{L}_{itc} = \mathcal{H}(\mathbf{p}^{itc}(I), \mathbf{y}^{itc}(I)) + \mathcal{H}(\mathbf{p}^{itc}(T), \mathbf{y}^{itc}(T))$$

$$\mathcal{L}_{itm} = \mathcal{H}(\mathbf{p}^{itm}(I, T), \mathbf{y}^{itm}(I, T))$$

$$\mathcal{L}_{itg} = -\mathbb{E}_{I,t} \log P(T|I)$$

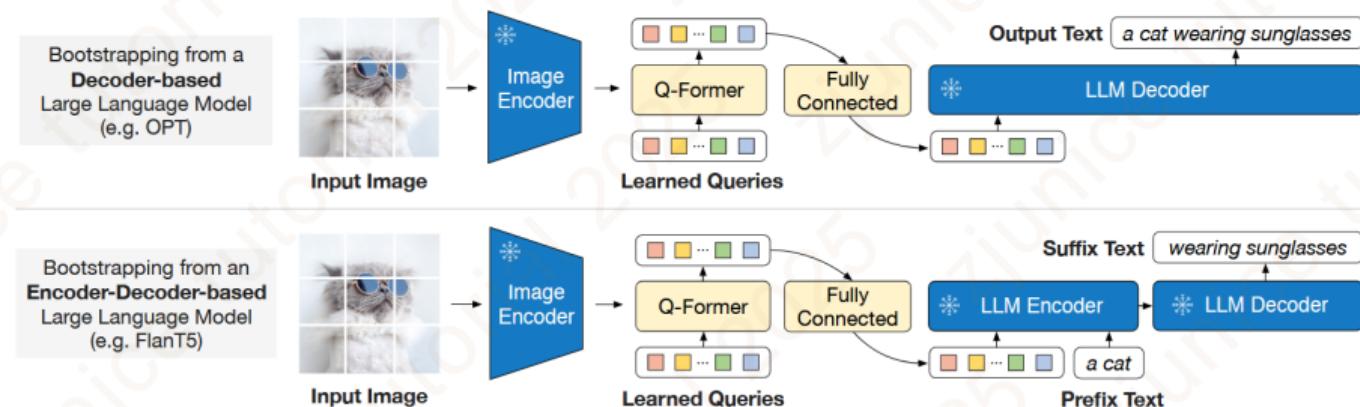


# Token-level fusion (BLIP-2)

## Bridge Modality Gaps via Comprehensive Pre-training

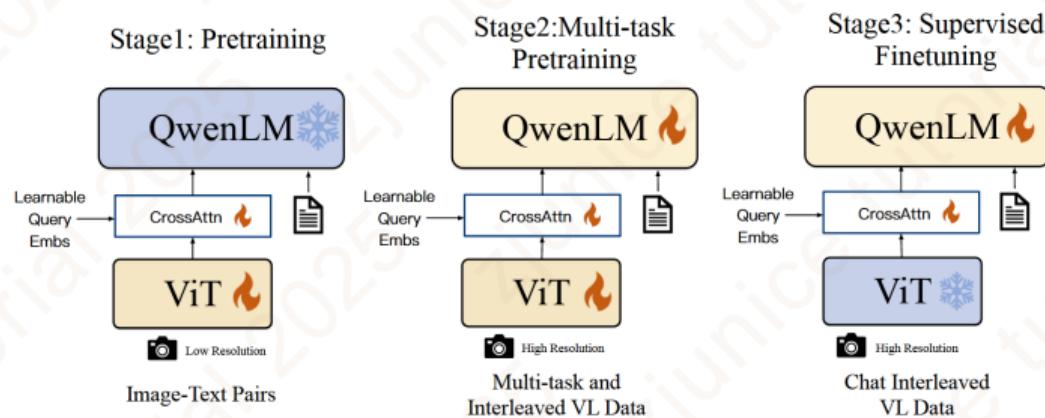
### Stage 2: Generative Learning

- Connects the trained Q-Former to a frozen LLM to bootstrap vision-language generative capabilities.



Li, Junnan et al., "BLIP-2: Bootstrapping language-image pre-training with frozen image encoders and large language models," in International Conference on Machine Learning (ICML), pp. 19730–19742, 2023.

# Efficient Processing (Qwen-VL)



## Cross-Modality Attention architecture

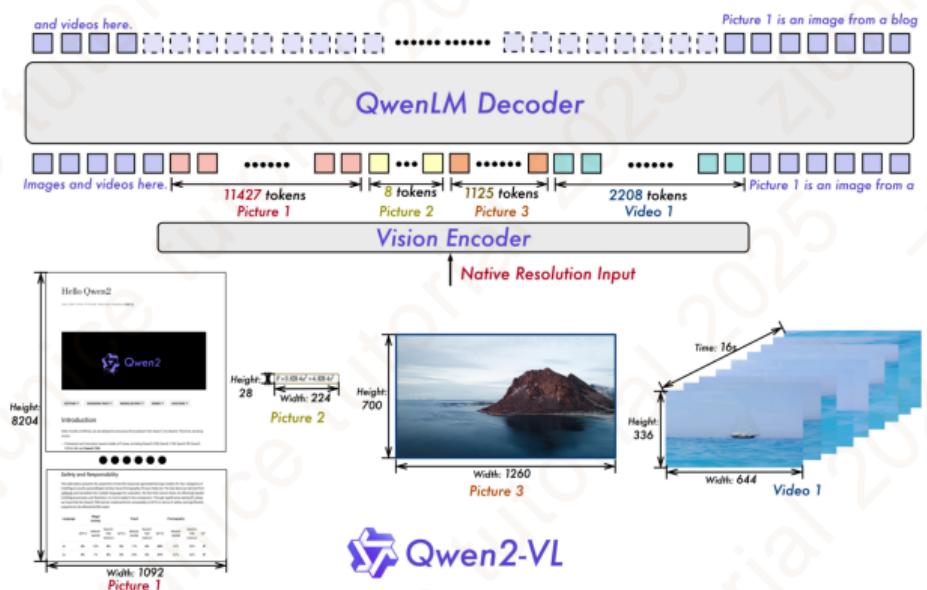
## Synthesizing Pre-training Robustness with SFT Alignment

- **Stage 1 - Pre-training:** General feature alignment on large-scale web data.
- **Stage 2 - Multi-task Pre-training:** Developing specific capabilities on high-quality annotated data.
- **Stage 3 - Supervised Fine-tuning (SFT):** User alignment with instruction data.



# Efficient Processing (Qwen2-VL)

Objective: Enhance Perception of the World at Any Resolution



## Key Innovations:

- Naive Dynamic Resolution
- Multimodal Rotary Position Embedding (M-RoPE)
- Unified Image and Video Paradigm

# Efficient Processing (Qwen2-VL): M-RoPE

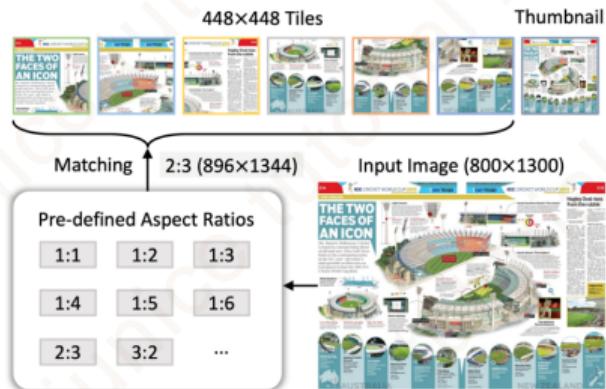
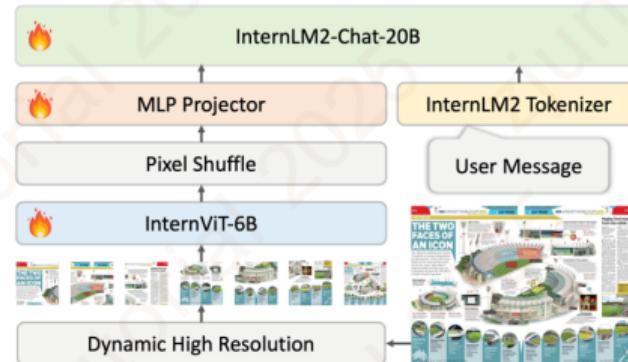


Key Innovation: Multimodal Rotary Position Embedding (M-RoPE)



- **Problem:** Traditional 1D position embeddings (like RoPE) cannot effectively model the spatio-temporal nature of video.
- **Solution:** M-RoPE deconstructs the rotary embedding into three components: temporal, height, and width.
  - For images, the temporal ID is constant.
  - For videos, the temporal ID increments for each frame.

# Efficient Processing (InternVL1.5)



## Key Features

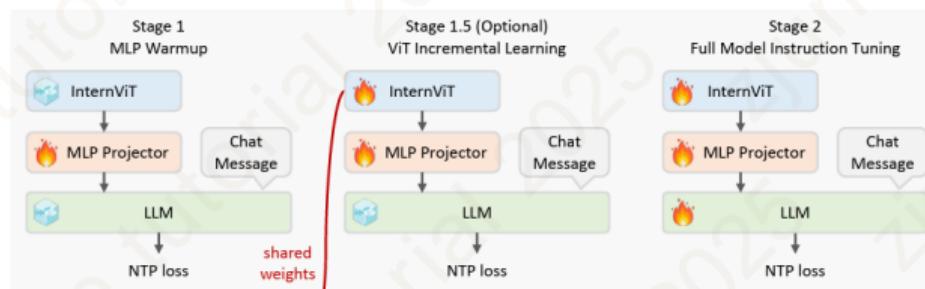
- **Simplified Architecture:** ViT-MLP-LLM with a simple MLP as the vision-language bridge.
- **Dynamic High-Resolution:** Supports high-resolution ( $448 \times 448$ ) input. Large images are tiled into smaller patches and processed sequentially.
- **Two-Stage Training:** Pre-trains the ViT and MLP connector, then fine-tunes all parameters for full-capability alignment.

# Efficient Processing (InternVL 2.5)



## InternVL 2.5: Optimized Training

- **Refined 3-Stage Training:**
  - Stage 1: Train MLP only.
  - Stage 1.5: Train InternViT + MLP.
  - Stage 2: Train all parameters.
- **Data Optimization:** Expanded fine-tuning dataset and implemented data cleaning.
- **Test-Time Scaling:** Introduces Chain-of-Thought (CoT) prompting at inference time.



# Efficient Processing (InternVL 3)



## InternVL 3: Advanced Techniques

### ■ Core Tech 1: Flexible Long-Sequence Handling with V2PE

- **Challenge:** Long visual sequences can exceed an LLM's context window.
- **Solution (V2PE):** Assigns smaller, fractional position increments ( $\delta$ ) to visual tokens, allowing more visual information to fit within the context window.

### ■ Core Tech 2: Mixed Preference Optimization (MPO)

- **Objective:** Enhance complex reasoning and align with human preferences.
- **Methodology:** A combined loss function using preference, quality, and generation losses.

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Zhu, Jinguo et al., "InternVL3: Exploring advanced training and test-time recipes for open-source multimodal models," arXiv:2504.10479, 2025.

## Conclusion



# Conclusion

- We explored the two mainstream MLLM paradigms: the **Unified Embedding Decoder** and the **Cross-Modality Attention** architecture. We also delved into multi-stage training strategies.
- Key trends identified from models like Qwen-VL and InternVL include:
  - **Architectural Simplification** (e.g., using simple MLP projectors).
  - **Enhanced Input Processing** (e.g., support for dynamic, high-resolution, and long visual sequences).
  - **Continuous Optimization of Training Strategies.**

# Thank you

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