RESQ : MIXED PRECISION QUANTIZATION OF LARGE LANGUAGE MODELS WITH LOW-RANK RESIDUALS

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ABSTRACT

Quantizing weights, activations, and KV cache in large language models to 4-bit without degrading generalizability is challenging due to outlier-induced activation quantization errors. We propose *ResQ*, a post training quantization (PTQ) method that uses principal component analysis to identify a low-rank subspace (in practice $1/8$ of the hidden dimension) and keeps coefficients within this subspace in 8-bit while quantizing the rest in 4-bit. Within each subspace, invariant random rotation is applied to further suppress outliers. ResQ outperforms recent PTQ methods on Llama and Qwen2.5, achieving up to 33% lower Wikitext perplexity than *SpinQuant* and up to $3\times$ speedup over 16-bit. Code is available at here[1].

1 INTRODUCTION

Quantization enables efficient on-device large language model (LLM) inference by reducing storage (weight quantization), memory usage (KV cache quantization), and compute complexity (activation quantization). While post-training methods achieve 2-bit KV cache quantization (Liu et al., 2024b) and low-precision weights (Frantar et al., 2022), activation quantization below 8-bit remains challenging due to activation outliers (Dettmers et al., 2022). Recent methods employ two key strategies: (1) *Differential treatment of outliers*, where select channels are preserved in high precision, yielding mixed-precision quantization (Dettmers et al., 2022; Zhao et al., 2024; Ashkboos et al., 2024b). QUIK (Ashkboos et al., 2024b) and ATOM (Zhao et al., 2024) statically retain outlier channels in 8-bit. (2) *Invariant random rotation*, which suppresses activation outliers for uniform low-precision quantization (Ashkboos et al., 2024c; Liu et al., 2024a). QuaRot (Ashkboos et al., 2024c) applies Hadamard rotations to activations, while SpinQuant (Liu et al., 2024a) optimizes activation rotations via gradient descent. Both types of activation quantization approaches reduce quantization error; yet a notable model performance gap persists from the 16-bit baseline.

To address this gap, we introduce *ResQ*, a novel PTQ method for efficient 4-bit quantization of activations, weights, and KV cache. Using offline principal component analysis (PCA), ResQ identifies a low-rank subspace capturing highest variance in activations, quantizing its coefficients in 8-bit while applying 4-bit quantization to the rest. ResQ then employs invariant random rotations within each subspace to further suppress outliers, minimizing error with most projections fused into adjacent weights for minimal overhead. Compared with related activation quantization approaches, ResQ achieves highest quantization SNR (Figure 1(b)) with its provably optimal choice of components in 8-bit. It supports KV cache quantization and integrates with GPTQ (Frantar et al., 2022), enhancing LLM generalization. With only $1/8$ channels in 8-bit, ResQ reduces perplexity by 4–33% on Wikitext and improves 0-shot accuracy by 0.1–5.4% over SpinQuant (Liu et al., 2024a), without requiring gradient-based optimization. Compared with 16-bit floating point model, ResQ achieves upto $3\times$ inference speedup which is only on an average 14% less than fully `INT4` inference.

We claim the following contributions : (1) We propose ResQ, a mixed precision weight, activation, and KV cache quantization method by keeping low-rank, high-variance components in high precision, in combination with random rotation-induced outlier suppression. (2) We theoretically analyze the projection matrices in ResQ and show that using PCA-based projections minimizes quantization

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[1]https://github.com/utkarsh-dmx/project-resq

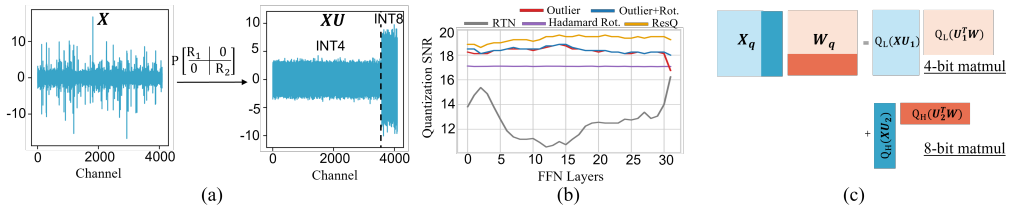

Figure 1: (a) Activation distribution before and after ResQ projections, (b) Quantization SNR for Feed forward network layers (higher is better), (c) Mixed precision matrix multiplication.

error. (3) We conduct extensive experiments on various models and language tasks and show that ResQ outperforms related state-of-the-art approaches. (4) We develop CUDA kernels and achieve runtime speedup on NVIDIA GPUs with our quantized models.

2 RESQ

In this section, we present ResQ, a mixed-precision quantization method that preserves low-rank components in 8-bit while quantizing the rest at lower precision, with theoretical guarantees and efficient LLM deployment.

2.1 QUANTIZATION SCHEME AND PROJECTIONS

Given input activation $\boldsymbol{X} \in \mathbb{R}^{n\times d}$ and weight $\boldsymbol{W} \in \mathbb{R}^{d\times d}$, we project them onto orthogonal basis $\boldsymbol{U} \in \mathbb{R}^{d\times d}$, then quantize the coefficients. High-precision components are captured by $\boldsymbol{U}_h \in \mathbb{R}^{d\times r}$, and low precision by $\boldsymbol{U}_l \in \mathbb{R}^{d\times(d-r)}$, ensuring $\boldsymbol{U}_h\boldsymbol{U}_h^\top + \boldsymbol{U}_l\boldsymbol{U}_l^\top = \boldsymbol{U}\boldsymbol{U}^\top = \boldsymbol{I}$. The rank r controls the amount of components in high precision (in practice we typically choose $r = {}^{d}/_{8}$). Where $Q(\cdot)$ is the quantization operator, the quantized activation and weights are,

$$\boldsymbol{X}_q = Q_L(\boldsymbol{X}\boldsymbol{U}_l) + Q_H(\boldsymbol{X}\boldsymbol{U}_h), \qquad \boldsymbol{W}_q = Q_L(\boldsymbol{U}_l^\top\boldsymbol{W}) + Q_H(\boldsymbol{U}_h^\top\boldsymbol{W}) \tag{1}$$

The layer output is given below and also demonstrated in Figure 1(c).

$$\boldsymbol{X}_q\boldsymbol{W}_q = Q_L(\boldsymbol{X}\boldsymbol{U}_l)Q_L(\boldsymbol{U}_l^\top\boldsymbol{W}) + Q_H(\boldsymbol{X}\boldsymbol{U}_h)Q_H(\boldsymbol{U}_h^\top\boldsymbol{W}). \tag{2}$$

Due to orthogonality, the projections preserve the original model output in absense of quantization. The orthogonal basis $\boldsymbol{U}$ should (1) prioritize important components for high-precision quantization and (2) minimize quantization error in both high- and low-precision groups. We construct $\boldsymbol{U} = \boldsymbol{P}\boldsymbol{R} = [\boldsymbol{P}_l\,\boldsymbol{P}_h]\begin{bmatrix}\boldsymbol{R}_l & \boldsymbol{0}\\ \boldsymbol{0} & \boldsymbol{R}_h\end{bmatrix}$ using two rotation matrices: $\boldsymbol{P}$ for importance based projections and $\boldsymbol{R}$ to minimize quantization error. Inspired by prior work (Ashkboos et al., 2024c; Chee et al., 2024), we make $\boldsymbol{R}_l, \boldsymbol{R}_h$ random orthogonal matrices because random rotation reduces outliers, making the rotated matrices easier to quantize. Furthermore, projection with a random orthogonal matrix increases Gaussianity of activations and weights Tseng et al. (2024) within high- and low-precision groups, conducive to the quantizations applied to these groups. To determine $\boldsymbol{P}$, we minimize the activation quantization error $\|\boldsymbol{X} - \boldsymbol{X}_q\|_F$. For activations quantized according to Equation 1, we have,

$$\|\boldsymbol{X} - \boldsymbol{X}_q\|_F = \|\boldsymbol{X}\boldsymbol{U}_l - Q_L(\boldsymbol{X}\boldsymbol{U}_l)\|_F + \|\boldsymbol{X}\boldsymbol{U}_h - Q_H(\boldsymbol{X}\boldsymbol{U}_h)\|_F. \tag{3}$$

Theorem 2.1. *For any matrix $\boldsymbol{X}$ quantized to $\boldsymbol{X}_q$ according to method described in Equation 1, assuming the values to be quantized in $\boldsymbol{X}$ are normally distributed, we have*

$$\mathbb{E}\|\boldsymbol{X} - \boldsymbol{X}_q\|_F \le \frac{\sqrt{\pi\log(d-r)}}{2^{L-1}-1}\mathbb{E}\|\boldsymbol{X}\|_F - \left[\frac{\sqrt{\pi\log(d-r)}}{2^{L-1}-1} - \frac{\sqrt{\pi\log r}}{2^{H-1}-1}\right]\mathbb{E}\|\boldsymbol{X}\boldsymbol{P}_h\|_F. \tag{4}$$

Full proof of Theorem 2.1 is in Appendix B. Theorem 2.1 bounds the quantization error, which can be minimized by maximizing $\|\boldsymbol{X}\boldsymbol{P}_h\|_F$. This occurs when $\boldsymbol{P}_h$ consists of top eigenvectors of covariance matrix of activations $\boldsymbol{X}\boldsymbol{X}^\top$. Thus, the low rank space for high precision quantization can be obtained by means of PCA. To facilitate that, we obtained $\boldsymbol{X}\boldsymbol{X}^\top$ using a calibration dataset and perform PCA to obtain $\boldsymbol{P}_h$. Note that this is done offline and once obtained, $\boldsymbol{P}_h$ does not change. The subspace for low-precision quantization can be obtained using

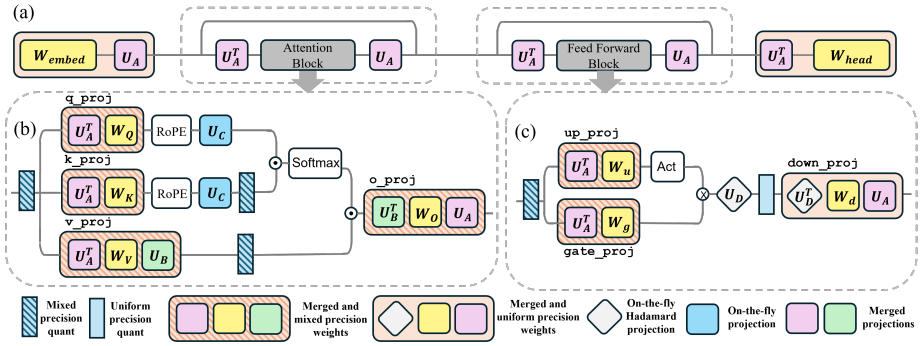

Figure 2: Model inference with ResQ incorporating the projection matrices. (a) $\boldsymbol{U}_A$ modifies the inputs across blocks enabling better quantization. (b) $\boldsymbol{U}_B, \boldsymbol{U}_C$ enables mixed precision quantization of KV cache. (c) $\boldsymbol{U}_D$ projects the activations and weights of `down_proj` layer.

$\boldsymbol{U}_h\boldsymbol{U}_h^\top + \boldsymbol{U}_l\boldsymbol{U}_l^\top = \boldsymbol{P}_h\boldsymbol{P}_h^\top + \boldsymbol{P}_l\boldsymbol{P}_l^\top = \boldsymbol{I}$ (because $\boldsymbol{R}_i$ is orthogonal). If we construct $\boldsymbol{P}$ by taking eigenvectors of $\boldsymbol{X}\boldsymbol{X}^\top$ arranged in *increasing* order of eigenvalues, the last r columns of such a $\boldsymbol{P}$ would correspond to $\boldsymbol{P}_h$ and the first $d-r$ columns would correspond to $\boldsymbol{P}_l$. The distribution of activation after before and after projection is given in Figure 1(a).

2.2 Inference computation with optimized projections

Once projection matrices are obtained, activations and weights are projected using $\boldsymbol{U}$. Weights are projected and quantized offline, while activation projections are merged into the previous layer's weights for efficiency. Decoder-based LLMs require four projections (Figure 2): $\boldsymbol{U}_A$ (hidden dim), $\boldsymbol{U}_B, \boldsymbol{U}_C$ (attention head dim), and $\boldsymbol{U}_D$ (FFN hidden dim). **Block Boundary Projections** Activations for attention and feed forward network block are projected via $\boldsymbol{U}_A$ by right-multiplying the final linear layer weights (`o_proj` in attention, `down_proj` in FFN), incurring no extra inference cost. To ensure numerical invariance, the first linear layers (`q_proj|k_proj|v_proj` in attention, `up_proj|gate_proj` in FFN) are pre-multiplied with $\boldsymbol{U}_A^\top$. Embedding and final head weights are also adjusted for residual stream projection. **Attention Block Projections** $\boldsymbol{U}_B, \boldsymbol{U}_C$ project activations within the attention block (Figure 2b). Post-multiplying the value projection layer by $\boldsymbol{U}_B$ ensures optimal KV cache quantization, requiring `o_proj` weights to be pre-multiplied by $\boldsymbol{U}_B^\top$ for numerical invariance. $\boldsymbol{U}_C$ optimally quantizes keys by projecting both query and key, preserving the attention dot product: $\boldsymbol{q}_{\text{proj}}\boldsymbol{K}_{\text{proj}}^\top = (\boldsymbol{q}\boldsymbol{U}_C)(\boldsymbol{U}_C^\top\boldsymbol{K}^\top) = \boldsymbol{q}\boldsymbol{K}^\top$. Since $\boldsymbol{U}_C$ cannot be merged due to RoPE, the projection is explicitly computed at runtime, but made more efficient by applying uniform precision quantization to $\boldsymbol{U}_C$ and corresponding inputs. **FFN Block Projections** $\boldsymbol{U}_D$ improves FFN activation quantization (Figure 2c). While $\boldsymbol{U}_D^\top$ is fused with `down_proj` weights, activation functions prevent merging $\boldsymbol{U}_D$ with preceding layers, requiring runtime computation. Given the large FFN hidden dimension (d_{FFN}), direct multiplication is costly. To mitigate this, $\boldsymbol{U}_D$ is a Hadamard matrix for efficient transforms. And `down_proj` weights and activations are kept entirely in 4-bit.

3 Experiments

Models, Tasks, Datasets, and Baselines We evaluate ResQ on Llama 3 (Meta, 2024b), Llama 3.2 (Meta, 2024a), Qwen2.5 (Yang et al., 2024a), and multi-modal Qwen2 VL models (Wang et al., 2024). Baselines include GPTQ (Frantar et al., 2022), QuaRot (Ashkboos et al., 2024c), QUIK (Ashkboos et al., 2024b), SpinQuant (Liu et al., 2024a), and SmoothQuant+, a stronger baseline created by combining SmoothQuant (Xiao et al., 2023) with GPTQ following Sharify et al. (2024). We assess quantization on *language modeling*

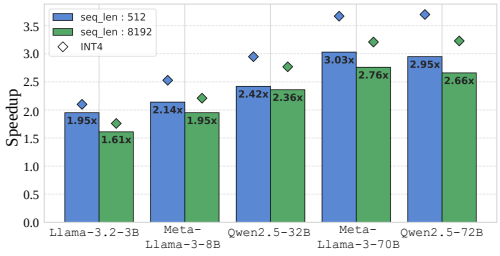

Figure 3: Decoder block speedup of ResQ and INT4 kernel on NVIDIA RTX 3090 over 16-bit floating point baseline for batch size of 1.

Table 1: Perplexity on Wikitext, average 0-shot common sense reasoning accuracy, and average 0-shot MMLU accuracy at W/A/KV = 4-bit. *: Mixed precision with $1/8$ channels in 8-bit for W/A/KV = 4.5-bit. ↑: higher is better, ↓: lower is better. Full results in Appendix D.

Method	Meta-Llama-3-8B Wiki (↓)	Meta-Llama-3-8B Reasoning (↑)	Meta-Llama-3-8B MMLU (↑)	Meta-Llama-3-70B Wiki (↓)	Meta-Llama-3-70B Reasoning (↑)	Meta-Llama-3-70B MMLU (↑)
Llama 3						
16-bit	6.1	67.1	63.1	2.9	73.1	75.9
RTN	218.9	39.3	23.6	452.7	45.5	23.2
GPTQ	166.3	39.8	23.3	1.2e4	34.9	25.5
SQ+	78.2	42.5	24.7	-	-	-
QUIK*	14.2	51.6	32.7	8.0	58.2	51.1
QuaRot	7.8	62.1	53.2	5.7	67.6	65.3
SpinQuant	7.4	63.8	56.2	6.2	65.7	59.4
ResQ*	**7.1**	**63.9**	**57.2**	**4.1**	**71.1**	**73.9**
Method	**Llama-3.2-1B Wiki (↓)**	**Llama-3.2-1B Reasoning (↑)**	**Llama-3.2-1B MMLU (↑)**	**Llama-3.2-3B Wiki (↓)**	**Llama-3.2-3B Reasoning (↑)**	**Llama-3.2-3B MMLU (↑)**
Llama 3.2						
16-bit	9.8	54.9	36.9	7.8	62.7	54.8
RTN	329.1	38.1	23.8	268.8	38.7	25.7
GPTQ	108.9	38.0	24.9	178.3	40.3	24.8
SQ+	228.9	38.0	24.1	96.1	39.0	25.9
QUIK*	21.8	44.3	25.1	15.8	48.8	31.1
QuaRot	14.3	49.0	25.5	10.1	56.1	42.0
SpinQuant	13.6	48.8	25.6	9.2	57.9	44.2
ResQ*	**12.4**	**50.1**	**29.4**	**8.8**	**59.0**	**49.8**
Method	**Qwen2.5-3B Wiki (↓)**	**Qwen2.5-3B Reasoning (↑)**	**Qwen2.5-3B MMLU (↑)**	**Qwen2.5-72B Wiki (↓)**	**Qwen2.5-72B Reasoning (↑)**	**Qwen2.5-72B MMLU (↑)**
Qwen2.5						
16-bit	8.0	63.8	66.1	3.9	73.4	84.3
RTN	3.9e4	35.1	23.4	4.5e4	34.3	24.0
GPTQ	9.9e3	35.1	23.2	3.8e4	34.5	23.3
SQ+	7.3e4	34.8	23.9	-	-	-
QUIK*	15.5	51.2	39.4	8.3	61.9	69.3
QuaRot	68.8	47.7	28.9	4.9	70.3	80.1
ResQ*	**9.0**	**61.1**	**61.2**	**4.6**	**72.0**	**81.5**

Table 2: Comparison of performance of quantization approaches on generative tasks at precisions of W/A/KV = 4-bit. *: Mixed precision with $1/8$ channels in 8-bit for W/A/KV = 4.5-bit. ↑: higher is better.

Model	Method	GSM8K 5-shot (↑) flexible-e	GSM8K 5-shot (↑) strict-m	LongBench (↑) qmsum	LongBench (↑) samsum	LongBench (↑) repo-p
Meta-Llama-3-8B	16-bit	51.0	50.6	23.9	44.8	66.4
	QUIK*	2.3	0.0	10.5	25.2	37.6
	QuaRot	27.6	27.1	22.0	43.8	60.6
	SpinQuant	29.8	29.6	23.0	43.9	**62.6**
	ResQ*	**33.6**	**33.2**	**23.1**	**44.1**	62.3
Llama-3.2-8B	16-bit	25.1	24.9	23.1	43.0	64.4
	QUIK*	2.5	0.0	15.9	31.7	30.9
	QuaRot	10.1	9.1	20.6	39.5	56.8
	SpinQuant	11.6	11.4	**21.7**	41.9	59.1
	ResQ*	**17.1**	**16.7**	**21.7**	**43.0**	**61.5**

Table 3: 0-shot MMMU accuracy (higher is better) of vision language models when quantized using various approaches. *: Mixed precision with $1/8$ channels in 8-bit and rest in 4-bit.

W/A/KV	Method	Model: Qwen2-VL-2B-Instruct	Model: Qwen2-VL-7B-Instruct
16/16/16	Baseline	39.6	51.6
4/4/4	RTN	25.0	26.7
	GPTQ	27.7	24.9
	QuaRot	24.0	24.5
	QUIK*	26.3	28.9
4.5/4.5/4.5	ResQ*	**29.7**	**47.0**
4/8/4	RTN	24.9	25.2
	GPTQ	23.4	24.3
	QuaRot	26.5	24.5
	QUIK*	28.4	26.4
4.5/8/4.5	ResQ*	**34.0**	**48.8**

(Wikitext (Merity et al., 2016)), *reasoning* (average 0-shot accuracy on Arc-c/e (Clark et al., 2018), BoolQ (Clark et al., 2019), HellaSwag (Zellers et al., 2019), Openbook QA (Mihaylov et al., 2018), PIQA (Bisk et al., 2020), SIQA (Sap et al., 2019), WinoGrande (Sakaguchi et al., 2021)), *understanding* (MMLU (Hendrycks et al., 2021)), *math* (GSM8K (Cobbe et al., 2021)), *summarization* (samsum, qmsum from LongBench (Bai et al., 2024)), *code completion* (repobench-p (Liu et al., 2023b)), and *multi-modal* (MMMU (Yue et al., 2024)). More implementation details in App. C.

Language modeling, understanding, and reasoning tasks The results are presented in Table 1. We find that ResQ closes the gap to 16-bit performance and surpasses all quantization baselines across tasks and models. On Llama 3/3.2, ResQ achieves 4–33% lower Wikitext perplexity, 0.1–5.4% higher average 0-shot accuracy, and 1–14.5% better MMLU accuracy than SpinQuant, without additional training. For Qwen-2.5, ResQ outperforms all baselines, which fail to achieve competitive results. Compared to QUIK, another mixed precision approach, ResQ improves Wikitext perplexity by 42–50%, 0-shot accuracy by 5.8–12.3%, and MMLU accuracy by 4.3–24.5%. Full results are in Appendix D. **Generative tasks** We evaluate ResQ on auto-regressive tasks, including GSM8K (math), dialogue summarization (qmsum, samsum), and code completion (repobench-p, Table 2), to assess generation across domains. On GSM8K, where QUIK fails, ResQ surpasses SpinQuant by 3.8% (8B) and 5.5% (3B), narrowing the gap to 16-bit. In LongBench tasks, ResQ outperforms SpinQuant without additional training. **Multi-modal understanding** We evaluate ResQ on vision-language models (VLMs) by quantizing the Qwen2 VL family and testing on MMMU (Table 3, Yue et al. 2024). Only the language model is quantized, as it contains most parameters (over $10\times$ for `Qwen2-VL-7B-Instruct`). ResQ outperforms baselines on 2B and 7B models, demonstrating superior accuracy and generalizability. Individual MMMU task results are in Appendix E. **Hardware Performance** We implement mixed-precision quantization using CUDA 11.8 and PyTorch, leveraging `CUTLASS` Thakkar et al. (2023) for `INT4`/`INT8` GEMM on TensorCore. On an NVIDIA RTX 3090, ResQ achieves $1.61\times$–$3.03\times$ speedup over 16-bit for a single decoder block (Figure 3), with greater gains on larger models and shorter sequences. ResQ is only 14% slower than `INT4`, demonstrating minimal overhead from mixed precision and on-the-fly projections.

4 CONCLUSION

We introduce *ResQ*, a mixed-precision PTQ method for 4-bit LLM quantization. ResQ projects weights, activations, and KV cache to subspaces spanned by principal components, preserving high-variance components ($1/8$ of hidden dimension) in 8-bit and quantizing the rest to 4-bit. It outperforms both uniform and mixed-precision baselines, demonstrating effectiveness across diverse tasks on Llama and Qwen models. Compared to SpinQuant, ResQ reduces WikiText perplexity by up to 33% without retraining and achieves up to $3\times$ speedup over 16-bit.

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A Related Works

A.1 Quantization of LLMs

Quantization reduces model size and accelerates inference by lowering neural network bit precision (Choi et al., 2018; Hubara et al., 2021; Yao et al., 2022; Park et al., 2022; Gholami et al., 2022; Xi et al., 2023). It is broadly categorized into two categories: *uniform precision quantization* (UPQ) and *mixed precision quantization* (MPQ). **Uniform precision quantization (UPQ)** applies the same bit-width across all layers, simplifying implementation but neglecting layer-specific sensitivity to quantization. **Weight-only UPQ** methods reduce storage by compressing weights, using techniques like Hessian-guided rounding (GPTQ, Frantar et al. 2022), adaptive rounding (QuIP, Chee et al. 2024), channel-wise scaling (AWQ, Lin et al. 2024c), and multi-codebook quantization (AQLM, Egiazarian et al. 2024). However, these methods struggle with batch processing due to significant activation memory overhead. **Weight-activation UPQ** compresses both weights and activations to address this. Methods such as SmoothQuant (Xiao et al., 2023) and OmniQuant (Shao et al., 2023) scale activations and weights to handle outliers, while RPTQ (Yuan et al., 2023a), QLLM (Liu et al., 2023a), and QServe (Lin et al., 2024d) employ channel-level strategies like clustering and reordering. Rotation-based methods such as QuaRot (Ashkboos et al., 2024c), SpinQuant (Liu et al., 2024a) and DuQuant Lin et al. (2024b) further enhance robustness in low-precision scenarios. **KV cache UPQ** reduces memory for large batches or long contexts. FlexGen (Sheng et al., 2023) employs 4-bit quantization and memory offloading, while KIVI (Liu et al., 2024b) uses asymmetric 2-bit quantization for compression, enabling efficient inference.

Mixed precision quantization (MPQ) optimizes bit-widths by adapting to the sensitivity of weights and activations, achieving better accuracy than UPQ at similar compression rates. *Our proposed method, ResQ, follows the MPQ approach.* **Weight-only MPQ** has advanced efficiency for memory-bound applications with minimal activation demands. Methods like OWQ (Lee et al., 2024) and SpQR (Dettmers et al., 2023) mitigate activation outliers' impact by retaining critical features in full precision, while SqueezeLLM (Kim et al., 2023) employs Dense-and-Sparse decomposition to efficiently store sensitive weights. **Weight-activation MPQ** enhances efficiency by addressing activation outliers (e.g. Guan et al. 2024; Zeng et al. 2024). Methods like LLM.int8() (Dettmers et al., 2022) and QUIK(Ashkboos et al., 2024b) preserve critical activations with mixed or low-precision decompositions, while Atom (Zhao et al., 2024) and SliM-LLM (Huang et al., 2024) optimize quantization through channel reordering and salience-driven bit allocation. **KV cache MPQ** reduces memory usage while preserving precision for critical tokens using techniques like non-uniform quantization, importance-aware precision, and salient token compression (Hooper et al., 2024; Yang et al., 2024b; Dong et al., 2024; He et al., 2024). Alternatively, GEAR quantizes all tokens' KV cache and maintains low-rank quantization error (Kang et al., 2024).

A.2 Low-rank decomposition

Low-rank decomposition techniques have been widely used in model compression, reducing dimensionality while maintaining performance. For instance, SliceGPT Ashkboos et al. (2024a) projects weight matrices onto principal components for sparsification, while ESPACE Sakr & Khailany (2024) reduces activation dimensionality via pre-calibrated projections, achieving inference-time efficiency. Similarly, ASVD Yuan et al. (2023b) introduces an activation-aware decomposition method that incorporates activation distributions into weight decomposition. Additionally, low-rank decomposition can be applied to reduce KV cache size. For example, Eigen Attention Saxena et al. (2024) and ASVD Yuan et al. (2023b) employ low-rank approximations to reduce memory usage in KV caches during attention operations. PALU Chang et al. (2024) introduces learnable projections to adaptively compress KV caches based on the compression budget. Finally, Matryoshka KV Cache refines this with hierarchical orthogonal projections and knowledge distillation Lin et al. (2024a).

B Proof of Theorem 2.1

We begin the proof by introducing the following lemma.

Lemma B.1. *For any tensor $\boldsymbol{R}$ quantized following the quantization described in equation* **??***, assuming the values of $\boldsymbol{R}$ follows a normal distribution, we have*

$$\mathbb{E}\|\boldsymbol{R} - Q(\boldsymbol{R})\|_F \leq \frac{\sqrt{\pi \log\left[size(\boldsymbol{R})\right]}}{2^{n-1}-1}\mathbb{E}\|\boldsymbol{R}\|_F \tag{5}$$

where size($\boldsymbol{R}$) denotes the number of elements in $\boldsymbol{R}$.

Proof of lemma B.1 can be found in Li et al. (2024). From this lemma we obtain that the quantization error $\|\boldsymbol{R} - Q(\boldsymbol{R})\|_F$ is bounded by the magnitude of the tensor quantized $\|\boldsymbol{R}\|_F$. Now for our use case of mixed precision quantization where the low-precision component is quantized to L bits and high precision component is quantized to H bits, we write the quantization error again below,

$$\begin{aligned}\mathbb{E}\|\boldsymbol{X} - \boldsymbol{X}_q\|_F = \mathbb{E}\|\boldsymbol{X}\boldsymbol{U}_l - Q_L(\boldsymbol{X}\boldsymbol{U}_l)\|_F \\ + \mathbb{E}\|\boldsymbol{X}\boldsymbol{U}_h - Q_H(\boldsymbol{X}\boldsymbol{U}_h)\|_F.\end{aligned} \tag{6}$$

The random rotation matrices $\boldsymbol{R}$ ensure that $\boldsymbol{X}\boldsymbol{U}_l$ and $\boldsymbol{X}\boldsymbol{U}_h$ are normally distributed by Lemma **??**. Applying Lemma B.1 to the quantization error in equation 6, we get,

$$\begin{aligned}
\|\boldsymbol{X}-\boldsymbol{X}_q\|_F &\leq \frac{\sqrt{\log(\text{size}(\boldsymbol{X}\boldsymbol{U}_l))\pi}}{2^{L-1}-1}\mathbb{E}||\boldsymbol{X}\boldsymbol{U}_l||_F \\
&+ \frac{\sqrt{\log(\text{size}(\boldsymbol{X}\boldsymbol{U}_h))\pi}}{2^{H-1}-1}\mathbb{E}||\boldsymbol{X}\boldsymbol{U}_h||_F \\
&= \frac{\sqrt{\log(\text{size}(\boldsymbol{X}\boldsymbol{P}_l))\pi}}{2^{L-1}-1}\mathbb{E}||\boldsymbol{X}\boldsymbol{P}_l||_F \\
&+ \frac{\sqrt{\log(\text{size}(\boldsymbol{X}\boldsymbol{P}_h))\pi}}{2^{H-1}-1}\mathbb{E}||\boldsymbol{X}\boldsymbol{P}_h||_F \\
&= \frac{\sqrt{\log(\text{size}(\boldsymbol{X}\boldsymbol{P}_l))\pi}}{2^{L-1}-1}\mathbb{E}||\text{tr}(\boldsymbol{X}\boldsymbol{P}_l\boldsymbol{P}_l^\top\boldsymbol{X}^\top)||_F \\
&+ \frac{\sqrt{\log(\text{size}(\boldsymbol{X}\boldsymbol{P}_h)\pi}}{2^{H-1}-1}\mathbb{E}||\text{tr}(\boldsymbol{X}\boldsymbol{P}_h\boldsymbol{P}_h^\top\boldsymbol{X}^\top)||_F
\end{aligned} \tag{7}$$

We know $\text{size}(\boldsymbol{X}\boldsymbol{P}_l) = d - r$ and $\text{size}(\boldsymbol{X}\boldsymbol{P}_h) = r$ since r components are in high precision. With $\boldsymbol{P}_l\boldsymbol{P}_L^\top + \boldsymbol{P}_h\boldsymbol{P}_h^\top = \boldsymbol{I}$, we have

$$\begin{aligned}
\|\boldsymbol{X}-\boldsymbol{X}_q\|_F &\leq \frac{\sqrt{\log(\text{d-r})\pi}}{2^{L-1}-1}(\mathbb{E}\|\boldsymbol{X}\|_F - \mathbb{E}\|\boldsymbol{X}\boldsymbol{P}_h\|_F) \\
&+ \frac{\sqrt{\log(\text{r})\pi}}{2^{H-1}-1}\mathbb{E}\|\boldsymbol{X}\boldsymbol{P}_h\|_F \\
&= \frac{\sqrt{\log(\text{d-r})\pi}}{2^{L-1}-1}\mathbb{E}\|\boldsymbol{X}\|_F \\
&- (\frac{\sqrt{\log(\text{d-r})\pi}}{2^{L-1}-1} - \frac{\sqrt{\log(\text{r})\pi}}{2^{H-1}-1})\mathbb{E}\|\boldsymbol{X}\boldsymbol{P}_h\|_F
\end{aligned} \tag{8}$$

Since $\frac{\sqrt{\log(\text{d-r})\pi}}{2^{L-1}-1} - \frac{\sqrt{\log(\text{r})\pi}}{2^{H-1}-1} > 0$ the quantization error is reduced by maximizing $\|\boldsymbol{X}\boldsymbol{P}_h\|_F$

C ADDITIONAL IMPLEMENTATION DETAILS

We implement ResQ using the HuggingFace Transformers library Wolf et al. (2020) with PyTorch Paszke et al. (2019). We share a single $\boldsymbol{U}_A$ across all layers, while $\boldsymbol{U}_B$, $\boldsymbol{U}_C$ and $\boldsymbol{U}_D$ are generated per layer. Following SpinQuant Liu et al. (2024a), we use per-token asymmetric quantization for activations, per-channel symmetric quantization for weights, and per-head asymmetric quantization for the KV cache. We fuse the projection matrices $\boldsymbol{U}_A, \boldsymbol{U}_B, \boldsymbol{U}_D$ into weights and apply GPTQ Frantar et al. (2022) for weight quantization. To efficiently implement on-the-fly projections, $\boldsymbol{U}_D$ is a Hadamard matrix and $\boldsymbol{U}_C$ and its activations are quantized to 8-bit.

In this work, obtaining the projection matrices and quantization of weights for **all the models** is performed on a single NVIDIA A100 80GB GPUs. Time taken by ResQ compared with other approaches is shown in Table **??**. Evaluation on various benchmarks for all the models is also done on a single NVIDIA A100 GPU with the sole exception of `Meta-Llama-3-70b` which requires 4 GPUs for evaluation. We use `lm_evaluation_harness` version 0.4.5 Gao et al. (2024) and LongBench Bai et al. (2024) for all the evaluation tasks. For Arc-c/e, Hellaswag, OpenBook QA, PIQA tasks we report `acc_norm` while for BoolQ, SIQA and Winogrande we report `acc`.

For calibration data, we use 512 randomly choses samples for Wikitext to obtain the projection matrices. While for GPTQ we use 128 randomly choses samples from Wiktiext following the original work Frantar et al. (2022).

The KV cache, as well as the weights and activations of all Linear layers (except `mlp.down_proj`), are quantized to 4-bit precision, with $\frac{1}{8}$ of channels retained in 8-bit precision. While, the weights and activations within `down_proj` are uniformly quantized to 4-bit precision. Following Ashkboos et al. (2024c) and Liu et al. (2024a), we keep query vector in 16-bit.

D COMPLETE RESULTS OF MAIN RESULT TABLES

Detailed results of Table 1 in the main paper, including more models and task-by-task performance, are shown in Tables 4 (Llama families) and 5 (Qwen2.5 family). As expected, ResQ achieves superior performance to baselines across the series of common sense reasoning and MMLU tasks.

Table 4: Comparison of perplexity on Wikitext, accuracy on eight 0-shot common sense reasoning tasks including ARC-challenge, ARC-easy, BoolQ, HellaSwag, Openbook QA, PIQA, SIQA, and WinoGrande, and 0-shot massive multitask language understanding tasks across four subjects: STEM, Humanities, Social Sciences, and MMLU-other, for the Llama 2, Llama 3 and Llama 3.2 families when quantized to W/A/KV = 4/4/4 bits. Results of all techniques were obtained using their official codebase. *: Mixed precision with $1/8$ channels in 8-bit for W/A/KV = 4.5-bit. All techniques except RTN use GPTQ Frantar et al. (2022). (↓): lower is better, (↑): higher is better.

Llama 2 family																
Model	Method	Perplexity	0-shot common sense reasoning tasks									0-shot MMLU tasks				
		Wiki (↓)	ARC-c (↑)	ARC-e (↑)	BoolQ (↑)	HellaS (↑)	OBQA (↑)	PIQA (↑)	SIQA (↑)	WinoG (↑)	Avg. (↑)	humanities (↑)	Other (↑)	SocialS (↑)	STEM (↑)	Avg. (↑)
Llama-2-7b-hf	16-bit	5.5	46.3	74.6	77.8	75.9	44.2	79.2	46.1	69.1	64.1	38.9	45.9	46.0	33.4	41.1
	RTN	1766.2	26.3	27.8	54.8	29.4	25.8	51.0	35.0	48.7	37.4	24.5	24.7	22.9	22.2	23.6
	GPTQ	9600.0	24.8	31.4	55.4	30.6	25.6	55.8	34.2	53.3	38.9	24.7	24.5	22.7	23.2	23.8
	SmoothQuant+	15.4	29.3	47.1	56.8	48.6	31.8	65.5	37.2	52.4	46.1	25.0	24.5	24.1	23.4	24.2
	QUIK*	7.5	39.8	63.7	68.9	68.3	37.8	72.9	42.1	62.4	57.0	26.9	29.6	28.8	25.8	27.8
	QuaRot	6.1	41.5	71.4	73.2	73.2	40.6	76.9	43.6	65.6	60.7	31.2	35.1	34.6	28.2	32.3
	SpinQuant	6.0	43.6	71.3	73.8	73.2	40.4	76.0	**44.1**	65.4	61.0	33.9	38.5	37.5	29.5	34.8
	ResQ*	**5.8**	**44.0**	**72.6**	**75.3**	**74.0**	**41.0**	**77.9**	43.9	**66.9**	**62.0**	**35.9**	**40.9**	**42.2**	**32.2**	**37.7**
Llama-2-13b-hf	16-bit	4.9	49.1	77.4	80.5	79.4	45.2	80.7	47.2	72.1	66.5	47.9	59.3	61.0	42.4	52.7
	RTN	3543.9	22.8	29.8	40.2	26.6	27.8	51.4	35.6	50.6	33.5	23.7	25.0	23.1	22.6	23.6
	GPTQ	3120.0	23.6	31.1	38.7	27.2	26.8	53.6	35.8	49.8	33.8	25.0	25.4	23.7	25.1	24.8
	SmoothQuant+	11.2	34.5	55.6	62.9	62.5	32.4	70.1	38.7	55.6	51.0	25.7	26.1	27.3	27.3	26.6
	QUIK*	6.8	43.7	68.0	71.3	73.3	40.0	75.7	45.1	64.6	60.2	34.7	40.6	39.8	31.8	36.7
	QuaRot	5.4	46.9	74.9	76.6	75.8	42.6	79.1	45.5	69.0	63.8	43.8	53.6	54.0	39.4	47.7
	SpinQuant	5.2	49.0	**76.3**	78.2	77.1	42.8	**79.3**	46.3	69.5	64.8	43.5	53.1	55.4	39.1	47.8
	ResQ*	**5.1**	**49.1**	76.1	**79.7**	**77.9**	**43.6**	79.1	**46.6**	**69.9**	**65.2**	**45.3**	**56.0**	**58.0**	**41.0**	**50.1**

Llama 3 family																
Model	Method	Perplexity	0-shot common sense reasoning tasks									0-shot MMLU tasks				
		Wiki (↓)	ARC-c (↑)	ARC-e (↑)	BoolQ (↑)	HellaS (↑)	OBQA (↑)	PIQA (↑)	SIQA (↑)	WinoG (↑)	Avg. (↑)	humanities (↑)	Other (↑)	SocialS (↑)	STEM (↑)	Avg. (↑)
Meta-Llama-3-8B	16-bit	6.1	53.2	77.1	81.1	79.2	44.8	80.9	47.0	73.4	67.1	55.0	70.6	73.2	53.7	63.1
	RTN	218.9	25.3	34.9	44.2	38.3	27.8	56.5	36.8	50.8	39.3	24.7	25.1	23.3	21.4	23.6
	GPTQ	166.3	24.7	37.7	44.3	36.8	27.0	57.6	36.4	53.8	39.8	24.7	23.9	22.8	21.8	23.3
	SmoothQuant+	78.2	27.5	42.0	50.7	44.9	28.8	59.0	35.9	50.9	42.5	25.4	25.5	24.5	23.4	24.7
	QUIK*	14.2	33.6	56.4	60.5	61.5	33.2	68.7	39.9	59.0	51.6	30.0	34.0	34.8	32.1	32.7
	QuaRot	7.8	45.1	70.4	73.8	74.7	42.6	76.6	45.1	68.5	62.1	47.8	59.1	61.4	44.3	53.2
	SpinQuant	7.4	48.0	**75.4**	**75.8**	75.4	**43.8**	77.5	45.0	69.2	63.8	49.8	63.3	65.0	46.8	56.2
	ResQ*	**7.1**	**49.2**	75.0	72.5	**76.5**	43.0	**78.3**	**45.8**	**71.0**	**63.9**	**50.6**	**64.4**	**65.8**	**48.1**	**57.2**
Meta-Llama-3-70B	16-bit	2.9	64.2	85.9	85.3	84.9	48.6	84.4	50.8	80.6	73.1	67.6	81.5	86.8	68.4	76.1
	RTN	452.7	32.6	50.3	54.2	41.3	31.6	64.8	35.9	53.2	45.5	24.5	23.8	22.3	22.1	23.2
	GPTQ	11655.0	25.9	26.0	37.9	26.2	28.6	50.4	34.3	49.9	34.9	27.1	24.3	24.0	26.5	25.5
	SmoothQuant+	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
	QUIK*	8.0	44.5	68.9	60.7	75.0	36.4	76.1	43.2	60.4	58.2	46.6	56.4	58.0	43.6	51.1
	QuaRot	5.7	53.7	74.5	81.6	81.1	**46.6**	81.0	46.8	75.2	67.6	55.7	72.5	75.8	57.3	65.3
	SpinQuant	6.2	52.0	77.3	81.7	75.6	43.8	78.8	43.4	72.8	65.7	50.7	67.0	68.1	51.9	59.4
	ResQ*	**4.1**	**61.4**	**84.3**	**83.9**	**83.5**	46.0	**83.1**	**48.6**	**78.3**	**71.1**	**64.9**	**79.9**	**84.9**	**66.1**	**74.0**

Llama 3.2 family																
Model	Method	Perplexity	0-shot common sense reasoning tasks									0-shot MMLU tasks				
		Wiki (↓)	ARC-c (↑)	ARC-e (↑)	BoolQ (↑)	HellaS (↑)	OBQA (↑)	PIQA (↑)	SIQA (↑)	WinoG (↑)	Avg. (↑)	humanities (↑)	Other (↑)	SocialS (↑)	STEM (↑)	Avg. (↑)
Llama-3.2-1B	16-bit	9.8	36.5	60.6	63.4	63.6	37.4	74.5	42.8	60.1	54.9	34.8	41.1	39.9	32.0	36.9
	RTN	329.1	22.4	29.9	53.4	31.4	29.4	54.8	34.9	48.5	38.1	24.8	25.2	22.4	22.7	23.8
	GPTQ	108.9	24.7	32.7	52.3	30.7	23.6	54.3	34.4	51.1	38.0	24.7	25.1	25.5	24.5	24.9
	SmoothQuant+	228.9	23.3	30.1	52.9	31.3	26.6	54.2	34.5	51.2	38.0	23.9	24.1	25.0	23.5	24.1
	QUIK*	21.8	27.4	46.0	55.0	46.0	26.4	62.4	38.6	52.6	44.3	25.6	25.6	24.6	24.5	25.1
	QuaRot	14.3	30.0	51.4	59.1	54.0	**34.2**	66.7	39.6	57.1	49.0	25.4	26.9	25.4	24.4	25.5
	SpinQuant	13.6	32.3	51.8	**59.3**	55.4	30.4	67.7	38.6	54.7	48.8	25.4	27.6	24.2	25.3	25.6
	ResQ*	**12.4**	**34.0**	**54.2**	57.0	**57.3**	31.2	**69.4**	**41.0**	**56.8**	**50.1**	**28.3**	**30.5**	**31.3**	**27.6**	**29.4**
Llama-3.2-3B	16-bit	7.8	46.2	71.7	73.1	73.7	43.4	77.4	47.2	69.1	62.7	48.9	62.9	62.3	45.2	54.8
	RTN	268.8	23.5	35.4	46.2	35.6	28.2	56.3	33.6	50.6	38.7	25.1	25.6	27.0	24.9	25.7
	GPTQ	178.3	27.0	27.0	48.8	44.4	27.8	59.1	37.1	51.5	40.3	24.9	24.5	25.7	24.0	24.8
	SmoothQuant+	96.1	25.3	33.1	47.8	37.7	25.2	56.2	35.8	50.9	39.0	25.4	26.6	26.4	25.3	25.9
	QUIK*	15.8	32.9	50.1	52.6	59.1	33.2	68.7	40.3	53.0	48.8	29.0	33.2	31.9	30.3	31.1
	QuaRot	10.1	38.6	59.0	65.9	66.5	35.8	74.4	43.1	**65.2**	56.1	38.5	47.3	46.7	35.3	42.0
	SpinQuant	9.2	38.9	64.8	68.0	69.1	**39.4**	74.9	45.1	62.9	57.9	37.0	49.4	50.5	39.9	44.2
	ResQ*	**8.8**	**43.1**	**65.6**	**68.8**	**70.5**	38.4	**75.1**	**45.6**	64.8	**59.0**	**44.7**	**57.0**	**56.5**	**41.0**	**49.8**

E COMPLETE RESULTS OF THE MMMU BENCHMARK

This section presents task-by-task results for the MMMU benchmark across six subjects—Art & Design, Business, Science, Health & Medicine, Humanities & Social Science, and Tech & Engineering—for the Qwen2 VL family when quantized to **W/A/KV = 4/4/4** bits and **W/A/KV = 4/8/4** bits of precision. On average, ResQ consistently outperforms all baselines across different models. Notably, the advantage of ResQ becomes more pronounced with larger models. For instance, for `Qwen2-VL-7B-Instruct` at **W/A/KV = 4/8/4** bits of precision, ResQ achieves an average accuracy score of 48.8, significantly outperforming the next-best method, QUIK, which scores 26.4, representing an $\sim 85\%$ relative improvement.

Table 5: Comparison of perplexity score on Wikitext, accuracy on eight 0-shot common sense reasoning tasks including ARC-challenge, ARC-easy, BoolQ, HellaSwag, Openbook QA, PIQA, SIQA, and WinoGrande, and 0-shot massive multitask language understanding tasks across four subjects: STEM, Humanities, Social Sciences, and MMLU-other, for the Qwen2.5 family when quantized to W/A/KV = 4/4/4 bits. Results of all techniques were obtained using their official codebase. *: Mixed precision with $1/8$ channels in 8-bit for W/A/KV = 4.5-bit. All techniques except RTN use GPTQ Frantar et al. (2022). (↓): lower is better, (↑): higher is better.

Qwen2.5 family																	
Model	Method	Perplexity	0-shot common sense reasoning tasks									0-shot MMLU tasks				
		Wiki (↓)	ARC-c (↑)	ARC-e (↑)	BoolQ (↑)	HellaS (↑)	OBQA (↑)	PIQA (↑)	SIQA (↑)	WinoG (↑)	Avg. (↑)	humanities (↑)	Other (↑)	SocialS (↑)	STEM (↑)	Avg. (↑)
Qwen2.5-0.5B	16-bit	13.1	31.9	58.4	62.1	52.1	35.0	69.7	44.3	57.1	51.3	42.2	53.2	55.5	41.5	48.1
	RTN	23204.3	26.2	27.0	39.3	26.0	24.0	50.7	34.5	51.5	34.9	24.8	24.0	22.8	24.3	23.9
	GPTQ	16302.3	23.7	26.9	39.0	26.5	26.4	50.2	33.4	49.6	34.5	24.1	24.8	23.5	23.0	23.9
	SmoothQuant+	10053.9	25.9	26.3	39.9	27.2	25.4	47.1	35.9	49.6	34.7	24.5	24.7	21.5	22.1	23.2
	QUIK*	38.6	24.5	38.6	48.0	36.9	28.4	58.1	**36.4**	**51.9**	40.4	**26.3**	25.9	23.6	24.2	25.0
	QuaRot	219.9	25.4	36.6	45.0	28.9	**28.6**	54.1	32.9	51.7	37.9	24.4	24.0	23.0	23.5	23.7
	ResQ*	**29.6**	**27.1**	**44.2**	**53.2**	**38.8**	28.0	**61.9**	34.4	51.3	**42.4**	26.1	**27.5**	**25.3**	**26.0**	**26.2**
Qwen2.5-1.5B	16-bit	9.3	45.1	72.1	72.9	67.7	40.2	76.3	48.8	63.7	60.8	53.5	65.5	70.6	52.8	60.6
	RTN	14518.9	23.1	27.2	43.9	26.8	25.6	51.3	33.4	52.5	35.5	23.8	24.5	23.8	22.7	23.7
	GPTQ	25769.7	23.9	26.9	43.9	26.1	27.6	49.7	32.1	51.5	35.2	24.6	24.7	23.7	23.8	24.2
	SmoothQuant+	31655.9	25.0	26.2	39.9	26.0	26.0	50.8	32.1	49.0	34.4	25.5	24.4	22.7	22.4	23.8
	QUIK*	6613.5	21.8	31.9	40.9	27.9	27.4	52.8	35.2	48.6	35.8	24.6	24.0	21.9	21.7	23.1
	QuaRot	6599.9	23.6	37.3	46.2	28.6	27.0	56.3	35.2	52.4	38.3	24.5	24.3	23.0	22.4	23.5
	ResQ*	**12.5**	**38.7**	**64.1**	**65.7**	**61.4**	**37.8**	**71.6**	**42.7**	**60.1**	**55.3**	**43.2**	**54.4**	**54.9**	**41.5**	**48.5**
Qwen2.5-3B	16-bit	8.0	47.4	73.0	77.5	73.6	42.0	78.7	49.9	68.4	63.8	56.6	71.0	76.3	60.6	66.1
	RTN	39033.0	25.6	25.8	41.7	26.3	27.4	49.5	33.1	51.4	35.1	24.5	24.4	22.8	21.9	23.4
	GPTQ	9977.8	26.0	26.7	41.5	26.7	28.2	51.5	31.9	48.3	35.1	24.3	23.8	22.8	21.8	23.2
	SmoothQuant+	73306.7	25.4	24.5	41.0	26.4	29.8	48.4	32.4	50.4	34.8	25.6	24.7	23.1	22.4	23.9
	QUIK*	15.5	36.1	55.4	61.4	57.2	36.2	67.1	40.8	55.3	51.2	36.4	42.8	42.4	36.1	39.4
	QuaRot	68.8	32.4	53.1	51.6	49.2	33.4	66.7	39.3	56.4	47.7	28.1	32.0	28.9	26.6	28.9
	ResQ*	**9.0**	**45.3**	**70.5**	**72.7**	**70.2**	**42.4**	**76.8**	**46.7**	**64.4**	**61.1**	**53.1**	**66.5**	**70.5**	**54.8**	**61.2**
Qwen2.5-7B	16-bit	6.8	51.2	77.6	84.7	78.9	47.2	80.0	54.8	73.2	68.4	62.6	76.7	82.6	70.1	73.0
	RTN	24382.1	24.5	26.3	37.8	26.0	29.0	51.0	34.1	50.1	34.9	24.9	24.3	23.4	24.9	24.4
	GPTQ	13593.7	25.2	25.6	37.8	26.3	28.2	52.4	34.4	48.9	34.8	24.4	24.3	22.8	22.6	23.5
	SmoothQuant+	19088.7	26.3	25.2	39.8	26.4	27.6	52.7	33.5	52.0	35.4	25.1	25.4	22.6	24.1	24.3
	QUIK*	260.3	29.5	42.4	51.7	36.3	28.2	59.6	34.5	49.6	41.5	24.3	26.9	23.1	23.8	24.6
	QuaRot	4035.9	25.9	41.0	39.1	29.1	27.6	57.9	35.7	50.6	38.4	24.8	24.4	24.4	22.7	24.1
	ResQ*	**8.2**	**49.0**	**74.7**	**81.4**	**75.7**	**45.0**	**78.9**	**49.4**	**68.2**	**65.3**	**57.8**	**74.4**	**79.3**	**64.5**	**69.0**
Qwen2.5-14B	16-bit	5.3	58.8	79.4	85.4	82.9	45.4	81.9	55.3	75.8	70.6	69.9	81.9	86.2	76.5	78.6
	RTN	2715	21.6	32.7	51.5	29.6	25.8	52.6	33.2	51.7	37.3	25.3	23.2	26.0	25.3	24.9
	GPTQ	5100.3	23.8	29.1	47.7	30.1	27.6	51.3	34.6	51.2	36.9	25.1	24.7	25.1	24.3	24.8
	SmoothQuant+	1375.7	27.0	26.3	38.0	26.8	29.2	51.6	32.4	49.3	35.1	25.9	24.5	22.2	22.2	23.7
	QUIK*	10.5	45.0	67.1	64.7	68.9	37.6	74.8	43.9	59.3	57.6	48.9	61.1	64.7	51.5	56.6
	QuaRot	6.8	54.8	79.6	79.9	78.7	44.0	79.5	49.9	**70.7**	67.1	60.9	75.1	80.2	67.3	70.9
	ResQ*	**6.2**	**57.6**	**82.1**	**84.9**	**81.1**	**44.8**	**80.5**	**51.7**	70.6	**69.2**	**65.2**	**78.4**	**83.4**	**71.5**	**74.6**
Qwen2.5-32B	16-bit	5.0	55.7	78.0	87.4	84.1	44.4	82.3	56.4	75.2	70.4	73.1	83.6	89.6	81.2	81.9
	RTN	1847.4	24.3	35.3	51.4	31.9	27.0	52.8	34.1	51.4	38.5	24.5	25.1	25.3	24.3	24.8
	GPTQ	3891.1	25.4	35.4	48.5	31.8	27.0	53.8	35.8	50.5	38.5	25.9	24.8	23.6	24.0	24.6
	SmoothQuant+	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
	QUIK*	9.6	41.0	64.6	74.9	72.0	39.6	75.8	44.5	60.2	59.1	54.7	66.8	71.3	58.8	62.9
	QuaRot	6.1	54.5	76.1	85.1	81.5	44.2	80.1	51.3	70.4	67.9	68.5	80.0	86.0	76.0	77.6
	ResQ*	**5.6**	**55.1**	**78.4**	**86.0**	**82.5**	**45.4**	**81.1**	**53.9**	**74.0**	**69.5**	**70.3**	**82.3**	**87.9**	**78.9**	**79.8**
Qwen2.5-72B	16-bit	3.9	62.6	83.2	89.2	86.0	46.6	83.6	58.4	77.7	73.4	77.2	86.9	90.6	82.4	84.3
	RTN	45412.7	25.9	26.3	38.0	25.9	25.2	50.0	34.2	48.7	34.3	25.5	24.2	23.0	23.2	24.0
	GPTQ	37967.2	25.4	25.8	38.1	25.6	26.6	51.2	34.2	49.4	34.5	25.1	24.0	21.9	22.2	23.3
	SmoothQuant+	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
	QUIK*	8.3	45.1	68.1	77.2	77.2	39.0	77.4	45.6	65.6	61.9	60.2	74.3	77.5	65.3	69.3
	QuaRot	4.9	55.8	**81.1**	87.5	84.0	45.2	81.7	52.5	74.5	70.3	71.4	84.2	87.7	77.1	80.1
	ResQ*	**4.6**	**58.4**	80.9	**88.4**	**84.9**	**48.2**	**82.6**	**55.5**	**77.0**	**72.0**	**72.8**	**84.6**	**89.0**	**79.5**	**81.5**

Table 6: Accuracy (higher is better) on 0-shot massive multi-discipline multimodal understanding and reasoning tasks across six subjects: Art & Design, Business, Science, Health & Medicine, Humanities & Social Science, and Tech & Engineering for the Qwen2 VL Instruct family. Results of all techniques were obtained using their official codebase. Our work ResQ and QUIK Ashkboos et al. (2024b) keep $1/8$ of channels in 8-bit for average of 4.5-bit. All techniques except RTN use GPTQ Frantar et al. (2022).

Qwen2-VL-2B-Instruct								
W/A/KV (bit)	Method	0-shot MMMU tasks						
		Art-Design	Business	Science	Health	Humanities	Tech	Avg.
16/16/16	Baseline	56.7	36.0	37.3	50.8	26.0	31.0	39.6
4/4/4	RTN	28.3	18.7	26.0	26.7	21.3	**29.1**	25.0
	GPTQ	28.3	**27.3**	27.0	29.0	**26.7**	27.6	27.7
	QuaRot	24.2	23.3	20.7	26.7	26.0	22.9	24.0
4.5/4.5/4.5	QUIK	25.8	26.0	26.7	29.2	26.0	24.3	26.3
	ResQ	**38.3**	21.3	**28.7**	**45.0**	21.3	23.3	**29.7**
4/8/4	RTN	27.5	21.3	27.3	24.2	21.3	27.6	24.9
	GPTQ	24.2	23.3	24.0	18.3	21.3	29.5	23.4
	QuaRot	20.0	24.7	30.0	26.7	26.0	**31.4**	26.5
4.5/8/4.5	QUIK	33.3	28.7	32.0	32.5	26.0	18.1	28.4
	ResQ	**37.5**	**32.0**	**32.7**	**47.5**	**26.7**	27.6	**34.0**
Qwen2-VL-7B-Instruct								
W/A/KV (bit)	Method	0-shot MMMU tasks						
		Art-Design	Business	Science	Health	Humanities	Tech	Avg.
16/16/16	Baseline	68.3	41.3	54.7	68.3	38.7	38.1	51.6
4/4/4	RTN	24.2	28.0	29.3	22.5	29.3	27.1	26.7
	GPTQ	21.7	26.0	25.3	28.3	24.7	23.3	24.9
	QuaRot	21.7	21.3	28.7	25.0	20.7	29.5	24.5
4.5/4.5/4.5	QUIK	30.8	30.0	32.0	26.7	28.0	26.2	28.9
	ResQ	**65.0**	**39.3**	**45.3**	**61.7**	**34.0**	**36.7**	**47.0**
4/8/4	RTN	23.3	28.7	27.3	25.0	22.7	24.3	25.2
	GPTQ	20.8	23.3	30.0	19.2	24.0	28.6	24.3
	QuaRot	20.8	26.0	30.0	19.2	24.7	26.2	24.5
4.5/8/4.5	QUIK	25.0	23.3	31.3	26.7	25.3	26.7	26.4
	ResQ	**67.5**	**39.3**	**51.3**	**64.2**	**36.7**	**33.8**	**48.8**