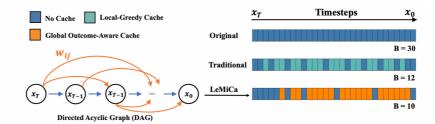
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About me

## LeMiCa

- DDDDDLeMiCa: Lexicographic Minimax Path Caching for Efficient Diffusion-Based Video Generation
- DDDDDhttps://arxiv.org/abs/2511.00090
- NIPS 2025



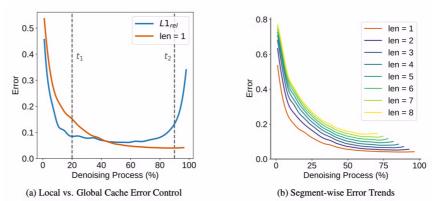


Figure 2: Rethinking cache reuse in denoising diffusion via error estimation. (a) The traditional Local-Greedy ( $L1_{rel}$ ) strategy uses fixed thresholds on local output differences between adjacent timesteps to decide when to cache. This assumes uniform temporal sensitivity, which can be misleading—for instance, caching at  $t_2$  yields lower final error than  $t_1$ , despite  $t_1$  seeming smoother locally. This highlights the role of temporal heterogeneity. (b) Our Global Outcome-Aware (segment-wise error) strategy estimates final output error when caching outputs over segments of length len, starting from timestep i. The plot shows that early caches cause greater error, supporting an outcome-sensitive, trajectory-aware strategy over fixed local heuristics.

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$$\mathrm{L1_{glob}}(i o j) = rac{1}{N} \left\| x_0^{\mathrm{cache}(i o j)} - x_0^{\mathrm{original}} \right\|_1$$

```
Algorithm 1 Lexicographic Minimax Path Selection
```

```
1: Input: Directed acyclic graph G = (V, E), start node s, end node t, step limit B
2: Output: Lexicographic Minimax Path P*
      dp[v][k]: maximum edge weight on any k-step path to v
      paths[v][k], edges[v][k]: corresponding node and edge sequences
      dp[s][0] \leftarrow 0, paths[s][0] \leftarrow [[s]], edges[s][0] \leftarrow [[]]
7: Main Loop:
8: for k = 0 to B - 1 do
      for each node v with dp[v][k] < \infty do
10:
          for each neighbor u of v do
11:
             w \leftarrow \text{weight of edge } (v, u)
             m \leftarrow \max(dp[v][k], w)
12:
13:
             if m < dp[u][k+1] then
14:
                dp[u][k+1] \leftarrow m
               Update paths[u][k+1], edges[u][k+1] from v
15:
16:
             else if m = dp[u][k+1] then
```

```
17: Append new paths and edges from v to paths[u][k+1], edges[u][k+1]
18: end if
19: end for
20: end for
21: end for
22: Final Selection:
23: P^* \leftarrow \min(\text{zip}(paths[t][B], edges[t][B]), \text{key} = \lambda(p, e) : \text{sorted}(e, \text{reverse=True}))
```

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• DDDhttps://github.com/UnicomAl/LeMiCa

Older

2025-11-05

AdaCache

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