FlashEvolve: Accelerating Agent Evolution with Asynchronous Stage Orchestration

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Abstract

LLM-based evolution has emerged as a promising way to improve agents by refining non-parametric artifacts, but its wall-clock cost remains a major bottleneck. We identify that this cost comes from synchronized stage execution and imbalance inside each LLM-heavy stage. We present FlashEvolve, an efficient framework that replaces synchronized execution with asynchronous workers and queues, allowing different stages and steps to overlap. To handle data staleness introduced by asynchrony, FlashEvolve tracks artifact versions and applies different policies to update, discard, or patch stale artifacts. Unlike weight-space staleness in asynchronous RL, language-space staleness is inspectable and repairable: a stale artifact is not just delayed work, but readable evidence that the LLM can reflect on, revise, and turn into useful evolution signal. FlashEvolve further improves throughput and token efficiency with speculative stage completion and adaptive workflow control.

On GEPA workloads, FlashEvolve improves proposal throughput by $3.5\times$ on local vLLM and $4.9\times$ on API serving over synchronous GEPA. The same design also applies to ACE and Meta-Harness. Our code repository is available at `https://anonymous.4open.science/r/FlashEvolve-FEC7/`.

1 Introduction

A growing line of recent work enables LLM agents to evolve themselves. Instead of updating model weights, these systems iteratively refine the non-parametric components that govern their behavior, including system prompts [2, 28, 29], context and memory [34, 22, 33], harness code [16, 14] and generated programs [20, 13, 3]. This emerging paradigm of test-time self-evolution [6] fundamentally relaxes the access requirements of weight-space adaptation: it requires neither the labeled trajectories used by supervised fine-tuning nor the gradient updates required by reinforcement learning. By having an LLM reflect on full execution traces rather than optimize against scalar rewards, this paradigm draws a richer learning signal from each rollout: GEPA [2] outperforms GRPO with an average gain of 6% across six reasoning benchmarks, while Meta-Harness [14] automatically discovers agent harnesses that surpass the best hand-engineered baselines on different domain-specific benchmarks.

Despite its algorithmic appeal, agent evolution remains expensive in wall-clock execution time. Existing evolution algorithms pursue "faster" evolution by improving the quality of each step through stronger reflection [2, 34, 32], better artifact proposal and search [13, 18], or larger-batch updates [15], thereby reducing the number of steps needed. However, fewer evolution steps do not necessarily translate into shorter wall-clock time. For example, on IFBench, a single GEPA evolution step already takes $\sim$2 minutes; Combee [15] parallelizes proposal generation, but further stretches each step to $\sim$2.8 minutes. Reaching a stable improvement requires more than 2 hours on an H100 GPU. This cost further grows with data scale, making evolution runs slow to tune and deploy in practice.

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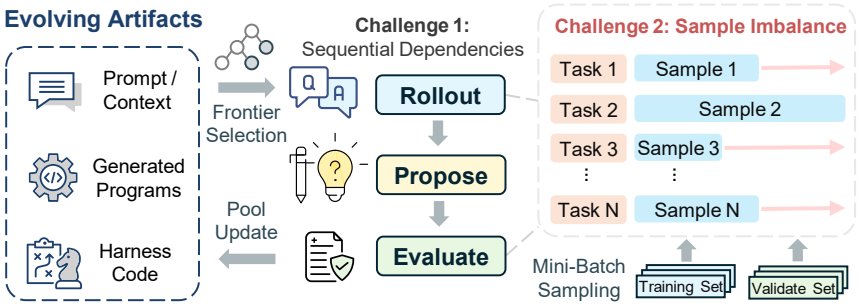

Figure 1: Illustration of the multi-stage execution in agent evolution. The synchronized stage orchestration in existing implementations [2, 34, 15] exposes two efficiency challenges: sequential dependencies across stages and sample workload imbalance within each individual stage.

Such high wall-clock cost comes from **synchronized stage execution**. As shown in Figure 1, each evolution step runs a sequence of LLM-heavy stages, such as running the current artifact on a mini-batch of inputs, proposing a new candidate artifact, and evaluating the new one. A later stage cannot start until the previous stage has fully completed. Such serial structure prevents overlap across stages.

The cost inefficiency is amplified by **generation imbalance** inside each stage. Request lengths vary widely across samples, such as different validation samples in the evaluate stage. This creates a long-tail effect: the longest requests determine the execution time of the whole stage. This reduces the effective batch size in both local serving frameworks [12, 37] and API-based remote calls, leading to low resource utilization and inefficient waiting for long samples.

To this end, we present FlashEvolve, a framework that improves the time efficiency of agent evolution through asynchronous stage orchestration. FlashEvolve treats an evolution loop as a set of LLM-heavy stages connected by queues. This allows artifact execution, proposal generation, evaluation, and pool update to overlap in time, turning a synchronized loop into a streaming execution pipeline.

This design introduces new systems challenges. Asynchronous execution can generate stale items because an artifact pool may change while earlier items are still waiting in queues. FlashEvolve handles this with artifact-version tracking and staleness-aware policies, including version comparison and discarding, or reflective patching for stale language artifacts. This property is specific to agent evolution. Unlike weight updates in SFT or reinforcement learning, evolution artifacts are prompts, memories, harness code, or programs. A stale artifact is therefore still an inspectable object: its relation to the current pool can be judged as complementary, redundant, or conflicting, and can be revised by the same LLM mechanism used for proposal. This makes staleness a semantic repair problem rather than only a scheduling hazard. FlashEvolve further reduces waiting inside long stages through speculative completion, and uses adaptive workflow control to balance workload across stages. Together, these mechanisms improve throughput while preserving the quality of evolution.

2 Background and Motivation

2.1 Agent Evolution: Self-Improvement Beyond Weight Updates

Agent evolve has emerged as a new paradigm for adapting LLM-based systems to new data and tasks [6, 4]. This success stems from the already strong reasoning capability of modern LLMs [7, 10], which enables a single model to reflect on its own trajectories [26], critique its own outputs [19], and propose new artifacts that govern its own behavior, ranging from prompts, memory, and harness code that govern how the agent operates, to generated programs that constitute the task solution. Crucially, this happens without modifying model weights, sidestepping the training infrastructure of supervised fine-tuning [27, 36] and reinforcement learning [7, 21] while delivering comparable or stronger gains.

For example, GEPA [2] and ACE [34] use reflection on execution traces to evolve system prompts and contextual playbooks. Meta-Harness [14] and AutoHarness [16] use a coding agent to evolve the harness based on prior runs and their failure modes. AlphaEvolve [20] and ShinkaEvolve [13] push

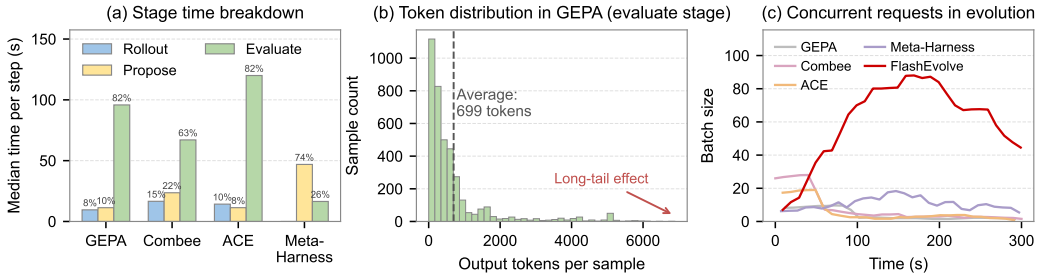

Figure 2: Profiling results of inefficiency in synchronized agent evolution. (a) Stage execution is serial, and stage time is highly imbalanced. (b) Within a single stage, output lengths show a long-tail distribution, so the slowest requests determine stage completion time. (c) Serial stage execution and intra-stage imbalance reduce effective concurrency, while FlashEvolve keeps more requests in flight.

this beyond the agent itself, evolving the generated programs the agent uses to solve problems, where the LLM acts as a mutation operator and an external evaluator scores each candidate.

An agent evolve loop iterates over multiple iteration steps, where each step consists of several stages, as illustrated in Figure 1. The LLM-heavy stages are typically *Generate*, *Propose*, and *Evaluate*. The Generate stage runs the current artifact on tasks to collect trajectories. The Propose stage reflects on these trajectories to produce a new candidate artifact. The Evaluate stage scores the candidate against task signals and filters out underperforming ones. A subsequent update commits the new artifact to the artifact pool. At the start of each step, new candidate artifacts are selected from the pool, through methods like Pareto-aware sampling [2] or evolutionary tournaments [20].

2.2 Inefficiency in Agent Evolution: Sequential and Imbalanced Stages

Despite its algorithmic appeal, agent evolution remains expensive in wall-clock time. Based on our experiments, even with state-of-the-art LLM serving infrastructure such as vLLM [12], which supports continuous batching and prefix caching, GEPA with Qwen3-8B takes 50 minutes to complete 49 evolution steps on IFBench [23], and 134 minutes to complete 411 steps on HotpotQA [31].

This inefficiency stems from sequential and synchronized stage execution. Each evolution step runs its LLM-heavy stages serially, and each stage internally waits for all parallel LLM requests to finish before advancing to the next stage. This structure produces two compounding costs. First, the serial chain forces total step time to be the sum of per-stage durations, with no opportunity to overlap stages. As shown in Figure 2(a), stage time is highly imbalanced, so different stages can become the bottleneck depending on the workload and algorithm. Second, the synchronization barrier at each stage's end forces the entire batch to wait for the slowest one. As shown in Figure 2(b), output lengths within a stage show a long-tail distribution, so a small number of long requests determine stage completion time. Consequently, sequential execution and intra-stage imbalance reduce effective concurrency and leave the LLM backend underutilized, as shown in Figure 2(c).

Such inefficiency cannot be solved by simply launching more LLM requests in parallel. Agent evolution must convert a synchronized multi-stage loop into a streaming workflow while preserving artifact-evolution semantics. This creates two challenges. First, asynchrony introduces artifact-level staleness: intermediate results may be produced from an artifact pool that has already changed before they are consumed. Second, naive parallel scaling can amplify workload imbalance: fast stages may overproduce items for slow stages, while long-tail requests within a stage can still delay downstream execution. This causes queue buildup, longer staleness windows, and wasted LLM work. These challenges require orchestration mechanisms that jointly manage staleness and workload balance.

Analogy to Asynchronous RL. These challenges are related to synchronous LLM RL systems [25, 1, 8], which also suffer from synchronization overhead and workload imbalance. Asynchronous RL addresses this by overlapping rollout generation with training and controlling off-policy optimization [5, 38, 24]. Agent evolution differs in two key ways. First, it contains multiple LLM inference stages rather than a single "rollout" stage in RL. Each stage has batched generation behavior and its own long-tail imbalance. Second, staleness occurs over inspectable language artifacts, such as

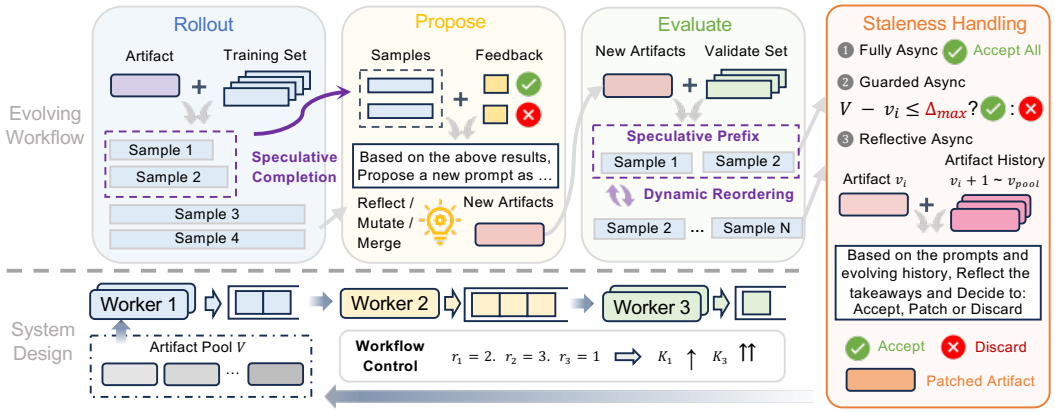

Figure 3: Overview of FlashEvolve. FlashEvolve executes agent evolution with asynchronous workers and queues across stages. Workers pass partial or completed results through queues instead of waiting for a whole stage to finish. FlashEvolve further uses speculative completion, validation-set reordering, workflow control, and staleness-aware handling to improve throughput while limiting data staleness.

prompts, memories, harness code, and programs, rather than continuous model weights. This allows a more flexible design space for staleness handling policies.

3 FlashEvolve: Asynchronous Framework for Agent Evolution

We present FlashEvolve, an asynchronous framework that removes the sequential and imbalanced behavior identified in Section 2.2. FlashEvolve decomposes an evolution loop into asynchronous workers connected by queues, so different stages and evolution steps can overlap. Each queue item carries the artifact state and pool version, allowing FlashEvolve to detect stale items. On top of this execution model, FlashEvolve introduces staleness-aware data handling, speculative stage completion, and adaptive workflow control to improve the time efficiency of evolution.

3.1 Asynchronous Execution with Workers and Queues

Asynchronous workers. FlashEvolve turns a synchronized evolution step into asynchronous workers connected by queues. Instead of waiting for artifact proposal, validation, and pool update to finish before starting the next step, workers continuously process ready items and pass their outputs to downstream queues. This allows different stages and evolution steps to overlap. Each stage has an input queue and a set of workers. A queue item carries the artifact being evolved, the input/output, and the artifact-pool version v_i at item creation. The pool version increases after each pool update, so FlashEvolve can compare v_i with the current version v to detect stale items.

Worker concurrency. To improve system throughput, FlashEvolve assigns a worker count K_i to each asynchronous stage i. A larger K_i allows more tasks in stage i to issue LLM requests at the same time, which increases per-stage concurrency so the whole pipeline is not bottlenecked by the throughput of a single slow or imbalanced stage. The tradeoff is data staleness: larger worker counts increase the chance that queued items were generated from an older artifact pool state.

3.2 Staleness-Aware Data Handling

FlashEvolve supports three policies for handling such stale items with different tradeoffs:

- *Full Async* does not check artifact pool versions and allows all items to continue through the pipeline. This policy preserves all completed work and maximizes throughput, but stale items may introduce outdated updates into the artifact pool and impact convergence.
- *Guarded Async* discards an item when its version gap exceeds a threshold $\Delta_{\max}$. Let v_i denote the artifact-pool version used to generate item i, and let v denote the current artifact-pool version. The version gap is defined as $\Delta_i = v - v_i$. Guarded Async allows item i to continue only when

$\Delta_i \leq \Delta_{\max}$; otherwise, it discards the item. This policy prevents highly stale items, but will waste the generated tokens that already spent on discarded items.

- *Reflective Async* inspects and updates stale items by adding a new reflection worker stage. For an item i with version gap $\Delta_i > 0$, the reflection worker uses the stale item and all artifact-pool updates between versions v_i and v to decide whether the item still contributes a useful change. If so, it patches the item against the current artifact pool state and lets it continue; otherwise, FlashEvolve discards it. Non-stale items continue without reflection. This policy avoids uncontrolled stale updates while reusing useful stale items, reducing wasted LLM generations.

Why language-space staleness can be repaired. Language-space staleness is discrete and inspectable, unlike parameter staleness in asynchronous RL, which is continuous and opaque. In RL, a stale item is tied to an older point in weight space, so systems typically handle it through importance weighting, bounded delay, or discard. In agent evolution, a stale item is text or code, such as a prompt edit, memory update, harness mutation, or generated program. FlashEvolve can therefore inspect the stale item together with the intervening artifact history and decide whether the edit is orthogonal, already subsumed, or conflicting with the current artifact pool. This makes repair a first-class operation: stale items can be patched when they contain reusable information, or discarded when they are too specific or inconsistent. Figure 5 shows an example where FlashEvolve filters task-specific stale content and keeps transferable principles to form a compact prompt patch.

3.3 Speculative Stage Completion

Asynchronous workers remove waiting between stages, but each worker may still wait for all LLM requests in its current stage before writing to the next queue. This still creates an intra-stage synchronization barrier, especially in rollout and evaluate stages where a minibatch contains many LLM requests. To reduce this barrier, FlashEvolve allows a stage to release partial output after a fraction $\alpha^i_{\text{spec}} \in (0, 1]$ of its requests has finished. The worker packages the completed results as a tentative queue item and continues the remaining requests in the background, while downstream workers can start from the tentative item.

For rollout, this means completed samples can be forwarded as soon as they are available. For evaluation, FlashEvolve adds a score threshold to avoid forwarding weak candidates. After the first α^i_{spec} fraction of evaluation requests finishes, the worker computes a partial score. If the partial score exceeds the current pool score, FlashEvolve inserts the candidate into the pool as a *speculative artifact*. When full evaluation finishes, the artifact is confirmed if it still passes the acceptance condition; otherwise, it is removed. If a speculative artifact is later removed, downstream items derived from it are marked stale and handled by the same staleness-aware policy in Section 3.2; they cannot update the confirmed pool without passing the normal validation path.

Validation-set reordering. Speculative completion is more reliable when the early validation samples are informative. We call the first α_{spec} fraction of the validation set the *speculative prefix*. FlashEvolve reorders the validation set using sample pass history: samples that pass for w consecutive rounds are moved out of the speculative prefix and placed later in the validation order. This keeps easy samples from dominating the early signal and leaves more discriminative samples in the prefix. We set $w = 3$ to avoid reacting to one-round noise while keeping the prefix responsive to artifact improvement.

3.4 Adaptive Workflow Control

Different stages in an evolution loop produce and consume items at different rates. A stage with short LLM requests can quickly fill the queue of a later stage whose requests are longer or more imbalanced. If workers keep running at a fixed concurrency, the queue keeps growing and many items become stale before they are processed. FlashEvolve therefore monitors queue pressure and version gap to adjust worker behavior, making execution more balanced and token efficient.

Adaptive worker reallocation. FlashEvolve measures the item production rate of each asynchronous stage. The production rate is the number of queue items that a stage writes to its downstream queue per second. A stage with a much lower production rate can limit the whole workflow, while a stage with a much higher production rate can overfeed downstream queues.

FlashEvolve compares production rates across stages and adjusts their worker counts. If a stage produces items at less than half the median stage rate, we increase its worker count. If a stage produces

Table 1: Throughput comparison on GEPA workloads. LLM throughput measures the output token rate of the whole system. Proposal throughput measures the rate of new candidate artifact generation.

	LLM Throughput (token/s)				Proposal Throughput (proposal/min)			
Method	IFBench	HotpotQA	HoVer	AIME	IFBench	HotpotQA	HoVer	AIME
vLLM with Qwen3-8B								
GEPA	963	30	461	200	1.9	4.6	2.5	2.2
Combee (K=10)	696	38	810	994	1.2	2.7	2.0	6.2
Combee (K=40)	900	44	891	977	0.7	4.5	2.0	1.6
FlashEvolve	**2,688**	**93**	**1,255**	**998**	**8.9**	**8.8**	**5.9**	**11.4**
API with GPT-4o-mini								
GEPA	361	14	142	103	1.7	2.4	1.8	1.3
Combee (K=10)	397	18	348	211	1.0	1.4	0.8	1.0
Combee (K=40)	389	23	214	336	0.8	1.2	0.7	0.6
FlashEvolve	**791**	**32**	**352**	**485**	**10.1**	**8.0**	**9.1**	**6.6**

items at more than twice the median stage rate, we decrease its worker count. Each adjustment changes the worker count by at most one, and each stage has a minimum and maximum worker count. This avoids large swings while still correcting persistent throughput imbalance.

3.5 Implementation

FlashEvolve is implemented in Python with lightweight threads and in-process queues. Each stage is executed by a small worker pool, queue items carry the artifact state and pool version, and pool updates are applied under a lock. For a fair comparison, we run all open-source baselines and FlashEvolve on the same LLM serving stack: the native LLM calls in different algorithms are replaced by the same `DSPy` client backed by a local vLLM [12] server with an OpenAI-compatible endpoint. Thus all methods benefit from the same continuous batching and KV-cache reuse, and throughput differences mainly reflect the optimization of the evolution pipeline. The same interface is also used for API-based experiments by changing only the endpoint and model name.

4 Evaluation

4.1 Experimental Setup

Evolving algorithm baselines. We evaluate FlashEvolve on three test-time evolution algorithms that optimize different artifacts. We use GEPA [2], which evolves prompts through execution feedback and reflection, as the main algorithm for end-to-end comparison and ablation studies. We set the rollout minibatch size $mb = 3$, following the default setting. We also reproduce Combee [15] as a scaling-oriented baseline. Combee scales batch-level parallelism to improve throughput. We evaluate its reported fixed-batch variants with parallelization sizes $B = 10$ and 40.

We also evaluate FlashEvolve on ACE [34] and Meta-Harness [14]. ACE evolves agent context playbooks, while Meta-Harness evolves harness code. These algorithms use different artifact types, but all fall into the abstraction optimized by FlashEvolve: a multi-stage evolution loop with LLM-heavy stages, queueable intermediate results, and a shared artifact pool that is updated over time.

Models and deployment. For open-source model experiments, we use Qwen3-8B [30], which is the default model used in GEPA and provides a representative setting for studying test-time evolution behavior. We serve Qwen3-8B with vLLM on a single NVIDIA H100 80GB GPU and an AMD EPYC 9534 CPU. For API-based experiments, we use GPT-4o-mini [9], which shows similar evolution behavior to the open-source setting while representing a common remote-serving deployment.

Datasets. We use the benchmark datasets used in each original evolution algorithm. For GEPA, we evaluate on IFBench [23] for instruction following, HotpotQA [31] for knowledge retrieval, HoVer [11] for multi-hop verification, and AIME for mathematical reasoning. For ACE, we use FiNER [17] and FormulaReasoning, which are finance and numerical-reasoning datasets, respectively. For Meta-Harness, we use a mixture of Symptom2Disease for medical diagnosis classification and AGNews [35] for topic categorization. These datasets cover diverse domains of agent applications.

Table 2: Validation score(%) and normalized evolution rate within 30 minutes on GEPA workloads using Qwen3-8B. Evolution rate measures the score improvement achieved within the time budget, normalized by the improvement achieved by serial GEPA, reflecting the speedup of evolution progress. AIME reports "–" because serial GEPA shows no score improvement within the budget.

	IFBench		HoVer		HotpotQA		AIME	
Method	Score	Norm. Rate	Score	Norm. Rate	Score	Norm. Rate	Score	Norm. Rate
GEPA	87.6	1.00	39.8	1.00	**63.3**	**1.00**	10.0	–
Combee (K=10)	88.5	1.39	41.2	1.09	62.5	0.94	10.0	–
Combee (K=40)	86.5	0.55	40.5	1.05	58.6	0.63	10.0	–
FlashEvolve	**90.6**	**2.27**	**42.0**	**1.15**	61.7	0.88	**15.0**	–

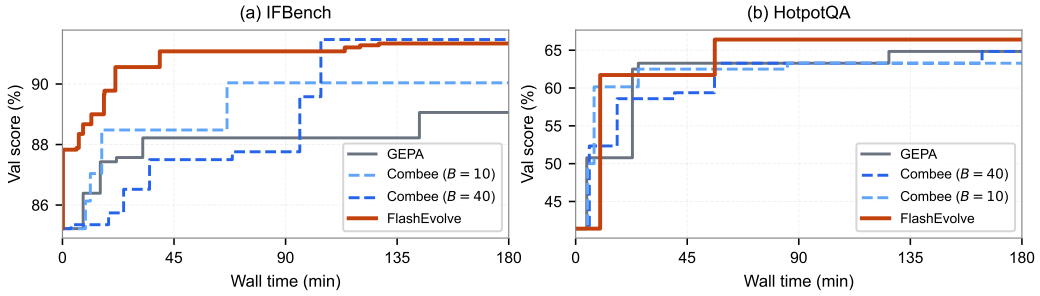

Figure 4: Longer-time validation score evolution over wall-clock time with Qwen3-8B.

4.2 Improvement on GEPA

System throughput improvement. Table 1 first shows that FlashEvolve substantially improves LLM throughput. This indicates that asynchronous stage orchestration keeps the LLM backend busier by overlapping requests from different stages and evolution steps. On local vLLM serving, FlashEvolve improves LLM throughput by $3.4\times$ on average over GEPA and $1.9\times$ on average over the best Combee setting. The same trend holds for API-based serving: FlashEvolve improves LLM throughput by $2.9\times$ on average over GEPA and $1.5\times$ on average over the best Combee setting.

We also show that higher LLM throughput translates into faster artifact exploration. On local vLLM serving, FlashEvolve improves proposal throughput by $3.5\times$ on average over GEPA and $3.5\times$ on average over the best Combee setting. On API-based serving, FlashEvolve improves proposal throughput by $4.9\times$ on average over GEPA and $8.4\times$ on average over the best Combee setting. Across all settings, FlashEvolve sustains more than 5.9 proposals/min and up to 11.4 proposals/min, showing that it substantially increases the rate at which evolution tests new candidate artifacts.

Evolving efficiency improvement. Table 2 reports validation score and normalized evolution rate within a fixed 30-minute budget. Across the three workloads where the GEPA baseline makes measurable progress, FlashEvolve achieves an average normalized evolution rate of $1.43\times$. The strongest gain appears on IFBench, where FlashEvolve improves the validation score from 87.6 to 90.6 and reaches a $2.27\times$ normalized evolution rate. On HoVer, FlashEvolve also achieves the best score and a $1.15\times$ normalized rate. On HotpotQA, FlashEvolve does not reach the best validation score within the 30-minute budget, but Figure 4 shows that this advantage emerges under a longer budget. On AIME, both GEPA and Combee remain at the initial score of 10.0%, while FlashEvolve reaches 15.0%, making it the only method that improves over the initial score.

Long-time evolution. Figure 4 reports validation score over a longer 180-minute budget. FlashEvolve reaches strong validation scores earlier than the synchronous baselines. On IFBench, FlashEvolve reaches 91% in 39.3 minutes, while Combee (B=40) reaches the same score region after 104.2 minutes and eventually approaches a similar final score. On HotpotQA, FlashEvolve reaches its best score of 66.41% at 56.1 minutes and maintains the highest validation score over the full budget, while all baselines remain below 65%. These results show that asynchronous evolution accelerates useful artifact discovery, and in some workloads also improves the final score under a longer time budget.

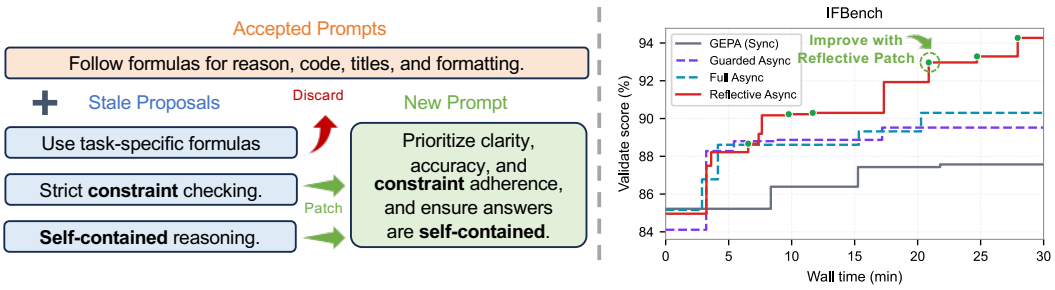

Figure 5: Staleness handling on IFBench with Qwen3-8B. The left panel shows an example of reflective prompt repair. The right panel compares Full Async, Guarded Async, and Reflective Async.

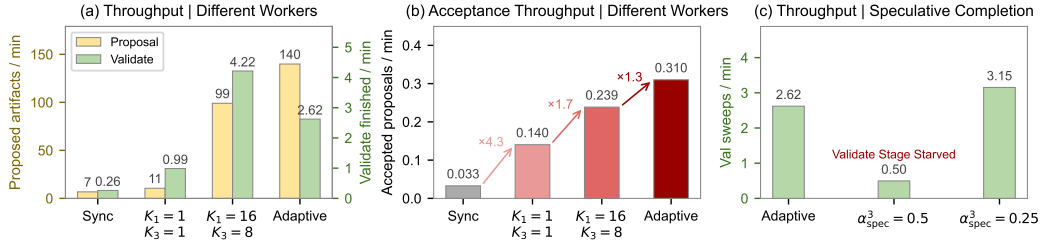

Figure 6: Ablation of worker concurrency and speculative completion on IFBench with Qwen3-8B. (a) Worker allocation varies throughput. (b) Adaptive worker control achieves the highest accepted proposal throughput by balancing proposal generation and validation. (c) Speculative completion improves validation throughput when the prefix threshold is properly set.

4.3 Ablation Studies

Comparison across staleness handling methods. Figure 5 compares three staleness handling policies on IFBench. Full Async and Guarded Async achieve similar final scores, but their behaviors differ. Full Async preserves all stale items and therefore keeps high throughput, while Guarded Async discards highly stale items to avoid outdated updates. In this case, the two methods perform similarly.

Reflective Async achieves the best evolution efficiency. It reaches a validation score of 94.3% within the 30-minute budget. This shows that stale items are not always useless: when the stale artifact is text, FlashEvolve can inspect it, discard task-specific noise, and reuse transferable principles. Figure 5 also shows a simplified repair example extracted from our logs. FlashEvolve discards task-specific formulas because the accepted prompt already contains general instruction-following rules and the formula does not transfer across tasks. In contrast, new takeaways such as stricter constraint checking and self-contained reasoning are distilled into a compact prompt patch. We also observe that many score jumps in the Reflective Async curve come from prompts after such patches, suggesting that reflective repair improves the quality of prompt proposals rather than only increasing throughput.

Concurrent Workers. We study how worker counts affect stage throughput. As shown in Figure 6(a), larger worker counts greatly increase proposal throughput, from 7 artifacts/min in the synchronous setting to 99 artifacts/min with K_1=16, K_3=8. However, validation throughput does not scale uniformly, showing that naive scaling can shift the bottleneck across stages. Adaptive control balances queue pressure and stage rates; although it reduces validation throughput compared with the fixed large-worker setting, it achieves the highest accepted proposal throughput in Figure 6(b), suggesting that a more balanced worker allocation can produce a higher rate of high-quality candidates rather than merely increasing raw proposal volume.

Speculative Stage Completion. Figure 6(c) shows that speculative completion can improve validation throughput when the prefix threshold is properly set. With α^3_{spec}=0.25, validation-stage throughput increases to 3.15 validations/min and the validation score improves by 4.49 percentage points within 30 minutes. However, when α^3_{spec}=0.5, the speculative gate becomes less effective: candidates must wait for a larger partial validation prefix before being released, which reduces early handoff and

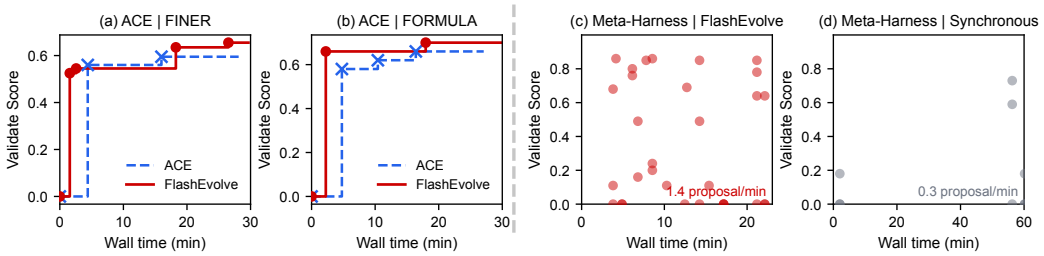

Figure 7: FlashEvolve on other algorithms for agent evolution. (a) and (b) compare validation score evolution curve on FiNER and Formula over a fixed time budget. (c) and (d) compare Meta-Harness proposal rate and validation scores of different proposals on Symptom2Disease and AgNews.

lowers validation throughput. Overall, speculative completion can be useful in some settings, but its accuracy and efficiency depend on α_{spec} and dataset characteristics. We therefore treat it as an optional optimization in FlashEvolve rather than include it in the main evaluation.

4.4 Improvement on Other Algorithms: ACE and Meta-Harness

FlashEvolve is algorithm-agnostic. It does not rely on a specific artifact type, but only assumes that the evolution loop contains multiple stages that need orchestration. We evaluate FlashEvolve on two other algorithms including ACE [34] and Meta-Harness [14], which evolves harness code.

Figure 7(a)(b) shows the wall-clock evolution curves of ACE. FlashEvolve reaches better validation scores within the same 30-minute budget on both tasks. The validation score improves from 0.6 to 0.66 on FiNER and from 0.66 to 0.7 on Formula, demonstrating higher efficiency.

Figure 7(c)(d) compares FlashEvolve with the synchronous Meta-Harness baseline. FlashEvolve improves the proposal and validation throughput from 0.3 to 1.4 proposals/min, giving a $4.7\times$ speedup. Since the open-source model has relatively weak code-generation capability, harness-code evolution progresses slowly in both settings. We therefore report the score distribution of different proposed harnesses. With higher proposal throughput, FlashEvolve samples and validates more harness candidates within the same time budget, leading to a higher potential of improvement.

5 Conclusion

This paper presents FlashEvolve, a framework for accelerating agent evolution in wall-clock time. FlashEvolve replaces synchronous stage execution with asynchronous workers and queues, allowing LLM-heavy stages and evolution steps to overlap. It preserves evolution semantics through artifact-pool versioning and staleness-aware policies that update, discard, or patch stale artifacts, and further improves efficiency with speculative stage completion and adaptive workflow control. On GEPA workloads, FlashEvolve achieves $3.5\times$ higher proposal throughput over the synchronous implementation on local vLLM serving. The same execution model also generalizes to context evolution with ACE and harness-code evolution with Meta-Harness,

Limitations. FlashEvolve currently supports only a limited set of agent-evolution algorithms, and each integration still requires algorithm-specific implementation effort. Although the worker and queue abstraction is general, mapping a new algorithm to this abstraction requires implementing its stages, queue items, artifact state, and update rules. Our current evaluation also focuses on representative prompt, context, and harness-code evolution workloads, and broader coverage of evolution algorithms and artifact types remains future work.

Future Work. In future work, we plan to expand FlashEvolve with a more general plugin interface for defining stages, artifacts, staleness policies, and evaluation logic, so that new evolution algorithms can be integrated with less manual engineering. We also plan to extend FlashEvolve to more types of artifact evolution, such as memory, tool-use policies and generated programs.

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