## Sampling and Generation

Ling 282/482: Deep Learning for Computational Linguistics
C.M. Downey
Fall 2025



# Generation / Decoding

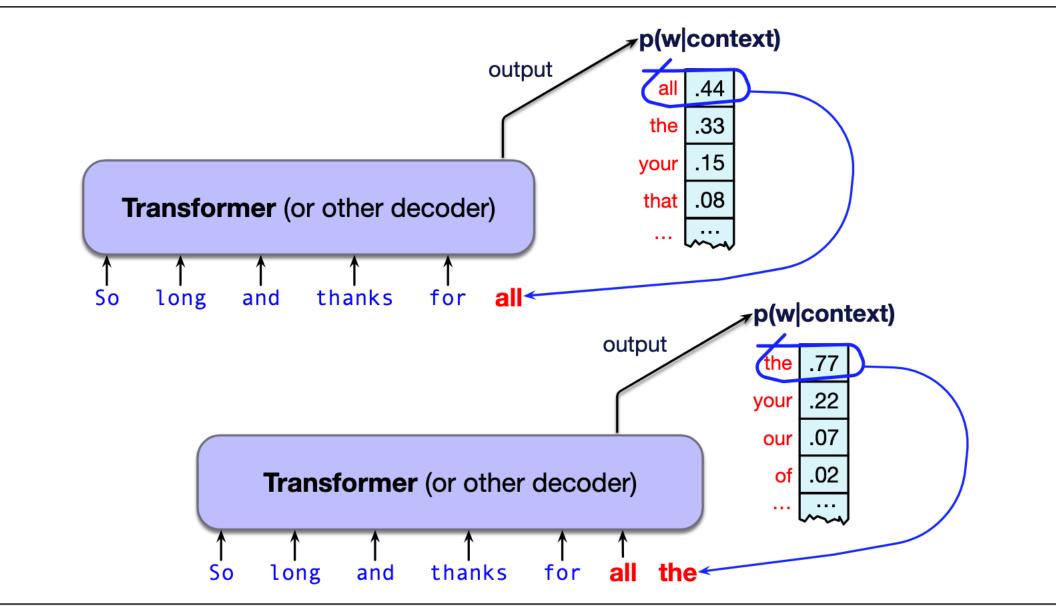


Figure 7.2 Turning a predictive model that gives a probability distribution over next words into a generative model by repeatedly sampling from the distribution. The result is a left-to-right (also called autoregressive) language models. As each token is generated, it gets added onto the context as a prefix for generating the next token.

## Generation / Decoding

- A Language Model outputs a probability distribution over possible words
  - The LM encodes the probability for all possible sequences
  - Given this, how do we decide what the predicted sequence should be? (This process is often called "decoding")

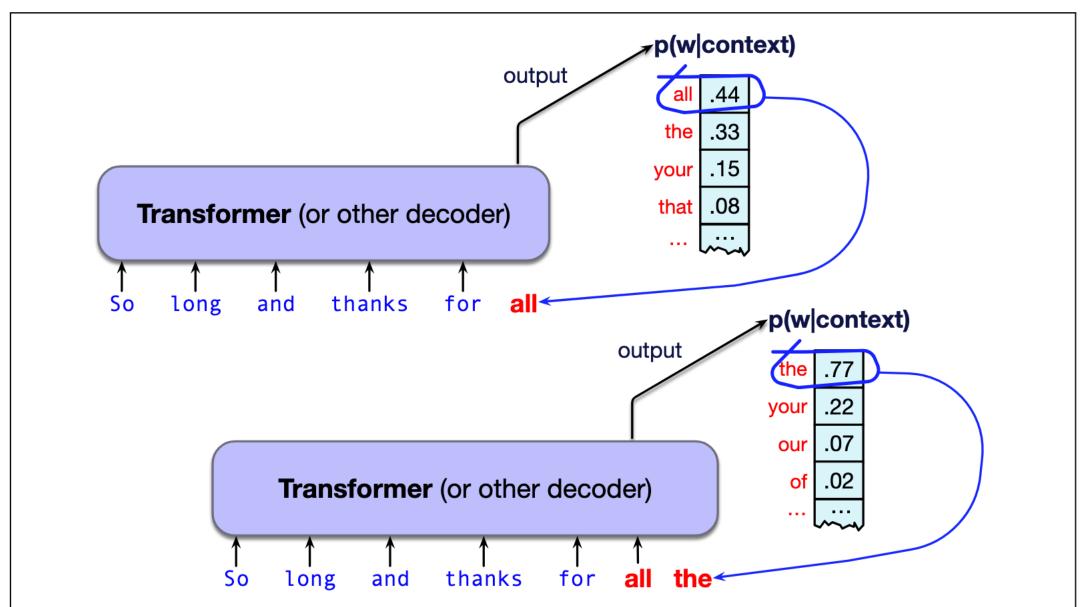


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## Generation / Decoding

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  - The LM encodes the probability for all possible sequences
  - Given this, how do we decide what the predicted sequence should be? (This process is often called "decoding")
- How do we generate new sequences?
  - During training, we always know what the next word should be
  - For many real-world tasks (e.g. Chatbots), we want the model to **generate novel text**

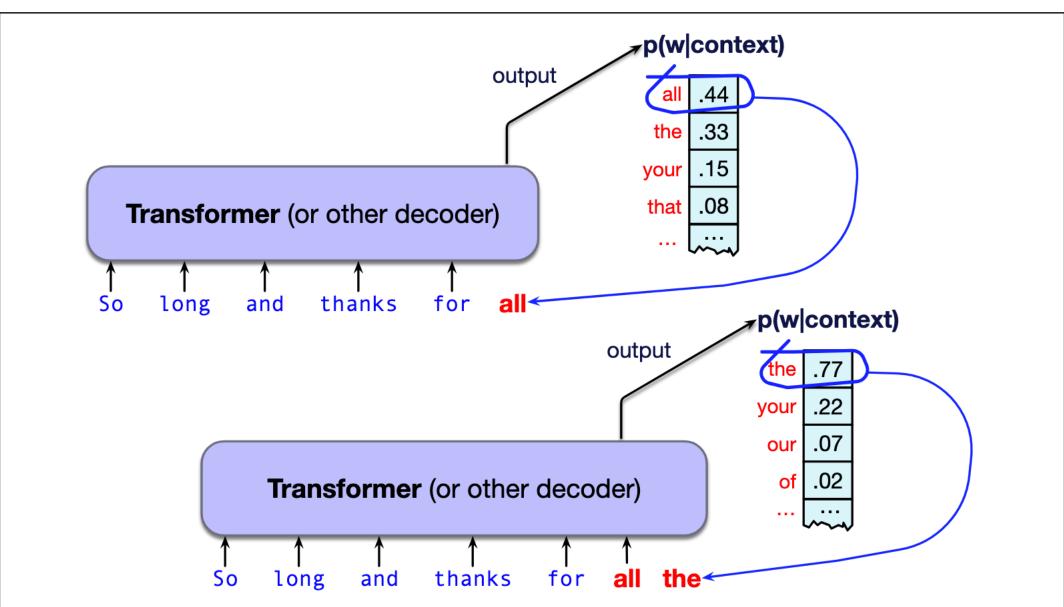
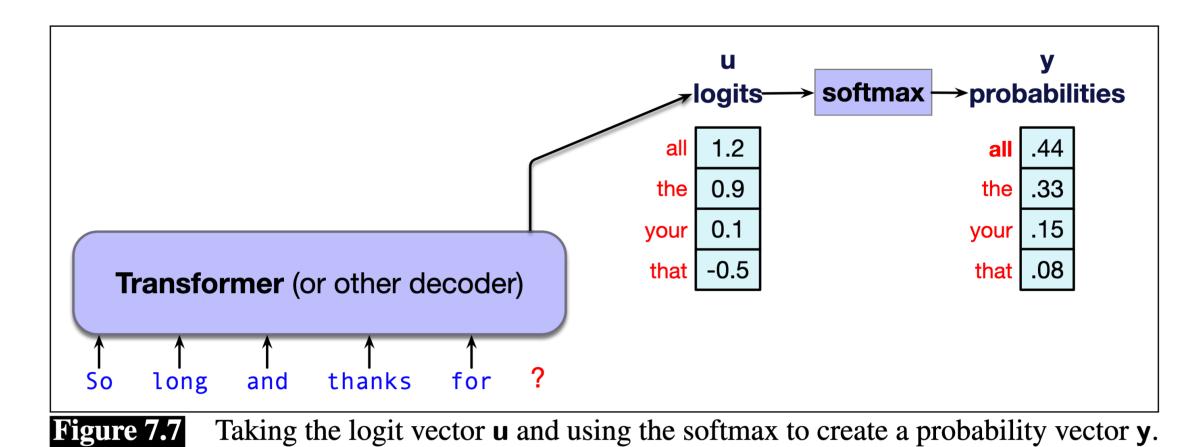


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 $\hat{w}_t = \operatorname{argmax}_{w \in V} P(w \mid w_{< t})$ 

- "Greedy" decoding is the simplest strategy
  - At each time step, choose the highestprobability word
  - "Greedy" because it does NOT guarantee the highest-probability sequence

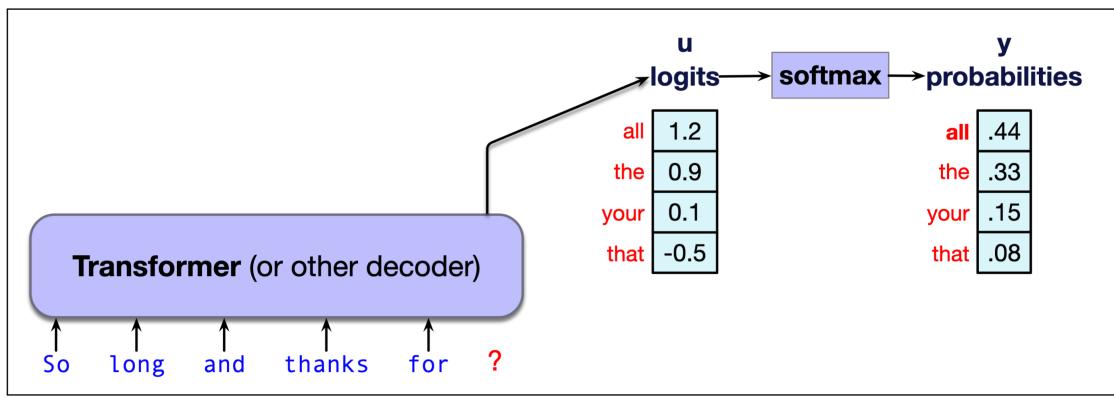
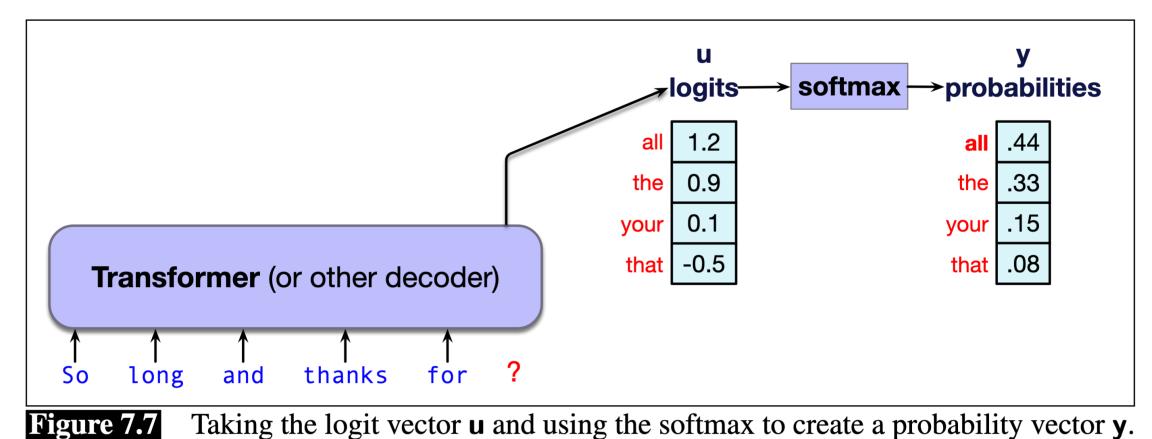


Figure 7.7 Taking the logit vector **u** and using the softmax to create a probability vector **y**.

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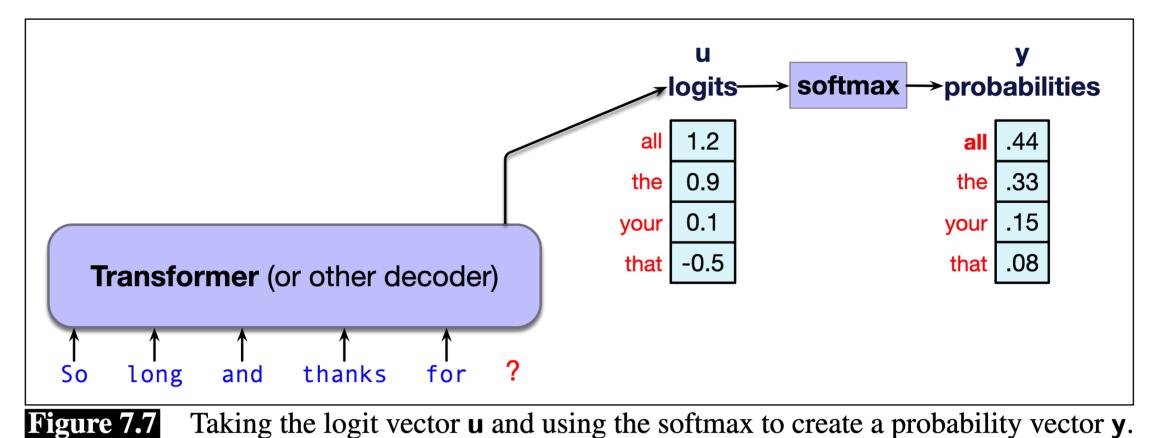
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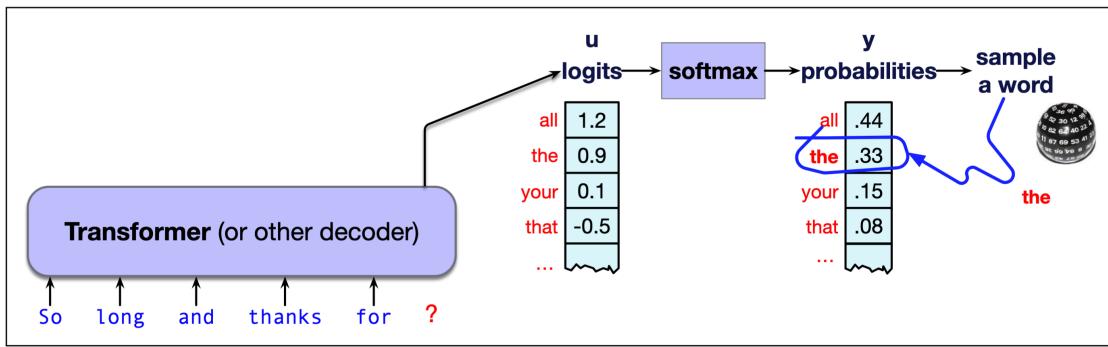
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- No randomness involved (same context gives the same completion)
- Tends to generate boring or repetitive text
  - Or text that's been exactly copied from the training data



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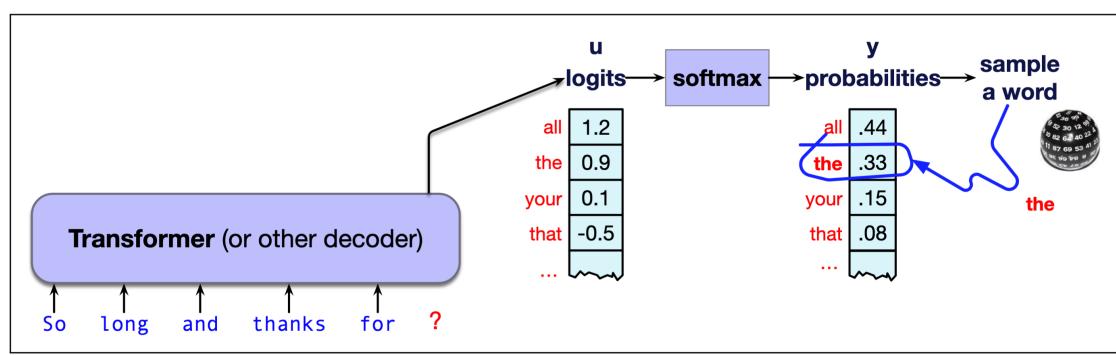


$$i \leftarrow 1$$
 $w_i \sim p(w)$ 

while  $w_i != EOS$ 
 $i \leftarrow i + 1$ 
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 Sampling: taking random draws from a probability distribution

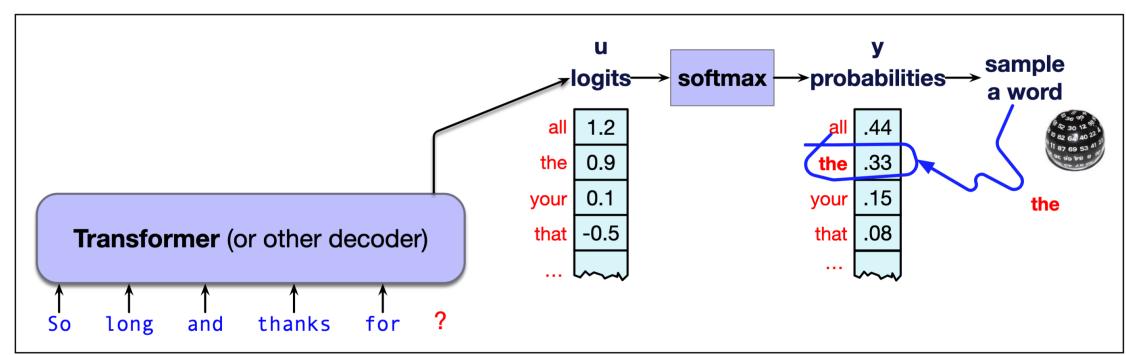


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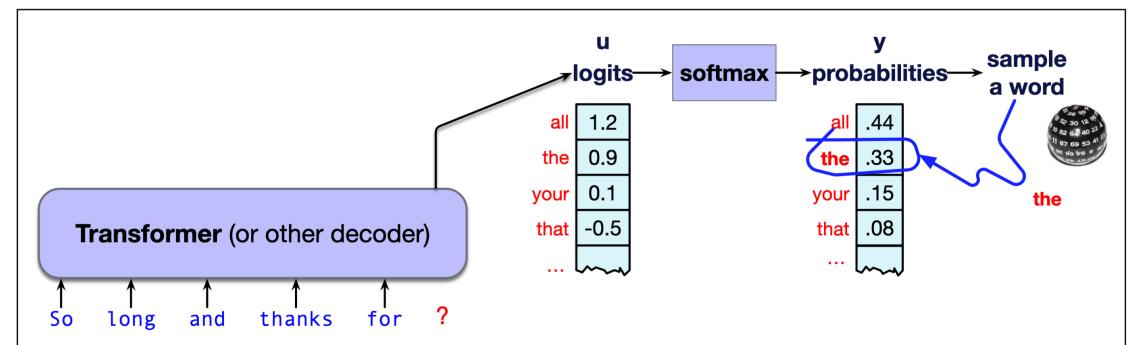


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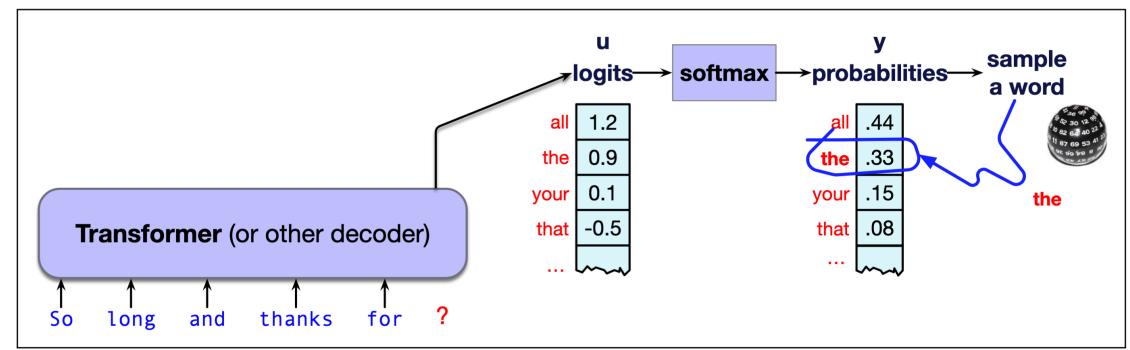
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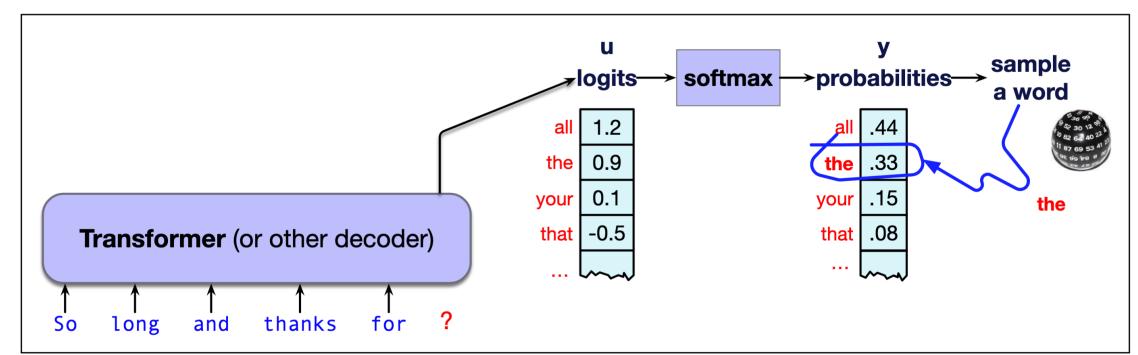


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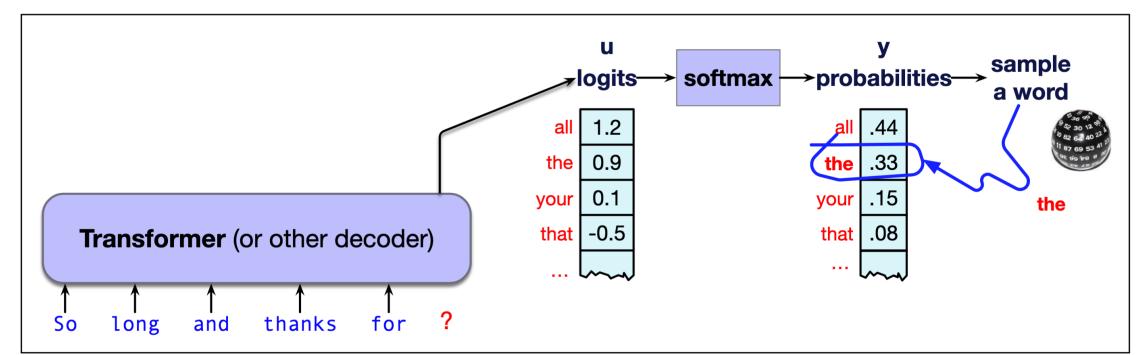


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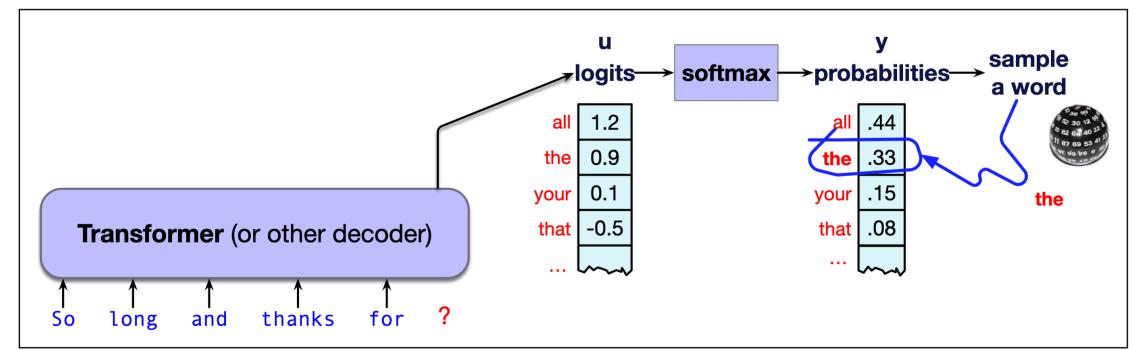


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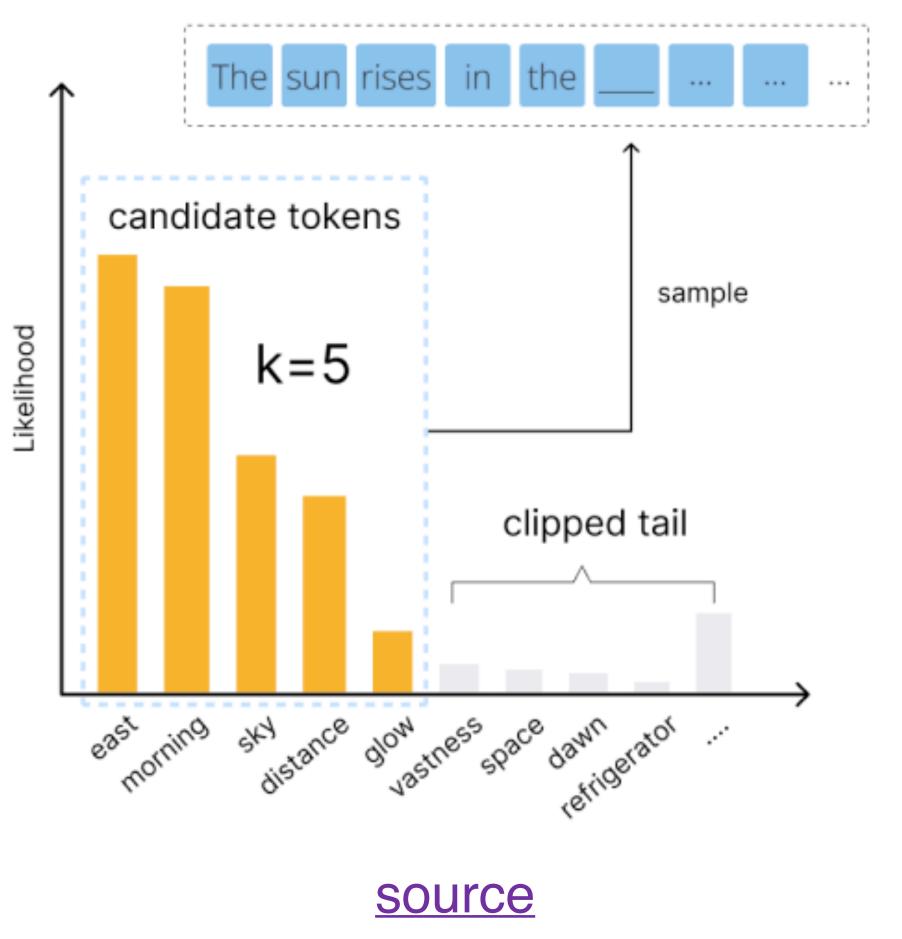


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- Is there something in-between this and greedy?

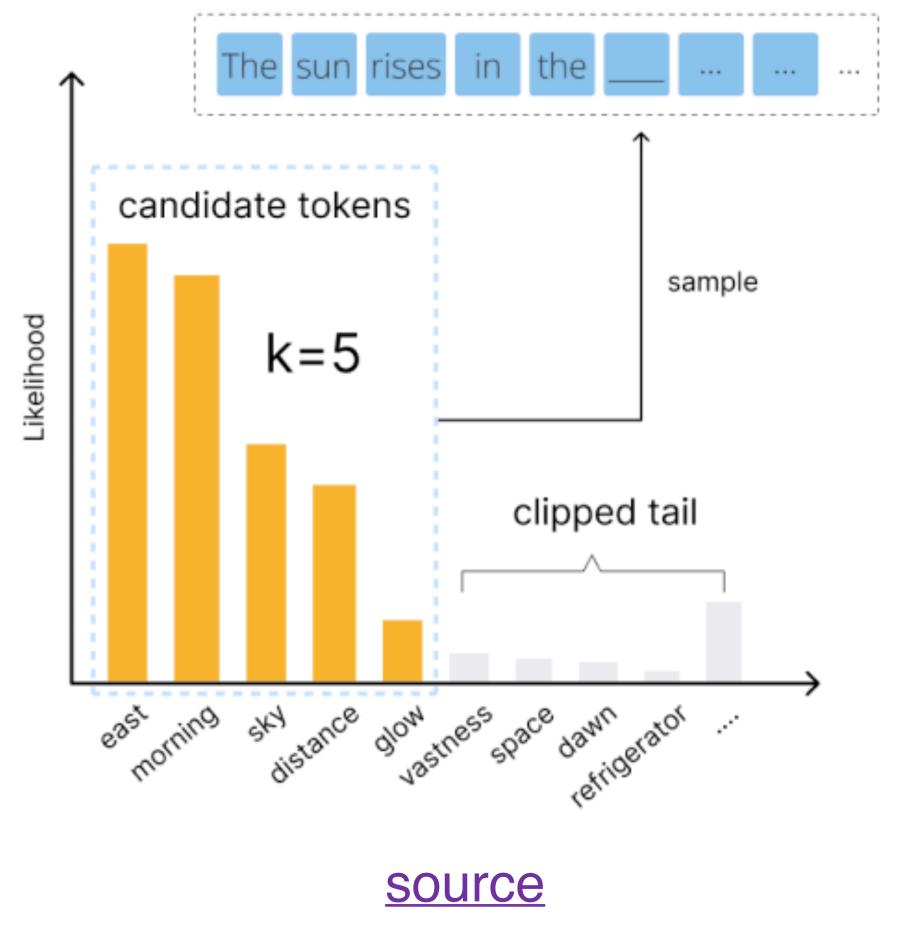


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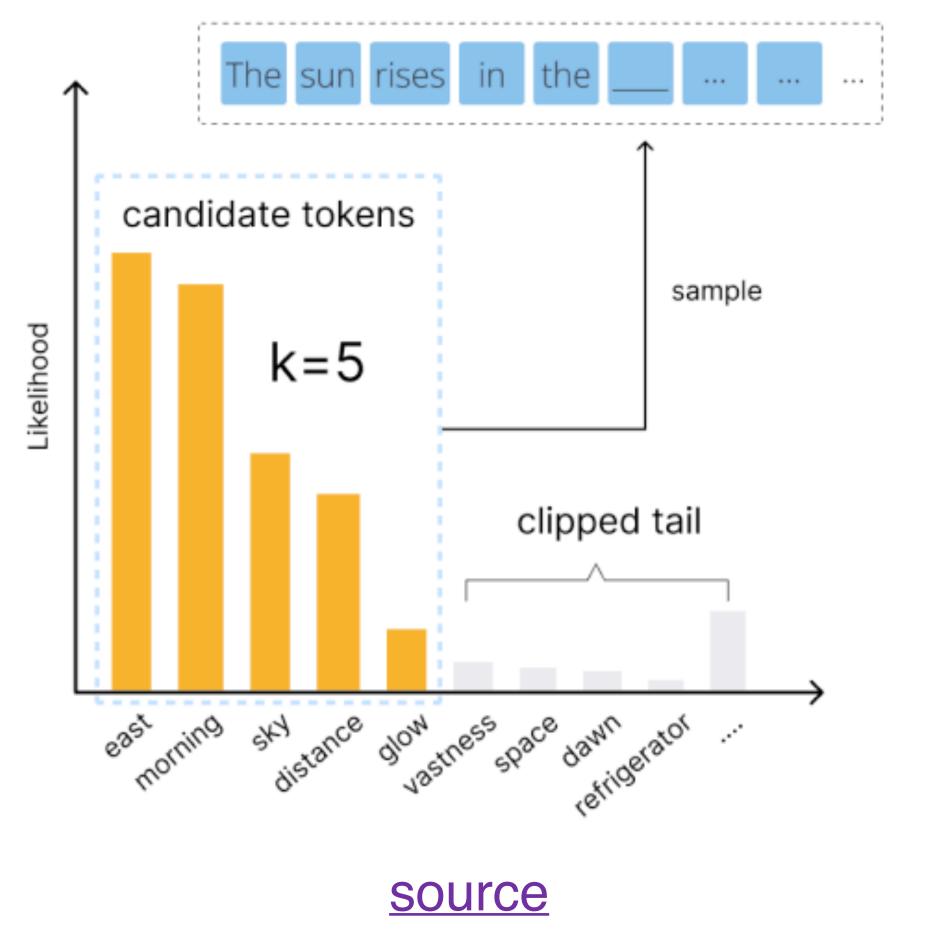
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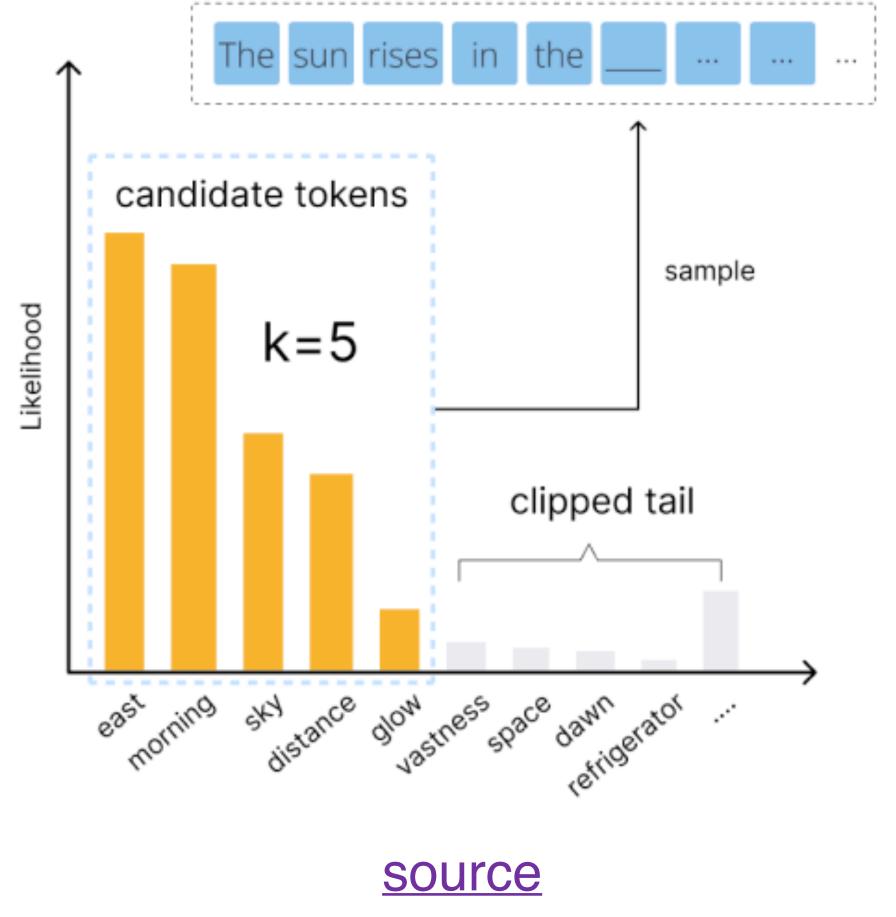
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- Cuts off the long tail of the distribution





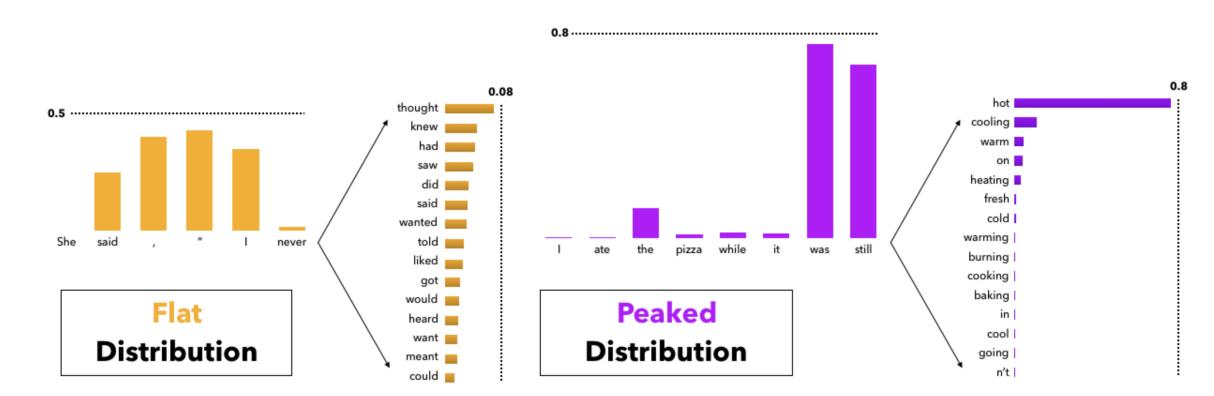


Figure 5: The probability mass assigned to partial human sentences. Flat distributions lead to many moderately probable tokens, while peaked distributions concentrate most probability mass into just a few tokens. The presence of flat distributions makes the use of a small k in top-k sampling problematic, while the presence of peaked distributions makes large k's problematic.

 Problem with top-k: probability distributions can look very different

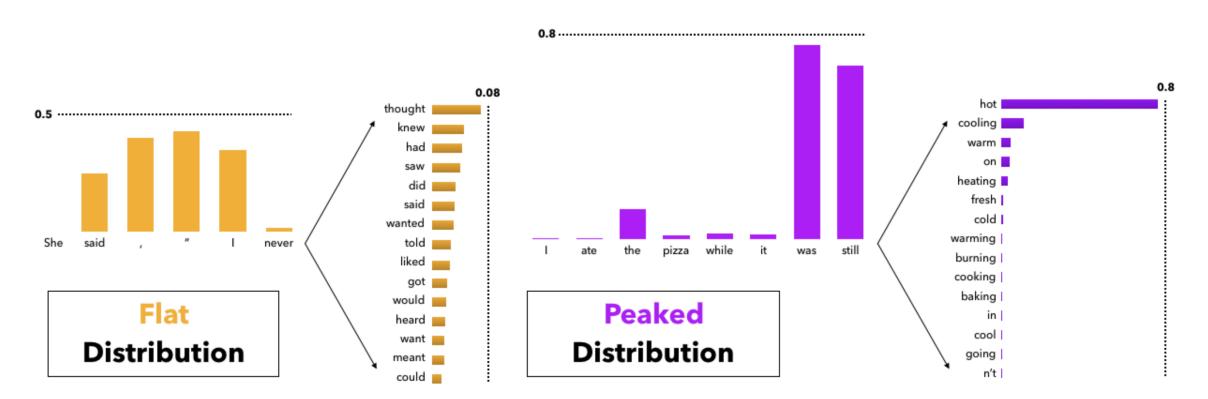


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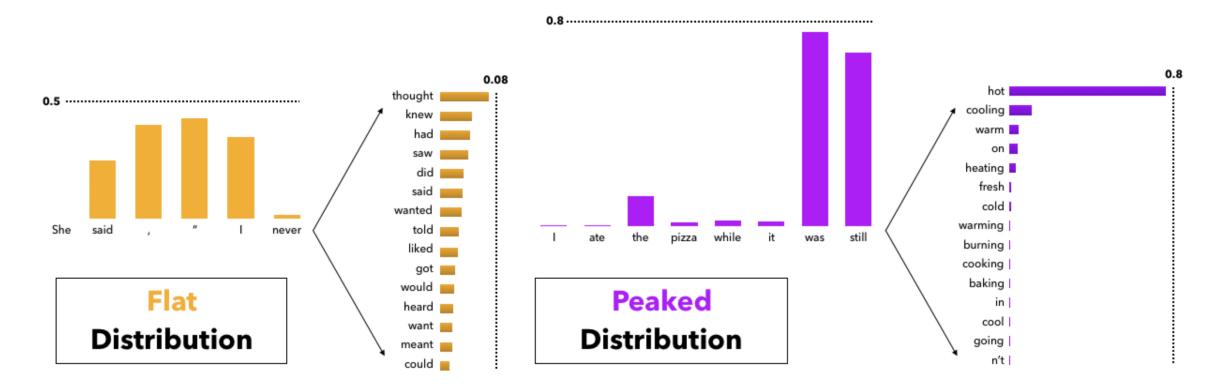


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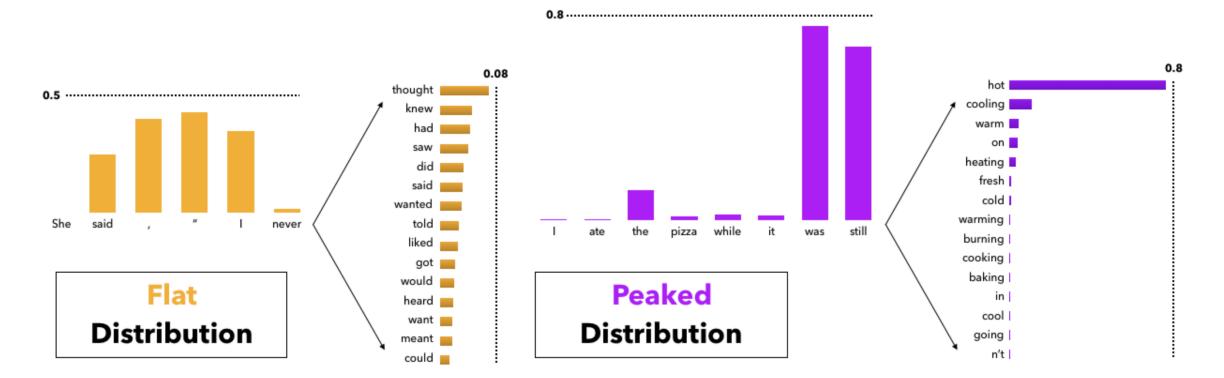


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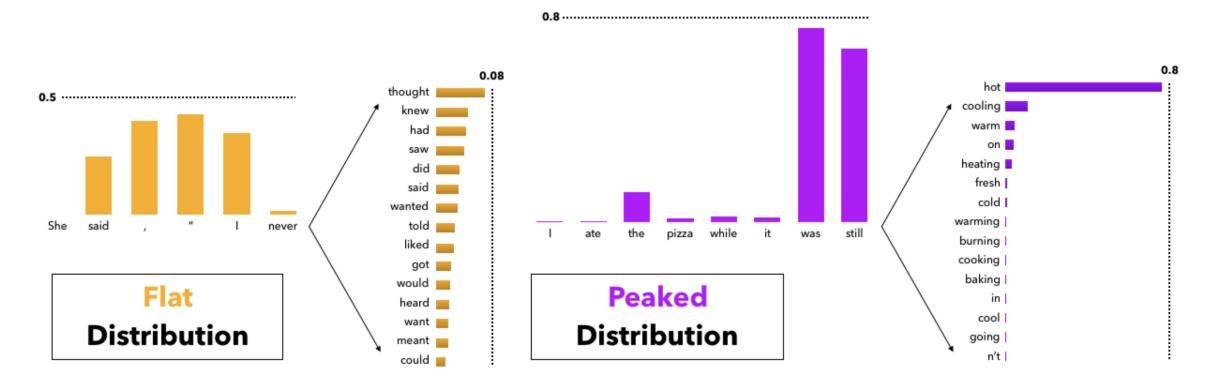


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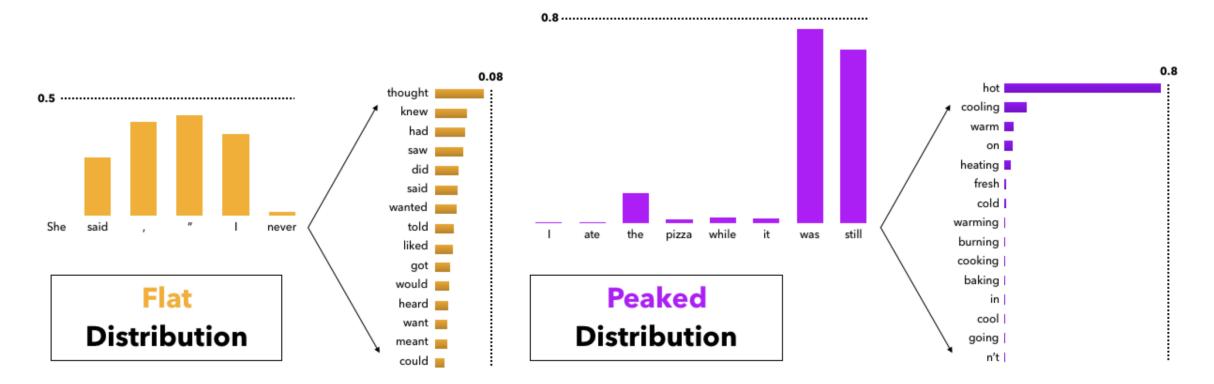


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  - Adaptable to different distribution shapes

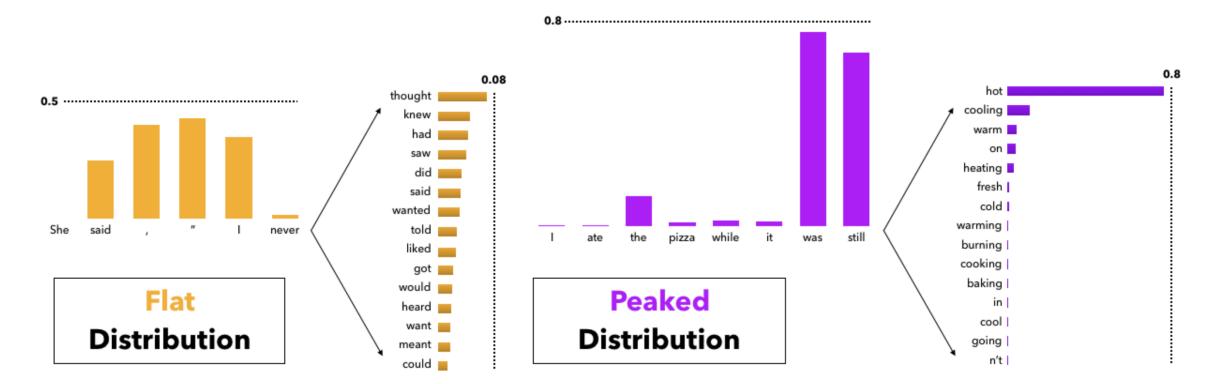
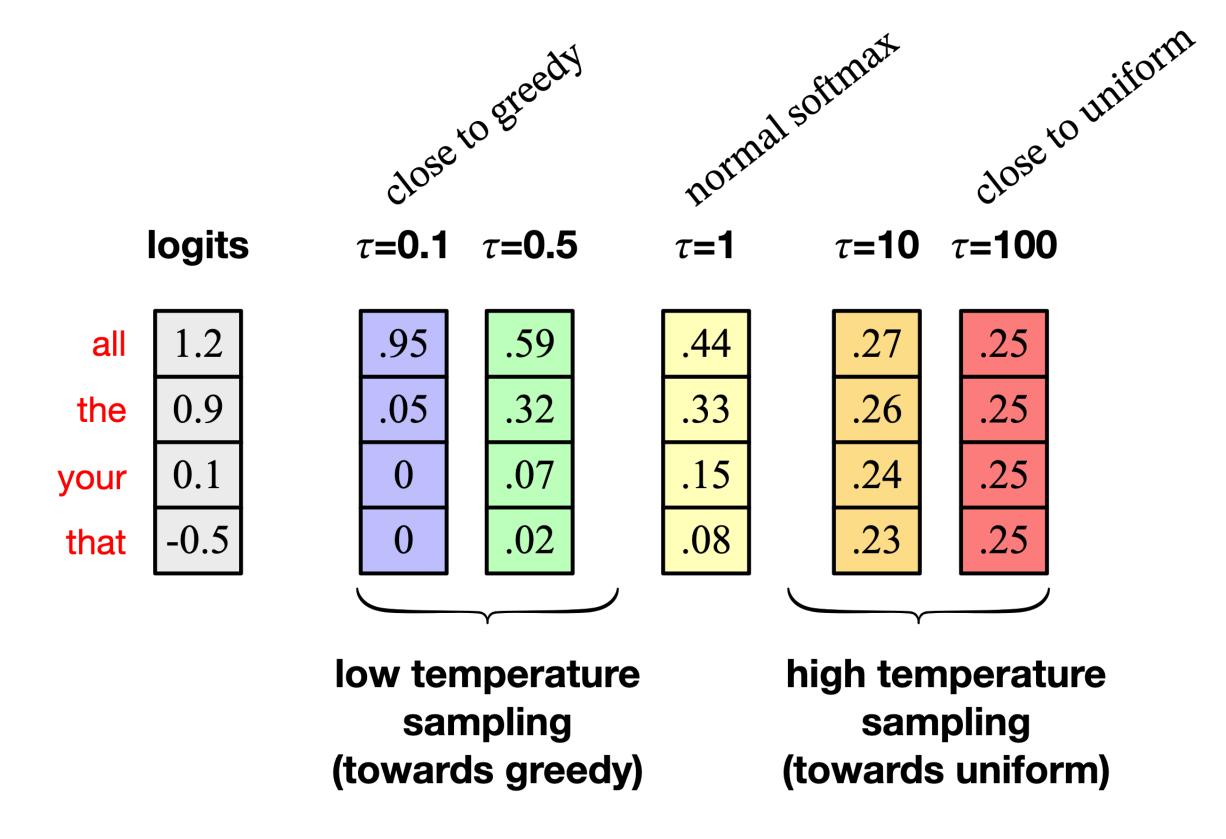
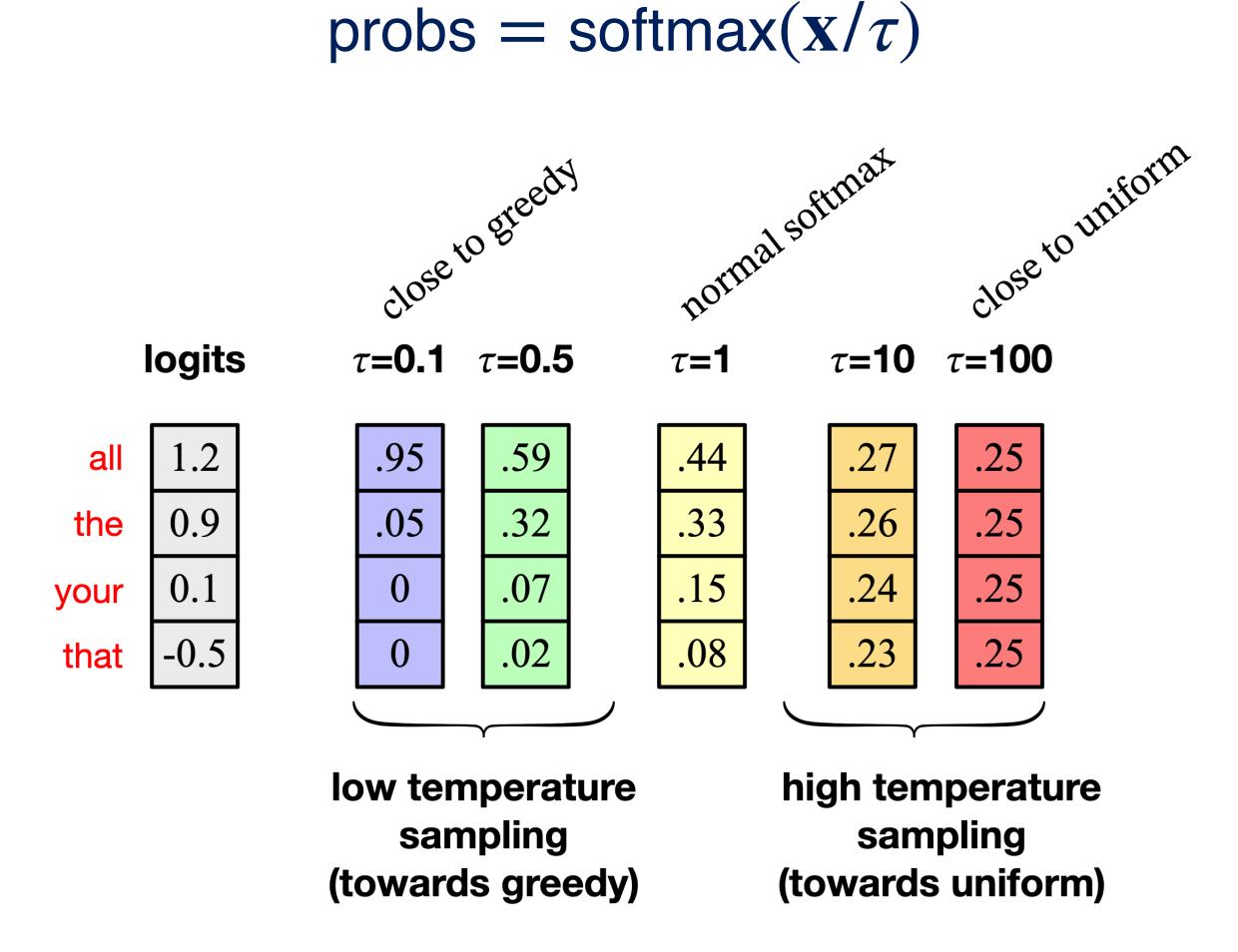


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probs = softmax( $\mathbf{x}/\tau$ )



 The "peakiness" of a distribution can be adjusted with parameter called temperature (τ)



logits

0.9

0.1

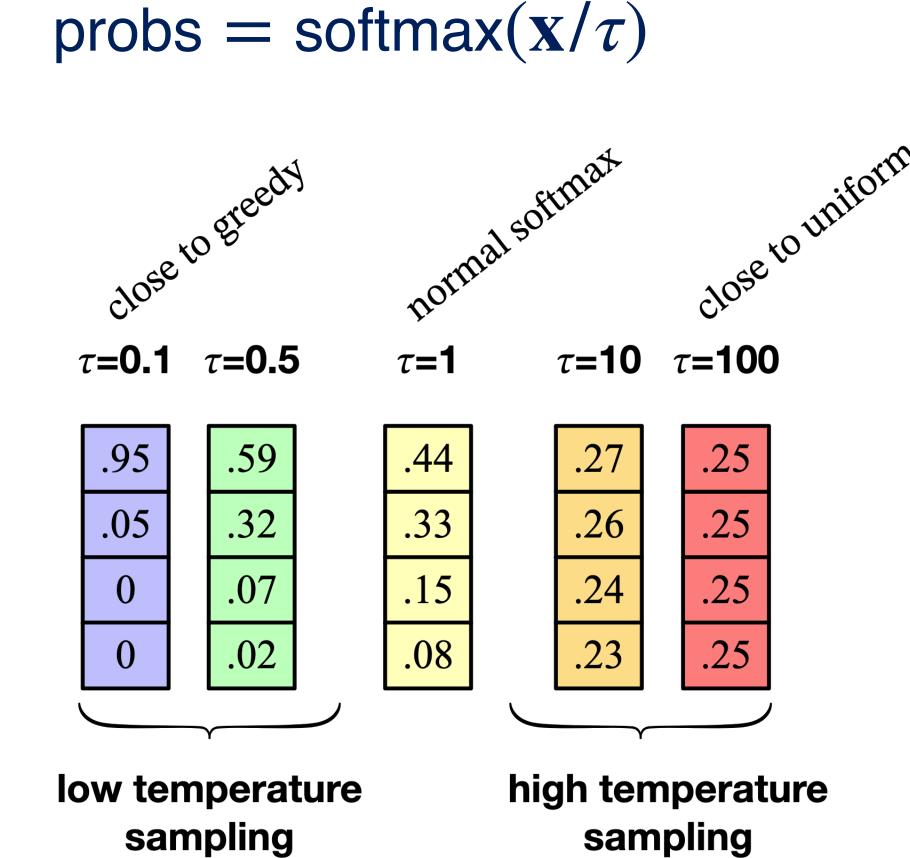
-0.5

the

your

that

- The "peakiness" of a distribution can be adjusted with parameter called temperature  $(\tau)$ 
  - Low temperature → more peaky / close to greedy sampling



0.9

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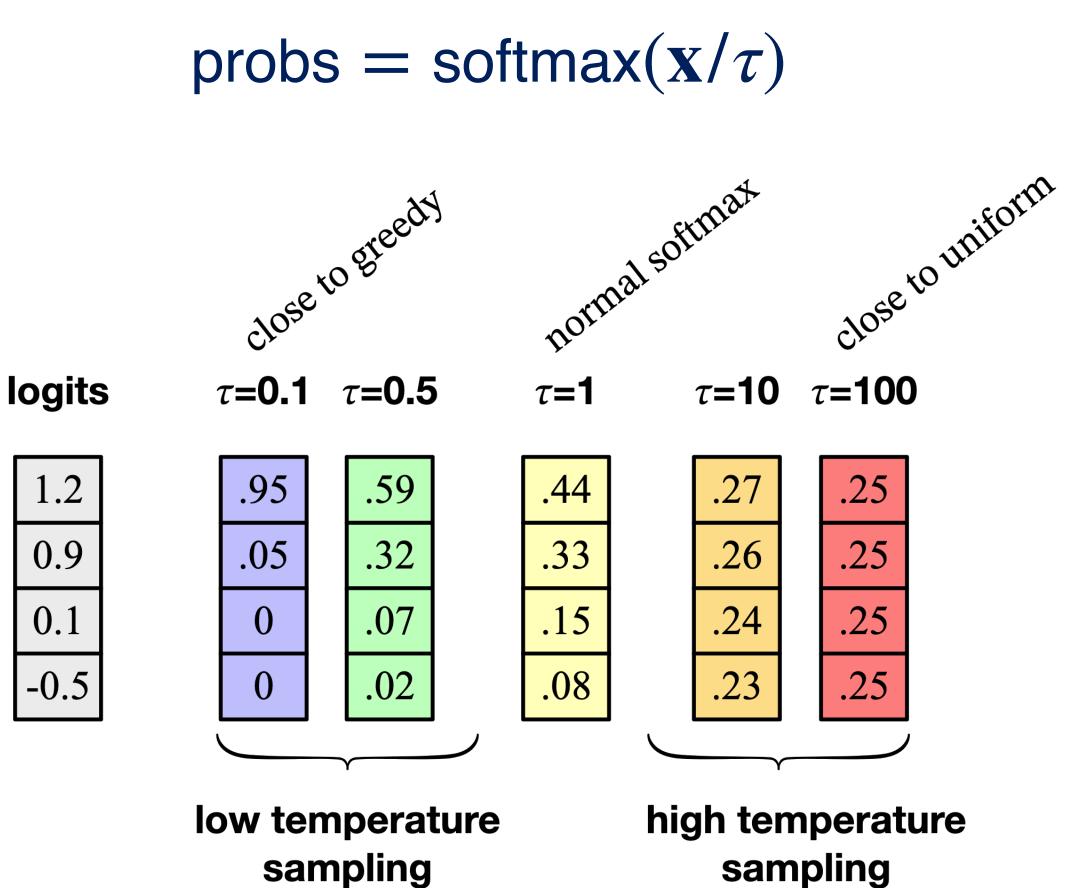
(towards greedy)

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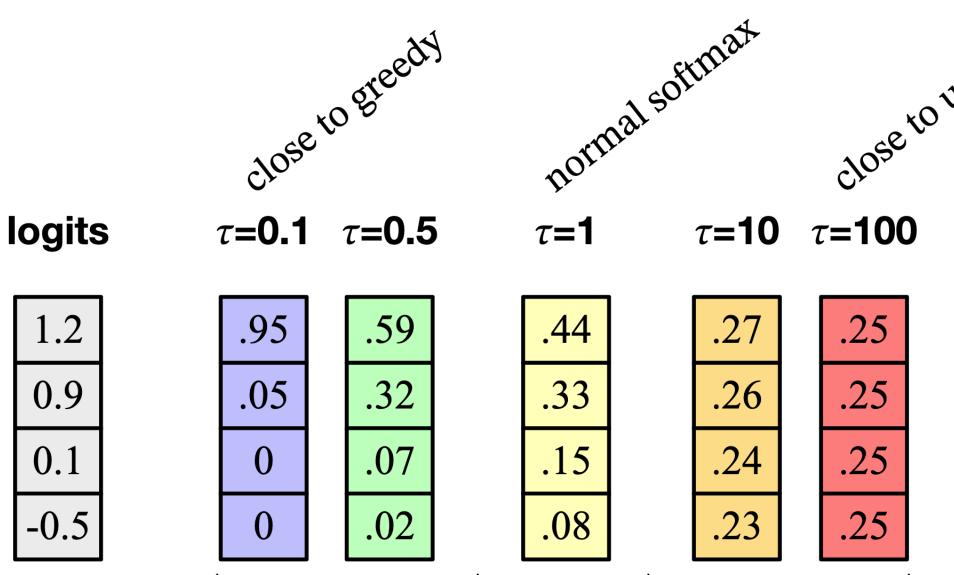
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low temperature

sampling

(towards greedy)

probs =  $softmax(\mathbf{x}/\tau)$ 

high temperature

sampling

0.9

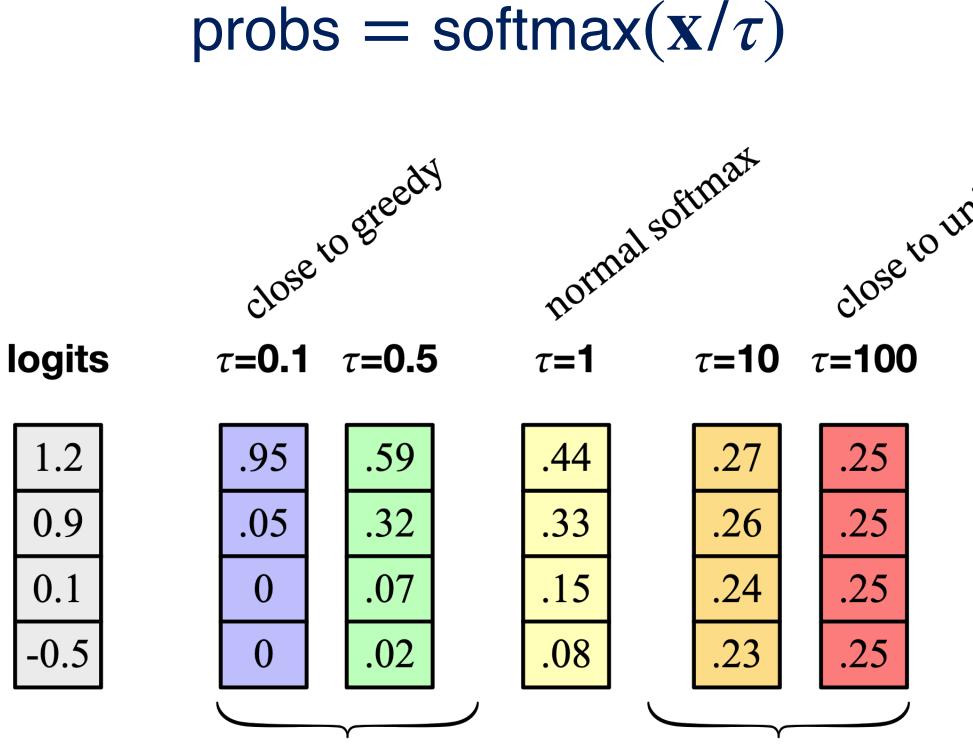
0.1

the

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- The "peakiness" of a distribution can be adjusted with parameter called temperature  $(\tau)$ 
  - Low temperature → more peaky / close to greedy sampling
  - High temperature → more flat / close to uniform distribution
  - $\tau = 1.0 \rightarrow \text{regular softmax}$
- Can be tuned to give more/less deterministic outputs



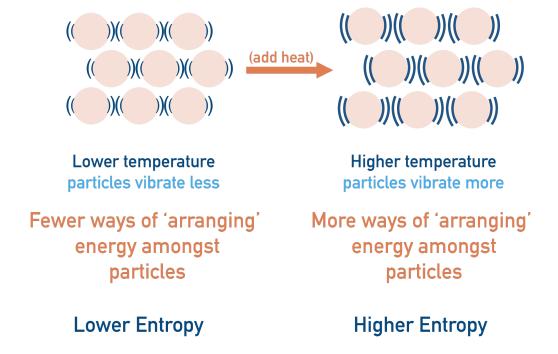
low temperature

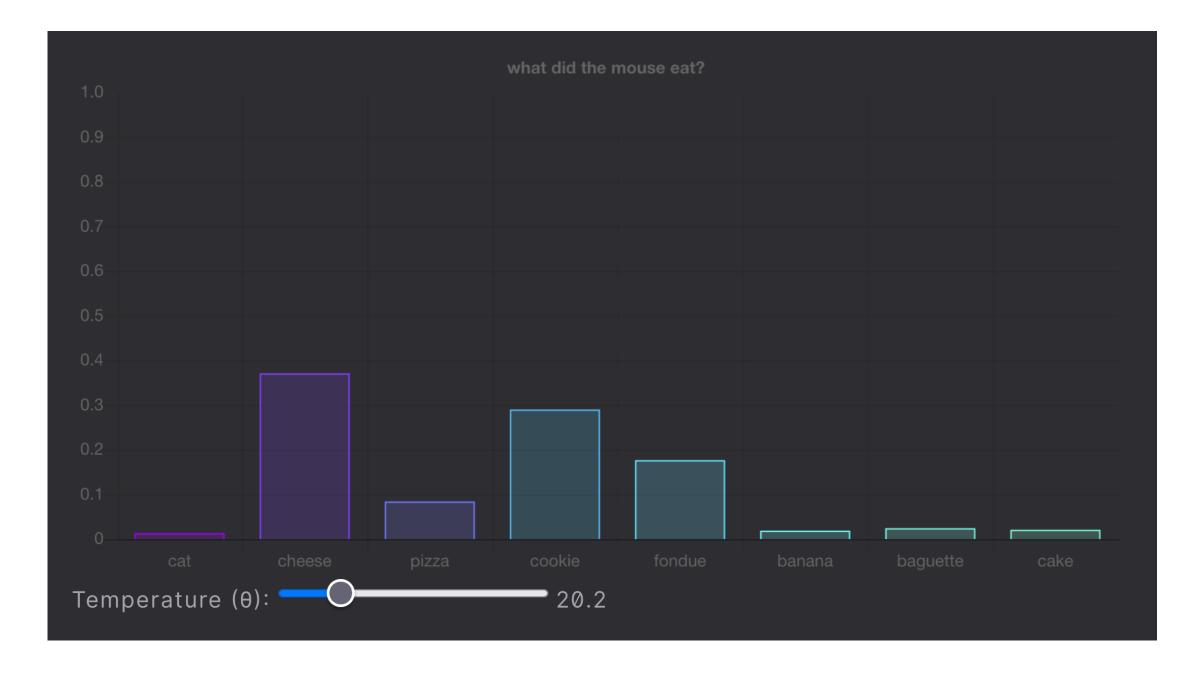
sampling

(towards greedy)

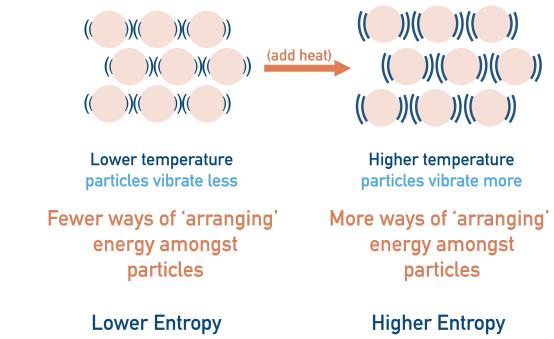
high temperature

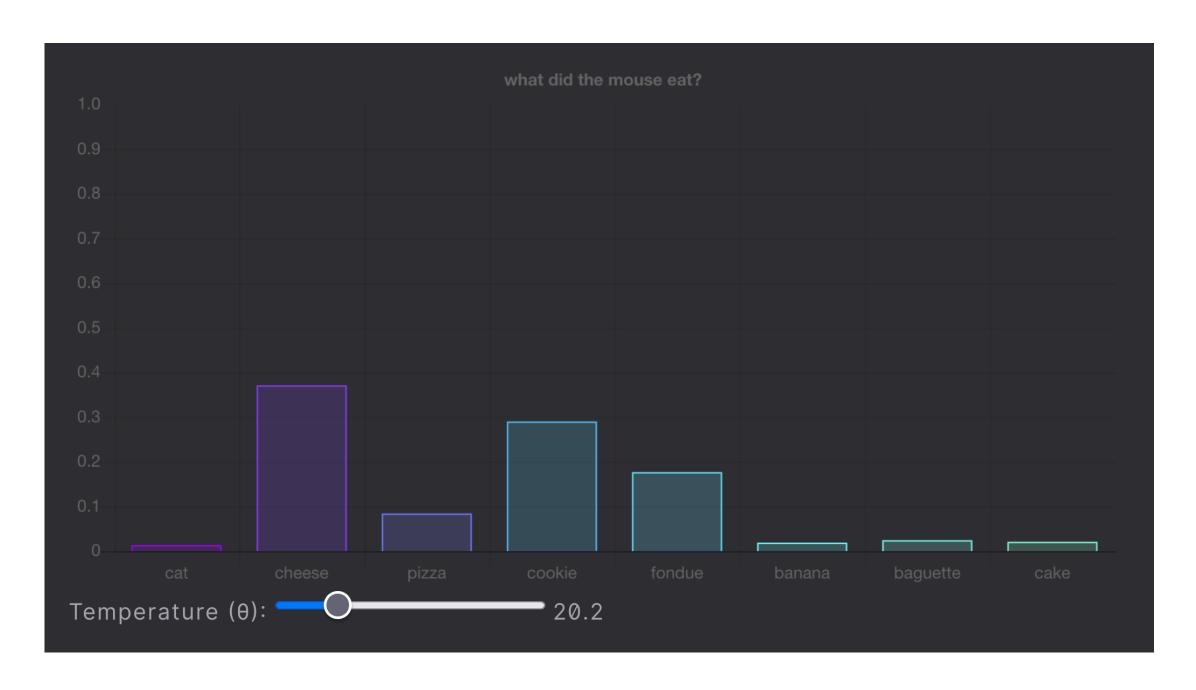
sampling



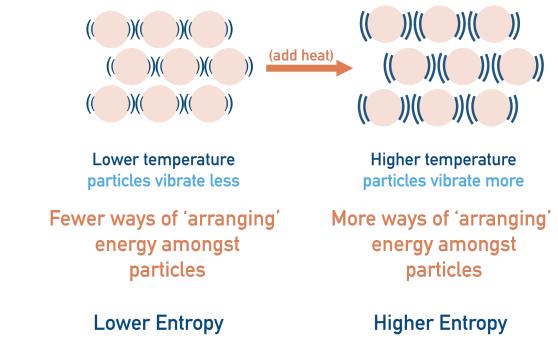


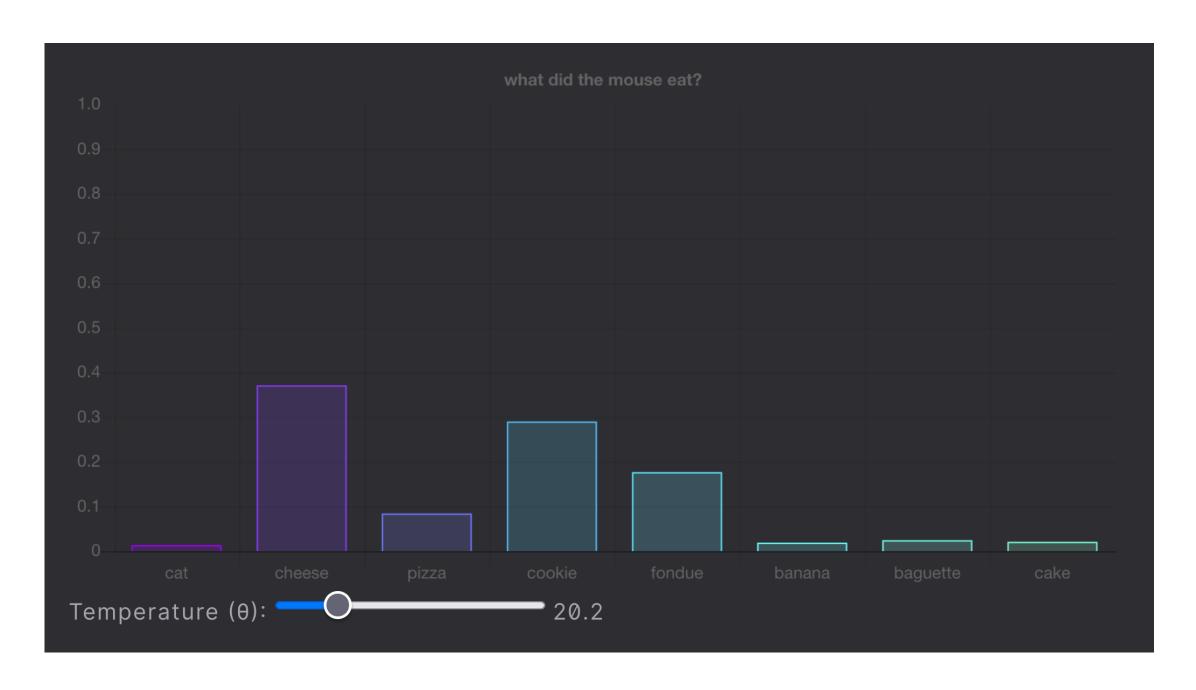
Takes inspiration from temperature in physics





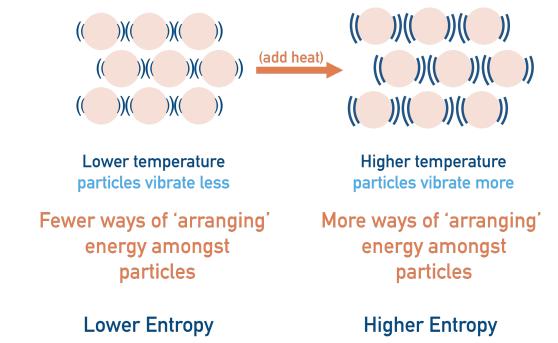
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  - At low temperatures, probability
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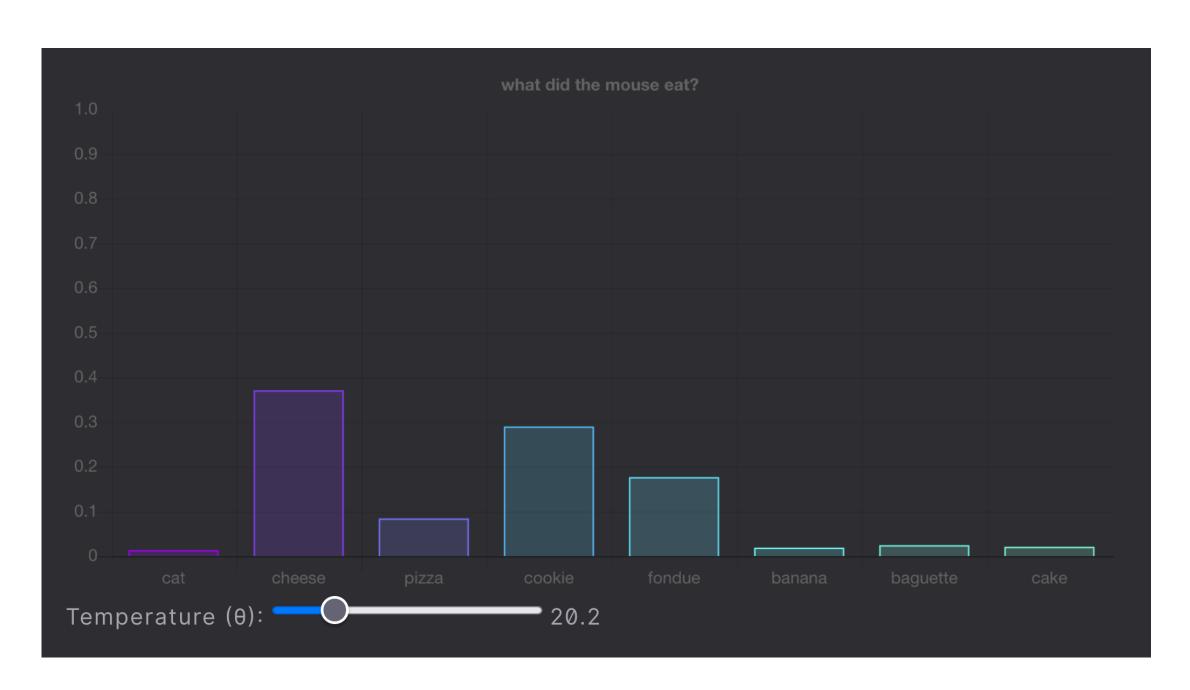




## Softmax Temperature

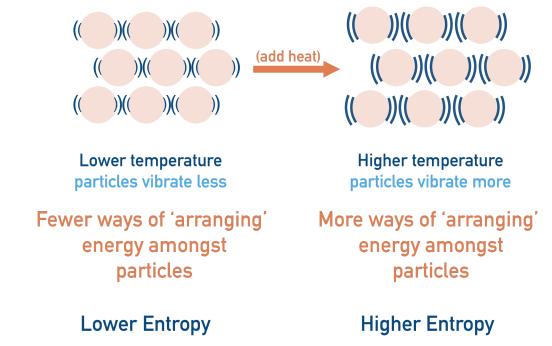
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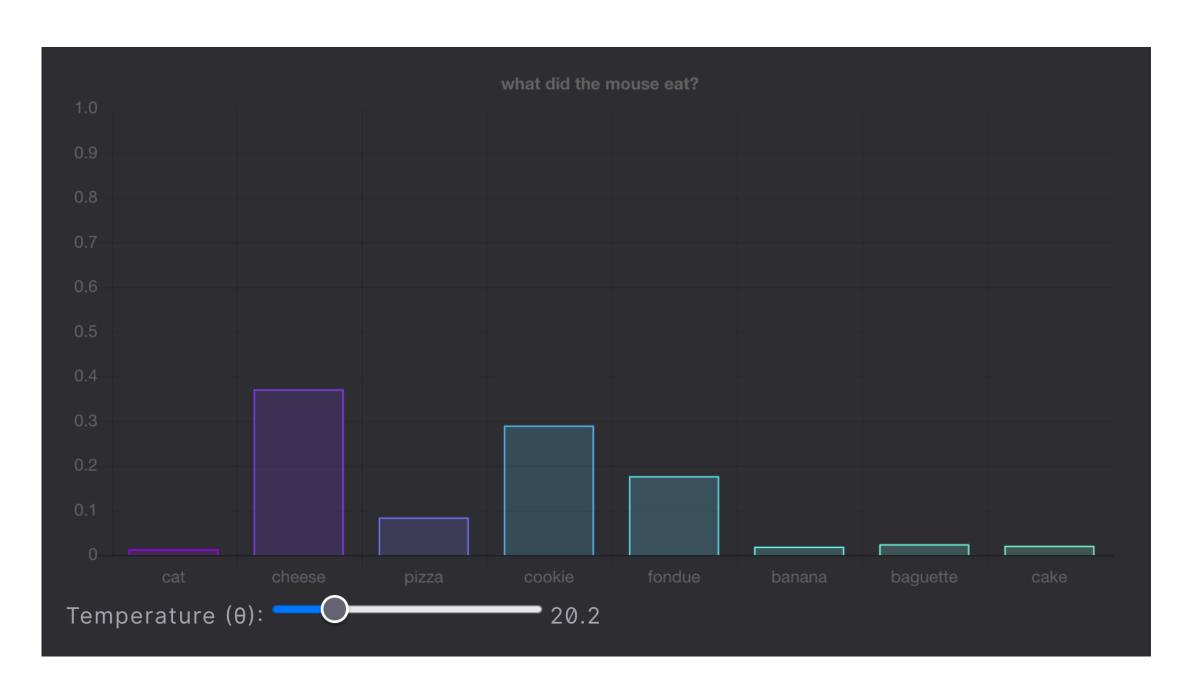




## Softmax Temperature

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- Great visualization tool available on this blog





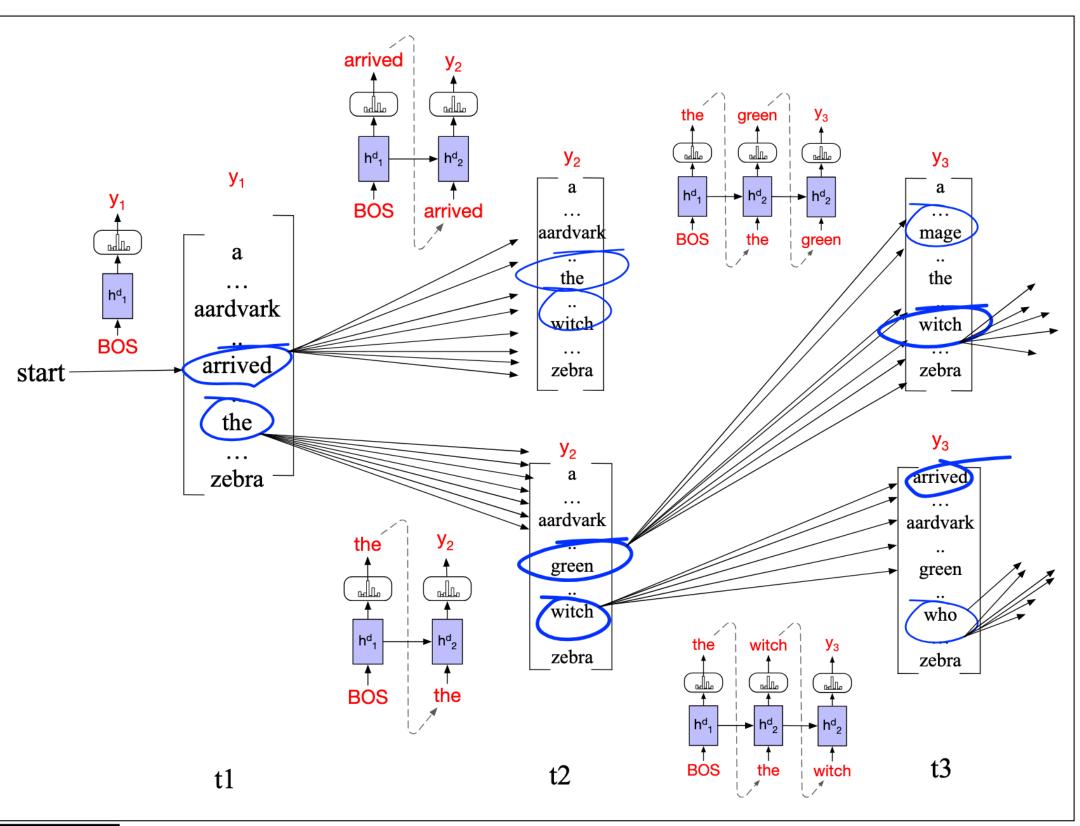


Figure 12.8 Beam search decoding with a beam width of k = 2. At each time step, we choose the k best hypotheses, form the V possible extensions of each, score those  $k \times V$  hypotheses and choose the best k = 2 to continue. At time 1, the frontier has the best 2 options from the initial decoder state: arrived and the. We extend each, compute the probability of all the hypotheses so far (arrived the, arrived aardvark, the green, the witch) and again chose the best 2 (the green and the witch) to be the search frontier. The images on the arcs schematically represent the decoders that must be run at each step to score the next words (for simplicity not depicting cross-attention).

- Recall that greedy decoding does not guarantee the overall highest-probability sequence
  - (In fact, it probably won't be)

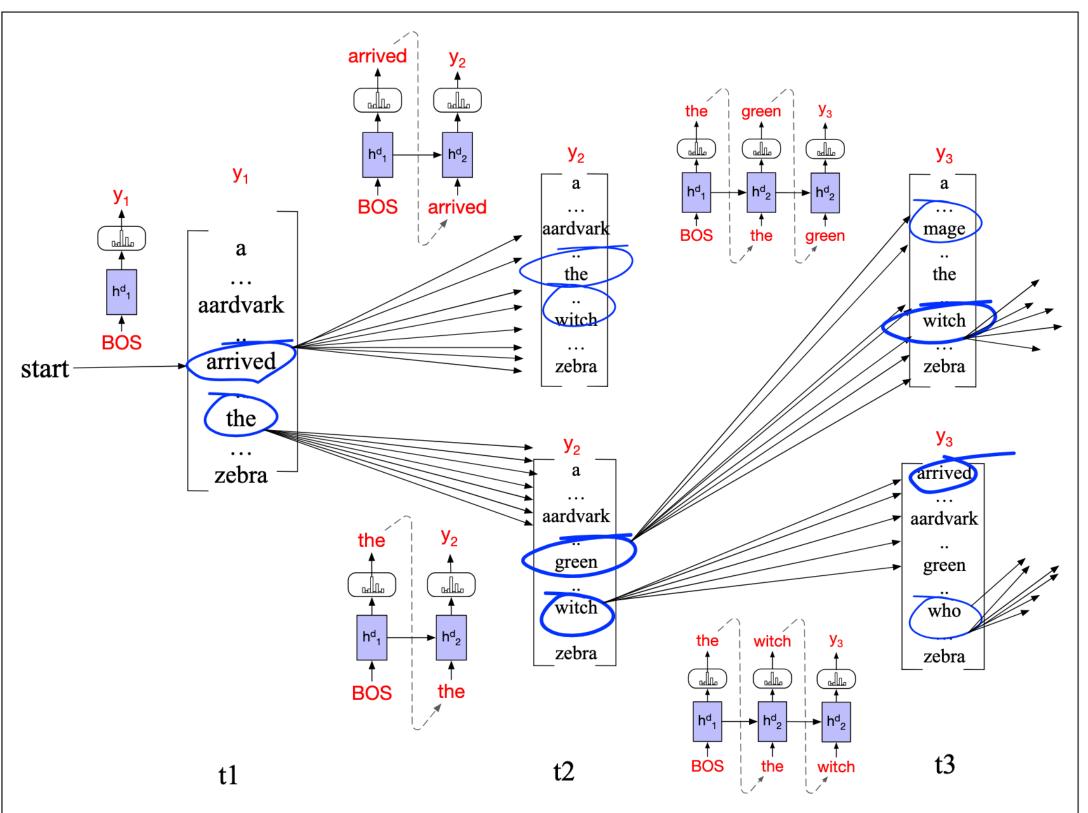


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  - We need a better way to search for the optimum sequence

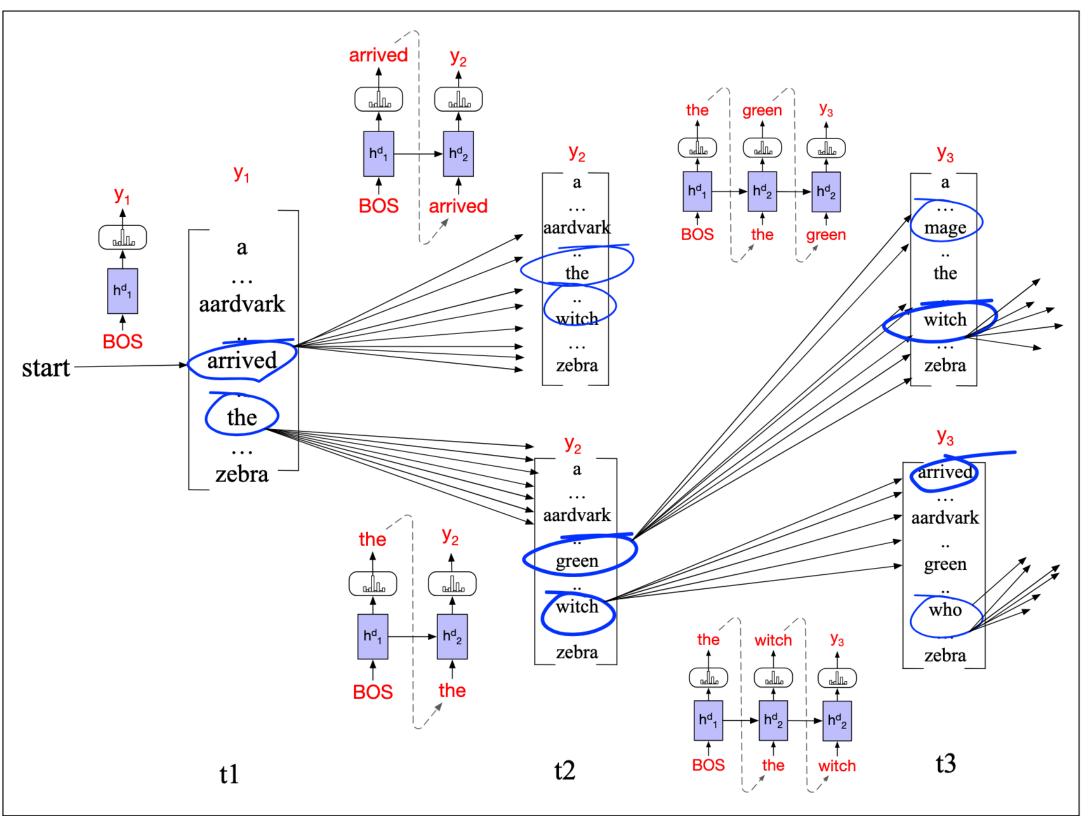


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  - We need a better way to search for the optimum sequence
- Beam Search: at each step, choose the top-k
   most-probable continuations
  - Always keep the k most-probable paths in contention, and prune others
  - These paths often called "beams"

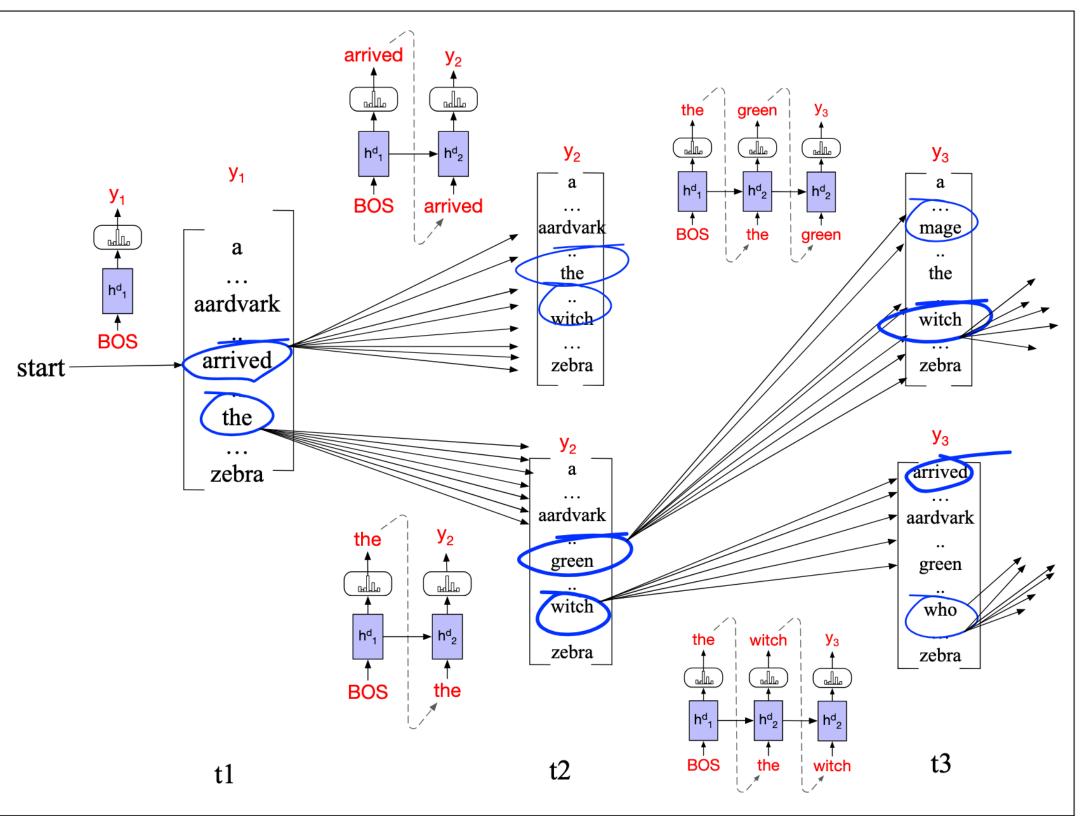


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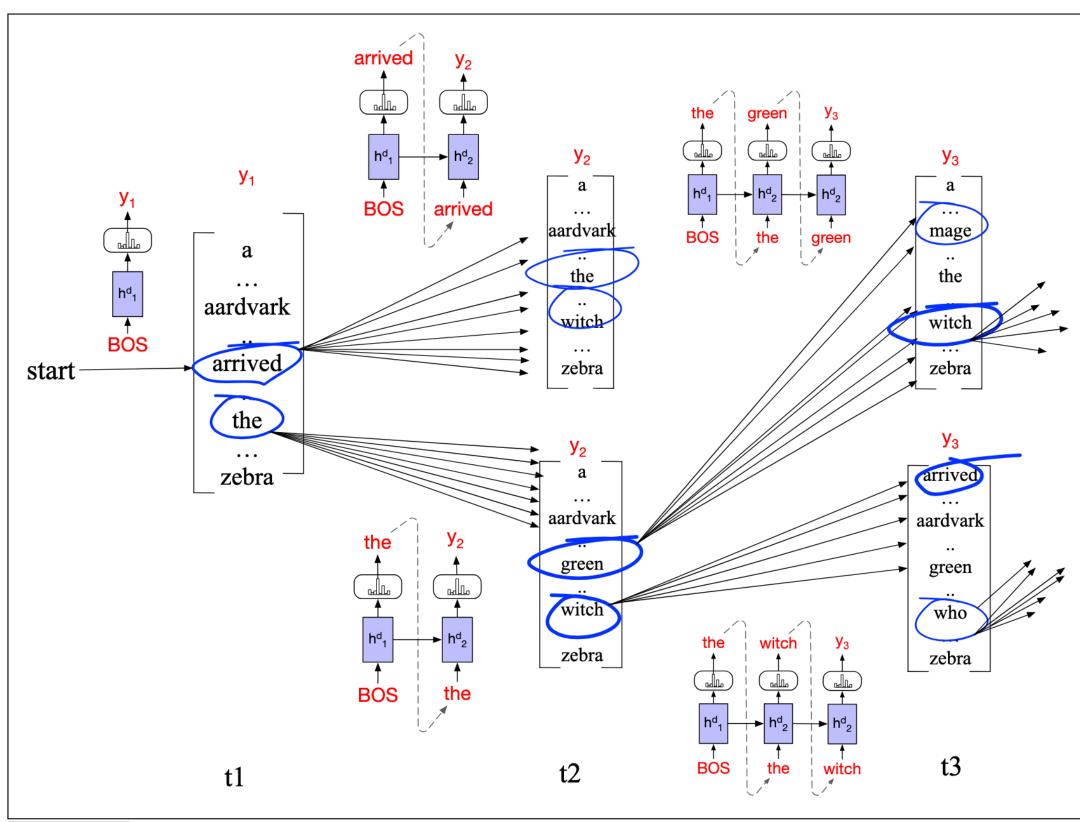


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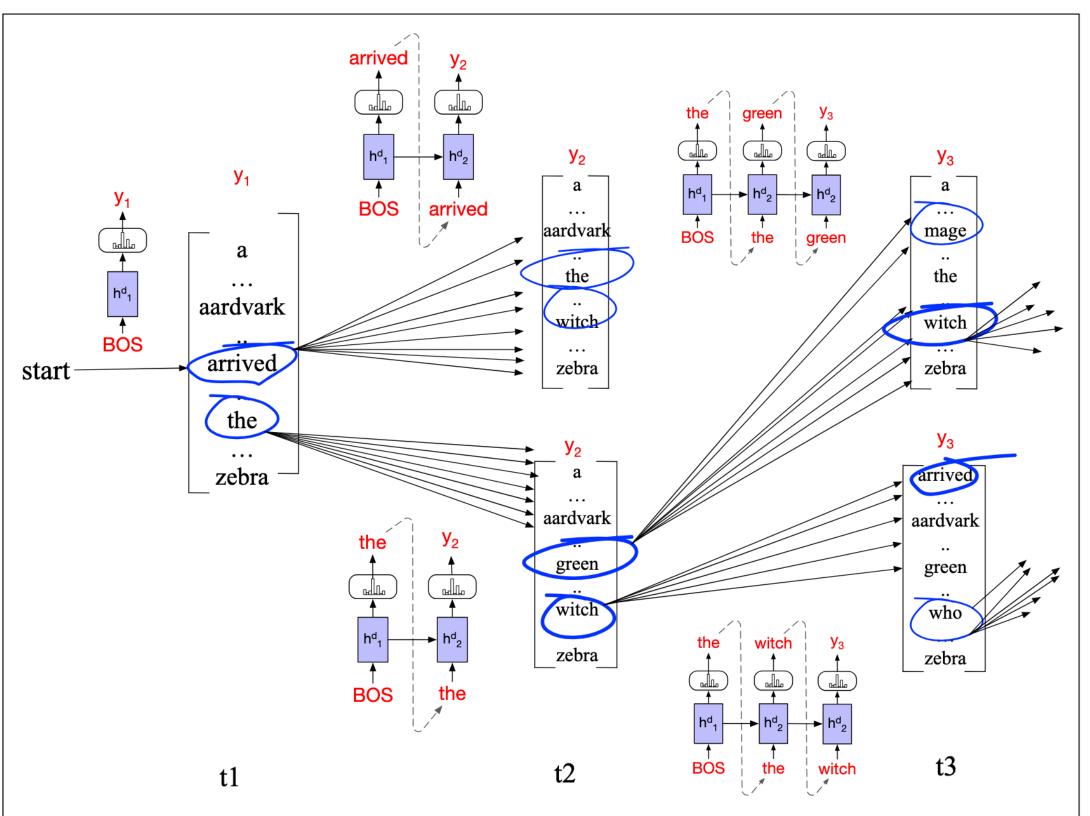


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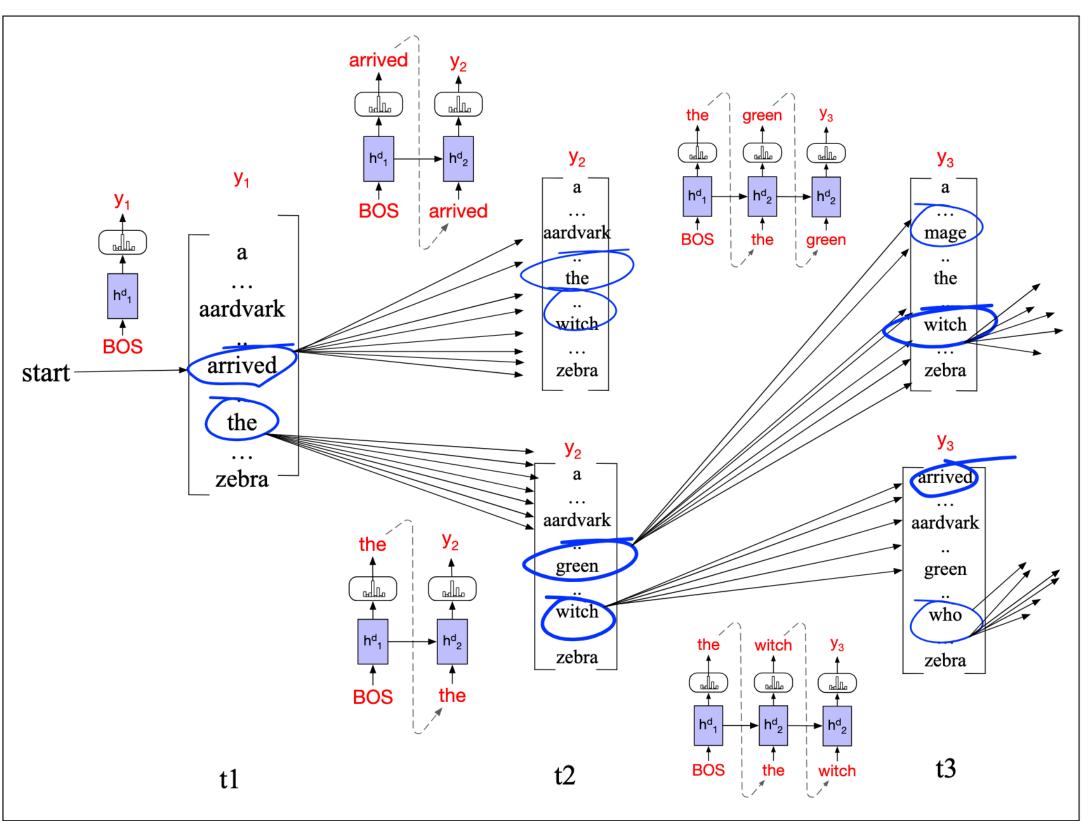


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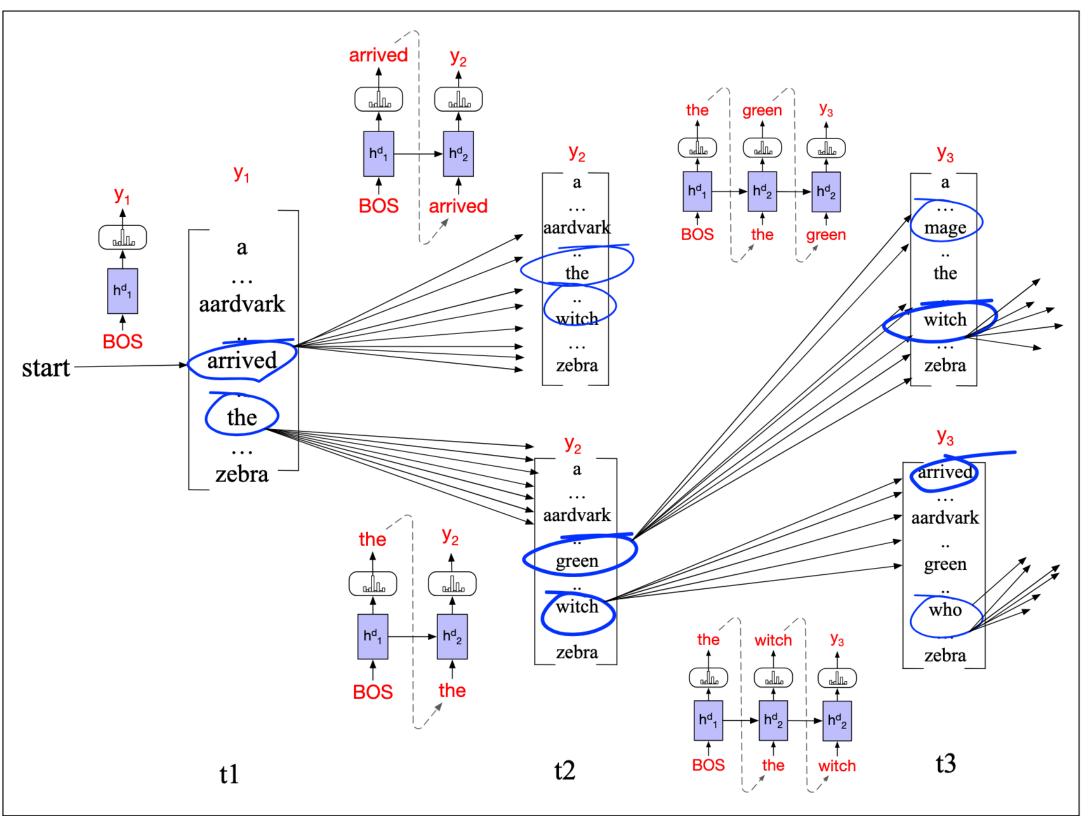


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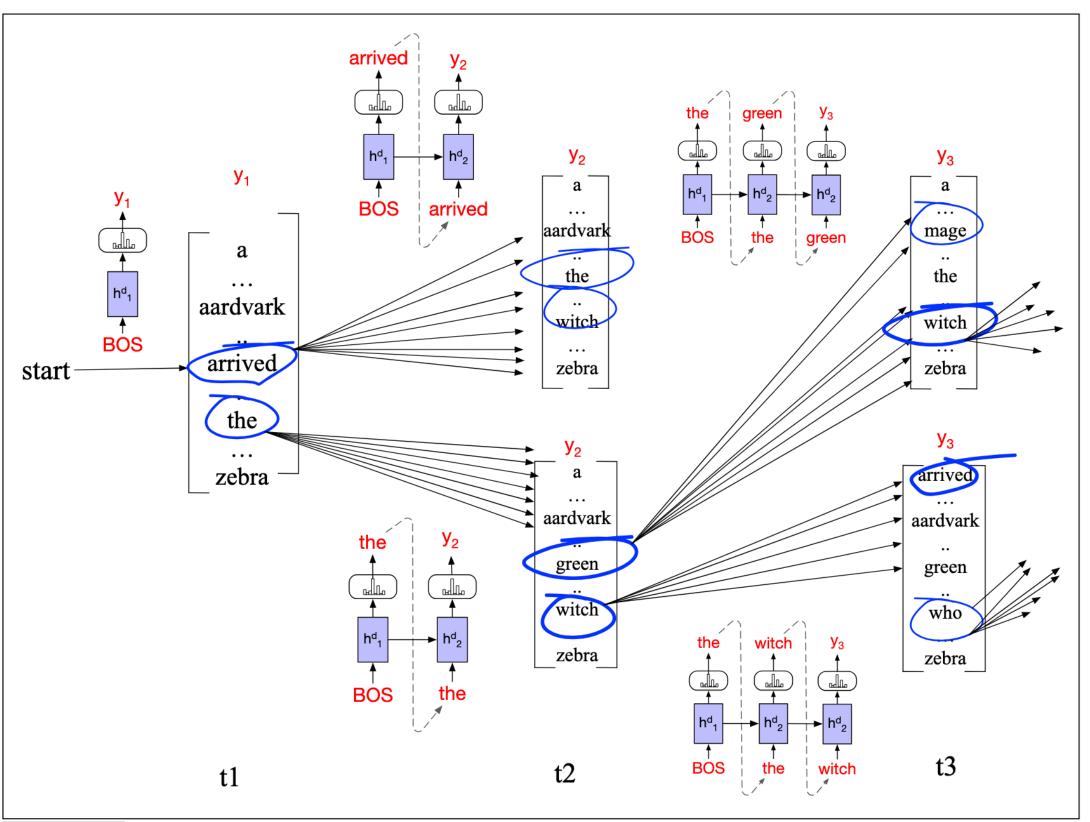


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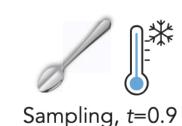


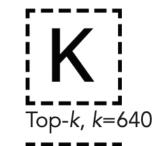
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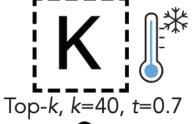


Beam Search, b=16









Nucleus n=0.95

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 In practice, we often combine generation techniques



WebText

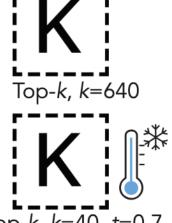


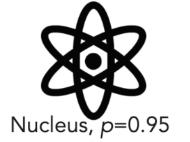
Beam Search, b=16





Sampling, t=0.9





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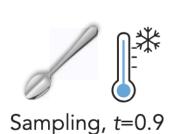


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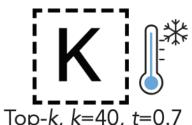


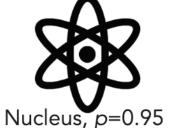
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WebText



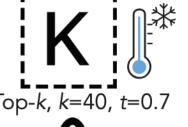
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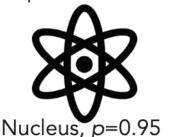




Sampling, t=0.9







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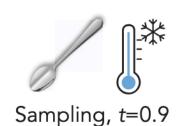


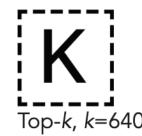
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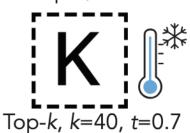


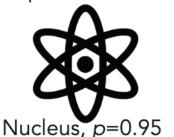
Beam Search, b=16











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  - Random sampling and high temperature lead to nonsensical generation (red)

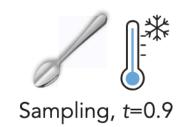


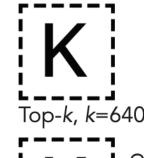
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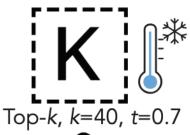


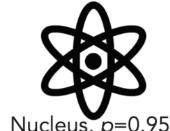
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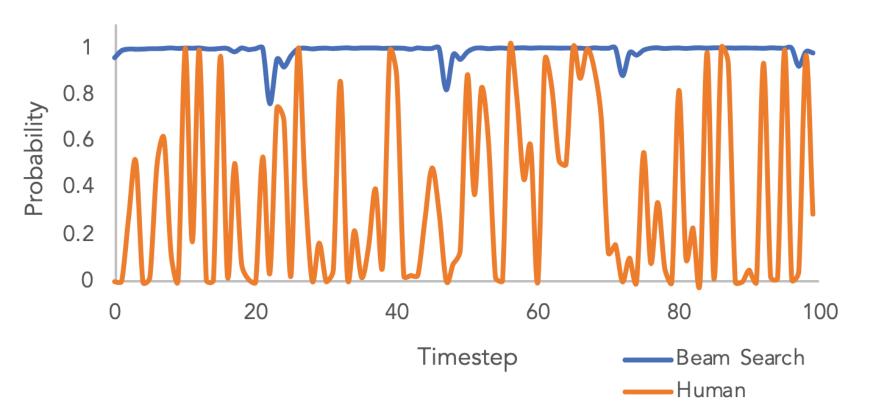
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Beam Search Text is Less Surprising



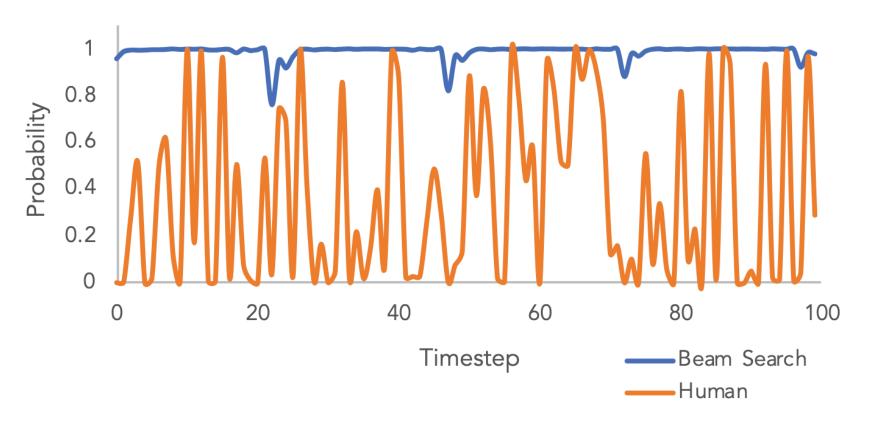
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...to provide an overview of the current state-of-the-art in the field of computer vision and machine learning, and to provide an overview of the current state-of-the-art in the field of computer vision and machine learning, and to provide an overview of the current state-of-the-art in the field of computer vision and machine learning, and to provide an overview of the current state-of-the-art in the field of computer vision and machine learning, and...

#### Human

Real human language <u>does not</u>
 <u>optimize for high probability!!!</u>

Beam Search Text is Less Surprising



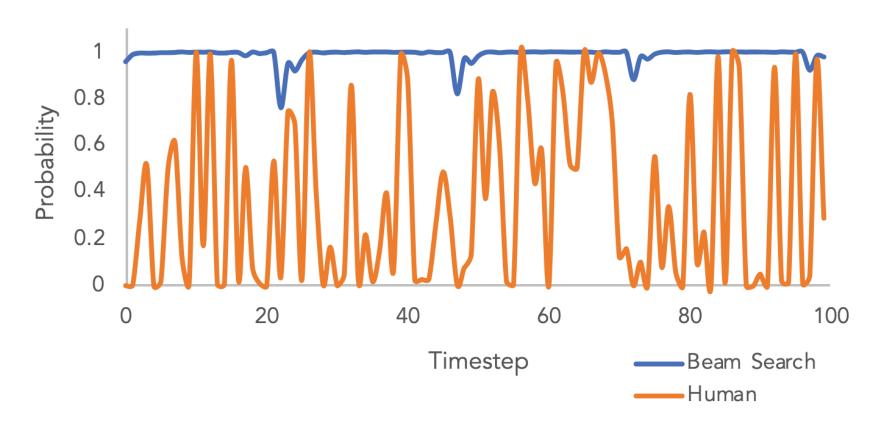
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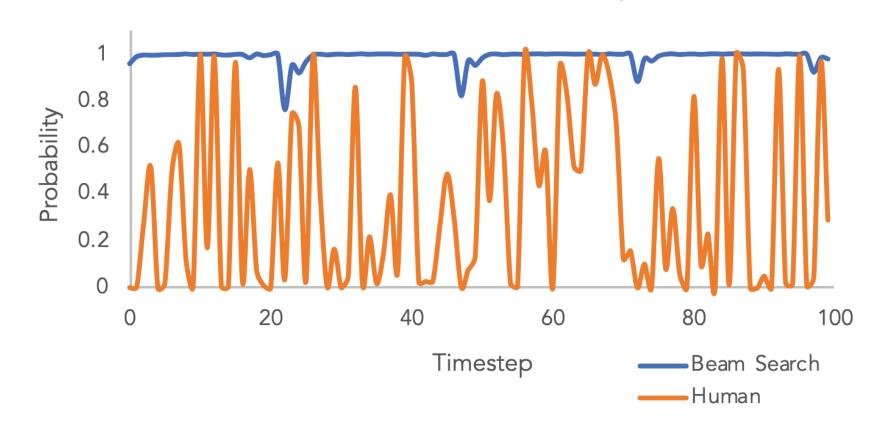
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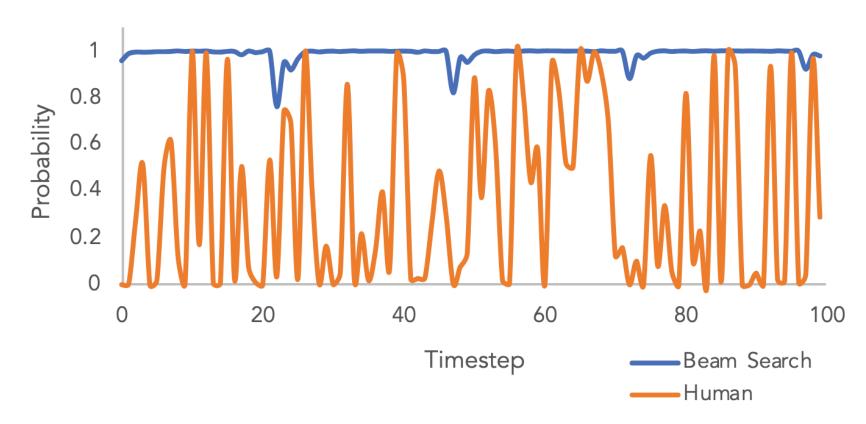
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  - In order to convey information, humans must use low-probability symbols
- Techniques like Beam Search don't emulate human language well in this regard





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  - Common: End-Of-Sequence symbol (</s>, <eos>) or maximum length
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  - "Pure" Language Models try to complete a prompt. Chatbots try to respond to a prompt (more later)

### Write With Transformer

