

# Decoding Strategies

## Week 9 - From Greedy to Creative

NLP Course 2025

October 27, 2025

Two-Tier BSc Discovery

# The Quality-Diversity Tradeoff

`../figures/quality_diversity_tradeoff_bsc.pdf`

# Three Decoding Families

## Deterministic

Greedy, Beam  
Always same output  
High quality  
No diversity

## Stochastic

Temperature, Top-k  
Random sampling  
Creative  
Can be nonsense

## Controlled

Nucleus (top-p)  
Balance both  
Tunable creativity  
Modern standard

Different tasks need different decoding strategies

## Beam Search: Explore Multiple Paths

`../figures/beam_search_visual_bsc.pdf`

# Worked Example: Beam Search (width=3)

**Task:** Generate after “The cat”

**Step 1:** Top-3 words

sat (0.4), is (0.3), was (0.2)

Keep 3 hypotheses

**Step 2:** Expand each

“The cat sat” → on (0.5), there (0.3)

“The cat is” → sleeping (0.6), black (0.2)

“The cat was” → happy (0.4), tired (0.3)

**Step 3:** Score and prune

Total scores: sat+on (0.2), is+sleeping (0.18), sat+there (0.12)

Keep top-3, continue...

Final: “The cat is sleeping” wins!

Beam search finds better sequences than greedy

## Temperature: Control Randomness

`../figures/temperature_effects_bsc.pdf`

# Worked Example: Temperature Scaling

**Logits:** [2.0, 1.0, 0.5, 0.2]

**T=0.5** (focused):

$$p_i = \frac{\exp(\text{logit}_i / 0.5)}{\sum \exp(\text{logit}_j / 0.5)}$$

Result: [0.61, 0.22, 0.11, 0.06] - peaked!

**T=1.0** (normal):

$$p_i = \text{softmax}(\text{logits})$$

Result: [0.42, 0.23, 0.16, 0.13] - balanced

**T=2.0** (flat):

Result: [0.32, 0.26, 0.23, 0.19] - uniform!

Lower T = more deterministic. Higher T = more random.

# Key Takeaways

1. Beam search: Deterministic, high quality, no diversity
2. Temperature: Simple randomness control
3. Top-k: Filter unlikely words, sample from top
4. Nucleus (top-p): Dynamic cutoff, modern standard
5. Choose based on task: translation=beam, creative=sampling

Decoding strategy matters as much as model quality



# Technical Appendix