

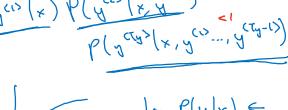
Sequence to sequence models

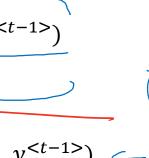
Refinements to beam search

Length normalization
$$P(y^{(t)} | x, y^{(t-1)})$$

$$P(y^{(t)} | x, y^{(t-1)})$$

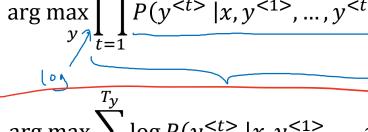


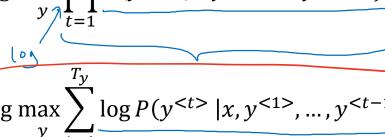


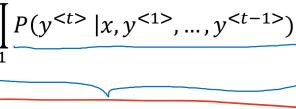


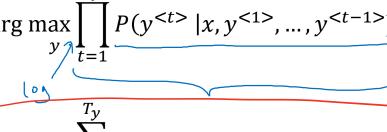


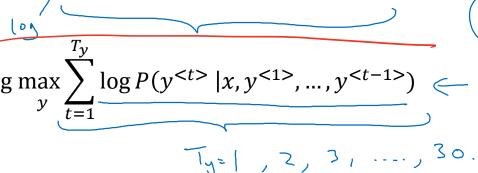


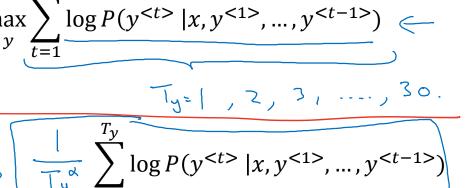












d = 0 Andrew Ng

Beam search discussion

Beam width B?

[>3 > 10, 100, 1000, 3000

Unlike exact search algorithms like BFS (Breadth First Search) or DFS (Depth First Search), Beam Search runs faster but is not guaranteed to find exact maximum for arg max P(y|x).