

# CTC Loss

Connectionist Temporal Classification

## Alignment-Free Sequence Labeling

No need for frame-level annotations



### Alignment-Free

Handles sequences without explicit alignment



### No Frame Annotations

Only sequence-level labels needed



### Blank Token

Introduces blank for alignment flexibility



### Variable Length

Input/output can have different lengths



## How It Works



### Probability Distribution Generation

The neural network outputs a probability distribution over all possible characters (alphabet) at each time step, including a special 'blank' token.



### Alignment Paths

Multiple alignment paths can produce the same output sequence. For example, "CAT" can be represented as "C-A-T", "CC-AAT", "-C-A-T-", and many other variations.

### Key Idea

CTC sums the probabilities of all possible alignment paths that can be converted to the target sequence.

## Computation Methodology

### Step 1: Forward Algorithm

Progressing from left to right, at each time step, cumulatively calculate the probabilities of all paths that can reach each position in the target sequence.

### Step 2: Backward Algorithm

Progressing from right to left, calculate the probabilities of all paths that reach the end of the sequence from each position.

### Step 3: Marginalization

Combine forward and backward probabilities to calculate the total probability of all possible alignments that generate the target sequence. This is efficiently performed using dynamic programming.



### Loss Function Calculation

CTC Loss =  $-\log(\text{Sum of probabilities of all correct alignment paths})$

The training objective is to minimize this loss, thereby maximizing the probability of the correct output sequence.



## Practical Calculation Example



### Problem Setup

**Target Output:** "A" (1D sequence)

**Input:** 3 time steps (T=3)

**Possible Characters:** {A, blank(-)}



### Neural Network Output (Probability Distribution)

Time Step	P(A)	P(blank)
t=1	0.4	0.6
t=2	0.7	0.3
t=3	0.5	0.5



### All Possible Alignment Paths

Calculate all possible paths and their probabilities that can produce the output "A":

#### Path 1: A - -

→  $P(\text{A at } t=1) \times P(\text{- at } t=2) \times P(\text{- at } t=3)$

→  $0.4 \times 0.3 \times 0.5 = \mathbf{0.060}$

#### Path 2: - A -

→  $P(\text{- at } t=1) \times P(\text{A at } t=2) \times P(\text{- at } t=3)$

→  $0.6 \times 0.7 \times 0.5 = \mathbf{0.210}$

#### Path 3: - - A

$$\rightarrow P(- \text{ at } t=1) \times P(- \text{ at } t=2) \times P(A \text{ at } t=3)$$

$$\rightarrow 0.6 \times 0.3 \times 0.5 = \mathbf{0.090}$$

#### Path 4: A A -

$$\rightarrow P(A \text{ at } t=1) \times P(A \text{ at } t=2) \times P(- \text{ at } t=3)$$

$$\rightarrow 0.4 \times 0.7 \times 0.5 = \mathbf{0.140}$$

#### Path 5: A - A

$$\rightarrow P(A \text{ at } t=1) \times P(- \text{ at } t=2) \times P(A \text{ at } t=3)$$

$$\rightarrow 0.4 \times 0.3 \times 0.5 = \mathbf{0.060}$$

#### Path 6: - A A

$$\rightarrow P(- \text{ at } t=1) \times P(A \text{ at } t=2) \times P(A \text{ at } t=3)$$

$$\rightarrow 0.6 \times 0.7 \times 0.5 = \mathbf{0.210}$$

#### Path 7: A A A

$$\rightarrow P(A \text{ at } t=1) \times P(A \text{ at } t=2) \times P(A \text{ at } t=3)$$

$$\rightarrow 0.4 \times 0.7 \times 0.5 = \mathbf{0.140}$$

### Final CTC Loss Calculation

**Step 1:** Sum probabilities of all paths

$$P(A) = 0.060 + 0.210 + 0.090 + 0.140 + 0.060 + 0.210 + 0.140 = \mathbf{0.910}$$

**Step 2:** Calculate negative log probability

$$\text{CTC Loss} = -\log(0.910) = \mathbf{0.094}$$

### Key Insights

- High probability paths (0.210, 0.140) significantly influence the overall loss
- By considering all possible alignments, explicit alignment information is not required
- Through training, the total probability of correct outputs approaches 1 (Loss  $\rightarrow$  0)

## Decoding Strategies

### Greedy Decoding

Select the character with the highest probability at each time step, then remove consecutive duplicate characters and blanks. Fast but not always optimal.

### Beam Search

Explore multiple candidate paths simultaneously to find the sequence with the highest overall probability. More accurate but computationally expensive.

### Training Approach

Marginalizes over all possible alignments using dynamic programming

### Primary Applications



Speech Recognition



Handwriting Recognition