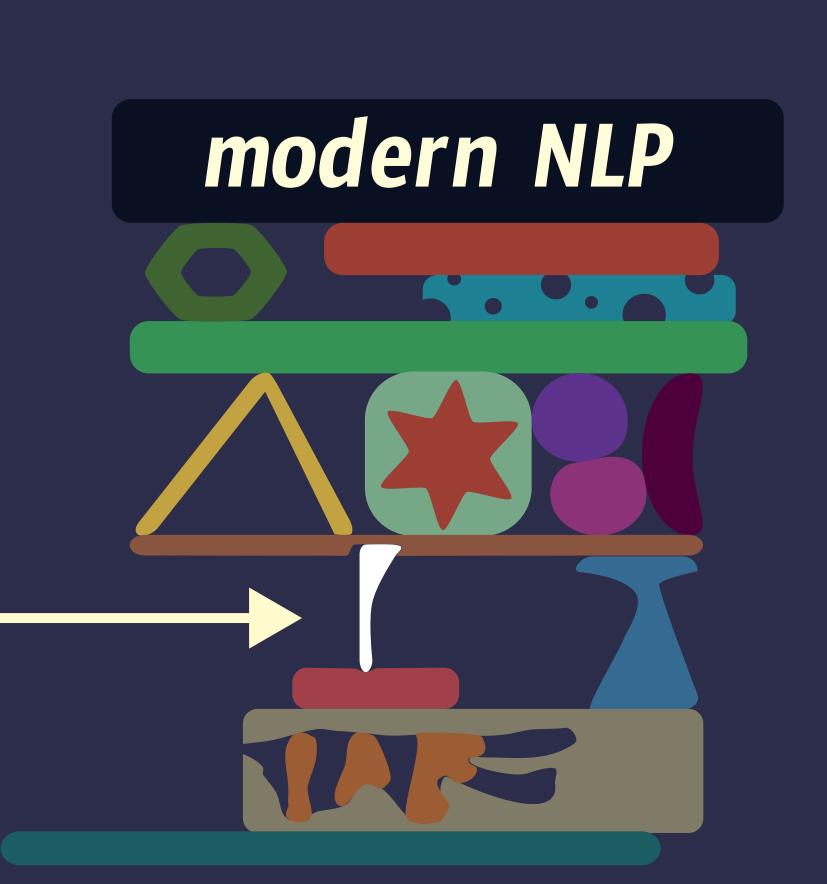
What even is Byte-Pair Encoding?



rapacious zealous aardvarks

```
<u>BPE</u>
```

rapac ··i ··ous zeal ··ous aardvark ··s

```
from collections import Counter
from typing import Union, Tuple, List
def bpe(xs: Union[str, List], V: int):
 for _ in range(V):
   pairs = Counter(zip(xs, xs[1:]))
   top_pair = pairs.most_common(1)[0
   xs = merge(list(xs), top_pair)
  return xs
def merge(xs: List, pair: Tuple):
  ys = []
  while xs:
   if tuple(xs[:2]) == pair:
      ys.append(pair)
    xs = xs[2:]
    else:
     ys.append(xs.pop(0))
  return ys
```

enough to make your NLP application work not enough to understand it

```
Algorithm Iterative Greedy BPE Inputs: sequence \boldsymbol{x}, merge count M Output: merge sequence \boldsymbol{\mu}, tokenized sequence \boldsymbol{x}

1: \boldsymbol{\mu} \leftarrow \langle \rangle

2: for i in \{0,\ldots,M\} do

3: \boldsymbol{\mu} \leftarrow \operatorname{argmax} \operatorname{PAIRFREQ}(\boldsymbol{x},(\boldsymbol{\mu}',\boldsymbol{\mu}''))

(\boldsymbol{\mu}',\boldsymbol{\mu}'') \in \operatorname{set}(\boldsymbol{x})^2

4: \boldsymbol{x} \leftarrow \operatorname{APPLY}(\boldsymbol{\mu},\boldsymbol{x})

5: \boldsymbol{\mu} \leftarrow \boldsymbol{\mu} \circ \langle \boldsymbol{\mu} \rangle

6: end for

7: return \boldsymbol{\mu},\boldsymbol{x}
```

```
Why is \mu_1 better than \mu_2?

K(\mu_1) = |x| - |Apply(\mu_1)| = 8 > 4 = |x| - |Apply(\mu_2)| = K(\mu_2)

What's the optimal \mu^* = \operatorname{argmax} k(\mu)?

How does it relate to \mu^{\dagger} = \operatorname{GreedyBPE}(x)?

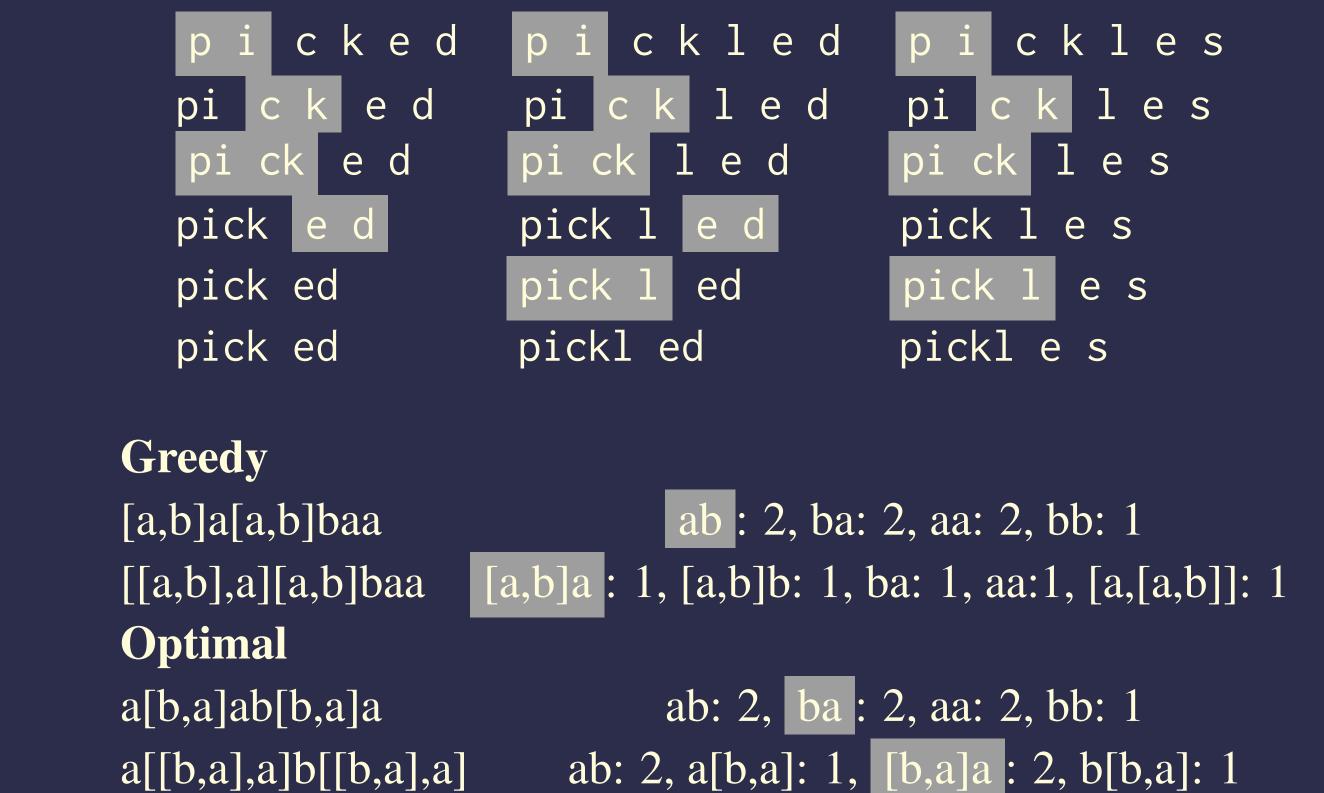
K(\mu^{\dagger}) / K(\mu^*) \geq 0.37
```

Greedy BPE will compress at worst 3 times less effectively than the optimum

How do we know? The utility function K is "sequence submodular" and has some other nice properties that lead to the approximation bound.

In the paper:

- Proper formalization
- Runtime analysis of naive & faster implementations O(N M) & O(N log M)
- Algorithm for optimal BPE merge sequence



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