

Contrastive Decoding: Open-ended Text Generation as Optimization

Xiang Lisa Li¹, Ari Holtzman², Daniel Fried³, Percy Liang¹, Jason Eisner⁴,
Tatsunori Hashimoto¹, Luke Zettlemoyer^{2,5}, Mike Lewis⁵
Stanford University¹, University of Washington², Carnegie Mellon University³,
Johns Hopkins University⁴, FAIR⁵
xlisali@stanford.edu

Abstract

Likelihood, although useful as a training loss, is a poor search objective for guiding open-ended generation from language models (LMs). Existing generation algorithms must avoid both unlikely strings, which are incoherent, and highly likely ones, which are short and repetitive. We propose contrastive decoding (CD), a more reliable search objective that returns the difference between likelihood under a large LM (called the expert, e.g. OPT-13b) and a small LM (called the amateur, e.g. OPT-125m). CD is inspired by the fact that the failures of larger LMs are even more prevalent in smaller LMs, and that this difference signals exactly which texts should be preferred. CD requires zero training, and produces higher quality text than decoding from the larger LM alone. It also generalizes across model types (OPT and GPT2) and significantly outperforms four strong decoding algorithms in automatic and human evaluations.¹

1 Introduction

Open-ended text generation aims to craft fluent and coherent textual continuations of given prompts, laying foundations for various downstream applications such as writing assistance and story generation. The canonical approaches often sample from large pre-trained language models (Holtzman et al., 2020; Fan et al., 2018; Radford et al., 2019), but the generated text is prone to incoherence and topic drift as unlucky sampling choices compound over long sequences (Eikema and Aziz, 2020; Maynez et al., 2020). However, searching for the most likely sequences often results in short, repetitive and tedious text (Holtzman et al., 2020), indicating that likelihood is the wrong objective.

We propose a new search objective, contrastive decoding (CD), that can generate fluent and diverse text without compromising coherence. As shown

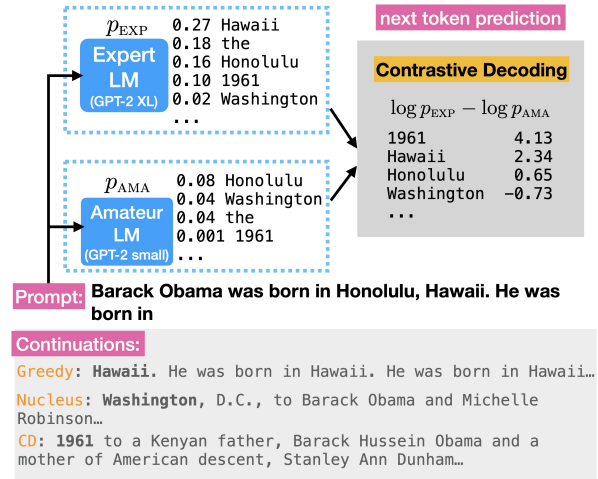


Figure 1: Contrastive decoding exploits the contrasts between expert and amateur LM of different sizes by choosing tokens that maximize their log-likelihood difference. CD produces high-quality text that amplifies the good expert behavior and diminishes the undesired amateur behavior.

in Figure 1, contrastive decoding takes an off-the-shelf large language model such as OPT-13b (that we call the expert) and an off-the-shelf smaller language model such as OPT-125m (that we call the amateur). CD *searches* for text that *maximizes* the difference between expert log-probabilities and amateur log-probabilities, subject to plausibility constraints which restrict the search space to tokens with sufficiently high probability under the expert LM.

Contrastive Decoding works because many failure modes of language models (short, repetitive, irrelevant or uninteresting strings) are more common under smaller LMs than under larger LMs. Such outputs are deemphasized by taking the difference between likelihoods. Conversely, stronger models tend to put more probability mass on desirable outputs, such as those with factual knowledge that has not been learnt by the weaker model, and these strings are emphasized by contrastive decoding.

¹Code is available at <https://github.com/XiangLi1999/ContrastiveDecoding.git>

Taking Figure 1 as an example, the model places significant probability mass on previous tokens such as “Hawaii” and “Honolulu”, leading to a highly repetitive continuation from greedy search; and nonsensical tokens such as “Washington” may be sampled, leading to an incoherent continuation. A correct continuation “1961” is strongly preferred by contrastive decoding, despite only having a probability of 0.1, and the continuation includes more correct facts. This example suggests that contrastive decoding culminates in outputs that emphasize the best of the expert LM and remove its amateur tendencies. Moreover, we provide two more interpretations of contrastive decoding in §4, from both pragmatics and distinguishability perspectives.

Compared to recent training-based methods that improve generation quality such as unlikelihood training (Welleck et al., 2020) and contrastive learning (Su et al., 2022; An et al., 2022), contrastive decoding requires zero additional training. We find that by simply contrasting two *frozen* language models of different sizes, we are able to decode higher quality text than from the larger LM alone. Furthermore, we find that better performance is achieved when the scale difference between expert and amateur is larger (§7.1). As a result, the optimal amateur model is also cheap to run and incurs very little inference time overhead.

We evaluate our contrastive decoding approach for open-ended text generation in three domains: Wikipedia, stories, and news, and we evaluate using different teacher-student combinations, including (GPT2-XL v.s. GPT2-small, OPT-13b v.s. OPT-125m). Compared to four decoding baselines (nucleus sampling, top-k, typical decoding and SimCTG) our contrastive decoding method significantly improves the coherence of generated text, and improves or maintains the same fluency levels, according to both human evaluation and automatic metrics.

2 Problem Statement

We consider decoding algorithms for language models, where models receive an input prompt and aim to generate a fluent and coherent continuation. Specifically, we consider a relatively short prompt of length n , denoted as $\mathbf{x}_{\text{pre}} = x_1 \cdots x_n$, where x_i is a token in the vocabulary \mathcal{V} . The decoder must generate continuations of length m , denoted as $\mathbf{x}_{\text{cont}} = x_{n+1}, \dots, x_{n+m}$.

We generate text from a pre-trained autoregress-

sive language model p_{LM} . At decoding time, we iteratively decode one token at a time by conditioning on the preceding context:

$$p_{\text{LM}}(\mathbf{x}_{\text{cont}} \mid \mathbf{x}_{\text{pre}}) = \prod_{i=n+1}^{n+m} p_{\text{LM}}(x_i \mid x_{<i}).$$

where $p_{\text{LM}}(x_i \mid x_{<i})$ is the next token distribution. We use different subscripts to denote different LMs: p_{AMA} is the amateur LM (e.g., GPT-2 small), and p_{EXP} is the expert LM (e.g., GPT-2 XL).

One canonical decoding approach is to sample from a truncated next token distribution at each time step. For example, nucleus sampling (Holtzman et al., 2020) draws from the top p percentile of the next token distribution; top-k sampling (Fan et al., 2018) draws from the top k candidates in the next token distribution.

Another common approach is to search for the most likely text sequence. However, the exact argmax is intractable due to the exponential search space. Therefore, greedy or beam search are used to approximate the most likely sequence: greedy decoding selects the most probable tokens at each time step; beam search keeps beams of the k most probable partial continuations. At each time step, each partial continuation is expanded with the most likely k tokens, and then the k^2 candidates are pruned to keep only the top k most likely continuations.

3 Contrastive Decoding

We propose contrastive decoding as a search-based decoding method that optimizes a novel contrastive objective. We first provide intuition in §3.1 before defining our method formally in §3.2. Then we elaborate on two design choices of contrastive decoding in §3.3 and §3.4.

3.1 Intuition

Smaller LMs demonstrate stronger tendencies for undesirable patterns (e.g., repetition, topic drift, and self contradiction) than larger LMs. For example, when both expert (larger LM) and amateur (smaller LM) assign highest probability to a repetitive token, the expert LM is often less confident about this decision and assigns enough probability mass to other good, non-repetitive continuations. This observation is aligned with findings in other domains (Sanh et al., 2021; Dagaev et al., 2021) that low-capacity models are more susceptible to

spurious dataset bias. Contrastive decoding is inspired by these observations. The goal is to factor out undesired behaviors highlighted by the smaller amateur LMs, and generate text from the remaining good behaviors of larger expert LMs. In particular, an optimal amateur LM needs to commit similar failure modes as the expert LM. If the amateur LM is uniformly bad across all failures (like an N-gram LM), it would also fail to provide targeted correction for the expert LM (§7.1).

However, amateur LMs are not always mistaken: small language models still capture many easy patterns like English grammar and simple common sense. Thus, penalizing all behavior from amateur LMs indiscriminately would also penalize these easy but correct patterns. To tackle this issue, we take advantage of the observation that expert LMs tend to assign high confidence to easily predicted tokens (e.g. the choice of function words, completion of a subword), more confident than committing aforementioned failure modes (e.g. repetition, incoherence). We propose an adaptive plausibility constraint (§3.3) that exploits the confidence level of the expert LM to balance the contrastive component and LM probabilities, and restrict the effect of contrastive objective when the expert LM is highly confident.

3.2 Method

In order to contrast the expert and amateur LM, contrastive decoding searches for text that maximizes the contrastive objective $\mathcal{L}_{CD} = \log p_{\text{EXP}}(\mathbf{x}_{\text{cont}} | \mathbf{x}_{\text{pre}}) - \log p_{\text{AMA}}(\mathbf{x}_{\text{cont}} | \mathbf{x}_{\text{pre}})$, subject to constraints that \mathbf{x}_{cont} should be plausible (i.e., achieve sufficiently high probability under the expert LM).

The above objective is defined at the sequence level, which is intractable to exact search. Thus, we factor the sequence level objective to token level scores, denoted as $\mathcal{L}_{CD} = \sum_{i=n+1}^{n+m} \text{CD-score}(x_i; x_{<i})$, and use beam search:

$$\begin{aligned} & \text{CD-score}(x_i; x_{<i}) \\ &= \begin{cases} \log \frac{p_{\text{EXP}}(x_i | x_{<i})}{p_{\text{AMA}}(x_i | x_{<i})}, & \text{if } x_i \in \mathcal{V}_{\text{head}}(x_{<i}), \\ -\text{inf}, & \text{otherwise.} \end{cases} \end{aligned} \quad (1)$$

$\mathcal{V}_{\text{head}}(x_{<i})$ is the set of plausible next tokens whose probabilities is no less than α times the argmax probabilities:

$$\begin{aligned} & \mathcal{V}_{\text{head}}(x_{<i}) = \\ & \{x_i \in \mathcal{V} : p_{\text{EXP}}(x_i | x_{<i}) \geq \alpha \max_w p_{\text{EXP}}(w | x_{<i})\} \end{aligned} \quad (2)$$

Here, α is a hyperparameter in $[0, 1.0]$ and we set $\alpha = 0.1$ throughout the paper.

As shown in Equation 1, we first filter tokens based on plausibility constraints $\mathcal{V}_{\text{head}}(x_{<i})$, eliminating tokens that fail to achieve sufficiently high probabilities under the expert LM. Then we score the remaining tokens based on the amount of contrast they demonstrate, according to $\log p_{\text{EXP}}(x_i | x_{<i}) - \log p_{\text{AMA}}(x_i | x_{<i})$. As a result, we end up selecting plausible tokens under the expert LM that least resemble the amateur LM.

3.3 $\mathcal{V}_{\text{head}}$: Adaptive Plausibility Constraint

After formulating the full method in §3.2, we now explain the necessity and roles of the constraint $\mathcal{V}_{\text{head}}$, which corrects for two potential failures of the contrastive objective.

False positive. An implausible token may be rewarded with a high score under our unconstrained contrastive objective. For example, the token “Net-Message” is highly implausible under the context of Figure 1, with $3e-9$ of p_{EXP} and $8e-14$ of p_{AMA} ; however, it attains the highest contrast of $\log p_{\text{EXP}} - \log p_{\text{AMA}} = 10.6$, which is much higher than plausible tokens “1961” and “Hawaii”. To handle the false positive problem, $\mathcal{V}_{\text{head}}$ filters out low probability tokens and only keeps high probability tokens in the candidate pool.

False negative. When confronting an easy decision, the correct token that achieves high probability under both amateur LM and expert LM may receive a low score under the contrastive objective. For example, due to tokenization, the word “unicorn” consists of two subwords: “unic” and “#orn”, and the probability of “#orn” given the prefix “unic” is close to 0.99 under both LMs, but the contrast $\log p_{\text{EXP}} - \log p_{\text{AMA}}$ is only $6e-4$, which is much lower than bad continuations.

Our adaptive plausibility constraint $\mathcal{V}_{\text{head}}$ uses the expert LM’s confidence (as defined by a minimum ratio with the max probability token in the given timestep) to avoid these false negative cases. The expert LM assigns high confidence to easy decisions, but not to tokens that reflect the undesired behaviors of the amateur, since probability mass is taken up by other candidate tokens the expert is able to consider. Our constraint keeps as few as one token in the candidate pool when the expert is highly confident about this token, which removes the impact of the contrastive objective, because

the single token would always be highest ranked regardless of the reweighting.

3.4 Choice of Amateur

The choice of amateur LM is an important decision for contrastive decoding. As discussed in §3.1, we should choose amateur LMs that exhibit the behaviors we would like to remove from the expert LM. Here, we consider three aspects:

Scale. Smaller LMs have lower modeling capacity and are more prone to errors. Therefore, we choose the amateur LM to be the smallest model in the same family of the expert LM. For example, for OPT-13b expert, we choose OPT-125m as the amateur; for GPT-2 XL expert, we choose GPT-2 small as the amateur. We verify this design choice in §7.1. On the extreme end, employing n-gram models yields an amateur LM of extremely low capacity. But this choice hurts generation quality, because n-gram LMs incur too many errors to identify similar failure modes of the expert LM.

Temperature. We can manipulate the amateur LM behavior by tuning its temperature τ . For example, applying a high temperature ($\tau > 1$) to the amateur LM results in flatter distributions; applying a low temperature (τ close to 0) highlights the mode of the amateur distribution, which is more prone to errors (e.g. repetition). Therefore, we manipulate the temperature of the amateur LM to adjust the amateur behavior that will be penalized in contrastive decoding. In §7.2, we study the impact of τ to generation quality and set τ to 0.5 or 1.0 for our main experiments.

Context window. We can also weaken capacity by restricting the context window of the amateur LM (Li et al., 2016). For instance, we can only allow the amateur LM to condition on the last token of x_{pre} , but we allow the expert LM to condition on the entire x_{pre} . In other words, we decode from $\log \frac{p_{\text{EXP}}(x_{\text{cont}}|x_{1:n})}{p_{\text{AMA}}(x_{\text{cont}}|x_n)}$. By conditioning the amateur LM only on partial prompts, the coherence of the amateur LM is weakened, and contrastive decoding produces more coherent text by highlighting the coherence nature of the expert LM. In §7.5, we study the impact of this design choice.

4 Interpretation

Having formally described contrastive decoding, we now provide two interpretations of the object-

ive, justifying its validity from a distinguishability objective and pragmatic communication goals.

4.1 Distinguishability

Recall from §3.2, our objective $\log \frac{p_{\text{EXP}}(x_{\text{cont}}|x_{\text{pre}})}{p_{\text{AMA}}(x_{\text{cont}}|x_{\text{pre}})}$ can intuitively be interpreted as factoring out amateur tendencies from the expert LM. Formally, the $\text{argmax}_{x_{\text{cont}}}$ of our contrastive objective also maximizes the pointwise mutual information $\text{PMI}(x_{\text{cont}}, I=1)$, where I is an indicator variable that determines the source of generated text: $I=1$ for text generated by the expert and $I=0$ for text generated by the amateur.

$$\begin{aligned} \text{PMI}(x_{\text{cont}}, I=1) &= \log \frac{p(x_{\text{cont}}|I=1)}{p(x_{\text{cont}})} \\ &= \log \frac{p_{\text{EXP}}(x_{\text{cont}})}{0.5p_{\text{EXP}}(x_{\text{cont}}) + 0.5p_{\text{AMA}}(x_{\text{cont}})}, \end{aligned}$$

This leads to a formal interpretation of our objective: it searches for text that is most distinguishable as having originated from the expert LM, rather than the amateur LM.

4.2 Pragmatic Communication

A line of work in pragmatics (Grice, 1975) characterizes communication as a cooperative process between speakers and listeners. Several of these formalisms (Horn, 1984; Levinson, 2000) describe a tradeoff between speakers and listeners, where a speaker should generally produce language that is high quality (e.g. truthful, fluent, and relevant) while also being informative to a listener.

Our contrastive objective is motivated by this tradeoff, with our expert and amateur LMs modeling a knowledgeable speaker and a less-informed listener: (1) Upweighting tokens by p_{EXP} and using our expert-based plausibility constraints generates tokens that have high probability under the expert LM, encouraging generated text to be fluent and relevant (e.g. upweighting ‘1961’ in Figure 1). (2) Downweighting tokens by p_{AMA} suppresses language that is predictable by (i.e. less informative to) the amateur LM (e.g. downweighting ‘Honolulu’ and ‘Washington’), and by proxy encourages the language to be informative to a listener in context. By combining these two criteria, our contrastive decoding method produces high quality text that satisfies the communicative goal of transferring relevant but not predictable information.

4.3 Reductions of Contrastive Decoding

Likelihood maximization. Setting the amateur LM to a uniform distribution reduces contrastive decoding to maximize log-probabilities under the expert LM. This is the vanilla beam search algorithm typically deployed for non-open-ended generation tasks like machine translation.

N-gram blocking. If we set the amateur LM as an n-gram model whose n-gram counts are updated to fit the generated prefix, this yields a decoding algorithm with soft n-gram blocking. If we also set the amateur temperature to be very small, then it approaches the canonical heuristic of forbidding repeated n-grams (Paulus et al., 2018).

Diverse decoding. If we use the same LM as both amateur and expert and restrict the context of the amateur LM, our method is equivalent to the MMI decoding objective (Li et al., 2016) sometimes used in dialog systems, which explicitly maximizes the pointwise mutual information between the x_{pre} and x_{cont} .

5 Experimental Setup

In order to evaluate the effectiveness of contrastive decoding, we conduct experiments on open-ended generation tasks.

5.1 Datasets and Metrics

We evaluate on three domains for open-ended text generation: news, Wikipedia, and story domains. For the news domain, we use news articles from Wikinews;² for the Wikipedia domain, we use the WikiText-103 dataset (Merity et al., 2017); and for story domains, we use the BookCorpus (Zhu et al., 2015) (Project Gutenberg split).

Each dataset contains a list of passages;³ we filter out passages with fewer than 160 tokens. We use the first 32 words in the passage as the prompt, and decode for 256 tokens as our continuations. We evaluate generated text with both automatic and human evaluation. For automatic evaluation, we report repetition rate, diversity score, MAUVE score (Pillutla et al., 2021) and coherence score.

²Wikinews from <http://www.wikinews.org>

³Wikitext splits based on article sections. Wikinews typically only has one section per news item and we take the entire news item as a passage. Book corpus contains many short dialog instances, but we filter for paragraphs of length greater than 128.

Repetition. This metric measures the sequence-level repetition based on the percentage of duplicated n-grams in generated text (Welleck et al., 2020): $\text{REP-N} = (1 - \frac{|\text{unique n-grams}(x_{\text{cont}})|}{|\text{total n-grams}(x_{\text{cont}})|})$.

Diversity. This metrics aggregate n-gram repetition rates for n in $\{2,3,4\}$: $\text{DIV} = \prod_{n=2}^4 (1.0 - \text{REP-N})$. A low diversity score suggests the model suffers from repetition, and a high diversity score means the model generated text is lexically diverse.

MAUVE. MAUVE (Pillutla et al., 2021) score (the higher the better) is a reference-based metric that measures the distribution similarity between the set of generated text and the set of gold reference.

Coherence. We follow Su et al. (2022) and approximate coherence by cosine similarity between the sentence embeddings of prompt x_{pre} and generated continuation x_{cont} : $\text{COH}(x_{\text{cont}}, x_{\text{pre}}) = \frac{\text{EMB}(x_{\text{pre}}) \cdot \text{EMB}(x_{\text{cont}})}{\|\text{EMB}(x_{\text{pre}})\| \cdot \|\text{EMB}(x_{\text{cont}})\|}$, where $\text{EMB}(x)$ is the pre-trained SimCSE sentence embedding (Gao et al., 2021).

Human Evaluation. In order to evaluate the quality of the generated text, we consider two critical aspects: *fluency* and *coherence*. A fluent piece of text is written in grammatical English and has a natural flow (e.g. excluding unnatural repetition or web formatting). A coherent piece of text should stay on topic with the prompt and avoid unnatural topic drift.

We ask Amazon Mechanical Turkers to read two continuations (A and B) of the same prompt, and compare their fluency and coherence by choosing among three options: A is more coherent/fluent; B is more coherent/fluent; A and B are similarly coherent/fluent. We report the percentage of times that Turkers choose each of the three options.

5.2 Baselines

We compare contrastive decoding with three sampling methods: nucleus sampling ($p=0.95$), top-k sampling ($k=50$), typical decoding (Meister et al., 2022) ($\tau=0.95$); and two search-based methods: greedy decoding that uses $\log p_{\text{EXP}}$ as the objective, and SimCTG⁴ (Su et al., 2022) decoding. For

⁴The best performing version of SimCTG requires fine-tuning the LM using their objective, but our setting training-free. For fair comparison, we skip training and directly apply their decoding-time objective, which the authors suggest should also work.

all baselines, we use the recommended hyperparameter settings suggested in the papers respectively. Among them, nucleus decoding is the standard approach for open-ended text generation whose performance has been verified in various domains (Holtzman et al., 2020; DeLucia et al., 2020), and typical decoding is a recently proposed approach that excels in lexical diversity (Meister et al., 2022). As a result, we conduct human evaluation by comparing contrastive decoding against these two methods.

5.3 Models and Hyperparameters

In order to demonstrate that our approach generalizes across various LM families and sizes, we consider GPT-2 XL (1.5b), OPT (6.7b) and OPT (13b) as expert LM and employ the smallest LM in their respective family as the amateurs: GPT-2 small (100m) and OPT (125m).

Recall that contrastive decoding introduces two hyperparameters: α is the parameter to adjust the plausibility threshold, and τ is the temperature of the amateur LM. We always set $\alpha = 0.1$ for the main results in the paper — we find that this setting is quite robust and generalizes across various domains. For OPT experiments, we set the amateur temperature to 1.0 and for GPT-2 experiments, we set the amateur temperature to 0.5. We use a beam size of 5. We also study the impact of these hyperparameters in the ablation study §7.2, and we find that our method is robust to various hyperparameter values.

6 Main Results

6.1 Automatic Evaluation

As shown in Table 1, contrastive decoding outperforms all other decoding baselines in MAUVE score and coherence score (COH) across three different domains (news, Wikipedia, stories) and three model sizes (1.5b, 6.7b, 13b). Contrastive decoding achieves comparable or slightly worse diversity compared to nucleus and typical sampling, but it achieves substantially better diversity than other search based methods.

Typical decoding and nucleus sampling produce lexically diverse text by choosing low probability tokens, at the expense of topic drift. For instance, in the story domain we observe the largest diversity gap between contrastive decoding and nucleus sampling (0.83 v.s. 0.94) in the 1.5B model, but we find that the gap shrinks (0.89 v.s. 0.93) as

the model size increases to 13 billion, suggesting that our decoding method would continue to improve as expert models continue to scale.

CD outperforms all the baselines in coherence scores by a large margin, followed by greedy decoding. Greedy decoding achieves good coherence despite being highly repetitive, because always repeating the same sentence is a degenerate way to circumvent topic drift. We believe our gain in coherence comes from three aspects: (1) CD searches to optimize our objective, avoiding the topic drift that can happen by chance in sampling-based generation techniques. (2) Our contrastive objective implicitly rewards coherence, because large LMs are typically more coherent than smaller LMs. (3) Finally, we restrict the context length of the amateur LM (§3.4), further encouraging CD to reward text that is aligned with the prompt (Li et al., 2016).

6.2 Human Evaluation

We conduct human evaluation to compare our contrastive decoding approaches against nucleus sampling (the canonical method that scores high under MAUVE) and typical decoding (the winning method for diversity metrics).⁵

As shown in Table 2, contrastive decoding generates significantly more coherent text compared to nucleus and typical decoding across three domains and two models: on average across settings, evaluators preferred CD 2.6x more than nucleus sampling and 6.4x more than typical decoding when evaluating coherence. As for fluency, CD is preferred 1.4x more than nucleus sampling and 3.5x more than typical decoding.

6.3 Qualitative Examples

We include a truncated qualitative example in Table 3. The nucleus sampling output shows a topic drift from a video game to music, and part of the generated text includes the format of an email; moreover, there is a style shift from third person narrative style to first person conversational style. These features aligned with the noisy pre-training distribution of internet data, but are not desirable in the context of this prompt. Contrastive decoding output stays on topic with the prompt and elaborates on various aspects of the game, making it more coherent in both content and style. We include more qualitative examples in the appendix.

⁵Prior work has found that these methods outperform other proposed decoding algorithms (DeLucia et al., 2020; Meister et al., 2022)

	name	wikinews			wikitext			story		
		div	mauve	coh	div	mauve	coh	div	mauve	coh
OPT-6.7B	greedy	0.07	0.26	0.65	0.03	0.07	0.63	0.01	0.05	0.51
	k=50	0.91	0.92	0.64	0.85	0.86	0.61	0.91	0.9	0.51
	p=0.95	0.91	0.92	0.62	0.87	0.85	0.59	0.93	0.9	0.48
	typical=0.95	0.94	0.93	0.58	0.92	0.89	0.56	0.95	0.89	0.45
	SimCTG	0.91	0.87	0.62	0.87	0.85	0.57	0.86	0.85	0.47
	CD	0.93	0.95	0.69	0.89	0.91	0.69	0.87	0.94	0.61
OPT-13B	greedy	0.08	0.3	0.65	0.03	0.08	0.63	0.02	0.05	0.51
	k=50	0.91	0.92	0.64	0.72	0.77	0.64	0.91	0.9	0.51
	p=0.95	0.92	0.92	0.62	0.92	0.89	0.55	0.93	0.91	0.48
	typical=0.95	0.94	0.9	0.59	0.89	0.86	0.58	0.95	0.91	0.46
	SimCTG	0.92	0.87	0.59	0.87	0.77	0.52	0.81	0.78	0.47
	CD	0.94	0.94	0.69	0.91	0.91	0.69	0.89	0.94	0.62
GPT2-XL	greedy	0.04	0.14	0.65	0.02	0.05	0.62	0.01	0.03	0.49
	k=50	0.92	0.88	0.64	0.87	0.79	0.61	0.91	0.87	0.51
	p=0.95	0.94	0.9	0.6	0.92	0.87	0.57	0.94	0.91	0.46
	typical=0.95	0.95	0.91	0.56	0.95	0.84	0.53	0.96	0.88	0.43
	SimCTG	0.93	0.82	0.62	0.86	0.75	0.59	0.88	0.78	0.48
	CD	0.92	0.94	0.69	0.89	0.92	0.69	0.83	0.94	0.64

Table 1: Automatic evaluation results for wikipedia, wikinews, story datasets. The best scores for each (model, domain) setting are boldfaced. Contrastive decoding outperforms all other decoding baselines in MAUVE score and coherence score (COH) for different model scales (1.5b, 6.7b, 13b). CD achieves comparable or slightly worse diversity compared to nucleus and typical sampling.

	CD	Baseline	coherence			fluency		
			CD is better	same	Baseline is better	CD is better	same	Baseline is better
wikitext	CD (GPT-2 XL)	nucleus (GPT-2 XL)	0.714*	0.083	0.202	0.548	0.083	0.369
	CD (GPT-2 XL)	typical (GPT-2 XL)	0.887*	0.046	0.067	0.703*	0.082	0.215
	CD (OPT-13b)	nucleus (OPT-13b)	0.556	0.202	0.242	0.419	0.197	0.384
	CD (OPT-13b)	typical (OPT-13b)	0.773*	0.106	0.121	0.687*	0.152	0.162
wikinews	CD (GPT-2 XL)	nucleus (GPT-2 XL)	0.708*	0.042	0.25	0.583*	0.12	0.297
	CD (GPT-2 XL)	typical (GPT-2 XL)	0.771*	0.151	0.078	0.755*	0.151	0.094
	CD (OPT-13b)	nucleus (OPT-13b)	0.585*	0.221	0.195	0.518	0.123	0.359
	CD (OPT-13b)	typical (OPT-13b)	0.693*	0.099	0.208	0.49	0.297	0.214
story	CD (GPT-2 XL)	nucleus (GPT-2 XL)	0.636*	0.045	0.318	0.404	0.106	0.49
	CD (GPT-2 XL)	typical (GPT-2 XL)	0.506	0.256	0.238	0.387	0.363	0.25
	CD (OPT-13b)	nucleus (OPT-13b)	0.616*	0.101	0.283	0.449	0.293	0.258
	CD (OPT-13b)	typical (OPT-13b)	0.626*	0.202	0.172	0.52	0.212	0.268

Table 2: Human evaluation results for wikipedia, wikinews, story datasets. We boldfaced the max column and * the numbers that are significantly better than the two other columns combined. Contrastive decoding generates significantly more coherent text compared to nucleus and typical decoding across three domains and two models. CD also generates better or comparably fluent text compared to two baselines.

Prompt	A version of Sonic the Hedgehog was developed by Ancient and released in 1991 for Sega’s 8 - bit consoles, the Master System and Game
CD (1.5b)	A version of Sonic the Hedgehog was developed by Ancient and released in 1991 for Sega’s 8 - bit consoles, the Master System and Game Gear. It featured a new level editor called the Sonic Editor and was released as an expansion pack to Sonic CD in 1992, which was itself a port from the Genesis version. The editor allowed the creation and playtesting of custom levels for Sonic CD, and the expansion was also bundled with Sonic CD. It is also available for the PC as Sonic Editor. The game is considered a spiritual successor to the Genesis game Sonic 3 & Knuckles and the Genesis port Sonic 3D Blast, as it features the same gameplay elements, including the Spin Dash, and also shares many levels and music with those games...
Nucleus (1.5b)	A version of Sonic the Hedgehog was developed by Ancient and released in 1991 for Sega’s 8 - bit consoles, the Master System and Game Gear. It was set in the garden city of Sky Sanctuary and centered around Sonic’s new helper, the pre-historic pillar-crusher-man Waddle Dee. Sonic the Hedgehog all the way was released for Game Gear in 1992. The author of the story speaks only for himself, but here it is. TO: Sonic the Hedgehog FROM: Anti-Socials SUBJECT: Argyle DeBrosse Contents show] What’s that? You want me to tell you what I did, huh? Well, some things never change. Yeah. Basically, you. Now listen: I saw you on the NWA charts for ages. I heard about how great you were, and that you were a great singer. And then... later, after hearing it five times in a row, that’s when I realized that I couldn’t win this particular battle. You and your music have the edge...

Table 3: Qualitative example of contrastive decoding versus nucleus sampling. CD produces more coherent text both in content and style, whereas nucleus sampling produces text that suffers from topic and style drifts.

7 Ablation Studies

7.1 Size of Amateur and Expert LMs

Recall in §3.4, we provide intuition that choosing smaller LMs as the amateur should improve contrastive decoding results. We empirically verify this in Figure 2.

The diagonal entries use the same model as expert and amateur, yielding highly repetitive text (low diversity score), because we cannot exploit any contrast between two identical LMs. The upper triangular entries use an expert LM that is smaller than the amateur LM, and this counter-intuitive setup leads to inferior text quality. The lower triangular entries uses an expert LM that is larger than the amateur LM, resulting in higher quality text, as measured by both diversity and MAUVE. In particular, the optimal design is to select the largest LM as the expert and the smallest one as the amateur (lower left corner).

Does this trend generalize to extremely low capacity LMs like n-gram models? We find that employing a tri-gram LM as the amateur produces low quality text with a MAUVE score of only 0.73. Our findings indicate that contrastive decoding benefits most with an amateur LM that can emphasize the failure modes of the expert LM, and the mistakes of a low-capacity n-gram model do not highlight failure modes of an expert LM.

	name	div	mauve	coh	PPL
6.7B	CD (search)	0.89	0.91	0.69	12.58
	CD (sample)	0.79	0.82	0.68	13.68
13B	CD (search)	0.91	0.91	0.69	12.67
	CD (sample)	0.8	0.84	0.67	13.49
1.5B	CD (search)	0.89	0.92	0.69	17.77
	CD (sample)	0.81	0.85	0.68	18.48
1.5B	CD (full)	0.89	0.92	0.69	17.77
	CD (- $\mathcal{V}_{\text{head}}$)	1.0	0.01	0.23	2e5

Table 4: Automatic evaluation for the ablation studies of searching v.s. sampling the contrastive objective (§7.3) and the importance of the plausibility constraint $\mathcal{V}_{\text{head}}$ (§7.4).

7.2 The Impact of Amateur Temperature

Recall in §3.2, we introduced the amateur LM temperature τ as a hyperparameter. We study how sensitive our method is to τ as shown in Figure 3 from both human evaluation and automatic metrics.

Large τ brings the amateur distribution closer to the uniform distribution, which makes contrastive decoding generate repetitive text, as repetition is no longer penalized. Small τ makes the amateur LM more spiky and emphasizes undesired amateur behaviors, leading to better outputs from contrastive decoding. As shown in Figure 3, we find that setting τ in $[0.5, 1.5]$ attains good and robust performance in coherence and fluency.

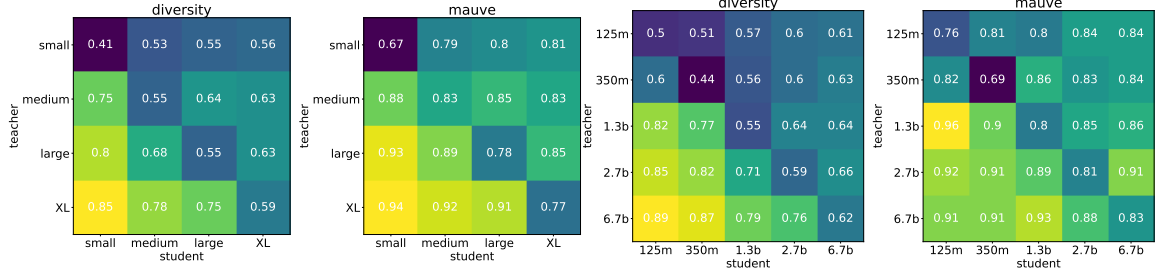


Figure 2: Generation quality when applying contrastive decoding to expert and amateur LMs of different scales (§7.1). The left two plots explore the expert-amateur combination within GPT-2 family. The right two plots explore size combination in the OPT family. We find that within the same LM family, the larger scale gap between the expert amateur LM, the more text quality improves.

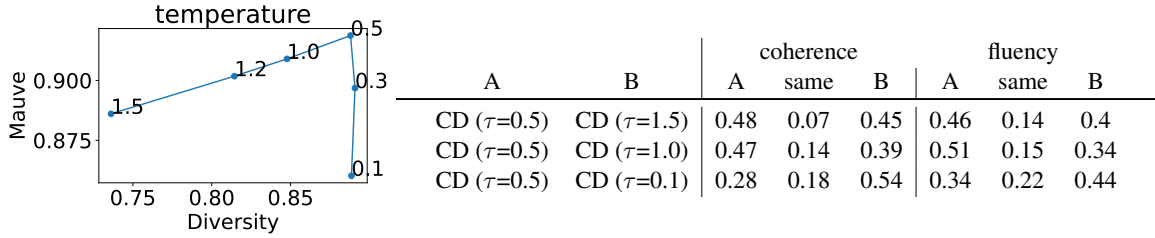


Figure 3: Ablation studies for CD’s sensitivity to amateur temperature τ (§7.2). The left plot is based on automatic metrics, and it shows how MAUVE and diversity score change as we vary the τ values, labeled next to each dot. The right plot is based on human evaluation, and we report coherence and fluency preference in the same format as Table 2. We find that $\tau \in [0.5, 1.0]$ robustly result in high generation quality. For main results we use $\tau = 0.5$ for GPT-2 and $\tau = 1.0$ for OPT.

	A	B	coherence			fluency		
			A	same	B	A	same	B
1.5b	CD (search)	CD (sample)	0.535	0.04	0.424	0.434	0.333	0.232
13b	CD (search)	CD (sample)	0.465	0.162	0.374	0.475	0.131	0.394
1.5b	CD (full)	CD (-context)	0.424	0.172	0.404	0.364	0.283	0.354

Table 5: Human evaluation for the ablation studies of search v.s. sampling the contrastive objective (§7.3) and ignoring prefix v.s. including prompt to the amateur LM (§7.5). CD(search) denotes contrastive decoding with search; CD(sample) denotes contrastive decoding with sampling; CD (-context) denotes the ablation experiments where we condition on the entire context for both amateur and expert, and CD(full) conditions the amateur only on the final context token.

7.3 Sampling v.s. Search

Recall that contrastive decoding is a *search*-based approach that maximizes the contrastive objective. We explore a *sampling* alternative based on the same objective. Specifically, we normalize the CD-score($x_i; x_{<i}$) (defined in §3.2) via softmax into a probability distribution from which we sample the next token. As shown in Table 4 and Table 5, we find that sampling from this objective produces lower quality text than searching under the objective. According to automatic and human evaluations, CD (sample)’s fluency and coherence rating consistently falls behind CD (search), but

sampling still yields reasonably good outputs.

7.4 Plausibility Constraints

In §3.3, we describe why including the feasibility constraints is critical. Here, we conduct an ablation study verifying this claim by removing the plausibility constraints $\mathcal{V}_{\text{head}}$. We find that the generation outputs suffers from severe fluency issues, as easily shown by its MAUVE score of 0.01 in the CD ($-\mathcal{V}_{\text{head}}$) row of Table 4.

7.5 Prompt Inclusion

We further experiment with ablating the prompt context on the amateur LM (§3.4). In this experiment, we let the expert LM and amateur LM both condition on the entire x_{pre} , and find that the ablation slightly hurts coherence and fluency as shown in Table 5, according to human evaluation.

8 Related Work

Decoding Methods. Decoding algorithms can be broadly classified as either search or sampling algorithms. Current search methods (e.g. greedy and beam search) produce text by optimizing for LM log-probabilities, attaining accurate generation in goal-driven tasks (e.g. summarization and machine translation), but suffering from tedious

and repetitive outputs in open-ended settings (e.g. story generation). Current sampling methods (e.g. nucleus (Holtzman et al., 2020), top-k (Fan et al., 2018), and typical decoding (Meister et al., 2022)) draw the next token from a truncated distribution, producing more diverse and interesting text in open-ended settings, but suffering from unnatural topic drift that reduces coherence.

Our method, Contrastive Decoding, avoids topic drift by using search, but optimizes a different objective that penalizes undesired attributes such as repetition and incoherence associated with the amateur model. In this paper, we focus on open-ended text generation and show that our method outperforms nucleus and top-k sampling in coherence while maintaining or improving fluency and lexical diversity.

Training Methods. Prior works often aim to improve text generation quality by further training a given LM. A common approach is to fine-tune the LMs on domain specific data, which improves the relevance of generated text, but fails to fundamentally address fluency or coherence problems (DeLucia et al., 2020). To tackle these model specific issues, many works craft novel training objectives. For example unlikelihood training (Welleck et al., 2020) explicitly penalizes repetition; contrastive training (Su et al., 2022) separates out the LM hidden states to boost diversity. Furthermore, many methods alleviate exposure bias by combining teacher-forcing and student-forcing at training time (Lamb et al., 2016; Venkatraman et al., 2015; Ranzato et al., 2016; Wiseman and Rush, 2016). Despite the effectiveness of these approaches, they require training model parameters on these crafted objectives, which can be prohibitively expensive for ever-larger models. In contrast, our method uses frozen LMs and requires no training. We simply take off-the-shelf pre-trained language models of different sizes, and exploit their differences to improve text generation quality.

Contrast in Text Generation. The idea of contrast for text generation has been explored in diverse settings. In pun generation, He et al. (2019) contrasts the same LM with global versus local context to select tokens that are plausible globally but surprising locally. In dialog generation, Li et al. (2016) contrasts the same dialog model with and without preceding chat history in order to generate relevant responses. Su et al. (2022) fine-tuned

language models on a contrastive training objective to separate token representations, which in turn improves generation diversity.

The closest work to ours is DExpert (Liu et al., 2021), which studies controllable text generation by contrasting an trained expert model (on non-toxic data) and a trained anti-expert model (on toxic data) to produce text that is non-toxic. In this work, we focus on open-ended text generation and show that it is possible to get domain- and task-agnostic anti-experts simply by using a smaller LM. Contrastive decoding uses the observation that smaller LMs are more susceptible to the undesirable behaviors, and contrasts off-the-shelf LMs of different scales to produce high quality text, without any training.

9 Conclusion and Future Work

We propose contrastive decoding, a search-based decoding approach that optimizes our contrastive objective. We evaluate our approach on open-ended text generation, and find that it improves over the prevalent methods like nucleus sampling in both fluency and coherence in both automatic and human evaluations.

Future work should explore the use of contrastive decoding in other close-ended text generation tasks. Additionally, the idea of contrasting an expert (larger LM) and a amateur (smaller LM) can be expanded to myriad setups, for instance, contrasting an early checkpoint of an LM and a later checkpoint of the LM. We hope that this paper can encourage more exploration of how to use contrasting language models.

References

- Chen An, Jiangtao Feng, Kai Lv, Lingpeng Kong, Xipeng Qiu, and Xuanjing Huang. 2022. Cont: Contrastive neural text generation. *ArXiv*, abs/2205.14690.
- Nikolay I. Dagaev, Brett D. Roads, Xiaoliang Luo, Daniel N. Barry, Kaustubh R. Patil, and Bradley C. Love. 2021. A too-good-to-be-true prior to reduce shortcut reliance. *ArXiv*, abs/2102.06406.
- Alexandra DeLucia, Aaron Mueller, Xiang Lisa Li, and João Sedoc. 2020. *Decoding methods for neural narrative generation*. *CoRR*, abs/2010.07375.
- Bryan Eikema and Wilker Aziz. 2020. *Is map decoding all you need? the inadequacy of the mode in neural machine translation*. In *COLING*, pages 4506–4520.

- Angela Fan, Mike Lewis, and Yann Dauphin. 2018. [Hierarchical neural story generation](#). In *Proceedings of the 56th Annual Meeting of the Association for Computational Linguistics (Volume 1: Long Papers)*, pages 889–898, Melbourne, Australia. Association for Computational Linguistics.
- Tianyu Gao, Xingcheng Yao, and Danqi Chen. 2021. SimCSE: Simple contrastive learning of sentence embeddings. In *Empirical Methods in Natural Language Processing (EMNLP)*.
- H. Paul Grice. 1975. Logic and conversation. In Peter Cole and Jerry L. Morgan, editors, *Speech Acts*, volume 3 of *Syntax and Semantics*.
- He He, Nanyun Peng, and Percy Liang. 2019. [Pun generation with surprise](#). In *Proceedings of the 2019 Conference of the North American Chapter of the Association for Computational Linguistics: Human Language Technologies, Volume 1 (Long and Short Papers)*, pages 1734–1744, Minneapolis, Minnesota. Association for Computational Linguistics.
- Ari Holtzman, Jan Buys, Li Du, Maxwell Forbes, and Yejin Choi. 2020. [The curious case of neural text de-generation](#). In *International Conference on Learning Representations*.
- Laurence Horn. 1984. Toward a new taxonomy for pragmatic inference: Q-based and r-based implicature. *Meaning, form, and use in context: Linguistic applications*, 11:42.
- Alex M Lamb, Anirudh Goyal ALIAS PARTH GOYAL, Ying Zhang, Saizheng Zhang, Aaron C Courville, and Yoshua Bengio. 2016. [Professor forcing: A new algorithm for training recurrent networks](#). In *Advances in Neural Information Processing Systems*, volume 29. Curran Associates, Inc.
- Stephen C Levinson. 2000. *Presumptive Meanings: The Theory of Generalized Conversational Implicature*. MIT Press.
- Jiwei Li, Michel Galley, Chris Brockett, Jianfeng Gao, and Bill Dolan. 2016. [A diversity-promoting objective function for neural conversation models](#). In *Proceedings of the 2016 Conference of the North American Chapter of the Association for Computational Linguistics: Human Language Technologies*, pages 110–119, San Diego, California. Association for Computational Linguistics.
- Xiang Lisa Li and Percy Liang. 2021. [Prefix-tuning: Optimizing continuous prompts for generation](#). In *Proceedings of the 59th Annual Meeting of the Association for Computational Linguistics and the 11th International Joint Conference on Natural Language Processing (Volume 1: Long Papers)*, pages 4582–4597, Online. Association for Computational Linguistics.
- Alisa Liu, Maarten Sap, Ximing Lu, Swabha Swayamdipta, Chandra Bhagavatula, Noah A. Smith, and Yejin Choi. 2021. [DExperts: Decoding-time controlled text generation with experts and anti-experts](#). In *Proceedings of the 59th Annual Meeting of the Association for Computational Linguistics and the 11th International Joint Conference on Natural Language Processing (Volume 1: Long Papers)*, pages 6691–6706, Online. Association for Computational Linguistics.
- Joshua Maynez, Shashi Narayan, Bernd Bohnet, and Ryan McDonald. 2020. [On faithfulness and factuality in abstractive summarization](#). In *Proceedings of the 58th Annual Meeting of the Association for Computational Linguistics*, pages 1906–1919, Online. Association for Computational Linguistics.
- Clara Meister, Tiago Pimentel, Gian Wiher, and Ryan Cotterell. 2022. [Typical decoding for natural language generation](#). *CoRR*, abs/2202.00666.
- Stephen Merity, Caiming Xiong, James Bradbury, and Richard Socher. 2017. [Pointer sentinel mixture models](#). In *International Conference on Learning Representations*.
- Romain Paulus, Caiming Xiong, and Richard Socher. 2018. [A deep reinforced model for abstractive summarization](#). In *International Conference on Learning Representations*.
- Krishna Pillutla, Swabha Swayamdipta, Rowan Zellers, John Thickstun, Sean Welleck, Yejin Choi, and Zaid Harchaoui. 2021. [MAUVE: Measuring the gap between neural text and human text using divergence frontiers](#). In *Advances in Neural Information Processing Systems*.
- Alec Radford, Jeff Wu, Rewon Child, David Luan, Dario Amodei, and Ilya Sutskever. 2019. Language models are unsupervised multitask learners. <https://openai.com/blog/better-language-models/>.
- Marc’Aurelio Ranzato, Sumit Chopra, Michael Auli, and Wojciech Zaremba. 2016. [Sequence level training with recurrent neural networks](#). In *4th International Conference on Learning Representations, ICLR 2016, San Juan, Puerto Rico, May 2-4, 2016, Conference Track Proceedings*.
- Victor Sanh, Thomas Wolf, Yonatan Belinkov, and Alexander M Rush. 2021. [Learning from others’ mistakes: Avoiding dataset biases without modeling them](#). In *International Conference on Learning Representations*.
- Yixuan Su, Tian Lan, Yan Wang, Dani Yogatama, Lingpeng Kong, and Nigel Collier. 2022. A contrastive framework for neural text generation. *Neurips*, abs/2202.06417.
- Arun Venkatraman, Martial Hebert, and J.. Bagnell. 2015. [Improving multi-step prediction of learned time series models](#). *Proceedings of the AAAI Conference on Artificial Intelligence*, 29(1).

Sean Welleck, Ilia Kulikov, Stephen Roller, Emily Dinan, Kyunghyun Cho, and Jason Weston. 2020. [Neural text generation with unlikelihood training](#). In *International Conference on Learning Representations*.

Sam Wiseman and Alexander M. Rush. 2016. [Sequence-to-sequence learning as beam-search optimization](#). In *Proceedings of the 2016 Conference on Empirical Methods in Natural Language Processing*, pages 1296–1306, Austin, Texas. Association for Computational Linguistics.

Yukun Zhu, Ryan Kiros, Richard Zemel, Ruslan Salakhutdinov, Raquel Urtasun, Antonio Torralba, and Sanja Fidler. 2015. Aligning books and movies: Towards story-like visual explanations by watching movies and reading books. In *arXiv preprint arXiv:1506.06724*.

A Score Analysis

In order to empirically justify our contrastive objective, we report the likelihood scores and contrastive scores for repetitive text, reference and sampling outputs. As shown in Table 6, we find that reference text scores highest under our contrastive loss objective, whereas the likelihood maximization objective ranks the undesired repetitive text the highest.

Averaging across the wikitext data, repetitive text receives a likelihood score of -0.79 per token, reference text receives -3.20, and sampling output receives -2.93. Contrastive objective on the other hand, assigns 0.21 to repetitive text, 0.62 to reference text, and 0.59 to sampling text. This trend is consistent with observation in the Table 6, and contrastive scores correctly assigns highest ranking to reference text.

B Full Automatic Evaluation Results

In Table 1, we report diversity, MAUVE, and COH. In the tables (Table 7 for wikitext, Table 8 for wikinews, Table 9 for story), we also include REP-N metrics for $n = 2, 3, 4$ and perplexity (PPL) under GTP-2 medium, along with MAUVE, COH and DIV.

C Additional Ablation Results for Sample v.s. Search

Recall in §7.3, we compare sampling CD objective and searching CD objective. Here, we include extra results in Table 10. We find that CD (search) outperform CD (sample) consistently across three domains and three model sizes.

D More Qualitative Examples

We include 6 randomly sampled qualitative examples in Table 12 – 17.

E Variant of CD: Training the Amateur LM

As we mentioned in §3.4, an ideal amateur LM should summarize the failure mode of the expert LM, and we have been using a off-the-shelf amateur LM in the main text (e.g., GPT-2 small, OPT-125m). Here, we experiment with learning an amateur model that mimics the degenerate behavior of the expert LM. Precisely, we first randomly sample some prompt of different length from wikipedia dataset, and generate training data by beam searching the expert LM conditioned on the prompts. This training data is representative of the degeneration in the expert LM, and tends to be highly repetitive. We then prefix-tune (Li and Liang, 2021) a GPT-2 model on this training data to obtain the final amateur LM. Here, we use prefix-tuning as the lightweight adaptation method which only requires learning and storing a soft prompt of length 10. At decoding time, we just use the prefix-tuned model as the amateur, and apply contrastive decoding in §3.2. We denote this variant of CD as *beamprefix* and report automatic evaluation results in Table 7, Table 8, and Table 9.

We also include human evaluation results, which compares the beamprefix variant of CD with nucleus sampling results. As shown in Table 18, we find that CD (beamprefix) also attain significantly better performance than nucleus sampling.

Source	Text	$\log p_{\text{EXP}}$	$\log p_{\text{EXP}} - \log p_{\text{AMA}}$
Repetitive Output	Headlam served as Officer Commanding North @-@ Western Area in 1946, and as Director of Training from 1947 to 1950. In 1950 – 51, he was Commanding Officer of the 1st Battalion, 7th Infantry, 101st Airborne Division. He was awarded the Distinguished Service Cross for his actions in the Battle of the Bulge. He was awarded the Distinguished Service Medal for his actions in the Battle of the Bulge. He was awarded the Silver Star for his actions in the Battle of the Bulge. He was awarded the Bronze Star for his actions in the Battle of the Bulge. He was awarded the Purple Heart for his actions in the Battle of the Bulge. He was awarded the Distinguished Service Medal for his actions in the Battle of the Bulge. He was awarded the Silver Star for his actions in the Battle of the Bulge. He was awarded the Bronze Star for his actions in the Battle of the Bulge. He was awarded the Purple Heart for his actions in the Battle of the Bulge. He was awarded the Distinguished Service Medal for his actions in the Battle of the Bulge. He was awarded the Silver Star for his actions in the Battle of the Bulge. He was awarded the Bronze Star for his actions in the Battle of the Bulge. He was awarded the Purple Heart for his actions in the Battle of the Bulge. He was awarded the Distinguished	-222.1	56.7
Reference	Headlam served as Officer Commanding North @-@ Western Area in 1946, and as Director of Training from 1947 to 1950. In 1950 – 51, during the Malayan Emergency, he was stationed at Singapore as commander of No. 90 (Composite) Wing and, later, RAF Tengah. He twice served as acting Air Member for Personnel, in 1957 and 1959 – 60, receiving appointment as a Commander of the Order of the British Empire in 1958. Promoted air vice marshal, he successively held the positions of Air Officer Commanding (AOC) Operational Command in 1961 – 62, AOC No. 224 Group RAF from 1962 to 1965 during the Indonesia – Malaysia Konfrontasi, Deputy Chief of the Air Staff in 1965 – 66, and AOC Support Command in 1966 – 67. He was appointed a Companion of the Order of the Bath in 1965. Following a posting to London as Head of the Australian Joint Services Staff from 1968 to 1971, he retired from the Air Force and died in Melbourne five years later.	-658.6	185.9
Nucleus Output	Headlam served as Officer Commanding North @-@ Western Area in 1946, and as Director of Training from 1947 to 1950. In 1950 – 51, Headlam promoted the application of the Chief of Staffs precepts, making it a common practice for subordinates to accomplish their assignments as commanded, and superiors acknowledged Headlam’s brilliant leadership under fire by naming him *Unsinkable* – a title he came to regret. When Headlam retired in 1951, he had other ideas. He chose the position of athenium Depository Commander in Canada’s Yukon Territory, and served there from 1951 to 1961. In 1961, he embarked on a tour of duty in Japan, where he commanded a squad of thirty-five men in the Skywolf division. On 13 December 1962 he made a daring cross-country dash across Great Bear Lake in Canada’s Yukon Territory, and back to western Edmonton. Upon returning to the territory he ordered the corps commander to establish a single battalion headquarters out of the 40th Cavalry Regiment. Soon afterwards he was recalled to duty with the 50th Armored Group for duty in Dakotas, Minnesota, and within eighteen months he became a full-time consultant to the Canadian Military Command, Area GHQ. Under his leadership the 20th Armored Regiment sustained severe combat in Kenya, Tanzania, Democratic Republic of the Congo, Ethiopia and Rundu. He retired from the Canadian Armed Forces as Lieutenant	-863.1	158.9

Table 6: We report the likelihood scores and contrastive scores for repetitive text, reference and sampling outputs. We find that reference text scores highest under our contrastive loss objective, whereas the likelihood maximization objective ranks the undesired repetitive text the highest.

	name	rep-2	rep-3	rep-4	div	mau	co	PPL
OPT-6.7B	greedy	71.95	68.34	65.98	0.03	0.07	0.63	5.2
	k-50	9.32	3.79	2.48	0.85	0.86	0.61	23.55
	k-10	16.18	8.34	5.77	0.72	0.73	0.64	15.33
	p-0.95	7.71	3.3	2.31	0.87	0.85	0.59	32.2
	typical-0.95	5.02	1.62	1.02	0.92	0.89	0.56	50.73
	CD-1.0	8.68	2.09	0.65	0.89	0.91	0.69	29.71
OPT-13B	greedy	71.52	67.88	65.53	0.03	0.08	0.63	5.37
	k-10	15.81	8.38	6.02	0.72	0.77	0.64	15.73
	k-50	9.06	3.76	2.54	0.85	0.83	0.61	23.88
	typical-0.95	5.09	1.84	1.27	0.92	0.89	0.55	50.67
	p-0.95	6.96	2.74	1.85	0.89	0.86	0.58	33.01
	CD-1.0	7.55	1.63	0.47	0.91	0.91	0.69	32.53
GPT2-XL	k-50	8.24	2.92	1.78	0.87	0.79	0.61	19.96
	p-0.95	5.25	1.68	1.07	0.92	0.87	0.57	34.35
	typical-0.95	3.59	1.01	0.65	0.95	0.84	0.53	57.8
	greedy	76.3	73.58	71.8	0.02	0.05	0.62	4.19
	k-10	15.45	7.47	4.95	0.74	0.76	0.64	12.81
	CD-1.0	9.19	1.81	0.41	0.89	0.92	0.69	24.66
	beamprefix-0.8	6.88	1.19	0.24	0.92	0.9	0.7	24.46

Table 7: Automatic evaluation results for wikitext.

	name	rep-2	rep-3	rep-4	div	mau	co	PPL
OPT-6.7B	greedy	61.44	57.94	56.06	0.07	0.26	0.65	6.45
	k=50	6.17	2.07	1.27	0.91	0.92	0.64	19.99
	k=10	9.48	3.89	2.47	0.85	0.88	0.67	14.05
	p=0.95	5.65	1.96	1.27	0.91	0.92	0.62	22.89
	typical=0.95	4.19	1.23	0.77	0.94	0.93	0.58	34.11
	CD-1.0	5.62	1.19	0.37	0.93	0.95	0.69	25.42
OPT-13B	greedy	59.51	55.84	53.9	0.08	0.3	0.65	7.05
	k-50	6.03	1.95	1.18	0.91	0.92	0.64	20.29
	k-10	9.06	3.49	2.1	0.86	0.9	0.66	14.34
	p-0.95	5.21	1.54	0.9	0.92	0.92	0.62	22.77
	typical=0.95	4.17	1.23	0.77	0.94	0.9	0.59	33.63
	CD-1.0	5.27	1.03	0.26	0.94	0.94	0.69	27.24
GPT2-XL	greedy	69.55	66.68	65.0	0.04	0.14	0.65	4.48
	k-50	5.95	1.73	0.93	0.92	0.88	0.64	16.35
	k-10	10.14	4.06	2.46	0.84	0.86	0.66	11.04
	p-0.95	4.62	1.24	0.7	0.94	0.9	0.6	22.32
	typical-0.95	3.4	0.82	0.46	0.95	0.91	0.56	35.35
	beamprefix-0.8	4.8	0.76	0.14	0.94	0.94	0.7	20.02
	CD-1.0	6.7	1.19	0.24	0.92	0.94	0.69	21.59

Table 8: Automatic evaluation results for Wikinews dataset.

	name	rep-2	rep-3	rep-4	div	mau	co	PPL
OPT-6.7B	k-10	13.53	5.96	3.64	0.78	0.89	0.54	14.15
	k-50	6.66	2.01	1.05	0.91	0.9	0.51	22.48
	greedy	77.86	75.01	73.04	0.01	0.05	0.51	4.93
	p-0.95	5.12	1.47	0.82	0.93	0.9	0.48	30.71
	typical-0.95	3.73	0.95	0.55	0.95	0.89	0.45	47.56
	CD-1.0	9.52	2.67	1.03	0.87	0.94	0.61	22.64
OPT-13B	greedy	76.37	73.22	71.03	0.02	0.05	0.51	5.1
	typical-0.95	3.65	0.84	0.43	0.95	0.91	0.46	47.41
	k-10	12.91	5.55	3.31	0.8	0.87	0.54	14.42
	k-50	6.57	1.95	1.03	0.91	0.9	0.51	22.47
	p-0.95	4.97	1.32	0.7	0.93	0.91	0.48	31.05
	CD-1.0	8.56	2.15	0.76	0.89	0.94	0.62	23.95
GPT2-XL	p-0.95	4.27	0.9	0.39	0.94	0.91	0.46	30.47
	k-50	6.52	1.68	0.75	0.91	0.87	0.51	18.83
	typical-0.95	2.95	0.54	0.24	0.96	0.88	0.43	49.9
	k-10	13.57	5.49	2.97	0.79	0.81	0.54	11.76
	greedy	81.51	79.2	77.53	0.01	0.03	0.49	3.06
	CD-1.0	12.8	3.68	1.25	0.83	0.94	0.64	16.36
	beamprefix-0.8	7.71	1.33	0.27	0.91	0.9	0.63	18.37

Table 9: Automatic evaluation results for story generation

	name	wikinews			wikitext			story		
		div	mauve	coh	div	mauve	coh	div	mauve	coh
6.7B	p=0.95	0.91	0.92	0.62	0.87	0.85	0.59	0.93	0.9	0.48
	CD (search)	0.93	0.95	0.69	0.89	0.91	0.69	0.87	0.94	0.61
	CD (sample)	0.86	0.91	0.69	0.79	0.82	0.68	0.85	0.93	0.58
13B	p=0.95	0.92	0.92	0.62	0.92	0.89	0.55	0.93	0.91	0.48
	CD (search)	0.94	0.94	0.69	0.91	0.91	0.69	0.89	0.94	0.62
	CD (sample)	0.87	0.9	0.68	0.8	0.84	0.67	0.85	0.91	0.59
1.5B	p=0.95	0.94	0.9	0.6	0.92	0.87	0.57	0.94	0.91	0.46
	CD (search)	0.92	0.94	0.69	0.89	0.92	0.69	0.83	0.94	0.64
	CD (sample)	0.88	0.89	0.69	0.81	0.85	0.68	0.9	0.92	0.59
	full CD	0.92	0.94	0.69	0.89	0.92	0.69	0.83	0.94	0.64
	Context Ablation	0.92	0.93	0.63	0.88	0.88	0.6	0.88	0.9	0.53
	$\mathcal{V}_{\text{head}}$ Ablation	0.92	0.93	0.63	0.88	0.88	0.6	0.88	0.9	0.53

Table 10: Full ablation studies results comparing CD (sample) and CD search §7.3. We find that CD (search) outperform CD (sample) consistently across three domains and three model sizes.

Prompt	The 40 - metre - long (131 ft 3 in) hangar was 20 metres (65 ft 7 in) wide forward and 11 metres
CD (1.5b)	<p>The 40 - metre - long (131 ft 3 in) hangar was 20 metres (65 ft 7 in) wide forward and 11 metres wide (33 ft 6in) aft. The hangar had two doors on the port and starboard sides and a single door in front. The port door opened to a large, open hangar deck which extended forward to about 20 metres (65ft 7 in) in width, then curved around and closed on a small, enclosed platform which had two small, circular, windows in it, each about 10 feet by 6 feet (3m x 1.3 m). The port and forward door opened onto the forward part (port side) of a hangar which extended to a platform on which was suspended the main wing assembly, a single vertical tailplane and two vertical fin assemblie s, each with two horizontal planes and two horizontal stabilizer planes, all suspended by cables from a central vertical stabilizing strut. The platform had two small windows on it and a small door in it, which cou ld also open. The platform was suspended from a large vertical strut which ran the entire width and which could also swing out to form a small platform for a single plane, or could be swung into position for the en tire assembly to rest upon. The hangar deck extended to the rear, where it curved around to close on the small platform which had the single, small, round, window. This small platform</p>
Nucleus (1.5b)	<p>The 40 - metre - long (131 ft 3 in) hangar was 20 metres (65 ft 7 in) wide forward and 11 metres (32 ft 3 in) wide aft of the posvailer aircraft</p> <p>Long house tractor OHP (on ramp) for refuelling of aircraft</p> <p>Multi-armed bus for each aircraft</p> <p>Type 60 1012 with full size service ship kitted out to have a toilet on the U-shaped port side</p> <p>Alternating twin Mk-III main guns on the port side could each be fitted with fuzes to fight various targets</p> <p>Interior of two cabin cabins aboard YK-SATF</p> <p>Modern sleeping quarters aboard YK-SATF with internal bunk room, practically designed for two officers and 128 people (51 passengers, 193 space on D-handlers)</p> <p>Room to move and all-round living facilities on U-shaped bar stand on the port side (covering port side)</p> <p>Elevator to the Laundry Arcade on the port side and overhead hoist to the garage with parking (drivers) and service bus</p> <p>Medium weight serial 717-5005 complete with enclosed treadle trailer and winch, bought in BOMBARDIER'S FORGOT LANDING</p> <p>Modern passenger transporter and (Grumman HUU-21) with new advance Z</p>
CD (13b)	<p>The 40 - metre - long (131 ft 3 in) hangar was 20 metres (65 ft 7 in) wide forward and 11 metres wide aft (34 ft 7 in). The hangar had two doors on the port and starboard sides and a single door in the centre, which could be closed to form a sealed room. It could accommodate a Boeing B-17F Flying Fortress bomber. The aircraft were parked nose to tail, with the nose of one aircraft abeam of the centreline of the other aircraft, with their wings touching. The aircraft were parked in this fashion to prevent them colliding in flight, which was a serious hazard in the days of wooden aircraft. The hangar doors could be opened in flight, but were normally left closed. The hangar had an internal height of 8 metres (26 ft) and an internal volume of 5,500 cubic feet (152 m 3).</p>
Nucleus (13b)	<p>The 40 - metre - long (131 ft 3 in) hangar was 20 metres (65 ft 7 in) wide forward and 11 metres (36 ft 10 in). At the rear of each side of the hangar, there was a covered gangway, for walking up and down. This went from the winch room on the starboard side and descended over the steel deck until reaching the 2 x 10 sheet metal Whitworth Type 328's head. The starboard side of the hangar swung 90 degrees, towards the bridge, and ended with a 10 metre (33 ft) long steel skid flat at the rear which neatly incorporated the lockers for the G-Turn seats. Total hangar deck length was 183 metres (603 ft). Above the single 40m x 10m hangar, the hanger deck's Foxtrot and RMS sections wereEach section had a length of 5.0 metres (16 ft 3 in) a height of 2.6 metres (8 foot) and a width of 2.7 metres (7 ft 2 in). The engine room was A 40m x 10m hangar built in 1937 had a longer engine hatch to both forward ends of the deep narrow profile of the FOxtrot section, so that when doors were closed supplemented the long afterbonnet doors.The crawlway from FOxtrot to RMS halved the length of the engine room.The</p>

Table 11: Qualitative Example 1.

Prompt	In some images, Hu employed a blind embossing technique (known as " embossed designs " (gonghua, 拱花
CD (1.5b)	<p>In some images, Hu employed a blind embossing technique (known as " embossed designs " (gonghua, 拱花)), in others he employed an ink brush (gonghuai, 拱花), in yet other images he employed both techniques , or used neither technique. The technique used to emboss Hu's characters was not known to me. The images below were all created by Hu in the late Qing Dynasty, around 1900-1900 C.E.. The first three are all from a book titled " The Book on the Great Learning ", and were all created around the year 1900-1905.</p> <p>The last image, which was made sometime around the early 1920's is from an unknown work. The book in which these images are contained was published sometime around 1920-1920. The images are all in the Hu style, which was a style of calligraphic Chinese script used from around the mid 19 th Century until around 1900. Hu was the most famous and prolific of calligraphy painters of this style. The style is characterized by a strong and distinct character set and a strong, distinct line-width, and was used to write many famous Chinese poems and poems by famous Chinese poets such as Li Bai (杨瑜), and Zhuangzi (Zhūngzì, 老子</p>
Nucleus (1.5b)	<p>In some images, Hu employed a blind embossing technique (known as " embossed designs " (gonghua, 拱花); In which images are embossed by straight red lines on the front and back of the paper, and the paper is then pasted to the frame. There are another method in which the paper is pinned down or carried over the back of the paper to the base of the image. Chinese calligraphy artists often used this " embossed poster, ", a style developed by my great-grandfather Tang Jian Zhong Jin (古尾)....grandson Hu Yu arrived on the scene in the year 1600....unveiled the Hu's....Image 河土喜发Eight sections 字...Early Chinese of Li Cheng Hang</p> <p>Copyright 2004 by Luis Estevez</p> <p>This Chinese Character A-Z Chinese Character Alphabet to Practice Your Chinese Learn Chinese Characters here to Practice with your Non-Chinese Friend. Step 1</p> <p>Learn and practice the characters, Step 2</p> <p>Read about the Chinese characters and...Chinese characters that are used in Chinese,...Step 3</p> <p>Learn and practice the written forms of characters that have their...Chinese character characters of the modern day, Exercise 以Learn and practice the characters, Learn and practice the</p>
CD (13b)	<p>In some images, Hu employed a blind embossing technique (known as " embossed designs " (gonghua, 拱花), where a design was embossed onto a surface and then covered by another material, usually paper or silk, which would reveal the design when the covering material was peeled away. In other images, Hu employed an ink wash technique (guancha, 档拱花), which involved painting designs with ink onto silk, which was then folded over and pressed to reveal the ink designs when the folded silk was opened. In both techniques, Hu's designs often incorporated Chinese characters, flowers, birds, or other images, often in a floral arrangement or other geometric pattern. The designs were often repeated in different colors or in different arrangements to create an overall pattern or composition. The embossed and ink wash paintings were then often mounted together on a silk cloth or paper to create a scroll painting or scroll painting panel (jiaochaoren, 街上篆), or were framed to make a wall scroll (xuanhua, 序印), which were often given as gifts or sold to raise funds for Hu's travels or other expenses. Hu often signed the scrolls he produced, but his signatures are often difficult or impossible to read, as they have been rubbed away over</p>
Nucleus (13b)	<p>In some images, Hu employed a blind embossing technique (known as " embossed designs " (gonghua, 拱花, 覆盖恢, 2008, Scale-packaging Checkpoint (Luntai)), which enables the smoothing out of its distinct design features. The result becomes a multi-level one of its staggering packaging. Meanwhile, in order to turn the expected carrier type into a visual one, he designed a unique structural design in order to have multi hiding spaces for its series of Brown Helpful Products(Thanks-Sweet Brown) with innovative distribution of compressed air between them.</p> <p>The manufacturer was originally originally known as this address:</p> <p>Of course some users are: enter you read how to play or watch this game, please feel free to ask, please, tell some friends did you find the site in google search. Thank You. Por favor, leas cualquier otro tema. Gracias, recio los comentarios. You can leave a comment. Thank You. Leave a comment.</p> <p>CONTACTS</p> <p>less surprisingly, cutting produced a very good contrast between its high quality and its price. To refer to three of his early works: Bao Bao, Nanji Yaem, Ganzi Schneider. A Lexicon of Military Land Art. Globorum Logos: avant-garde</p>

Table 12: Qualitative Example 2.

Prompt	A version of Sonic the Hedgehog was developed by Ancient and released in 1991 for Sega's 8 - bit consoles, the Master System and Game
CD (1.5b)	A version of Sonic the Hedgehog was developed by Ancient and released in 1991 for Sega's 8 - bit consoles, the Master System and Game Gear. It featured a new level editor called the Sonic Editor and was released as an expansion pack to Sonic CD in 1992, which was itself a port from the Genesis version. The editor allowed the creation and playtesting of custom levels for Sonic CD, and the expansion was also bundled with Sonic CD. It is also available for the PC as Sonic Editor. The game is considered a spiritual successor to the Genesis game Sonic 3 & Knuckles and the Genesis port Sonic 3D Blast, as it features the same gameplay elements, including the Spin Dash, and also shares many levels and music with those games, though it was developed by a completely new team and has no connection with either of them, and was not intended as an official sequel to either game. It also shares some level design with Sonic Adventure and Sonic Adventure DX, but not Sonic CD or Sonic CD Special Delivery, as those were not developed by Ancient at all, but by a separate developer called Team Sonic, and are considered separate titles in the franchise, with their own storylines, gameplay and characters, though the two share some level designs and some characters, and Sonic CD was the only Sonic title released for both the Master System, Game Gear, Sega MegaDrive/Genesis and PC platforms at the time, so the two
Nucleus (1.5b)	A version of Sonic the Hedgehog was developed by Ancient and released in 1991 for Sega's 8 - bit consoles, the Master System and Game Gear. It was set in the garden city of Sky Sanctuary and centered around Sonic's new helper, the pre-historic pillar-crusher-man Waddle Dee. Sonic the Hedgehog all the way was released for Game Gear in 1992. The author of the story speaks only for himself, but here it is. TO: Sonic the Hedgehog FROM: Anti-Socials SUBJECT: Argyle DeBrosse Contents show] What's that? You want me to tell you what I did, huh? Well, some things never change. Yeah. Basically, you. Now listen: I saw you on the NWA charts for ages. I heard about how great you were, and that you were a great singer. And then... later, after hearing it five times in a row, that's when I realized that I couldn't win this particular battle. You and your music have the edge. I dunno what got into you. But I can tell you I don't appreciate it. I heard you on the citywide broadcasts every night when they played music. And I heard what you said about your bi-coastal attitude toward Los Angeles, and it's funny
CD (13b)	A version of Sonic the Hedgehog was developed by Ancient and released in 1991 for Sega's 8 - bit consoles, the Master System and Game Gear. It featured the original character design of Naoto Ohshima, who also designed Sonic for Sega's 16-bit consoles, the Mega Drive/Genesis and Game Gear. The game's title screen features Sonic, Tails and Knuckles running in place on a background of a hedge maze. The title screen music is "Hedgehog Hill", a track from Sonic CD composed by Yuji Naka and Masaya Matsuura, which also plays when the player first enters a stage in Sonic 2 and when Sonic runs up a slope in the first Sonic 3D Blast level, and also appears as the title theme to the Sega Ages collection of remade Sega Genesis and Master System Sonic titles, and in the opening theme to Sonic Boom: Rise of Lyric, a Japanese anime television series based on Sonic. The Master System port was developed by Sega Technical Institute and published in North America by Acclaim Entertainment as Sonic the Hedgehog (1991) in 1992, and in PAL regions by Ocean Software in 1993 as Sega's Greatest Hits Sonic. A Game Gear port was released by Ocean in 1992. A port for the Sega CD, titled Sega CD's Greatest Sonic Hits (Sega Mega-CD's Sonic Hits in Europe) and published by Sega of Europe, was
Nucleus (13b)	A version of Sonic the Hedgehog was developed by Ancient and released in 1991 for Sega's 8 - bit consoles, the Master System and Game Gear. While the game struggled to sell and was poorly received, it represented an experiment in Sonic game capability by requiring that the game's code be 1,000 times faster as a response to Sega's attempts to catch up to Nintendo. This early version shares only a few very minor features with the official Sonic the Hedgehog game released three and a half years later for the Super Nintendo Entertainment System by Sonic Team, notably features from Sonic Spinball (working as a gravity suit for the player and a non-invincible roll ability)are retained. Though it is possible that the data from this very early build was also used in a test build of Sonic's follow-up entries to Sonic Gems: Team Sonic Racing 2, a point that has since been supported by Victor Coelho, one of the creators of the ROM, in the Sonic Mega Collection Plus special discs. Unfortunately, and uniquely compared to its very similarly named paleo relative of 1991 in Mobile Suit Gundam: MSI,both 2D and its computer version are far less distinctly different than the 2D Game Gear version even while being different to and games. There were also Sonic propositions for a Game Boy Advance port due to which Sega developed a prototype for it using Game Studio, an in-house game-

Table 13: Qualitative Example 3.

Prompt	Writing for The A.V. Club, television reviewer Hayden Childs commented that " Exit Through the Kwik - E - Mart "
CD (1.5b)	Writing for The A.V. Club, television reviewer Hayden Childs commented that " Exit Through the Kwik - E - Mart " is "the best episode of the show yet." I agree with Childs. This episode is a masterpiece of the kind of television that The Simpsons is so often lauded as having. The story, written by showrunner Mike Scully and starring the always excellent John Di Mambro as the voiceover narrator of "Exit Through the Kwik- E - Mart," has the feel and feel-ness of the classic "Bart to the Future," but with the wit of a modern Simpsons. The story, in its first two acts, follows Bart's attempts to find the perfect gift for a girl he's crushing on, while his parents are away at the hospital for the birth of Bart's sister Lisa (the episode was written before Lisa was conceived, so Bart is not aware that Lisa's father, Homer Simpson, will one day marry Marge Simpson and become Homer Simpson, and thus the father of Lisa and the future Homer). The third and fourth acts are devoted entirely to the birth and early childhood years of Lisa, as Bart is left behind at home to raise her while Homer is off working for the nuclear plant, leaving Bart with the task of looking after her while he goes out and gets drunk and/or high and/or whatever else happens when you have
Nucleus (1.5b)	Writing for The A.V. Club, television reviewer Hayden Childs commented that " Exit Through the Kwik - E - Mart " is one of " the fucking worst shows ever made on television," which makes sense since it made no sense at all. Why get all obsessive about specific comic book characters when you can "relate" with people from any fictional realm? Always good to know. The one-shot from Grant Morrison and Darick Robertson sets up the Missing Link story of the issue, a side narrative that follows a resistance mission into a parallel universe and leads to a spooky-as-hell finale. Next week: The Walking Dead So why would Morrison want to direct a feature film, or at least in such a genre? Well, he's already turned his attention to television and presumably want to turn his hand to the tiny screen again. That's where this comes in—the TV series he's being given the job to write and direct is The Walking Dead, the \$1.2 billion-selling zombie apocalypse franchise on AMC that's probably the most viewed zombie phenomenon on the planet (have you seen the true facts? Those ratings really aren't close) The show is about a kid from the first wave of zombies, a few years after the zombie apocalypse has come and gone. He doesn't know anything about zombies. He just knows that you can't leave the woods around a campground
CD (13b)	Writing for The A.V. Club, television reviewer Hayden Childs commented that " Exit Through the Kwik - E - Mart " is "an entertaining, if not particularly insightful documentary about graffiti artist Kaws, whose work has become increasingly commercial and mainstream." He added that "Kawasaki is a likable enough subject, and the film does manage to capture some interesting footage of Kaws at work in his studio and around New York. But the documentary never quite manages to explain what exactly it's trying to say about art or commerce or the nature of fame." He concluded by writing that "Exit Through the Kwik - E - Mart is a decent enough documentary about an intriguing figure. But it's also an example of how, even with a talented subject and some decent access, the best documentaries still can't quite escape their limitations as entertainment. [4/10]" [6] For The Hollywood Reporternotablet review, critic Matt Zoller Seitz gave the documentary two-and-half-stars out of four and wrote that "Kaws, the graffiti artist and pop-culture phenom who's become the most visible ambassador for street art since Jean Michel-Basquiat and Keith Haring, has a documentary made about him by his friend and business associate, the director and photographer Andrew Droz Palermo. The result, Exit Through the
Nucleus (1.5b)	Writing for The A.V. Club, television reviewer Hayden Childs commented that " Exit Through the Kwik - E - Mart " is easily one of the funniest episodes in Rick and Morty history. "They compete for the chance to design a McDonald's restaurant with outlandish designs and terrible burgers," Childs writes, adding "the encounter between Rick and his grandson turns the intergalactic adventure on its head when Morty attempts to sex his planet-derailing Grandpa." To date, this episode has been called one of the Saint-140 standouts of the series. In the Season Two episode "Mortynight Run", Rick recommends that Morty to sleep in a Kwik-E-Mart, which he does every year on his birthday. In the Season Three episode "Uter short" the Kwik-E-Mart from Kwik-E-Mart is seen under construction. References External links Official website of the makers of Rick and Morty. (archived) Official Website of WDAS TV Store [Kwik-E-Mart Episode Listening Center] (web archive)

Table 14: Qualitative Example 4.

Prompt	DreamWorks contracted Amazon.com to create the official website, marking the first time that Amazon had created a special section devoted to a feature film. The website
CD (1.5b)	DreamWorks contracted Amazon.com to create the official website, marking the first time that Amazon had created a special section devoted to a feature film. The website features the official trailers, cast and credits of all five DreamWorks features. The website is also the first time Amazon has provided the official website of any feature film to the public, as they had previously only released the film's trailers and posters to their employees and select press. The official site is available in both a standard version, which is the one you are currently reading, or an "Enhanced" version that has additional content and is optimized to load quickly and load the most information possible on a mobile screen. The enhanced site also includes a "DreamWorks Home Page," a section that provides a more personalized experience and offers a "DreamWorks Home Screen." The site will be available to all Amazon Prime customers, but is currently available to Prime customers in the US, the United Kingdom and Germany, with the site's availability expanding to the remaining markets later. The official website for The Croods is currently unavailable in Australia. The site is expected to return to Australia later in 2012. The site is currently unavailable in Brazil, China and the Netherlands, while it will be added in these countries in the coming days, but not all features are yet available. The site is also unavailable for users in India. The website for the animated feature Trolls was also launched today. The site features
Nucleus (1.5b)	<p>DreamWorks contracted Amazon.com to create the official website, marking the first time that Amazon had created a special section devoted to a feature film. The website is also available on AOL Instant Messenger for voice-enabled users. The company announced it was doing the project in July but didn't say what kind of publicity it had gathered.</p> <p>Participating film-makers included students at Amazon's "digital artist lab," which has worked with companies such as Dell, Redwood City, Calif.-based TV maker Vizio and Daniel Crown, a Dominican immigrant who made his name in the 1980s as the lead singer of the Demolition Dog.</p> <p>DreamWorks already had a large, dedicated online fans site for the film, which stars the popular actors Jason Bateman, Owen Wilson, Christian Bale, and Michelle Pfeiffer, as well as more recent comic-book favorites Emily Blunt and Paul Rudd. The home page had a map of Manhattan with other New Yorkers who would be familiar to the film-viewing public.</p> <p>From various corners of the Internet</p> <p>The site is not quite as polished as an official website for an old movie. The 1920s-era design isn't very elegant and Microsoft's Internet Explorer plugin doesn't load smoothly. For example, a rudimentary search function is available, but not very sophisticated. Google is also a huge presence, as users can consult news about the project on Google News</p>
CD (13b)	<p>DreamWorks contracted Amazon.com to create the official website, marking the first time that Amazon had created a special section devoted to a feature film. The website featured exclusive interviews and footage, a blog by Dreamworks' Jeffrey Katzenberg and Meg LeFauve and a section where visitors could create a personalized character. The film's website received a nomination for Best Website at the 2008 Streamys.</p> <p>Release</p> <p>Marketing</p> <p>DreamWorks began its campaign for Shrek Forever After on May 7 with a teaser website, featuring the tag line "The adventure continues", and a countdown clock to May 17, when the teaser trailer would premiere on ABC's Jimmy Kimmel Live!. The trailer debuted during the show and was also made available online. The official trailer premiered on the same date. The film's first poster was revealed in July, featuring the four main characters in silhouette. A second poster, featuring the four characters in full color and the tag line "The adventure never ends" debuted at San Diego Comic-Con. A series of character posters was also revealed. The first of which featured Fiona, Donkey and Puss in Boots in silhouette and was revealed on August 1. A second character poster featuring Shrek, Princess Fiona and Donkey debuted in August, followed by posters featuring Shrek's son, Farquaad and the villainous Lord Farquaad in September, and the four characters together in October. The first television spot</p>
Nucleus (13b)	<p>DreamWorks contracted Amazon.com to create the official website, marking the first time that Amazon had created a special section devoted to a feature film. The website previously served as store and promotional hub for all DreamWorks films.</p> <p>According to ThinkFilm, the website is sort of like a cross between Backstage and IMDbPro. Users can even take a short quiz and get a free preview of the film. Members of the website are also privy to additional content and promotions.</p> <p>Other sites frequented by the celebs during their promotional tour were Artsy.net, wellcome.org, Mashable and amfam.com. http://www.ingorepub.com/</p> <p>Insight—it's who you know</p> <p>by Emily Kreps (If Magazine)</p> <p>Wal-Mart is watching you. Could that even be an exaggeration? Wal-Mart, the world's largest retailer, is moving quickly to fill the information void, in providing a signal its general awareness of what goes on from brick and mortar location to location.</p> <p>The chain has equipped what's essentially online GPS monitoring data of nearly every metric found in traditional retail, and is adding capabilities on the fly as it knows what's measurable—but still not. While Wal-Mart isn't tapping into cook's sales in the chilled salad department, the ability to</p>

Table 15: Qualitative Example 5.

Prompt	Churchill has been active since at least 1984 as the co - director of the Denver - based American Indian Movement of Colorado, now an autonomous
CD (1.5b)	Churchill has been active since at least 1984 as the co - director of the Denver - based American Indian Movement of Colorado, now an autonomous entity. He has also been active as the co - of the American Indian Movement of the Rockies, the American Indians for a Free and Healthy Colorado (AIFHFC), the Colorado Native Youth Coalition (CONYEC), and as an advisor for several other Colorado based groups. In the 1980's, Churchill served on the Colorado Indian Tribal Advisory Committee, the Denver Urban Indian Advisory Council (DUIC), the Denver Indian Youth Advisory Committee (DENIYC) and as the co - director for the Denver Indian Education Project (DENIEF), which is the only Native-led, Native-run school reform initiative of any size. In the 1990s Churchill co - directed and was co-chair for a group that developed the "Denver Native Youth Initiative (DYNIEI)", a Native youth empowerment and education program. The initiative's mission statement is "To provide Native students, youth and their parents and guardians, with culturally-relevant education, leadership and community development programs." The initiative is based at Denver's Indian School of Denver (ISCED), a Native American boarding and day school that serves over 500 Native American students from grades K-8, with an additional 200 Native students in the ISCD's
Nucleus (1.5b)	Churchill has been active since at least 1984 as the co - director of the Denver - based American Indian Movement of Colorado, now an autonomous organization of the American Indian Movement. He is also active in the Colorado Springs IND at the level of the North American's Assembly for National Congress of American Indians (NANIC) President. He will be addressing the 16th National Congress of the American Indian Movement in Denver to come Thursday-Sunday with a community part on Tuesday and Wednesday. To send a postcard: ucpsachao1.com. Also available by e-mail at above address. Come with a great group - the picket line is not usually organized in the city and there are long lines for tickets to see him at meetings, but I can get two lucky letter writers a ticket. :-) And now for the links: Classic, First book Churchill, Lawrence and Jonassen, R.J. 1976 Memoirs of an Indian Killer Manifestos of the Indian Supreme Court 1959 by www.nativeamericanutcc.net Mountain Justice Party Rocky Mountain Front Indian Shooting Party Militia Freedom for the Chesapeake Fighting the Apache Indian Wars Tylecote Blood Justice League Savoy Caserotti Gulch Citizens for Human Rights Mountain Justice College of Medicine Colorado Springs American Indian Movement Colorado Springs NANICNANIC Conference in Denver "to demonstrate the goodness of the American Indian of Colorado"
CD (13b)	Churchill has been active since at least 1984 as the co - director of the Denver - based American Indian Movement of Colorado, now an autonomous - organization with chapters in several states. He was also active as the co - of the Denver based Colorado American Indian Movement of Colorado, now a defunct - organization with no known successor. Churchill is also known to have been the - director for a short period in 1986 of a now defunct Colorado based American Indian Movement of the American West (AIMWAW) with chapters in several western states, and as the co-director in the mid-80s with the late Robert Red Cloud of a defunct Montana based AIW (AIM of MT). Churchill has been involved with several other American Indian activist organizations in various roles, including as a - member and officer for a short time of a defunct Washington State based American Indians in Defense of Our Mother Earth (AIODOME), as the - and officer of an Oregon based American Indians for Survival and Dignity (AISSD) from the mid-80s until its dissolution, as the co - of an Idaho based American Indians United for Self Determination and Education (AIUSA) chapter from 1985-86 and again from 1989 until the chapter's dissolution, as a - and officer of a now dissolved Washington based American Indians of North America (
Nucleus (13b)	Churchill has been active since at least 1984 as the co - director of the Denver - based American Indian Movement of Colorado, now an autonomous entity, and as a prophet-poet of sorts, performing his "Magic Ma ce" ritual while chanting a Warrior Poem of... More >> Archived News Tips for nights out in the shadow of the Hotel Colorado's ship: See a performance by the Macabre Heart Show at the Chuckwagon Saloon or the Havana Bar Have dinner at Lahti's Spend sometime drifting around an Avalanche adult beverage or beer garden Take in a performance by a Wallenberg student ensemble Holiday toy boutique draws the line to who's left out STOCKTON - When most kids sit down during the holidays to play with their gifts, a small number of children on the edge of poverty will take a breath and wonder if they will get gifts at all. There's a secret magic about the Radio City Christmas Spectacular The United Way of San Joaquin County recently released their list of Christmas wish list toys in the area. Many of the toys can be found around the area for children of all ages. You just have to search a bit. Christmas Vigil scheduled Dec. 24 In tribute to the birth of Christ, Stockton has included a Christmas Vigil in its city code.

Table 16: Qualitative Example 6.

Prompt	The old Bintulu airport was built in 1955 in the town centre. It once held the Guinness World Record of nearest airport to town. On 19 December
CD (13b)	<p>The old Bintulu airport was built in 1955 in the town centre. It once held the Guinness World Record of nearest airport to town. On 19 December 2006 the airport was officially renamed Sultan Haji Omar "Ali Sai fuddien Saarakara ibni Al-marhum Sultan Badlishah" International Airport after the current Yang Dipertuan Besar of Bintulu, H.Sultan Omar Ali Saifuddin ibni Sultan Hj Omar Sa'adul Khairi Waddien Al-Muhtadee Billa h. The old Bintulu airport is now used only for VIP and chartered aircraft. The new Sultan Omar Ali Saifuddin International Airport is located about 10 kilometres away from town, in a new area called the Sultan OA OS Airport Industrial Estate. It was officially opened by the Yang Di-pertua Negri, Tun Pehin Sri Hj Mohammad Bolkiah Mu'izzaddin Waddien Mujib bin Tun Abdul Jalil Mu'adzam Shah, in November 2007.[2]</p> <p>BINTUAN (pronunciation: [bantuean] (help·info), officially Sultan O. A. S International Airport (IATA: BNT),[1]) (Malay: Kepulauan Seribu Tiga Pilihan Raya, "Three States' Territory</p>
Nucleus (13b)	<p>The old Bintulu airport was built in 1955 in the town centre. It once held the Guinness World Record of nearest airport to town. On 19 December 1959 the airport was closed and moved to the now defunct Camp San ggau military base. After the military base was later closed in 1989, the airport was relocated once again to Bedok. This photo was taken in 2007 at the new Bintulu airport.Lai Wan S Ismail, Bintulu, Malaysia.</p> <p>Comments</p> <p>Your email address will not be published. Required fields are marked *</p> <p>Comment</p> <p>Name *</p> <p>Email *</p> <p>Website</p> <p>The Mid-Autumn Festival moon is currently high in the Solar precession/North Eastern Star.</p> <p>Chinese people used to perform ceremonies on the luminescent with peanut oil to seek the goddess of love and marriage, moon goddess, they called Goddess of the Harvest. Goddess of marriage was called Moon goddess, after all, moon is marital goddess.</p> <p>xxx</p> <p>New Year Seas too continues, Chinese people are in state of high expectation with connections to all the New Fate/Lantern Clay Ladder. Along the whole period of Glory Fest period, like many Lantern Clay poles, ther e is an interval of meaningful interlude.</p> <p>xxx</p> <p>Another message in the sky in Chinese dyeing. A blessing of seasonal prosperity:</p> <p>This season is an</p>

Table 17: Qualitative Example 7.

	CD	Baseline	CD is better	coherence		CD is better	fluency	
				same	Baseline is better		same	Baseline is better
wikipedia	CD (GPT-2 XL)	nucleus (GPT-2 XL)	0.714	0.083	0.202	0.548	0.083	0.369
	CD (beamprefix)	nucleus (GPT-2 XL)	0.742	0.081	0.177	0.551	0.141	0.308
wikinews	CD (GPT-2 XL)	nucleus (GPT-2 XL)	0.708	0.042	0.25	0.583	0.12	0.297
	CD (beamprefix)	nucleus (GPT-2 XL)	0.62	0.214	0.167	0.589	0.271	0.141
story	CD (GPT-2 XL)	nucleus (GPT-2 XL)	0.636	0.045	0.318	0.404	0.106	0.49
	CD (beamprefix)	nucleus (GPT-2 XL)	0.662	0.035	0.303	0.46	0.157	0.384

Table 18: Human evaluation results for wikipedia, wikinews, story datasets. We describe the details of CD (beamprefix) in Appendix E.