**Lecture 16 poll**

**Slide 6 : MLPS for sequences**

 **Conventional MLPs too can be used to model sequences, True or false**

* True
* False

**When we use conventional MLPs to model sequences, the sequence nature of the problem is captured through the divergence, which is now computed between the output *sequence* and the desired output *sequence*, true or false**

* True
* False

**Slide 12: Time synchronous RNNs**

**Select all that are true about time-synchronous RNNs**

* There is one output corresponding to every input
* They can only be unidirectional, i.e. either forward recursion or backward recursion, but not both.
* The divergence between true and desired outputs can have an additive contribution from the output at each time.

**Slide 48: Alignment**

**Select all that are true about alignments, time-synchronous sequences, order-synchronous sequences, compression, and compressed sequences**

* An order-synchronous symbol sequence that is shorter than the input can be “aligned” to the input by repeating symbols until the expanded sequence is exactly as long as the input
* The “alignment” of an order-synchronous symbol sequence to an input is a time-synchronous symbol sequence
* A symbol sequence that is time-synchronous with an input can be compressed to a shorter order-synchronous input by eliminating repetitions of symbols
* Order-synchronous symbol sequences that are shorter than the input are compressed symbol sequences
* There is only one way of generating an alignment of a compressed symbol sequence to an input

**Slide 83: Viterbi decoding**

**Select all that are true about Viterbi decoding**

* It finds the most probable alignment of a compressed (order-synchronous) sequence to an input
* Viterbi decoding is run on a table of probabilities constructed for the compressed sequence, with one row for each symbol in the sequence, derived from the probability table generated by from the output of the recurrent network
* Viterbi decoding selects the most probable symbol from each column of the table