



Gala Games Partners with South Korean Media Protocols



Gala Games

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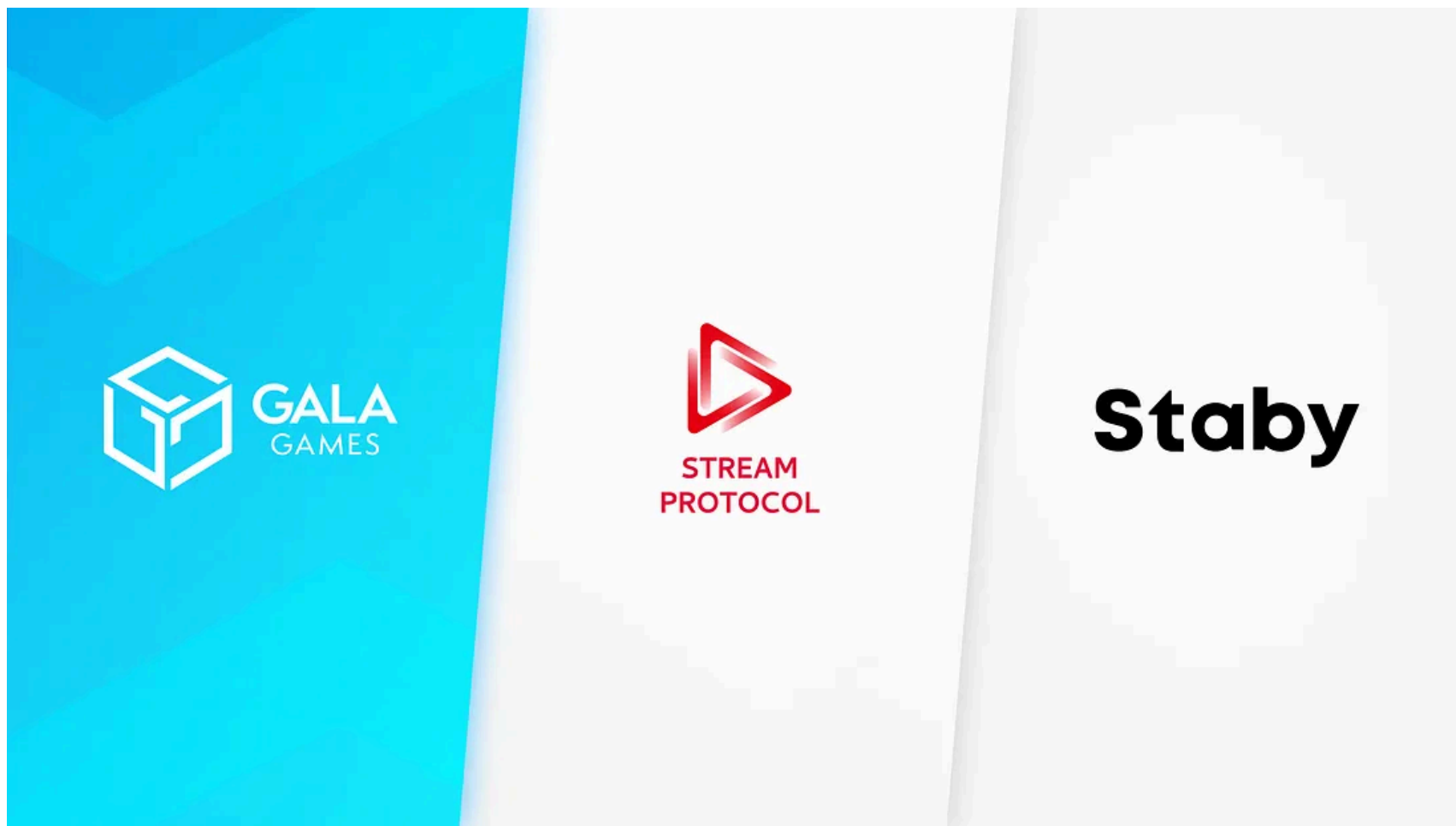


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We are happy to announce that we have partnered with Stream Protocol and Staby Go to create channels dedicated to Gala Games content on one of the top networks in South Korea. Through this collaboration, it will make it possible to surface Gala Games content, Town Star playthroughs, and other relevant content to the Korean marketplace. The Stream Protocol focuses on

user-created content and has a growing presence in the content creation and influencer marketplace in South Korean.

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StabyGo, which is a real-time rewards application focused on the South Korean market, are excited about bringing Gala Games content to their viewers. Initially, this partnership will focus on content promotion, but in the future it may expand to include NFT releases and auctions specifically focused on this market.

This partnership is a small piece of a growing content network working to raise awareness of the Gala Games mission globally.

To learn more about the Stream Protocol or Staby, please visit their websites at <https://www.streamprotocol.io/> and <https://www.staby.co.kr/>.

There is a LOT more coming for the Gala Games ecosystem, so make sure to keep in touch, watch the [Discord](http://galagames.chat) (<http://galagames.chat>) and get ready for more interesting news! Follow Gala Games on [Twitter](#), [Facebook](#), [Instagram](#) or in our [Discord](#)!

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**Written by Gala Games**

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Responses (1)



Write a response

What are your thoughts?



musada

Apr 25, 2021



hello GalaGames NFT hunters..

Gala Games x CoinGecko 7th Anniversary NFT - Piece 2 of 9

Highlight

The CoinGecko 7th Anniversary "Pieces of Nine" NFT is a collectible art piece that will look great on the wall of any structure in the metaverse! Show... [more](#)



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ABSTRACT

Post-training alignment often reduces LLM diversity, leading to a phenomenon known as *mode collapse*. Unlike prior work that attributes this effect to algorithmic limitations, we identify a fundamental, pervasive data-level driver: *typicality bias* in preference data, whereby annotators systematically favor familiar text as a result of well-established findings in cognitive psychology. We formalize this bias theoretically, verify it on preference datasets empirically, and show that it plays a central role in mode collapse. Motivated by this analysis, we introduce *Verbalized Sampling* (VS), a simple, training-free prompting strategy to circumvent mode collapse. VS prompts the model to verbalize a probability distribution over a set of responses (e.g., "Generate 5 jokes about coffee and their corresponding probabilities"). Comprehensive experiments show that VS significantly improves performance across creative writing (poems, stories, jokes), dialogue simulation, open-ended QA, and synthetic data generation, without sacrificing factual accuracy and safety. For instance, in creative writing, VS increases diversity by 1.6-2.1 $\times$ over direct prompting. We further observe an emergent trend that more capable models benefit more from VS. In sum, our work provides a new data-centric perspective on mode collapse and a practical inference-time remedy that helps unlock pre-trained generative diversity.

Problem: Typicality Bias Causes Mode Collapse

Tell me a joke about coffee and

Solution: Verbalized Sampling (VS) Mitigates Mode Collapse

Different prompts collapse to different modes:

Generate 5 jokes about coffee and their corresponding probabilities



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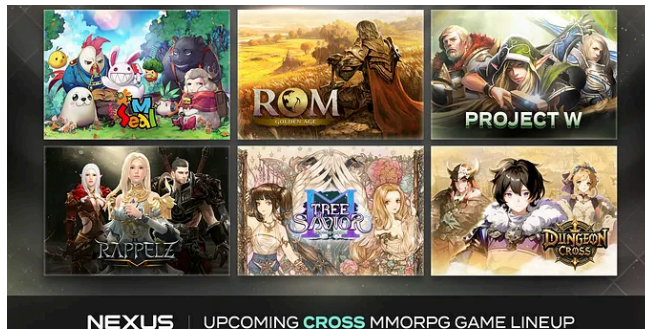


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