

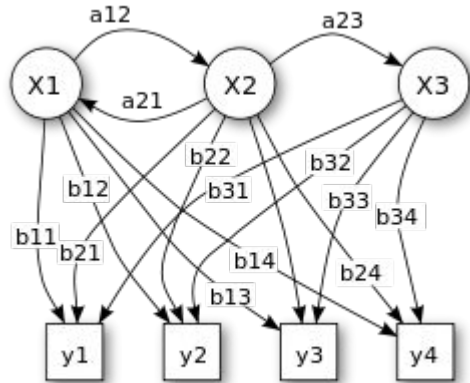
# Hidden Markov Models

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# Introduction

- A hidden Markov model (HMM) is a statistical Markov model in which the system being modeled is assumed to be a Markov process with unobserved (hidden) states.
- We call the observed event a `symbol' and the invisible factor underlying the observation a `state'.
- An HMM consists of two stochastic processes, namely, an invisible process of hidden states and a visible process of observable symbols.
- The hidden states form a *Markov chain*, and the probability distribution of the observed symbol depends on the underlying state.
- A generalisation of the Urn problem with replacement.

# The Urn Problem



IMAGINE THAT YOU'RE DRAWING  
AT RANDOM FROM AN URN  
CONTAINING FIFTEEN BALLS—  
SIX RED AND NINE BLACK.

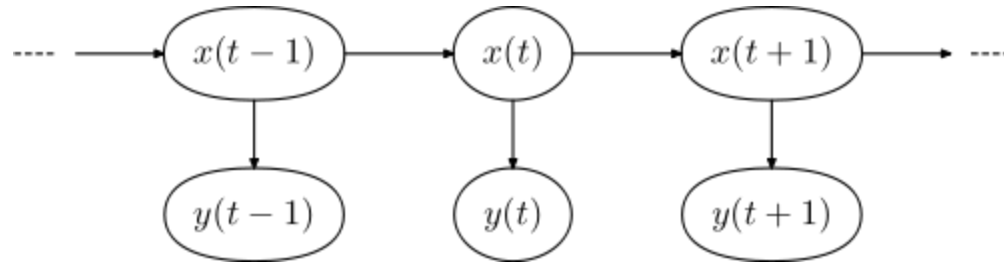
OK. I REACH IN AND...  
...MY GRANDFATHER'S  
ASHES?!? OH GOD!

I...WHAT?

WHY WOULD YOU  
DO THIS TO ME?!?



# Architecture of HMM



# Formal Description of an HMM

$\mathbf{O} = \{O_1 O_2, \dots, O_N\}$  Set of possible observations

$\mathbf{S} = \{1, 2, \dots, M\}$  Set of possible states

$t(i, j)$  Transition prob

$e(x|i)$  Emission prob

$\pi(i) = \mathbf{P} \{y_1 = i\}$  for all  $i \in S$  Initial state prob

# 3 Algorithms

- Scoring
- Optimal sequence of states
- Training

# Scoring

$\mathbf{x} = x_1 x_2 \dots x_L$  is the observed sequence of length  $L$

So,  $\mathbf{y} = y_1 y_2 \dots y_L$  is the underlying state sequence

$P\{\mathbf{x}, \mathbf{y} \mid \Theta\} = P\{\mathbf{x} \mid \mathbf{y},\}P\{\mathbf{y} \mid \Theta\}$ , where

$P\{\mathbf{x} \mid \mathbf{y},\} = e(x_1 \mid y_1 )e(x_2 \mid y_2 )e(x_3 \mid y_3 )\dots e(x_L \mid y_L )$  and

$P\{\mathbf{y} \mid \Theta \} = \pi(y_1 )t(y_1, y_2 )t(y_2, y_3 )\dots t(y_{L-1}, y_L )$

Underlying state is not visible !!

One way to the score is-  $P\{\mathbf{x} \mid \Theta \} = \sum_{\mathbf{y}} P\{\mathbf{x}, \mathbf{y} \mid \Theta \}$ . (Computationally expensive !!!  
 $M^L$ )

# Scoring Contd.

Dynamic Programming- Forward algorithm.

- Forward variable-  $\alpha(n,i) = P\{x_1 \dots x_n, y_n = i | \Theta\}$
- Recursively,  $\alpha(n,i) = \sum_k [\alpha(n-1,k) t(k,i) e(x_n | i)]$
- $P\{x | \Theta\} = \sum_k \alpha(L, k)$
- Linear !!  $O(LM^2)$



# Viterbi Algorithm (Optimal alignment)

Formally, we want to find the optimal path  $y^*$  that satisfies the following-

$y^* = \operatorname{argmax}_y P(y|x, \theta)$  which is the same as finding the state sequence that maximizes  $P\{x, y | \theta\}$ .

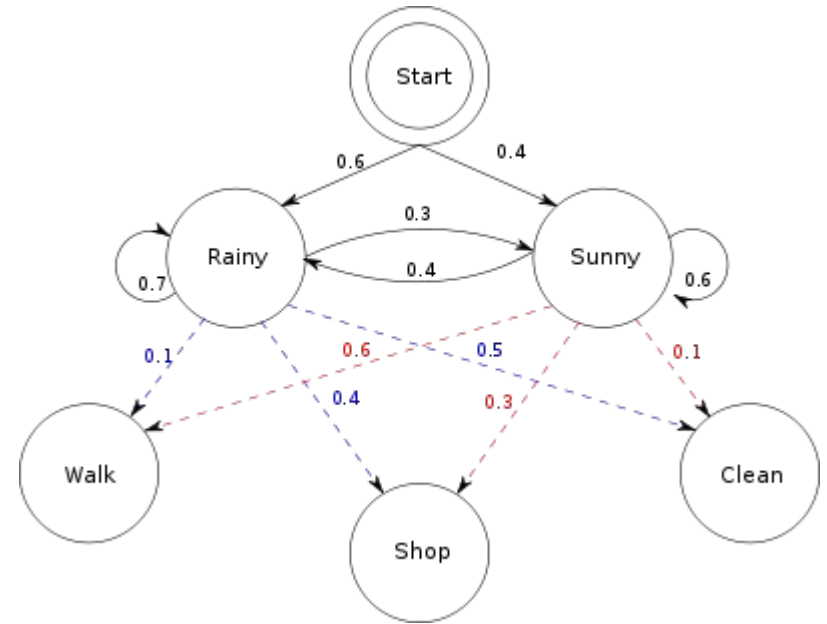
$$\gamma(n, i) = \max_{y_1 \dots y_{n-1}} P\{x_1 \dots x_n, y_1 \dots y_{n-1} y_n = i | \theta\}$$

$$\gamma(n, i) = \max_k [\gamma(n-1, k) t(k, i) e(x_n | i)]$$

$$\text{Max prob } P^* = \max_k \gamma(L, k)$$

The optimal path  $y^*$  can be easily found by tracing back the recursions that led to the maximum probability

# Example: Rainy Sunny



# Training- Baum Welch

Forward Backward algorithm:

Backward variable:  $\beta(n,i)=P\{x_{n+1}\dots x_L|y_n=i,\Theta\}$

Recursively,  $\beta(n,i)=\sum_k [t(i,k)e(x_{n+1}|k)\beta(n+1,k)]$

$\xi_{ij}(n)=P(y_n=i, y_{n+1}=j|x_1\dots x_L,\Theta)=P(y_n=i,y_{n+1}=j,x_1\dots x_L|\Theta)/P(x_1\dots x_L|\Theta)=$

$\alpha(n,i)t(i,j)\beta(n+1,j)e(x_{n+1}|j) / (\sum_i \sum_j \alpha(n,i)t(i,j)\beta(n+1,j)e(x_{n+1}|j))$

$\delta(n,i)=P(y_n=i | x_1\dots x_L, \Theta)=\alpha(n,i)\beta(n,i) / \sum_j \alpha(n,j)\beta(n,j)$

# Training Contd

Using  $\xi_{ij}(n)$  and  $\delta(n,i)$  we can estimate the parameters

$$\pi(i) = \delta(1,i)$$

$$t(i,j) = \sum_n \xi_{ij}(n) / \sum_n \delta(n,i)$$

$$e(x'|y_n=i) = \sum_n 1_{x_n=x'} \delta(n,i) / \sum_n \delta(n,i)$$

Thanks