

Machine Learning

4771

Instructors:

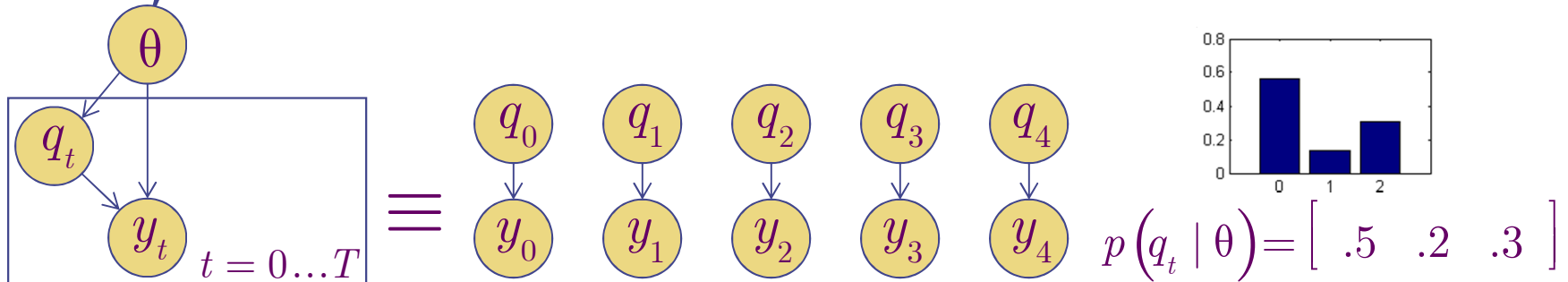
Adrian Weller and Ilia Vovsha

Lecture 24

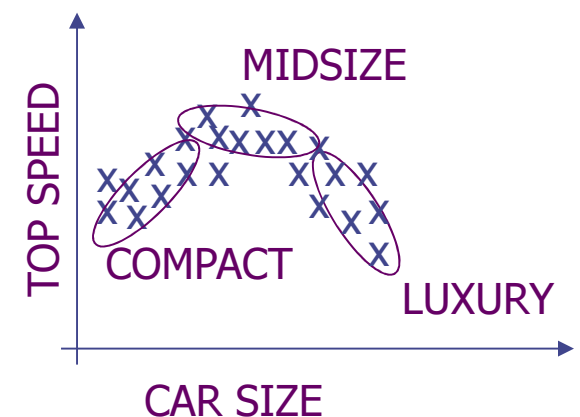
- Hidden Markov Models
- HMMs as State Machines & Applications
- HMMs Basic Operations
- HMMs via the Junction Tree Algorithm

Hidden Markov Models

- A great application of Junction Tree Algorithm with EM
- So far, we have dealt with mixture models with IID:



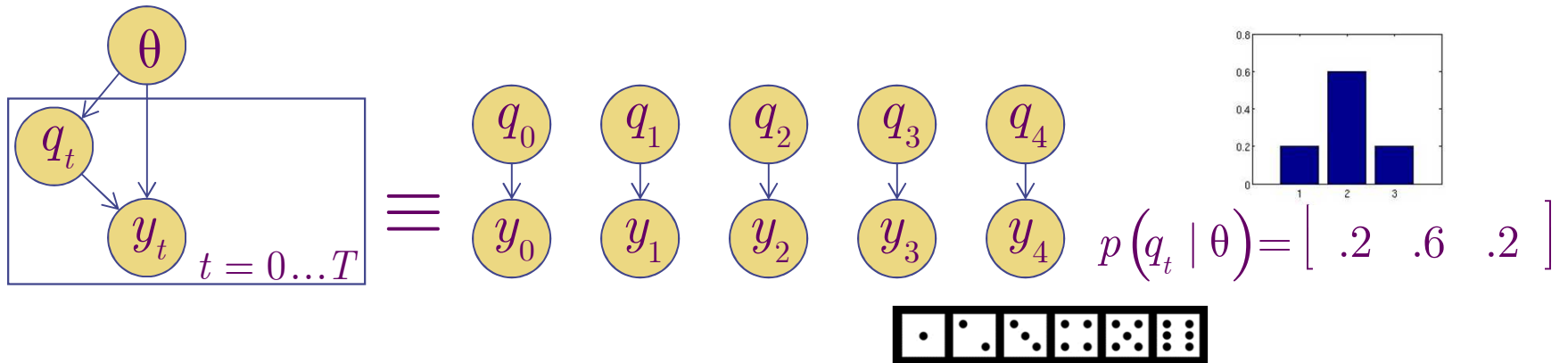
- Recall mixture of Gaussians and EM...
- Variable q was a multinomial
- Roll a die to determine sub-population:
 $q = \{\text{compact, midsize, luxury}\}$
- Then sample appropriate Gaussian mean and covariance to get
 $y = (\text{speed, size})$



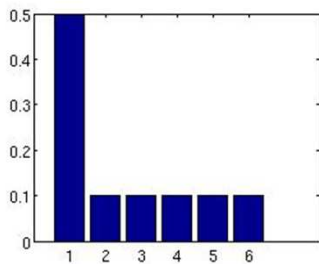
- Can consider other mixtures too, multinomials, Poisson...

Hidden Markov Models

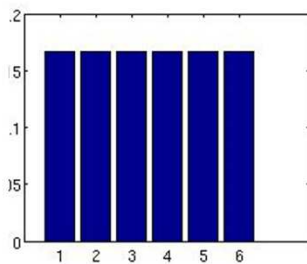
- Consider mixture of multinomials (dice) $y = \{1, 2, 3, 4, 5, 6\}$



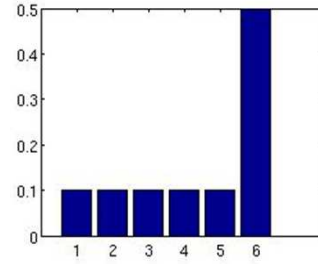
- Example: a crooked casino croupier using mixture of dice.
- You win if he rolls 1,2,3. You lose if he rolls 4,5,6.
- Croupier has three dice (one fair & two weighted):



1=helpful



2=fair

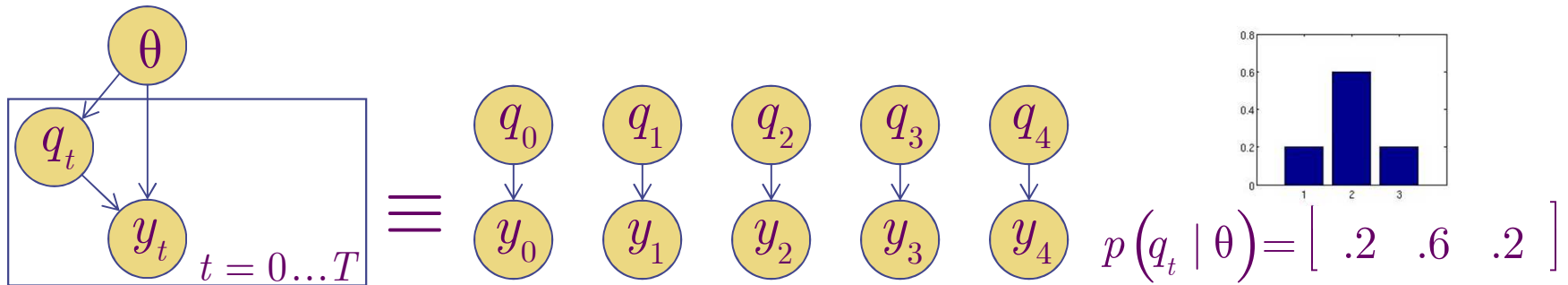


3=adversarial

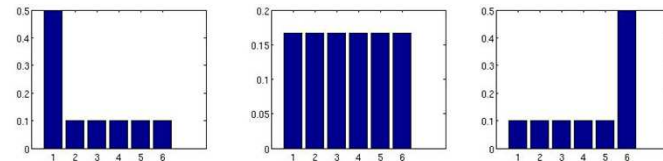


Hidden Markov Models

- Consider mixture of multinomials (dice) $y = \{1, 2, 3, 4, 5, 6\}$



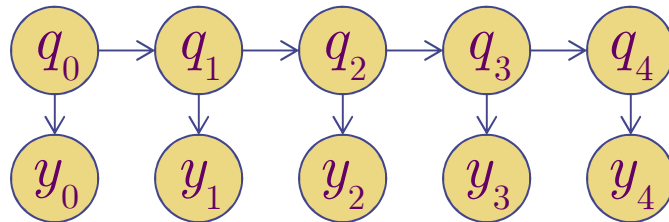
$q = \{1 = \text{helpful}, 2 = \text{fair}, 3 = \text{adversarial}\}$



- What if the dealer has a memory or mood? Not IID!
5646166166 4321534161414341634 1113114121
- Dealer might start to like you and roll the helpful die...
- Dealer has a memory of his mood and last type of die q_{t-1}
- Will often use same die for q^t as was rolled before...
- Now, order of y_0, \dots, y_T matters (if IID order doesn't matter)

Hidden Markov Models

- Since next choice of the die depends on previous one...



Order of y_0, \dots, y_T matters
Temporal or sequence model!

- Add left-right arrows. This is a **hidden Markov model**

- Markov: *future* \parallel *past* | *present*

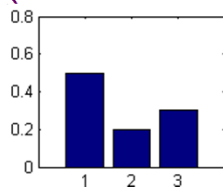
$$p(q_t | q_{t-1}, q_{t-2}, \dots, q_1, q_0) = p(q_t | q_{t-1})$$

- From graph, have the following general pdf:

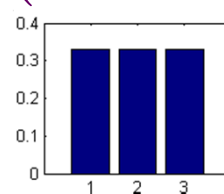
$$p(X_U) = p(q_0) \prod_{t=1}^T p(q_t | q_{t-1}) \prod_{t=0}^T p(y_t | q_t)$$

- So $p(q_t)$ depends on previous state $q_{t-1} \dots$

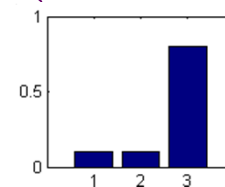
$$p(q_t | q_{t-1} = 1)$$



$$p(q_t | q_{t-1} = 2)$$

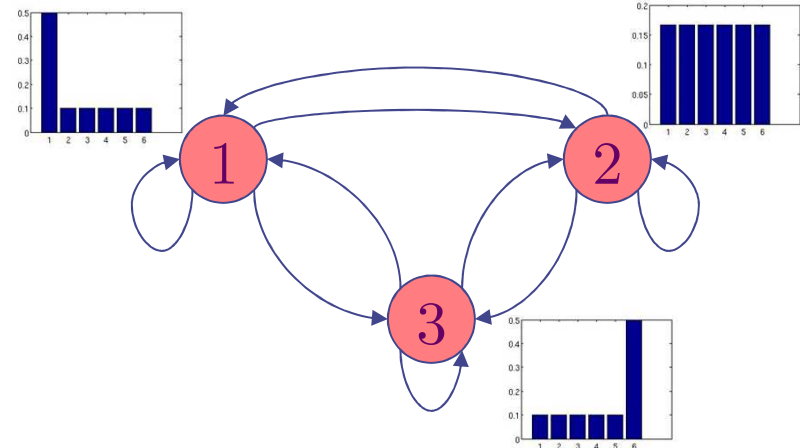
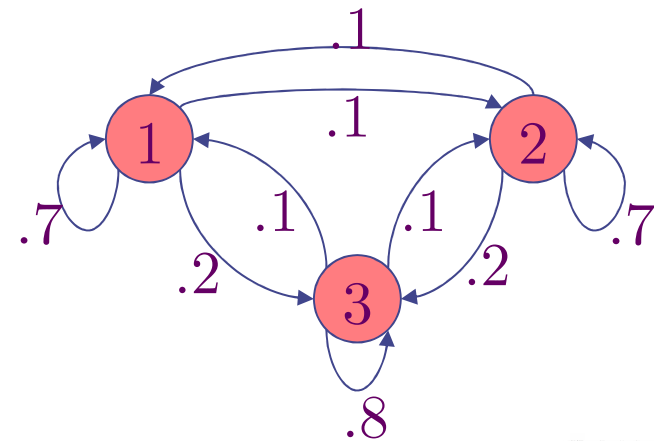


$$p(q_t | q_{t-1} = 3)$$



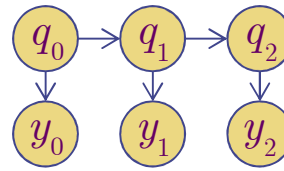
HMMs as State Machines

- HMMs have two variable types: **state** q and **emission** y
- Typically, we don't know q (hidden variable, e.g. 1,2,3?)
- HMMs are like **stochastic automata** or finite state machines...
 next state depends on previous one...
 (helpful, fair, adversarial)
- Can't observe state q directly, just a random related emission y outcome (dice roll) so...
doubly-stochastic automaton

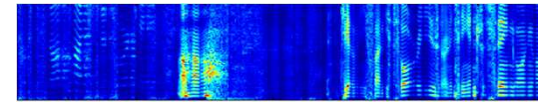


HMM Applications

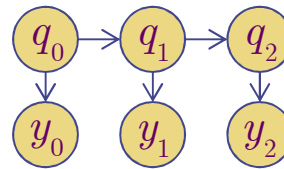
- **Speech Rec** (Rabiner):
phonemes from
audio cepstral vectors



Ba-ra-kk-oo-oo-dd-ah



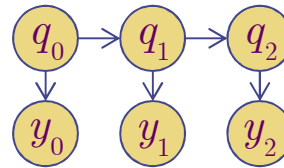
- **Language** (Jelinek):
parts of speech
from words



Noun Verb Noun

John Ate Pizza

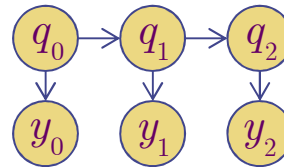
- **Biology** (Baldi):
splice site from
gene sequence



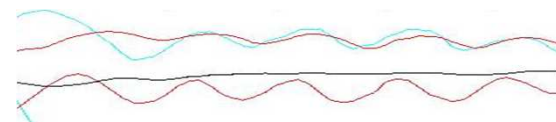
-Intron- | -Exon- | -Promoter-

GATTACATTATACCACCATACG

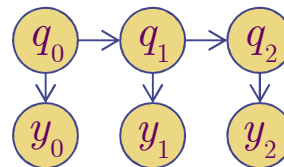
- **Gesture** (Starner):
word from hand
coordinates



Pass The Salt



- **Emotion** (Picard):
emotion from EEG



Happy Neutral Sad

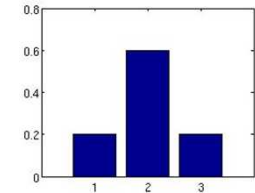


Hidden Markov Models

- Graph gave: $p(X_U) = p(q_0) \prod_{t=1}^T p(q_t | q_{t-1}) \prod_{t=0}^T p(y_t | q_t)$
- Haven't yet specified the types of variables or cpts...

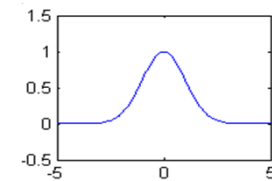
1) q can be discrete, example: finite state machine

$$p(q_t | q_{t-1}) = \prod_{i=1}^M \prod_{j=1}^M [a_{ij}]^{q_{t-1}^i q_t^j}$$



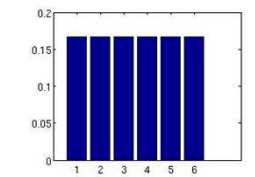
2) y can be vectors, example: time series

$$p(y_t | q_t) = N(y_t | \mu_{q_t}, \Sigma_{q_t})$$



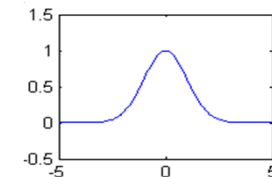
3) y can be discrete, example: strings

$$p(y_t | q_t) = \prod_{i=1}^M \prod_{j=1}^N [\eta_{ij}]^{q_t^i y_t^j}$$



4) q and y can be vectors, example: Kalman filter

$$p(q_t | q_{t-1}) = N(q_t | Aq_{t-1}, Q) \quad \text{and} \quad N(y_t | Cq_t, R)$$



Kalman Filters, Linear dynamical systems
Used in tracking, control (see ch. 14)

HMMs: Parameters

- We focus on HMMs with: discrete **state** q (of size M)
discrete **emission** y (of size N)
- Input will be arbitrary length string: y_1, \dots, y_T
- The pdf or (complete) likelihood is:

$$p(q, y) = p(q_0) \prod_{t=1}^T p(q_t | q_{t-1}) \prod_{t=0}^T p(y_t | q_t)$$

- We don't know hidden states, the incomplete likelihood is:

$$p(y) = \sum_{q_0} \cdots \sum_{q_T} p(q, y)$$

- Assume HMM is **stationary**, tables are repeated: $\theta = \{\pi, \underbrace{\eta, \alpha}_{\text{same for all } t}\}$

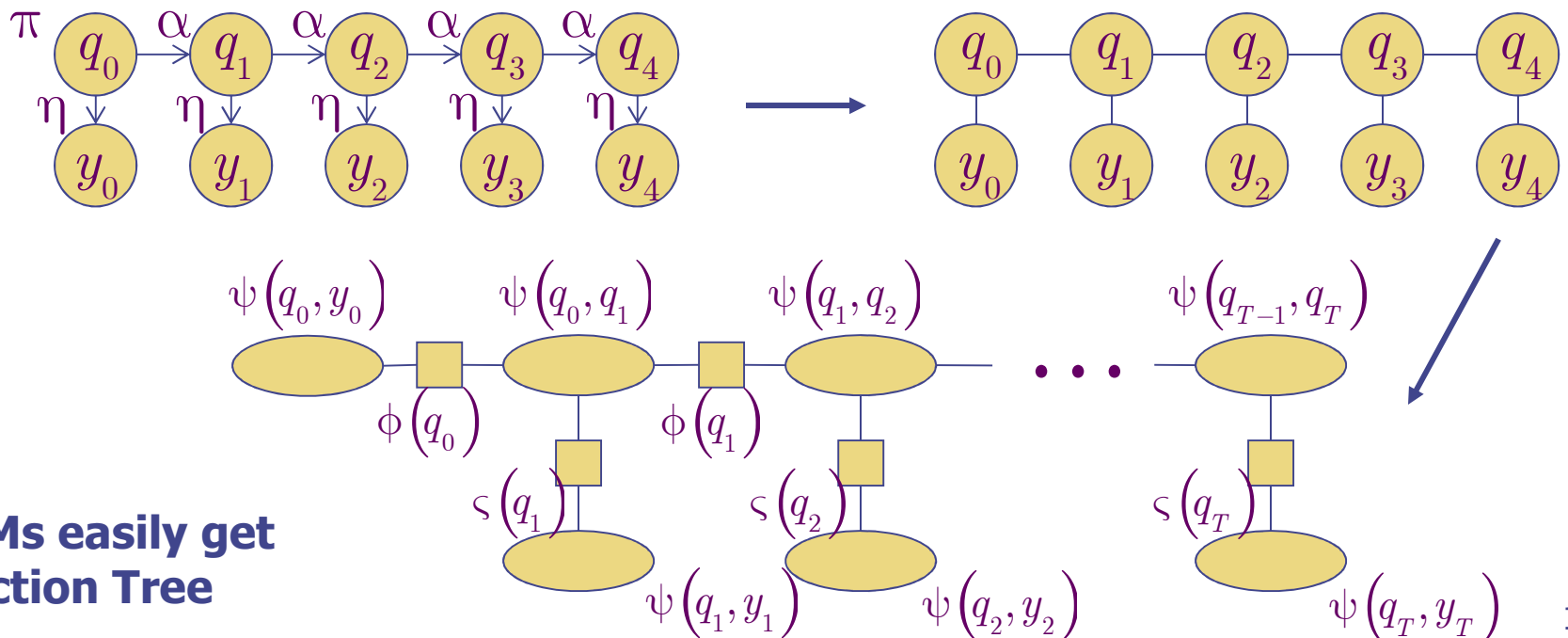
$$p(q_t | q_{t-1}) = \prod_{i=1}^M \prod_{j=1}^M [\alpha_{ij}]^{q_{t-1}^i q_t^j} \quad \sum_{j=1}^M \alpha_{ij} = 1 \quad \begin{array}{|c|c|c|c|} \hline & & & \\ \hline & & & \\ \hline & & & \\ \hline & & & \\ \hline \end{array} M \times M$$

$$p(y_t | q_t) = \prod_{i=1}^M \prod_{j=1}^N [\eta_{ij}]^{q_t^i y_t^j} \quad \sum_{j=1}^N \eta_{ij} = 1 \quad \begin{array}{|c|c|c|} \hline & & \\ \hline & & \\ \hline & & \\ \hline & & \\ \hline \end{array} M \times N$$

$$p(q_0) = \prod_{i=1}^M [\pi_i]^{q_0^i} \quad \sum_{j=1}^M \pi_j = 1 \quad \begin{array}{|c|c|c|c|} \hline & & & \\ \hline & & & \\ \hline & & & \\ \hline \end{array} M$$

HMMs: Basic Operations

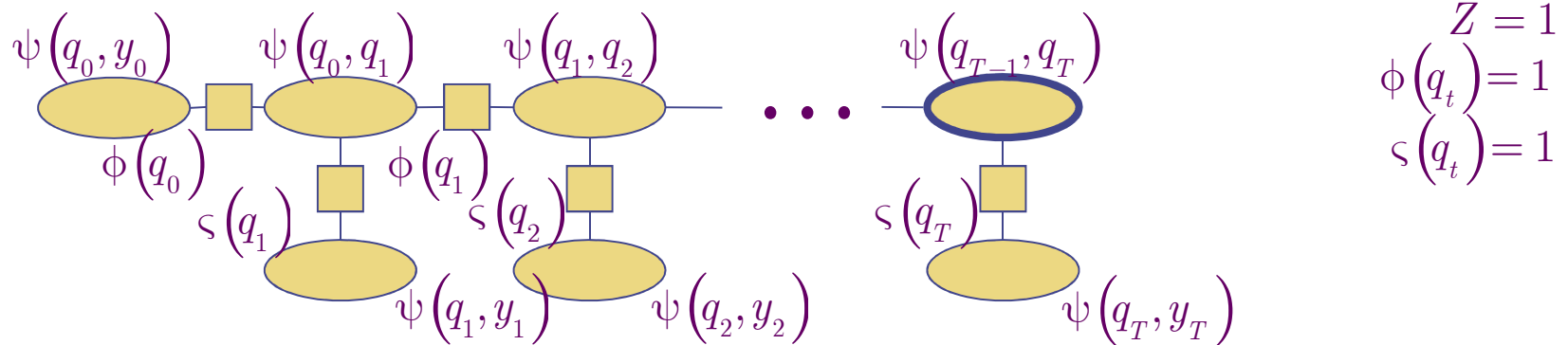
- Would like to do 3 basic things with our HMMs:
 - 1) **Evaluate**: given y_0, \dots, y_T & θ compute $p(y_1, \dots, y_T)$
 - 2) **Decode/inference**: given y_0, \dots, y_T & θ find MAP q_0, \dots, q_T or marginals $p(q_0), \dots, p(q_T)$
 - 3) **Max Likelihood Learn**: given y_0, \dots, y_T learn parameters θ
- Typically use Baum-Welch (α - β algo)... JTA is more general:



**HMMs easily get
Junction Tree**

HMMs: JTA Init & Verify

- **Init:** $\psi(q_0, y_0) = p(q_0)p(y_0 | q_0)$ $\psi(q_t, q_{t+1}) = p(q_{t+1} | q_t) = \alpha_{q_t, q_{t+1}}$ $\psi(q_t, y_t) = p(y_t | q_t)$



- **Collect *up* from leaves:** don't change zeta separators

$$\zeta^*(q_t) = \sum_{y_t} \psi(q_t, y_t) = \sum_{y_t} p(y_t | q_t) = 1 \quad \psi^*(q_{t-1}, q_t) = \frac{\zeta^*}{\zeta} \psi(q_{t-1}, q_t) = \psi(q_{t-1}, q_t)$$

- **Collect *left-right* via phi's:** change backbone to marginals

$$\begin{aligned} \phi^*(q_0) &= \sum_{y_0} \psi(q_0, y_0) = p(q_0) & \psi^*(q_0, q_1) &= \frac{\phi^*}{\phi} \psi(q_0, q_1) = p(q_0, q_1) \\ \phi^*(q_t) &= \sum_{q_{t-1}} \psi^*(q_{t-1}, q_t) = p(q_t) & \psi^*(q_{t-1}, q_t) &= \frac{p(q_{t-1})}{1} p(q_t | q_{t-1}) = p(q_{t-1}, q_t) \end{aligned}$$

- **Distribute:** $\zeta^{**}(q_t) = \sum_{q_{t-1}} \psi^*(q_{t-1}, q_t) = \sum_{q_{t-1}} p(q_{t-1}, q_t) = p(q_t)$
 $\psi^{**}(q_t, y_t) = \frac{\zeta^{**}}{\zeta^*} \psi(q_t, y_t) = \frac{p(q_t)}{1} p(y_t | q_t) = p(y_t, q_t)$

...done! 12