## libhmm

### Introduction

This is a simple Hidden Markov Model source code written in C++. At this time, Continuous-HMM with Baum-Welch algorithm is only supported. Use of the source code is governed by a BSD license that can be found in the LICENSE file.

#### **Environment**

This program was checked only with GCC 3.3.2 on Vine Linux 3.3.2. This program uses Newmat library for matrix calculation, so it is required to install Newmat preliminarily.

Newmat: http://www.robertnz.net/nm\_intro.htm

# Example code

```
T.element(i,j) = 0.0;
if(i==j-1) T.element(i,j) = 1.0;
else if(i==j) T.element(i,j) = 1.0;
}
/*circular
  for(int i=0;i<Number;i++){</pre>
  P.element(i) = 1.0;
  for(int i=0;i<Number;i++){</pre>
  for(int j=0;j<Number;j++){</pre>
  T.element(i,j) = 0.0;
  if(i==j-1) T.element(i,j) = 1.0;
  else if(i==j) T.element(i,j) = 1.0;
  else if(i==Number-1&&j==0) T.element(i,j) = 1.0;
  }
  }
*/
/*elgodic
  for(int i=0;i<Number;i++){</pre>
  if(i) P.element(i) = 0.0;
  else P.element(i) = 1.0;
  for(int i=0;i<Number;i++){</pre>
  for(int j=0;j<Number;j++){</pre>
  T.element(i,j) = 1.0;
  }
  }
*/
/*Make a HMM model (MIX: number of mixture components of a state)*/
HMM model(Number, Dimension, MIX, P, T);
/*set training data*/
/*TRAINING: number of the sequensial data*/
Matrix* train = new Matrix[TRAINING];
...input values: each time observation must be a column element...
/*Initialize HMM model*/
model.set_HMM();
```

```
model.init_segmental(train,TRAINING); //for left-to-right
//model.init_k_mean(train,TRAINING); for other structures

/*estimation*/
model.estimates(train,TRAINING,true);

Matrix test;
... make test sample in the same manner as the training data ...

/*get the log-likelihood of a test data*/
double x = model.get_log_p(test);

/*clean up the memory. (caution: Don't forget the release of the region used for Newmat matrices)*/
model.CleanUp();
```

### To Do

- implementation of discrete-type HMM
- implementation of diagonal covariant CHMM
- implementation of the Variational Bayes estimation (pending..)