

## Hidden Markov Model (HMM) Inference

$$B_t(X) = \mathbb{P}(X_t | e_{1:t})$$

- Two steps: 1. Passage of time 2. Observation - Belief is the belief of the next state -  $B'$  is the belief without observing any new evidence - Step before evaluating  $B$  - Once you observe the new evidence at that time, you evaluate  $B$  - Given  $B(X_t) = \mathbb{P}(X_t | e_{1:t})$  and  $\mathbb{P}(X_{t+1} | x_t)$

$$P(X_{t+1} | e_{1:t}) = \sum_{x_t} \mathbb{P}(X_{t+1}, x_t | e_{1:t}) = \sum_{x_t} \mathbb{P}(X_{t+1} | x_t) \mathbb{P}(x_t | e_{1:t}) = \sum_{x_t} \mathbb{P}(X_{t+1} | x_t) B(x_t)$$

$$B'(X_{t+1}) = \mathbb{P}(X_{t+1} | e_{1:t})$$

$$B(X_{t+1}) \propto_{X_{t+1}} \mathbb{P}(e_{t+1} | X_{t+1}) B'(X_{t+1})$$

- Note: have to re-normalize all proportionalities

### Example

- Given  $\mathbb{P}(X_1)$  and  $\mathbb{P}(X_2 | X_1)$

$$\mathbb{P}(x_2) = \sum_{x_1} \mathbb{P}(x_1, x_2) = \sum_{x_1} \mathbb{P}(x_1) \mathbb{P}(x_2 | x_1)$$

$$\mathbb{P}(x_1 | e_1) = \frac{\mathbb{P}(x_1, e_1)}{\mathbb{P}(e_1)} \propto_{X_1} \mathbb{P}(x_1, e_1) = \mathbb{P}(x_1) \mathbb{P}(e_1 | x_1)$$

Explicitly:

$$\mathbb{P}(x_1 | e_1) = \frac{\mathbb{P}(x_1) \mathbb{P}(e_1 | x_1)}{\sum_{x'} \mathbb{P}(x') \mathbb{P}(e_1 | x')}$$

### Online Belief Updates

- Every time step, we start with current  $P(X | \text{evidence})$
- We update for time:

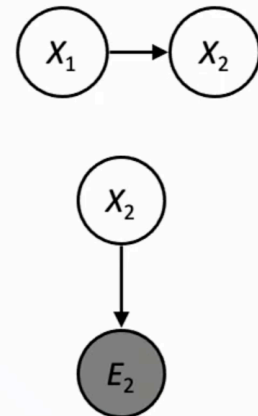
$$P(x_t | e_{1:t-1}) = \sum_{x_{t-1}} P(x_{t-1} | e_{1:t-1}) \cdot P(x_t | x_{t-1})$$

$\varnothing$

- We update for evidence:

$$P(x_t | e_{1:t}) \propto_X P(x_t | e_{1:t-1}) \cdot P(e_t | x_t)$$

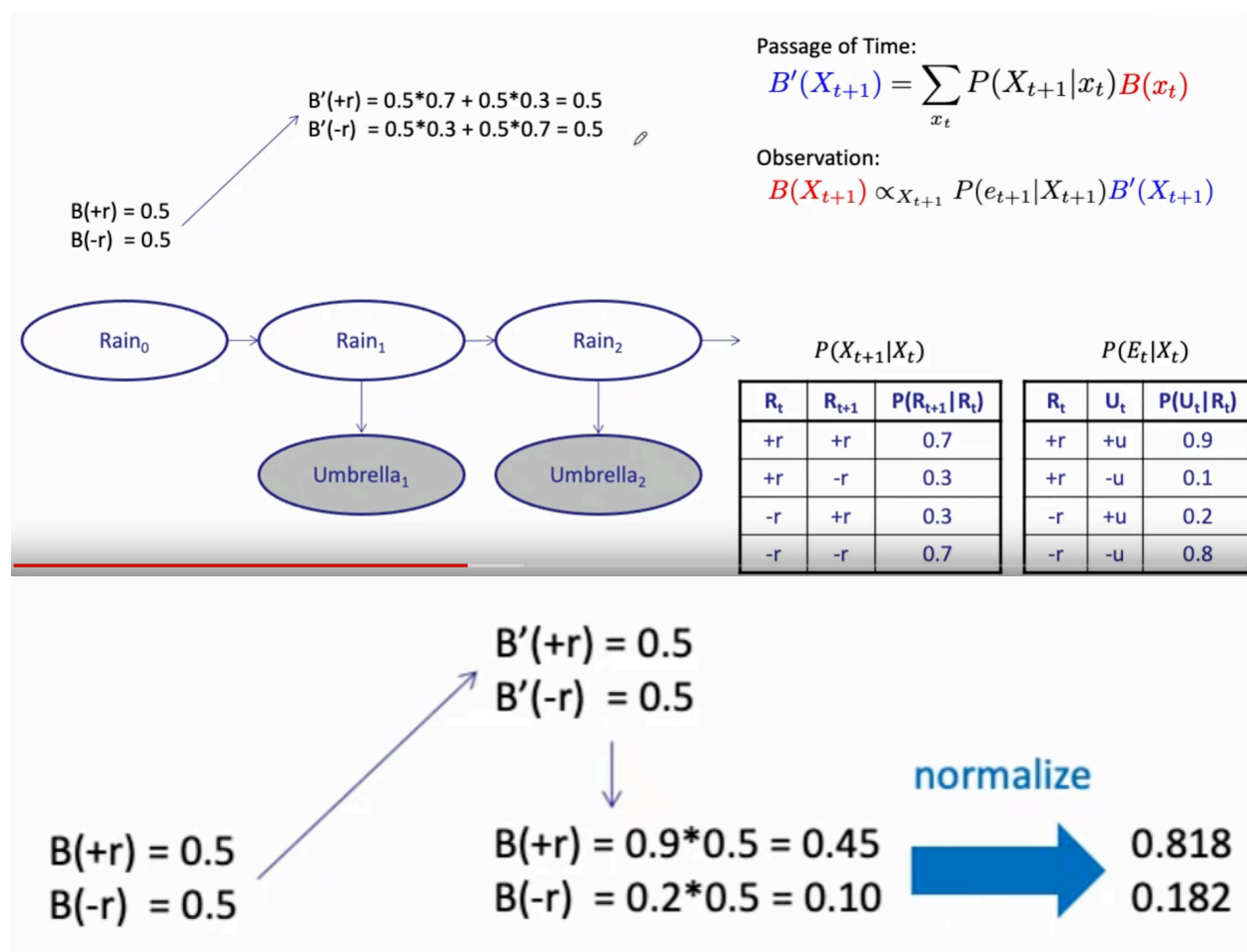
- This is our updated belief  $B_t(X) = P(X_t | e_{1:t})$



- Algorithm iterates through these two steps - Forward algorithm  $\triangleq$  combine these two equations:

$$\mathbb{P}(e_t | x_t) = \sum_{x_{t-1}} \mathbb{P}(x_t | x_{t-1}) \mathbb{P}(x_{t-1}, e_{1:t-1})$$

## Concrete Example



## Particle Filtering (Approximate Inference)

- Filtering  $\triangleq$  approximate solution
- Sometimes  $|X|$  is too big to use exact inference
  - $|X|$  may be too big to even store  $B(X)$
  - eg:  $X$  is continuous
- Probability of some state is given by the amount of particles that occupy it
  - Sample  $\Leftrightarrow$  Particle
  - Track samples of  $X$ , not all values
  - Time per step is linear in the number of samples
  - Number of samples needed may be large
  - In memory: list of particles, not states
- Keep track of  $N$  particles; representation of  $P(X)$  is just a list of those particles
  - $N \ll |X|$
  - Storing map from  $X$  to counts would defeat point
- $P(x)$  approximated by number of particles with value  $x$ 
  - Many  $x$  have  $P(x) = 0$
  - More particles  $\Rightarrow$  more accuracy

## Observation of Time

- Each particle is moved by sampling its next position from the transition model:  $x' = \text{sample}(P(X'|x))$

- With enough samples, the before and after values are consistent

#### Weighting

- Don't sample observation, fix it

$$w(x) = \mathbb{P}(e|x)$$

$$B(X) \propto \mathbb{P}(e|X)B'(X)$$

- Probabilities have been down-weighted (they sum to  $N$  times an approximation of  $\mathbb{P}(e)$ )
  - Need to normalize
- Instead of tracking weighted samples, resample at each step
  - $N$  times, we choose from our weighted sample distribution (draw with replacement)
  - Equivalent to re-normalizing the distribution
  - Completes the update for this time step
- IDEA: track samples of states rather than an explicit distribution

#### Dynamic Bayes' Nets

- Can track multiple variables over time using multiple sources of evidence
- Idea: repeat a fixed BN at each time
- Variables from time  $t$  can condition on those from  $t - 1$
- Variable elimination applies
  - Procedure: 'unroll' the network for  $T$  time steps, then eliminate variables until  $\mathbb{P}(X_T|e_{1:t})$  is computed