

# Markov Chains

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April 20, 2022

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## 1 Semiring

A semiring  $K = (\mathbb{K}, +_K, \times_K, 0_K, 1_K)$  is a set  $\mathbb{K}$  equipped with a commutative binary operation  $+_K$  (called “addition”) with identity element  $0_K$  and an associative binary operation  $\times_K$  (called “multiplication”) with identity element  $1_K$  that distributes over  $+$ .

Here are commonly used semirings:

| Semiring name       | $\mathbb{K}$                    | $x +_K y$        | $x \times_K y$              | $x /_K y$ | $0_K$     | $1_K$          |
|---------------------|---------------------------------|------------------|-----------------------------|-----------|-----------|----------------|
| Boolean             | $\{\text{true}, \text{false}\}$ | $x \vee y$       | $x \wedge y$                |           | false     | true           |
| Log                 | $\mathbb{R}$                    | $\ln(e^x + e^y)$ | $x + y$                     | $x - y$   | $-\infty$ | 0              |
| Probability         | $\mathbb{R}^+$                  | $x + y$          | $x \cdot y$                 | $x/y$     | 0         | 1              |
| Tropical            | $\mathbb{R}$                    | $\max(x, y)$     | $x + y$                     | $x - y$   | $-\infty$ | 0              |
| Union-Concatenation | $\{S : S \subseteq \Sigma^*\}$  | $x \cup y$       | $\{ab : a \in x, b \in y\}$ |           | $\{\}$    | $\{\epsilon\}$ |

Here are the main properties of the semirings:

| Semiring name       | idempotent | zero-sum free | divisible | ordered |
|---------------------|------------|---------------|-----------|---------|
| Boolean             | ✓          | ✓             |           |         |
| Log                 |            | ✓             | ✓         | ✓       |
| Probability         |            | ✓             | ✓         | ✓       |
| Tropical            | ✓          | ✓             | ✓         | ✓       |
| Union-Concatenation | ✓          | ✓             |           |         |

## 2 Weighted Finite State Machine

We define a Finite State Machine (FSM)  $\mathcal{M}$  by the tuple  $\mathcal{M} = (Q, \Sigma, K, L, \alpha, \mathbf{T}, \omega, \lambda)$  where:

- $Q = \{1, \dots, d\}$  is the set of states (with cardinality  $d$ ) identified as integers

- $\Sigma$  is a set of symbols
- $K$  is an zero-sum free and ordered semiring for the FSM's weights
- $L$  is an union-concatenation semiring defined over  $\{S : S \subseteq \Sigma^*\}$  for the FSM's labels
- $\alpha \in K^d$  is a vector such that  $\alpha_i >_K 0_k$  is the initial weight of the state  $i \in Q$
- $\mathbf{T} \in K^{d \times d}$  is a matrix such that  $T_{ij}$  is the transition weight from the state  $i \in Q$  to the state  $j \in Q$
- $\omega \in K^d$  is a vector such that  $\omega_i$  is the final weight of the state  $i \in Q$
- $\lambda \in L^d$  is a vector of symbol such that  $\lambda_i$  is the symbol of the state  $i \in Q$

**initial and final states:** We say that a state  $i$  is an *initial state* if its initial weight is greater than 0, i.e  $\alpha_i > 0$ . Similarly, we say that a state  $i$  is a *final state* if its final weight is greater than 0, i.e.  $\omega_i > 0$ .

**path:** A path

$$\pi = (\pi_1, \pi_2, \dots, \pi_n), \quad \pi_i \in Q, \quad \forall i \in \{1, \dots, n\} \quad (1)$$

is a sequence of states. The weight of a path  $\pi$  is given by the function  $\mu : Q^n \rightarrow K$ :

$$\mu(\pi) = \alpha_{\pi_1} \left[ \prod_{i=2}^{n-1} T_{\pi_{i-1}, \pi_i} \right] \omega_{\pi_n}. \quad (2)$$

Similarly, the label sequence of the path  $\pi$  is given by the function  $\sigma : Q^n \rightarrow L^n$ :

$$\sigma(\pi) = \prod_{n=1}^N \lambda_{\pi_n}. \quad (3)$$

**input sequence:** We define an input sequence  $\mathbf{s}$  to a FSM as a sequence of labels:

$$\mathbf{s} = \prod_{i=1}^n s_i, \quad s_i \in L. \quad (4)$$

The weight of an input sequence is given by the function  $\nu : L^n \rightarrow K$ :

$$\nu(\mathbf{s}) = \sum_{\mathbf{x} \in P} \mu(\mathbf{x}), \quad (5)$$

where  $P = \{\pi : \sigma(\pi) = \mathbf{s}, \pi \in \mathcal{M}\}$  is the set of paths from  $\mathcal{M}$  with label sequence  $\mathbf{s}$ . We say that an input sequence is *accepted by*  $\mathcal{M}$  if  $\nu(\mathbf{s}) > 0$ . We denote  $S$  the set of accepted input sequence of a FSM, i.e.  $S = \{\mathbf{s} : \nu(\mathbf{s}) > 0\}$ .

### 3 FSM operations

We describe here some operations over FSMs. A FSM  $\mathcal{M}_i$  is defined as:

$$\mathcal{M}_i = (Q_i, \Sigma_i, K_i, L_i, \alpha_i, \mathbf{T}_i, \omega_i, \lambda_i). \quad (6)$$

The path weight, path label and input sequences weight function associated to this FSM are denoted  $\mu_i(\cdot)$ ,  $\sigma_i(\cdot)$  and  $\nu_i(\cdot)$  respectively. The set of input sequences accepted by  $\mathcal{M}_i$  is  $S_i = \{\mathbf{s} : \nu_i(\mathbf{s}) > 0\}$ . In the following, for binary operator over 2 FSMs, we assume tacitly that both FSMs have the same set of symbols, i.e.  $\Sigma = \Sigma_1 = \Sigma_2$ , the same weight semiring, i.e.  $K = K_1 = K_2$ , and the same label semiring, i.e.  $L = L_1 = L_2$ .

#### 3.1 Renormalization

We say that a FSM  $\mathcal{M}$  is *normalized* if (i) the sum of its initial weights sum up to 1, i.e.  $\sum_{i \in Q} \alpha_i = 1$ , and (ii) the sum of the transition weights from a state  $i$  to all other states and the final weight of the state  $i$  sum up to 1, i.e.  $\omega_i + \sum_{j \in Q} T_{ij} = 1$ . A FSM  $\mathcal{M}_1$  with a zero-sum free and divisble weight semiring can be transformed into normalized FSM  $\mathcal{M}_2$  via the renormalization operation:  $\mathcal{M}_2 = \text{renorm}(\mathcal{M}_1)$ . The resulting FSM is obtained by the following construction:

$$Q_2 = Q_1 \quad \alpha_2 = \left( \sum_i \alpha_{1i} \right)^{-1} \alpha_1 \quad (7)$$

$$\mathbf{T}_2 = \begin{bmatrix} (\omega_1 + \sum_i T_{1,1i})^{-1} \mathbf{T}_{1,1} \\ \vdots \\ (\omega_d + \sum_i T_{1,di})^{-1} \mathbf{T}_{1,d} \end{bmatrix} \quad \omega_2 = \begin{bmatrix} (\omega_1 + \sum_i T_{1,1i})^{-1} \\ \vdots \\ (\omega_d + \sum_i T_{1,di})^{-1} \end{bmatrix} \odot \omega_1 \quad (8)$$

$$\lambda_2 = \lambda_1 \quad (9)$$

#### 3.2 Union

The union of two FSMs  $\mathcal{M}_1 \cup \mathcal{M}_2$  gives a FSM  $\mathcal{M}_3$  such that  $S_3 = S_1 \cup S_2$  and  $\forall \mathbf{s} \in S_3$ ,  $\nu_3(\mathbf{s}) = \nu_1(\mathbf{s}) + \nu_2(\mathbf{s})$ .  $\mathcal{M}_3$  can be obtained with the following construction:

$$Q_3 = \{1, \dots, |Q_1| + |Q_2|\} \quad \alpha_3 = \begin{bmatrix} \alpha_1 \\ \alpha_2 \end{bmatrix} \quad (10)$$

$$\mathbf{T}_3 = \begin{bmatrix} \mathbf{T}_1 & \\ & \mathbf{T}_2 \end{bmatrix} \quad \omega_3 = \begin{bmatrix} \omega_1 \\ \omega_2 \end{bmatrix} \quad (11)$$

$$\lambda_3 = \begin{bmatrix} \lambda_1 \\ \lambda_2 \end{bmatrix} \quad (12)$$

#### 3.3 Concatenation

The concatenation of two FSMs  $\text{concat}(\mathcal{M}_1, \mathcal{M}_2)$  gives a FSM  $\mathcal{M}_3$  such that  $S_3 = \{\mathbf{s}_1 \mathbf{s}_2 : \mathbf{s}_1 \in S_1, \mathbf{s}_2 \in S_2\}$ .  $\mathcal{M}_3$  can be obtained with the following

construction:

$$Q_3 = \{1, \dots, |Q_1| + |Q_2|\} \quad \alpha_3 = \begin{bmatrix} \alpha_1 \\ 0\alpha_2 \end{bmatrix} \quad (13)$$

$$\mathbf{T}_3 = \begin{bmatrix} \mathbf{T}_1 & \\ & \mathbf{T}_2 \end{bmatrix} \quad \omega_3 = \begin{bmatrix} 0\omega_1 \\ \omega_2 \end{bmatrix} \quad (14)$$

$$\lambda_3 = \begin{bmatrix} \lambda_1 \\ \lambda_2 \end{bmatrix} \quad (15)$$

### 3.4 Reversal

The reversal (denoted  $^\top$ ) of a FSM  $\mathcal{M}_1$  yields a FSM  $\mathcal{M}_2 = \mathcal{M}_1^\top$  such that  $S_2 = \{\overleftarrow{\mathbf{s}} : \mathbf{s} \in S_1\}$  where  $\overleftarrow{\mathbf{s}}$  is the sequence  $\mathbf{s}$  in reversed order.  $\mathcal{M}_2$  is obtained by the following construction:

$$Q_2 = Q_1 \quad \alpha_2 = \omega_1 \quad (16)$$

$$\mathbf{T}_2 = \mathbf{T}_1^\top \quad \omega_2 = \alpha_1 \quad (17)$$

$$\lambda_2 = \lambda_1 \quad (18)$$

### 3.5 Hierarchical FSM - Composition

In many applications we would like to process signals with different levels of structure. A typical example is speech where we have phonotactic structure, syllabic structure and lexical structure. To handle such phenomenon, it is necessary to build *hierarchical* FSMs, i.e. FSMs where each state is itself associated to another FSM. To build a such FSM we need to *compose* a high-level FSM with a set of sub-level FSMs.

Let's consider a FSM  $\mathcal{M}_1$  with  $d$  states. We would like to compose  $\mathcal{M}_1$  with a sequence of  $d$  FSMs  $\mathcal{M}^{1:d} = (\mathcal{M}^1, \dots, \mathcal{M}^d)$  such that the  $i$ th state of  $\mathcal{M}_1$  is associated with the FSM  $\mathcal{M}^i$ . The composition of  $\mathcal{M}_1$  and  $\mathcal{M}^{1:d}$ , denoted  $\mathcal{M}_1 \circ \mathcal{M}^{1:d}$ , yields a FSM  $\mathcal{M}_2$  which can be obtained with the following construction:

$$Q_2 = \{1, \dots, \sum_{i=1}^d |Q^i|\} \quad \Sigma_2 = \Sigma_1 \cup \Sigma^1 \cup \dots \cup \Sigma^d \quad (19)$$

$$K_2 = K_1 = K^1 = \dots = K^d \quad L_2 = L_1 = L^1 = \dots = L^d \quad (20)$$

$$\alpha_2 = \begin{bmatrix} \alpha_{1,1}\alpha^1 \\ \vdots \\ \alpha_{1,d}\alpha^d \end{bmatrix} \quad \mathbf{T}_2 = (\mathbf{M}_K^\top \mathbf{T}_1 \mathbf{M}_K) \odot (\omega_1 \alpha_1^\top) \quad (21)$$

$$\omega_2 = \begin{bmatrix} \omega_{1,1}\omega^1 \\ \vdots \\ \omega_{1,d}\omega^d \end{bmatrix} \quad \lambda_2 = \mathbf{M}_L^\top \begin{bmatrix} \lambda_{1,1}\lambda^1 \\ \vdots \\ \lambda_{1,d}\lambda^d \end{bmatrix}, \quad (22)$$

$\mathbf{M}_K$  is a matrix whose elements belong to the semiring  $K$  and it is defined as:

$$\mathbf{M}_K = \begin{bmatrix} \mathbf{1}_{|Q_1|} & & & \\ & \mathbf{1}_{|Q_2|} & & \\ & & \ddots & \\ & & & \mathbf{1}_{|Q_d|} \end{bmatrix}. \quad (23)$$

where  $\mathbf{1}_{|Q_i|}$  is a vector of 1 of size  $|Q_i|$ .  $\mathbf{M}_L$  is defined identically but has elements in the semiring  $L$ .