

# COMP9318: HIDDEN MARKOV MODEL

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# Outline

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- Markov Model
- Hidden Markov Model
  - ▣ Definition and basic problems
  - ▣ Decoding
  - ▣ Proj1

# Applications

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- On-line handwriting recognition
- Speech recognition
- Gesture recognition
- Language modeling
- Motion video analysis and tracking
- Protein sequence/gene sequence alignment
- Stock price prediction
- ...

# What's HMM?

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- Hidden Markov Model
  - Hidden
  - Markov

# Markov Model

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- The model (and some notations):
  - ▣ States:  $Q: \{q_0, q_1, \dots, q_{N-1}\}$
  - ▣ State sequence:  $X = \{x_i\}$ ; each  $x_i$  takes a value in  $Q$
  - ▣ State transition probabilities:  $A_{u \rightarrow v}$
  - ▣ Initial state distribution:  $\pi$
- Markov assumption (order = 1)
  - ▣  $\Pr[x_{i+1} \mid x_0, x_1, \dots, x_i] = \Pr[x_{i+1} \mid x_i]$
  - ▣ Limited memory

# Example

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## □ Google's PageRank:

- ▣ States: webpages

- ▣ State sequence: sequence of webpages one visited

- ▣ State transition probabilities:

  - $A_{u \rightarrow v} = \text{\#-outlinks-from-page-u-to-v} / \text{\#-out-links-at-page-u}$

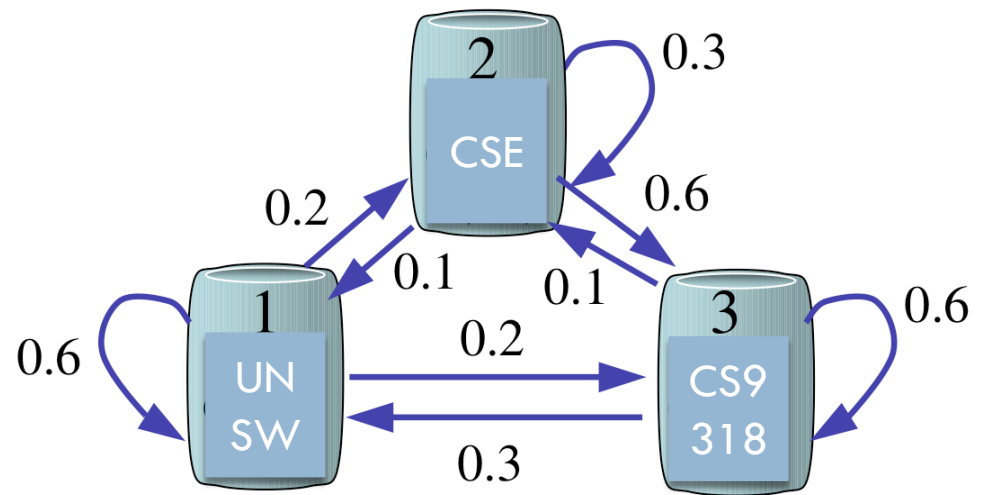
  - (actually a bit more complex)

- ▣ Initial state distribution:  $\pi = \text{uniform on all pages}$

## □ Markov assumption (order = 1)

- ▣  $\Pr[x_{i+1} \mid x_0, x_1, \dots, x_i] = \Pr[x_{i+1} \mid x_i]$

- ▣ Randomly click an out link on page  $i$



Another example is the n-gram Language Model (See Naïve Bayes classifier for text)

# Sequence Probability

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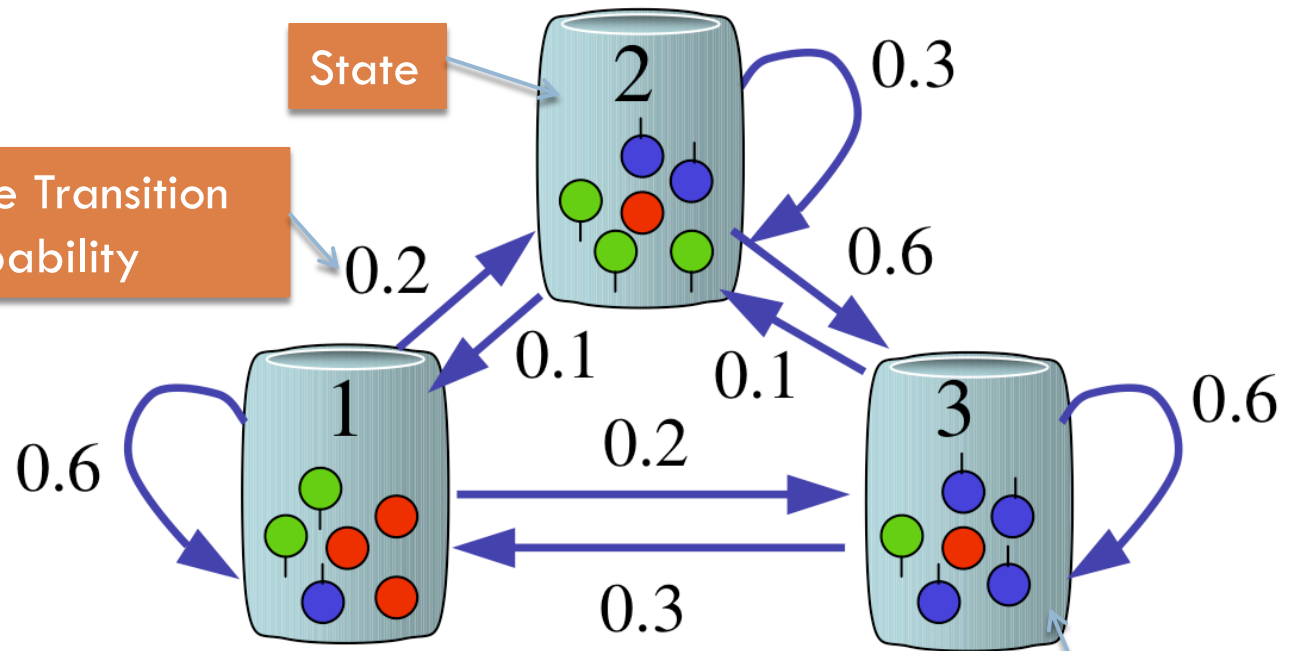
- What's the probability of the state sequence being  $Q = q_0 q_1 \dots q_T$  ?
  - Chain rule + Markov assumption
    - ▣  $\Pr[Q \mid \text{model}=\lambda] = \Pr[q_0 \mid \lambda]$ 
      - \*  $\Pr[q_1 \mid q_0, \lambda]$
      - \*  $\Pr[q_2 \mid q_0, q_1, \lambda] * \dots$
      - \*  $\Pr[q_T \mid q_0, q_1, \dots, q_{T-1}, \lambda]$
- $$= \Pr[q_0 \mid \lambda] * (\Pr[q_1 \mid q_0, \lambda] * \Pr[q_2 \mid q_1, \lambda] * \dots * \Pr[q_T \mid q_{T-1}, \lambda])$$

# HMM

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State Transition  
Probability

## Example



Observations: R R G B

States =?

Symbol Emission  
Probability  
(Green =  $1/6$ ;  
Red =  $1/6$ ; Blue  
=  $4/6$ )

## Hidden:

- States are hidden
- However, each state emits a symbol according to a distribution  $B(u \rightarrow \alpha)$

## Additional notations

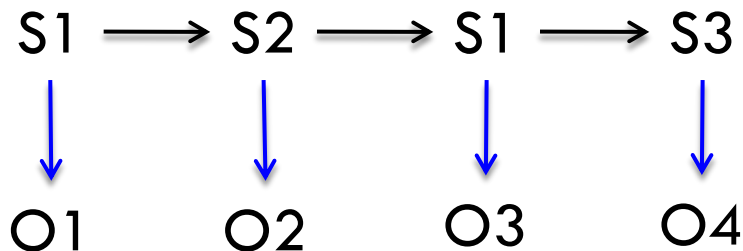
- Symbols:  $0, 1, 2, \dots, M-1$
- Observed symbol sequence:  $O_0, O_1, \dots, O_{T-1}$



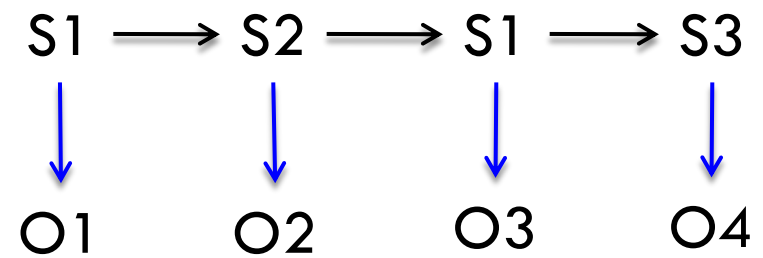
# The Generative Process

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- Loop
  - ▣ Pick the next state the transit to
  - ▣ Transit to the chosen state, and generate an output symbol
- All according to the pmf of the distributions



# 3 Problems



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## □ P1: Model Evaluation Problem

- What's the probability of seeing **this observation sequence**, given the HMM model  $\lambda$ ?
- Compute  $\Pr[\mathbf{O}_0, \mathbf{O}_1, \dots, \mathbf{O}_{T-1} \mid \lambda]$

Forward algorithm

## □ P2: Decoding Problem

- What is the most likely state sequence ( $Q$ ) corresponding to **this observation sequence**, given the HMM model  $\lambda$ ?
- $\text{Argmax}_Q \Pr[Q=q_0, q_1, \dots, q_{T-1} \mid \mathbf{O}_0, \mathbf{O}_1, \dots, \mathbf{O}_{T-1}, \lambda]$

Viterbi algorithm

proj1

## □ P3: Learning the model

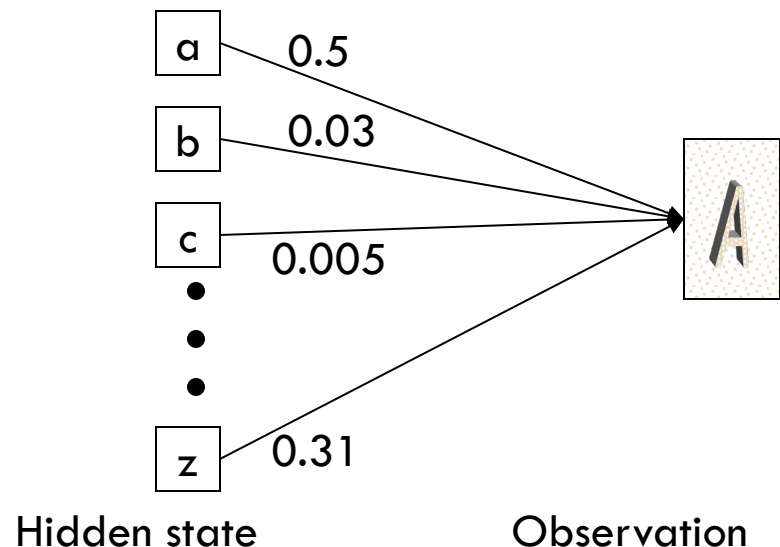
- What is the most likely parameters that generates this observation sequence?

Baum-Welch algorithm

# Application: Typed word recognition

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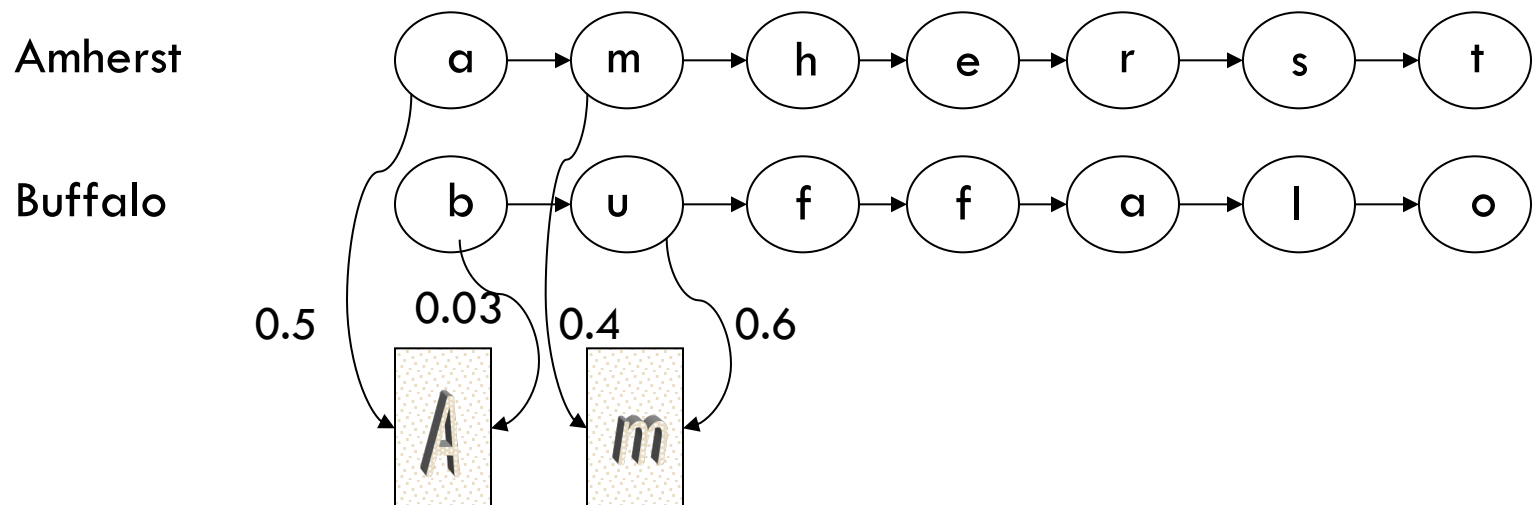
- Assume all chars are separated
- Character recognizer outputs probability of the image being particular character,  $P(\text{image} \mid \text{char})$ .
- There are infinite number of observations though



# Casting into the Evaluation Problem

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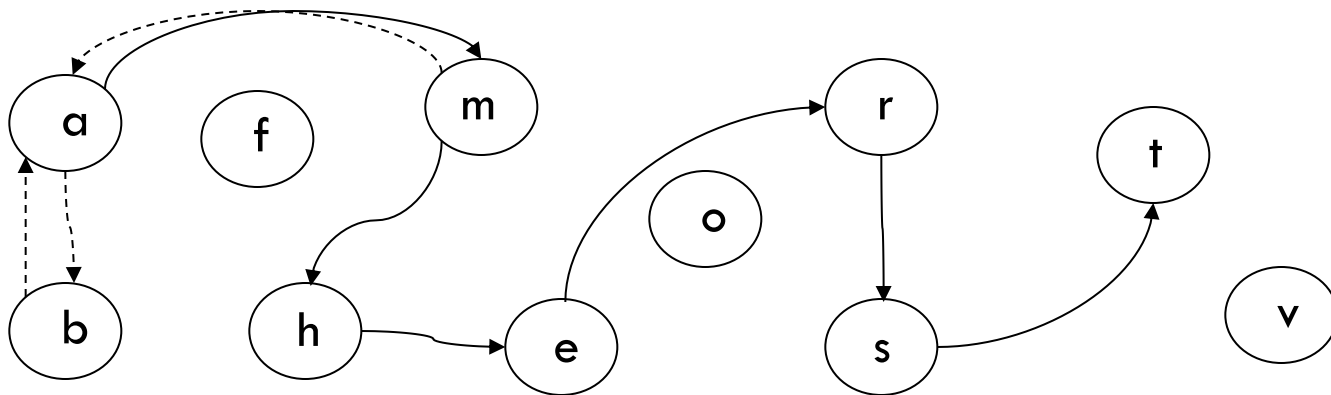
- Assume the lexicon is given
- Construct **separate** HMM models for each lexicon word
- Pick the model whose generation probability is the maximum



# The Other Approach

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- Construct a **single** HMM models for all lexicon words
- Pick the best state sequence (= char sequence) whose generation probability is the maximum
- This is actually the **decoding problem**



# Decoding Problem (P2)

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- Naïve algorithm:
  - ▣ Enumerate all possible state sequence and *evaluate their probability of generating the observations (next slide)*
  - ▣ Pick the one whose resulting probability is the highest
  - ▣ Problem: time complexity =  $O(N^T * T)$
- Viterbi: Dynamic programming-based method
  - ▣ **Attempt:** if we “magically” know best state sequence for RRG, can we know what’s the best state sequence for RRGB?
    - No. (Give an counter example)
  - ▣ **Remedy:** best state sequence for RRGB must come from the best state sequence ending at **some** state for the last observation. We don’t know which, but we can compute all.

# Joint Probability

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All conditioned on  $\lambda$

$$\square \Pr[\mathbf{O}_0, \mathbf{O}_1, \dots, \mathbf{O}_{T-1}, \mathbf{q}_0, \mathbf{q}_1, \dots, \mathbf{q}_{T-1} | \lambda] = \text{(I)} * \text{(II)}$$

$$\square \text{(I)} \Pr[\mathbf{O}_0, \mathbf{O}_1, \dots, \mathbf{O}_{T-1} | \mathbf{q}_0, \mathbf{q}_1, \dots, \mathbf{q}_{T-1}, \lambda] = \Pr[\mathbf{O}_0 | \mathbf{q}_0, \lambda] * \Pr[\mathbf{O}_1 | \mathbf{q}_1, \lambda] * \dots * \Pr[\mathbf{O}_{T-1} | \mathbf{q}_{T-1}, \lambda]$$

$$\square \text{(II)} \Pr[\mathbf{q}_0, \mathbf{q}_1, \dots, \mathbf{q}_{T-1} | \lambda] = \Pr[\mathbf{q}_0 | \lambda] * \Pr[\mathbf{q}_1 | \mathbf{q}_0, \lambda] * \dots * \Pr[\mathbf{q}_{T-1} | \mathbf{q}_{T-2}, \lambda]$$

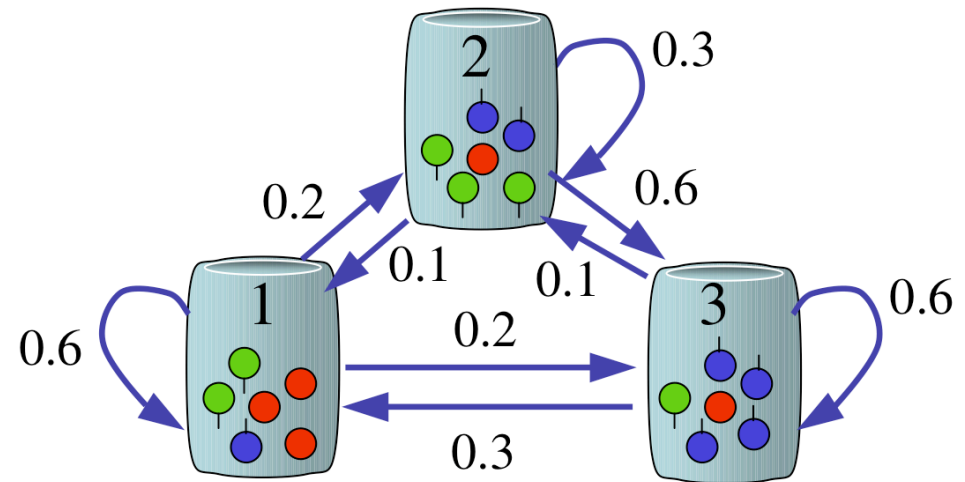
$$\square \text{Example } (\pi[\mathbf{q}_i] = 1/3)$$

States: 1 1 2 3

Observations: R R G B

$$\square \text{(I)} = (3/6) (3/6) (3/6) (4/6)$$

$$\square \text{(II)} = (1/3) (0.6) (0.2) (0.6)$$



# Viterbi Algorithm

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- Define  $\delta[O_t \rightarrow q_i]$  as the best probability of any state sequence such that the symbol at timestamp  $t$ , denoted as  $O_t$ , corresponds to state  $q_i$

- Recursive formula:

$$\delta[O_t \rightarrow q_i] = \max_{u \in [0, N-1]} ( \delta[O_{t-1} \rightarrow q_u] * A[q_u \rightarrow q_i] * B[q_i \rightarrow O_t] )$$

- Boundary condition:

$$\delta[O_0 \rightarrow q_i] = \pi[q_i] * B[q_i \rightarrow O_0]$$



# Viterbi Algorithm

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- Define  $\delta[O_t \rightarrow q_i]$  as the best probability of any state sequence such that the symbol  $O_t$  corresponds to state  $q_i$

- Recursive formula:

$$\delta[O_t \rightarrow q_i] = \max_{u \in [0, N-1]} ( \delta[O_{t-1} \rightarrow q_u] * A[q_u \rightarrow q_i] * B[q_i \rightarrow O_t] )$$

- Boundary condition:

$$\delta[O_0 \rightarrow q_i] = \pi[q_i] * B[q_i \rightarrow O_0]$$

- Easy to find the computing order in DP is from  $O_0$  to  $O_{T-1}$ , within which we loop over all the states.

# Example of Viterbi Algorithm

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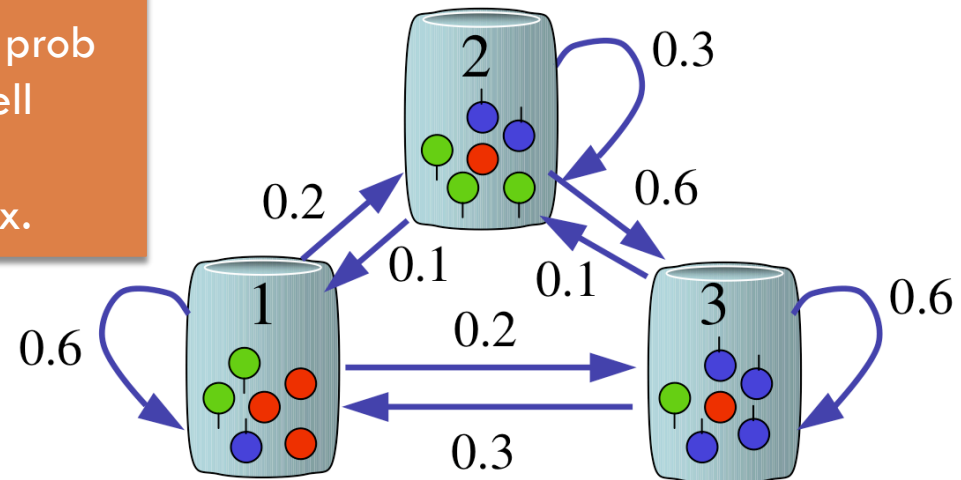
| State\Symbol | R                  | R      | G  | B |
|--------------|--------------------|--------|----|---|
| State = 1    | $(1/3)*(3/6)=1/6$  | $1/20$ | ?? |   |
| State = 2    | $(1/3)*(1/6)=1/18$ | ?      |    |   |
| State = 3    | $(1/3)*(1/6)=1/18$ | ???    |    |   |

e.g., for the cell (State = 1, 2nd R), it considers:

1. Prev state is 1: prob =  $(1/6)*0.6*(3/6)$
2. Prev state is 2: prob =  $(1/18)*0.1*(3/6)$
3. Prev state is 3: prob =  $(1/18)*0.3*(3/6)$

Max of the three options is the first one with prob value of  $(1/20)$ , hence the value in the cell (and  $\delta[O_1 \rightarrow q_0]$ )

Also “remembers” which prev state is the max.



# Example of Viterbi Algorithm

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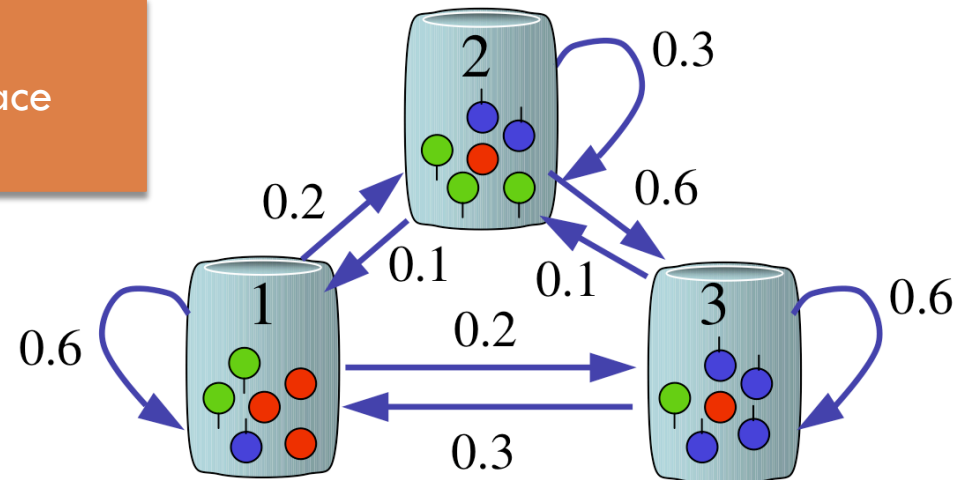
| State\Symbol | R                  | R           | G     | B      |
|--------------|--------------------|-------------|-------|--------|
| State = 1    | $(1/3)*(3/6)=1/6$  | 1/20        | 1/100 | 1/1000 |
| State = 2    | $(1/3)*(1/6)=1/18$ | 1/180       | 1/200 | 1/1500 |
| State = 3    | $(1/3)*(1/6)=1/18$ | 1/180 (all) | 1/600 | 1/500  |

Tracing back, we know the best state sequence in terms of the generative probability of the observed symbol sequence is RRGB

Time complexity:  $O(T*N^2)$

Space complexity:  $O(T*N)$ , as we need to trace back

All computation of probabilities should be performed in the log space to avoid underflow. E.g.,  $\log(p1*p2) = \log(p1) + \log(p2)$



# A Brief Introduction to Proj1

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- Input:
  - ▣ An HMM model
  - ▣ A test file; each line is an address to be parsed
- Output:
  - ▣ Top-k parsed results (i.e., state sequences) and their corresponding log-probability score
- Notes
  - ▣ Special states: BEGIN and END
  - ▣ Add-1 smoothing
  - ▣ Tokenization of the address line

# Address Parsing Example

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- States: {BEGIN, ST#, STNM, STTYP, CITY, STATE, PSTCD}

- Symbols: ASCII strings

- Observed symbol sequence:

- begin 221 Anzac Parade Kingsford NSW 2032 end

begin

ST#

STNM

STTYP

CITY

STATE

PSTCD

end

- What's the most likely state sequence?

- Enables us to perform advanced tasks, such as deduplication and advanced queries

- begin 10 Kingsford St, Fairy Meadow, NSW 2519 end

STNM

# Smoothing

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- Emission probabilities
  - ▣ Let Symbols = {a, b, c, d, ..., z}
  - ▣ Without smoothing,  $\Pr[S \rightarrow x] = \#(S, x) / \#(S)$
  - ▣ Hence if  $\#(S, x) = 0$ , the probability is 0.
  - ▣ With add-1 smoothing,  $\Pr[S \rightarrow x] = [\#(S, x) + 1] / [\#(S) + |\text{Symbols}| + 1]$ 
    - Denominator needs +1 for Out-of-vocabulary (OOV) symbol
- State transition probabilities
  - ▣ With add-1 smoothing,  $\Pr[S_1 \rightarrow S_2] = [\#(S_1, S_2) + 1] / [\#(S_1) + |\text{States}|]$
- Special procedure to handle the BEGIN/END states (and its impact)

# References

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- Section 5 in “A Revealing Introduction to Hidden Markov Models” by Mark Stamp.
- Sung-jung Cho, “Introduction to Hidden Markov Model and Its Application”
- Ankur Jain, “Hidden Markov Models”