

MARKOV MODELS

Source: Hastie et al. (2009), Daumé III. Thanks to D. Hsu.

Please do not distribute these slides publicly, beyond using them for this course.

SEQUENCE MODELS

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Sequence / time series modeling is an entire subfield in statistics, largely due to the plethora of sequence / time series data in applications:

- ▶ Economic / financial data over time
- ▶ Climate science
- ▶ Genomic sequences
- ▶ Speech and natural language
- ▶ ...

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If the X_t are discrete-valued, then the Markov property means that

$$\Pr(X_{t+1} = x_{t+1} \mid X_1 = x_1, \dots, X_t = x_t) = \Pr(X_{t+1} = x_{t+1} \mid X_t = x_t).$$

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A stochastic process with the Markov property is called a **Markov chain**.

A sequence model for a Markov chain is called a **Markov model**.

MARKOV CHAIN DISTRIBUTIONS

To specify a Markov chain (MC):

- ▶ Specify the distribution of the initial state X_1 .
- ▶ Specify a **transition kernel**: $\Pr(X_{t+1} = x' \mid X_t = x)$ for all (x, x') .

(Nothing to do with *kernels* as in SVMs/kernel trick/RKHS.)

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- ▶ Initial state distribution given by a d -dimensional probability vector π

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- ▶ Transition kernel can be written as a $d \times d$ matrix \mathbf{A}

$$A_{i,j} = \Pr(X_{t+1} = j \mid X_t = i)$$

(rows of \mathbf{A} are probability vectors).

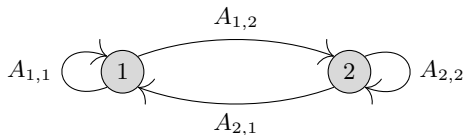
Also called a **transition matrix** or **(right) stochastic matrix**.

EXAMPLE: A TWO-STATE MARKOV CHAIN

State space: $\{1, 2\}$.

Parameters:

$$\boldsymbol{\pi} = \begin{matrix} & \text{state 1} \\ \text{state 1} & 0.1 \\ \text{state 2} & 0.9 \end{matrix}, \quad \mathbf{A} = \begin{matrix} & \text{state 1} & \text{state 2} \\ \text{state 1} & 0.3 & 0.7 \\ \text{state 2} & 0.6 & 0.4 \end{matrix}.$$

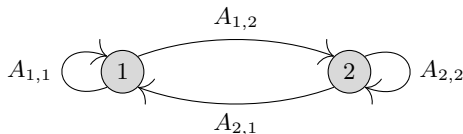


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A random state sequence drawn from this MC:

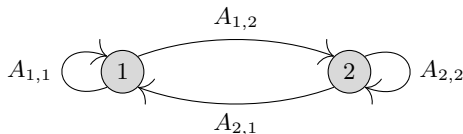
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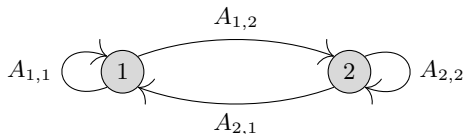
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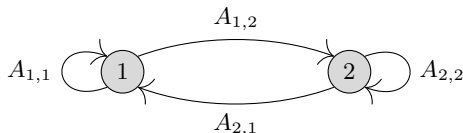
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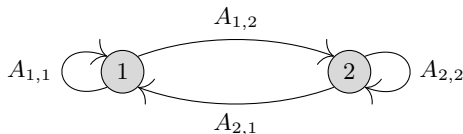
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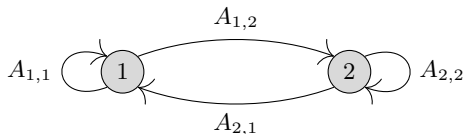
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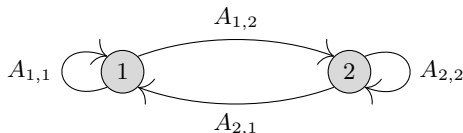
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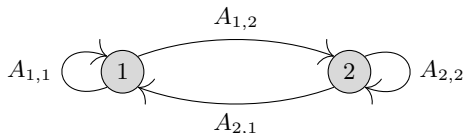
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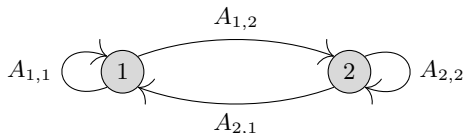
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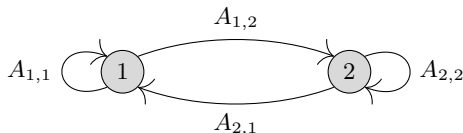
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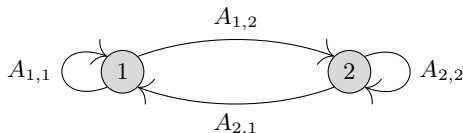
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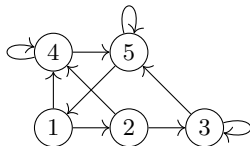
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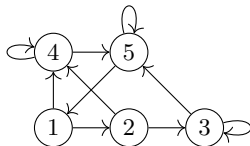
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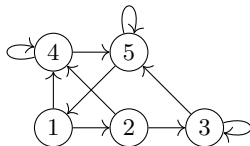
MC for random walk on G :

$$\pi_i = \mathbb{1}\{\text{start vertex is } i\}, \quad A_{i,j} = \frac{\mathbb{1}\{(i,j) \in E\}}{\text{out degree}(i)}.$$

	state 1	state 2	state 3	state 4	state 5
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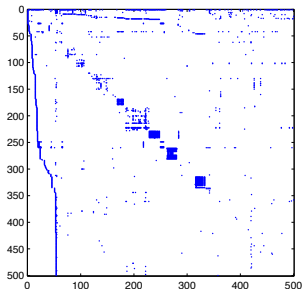
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state 5	*				*

The non-zero pattern of A gives the adjacency structure of G (vertices = states).

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Web graph $G = (V, E)$:

Vertices are webpages, directed edges are hyperlinks between webpages.

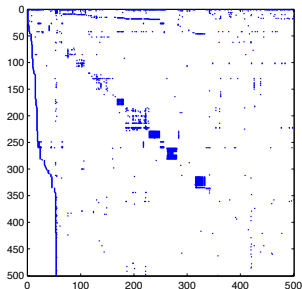


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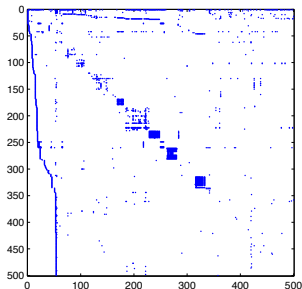
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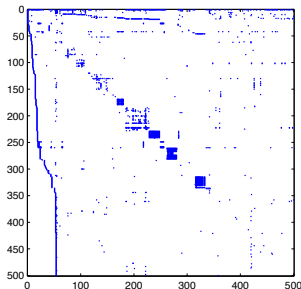
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$$\Pr(X_t = i) \quad \text{for large } t.$$

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For any $t \in \mathbb{N}$, the marginal distribution of X_t in terms of π and \mathbf{A} is

$$\Pr(X_t = k) = \text{\textit{k}-th entry of } \pi^\top \underbrace{\mathbf{A} \mathbf{A} \cdots \mathbf{A}}_{t-1 \text{ times}}.$$

POWERS OF THE TRANSITION MATRIX

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Convergence? Doesn't even seem to matter what $\boldsymbol{\pi}$ is!

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A solution \mathbf{q} to (\star) , is called a **stationary distribution**.

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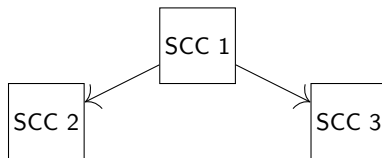
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When does a MC even have a unique stationary distribution?

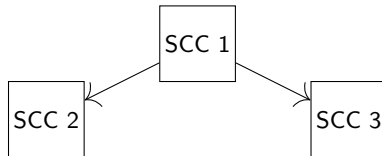
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If every state $i \in [d]$ has $A_{i,i} > 0$, then aperiodicity is guaranteed.

CONDITIONS FOR UNIQUE STATIONARY DISTRIBUTION

Theorem: If MC with transition matrix A is *irreducible* and *aperiodic*, then

- ▶ There is a unique stationary distribution \mathbf{q} (which satisfies $\mathbf{q}^\top A = \mathbf{q}^\top$).

- ▶ $\lim_{p \rightarrow \infty} A^p = \begin{pmatrix} \text{---} & \mathbf{q}^\top & \text{---} \\ \text{---} & \mathbf{q}^\top & \text{---} \\ & \vdots & \\ \text{---} & \mathbf{q}^\top & \text{---} \end{pmatrix}.$

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Power method:

initialize \mathbf{q} arbitrarily.

repeat

$$\mathbf{q}^\top := \mathbf{q}^\top \mathbf{A}.$$

until bored.

return \mathbf{q} .

EXAMPLE: PAGERANK

Random walk on web graph:

- ▶ definitely **not irreducible**,
(some pages have no links to other pages);
- ▶ probably **not aperiodic**.

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EXAMPLE: PAGERANK

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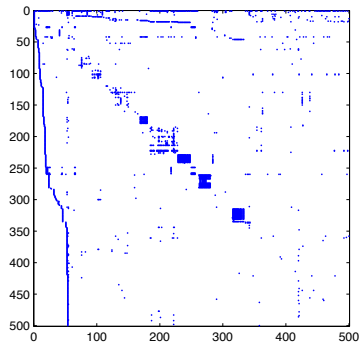
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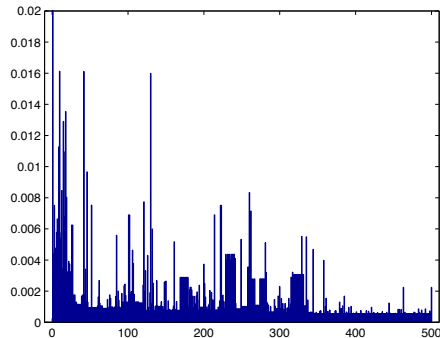
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PageRank scores = stationary distribution of this new MC.

EXAMPLE: PAGERANK



Adjacency matrix of the web graph
for 500 web pages.



PageRank distribution.

(From K. Murphy, "Machine Learning", MIT Press 2012.)

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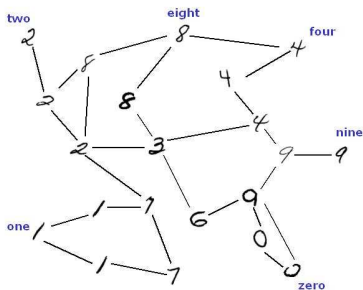
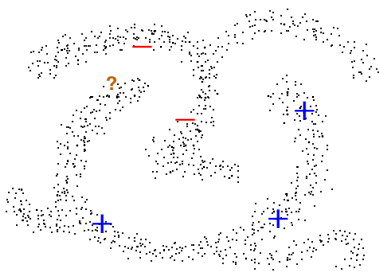
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- ▶ Start weighted random walk starting from **unlabeled point** x_{m+i} .

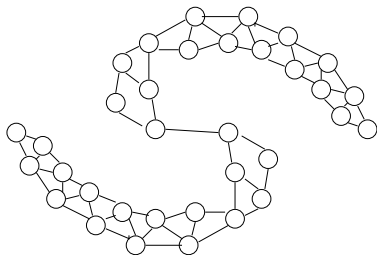
If **first labeled point reached** has label $y \in \{\pm 1\}$, then use $\hat{y}_{m+i} := y$ as the label for x_{m+i} .

(Can actually compute, in closed form, the probabilities of $\hat{y}_{m+i} = y$ for each y .)

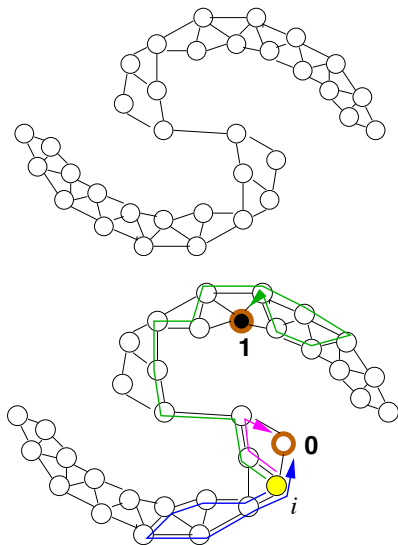
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RECAP

- ▶ Markov property: past and future are conditionally independent given the present.
- ▶ Transition matrix: the conditional next-state distributions for each state.
- ▶ Random walk on graphs: extremely important process, very well-studied, many applications (including in ML, statistics, etc).
- ▶ **Irreducible and aperiodic Markov chains have limiting behavior:**
doesn't matter where you start, eventually marginal state distribution is the stationary distribution.

Some qualities similar to iid processes, some rather different.

Related to eigenvectors/eigenvalues, computation via power method.

- ▶ Forms the basis of PageRank.