

Viterbi Algorithm in Numpy

CS114B Lab 7

Kenneth Lai

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Sequence Labeling

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 - ▶ What is $P(Y|X)$?

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$$P(Y) = \prod_{i=1}^T P(y_i|y_{i-1})$$
 - ▶ Output Independence: the probability of a word at time i depends only on the tag at time i
 - ▶
$$P(X|Y) = \prod_{i=1}^T P(x_i|y_i)$$

Hidden Markov Models

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- ▶ In other words, $(\log) P(Y|X)$ decomposes into a product (or sum) of **local** parts
- ▶ This allows us to use dynamic programming

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- ▶ Discriminative approaches:
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 - ▶ Structured perceptrons
- ▶ As long as the “score” decomposes into a sum of local parts, we can use the Viterbi algorithm

Viterbi Algorithm

function VITERBI(*observations* of len T , *state-graph* of len N) **returns** *best-path*, *path-prob*

create a path probability matrix *viterbi*[N, T]

for each state s **from** 1 **to** N **do** ; initialization step

$viterbi[s, 1] \leftarrow \pi_s * b_s(o_1)$

$backpointer[s, 1] \leftarrow 0$

for each time step t **from** 2 **to** T **do** ; recursion step

for each state s **from** 1 **to** N **do**

$viterbi[s, t] \leftarrow \max_{s'=1}^N viterbi[s', t-1] * a_{s', s} * b_s(o_t)$

$backpointer[s, t] \leftarrow \operatorname{argmax}_{s'=1}^N viterbi[s', t-1] * a_{s', s} * b_s(o_t)$

$bestpathprob \leftarrow \max_{s=1}^N viterbi[s, T]$; termination step

$bestpathpointer \leftarrow \operatorname{argmax}_{s=1}^N viterbi[s, T]$; termination step

bestpath \leftarrow the path starting at state *bestpathpointer*, that follows *backpointer*[] to states back in time

return *bestpath*, *bestpathprob*

Figure 8.10 Viterbi algorithm for finding the optimal sequence of tags. Given an observation sequence and an HMM $\lambda = (A, B)$, the algorithm returns the state path through the HMM that assigns maximum likelihood to the observation sequence.

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 - ▶ `self.transition` (**A**: shape (N, N))
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- ▶ Create two Numpy arrays: (both with shape (N, T))
 - ▶ `v` (for viterbi)
 - ▶ `backpointer`

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 - ▶ For HW4, you do not have to return the path (log-)probability/score, just the backtrace path