

8. Machine Learning and Real-world Data.

(a) $\mu = (A, B)$. A : the matrix of the transition probability $\Rightarrow 5 \times 5$
 \downarrow special states
 $3 + 2$
 \downarrow special outputs
 $6 + 2$

B : the matrix of the emission probability $\Rightarrow 5 \times 8$

states $S = \{S_0, F, L_1, L_2, S_e\}$. S_0 : start state. S_e : end state

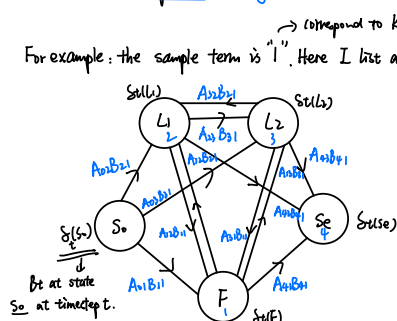
output $k = \{k_0, 1, 2, 3, 4, 5, 6, k_5\}$. k_0 : start output. k_5 : end output

$$A_{ij} = P(X_t = S_j | X_{t-1} = S_i), \quad i, j \in \{0, 5\}$$

$$B_{ij} = P(O_t = k_j | X_t = S_i), \quad i \in \{0, 5\}, j \in \{0, 5\}$$

(b) A state diagram: Actually, we haven't learnt about this

For example: the sample term is "1". Here I list all the possible transition pairs.



I label some arcs with the probability.

c) probabilities and training data counts

(i) The training data count: $\text{Count}_{\text{trans}}(X_t = 3 | X_{t-1} = 1) = 0$

And $\text{Count}_{\text{trans}}(X_t = 3 | X_{t-1} = 2)$ may be quite large. Hence $A_{13} = P(X_t = 3 | X_{t-1} = 1) = 0$

This can be modelled by HMM, since the possibility including transition

directly from F to S_e will be zero. The most probable hidden states sequence would

include $F \rightarrow S_e$

(ii) $\text{Count}_{\text{trans}}(X_t = 4 | X_{t-1} = 1) = 1$. $A_{14} = P(X_t = 4 | X_{t-1} = 1) = 1$

This can be modelled by HMM. The hidden path with F on the last roll is

likely to yield higher probability.

$\text{Count}_{\text{trans}}(O_t | X_t = 3) \rightarrow$ They may both become small.

(iii). Training data counts: $\text{Count}_{\text{trans}}(X_t = 3 | X_{t-1} = m)$ (m can be any state aside from 3) will be small. Hence $P(X_t = 3 | X_{t-1} = m)$ will be small too. This behaviour reflects in HMM producing result sequences with fewer L_2 . It may not be exactly less than 2 in a row, so to some extent, it can be modelled.

(iv) It's hard to tell the effect on probabilities and counts, since we're not sure which

dice the Croupier switches to and we only count the associations between \checkmark and the

dice at the same timestep. Therefore, it can't be modelled by HMM.

