

The Backward Algorithm

We have a hidden Markov model (HMM) with

N hidden states $\{q_1, q_2, \dots, q_N\}$
 M emission states $\{y_1, y_2, \dots, y_M\}$

And where

π_i is the initial probability for hidden state q_i
 a_{ij} is the transition probability for moving from hidden state q_i to q_j
 $b_i(y_j)$ is the emission probability for hidden state q_i and observation y_j

We are given a sequence of observed emission states $y_1, y_2, \dots, y_t, \dots, y_T$

We have seen the forward algorithm, which involves calculating the probability of being in hidden state i after the first t observations (the forward probability). The backward probability describes the remaining observations from time $t + 1$ to T assuming we are at hidden state i at time t .

$$\beta_t(i) = P(y_{t+1}, y_{t+2}, \dots, y_T | q_t = i)$$

The algorithm is given:

Base case:

$$\beta_T(i) = 1, 1 \leq i \leq N$$

Recursion:

$$\beta_t(i) = \sum_{j=1}^N a_{ij} b_j(y_{t+1}) \beta_{t+1}(j), 1 \leq i \leq N, 1 \leq t < T$$

Termination:

$$P(y_1, y_2, \dots, y_T) = \sum_{j=1}^N \pi_j b_j(y_1) \beta_1(j)$$

The intuition is much like that for the forward algorithm, but in the opposite direction. Where the forward algorithm has its base case at $t = 1$ and we build the forward probabilities α towards T , the backward algorithm has its base case at the end, $t = T$ and we build the backward probabilities β towards $t = 1$.

Notice that we can calculate the forward and backward probabilities at any time t . The use of these probabilities form the foundation for the Baum-Welch expectation maximization algorithm.

Exercises

Theory

- 1.1 Derive the backward algorithm. You can refer to the derivation of the forward algorithm for guidance.

Programming

- 2.1 Write pseudocode for the backward algorithm
- 2.2 Analyze the backward algorithm's time complexity
- 2.3 Implement the backward algorithm in a language of your choice

Bonus

- 3.0 Understand the Baum-Welch algorithm
- 3.1 Write the algorithm steps
- 3.2 What are the limitation of the Baum-Welch algorithm?