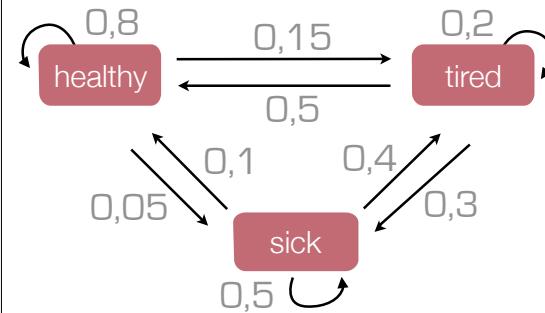


Hidden Markov Models

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Markov Models



- model : $\lambda = (A, \pi)$
 - A : Transitions
 - π : $p(\text{initial state}=i)$
- | | | | |
|-----|------|------|----------|
| 0,8 | 0,15 | 0,05 | $\sum=1$ |
| 0,5 | 0,2 | 0,3 | |
| 0,1 | 0,4 | 0,5 | |
-
- | | | |
|-----|-----|-----|
| 0,7 | 0,2 | 0,1 |
|-----|-----|-----|

Markov Models

- Markov hypothesis
 - behaviour depends only on current state (**not** on history)
- Observation
 - $E_1 E_2 .. E_t ..$: sequence of states, E_i in $\{1..N\}$
- Problems
 - (I) Probability of a given sequence
 - (II) Probability to observe state i at time t

Notations

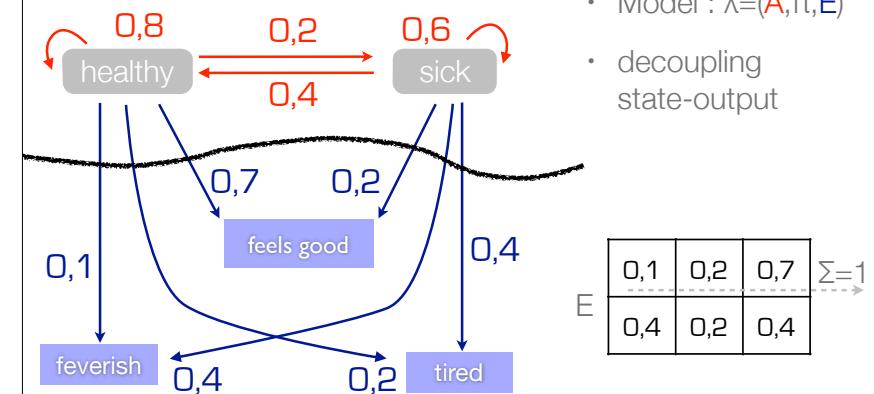
- Mathematical: A_{ij}
- Computer Science: $A[i][j]$
- Example Problem (I)
 - Maths: sequence $E_1 E_2 .. E_t$
 $\text{proba} = \pi(E_1) * \prod_{i=2..t} A_{(E_{i-1})(E_i)}$
 - CS: sequence $\text{seq}[t]$
 $\text{proba} = \pi[\text{seq}[0]] * \prod_{i=2..t} (A[\text{seq}[i-1]] [\text{seq}[i]])$

From now on,
we will have
all indices start at 0

Python features, and modules of interest

- range `range(5) -> [0, 1, 2, 3, 4]` `range(1,5) -> [1, 2, 3, 4]`
- [function(x) for x in inputs] ou [function(x) for x in inputs if condition(x)]
- built-in sum `sum (range(5)) -> 10`
- module operator `from operator import add, mul`
- reduce `reduce (add, range(5), 0) -> 10` `reduce (mul, range(1,5), 1) -> 24`
- numpy http://wiki.scipy.org/Tentative_NumPy_Tutorial
- matplotlib <http://matplotlib.org>

Hidden Markov Models



Two major kinds of Hidden Markov Model

- Discrete: Emission among a **finite** set of observations
- Continuous: Emission in R^d - second chapter

More on notations

- **sequence** : a list of observations (a.k.a. **seq**)
- **path** : a list of states
- indices:
 - **i,j** : for denoting states (**N**: nb of states)
 - **t** : for denoting time (**T**: max time for a given seq/path)
 - **o** : for denoting outputs/observations (**O**: nb of signals)

Classical problems in HMM's

- Reference paper - Lawrence Rabiner
A tutorial on Hidden Markov Models...
<http://www.cs.ubc.ca/~murphyk/Bayes/rabiner.pdf>
- (I) Probability to observe a given sequence
algs : **forward** and **backward** (a.k.a. alpha and beta)
- (II) Decoding: estimate (most probable) sequence of states that produce a given sequence - algo: **Viterbi**
- (III) Learning: given observed sequences, and from a given HMM, find an HMM that is more likely to produce them
algo: **Baum-Welch**

Probability for a given sequence of observations

- Naive algorithm:
 - probability for observing sequence along a given path
 - sum on all state paths
$$P(\text{seq}/\text{path}) = \pi(\text{path}_0) * \prod_{t=1}^{T-1} A_{\text{path}_{t-1}, \text{path}_t} * \prod_{t=0}^{T-1} E_{\text{path}_t, \text{seq}_t}$$

$$P(\text{seq}) = \sum_{\text{path} \in N^T} P(\text{seq}/\text{path})$$
- unpractical, we have N^T paths to sum on

Forward

- greedy variation
- alpha[i][t]**
probability to observe seq **until t** and end up in **state i**
- initialization

$$\alpha_{i,0} = \pi_i * E_{i,\text{seq}_0}$$
- for i in range(N):

$$\alpha_{i,0} = \Pi[i] * E[i][\text{seq}[0]]$$

Forward - continued

- Recurrence
- $$\alpha_{j,t+1} = \sum_{i=1}^N \alpha_{i,t} * A_{i,j} * E_{j,\text{seq}_{t+1}}$$
-
- $\alpha_{j,t+1} = \sum_{i=1}^N \alpha_{i,t} * A_{i,j} * E_{j,\text{seq}_{t+1}}$
- $\alpha_{j,t+1} = \backslash$
reduce (add, [$\alpha_{i,t} * A_{i,j} * E_{j,\text{seq}[t+1]}$] for i in range(N))

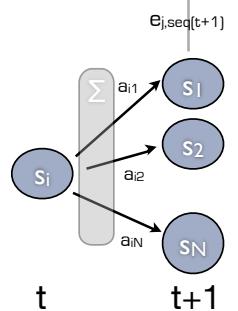
Forward - finalization

- Original purpose : compute proba (seq)
 - obtained by summing all $\alpha[i][T]$
- Note that the details of alpha are needed as well
 - as they will be re-used in the other algorithms
- Complexity of this algorithm
 - $\Theta(N^2 * T)$ in space and time

Backward

- Same idea as forward, except .. the other way around
- $\beta[i][t]$**
probability to observe seq **from t+1** and end up in **state i**
- $\beta[i][T-1] = 1$
- $\beta[i][t] = <\text{yours to say}>$
- final result

$$P(\text{seq}) = \sum_{i=0}^{N-1} \pi(\text{seq}_0) * \beta(i, 0)$$



Implementation

- Use your locally installed python (v2 recommended ?)
- To implement a function that can be used like this
(proba, alpha) = forward (Pi, A, E, sequence)
- Same for backward
- Using numpy or not - your call

unfaircasino — a study model

2 states

A	0,9	0,1
	0,1	0,9

fair dice
biased dice

E	1/6	1/6	1/6	1/6	1/6	1/6
	3/13	2/13	2/13	2/13	2/13	2/13

(•) (••) (•••) (••••) (•••••) (••••••)

starting with the fair dice

π	1	0
-------	---	---

Available datasets

- For comparing your results: see datasets/

Viterbi – details

- Initialization

$$\text{delta}[i][0] = P[i] * E[i][\text{sequence}[0]]$$

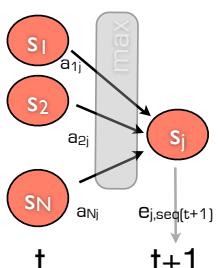
psi[i][0] = None

- Recurrence

```
delta[j][t+1] = \
```

```
max ( [ delta[i][t] * A[i][j] for i in range(N) ] ) * E[j][seq[t+1]]
```

$\psi[j][t] = \text{argmax} (\text{ same expression })$



Viterbi – decoding

- Given an observation sequence
find out most likely path that has caused this sequence
a.k.a. **Viterbi path**

- **delta[i][t]**

best probability of path until t that ends up at i
(and of course emits sequence until t)

- $\text{psi}[i][t]$

state at $t-1$ for the path that corresponds to δt
 $\psi[i][0]$ undefined / does not matter

Viterbi – a useful trick

```
>>> l=[(3,'three'),(5,'five'),(1,'one')]
>>> max(l)
5, 'five'
>>> [
```

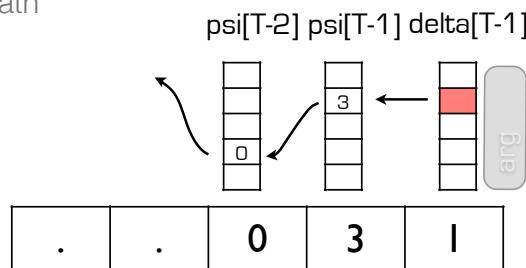
(proba, rank) = max ([(delta[i][t-1] * A[i][i] , i) for i in range(N)])

$$\text{delta}[j][t] = \text{proba} * E[j][\text{seq}[t]]$$

`psi[i][t] = rank`

Viterbi - finalization

- retrieve full path



- Viterbi is a greedy algorithm too
 - $\Theta(N^2 * T)$ in space and time

Implementation

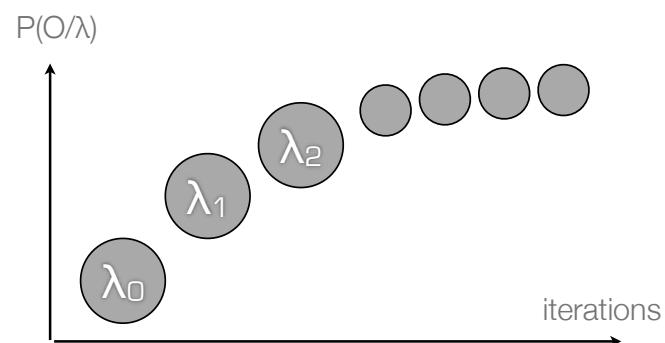
- implement a function that can be used like this
 $(\text{proba}, \text{path}, \delta, \psi) = \text{viterbi}(\text{Pi}, \text{A}, \text{E}, \text{sequence})$
- (although delta and psi are not really useful outside)

Baum-Welch — learning

- Problem: given a set of output sequences
Find out the “best” HMM that would give this out
- Improve model $\lambda = (\text{A}, \text{E}, \text{Pi})$ by successive iterations
- maximize likelihood over λ
likelihood defined as the **product** of probabilities of all sequences in a sample
- in our case, multiply $P(O/\lambda)$ over sequences

Expectation Maximization (EM)

- Baum-Welch is a special case of “Expectation - Maximization” class of algorithms



Baum Welch basics

- Given sequence seq, and model λ
- $\xi_t[i][j]$** $\xi_t[i,j]$
probability to be in state **i** at time **t**, and in state **j** at **t+1**
- gamma[i][t]** $\gamma_t[i]$
probability to be in state **i** at time **t**

computing xi and gamma

- $\xi_t(i, j)$ probability to be in **i** at **t**, **j** at **t+1**(knowing seq)

$$\xi_t(i, j) = \frac{\alpha_t(i) A_{i,j} E_{j,seq_{t+1}} \beta_{t+1}(j)}{P(seq/\lambda)}$$



- $\gamma_t(i)$ probability to be in **i** at **t** (knowing seq)

$$\gamma_t(i) = \sum_{j=0}^{N-1} \xi_t(i, j)$$

Rationale for re-estimation

$$\sum_{t=0}^{T-2} \gamma_t(i) = \text{expected number of transitions from state } i$$

$$\sum_{t=0}^{T-2} \xi_t(i, j) = \text{expected number of transitions from state } i \text{ to } j$$

- note that one instant is not taken into account
we are counting transitions, so there are $T-1$
will be used for re-estimating PI instead

Re-estimation

$$\bar{\pi}_i = \gamma_0(i)$$

$$\bar{A}_{ij} = \frac{\text{expected number of transitions from } i \text{ to } j}{\text{expected number of transitions from } i}$$

$$= \frac{\sum_{t=0}^{T-2} \xi_t(i, j)}{\sum_{t=0}^{T-2} \gamma_t(i)}$$

$$\bar{E}_{jo} = \frac{\text{expected number of times in } j \text{ and observing } o}{\text{expected number of times in } j}$$

$$= \frac{\sum_{t=0}^{T-1} \gamma_t(j)}{\sum_{t=0}^{T-1} \gamma_t(j)}$$

reminder from previous slides

* in **i** at **t** and in **j** at **t+1**

$$\xi_t(i, j) = \frac{\alpha_t(i) A_{i,j} E_{j,seq_{t+1}} \beta_{t+1}(j)}{P(seq/\lambda)}$$

* in **i** at **t**

$$\gamma_t(i) = \sum_{j=0}^{N-1} \xi_t(i, j)$$

Convergence criteria

- monitor overall $P(\text{seq})$ at each iteration
- should grow asymptotically
- stop when $(P'/P) < (1+\varepsilon)$
- ε passed as argument

Deal with multiple sample sequences

$$\begin{aligned}\bar{\pi}_i &= \gamma_0(i) && \xrightarrow{\text{Average on sequences}} \\ \bar{A}_{ij} &= \frac{\text{expected number of transitions from } i \text{ to } j}{\text{expected number of transitions from } i} && \xrightarrow{\text{Sum over sequences}} \\ &= \frac{\sum_{t=0}^{T-2} \xi_t(i, j)}{\sum_{t=0}^{T-1} \gamma_t(i)} && \xrightarrow{\text{Sum over sequences}} \\ \bar{E}_{jo} &= \frac{\text{expected number of times in } j \text{ and observing } o}{\text{expected number of times in } j} && \xrightarrow{\text{Sum over sequences}} \\ &= \frac{\sum_{t=0}^{T-1} \gamma_t(j)}{\sum_{t=0}^{T-1} \gamma_t(o)} && \xrightarrow{\text{Sum over sequences}}\end{aligned}$$

~~$\sum_{t=0}^{T-2} \xi_t(i, j)$~~
 ~~$\sum_{t=0}^{T-1} \gamma_t(i)$~~
 ~~$\sum_{t=0}^{T-1} \gamma_t(o)$~~

Implementation

- implement a function that can be used like this

```
(Pi', A', E', proba, iteration, time) = \
baum_welch (Pi, A, E, sequenceS, \
max_iters=100, convergence=1.e-4)
```

Scaling

```
1. ~/hmm
>>> for i in range(322,326): print i,10**-i
...
322 9.88131291682e-323
323 9.88131291682e-324
324 0.0
325 0.0
>>>
```

- If P_{\max} is the maximum of the terms in A and E
- Order of magnitude for e.g. $\alpha[i][t]$: P_{\max}^{2T}
- Even if P_{\max} is, say, 0.9, $T=300$ gives you fairly small values
- Quickly reach limits of hardware implementation
- Solution: for each time t
select some relevant factor (e.g. based on sum of values)
store in memory real value multiplied by factor

Continuous Hidden Markov Models

Continuous Hidden Markov Model

- Replace finite set of O signals (outputs)
- With a finite set of O gaussian distributions in \mathbb{R}^d
- Each of these being defined by
 - an average $\mu = \{\mu_1, \mu_2, \dots, \mu_d\}$
 - a covariance matrix σ_{ij} in dimension d
- Then each state is attached a linear stochastic combination of these gaussians (a **mixture**)

Continuous HMM – example

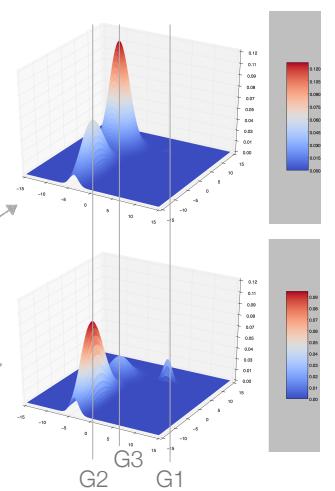
- 3 Outputs:

$G1 : \mu=(4., 8.), \sigma=(1., 0.25)$
 $G2 : \mu=(-4., -8.), \sigma=(1., 4.)$
 $G3 : \mu=(-6., 6.), \sigma=(2., 2)$

say $G1 \sim$ tired,
 $G2 \sim$ feverish, $G3 \sim$ feels good

- 2 states:

$E[1]: (.1, .1, .8)$
 $E[2]: (.7, .15, .15)$



Gaussian distribution - single dimension

- a.k.a. Normal Distribution (wiki)

- basic shape

$$f(x) = e^{-x^2}$$

- normalize

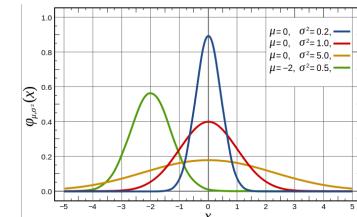
$$f(x) = \frac{1}{\sqrt{2\pi}} e^{-\frac{1}{2}x^2}$$

- translate

$$f(x) = \frac{1}{\sqrt{2\pi}} e^{-\frac{1}{2}(x-\mu)^2}$$

- scale

$$f(x) = \frac{1}{\sigma\sqrt{2\pi}} e^{-\frac{1}{2}\left(\frac{x-\mu}{\sigma}\right)^2}$$



General form of d-dimension gaussian

- a.k.a. multivariate normal distribution (wiki)
- μ average; Σ covariance
 Σ is positive semidefinite and symmetric

$$\mu \in \mathbb{R}^d, \Sigma \in \mathbb{R}^{d,d}, G_{\mu,\Sigma} : \mathbb{R}^d \mapsto \mathbb{R}$$

$$G_{\mu,\Sigma}(X) = \frac{1}{\sqrt{(2\pi)^d \cdot \det(\Sigma)}} e^{(-\frac{1}{2}(x-\mu)^T \Sigma^{-1}(x-\mu))}$$

- check out “covariance matrix” in wiki

Degenerate case

- Diagonal covariance matrix (unrelated data)

$$\Sigma = \begin{pmatrix} \sigma_1^2 & 0 & \cdot & \cdot & 0 \\ 0 & \sigma_2^2 & \cdot & \cdot & 0 \\ \cdot & \cdot & \cdot & \cdot & \cdot \\ 0 & \cdot & \cdot & \sigma_{d-1}^2 & 0 \\ 0 & \cdot & \cdot & 0 & \sigma_d^2 \end{pmatrix}$$

$$G_{\mu,\Sigma}(X) = \frac{1}{\prod_{i=1}^d \sigma_i \sqrt{(2\pi)^d}} e^{(-\frac{1}{2} \sum_{i=1}^d (\frac{x_i - \mu_i}{\sigma_i})^2)}$$

Possible adaptation from discrete HMMs

- Replace “ $E[i][seq[t]]$ ”
- With the evaluation of the gaussian mixture defined for i, on that point in space $seq[t]$

Source Code Management systems

Source Code Management systems

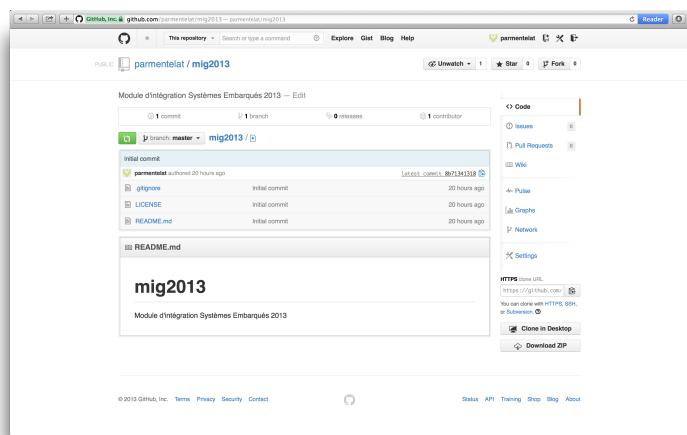
- purpose collaborative work
keep track of changes
changes are done concurrently
teams do not necessarily know of each other
- git <http://git-scm.com>
decentralized
used by many open source projects
- svn <http://subversion.tigris.org>
deprecated / previous generation
simpler mental model, but centralized
- mercurial <http://mercurial.selenic.com> is nice too

git basics

- git init initialize git from a working directory
- git clone create a local working dir from remote
- git add put changes aside for next commit
- git commit create a commit
- git pull get changes from remote
- git push push your commits on remote
- git stash hide local changes under carpet

Check out UI tools : <http://www.sourcetreeapp.com>

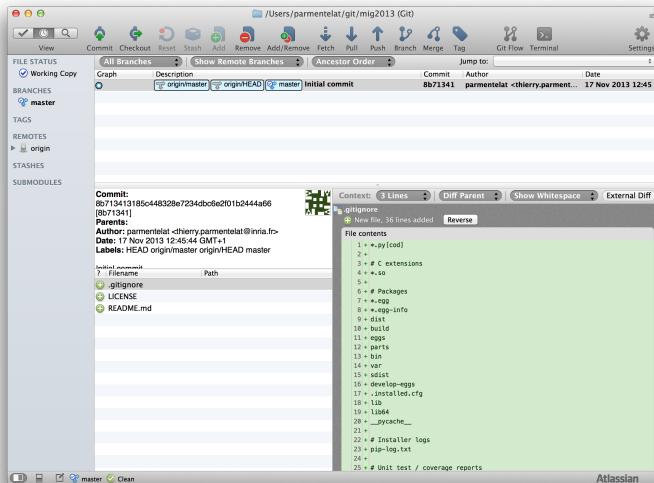
example (1) - create repo in github



example (2) - clone repo locally

```
~git $ git clone https://github.com/parmentelat/mig2013.git
Cloning into 'mig2013'...
remote: Counting objects: 5, done.
remote: Compressing objects: 100% (4/4), done.
remote: Total 5 (delta 0), reused 0 (delta 0)
Unpacking objects: 100% (5/5), done.
Checking connectivity... done
~/git $ cd mig2013/
~/git/mig2013 $ ls
LICENSE README.md
~/git/mig2013 $
```

example (3) - visualize local repo with sourcetree

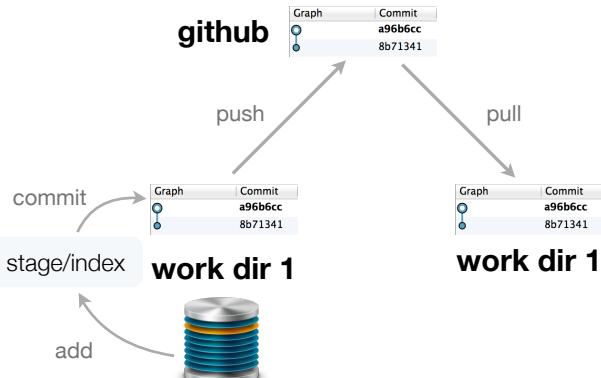


example (4) - two working directories

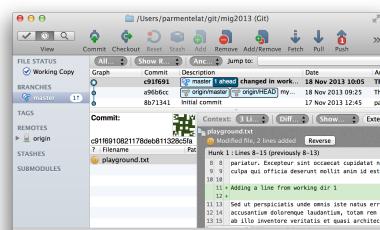
```
$ git ls-files playground.txt
$ git add playground.txt
$ git commit -m "my message"
$ git ls-files playground.txt
playground.txt
$ git push
```

```
$ git ls-files playground.txt
$ 
$ 
$ git ls-files playground.txt
$ 
$ 
$ git pull
$ git ls-files playground.txt
$ playground.txt
```

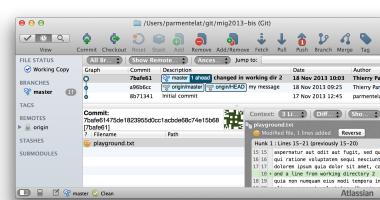
example (5) - the repositories at work



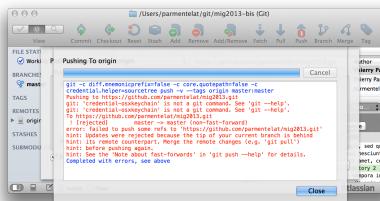
example (6) - merging two concurrent changes



user 1 can push fine



user 2 gets conflicts when pushing



example (7) - merging - continued

user 2 needs to pull first

user 1 sees once he pulls again

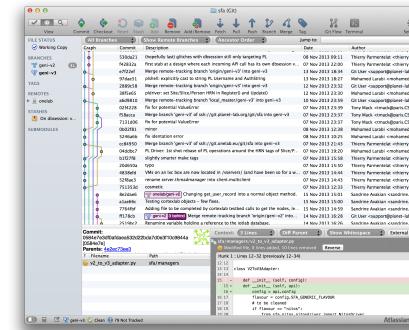
user 2 can then push fine

This block illustrates a common workflow for merging branches. User 2 makes changes and merges them into their local 'master' branch. User 1 then pulls from user 2's repository, which includes the merge commit, and pushes back, maintaining a clean history.

ssh basics

Good practices

- Branches are easy to create, merge, delete..
- Use as many branches as needed
- Typically one per “feature”



ssh history and purpose

- successor of (very unsecure) *rsh* (remote shell)
- ssh = secure shell
- basic purpose : remote terminal
- advanced purpose : all sorts of secure tunnels / bouncing
- esp. e.g. rsync (to keep files in sync), git, ...

ssh authentication mechanism(s)

- **password** authentication is **evil**, don't ever enable
- use **public key** authentication only
- ssh-keygen : create a key pair
- keep private key (id_rsa), well... private
 - never out of your computer
 - watch out access rights
 - private keys are password-protected
- expose public key (id_rsa.pub) to your peers

ssh public key authentication - basics

- how to enable access
 - add public key in `~/.ssh/authorized_keys`
 - again watch out for access rights
- how it works
 - $E_{\text{Public}} \circ E_{\text{private}} = E_{\text{private}} \circ E_{\text{public}} = \text{Identity}$
 - challenge remote to "be" X (to have private key X)
 - send $E_{\text{public}}(\text{message})$ over the wire
 - E_{private} is required to decode message