

Row stochastic —  $\sum \text{prop for any state (row)} = 1$

Visible state  $V_T = \{V(1) \dots V(T)\}$

$a_{ij} = w_i \rightarrow w_j$  (transmission)

$b_{jk} = w_j \text{ emits } V_k$  (emission)

① Learning problem:  
 I have observation sequence  
 Parameters unknown  $\rightarrow$  sit on beam & observe.  
 $\rightarrow$  forward-backward (Baum Welch)

② Decoding problem:  
 I have observat<sup>n</sup>, I have parameters  
 Find states that generated it  $\rightarrow$  Viterbi

③ Evaluation problem:  
 I have observ<sup>n</sup>, I have sequence, I have params  $\rightarrow$  forward.  
 Probability of getting something

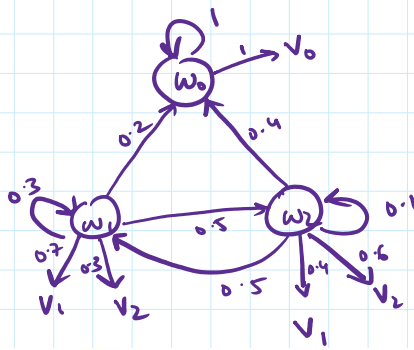
Q1 Consider an HMM with an explicit absorber state  $w_0$  and null visible symbol  $v_0$ .

$$a_{ij} = \begin{pmatrix} 1 & 0 & 0 \\ 0.2 & 0.3 & 0.5 \\ 0.4 & 0.5 & 0.1 \end{pmatrix} \quad b_{jk} = \begin{pmatrix} 1 & 0 & 0 \\ 0 & 0.7 & 0.3 \\ 0 & 0.4 & 0.6 \end{pmatrix}$$

Assume, initial hidden state at  $t=0$  is  $w_1$

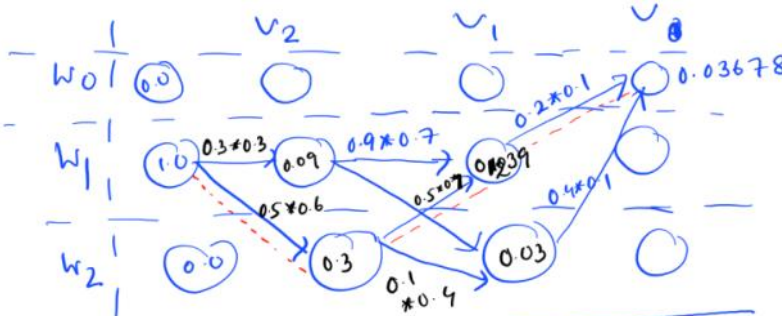
- a) What is the prob. that it will generate a sequence  $\{v_2, v_1, v_0\}$   
 b) What is the most likely sequence of hidden states for this visible sequence?

$w_0 \ w_1 \ w_2 \rightarrow$



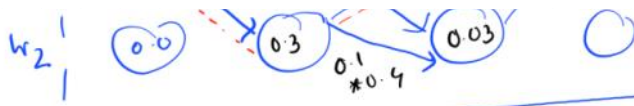
$$a_{ij} = \begin{matrix} & w_0 & w_1 & w_2 \\ \begin{matrix} w_0 \\ w_1 \\ w_2 \end{matrix} & \begin{bmatrix} 1 & 0 & 0 \\ 0.2 & 0.3 & 0.5 \\ 0.4 & 0.5 & 0.1 \end{bmatrix} \end{matrix}$$

$$b_{ij} = \begin{matrix} & v_0 & v_1 & v_2 \\ \begin{matrix} w_0 \\ w_1 \\ w_2 \end{matrix} & \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0.7 & 0.3 \\ 0 & 0.4 & 0.6 \end{bmatrix} \end{matrix}$$



$\alpha$ -table  
or  
Trellis diagram

seq:  $\{v_2, v_1, v_0\}$



seq:  $\{v_2, v_1, v_0\}$

① @  $t=0$ , start @  $w_1$  with prob = 1

② from  $w_1$  @  $t_1$ :  
(how to get to  $v_2$  1st)

$w_1 \rightarrow w_0 \times$  (absorbing state)

$$w_1 \rightarrow w_1 \rightarrow v_2 = 0.3 \times 0.3 = 0.09$$

$$w_1 \rightarrow w_2 \rightarrow v_2 = 0.5 \times 0.6 \times 0.1 = 0.03$$

③ @ time  $t_2$   
(how to get to  $v_1$ )  
from  $w_1$

$$\begin{aligned} w_1 \rightarrow w_2 \rightarrow w_1 \rightarrow v_1 & \quad \text{(or)} \\ 0.3 \times 0.5 \times 0.7 & \quad + \quad w_1 \rightarrow w_1 \rightarrow w_1 \rightarrow v_1 \\ & \quad + \quad 0.3 \times 0.3 \times 0.3 \times 0.7 \\ & = 0.1239 \end{aligned}$$

$$w_1 \rightarrow w_2 \rightarrow w_2 \rightarrow v_1 \quad + \quad w_1 \rightarrow w_1 \rightarrow w_2 \rightarrow v_1 = 0.03$$

④ @ time  $t_3$   
(how to get  $v_0$ )

$$\begin{aligned} 0.1239 \times 0.2 \times 0.1 & \quad + \quad 0.03 \times 0.4 \times 0.1 \\ & = 0.03678 \end{aligned}$$

⑤ Best path =  $w_1 \rightarrow w_2 \rightarrow w_1 \rightarrow w_0$ .

