

Introduction to Bioinformatics

JTMS-19

Marc-Thorsten Hütt

mhuett@constructor.university

Felix Jonas

fjonas@constructor.university

What is this session about?

Posterior decoding for HMMs is introduced. First applications of HMMs are discussed.

How can you revise the material after the session?

Read Durbin et al. chapters 3.3, 3.4

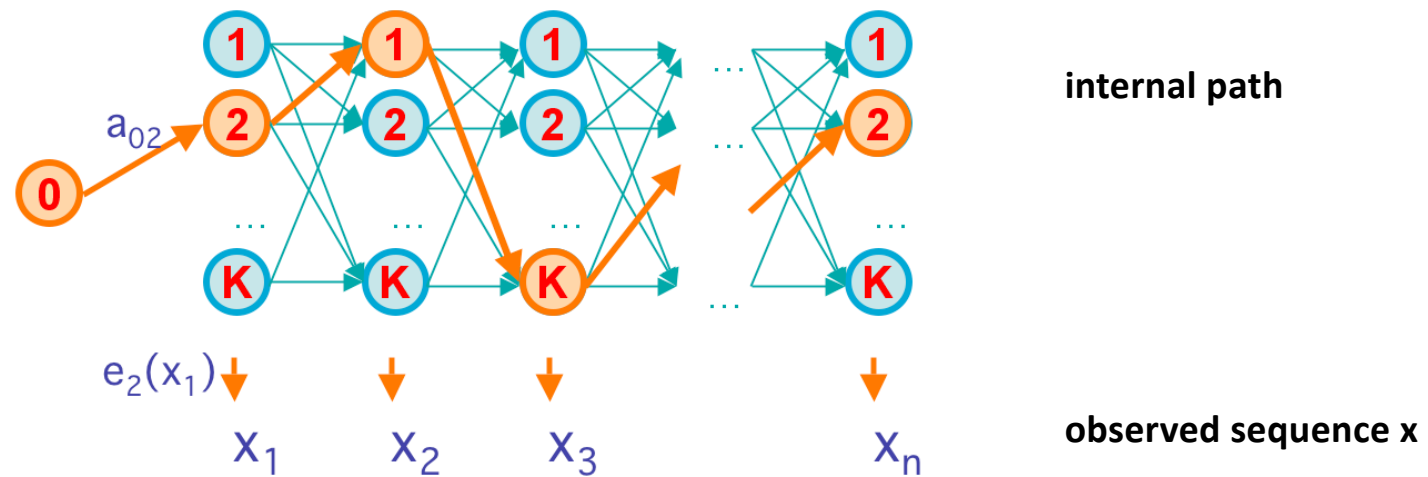
Read Baxevanis/Oullette pages 208 – 210

Look at the HMM in Kundaje, et al. (2015). Nature, 518, 317-330.

alternative reading: Hütt/Dehnert chapters 2.8.3 – 2.8.4, 2.9

general properties of HMM

simulation of a sequence



joint probability of the path and the sequence

$$P(x, \pi) = a_{\pi_0 \pi_1} \prod_{i=1}^L e_{\pi_i}(x_i) a_{\pi_i \pi_{i+1}}$$

► Summary of the Viterbi algorithm

initialization → recursion → termination → traceback

$$v_0(0) = 1, v_k(0) = 0 \quad \forall k \in \Sigma_{HMM} \quad \text{initialization}$$

$$v_l(i+1) = e_l(x_{i+1}) \max_k \{v_k(i) a_{kl}\} \quad \text{recursion}$$

$$\max_k \{v_k(L) a_{k0}\} = P(x, \pi^*) \quad \text{termination}$$

$$\downarrow \quad \swarrow \quad a_{k0} = \frac{1}{|\Sigma_{HMM}|} \quad \forall k \in \Sigma_{HMM}$$

$$\pi_L^*$$

$$\pi_{L-1}^* = Z_{L-1}(\pi_L^*)$$

⋮

$$\pi_{i-1}^* = Z_{i-1}(\pi_i^*)$$

⋮

traceback

A small numerical example

$$x = 3, 1, 5, 6, 6 \quad \begin{aligned} a_{FF} &= a_{UU} = 0.8 \\ a_{UF} &= a_{FU} = 0.2 \end{aligned}$$



Summary of the Viterbi algorithm

initialization \longrightarrow recursion \longrightarrow termination \longrightarrow traceback

$$v_0(0) = 1, \quad v_k(0) = 0 \quad \forall k \in \Sigma_{HMM} \quad \text{initialization}$$

$$v_l(i+1) = e_l(x_{i+1}) \max_k \{v_k(i) a_{kl}\} \quad \text{recursion}$$

$$\max_k \{v_k(L) a_{k0}\} = P(x, \pi^*) \quad \text{termination}$$

$$\downarrow \quad \swarrow \quad a_{k0} = \frac{1}{|\Sigma_{HMM}|} \quad \forall k \in \Sigma_{HMM}$$

$$\pi_L^*$$

$$\pi_{L-1}^* = Z_{L-1}(\pi_L^*)$$

$$\vdots$$

$$\pi_{i-1}^* = Z_{i-1}(\pi_i^*)$$

$$\vdots$$

traceback

A small numerical example

$$x = 3, 1, 5, 6, 6 \quad a_{FF} = a_{UU} = 0.8 \\ a_{UF} = a_{FU} = 0.2$$

$$v_F(1) = e_F(3) \max \{v_0(0) a_{0F}, v_F(0) a_{FF}, v_U(0) a_{UF}\} \\ = \frac{1}{6} \max \{1 \cdot 0.5, 0 \cdot 0.8, 0 \cdot 0.2\} = \frac{1}{12} \approx 0.0833$$

$$v_U(1) = e_U(3) \max \{v_0(0) a_{0U}, v_F(0) a_{FU}, v_U(0) a_{UU}\} \\ = \frac{1}{10} \max \{1 \cdot 0.5, 0 \cdot 0.2, 0 \cdot 0.8\} = \frac{1}{20} = 0.05 .$$

$$v_F(2) = e_F(1) \max \{v_F(1) a_{FF}, v_U(1) a_{UF}\} \\ = \frac{1}{6} \max \left\{ \frac{1}{12} \cdot 0.8, \frac{1}{20} \cdot 0.2 \right\} \\ \approx \frac{1}{6} \max \{0.067, 0.01\} = 0.011$$

$$v_U(2) = e_U(1) \max \{v_F(1) a_{FU}, v_U(1) a_{UU}\} \\ = \frac{1}{10} \max \left\{ \frac{1}{12} \cdot 0.2, \frac{1}{20} \cdot 0.8 \right\} \\ \approx \frac{1}{10} \max \{0.0167, 0.04\} = 0.004 .$$

A small numerical example

$$x = 3, 1, 5, 6, 6 \quad a_{FF} = a_{UU} = 0.8$$

$$a_{UF} = a_{FU} = 0.2$$

$x = 3, 1, 5, 6$

| i | $v_F(i)$ | $v_U(i)$ | $\pi^*(i)$ | |
|-----|----------|----------|------------|---|
| 1 | 0.0833 | 0.05 | F | |
| 2 | 0.011 | 0.004 | F | 3 |
| 3 | 0.0015 | 0.00032 | F | 1 |
| 4 | 0.0002 | 0.00015 | F | 5 |
| | | | | 6 |

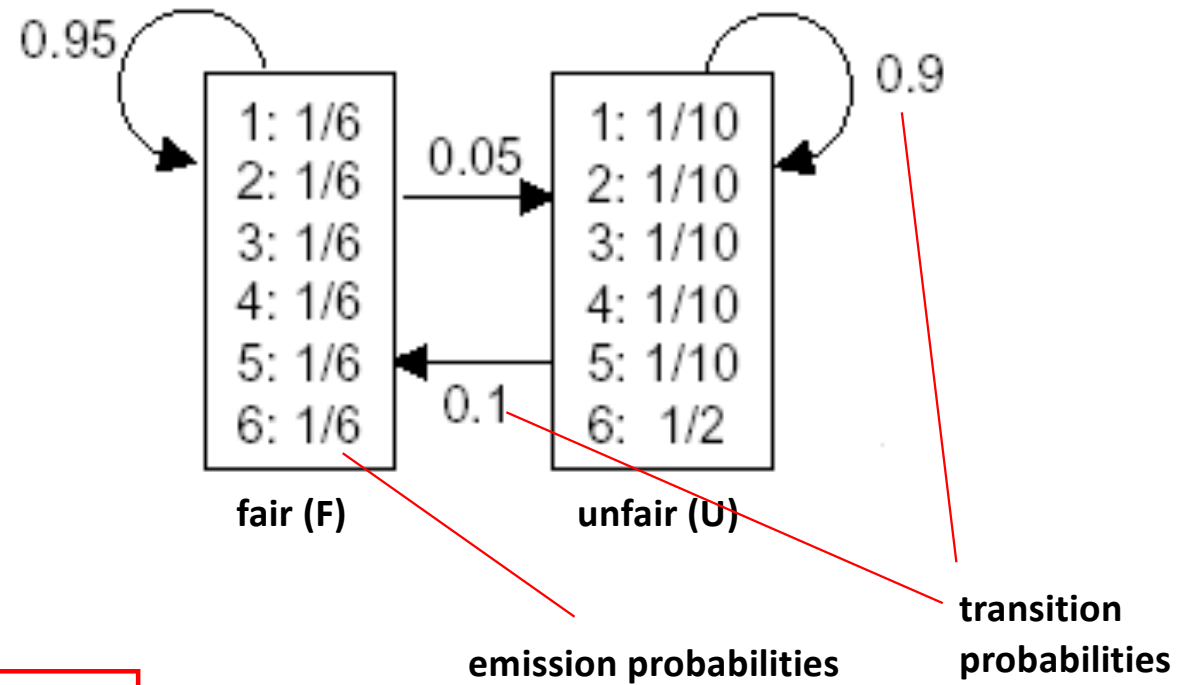
$F \quad F \quad F \quad F$

$x = 3, 1, 5, 6, 6$

| i | $v_F(i)$ | $v_U(i)$ | $\pi^*(i)$ | |
|-----|----------|----------|------------|---|
| 1 | 0.0833 | 0.05 | F | |
| 2 | 0.011 | 0.004 | F | 3 |
| 3 | 0.0015 | 0.00032 | F | 1 |
| 4 | 0.0002 | 0.00015 | U | 5 |
| 5 | 0.000026 | 0.000059 | U | 6 |

$F \quad F \quad F \quad U \quad U$

elementary example: casino with two dice

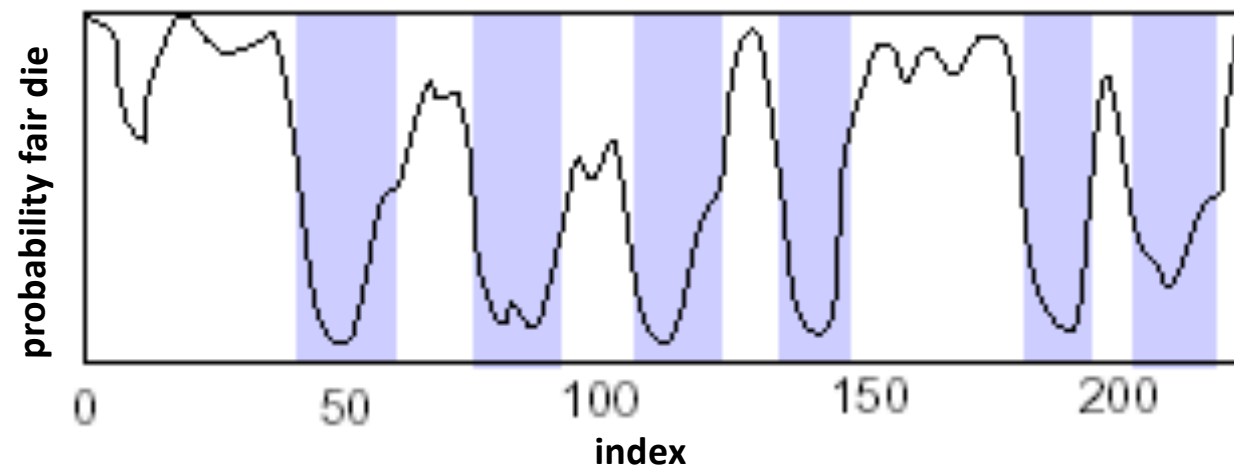


$$S_{\text{HMM}} = \{ F, U \}$$

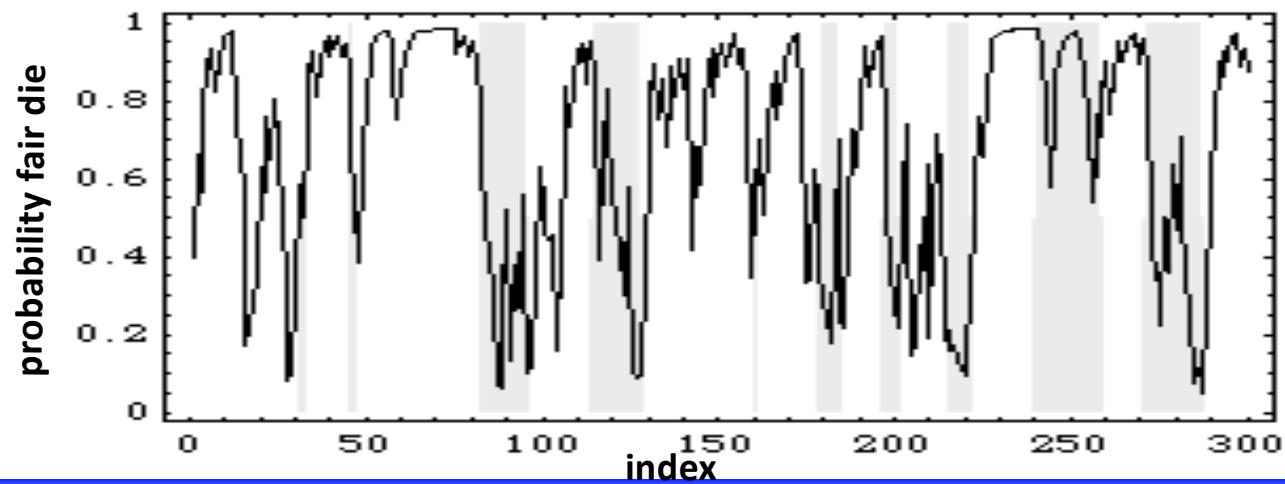
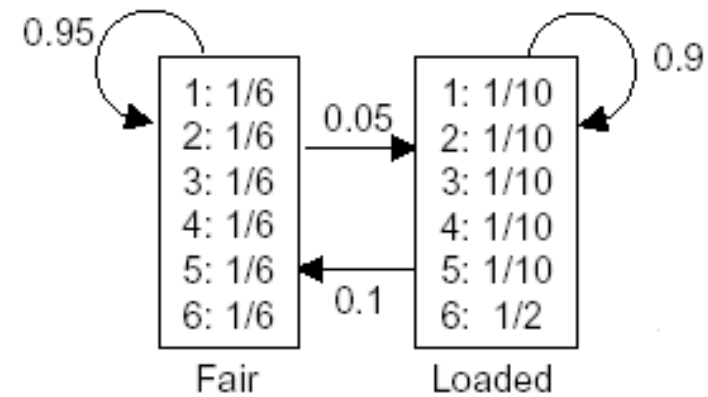
Casino: results

[illegible]

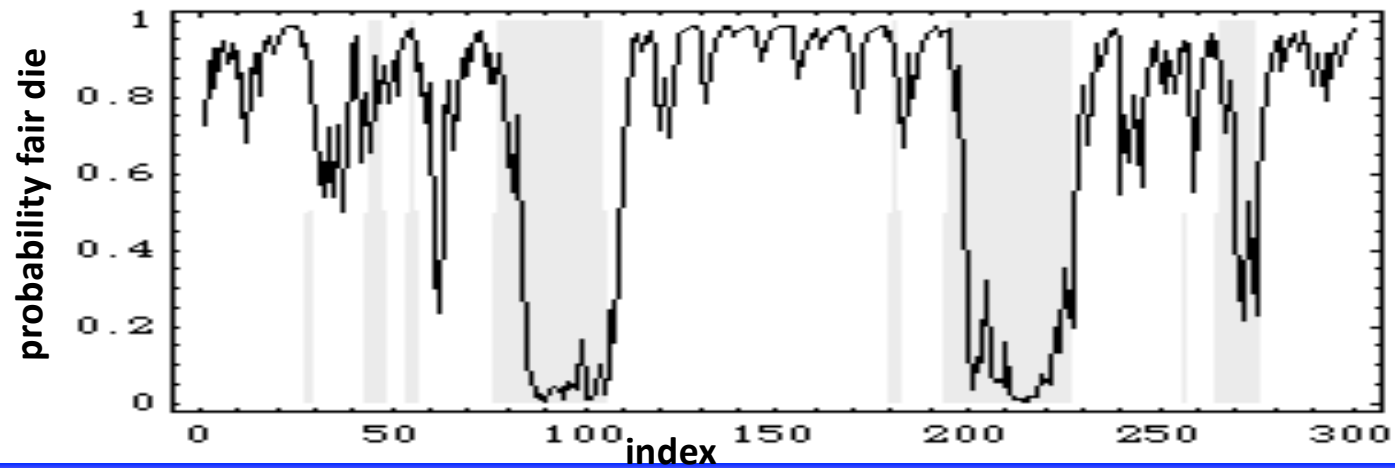
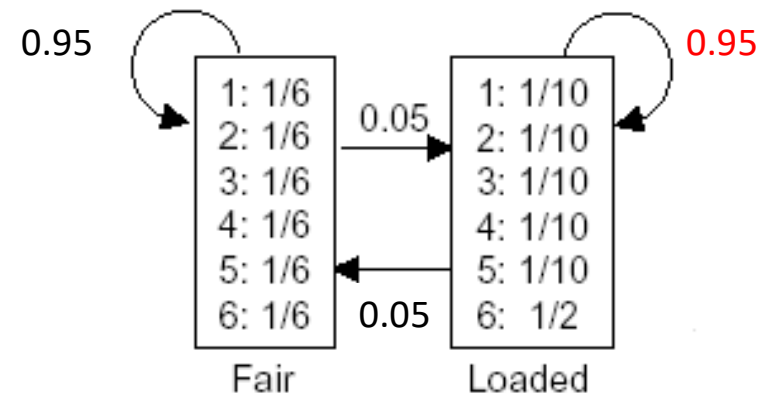
Casino: results



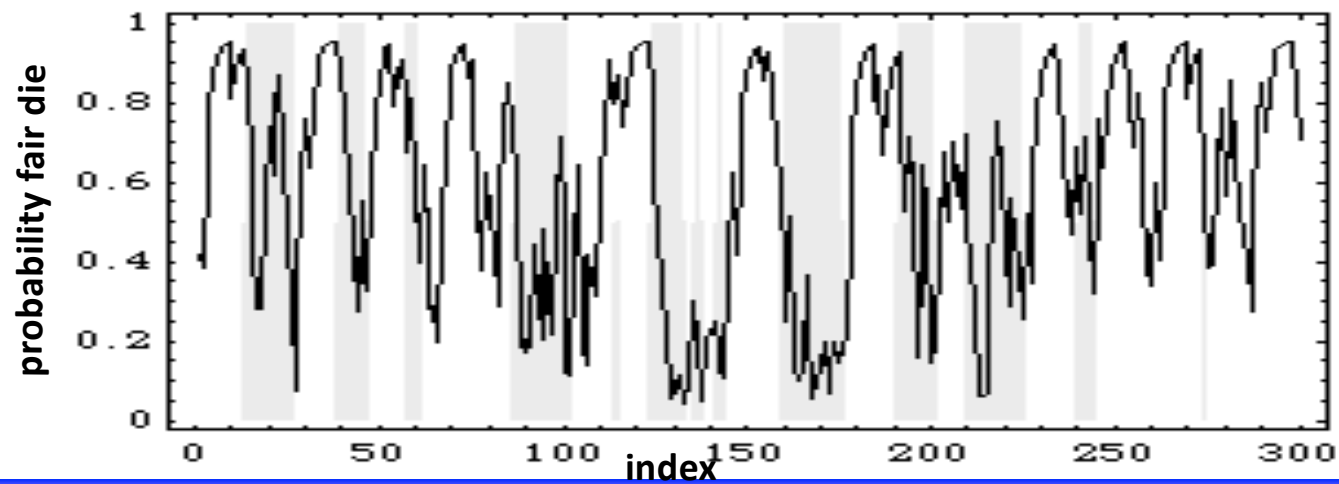
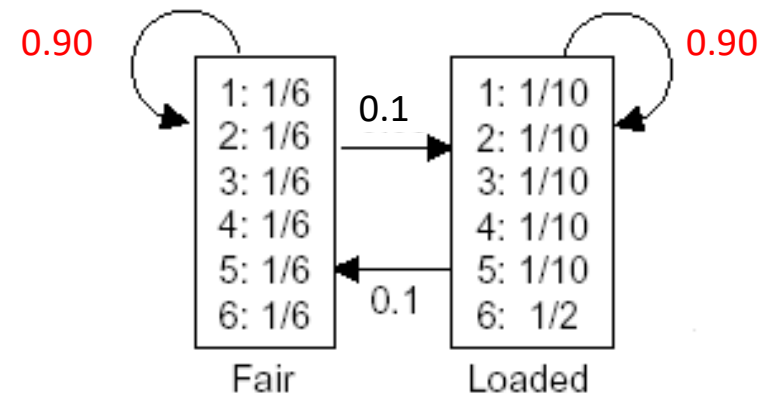
Casino: results



Casino: results



Casino: results



► Summary of the forward and backward algorithms

$$\begin{aligned}
 P(x, \pi_i = k) &= \underbrace{P(x_1, \dots, x_i, \pi_i = k)}_{\equiv f_k(i)} \underbrace{P(x_{i+1}, \dots, x_L | x_1, \dots, x_i, \pi_i = k)}_{= P(x_{i+1}, \dots, x_L | \pi_i = k)} \\
 &\equiv b_k(i)
 \end{aligned}$$

$$f_0(0) = 1, f_k(0) = 0 \quad \forall k \in \Sigma_{HMM} \quad \text{initialization}$$

$$f_l(i+1) = e_l(x_{i+1}) \sum_l f_k(i) a_{kl} \quad \text{recursion}$$

$$P(x) = \sum_{k \in \Sigma_{HMM}} f_k(L) a_{k0} \quad \text{termination}$$

$$P(x) = \sum_{\pi} P(x, \pi)$$

marginal probability

$$a_{k0} = \frac{1}{|\Sigma_{HMM}|} \quad \forall k \in \Sigma_{HMM}$$

► Summary of the forward and backward algorithms

$$\begin{aligned} P(x, \pi_i = k) &= \underbrace{P(x_1, \dots, x_i, \pi_i = k)}_{\equiv f_k(i)} \underbrace{P(x_{i+1}, \dots, x_L | x_1, \dots, x_i, \pi_i = k)}_{\substack{= P(x_{i+1}, \dots, x_L | \pi_i = k) \\ \equiv b_k(i)}} \end{aligned}$$

$$b_k(L) = a_{k0} \quad k \in \Sigma_{HMM} \quad \text{initialization}$$

$$b_k(i) = \sum_{l \in \Sigma_{HMM}} a_{kl} e_l(x_{i+1}) b_l(i+1) \quad \text{recursion}$$

$$P(x) = \sum_{l \in \Sigma_{HMM}} a_{0l} e_l(x_1) b_l(1) \quad \text{termination}$$

► Summary of the forward and backward algorithms

$$\begin{aligned} P(x, \pi_i = k) &= \underbrace{P(x_1, \dots, x_i, \pi_i = k)}_{\equiv f_k(i)} \underbrace{P(x_{i+1}, \dots, x_L | x_1, \dots, x_i, \pi_i = k)}_{\substack{= P(x_{i+1}, \dots, x_L | \pi_i = k) \\ \equiv b_k(i)}} \end{aligned}$$

$$P(x, \pi_i = k) = f_k(i) b_k(i)$$

intermediate result

$$P(x, \pi_i = k) = P(\pi_i = k | x) P(x)$$

definition of the conditional probability

$$P(\pi_i = k | x) = \frac{f_k(i) b_k(i)}{P(x)}$$

final result:

posterior probability of a HMM state k at position i given the sequence x .

'posterior decoding'