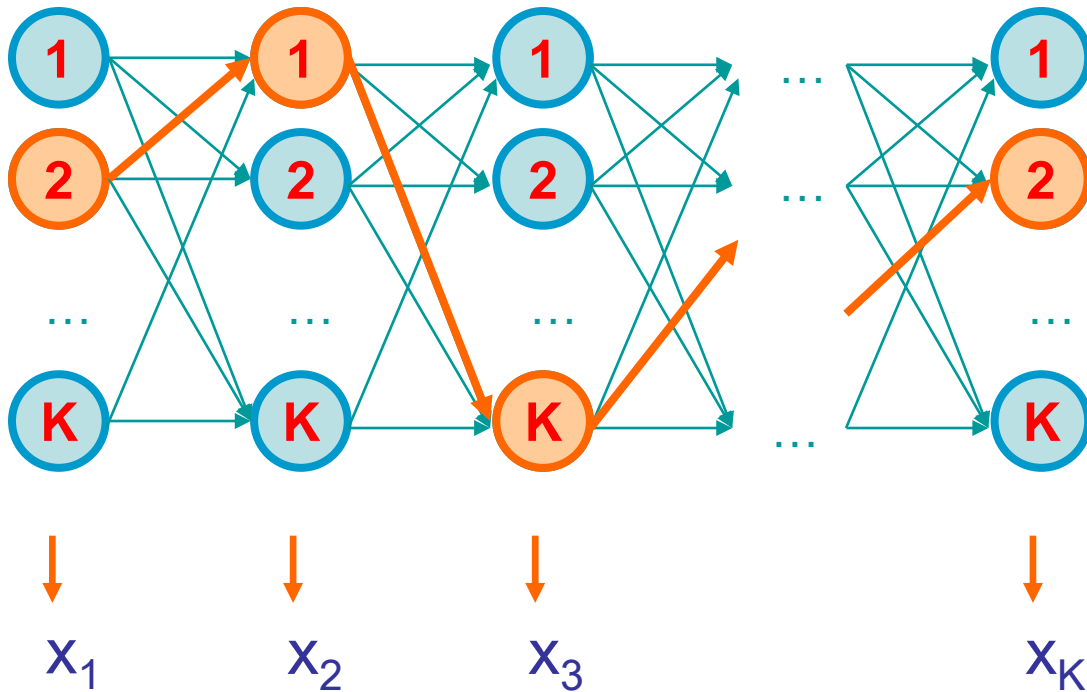


Hidden Markov Model

- Most pages of the slides are from lecture notes from Prof. [Serafim Batzoglou](#)'s course in Stanford:
 - CS 262: Computational Genomics (Winter 2004)
 - <http://ai.stanford.edu/~serafim/cs262/>

Hidden Markov Models



Applications of hidden Markov models

- HMMs can be applied in many fields where the goal is to recover a data sequence that is not immediately observable (but other data that depends on the sequence is).
 - Cryptanalysis
 - Speech recognition
 - Machine translation
 - Partial discharge
 - Gene prediction
 - Alignment of bio-sequences

* reference: wikipedia.com

Example: The Dishonest Casino

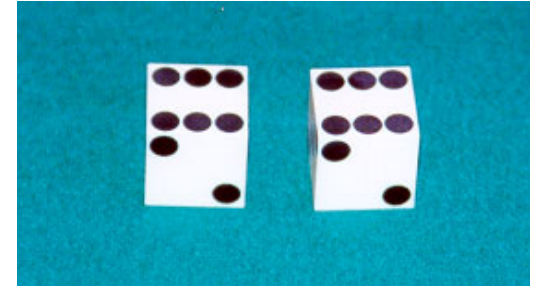
A casino has two dice:

- Fair die
 $P(1) = P(2) = P(3) = P(4) = P(5) = P(6) = 1/6$
- Loaded die
 $P(1) = P(2) = P(3) = P(4) = P(5) = 1/10$
 $P(6) = 1/2$

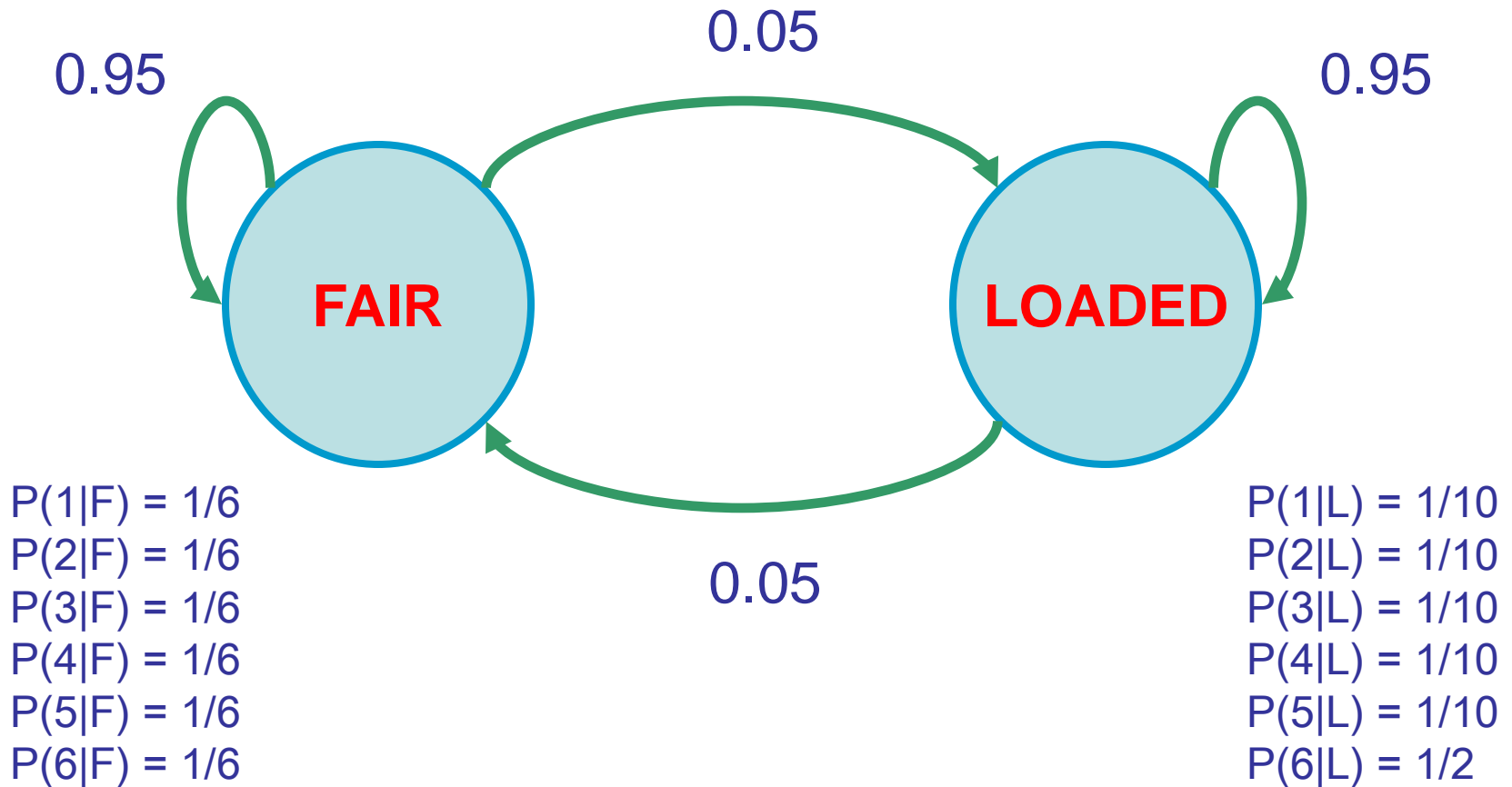
Casino player switches back-&-forth between fair and loaded die once roughly around every 20 turns

Game:

1. You bet \$1
2. You roll (always with a fair die)
3. Casino player rolls (maybe with fair die, maybe with loaded die)
4. Highest number wins \$2



The dishonest casino model



Question # 1 – Evaluation

GIVEN

A sequence of rolls by the casino player

1245526462146146136136661664661636616366163616515615115146123562344

QUESTION

How likely is this sequence, given our model of how the casino works?

This is the **EVALUATION** problem in HMMs

Question # 2 – Decoding

GIVEN

A sequence of rolls by the casino player

1245526462146146136136661664661636616366163616515615115146123562344

QUESTION

What portion of the sequence was generated with the fair die, and what portion with the loaded die?

This is the **DECODING** question in HMMs

Question # 3 – Learning

GIVEN

A sequence of rolls by the casino player

1245526462146146136136661664661636616366163616515615115146123562344

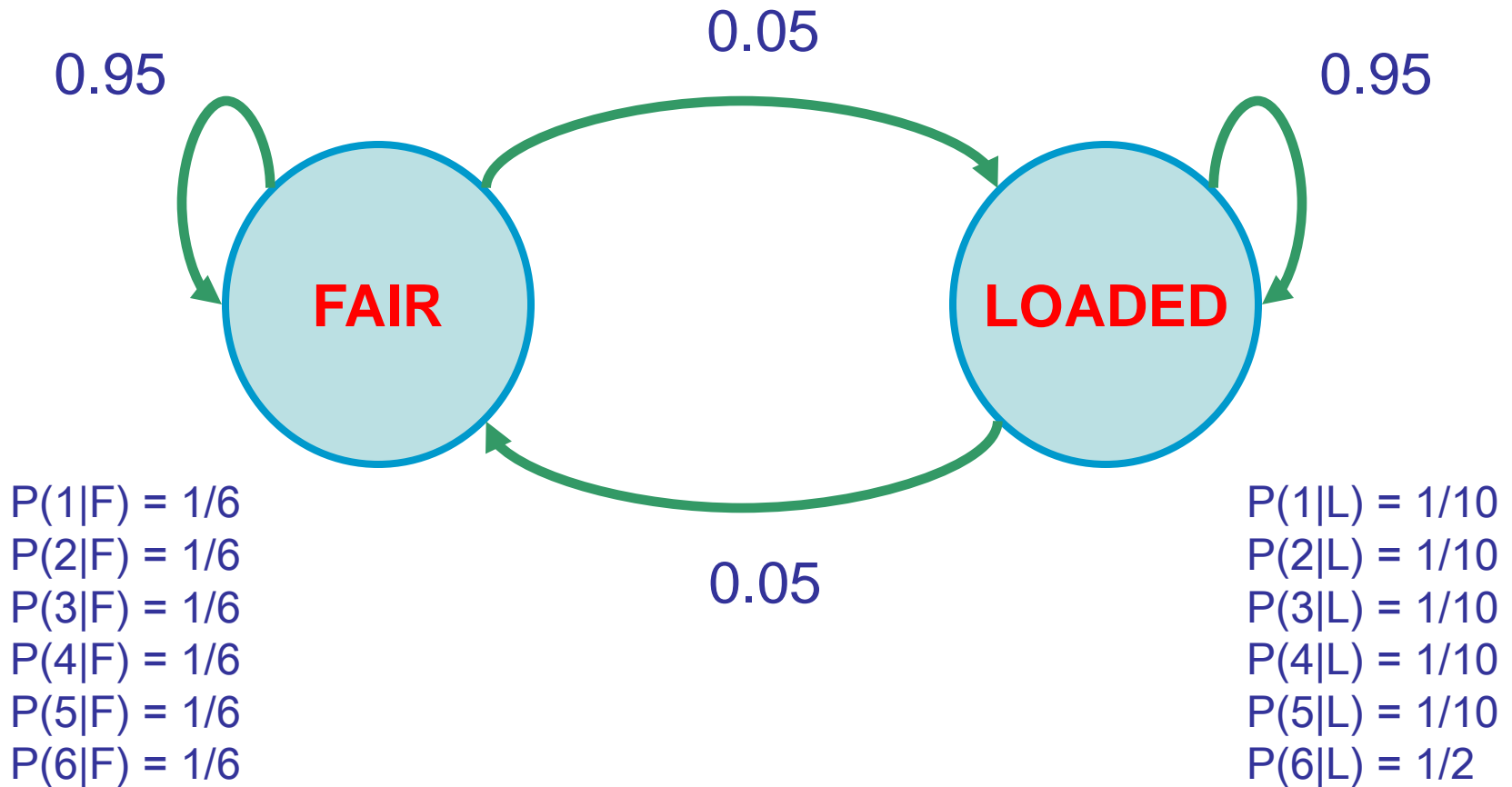
QUESTION

Model parameters:

How “loaded” is the loaded die? How “fair” is the fair die? How often does the casino player change from fair to loaded, and back?

This is the **LEARNING** question in HMMs (build model in training)

The dishonest casino model



Definition of a hidden Markov model

Definition: A hidden Markov model (HMM)

- **Alphabet** $\Sigma = \{ b_1, b_2, \dots, b_M \}$ (observable symbols)
- **Set of states** $Q = \{ 1, \dots, K \}$ (hidden states)
- **Transition probabilities** between any two states

a_{ij} = transition prob from state i to state j

$a_{i1} + \dots + a_{iK} = 1$, for all states $i = 1 \dots K$

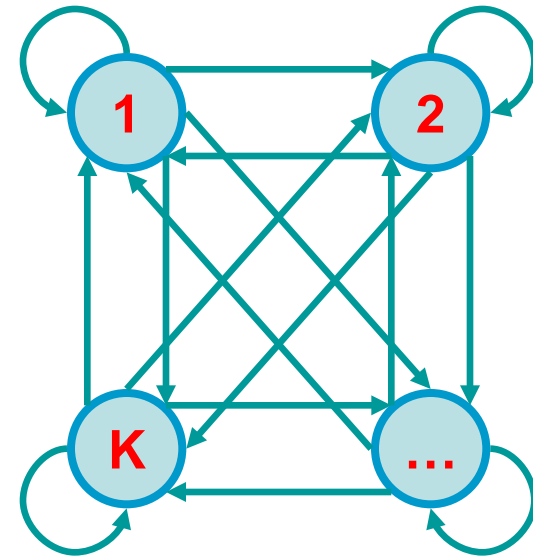
- **Start probabilities** a_{0i}

$a_{01} + \dots + a_{0K} = 1$

- **Emission probabilities** within each state

$e_k(b_i) = P(x = b_i \mid \pi = k)$

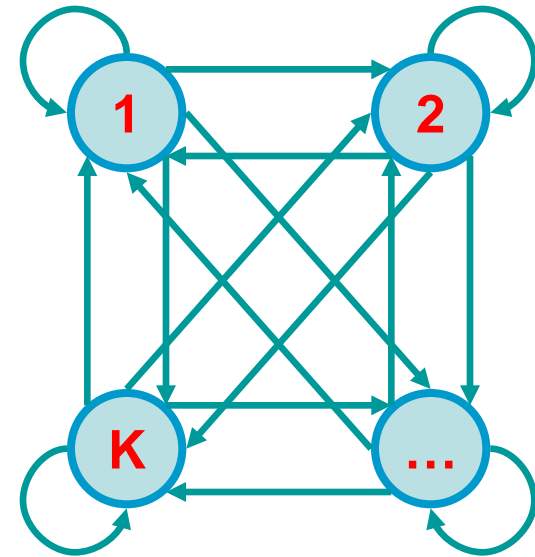
$e_i(b_1) + \dots + e_i(b_M) = 1$, for all states $i = 1 \dots K$



A Hidden Markov Model is memory-less

At each time step t ,
the only thing that affects future states
is the current state π_t

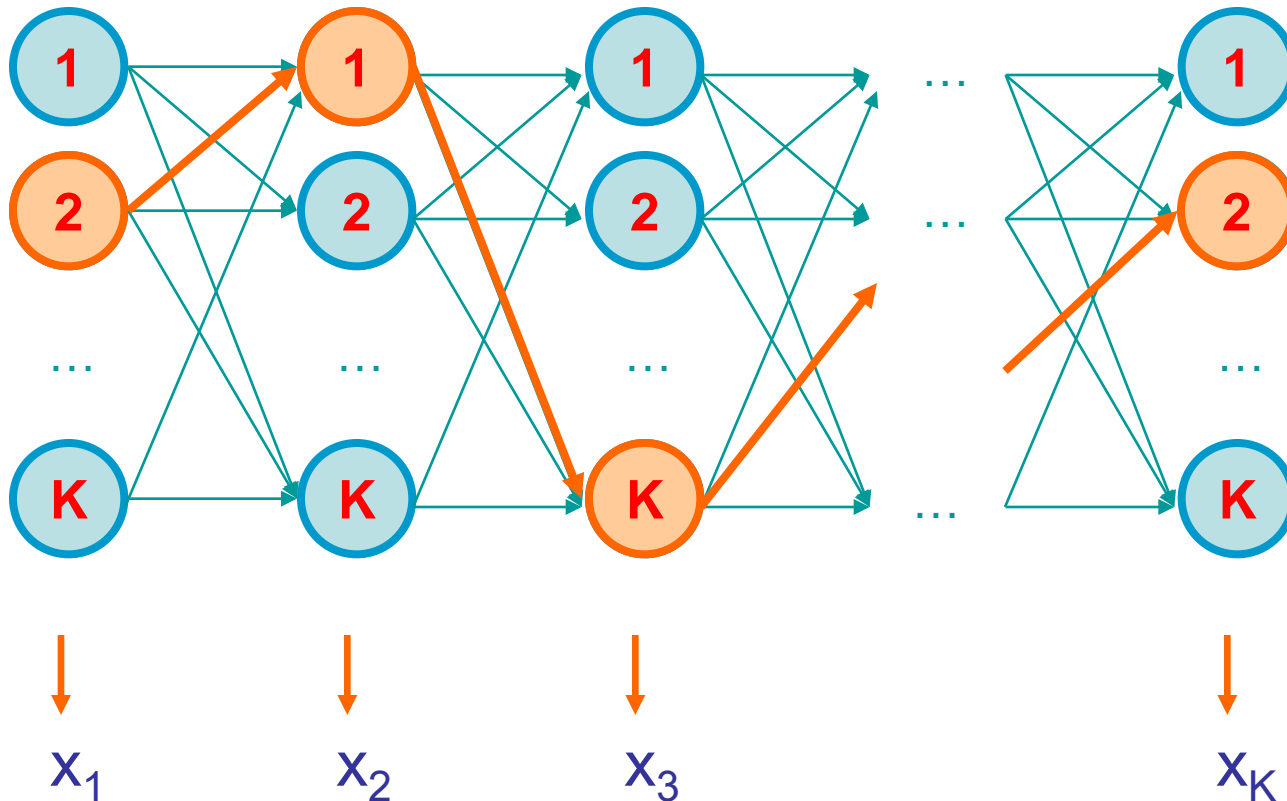
$$\begin{aligned} P(\pi_{t+1} = k \mid \text{“whatever happened so far”}) &= \\ P(\pi_{t+1} = k \mid \pi_1, \pi_2, \dots, \pi_t, x_1, x_2, \dots, x_t) &= \\ P(\pi_{t+1} = k \mid \pi_t) \end{aligned}$$



A parse of a sequence

Given a sequence $x = x_1 \dots x_N$,

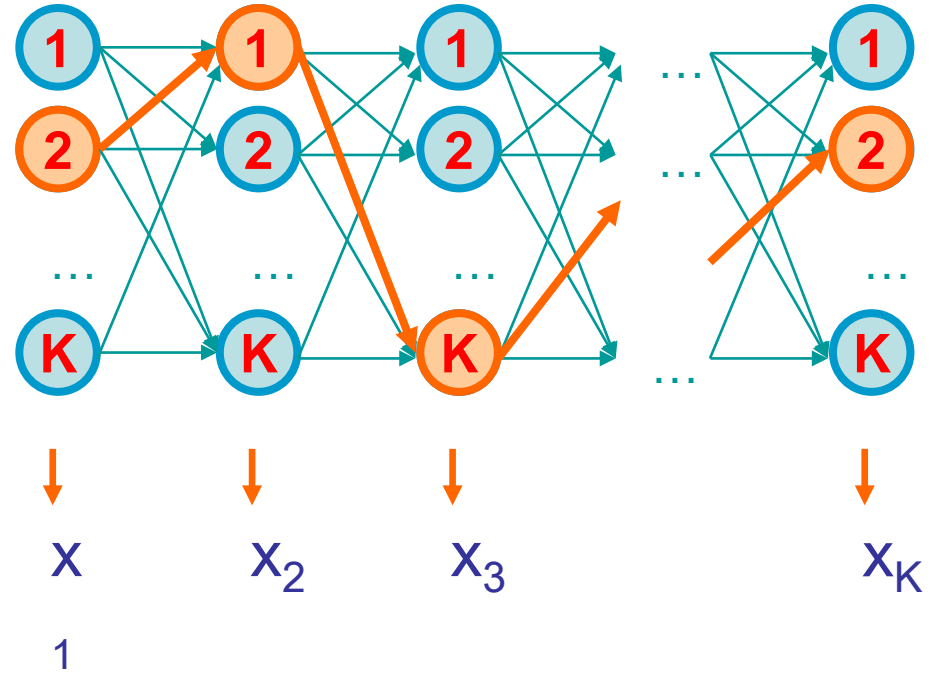
A parse of x is a sequence of states $\pi = \pi_1, \dots, \pi_N$



Likelihood of a parse

Given a sequence $x = x_1 \dots x_N$
 and a parse $\pi = \pi_1, \dots, \pi_N$,

To find how likely is the parse:
 (given our HMM)



$$\begin{aligned}
 P(x, \pi) &= P(x_1, \dots, x_N, \pi_1, \dots, \pi_N) = \\
 &P(x_N, \pi_N \mid \pi_{N-1}) P(x_{N-1}, \pi_{N-1} \mid \pi_{N-2}) \dots P(x_2, \pi_2 \mid \pi_1) P(x_1, \pi_1) = \\
 &P(x_N \mid \pi_N) P(\pi_N \mid \pi_{N-1}) \dots P(x_2 \mid \pi_2) P(\pi_2 \mid \pi_1) P(x_1 \mid \pi_1) P(\pi_1) = \\
 &a_{0\pi_1} a_{\pi_1\pi_2} \dots a_{\pi_{N-1}\pi_N} e_{\pi_1}(x_1) \dots e_{\pi_N}(x_N)
 \end{aligned}$$

Example: the dishonest casino

Let the sequence of rolls be:

$$x = 1, 2, 1, 5, 6, 2, 1, 6, 2, 4$$

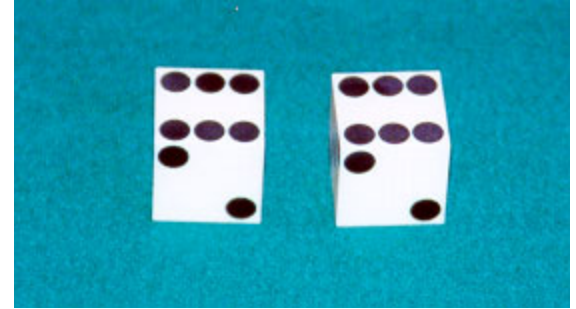
Then, what is the likelihood of

$$\pi = \text{Fair, Fair, Fair, Fair, Fair, Fair, Fair, Fair, Fair, Fair?}$$

(say initial probs $a_{0\text{Fair}} = 1/2$, $a_{0\text{Loaded}} = 1/2$)

$$1/2 \times P(1 | \text{Fair}) P(\text{Fair} | \text{Fair}) P(2 | \text{Fair}) P(\text{Fair} | \text{Fair}) \dots P(4 | \text{Fair}) =$$

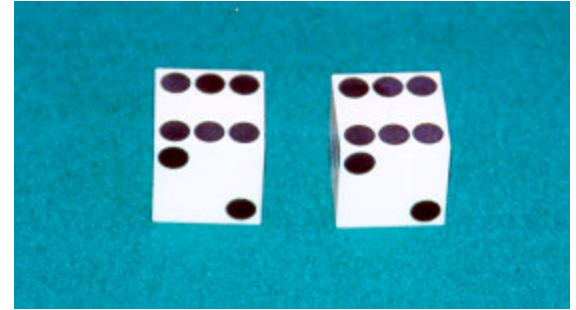
$$1/2 \times (1/6)^{10} \times (0.95)^9 = .00000000521158647211 = 5.21 \times 10^{-9}$$



Example: the dishonest casino

So, the likelihood the die is fair in all this run is just 5.21×10^{-9}

OK, but what is the likelihood of



π = Loaded, Loaded, Loaded, Loaded, Loaded, Loaded, Loaded, Loaded, Loaded, Loaded, Loaded?

$\frac{1}{2} \times P(1 \mid \text{Loaded}) P(\text{Loaded} \mid \text{Loaded}) \dots P(4 \mid \text{Loaded}) =$

$\frac{1}{2} \times (1/10)^8 \times (1/2)^2 (0.95)^9 = .00000000078781176215 = 7.9 \times 10^{-10}$

Therefore, it is after all 6.59 times more likely that the die is fair all the way, than that it is loaded all the way.

Example: the dishonest casino

Let the sequence of rolls be:

$$x = 1, 6, 6, 5, 6, 2, 6, 6, 3, 6$$

Now, what is the likelihood $\pi = F, F, \dots, F$?

$$\frac{1}{2} \times (1/6)^{10} \times (0.95)^9 = 0.5 \times 10^{-9}, \text{ same as before}$$

What is the likelihood

$$\pi = L, L, \dots, L?$$

$$\frac{1}{2} \times (1/10)^4 \times (1/2)^6 (0.95)^9 = .00000049238235134735 = 0.5 \times 10^{-7}$$

So, it is 100 times more likely the die is loaded



The three main questions on HMMs

1. Evaluation

GIVEN a HMM M , and a sequence x ,
FIND $\text{Prob}[x | M]$

2. Decoding

GIVEN a HMM M , and a sequence x ,
FIND the sequence π of states that maximizes $P[x, \pi | M]$

3. Learning

GIVEN a HMM M , with unspecified transition/emission probs.,
and a sequence x ,

FIND parameters $\theta = (e_i(\cdot), a_{ij})$ that maximize $P[x | \theta]$