

Hidden Markov Model

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Drawbacks of LR/Softmax

- Classification is non-linear
 - May not even be represented as fixed-dimensional features
- Do not consider the relationship of labels within one data sample



The lecture is really boring
 determiner ? verb adverb adjective

Three professors lecture IntroNLP
 CardinalNumber Noun ? ProperNoun

<https://www.merriam-webster.com/dictionary/lecture>

lecture *noun*

lec·ture | \ 'lek-chər , -shər\

Definition of *lecture* (Entry 1 of 2)

1 : a discourse given before an audience or c

2 : a formal reproof

lecture *verb*

lectured; lecturing \ 'lek-chə-rɪŋ , 'lek-shrɪŋ\

Definition of *lecture* (Entry 2 of 2)

intransitive verb



Motivation

- One data sample may have different labels, e.g.,
 - POS tagging
 - Parsing
 - Sentence generation
 - etc.

Markov Model

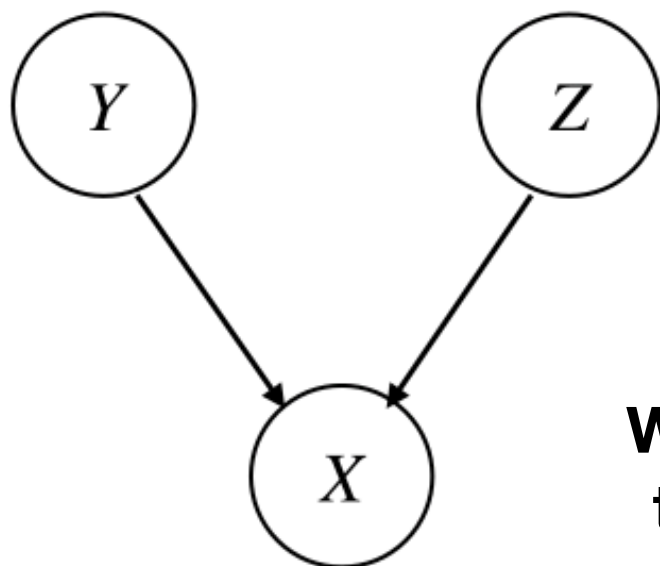
- Finite states $S = \{s_1, s_2, \dots, s_n\}$
- You start from a state following the distribution $\boldsymbol{\pi} = [\pi_1, \pi_2, \dots, \pi_n]$
- Transition only depends on the current state $\mathbb{P}[S^{(t)} = s_i \mid S^{(t-1)} = s_j]$
- Examples
 - Weather
 - N-gram model

Bayesian Network in General

- Directed Acyclic Graph $G = \langle V, E \rangle$
 - Each node is a random variable
 - Each edge $a \rightarrow b$ represents that a is a direct “cause” of b
 - The joint probability can be represented as

$$p(x_1, \dots, x_n) = \prod_{i=1}^n p(x_i \mid \text{Par}(x_i))$$

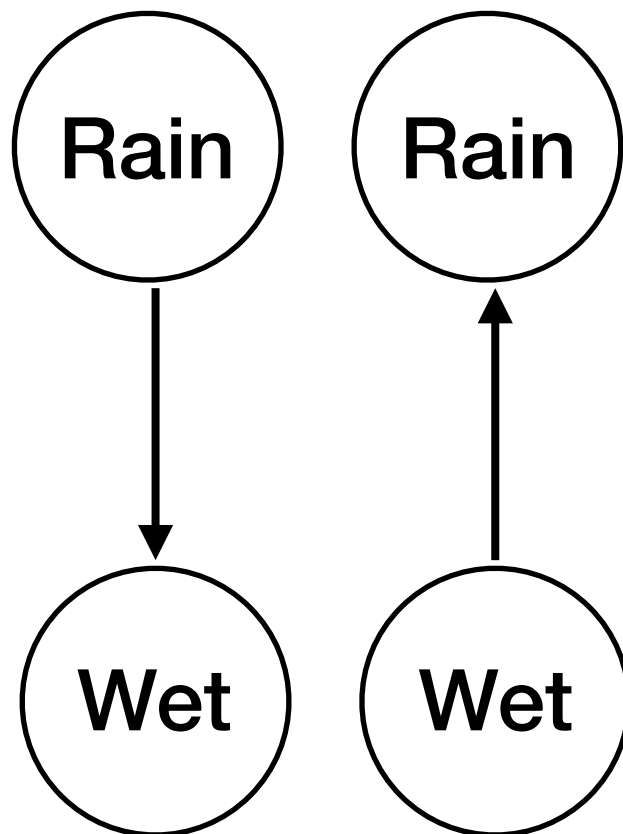
All parents



$$p(X, Y, Z) = p(X \mid Y)p(X \mid Z)$$

Wrong. Factorization only happens to the LHS of the conditional bar.

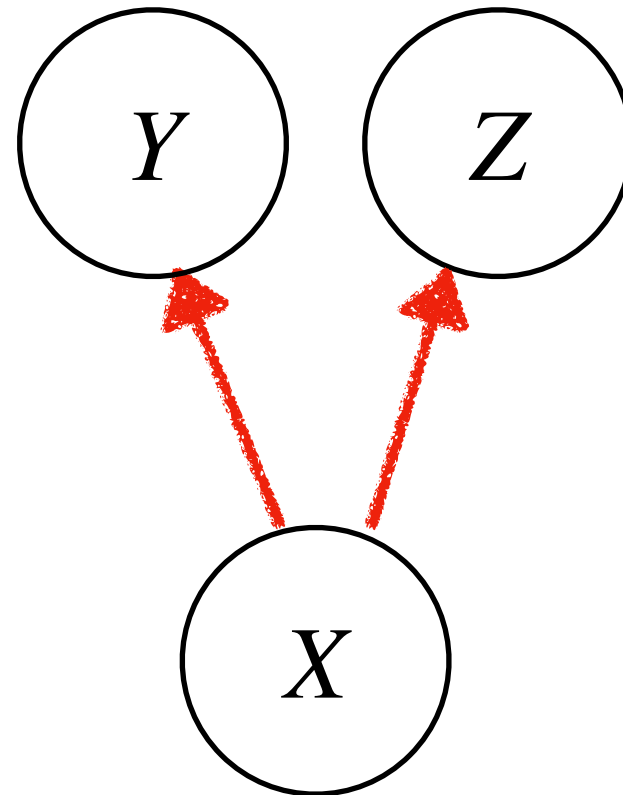
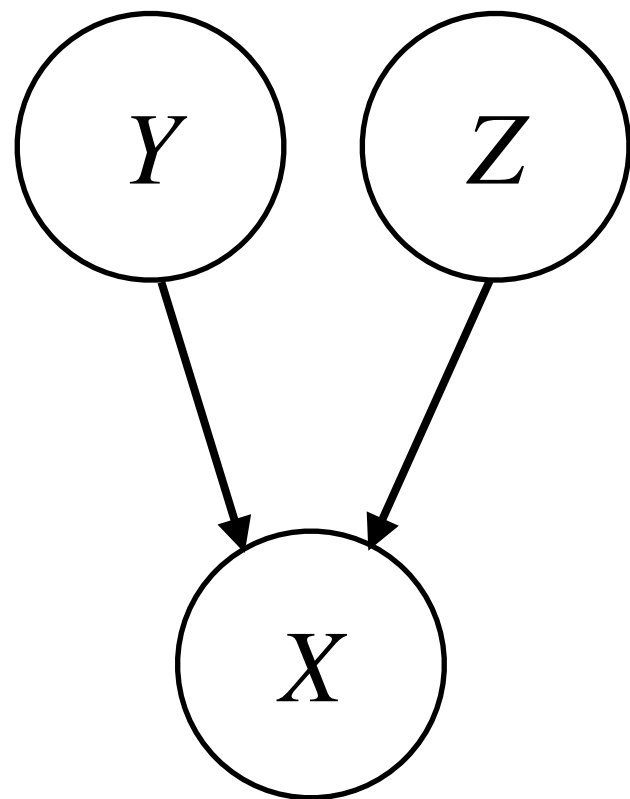
Can we reverse cause & effect?



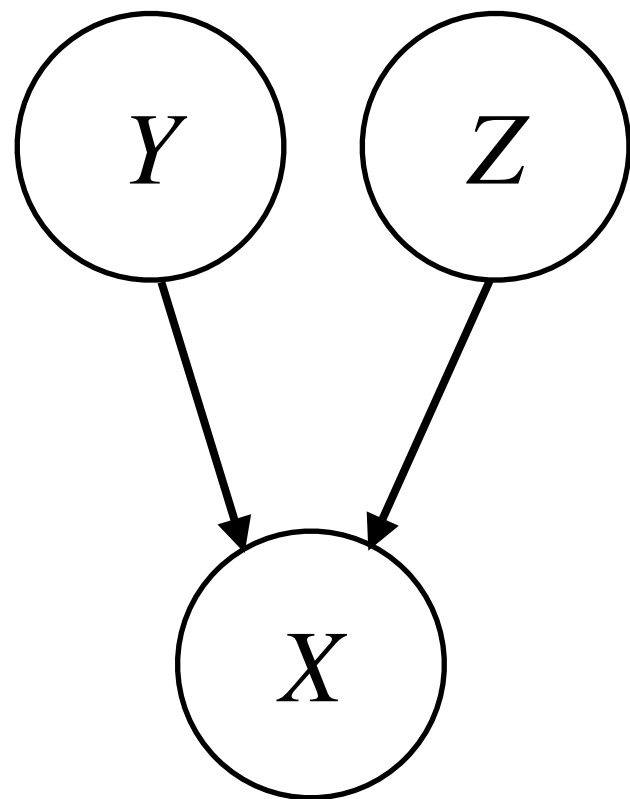
$$p(R, W) = p(R)p(W|R)$$

$$p(R, W) = p(W)p(W|R)$$

Can we reverse cause & effect?

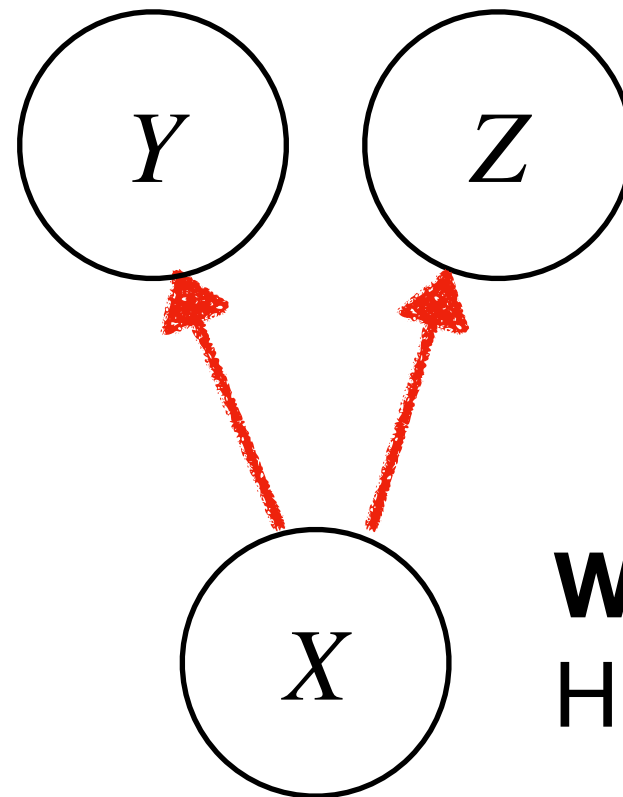


Can we reverse cause & effect?



$$Y \perp Z | X$$

does not hold in general

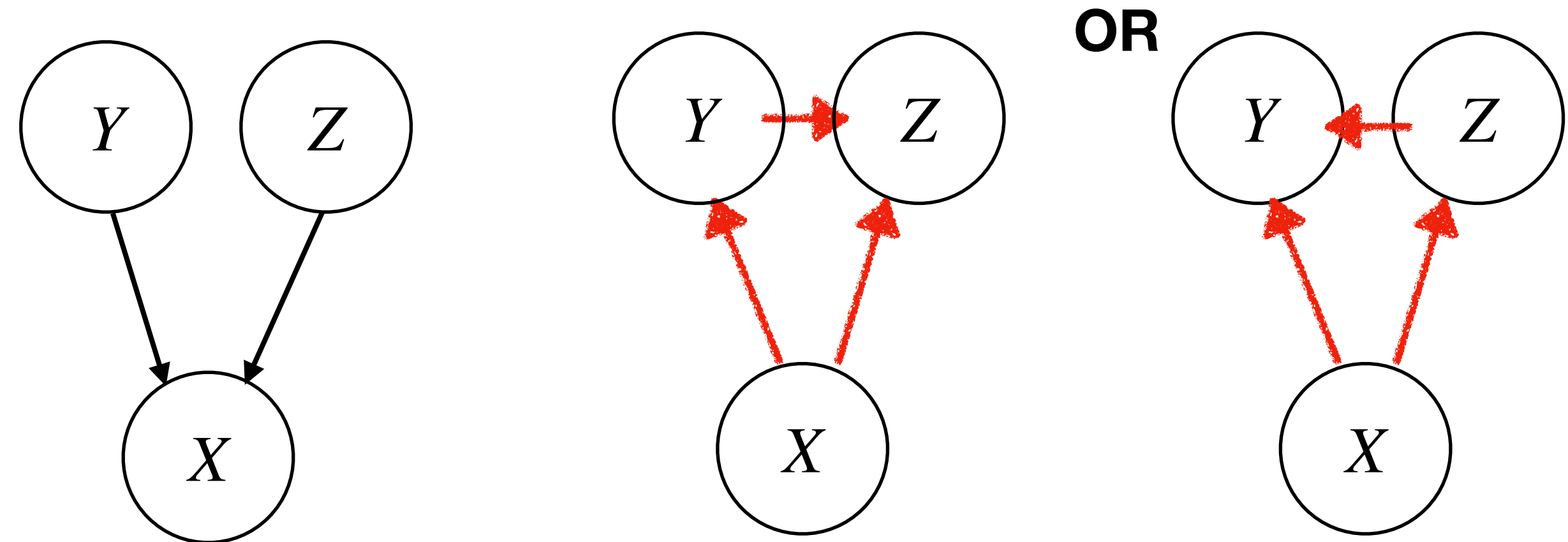


$$Y \perp Z | X$$

Written assignment: Prove.
Hint: By definition.

By the property of BNs,
 $Y \perp Z | X. \implies$ 0 mark

Can we reverse cause & effect?



Cause and effect cannot be formally defined.

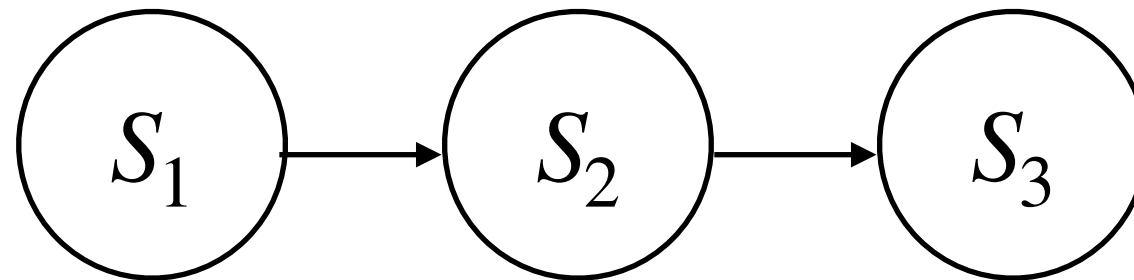
- In BN, “ \rightarrow ” refers to conditional probability
- In logics, “ \rightarrow ” refers to entailment

Cause and effect cannot be formally defined.

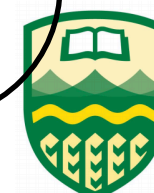
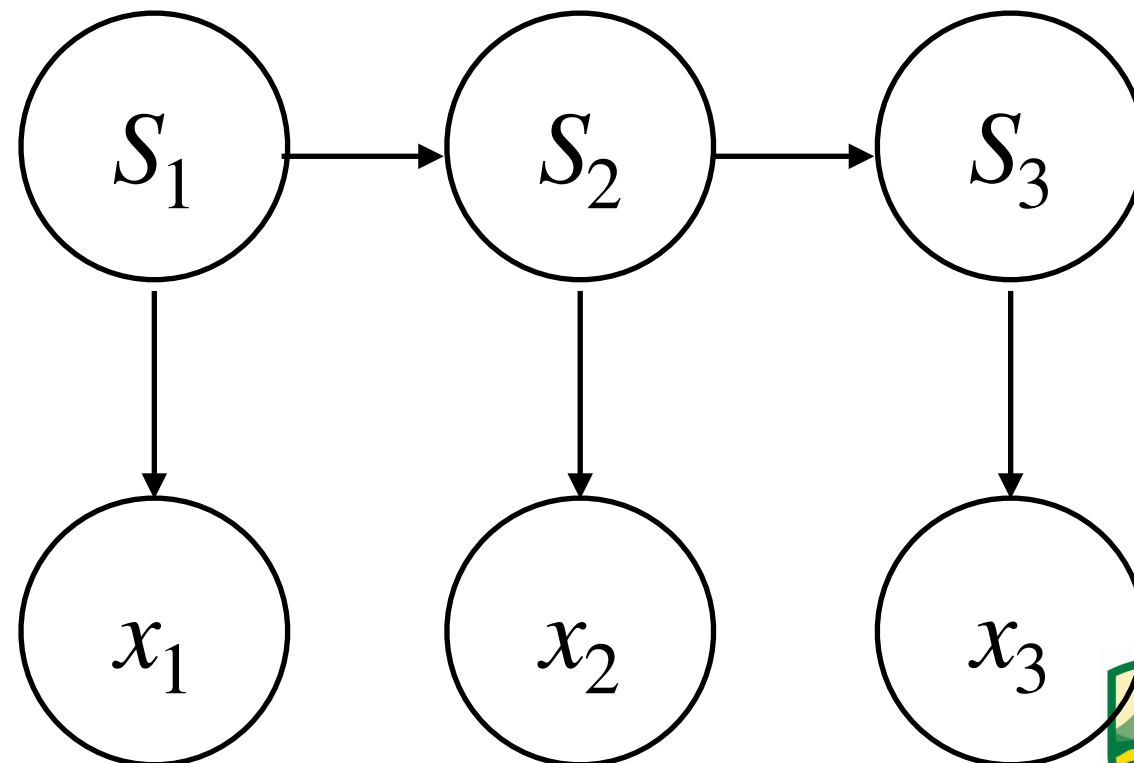
But with our intuition of cause and effect, we can simplify our model.



Markov Model

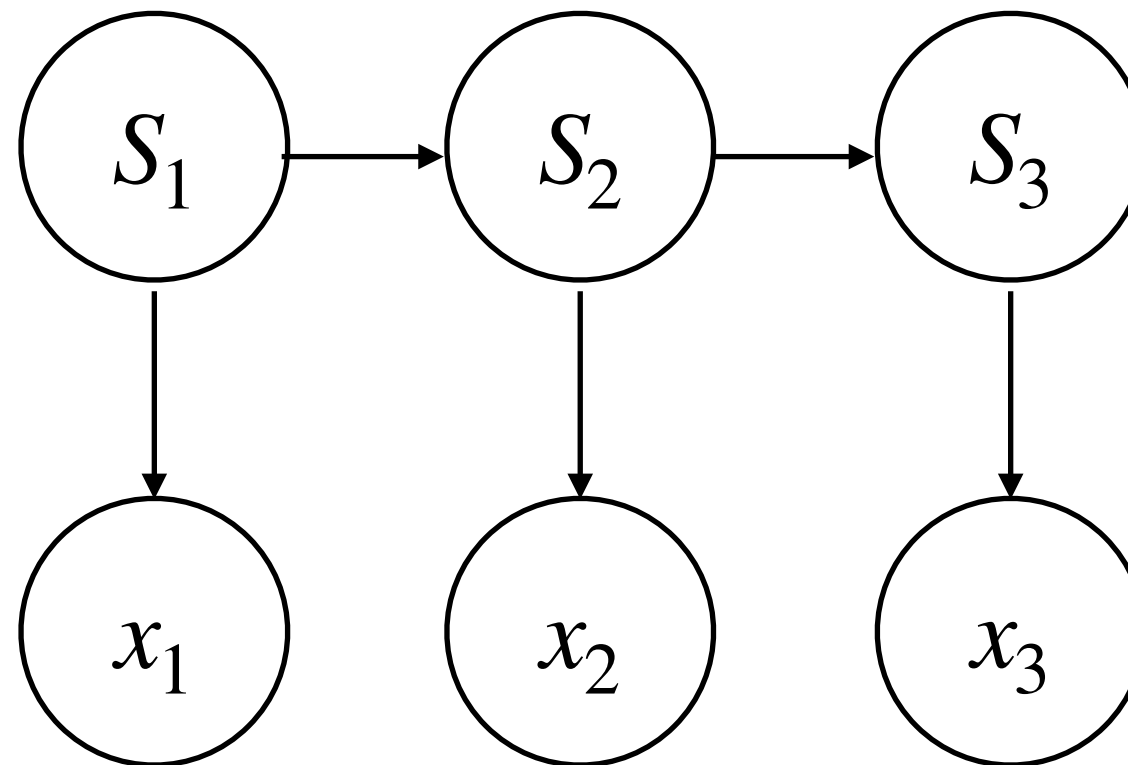


Hidden Markov Model





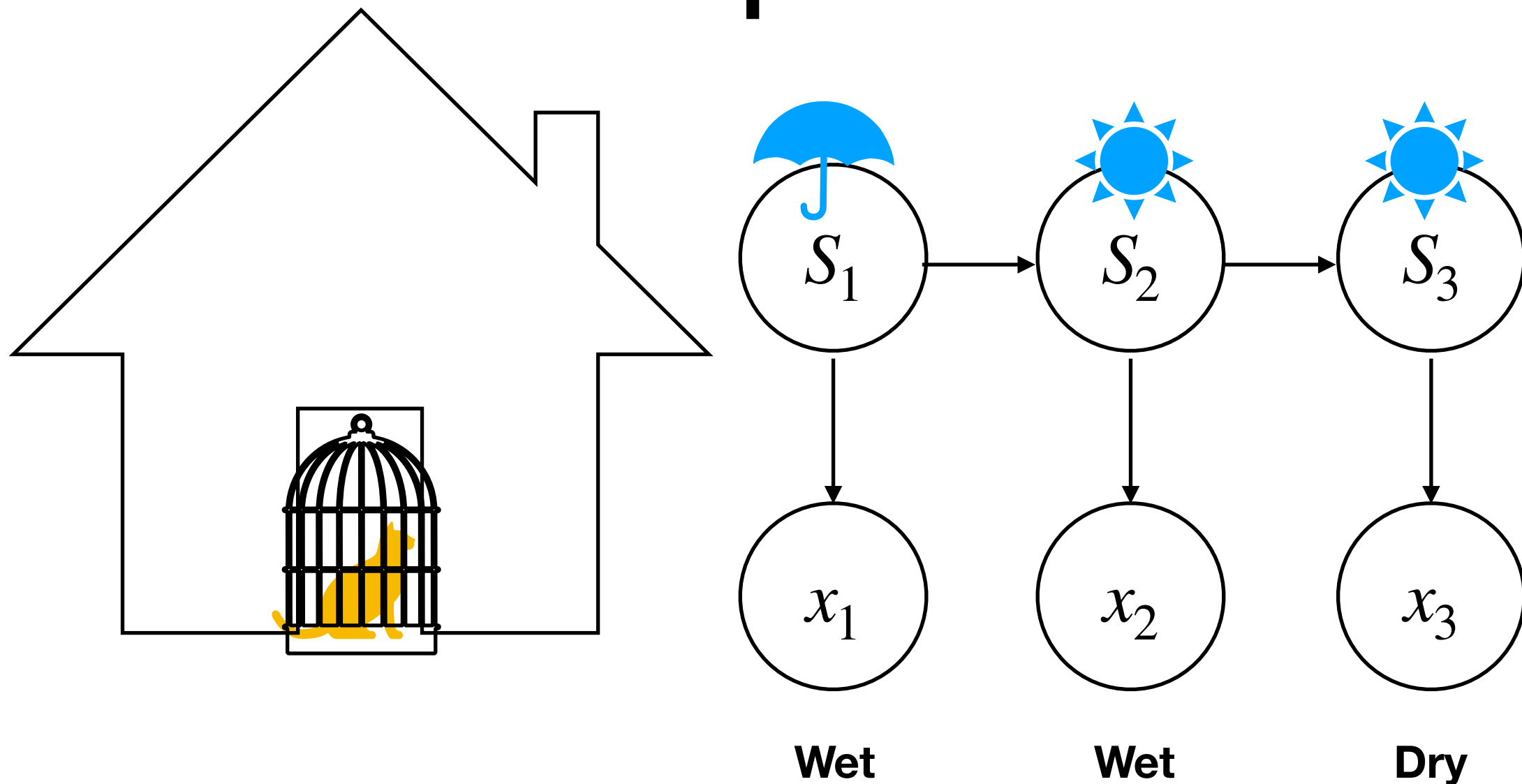
Hidden Markov Model



$$p(s_1, \dots, s_T, x_1, \dots, x_T) = p(s_1) \prod_{t=2}^T p(s_t | s_{t-1}) \prod_{t=1}^T p(x_t | s_t)$$

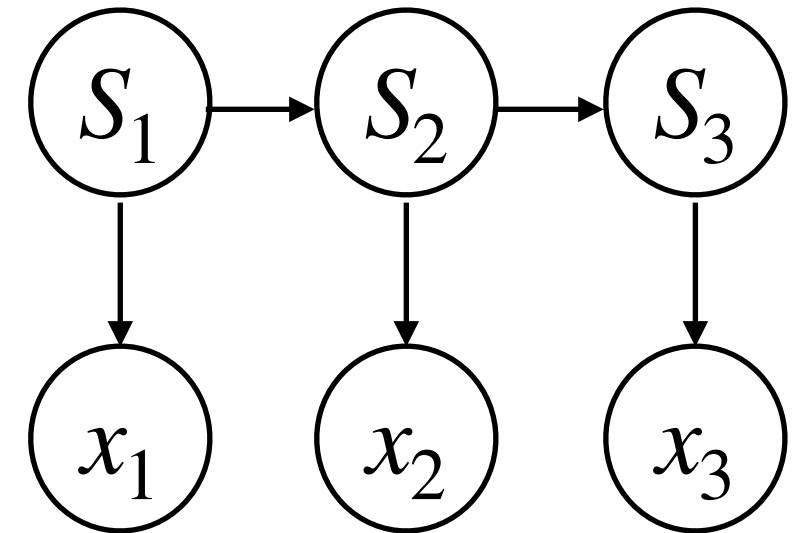
Initial State Prob.	Transition Prob.	Emission Prob.
n	n^2	$v \cdot n$

Example of HMM



Maximum Likelihood Estimation

- Training if fully observable
 - E.g., annotated by experts



$$p(s_1, \dots, s_T, x_1, \dots, x_T) = p(s_1) \prod_{t=2}^T p(s_t | s_{t-1}) \prod_{t=1}^T p(x_t | s_t)$$

$$\log p(\cdot) = \boxed{\log p(s_1)} + \boxed{\sum_{t=2}^T \log p(s_t | s_{t-1})} + \boxed{\sum_{t=1}^T \log p(x_t | s_t)}$$

Parameters factorize

MLE for Multinomial Distribution

- Counting
 - With one constraint $\pi_1 + \cdots + \pi_n = 1$
 - You need to explicitly represent $\pi_n = 1 - \pi_1 - \cdots - \pi_{n-1}$
 - Or, you apply the Lagrangian multiplier method

$$\log p(\cdot) = \boxed{\log p(s_1)} + \sum_{t=2}^T \log p(s_t | s_{t-1}) + \sum_{t=1}^T \log p(x_t | s_t)$$

$$\pi_i = \frac{\sum_{i=1}^M \mathbb{I}\{S_1 = i\}}{M} = \frac{\text{\# of samples that start with state } i}{\text{\# of all samples}}$$

MLE for Multinomial Distribution

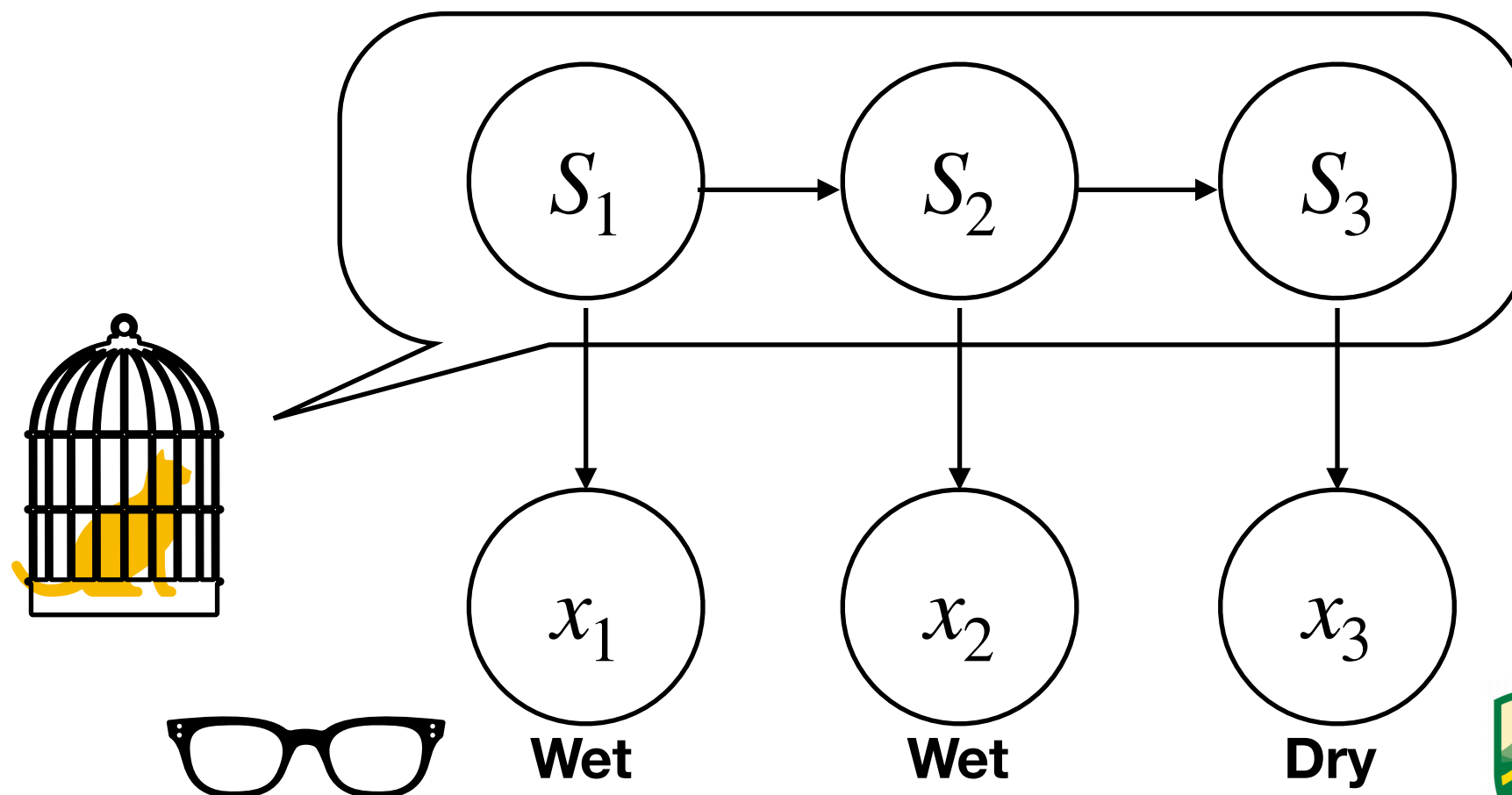
- Counting
 - With one constraint $\pi_1 + \cdots \pi_n = 1$
 - You need to explicitly represent $\pi_n = 1 - \pi_1 - \cdots - \pi_{n-1}$
 - Or, you apply the Lagrangian multiplier method

$$\log p(\cdot) = \log p(s_1) + \sum_{t=2}^T \log p(s_t | s_{t-1}) + \sum_{t=1}^T \log p(x_t | s_t)$$

Written assignment

Inference

- Suppose the model is full trained
- During prediction, we observe x_1, \dots, x_T
 - How can we know the states s_1, \dots, s_T that best explain x_1, \dots, x_T ?

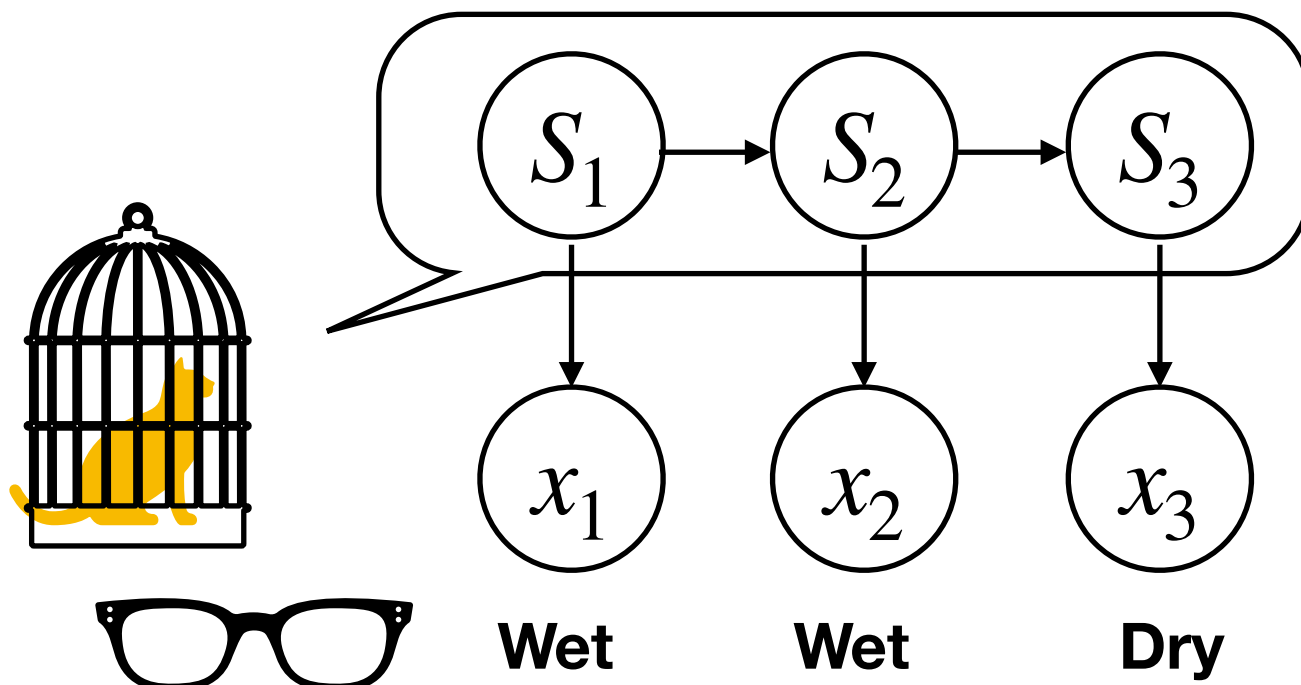


Inference Criteria

- We would like to predict the best (most probable) states
- Max *a posteriori* inference

$$s_1, \dots, s_T = \underset{s_1, \dots, s_T}{\operatorname{argmax}} p(s_1, \dots, s_T | x_1, \dots, x_T)$$

$$= \underset{s_1, \dots, s_T}{\operatorname{argmax}} p(s_1, \dots, s_T, x_1, \dots, x_T)$$



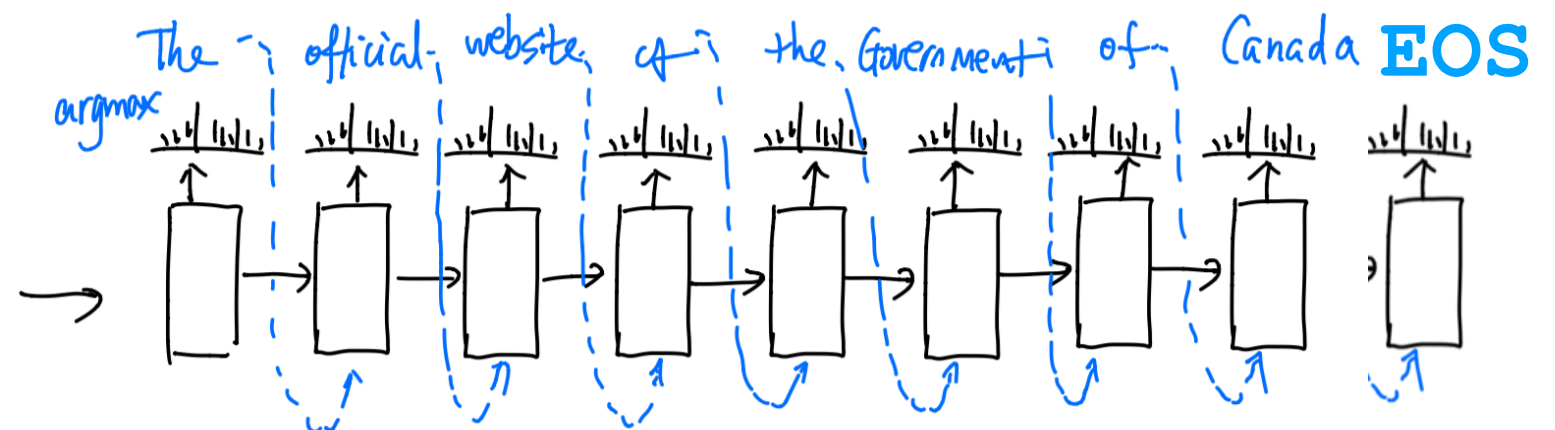
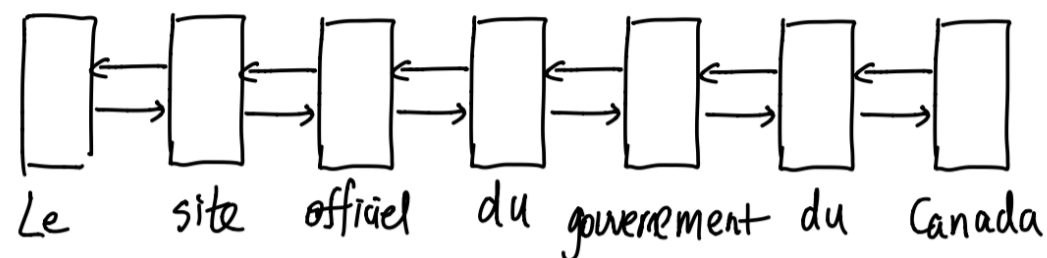
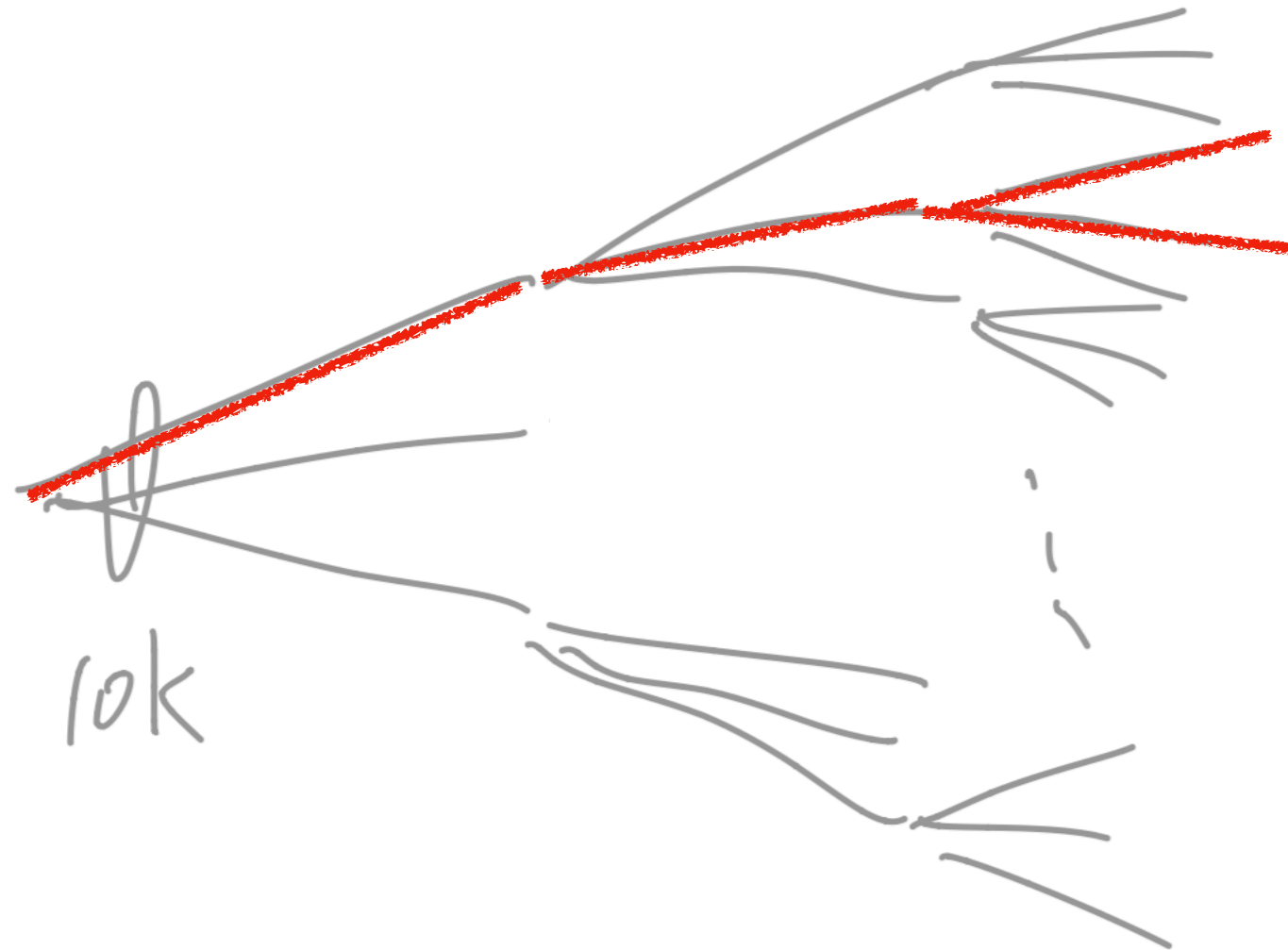
Simplified notation may be used:

$$x_{1:t}, \quad x_1^t$$



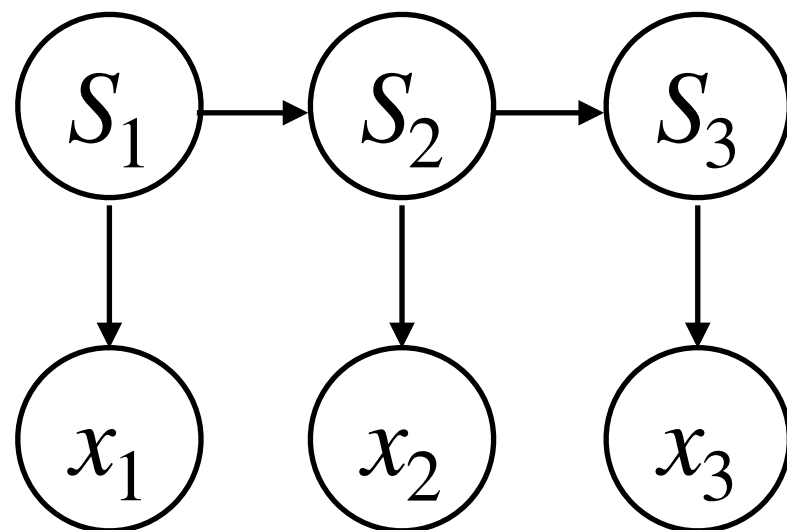
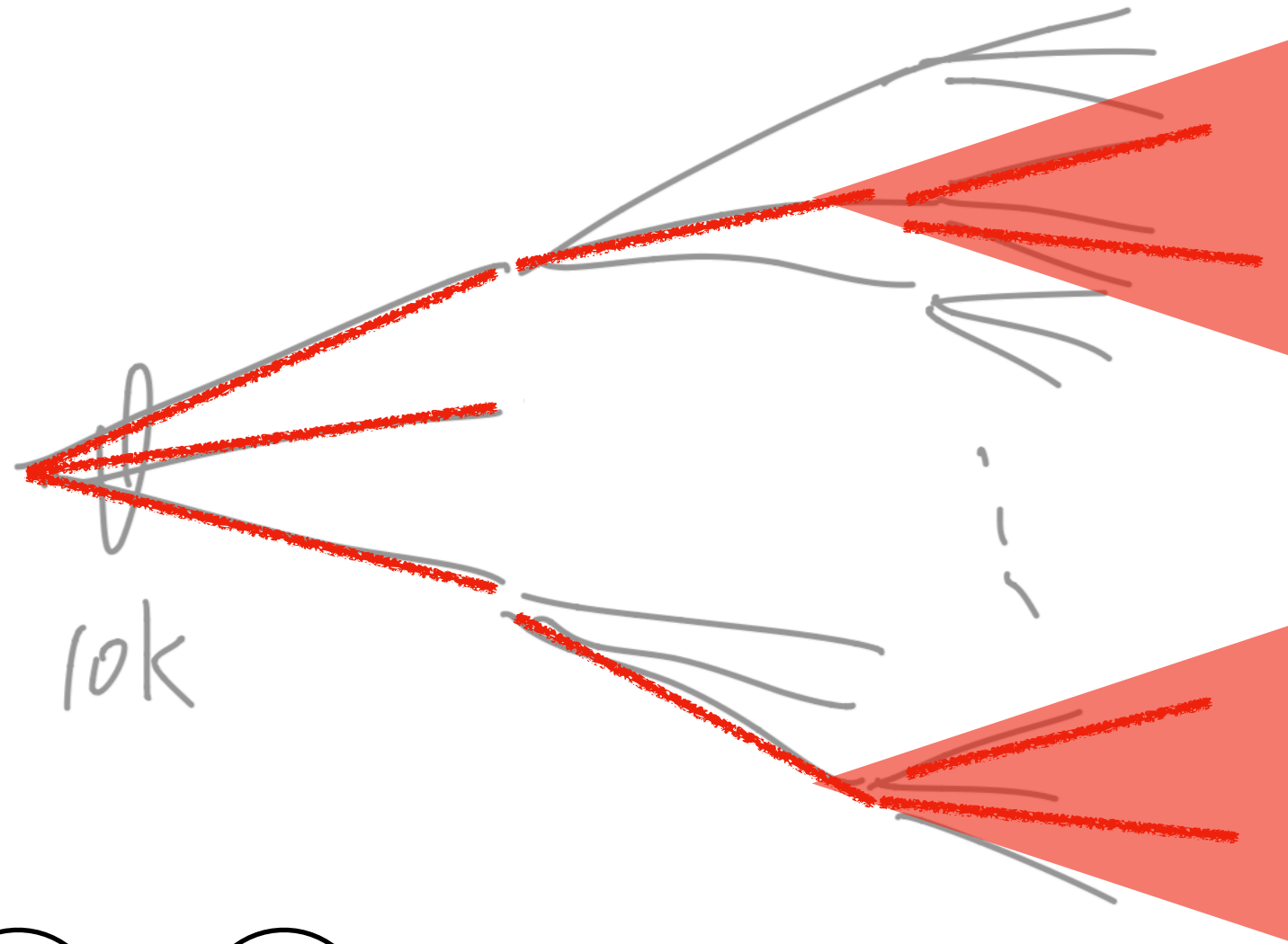
Recall Beam Search

$B=2$



Search in HMM

Some sub-structures are shared in different paths



Markov Blanket

$$p(s_{1:T}, x_{1:T}) = \prod_{i=1}^n \left[p(s_i | s_{i-1}) p(x_i | s_i) \right]$$

For simplicity, the first state's probability is denoted as

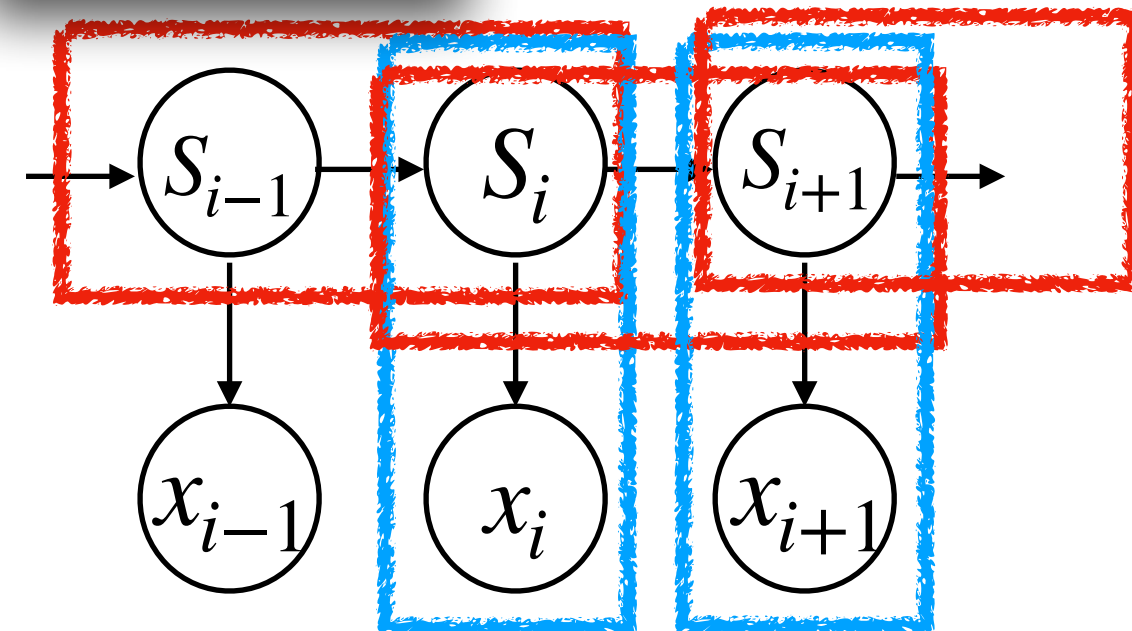
$$\mathbb{P}[s_1] \triangleq p(s_1 | s_0)$$



Key observation:

Factorized probability is local.

- $s_{i:T}, x_{i:T}$ only depends on s_{i-1}
- but not $s_{\leq i-2}, x_{\leq i-1}$



Recursion Variable

$$s_1, \dots, s_T = \operatorname{argmax}_{s_1, \dots, s_T} p(s_1, \dots, s_T, x_1, \dots, x_T)$$

$$p(s_{1:T}, x_{1:T}) = \prod_{i=1}^n \left[p(s_i | s_{i-1}) p(x_i | s_i) \right]$$

- Attempt#1: $\max_{s_{1:t}} p(x_1, \dots, x_t, s_t)$
 - But best choice for every step \neq best choice globally
- Attempt#2: $\max_{s_{1:t-1}} p(x_1, \dots, x_t, s_t)$, for s_t being any state

$$M[t][j] \triangleq \max_{s_{1:t-1}} p(x_{1:t}, S_t = j)$$

Dynamic Programming

$$M[t][j] \triangleq \max_{1:t-1} p(x_{1:t}, S_t = j)$$

Initialization

$$\begin{aligned} M[1][j] &= \max_{\emptyset} p(x_1, S_1 = j) && \text{[nothing to choose for “max”]} \\ &= p(x_1, S_1 = j) \\ &= p(S_1 = j)p(x_1 | S_1 = j) \\ &= \pi_j \cdot p(x_1 | s_1 = j) && \text{[both are model parameters]} \end{aligned}$$

Dynamic Programming

$$M[t][j] \triangleq \max_{1:t-1} p(x_{1:t}, S_t = j)$$

Recursion Step

($\forall j$)

- Assume $M[t-1][j] = \max_{s_{1:t-2}} p(x_{1:t-1}, S_{t-1} = j)$ known
- Goal: Figure out $M[t][j]$

$$\begin{aligned}
 M[t][j] &= \max_{s_{1:t-1}} p(x_1, \dots, x_t, S_t = j) \\
 &= \max_{s_{1:t-1}} p(x_1, \dots, x_{t-1}, s_{t-1}) p(s_t = j \mid s_{t-1}) p(x_t \mid s_j) \\
 &= \max_{s_t} \max_{s_{1:t-2}} p(x_1, \dots, x_{t-1}, s_{t-1}) p(s_t = j \mid s_{t-1}) p(x_t \mid s_j)
 \end{aligned}$$

Known by recursion assumption $M[t-1][s_t]$

Dynamic Programming

$$M[t][j] \triangleq \max_{1:t-1} p(x_{1:t}, S_t = j)$$

Recursion Step

- Assume $M[t-1][j] = \max_{s_{1:t-2}} p(x_{1:t-1}, S_{t-1} = j)$ known
- Goal: Figure out $M[t][j]$ $(\forall j)$

$$M[t][j] = \max_{s_{1:t-1}} p(x_1, \dots, x_t, S_t = j)$$

$$= \max_{s_{1:t-1}} p(x_1, \dots, x_{t-1}, s_{t-1}) p(S_t = j | s_{t-1}) p(x_t | S_t = j)$$

$$= \max_{s_t} \max_{s_{1:t-2}} p(x_1, \dots, x_{t-1}, s_{t-1}) p(S_t = j | s_{t-1}) p(x_t | S_t = j)$$

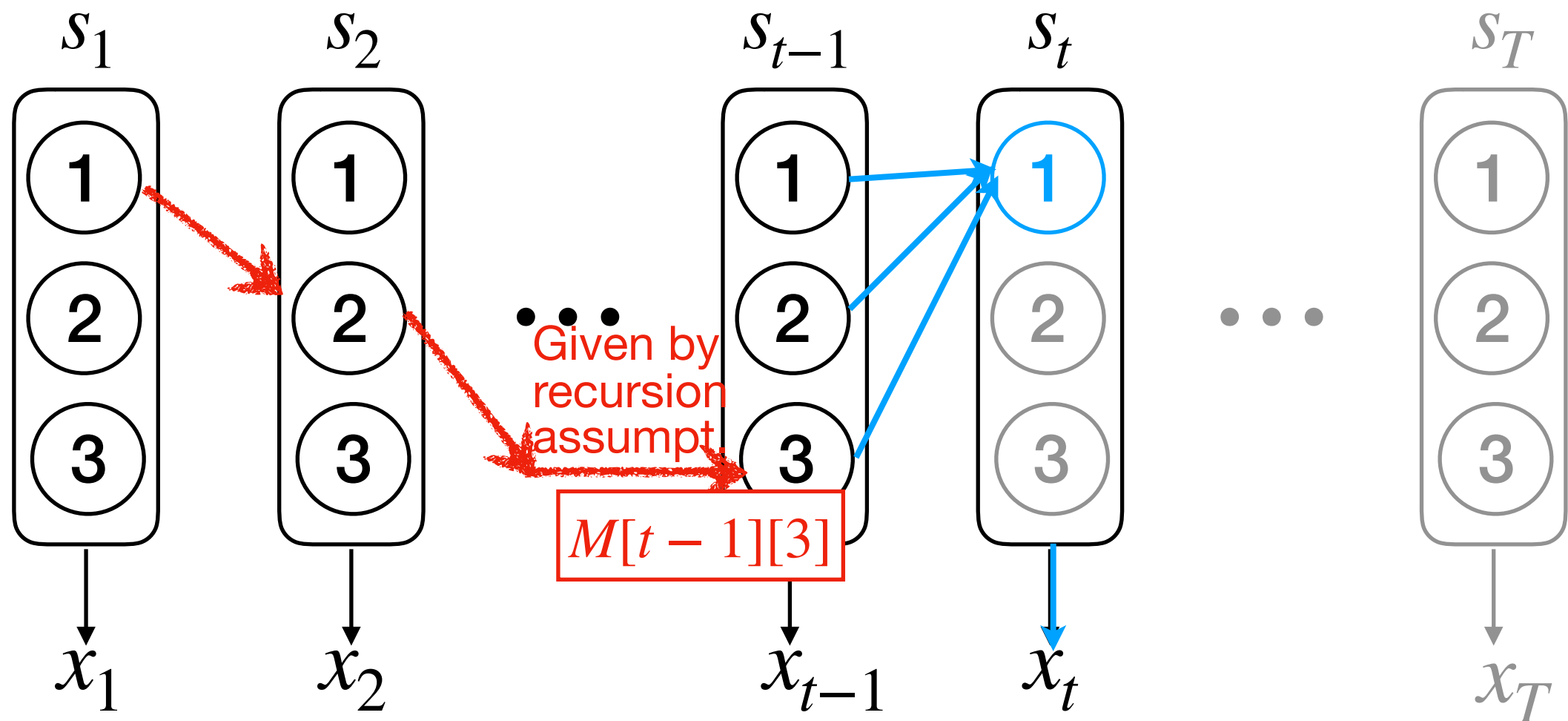
Known by recursion assumption $M[t-1][s_t]$

Illustration

$$M[t][j] \triangleq \max_{1:t-1} p(x_{1:t}, S_t = j)$$

Recursion Step

- Assume $M[t-1][j] = \max_{s_{1:t-2}} p(x_{1:t-1}, S_{t-1} = j)$ known
- Goal: Figure out $M[t][j]$ ($\forall j$)

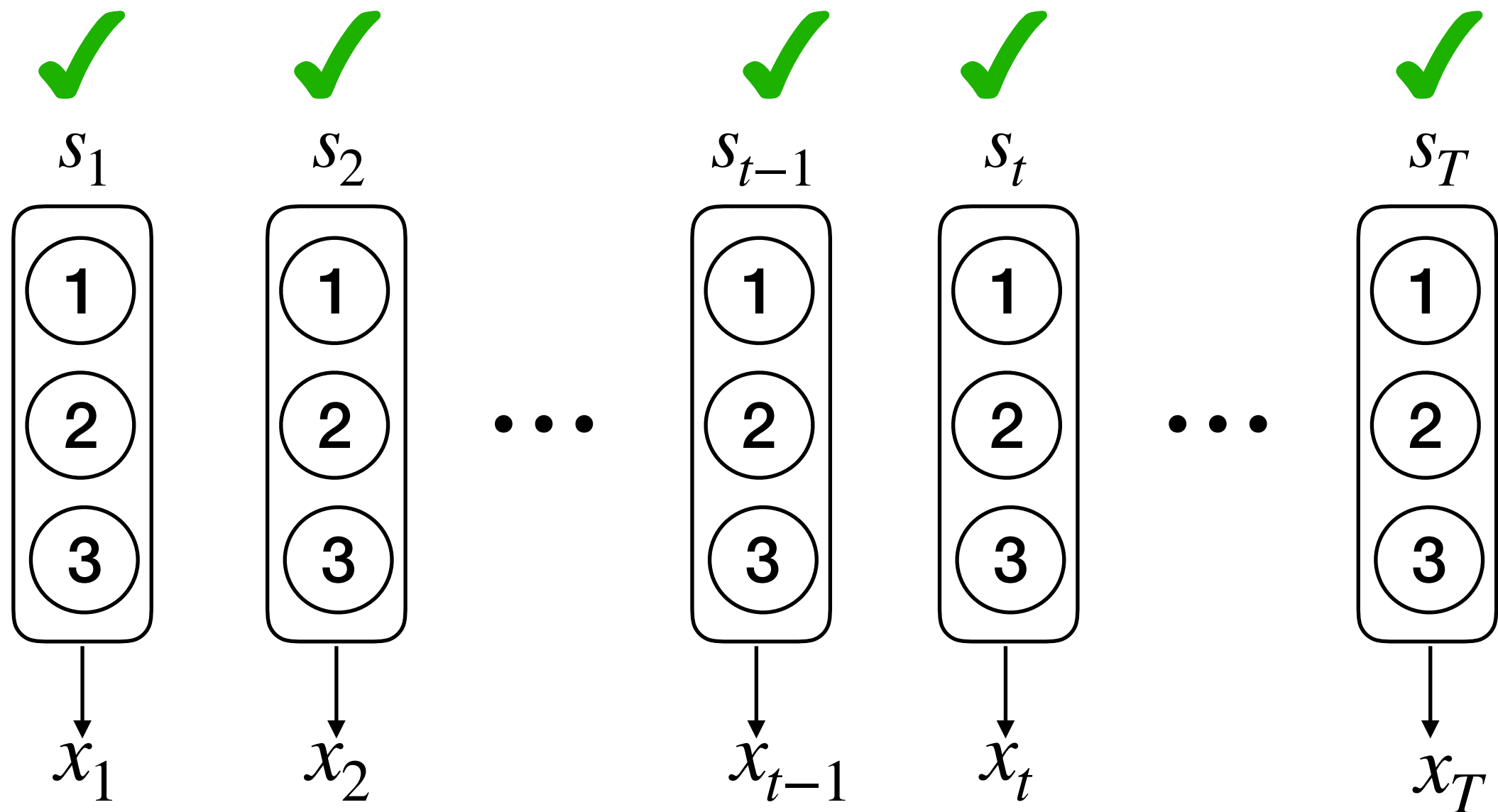


$$M[t][j] = \max_{s_{t-1}} \{ \rightarrow \rightarrow \rightarrow \nearrow \downarrow \}$$



Dynamic Programming

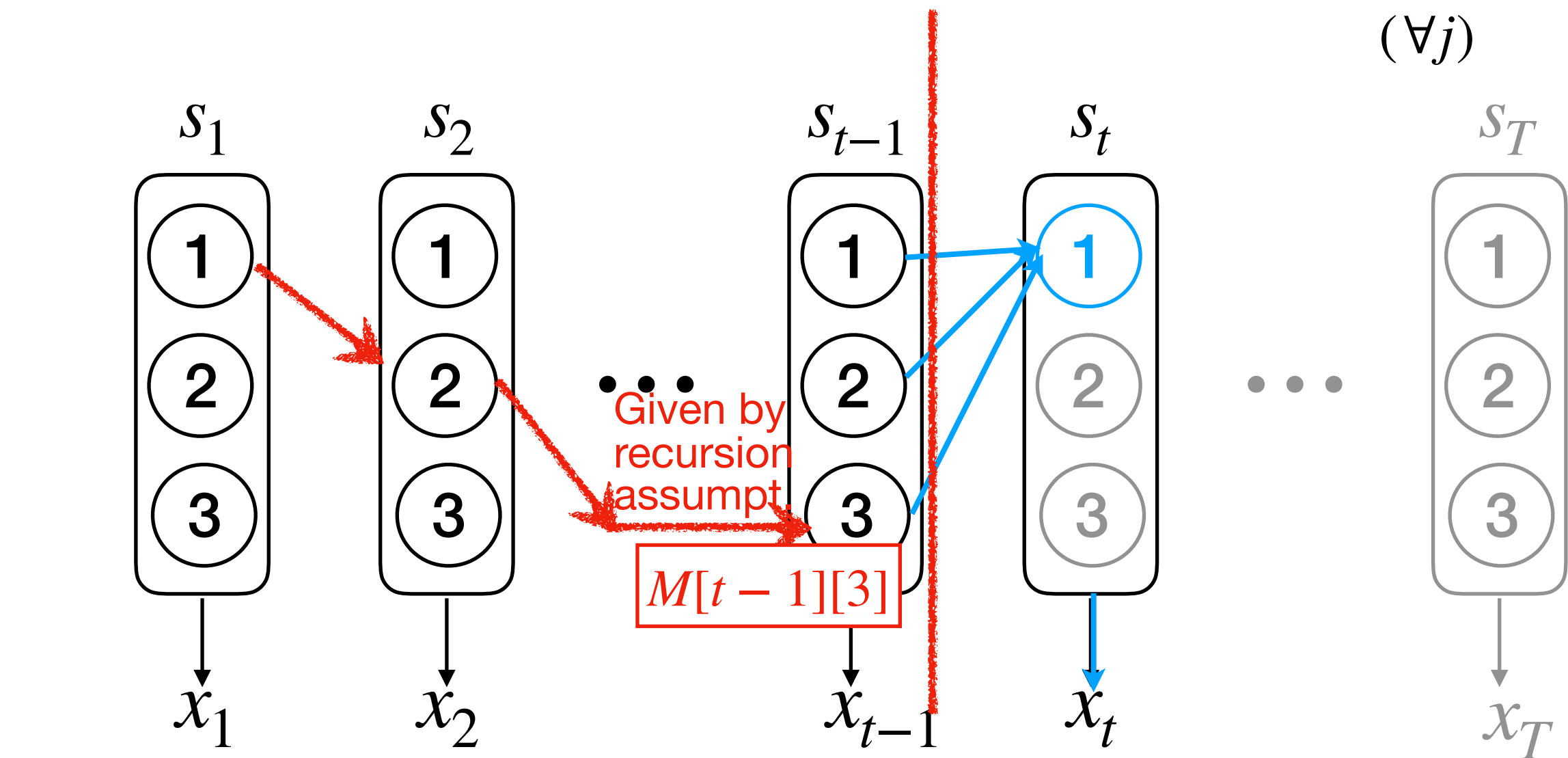
Termination: $M[T][j]$ is done ($\forall j$)



Backtracking the States

$$M[t][j] \triangleq \max_{1:t-1} p(x_{1:t}, S_t = j)$$

$$B[t][j] = \operatorname{argmax}_i \{ M[t-1][i] \cdot P(S_t = j | S_{t-1} = i) \cdot P(x_t | S_j) \}$$



$$M[t][j] = \max_{s_{t-1}} \{ \rightarrow \rightarrow \rightarrow \nearrow \downarrow \}$$



Written Assignment

- Suppose an HMM is given
 - States $S = \{1, \dots, n\}$
 - Parameters $\pi_j, P(S_{t-1} = j | S_t = i), P(x_t | S_t = j)$ known
- Goal
 - To find the state and output sequences of length T that have the highest jointly probability
$$s_{1:T}, x_{1:T} = \operatorname{argmax}_{s_{1:T}, x_{1:T}} p(s_{1:T}, x_{1:T})$$
 - Think of the problem $x_{1:T} = \operatorname{argmax}_{x_{1:T}} p(x_{1:T})$ [optional]

Written Assignment

- Requirements
 - Design a DP algorithm, stating the initialization, recursion, and termination of the algorithm
(don't forget backpointers)
 - For any recursion variable, a clear definition is needed
 - The recursion step should be supported by derivation
 - Give pseudo code that generates $s_{1:T}, x_{1:T}$

Written Assignments

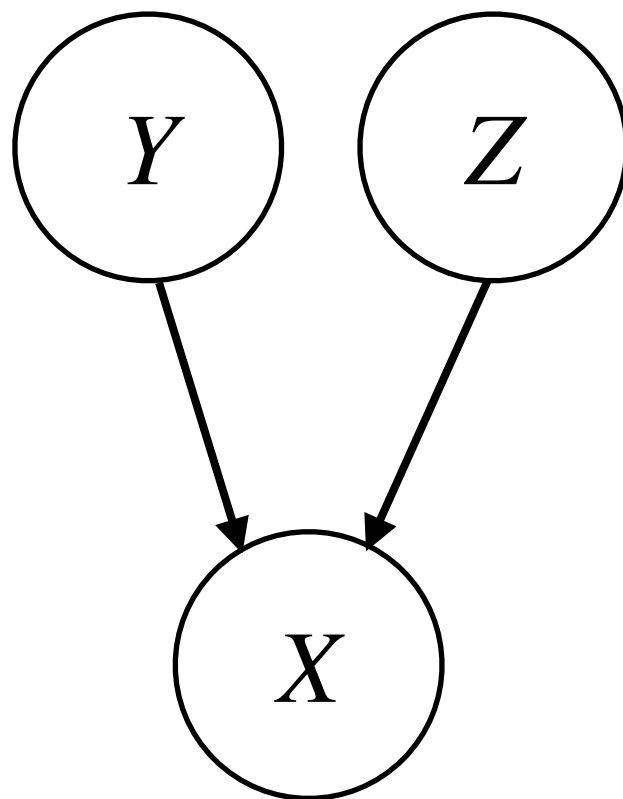
- Every week, we solve problems that have been mentioned in Monday's and Wednesday's lectures.
- Every assignment is due on next Monday
- Automatically extended to next Wednesday [**before class**]
- Further extensions require good reasons (self-approved extension may result in 0 mark).

Problem 1

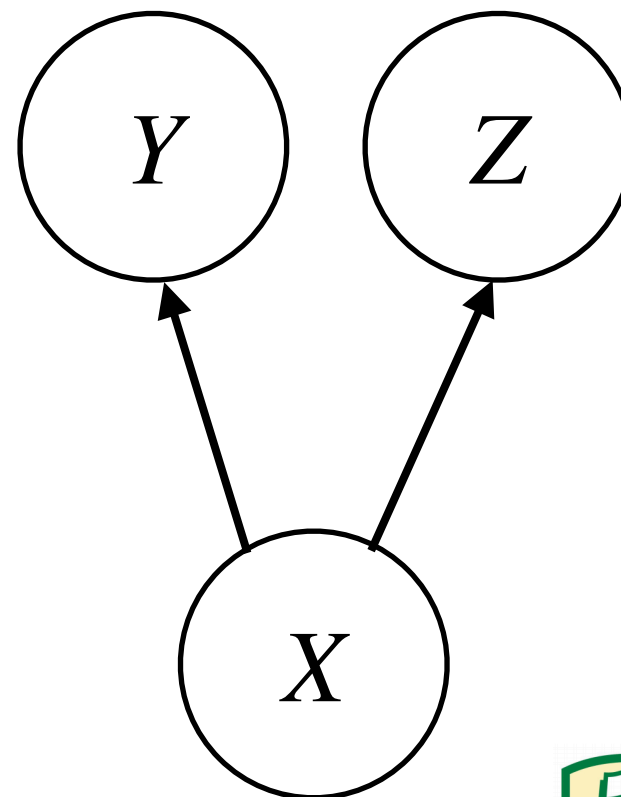
Show that $Y \perp Z | X$ does not hold in general for BN (1), but $Y \perp Z | X$ must be true for BN (2).

Note: If your solution involves showing some example, please provide your own example.

(1)



(2)



Problem 2

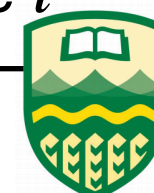
Give the MLE estimation for HMM transition and emission probabilities

- Figure out what are the parameters
- Give the formula to estimate these parameters (either by indicator functions or natural language expressions)

It's strongly recommended to derive MLE for multinomial distributions, but is optional for this assignment.

$$\log p(\cdot) = \log p(s_1) + \sum_{t=2}^T \log p(s_t | s_{t-1}) + \sum_{t=1}^T \log p(x_t | s_t)$$

$$\pi_i = \frac{\sum_{i=1}^M \mathbb{I}\{S_1 = i\}}{M} = \frac{\text{\# of samples that start with state } i}{\text{\# of all samples}}$$



Problem 3

- Suppose an HMM is given
 - States $S = \{1, \dots, n\}$
 - Parameters $\pi_j, P(S_{t-1} = j | S_t = i), P(x_t | S_t = j)$ known
- Goal
 - To find the state and output sequences of length T that have the highest jointly probability
$$s_{1:T}, x_{1:T} = \operatorname{argmax}_{s_{1:T}, x_{1:T}} p(s_{1:T}, x_{1:T})$$
 - Think of the problem $x_{1:T} = \operatorname{argmax}_{x_{1:T}} p(x_{1:T})$ [optional]



Problem 3

- Requirements
 - Design a DP algorithm, stating the initialization, recursion, and termination of the algorithm
(don't forget back pointers)
 - For any recursion variable, a clear definition is needed
 - The recursion step should be supported by derivation
 - Give pseudo code that generates $s_{1:T}, x_{1:T}$

Thank you!

Q&A