

# 8: Hidden Markov Models

## Machine Learning and Real-world Data

Andreas Vlachos  
(slides adapted from Simone Teufel  
and Helen Yannakoudakis)

Department of Computer Science and Technology  
University of Cambridge

- So far we've looked at (statistical) classification.
- Experimented with different ideas for sentiment detection.
- Let us now talk about . . .

- So far we've looked at (statistical) classification.
- Experimented with different ideas for sentiment detection.
- Let us now talk about . . . the weather!

# Weather prediction

- Two types of weather: rainy and cloudy
- The weather doesn't change within the day

# Weather prediction

- Two types of weather: rainy and cloudy
- The weather doesn't change within the day
- Can we guess what the weather will be like tomorrow?

# Weather prediction

- Two types of weather: rainy and cloudy
- The weather doesn't change within the day
- Can we guess what the weather will be like tomorrow?
- We can use a history of weather observations:

$$P(w_t = \textit{Rainy} \mid w_{t-1} = \textit{Rainy}, w_{t-2} = \textit{Cloudy}, \\ w_{t-3} = \textit{Cloudy}, w_{t-4} = \textit{Rainy})$$

# Weather prediction

- Two types of weather: rainy and cloudy
- The weather doesn't change within the day
- Can we guess what the weather will be like tomorrow?

- We can use a history of weather observations:

$$P(w_t = \text{Rainy} \mid w_{t-1} = \text{Rainy}, w_{t-2} = \text{Cloudy}, \\ w_{t-3} = \text{Cloudy}, w_{t-4} = \text{Rainy})$$

- **Markov Assumption** (first order):

$$P(w_t \mid w_{t-1}, w_{t-2}, \dots, w_1) \approx P(w_t \mid w_{t-1})$$

# Weather prediction

- Two types of weather: rainy and cloudy
- The weather doesn't change within the day
- Can we guess what the weather will be like tomorrow?

- We can use a history of weather observations:

$$P(w_t = \textit{Rainy} \mid w_{t-1} = \textit{Rainy}, w_{t-2} = \textit{Cloudy}, \\ w_{t-3} = \textit{Cloudy}, w_{t-4} = \textit{Rainy})$$

- **Markov Assumption** (first order):

$$P(w_t \mid w_{t-1}, w_{t-2}, \dots, w_1) \approx P(w_t \mid w_{t-1})$$

- The joint probability of a **sequence** of observations / events can then be approximated as:

$$P(w_1, w_2, \dots, w_t) \approx \prod_{t=1}^n P(w_t \mid w_{t-1})$$



# Markov Chains

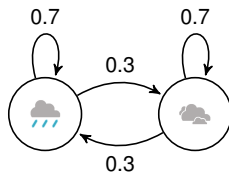
		Tomorrow	
		<i>Rainy</i>	<i>Cloudy</i>
Today	<i>Rainy</i>	0.7	0.3
	<i>Cloudy</i>	0.3	0.7

Transition probability matrix

# Markov Chains

		Tomorrow	
	Today	<i>Rainy</i>	<i>Cloudy</i>
<i>Rainy</i>		0.7	0.3
<i>Cloudy</i>		0.3	0.7

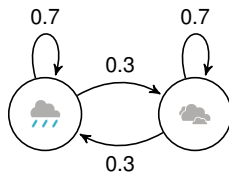
Transition probability matrix



Two states: rainy and cloudy

# Markov Chains

		Tomorrow	
	<i>Rainy</i>	<i>Rainy</i>	<i>Cloudy</i>
Today	<i>Rainy</i>	0.7	0.3
	<i>Cloudy</i>	0.3	0.7



Transition probability matrix

Two states: rainy and cloudy

- A Markov Chain is a stochastic process that embodies the Markov Assumption
- Can be viewed as a probabilistic finite-state automaton
- States are fully observable, finite and discrete; transitions are labelled with transition probabilities
- Models **sequential** problems – your current situation depends on what happened in the past

# Markov Chains

- Useful for modeling the probability of a sequence of events
  - Valid phone sequences in speech recognition
  - Sequences of speech acts in dialog systems (answering, ordering, opposing)
  - Predictive texting

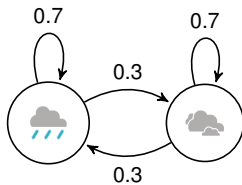
# Markov Chains

- Useful for modeling the probability of a sequence of events **that can be unambiguously observed**
  - Valid phone sequences in speech recognition
  - Sequences of speech acts in dialog systems (answering, ordering, opposing)
  - Predictive texting

# Markov Chains

- Useful for modeling the probability of a sequence of events **that can be unambiguously observed**
  - Valid phone sequences in speech recognition
  - Sequences of speech acts in dialog systems (answering, ordering, opposing)
  - Predictive texting
- What if we are interested in events that are not unambiguously observed?

# Markov Model

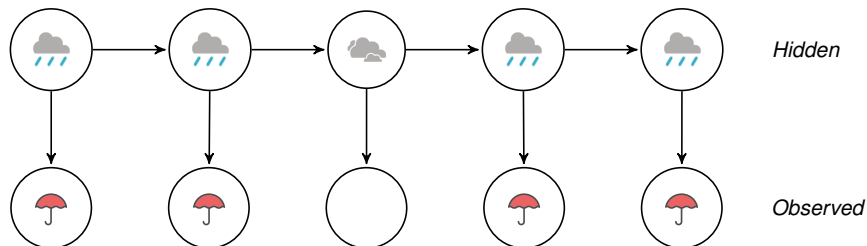


# Markov Model: A Time-elapsd view



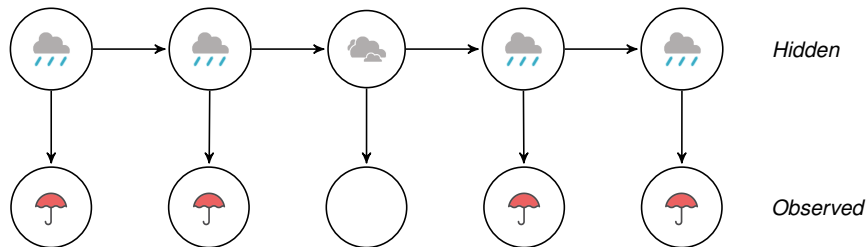


# Hidden Markov Model: A Time-elapsd view



- Underlying Markov Chain over hidden states
- We only have access to the observations at each time step
- There is no 1:1 mapping between observations and hidden states
- A number of hidden states can be associated with a particular observation, but the association of states and observations is governed by probabilities
- We now have to *infer* the sequence of hidden states that corresponds to the sequence of observations

# Hidden Markov Model: A Time-elapsed view



	<i>Rainy</i>	<i>Cloudy</i>
<i>Rainy</i>	0.7	0.3
<i>Cloudy</i>	0.3	0.7

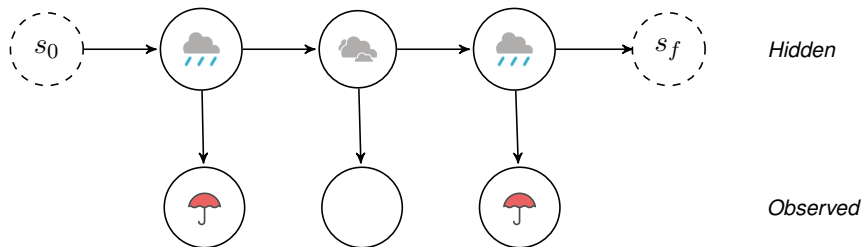
Transition probabilities

$$P(w_t|w_{t-1})$$

	<i>Umbrella</i>	<i>No umbrella</i>
<i>Rainy</i>	0.9	0.1
<i>Cloudy</i>	0.2	0.8

Emission probabilities  $P(o_t|w_t)$   
(Observation likelihoods)

# Hidden Markov Model: A Time-elapsd view – start and end states



- Could use initial probability distribution over hidden states
- Instead, for simplicity, we will also model this probability as a transition, and we will explicitly add a special start state
- Similarly, we will add a special end state to explicitly model the end of the sequence
- Special start and end states not associated with “real” observations

# More formal definition of Hidden Markov Models; States and Observations

$S_e = \{s_1, \dots, s_N\}$  a set of  $N$  emitting hidden states,  
 $s_0$  a special start state,  
 $s_f$  a special end state.

$K = \{k_1, \dots, k_M\}$  an output alphabet of  $M$  observations  
("vocabulary").  
 $k_0$  a special start symbol,  
 $k_f$  a special end symbol.

$O = O_1 \dots O_T$  a sequence of  $T$  observations, each  
one drawn from  $K$ .

$X = X_1 \dots X_T$  a sequence of  $T$  states, each one  
drawn from  $S_e$ .

# More formal definition of Hidden Markov Models; First-order Hidden Markov Model

- 1 **Markov Assumption (Limited Horizon):** Transitions depend only on the current state:

$$P(X_t | X_1 \dots X_{t-1}) \approx P(X_t | X_{t-1})$$

- 2 **Output Independence:** Probability of an output observation depends only on the current state and not on any other states or any other observations:

$$P(O_t | X_1 \dots X_t, \dots, X_T, O_1, \dots, O_t, \dots, O_T) \approx P(O_t | X_t)$$

# More formal definition of Hidden Markov Models; State Transition Probabilities

$a_{ij}$  is the probability of moving from state  $s_i$  to state  $s_j$ :

$$a_{ij} = P(X_t = s_j | X_{t-1} = s_i)$$

$$\forall_i \sum_{j=0}^{N+1} a_{ij} = 1$$

Special start state  $s_0$  and end state  $s_f$ :

- Not associated with “real” observations
- $a_{0i}$  describe transition probabilities out of the start state into state  $s_i$
- $a_{if}$  describe transition probabilities into the end state
- Transitions into start state ( $a_{i0}$ ) and out of end state ( $a_{fi}$ ) undefined

# More formal definition of Hidden Markov Models; State Transition Probabilities

$A$ : a state transition probability matrix of size  $(N+2) \times (N+2)$ .

$$A = \begin{bmatrix} - & a_{01} & a_{02} & a_{03} & \cdot & \cdot & \cdot & a_{0N} & - \\ - & a_{11} & a_{12} & a_{13} & \cdot & \cdot & \cdot & a_{1N} & a_{1f} \\ - & a_{21} & a_{22} & a_{23} & \cdot & \cdot & \cdot & a_{2N} & a_{2f} \\ - & \cdot & \cdot & \cdot & & & & \cdot & \cdot \\ - & \cdot & \cdot & \cdot & & & & \cdot & \cdot \\ - & \cdot & \cdot & \cdot & & & & \cdot & \cdot \\ - & a_{N1} & a_{N2} & a_{N3} & \cdot & \cdot & \cdot & a_{NN} & a_{Nf} \\ - & - & - & - & - & - & - & - & - \end{bmatrix}$$

$a_{ij}$  is the probability of moving from state  $s_i$  to state  $s_j$ :

$$a_{ij} = P(X_t = s_j | X_{t-1} = s_i)$$

$$\forall_i \sum_{j=0}^{N+1} a_{ij} = 1$$

# More formal definition of Hidden Markov Models; State Transition Probabilities

$A$ : a state transition probability matrix of size  $(N+2) \times (N+2)$ .

$$A = \begin{bmatrix} - & a_{01} & a_{02} & a_{03} & \cdot & \cdot & \cdot & a_{0N} & - \\ - & a_{11} & a_{12} & a_{13} & \cdot & \cdot & \cdot & a_{1N} & a_{1f} \\ - & a_{21} & a_{22} & a_{23} & \cdot & \cdot & \cdot & a_{2N} & a_{2f} \\ - & \cdot & \cdot & \cdot & & & & \cdot & \cdot \\ - & \cdot & \cdot & \cdot & & & & \cdot & \cdot \\ - & \cdot & \cdot & \cdot & & & & \cdot & \cdot \\ - & a_{N1} & a_{N2} & a_{N3} & \cdot & \cdot & \cdot & a_{NN} & a_{Nf} \\ - & - & - & - & - & - & - & - & - \end{bmatrix}$$

$a_{ij}$  is the probability of moving from state  $s_i$  to state  $s_j$ :

$$a_{ij} = P(X_t = s_j | X_{t-1} = s_i)$$

$$\forall_i \sum_{j=0}^{N+1} a_{ij} = 1$$



# More formal definition of Hidden Markov Models; State Transition Probabilities

A: a state transition probability matrix of size  $(N+2) \times (N+2)$ .

$$A = \begin{bmatrix} - & a_{01} & a_{02} & a_{03} & \cdot & \cdot & \cdot & a_{0N} & - \\ - & a_{11} & a_{12} & a_{13} & \cdot & \cdot & \cdot & a_{1N} & a_{1f} \\ - & a_{21} & a_{22} & a_{23} & \cdot & \cdot & \cdot & a_{2N} & a_{2f} \\ - & \cdot & \cdot & \cdot & & & & \cdot & \cdot \\ - & \cdot & \cdot & \cdot & & & & \cdot & \cdot \\ - & \cdot & \cdot & \cdot & & & & \cdot & \cdot \\ - & a_{N1} & a_{N2} & a_{N3} & \cdot & \cdot & \cdot & a_{NN} & a_{Nf} \\ - & - & - & - & - & - & - & - & - \end{bmatrix}$$

$a_{ij}$  is the probability of moving from state  $s_i$  to state  $s_j$ :

$$a_{ij} = P(X_t = s_j | X_{t-1} = s_i)$$

$$\forall_i \sum_{j=0}^{N+1} a_{ij} = 1$$

# More formal definition of Hidden Markov Models; State Transition Probabilities

$A$ : a state transition probability matrix of size  $(N+2) \times (N+2)$ .

$$A = \begin{bmatrix} - & a_{01} & a_{02} & a_{03} & \cdot & \cdot & \cdot & a_{0N} & - \\ - & a_{11} & a_{12} & a_{13} & \cdot & \cdot & \cdot & a_{1N} & a_{1f} \\ - & a_{21} & a_{22} & a_{23} & \cdot & \cdot & \cdot & a_{2N} & a_{2f} \\ - & \cdot & \cdot & \cdot & & & & \cdot & \cdot \\ - & \cdot & \cdot & \cdot & & & & \cdot & \cdot \\ - & \cdot & \cdot & \cdot & & & & \cdot & \cdot \\ - & a_{N1} & a_{N2} & a_{N3} & \cdot & \cdot & \cdot & a_{NN} & a_{Nf} \\ - & - & - & - & - & - & - & - & - \end{bmatrix}$$

$a_{ij}$  is the probability of moving from state  $s_i$  to state  $s_j$ :

$$a_{ij} = P(X_t = s_j | X_{t-1} = s_i)$$

$$\forall_i \sum_{j=0}^{N+1} a_{ij} = 1$$

# More formal definition of Hidden Markov Models; Emission Probabilities

$B$ : an emission probability matrix of size  $(M + 2) \times (N + 2)$ .

$$B = \begin{bmatrix} b_0(k_0) & - & - & - & - & - & - & - & - \\ - & b_1(k_1) & b_2(k_1) & b_3(k_1) & \cdot & \cdot & \cdot & b_N(k_1) & - \\ - & b_1(k_2) & b_2(k_2) & b_3(k_2) & \cdot & \cdot & \cdot & b_N(k_2) & - \\ - & \cdot & \cdot & \cdot & & & & \cdot & - \\ - & \cdot & \cdot & \cdot & & & & \cdot & - \\ - & \cdot & \cdot & \cdot & & & & \cdot & - \\ - & b_1(k_M) & b_2(k_M) & b_3(k_M) & \cdot & \cdot & \cdot & b_N(k_M) & - \\ - & - & - & - & - & - & - & - & b_f(k_f) \end{bmatrix}$$

$b_i(k_j)$  is the probability of emitting vocabulary item  $k_j$  from state  $s_i$ :

$$b_i(k_j) = P(O_t = k_j | X_t = s_i)$$

Our HMM is defined by its parameters  $\mu = (A, B)$ .

# More formal definition of Hidden Markov Models; Emission Probabilities

$B$ : an emission probability matrix of size  $(M + 2) \times (N + 2)$ .

$$B = \begin{bmatrix} b_0(k_0) & - & - & - & - & - & - & - & - \\ - & b_1(k_1) & b_2(k_1) & b_3(k_1) & \cdot & \cdot & \cdot & b_N(k_1) & - \\ - & b_1(k_2) & b_2(k_2) & b_3(k_2) & \cdot & \cdot & \cdot & b_N(k_2) & - \\ - & \cdot & \cdot & \cdot & & & & \cdot & - \\ - & \cdot & \cdot & \cdot & & & & \cdot & - \\ - & \cdot & \cdot & \cdot & & & & \cdot & - \\ - & b_1(k_M) & b_2(k_M) & b_3(k_M) & \cdot & \cdot & \cdot & b_N(k_M) & - \\ - & - & - & - & - & - & - & - & b_f(k_f) \end{bmatrix}$$

$b_i(k_j)$  is the probability of emitting vocabulary item  $k_j$  from state  $s_i$ :

$$b_i(k_j) = P(O_t = k_j | X_t = s_i)$$

Our HMM is defined by its parameters  $\mu = (A, B)$ .

# Examples where states are hidden

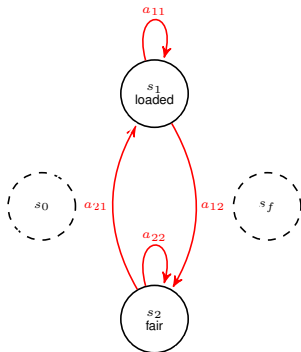
- Speech recognition
  - Observations: audio signal
  - States: phonemes
- Part-of-speech tagging (assigning tags like Noun and Verb to words)
  - Observations: words
  - States: part-of-speech tags
- Machine translation
  - Observations: target words
  - States: source words

# Today's task: the dice HMM

- Imagine a fraudulent croupier in a casino where customers bet on dice outcomes
- She has two dice – a fair one and a loaded one
- The fair one has the standard distribution of outcomes –  $P(O) = \frac{1}{6}$  for each number 1 to 6.
- The loaded one has a different distribution
- She secretly switches between the two dice
- You don't know which dice is currently in use. You can only observe the numbers that are thrown.

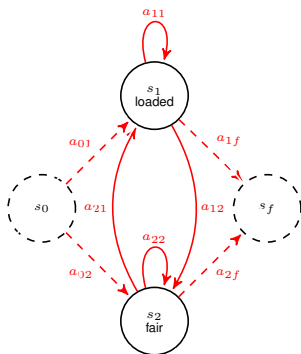


# Today's task: the dice HMM



- States: fair and loaded, plus special states  $s_0$  and  $s_f$ .
- Distribution of observations differs between the states.

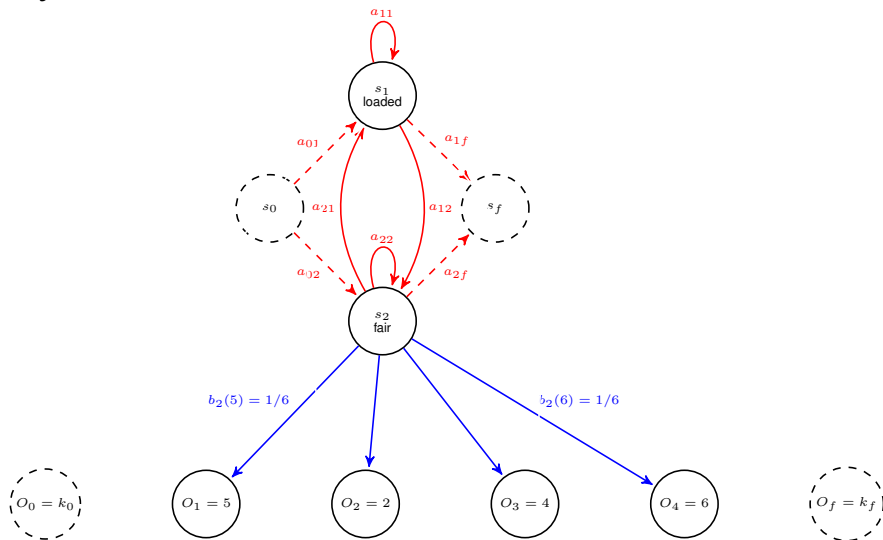
# Today's task: the dice HMM



- States: fair and loaded, plus special states  $s_0$  and  $s_f$ .
- Distribution of observations differs between the states.

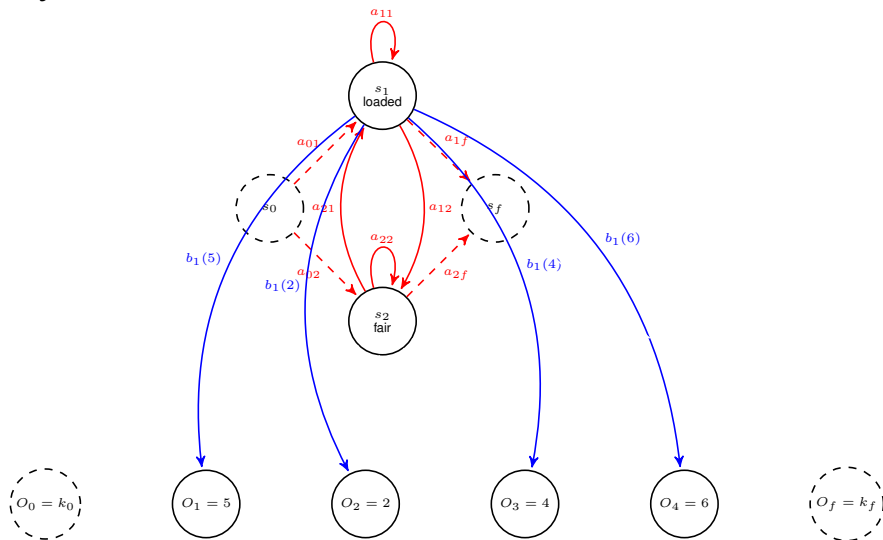


# Today's task: the dice HMM



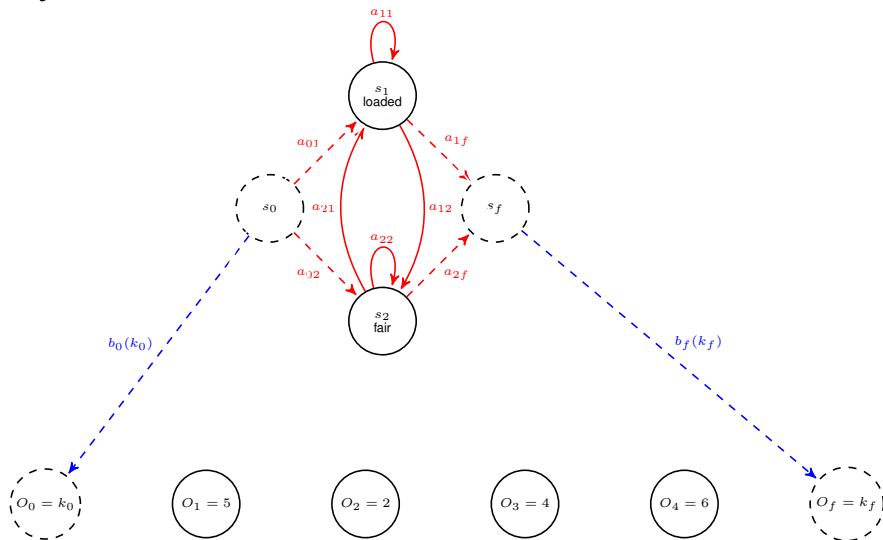
- States: fair and loaded, plus special states  $s_0$  and  $s_f$ .
- Distribution of observations differs between the states.

# Today's task: the dice HMM



- States: fair and loaded, plus special states  $s_0$  and  $s_f$ .
- Distribution of observations differs between the states.

# Today's task: the dice HMM



- States: fair and loaded, plus special states  $s_0$  and  $s_f$ .
- Distribution of observations differs between the states.

# Fundamental tasks with HMMs

- **Problem 1** (Labelled Learning)
  - Given a parallel observation and state sequence  $O$  and  $X$ , learn the HMM parameters  $A$  and  $B \rightarrow$  [today](#)
- **Problem 2** (Unlabelled Learning)
  - Given an observation sequence  $O$  (and only the set of emitting states  $S_e$ ), learn the HMM parameters  $A$  and  $B$
- **Problem 3** (Likelihood)
  - Given an HMM  $\mu = (A, B)$  and an observation sequence  $O$ , determine the likelihood  $P(O|\mu)$
- **Problem 4** (Decoding)
  - Given an observation sequence  $O$  and an HMM  $\mu = (A, B)$ , discover the best hidden state sequence  $X \rightarrow$  [Task 8](#)

# Your Task today

## Task 7:

- Your implementation performs labelled HMM learning, i.e. it has
  - Input: dual tape of state and observation (dice outcome) sequences  $X$  and  $O$

$(s_0)$	F	F	F	F	L	L	L	F	F	F	F	L	L	L	L	F	F	$(s_f)$
$(k_0)$	1	3	4	5	6	6	5	1	2	3	1	4	3	5	4	1	2	$(k_f)$

- Output: HMM parameters  $A, B$
- Note: you will in a later task use your code for an HMM with more than two states. Either plan ahead now or modify your code later

# Parameter estimation of HMM parameters A, B

- Transition matrix A consists of transition probabilities  $a_{ij}$

$$a_{ij} = P(X_{t+1} = s_j | X_t = s_i) \sim \frac{\text{count}_{\text{trans}}(X_t = s_i, X_{t+1} = s_j)}{\text{count}_{\text{trans}}(X_t = s_i)}$$

- Emission matrix B consists of emission probabilities  $b_i(k_j)$

$$b_i(k_j) = P(O_t = k_j | X_t = s_i) \sim \frac{\text{count}_{\text{emission}}(O_t = k_j, X_t = s_i)}{\text{count}_{\text{emission}}(X_t = s_i)}$$

- (Add-one smoothed versions of these)

# Literature

- Manning and Schütze (2000). Foundations of Statistical Natural Language Processing, MIT Press. Chapters 9.1, 9.2.
  - We use state-emission HMM instead of arc-emission HMM
  - We avoid initial state probability vector  $\pi$  by using explicit start and end states ( $s_0$  and  $s_f$ ) and incorporating the corresponding probabilities into the transition matrix  $A$ .
- (Jurafsky and Martin, 3rd Edition, online, Chapter 8.4 (but careful, notation!))
- Fosler-Lussier, Eric (1998). Markov Models and Hidden Markov Models: A Brief Tutorial. TR-98-041.
- Smith, Noah A. (2004). Hidden Markov Models: All the Glorious Gory Details.
- Bockmayr and Reinert (2011). Markov chains and Hidden Markov Models. Discrete Math for Bioinformatics WS 10/11.