

# Probability and Time: Hidden Markov Models (HMMs)

Computer Science cpsc322, Lecture 32  
*(Textbook Chpt 6.5.2)*

June, 20, 2017

# Lecture Overview

- **Recap**

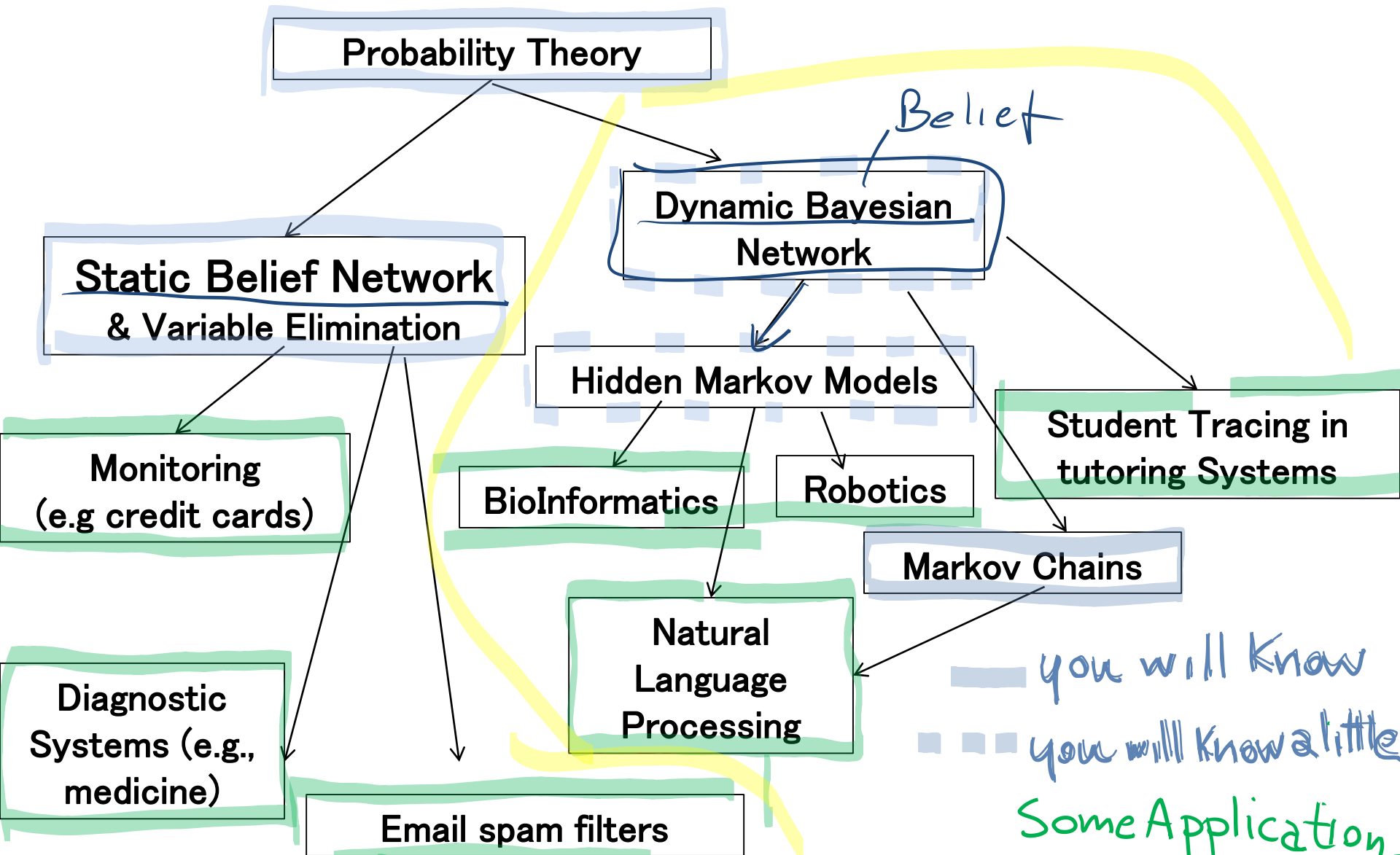
- **Markov Models**

- Markov Chain

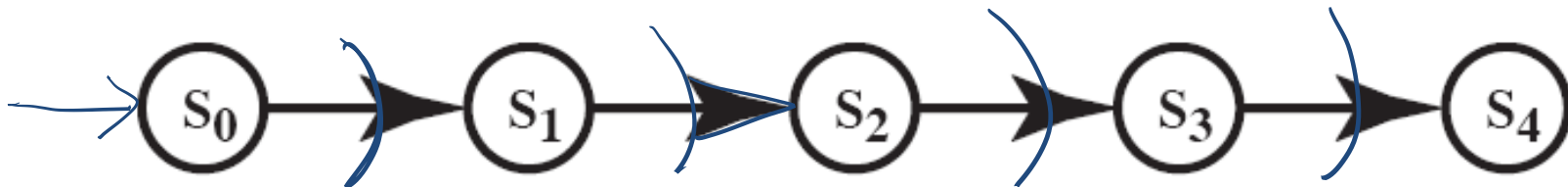
- **Hidden Markov Models**



# Answering Queries under Uncertainty



# Stationary Markov Chain (SMC)



A stationary Markov Chain : for all  $t > 0$

$$|\text{dom}(S_i)| = k$$

$$\rightarrow P(S_{t+1} | S_0, \dots, S_t) = P(S_{t+1} | S_t) \text{ and}$$

$$\cdot P(S_{t+1} | S_t) \text{ the same } \forall t$$

We only need to specify

$$P(S_0)^k \text{ and}$$

$$P(S_{t+1} | S_t)$$

- Simple Model, easy to specify
- Often the natural model
- The network can extend indefinitely
- **Variations of SMC are at the core of most Natural Language Processing (NLP) applications!**

$$k \times k$$

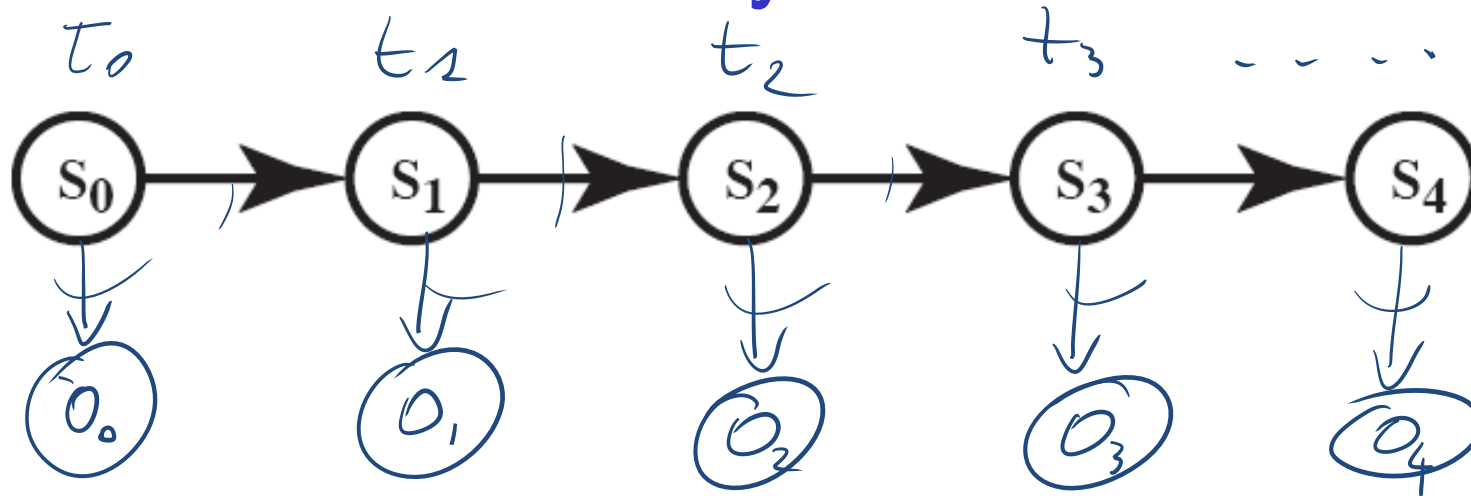
$k$  prob

$k$  distrib

# Lecture Overview

- Recap
- Markov Models
  - Markov Chain
  - **Hidden Markov Models**

# How can we minimally extend Markov Chains?



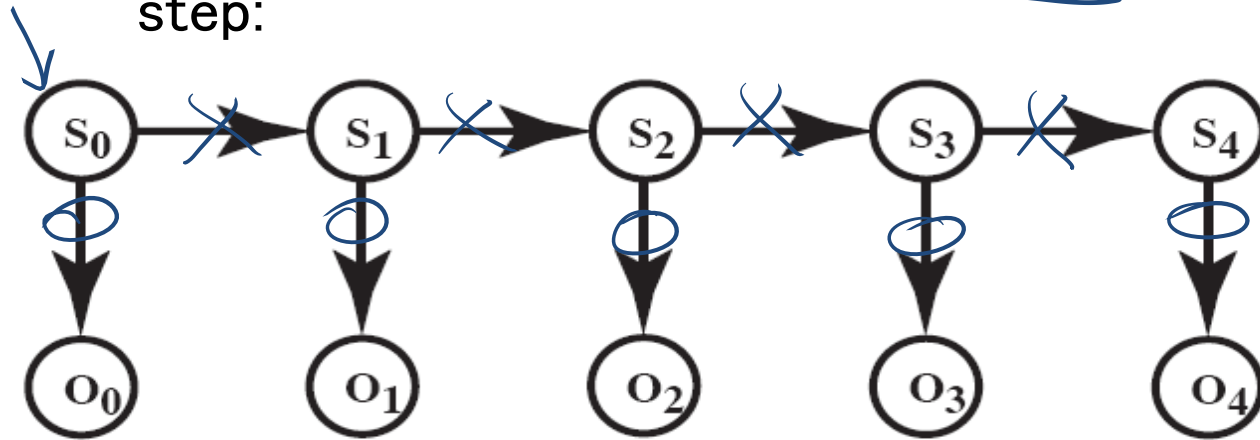
- **Maintaining the Markov and stationary assumptions?**

A useful situation to model is the one in which:

- the reasoning system **does not have access** to the states
- but can **make observations** that give some information about the current state

# Hidden Markov Model

- A **Hidden Markov Model (HMM)** starts with a Markov chain, and adds a noisy observation about the state at each time step:



- $|\text{domain}(S)| = k$
- $|\text{domain}(O)| = h$

- $P(S_0)$  specifies initial conditions

- $P(S_{t+1}|S_t)$  specifies the dynamics

- $P(O_t|S_t)$  specifies the sensor model

iclicker.

A.  $2 \times h$

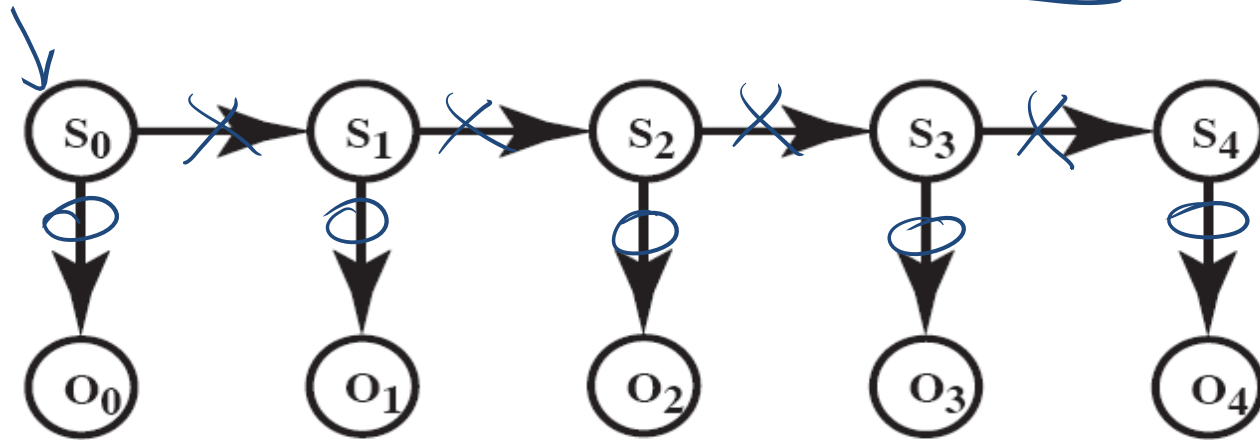
B.  $h \times h$

C.  $k \times h$

D.  $k \times k$

# Hidden Markov Model

- A **Hidden Markov Model (HMM)** starts with a Markov chain, and adds a noisy observation about the state at each time step:



- $|\text{domain}(S)| = k$

- $|\text{domain}(O)| = h$

- $P(S_0)$  specifies initial conditions

$k$

- $P(S_{t+1}|S_t)$  specifies the dynamics

$k \times k$

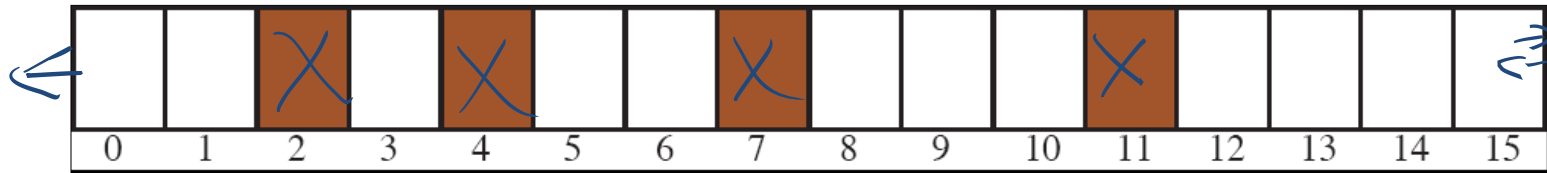
- $P(O_t|S_t)$  specifies the sensor model

$k \times h$  {  $k$  prob. dist. over  $O$  }



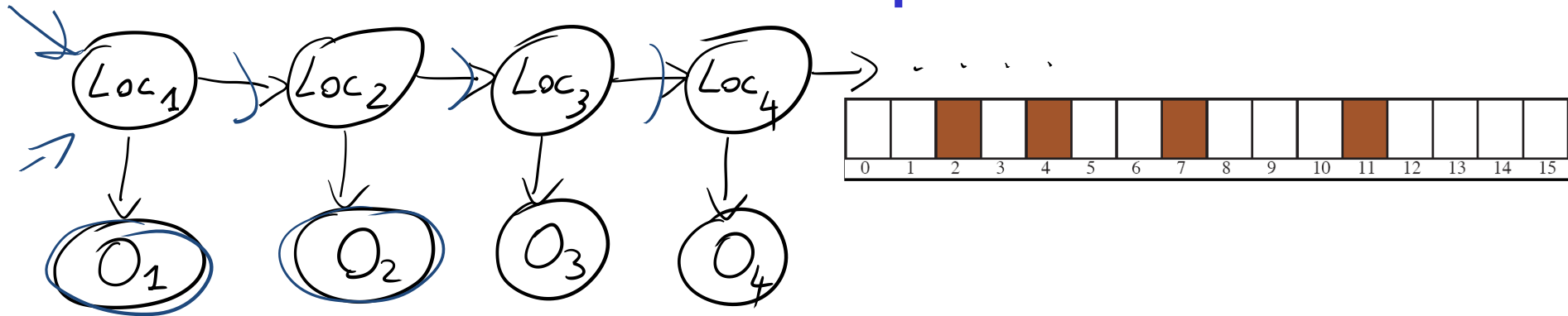
# Example: Localization for “Pushed around” Robot

- **Localization** (where am I?) is a fundamental problem in robotics
- Suppose a robot is in a circular corridor with 16 locations



- There are **four doors** at positions: 2, 4, 7, 11
- The Robot initially doesn't know where it is
- The Robot is pushed around. After a push it can stay in the same location, move left or right.
- The Robot has a **Noisy sensor** telling whether it is in front of a door

This scenario can be represented as...

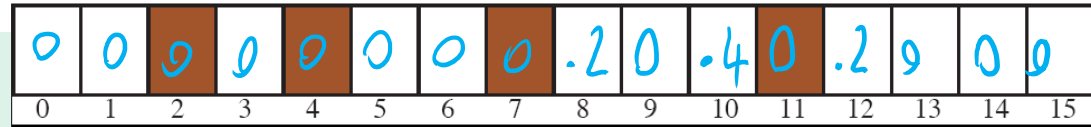


- **Example Stochastic Dynamics:** when pushed, it stays in the same location  $p=0.2$ , moves one step left or right with equal probability

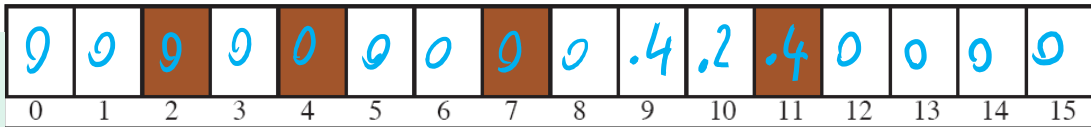
$$P(Loc_{t+1} / Loc_t)$$

$$Loc_t = 10$$

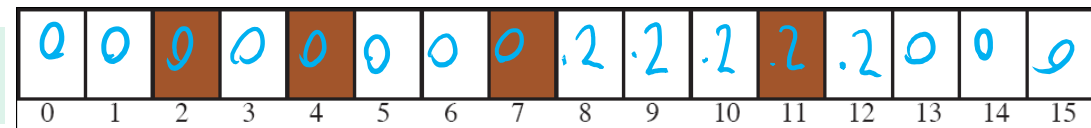
A.



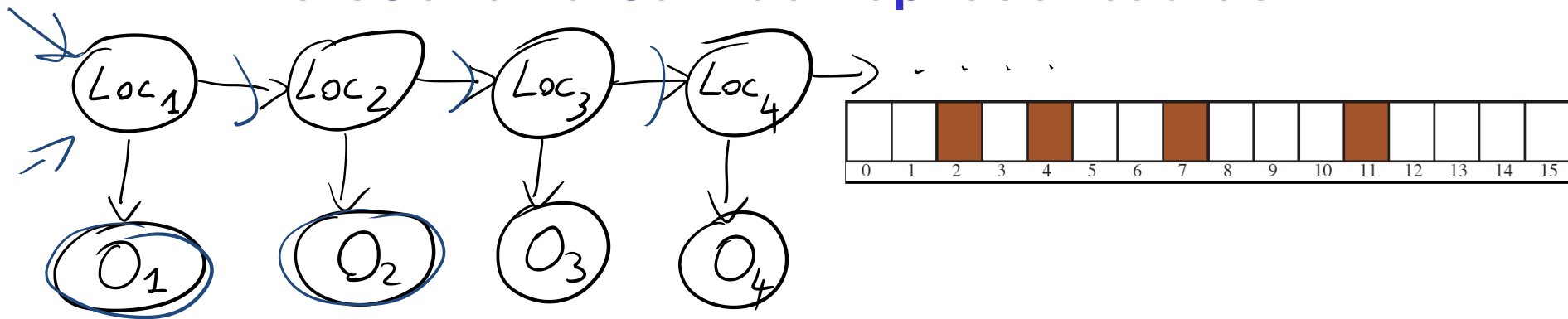
B.



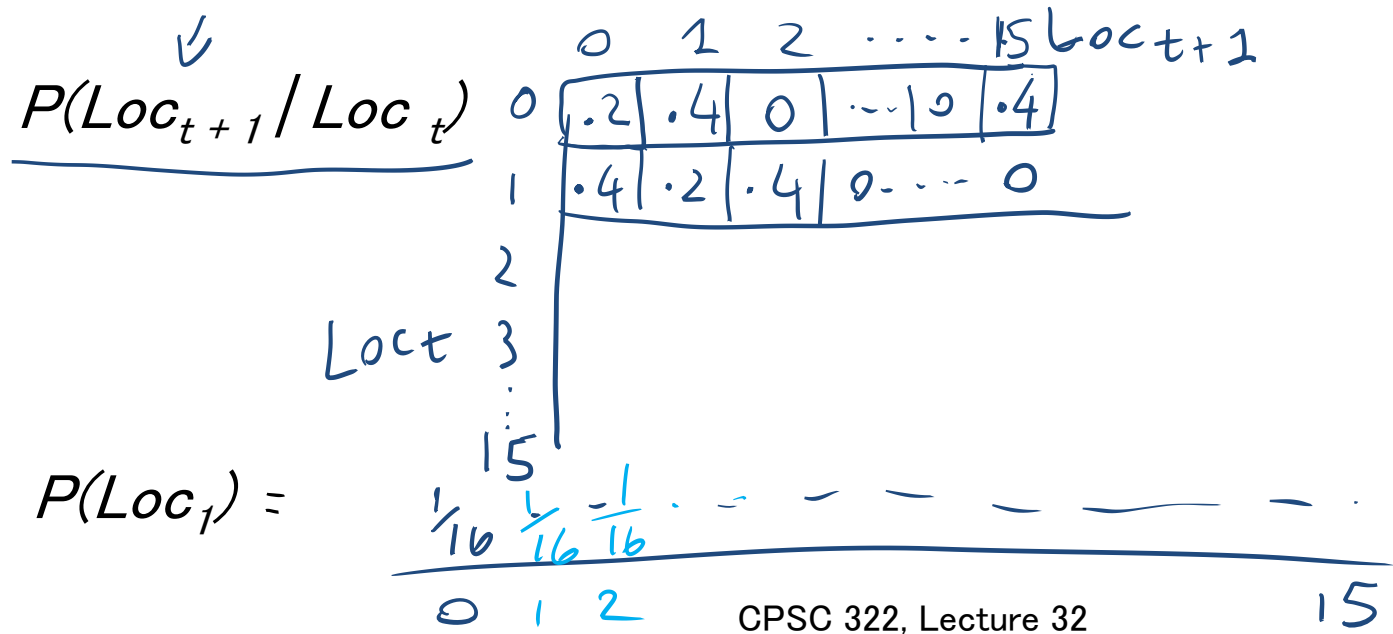
C.



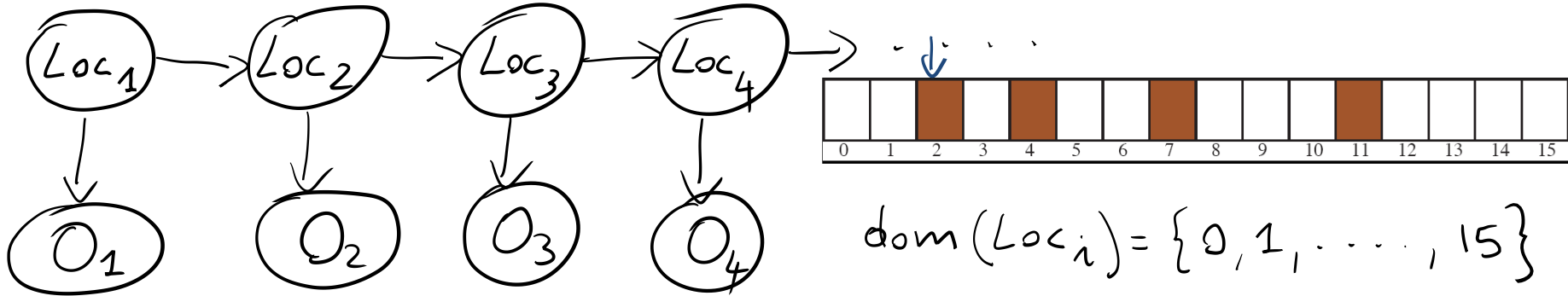
This scenario can be represented as...



- **Example Stochastic Dynamics:** when pushed, it stays in the same<sup>4</sup> location  $p=0.2$ , moves left or right with equal probability



# This scenario can be represented as...



$$\text{dom}(Loc_i) = \{0, 1, \dots, 15\}$$

**Example of Noisy sensor telling whether it is in front of a door**

- If it is in front of a door  $P(O_t = T) = .8$
- If not in front of a door  $P(O_t = T) = .1$

$$P(O_t / Loc_t)$$

	$P(O_t=T)$	$P(O_t=F)$
1	.1	.9
2	.1	.9
3	.8	.2
4	.1	.9
...	...	...
...	.8	.2
$Loc_t$	...	...

16 prob. distributions

$Loc_t$

## Useful inference in HMMs

- **Localization:** Robot starts at an unknown location and it is pushed around  $t$  times. It wants to determine where it is

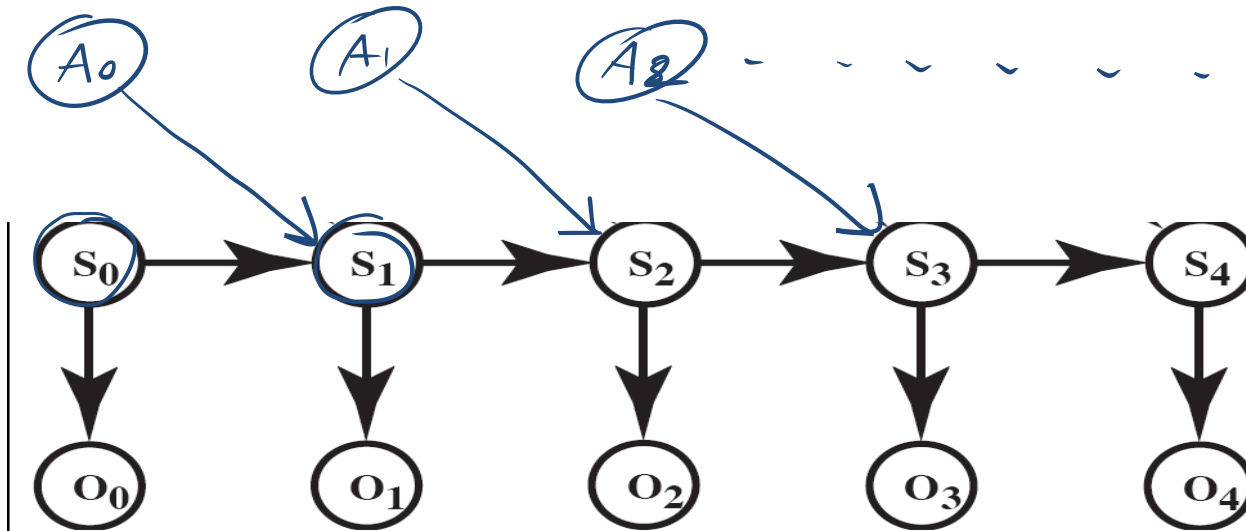
$$\rightarrow P(\text{Loc}_t \mid \underbrace{O_1 \dots O_t})$$

- **In general:** compute the posterior distribution over the current state given all evidence to date

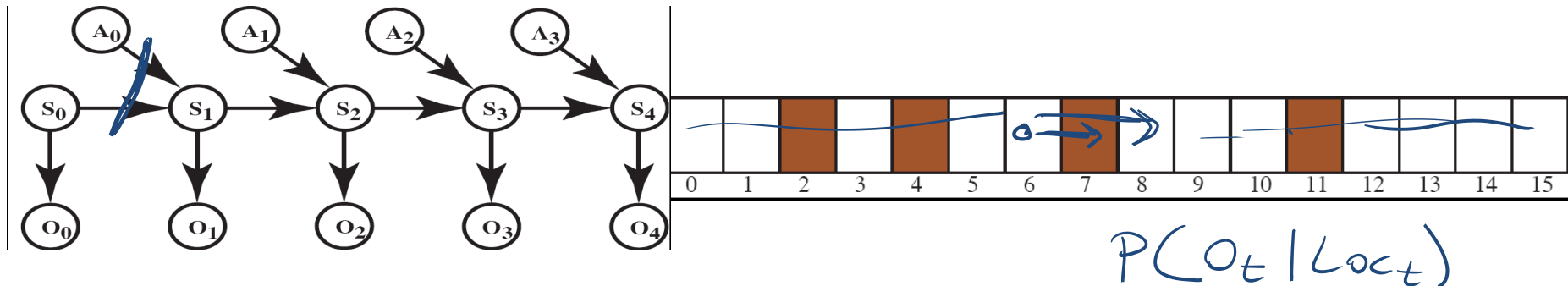
$$P(S_t \mid O_0 \dots O_t)$$

# Example : Robot Localization

- Suppose a robot wants to determine its location based on its actions and its sensor readings
- Three actions: goRight, goLeft, Stay
- This can be represented by an augmented HMM



# Robot Localization Sensor and Dynamics Model



- Sample Sensor Model (assume same as for pushed around)
- Sample Stochastic Dynamics:  $P(\text{Loc}_{t+1} / \text{Action}_t, \text{Loc}_t)$ 
  - $\rightarrow P(\text{Loc}_{t+1} = \underline{L} / \text{Action}_t = \underline{\text{goRight}}, \text{Loc}_t = \underline{L}) = 0.1$
  - $\rightarrow P(\text{Loc}_{t+1} = \underline{L+1} / \text{Action}_t = \underline{\text{goRight}}, \text{Loc}_t = \underline{L}) = 0.8$
  - $\rightarrow P(\text{Loc}_{t+1} = L + 2 / \text{Action}_t = \text{goRight}, \text{Loc}_t = L) = 0.074$
  - $\rightarrow P(\text{Loc}_{t+1} = L' / \text{Action}_t = \text{goRight}, \text{Loc}_t = L) = 0.002$  for all other locations  $L'$
- All location arithmetic is modulo 16
- The action goLeft works the same but to the left

# Dynamics Model More Details



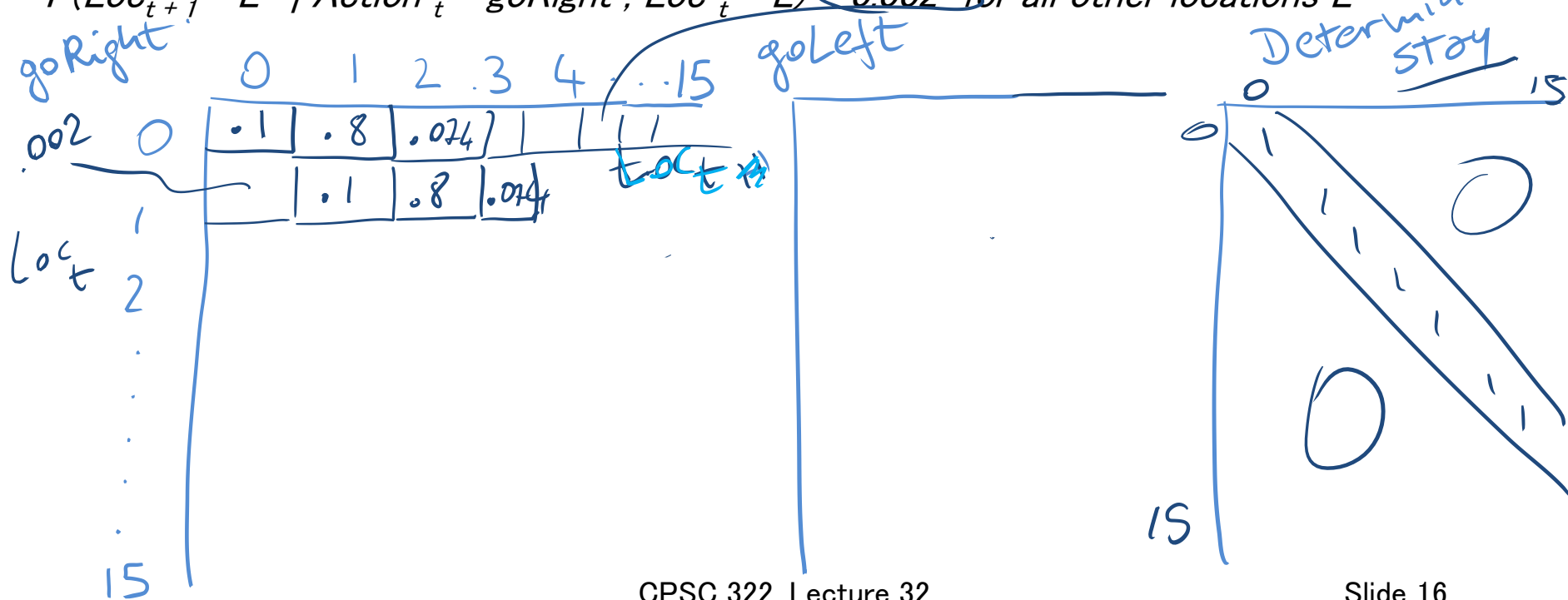
• **Sample Stochastic Dynamics:**  $P(\text{Loc}_{t+1} / \text{Action}_t, \text{Loc}_t)$

$$P(\text{Loc}_{t+1} = L / \text{Action}_t = \text{goRight}, \text{Loc}_t = L) = 0.1$$

$$P(\text{Loc}_{t+1} = L+1 / \text{Action}_t = \text{goRight}, \text{Loc}_t = L) = 0.8$$

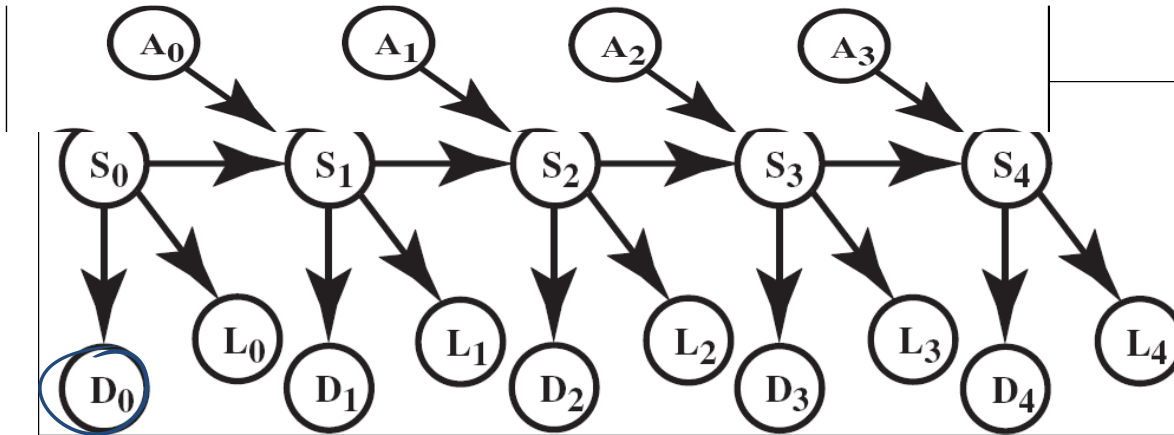
$$P(\text{Loc}_{t+1} = L + 2 / \text{Action}_t = \text{goRight}, \text{Loc}_t = L) = 0.074$$

$$P(\text{Loc}_{t+1} = L' / \text{Action}_t = \text{goRight}, \text{Loc}_t = L) \leq 0.002 \text{ for all other locations } L'$$





# Robot Localization additional sensor

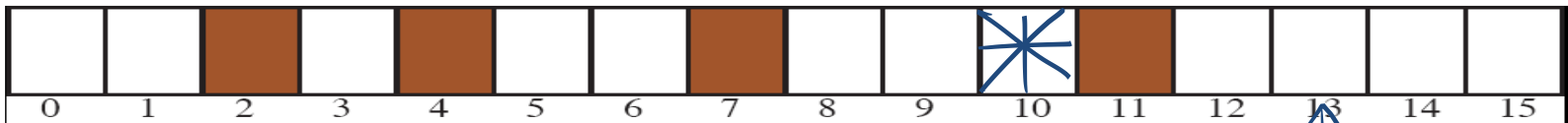


$L_t = T$   
the Robot senses light

- Additional Light Sensor: there is light coming through an opening at location 10

$$P(L_t / Loc_t)$$

$P(L_t = F)$   
 $P(L_t = T)$



- Info from the two sensors is combined : "Sensor Fusion"

**The Robot starts at an unknown location and must determine where it is**

The model appears to be too ambiguous

- Sensors are too noisy
- Dynamics are too stochastic to infer anything

But inference actually works pretty well.

You can check it at :

```
http://www.cs.ubc.ca/spider/poole/demos/localization/localization.html
```

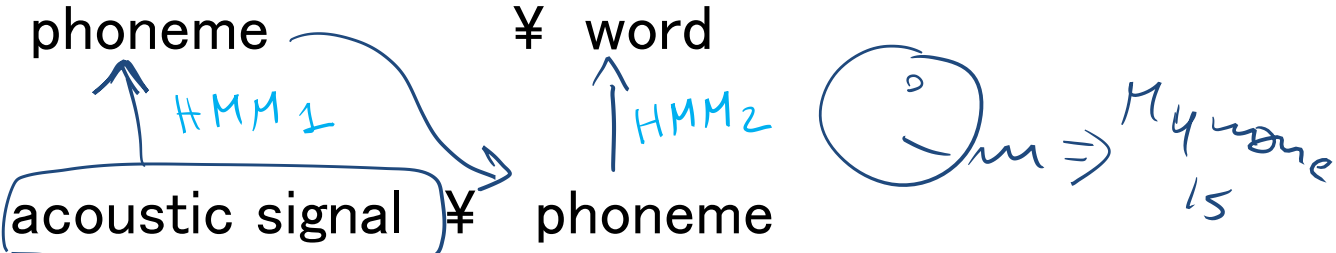
You can use standard Bnet inference. However you typically take advantage of the fact that time moves forward (not in 322)

# Sample scenario to explore in demo

- Keep making observations without moving. What happens?
- Then keep moving without making observations. What happens?
- Assume you are at a certain position alternate moves and observations
- ...

# HMMs have many other applications...

## Natural Language Processing: e.g., Speech Recognition

- *States:* phoneme  $\neq$  word
  - *Observations:* acoustic signal  $\neq$  phoneme
- 
- The diagram illustrates the flow of information in speech recognition. It shows an 'acoustic signal' (circled) being processed by 'HMM1' to produce a 'phoneme'. This 'phoneme' is then processed by 'HMM2' to produce a 'word'. A handwritten note shows a smiley face 'm' leading to 'My name is'.

## Bioinformatics: Gene Finding

- *States:* coding / non-coding region    xx vvv xx
- *Observations:* DNA Sequences     $\rightarrow$  ATCGGAA

For these problems the critical inference is:

find the most likely sequence of states given a sequence of observations

Viterbi Algo

# Markov Models

*Simplest Possible  
Dynamic Bnet*

Markov Chains

Hidden Markov Model

*Add noisy  
Observations  
about the state  
at time  $t$*

POMDP

Markov Decision  
Processes (MDPs)

*Add Actions and Values  
(Rewards)*

*Partially  
Observable*

14  
CPSC  
4  
2  
2

# Learning Goals for today's class

## You can:

- Specify the components of an Hidden Markov Model (HMM)
- Justify and apply HMMs to Robot Localization

## Clarification on second LG for last class

## You can:

- Justify and apply Markov Chains to compute the probability of a Natural Language sentence (NOT to estimate the conditional probs— slide 18)

# Next week

## Environment

Deterministic

Stochastic

Problem

Constraint Satisfaction

Arc Consistency

Search

for CSP

*Vars + Constraints*

SLS

Static

Query

Logics

CSP for Inference

Search

*Belief Nets*

Var. Elimination

*Markov Chains and HMMs*

Sequential

Planning

*STRIPS*

CSP for complex planning

Search

*Decision Nets*

Var. Elimination

~~*Markov Decision Processes*~~

~~Value Iteration~~

Representation

Reasoning  
Technique

# Next Class

- One-off decisions (*TextBook 9.2*)
- Single Stage Decision networks ( *9.2.1*)

## Final

<b>Thu, Jun 29 at 19:00</b>		<b>Final Exam (2.5 hours) Room: BUCH A101</b>	