

# HMMs

Machine Learning – 10701/15781

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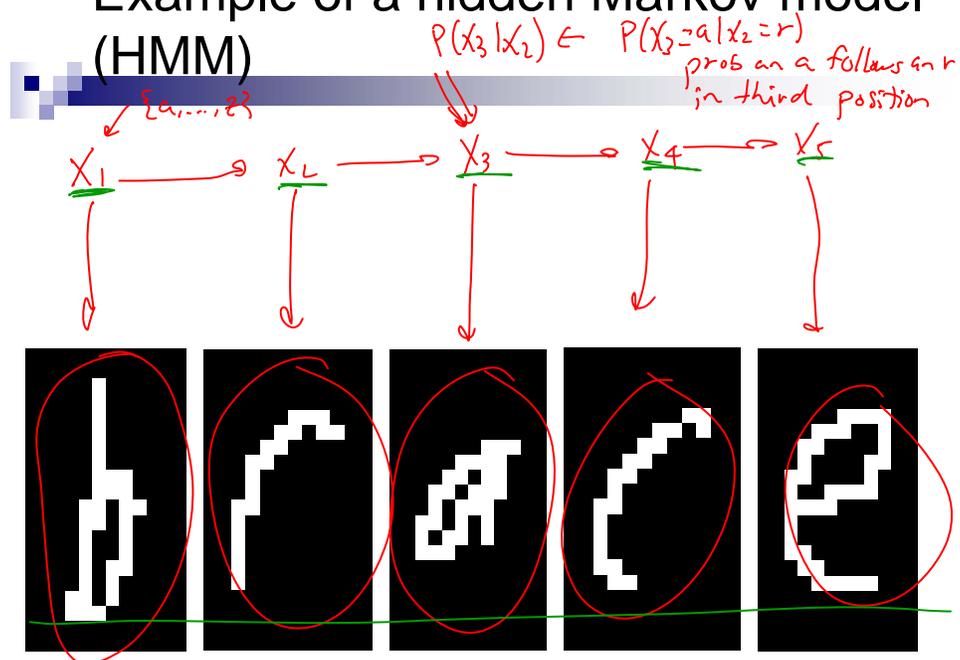
November 7<sup>th</sup>, 2007

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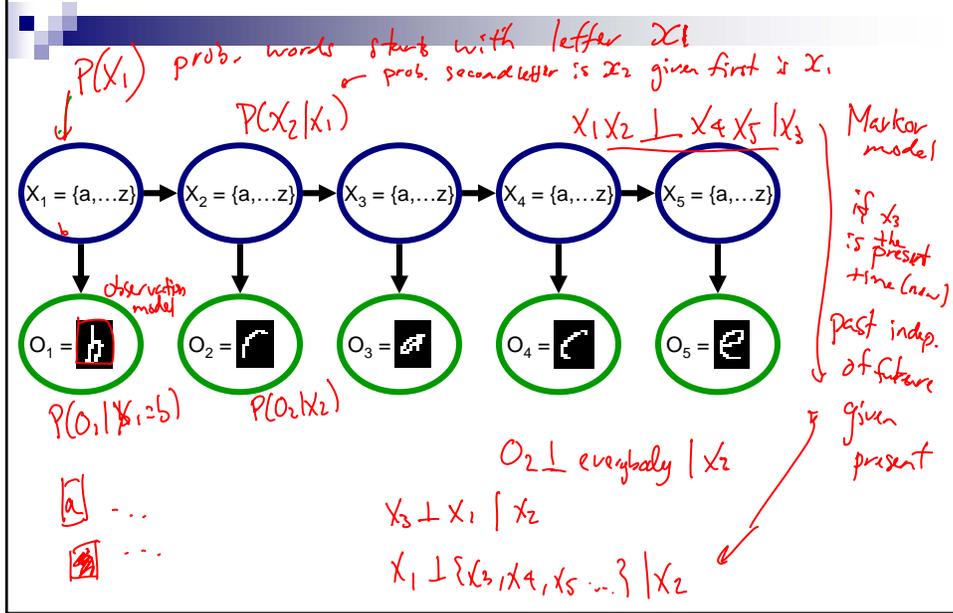
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## Example of a hidden Markov model

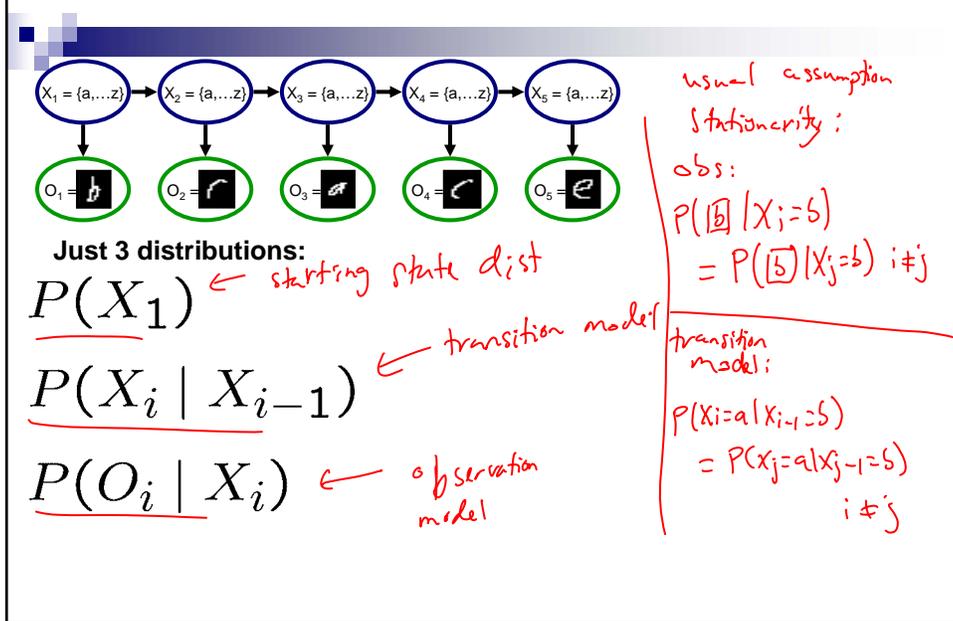
(HMM)



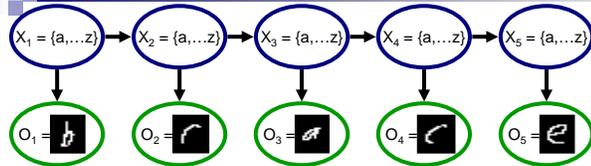
# Understanding the HMM Semantics



# HMMs semantics: Details



# HMMs semantics: Joint distribution



$$P(X_1)$$

$$P(X_i | X_{i-1})$$

$$P(O_i | X_i)$$

$$P(X_1, \dots, X_n, O_1, \dots, O_n) = P(X_1) \cdot P(O_1 | X_1) \cdot P(X_2 | X_1) \cdot P(O_2 | X_2) \dots$$

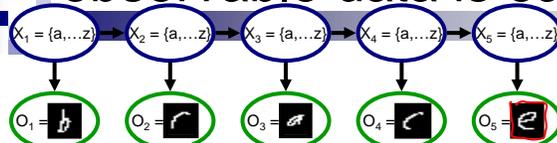
$$= P(X_1) \cdot P(O_1 | X_1) \prod_{t=2}^n P(X_t | X_{t-1}) P(O_t | X_t)$$

Given  $O = \{b, c, a, c, e\}$

$$P(X_1, \dots, X_n | O_1, \dots, O_n) = P(X_{1:n} | O_{1:n})$$

$$\propto P(X_1) P(O_1 | X_1) \prod_{i=2}^n P(X_i | X_{i-1}) P(O_i | X_i)$$

# Learning HMMs from fully observable data is easy



$$P(O_i = b | X_i = b) = \prod_{j \in \text{pixels}} P(O_{ij} = \dots | X_i = b)$$

Learn 3 distributions:

$$P(X_1 = b) = \frac{\text{Count}(X_1 = b)}{\text{# of words}}$$

$$P(O_i = b | X_i = b) = \frac{\text{Count}(X_i = b, O_i = b)}{\text{Count}(X_i = b)}$$

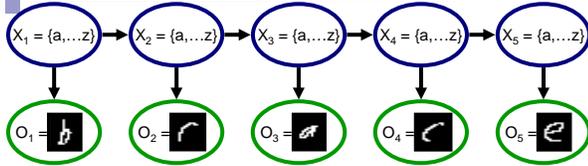
$$P(X_i = b | X_{i-1} = a) = \frac{\text{Count}(X_i = b, X_{i-1} = a)}{\text{Count}(X_{i-1} = a)}$$

only see  $b$  once... need make some assumption about  $P(O_i | X_i)$

how often  $a$  is followed by  $a$

how often I see an  $a$ , but not in last position in word

# Possible inference tasks in an HMM



forwards-backwards

Marginal probability of a hidden variable:

$$P(X_3 = b \mid O_1 = b, O_2 = c, O_3 = a, O_4 = c, O_5 = e)$$

$$P(X_3 \mid O_{1..5})$$

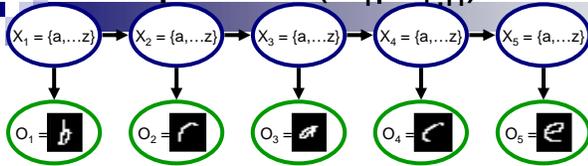
Viterbi decoding – most likely trajectory for hidden vars:

argmax  $P(x_1, \dots, x_5 \mid O_1 = b, O_2 = c, O_3 = a, O_4 = c, O_5 = e)$

$x_1, x_2, x_3, x_4, x_5$

maximum likelihood for entire word

# Using variable elimination to compute $P(X_i \mid o_{1..n})$



Compute:

$$P(X_i \mid o_{1..n})$$

Variable elimination order?

1, 2, 4, 5

$$P(X_3 \mid O_{1..5})$$

complexity  $O(n)$

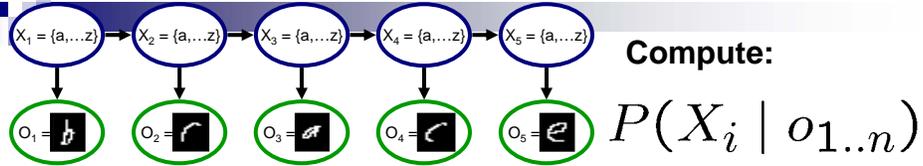
Example:

$$P(x_3, o_{1..5}) = \sum_{x_1, x_2, x_4, x_5} P(x_1) P(o_1 | x_1) P(x_2 | x_1) P(o_2 | x_2) \dots$$

$$= \sum_{x_2, x_4, x_5} P(o_2 | x_2) P(x_3 | x_2) P(o_3 | x_3) \dots \sum_{x_1} P(x_1) \cdot P(o_1 | x_1) \cdot P(x_2 | x_1)$$

$$P(x_2, o_1) = g_2(x_2)$$

What if I want to compute  $P(X_i | o_{1:n})$  for each  $i$ ?



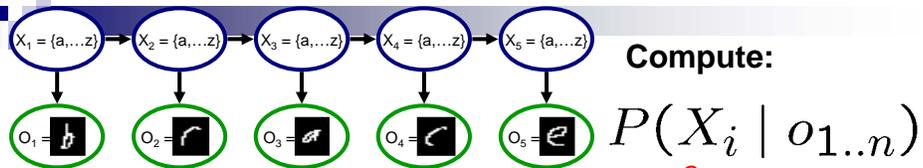
Variable elimination for ~~each~~ <sup>one</sup>  $i$ ?  $O(n)$

Variable elimination for each  $i$ , what's the complexity?

↳ naively  $\leftarrow O(n^2)$

↖ but if you are smart, you can do it in  $O(n)$

## Reusing computation



$$P(X_5, o_{1:5}) = \sum_{x_1, \dots, x_4} P(x_1) P(o_1 | x_1) P(x_2 | x_1) P(o_2 | x_2) \dots$$

$$= \sum_{x_2, x_3, x_4} P(o_2 | x_2) \dots \underbrace{\sum_{x_1} P(x_1) P(o_1 | x_1) P(x_2 | x_1)}_{g_1(x_2)}$$

$$P(X_4, o_{1:5}) = \sum_{x_2, x_3, x_5} P(o_2 | x_2) \dots \underbrace{\sum_{x_1} P(x_1) P(o_1 | x_1) P(x_2 | x_1)}$$

## The forwards-backwards algorithm

$P(X_i | o_{1..n})$

- Initialization:  $\alpha_1(X_1) = P(X_1)P(o_1 | X_1)$  *forwards*
- For  $i = 2$  to  $n$ 
  - Generate a forwards factor by eliminating  $X_{i-1}$
$$\alpha_i(X_i) = \sum_{x_{i-1}} P(o_i | X_i) P(X_i | X_{i-1} = x_{i-1}) \alpha_{i-1}(x_{i-1})$$
- Initialization:  $\beta_n(X_n) = 1$
- For  $i = n-1$  to  $1$ 
  - Generate a backwards factor by eliminating  $X_{i+1}$
$$\beta_i(X_i) = \sum_{x_{i+1}} P(o_{i+1} | x_{i+1}) P(x_{i+1} | X_i) \beta_{i+1}(x_{i+1})$$
- $\delta_i$ , probability is:  $P(X_i | o_{1..n}) \propto \alpha_i(X_i) \beta_i(X_i)$

## What you'll implement 1: multiplication

$$\alpha_i(X_i) = \sum_{x_{i-1}} P(o_i | X_i) P(X_i | X_{i-1} = x_{i-1}) \alpha_{i-1}(x_{i-1})$$

$f(X_i = a | X_{i-1} = b) = P(o_i | X_i = a) \cdot P(X_i = a | X_{i-1} = b) \cdot \alpha_{i-1}(X_{i-1} = b)$

	$x_{i-1}$	a	b	c	...	z
$f(x_i   x_{i-1})$	a					
	b					
	⋮					
	z					

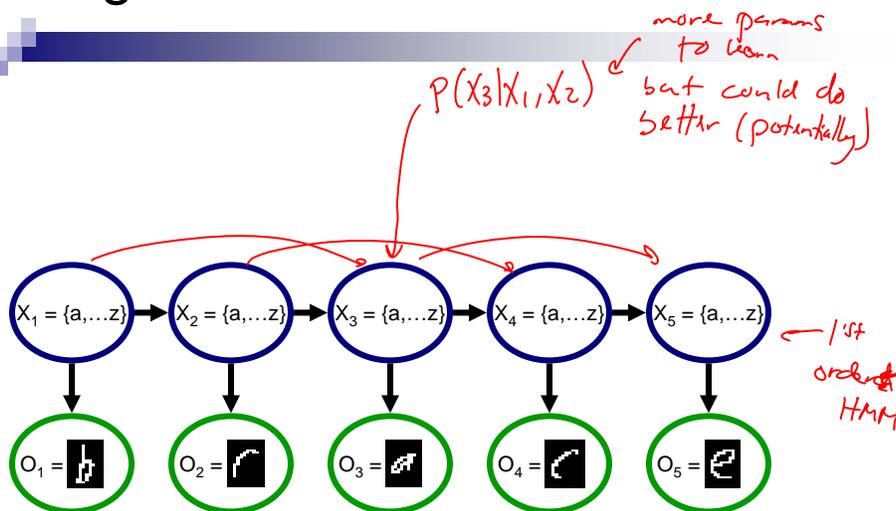
## What you'll implement 2: marginalization

$$\alpha_i(X_i) = \sum_{x_{i-1}} P(o_i | X_i) P(X_i | X_{i-1} = x_{i-1}) \alpha_{i-1}(x_{i-1})$$

$$f(x_i, x_{i-1})$$

$$\alpha_i(x_i = a) = \sum_{x_{i-1}} f(x_i = a, x_{i-1} = x_{i-1})$$

## Higher-order HMMs



Add dependencies further back in time!  
better representation, harder to learn

# What you need to know

## ■ Hidden Markov models (HMMs)

- Very useful, very powerful!
- Speech, OCR,...
- Parameter sharing, only learn 3 distributions
- Trick reduces inference from  $O(n^2)$  to  $O(n)$
- Special case of BN

Kalman Filter: HMM, with  $P(x_i | x_{i-1})$  } Conditional  
 $P(\theta_i | x_i)$  } Gaussian



# Bayesian Networks (Structure) Learning

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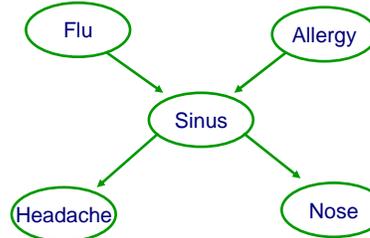
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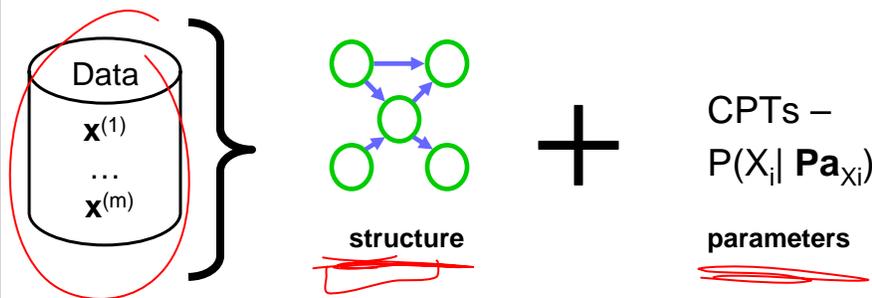
November 7<sup>th</sup>, 2007

# Review

- Bayesian Networks
  - Compact representation for probability distributions
  - Exponential reduction in number of parameters
- Fast probabilistic inference using variable elimination
  - Compute  $P(X|e)$
  - Time exponential in tree-width, not number of variables
- Today
  - Learn BN structure

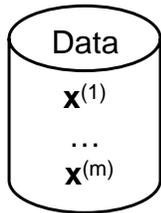


# Learning Bayes nets



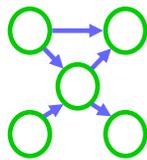
# Learning the CPTs

$P(S|F,A)$



For each discrete variable  $X_i$

$$P(X_i=x_i | P_{X_i}=u) \stackrel{MLE}{=} \frac{\text{Count}(X_i=x_i, P_{X_i}=u)}{\text{Count}(P_{X_i}=u)}$$



$$MLE: P(X_i = x_i | X_j = x_j) = \frac{\text{Count}(X_i = x_i, X_j = x_j)}{\text{Count}(X_j = x_j)}$$

## Information-theoretic interpretation of maximum likelihood 1

Given structure, log likelihood of data:

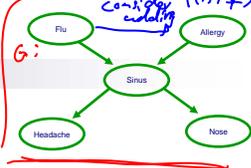
$$\log P(\mathcal{D} | \theta_G, G) = \sum_i \log P(x^{(i)} | \theta_G, G)$$

$$= \sum_i \log P(f^{(i)}) P(a^{(i)}) P(s^{(i)} | f^{(i)}, a^{(i)}) P(h^{(i)} | s^{(i)}) P(n^{(i)} | s^{(i)})$$

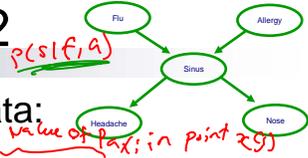
$$= \underbrace{\left[ \sum_i \log P(f^{(i)}) \right]}_{P(F)} + \underbrace{\left[ \sum_i \log P(a^{(i)}) \right]}_{P(A)} + \underbrace{\left[ \sum_i \log P(s^{(i)} | f^{(i)}, a^{(i)}) \right]}_{P(S|F,A)} + \underbrace{\left[ \sum_i \log P(h^{(i)} | s^{(i)}) \right]}_{P(H|S)} + \underbrace{\left[ \sum_i \log P(n^{(i)} | s^{(i)}) \right]}_{P(N|S)}$$

one per CPT  $P(X_i | P_{X_i})$

only this term changes about  $P(A|F)$



# Information-theoretic interpretation of maximum likelihood 2



Given structure, log likelihood of data:

$$\log P(\mathcal{D} | \theta_{\mathcal{G}}, \mathcal{G}) = \sum_{j=1}^m \sum_{i=1}^n \log P(X_i = x_i^{(j)} | \text{Pa}_{X_i} = x^{(j)} [\text{Pa}_{X_i}])$$

*Handwritten notes:* "alter parents nodes" (pointing to Pa), "point j" (pointing to j), "value of Pa\_{X\_i} in point z^{(j)}" (pointing to x^{(j)}).

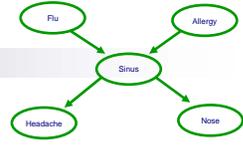
$$= \sum_{i=1}^n \sum_{j=1}^m \log P(X_i = x_i^{(j)} | \text{Pa}_{X_i} = z^{(j)} [\text{Pa}_{X_i}])$$

*Handwritten notes:* "for points j where F=t, A=f, S=t (Count(F=t, A=f, S=t))" and "log P(S=t | F=t, A=f)" with a green underline.

$$= m \sum_{i=1}^n \sum_{x_i} \sum_u \frac{\text{count}(X_i = x_i, \text{Pa}_{X_i} = u)}{m} \log P(X_i = x_i | \text{Pa}_{X_i} = u)$$

*Handwritten notes:* "MLE estimate" (pointing to the fraction), and "P-hat(X\_i = x\_i, Pa\_{X\_i} = u)" (pointing to the fraction).

# Information-theoretic interpretation of maximum likelihood 3



Given structure, log likelihood of data:

$$\log \hat{P}(\mathcal{D} | \theta, \mathcal{G}) = m \sum_i \sum_{x_i, \text{Pa}_{x_i, \mathcal{G}}} \hat{P}(x_i, \text{Pa}_{x_i, \mathcal{G}}) \log \hat{P}(x_i | \text{Pa}_{x_i, \mathcal{G}})$$

*Handwritten notes:* "hat because MLE" (pointing to the hat), "trial to pick parents s.t. H(X\_i | Pa\_{X\_i}) small; little uncertainty about X\_i | Pa\_{X\_i}:" (pointing to the log term).

$$= m \sum_i \hat{H}(X_i | \text{Pa}_{X_i})$$

$$= m \sum_i (I(X_i, \text{Pa}_{X_i}) - H(X_i))$$

$$H(A|B) = - \sum_{a,b} P(a,b) \cdot \log P(a|b)$$


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$$I(A, B) = - \sum_{a,b} P(a,b) \log \frac{P(a,b)}{P(a)P(b)}$$

$$= H(A) - H(A|B)$$

## Decomposable score

- Log data likelihood

$$\log \hat{P}(\mathcal{D} | \theta, \mathcal{G}) = m \sum_i \hat{I}(x_i, \mathbf{Pa}_{x_i, \mathcal{G}}) - M \sum_i \hat{H}(X_i)$$

- Decomposable score:

- Decomposes over families in BN (node and its parents)
- Will lead to significant computational efficiency!!!
- $\text{Score}(G : D) = \sum_i \text{FamScore}(X_i | \mathbf{Pa}_{X_i} : D)$

## How many trees are there?

**Nonetheless – Efficient optimal algorithm finds best tree**

## Scoring a tree 1: equivalent trees

$$\log \hat{P}(\mathcal{D} | \theta, \mathcal{G}) = M \sum_i \hat{I}(x_i, \text{Pa}_{x_i, \mathcal{G}}) - M \sum_i \hat{H}(X_i)$$

## Scoring a tree 2: similar trees

$$\log \hat{P}(\mathcal{D} | \theta, \mathcal{G}) = M \sum_i \hat{I}(x_i, \text{Pa}_{x_i, \mathcal{G}}) - M \sum_i \hat{H}(X_i)$$

## Chow-Liu tree learning algorithm 1

- For each pair of variables  $X_i, X_j$ 
  - Compute empirical distribution:

$$\bar{P}(x_i, x_j) = \frac{\text{Count}(x_i, x_j)}{m}$$

- Compute mutual information:

$$\bar{I}(X_i, X_j) = \sum_{x_i, x_j} \bar{P}(x_i, x_j) \log \frac{\bar{P}(x_i, x_j)}{\bar{P}(x_i)\bar{P}(x_j)}$$

- Nodes  $X_1, \dots, X_n$
- Edge (i,j) gets weight

$$\hat{I}(X_i, X_j)$$

## Chow-Liu tree learning algorithm 2

$$\log \hat{P}(\mathcal{D} | \theta, \mathcal{G}) = M \sum_i \hat{I}(x_i, \text{Pa}_{x_i, \mathcal{G}}) - M \sum_i \hat{H}(X_i)$$

- Optimal tree BN
  - Compute maximum weight spanning tree
  - Directions in BN: pick any node as root, breadth-first-search defines directions

## Can we extend Chow-Liu 1

- Tree augmented naïve Bayes (TAN) [Friedman et al. '97]
  - Naïve Bayes model overcounts, because correlation between features not considered
  - Same as Chow-Liu, but score edges with:

$$\hat{I}(X_i, X_j | C) = \sum_{c, x_i, x_j} P(c, x_i, x_j) \log \frac{P(x_i, x_j | c)}{P(x_i | c)P(x_j | c)}$$

## Can we extend Chow-Liu 2

- (Approximately learning) models with tree-width up to  $k$ 
  - [Checheta & Guestrin '07]
  - But,  $O(n^{2k+6})$ ...

## What you need to know about learning BN structures so far

- Decomposable scores
  - Maximum likelihood
  - Information theoretic interpretation
- Best tree (Chow-Liu)
- Best TAN
- Nearly best k-treewidth (in  $O(N^{2k+6})$ )

## Scoring general graphical models – Model selection problem

What's the best structure?



$\langle x_1^{(1)}, \dots, x_n^{(1)} \rangle$   
...  
 $\langle x_1^{(m)}, \dots, x_n^{(m)} \rangle$



**The more edges, the fewer independence assumptions, the higher the likelihood of the data, but will overfit...**

## Maximum likelihood overfits!

$$\log \hat{P}(\mathcal{D} | \theta, \mathcal{G}) = M \sum_i \hat{I}(x_i, \text{Pa}_{x_i, \mathcal{G}}) - M \sum_i \hat{H}(X_i)$$

- Information never hurts:
  
  
  
  
  
  
  
  
  
  
- Adding a parent always increases score!!!

## Bayesian score avoids overfitting

- Given a structure, distribution over parameters

$$\log P(D | \mathcal{G}) = \log \int_{\theta_{\mathcal{G}}} P(D | \mathcal{G}, \theta_{\mathcal{G}}) P(\theta_{\mathcal{G}} | \mathcal{G}) d\theta_{\mathcal{G}}$$

- Difficult integral: use Bayes information criterion (BIC) approximation (equivalent as M! 1)

$$\log P(D | \mathcal{G}) \approx \log P(D | \mathcal{G}, \theta_{\mathcal{G}}) - \frac{\text{NumberParams}(\mathcal{G})}{2} \log M + \mathcal{O}(1)$$

- Note: regularize with MDL score
- Best BN under BIC still NP-hard

## Structure learning for general graphs

- In a tree, a node only has one parent
- **Theorem:**
  - The problem of learning a BN structure with at most  $d$  parents is **NP-hard for any (fixed)  $d \geq 2$**
- Most structure learning approaches use heuristics
  - Exploit score decomposition
  - (Quickly) Describe two heuristics that exploit decomposition in different ways

## Learn BN structure using local search

Starting from  
Chow-Liu tree

**Local search,**  
possible moves:

- Add edge
- Delete edge
- Invert edge

**Score using BIC**

# What you need to know about learning BNs

- Learning BNs

- Maximum likelihood or MAP learns parameters
- Decomposable score
- Best tree (Chow-Liu)
- Best TAN
- Other BNs, usually local search with BIC score