

CSE 473: Artificial Intelligence

Hidden Markov Models

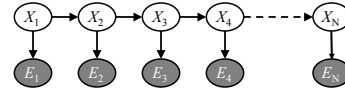


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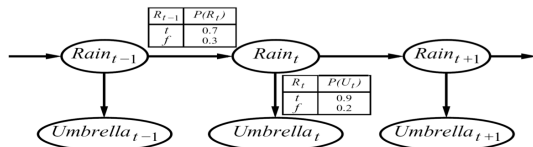
[Most slides were created by Dan Klein and Pieter Abbeel for CS188 intro to AI at UC Berkeley. All CS188 materials are available at <http://ai.berkeley.edu>.]

Hidden Markov Models

- Markov chains not so useful for most agents
 - Eventually you don't know anything anymore
 - Need observations to update your beliefs
- Hidden Markov models (HMMs)
 - Underlying Markov chain over states S
 - You observe outputs (effects) at each time step
 - As a Bayes' net:



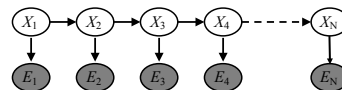
Example



- An HMM is defined by:

- Initial distribution: $P(X_1)$
- Transitions: $P(X_t | X_{t-1})$
- Emissions: $P(E_t | X_t)$

Hidden Markov Models

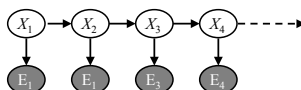


- Defines a joint probability distribution:

$$P(X_1, \dots, X_n, E_1, \dots, E_n) = P(X_1)P(E_1 | X_1) \prod_{t=2}^n P(X_t | X_{t-1})P(E_t | X_t)$$

Ghostbusters HMM

- $P(X_1)$ = uniform
- $P(X' | X)$ = ghosts usually move clockwise, but sometimes move in a random direction or stay put
- $P(E | X)$ = same sensor model as before: red means close, green means far away.



1/9	1/9	1/9
1/9	1/9	1/9
1/9	1/9	1/9

$P(X_i)$

1/6	1/6	1/2
0	1/6	0
0	0	0

$P(X' | X = \langle 1, 2 \rangle)$

Etc...

$P(E X)$	$P(\text{red} 3)$	$P(\text{orange} 3)$	$P(\text{yellow} 3)$	$P(\text{green} 3)$
	0.05	0.15	0.5	0.3

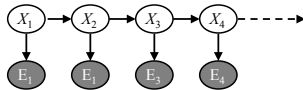
Etc... (must specify for other distances)

HMM Computations

- Given
 - parameters
 - evidence $E_{1:n} = e_{1:n}$
- Inference problems include:
 - Filtering, find $P(X_t | e_{1:t})$ for all t
 - Smoothing, find $P(X_i | e_{1:n})$ for all i
 - Most probable explanation, find $x^*_{1:n} = \text{argmax}_{x_{1:n}} P(x_{1:n} | e_{1:n})$

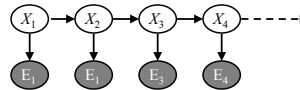
Real HMM Examples

- Speech recognition HMMs:
 - Observations are acoustic signals (continuous valued)
 - States are specific positions in specific words (so, tens of thousands)



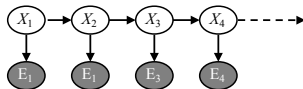
Real HMM Examples

- Machine translation HMMs:
 - Observations are words (tens of thousands)
 - States are translation options



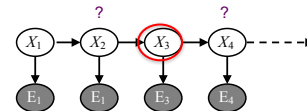
Real HMM Examples

- Robot tracking:
 - Observations are range readings (continuous)
 - States are positions on a map (continuous)



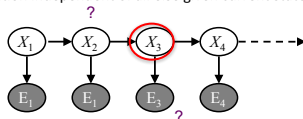
Conditional Independence

- HMMs have two important independence properties:
 - Markov hidden process, future depends on past via the present



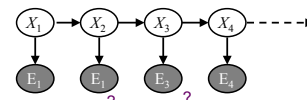
Conditional Independence

- HMMs have two important independence properties:
 - Markov hidden process, future depends on past via the present
 - Current observation independent of all else given current state



Conditional Independence

- HMMs have two important independence properties:
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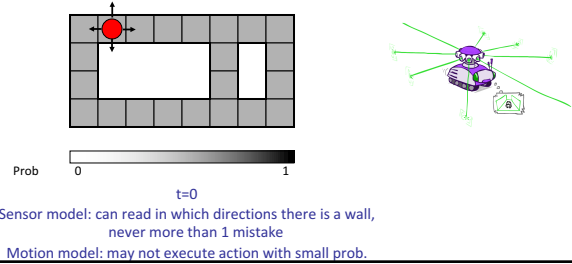
- Quiz: does this mean that observations are independent given no evidence?
 - [No, correlated by the hidden state]

Filtering / Monitoring

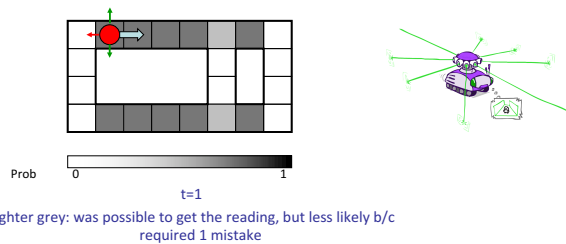
- Filtering, or monitoring, is the task of tracking the distribution $B(X)$ (the belief state) over time
- We start with $B(X)$ in an initial setting, usually uniform
- As time passes, or we get observations, we update $B(X)$
- The Kalman filter (one method – Real valued values)
 - invented in the 60's as a method of trajectory estimation for the Apollo program

Example: Robot Localization

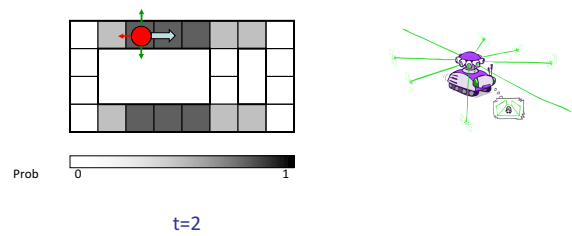
Example from
Michael Pfeiffer



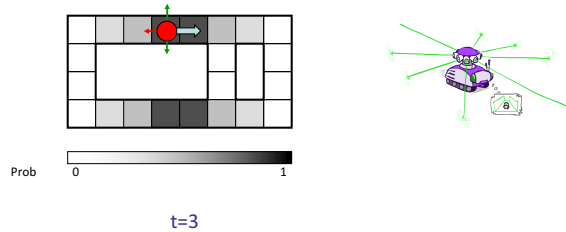
Example: Robot Localization



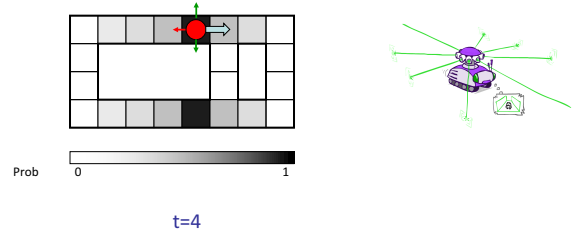
Example: Robot Localization



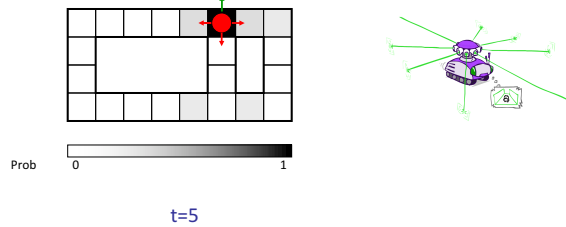
Example: Robot Localization



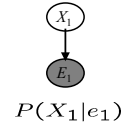
Example: Robot Localization



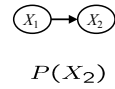
Example: Robot Localization



Inference Recap: Simple Cases



$$\begin{aligned} P(x_1|e_1) &= P(x_1, e_1)/P(e_1) \\ &\propto_{X_1} P(x_1, e_1) \\ &= P(x_1)P(e_1|x_1) \end{aligned}$$



$$\begin{aligned} P(x_2) &= \sum_{x_1} P(x_1, x_2) \\ &= \sum_{x_1} P(x_1)P(x_2|x_1) \end{aligned}$$

Online Belief Updates

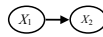
- Every time step, we start with current $P(X | \text{evidence})$
- We update for time:

$$P(x_t|e_{1:t-1}) = \sum_{x_{t-1}} P(x_{t-1}|e_{1:t-1}) \cdot P(x_t|x_{t-1})$$

- We update for evidence:

$$P(x_t|e_{1:t}) \propto_X P(x_t|e_{1:t-1}) \cdot P(e_t|x_t)$$

- The forward algorithm does both at once (and doesn't normalize)
- Problem: space is $|X|$ and time is $|X|^2$ per time step



Passage of Time

- Assume we have current belief $P(X | \text{evidence to date})$

$$B(X_t) = P(X_t|e_{1:t})$$

- Then, after one time step passes:

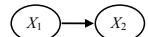
$$P(X_{t+1}|e_{1:t}) = \sum_{x_t} P(X_{t+1}|x_t)P(x_t|e_{1:t})$$

- Or, compactly:

$$B'(X') = \sum_x P(X'|x)B(x)$$

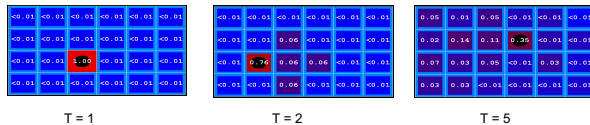
- Basic idea: beliefs get "pushed" through the transitions

- With the "B" notation, we have to be careful about what time step t the belief is about, and what evidence it includes



Example: Passage of Time

- As time passes, uncertainty "accumulates"



$$B'(X') = \sum_x P(X'|x)B(x)$$

Transition model: ghosts usually go clockwise

Observation

- Assume we have current belief $P(X | \text{previous evidence})$

$$B'(X_{t+1}) = P(X_{t+1}|e_{1:t})$$

- Then:

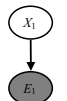
$$P(X_{t+1}|e_{1:t+1}) \propto P(e_{t+1}|X_{t+1})P(X_{t+1}|e_{1:t})$$

- Or:

$$B(X_{t+1}) \propto P(e_t|X)B'(X_{t+1})$$

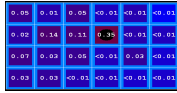
- Basic idea: beliefs reweighted by likelihood of evidence

- Unlike passage of time, we have to renormalize

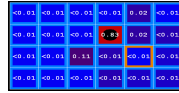


Example: Observation

- As we get observations, beliefs get reweighted, uncertainty “decreases”



Before observation



After observation

$$B(X) \propto P(e|X)B'(X)$$

The Forward Algorithm

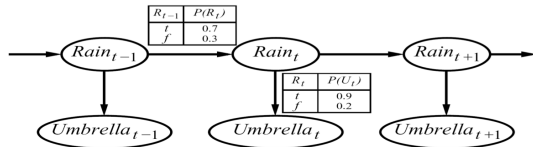
- We want to know: $B_t(X) = P(X_t|e_{1:t})$

- We can derive the following updates

$$\begin{aligned} P(x_t|e_{1:t}) &\propto_X P(x_t, e_{1:t}) \\ &= \sum_{x_{t-1}} P(x_{t-1}, x_t, e_{1:t}) \\ &= \sum_{x_{t-1}} P(x_{t-1}, e_{1:t-1}) P(x_t|x_{t-1}) P(e_t|x_t) \\ &= P(e_t|x_t) \sum_{x_{t-1}} P(x_t|x_{t-1}) P(x_{t-1}, e_{1:t-1}) \end{aligned}$$

- To get $B_t(X)$ compute each entry and normalize

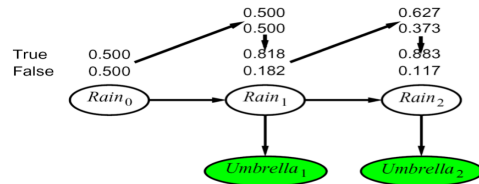
Example: Run the Filter



- An HMM is defined by:

- Initial distribution: $P(X_1)$
- Transitions: $P(X_t|X_{t-1})$
- Emissions: $P(E_t|X_t)$

Example HMM



Summary: Filtering

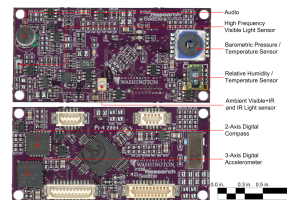
- Filtering is the inference process of finding a distribution over X_t given e_1 through e_t : $P(X_t | e_{1:t})$
- We first compute $P(X_1 | e_1)$: $P(x_1|e_1) \propto P(x_1) \cdot P(e_1|x_1)$
- For each t from 2 to T , we have $P(X_{t-1} | e_{1:t-1})$
- Elapse time:** compute $P(X_t | e_{1:t-1})$

$$P(x_t|e_{1:t-1}) = \sum_{x_{t-1}} P(x_{t-1}|e_{1:t-1}) \cdot P(x_t|x_{t-1})$$

- Observe:** compute $P(X_t | e_{1:t}, e_t) = P(X_t | e_{1:t})$

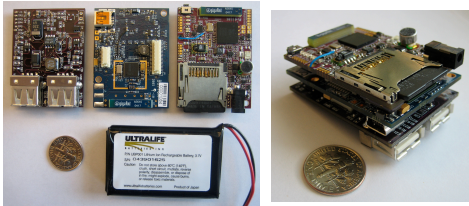
$$P(x_t|e_{1:t}) \propto P(x_t|e_{1:t-1}) \cdot P(e_t|x_t)$$

Intel Multi-Sensor Board



Dieter Fox, University of Washington

New device



Dieter Fox, University of Washington

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New device

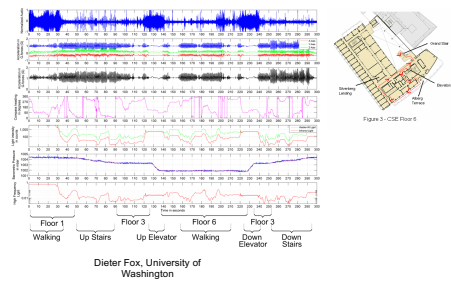


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Sensor board: Data Stream

Courtesy of T. Choudhury, G. Borriello

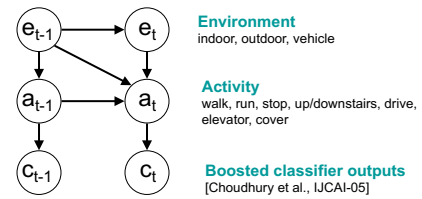


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Activity Model

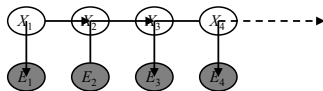
[UAI-06, ISER-06]



After Action Review Evaluation (DARPA/NIST)



Best Explanation Queries

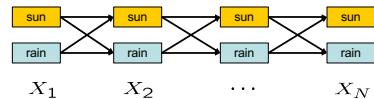


- Query: most likely seq:

$$\arg \max_{x_{1:t}} P(x_{1:t} | e_{1:t})$$

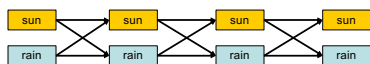
State Path Trellis

- State trellis: graph of states and transitions over time



- Each arc represents some transition $x_{t-1} \rightarrow x_t$
- Each arc has weight $P(x_t | x_{t-1})P(e_t | x_t)$
- Each path is a sequence of states
- The product of weights on a path is the seq's probability
- Can think of the Forward (and now Viterbi) algorithms as computing sums of all paths (best paths) in this graph

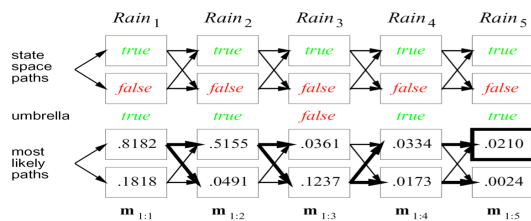
Viterbi Algorithm



$$\begin{aligned} x_{1:T}^* &= \arg \max_{x_{1:T}} P(x_{1:T} | e_{1:T}) = \arg \max_{x_{1:T}} P(x_{1:T}, e_{1:T}) \\ m_t[x_t] &= \max_{x_{1:t-1}} P(x_{1:t-1}, x_t, e_{1:t}) \\ &= \max_{x_{1:t-1}} P(x_{1:t-1}, e_{1:t-1}) P(x_t | x_{t-1}) P(e_t | x_t) \\ &= P(e_t | x_t) \max_{x_{t-1}} P(x_t | x_{t-1}) \max_{x_{1:t-2}} P(x_{1:t-1}, e_{1:t-1}) \\ &= P(e_t | x_t) \max_{x_{t-1}} P(x_t | x_{t-1}) m_{t-1}[x_{t-1}] \end{aligned}$$

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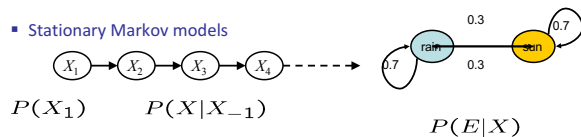
Example



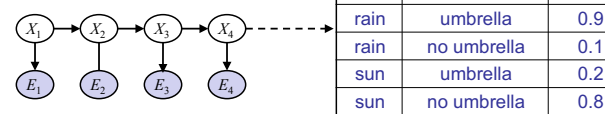
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Recap: Reasoning Over Time

- Stationary Markov models



- Hidden Markov models



X	E	P
rain	umbrella	0.9
rain	no umbrella	0.1
sun	umbrella	0.2
sun	no umbrella	0.8