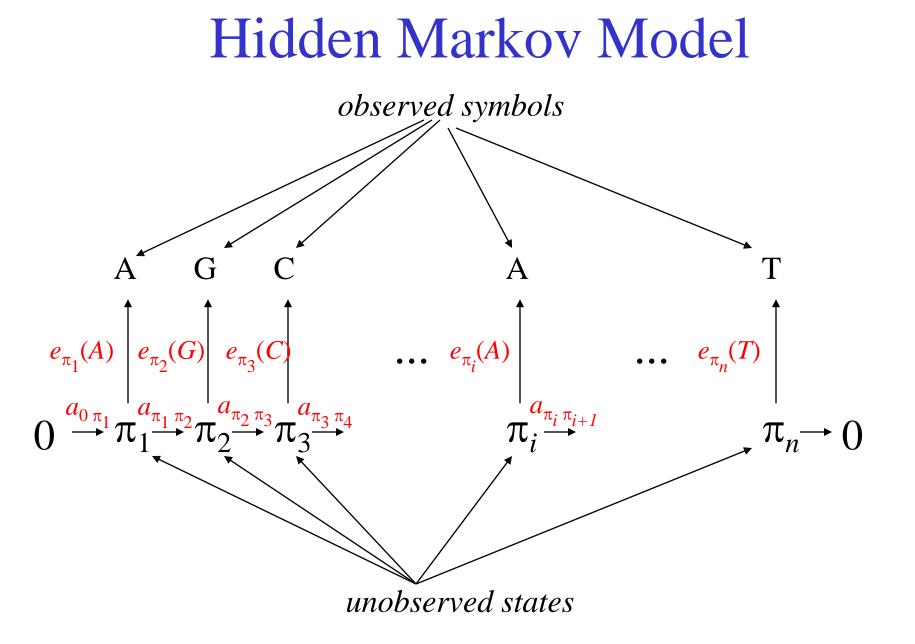
Lecture 14

- HMM probability calculations
 WDAG
 - Viterbi algorithm

• 2-state HMMs & D-segments



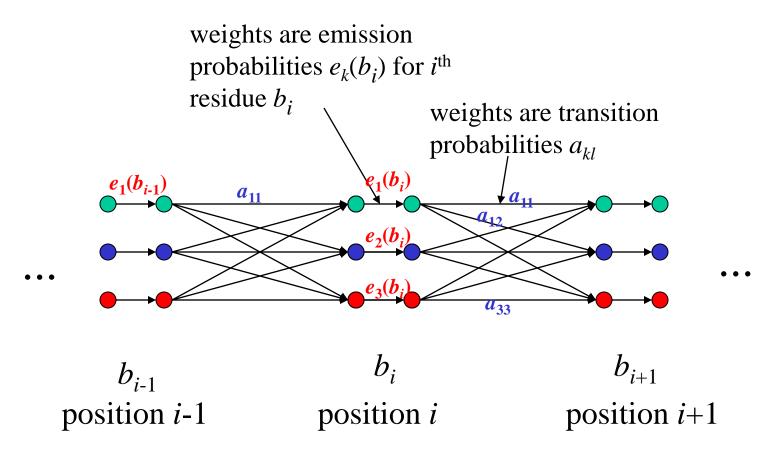
HMM Probabilities of Sequences

- Prob of sequence of states $\pi_1 \pi_2 \pi_3 \dots \pi_n$ is
- Prob of seq of observed symbols $b_1b_2b_3 \dots b_n$,
 - conditional on state sequence is $e_{\pi_1}(b_1)e_{\pi_2}(b_2) e_{\pi_3}(b_3) \dots e_{\pi_n}(b_n)$
- Joint probability = $a_{0\pi_1} \prod_{i=1}^n a_{\pi_i\pi_{i+1}} e_{\pi_i}(b_i)$ (define $a_{\pi_n\pi_{n+1}}$ to be 1)
- (Unconditional) prob of observed sequence
 = sum (of joint probs) over all possible state paths
 - not practical to compute directly, by 'brute force'! We will use dynamic programming.

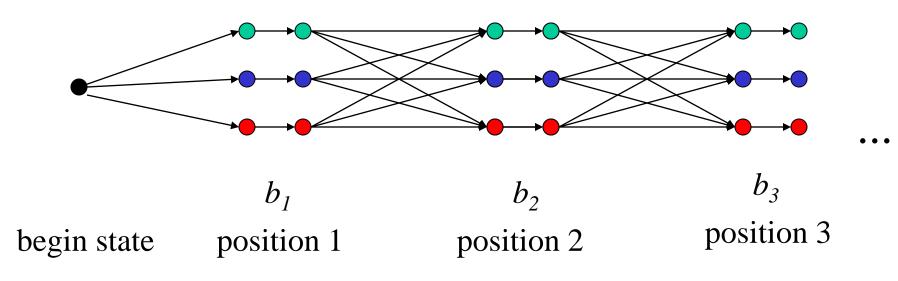
Computing HMM Probabilities

- WDAG structure for sequence HMMs:
 - for i^{th} position in seq (i = 1, ..., n), have 2 nodes for each state:
 - total # nodes = 2ns + 2, where n = seq length, s = # states
 - Pair of nodes for a given state at *i*th position is connected by an *emission* edge
 - Weight is the emission prob for i^{th} observed residue
 - Can omit node pair if emission prob = 0
 - Have *transition* edges connecting (right-hand) state nodes at position *i* with (left-hand) state nodes at position i+1
 - Weights are transition probs
 - Can omit edges with transition prob = 0

WDAG for 3-state HMM, length *n* sequence



Beginning of Graph



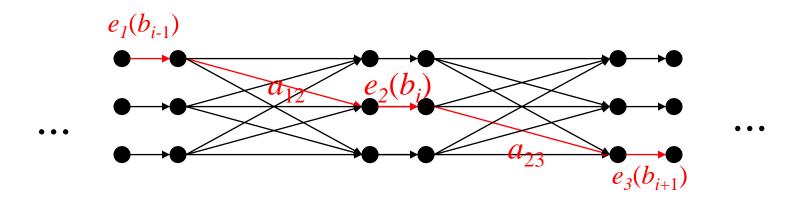
End of graph is similar – but with edges going to the end state

- *Paths* through graph from begin node to end node correspond to *sequences of states*
- *Product weight* along path
 - = *joint probability* of state sequence & observed symbol sequence
- Highest-weight path = highest probability state sequence
- Sum of (product) path weights, over all paths,
 = probability of observed sequence
- Sum of (product) path weights over
 - all paths going through a particular node, or
 - all paths that include a particular edge,

divided by prob of observed sequence,

= *posterior probability* of that edge or node

Path Weights



position i-1 position i position i+1

• By general results on WDAGs, can use dynamic programming to find highest weight path:

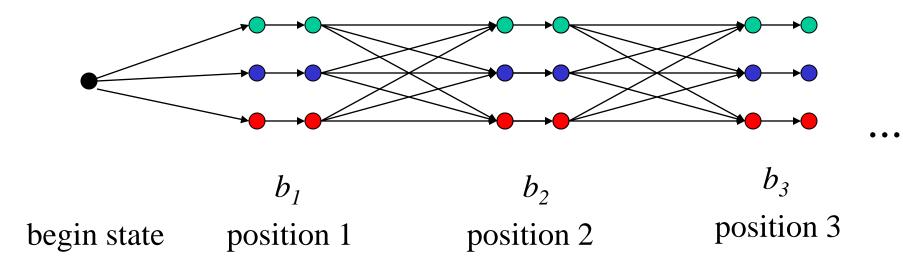
= "Viterbi algorithm" to find highest probability path (most probable "parse")

- in this case can use log probabilities & sum weights
- (N.B. paths are *constrained* to begin at the begin node, and end at the end node!)

The Viterbi path is the most probable parse!

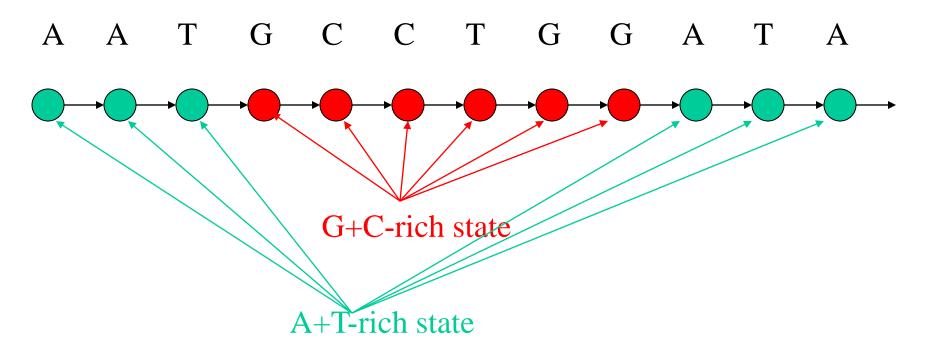
Complexity

- = O(|V|+|E|), i.e. total # nodes and edges.
- # nodes = 2ns + 2
 - where n = sequence length,
 - -s = # states.
- # edges = $(n 1)s^2 + ns + 2s$
- So overall complexity is $O(ns^2)$
 - (actually s² can be reduced to # 'allowed' transitions between states – depends on model topology).

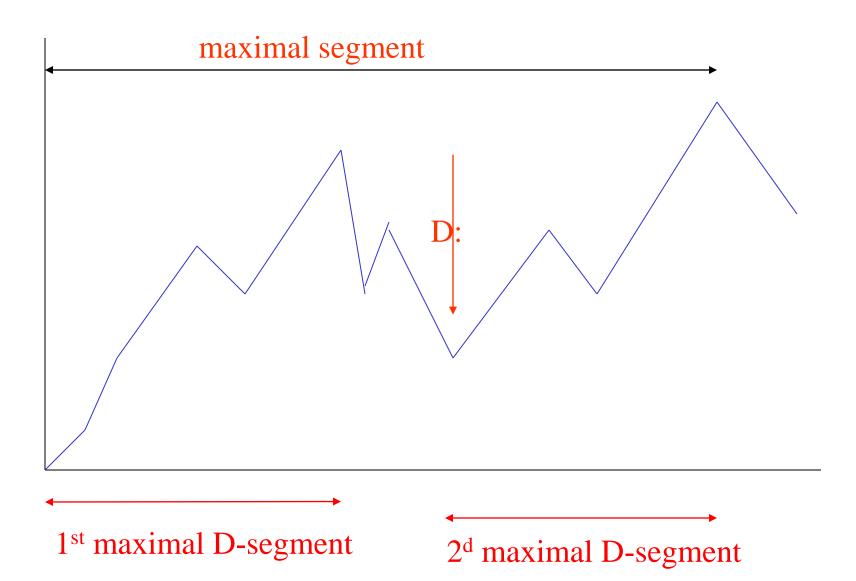


2-state HMMs & D-segments

from lecture 13



from lecture 12



```
O(N) algorithm to find all maximal D-segs:
cumul = max = 0; start = 1;
for (i = 1; i \le N; i++)
     cumul += s[i];
     if (cumul \geq max)
          \{\max = \operatorname{cumul}; \operatorname{end} = i;\}
     if (\text{cumul} \le 0 \text{ or cumul} \le \text{max} + D \text{ or } i == N) {
         if (\max \geq S)
            {print start, end, max; }
          max = cumul = 0; start = end = i + 1; /* NO BACKTRACKING
            NEEDED! */
```

D-segments \approx 2-state HMMs

- Consider 2-state HMM
 - states 1 & 2, transition probs $a_{11}, a_{12}, a_{21}, a_{22}$
 - observed symbols $\{r\}$, emission probs $\{e_1(r)\}, \{e_2(r)\}$
- Define

scores s(r) = log($e_2(r) a_{22}/(e_1(r) a_{11})$) S = -D = log($a_{11}a_{22}/(a_{21}a_{12})$)

- Then if S > 0, the maximal D-segments in a sequence $(r_i)_{i=1,n}$ are the state-2 segments in the Viterbi parse
- (can allow for non-.5 initiation probs by starting cumul at non-zero value)

D-segments vs HMMs

- D-segments
 - are very *easy to program*!
 - give Viterbi parse in *just one pass* through the sequence
 - somewhat more flexible (S, D settings)
- HMMs
 - allow more powerful parameter *estimation*
 - can attach *probabilities* to alternative decompositions
 - easily generalize to > 2 types of segments– just allow more states