CS 188: Artificial Intelligence
Fall 2007

Lecture 20: HMMs
11/06/2007

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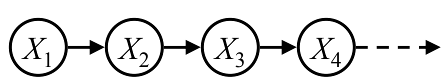
Markov Models

- A Markov model is a chain-structured BN
  - Each node is identically distributed (stationarity)
  - Value of X at a given time is called the state
  - As a BN:

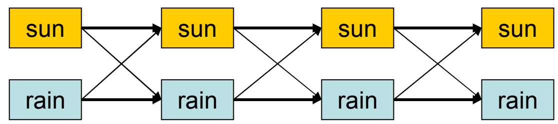


$P(X_1)$ $\quad\quad$ $P(X|X_{-1})$

  - Parameters: called transition probabilities or dynamics, specify how the state evolves over time (also, initial probs)

Mini-Forward Algorithm

- Better way: cached incremental belief updates



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

$$P(x_1) = \text{known}$$

Forward simulation

Example

- From initial observation of sun

$$\left\langle \begin{matrix} 1.0 \\ 0.0 \end{matrix} \right\rangle \quad \left\langle \begin{matrix} 0.9 \\ 0.1 \end{matrix} \right\rangle \quad \left\langle \begin{matrix} 0.82 \\ 0.18 \end{matrix} \right\rangle \quad \Rightarrow \quad \left\langle \begin{matrix} 0.5 \\ 0.5 \end{matrix} \right\rangle$$

$P(X_1)$ $P(X_2)$ $P(X_3)$ $P(X_\infty)$

- From initial observation of rain

$$\left\langle \begin{matrix} 0.0 \\ 1.0 \end{matrix} \right\rangle \quad \left\langle \begin{matrix} 0.1 \\ 0.9 \end{matrix} \right\rangle \quad \left\langle \begin{matrix} 0.18 \\ 0.82 \end{matrix} \right\rangle \quad \Rightarrow \quad \left\langle \begin{matrix} 0.5 \\ 0.5 \end{matrix} \right\rangle$$

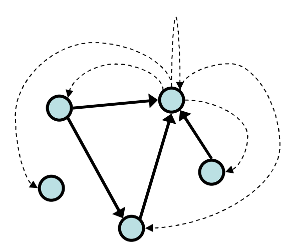
$P(X_1)$ $P(X_2)$ $P(X_3)$ $P(X_\infty)$

Stationary Distributions

- If we simulate the chain long enough:
  - What happens?
  - Uncertainty accumulates
  - Eventually, we have no idea what the state is!
- Stationary distributions:
  - For most chains, the distribution we end up in is independent of the initial distribution
  - Called the stationary distribution of the chain
  - Usually, can only predict a short time out

Web Link Analysis

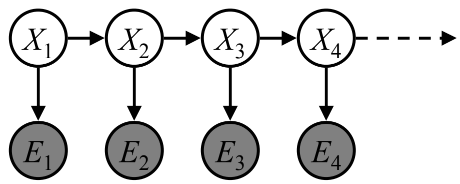
- PageRank over a web graph
  - Each web page is a state
  - Initial distribution: uniform over pages
  - Transitions:
    - With prob. c, uniform jump to a random page (dotted lines)
    - With prob. 1-c, follow a random outlink (solid lines)



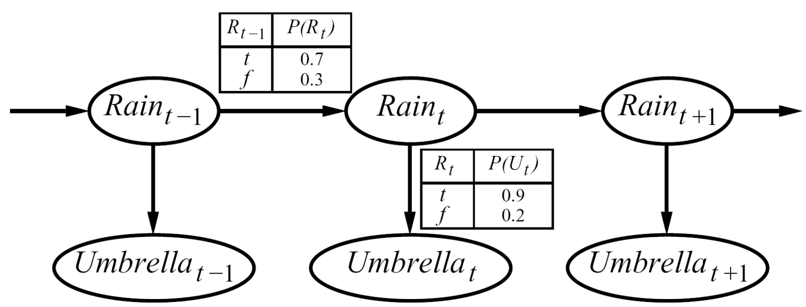
- Stationary distribution
  - Will spend more time on highly reachable pages
  - E.g. many ways to get to the Acrobat Reader download page!
  - Somewhat robust to link spam
  - Google 1.0 returned the set of pages containing all your keywords in decreasing rank, now all search engines use link analysis along with many other factors

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:



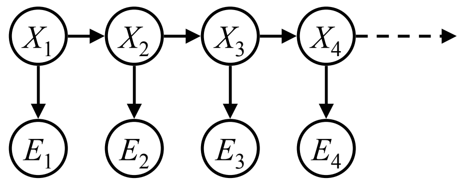
Example



- An HMM is
  - Initial distribution: $P(X_1)$
  - Transitions: $P(X|X_{-1})$
  - Emissions: $P(E|X)$

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



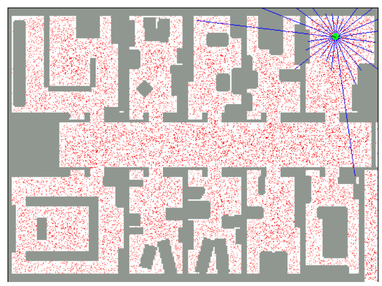
- Quiz: does this mean that observations are independent given no evidence?
  - [No, correlated by the hidden state]

Real HMM Examples

- Speech recognition HMMs:
  - Observations are acoustic signals (continuous valued)
  - States are specific positions in specific words (so, tens of thousands)
- Machine translation HMMs:
  - Observations are words (tens of thousands)
  - States are translation positions (dozens)
- Robot tracking:
  - Observations are range readings (continuous)
  - States are positions on a map (continuous)

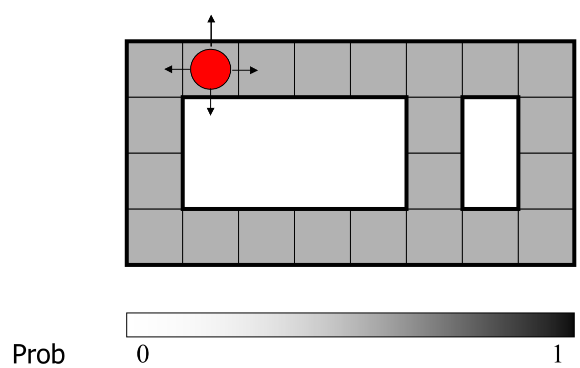
Filtering / Monitoring

- Filtering, or monitoring, is the task of tracking the distribution B(X) (the belief state)
- We start with B(X) in an initial setting, usually uniform
- As time passes, or we get observations, we update B(X)



Example: Robot Localization

Example from Michael Pfeiffer

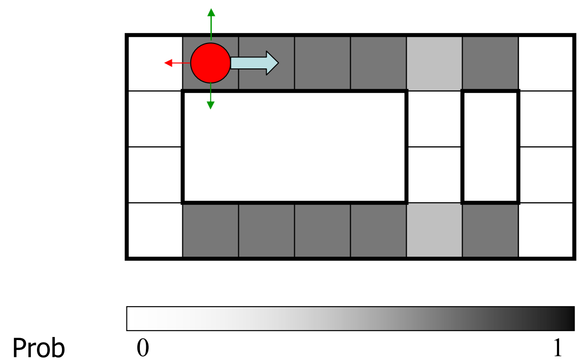


t=0

Sensor model: never more than 1 mistake

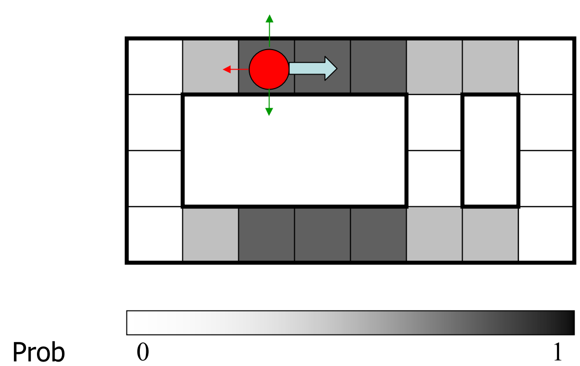
Motion model: may not execute action with small prob.

Example: Robot Localization



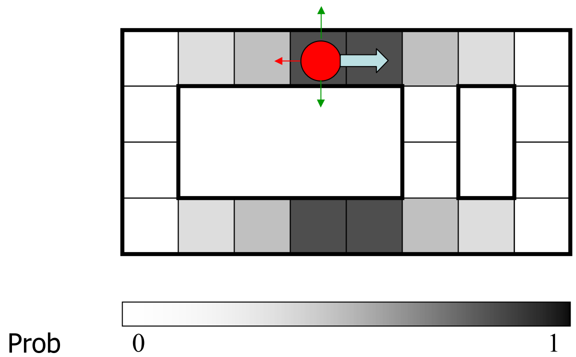
t=1

Example: Robot Localization



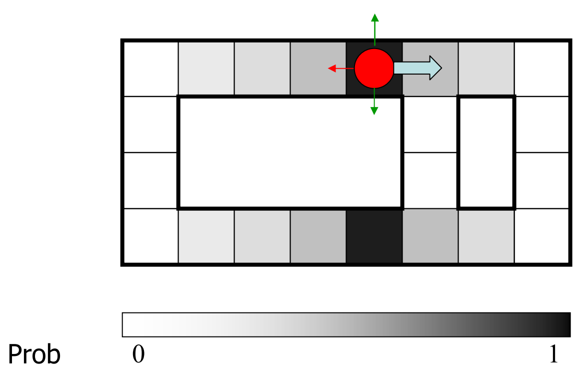
t=2

Example: Robot Localization



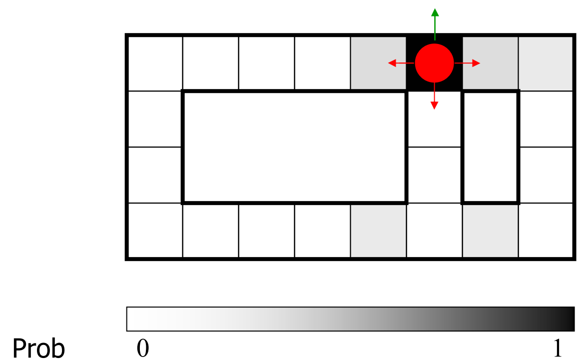
t=3

Example: Robot Localization



t=4

Example: Robot Localization



t=5

Passage of Time

- Assume we have current belief P(X | evidence to date)

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

- Then, after one time step passes:

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

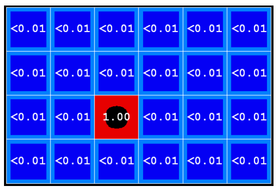
- Or, compactly:

$$B'(X) = \sum_{x_t} P(X'|x)B(x)$$

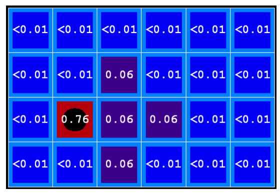
- Basic idea: beliefs get "pushed" through the transitions
  - With the "B" notation, we have to be careful about what time step the belief is about, and what evidence it includes

Example: Passage of Time

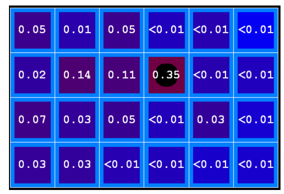
- As time passes, uncertainty “accumulates”



T = 1



T = 2



T = 5

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

Transition model: ships usually go clockwise

Observation

- Assume we have current belief P(X | previous evidence):

$$B'(X) = P(X_t|e_{1:t-1})$$

- Then:

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

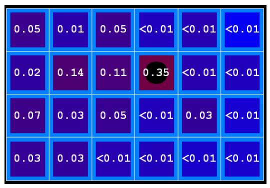
- Or:

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

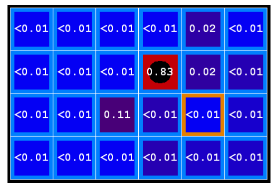
- Basic idea: beliefs reweighted by likelihood of evidence
- Unlike passage of time, we have to renormalize

Example: Observation

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



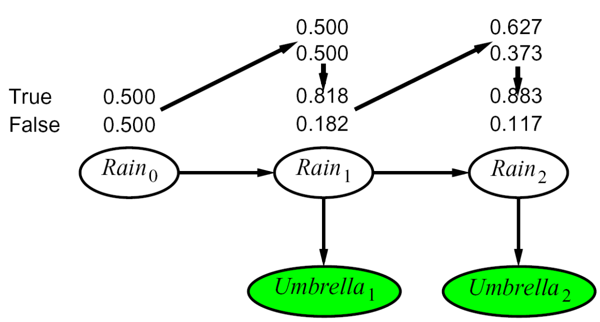
Before observation



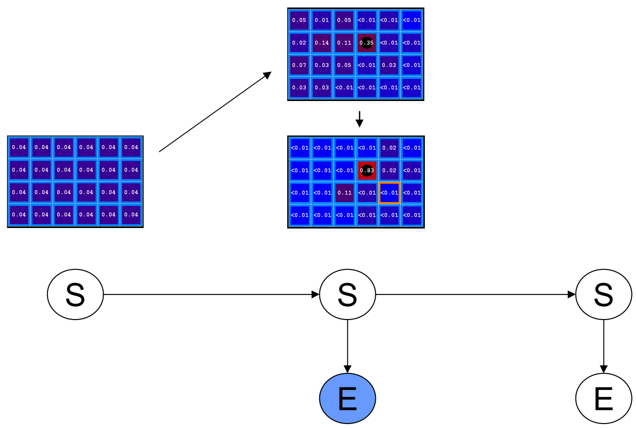
After observation

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

Example with HMM



Example with HMM



Updates: Time Complexity

- Every time step, we start with current P(X | evidence)
- We must update for time:

$$P(X_t|e_{1:t-1}) \propto \sum_{x_{t-1}} P(X_t|x_{t-1})P(x_{t-1}|e_{1:t-1})$$

- We must update for observation:

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

- So, linear in time steps, quadratic in number of states |X|
- Of course, can do both at once, too

The Forward Algorithm

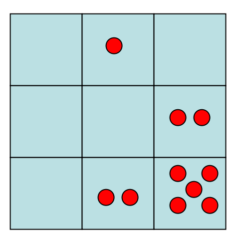
- Can do belief propagation exactly as in previous slides, renormalizing each time step
- In the standard forward algorithm, we actually calculate P(X,e), without normalizing

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

Particle Filtering

- Sometimes |X| is too big to use exact inference
  - |X| may be too big to even store B(X)
  - E.g. X is continuous
  - $|X|^2$ may be too big to do updates
- Solution: approximate inference
  - Track samples of X, not all values
  - Time per step is linear in the number of samples
  - But: number needed may be large
- This is how robot localization works in practice

0.0	0.1	0.0
0.0	0.0	0.2
0.0	0.2	0.5

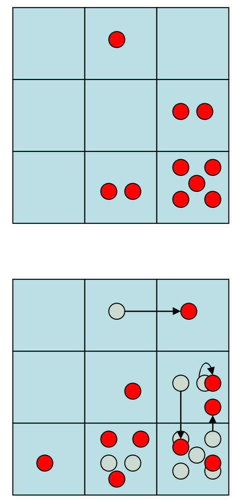


Particle Filtering: Time

- Each particle is moved by sampling its next position from the transition model

$$x' = \text{sample}(P(X'|x))$$

  - This is like prior sampling – samples are their own weights
  - Here, most samples move clockwise, but some move in another direction or stay in place
- This captures the passage of time
  - If we have enough samples, close to the exact values before and after (consistent)



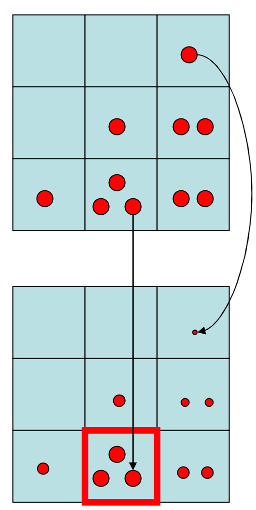
Particle Filtering: Observation

- Slightly trickier:
  - We don't sample the observation, we fix it
  - This is similar to likelihood weighting, so we downweight our samples based on the evidence

$$w(x) = P(e|x)$$

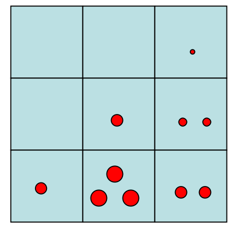
$$B(X) \propto P(e|X)B'(X)$$

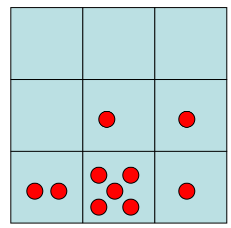
  - Note that, as before, the probabilities don't sum to one, since most have been downweighted (they sum to an approximation of P(e))



Particle Filtering: Resampling

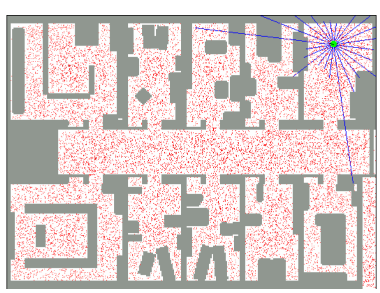
- Rather than tracking weighted samples, we resample
- N times, we choose from our weighted sample distribution (i.e. draw with replacement)
- This is equivalent to renormalizing the distribution
- Now the update is complete for this time step, continue with the next one





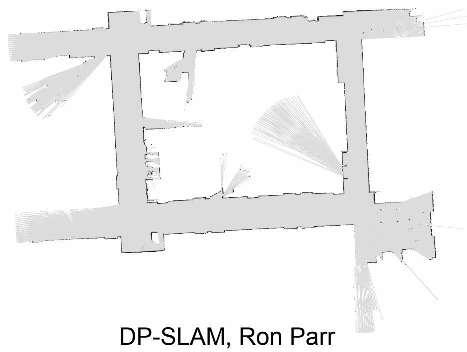
Robot Localization

- In robot localization:
  - We know the map, but not the robot's position
  - Observations may be vectors of range finder readings
  - State space and readings are typically continuous (works basically like a very fine grid) and so we cannot store B(X)
  - Particle filtering is a main technique
- [DEMOS]



SLAM

- SLAM = Simultaneous Localization And Mapping
  - We do not know the map or our location
  - Our belief state is over maps and positions!
  - Main techniques: Kalman filtering (Gaussian HMMs) and particle methods
- [DEMOS]



DP-SLAM, Ron Parr