

Markov Chains

Toolbox

- Search: uninformed/heuristic
- Adversarial search
- Probability
- Bayes nets
 - Naive Bayes classifiers

Reasoning over time

- In a Bayes net, each random variable (node) takes on one specific value.
 - Good for modeling static situations.
- What if we need to model a situation that is changing over time?

Example: Comcast

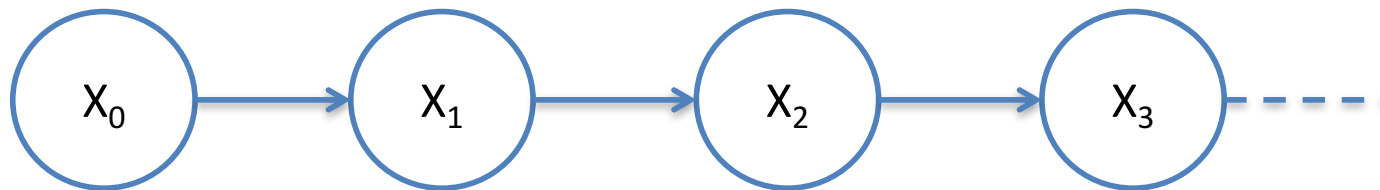
- In 2004 and 2007, Comcast had the worst customer satisfaction rating of any company or gov't agency, including the IRS.
- I have cable internet service from Comcast, and sometimes my router goes down. If the router is online, it will be online the next day with $\text{prob}=0.8$. If it's offline, it will be offline the next day with $\text{prob}=0.4$.
- How do we model the probability that my router will be online/offline tomorrow? In 2 days?

Example: Waiting in line

- You go to the Apple Store to buy the latest iPhone. Every minute, the first person in line is served with prob=0.5.
- Every minute, a new person joins the line with probability
 - 1 if the line length=0
 - $\frac{2}{3}$ if the line length=1
 - $\frac{1}{3}$ if the line length=2
 - 0 if the line length=3
- How do we model what the line will look like in 1 minute? In 5 minutes?

Markov Chains

- A Markov chain is a type of Bayes net with a potentially infinite number of variables (nodes).
- Each variable describes the state of the system at a given point in time (t).



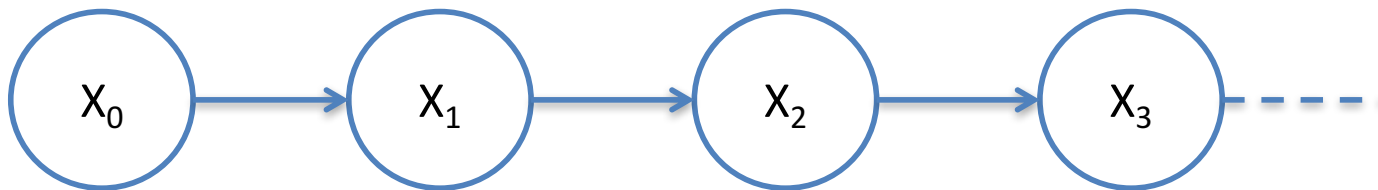
Markov Chains

- Markov property:

$$P(X_t | X_{t-1}, X_{t-2}, X_{t-3}, \dots) = P(X_t | X_{t-1})$$

- Probabilities for each variable are identical:

$$P(X_t | X_{t-1}) = P(X_1 | X_0)$$



Markov Chains

- Since these are just Bayes nets, we can use standard Bayes net ideas.
 - Shortcut notation: $X_{i:j}$ will refer to all variables X_i through X_j , inclusive.
- Common questions:
 - What is the probability of a specific event happening in the future?
 - What is the probability of a specific sequence of events happening in the future?

An alternate formulation

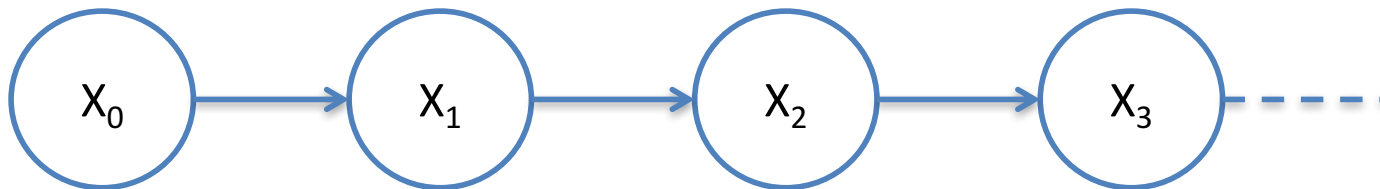
- We have a set of states, S .
- The Markov chain is always in *exactly one* state at any given time t .
- The chain transitions to a new state at each time $t+1$ based only on the current state at time t .

$$p_{ij} = P(X_{t+1} = j \mid X_t = i)$$

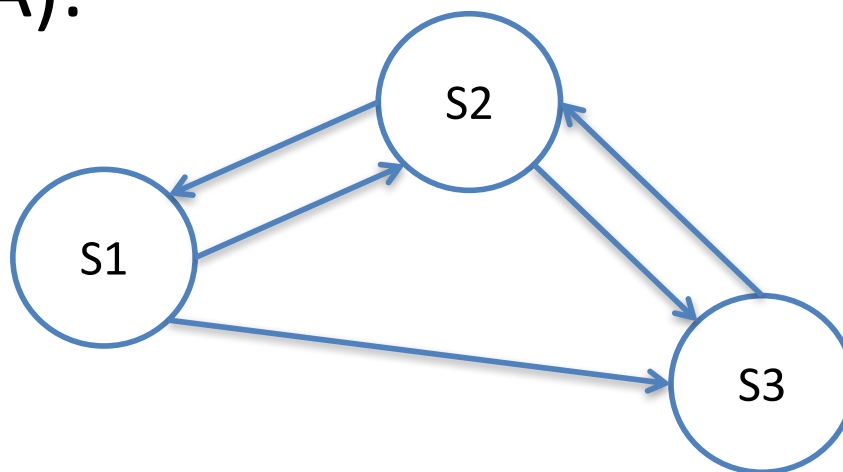
- Chain must specify p_{ij} for all i and j , and starting probabilities for $P(X_0 = j)$ for all j .

Two different representations

- As a Bayes net:



- As a state transition diagram (similar to a DFA/NFA):



Formulate Comcast in both ways

- I have cable internet service from Comcast, and sometimes my router goes down. If the router is online, it will be online the next day with $\text{prob}=0.8$. If it's offline, it will be offline the next day with $\text{prob}=0.4$.
- Let's draw this situation in both ways.
- Assume on day 0, probability of router being down is 0.5.

Comcast

- What is the probability my router is offline for 3 days in a row (days 0, 1, and 2)?
 - $P(X_0=\text{off}, X_1=\text{off}, X_2=\text{off})?$
 - $P(X_0=\text{off}) * P(X_1=\text{off} | X_0=\text{off}) * P(X_2=\text{off} | X_1=\text{off})$
 - $P(X_0=\text{off}) * p_{\text{off,off}} * p_{\text{off,off}}$

$$P(x_{0:t}) = P(x_0) \prod_{i=1}^t P(x_i | x_{i-1})$$

More Comcast

- Suppose I don't know if my router is online right now (day 0). What is the prob it is offline tomorrow?

- $P(X_1=\text{off})$

- $P(X_1=\text{off}) = P(X_1=\text{off}, X_0=\text{on}) + P(X_1=\text{off}, X_0=\text{off})$

- $P(X_1=\text{off}) = P(X_1=\text{off} | X_0=\text{on}) * P(X_0=\text{on})$
+ $P(X_1=\text{off} | X_0=\text{off}) * P(X_0=\text{off})$

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

More Comcast

- Suppose I don't know if my router is online right now (day 0). What is the prob it is offline **the day after tomorrow?**

- $P(X_2=\text{off})$

- $P(X_2=\text{off}) = P(X_2=\text{off}, X_1=\text{on}) + P(X_2=\text{off}, X_1=\text{off})$

- $P(X_2=\text{off}) = P(X_2=\text{off} | X_1=\text{on}) * P(X_1=\text{on})$
+ $P(X_2=\text{off} | X_1=\text{off}) * P(X_1=\text{off})$

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

Markov chains with matrices

- Define a transition matrix for the chain:

$$T = \begin{bmatrix} 0.8 & 0.2 \\ 0.6 & 0.4 \end{bmatrix}$$

- Each row of the matrix represents the transition probabilities **leaving** a state.
- Let v_t = a row vector representing the probability that the chain is in each state at time t .
- $v_t = v_{t-1} * T$

Mini-forward algorithm

- Suppose we are given the values of X_0, X_1, \dots, X_t , and we want to know X_{t+1} .
- $P(X_{t+1} \mid X_0, X_1, \dots, X_t)$
- Row vector $v_0 = P(X_0)$
- $v_1 = v_0 * T$
- $v_2 = v_1 * T = v_0 * T * T = v_0 * T^2$
- $v_3 = v_0 * T^3$
- $v_t = v_0 * T^t$

Back to the Apple Store...

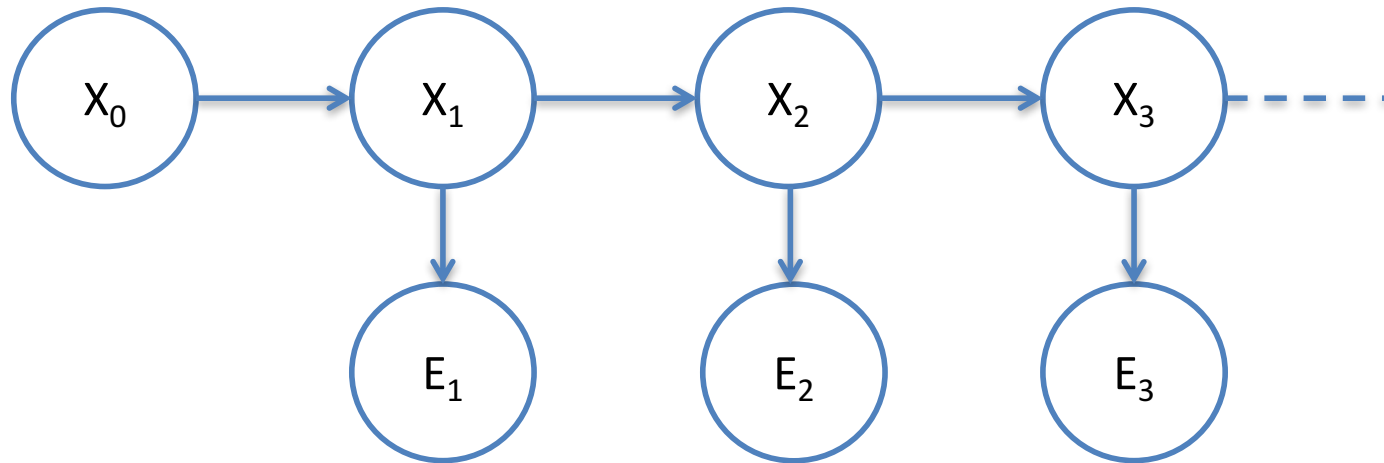
- You go to the Apple Store to buy the latest iPhone. Every minute, the first person in line is served with prob=0.5.
- Every minute, a new person joins the line with probability
 - 1 if the line length=0
 - $\frac{2}{3}$ if the line length=1
 - $\frac{1}{3}$ if the line length=2
 - 0 if the line length=3
- Model this as a Markov chain, assuming the line starts empty. Draw the state transition diagram.
- What is T ? What is v_0 ?

- Markov chains are pretty easy!
- But sometimes they aren't realistic...
- What if we can't directly know the states of the model, but we can see some indirect evidence resulting from the states?

Weather

- Regular Markov chain
 - Each day the weather is rainy or sunny.
 - $P(X_t = \text{rain} \mid X_{t-1} = \text{rain}) = 0.7$
 - $P(X_t = \text{sunny} \mid X_{t-1} = \text{sunny}) = 0.9$
- Twist:
 - Suppose you work in an office with no windows. All you can observe is whether your colleague brings their umbrella to work.

Hidden Markov Models

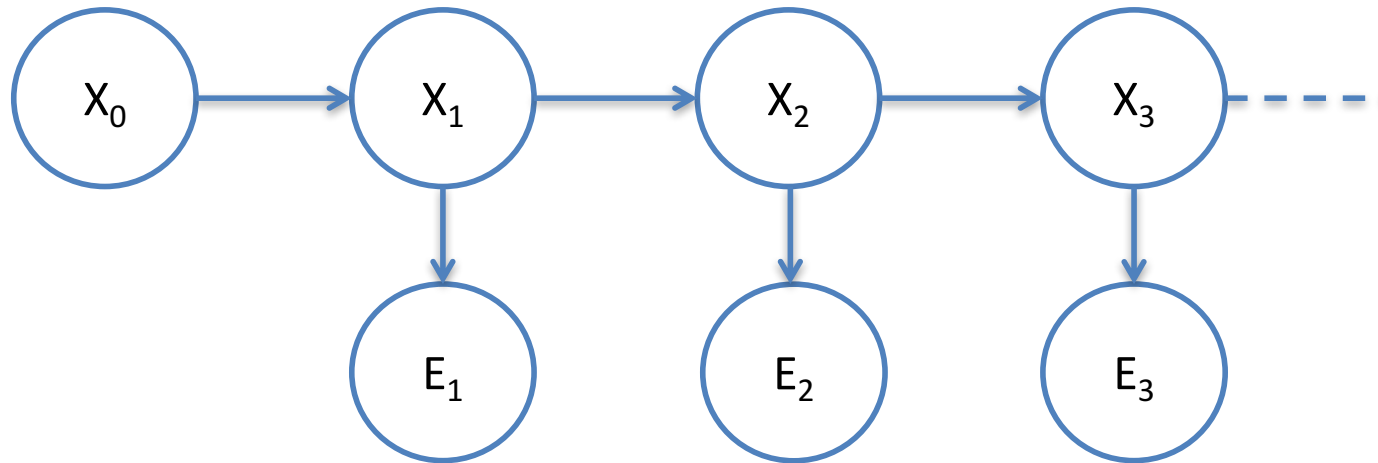


- The X 's are the state variables (never directly observed).
- The E 's are evidence variables.

Common real-world uses

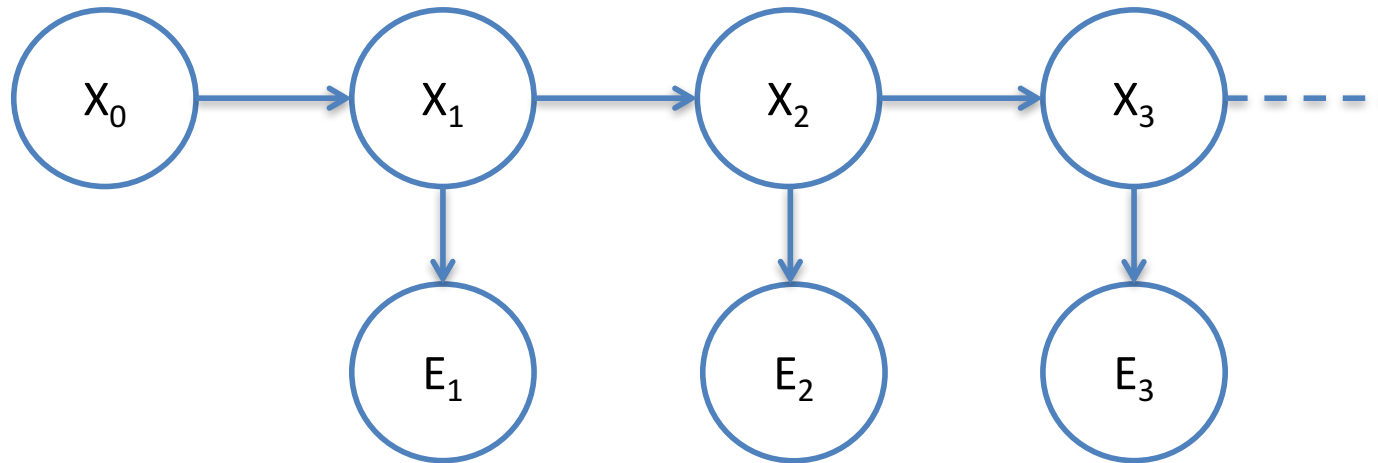
- Speech processing:
 - Observations are sounds, states are words.
- Localization:
 - Observations are inputs from video cameras or microphones, state is the actual location.
- Video processing (example):
 - Extracting a human walking from each video frame. Observations are the frames, states are the positions of the legs.

Hidden Markov Models



- $P(X_t \mid X_{t-1}, X_{t-2}, X_{t-3}, \dots) = P(X_t \mid X_{t-1})$
- $P(X_t \mid X_{t-1}) = P(X_1 \mid X_0)$
- $P(E_t \mid X_{0:t}, E_{0:t-1}) = P(E_t \mid X_t)$
- $P(E_t \mid X_t) = P(E_1 \mid X_1)$

Hidden Markov Models



- What is $P(X_{0:t}, E_{1:t})$?

$$P(X_0) \prod_{i=1}^t P(X_i | X_{i-1}) P(E_i | X_i)$$

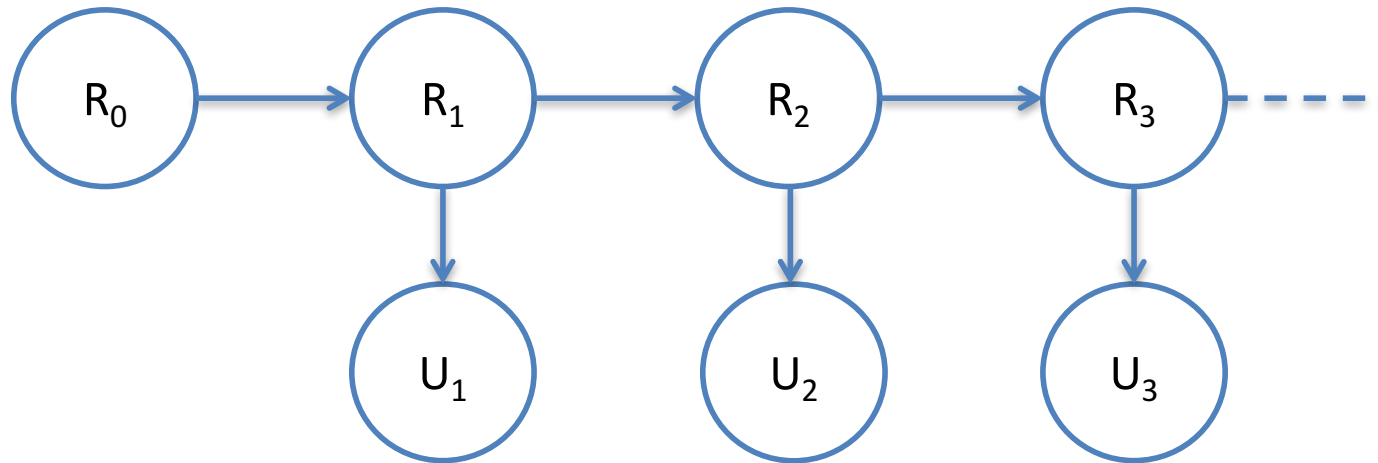
Common questions

- **Filtering:** Given a sequence of observations, what is the most probable *current* state?
 - Compute $P(X_t \mid e_{1:t})$
- **Prediction:** Given a sequence of observations, what is the most probable *future* state?
 - Compute $P(X_{t+k} \mid e_{1:t})$ for some $k > 0$
- **Smoothing:** Given a sequence of observations, what is the most probable *past* state?
 - Compute $P(X_k \mid e_{1:t})$ for some $k < t$

Common questions

- **Most likely explanation:** Given a sequence of observations, what is the most probable sequence of states?
 - Compute $\operatorname{argmax}_{x_{1:t}} P(x_{1:t} \mid e_{1:t})$
- **Learning:** How can we estimate the transition and sensor models from real-world data?
(Future machine learning class?)

Hidden Markov Models



- $P(R_t = \text{yes} \mid R_{t-1} = \text{yes}) = 0.7$
 $P(R_t = \text{yes} \mid R_{t-1} = \text{no}) = 0.1$
- $P(U_t = \text{yes} \mid R_t = \text{yes}) = 0.9$
 $P(U_t = \text{yes} \mid R_t = \text{no}) = 0.2$

Filtering

- Filtering is concerned with finding the most probable "current" state from a sequence of evidence.
- Let's compute this.

Forward algorithm

- Recursive computation of the probability distribution over current states.
- Say we have $P(X_t | e_{1:t})$

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

Forward algorithm

- Markov chain version:

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

- Hidden Markov model version:

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

Forward algorithm

- Today is Day 2, and I've been pulling all-nighters for two days!
- My colleague brought their umbrella on days 1 and 2.
- What is the probability it is raining today?

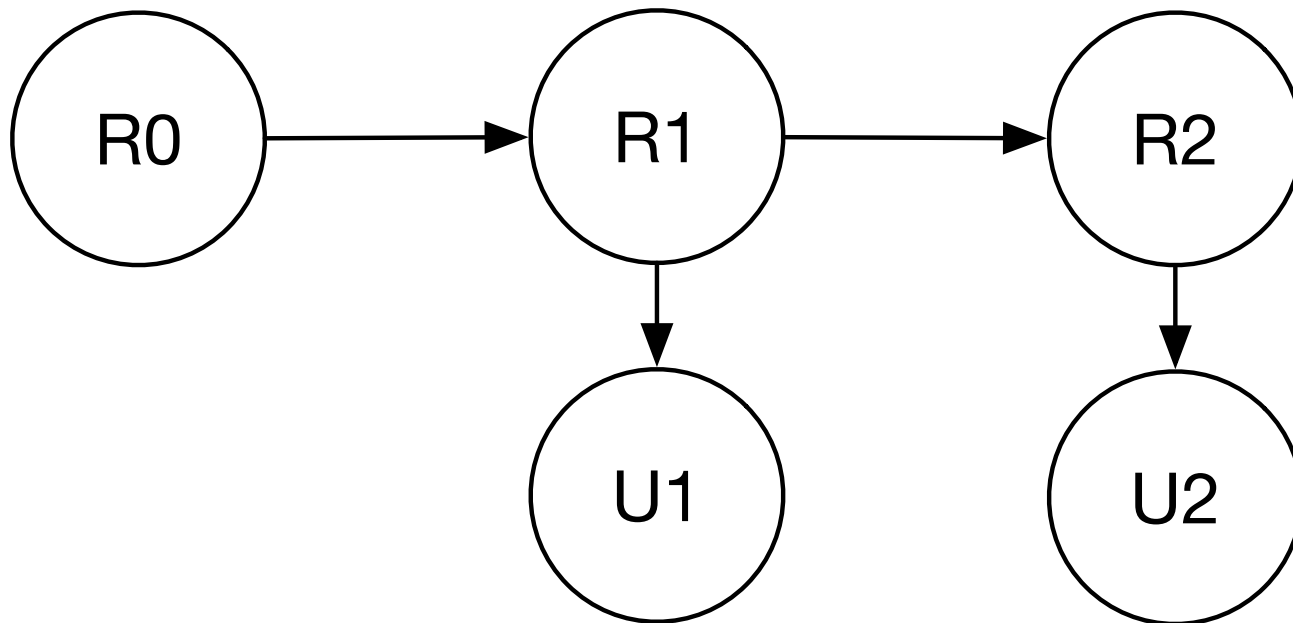
Matrices to the rescue!

- Define a transition matrix T as normal.
- Define a sequence of observation matrices O_1 through O_t .
- Each O matrix is a diagonal matrix with the entries corresponding to that particular observation given each state.

$$f_{1:t+1} = \alpha f_{1:t} \cdot T \cdot O_{t+1}$$

where each f is a row vector containing the probability distribution at state t .

$f_{1:0}=[0.5, 0.5]$ $f_{1:1}=[0.75, 0.25]$ $f_{1:2}=[0.846, 0.154]$



$$T = \begin{bmatrix} 0.7, & 0.3 \\ 0.1, & 0.9 \end{bmatrix}$$

$$O_1 = \begin{bmatrix} 0.9, & 0.0 \\ 0.0, & 0.2 \end{bmatrix}$$

$$O_2 = \begin{bmatrix} 0.9, & 0.0 \\ 0.0, & 0.2 \end{bmatrix}$$

$$f_{1:0} = P(R_0) = [0.5, 0.5]$$

$$f_{1:1} = P(R_1 \mid u_1) = \alpha * f_{1:0} * T * O_1 = \alpha[0.36, 0.12] = [0.75, 0.25]$$

$$f_{1:2} = P(R_2 \mid u_1, u_2) = \alpha * f_{1:1} * T * O_2 = \alpha[0.495, 0.09] = [.846, .154]$$

Forward algorithm

- Note that the forward algorithm only gives you the probability of X_t taking into account evidence at times 1 through t .
- In other words, say you calculate $P(X_1 | e_1)$ using the forward algorithm, then you calculate $P(X_2 | e_1, e_2)$.
 - Knowing e_2 changes your calculation of X_1 .
 - That is, $P(X_1 | e_1) \neq P(X_1 | e_1, e_2)$

Backward algorithm

- Updates previous probabilities to take into account new evidence.
- Calculates $P(X_k | e_{1:t})$ for $k < t$
 - aka smoothing.

Backward matrices

- Main equations:

$$b_{k:t} = T \cdot O_k \cdot b_{k+1:t}$$

$$b_{t+1:t} = [1; \cdots ; 1] \quad (\text{column vec of 1s})$$

$$P(X_k | e_{1:t}) = \alpha f_{1:k} \times b_{k+1:t}$$

$$f_{1:0} = [0.5, 0.5]$$

$$f_{1:1} = [0.75, 0.25]$$

$$f_{1:2} = [0.846, 0.154]$$

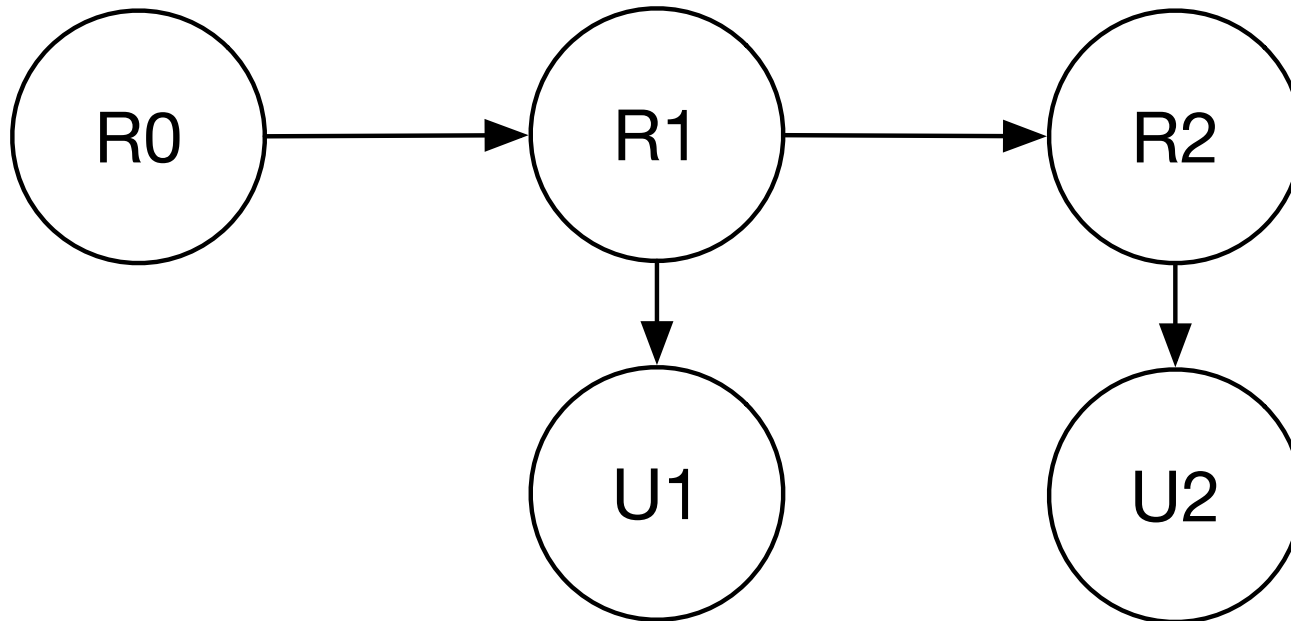
$$b_{1:2} = [0.4509, 0.1107]$$

$$b_{2:2} = [0.69, 0.27]$$

$$b_{3:2} = [1; 1]$$

$$\text{mult} = [0.803, 0.197]$$

$$\text{mult} = [0.885, 0.115]$$



$$T = \begin{bmatrix} 0.7 & 0.3 \\ 0.1 & 0.9 \end{bmatrix}$$

$$O1 = \begin{bmatrix} 0.9 & 0.0 \\ 0.0 & 0.2 \end{bmatrix}$$

$$O2 = \begin{bmatrix} 0.9 & 0.0 \\ 0.0 & 0.2 \end{bmatrix}$$

$$b_{3:2} = [1; 1]$$

$$b_{2:2} = T * O2 * b_{3:2} = [0.69, 0.27]$$

$$P(R1 | u1, u2) = \alpha f_{1:1} \times b_{2:2} = \alpha [0.5175, 0.0675] = [0.885, 0.115]$$

$$b_{1:2} = T * O1 * b_{2:2} = [0.4509, 0.1107]$$

$$P(R0 | u1, u2) = \alpha f_{1:0} \times b_{1:2} = \alpha [0.5175, 0.0675] = [0.803, 0.197]$$

Forward-backward algorithm

$$f_{1:0} = P(X_0)$$

$$f_{1:t+1} = \alpha f_{1:t} \cdot T \cdot O_{t+1}$$

Compute these forward from X_0 to wherever you want to stop (X_t)

$$b_{t+1:t} = [1; \cdots ; 1]$$

$$b_{k:t} = T \cdot O_k \cdot b_{k+1:t}$$

$$P(X_k | e_{1:t}) = \alpha f_{1:k} \times b_{k+1:t}$$

Compute these backwards from X_{t+1} to X_0 .