

### Quiz 13. Viterbi algorithm

Below is the table of the dynamic programming computation of the most probable path for occasionally dishonest casino with the following transition and emission probabilities:

HMM Parameters			
	L	F	e(6)
B	0.52	0.48	
L	0.60	0.40	0.50
F	0.17	0.83	0.17

	Sequence	3	6	6	6	
States	L	→ 0.052	→ 0.0156	x=	→ 0.0014	y=
	F	→ 0.080	→ 0.0111	→ 0.00153	→ 0.000312	

1. Fill in the missing values in the dynamic programming table

x=

y=

2. Perform traceback and write the sequence of most probable states for this observed sequence