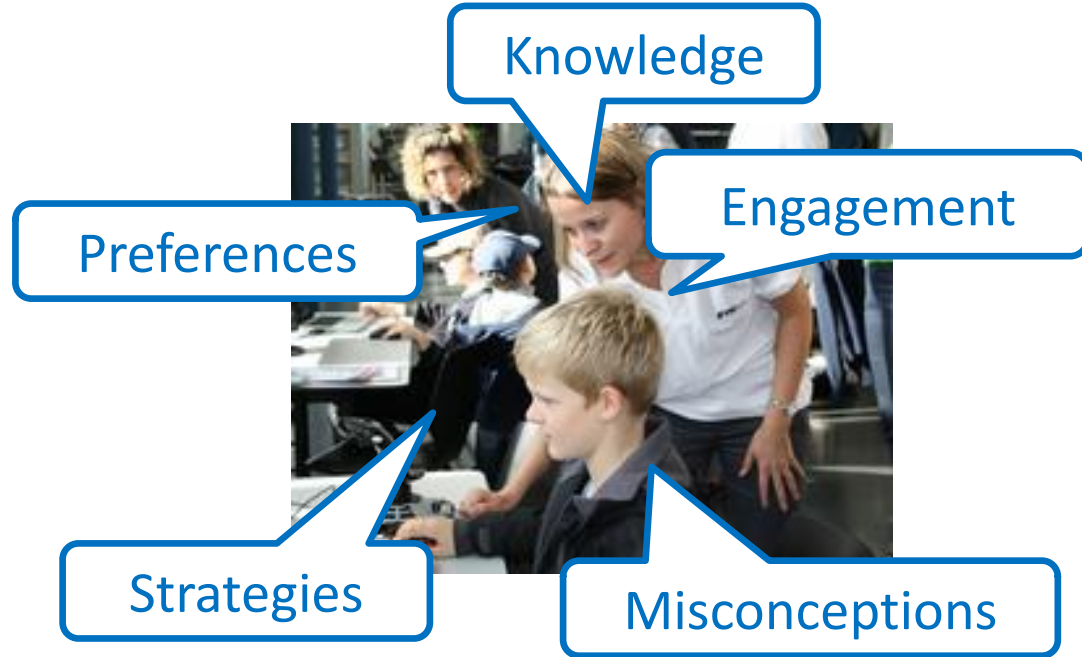


Modeling and Individualizing Learning in Computer-Based Environments

Tanja Käser
January 2020

Human teachers individualize learning



Student models enable individualization



Interaction

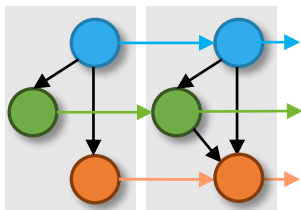
- Key stroke
 - Mouse Click
 - Speech
 - Video
-

Student models enable individualization



Interaction

- Key stroke
- Mouse Click
- Speech
- Video



Model

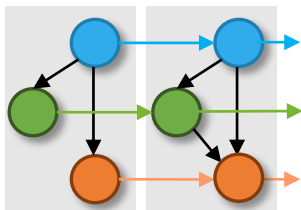
- Detection
- Representation
- Prediction

Student models enable individualization



Interaction

- Key stroke
- Mouse Click
- Speech
- Video



Model

- Detection
- Representation
- Prediction



Individualization

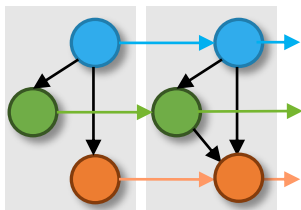
- Select new task
- Give feedback
- Provide hint

Student models enable individualization



Interaction

- Key stroke
- Mouse Click
- Speech
- Video



Model

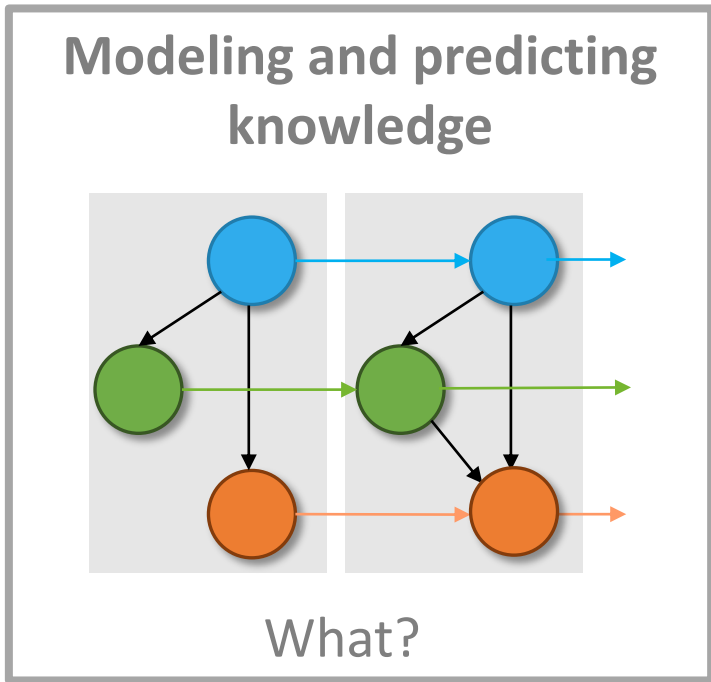
- Detection
- Representation
- Prediction



Individualization

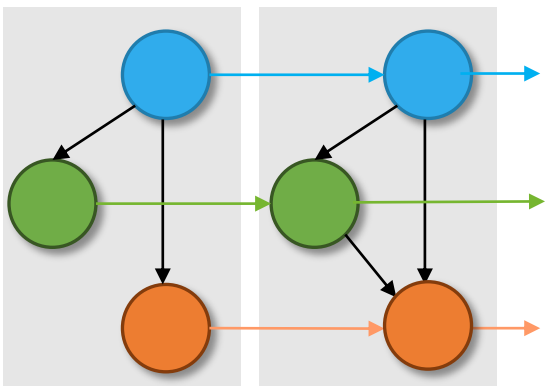
- Select new task
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Modeling and Individualizing Learning in Computer-Based Environments



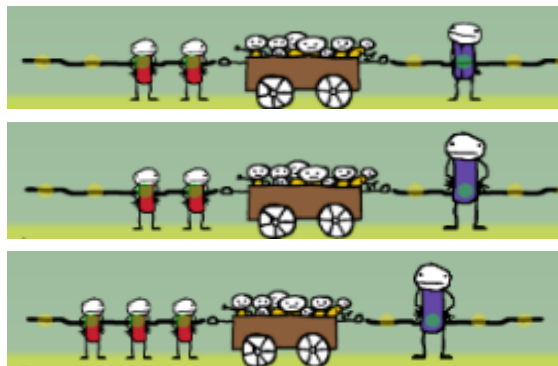
Modeling and Individualizing Learning in Computer-Based Environments

Modeling and predicting knowledge



What?

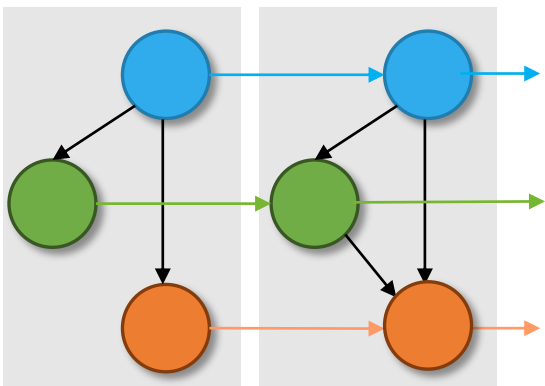
Detecting learner choices and strategies



How?

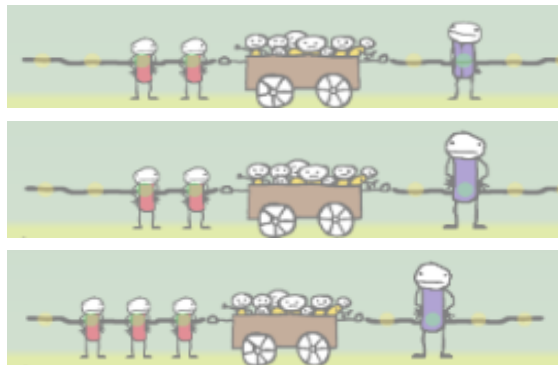
Modeling and Individualizing Learning in Computer-Based Environments

Modeling and predicting knowledge



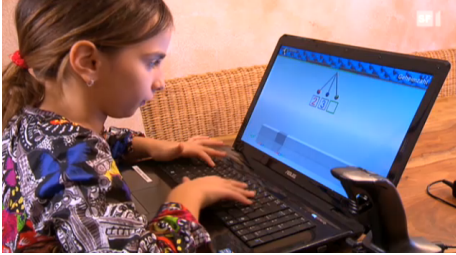
What?

Detecting learner choices and strategies

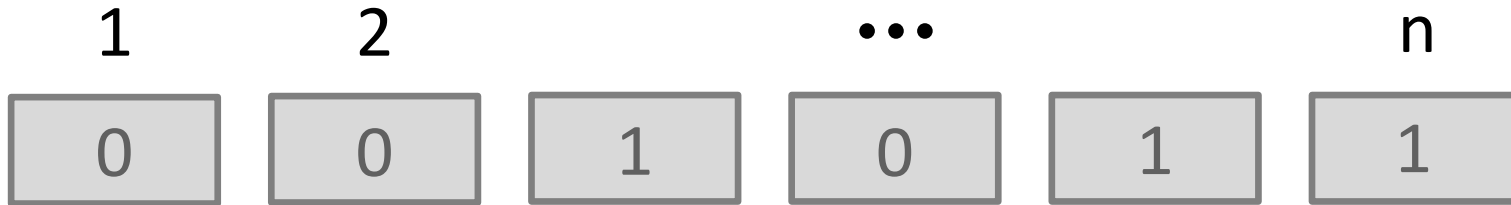


How?

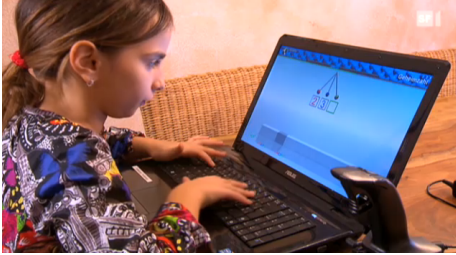
Inferring knowledge based on student answers



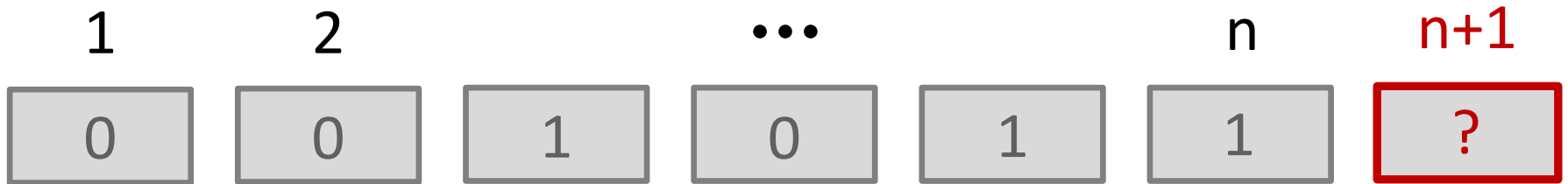
Subtraction 0-10



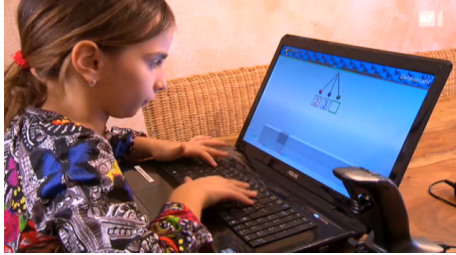
Inferring knowledge based on student answers



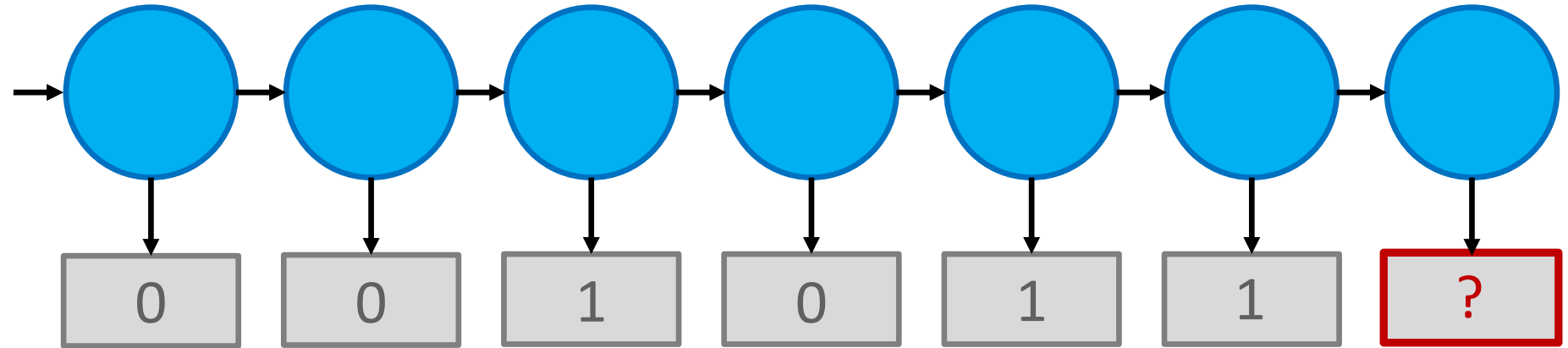
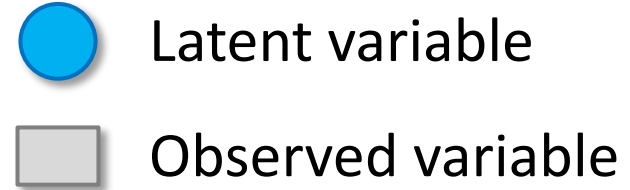
Subtraction 0-10



Bayesian Knowledge Tracing (BKT)

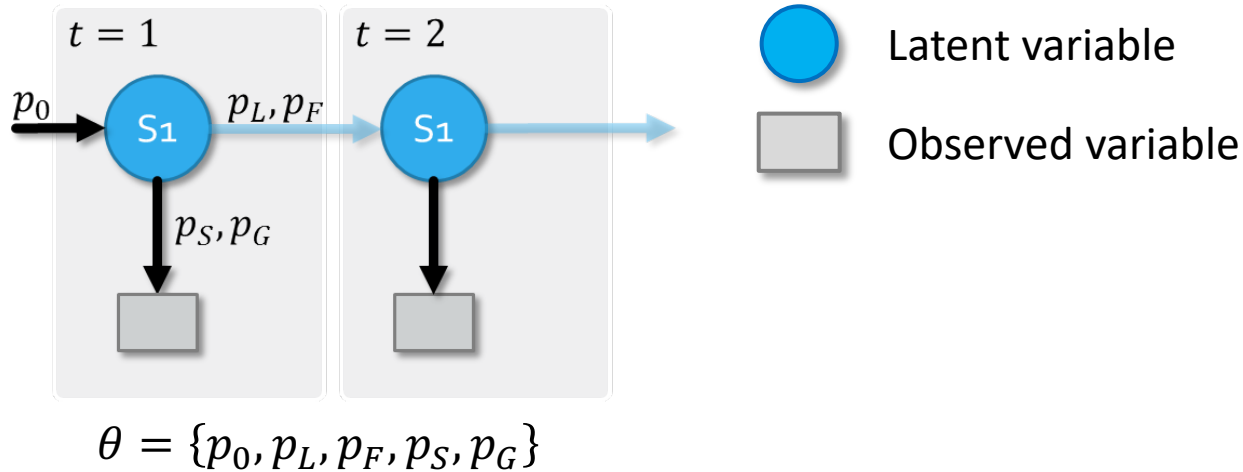


Subtraction 0-10



BKT models are simple, efficient, and interpretable

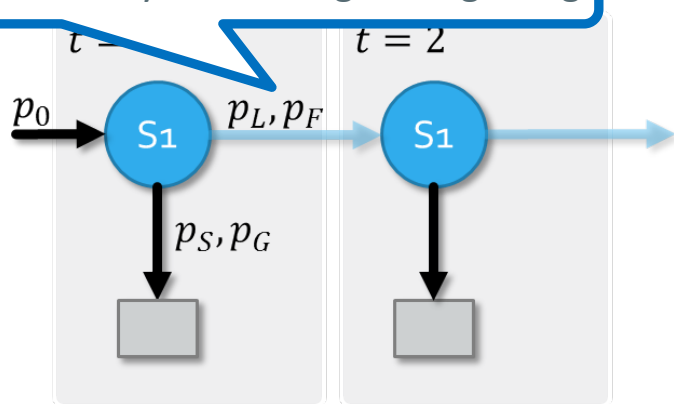
Bayesian Knowledge Tracing (BKT)



BKT models are simple, efficient, and interpretable

Bayesian Knowledge Tracing (BKT)

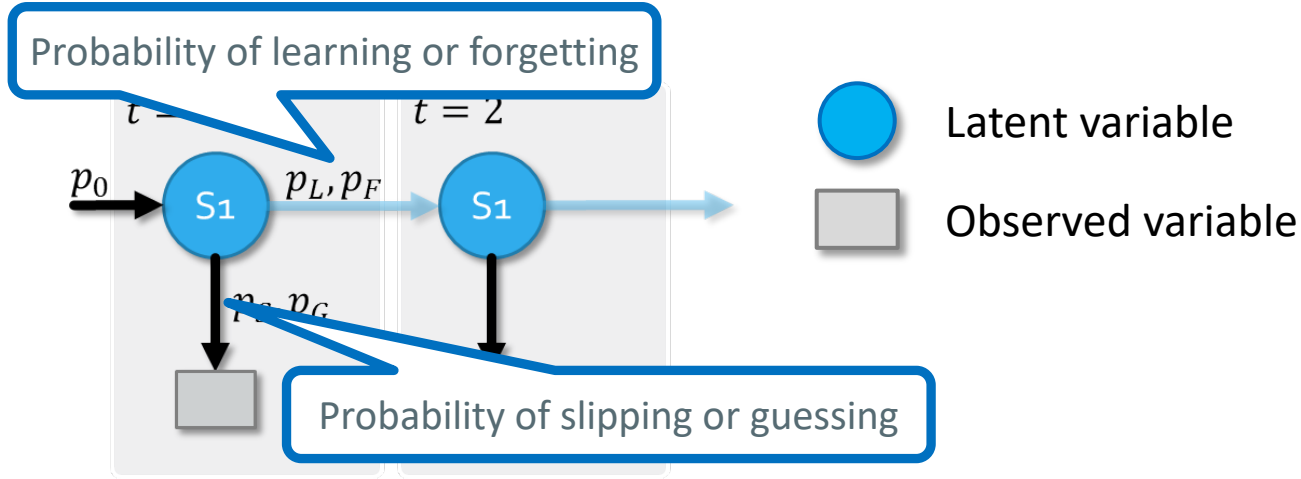
Probability of learning or forgetting



$$\theta = \{p_0, p_L, p_F, p_S, p_G\}$$

BKT models are simple, efficient, and interpretable

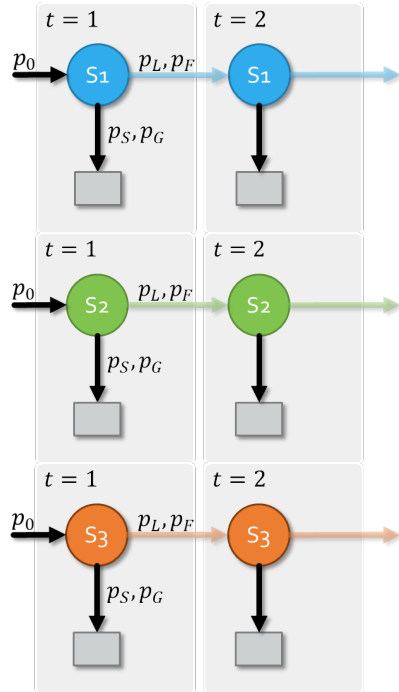
Bayesian Knowledge Tracing (BKT)



$$\theta = \{p_0, p_L, p_F, p_S, p_G\}$$

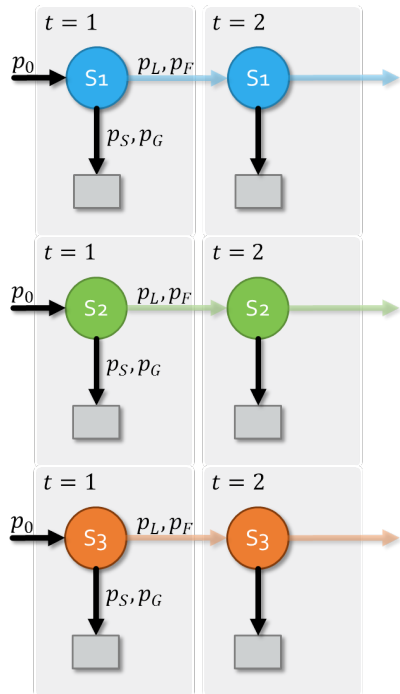
... but they have limited representational power

Bayesian Knowledge Tracing (BKT)

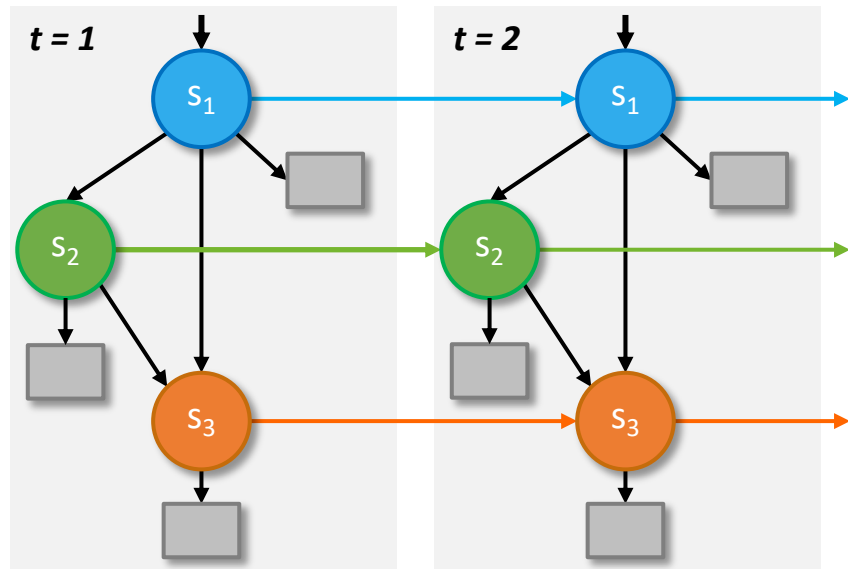


DBNs can model interactions between variables

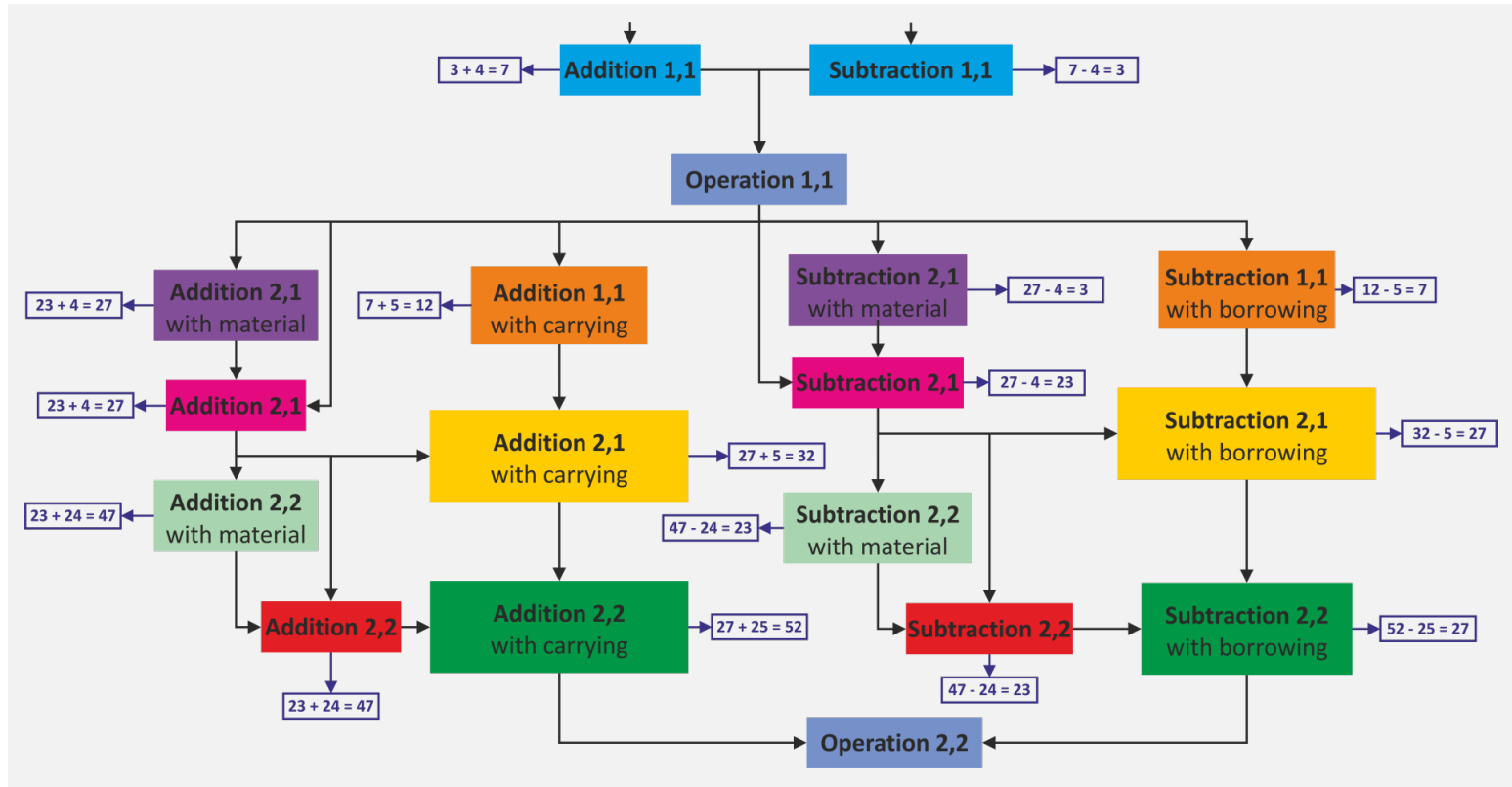
Bayesian Knowledge Tracing (BKT)



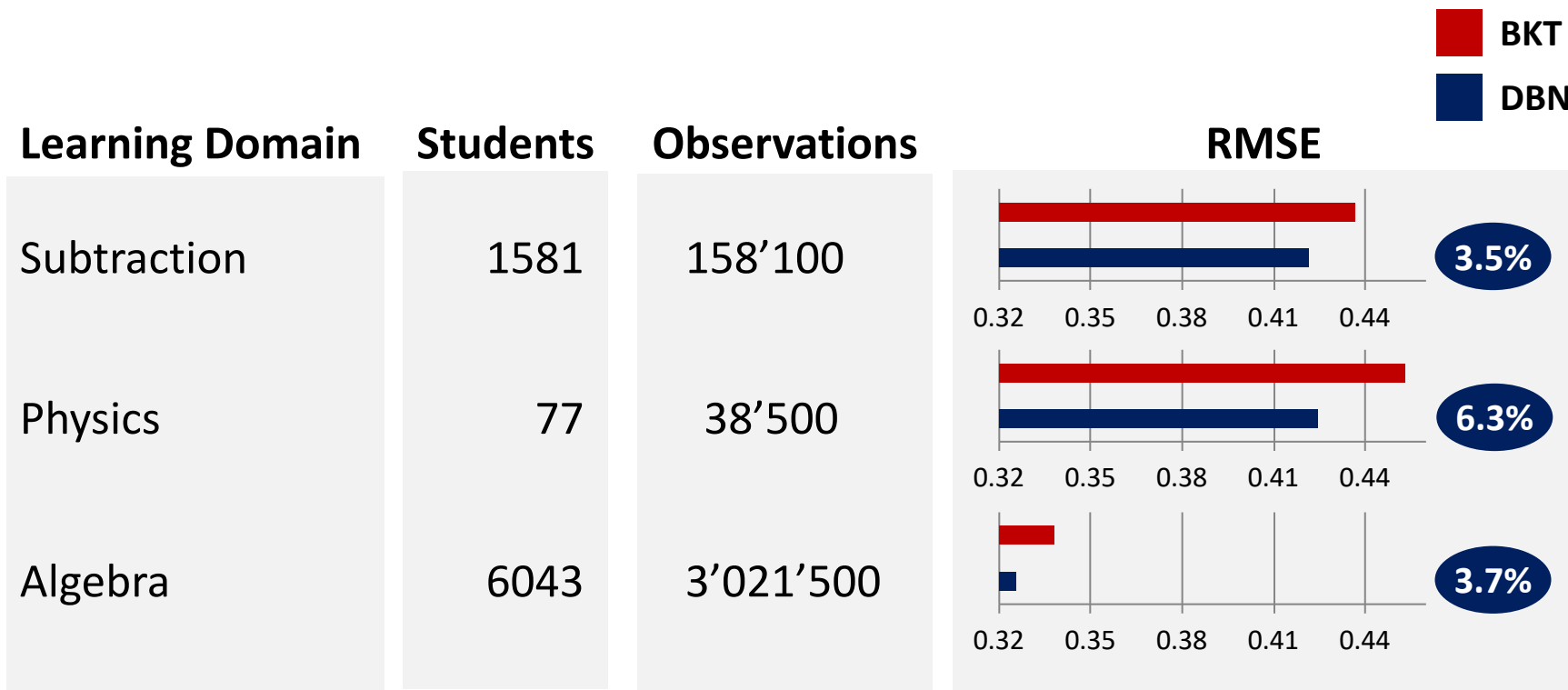
Dynamic Bayesian Networks (DBN)



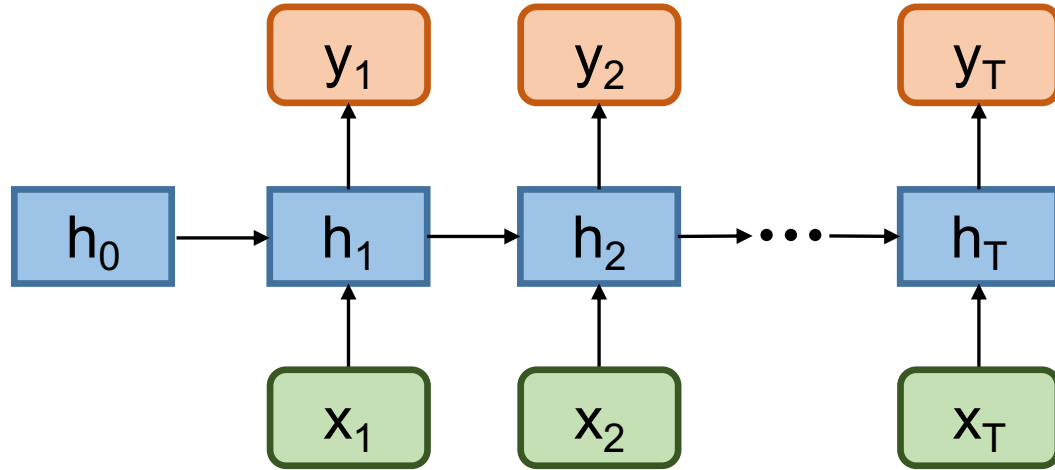
Example: DBN representing mathematical skills



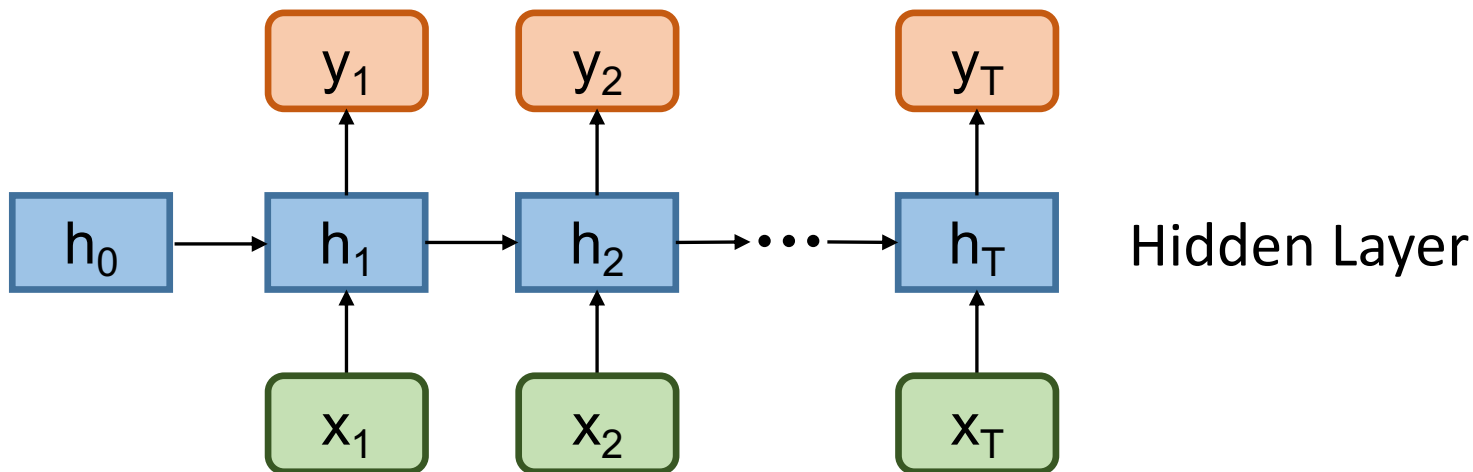
DBNs outperform BKT in different learning domains



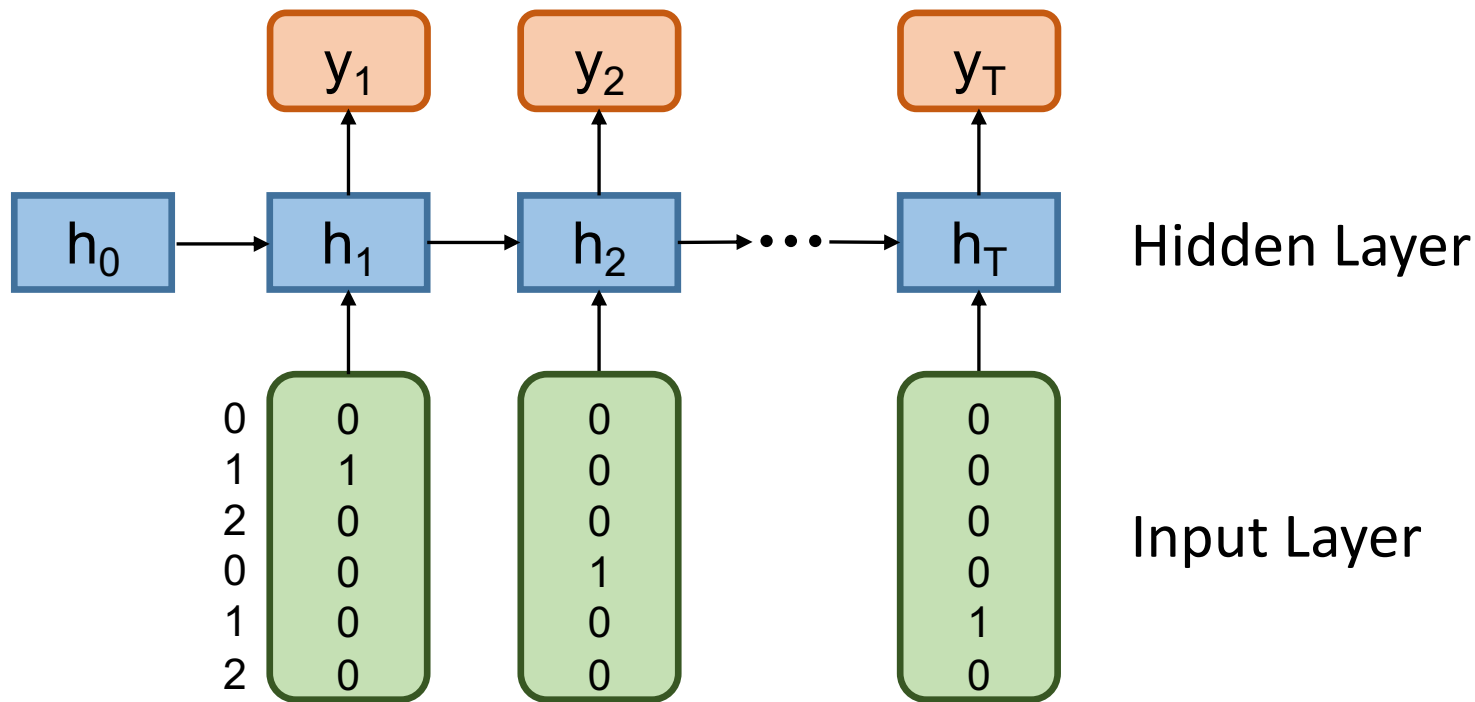
Deep Knowledge Tracing



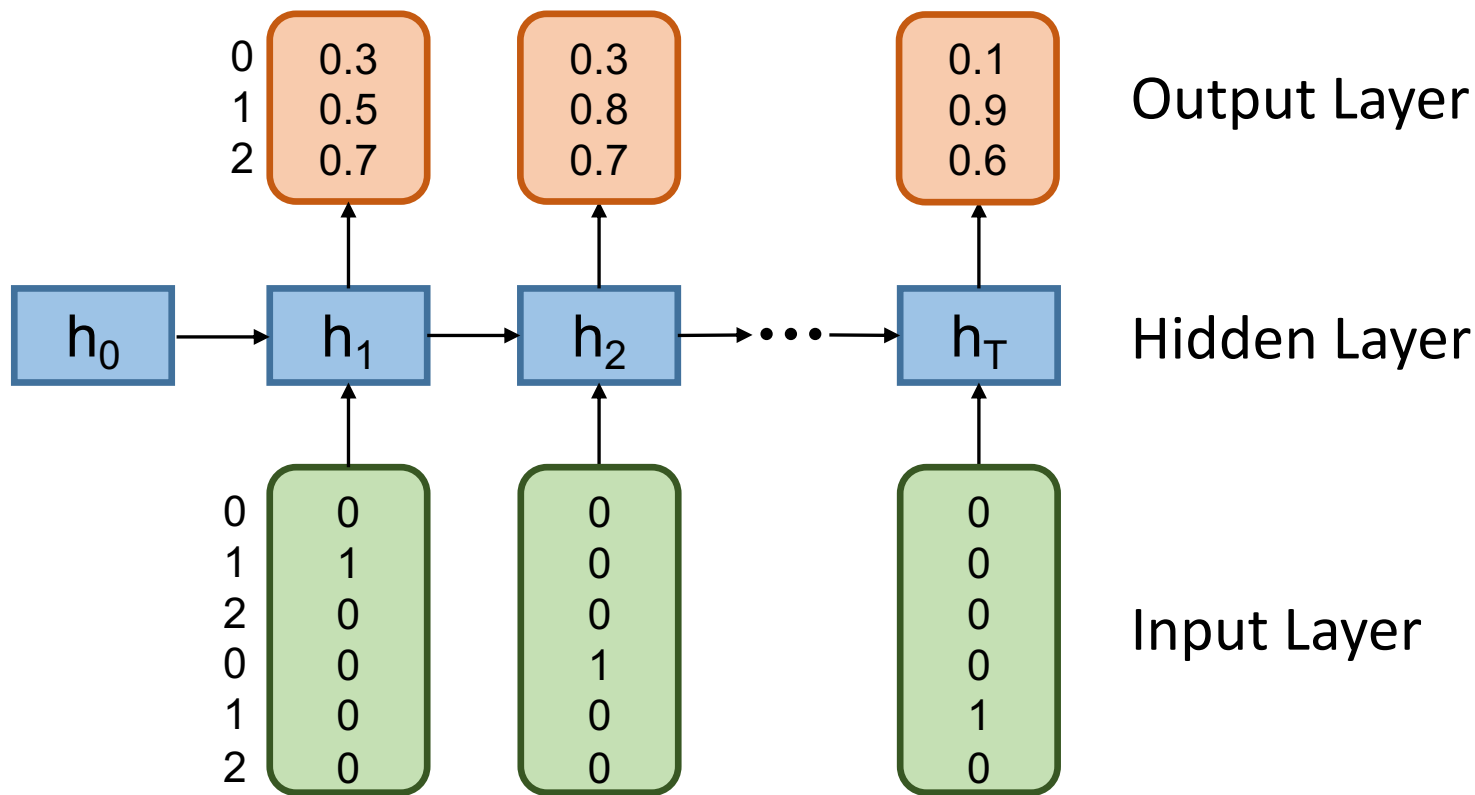
Hidden layer captures relevant information



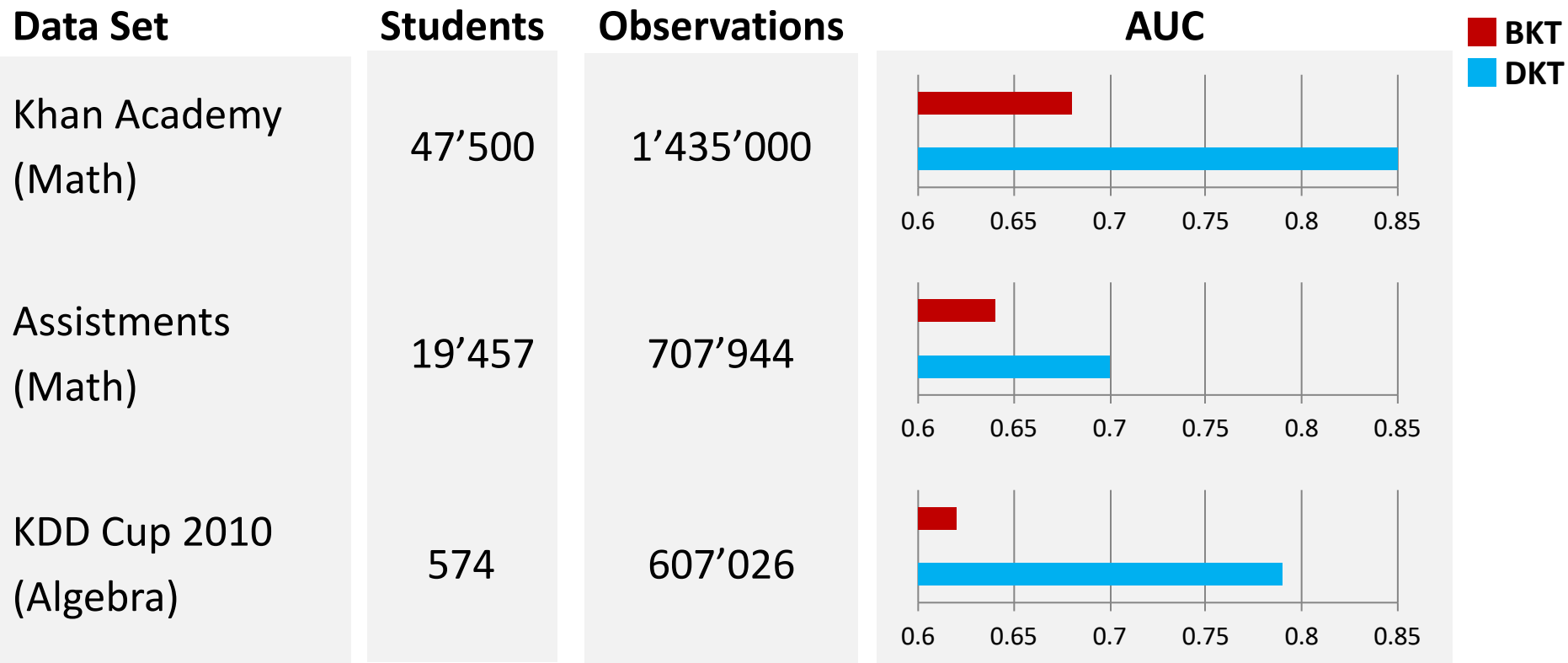
Input layer represents observations



Output layer consists of predicted probabilities

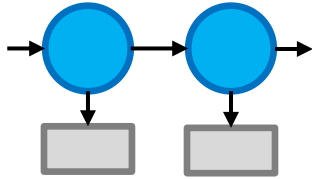


Deep Knowledge Tracing outperforms BKT



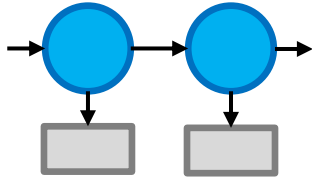
[Piech et al., NIPS 2015; Xiong et al., EDM 2016]

Modeling and Predicting Student Knowledge

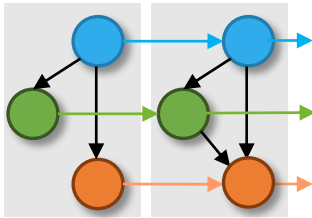


Bayesian Knowledge Tracing is simple,
efficient, and interpretable

Modeling and Predicting Student Knowledge

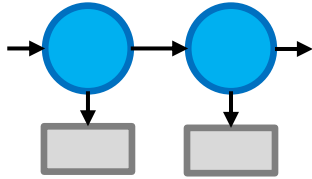


Bayesian Knowledge Tracing is simple, efficient, and interpretable

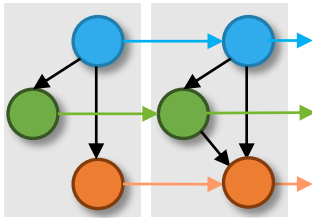


Dynamic Bayesian Networks can represent the hierarchical relations between the different skills

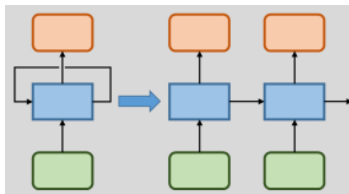
Modeling and Predicting Student Knowledge



Bayesian Knowledge Tracing is simple, efficient, and interpretable



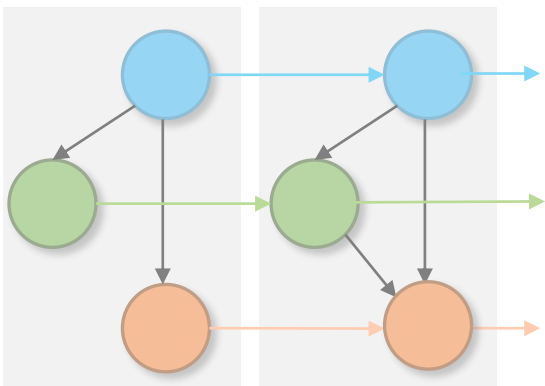
Dynamic Bayesian Networks can represent the hierarchical relations between the different skills



Deep Knowledge Tracing can learn non-linear relationships and implicitly captures the relations between the skills

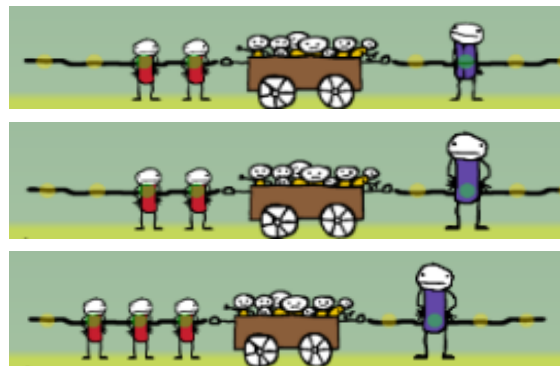
Modeling and Individualizing Learning in Computer-Based Environments

Modeling and predicting knowledge



What?


Detecting learner choices and strategies



How?

Which team wins the tug-of-war?


Challenge Question You Missed


			S		S			
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10:44

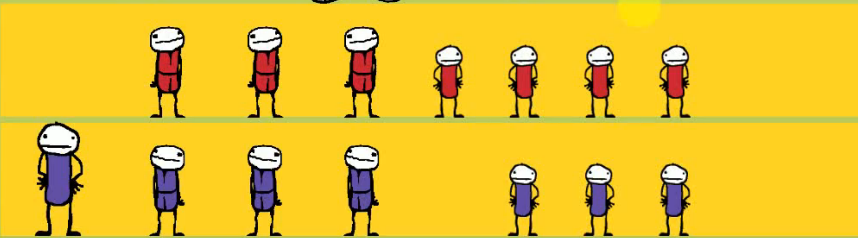
Begin Challenge

The challenge is open, but you can still explore if you want.



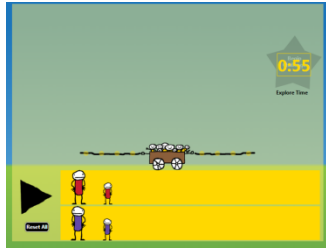


Reset All



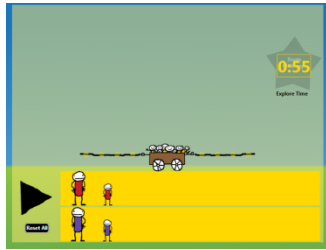
Students can freely choose between two modes

Intro



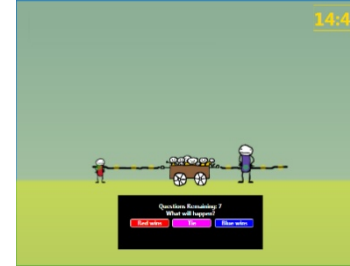
Students can freely choose between two modes

Intro



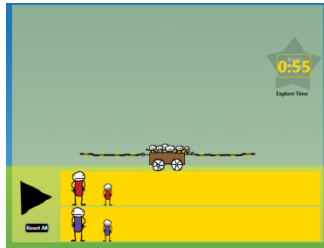
Challenge Mode

Choose
Winner



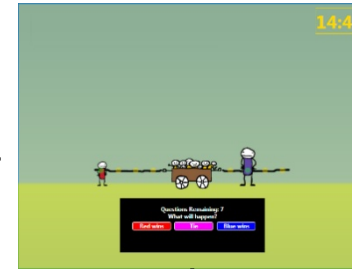
Students can freely choose between two modes

Intro

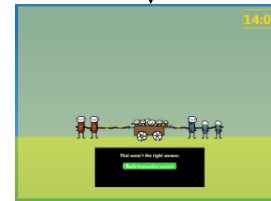


Challenge Mode

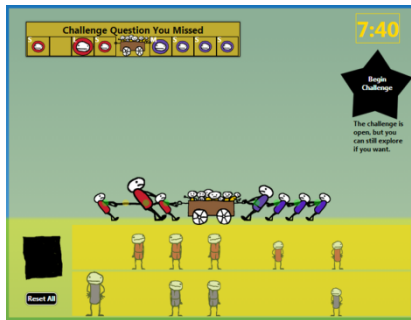
Choose Winner



wrong

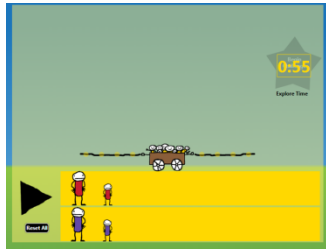


Exploration Mode

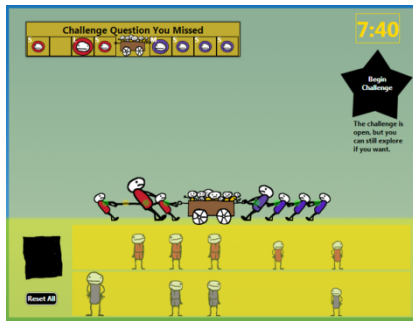


Students can freely choose between two modes

Intro

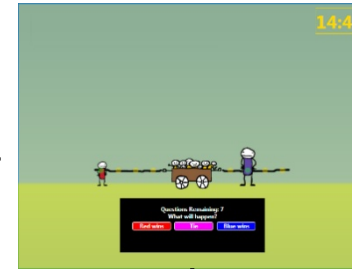


Exploration Mode



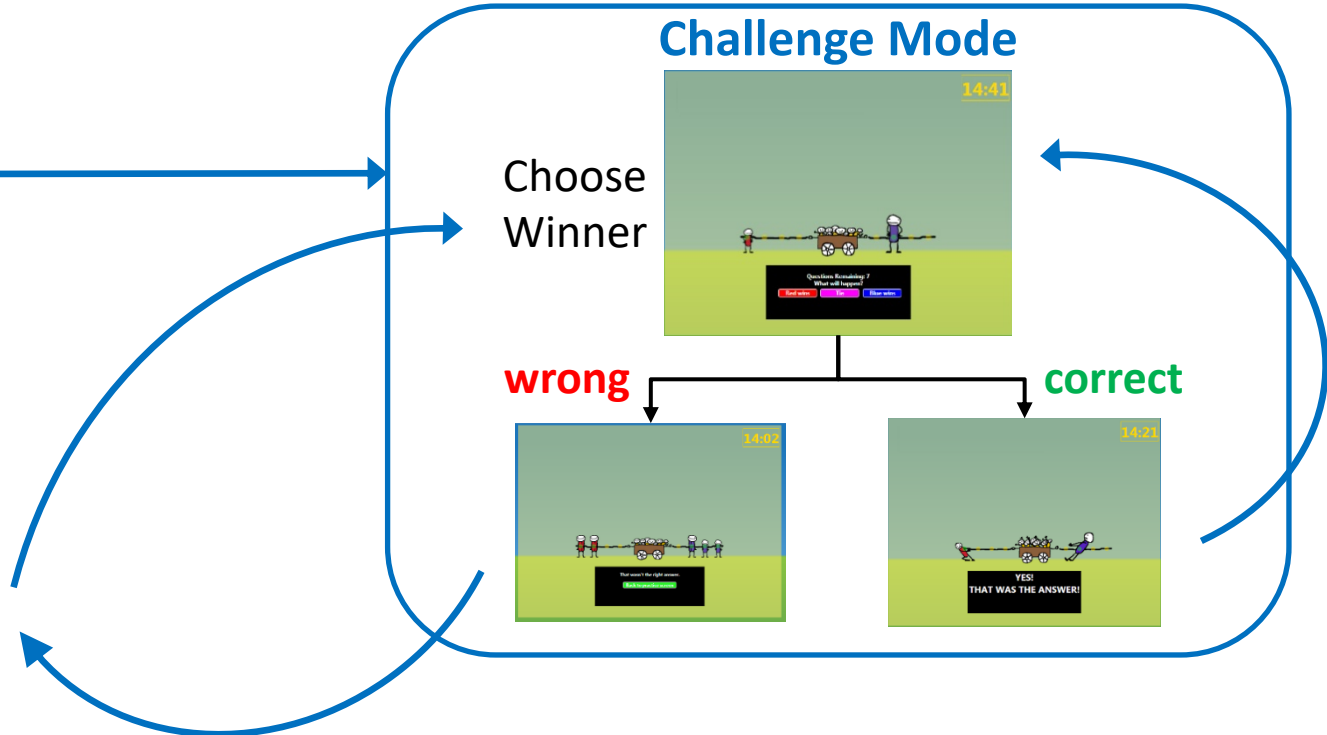
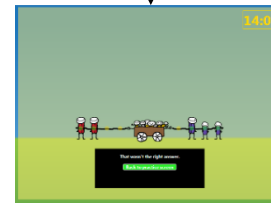
Challenge Mode

Choose Winner

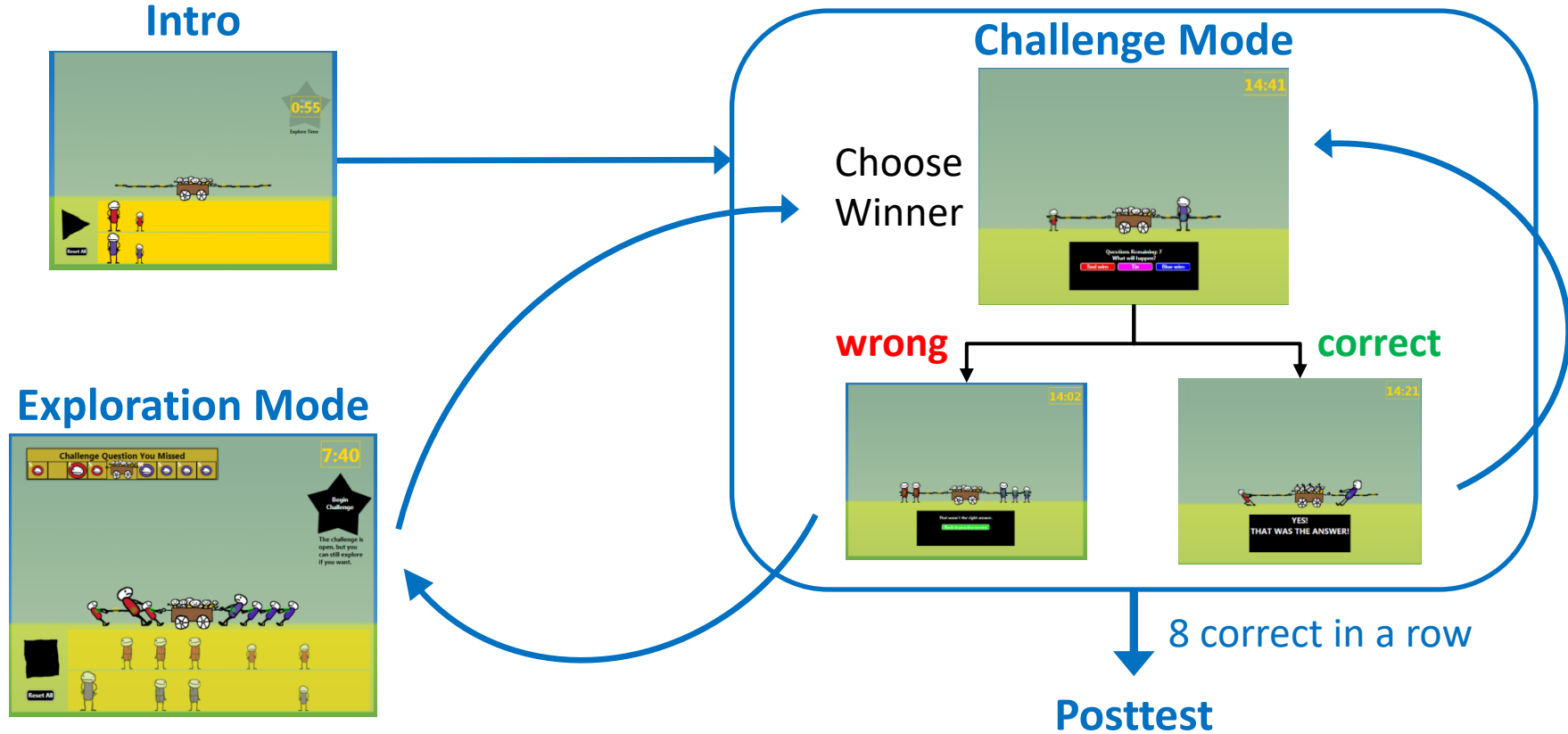


wrong

correct

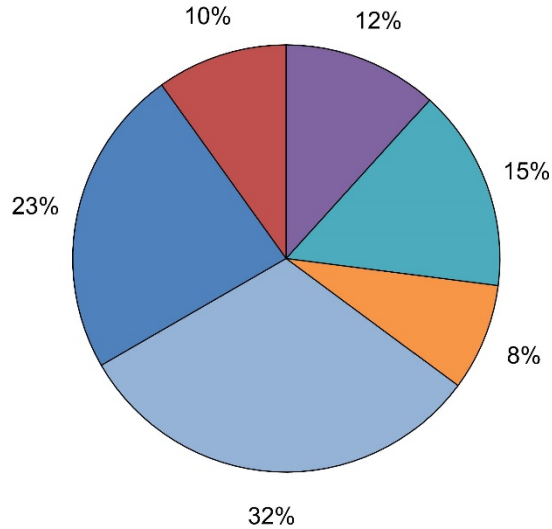


Students can freely choose between two modes



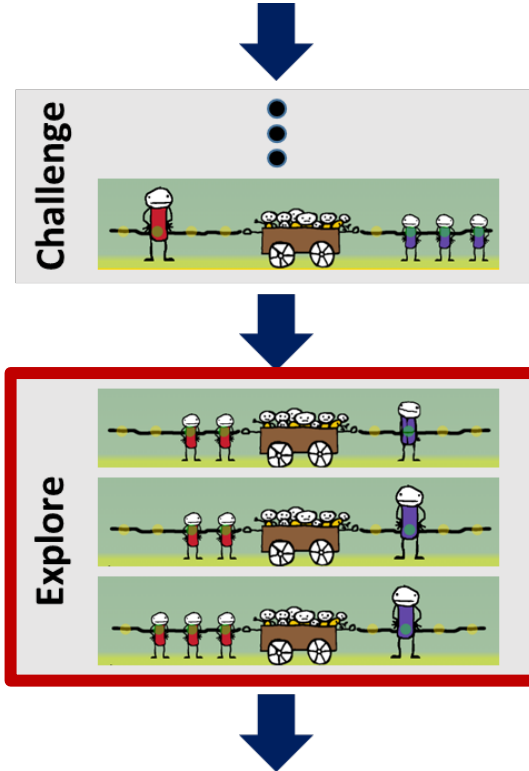
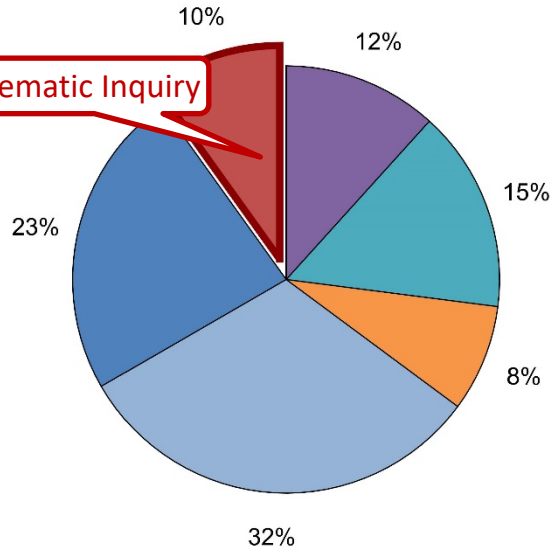
Students can be divided into six different clusters

US School 1: 127 students

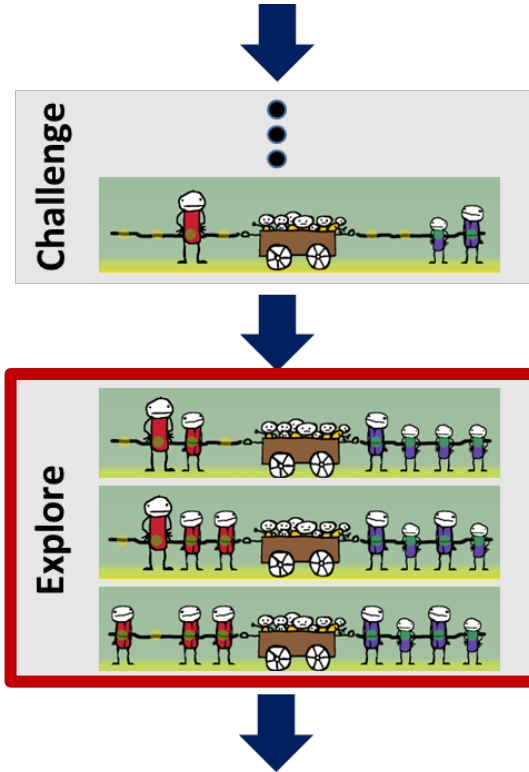
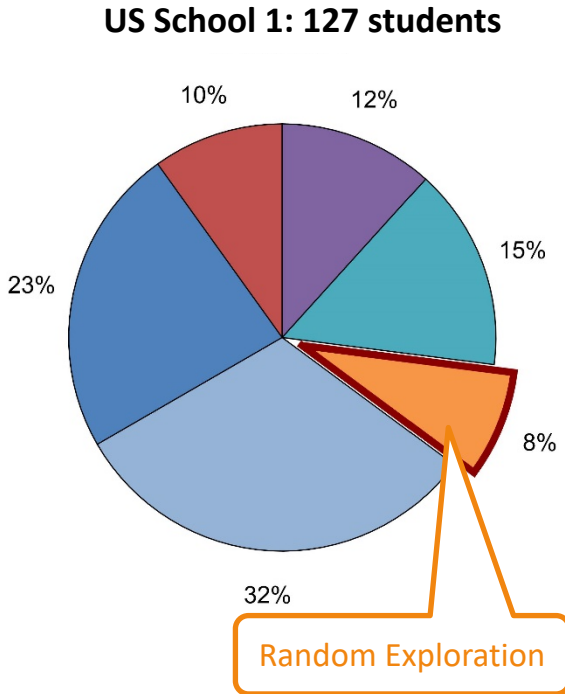


The best students explore systematically

US School 1: 127 students

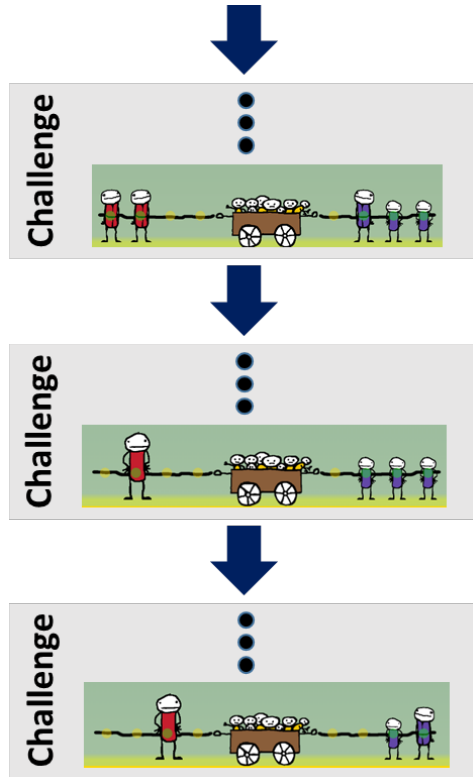
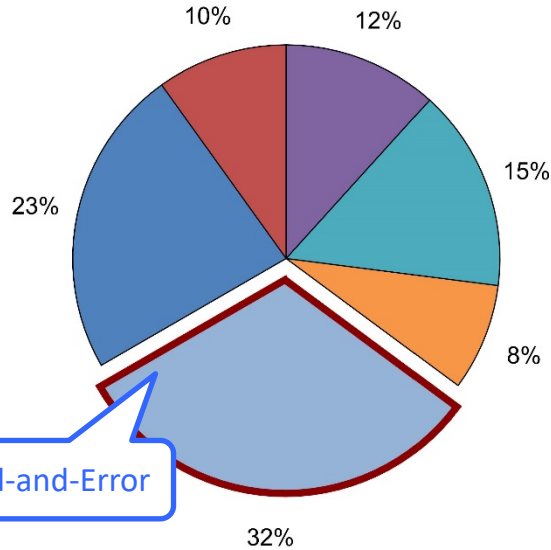


Persistent inquiry alone is not enough

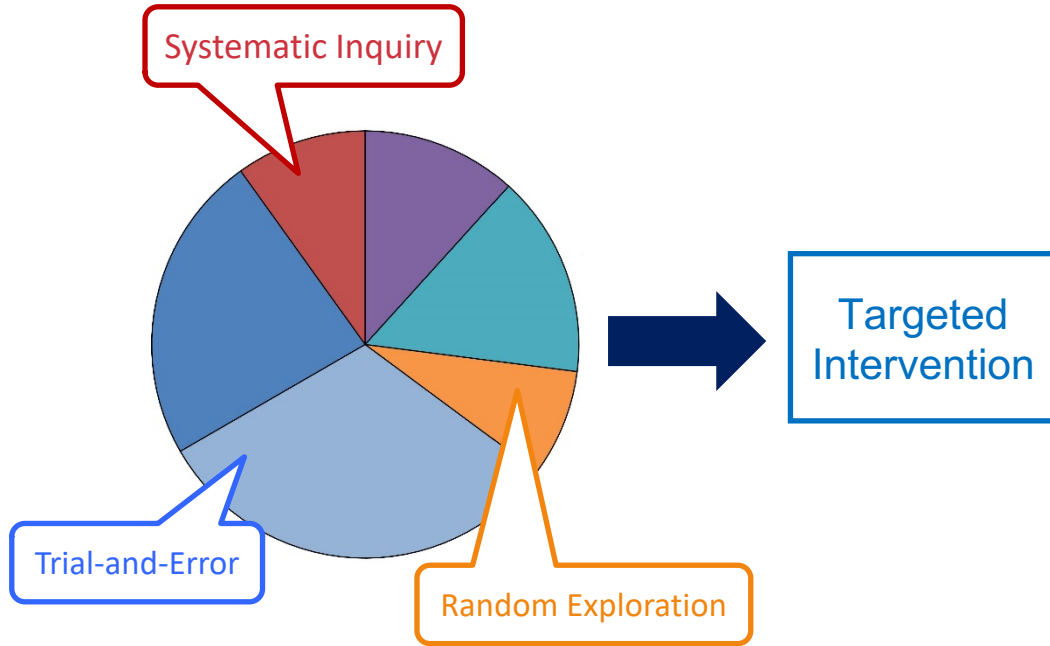


Many students just try to beat the game

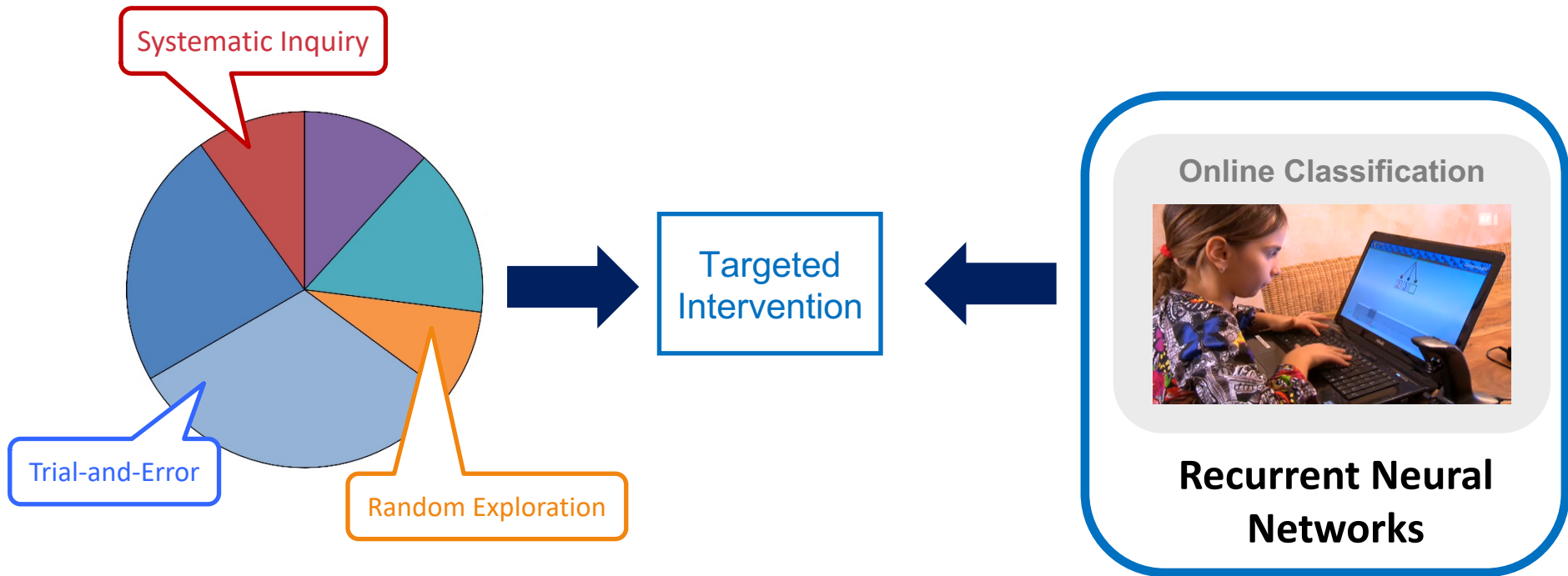
US School 1: 127 students



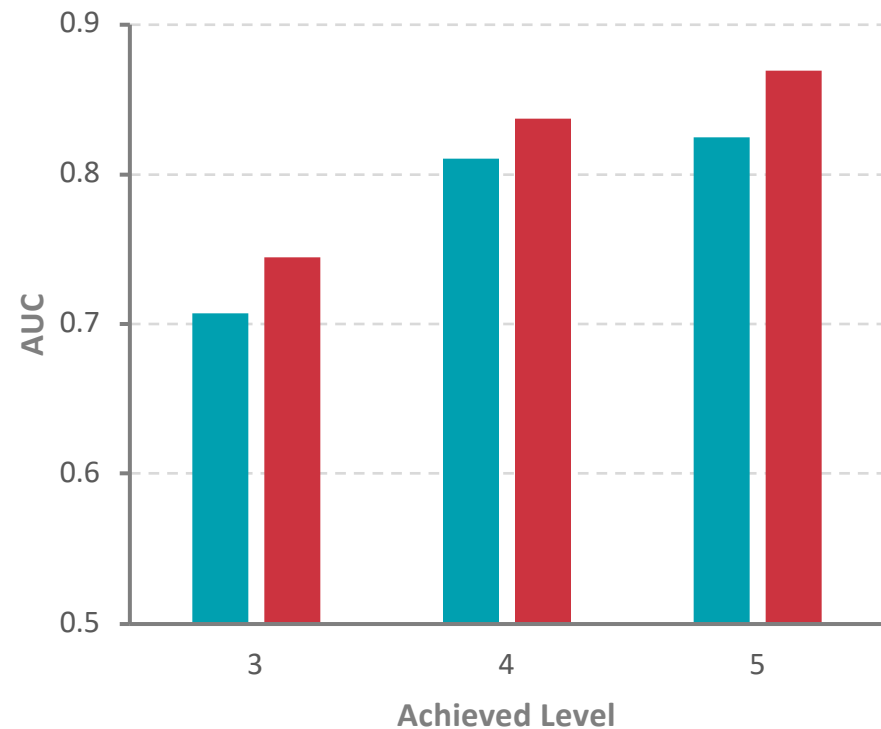
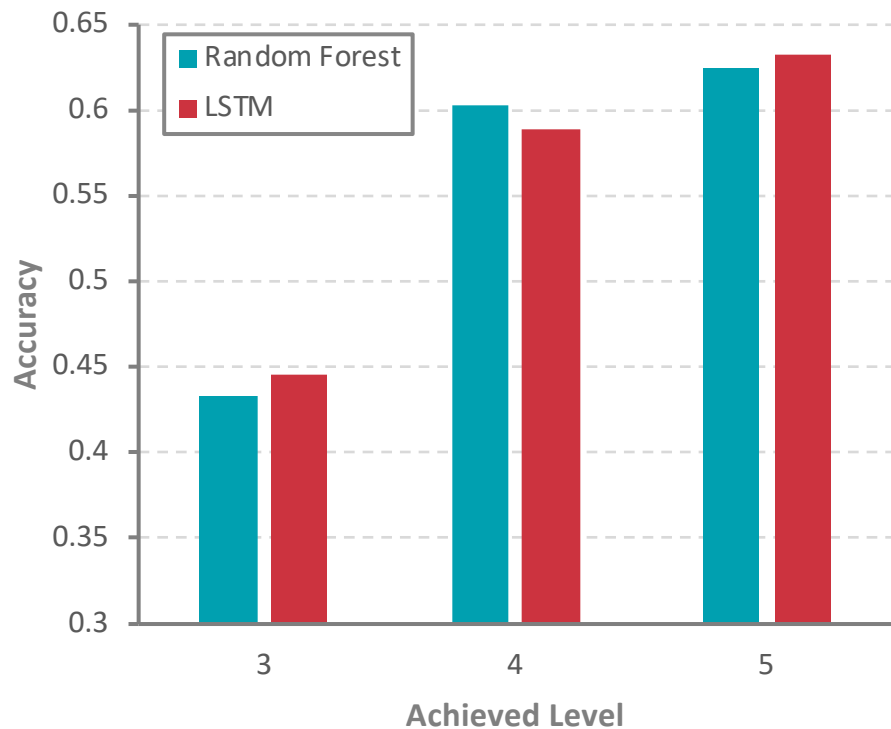
Adaptation based on students' learning behavior



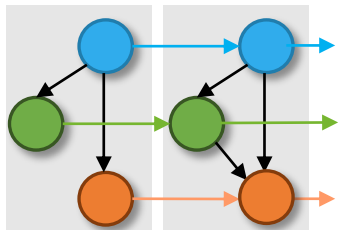
Exploring the use of recurrent neural networks



LSTMs are similar or better at important levels

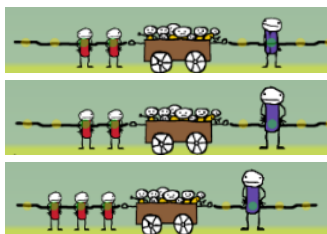


Modeling and Individualizing Learning in Computer-Based Environments



What?

Improving predictions
of knowledge



How?

Detecting & classifying
learner choices
and strategies



Knowledge

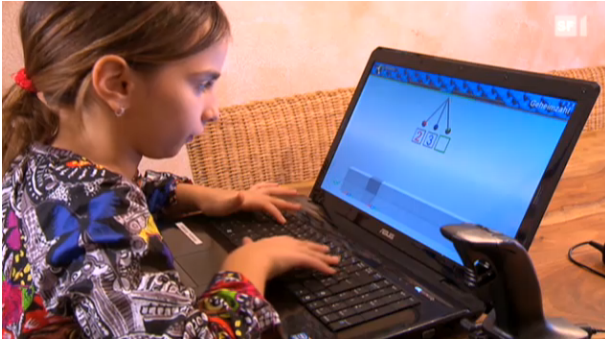
Preferences

Engagement

Strategies

Misconceptions

Questions?



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References

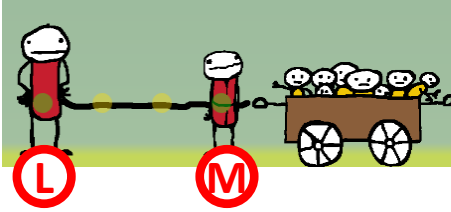
- 1) Corbett, A. T., and Anderson, J. R. (1995). *Knowledge tracing: Modeling the acquisition of procedural knowledge*. User Modeling and User-Adapted Interaction
 - 2) Yudelson, M.V., Koedinger, K.R., and Gordon, G.J. (2013). *Individualized bayesian knowledge tracing models*. Proceedings of AIED
 - 3) Käser, T., Baschera, G., Kohn, J., Kucian, K., Richtmann, V., Grond, U., Gross, M., and von Aster, M. (2013). *Design and evaluation of the computer-based training program Calcularis for enhancing numerical cognition*. Frontiers in Psychology
 - 4) Käser, T., Klingler, S., Schwing, A., and Gross, M. (2014). *Computational Education using Latent Structured Prediction*. Proceedings of AISTATS
 - 5) Käser, T., Klingler, S., Schwing, A., and Gross, M. (2014). Beyond KnowledgeTracing: Modeling Skill Topologies with Bayesian Networks. Proceedings of ITS
 - 6) Piech, C., Bassen, J., Huang, J., Ganguli, S., Sahami, M., Guibas, L., and Sohl-Dickstein, J. (2015). *Deep Knowledge Tracing*. Proceedings of NIPS
 - 7) Xiong, X., Zhao, S., Van Inwegen, E. G., Beck, J. E. (2016). *Going Deeper with Deep Knowledge Tracing*. Proceedings of EDM
 - 8) Käser, T., Klingler, S., Schwing, A., and Gross, M. (2017). Dynamic Bayesian Networks for Student Modeling. *IEEE Transactions on Learning Technologies*
 - 9) Käser, T., and Schwartz, D. L. (2019). Exploring Neural Network Models for the Classification of Students in Highly Interactive Environments. *Proceedings of EDM*
-

BACKUP

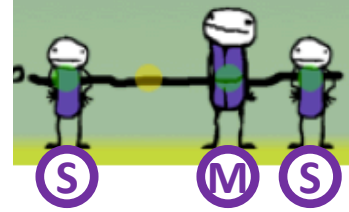
Description of US data sets

	US School 1	US School 2
Number of students	127	165
Age	8 th grade	8 th grade
Time in exploration mode	42%	23%
Students passing the game	87%	97%
Students with perfect post-test	24%	34%
Average post-test score	2.1	2.6

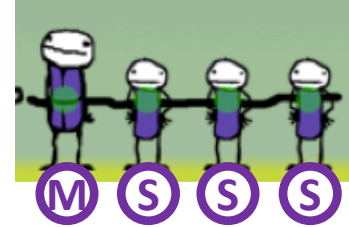
Posttest



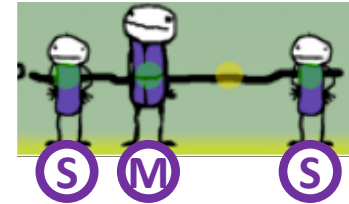
1)



2)

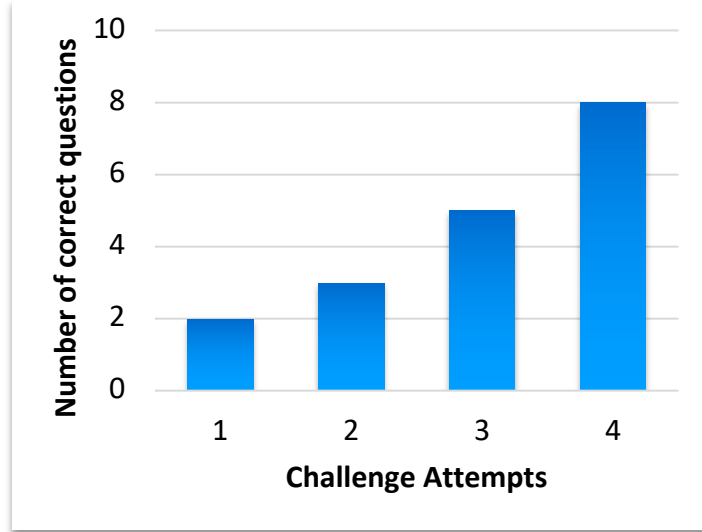


10)



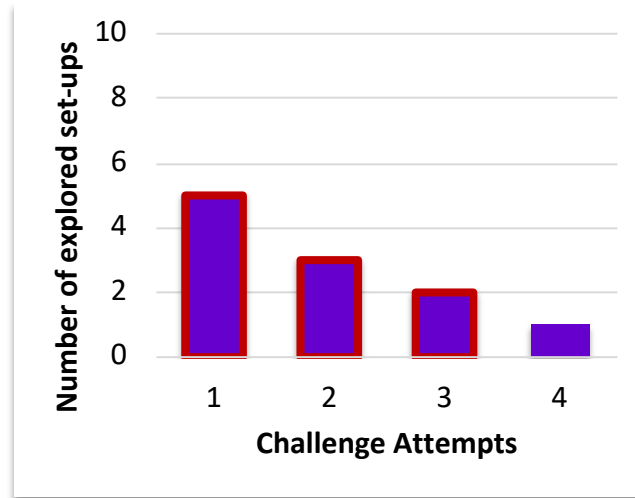
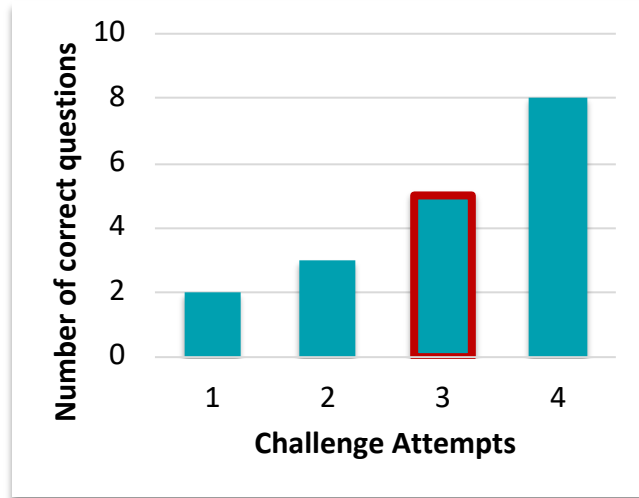
Clustering students based on features describing their exploration behavior

➔ Number of challenge questions answered until passing a level (NC)



Clustering students based on features describing their exploration behavior

- ➔ Number of challenge questions answered until passing a level (NC)
- ➔ **Number of explored set-ups until passing a level (NS)**



Clustering students based on features describing their exploration behavior

- ➔ Number of challenge questions answered until passing a level (NC)
- ➔ Number of explored set-ups until passing a level (NS)
- ➔ **Number of explored set-ups rated as strong until passing a level (NSS)**

Strong

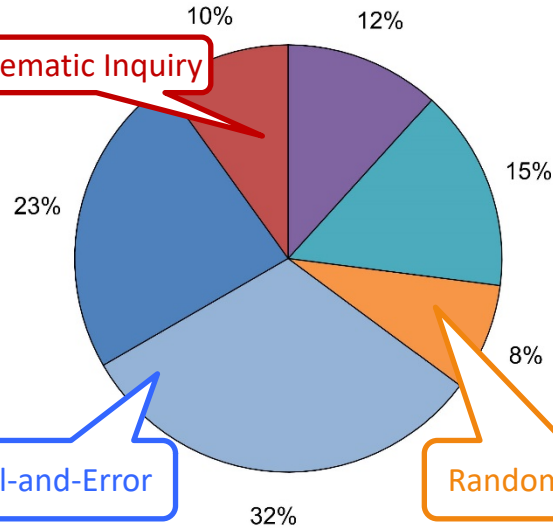


Large = 3*Small

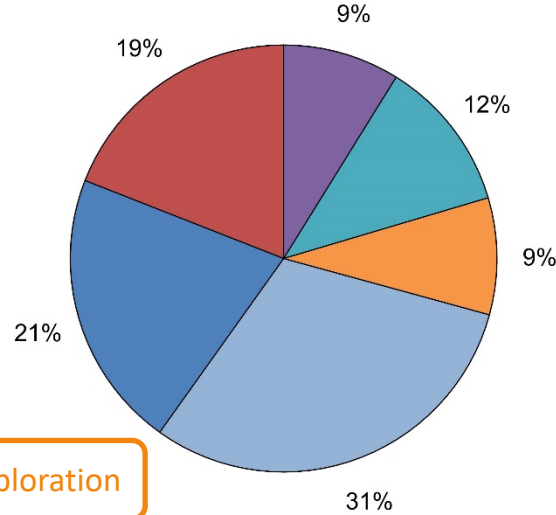
The cluster solution was replicated on a second independent data set

US School 1: 127 students

US School 2: 165 students



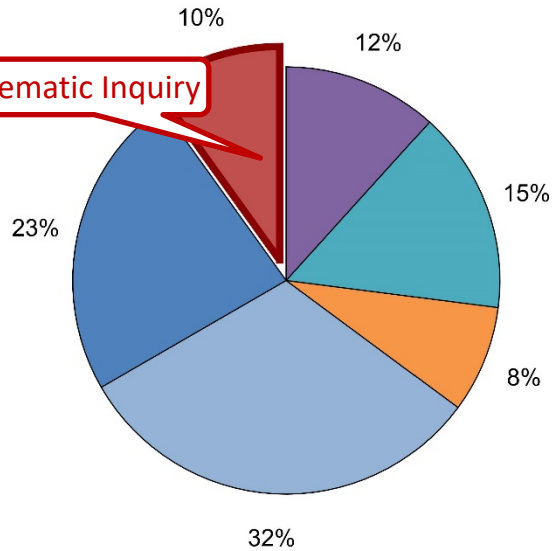
Medium SES



High SES

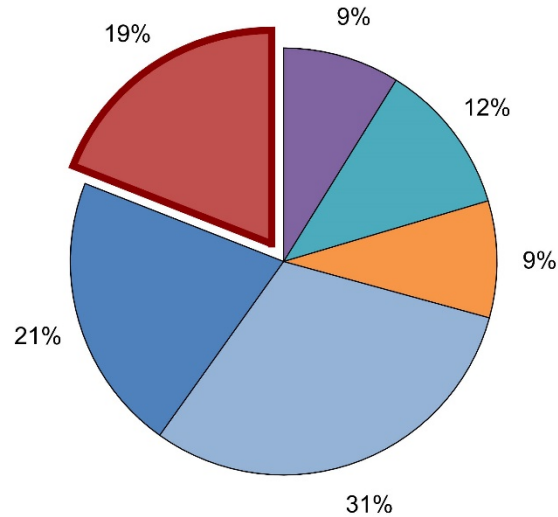
More students explore systematically

US School 1: 127 students



Medium SES

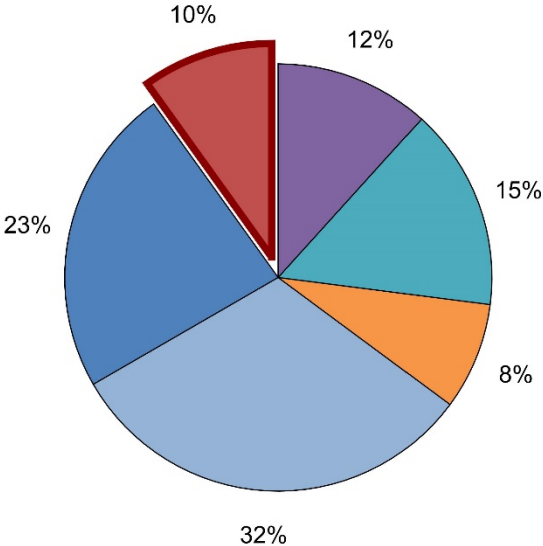
US School 2: 165 students



High SES

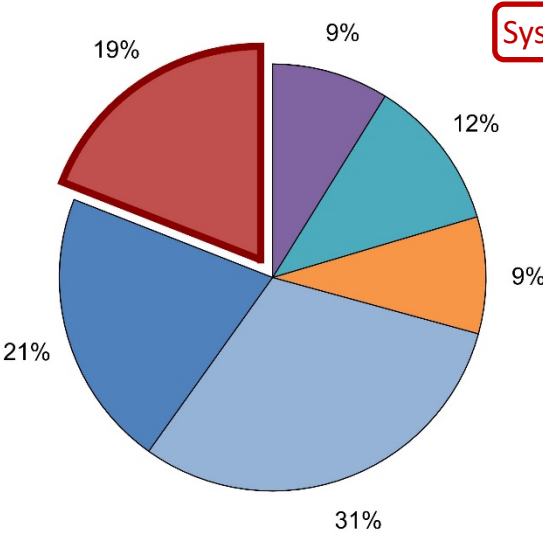
Exploring students' inquiry strategies across cultural context

US School 1: 127 students



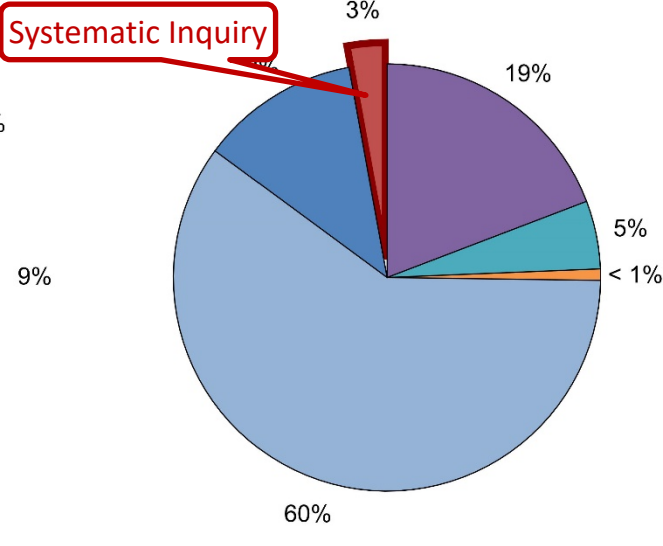
Medium SES

US School 2: 165 students



High SES

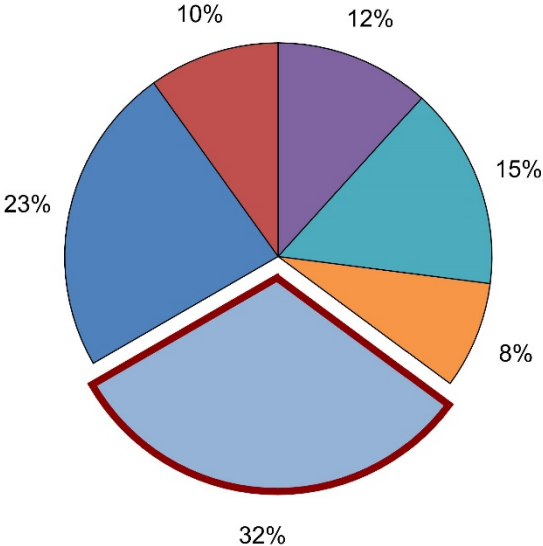
Colombian Schools: 349 students



Low-Medium SES

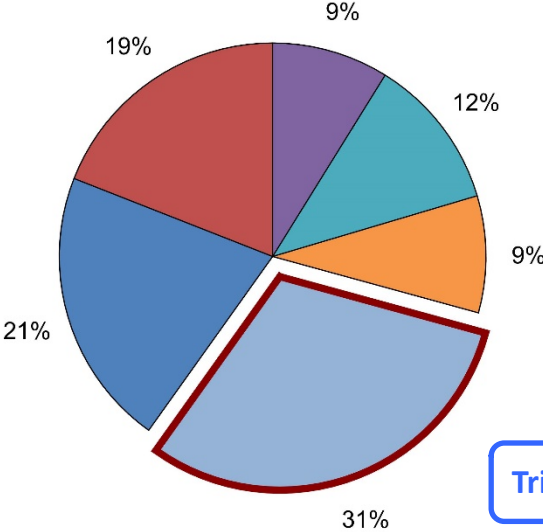
Exploring students' inquiry strategies across cultural context

US School 1: 127 students



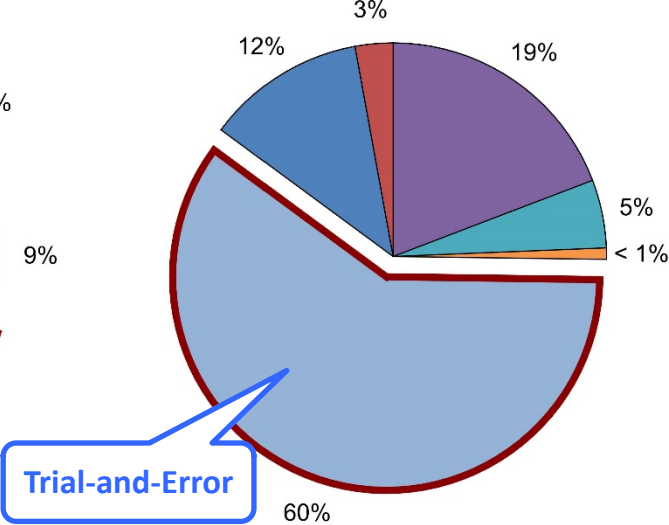
Medium SES

US School 2: 165 students



High SES

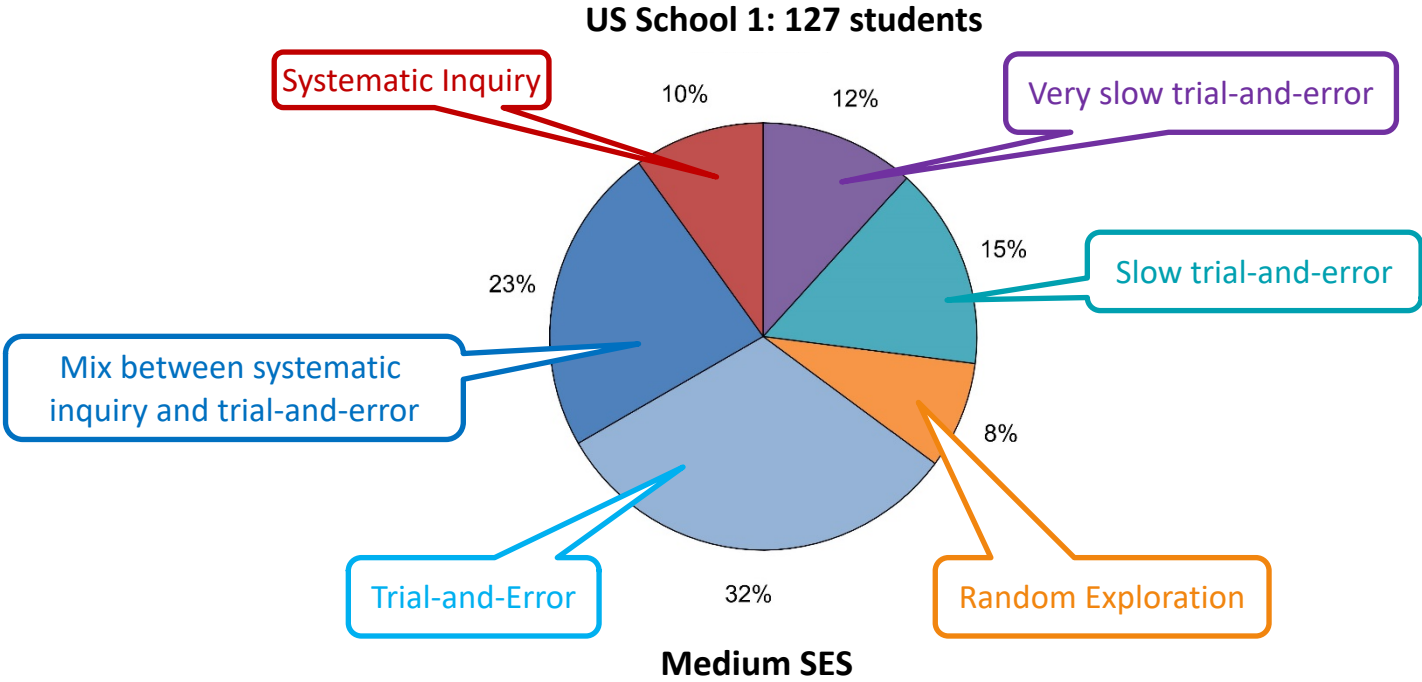
Colombian Schools: 349 students



Trial-and-Error

Low-Medium SES

Clusters can be semantically interpreted



Pairwise Clustering

Constant shift embedding transformation



similarities = distances in higher-dimensional Euclidean space



k-Means Clustering

Computation of BIC

$$BIC = -2 \cdot \log(L) + k \cdot \log(n) + (k - 1) + 1$$

- L = likelihood of data
 - Fit Gaussian distribution per cluster
 - Estimate variance by distance to cluster centroid
 - Estimate mean by cluster centroid
 - Sum up gaussians over all clusters, taking into account the cluster probability
 - k = number of clusters
 - n = number of effective dimensions of transformation matrix
-

Likelihood Computation

- Variance σ^2 : $\frac{1}{R-k} \cdot \sum_i (x_i - cc)^2$
 - R: Sample size
 - k: Number of clusters
 - cc: Centroid of according cluster
 - $L_c = \frac{1}{p_c} \cdot \sum \frac{1}{\sqrt{2\pi\sigma^2}} \cdot e^{-\frac{(x_i - cc)^2}{2\sigma^2}}$
 - p_c : Prior probability for cluster
-

Cluster Stability

- US School 1: Original data set
- US School 2: New data set
- Cluster US School 1 -> Original clustering solution (OC)
- k-Nearest Neighbor assigns each sample from school 2 to a cluster c of OC -> vector of predicted labels I_p
- Cluster US School 2 -> New clustering solution with labels I_{NC}
- Cluster stability = Hamming distance between I_p and I_{NC}

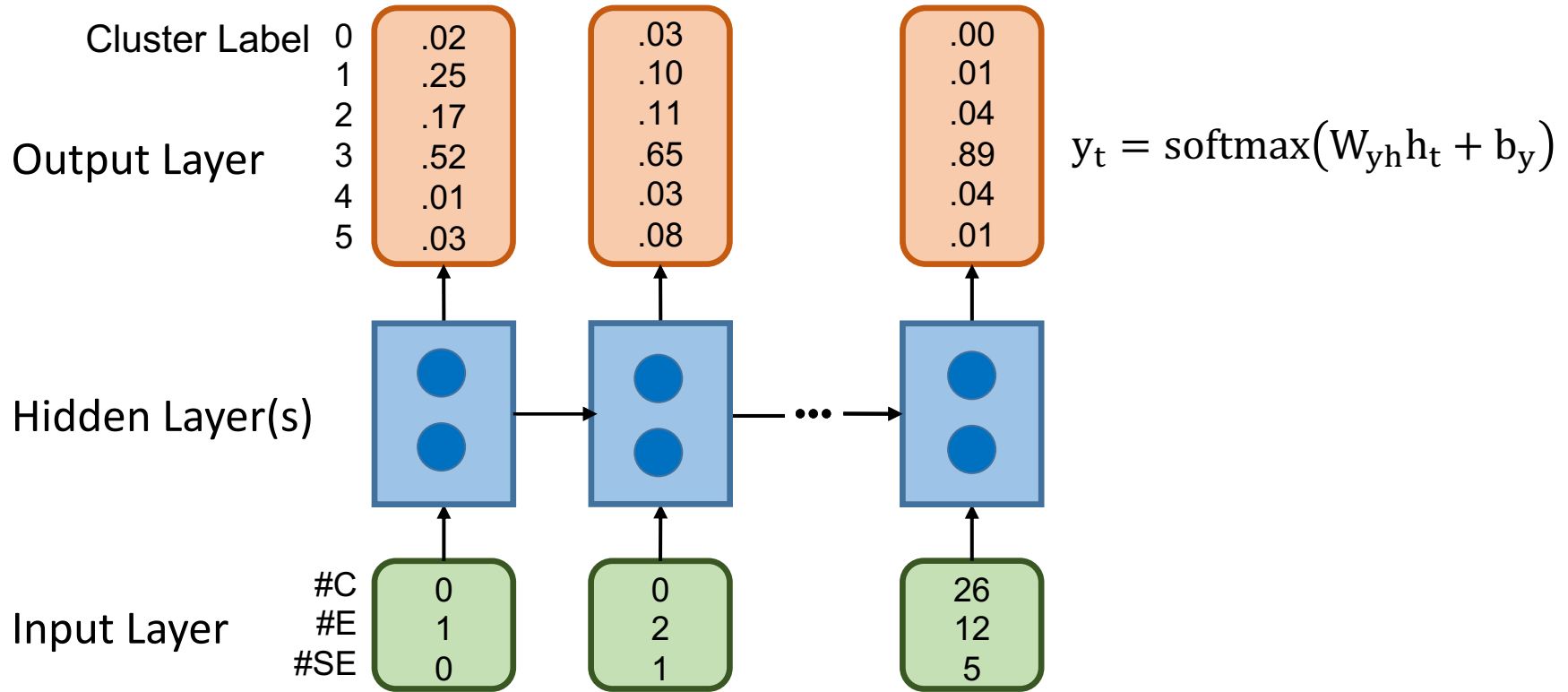
Exploring the use of recurrent neural networks

		1 x 4	1 x 8	1 x 16	1 x 32	2 x 2	2 x 4	2 x 8	2 x 16
LSTM	Predicting Sequence								
GRU									
LSTM	Optimized for point in time								
GRU									

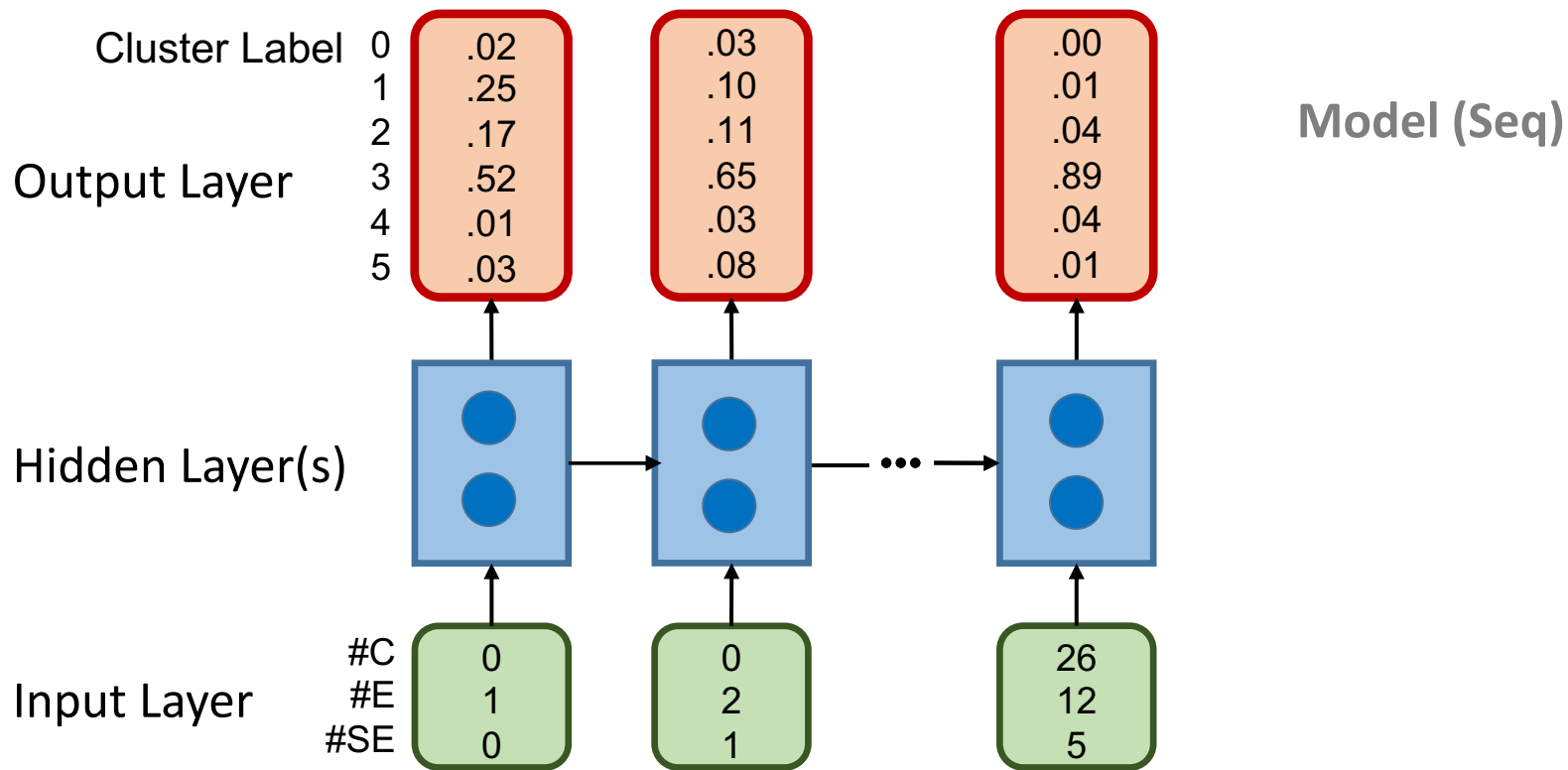
Exploring the use of recurrent neural networks

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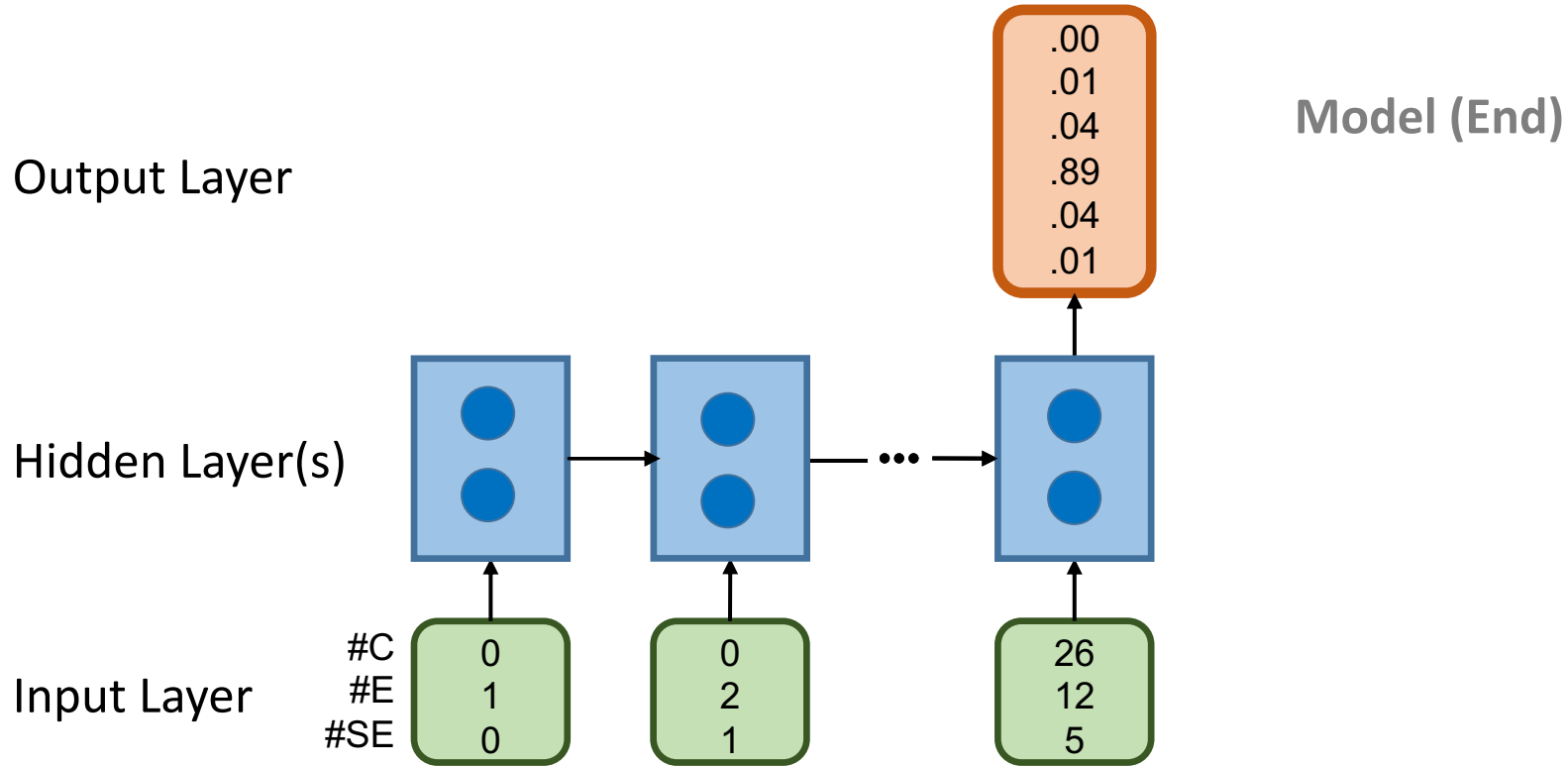
Output layer consist of predicted probabilities



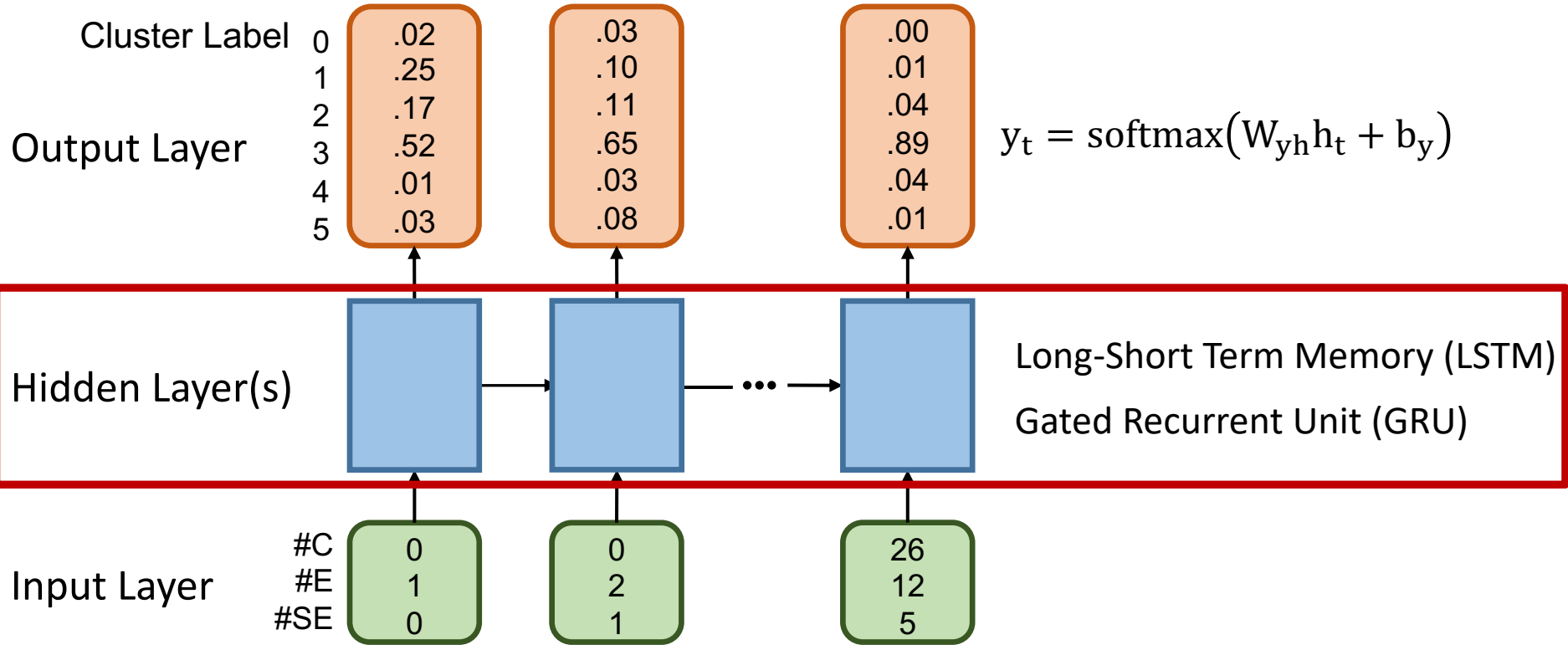
Model outputs a probability at each time step



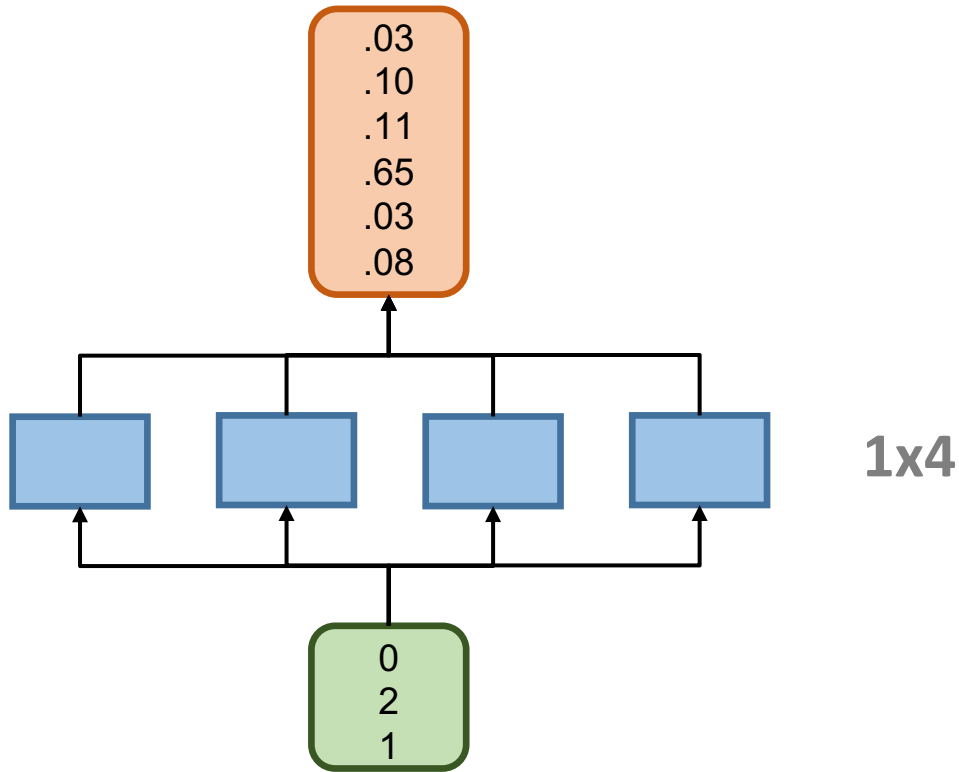
Model outputs a probability at the end



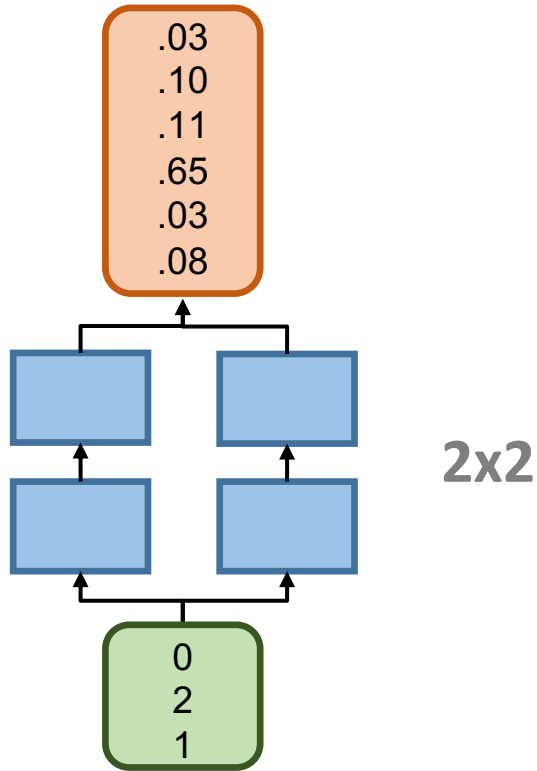
Hidden layer captures relevant information



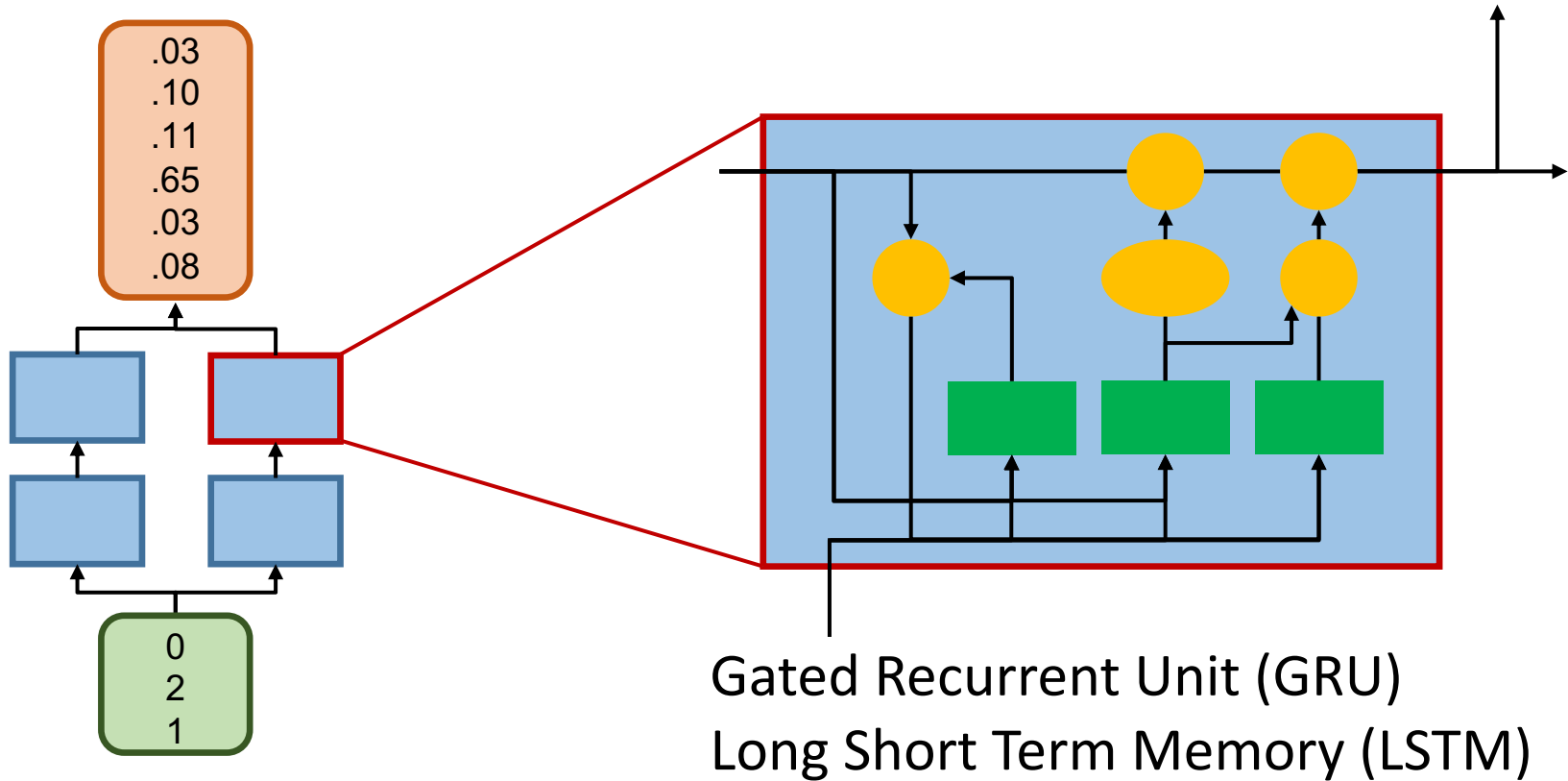
Number of hidden layers and cells per layer vary



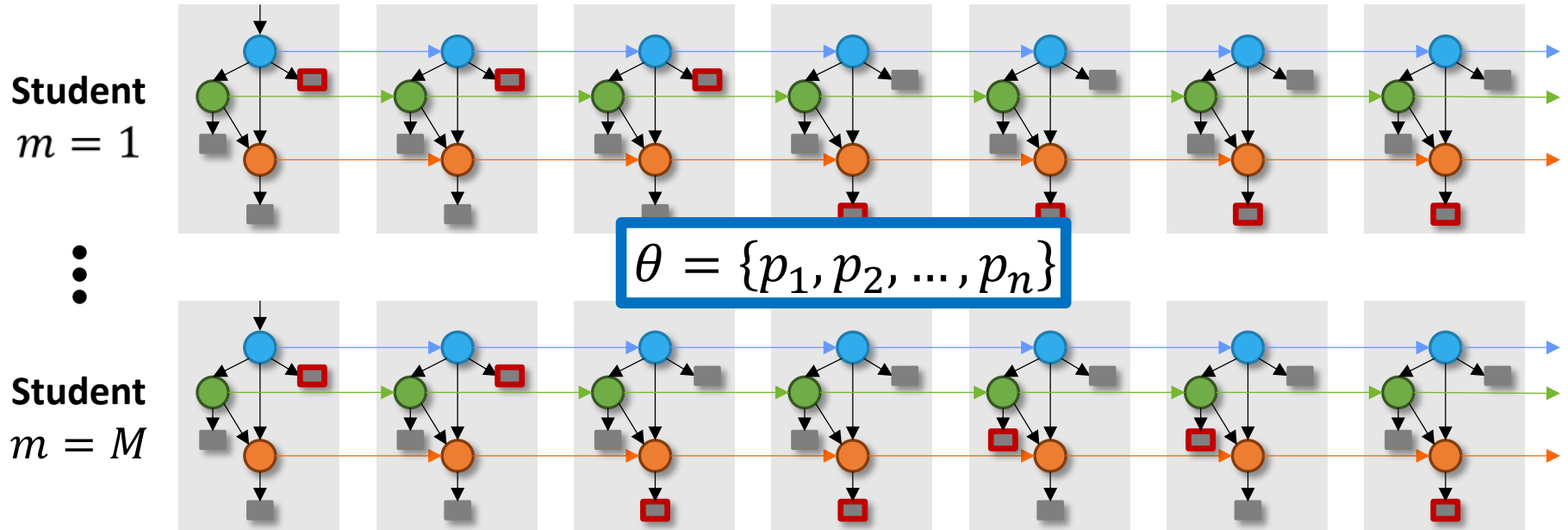
Number of hidden layers and cells per layer vary



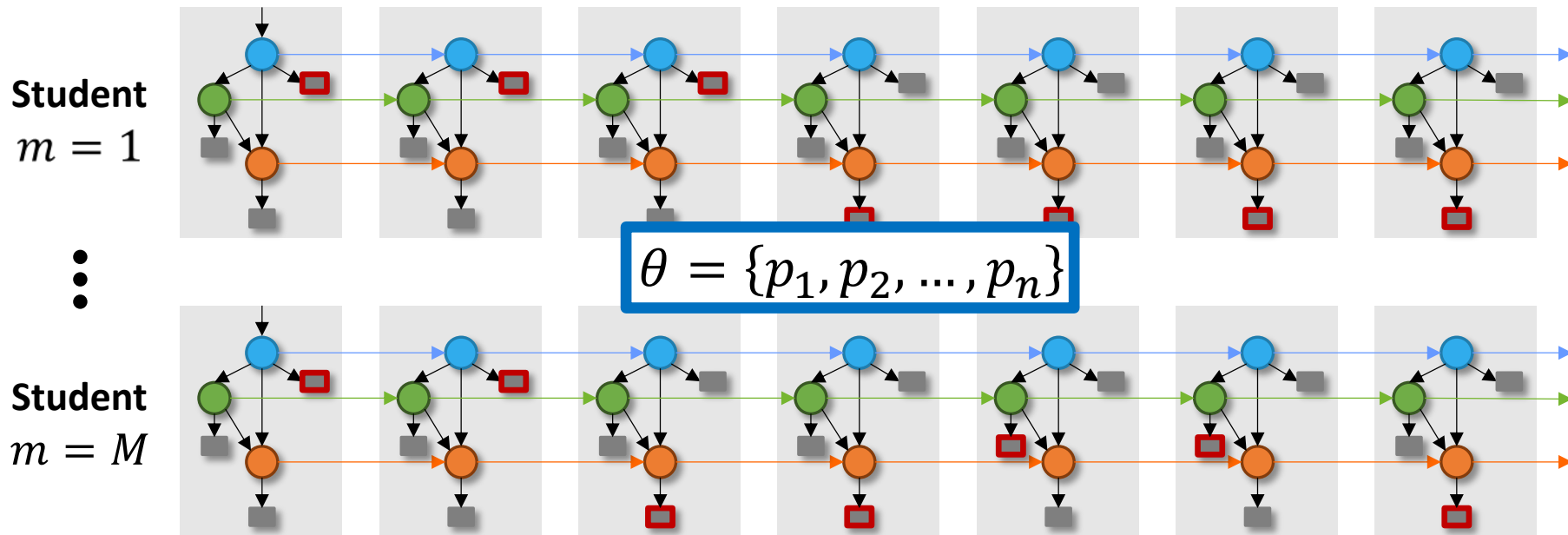
Architecture of cells varies



Parameter learning is computationally intractable

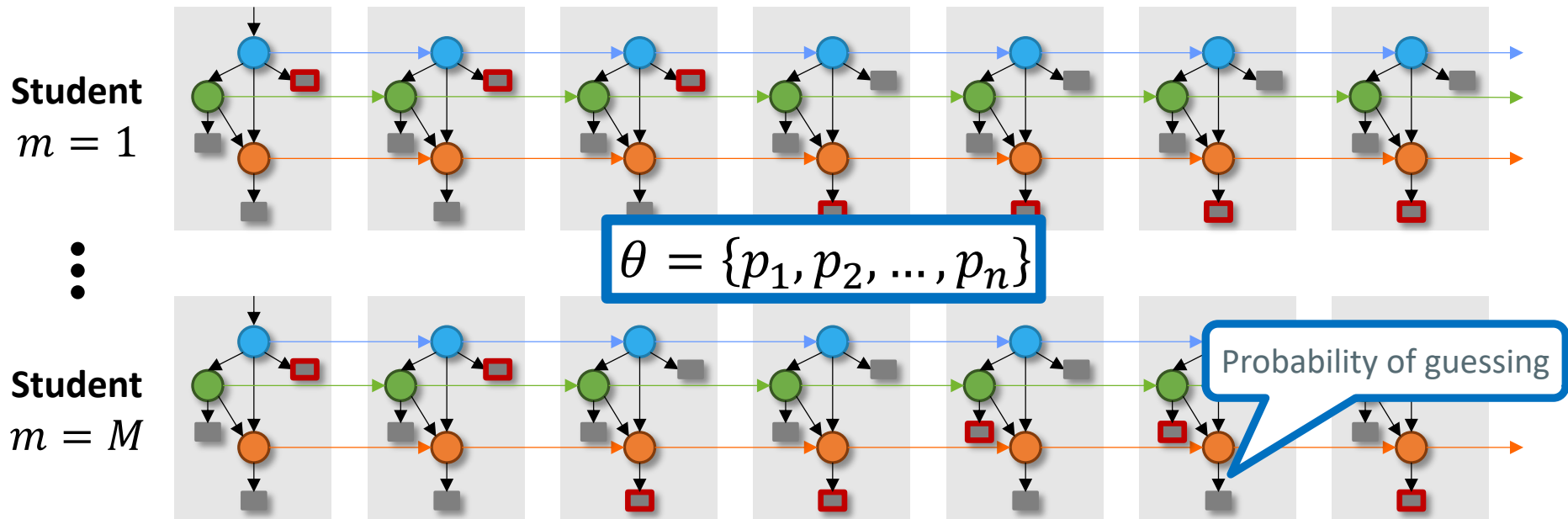


Parameter learning is computationally intractable



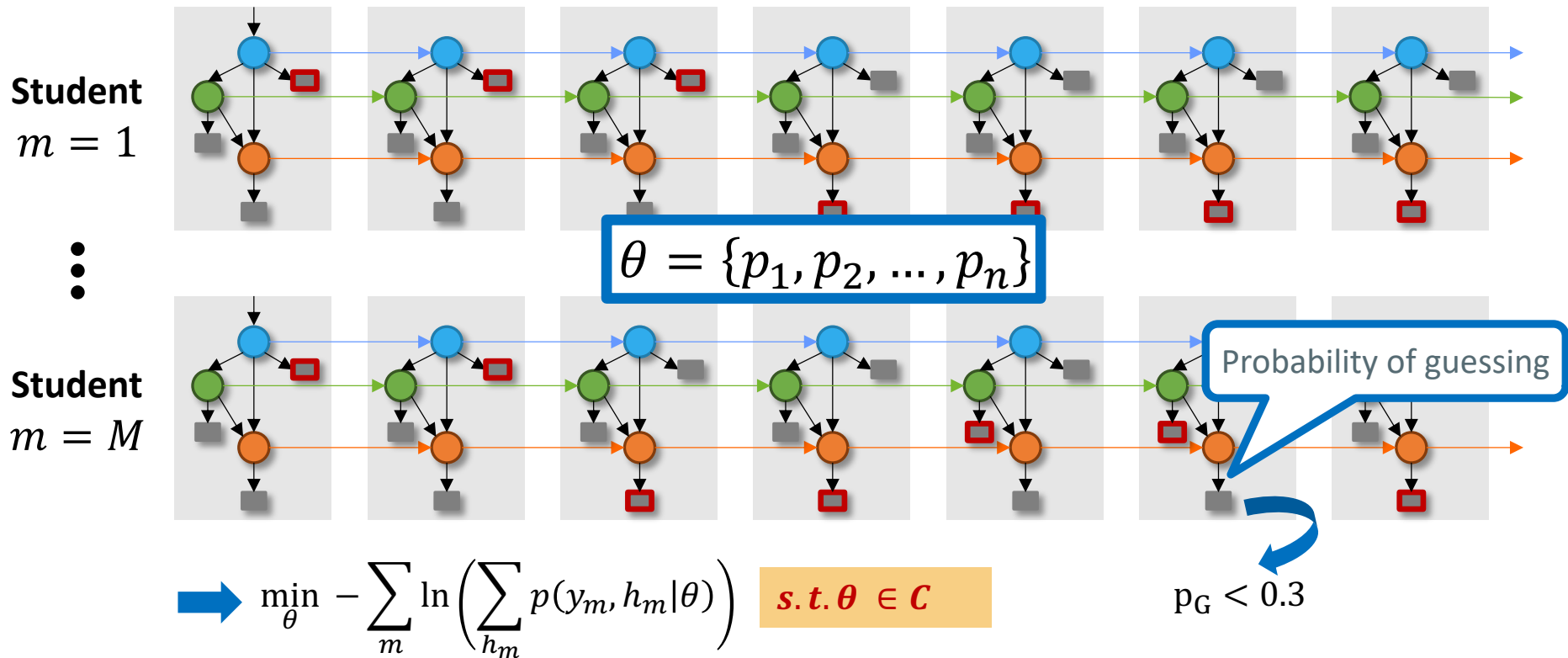
➔ $\min_{\theta} - \sum_m \ln \left(\sum_{h_m} p(y_m, h_m | \theta) \right)$

Parameter constraints guarantee interpretability



$$\rightarrow \min_{\theta} - \sum_m \ln \left(\sum_{h_m} p(y_m, h_m | \theta) \right)$$

Parameter constraints guarantee interpretability



From probabilistic notation to log-linear formulation

$$L(\theta) = \sum_m \ln \left(\sum_{h_m} p(y_m, h_m | \theta) \right)$$

$$L(w) = \sum_m \ln \left(\sum_{h_m} \exp(w^T \phi(y_m, h_m)) - \ln(Z) \right)$$

From probabilistic notation to log-linear formulation

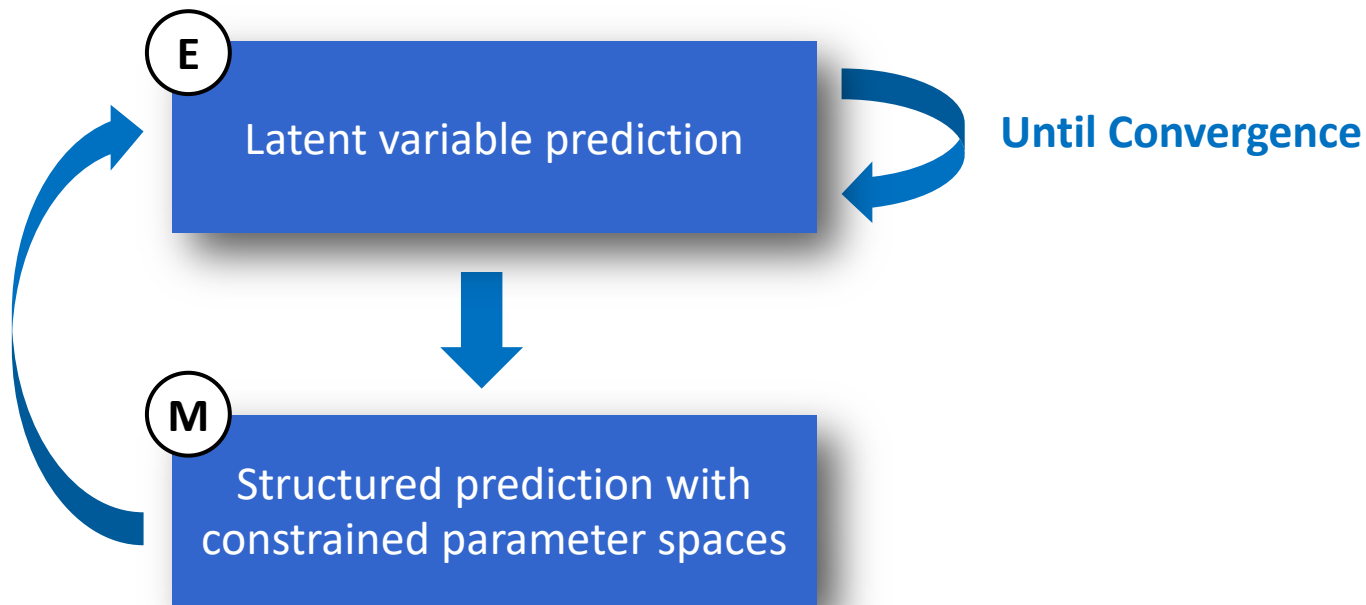
$$L(\theta) = \sum_m \ln \left(\sum_{h_m} p(y_m, h_m | \theta) \right)$$



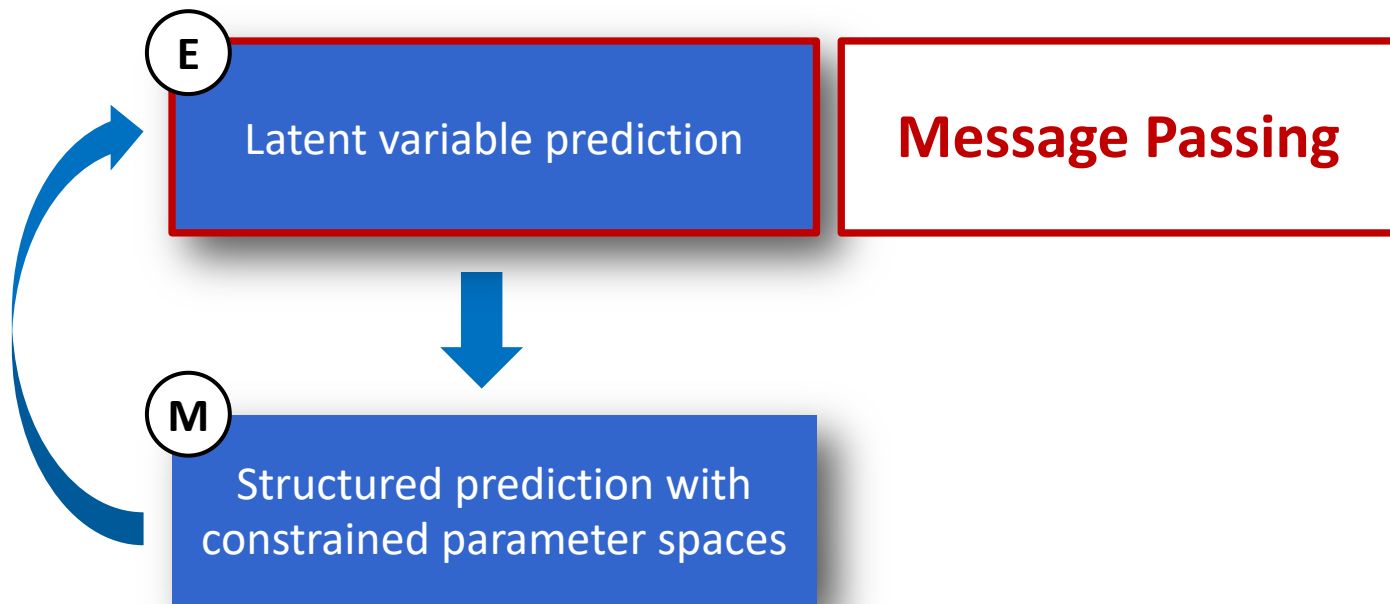
$$\phi = 1 - 2v, V \in Y \cup H$$

$$L(w) = \sum_m \ln \left(\sum_{h_m} \exp(w^T \phi(y_m, h_m)) - \ln(Z) \right)$$

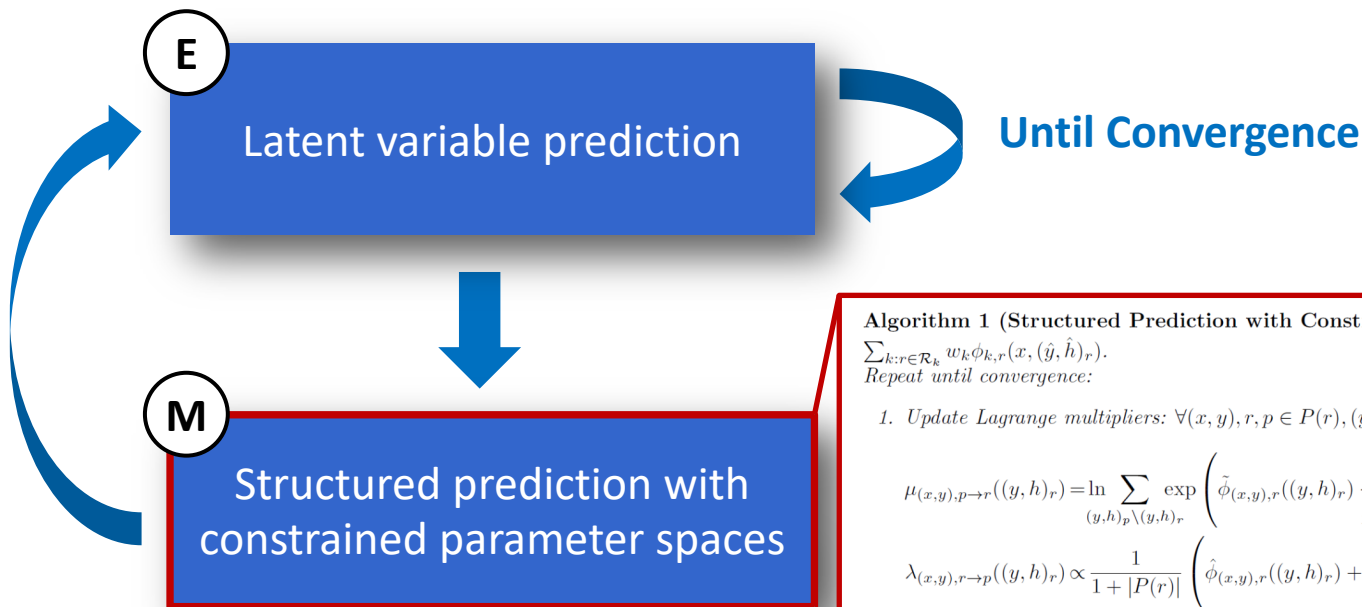
Constrained structured prediction with latent variables



Constrained structured prediction with latent variables



Constrained structured prediction with latent variables



Algorithm 1 (Structured Prediction with Constrained Parameter Spaces) Let $\tilde{\phi}_{(x,y),r}((\hat{y}, \hat{h})_r) = \sum_{k:r \in \mathcal{R}_k} w_k \phi_{k,r}(x, (\hat{y}, \hat{h})_r)$.
Repeat until convergence:

1. Update Lagrange multipliers: $\forall (x, y), r, p \in P(r), (y, h)_r$

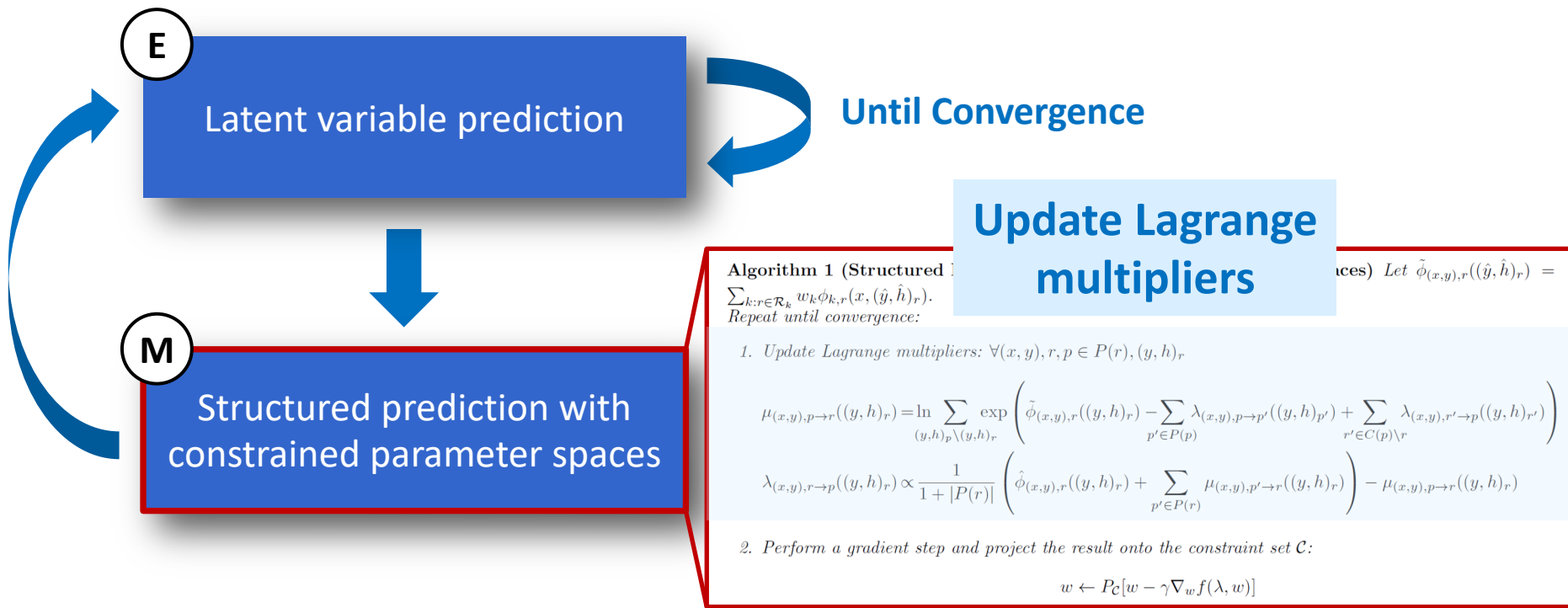
$$\mu_{(x,y),p \rightarrow r}((y, h)_r) = \ln \sum_{(y,h)_p \setminus (y,h)_r} \exp \left(\tilde{\phi}_{(x,y),r}((y, h)_r) - \sum_{p' \in P(p)} \lambda_{(x,y),p \rightarrow p'}((y, h)_{p'}) + \sum_{r' \in \mathcal{C}(p) \setminus r} \lambda_{(x,y),r' \rightarrow p}((y, h)_{r'}) \right)$$

$$\lambda_{(x,y),r \rightarrow p}((y, h)_r) \propto \frac{1}{1 + |P(r)|} \left(\hat{\phi}_{(x,y),r}((y, h)_r) + \sum_{p' \in P(r)} \mu_{(x,y),p' \rightarrow r}((y, h)_{p'}) \right) - \mu_{(x,y),p \rightarrow r}((y, h)_r)$$

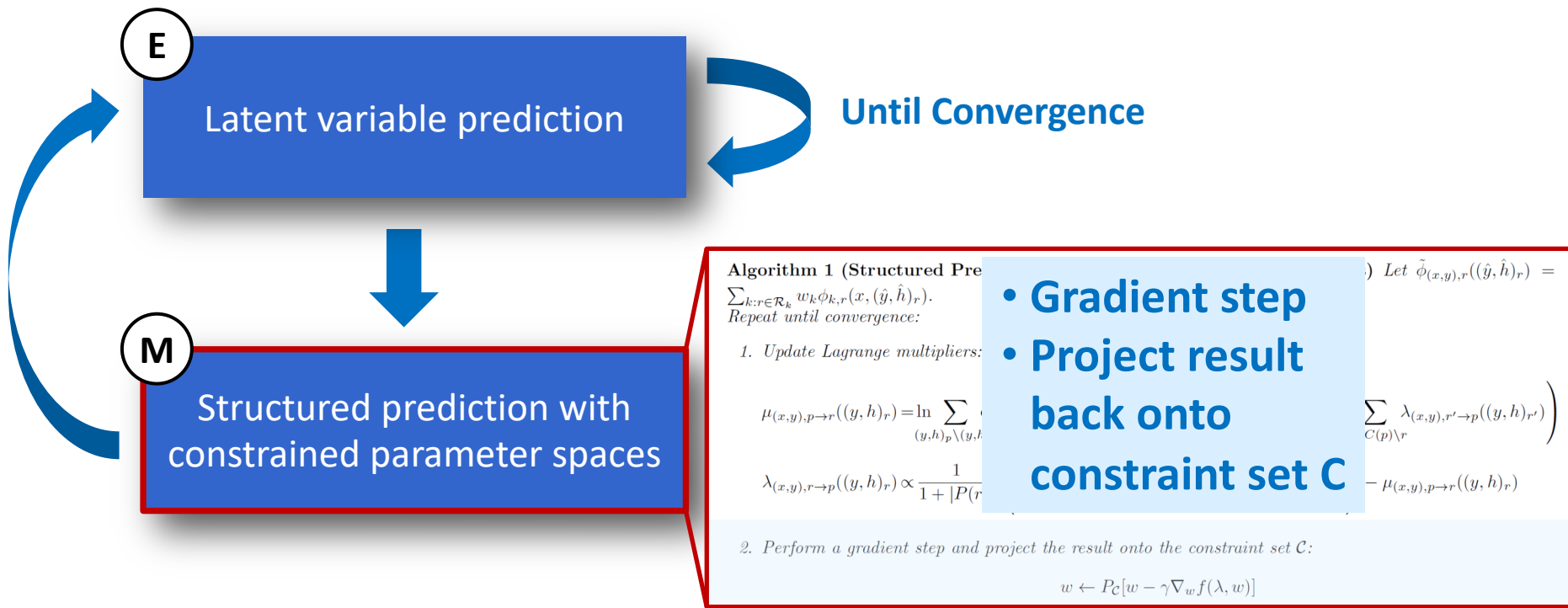
2. Perform a gradient step and project the result onto the constraint set \mathcal{C} :

$$w \leftarrow P_{\mathcal{C}}[w - \gamma \nabla_w f(\lambda, w)]$$

Constrained structured prediction with latent variables



Constrained structured prediction with latent variables



DBNs outperform BKT in different learning domains

