

#### Introduction to Student Modeling and Bayesian Knowledge Tracing

#### Francesc Martori Jordi Cuadros Lucinio González-Sabaté



PERSONA CIÈNCIA EMPRESA

**Universitat Ramon Llull** 





#### Index

- Student modeling and its context
- Bayesian Knowledge Tracing
- Where is Student modeling being used?





## Intelligent Tutoring Systems

did I get this								
Here are the number of hours that 9 students spend on the computer on a typical day:								
1 6 7 5 8 5 11 12 15								
What is the median number of hours spent on the computer?								
○ 5 ○ 6.5 ○ 7 ○ 7.5 ○ 8								
Reset this Activity								

Image from the Statistics and Probability Course from the Open Learning Initiative





#### Intelligent Tutoring Systems

d	id I get this				
Her	e are the number of hours that 9 students spend on the computer on a typical day:				
16	7 5 8 5 11 12 15				
Wh	at is the median number of hours spent on the computer?				
۲	5 0 6.5 0 7 0 7.5 0 8				
×	Incorrect. This is the mode, or the most frequently occurring number. The median is the middle most number, $\times$ (n + 1)/2, in an ordered list of values.				
	Reset this Activity				
Image from the Statistics and Probability Course from the Open Learning Initiative					





### Intelligent Tutoring Systems

did I get this	
Here are the numb	er of hours that 9 students spend on the computer on a typical day:
1 6 7 5 8 5 11 12 1	5
What is the media	n number of hours spent on the computer?
0 5 0 6.5	7 7.5 8
	you order the data, since n = 9, the median is $(9 + 1)/2 = 5$ , or the 5th observation in the which in this case is 7.
	Reset this Activit
	Image from the Statistics and Probability Course from the Open Learning Init

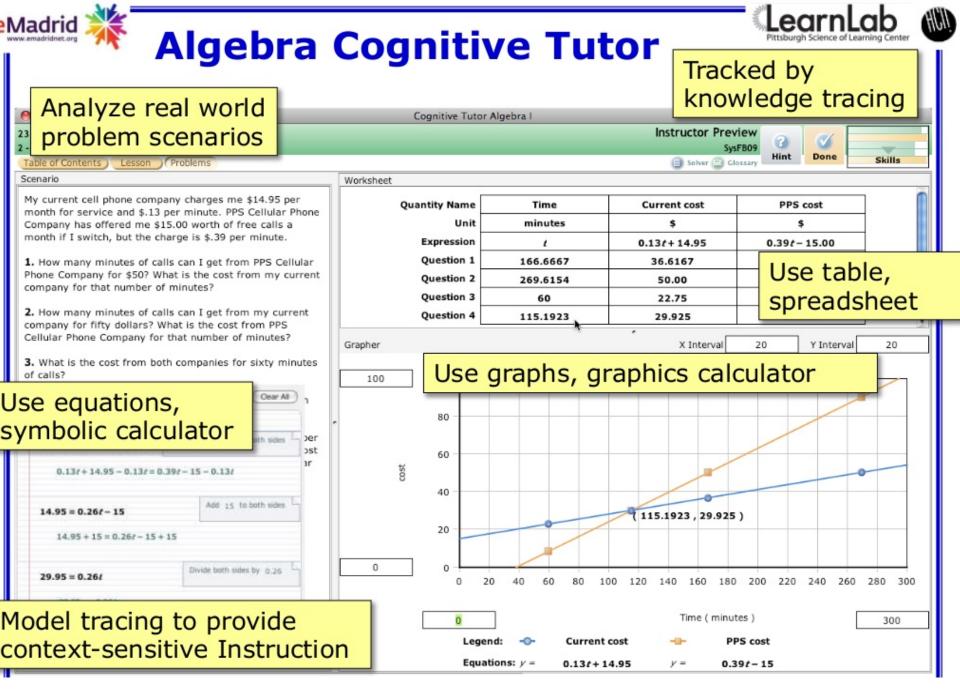


Image from V. Aleven, 2015 Supporting Self Regulated Learning with Intelligent Tutoring Systems

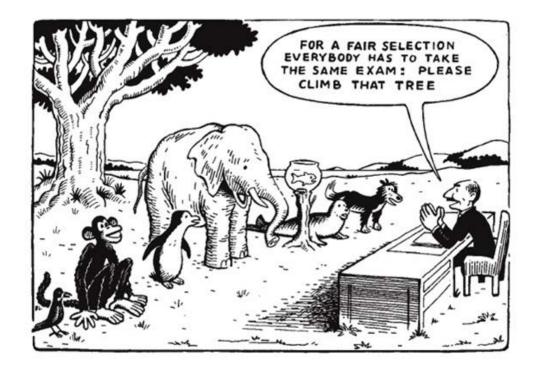


ASISTEMBE

Analytics, Simulations and Inquiry in STEM and Business Education Research Group

#### ITS detect and fit to individual differences in:

- student knowledge,
- engagement, and
- motivation,







The area of study covering the set of tools and techniques to achieve this assessment is student modeling





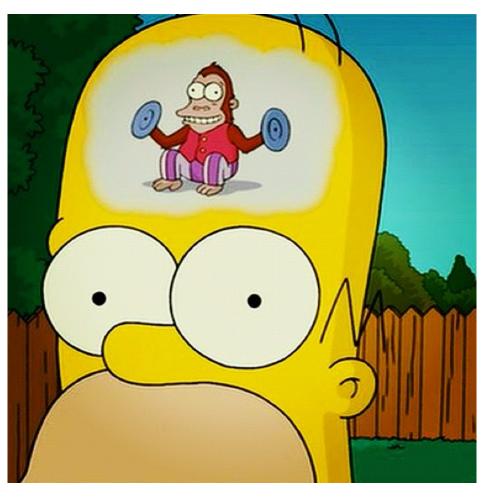
**ASISTEMBE** 

## NO WHATSAPP **EXAM** TIME NOW! >\_< Student modeling and its context



ASISTEMBE

... while student performance is observable, student knowledge remains latent.







#### **Knowledge Component**

A skill or knowledge component is a description of a mental structure or process that a learner uses, alone or in combination with other knowledge components, to accomplish steps in a task or a problem.

(Koedinger et al, 2012)



ASISTEMBE

Analytics, Simulations and Inquiry in STEM and Business Education Research Group

#### Student Models

- Bayesian Knowledge Tracing (BKT)
- Corbett, Anderson, 1995
- Performance Factors Analysis (PFA)
- Pavlik, Cen, Koedinger, 2009
- ELO Rating System
- Pelánek, 2014
- Item Response Theory

-



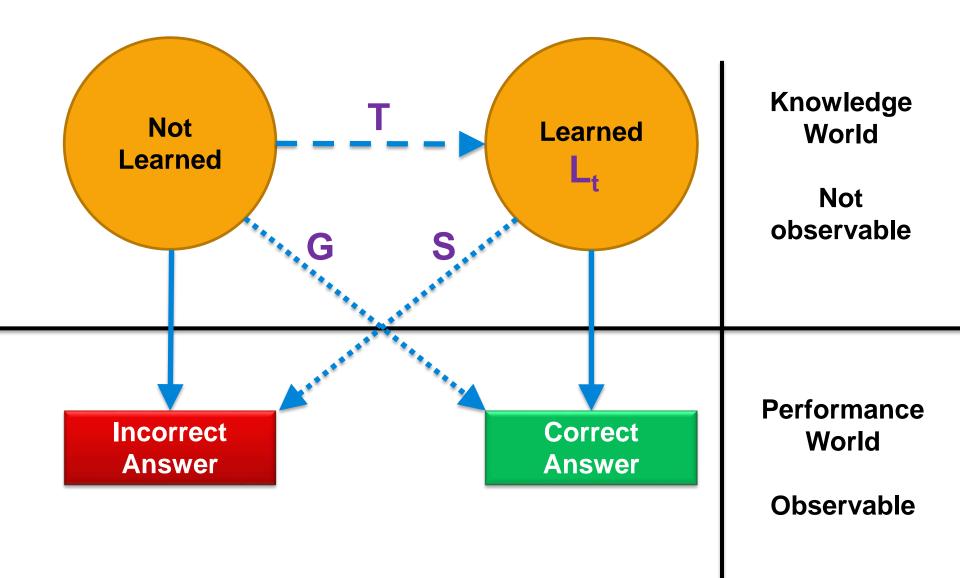


## Bayesian Knowledge Tracing (BKT)

- BKT is a model used to infer student's knowledge given their history of responses to problems and can be used to predict future performance.
- BKT is a two state Hidden Markov Model, these states being the one in which the student knows a given skill, and the one where the student does not. Once the student knows a skill, it will not be forgotten
- Usually, a separate BKT model is fit for each skill and only the first attempt at each question is taken for each student.

**ASISTEMBE** 



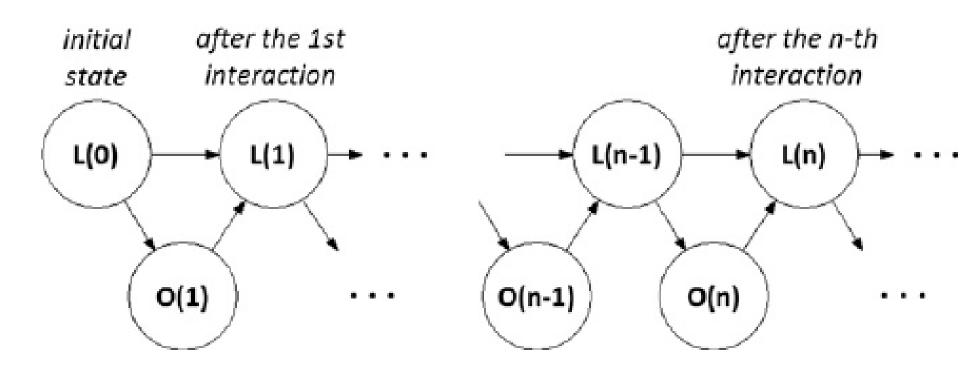




ASISTEMBE

Analytics, Simulations and Inquiry in STEM and Business Education Research Group

#### • ... So in general ...



$$P(L_{t-1}|Correct_t) = \frac{P(L_{t-1}) \cdot (1-S)}{P(L_{t-1}) \cdot (1-S) + (1-P(L_{t-1})) \cdot G}$$
 Eq. 1

$$P(L_{t-1}|Incorrect_t) = \frac{P(L_{t-1}) \cdot S}{P(L_{t-1}) \cdot S + (1 - P(L_{t-1})) \cdot (1 - G)}$$
 Eq. 2

$$P(L_t) = P(L_{t-1}|Action_t) + (1 - P(L_{t-1}|Action_t)) \cdot T$$
 Eq. 3

$$C_{t+1} = P(L_t) \cdot (1-S) + (1-P(L_t)) \cdot G$$
 Eq. 4

#### Where,

- $L_0$ , the probability a student knows the skill before attempting the first problem,
- *T*, is the transition probability at each practice opportunity,
- *G*, the probability of Guessing
- *S*, the probability of Slipping
- L<sub>t</sub> is the probability of knowing a skill at the "time-attempt" point t
- $C_{t+1}$  is the probability of answering correctly the next question



ASISTEMBE





#### **Skill: Calculate the median**

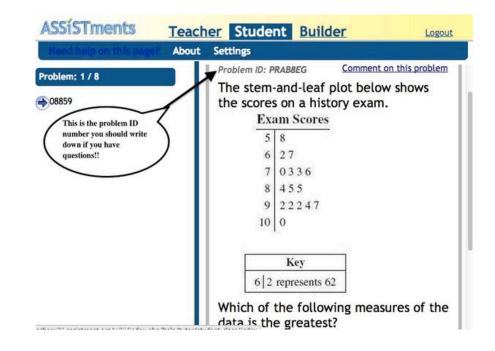
$L_0 = 0.25$ T = 0.2	S = 0.15	G = 0.1
----------------------	----------	---------

Student	Right	L <sub>t</sub>	P(L <sub>t-1</sub>  Action <sub>t</sub> )	C <sub>t+1</sub>
Student 1	0	0,230	0,038	0,323
Student 1	1	0,714	0,642	0,685
Student 1	1	0,950	0,937	0,862
Student 1	0	0,752	0,690	0,714
Student 1	1	0,958	0,948	0,869



#### • ASSISTments:

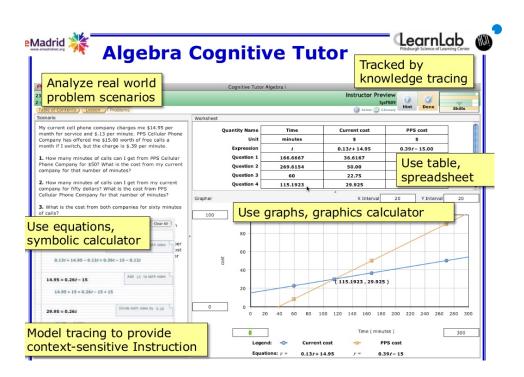
(https://www.assistments. org/) This intelligent tutor developed by the Worcester Polytechnic Institute is used by more than 600 teachers from 42 American states and 14 countries and their students solved 10<sup>6</sup> problems in 2015.



ASISTEMBE

#### Where is Student modeling being used?





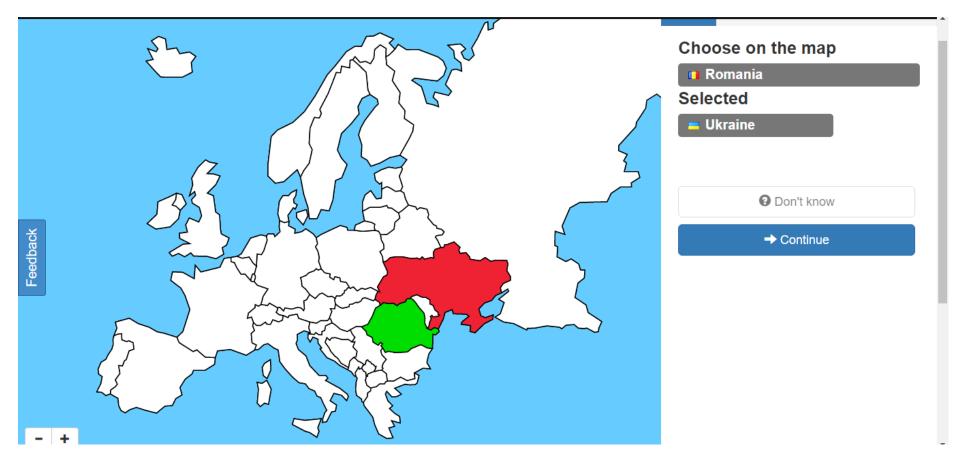
Cognitive tutors from Carnegie Learning Inc: Spin-off from Carnegie Mellon University Over 500 000 students per year The Algebra Tutor is being used by more than 17 000 students in 147 schools

ASISTEMBE

#### Where is Student modeling being used?



**ASISTEMBE** 



#### Outline maps from Masaryk University Brno





# Thanks for your attention Questions?

#### Thanks for your support



Campus de Excelencia Internacional