# EXTRACTING PREREQUISITE RELATIONSHIPS WITH DKT

Sida Gao 2016/8/26

### DEEP KNOWLEDGE TRACING

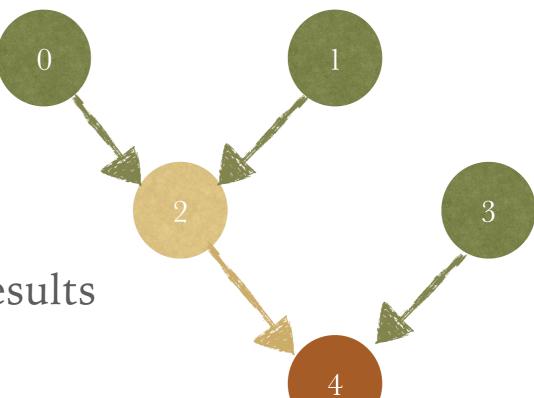
- ➤ LSTMs, with four gates, are like BKTs
- ➤ Inner states: model the correlations between skills
- ➤ Better to implement from scratch
- ➤ Trainable and readable initial states

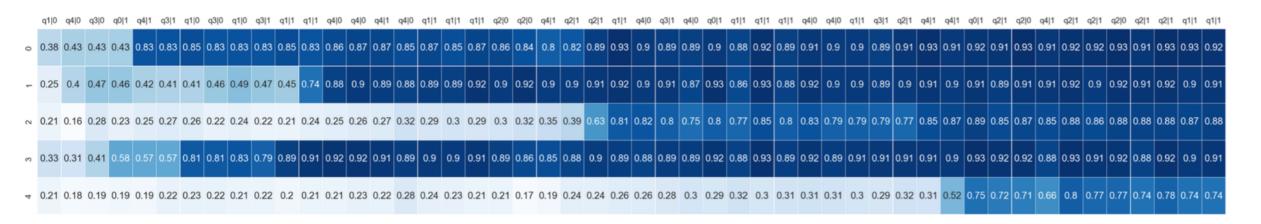
## SANITY CHECK

➤ BKT Simulation: with prerequisite relationships

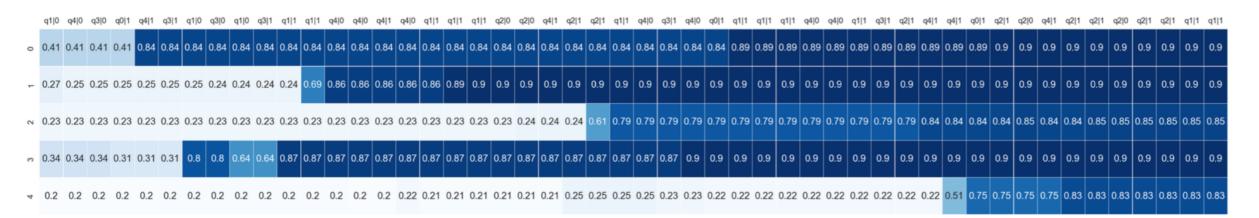
➤ Oracle BKT inference model

Visualization of the tracing results





### (a) DKT result on student 9999.



(b) Oracle BKT result on student 9999.

# DATA QUALITY ISSUES IN ASSISTMENTS

Duplicated records

➤ Non-chronological order

➤ Items associated with multiple skills

### ORDER SCHEMES

Chronological









B 2

> Numerical



A 2

A 3

B 1

B 2

➤ Chronological-Shuffle



A 1

B 2

A 2

A 3

Random



A 2

B 1

A 3

A 1

	chronological	numerical ch	ronological-shuffle	random	
chronological	0.828	0.717	0.691	0.673	0.81
numerical	0.739	0.748	0.689	0.670	0.78 0.75
chronological-shuffle	0.761	0.723	0.740	0.713	0.72
random	0.751	0.719	0.730	0.717	0.69

### MULTI-SKILL SCHEMES

[A, B, C] correct

➤ Repeated scheme

A correct

B correct

C correct

➤ Joint scheme

D correct

➤ Multi-hot scheme

[A, B, C]

correct

Repeated:	chronological	numerical cl	hronological-shuffle	random	random		
chronological	0.828	0.717	0.691	0.673		0.81	
numerical	0.739	0.748	0.689	0.670		0.78	
chronological-shuffle	0.761	0.723	0.740	0.713		0.72	
random	0.751	0.719	0.730	0.717		0.69	

Joint:	chronological	numerical ch	merical chronological-shuffle random						
chronological	0.748	0.736	0.712	0.689		0.735			
numerical	0.725	0.742	0.687	0.671		0.720			
chronological-shuffle	0.727	0.723	0.736	0.704		0.705			
random	0.716	0.714	0.726	0.709		0.690			

Joint scheme is somehow equivalent to multi-hot scheme?

# OTHER DATASETS

	chronological	numerical ch	nronological-shuffle	e random	_ (	0.01	
chronological	0.811	0.799	0.803	0.712		0.81	1) Blocking vs Mixing
numerical	0.697	0.809	0.697	0.663	C	0.75	2) Skill distribution over an episode
chronological-shuffle	0.809	0.804	0.806	0.705	C	0.72	2) Chill distuibation in tugin and
random	0.753	0.754	0.751	0.737	C	0.69	3) Skill distribution in train and test set

(c) BKT Simulation

	chronological	numerical ch	le random		
chronological	0.823	0.782	0.751	0.745	0.800
numerical	0.750	0.814	0.698	0.695	0.775
chronological-shuffle	0.783	0.779	0.776	0.772	0.750
random	0.777	0.776	0.777	0.768	0.725

(d) Fraction, 105 skills

# EXTRACTING PREREQUISITES

One proposed method for DKT

$$J_{ij} = \frac{y(j|i)}{\sum_{k} y(j|k)}$$

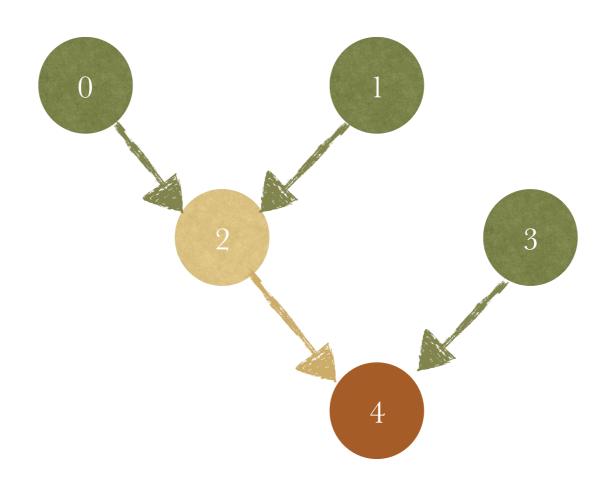
➤ Impure items

	q0 1	q0 1	q0 1	q0 1	q0 1	q0 1	q0 1	q0 1	q0 1	q0 1	q0 1	q0 1	q0 1	q0 1	q0 1	q0 1				
0	0.41	0.82	0.86	0.89	0.9	0.91	0.92	0.92	0.92	0.92	0.93	0.93	0.93	0.93	0.93	0.93	0.93	0.93	0.93	0.93
-	0.29	0.25	0.25	0.22	0.21	0.21	0.21	0.2	0.2	0.2	0.2	0.2	0.2	0.2	0.2	0.19	0.19	0.19	0.19	0.19
2	0.22	0.22	0.22	0.21	0.2	0.19	0.19	0.18	0.18	0.17	0.17	0.17	0.17	0.17	0.17	0.17	0.17	0.16	0.16	0.16
က	0.39	0.34	0.19	0.12	0.079	0.059	0.049	0.043	0.04	0.038	0.037	0.037	0.037	0.036	0.036	0.036	0.036	0.036	0.036	0.036
4	0.18	0.18	0.16	0.15	0.16	0.16	0.16	0.16	0.16	0.16	0.16	0.16	0.16	0.16	0.16	0.16	0.16	0.16	0.16	0.16

(a) Skill 0

0.2

1) Independent skills' beliefs are changing.



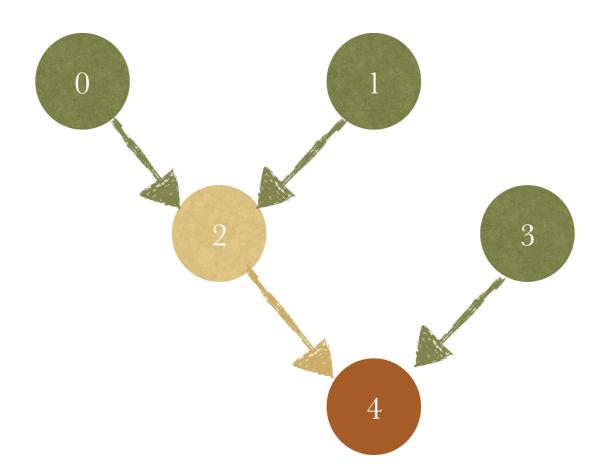
	q4 1																			
0	0.41	0.42	0.44	0.49	0.53	0.57	0.62	0.66	0.72	0.79	0.85	0.88	0.89	0.9	0.91	0.92	0.92	0.92	0.92	0.92
~	0.29	0.29	0.28	0.32	0.35	0.4	0.47	0.55	0.64	0.76	0.86	0.89	0.88	0.88	0.89	0.89	0.89	0.89	0.89	0.89
2	0.22	0.19	0.18	0.2	0.23	0.26	0.32	0.41	0.54	0.68	0.76	0.78	0.77	0.78	8.0	0.81	0.82	0.82	0.82	0.83
က	0.39	0.29	0.23	0.3	0.37	0.48	0.62	0.74	0.83	0.88	0.91	0.9	0.88	0.88	0.89	0.9	0.9	0.9	0.9	0.9
4	0.18	0.19	0.22	0.27	0.33	0.43	0.56	0.71	0.83	0.9	0.92	0.9	0.86	0.85	0.86	0.87	0.88	0.88	0.88	0.88

(e) Skill 4

2) Takes more than one step to show correlations.

0.45

0.30



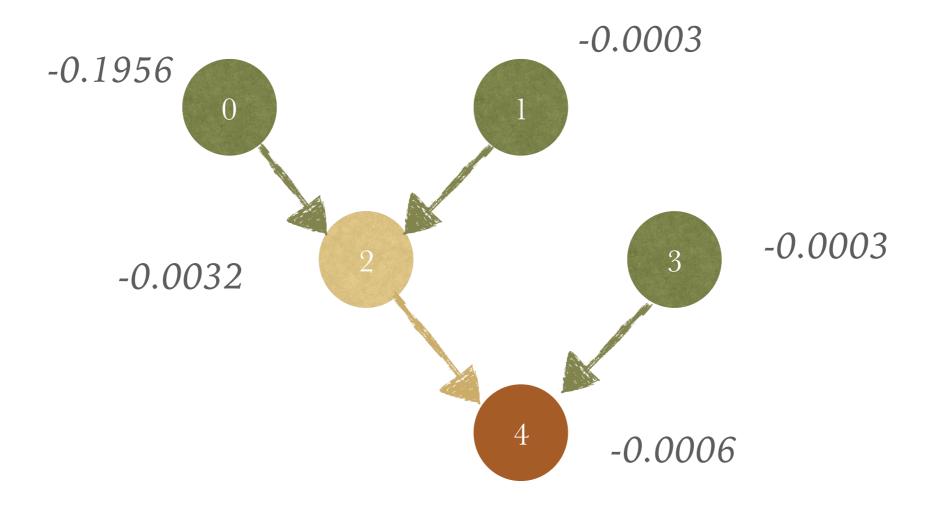
### OUR METHOD

➤ Leverage the AUC drop after shuffling.

- ➤ Which skills to shuffle? (Single one or a group?)
- ➤ (We can not rely on the AUC drop of a shuffled skill.)
- ➤ Shuffle train set or test set?
- > Set a threshold to filter the noise?

### PRELIMINARY RESULTS

- ➤ On fraction, about 20 out of 105 skills suffer a significant (>0.1) AUC drop after doing chronological-shuffle for all skills.
- ➤ Shuffle skill 0 on test set (simulation):



### **SUMMARY**

➤ Data preprocessing is vital and error-prone.

➤ DKT captures inter-skill relationships with noise.

- ➤ Do "shuffle to see AUC drop" experiments on Fraction
- ➤ Figure out what's DKT leveraging other than the order of skills
- ➤ Explicitly support multi-skill problems in DKT.