

Data Analytics and Visualization Environment
for xAPI and the Total Learning Architecture:
DAVE Learning Analytics Algorithms

Yet Analytics

September 26, 2019

Introduction

This report introduces the updated definition of learning analytics algorithms in terms of **Operations**, **Primitives** and **Algorithms** and presents an updated definition for each of the previously defined algorithms. The previous definitions will be included for reference. In a more general sense, this report establishes a set of style guidelines for the reporting of algorithms and associated visualization templates.

This document will be updated to include additional Operations, Primitives and Algorithms as they are defined by the Author of this report or members of the Open Source Community. Updates may also address refinement of existing definitions and this document should be understood to be an example of algorithm presentation and not the final state of any defined algorithm.

The structure of this documents is as follows:

1. An Introduction to Z notation and its usage in this document
2. A formal specification for xAPI written in Z
3. An Introduction to Terminology of Operations, Primitives and Algorithms
4. What is an Operation
5. What is a Primitive
6. What is an Algorithm
7. Foundational Operations
8. Example Primitives
9. An algorithm definition including
 - (a) Init
 - (b) Relevant?
 - (c) Accept?
 - (d) Step
 - (e) Result
10. Previous Algorithm definitions where each consists of
 - (a) an introduction for the algorithm
 - (b) the structure of the ideal input data
 - (c) how to retrieve input data from an LRS
 - (d) the statement parameters which the algorithm will utilize

- (e) notices regarding data collected during the 2018 pilot test of the TLA
- (f) a summary of the algorithm
- (g) the formal specification of the algorithm
- (h) pseudocode representation of the algorithm
- (i) JSONSchema for the output of the algorithm
- (j) a description of the associated visualization
- (k) a prototype of the visualization
- (l) a collection of suggestions describing how the algorithm could be adapted to improve the quality of the visualization prototype

1 Z Notation Introduction

The following subsections provide a high level overview of select properties of Z Notation based on "The Z Notation: A Reference Manual" by J. M. Spivey. A copy of this reference manual can be found at [dave/docs/z/Z-notation reference manual.pdf](#). In many cases, definitions will be pulled directly from the reference manual and when this occurs, the relevant page number(s) will be included. For a proper introduction with tutorial examples, see chapter 1, "Tutorial Introduction" from pages 1 to 23. For the *LaTeX* symbols used to write Z, see the reference document found at [dave/docs/z/zed-csp-documentation.pdf](#).

1.1 Decorations

The following decorations are used through this document and are taken directly from the reference manual. For a complete summary of the Syntax of Z, see chapter 6, Syntax Summary, starting on page 142.

'	[indicates final state of an operation]
?	[indicates input to an operation]
!	[indicates output of an operation]
Δ	[indicates the schema results in a change to the state space]
Ξ	[indicates the schema does not result in a change to the state space]
\gg	[indicates output of the left schema is input to the right schema]

1.2 Types

Objects have a type which characterizes them and distinguish them from other kinds of objects.

- Basic types are sets of objects which have no internal structure of interest meaning the concrete definition of the members is not relevant, only their shared type.
- Free types are used to describe (potentially nested and/or recursive) sets of objects. In the most simple case, a free type can be an enumeration of constants.

Within the xAPI Formal Specification, both of these types are used to describe the [Inverse Functional Identifier](#) property.

- Introduction of the basic types *MBOX*, *MBOX_SHA1SUM*, *OPENID* and *ACCOUNT* allows the specification to talk about these constraints within the xAPI specification without defining their exact structure
- The free type *IFI* is defined as one of the above basic types meaning an object of type *IFI* is of type *MBOX* or *MBOX_SHA1SUM* or *OPENID* or *ACCOUNT*.

Types can be composed together to form composite types and thus complex objects.

$$[MBOX, MBOX_SHA1SUM, OPENID, ACCOUNT]$$

$$IFI ::= MBOX \mid MBOX_SHA1SUM \mid OPENID \mid ACCOUNT$$

Within the xAPI Formal Specification, *IFI* is used within the definition of an *agent* as presented in the schema *Agent*.

<i>Agent</i>	
<i>agent</i> : <i>AGENT</i>	
<i>objectType</i> : <i>OBJECTTYPE</i>	
<i>name</i> : $\mathbb{F}_1 \#1$	
<i>ifi</i> : <i>IFI</i>	
<i>objectType</i> = <i>Agent</i>	
<i>agent</i> = $\{ifi\} \cup \mathbb{P}\{name, objectType\}$	

See section 2.2, pages 28 to 34, and chapter 3, pages 42 to 85, for more information about Schemas and the Z Language.

1.3 Sets

A collection of elements that all share a type. A set is characterized solely by which objects are members and which are not. Both the order and repetition of objects are ignored. Sets are written in one of two ways:

- listing their elements
- by a property which is characteristic of the elements of the set.

such that the following law from page 55 holds for some object *y*

$$y \in \{x_1, \dots, x_n\} \iff y = x_1 \vee \dots \vee y = x_n$$

1.4 Ordered Pairs

Two objects (x, y) where *x* is paired with *y*. An n-tuple is the pairing of *n* objects together such that equality between two n-tuple pairs is given by the law from page 55

$$(x_1, \dots, x_n) = (y_1, \dots, y_n) \iff x_1 = y_1 \wedge \dots \wedge x_n = y_n$$

When ordered pairs are used with respect to application (as seen on page 60)

$$fx \Rightarrow f(x) \iff (x, y) \in f$$

which states that $f(x)$ is defined if and only if there is a unique value *y* which result from fx Additionally, application associates to the left

$$fxy \Rightarrow (fx)y \Rightarrow (f(x), y)$$

meaning $f(x)$ results in a function which is then applied to *y*.

1.5 Sequences

A collection of elements where their ordering matters such that

$$\langle a_1, \dots, a_n \rangle \Rightarrow \{1 \mapsto a_1, \dots, n \mapsto a_n\}$$

as seen on page 115. Additionally, *iseq* is used to describe a sequence whose members are distinct.

1.6 Bags

A collection of elements where the number of times an element appears in the collection is meaningful.

$$[[a_1, \dots, a_n]] \Rightarrow \{a_1 \mapsto k_1, \dots, a_n \mapsto k_n\}$$

As described on page 124, each element a_i appears k_i times in the list a_1, \dots, a_n such that the number of occurrences of a_i within bag A is returned by

$$\text{count } A \, a_i \equiv A \# a_i$$

1.7 Maps

This document introduces a named subcategory of sets, *map* of the free type KV , which are akin to sequences and bags. To enumerate the members of a *map*, $\langle\langle \dots \rangle\rangle$ is used but should not be confused with $d_i \langle\langle E_i[T] \rangle\rangle$ within a Free Type definition. The distinction between the two usages is context dependent but in general, if $\langle\langle \dots \rangle\rangle$ is used outside of a constructor declaration within a Free Type definition, it should be assumed to represent a *map*.

$$KV ::= \text{base} \mid \text{associate} \langle\langle KV \times X \times Y \rangle\rangle$$

where

<i>base</i>	[is a constant which is the empty $KV \Rightarrow \langle\langle \rangle\rangle$]
<i>associate</i>	[is a constructor and is inferred to be an injection]

The full enumeration of all properties, constraints and functions specific to a *map* with type KV will be defined elsewhere but *associate* can be understood to (in the most basic case) operate as follows.

$$\text{associate}(\text{base}, x_i, y_i) = \langle\langle (x_i, y_i) \rangle\rangle \Rightarrow \langle\langle x_i \mapsto y_i \rangle\rangle$$

The enumeration of a *map* was chosen to be $\langle\langle \dots \rangle\rangle$ as a *map* is a collection of injections such that if M is the result of $\text{associate}(\text{base}, x_i, y_i)$ from above then

$$\text{atKey}(M, x_i) = y_i \iff x_i \mapsto y_i \wedge (x_i, y_i) \in M$$

1.8 Select Operations and Symbols

The follow are defined in Chpater 4 (The Mathematical Tool-kit) within the reference manual and are used extensively throughout this document. In many cases, the functions listed here will serve as Operations in the context of Primitives and Algorithms.

1.8.1 Functions

\rightarrow	[relate each $x \in X$ to at most one $y \in Y$, page 105]
\rightarrow	[relate each $x \in X$ to exactly one $y \in Y$, page 105]
\mapsto	[map different elements of x to different y , page 105]
\mapsto	$[\mapsto$ that are also \rightarrow , page 105]
\twoheadrightarrow	$[X \twoheadrightarrow Y$ where whole of Y is the range, page 105]
\twoheadrightarrow	$[X \twoheadrightarrow Y$ whole of X as domain and whole of Y as range, page 105]
\mapsto	[map $x \in X$ one-to-one with $y \in Y$, page 105]

$$\begin{aligned}
 X \rightarrow Y &== \{ f : X \rightarrow Y \mid (\forall x : X; y1, y2 : Y \bullet \\
 &\quad (x \mapsto y1 \in f \wedge (x \mapsto y2) \in f \Rightarrow y1 = y2)) \} \\
 X \rightarrow Y &== \{ f : X \rightarrow Y \mid \text{dom } f = X \} \\
 X \mapsto Y &== \{ f : X \mapsto Y \mid (\forall x1, x2 : \text{dom } f \bullet f(x1) = f(x2) \Rightarrow x1 = x2) \} \\
 X \mapsto Y &== (X \mapsto Y) \cap (X \rightarrow Y) \\
 X \twoheadrightarrow Y &== \{ f : X \twoheadrightarrow Y \mid \text{ran } f = Y \} \\
 X \twoheadrightarrow Y &== (X \twoheadrightarrow Y) \cap (X \rightarrow Y) \\
 X \mapsto Y &== (X \twoheadrightarrow Y) \cap (X \mapsto Y)
 \end{aligned}$$

1.8.2 Ordered Pairs, Maplet and Composition of Relations

<i>first</i>	[returns the first element of an ordered pair, page 93]
<i>second</i>	[returns the second element of an ordered pair, page 93]
\mapsto	[maplet is a graphic way of expressing an ordered pair, page 95]
dom	[set of all $x \in X$ related to atleast one $y \in Y$ by R , page 96]
ran	[set of all $y \in Y$ related to atleast one $x \in X$ by R , page 96]
\circ	[The composition of two relationships, page 97]
\circ	[The backward composition of two relationships, page 97]

$[X, Y]$
$first : X \times Y \rightarrow X$ $second : X \times Y \rightarrow Y$
$\forall x : X; y : Y \bullet$ $first(x, y) = x \wedge$ $second(x, y) = y$

$[X, Y]$
$_ \mapsto _ : X \times Y \rightarrow X \times Y$
$\forall x : X; y : Y \bullet$ $x \mapsto y = (x, y)$

$[X, Y]$
$\text{dom} : (X \leftrightarrow Y) \rightarrow \mathbb{P} X$ $\text{ran} : (X \leftrightarrow Y) \rightarrow \mathbb{P} Y$
$\forall R : X \leftrightarrow Y \bullet$ $\text{dom } R = \{x : X; y : Y \mid x \underline{R} y \bullet x\} \wedge$ $\text{ran } R = \{x : X; y : Y \mid x \underline{R} y \bullet y\}$

$[X, Y, Z]$
$_ \circ _ : (X \leftrightarrow Y) \times (Y \leftrightarrow Z) \rightarrow (X \leftrightarrow Z)$ $_ \circ _ : (Y \leftrightarrow X) \times (X \leftrightarrow Y) \rightarrow (X \leftrightarrow X)$
$\forall Q : X \leftrightarrow Y; R : Y \leftrightarrow Z \bullet$ $Q \circ R = R \circ Q = \{x : X; y : Y; z : Z \mid$ $x \underline{Q} y \wedge y \underline{R} z \bullet x \mapsto z\}$

1.8.3 Numeric

<i>succ</i>	[the next natural number, page 109]
<i>..</i>	[set of integers within a range, page 109]
<i>#</i>	[number of members of a set, page 111]
<i>min</i>	[smallest number in a set of numbers, page 113]
<i>max</i>	[largest number in a set of numbers, page 113]

$\text{succ} : \mathbb{N} \rightarrow \mathbb{N}$ $_ \dots _ : \mathbb{Z} \times \mathbb{Z} \rightarrow \mathbb{P} \mathbb{Z}$
$\forall n : \mathbb{N} \bullet \text{succ}(n) = n + 1$ $\text{forall } a, b : \mathbb{Z} \bullet$ $a \dots b = \{k : \mathbb{Z} \mid a \leq k \leq b\}$

$[X]$
$\# : \mathbb{F} X \rightarrow \mathbb{N}$
$\forall S : \mathbb{F} X \bullet$ $\# S = (\mu n : \mathbb{N} \mid (\exists f : 1 \dots n \mapsto X \bullet \text{ran } f = S))$

$\min : \mathbb{P}_1 \mathbb{Z} \rightarrow \mathbb{Z}$
$\max : \mathbb{P}_1 \mathbb{Z} \rightarrow \mathbb{Z}$
$\min = \{ S : \mathbb{P}_1 \mathbb{Z}; m : \mathbb{Z} \mid$
$m \in S \wedge (\forall n : S \bullet m \leq n) \bullet S \mapsto m \}$
$\max = \{ S : \mathbb{P}_1 \mathbb{Z}; m : \mathbb{Z} \mid$
$m \in S \wedge (\forall n : S \bullet m \geq n) \bullet S \mapsto m \}$

1.8.4 Sequences

\frown	[concatenation of two sequences, page 116]
rev	[reverse a sequence, page 116]
$head$	[first element of a sequence, page 117]
$last$	[last element of a sequence, page 117]
$tail$	[all elements of a sequence except for the first, page 117]
$front$	[all elements of a sequence except for the last, page 117]
\mid	[sub seq based on provided indices, order maintained, page 118]
\mid	[sub seq based on provided condition, order maintained, page 118]
$squash$	[compacts a fn of positive integers into a sequence, page 118]
$\frown /$	[flatten seq of seqs into single seq, page 121]
$disjoint$	[pairs of sets in family have empty intersection, page 122]
$partition$	[union of all pairs of sets = the family set, page 122]

$[X]$
$- \frown - : seq X \times seq X \rightarrow seq X$
$rev : seq X \rightarrow seq X$
$\forall s, t : seq X \bullet$
$s \frown t = s \cup \{ n : dom t \bullet n + \#s \mapsto t(n) \}$
$\forall s : seq X \bullet$
$revs = (\lambda n : dom s \bullet s(\#s - n + 1))$

$[X]$
$head, last : seq_1 X \rightarrow X$
$tail, front : seq_1 X \rightarrow seq X$
$\forall s : seq_1 X \bullet$
$head s = s(1) \wedge$
$last s = s(\#s) \wedge$
$tail s = (\lambda n : 1 .. \#s - 1 \bullet s(n + 1)) \wedge$
$front s = (1 .. \#s - 1) \triangleleft s$

$[X]$	
$- \upharpoonright - : \mathbb{P} \mathbb{N}_1 \times \text{seq } X \rightarrow \text{seq } X$	
$- \upharpoonright - : \text{seq } X \times \mathbb{P} X \rightarrow \text{seq } X$	
$squash : (\mathbb{N}_1 \rightarrow X) \rightarrow \text{seq } X$	
$\forall U : \mathbb{P} \mathbb{N}_1; s : \text{seq } X \bullet$	
$U \upharpoonright s = squash(U \triangleleft s)$	
$\forall s : \text{seq } X; V : \mathbb{P} X \bullet$	
$s \upharpoonright V = squash(s \triangleright V)$	
$\forall f : \mathbb{N}_1 \rightarrow X \bullet$	
$squash f = f \circ (\mu p : 1.. \#f \mapsto \text{dom } f \mid p \circ succ \circ p^\sim \subseteq (- < -))$	

$[X]$	
$\cap / : \text{seq}(\text{seq } X) \rightarrow \text{seq } X$	
$\cap / \langle \rangle = \langle \rangle$	
$\forall s : \text{seq } X \bullet \cap / \langle s \rangle = s$	
$\forall q, r : \text{seq}(\text{seq } X) \bullet$	
$\cap / (q \cap r) = (\cap / q) \cap (\cap / r)$	

$[I, X]$	
$\text{disjoint } - : \mathbb{P}(I \rightarrow \mathbb{P} X)$	
$- \text{ partition } - : (I \rightarrow \mathbb{P} X) \leftrightarrow \mathbb{P} X$	
$\forall S : I \rightarrow \mathbb{P} X; T : \mathbb{P} X \bullet$	
$(\text{disjoint } S \iff$	
$(\forall i, j : \text{dom } S \mid i \neq j \bullet S(i) \cap S(j) = \emptyset)) \wedge$	
$(S \text{ partition } T \iff$	
$\text{disjoint } S \wedge \bigcup \{ i : \text{dom } S \bullet S(i) \} = T)$	

1.8.5 Bags

$count, \#$	[the number of times something appears in a bag, page 124]
\otimes	[scaling across a bag, page 124]
\uplus	[union of two bags, sum of occurrences, page 126]
\ominus	[bag difference, subtract occurrences or zero if negative, page 126]
$items$	[conversion from seq to bag, page 127]

$[X]$
$count : \text{bag } X \rightarrow (X \rightarrow \mathbb{N})$ $- \# - : \text{bag } X \times X \rightarrow \mathbb{N}$ $- \otimes - : \mathbb{N} \times \text{bag } X \rightarrow \text{bag } X$
$\forall B : \text{bag } X \bullet$ $count B = (\lambda x : X \bullet 0) \oplus B$ $\forall x : X; B : \text{bag } x \bullet$ $B \# x = count B x$ $\forall n : \mathbb{N}; B : \text{bag } X; x : X \bullet$ $(n \otimes B) \# x = n * (B \# x)$

$[X]$
$- \uplus -, - \cup - : \text{bag } X \times \text{bag } X \rightarrow \text{bag } X$
$\forall B, C : \text{bag } X; x : X \bullet$ $(B \uplus C) \# x = B \# x + C \# x \wedge$ $(B \cup C) \# x = \max\{B \# x - C \# x, 0\}$

$[X]$
$items : \text{seq } X \rightarrow \text{bag } X$
$\forall s : \text{seq } X; x : X \bullet$ $(items s) \# x = \#\{i : \text{dom } s \mid s(i) = x\}$

2 xAPI Formal Specification

The current formal specification only defines xAPI statements abstractly within the context of Z. A concrete definition for xAPI statements is outside the scope of this document.

2.1 Basic and Free Types

[*MBOX*, *MBOX_SHA1SUM*, *OPENID*, *ACCOUNT*]

- Basic Types for the abstract representation of the different forms of Inverse Functional Identifiers found in xAPI

[*CHOICES*, *SCALE*, *SOURCE*, *TARGET*, *STEPS*]

- Basic Types for the abstract representation of the different forms of Interaction Components found in xAPI

IFI ::= *MBOX* | *MBOX_SHA1SUM* | *OPENID* | *ACCOUNT*

- Free Type unique to Agents and Groups, The concrete definition of the listed Basic Types is outside the scope of this specification

OBJECTTYPE ::= *Agent* | *Group* | *SubStatement* | *StatementRef* | *Activity*

- A type which can be present in all activities as defined by the xAPI specification

INTERACTIONTYPE ::= *true-false* | *choice* | *fill-in* | *long-fill-in* | *matching* | *performance* | *sequencing* | *likert* | *numeric* | *other*

- A type which represents the possible interactionTypes as defined within the xAPI specification

INTERACTIONCOMPONENT ::= *CHOICES* | *SCALE* | *SOURCE* | *TARGET* | *STEPS*

- A type which represents the possible interaction components as defined within the xAPI specification
- the concrete definition of the listed Basic Types is outside the scope of this specification

CONTEXTTYPES ::= *parent* | *grouping* | *category* | *other*

- A type which represents the possible context types as defined within the xAPI specification

[*STATEMENT*]

- Basic type for an xAPI data point

[*AGENT*, *GROUP*]

- Basic types for Agents and collections of Agents

2.2 Id Schema

<i>Id</i>
$id : \mathbb{F}_1 \#1$

- the schema *Id* introduces the component *id* which is a non-empty, finite set of 1 value

2.3 Schemas for Agents, Groups and Actors

<i>Agent</i>
$agent : AGENT$
$objectType : OBJECTTYPE$
$name : \mathbb{F}_1 \#1$
$ifi : IFI$
$objectType = Agent$
$agent = \{ifi\} \cup \mathbb{P}\{name, objectType\}$

- The schema *Agent* introduces the component *agent* which is a set consisting of an *ifi* and optionally an *objectType* and/or *name*

<i>Member</i>
<i>Agent</i>
$member : \mathbb{F}_1$
$member = \{a : AGENT \mid \forall a_n : a_i..a_j \bullet i \leq n \leq j \bullet a = agent\}$

- The schema *Member* introduces the component *member* which is a set of objects *a*, where for every *a* within $a_0..a_n$, *a* is an *agent*

<i>Group</i>
<i>Member</i>
$group : GROUP$
$objectType : OBJECTTYPE$
$ifi : IFI$
$name : \mathbb{F}_1 \#1$
$objectType = Group$
$group = \{objectType, name, member\} \vee \{objectType, member\} \vee \{objectType, ifi\} \cup \mathbb{P}\{name, member\}$

- The schema *Group* introduces the component *group* which is of type *GROUP* and is a set of either *objectType* and *member* with optionally *name* or *objectType* and *ifi* with optionally *name* and/or *member*

<i>Actor</i>
<i>Agent</i>
<i>Group</i>
$actor : AGENT \vee GROUP$
$actor = agent \vee group$

- The schema *Actor* introduces the component *actor* which is either an *agent* or *group*

2.4 Verb Schema

<i>Verb</i>
<i>Id</i>
$display, verb : \mathbb{F}_1$
$verb = \{id, display\} \vee \{id\}$

- The schema *Verb* introduces the component *verb* which is a set that consists of either *id* and the non-empty, finite set *display* or just *id*

2.5 Object Schema

<i>Extensions</i>
$extensions, extensionVal : \mathbb{F}_1$
$extensionId : \mathbb{F}_1 \#1$
$extensions = \{e : (extensionId, extensionVal) \mid \forall e_n : e_i..e_j \bullet i \leq n \leq j \bullet$ $(extensionId_i, extensionVal_i) \vee (extensionId_i, extensionVal_j) \wedge$ $(extensionId_j, extensionVal_i) \vee (extensionId_j, extensionVal_j) \wedge$ $extensionId_i \neq extensionId_j\}$

- The schema *Extensions* introduces the component *extensions* which is a non-empty, finite set that consists of ordered pairs of *extensionId* and *extensionVal*. Different *extensionIds* can have the same *extensionVal* but there can not be two identical *extensionId* values
- *extensionId* is a non-empty, finite set with one value
- *extensionVal* is a non-empty, finite set

<i>InteractionActivity</i>
$interactionType : INTERACTIONTYPE$
$correctResponsePattern : seq_1$
$interactionComponent : INTERACTIONCOMPONENT$
$interactionActivity = \{interactionType, correctReponsePattern, interactionComponent\} \vee$ $\{interactionType, correctResponsePattern\}$

- The schema *InteractionActivity* introduces the component *interactionActivity* which is a set of either *interactionType* and *correctResponsePattern* or *interactionType* and *correctResponsePattern* and *interactionComponent*

<i>Definition</i>
<i>InteractionActivity</i>
<i>Extensions</i>
<i>definition, name, description</i> : \mathbb{F}_1
<i>type, moreInfo</i> : $\mathbb{F}_1 \#1$
<i>definition</i> = $\mathbb{P}_1\{name, description, type, moreInfo, extensions, interactionActivity\}$

- The schema *Definition* introduces the component *definition* which is the non-empty, finite power set of *name*, *description*, *type*, *moreInfo* and *extensions*

<i>Object</i>
<i>Id</i>
<i>Definition</i>
<i>Agent</i>
<i>Group</i>
<i>Statement</i>
<i>objectTypeA, objectTypeS, objectTypeSub, objectType</i> : <i>OBJECTTYPE</i>
<i>substatement</i> : <i>STATEMENT</i>
<i>object</i> : \mathbb{F}_1
<i>substatement</i> = <i>statement</i>
<i>objectTypeA</i> = <i>Activity</i>
<i>objectTypeS</i> = <i>StatementRef</i>
<i>objectTypeSub</i> = <i>SubStatement</i>
<i>objectType</i> = <i>objectTypeA</i> \vee <i>objectTypeS</i>
<i>object</i> = $\{id\} \vee \{id, objectType\} \vee \{id, objectTypeA, definition\}$ $\vee \{id, definition\} \vee \{agent\} \vee \{group\} \vee \{objectTypeSub, substatement\}$ $\vee \{id, objectTypeA\}$

- The schema *Object* introduces the component *object* which is a non-empty, finite set of either *id*, *id* and *objectType*, *id* and *objectTypeA*, *id* and *objectTypeA* and *definition*, *agent*, *group*, or *substatement*
- The schema *Statement* and the corresponding component *statement* will be defined later on in this specification

2.6 Result Schema

<i>Score</i>
$score : \mathbb{F}_1$ $scaled, min, max, raw : \mathbb{Z}$
$scaled = \{n : \mathbb{Z} \mid -1.0 \leq n \leq 1.0\}$ $min = n < max$ $max = n > min$ $raw = \{n : \mathbb{Z} \mid min \leq n \leq max\}$ $score = \mathbb{P}_1\{scaled, raw, min, max\}$

- The schema *Score* introduces the component *score* which is the non-empty powerset of *min*, *max*, *raw* and *scaled*

<i>Result</i>
<i>Score</i> <i>Extensions</i> $success, completion, response, duration : \mathbb{F}_1 \#1$ $result : \mathbb{F}_1$
$success = \{true\} \vee \{false\}$ $completion = \{true\} \vee \{false\}$ $result = \mathbb{P}_1\{score, success, completion, response, duration, extensions\}$

- The schema *Result* introduces the component *result* which is the non-empty power set of *score*, *success*, *completion*, *response*, *duration* and *extensions*

2.7 Context Schema

<i>Instructor</i>
<i>Agent</i> <i>Group</i> $instructor : AGENT \vee GROUP$
$instructor = agent \vee group$

- The schema *Instructor* introduces the component *instructor* which can be ether an *agent* or a *group*

<i>Team</i>
<i>Group</i>
<i>team</i> : <i>GROUP</i>
<i>team</i> = <i>group</i>

- The schema *Team* introduces the component *team* which is a *group*

<i>Context</i>
<i>Instructor</i>
<i>Team</i>
<i>Object</i>
<i>Extensions</i>
<i>registration, revision, platform, language</i> : $\mathbb{F}_1 \#1$
<i>parentT, groupingT, categoryT, otherT</i> : <i>CONTEXTTYPES</i>
<i>contextActivities, statement</i> : \mathbb{F}_1
<i>statement</i> = <i>object</i> \ (<i>id, objectType, agent, group, definition</i>)
<i>parentT</i> = <i>parent</i>
<i>groupingT</i> = <i>grouping</i>
<i>categoryT</i> = <i>category</i>
<i>otherT</i> = <i>other</i>
<i>contextActivity</i> = { <i>ca</i> : <i>object</i> \ (<i>agent, group, objectType, objectTypeSub, substatement</i>)}
<i>contextActivityParent</i> = (<i>parentT, contextActivity</i>)
<i>contextActivityCategory</i> = (<i>categoryT, contextActivity</i>)
<i>contextActivityGrouping</i> = (<i>groupingT, contextActivity</i>)
<i>contextActivityOther</i> = (<i>otherT, contextActivity</i>)
<i>contextActivities</i> = \mathbb{P}_1 { <i>contextActivityParent, contextActivityCategory,</i> <i>contextActivityGrouping, contextActivityOther</i> }
<i>context</i> = \mathbb{P}_1 { <i>registration, instructor, team, contextActivities, revision,</i> <i>platform, language, statement, extensions</i> }

- The schema *Context* introduces the component *context* which is the non-empty powerset of *registration, instructor, team, contextActivities, revision, platform, language, statement* and *extensions*
- The notation *object* \ *agent* represents the component *object* except for its subcomponent *agent*

2.8 Timestamp and Stored Schema

<i>Timestamp</i>
<i>timestamp</i> : $\mathbb{F}_1 \#1$

<i>Stored</i>
<i>stored</i> : $\mathbb{F}_1 \#1$

- The schema *Timestamp* and *stored* introduce the components *timestamp* and *stored* respectively. Each are non-empty, finite sets containing one value

2.9 Attachements Schema

<i>Attachments</i>
$display, description, attachment, attachments : \mathbb{F}_1$ $usageType, sha2, fileUrl, contextType : \mathbb{F}_1 \#1$ $length : \mathbb{N}$
$attachment = \{usageType, display, contentType, length, sha2\} \cup \mathbb{P}\{description, fileUrl\}$ $attachments = \{a : attachment\}$

- The schema *Attachements* introduces the componenet *attachements* which is a non-empty, finite set of the component *attachment*
- The component *attachment* is a non-empty, finite set of the componenets *usageType*, *display*, *contentType*, *length*, *sha2* with optionally *description* and/or *fileUrl*

2.10 Statement and Statements Schema

<i>Statement</i>
Id $Actor$ $Verb$ $Object$ $Result$ $Context$ $Timestamp$ $Stored$ $Attachements$ $statement : STATEMENT$
$statement = \{actor, verb, object, stored\} \cup \mathbb{P}\{id, result, context, timestamp, attachments\}$

- The schema *Statement* introduces the component *statement* which consists of the components *actor*, *verb*, *object* and *stored* and the optional components *id*, *result*, *context*, *timestamp*, and/or *attachments*
- The schema *Statement* allows for subcomponent of *statement* to refrenced via the . (selection) operator

<i>Statements</i>	
<i>Statement</i>	
<i>IsoToUnix</i>	
<i>statements</i> : \mathbb{F}_1	
$statements = \{s : statement \mid \forall s_n : s_i..s_j \bullet i \leq n \leq j$ $\bullet convert(s_i.timestamp) \leq convert(s_j.timestamp)\}$	

- The schema *Statements* introduces the component *statements* which is a non-empty, finite set of the component *statement* which are in chronological order.

3 Operations, Primitives and Algorithms

The following sections introduce, define and explain Operations, Primitives and Algorithms generally using the Terminology presented below. Operations are the building blocks of Primitives whereas Primitives are the building blocks of Algorithms. The definitions which follow are flexible enough to support implementation across programming languages but have been inspired by the core concepts found within Lisp and Z. The focus of these sections is to define the properties of and interactions between Operations, Primitives and Algorithms in a general way which doesn't place unnecessary bounds on their range of possible functionality with respect to processing xAPI data.

3.1 Terminology

Within this document, (s) indicates one or more. When talking about some $x \in X$ at some index within a range $i..n..j$, the notation $i_x \vee n_x, \vee j_x$ may be used in cases where it is a more concise version of an equivalent expression.

3.1.1 Scalar

When working with xAPI data, Statements are written using [JavaScript Object Notation](#) (JSON). This data model supports a few fundamental types as described by [JSON Schema](#). In order to speak about a singular valid JSON value (string, number, boolean, null) generically, the term Scalar is used. To talk about a scalar within a Z Schema, the following free and basic types are introduced.

$$\begin{aligned} &[STRING, NULL] \\ &Boolean ::= true \mid false \\ &Scalar ::= Boolean \mid STRING \mid NULL \mid \mathbb{Z} \end{aligned}$$

Arrays and Objects are also valid JSON values but will be referenced using the terms Collection and Map respectively.

3.1.2 Collection

a sequence $\langle \dots \rangle$ of items c such that

$$\left| \begin{array}{l} C = \langle c_i..c_n..c_j \rangle \Rightarrow \{ i \mapsto c_i, n \mapsto c_n, j \mapsto c_j \} \\ i \leq n \leq j \Rightarrow i \prec n \prec j \iff i \neq n \neq j \end{array} \right|$$

And the following free type is introduced for collections

$$\begin{aligned} &Collection ::= emptyColl \mid append \langle \langle Collection \times Scalar \vee Collection \vee Map \times \mathbb{N} \rangle \rangle \\ &\quad emptyColl \quad \quad \quad [the \text{ empty Collection } \langle \rangle] \\ &\quad append \quad \quad \quad [is a constructor and is inferred to be an injection] \\ &\quad Map \quad \quad \quad [a free type introduced below] \\ &append(emptyColl, c?, 0) = \langle c_0 \rangle \Rightarrow \{ 0 \mapsto c? \} \end{aligned}$$

3.1.3 Key

An identifier k paired with some value v to create an ordered pair (k, v) . k can take on any valid JSON value (Scalar, Collection, Map) but the Scalar null should be avoided. The following free type is introduced for keys.

$$K ::= \text{Scalar} \mid \text{Collection} \mid \text{Map}$$

3.1.4 Value

A value v is paired with an identifier k to create an ordered pair (k, v) . v can be any valid JSON value (Scalar, Collection, Map) The following free type is introduced for values.

$$V ::= \text{Scalar} \mid \text{Collection} \mid \text{Map}$$

3.1.5 Map

Within the Z Notation Introduction section, Maps are introduced using the free type KV .

$$KV ::= \text{base} \mid \text{associate} \langle\langle KV \times X \times Y \rangle\rangle$$

This definition is more accurately

$$KV ::= \text{base} \mid \text{associate} \langle\langle KV \times K \times V \rangle\rangle$$

which indicates the usage of Key k and Value v within *associate*. Using this updated definition,

$$\text{associate}(\text{base}, k, v) = \langle\langle (k, v) \rangle\rangle$$

such that a Map is a Collection of ordered pairs (k_n, v_n) and thus a Collection of mappings

$$(k_n, v_n) \Rightarrow k_n \mapsto v_n$$

but Maps are special cases of Collections as k_n is the unique identifier of v_n within a Map but the opposite is not true. In fact, keys are their own identifiers

$$\begin{aligned} \text{id } v_n &= k_n \\ \text{id } k_n &\neq v_n \\ \text{id } k_n &= k_n \end{aligned}$$

Given a Map $M = \langle\langle (k_i, v_i) .. (k_n, v_n) .. (k_j, v_j) \rangle\rangle$ the following demonstrates the uniqueness of Keys but the same is not true for all v within M

$$\begin{aligned} i_k &\neq n_k \neq j_k \\ i_v &= n_v \vee i_v \neq n_v \quad i_v = j_v \vee i_v \neq j_v \quad j_v = n_v \vee j_v \neq n_v \end{aligned}$$

which can all be stated formally as

$[K, V]$	$\text{Map} : K \times V \mapsto KV$
	$\text{Map} = \langle\langle (k_i, v_i) .. (k_n, v_n) .. (k_j, v_j) \rangle\rangle \bullet$ $\text{dom Map} = \{ k_i .. k_n .. k_j \}$ $\text{ran Map} = \{ v_i .. v_n .. v_j \}$ $\text{first}(k_i, v_i) \neq \text{first}(k_n, v_n) \neq \text{first}(k_j, v_j) \wedge$ $i_v = n_v \vee i_v \neq n_v \ i_v = j_v \vee i_v \neq j_v \ j_v = n_v \vee j_v \neq n_v \wedge$ $\text{id } v_i = k_i \wedge \text{id } v_n = k_n \wedge \text{id } v_j = k_j \wedge$ $\text{id } k_i = k_i \wedge \text{id } k_n = k_n \wedge \text{id } k_j = k_j$

Given that v can be a Map M , or a Collection C , Arbitrary nesting is allowed within Maps but the properties of a Map hold at any depth.

$$M = \langle\langle (k_i, v_i) .. (k_n, \langle\langle (k_{ni}, v_{ni}) \rangle\rangle) .. (k_j, \langle v_{ji} .. \langle\langle (k_{jn}, v_{jn}) \rangle\rangle .. \langle v_{jji} .. v_{jjn} .. v_{jjj} \rangle \rangle) \rangle\rangle$$

such that $\langle\langle (k_{ni}, v_{ni}) \rangle\rangle$ and $\langle\langle (k_{nj}, v_{nj}) \rangle\rangle$ are both Maps and adhere to the constraints enumerated above.

3.1.6 Statement

Immutable Map conforming to the [xAPI Specification](#) as described in the xAPI Formal Definition section of this document. The imutability of a Statement s is demonstrated by the following which indicates that s was not altered when passed to *associate*.

$s!, s? : \text{STATEMENT}$
$k? : K$
$v? : V$
$s! = \text{associate}(s?, k?, v?) = s? \Rightarrow (k?, v?) \notin s! \Rightarrow s! = s?$

Additionally, given the schema *Statements* the following is true for all *Statement(s)*

<i>Statements</i>
<i>Keys</i> : <i>STRING</i>
<i>S</i> : <i>Collection</i>
$\text{Keys} = \{ \text{id}, \text{actor}, \text{verb}, \text{object}, \text{result}, \text{context}, \text{attachments}, \text{timestamp}, \text{stored} \}$ $\text{dom statement} = K \triangleleft \text{Keys}$ $S = \langle \text{statement}_i .. \text{statement}_n .. \text{statement}_j \rangle \bullet$ $\text{atKey}(\text{statement}_i, \text{id}) \neq \text{atKey}(\text{statement}_n, \text{id}) \neq \text{atKey}(\text{statement}_j, \text{id}) \Rightarrow$ $\text{id}_i \neq \text{id}_n \neq \text{id}_j \iff \text{statement}_i \neq \text{statement}_n \neq \text{statement}_j$

Which confirms the constraints found in the schema *Statement* and adds an additional constraint to *Statements* such that every unique *Statement* in a *Collection* of *Statements* has a unique *id*.

3.1.7 Algorithm State

Mutable Map *state* without any domain restriction such that

$$\frac{\begin{array}{l} state?, state! : Map \\ k? : K \\ v? : V \end{array}}{associate(state?, k?, v?) = state! \bullet (k, v) \in state! \Rightarrow state? \neq state!}$$

3.1.8 Option

Mutable Map *opt* which is used to alter the result of an Algorithm. The effect of *opt* on an Algorithm will be discussed in the Algorithm Result section below.

4 Operation

An Operation is a function of arbitrary arguments and is defined using Z. For example, Operations pulled directly from "The Z Notation: A Reference Manual" include

- *first*
- *second*
- *succ*
- *min*
- *max*
- *count* \equiv #
- \cap
- *rev*
- *head*
- *last*
- *tail*
- *front*
- \downarrow
- \uparrow
- $\cap/$
- *disjoint*
- *partition*
- \otimes
- \uplus
- \cup
- *items*

4.1 Domain

The arguments passed to an Operation can be any of the following but the definition of an Operation may limit the domain to a subset of the following

- Key(s)
- Value(s)
- Set(s)
- Collection(s)
- Bag(s)
- Map(s)
- Statement(s)
- Algorithm State

4.2 Range

The result of an Operation can be any of the following but the definition of an Operation may limit this range to a subset of the following

- Key(s)
- Value(s)
- Set(s)
- Collection(s)
- Bag(s)
- Map(s)
- Statement(s)
- Algorithm State

5 Primitive

A collection of Operations where the output of an Operation o is passed as an argument to the next Operation.

$$p\langle i..n..j \rangle = o_i \gg o_n \gg o_j$$

Within any given Primitive p , variables local to p and any global variables may be passed as arguments to any o within p and there is no restriction on the ordering of arguments with respect to the piping. In the following, $q?$ is a global variable where as the rest are local.

$ \begin{aligned} &x?, y?, z?, i!, n!, j!, p! : Value \\ &o_i : Value \rightarrow Value \\ &o_n : Value \times Value \rightarrow Value \\ &o_j, p : Value \times Value \times Value \rightarrow Value \end{aligned} $	$ \begin{aligned} &i! = o_i(x?) \\ &n! = o_n(i!, y?) \\ &j! = o_j(z?, n!, q?) \\ &p! = j! \Rightarrow o_j(z?, o_n(o_i(x?), y?), q?) \end{aligned} $
--	--

Primitives break the processing of xAPI data down into discrete units that can be composed to create new analytical functions. Primitives allow users to address the methodology of answering research questions as a sequence of generic algorithmic steps which establish the necessary data transformations, aggregations and calculations required to reach the solution in an implementation agnostic way.

5.1 Domain

Any of the following dependent upon the Operations which compose the Primitive

- Key(s)
- Value(s)
- Set(s)
- Collection(s)
- Bag(s)
- Map(s)
- Statement(s)
- Algorithm State

5.2 Range

Any of the following dependent upon the Domain and Functionality of the Primitive

- Key(s)
- Value(s)
- Set(s)
- Collection(s)
- Bag(s)
- Map(s)
- Statement(s)
- Algorithm State

6 Algorithm

Given a Collection of statement(s) $S_{\langle a..b..c \rangle}$ and potentially option(s) opt and potentially an existing Algorithm State $state$ an Algorithm A executes as follows

1. call *init*
2. for each $stmt \in S_{\langle a..b..c \rangle}$
 - (a) *relevant?*
 - (b) *accept?*
 - (c) *step*
3. return *result*

with each process within A is enumerated as

```

(init [state] body)
- init state

(relevant? [state statement] body)
- is the statement valid for use in algorithm?

(accept? [state statement] body)
- can the algorithm consider the current statement?

(step [state statement] body)
- processing per statement
- can result in a modified state

(result [state] body)
- return without option(s) provided
- possibly sets default option(s)

(result [state opt] body)
- return with consideration to option(s)

```

- *body* is a collection of Primitive(s) which establishes the processing of inputs \rightarrow outputs
- *state* is a mutable Map of type KV and synonymous with Algorithm State
- *statement* is a single statement within the collection of statements passed as input data to the Algorithm A
- *opt* are additional arguments passed to the algorithm A which impact the return value of the algorithm and synonymous with Option

Such that the execution of A can be described as

Algorithm ::= *Init* § *Relevant?* § *Accept?* § *Step* § *Result*

6.1 Domain

An Algorithm must be passed an Algorithm State and a Collection of Statement(s). Option is optional.

- Statement(s)
- Algorithm State
- Option(s)

6.2 Range

An Algorithm will return an Algorithm State.

- Algorithm State

6.3 Initialization

First process to run within an Algorithm which returns the Algorithm State for the current iteration.

$\frac{Init[KV]}{state?, state!: KV}$ $init : KV \rightarrow KV$
$state! = init(state?) \bullet state! = state? \vee state! \neq state?$

such that some $state!$ does not need to be related to its arguments $state?$ but $state!$ could be derived from some seed $state?$. This functionality is dependent upon the *body* of an Algorithms *init*

6.3.1 Domain

- Algorithm State

6.3.2 Range

- Algorithm State

6.4 Relevant?

First process that each *stmt* passes through $\Rightarrow relevant? \prec accept? \prec step$

$\frac{Relevant? [KV, STATEMENT]}{state?: KV}$ $stmt?: STATEMENT$ $relevant?: KV \times STATEMENT \rightarrow Boolean$
$relevant?(state?, stmt?) = true \vee false$

resulting in an indication of whether the *stmt* is valid within algorithm *A*. The criteria which determines validity of *stmt* within *A* is defined by the *body* of *relevant?*

6.4.1 Domain

- Statement
- Algorithm State

6.4.2 Range

- Boolean

6.5 Accept?

Second process that each *stmt* passes through $\Rightarrow relevant? \prec accept? \prec step$

$Accept? [KV, STATEMENT]$	_____
$state? : KV$ $stmt? : STATEMENT$ $accept? : KV \times STATEMENT \rightarrow Boolean$	
$accept? (state?, stmt?) = true \vee false$	

resulting in an indication of whether the *stmt* can be sent to *step* given the current *state*. The criteria which determines usability of *stmt* given *state* is defined by the *body* of *accept?*

6.5.1 Domain

- Statement
- Algorithm State

6.5.2 Range

- Scalar

6.6 Step

An Algorithm Step consists of a sequential composition of Primitive(s) and therefore sequential composition of all Operation(s) where the output of a Primitive is passed as an argument to the next Primitive.

$$p_i \gg p_n \gg p_j \Rightarrow o_{ii} \gg o_{in} \gg o_{ij} \gg o_{ni} \gg o_{nn} \gg o_{nj} \gg o_{ji} \gg o_{jn} \gg o_{jj}$$

The selection and ordering of Operation(s) and Primitive(s) into an Algorithmic Step determines how the Algorithm State changes during iteration through Statement(s) passed as input to the Algorithm.

$$\begin{array}{|l}
P = \langle p_i .. p_n .. p_j \rangle \bullet i \leq n \leq j \Rightarrow i \prec n \prec j \iff i \neq n \neq j \bullet p_i \gg p_n \gg p_j \\
P' = \langle p_{i'} .. p_{n'} .. p_{j'} \rangle \bullet i' \leq n' \leq j' \Rightarrow i' \prec n' \prec j' \iff i' \neq n' \neq j' \bullet p_{i'} \gg p_{n'} \gg p_{j'} \\
P'' = \langle p_x .. p_y .. p_z \rangle \bullet x \leq y \leq z \Rightarrow x \prec y \prec z \iff x \neq y \neq z \bullet p_x \gg p_y \gg p_z \\
\hline
P = P' \iff i \mapsto i' \wedge n \mapsto n' \wedge j \mapsto j' \\
P = P'' \iff (i \mapsto x \wedge n \mapsto y \wedge j \mapsto z) \wedge (p_i \equiv p_x \wedge p_n \equiv p_y \wedge p_j \equiv p_z)
\end{array}$$

step may or may not update the input Algorithm State given the current Statement from the Collection of Statement(s).

$$\begin{array}{|l}
S : \text{Collection} \\
stmt_a, stmt_b, stmt_c : \text{STATEMENT} \\
state?, step_a!, step_b!, step_c! : KV \\
step : KV \times \text{STATEMENT} \rightarrow KV \\
\hline
S = \langle stmt_a .. stmt_b .. stmt_c \rangle \bullet a \leq b \leq c \Rightarrow a \prec b \prec c \iff a \neq b \neq c \\
step_a! = step(state?, stmt_a) \bullet step_a! = state? \vee step_a! \neq state? \\
step_b! = step(step_a!, stmt_b) \bullet step_b! = step_a! \vee step_b! \neq step_a! \\
step_c! = step(step_b!, stmt_c) \bullet step_c! = step_b! \vee step_c! \neq step_b!
\end{array}$$

In general, this allows *step* to be defined as

$$\begin{array}{|l}
Step[KV, STATEMENT] \text{-----} \\
state?, state! : KV \\
stmt? : STATEMENT \\
step : KV \times STATEMENT \rightarrow KV \\
\hline
state! = step(state?, stmt?) = state? \vee \neq state?
\end{array}$$

A change of $state? \rightarrow state! \bullet state! \neq state?$ can be predicted to occur given

- The definition of individual Operations which constitute a Primitive
- The ordering of Operations within a Primitive
- The Primitive(s) p chosen for inclusion within $P_{\langle i .. n .. j \rangle}$
- The ordering of $p \in P_{\langle i .. n .. j \rangle}$ which implies the ordering of $o \in p_{\langle i .. n .. j \rangle} \in P_{\langle ii .. ij .. ni .. nj .. ji .. jj \rangle}$
- The key value pair(s) $(K, V) \in stmt$
- The ordering of Statement(s) $stmt \in S_{\langle a .. b .. c \rangle}$

6.6.1 Domain

- Statement
- Algorithm State

6.6.2 Range

- Algorithm State

6.7 Result

Last process to run within an Algorithm which returns the Algorithm State *state* when all $s \in S$ have been processed by *step*

$$\begin{aligned} \text{relevant?} \prec \text{accept?} \prec \text{step} \prec \text{result} \prec \text{relevant?} &\iff S \neq \emptyset \\ \text{relevant?} \prec \text{accept?} \prec \text{step} \prec \text{result} &\iff S = \emptyset \end{aligned}$$

and does so without preventing subsequent calls of *A*

$\text{result}[KV, KV]$
$\text{result!}, \text{state?}, \text{opt?} : KV$ $\text{result} : KV \times KV \rightarrow KV$
$\text{result!} = \text{result}(\text{state?}, \text{opt?}) = \text{state?} \vee \neq \text{state?}$

such that if at some future point *j* within the timeline $i..n..j$

$$\begin{aligned} S(t_n) &= \emptyset && [S \text{ is empty at } t_n] \\ S(t_j) &\neq \emptyset && [S \text{ is not empty at } t_j] \\ S(t_{n-i}) &&& [\text{stmts}(s) \text{ added to } S \text{ between } t_i \text{ and } t_n] \\ S(t_{j-n}) &&& [\text{stmts}(s) \text{ added to } S \text{ between } t_n \text{ and } t_j] \\ S(t_{j-i}) &= S(t_{n-i}) \cup S(t_{j-n}) && [\text{stmts}(s) \text{ added to } S \text{ between } t_i \text{ and } t_j] \end{aligned}$$

Algorithm *A* can pick up from a previous state_n without losing track of its own history.

$\text{state}_{n-i} = A(\text{state}_i, S(t_{n-i}))$ $\text{state}_{n-1} = A(\text{state}_{n-2}, S(t_{n-1}))$ $\text{state}_n = A(\text{state}_{n-1}, S(t_n))$ $\text{state}_{j-n} = A(\text{state}_n, S(t_{j-n}))$ $\text{state}_j = A(\text{state}_i, S(t_{j-i}))$
$\text{state}_n = \text{state}_{n-1} \iff S(t_n) = \emptyset \wedge S(t_{n-1}) \neq \emptyset$ $\text{state}_j = \text{state}_{j-n} \iff \text{state}_{n-i} = \text{state}_n = \text{state}_{n-1}$

Which makes *A* capable of taking in some $S_{\langle i..n..j.. \infty \rangle}$ as not all $s \in S_{\langle i.. \infty \rangle}$ have to be considered at once. In other words, the input data does not need to persist across the history of *A*, only the effect of *s* on *state* must be persisted. Additionally, the effect of *opt* is determined by the *body* within *result* such that

$$\begin{aligned} &A(\text{state}_n, S(t_{j-n}), \text{opt}) \\ &\equiv A(\text{state}_i, S(t_{j-i})) \\ &\equiv A(\text{state}_i, S(t_{j-i}), \text{opt}) \\ &\equiv A(\text{state}_n, S(t_{j-n})) \end{aligned}$$

implying that the effect of *opt* doesn't prevent backwards compatibility of *state*.

6.7.1 Domain

- Algorithm State
- Option(s)

6.7.2 Range

- Algorithm State

6.8 Algorithm Formal Definition

Given the definitions of Algorithm Components presented above, the previous definition of an Algorithm A

$$Algorithm ::= Init \S Relevant? \S Accept? \S Step \S Result$$

can be refined using the helper function *recur*

$ \begin{array}{l} recur[KV, Collection] \text{-----} \\ state?, state!: KV \\ S?, S!: Collection \\ recur!: (KV, Collection) \\ recur : KV \times Collection \rightarrow KV \times Collection \\ \hline recur! = recur(state?, S?) \Rightarrow (state!, S!) \bullet \\ state? = state! \wedge S! = tail(S?) \end{array} $
--

to illustrate how an Algorithm processes a Collection of Statement(s)

$Algorithm[KV, Collection]$
 $Init[KV]$
 $Relevant? [KV, STATEMENT]$
 $Accept? [KV, STATEMENT]$
 $Step[KV, STATEMENT]$
 $result[KV, KV]$
 $recur[KV, Collection]$
 $opt?, state?, state_s!, state_s!: KV$
 $S?: Collection \bullet \forall s? \in S? \mid s?: STATEMENT$
 $algorithmIter : KV \times Collection \times KV \rightarrow KV \times Collection$
 $algorithm : KV \times Collection \times KV \rightarrow KV$

$state_s! = algorithmIter(state?, S?, opt?) \bullet$
 $let \quad s_{current} == head(S?)$
 $init! == init(state?)$
 $relevant! == relevant?(init!, s_{current})$
 $passon_{relevant}? == recur(init!, S?) \iff relevant! = false$
 $accept! == accept?(init!, s_{current}) \iff relevant! = true$
 $passon_{accept}? == recur(init!, S?) \iff accept! = false$
 $step! == step(init!, s_{current}) \iff accept! = true$
 $passon_{step}? == recur(step!, S?) \iff tail(S?) \neq \emptyset$
 $result! == result(step!, opt?) \iff tail(S?) = \emptyset$
 $passon_{result}? == recur(result!, S?)$
 $passon_s? == passon_{relevant}? \iff relevant! = false \vee$
 $passon_{accept}? \iff accept! = false \vee$
 $passon_{step}? \iff relevant! = true \wedge accept! = true \wedge tail(S?) \neq \emptyset$
 $passon_{result}? \iff relevant! = true \wedge accept! = true \wedge tail(S?) = \emptyset$
 $\Rightarrow init! \circ relevant! \vee$
 $= init! \circ relevant! \circ accept! \vee$
 $= init! \circ relevant! \circ accept! \circ step! \vee$
 $= init! \circ relevant! \circ accept! \circ step! \circ result!$
 $= passon_s? \Rightarrow (first(passon_{relevant}? \vee passon_{accept}? \vee passon_{step} \vee passon_{result}), tail(S?))$
 $state_s! = algorithm(state?, S?, opt?)$
 $= first(algorithmIter(state?, S?, opt?)^{\#S?}) \bullet$
 $\forall s? \in S? \exists_1 passon_s : KV \times Collection \bullet$
 $passon_s = algorithmIter(state?, S?, opt?) \bullet$
 $let (state_s == first(passon_s)) \bullet$
 $passon_{s'} = algorithmIter(state_s, tail(S?), opt?) \Rightarrow (state_{s'}, tail(tail(S?)))$
 $passon_{s''} = algorithmIter(first(passon_{s'}), second(passon_{s'}), opt?)$

The above introduces *algorithmIter* to describe the processing per $s \in S$ which results in *algorithm* being an iteration of *algorithmIter* over S . This means there is a $passon_s$ for all $s \in S$ and the result of $algorithm(state, S, opt)$ is

$$first(algorithmIter(state, S, opt)^{\#S}) \Rightarrow first(passon_{result}) \iff second(passon_{result}) = \emptyset$$

7 Foundational Operations

7.1 Collections

Operations which expect a Collection of Scalar(s)

$$X = \langle x_i..x_n..x_j \rangle$$

7.1.1 Array?

The operation *array?* will return a boolean which indicates if the passed in argument is a Collection

$$\text{array?}(Arg) = \text{true} \vee \text{false}$$

such that if X is a collection $\langle x_0, x_1, x_2, x_3, x_4 \rangle$ where

$$x_0 = 0$$

$$x_1 = \text{foo}$$

$$x_2 = \langle \text{baz}, \text{qux} \rangle$$

$$x_3 = \langle \text{abc} \mapsto 123, \text{def} \mapsto 456 \rangle$$

$$x_4 = \langle \langle \text{ghi} \mapsto 789, \text{jkl} \mapsto 101112 \rangle, \langle \text{ghi} \mapsto 131415, \text{jkl} \mapsto 161718 \rangle \rangle$$

then the following return true

$$\text{array?}(X) = \text{true}$$

$$\text{array?}(x_2) = \text{true}$$

$$\text{array?}(x_4) = \text{true}$$

and the following return false

$$\text{array?}(x_0) = \text{false}$$

$$\text{array?}(x_1) = \text{false}$$

$$\text{array?}(x_3) = \text{false}$$

Indicating that *array?* will return true when

- Arg is a Collection or Scalar(s)

but will return false when

- Arg is a non-array Scalar

which emphasises the difference between

- an *object*

$$x_3 = \langle \text{abc} \mapsto 123, \text{def} \mapsto 456 \rangle = KV$$

- a Collection of *object*(s)

$$x_4 = \langle \langle \text{ghi} \mapsto 789, \text{jkl} \mapsto 101112 \rangle, \langle \text{ghi} \mapsto 131415, \text{jkl} \mapsto 161718 \rangle \rangle = \langle KV_0, KV_1 \rangle$$

7.1.2 Append

The operation *append* will return a Collection with a Value added at a specified numeric Index.

$$\text{append}(\text{coll}, v, \text{idx}) \rightarrow X'$$

such that if X is a collection $\langle x_0, x_1, x_2 \rangle$ where

$$x_0 = 0$$

$$x_1 = \text{foo}$$

$$x_2 = \langle a, b, c \rangle$$

then the v will be added to X to create X'

$$\text{append}(X, \text{bar}, 0) = \langle \text{bar}, 0, \text{foo}, \langle a, b, c \rangle \rangle = X'$$

$$\text{append}(X, \text{bar}, 1) = \langle 0, \text{bar}, \text{foo}, \langle a, b, c \rangle \rangle = X'$$

$$\text{append}(X, \text{bar}, 2) = \langle 0, \text{foo}, \text{bar}, \langle a, b, c \rangle \rangle = X'$$

$$\text{append}(X, \text{bar}, 3) = \langle 0, \text{foo}, \langle a, b, c \rangle, \text{bar} \rangle = X'$$

7.1.3 Remove

The operation *remove* will return a Collection minus the Value removed from the specified Numeric Index

$$\text{remove}(\text{coll}, \text{idx}) \rightarrow X'$$

such that if X is a collection $\langle x_0, x_1, x_2 \rangle$ where

$$x_0 = 0$$

$$x_1 = \text{foo}$$

$$x_2 = \text{baz}$$

then

$$\text{remove}(X, 0) = \langle \text{foo}, \text{baz} \rangle = X'$$

$$\text{remove}(X, 1) = \langle 0, \text{baz} \rangle = X'$$

$$\text{remove}(X, 2) = \langle 0, \text{foo} \rangle = X'$$

and if idx does not exist within X , *remove* will return X unaltered

$$\text{remove}(X, 3) = \langle 0, \text{foo}, \text{baz} \rangle = X$$

7.1.4 At Index

The operation *atIndex* will return the Value at

- a numeric Index

$$atIndex(X, idx) \rightarrow v$$

- some depth of numeric indexes

$$atIndex(X, < idx_i..idx_n..idx_j >) \rightarrow v$$

such that if X is a collection $< x_0, x_1, x_2 >$ where

$$x_0 = 0$$

$$x_1 = foo$$

$$x_2 = < a, b, c >$$

then

$$atIndex(X, 0) = 0$$

$$atIndex(X, 1) = foo$$

$$atIndex(X, < 1, 0 >) = f$$

$$atIndex(X, < 1, 2 >) = o$$

$$atIndex(X, 2) = < a, b, c >$$

$$atIndex(X, < 2, 1 >) = b$$

and if *idx* does not exist within X , *atIndex* will return the representation of nothingness

$$atIndex(X, 3) = nil$$

$$atIndex(X, < 2, 3 >) = nil$$

7.2 Key Value Pairs

Operations which expect a Collection of Key Value pair(s)

$$KV = < k_i v_{k_i} .. k_n v_{k_n} .. k_j v_{k_j} >$$

7.2.1 Object?

The operation *object?* will return a boolean which indicates if the passed in argument is a mapping of Key(s) to Value(s)

$$object?(Arg) = true \vee false$$

such that if KV is a collection of Key Value pair(s) $\langle k_0v_{k_0}, k_1v_{k_1}, k_2v_{k_2}, k_3v_{k_3} \rangle$ where

$$k_0 = abc \wedge v_{k_0} = 123$$

$$\Rightarrow$$

$$k_0v_{k_0} = abc \mapsto 123$$

and

$$k_1 = def \wedge v_{k_1} = xyz \mapsto 456$$

$$\Rightarrow$$

$$k_1v_{k_1} = def \mapsto xyz \mapsto 456$$

and

$$k_2 = ghi \wedge v_{k_2} = \langle 7, 8, 9 \rangle$$

$$\Rightarrow$$

$$k_2v_{k_2} = ghi \mapsto \langle 7, 8, 9 \rangle$$

and

$$k_3 = k_0v_{k_0} \wedge v_{k_3} = v_{k_2}$$

$$\Rightarrow$$

$$k_3v_{k_3} = \langle \langle abc \mapsto 123 \rangle \mapsto \langle 7, 8, 9 \rangle \rangle$$

then the following will return true

$$object?(KV)$$

$$object?(k_0v_{k_0}) \Rightarrow object?(abc \mapsto 123)$$

$$object?(k_1v_{k_1}) \Rightarrow object?(def \mapsto xyz \mapsto 456)$$

$$object?(k_2v_{k_2}) \Rightarrow object?(ghi \mapsto \langle 7, 8, 9 \rangle)$$

$$object?(k_3v_{k_3}) \Rightarrow object?(\langle \langle abc \mapsto 123 \rangle \mapsto \langle 7, 8, 9 \rangle \rangle)$$

$$object?(v_{k_1}) \Rightarrow object?(xyz \mapsto 456)$$

$$object?(k_3) \Rightarrow object?(abc \mapsto 123)$$

and the following return false

$$object?(k_0) \Rightarrow object?(abc)$$

$$object?(k_1) \Rightarrow object?(def)$$

$$object?(v_{k_0}) \Rightarrow object?(123)$$

$$object?(v_{k_2}) \Rightarrow object?(\langle 7, 8, 9 \rangle)$$

7.2.2 Associate

The operation *associate* will return a modified KV' with a mapping of

- Key to Value added at a specified Key.

$$associate(KV, k, v) \rightarrow KV'$$

- Key to Value added at a specified nesting of Key(s).

$$associate(KV, < k_i..k_n..k_j >, v) \rightarrow KV'$$

such that if KV is a collection of Key Value pair(s) $< k_0 v_{k_0}, k_1 v_{k_1} >$ where

$$k_0 = abc \wedge v_{k_0} = 123$$

$$\Rightarrow$$

$$k_0 v_{k_0} = abc \mapsto 123$$

and

$$k_1 = def \wedge v_{k_1} = xyz \mapsto 456$$

$$\Rightarrow$$

$$k_1 v_{k_1} = def \mapsto xyz \mapsto 456$$

such that

$$KV = < abc \mapsto 123, def \mapsto xyz \mapsto 456 >$$

When k is a single Key

- $k \notin KV$, $k \mapsto v$ is added to KV to create KV'

$$associate(KV, baz, foo) = KV'$$

$$=$$

$$< abc \mapsto 123, def \mapsto xyz \mapsto 456, baz \mapsto foo >$$

- $k \in KV$, the previous mapping is overwritten to create KV'

$$associate(KV, abc, 789) = KV'$$

$$=$$

$$< abc \mapsto 789, def \mapsto xyz \mapsto 456 >$$

$$associate(KV, def, 456) = KV'$$

$$=$$

$$< abc \mapsto 123, def \mapsto 456 >$$

When k is a Collection of Key(s) $K = \langle k_i, k_j \rangle$

- $K \notin KV$, $k_i \mapsto k_j \mapsto v$ is added to KV to create KV'

$$associate(KV, \langle baz, bar \rangle, foo) = KV'$$

=

$$\langle abc \mapsto 123, def \mapsto xyz \mapsto 456, baz \mapsto bar \mapsto foo \rangle$$

- $k_i \in KV \wedge k_j \notin v_{k_i} \wedge object?(v_{k_i}) = false$, the previous mapping at k_i is overwritten to create KV'

$$associate(KV, \langle abc, cba \rangle, 789) = KV'$$

=

$$\langle abc \mapsto cba \mapsto 789, def \mapsto xyz \mapsto 456 \rangle$$

- $k_i \in KV \wedge k_j \notin v_{k_i} \wedge object?(v_{k_i}) = true$, $k_j \mapsto v$ is added to k_i

$$associate(KV, \langle def, zyx \rangle, fizbuz) = KV'$$

=

$$\langle abc \mapsto 123, def \mapsto \langle xyz \mapsto 456, zyx \mapsto fizbuz \rangle \rangle$$

- $k_i \in KV \wedge k_j \in v_{k_i} \Rightarrow object?(v_{k_i}) = true$, v_{k_j} is replaced with v

$$associate(KV, \langle def, xyz \rangle, 654) = KV'$$

=

$$\langle abc \mapsto 123, def \mapsto xyz \mapsto 654 \rangle$$

7.2.3 Dissociate

The operation *dissociate* will remove some $k \mapsto v$ from KV given $k \in KV$

$$dissociate(KV, k) \rightarrow KV'$$

such that if KV is a collection of Key Value pair(s) $\langle k_0 v_{k_0}, k_1 v_{k_1} \rangle$ where

$$k_0 = abc \wedge v_{k_0} = 123$$

\Rightarrow

$$k_0 v_{k_0} = abc \mapsto 123$$

and

$$k_1 = def \wedge v_{k_1} = xyz \mapsto 456$$

\Rightarrow

$$k_1 v_{k_1} = def \mapsto xyz \mapsto 456$$

such that

$$KV = \langle abc \mapsto 123, def \mapsto xyz \mapsto 456 \rangle$$

Which means *disocciate*(KV, k) results in

- $KV \neq KV' \iff k \in KV$ where $k \mapsto v_k$ is removed from KV

$$dissociate(KV, abc) = \langle def \mapsto xyz \mapsto 456 \rangle = KV'$$

$$dissociate(KV, def) = \langle abc \mapsto 123 \rangle = KV'$$

- $KV = KV' \iff k \notin KV$ where nothing is removed from KV

$$dissociate(KV, cba) = \langle abc \mapsto 123, def \mapsto xyz \mapsto 456 \rangle = KV' = KV$$

7.2.4 At Key

The operation *atKey* will return the Value v at some specified

- Top level Key k within KV

$$atKey(KV, k) \rightarrow v$$

- Nested location $K = \langle k_i..k_n..k_j \rangle$ within KV

$$atKey(KV, K) \rightarrow v$$

such that if KV is a collection of Key Value pair(s) $\langle k_0 v_{k_0}, k_1 v_{k_1} \rangle$ where

$$k_0 = abc \wedge v_{k_0} = 123$$

$$\Rightarrow$$

$$k_0 v_{k_0} = abc \mapsto 123$$

and

$$k_1 = def \wedge v_{k_1} = xyz \mapsto 456$$

$$\Rightarrow$$

$$k_1 v_{k_1} = def \mapsto xyz \mapsto 456$$

such that

$$KV = \langle abc \mapsto 123, def \mapsto xyz \mapsto 456 \rangle$$

When k is a single Key

- $k \notin KV$, *atKey* will return the representation of nothingness

$$atKey(KV, cba) = nil$$

- $k \in KV$, *atKey* will return v_k

$$atKey(KV, k_0) \Rightarrow atKey(KV, abc) = 123$$

$$atKey(KV, k_1) \Rightarrow atKey(KV, def) = xyz \mapsto 456$$

When K is a Collection of Key(s)

- $K \notin KV$, $atKey$ will return the representation of nothingness

$$atKey(KV, < cba, 321 >) = nil$$

- $k_i \in KV \wedge k_j \notin KV$, $atKey$ will return the representation of nothingness

$$atKey(KV, < def, abc >) = nil$$

- $k_i \in KV \wedge k_j \in KV$, $atKey$ will return the nested value

$$atKey(KV, < def, xyz >) = 456$$

7.3 Utility

7.3.1 Map

The *map* operation accepts the following arguments

- Operation or Primitive
- A Collection
- Additional Arguments passed to the Operator or Primitive

and returns a collection of Operation $Operation(x_n, args) \vee Primitive(x_n, args)$ respectively

Given an input Collection X and a Operation o or Primitive p where

$$X = < x_i .. x_n .. x_j >$$

and that collection consists of one or more members x_n within the range $i..j$

$$i \leq n \leq j \Rightarrow i \prec n \prec j \iff i \neq n \neq j$$

then

$$map(o, X, args) = Y \wedge map(p, X, args) = Y'$$

such that

$$Y = < o(x_i, args) .. o(x_n, args) .. o(x_j, args) >$$

and

$$Y' = < p(x_i, args) .. p(x_n, args) .. p(x_j, args) >$$

which establishes both Y and Y' are a Collection where each member y_n or y'_n is the result of passing x_n and $args$ to o or p respectively.

In otherwords

$$o(x_i, args) \mapsto y_i \wedge o(x_n, args) \mapsto y_n \wedge o(x_j, args) \mapsto y_j$$

$$p(x_i, args) \mapsto y'_i \wedge p(x_n, args) \mapsto y'_n \wedge p(x_j, args) \mapsto y'_j$$

which implies both collections Y and Y' have the same ordering as collection X

$$i_{o(x, args)} = i_y \wedge n_{o(x, args)} = n_y \wedge j_{o(x, args)} = j_y$$

$$i_{p(x, args)} = i_{y'} \wedge n_{p(x, args)} = n_{y'} \wedge j_{p(x, args)} = j_{y'}$$

When X contains non-distinct values, o and p are unaffected.

$$o(x_n, args) = y_n$$

$$o(x_{n'}, args) = y_{n'}$$

$$o(x_{n'+1}, args) = y_{n'}$$

$$\iff$$

$$x_{n'} \equiv x_{n'+1} \wedge x_{n'} \not\equiv x_n$$

$$\Rightarrow$$

$$x_n \not\equiv x_{n'+1}$$

$$\Rightarrow$$

$$o(x_{n'}, args) = o(x_{n'+1}, args) \neq o(x_n, args)$$

Because p is just a composition of o 's, the same property holds for primitives

$$p(x_n, args) = y'_n$$

$$p(x_{n'}, args) = y'_{n'}$$

$$p(x_{n'+1}, args) = y'_{n'}$$

$$\iff$$

$$x_{n'} \equiv x_{n'+1} \wedge x_{n'} \not\equiv x_n$$

$$\Rightarrow$$

$$x_n \not\equiv x_{n'+1}$$

$$\Rightarrow$$

$$p(x_{n'}, args) = p(x_{n'+1}, args) \neq p(x_n, args)$$

7.3.2 Count

the *count* operation accepts the following arguments

- A Scalar
 - An Object
 - An Array
 - A String
- A Collection of Scalar(s)
- A Collection of Key Value pair(s)

and returns the corresponding number of items

$$count(arg) = \mathbb{R}$$

Such that

$$count(arg) \equiv count(< arg_i..arg_n..arg_j >) = j + 1$$

and with consideration to accepted argument types

- when *arg* is a Scalar String

$$x = abc$$

$$count(x) \equiv count(< x_i..x_n..x_j >) \equiv count(< a, b, c >)$$

$$count(x) = 3$$

$$\Rightarrow$$

$$index_a = 0 \wedge index_b = 1 \wedge index_c = 2$$

$$\Rightarrow$$

$$count(x) \equiv index_c + 1 = 3$$

- when *arg* is a Scalar Object or Collection of Key Value pair(s), only the Key(s) are counted

$$KV = < abc \mapsto < ABC \mapsto 123, cba \mapsto 321 >, xyz \mapsto 789 >$$

$$count(KV) \equiv count(< KV_{k_i}..KV_{k_n}..KV_{k_j} >) \equiv count(< abc, xyz >)$$

$$count(KV) = 2$$

$$\Rightarrow$$

$$index_{abc} = 0 \wedge index_{xyz} = 1$$

$$\Rightarrow$$

$$count(KV) \equiv index_{xyz} + 1 = 2$$

- when arg is a Scalar Array or a Collection of Scalar(s), only the members are counted

$$\begin{aligned}
X &= \langle foo, baz, 10, \langle 1, 2, 3 \rangle, true \rangle \\
count(X) &\equiv count(\langle X_i..X_n..X_j \rangle) \equiv count(\langle foo, baz, 10, \langle 1, 2, 3 \rangle, true \rangle) \\
&count(X) = 5 \\
&\Rightarrow \\
index_{foo} &= 0 \wedge index_{baz} = 1 \wedge index_{10} = 2 \wedge index_{\langle 1, 2, 3 \rangle} = 3 \wedge index_{true} = 4 \\
&\Rightarrow \\
count(X) &\equiv index_{true} + 1 = 5
\end{aligned}$$

7.3.3 First

The operation *first* will return the first element of a

- String Scalar
- Array Scalar
- Collection

such that

$$first(arg) = arg_i$$

and when arg is a Array Scalar or Collection

$$first(X) \Rightarrow first(\langle x_i..x_n..x_j \rangle) = x_i$$

and when arg is a String Scalar

$$first(abc) \Rightarrow first(\langle a, b, c \rangle) = a$$

7.3.4 Last

The operation *last* will return the last element of a

- String Scalar
- Array Scalar
- Collection

such that

$$last(arg) = arg_j$$

and when arg is a Array Scalar or Collection

$$last(X) \Rightarrow last(\langle x_i..x_n..x_j \rangle) = x_j$$

and when arg is a String Scalar

$$last(abc) \Rightarrow last(\langle a, b, c \rangle) = c$$

7.3.5 Iso To Unix Epoch

The *isoToUnixEpoch* operation accepts the following arguments

- An ISO 8601 Timestamp as specified in the [xAPI Specification](#)

and returns the following

- The number of seconds that have elapsed since January 1, 1970

such that

$$isoToUnixEpoch($.timestamp) \rightarrow \mathbb{R}$$

which results in a conversion from the ISO string format to a numeric count of seconds.

$$ts = 2015 - 11 - 18T12 : 17 : 00 + 00 : 00 \equiv 2015 - 11 - 18T12 : 17 : 00Z$$

$$isoToUnixEpoch(ts) = 1447849020$$

7.3.6 Timeunit To Number of Seconds

the *timeunit* \rightarrow *seconds* operation accepts the following arguments

- A string Scalar of
 - second
 - minute
 - hour
 - day
 - week
 - month
 - year

and returns the corresponding number of seconds such that

$$timeunit \rightarrow seconds(timeUnit) = \mathbb{R}$$

Where the following is the enumeration of *timeunit* \rightarrow *seconds*(*timeUnit*)

$$timeunit \rightarrow seconds(second) = 1$$

$$timeunit \rightarrow seconds(minute) = 60$$

$$timeunit \rightarrow seconds(hour) = 3600$$

$$timeunit \rightarrow seconds(day) = 86400$$

$$timeunit \rightarrow seconds(week) = 604800$$

$$timeunit \rightarrow seconds(month) = 2629743$$

$$timeunit \rightarrow seconds(year) = 31556926$$

8 Common Primitives

8.1 Accumulate

Performs an update at *path* within *state* using the supplied *item* or $k \wedge v$

$$\text{accumulate}(\text{state}, \text{path}, \text{item}) \rightarrow \text{state}'$$

$$\text{accumulate}(\text{state}, \text{path}, k, v) \rightarrow \text{state}'$$

8.1.1 Arguments

- *state* is an Algorithm State
- *path* is a Collection of Key(s) used to navigate into *state*
- *item* is a Scalar which should be reflected within *state'* at *path*
- *k* is a Value used as the target
 - Index within some Collection
 - Key within some KV such that $k \mapsto v \in KV$
- *v* is a Value
 - Added to some Collection at index *k*
 - Mapped to *k* within some KV such that $k \mapsto v \in KV$

8.1.2 Relevant Operations

The primitive *accumulate* uses the operations

- array?
- object?
- append
- associate
- atKey
- count

8.1.3 Summary

accumulate will do one of the following things

- replace an existing non-array Scalar or KV

$$accumulate(state, path, item) \equiv associate(state, path, item)$$

- update an existing array Scalar or Collection

$$accumulate(state, path, item) \equiv associate(state, path, append(state_{path}, item, count(state_{path})))$$

- updates an existing Scalar object or KV

$$accumulate(state, path, k, v) \equiv associate(state, append(path, k, count(path)), v)$$

- updates an existing array Scalar or Collection

$$accumulate(state, path, k, v) \equiv associate(state, path, append(state_{path}, v, k))$$

- create a new Collection containing $state_{path}$ and v

$$accumulate(state, path, k, v) \equiv associate(state, path, append(append(<>, state_{path}, 0), v, k))$$

8.1.4 Usage of Operations

In order to update the argument $state$ at $path$ using $item$ or $k \wedge v$ the first step is always retrieving the value at $path$ using the operation $atKey$. This operation is used because by definition, $state$ is a KV

$$state_{path} = atKey(state, path)$$

to determine its type

$$state_{path} = Object \vee KV \vee x \vee X$$

such that the following bullet points represent the behavior of *accumulate* under various conditions

- $object?(state_{path}) = true$

– and $item$ passed in as argument

$$updatedState = associate(state, path, item)$$

– and $k \wedge v$ passed in as argument

$$index = count(path)$$

$$fullPath = append(path, k, index)$$

$$updatedState = associate(state, fullPath, v)$$

- $array?(state_{path}) = true$

– and $item$ passed in as argument

$$index = count(state_{path})$$

$$updatedArray = append(state_{path}, item, index)$$

$$updatedState = associate(state, path, updatedArray)$$

– and $k \wedge v$ passed in as argument

$$updatedArray = append(state_{path}, v, k)$$

$$updatedState = associate(state, path, updatedArray)$$

- $array?(state_{path}) = false \wedge object?(state_{path}) = false$

– and $item$ passed in as argument

$$updatedState = associate(state, path, item)$$

– and $k \wedge v$ passed in as argument

$$newArray = append(<>, state_{path}, 0)$$

$$updatedArray = append(newArray, v, k)$$

$$updatedState = associate(state, path, updatedArray)$$

Which shows that *accumulate* has common steps across all conditions

$$state_{path} = atKey(state, path)$$

$$objectAtPath? = object?(state_{path})$$

$$arrayAtPath? = array?(state_{path})$$

but then the steps deviate based $item$ vs $k \wedge v$ such that the action of *accumulate* when $item$ is passed in results in either

- an overwrite of $state_{path}$ via $associate(state, path, item)$

– $objectAtPath? = true$

– $objectAtPath? = false \wedge arrayAtPath? = false$

- an updated $state_{path}$ via $associate(state, path, append(state_{path}, item, count(state_{path})))$

– $arrayAtPath? = true$

and the action of *accumulate* when $k \wedge v$ is passed in results in either

- $objectAtPath? = true$

- an update of $state_{path}$ to include $k \mapsto v$

$$associate(state, append(path, k, count(path)), v)$$

- $arrayAtPath? = true$

- an update of $state_{path}$ to include v at index k

$$associate(state, path, append(state_{path}, v, k))$$

- $objectAtPath? = false \wedge arrayAtPath? = false$

- creation of a new array which contains $state_{path}$ and v at index k

$$associate(state, path, append(append(<>, state_{path}, 0), v, k))$$

8.1.5 Example output

To demonstrate the functionality of *accumulate*, the following assumptions will be made

$$state = < a \mapsto < b \mapsto < 1, 2, 3 >, c \mapsto 4 > d \mapsto foo, e \mapsto < 4, 5, 6 >>$$

$$\Rightarrow$$

$$state_a = < b \mapsto < 1, 2, 3 >, c \mapsto 4 >$$

$$state_d = foo$$

$$state_e = < 4, 5, 6 >$$

such that

$$accumulate(state, < d >, baz) = < state_a, d \mapsto baz, state_e >$$

and

$$accumulate(state, < a >, baz) = < a \mapsto baz, state_d, state_e >$$

and

$$accumulate(state, < a, c >, baz) = < a \mapsto < b \mapsto < 1, 2, 3 >, c \mapsto baz >, state_d, state_e >$$

and

$$accumulate(state, < e >, 7) = < state_a, state_d, e \mapsto < 4, 5, 6, 7 >>$$

and

$$accumulate(state, < e >, < 7, 8, 9 >) = < state_a, state_d, e \mapsto < 4, 5, 6, < 7, 8, 9 >>>$$

and

$$accumulate(state, < a >, b, < 3, 2, 1 >) = < a \mapsto < b \mapsto < 3, 2, 1 >, c \mapsto 4 >, state_d, state_e >$$

and

$$\text{accumulate}(\text{state}, \langle a \rangle, q, \text{baz}) = \langle a \mapsto \langle b \mapsto \langle 1, 2, 3 \rangle, c \mapsto 4, q \mapsto \text{baz} \rangle, \text{state}_d, \text{state}_e \rangle$$

and

$$\text{accumulate}(\text{state}, \langle a, q \rangle, r, \text{baz}) = \langle a \mapsto \langle b \mapsto \langle 1, 2, 3 \rangle, c \mapsto 4, q \mapsto r \mapsto \text{baz} \rangle, \text{state}_d, \text{state}_e \rangle$$

and

$$\text{accumulate}(\text{state}, \langle e \rangle, 1, 7) = \langle \text{state}_a, \text{state}_d, e \mapsto \langle 4, 7, 5, 6 \rangle \rangle$$

and

$$\text{accumulate}(\text{state}, \langle d \rangle, 0, \text{baz}) = \langle \text{state}_a, \langle \text{baz}, \text{foo} \rangle, \text{state}_e \rangle$$

and

$$\text{accumulate}(\text{state}, \langle d \rangle, 1, \langle \text{baz}, \text{bar} \rangle) = \langle \text{state}_a, \langle \text{foo}, \langle \text{baz}, \text{bar} \rangle \rangle, \text{state}_e \rangle$$

8.2 At JSONPath

Performs a lookup at *path* within *source* similar to `atKey`

$$\text{atJsonPath}(\text{source}, \text{path})$$

such that the fundamental functionality of JSONPath is covered in this definition.

- A more complete definition will come at a future date if/as necessary

8.2.1 Arguments

- *source* is an object Scalar, KV, Statement or an Algorithm State
- *path* is a [JSONPath string](#) which adheres to the [additional requirements, clarifications, and additions](#) placed on JSONPath by the [xAPI Profile Specification](#)

8.2.2 Relevant Operations

The primitive *atJsonPath* uses the operations

- `atKey`
- `atIndex`
- `append`
- `count`

8.2.3 Summary

atJsonPath will return a *v* found within *source* after converting

$$path \rightarrow \langle path_{i+1}..path_j \rangle$$

such that if

$$path = $.a.b$$

then

$$path \rightarrow \langle a, b \rangle$$

so that

$$atJsonPath(\langle a \mapsto b \mapsto 123 \rangle, $.a.b) = 123$$

8.2.4 Usage of Operations

In order to convert

$$path \rightarrow \langle path_{i+2}..path_j \rangle$$

an empty Collection *keyState* is introduced

$$keyState = \langle \rangle$$

so that the relevant *k*'(s) can be stored in *keyState* during iteration over *path*

$$\forall n : i..j \bullet i = 0 \wedge j = count(path) - 1$$

and the number of stored keys can be tracked using *curKeyStateIndex*

$$curKeyStateIndex = count(keyState) - 1$$

such that the current *path_n* can be retrieved

$$curKey = atIndex(path, n)$$

and *keepKey?* can indicate the relevance of *path_n*

$$keepKey? = true \iff curKey \neq \$ \wedge curKey \neq .$$

such that during each iteration *n*, *keyState* will be updated if necessary

$$keyState = append(keyState, curKey, curKeyStateIndex) \iff keepKey? = true$$

so at the end of the loop

$$keyState = \langle path_{i+2}..path_n..path_j \rangle$$

which provides the Collection of Key(s) necessary for calling *atKey*

$$valueInSource = atKey(source, keyState)$$

such that

$$atJsonPath(source, path) \equiv atKey(source, keyState)$$

8.2.5 Example output

Given an example *source*

$$source = \langle a \mapsto \langle b \mapsto 123, c \mapsto 456 \rangle, d \mapsto foo \rangle$$

then

$$atJsonPath(source, $.a) = \langle b \mapsto 123, c \mapsto 456 \rangle$$

and

$$atJsonPath(source, $.a.b) = 123$$

and

$$atJsonPath(source, $.a.c) = 456$$

and

$$atJsonPath(source, $.d) = foo$$

8.3 Rate Of

Calculates the number of times something occurred within an interval of time given a unit of time.

$$rateOf(nOccurrences, start, end, unit)$$

Where the output translates to: the rate of occurrence per unit within interval

8.3.1 Arguments

- *nOccurrences* is the number of times something happened and should be an Integer
- *start* is an ISO 8601 timestamp which serves as the first timestamp within the interval
- *end* is an ISO 8601 timestamp which serves as the last timestamp within the interval
- *unit* is a String Enum representing the unit of time

8.3.2 Relevant Operations

- *isoToUnixEpoch*
- *timeunit* \rightarrow *seconds*

8.3.3 Summary

rateOf determines the number of seconds within the interval $start \rightarrow end$

$$intervalSeconds = isoToUnixEpoch(end) - isoToUnixEpoch(start)$$

and resolves the number of seconds corresponding to *unit*

$$unitSeconds = timeunit \rightarrow seconds(unit)$$

so that the interval can be converted from Seconds to *unit*

$$per = intervalSeconds / unitSeconds$$

and the rate can be calculated

$$rateOf(nOccurrences, start, end, unit) \equiv nOccurrences \div per$$

8.3.4 Usage of Operations

The Operations used within *rateOf* convert from a String to a Integer

- *isoToUnixEpoch* is used to convert

$$end \wedge start \rightarrow \mathbb{R}$$

- *timeunit* \rightarrow *seconds* is used to convert

$$unit \rightarrow \mathbb{R}$$

The only other functionality required by *rateOf* is supplied via basic arithmetic

8.3.5 Example output

Given an example *start* and *end*

$$start = 2015 - 11 - 18T12 : 17 : 00Z$$

$$end = 2015 - 11 - 18T14 : 17 : 00Z$$

Then the Unix Epoch of each is

$$nStart = 1447849020$$

$$nEnd = 1447856220$$

Which provides an interval range (in seconds)

$$intervalSeconds = nEnd - nStart = 7200$$

which is divided by $timeunit \rightarrow seconds(unit)$ to derive per $unit$

$$per = 7200 \iff unit = second \Rightarrow 7200/1$$

$$per = 120 \iff unit = minute \Rightarrow 7200/60$$

$$per = 2 \iff unit = hour \Rightarrow 7200/3600$$

such that if

$$nOccurrences = 10$$

and $unit = second$ then the output is 0.001389 occurrences per second within $start \rightarrow end$

$$rateOf(nOccurrences, start, end, second) \equiv 10/7200 \equiv 0.001389$$

and $unit = minute$ then the output is 0.0833 occurrences per minute within $start \rightarrow end$

$$rateOf(nOccurrences, start, end, minute) \equiv 10/120 \equiv 0.0833$$

and $unit = hour$ then the output is 5 occurrences per hour within $start \rightarrow end$

$$rateOf(nOccurrences, start, end, hour) \equiv 10/2 \equiv 5$$

Updated Algorithm Definitions

The following are examples of the new way in which Algorithms were defined. These sections are either in draft form or are a work in progress.

9 Rate of Completions

As learners engage in activities supported by a learning ecosystem, they will build up a history of learning experiences. When the digital resources of that learning ecosystem adhere to a framework dedicated to supporting and understanding the learner, such as the Total Learning Architecture (TLA), it becomes possible to retell their learning story through data and data visualization. One important aspect of that story is the rate of completion of the various digital resources within the learning ecosystem.

9.1 Initialization

$init(state)$ sets up an empty KV within $state$ for the Algorithm to update at each $step$

$$init(state) = state_0$$

where

$$state_0 = associate(state, < state, completions >, <>) \iff atKey(state, < state, completions >) = nil$$

otherwise

$$state_0 = state$$

such that if

$$state = < a \mapsto b >$$

then

$$state_0 = < a \mapsto b, state \mapsto completions \mapsto <> >$$

9.2 Relevant?

$relevant?(state, stmt)$ determines if $stmt$ is valid for use within $step$ of $rateOfCompletions$ and does so by looking into various $k \rightarrow v$ within $stmt$. The following Primitives are used as the *body* of $relevant?(state, stmt)$

- is the Object of the Statement an Activity?

$$activityType = atKey(stmt, < object, objectType >)$$

$$activity?(activityType) = true \iff activityType = Activity \vee activityType = nil$$

- is the Verb indicative of a completion event?

$$verbId = atKey(stmt, < verb, id >)$$

$$completionVerb?(verbId) = true$$

$$\iff$$

$$verbId = http : //adlnet.gov/expapi/verbs/passed$$

$$\begin{aligned}
& \vee \\
& verbId = https : //w3id.org/xapi/dod - isd/verbs/answered \\
& \vee \\
& verbId = http : //adlnet.gov/expapi/verbs/completed
\end{aligned}$$

- does the *stmt* indicate completion using Result?

$$\begin{aligned}
result &= atKey(stmt, < result, completion >) \\
resultCompletion &= true \iff result = true
\end{aligned}$$

such that the body of *relevant?* contains

$$p_a(stmt) = activity?(atKey(stmt, < object, objectType >))$$

and

$$p_v(stmt) = completionVerb?(atKey(stmt, < verb, id >))$$

and

$$p_r(stmt) = resultCompletion(atKey(stmt, < result, completion >))$$

which are used to form higher level Primitives

$$p_{continue}(stmt) = stmt \iff p_a(stmt) = true$$

and

$$p_{completed?}(stmt) = stmt \iff p_v(stmt) = true \vee p_r(stmt) = true$$

which results in a final Primitive $p_{return?}$

$$p_{return?}(stmt) = object?(p_{completed?}(p_{continue}(stmt)))$$

which defines the *body* of *relevant?*

$$relevant?(stmt) = p_{return?}(stmt) \Rightarrow object?(p_{completed?}(p_{continue}(stmt)))$$

and can be summarized as

$$\begin{aligned}
& relevant?(state, stmt) = true \\
& \iff \\
& activity?(activityType) = true \\
& \wedge \\
& completionVerb?(verbId) = true \vee resultCompletion = true
\end{aligned}$$

9.3 Accept?

rateOfCompletions does not require further boolean logic to determine if *stmt* and *state* can be passed to *step*

$$accept?(state, stmt) = object?(stmt)$$

which should always return true assuming valid xAPI Statements are passed to *rateOfCompletions*

9.4 Step

9.4.1 summary

step(state, stmt) updates *state* to include

$$$.object.id \mapsto \langle domain, statementCount, name \rangle$$

where

$$domain \mapsto \langle start, end \rangle$$

$$statementCount \mapsto \mathbb{R}$$

$$name \mapsto \langle $.object.definition.name \rangle$$

at

$$\langle state, completions, $.object.id \rangle$$

9.4.2 processing

step starts by extracting the relevant information from *stmt*

- *currentTime*

$$currentTime = atKey(stmt, timestamp)$$

- *name*

$$name_{stmt} = atKey(stmt, \langle object, definition, name \rangle)$$

- *objectId*

$$objectId = atKey(stmt, \langle object, id \rangle)$$

which allows for the previous *state* to be resolved using *objectId*

- *domain*

$$domain_{state} = atKey(state, \langle state, completions, objectId, domain \rangle)$$

$$start_{state} = first(domain_{state})$$

$$end_{state} = last(domain_{state})$$

- *statementCount*

$$statementCount_{state} = atKey(state, < state, completions, objectId, statementCount >)$$

- *name*

$$name_{state} = atKey(state, < state, completions, objectId, name >)$$

so that the previous state can be used along side the information parsed from *stmt*

- does $start_{state}$ need to be updated to *currentTime*?

where

$$inSeconds_{stmt} = isoToUnixEpoch(currentTime)$$

$$inSeconds_{start} = isoToUnixEpoch(start_{state}) \iff start_{state} \neq nil$$

such that

$$start(state, stmt) = currentTime$$

$$\iff$$

$$start_{state} = nil$$

$$\vee$$

$$inSeconds_{stmt} \leq inSeconds_{start}$$

otherwise

$$start(state, stmt) = start_{state}$$

- does end_{state} need to be updated to *currentTime*?

where

$$inSeconds_{stmt} = isoToUnixEpoch(currentTime)$$

$$inSeconds_{end} = isoToUnixEpoch(end_{state}) \iff end_{state} \neq nil$$

such that

$$end(state, stmt) = currentTime$$

$$\iff$$

$$end_{state} = nil$$

$$\vee$$

$$inSeconds_{stmt} \geq inSeconds_{end}$$

otherwise

$$end(state, stmt) = end_{state}$$

- what should *statementCount* be?

$$nStmts(state) = 1 \iff statementCount_{state} = 0 \vee nil$$

\vee

$$nStmts(state) = 1 + statementCount_{state} \iff statementCount_{state} \geq 1$$

- do we need to add a new *name*?

$$allNames(state, stmt) = append(name_{state}, name_{stmt}, count(name_{state}))$$

\iff

$$name_{stmt} \notin name_{state}$$

otherwise

$$allNames(state, stmt) = name_{state}$$

which allows for the following primitives to be defined

$$p_{start}(state, stmt) = start(state, stmt)$$

$$p_{end}(state, stmt) = end(state, stmt)$$

$$p_{stmtCount}(state, stmt) = nStmts(state)$$

$$p_{names}(state, stmt) = allNames(state, stmt)$$

and establish relevant paths into *state*

$$K_{domain} = \langle state, completions, objectId, domain \rangle$$

$$K_{stmtCount} = \langle state, completions, objectId, statementCount \rangle$$

$$K_{names} = \langle state, completions, objectId, name \rangle$$

which are used within higher level primitives concerned with updating *state*

$$p_{updateStart}(state, stmt)$$

\equiv

$$associate(state, K_{domain}, append(remove(domain_{state}, 0), p_{start}(state, stmt), 0))$$

and

$$p_{updateEnd}(state, stmt)$$

\equiv

$$associate(state, K_{domain}, append(remove(domain_{state}, 1), p_{end}(state, stmt), 1))$$

and

$$p_{updatedCount}(state, stmt)$$

\equiv

$$associate(state, K_{stmtCount}, p_{stmtCount}(state, stmt))$$

and

$$\begin{aligned} & p_{updatedNames}(state, stmt) \\ & \equiv \\ & associate(state, K_{names}, p_{names}(state, stmt)) \end{aligned}$$

such that *body* of *step* is defined as

$$step(state, stmt) = p_{updateNames}(p_{updateCount}(p_{updateEnd}(p_{updateStart}(state, stmt), stmt), stmt), stmt)$$

where

$$state' = p_{updateStart}(state, stmt)$$

and

$$state'' = p_{updateEnd}(state', stmt)$$

and

$$state''' = p_{updateCount}(state'', stmt)$$

such that

$$step(state, stmt) = p_{updateNames}(state''', stmt)$$

9.5 Result

The only *opts* used by *rateOfCompletions* is *timeUnit*

$$timeUnit = second \vee minute \vee hour \vee day \vee month \vee year$$

and will default to *day* if not passed to *rateOfCompletions*

$$result(state) = result(state, < timeUnit \mapsto day >)$$

which is passed to *rateOf* along with the arguments parsed from *state*

$$unit = atKey(opts, timeUnit)$$

$$allCompletions(state) = atKey(state, < state, completions >)$$

such that

$$\forall k_n : i..n..j \in allCompletions(state)$$

the following primitives are called each iteration

$$getCount(state, k_n) = atKey(allCompletions(state), < k_n, statementCount >)$$

$$getStart(state, k_n) = atKey(allCompletions(state), < k_n, domain, start >)$$

$$getEnd(state, k_n) = atKey(allCompletions(state), < k_n, domain, end >)$$

$$getName(state, k_n) = atKey(allCompletions(state), < k_n, name >)$$

which allows for

$$rate_n(state, k_n, unit) = rateOf(getCount(state, k_n), getStart(state, k_n), getEnd(state, k_n), unit)$$

such that

$$value_n(state, k_n, unit) = \langle x_n, y_n \rangle$$

where

$$name_n(state, k_n) = first(getName(state, k_n))$$

$$x_n = x \mapsto name_n(state, k_n) \iff name_n(state, k_n) \neq nil$$

otherwise

$$x_n = x \mapsto k_n$$

and

$$y_n = y \mapsto rate_n(state, k_n, unit)$$

such that

$$value_n(state, k_n, unit) = \langle name_n(state, k_n), rate_n(state, k_n, unit) \rangle$$

and

$$value(state, unit) = \forall k_n : i..n..j \in allCompletions(state) \exists! value_n(state, k_n, unit) = \langle x_n, y_n \rangle$$

$$\Rightarrow$$

$$value(state, unit) = \langle value_i(state, k_i, unit)..value_n(state, k_n, unit)..value_j(state, k_j, unit) \rangle$$

which allows the body of *result* to be defined using

$$unit = atKey(opts, timeUnit)$$

$$K_{store} = \langle state, completions, values, unit \rangle$$

so that *result* returns an updated *state* with the rate of completions per *unit* located at K_{store}

$$result(state, opts) = associate(state, K_{store}, value(state, unit))$$

10 Timeline Of Learner Success

Intro text about the Algorithm

10.1 Initialization

What does $state_0$ look like?

10.2 Relevant?

What primitives are used to determine if a Statement is relevant

10.3 Accept?

What primitives are used to determine if a Statement is accepted

10.4 Step

What primitives are used to process a Statement to update $state$

10.5 Result

What $opts$ are used if any + what does the $state$ look like?

11 Which Assessment Questions are the Most Difficult

Intro text about the Algorithm

11.1 Initialization

What does $state_0$ look like?

11.2 Relevant?

What primitives are used to determine if a Statement is relevant

11.3 Accept?

What primitives are used to determine if a Statement is accepted

11.4 Step

What primitives are used to process a Statement to update $state$

11.5 Result

What $opts$ are used if any + what does the $state$ look like?

12 How Often are Recommendations Followed

Intro text about the Algorithm

12.1 Initialization

What does $state_0$ look like?

12.2 Relevant?

What primitives are used to determine if a Statement is relevant

12.3 Accept?

What primitives are used to determine if a Statement is accepted

12.4 Step

What primitives are used to process a Statement to update $state$

12.5 Result

What $opts$ are used if any + what does the $state$ look like?

Previous Algorithm Definitions

The following are examples of the previous way in which Algorithms were defined.

13 Rate of Completions

As learners engage in activities supported by a learning ecosystem, they will build up a history of learning experiences. When the digital resources of that learning ecosystem adhere to a framework dedicated to supporting and understanding the learner, such as the Total Learning Architecture (TLA), it becomes possible to retell their learning story through data and data visualization. One important aspect of that story is the rate of completion¹ of the various digital resources within the learning ecosystem.

13.1 Ideal Statements

In order to accurately portray the rates of completion, there are a few base requirements of the data produced by a Learning Record Provider (LRP). They are as follows:

- statements describing a learner completing an activity should² use the verb *http://adlnet.gov/expapi/verbs/completed*
- statements describing a learner completing an activity should report if the learner was successful or not via *\$.result.success*
- statement describing a learner completing a scored activity should report the learners score via *\$.result.score.raw*, *\$.result.score.min* and *\$.result.score.max*
- activities must be uniquely and consistently identified across all statements
- The time at which a learner completed a learning activity must be recorded
 - The timestamp should contain an appropriate level of specificity.
 - ie. Year, Month, Day, Hour, Minute, Second, Timezone
- statements describing a learner completing an activity should report the amount of time taken to complete the activity via *\$.result.duration*

13.2 Input Data Retrieval

How to query an LRS via a GET request to the Statements Resource via curl. The following section contains the appropriate parameters with example values as well as the curl command necessary for making the request.³⁴⁵

¹ Completion can be defined by the presence of the verb completed or by the presence of *\$.result.completion* set equal to true. In this algorithm, completion is defined by the presence of the verb completed regardless of *\$.result.completion*. This decision affects how statements are retrieved and filtered. In the case where completion is defined by *\$.result.completion*, the query to the LRS would not include the verb parameter and there would need to be a filtering process which looks for the presence of *\$.result.completion = true*

² See footnote 4

³ See footnote 1.

⁴ See footnote 2.

⁵ See footnote 3.

```

Verb = "verb=http://adlnet.gov/expapi/verbs/completed"

Since = "since=2018-07-20T12:08:47Z"

Until = "until=2018-07-21T12:08:47Z"

Base = "https://example.endpoint/statements?"

endpoint = Base + Verb + "&" + Since + "&" + Until

Auth = Hash generated from basic auth

S = curl -X GET -H "Authorization: Auth"
      -H "Content-Type: application/json"
      -H "X-Experience-API-Version: 1.0.3"
      Endpoint

```

13.3 Statement Parameters to Utilize

The statement parameter locations here are written in [JSONPath](#). This notation is also compatible with the xAPI Z notation due to the defined hierarchy of components. Within the Z specifications, a variable name will be used instead of the \$

- *\$.timestamp*
- *\$.object.id*

13.4 2018 Pilot TLA Statement Problems

The initial pilot test data supports the core requirements of this algorithm but completion statements only reports completion scores via *\$.result.scaled* instead of *\$.result.score.raw*, *\$.result.score.min* and *\$.result.score.max*.⁶ Given that the official 2018 pilot test is scheduled to take place on July 27th, 2018, this section may require updates pending future data review.

13.5 Summary

1. Query an LRS via a GET request to the statements endpoint using the parameters verb, since and until.

⁶ The one potential issue with using scaled score is the calculation of scaled is not strictly defined by the xAPI specification but is instead up to the authors of the LRP. This results in the inability to reliably compare scaled scores across LRPs. If *\$.result.score.raw*, *\$.result.score.min* and *\$.result.score.max* are reported for all questions, it becomes possible to reliably compare scores across LRPs by generating a scaled score in a consistent way.

2. group statements by their $\$.object.id$
3. select time range unit for use within rate calculation. Will default to day.
4. determine the amount of time between the first and last instance of a $\$.object.id$ (in seconds) and divide it by the time unit. ie if the unit is minute, you would divide by 60.
5. calculate the rate by dividing the count of a group (2) by the number of time units covered by the statements (4) so that the rate is the number of completions per activity per time unit.

13.6 Formal Specification

13.6.1 Basic Types

$TIMEUNIT ::= \{second\}|\{minute\}|\{hour\}|\{day\}|\{week\}|\{month\}|\{year\}$

13.6.2 System State

$RateOfCompletion$
$Statements$
$S_{completions} : \mathbb{F}_1$
$S_{grouped}, S_{timeunit}, S_{processed} : \mathbb{F}$
$S_{completions} = statements$
$S_{grouped} = \{byId : seq_1 statement\}$
$S_{withRate} = \{byGroup : (seq_1 statement, \mathbb{N})\}$
$S_{processed} = \{rate : (id, \mathbb{N}, TIMEUNIT)\}$

- The set $S_{completions}$ is a non-empty, finite set and is the component *statements* which contains the results of the query to the LRS.
- The sets $S_{grouped}$, $S_{withRate}$ and $S_{processed}$ are all finite sets
- the set $S_{grouped}$ is a finite set of objects *byId* which are non-empty, finite sequences of the component *statement*
- the set $S_{withRate}$ is a finite set of objects *byGroup* which are ordered pairs of non-empty, finite sequences of the component *statement* and a natural number
- the set $S_{processed}$ is a finite set of objects *rate* where each contains the component *id*, a natural number and the type $TIMEUNIT$

13.6.3 Initial System State

$InitRateOfCompletion$ $RateOfCompletion$ $T : TIMEUNIT$	
$S_{completions} \neq \emptyset$ $S_{grouped} = \emptyset$ $S_{withRate} = \emptyset$ $S_{processed} = \emptyset$ $T = \{day\}$	

- The set $S_{completions}$ is a non-empty set which contains the results of the GET request(s) to the LRS
- The sets $S_{grouped}$, $S_{withRate}$ and $S_{processed}$ are all initially empty
- the variable T has the type $TIMEUNIT$ and the value $\{day\}$

13.6.4 Calculate Rate

$IsoToUnix$ $convert : \mathbb{F}_1 \rightarrow \mathbb{N}\#1$ $c? : \mathbb{F}_1$ $c! : \mathbb{N}\#1$	
$c! = convert(c?)$	

- The schema $IsoToUnix$ introduces the function $convert$ which takes in a finit set of one thing (a timestamp) and converts it to a single natural number.
- the purpose of this function is to convert an ISO 8601 timestamp to the Unix epoch. The concrete definition of the conversion is outside the scope of this document
 - The Unix epoch is the number of seconds that have elapsed since January 1, 1970 (midnight UTC/GMT), not counting leap seconds.

<i>CalcRateByUnit</i>	
<i>Statement</i>	
<i>IsoToUnix</i>	
<i>CountPerGroup</i>	
$unit? : TIMEUNIT$	
$s?, s! : \mathbb{F}$	
$r : \mathbb{N}$	
$rate : (\mathbb{F}, TIMEUNIT) \rightarrow \mathbb{F}$	
$unit? = \{second\} \Rightarrow 1 \vee \{minute\} \Rightarrow 60 \vee \{hour\} \Rightarrow 3600 \vee$ $\{day\} \Rightarrow 86400 \vee \{week\} \Rightarrow 604800 \vee$ $\{month\} \Rightarrow 2629743 \vee \{year\} \Rightarrow 31556926$ $s? = \{g : seq_1 statement\}$ $s! = rate(s?, unit?)$ $s! = \{s : (g, r) \mid \forall g_n : g_i..g_j \bullet i \leq n \leq j \bullet \exists s_n : (g_n, r_n) \bullet$ $r_n = count(g_n) \div ((convert(last\ g_n.timestamp) - convert(head\ g_n.timestamp)) \div unit?)\}$	

- The schema *CalcRateByUnit* introduces the function *rate* where the input *s?* is a set of objects *g* which are each a non-empty, finite sequence of statements and the input *unit?* represents a unit of time.
- for every g_n within the range $g_i..g_j$, there exists an associated object s_n which is an ordered pair of (g_n, r_n) where r_n is equal to the number of items within g_n divided by the number of *unit?*s within the time range of $last\ g_n.timestamp - head\ g_n.timestamp$
- the output of the function *rate* is *s!*, the set of all s_n

13.6.5 Processes Results

$\Delta RateOfCompletion$ $GroupByActivityId$ $CalcRateByUnit$ $grouped, processed, withRate : \mathbb{F}$ $r : \mathbb{N}$ $T? : TIMEUNIT$	
$T? = \{day\}$ $grouped = \emptyset$ $grouped' = group(S_{completions})$ $S'_{grouped} = S_{grouped} \cup grouped'$ $withRate \subseteq S'_{grouped}$ $withRate' = rate(withRate, T?)$ $S'_{withRate} = withRate' \cup S_{withRate}$ $processed \subseteq S'_{withRate}$ $processed' = \{p : (id, r, T?) \mid$ $\quad \text{let } \{processed_i..processed_j\} == \{b_i..b_j\} \bullet$ $\quad \forall b_n : b_i..b_j \bullet i \leq n \leq j \bullet \exists p_n : (id_n, r_n, T?) \bullet$ $\quad id_n = (head(first\ b_n)).object.id \wedge$ $\quad r_n = (second\ b_n)\}$ $S'_{processed} = processed' \cup S_{processed}$	

- The schema *AggergateCompletionStatements* outlines how to calculate the rate of completion per \$.object.id per second|minute|hour|day|week|month|year
 1. $S'_{grouped}$ is the result of grouping the statements within $S_{completions}$ by their \$.object.id
 2. The groups from (1) are passed to the function *rate* with the variable $T?$ which controls the unit of time, ie per day vs per week
 3. the result of (2) is then processed to create a triplet of \$.object.id, rate, unit of time for all unique \$.object.id within $S_{completions}$

13.6.6 Return

$\Xi RateOfCompletion$ $AggergateCompletionStatements$ $S_{processed}! : \mathbb{F}$	
$S_{processed}! = S_{processed}$	

- The return value $S_{processed}!$ is equal to $S_{processed}$ after the operation described by *AggergateCompletionStatements*

13.7 Pseudocode

Algorithm 1: Rate of Completions

```

Input:  $S_{completed}, timeUnit$ 
Result:  $ratePerObjTu'$ 
 $context = \{\}$ ;
 $ratePerObjTu = []$ ;
while  $S_{completion} \neq \emptyset$  do
    foreach  $s \in S_{completion}$  do
         $id \leftarrow s.object.id$ ;
         $ts \leftarrow convert(s.timestamp)$ ;
        if  $id \notin context$  then
            do
                 $times = [ts]$ ;
                 $context' \leftarrow \{id : times\}$ ;
                 $S'_{completion} \leftarrow S_{completion} \setminus s$ ;
                recur  $context', S'_{completion}$ ;
            else
                do
                     $times' \leftarrow context.id \hat{\cap} ts$ ;
                     $context' \leftarrow \{id : times'\}$ ;
                     $S'_{completion} \leftarrow S_{completion} \setminus s$ ;
                    recur  $context', S'_{completion}$ ;
                end
            end
        end
    end
    end
    foreach  $k \in context'$  do
         $allTs \leftarrow context'.k$ ;
         $totalDuration \leftarrow \max(allTs) - \min(allTs)$ ;
         $totalCount \leftarrow count(allTs)$ ;
         $rate \leftarrow totalCount \div (totalDuration \div timeUnit)$ ;
         $subVec = [k, rate, timeUnit]$ ;
         $ratePerObjTu' \leftarrow ratePerObjTu \hat{\cup} subVec$ ;
        recur  $ratePerObjTu'$ ;
    end
return  $ratePerObjTu'$ 

```

- Values from Z schemas are used within this pseudocode
- the result of the algorithm is an array of arrays where each subarray contains a *statement.object.id*, the *rate* and the *timeUnit* used to calculate *rate*.

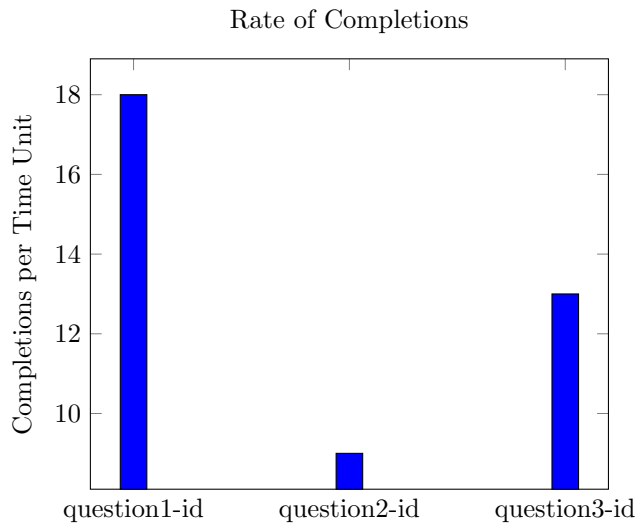
13.8 JSON Schema

```
{ "type": "array",  
  "items": { "type": "array",  
    "items": [ { "type": "string" }, { "type": "number" } ],  
  "type": "string" } ] }
```

13.9 Visualization Description

The **Rate of Completions** visualization will be a bar chart where the domain consists of *statement.object.id* and the range is a number greater than 0 (the rate of completions for that *statement.object.id*). Every subarray within the array *ratePerObjTu* will be a grouping within the bar chart. The pseudocode specifies an input parameter *timeUnit* which controls the calculation of the rate (range of the visualization). *timeUnit* could be per minute, per day, per week, etc.

13.10 Visualization prototype



13.11 Prototype Improvement Suggestions

Additional features may be implemented on top of this base specification but they would require adding additional values to each subarray returned by the algorithm. These additional values can be retrieved via (1) performing metadata lookup within or independently of the algorithm (2) by utilizing additional xAPI statement parameters and/or (3) by performing additional computations. The following examples assume the metadata is contained within each statement available to the algorithm.

- use *statement.object.definition.name* instead of *statement.object.id* for x axis label
- populate a tooltip with the people who have completed the activity. This could also include the number of times they have completed it.
- populate a tooltip with the breakdown of which devices or platforms the activity was completed on. This would require the device type or platform to be reported within *statement.context.platform*
- populate a tooltip with the breakdown of percentage successful for all completions of the activity. This would require *statement.result.success*
- populate a tooltip with the breakdown of scores earned (if applicable) for the completions. This would require *statement.result.score.raw*, *statement.result.score.min* and *statement.result.score.max*
- populate a tooltip with the competency associated with the completed activities. The competency should be reported via *statement.context.contextActivities*
- populate a tooltip with the average duration spent to reach completions. This would require *statement.result.duration* to be reported.

14 Timeline Of Learner Success

As learners engage in activities supported by a learning ecosystem, they will build up a history of learning experiences. When the digital resources of that learning ecosystem adhere to a framework dedicated to supporting and understanding the learner, such as the Total Learning Architecture (TLA), it becomes possible to retell their learning story through data and data visualization. One important aspect of that story is the learners history of success.

14.1 Ideal Statements

In order to accurately portray a learner's timeline of success, there are a few base requirements of the data produced by a Learning Record Provider (LRP). They are as follows:

- the learner must be uniquely and consistently identified across all statements
- learning activities which evaluate a learner's understanding of material must report if the learner was successful or not
 - the grade earned by the learner must be reported
 - the minimum and maximum possible grade must be reported
- The learning activities must be uniquely and consistently identified across all statements
- The time at which a learner completed a learning activity must be recorded
 - The timestamp should contain an appropriate level of specificity.
 - ie. Year, Month, Day, Hour, Minute, Second, Timezone

14.2 Input Data Retrieval

How to query an LRS via a GET request to the Statements Resource via curl. The following section contains the appropriate parameters with example values as well as the curl command necessary for making the request.⁷⁸⁹

⁷ S is the set of all statements parsed from the statements array within the HTTP response to the Curl request(s). It may be possible that multiple Curl requests are needed to retrieve all query results. If multiple requests are necessary, S is the result of concatenating the result of each request into a single set

⁸ Querying an LRS will not be defined within the following Z specifications but the results of the query will be utilized

⁹ If you want to query across the entire history of a LRS, omit Since and Until from the endpoint(s) and remove the associated & symbols.

```

Agent = "agent={\"account\":
    {\"homePage\": \"https://example.homepage\",
      \"name\": 123456}}\"

Since = \"since=2018-07-20T12:08:47Z\"

Until = \"until=2018-07-21T12:08:47Z\"

Base = \"https://example.endpoint/statements?\"

endpoint = Base + Agent + \"&\" + Since + \"&\" + Until

Auth = Hash generated from basic auth

S = curl -X GET -H \"Authorization: Auth\"
-H \"Content-Type: application/json\"
-H \"X-Experience-API-Version: 1.0.3\"
Endpoint

```

14.3 Statement Parameters to Utilize

The statement parameter locations here are written in [JSONPath](#). This notation is also compatible with the xAPI Z notation due to the defined hierarchy of components. Within the Z specifications, a variable name will be used instead of the \$

- *\$.timestamp*
- *\$.result.success*
- *\$.result.score.raw*
- *\$.result.score.min*
- *\$.result.score.max*
- *\$.verb.id*

14.4 2018 Pilot TLA Statement Problems

The initial pilot test data supports this algorithm. This section may require updates pending future data review following iterations of the TLA testing.

14.5 Summary

1. Query an LRS via a [GET](#) request to the statements endpoint using the parameters agent, since and until

2. Filter the results to the set of statements where:
 - $\$.verb.id$ is one of:
 - `http://adlnet.gov/expapi/verbs/passed`
 - `https://w3id.org/xapi/dod-isd/verbs/answered`
 - `http://adlnet.gov/expapi/verbs/completed`
 - $\$.result.success$ is true
3. process the filtered data
 - extract $\$.timestamp$
 - extract the score values from $\$.result.score.raw$, $\$.result.score.min$ and $\$.result.score.max$ and convert them to the scale 0..100
 - create a pair of $[\$.timestamp, \#]$

14.6 Formal Specification

14.6.1 Basic Types

$COMPLETION ::=$
 $\{http : //adlnet.gov/expapi/verbs/passed\} \mid$
 $\{https : //w3id.org/xapi/dod - isd/verbs/answered\} \mid$
 $\{http : //adlnet.gov/expapi/verbs/completed\}$

$SUCCESS ::= \{true\}$

14.6.2 System State

$TimelineLearnerSuccess$	_____
$Statements$	
$S_{all} : \mathbb{F}_1$	
$S_{completion}, S_{success}, S_{processed} : \mathbb{F}$	
$S_{all} = statements$	
$S_{completion} \subseteq S_{all}$	
$S_{success} \subseteq S_{completion}$	
$S_{processed} = \{pair : (statement.timestamp, \mathbb{N})\}$	

- The set S_{all} is a non-empty, finite set and is the component *statements*
- The sets $S_{completion}$ and $S_{success}$ are both finite sets
- the set $S_{completion}$ is a subset of S_{all} which may contain every value within S_{all}
- the set $S_{success}$ is a subset of $S_{completion}$ which may contain every value within $S_{completion}$
- the set $S_{processed}$ is a finite set of pairs where each contains a *statement.timestamp* and a natural number

14.6.3 Initial System State

<i>InitTimelineLearnerSuccess</i>	_____
<i>TimelineLearnerSuccess</i>	
$S_{all} \neq \emptyset$	
$S_{completion} = \emptyset$	
$S_{success} = \emptyset$	
$S_{processed} = \emptyset$	

- The set S_{all} is a non-empty set
- The sets $S_{completion}$, $S_{success}$ and $S_{processed}$ are all initially empty

14.6.4 Filter for Completion

<i>Completion</i>	_____
<i>Statement</i>	
$completion : STATEMENT \rightarrow \mathbb{F}$	
$s? : STATEMENT$	
$s! : \mathbb{F}$	
$s? = statement$	
$s! = completion(s?)$	
$completion(s?) = \text{if } s?.verb.id : COMPLETION$	
$\quad \text{then } s! = s?$	
$\quad \text{else } s! = \emptyset$	

- The schema *Completion* introduces the function *completion* which takes in the variable $s?$ and returns the variable $s!$
- The variable $s?$ is the component *statement*
- $s!$ is equal to $s?$ if $s?.verb.id$ is of the type *COMPLETION* otherwise $s!$ is an empty set

<i>FilterForCompletion</i>	_____
$\Delta TimelineLearnerSuccess$	
<i>Completion</i>	
$completions : \mathbb{F}$	
$completions \subseteq S_{all}$	
$completions' = \{s : STATEMENT \mid completion(s) \neq \emptyset\}$	
$S'_{completion} = S_{completion} \cup completions'$	

- the set *completions* is a subset of S_{all} which may contain every value within S_{all}

- The set $completions'$ is the set of all statements s where the result of $completion(s)$ is not an empty set
- the updated set $S'_{completion}$ is the union of the previous state of set $S_{completion}$ and the set $completions'$

14.6.5 Filter for Success

<i>Success</i>	_____
<i>Statement</i>	
$success : STATEMENT \rightarrow \mathbb{F}$	
$s? : STATEMENT$	
$s! : \mathbb{F}$	
$s? = statement$	
$s! = success(s?)$	
$success(s?) = \text{if } s?.result.success : SUCCESS$	
$\quad \text{then } s! = s?$	
$\quad \text{else } s! = \emptyset$	

- the schema *Success* introduces the function *success* which takes in the variable $s?$ and returns the variable $s!$
- the variable $s?$ is the component *statement*
- $s!$ is equal to $s?$ if $$.result.success$ is of the type *SUCCESS* otherwise $s!$ is an empty set

<i>FilterForSuccess</i>	_____
$\Delta TimelineLearnerSuccess$	
<i>Success</i>	
$successes : \mathbb{F}$	
$successes \subseteq S_{completion}$	
$successes' = \{s : STATEMENT \mid success(s) \neq \emptyset\}$	
$S'_{success} = S_{success} \cup successes'$	

- the set *successes* is a subset of $S_{completion}$ which may contain every value within $S_{completion}$
- The set *successes'* contains elements s of type *STATEMENT* where $success(s)$ is not an empty set
- The updated set $S'_{success}$ is the union of the previous state of $S_{success}$ and *successes'*

14.6.6 Processes Results

$Scale$ $scaled! : \mathbb{N}$ $raw?, min?, max? : \mathbb{Z}$ $scale : \mathbb{Z} \rightarrow \mathbb{N}$
$scaled! = scale(raw?, min?, max?)$ $scale(raw?, min?, max?) =$ $(raw? * ((0.0 - 100.0) \text{ div } (min? - max?))) +$ $(0.0 - (min? * ((0.0 - 100.0) \text{ div } (min? - max?))))$

- The schema *Scale* introduces the function *scale* which takes 3 arguments, *raw?*, *min?* and *max?*. The function converts *raw?* from the range *min? .. max?* to 0.0..100.0

$ProcessStatements$ $\Delta TimelineLearnerSuccess$ $Scale$ $FilterStatements$ $processed : \mathbb{F}$
$processed \subseteq S_{success}$ $processed' = \{p : (\mathbb{F}_1 \# 1, \mathbb{N}) \mid$ $\quad \text{let } \{processed_i..processed_j\} == \{s_i..s_j\} \bullet$ $\quad i \leq n \leq j \bullet \forall s_n : s_i..s_j \bullet \exists p_n : p_i..p_j \bullet$ $\quad first\ p_n = s_n.timestamp \wedge$ $\quad second\ p_n = scale(s_n.result.score.raw,$ $\quad \quad \quad s_n.result.score.min,$ $\quad \quad \quad s_n.result.score.max)\}$ $S'_{processed} = S_{processed} \cup processed'$

- The operation *ProcessStatements* introduces the variable *processed* which is a subset of $S_{success}$ which may contain every value within $S_{success}$
- $S_{success}$ is the result of the operation *FilterStatements*
- The operation defines the variable *processed'* which is a set of objects *p* which are ordered pairs of (1) a finite set containing one value and (2) a single positive number.
- The first component of every object *p*, is the timestamp from the associated *statement* within *processed* ie. *s.timestamp*
- The second component of every object *p* is the result of the function *scale*. The score values contained within the associated *statement* *s* are the arguments passed to *scale*. ie $scale(s.result.score.raw, s.result.score.min, s.result.score.max)$
- The result of the operation *ProcessStatements* is to updated the set $S_{processed}$ with the values contained within *processed'*

14.6.7 Sequence of Operations

$FilterStatements \hat{=} FilterForCompletion \mathbin{\text{\texttt{;}}} FilterForSuccess$

- The schema $FilterStatements$ is the sequential composition of operation schemas $FilterForCompletion$ and $FilterForSuccess$
- $FilterForCompletion$ happens before $FilterForSuccess$

$ProcessedStatements \hat{=} FilterStatements \mathbin{\text{\texttt{;}}} ProcessStatements$

- The schema $ProcessedStatements$ is the sequential composition of operation schemas $FilterStatements$ and $ProcessStatements$
- $FilterStatements$ happens before $ProcessStatements$

14.6.8 Return

$Return$	
$\exists TimelineLearnerSuccess$	
$ProcessedStatements$	
$S_{processed}! : \mathbb{F}$	
$S_{processed}! = S_{processed}$	

- The returned variable $S_{processed}!$ is equal to the current state of variable $S_{processed}$ after the operations $FilterForCompletion$, $FilterForSuccess$ and $ProcessStatements$

14.7 Pseudocode

Algorithm 2: Timeline of Learner Success

```

Input:  $S_{all}$ 
Result:  $coll'$ 
 $coll = []$ ;
while  $S_{all} \neq \emptyset$  do
    foreach  $s \in S_{all}$  do
        if  $s.verb.id = COMPLETION$  then
            do
                 $S'_{completion} \leftarrow s \cup S_{completion}$ ;
                 $S'_{all} \leftarrow S_{all} \setminus s$ ;
                recur  $S'_{completion}, S'_{all}$ ;
            else
                do
                     $S'_{all} \leftarrow S_{all} \setminus s$ ;
                    recur  $S'_{all}$ ;
                end
            end
        end
    end
end
while  $S'_{completion} \neq \emptyset$  do
    foreach  $sc \in S'_{completion}$  do
        if  $sc.result.success = SUCCESS$  then
            do
                 $S'_{success} \leftarrow sc \cup S_{success}$ ;
                 $S'_{completion} \leftarrow S_{completion} \setminus sc$ ;
                recur  $S'_{success}, S'_{completion}$ ;
            else
                do
                     $S'_{completion} \leftarrow S_{completion} \setminus sc$ ;
                    recur  $S'_{completion}$ ;
                end
            end
        end
    end
end
foreach  $ss \in S'_{success}$  do
     $raw? \leftarrow ss.result.score.raw$ ;
     $max? \leftarrow ss.result.score.max$ ;
     $min? \leftarrow ss.result.score.min$ ;
     $scaled \leftarrow scale(raw?, min?, max?)$ ;
     $subVec \leftarrow [ss.timestamp, scaled]$ ;
     $coll' \leftarrow coll \cup subVec$ ;
    recur  $coll'$ 
end
return  $coll'$ 

```

- The Z schemas are used within this pseudocode
- The return value `coll` is an array of arrays, each containing a *statement.timestamp* and a scaled score.

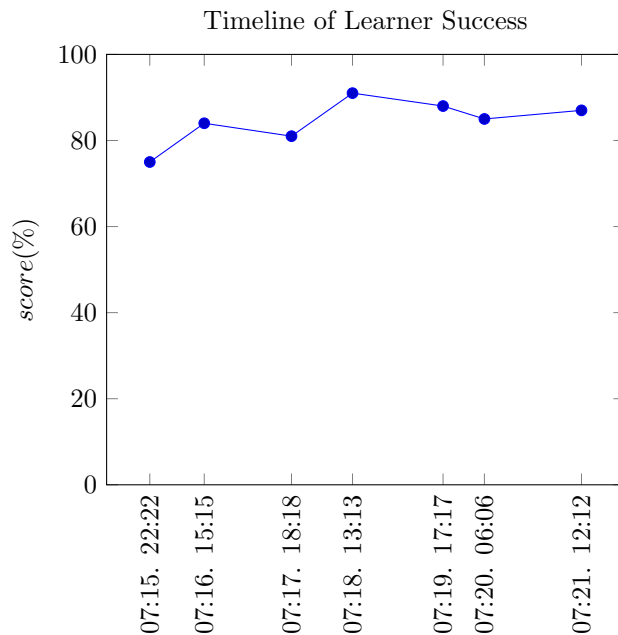
14.8 JSON Schema

```
{ "type": "array",
  "items": { "type": "array",
    "items": [ { "type": "string" }, { "type": "number" } ] ] }
```

14.9 Visualization Description

The **Timeline of Learner Success** visualization will be a line chart where the domain is time and the range is score on a scale of 0.0 to 100.0. Every subarray will be a point on the chart. The domain of the graph should be in chronological order.

14.10 Visualization prototype



14.11 Prototype Improvement Suggestions

Additional features may be implemented on top of this base specification but they would require adding additional values to each subarray returned by the

algorithm. These additional values can be retrieved via (1) performing metadata lookup within or independently of the algorithm (2) by utilizing additional xAPI statement parameters and/or (3) by performing additional computations. The following examples assume the metadata is contained within each statement available to the algorithm.

- A tooltip containing the name of an activity when hovering over a specific point on the chart
 - this would require utilizing *\$.object.definition.name*
- A tooltip containing the device on which the activity was experienced
 - this would require utilizing *\$.context.platform*
- A tooltip containing the instructor associated with a particular data point
 - this would require utilizing *\$.context.instructor*

15 Which Assessment Questions are the Most Difficult

As learners engage in activities supported by a learning ecosystem, they will experience learning content as well as assessment content. Assessments are designed to measure the effectiveness of learning content and help assess knowledge gained. It is possible that certain assessment questions do not accurately represent the concepts contained within learning content and this may be indicated by a majority of learners getting the question wrong. It is also possible that the question accurately represents the learning content but is very difficult. The following algorithm will identify these types of questions but will not be able to deduce why learners answer them incorrectly.

15.1 Ideal Statements

In order to accurately determine which assessment questions are the most difficult, there are a few requirements of the data produced by a LRP. They are as follows:

- statements describing a learner answering a question must report if the learner got the question correct or incorrect via *\$.result.success*
- if it is possible to get partial credit on a question, the amount of credit should be reported within the statement
 - the credit earned by the learner should be reported within *\$.result.score.raw*
 - the minimum and maximum possible credit amount should be reported within *\$.result.score.min* and *\$.result.score.max* respectively
- If it is possible to get partial credit on a question, it must still be reported if the learner reached the threshold of success via *\$.result.success*
- Statements describing a learner answering a question should contain activities of the type *cmi.interaction*
- activities must be uniquely and consistently identified across all statements
- Statements describing a learner answering a question should¹⁰ use the verb *http://adlnet.gov/expapi/verbs/answered*

¹⁰ it is possible to use another verb *iri* but if another is used, that will need to be accounted for in data retrieval

15.2 Input Data Retrieval

How to query an LRS via a GET request to the Statements Resource via curl. The following section contains the appropriate parameters with example values as well as the curl command necessary for making the request.¹¹¹²¹³

```
Verb = "verb=http://adlnet.gov/expapi/verbs/answered"

Since = "since=2018-07-20T12:08:47Z"

Until = "until=2018-07-21T12:08:47Z"

Base = "https://example.endpoint/statements?"

endpoint = Base + Verb + "&" + Since + "&" + Until

Auth = Hash generated from basic auth

S = curl -X GET -H "Authorization: Auth"
-H "Content-Type: application/json"
-H "X-Experience-API-Version: 1.0.3"
Endpoint
```

15.3 Statement Parameters to Utilize

The statement parameter locations here are written in [JSONPath](#). This notation is also compatible with the xAPI Z notation due to the defined hierarchy of components. Within the Z specifications, a variable name will be used instead of the \$

- *\$.result.success*
- *\$.object.id*

15.4 2018 Pilot TLA Statement Problems

The initial pilot test data supports this algorithm. Given that the official 2018 pilot test is scheduled to take place on July 27th, 2018, this section may require updates pending future data review.

15.5 Summary

1. Query an LRS via a [GET](#) request to the statements endpoint using the parameters verb, since and until

¹¹ See footnote 1.

¹² See footnote 2.

¹³ See footnote 3.

2. Filter the results to the set of statements where:

- $\$.result.success$ is false

3. process the filtered data

- group by $\$.object.id$
- determine the count of each group
- create a collection of pairs = $[\$.object.id, \#]$

15.6 Formal Specification

15.6.1 Basic Types

$INCORRECT ::= \{false\}$

15.6.2 System State

$MostDifficultAssessmentQuestions$
$Statements$
$S_{all} : \mathbb{F}_1$
$S_{incorrect}, S_{grouped}, S_{processed} : \mathbb{F}$
$S_{all} = statements$
$S_{incorrect} \subseteq S_{all}$
$S_{grouped} = \{groups : seq_1 statement\}$
$S_{processed} = \{pair : (id, \mathbb{N})\}$

- The set S_{all} is a non-empty, finite set and is the component *statements*
- The sets $S_{incorrect}$, $S_{grouped}$ and $S_{processed}$ are all finite sets
- the set $S_{incorrect}$ is a subset of S_{all} which may contain every value within S_{all}
- the set $S_{grouped}$ is a finite set of objects *groups* which are non-empty, finite sequences of the component *statement*
- the set $S_{processed}$ is a finite set of pairs where each contains the component *id* and a natural number

15.6.3 Initial System State

$InitMostDifficultAssessmentQuestions$
$MostDifficultAssessmentQuestions$
$S_{all} \neq \emptyset$
$S_{incorrect} = \emptyset$
$S_{grouped} = \emptyset$
$S_{processed} = \emptyset$

- The set S_{all} is a non-empty set
- The sets $S_{incorrect}$, $S_{grouped}$ and $S_{processed}$ are all initially empty

15.6.4 Filter for Incorrect

$Incorrect$ $Statement$ $incorrect : STATEMENT \rightarrow \mathbb{F}$ $s? : STATEMENT$ $s! : \mathbb{F}$
$s? = statement$ $s! = incorrect(s?)$ $incorrect(s?) = \text{if } s?.result.success : INCORRECT$ $\quad \text{then } s! = s?$ $\quad \text{else } s! = \emptyset$

- the schema $Incorrect$ introduces the function $incorrect$ which takes in the variable $s?$ and returns the variable $s!$
- the variable $s?$ is the component $statement$
- $s!$ is equal to $s?$ if $s?.result.success$ is of the type $INCORRECT$ otherwise $s!$ is an empty set

$FilterForIncorrect$ $\Delta MostDifficultAssessmentQuestions$ $Incorrect$ $incorrects : \mathbb{F}$
$incorrects \subseteq S_{all}$ $incorrects' = \{s : STATEMENT \mid incorrect(s) \neq \emptyset\}$ $S'_{incorrect} = S_{incorrect} \cup incorrects'$

- the set $incorrects$ is a subset of S_{all} which may contain every value within S_{all}
- The set $incorrects'$ contains elements s of type $STATEMENT$ where $incorrect(s)$ is not an empty set
- The updated set $S'_{incorrect}$ is the union of the previous state of $S_{incorrect}$ and $incorrects'$

15.6.5 Processes Results

<i>GroupByActivityId</i>	
<i>Statements</i>	
$g? : \mathbb{F}$	
$g! : \mathbb{F}$	
$group : \mathbb{F} \rightarrow \mathbb{F}$	
$g? = statements \Rightarrow \{g : statement\}$	
$g! = group(g?)$	
$g! = \{groups : seq_1 statement \mid$	
let $seq_1 statement_i..statement_j == seq_1 s_i..s_j \bullet$	
$\forall s_n : s_i..s_j \bullet i \leq n \leq j \bullet s_i.object.id = s_j.object.id = s_n.object.id\}$	

- The schema *GroupByActivityId* introduces the function *group* which has the input of *g?* and the output of *g!*
- The input variable *g?* is the component *statements* which implies its a set of objects *g* which are each a *statement*
- the output variable *g!* is a set of objects *groups* which are each a non-empty, finite sequence of *statement* where each member of the sequence $s_i..s_j$ has the same \$.object.id

<i>CountPerGroup</i>	
<i>Statement</i>	
$c? : seq_1 statement$	
$c! : \mathbb{N}$	
$count : seq_1 statement \rightarrow \mathbb{N}$	
$c! = count(c?)$	
$c! \geq 1$	
$count(c?) = \forall c_n? : \langle c?_i .. c?_j \rangle \bullet i \leq n \leq j \wedge i = 0 \bullet$	
$\exists_1 c! : \mathbb{N} \bullet \text{if } n = i \text{ then } c! = n + 1 \text{ else } c! = j + 1$	

- The schema *CountPerGroup* introduces the function *count* which has the input of *c?* and the output of *c!*
- The input variable *c?* is a non-empty, finite sequence in which each element is a *statement*
- The function *count* reads: for all elements $c?_n$ within the sequence $\langle c?_i .. c?_j \rangle$, such that *n* is greater than or equal to *i* and less than or equal to *j*, *i* is equal to zero and there exists a number *c!* which is equal to *n* + 1 (when $n = i \Rightarrow n = 0$) or equal to *n*

AggregateQuestionStatements
 Δ *MostDifficultAssessmentQuestions*
FilterForIncorrect
GroupByActivityId
CountPerGroup
grouped, processed : \mathbb{F}

$grouped = \emptyset$
 $grouped' = group(S_{incorrect})$
 $S'_{grouped} = S_{grouped} \cup grouped'$
 $processed \subseteq S'_{grouped}$
 $processed' = \{p : (id, \mathbb{N}) \mid$
 $\quad \text{let } \{(processed_i) .. (processed_j)\} == \{g_i .. g_j\} \bullet$
 $\quad i \leq n \leq j \bullet \forall g_n : g_i .. g_j \bullet \exists p_n : p_i .. p_j \bullet$
 $\quad first\ p_n = head\ g_n.object.id \wedge second\ p_n = count(g_n)$
 $\left. S'_{processed} = S_{processed} \cup processed' \right\}$

- The schema *AggregateQuestionStatements* introduces the variables *grouped* and *processed*
- *grouped* starts as an empty set but then becomes *grouped'* which is the output of applying the function *group* to the set of statements *S_{incorrect}* created by the operation *FilterForIncorrect*
- *grouped'* is a set of sequences. The elements of those sequences are statements which all have the same *statement.object.id*
- The set *S_{grouped}* is updated to the set *S'_{grouped}* which is the union of *S_{grouped}* and *grouped'*
- the variable *processed* is a subset of *S'_{grouped}* which can contain every value within *S'_{grouped}*
- the variable *processed* is updated to be the variable *processed'* which is a set of objects *p* which are ordered pairs of the component *id* and a natural number. *p* is defined as:
 - for all sequences *g_i .. g_j* within the set *processed*, there exists an ordered pair *p_n* such that:
 - * the first element of *p_n* is equal to the *object.id* of the first statement within the sequence *g_n*.
 - * The second element of *p_n* is equal to the value returned when *g_n* is passed to the function *count*.
- The set *S'_{processed}* is the union of the sets *S_{processed}* and *processed'*

15.6.6 Sequence of Operations

$ProcessedQuestions \hat{=} FilterForIncorrect \circ AggregateQuestionStatements$

- The schema $ProcessedQuestions$ is the sequential composition of operation schemas $FilterForIncorrect$ and $AggregateQuestionStatements$
- $FilterForIncorrect$ happens before $AggregateQuestionStatements$

15.6.7 Return

$ReturnAggregate$ $\exists MostDifficultAssessmentQuestions$ $ProcessedQuestions$ $S_{processed}! : \mathbb{F}$	
$S_{processed}! = S_{processed}$	

- The returned variable $S_{processed}!$ is equal to the current state of variable $S_{processed}$ after the operations $FilterForIncorrect$ and $AggregateQuestionStatements$

15.7 Pseudocode

Algorithm 3: Most Difficult Assessment Questions

```

Input:  $S_{all}, displayN$ 
Result:  $display''$ 
 $context = \{\}$ ;
 $display = []$ ;
while  $S_{all} \neq \emptyset$  do
    foreach  $s \in S_{all}$  do
        if  $s.result.success = INCORRECT$  then
            do
                 $S'_{incorrect} \leftarrow s \cup S_{incorrect}$ ;
                 $S'_{all} \leftarrow S_{all} \setminus s$ ;
                recur  $S'_{all}, S'_{incorrect}$ ;
            else
                do
                     $S'_{all} \leftarrow S_{all} \setminus s$ ;
                    recur  $S'_{all}$ 
                end
            end
        end
    end
    while  $S'_{incorrect} \neq \emptyset$  do
        foreach  $si \in S'_{incorrect}$  do
             $id \leftarrow si.object.id$ ;
            if  $id \notin context$  then
                do
                     $count = 1$ ;
                     $context' \leftarrow \{id : count\}$ ;
                     $S'_{incorrect} \leftarrow S_{incorrect} \setminus si$ ;
                    recur  $context', S'_{incorrect}$ ;
                else
                    do
                         $count' \leftarrow inc(context.id)$ ;
                         $context' \leftarrow \{id : count'\}$ ;
                         $S'_{incorrect} \leftarrow S_{incorrect} \setminus si$ ;
                        recur  $context', S'_{incorrect}$ ;
                    end
                end
            end
        end
    end
    foreach  $id \in context'$  do
         $IdToCount \leftarrow [id, context.id]$ ;
         $display' \leftarrow display \cap IdToCount$ ;
        recur  $display'$ 
    end
return  $display'' \leftarrow take(sortBySubArray(display'), displayN)$ 

```

- The Z schemas are used within this pseudocode
- The return value display is an array of length display-n, where each element of display is an array of $[statement.object.id, \#]$ where $\#$ representing the number of times $statement.object.id$ appeared within $S'_{incorrect}$

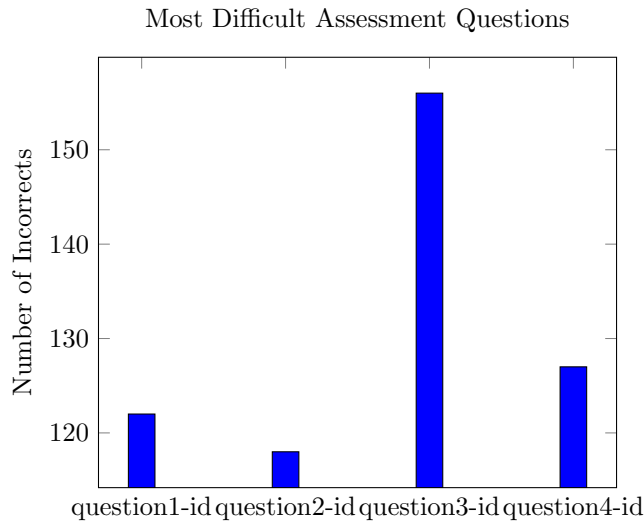
15.8 JSON Schema

```
{ "type": "array",
  "items": { "type": "array",
    "items": [ { "type": "string" }, { "type": "number" } ] } }
```

15.9 Visualization Description

The **Most Difficult Assessment Questions** visualization will be a bar chart where the domain consists of $statement.object.id$ and the range is a number greater than or equal to 1. Every subarray within the array display will be a grouping within the bar chart. The pseudocode specifies an input parameter display-n which controls the length of the array display and therefore the number of groups contained within the visualization.

15.10 Visualization prototype



15.11 Prototype Improvement Suggestions

Additional features may be implemented on top of this base specification but they would require adding additional values to each subarray returned by the algorithm. These additional values can be retrieved via (1) performing metadata lookup within or independently of the algorithm (2) by utilizing additional xAPI

statement parameters and/or (3) by performing additional computations. The following examples assume the metadata is contained within each statement available to the algorithm.

- Use the name of the activity for the x-axis label instead of its id.
 - *\$.object.definition.name*
 - grouping of statements should still happen by *\$.object.id* to ensure an accurate count
- a tooltip containing contextual information about the question such as:
 - The question text
 - * *\$.object.definition.description*
 - Interaction Type
 - * *\$.object.definition* which contains interaction properties
 - Answer choices
 - * *\$.object.definition* which contains interaction properties
 - Correct answer
 - * *\$.object.definition* which contains interaction properties
 - Most popular incorrect answer
 - * This would require an extra step of processing and all statements would need to utilize interaction properties within *\$.object.definition*
 - average partial credit earned (if applicable)
 - * *\$.result.score.scaled*
 - * The one potential issue with using scaled score is the calculation of scaled is not strictly defined by the xAPI specification but is instead up to the authors of the LRP. This results in the inability to reliably compare scaled scores across LRPs.
 - * if *\$.result.score.raw* , *\$.result.score.min* and *\$.result.score.max* are reported for all questions, it becomes possible to reliably compare scores across questions and LRPs.
 - average number of re-attempts
 - * this would require additional steps of processing so that *\$.actor* is considered as well
 - * due to the problem of actor unification, ie the same person being identified differently across statements, this metric may not be accurate.
 - average time spent on the question
 - * *\$.result.duration*
 - * this would require additional steps of processing to extract the duration and average it.

- a tooltip containing contextual information about the course and/or assessment the question was within
 - the instructor for the course
 - * *\$.context.instructor*
 - competency associated with the question and/or course
 - * *\$.context.contextActivities*
 - metadata about the learning content associated with the question such as average time spent engaging with associated content before attempting the question.
 - this would require additional steps of processing to retrieve metadata about the content and its usage.
 - * *\$.context.contextActivities*

16 How Often are Recommendations Followed

As learners engage in activities supported by a learning ecosystem, they will build up a history of learning experiences. When the digital resources of that learning ecosystem adhere to a framework dedicated to supporting and understanding the learner, such as the Total Learning Architecture (TLA), it becomes possible to retell their learning story through data and data visualization. One important aspect of that story is the recommendations provided to the learner and whether or not the learner follows those recommendations.

16.1 Ideal Statements

In order to accurately determine if a learner is following recommendations, there are a few requirements of the data produced by a LRP and the recommender itself. They are as follows:

- Every time the recommender makes a recommendation, a statement should be produced which uses the verb `https://w3id.org/xapi/dod-isd/verbs/recommended`¹⁴ and has the recommended piece of content as the object.
 - the content should be uniquely and consistently identified across all statements.
- When a learner launches recommended content, the resulting launched statement should use the verb `http://adlnet.gov/expapi/verbs/launched`¹⁵ and contain a reference to the recommended content statement within `$.context.statement`
 - Launching of content should use the above IRI regardless of why the content was launched
 - If it not possible to reference the exact recommended content statement, the launch statement should have some indication that it was the result of a recommendation.¹⁶

¹⁴ See footnote 4

¹⁵ See footnote 4

¹⁶ It is possible to determine if recommendations are followed (with some level of error) without this explicit linking of launched to recommended but this severely complicates the algorithm. In this case, in order to optimize for accuracy, the algorithm would need to consider the actor and their general activity within a session, the object of both launched and recommended statements generated within the session, the time lapse between recommendations and launches with a predefined lapse value which determines if a launch was close enough in time to a recommendation to be considered a result of the recommendation. An additional constraint on the above case is the recommendation statements should contain a reference to the person receiving the recommendation, otherwise determining the 1:1 relationships between recommendations and launches requires additional complexity and will still not be 100% accurate due to the reliance on the time lapse value.

16.2 Input Data Retrieval

How to query an LRS via a GET request to the Statements Resource via curl.¹⁷¹⁸¹⁹

```
R = "verb=https://w3id.org/xapi/dod-isd/verbs/recommended"
L = "verb=http://adlnet.gov/expapi/verbs/launched"

Since = "since=2018-07-20T12:08:47Z"
Until = "until=2018-07-21T12:08:47Z"
Base = "https://example.endpoint/statements?"

endpoint1 = Base + R + "&" + Since + "&" + Until
endpoint2 = Base + L + "&" + Since + "&" + Until

Auth = Hash generated from basic auth

SR = curl -X GET -H "Authorization: Auth"
      -H "Content-Type: application/json"
      -H "X-Experience-API-Version: 1.0.3"
      endpoint1
SL = curl -X GET -H "Authorization: Auth"
      -H "Content-Type: application/json"
      -H "X-Experience-API-Version: 1.0.3"
      endpoint2

S = SR + SL
```

16.3 Statement Parameters to Utilize

The statement parameter locations here are written in [JSONPath](#). This notation is also compatible with the xAPI Z notation due to the defined hierarchy of components. Within the Z specifications, a variable name will be used instead of the \$

- *\$.verb.id*
- *\$.context.statement*

16.4 2018 Pilot TLA Statement Problems

At the time of writing this document, launched statements do not include a statement reference or any indication of a connection between recommendations and launches. The authors of this document do not have access to the LRS

¹⁷ footnote 1 applies to both S1 and S2.

¹⁸ See footnote 2.

¹⁹ See footnote 3.

containing the recommended statements and thus can not draw any conclusions about any issues which may be present within those statements or any aspects of those statements which may correlate them to launch statements. The following algorithm is going to assume that the input set of statements follow the guidelines outlined in section 5.1 as the additional algorithmic considerations brought on by non ideal statements, as specified within footnote 16, result in an algorithm which is not optimal for near real time visualizations.

16.5 Summary

1. Query an LRS via a GET request to the statements endpoint using the parameters verb, since and until to gather all statements with the verb *http://adlnet.gov/expapi/verbs/launched*.
2. Query an LRS via a GET request to the statements endpoint using the parameters verb, since and until to gather all statements with the verb *https://w3id.org/xapi/dod-isd/verbs/recommended*.²⁰
3. Group all collections of statements by a *TIMEUNIT*
4. separate the collection of grouped launched statements into a collection of those which were the result of a recommendation and those which were not.
5. Take the count of all groups of statements
 - Recommended statements per *TIMEUNIT*
 - Launches due to recommendations per *TIMEUNIT*
 - Launches not due to recommendations per *TIMEUNIT*
6. Calculate summary statistics for the overall time range and per *TIMEUNIT*
 - Divide launches due to recommendations by the total number of launches to determine the percentage of launches due to recommendations
 - Divide launches due to recommendations by the total number of recommendations to determine the percentage of recommendations which are followed.

²⁰ If since and until are specified, they should be the same in both requests.

16.6 Formal Specification

16.6.1 System State

<i>FollowedRecommendations</i>
<i>Statements</i>
<i>CountPerGroup</i>
$S_{recommended}, S_{launched} : \mathbb{F}_1$
$ordered_L, ordered_R, grouped_{launched}, grouped_{recommended},$
$onlyRecommended, cPerGroup_{launched}, cPerGroup_{recommended},$
$cPerGroup_{followed}, combined : seq$
$t_{start}, N_{launched}, N_{recommended}, N_{followed}, P_{followed}, P_{dueto} : \mathbb{N}$
$tr_{start}, tr_{end} : \mathbb{F}$
$unit? : TIMEUNIT$
$S_{recommended} = statements$
$S_{launched} = statements$
$combined = \langle (tr_{start}, tr_{end}, N_{launched}, N_{recommended}, N_{followed}, P_{followed}, P_{dueto}) \rangle$
$count(grouped_{launched}) = count(grouped_{recommended})$
$count(onlyRecommended) = count(grouped_{launched}) \Rightarrow$
$count(onlyRecommended) = count(grouped_{recommended})$
$count(cPerGroup_{launched}) = count(cPerGroup_{followed}) = count(cPerGroup_{recommended})$

- $S_{recommended}, S_{launched}$ are both non-empty, finite sets.
 - $S_{recommended}$ and $S_{launched}$ contain the results of querying an LRS for recommended and launched statements respectively.
- $ordered_L, ordered_R, grouped_{launched}, grouped_{recommended}, onlyRecommended, cPerGroup_{launched}, cPerGroup_{recommended}, cPerGroup_{followed}$ and $combined$ are all finite sequences.
 - $ordered_L$ and $ordered_R$ are the sequences of statements within $S_{launched}$ and $S_{recommended}$ respectively and sorted by timestamp.
 - $grouped_{launched}$ is the result of grouping the statements within $ordered_L$ by $unit?$.
 - $grouped_{recommended}$ is the result of grouping the statements within $ordered_R$ by $unit?$.
 - $onlyRecommended$ is the result of filtering the statements within the sequence $grouped_{launched}$ to only include statements where $statement.context.statement$ is present
 - $cPerGroup_{launched}, cPerGroup_{recommended}, cPerGroup_{followed}$ are all sequences of numbers which represent the count within each subsequence of $grouped_{launched}, grouped_{recommended}$ and $onlyRecommended$ respectively.

- *combined* is a sequence of ordered pairs where each pair consists of tr_{start} , tr_{end} , $N_{launched}$, $N_{recommended}$, $N_{followed}$, $P_{followed}$ and P_{dueto}
- t_{start} , $N_{launched}$, $N_{recommended}$, $N_{followed}$, $P_{followed}$, P_{dueto} are all natural numbers
- tr_{start} , tr_{end} are both timestamps which represent the the start and end of the time range for each a group of statements.
- *unit?* is an input representing a time interval, ie day vs month vs hour.
- all sequences are the same length so that each subsequence represents the same time grouping. In other words, indexes are comparable across sequences.

16.6.2 Initial System State

<i>InitFollowedRecommendations</i>	_____
<i>FollowedRecommendations</i>	_____
$S_{recommended} \neq \emptyset$	
$S_{launched} \neq \emptyset$	
$unit? = \{day\}$	
$ordered_L = \langle \rangle$	
$ordered_R = \langle \rangle$	
$grouped_{launched} = \langle \rangle$	
$grouped_{recommended} = \langle \rangle$	
$onlyRecommended = \langle \rangle$	
$cPerGroup_{launched} = \langle \rangle$	
$cPerGroup_{recommended} = \langle \rangle$	
$cPerGroup_{followed} = \langle \rangle$	
$combined = \langle \rangle$	
$t_{start} = 0$	
$N_{launched} = 0$	
$N_{recommended} = 0$	
$N_{followed} = 0$	
$P_{followed} = 0$	
$P_{dueto} = 0$	

- $S_{recommended}$ and $S_{launched}$ are initially not empty sets
- all sequences are initially empty
- all numbers are initially zero
- the default *TIMEUNIT* is set to day

16.6.3 Group by Timestamp

$SortByTimestamp$ $Statement$ $IsoToUnix$ $orderByTimestamp : \mathbb{F}_1 \rightarrow seq_1$ $o? : \mathbb{F}_1$ $o! : seq_1 statement$
$o? = \{o : statement\}$ $o! = orderByTimestamp(o?)$ $o! = \langle o_i..o_j \rangle \bullet \forall o_n : o_i..o_j \bullet o_n : STATEMENT \wedge i \leq n \leq j \bullet$ $convert(o_i.timestamp) \leq convert(o_n.timestamp) \leq convert(o_j.timestamp)$

- The schema *SortByTimestamp* introduces the function *orderByTimestamp* which takes in a non-empty, finite set and returns a non-empty, finite sequence.
- *orderByTimestamp* is a sequence of statements ordered from earliest to latest.

$WithinRange$ $withinRange : (\mathbb{N}, \mathbb{N}, \mathbb{N}, TIMEUNIT) \rightarrow \mathbb{F}_1 \#1$ $in?, start?, state? : \mathbb{N}$ $unit? : TIMEUNIT$ $out! : \{TRUE\} \vee \{FALSE\}$
$unit? = \{second\} \Rightarrow 1 \vee \{minute\} \Rightarrow 60 \vee \{hour\} \Rightarrow 3600 \vee$ $\{day\} \Rightarrow 86400 \vee \{week\} \Rightarrow 604800 \vee$ $\{month\} \Rightarrow 2629743 \vee \{year\} \Rightarrow 31556926$ $out! = withinRange(in?, start?, state?, unit?)$ $withinRange(in?, start?, state?, unit?) =$ $\quad \text{if } in? \leq start? + ((state? + 1) * unit?)$ $\quad \quad \text{then } out! = \{TRUE\}$ $\quad \quad \text{else } out! = \{FALSE\}$

- The schema *WithinRange* introduces the function *withinRange* which takes in three numbers and a *TIMEUNIT* and returns either $\{TRUE\}$ or $\{FALSE\}$
- *withinRange* checks to see if *in?* is less than or equal to a start time *start?* plus the result of multiplying the numeric conversion for *unit?* by the *state?*.
- *state?* represents the current group, ie. day 1 vs day 2 vs day 3. The +1 is to account for array indexes starting at 0.

<i>GroupByTimeUnit</i>	
<i>Statement</i>	
<i>IsoToUnix</i>	
<i>WithinRange</i>	
$groupByTimeUnit : (\text{seq}_1, \mathbb{N}, \text{TIMEUNIT}) \rightarrow \text{seq}_1$	
$g?, g! : \text{seq}_1$	
$t_{start?} : \mathbb{N}$	
$ \begin{aligned} &g? = \langle g?_i .. g?_j \rangle \bullet \forall g?_n : g?_i .. g?_j \bullet i \leq n \leq j \bullet g?_n = \text{statement} \wedge \\ &\quad \text{convert}(g?_i.\text{timestamp}) \leq \text{convert}(g?_n.\text{timestamp}) \leq \text{convert}(g?_j.\text{timestamp}) \\ &g! = \text{groupByTimeUnit}(g?, t_{start?}, \text{state?}, \text{unit?}) \\ &g! = \langle g : \text{seq} \mid \forall g?_n : g?_i .. g?_j \bullet \exists_1 \langle g_r \rangle : \langle g_q \rangle .. \langle g_s \rangle \bullet q \leq r \leq s \wedge r = \text{state?} \bullet \\ &\quad \text{if } \text{withinRange}(\text{convert}(g?_n.\text{timestamp}), t_{start?}, r, \text{unit?}) = \{TRUE\} \\ &\quad \quad \text{then } g? \upharpoonright g?_n \wedge g?_n \text{ in } \langle g_r \rangle \Rightarrow \langle g_r \rangle = \langle g_{ri} .. g_{rn} .. g_{rj} \rangle \bullet ri \leq rn \leq rj \bullet g_{rn} = g?_n \\ &\quad \quad \text{else if } \forall g_n? : g_i? .. g_j? \bullet \text{withinRange}(g_n?, t_{start?}, r, \text{unit?}) = \{FALSE\} \\ &\quad \quad \text{then } \text{groupByTimeUnit}((g? \upharpoonright \langle g_r \rangle), t_{start?}(r+1), \text{unit?}) \bullet \langle g_r \rangle = \langle \rangle \vee \neq \langle \rangle \end{aligned} $	

- The schema *GroupByTimeUnit* introduces the function *groupByTimeUnit* which takes as arguments a non-empty, finite sequence, a natural number and a *TIMEUNIT* and outputs a non-empty, finite sequence of sequences.
- For every statement within the input sequence, *groupByTimeUnit* checks to see if the timestamp of that statement is within the range of t_{start} and $unit?$. If it is, that statement is removed from the input sequence $g?$ and added to the current subsequence $\langle g_r \rangle$. If none of the remaining statements within the input sequence are within the range of t_{start} and $unit?$, then the variable $state?$ is incremented, the current subsequence $\langle g_r \rangle$ is either a collection of matched statements or is an empty sequence and the search for remaining subsequences $\langle g_{r+state?} \rangle$ continues.
- because the input sequence $g?$ is ordered chronologically, this implies that once a statement does not fit into a range, the rest of the statements remaining in the input sequence will not fit into that range and $state?$ must be incremented to generate a new subsequence $\langle g_{r+state?} \rangle$ so that the remaining statements can be grouped.

16.6.4 Processes Results

<i>OrderStatements</i>	_____
Δ <i>FollowedRecommendations</i>	
<i>SortByTimestamp</i>	
<hr/>	
$ordered'_L = orderByTimestamp(S_{launched})$	
$ordered'_R = orderByTimestamp(S_{recommended})$	
$t'_{start} = convert((head\ ordered'_L).timestamp)$	
<hr/>	

- The schema *OrderStatements* updates the system state defined by the schema *FollowedRecommendations*.
- $ordered'_L$ is the result of ordering the statements contained within the set $S_{launched}$ chronologically.
- $ordered'_R$ is the result of ordering the statements contained within the set $S_{recommended}$ chronologically.
- t'_{start} is the timestamp from the first statement within $ordered'_L$ converted to unix time.

<i>GroupByTime</i>	_____
Δ <i>FollowedRecommendations</i>	
<i>GroupByTimeUnit</i>	
<hr/>	
$grouped'_{launched} = groupByTimeUnit(ordered'_L, t'_{start}, 0, unit?)$	
$grouped'_{recommended} = groupByTimeUnit(ordered'_R, t'_{start}, 0, unit?)$	
<hr/>	

- The schema *GroupByTime* updates the state defined by the schema *FollowedRecommendations*.
- $grouped'_{launched}$ is the result of passing $ordered'_L$, t'_{start} , 0 and *unit?* to the function *groupByTimeUnit*.
- $grouped'_{recommended}$ is the result of passing $ordered'_R$, t'_{start} , 0 and *unit?* to the function *groupByTimeUnit*.

<i>OnlyRecommendedLaunches</i>	_____
Δ <i>FollowedRecommendations</i>	
<hr/>	
$onlyRecommended' = \langle o : seq \mid \mathbf{let} \ grouped'_{launched} == gl \Rightarrow$	
$\langle \langle gl_i \rangle .. \langle gl_j \rangle \rangle \Rightarrow \langle \langle gl_{ii} .. gl_{ij} \rangle .. \langle gl_{ji} .. gl_{jj} \rangle \rangle \bullet$	
$\forall \langle gl_n \rangle : \langle gl_i \rangle .. \langle gl_j \rangle \bullet \exists_1 \langle o_n \rangle : \langle o_i \rangle .. \langle o_j \rangle \Rightarrow \langle \langle o_{ii} .. o_{ij} \rangle .. \langle o_{ji} .. o_{jj} \rangle \rangle \bullet$	
$((\forall o_{in} : o_{ii} .. o_{ij} \bullet o_{in}.context.statement \neq \emptyset \wedge o_{in} \text{ in } gl_i) \wedge$	
$(\forall o_{jn} : o_{ji} .. o_{jj} \bullet o_{jn}.context.statement \neq \emptyset \wedge o_{jn} \text{ in } gl_j)) \vee$	
$\langle o_n \rangle = \langle \rangle \rangle$	
<hr/>	

- The schema *OnlyRecommendedLaunches* updates the state defined by the schema *FollowedRecommendations*.
- *onlyRecommended'* is the sequence of objects *o* where *o* is a sequence consisting of statements (or no statements) from the corresponding sequences within *grouped'launched* where *statement.context.statement* exists.
- *onlyRecommended'* maintains the same number and ordering of time groups (subsequences) as *grouped'launched* and *grouped'recommended'*.

<i>GetCounts</i>	
Δ <i>FollowedRecommendations</i>	
<i>CountPerGroup</i>	
$cPerGroup'_{launched} = \langle c : \mathbb{N} \mid \text{let } grouped'_{launched} == gl \Rightarrow \langle \langle gl_i \rangle .. \langle gl_j \rangle \rangle \bullet$	
$\quad \forall \langle gl_n \rangle : \langle gl_i \rangle .. \langle gl_j \rangle \bullet \exists_1 c_n : \mathbb{N} \bullet$	
$\quad \text{if } gl_n = \langle \rangle$	
$\quad \quad \text{then } c_n = 0$	
$\quad \quad \text{else } c_n = \text{count}(\langle gl_n \rangle)$	
$cPerGroup'_{recommended} = \langle c : \mathbb{N} \mid \text{let } grouped'_{recommended} == gr \Rightarrow \langle \langle gr_i \rangle .. \langle gr_j \rangle \rangle \bullet$	
$\quad \forall \langle gr_n \rangle : \langle gr_i \rangle .. \langle gr_j \rangle \bullet \exists_1 c_n : \mathbb{N} \bullet$	
$\quad \text{if } gr_n = \langle \rangle$	
$\quad \quad \text{then } c_n = 0$	
$\quad \quad \text{else } c_n = \text{count}(\langle gr_n \rangle)$	
$cPerGroup'_{followed} = \langle c : \mathbb{N} \mid \text{let } onlyRecommended' == or \Rightarrow \langle \langle or_i \rangle .. \langle or_j \rangle \rangle \bullet$	
$\quad \forall \langle or_n \rangle : \langle or_i \rangle .. \langle or_j \rangle \bullet \exists_1 c_n : \mathbb{N} \bullet$	
$\quad \text{if } or_n = \langle \rangle$	
$\quad \quad \text{then } c_n = 0$	
$\quad \quad \text{else } c_n = \text{count}(\langle or_n \rangle)$	

- The schema *GetCounts* updates the state defined by the schema *FollowedRecommendations*.
- *cPerGroup'launched* is a sequence of numbers *c* where each *c* is either 0 or the result of passing the current subsequence of *grouped'launched* (*gl_n*) to the function *count*.
- *cPerGroup'recommended* is a sequence of numbers *c* where each *c* is either 0 or the result of passing the current subsequence of *grouped'recommended* (*gr_n*) to the function *count*.
- *cPerGroup'followed* is a sequence of numbers *c* where each *c* is either 0 or the result of passing the current subsequence of *onlyRecommended'* (*or_n*) to the function *count*.

CombineSequences

Δ *FollowedRecommendations*

```

combined' = ⟨c : (tr'_start, tr'_end, N'_launched, N'_recommended, N'_followed, P'_followed, P'_dueto) |
  let grouped'_launched == gl ⇒ ⟨⟨gl_i⟩..⟨gl_n⟩..⟨gl_j⟩⟩
  cPerGroup'_launched == cl ⇒ ⟨cl_i..cl_n..cl_j⟩
  cPerGroup'_recommended == cr ⇒ ⟨cr_i..cr_n..cr_j⟩
  cPerGroup'_followed == cf ⇒ ⟨cf_i..cf_n..cf_j⟩
  • ∀⟨gl_n⟩ : ⟨gl_i⟩..⟨gl_j⟩ • i ≤ n ≤ j •
  ∃_1 c_n : (tr_startn, tr_endn, N_launchedn, N_recommendedn, N_followedn, P_followedn, P_dueton) •
  tr_startn = (head gl_n).timestamp
  tr_endn = (last gl_n).timestamp
  N_launchedn = cl_n
  N_recommendedn = cr_n
  N_followedn = cf_n
  P_followedn = cf_n ÷ cr_n
  P_dueton = cf_n ÷ cl_n⟩

```

- The schema *CombineSequences* changes the state defined by the schema *FollowedRecommendations*.
- *combined'* is a sequence of objects *c* where each *c* is an ordered pair of $tr'_start, tr'_end, N'_launched, N'_recommended, N'_followed, P'_followed, P'_dueto$.
- for each c_n :
 - $tr'_start \rightsquigarrow tr_startn$ which is equal to the timestamp for the first statement within gl_n
 - $tr'_end \rightsquigarrow tr_endn$ which is equal to the timestamp for the last statement within gl_n .
 - $N'_launched \rightsquigarrow N_launchedn$ which is equal to the current count of launched statements within the nth time grouping aka cl_n .
 - $N'_recommended \rightsquigarrow N_recommendedn$ which is equal to the current count of recommended statements within the nth time grouping aka cr_n .
 - $N'_followed \rightsquigarrow N_followedn$ which is equal to the current count of recommended statements within the nth time grouping aka cf_n .
 - $P'_followed \rightsquigarrow P_followedn$ which is equal to the result of dividing cf_n by cr_n .
 - $P'_dueto \rightsquigarrow P_dueton$ which is equal to the result of dividing cf_n by cl_n .

16.6.5 Sequence of Operations

ProcessFollowedRecommendations $\hat{=}$

OrderStatements ; *GroupByTime* ; *OnlyRecommendedLaunches* ;

GetCounts ; *CombineSequences*

- The schema *ProcessFollowedRecommendations* defines the order of operations for the steps within the *FollowedRecommendations* algorithm.

16.6.6 Return

<i>ReturnFollowedRecommendations</i>	_____
Ξ <i>FollowedRecommendations</i>	
<i>ProcessFollowedRecommendations</i>	
<i>combined!</i> : seq	
<i>combined!</i> = <i>combined'</i>	

- The schema *ReturnFollowedRecommendations* describes the return value of the system defined by the schema *FollowedRecommendations*
- The return value *combined!* is the variable *combined'* defined within the schema *CombineSequences*

16.7 Pseudocode

Algorithm 4: Followed Recommendations

Input: $S_{recommended}$, $S_{launched}$ *timeUnit*
Result: *combined'*
 $ordered'_L \leftarrow orderByTimestamp(S_{launched});$
 $ordered'_R \leftarrow orderByTimestamp(S_{recommended});$
 $t'_{start} \leftarrow convert((head\ ordered'_L).timestamp);$
 $grouped'_{launched} \leftarrow groupByTimeUnit(ordered'_L, t'_{start}, 0, timeUnit);$
 $grouped'_{recommended} \leftarrow$
 $\quad groupByTimeUnit(ordered'_R, t'_{start}, 0, timeUnit);$
 $grouped'_{followed} \leftarrow [];$
foreach G **in** $grouped'_{launched}$ **do**
 $\quad curGrouping \leftarrow [];$
 \quad **foreach** G_n **in** G **do**
 $\quad\quad$ **if** $G_n.context.statement \neq nil$ **then**
 $\quad\quad\quad$ **do**
 $\quad\quad\quad\quad curGrouping' \leftarrow curGrouping \cap G_n;$
 $\quad\quad\quad\quad$ **recur** $curGrouping'$
 $\quad\quad$ **else**
 $\quad\quad\quad$ **recur** $curGrouping'$
 $\quad\quad$ **end**
 \quad **end**
 $\quad grouped'_{followed} \leftarrow grouped'_{followed} \cap curGrouping';$
 \quad **recur** $grouped'_{followed}$
end
 $C_{launched} \leftarrow \mathbf{map\ count}() \text{ grouped'_{launched}};$
 $C_{recommended} \leftarrow \mathbf{map\ count}() \text{ grouped'_{recommended}};$
 $C_{followed} \leftarrow \mathbf{map\ count}() \text{ grouped'_{followed}};$
 $combined \leftarrow [];$
for $i \leftarrow 0$ **to** $count(C_{launched})$ **by** 1 **do**
 $\quad tr_{starti} \leftarrow (first(nth(grouped'_{launched}, i))).timestamp;$
 $\quad tr_{endi} \leftarrow (last(nth(grouped'_{launched}, i))).timestamp;$
 $\quad N_{Li} \leftarrow nth(C_{launched}, i);$
 $\quad N_{Ri} \leftarrow nth(C_{recommended}, i);$
 $\quad N_{Fi} \leftarrow nth(C_{followed}, i);$
 $\quad P_{Fi} \leftarrow N_{Fi} \div N_{Ri};$
 $\quad P_{dueto_i} \leftarrow N_{Fi} \div N_{Li};$
 $\quad subVec_i \leftarrow [tr_{starti}, tr_{endi}, N_{Li}, N_{Ri}, N_{Fi}, P_{Fi}, P_{dueto_i}];$
 $\quad combined' \leftarrow combined \cap subVec_i$
end
return $combined'$

- $\mathbf{map\ count}() \text{ grouped}'_{...}$ means apply the function $\mathbf{count}()$ to every sequence within the sequence $grouped'_{...}$ and put all results into a single array.

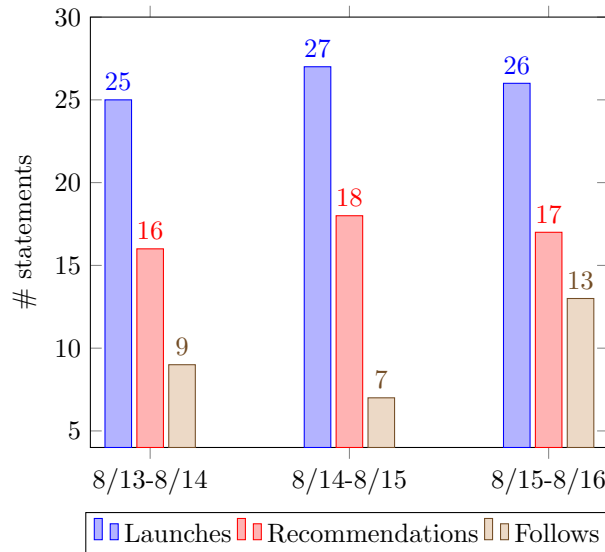
16.8 JSON Schema

```
{ "type": "array",  
  "items": { "type": "array",  
    "items": [ { "type": "string" }, { "type": "string" },  
               { "type": "number" }, { "type": "number" },  
               { "type": "number" }, { "type": "number" },  
               { "type": "number" } ] ] }
```

16.9 Visualization Description

The **Followed Recommendations** visualization can be a bar chart where the domain is time ranges and the range is a number representing the total count of statements recorded. For each time range, there will be three groups: 1) the number of launched statements 2) the number of recommended statements 3) the number of launches which are due to recommendations. Above each grouping or on hover, summary statistics can be displayed which describe the percentage of launches due to recommendations and the percentage of recommendations which were followed.

16.10 Visualization prototype



- The percentages described in section 5.9 are not displayed here.

16.11 Prototype Improvement Suggestions

Additional features may be implemented on top of this base specification but they would require adding additional values to each subarray returned by the

algorithm. These additional values can be retrieved via (1) performing metadata lookup within or independently of the algorithm (2) by utilizing additional xAPI statement parameters and/or (3) by performing additional computations. The following examples assume the metadata is contained within each statement available to the algorithm.

- populate a tooltip with the most popular launched, recommended and followed activity.
- populate a tooltip with the number of actors associated with the launches and follows.
- populate a tooltip with the actor who most often and the actor who least often follows recommendations.

Appendix A: Visualization Exemplars

Appendix A includes a typology of data visualizations which may be supported within DAVE workbooks. These visualizations can either be one to one or one to many in regards to the algorithms defined within this document. Future iterations of this document will increasingly include these typologies within the domain-question template exemplars.

Line Charts

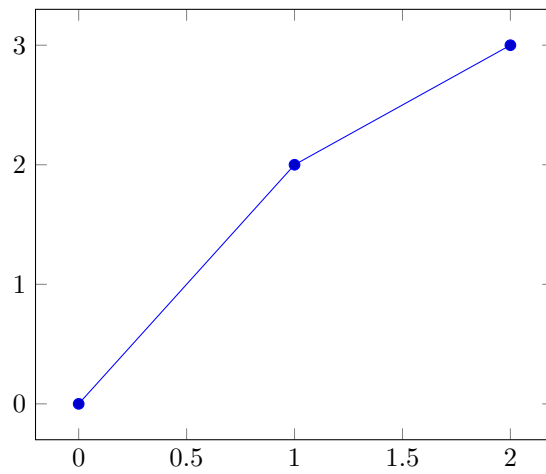


Figure 1: Line Chart

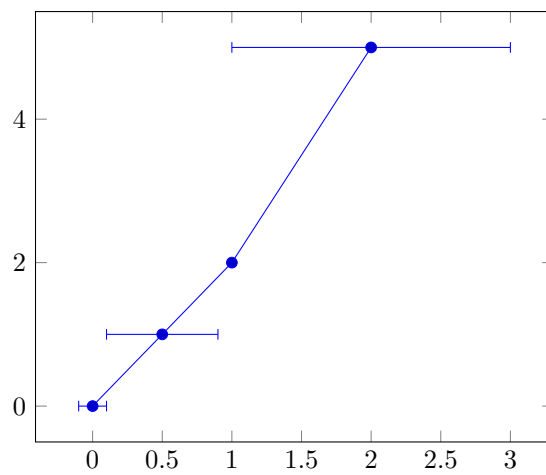


Figure 2: Line Chart with Error

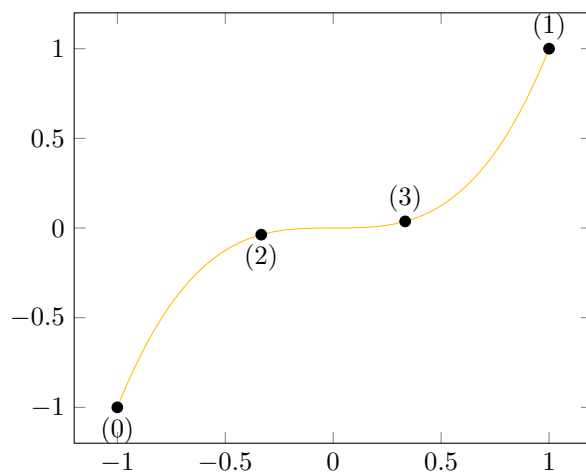


Figure 3: Spline Chart

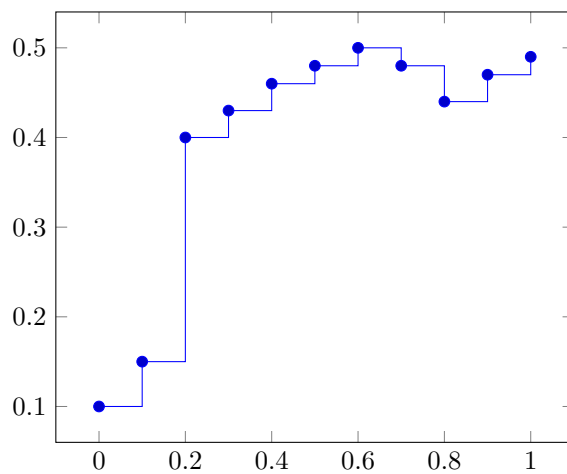


Figure 4: Quiver Chart

Grouping Charts

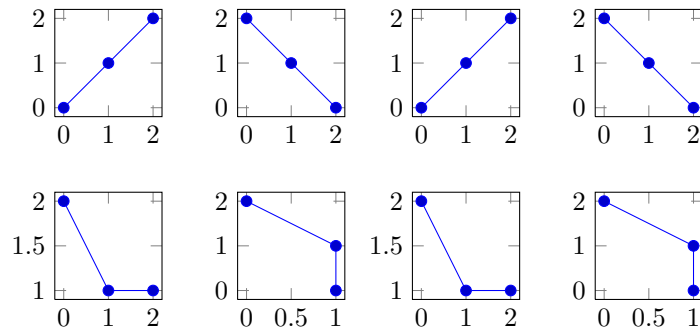


Figure 5: Grouped Line Charts

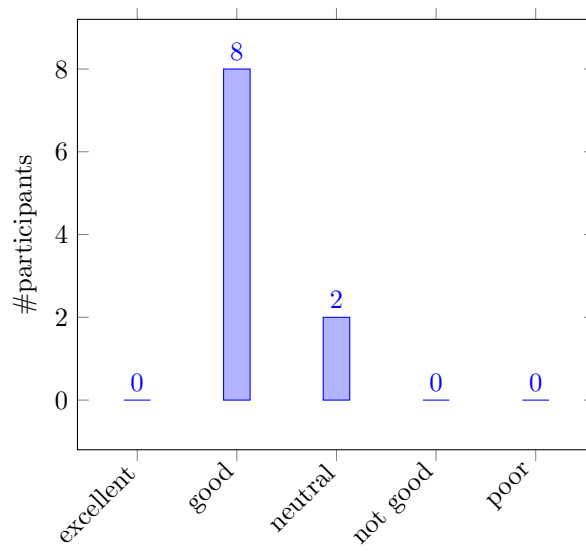


Figure 6: Histogram

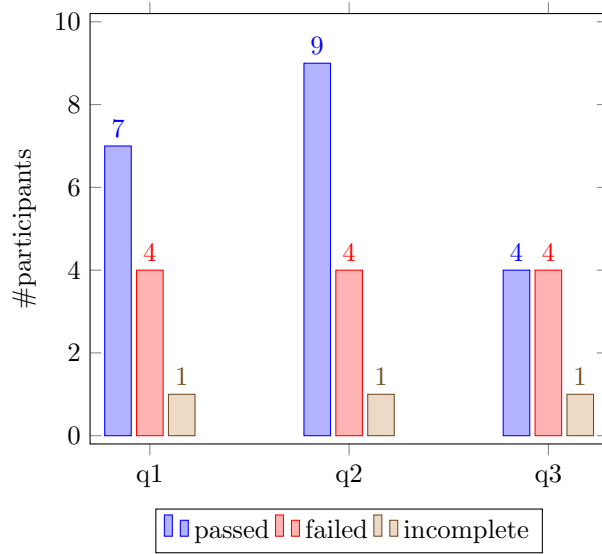


Figure 7: Bar Chart

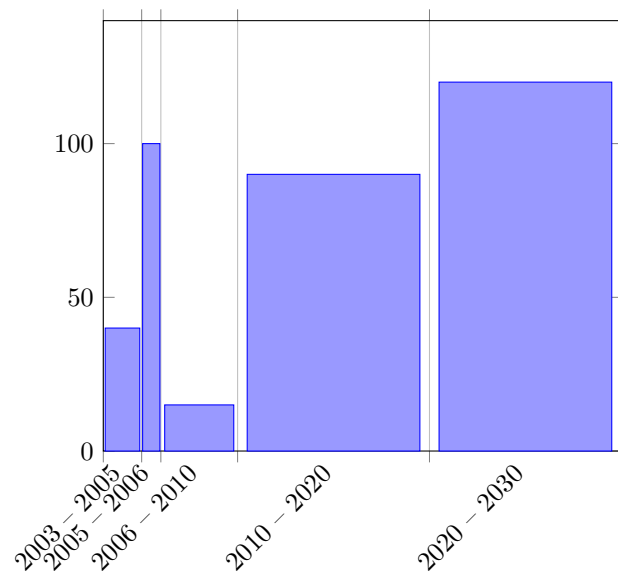


Figure 8: Bar Chart Grouped by Time Range

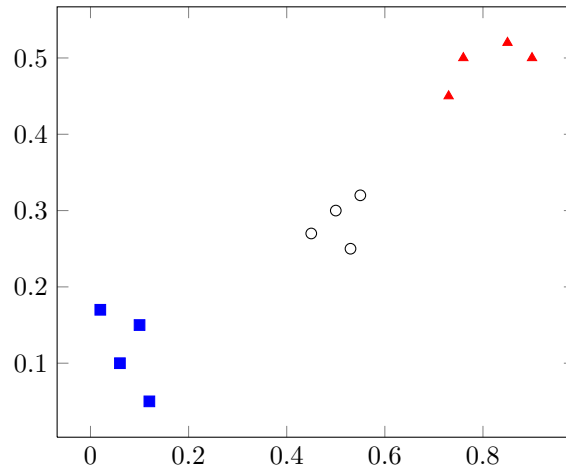


Figure 9: Scatter Plot

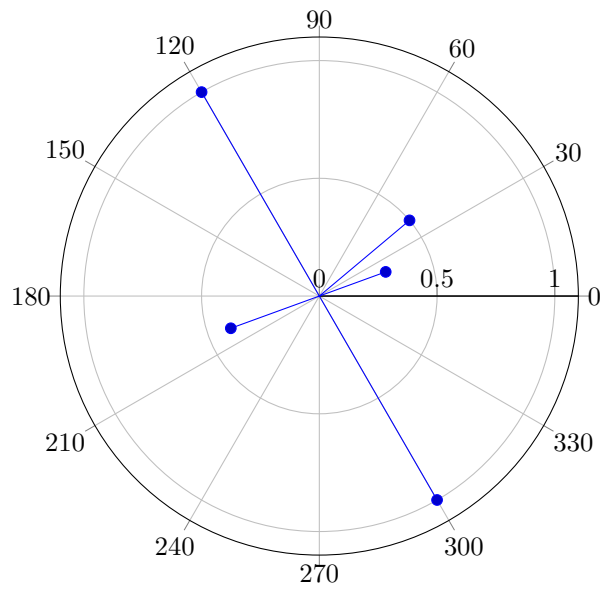


Figure 10: Polar Chart

Specialized Charts

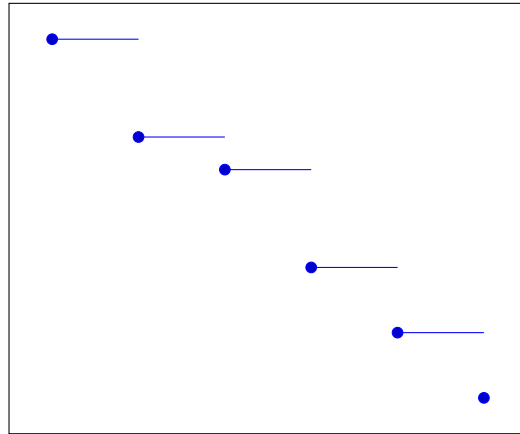


Figure 11: Gantt Chart

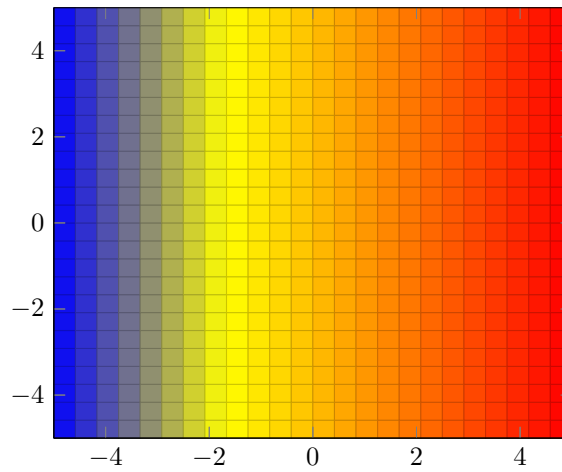


Figure 12: Heat Map

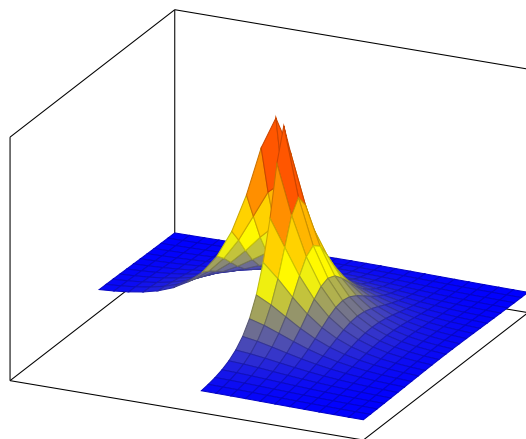


Figure 13: 3D Plot

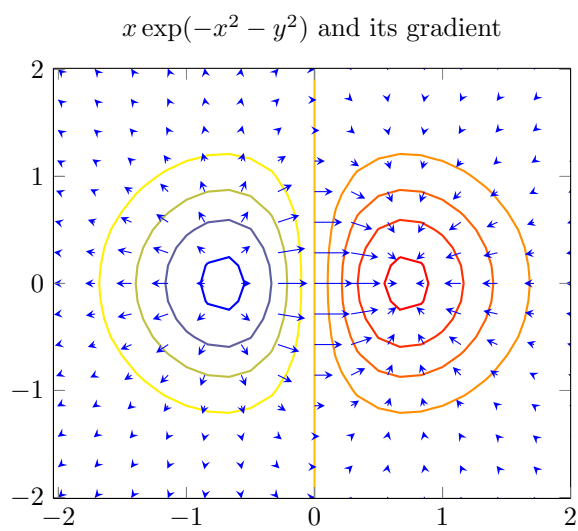


Figure 14: Gradient Plot