Introduction

some stand in intro text

1 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.

1.1 Basic Types

 $IFI ::= mbox \mid mbox_sha1sum \mid openid \mid account$

• Type unique to Agents and Groups, The concrete definition of the listed values is outside the scope of this specification

 $OBJECTTYPE := Agent \mid Group \mid SubStatement \mid StatementRef \mid Activity$

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 interaction Types as defined within the xAPI specification

 $INTERACTIONCOMPONENT ::= choices \mid scale \mid source \mid target \mid steps$

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

 $CONTEXTTYPES ::= parent \mid grouping \mid category \mid other$

• 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

1.2 Id Schema

```
Id = id : \mathbb{F}_1 \# 1
```

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

1.3 Schemas for Agents, Groups and Actors

```
\begin{array}{c} Agent \\ agent : AGENT \\ objectType : OBJECTTYPE \\ name : \mathbb{F}_1 \# 1 \\ ifi : IFI \\ \\ objectType = Agent \\ agent = \{ifi\} \cup \mathbb{P}\{name, objectType\} \end{array}
```

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

```
Member \_\_\_\_
Agent
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

```
Group = Group = Group : GROUP \\ objectType : OBJECTTYPE \\ if i : IFI \\ name : \mathbb{F}_1 \# 1 \\ \hline objectType = Group \\ group = \{objectType, name, member\} \lor \{objectType, member\} \lor \\ \{objectType, if i\} \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 optionaly *name* or *objectType* and *ifi* with optionally *name* and/or *member*

```
Actor \_\_\_\_
Agent
Group
actor : AGENT \lor GROUP
actor = agent \lor group
```

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

1.4 Verb Schema

```
 \begin{array}{c} \_Verb \_ \\ Id \\ display, verb : \mathbb{F}_1 \\ \hline \\ verb = \{id, display\} \lor \{id\} \end{array}
```

• 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*

1.5 Object Schema

```
Extensions \\ = extensions, extensionVal : \mathbb{F}_1 \\ extensionId : \mathbb{F}_1 \#1 \\ \hline extensionS = \{e : (extensionId, extensionVal) \mid \forall e_n : e_i..e_j \bullet i \leq n \leq j \bullet \\ (extensionId_i, extensionVal_i) \lor (extensionId_i, extensionVal_j) \land \\ (extensionId_j, extensionVal_i) \lor (extensionId_j, extensionVal_j) \land \\ 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 *extensionId*s can have the same *extensionVal* but there can not be two identical *extensionId* values
- extension Id is a non-empty, finite set with one value
- \bullet extensionVal is a non-empty, finite set

```
\label{eq:linear_constraint} $\_InteractionActivity $\_\_interactionType: INTERACTIONTYPE$$ correctResponsePattern: seq_1 $ interactionComponent: INTERACTIONCOMPONENT$$ interactionActivity = \{interactionType, correctReponsePattern, interactionComponent\} $$ \{interactionType, correctResponsePattern\}$$
```

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

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

```
Object
Id
Definition \\
Agent
Group
Statement
objectTypeA, objectTypeS, objectTypeSub, objectType:OBJECTTYPE
substatement: STATEMENT \\
object: \mathbb{F}_1
substatement = statement \\
objectTypeA = Activity
objectTypeS = StatementRef
objectTypeSub = SubStatement
objectType = objectTypeA \lor objectTypeS
object = \{id\} \lor \{id, objectType\} \lor \{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

1.6 Result Schema

```
Score = Score : \mathbb{F}_1
scaled, min, max, raw : \mathbb{Z}
scaled = \{n : \mathbb{Z} \mid -1.0 \le n \le 1.0\}
min = n < max
max = n > min
raw = \{n : \mathbb{Z} \mid min \le n \le 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*

• The schema Result introduces the component result which is the nonempty power set of score, success, completion, response, duration and extensions

1.7 Context Schema

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

```
Team
Group
team: GROUP
team = group
```

• The schema Team introduces the component team which is a group

```
Context_{-}
Instructor
Team
Object
Extensions \\
registration, revision, platform, language : \mathbb{F}_1 \# 1
parentT, groupingT, categoryT, otherT: CONTEXTTYPES
contextActivities, statement: \mathbb{F}_1
statement = object \setminus (id, objectType, agent, group, definition)
parentT = parent
qroupingT = qrouping
categoryT = category
otherT = other
contextActivity = \{ca: object \setminus (agent, group, objectType, objectTypeSub, substatement)\}
contextActivityParent = (parentT, contextActivity)
contextActivityCategory = (categoryT, contextActivity)
contextActivityGrouping = (groupingT, contextActivity)
contextActivityOther = (otherT, contextActivity)
contextActivities = \mathbb{P}_1\{contextActivityParent, contextActivityCategory,
                        contextActivityGrouping, contextActivityOther\}
context = \mathbb{P}_1\{registration, instructor, team, contextActivities, revision, \}
              platform, language, statement, extensions}
```

- 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 $object \setminus agent$ represents the component object except for its subcomponent agent

1.8 Timestamp and Stored Schema

```
Timestamp \\ timestamp : \mathbb{F}_1 \# 1 Stored \\ stored : \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

1.9 Attachements Schema

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

1.10 Statement and Statements Schema

```
Statement \\ Id \\ Actor \\ Verb \\ Object \\ Result \\ Context \\ Timestamp \\ Stored \\ Attachements \\ statement : STATEMENT \\ \\ statement = \{actor, verb, object, stored\} \cup \\ \mathbb{P}\{\mathrm{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

```
Statements \\ IsoToUnix \\ statements : \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.

Appendex A: Visualization Exemplars

Appendex 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

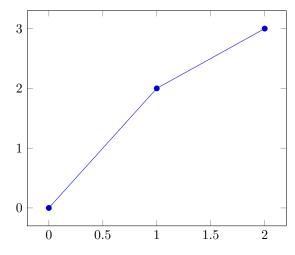


Figure 1: Line Chart

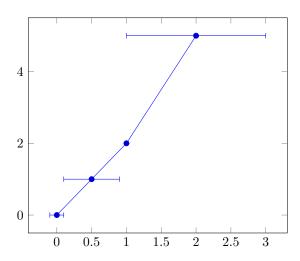


Figure 2: Line Chart with Error

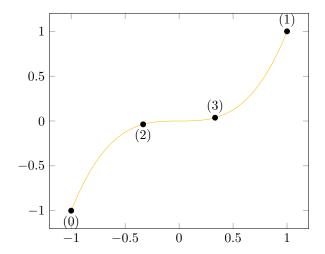


Figure 3: Spline Chart



Figure 4: Quiver Chart

Grouping Charts

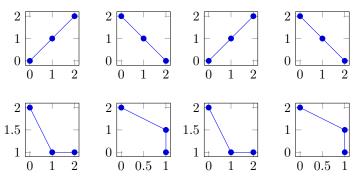


Figure 5: Grouped Line Charts

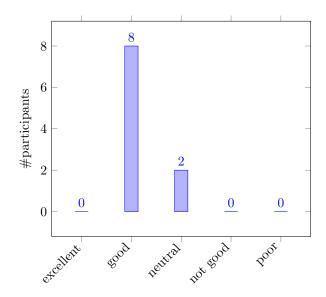


Figure 6: Histogram

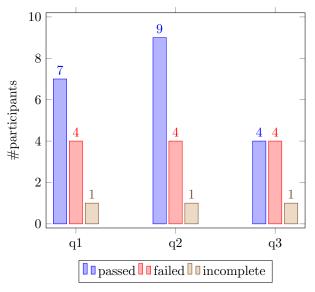


Figure 7: Bar Chart

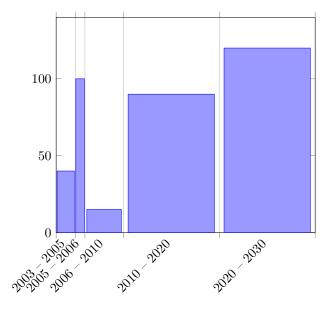


Figure 8: Bar Chart Grouped by Time Range

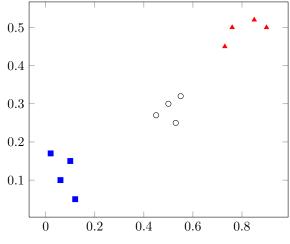


Figure 9: Scatter Plot

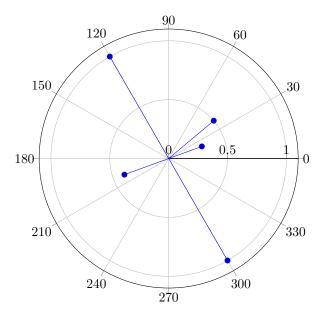


Figure 10: Polar Chart

Specialized Charts

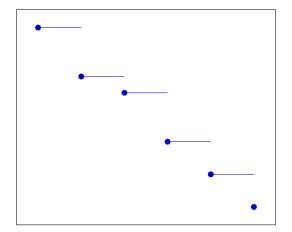


Figure 11: Gantt Chart

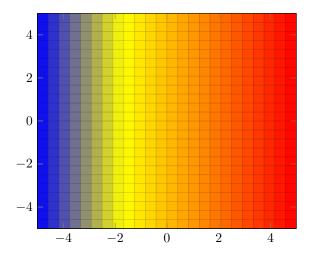


Figure 12: Heat Map

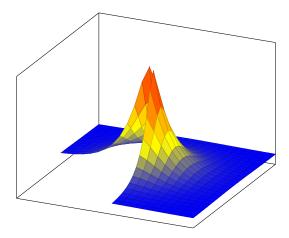
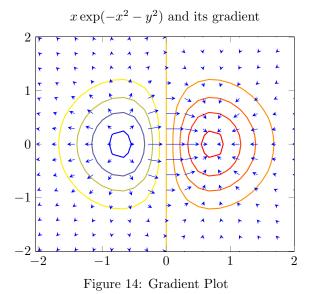


Figure 13: 3D Plot



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