# 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 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

 $IFI ::= MBOX \mid MBOX\_SHA1SUM \mid OPENID \mid ACCOUNT$ 

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

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

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

 $INTERACTIONTYPE ::= true-false \mid choice \mid fill-in \mid long-fill-in \mid matching \mid performance \mid sequencing \mid likert \mid numeric \mid other$ 

• A type which represents the possible interaction Types as defined within the xAPI specification

 $INTERACTION COMPONENT ::= CHOICES \,|\, SCALE \,|\, SOURCE \,|\, TARGET \,|\, STEPS$ 

- $\bullet$  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

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

• 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

```
 \overbrace{id:\mathbb{F}_1\,\#1}^{Id}
```

• 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 = \\ Member \\ group: GROUP \\ objectType: OBJECTTYPE \\ if i: IFI \\ name: \mathbb{F}_1 \# 1 \\ \\ objectType = Group \\ group = \{objectType, name, member\} \lor \{objectType, member\} \lor \\ \{objectType, if i\} \cup \mathbb{P}\{name, member\} \\ \\ \end{cases}
```

• 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* 

```
Actor \underline{\hspace{1cm}}
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

```
Verb \_ Id \\ display, verb : \mathbb{F}_1 \\ verb = \{id, display\} \lor \{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* 

#### 1.5 Object Schema

- 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

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

```
\begin{tabular}{l} \hline Definition $\_$ \\ \hline Interaction Activity \\ Extensions \\ definition, name, description : $\mathbb{F}_1$ \\ type, more Info : $\mathbb{F}_1$ #1 \\ \hline \\ definition = $\mathbb{P}_1$ {name, description, type, more Info, extensions, interaction Activity} \end{tabular}
```

• 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 \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

• 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
groupingT = grouping
categoryT = category
other T=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 nonempty powerset of registration, instructor, team, contextActivities, revision, platform, language, statement and extensions
- $\bullet$  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 Attachments Schema

```
Attachments \_ \\ display, description, attachment, attachments : \mathbb{F}_1 \\ usageType, sha2, fileUrl, contexntType : \mathbb{F}_1 \# 1 \\ length : \mathbb{N} \\ \\ attachment = \{usageType, display, contentType, length, sha2\} \cup \mathbb{P}\{description, fileUrl\} \\ attachments = \{a : attachment\}
```

- The schema *Attachments* introduces the component *attachments* which is a non-empty, finite set of the component *attachment*
- 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
Attachments
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*
- $\bullet\,$  The schema Statement allows for subcomponent of statement to refrenced via the . (selection) operator

```
Statements \\ IsoToUnix \\ statements : \mathbb{F}_1 statements = \{s : statement | \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.