



Idea flow (single context):

For example, we have input:

- Learner: L1
- Target: SFIA skill = ARCH (level 3)
- Assessment attempts: 3 attempts

The raw results of those assessments:

Attempt k	Score S_k	Time
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1	0.65	Long
2	0.75	Reasonable
3	0.80	Reasonable

From here, exponential attempt weighting, assuming we decide that $\lambda = 0.9$, we get:

Attempt	Calculation	Weight
1	$e^{-1(3-1)}$	0.13
2	$e^{-1(3-2)}$	0.37
3	$e^{-1(3-3)}$	1

Weighted score:

$$s = \frac{(0.13)(0.65) + (0.37)(0.75) + (1.00)(0.80)}{1.50} \approx 0.77$$

Next, for mastery confidence, assume that the threshold for level 4 is 0.75 ($\theta_4 = 0.75$) and

$\beta_4 = 8$, then we get:

$$M_{u,s,l} = \frac{1}{1 + e^{-8(0.77-0.75)}} \approx 0.54$$

On top of this, if we have high engagement (0.8) and acceptable learning speed (0.7), we have

$C = \{0.54, 0.8, 0.7\}$, and based on the rule's importance:

- Skill gap rule ($M_{u,s,l} = 0.54$ and engagement = 0.8 | $W_1 = 0.7$):

$$s_1 = 0.54 \times 0.8 \times 0.7 \approx 0.30$$

- Prerequisite rule ($M_{u,s,l} = 0.54$ and mastery relevant = 0.8 | $W_2 = 0.85$):

$$s_2 = 0.54 \times 0.8 \times 0.85 \approx 0.37$$

- Engagement speed rule (engagement = 0.8 | learning speed = 0.7 | $W_1 = 0.1$):

$$s_3 = 0.8 \times 0.7 \times 0.1 \approx 0.06$$

Hence, $S_{module} = 0.30 + 0.37 + 0.06 = 0.73$.

We can compare the score is lower / standard / higher than other modules to check whether the module is recommended or not.

Based on this idea, the entire rule-based pipeline pseudocode should be like this:

INPUT:

- Learner u
- Assessment attempts per skill-level
- Learning activity logs
- Rule set R
- Module set M

FOR each skill s and level l :

 Compute attempt weights:

$w_k = \exp(-\lambda (N - k))$

 Compute weighted score:

$s_{\text{hat}} = \text{sum}(w_k * s_k) / \text{sum}(w_k)$

 Compute mastery confidence:

$M[u, s, l] = 1 / (1 + \exp(-\beta_l (s_{\text{hat}} - \theta_l)))$

FOR each rule r in R :

 Extract rule conditions:

$C_i \leftarrow \text{normalize}(\text{relevant learner signals})$

 Compute rule activation:

$A_r = \text{product}(C_i)$

 Apply rule weight:

$S_r = A_r * W_r$

FOR each module m in M :

 Aggregate rule scores:

$S_m = \text{sum}(S_r \text{ for all } r \text{ recommending } m)$

 Apply hard constraints:

 Remove m if prerequisites not met or time infeasible

SELECT:

$m^* = \text{module with highest } S_m$

OUTPUT:

- Recommended module list (ranked)
- Explanation = contributing rules + signals