

# Using Item Response Theory to Refine Knowledge Tracing

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## ABSTRACT

Previous work on knowledge tracing has fit parameters per skill (ignoring differences between students), per student (ignoring differences between skills), or independently for each <student, skill> pair (risking sparse training data and overfitting, and under-generalizing by ignoring overlap of students or skills across pairs). To address these limitations, we first use a higher order Item Response Theory (IRT) model that approximates students' initial knowledge as their one-dimensional (or low-dimensional) overall proficiency, and combines it with the estimated difficulty and discrimination of each skill to estimate the probability *knew* of knowing a skill before practicing it. We then fit skill-specific knowledge tracing probabilities for *learn*, *guess*, and *slip*. Using synthetic data, we show that Markov Chain Monte Carlo (MCMC) can recover the parameters of this Higher-Order Knowledge Tracing (HO-KT) model. Using real data, we show that HO-KT predicts performance in an algebra tutors significantly better than fitting knowledge tracing parameters per student or per skill.

## Keywords

Knowledge tracing, Item Response Theory, higher order models

## 1. Introduction

Traditional knowledge tracing (KT) [1] estimates the probability that a student knows a skill by observing attempted steps that require it, and applying a model with four parameters for each skill, assumed to be the same for all students: the probabilities *knew* of knowing the skill before practicing it, *learn* of acquiring the skill from one attempt, *guess* of succeeding at the attempt without knowing the skill, and *slip* of failing despite knowing the skill. Prior work shows that fitting such parameters for individual students can improve the model's accuracy in predicting student performance [2] or reduce unnecessary practice [3]. Such per-student parameters, however, ignore differences between skills. Fitting KT parameters separately instead for each <student, skill> pair risks sparse training data and overfitting, and under-generalizes by ignoring overlap of students or skills across pairs.

Item Response Theory (IRT) [4, 5] predicts a student's performance on an item based on the difficulty and discrimination of the skill(s) the item requires, and a one- (or low-) dimensional static estimate of the student's overall proficiency. Prior work adapted IRT to estimate the static probability of knowing a given skill [6], or dynamic changes in overall proficiency [7]. Here we *dynamically* estimate *individual skills* required in observed steps.

## 2. Approach

IRT's 2-Parameter Logistic model [4] estimates the probability *knew<sub>nj</sub>* of student *n* already knowing skill *j* as a logistic function of student proficiency  $\theta_n$ , skill discrimination  $a_j$ , and difficulty  $b_j$ :

$$knew_{nj} = \frac{1}{1 + \exp(-1.7a_j(\theta_n - b_j))}$$

Deriving *knew<sub>nj</sub>* instead of fitting it separately makes it a higher order model. We then fit each skill's KT parameters *learn<sub>j</sub>*, *guess<sub>j</sub>*, and *slip<sub>j</sub>*. Figure 1 shows this hybrid Higher Order Knowledge Tracing (HO-KT) model's graphical representation. The observable state  $Y^{(t)}$  tells if a skill is applied correctly at time *t*. The latent state  $K^{(t)}$  models knowing it at time *t*,  $\Pr(K^{(0)}) = knew$ .

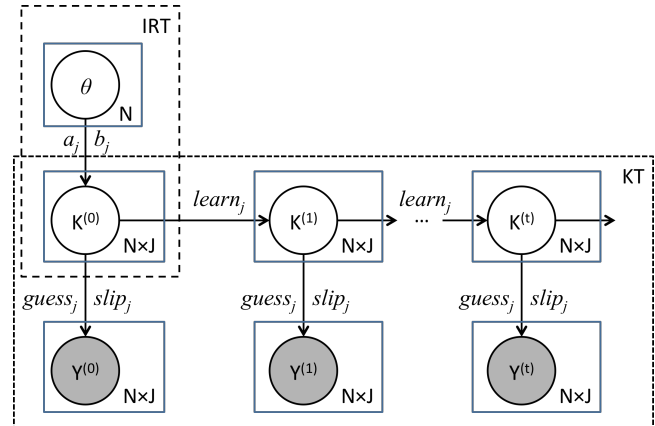


Figure 1. Graphical representation of Higher-Order Knowledge Tracing (HO-KT) model

For Markov Chain Monte Carlo (MCMC) estimation of HO-KT's parameters, we specify their prior distributions as follows:

$$\theta_n \sim Normal(0,1)$$

$$b_j \sim Normal(0,1)$$

$$a_j \sim Uniform(0,2.5)$$

$$learn_j \sim Beta(1,1)$$

$$guess_j \sim Uniform(0,0.4)$$

$$slip_j \sim Uniform(0,0.4)$$

Given observations  $\mathbf{Y}$ , MCMC finds vectors  $\theta$ ,  $\mathbf{a}$ ,  $\mathbf{b}$ ,  $\mathbf{l}$  (*learn*),  $\mathbf{g}$  (*guess*), and  $\mathbf{s}$  (*slip*) with maximum posterior probability, namely:

$$P(\theta, \mathbf{a}, \mathbf{b}, \mathbf{l}, \mathbf{g}, \mathbf{s} | \mathbf{Y}) \propto L(\mathbf{Y} | \mathbf{g}, \mathbf{s}, \mathbf{K}) P(\mathbf{K}^{(0)} | \theta, \mathbf{a}, \mathbf{b}) \times$$

$$\prod_{t=1}^T P(\mathbf{K}^{(t)} | \mathbf{K}^{(t-1)}, \mathbf{l}) P(\theta) P(\mathbf{a}) P(\mathbf{b}) P(\mathbf{l}) P(\mathbf{g}) P(\mathbf{s})$$

HO-KT fits parameters to all data so far, in contrast to using IRT to fit  $\theta$ ,  $\mathbf{a}$ , and  $\mathbf{b}$  to early data and KT to fit  $\mathbf{l}$ ,  $\mathbf{g}$ , and  $\mathbf{s}$  to later data.

### 3. Experiment

We first generated synthetic data with  $N=100$  students, each of whom practices  $J=4$  skills required in a series of  $T=100$  steps. We used OpenBUGS [8] to implement MCMC estimation for HO-KT in the BUGS language. We simultaneously ran the model in 5 chains for 10,000 iterations with a burn-in of 3000, each chain starting from randomly generated initial values, and considered MCMC to converge when all 5 chains overlapped in OpenBUGS' monitor window. Table 1 shows how well the estimated value of *learn* for each simulated skill recovered its true value; estimates of other parameters were similarly accurate but omitted here for lack of space. Moreover, MCMC correctly recovered 99.4% of the simulated students' 10,000 hidden binary knowledge states.

**Table 1. Estimation of *learn* in synthetic data**

Skill $j$	<i>learn</i>	Estimate (95% C.I.)	s.d.	MC error
1	0.8	0.81 (0.48, 0.99)	0.13	0.006599
2	0.6	0.60 (0.52, 0.70)	0.05	0.002132
3	0.5	0.57 (0.38, 0.84)	0.11	0.005432
4	0.3	0.29 (0.25, 0.33)	0.02	7.79E-04

We then evaluated HO-KT on real data from the Algebra Cognitive Tutor® [9], containing a total number of 41,762 observations from 123 students performing 157 problem steps. Our model assumed each problem step required a single skill. We split the data evenly into training and test sets with no overlapping <student, skill> pairs. We limited the observed sequence length of each student to  $T=100$ , and still ran 5 chains starting from random initial values for 10,000 iterations with a burn-in of 3000.

For comparison, we also used BNT-SM [10] to fit knowledge tracing parameters per skill and per student to the algebra data. The data are unbalanced (85.10% are correct steps), so we also computed within-class and majority class accuracy. Table 2 compares the models' prediction accuracy and log-likelihood on the unseen test data. HO-KT is significantly higher in overall accuracy than KT per skill and per student, with  $p<.0001$  in paired T-tests comparing HO-KT to the two KT models for each of 123 students. HO-KT also achieves the best log-likelihood.

**Table 2. Evaluation on real data from algebra tutor**

Model:	Accuracy			Log-likelihood
	Overall	Correct	Incorrect	
HO-KT	<b>87.13%</b>	97.76%	26.43%	<b>-5442.50</b>
KT per skill	85.92%	96.19%	27.28%	-5216.23
KT per student	85.15%	99.99%	0.92%	-5102.15
Majority class	85.10%	100.00%	0.00%	--

### 4. Discussion

HO-KT uses IRT to estimate students' initial knowledge of a skill based on its difficulty and discrimination and their overall proficiency, and KT to model learning over time. It outperforms per-student or per-skill KT by combining information about both. HO-KT estimates every probability  $Knew(\text{student}, \text{skill})$  without requiring training data for every <student, skill> pair, because it can estimate student proficiency based on other skills, and skill difficulty and discrimination based on other students.

Future work should compare HO-KT to other methods and on data from other tutors. We should also test if  $k$ -dimensional student proficiency captures enough additional variance to justify fitting  $k$  times as many parameters. Finally, extending HO-KT to

trace multiple subskills should use considerably fewer parameters than prior methods [11, 12], thanks to combining IRT and KT.

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