

# Probing student understanding

(Using Lisp, of course)

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# Algorithms & Data Structures

(syllabus)

- big O notation, recurrence relations
- random access machine, higher-order functions
- canon:
  - lists, vectors, linear collections;
  - sorting and searching;
  - string-matching, edit distance;
  - trees, DAGs, graphs;
  - spanning trees, path-finding;
  - (etc.)

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## Personal constraint:

- don't want to award a pass to students who don't know anything

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  - ... ideally while allowing most of them to enjoy their time.

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## Vocational

- test-driven development
- implementing or using interfaces
- managing code using version control (with merges)
- practice and craft of programming

# Learning Management Systems

Support from LMS (Virtual Learning Environment): Moodle

- multiple-choice questions (including multiple right answers)
- short-answer (numeric) questions

# GIFT

Text-based format for multiple-choice questions:

```
$$$19x^2+5x+6$$$ can be described as being in {  
  ~%33.3333%$$0(x^2)$$  
  ~%33.3333%$$\Omega(x^2)$$  
  ~%-100%$$o(x^2)$$ # little-o means "grows much slower than"  
  ~%33.3333%$$\Theta(x^2)$$  
  ~%-100%none of the other answers  
}
```

- hand-editing
- emacs mode: <http://github.com/csrhodes/gift-mode>

Problem:

- need **lots** of questions (must not be able to learn questions, as opposed to learn material)



# Autogenerate

Write a code interpretation problem:

- pretty print the code
- compute the right answer (by evaluating the code)
- compute likely wrong answers
  - think about what students know
  - think about how students guess
  - interpret modified code integrating student mistakes
  - give students feedback about what they don't understand

Generate hundreds of variants for each problem:

- different values
- different statement orders

## Obligatory lisp slide

```
(defun make-break-continue-for-form ()  
  (let* ((asc (= (random 2) 0))  
         (comps (if asc '(< leq) '(> geq)))  
         (start (* (maybe-sign) (random 10)))  
         (diff (+ (random 10) (random 10) 1))  
         (end (if asc (+ start diff) (- start diff))))  
    `(progn  
      ,(make-form 'setq 'x)  
      (for (,start ,(elt comps (random 2)) i  
           ,(elt comps (random 2)) ,end)  
        (progn  
          (incf x 1)  
          ,(if (= (random 2) 0) `(break) `(continue))  
          (incf x 1)))  
      (return x))))
```

## Obligatory second lisp slide

```
(defun return-break-continue-for (n)
  (dotimes (i n)
    (let* ((form (make-break-continue-for-form))
           (answer (interpret-form form))
           (other (interpret-form (sublis '((break . continue)
                                           (continue . break) form)))
                  (interpret-form (sublis '((break . progn)
                                           (continue . progn) form)))))
      (insert (format " ::R.%s:" (make-name form)))
      (insert "What is the return value from the following block of pseudocode?
You may assume that the value for all variables before the start of this block
")
      (dolist (x (format-form form))
        (insert (format "&nbsp;&nbsp;&nbsp;%s<br/>\n"
                        (replace-regexp-in-string " " "&nbsp;" x))))
      (insert (format "{#\n
=%%100%%\n
~%%0%%\n#have you mixed up break and continue?\n
=%%0%%\n#are both increments executed?\n
}\n\n" answer other neither))))))
```

# Questions

What is the return value of this block of code? You may assume that the value of all variables before the start of this block is 0.

```
x ← 8
for 4 ≤ i < 16 do
  x ← x + 1
  break
  x ← x + 1
end for
return x
```

## Questions

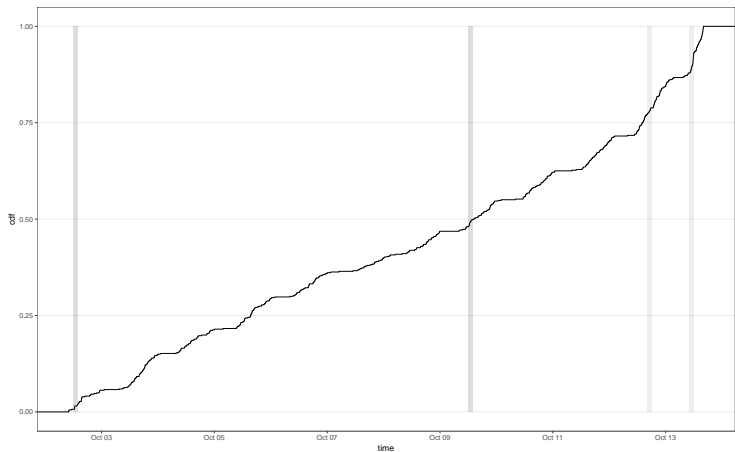
What code fragment should replace Z for function A to return the difference between a and b? You may assume that the initial arguments to the function A are positive integers and that  $b \leq a$ .

```
function A(a,b)
  if a = b then
    return 0
  else
    return Z + 1
  end if
end function
```

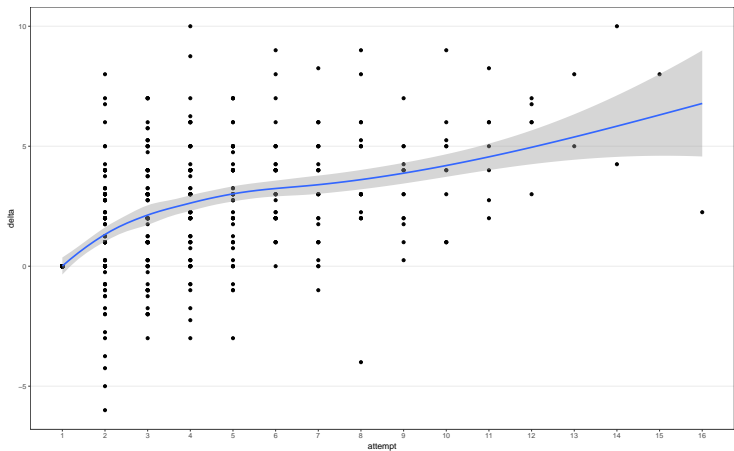
- A(a, b + 1)
- A(a, b - 1)
- A(a - 1, b - 1)
- A(a - 1, b + 1)
- A(a + 1, b - 1)
- A(a + 1, b + 1)
- A(a - b, b)
- none of the other answers



# Quiz attempts



# Quiz improvements



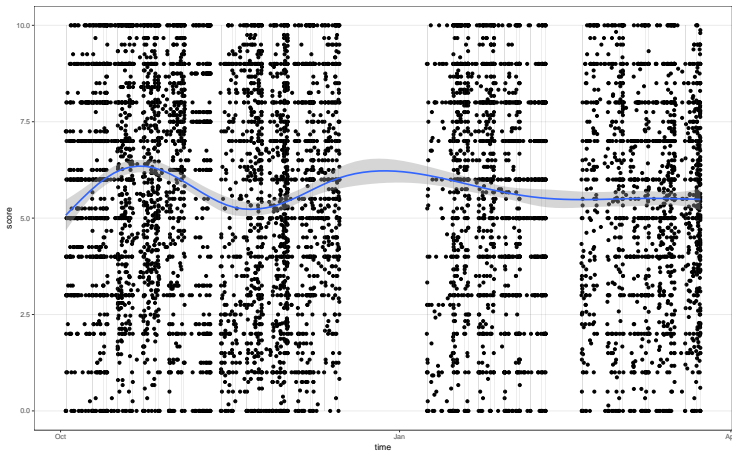


# Student activity

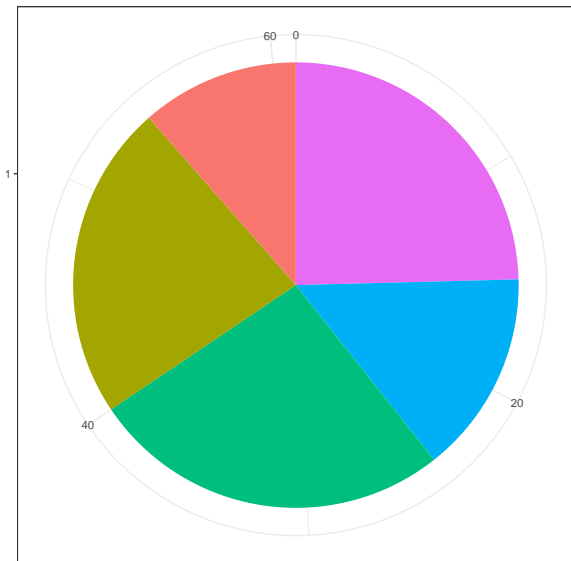
16 quizzes through the year:

- each quiz has 10 questions
  - attempting to probe different atoms of understanding
- around 7000 quiz attempts
- students rarely see the same question twice
- each student has received ~600 pieces of feedback from quizzes

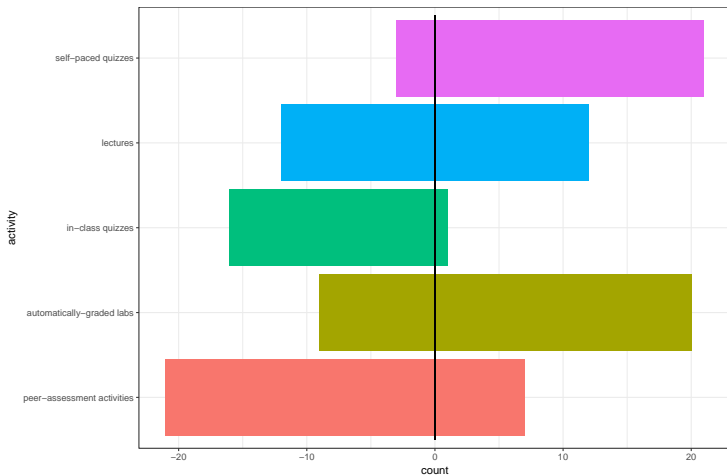
# All quizzes



# Student feedback



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## Teaching:

- hard to convince colleagues to adopt this/similar approach
  - increased productivity, but need to learn esoteric tools
  - (sound familiar?)

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Automating myself out of a job?

# Thank you!

Questions?