The apriori algorithm as an engine for computerized adaptive assessment

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Outline

Introduction

The engine: apriori

Designing the vehicle

Discussion

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Need for short self-report based assessments in health settings.

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 Assessment often aimed at classification or prediction.

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 Unfortunately, the standard approach under Item Response Theory is inappropriate.

Adaptive testing



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Existing methods for classification and prediction

Curtailment (a.k.a. 'Countdown', Butcher et al., 1985).

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Existing methods for classification and prediction

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- Stochastic Curtailment (Finkelman et al., 2012, 2013; Fokkema et al., 2014; Smits & Finkelman, 2015).

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- But:
 - Early stopping, i.e., no dynamic item selection.
 - Focus on (cumulative) sum scores.

Method should:

 Provide sound approximation of cross tabulation of items.

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Allow for predicting a criterion.

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 Provide sound approximation of cross tabulation of items.

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- Allow for predicting a criterion.
- Allow for dynamic item selection.

Method should:

- Provide sound approximation of cross tabulation of items.
- Allow for predicting a criterion.
- Allow for dynamic item selection.

Would a rule learning algorithm like apriori be useful?

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-The engine: apriori

Rule Learning: You already know this!

- The engine: apriori

Rule Learning: You already know this!



The engine: apriori

Rule Learning: You already know this!



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- The engine: apriori

Rule Learning

Association rules.



- The engine: apriori

Rule Learning

Association rules.

Market Basket Analysis

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- The engine: apriori

Rule Learning

- Association rules.
- Market Basket Analysis
- What items are frequently bought together?

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- The engine: apriori

Rule Learning

- Association rules.
- Market Basket Analysis
- What items are frequently bought together?

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What symptoms frequently co-occur?

- The engine: apriori

The Apriori Algorithm

Building blocks:

frequent set: $\mathcal{K} = \mathbf{A} \cup \mathbf{B}$.



 $\ensuremath{\mathsf{apriori}}$ for computerized adaptive assessment

-The engine: apriori

The Apriori Algorithm

Building blocks:

frequent set: $\mathcal{K} = \mathbf{A} \cup \mathbf{B}$. rule: $\mathbf{A} \Rightarrow \mathbf{B}$.

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 $\ensuremath{\mathsf{apriori}}$ for computerized adaptive assessment

- The engine: apriori

The Apriori Algorithm

Building blocks:

frequent set: $\mathcal{K} = A \cup B$. rule: $A \Rightarrow B$. support: $T(A \Rightarrow B)$.

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-The engine: apriori

The Apriori Algorithm

Building blocks:

frequent set: $\mathcal{K} = A \cup B$. rule: $A \Rightarrow B$. support: $T(A \Rightarrow B)$. confidence: $C(A \Rightarrow B) = \frac{T(A \Rightarrow B)}{T(A)}$.

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- The engine: apriori

The Apriori Algorithm

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- The engine: apriori

The Apriori Algorithm

Example:

 $\mathcal{K} = \{ \text{sleeping}, \text{ eating}, \text{ concentration} \}.$



 $\ensuremath{\mathtt{apriori}}$ for computerized adaptive assessment

- The engine: apriori

The Apriori Algorithm

Example:

$$\mathcal{K} = \{ \text{sleeping, eating, concentration} \}.$$

 $\{ \text{sleeping, eating} \} \Rightarrow \{ \text{concentration} \}.$

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- The engine: apriori

The Apriori Algorithm

Example:

$$\mathcal{K} = \{ \text{sleeping, eating, concentration} \}.$$

 $\{ \text{sleeping, eating} \} \Rightarrow \{ \text{concentration} \}.$
 $T(\{ \text{sleeping, eating} \}) = 0.05.$

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Example:

$$\begin{aligned} \mathcal{K} &= \{ \texttt{sleeping, eating, concentration} \}. \\ \{\texttt{sleeping, eating} \} &\Rightarrow \{\texttt{concentration} \}. \\ \mathcal{T}(\{\texttt{sleeping, eating}\}) &= 0.05. \\ \mathcal{T}(\{\texttt{concentration}\}) &= 0.15. \end{aligned}$$

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Example:

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- The engine: apriori

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$$\begin{split} \mathcal{K} &= \{ \texttt{sleeping, eating, concentration} \}. \\ \{\texttt{sleeping, eating} \} &\Rightarrow \{\texttt{concentration} \}. \\ \mathcal{T}(\{\texttt{sleeping, eating}\}) &= 0.05. \\ \mathcal{T}(\{\texttt{concentration}\}) &= 0.15. \\ \mathcal{T}(\{\texttt{sleeping, eating}\} \Rightarrow \{\texttt{concentration}\}) &= 0.03. \\ \mathcal{C}(\{\texttt{sleeping, eating}\} \Rightarrow \{\texttt{concentration}\}) &= 0.60. \end{split}$$

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Example:

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Designing the vehicle

Building blocks

Requirements:

- Rule data base.
- Item selection.
- Test score.
- Stopping rule.

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Designing the vehicle

Rule data base



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Designing the vehicle

Rule data base

- Standard analysis focuses on *presence* of items.
- For health assessment *absence* of symptoms also important.

Designing the vehicle

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- In calibration, both presence and absence included ('doubling').

- Designing the vehicle

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Rule data base

- Standard analysis focuses on *presence* of items.
- For health assessment *absence* of symptoms also important.
- In calibration, both presence and absence included ('doubling').
- Unsupervised algorithm as supervised (Fürnkranz et al., 2012).

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Note that all variables are binary.

Item selection

What item is most informative for criterion?

- Several statistics may be used:
 - Correlation (ϕ).
 - Odds-ratio.
 - Entropy.
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- Each requires 2×2 table.

Required 2×2 table



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Cell probabilities obtainable from statistics

lhs		rhs	support	confidence	lift	count
{Back_R_Ankle}	=>	{crit0}	0.4478873	0.5530435	0.9647687	318
{Back_L_Knee}	=>	{crit0}	0.4309859	0.5303293	0.9251445	306
{Back_L_Wrist}	=>	{crit0}	0.4126761	0.5077990	0.8858409	293
{Back_R_Knee}	=>	{crit0}	0.4408451	0.5378007	0.9381781	313
{Back_L_Ankle}	=>	{crit0}	0.4492958	0.5452991	0.9512590	319
{Back_R_Wrist}	=>	{crit0}	0.4239437	0.5136519	0.8960512	301
{Back_L_Hip}	=>	{crit0}	0.4380282	0.5262267	0.9179877	311
{Back_R_Hip}	=>	{crit0}	0.4492958	0.5370370	0.9368459	319
{Front_L_Elbow}	=>	{crit0}	0.4605634	0.5351882	0.9336207	327
{Front_R_Elbow}	=>	{crit0}	0.4633803	0.5384615	0.9393309	329

Test score and stopping rule

Estimate of criterion probability after *k* items:

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•
$$P(Y = 1 | x_{i_1}, ..., x_{i_k}).$$

• $P(Y = 0) = 1 - P(Y = 1).$

Test score and stopping rule

Estimate of criterion probability after k items:

•
$$P(Y = 1 | x_{i_1}, ..., x_{i_k}).$$

•
$$P(Y = 0) = 1 - P(Y = 1).$$

Stopping rule:

- Set required certainty γ (e.g. 0.95).
- Stop if $P(Y = 1) > \gamma$ or if $P(Y = 1) < 1 \gamma$.

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Pseudo-code for training phase

- Data.0 ← Combine item set and criterion = 0 into data base Req.0 ← Set requirements for rule quality in Data.0 Results.0 ← Run apriori on Data.0 using Req.0 Rules.0 ← Rules from Results.0 with criterion = 0 as consequent
- 2: Data.1 ← Combine item set and criterion = 1 into data base Req.1 ← Set requirements for rule quality in Data.1 Results.1 ← Run apriori on Data.1 using Req.1 Rules.1 ← Rules from Results.1 with criterion = 1 as consequent

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3: Rules \leftarrow Join Rules.0 and Rules.1

Pseudo-code for application phase

- 1: PPV $\leftarrow 0$
- 2: NPV $\leftarrow 0$
- 3: Items.left ← item set
- 4: Items.used ← empty
- 5: while PPV< γ and NPV> 1 $-\gamma$ and cardinality of items.left > 0 do

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- Pattern ← response pattern to Items.used
- 7: Rules.s ← rules with Pattern as sub pattern and cardinality + 1
- 8: if Rules.s is not empty then
- 9: Select item with highest statistic.
- 10: else if Rules.s is empty then
- 11: Select item randomly
- 12: end if
- 13: Administer item
- 14: Remove item from Items.left
- 15: Add item to Items.used
- 16: PPV $\leftarrow P(Y = 1)$ given response pattern
- 17: NPV $\leftarrow P(Y = 0)$ given response pattern
- 18: end while
- 19: Output: PPV, NPV, Items.used, Pattern.

Designing the vehicle

Synthetic data

Prediction of criterion score using 17 symptoms

\$prob.	pos
	[,1]
[1,]	0.07939914
[2,]	0.08928571
[3,]	0.08406114
[4,]	0.12000000
[5,]	0.14285714
[6,]	0.13333333
[7,]	NaN
[8,]	NaN
[9,]	NaN
[10,]	NaN
[11,]	NaN
[12,]	NaN
[13,]	NaN
[14,]	NaN
[15,]	NaN
[16,]	NaN
[17,]	NaN

\$`in.basket`

"n.MSA_Q_08"	"MSA_Q_01"
"MSA_Q_15"	"MSA_Q_16"
"MSA_Q_03"	"MSA_Q_04"
"MSA_Q_07"	"MSA_Q_09"
"MSA_Q_11"	"n.MSA_Q_12"
"MSA O 14"	"n.MSA 0 17"

SA_Q_01" "MSA_Q_02" SA O 16" "MSA O 06" SA_Q_04" "n.MSA_Q_05"

- SA_Q_09" "MSA_Q_10"
- MSA O 12" "n.MSA O 13"

Discussion

What did I learn?



 apriori may have interesting features for adaptive testing.



Discussion

What did I learn?



But: What to do with infrequent response patterns?



- Discussion

What did I learn?

- apriori may have interesting features for adaptive testing.
- But: What to do with infrequent response patterns?

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But: Didn't I just program a classification tree?

- Discussion

What did I learn?

- apriori may have interesting features for adaptive testing.
- But: What to do with infrequent response patterns?

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- But: Didn't I just program a classification tree?
- Perhaps focus on unsupervised part:

What did I learn?

- apriori may have interesting features for adaptive testing.
- But: What to do with infrequent response patterns?
- But: Didn't I just program a classification tree?
- Perhaps focus on unsupervised part:
 - Look for many absents or presents of symptoms.

What did I learn?

- apriori may have interesting features for adaptive testing.
- But: What to do with infrequent response patterns?
- But: Didn't I just program a classification tree?
- Perhaps focus on unsupervised part:
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Combine with Stochastic Curtailment.

What did I learn?

- apriori may have interesting features for adaptive testing.
- But: What to do with infrequent response patterns?
- But: Didn't I just program a classification tree?
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- Combine with Stochastic Curtailment.
- I have to re-evaluate.

What did I learn?

- apriori may have interesting features for adaptive testing.
- But: What to do with infrequent response patterns?
- But: Didn't I just program a classification tree?
- Perhaps focus on unsupervised part:
 - Look for many absents or presents of symptoms.
 - Combine with Stochastic Curtailment.
- I have to re-evaluate.
- Do you have suggestions?

-Thanks!

Thanks for your attention!

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