Towards Automatic Synthesis of Educational Resources through Automated Planning

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Abstract. This paper reports on the results of an ongoing project for the development of a platform for e-Learning, which automatically constructs curricula based on available educational resources and the learners needs and abilities. The system under development, called PASER (Planner for the Automatic Synthesis of Educational Resources), uses an automated planner, which given the initial state of the problem (learner's profile, preferences, needs and abilities), the available actions (study an educational resource, take an exam, join an e-learning course, etc.) and the goals (obtain a certificate, learn a subject, acquire a skill, etc.) constructs a complete educational curriculum that achieves the goals. PASER is compliant with the evolving educational metadata standards that describe learning resources (LOM), content packaging (CP), educational objectives (RDCEO) and learner related information (LIP).

1 Introduction

The lack of widely adopted methods for searching the Web by content makes difficult for an instructor or learner to find educational material on the Web that addresses particular learning and pedagogical goals. Aiming at providing automation and personalization in searching and accessing educational material, as well as and interoperability among them, several education related standards have been developed. These standards concern recommended practices and guides for software components, tools, technologies and design methods that facilitate the development, deployment, maintenance and interoperation of computer implementations of educational components and systems.

As more educational e-content is becoming available on-line, the need for systems capable of automatically constructing personalized curricula by combining appropriate autonomous educational units (or learning objects, as they are called) is becoming more intense.

In this paper we report on an ongoing project for the development of such a system. The proposed system, called PASER (Planner for the Automatic Synthesis of Educational Resources) consists of a) a metadata repository storing learning object descriptions, learner profiles and ontological knowledge for the educational domain under consideration, b) a deductive object-oriented knowledge base system for querying and

reasoning about RDF/XML metadata, called R-DEVICE and c) a planning system called HAP_{EDU} that automatically constructs course plans.

The rest of the paper is organized as follows: Section 2 previous related work on the area of automated course synthesis. Section 3 presents the overall architecture of the proposed system, whereas Sections 4 and 5 present in more detail its major subsystems. Finally, section 6 concludes the paper and poses future directions.

2 Related Work

Automatic course generation has been an active research field for almost two decades. One of the first attempts in creating an automatic system, using planning techniques for the synthesis of educational resources is the work by Peachy and McCalla [9], in which the learning material is structured in concepts and prerequisite knowledge is defined, which states the causal relationships between different concepts. Then they use planning techniques in order to find plans that achieve the learning goals and to monitor the outcomes of the plan.

Karampiperis and Sampson have carried a lot of research in the field of Instructional planning for Adaptive and Dynamic Courseware Generation. In a recent approach [8] they use ontologies and learning object metadata in order to calculate the best path through the learning material.

There are a number of systems that serve as course generators that automatically assemble learning objects retrieved from one or several repositories. These systems usually adopt the HTN planning framework ([4], [5]). In [10] Ulrich uses the JShop2 HTN planner in order to represent the pedagogical objectives as tasks and the ways of achieving the objects as methods in order to obtain a course structure. Similarly, Baldoni et al [1] propose a system for selecting and composing learning resources in the Semantic Web, using the SCORM framework for the representation of learning objects. The learning resources are represented in the knowledge level, in terms of prerequisites and knowledge supplied, in order to enable the use of automated reasoning techniques.

In [2], X-DEVICE, an intelligent XML repository system for educational metadata is presented. X-DEVICE can be used as the intelligent back-end of a WWW portal on which "learning objects" are supplied by educational service providers and accessed by learners according to their individual profiles and educational needs. X-DEVICE transforms the widely adopted XML binding for educational metadata into a flexible, object-oriented representation and uses intelligent second-order logic querying facilities to provide advanced, personalized functionality.

An older approach for a tool that generates individual courses according to the learner's goals and previous knowledge and dynamically adapts the course according to the learner's success in acquiring knowledge is DGC [11]. DGC uses "concept structures" as a road-map to generate the plan of the course.

3 System Architecture

PASER is a synergy of five processing modules (**Fig. 1**), namely a planner, an Ontology & Metadata Server, the R-DEVICE module and two data converters. The system, assumes the availability of three more metadata repositories that feed its modules with certain educational metadata. More specifically, there exists a LOM repository that stores metadata about the available learning objects, a repository of LIP compliant metadata describing the learners that have access to the system and an RDCEO metadata repository. The later provides competency definitions that are referenced by the other two. In addition, it is used by the Ontology & Metadata Server providing in this way a system-wide consistent competency vocabulary. We also assume that all metadata are checked by an expert user before they are entered in to the system. This may introduce additional workload but ensures that a common terminology and semantics are used in the enterprise or organization in which the system is installed.

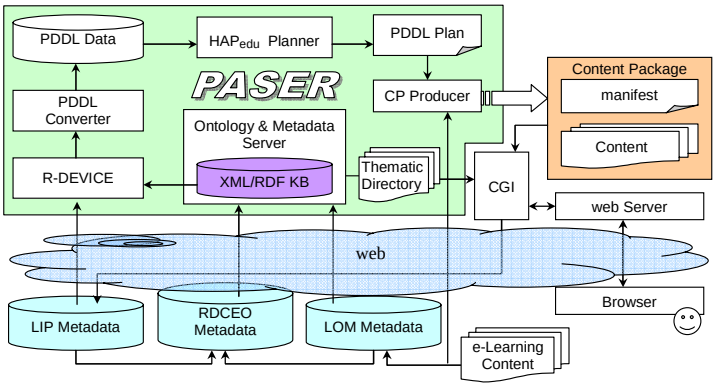

Fig. 1. PASER – System Architecture

We assume that the user is presented (by means of a web page) with a dictionary of themes for which the system may be able to provide educational material. The objective is to provide the user with a plan of activities (interactions with proper learning objects) that will "teach" him about the selected theme. As soon as the user selects a theme, the R-DEVICE module of PASER filters out the available learning objects based on a) the user's preferences and knowledge status, as they described in his LIP record and b) the PASER's understanding of the theme, as it is described in the Ontology & Metadata Server module. R-DEVICE [3] is a deductive object-oriented knowledge base system for querying and reasoning about RDF/XML metadata. It transforms RDF and/or XML documents into objects and uses a deductive rule language for querying and reasoning about them. The properties of RDF resources are treated both as first-class objects and as attributes of resource objects. In this way resource properties are gathered together in one object, resulting in superior query performance than the performance of a triple-based query model.

The output of R-DEVICE is a set of LOM objects (in R-DEVICE terminology) describing learning objects that are directly or indirectly related with the theme selected by the user. Based on these records and keeping only a limited subset of the LOM record elements, the PDDL converter module produces a description of the user's request as a planning problem, encoded in the PDDL language.

HAP_{EDU} is a state – space planning system, based on the HAP planner [12] which is modified in order to implicitly support abstraction hierarchies that are needed in course planning problems.

The PDDL expressed plan produced by the HAP_{edu} planner is forwarded to the CP producer module, which, in turn, creates a content packaging description (compliant to the CP metadata specification) of the learning objects involved in the plan. The produced CP record is finally forwarded to the user. Note that, at the current stage we do not take into account the performance of the user regarding the supplied educational material. In a later stage, assessment results should be taken into account in order to determine the learner's performance and update his LIP record accordingly. At the moment, we provide the user with a simple verification form, related to the material provided, in which he simply verifies that he studied (and learned) the material. This verification updates his LIP record, properly.

4 Data Models, Representation and Reasoning

The PASER system makes extensible use of the various educational metadata specifications developed in the recent years or being under development at the present time. Specifically, learning objects are described based on the IEEE LOM specification, as it is defined in the IMS Learning Resource Meta-Data specification [7]. The characteristics of a learner that are needed for recording and managing learning-related goals, accomplishments, etc. are described based on the IMS Learner Information Package. The XML binding of both specifications is used.

During the data preparation phase performed by the R-DEVICE module of PASER, a phase that will feed the planner with the appropriate data, extensible usage of the *classification* elements of LOM records is done. These elements allow the classification of the host LOM record based on competencies such as educational objectives and prerequisites. This can be formally established using the RDCEO specification. The latter is an emerging specification of an information model for describing, referencing and exchanging definitions of competencies, in the context of e-Learning. The same competency definitions are also used to describe the goals and accomplishments of the learner, in a controlled way. As a result, it is possible to establish links between learning objects and between learning objects and characteristics of the learner. This information together with other constraints imposed over the learning objects due to the learner's preferences, are exploited by the R-DEVICE module, in order to filter out the learning object repository and keep only the "promising" objects. Informally encoded examples of the competency related information located in LOM and LIP metadata, are presented in **Fig. 2** (a) and (b), respectively. Additionally, a partial LOM record encoded in XML, which demonstrates the classification elements and their relation to competency definitions, is presented in Appendix A.

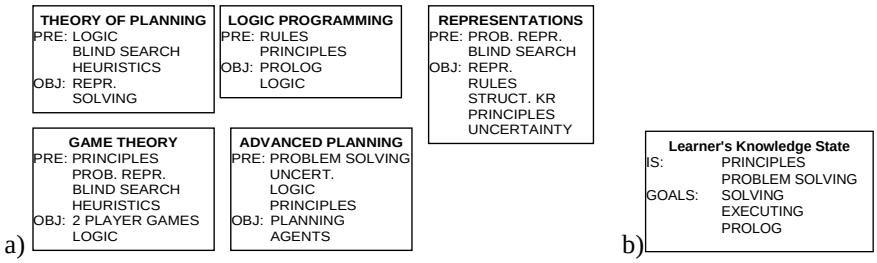

Fig. 2. Prerequisites and educational objectives of some, informally presented, learning objects (left) and initial knowledge state (IS) and learning objectives (GOALS) for a learner (right)

Finally, the same terms defined in the RDCEO metadata, are also organised as depicted in **Fig. 3**. This organisation allows the decomposition of learning objectives into sub-objectives. As a result, the system will be able to relate learning objects with learner objectives in various levels of granularity. Notice that the hierarchy of **Fig. 3** is a part-of hierarchy that is represented in a proprietary ontology of PASER, i.e. it is not represented directly in RDCEO because the latter does not allow the representation of hierarchical relationships.

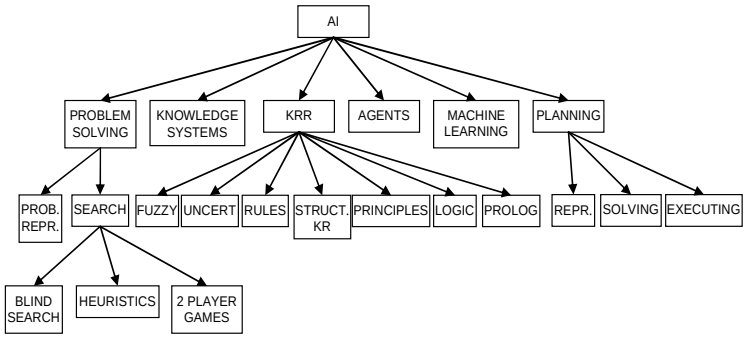

Fig. 3. Sample ontology for the Artificial Intelligence area

The following query filters out the LOM records: *"Find all learning objects that have as educational objective the learner's request or learning objects that have as educational objective the prerequisites of already selected learning objects. At the same time, ensure that all the constraints introduced by the learner's profile are met"*.

These queries are formulated in R-DEVICE using deductive rules. An example of such rules follows. We assume that the learner's request is stored in R-DEVICE as objects of the form: `(learner-request (competency <string>))`. For example, if the user requested educational material for learning Prolog, the stored object will be: `(learner-request (competency "Prolog"))`.

The R-DEVICE rules presented in **Fig. 4** perform the following:

- Rule r_1 keeps the IDs of LOMs that achieve learner requests.
- Rule r_2 recursively searches for prerequisite LOMs, from the already selected ones, and augments the learner requests.

```
(deductiverule r1
  (learner-request (competency ?comp))
  ?lom <- (lom ((value purpose classification) "Educational Objective")
               ((entry taxon taxonpath classification) ?comp))
 =>
  (result (lomid ?lom))
)
(deductiverule r2
  (result (lomid ?lom))
  ?lom <- (lom ((value purpose classification) "Prerequisite")
               ((entry taxon taxonpath classification) ?comp))
 =>
  (learner-request (competency ?comp))
)
```

Fig. 4. Example of querying the metadata using R-DEVICE deductive rules

The filtered set of metadata produced by R-DEVICE is transformed into PDDL and is fed to the planning module in order to find a course plan. The details concerning the planning system are presented in the following section. After the planner has constructed the course plan, the CP producer creates a "package" of e-learning content (encoded in XML) and forwards it to the learner.

5 The Planning System

The core of the PASER system is a planning engine capable of providing curricula that achieve the educational goals of the learner. The problem of synthesizing curricula from a database of educational resources, given the learners objectives and his current knowledge state can be considered as a planning problem and such a view enables the development of fully autonomous systems that generate course plans for each student separately, meeting his needs and capabilities.

A planning problem is usually modeled according to STRIPS (Stanford Research Institute Planning System) notation. A planning problem in STRIPS is a tuple $<I,A,G>$ where I is the Initial state, A a set of available actions and G a set of goals.

States in STRIPS are represented as sets of atomic facts. All the aspects of the initial state of the world, which are of interest to the problem, must be explicitly defined in I. State I contains both static and dynamic information. For example, I may declare that object John is a truck driver and there is a road connecting cities A and B (static information) and also specify that John is initially located in city A (dynamic information). State G on the other hand, is not necessarily complete. G may not specify the final state of all problem objects even because these are implied by the context or because they are of no interest to the specific problem. For example, in the logistics domain the final location of means of transportation is usually omitted, since the only objective is to have the packages transported. Therefore, there are usually many states that contain the goals, so in general, G represents a set of states rather than a simple state.

Set A contains all the actions that can be used to modify states. Each action A_i has three lists of facts containing:

- the preconditions of A_i (noted as $prec(A_i)$)

- the facts that are added to the state (noted as *add(A_i)*) and
- the facts that are deleted from the state (noted as *del(A_i)*).

The following formulae hold for the states in the STRIPS notation:

- An action A_i is applicable to a state S if prec(A_i) $\subseteq S$.
- If A_i is applied to S, the successor state S' is calculated as: $S' = S \setminus \text{del}(A_i) \cup \text{add}(A_i)$
- The solution to such a problem is a sequence of actions, which if applied to I leads to a state S' such as $S' \supseteq G$.

Usually, in the description of domains, action schemas (also called operators) are used instead of actions. Action schemas contain variables that can be instantiated using the available objects and this makes the encoding of the domain easier.

5.1 Problem Representation

There may be a few alternatives in formalizing the problem of automatic synthesis of educational resources, as a planning problem. A straightforward solution that is adopted by PASER is the following:

a) The facts of the problem are the competencies defined in the ontology of the thematic area of interest.

b) A state in the problem is a set of competencies, describing the current knowledge state of the learner.

c) The initial state of the problem is the set of competencies currently mastered by the learner as described in the Learner Information Package.

d) The goals of the problem are defined as a set of competencies that the learner wishes to acquire, as defined in the Learner Information Package.

e) There are three operators in the definition of the problem:

- Consume an educational resource `con(L)`, where L refers to the specific educational resource as described by the IEEE LOM standard. The preconditions of `con(L)` are the competencies described in the *Classification-prerequisite* field. Similarly, the add effects of `con(L)` are the competencies described in the *Classification-educational objective* field. The delete list of `con(L)` is empty.
- Analyze a goal `anl(G)`, which consults the ontology in order to find a set of sub-goals *Z* that can replace G. This operator is similar to the *methods* in Hierarchical Task Network Planning ([4], [5]) and it is used in order to allow the definition of competencies in various abstraction levels. The precondition list of `anl(G)` contains only G. The add list contains the sub-goals in which G can be analyzed (*Z*) and the delete list contains G.
- Synthesize a set of goals `sth(S)`, which consults the ontology in order to find a single goal that can replace a set of sub-goals S. This operator is opposite to `anl(G)` and is also used in order to allow the definition of competencies in various abstraction levels. The precondition list of `anl(S)` contains S. The add list contains the goal G which subsumes S and the delete list contains S.

Consider for instance, the example in **Fig. 3**. The specific problem is modeled as described in **Fig. 5**.

```
IS (Initial state) = [principles, problem solving]
G (Goals) = [solving, executing, prolog]
con(Theory of Planning): prec=[logic, blind search,
      heuristics], add=[repr, solving], del=∅
...
anl(ai): prec=[ai], add=[problem solving, knowledge systems,
      krr, agents, machine learning, planning], del=[ai]
...
sth(ai): prec=[problem solving, knowledge systems, krr,
      agents, machine learning, planning], add=[ai],
      del=[problem solving, knowledge systems, krr, agents,
      machine learning, planning]
...
```

Fig. 5. Educational request modeled as a planning problem

5.2 Translation to PDDL

PDDL (Planning Domain Definition Language) [6] is the standard language for encoding planning problems. The basic feature of PDDL is the separation of the domain data from the planning data. The domain describes a family of similar problems and contains all the information that is general and does not depend on the actual instance (problem). Technically, the domain consists of the definitions of the object classes, the relations (predicates) between the classes and the operators (actions with uninstantiated variables) of the domain. The problem on the other hand, contains the information for the specific objects that take part in the problem, the initial state and the goals of the problem.

One difficulty in translating a course planning problem to PDDL is the fact that although according to our representation there are only three operators, each action differs in the number of preconditions and effects, since this depends on the LOM that the action is considered to consume for example. Therefore, the process of creating a general operator for the consume family of actions is not straightforward.

One way to overcome this is to model the specific actions of the problem directly and feed the planner with this information, without modelling the domain in PDDL. However, this process is planner dependent and the PASER system will loose its modularity, as it won't be able to use a different planning module. Moreover, most planners, including HAP_{EDU}, have a pre-planning phase in which the domain is analyzed in order to extract information for the guiding mechanisms and this phase must be reorganized if not omitted in order to cope with direct action specifications.

The way to overcome the difficulty that was finally adopted by PASER is to use conditional effects, universal preconditions and explicit declaration of the relations in the definition of the domain. More specifically, the domain contains two classes, named Competency and LOM and the relations

- `holds(?Competency)`: which states that a specific competency is true in a state
- `requires(?LOM,?Competency)`: which states that the `Competency` is required in order to consume the LOM

- `adds(?LOM,?Competency)`: which states that the `Competency` is learned by the learner after the consumption of the `LOM`.
- `is-part-of(?Competency1,?Competency2)`: which states that `Competency2` is a part of `Competency1`. This hierarchy information is extracted from the ontology and is used to define competencies in various levels of abstraction.
  We suggestively provide the definition of the operator consume in PDDL:

```
(:action con:parameters(?LOM1)
 :precondition(and (LOM ?LOM1)
(forall (requires ?LOM1 ?Competency1) (holds ?Competency1)))
 :effect(and ((forall (?Competency2)
(when (adds ?LOM1 ?Competency2) (holds ?Competency2)))))
```

The definition above says that the operator con (consume) for a specific LOM can be consumed if all the competencies (universal precondition) that are required by the LOM hold in the current state. The operator uses conditional effects in order to state that all the competencies that are added by the LOM will hold in the successor state.

5.3 The HAP_{EDU} Planner

The planning system that was embedded in PASER is called HAP_{EDU}, as already stated, is able to handle universal preconditions and conditional effects in a simple way, also adopted by the vast majority of the planning systems. Specifically, it fully instantiates the operators in a preliminary phase and uses the ground actions throughout the rest of the planning process. HAP_{EDU} is a state – space planning system, based on the HAP planner [12] which is modified in order to implicitly support abstraction hierarchies that are needed in course planning problems.

The support for levels of abstraction is realized through actions that analyze competencies in their parts (operator `anl`) and synthesize higher-level competences from their parts (operator `sth`). Moreover the planning system must be aware of the existence of different abstraction levels in the encountered facts and deploy the appropriate logical tests in order to see whether for example the competencies required by a LOM are present in the current state. Following the example in **Fig. 3**, note that the LOM "REPRESENTATIONS" can be consumed although the competencies "PROB. REPR." and "BLIND SEARCH" are not included in the initial state, as they are parts of the "PROBLEM SOLVING" competency according to the ontology.

The HAP_{EDU} system works in two phases. In the first phase the systems analyzes the problem structure in order to estimate the distances between all the problem's actions and the goals. The distance between a state *S* and an action *A* is merely the number of actions that need to be applied to *S* in order to reach another state *S'*, in which the preconditions of *A* hold. The fact that the heuristic function of HAP_{EDU} is based on distances of actions rather than facts enables it to keep better track of the various interactions between the facts, and therefore produce better estimates. In the second phase, the proposed heuristic is used by a regression planner employing a weighted A* search strategy and various other speedup mechanisms.

6 Conclusions

This paper presented PASER, a system aiming at augmenting the educational process in the e-Learning environment. PASER is able to store, manage and synthesize electronic educational material (learning objects) to provide personalized curricula to the learner. We presented the overall architecture of the system, focusing mainly in the core modules, namely the ontology and metadata repository, the knowledge base system that queries and reasons on these metadata and the planning sub-system responsible for synthesizing the curricula.

However, there are still many open design and implementation issues. As stated in the paper, the project is still in its early stages and although initial implementations of some sub-systems have been realized, there is a lot of work to be done. Additionally, there are design aspects that need further investigation in order to improve the system in terms of functionality and efficiency.

Acknowledgment

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Appendix A

Sample LOM record with reference to competency definitions (*classification* element)

```
<?xml version="1.0" encoding="UTF-8"?>
<lom xmlns="http://www...." ....>
  <general>
    <identifier>x-auth-id-v0.ZOE05-107-GR_1272</identifier>
    <title>
      <langstring xml:lang="en-US">Logic Programming</langstring>
    </title>
    <language>en</language>
  </general>
  <technical>
    <format>PDF</format>
    <location>gr_1272.html</location>
  </technical>
  <classification>
    <purpose>
      <source>
        <langstring xml:lang="x-none">LOMv1.0</langstring>
      </source>
      <value>
        <langstring xml:lang="x-none">Educational
Objective</langstring>
      </value>
    </purpose>
    <taxonpath>
      <source>
        <langstring xml:lang="x-
none">"http://www.auth.gr/competencies.xml</langstring>
      </source>
      <taxon>
        <id>definition2</id>
        <entry>
          <langstring xml:lang="en">Prolog</langstring>
        </entry>
      </taxon>
    </taxonpath>
  </classification>
  <classification>
    <purpose>
      <source>
        <langstring xml:lang="x-none">LOMv1.0</langstring>
      </source>
      <value>
        <langstring xml:lang="x-none">Educational
              Objective</langstring>
      </value>
    </purpose>
    <taxonpath>
      <source>
        <langstring xml:lang="x-
none">"http://www.auth.gr/competencies.xml</langstring>
      </source>
      <taxon>
        <id>definition3</id>
        <entry>
          <langstring xml:lang="en">Logic</langstring>
        </entry>
      </taxon>
    </taxonpath>
  </classification>
  <classification>
    <purpose>
      <source>
        <langstring xml:lang="x-none">LOMv1.0</langstring>
      </source>
      <value>
        <langstring xml:lang="x-none">Prerequisite</langstring>
      </value>
    </purpose>
    <taxonpath>
      <source>
        <langstring xml:lang="x-none">"http://www.auth.gr/
competencies.xml</langstring>
      </source>
      <taxon>
        <id>definition5</id>
        <entry>
          <langstring xml:lang="en">Rules</langstring>
        </entry>
      </taxon>
    </taxonpath>
  </classification>
  <classification>
    <purpose>
      <source>
        <langstring xml:lang="x-none">LOMv1.0 </langstring>
      </source>
      <value>
        <langstring xml:lang="x-none">Prerequisite </langstring>
      </value>
    </purpose>
    <taxonpath>
      <source>
        <langstring xml:lang="x-
none">"http://www.auth.gr/competencies.xml</langstring>
      </source>
      <taxon>
        <id>definition5</id>
        <entry>
          <langstring xml:lang="en">Principles</langstring>
        </entry>
      </taxon>
    </taxonpath>
  </classification>
</lom>
```