

Motivation

Teaching how to solve real word problems is a fundamental goal of education Math puzzles are an inexpensive way to teach young children problem solving Studies have show that:

- Problem solving = Tension + Confusion + Joy (Emotional Roller Coaster)
- Young students need adult assistance due to their less accurate academic self-assessment

Coaching math problem solving is hard because:

- Student's cognitive states (Disequilibrium, Flow) are latent
- Teachers need to make *adaptive personalized* pedagogical decisions

Coaching an entire class of students is harder because teachers have to make the same pedagogical decisions, but for a large and diverse set of students.

Solution: A decision support system that monitors the cognitive state of multiple students in real time and lessen the cognitive load on a teacher

Research questions & highlights

Lessons from prior work: Cognitive state influences gross-body movements [2] Limitations:

- Intrusive & expensive sensors
- Culturally insensitive features that violate privacy

Research question: Can we predict cognitive states using patterns in head and eye movements?

Cognitive states of interest: *Cognitive Disequilibrium (CD), Flow state*

Q1: Do measures of time series complexity differ between states of CD and flow? **Inspiration:** Fluctuations in gross body movements undergo whitening when individuals experience CD [2]

Q2: Can features extracted from unsupervised methods predict cognitive states of students?

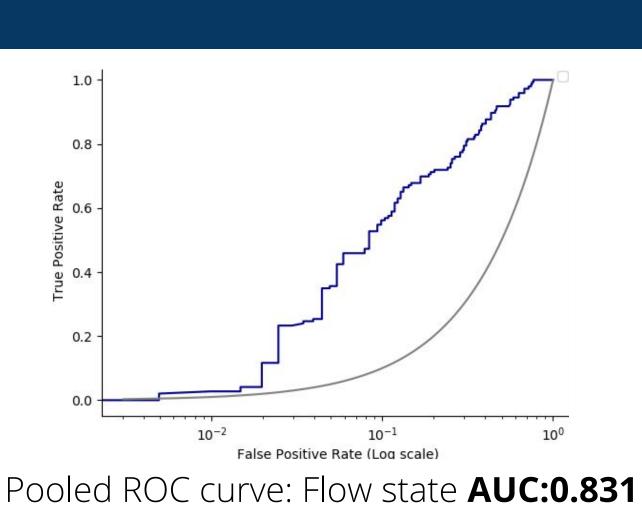
Inspiration: Existing affective computing research relies on expensive labelled data from trained experts

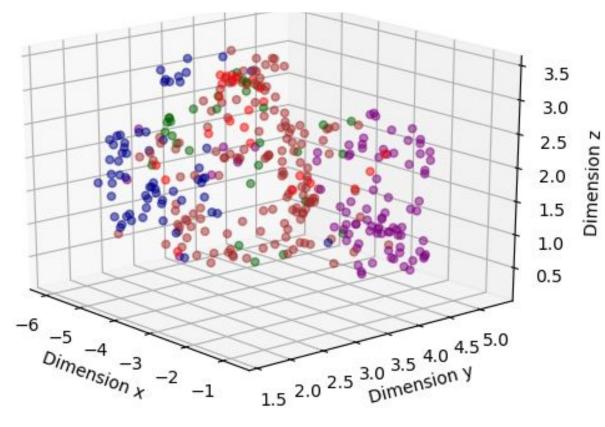
Future Work

Q3: Do measures of time series complexity differ between states of cognitive disequilibrium and flow?

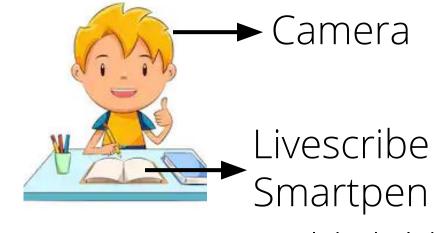
Learning about Cognitive Disequilibrium and Flow: An Exploratory Study

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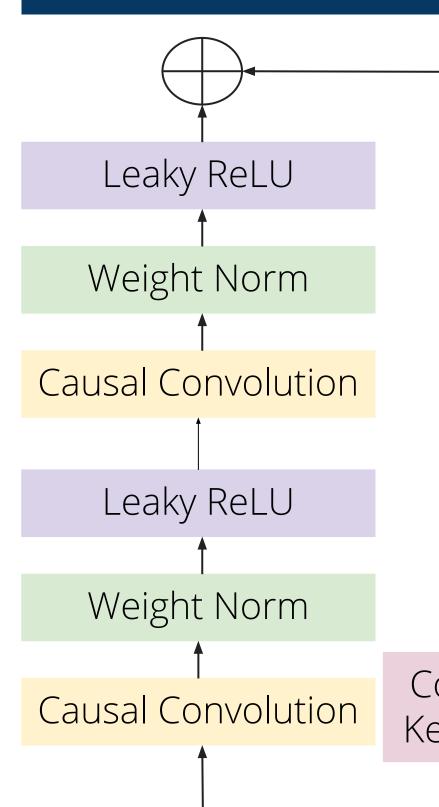




3-D UMAP embeddings



Seven 8 - 12 year old children [1] 36 sessions of children solving math puzzles having an average duration of 7.9 minutes per session



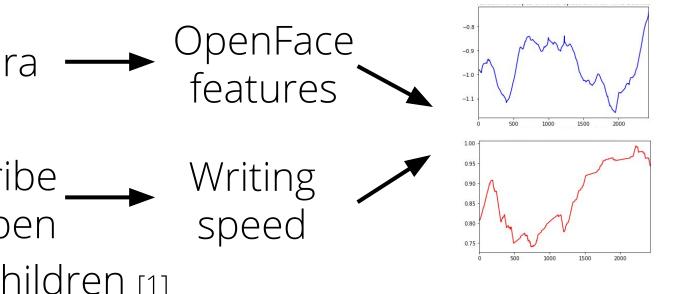
Results

	p-values from Kolmogorov-Smirnov test							
	Gaze Velocity		Gaze Acceleration		Head Velocity		Head Acceleration	
	Х	Υ	Х	Υ	Translational	Rotational	Translational	Rotational
Approximate Entropy	0.278	0.155	0.243	0.243	0.172	0.231	0.167	0.200
Higuchi Fractal								
Dimension	0.140	0.208	0.119	0.119	0.122	0.141	0.071	0.114
Katz Fractal								
Dimension	0.176	0.128	0.085	0.085	0.182	0.230	0.151	0.222
Permutation Entropy	0.215	0.218	0.283	0.283	0.119	0.082	0.077	0.079
Sample Entropy	0.259	0.166	0.178	0.178	0.177	0.224	0.190	0.210
Spectral Entropy	0.136	0.196	0.157	0.157	0.174	0.133	0.119	0.278

Complexity features having different distributions in Cognitive Disequilibrium & Flow Random Forest results trained using embeddings as features: • Average five fold leave-one-subject-out accuracy **68.36%** • Average 80/20 random split accuracy **81.42%**

Lessons: (1) With some training on subjects the model better distinguishes between flow and *disequilibrium (CD)* (2) Flow & CD differ significantly in terms of time series complexity

Data



Unsupervised Model

Unsupervised representation learning using convolutional neural network with causal dilated convolutions Minimized *triplet loss* with time-based negative sampling:

 $-\log\left(\sigma\left(oldsymbol{f}oldsymbol{x}^{ ext{ref}},oldsymbol{ heta}
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ight)
ight)$ $-\sum \log \left(\sigma \left(-oldsymbol{f} oldsymbol{x}^{ ext{ref}}, oldsymbol{ heta}
ight)^ op oldsymbol{f} (oldsymbol{x}_k^{ ext{neg}}, oldsymbol{ heta})
ight)
ight)$

References

[1] Chen, L., Gjekmarkaj, E., & Dubrawski, A. (2019). Parent as a companion for solving challenging math problems: Insights from multi-modal observational data

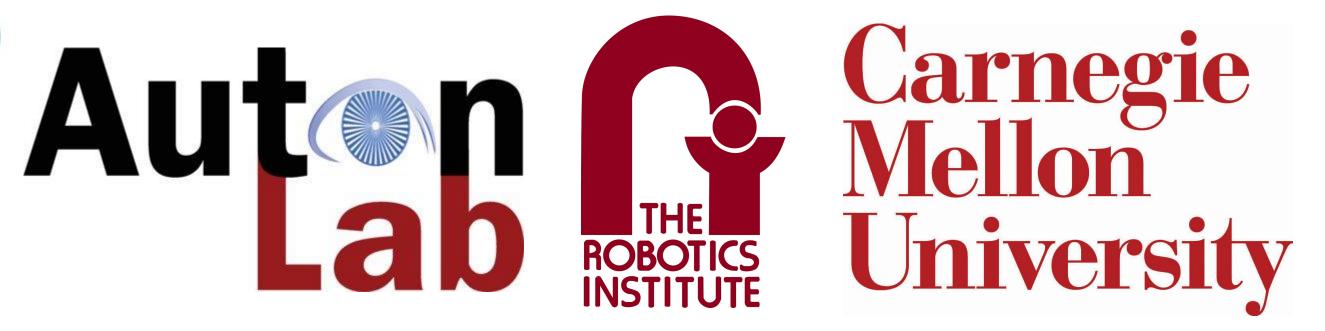
[2] D'Mello, S., Dale, R., & Graesser, A. (2012). Disequilibrium in the mind, disharmony in the body. Cognition & emotion, 26(2), 362-374.

[3] Franceschi, J. Y., Dieuleveut, A., & Jaggi, M. (2019). Unsupervised Scalable Representation Learning for Multivariate Time Series. arXiv preprint arXiv:1901.10738.

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Convolution Kernel Size 1