



Work in  
progress

# Automatic Generation of Programming Feedback: A Data-Driven Approach

Kelly Rivers and Ken Koedinger



# Programming is Hard



# The Importance of Feedback

Behaviors that separate us

-----my review of "Crash"

There are still many controversies about racial and interpersonal communication problems. Paul Haggis opens out the origin of the terrible interpersonal relationship by film language. In real life, people sometimes become impulsive, crankiness even vicious after they suffering from frustration, pain and harm. People then often release such pressure accumulated in heart onto relative loser without considering other people's feelings. Why they chose L.A as the setting of the story is because of its specialty. Multi-ethnic cultures crashing in this city, so it is much easier to bring new conflict. In order to foil the idealistic atmosphere of this film, the director deals with L.A as the world hell. A group of disparate Angelenos of all races, classes and religions become enmeshed with each other through a series of increasingly contrived events in "Crash," a promising but ultimately disappointing drama about California angst.

I think many tragedies happen because of racial prejudice and lacking of intercourse. Daily, we witness the negative effects of racial prejudice. It creates inequality, exclusions, and an atmosphere of rejection which prevent some groups of people from being allowed into mainstream American life. Prejudice is like a terrible cancer, engulfing the entire body, mind, and spirit, often defying the skills of those who wish to intervene. Set an example, the cop wanted to get better medical treatment for his suffering father, but no matter how begged, the black office clerk charged this case didn't sign father, but no matter how begged, the black office clerk charged this case didn't sign.

*Handwritten notes:*  
- "interpersonal communication" is this what you mean?  
- "not a good word to use here"  
- "I can't understand this" "impulsive crankiness"  
- "what does this word mean here?"  
- "The reason who?"  
- "this means to prevent a stop (as a verb)"  
- "bring about"  
- "need to find a better word. what do you mean?"  
- "a policeman in the movie"  
- "in charge of"

Corbett & Anderson, 1991

# But This Takes Time!



# Research Question: Can We Make it Automatically?



# What We Currently Have

```
C:\WINDOWS\system32\cmd.exe
07/05/2005 10:44 AM <DIR>
07/05/2005 10:44 AM          973
07/05/2005 10:44 AM          381
                2 File(s)      1,354
                2 Dir(s)      2,029,604,864

C:\cay\compilerlab>javac CashRegisterTe
CashRegisterTester.java:8: cannot find
symbol : class Scanner
location: class CashRegisterTester
    Scanner in = new Scanner(System.in);
    ^
CashRegisterTester.java:8: cannot find
symbol : class Scanner
location: class CashRegisterTester
    Scanner in = new Scanner(System.in);
    ^
CashRegisterTester.java:15: cannot find
symbol : variable register
location: class CashRegisterTester
    double change = register.giveChan
    ^
3 errors
C:\cay\compilerlab>
```

Test Run			
Test Cases			
Test Plans			
Reports			
Account			
Create Test Case Import/Export Edit Options			
Filter by			
Showing all test cases			
ID	Priority	Summary	
<input type="checkbox"/> 103	P1	<a href="#">Verify a failed login</a>	
<input type="checkbox"/> 104	P1	<a href="#">Verify password recovery</a>	
<input type="checkbox"/> 105	P1	<a href="#">Do tutorials appear?</a>	
<input type="checkbox"/> 106	P2	<a href="#">Import test cases into Test Run</a>	
<input type="checkbox"/> 110	P1	<a href="#">Login to Test Run</a>	
<input type="checkbox"/> 111	P1	<a href="#">Verify a failed login</a>	
<input type="checkbox"/> 112	P1	<a href="#">Verify password recovery</a>	
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<input type="checkbox"/> 119	P1	<a href="#">Verify a failed login</a>	
<input type="checkbox"/> 120	P1	<a href="#">Verify password recovery</a>	
<input type="checkbox"/> 121	P1	<a href="#">Do tutorials appear?</a>	

# And more...

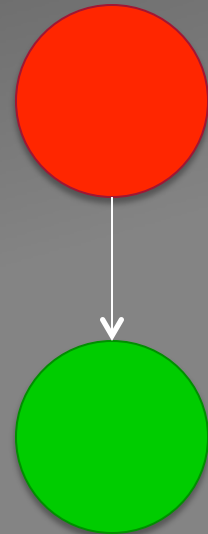
- Knowledge Modeling
  - Syntax Patterns
  - Plans/Templates/Clichés
  - Error models (Singh et al, 2013)

# The Solution Space



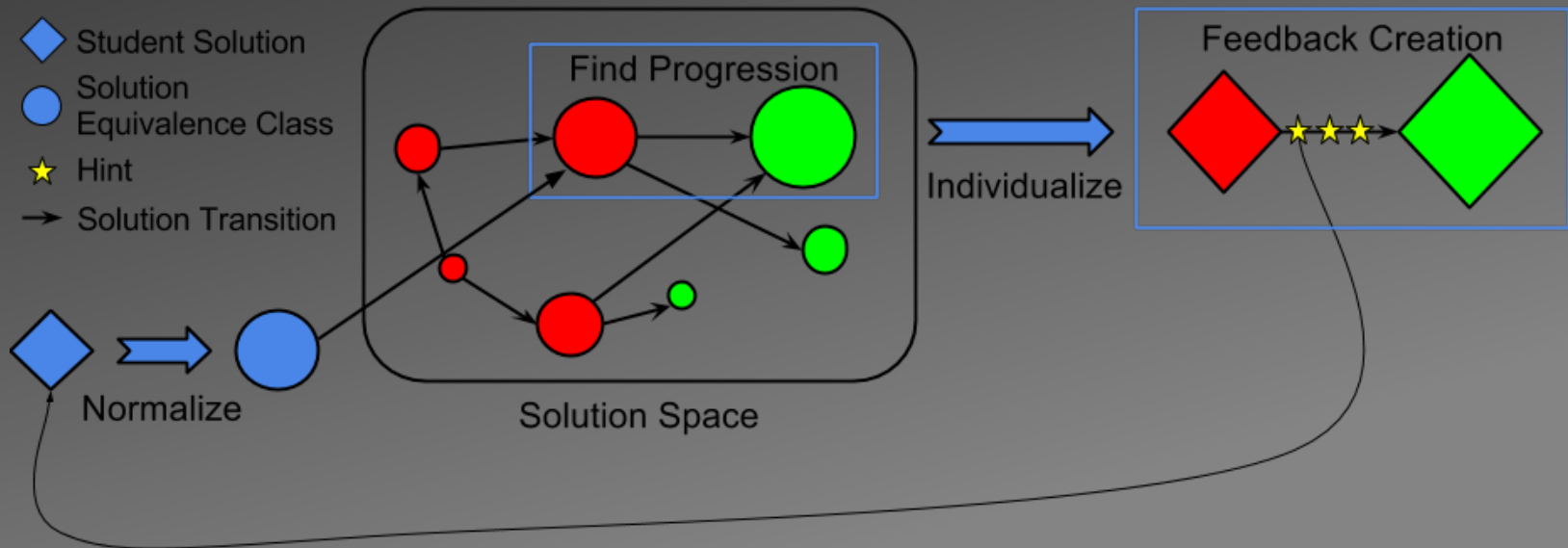
Each **node** is a solution state that a student might reach, **incorrect** or **correct**

Each **edge** is the transition between the first state and the second, the edits made to the solution

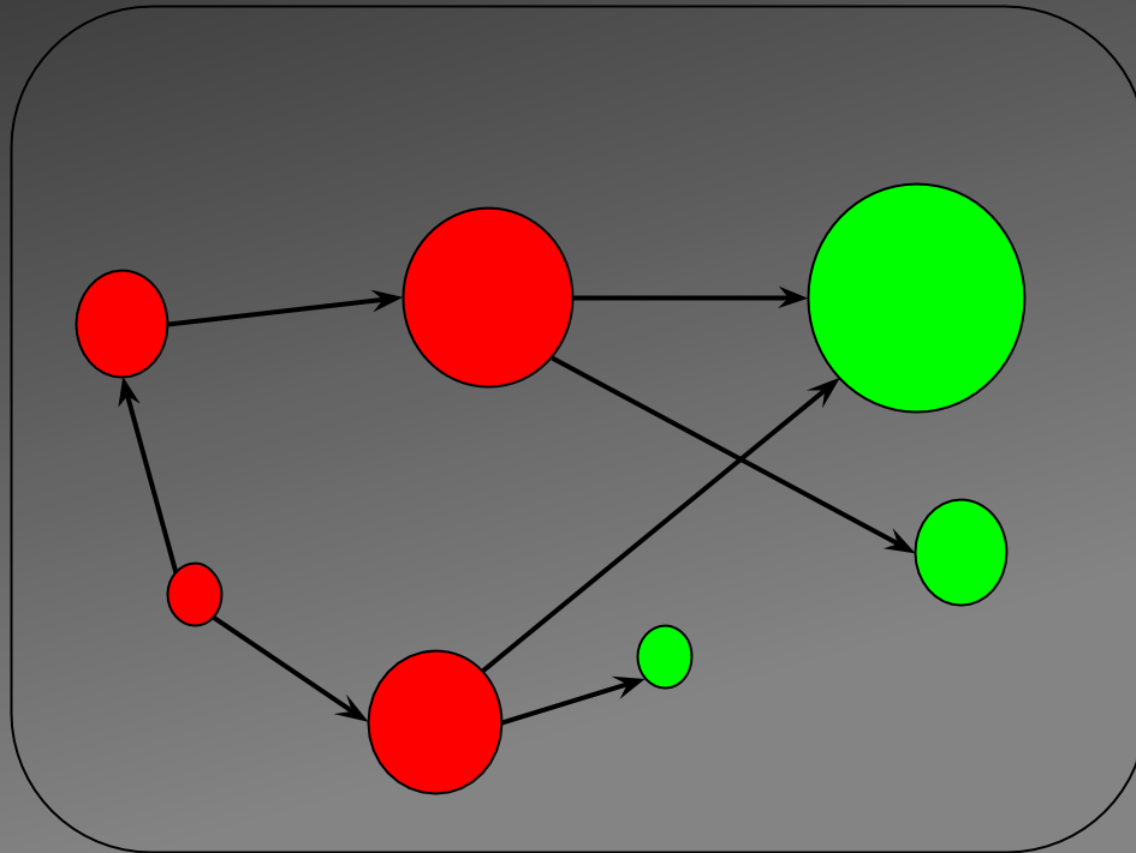


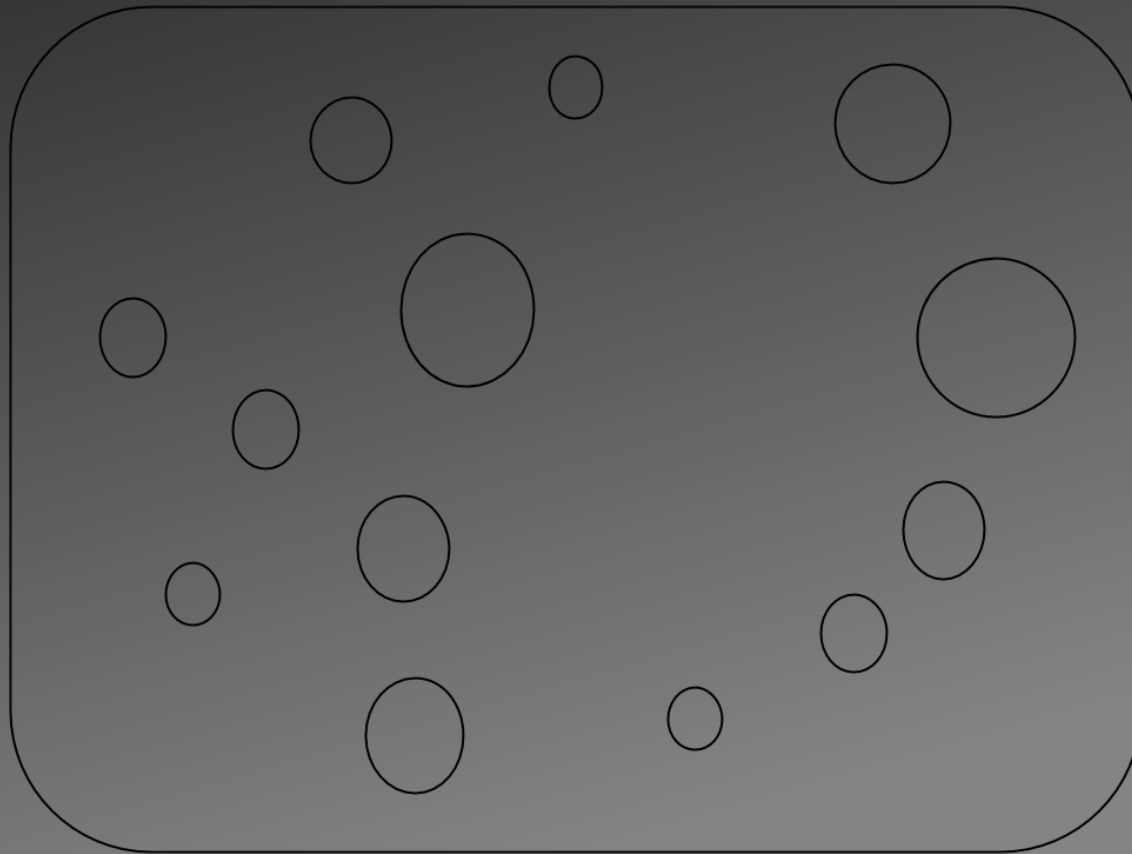


# Our Approach

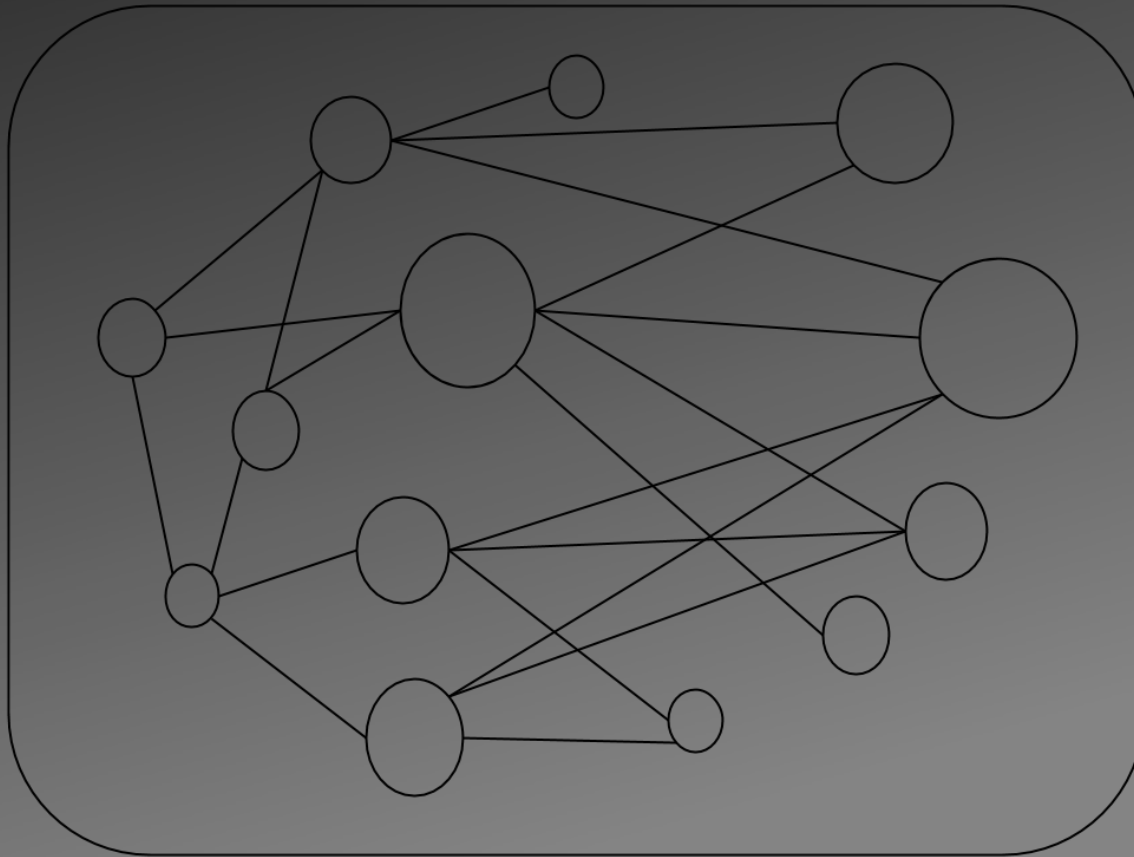


# Step 0: Solution Space Setup





We start with a collection of solution states.



The programming solution space for a given problem is **very** crowded.

# Program Normalization

- Remove dead code and comments
- Variable propagation
- Commutative Expression Ordering
- Anonymize variable names

Rivers, K., and Koedinger, K. (2012). A Canonicalizing Model for Building Programming Tutors. In Proceedings of the 11th International Conference on Intelligent Tutoring Systems (pp. 591-593).



# Program Normalization

## Original Student Program

```
def findPattern(s, pattern, startIndex):  
    # This should return the location  
    # of the pattern  
    l = len(s)  
    for i in range(l):  
        if (findPatternAtIndex(s, pattern,  
                                startIndex + i) == True):  
            return i + startIndex  
    # return ??
```

## Normalized Version

```
def findPattern(s, pattern, startIndex):  
    l = len(s)  
    for i in range(l):  
        if (findPatternAtIndex(s, pattern,  
                                startIndex + i) == True):  
            return i + startIndex
```



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## Normalized Version

```
def findPattern(s, pattern, startIndex):  
    for i in range(len(s)):  
        if (findPatternAtIndex(s, pattern,  
                                startIndex + i) == True):  
            return i + startIndex
```



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## Original Student Program

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def findPattern(s, pattern, startIndex):  
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            return startIndex + i
```



# Program Normalization

## Original Student Program

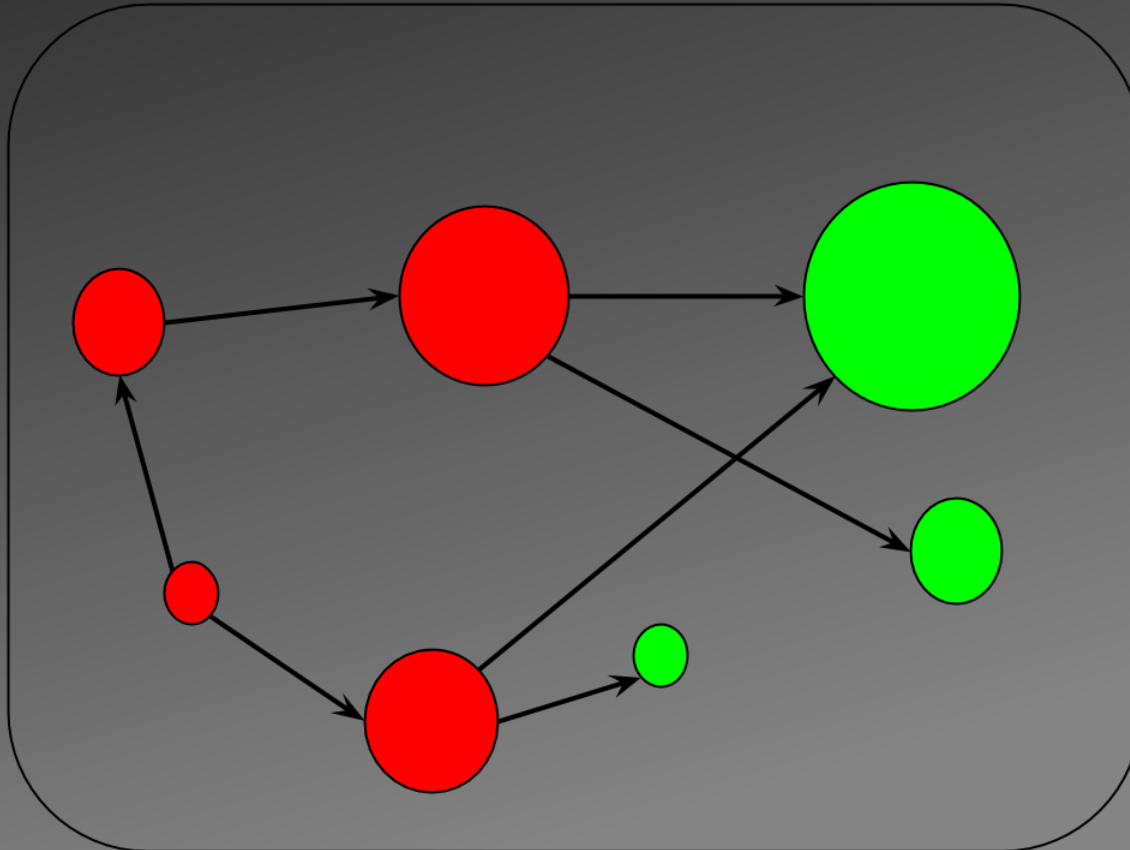
```
def findPattern(s, pattern, startIndex):  
    for i in range(len(s)):  
        if findPatternAtIndex(s, pattern,  
                               startIndex + i):  
            return startIndex + i
```

## Normalized Version

```
def findPattern(v0, v1, v2):  
    for v3 in range(len(v0)):  
        if findPatternAtIndex(v0, v1, v2 + v3):  
            return v2 + v3
```

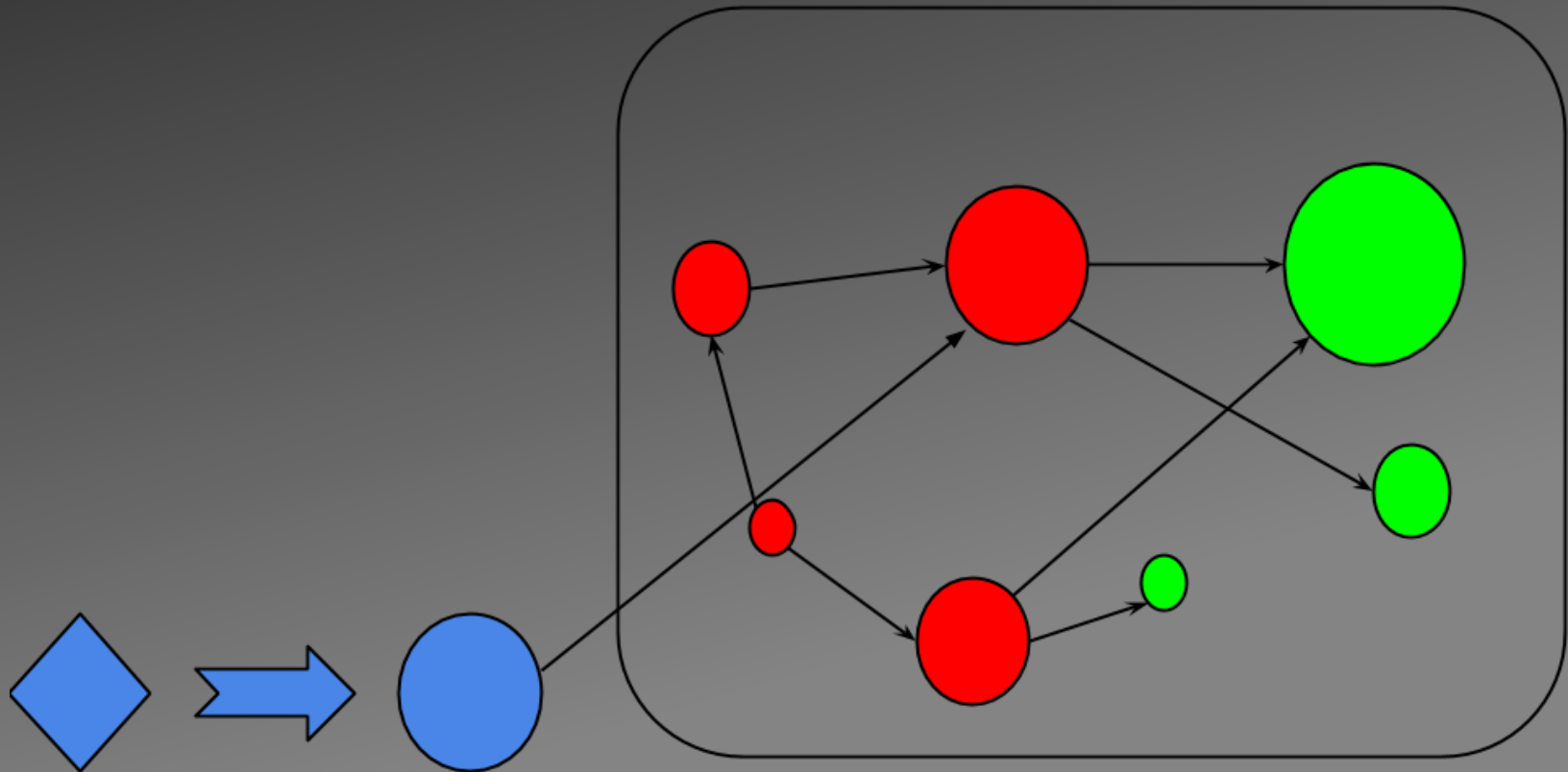




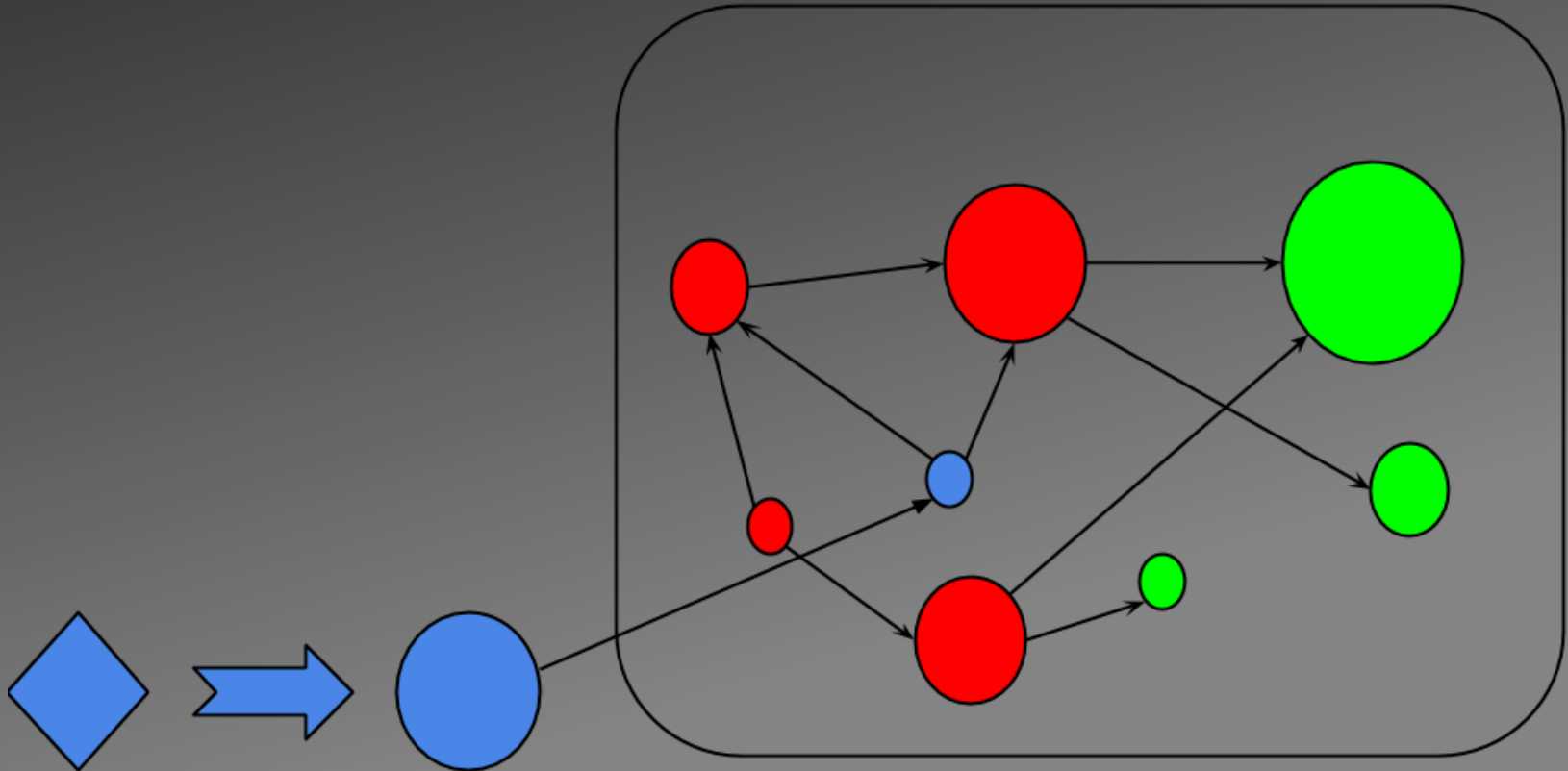


When state correctness is added, common paths can be found as well.

# Step 1: Find Optimal Learning Progression



# Insert New State



# Finding the Best Path

- Distance function
  - Tree edits
  - Levenshtein string distance
  - Feature vectors
- Chains of actions
  - Sequence of states to closest correct

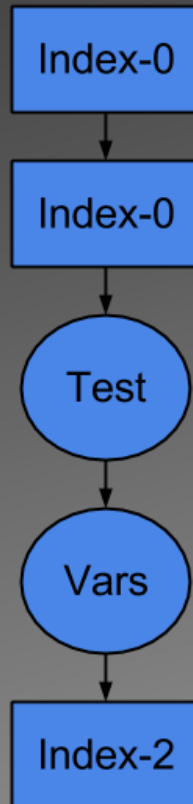


# Step 2: State Transition - Edits

- Deletions: ([code lines], [])
  - Semantically unnecessary code
- Changes: ([code fragment], [code fragment])
  - Switching from one version to another
- Additions: ([], [code lines])
  - Missing a step in the solution

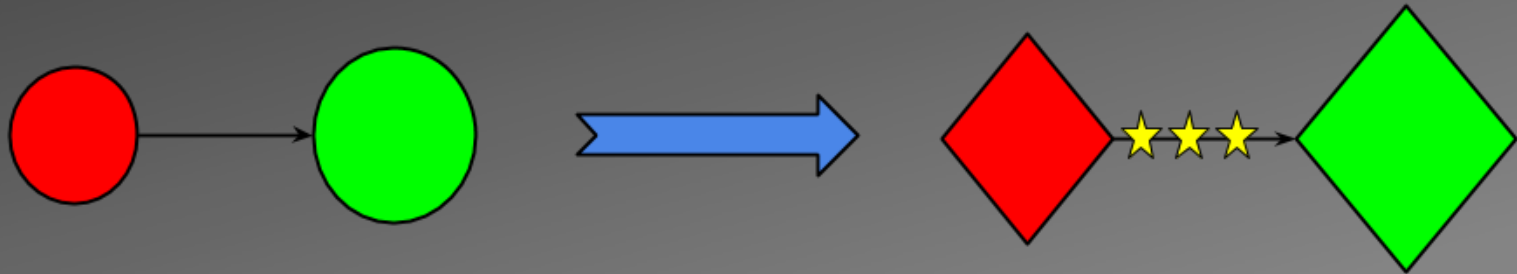


# State Transition - Trace



```
def findPattern(v0, v1, v2):  
    for v3 in range(len(v0)):  
        if findPatternAtIndex(v0, v1, v3):  
            return v2 + v3  
    return -1
```

# Step 3: Generating Individual Feedback



# Levels of Hints

- **Location**: What line needs to be changed?
  - Make a change in **line 26**.
- **Content**: Which code fragment is wrong?
  - Change **v3** in **line 26**.
- **Edit**: What is the correct code?
  - Replace **v3** with **v2+v3** in **line 26**.

# The Feedback Doesn't Match

```
23 def findPattern(s, pattern, startIndex):  
24     l = len(s)  
25     for i in range(l):  
26         if findPatternAtIndex(s, pattern, startIndex + i) == True:  
27             return i  
28     return -1
```

Replace v3 with v2+ v3 in line 26.

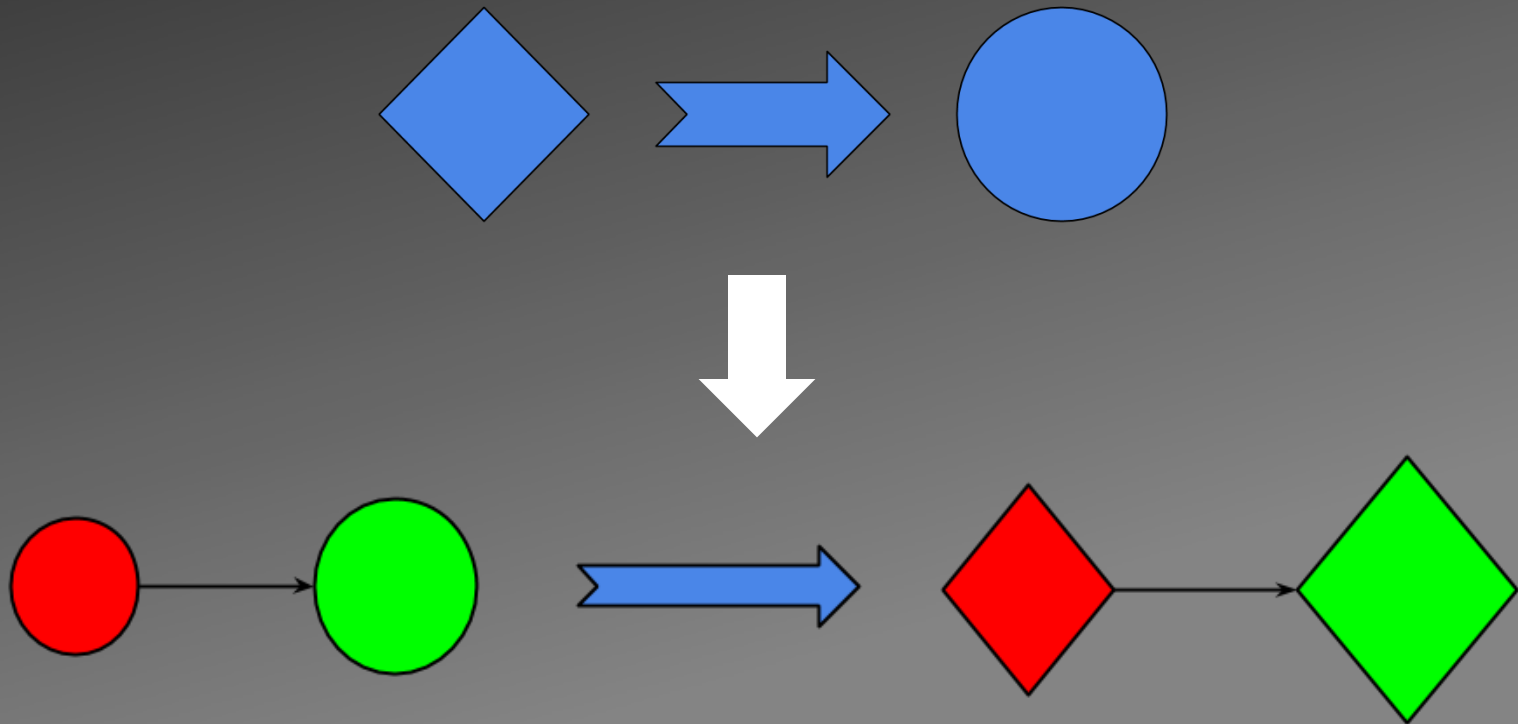
# But it's Normalized!

```
23 def findPattern(v0, v1, v2):  
24     for v3 in range(len(v0)):  
25         if findPatternAtIndex(v0, v1, v2 + v3):  
26             return v3  
27     return -1
```

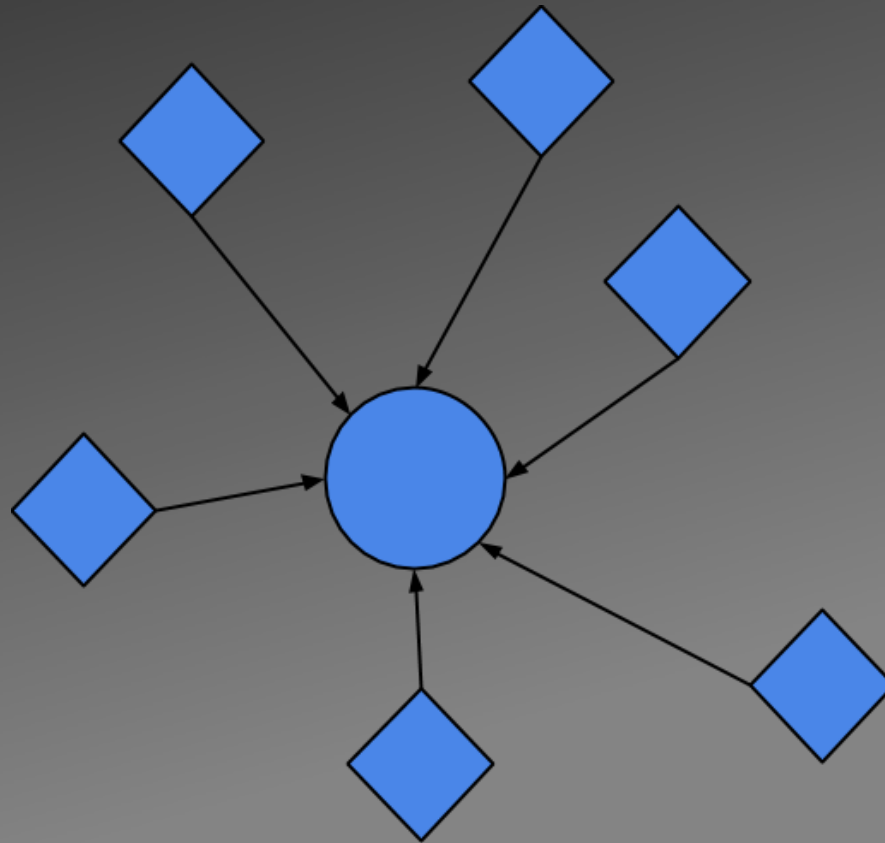
Replace v3 with v2+ v3 in line 26.



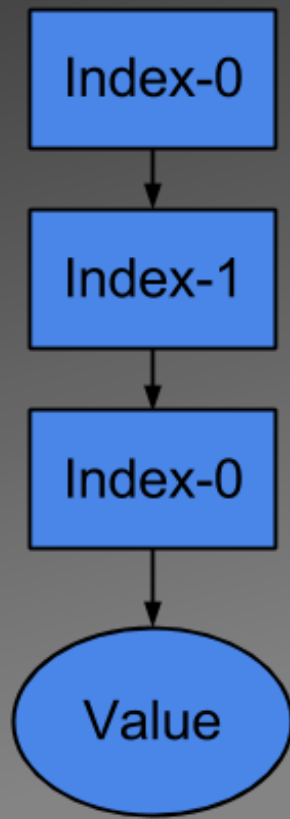
# Undo the Transformations



# Many to One



# Unrolling the Trace



```
def findPattern(v0, v1, v2):  
    for v3 in range(len(v0)):  
        if findPatternAtIndex(v0, v1, v2 + v3):  
            return v3  
    return -1
```



Work in progress

# Unrolling the Trace



```
def findPattern(s, pattern, startIndex):  
    for i in range(len(s)):  
        if findPatternAtIndex(s, pattern, startIndex + i) == True:  
            return i  
    return -1
```



Work in progress

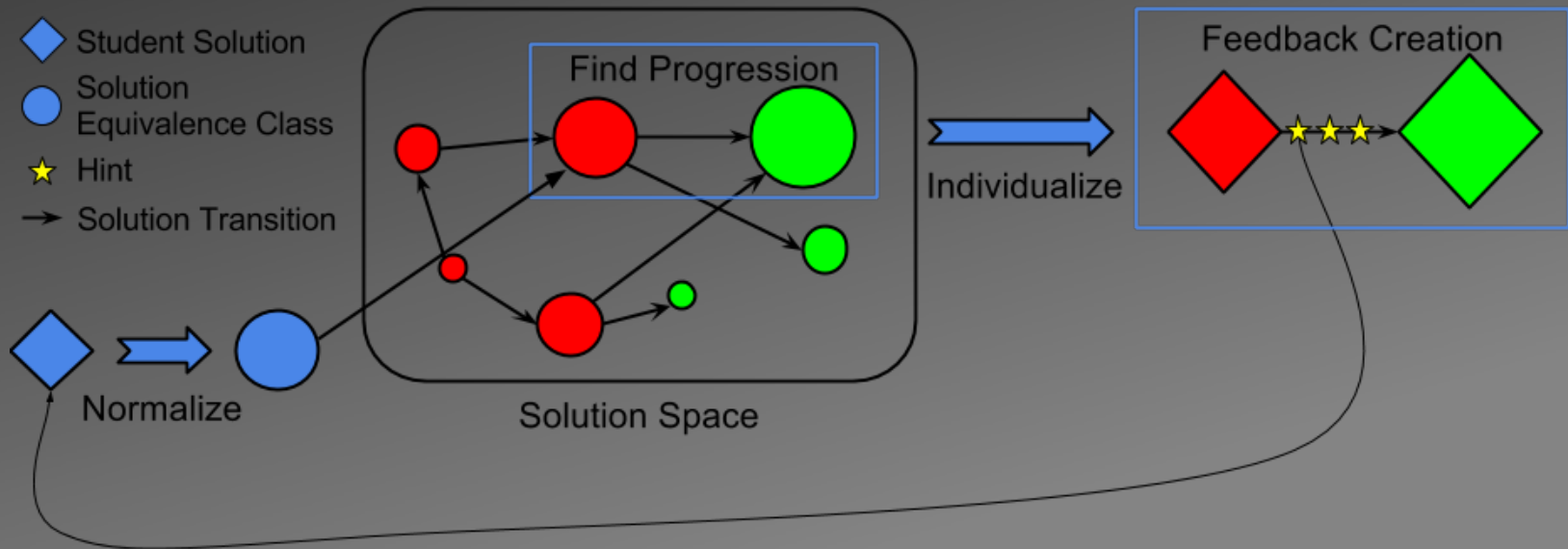
# Mapping the Transformations?

- Deleted lines
- Extra code
- Reordered expressions
- How?

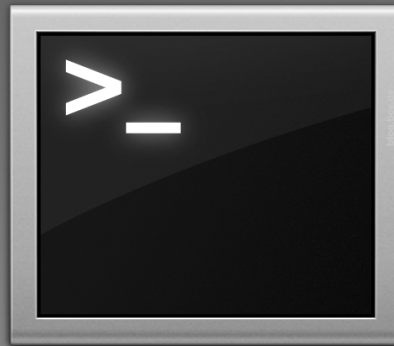




# Overview



# Let's try it!



# So What?



# Research Question

- Automatically generate feedback



# Research Question

- Automatically generate feedback
- ... in order to make programming less painful for novices







Work in progress

# How to Measure?

- Rate relevance of messages
  - Relation to test results
  - Targeted solution
- Test with real students!
  - Fall 2013



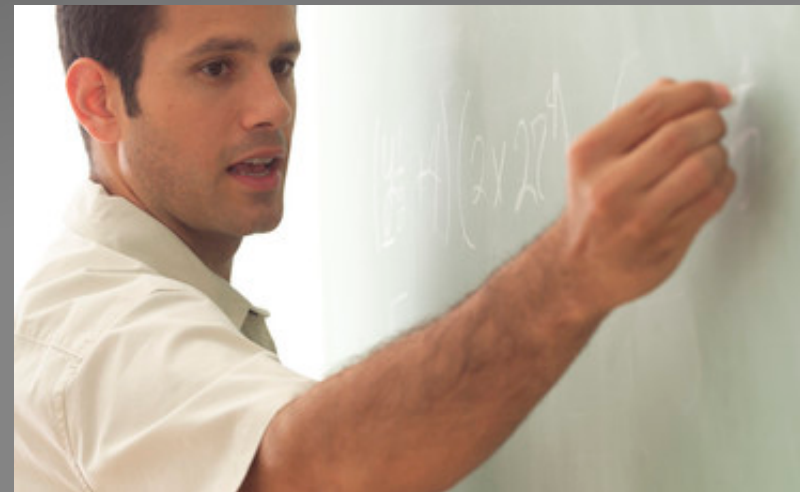
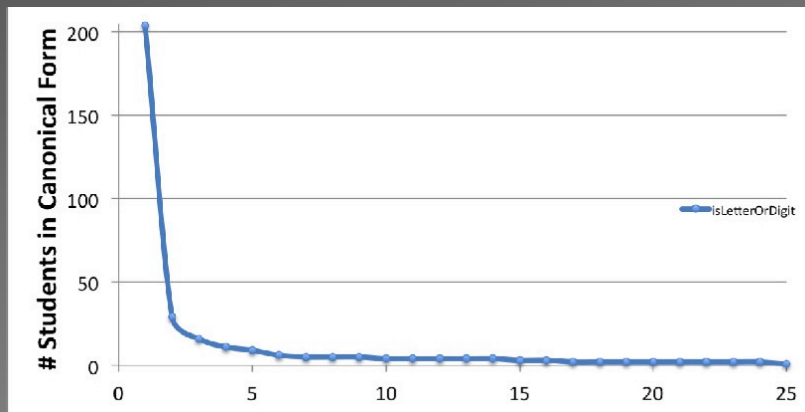
# For students, we hope...

- Help them squash 'impossible' bugs
- Recommend how correct solutions can become better



# For teachers, we hope...

- Help them target struggling students
- Discover missing knowledge components



# Discussion

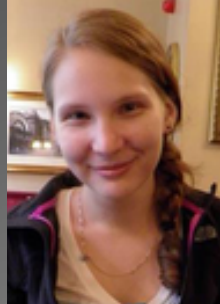
- Limitation: reliance on previously collected data
- Learning to debug: when do we stop giving feedback?
- Open-ended problems: how to approach?



# Next Steps

- Generalize for many teachers...
- ... and other languages...
- ... and even other domains?

# Questions?



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# Time on Task

Stoppers



Tinkerers



Movers



Perkins & Martin, 1986; Jadud, 2006