From MOOCdb to MOOC Data Science Commons

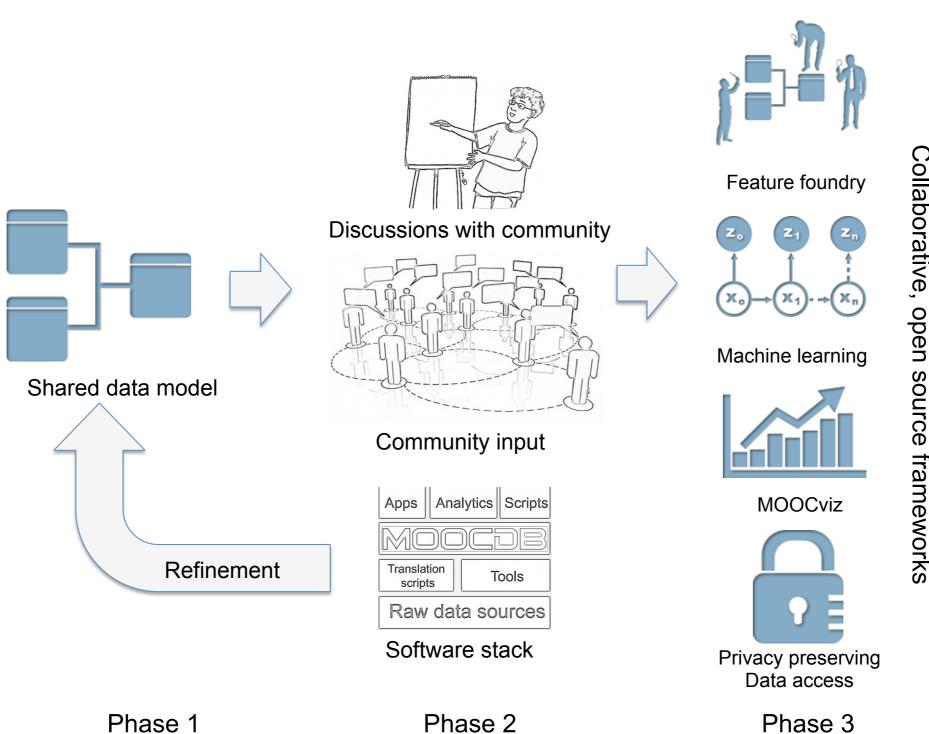
Goal: To build the largest shared repository of MOOC data science apps

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NSF DIBBS KickOff Carnegie Mellon University January 15, 2015

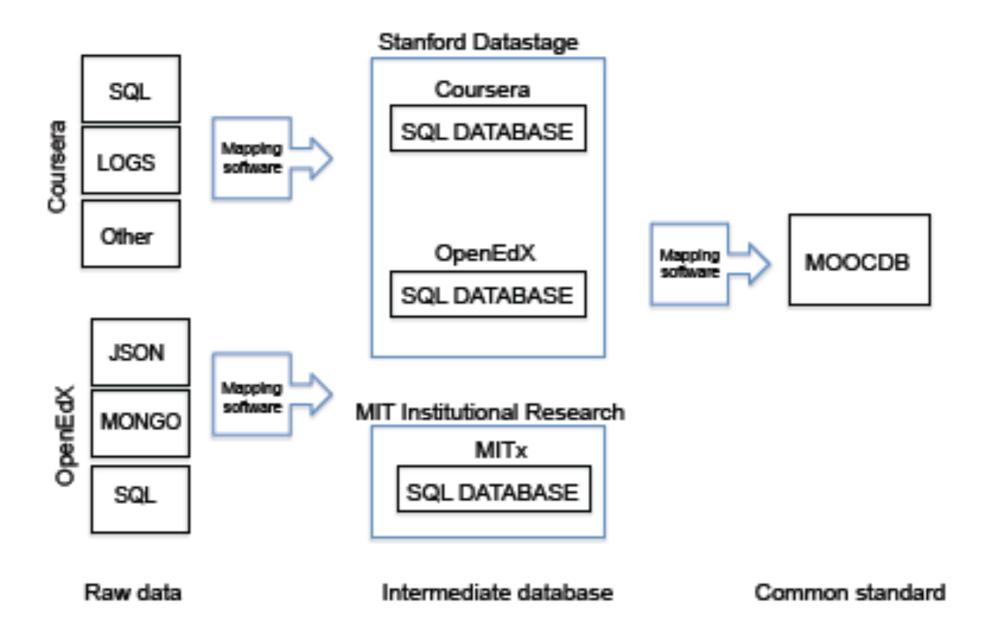
Where were we?

Circa. April 2014 (when we started to think about this proposal)



Collaborative, open source frameworks

Focus was on translating raw data to MOOCdb



Current state of our resources?

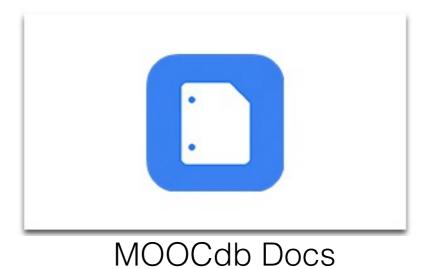
Circa. January 2015





Software







Wiki

Where are we today?

Circa. January 2015

> 100 course offerings67 Coursera courses30 edX courses5 OpenedX courses

Total number of events processed > 1 Billion

Total amount of data

~2TB

Finished













In progress

What is an app?

- An end-to-end packaged software chain with several value additions:
 - Integrated curation and processing tools
 - Appropriate and easy-to-use interfaces
 - Documentation (web based)
 - Use cases
 - Demonstration

Types of apps

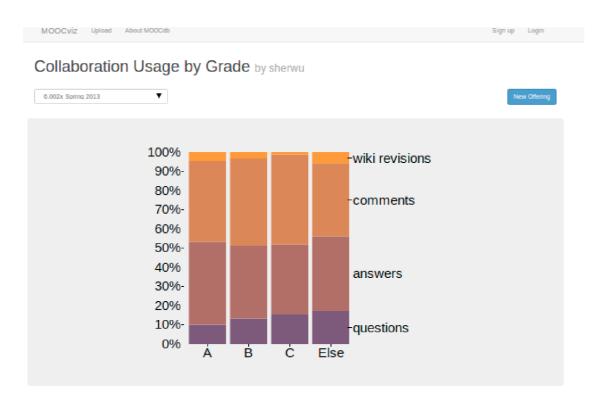
- Machine learning (ML) apps
- A machine learning app is designed to build a model of the data that solves a predictive, correlative and/or analysis problem.
 - end-to-end packaged software includes:
 - data preprocessing and curation
 - data assembly to make it ready for the machine learning approach
 - machine learning algorithm implementation
 - structured model output and storage
 - model analysis
 - visualization

Types of apps

- Apps that are "Platforms"
- A "Platform" according to our definition is a web based system with which humans (analysts, instructors, data scientists, researchers) interact and it collects "human input and stores it in a persistent database" *.
- Platforms enable us to solve endeavors that are human driven and are complimentary to automatic data processing, machine learning and analytic tools.
- They allow us to collaboratively work together and share our work through web based interfaces.
- Examples are: MOOCviz, Feature Factory, LabelMe-Text
 - An end-to-end packaged software includes:
 - data preprocessing and curation
 - data assembly to make it ready for the platform
 - user interfaces
 - backend database and storage design
 - analytics on the backend database
 - modules for platform administration
 - * Ken's suggested definition.

To read about our current design, please read <u>here</u> and <u>here</u> about MOOCviz development and <u>here</u> about our feature factory.

An example platform app- MOOCviz



This visualization shows what different types of collaborations were used by different types of students. We looked at students based on their final grade in the class - 'A', 'B', 'C', or 'else', where else means the student didn't obtain a passing certificate for the class.



① Download ZIP of all files

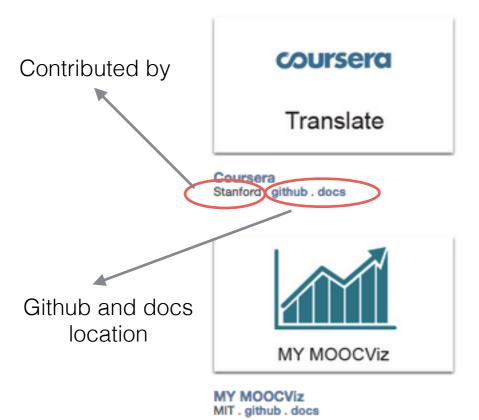
collaborations_percentage_by_user_grade.csv

State, questions, answers, comments, wiki revisions
A, 0. 0901574403356, 0. 433542424407, 0. 420347412001, 0. 0400527132358
B, 0. 13322249779, 0. 3790917503277, 0. 454380180936, 0. 0333056219474
C, 0. 152042322522, 0. 305842504093, 0. 409040598775, 0. 01247448401
Else, 0. 173050241749, 0. 387092705487, 0. 38091233971, 0. 0580447130544

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Current apps

as listed on our website (some are in progress)



Translate



My Feature Factory MIT . github . docs

online
evolving
communities
social
networks

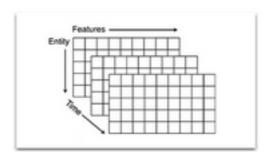
MIT . github . docs

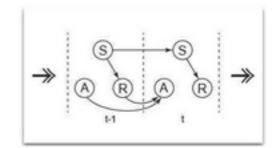
Lag 12345676999111121314

Whats happening in forums? MIT. github. docs

Predict who is likely to stop? MIT . github . docs







Digital Learner Quantified MIT . github . docs

Problem Analytics MIT . github . docs



LabelMe MIT . github . docs

Community detection

MIT . github . docs

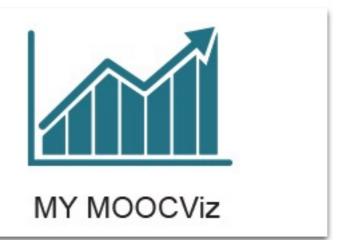




Translation and curation apps



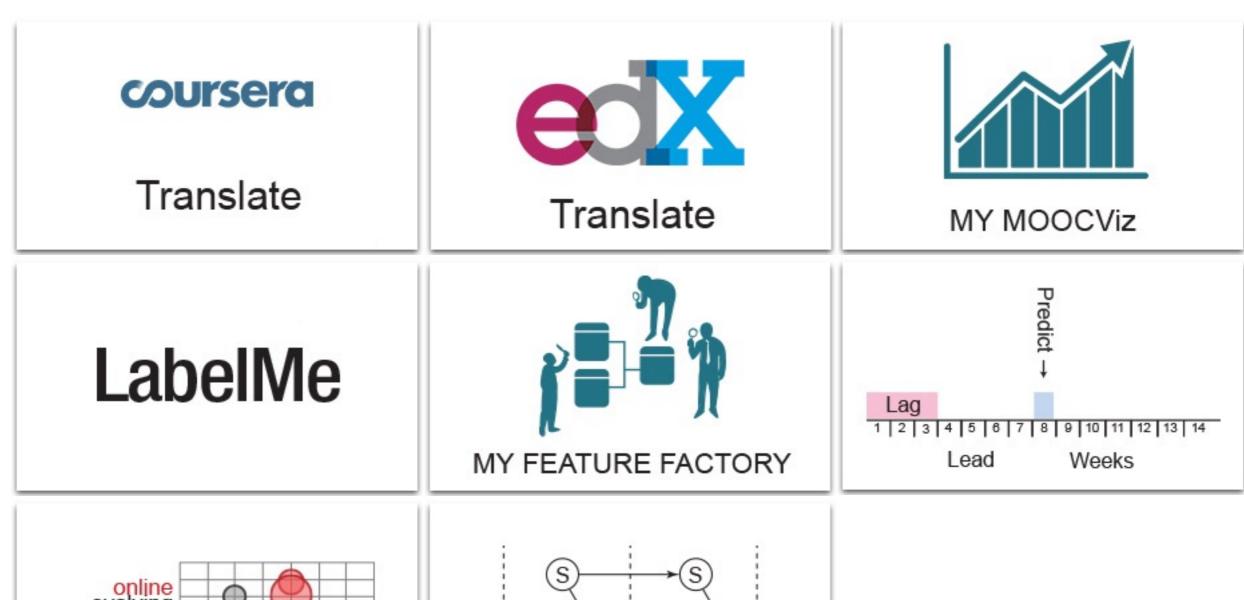


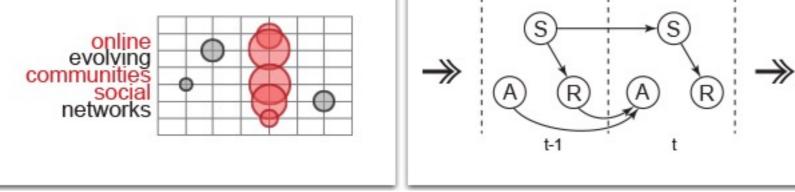


LabelMe



Apps that are platforms

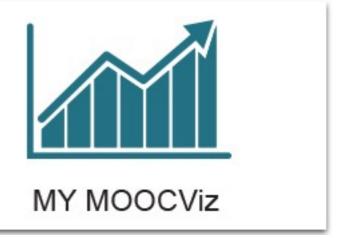




Machine learning apps

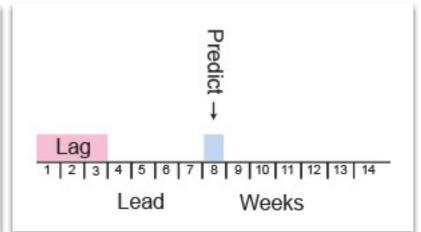


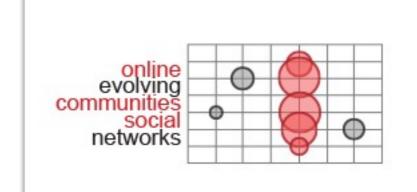


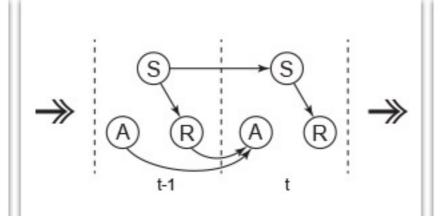


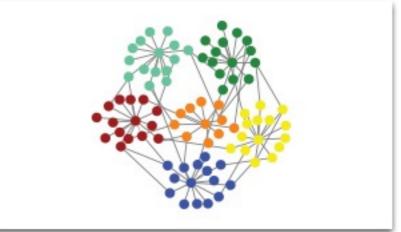
LabelMe

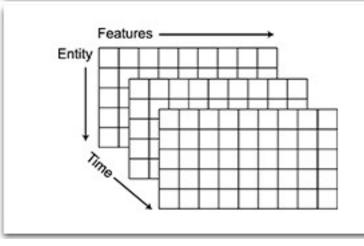








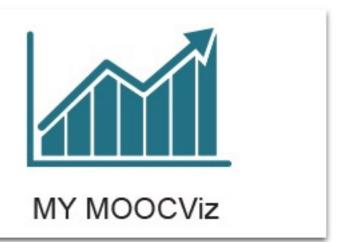




Analytics apps

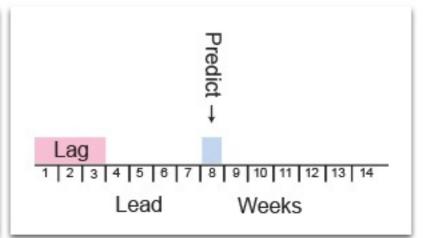


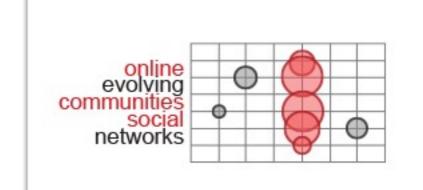


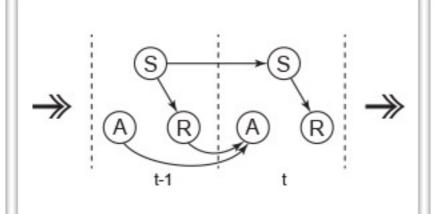


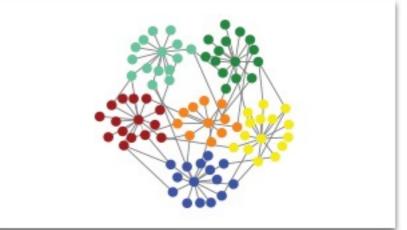
LabelMe

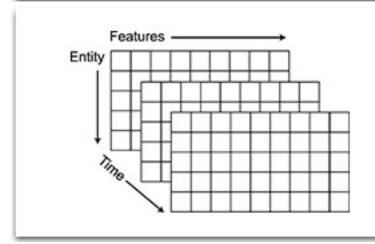












Current apps circa 2015

How does an app come about?

- Starts with an idea and then:
 - 1. Refine the idea with input from multiple stakeholders
 - 2. Test it at MIT (use an MIT course data, if it is a data/machine learning app)
 - 3. Test it with external partners
 - 4. Generalize and refine
 - 5. Release (github source code, documentation)
- For a full release (finishing these steps 1-5), and development of an app it takes us 2 - 2.5 years
- Note that we build multiple apps simultaneously
- Some of the apps we showed today have been through Steps 1, 2 and 3 and some are at 2 and some are at 5.