IRT

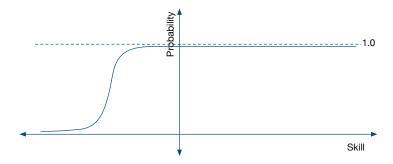
Natural Language Processing

University of Maryland

Exercises

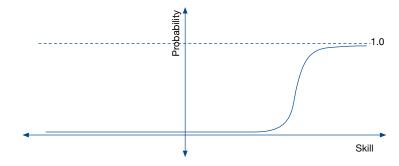
- Low difficulty
- High difficulty
- High discrimination
- Low discrimination
- Low feasibility

Low difficulty



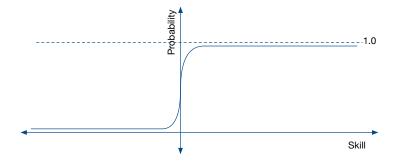
- High difficulty
- High discrimination
- Low discrimination
- Low feasibility

- Low difficulty
- High difficulty



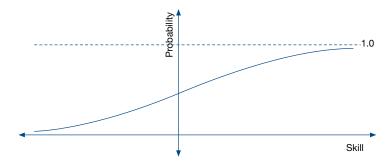
- High discrimination
- Low discrimination
- Low feasibility

- Low difficulty
- High difficulty
- High discrimination



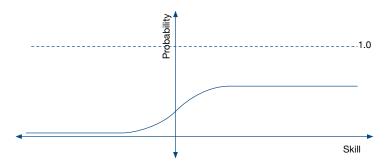
- Low discrimination
- Low feasibility

- Low difficulty
- High difficulty
- High discrimination
- Low discrimination



Low feasibility

- Low difficulty
- · High difficulty
- High discrimination
- Low discrimination
- Low feasibility



Examples of Questions

What's an example of:

- A low difficulty question
- A high difficulty question
- An infeasible question
- A high discrimination question
- A negative discrimination question

 What is the analog to difficulty, skill, and correctness in the Bradley Terry model?

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 - ► Difficulty = Rating / value of response 1
 - Skill = Rating / value of response 2
 - Corectness = Preference

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 What would that mean? Why does it not make sense.

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 In original BT models, this is called "home field advantage". A cap on probability of one of the responses being preferred. It doesn't make sense because Bradley Terry is symmetric.

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 That for some prompts, there is a clear unambiguous answer.

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Factoid QA without explanation, quotes.