Pythondo

A web system for automatic feedback of programming assignments

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"Introdução à Programação" (CC101/ECC101)

- Introductory programming course at FCUP
- For 1st year students of most majors:
 - Astronomy
 - Biology
 - Physics
 - Mathematics
 - Chemistry
 - Engineering Sciences

Challenges:

- 405 students enrolled (in 2013);
- large disparities in student's background and motivation;
- many realize their difficulties only by failing the first exam;
- low success figures (35% passes in 2012).

Can we help students learn programming in a more effective way?

- Programming is a primarily a writing skill.
- Largest dificulty: expressing yourself in an unambiguous notation.
- Students should be encouraged to write many short programs as soon as possible.
- Aim: quality assurance rather than quality control

Getting feedback is essential to consolidate learning: correctness: does my program produce the right answer? structure & style: is it expressed clearly?

Goal

Employ testing to give automatic feedback on correctness.

(Structure and style still requires teacher feedback.)

. What about *Mooshak*?

- initially intended for ACM-style programming contests;
- also often used for teaching at DCC.

Positives:

- tried and tested;
- language agnostic;
- good administrative interface.

Negatives:

- submissions must deal with I/O by default;
- uninformative feedback (but can be overridden with some effort);
- some misfit between objectives of contests & training;
- scalability issues due to a dated implementation (CGI scripts).

- Some advantages in developing a specialized system for teaching.
- An opportunity to try Haskell web programming.

- A system for evaluating programming assignments
- Specific for the Python language:
 - no need to deal with I/O;
 - allows testing fragments (functions, methods, classes, etc.);
 - test feedback mimics the Python shell;
 - failed test cases is always reported.
- Implemented in Haskell (plus some Python & JS)

Try it now: http://ipminor.dcc.fc.up.pt

Python a general-purpose dynamic programming language by Guido van Rossum.

do (from Japonese):

- path, road, street;
- e method, way;

say.

All the usual reasons:

- High-level development
- Correctneness
- Performance

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Web servers are kind of functional anyway:

- wait for a request;
- process it;
- render a response.

Mostly consists of converting between data formats:

- HTTP requests
- HTML/XML documents;
- JSON documents;
- Ο...

Really... why Haskell? (cont.)

GHC is *really* good at concurrency.

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Thread ring benchmark from

http://benchmarksgame.alioth.debian.org

Really... why Haskell? (cont.)

- Several frameworks for web programming:
 - Happstack
 - Yesod
 - Snap
 - Scotty
 - ...
- Different approaches, levels of functionality, documentation, stability, etc.

The Snap web framework

http://snapframework.com/

- Just a bunch of Haskell libraries
- Includes a fast HTTP server library
- A sensible and clean monad for web programming
- Many optional *snaplets*:
 - HTML-based templating system for generating pages
 - User sessions, authentication
 - File uploading
 - Database access, ACID state
 - ...
- Some "industrial" users (e.g. Janrain, Soostone Inc)

```
main :: IO ()
main = quickHttpServe site
```

```
helloHandler = method GET $ do
    opt <- getParam "name"
    writeBS $ case opt of
        Nothing -> "must specify name"
        Just name -> BS.append "Hello, " name
```

User authentication via department LDAP:

- avoids the need to create users, set passwords, etc;
- less hassle for 1st year students;
- no need to limit users: secure execution must be ensured anyway.

- API is vaguely REST-like:
- GET /problems fetch list available problems
- GET /problems/:pid fetch a specific problem
- GET /submissions/:pid/:sid fetch a submission
- GET /submissions/:pid fetch all submissions
- POST /submissions/:pid post a new submission

Evaluating submissions:

- executes a separate Python process;
- under a "safe-exec" environment;
- *doctest* script for each problem;
- typically 50–100 test cases organized from simpler to more complex;
- reports *sucess* or the *first failed* test case.

Output HTML generated using the *Heist* template library:

- separates the presentation layer from the internal logic;
- allows changes to styling, language, etc. without modifying Haskell code;
- Snap also serves static files (CSS, JavaScript libraries, etc.)

- Used for mandatory weekly exercises (27 in total)
- Could be complete in labs or elsewhere
- Students required to successfully complete half to attend exam
- No attempt to avoid plagiarism during classes
- Also used in exam (in a controlled environment)

The good



- 2 Libraries
- Refactoring
- Performance and reliability

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newtype UID = UID { fromUID :: ByteString } newtype PID = PID { fromPID :: ByteString } newtype SID = SID { fromSID :: Int }

No way to mix different IDs

Parsing and pretty-printing using Show/Read instances

Types (cont.)

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lata Problem	t = Problem	{
probID	:: PID,	unique id
probTitle	:: Text,	title
probDescr	:: [Node],	description (HTML)
probSubmit	:: Text,	default submission
probStart	:: Maybe t,	optional start time
probEnd	:: Maybe t,	optional end time
probExam	:: Bool	is an exam problem?
}		

- Describe the shape of data precisely
- Parametric over the type of times (for parsing)
- Maybe types: no null pointer exceptions!

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Some very good general-purpose libraries used: parsec parsing using combinators; configurator processing configuration files; ekg remote monitoring of Haskell processes.

- Changes to interfaces are much easier with static types.
- If it still typechecks, then it will almost never fail at runtime!

- Deployed on a virtual machine (1-4 GB, 1-4 cores)
- Snap process uses about 20MB
- Splits work on all available cores (lightweight threads)
- Server ran unattended for weeks (no crashes)
- Peak stress test: exam (around 90 simultaneous users)
 - No change in resident space
 - Should be able to handle many more users

The *Cabal* build system:

- packages can depend on other packages;
- may demand *lower* and *upper* version bounds;
- conflicts when two versions of the same package are required;
- *sandboxes* improves the situation somehow.

Many different string-like types:

String lists of Unicode chars (simple but inefficient); ByteString vectors of bytes (strict and lazy versions); Text Unicode text (strict and lazy versions)

- Requires explict conversions (no subtyping);
- May have performance costs

Questions?

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