



Enhancing Computer Science Education by Automated Analysis of Students' Code Submissions

ECAI 2023 - Workshop AI4AI

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1. Motivation & Problem
2. Challenges & Related Areas
3. Proposed Approach
4. Evaluation
5. Summary

MOTIVATION & PROBLEM

MOTIVATION



students

lecturer

MOTIVATION

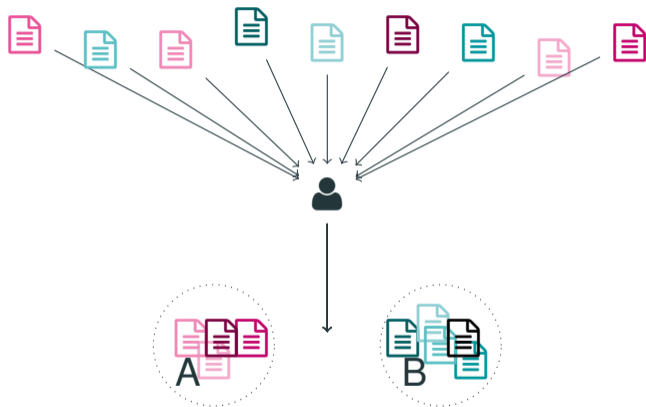


students

lecturer

grading? unit-testing?

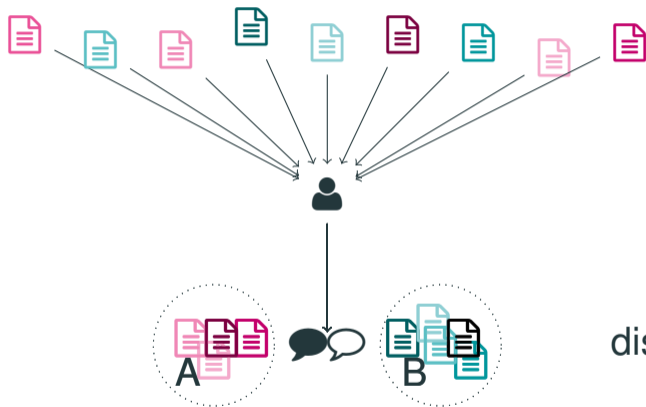
MOTIVATION



students

lecturer

MOTIVATION

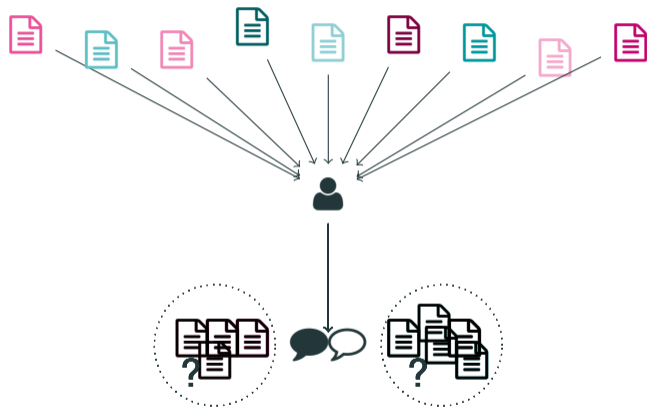


students

lecturer

discuss solution approaches!

PROBLEM



students

lecturer

black boxes

CHALLENGES & RELATED AREAS

CHALLENGES & RELATED AREAS

task: write a function that returns the value range of the passed array (which carries elements of up to three digits only)

```
class Range {  
  
    int getRange(int[] arr) {  
        int min = 1000;  
        int max = -1000;  
        for (int i=0;i<arr.length;++i)  
            if (arr[i]<min) min=arr[i];  
            else if (arr[i]>max) max=arr[i];  
        return max-min;  
    }  
}
```

CHALLENGES & RELATED AREAS

task: write a function that returns the value range of the passed array (which carries elements of up to three digits only)

```
class Range {  
  
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            if (arr[i]<min) min=arr[i];  
            else if (arr[i]>max) max=arr[i];  
        return max-min;  
    }  
}
```

different approaches:

- sort array first, subtract first from last element
- first determine only the maximum, then negate array, again determine only the maximum (now minimum)

CHALLENGES & RELATED AREAS

```
class Range {  
  
    int getRange(int[] arr) {  
        int min = 1000;  
        int max = -1000;  
        for (int i=0;i<arr.length;++i)  
            if (arr[i]<min) min=arr[i];  
            else if (arr[i]>max) max=arr[i];  
        return max-min;  
    }  
}
```

```
class Range {  
    int small = 1000;  
    int large = -1000;  
  
    void include(int a) {  
        if (a<small) small=a;  
        else if (a>large) large=a;  
    }  
    int range(int[] arr) {  
        for (int i=0;i<arr.length;++i)  
            include(arr[i]);  
        return large-small;  
    } }  
}
```

CHALLENGES & RELATED AREAS

```
class Range {  
  
    int getRange(int[] arr) {  
        int min = 1000;  
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        for (int i=0;i<arr.length;++i)  
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        return max-min;  
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}
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```
class Range {  
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    void include(int a) {  
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        else if (a>large) large=a;  
    }  
  
    int range(int[] arr) {  
        for (int i=0;i<arr.length;++i)  
            include(arr[i]);  
        return large-small;  
    }  
}
```

RELATED AREAS

```
class Range {  
  
    int getRange(int[] arr) {  
        int min = 1000;  
        int max = -1000;  
        for (int i=0;i<arr.length;++i)  
            if (arr[i]<min) min=arr[i];  
            else if (arr[i]>max) max=arr[i];  
        return max-min;  
    }  
}
```

- plagiarism detection
- edit distance
- code clone detection

```
class Range {  
    int small = 1000;  
    int large = -1000;  
  
    void include(int a) {  
        if (a<small) small=a;  
        else if (a>large) large=a;  
    }  
  
    int range(int[] arr) {  
        for (int i=0;i<arr.length;++i)  
            include(arr[i]);  
        return large-small;  
    }  
}
```

RELATED AREAS

```
class Range {  
  
    int getRange(int[] arr) {  
        int min = 1000;  
        int max = -1000;  
        for (int i=0;i<arr.length;++i)  
            if (arr[i]<min) min=arr[i];  
            else if (arr[i]>max) max=arr[i];  
        return max-min;  
    }  
}
```

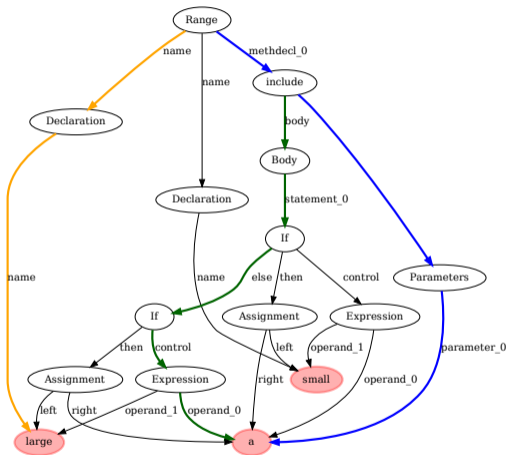
- plagiarism detection ✗
- edit distance ✗
- code clone detection ✗
- **idea**: involve variable usage

```
class Range {  
    int small = 1000;  
    int large = -1000;  
  
    void include(int a) {  
        if (a<small) small=a;  
        else if (a>large) large=a;  
    }  
  
    int range(int[] arr) {  
        for (int i=0;i<arr.length;++i)  
            include(arr[i]);  
        return large-small;  
    }  
}
```

PROPOSED APPROACH



VARIABLE USAGE PATHS (VUPS)



```
class Range {
  int small = 1000;
  int large = -1000;

  void include(int a) {
    if (a<small) small=a;
    else if (a>large) large=a;
  }...
}
```

→ a/parameters/include/Range

→ a/expression/if/if/body/include/Range

→ large/declaration/Range

Figure 1: modified AST of class Range

CLASS COMPARISON

class C

a/expression/while/func/C

a/declaration/func/C

b/assignment/for/func/C

b/expression/for/func/C

b/declaration/func/C

c/expression/for/get/C

c/declaration/get/C

class D

x/assignment/for/proc/D

x/expression/for/proc/D

x/declaration/D

y/expression/for/read/D

y/declaration/read/D

z/expression/while/proc/D

z/declaration/proc/D

CLASS COMPARISON

class C

a/expression/while/func/C

a/declaration/func/C

b/assignment/for/func/C

b/expression/for/func/C

b/declaration/func/C

c/expression/for/get/C

c/declaration/get/C

class D

x/assignment/for/proc/D

x/expression/for/proc/D

x/declaration/D

y/expression/for/read/D

y/declaration/read/D

z/expression/while/proc/D

z/declaration/proc/D



CLASS COMPARISON

class C

a/expression/while/func/C

a/declaration/func/C

b/assignment/for/func/C

b/expression/for/func/C

b/declaration/func/C

c/expression/for/get/C

c/declaration/get/C

class D

b/assignment/for/func/C

b/expression/for/func/C

b/declaration/D

y/expression/for/read/D

y/declaration/read/D

z/expression/while/proc/D

z/declaration/proc/D

sim = $\frac{2}{3}$



CLASS COMPARISON

class C

a/expression/while/func/C
a/declaration/func/C

b/assignment/for/func/C
b/expression/for/func/C
b/declaration/func/C

c/expression/for/get/C
c/declaration/get/C

class D

b/assignment/for/func/C
b/expression/for/func/C
b/declaration/C

c/expression/for/get/C
c/declaration/get/C

a/expression/while/func/C
a/declaration/func/C

sim = $\frac{2}{3}$

$\frac{2}{2}$

$\frac{1}{2}$

CLASS COMPARISON

class C

a/expression/while/func/C
a/declaration/func/C

b/assignment/for/func/C
b/expression/for/func/C
b/declaration/func/C

c/expression/for/get/C
c/declaration/get/C

class D

b/assignment/for/func/C
b/expression/for/func/C
b/declaration/C

c/expression/for/get/C
c/declaration/get/C

a/expression/while/func/C
a/declaration/func/C

sim = $\frac{2}{3}$

$\frac{2}{2}$

$\frac{1}{2}$

total sim = $\frac{5}{7}$

EVALUATION

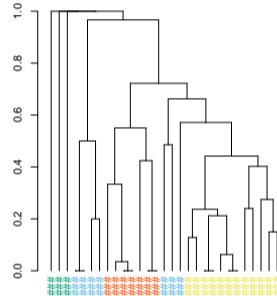


- 2-step-Evaluation
 1. self-created example programmes → explicit testing of desired behaviour
 2. more comprehensive evaluation on real student submissions & comparison of different approaches and JPlag

- 2-step-Evaluation
- projection of results in 2D-space



- 2-step-Evaluation
- projection of results in 2D-space
- manual grouping in comparison with hierachical cluster analysis



EVALUATION - RESULTS

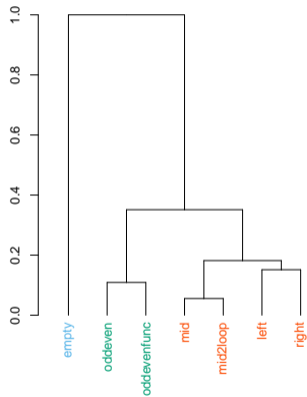
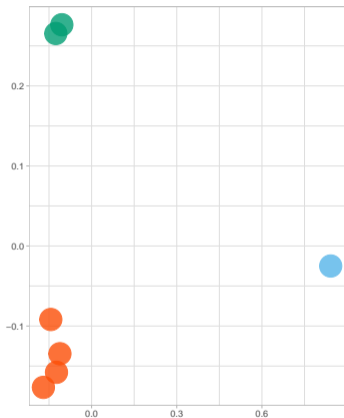


Figure 2: Evaluation of example codes

EVALUATION - RESULTS

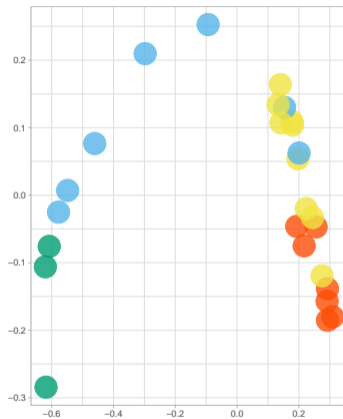
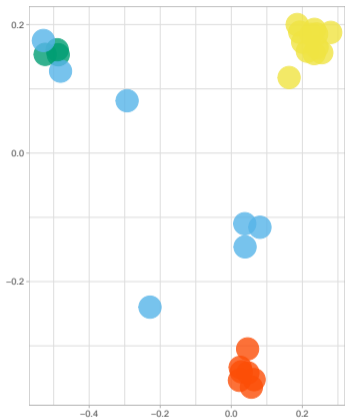
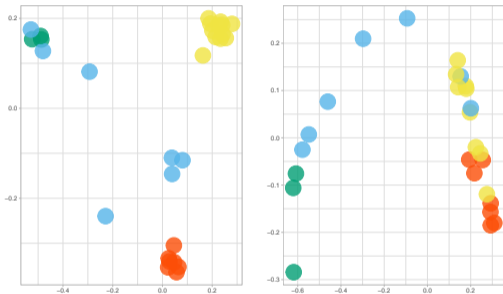
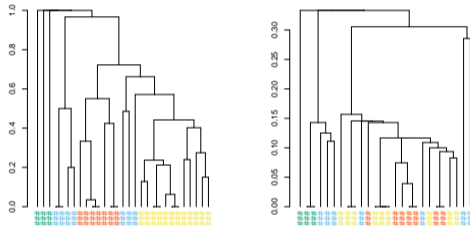


Figure 3: 2D results of proposed approach (left), Jplag (right)

EVALUATION - RESULTS

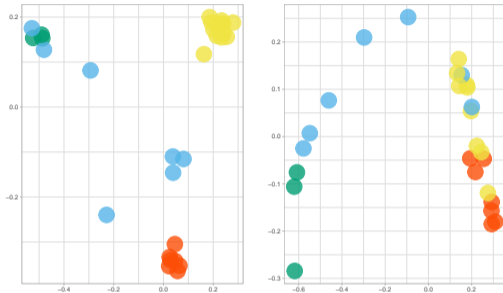


(a) 2D results of proposed approach (left), Jplag (right)

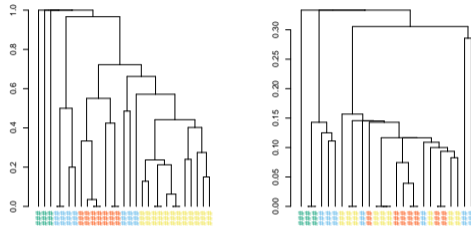


(b) dendrograms of hierachical clustering of proposed approach (left), Jplag (right)

EVALUATION - RESULTS



(a) 2D results of proposed approach (left), Jplag (right)



(b) dendrograms of hierarchical clustering of proposed approach (left), Jplag (right)

→ solution approaches can be distinguished by comparing VUPs

SUMMARY

Summary:

- Measure structural similarity of student submissions
- Classical approaches fail (edit distance, JPlag)
- New approach guided by variable usage
- Encouraging results

Thank you for your attention!



Any questions?