

Dynamic Rate Limiting with TA-Bot in CS1

Jack Forden, Alex Gebhard, and Dennis Brylow

{jack.forden, alexander.gebhard, dennis.brylow}@marquette.edu Marquette University - Milwaukee, WI



Motivations

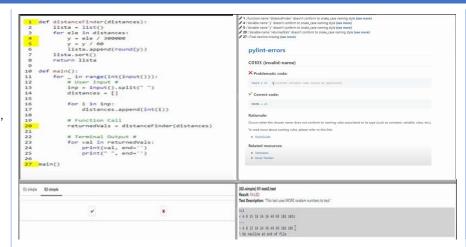
- For instructors:
- With growing class sizes, instructors have less time to dedicate to individual students.
- TA-Bot helps instructors track and grade submissions
- Provides insights into student coding habits, submission rates, and code styles.
- For students:
 - TA-Bot was designed to give automated feedback based on their code
 - Allow students to assess the correctness of their assignment
 - Incentivize students to start assignments earlier

Related Works

- Automated Assessment in Computer Science Education: A State-of-the-Art Review [1]
- A vast analysis of existing AAT's
- The Marmoset project [2]
 - Used a tokenized rate limiting system
- Can Mobile Gaming Psychology Be Used to Improve Time Management on Programming Assignments? [3]
 - Used an Energy based rate limiting system
 - Authors believed their system was too soft and did not see hypothesized results
- Web-CAT: Automatically Grading Programming Assignments [4]
 - Industry leading Open source AAT
- PyTA: a wrapper for Pylint that provides custom checks for common novice errors as well as improved messages[5]

Creation of Web TA-Bot

- Command line TA-Bot originated from shell scripts
- Web-based TA-Bot uses Flask as it's API framework
- Front end is writing in Typescript with UI components coming from Semantic UI, Javascript, HTML and CSS
- The frontend and backend communicate via a series of JavaScript web requests
- Supports 83 different languages.



Experiment

TA-Bot implements a novel concept called time between submissions (TBS) to incentivize earlier submissions:

- On the day a project is assigned 5 minute rate limit
- Each day, the rate limit increases, up to two hours on the day the project is due
- Aims to be a more structured rate limit in comparison to Edwards energy system [3]

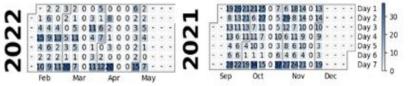
Leveling System and Pylint gamification:

- Test cases for each weekly project separated into different levels
 - Assignments created to better facilitate level system
 - Levels attempt to simulate test driven development (TDD)
 - Base case tests level 1
 - Main functionality tests level 2
 - Edge case tests level 3
- A student could not progress onto the next level, without passing half of current level test cases
- Pylint style suggestions displayed to students
 - Curated Github examples
- A student would be given a "score" on a submission
 - 60 points being allocated to test case results 40 points being allocated to Pylint suggestions
- A student with a score of 70 would be able to unlock a reduced rate limit submission day

Results

Submission heat maps generated for Fall 2021 and Spring 2022 semester.

- Each column represents one week-length assignment. Columns with all zeros represent a week where no homework was assigned.
- Fall 2021 semester, there is noticeably more students starting the first three days when TBS was enabled
- The novel concept of TBS did appreciably alter student submission habits in the way it was intended.
- The ability to "unlock" a reduced rate limit day was utilized a handful of times
 - Bad messaging or difficulty using the feature



References

[1]: José Carlos Paiva, José Paulo Leal, and Álvaro Figueira. 2022. Automated Assessment in Compute Science Education: A State-of-the-Art Review

[2]: Jaime Spacco, Davide Fossati, John Stamper, and Kelly Rivers. 2013. Towards improving programming habits to create better computer science course outcomes

[3]: Michael S. Irwin and Stephen H. Edwards. 2019. Can Mobile Gaming Psychology Be Used to Improve Time Management on Programming Assignments?

[4]: Stephen H. Edwards and Manuel A. Perez-Quinones. 2008. Web-CAT: automatically grading programming

[5]: David Liu and Andrew Petersen. 2019. Static Analyses in Python Programming Courses.

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