

Grading

The grade in the Decentralized Systems Engineering class is made of three components:

1. The homework grade (40% of the final grade)
2. The project grade (30% of the final grade)
3. The multiple-choice questions exam (30% of the final grade)

The homework is graded individually, whereas the project grade depends on both the group contribution and the individual contribution.

Homework Grading

There will be four homework due dates, from homework 0 to homework 3. Homework 0 is worth 6% of the total homework grade, while homeworks 1, 2, and 3 are worth 29% each. Finally, 7% of the grade is based on code quality.

After each deadline, the whole project is evaluated, **including the parts corresponding to previous homeworks**. For instance, after homework 2 due date, the homework is evaluated on the deliverables of homework 0, 1, and 2. This means that homework 0 will be evaluated four times, homework 1 three times, homework 2 two times and homework 3 a single time. The points for each homeworks are awarded progressively after each deadline, as summarized in the table below. The goal is to give you a chance to improve previous homework, and to test for regressions over time.

	Code	HW0	HW1	HW2	HW3	Total
HW0 due	1%	3%				4%
HW1 due	1%	1%	9%			11%
HW2 due	1%	1%	9%	14%		25%
HW3 due	4%	1%	11%	15%	29%	60%
Total	7%	6%	29%	29%	29%	100%

The table above can be read as follow:

- After the homework 0 deadline you can get up to 4% of the total homework grade: 1% for code quality, and 3% from homework 0 tests.
- After the homework 1 deadline you can get up to another 11% of the total homework grade: 1% for code quality, 1% for homework 0 tests, and 9% for homework 1 tests.
- In total, code quality counts for 7% of the grade at the end of the semester, while homework 0 counts for 6% and homeworks 1, 2, and 3 counts for 29%, each.

To help you better understand the grading scheme, we provide a simulator that you can access here:

https://docs.google.com/spreadsheets/d/1WGS_m_fi9TUp_ToanZM00K59_GHC7UZxZIk5OvrugSCU/edit?gid=418576722

You can make a copy of the simulator, and modify the % of points per homework and deadline to see how your results will impact the final grade.

Each homework is assessed using a combination of unit tests, integration tests, benchmarks, and a set of hidden tests to evaluate the robustness of your solution (defensive programming). In addition, we will evaluate code quality for each submission. The tests are worth 93% of the total homework grade, and the code quality will sum up to 7% as described in the above table. The test grade is divided as follows:

55% unit tests	30% integration tests	5% performance	10% hidden tests
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Project Grading

The second part of the total grade (30%) is the project grade. The project grade has a group component (50% of the total project grade) and an individual component (50% of total project grade). We will evaluate your prototype with respect to **functionality**, **robustness**, **its testing** and **code quality**. In contrast, shiny user interfaces or user experience are **not** expected, as long as the prototype is usable.

The group will have to submit a written report which will, alongside the implementation, count toward the group component. In addition, each member of the group will need to submit a short (max 1 page) individual report to describe the individual contribution.

Time Management

In addition to the homework and the project, we will ask you to submit each week on Moodle how much time you have spent on the class. **This is not part of the grade**, and we will **not** take it into account when grading. We use this information only to monitor your workload and ensure that your time commitment to this class remains reasonable.

A Note About Cheating

Exchanging *ideas* with fellow students is allowed, and even encouraged, but **exchanging code is strictly forbidden**. This includes sharing code on public forums or repositories. Copying code in any form is forbidden and will be sanctioned in accordance with EPFL rules on plagiarism. We will perform automatic plagiarism detection on the code to enforce this rule.