

# Code/Model Plagiarism (1 of 2)

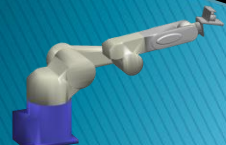
## ▶ What is NOT ok?

- Copying a previous student's models and changing the filename (to avoid detection)
- Copying a previous student's code and
  - doing find/replace so the variable/ function names are different
  - Just adding more comments to the original code
  - Minor reordering of code blocks to try to avoid detection

## ▶ Detection

- Turnitin on code submissions is easy to get around
- However, I have several Matlab scripts, Excel macros and other tools to compare files and to find big patches of code similarity
- Also, I have run the subject from inception, and the tutors Jonathan and Sheila have been involved from the start too
- The combination of identical files and code which overlaps (without any fundamental IP addition) plus a difficulty explaining pieces of code, makes plagiarism detection and misconduct proceedings straightforward (but emotionally draining for everyone)

## ▶ We care about the subject integrity and learning outcomes!!

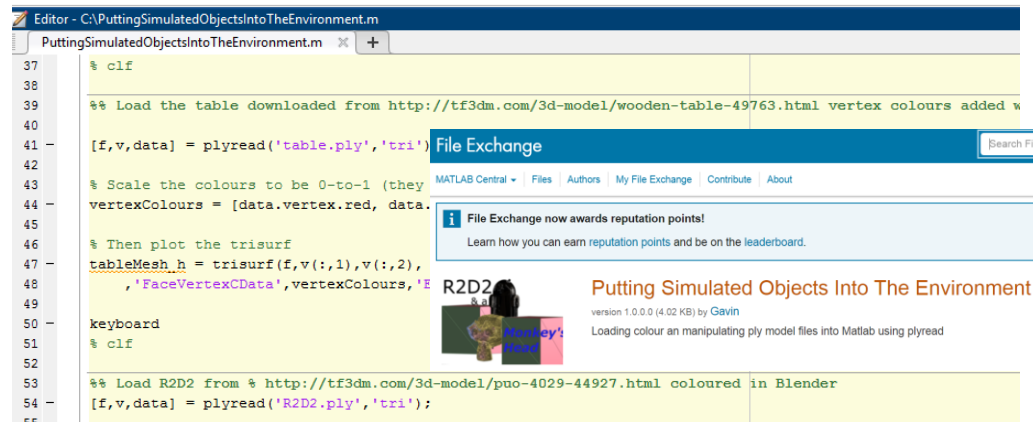


# Code/Model Plagiarism (2 of 2)

## ► What is ok?

- Write your own code from scratch
- Tell us clearly in the demo that you got someone else's model/code and don't want to be marked on it, but you included it for some reason (e.g. safety)
- Use our subject's, toolbox's (or an internet source's) code/models with clear reference to it

```
%% IsCollision
% This is based upon the output of questions 2.5 and 2.6
% Given a robot model (robot), and trajectory (i.e. joint states)
% and triangle obstacles in the environment (faces, vertex, faces, vertex)
function result = IsCollision(self, robot, qMatrix, faces, vertex)
```



```
Editor - C:\PuttingSimulatedObjectsIntoTheEnvironment.m
PuttingSimulatedObjectsIntoTheEnvironment.m  x  +
37 % clf
38
39 %% Load the table downloaded from http://tf3dm.com/3d-model/wooden-table-49763.html vertex colours added %
40
41 [f,v,data] = plyread('table.ply','tri')
42
43 % Scale the colours to be 0-to-1 (they
44 vertexColours = [data.vertex.red, data.
45
46 % Then plot the trisurf
47 tableMesh_h = trisurf(f,v(:,1),v(:,2),
48 'FaceVertexCData',vertexColours,'E
49
50 keyboard
51 % clf
52
53 %% Load R2D2 from % http://tf3dm.com/3d-model/puo-4029-44927.html coloured in Blender
54 [f,v,data] = plyread('R2D2.ply','tri');
55
```

*Let's do better in future!*

