



OJ IIT: Open Source Online Judge Platform

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I. Introduction

Limitations of Online Judge Systems:

Commercial Options: Costly for private/general use

Educational Purposes: Limited in scope

Open Source: Complex deployment for general use

Non-Intuitive: User-interface of state of the art OJS is hard to navigate

Security: Open source options may not be secure.

Functional Requirements

Well Documented API

Compile & Run Code

Sandboxed Execution

Execution Results

Plagiarism Detection

Non-Functional Requirements

Secure

Easily Deployable

Robust / Immediacy

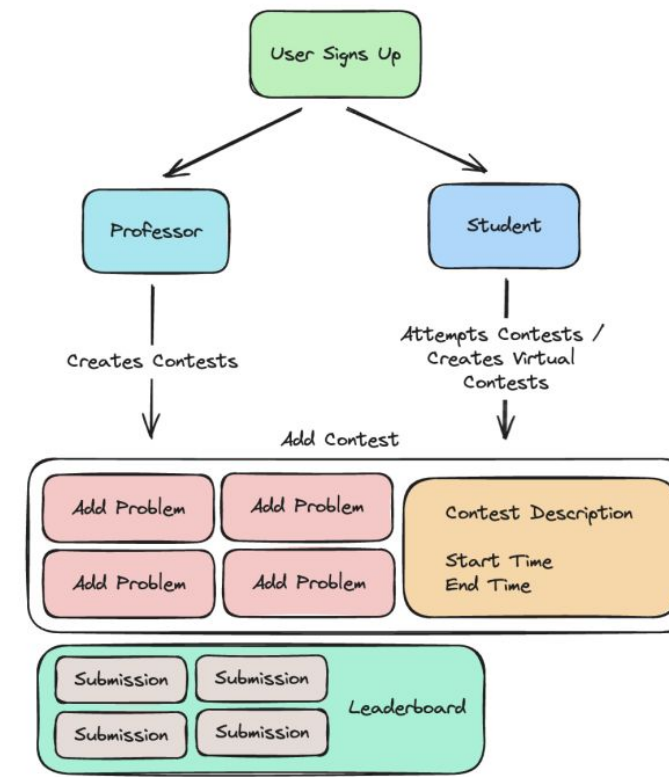
Configurable

Economic

III. Functionalities

After signing up, user can access the following functionalities

- Add a problem:** To add problem to database
 - Problem author should specify the problem details
 - Author should specify if the problem is private or public
- Add a test cases:** User can add test cases for a problem by writing required tests in input.txt and output.txt and assigning it to the problems.
- Create a contest:** To create and add a contest to database
 - Contest author should select the required problems from the pool of problems they have authored and/or public problems
 - Author should specify the duration and constraint limits
 - Author can test codes for hidden test cases and plagiarism once the contest has ended
- Run/Submit:** User can run code on open test cases. Once user submits, the code will be tested for hidden test cases after contest termination



IV. User Interface

Create a new problem for your contest
Add a new problem to your contest so that your participants can submit their solutions.

Title
Sum of two numbers

Problem Statement
Write your problem statement in Markdown or LaTeX

Input Format
Write the input format in Markdown or LaTeX

How to Add a Problem
Users have to add a new problem to their contest. Follow these steps:
1. Enter the title of the problem in the 'Title' field.
2. Provide a unique slug for the problem in the 'Slug' field.
3. Select the difficulty level from the dropdown menu.
4. Write the problem statement in the 'Problem Statement' textarea.
5. Describe the input format in the 'Input Format' textarea.
6. Define the output format in the 'Output Format' textarea.
7. Add any constraints in the 'Constraints' textarea.
8. Include sample input in the 'Sample Input' textarea.
9. Specify the expected output in the 'Sample Output' textarea.

Create Contest Invite Teammates

Contest Name
Enter contest name

Start Time
dd/mm/yyyy, --:--:--

End Time
dd/mm/yyyy, --:--:--

Problems
A. Two Sum B. Add Two Numbers

Enter problem name
-

Emails
Enter email
alice@example.com X

Create Contest

Create New Problems: The Page offers a user friendly interface to create new questions for contests.

Create Contest: The Page allows contest authors a seamless way to add existing problems to the contest.

II. System Architecture

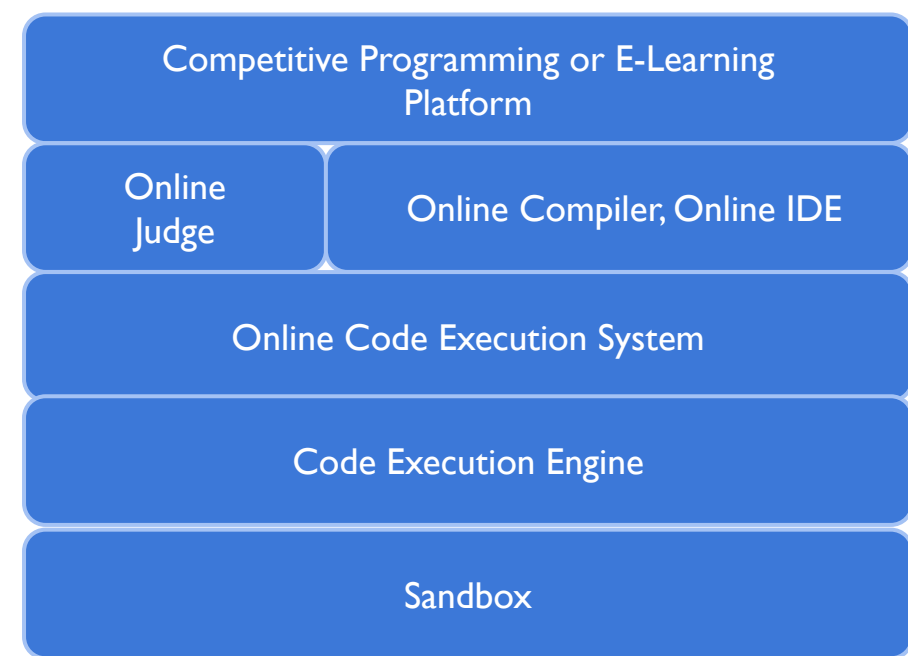


Fig: Online Judge Ecosystem Architecture

Sandbox: Separates programs to safely execute untrusted code with resource limits. We have used Docker Containers to achieve this.

Code Execution Engine (CEE): Compiles and runs source code in a sandbox, parsing metadata.

Online Code Execution System (OCES): System with a web API for compiling and running code. Uses CEE as a service and is integrated within online judge architecture.

Online Compilers and IDEs: Online platforms for writing, compiling, and executing code in various languages.

Online Judges: Online services managing submission, assessment, and scoring of code. They compile code, run it on test cases, and score based on results.

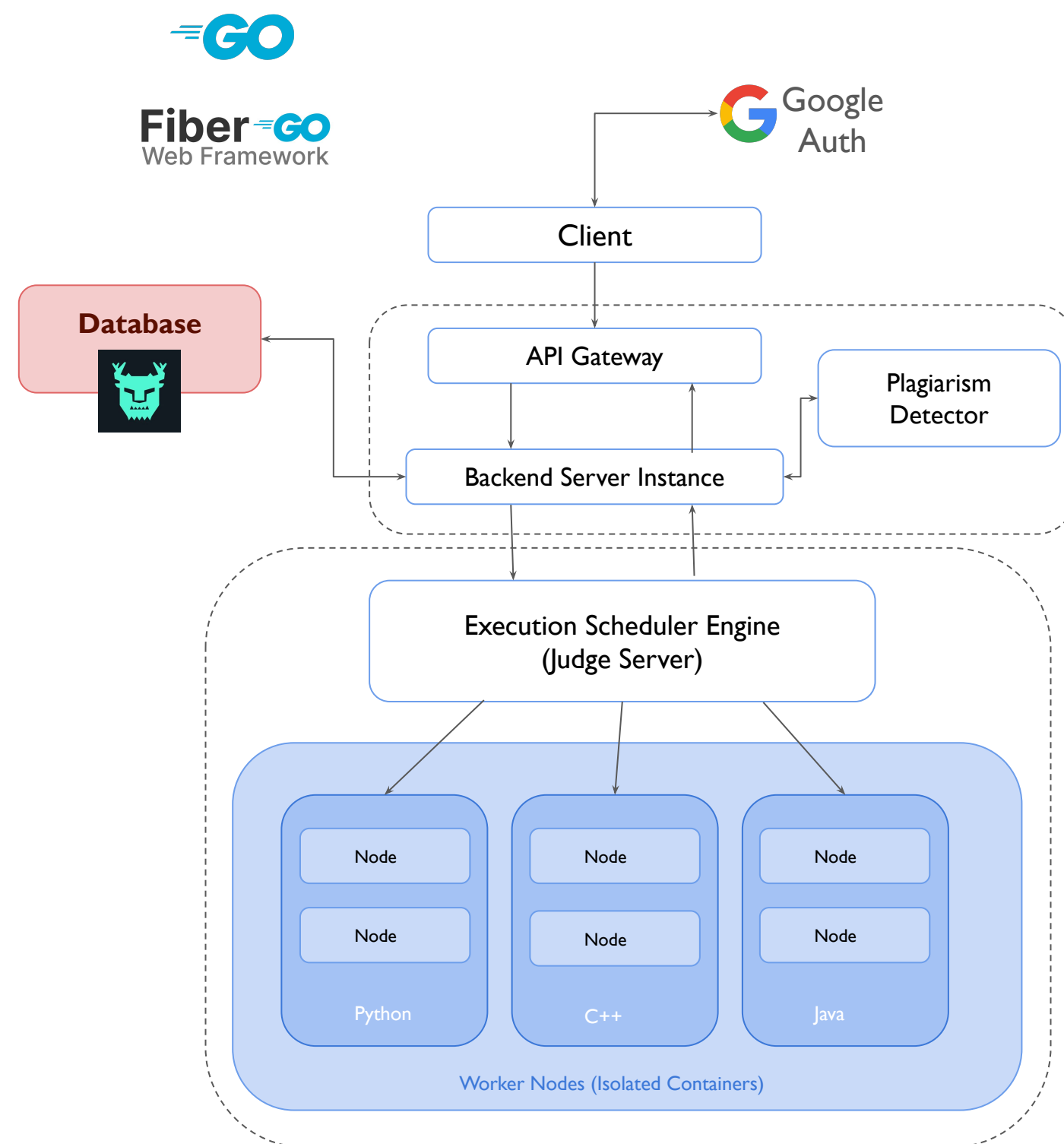


Fig: Online Judge System Architecture

Scheduled Job Assignment: Requests are added to queue and then assigned to separate containers by each worker thread.

Isolated Environment Container Instantiation: Dynamic docker container instantiation and termination handled at the judge server spontaneously.

Channeled output responses back to the requestor: All requests are handled independent of each other meaning collision-free execution.

Parallel environment execution: Each & every server instance can handle multiple users at a time, thanks to Goroutines written in Golang.

Client: Users sign in using their email address through Google Authentication, offering a seamless and secure login experience.

API Gateway: Using Go Fiber, we get a modular and easy to use web framework which ensures high performance handling of requests and routing.

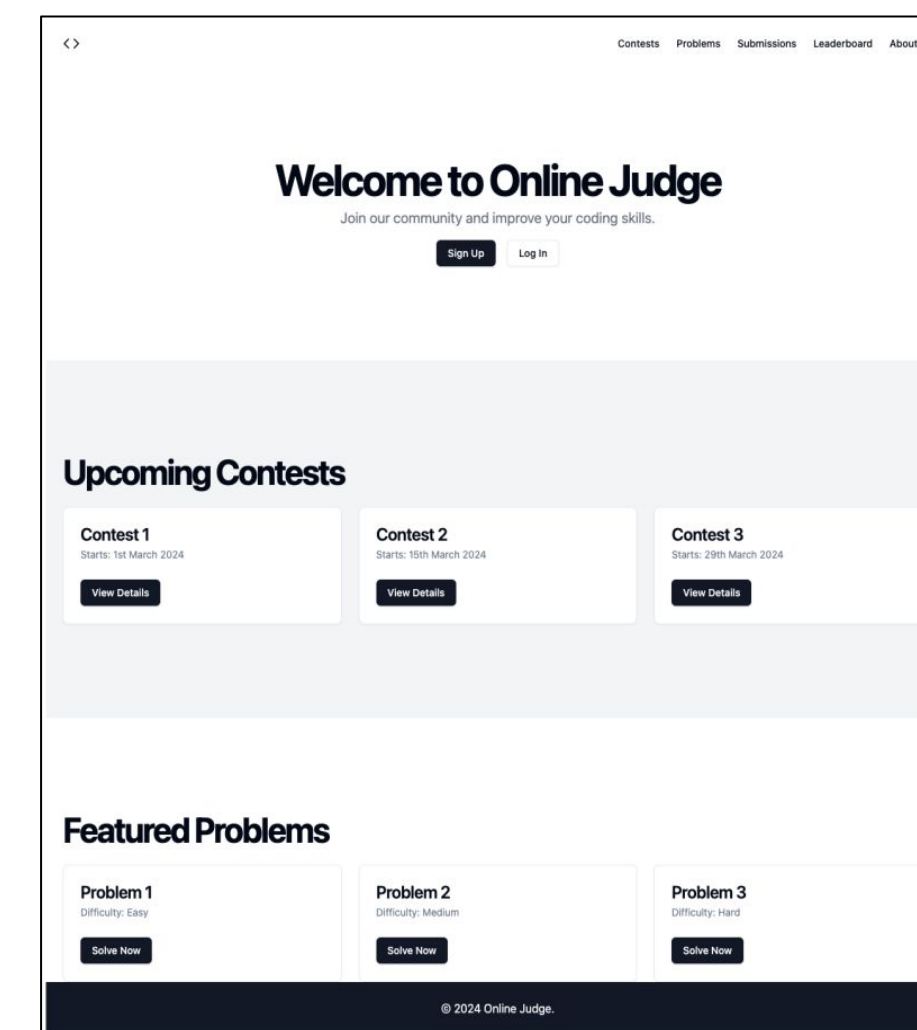
Backend Server Instance: For every request made on application layer by user, backend server uses Go Fiber to send the appropriate request (GET, POST, UPDATE) to either frontend, database, or judge server. This architecture streamlines application operations, ensuring timely and accurate data processing across different components of the application.

Execution Scheduler Engine (Judge Server): Judge server handles all the code evaluation requests coming from the users in a secure and isolated environment. It does so to avoid any unauthorized access to the server by any malicious actor. The server also takes care of multiple requests simultaneously with the help of Goroutines coded in Golang. This means, a single backend instance can now handle multiple users at a time.

Finally, the server makes sure, none of the user requests interfere into one-another, thanks to the channelized pipeline, the user submission directly goes into a unique freshly instantiated container and the response is sent back to the backend server via the same channel..

Worker Nodes: Each worker node controls an independent docker container which executes the user submitted code. All such node containers come with all the necessary dependencies pre-installed onto it so that the user submission can be evaluated seamlessly.

Plagiarism Detector: We use the tool 'copydetect' as a module to identify plagiarism. It tokenizes the code and uses string matching algorithm. It generates a report for all the flagged codes.

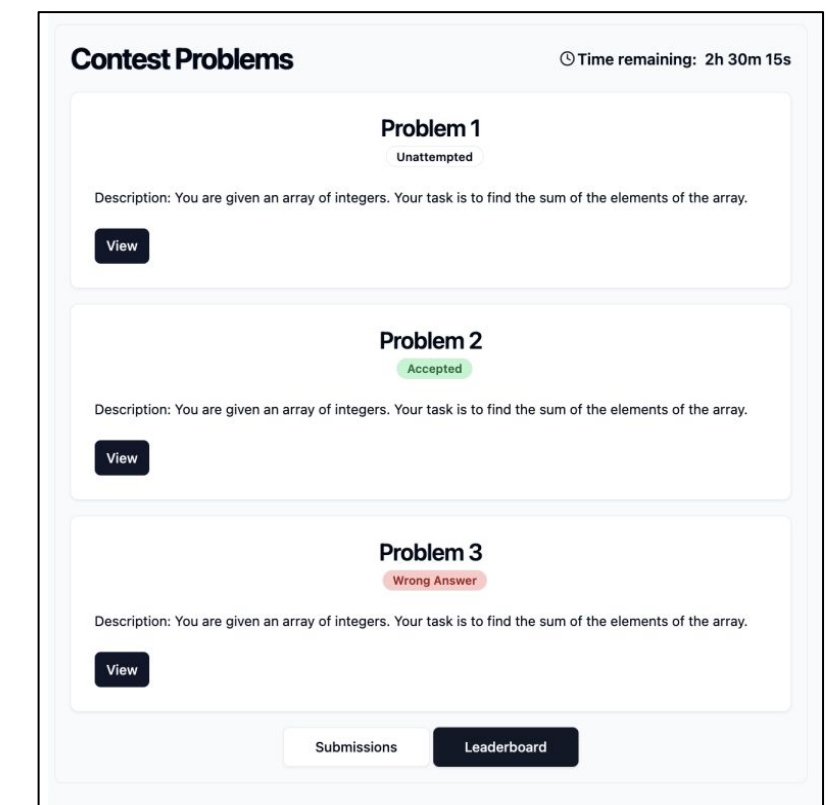


Home Page: The home page for the online judge web application.

User can sign-in with their Google account.

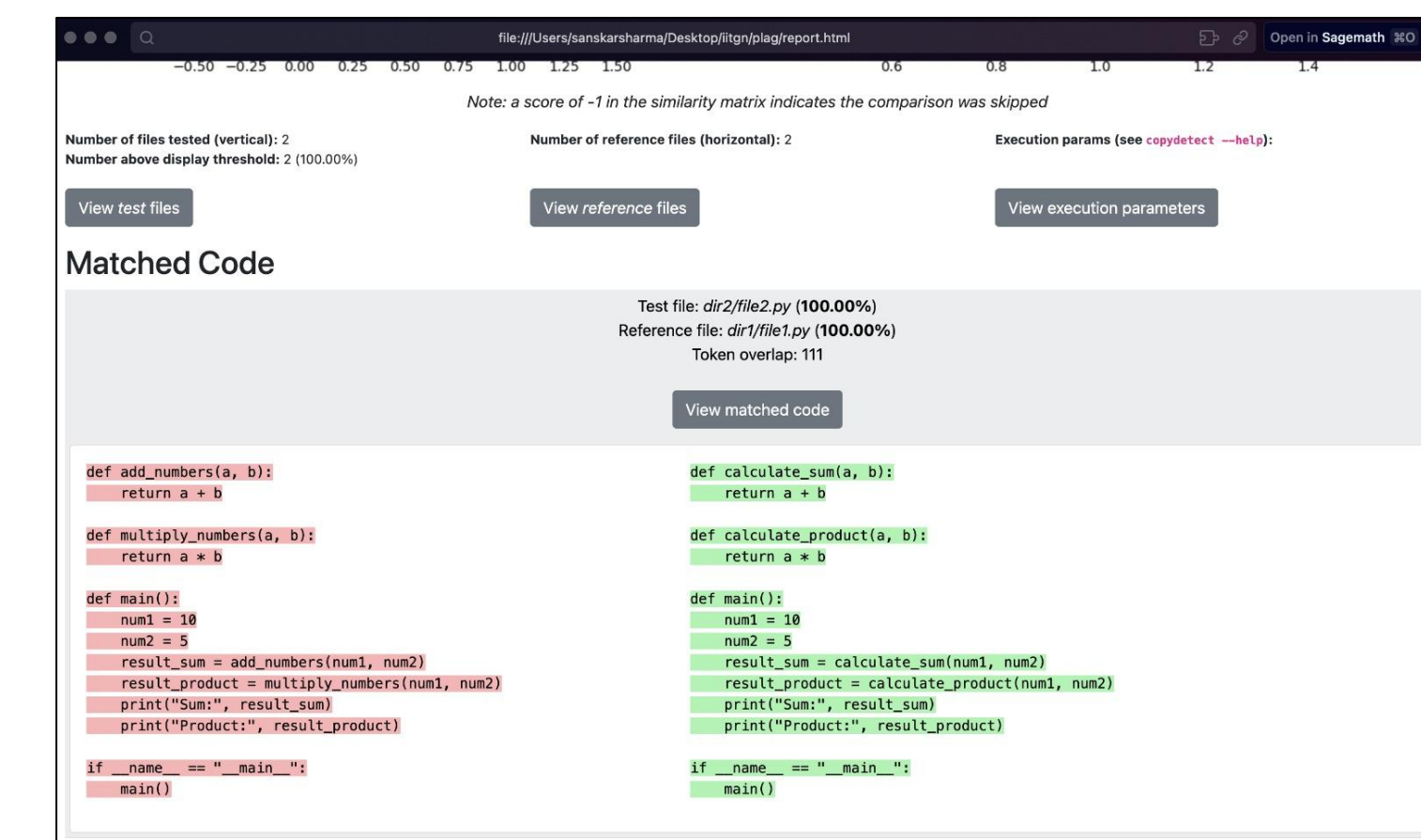
Users can only see the contests that they are eligible for.

Users can view only public problems.



Contest Problems: The Page shows all the problems of a selected contest in one place. The page also allows you to view all submissions and a leaderboard for that contest.

V. Plagiarism Detection



Plagiarism Module:

We use the tool *Copydetect* which is a code plagiarism detection tool based on the approach called "Winnowing" and used for the popular MOSS platform.

Copydetect takes a list of directories containing code as input, and generates an HTML report displaying copied slices as output.

The code is broken down into smaller units (tokens) like keywords, variables, and symbols, which are then compared for similarity using string matching algorithms.

For analysis the code may be split into sequences of N tokens (N-grams) to identify repeating patterns and similarities.

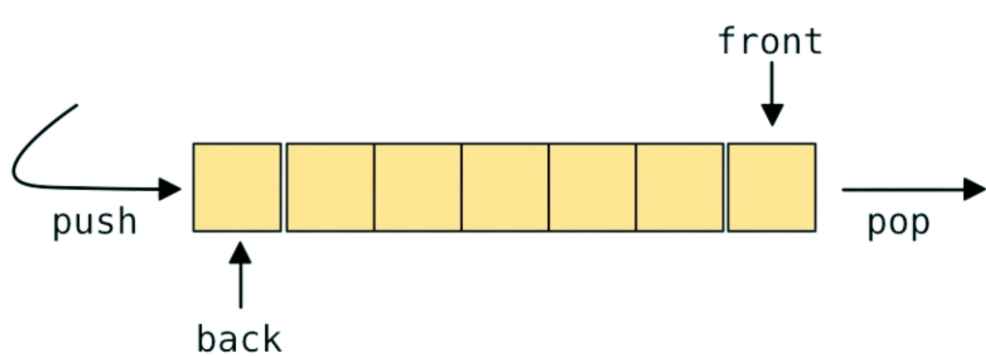


Fig: Scheduled Job Assignment using Queue