

Grading Rubric

This document is meant to serve as a helpful reference point for how homework is to be graded, both for students and for TAs. It is intentionally fairly high-level; questions about specifics should be directed towards the TAs or the instructor.

This document is based on similar rubrics from Tom Murtagh.

Grading Assignment Questions

Each problem set question will be graded on a five-point scale, with the following rough assignment in mind.

- 5:** The solution is clear and correct.
- 4:** The solution hits on the main points, but has at least one logical gap.
- 3:** The solution is significantly unclear, but parts of it are salvageable.
- 0:** The solution is missing, incomprehensible, incorrect or uses concepts not covered in class.

All problem set questions should be written cleanly and concisely. Writing good proofs is both about having the correct logic, and effectively expressing that logic to the reader.

Latex Typesetting Requirements

Each assignment will also have a (small but noticeable) number of points dedicated to $\text{\LaTeX}$ typesetting. This is to encourage good habits and correct usage. The following is a list of common mistakes to bear in mind while typesetting latex—it's not meant to be exhaustive.

- All variables and equations should be in math mode—one should write $O(n)$ rather than $O(n)$, and $n < m$ rather than $n < m$. Both inline math mode (using $\$. . . \$$) and display math mode (using $\[. . . \]$) are acceptable.
- Text should always fit on the page, as otherwise it is impossible to read. Here is an example of text not fitting on t
- Math mode should not be used except to typeset math. To italicize text, use `\textit{t}`.
- Environments should be used correctly—in particular, solutions should be within the designated solution environment.

Grading Daily Exercises

Each exercise will be given one of the following possible scores:

- 2:** There was a reasonable attempt at solving the problem; it may or may not be correct.
- 1:** There was a solution written, but it does not make an attempt at solving the problem.
- 0:** Not handed in, or no attempt whatsoever was made at solving the problem (the solution is blank, or the type of solution is not what was asked for).