#### Algorithmic Crowdsourcing (and Applications in Social Networking)

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## Road Map

 Introduction • Mechanical Turk Applications Paradigms Challenges and Opportunities

- Social Crowdsourcing
- Conclusion





What Why Basic Components

### INTRODUCTION

#### What is Crowdsourcing?

 Coordinating a crowd (a large group of people online) to do micro-work (small jobs) that solves problems (that software or one user cannot easily do)



Find an

interesting task





#### The Benefits of Crowdsourcing

Performance

Inexpensive

Fast

- Human Processing Unit (HPU)
  - More effective than CPU (for some apps)
    - Image labeling
    - Language translation
    - Social network survey

### **Basic Components**

#### Requester

- People submit jobs
- Human Intelligence Tasks (HITs)

#### Worker

People work on jobs

#### Platform

- Job management
- Amazon Mechanical Turk (MTurk)

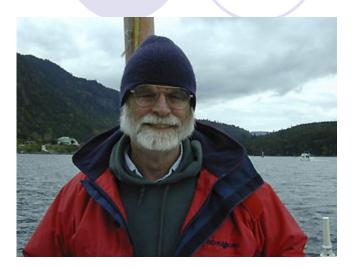




Worker HIT Dashboard

#### MECHANICAL TURK

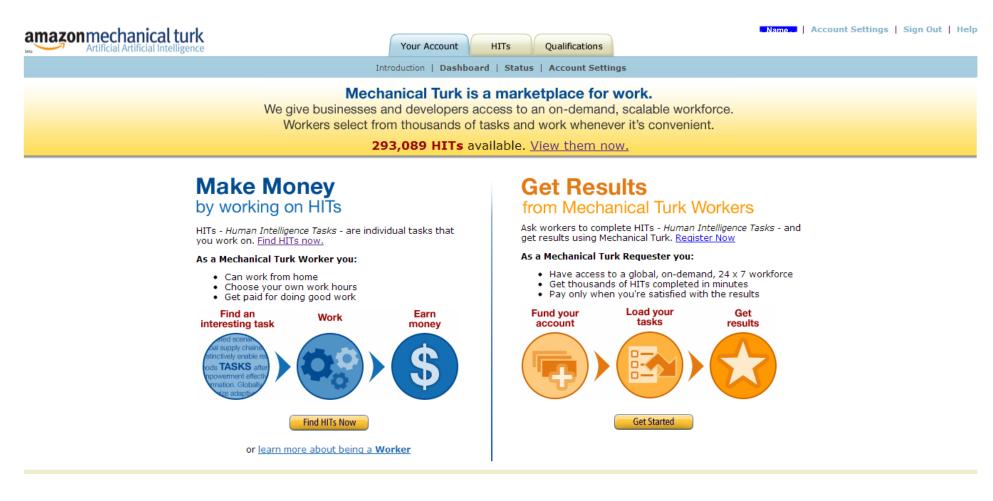
## Help Find Jim Gray



Jim Gray, Turing Award winner, went missing with his sailboat outside San Francisco Bay in January 2007.

Use satellite image to search for his sailboat.





- As a worker, make an average of \$0.03 per task
- Paid directly to Amazon account
- As requester, set up simple tasks for workers to complete
- Quality control is possible through MTurk services

# The Worker

containing

Find HITs

amazon mechanical turk

Your Account HITs Qualifications

All HITs | HITs Available To You | HITs Assigned To You

293,115 HITs

available now

that pay at least \$ 0.00 🔲 require Master Qualification 🔞

Al	ΙH	I٦	S

1-10 of 1982 Results

Sort by: HIT Creation Date (newest first) 💌 🚳	Show all details   Hi	de all details			1 <u>2 3 4 5</u> > <u>Next</u> >> <u>Last</u>
Copy Text from Coupon Image			Not Qualifie	ed to work on this HIT (Why?)	View a HIT in this group
Requester: Coupon Vision	HIT Expiration Date:	Jun 21, 2014 (51 weeks 2 days)	Reward:	\$0.08	
	Time Allotted:	10 minutes	HITs Available	14	
Proofread OCR Data			1	Take Qualification test (Why?)	View a HIT in this group
Requester: Brian Robertson	HIT Expiration Date:	Jul 3, 2013 (6 days 23 hours)	Reward:	\$0.30	
	Time Allotted:	2 hours	HITs Available	2	
Get product codes and prices from receipt image (get bonuses for	r long receipts)			Request Qualification (Why?)	<u>View a HIT in this group</u>
Requester: Shopping	HIT Expiration Date:	Jul 1, 2013 (4 days 23 hours)	Reward:	\$0.03	
	Time Allotted:	45 minutes	HITs Available	2	
Click and provide fast feedback B-US RHL-003			Not Qualifie	ed to work on this HIT (Why?)	<u>View a HIT in this group</u>
Requester: CrowdFlower	HIT Expiration Date:	Jul 3, 2013 (6 days 23 hours)	Reward:	\$0.01	
	Time Allotted:	30 minutes	HITs Available:	219	
Basic Caption Requirements					View a HIT in this group
Requester: <u>Redwood</u>	HIT Expiration Date:	Jun 26, 2014 (52 weeks)	Reward:	\$0.02	
	Time Allotted:	15 minutes	HITs Available	: 11	
Telestify company/autilization from a photo			N-1 0	d to work on this UTT (Why?)	the set of the set of the

#### • Select a HIT • By creation date, payment amount, time allotment

## Reviewing a HIT

Timer: 00:00:00 of 10 minutes

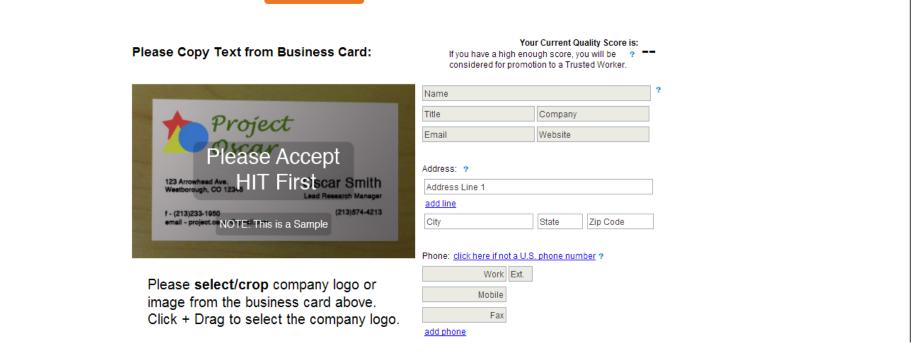
Want to work on this HIT? W

HIT? Want to see other HITs?
Skip HIT

Total Earned: \$4.72 Total HITs Submitted: 7

Copy Text from Business Card Requester: Oscar Smith Qualifications Required: None

Reward: \$0.02 per HIT HITs Available: 39 Duration: 10 minutes



- Review the HIT before accepting
  - Shown full task, allotted time (10 minutes), reward amount (\$0.02)

# During a HIT

Timer: 00:02:27 of 10 minutes

Finished with this HIT? Let someone else do it?

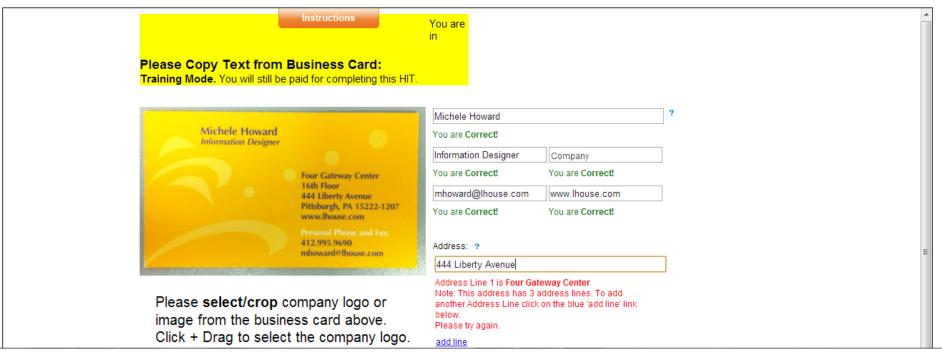
Submit HIT

Return HIT

Total Earned: \$4.72 Total HITs Submitted: 7

Automatically accept the next HIT

ſ	Copy Text from Business Card			)
	Requester: Oscar Smith	Reward: \$0.02 per HIT	HITs Available: 1	Duration: 10 minutes
	Qualifications Required: None			ļ



- Shows duration of time
- Gives worker the option to "Return" the HIT

completin					
Timer: 00:00:00 of 10 minutes	Want to work on this HIT?	Want to see other HITs?		Total H	Total Earned: \$4.72 ITs Submitted: 8
Your results have been submitted to Oscar Smit You can work on this new HIT by clicking the "Accept HIT" bu		ortly.			
Copy Text from Business Card Requester: Oscar Smith Qualifications Required: None			Reward: \$0.02 per HIT	HITs Available: 3	Duration: 10 minutes

Confirmation message in green

Completing a LITT

 Automatically shows the next HIT submitted by the same requester

#### • Check Dashboard to see if HIT is accepted

## Sample Dashboard

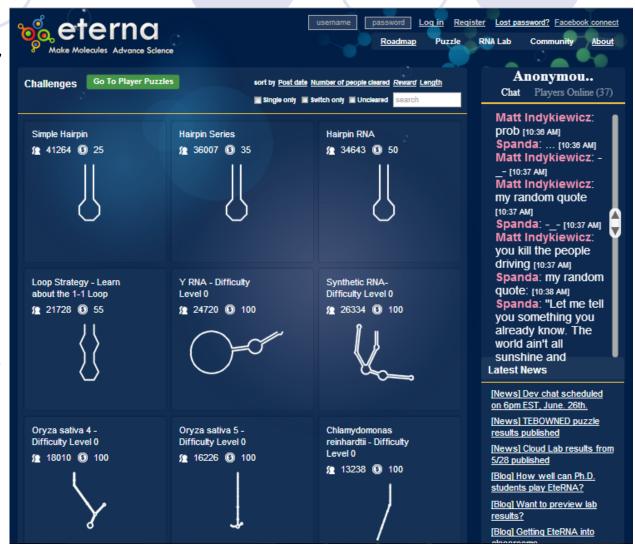
JIK ence	Your Account	H	ITs	Qualificatio		<b>,650 HITs</b> lable now	
Intr	oduction   Da	shboard	Status	Account 9	Settings		
HITs containing				that pay a	at least \$		or which y equire Ma
Dashboard - Name (If you	J're not Name	l, <u>click he</u> r	<u>e</u> .)		Your	Worker ID:	
Total Earnings (What's this	<u>;?)</u>						
Rewards You Have Earned	d						Value
Approved HITs							\$4.72
Bonuses							\$0.00
Total Earnings							\$4.72
Your HIT Status (whe	at's this?)						
Date		S	Ibmitted	Approved	Rejected	Pending	Earnings
Today			1	0	0	1	\$0.00
<u>Jun 3, 2013</u>			7	7	0	0	\$4.72
						<u>V</u>	iew more
HIT Totals (What's this	<u>5?)</u>						
HITs You Have Accepted	Value	Rate	HITs \	You Have Si	ubmitted	Value	Rate
HITs Accepted	9	_	HITs	Submitted		8	-
Submitted	8	88.9%	Ap	proved		7	100.0%
Returned	1	11.1%	Re	jected		0	0.0%
Abandoned	0	0.0%	Pe	nding		1	-
	HotE	OST 201	3				



EteRNA

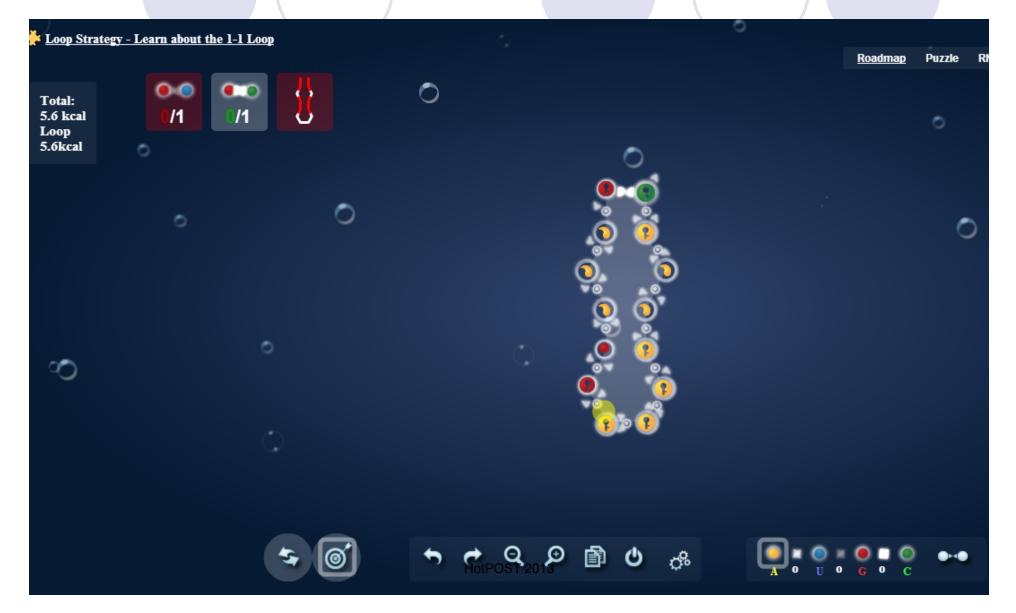
#### APPLICATIONS: BIOLOGY

- Choose difficulty level
- Solve puzzles:
   A to U, C to G
- Aim: to gain mastery over the way RNA folds





Register egy - Learn about the 1-1 Loop Roadmap Puzzle RNA Lab Community About EteRNA MISSION Chat രി. Chat Players Online (36) deleted :D [10:44 AM] TomoeUzumaki: \*guys [10:45 AM] Spanda: is rank 25882 enough? [10:45 AM] Matt Indykiewicz: Nope [10:48 AM] Spanda: wat is enough? [10:46 AM] **( )** Your RNA must fold into the structure in white outline. TomoeUzumaki: start solving O [10:47 AM] Spanda: IM WORKING ON IT [10:47 AM] You must have 1 or fewer G-C pairs. Please log in to chat /1  $\bullet \bullet$ You must have 1 or more G-U pairs. /1 MONOMO .....





GWAP.com reCAPTCHA OnToGalaxy

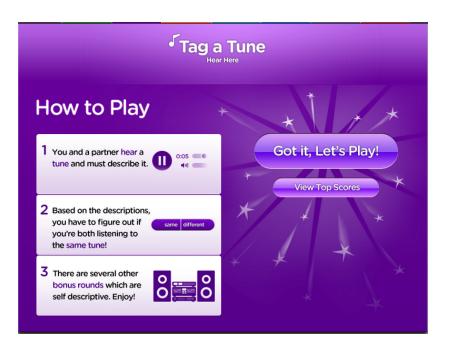
## COMMONSENSE KNOWLEDGE

#### GWAP.com: CMU (no longer available)

ESP GameLabeling images

# Tag a TuneLabeling tunes





#### reCAPTCHA: CMU

**Re**CAPTCHA"



- → GET reCAPTCHA
- → PROTECT YOUR EMAIL
- → MY ACCOUNT
- → RESOURCES: DOCS & PLUGINS

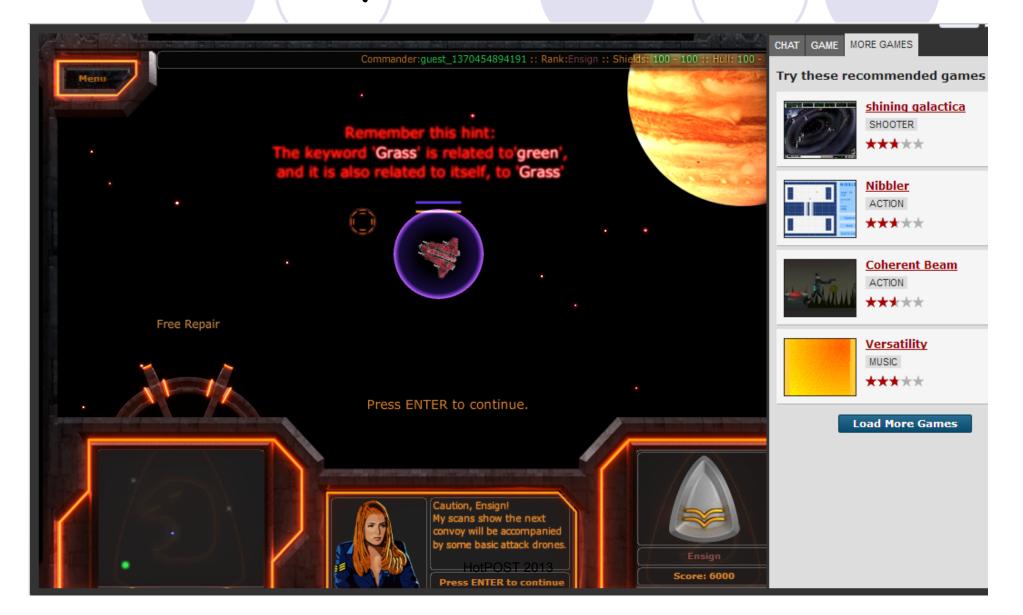
#### reCAPTCHA IS A FREE ANTI-BOT SERVICE THAT HELPS DIGITIZE BOOKS.



NEW See how accurate reCAPTCHA is at digitizing content!

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#### OnToGalaxy: University of Bremen



#### OnToGalaxy: University of Bremen

- Given a keyword
   e.g., "tourism"
- Collect pods with words related to keyword
  - e.g., "voyage"
- Shoot down pods with unrelated words
  - e.g., "resist"
- An experimental game platform

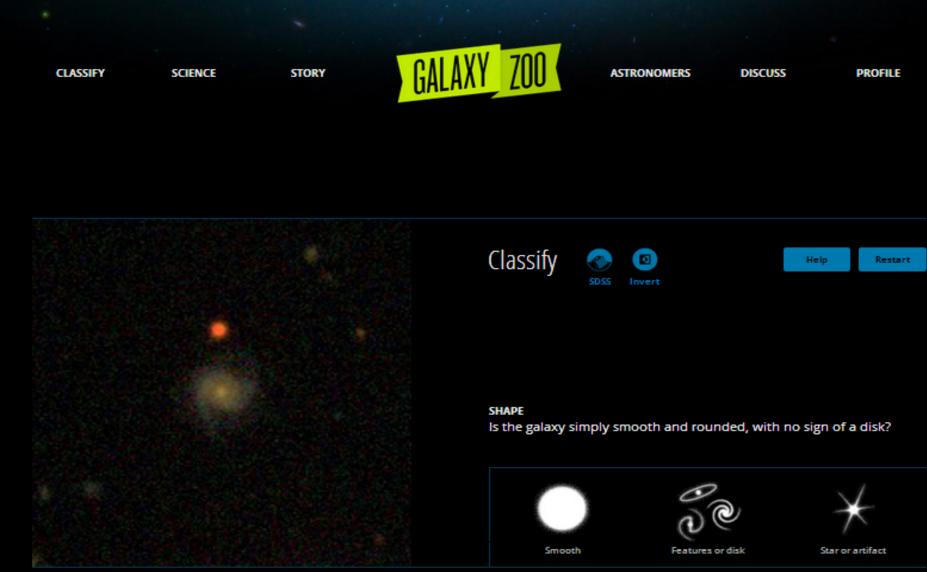




Galaxy Zoo Fine-grained Recognition

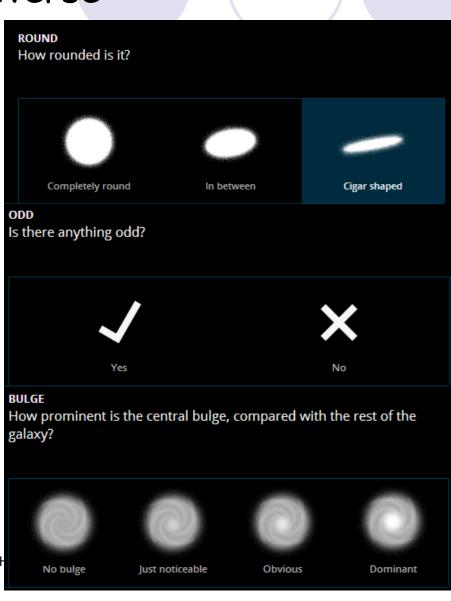
#### IMAGE PROCESSING

#### GalaxyZoo: Zooniverse

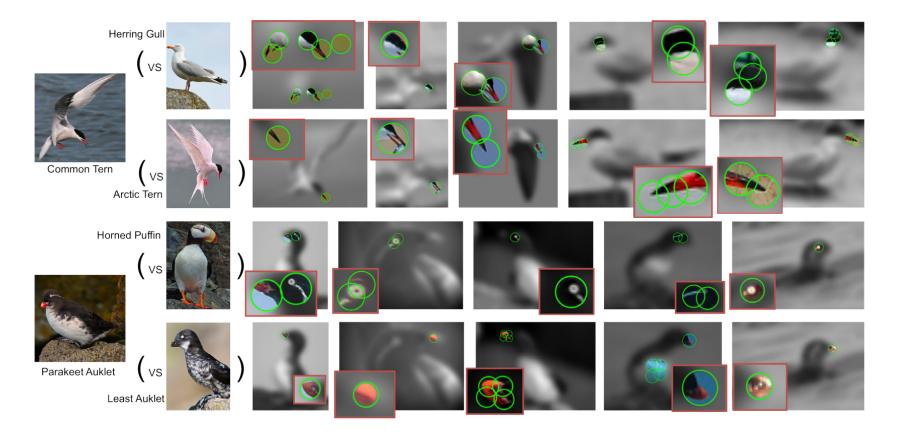


### GalaxyZoo: Zooniverse

- Zooniverse
   A website dedicated to citizen science projects
- A platform to label the different galaxies
- Step-by-step instructions and visual guidelines



#### Fine-Grained Recognition



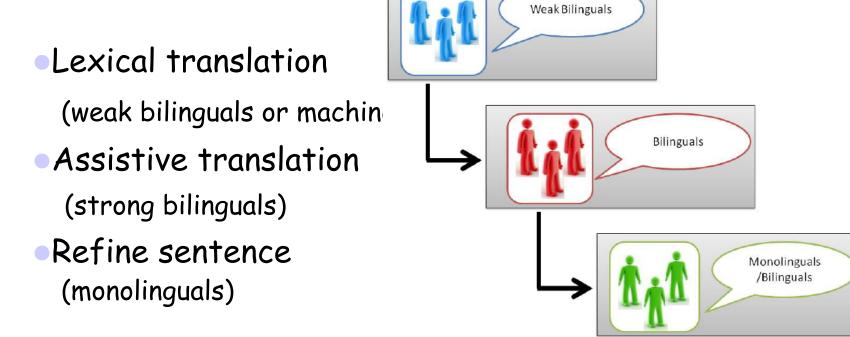
J. Deng et al, "Fine-Grained Crowdsourcing for Fine-Grained Recognition," CVPR 2013



Sequential Iterative and Parallel Divide-and-Conquer Divide-and-Conquer and Aggregate Map and Reduce: a Special Case

#### PARADIGMS

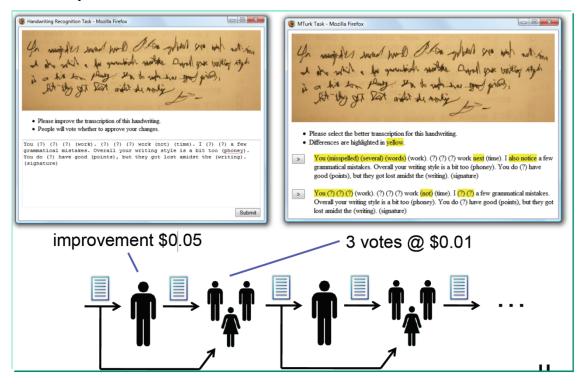
### Sequential: Collaborative Workflow



V. Ambati et al, "Collaborative Workflow for Crowdsourcing Translation," CSCW 2012

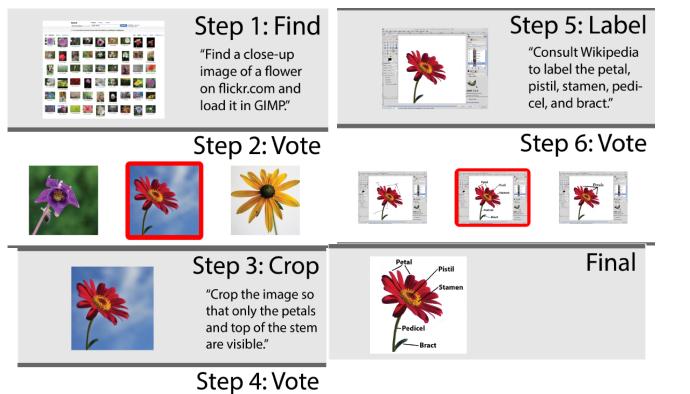
#### **Iterative and Parallel**

#### Iterative improve and vote



G. Little et al, "Exploring Iterative and Parallel Human Computation Processes," HCOMP 2010

## Divide-and-Conquer

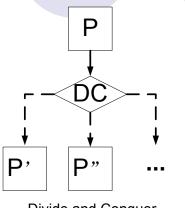


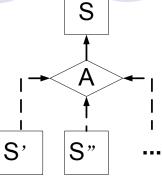


K. I. Murray et al, "Multiverse: Crowd Algorithms on Existing Interfaces," CHI 2013

### Divide-and-Conquer and Aggregate

- Divide-and-Conquer and Aggregate
  - Decompose a problem statement and aggregate the results

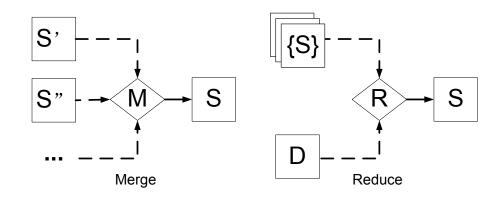




Divide and Conquer

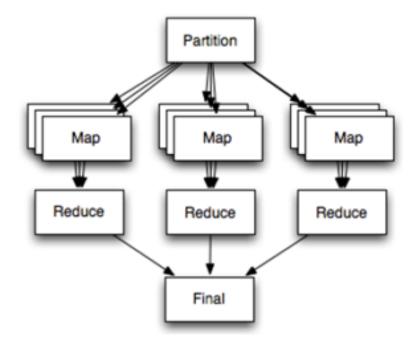
Aggregate

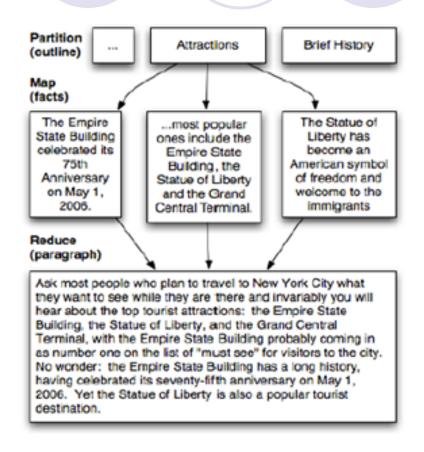
- Two special aggregates
  - o Merge
  - Reduce



P. Minder et al, "Crowdlang - First Steps Towards Programmable Human Computers for General Computation," AAAI 2011.

#### Map and Reduce: A Special Case





A. Kittur et al, "Crowdforge: Crowdsourcing complex work," UIST 2011 HotPOST 2013



Challenges Opportunities

#### CHALLENGES AND OPPORTUNITIES

### Challenges

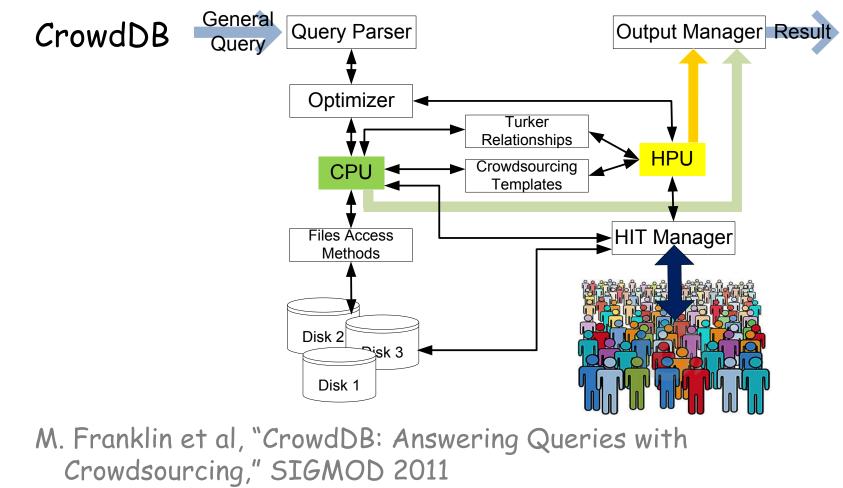
Trade-offs: time, cost, and quality
 Max algorithm with human error (with a probability)
 Maximize quality (via redundancy) subject to cost and time

P. Venetis et al, "Max Algorithms in Crowdsourcing Environments," WWW 2012

Incentive: money, glory, and love
 Platform-centric: a Stackelberg game
 User-centric: auction-based incentive mechanism

D. Yang et al, "Crowdsourcing to Smartphones: Incentive Mechanism Design for Mobile Phone Sensing," MobiCom 2012. HotPOST 2013

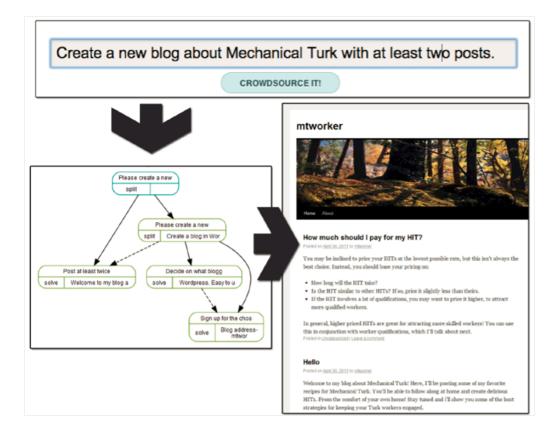
## Challenges: HPU + CPU



## Challenges: Collaborative Workflows

#### Turkomatic

- Complex works require careful and accurate design workflow
- Problems:
  - Loop subtasks
  - Task starvation



A. Kulkarni et al, "Collaboratively Crowdsourcing Workflows with Turkomatic," CSCW 2012 HotPOST 2013

### Opportunities

# Beyond simple workflows Graph search Graph match

# Beyond simple worker selection Dynamic procurement

# Beyond independent workers Social networks

#### Beyond Simple Workflows

#### Graph search

O Human-assisted graph search

OBest sequence of questions with simple Y/N answers

A. Parameswaran et al, "Human-Assisted Graph Search: It's Okay to Ask Questions," VLDB 2010

#### Graph match

- OPeople graph (who knows and/or communicates with whom)
- Puzzle graph (ideas are compatible and can merge)
- Natural dynamic for people to merge their compatible ideas
- C. Brummitt et al, "Jigsaw Percolation: What Social Networks Can Collaboratively Solve a Puzzle," 2012

### **Beyond Simple Worker Selection**

Dynamic Procurement (multi-armed bandit)

 A gambler facing a row of slot machines

 Which one to play, how many times, and in which order

 Each machine having a random reward from a fixed distribution

• Objective: maximizing the sum of rewards earned through a sequence of lever pulls



A. Badanidiyuru et al, "Bandits with Knapsacks: Dynamic Procurement for Crowdsourcing," 2013

#### **Beyond Independent Workers**

- Social network of workers
- Iterative recruitment of workers through social ties
- Challenges
  - Graph searching
  - Timeliness of responses
  - Stoppage condition





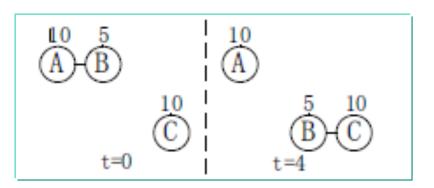
Computational Surplus Around QQ Example

#### SOCIAL CROWDSOURCING

#### Computational Surplus Around

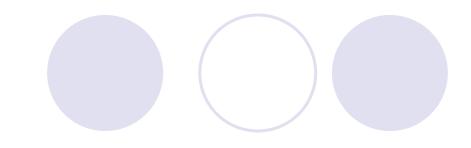
#### Friends help friends

- Fixed individual capability
- Probabilistic friends' capability
- Makes dissemination decisions
  - Based on the estimations of the fixed and potential computational capacities



S. Zhang et al, "Minimum Makespan Workload Dissemination in DTNs: Making Full Utilization of Computational Surplus Around ," MobiHoc 2013

## QQ Example



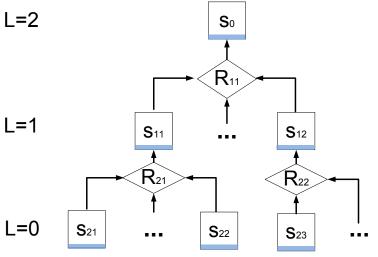
- Tencent QQ, or QQ
  - Instant messaging
- As of March 2013
  - 798.2 million active QQ accounts
  - Peak of 176.4 million simultaneous online users
- QQ experiment
  - Exploring social status of QQ users by responses



#### Iterative Request/Reply (reduce)

Initial label is L = "2" (subtract L by 1 when forwarding this request to QQ friends)

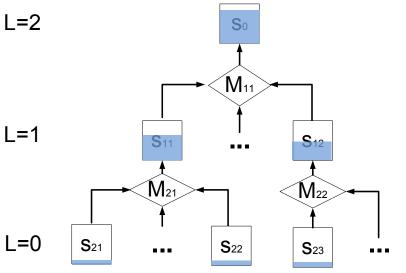
 When L = 0, return the total number of QQ friends



- When L > 0, do the following:
  - Forward this request to all QQ friends
  - After receiving the first 10 replies, compute the average number of friends, and send them back to me

#### Iterative Request/Reply (merge)

- Initial label is L = "2" (subtract L by 1 when forwarding this request to QQ friends)
- When L = 0, return the following:
  - Basic information (B)
  - Number of friends (N)
  - Timestamps (T)



- When L > 0, do the following:
  - Forward this request to all QQ friends
  - Pack the first 10 replies, together with your own information (B, N, T), and send them back to me



Summary Acknowledgements

#### CONCLUSION

## Summary

 HPU as a new paradigm to compliment the traditional CPU-based computing

Many unexplored algorithmic problems

Worker selection

Social connections of workers

Workflow design

Cost-time-quality trade-offs

○ Incentive mechanisms

#### Acknowledgements

• Wei Chang Temple Univ.

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