

# Adventures in Crowdsourcing

**Panos Ipeirotis**

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Thanks to: Jing Wang, Marios Kokkodis,  
Foster Provost, Josh Attenberg, Victor Sheng,  
Evgeniy Gabrilovich, Chun How Tan, Ari  
Kobren, Gabrielle Paolaci, Jesse Chandler

Twitter: @ipeirotis

“A Computer Scientist in a Business School”  
<http://behind-the-enemy-lines.com>

# Broad Goal



**Integrate machine and human intelligence**

**Create hybrid “intelligence integration” processes**

With **paid** users and with **unpaid** users

# Application


## Detect Inappropriate content

- Need to detect inappropriate content
  - Ad placement, FB feed, links in forums, etc
- Ad hoc topics, with no existing training data
  - Hate speech, Violence, Guns & Bombs, Gossip...
- Classification models needed *within days*
- **Crowdsourcing** allows for fast data collection
  - using Mechanical Turk, oDesk, etc
  - labor is accessible on demand
  - but quality may be lower than experts

# Amazon Mechanical Turk

## All HITs

1-10 of 1984 Results

Sort by:  

[Show all details](#) | [Hide all details](#)

1 2 3 4 5 > [Next](#) >> [Last](#)

Find the email address for the company and website

[View a HIT in this group](#)

**Requester:** [Sam GONZALES](#)

**HIT Expiration Date:** Dec 13, 2010 (1 week 2 days)

**Reward:** \$0.01

**Time Allotted:** 30 minutes

**HITs Available:** 39172

Identify Arabic Dialect in Text

[View a HIT in this group](#)

**Requester:** [Chris Callison-Burch](#)

**HIT Expiration Date:** Dec 31, 2010 (3 weeks 6 days)

**Reward:** \$0.05

**Time Allotted:** 15 minutes

**HITs Available:** 14240

POI Verification for USA Cities

[View a HIT in this group](#)

**Requester:** [nutella42](#)

**HIT Expiration Date:** Dec 17, 2010 (2 weeks)

**Reward:** \$0.08

**Time Allotted:** 30 minutes

**HITs Available:** 2446

Preference Judgements between Search Engine Results

[View a HIT in this group](#)

**Requester:** [jaime arquello](#)

**HIT Expiration Date:** Dec 10, 2010 (7 days)

**Reward:** \$0.03

**Time Allotted:** 5 minutes

**HITs Available:** 1952

Keyword Category Verification

[View a HIT in this group](#)

**Requester:** [Andy K](#)

**HIT Expiration Date:** Dec 9, 2010 (6 days 2 hours)

**Reward:** \$0.03

**Time Allotted:** 60 minutes

**HITs Available:** 1949

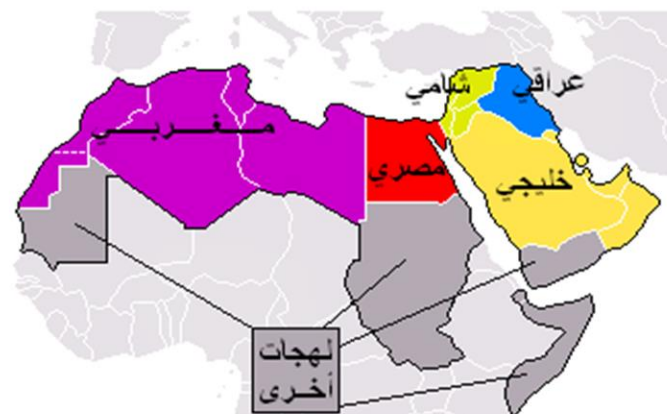
# Help Classify Arabic into Dialects!

This task is for Arabic speakers who understand the different local Arabic dialects (اللهجات العامية، أو (الفصحى), and can distinguish them from *Fusha* Arabic (الفصحى).

Below, you will see several Arabic sentences. For each sentence:

1. Tell us how much dialect (عامية) is in the sentence, and then
2. Tell us which Arabic dialect the writer intends.

This following map explains the dialects:



First, please answer these questions about your language abilities:  
(You don't have to answer these questions in every HIT; one time i

Is Arabic your native language?

How many years have you spoken Arabic? (If native speaker, just enter your age.)  years

Which Arabic dialect do you understand best?

Choose dialect...

What country do you currently live in?

Which Dialect? أية لهجة عامية؟	Dialect Level كمية اللهجة العامية	Sentence الجملة	
<input type="text" value="Choose level first"/>	<input type="text" value="Choose level..."/>	..خليه براحتة يا جماعة الخير..	#1
<input type="text" value="Choose level first"/>	<input type="text" value="Choose level..."/>	لك الله يا هلال	#2
<input type="text" value="Choose level first"/>	<input type="text" value="Choose level..."/>	سبحان الله !!! واتعجب	#3

## Example: Build an “Adult Content” Classifier

- Need a large number of labeled sites for training
- Get people to look at sites and label them as:

**G** (general audience) **PG** (parental guidance) **R** (restricted) **X** (porn)

### Cost/Speed Statistics

- **Undergrad intern:** 200 websites/hr, cost: \$15/hr
- **Mechanical Turk:** 2500 websites/hr, cost: \$12/hr

# Bad news: Spammers!

[61QZ5GG9A12Z548T9AQZ](#)

[ATAMRO447HWJQ](#)

<http://oldvintageporn.net>

G



[625ZXHZMQXTMKPMKDZS0](#)

[ATAMRO447HWJQ](#)

<http://hotxxxasia.com>

G



## Site Navigation

- » Main Page
- » Asian Movies Only
- » Asian Pictures Only
- » Japanese Sex
- » Free Asian XXX
- » Hot AV Idols
- » Thai girls and porn
- » Hentai Toons
- » Full Text Version

Worker ATAMRO447HWJQ

labeled **X (porn)** sites as **G (general audience)**

# Challenges

- We do not know the true category for the objects
  - Available only after (costly) manual inspection
- We do not know quality of the workers
- We want to label objects with true categories
- We want (need?) to know the quality of the workers



# Redundant votes, infer quality

Look at our lazy friend **ATAMRO447HWJQ** together with other 9 workers

<a href="#">PR7MQ44W2XAZ6FYTYB70</a>	<a href="#">A2VL24C5P7Y3DJ</a>	<a href="http://25u.com">http://25u.com</a>	G	<a href="http://30plus40plus.com">http://30plus40plus.com</a>	X
<a href="#">PR7MQ44W2XAZ6FYTYB70</a>	<a href="#">ADU3MDAGZD0UX</a>	<a href="http://25u.com">http://25u.com</a>	G	<a href="http://30plus40plus.com">http://30plus40plus.com</a>	X
<a href="#">PR7MQ44W2XAZ6FYTYB70</a>	<a href="#">A3LJIDEMXCRZ5R</a>	<a href="http://25u.com">http://25u.com</a>	G	<a href="http://30plus40plus.com">http://30plus40plus.com</a>	X
<a href="#">PR7MQ44W2XAZ6FYTYB70</a>	<a href="#">A3OHQRF1MDQ99B</a>	<a href="http://25u.com">http://25u.com</a>	G	<a href="http://30plus40plus.com">http://30plus40plus.com</a>	X
<a href="#">PR7MQ44W2XAZ6FYTYB70</a>	<a href="#">A35GER5TWMH9VP</a>	<a href="http://25u.com">http://25u.com</a>	G	<a href="http://30plus40plus.com">http://30plus40plus.com</a>	X
<a href="#">PR7MQ44W2XAZ6FYTYB70</a>	<a href="#">A3FN8S0N5JNAL6</a>	<a href="http://25u.com">http://25u.com</a>	G	<a href="http://30plus40plus.com">http://30plus40plus.com</a>	X
<a href="#">PR7MQ44W2XAZ6FYTYB70</a>	<a href="#">A2JP3HEL3J25AJ</a>	<a href="http://25u.com">http://25u.com</a>	G	<a href="http://30plus40plus.com">http://30plus40plus.com</a>	X
<a href="#">PR7MQ44W2XAZ6FYTYB70</a>	<a href="#">A179HLOL4BT5NJ</a>	<a href="http://25u.com">http://25u.com</a>	G	<a href="http://30plus40plus.com">http://30plus40plus.com</a>	X
<a href="#">PR7MQ44W2XAZ6FYTYB70</a>	<a href="#">ATAMRO447HWJQ</a>	<a href="http://25u.com">http://25u.com</a>	G	<a href="http://30plus40plus.com">http://30plus40plus.com</a>	G
<a href="#">PR7MQ44W2XAZ6FYTYB70</a>	<a href="#">A2VLOL5DA4M2T1</a>	<a href="http://25u.com">http://25u.com</a>	G	<a href="http://30plus40plus.com">http://30plus40plus.com</a>	X

- Using redundancy, we can compute error rates for each worker

# Expectation Maximization Estimation

Iterative process to estimate worker error rates

1. Initialize “correct” label for each object (e.g., use majority vote)
2. Estimate **error rates** for workers (using “correct” labels)
3. Estimate “**correct**” **labels** (using error rates, weight worker votes according to quality)
4. Go to Step 2 and iterate until convergence

Error rates for ATAMRO447HWJQ

$P[G \rightarrow G] = 99.947\%$      $P[G \rightarrow X] = 0.053\%$

$P[X \rightarrow G] = 99.153\%$      $P[X \rightarrow X] = 0.847\%$

Our friend ATAMRO447HWJQ  
marked **almost all** sites as **G**.  
Clickety clickey click...

# Challenge: Humans are biased!

Error rates for the CEO, providing “expert” labels

$P[G \rightarrow G]=20.0\%$	$P[G \rightarrow P]=80.0\%$	$P[G \rightarrow R]=0.0\%$	$P[G \rightarrow X]=0.0\%$
$P[P \rightarrow G]=0.0\%$	$P[P \rightarrow P]=0.0\%$	$P[P \rightarrow R]=100.0\%$	$P[P \rightarrow X]=0.0\%$
$P[R \rightarrow G]=0.0\%$	$P[R \rightarrow P]=0.0\%$	$P[R \rightarrow R]=100.0\%$	$P[R \rightarrow X]=0.0\%$
$P[X \rightarrow G]=0.0\%$	$P[X \rightarrow P]=0.0\%$	$P[X \rightarrow R]=0.0\%$	$P[X \rightarrow X]=100.0\%$

- We have 85% G sites, 5% P sites, 5% R sites, 5% X sites
- Error rate of spammer (all G) =  $0\% * 85\% + 100\% * 15\% = 15\%$
- Error rate of biased worker =  $80\% * 85\% + 100\% * 5\% = 73\%$

**False positives: Legitimate workers appear to be spammers**  
(important note: bias is not just a matter of “ordered” classes)

# Solution: Fix bias first, compute error rate afterwards

## Error Rates for CEO of AdSafe

$P[G \rightarrow G]=20.0\%$	$P[G \rightarrow P]=80.0\%$	$P[G \rightarrow R]=0.0\%$	$P[G \rightarrow X]=0.0\%$
$P[P \rightarrow G]=0.0\%$	$P[P \rightarrow P]=0.0\%$	$P[P \rightarrow R]=100.0\%$	$P[P \rightarrow X]=0.0\%$
$P[R \rightarrow G]=0.0\%$	$P[R \rightarrow P]=0.0\%$	$P[R \rightarrow R]=100.0\%$	$P[R \rightarrow X]=0.0\%$
$P[X \rightarrow G]=0.0\%$	$P[X \rightarrow P]=0.0\%$	$P[X \rightarrow R]=0.0\%$	$P[X \rightarrow X]=100.0\%$

- When biased worker says G, it is **100% G**
- When biased worker says P, it is **100% G**
- When biased worker says R, it is **50% P, 50% R**
- When biased worker says X, it is **100% X**

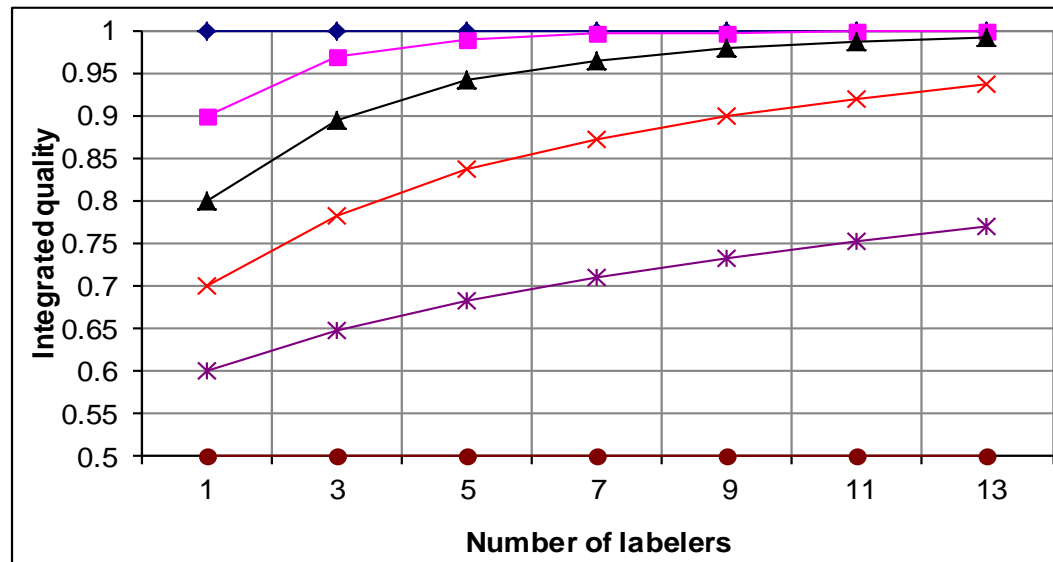
**Small ambiguity for “R-rated” votes but other than that, fine!**

# Question: How to pay workers?

- Naïve solution: Have a quality-score threshold
- **Threshold-ing rewards gives wrong incentives:**
  - Decent (but still useful) workers get fired
  - Uncertainty near the decision threshold

# Quality-sensitive Payment

- Set quality goal and price (e.g., \$1 for 90%)
  - For workers above goal: Pay full price
  - For others: Payment divided with redundancy needed to reach goal
    - Need 3 workers with 80% accuracy → Payment = \$0.33
    - Need 9 workers with 70% accuracy → Payment = \$0.11



# Instead of blocking: Quality-sensitive Payment

- Estimate payment level based on quality
  - Set acceptable quality (e.g., 99% accuracy)
  - For workers above quality specs: Pay full price
  - For others: Estimate level of redundancy to reach acceptable quality (e.g., Need 5 workers with 90% accuracy or 13 workers with 80% accuracy to reach 99% accuracy;)
  - Pay full price divided by level of necessary redundancy
- **Uncertainty** penalty: **Pay less** for uncertain estimates (for workers with short working histories)
- **Refund** underpayment when quality estimate more certain

# Real-Time Payment and Reimbursement

Example of the piece-rate payment of a worker

#Tasks	10	20	30	40	Infinity
Piece-rate Payment (cents)	11	18	21	23	40

Fair  
Payment

---

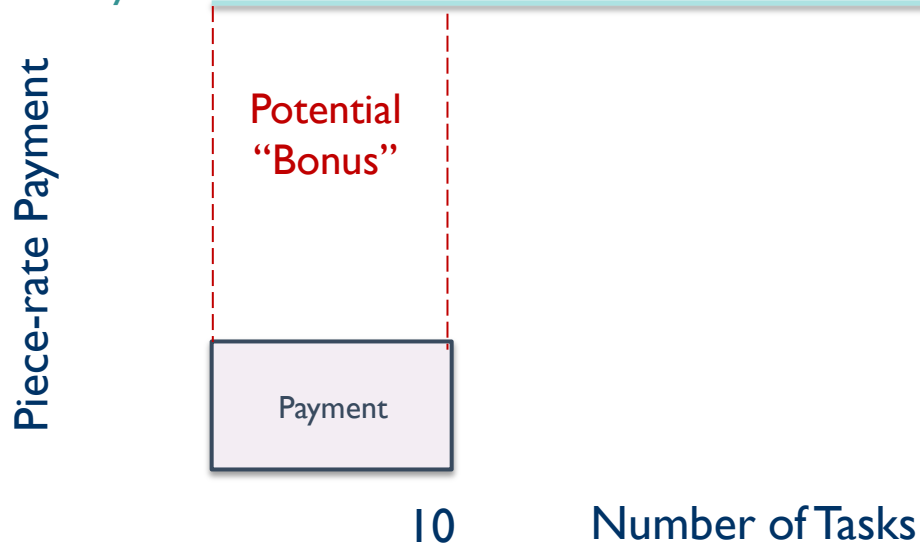


# Real-Time Payment and Reimbursement

Example of the piece-rate payment of a worker

#Tasks	10	20	30	40	Infinity
Piece-rate Payment (cents)	11	18	21	23	40

Fair Payment: 40



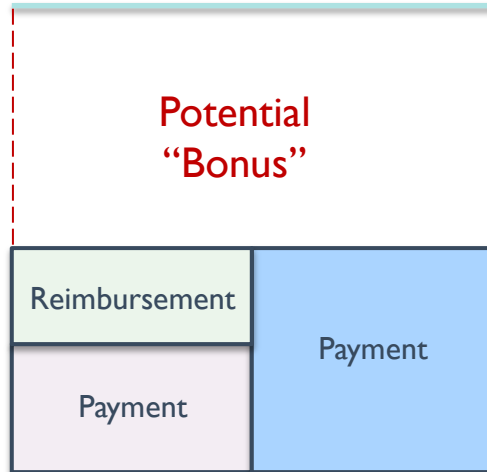
# Real-Time Payment and Reimbursement

Example of the piece-rate payment of a worker

#Tasks	10	20	30	40	Infinity
Piece-rate Payment (cents)	11	18	21	23	40

Fair Payment: 40

Piece-rate Payment



10

20

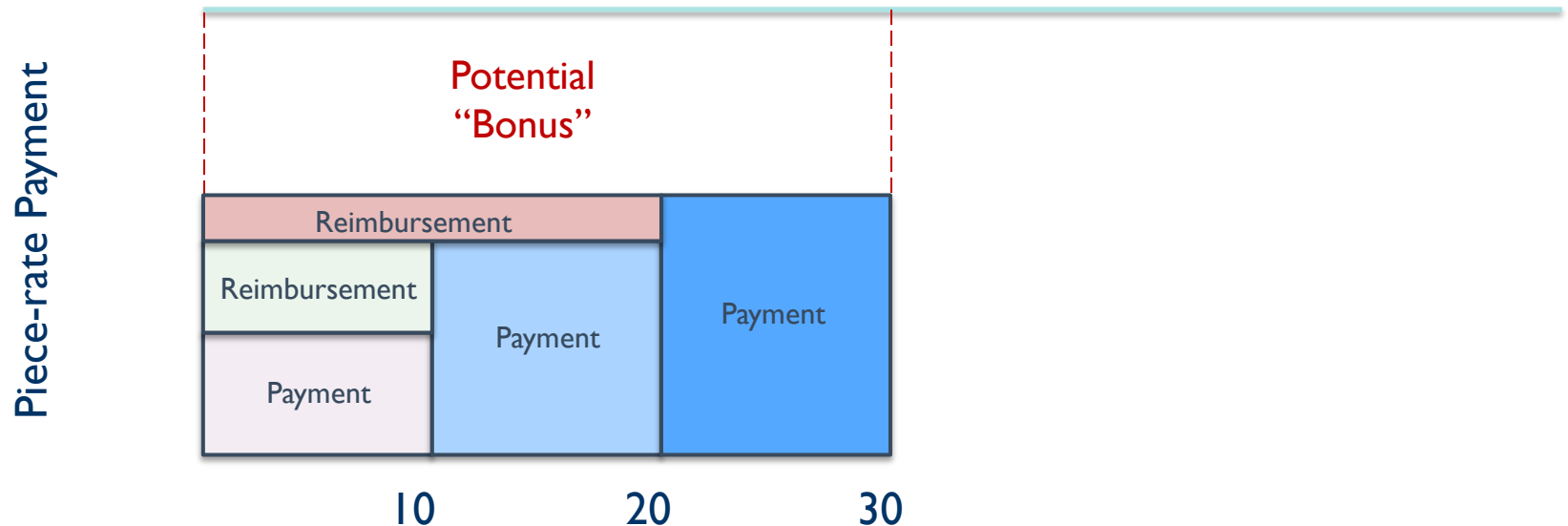
Number of Tasks

# Real-Time Payment and Reimbursement

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Fair Payment: 40

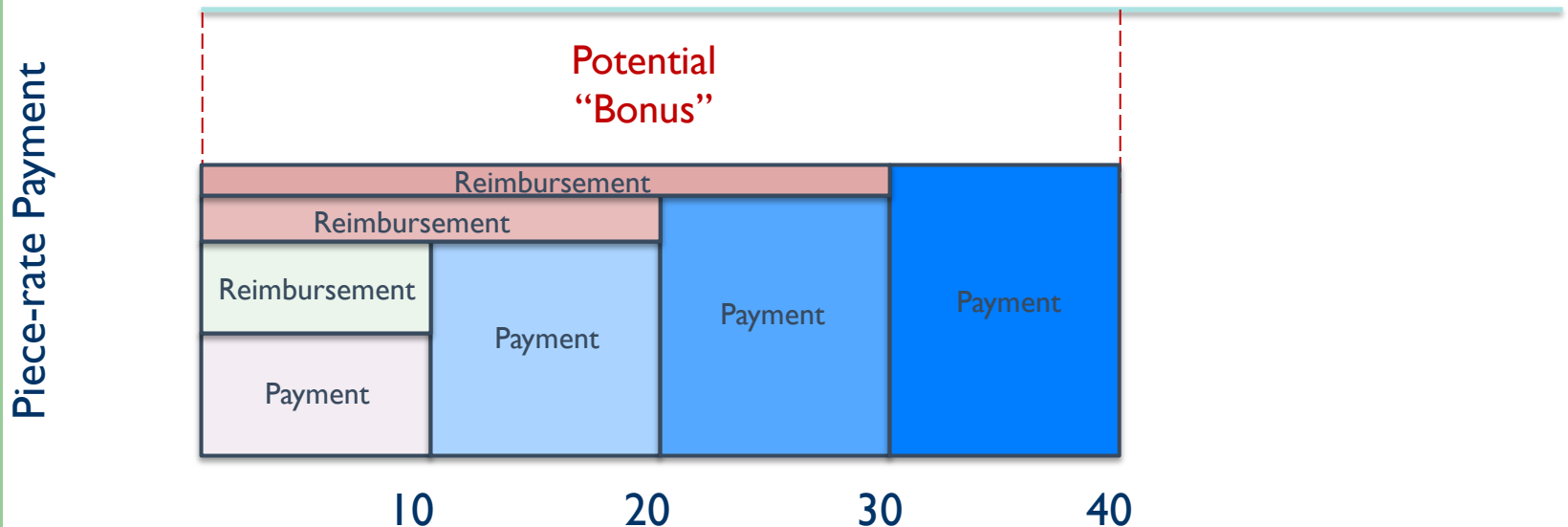


# Real-Time Payment and Reimbursement

Example of the piece-rate payment of a worker

# Tasks	10	20	30	40	Infinity
Piece-rate Payment (cents)	11	18	21	23	40

Fair Payment: 40



# Improving worker participation

- With just labeling, workers are **passively** labeling the data that we give them
- But this can be wasteful when positive cases are sparse
- Why not asking the workers to search themselves and **find training data**

# Guided Learning

Ask workers to **find**  
example web pages  
(great for “sparse” content)

After collecting enough  
examples, easy to build  
and test web page  
classifier



## Your topics

Your topics and associated URLs

[Create HIT from scratch](#) | [Create HIT from template](#) | [Active HITs](#) | [Keys](#)

Topics				
<a href="#">Hate speech</a>	<a href="#">json URLs</a>	<a href="#">CSV URLs</a>	<a href="#">URLs</a>	<a href="#">Checked URLs</a>   <a href="#">Delete</a>
<a href="#">Professional News</a>	<a href="#">json URLs</a>	<a href="#">CSV URLs</a>	<a href="#">URLs</a>	<a href="#">Checked URLs</a>   <a href="#">Delete</a>
<a href="#">Guns, bombs and ammunition</a>	<a href="#">json URLs</a>	<a href="#">CSV URLs</a>	<a href="#">URLs</a>	<a href="#">Checked URLs</a>   <a href="#">Delete</a>
<a href="#">Kids under 12</a>	<a href="#">json URLs</a>	<a href="#">CSV URLs</a>	<a href="#">URLs</a>	<a href="#">Checked URLs</a>   <a href="#">Delete</a>
<a href="#">News</a>	<a href="#">json URLs</a>	<a href="#">CSV URLs</a>	<a href="#">URLs</a>	<a href="#">Checked URLs</a>   <a href="#">Delete</a>
<a href="#">Socially-unacceptable uses of</a>	<a href="#">json URLs</a>	<a href="#">CSV URLs</a>	<a href="#">URLs</a>	<a href="#">Checked URLs</a>   <a href="#">Delete</a>
<a href="#">Retail sites</a>	<a href="#">json URLs</a>	<a href="#">CSV URLs</a>	<a href="#">URLs</a>	<a href="#">Checked URLs</a>   <a href="#">Delete</a>
<a href="#">Social Networking</a>	<a href="#">json URLs</a>	<a href="#">CSV URLs</a>	<a href="#">URLs</a>	<a href="#">Checked URLs</a>   <a href="#">Delete</a>
<a href="#">Music</a>	<a href="#">json URLs</a>	<a href="#">CSV URLs</a>	<a href="#">URLs</a>	<a href="#">Checked URLs</a>   <a href="#">Delete</a>
<a href="#">Gossip Sites</a>	<a href="#">json URLs</a>	<a href="#">CSV URLs</a>	<a href="#">URLs</a>	<a href="#">Checked URLs</a>   <a href="#">Delete</a>

<http://url-collector.appspot.com/allTopics.jsp>

# Limits of Guided Learning

- No incentives for workers to find “new” content
- After a while, submitted web pages similar to already submitted ones
- No improvement for classifier

# The result? Blissful ignorance...

- Classifier **seems** great: Cross-validation tests show excellent performance



- Alas, classifier fails: The “*unknown unknowns*”™



No similar training data in training set

“*Unknown unknowns*” = classifier fails with high confidence



# Beat the Machine!

Ask humans to find URLs that

- *the classifier will classify incorrectly*
- *another human will classify correctly*

## Beat the Machine

Identify pages that contain hate speech on the web

In this task, your goal is to find websites which advocate hostility or aggression toward individuals or groups on the basis of race, religion, gender, nationality, ethnic origin, or other involuntary characteristics.

Your input will be verified by other, trusted humans, and you will receive the bonus payment only if your submission indeed belongs to the correct category.

The URLs that you submit will be used to examine the accuracy of our automatic classifier. You get more bonus points if you submit URLs that are not in our database and trick our classifier to classify the URL into the incorrect category. So, the better you are in "beating the machine", the more bonus points you get.

Remember 5000 bonus points = 1\$.

Submit 1 url:

Already submitted urls:

- <http://fiber>,
- <http://pages.stern.nyu.edu/~panos/>, We are pretty confident that this is not a hate speech page. If this is a porn page, you will get maximum a bonus of 1000 points
- <http://www.ferris.edu/jimcrow/caricature/>, We are pretty confident that this is a hate speech page, sorry no bonus
- <http://www.resist.com/ownersmanual.htm>, We are pretty confident that this is a hate speech page, sorry no bonus

Maximum possible bonus for this task: 1000

You can get maximum of 1000 bonus points after validation.

<http://adsafe-beatthemachine.appspot.com/>

*Example:*

*Find hate speech pages that the machine will classify as benign*

# Beat the Machine!

## Incentive structure:

- ***\$1 if you “beat the machine”***
- ***\$0.001 if the machine already knows***

### Beat the Machine

Identify pages that contain hate speech on the web

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- <http://www.ferris.edu/jimcrow/caricature/>, We are pretty confident that this is a hate speech page, sorry no bonus
- <http://www.resist.com/ownersmanual.htm>, We are pretty confident that this is a hate speech page, sorry no bonus

Maximum possible bonus for this task: 1000

You can get maximum of 1000 bonus points after validation.

<http://adsafe-beatthemachine.appspot.com/>

*Example:*

*Find hate speech pages that the machine will classify as benign*

#	Category	Tasks Running	URL's gathered	Correct URL's gathered	Total Bonus
1	<u>Identify pages that contain hate speech on the web (hat)</u>	<u>206</u>	<u>1023</u>	<u>161</u>	<u>75516</u>
2	<u>Identify pages related to illegal drug use on the web (drq)</u>	<u>100</u>	<u>500</u>	<u>26</u>	<u>9114</u>
3	<u>Identify pages that contain reference to alcohol (alc)</u>	<u>100</u>	<u>475</u>	<u>144</u>	<u>55149</u>
4	<u>Identify adult-related pages (adt)</u>	<u>174</u>	<u>859</u>	<u>132</u>	<u>63523</u>

Probes

Successes

Error rate for probes significantly higher than error rate on (stratified) random data (10x to 100x higher than base error rate)

# No money?

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- What if we want to engage users without paying them?

# Google Knowledge Graph



## Kyrgyzstan

Country

Kyrgyzstan, officially the Kyrgyz Republic, is a country located in Central Asia. Landlocked and mountainous, Kyrgyzstan is bordered by Kazakhstan to the north, Uzbekistan to the west, Tajikistan to the southwest and China to the east. [Wikipedia](#)

**Capital:** [Bishkek](#)

**Currency:** Kyrgyzstani som

**President:** [Almazbek Atambayev](#)

**National anthem:** National Anthem of the Kyrgyz Republic

**Official languages:** Kyrgyz language, Russian Language

**Government:** Presidential system, Parliamentary republic, Republic

“Things not Strings”

# Still incomplete...

- “Date of birth of Bayes” (...uncertain...)
- “Symptom of strep throat”
- “Side effects of treximet”
- “Who is Cristiano Ronaldo dating”
- “When is Jay Z playing in New York”
- “What is the customer service number for Google”
- ...

# The Google mission...

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We have a billion users...  
Leverage their knowledge...

*“Let’s create a new crowdsourcing system...”*

# Ideally...





# But often...

**knol**<sup>TM</sup> *A unit of knowledge.*  
BETA

Google<sup>TM</sup> Image Labeler BETA Google Image Labeler

time left  
**00:08**

score  
**760**

passes  
**1**

Your partner hasn't suggested an



 **Aardvark**

# The common solution...



# Key Challenge

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*“Crowdsource in a **predictable** manner,  
**with knowledgeable** users,  
**without** introducing **monetary rewards**”*

# www.quizz.us

Correct Answers: 33/67 Correct (%): 49%

What is a symptom of Morgellons

Red eye

Choreoathetosis

Skin lesion

Insomnia

I don't know

Question 1 out of 10

# Calibration vs. Collection

- **Calibration** questions (known answer):  
Evaluating user competence on topic at hand
- **Collection** questions (unknown answer):  
Asking questions for things we do not know
- *Trust more answers coming from competent users*

# Challenges

- Why would **anyone** come and play this game?
- Why would **knowledgeable** users come?
- Wouldn't it be simpler to **just pay**?

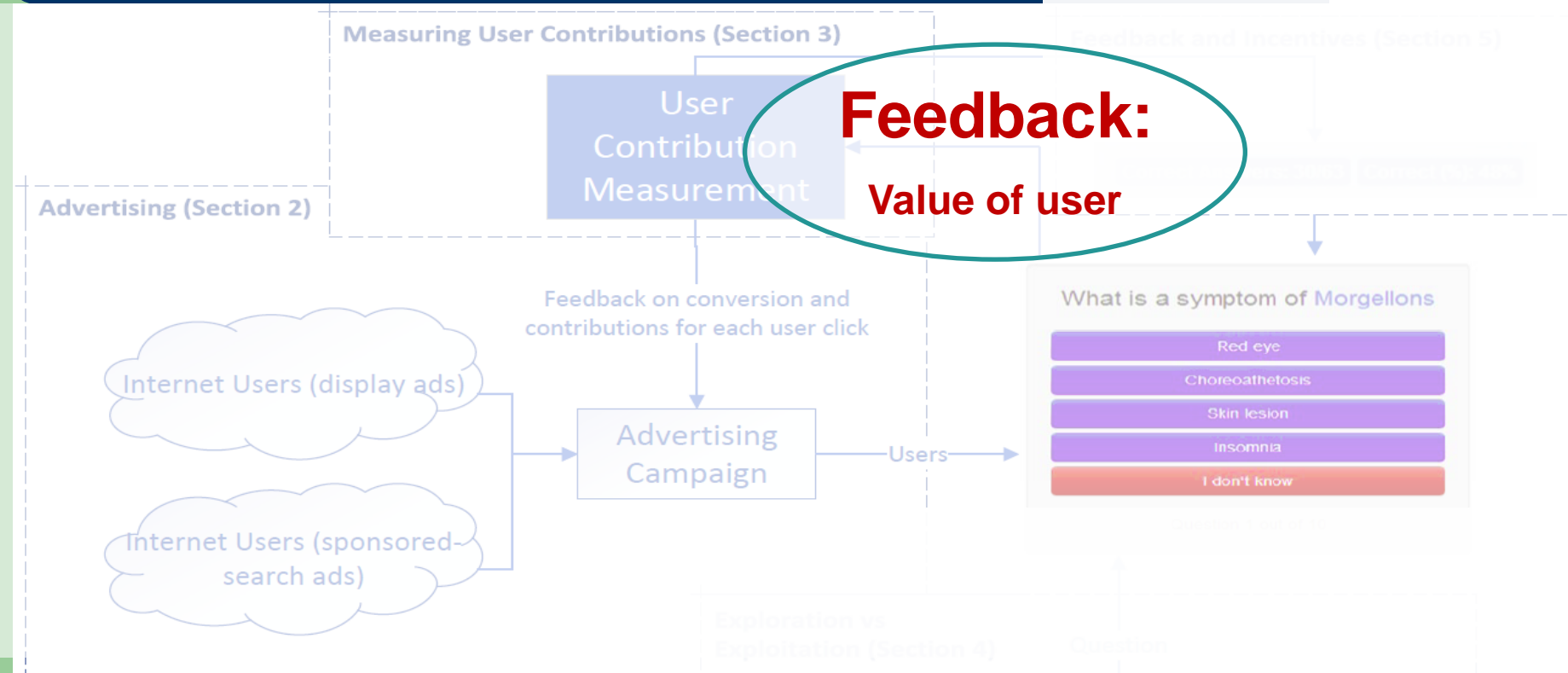
# Attracting Visitors: Ad Campaigns

Quiz on disease symptoms

Test how well you can recognize  
various disease symptoms

[www.quizz.us](http://www.quizz.us)

# Treat Quizz as eCommerce Site





# Example of Targeting: Medical Quizzes

- Our initial goal was to use medical topics as a evidence that some topics are ***not*** crowdsourcable
- Our hypothesis failed: They were the best performing quizzes...
- Users coming from sites such as Mayo Clinic, WebMD, ... (i.e., “pronsumers”, not professionals)

# Immediate feedback helps

Treatment	Effect
<b>Show if user answer correct</b>	<b>+2.4%</b>
<b>Show the correct answer</b>	<b>+20.4%</b>
Score: % of correct answers	+2.3%
Score: # of correct answers	-2.2%
Score: Information gain	+4.0%
Show statistics for performance of other users	+9.8%
Leaderboard based on percent correct	-4.8%
Leaderboard based on total correct answers	-1.5%

- Knowing the correct answer 10x more important than knowing whether given answer was correct
- Conjecture: Users also want to learn

# Showing score moderately helpful

Treatment	Effect
Show if user answer correct	+2.4%
Show the correct answer	+20.4%
<b>Score: % of correct answers</b>	<b>+2.3%</b>
<b>Score: # of correct answers</b>	<b>-2.2%</b>
<b>Score: Information gain</b>	<b>+4.0%</b>
Show statistics for performance of other users	+9.8%
Leaderboard based on percent correct	-4.8%
Leaderboard based on total correct answers	-1.5%

- Be careful what you incentivize 😊
- “Total Correct” incentivizes quantity, not quality

# Competitiveness helps

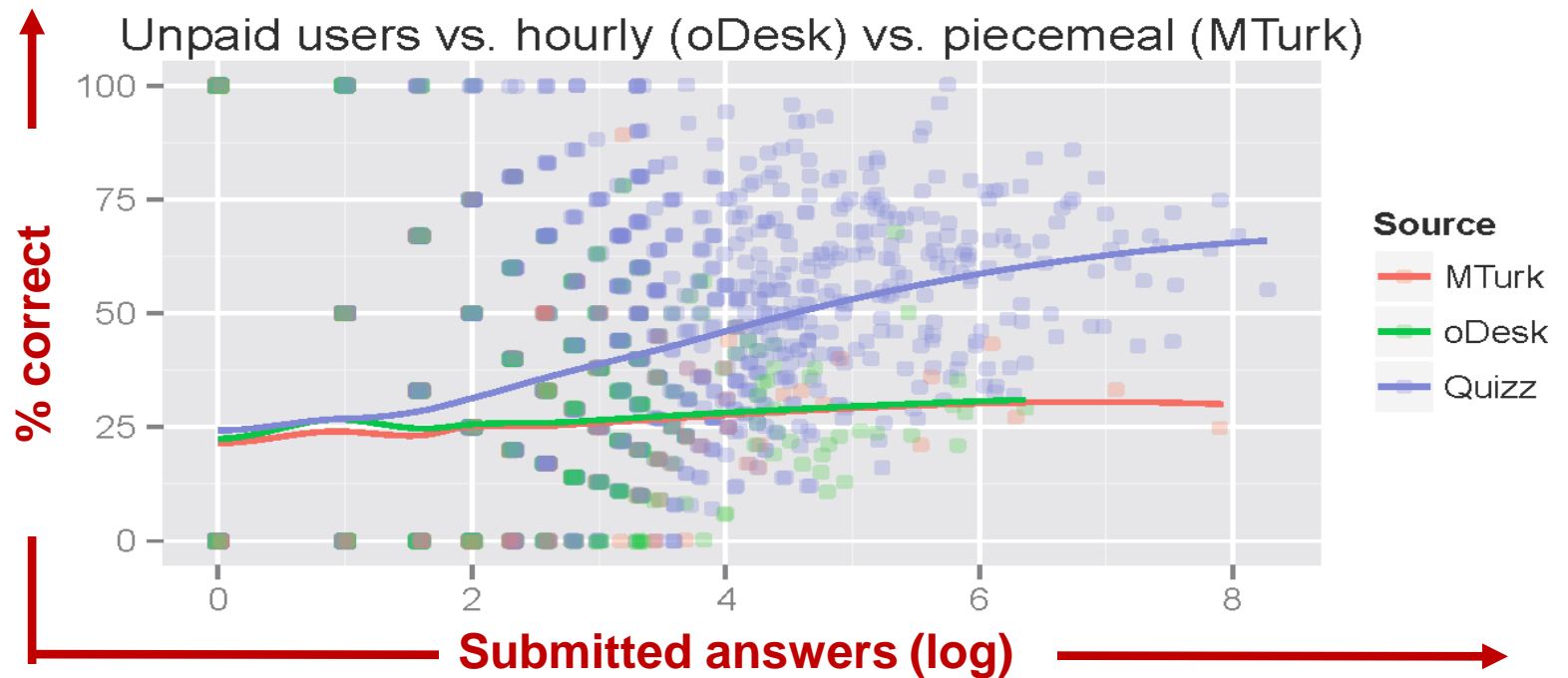
Treatment	Effect
Show if user answer correct	+2.4%
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Score: # of correct answers	-2.2%
Score: Information gain	+4.0%
<b>Show statistics for performance of other users</b>	<b>+9.8%</b>
Leaderboard based on percent correct	-4.8%
Leaderboard based on total correct answers	-1.5%

# Leaderboards are tricky!

Treatment	Effect
Show if user answer correct	+2.4%
Show the correct answer	+20.4%
Score: % of correct answers	+2.3%
Score: # of correct answers	-2.2%
Score: Information gain	+4.0%
Show statistics for performance of other users	+9.8%
<b>Leaderboard based on percent correct</b>	<b>-4.8%</b>
<b>Leaderboard based on total correct answers</b>	<b>-1.5%</b>

- Initially, strong positive effect
- Over time, effect became strongly negative
- All-time leaderboards considered harmful

# Comparison with paid crowdsourcing



# Citizen Science Applications

- Google gives **\$10K/month** to nonprofits in ad budget
- Climate CoLab experiment running
  - Doubled traffic with only \$20/day
  - Targets political activist groups (not only climate)
- Additional experiments: Crowdcrafting, ebird, Weendy

# How can I get **rid** of users?

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# National Academy of Sciences “Frontiers of Science” conference



Your workers  
behave like my  
mice!

An unexpected connection...



**Don Cooper**

Department of Psychology & Neuroscience

Your workers  
behave like my  
mice!

Eh?





Your workers want to use only their **motor skills**, **not** their cognitive skills



# The Biology Fundamentals

- Brain functions are biologically expensive (20% of total energy consumption in humans)
- Motor skills are more energy efficient than cognitive skills (e.g., walking)
- Brain tends to delegate easy tasks to part of the neural system that handles motor skills

# An unexpected connection at the NAS “Frontiers of Science” conf.



Your workers want to use only their **motor skills**, **not** their cognitive skills

*Makes sense*



# An unexpected connection at the NAS “Frontiers of Science” conf.



And here is how  
I train my mice  
to behave...





# The Mice Experiment



**Cognitive**  
Solve maze  
Find pellet



**Motor**  
Push lever three times  
Pellet drops

# How to Train the Mice?



**Confuse** motor skills!  
**Reward** cognition!

*I should try this the  
moment that I get  
back to my room*





# Punishing Worker's Motor Skills

- **Punish** bad answers with frustration of motor skills (e.g., add delays between tasks)
    - “Loading image, please wait...”
    - “Image did not load, press here to reload”
    - “404 error. Return the HIT and accept again”
- Make this **probabilistic** to keep feedback implicit

# Misery

[View](#) [Version control](#)

Posted by [danielb](#) on *June 22, 2009 at 10:10am*

Misery is a module designed to make life difficult for certain users.

It can be used:

- As an alternative to banning or deleting users from a community.
- As a means by which to punish members of your website.
- To delight in the suffering of others.

Currently you can force users (via permissions/roles, editing their user account, or using [Troll](#) IP blacklists) to endure the following misery:

- **Delay:** Create a random-length delay, giving the appearance of a slow connection. (by default this happens 40% of the time)
- **White screen:** Present the user with a white-screen. (by default this happens 10% of the time)
- **Wrong page:** Redirect to a random URL in a predefined list. (by default this happens 0% of the time)
- **Random node:** Redirect to a random node accessible by the user. (by default this happens 10% of the time)
- **403 Access Denied:** Present the user with an "Access Denied" error. (by default this happens 10% of the time)
- **404 Not Found:** Present the user with a "Not Found" error. (by default this happens 10% of the time)



# Experimental Summary (I)

- Spammer workers quickly abandon
  - No need to display scores, or ban
  - Low quality submissions from ~60% to ~3%
  - Half-life of low-quality from 100+ HITs to less than 5
- Good workers unaffected
  - No significant effect on participation of workers with good performance
  - Lifetime of participants unaffected
  - Longer response times (**after** removing the “intervention delays”; that was puzzling)

# Experimental Summary (II)

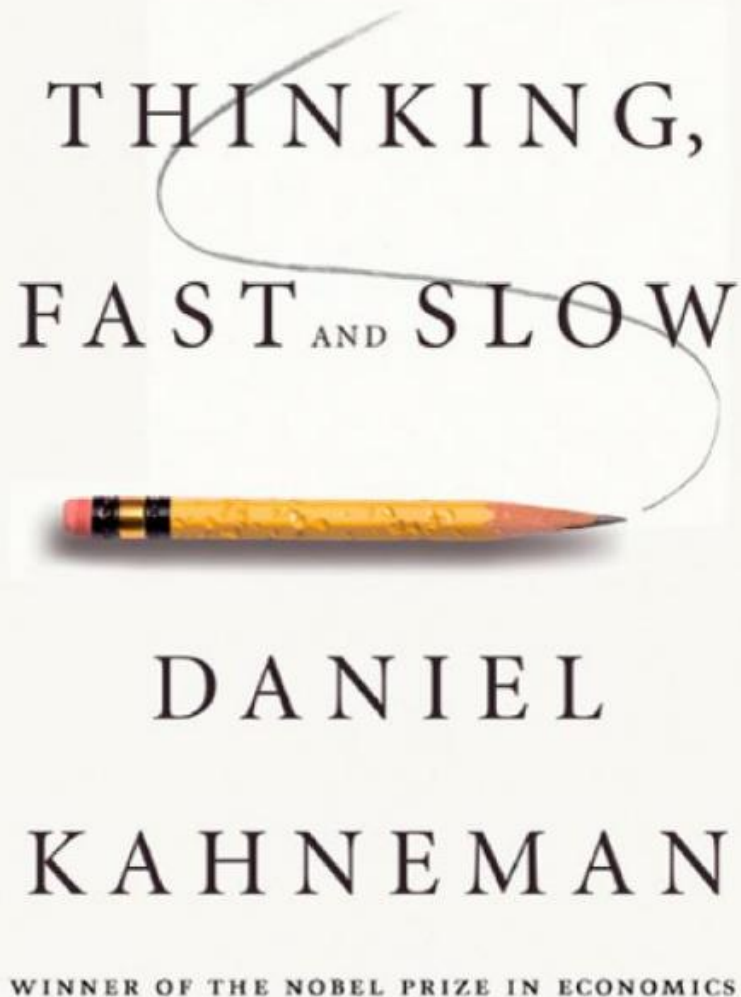
- Remember, scheme was for *training* the mice...
- Indeed, 15%-20% of the spammers start submitting good work!

????

# Two key questions


- Why response time was slower for some good workers?
- Why some low quality workers start working well?

????



- System 1:  
“Automatic” actions
- System 2:  
“Intelligent” actions

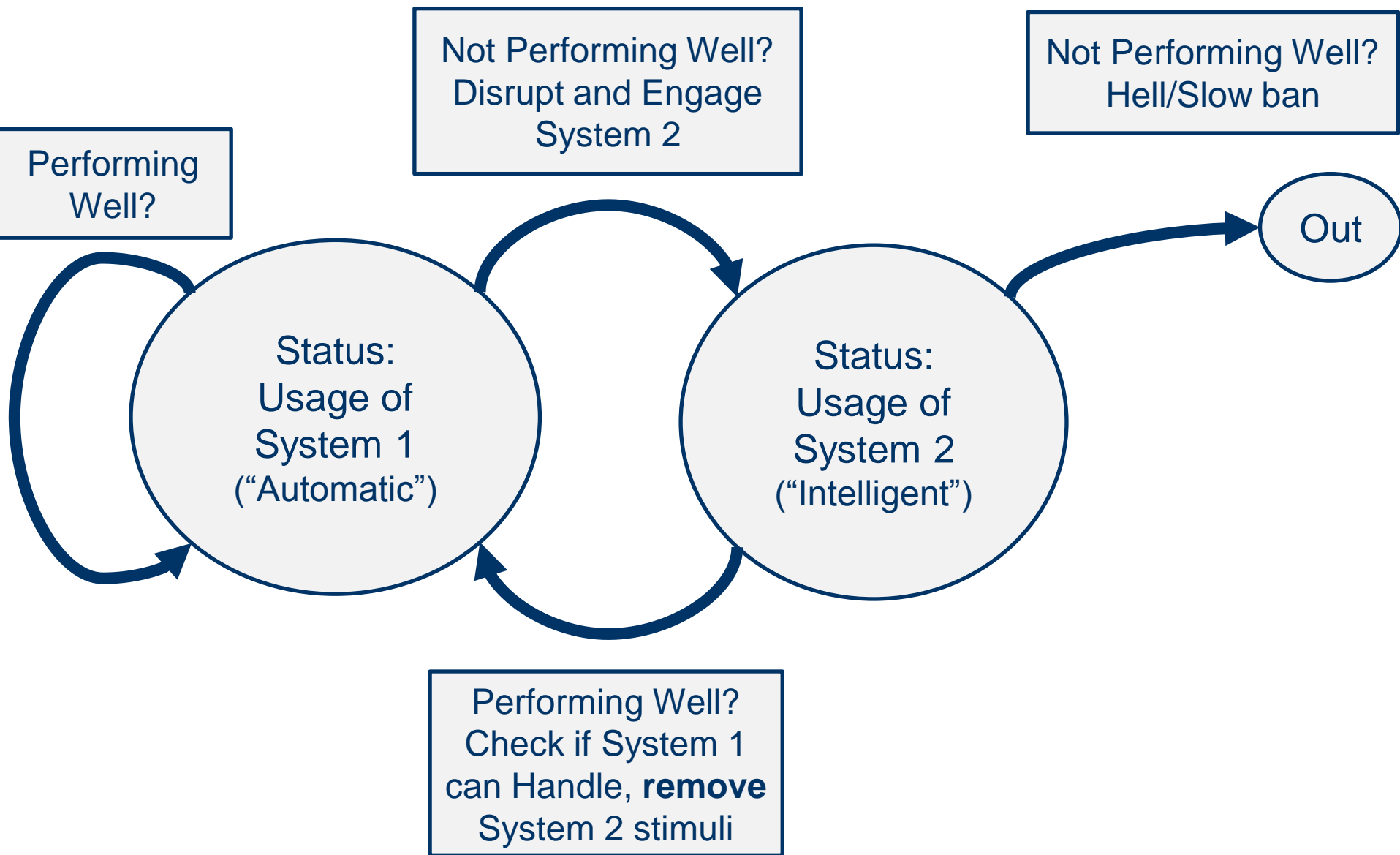
# System 1 Tasks

- Detect that one object is more distant than another.
- Orient to the source of a sudden sound.
- Complete the phrase “bread and...”
- Make a “disgust face” when shown a horrible picture.
- Detect hostility in a voice.
- Answer to  $2 + 2 = ?$
- Read words on large billboards.
- Drive a car on an empty road.
- Find a strong move in chess (if you are a chess master) 
- Understand simple sentences.

# System 2 Tasks

- Focus attention on the clowns in the circus.
- Look for a woman with white hair.
- Count the occurrences of the letter *a* in a page of text.
- Compare two washing machines for overall value.
- Check the validity of a complex logical argument.







**Thanks!**

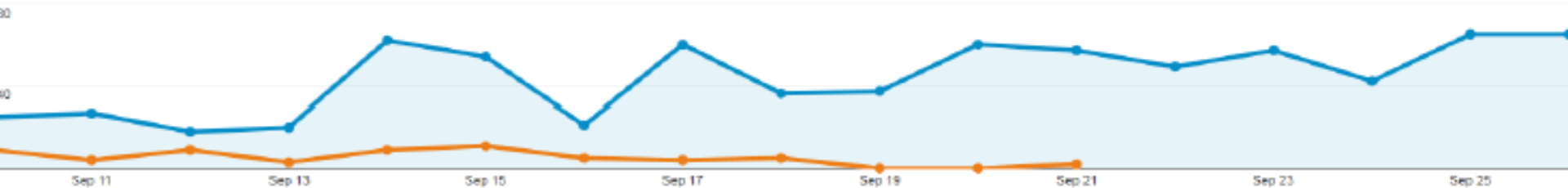
**Q & A?**



# Effect of Ad Targeting

*Perhaps it is just more users?*

- **Control:** Ad campaign with no feedback, all keywords across quizzes
- **Treatment:** Ad campaign with feedback enabled



- **Clicks/visitors:** Same
- **Conversion rate:** 34% vs 13% (~3x more users participated)
- **Number of answers:** 2866 vs 279 (~10x more answers submitted)
- **Total Information Gain:** 7560 bits vs 610 bits (~11.5x more bits)