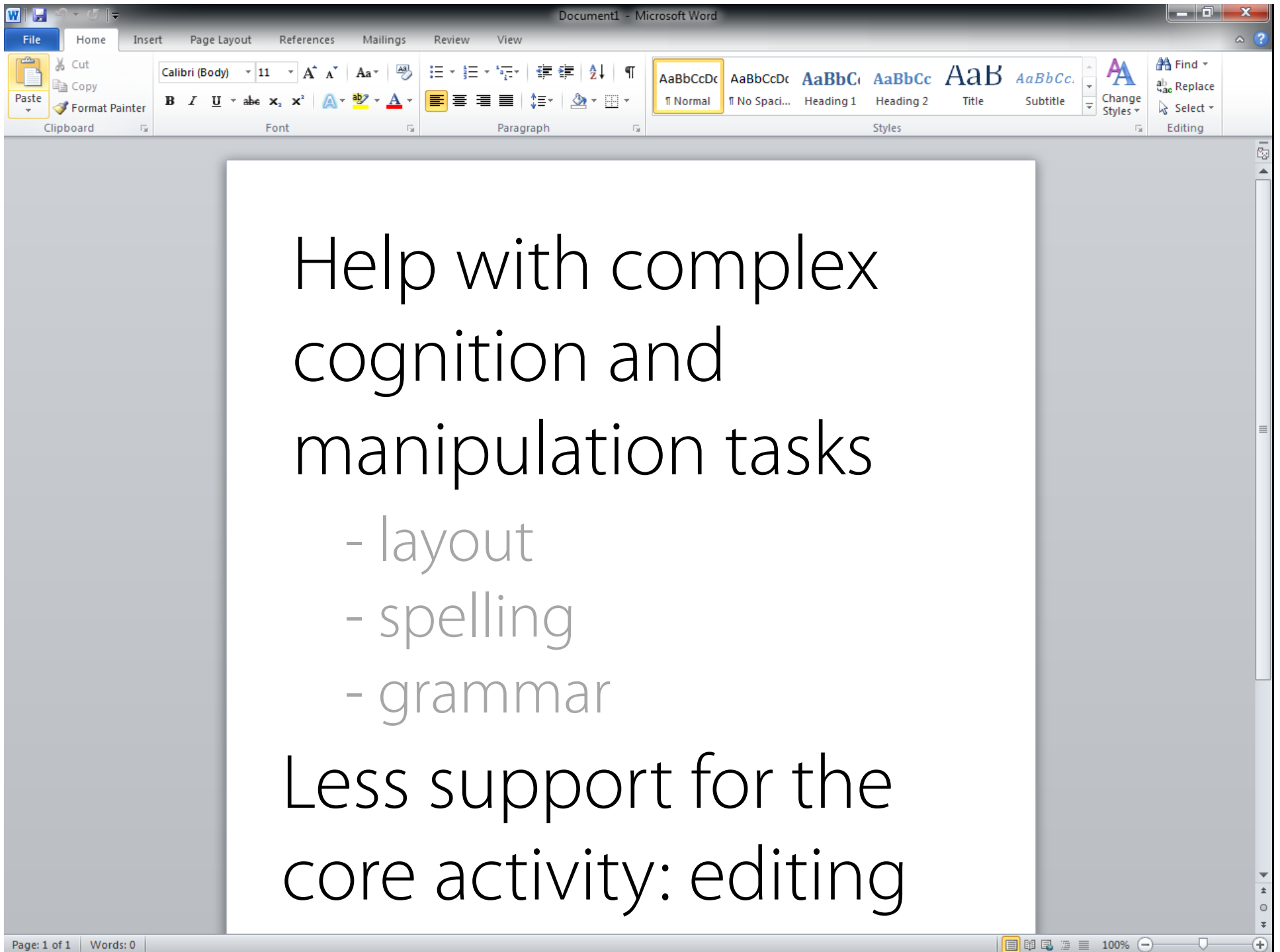


# Crowd-Powered Systems



Michael Bernstein  
Stanford Computer Science  
HCI Group



Help with complex cognition and manipulation tasks

- layout
- spelling
- grammar

Less support for the core activity: editing

## REFERENCES

1. Bernstein, M., Marcus, A., Karger, D.R., and Miller, R.C. Enhancing Directed Content Sharing on the Web. *CHI '10*, ACM Press (2010).
2. Bernstein, M., Tan, D., Smith, G., Czerwinski, M., et al. Collabio: A Game for Annotating People within Social Networks. *UIST '09*, ACM Press (2009), 177–180.
3. Bigham, J.P., Jayant, C., Ji, H., Little, G., et al. VizWiz: Nearly Real-time Answers to Visual Questions. *UIST '10*, ACM Press (2010).
21. Quinn, A.J. and Bederson, B.B. A Taxonomy of Distributed Human Computation.
22. Ross, J., Irani, L., Silberman, M.S., Zaldivar, A., et al. Who Are the Crowdworkers? Shifting Demographics in Amazon Mechanical Turk. *alt.chi '10*, ACM Press.
23. Sala, M., Partridge, K., Jacobson, L., and Begole, J. An Exploration into Activity-Informed Physical Advertising Using PEST. *Pervasive '07*, Springer Berlin Heidelberg (2007).
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25. Snow, R., O'Connor, B., Jurafsky, D., and Ng, A.Y. Cheap and fast—but is it good?: evaluating non-expert annotations for natural language tasks. *ACL '08*, (2008).
26. Sorokin, A. and Forsyth, D. Utility data annotation with Amazon Mechanical Turk. *CVPR '08*, (2008).
27. von Ahn, L. and Dabbish, L. Labeling images with a computer game. *CHI '04*, ACM Press (2004).

# Shortening a paper

Supported by human editors

Related Work

# **Crowdsourcing: A Batch Platform**

Data collection, machine learning training,  
user studies, social science experiments

[Ipeirotis 2010, Heer et al. 2010, Kittur et al. 2008]

Games with a purpose

[von Ahn and Dabbish 2004, Cooper et al. 2011]

Collective action

[Wikipedia, Polymath Project, Search for Jim Gray]

Historical roots: distributed calculation  
of mathematical tables

[Grier 2007]

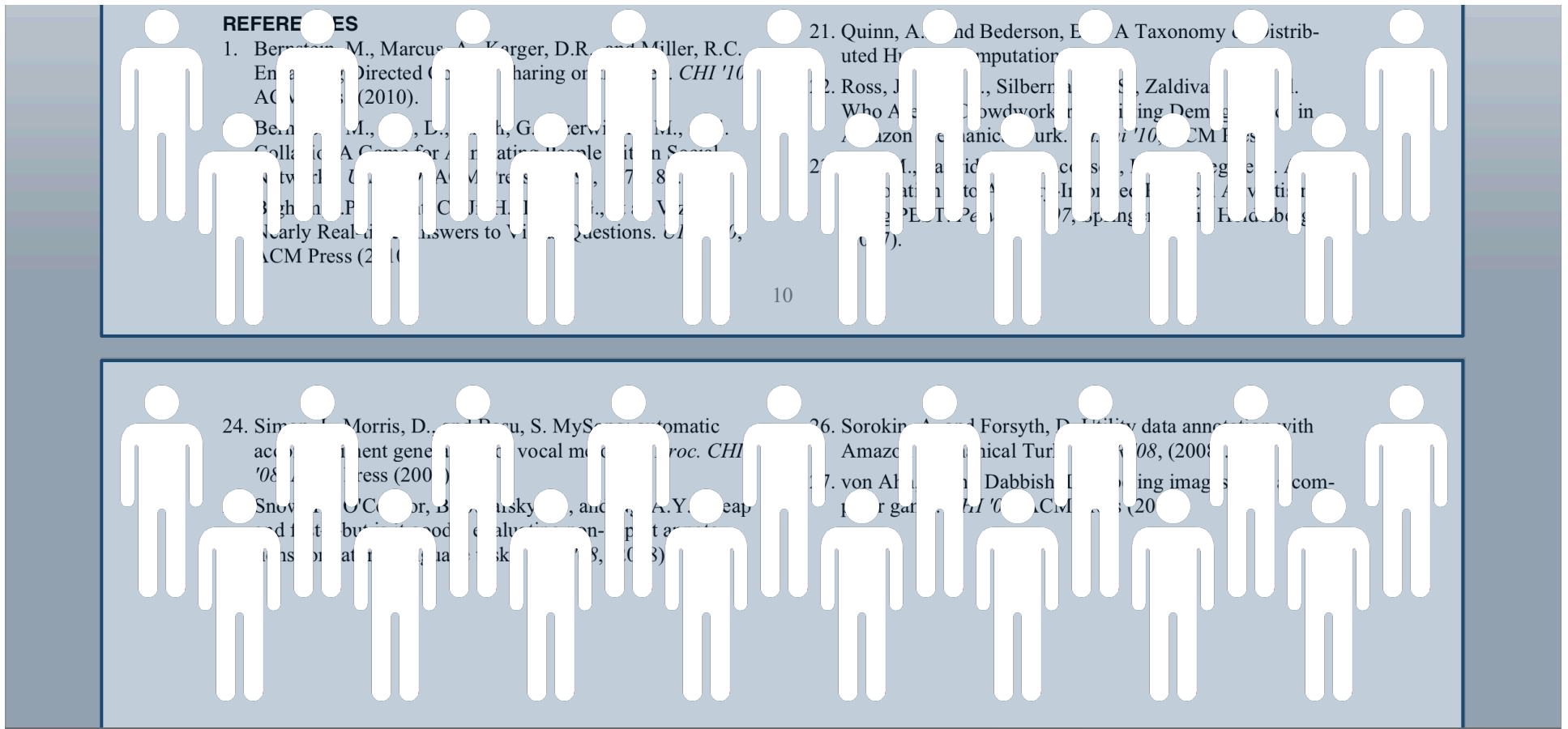
## REFERENCES

1. Bernstein, M., Marcus, A., Karger, D.R., and Miller, R.C. Enhancing Directed Content Sharing on the Web. *CHI '10*, ACM Press (2010).
2. Bernstein, M., Tan, D., Smith, G., Czerwinski, M., et al. Collabio: A Game for Annotating People within Social Networks. *UIST '09*, ACM Press (2009), 177–180.
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21. Quinn, A.J. and Bederson, B.B. A Taxonomy of Distributed Human Computation.
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26. Sorokin, A. and Forsyth, D. Utility data annotation with Amazon Mechanical Turk. *CVPR '08*, (2008).
27. von Ahn, L. and Dabbish, L. Labeling images with a computer game. *CHI '04*, ACM Press (2004).

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Supported by human editors



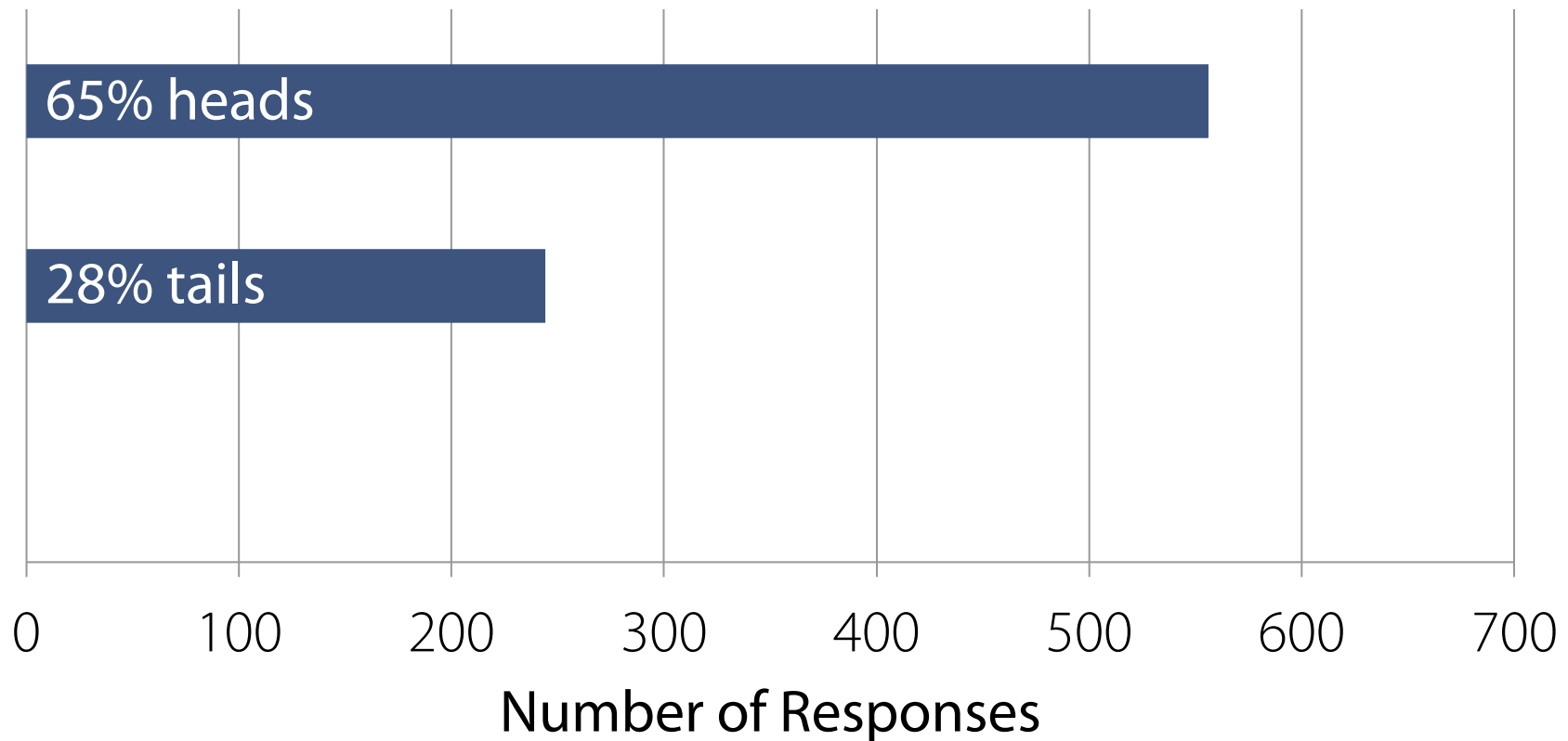


# Crowd-powered system

Interactive computing system supported by human intelligence

# Challenge: Quality

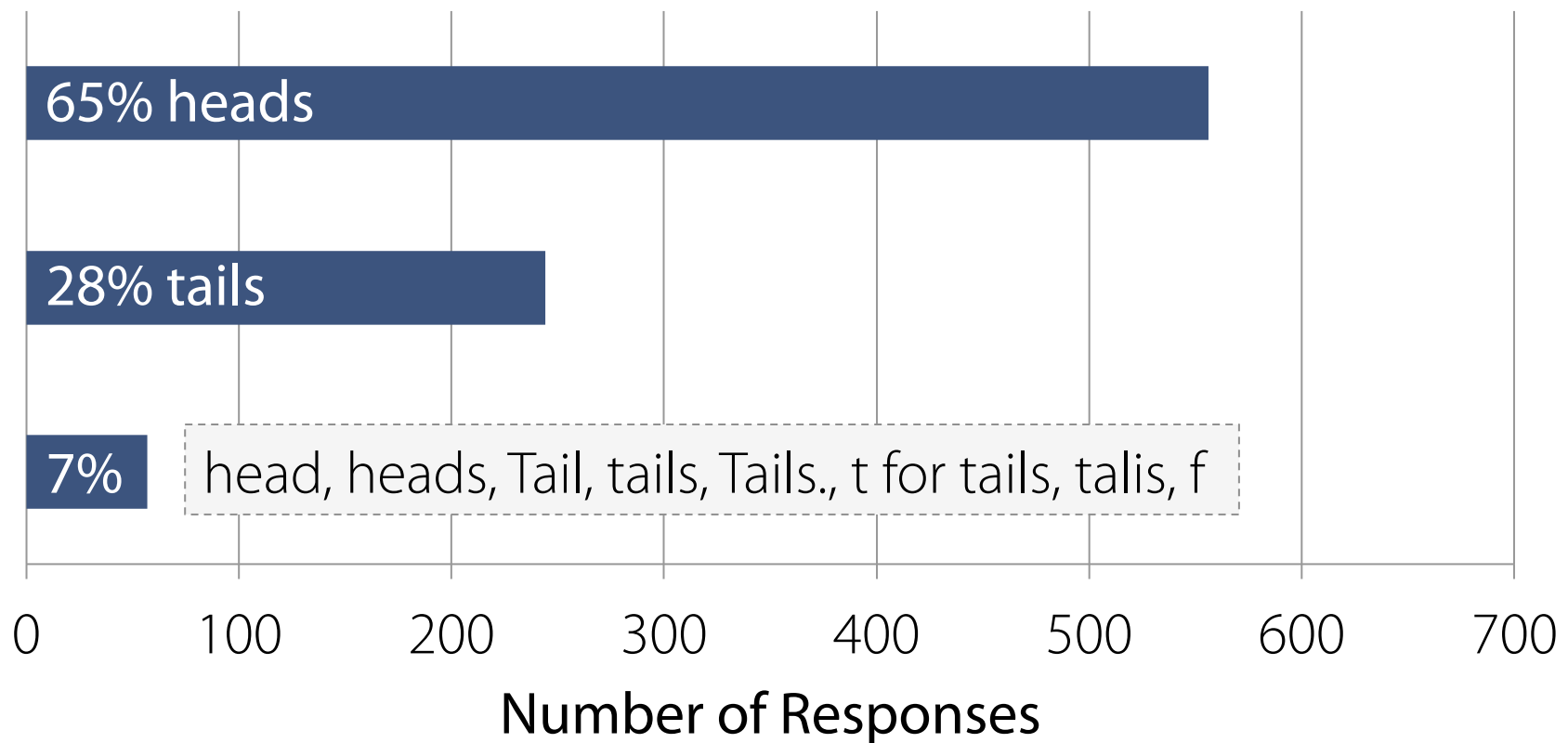
1,000 participants on Amazon Mechanical Turk flip a coin and report "h" (heads) or "t" (tails)





# Challenge: Quality

1,000 participants on Amazon Mechanical Turk flip a coin and report "h" (heads) or "t" (tails)



# Challenge: Speed

Interactive applications need faster responses than crowds can provide

“User response was extremely fast”: 48 hours  
[Kittur et al. 2008]

“Cheap and fast”: 190 hours  
[Snow et al. 2008]

Half-life for 2.5¢ reward is 2 days,  
Half-life for \$1 reward is 12 hours  
[Wang et al. 2011]

**Interactive systems that  
embed crowd intelligence**

**Computational techniques that  
produce high-quality, fast results**

# Paid Crowdsourcing

Pay small amounts of money for short tasks

Amazon Mechanical Turk: Roughly five million tasks completed per year at 1-5¢ each [Ipeirotis 2010]

## Label an image

**Requester:** Matt C.

**Reward:** \$0.01

## Transcribe short audio clip

**Requester:** Gordon L.

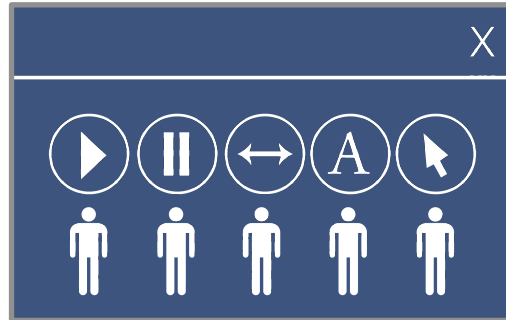
**Reward:** \$0.04

Population: 40% U.S., 40% India, 20% elsewhere

Gender, education and income are close mirrors of overall population distributions [Ross 2010]

# Outline

## 1 Soylent



Word processor  
with a crowd inside

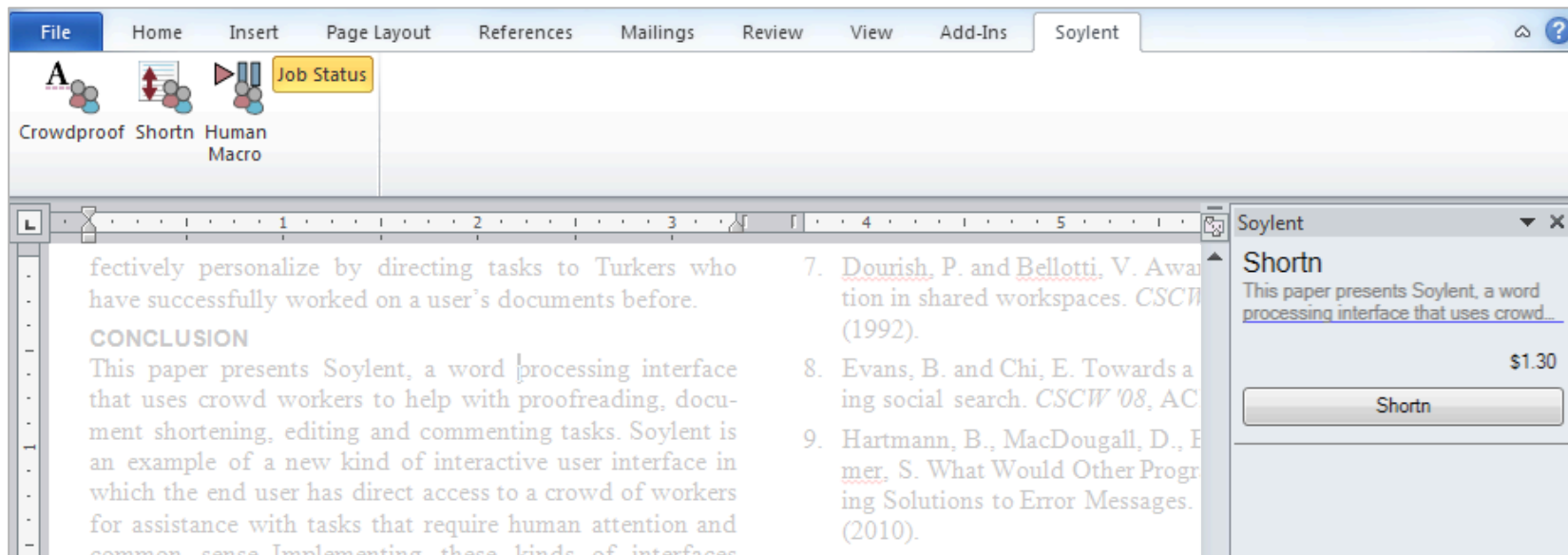
## 2 Adrenaline



Realtime  
crowdsourcing

# Soylent

Word processor that recruits crowds to aid complex writing tasks



M. Bernstein et al. Soylent: A Word Processor with a Crowd Inside. UIST 2010.

# Soylent

Word processor that recruits crowds to aid complex writing tasks

Embeds crowds as first-order building blocks in a software system

Decomposes open-ended tasks via a new design pattern

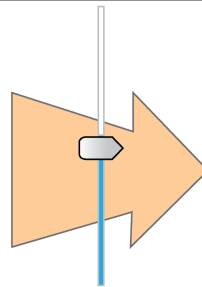
demo



# Soylent seeks out crowd contributions to enable new interactive systems.

## Shortn

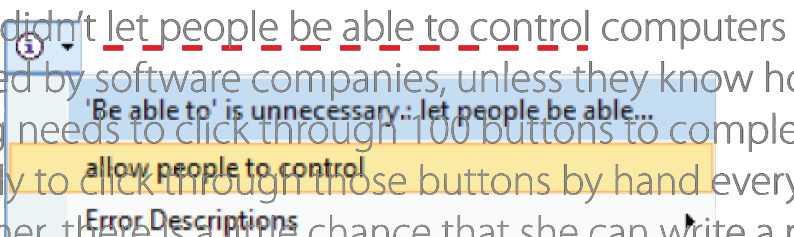
...al and interaction patterns human contributions directly endeavors that span many levels of conceptual and atic activity. Authoring tools offer help with prag- pple. We thus present Soylent, a word processing duce the Find-Fix-Verify crowd programming pat- feasibility, cost, wait time, and work time for edits.



This paper introduces architectural patterns for int human contributions directly into the user interfac the Find-Fix-Verify crowd programming patern to and work time for edits.

## Crowdproof

... intuitive, but they didn't let people be able to control computers eff software developed by software companies, unless they know how if one who knows nothing about programming needs to click through 100 buttons to complete job everyday, the only thing she can do is simply to click through those buttons by hand every ti But if she happens to be a computer programmer, there is a little chance that she can write a pro automate everything. Why is there only a little chance? In fact, each GUI application is a big black



## The Human Macro

Write a request:

Find Creative Commons figure for paragraph

This paper introduces architectural and interaction patterns for integrating crowdsourced human contributions directly plex endeavors that span many levels of conceptual and pragmatic activity. Authoring tools offer help with prag- other people. We thus present Soylent, a word processing we introduce the Find-Fix-Verify crowd programming pat- feasibility, cost, wait time, and work time for edits. This paper introduces architectural and interaction patterns for integrating crowdsourced human contributions directly plex endeavors that span many levels of conceptual and pragmatic activity. Authoring tools offer help with prag- other people. We thus present Soylent, a word processing we introduce the Find-Fix-Verify crowd programming pat-



# Challenges in Programming Crowds

Soylent has interacted with ~10,000 workers on > 2000 different tasks

Key Problem: crowd workers often produce poor output on open-ended tasks

## **30% Rule**

**~30% of the results  
in open-ended tasks  
will be unsatisfactory**

# Two Personas — An Example

Proofread and correct the following paragraph:

*The theme of loneliness features throughout many scenes in Of Mice and Men and is often the dominant theme of sections during this story. This theme occurs during many circumstances but is not present from start to finish. In my mind for a theme to be pervasive is must be present during every element of the story. There are many themes that are present most of the way through such as sacrifice, friendship and comradship. But in my opinion there is only one theme that is present from beginning to end, this theme is pursuit of dreams.*

# Two Personas — An Example

Proofread and correct the following paragraph:

*The theme of loneliness features throughout many scenes in *Of Mice and Men* and is often the dominant theme of sections during this story. This theme occurs during many circumstances but is not present from start to finish. In my mind for a theme to be pervasive is must be present during every element of the story. There are many themes that are present most of the way through such as sacrifice, friendship and comradship. But in my opinion there is only one theme that is present from beginning to end, this theme is pursuit of dreams.*

# Persona One: The Lazy Worker

Does as little work as necessary to be paid

*The theme of loneliness features throughout many scenes in Of Mice and Men and is often the dominant theme of sections during this story. This theme occurs during many circumstances but is not present from start to finish. In my mind for a theme to be pervasive is must be present during every element of the story. There are many themes that are present most of the way through such as sacrifice, friendship and comradship. But in my opinion there is only one theme that is present from beginning to end, this theme is pursuit of dreams.*

# Persona One: The Lazy Worker

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# Persona Two: The Eager Beaver

Goes beyond task requirements to be helpful, but introduces errors in the process

*The theme of loneliness features throughout many scenes in Of Mice and Men and is often the dominant theme of sections during this story. This theme occurs during many circumstances but is not present from start to finish. In my mind for a theme to be pervasive is must be present during every element of the story. There are many themes that are present most of the way through such as sacrifice, friendship and comradship. But in my opinion there is only one theme that is present from beginning to end, this theme is pursuit of dreams.*

# Persona Two: The Eager Beaver

Goes beyond task requirements to be helpful, but introduces errors in the process

*The theme of loneliness features throughout many scenes in Of Mice and Men and is often the dominant theme of sections of this story. \n*

*This theme occurs during many circumstances but is not present from start to finish. \n*

*In my mind, for a theme to be pervasive it must be present during every element of the story. \n*

*There are many themes that are present most of the way through such as sacrifice, friendship and comradeship. \n*

*But in my opinion there is only one theme that is present from beginning to end: this theme is pursuit of dreams.*



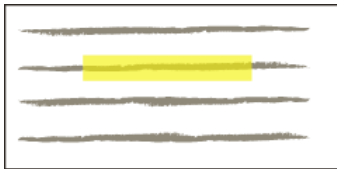
# **The Result: Low-quality Work**

Programming with crowds today is haphazard: we lack design patterns

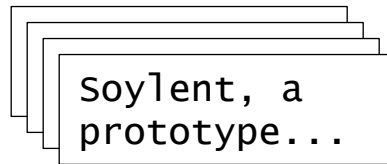
# Solution: Find-Fix-Verify

Find-Fix-Verify is a design pattern for programming with crowds in open-ended tasks.

Find a problem



Fix the problem

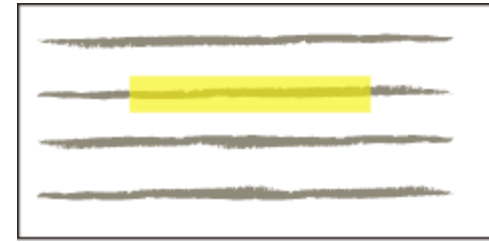


Verify the quality of each fix

- Soylent ~~is,~~ a prototype...
- Soylent ~~is-a~~ prototypes...
- Soylent is a ~~prototypetest~~...

# Find

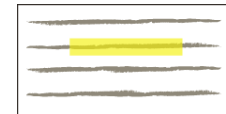
“Identify at least one area that can be shortened without changing the meaning of the paragraph.”



Independent agreement to identify patches

# Fix

“Edit the highlighted section to shorten its length without changing the meaning of the paragraph.”



Soylent, a prototype...



Randomize order of suggestions

# Verify

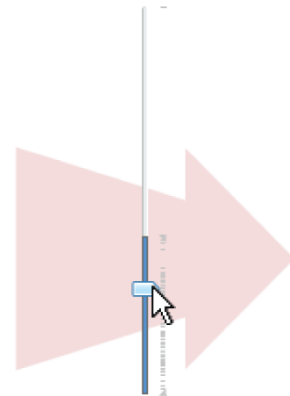
“Choose at least one rewrite that has style errors, and at least one rewrite that changes the meaning of the sentence.”

- Soylent ~~is,~~ a prototype...
- Soylent ~~is a~~ prototypes...
- Soylent is a ~~prototypetest~~...



Keep suggestions that do not get voted out

Automatic clustering generally helps separate different kinds of records that need to be edited differently, but it isn't perfect. Sometimes it creates more clusters than needed, because the differences in structure aren't important to the user's particular editing task. For example, if the user only needs to edit near the end of each line, then differences at the start of the line are largely irrelevant, and it isn't necessary to split based on those differences. Conversely, sometimes the clustering isn't fine enough, leaving heterogeneous clusters that must be edited one line at a time. One solution to this problem would be to let the user rearrange the clustering manually, perhaps using drag-and-drop to merge and split clusters. Clustering and selection generalization would also be improved by recognizing common text structure like URLs, filenames, email addresses, dates, times, etc.



Automatic clustering generally helps separate different kinds of records that need to be edited differently, but it isn't perfect. Sometimes it creates more clusters than needed, because the differences in structure aren't relevant to a specific task. | Conversely, sometimes the clustering isn't fine enough, leaving heterogeneous clusters that must be edited one line at a time. One solution to this problem would be to let the user rearrange the clustering manually using drag-and-drop edits. Clustering and selection generalization would also be improved by recognizing common text structure like URLs, filenames, email addresses, dates, times, etc.

changes the meaning of the sentence.”

# Find-Fix-Verify Discussion

Why split Find and Fix?

Focus Lazy Workers on a problem of our choice  
Group suggestions by core problem

Why add Verify?

Quality rises when Turkers are in productive tension

Crowds and Algorithms

[Little et al. 2010, Kittur et al. 2011, Shahaf & Horvitz 2010,  
Franklin et al. 2011, Marcus et al. 2011, Dai et al. 2010,  
Parameswaran et al. 2011]

# Evaluation Goals

Is Soylent's approach of crowdsourced interactive systems feasible?

- 1** How high is the quality?
- 2** How long is the delay?
- 3** How much does it cost?

## Blog

*Print publishers are in a tizzy over Apple's new iPad because they hope to finally be able to charge for their digital editions. But in order to get people to pay for their magazine and newspaper apps, they are going to have to offer something different that readers cannot get at the newsstand or on the open Web.*

## Classic HCI Paper

*The metaDESK effort is part of the larger Tangible Bits project. The Tangible Bits vision paper introduced the metaDESK along with two companion platforms, the transBOARD and ambientROOM.*

## Draft HCI Paper

*In this paper we argue that it is possible and desirable to combine the easy input affordances of text with the powerful retrieval and visualization capabilities of graphical applications. We present WenSo, a tool that uses lightweight text input to capture richly structured information for later retrieval and navigation.*

## Technical Writing

*Figure 3 shows the pseudocode that implements this design for Lookup. FAWN-DS extracts two fields from the 160-bit key: the  $i$  low order bits of the key (the index bits) and the next 15 low order bits (the key fragment).*

## Rambling E-mail

*A previous board member, Steve Burleigh, created our web site last year and gave me a lot of ideas. For this year, I found a web site called eTeamZ that hosts web sites for sports groups. Check out our new page: [...]*

## Blog – 83%

Print publishers are in a tizzy over Apple's new iPad because they hope to *finally* be able to charge for their digital editions. But in order to get people to pay for their magazine and newspaper apps, they ~~are going to~~ have to offer something different that readers cannot get at the newsstand or on the open Web.

## Classic HCI Paper – 87%

The metaDESK effort is part of the larger Tangible Bits project. *The Tangible Bits vision*

**Cut 15% of original paragraph length on average.**

graphical applications. We present WenSo, *a tool that which* uses lightweight text input to capture richly structured information for later retrieval and navigation.

## Technical Writing – 82%

Figure 3 shows the pseudocode that implements this design for Lookup. FAWN-DS extracts two fields from the 160-bit key: *the i low order bits of the key* (the index bits) and the next 15 low order bits (*the key fragment*).

## Rambling E-mail – 78%

*A previous board member,* Steve Burleigh, created our web site last year and gave me a lot of ideas. *For this year,* I found a web site called eTeamZ that hosts web sites for sports groups. Check out our new page: [...]



## Blog – 83%

Print publishers are in a tizzy over Apple's new iPad because they hope to *finally* be able to charge for their digital editions. But in order to get people to pay for their magazine and newspaper apps, they ~~are going to~~ have to offer something different that readers cannot get at the newsstand or on the open Web.

## Focus on unnecessarily wordy phrases

But in order to get people to pay for their magazine and newspaper apps, they ~~are going to~~ have to offer something different that readers cannot get at the newsstand or on the open Web.



## Technical Writing – 82%

Figure 3 shows the pseudocode that implements this design for Lookup. FAWN-DS extracts two fields from the 160-bit key: *the low order bits of the key* (the index bits) and the next 15 low order bits (*the key fragment*).

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## Classic HCI Paper – 87%

The metaDESK effort is part of the larger Tangible Bits project. ~~The Tangible Bits vision paper, which~~ introduced the metaDESK ~~along with~~ and two companion platforms, the transBOARD and ambientROOM.

## Merge sentences when patches span sentence boundaries

The metaDESK effort is part of the larger Tangible Bits project. ~~The Tangible Bits vision paper, which~~ introduced the metaDESK ~~along with~~ and two companion platforms, the transBOARD and ambientROOM.

sports groups. Check out our new page: [...]

## Blog – 83%

Print publishers are in a tizzy over Apple's new iPad because they hope to *finally* be able to charge for their digital editions. But in order to get people to pay for their magazine and newspaper apps, they ~~are going to~~ have to offer something different that readers cannot get at the newsstand or on the open Web.

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The metaDESK effort is part of the larger Tangible Bits project. ~~The Tangible Bits vision paper, which~~ introduced the metaDESK ~~along with~~ and two companion platforms, the transBOARD and ambientROOM.

## Draft HCI Paper – 90%

~~In this paper we argue that~~ it is possible and desirable to combine the easy input

**Introduced style errors when workers were not part of the community of practice**

~~In this paper we argue that~~ it is possible and desirable to combine the easy input affordances of text with the powerful retrieval and visualization capabilities of graphical applications.

## Blog – 83%

Print publishers are in a tizzy over Apple's new iPad because they hope to *finally* be able to charge for their digital editions. But in order to get people to pay for their

# Parallelism can introduce inconsistent changes

FAWN-DS extracts two fields from the 160-bit key: ~~the *i* low order bits of the key~~ (the index bits) and the next 15 low order bits ~~(the key fragment)~~.

affordances of text with the powerful retrieval and visualization capabilities of graphical applications. We present WenSo, ~~a tool that~~ which uses lightweight text input to capture richly structured information for later retrieval and navigation.

## Technical Writing – 82%

Figure 3 shows the pseudocode that implements this design for Lookup. FAWN-DS extracts two fields from the 160-bit key: ~~the *i* low order bits of the key~~ (the index bits) and the next 15 low order bits ~~(the key fragment)~~.

## Rambling E-mail – 78%

~~A previous board member,~~ Steve Burleigh, created our web site last year and gave me a lot of ideas. ~~For this year,~~ I found a web site called eTeamZ that hosts web sites for sports groups. Check out our new page: [...]

**Blog – 83%****3 para., 158 people, \$1.52/para**

*Print publishers are in a tizzy over Apple's new iPad because they hope to ~~finally~~ be able to charge for their digital editions. But in order to get people to pay for their magazine and newspaper apps, they ~~are going to~~ have to offer something different that readers cannot get at the newsstand or on the open Web.*

**Classic HCI Paper – 87%****7 para., 264 people, \$1.06/para**

*The metaDESK effort is part of the larger Tangible Bits project. ~~The Tangible Bits vision paper, which~~ introduced the metaDESK ~~along with~~ and two companion platforms, the transBOARD and ambientROOM.*

**Draft HCI Paper – 90%****5 para., 284 people, \$1.49/para**

*~~In this paper we argue that~~ it is possible and desirable to combine the easy input affordances of text with the powerful retrieval and visualization capabilities of graphical applications. We present WenSo, ~~a tool that~~ which uses lightweight text input to capture richly structured information for later retrieval and navigation.*

**Technical Writing – 82%****3 para., 188 people, \$1.61/para**

*Figure 3 shows the pseudocode that implements this design for Lookup. FAWN-DS extracts two fields from the 160-bit key: ~~the i low order bits of the key~~ (the index bits) and the next 15 low order bits (~~the key fragment~~).*

**Rambling E-mail – 78%****6 para., 362 people, \$1.62/para**

*~~A previous board member,~~ Steve Burleigh, created our web site last year and gave me alot of ideas. ~~For this year,~~ I found a web site called eTeamZ that hosts web sites for sports groups. Check out our new page: [...]*

# How Fast Is Shortn?

Soylent  
Posts Task



Worker  
Accepts Task



Worker  
Submits Task

Wait time is the longest:  
Median 18.5 minutes  
Summed medians across Find, Fix and Verify  
 $Q_1=8.3$  minutes,  $Q_3=41.6$  minutes

Actual work time is shorter:  
Median 2.0 minutes  
Summed medians across Find, Fix and Verify  
 $Q_1=60$  seconds,  $Q_3=3.6$  minutes

## ESL: English as a Second Language

*However, while GUI made using computers be more intuitive and easier to learn, it didn't let people be able to control computers efficiently. Masses only can use the software developed by software companies.*

## Passes Word's Grammar Checker

*Marketing are bad for brand big and small. You Know What I am Saying. It is no wondering that advertisings are bad for company in America, Chicago and Germany.*

## Wikipedia

*Dandu Monara (Flying Peacock, Wooden Peacock), The Flying machine able to fly. The King Ravana (Sri Lanka) built it. Accorinding to hindu believes in Ramayanaya King Ravana used "Dandu Monara" for abduct queen Seetha from Rama. According to believes "Dandu Monara" landed at Werangatota.*

## Notes

*Blah blah blah—argument about whether there should be a standard “nosql storage” API to protect developers storing their stuff in proprietary services in the cloud. Probably unrealistic.*

## Draft HCI Paper

*Many of these problems vanish if we turn to a much older recording technology---text. When we enter text, each (pen or key) stroke is being used to record the actual information we care about---; none is wasted on application navigation or configuration.*

# Crowdproof

## ESL: English as a Second Language

However, while GUI made using computers be more intuitive and easier to learn, it didn't allow people to ~~let people be able to~~ control computers efficiently. ~~Masses only can~~ The masses can only use the software developed by software companies, unless they know how to write programs.

Word: found **30%** of errors

Crowdproof: found **67%** of errors

Combined: found **82%** of errors

Crowdproof fixed  
**88%** of the errors it found.



# Human Macro

## **Find BibTeX:**

*"Hi, please find the bibtex references for the 3 papers in brackets. You can located [sic] these by Google Scholar searches and clicking on bibtex."*

## **Find Creative Commons Figures:**

*"Pick out keywords from the paragrah like Yosemite, rock, half dome, park. Go to a site which hsa CC licensed images [...]"*

## **Blog Feedback:**

*"Please tell me how to make this paragraph communicate better. Say what's wrong, and what I can improve. Thanks!"*

## **Tense Change:**

*"Please change text in document from past tense to present tense"*

## **Find and Format Addresses:**

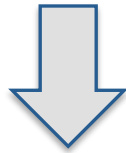
*"Please complete the addresses below to include all informtion needed as in example below. [...]"*

# Human Macro

## Find BibTeX:

*"Hi, please find the bibtex references for the 3 papers in brackets. You can located [sic] these by Google Scholar searches and clicking on bibtex."*

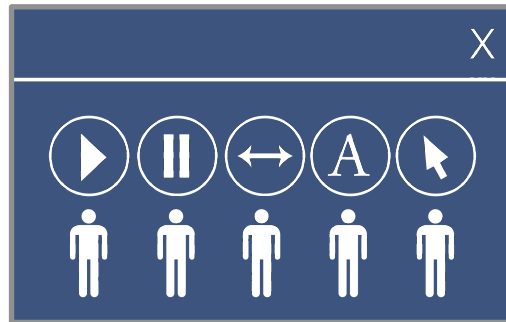
*Duncan and Watts [Duncan and watts HCOMP 09 anchoring] found that Turkers will do more work, but quality is no higher.*



```
@conference {  
  title={{Financial incentives [...]}},  
  author={Mason, W. and Watts, D.J.},  
  booktitle={HCOMP '09},  
  [...]  
}
```

The Human Macro executed requests perfectly **71%** of the time, and had the right intention **88%** of the time.

# Soylent



Word processor  
with a crowd inside

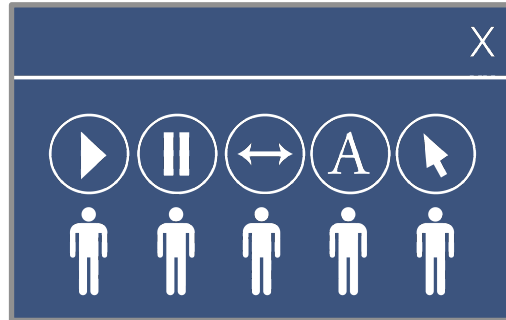
New class of paid, on-demand  
crowd-powered systems

Find-Fix-Verify design pattern

Lazy Worker and Eager Beaver

# Outline

## 1 Soylent



Word processor  
with a crowd inside

## 2 Adrenaline



Realtime  
crowdsourcing

# Applications are constrained by crowd latency.

**Design** [Yu and Nickerson 2011, Xu and Bailey 2011]

**Health and nutrition** [Noronha et al. 2011]

**Open-world databases** [Franklin et al. 2011, Marcus et al. 2010]

**Crowd algorithms** [Little et al. 2010, Parameswaran et al. 2011]

**Assistive technology** [Bigham et al. 2010]

**Robotics** [Sorokin et al. 2010, Lasecki et al. 2011]

**Maps** [Stranders et al. 2011]

**Task decomposition** [Kulkarni et al. 2012]

**Machine vision** [Rodriguez and Davis 2011, Yan et al. 2010]

**Feedback and collaboration** [Kittur 2010, Dow et al. 2012]

One unverified response  
in 56 seconds

[Bigham et al. 2010]

— but —

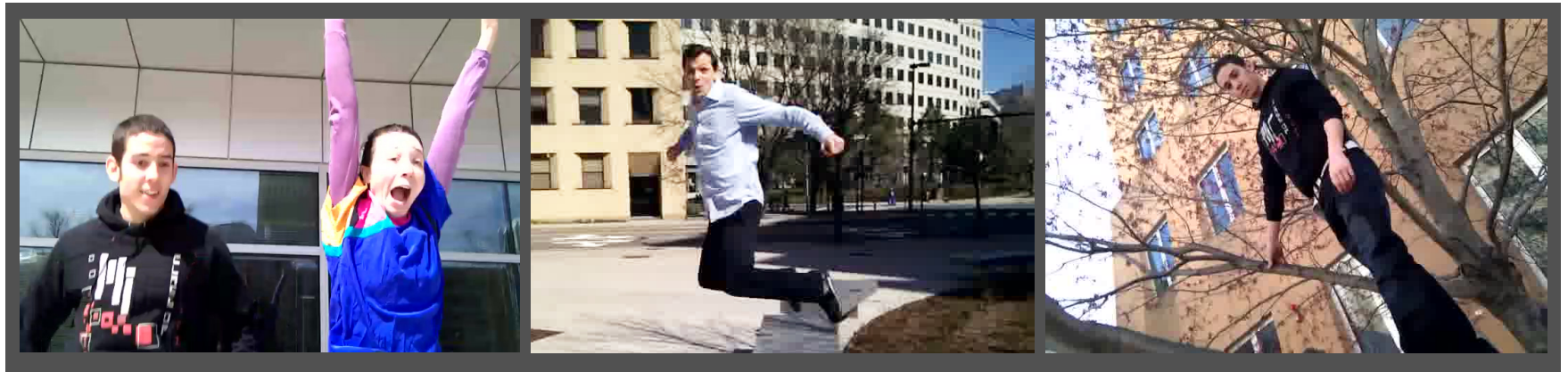
The user loses focus  
after 10 seconds

[Nielsen 1993, Card et al. 1991]

**Our goal is on-demand,  
realtime crowds.**

# Adrenaline

Realtime crowd-powered camera



M. Bernstein, J. Brandt, R. Miller, and D. Karger. Crowds in Two Seconds: Enabling Realtime Crowd-Powered Interfaces. UIST 2011.









**How do we  
recruit crowds quickly?**

**Approach:  
Retainer model**

# Retainer Model

Workers sign up in advance

Offer ½¢ per minute to remain on call

Alert when task is ready



## Task:

Move the playback head to find the best moment.

## Wait at most:

5 minutes



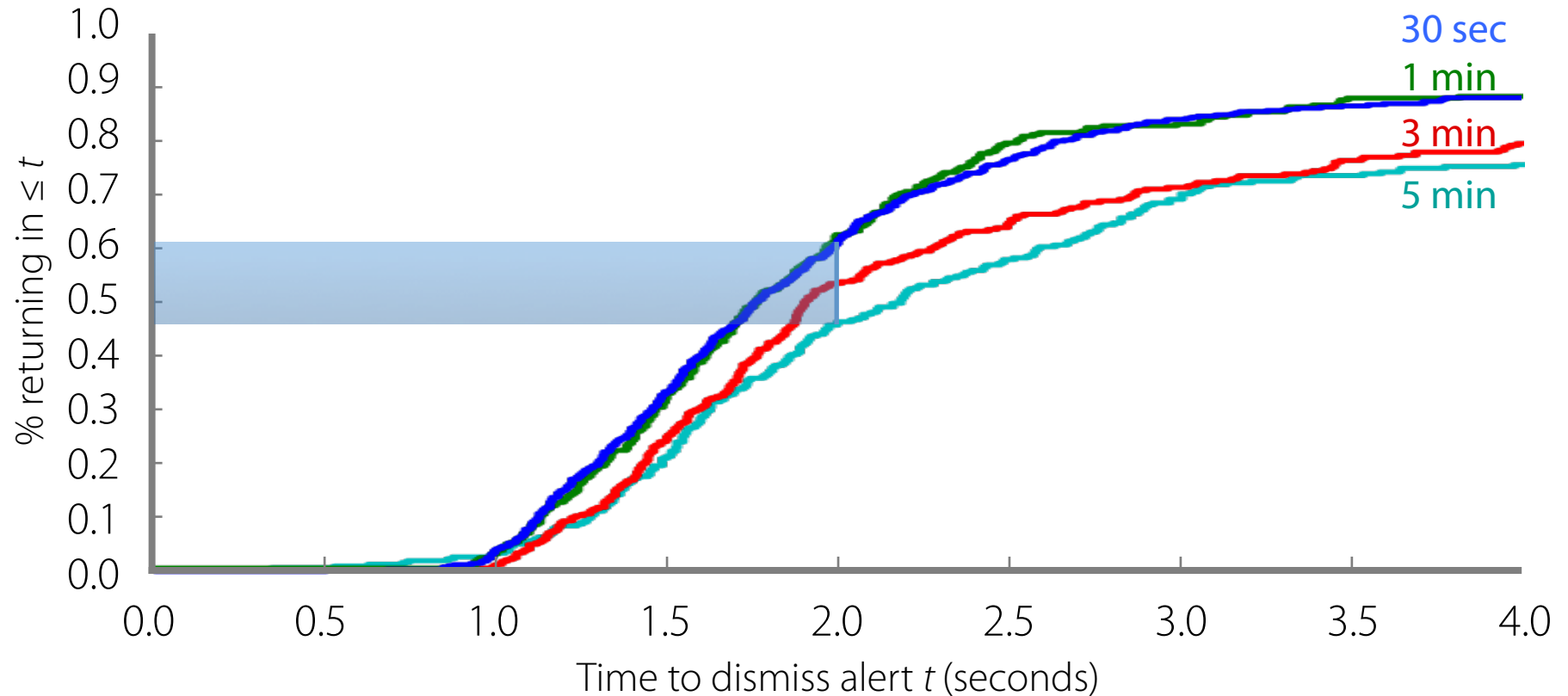
alert()

Start now!

OK

Results: N=1545 tasks

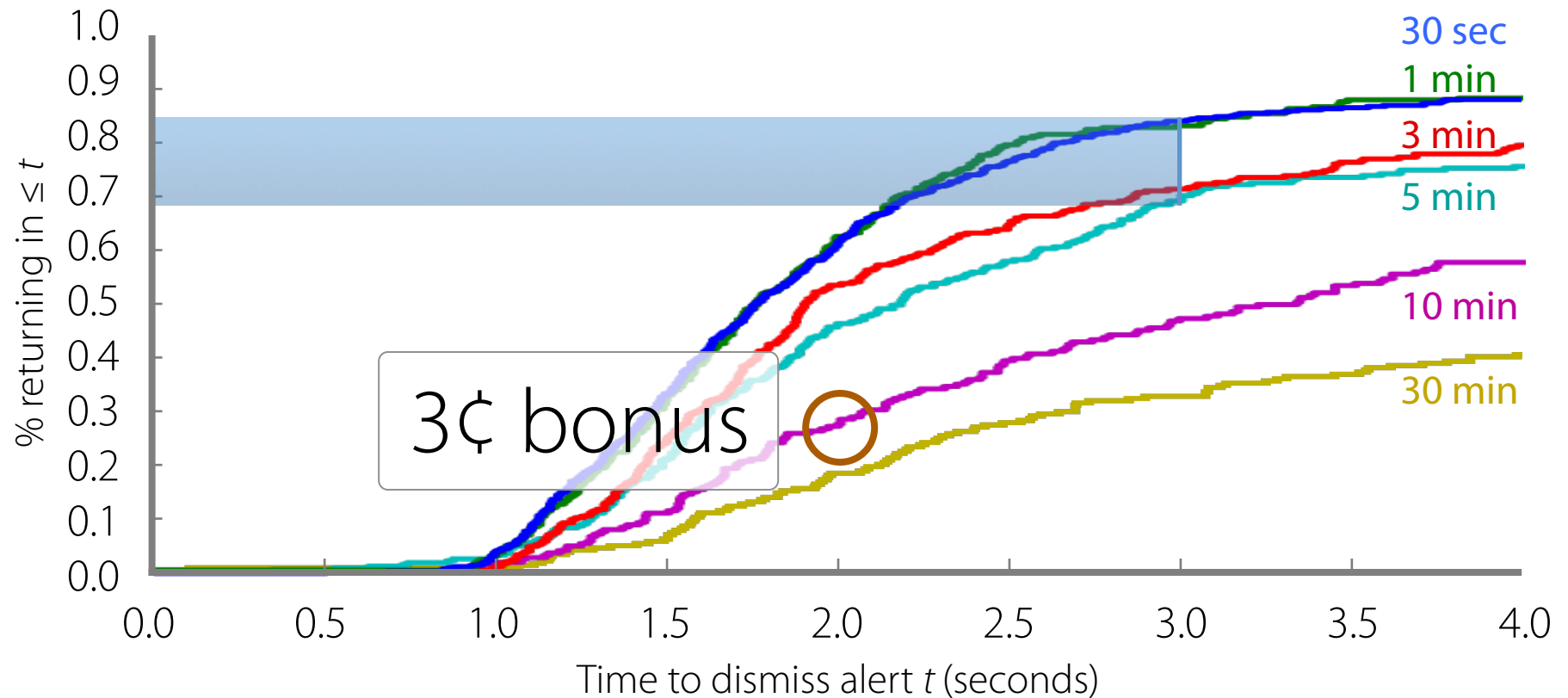
# How quickly do retainer workers return?



For retainer times under ten minutes,  
46–61% within **2 seconds**.

Results: N=1545 tasks

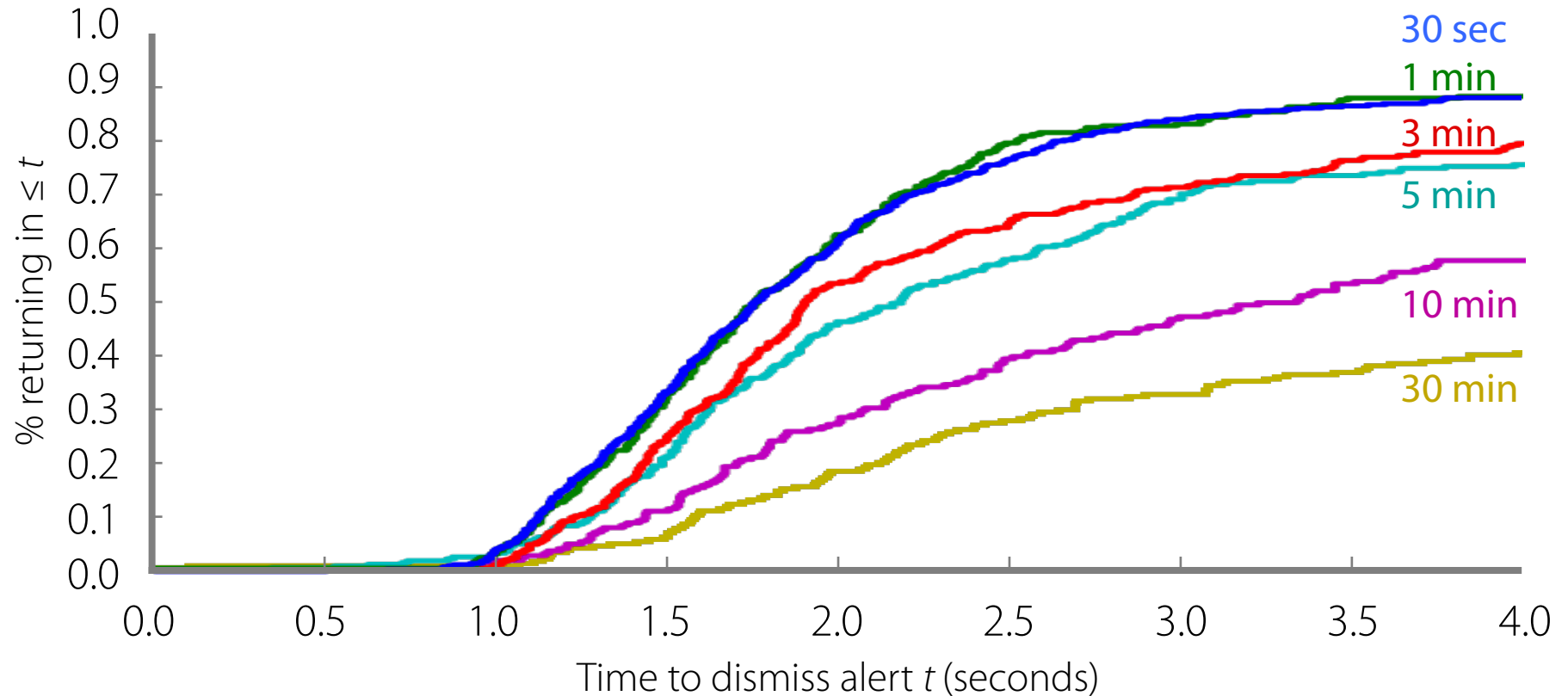
# How quickly do retainer workers return?



For retainer times under ten minutes,  
69–84% within **3 seconds**.

Results: N=1545 tasks

# How quickly do retainer workers return?



One worker on retainer costs **\$0.30 / hour.**



# A|B: Instant Votes

Five votes in five seconds:

“Which font should I use?”

“Which tie matches better?”

“Which blog headline is catchier?”



# A|B: Instant Votes

Five votes in five seconds:

“Which font should I use?”

“Which tie matches better?”

“Which blog headline is catchier?”



***The retainer model:  
crowds in two seconds  
and votes in five seconds.***



A grid of many small video frames showing a person in a black MIT hoodie sitting at a desk in a library. The person is holding a silver pot on their head. The background shows bookshelves and other people in the library. A large, semi-transparent white box is overlaid in the center of the grid, containing the text "Work time is slow." in a bold, black, sans-serif font.


**Work time is slow.**

**How do we overcome  
slow work times?**

# How do we overcome slow work times?

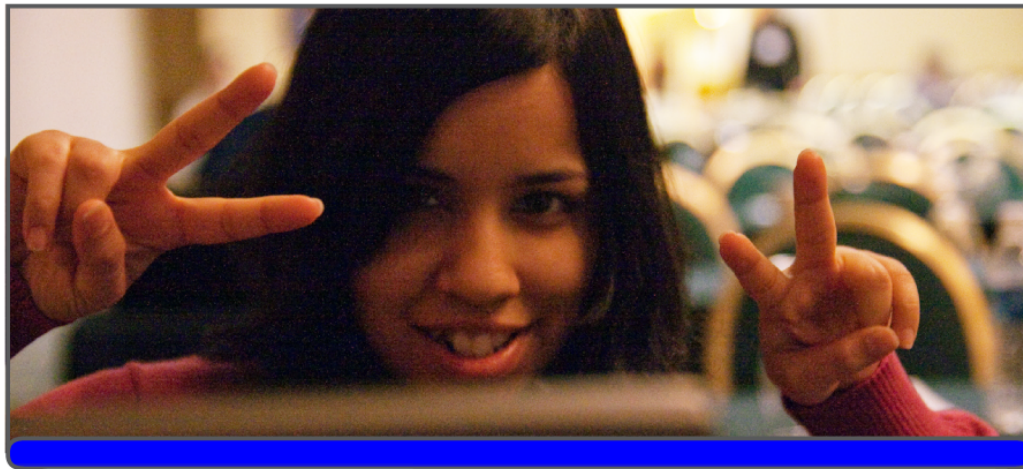
## Synchronous crowds

Crowds can be faster than  
any individual member

Five black human silhouettes standing in a row, representing a crowd.

# Rapid Refinement

Recognize potential agreement early, then use it to reduce a continuous search space quickly.



↓ Phase 2



↓ Phase 3

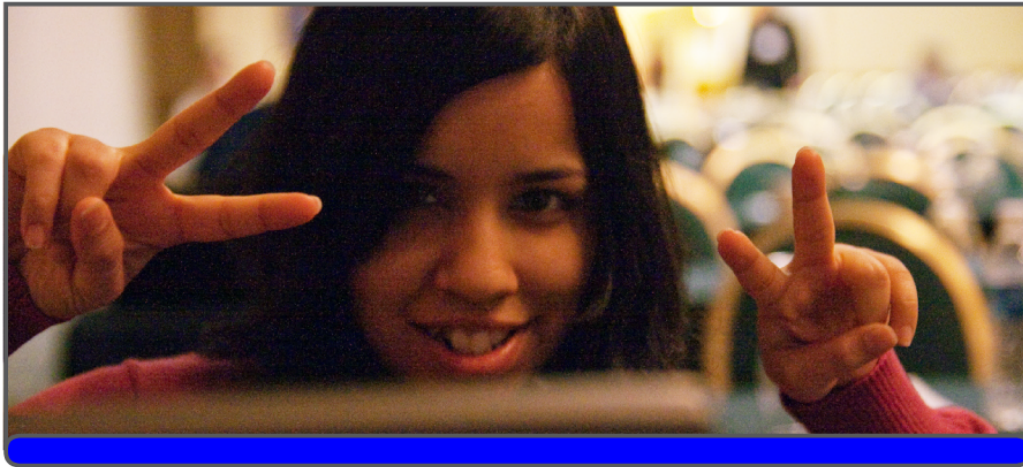


↓ Final Photo





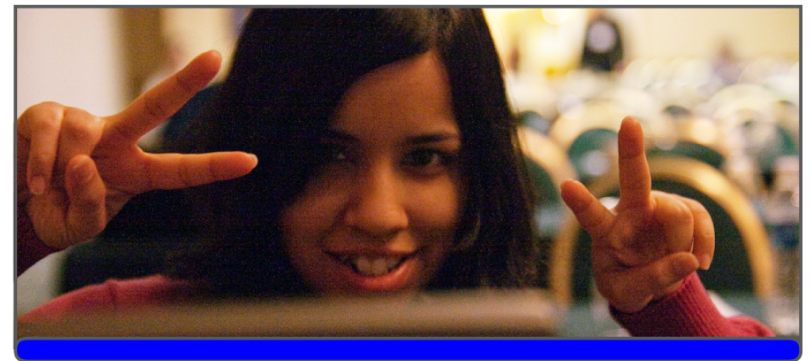
# Rapid Refinement



Worker 1

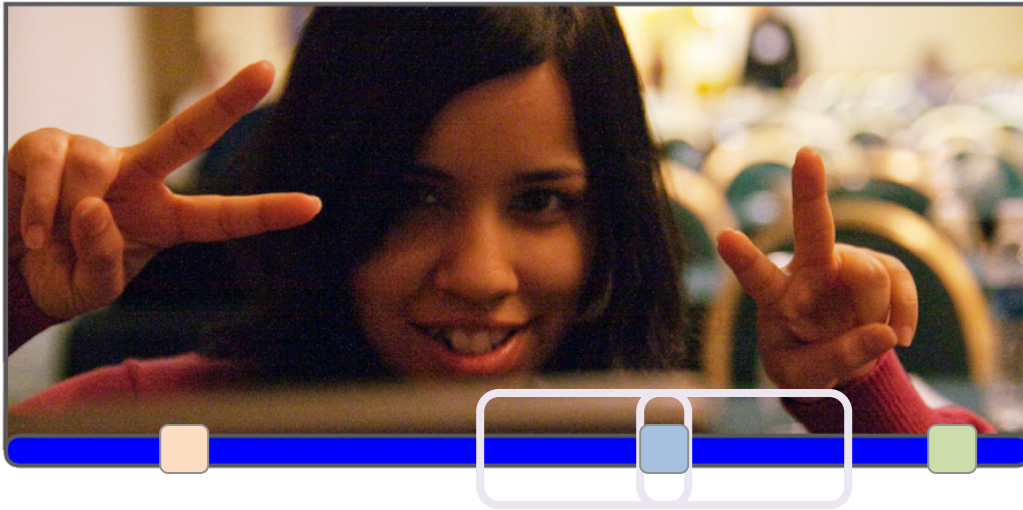


Worker 2



Worker 3

# Rapid Refinement



Worker 1

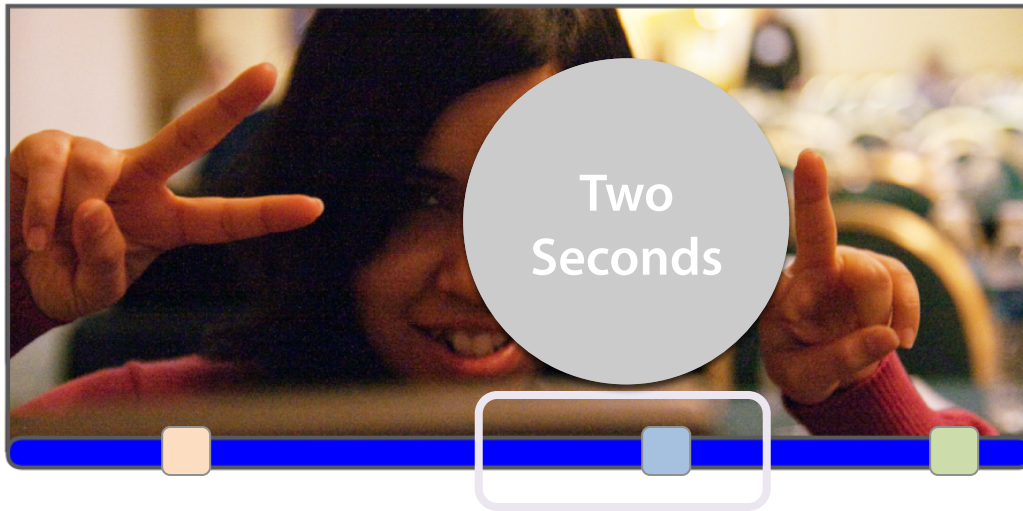


Worker 2



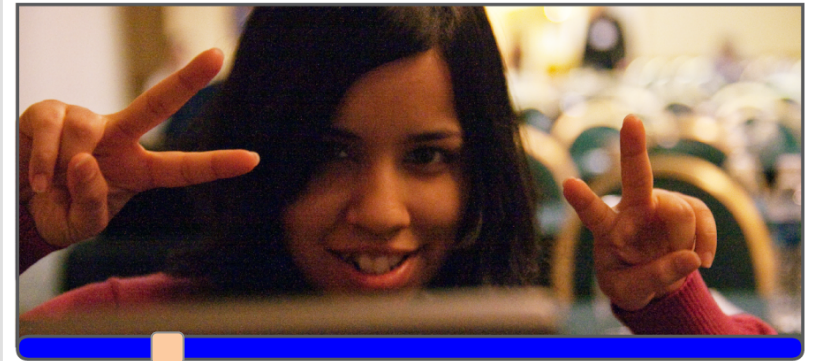
Worker 3

# Rapid Refinement



```
while (searchArea.size > 1):  
    a = calculateAgreement(workerPositions,  
                           searchArea,  
                           refinementRatio)
```

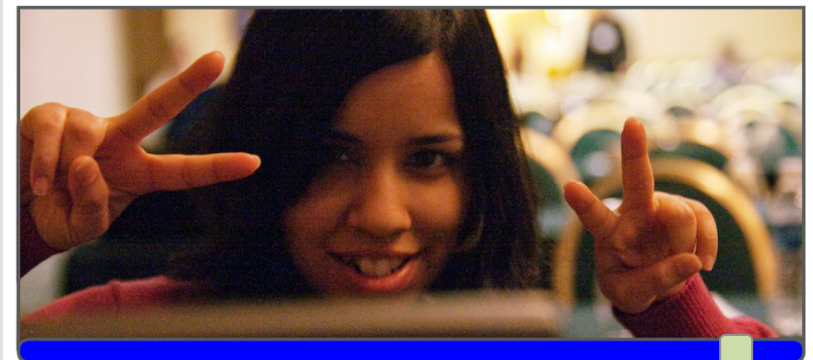
```
    if (a.percent >= 0.66):
```



Worker 1

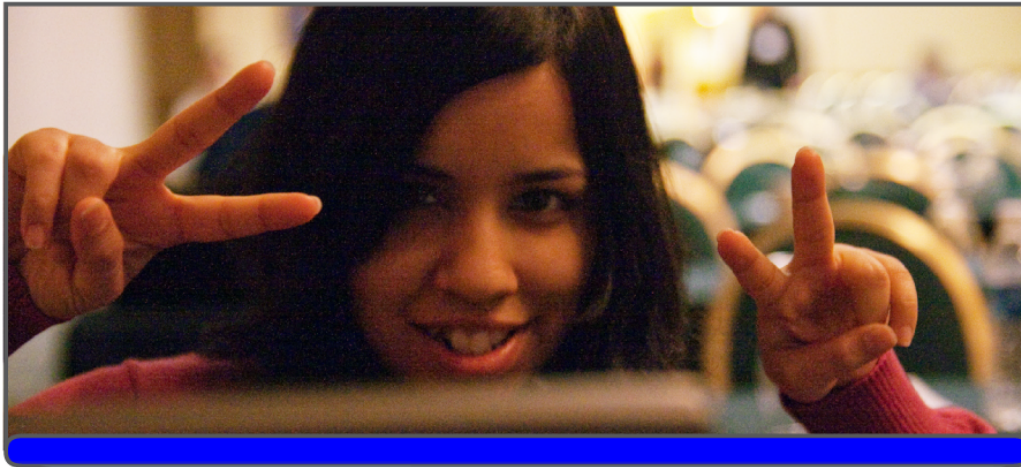


Worker 2



Worker 3

# Rapid Refinement



↓ Phase 2



↓ Phase 3



↓ Final Photo



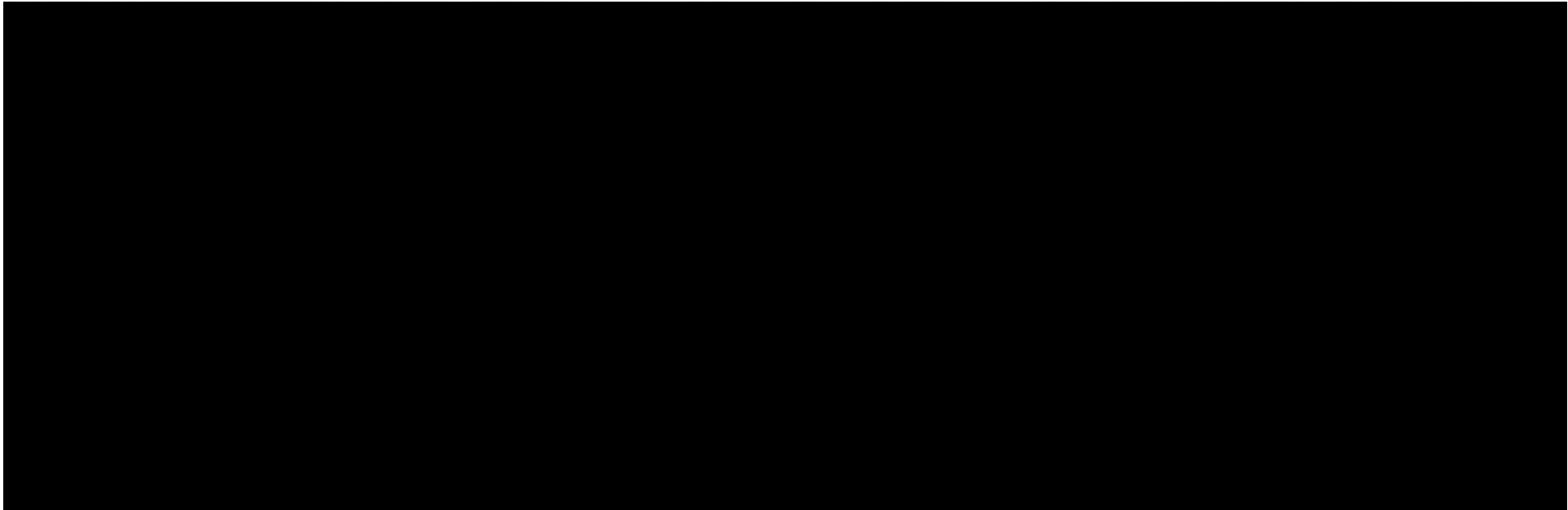
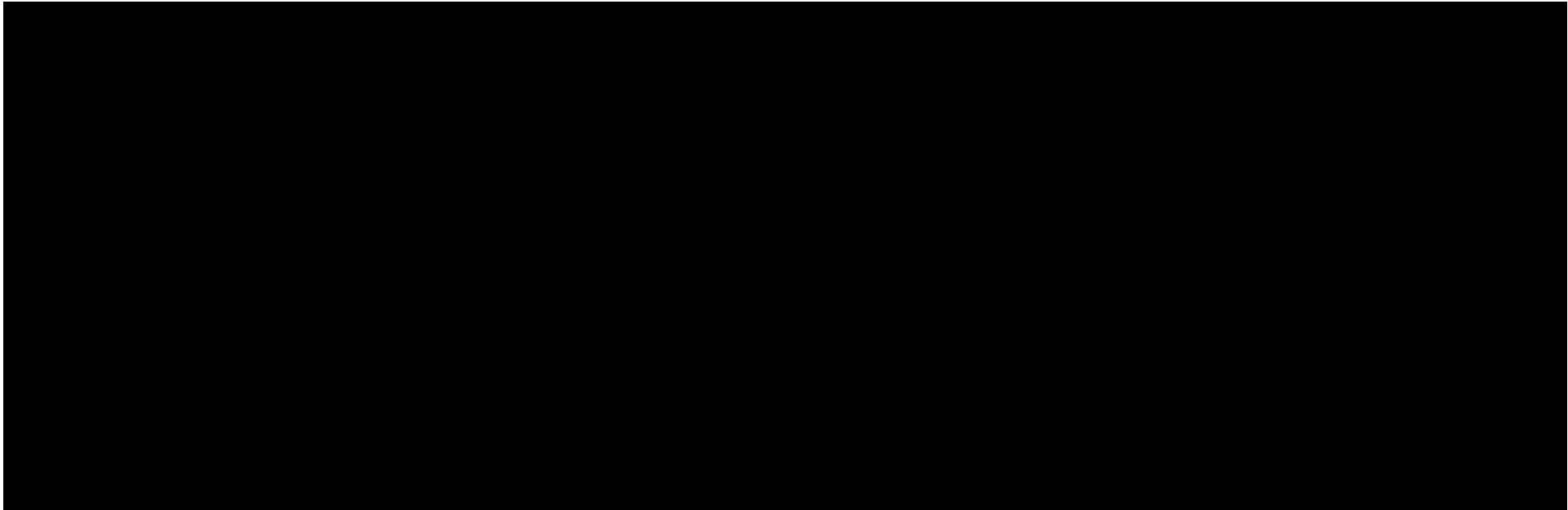
Worker 1



Worker 2



Worker 3



# Evaluation

Do the retainer model and rapid refinement produce realtime results?

Crowdsourcing approaches:

- 1** Rapid Refinement
- 2** Generate-and-Vote
- 3** Generate-One

## Rapid Refinement

$\mu=5.8, \sigma=2.2$



## Computer Vision

$\mu=4.9, \sigma=2.2$

## Photographer

$\mu=6.4, \sigma=2.3$

9 point Likert scale on self-rated quality

ANOVA  $p < .001$

## Rapid Refinement

$\mu=5.8, \sigma=2.2$

## Computer Vision

$\mu=4.9, \sigma=2.2$

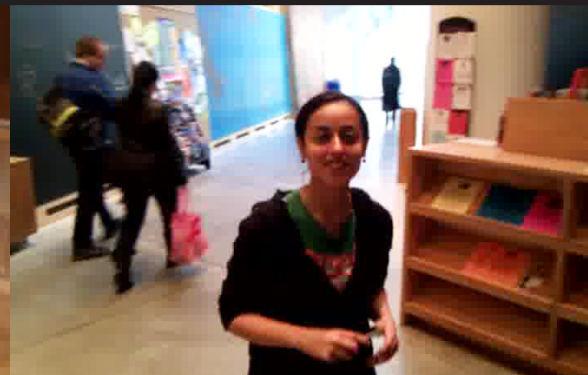
## Photographer

$\mu=6.4, \sigma=2.3$

Good Photos



Typical Photos





# Rapid Refinement

$\mu=5.8, \sigma=2.2$

# Computer Vision

$\mu=4.9, \sigma=2.2$

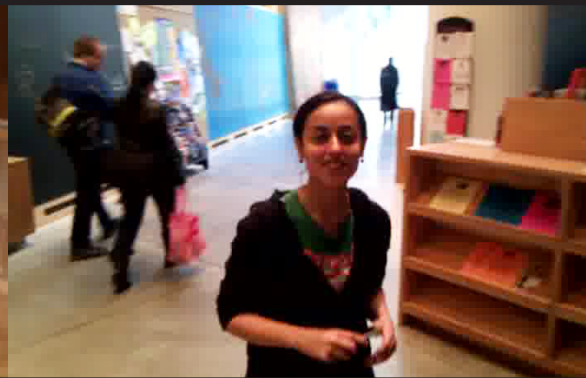
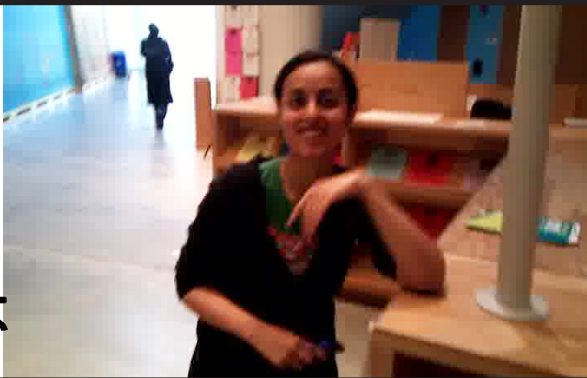
# Photographer

$\mu=6.4, \sigma=2.3$

Good Photos



Typical Photos



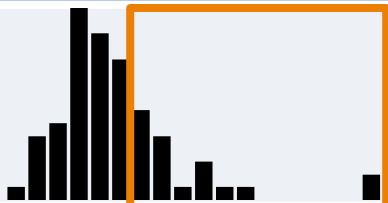
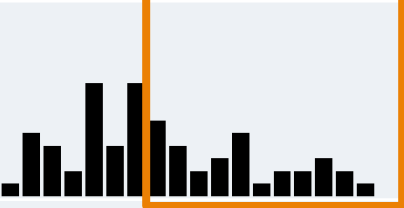
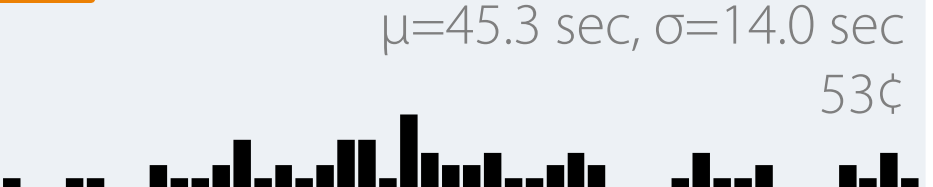
Bad Photos



Agreement misfire

Results

# Rapid Refinement Fastest, with Smallest Time Variance

Algorithm	Histogram of Execution Times	N=72 photos
Rapid Refinement		$\mu=12.6$ sec, $\sigma=2.2$ sec 22¢
Generate One		$\mu=16.3$ sec, $\sigma=9.8$ sec 22¢
Generate and Vote		$\mu=45.3$ sec, $\sigma=14.0$ sec 53¢

ANOVA with pairwise posthoc tests  $p < .05$

# Tradeoffs in Rapid Refinement

Strengths:

- Quick preliminary results (10 sec)
- Combines work and verification

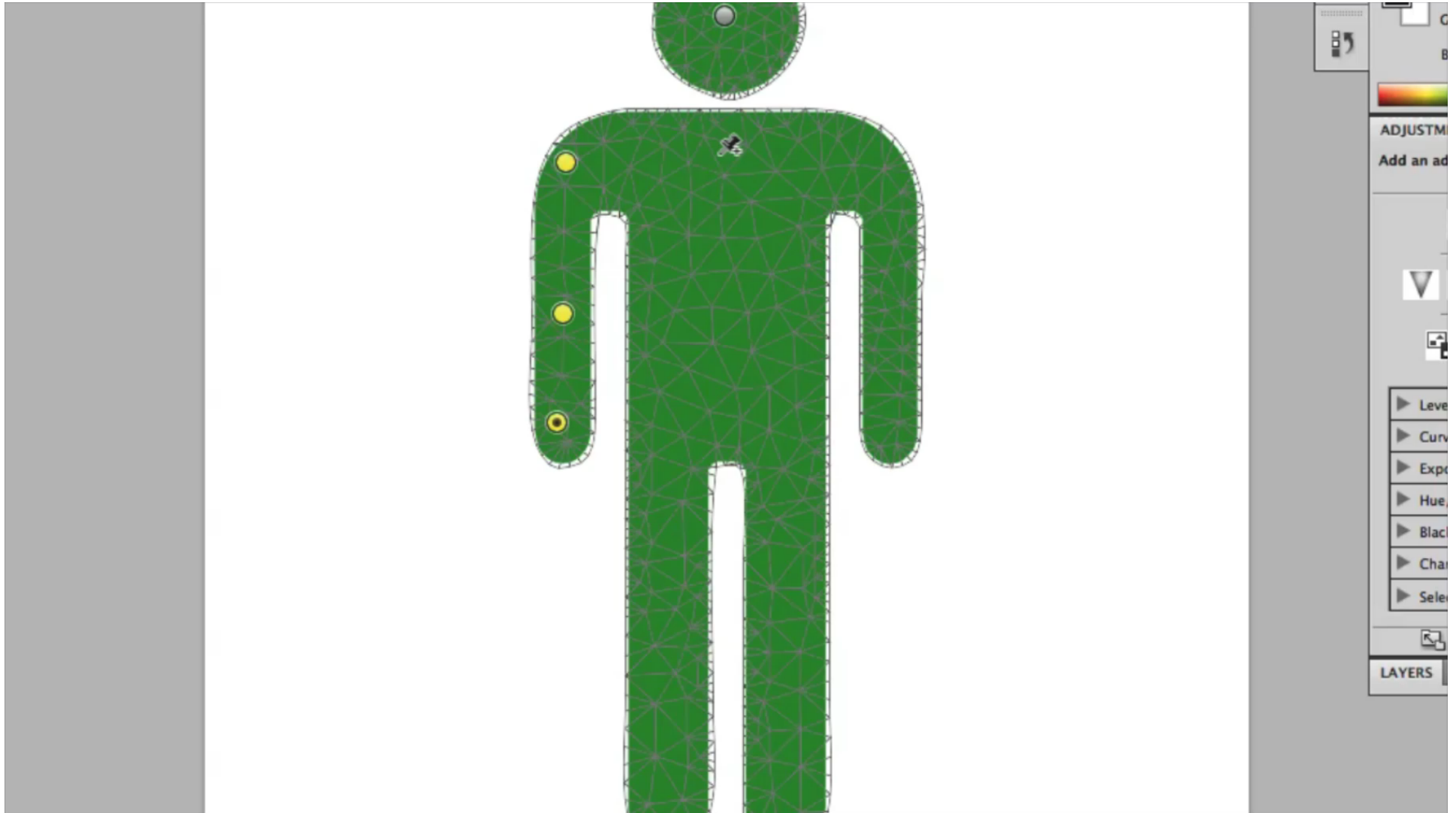
Weaknesses:

- Sacrifices quality for speed
- Stifles individual creativity

Generalizability:

- Any continuous search space  
(e.g., parameter tuning)

*The retainer model  
and rapid refinement  
execute large searches  
in roughly ten seconds.*





With eight workers on retainer:

- First movement: 2.1 seconds
- First figure complete: 25.0 seconds
- New figure completed: every 3.3 seconds

# Mathematical modeling to optimize realtime crowdsourcing

M. Bernstein et al. Analytic Methods for Optimizing Realtime Crowdsourcing.  
Collective Intelligence 2012.

# Queueing Theory Model

Cast the retainer model as an  $M/M/c/c$  queue  
Formal framework for understanding arrival and service processes with  $c$  servers and Poisson arrival rates

Worker recruitment rate  $\lambda$ , task arrival rate  $\mu$ ,  
traffic intensity  $\rho = \lambda / \mu$

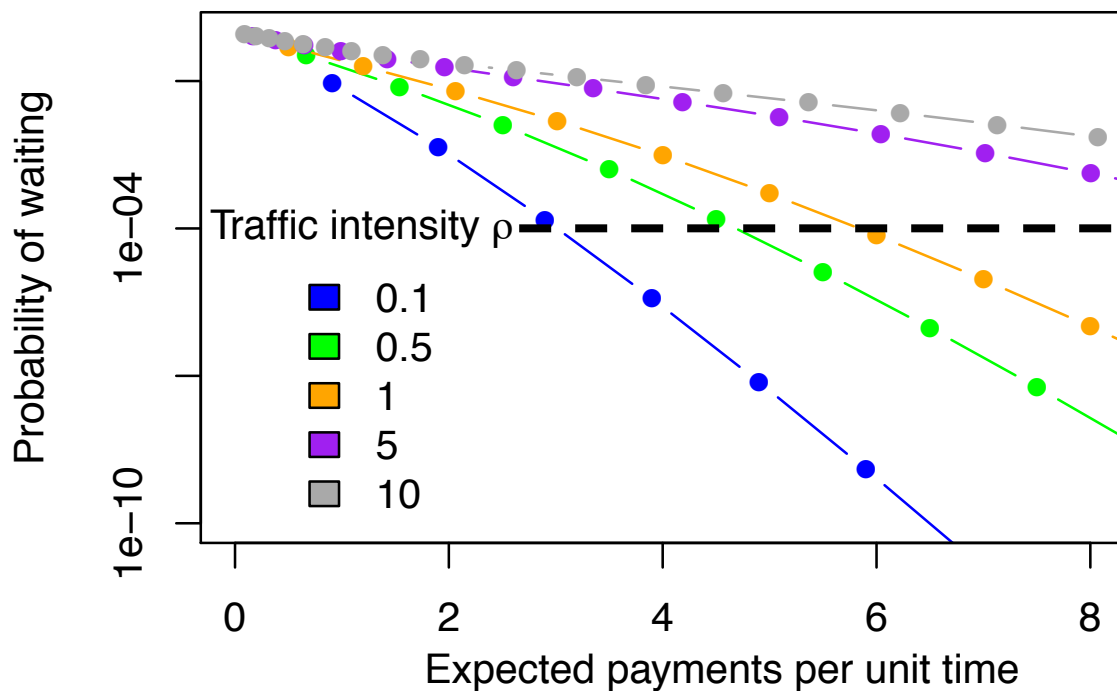
Probability of non-realtime service  
with  $c$  workers on retainer,  $\pi(c)$

$$\pi(c) = \frac{\rho^c / c!}{\sum_{i=0}^c \rho^i / i!} \quad \text{Cost} = c - \rho(1 - \pi(c))$$



# Queueing Theory

Optimizing Realtime Crowdsourcing



Minimize  $c$  such that  $\pi(c) \leq p_{max}$

Median feedback in 0.50 seconds (3x improvement)

Other benefits: globally shared retainer pool, task routing, predictive recruitment

# Adrenaline



Realtime  
crowdsourcing

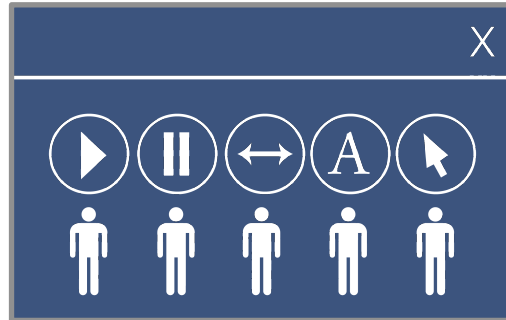
Enabling interactive  
crowd-powered systems

Techniques for fast,  
synchronous crowds:

- 1** Retainer Model
- 2** Rapid Refinement

# Outline

## 1 Soylent



Word processor  
with a crowd inside

## 2 Adrenaline



Realtime  
crowdsourcing

**Interactive systems that  
embed crowd intelligence**

**Computational techniques that  
produce high-quality, fast results**

# Social Computing Approaches

**1** Pay crowds  
Microtask markets



**2** Create new crowds  
Design of social computing systems

**3** Mine past crowd activity  
Interactive crowd data

# Designing Social Computing Systems



Friendsourcing  
UIST 2009  
TOCHI 2010



Anonymity & archives  
ICWSM 2011  
Best Paper



Social filtering  
CHI 2010



Microblog rating  
CSCW 2012  
Best Short Paper  
Honorable Mention

Create and understand new kinds of social interactions

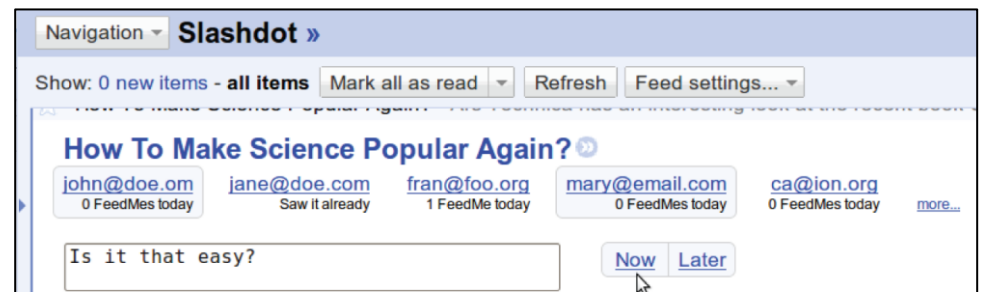
Gather crowds that can collect information  
unknown to most people

# Friendsourcing

Designing social applications to collect information known only to members of a social network

**Collabio** gathered over 29,000 tags on thousands of people

**FeedMe** built user models by helping route news to friends




# Friendsourcing

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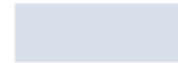
Tessa Lau



Jeffrey Nichols



Rob Miller



Scott E. Hudson





# Online Anonymity and Ephemerality

4chan /b/ online community

Anonymity and ephemerality support community dynamics that drive internet culture.

## Study of 5.5 million posts

Median thread: 5 seconds on the first page

5 minutes on the entire site

Over 90% of posts are completely anonymous

# Social Computing Approaches

**1** Pay crowds

Microtask markets

**2** Create new crowds

Design of social computing systems

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Interactive crowd data

# Interactive Crowd Data

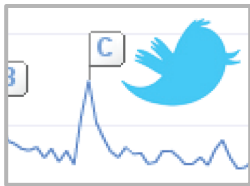


Tail answers  
CHI 2012

Best Paper  
Honorable Mention



Microblog topic  
browsing  
UIST 2010



Microblog  
timelines  
CHI 2011



Crowd-powered  
entertainment  
ACE 2011

Integrate crowd activity traces into  
user experiences

Aid exploration of social data

# Answers: Direct Search Results

Manually constructed for popular queries

weather boston



## Weather for Boston, MA







28°F | °C

Overcast

Wind: S at 14 mph

Humidity: 41%

Mon	Tue	Wed	Thu
			
32° 29°	47° 34°	36° 14°	31° 25°

Detailed forecast: [The Weather Channel](#) - [Weather Underground](#) - [AccuWeather](#)

## [Boston, MA weather | Boston.com](#)

[www.boston.com/weather/](http://www.boston.com/weather/)

Complete **weather** for **Boston**, Massachusetts, and the world.

[Extended forecast for Boston - Late-season storm has a wallop - Blizzard of '78? - 10](#)

## [Boston Weather Forecast and Conditions](#)

[www.weather.com/weather/today/Boston+MA+USMA0046](http://www.weather.com/weather/today/Boston+MA+USMA0046)

**Boston weather** forecast and **weather** conditions. Today's **Boston weather** plus a 36  
hour forecast and Doppler radar from weather.com

# Prevalence of Unpopular Searches

Limited resources mean that search engines cannot directly answer:

molasses substitutes



increase volume windows xp



dissolvable stitches speed



dog body temperature



CHI 2013 deadline



⋮

# Tail Answers

Direct results for queries in the long tail

molasses substitutes



## Substitute for molasses

Replace one cup of molasses with one of the following: 1 cup dark corn syrup, honey or maple syrup; 3/4 cup firmly packed brown sugar or 3/4 cup granulated sugar, plus 1/4 cup water.

Source: <http://frugalliving.about.com/od/makeyour/qt/Molasses/Sub.htm>

## [Molasses Substitute Recipe](http://frugalliving.about.com/od/.../qt/Molasses_Sub.htm)

[frugalliving.about.com/od/.../qt/Molasses\\_Sub.htm](http://frugalliving.about.com/od/.../qt/Molasses_Sub.htm)

Note: These **substitutions** may alter the taste of your recipe a bit. If the **molasses** flavor is vital to the success of your recipe, try the brown sugar **substitute**.

## [Molasses Substitutions, Measures, Tips and Cooking Hints](http://homecooking.about.com/od/specificfood/a/molassestips.htm)

[homecooking.about.com/od/specificfood/a/molassestips.htm](http://homecooking.about.com/od/specificfood/a/molassestips.htm)

### Green Apple Calories

There are approximately 35 calories in a green apple.

Source: <http://www.livestrong.com/thedailyplate/nutrition->

### Inventor of First Light Bulb

The first electric light was made in 1800 by Humphry Davy, an English scientist. He experimented with electricity and invented an electric battery. When he connected wires to his battery and a piece of carbon, the carbon glowed, producing light. This is called an electric arc.

Source: <http://www.enchantedlearning.com/inventors/edison/lightbulb.shtml>

### Substitute for molasses

Replace one cup of molasses with one of the following: 1 cup dark corn syrup, honey or maple syrup; 3/4 cup firmly packed brown sugar or 3/4 cup granulated sugar, plus 1/4 cup water.

Source: <http://frugalliving.about.com/od/makeyour/qt/Molasses/Sub.htm>

### Disovalble Stitches

It typically takes at minimum one week for the suture to dissolve, i.e. be absorbed by the body.

Source: <http://answers.yahoo.com/question/index?>

### How to Mute Audio on Windows Movie Maker

On the Audio or Audio/Music track of the timeline, click the audio clip that you want to mute. To select multiple clips, press and hold down the CTRL key as you click clips. Click Clip, point to Audio, and then click Mute.

Source: <http://windows.microsoft.com/en-US/windows-vista/Adjusting-audio->

### IRS Milage

The IRS allows reimbursement for business miles driven at a rate of for 51 cents per mile.

Source: <http://www.irs.gov/newsroom/article/0,,id=232017,00.html>

### How to Turn Up Volume on Your Computer

Start>All Programs>Accessories>Entertainment>Volume Control>Wave Setting. Inceze it and the Volume should go higher.

Source: <http://answers.yahoo.com/question/index?>

### Fish Frying Temperature

350 degrees for 3 minutes is the ticket! Also, make sure to put just enough fillets in the basket to cover the bottom of it.

Source: <http://www.walleycentral.com/forums/showthread.php?t=146552>

### Area Code 407

Area code 407 is the area code for the Orlando metro area including all of Orange, Osceola, and Seminole counties, as well as small portions of Volusia and Lake counties.

Source: [http://en.wikipedia.org/wiki/Area\\_code\\_407](http://en.wikipedia.org/wiki/Area_code_407)

### Ireland Currency

Euro (EUR)

Source: <http://wwp.greenwichmeantime.com/time-zone/europe/european->

### New York City Sales Tax 2010

New York City sales tax rate is 8.875%

Source: <http://ny.rand.org/stats/govtfin/salestax.html>

# Crowd Data in Tail Answers

75 million search trails, 13 million URLs

Destination probability

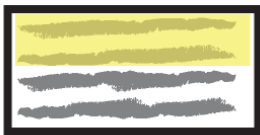
$P(\text{URL ends trail} \mid \text{URL in trail})$

Question word queries



Paid crowds for extraction and authoring

Extract



Vote



Proofread

101.5 deg °

Vote



Title

Average Dog Temp.

Vote





# Social Computing Approaches

## 1 Pay crowds

Microtask markets

## 2 Create new crowds

Design of social computing systems

## 3 Mine past crowd activity

Interactive crowd data

*Integrate social and crowd intelligence as core parts of interaction, software, and computation.*

# Research Agenda

Crowds training machine learning systems,  
machine learning systems aiding crowds

Combine machine and social intelligence to  
complete complex, high-level tasks

# The Future of Crowd Work

Cyber-Taylorism and the crowd worker as API call

Embed human-human contract ethics

Expected wages and living wages

Future of education, reputation, and promotion

Would you be proud of your own child if they decided to do full-time crowd work?

How would you design a crowd work platform?

N. Kittur, J. Nickerson, M. Bernstein, et al. The Future of Crowd Work.  
CSCW 2013.

# Meanwhile...

Adoption of Find-Fix-Verify

Image segmentation [Noronha et al. 2011]

Map labeling [Stranders et al. 2011]

Formal crowd languages [Minder et al. 2011]

The rise of crowd-powered systems

VizWiz, Legion, Turkomatic, MonoTrans,

CrowdDB, Qurk, Deco, Appsheet, Shepherd,

TaskGenie, Platemate, CollabMap, CrowdSight

**Pierre**  
Says: *En général, on s'entend bien, tous les deux.*  
(lit. In general, we get along together, the two of us.)  
Sees: *En général, Il est à la fois de nous. (\*)*  
Edits into: *En général, nous nous entendons bien.*  
(lit. In general, we get along well.)

Which picture visualizes better "Golden Gate Bridge"

Submit

Now that you've come up with a couple ideas, here are some subtasks you and other workers created. To finish your decomposition...

- Drag great ideas to your decomposition
- Delete bad subtasks (X)
- Fix mistakes by editing (↶)

- Find a workout buddy ↶ X
- Get gym membership ↶ X
- Set exercise goal ↶ X
- Keep a journal to track progress ↶ X
- Ask your friends for a good gym ↶ X
- Create a workout plan ↶ X

		Store A
Chicken breasts	3 lbs	17
Swiss cheese	2 lbs	10
Corn	10 ears	5
Black beans	3 cans	6

**Crowd-powered systems enable experiences that neither crowd nor machine intelligence can support alone.**

**Computation will be critical to the wisdom of crowds.**

# Collaborators

## Faculty and researchers

Rob Miller and David Karger

Björn Hartmann, Desney Tan, Eric Horvitz, Greg Little, Joel Brandt, Katrina Panovich, Mark Ackerman, Mary Czerwinski

## Students

Nicolas Kokkalis, David Crowell, Kavya Joshi

## Image Credit

Christine Daniloff (MIT News Office), Creative Commons:  
auntiep, jeffwilcox, jmpk, ebriel, jwl, takuhitosotome, d!zzy

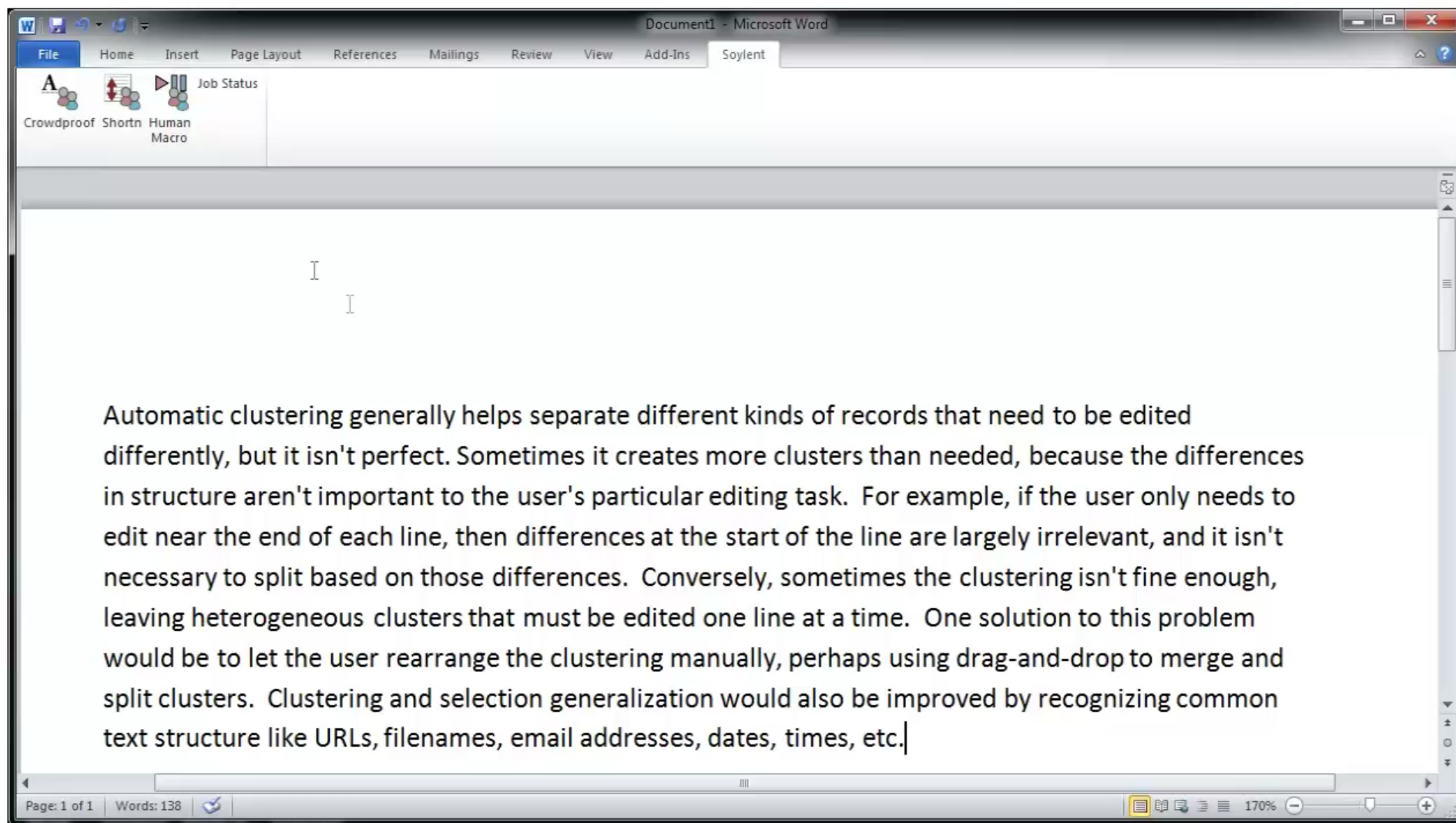
# Crowd-Powered Systems



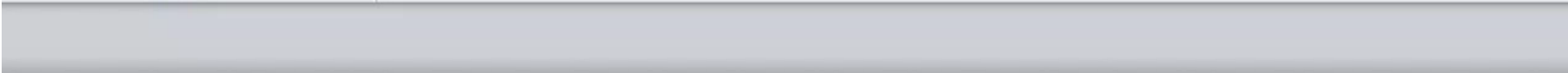
Michael Bernstein  
<http://hci.stanford.edu/msb>



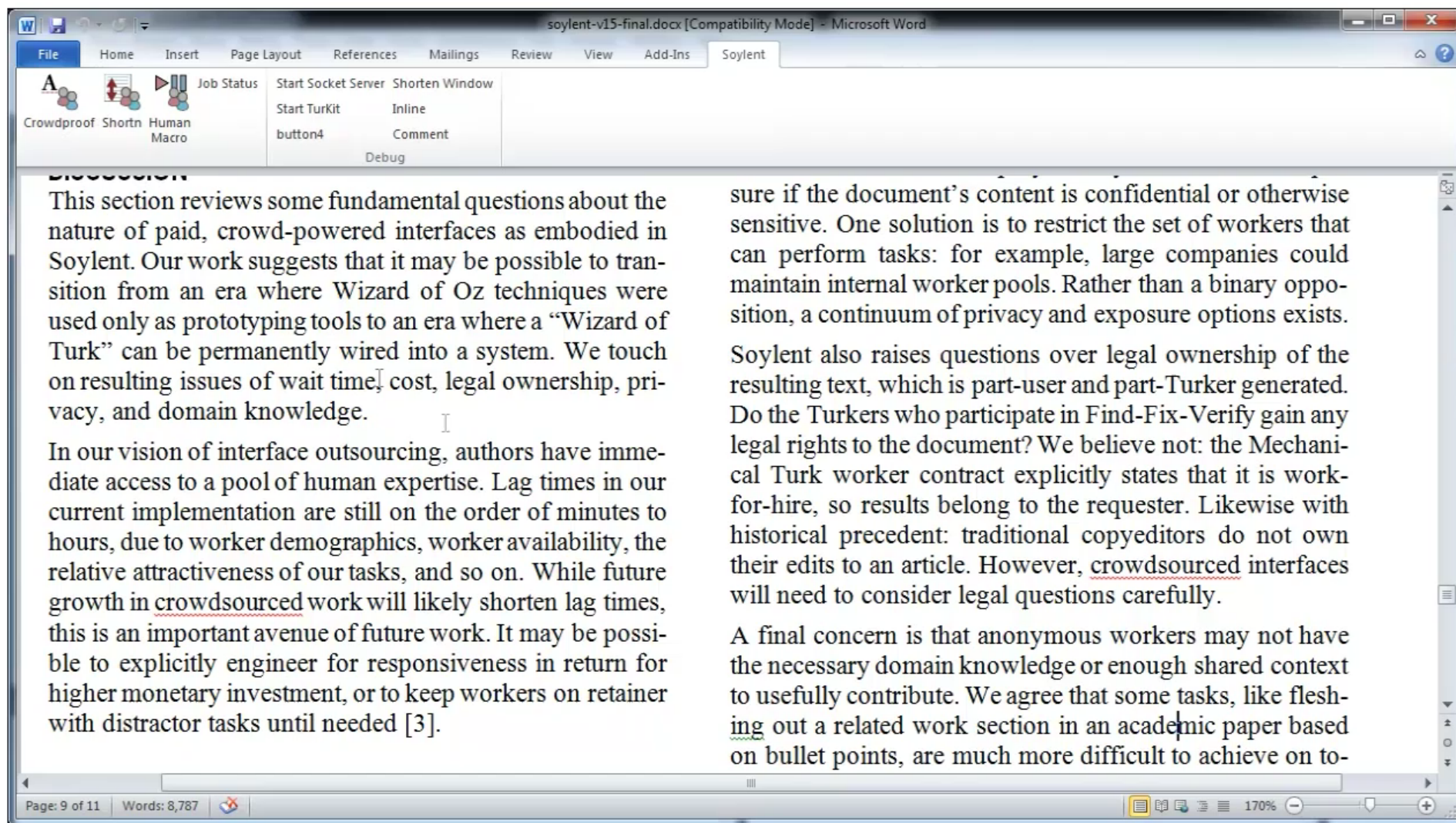




Automatic clustering generally helps separate different kinds of records that need to be edited differently, but it isn't perfect. Sometimes it creates more clusters than needed, because the differences in structure aren't important to the user's particular editing task. For example, if the user only needs to edit near the end of each line, then differences at the start of the line are largely irrelevant, and it isn't necessary to split based on those differences. Conversely, sometimes the clustering isn't fine enough, leaving heterogeneous clusters that must be edited one line at a time. One solution to this problem would be to let the user rearrange the clustering manually, perhaps using drag-and-drop to merge and split clusters. Clustering and selection generalization would also be improved by recognizing common text structure like URLs, filenames, email addresses, dates, times, etc.

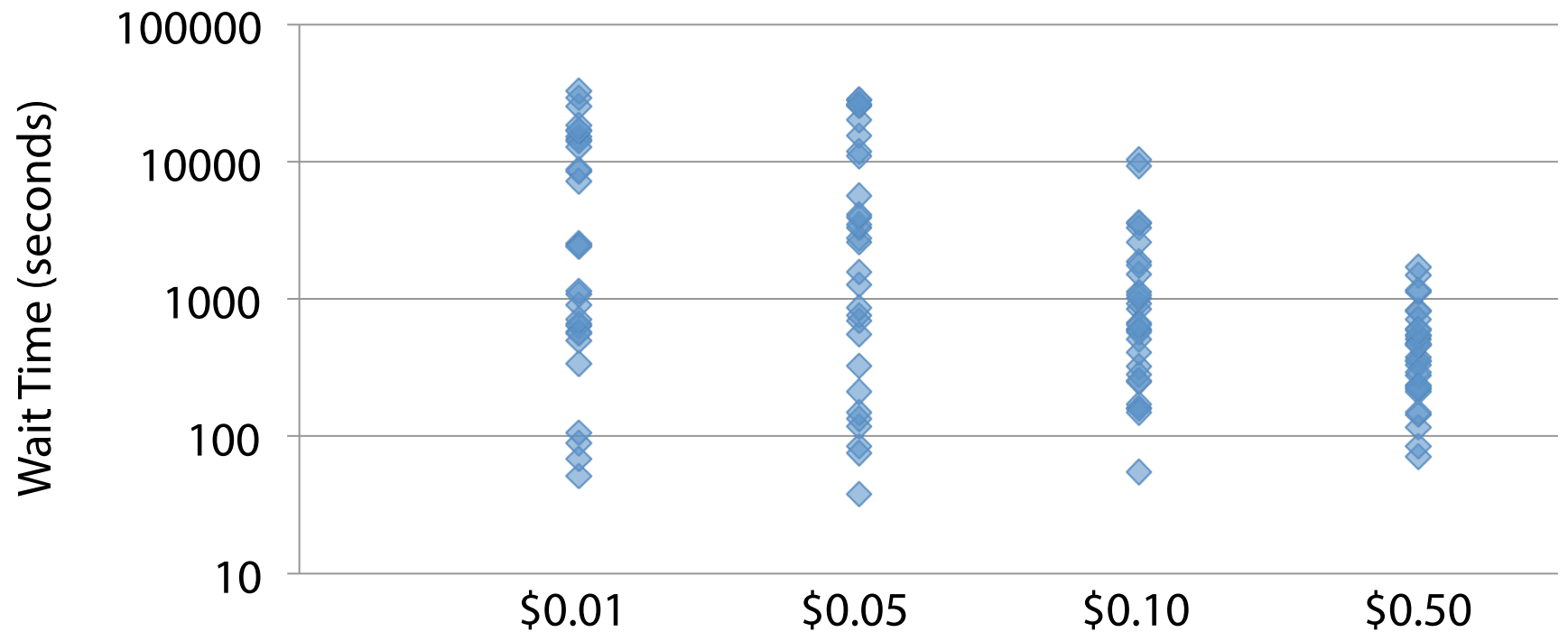


GUIs made using computers be more intuitive and easier to learn, it didn't let computers efficiently. Masses only can use the software developed by software engineers who know how to write programs. In other words, if one who knows nothing needs to click through 100 buttons to complete her job everyday, the only thing she can do is click through those buttons by hand every time. But if she happens to be a computer programmer, there is a little chance that she can write a program to automate everything. What is the chance? In fact, each GUI application is a big black box, which usually have no out



# Effect of Price on Wait Time

Paying more had no effect on early arrivals, but sped up the latecomers



# Results: Cost

\$0.08 per Find, \$0.05 per Fix, and \$0.04 per Verify

Average paragraph cost \$1.41 to Shortn:

\$0.55 to Find an average of two patches

\$0.48 to Fix each patch

\$0.38 to Verify each patch

Lower bound with \$0.01 per task:

\$0.30 per paragraph

# Retainer Experiment

1545 tasks from 280 workers

He leapt the fence and dashed toward the door.

Manipulate retainer time:

{0.5, 1, 2, 5, 10, 30} minutes

Sample wait time from [0, retainer time]

Measure: time to dismiss the alert

alert()

Start now!

OK

# Retainer Design Experiment

Four designs:

**1** Baseline  
(no alert)





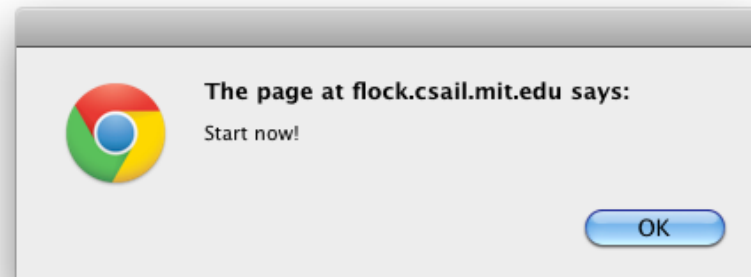
# Retainer Design Experiment

Four designs:

**1** Baseline  
(no alert)

**2** Alert

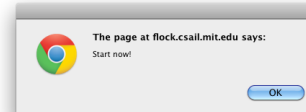
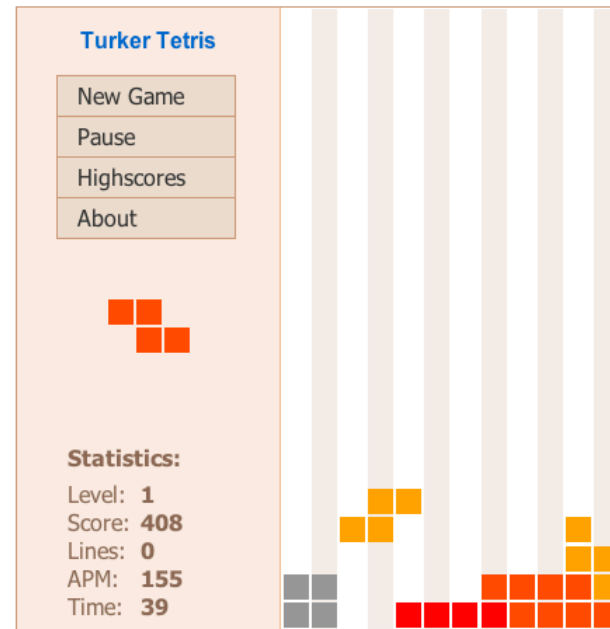
```
playAudio("alert_chime.mp3");  
alert("Start now!");
```



# Retainer Design Experiment

Four designs:

- 1 Baseline  
(no alert)
- 2 Alert
- 3 Game



# Retainer Design Experiment

Four designs:

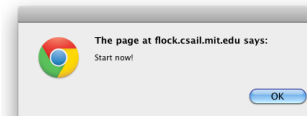
**1** Baseline  
(no alert)

**2** Alert

**3** Game

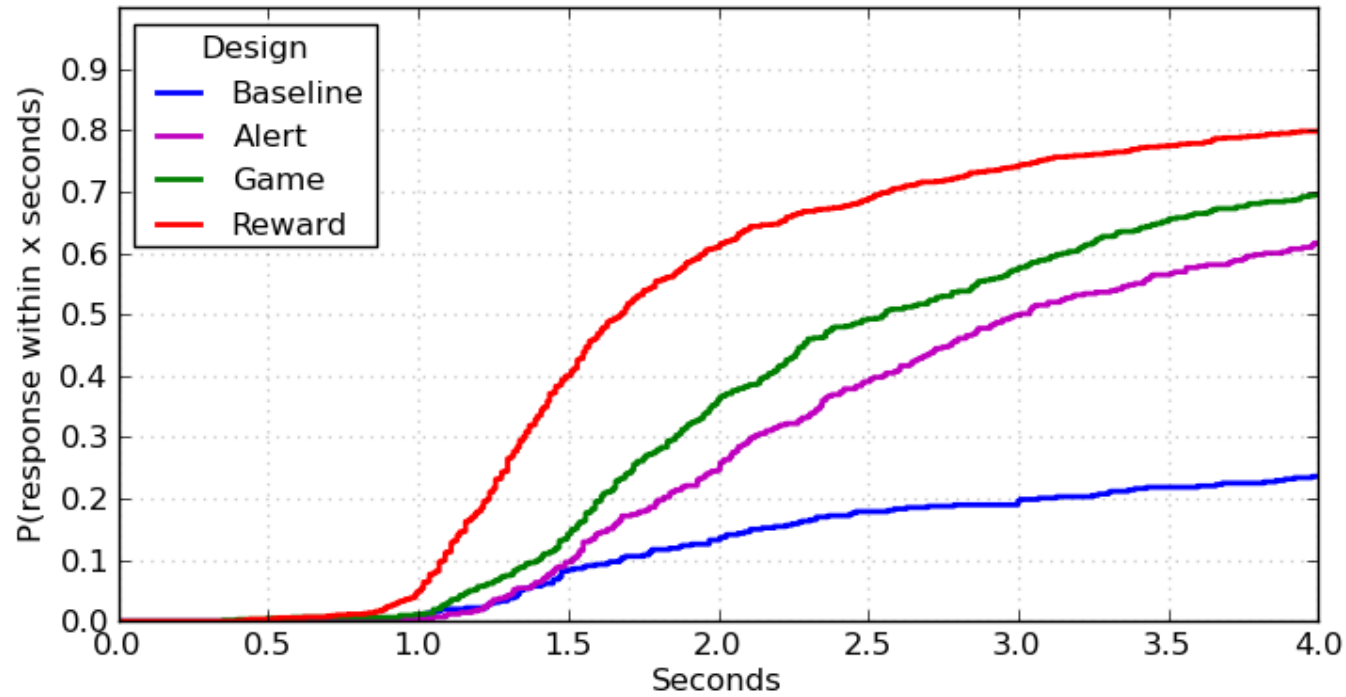
**4** Reward

3¢ bonus  
for dismissing  
the alert  
within 2 seconds



Between subjects, N=1913 tasks

# Retainer Time Results



# Results: Quality

Rapid Refinement had lower variance than Generate-One.

( $\sigma=2.2$  vs.  $\sigma=2.6$  on a 9-point Likert scale)

Generate-and-Vote matches the professional photographer.

( $\mu=6.6$  vs.  $\mu=6.4$ )

Cost:

- Rapid Refinement and Generate-One: 22¢
- Generate-and-Vote: 53¢

# Results: Delay

