



Quality Control for Comparison Microtasks

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Crowdsourcing: Getting Tasks done by People

Why?

- Humans are better than computers in certain tasks



- Human opinions are desired (product and ad design)

Crowdsourcing: Getting Tasks done by People

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Our work

- Worker motivation
- Skills required
- Time for tasks

Crowdsourcing: Getting Tasks done by People

Why?

- Humans are better than computers in certain tasks



- Human opinions are desired (product and ad design)

Our work

- Worker motivation: payment
- Skills required: no qualifications
- Time for tasks: microtasks/seconds

Issues

User Interfaces

Machine Learning

Algorithms

Quality Control

Systems

Spammer Detection

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Applications

- Max item retrieval (example next)
- Sorting (get restaurants sorted by rating)
- Top- k (retrieve 10 best LinkedIn profiles for a job)

Example: Tournament Max Algorithm

Tournament Algorithm

e_1

e_2

e_3

e_4

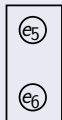
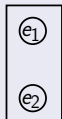
e_5

e_6

Example: Tournament Max Algorithm

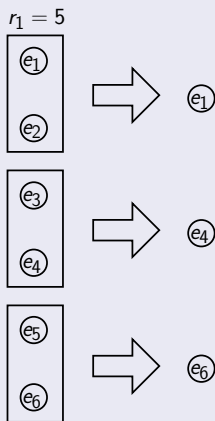
Tournament Algorithm

$$r_1 = 5$$



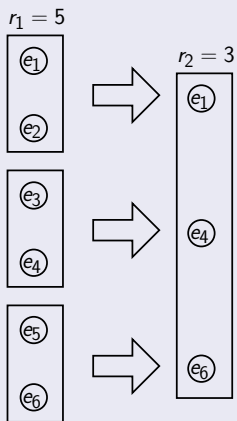
Example: Tournament Max Algorithm

Tournament Algorithm



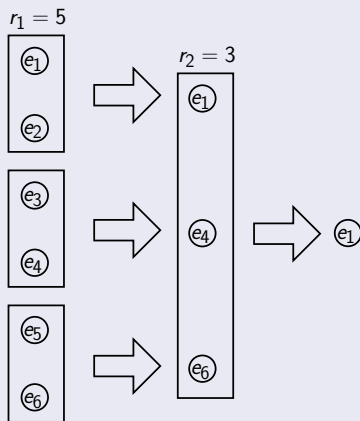
Example: Tournament Max Algorithm

Tournament Algorithm



Example: Tournament Max Algorithm

Tournament Algorithm



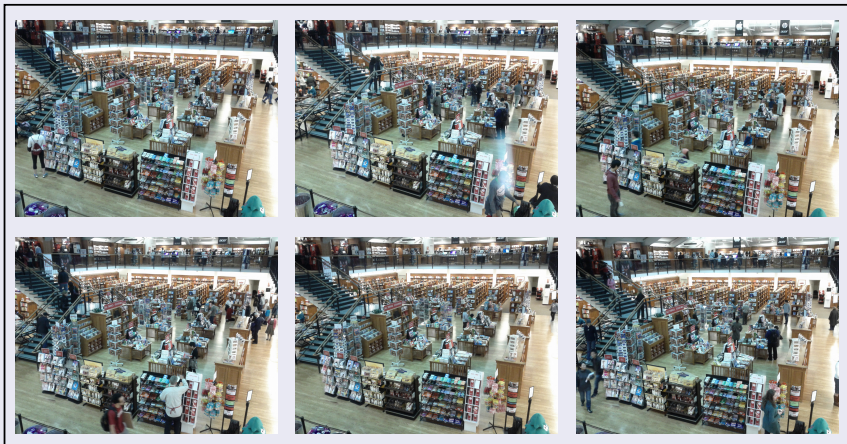
Example: Tournament Max Algorithm (cont'd)

Example: Finding Peak Hours



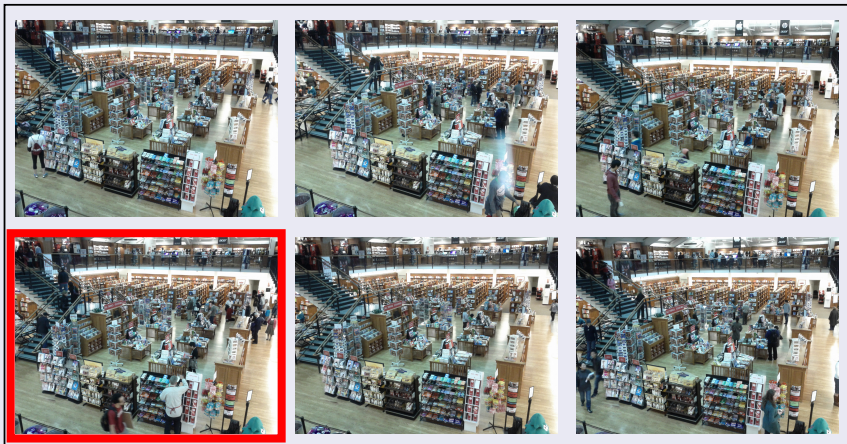
Example: Tournament Max Algorithm (cont'd)

Example: Finding Peak Hours



Example: Tournament Max Algorithm (cont'd)

Example: Finding Peak Hours

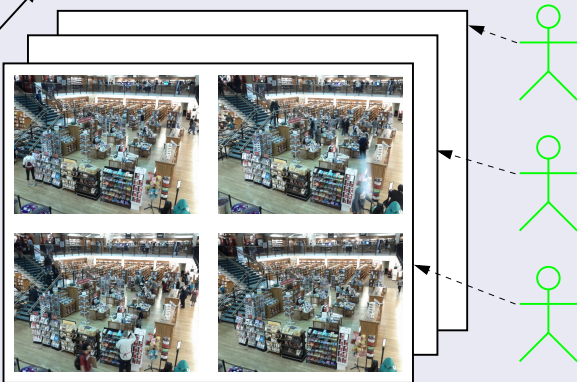


Example: Tournament Max Algorithm (cont'd)

Comparisons

$r = 3$

HIT



Example: Tournament Max Algorithm (cont'd)

Comparisons

$r = 3$

HIT



Quality Control for Comparison Microtasks

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Setting: Experimental

- Amazon's Mechanical Turk
- Comparisons of various difficulties
- Dataset with ground truth

Many!

- Masking: Asking multiple workers to perform each task
- Detection: Ignore bad worker answers
- Evicting bad workers
- Retaining good workers
- Different pay rates according to worker quality
- Train before tasks
- ...

Quality Control Techniques

Many!

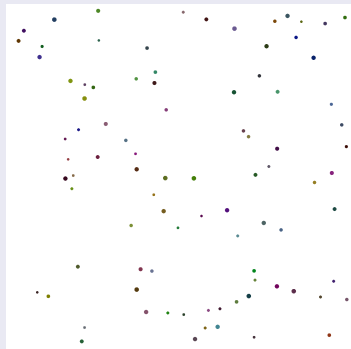
- Masking: Asking multiple workers to perform each task
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Dataset

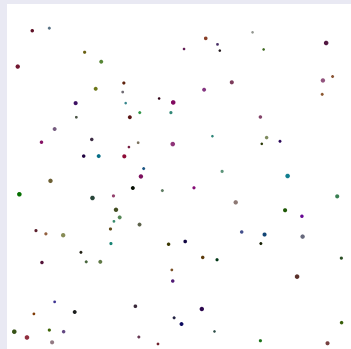
Which image has more dots?



Which image has more dots?



$$q(e_1) = 90$$



$$q(e_2) = 100$$

Find image with most dots

- 1, 2, ..., 1000 dots per image
- \$0.01 per HIT
- 4 comparisons per HIT
- 4 images per comparison

Experiments

Find image with most dots

- 1, 2, ..., 1000 dots per image
- \$0.01 per HIT
- 4 comparisons per HIT
- 4 images per comparison

Statistics

- ~28,500 distinct comparisons
- $r \in \{1, 2, 3, 4, 5\}$
- ~54,000 worker responses
- ~1,100 distinct worker IDs
- For good coverage: No more than 50 HITs per hour

Comparison Difficulty

Definition

When comparing items in $S = \{e_1, e_2, \dots, e_s\}$, difficulty is

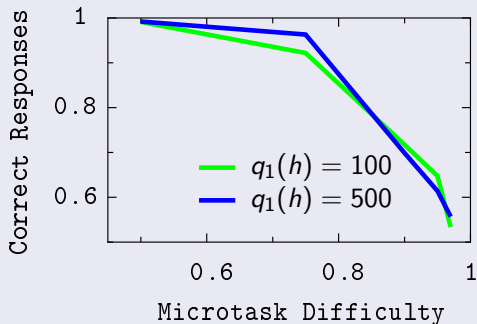
$$\text{diff}(S) = \frac{q_2(S)}{q_1(S)}$$

Characteristics

- Values in $[0, 1]$
- Takes into account only top-2 values

Comparison Difficulty Effectiveness

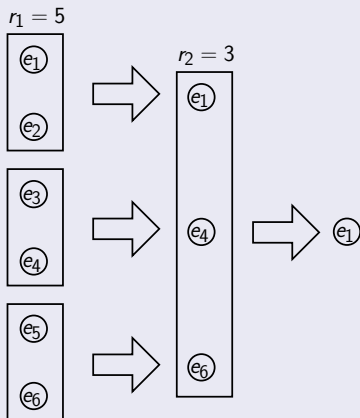
Very effective Metric



- Similar correctness for different $q_1(h)$ but the same $\text{diff}(S)$

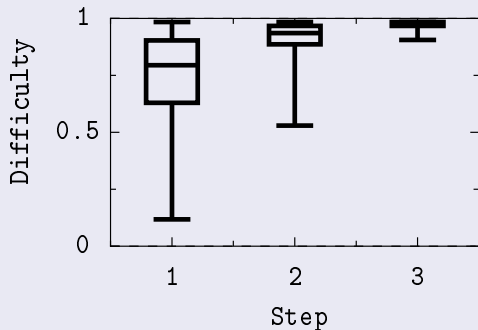
Why is Difficulty important?

Tournament Algorithms



Why is Difficulty important?

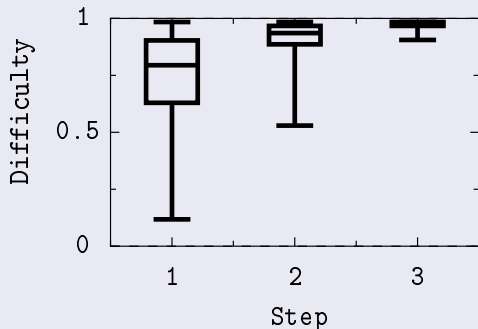
Difficulty in Tournament Algorithms



- Easier comparisons initially
- Harder towards the end

Why is Difficulty important?

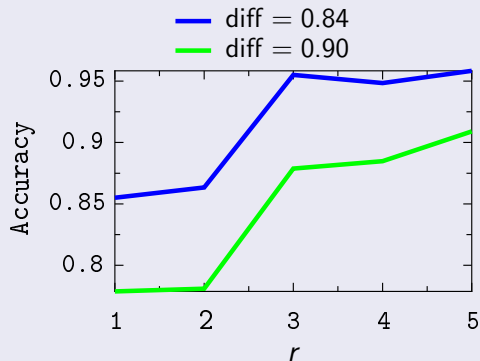
Difficulty in Tournament Algorithms



- Easier comparisons initially
- Harder towards the end
- We need to take into account various difficulty values

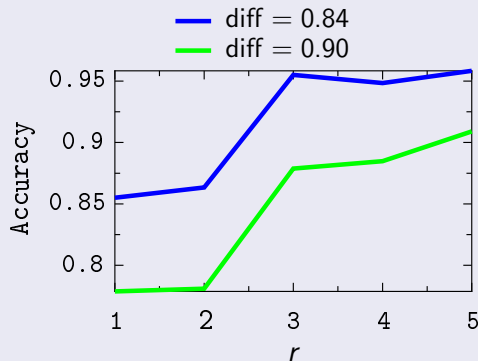
Masking: Choosing the Plurality Vote

Effect on Comparison Accuracy



Masking: Choosing the Plurality Vote

Effect on Comparison Accuracy



- Accuracy increases as we ask more workers
- It reaches a plateau after a while
- It is higher for easy comparisons

Can we do better than Masking?

Detection

Worker	$\{e_1, e_2\}$	$\{e_3, e_4\}$	$\{e_5, e_6\}$
A	e_1	e_3	e_5
B	e_1	e_4	
C	e_1		e_5
D		e_4	e_6
Plurality	e_1	e_4	e_5
Max	e_1	e_3	e_5

Can we do better than Masking?

Detection

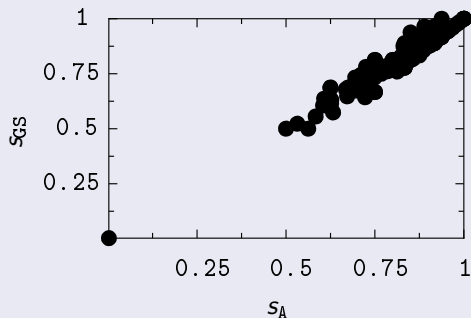
Worker	$\{e_1, e_2\}$	$\{e_3, e_4\}$	$\{e_5, e_6\}$
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Max	e_1	e_3	e_5

Scores Considered

- Gold Standard $s_{GS}(A) = 1$
- Plurality Agreement $s_P(A) = \frac{2}{3}$
- Work time s_T

How good are these Scores?

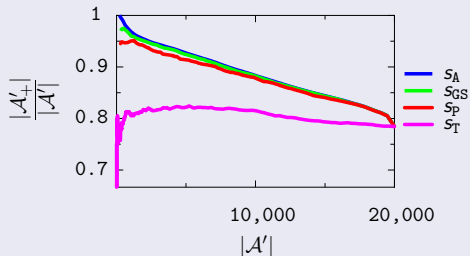
Very!



- For worker with at least 10 comparisons done
- Actual score = fraction of correct answers
- Very high correlation!

Is Detection helpful?

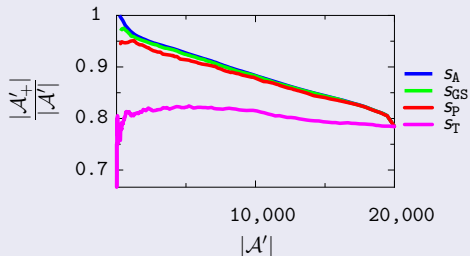
It increases Accuracy for each Assignment



Worker	$\{e_1, e_2\}$	$\{e_3, e_4\}$	$\{e_5, e_6\}$
A	e_1	e_3	e_5
B	e_1	e_4	
C	e_1		e_5
D		e_4	e_6
\vdots	\vdots	\vdots	\vdots

Is Detection helpful?

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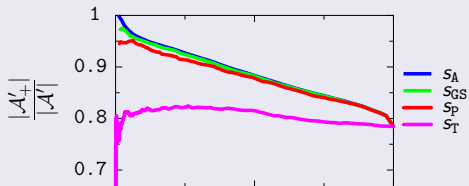
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A	e_1	e_3	e_5
B	e_1	e_4	
C	e_1		e_5
D		e_4	e_6
\vdots	\vdots	\vdots	\vdots

$|A'| = 20,000$

↑
All responses

Is Detection helpful?

It increases Accuracy for each Assignment



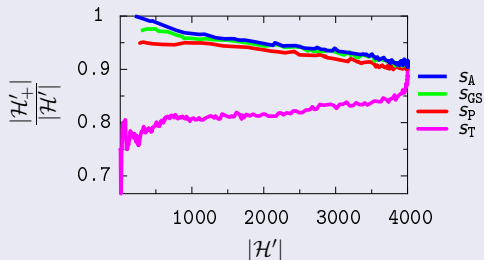
10,000 20,000
 $|\mathcal{A}'|$
↑ ↑
40% responses All responses

Worker	$\{e_1, e_2\}$	$\{e_3, e_4\}$	$\{e_5, e_6\}$
A	e_1	e_3	e_5
B	e_1	e_4	
C	e_1		e_5
D		e_4	e_6
⋮	⋮	⋮	⋮

$$|\mathcal{A}'| = 8,000$$

Is Detection helpful? (cont'd)

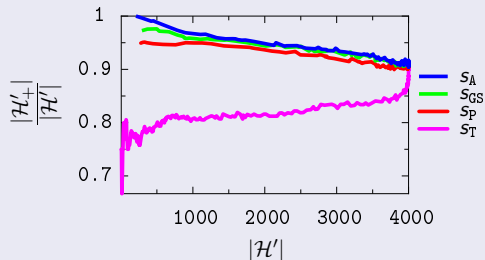
It increases Accuracy for each Comparison



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Is Detection helpful? (cont'd)

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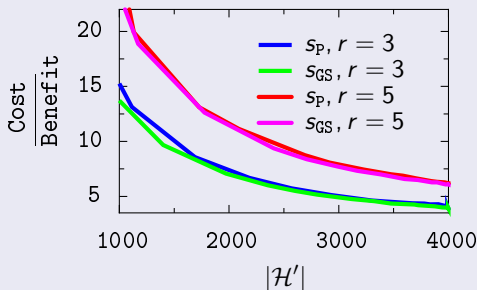
But at what cost?

Cost per benefit study

For a set of comparisons:

- Benefit = # correct plurality responses after detection
- Cost = # questions posted

Answer: High



Summary

- Microtask difficulty has to be considered in crowdsourced algorithms
- We can assess a worker's quality accurately
- After detecting bad workers, we can improve comparison accuracy
- The cost/benefit is minimum without detection.

Conclusions

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Current Work

- Building worker models that will match experimental data
- Dynamic adjustments to account for comparison difficulty in crowdsourced algorithms

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Contact

`venetis@cs.stanford.edu`