

Yandex

Crowdsourcing Practice for Efficient Data Labeling: Aggregation, Incremental Relabeling, and Pricing

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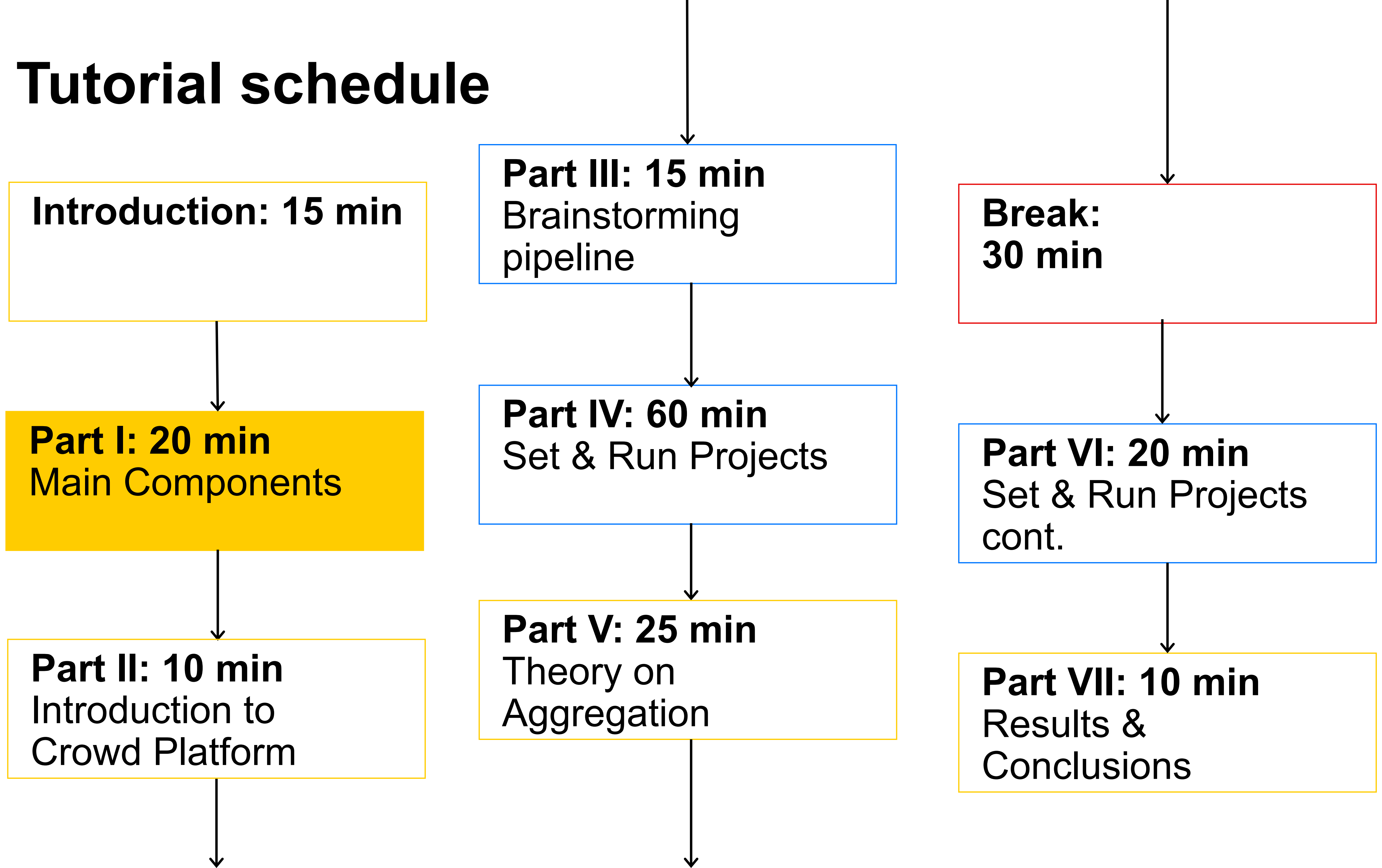
Part I:

Main components of data collection via crowdsourcing

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Yandex.Toloka is a service of Swiss company Yandex Services AG

Tutorial schedule



Instruction

Task interface

Decomposition

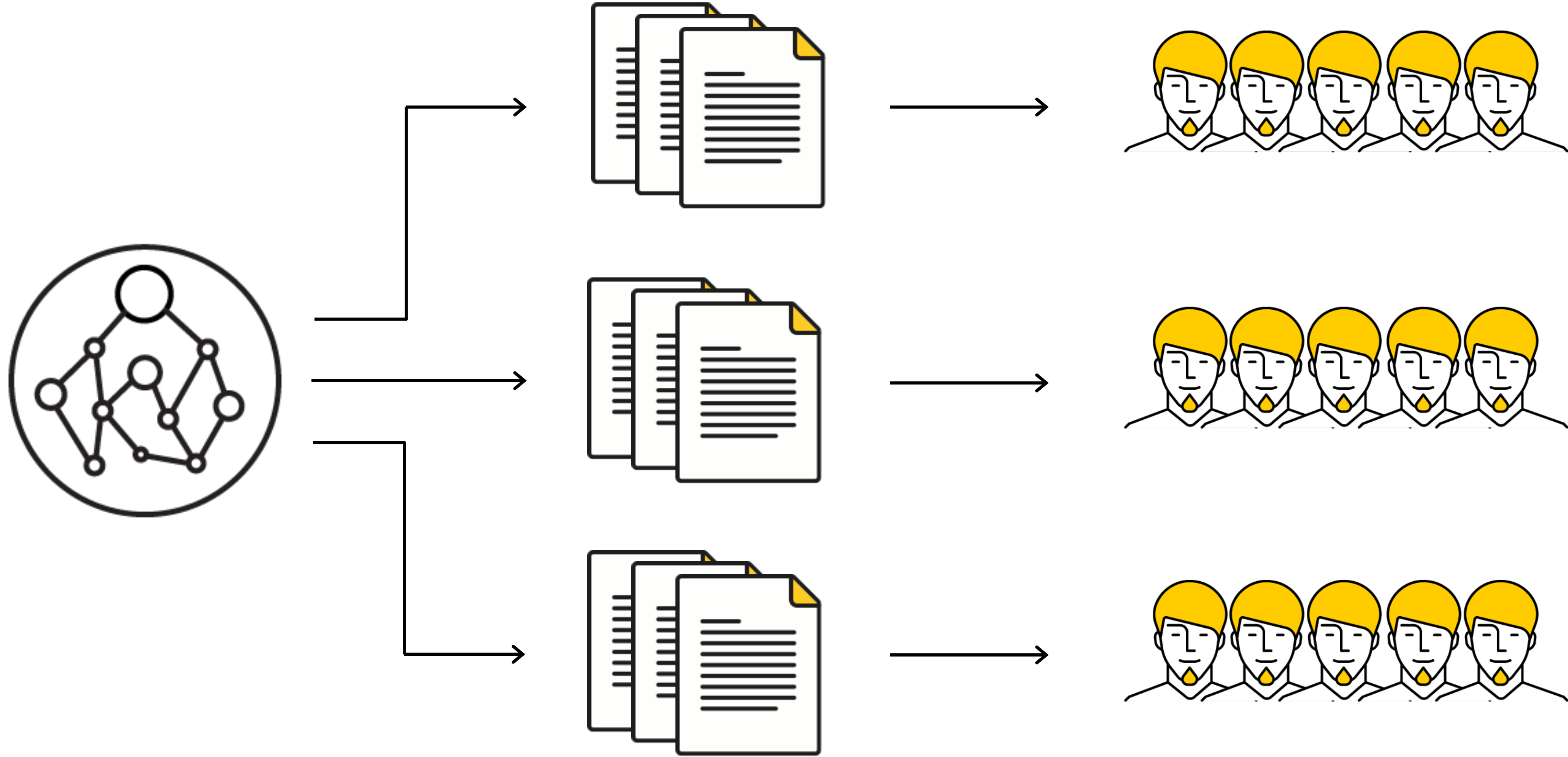
Aggregation

Quality control

Incremental relabelling
&
Pricing

Decomposition

Decomposition



A big task

Projects with microtasks
of different type

Cloud of performers

Decomposition: why?

Performers are usually non-specialists in your specific task

The simpler a single task is:

- › the more humans can perform your task
- › the easier its instruction
- › the better quality of performance

A way to:

- › distinguish tasks with different difficulty
- › control and optimize pricing
- › control quality by post verification

Decomposition: when?

If

- › your task requires an answer selected among more than 3-5 variants
- › your task has a long instruction hard to read

then your task requires decomposition

Case of decomposition: a lot of questions



All questions in one task

Bad practice

What animal is on the photo?

- › Cat
- › Dog
- › Rabbit
- › Bear
- › Whale
- › Koala
- › None of the above

Is its tail visible?

- › Yes
- › No

Is it running?

- › Yes
- › No

What color is it?

- › White
- › Black
- › Brown
- › Red
- › Other

Where is it situated?

- › On the grass
- › On a tree
- › On a road
- › It is flying
- › None of the above

Case of decomposition: a lot of questions



Each question in a separate task

Good practice

What animal is on the photo?

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- › Whale
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Case of decomposition: need to verify answers



The task:

Highlight all koalas on the photo

Problem: highlighting can be done in different ways.

Hence, it is difficult to make:

- › comparison with control answers
- › aggregation of answers from different performers

A good solution

A task for another performer:

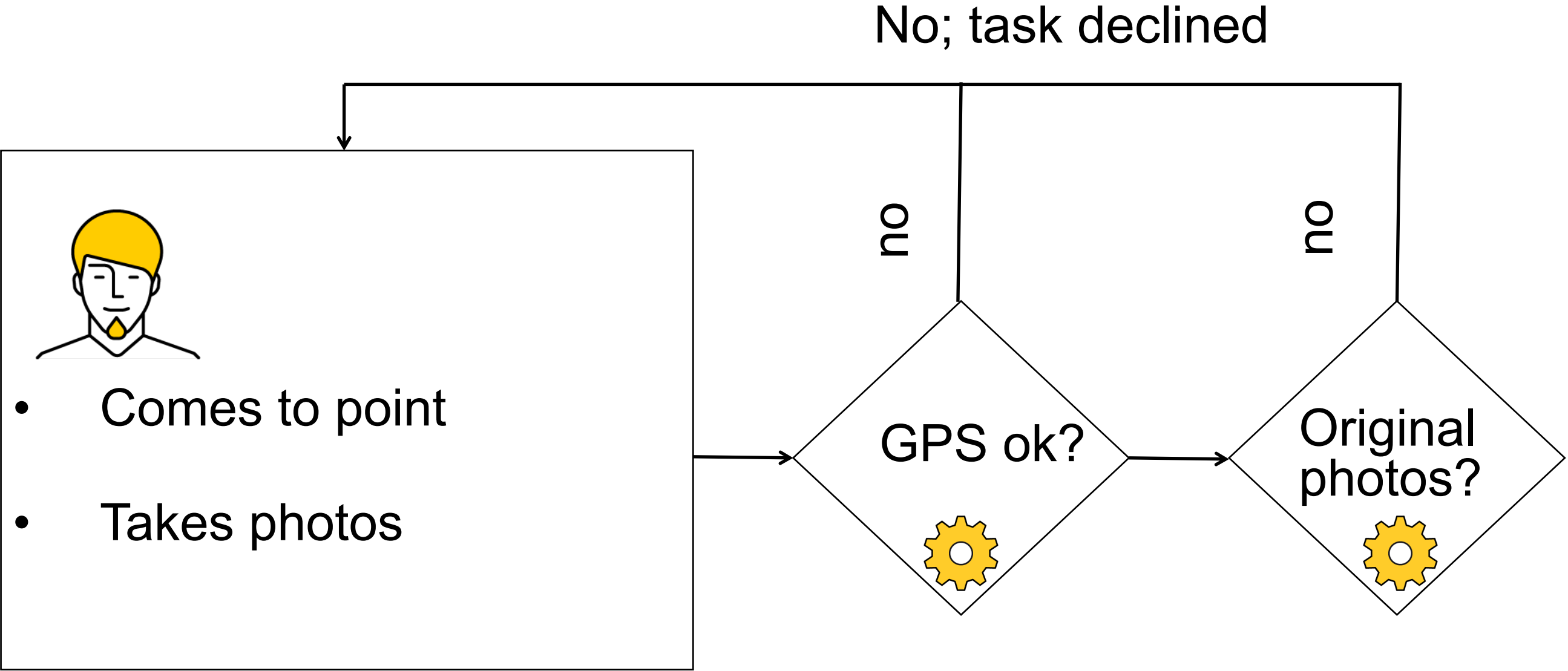
Is the highlighting of all koalas made correctly?

**Real example:
decomposition for an offline data collection task**

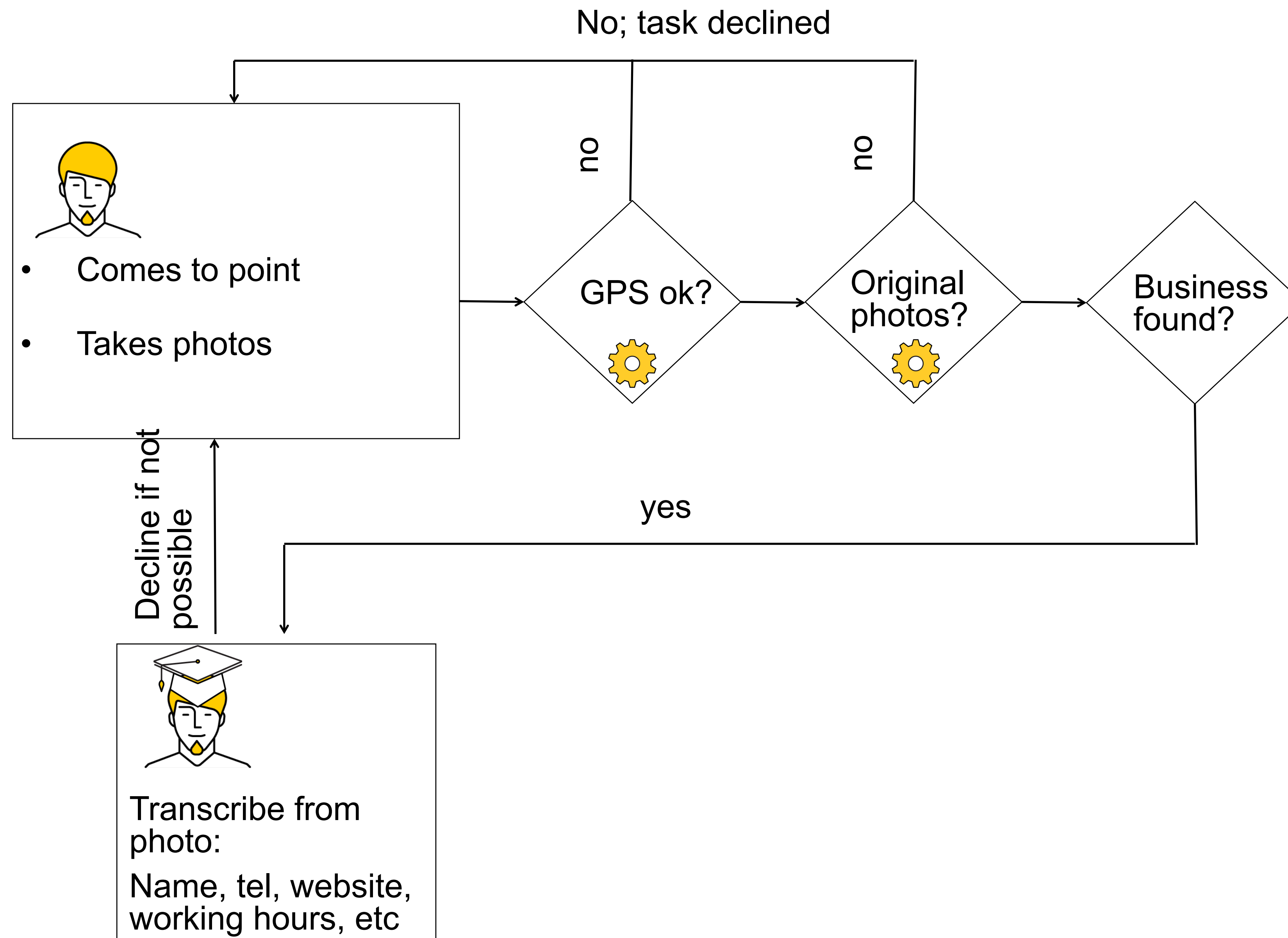


- Comes to point
- Takes photos

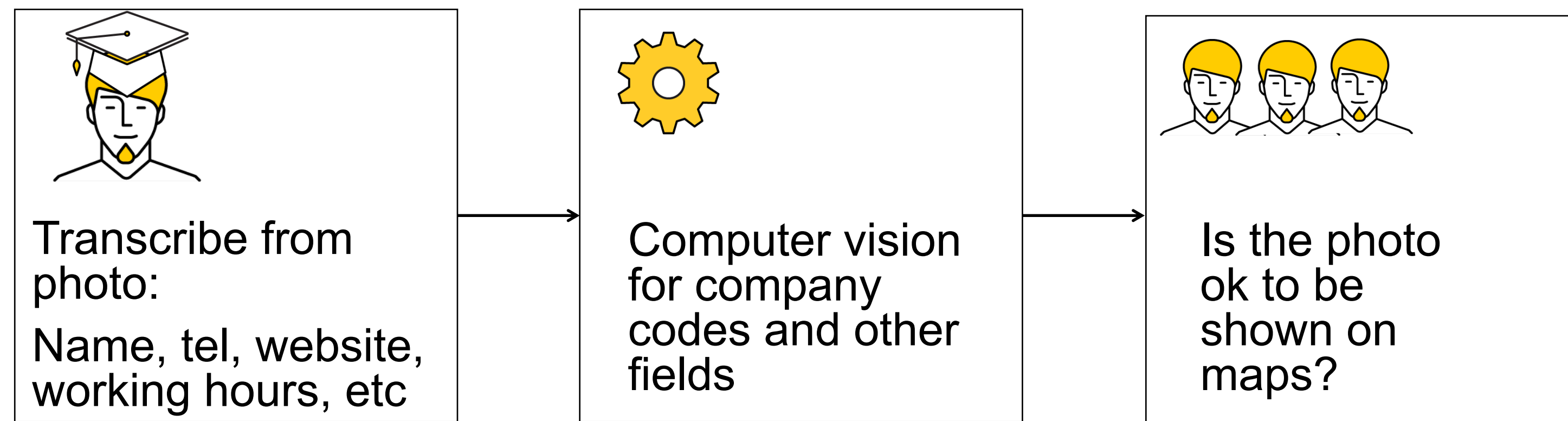
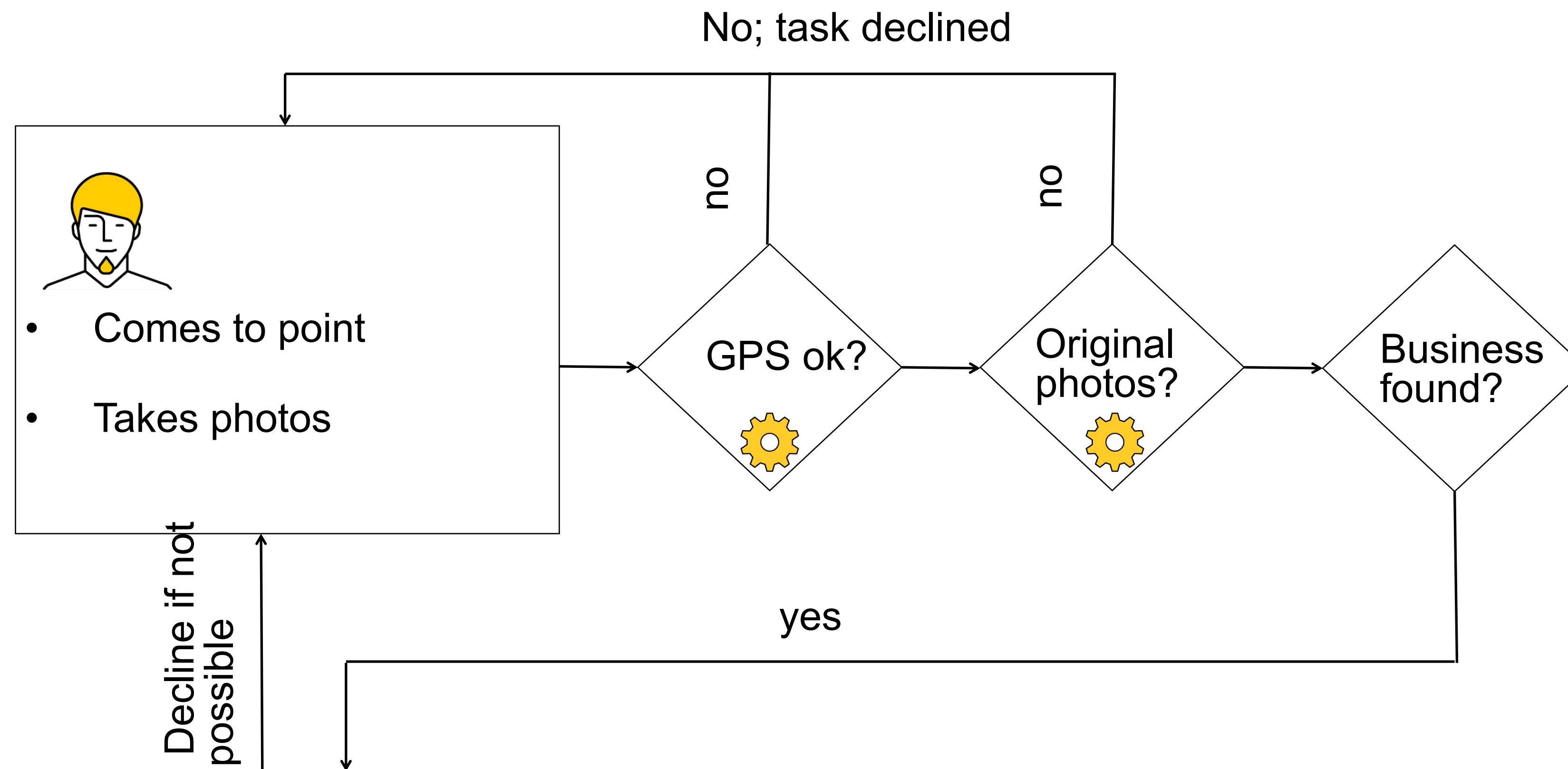
Final result:
verified
business



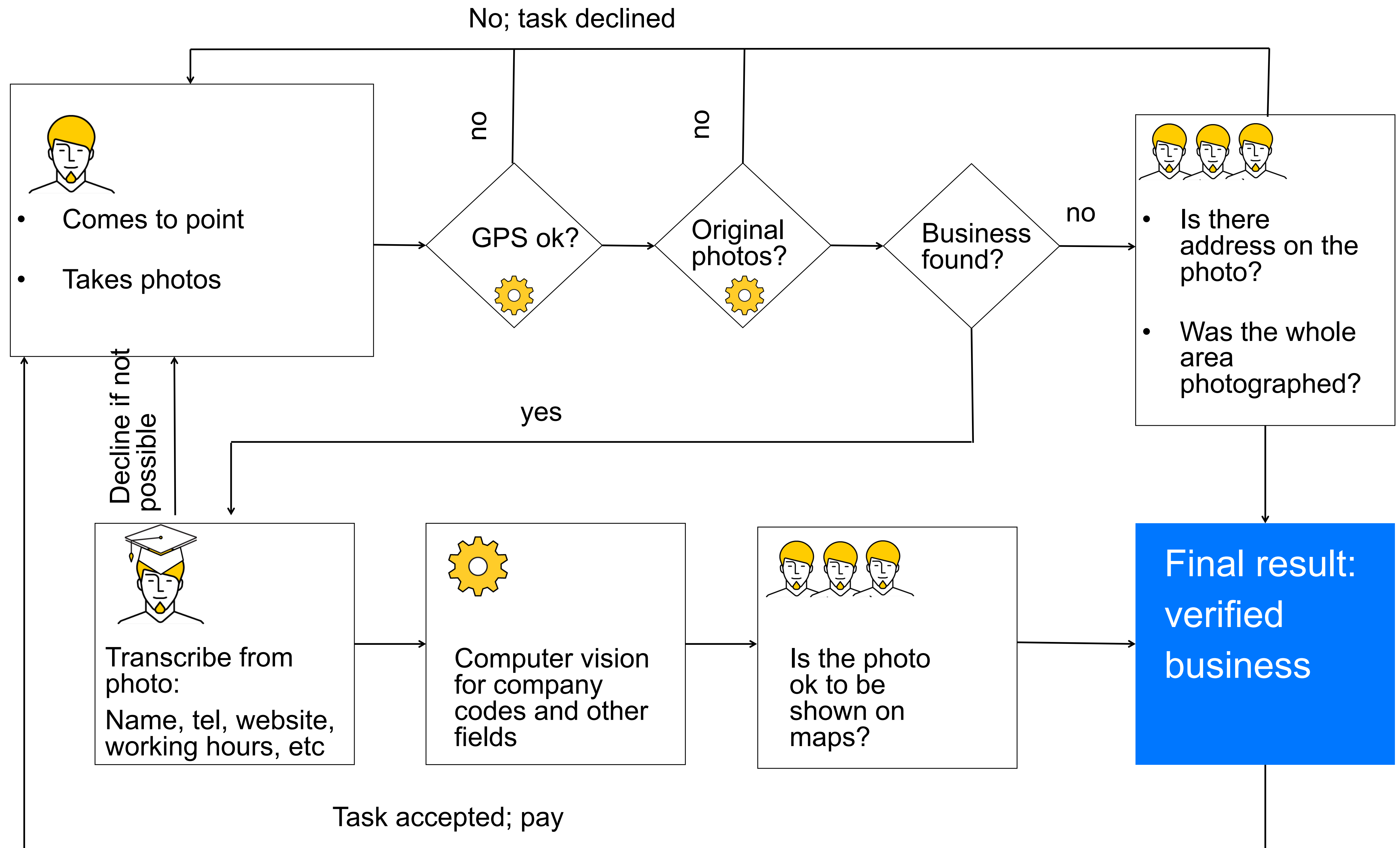
Final result:
verified
business



Final result:
verified
business



Final result:
verified
business



Instruction

Instruction: a typical structure

- › Goal of the task to be done
- › Interface description
- › Algorithm of required actions
- › Examples of good and bad answers
- › Algorithm and examples for rare cases
- › Reference materials



Most pitfalls are there

Instruction ambiguity for a rare case: example

Is this cat white?

Yes

No



OK: the answer and the task seem clear

Instruction ambiguity for a rare case: example

Is this cat white?

Yes

No



What is the correct answer?

Instruction ambiguity for a rare case: example

Is this cat white?

Yes

No



How to fix:

- › In the instruction: clarify what you mean under “a white cat”

Instruction ambiguity for a rare case: example

Is this cat white?

Yes

No



Rare case: many cats

Instruction ambiguity for a rare case: example

Is this cat white?

Yes

No



Rare case: not a cat

Instruction ambiguity for a rare case: example

Is this cat white?

Yes

No

404: Cannot download the image

Rare case: image has not been shown

Instruction ambiguity for a rare case: example

Is this cat white?

Yes

No



- It is difficult to predict situations of any kind, but you can:
 - › In the instruction: clarify what should be done in a non-standard situation
 - › In the interface: add a text field to allow a performer to report the case

Task interface

Task interface: summary on best practices

For faster performance:

- › Hot key combinations for checkboxes / radio buttons / buttons
- › Reduce navigation to third-party sites
- › Effective composition of a task template
- › Optimal position of tasks on a page

For better quality and less errors:

- › Dynamic interface (show/hide input controls depending on user actions)
- › Adaptive interface (good view for any device and screen resolution)
- › Always test your interface (template testing)
- › Dynamic validation of input data (e.g. a text is less than 3 words)

Quality control

Quality control

“Before” task performance

- › Selection of performers
- › Well-designed instruction

“Within” task performance

- › Golden set (aka honey pots)
- › Well-designed interface
- › Motivation (e.g. performance-based pricing)
- › Tricks to remove bots and cheaters (e.g. quick answers)

“After” task performance

- › Post verification (acceptance)
- › Consensus between performers and result aggregation

Selection of performers

- Filter by static properties (e.g. education, languages, citizenship, etc.)

- Filter by computed properties (e.g. browser, region by phone/IP, etc.)

- Filter by skills:

- › to select proper specialization
- › to control quality level on your tasks
- › to get performers with best quality on past projects

- Educate to perform your tasks:

- › Use training tasks to show how to perform tasks
- › Use exam tasks to evaluate education level

Golden set (aka honey pots)

**Tasks with known correct answer
shown to performers to evaluate their quality**

Best practices

- › Distribution of answers in golden set = distribution in whole set of tasks
- › But should contain rare answer variants with higher frequency
- › Refresh your set of honey pots regularly
to avoid bots and cheating
- › Automatic golden set generation via performers:
tasks with answers of high confidence
(e.g. aggregation of answers from a large number of performers)

Motivation

- › Bonuses for a good quality within a period
- › Gamification (e.g. achievements, leader boards, etc)
- › Price depending on quality

Will be discussed in Part VIII

Tricks to remove bots and cheaters

- › Control fast responses
- › Check whether a link has been visited
- › Check whether a video has been played
- › etc.

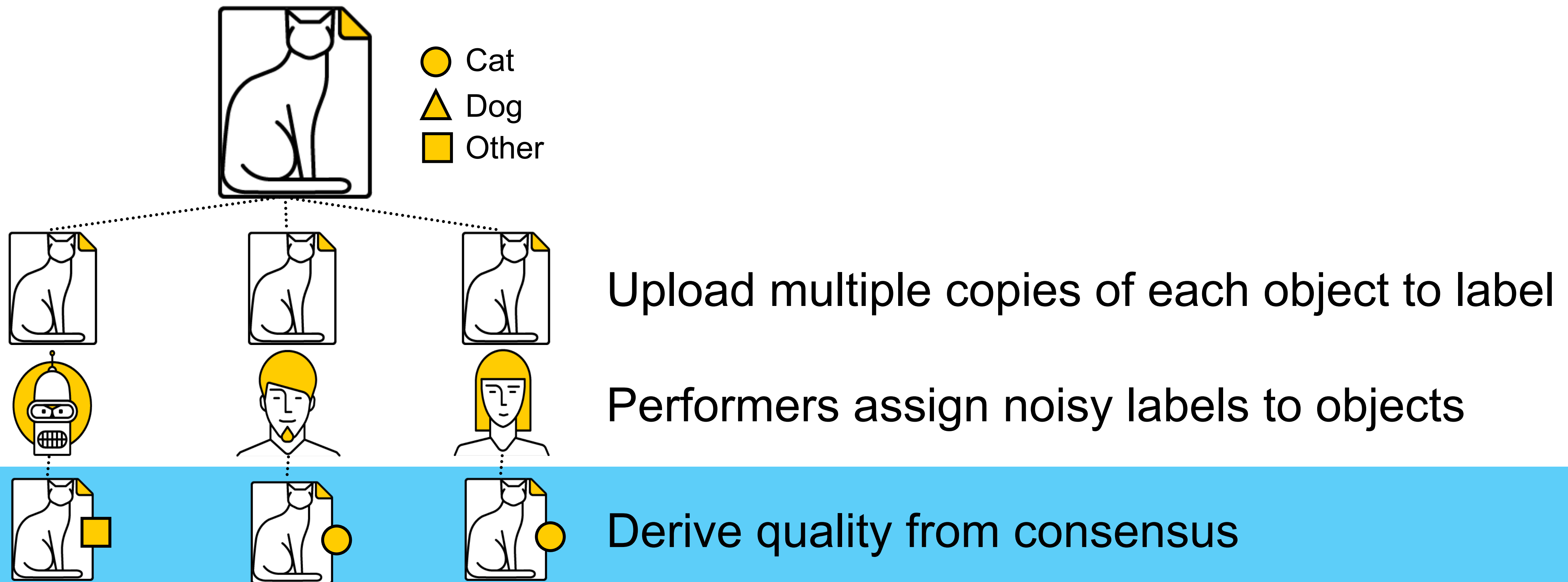
Post verification (acceptance)

| A performer gets money only if his answer is accepted

- › Is used when a task is sophisticated
(neither golden set nor consensus models work)
- › Can be performed on your own, but

| You can use other crowd performers via a task of different type
Thus, you deal with hierarchy of projects (you apply decomposition)

Consensus between performers

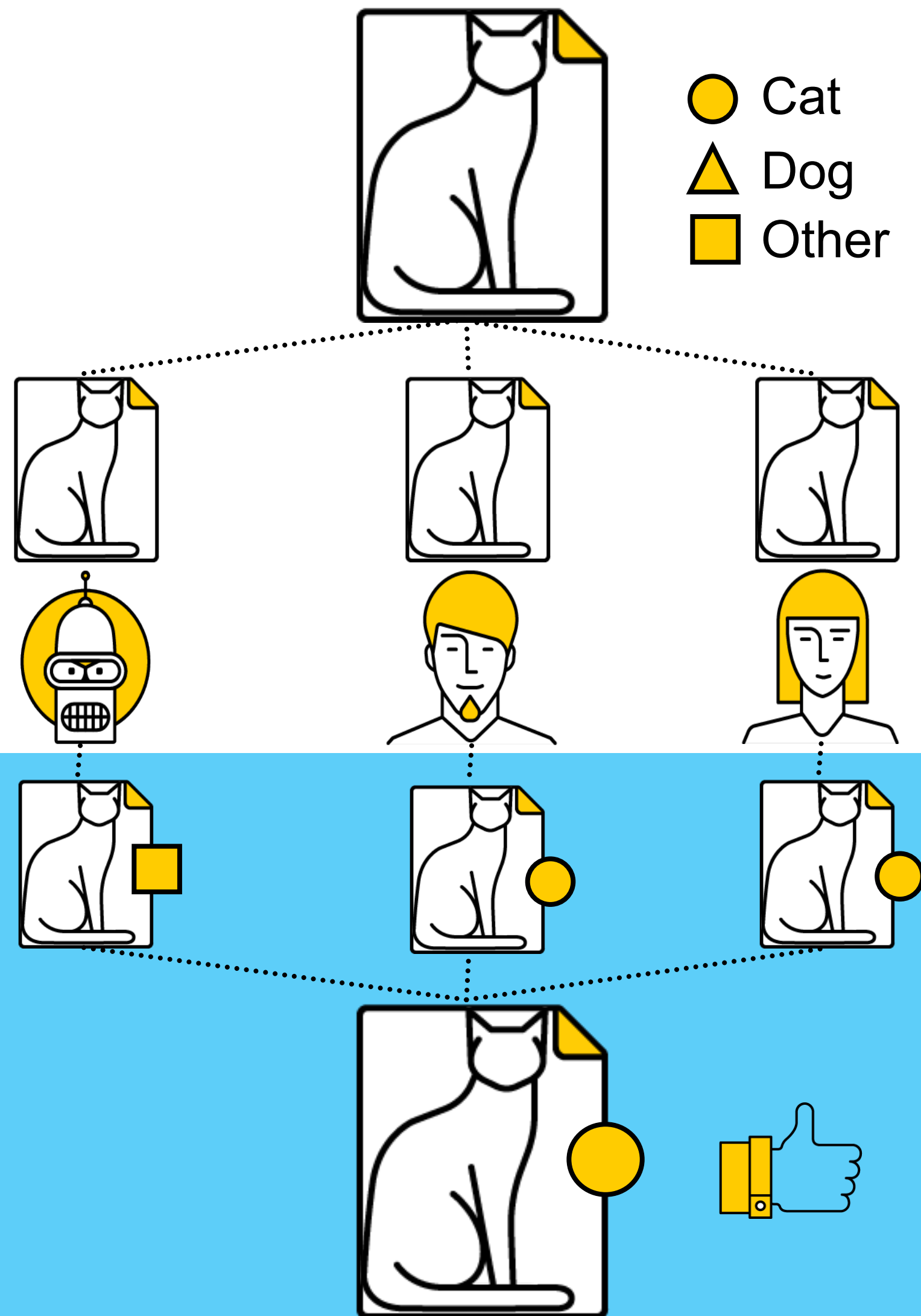


Works well only if most performers have good quality

Will be discussed in Part VI

Aggregation

Aggregation



Upload multiple copies of each object to label

Performers assign noisy labels to objects

Aggregate multiple labels into a more reliable one

The simplest way:

assign the most popular answer (Majority Vote)

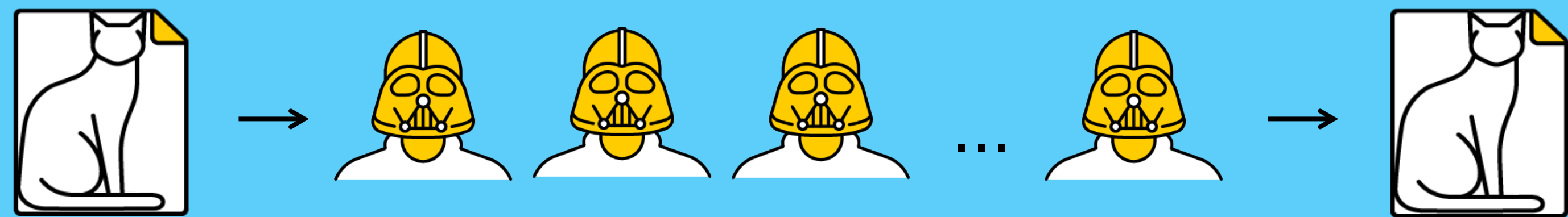
There are more sophisticated methods

Will be discussed in Part VI

Incremental relabelling & Pricing

Incremental relabelling

Obtain aggregated labels of a desired quality level using a fewer number of noisy labels



Several unknown performers



A few performers with known good quality



One expert with high quality

Will be discussed in Part VIII

Pricing depends on

Task design:

- › Payment is made per a batch of microtasks (aka a task suite)
- › Time required to perform a task: control hourly wage

Market economy aspects:

- › The lower supply of performers is (e.g. due to specific skills), the higher price
- › How quickly do you need accomplished tasks (latency)?

Result quality:

- › Incentivize better performance by a quality-dependent price

Will be discussed in Part VIII

Simple
instruction

Easy to use
task interface

Standard aggregation
models
work well

Performers do tasks
with better quality

Easy to control quality

Easy to control and optimize
pricing

IF

Good
decomposition

THEN

Yandex

**Thank you!
Questions?**

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<https://research.yandex.com/tutorials/crowd/sigmoid-2020>