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Practice of Efficient Data Collection via Crowdsourcing: Aggregation, Incremental Relabelling, and Pricing

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WSDM 2020 hands-on tutorial

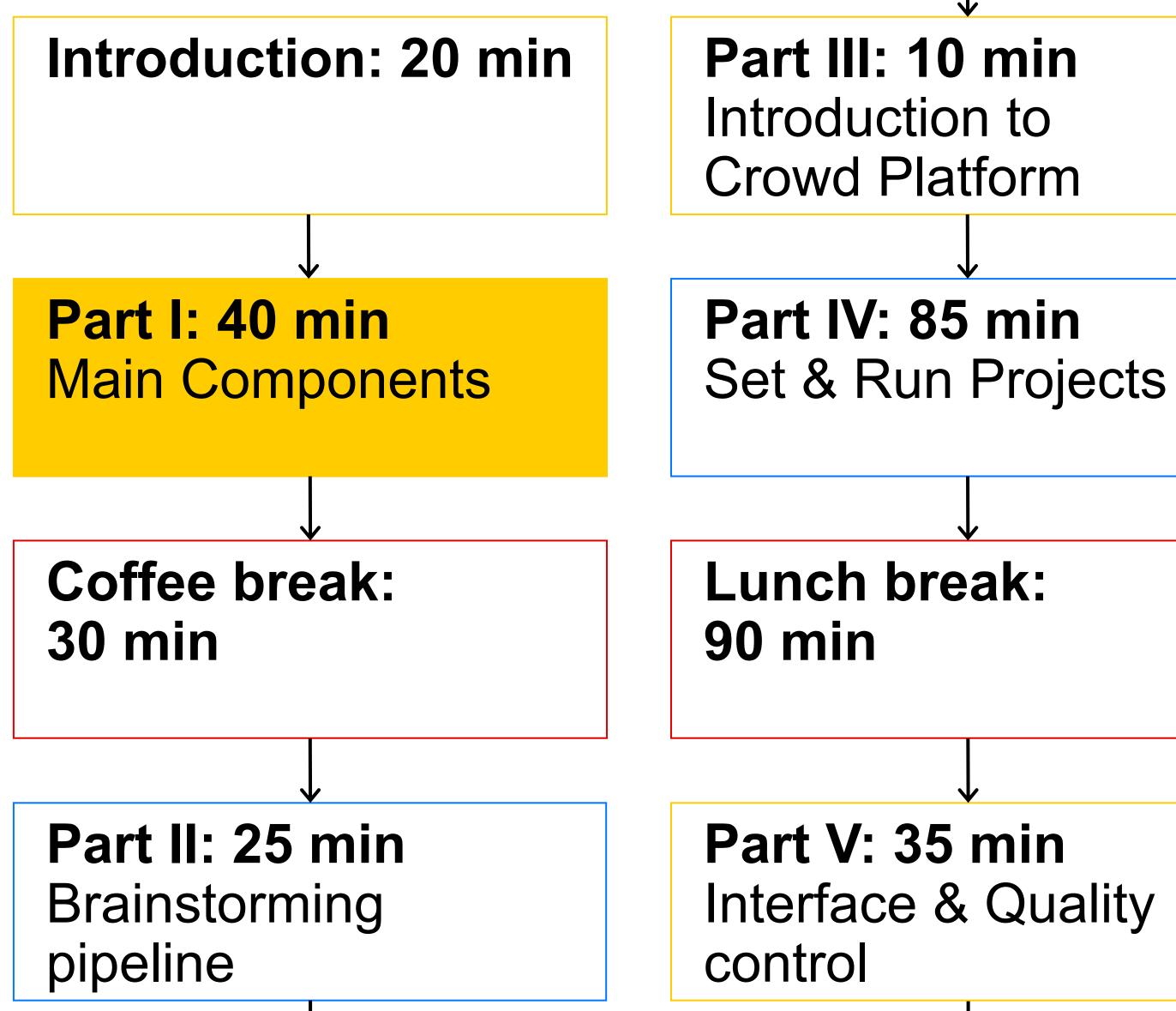


Main components of data collection via crowdsourcing

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

Tutorial outline



Part VI: 25 min Theory on Aggregation

Coffee break: 30 min

Part VI: 60 min Set & Run Projects cont.

Part VII: 20 min Incremental relabeling and pricing

Part VIII: 10 min Results & Conclusions

Main components for effective crowdsourcing

Decomposition

Quality control

Instruction

Task interface

Aggregation

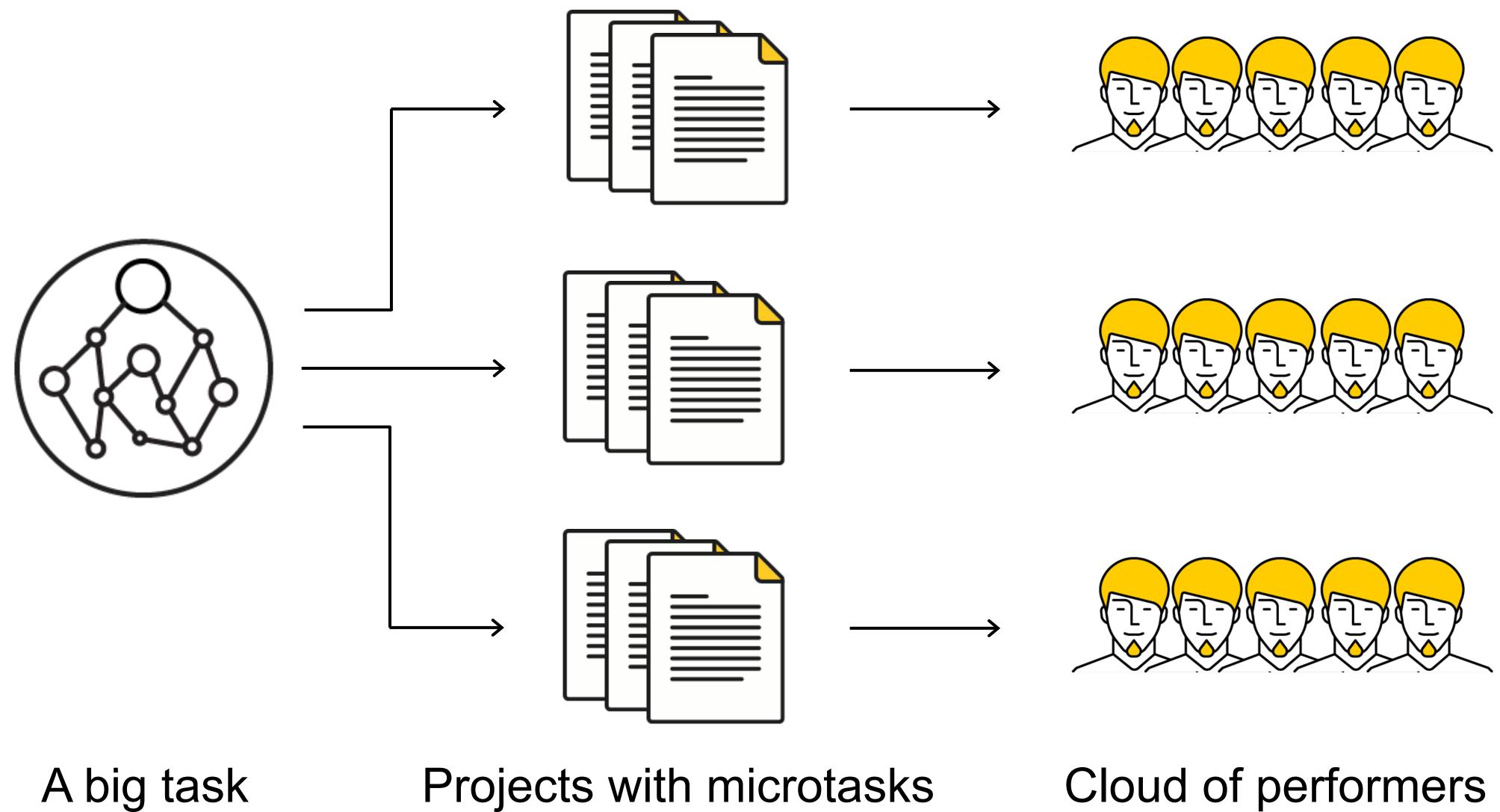
Incremental relabelling & Pricing



Decomposition



Decomposition



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?

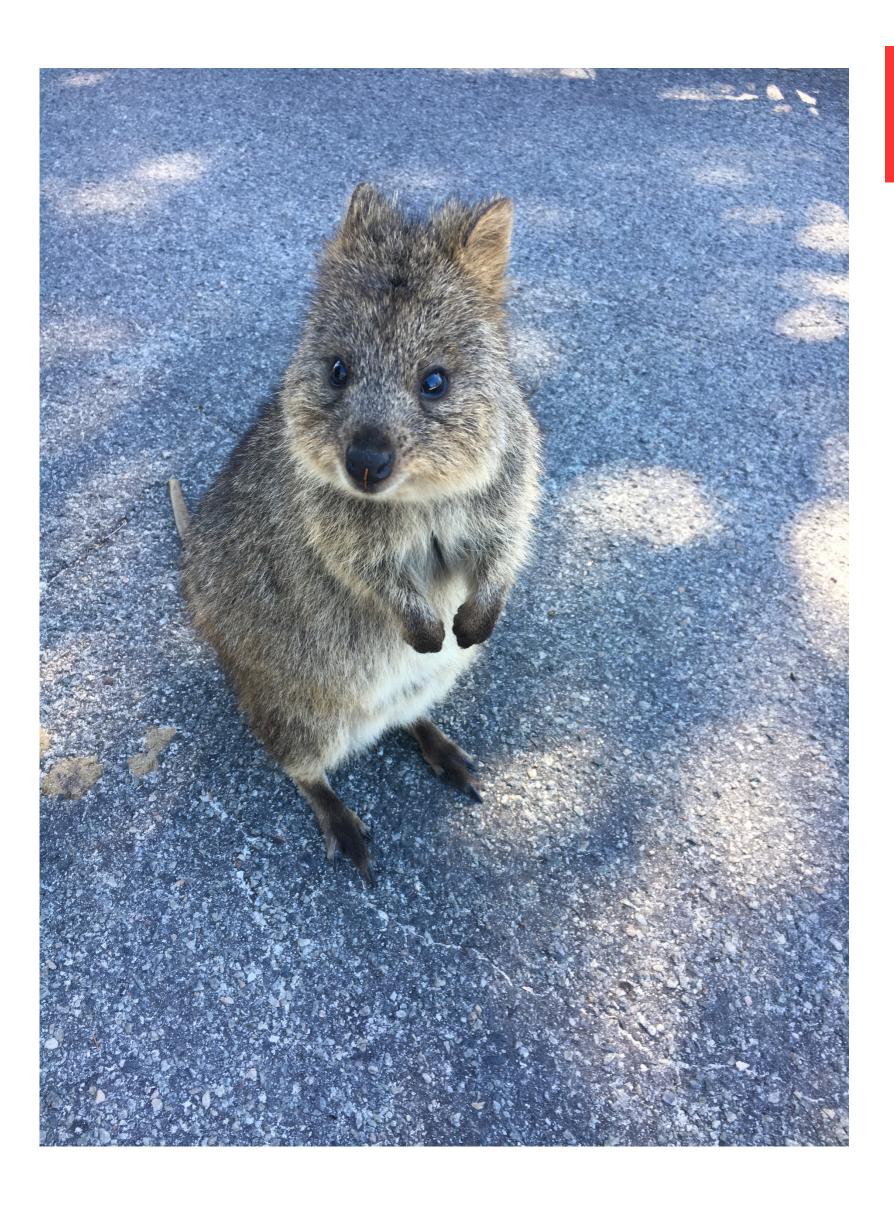
lf

- your task has a long instruction hard to read

then your task requires decomposition

your task requires an answer selected among more than 3-5 variants

Case of decomposition: a lot of questions



All qu

What ani

- > Cat
- > Dog
- > Rabb
- > Bear
- > Wha
- > Koal
- > None

Is its tail

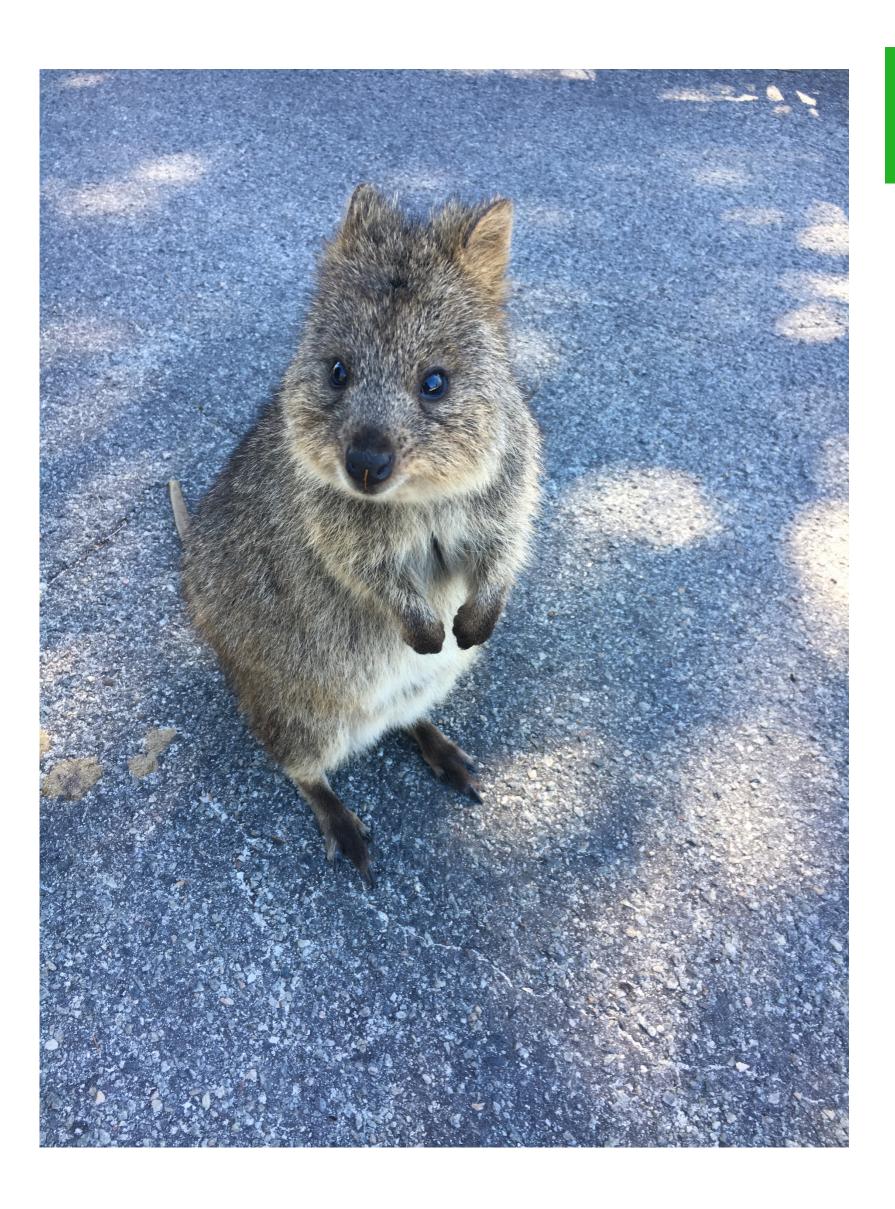
- > Yes
- > No

Is it runn

- > Yes
- > No

uestions in one tas	sk		Bad practice
nimal is on the photo?	Wh	at color is it?	
	>	White	
)	>	Black	
obit	>	Brown	
ar	>	Red	
ale	>	Other	
ala			
ne of the above	Where is it situated?		
	>	On the grass	
l visible?	>	On a tree	
	>	On a road	
	>	It is flying	
	>	None of the above	
ning?			

Case of decomposition: a lot of questions



Each

What ani
Cat

- > Dog
- > Rabl
- > Bear
- > Wha
- > Koal
- > None

Is its tail

- > Yes
- > No

ls it runn

- > Yes
- > No

question in a sep	ar	ate task	Good practice
nimal is on the photo?	Wh	hat color is it?	
	>	White	
)	>	Black	
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ne of the above	Wh	ere is it situated?	
	>	On the grass	
I visible?	>	On a tree	
	>	On a road	
	>	It is flying	
	>	None of the above	9
ning?			

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?

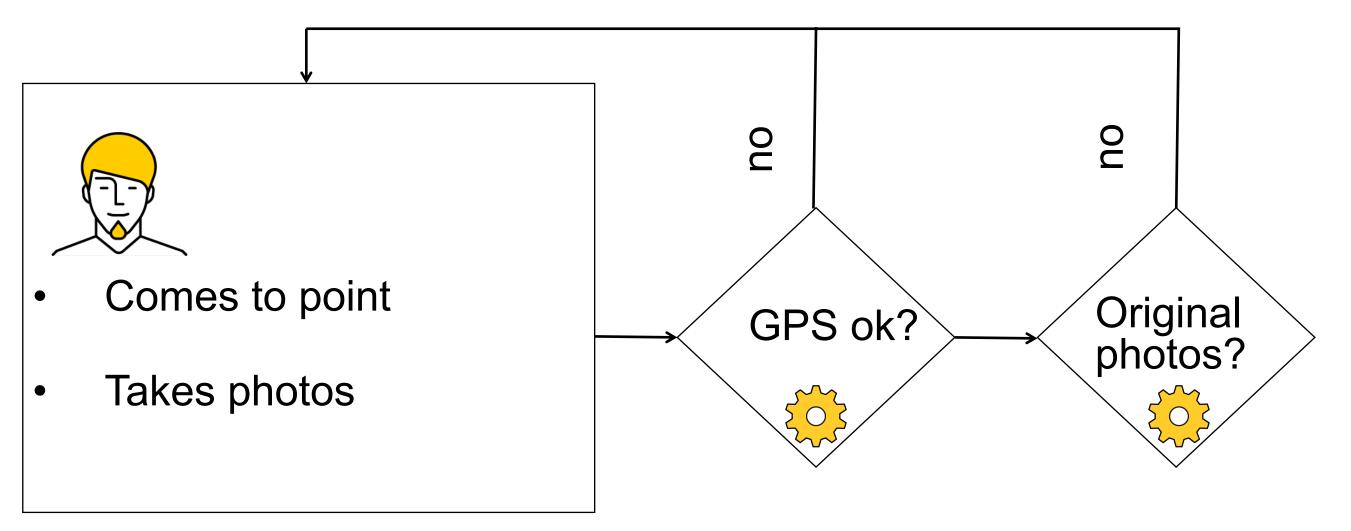




Real example: decomposition for a field survey

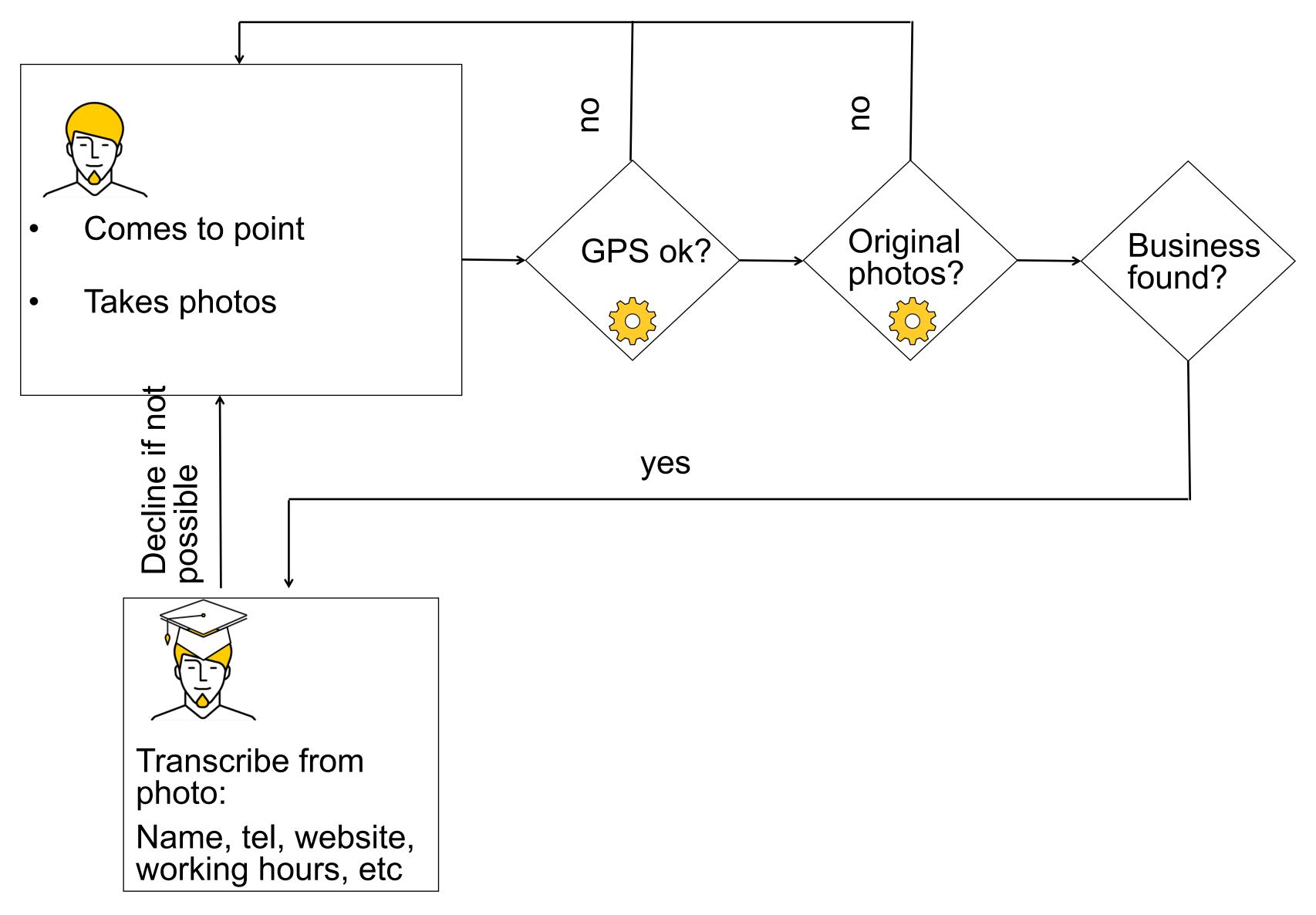


- Comes to point
- Takes photos



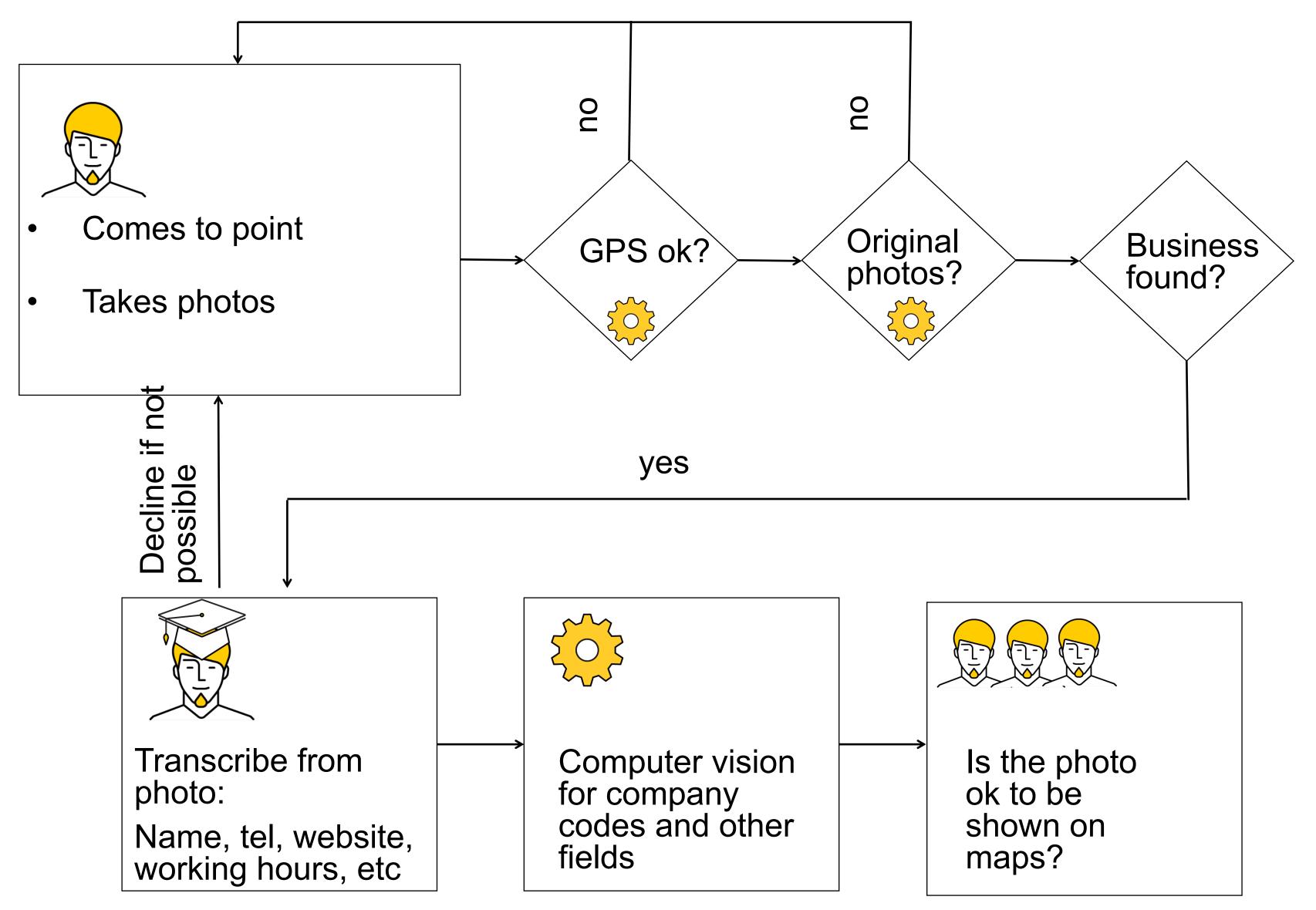


No; task declined



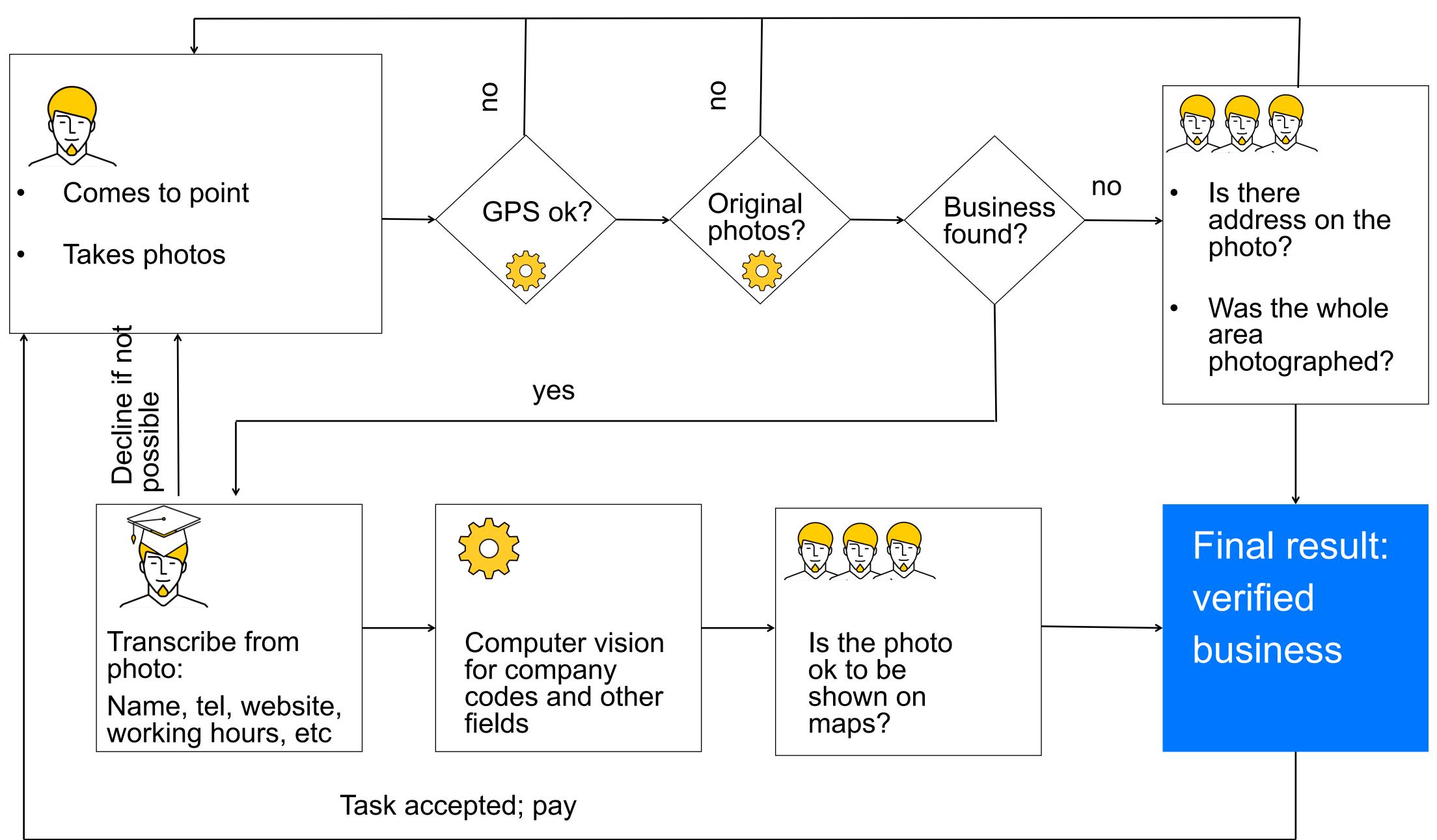


No; task declined





No; task declined





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

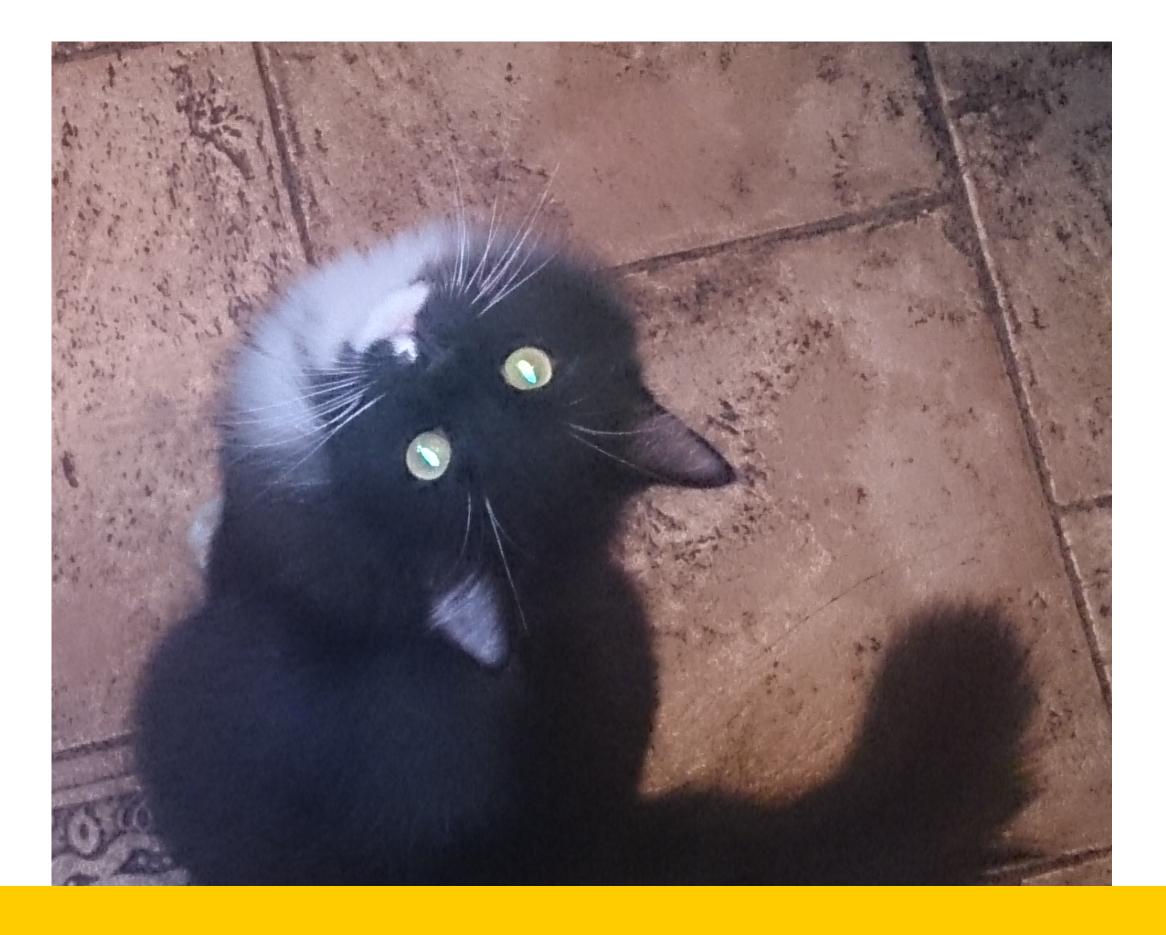
Most pitfalls are there

Is this cat white?

Yes

No

OK: the answer and the task seem clear

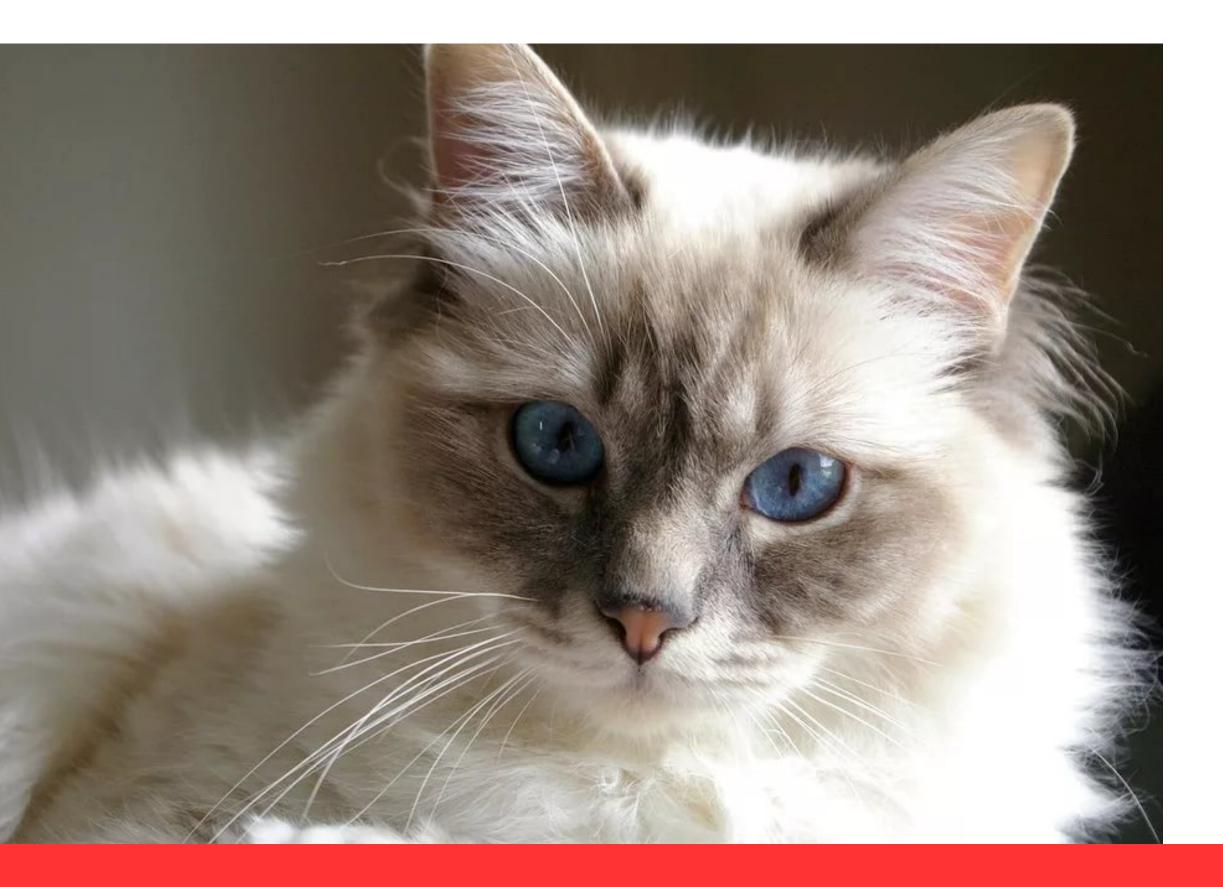


Is this cat white?

Yes

No





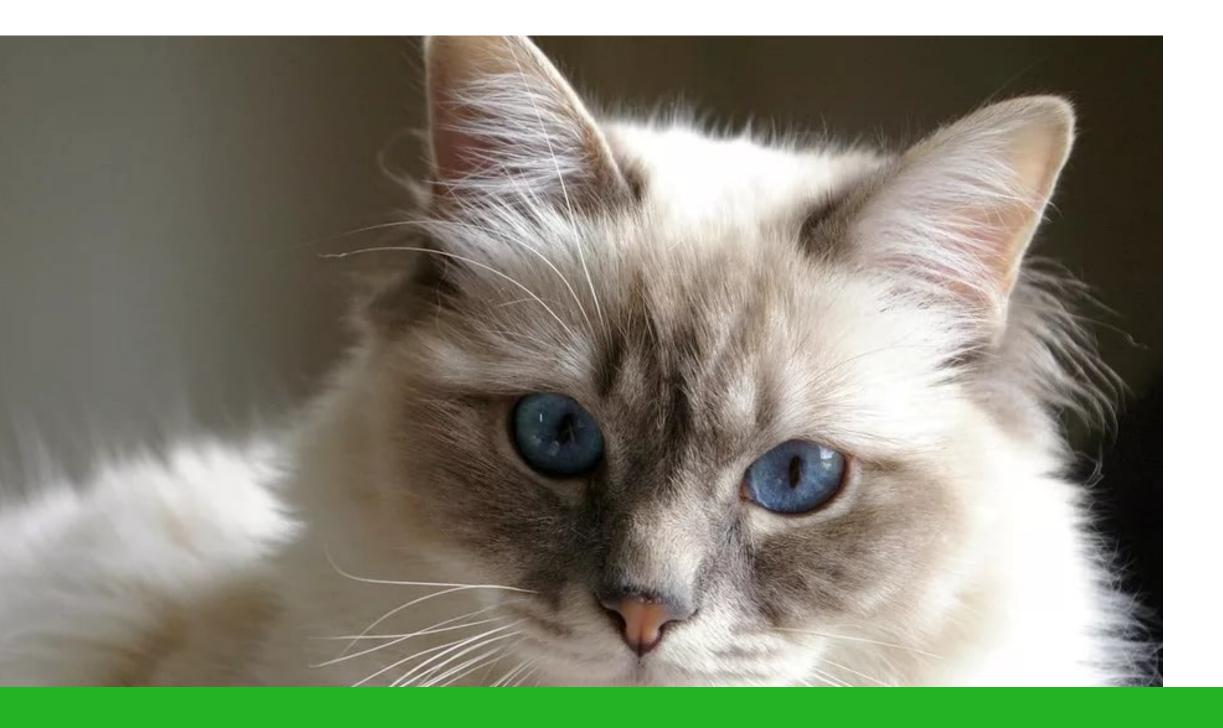
What is the correct answer?

Is this cat white?

Yes

No

How to fix: > In the instruction: clarify what you mean under "a white cat"

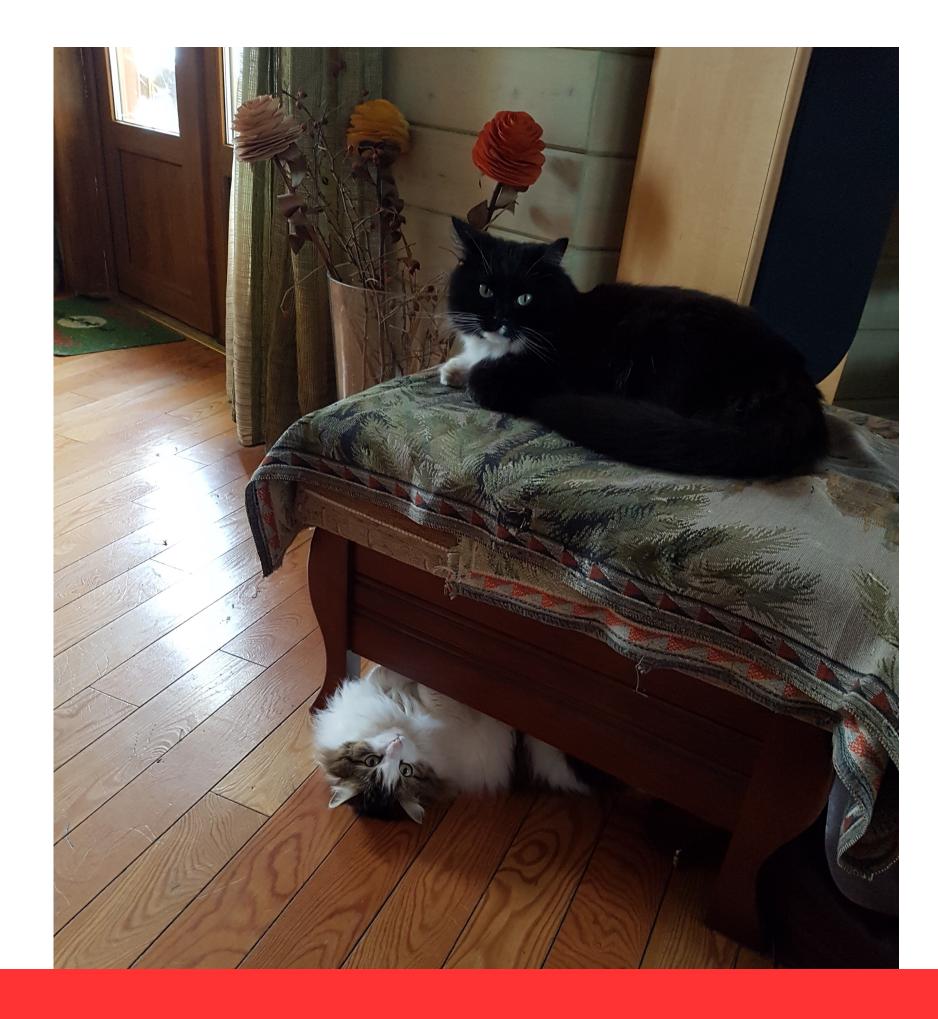


Is this cat white?

Yes

No





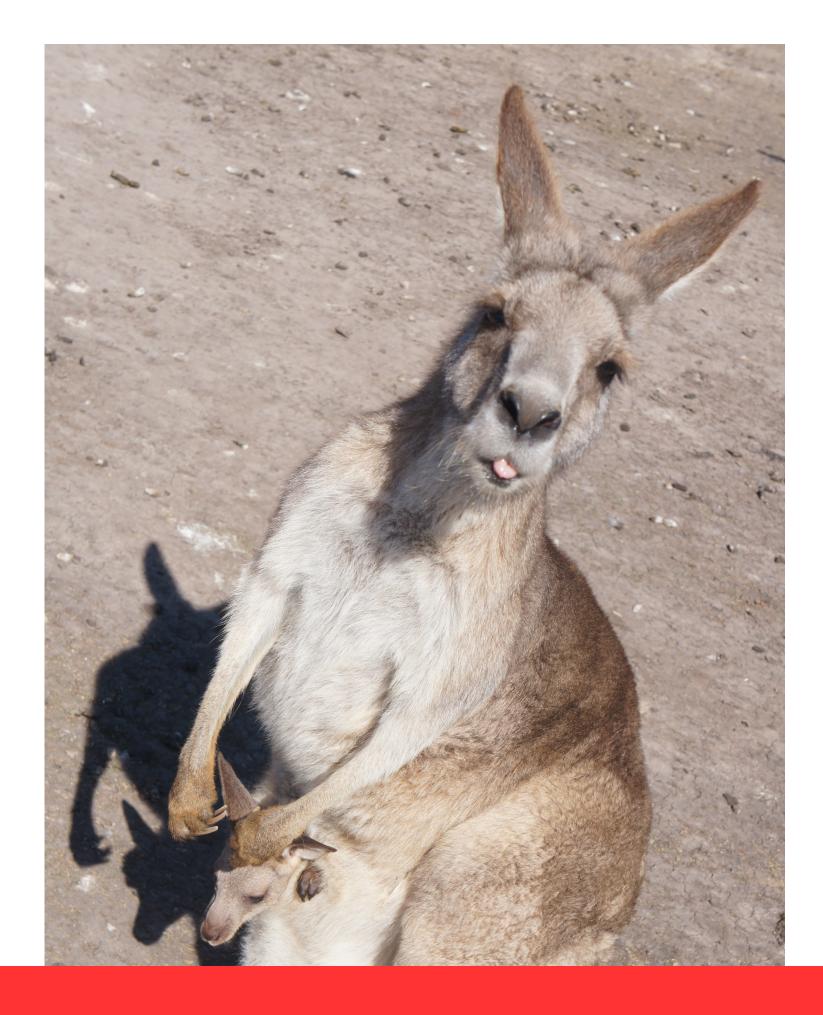
Rare case: many cats

Is this cat white?

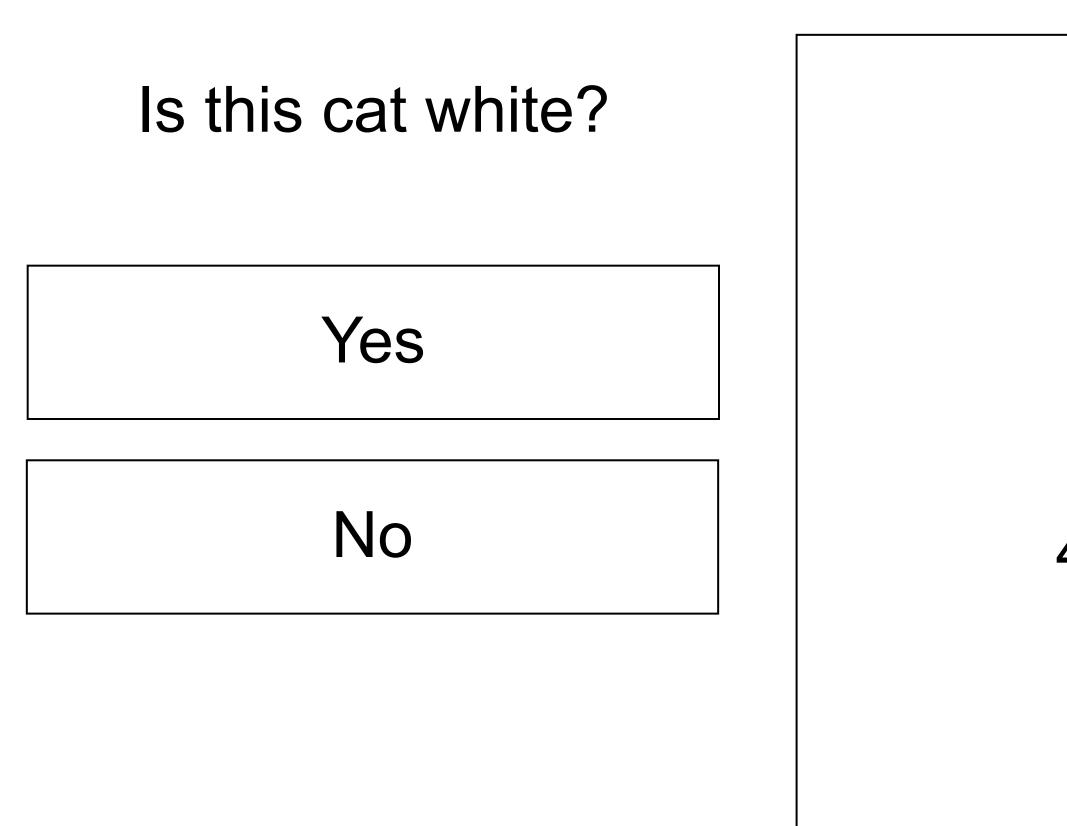
Yes

No





Rare case: not a cat



Rare case: image has not been shown

404: Cannot download the image

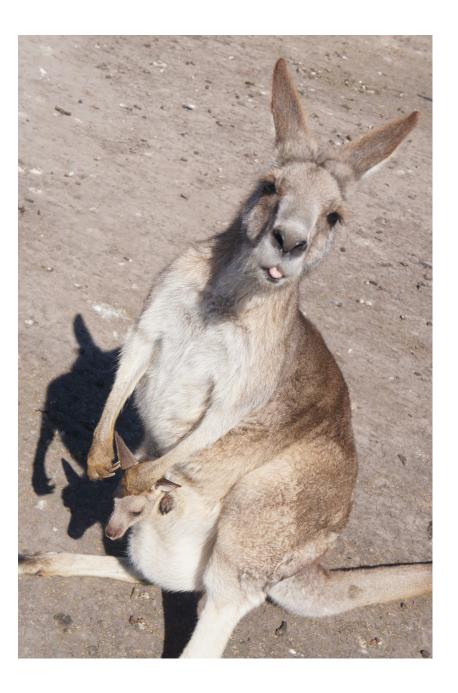
Is this cat white?

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 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

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

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

Golden set (aka honey pots)

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

- > 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

Best practices

> Distribution of answers in golden set = distribution in whole set of tasks

(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



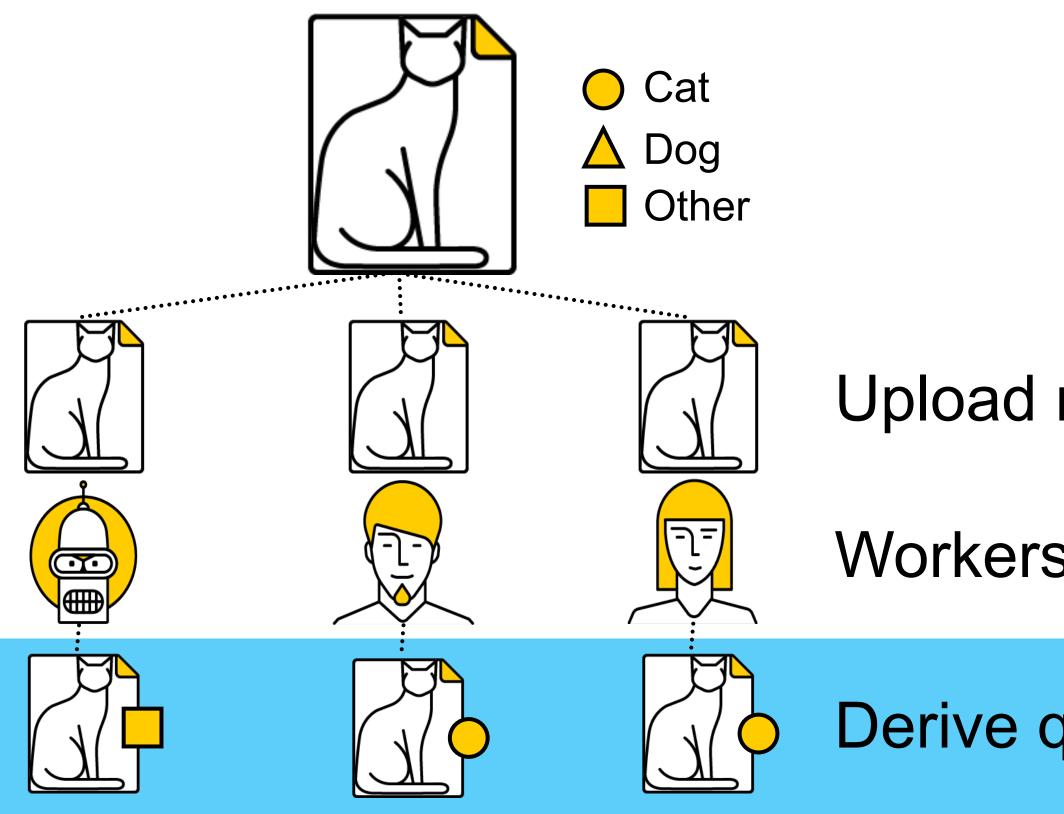
Tricks to remove bots and cheaters

- > 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



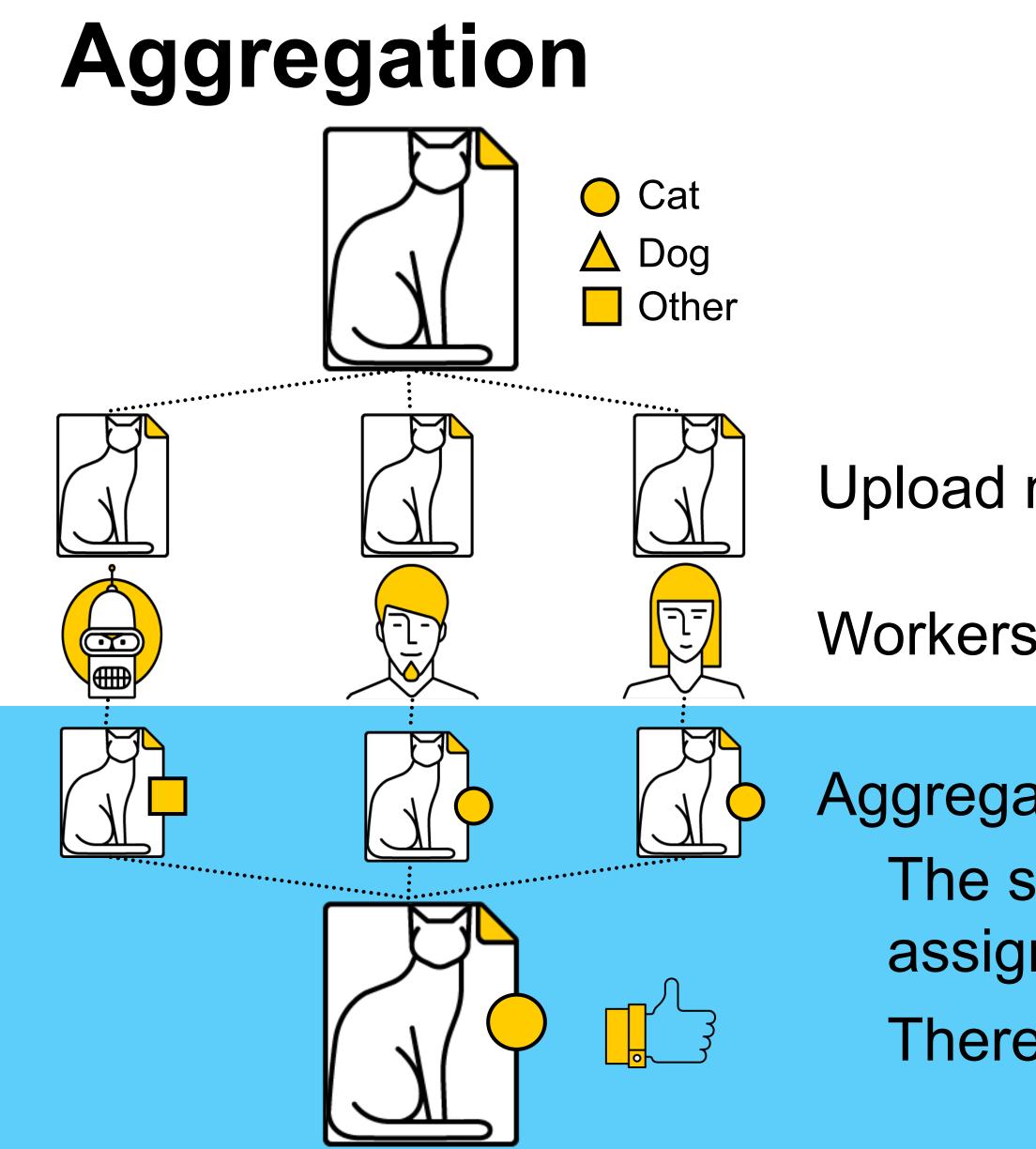
Works well only if most workers have good quality

- Upload multiple copies of each object to label
- Workers assign noisy labels to objects
- Derive quality from consensus

Will be discussed in Part VI



Aggregation



Upload multiple copies of each object to label

Workers 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

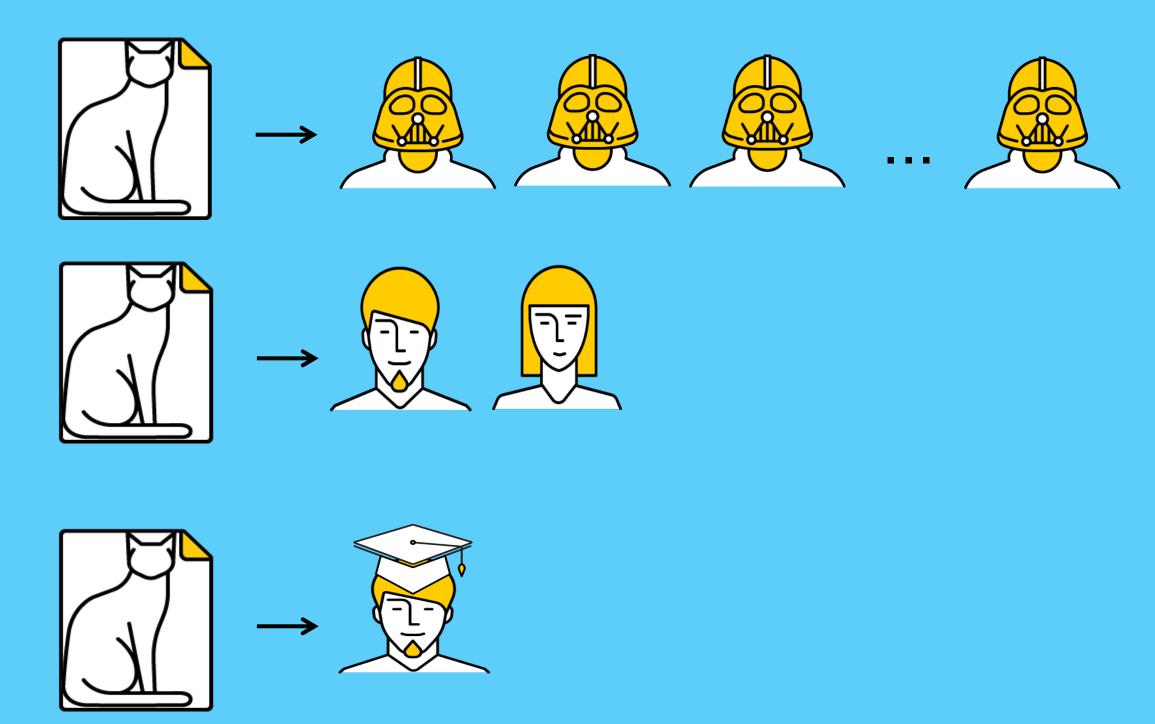
Will be discussed in Part VI



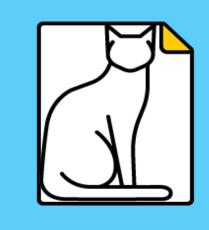
Incremental relabelling & Pricing

Incremental relabelling

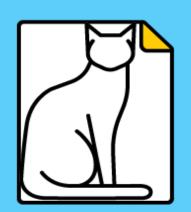
Obtain aggregated labels of a desired quality level using a fewer number of noisy labels







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:

- How quickly do you need accomplished tasks (latency)?

Result quality:

Incentivize better performance by a quality-dependent price

The lower supply of performers is (e.g. due to specific skills), the higher price

Will be discussed in Part VIII



Good decomposition is the key to success

IF

Good decomposition

THEN

Performers do tasks with better quality

Easy to control quality

Simple instruction

Easy to use task interface

> Standard aggregation models work well

Easy to control and optimize pricing













Thank you! **Questions?**

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https://research.yandex.com/tutorials/crowd/wsdm-2020

