



WE CROWDSOURCE THE DESIGN
PROCESS, ALLOWING THOSE WITH
THE BEST DESIGNS TO CONNECT—
VIA ALREADY-IN-PLACE SOCIAL
NETWORKING INFRASTRUCTURE—
WITH INTERESTED MANUFACTURERS,
DISTRIBUTORS, AND MARKETERS.



NOBODY CAUGHT ON THAT OUR BUSINESS
PLAN DIDN'T INVOLVE US IN ANY WAY—
IT WAS JUST A DESCRIPTION OF OTHER
PEOPLE MAKING AND SELLING PRODUCTS.

Kazemi & Shahabi: GeoCrowd: Enabling Query Answering with Spatial Crowdsourcing

Seminar MediaQ
Basaran, Kinshofer, Sauer

08.12.14



Taxonomy of Spatial Crowdsourcing

- Spatial Crowdsourcing Classification

Reward-based vs Self-incentivised

- Spatial Task Publishing Modes

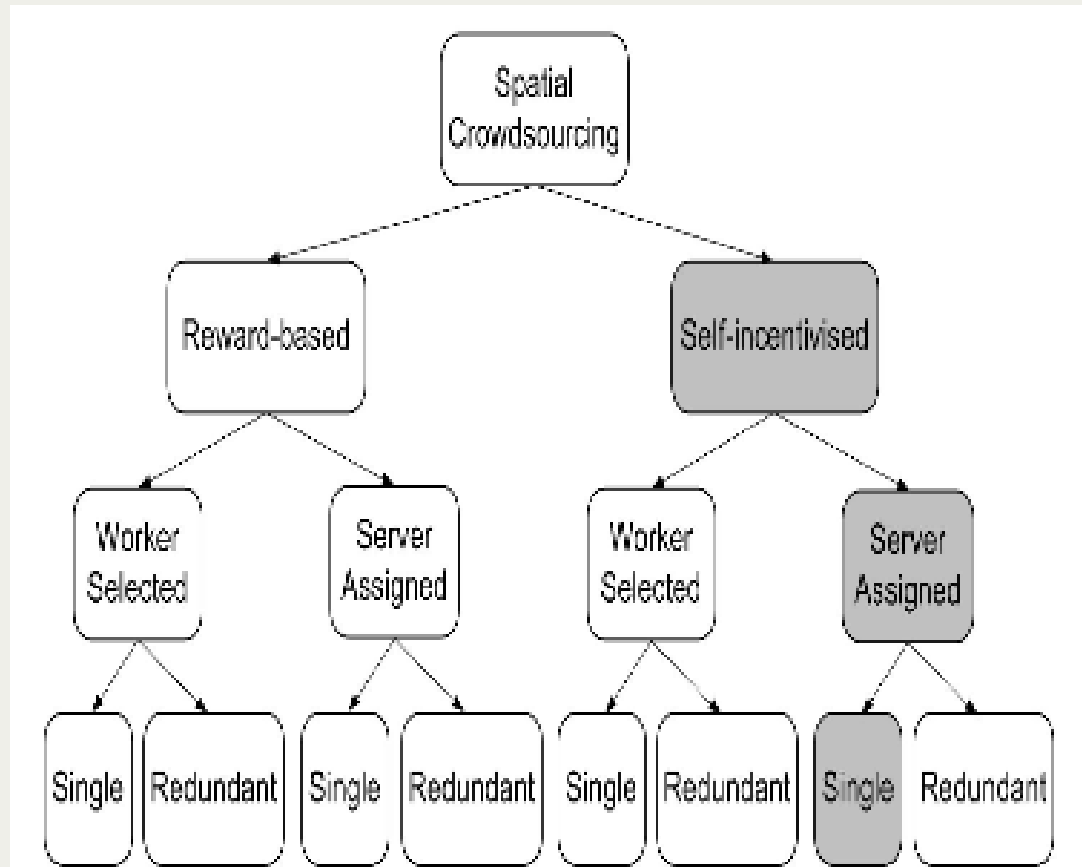
Worker Selected vs Server Assigned

- Spatial Task Assignment Modes

Single Task Assignment vs Redundant Task Assignment



Taxonomy of Spatial Crowdsourcing



Quelle: Kazemi, L. & Shahabi, C.: GeoCrowd: Enabling Query Answering with Spatial Crowdsourcing



MTA-Problem

- Maximum Task Assignment:

Maximize **number of assigned Tasks** during time T , where Tasks are assigned at times $t \in T$

- Worker:

max. **number of tasks max** and **region R** in which he travels



MTA-Problem

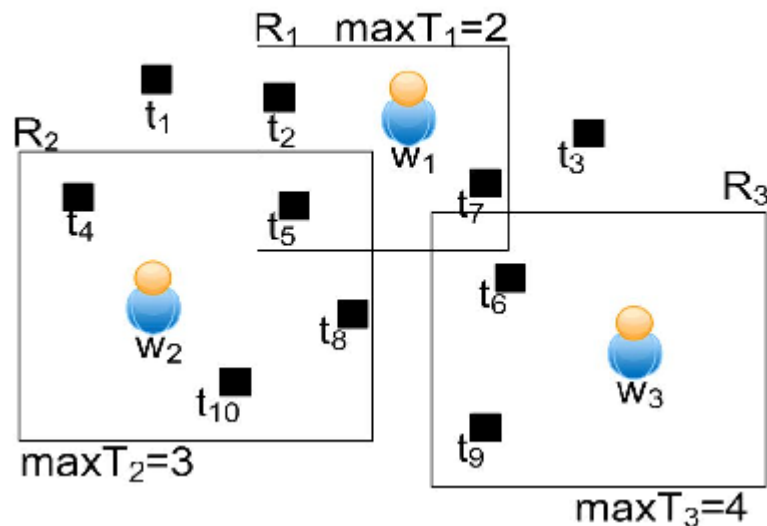
- Greedy-Strategy:

Solve MTA-Problem **locally** for every instance
of time

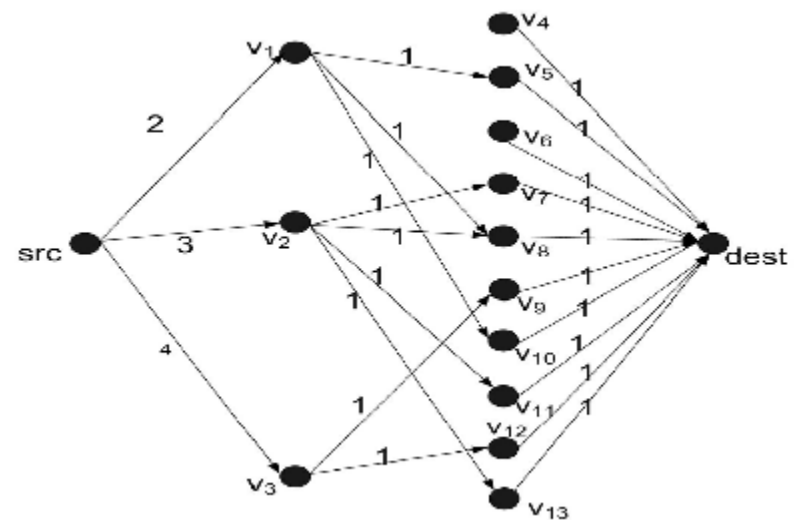
Reduction to **Maximum Flow Problem**



MTA-Problem



Flow Network Graph



Tasks and Workers

Quelle: Kazemi, L. & Shahabi, C.: GeoCrowd: Enabling Query Answering with Spatial Crowdsourcing



MTA Problem

- Least Location Entropy Priority Strategy
Higher priority to tasks in **worker-sparse areas**



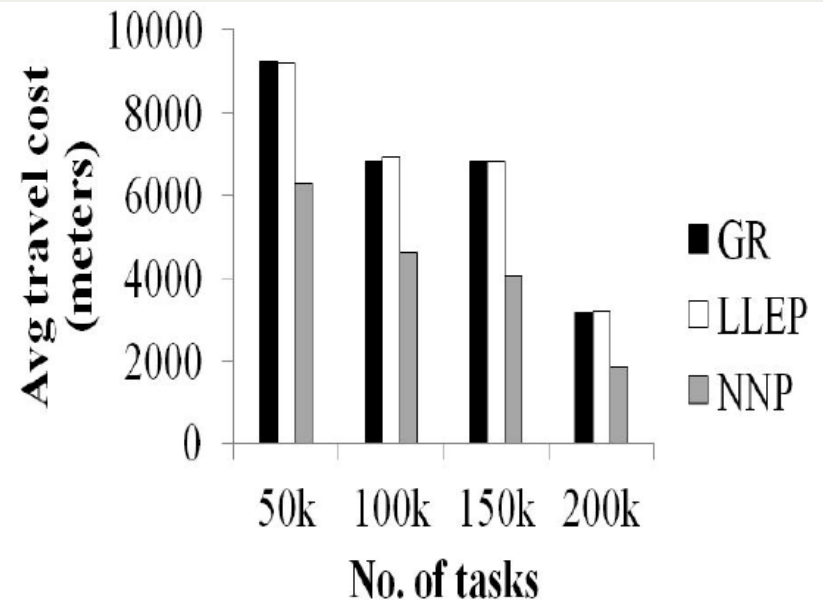
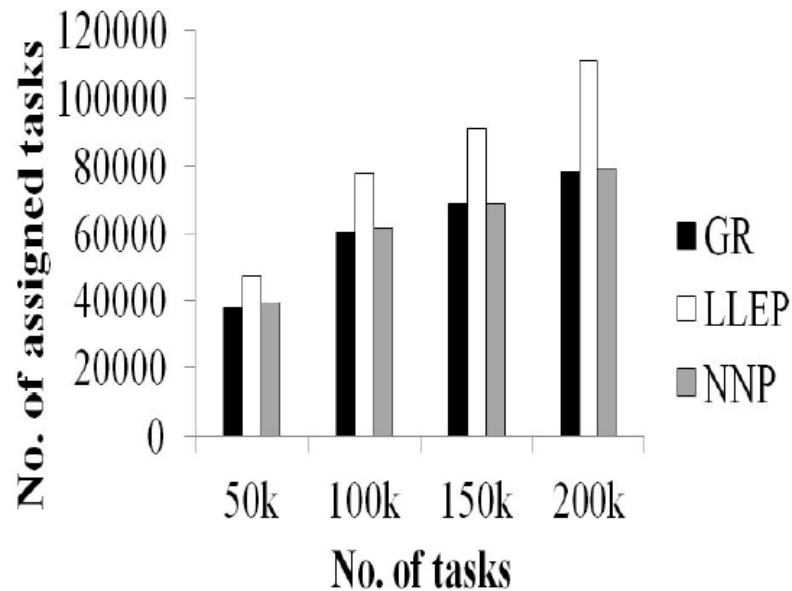
MTA-Problem

- Nearest Neighbor Priority

Assign tasks with **lowest travel costs** for every worker
(euklidean distance)



Evaluation



Quelle: Kazemi, L. & Shahabi, C.: GeoCrowd: Enabling Query Answering with Spatial Crowdsourcing



Use Cases

- **Student Orientation – App:**
 - Where are good Coffeeshops near LMU?
- **Crime Scene Investigation:**
 - Crime happened, upload all your videos
- **Alternate Reality Gaming:**
 - Citywide Räuber und Gendarm



Use Cases

- Flashmobs
- Proof for Scavenger Hunts



References:

- Leyla Kazemi, Cyrus Shahabi. GeoCrowd: Enabling Query Answering with Spatial Crowdsourcing. In Proc. GIS (2012).
- Ford, Lester R., and Delbert R. Fulkerson. "Maximal flow through a network." *Canadian journal of Mathematics* 8.3 (1956): 399-404.