

Human Computation

Xiaojun Bi

Stony Brook University

Xiaojun@cs.stonybrook.edu

11/14/2019

What is Human Computation?

- **Human Computation** is a technique when a computational process performs its function via outsourcing certain steps to humans.



Why Human Computation?

- **Human Computation** leverages differences in abilities and alternative costs between humans and computer agents to achieve symbiotic human-computer interaction.
- Applicable to a large number of problems that are hard to solve by using traditional techniques
 - “When you have a hammer everything looks like a nail”
- The growth of Internet users

The ESP Game



How to Play

- 1 You and a partner **see** the same **image**.



- 2 Each of you must **guess** what words your partner is **typing**.

make a new
Tree

Got it, Let's Play!

View Top Scores

THE ESP GAME

TWO-PLAYER ONLINE GAME

**PARTNERS DON'T KNOW EACH OTHER AND CAN'T
COMMUNICATE**

**OBJECT OF THE GAME:
TYPE THE SAME WORD**

THE ONLY THING IN COMMON IS AN IMAGE

THE ESP GAME

PLAYER 1



GUESSING: **CAR**

GUESSING: **HAT**

GUESSING: **KID**

SUCCESS!
YOU AGREE ON CAR

PLAYER 2



GUESSING: **BOY**

GUESSING: **CAR**

SUCCESS!
YOU AGREE ON CAR

ReCAPTCHA

- reCAPTCHA is a free CAPTCHA service that helps to digitize books, newspapers and old time radio shows.
- reCAPTCHA does exactly that by channeling the effort spent solving CAPTCHAs online into "reading" books.

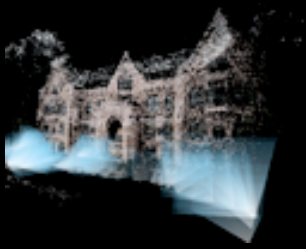
Correct!
You've digitized 1 word.

Peretti belien

Type the two words:

reCAPTCHA™
stop spam.
read books.

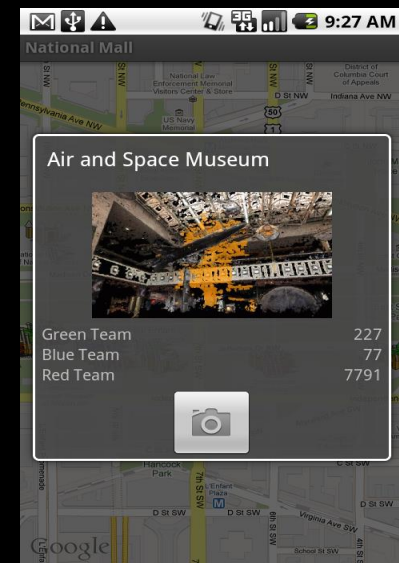
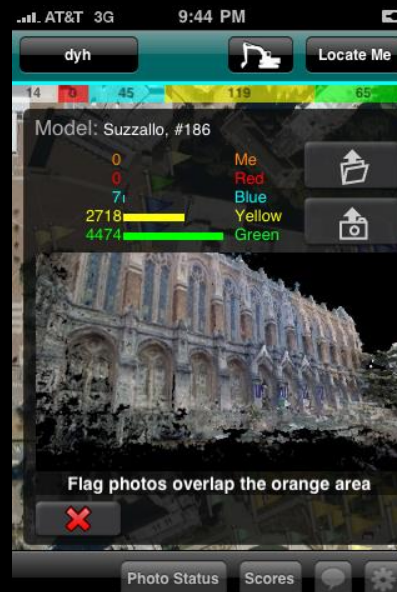
The words above come from scanned books.
By typing them, you help to digitize old texts.



PhotoCity

Capture the world, one photo at a time

- [PhotoCity](#) is a game played **outdoors**, with **any camera**. By taking photos of buildings around your **city** or **school campus**, users can *earn points*, *capture flags*, and *virtually own their favorite buildings*, all while contributing to a **large-scale 3D reconstruction!**

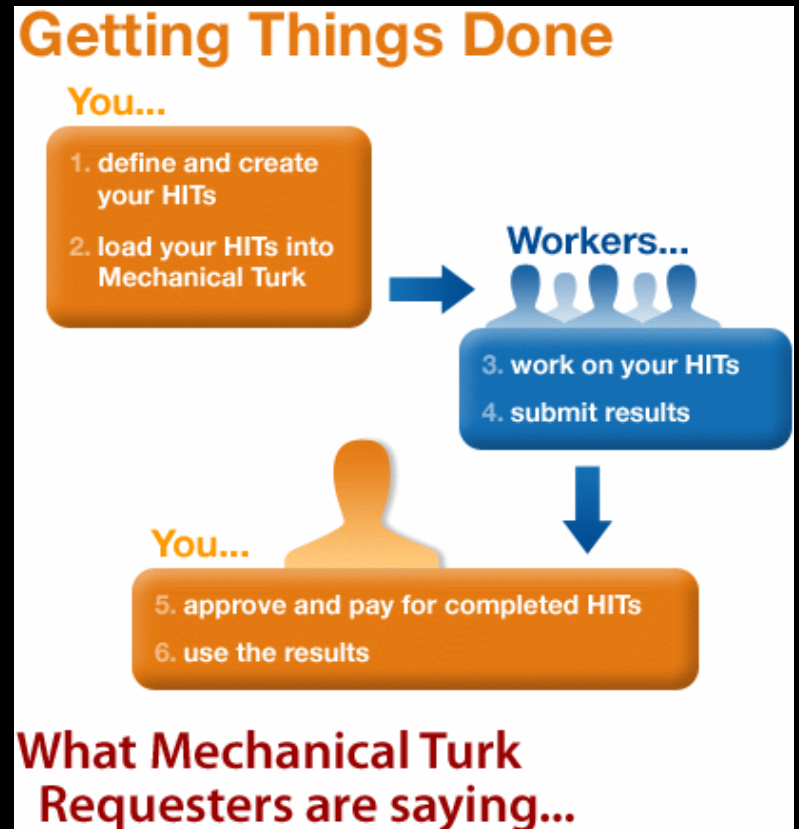


How Does Human Computation Work?

- Incentive mechanisms
 - Fun
 - Access to some services
 - Money
- Validity Guarantee
 - Cross-validation/redundancy

Amazon Mechanical Turk

- Human Intelligence Task (HIT)
 - Tasks hard for computers
- Developer
 - Prepay the money
 - Publish HITs
 - Get results
- Worker
 - Complete the HITs
 - Get paid



Artificial Intelligence

- Obvious applications of MTurk
 - User survey
 - Image tagging
 - Data collection
 - User studies
- And not so obvious application of Mturk
 - Soylent: A Word Processor with a Crowd Inside
 - VizWiz: Accessibility Assistant to Visual Impaired Users

NASA Clickworkers



Mars Clickworkers

Task: **Mark all craters**

Instructions: Please click on four points around the

☒ Show the craters I've marked.




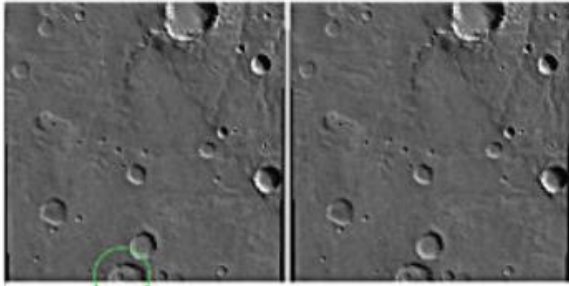
You can start clicking on the next crater — or **Undo** the last one, if it's wrong.

When you're done:

Finished? **Send it in.**

☐ I've marked some of the craters, but can't finish.

☒ I've marked every crater larger than this: 




2. Select which one of the following three classes (fresh crater, degraded crater, "ghost" crater) best describes that crater. Then press **Send**

☒ Not sure which class it is ☐ Can't tell which crater is circled

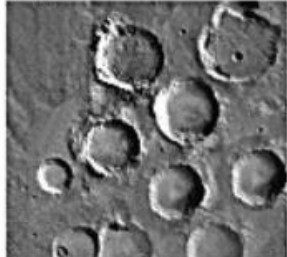
☐ **Fresh crater**

Displays a sharp rim, distinctive ejecta blanket, and well-preserved interior features (if any). Central peaks count as interior features, but craters within the crater do not.




☐ **Degraded crater**

Surrounding ejecta blanket is gone. Interior features are largely or totally obliterated. Rim is rounded or removed.



☐ **"Ghost" crater**

Crater is faintly visible through overlying deposits.

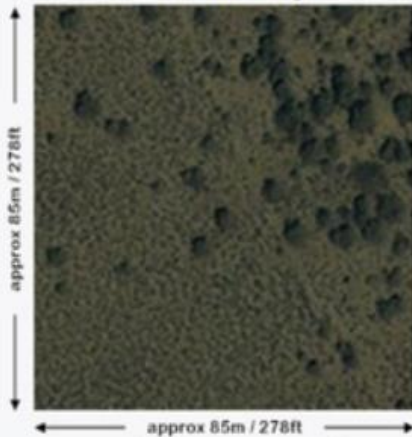


Search for Steve Fosset

Steve Fossett Missing: Help find him by searching satellite imagery

New examples and instructions! If this is your first time working on this task, please carefully review the instructions further down.

Review This Image



(c) This imagery is copyright GeoEye

Example



Example of an airplane and an airplane crash showing the size of object being searched for.

Need More Detail?

To view in Google Earth, load the KML file below then cut and paste:

38.290787,-118.732681

in the "Fly To" box found at the top left corner of the application.

For a similar viewing experience in Google Earth to the above image, navigate to an altitude of roughly 1,500 feet.

IMPORTANT: Please ensure that you've loaded the following KML file below in Google Earth before navigating to the co-ordinates. Otherwise, you risk looking at old and irrelevant images.

KML file for Google Earth Searching:

http://s3.amazonaws.com/Fossett-GE4/GeoEye_4/index.kml

OPEN

contest accepting entries, 5 days, 7 hours remaining ([more details](#))

healthy

guaranteed

entries
46

prize
\$500



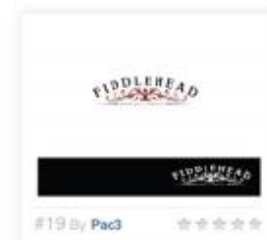
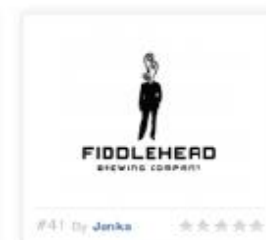
[read the brief](#)

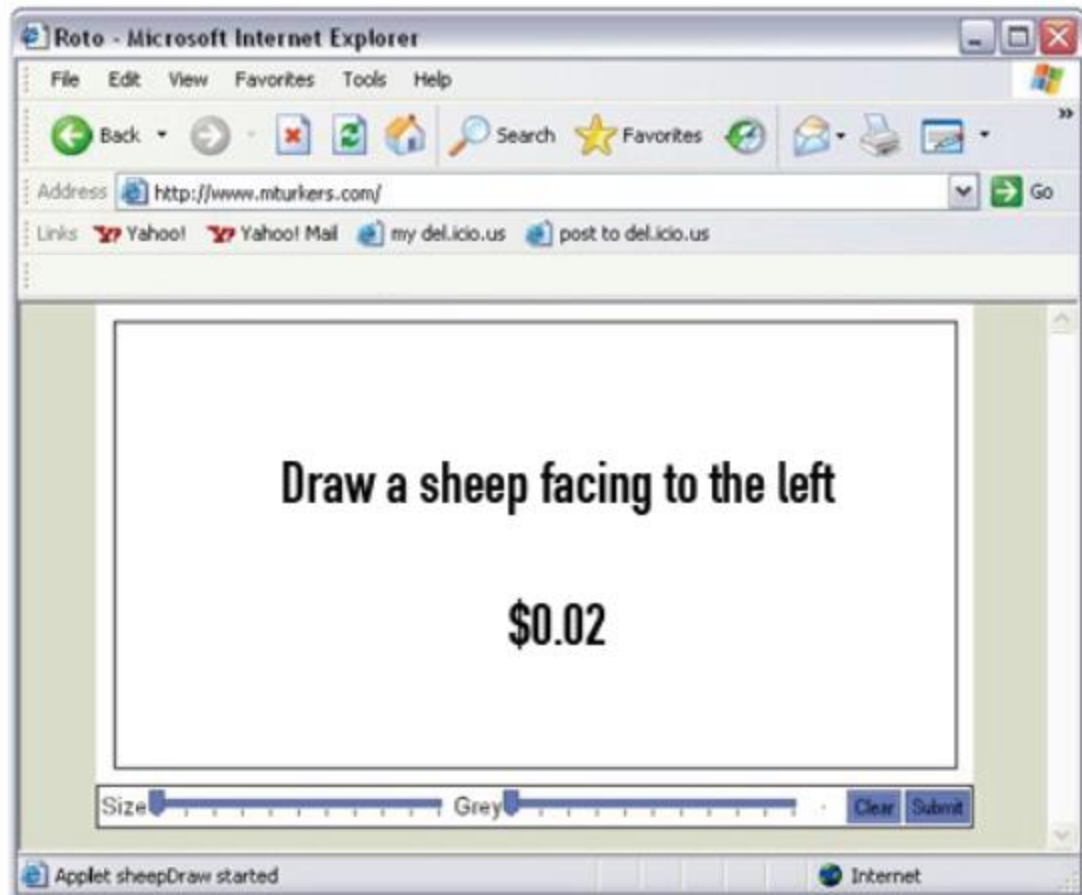
[submit a design](#)

Entries most recent first

Time Submitted

Show Only...







Aaron Koblin, The Sheep Market

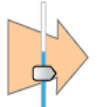
Aaron Koblin, The Sheep Market

<http://www.thesheepmarket.com/>

Soylent: A Word Processor with a Crowd Inside

Input	Original Length	Final Length	Turk Statistics	Time per Paragraph	Example Output
Blog	3 paragraphs 12 sentences 272 words	83% character length	\$4.57 158 workers	46 – 57 min	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 UIST [28]	7 paragraphs 22 sentences 478 words	87%	\$7.45 264 workers	49 – 84 min	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 UIST [29]	5 paragraphs 23 sentences 652 words	90%	\$7.47 284 workers	52 – 72 min	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 in a graphical environment.
Rambling E-mail	6 paragraphs 24 sentences 406 words	78%	\$9.72 362 workers	44 – 52 min	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: [...]
Technical Comp. Sci. [3]	3 paragraphs 13 sentences 291 words	82%	\$4.84 188 workers	132 – 489 min	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) .

Shortn action patterns
butions directly
conceptual and
vity. Authoring tools offer help with prag-
thus present Soylent, a word processing
Find-Fix-Verify crowd programming pat-



This paper introduces architectural and
plex endeavors that span many levels c
other people. We thus present Soylent,
ability, cost, wait time, and work time fo

Crowdproof ey d
use the software developed
othing about programming

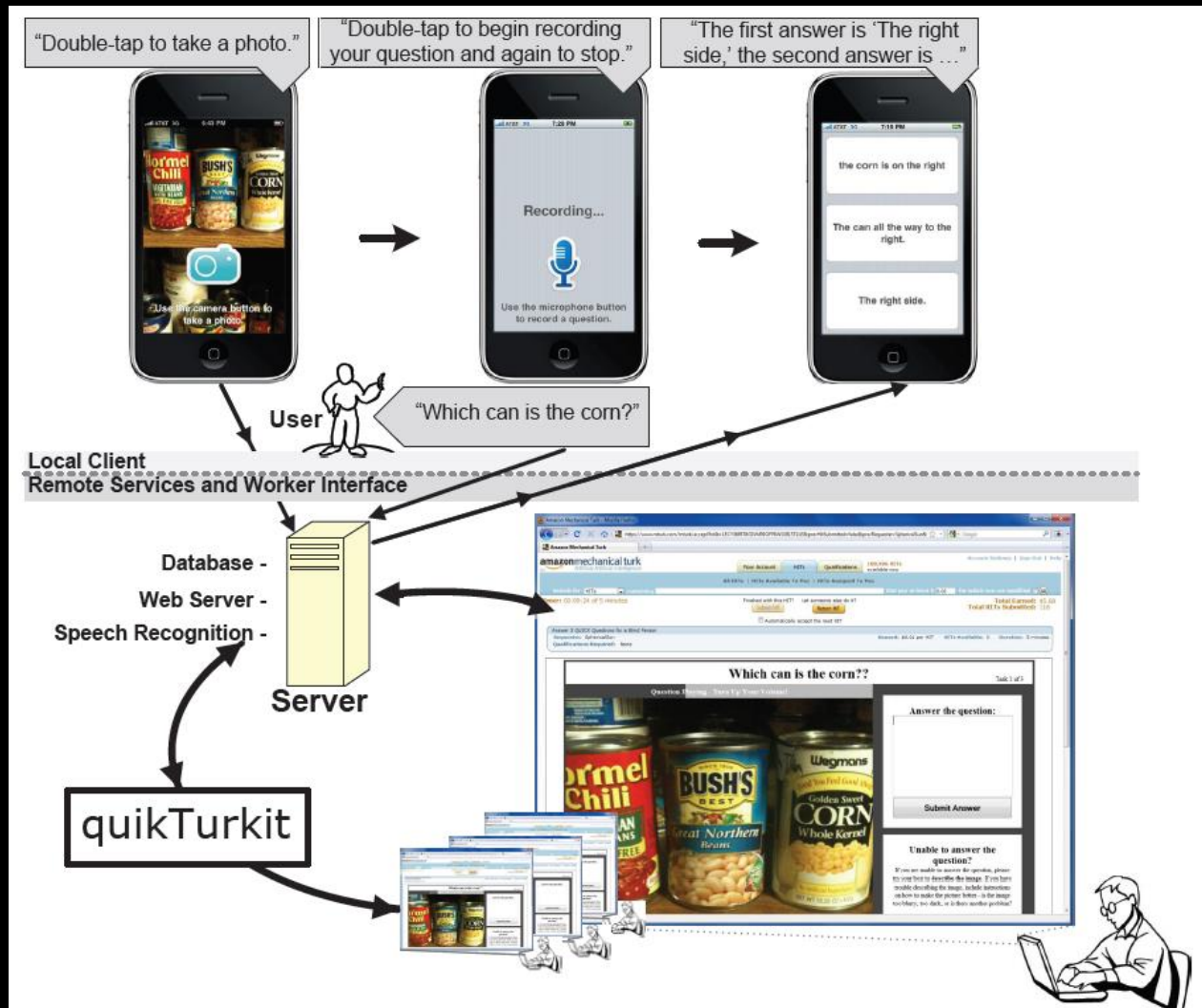
let people be able to co
'Be able to' is unnecessary: let people
allow people to control

The Human Macro

Write a request:
Find Creative Commons figure for paragraph



VizWiz: Nearly Realtime Answers to Visual Questions





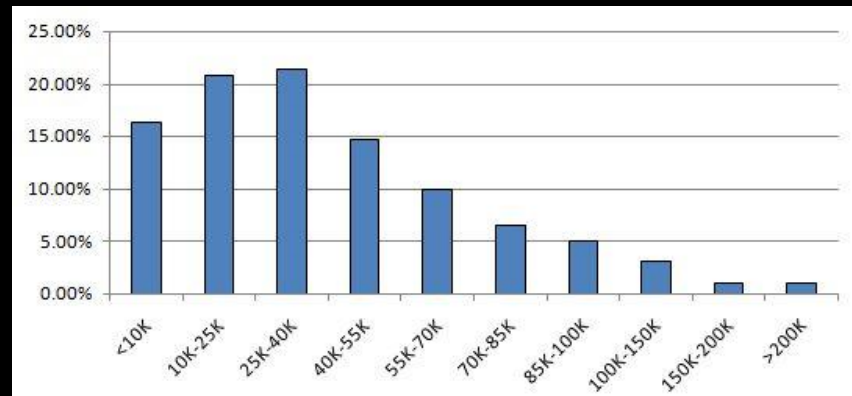
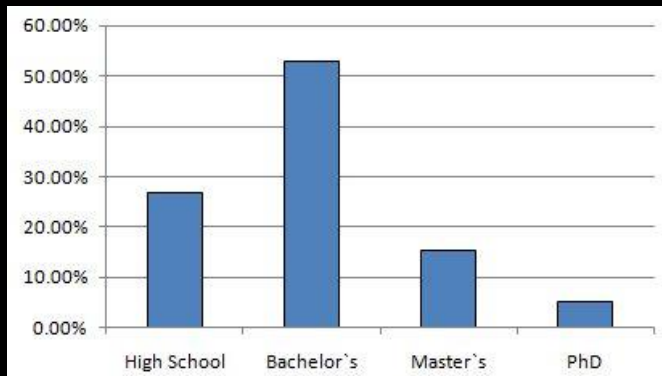
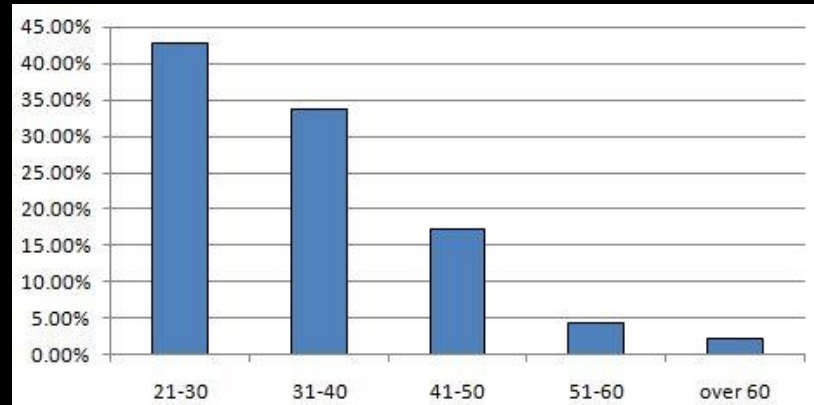
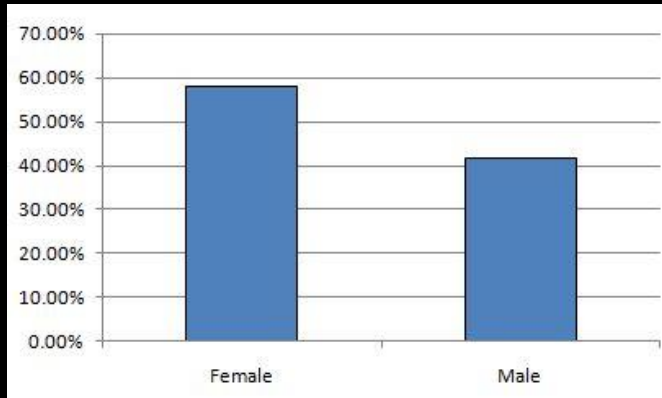
The Demographics of MTurk

- Survey on 1000 Turkers
 - Conduct the survey twice (Dec. 2008 and Oct. 2008)
 - Consistent statistics
 - Blog Post:
 - <http://behind-the-enemy-lines.blogspot.com/2007/08/experiences-using-amazon-mechanical.html>
- Where are Turkers from?
 - United States 76.25%
 - India 8.03%
 - United Kingdom 3.34%
 - Canada 2.34%

How Much Should I Pay?

- It depends on the task.
- Some information:
 - Payment ≥ 0.01 : 586
 - Payment ≥ 0.05 : 357
 - Payment ≥ 0.10 : 264
 - Payment ≥ 0.50 : 74
 - Payment ≥ 1.00 : 48
 - Payment ≥ 5.00 : 5

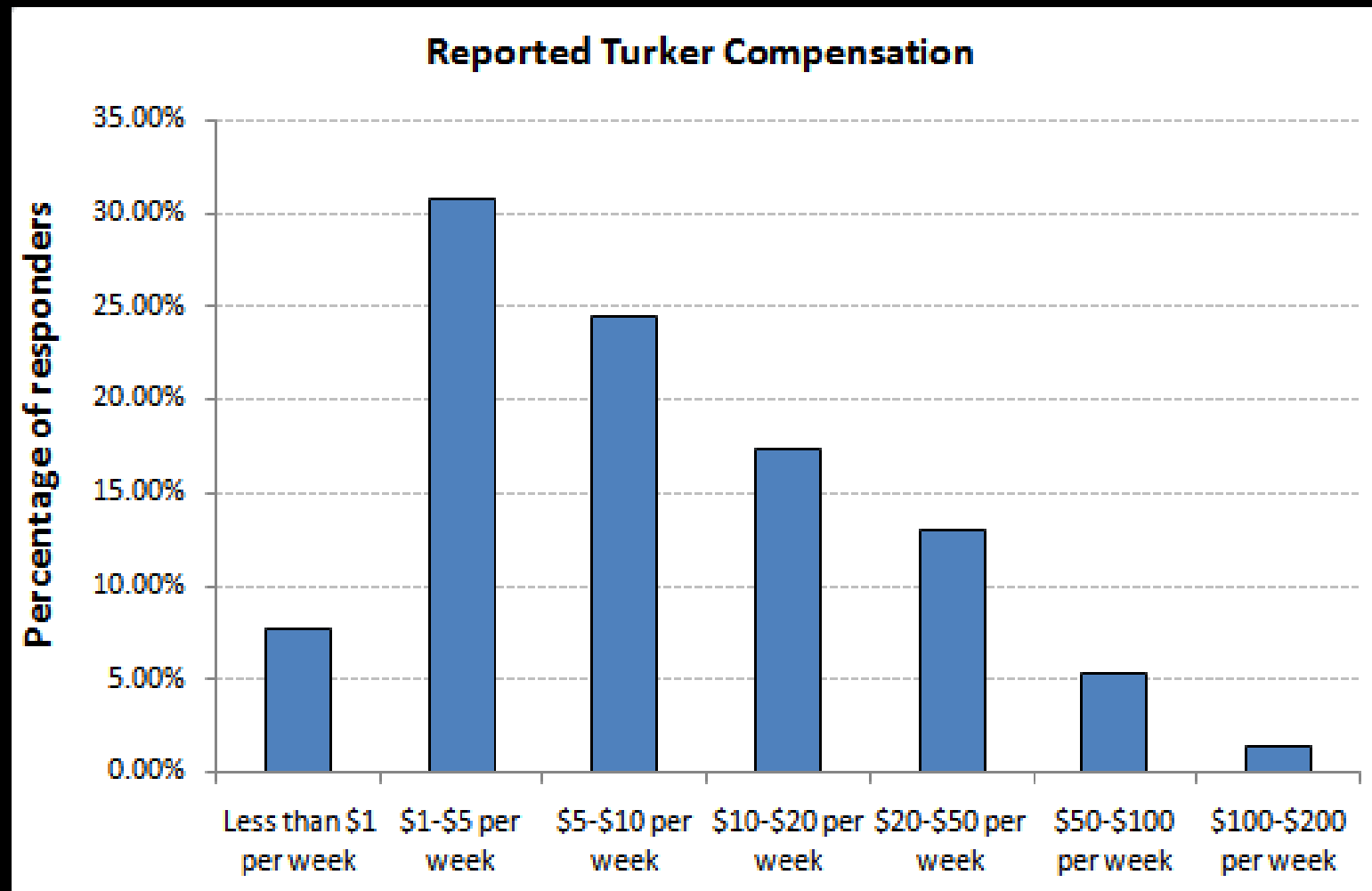
Other Statistics



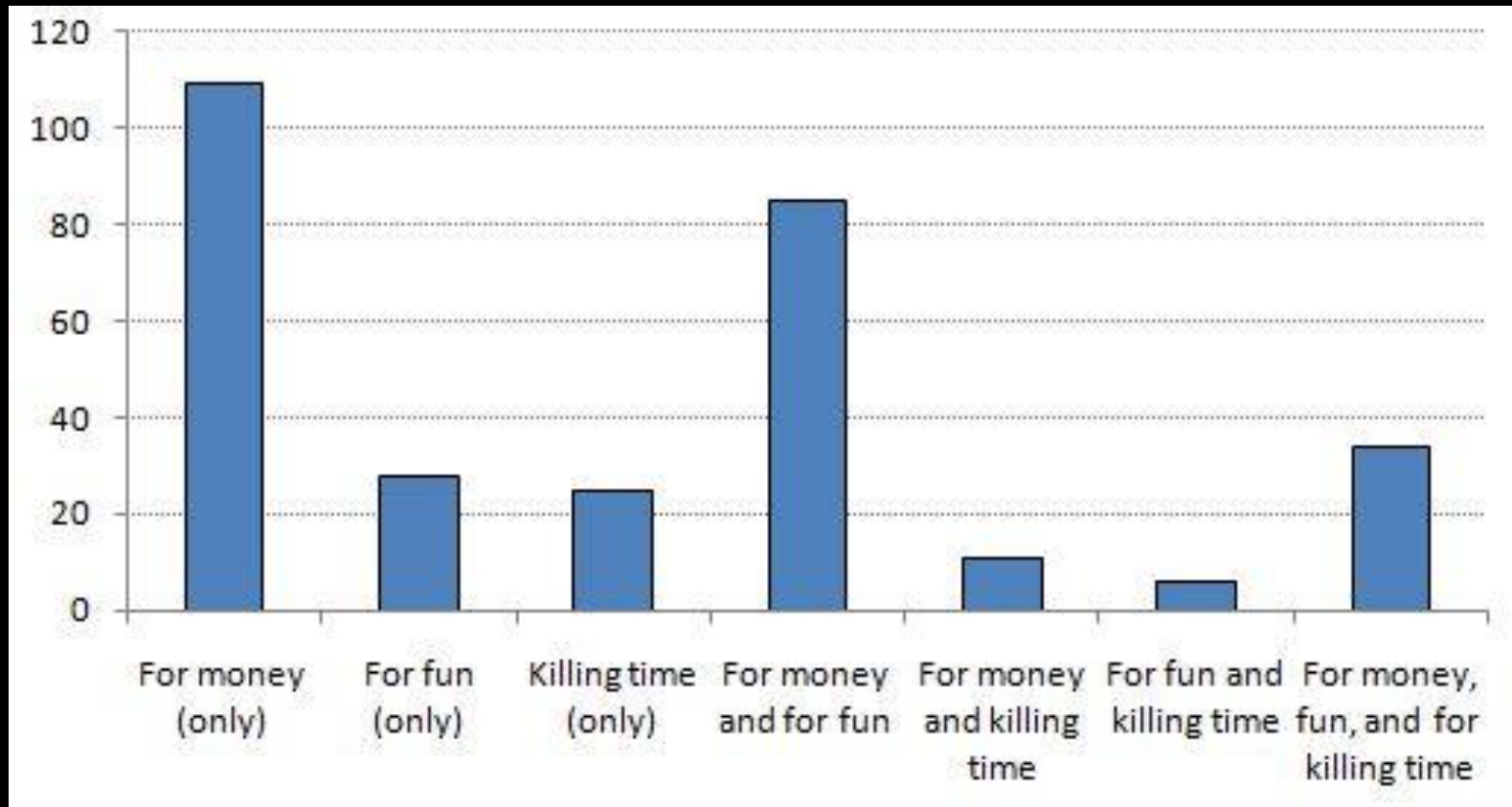
Comparing with Internet Demographics

- Use the data from ComScore
- In summary, Tickers are
 - younger
 - Portion of 21-35 years old: 51% vs. 22% in internet
 - mainly female
 - 70% female vs. 50 % female
 - having lower income
 - 65% tickers with income < 60k/year vs. 45% in internet
 - having smaller family
 - 55% tickers have no children vs. 40% in internet

How Much Turkers Earn?



Why Turkers Turk?



Discussions

- Are they fads or trends?
- What are the prospective limitations? Are the limitations fixable?
- Can we discover solutions to some of more challenging tasks (more sequential / interconnected components in the task) under such framework?