Introduction to Adaptive Surveys and Amazon Mechanical Turk

Computational Social Science Skills Workshop

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Motivation

- ► Crowdsourcing: employers connect with global pool of free-agent workers to complete a specialized or repetitive tasks
- ► Traditionally:
 - One way communication
 - Many tasks in-built on crowd-sourcing clients
 - Passive sampling
 - May have biases requester has not controlled for
- Adaptive Surveys:
 - Two-way communication (more efficient)
 - Usually not in-built on clients (harder to code)
 - Active sampling
 - Biased by design

Roadmap for this Talk

- ► Introduction to Crowdsourcing
- ► Introduction to Adaptive Surveys
 - Quicksort
 - Multi-armed Bandits
 - Active Sampling
- Skill 1: Collect crowdsourced data via MTurk
- ▶ Skill 2: Run a simple quicksort on python
- GitHub repository for session material: github.com/NandanaSengupta/MTurk_Adaptive_CSS



Crowdsourcing and Mechanical Turk

- ► Employers connect with global pool of free-agent workers to complete a specialized or repetitive tasks
- ▶ Workers: mostly from US (then India), supplementary income
- ► Employers: mostly academics and non-profits + few big companies
- Academic Impact: In 2015, 800 published studies used crowdsourced data
- ► Economic Impact: In 2013, \$2 billion revenue 48 million registered workers (5 million active)
- Type of tasks
 - Annotation, Tagging, Classification
 - Ratings, Comparisons

Crowdsourcing and Mechanical Turk

► Sentiment Analysis:

This was the best book I ever read!!! Thank you so much! :)
Sentiment expressed by the content:
Strongly Positive
Positive
Neutral
Negative
Strongly Negative

► Image Tagging:



ag 1:	
'ag 2:	
ag 3:	
What emotion does this GIF invoke:	
Awesomeness	
Funniness	
Sweetness	
No emotion	
Sadness	
Creepiness	



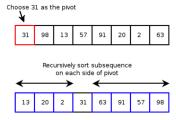
Adaptive Surveys

- Two-way communication
- Fewer potential queries (more efficient)
- Biased by design
- Exploration vs Exploitation
- ▶ Where can it be used?
 - Information tasks where the space of options is very large
 - When some choices are very informative of whole space
 - Survey where options space is expanding



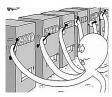
QuickSort

- ▶ Objective: ranking a list of objects $(k_1, k_2, \dots k_n)$
- Quicksort algorithm:

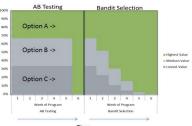


- ▶ Benefits: On average requires $O(n \log(n))$ comparisons << random sampling $O(n^2)$
- ▶ In the social sciences?
- Ranking of a) streetviews, b) policy options, c) skills

Multi-Armed Bandits



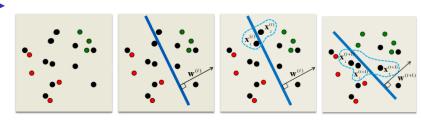
- ► Eg: Three options, 'A' 'B' and 'C',
- ▶ If 'A' performs best, probability of selecting 'A' higher than 'B', 'C'.
- Still random but depends on current best guess of option values.



- Disadvantages: Hard to implement, significant result takes time, can converge to suboptimal
- ► In the social sciences?
- Marketing online products, marketing policies

Active Sampling

- With massive unlabeled pool, sometimes cannot afford exhaustive labelling
- Active sampling: At each time 't', pick 'most uncertain' or 'most informative' items to label



- Disadvantages: Hard to implement, can converge to suboptimal, some comparisons truly uncertain
- ▶ In the social sciences?
- Estimating individual preferences via pairwise comparisons

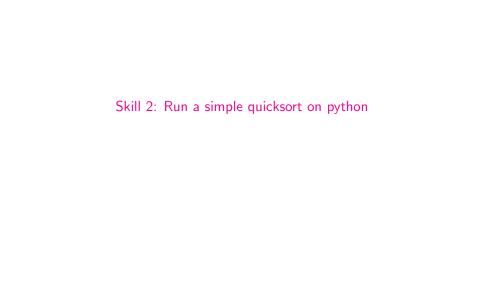


Introduction to Amazon Mechanical Turk

- What is M(echanical) Turk?
 - ▶ MTurk is a crowdsourcing internet marketplace. *Requesters* get access to an on-demand workforce (*workers*) to perform surveys and tasks which computers are unable to do.
- Is this tutorial for Workers or Requesters?
 - This tutorial is for MTurk Requesters who want to collect and analyze crowdsourced data.
- ► What is a HIT?
 - ► HIT stands for Human Intelligence Task these are the tasks requesters design and workers complete.

Step by Step MTurk Tutorial

- Step 1: Setup a Requester Account
- ► Step 2: Purchase Prepaid HITS
- Step 3: Create a new survey
 - ► Step 3a: HIT properties
 - ► Step 3b: Design Layout
 - ► Step 3c: Preview and Finish
- Step 4: Publish HIT
- ▶ Step 5: Track Progress and Manage Results
- ▶ Step 6: Approve Workers and Download Results



Skill 2: Quicksort demonstration

```
from random import randrange
from random import sample
# given list, sub-list (defined by start and end indices), random pivot index
def partition(lst, start, end, pivot):
    # place pivot at the end of the sub-list
    lst[pivot], lst[end] = lst[end], lst[pivot]
    lst below pivot = []
    1st above pivot = []
    guery counter = 0
    # dividing into two lists (above and below pivot)
    for i in range(start, end):
        query counter +=1
        if lst[i] < lst[end]:</pre>
              lst below pivot.append(lst[i])
        if lst[i] >= lst[end]:
              lst above pivot.append(lst[i])
    next pivot = start + len(lst below pivot)
    lst[start : next pivot ] = lst below pivot
    lst[next pivot] = lst[end]
    lst[(next pivot + 1): end+1 ] = lst above pivot
    return next pivot, query counter
def quick sort(lst, start, end):
    if start >= end:
        return 0
    pivot = randrange(start, end + 1)
    new_pivot, nqueries = partition(lst, start, end, pivot)
    nqueries += quick sort(lst, start, new pivot - 1)
    ngueries += guick sort(lst, new pivot + 1, end)
    return ngueries
def sort(lst):
    ngueries = guick sort(lst, 0, len(lst) - 1)
    return ngueries
```

