

Crowd Computing

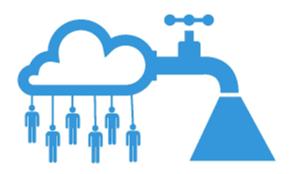
Leverage Collective Intelligence, Creativity, and Resources

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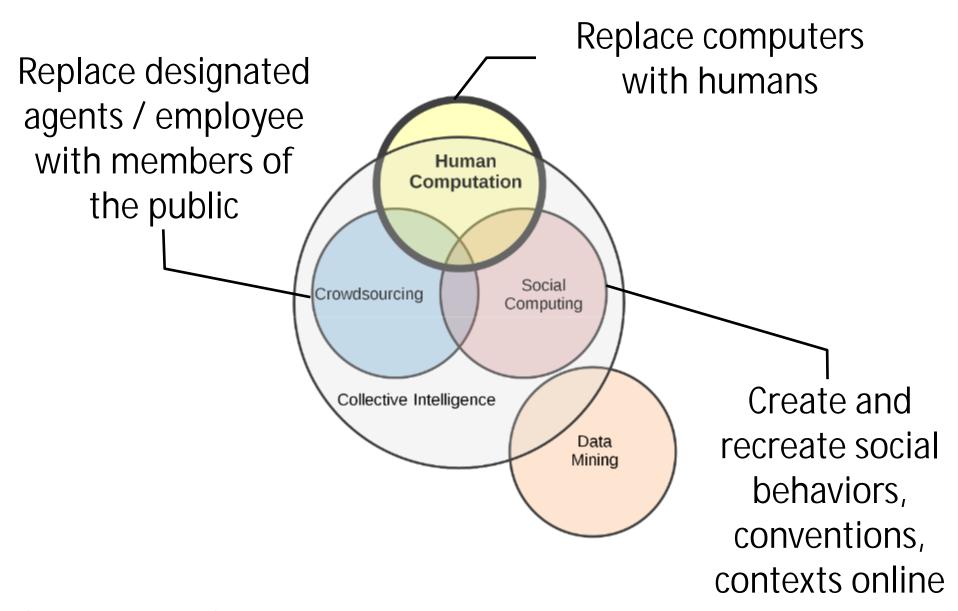


Definitions

- Crowd Computing
 - Harness the power of people online to do tasks that are hard for individuals or computers to do alone
- Other arguments
 - Crowd computing = (human + machine) computing
 - Crowd computing = (social + cloud) computing



http://www.forbes.com/sites/benkerschberg/2015/02/05/how-strategic-cmos-use-crowdsourcing-to-win/



(Quinn & Bederson, 2011)

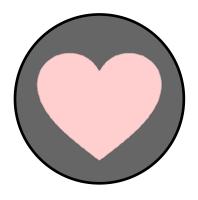


Human Computation

- Paradigm for utilizing human processing power to solve problems that computers cannot yet solve
 - von Ahn's 2005 dissertation titled Human Computation
 - Eventually able to be done by computers
 - Without monetary compensation







(Von Ahn, 2005)



HCOMP I: Game with a Purpose (GWAP)

- Use game for human computation, e.g.
 - ESP Game (later Google Labeler)



(Von Ahn, 2006; Von Ahn & Dabbish 2008)



Common GWAP Tasks

- Image / sound / video annotation
- Gesture / emotion / speech recognition
- Natural language understanding / translation
- Commonsense reasoning
- Geospatial tagging

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Fort McMoney: Adventure of a Canadian Oil Company



gameswithpurpose.org



HCOMP II: Service for Data

- Implicitly exchange data service, e.g.
 - reCAPTCHA







(Von Ahn et al. 2008)

Image verification code in 12306

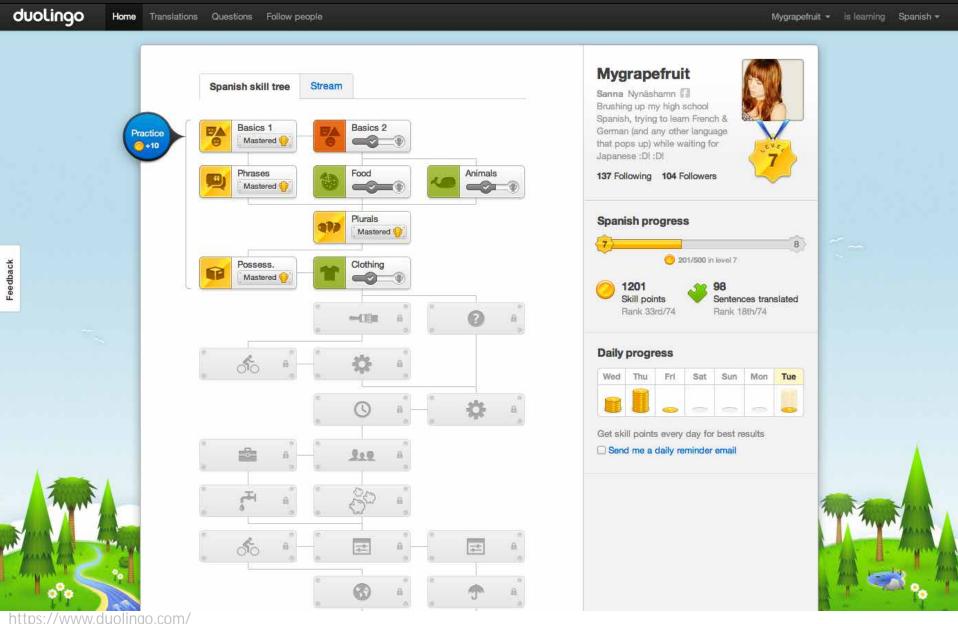








Duolingo: Language Learning for Multi-lingual Translation

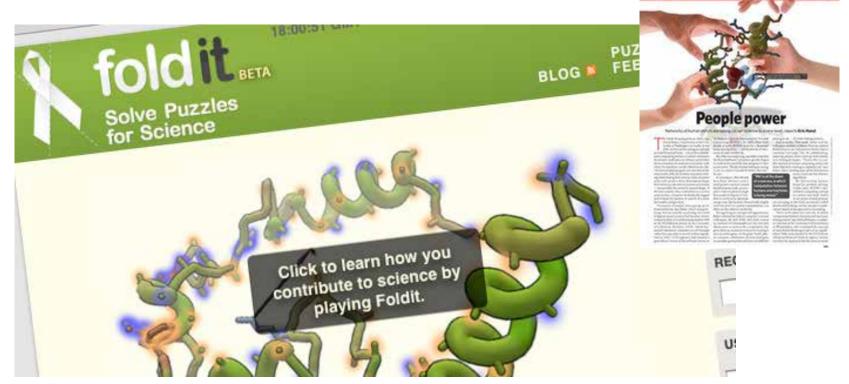




HCOMP III: Citizen Science

 Scientific research conducted, in whole or in part, by amateur or nonprofessional scientists, e.g.

Foldit



(Cook et al., 2010)

http://www.nature.com/news/2010/100804/full/466685a.html

NASA's Be a Martian Initiative



http://blogs.discovermagazine.com/citizen-science-salon/2014/04/02/help-map-red-planet-nasas-martian-citizen-science-initiative/#.VeFtiPkxtq9



HCOMP IV: Community Sourcing

 Building and maintaining a community of volunteers





(Hu et al., 2011)



Twitch Plays Pokemon

- 1.1 million active users, peak of 121,000 viewers
- Issuing 122+ million commands
- Completed Pokemon Red in 16:07:45:30
- 9 million unique onlookers



Maintaining community engagement
Massive volume of input
Lag between chat and video
Trolls

https://en.wikipedia.org/wiki/Twitch_Plays_Pok%C3%A9mon



Crowdsourcing

- Outsourcing to the online crowd
 - Coined by Jeff Howe in 2006 in Wired magazine
 - Often with monetary compensations



http://www.smithdesignoffice.com/smith-crowdsourcing.



Crowdsourcing Platforms

- General purpose platform
 - Amazon's Mechanical Turk
 http://mturk.com/



- Domain-specific platform
 - UpWork (professionals)
 https://www.upwork.com/
- Media-specific platform
 - Mindswarm (video)
 - http://www.mindswarms.com/Umati (physical kiosk)



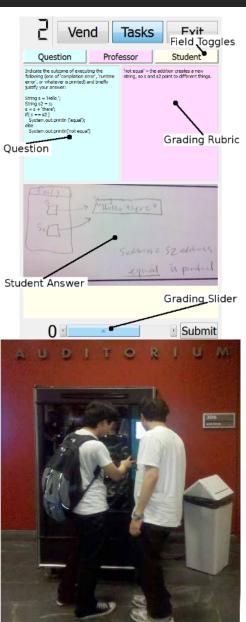


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Berkeley Umati Physical Kiosk







(Heimerl et al. 2012)



Crowdsourcing Tasks

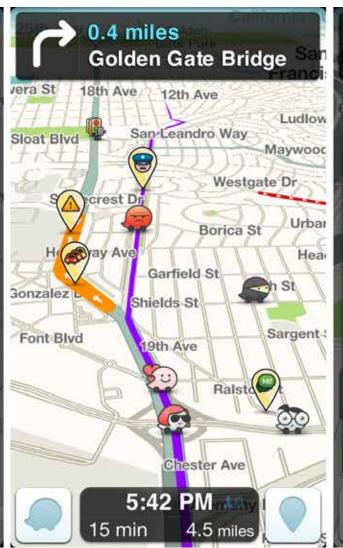
- Similar to the HCOMP tasks
- Crowd sensing



omveria.con

Waze







https://www.waze.com/



Knowledge Aggregation Process

- One time
 - E.g., parallel
- Complementary iteration

(Hu et al., 2011)

- E.g., monolingual workers for multilingual translation
- Constructive iteration
 - E.g., example-schema-evaluation

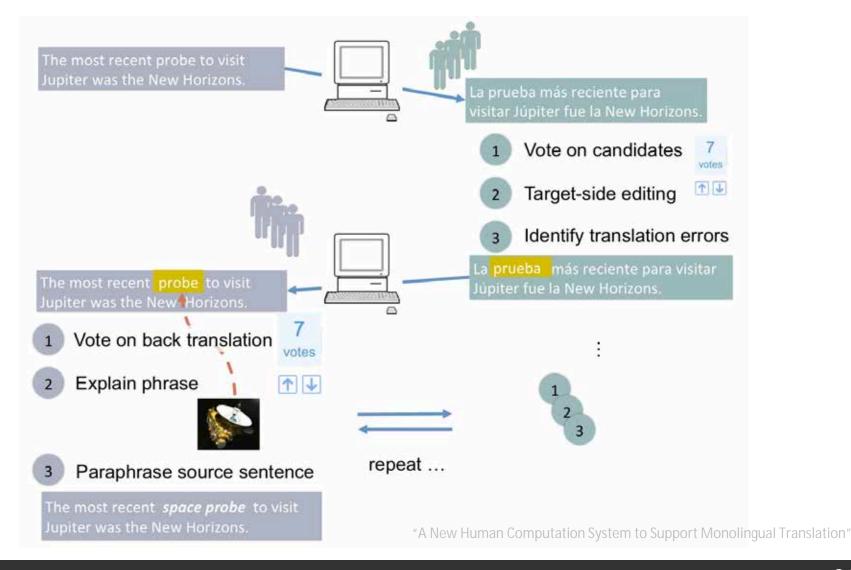
(Yu et al. 2014)

- Evolutionary iteration
 - Generic algorithm: crossover-mutation

(Yu & Nickerson 2011)



Mono Trans 2





Quality Control Mechanisms

Output agreement

ESP Game

Input agreement

Tag-a-tune

Economic models

Defensive task design

Redundancy

reCAPTCHA

Statistical filtering

Multilevel review

Soylent

Automatic check

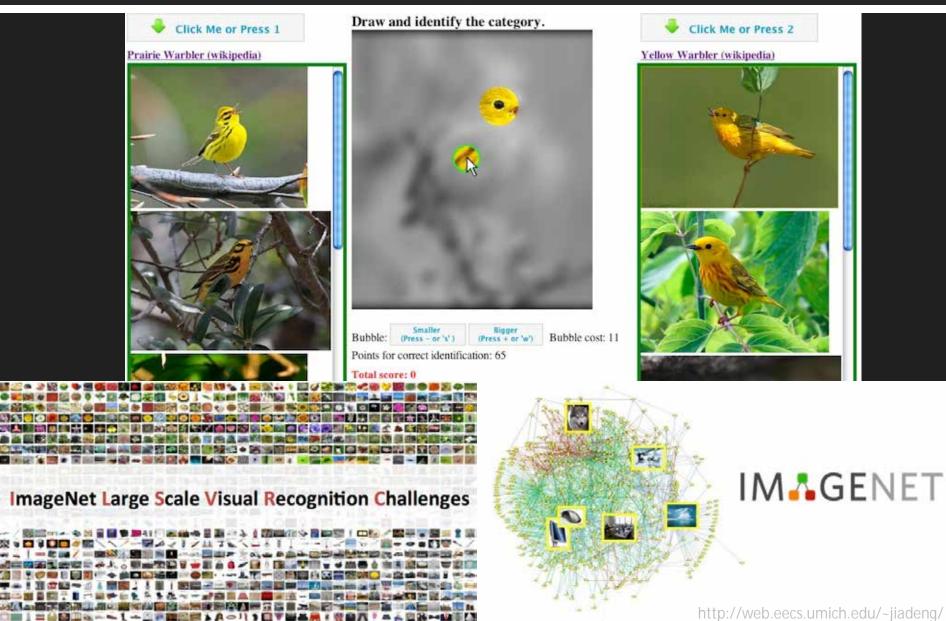
fold.it

Reputation system

Mechanical Turk

Quinn & Bederson, 2011

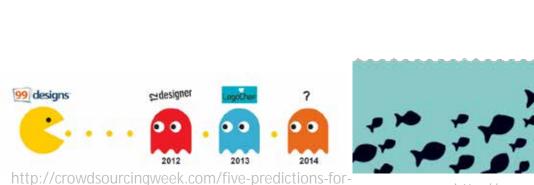
ImageNet



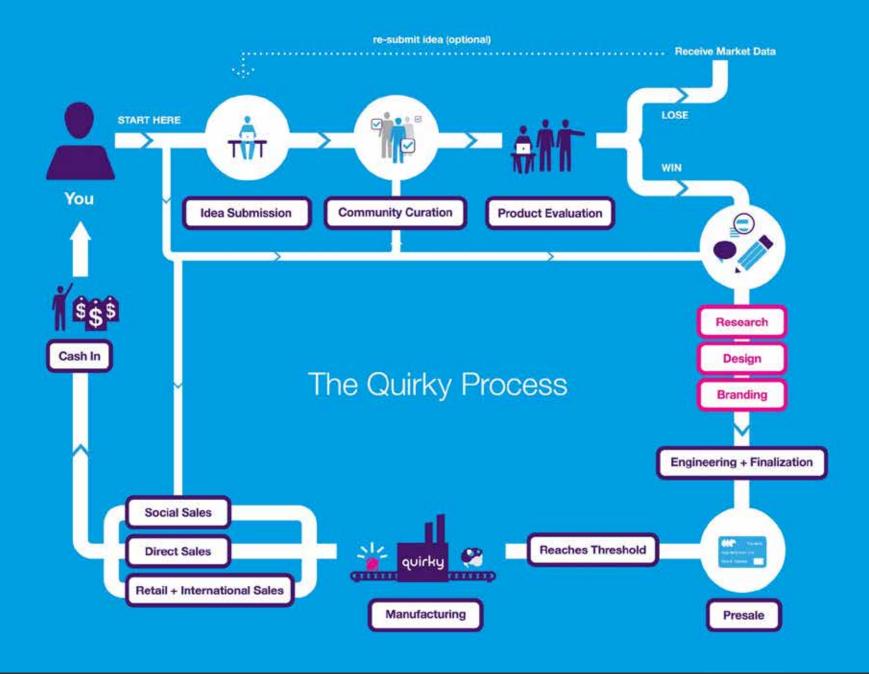


Crowd Creativity

- Tapping of creative talent pools to design and develop original art, media or content
 - Contest
 - Vote
 - Bid



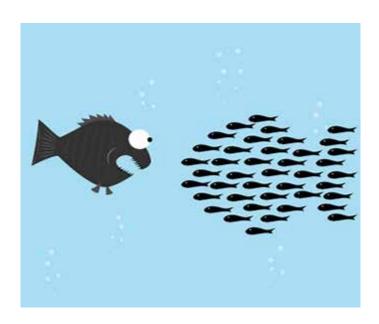
http://crowdsourcingweek.com/five-predictions-for-crowdsourcing-in-2014/





Crowdfunding

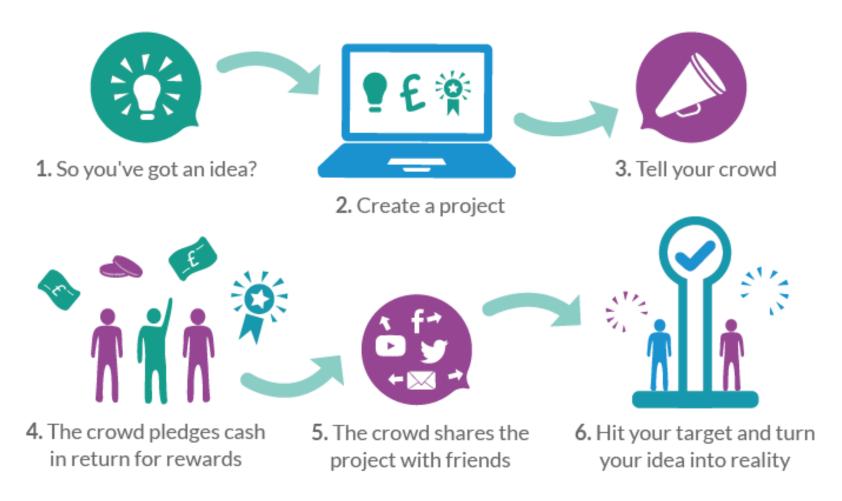
- Raising monetary contributions from a large number of people online
 - Eye-catching
 - Heart-touching
 - Feasibility
 - Affordability



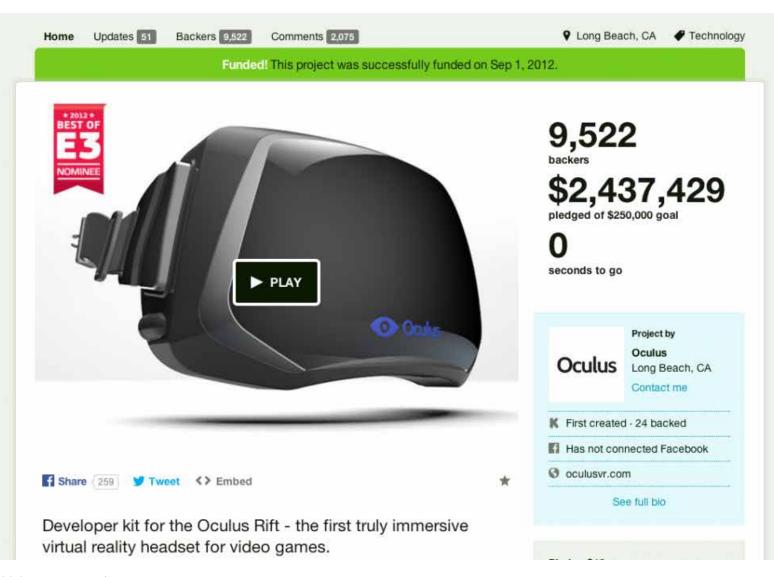
http://www.crowdmapped.com/is-your-crowdfunding-company-getting-good-reviews/



Crowdfunding Process



Kickstarter Oculus Rift



https://www.kickstarter.com/

Kickstarter "The Veronica Mars Movie Project"



Chinese Crowdfunding "Monkey King: Hero is Back"





Challenges in Crowd Computing

- Insufficient knowledge of the crowd
 - How to motivate
 - What task to assign
 - Which result to accept
 - How much to pay
- Maintenance of the crowd
 - Timely tasks
 - Repeated tasks
 - Unpopular tasks



http://www.americanbusi nessmag.com/wpcontent/uploads/crowdso urcing.jpg

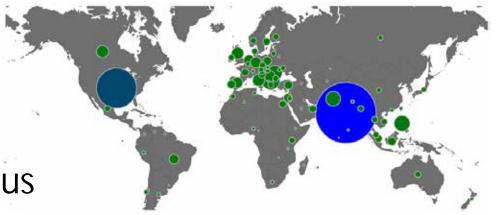


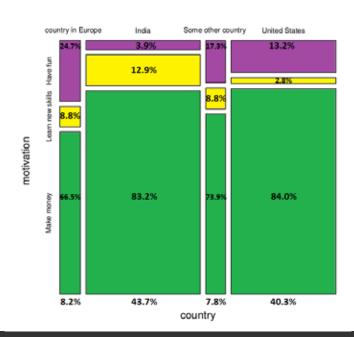
https://researchimpact.files .wordpress.com/2013/01/sl n_logo_final_aug2011.png



Challenges in Crowd Computing

- Sample Bias
 - Culture
 - Age
 - Social-economic status
- Cheating
- Advertising
 - Visibility
 - Incentive
 - Branding





http://www.mturkgrind.com/threads/demographics-of-mechanical-turk.26341



Sharing Economy

 Business built on the sharing of resources – accessing goods without ownership



http://www.montrealgazette.com/business/sharing+economy/9674465/story.html



http://www.post-gazette.com/opinion/Op-Ed/2014/07/13/Republicans-should-love-Uber-Shared-services/stories/201407130050



Why it is Good ...

- Save money
- Good for the environment
- Provide flexibility
- Practical



http://www.cmithun.com/national_study_quantifies_reality_of_the_sharing_economy_movement-2/



Or not ...

- Damage the item / place
- Not trust the others
- Compromise privacy
- Not worth the effort
- Not good enough quality

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http://www.cmithun.com/national_study_quantifies_reality_of_the_sharing_economy_movement-2/



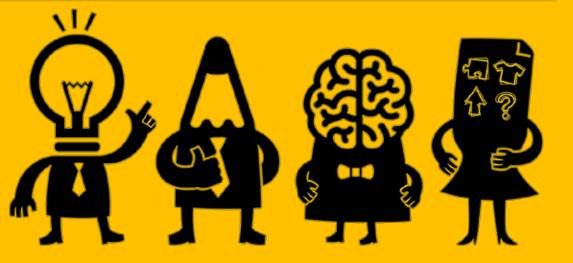
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Thank you J

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