Quality of crowdsourcing data

Abstract

Introduction

Sharing information or data has been around for longer than the United States has been a country. Certain data has allowed us to go further in science then we ever thought possible. It has also won wars, saved lives, and changed how we gather data. Data is what drives our current lives. Whether it be data in a spreadsheet to calculate students’ scores or data on a server that populates your Facebook feed. How does this data get collected though? Most of the time, it is inputted by users who are using that software or database. For the example of entering student scores into excel, the information comes from exams, quizzes, and homework. What about data that the community provides? Currently, companies are using the community to provide data about news events, pictures of restaurants, and traffic congestion. This type of data collection is called crowdsourcing and it’s been around a lot longer then what we think. Back in World War II, allied spies were used to collect data on enemy troop movements which would be sent back to headquarters so the commanders could design a plan of attack. Now this information wasn’t always correct which caused lives to be lost. This begged the question of how can we make sure the data we receive is accurate? This question is still asked to this day and many have looked into how to improve the data we receive. In this paper, I will discuss how crowdsourcing is being researched today, how it’s being improved on, and what hasn’t worked so well.

Problem Statement

Crowdsourcing is a great way to gather data from the community. As discussed before, it has been used for many years and it does provide a way to gather data that would not be known otherwise. The problem that has been prevalent since the beginning of crowdsourcing which is what is the quality of the data that is being collected. Just because a spy says that the enemy is heading west, does that mean they are going in that direction or was it to avoid a broken road and now they are heading south. Should there be standards before data is considered accurate by the community or in this case spies? Another problem is what about the data we have collected in the past. What if an individual takes a picture of a restaurant in the city? At some point, you must ask if the restaurant still looks the same or has the restaurant moved to another part of the city. Should past information be revisited in the present to verify its quality? A finally problem that arises from crowdsourcing data is how does the holder of the data protect it from being tempered with. Should the community have access to delete or update information or can they only provide new data and view the data? These problems have shown up when it comes to crowdsourcing data. In this paper, I will present answers to these questions and discuss what the academic community has done to research these questions.

Related Work

The first paper that went along with my topic was called “Crowdsourcing Translation: Professional Quality from Non-Professionals”. This paper considered translating text from one language to another by using crowdsourcing. Crowdsourcing was used to help reduce the cost of translations because professional translators would charge money for each word that was translated. Another reason the authors were considering alternatives was because the money that would be needed to make a collection of texts for translations would cost a large sum of money as well. Researchers of this paper considered a way to check the quality of the translated text. They created a way to quantify the results using several different measures such as sentence-level. Using these measures, the authors could compare the crowdsourced translations against reference data. After collecting this information, they could conclude that using quality restrictions resulted in better translations from the crowdsourced translators. Better translations were not the only benefit, they also found that by using the crowdsourced translations was linked to lower costs because they did not have to pay professionals.

“Data Quality from Crowdsourcing: A Study of Annotation Selection Criteria” was the second paper that will be used as support for this topic. This paper shared a lot of the same topics that were being analyzed in the first paper. Improving data quality was also being evaluated in this paper but instead of translations, the authors were considering annotations. That was not the only topic that was the same however, lower costs for crowdsourcing was also being considered in this paper. In the conclusion, the authors did not mention anything about the cost of using crowdsourcing. Instead, the authors discovered two important things when the research concluded. The first was that they did figure out how to sort through bad annotators and good annotators. Secondly, the research gave the authors some insight into how to find more accurate classification models.

Following the first two papers was another paper that looked at the quality of crowdsourced data but this time the crowdsourced individuals were paid for their data. This paper is called “In Search of Quality in Crowdsourcing for Search Engine Evaluation” and focused on three important topics. Firstly, the authors considered whether paying for crowdsourced data would improve the quality of the information. Next, they considered if the amount of money they paid the crowdsourced individuals would improve the data quality or if it would stay the same. Lastly, this paper observed if a individuals qualifications improve the data quality or if it was negligible. Unlike the results of the previous paper, this paper came back with answers for each one of the topics they considered. The authors observed that when they paid crowdsourced individuals lower amounts of money, more spam would be collected. However, if the individuals were paid larger sums of money, they could link the higher pay to better results. Lastly, when individuals with better qualifications were used, the data quality would be better than non-qualified individuals.

Next, the paper titled “Programmatic Gold: Targeted and Scalable Quality Assurance in Crowdsourcing” considered data annotation just like the second paper. Unlike the other papers being considered as related work, this paper focused on getting people out of poverty. The authors wanted to use digital crowdsourced work to lift people out of poverty. This was not the only important point of this paper. Another important topic was if a general-purpose crowdsourcing platform with built-in quality assurance could even return good quality data. Taking these research ideas in mind, the authors came up with two experiments they wanted to consider. Firstly, they compared two effects, one was the programmatic gold and the second was manual gold. Following the first experiment was another experiment that focused on scaling gold units from a small amount to a larger amount. Each experiment was a success in the authors eyes. Experiment 1 achieve a 99% accuracy gold yield and Experiment 2 resulted in an overall accuracy of 92.2% which is higher than the 85% baseline with the programmatic gold.

Additionally, the paper, “Quality Control in Crowdsourcing Systems” is also being used in this paper because it identifies open issues and quality control approaches. This paper identifies two types of quality in crowdsourcing systems, worker’s profile and task design. The authors then talk about the different approaches that can be taken when it comes to quality control. Although this paper is considered a research paper, this doesn’t have any experiments or conclusions about the topic. It is more of an informational tool for individuals or companies interested in the topic.

Finally, the last paper that is being used is called “Quantification of YouTube QoE via Crowdsourcing”. In this paper, the authors considering the quality of experience from online video services that are based on TCP-streaming. At the beginning of the paper, the authors explain the differences between the different streaming types and which one Youtube uses. During the research, they looked at using crowdsourcing to conduct the user experiments that went along with the research. Part of the research was addressing the issues of stall times on Youtube. If the video stalled for too long, what would the user do and why. In conclusion, the researchers did find that crowdsourcing was demonstrated to be a good method for conducting quality of experience tests for online video services.

Analysis

* Papers 1, 2, 3, and 4 all have a component of how much can be saved by using crowdsourcing data instead of professional.
* Papers 1, 2, 3, and 5 look at how to improve crowdsourcing results.
* This area of research is very new but the idea of crowdsourcing data has been going on for a while.
* Questions: Does providing money to individuals who crowdsource data become an issue to see how good the quality of the data is? What kind of constraints should be generalized before using crowdsourced data? Are the individuals who provide crowdsourced data even qualified enough to provide that information?

Future Directions

* Look into rewarding individuals that provide data to you for crowdsourcing. If the reward is “better”, does that improve the results. This would be different then just offering cash. Maybe benefits to members of a subscription service.
* Does providing more constraints on crowdsourced data improve the quality of the information or limit the amount of people contributing.
* Observing if crowdsourcing will provide lower costs in all different times of fields or just some of them.
* I think in 5 years the industry will start turning more to crowdsourced data because it is becoming harder and harder to get questions answer like in the QoE paper.
* I would perform another study like the QoE but instead do it on social media.

Core Papers

* Crowdsourcing Translation: Professional Quality from Non-Professionals
* Data Quality from Crowdsourcing: A Study of Annotation Selection Criteria
* In Search of Quality in Crowdsourcing for Search Engine Evaluation
* Programmatic Gold: Targeted and Scalable Quality Assurance in Crowdsourcing
* Quality Control in Crowdsourcing Systems
* Quantification of YouTube QoE via Crowdsourcing

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