

A LaTeX Demo for AAAI

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Abstract

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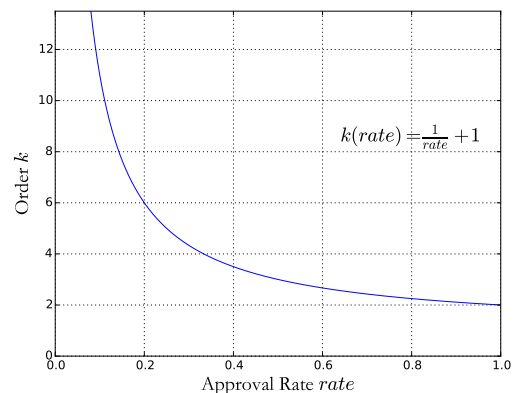


Figure 1: Adjustment of a worker’s order with his approval rate.

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Related Work

Among the four problems of crowdsourcing, namely incentive, quality, latency and community improvement, quality is the core, and the other three serve for it in essence. The key issue is how to estimate the worker proficiency (Simpson and Roberts 2015) or her evaluation reliability for a specific task (Miller, Resnick, and Zeckhauser 2005; Radanovic and Faltings 2013). One natural approach is to use *gold standard* (Liu et al. 2012; Li et al. 2016), i.e. a small amount of tasks of which the solutions are known prior to the requester while not to the workers, which can be utilized to assess each worker’s proficiency on the rest tasks. However, gold standard is expensive to perform as ground truth is costly to obtain. In addition, gold standard works not well in heterogenous crowdsourcing, where a worker may be proficient at only a subset of tasks with a certain topic (Zhang and Sugiyama 2015). Taking the name entity recognition tasks in natural language processing (Ritter et al. 2011) as an example, a worker may be good at recognizing names of movie stars, but not be familiar with sports teams. A step further, studies in (Ipeirotis et al. 2014; Simpson and Roberts 2015) assume that the tasks can be categorized into several topics and workers differ in their abilities with different topic tasks, therefore the quality of data can be improved by assigning tasks to the most appropriate workers. But nonetheless, it is still not enough as estimation of workers’ abilities relies heavily on topic categorization. Another approach focuses on developing statistical techniques to post-process the collected data with uneven quality in order to improve its quality (Raykar et al. 2010; Zhou et al. 2014). However, it is appropriate only in scenarios with repeated participation by the same worker, which seems impractical as worker crowds online is very large and is changing rapidly realtime and the number of tasks assigned to most workers is always small. In fact, the current crowdsourcing platforms such as the aforementioned Mturk and CrowdFlower, only use a worker’s history records to

compute her reputation (e.g. approval rate, i.e. the percentage of her reported solutions approved by the requester), and adopt the reputation as the only parameter to decide whether to assign a coming task to the worker or not. Simple through, the vulnerability is obvious as this current mechanism cannot detect a malicious worker who performs as normal to gain enough reputation in early days, and afterwards cheat the platform (Hoffman, Zage, and Nita-Rotaru 2009).

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