

Peer Prediction on Peer Grading System

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Outline

- Peer Prediction
- Previous Work
- Peer Grading Re-model
- Truthfulness
- Conclusion
- Reference

Peer Prediction

Amenities

☰ Ramada Pottsville 🔍 ✕

♿ Accessible ⌚ Pool ❄ Air-conditioned

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Hotel details

A 7-minute walk from Yuengling's Brewery Museum (America's oldest brewery), this straightforward hotel is also 14.2 miles from Locust Lake State Park and 20 miles from the Roadside America miniatur... [More](#)

Review summary ⓘ

5 ★

4 ★

3 ★

2 ★

1 ★

3.1

★★★★☆

Rooms · 3.1 ★★★★★
Guests liked the large, clean rooms, though some commented they were dated · Guests liked the comfortable beds · Some guests mentioned the bathrooms could be improved

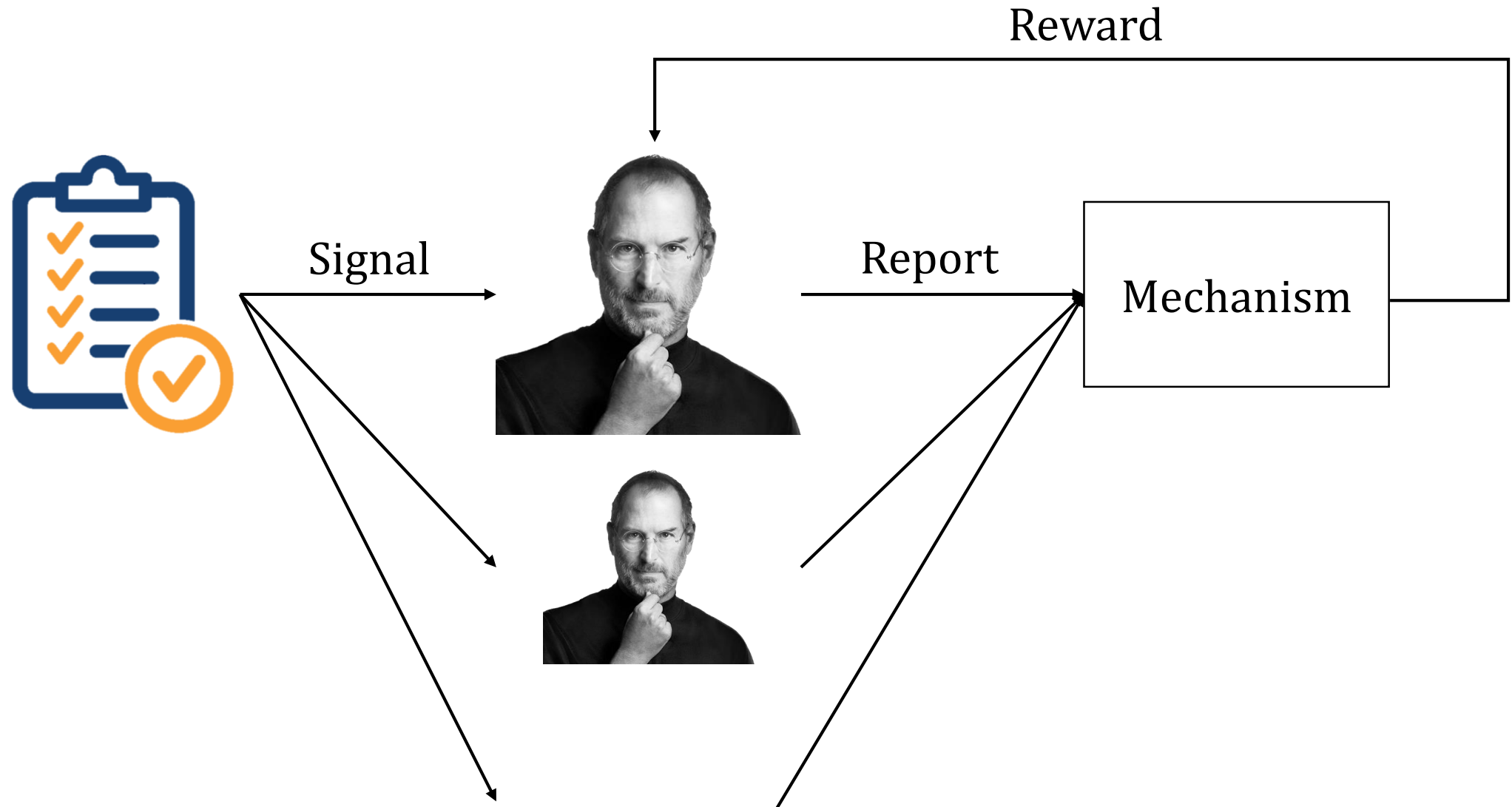
Service & facilities · 4.1 ★★★★★
Guests appreciated the friendly, professional staff · Guests spoke highly of the reception staff

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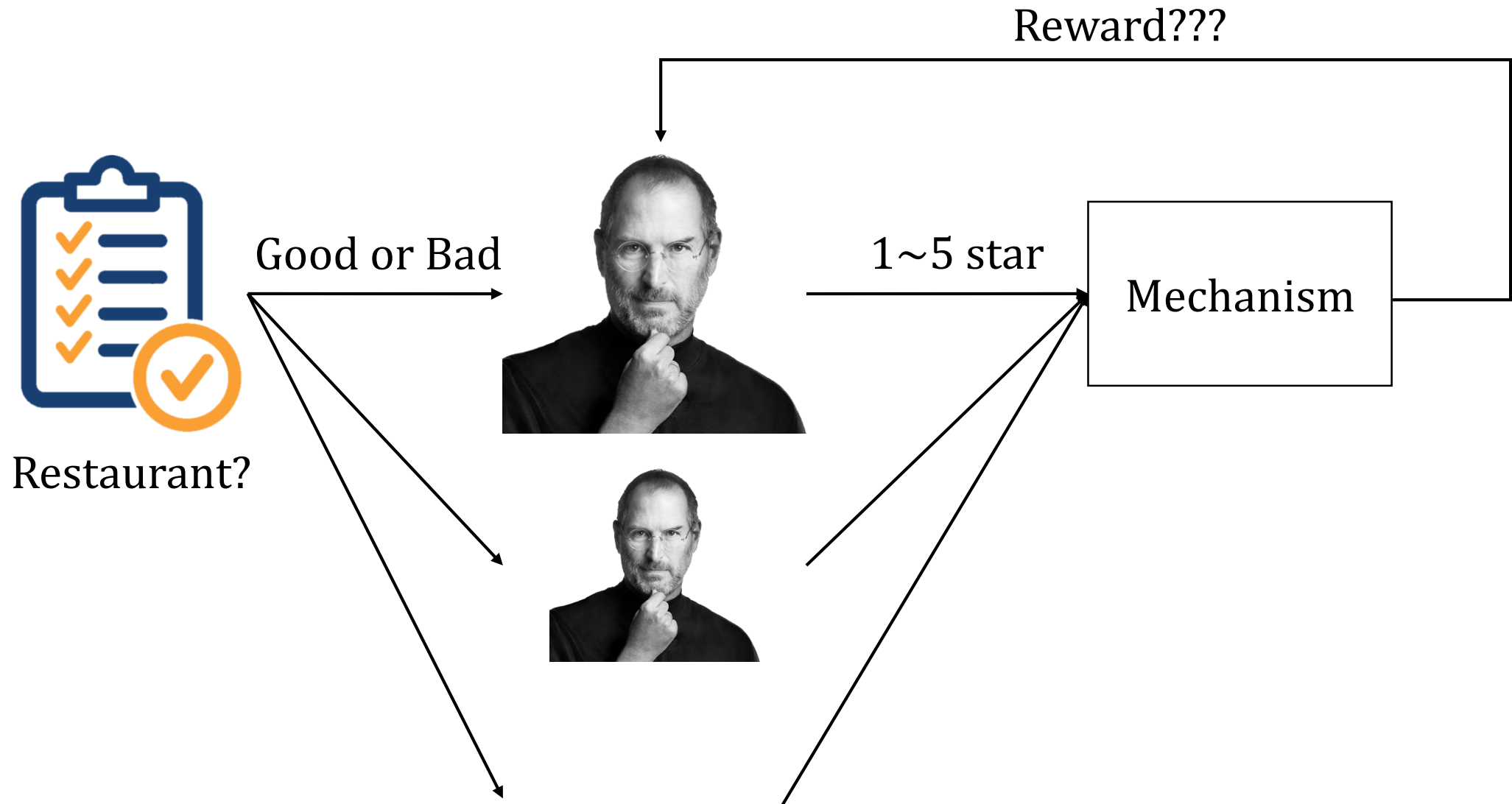
Peer Prediction

- Ask participants for feedback on questions
 - Elicit information without verification
- Example:
 - Peer-grading
 - Labeling in a machine learning task
- Encourage truthfulness and efforts

Peer Prediction



Peer Prediction



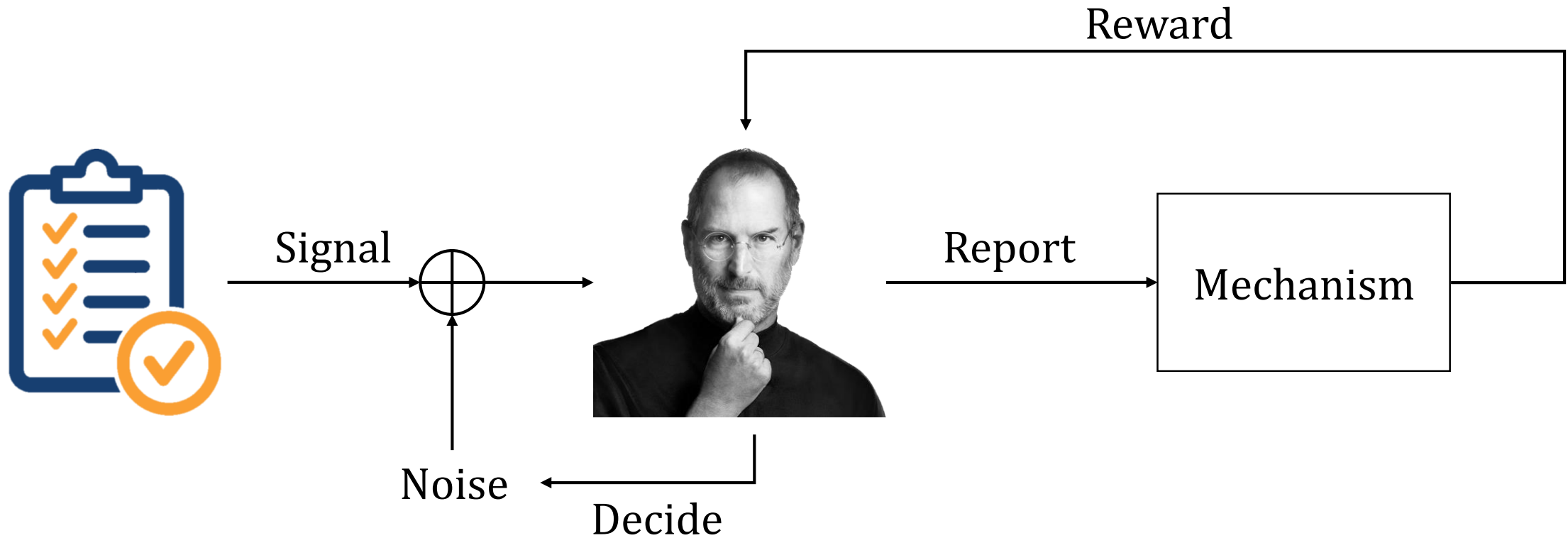
Previous Work

- Shao-Heng Ko [2017]
 - Peer Grading
 - Encouraging Conditions
 - \Rightarrow At least one pure Nash equilibrium
 - Homogeneous
 - \Rightarrow pure Nash $\{t_1^*, t_2^*, \dots, t_N^*\}, t_1^* = t_2^* = \dots = t_N^*$

Peer Grading Re-model

- Agents: a_0, a_1, \dots, a_n
- Signals: $(s_0, s_1, \dots, s_n) \sim S$
- **Noise**: $\epsilon_i, \forall i \in [0, n]$
 - Mean = 0, variance = σ_i^2
 - Independent
 - No-bias
 - Effort time $t_i \uparrow \Rightarrow \sigma_i \downarrow$
- Received Signal = $s_i + \epsilon_i$ = Report r_i
 - Always Truthful

Peer Grading Re-model



Peer Grading Re-model

- Mechanism
 - Each agent is paired with another agent randomly
 - Difference in reports $\uparrow \Rightarrow$ Reward \downarrow
 - Mean Square Error:

$$E \left[(r_i - r_j)^2 \right]$$

Peer Grading Re-model

- Expected Utility:

$$U_i = U - C_i - f(t_i)$$

- U : constant
 - C_i : report difference
 - $f(t_i)$: effort cost
- $\max U_i$
 - Unrelated to others \Rightarrow **Dominant Strategy**
 - If σ, f are homogeneous to every agent $\Rightarrow t_0^* = t_1^* = \dots = t_n^*$

Peer Grading Re-model

- Encouraging Condition
 - (0) EC-1
 - Suppose $\sigma_i(t_i)$ is positive, convex, decreasing
 - (X) EC-2
- Encourage efforts?
 - Suppose $f(t_i) = k \cdot t_i$
 - Effort cost ratio $k \downarrow \Rightarrow$ effort time $t_i \uparrow$

Peer Grading Re-model

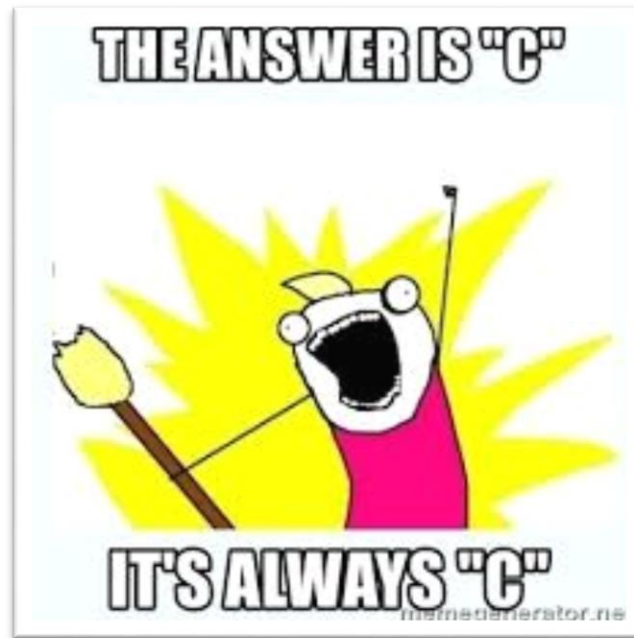
- What's the difference

	Shao-Heng Ko [2017]	This Work
Signal Distribution	$F_p(v_i, t_j^i)$	$s_i + \epsilon_i$
Encouraging Conditions	Yes	No
Settings	Gaussian Distributions	ϵ_i is independent

- What's the same
 - Pure Nash Equilibrium exists
 - homogeneous \Rightarrow symmetric equilibrium
 - Encourage efforts

Truthfulness

- What if agents can be untruthful
 - Everyone always reports the same feedback
 - (No effort, r^*) \leftarrow Best equilibrium



Truthfulness

- Dasgupta and Ghosh [2013]
 - Reward = agreement on common tasks – agreement on separate tasks
 - (All effort, truthful) and (no effort, random guess) are both equilibrium
 - (All effort, truthful) \leftarrow Best equilibrium
- Kong and Schoenebeck [2016]
 - Mutual Information $MI(X; Y)$
 - $MI(M(X); Y) \leq MI(X; Y)$

Truthfulness

- Allow verification
 - TA score in peer grading
 - Minimize TA's workload
- Dasgupta and Ghosh [2013]
 - Reward = agreement on common tasks – agreement on separate tasks
 $\propto \rho(r_i, r_j)$
 - Assume: $\rho(M(r_i), r_j) \leq \rho(r_i, r_j)$
 - Any independent modification \nRightarrow the correlation coefficient \uparrow
 - Mutual Information (Kong and Schoenebeck [2016])

Truthfulness

	Dasgupta and Ghosh [2013]	This Work
Signal Type	Discrete	Continuous
Agreement	Exactly the same	Negative correlation to Squared Euclidean Distance
Assumption	$\Pr[s_j = s s_i] < \Pr[s_j = s], \forall s \neq s_i$	$\rho(M(r_i), r_j) \leq \rho(r_i, r_j)$
Best Equilibrium (no effort cost)	(All effort, truthful)	(All effort, truthful)

Conclusion

- Describe effort as a noise to the real signal
- No need to be Gaussian
- Always truthful \Rightarrow relaxed
- Discrete \Rightarrow Continuous

Reference

- [1] Dasgupta, Anirban, and Arpita Ghosh. "Crowdsourced judgement elicitation with endogenous proficiency." Proceedings of the 22nd international conference on World Wide Web. ACM, 2013.
- [2] Kong, Yuqing, and Grant Schoenebeck. "An information theoretic framework for designing information elicitation mechanisms that reward truth-telling." ACM Transactions on Economics and Computation (TEAC) 7.1 (2019): 2.