A Generic Framework for <u>Spatial</u> <u>Crowdsourcing</u>

QInF 2015 Presentation

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Spatial Crowdsourcing

Crowdsourcing: outsourcing a set of tasks to a set of workers. **amazon** mechanical turk™

Artificial Artificial Intelligence

Spatial crowdsourcing (SC): requires workers to *physically* travel at the task's location in order to execute the task.







SC Applications

Ubiquity of mobile users

6.5 billion mobile subscriptions, 93.5% of the world population [1]

Technology advances on mobiles

Smartphone's sensors. e.g., video cameras

Network bandwidth improvements From 2.5G (up to 384Kbps) to 3G (up to 14.7Mbps) and recently **4G** (up to 100 Mbps)

[1] http://www.gartner.com/newsroom/id/2665715

MediaQ Demo

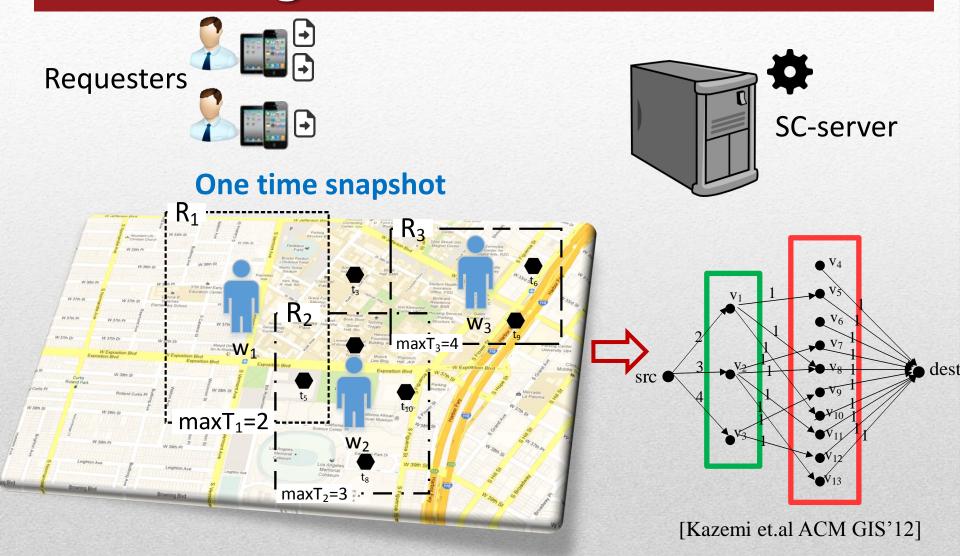
http://mediaq.usc.edu/

[Kim et.al MMSys'14]



MediaQ helped PBS cover the Presidential Inauguration on Jan. 20, 2013 PBS NEWSHOUR

Task Assignment



Maximum task assignment is reducible to max-flow problem

Challenges of Task-assignment

Dynamism

Tasks/workers arrive without our knowledge

Location Privacy

Adversary can infer workers' sensitive details

Trust

Workers cannot always be trusted, i.e., malicious/spam users







Dynamic Task Assignment

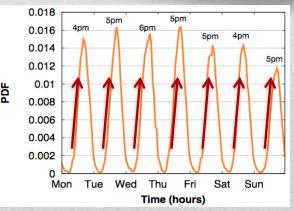
- Local task assignment at every time snapshot
- Learn worker distribution
 - Prefer tasks in worker-sparse areas
 - Prefer nearby workers

[To et.al TSAS'15] [Kazemi et.al ACM GIS'12]

- Learn activity patterns
 - Defer tasks arriving in uphill periods

Submitted to [VLDB'15]





From [Musthag et.al CHI'13]

Worker Location Privacy

Objectives

- Assign tasks to workers without knowing workers' locations
- Ensure tasks will be performed, with high probability

Solutions

- Assign every task to all workers
 - Does not scale!
- Assign tasks to sufficient nearby workers

Differential Privacy

Preserve privacy of individual workers
 [To et.al VLDB'14]
 [To et.al ICDE'15]

~0	~3	~3		~2	
~4	~7	~6		~3	
~4	~5 task ●	~2	~	3	~1
0	~6	~2	~	0	~0
~0		~3	~	0	~0

Noisy worker count per grid cell

The first privacy study in spatial crowdsourcing!

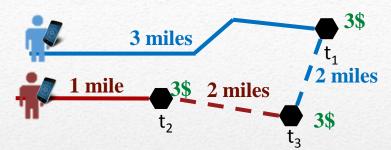
Trustfulness of Workers

Non-spatial metrics

- Rating
- # of transactions
- Fast response time
- Quality of work
- Spatial metrics
 - Distance traveled
 - Spatial coverage



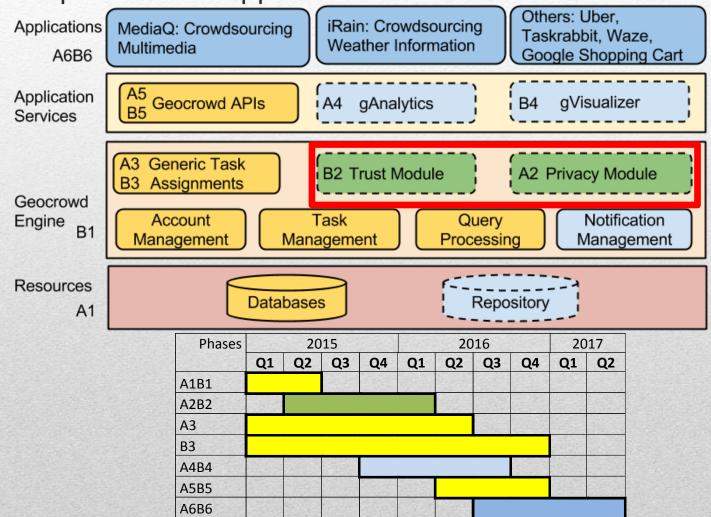
- To maximize the quality of the result in task assignment
- To direct requesters to "trusted" areas in task posting





Proposed Framework & Execution Plan

 Develop a generic spatial crowdsourcing architecture to ease the development of SC applications.



Evaluation

- Use real data workload and generate synthetic data
 - e.g. Gowalla, Yelp, Foursquare

- Build real systems, e.g., MediaQ, iRain
 - Organize events at USC to collect SC data
 - Deploy on cloud and monitor workload and system behavior
 - Get feedback via academic collaboration

- Publish framework as an open source project
 - e.g. github

Team

- Partnership/Research Accomplishments
 - SC for collecting media content: MediaQ (since 2012)
 - SC for collecting weather information: iRain (since 2014)
 - Experience in developing mobile platforms







Prof. Cyrus Shahabi (advisor)

- Pioneered spatial crowdsourcing
- Director of InfoLab; an active research group in spatial crowdsourcing



Hien To (4th year PhD student)

- · Research on scalability/privacy of task assignment
- Published papers in prestigious database conferences, e.g., ICDE, VLDB, CIKM
- Completed two summer interns at Teradata in 2012 and 2014



George Constantinou (1st year PhD student)

- His research focuses on trustfulness in spatial crowdsourcing
- Completed a summer intern at Amazon in 2014
- Fulbright fellow



→ The Wiley-AAG International Encyclopedia of Geography

